

The Evergreen Game

Adolf Anderssen - Jean Dufresne
Berlin 1852

Annotated by: Clayton Gotwals (1428)
 Chessmaster 10th Edition
http://en.wikipedia.org/wiki/Evergreen_game

1. **e4** **e5**
2. **Nf3** **Nc6**
3. **Bc4** **Bc5**
4. **b4** ...



This is known as the Evans Gambit, a popular opening in the 1800's, and sometimes still seen today. White offers a pawn for rapid development.

4. ... **Bxb4**

Black accepts the gambit, and allows white leisure of development. Also possible was 4...Bb6.

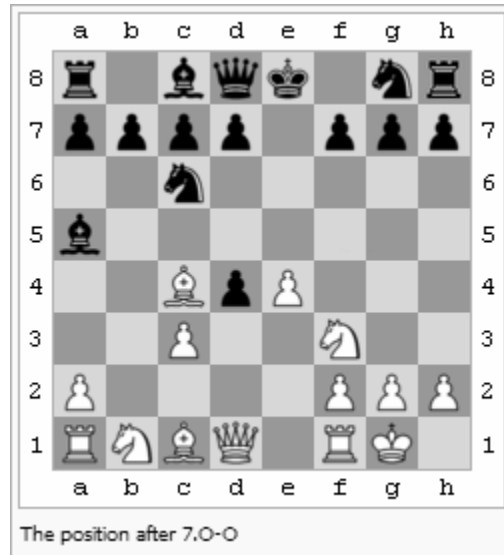
5. **c3** **Ba5**

Black retreats his bishop to a5, hoping to later move it to b6, where it can take advantage of the a7-g1 diagonal. Equally as good would have been 5...Be7.

6. **d4** ...

Now white has control of the center, the most important part of the board. However, some players prefer to castle kingside first, in order to relieve the a5 bishop's pressure on the king.

6. ... **exd4**
7. **O-O** ...



White decides to hold off the capture of the d4 pawn, and castles first. Probably better would have been to capture it with 7.Nxd4, or play 7.Qb3, which threatens 8.Bxf7+ and an attack.

7. ... **d3?!**

This is a not a very good response. White can now simply take the pawn with 8.Bxd3 or 8.Qxd3.

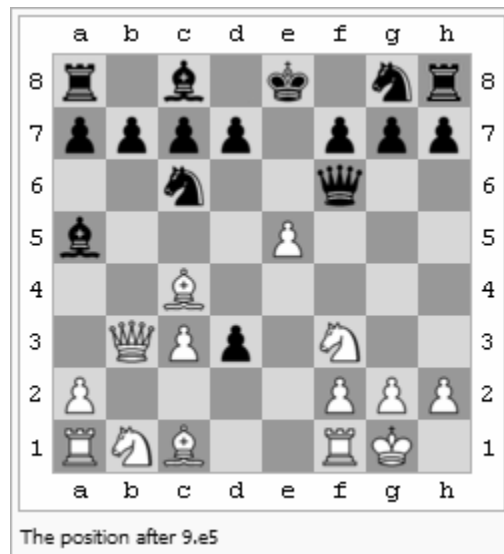
8. **Qb3** ...

Instead of taking the pawn, White opts to begin an attack.

8. ... **Qf6**

Black defends against White's threat of 9.Bxf7+, but exposes his queen to attack. Better would have been 8...Qe7.

9. **e5!** ...



Black cannot take white's pawn with 9...Nxe5, because of 10.Re1, pinning the knight to the king, thus making it immobile. 10...d6, the only move that defends the knight on e5. 11.Qb5+!, which forks black's king and bishop on a5, therefore winning the bishop.

9. ... **Qg6**

Maintaining defense of the f7 pawn, and defending the d3 pawn.

10. **Re1** **Nge7**

11. **Ba3** ...

White is aiming all of his pieces at the black king and his kingside.

11. ... **b5?!**



The position after 11...b5

Instead of defending his own, fragile position, black decides to sacrifice a pawn in order to activate his queen's rook. More prudent would have been 11...O-O, castling to safety.

12. **Qxb5** **Rb8**

Black now activates his rook by moving it onto the open b-file, and attacks white's queen.

13. **Qa4** **Bb6**

Castling is not an option for black in this position. 13...O-O? would lose a piece to 14.Bxe7. If black takes back with 14...Nxe7, then since the knight is no longer defending the black bishop on a5, white can play 15.Qxa5. This tactic is called "overloading", because the c6 knight cannot simultaneously protect the knight on e7 and the bishop on a5.

14. **Nbd2** ...

Looking to position the knight on the e4 outpost.

14. ... **Bb7**

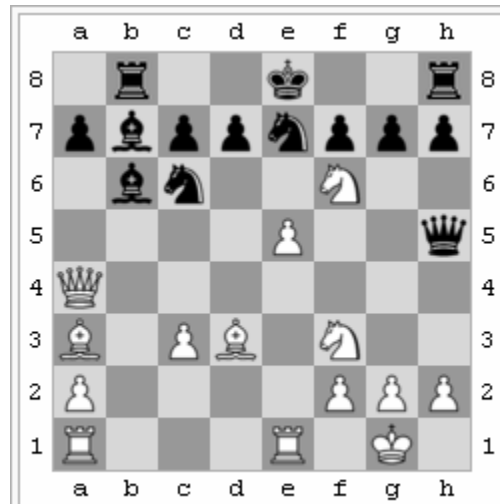
15. **Ne4** **Qf5**

Black is just wasting moves with his queen, out of lack of anything better to do. 15...Nd4!? is an interesting try, but leads to 16.Bxf7+ Qxf7 17.cxd4, which loses a pawn.

16. **Bxd3** **Qh5**

Black should have castled instead of wasting another move.

17. **Nf6+!** ...



The position after 17.Nf6+

This beautiful sacrifice starts white's attack.

17. ... **gxf6**

18. **exf6** ...

Black's knight on e7 is pinned to the king by white's rook on e1, and attack by white's pawn on f6. White will win back the sacrificed material, but has opened the g-file for black's rook.

18. ... **Rg8**

Black starts his attack on the white king. He is now threatening 19...Qxf3. White cannot take back black's queen with 20.gxf3 because the g-pawn is pinned to the king by black's rook on g8.

19. **Rad1!!** ...



This brilliant move offers the knight in exchange for a winning attack.

19. ... Qxf3??

Black falls for the trap and now either loses decisive material or gets checkmated. However, if black had instead played 19...Qh3, white would hardly have any advantage at all.

Every single move that white plays from now on has to be check, or else black will simply play Qxg2#.

20. Rxe7+! Nxe7?

If 20...Kf8, 21.Re3+ is a discovered check on the black king by the white bishop on a3, and the rook simultaneously attacks the black queen.

If 20...Kd8, 21.Rxd7+ forces checkmate. The text move also ends in checkmate. 20...Kf8 was the only way to stay in the game.

21. Qxd7+ ...

This can hardly be called a sacrifice, because no amount of material is ever equal to checkmate. A lot of people forget that checkmate is the main goal in chess, not material.

21. ... Kxd7

If 21...Kf8, 22.Qxe7#.

22. Bxf5+ Ke8

If 22...Kc6, 23.Bd7#.

23. Bd7+ Kf8

If 23...Kd8, 24.Bxe7#.

24. Bxe7# 1-0



Anderssen won this game with a plethora of flashy sacrifices and a superb understanding of tactics.

Wilhelm Steinitz, a leader of strategical thinking, later identified this game as being the "evergreen in Anderssen's laurel wreath", which is where this game got its name.

There are some valuable ideas that can be learned from this game.

1. Castle your king to safety early. If you neglect to do this soon enough, you may find your king under attack.

2. Develop your pieces. If you have all of your pieces fully developed you will be able to conduct attacks and defend against them much more successfully.

For more information about Adolf Anderssen, you can check out his Immortal game against Lionel Kieseritzky.

On the next page there are some chess puzzles to give you more practice with tactics.

Puzzles

In each of these puzzles, you must find the winning move that either wins decisive material (a knight, bishop, rook, and/or queen), or forces checkmate. For hints and solutions, see the next page.

1.

White to move.

2.

White to move.

3.

White to move. Checkmate in one move.

4.

White to move. Checkmate in two moves.

5.

Black to move. Checkmate in four moves.

Hints

1. Use the overloading tactic.
2. Use the pinning tactic.
3. Take advantage of a useful pin.
4. This one requires a lot of logical thinking. If you know what *Zugzwang* is, then you have an advantage.
5. Make a queen sacrifice.

Solutions

- 1.** 1.Qxg4! If 1...Qxg4??, then 2.Re8#. The queen is overloaded. It cannot defend both the g4 knight and the e8 checkmate square.
- 2.** 1.Rxe5+! This move forks the king and queen, so black must respond with 1...Qxe5. Then 2.Re1! pins the queen to the king.
- 3.** 1.Qg6#. Black cannot play 1...fxg6 because the pawn is pinned to the king by the white bishop on c4.
- 4.** 1.Ra6!! Now black is in what is called *Zugzwang*. This means that any move he makes will hurt him. If 1...bxa6, then 2.b7#. If he moves his bishop, then 2.Rxa7#. This is the only chess puzzle composed by Paul Morphy, regarded by many as the greatest chess player ever.
- 5.** 1.Qh3+!! Bxh3 2.Bxh3+ Kh1 or Kh2 3.Bf1+ Qh5 4.Rxh5#.