

C33

□ Anderssen, Adolf

■ Kieseritzky, L

London "Immortal game"

1851

[Moreno Ruiz, J]

1.e4 e5 2.f4! Great material risks, and king safety to try to attack.

Kings, gambit an ancient opening, nowadays in disuse

2...exf4 3.g4 The bishop's king gambit, avoids ...d5, but allows the next check what forces to loss castling

3...Wh4+ 4.f1 b5! A strange move, rarely tried.

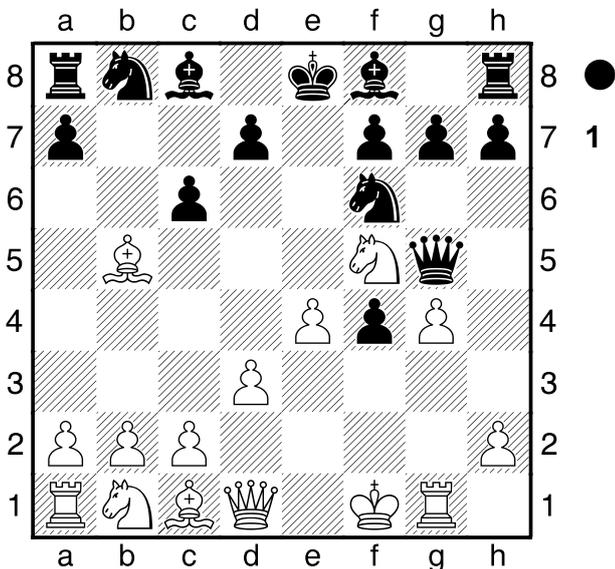
Accelerates the black's development. 5.gxb5 f6 6.f3 Wh6 7.d3 h5 8.h4? A speculative move, in a strange position.

[8.g1 For Pg4 was more sound, for example: Wh6

9.c3 c6 10.g4 Wh5 11.We2+- g6 12.gxa6

hxa6 13.d4 Wa5 14.f5 e5 g6 15.f4 c7 16.e5±]

8...Wg5 9.f5 c6 10.g4! The game goes into mutual attacks, in a complex position. 10...hf6 11.g1



The first critical moment. Must black capture the lonely bishop? 11...cxb5?

[Δ11...h5! For active development, and to have a strong Ng4, was best.

Counterattack is a modern idea! 12.h4 Wg6 13.g5 hg4 With black advantage 14.f3 (14.gxf4 d5+-; 14.g4 d5 15.f4 g5 16.c3 gxf4 17.cxd4 dxe4+- 18.dxe4 We4 Δ 19...g6+) 14...cxb5 15.f3 (15.fxb5? Wb6) 15...f4 (15...d6?! 16.f4; 15...g6?! 16.f4 gxf4 17.gxf4) 16.gxf4 hb7 17.c4 gxd5 18.cxd5 Wb6±]

(Diagrama 2)

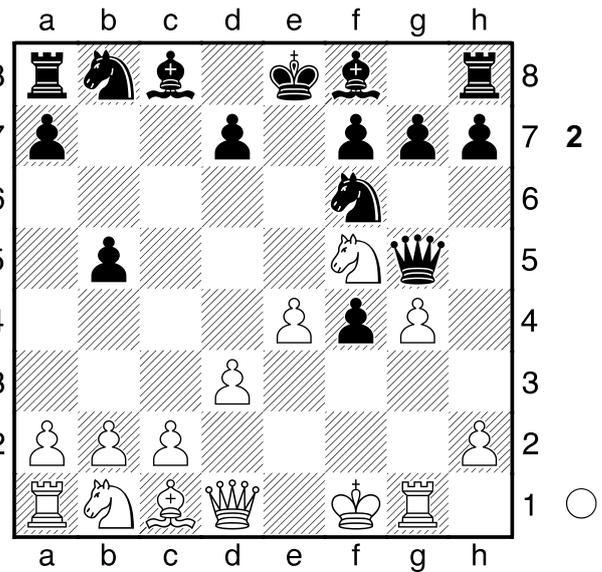
A few modern players takes the risk for capture this bishop, but accept a serious lag in development. 12.h4!

[12.Wf3? h5]

12...Wg6 13.h5 Wg5

[13...hx5? 14.gxh5 Wf6 15.f3 c3 g6 16.gxf4 g6 17.fxb5+-]

14.Wf3 And black has a great problem to face Bxf4,



what trap his queen 14...hg8 It's a bad sign to have to do this anti-development move.

[14...hxg4?! Euwe 15.gxg4 Wh5 16.gxf4+- d5 (16...g6 17.f6+ gxd6 18.gxd6 hc6 19.Wf6 g8 20.f3) 17.f3 gxf5 (17...g6? 18.fxd5 Δ 19.f6+) 18.exf5+-]

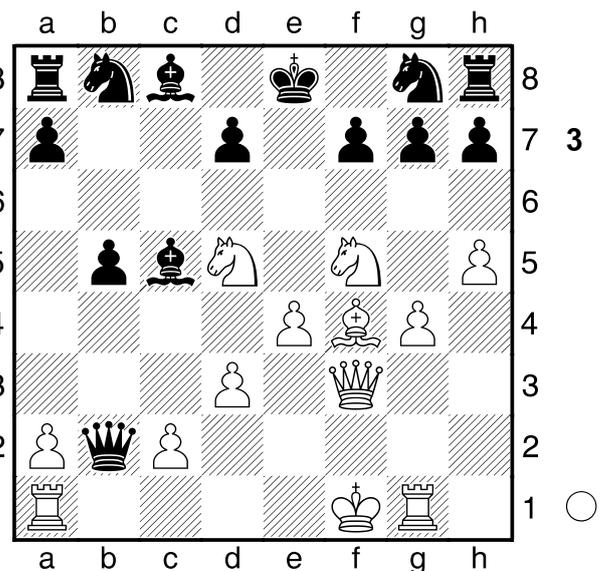
15.gxf4 Wf6 16.f3 g5 Trying to threaten something, but it was better to stop the dangerous Nd5

[Δ16...g6 Reti

A) 17.fxb5 Wxb2 18.f7+ h8 19.g2 ha6 (19...c6 20.ab1 Wxc2+ 21.f3 hb8 22.f5+-) 20.fxa8 ga8 21.ab1 Wxc2+ 22.f3+-;

B) 17.g3 ha6 (17...c6 18.g5 Δ 19.fxb5) 18.fxb5 (18.g5 Wb6) 18...Wxb2 19.f6+ gxd6 20.fxd6+ f8 21.g5 Wb6 22.g2 f6 23.gf1+- 23...Wc6 24.g5]

17.f5 (?), 17.d4! Δ 18.f5 17...Wxb2



18.g6? Seeing a beautiful combination, and running to, in spite of his incorrectness.

It was possible to win more simply

[18.d4 Was more simple and efficient Wxa1+

(18...♙f8 19.♘c7+ ♜d8 20.♞e1+-) 19.♙g2 ♞b2
 20.dxc5 ♘a6 21.♘d6+ ♜f8 22.♙e5 ♞xc2+ 23.♜h3
 f6 24.♘xf6+-]

[18.♞e1 Also very strong ♙xg1? 19.♘d6+
 with winning attack ♜d8 20.e5!+-]

18...♙xg1? Typical voracity of that era. The defensive
 level was defective.

The rule was "if you dont find the mate, eat it!"

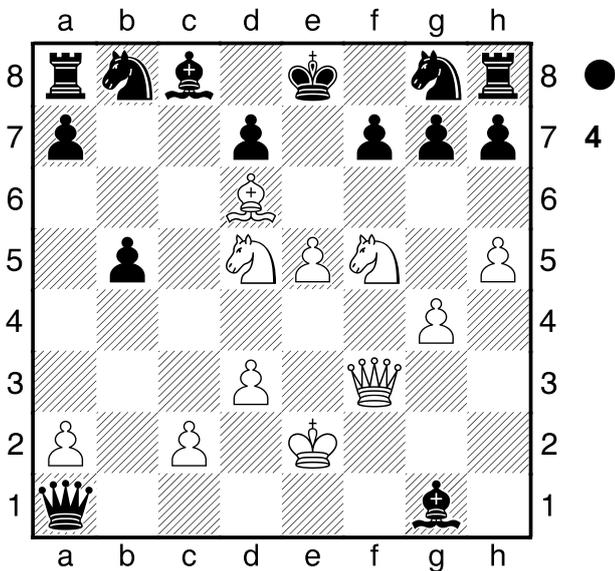
[18...♞xa1+ 19.♜e2 ♞b2! With good black chances,
 for example:

20.♜d2 (20.♞c1 ♙b7 21.♙xc5 ♙xd5) 20...♙xg1
 21.e5 ♙a6! 22.♘c7+ (22.♘xg7+ ♜d8 23.♞xf7
 ♜c8) 22...♜d8 23.♞xa8 (23.♘xa6 ♙b6 24.♞xa8
 ♙a5+) 23...♙b6 24.♞xb8+ ♙c8 25.♘d5 ♙a5+
 26.♜e3 ♞xc2+ And black is preferable (26...♞c1+=)]

19.e5 ♞xa1+

[19...♙a6! It would have complicate a lot the white win
 20.♘c7+ ♜d8 21.♘xa6 ♞xa1+ (21...♙b6 22.♞xa8
 ♞xc2 23.♞xb8+-) 22.♜e2∞]

20.♜e2



Critical position. After mutual mistakes, and a strong
 aggressive impetus, the white have strong threats, in
 spite of ♞ Two rooks and bishop down!!

The combinations based on to sacrifice two rooks in his
 original square was called "inmortal combinations" since.

20...♘a6?? The last critical mistake! The defence in
 those years was faulty.

This is the start of a legendary combination.

White to play and mate in 3!! Solve it

[20...f6? 21.♘xg7+ ♜f7 22.♘xf6 ♙b7 (22...♜xg7
 23.♘e8+ ♜h6 24.♞f4#) 23.♘d5+ ♜xg7 24.♞f8#]

[20...♙b7 21.♘xg7+ ♜d8 22.♞xf7 ♘h6 23.♘e6+
 ♜c8 (23...dxe6 24.♞e7+ ♜c8 25.♞c7#) 24.♘e7#]

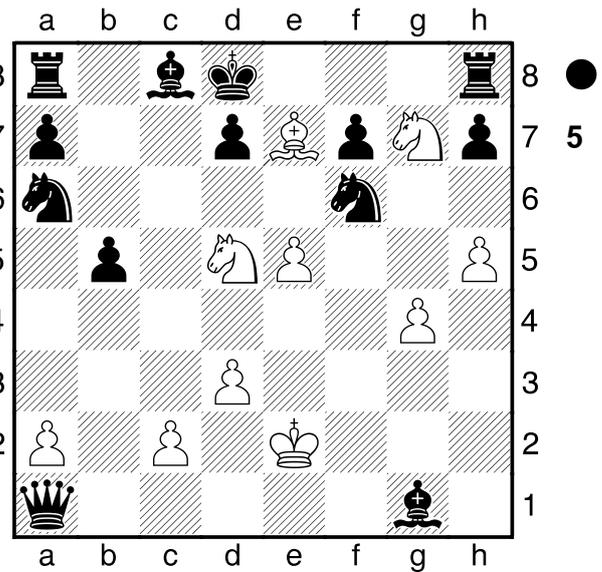
[20...♙a6! And the win is still complex]

21.♘xg7+ ♜d8 22.♞f6+! ♘xf6 23.♙e7#

(Diagrama 5)

A final historical position, a true monument to the
 romantic game in which the white player mates with his
 only three remaining pieces!

The game has been very adventurous, with white



running towards the direct attack, and black capturing all
 the material that was put in front of him, without thinking
 about returns to counterattack, as it would be typical of
 the modern game.

But there were only 30 years left for Steinitz' positional
 game revolution to sweep away this risky and chaotic
 form of play.

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