

EUWE vs. ALEKHINE
MATCH
1935



by Euwe & Alekhine

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INTRODUCTION

The history of struggles for the World Championship has known many great battles. Thus, both Steinitz-Chigorin matches were decided only in the last games, in which Chigorin had easy wins. However, Steinitz had played the Evans Gambit-and thereby lost four games. In the following matches - Steinitz-Lasker, Lasker-Capablanca, Capablanca-Alekine and both matches Alekine-Bogolubov, we saw difficult forms of struggle from the first game of a match to the end.

The match Alekine-Euwe takes a natural role in chess history. The high tension in the match cannot be denied.

Seemingly, Alekine achieved a decisive result in the first third of the match. The second belonged to Alekine, but in the last third, Euwe struck an energetic counter-blow. As a result, the match was won by the Dutch Champion.

And, of course, the complete story of the match is told best by the following games. Alekine, of course is known as a master of the combinational school, but since his match with Capablanca has often played strategical games. In this match, Alekine often faltered in complicated, combinational positions. Thus, the games of the match are tense battles, not prophylactic chess, a la Nimzovich, nor Grandmaster draws a la Flohr.

To analyze such complex games is exceedingly difficult. Therefore, we are fortunate that the opponents agreed to comment on the games.

Of course, such comments do not always agree. Thus, Alekine and Euwe disagree on the Dutch Defense, and on the move Q-N3 in the Grunfeld Defense. But this is characteristic of the different styles of the two opponents.

At any rate, this is a book by two World Champions, whose openings and endgame technique are especially worthy of note.

G. Levenfisch



DR. ALEKHINE

| GAME NO. | RESULT | EUWE'S SCORE | NO. MOVES | OPENING |
|----------|-----------|--------------|-----------|----------------|
| 1 | Alekine 1 | 0-1 | 30 | Slav Defense |
| 2 | Euwe 1 | 1-1 | 45 | Grunfeld Def. |
| 3 | Alekine 1 | 1-2 | 41 | French Def. |
| 4 | Alekine 1 | 1-3 | 44 | Grunfeld Def. |
| 5 | Draw | 1½-3½ | 34 | French Def. |
| 6 | Draw | 2-4 | 73 | Slav Defense |
| 7 | Alekine 1 | 2-5 | 40 | French Def. |
| 8 | Euwe 1 | 3-5 | 69 | Slav Defense |
| 9 | Alekine 1 | 3-6 | 40 | French Def. |
| 10 | Euwe 1 | 4-6 | 41 | Slav Defense |
| 11 | Draw | 4½-6½ | 30 | Slav Defense |
| 12 | Euwe 1 | 5½-6½ | 36 | Grunfeld Def. |
| 13 | Draw | 6-7 | 59 | Ruy Lopez |
| 14 | Euwe 1 | 7-7 | 40 | Grunfeld Def. |
| 15 | Draw | 7½-7½ | 45 | Slav Defense |
| 16 | Alekine 1 | 7½-8½ | 61 | Slav Defense |
| 17 | Draw | 8-9 | 23 | Queen's Pawn |
| 18 | Draw | 8½-9½ | 17 | English Open. |
| 19 | Alekine 1 | 8½-10½ | 57 | Queen's Gambit |
| 20 | Euwe 1 | 9½-10½ | 40 | Slav Defense |
| 21 | Euwe 1 | 10½-10½ | 58 | Slav Defense |
| 22 | Draw | 11-11 | 17 | Nimzoindian |
| 23 | Draw | 11½-11½ | 58 | Slav Defense |
| 24 | Draw | 12-12 | 33 | Dutch Defense |
| 25 | Euwe 1 | 13-12 | 45 | Queen's Gambit |
| 26 | Euwe 1 | 14-12 | 47 | Dutch Defense |
| 27 | Alekine 1 | 14-13 | 41 | Vienna Game |
| 28 | Draw | 14½-13½ | 63 | Queen's Gambit |
| 29 | Draw | 15-14 | 50 | Alekine Defn. |
| 30 | Draw | 15½-14½ | 40 | Queen's Gambit |

GAME ONE

SLAV DEFENSE
A. Alekine-M. Euwe

Played in Amsterdam, October 3rd
Notes by A. Alekine

| | | |
|----|-------|--------|
| 1 | P-Q4 | P-Q4 |
| 2 | P-QB4 | P-QB3 |
| 3 | N-KB3 | N-KB3 |
| 4 | N-B3 | PxP |
| 5 | P-QR4 | B-B4 |
| 6 | N-K5 | QN-Q2 |
| 7 | NxP/4 | Q-B2 |
| 8 | P-KN3 | P-K4 |
| 9 | PxP | NxP |
| 10 | B-B4 | N/3-Q2 |
| 11 | B-N2 | B-K3 |

It is better if the Queen is not pinned at QB2. Euwe played the correct move in the 21st Game: 11...R-Q1 12 Q-B1, P-B3 13 O-O, B-K3 14 NxN with about equal chances.

| | | |
|----|-----|------|
| 12 | NxN | NxN |
| 13 | O-O | B-K2 |

This natural developing move gets Black into a difficult position. Better in this case was 13...P-B3, because 1) it leaves the KB free to choose between K2 and QN5; 2) defending the knight frees the Queen to move.

| | | |
|----|------|------|
| 14 | Q-B2 | |
|----|------|------|

Threatening now 15 N-Q5 and 15 N-N5 followed by N-Q4. Black decides to exchange his bishop for the knight after N-Q5.

| | | |
|----|------|------|
| 14 | | R-Q1 |
|----|------|------|

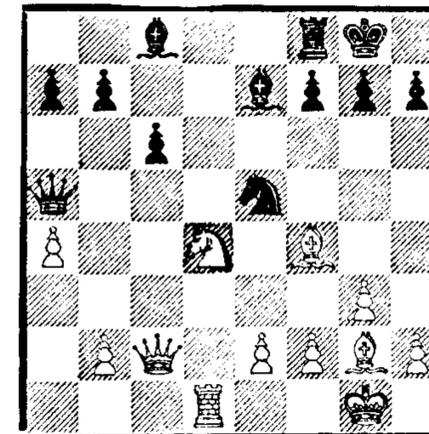
On 14...Q-R4 could follow 15 N-N5.

| | | |
|----|-------|-------|
| 15 | KR-Q1 | O-O |
| 16 | N-N5 | RxRch |

Now on 16...Q-R4 follows 17 RxR, RxR 18 BxN, PxN 19 BxQNP (19...R-Q7 20 Q-B6). Nevertheless, this line removes the Black Queen from its difficult position.

He could decide on 16...Q-N1.

| | | |
|----|------|------|
| 17 | RxR | Q-R4 |
| 18 | N-Q4 | B-B1 |



| | | |
|----|--------|------|
| 19 | P-QN4! | |
|----|--------|------|

Not a great, but a sharp combination, compelling the Queen to retreat. If 19...BxP 20 N-N3, Q-B2 21 Q-K4, B-B6 (21...B-Q3 22 Q-Q4 and wins) 22 R-QB1, B-N7 (If 22...P-KB4 23 Q-B2) 23 R-B2, P-KB4 24 Q-N4 with a won position.

| | | |
|----|------|------|
| 19 | | Q-B2 |
| 20 | P-N5 | |

Aiming at control of Q5.

| | | |
|----|------|-------|
| 20 | | P-QB4 |
| 21 | N-B5 | P-B3? |

After this new weakening of the White squares, Black's position is without hope. Still, after 21...B-B3 22 N-Q6, R-Q1 23 N-B4, Black stands poorly.

| | | |
|----|-------|------|
| 22 | N-K3 | B-K3 |
| 23 | B-Q5! | BxB |
| 24 | RxB | Q-R4 |

Other moves also fail. If, for example, 24...R-Q1, then 25 BxN, PxN 26 Q-B5 with an easy win.

| | | |
|----|-------|--------|
| 25 | N-B5 | Q-K8ch |
| 26 | K-N2 | B-Q1 |
| 27 | BxN | PxB |
| 28 | R-Q7! | |

White seizes the chance to play for a mating attack.

28 B-B3
 29 N-R6ch! K-R1
 30 QxBP Black Resigns

If now 30...R-K1 31 Q-Q5!, PxN 32 Q-B7, B-K2 33 RxB
 and Mates.

SCORE: Euwe 0 - Alekine 1

GAME TWO

GRUNFELD DEFENSE
 M. Euwe-A. Alekine

Played in Amsterdam, October 6th and 7th
 Notes by M. Euwe

1 P-Q4 N-KB3
 2 P-QB4 P-KN3
 3 N-QB3 P-Q4
 4 Q-N3

Botvinnik's move, attacking the point Q5 and compelling Black to surrender the center.

4 PxP

It is possible that 4...P-B3 is better. The most logical continuation in this case is 5 B-N5 with continued pressure on Q5.

5 QxBP

The White Queen is somewhat exposed, but not in a bad position.

5 B-K3

Premature. In the fourth and twelfth game followed the better 5...B-N2.

6 Q-N5ch N-B3
 7 N-B3

Of course not 7 QxP because of 7...NxP.

7 R-QN1
 8 N-K5

White plays to get the advantage of two bishops. Better, nevertheless, was 8 P-K4, intending on 8...P-QR3 to continue 9 Q-Q3!, B-N5 10 P-Q5, BxN 11 PxB, N-K4 12 Q-Q1 with advantage to White.

8 B-Q2

This natural move is chosen to avoid a weakening of Black's pawns on the Queenside.

9 NxB QxN
 10 P-Q5 N-Q5
 11 Q-Q3

Exchanging Queens is bad for White; the threat of ... N-B7ch would compel K-Q1 or K-Q2.

11 P-K4

The strong position of the knight on Q5 fully compensates Black for White's two bishops.

12 P-K3

After 12 PxPe.p., NxKP 13 QxQch, KxQ Black leads White in development.

12 N-B4
 13 P-K4?

This only allows the knight to return to Q5. By 13 B-K2 White keeps a small advantage.

13 N-Q3

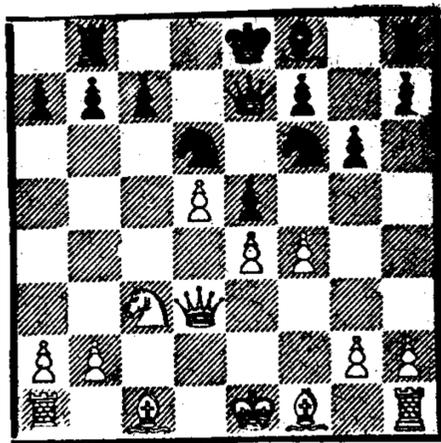
Correct was 13...N-Q5!; for example 14 P-B4, B-Q3 15 PxP, BxP 16 B-B4, Q-Q3! or 16 B-K3, P-B4!

14 P-B4

14 B-K3 would be a blunder, for after 14...P-QR3 15 P-B4 Black plays 15...N-N5 winning time.

14 Q-K2

Now on 14...N-N5 follows 15 P-KR3.



15 B-K3?

Correct was 15 PxP, QxP 16 B-K3! Black cannot then capture on K4 because of 17 B-Q4!

15 N-N5?

Black fails to exploit his opponent's error and answers with a decisive blunder! Correct was 15...PxP, after which 16 BxRP is not good because of 16...N/BxKP 17 NxN, R-R1!. White in this case must play a gambit, with 16 B-Q4.

16 BxP R-R1
17 P-KR3 RxB
18 PxN

Now on 18...PxP follows 19 Q-Q4 on both rooks, so White remains with an extra pawn.

18 B-N2
19 Q-K3

Before playing P-B5 White prevents ...Q-N4. Nevertheless, White cannot hold the diagonal KN5-K3.

19 R-R4
20 P-B5 B-B3!

Bringing the bishop to a strong position.

21 P-QR4!

White's advantage is on the Queenside, so he plays to "fix" Black's Queenside pawns.

21 B-R5ch

A loss of time, as White just moves the pawn.

22 P-N3 B-N4
23 Q-B3

White keeps a defense on his KP and prepares P-QN4.

23 O-O
24 P-N4

If the White Queen were on KB2, Black could answer 24 ...NxKP.

24 R/4-R1
25 R-QR2

With threat of 26 R/2-R2, P-R3 27 RxB!, BxR 28 P-B6 etc.

25 N-K1
26 R-QN2 N-B3
27 B-K2 P-B3

Black tries to open the position on White's King and get some play for his two rooks. However, the text move is insufficient. White just exchanges pawns.

28 PxP PxP
29 O-O QR-Q1

Black's counter chances lie only in play on the Queen File, so he hurries to occupy it.

30 K-N2

Before playing P-N5, White stops the dangerous check on QB4.

30 R-Q5
31 P-N5 PxP

Here on 31...Q-R6 White answers 32 R-R2.

32 PxP R-N1

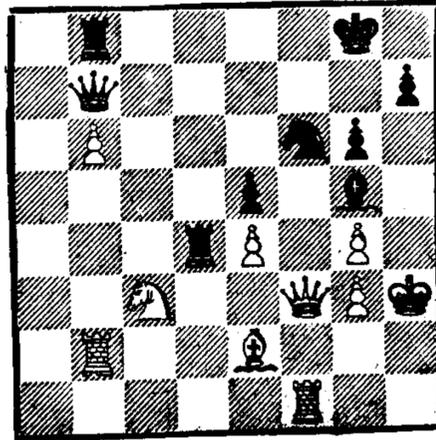
Black's position is poor. On 32...B-Q7 could follow 33 PxP, BPxP 34 N-Q5, NxN 35 QxRch, QxQ 36 RxQch, KxR 37 PxN and White has the advantage in the end-game.

33 PxP BPxP

Opening the diagonal QB4-KB2 is very dangerous for Black. Therefore preferable was 33...RPxP.

34 P-N6 Q-N2
35 K-R3

To move the King from the threat of the Black Queen.



35 R-Q3

35...NxKP fails because of 36 NxN, RxN (36...QxN 37 Q-B7ch) 37 Q-N3ch, K-N2 38 B-B3.

36 N-Q5 K-N2

Not 36...NxN because of 37 B-B4.

37 R-QB2

A tense moment, in which I lacked time to think! Still, in spite of losing his advanced pawn, White retains winning chances. No better was 37 R-QR1 because of 37...NxN 38 R-R7, NxP 39 RxQch, RxR with a sure draw. Better was 37 R-R2! which after 37...NxN 38 R-R7, NxP 39 RxQch, RxR allows 40 Q-B8 mate.

If Black tries to prevent this by 37...R-QR1, then very strong is 38 R/1-R1.

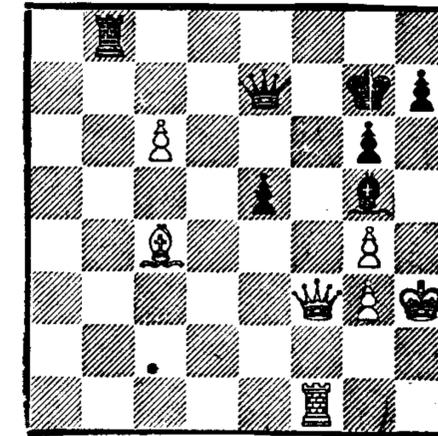
37 NxN
38 PxN RxNP
39 R-B6 RxR?

Leading to a forced loss. Better was 39...R-N6 and

though White has positional advantage, he has no clear win.

40 QPxR Q-K2
41 B-B4

The sealed move.



The threat now is 42 Q-B7ch, K-R3 or K-R1 43 B-R6 and P-B7. It is clear that after 41...R-KB1 or 41...B-B3 the win is simple. (41...R-KB1 42 QxRch etc. or 41...B-B3 42 QxBch, QxQ 43 RxQ, KxR 44 B-R6 and etc.)

Besides the continuation chosen by Alekine, to be considered is 41...K-R1, on which follows 42 Q-Q5!, R-Q1 (else 43 R-B7) 43 Q-K6!, P-K5 44 R-B7, QxQ 45 BxQ, P-K6 46 R-KB1 (On 46 P-B7? follows 46...P-K7!) P-K7 47 R-K1, R-Q8 48 P-B7, RxR 49 P-B8 (Q)ch, K-N2 50 Q-B3ch and wins.

41 K-R3
42 Q-R1!

Threatening 43 R-B7 and K-N2ch.

42 R-N7
43 R-B7 Q-K1

Another variant is 43...Q-B4 44 Q-Q5! (Threatening 45 RxPch) QxQ 45 BxQ, B-K6! 46 P-B7, B-N8 47 B-N2! (Weaker here is 47 P-N5ch, KxP 48 P-N4, because of 48...R-R7ch 49 K-N3, R-QB7 50 B-N7, B-R7ch 51 K-RB, B-B5) R-QB7 48 K-R4!, P-N4ch 49 K-R3, B-N3 (Else follows 50 RxPch and 51 B-K4ch) 50 R-B6ch, and wins.

44 P-B7 R-QB7
45 Q-N7! Black Resigns

He cannot defend RxPch and P-B8 (Q)ch.

SCORE: Euwe 1 - Alekine 1

13 Q-Q3 N-Q4

After 13...PxP 14 QxP, Q-B3 15 QxQ, NxQ 16 B-Q3, R-N2 17 B-Q2 White also has the better game.

GAME THREE

FRENCH DEFENSE

A. Alekine-M. Euwe

Played in Amsterdam, October 8th
Notes by A. Alekine

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-QB3 B-N5
4 P-QR3

In my opinion, the only answer to the French Defense. After the exchange, Black has insufficient compensation for the two bishops.

4 BxNch
5 PxB PxP
6 Q-N4 N-KB3

This only weakens Black's Kingside. Preferable is 6...K-B1 7 QxKP, N-Q2-KB3 with the other knight developed to K2.

7 QxNP R-N1
8 Q-R6 P-B4
9 N-K2 QN-Q2

This frees the Queen from the defense of the knight on KB3. An attempt to put pressure on Q4 by 9...N-B3 is answered by 10 PxP.

10 N-N3 R-N3?

With this unsatisfactory move, Black forces the White Queen to a better square. Clearly, better was 10...Q-R4. Correct in this case is 11 B-Q2, Q-R5 12 PxP.

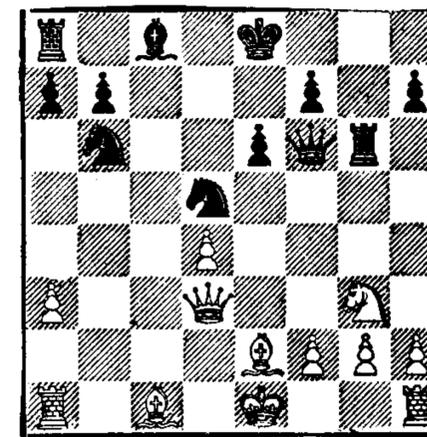
11 Q-K3 N-Q4

Black has insufficient compensation to try to defend his extra KP.

12 QxP NxP

14 B-K2 Q-B3
15 P-QB3 PxP
16 PxP N/2-N3

Also the exchange 16...N-B5 17 BxN, QxB with castling now or on the next move leaves Black with a disadvantage because he trails in development.



17 B-R5!

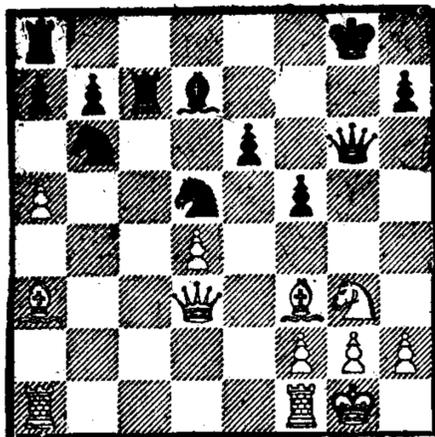
With the following four bishop moves, White compels Black to play ...P-KB4, which is a decisive weakening of the Kingside.

17 R-N2
18 B-B3 Q-N3
19 B-K4! P-B4
20 B-B3 K-B1
21 P-QR4!

The White bishop now finds better play on the QR3-KB8 diagonal.

21 R-QB2
22 O-O B-Q2
23 B-R3ch K-N1

See diagram at top of next page.



24 P-R5 R-B6

Now White wins a pawn. Against Black's stronger move of 24...N-QB5, White continues not 25 NxP because of 25...K-R1! 26 BxN, PxN 27 Q-KN3 and after the exchange of Queens, Black has drawing chances, but the stronger 25 B-B5!, N-K4 26 PxN, RxB 27 R/B-QB1, R/1-QB1 28 RxR, RxR 29 Q-Q4 and Black loses the QRP, as after 29...P-N3 30 PxP, PxP 31 R-R8ch White has a strong attack.

25 Q-N1 N-R5
 26 BxN PxN
 27 QxNP Q-QB3
 28 P-R6

Inviting an exchange of Queens (28...QxQ? 29 PxQ, R-N1 30 KR-N1, N-N3 31 B-N4 and a further RxP)

28 N-N3
 29 B-B5 P-B5
 30 N-B5

Better than 30 N-K2, though that move is fully sufficient.

30 K-R1
 31 N-K7 Q-K3
 32 BxN B-B3
 33 NxN R-KN1
 34 N-K5

To stop a perpetual check after 34...RxPch.

34 R-N2
 35 Q-N8ch R-B1
 36 N-N6ch RxN
 37 QxBP QxB

38 Q-K5ch R-N2
 39 QxP R-Q1
 40 Q-K5 QxP
 41 QxQ Black Resigns

SCORE: Euwe 1 - Alekine 2

GAME FOUR

GRUNFELD DEFENSE
 M. Euwe-A. Alekine

Played in The Hague, October 10th and 11th
 Notes by A. Alekine

1 P-Q4 N-KB3
 2 P-QB4 P-KN3
 3 N-QB3 P-Q4
 4 Q-N3

After the pawn exchange, this move leaves White's Queen exposed, allowing Black to win time for development by attacking it. Euwe thus played 4 B-B4 in Game 14.

4 PxP
 5 QxBP B-N2

Undoubtedly better than 5...B-K3 played in Game 2. A premature attack on the Queen cannot be recommended for Black.

6 B-B4 P-B3
 7 R-Q1?

By playing this move, White gives up the possibility of castling Queenside. 7 N-B3, O-O 8 P-K4 solves the developing problem without deciding on a strong or weak center.

7 Q-R4

Threatening 8...B-K3 and also preparing the following maneuver.

8 B-Q2 P-QN4?

This is not correct, and only leaves a backward QBP. After 8...Q-N3 9 B-B1, B-B4 with a following ...O-O

Black has an advantage in development.

9 Q-N3 P-N5

Of course, not 9...B-K3 because of 10 P-Q5.

10 N-R4 N-R3
11 P-K3 B-K3

Following the plan begun by Black's 7th move. On 11...R-QN1 White answers 12 N-KB3 (12...N-K5 13 Q-B2 or 12...B-N5 13 N-K5 with advantage).

12 Q-B2 O-O
13 P-QN3

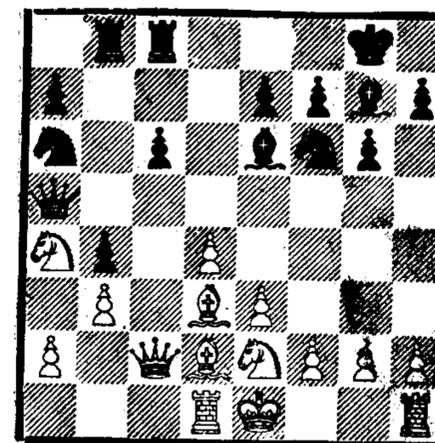
On 13 QxBP Black continues 13...N-B2 with threat of 14...BxP or 14...B-Q2.

13 QR-N1
14 B-Q3

After 14 QxBP, B-B1!, the QB-file gives beautiful attacking chances, fully compensating for the sacrificed pawn. For example, 15 N-KB3, B-N2 16 Q-B2, KR-B1 17 Q-N1, N-K5 threatening ...N-B6.

14 ... KR-B1
15 N-K2

White continues to avoid the dangers in the position. But after 15 BxN, QxB 16 N-B5 seizes QB5 and after 16...Q-N4 17 N-B3! (But not 17 NxB, PxN with a following ...P-B4 with good play for Black) 17...N-Q2 18 R-QB1 gives him the better chances in the endgame. All this is possible because of Black's faulty 8th move.



15 P-B4!

A double-edged pawn sacrifice for the initiative. In compensation Black gets: 1) two bishops; 2) keeps the White King in the center, and 3) keeps White from occupying the QB-file.

16 BxN QxB
17 NxP Q-N4
18 N-B4?

In this difficult position, White finds no better answer than to try to attack. However, by 18 P-K4 (But not 18 Q-Q3?, RxN) White can defend his position. For example 18...N-Q2 19 B-K3, BxQP 20 NxB/4, QxN 21 QxQ, NxQ with a likely draw.

18 B-N5!
19 P-B3

Also on 19 R-QB1 follows 19...P-K4 (20 PxP, N-Q2)

19 P-K4
20 N/4-Q3

Also unsatisfactory here is 20 PxB, PxN.

20 PxP!

This new sacrificial combination is decisive. On 21 P-K4 follows 21...N-Q2; on 21 PxP, N-Q4! and Black's win is not difficult.

21 PxB PxP
22 BxKP

After this move Black's attack wins material. More difficult for Black was 22 BxNP, N-Q4! 23 P-QR3 (23 B-R3, Q-R4ch) 23...P-QR4 24 Q-B4!!, PxB! 25 QxN, Pxp 26 R-KB1 (or 26 P-QN4, B-B6ch) P-R7! 27 RxP, B-B6ch 28 K-K2, RxN and wins.

22 NxP
23 B-B4

Alternate moves do not help. For example 23 B-N1, B-B6ch 24 K-B1, R-N3 or 23 B-B2, R-B3 24 K-B1, NxB 25 QxN, R-Q1 with a winning position.

23 B-B6ch
24 R-Q2

Necessary, of course!

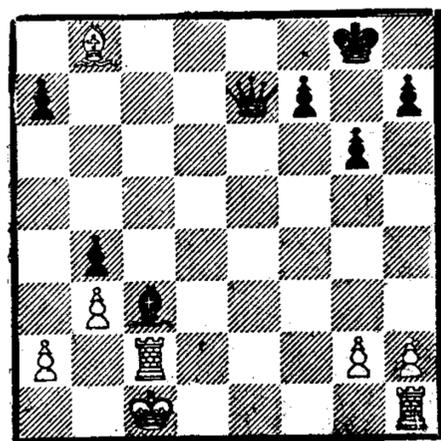
24 RxN!
25 NxR

On 25 BxR, decisive is 25...Q-K1ch.

25 QxN

Technically, decisive more quickly was 25...R-K1ch! 26 N-K4 (26 K-Q1, BxR), P-B4 27 K-Q1, RxN 28 R-Q8ch, K-N2 and White is without hope.

26 BxR Q-K2ch
27 K-Q1 N-K6ch
28 K-B1 NxQ
29 RxN



29 P-KR4

In this position of material equality, Black has two advantages: 1) The open and exposed position of White's King, 2) The position of White's bishop, which lacks a good post. The correct exploitation of these advantages is sufficient to win the game for Black.

30 R-Q1 B-N2
31 P-KR3 P-R4
32 B-B4 Q-K5
33 B-B7 Q-K6ch
34 K-N1 P-R5!

This stroke, when White is short of time, wins material.

35 Pxp P-N6
36 Pxp QxPch
37 K-B1 B-R3ch
38 R/1-Q2 QxQRP
39 B-K5

By playing 39 K-Q1, White could prolong, but not save the game (39...BxR 40 KxB, Q-K5! 41 K-B1, Q-K8ch).

39 K-R2
40 B-B3

Or 40 K-Q1, with the same answer.

40 Q-N4!
41 B-Q4

On 41 B-R1 follows 41...Q-B8ch with a following 42...B-N2ch.

41 Q-K7
42 P-N4 Q-K8ch
43 K-N2 BxR
44 R-B8 B-B8ch

White Resigns

SCORE: Euwe 1 - Alekine 3

GAME FIVE

FRENCH DEFENSE
A. Alekine-M. Euwe

Played in Delfi, October 12th
Notes by A. Alekine

| | | |
|---|-------|--------|
| 1 | P-K4 | P-K3 |
| 2 | P-Q4 | P-Q4 |
| 3 | N-QB3 | B-N5 |
| 4 | N-K2 | PxP |
| 5 | P-QR3 | B-K2 |
| 6 | NxP | N-QB3! |

A strong move, introduced by Rumin in two games of the Moscow Tournament in 1935. After this, White only gets equal play.

| | | |
|---|------|------|
| 7 | B-K3 | |
|---|------|------|

On 7 P-QB3 follows ...P-K4. 7 P-KN4!? was played in Game 7.

| | | |
|---|--------|------|
| 7 | | N-B3 |
| 8 | N/2-B3 | |

This allows Black to get the initiative. More satisfactory here is 8 N/2-N3, N-Q4 or 8 NxNch, BxN 9 P-QB3, P-K4.

| | | |
|---|------|-----|
| 8 | | O-O |
|---|------|-----|

With the threat 9...NxN with a following ...P-B4-B5.

| | | |
|----|------|-------|
| 9 | N-N3 | P-QN3 |
| 10 | B-K2 | B-N2 |
| 11 | O-O | Q-Q2 |
| 12 | Q-Q2 | |

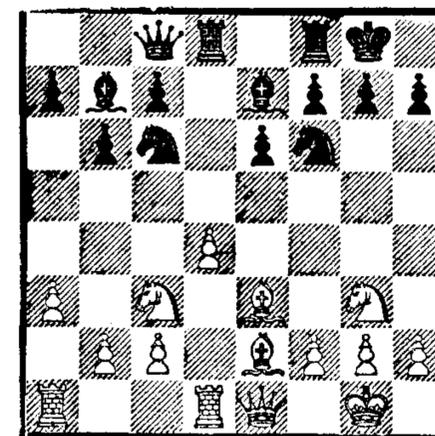
The point Q4 requires defense.

| | | |
|----|-------|-------|
| 12 | | QR-Q1 |
| 13 | KR-Q1 | Q-B1 |

With the threat 14...NxP followed by ...P-K4 or ...P-B4.

| | | |
|----|------|------|
| 14 | Q-K1 | |
|----|------|------|

See diagram at top of next page.



14 P-K4?

So far, Black has developed his pieces in harmony, but the text leads to a difficult position. Very good here was 14...KR-K1. In case of 15 B-QN5, P-QR3 16 B-R4, Q-R1! with a slightly better perspective.

| | | |
|----|------|------|
| 15 | P-Q5 | N-Q5 |
| 16 | BxN | PxB |
| 17 | RxP | P-B4 |

Black has sacrificed a pawn to escape the danger which faces his King after 17...B-B4 (A blunder is 17...NxP 18 B-N4!) 18 R-KR4, NxP 19 B-Q3, P-B4 20 B-B4, K-R1 21 Q-K2.

| | | |
|----|--------|------|
| 18 | R-QR4! | |
|----|--------|------|

In playing this move, White had in mind the exchange sacrifice which could follow on move 22.

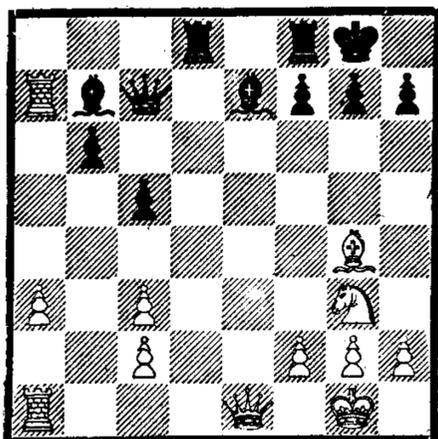
| | | |
|----|------|------|
| 18 | | NxP |
| 19 | B-N4 | Q-B2 |
| 20 | RxP | |

But not 20 N-N5, Q-B3 21 P-QB4, P-QR3! 22 PxN, QxN.

| | | |
|----|------|------|
| 20 | | NxN |
| 21 | PxN | |

White must consent to this weakening of his position as after 21 QxN Black gets dangerous pressure on White's position after 21...Q-N1! 22 R-R4 (or 22 N-R5, R-Q5 23 R-R4, P-N3) B-KB3 23 Q-N3, B-Q4 24 P-QB4, B-R1! with difficult threats.

See diagram at top of next page.



21 R-R1!

A natural move, parrying the threat of B-B3. A blunder was 21...Q-N1 because of 22 QxB!, QxR 23 B-B3, R-N1 24 N-R5! (24 N-B5 leads only to a draw) and now:

1) 24...K-R1 (the threat was 25 Q-N5, P-N3 26 N-B6ch, K-N2 27 Q-K5!) 25 B-Q5!, Q-R1 26 Q-N5, R-KN1 27 BxP winning material with the better position.

2) 24...P-R3 25 B-Q5! (threat of Q-K5) K-R1 26 Q-K5, P-B3 27 Q-B7 with the same result as in the first variation.

| | |
|---------|-------|
| 22 RxB | QxR |
| 23 B-B3 | Q-Q2 |
| 24 BxR | RxB |
| 25 Q-K4 | |

It is very difficult, even if possible, to exploit White's small material advantage, as in most variations he needs to prevent ...P-B5 and ...P-QN4. On 25 P-R3, for example, follows 25...P-QN4. On 25 P-QR4 follows 25...B-B3. The move in the text attempts to exploit the weak squares in Black's position.

| |
|---------------|
| 25 R-R5 |
| 26 Q-K2 B-B1 |

A solid, positional move.

| | |
|---------|-------|
| 27 P-R3 | Q-K3! |
|---------|-------|

An accurate move, getting an endgame in which the knight lacks a good square in the center. White

does not improve his position if he declines to exchange Queens. For example 28 Q-N5, R-R4 29 Q-Q3, P-B5 30 Q-Q8, P-N3 with satisfactory counterplay.

| | |
|---------|-------|
| 28 QxQ | PxQ |
| 29 R-N1 | |

Else follows 29...P-B5.

| |
|--------------|
| 29 RxB |
| 30 N-K4 R-R3 |
| 31 K-B1 B-K2 |

Of course not 31...K-B2 32 N-N5ch.

| | |
|---------|-------|
| 32 K-K2 | K-B2 |
| 33 K-K3 | |

On 33 K-Q3, K-K1 34 P-B3, K-Q2 and the Black King reaches QB3.

| |
|----------------|
| 33 B-Q1! |
|----------------|

Defending the threat 34 K-B4 - K5.

| | |
|---------|------|
| 34 R-Q1 | K-K2 |
|---------|------|

35 N-N5 is not dangerous, for Black has the strong answer 35...R-R7! Now White has no winning chances.

DRAW

SCORE: Euwe 1½ - Alekine 3½

GAME SIX

SLAV DEFENSE

M. Euwe-A. Alekine

Played in Rotterdam, October 15th and 16th
Notes by M. Euwe

| | |
|---------|-------|
| 1 P-Q4 | P-Q4 |
| 2 P-QB4 | P-QB3 |
| 3 N-KB3 | N-KB3 |
| 4 P-K3 | B-B4 |

5 PxP NxP

Better is 5...PxP.

6 B-B4

After 6 QN-Q2, N-B3 the White knight blocks his development. The text, a more natural move, aims at Q-K2, and P-K4 with a strong center.

6 P-K3
7 O-O

More consistent was 7 Q-K2. After the text Black could (by 7...QN-Q2 8 Q-K2, N/2-B3) prevent the advance in the center.

7 QN-Q2
8 Q-K2 B-KN5
9 P-KR3

A valuable move, which allows P-KN4 after the 17th move.

9 B-R4
10 P-K4 N-N3
11 B-N3 B-K2
12 P-QR4!

If White continues with routine moves like 12 N-B3 and 13 B-KB4 or K3, Black plays ...P-QB4 with beautiful play.

12 O-O

After 12...P-QR4 13 N-B3, O-O 14 B-KB4, P-B4 is not so good because of 15 N-QN5. To be considered here is 12...P-QR3.

13 P-R5 N-B1
14 P-R6 Q-N3
15 PxP QxNP
16 B-R2

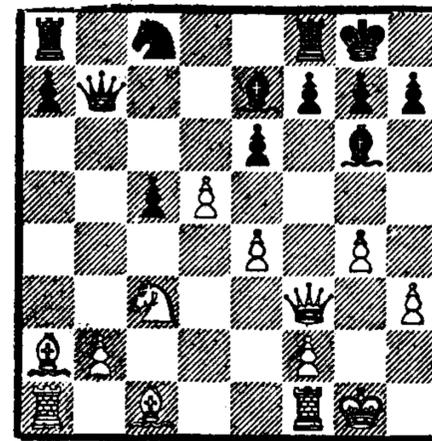
The bishop continues to bear on Q5.

16 P-QB4

A characteristic Alekine move. He enters complications in which he feels the opponent will falter at

the critical moment. In this game, unfortunately for Alekine, White gets very good play.

17 P-Q5 N-K4
18 P-KN4 NxNch
19 QxN B-N3
20 N-B3



The first critical moment. White refrains from an unsound pawn sacrifice. 20 Pxp, Bxp (20...PxP 21 Bxp ch, K-R1 22 B-Q5) 21 Pxpch?, K-R1

20 N-N3

Black must abandon the KP, for on 20...P-K4 follows 21 P-Q6!, Bxp 22 B-Q5.

21 Q-K2

White has a good game with a strategical advantage in the coming complications. Better, nonetheless, was 21 Pxp, Pxp 22 Bxpch, K-R1 23 Q-K2.

21 P-K4
22 B-K3 P-QR3
23 P-R4

With the threat of P-R5, Black must trade his QBP for the KRP, increasing White's chances on the Queenside.

23 BxRP
24 Bxp KR-B1
25 B-K3 B-K2
26 KR-B1

Intending an exchange of rooks to better attack the QRP.

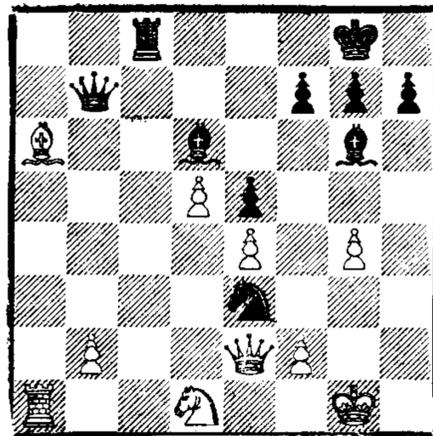
26 B-Q3
 27 N-Q1 QR-N1
 28 RxRch RxR
 29 B-N1

Now the QRP emerges as a weakness.

29 N-B5

Black tries to get the two bishops. Clearly, after 29...R-R1 30 B-Q3, P-QR4 31 B-QN5 he will quickly lose.

30 B-Q3 NxB
 31 BxP?



After 31 NxN, retaining the threat of BxP, the knight on K3 defends the Kingside beautifully, and White has winning chances.

31 Q-R2
 32 QxN B-QB4
 33 Q-Q3

A new blunder. The White Queen needs to retain the function of preventing ...P-KR4. White gets nothing from 33 BxR, QxR 34 QxB, QxNch 35 K-R2, BxP.

33 R-QN1
 34 Q-K2

Correcting his error on the previous move.

34 Q-K2
 35 R-B1

Continuing to defend against the counter-stroke...P-KR4, but allowing it anyway, for now ...

35 P-R4!

This is a dangerous counterattack. On 36 PxP, Q-N4ch wins the rook.

36 R-B3 R-N5

On 36 ...K-R2 follows 37 PxP (37...Q-N4ch 38 R-N3). On the other hand, nothing comes of 36...B-Q5, as after 37 R-B8ch, RxR 38 BxR (with a following B-B5) White has nothing to fear.

37 B-Q3 R-N1

Both opponents are short of time. Clearly better was 37...B-Q5.

38 B-N1

And 38 B-R6 was better. The bishop is not well posted on N1.

38 B-Q5
 39 R-KR3

After 39 R-KN3, Q-N4 40 K-N2 (40 PxP?, QxRch) P-R5 41 R-KR3, (or 41 R-QR3) B-R4 and Black's attack is very strong.

39 Q-N4
 40 K-N2 PxP
 41 R-KN3

The sealed move.

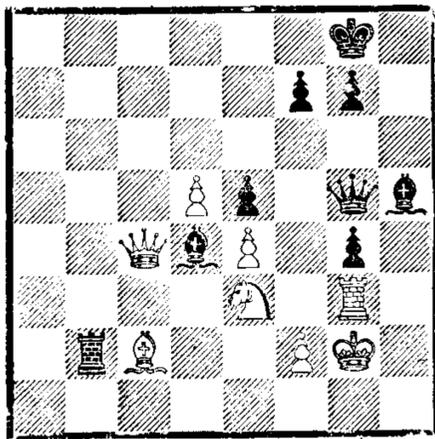
41 B-R4
 42 B-B2 R-N3

Very strong. Black intends ...R-KB3 - KB6 after which Black's well posted pieces give White problems. Of course, Black does not take the pawn (42...BxP) as after 43 NxB, RxN 44 Q-B4! White's QP is very dangerous.

43 N-K3

White's most natural chance. He gives up the QNP to get the knight to B5.

43 RxP
 44 Q-B4



44 BxN

After P-Q6 and N-B5 White has a very strong position in which he could do no worse than draw, and Black would be without counterchances. The move chosen gives him a satisfactory endgame.

45 RxB R-N3
46 Q-B8ch

If White fails to exchange Queens, ...R-KB3-B6 follows.

46 K-R2
47 Q-B5ch QxQ
48 PxQ P-B3
49 R-Q3

It seems that 49 K-N3 was stronger. If then 49...R-Q3, after 50 B-K4 White has a position in which the opponent has no counterplay. However, Black has the more energetic 49...B-B2! 50 B-K4, R-N5! 51 P-Q6, B-K1 and after ...R-Q5 he has winning chances. The text is aimed at forcing the Black rook to a passive position.

49 R-Q3
50 R-Q1

White must lose this tempo in order to get his bishop into play.

50 K-R3
51 K-N3 K-N4
52 B-K4

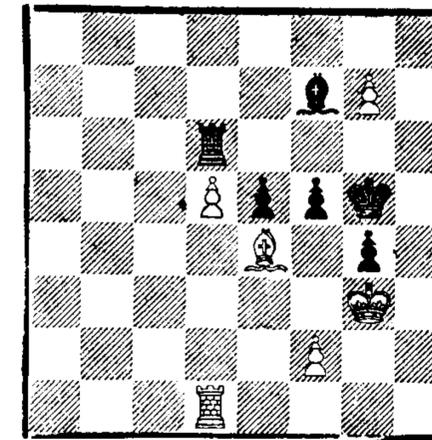
This helps Black by allowing the following combination.

52 P-N3!

53 PxP P-B4
54 P-N7

This looks very dangerous for Black, but he has carefully examined the move.

54 B-B2



55 R-KR1?

This should lose, whereas 55 R-QB1 leads to a draw. Correct according to Grigoriev (Moscow) are:

1) 55...R-KN3 56 R-B7, RxB 57 P-Q6, K-B3 58 B-Q5, P-B5ch 59 K-R2, R-R2ch 60 K-N1, threatening 61 BxB, RxB 62 P-Q7 etc.

2) 55...P-B5ch 56 K-R2, K-B3 57 R-B6, RxB 58 PxR, KxB 59 P-B7, B-K3 60 B-N7 and Draw.

55 PxB?

Taking the bishop is an error. Black should attack the pawn: 55...R-KN3 (but not 55...K-N3 because of 56 R-R4) 56 R-R8, RxB 57 P-Q6, B-K3 58 B-B6, B-Q2 leading to a win for Black.

56 R-R8! R-KN3
57 P-Q6 RxB
58 P-N8(Q)+ BxQ
59 RxBch K-B4

After 59...R-N3 60 RxBch, KxB 61 KxB, K-B3 62 P-B4! draws, as on 62...P-K6 follows 63 PxPch.

60 R-B8ch K-K3

And now exchanging rooks after 60...R-B3 61 RxBch, KxR 62 KxP, K-N3 63 P-B4!, P-K6 64 P-B5ch leads to a draw.

61 KxP R-Q6

A little better here was 61...R-Q8.

62 R-K8ch K-B3
63 P-B4

The final point to draw.

63 PxPe.p.
64 R-B8ch K-K3
65 RxB R-Q7
66 R-B8 R-Q6
67 R-B3 R-Q8
68 K-N3 P-K5
69 R-B8 R-Q7
70 R-K8ch K-B4
71 R-K7 R-QR7

DRAW

SCORE: Euwe 2 - Alekine 4

GAME SEVEN

FRENCH DEFENSE

A. Alekine-M. Euwe

Played in Utrecht, October 17th
Notes by A. Alekine

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-QB3 B-N5
4 N-K2 PxP
5 P-QR3 B-K2
6 NxP N-QB3
7 P-KN4

The 5th game showed that 7 B-K3 does not give White the advantage, but 7 P-QB3 after 7...P-K4 leads to good play for Black. White plays for control of his K4. With correct defense, White gets complicated play with double-edged chances.

7 P-QN3

Without doubt, the best answer here is 7...P-K4 with the continuation 8 P-Q5, N-Q5 9 N/2-B3 (but not 9 NxN, QxP 10 Q-B3, PxN) if now 9...P-KB4 then 10 PxP, BxP 11 B-K3, or if 9...P-KR4 10 PxP, P-KB4 11 N-N3 etc., in both cases with about equal chances.

8 B-N2 B-N2
9 P-QB3 N-B3
10 N/2-N3 O-O?

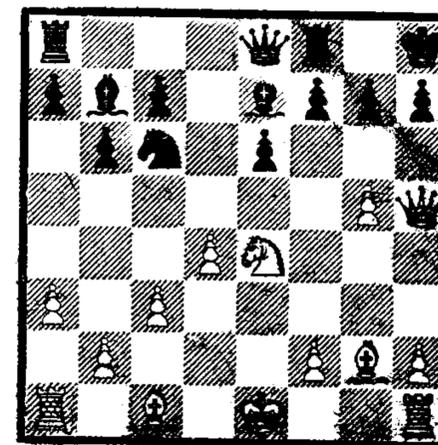
In this position, castling Kingside must be called a dangerous experiment. After the sharp 10...Q-Q2 with a further ...O-O-O White has only a small advantage.

11 P-N5 NxN
12 NxN K-R1

Intending ...P-B4, which White immediately prevents.

13 Q-R5! Q-K1

Preparing ...P-B4 (not 13...P-B4? 14 P-N6), but allowing the following combination. To be considered was 13...N-R4, after which White cannot get an advantage by force. For example: 14 P-N4, N-N6 15 N-B6, PxN 16 BxB (If 16 PxP, then 16...BxB) P-KB4. But White could play simply 14 B-B4.



14 N-B6!

A correct pawn sacrifice by which White gets the initiative.

14 BxN

Black has the alternative 14...PxN 15 PxP, N-R4 (15...BxBP 16 B-K4 with Mate) 16 PxP, QxP 17 BxB, NxB 18 B-N5, P-KB3 19 B-R6, R-KN1 20 O-O-O, N-Q3 21 KR-K1 with a clear, but possibly not decisive, White advantage.

15 PxP PxP
16 Q-R4 Q-Q1

Of course, after 16...Q-K2 17 B-K4 White wins a piece.

17 B-B4

A quiet continuation of the attack, which meets the following answer.

17 P-K4?

Black tries for counterplay in the center and gets a difficult position. Better was 17...P-B4; for example 18 QxQ, QRxQ 19 BxP, R-Q2 20 B-B4, N-R4 21 K-R/N1! with a small endgame advantage for White.

18 B-N3 P-B4

It is difficult to find better. On 18...PxP follows 19 O-O-O with a good attack for White.

19 PxP

And here very strong was 19 O-O-O. Still, the text gives material equality with positional advantage.

19 R-KN1
20 B-B3?

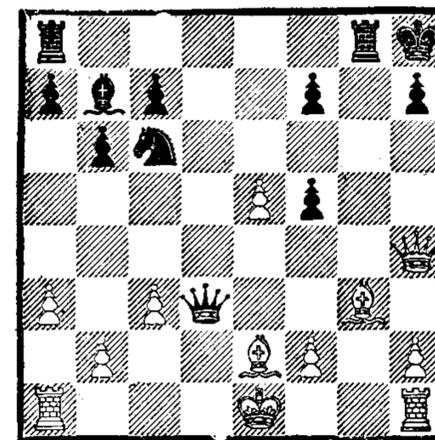
This is clearly insufficient, and allows the opponent counterplay. Correct was 20 Q-R3! on which bad is 20...Q-Q6 because of 21 B-R4! Nevertheless, after 20...R-N5 (defending 21 B-R4 and 21 QxBP) the sharp continuation 21 O-O with threat of 22 P-B3 gives White the initiative and Black has no satisfactory defense.

20 Q-Q6!

That this counter-stroke gives Black good counterplay is shown by the variation 21 BxN, B-R3! 22 Q-R5, R-N5! and wins.

21 B-K2

A natural move. There is nothing better.



21 Q-K5?

Leads to a lost endgame. Black has real chances after 21...Q-B7! One of the most interesting middle games of the match, which could be concluded with 22 Q-B6ch, R-N2 23 R-KN1! (or a) QxNP 24 P-K6!!, QxRch 25 B-Q1, N-Q5!! (or b) 26 QxRch! (or c) KxQ 27 B-R4 ch, K-R3 (or d) 28 B-N5ch, K-any 29 B-R4ch with perpetual check.

a) 23 P-K6 meets with 23...QR-K1! 24 R-KN1, B-R3!! (After 24...RxP 25 B-K5 White wins) 25 BxB, RxPch 26 B-K5, Q-K5ch 27 K-B1, QxB with advantage for Black.

b) After 25...QR-Q1 or 25...Q-N8, White wins by 26 B-Q6!!

c) After 26 QxN, P-KB3! 27 OxBP, B-B6 28 K-Q2, Q-R7 ch 29 B-B2, B-K5 White also has no winning chance.

d) But not 27...K-B1 because of 28 P-K7ch, K-K1 29 R-N8ch, K-Q2 30 R-Q8ch and wins.

21 QxQ PxQ
22 B-R4!

The winning move. Otherwise Black sacrifices the exchange by 23...RxB and 24...NxP, giving himself good drawing chances.

23 P-KR3
24 O-O-O QR-K1

25 B-B6ch K-R2
 26 P-KB4! PxPe.p.
 27 BxP

White could win the exchange for a pawn after 27 B-Q3ch, but Black would get strong positional compensation.

27 N-R4
 28 BxB NxR
 29 R-Q7

Decisive.

29 N-B4

Or 29...R-QB1 30 P-N4 with a won position.

30 RxBch K-N3
 31 RxB N-Q6ch
 32 K-N1 K-B4
 33 R-Q1 NxKP
 34 R-B1ch K-K5
 35 RxB

Of course, the bishop here is stronger than the knight, so White does not play 35 BxN.

35 N-B5

If 35...N-B6, then 36 R-R4ch, K-K6 37 B-Q4ch, etc. Black's game is without hope.

36 R-Q7 K-K6
 37 R-K1ch K-B6
 38 RxB RxR
 39 R-Q4 N-K6
 40 R-KR4 N-B4
 41 R-QN4 Black Resigns

SCORE: Euwe 2 - Alekine 5

GAME EIGHT

SLAV DEFENSE
 M. Euwe-A. Alekine

Played in Amsterdam, October 20th and 21st
 Notes by M. Euwe

1 P-Q4 P-Q4
 2 P-QB4 P-QB3
 3 N-KB3 N-KB3
 4 P-K3 P-K3
 5 N-B3 P-QR3

Black could play the Meran System, and White the Blumenfeld Variant (5...QN-Q2 6 B-Q3, PxP 7 BxBP, P-QN4 8 B-Q3, P-B4 9 P-K4)

6 P-B5

Crossing up Black's plans.

6 P-QN3

Another way to attack White's pawns is by...P-K4. It is difficult to say which is better, but in either case Black gets equal play.

7 PxP QN-Q2
 8 N-QR4 NxP
 9 B-Q2

Forcing an exchange which White wants.

9 NxN
 10 QxN Q-N3

The most aggressive move. After 10...B-Q2 11 N-K5 White gets the two bishops.

11 R-QB1

Not 11 B-R5 because of 11...QxNP 12 QxBch, B-Q2 and Black's attack is stronger than White's.

11 B-Q2
 12 N-K5 QxNP

Black chose a very risky continuation, but it is difficult to find a better one.

13 NxB NxN
14 B-Q3

The strongest move. White cannot take the QBP. On 14 QxBP follows 14...B-N5 and on 14 RxP, B-R6 15 R-B7, Q-N8ch 16 K-K2, Q-N4ch.

14 QR-N1
15 K-K2

Black has a very difficult position; the QRP and QBP are weak, and White threatens R-QN1.

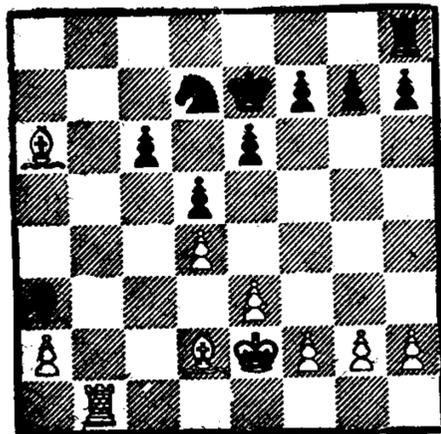
15 R-N3

A natural move, to prevent an immediate loss.

16 R-QN1

White is satisfied with a small endgame advantage. According to Alekine's analysis, White could play 16 RxP, RxR 17 R-QN1! (17...Q-R6 is answered by 18 QxR). True, but by 17...QxR Black could get two rooks for the Queen, but in a position where White would have a considerable advantage.

16 Q-R6
17 QxQ BxQ
18 RxR NxR
19 R-QN1 N-Q2
20 BxQRP K-K2



White has not only the advantage of the two bishops,

but an extra passed pawn.

21 R-N3

After 21 B-N7, R-QN1 22 R-N3, K-Q3 the Black pieces are in good defensive positions. After Black's next move this is not so.

21 B-Q3
22 B-N7 P-QB4
23 P-QR4

The passed pawn is most dangerous for Black.

23 B-N1

Only thus can Black hope to stop the pawn.

24 R-N5

24 B-B6 is not as good after 24...R-QB1 25 BxN, KxB 26 R-N7ch, B-B2 27 PxP, K-B3 or 26 PxP, B-R2.

24 B-R2
25 PxP

After 25 P-R5 Black could not capture on Q4 (25...PxP 26 PxP, BxP 27 P-R6 with a further B-K3).

25 NxP

On 25...BxP follows 26 P-R5, and P-R6, threatening RxB and B-N4. Black has insufficient pieces to contend with the pawn and the threat B-B3-Q4.

26 B-N4 K-Q3
27 P-R5 K-B2

After P-R6, White threatened to sacrifice the exchange on QB5.

28 BxN

The big question, is whether 28 P-R6 is stronger. Black continues in this case 28...N-Q2. (The combination 29 BxP, PxP 30 R-N7ch, K-B3 31 RxB is insufficient).

28 BxB

29 BxP

Thus, White wins a pawn.

29 K-Q3

Of course, Black cannot exchange bishops.

30 B-N7 B-R2
31 P-R6 R-Q1
32 R-N2 R-Q2
33 R-Q2ch K-K2
34 R-B2 R-Q3
35 R-B7ch R-Q2
36 R-B2

A little repetition of moves.

36 R-Q3

Else follows 37 B-B8.

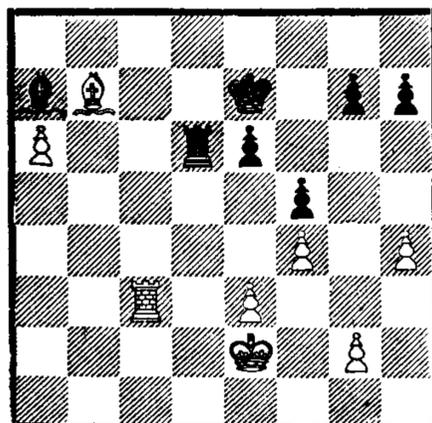
37 P-B4

Intending P-K4-K5 which Black immediately prevents.

37 P-B4
38 R-B8 R-Q1
39 R-B7ch R-Q2
40 R-B3 R-Q3
41 R-B7ch

White's sealed move.

41 R-Q2
42 R-B3 R-Q3
43 P-KR4



Black is nearly in Zugzwang. On 43...R-Q2 follows 44 B-B8; on 43...R-Q1 44 B-B8 (threat of R-B7ch) K-Q3 45 R-Q3ch with an exchange of rooks. Thus, Black's rook cannot move. Also, 43...B-N6 fails because of 44 R-B8, R-Q1 45 R-B6, R-Q3 (45...B-R2 46 B-B8) 47 RxB! on 43...K-Q1 (or K-Q2) 44 R-B8ch, K-K2 45 B-B6 (or 45 R-QR8) B-N6 46 B-N5, R-Q4 47 R-QN8, RxB 48 P-R7, etc.

Thus, Black cannot allow the rook to penetrate, and must move his pawns, which will expose them to attack by White's rook.

43 P-N3
44 R-B2 P-R4
45 R-B3

White could also play 45 R-B8 with exchange of rooks: 45...R-Q1 46 RxR, KxR 47 P-K4!, K-K2 48 PxP, KPxP and White wins as all of Black's pawns are exposed to attack by his bishop.

45 R-N3

This counterplay could have been tried at the 43rd move.

46 R-B7ch K-Q3

Not 46...K-B3 because of 47 B-B8.

47 R-N7 R-N7ch
48 K-Q3 R-R7
49 RxP R-R6ch
50 K-B4 BxP

Black wants to exchange as many pawns as possible, therefore 50...RxKP is weak.

51 B-Q5 BxP

Or 51...R-R5ch 52 K-N5, RxRP 53 RxPch (weak is 53 KxR, KxB with drawing chances) KxB 54 R-K5ch.

52 RxPch K-B2
53 R-B6ch K-N1
54 R-KN6

Weak was 54 R-N6ch, K-R2 55 K-N5, as Black continues 55...R-R4ch 56 KxR, B-B2 and draws.

54 B-B2
55 B-N7 K-R2

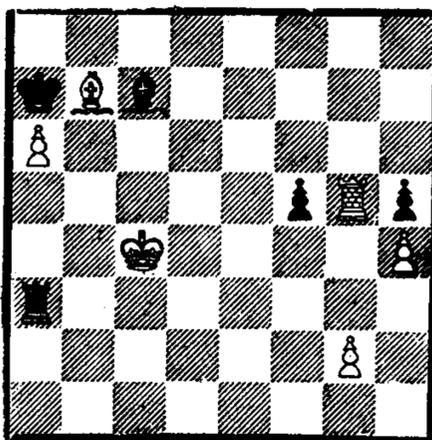
Better, but also insufficient, was 55...R-R4 (intending on 56 R-N5 to continue P-B5) 56 K-N4, R-K4 57 B-B3! with threat of 58 R-N8ch, K-R2 59 R-N7, K-N3 60 RxB!

If Black in this variation plays 56...P-B5, there follows 57 R-N8ch, K-R2 58 R-N7, B-Q1 59 R-Q7, B-N3 60 B-B3ch!

Worse than the text move was 55...R-R5ch 56 K-N5, RxKRP because of 57 R-N8ch.

56 R-N5

Winning a pawn, as 56...R-R5ch 57 K-N5, RxP runs into 58 R-N8 (58...B-N1 59 B-B3)



56 B-Q1
57 RxRP BxP
58 RxP

With two extra pawns, the endgame is won without difficulty.

58 K-N3
59 R-N5ch K-B2
60 R-N3 R-R4
61 K-Q4 B-B7ch
62 K-K4 K-Q3
63 R-Q3ch K-K3
64 B-B8ch K-K2

65 R-Q5 R-R5ch
66 K-B5 B-N6
67 R-Q7ch K-B1

Black could hold out a little longer by 67...K-K1. The text gives White the opportunity to end it quickly.

68 P-R7 B-B7
69 B-R6! Black Resigns

SCORE: Euwe 3 - Alekine 5

GAME NINE

FRENCH DEFENSE
A. Alekine-M. Euwe

Played in Amsterdam, October 22nd
Notes by A. Alekine

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-QB3 B-N5
4 Q-N4

An attempt to win time in comparison with 4 P-QR3, played in the 3rd game. The position of the KB, nevertheless, gives Black satisfactory counterplay.

4 N-KB3

On 4...K-B1 the continuation 5 PxP, PxP (5...N-KB3 6 B-KN5) 6 Q-N3 deserves consideration.

5 QxNP R-KN1
6 Q-R6 R-N3
7 Q-K3 NxP?

After this move, White gets the lead in development. True, instead of the text, not good is 7...P-K4. For example 8 B-Q2, KPxP 9 QxQP, P-B4 10 Q-K5ch and 11 PxP. Nevertheless, the move 7...P-B4! should get Black dangerous counterplay in the center. If now 8 B-Q2, then 8...N-N5 9 Q-Q3, N-QB3. Therefore, the move 4 Q-N4 must be considered lacking.

8 B-Q3!

Black cannot simply exchange and then develop his Queenside. On 8...NxN White just takes the rook.

8 P-KB4
9 N-K2 P-B4
10 BxN

This is the correct moment to capture the knight. The alternative 10 O-O (10 P-B3?, Q-R5ch) N-B3 is unclear.

10 BPxB

This exchange is not so dangerous as 10...QPxB, on which follows 11 PxP, and then Q-R3 and B-K3 in White's favor.

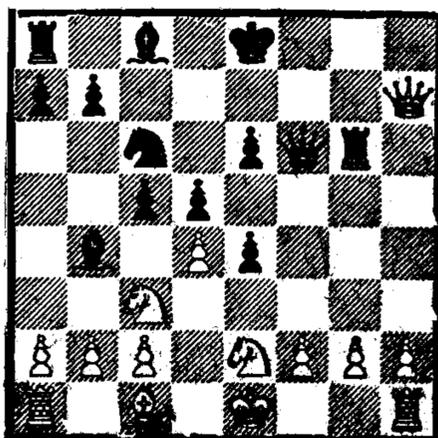
11 Q-R3!

A good attacking move, unpleasant for the opponent.

11 N-B3

It seems that Black should try to hold material equality by 11...Q-K2 and if 12 N-B4, 12...R-N4! (Else 13 N/4xQP!) 13 O-O, N-B3 14 NxKP!, QxN (Also 14...BxN and ...Q-B2 deserves consideration) 15 QxQ ch, BxQ 16 BxR, PxP 17 N-N5, K-Q2, etc., with better chances than with the continuation in the game.

12 QxRP Q-B3



13 N-B4!

Leads to winning the exchange, as the rook cannot move. On 13...R-N2, R-R3 or N4 follows 14 N-R5! On

13...R-N5 14 Q-R5ch! etc.

13 PxP
14 NxR!

Exchanging Queens only helps Black. For example, 14 QxRch, QxQ 15 NxQ, PxN 16 P-QN3, K-B2 17 N-B4, N-Q5 winning a pawn, as on 18 K-Q1 follows 18...P-K4.

14 PxN
15 P-QN3 N-K2

On 15...N-Q5 White answers 16 O-O! and after 16...NxP 17 Q-N8ch, K-Q2 18 B-N5 with a decisive attack.

16 NxN BxN
17 P-KR4

To compel the exchange of Queens.

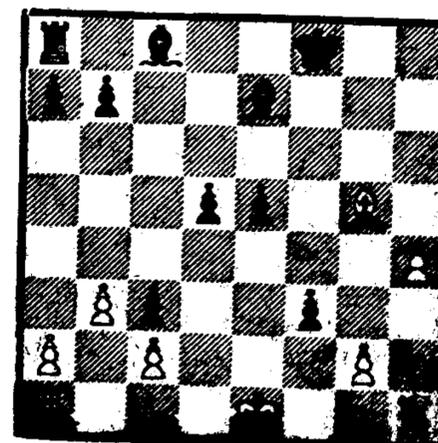
17 Q-B2
18 Q-R8ch Q-B1
19 QxQch KxQ
20 B-N5

Good also was 20 B-R6ch, K-B2 21 O-O-O, hindering Black's ...P-K4.

20 P-K4
21 P-B3!

A good preventive move. On 21 BxBch, KxB 22 P-B3 could follow 22...P-K6 and then ...P-Q5.

21 PxP



22 PxP?

White misses the exchange of bishops. After 22 BxB ch, KxB 22 PxP with a following O-O-O, the KRP gives Black little chance for a draw.

22 B-R6!

The harmonious development of Black's bishops gives him compensation for the exchange.

23 P-B4! B-KB4

Bad, of course, is 23...P-K5 24 QR-Q1, B-K3 25 P-B5.

24 PxP BxP
25 O-Och K-N1
26 QR-B1!

The sole purpose of the maneuver begun by White's 23rd move. By capturing the QBP and getting rid of the bishop pair, White should have sufficient resources to win.

26 BxR
27 RxB B-B4
28 RxP R-QB1
29 R-B3

Also, the exchange of rooks gives White good winning chances, however, the variations are complicated and difficult. The text is simpler.

29 R-KB1

No better was 29...B-K5 30 R-B6, P-Q5 31 R-Q6, P-Q6 32 P-K6, or 29...B-K3 30 R-B6, R-B3 31 B-K3 with a following King march to assist the pieces.

30 B-B6 B-K5
31 R-N3ch K-B2
32 P-R5 R-B1

On 32...R-KN1 follows 33 P-K6ch.

33 R-N7ch K-K3
34 P-R6! P-Q5

On 34...R-B8ch 35 K-B2, R-KR8 36 R-K7ch, K-B4 37 P-R7 wins.

35 P-R7 R-B8ch
36 K-B2 R-B7ch
37 K-N3

Or 37 K-K1, P-Q6 38 R-K7ch.

37 BxP
38 RxB RxP
39 K-B4 P-N4
40 K-K4 R-K7ch
41 KxP Black Resigns

SCORE: Euwe 3 - Alekine 6

GAME TEN

SLAV DEFENSE

M. Euwe-A. Alekine

Played in Haude, October 24th
Notes by M. Euwe

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 P-K3 P-K3
5 N-QB3 P-QR3
6 P-B5 QN-Q2

Black refrains from ...P-QN3 (As in the 8th game), intending to play ...P-K4.

7 P-QN4 P-QR4

This Queenside counter is less consistent than playing for ...P-K4.

8 P-N5 N-K5

Unsatisfactory; better in this case is 8...P-K4.

9 NxN PxN
10 N-Q2 P-B4
11 P-B3

Taking advantage of Black's weak 8th move. On 11... Pxp follows 12 Qxp attacking the QBP.

11 Q-R5ch?

White can now develop his bishop to a beautiful position on KN2.

12 P-N3 Q-R3
13 Q-K2 B-K2

Not 13...P-K4 gives nothing because of 14 BPxpP, PxQP 15 PxQP, P-B5 16 N-B3. After the loss of tempo, nothing is satisfactory.

14 B-KN2

White refrains from 14 Pxp, Pxp 15 NxP, as accepting the pawn sacrifice delays White's castling, which is not without danger.

14 O-O
15 O-O N-B3

Indirect defense of the pawn. (On 16 Pxp follows 16...N-N5).

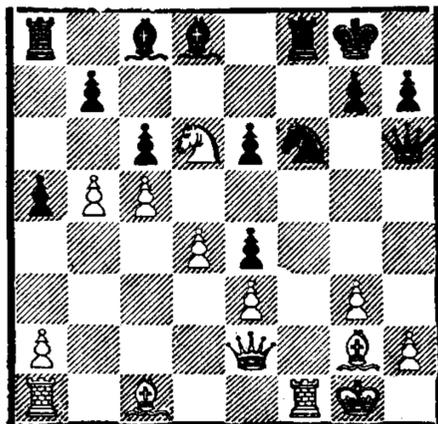
16 N-B4

Defending the KP and threatening 17 Pxp. (On 17... N-N5 follows 18 P-KR3).

16 B-Q1

It is my opinion that it is more important to prevent N-Q6.

17 Pxp Pxp
18 N-Q6



This clearly is not the strongest move. After 18 P-N6 or 18 P-QR4, White could play N-B4-K5 attacking the QBP with a real advantage.

18 Q-N3
19 P-N6

To prevent ...B-B2 attacking White's KN3 and KR2.

19 B-K2
20 N-B4 Q-N4

Else White continues 21 N-K5.

21 B-Q2

A blunder was 21 N-K5 because of 21...BxpP! now 22 N-K5 is possible, for 22...BxpP 23 P-KR4, QxNP 24 B-K1 wins the Queen.

21 P-K4!

Black sacrifices a pawn to get his pieces into play.

22 NxP B-K3

It is impossible to play 22...BxpP because of 23 O-B4 ch.

23 R-B4

To keep the Black pieces off his KN4.

23 Q-R3
24 P-QR3

Freeing the rook from defense of the pawn.

24 P-N4

All things considered, this is best. Black has a cramped position, and needs good play for his pieces.

25 R-B2 Q-N2
26 R/1-KB1 P-R4
27 K-R1 Q-R2
28 B-QB3 P-R5?

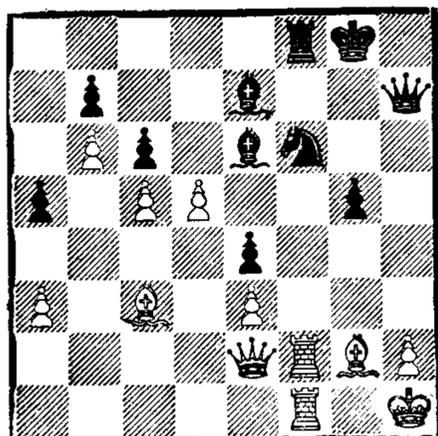
A gross blunder. White stands well, but does not

have a winning position. Black must remain passive and not allow the sacrifice P-Q5.

29 PxP QxP

On 29...PxP follows 30 R-KN1.

30 N-N6 Q-R2
31 NxR RxN
32 P-Q5



Bringing the QB into play decides the game.

32 NxP
33 RxRch BxR
34 B-Q4 B-K2
35 Q-B2

Threatening a decisive attack starting with 36 Q-N3. White has an easy win.

35 Q-R5
36 QxQ PxQ
37 BxP B-Q1
38 B-B5 BxB
39 RxB N-K2
40 R-B6 N-B1
41 RxP Black Resigns

SCORE: Euwe 4 - Alekine 6

GAME ELEVEN

SLAV DEFENSE

A. Alekine-M. Euwe

Played at The Hague, October 27th
Notes by A. Alekine

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 P-K3 B-B4
5 PxP PxP
6 N-B3 P-K3
7 N-K5

Now, as in the 16th game (in which White refrained from the knight move) it is apparent that 4...B-B4 is fully satisfactory, and that White, by 4 P-K3, gets nothing from the opening.

7 N/3-Q2!

A natural and accurate move. After the game Bogolubov-Gottelf (Moscow, 1925), it has been shown that 7...QN-Q2 is clearly a gross blunder because of 8 P-KN4!

8 Q-N3 Q-B1
9 B-Q2 N-QB3
10 R-B1 B-K2

This move, of course, is not so solid, as the continuation 11 NxN/7, QxN 12 N-R4 should give White the advantage of the two bishops. By playing 10...N/2xN 11 PxN, B-K2 Black could force play into the game position.

11 B-K2 N/2xN
12 PxN O-O
13 N-N5

An attempt to get a minimal positional advantage, which Black fails to counter correctly.

13 Q-Q2
14 O-O P-QR3?

After 14...KR-B1, Black is in a position to exchange

rooks on the QB-file with a likely draw. The text move is clearly a loss of time.

15 N-Q4! NxN

After 15...NxP 16 NxB, PxN 17 KR-Q1 with threat of 18 B-QB3 White regains the pawn with advantage in position.

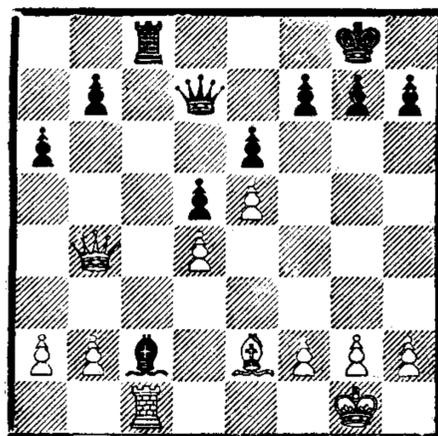
16 PxN QR-B1
17 B-QN4!

White plays to keep his "good" bishop (in terms of his opponent's pawn position),

17 BxB
18 QxB R-B7!

Very strong. After 18...RxR 19 RxR, R-B1 20 R-B5 White has a noticeable advantage.

19 RxR BxR
20 R-B1 R-B1



21 P-KR3

At this critical moment, while making a hole for the King, White should seize the initiative on the K-side with 21 P-KR4! with the text move, White visualizes the exchange sacrifice on move 24, which is, however, insufficient.

21 R-B3
22 Q-R5 P-R3
23 P-QN4 B-R5
24 RxR

White's plan in this position was 24 R-B5!?, P-QN3 25

QxB, PxR 26 P-N5; nevertheless, by 26...R-B1! 27 QxRP (or 27 PxP, PxP) P-B5! Black has a fully satisfactory defense.

24 QxR
25 Q-Q8ch Q-K1
26 Q-B7 Q-B3
27 Q-N8ch K-R2
28 B-Q3ch P-N3
29 K-R2

If the KRP stood on R4, White could play 29 P-R5 (29...Q-B8ch 30 K-R2, Q-B5ch 31 K-R3, QxBP or QP 32 PxPch, K-N2 33 QxP)

29 K-N2

Playing safe. After 29...Q-B6 White could risk a bishop sacrifice for 3 pawns: 30 BxPch, PxB (on 30...KxB follows mate in two moves) 31 QxPch, etc.

30 Q-Q8 B-B7!
Draw

SCORE: Euwe 4½ - Alekine 6½

GAME TWELVE

GRUNFELD DEFENSE
M. Euwe-A. Alekine

Played in Amsterdam, October 26th
Notes by M. Euwe

1 P-Q4 N-KB3
2 P-QB4 P-KN3
3 N-QB3 P-Q4
4 Q-N3 PxP
5 QxBP B-N2

This, of course, is better than 5...B-K3 as played in the 2nd game.

6 P-K4 O-O
7 N-B3 P-QR3?

This and the following move are incorrect. He should

play 7...P-B4, 7...QN-Q2 or possibly 7...P-KR3.

8 B-B4 P-QN4?

Now Black should play 8...N-K1 or 8...P-B3. In both cases Black has good play. Black's plan of counter-attack on the KP by ...B-N2 is insufficient.

9 QxBP Q-K1

Perhaps Black intended to play 9...P-N5 and 10...NxP, but here he noticed that 10 N-QR4, NxP 11 N-N6 he loses a piece. Therefore, he enters a position where he must play a pawn down. He stands, of course, to lose, and avoids exchange of Queens.

10 B-K2

White does not fear ...P-N5. Though 11 N-QR4 is not now possible, sufficiently good is 11 N-Q5, NxN 12 PxN with threat of P-Q6.

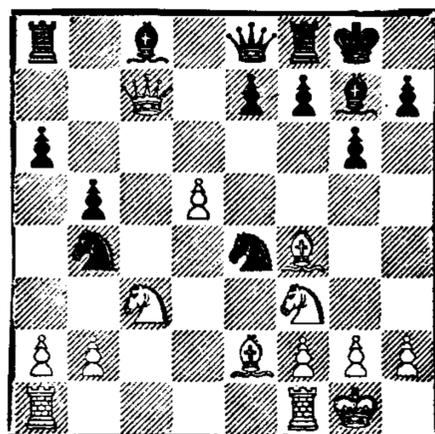
10 N-B3

To try to justify the sacrifice by a combination.

11 P-Q5 N-QN5?

11...P-K4 gives better chances.

12 0-0 NxKP



Black gets the initiative, but lacks compensation for the sacrificed piece. Alternate continuations are no more dangerous. For example: 12...N-B7 13 QR-B1, P-N5 14 N-N1! etc.

13 NxN NxQP
14 Q-B1 B-B4
15 N-N3 R-B1
16 Q-Q2 NxB
17 QxN B-B7

17...BxP is met by 18 NxB, BxR 19 Q-R6! with no good defense to the threat of 20 N-N5.

18 Q-QN4 Q-Q1
19 N-K1 B-R5
20 R-N1

To threaten 20 P-N3.

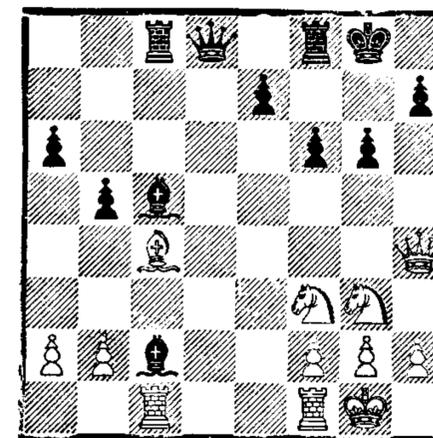
20 B-Q5
21 N-B3

White could also play 21 P-N3, as after 21...P-QR4 22 Q-R3, B-B4 23 Q-B1, BxPch 24 RxB, RxQ 25 RxR he wins the bishop, with rook and three pieces for the Queen, a decisive material advantage.

21 B-B4
22 Q-R4 B-B7
23 R-N-B1 P-B3

Else follows 24 N-N5.

24 B-B4ch!



This is stronger than 24 RxB (BxPch 25 RxB), though it is sufficient to win. The text move gives White the attack.

24 PxB
25 QxBPch K-N2

26 QxB/2 Q-R4
 27 Q-K2 P-K4

If 27...QxP 28 RxB, RxR 29 QxPch and 30 QxR.

28 P-QR3 B-K2
 29 N-Q4 RxR
 30 RxR K-R1
 31 N-B6 Q-B2
 32 QxRP R-QB1
 33 N-B1

Threatened is 34 NxB (34...QxR 35 QxP mate).

33 R-QN1
 34 NxB QxN
 35 R-B8ch RxR
 36 QxRch Black Resigns

SCORE: Euwe 5½ - Alekine 6½

GAME THIRTEEN

RUY LOPEZ

A. Alekine-M. Euwe

Played in Amsterdam, October 31st
 and November 1st
 Notes by M. Euwe

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 P-QR3
 4 B-R4 N-B3
 5 O-O NxP

This defense, often called "the open", gives Black a good development for his pieces, but White has a better pawn configuration. The chances are equal. The text move is seldom seen in tournament practice.

6 P-Q4 P-QN4
 7 B-N3 P-Q4
 8 PxP B-K3
 9 P-B3 B-K2

Also possible here is 9...B-QB4. However, 9...B-K2 is a more positional move since it does not block the QBP, and Black has a Queenside pawn majority. Also, it is not difficult to defend Black's QB4 with pieces.

10 P-QR4

More often seen is 10 R-K1, to which the answer is 10...O-O.

10 P-N5

The threat was 10 PxP. If, for example 10...O-O, then 11 PxP, PxP 12 RxR, QxR 13 BxP, R-Q1 14 BxN, Qx B 15 Q-B2, and Black has no attack to compensate for the lost pawn. If instead of the text Black plays 10...QR-N1, then after 11 PxP White gets the open QR-file.

11 N-Q4!

A new move which leads to great complications. White sacrifices a pawn, but gets a dangerous attack.

11 NxKP

Almost compelled. On other moves White gets fine play.

12 P-KB4 N-B5

This move is not the best and gets Black into great difficulties. Correct was 12...B-N5! 13 Q-B2 (forced) N-N3 and now Black, after 14 P-B5, N-K4 15 P-R3, P-Q B4! or after 14 B-K3, P-QB4 15 N-B6, Q-Q3 16 NxB, NxN has the advantage.

13 P-B5

In his turn White plays a weak move. Stronger was 13 Q-K2 (threatening to win a piece) N-R4 14 B-B2 (threatening to win a piece by exchanging on K4 and K6, then Q-R5ch and QxN) O-O 15 N-Q2!, N-KB3 16 NxB, PxN 17 QxPch, K-R1 18 N-B3 with better play for White.

13 B-QB1

Intending ...B-N2 with an active post for the bishop.

14 Q-K1

Threatens to win a piece, but not the best continuation. Better was 14 Q-N4, P-KR4 15 Q-K2! (Of course not 15 QxNP, as 15...B-B3 wins the Queen); Black after 15...B-N2 stands satisfactorily, except that the advanced KRP weakens the Kingside. Therefore, on 14 Q-N4 the strongest answer is 14...N-K4!, and if now 15 QxP, then 15...B-B3 16 Q-R6, P-B4!

14 B-N2
15 PxP P-B4!

This move was clearly not expected by White.

16 P-B6

The struggle after this move becomes very difficult. White cannot capture on QB5, as his knight, unsupported, becomes pinned; if he plays the knight to K2 or KB3, then follows 16...PxP and Black has an extra pawn with a good position. Of course, 16 N-B2, PxP 17 NxP, Q-N3ch loses a piece. The text move is to free KB5 for the knight.

16 BxP
17 N-B5 O-O
18 PxP R-K1
19 Q-N4

The White Queen lacks a good post.

19 Q-B1

It will become clear, that the Black Queen stands better here than on QB2.

20 BxN P-QR4!

Winning a tempo.

21 Q-R3

The most natural on 21 Q-N3, PxP 22 QxP follows 22...B-R3 winning the exchange. If the Black Queen stood on QB2, on the 21st move, White could have played 21 Q-N6.

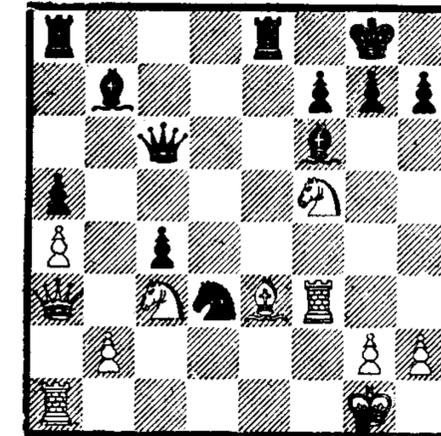
21 PxP
22 N-B3

On 22 B-K3, very strong is 22...R-K4.

22 NxP

Black has an extra pawn, which with his two bishops, and better development give him an advantage sufficient to win. Still, he should play for attack on the King-side by 22...NxN 23 PxN, R-K7 24 R-R2, BxNP 25 RxR, BxR (26 KxR, QxNch) and the weakening of the White King's position should make it indefensible.

23 B-K3 Q-B3
24 R-B3 N-Q6



After the 22nd move, the problem in the position could be resolved by two methods, and Black cannot be criticized for his 22nd move. Now, instead of the text move, Black had the following win: 24...R-K4! (threatening 25...RxN by preventing the answer 26 BxN) 25 N-Q4 (Forced. 25 N-N3 is impossible because of 25...RxB) Q-K1 26 R/3-KB1 (The most natural; on 26 R-B2, 26...RxB 27 QxN, R-K8ch wins by a following ...Q-K6ch winning a piece) N-N6! 27 NxN, RxB.

Now the attacked knight has three moves, all of which lose:

- 1) 28 N-B1, Q-B3 and wins.
- 2) 28 N-Q2, B-Q5! 29 K-R1, Q-B3 and wins, as on 30 N-B3 follows 30...RxN 31 RxR, QxR! and on 30 R-KN1, R-Q6.
- 3) 28 N-B5, B-Q5! 29 K-R1, BxPch 30 KxB, Q-B3ch.

After the weaker text move, White has more chances.

25 R/1-KB1 RxB!

Black finds another way to win the game.

26 NxR B-Q5

Threatening 26...BxNch, etc.

27 Q-K7

The natural defense. On 27 N-Q1 follows 27...R-K1.

27 N-K4

Of course, impossible is 27...R-K1 because of 28 QxPch with Mate in two moves.

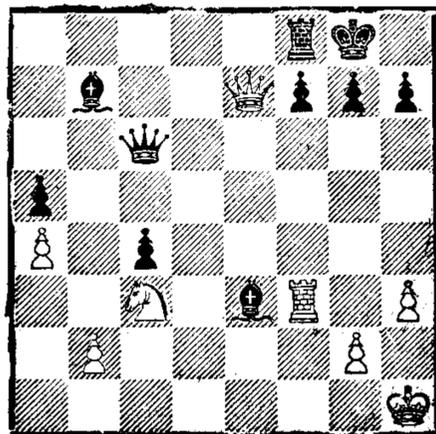
28 K-R1

Defending 28...BxNch now; now on this move follows 29 QxN.

28 NxR
29 RxN R-KB1
30 P-R3

Making an opening for the King. On 30 N-B5 follows 30...QxR.

30 .. BxN?



Black's advantage is enough to win, but the text is a serious error. 30...Q-QN3! would decide the game; on 31 R-N3, QxP is an easy win; on 31 N-K4 Black wins the exchange by 31...Q-N5! (32 QxQ, PxQ). The text move gives up the two bishops and leaves Black only an extra pawn. Nevertheless, this should be sufficient.

31 QxB Q-K3
32 R-N3

Exchange of Queens and rooks makes it easy for Black.

32 R-K1
33 Q-N5 Q-K4
34 QxQ RxQ
35 R-N4 R-K6?

Since the 20th move Black has been on the attack, which perhaps explains his choices but this natural move gives White possibilities. Correct was 35...R-QB4. For example, 36 R-Q4, K-B1 37 R-Q7, B-B3 and rook must retreat along the Q-file, as on 38 R-B7? follows 38...BxPch, and on 38 R-R7, R-KN4. If White instead of 37 R-Q7 plays 37 K-N1, then 37...K-K2 leaves him little counterplay.

36 K-N1!

Avoiding 36 RxBP, RxPch 37 K-N1, R-N6 38 R-B7, RxPch 39 K-B1, RxP 40 N-N5, B-R3 and if White continues 41 R-R7, Black exchanges the bishop with check, giving him time to make an opening for his King.

36 R-Q6
37 RxBP R-Q7
38 P-QN4

White hastens to play this at a moment when his knight is not attacked.

38 RxPch

Not good is 38...PxP 39 RxP, RxPch 40 K-B1 which gives White a piece, and 39...R-Q7 (instead of 39...RxPch) gives White a strong extra pawn.

39 K-B1 R-N7

And here 39...PxP is bad also.

40 R-Q4!

But not 40 P-N5, P-N3 and Black has winning chances. Poor also is 40 PxP?, because of 40...B-R3 41 N-N5, RxN! and Black wins.

40 P-N3

Preferable was 40...K-B1.

41 PxP

The sealed move.

41 R-B7

Black no longer has a win. True, he has a strong bishop and a better pawn configuration, but the White QRPs are dangerous. Thus, for example, bad is 41...B-N7ch 42 K-K1, BxP because of loss of a piece after 43 R-Q8ch, K-N2 44 P-R6.

42 N-N5 K-N2
43 K-K1 R-B4
44 R-Q6

This maneuver gets White into a difficult position. To be considered was 44 K-Q2.

44 B-B3
45 P-R6

Better was 45 R-Q4.

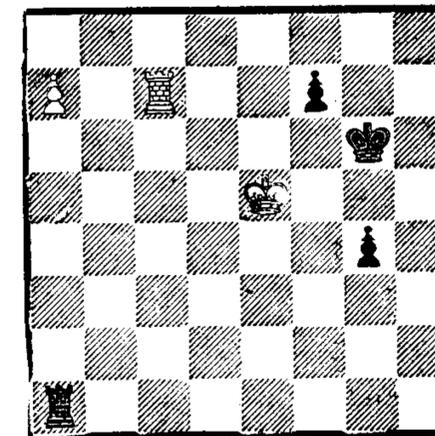
45 BxN
46 P-R7 B-B3
47 RxB R-QR4
48 R-B7 RxP/5

Black not only has an extra pawn, but a majority of two on the Kingside.

49 K-Q2 P-N4
50 K-B3 P-R4

Or 50 ...P-R3 with a following ...K-N3.

51 K-N3 R-R8
52 K-B4 P-N5
53 PxP PxP
54 K-Q4 K-N3
55 K-K5



The White King intends to go to B4 and KN3, but the text leaves him with a lost position.

55 P-B3ch

With this move Black throws away his winning chances. Correct was 55...R-R5 to keep the King from B4. For example, 56 K-Q5, P-B3! (Not 56...P-B4 because of 57 K-K5, P-B5 58 P-R8/Q and draws.) 57 K-B5, K-N4 and Black wins. Also on 55...R-R5! 56 R-B4 follows 56...P-B3ch 57 K-K6, R-R3ch 58 K-Q5, K-N4.

56 K-B4

Now White easily draws, as Black cannot get his KBP to B5 without losing the KNP.

56 R-R5ch
57 K-N3 P-B4

Or 57...K-N4 58 R-N7ch, K-B4 59 K-R4!

58 K-R4! K-B3
59 R-QN7 Draw

On 59...K-K4 follows 60 R-N5ch and the Black King cannot go to his 5th rank because of 61 R-N4ch.

SCORE: Euwe 6 - Alekine 7

See diagram at top of next page.

GAME FOURTEEN

GRUNFELD DEFENSE
M. Euwe-A. Alekine

Played in Groningen November 2nd
Notes by M. Euwe

1 P-Q4 N-KB3
2 P-QB4 P-KN3
3 N-QB3 P-Q4
4 B-B4 N-R4

This is a serious strategical blunder. Alekine opens the KR-file for the sake of the two bishops. If now 5 NxP, NxB 6 NxN, P-K4! 7 PxP, B-N5ch!! Mates.

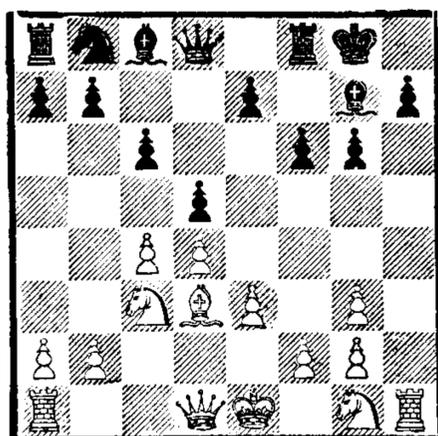
5 B-K5

Played to weaken Black's Kingside.

5 P-KB3
6 B-N3 NxB
7 RPxN P-B3
8 P-K3 B-N2
9 B-Q3

9 PxP was better. After the text Black could play 9...PxP. After 9 PxP, PxP 10 B-Q3, P-KB4 11 P-KN4!, O-O 12 PxP, BxBP 13 BxB, RxB 14 P-KN4, R-B2 (14...R-B1 15 Q-N3) 15 P-B4 White has beautiful play.

9 O-O?



The natural move here is 9...PxP, which after 10 BxP gives White the better play. (But not 10 RxB?, PxP

11 RxB, K-B1 12 RxNP, B-B4). If Black plays 9...P-KB4, then 10 PxP, PxP gives the variation discussed on White's 9th move.

10 RxB

Thus, White wins a pawn.

10 P-KB4

Of course not 10...KxR 11 Q-R5ch, K-N1 12 BxP and Black must give up his rook to avoid mate.

11 R-R1 P-K4
12 QPxP BxP
13 N-B3

White does not mind a weakening of his pawns, for the exchange of the bishop further weakens Black's Kingside.

13 BxNch
14 PxB Q-B3
15 PxP

White returns the pawn to play for attack.

15 QxPch
16 K-B1 Q-B3

16...PxP 17 R-B1, Q-B3 leads to the same position as in the game.

17 R-B1 PxP
18 R-B7 N-Q2

Necessary, else 19 R/1-R7.

19 B-N5

The decisive combination due to the double threat 20 QxPch and 20 BxN.

19 Q-Q3
20 R-B4?

The wrong way to win. At this decisive moment, White should play 20 Q-Q4, forcing the win. The variation is 20...QxR (20...N-B3 21 R/1-R7!) 21 R-R8 ch, K-B2 22 N-N5ch, K-K2 (22...K-K1 23 RxRch, KxR 24

N-K6ch) 23 R-R7ch, K-K1 24 QxP! Now the threat of 25 Q-K6ch and 26 Q-K7 Mate compels Black to move the Queen and give up the knight.

20 N-B3
21 R/4-R4 Q-B4
22 B-R4 Q-B6

Preventing 23 Q-R1. (22...B-K3 23 N-N5, B-B2 24 Q-R1!, P-Q5 25 RxP)

23 N-N5 K-N2
24 N-R7 R-Q1
25 NxN KxN
26 R-R7 B-K3
27 R/1-R6

Threatening to win the Queen by 28 RxPch, KxR 29 Q-R5ch, K-B3 30 Q-R6ch, K-K4 31 Q-N7ch.

After 27 RxP, P-Q5! Black has good counterchances.

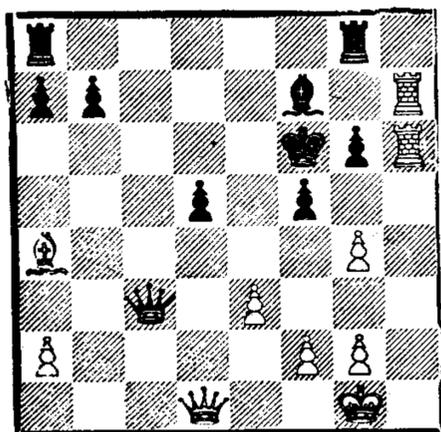
27 B-B2

Not 27...P-Q5 because of 28 RxPch, KxR 29 Q-R5ch, K-B3 30 P-B4 with a strong attack. (30...Q-B8ch 31 B-Q1); also on 27...QR-B1 follows the same continuation.

28 K-N1

After this, the King cannot be defended against the threats of Q-R5 and RxBch.

28 R-KN1
29 P-N4



The winning method is to break up the pawns around Black's King.

29 R-N2
30 PxP RxR
31 RxR PxP
32 B-N3

Threatening 33 RxBch and then 34 QxPch.

32 Q-K4
33 Q-B3 R-QB1

The threat of ...R-B8ch is easily answered. Better was 33...Q-R8ch 34 K-R2, Q-K4ch 35 P-N3, R-Q1, on which follows 36 R-R4.

34 P-N4

To exchange the last pawn around Black's King.

34 B-N3

34...R-KN1 is met by 35 RxBch, KxR 36 QxQPch. On 34...R-B8ch 35 K-N2, Q-B6 follows the same continuation.

35 RxP Q-R8ch
36 K-N2 R-KR1

Allowing a forced Mate.

37 P-N5ch KxP
38 Q-B4ch K-B3
39 Q-Q6ch K-N4
40 P-B4ch K-R4

Also on 40...K-R3, 41 Q-K7 decides.

41 Q-K7 Black Resigns

SCORE: Euwe 7 - Alekine 7

GAME FIFTEEN

SLAV DEFENSE
A. Alekine-M. Euwe

Played in Baarn, November 5th and 6th
Notes by M. Euwe

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 N-B3 PxP

White plays the same variation as in the first game of the match, and meets with the same system of defense.

5 P-QR4 B-B4
6 N-R4

Now White chooses another system of development. Besides 6 N-K5, to be considered is 6 P-K3.

6 B-B1

In the game Alekine-Stoltz (Bled, 1931) followed 6...P-K3 and White got the advantage by 7 NxB. 6...P-K3 is weak. The text is a recommendation of Boleslavsky. The loss of time involved is offset by White's knight's position on KR4.

7 P-K3

According to Bogolubov's analysis, better here is 7 N-B3. Black could then play 7...B-B4, in effect offering a draw.

7 P-K4!
8 PxP?

Now Black gets the initiative. White should play 8 N-B3, and after 8...PxP 9 NxP or 9 QxP, he has an equal game.

8 QxQch
9 NxQ

Not good is 9 KxQ because of 9...N-N5.

9 B-N5ch

10 B-Q2

Less satisfactory for White is 10 N-QB3, N-K5 11 B-Q2, NxB giving Black the two bishops.

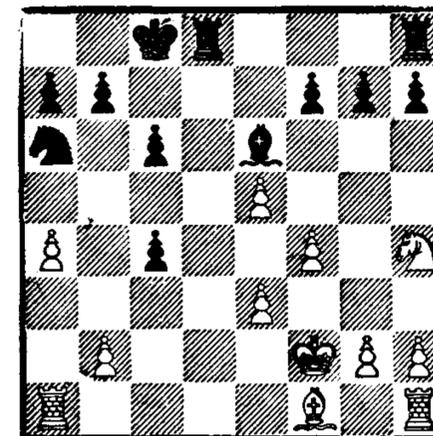
10 BxBch
11 KxB N-K5ch

After 11...N-N5 12 P-B4 the Black knight is out of play, but after the text, he can go to N6 via QB4.

12 K-K1

The King would be too exposed on the QB-file.

12 B-K3
13 P-B4 N-R3
14 N-B2 NxN
15 KxN O-O-O



The result of the opening is unsatisfactory for White. Black leads in development, and the White knight is out of play.

16 N-B3

The threat was 16...R-Q7ch.

16 N-B4
17 B-K2 N-Q6ch
18 K-N3

White's best chance. After 18 BxN, RxB 19 KR-Q1, KR-Q1 White lacks a defense to the threat of 20...R-N6. The pawn sacrifice is difficult to evaluate.

18 NxNP
 19 N-Q4

Now the threat is 20 NxB followed by 21 KR-QB1, regaining the pawn with good play.

19 RxN!

By the exchange sacrifice Black gets the advantage. He keeps the pawns and gets a strong attack against the weak points in White's position.

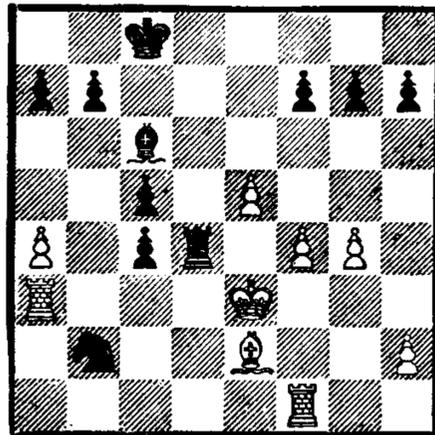
20 PxR R-Q1
 21 K-B3 RxP
 22 K-K3 P-QB4
 23 R-R3

White's best defensive try.

23 B-B4
 24 P-N4

To exploit his best chance, his Kingside pawn majority.

24 B-K5
 25 R-KB1 B-B3?



The exchange sacrifice is not so strong that Black can miss his best chances without getting a difficult position.

25... B-Q6 deserves consideration, but best is 25... P-QR4 and only then 26...B-B3. On 26 P-B5 follows not only 26...B-B3 27 R-B4, R-Q4!, but, even stronger is 26...B-Q6 with threat of 27...R-K5ch.

After 27 BxB, PxB Black has the strong threat of 28...N-B5ch.

26 P-R5 N-Q6

White cannot take the knight: 27 BxN, PxB 28 RxP, RxR 29 KxR, B-N4ch, etc.

27 R-QB3 R-K5ch
 28 K-Q2 NxBP

Because of his weak 25th move, Black must fight White's pawn majority on the Kingside. Nevertheless, it is doubtful strategy to open the KB-file.

29 BxP R-Q5ch
 30 K-B2 B-K5ch
 31 K-N3 P-KN4

Black gives up the KBP. The seemingly stronger 31... B-N3 is met by 32 R/3-B3 and after the knight moves 32 R/3-B3 and, after the knight moves 33 RxP!, BxR 34 RxB and the penetration of the rook would give White a decisive advantage.

32 BxP P-N3
 33 K-R3 K-Q2
 34 B-N3 K-B3

By 34...B-Q6 Black could avoid the following exchange of rooks:

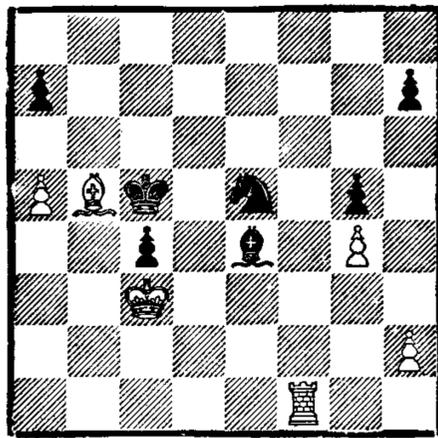
35 R-B4 RxR
 36 BxR P-N4
 37 B-B7 P-B5

Black plays to win the KP, but keep the White rook from becoming active. Better was 37...K-Q2 after which Black could hardly lose.

38 K-N4 N-Q6ch
 39 K-B3 NxP
 40 B-K8ch

Not possible is 40 K-Q4 because of 40...N-B6ch 41 K-K3, K-B4! and if White takes the knight, Black wins.

40 K-B4
 41 BxP!



White's sealed move, playing for tactical chances.

41 B-Q6

In conjunction with the following knight maneuver-Black's best chance. Black cannot take the bishop. For example: 41...KxB 42 R-K1, NxP (moving the bishop is even less satisfactory) 43 RxB, NxP 44 R-K5ch. Now if the King retreats to R3 (44...K-R3) follows 45 K-N4 and 46 R-K6ch followed by taking the QBP with the King. Then he plays the King to B5, the rook to the seventh rank and wins Black's pawns.

The winning method is the same after 44...K-B3. This leaves only the move 44...K-R5 but 45 RxB leads to a win.

1) 45...P-QR3 46 KxB (threatening 47 R-N7) N-B6 47 R-N7, KxB 48 K-B5, K-R5 49 R-N4ch and 50 R-N3 winning a piece.

2) 45...N-B8 46 P-R6, P-R3 47 R-K5, N-N6 48 KxB, P-R4 49 K-B5 and White wins, as 49...K-R4 is met by 50 R-K3 with the decisive threat of K-B6-N7 and KxB.

3) 45...N-B6 46 R-KB5, N-R5 47 R-R5, N-N3 48 P-R6, N-B1 49 R-B7, K-R4 50 RxB, N-N3 51 RxB and White wins, as 51...KxB 52 R-R6 wins a piece.

4) 45...P-KR3 46 R-R5, N-N5 47 KxB, N-B3 48 RxB, N-Q2 49 R-R6, N-N1 50 RxB, N-B3 51 R-R8, NxP 52 K-B5 and wins.

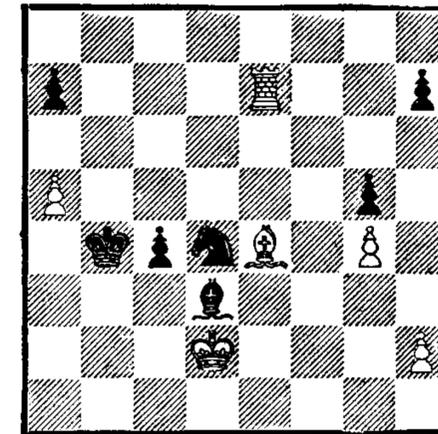
42 R-K1 N-N3

Again Black cannot capture on N4: 42...KxB 43 RxBch, K-R3 44 K-N4 and White wins.

43 B-R6

White intends to attack Q5, to prevent ...N-Q4ch. Nevertheless, stronger was 43 B-R4, N-B5 44 R-K5ch, N-Q4ch 45 K-N2 and White should win.

43 N-B5
44 B-N7 N-K7ch
45 K-Q2 N-Q5
46 R-K7 K-N5
47 B-K4



This move leads to a forced draw. Some analysis shows that White should win by 47 P-R6 and then B-K4. Black could answer 47...N-N6ch and now 48 K-K1 fails because of 48...P-B6. Therefore, White must play 48 K-K3, on which Black answers 48...N-B4, threatening 49...P-B6 and keeping the bishop from defending the QRP on R6.

After 47 P-R6, N-N6ch 48 K-K3, N-B4 49 R-QB7 to hold the QBP. Black plays 49...B-B8 (or 49...B-N8) to threaten...P-B6. For example: 50 RxB, P-B6 51 R-QB7, P-B7 52 K-Q2, B-Q6 and the strong QBP is dangerous for White.

The correct win was shown by V. Ragozin. On 48...N-B4 he continues 49 B-B8! (Instead of 49 R-QB7) P-B6 50 R-N7ch, K-B5 51 B-B5 and Black cannot avoid the exchange, White winning without difficulty.

47 BxB
48 RxB N-B6ch
49 K-K2 NxP

Now the knight is out of play, but the Black QBP, and

after the capture of the QRP, Black's QRP are enough to hold the White rook.

50 K-B2

On 50 P-R6 follows 50...K-N4. For example 51 R-K5ch, KxP 52 RxP, P-R3 and on 50 R-K7 follows 50...P-QR3.

50 P-QR3
51 K-K2

51 K-N2 fails because of 51...K-N6 52 KxN, P-B6 53 R-K6, P-B7, etc. or 52 R-K6, P-B6 53 RxP, P-B7 54 R-QB6, NxP with threat of 55...N-K6ch and 56...N-B5.

51 KxP
52 RxP K-N4
53 R-K4 P-QR4
54 R-K5ch

If 54 K-Q2, the Black King marches to the Kingside to win the KNP.

54 K-N5
55 RxP P-R5
56 K-Q3

Or 56 R-KR5, NxP 57 R-R4, P-R4, etc.

56 P-R6
57 K-B2 P-R7
58 K-N2 P-R8 (Q) ch
59 KxQ K-B6
60 R-N7 P-R3
61 R-N6 K-Q6

Draw

White cannot prevent exchange of his last pawn. A difficult game.

SCORE: Euwe 7½ - Alekine 7½

GAME SIXTEEN

SLAV DEFENSE

M. Euwe-A. Alekine

Played in Gertogenbosch, November 7th and 8th
Notes by A. Alekine

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 P-K3 B-B4
5 PxP PxP
6 N-B3 P-K3
7 Q-N3

In the 11th Game, 7 N-K5, N/3-Q2! was played. This continuation is not dangerous for Black.

7 Q-B1
8 B-Q2 N-B3
9 R-B1 B-K2
10 B-N5 O-O
11 O-O

On 11 N-QR4, 11...N-K5 gives satisfactory play.

11 Q-Q1

The indirect purpose of this move is to prevent N-QR4.

12 N-QR4 N-QR4

The point of this counter-maneuver is that the strong move 13 Q-B3 is met by 13...P-QR3! 14 B-K2 (14 QxN leads to loss of a piece) N-B5. Therefore, White goes in for exchanges.

13 BxN QxB
14 N-B5 BxN
15 PxB

If White thinks this move gives him the advantage, he is mistaken, but it is stronger than 15 RxB, N-K5 16 R/5-B1, B-N5!

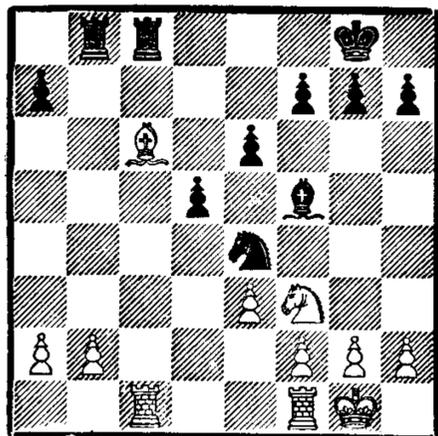
15 N-K5

Meanwhile, this threatens 16...P-QR3.

| | |
|---------|-------|
| 16 Q-R4 | QxQ |
| 17 BxQ | KR-B1 |
| 18 P-B6 | |

A sharp move. After 18 P-QN4, P-QR4 19 P-B6, P-QN4!
20 BxP, PxP Black has the advantage.

| | |
|---------|-------|
| 18 | PxP |
| 19 BxP | QR-N1 |



| | |
|----------|------|
| 20 N-Q4! | |
|----------|------|

Many commentators gave this move a question mark, but it leads to equal play. After the recommended 20 P-QN3 Black answers 20...R-B2 21 N-Q4, R/1-QB1 22 P-QN4, N-Q3! 23 P-QR4, B-Q6 24 KR-Q1, B-B5, etc.

| | |
|---------|------|
| 20 | RxP |
| 21 NxB | PxN |
| 22 BxP? | |

Here is White's difficulty. Correct was 22 P-B3, and only after the knight retreats-23 BxP with equal play.

| | |
|----------|-------|
| 22 | N-B6! |
| 23 K-R1 | |

Necessary for the threat of 23...N-K7ch.

| | |
|----------|------|
| 23 | P-N3 |
| 24 B-N3? | |

Only after this loss of time does Black get the advantage. Continuing 24 P-B3!, R-B4 25 P-K4, R/7-

N4 26 B-N3, P-QR4 27 PxP, P-R5 28 B-Q1, R-N7 (If 28 ...P-R6 then 29 B-N3) 29 P-R3 White avoids material loss.

| | |
|---------|------|
| 24 | R-B4 |
| 25 P-B3 | |

Now this is difficult because of ...P-QR4.

| | |
|----------|---------|
| 25 | P-QR4 |
| 26 P-K4 | P-R5 |
| 27 B-Q5 | R/7-N4! |
| 28 P-KR3 | K-N2 |
| 29 R-QB2 | NxB |

Another way to win the pawn was 29...NxKP with the variation 30 BxN, PxB 31 RxR, RxR 32 PxP, R-B7 33 R-R1, R-K7. Nevertheless, by 31 R-K2!, with two rooks, White has better chances than in the game.

| | |
|--------|-----|
| 30 RxR | RxR |
| 31 PxN | RxP |

Now Black has two ways to try to exploit his advantage. First, by aggressively posting his rook, or secondly by advancing his King.

| | |
|---------|------|
| 32 R-B2 | |
|---------|------|

Here and on the following move White has no choice; he must meet the threat of 32...R-Q7.

| | |
|----------|-------|
| 32 | K-B3 |
| 33 R-K2 | R-K4 |
| 34 R-QB2 | R-K6! |
| 35 K-R2 | R-R6 |
| 36 K-N3 | K-K4 |
| 37 R-Q2 | |

White must try to keep the King from the Kingside.

| | |
|---------|------|
| 37 | P-R3 |
|---------|------|

The threat now is 38...P-B5ch. 37...P-B5ch is not good because of 38 K-N4, P-B4ch 39 K-N5.

| | |
|-----------|------|
| 38 P-R4 | P-R4 |
| 39 R-K2ch | K-Q3 |

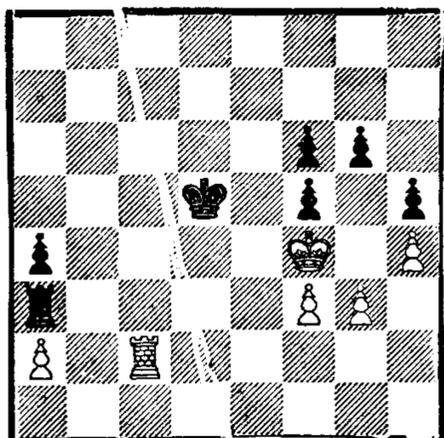
39...K-Q5 is premature because of 40 R-K7.

40 K-B4 P-B3

Here the game was adjourned.

41 R-QB2 K-Q4
42 P-N3

White plays so that in the event Black takes the QRP, his KNP will not be under attack. Still, the White King is now caught in a net.



42 P-N4ch?

This, without question, is premature, and Black is able only with the greatest difficulty to recover. After 42...K-Q3 White must choose between 43 R-B8 or 43 R-Q2ch, K-B4 44 R-Q8 (44 P-N4 is bad because of 44...BPxP 45 PxP, R-R6). Here are the unsatisfactory continuations:

1) 43 R-B8, RxRP 44 R-KN8, R-QN7 45 RxP, K-K3 46 R-N8, R-N5ch 47 K-K3, P-R6 48 R-QR8, P-B5ch 49 PxP, R-N6ch 50 K-K2 (50 K-K4, P-B4ch!) (See Note Below) K-Q4 51 R-R6, R-N7ch 52 K-Q3, P-R7, etc.

2) 43 R-Q2ch, K-B4 44 R-Q8, RxRP 45 R-KN8, R-QN7 46 RxP, P-R6 47 R-N8 (47 RxP?, R-N4!) P-R7 48 R-QR8, K-N5.

In both cases, Black wins without difficulty.

NOTE: Here Alekine is mistaken. After 51 K-Q4, RxP 52 R-R6ch, K-Q2 53 K-K5 White draws (Editor's Note).

43 PxP PxPch
44 KxNP

After 44 KxBP, RxPch 45 KxNP, RxPch 46 KxP, K-Q5 Black wins.

44 RxP
45 R-KN2! K-Q5

After 45...K-B5 46 KxRP, P-B5 47 P-N4 occurs a variation which is not possible after the text as 47...R-KN6 and ...K-K6 is not possible.

46 KxRP P-B5
47 PxP RxP
48 K-N5 R-K5
49 K-B5 R-K4ch
50 K-B4

50 K-B6 is also dangerous.

50 R-K1
51 K-B3

Also 51 R-Q7ch, K-B6 52 R-R2, P-R6 53 K-B3, R-QN8 54 K-K3, R-N7 55 R-K2 leads to a draw.

51 K-Q6
52 R-QN2 R-B1ch
53 K-N3?

After this move White cannot defend his pawn. 53 K-N2 is more difficult for Black, as the rook cannot move to KB8.

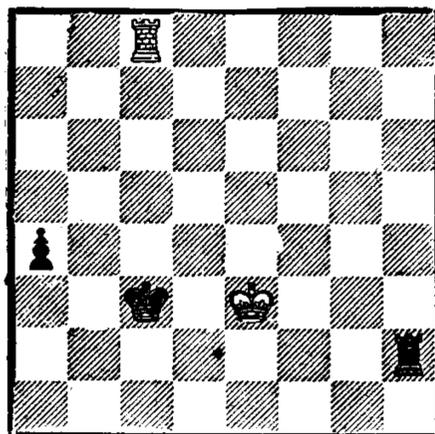
53 K-B6
54 R-N7! R-B8
55 R-N8 R-QR8
56 K-B3 RxP
57 K-K3

Many analysts recommended 57 R-QR8 as making the win more difficult. G. Levenfisch gives the variation 57...R-R8 58 K-K3, P-R6 59 R-B8ch, K-N5! 60 R-N8ch, K-B4 61 R-B8ch, K-Q3 62 R-Q8ch, K-K3 63 R-Q2, P-R7 64 R-K2, K-Q4! 64 R-Q2ch, K-B5 and wins.

57 R-R7!

The best winning chance.

58 R-B8ch?



Only this (and not the earlier move, as has been written) lets Black get a winning tempo. Best was 58 R-QR8! ; if now 58...K-N6, then 59 K-Q3 and Black cannot prevent K-B3 (or K-B2) with a drawing position; if instead 58...R-R5, then 59 R-B8ch and K-Q3-B3 (or B2). The check loses the game.

58 K-N7
 59 R-N8ch K-B8
 60 R-B8ch

Of course, nothing comes of 60 R-QN8, because of 60...P-R6.

60 K-N8
 61 R-N8ch R-N7
 62 R-QR8 R-N6ch
 63 K-Q4 P-R6
 64 K-B5 K-N7
 65 R-R8 R-B6ch

White resigns

In spite of the errors of both opponents, an interesting endgame.

SCORE: Euwe 7½ - Alekine 8½

GAME SEVENTEEN

Queen's Pawn Opening
 A. Alekine-M. Euwe

Played in Edinkoven, November 9
 Notes by M. Euwe

1 P-Q4 P-Q4
 2 N-KB3 N-KB3
 3 P-K3 B-B4
 4 B-Q3 P-K3
 5 BxB PxB

For the weakness in his pawn configuration, Black controls his K5.

6 Q-Q3 Q-B1

The threat was not only 7 QxP, but 7 Q-N5ch.

7 P-QN3 N-R3

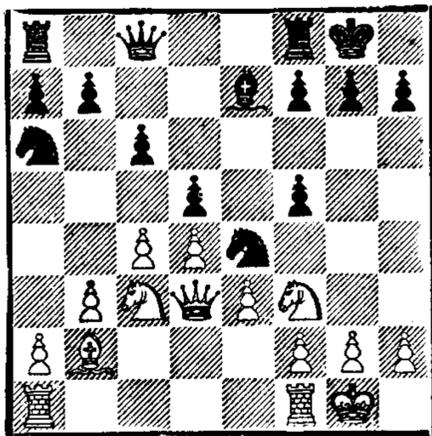
In comparison with alternatives like ...P-B3 and ...B-K2, this move is clearly better. The idea is to use the QN5 square.

8 O-O B-K2
 9 P-B4 O-O
 10 N-B3 P-B3
 11 B-N2

On 11 PxP follows 11...N-QN5 and 12...NxQP.

11 N-K5

This move is possible without weakening the position of the knight on R3. On 12 PxP follows 12...N-N5 13 Q-K2, NxN 14 BxN, NxQP with good play.



12 KR-B1 R-Q1
 13 Q-K2 Q-K3
 14 P-QR3

To rid himself of the constant threat of ...N-N5.

14 N-B2
 15 P-B5

White has no advantage. Black's position on the Kingside is better, than White's on the Queenside.

15 R-K1
 16 P-QN4 P-B5

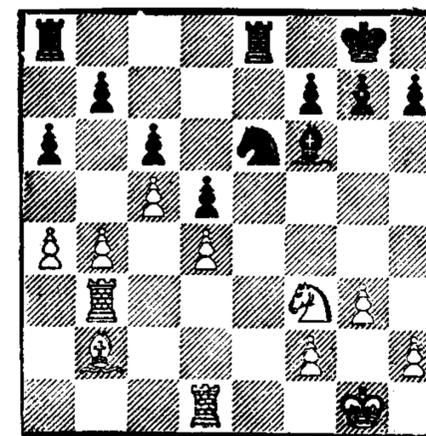
This leads to an opening of the position, and a draw within a few moves. Black could play not for a draw, but a Kingside attack. An example of this type is the game Schenk-Spielman (Prague, 1935).

17 PxP NxN
 18 QxQ NxQ
 19 RxN NxKBP
 20 R-N3 P-QR3
 21 P-N3 N-K3
 22 P-QR4 B-B3

Intending to answer 23 P-N5 by 23...RPxP 24 PxP, RxR ch 25 BxR, NxBP.

23 R-Q1

See diagram at top of next page.



On White's proposal- a draw. Em. Lasker writes that Black after 23...P-KN4 has the advantage. Other masters do not agree. After 24 N-K1, K-N2 25 N-B2, K-N3 26 N-K3 White seems in no danger.

SCORE: Euwe 8 - Alekine 9

GAME EIGHTEEN

ENGLISH OPENING
 M. Euwe- A. Alekine

Played in Amsterdam, November 12th
 Notes by A. Alekine

1 P-QB4 P-K4
 2 N-KB3 P-K5
 3 N-Q4 N-QB3

In conjunction with Black's next move Black chooses a sharp method of development.

4 N-B2

Also after 4 NxN, QPxN 5 P-Q4, PxPe.p. 6 QxP, QxQ 7 PxQ, B-KB4 8 P-Q4, O-O-O etc. (Alekine-Tartakover, Varschav, 1935) White has no advantage.

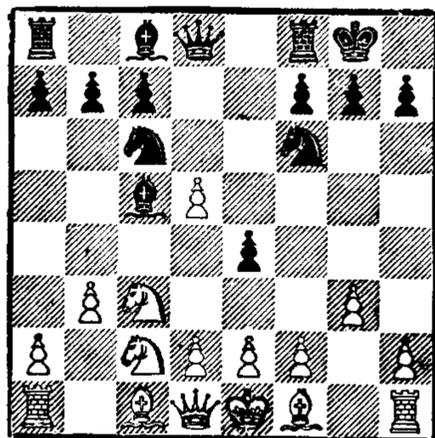
4 N-B3
 5 N-B3 B-B4
 6 P-QN3

If White intends to fianchetto the KB, it is better to do so immediately: 6 P-KN3, O-O 7 B-N2.

6 0-0
 7 P-N3

According to the game continuation, this is a serious blunder. White must continue 7 B-N2, R-K1 8 P-Q4, PxPe.p. 9 QxP, N-K4 10 Q-Q2, etc.

7 P-Q4
 8 PxP



8 N-QN5

Black misses a strong move, which would give him a great advantage. By 8...N-KN5 followed by a pawn sacrifice, Black could give his opponent a difficult position. For example:

1) 9 NxP, QxP 10 B-KN2 (10 P-B3, QxN) BxPch 11 K-B1, Q-KB4.

2) 9 P-K3, N/3-K4 10 P-Q4 (a), (Or 10 B-K2, N-Q6ch!! 11 BxN, PxP) N-B6ch 11 K-K2, N/5xRP! 12 PxP, B-N5 etc.

(a) 10 NxP, QxP 11 P-B3, P-B4! 12 NxB, NxPch 13 K-K2, QxN, etc.

3) 9 N-K3, BxN 10 BPxB, Q-B3 11 Q-B2 (The Exchange Sacrifice 11 NxP is insufficient) Q-B7ch 12 K-Q1, Q-KB4 13 K-K1 (Or 13 NxP, N-QN5, and 14...QxN) N-QN5 etc.

These variations, as can be seen, are the result of White's blunder on his 7th move.

9 NxN BxN
 10 B-KN2 R-K1

11 0-0 B-KB4
 12 B-N2 NxP
 13 NxN QxN

Black has the edge in development.

14 P-Q3 QR-Q1
 15 PxP BxP

Of course not 15...Q-B3 or 15...Q-K4 because of 16 PxP.

16 QxQ Draw

On 16...BxQ White answers 17 KR-Q1; on 16...RxQ follows 17 BxB, RxB 18 KR-Q1 and after an exchange on the Queen File Black cannot take the KP because of R-Q8ch and B-QR3.

SCORE: Euwe 8½ - Alekine 9½

GAME NINETEEN

SLAV DEFENSE

A. Alekine-M. Euwe

Played in Zeist, November 14th and 15th
 Notes by A. Alekine

1 P-Q4 P-Q4
 2 P-QB4 P-QB3
 3 N-KB3 N-KB3
 4 N-B3 PxP
 5 P-QR4 P-K3

The capture on QB5 is usually followed by the development of the QB to B4. The text move allows White to play a pawn sacrifice in which he has full compensation for his material.

6 P-K4 B-N5
 7 P-K5 N-K5

Also 7...N-Q4 8 B-Q2, BxN 9 PxP, P-QN4 10 N-N5! favors White.

8 Q-B2 Q-Q4

9 B-K2 P-QB4

If 9...P-QN4, then 10 O-O, BxN 17 PxB, O-O 12 N-K1!

10 O-O NxN
11 PxN PxP
12 PxB

In conjunction with the next move, this is White's best. Nevertheless, 12 NxP, B-K2 (Or 12...B-B4 13 N-B3 or 12...QxP 13 PxB, QxN 14 B-N2) gives White the advantage.

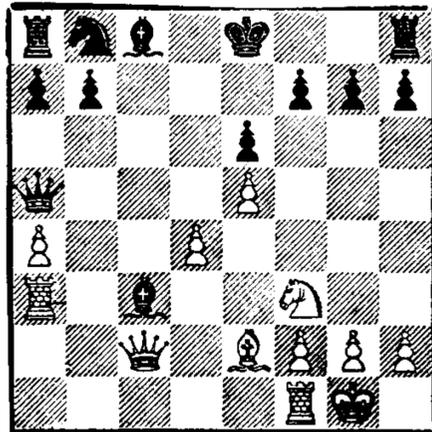
12 P-B6
13 B-Q2

This regains the pawn, after which White has the lead in development.

13 Q-R4?

A loss of time. Black should play 13...N-B3 (14 BxP, BxB 15 QxB, O-O 16 P-R5).

14 BxP BxB
15 R-R3



15 N-B3

If Black plays 15...B-Q2 16 RxB, BxP, there follows not 17 R-B8ch?, K-Q2 18 B-N5ch, N-B3! but 17 B-N5ch with a quick win.

16 RxB B-Q2

If 16...O-O, then 17 R-N1 (Threatening 18 RxN) Q-B2 18 N-N5 with a mating attack.

17 R-N1 O-O?

This pawn sacrifice only hastens the loss. After 17...R-QN1 White has a strong, but not decisive advantage after 18 R-B5, Q-Q1 19 Q-K4.

18 R-B5

This is technically better than the other continuation of the attack:

18 RxP, N-N5 19 R-B5, NxQ 20 RxQ, B-B3 21 R/7xRP, QR-N1 etc.

18 Q-Q1

On 18...Q-B2 now could follow 19 N-N5, on which Black could continue 19...P-B4!

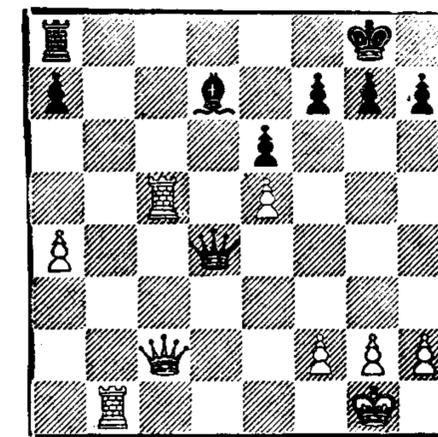
19 RxP B-B1
20 R-N1 NxQP

Also after 20...N-K2 21 N-N5, N-N3 22 B-B3 Black cannot save the exchange.

21 NxN QxN
22 B-B3

After this the game is decided.

22 B-Q2
23 BxR RxB



24 P-R5

The sharper 24 R-Q1, QxRP 25 QxQ, BxQ 26 R/1-B1 followed by exchange of rooks makes White's task easier

| | | |
|----|-------|--------|
| 24 | | P-N3 |
| 25 | R-Q1 | Q-QN5! |
| 26 | Q-B4 | R-N1 |
| 27 | QxQ | RxQ |
| 28 | P-KR3 | |

More solid is 28 R-B7, B-R5 29 R-Q8ch, K-N2 30 P-R3, P-QR3 31 R-QR8, B-N4 32 R-R7, R-KB5 33 P-N3, R-B4 34 P-B4, etc.

| | | |
|----|--------|--------|
| 28 | | B-N4 |
| 29 | R-B8ch | K-N2 |
| 30 | R/1-Q8 | R-N8ch |
| 31 | K-R2 | R-N7 |
| 32 | K-N3 | |

It seems that White could answer 32 P-N4 (32...RxP 33 K-N3 and then 34 P-N5) but Black answers 32...P-N4!

| | | |
|----|------|--------|
| 32 | | R-N6ch |
| 33 | P-B3 | R-N7 |

White cannot now defend his KNP. He decides to play aggressively, else his opponent will get drawing chances.

| | | |
|----|--------|-------|
| 34 | R-N8ch | K-R3 |
| 35 | R-B7 | B-B8 |
| 36 | RxBP | RxPch |

On 36...P-N4 White has the decisive answer 37 P-B4!

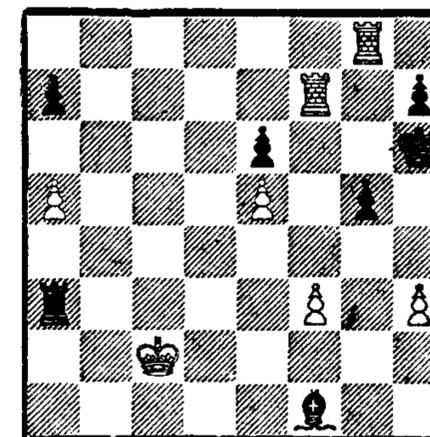
| | | |
|----|------|--------|
| 37 | K-B4 | P-N4ch |
| 38 | K-K3 | R-K7ch |
| 39 | K-Q4 | R-Q7ch |
| 40 | K-K3 | |

Played to win time.

| | | |
|----|------|--------|
| 40 | | R-K7ch |
| 41 | K-Q4 | R-Q7ch |
| 42 | K-B3 | R-Q6ch |
| 43 | K-B2 | R-R6 |

After 43...R-Q4 44 RxRP, BxP 45 P-R6, R-R4 46 K-N3, B-B8 47 R-QB7!, BxP 48 R-B1 White wins.

See diagram at top of next page.



44 P-B4!

Now White faces no technical difficulties.

| | | |
|----|------|------|
| 44 | | PxP |
| 45 | RxBP | B-K7 |

White has prevented Black from getting on the diagonal QN8-KR2. 45...B-Q6ch is not playable because of 46 K-N2.

| | | |
|----|--------|------|
| 46 | R-B6ch | K-R4 |
| 47 | K-Q2! | B-B5 |

Again not 47...B-Q6, because of 48 R-B3.

| | | |
|----|--------|--------|
| 48 | R-N7 | P-KR3 |
| 49 | R/7-N6 | R-Q6ch |

On 49...RxQRP follows 50 RxPch, K-N4 51 R/B-N6ch, K-B4 52 R-N4, and, because of the mate threat at KR5, White wins the bishop.

| | | |
|----|----------|---------|
| 50 | K-B2 | R-Q2 |
| 51 | RxPch | K-N4 |
| 52 | K-B3 | B-Q4 |
| 53 | K-Q4! | B-R8ch |
| 54 | K-K3 | B-Q4 |
| 55 | R/R-N6ch | K-R4 |
| 56 | K-B4 | R-R2 |
| 57 | P-R4 | Resigns |

The threat of 58 K-N3 cannot be defended.

SCORE: Euwe 8½ - Alekine 10½

GAME TWENTY

SLAV DEFENSE

M. Euwe-A. Alekine

Played in Amsterdam, November 16th

Notes by M. Euwe

1 P-Q4 P-Q4
 2 P-QB4 P-QB3
 3 N-KB3 N-KB3
 4 N-B3

According to the 11th and 16th games, White cannot get an advantage by 4 P-K3 because of 4...B-B4!

4 PxP

The "primary" Slav. That is, the defense used in the 1st and 15th match games when Alekine had White.

Alternatives here are 4...P-K3, which after 5 P-K3 leads to the Meran defense (5...QN-Q2 6 B-Q3, PxP), or 4...P-KN3 (The Alekine-Schlechter defense) which after the moves 1 P-Q4, N-KB3 2 P-QB4, P-KN3 3 N-QB3, P-Q4 4 N-B3, P-B3 is an Indian defense.

5 P-QR4

In the 29th game, Alekine continued 5 P-K3. Theory has not decided which of the two moves is best.

5 B-B4

For the continuation 5...P-K3 6 P-K4! see the 19th game.

6 N-K5

Instead of the text move, 6 P-K3 is often played in tournaments with satisfactory results. In the 15th game Alekine played 6 N-R4, which after 6...B-B1 could quickly lead to a draw.

6 QN-Q2

White intended 7 P-B3 and 8 P-K4 with a strong center.

7 NxP/4 Q-B2
 8 P-KN3 P-K4
 9 PxP NxP
 10 B-B4 N/3-Q2
 11 B-N2 P-B3

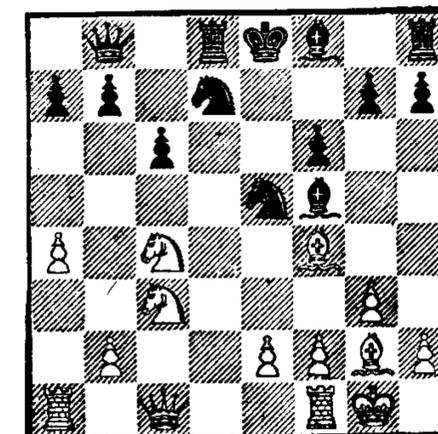
This and the following move differ from the first game of the match, which continued 11...B-K3 12 NxN, NxN 13 O-O, B-K2 14 Q-B2.

12 O-O R-Q1
 13 Q-B1

Now the point of Black's moves appears. Since the Bishop has not retreated to K3, the square QB2 is not available to the White Queen. This defense was introduced in the Carlsbad tournament in 1929, but in the following years has been seldom seen. Black develops his pieces without difficulty, and should get equal play.

13 Q-N1

Intending to defend the Queen from attacks by N-QN5 or N-Q5. For example, after 13...B-K2 14 NxN, NxN 15 N-Q5. Therefore, Black moves the Queen, but loses a tempo. Preferable was 13...B-K3, attacking the Knight. This improves Black's tactical chances (See game 21).



14 N-K4 B-K2
 15 Q-B3 O-O
 16 QR-Q1 B-K3

White now has a combination to secure a small advantage.

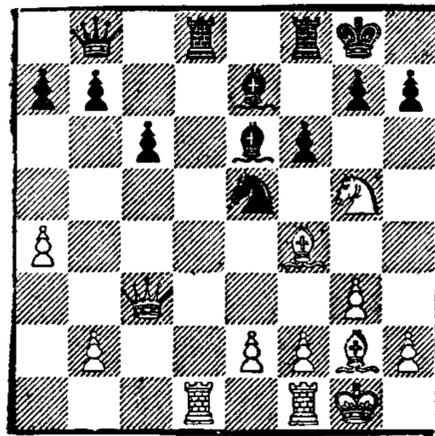
17 NxN

The sacrificial combination 17 RxN, RxR 18 NxN, PxN 19 BxP and 20 BxNP gives the advantage, true, but the effective move 19...B-QN5! meets it. For example 20 BxQ, BxQ 21 B-Q6, R-K1 22 PxB, B-B4 23 N-B5, RxB 24 NxP and White should not lose.

17 NxN

On 17...PxN follows 18 B-K3.

18 N-N5!



White plays for the advantage of the two bishops.

18 PxN

Black answers with a counter-combination which leads to loss of a pawn. The attacked bishop cannot retreat along the diagonal QB1-KR6 because of 19 Q-N3 ch, K-R1 20 BxN with a following 21 N-B7ch. Not good also is 18...B-Q4 as after two exchanges White has the better structure, or could continue 19 P-K4, which is also very strong. Relatively best was 18...B-B2. For example 19 NxN, RxN 20 B-R3, R/2-KB1. White has the advantage in any case, but not a decisive one.

19 BxN B-B3
20 BxQ BxQ
21 B-Q6 R-B2!
22 PxB R/2-Q2

Thus, Black regains the piece after all, but ...

23 R-N1!

He loses a pawn.

23 RxB
24 RxP R/1-Q2
25 RxR

On 25 R-N8ch, K-B2 (forced) 26 P-KB4 Black answered 26...P-N5 and, with his two rooks, has better chances for counterplay than in the game.

25 BxR
26 B-K4

Now on 26...R-Q7 follows 27 B-Q3 (27...R-R7 28 B-B4 ch).

26 P-B4
27 P-QB4

Or 27 B-B2, intending on 27...R-Q7 to play 28 B-N3ch and 29 R-Q1.

27 BxP?

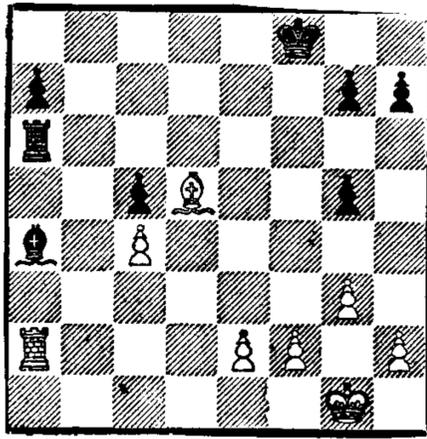
A blunder - Black did not foresee White's 30th move. Black should continue 27...R-QR3 or 27...R-Q7. In both cases, White has the advantage, but the win is very difficult. For example: 27...R-QR3 28 R-N1, RxP (Or 28...BxP) 29 R-N8ch, K-B2 30 BxP or 27...R-Q7 28 R-N1, RxP 29 B-Q5ch, K-B1 30 R-N7 with the following possibilities:

- 1) 30...BxP 31 R-B7ch, K-K1 32 RxRP;
- 2) 30...B-R6 31 R-B7ch, K-K1 32 P-B4;
- 3) 30...R-K8ch 31 K-N2, R-K2 32 P-R5

28 B-Q5ch K-B1
29 R-R1 R-QR3

On a bishop retreat (besides 29...B-B3, on which 30 R-R6 wins material) follows 30 RxP with an easily won ending for White.

30 R-R2!



GAME TWENTY-ONE

SLAV DEFENSE

A. Alekine-M. Euwe

Played in Ermelo, November 19th
Notes by M. Euwe

Black had not foreseen this move. He had intended to break the pin by 30...B-N4 with an even endgame. After the text move, 30...B-N4? is answered by 31 Px B and the rook is defended, Black now is helpless against the advance of White's Kingside pawns.

| | | |
|----|------|------|
| 30 | | K-K2 |
| 31 | P-B4 | PxP |
| 32 | PxP | K-B3 |

Here Black has a possibility not present on the 29th move: 32...R-N3ch with a further retreat of the bishop, but after 34 RxP White wins because of the pawn position in the center.

| | | |
|----|------|------|
| 33 | P-K4 | P-N4 |
| 34 | P-B5 | |

Also 34 P-K5ch leads to a win.

| | | |
|----|-------|------|
| 34 | | P-R4 |
| 35 | P-R4! | PxP |
| 36 | K-N2 | K-N4 |
| 37 | K-R3 | R-R4 |

What else?

| | | |
|----|------|------|
| 38 | B-N7 | |
|----|------|------|

Even stronger was 38 B-B6.

| | | |
|----|------|------|
| 38 | | K-B3 |
| 39 | B-Q5 | K-N4 |
| 40 | B-N7 | K-B3 |
| 41 | B-B8 | |

The sealed move. Black resigned without resuming play.

| | | |
|----|-------|--------|
| 1 | P-Q4 | P-Q4 |
| 2 | P-QB4 | P-QB3 |
| 3 | N-KB3 | N-KB3 |
| 4 | N-B3 | PxP |
| 5 | P-QR4 | B-B4 |
| 6 | N-K5 | QN-Q2 |
| 7 | NxP/4 | Q-B2 |
| 8 | P-KN3 | P-K4 |
| 9 | PxP | NxP |
| 10 | B-B4 | N/3-Q2 |
| 11 | B-N2 | R-Q1 |
| 12 | Q-B1 | P-B3 |
| 13 | O-O | |

This position was reached in the previous game.

| | | |
|----|------|------|
| 13 | | B-K3 |
|----|------|------|

This is stronger than 13...Q-N1 as in the 20th Game.

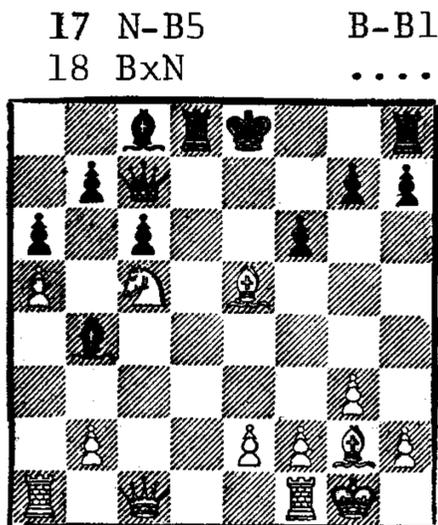
| | | |
|----|------|------|
| 14 | NxN | NxN |
| 15 | P-R5 | |

This is not the best. 15 N-K4 with threat of N-B5 should be considered. After 15...Q-R4 16 B-Q2, B-QN5 17 BxB, QxB 18 Q-KB4! White has possibilities of gaining the advantage. The text move, to be true, compels ...P-QR3, but is insufficient because the QRP becomes weak.

| | | |
|----|------|-------|
| 15 | | P-QR3 |
| 16 | N-K4 | B-QN5 |

A very solid move; the bishop is very strongly placed. If Black continued 16...B-K2, there could

follow 17 N-B5, B-QB1 18 Q-B3, O-O 19 Q-N3ch.



White plays for an attack, and Black will face danger for some time. The text is not the best positional move, but complications are satisfactory for White. If 18 N-Q3, then 18...NxN! 19 PxN, Q-K2 or 19 BxQ, NxQ, with a clear advantage for Black.

18 PxB

On 18...QxB now 19 N-Q3 is possible: 19...Q-QN4 (19...Q-K2? 20 R-R4) with about an equal game.

19 P-B4

On 19 N-Q3, Black could capture the QRP (19...BxP 20 Q-B5, B-N3 21 QxKPch, QxQ 22 NxQ, B-Q5). The same answer follows 19 R-R4. If 19 Q-B4, then 19...R-Q5.

19 B-Q7

19...O-O is not possible because of 20 Q-B4ch.

20 Q-B4

On 20 Q-B2 Black answers by 20...O-O.

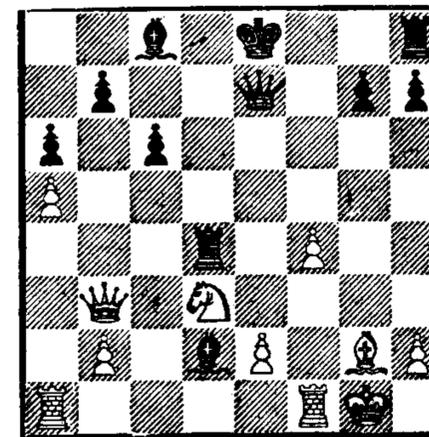
20 R-Q5
21 Q-N3

If 21 N-K6, then 21...Q-B2 (but not 21...RxQ 22 NxQch K-Q1 23 N-R8)

21 PxB
22 PxP

Stronger here was 22 K-R1. Black cannot capture on KN6 without exposing himself to a dangerous attack. The best answer in this case is 22...Q-K2, with better play for Black in the endgame.

22 Q-K2
23 N-Q3



23 B-K3

Satisfactory for Black is 23...QxP 24 QR-K1, B-K6ch 25 K-R1, RxN. Nevertheless, White can play stronger: 24 KR-K1, B-K6ch 25 K-R1, RxN 26 Q-R4, Q-Q7 27 QR-Q1! etc.

24 O-R3

Weaker is 24 Q-B2, B-K6ch 25 K-R1, O-O with attack for Black.

24 B-B5
25 K-R1 QxQ
26 RxQ O-O

Black's advantage is not only the two bishops, but the weakness of White's pawns.

27 R-R4

This attempt to chase Black's bishops leads nowhere.

27 R/1-Q1
28 R-R3

After 28...BxN 29 PxB, RxQP 30 RxR, RxR 31 R-Q1 White has good chances for a draw. 28 N-B5 also gives nothing, because of 28...BxKP 29 RxR, RxR 30 R-

B2, B-B5 with threat of 31...B-K6.

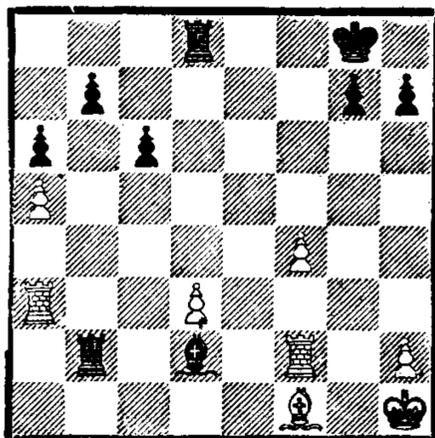
28 BxN
29 PxB

On 29 RxB follows 29...RxR 30 PxR, BxRP.

29 R-N5

Black now has a great positional advantage.

30 R-B2 RxNP
31 B-B1



This makes Black's win easier. Correct was 31 B-K4! For example: 31...R-N8ch 32 K-N2, B-K6 33 R-KB3, R-N8ch 34 K-R3, R-Q3 35 R-KN3! Therefore, Black must change his plan: 33...R-N7ch 34 K-N3, B-N8 etc.

31 R-Q5
32 P-B5 R-KB5
33 RxR BxR
34 P-R3 B-Q3
35 R-R1 K-B2
36 P-Q4

White gives up this pawn to try to get his Bishop into play, but White's pawns are too weak. The Black Rook on QN7 prevents White's sole counter-chance - attack on the QNP.

36 K-B3
37 R-K1 B-N5
38 R-R1 R-Q7
39 B-B4 RxP
40 B-K6 R-Q1

Preventing 41 B-B8. White resigned without continuing the game. The threat is 41...P-KN3 winning a third pawn. 41 R-QN1 gives White nothing because of 41...P-B4, and on the sealed move 41 B-N3 follows, of course, 41...R-Q6.

SCORE: Euwe 10½ - Alekine 10½

GAME TWENTYTWO

NIMZOINDIAN DEFENSE
M. Euwe - A. Alekine

Played in Haag, November 24th
Notes by A. Alekine

1 P-Q4 P-K3
2 P-QB4 N-KB3
3 N-QB3 B-N5
4 Q-B2 N-B3

This was very popular for a time in the USSR, but gives Black less rich play than 4...P-Q4 or 4...P-B4.

5 N-B3

On 5 P-K3 could follow 5...P-K4.

5 P-Q3
6 B-Q2

After this Black achieves ...P-K4 without difficulty, and gets full equality. Less pleasant for Black is 6 P-QR3, BxNch 7 QxB, O-O 8 P-QN4 with a following B-N2.

6 O-O
7 P-QR3 BxN
8 BxB Q-K2

Now the pawn advance cannot be stopped.

9 P-K3 P-K4
10 P-Q5

After opening the center, White's bishops are no better off. After 10 PxP, NxP 11 NxN, PxN with a following ...B-N5-R4-N3 Black easily gets equal play.

10 N-N1
11 B-Q3

After 11 B-K2, Black can develop his Queenside (...B-N5 and ...QN-Q2) and then ...P-KB4, or play to attack White's center by ...P-QB3 and ...P-QN4.

11 QN-Q2

Threatening 12...P-K5.

12 N-N5 P-KN3!

Much stronger than 12...P-KR3 on which complex play follows 13 P-KR4 (13...N-B4 14 B-R7ch and then 15 P-QN4).

13 N-K4

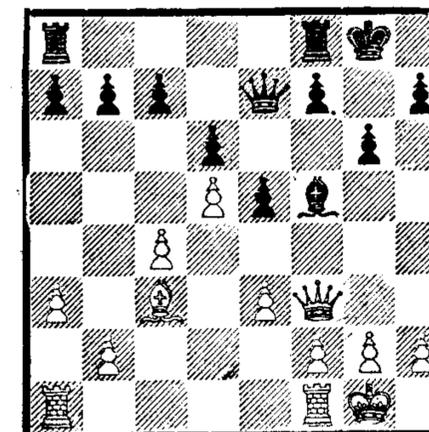
White cannot get much out of the position. On 13 P-KR4 could follow 13...N-B4 or the sharper 13...P-QN4.

13 NxN
14 BxN N-B4
15 O-O!

The most natural move, which gives equality. Dangerous, for example, is 15 B-B3, because of the answer 15...Q-R5! with a following ...B-B4.

15 NxB
16 QxN B-B4
17 Q-B3

See diagram at top of next page.



17 Q-R5

On 17...B-Q6 could follow 18 KR-QB1, BxP 19 BxP, QxB 20 RxB, QxNP 21 Q-Q1! regaining the pawn. After the text move, the game is even.

18 Q-K2 DRAW

SCORE: Euwe 11 - Alekine 11

GAME TWENTYTHREE

SLAV DEFENSE
A. Alekine - M. Euwe

Played in Amsterdam, November 26th and 27th
Notes by M. Euwe

| | | |
|---|-------|-------|
| 1 | P-Q4 | P-Q4 |
| 2 | P-QB4 | P-QB3 |
| 3 | N-KB3 | N-KB3 |
| 4 | N-B3 | PxP |
| 5 | P-K3 | P-QN4 |
| 6 | P-QR4 | P-N5 |
| 7 | N-QN1 | B-R3 |
| 8 | B-K2 | |

White refrains from regaining the QBP. Clearly, this tactic is insufficient here. He should play 8 N-K5, 8 N/3-Q2, 8 QN-Q2 or 8 Q-B2.

| | | |
|----|------|------|
| 8 | | P-K3 |
| 9 | N-K5 | B-K2 |
| 10 | O-O | O-O |

11 NxP/4

Unsatisfactory. Preferable was 11 QN-Q2, and Black cannot continue 11...P-B6 because of 12 BxB, PxN 13 B-N7, PxB(Q) 14 RxQ, QN-Q2 15 NxQBP. Therefore, in this case, Black should answer 11...P-B4.

11 P-B4
12 PxP QN-Q2

According to the game continuation, Black is not obliged to capture the gambit pawn. Therefore, instead of the Bishop capture, the text, which brings the Knight to B4, is preferable.

13 P-B6

This move gives White nothing.

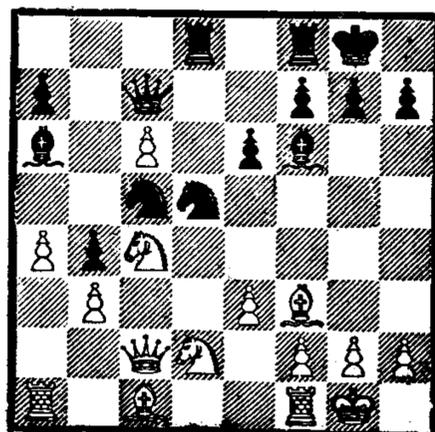
13 N-B4
14 QN-Q2 Q-B2
15 Q-B2

On 15 B-B3 could follow 15...P-K4. For example: 16 Q-B2, P-K5 17 NxP, NxN 18 BxN, P-N6! 19 BxPch, K-R1 20 Q-B5, P-N3.

15 QR-Q1
16 B-B3?

After this move, Black gets a decisive advantage. Better was 16 P-QN3, though even in this case, Black has a positional advantage.

16 N-Q4
17 P-QN3 B-B3



This forces the exchange of White's Black-squared Bishop, after which the weakness of his QB3 square becomes critical.

18 B-N2 BxB
19 QxB QxBP
20 KR-Q1 Q-B2
21 BxN

Else follows 21...N-B6.

21 RxB

With the threat of 22...R/1-Q1 after which White is pinned on the Queen file.

22 P-K4 R-Q6
23 Q-K5

And this Queen sally gives White nothing. Still, he has no better move, as on 23 N-K5 follows 23...R-QB6, and on 23 R/Q-QB1, NxNP 24 NxN, BxN. (25 N-Q2, R/1-Q1 and White cannot capture on QB4 because of the mate on Q1).

23 QxQ
24 NxQ RxN
25 RxR NxNP
26 R/1-Q1

Or 26 R-Q6, NxR 27 RxB, P-N6 28 RxRP, P-N7 29 R-N7, R-B1 30 N-B4, P-N3.

26 NxR
27 RxN R-B1
28 P-B4 P-B3
29 N-B3 K-B1

Here Black has two other continuations to utilize his strong QNP:

1) 29...P-N6 30 N-Q4, R-B8ch 31 K-B2, B-B5 32 R-N2, R-QB6.

2) 29...B-N2 30 R-Q4, P-QR4 31 N-Q2, P-B4! 32 PxP, B-Q4 33 PxP, BxKP and White has no defense against the Black pawns.

30 R-N2 R-B5

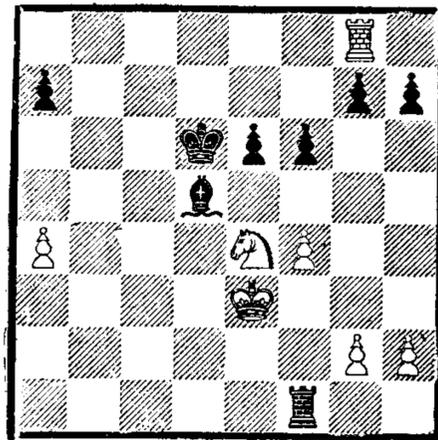
31 N-Q2

White intends to counter-attack the Black pawns, but this proves insufficient to hold the game.

31 R-Q5
 32 N-N3 RxP
 33 N-B5 R-K8ch
 34 K-B2 R-B8ch
 35 K-K3 B-B5
 36 RxP B-Q4
 37 R-N8ch K-K2
 38 R-N8 K-Q3

The continuation 38...K-B2 39 R-QB8, R-B8 is also difficult: 40 P-N4!, with threat of 41 R-B7ch, K-N3 42 NxP, and if now 42...R-K8ch, then 43 K-B2, RxN? 44 P-B5ch.

39 N-K4ch



39 BxN?

Correct was 39...K-B3 40 N-B3, BxP 41 RxP, R-B6ch 42 K-Q2, B-B8 43 RxKRP, R-KR6 or 43 RxKRP, RxP 44 RxP, R-R5.

In both cases Black has an extra pawn. The text move leads to an endgame in which Black has no win because of his weak pawns.

40 KxB R-QR8

Also 40...P-N3 does not give a win because of the answer 41 R-Q8ch. Weaker was 41 R-N7, as after 41...R-B7 Black has good chances.

41 RxP

The sealed move.

41 RxPch
 42 K-B3 P-KR4
 43 R-KB7 R-R6ch
 44 K-B2 P-B4
 45 R-KR7 K-Q4
 46 RxKRP K-K5

Black has lost the extra pawn, but has the better King position.

47 R-R6 R-R3
 48 K-N3 R-Q3
 49 R-R7 R-Q6ch
 50 K-B2

Also 50 K-R4 gets White a draw.

50 KxP
 51 RxP R-Q7ch
 52 K-B1 P-K4
 53 R-KN7 K-K6
 54 R-N3ch K-Q5
 55 P-R4 P-K5
 56 P-R5 R-Q8ch
 57 K-K2 R-KR8
 58 R-N5 DRAW

SCORE: Euwe 11½ - Alekine 11½

GAME TWENTYFOUR

DUTCH DEFENSE
 M. Euwe - A. Alekine

Played in Delft, November 28th
 Notes By A. Alekine

1 P-Q4 P-K3
 2 P-QB4 P-KB4
 3 P-KN3 B-N5ch
 4 B-Q2 B-K2

This maneuver has two points: to keep the White Knight from Q2, and to shut off the Queen from the Queen file. Therefore, the immediate retreat of the Bishop is now preferable.

5 B-N2 N-KB3
6 N-QB3 O-O
7 N-B3

7 N-R3 should be played, as the following move gives Black equal play.

7 N-K5

If the White QB stood on B1, White could answer
8 NxN, PxN 9 N-Q2.

8 O-O B-B3

Not bad, but stronger was 8...P-QN3 as in the 26th game.

9 NxN

White plays only for an equal game, else he would continue 9 Q-B2, NxB 10 QxN, as Black's two Bishops are not into play.

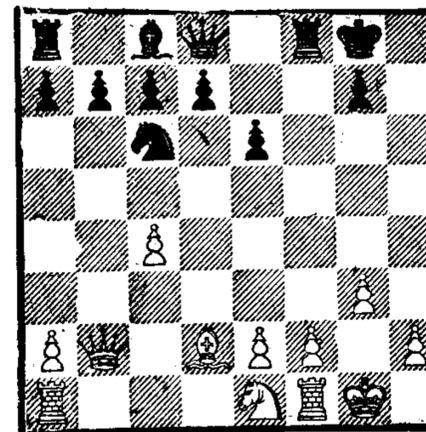
9 PxN
10 N-K1 BxP

This move seems risky, but is not, due to the character of the game. The slower 10...P-Q4 11 B-QB3 with a following N-B2 and P-B3 leads to harmonious play for White.

11 BxP BxNP

Black cannot continue 11...P-Q4 because of 12 PxP, PxP 13 Q-N3!

12 BxPch KxB
13 Q-B2ch K-N1
14 QxB N-B3



15 N-B3

Beginning a tactical intermezzo in which each opponent tries to realize his chances. White to try for attack against the open Black King position, while Black will counter-attack in the center and on the Kingside. Since the QBP is a weakness in White's position, Black's chances are preferable.

Besides the text move, worth consideration is 15 B-B3, Q-K2 16 P-B4, on which Black could continue 16...P-Q3. For example: 17 N-B3, P-K4! 18 PxP, PxP 19 NxP, B-R6.

15 P-Q3

Good here was 15...P-QN3, but Black is eager to combine preventing 16 N-K5 with developing his Bishop,

16 P-B5!

The pawn sacrifice is strategic, to prevent ...P-K4, clearly his best chance at the moment for an equal game.

16 PxP
17 B-B3 Q-K2
18 QR-Q1 P-QN3
19 Q-B2 B-N2

Finally, Black has solved the problem of developing his Queen Bishop. Now he has only to deal with some small threats on the Kingside.

20 Q-N6?

See diagram at top of next page.

In this case, 20 P-KR4 gives better chances. Black could, in this case, play for an exchange sacrifice after 20...R-B4 21 N-N5, QR-K1 22 P-N4 (22 Q-N3, N-Q1) RxN, or continue 20...N-N5 21 BxN, BxN 22 BxP, PxP 23 PxP, RxP 24 Q-K4, R/1-KB1 after which it is not clear how White is to realize his advantage.

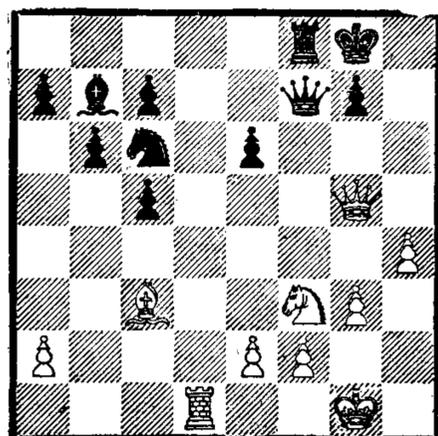
20 Q-B2
21 Q-N5

This is the best continuation. 21 Q-N4, QR-Q1 22 N-N5? is met by 22...QxPch!

21 QR-Q1
22 P-KR4

On 22 N-K5 follows Q-B4.

22 RxR
23 RxR



23 N-Q5

Not a positional move, but after 23...P-K4 24 P-R5, not 24...P-K5? because of 25 P-R6, P-N3 26 R-Q7 and wins, but 24...N-Q5. In case of 24 BxP, NxP 25 QxN, R-K1 26 Q-N2, BxN 27 PxP White wins without difficulty. After the text move, things are more difficult.

24 BxN PxP?

After this White can force a draw. Correct was 24... BxN 25 BxP (best), PxP 26 PxP, QxP 27 R-Q2, P-B5! with good winning chances.

25 RxP BxN

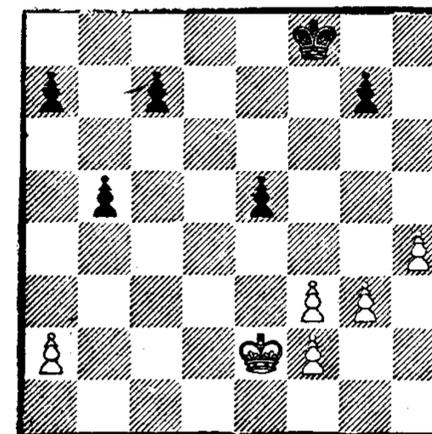
26 R-KB4 Q-R4
27 RxRch?

This lets Black get a pawn configuration which gives him some endgame winning chances. The continuation 27 RxB!, QxQ 28 RxRch, KxR 29 PxQ is better for White. For example: 29...P-QN4 30 P-B4, P-R4 31 K-B2, P-R5 32 K-K3, P-B4 33 K-Q3, K-K2 34 P-K4, K-Q3 35 P-N4 and then P-B5 with a draw.

27 KxR
28 Q-B4ch Q-B2
29 QxB QxQ
30 PxQ P-K4!

The winning move. Black prevents P-B4.

31 K-B1 P-QN4
32 K-K2



32 P-B4??

Black loses a vital tempo with this move. 32...P-R4 compels 33 K-Q3: 33...P-R5 34 K-B3, P-B4 35 P-N4, K-K2 36 K-Q3 (in case of 36 P-N5, the Black King gets to KR4; if 36 P-R5, the King gets to KB5, after which ...P-K5 is decisive) K-Q3 37 K-B3, K-Q4 38 P-R3, K-K3 39 K-Q3, K-Q3 40 K-B3, K-Q4 41 K-Q3, P-N5 42 PxP, PxP 43 K-B2, K-B5 44 K-N2 (44 P-R5, K-Q4, etc..) P-R6ch 45 K-R2, K-B6.

This gross error undoubtedly affected my play in the last six games of the match.

33 K-K3!

After this, Black cannot prevent the drawing move

34 P-B4.

33 DRAW

SCORE: Euwe 12 - Alekine 12

GAME TWENTYFIVE

CAMBRIDGE SPRINGS DEFENSE

A. Alekine - M. Euwe

Played in Amsterdam, December 1st and 2nd

Notes by M. Euwe

| | | |
|---|-------|-------|
| 1 | P-Q4 | P-Q4 |
| 2 | P-QB4 | P-QB3 |
| 3 | N-KB3 | N-KB3 |
| 4 | N-B3 | P-K3 |
| 5 | B-N5 | |

Clearly, White does not want to play the Meran variation.

| | | |
|---|------|-------|
| 5 | | QN-Q2 |
| 6 | P-K3 | Q-R4 |
| 7 | PxP | |

This continuation was very popular for a time. However, it is not clear which is best, 7 PxP or 7 N-Q2.

7 NxP

More energetic than 7...KPxP, on which White, by continuing 8 B-Q3, gets good play.

8 Q-Q2 N/2-N3

An alternate possibility is continued attack on QB6 by 8...B-N5 9 R-B1, P-B3 10 B-R4, O-O 11 P-K4, NxN 12 PxN, B-R6. The text move threatens to win a pawn by exchange of knights followed by ...N-Q4, and then R-B1 does not defend the pawn because of ...NxBP and ...B-N5.

9 B-Q3

White decides to let the pawn go, and play for attack. 9 P-QR3 is a loss of time. To be considered is 9 R-B1, NxN 10 PxN, N-Q4 11 B-QB4. For example: 11...P-QN4 12 B-N3, NxBP 13 O-O, P-N5 and White has good chances for attack.

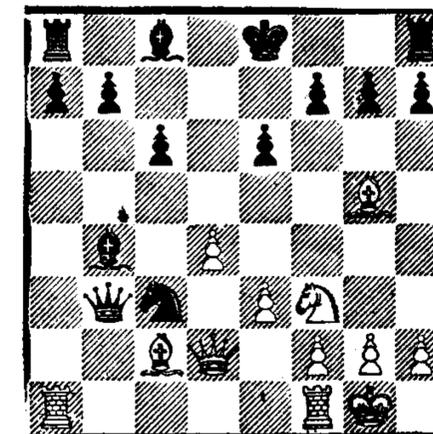
| | | |
|----|-------|------|
| 9 | | NxN |
| 10 | PxN | N-Q4 |
| 11 | R-QB1 | NxBP |
| 12 | O-O | |

The knight, of course, is immune because of 12...B-N5. With his great lead in development, White's pawn sacrifice look viable.

| | | |
|----|-------|------|
| 12 | | B-N5 |
| 13 | P-QR3 | |

Now, however, it becomes clear that the White Queen is not on a good square: to continue the attack, White sacrifices a second pawn.

| | | |
|----|------|------|
| 13 | | QxP |
| 14 | R-R1 | Q-N6 |
| 15 | B-B2 | |



With this move White drives the Black Queen to a good square, and thereby weakens his attack. According to Alekine, the best continuation here was 15 N-K5. Black could not continue 15...N-K5 because of 16 Q-K2, NxB 17 Q-R5 regaining the piece with a threatening attack. Also, 16...Q-Q4 (Instead of 16...NxB) fails because of 17 Q-N4, NxB 18 QxN, O-O 19 Q-R5, and Black's Kingside is weak against the threat of P-B4 and R-B3.

Black therefore does not attack the White Queen.

He continues (after 15 N-K5) 15...O-O 16 B-QB4, N-K5. For example: 17 Q-K2, Q-B6 18 QR-B1, Q-Q7 19 Q-N4, NxB 20 R/B-Q1. Now, if the Black Queen retreats to B7, 21 B-Q3 follows, and White gets a dangerous attack. If Black plays 20...Q-B6, then after 21 R-QB1 White could perpetually attack the Black Queen and draw.

15 Q-Q4

Clearly, Black could play here 15...N-K5 16 Q-Q1, Q-Q4 17 B-R4 (or B4) and Black should win.

16 P-K4

It is very difficult for White to find a way to continue the attack; for example 16 KR-N1, P-QB4! (after 16...NxR 17 QxB White gets two pieces for the Rook) with advantage to Black. If instead 16 Q-Q3, then 16...Q-N4! follows, and exchange of Queens.

Besides this; Black could begin the advance of his QRP and QNP. Therefore, White cannot wait.

16 NxP
17 QxB NxB
18 N-K5

Thus, White has sacrificed a third pawn. Besides his lead in development, he has the compensation that Black cannot castle, and has a poorly posted knight.

18 P-QR4
19 Q-R3

Of course, Black will not play 19...QxP? and open the Queen file.

19 P-B3
20 B-N6ch?

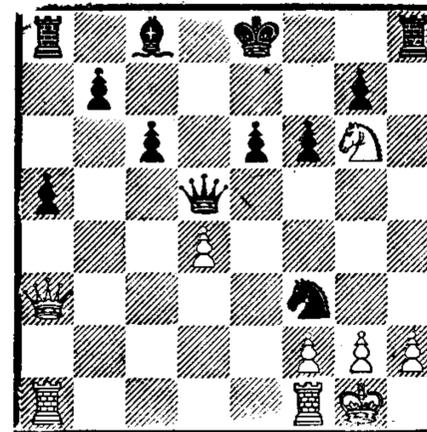
An incorrect combination, which leads to exchange of Queens, and a winning endgame for Black.

After 20 B-N3, Q-Q1 21 N-B4, N-B2 22 KR-K1, P-QN3 23 NxP!, QxN 24 BxP and White has a strong attack. If instead 22...Q-K2, then 23 N-N6, QxQ 24 RxQ, QR-N1 25 RxP, and White, regaining one pawn, has

drawing chances.

In this variation, however, Black, instead of 22...Q-K2 could continue 22...R-R3, and it is difficult for White to continue his attack.

20 PxB
21 NxNP N-B6ch



This crosses White's combination, and forces exchange of Queens, as 22 PxN, Q-N4ch costs a piece.

22 QxN QxQ
23 PxQ R-R4
24 N-B4 R-KB4
25 N-Q3 RxP
26 N-B5 P-QN3
27 K-N2 R-B5
28 N-N3 P-K4

This wins, but 28...B-R3 is quicker.

29 PxP B-K3
30 N-B1 O-O-O
31 PxP R-N5ch
32 K-B3 R-B1
33 K-K3 RxP
34 P-B4 P-KN4
35 N-Q3 B-B5
36 P-B5 R-R5
37 R/R-Q1 RxRP
38 K-K4 R-K7ch
39 K-B3 R-K1
40 K-N4 R-Q1

Here the game was adjourned.

41 N-K5 RxR
 42 RxR B-K7ch
 43 KxP RxPch
 44 KxR BxR
 45 NxP P-R5
 White resigns

SCORE: Euwe 13 - Alekine 12

GAME TWENTYSIX

DUTCH DEFENSE

M. Euwe - A. Alekine

Played in Zandvoort, December 3rd, and Amsterdam, December 4th. Notes by M. Euwe.

1 P-Q4 P-K3
 2 P-QB4 P-KB4
 3 P-KN3 B-N5ch
 4 B-Q2 B-K2

Black plays the same maneuver as in game 24. White's QB keeps the QN from Q2, and therefore helps Black's chances of controlling his K5. Besides this, the undefended QP can, in some cases, cause difficulties.

5 B-N2 N-KB3
 6 N-QB3 O-O
 7 N-B3 N-K5
 8 O-O P-QN3

In the 24th game, Alekine played 8...B-B3. The text seems to give Black a more satisfactory development. It is possible that this system gives Black better chances than the Stonewall (7...P-Q4 or 8...P-Q4).

9 Q-B2 B-N2
 10 N-K5 NxN

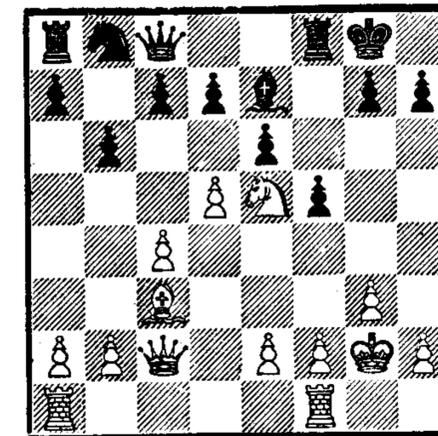
This offers an exchange sacrifice which White does not accept: 11 BxB, NxPch 12 K-N2, NxQP 13 Q-Q3, N/1-B3 14 NxN, and now 14...NxN 15 BxR, QxB (16 QxP, N-K4ch) or 14...PxN 15 BxR, QxB (16 QxN?, P-B4ch) and in either case Black has the advantage.

Instead of the text move, not good is 10...P-Q3 because of 11 NxN! and White wins a pawn. For example: 11...BPxN (11...QPxN 12 N-B6ch is a favorable win of the exchange) 12 BxP, BxB 13 QxB, etc..

Also to be considered is 10...P-Q4, though the fianchettoed Bishop is not in harmony with the Stonewall system.

11 BxN BxB
 12 KxB Q-B1
 13 P-Q5!

White now gets a positional advantage, as the Black Bishop will play a passive role.



13 P-Q3

This and Black's following move are to meet White's threats of P-B4 and P-K4.

14 N-Q3 P-K4
 15 K-R1

White could also play 15 P-B4.

15.... P-B3
 16 Q-N3

Threatening 17 P-B5. For example 17...NPxP 18 NxP, PxN 19 P-Q6ch.

16.... K-R1

Also possible was 16 P-B4. On this, nevertheless, follows 17 P-B4, P-K5 18 N-K1 and the Knight, via KN2, gets a strong post on K3.

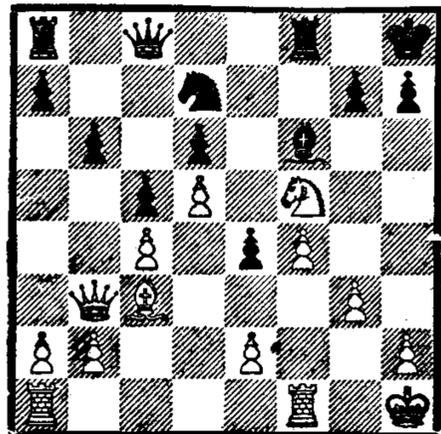
17 P-B4 P-K5
 18 N-N4! P-B4

The threat was 19 PxP and 20 N-Q5.

19 N-B2 N-Q2
 20 N-K3 B-B3

The White Bishop has a more active role than the opponents', and therefore Black plays to exchange the pieces. However, he picks a bad moment to do so.

21 NxP!



A correct combination, which gives White a decisive advantage. In this case, White gets three pawns for the piece. The next few moves are forced.

21.... BxB
 22 NxQP Q-N1
 23 NxP B-B3
 24 N-Q2!

With threat of 25 P-K4 and P-K5. White's three pawn compensation includes two strong pawns in the center which constrict Black's pieces.

24.... P-KN4!

The best counter-chance. Black starts an attack on White's Kingside, but one which weakens the position of his King.

25 P-K4 PxP
 26 PxP B-Q5
 27 P-K5 Q-K1
 28 P-K6 R-KN1

Now White cannot capture on Q7 because of 29...Q-K7! and Black regains the piece. Not good was 28...N-B3 because of 29 N-B3 with exchange of the strong Bishop on Q5.

29 N-B3

White has several ways to realize his advantage. The text, however, is not the best way to play for a win. 29 Q-KR3! defends White's King and threatens Blacks' (after N-B3-N5).

In this case Black has no good defense. (For example, 29,..N-B1 30 N-B3, BxP 31 QR-N1).

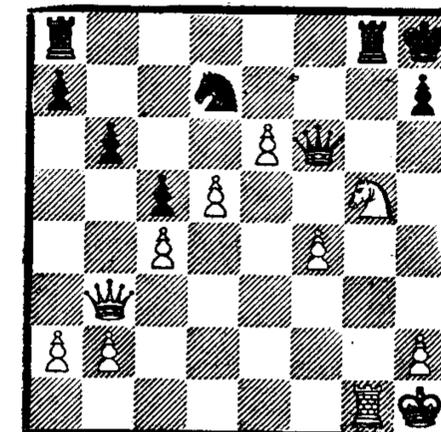
29.... Q-N3
 30 R-KN1

A consequence of Black's previous move. On 30 N-N5 follows 30...N-K4 with good counterplay for Black.

30.... BxR
 31 RxB Q-B3?

This move leads to a loss, whereas 31...Q-B4 gives satisfactory play.

32 N-N5!



White has a decisive advantage. After 31...Q-B4 the text is not good because of 32...P-KR3. In case of 31...Q-B4 White would continue 32 PxN, RxRch 33 KxR, QxP/2 34 K-B2, which leads to equal play.

32.... R-N2

Black has no good answer. Now 32...P-KR3 is met by

33 N-B7ch, K-R2 34 Q-Q3ch, R-N3 35 N-K5, NxN (35... N-B1 36 P-K7) 36 PxN, Q-N2 37 P-Q6 with the threat of 38 QxRch, QxQ 39 RxQ, KxR 40 P-Q7 and 41 P-K7.

Besides this (Instead of the text move), not good also is 32...RxN because of 33 PxR, Q-Q5 34 Q-QB3! and White's pawns win. With the Black Queen on B4, the sacrifice 32...RxN and 33...Q-K5ch leads to an immediate draw.

33 PxN RxP
34 Q-K3 R-K2

34...QxNP fails because of 35 Q-K6.

35 N-K6 R-KB1

Again 35...QxNP fails because of 36 P-Q6, R/2-K1 37 P-Q7, R-K2 38 P-Q8(Q)ch, RxQ 39 NxR, or 36...R-Q2 37 N-B7, R-KB1 38 Q-K5ch.

36 Q-K5

Obtaining an endgame win for White.

36..... QxQ
37 PxQ R-B4

Deserving consideration here was 37...RxN. On the natural continuation 38 PxR, R-K1 White, after 39 K-N2, RxP 40 R-K1, K-N2 41 K-B3 easily wins, as his King gets to QB5. Black should play the stronger 38...R-B4!, and if White plays very exactly, he gets the advantage: 39 R-K1, K-N1 40 R-K3, K-B1 41 R-QR3, RxP 42 RxP, RxP 43 P-N3, R-K7 44 RxP, RxP 45 R-QN7, etc..

38 R-K1

After this move, Black has some chances. Correct was 38 R-N5!, RxR 39 NxR, K-N2 (39...P-KR3 40P-Q6! wins) 40 P-Q6 and White wins. For example: 40...RxP 41 P-Q7, R-K8ch 42 K-N2, R-Q8 43 P-Q8(Q), RxQ 44 N-K6ch, or 40...R-Q2 41 N-K6ch, K-B2 42 N-B4, K-K1 43 K-N2, R-N2ch 44 K-B3, K-Q2 45 K-K4, K-B3 46 N-Q5, etc..

38..... P-KR3

Black does not make the most of his chances. (Both opponents were short of time). By 38...RxN! 39 PxR, K-N1 White's win is very difficult. The correct line then is 40 R-K3, K-B1 41 R-QR3. For example: 41...P-QR4 42 R-QN3, or 41...RxP 42 RxP, RxP 43 P-QN3 returning to the analysis after Black's 37th move.

If instead of the text move, Black plays 38...K-N1, then 39 R-N1ch, and , in case of 39...K-B2 40 N-Q8ch, K-K1 41 N-B6 and 39...K-R1 40 R-N5 the game enters the previously discussed variation.

39 N-Q8

Opening the way for the pawns to Queen, and winning within a few moves. (The KP is indirectly defended.)

39..... R-B7
40 P-K6 R-Q7

Here the game was adjourned.

41 N-B6 R-K1
42 P-K7 P-N4
43 N-Q8 K-N2
44 N-N7 K-B3
45 R-K6ch K-N4
46 N-Q6 RxKP
47 N-K4ch Black resigns

SCORE: Euwe 14 - Alekine 12

GAME TWENTYSEVEN

VIENNA GAME
A. Alekine - M. Euwe

Played in Gravenhagen, December 6th
Notes by A. Alekine

1 P-K4 P-K4
2 N-QB3 N-KB3
3 B-B4 NxP
4 Q-R5 N-Q3
5 B-N3

After 5 QxKPch, Q-K2 White has equal play. The text leads to great complications, which Black, in view of his position in the match, does not mind.

5... B-K2

By 5...N-B3, Black could essay an exchange sacrifice (6 N-N5, P-KN3 7 Q-B3, P-B4 8 Q-Q5, Q-B3 9 NxPch, K-Q1 10 NxR, P-N3, or...P-QN4 and then ...B-QN2). The text moves speeds up Black's development.

6 N-B3 N-B3

6...0-0 is dangerous, because of 7 P-KR4.

7 NxP NxN?

Due to the poor position of the Knight on Q3, Black trails in development. Correct was 7...0-0, and if 8 N-Q5, then 8...N-Q5 9 0-0, NxB 10 RPxN, N-K1 with about equal play.

8 QxN 0-0
9 N-Q5!

Necessary to prevent 9...B-B3. Now Black is in difficulties.

9.... R-K1
10 0-0 B-B1
11 Q-B4 P-QB3

This move does not resolve his development problems, as he cannot play ...P-Q4. Deserving consideration was 11...P-QN3, as after 12 NxBP (12...QxN 13 BxPch) Black has the answer 12...R-K5.

12 N-K3 Q-R4
13 P-Q4

This was played to prevent 13...Q-K4.

13.... Q-R4

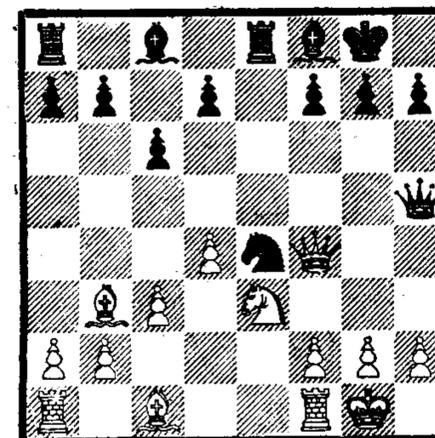
If 13...R-K5? 14 BxPch.

14 P-QB3

To hold positional pressure on the opponent.

14.... N-K5

If the Knight goes to N4, 15 P-QR4 follows, and after 15...B-Q3 16 QxPch, QxQ 17 BxQch, and 18 PxN White has a solid advantage.



15 P-B3!

The decisive maneuver in this middlegame. The Black QP must not advance.

15.... N-N4

If 15...B-Q3, 16 QxPch wins a pawn; if 15...N-B3, 16 N-N4 with advantage.

16 P-Q5

The threat of 17 P-KR4 compels the following exchange.

16.... PxP
17 NxP N-K3
18 Q-KN4

The recommended 18 Q-N3, Q-N3 19 P-B4 is less clear because of 19...B-B4ch 20 K-R1, QxQ 21 PxQ, R-N1 (22 P-B5, N-B1).

18.... Q-N3
19 B-K3 P-N3
20 QR-Q1 B-N2
21 QxQ

White choses to enter an endgame because of Black's poor pawn configuration.

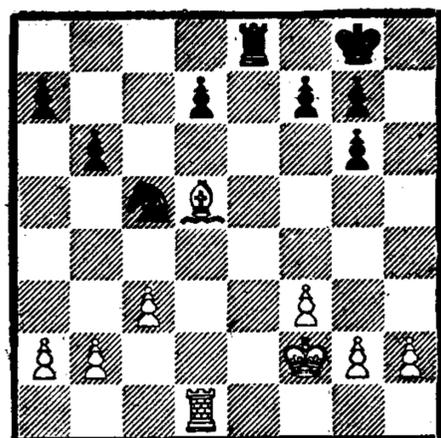
21.... RPxQ
 22 KR-K1 QR-B1
 23 K-B2 B-B4

Nothing is better. On 23...N-B4 there follows 24 B-B2, with the doubling of Rooks on the Queen file and pressure on Q7.

24 BxB BxN

On 24...PxB White could play N-K3-B4-Q6. It is possible that 24...RxB is better for Black than the text.

25 BxB NxB
 26 RxRch RxR



27 P-QN4!

The decisive maneuver. True, White has no material advantage, but with a pawn advantage on the Queen-side, and Black's poor King position, White should win.

27.... N-K3

Not 27...N-R5 28 B-N3 and 29 RxP.

28 BxN QPxB
 29 R-Q7 R-QB1
 30 RxRP RxP
 31 R-R8ch K-R2
 32 P-QR4

This is the position White had in mind when he decided on this continuation. Now on 32...R-B7ch, by playing 33 K-K3!, RxP 34 R-R6, R-R7 35 K-Q4 with a further K-B4-N3 (or N5) White gets two connected passed pawns for an easy win.

32.... R-N6
 33 P-N5 P-N4
 34 K-K2 P-K4
 35 K-Q2 P-B3
 36 K-B2 R-N5
 37 K-B3 R-Q5
 38 R-R6 K-N3
 39 RxP RxP
 40 R-B6 R-Q5
 41 P-N6

White sealed this move. The winning maneuver is P-N7 and K-B4-Q5-B6. Therefore, Black resigned.

SCORE: Euwe 14 - Alekine 13

GAME TWENTYEIGHT

QUEEN'S GAMBIT DECLINED
 M. Euwe - A. Alekine

Played in Amsterdam, December 8th and 9th
 Notes by A. Alekine

1 P-Q4 N-KB3
 2 P-QB4 P-K3
 3 N-QB3 P-Q4
 4 B-N5 B-K2
 5 P-K3 QN-Q2
 6 N-B3 O-O
 7 R-B1 P-B3
 8 B-Q3 P-KR3

The variant 8...PxP 9 BxP, N-Q4 10 BxB, QxB 11 O-O, NxN 12 RxN, P-K4 has lost favor in practice, due to 13 Q-B2 or 13 B-N3!

9 B-R4 PxP
 10 BxP P-QN4

11 B-Q3 P-QR3
 12 P-K4?

This pawn move, very strong if Black has not played the intermediate ...P-KR3, is clearly a blunder here, as Black now gets strong counterplay. Still, the natural move 12 P-QR4 gives White nothing. The variation (According to master E. Klein) is 12...PxP 13 QxP, R-N1 14 QxBP, RxP 15 BxP? and now Black wins in the variations which follow on 15...B-R6!!

12.... NxP!
 13 BxN

Even worse is 13 BxB, NxN.

13.... BxB
 14 BxP R-R2
 15 O-O N-N3!

As a result of this strong move, 16 P-Q5 is prevented (Because of 16...P-N5). White lacks compensation for his isolated pawn. Instead of trying for equal play, White embarks on complications and quickly gets a poor position.

16 N-K4

Better, instead of this, was to continue his development by 16 Q-B2 and the KR-Q1.

16.... B-K2
 17 N-K5 R-B2
 18 Q-Q3

Also on 18 N-B5 would follow 18...N-B5.

18.... N-B5!

To exchange off the White Bishop, which could play an active role.

19 NxN RxB
 20 N-K5 RxR
 21 RxR B-N2

Now Black will rule the board. His Bishops are superior to the Knights.

22 N-B5

After this move, White gets a lost position. Still, after 22 N-B6, BxN 23 RxB, Q-R4 24 N-B3, R-Q1 with a following ...B-B3 his position is not good.

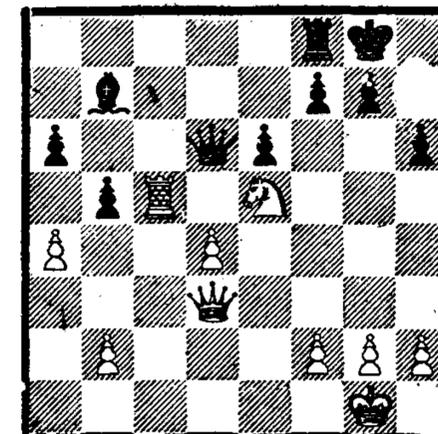
22.... BxN
 23 RxB

23 PxB fails after 23...Q-N4.

23.... Q-Q3

Now White has no satisfactory defense against the threat of 24...R-Q1.

24 P-QR4!



A very good resource.

24.... Pxp

The most logical move. On 24...R-Q1 25 Pxp, and on 25...P-B3 (25...PxP 26 QxP) 26 N-B6, QxR 27 NxR, etc..

25 N-B4

Thus, the Knight gets a good post, but this is not compensation for the pawn.

25.... Q-B5

This only leads to difficulties, Better was 25... Q-Q1! intending to attack the QP, and control the square QN3.

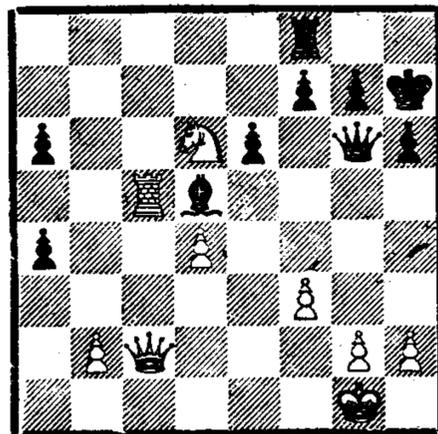
26 Q-K3 Q-N5
27 P-B3 Q-N3

And here, Black should play 27...Q-R5!. The threat of ...Q-N8ch is not dangerous.

28 N-Q6 B-Q4
29 Q-B3 K-R2!

Intending after 30 R-B8, RxR 31 NxR the winning sacrifice 31...BxP! 32 QxB, Q-N8ch 33 Q-B1, QxP, etc..

30 Q-B2



30.... QxQ?

In rushing to get an endgame with Bishop against Knight, Black does not see that this does not give him a win. The move 30...P-B4 gives better chances for victory. The answer 31 N-B4 (31... BxP 32 N-K5) lets Black win a tempo by 31...Q-N4.

31 RxQ K-N3

An attempt to activate the Rook by sacrificing the KBP - 31...R-QN1 32 NxP, R-N5 33 R-Q2, R-N6 34 N-K5, P-R6 35 Pxp, RxRP leaves Black with the advantage of a passed pawn, but it is difficult for him to get his King into play.

32 R-B8 RxR

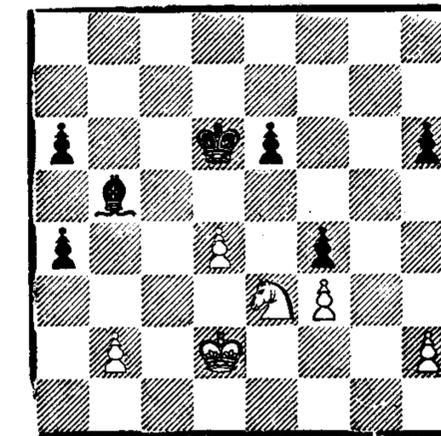
33 NxR K-B3
34 K-B2 P-N4
35 N-N6 B-B3
36 N-B4 K-K2
37 N-K3 K-Q3
38 K-K2 P-B4

At this stage of play, both opponents were in time trouble. The advance of the KBP gives White a chance to stabilize the pawn configuration. Some of Black's technical difficulties could be overcome by the maneuver 38...P-KR4 39 P-KN3, B-N4ch 40 K-Q2, P-K4! 41 K-B3, P-B3.

39 P-N3 B-N4ch
40 K-Q2 P-B5

Else White continues with 41 P-B4.

41 Pxp Pxp



42 N-N2

This is best, but after 42 N-N4 White is not lost. as after 42...K-Q4 43 K-B3, B-K7 44 N-K5 the Bishop sacrifice does not give a win. For example 44...BxP 45 NxB, K-K5 46 N-K5, P-KR4! 47 N-Q7!, P-R5 48 N-B6ch, K-K6 (48...K-B4 49 N-K8) 49 P-Q5!

42.... P-K4
43 Pxp KxP
44 K-B3

Now it is clear. Black cannot avoid exchange of KBP's, and then White has only to take the KRP with his Knight in order to draw.

44..... B-B8
 45 N-K1 K-Q4
 46 N-B2 K-B4
 47 N-Q4 B-R6
 48 N-K2 B-N7
 49 NxP BxP
 50 N-Q3ch K-N4
 51 N-K5 B-R4
 52 N-B4

Even better was 52 P-R4, K-B4 53 N-Q7ch, and Black cannot prevent the sacrifice of the Knight for the KRP.

52..... B-N5
 53 N-Q6ch K-B4
 54 N-B7 P-KR4
 55 N-K5 B-B4
 56 N-B4 B-K5
 57 N-Q2 B-N7
 58 P-R4 K-Q4
 59 N-B4 K-K5
 60 N-Q6ch

Now White has the maneuver N-K8-N7 (B6).

60..... K-Q4
 61 N-K8 K-B4
 62 N-B6 B-B6
 63 P-N3 DRAW

SCORE: Euwe 14½ - Alekine 13½

GAME TWENTYNINE

ALEKINE DEFENSE

A. Alekine - M. Euwe

Played in Amsterdam, December 12th and 13th
 Notes by A. Alekine

1 P-K4 N-KB3
 2 P-K5 N-Q4
 3 P-Q4 P-Q3
 4 P-QB4 N-N3

5 N-KB3

Refraining from 5 P-B4, which to me is less logical than the text, which gives White good chances for an advantage.

5..... B-N5
 6 B-K2

The alternative moves, like , for example, 5 P-KR3 and 6 PxP either give White nothing, or cede the advantage to Black.

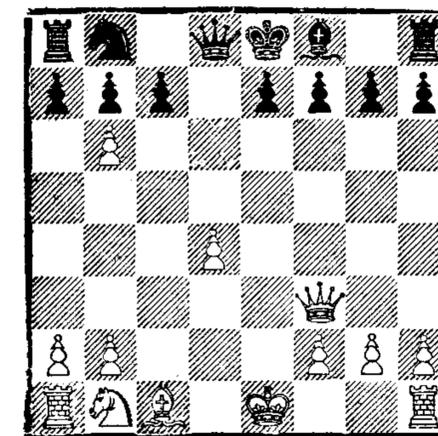
6..... PxP
 7 P-B5!

White's play is based upon the fact that QN7 is unprotected.

7..... P-K5
 8 PxN

Deserving consideration also was 8 N-N5, BxB 9 QxB, N-Q4 10 O-O, N-QB3 11 R-Q1. This, however, leads to less complicated play, and White was out to win.

8..... PxN
 9 BxP BxB
 10 QxB



10..... RPxP

This move appears to give Black better chances than 10...N-QB3 with the continuation 11 O-O, NxP (or 11...RPxP 12 P-Q5, N-K4 13 Q-K4) 12 QxNP,

RPxP 13 B-K3.

True, after the text White seems to have an advantage, but the results of the game are decisive.

11 QxNP N-Q2
12 B-B4

After 12 O-O, P-K3 13 B-B4, B-Q3 or 12 Q-B6, P-K3 13 B-B4, B-N5ch 14 N-B3, R-R2 15 O-O, BxN with a further ...O-O, Black has sufficient resources in defense.

12.... P-K4!
13 BxP

After 13 PxP, B-N5ch 14 N-B3, BxNch 15 PxB, O-O 16 O-O (16 QR-Q1, N-B4) N-B4 17 Q-B3, R-R6, White has even less chance to win.

13.... NxB
14 PxN B-N5ch
15 N-B3 BxNch
16 PxB O-O
17 O-O Q-K2

As a result of the sacrifice, White's QRP and QBP are hard to defend. Black has good play.

18 KR-K1 Q-B4
19 R-K3 R-R6

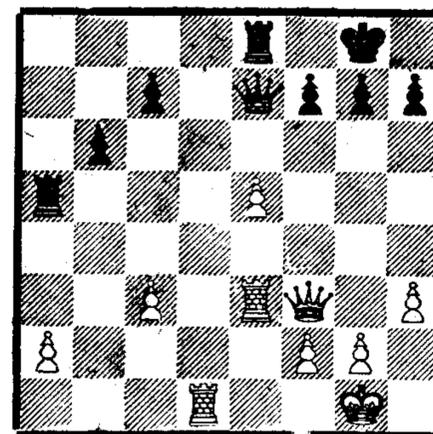
Black by 19...Q-B5 could win a pawn. Nevertheless in this case White continues 20 P-KR3!, RxP 21 RxR, QxR 22 Q-B6, R-B1 23 P-QB4 (to threaten P-K6) with a clear middlegame advantage.

20 Q-B3 R-K1
21 P-R3! R-R4

After 21...RxKP 22 QR-Q1, P-R3 23 R-Q7, R-KB4 24 Q-K4 White has equal material with a strong attacking position.

22 QR-Q1 Q-K2

See diagram at top of next page.



After 22...RxRP 23 R-Q7, R-KB1 24 Q-N4! White stands better.

23 Q-B6!

With this move, White is able to keep his material advantage and exchange Queens. Black cannot take the KP: 23...RxKP? 24 QxRch, QxQ 25 RxR, Q-KB1 (QB1, N1, R1) 26 R-Q5 and wins.

23.... R-B4

The natural defense to the threat of 24 R-Q7.

24 Q-Q7

On 24 Q-R4 follows 24...R-R4. On 24 Q-K4 - 24...P-KB3.

24... P-N3
25 P-KB4 R-B5!

Forcing the exchange without yielding the 7th rank to the opponent.

26 QxQ RxQ
27 R-Q4 R-B4

Black has good drawing chances, as White must defend his weak pawns at QR2 and QB3.

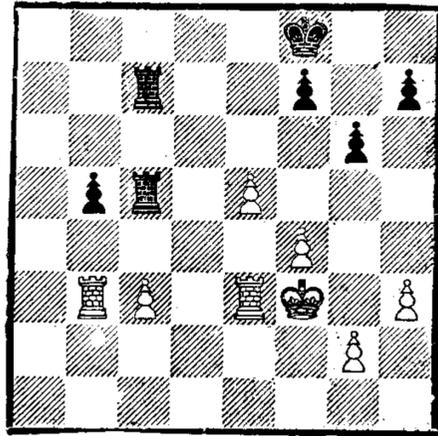
28 K-B2 P-QB3
29 P-QR4 R-R2
30 R-N4 P-QN4

An obvious move.

31 PxP PxP
 32 K-B3 R/2-B2

This is insufficient to get Black out of danger. After 32...R-R6 33 K-N4 (or 33 K-K4, R/4xBP 34 R xR, RxR 35 RxP, R-KN6) R/4xBP 34 RxR, RxR 35 RxP, K-N2. White should win, but only by very exact play, and this line gives Black no difficulties in defense.

33 R-N3 K-B1



34 P-N4?

After this, Black's prospects are improved. A less simple plan was 34 P-N3, then marching the King to Q2 to relieve the Rook from defending the QBP. Though the win is technically difficult, Black has no counterplay. The premature move in the text leads to pawn exchanges and a draw.

34..... K-K2
 35 P-B5

After ...K-K3 and ...R-B5 the KBP is difficult to defend.

35..... PxP
 36 PxP P-B3

Reaching a draw.

37 K-B4 PxPch
 38 RxP RxR
 39 KxR R-B4ch

40 K-K4 K-B3
 41 R-R3 R-B5ch

The sealed move. Also 41...R-K4ch was sufficiently good.

42 K-Q3 R-KR5
 43 R-N3 KxP
 44 RxPch K-K3
 45 P-B4 RxPch
 46 K-Q4 K-Q3
 47 R-N6ch K-B2
 48 R-KB6 R-R4
 49 K-B3 K-N2
 50 K-N4 K-B2
 DRAW

SCORE: Euwe 15 - Alekine 14

GAME THIRTY

QUEEN'S GAMBIT ACCEPTED
 M. Euwe - A. Alekine

Played in Amsterdam, December 15th
 Notes by M. Euwe

1 P-Q4 P-Q4
 2 P-QB4 PxP

In both his matches with Bogolubov, Alekine was not averse to accepting the Queen's Gambit, and it is therefore surprising that in this match the opening is encountered only in the last game.

3 N-KB3 N-Q2

A new move. Usually here is 3...N-KB3.

4 Q-R4

Feeling that the maneuver Q-R4 and QxBP should give White the advantage.

4 P-QB3

5 QxBP KN-B3
6 P-KN3 P-KN3

Alekine must win this game to keep the title of World Champion. Therefore, he avoids theoretical variations.

7 N-B3

7 N-N5 only helps Black: 7...N-Q4 8 P-K4, N-N3 9 Q-N3, P-KR3, etc.

7 B-N2
8 B-N2 O-O
9 O-O Q-R4

Black has some difficulties in completing his development.

10 P-K4 Q-R4
11 Q-Q3

By 11 B-B4, White gets a small positional advantage. Now Black gets equal play.

11 N-N3

Beginning a series of weak moves which gets Black into a lost position. Better was 11...P-K4. For example: 12 PxP, N-N5 13 Q-K2!, N/5xKP 14 B-B4 and Black stands satisfactorily, with good drawing chances. Since Alekine must win, he avoids this line.

12 N-K2

To prevent 12...B-R6, but also to threaten 13 N-B4.

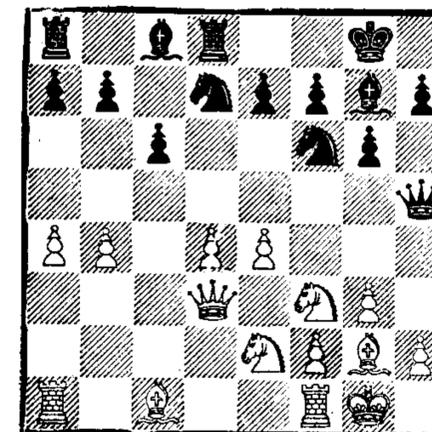
12 KR-Q1
13 P-QR4!

Keeping the Black Queen from QN4.

13 N/N-Q2

To open QR4 and QB2 for the Queen.

14 P-QN4!



Now an immediate win is threatened by 15 N-B4. Black has no satisfactory defense - a result of his efforts to complicate the position.

14 P-KN4

Black could avoid material loss by 14...B-R3, but after 15 N-B4, BxN 16 BxB his chances are no better than in the game.

15 NxP

This is stronger than 15 BxP, N-K4 and White must continue 16 NxN, as 16 Q-K3? is met by 16...Q-N5.

15 N-K4
16 Q-B2

Very strong. Also strong was 16 Q-N3.

16 N-N3
17 P-R3

Threatening to win by 18 B-B3.

17 P-KR3

The natural defense.

18 B-B3

The move 18 P-N4 (18...Q-R4 19 N-KB3) wins the Queen for White, unless Black sacrifices on N4, but if so, he gets counter-chances.

18 N-N5!

See diagram at top of next page.

19 PxN BxP
20 BxB QxB

White must now return the piece. Black's position is dangerous, but not lost.

21 NxP KxN
22 Q-B4ch

Preparing the following move. On an immediate 22 P-B3 follows 22...BxPch! (23 NxB, QxPch)

22 P-K3
23 P-B3 Q-R4

Now 23...BxPch is met, of course, by 24 QxB.

24 B-K3

Very strong here also was 24 K-N2.

24 R-KN1
25 R-B2

With threat of 26 R-KR2 (26...QxP 27 R-KB1)

25 B-B3

So as after 26 R-KR2 to capture on KB6.

26 QR-KB1

Renewing the threat of R-R2. Black now loses a second pawn.

26 N-R5

A blunder, but Black has no better answer. On 26... N-B1, for example, follows 27 R-R2, Q-N3 28 RxB.

27 QxPch KxQ
28 N-B4ch K-B2
29 NxQ

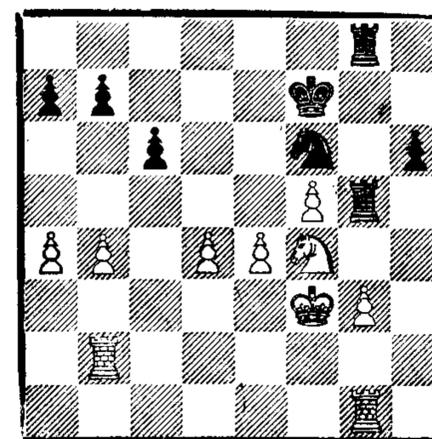
This endgame, of course, is easily won for White.

29 B-K2
30 K-R2 N-N3

31 R-QN2 QR-QB1

The threat was 32 P-N5, on which could now follow 32...P-B4.

32 P-B4 N-B1
33 P-B5 B-N4
34 BxB RxB
35 N-B4 N-R2
36 N-K6 R-R4ch
37 K-N2 N-B3
38 K-B3 R-KN1
39 N-B4 R/4-N4
40 R-KN1



At this moment, Alekine proposed a draw. White's game, of course, is easily won (By P-N5).

FINAL SCORE: Euwe 15½-Alekine 14½