This game is annotated by Yu. S. Razuvaev in *Akiba Rubinstein* (Fizkultura i Sport, Moscow 1980). The translation from the original Russian is by Douglas Griffin.

**Rubinstein – Marshall**  
16th round, 18th DSB Congress, Breslau, 1st August 1912

8...Qb6 was encountered in the game Rubinstein-Salwe (Lodz, 1908).

9.Nb3!  

According to modern theory, only in this way can White achieve an advantage. On 9.Be3, good is 9...Qb6 10.0–0 Bxd4 11.Na4 Bxe3 12.Nxb6 Bxb6, and the three minor pieces are stronger than the queen (analysis of E. Grünfeld).

9.Nxc6 is not so effective here. The theoretical reference books give the following variation: 9...bxc6 10.0–0 0–0 11.Na4 (11.Bg5 Rb8 with a level game, Grünfeld-Spielmann, Ostrava 1925) 11...Bb6 (but not 11...Be7 12.Be3) 12.Qc2 and now, in the opinion of P. Keres, Black gains a fully equal game: 12...Ba6 or 12...Bd7. (Translator's note: Instead, in the game Smyslov-Keres (Candidates’ tournament, Amsterdam 1956), Black preferred 12...Re8, when after 13.Nxb6 Qxb6 14.Be3 White gained the advantage. The suggestions 12...Ba6 and 12...Bd7 are indicated by L. Abramov in the Soviet book of the tournament, *Turnir grosmeisterov v Amsterdame* (Fizkultura i Sport, 1958).)

9...Bb4
Subsequently, the move of L. Svenonius, 9...Bb6, came to be employed. The acceptance of the pawn sacrifice is dangerous, since after 10.Nxd5 Nxd5 11.Bxd5 Nb4 Black gains the advantage.


(*Translator’s note: Dubov’s preferred approach to this line is 10...d4 11.Na4 0–0. The position after the move in the text has more often been reached in practice via the move-order 1.c4 c5 2.Nf3 Nf6 3.Nc3 Nc6 4.d4 cxd4 5.Nxd4 e6 6.g3 Bc5 7. Nb3 Bb4 8.Bg2 d5 9.cxd5 exd5.)

10.0–0 Bxc3 11.bxc3 0–0 12.Bg5

45 years later this position was encountered in the game Prokhorovich-Ravinsky (Moscow, 1957). White played 12.Nd4 and after 12...Ne5? 13.Bg5 Be6 14.Qb3 Qa5? 15.Bxf6 gxf6 16.e4! dxe4 17.Nxe6 fxe6 18.Qxe6+ achieved a large advantage. This game has occupied a central place in opening handbooks as an exemplar of White’s play. However, continuing 12...Bg4! Black could gain an altogether decent game. Rubinstein’s plan is more logical.

12...Be6

13.Nc5!!
An idea that is rare in the depth and brilliance of its execution! With a forcible manoeuvre Rubinstein leads the game straight from the opening into an endgame where an unpromising and difficult defence awaits Marshall. Such an operation was later encountered in Fischer’s games.

13...Qe7 14.Nxe6
This does not appear very logical, since it strengthens Black’s pawn chain. We note, incidentally, that after 14.Bxf6 Qxc5! Black has a good game.

14...fxe6 15.c4!
Perfectly played! Not having had time to consolidate, Black’s pawn centre once again crumbles. Black is forced to take at c4, since in the case of 15...Rad8 16.cxd5 exd5 17.Bxf6 Rxf6 18.Bxd5+ White is left with an extra pawn.

15...dxc4

16.Bxc6!
The ‘essence’ of White’s idea! Now the black pawns at a7, c6, c4 and e6, like convenience foods from the store *Kulinaria*, are all doomed to be eaten.

16...bxc6 17.Qd4 Qd8
No better is 17...Rfd8 18.Qxc4 Rac8 19.e4 with a large advantage for White.

18.Bxf6!
As is well known, sometimes one of the merits of the two bishops consists in the fact that they can be exchanged at a suitable time.

Weaker was 18.Qxc4 on account of 18...Qd5, and for Black hopes of equality once again appear.

18...Rxf6
On 18...gxf6, in the tournament book S. Tarrasch recommended 19.Qg4+ Kh8 20.Qxe6, but after 20...Qd5 Black has quite good chances of salvation.

Clearly, White does better to play 19.Qxc4 Qd5 20.Rac1, and it is difficult for Black to defend.

19.Qxc4 Qd5 20.Rac1 Raf8 21.e4
Naturally, 21.Qxc6 is weaker on account of 21...Qxa2.

21...Qh5
22.f4!

A move containing many ideas: 1) White defends against an attack on the king, clearing the 2nd rank for a rook; 2) White prepares e4–e5, after which the black rook will be forced to move along the 6th rank, where it will be cut off from the centre and the queen’s flank. Black’s position is probably already lost.

Weaker is 22.Qxc6 Rh6 23.h4 Qg4 with a counter-attack.

22...Qa5

The black queen was in time to escape, but the rook, but the f6–rook will be ‘arrested’.

23.e5 Rh6 24.Rc2 Qb6+ 25.Kg2 Rd8

Having lost the game positionally, Marshall goes over to the tactic of one-move traps. Impossible now is 26.Qxc6 on account of 26...Rd2+.

The remainder is clear without words.

28...Qb1 29.Rxc6 Rg8 30.Rc8 Qb7+ 31.Kg1 Qb6+ 32.Qc5 Qxc5+ 33.R2xc5 g5 34.Rxg8+ Kxg8 35.fxg5 Rh5 36.h4 h6 37.gxh6 Rxh6 38.Rc8+ Kg7 39.Rc7+ Kg6 40.Rxa7 Kf5 41.Ra5 Rh8 42.Kg2 Rb8 43.Kh3 Rb1 44.Ra3 Rh1+ 45.Kg2 Ra1 46.Rf3+! Kxe5 47.Rf2 Kd4 48.h5 Rc1 49.h6 e5 50.g4 e4 51.h7 Rc8 52.g5 e3 53.g6 exf2 54.g7 Ke3 55.g8=Q Ke2 56.Qe6+

Black resigned. Every move of White's was permeated with profound simplicity. Rubinstein's play in this game has a spell-binding effect.