

□ **Anderssen, Adolf**  
 ■ **Kieseritzky, Lionel**  
 'The Immortal Game'  
 [Hicks, E]

**1.e4** Best by test! – Fischer. **e5** **2.f4**  
 The King's Gambit. A double edged sword where white trades a pawn for a strong attack. Because white compromises his own king's safety by advancing the f-pawn, the king's gambit often leads to a double edged tactic fest. Although the King's gambit was extremeley popular in "Morphy" days (some refer it to the romantic era of chess, no great grandmasters use it today in tournament play. **exf4**  
 It has been said that the only way to refute a gambit is to accept it. **3.Bc4** Before white can grab the center with pawn to d4, he must deal with black's immediate threat Qh4. Usually white will play Nf3 which clearly stops Qh4. The text 2. Bc4 deals with it by creating a safe FLIGHT square for the king. **Qh4+** Usually it is not a good idea to bring your queen out early, but black has a definite reason for his move. Since white cannot play 4. g3 because of 4. ... fg, white will be forced to move the king and give up his castling rights. **4.Kf1** Although white has lost his castling rights and a pawn, the pawn will be easy to win back, and the black position is compromised by the badly placed queen which will be prone to attack. **b5?!** A strange move that sacrifices a pawn for no good reason. Black wants the bishop off the f7 pawn because there are many tactics that happen in the King's Gambit on that square...also he wants to play the pawn lever move c6 with tempo, an Evan's Gambit like idea. **5.Bxb5** Unless you see a clear reason why not to take something, take it when it is offered. **Nf6** Developing with a threat. **6.Nf3** Developing the knight to its best square and attacking the queen. **Qh6** **7.d3** Protecting e4 and activating the c1 bishop which bites down on the f5 pawn. **Nh5** Defending the pawn but creating a HALF-KNIGHT. **8.Nh4** Making a HALF-KNIGHT but only temporarily. Black is eyeballing the f5 square. **Qg5** **9.Nf5**

**C33**  
**2675**  
**2600**  
 1851

**c6** Creating a PAWN LEVER with tempo. **10.g4** Taking advantage of the PINNED f pawn which normally would be able to take ENPASSANT. Also offering to trade the b5 Bishop for the h5 knight. **Nf6?** Black would have been better to play PxB. [10...cxb5 11.gxh5 g6] **11.Rg1!?** Sacrificing the bishop on b5. **cxb5** Always good to accept the offered piece if you don't see immediate disaster. **12.h4** Pushing the queen around. **Qg6** Forced. Notice the queen is short of flight squares. **13.h5** Hitting the queen and taking one of her running squares. **Qg5** Forced. **14.Qf3** Threatening BxP trapping the queen. Notice black has no good way of defending the pawn. **Ng8** Black's only way to hold onto his extra piece and save the queen. **15.Bxf4** Developing with threats and a capture. Although white is down a piece, he is starting to get compensation in development and strong position. **Qf6** Forced. **16.Nc3** It is necessary for white to complete his development so he will have pieces to attack black with. This knight is threatening to hop into d5. **Bc5** Black does some developing with threats of his own. **17.Nd5!!** Leaving the EXCHANGE hanging to attack the queen and put the knight in a sharp OUTPOST position. **Qxb2** This is black's best try. He moves the queen into safety, captures a pawn, and threatens a rook. If it weren't for white's brilliancies, black would be in good shape. **18.Bd6!** Offering both rooks. **Bxg1** [18...Qxa1+ 19.Ke2 Bxg1 20.e5 Ba6 21.Nxg7+ Kd8] **19.e5!** **Qxa1+** **20.Ke2** **Na6?** Ba6! would have been black's salvation. **21.Nxg7+!** **Kd8** **22.Qf6+!!** **Nxf6** **23.Be7#**  
 A beautiful finish.

**1-0**