

# Chess

By George Koltanowski

No. 14—29.P-KR4      Q-B4  
 No. 173—15.R-K1      R-Q1  
 No. 175—17.QxP      Q-B1  
 No. 216—2.N-KB3      N-QB3  
 No. 217—3.N-QB3      P-Q4  
 No. 218—2.N-KB3      N-QB3

## GAME No. 1280

Played at the recent Sonoma Chess Festival.

White: Tom Maser. Black: C. Brown

### DANISH GAMBIT

1.P-K4	P-K4	8.NxP	N-Q2(c)
2.P-Q4	PxP	9.N-B6ch	NxN
3.P-QB3	PxP(a)	10.BxPch	K-Q2
4.NxP	P-QB3	11.Q-K6ch	K-B2
5.B-QB4	N-K2(b)	12.B-B4ch	Q-Q3
6.Q-N3	P-Q4	13.QxQ	mate
7.PxP	PxP		

(a) Better is 3 . . . P-Q4. (b) Why not 5 . . . P-QN4; chasing the Bishop, and then following 6.B-N3 up with P-Q3 and hope for the best. Now he gets into a terrible fix. (c) N1-B3 was needed. Now White finishes the game quickly.

QUALITIES NEEDED BY MASTERS. From THE ADVENTURE OF CHESS.

1. A high degree of intelligence, though not necessarily of culture.
2. The ability to think objectively.
3. The capacity for abstract thought. Generalizing ability.
4. The ability to distribute attention over several factors.
5. A disciplined will, capable of forcing speed of thought.
6. Good nerves and self-control. Emotional discipline keeps morale.
7. Self-confidence, particularly in his positional judgment.

SOLUTION to yesterday's problem: 1.N-Q5.

### PROBLEM

By A. F. MacKenzie, Scotland.

BLACK: 4