

□ **Adams,E.Z.**
 ■ **Torre,Carlos**
 City Championship
 [Hicks,E]

C62
2200
2400
 16.06.1920

1.e4 Best by test – Bobby Fischer **e5 2.Nf3 d6**
 The Philidor's Defense. Hardly any one dare
 plays it after the famous Morphy vs. Dukes
 game (see the Opera House game in the
 Morphy section.) **3.d4** The Morphy move! **exd4**
 In the infamous morphy game (see variation)
 black played Bg4. It looks sound, but it severely
 loses. [3...Bg4 4.dxe5 Bxf3 5.Qxf3 dxe5
 6.Bc4 Nf6 7.Qb3 Qe7 8.Nc3 c6 9.Bg5 b5
 10.Nxb5 cxb5 11.Bxb5+ Nbd7 12.0-0-0 Rd8
 13.Rxd7 Rxd7 14.Rd1 Qe6 15.Bxd7+ Nxd7
 16.Qb8+ Nxb8 17.Rd8#] **4.Qxd4!?**
 Riskier and bolder than Nxp. Although white is
 bringing his queen out early, in this position, as
 you shall see, black has a hard time
 extinguishing the queen from the center. **Nc6**
 Trying to develop with tempo. **5.Bb5**
 This PIN enables white to keep his queen in the
 center. **Bd7** Breaking the PIN and renewing the
 threat against the queen. **6.Bxc6** White opts to
 trade his bishop for a knight and retain the
 queen's strong position in the middle. **Bxc6**
 Notice black has no good way of chasing the
 queen away. **7.Nc3** Continuing development.
 Notice white's huge lead in development. **Nf6**
 Black needs to develop quick or face certain
 brutal tactics. **8.0-0** Castle often castle early.
 Now the rook is ready to activate along key
 files...either the d or e file. **Be7** Developing the
 bishop to the only available square (a drawback
 to the early d6) and preparing to castle. **9.Nd5**
 Creating a powerful centralized knight. **Bxd5**
 Trading off white's powerful piece. **10.exd5**
 Opening the e-file. Since white has better
 development he will be able to capture and
 control the file first. This file is what will lead to
 black's quick death. **0-0 11.Bg5** Pressuring
 the center INDIRECTLY by pressuring the
 knight. **c6** Hoping to trade away white's stifling
 pawn. **12.c4** Now white is assured that he will
 keep a pawn on the critical square d5. **cxd5**

13.cxd5 Notice now the c file is also opened.
Re8 Correctly trying to grab the e-file. The only
 problem is the awkward bishop (the result of 2.
 d6 prevent's black from ownership of the file
 quickly. **14.Rfe1** Because white is not blocked
 by his own pieces, he claims more ownership of
 the e-file than black. **a5?** A weak unnecessary
 pawn move. **15.Re2** Preparing to double on the
 open file. **Rc8** Claiming the c-file...in this
 position, ownership of the e-file is way more
 critical. **16.Rae1** Doubling. **Qd7** Developing the
 queen to a more active square. **17.Bxf6**
 Forcing the black bishop off the e-file so that
 white can take advantage of some BACK RANK
 THREATS. **Bxf6** Notice that black is close to
 getting checkmated on the back rank. If white
 had one more attacker on the square e8, or if
 black had one less defender, white would score
 a checkmate. The next move white plays tries to
 DEFLECT a defender from the BACK RANK.
18.Qg4! Going for black's neck with an offering
 of a poisoned queen. **Qb5** Notice that RxR
 would have been met with QxQ. Black correctly
 decides to retreat the queen on a square that
 she continues to guard the mating square e8.
19.Qc4! A beautiful move that dares the black
 rook or queen to take the queen. OF course
 both moves would leave one less defender on
 the square e8, and would lead to checkmate in
 2 starting with RXR. **Qd7** Forced. All other
 moves lead to immediate death. **20.Qc7!!**
 Talking about throwing an offer in someone's
 face. Again, either RxQ or QxQ leads to mate in
 2 on the efile. **Qb5** Forced. The only other
 "playable move" Qa4 loses quickly...see the
 variation. [20...Qa4 21.b3 Qb5 22.a4
 Game over.] **21.a4!** A TEMPO gaining move.
Qxa4 What the heck else is she going to do?
22.Re4! Necessary, because it takes the square
 a4 away from black as a hiding space. **Qb5**
23.Qxb7!! Now black has nowhere safe to
 move his queen and protect the square e8.
 Faced with either losing his queen or BACK
 RANK MATE, black resigns.

1-0