

100
BEST
CHESS GAMES
of the
20TH CENTURY,
RANKED



ANDREW SOLTIS

“EXTREMELY BEAUTIFUL. ALL THE GAMES ARE ANALYSED IN
DETAIL...THE DREAM OF ALL CHESS EDITORS AND PUBLISHERS”

— *QUARTERLY FOR CHESS HISTORY*

“SUCH THOROUGH WORK HAS NOT BEEN DONE BEFORE”

— *THE WASHINGTON POST*

How does one determine the “best” chess games? What one may see as brilliant, another may see as simply necessary. Soltis uses five criteria: *aesthetics* (clever and relentless are insufficient qualities); *originality* (not yet another white knight sacrifice in a Sicilian); *level of opposition* (the loser must have played *very* well); *soundness, accuracy* and *difficulty* (are the moves refutable? are very few second-best? did the winner overcome major obstacles?); and *breadth and depth* (one wants a series of sparkling ideas, with no dry patches).

Soltis’ hundred best were taken from about 7,000 played from 1900 through 1999 that had already gained attention in books and periodicals. No attempt was made to balance the selection according to period, nationality of players or opening. Includes 335 diagrams, a bibliography, and four indexes.

Grandmaster ANDREW SOLTIS is the author of dozens of chess books, including (from McFarland) *Chess Lists* (2d ed., 2002), *Soviet Chess 1917–1991* (2000 U.S. Chess Federation Historical Book of the Year), *The United States Chess Championship* (with Gene H. McCormick, 1997), and *Frank Marshall* (1994 British Chess Federation Book of the Year). Eight-time champion of the world-famous Marshall Chess Club, he is an editor and journalist at the *New York Post* and a columnist for *Chess Life*. He lives in New York City.



McFarland

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