

·**Morphy,Paul**
 ·**Amatuer,Some**
 Club Game New Orleans, LA
 [A.J. Goldsby I]

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2200
 1858

stronger than when I first recorded my ideas on the computer, so I am sure that a second look was merited.
 (A.J. Goldsby I, Monday; October 1st, 2013.)

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 A model Morphy game.

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 "Morphy's combinations usually ended in a mate, or a reasonable facsimile thereof. Here he resorts to a device rarely seen in his time. He simplifies by a series of exchanges, to reach a position where the mere threat of a simple pin clinches the win."
 - Irving Chernev.
 ("The 1000 Best Short Games of Chess."
 Game # 898, page # 485.)

1.e4 e5 ; 2.f4 exf4 ;
3.Nf3 c6!? ; ('?!')
 Controls the center square on d5, but takes the best square away from Black's QN.

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 [The best line for Black was:
 3...d5! ; 4.exd5 Nf6 ;
 5.Bb5+ c6 ; 6.dxc6 Nxc6 ;
 7.d4 Bd6 ; 8.Qe2+ Be6 ;
 9.Ng5 0-0!© ;
 and Black gets a fairly playable game.]

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 This is game # 163 in the book:
 "PAUL MORPHY:
 And The Evolution of Chess Theory." (c) 1993,
 by Macon Shibut.

Another book line is:
 3...d6 ; 4.d4 g5 ;
 5.h4 g4 ; 6.Ng1 Bh6 ;
 7.Nc3 c6 ; 8.Nge2 Qf6 ;
 9.g3! ,
 with complicated play for both sides.]

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 NOTE: I wrote the bulk of my comments here during the period of 2000-2002. However, in 2012 & 2013, I went back to take another look at this game and have added some further comments. Additionally, chess engines nowadays are MUCH

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4.Nc3 Bb4?! ;
 Black is in a rush to get rid of White's Knight. Yet later in the game, it is the LONG-RANGE Bishop that will be the more dangerous

of the two minor pieces.

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"A continuing characteristic of all amateurs is that they rush to exchange off enemy Knights, so that the risk of a nasty knight fork is eliminated." - GM E. Mednis.

[A much better way to play this position is shown by the "Power-Book" line here:
1 4...d5! ; 5.d4 dxe4 ;
6.Nxe4 Nf6 ; 7.Qe2 Nxe4 ;
8.Qxe4+ Qe7 ; 9.Qxe7+ Bxe7 ;
10.Bxf4² , (with advantage) when White is probably a little better in this Queenless position. (October 1st, 2013.)]

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5.Bc4 Bxc3? ; (Bad / why?)
Continuing with the idea expressed by his last move.

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Mednis notes this move is bad - mainly because it terribly weakens the dark-squares.

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[Much better was:
5...Qe7!?!÷ ; (unclear) as an improvement over the course of the actual game.]
[.
Several writers have

recommended the line:
1 5...d5!?! ; 6.exd5 Nf6!?!© ;
gambiting a pawn.]

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6.dxc3! , (Rule Violation!)

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White captures away from the center!

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He opens up his Queen, his QB, pressures the d-file, prevents ...d5; and threatens to take the pawn on f4.

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[Normally I teach my students to capture towards the center with, 6.bxc3= , but the text is much sharper and much more accurate.]

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6...Ne7 ;
Black tries to develop.

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[The move, ...d5; (here) just drops a pawn, while the move of:
6...d6?! ; {Diag?} gives Black problems defending the (now) weakened d6-square, after: ; 7.Bxf4± , (w/an edge) when Fritz 13 shows that White is probably (already) winning in this position.

(September, 2013.)]

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7.Qd6! , (Maybe - '!!')

Normally you do not bring out the Queen early. But here there are 2 very good reasons for doing so:

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#1.) The Queen on d6 is almost completely impervious to any easy attack.

2.) The Queen on d6 prevents Black from easily developing his entire Queen-side.

(White's Queen on d6 plays the role of blockader ... something that is normally reserved for the Knights. And as long as the Queen is on d6, Black can never push his QP. And as long as the QP cannot move, Black will be unable to find a reasonable plan to develop the remainder of his Queen-side forces.)

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Notice Black was also threatening to play ...d7-d5; (A break in the center.); which White just prevented.

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"Cramping (preventing!) the other fellow's development is just as just as important as completing your own."

- Irving Chernev.

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[<7.0-0 d5!÷ ; etc.]

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7...0-0 ; 8.Bxf4 Ng6 ;

Black tries to unravel his pieces.

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9.Bg5! ,

The best and the most aggressive move here.

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[A strong version of the computer program 'Crafty' wants to play the move: 9.Be3² , instead.]

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9...Qe8 ;

Black is trying defend.

(This may be the best/forced move in this position.)

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[<9...Qb6?! ; 10.0-0-0!±]

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With his next move, White offers Black a pawn. (... ..)

10.0-0! ,

The White King is safest on the King-side. There is no reason to castle on the Q-side. Plus with a King-side deployment ... White exerts powerful pressure down the f-file.

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[Interesting was: RR10.0-0-0± ,
when White also has a
very strong game ...
and a fairly large edge
in this particular position.]

10...Kh8 ;

Black probably made a wise
decision here by not accepting
White's Pawn sacrifice.
(See the analysis below.)

[If 10...Qxe4?! ; 11.Bb3 ,
(Possibly an improvement
would have been: 11.Nd4!?+- ,
which Fritz 12 evaluates as
(aslo) winning for White.).
11...b6!? ; 12.Rae1! Qg4 ;
13.h3 Qh5 ; 14.Ne5!
A) 14...Qxg5? ; 15.Rxf7 Ne7 ;
(15...Rxf7? 16.Bxf7+ Kh8 ;
17.Nxg6+! hxg6 18.Qf8+ Kh7 ;
19.Qg8+ Kh6 20.Qh8#).
16.Rxe7+ Kh8 ; 17.Nf7+ Kg8 ;
18.Nxg5+ Kh8 ; 19.Re8 h5!? ;
(19...Rxe8 ; 20.Rxe8#).
20.Rxf8# . ;
B) 14...Nxe5 ;
This is nearly forced.

15.Rxe5 h6 ; {Diag?}
Black has no good move here.

16.Be7+- ,
and (here) White has a

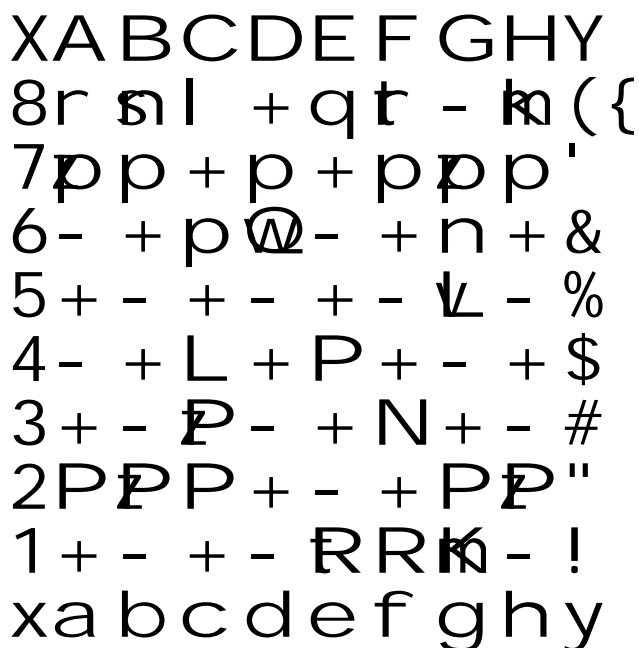
winning attack.]

11.Rae1! , (Development!!!)

White has mobilized his entire
army! He avoids moving any
other piece until every unit is
actively engaged!!!

[Several Masters have
recommended:

11.Nh4!?± , (w/ an attack)
as winning for White.]



GM Edmar Mednis writes:

"Again admire Morphy's plan:
It is only move 11 and ALL of
his pieces have been actively

and purposefully developed; moreover, his King is safely castled. On the other hand, Black is playing WITHOUT his Queenside. Under such conditions, combinations appear as if they, 'fell from out of the sky.' "

- GM Edmar Mednis.

(From "Practical Chess Opening Tips," page # 20.)

11...f6 ;

Black tries to drive White back. (He can do nothing right now, with White's pieces so deeply entrenched in his half of the chess board.)

(This move {...f6} is also the first choice of many strong computer programs.)

[Black could have also played:

11...b5 ; 12.Bb3 a5 ;

13.a4!? , {Diagram?}

White stops Black's advance on the Queen-side.

(Also possible was: **13.Nh4!?**).

13...bxa4 ; 14.Bxa4 Ba6 ;

15.Rf2 f6 ; 16.Bd2²]

12.e5! , (What's the reason?)

Morphy insists on opening lines!

[White could also play:

12.Nh4!?]

[.

or even 12.Bd2!? ,

(Both of these moves will probably give White a winning advantage.)]

12...f5! ;

Black wisely tries to keep lines closed.

Black MUST have been one of several things:

#1.) A very strong player, capable of seeing that if he took the Bishop on g5, that White would get a winning attack;

#2.) He knew Morphy liked to open the game, and thus he simply wanted to keep the game closed;

#3.) He had been destroyed by Morphy before, and was simply terrified of what the great genius might do, if given the chance!

It might have been this, or any number of things -

or a combination of the factors listed above - that caused Morphy's opponent to play as he did.

[A good example of what happens if Black foolishly OPENS lines is:

12...fxg5? ; ('??') 13.Nxg5 Na6 ;
14.Rxf8+ Qxf8 ; 15.Re4! Nc5 ;
16.Qxg6! hxg6 ; 17.Rh4#]

With his next move, Morphy prepares to break the game wide open by the vigorous pawn push to e6.

13.Nd4 f4 ; 14.e6!! ,

Morphy single-mindedly continues his drive to open more lines.

(This is one of the "Morphy Principles" in action. One of the things Morphy always did VERY SYSTEMATICALLY was to always open lines once he had completed his overall development!!)

[Maroczy pointed out many years later that White could have played:

14.h4! h6 ; (14...f3!?) ;
15.h5 hxg5 ; 16.hxg6 g4!? ;
17.Kf2! , (For the h-file.)
now White will win by simply placing a Rook on the newly opened line here.]

14...dxe6 ; 15.Nxe6 Bxe6 ; 16.Rxe6 Qc8 ;

(This move looks forced.)

It looks as if Black ALMOST has everything under control. But once again, Morphy finds a combination that brilliantly exploits Black's sadly under-developed game.

I also must point out that:

A.) Morphy has calculated this entire combination out, even though it is nearly 10 moves long!! (in the main line here).

& B.) Morphy may have had this whole thing planned well in advance!

(Diagram)

It is time for a diagram, as

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XABCDEFGHIY
8r  nq + - t -  (
7p p + - + - p p '
6- + p  R + n + &
5+ - + - + -  - %
4- + L + - p - + $
3+ - P - + - + - #
2P P P + - + P P "
1+ - + - + R  - ! [
x a b c d e f g h y
    
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now the position has become a chess problem, with ... "White to move and win."

17.Rxg6!! , (Maybe - '!!!')
An incredibly brilliant, very forceful, and well thought-out sacrifice.

[Other methods, such as:
17.h4!?© , (... h4-h5)
are not nearly as good.]

17...hxg6 ; (Forced?)
Black may as well capture here, everything else will lose horribly.

[The box gives the following

line, here for White:
RR17...Rg8 ; 18.Bxg8 Nd7 ;
19.Rxg7!! Kxg7 ; 20.Bc4! Qf8™ ;
21.Qxd7+ Kg6 ; 22.Bxf4+- .
(August 3rd, 2013.)]

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XABCDEFGHIY
8r  nq + - t -  (
7p p + - + - p - '
6- + p  - + p + &
5+ - + - + -  - %
4- + L + - p - + $
3+ - P - + - + - #
2P P P + - + P P "
1+ - + - + R  - ! [
x a b c d e f g h y
    
```

Now we reach a crucial point in the combination.

18.Qxg6 , (!) [Hmmm.]
Seemingly ... the obvious move.
{But did White have a better one?}

In fact this is such an obvious move ...
that few people have even bothered to look for {possible} improvements. But this move is not even in the top three

picks of most strong computer
{chess} programs here.

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Going over some old notes,
I find that this was suggested
by one Rick Frye during one
of my 'P.C.C.' ...
(Pensacola Chess Club)
lectures. (Talks I used to
give for the lesser rated
players when we met at
Baptist Hospital, many
years ago.)

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But I had forgotten all about
this idea until Bjørnar Snoksrud
e-mailed me and mentioned
it again. (Feb. 11th, 2004.)

[In all likelihood, White could
improve with:

1 18.Rf3!! Re8! ;

Black tries to prevent White's
main idea here.

(*RR18...Na6!?* ; *19.Qxf8+ Qxf8* ;
20.Rh3#).

19.Rxf4! Re1+ ;

20.Kf2! Re4! ; 21.Rf8+! Kh7!?

22.Bg8+! , {Diagram?}

Much better than simply
grabbing the Queen here.

(Also good was: *22.Rxc8!?*+ , {D?}

which is probably good

enough to make the

average player resign.).

22...Kh8 ; 23.Bf7+ Qxf8 ; {D?}

This is probably forced.

(*<23...Kh7?! ; 24.Qxg6#*).

24.Qxf8+ Kh7 ; 25.Qg8#]

[.

White could have also played:

(>/=) =18.Rxf4! Rxf4 ;

19.Qxf4 , ("+/-")

and the only way Black can
stop mate is to give up the
Queen with ...Qg8.]

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18...Qf5 ;

Black must try to defend.

[*<18...Na6?? ; 19.Qh5#*]

[.

Black could also try:

18...Qg4!?

19.h3 Qf5 ;

20.Rxf4!! , {Diagram?}

is similar to the game.]

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Now White (temporarily)
sacrifices a Queen.

19.Rxf4!! ,

"Very beautiful!" exclaims

GM Edmar Mednis.

[White has a simple win
with the following line:

19.Qh5+! Qh7 ; 20.Qg4! ,

Probably the best here.

(The move *20.Qd1!?*? , {Dg?}

is also good for White.).

20...b5!?

{Diagram?}

Black is trying to gain some space ...

which is preparing to (finally) finish his lagging development.

(The continuation:

20...Qf5!? ; 21.Rxf4!+- , wins - as in the actual game here.)

A) White had another try here:

21.Be6!?

A1) 21...Qxc2!? ; 22.Bf6!! Rxf6!?

There is no good defense here, in this position.

(22...Qh7 ; 23.Bf5 Qh6 ; 24.Bg5+-).

23.Qh5+ Rh6 ; 24.Qe8+ Kh7 ;

25.Bg8+ Kh8 ; 26.Bf7+ Kh7 ;

27.Qg8# ;

A2) 21...Na6!?

{Diag?} Black tries to finish his development.

22.Rf3 , ("+-") {Diagram?}

There is no defense to the threat of Rh3, winning Black's Queen on the h-file. ;

B) .

21.Bd3 , (The best move?) White had other moves here, however, this is the one that the machine likes best. (September, 2013.)

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After Black's last move, White can now win, with

mostly simple and direct attacking moves.

g6 ; 22.Rf3 Nd7 ;

All other tries will also fail miserably for Black here, if you don't believe me, all you have to do is to check it with any chess engine.

So- Black may as well make a belated attempt to complete the mobilization of his forces.

(Black also is not able to "run away" from the attack, as the following line will definitely show:

22...Kg7 ; 23.Rh3 Qg8!?

24.Bh6+ Kf7 ; 25.Qxf4+ Ke8 ;

26.Qd6+-).

Now White polishes Black off.

23.Rh3 Ne5 ; 24.Rxh7+ Kxh7 ;

25.Qh5+ Kg7 ; 26.Qh6+ Kf7 ;

27.Bxg6+! Nxg6 ; 28.Qh7+ Ke8 ;

29.Qxg6+ Kd7 ; 30.Qh7+ , "+/-"

and White has a material advantage ... and (also) a winning attack.]

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The next few moves are pretty much all forced.

19...Qxg6 ; 20.Rxf8+ Kh7 ;

21.Bg8+ Kh8 ; 22.Bf7+ Kh7 ;

23.Bxg6+ Kxg6 ;

The stage is set for a simple, but elegant conclusion.

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24.Bf4 , (!) {The final pos.}

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Black resigns.

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XABCDEFGHIY
8r ㊦ - + - ♖ - + ( {
7p p + - + - ♗ - '
6- + p + - + ♔ + &
5+ - + - + - + - %
4- + - + - ♜ - + $
3+ - ♙ - + - + - #
2P ♙ P + - + P ♙ "
1+ - + - + - ♚ - !
x a b c d e f g h y
    
```

He is going to lose a piece due to the pin on the back rank.

One of Morphy's prettiest games, and one that has withstood the rigors of analysis for nearly 150 years. (It was also one of SIX {6!} games played in a SIMULTANEOUS and BLINDFOLD exhibition!!!!!!)

(c) A.J. Goldsby I, 2001.
(c) A.J. Goldsby I, 2002.

BIBLIOGRAPHY:

I have seen this game in literally dozens of books over the years.

The two best that I consulted in preparing this game are:
1.) "Practical (Chess) Opening Tips," by GM Edmar Mednis.
2.) "The 1000 Best Short Games of Chess," (Game # 898, page # 485); by the late (great) ... Irving Chernev.

(Be sure to visit the web page I have constructed for this game at:
<http://www.ajschess.com/lifemasteraj/morp-kgamat1.html>)

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