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1. ...., KtxQ; 2. B—Kt6 mate.
1. ...., Kt—Q6; 2. Kt—B2 mate.
1. ...., threat; 2. Q—QB5 mate.

CHESS IN GERMANY.

A brilliant and instructive game played in one of the Tournaments between interned Russian prisoners at Triberg.

Ruy Lopez.

White. Flamberg.	Black. Bogoljuboff.
1. P—K4.	1. P—K4
2. Kt—KB3	2. Kt—QB3
3. B—Kt5	3. P—QR3
4. B—R4	4. Kt—B3
5. P—Q4 (a)	5. KtxKP (b)
6. Castles (c)	6. P—QKt4
7. KtxP	7. KtxKt (d)
8. PxKt	8. P—Q4 (e)
9. PxP e.p.	9. BxP
10. B—Kt3 (f)	10. R—Kt2 (g)
11. P—QR4 (h)	11. Castles
12. PxP (i)	12. Q—R5
13. P—R3	13. KtxP (j)
14. RxKt	14. B—B4
15. Q—Bsq	15. QR—Ksq (k)
16. B—Q2	16. R—K4 (l)
17. R—R4	17. Q—K2
18. PxP	18. BxRP
19. QxB (m)	19. R—K8ch
20. K—R2	20. BxR
21. K—B3 (n)	21. Q—K4ch
22. R—B4 (o)	22. P—Kt4
23. Q—Kt5	23. PxR (p)
24. BxR	24. B—Kt6ch
	Resigns (q)

(a) Inferior to the usual continuation of 5. Castles.

(b) The correct move was 5. ..., PxP, upon which might have followed 6. Castles, B—K2, with a safe game for Black. If, instead of castling, White played 6. P—K5, then 6. ..., Kt—K5, followed by Kt—B4.

(c) White fails to take advantage of his opponent's weak move. He could have obtained the better game by Q—K2, e.g., 6. Q—K2, P—Q4; 7. KtxP, B—K3 (not 7. ..., Q—Q2, because of 8. KtxKt, followed by 9. P—KB3); 8. KtxKt, Q—Q2; 9. Kt—Q8, QxB; 10. KtxB, PxKt; 11. P—KB3, Kt—B3; 12. QxPch, B—K2; 13. P—B3, with a Pawn more, and at least an equal position.

(d) If 7. ..., PxB, then 8. KtxKt, PxKt; 9. R—Ksq, winning back the piece with the better position.

(e) And now, if PxB, White's reply is Q—Q5, attacking Rook and Knight.

(f) Not 10. Q—Q5, because of 10. BxPch, winning the Queen, and if 10. R—Ksq, Black's reply would have been simply 10. ..., Castles, for if 11. RxKt, again BxPch, would win the Queen.

(g) Black has now manifestly much the superior position.

(h) There was no time for this. He should have played Kt—Q2.

(i) Again losing time. Kt—Q2 was now essential.

(j) A bold sacrifice, rendered possible by his great superiority of development.

(k) Threatening to win the Queen by BxRch, followed, on the Queen retaking by R—K8ch.

(l) Threatening R—KB4, followed, if B—Ksq, by R—Ksq.

(m) If 19. RxB, then 19. ..., R—K7.

(n) At last White brings his Knight into the field, but too late to save the game.

(o) The only move, for if 22. B—B4 instead, he would have been mated in three moves, beginning with R—R8ch.

(p) Threatening B—Kt6 mate.

(q) Mate could not be avoided. If 25. BxB, then 25. ..., PxBch; 26. K—Ktsq, Q—K6ch; 27. K—Rsq, Q—K8ch; 28. Q—Bsq, QxQ. mate. A brilliantly played game by Bogoljuboff.