

□ **Steinitz, William**

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Hastings

[ChessBase]

C54

1895

1.e4 This move was by far the most popular back in the 1800's because of the exciting tactical games that were generated by it. **e5** Preventing white from getting a pawn center and controlling key center squares. **2.Nf3** Developing a piece with a threat and controlling precious center territory. **Nc6** Defending while developing. **3.Bc4** Developing the bishop to its strongest square where it controls the center square d5 and pressures the weak square f7. **Bc5** Good for the same reasons as white's last move. **4.c3** Creating a PAWN LEVER to prepare for the d4 pawn center grabbing push. **Nf6** White's move c3 does create a weakness. Notice that now white cannot move his Knight to c3, its most ideal square. Black's move threatens the e4 pawn, white's only weakness. White has no good way to defend the pawn without slowing down his plan to play d4. For example, d3 protects the pawn, but since white is planning to eventually play d4, it is wasting one move. 5.Qe2 takes the queen off of protecting the d4 pawn advance. **5.d4** Crossing the line into sharp double edged territory. **exd4 6.cxd4** The glorious PAWN CENTER! However, in this position, if black plays correctly, white cannot hope to hold it. **Bb4+** The only way to play. **7.Nc3!?** A pawn sacrifice. The move Bd2 would have saved the pawn (see the variation) but black could easily equalize. White's Nc3 offers the e4 pawn and gives white an attack after he castles. [7.Bd2! Bxd2+ 8.Nbxd2 d5 9.exd5 Nxd5 And black is pretty close to equal. 10.Qb3 Nce7 ; 7.Bd2 Bxd2+ (7...Nxe4 8.Bxb4 Nxb4 9.Bxf7+ Kxf7 10.Qb3+ Winning the piece back and destroying black's right to castle. d5)] **7...d5** Play through the variations carefully to make sense of these lines. [Δ7...Nxe4 8.0-0 Bxc3 9.bxc3 d5 Steinitz-Schlechter/Hastings/1895] **8.exd5 Nxd5 9.0-0** Castle often castle early. White hopes to get the jump on the open efile. **Be6** [9...Nxc3 10.bxc3 Bxc3 11.Bxf7+

Kf8 12.Qb3 Bxa1 13.Ba3+ Ne7 14.Re1→ +- ; 9...Bxc3 10.bxc3 Nxc3 11.Qb3→ ±] **10.Bg5** Steinitz insists on mixing the position up with some complications. **Be7** [10...Qd7 11.Bxd5 Bxd5 12.Re1+ Be7 13.Nxd5 Wins a tempo.] **11.Bxd5! Bxd5 12.Nxd5** [12.Bxe7 Nxe7 13.Re1 0-0 14.Rxe7? Zaitsev Qxe7? (14...Bxf3!± Fritz2) 15.Nxd5] **12...Qxd5 13.Bxe7 Nxe7** [13...Kxe7 14.Rc1 Rhe8 (14...Kd7 15.Qa4→) 15.Rc5 Qd6 16.Qc1 (16.Qc2!?)] **14.Re1 f6 15.Qe2 Qd7** [15...Qd6? 16.Qb5+ Qc6 17.Qb4 Qd6 18.Qxb7] **16.Rac1?! [16.Rad1! Zaitsev Kf7 17.Qc4+ Nd5 18.Ne5+ fxe5 19.dxe5+-] 16...c6?** This conservative looking move is full of risk. [16...Kf7! Black can save the game. 17.Qxe7+? (17.Qc4+ Nd5) 17...Qxe7 18.Rxe7+ Kxe7 19.Rxc7+ Kd6 20.Rxb7 Rhb8 21.Rxg7 (21.Rxb8 Rxb8 22.b3 Kd5±) 21...Rxb2 22.h3 Rxa2± ; 16...Kf8 ; 16...Kd8] **17.d5!!** A magnificent pawn sacrifice as you soon shall see! **cxd5** [17...Kf7 18.dxc6 Nxc6 19.Rcd1→] **18.Nd4** This centralized knight is threatening all kinds of trouble. If black does not deal with the threat, white will play Nb5, pressuring the pinned knight which black cannot defend. And if QxN, then QxN#. The knight is pinned to the king, and the queen is pinned to holding the knight. **Kf7** The only move that saves drastic loss of material. **19.Ne6** Of course the knight on this square is super powerful. White's immediate threat is grabbing the 7TH RANK with Rc7! **Rhc8** Black must contest the c-file or face certain doom. [19...Rac8 20.Qg4 ; 19...Nc6 20.Nc5 Qc8 21.Qb5 Rb8 (21...Nd8 22.Nd7 Nc6 23.Qxd5+ Kg6 24.g4→) 22.Na6 Ra8 (22...bxa6 23.Qxd5+) 23.Qxd5+ Kg6 24.Nc5 Rd8 25.Qe4+ f5 26.Qh4→] **20.Qg4!** Threatening mate in 2. Do you see how? **g6 21.Ng5+** DISCOVERED ATTACK **Ke8** [21...fxg5?? 22.Qxd7+-] **22.Rxe7+!** The hammer blow. **Kf8** Look through the variations and see why black did not take the rook. This is a fantastic position once you understand all that is going on and why black is pinned up and all his pieces are under attack. [22...Qxe7 23.Rxc8+ Rxc8 24.Qxc8+- ; 22...Kxe7 23.Re1+ Kd6 24.Qb4+ Rc5 (24...Kc6 25.Rc1# ; 24...Kc7 25.Ne6+

