

REUBEN FINE

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LASKER'S
EATON'S
MANUAL OF



CHESSE
with Reuben's
FINE'S revisions
and checking
of diagrams



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PAPER

NO. 1

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EATON'S BERKSHIRE

TYPEWRITER PAPER



LASKER'S MANUAL OF CHESS

BY
EMANUEL LASKER

WITH 306 DIAGRAMS

New Edition, Enlarged and Completely Revised
and with an Introduction

By
Reuben Fine

ask Fine
to count
after his
final O.K.
of proofs



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LASKER'S MANUAL OF CHESS

FIRST BOOK

THE ELEMENTS OF CHESS

THE game of Chess has a history that at all times has awakened interest but of which very little is known. We know some fables treating of the origin of the game, fables that are true to history only in so far as they lay the place of origin in Asia and the time of origin in a very distant past. Games similar to Chess have been discovered on Egyptian sculptures. Written documents, a thousand years old, referring to Chess, have been found. The game of Chess of those days was not, however, the game that we now know. No doubt, Chess has undergone many changes and who knows whether Checkers, or, more precisely, a game related to Checkers, was not a forefather of our Chess.

The European career of Chess began a thousand years ago. At that time it was an admired favourite in Spain, the game of the noble and the learned. In feudal castles and at the courts of princes it was cultivated; it was praised in artistic poems. For centuries it remained the aristocratic, noble, royal game, accessible only to a refined taste. Later, it penetrated through Italy and France, and at last it found a home wherever the foot of the white man trod.

Chess, as pointed out, has changed, but in its attire, in its forms only, by no means in its essence, its idea. That has remained unchanged all through the many centuries of its life. To discover this idea is there-

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QKt
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QBP
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5. QxKt, P-Q3; 6. P-Q4, P-KB3; 7. Kt-QB3 with an obvious advantage. 4. Kt-KB3, KtxP; 5. P-Q4, P-Q4. Now White wants to drive off the Black KKt. Black will fight to maintain it in its position. 6. B-Q3, Kt-QB3. Rather faulty would be 6. B-Q3; 7. Castles, B-KKt5; 8. P-QB4,

B-K3

If Kt-Kt5, White retreats B-Kt.

10. PxB BxP
11. R-K -----

White has attained his object of driving off Black's Knight on K5. But White may also continue

guard the point K4 without P—KB3 which permits the attack P—Kt5

- 2. P—KKt4 R—K2
- 3. B—B4 KR—K
- 4. R—K3 Kt—B3
- 5. P—Kt5 ———

(Kt) After 5. P×P; 6. B×P, White will be able at length to conquer the square K5

- 5. ——— Kt—R4
- 6. P—KR4 Kt—B5
- 7. R—K2 R—B2
- 8. R—KKt K—Q2
- 9. P—R5 Kt—Q3
- 10. P—R6 ———

If now P×RP; 11. P×BP obtaining two formidable Passed Pawns,

- 10. ——— BP×P
 - 11. R×P P—Kt3
 - 12. P×P P×P
 - 13. R×P ~~KR~~—B
 - 14. R—Kt7 R×R
 - 15. P×R and won easily.
- (Kt/RK)*

These instances will suffice as a beginning. Easy enough to increase their number. But it is not the multitude of examples that is instructive, for the multitude is confusing; it is the *method* which carries value as in-

struction, and the method has been sufficiently illustrated above to be thoroughly intelligible. The reader must now work by himself so that he may acquire the ability to apply the method however the circumstances may vary in detail.

On Made-up Combinations and on Combinations Arising in the Course of a hard-fought Game.

To construct positions according to the motifs discussed above and thus to invent surprising combinations is as easy as telling a fairy tale. The reader may do so for practice, but is earnestly requested to do only a little of it. A method commonly followed with this end in view is to construct the final position which has some very surprising feature and then to lead up to it by a forced move and again to lead up to that position and so, always going backward a move, to arrive at a position where the original intent is fairly hidden. Thus many

Black some time, the immediate threats being lessened. Against it may be argued that the permanent weakness is worse than the temporary peril. Thus: 12. Q—K2; 13. P—R5, P—KKt4; 14. P—B4, P×P; 15. Q×P, Kt—Q2; 16. Kt—R3, P—QKt4; 17. Kt—B2, P—QR4; 18. Kt—Kt4, Q—B (or P—Kt5). Still the Black position holds together and a counter-attack is in preparation. After the move actually made the White attack, retarded only a little while, attains such force that the counter-attack appears weak in comparison.

13. Q—B4	Kt—B3
14. Kt—B3	Q—K2
15. Kt—Kt5	P—Kt4
16. P—R3	— — —

This move is problematical. If it was necessary, the question remains whether the moment for making it was propitious. In any case, at some time or another the square QKt4 has to be guarded against the inroad of the Black Queen.

16. — — —	P—QR4
17. P—Kt4	R—R2

Black must not play P×P, since White, by pushing P—R5 soon after, would obtain command of the KR line. As it is, White has only the KKt line at his disposal, and it is blocked by the White Knight.

18. P×P	P×P
19. R—R3	— — —

This Rook serves both attack and defence; it strengthens the squares QB3 and QR3.

19. — — —	P—Kt5
20. R—B3	P×P ch

Probably Black is forced to this. Normally, the formation R—Kt2, Kt—R2—Kt4 would be preferable, but Black cannot allow White, whose position is so strong, to obtain the command of the QR line also. This then, it would appear, is the true motivation for the problematical move P—QR3.

21. R×P	R—Kt2
22. QR—KKt	Kt—R2
23. R(B3)	—KKt3 B—Q2?

That is a pity. Black had the moral courage to bear the attack that he, of course, saw coming. He

contest; they would have to produce books of instruction and for reading as plain, as intelligible, as valuable as Knigge's *Intercourse Between Men* (*Umgang mit Menschen*) or Labruyère's *Characters*. Such an institute should be founded by every people who want to make themselves fit for a stur-

dier future and at the same time to aid the progress and the happiness of all humankind.

These plans are not at all fantastic; they will certainly be realized at some time. Why not now? Let us hope that also in these days of all-round mediocrity Reason is not wholly without partisans.

THE END