

CHESS

MOVE by MOVE



I. Abramov - B. Gafferty



Hello everybody!!
Hola a todos!!

We found this material over P2P Network, and we made some cosmetic changes to it!, thank you very much to the original creator.
Encontramos este material en la red P2P, y le hicimos pequeñas modificaciones , Mil gracias a los creadores originales.

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Best regards!!
Saludos!



CHESS move by move

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THIS BOOK AND HOW TO USE IT WITH PROFIT

INTRODUCTION

Normally notes to chess games cover only the key points in the course of play by examining variations that might arise in tactical complications and by pointing out mistakes made by one or both players.

Yet the player thinks out every single move, not just when he is choosing a strategical plan, or a forced line. Hence the idea arose of describing for less experienced players the course of a game 'move by move'.

Some difficulties arise from the fact that the examples chosen are by outstanding masters who have a complete grasp of positional judgement and deep analysis, yet it is necessary to explain their decisions by easily understood concepts. Perhaps the method chosen cannot avoid some degree of vulgarization.

The choice of examples has the aim of showing the play of as many world champions as possible, and of demonstrating important long term strategical plans whose main points have been put under appropriate headings.

The notes are given BEFORE the move to which they refer, since the aim is not to describe the result of the move, but rather to indicate the reasons why it was chosen. This is the method which we consider the most useful for students of the game. The book is envisaged as being suitable for players of third category. [That is club and social players whose grades in British Chess Federation terms are about 100 to 150 – trans.]

L. Abramov

Inexperienced players who wish to improve their understanding of chess are often recommended to study games collections with good notes.

This is certainly good advice, but the overwhelming majority of games collections are not adapted to this purpose, since they assume that the reader is an experienced player who will understand much that is left unsaid when whole series of moves are passed over without comment.

What the student of the game needs is a book like this one with a 'stream of consciousness' approach, whereby the annotator justifies every move and reveals the considerations involved in choosing it.

In orthodox games collections the impression may well be given that a move left without comment was obvious and played after hardly any thought. This is not always the case and had the reader been present when the game was played he would have observed that many of these unannotated moves were made only after several minutes thought. In fact Bronstein is right in suggesting that the moves alone do not give a full picture of the game and should be accompanied by a note of the time taken over each one.

Since the thought devoted to choosing a move naturally preceded the making of it it is preferable for the considerations passing through the players' minds to be given before the move, and not after it, as is the convention in chess literature.

The student should bear in mind that though he may be able to play through a game and read the notes in less than half an hour the players themselves spent, on average, some four or five hours on the game. To get the maximum benefit the reader should spend at least as much time, preferably twice as long.

One useful method of working through the games is to cover the comments preceding the next move with a piece of paper. Then see what move you would play and why, and compare with the text. This is particularly useful from about move six onwards—before then the opening moves are largely a matter of taste, since there are so many feasible lines for each side. Once battle has been joined, however, and the nature of the position determined, the choice of good moves is much restricted, and according to Kotov rarely exceeds five or six. Two or three are much more commonly the case.

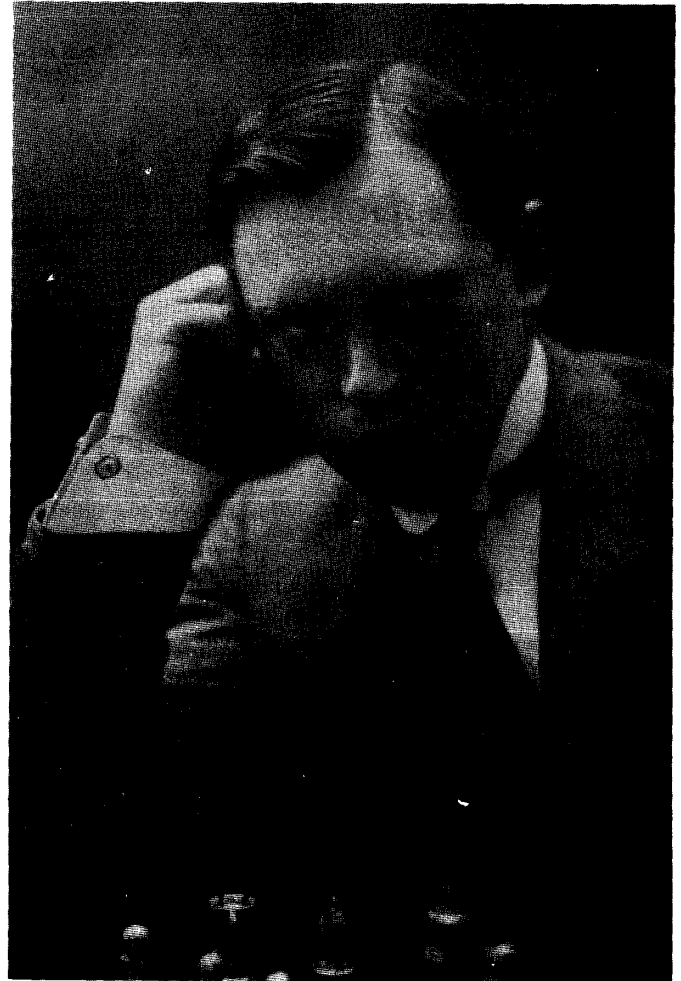
Comparatively few notes in this book give variations more than four moves deep, but it would be as well to play through the longer variations on a separate set. The assessment of the position arising at the end of variations (and even determining what is the right cut-off point) is one of the key factors in the mastery of chess.

Compared to the original 1971 Russian edition of this book this version has been corrected, revised and expanded. In particular the last two games have been added by the translator/editor.

For the further convenience of readers a summary of chess principles has been added. These are often mentioned in the text, but it is useful to have a summary of them in the appendix.

The art of the chess master lies in the extent to which he establishes which of these principles apply to the position before him, which of the contrary indications given by them is the true one. The search for this truth, MOVE BY MOVE, is what makes chess so entrancing.

B. Cafferty



Alexander Alekhine (pronounced Aljekin). He was born in Russia but left soon after the revolution and settled in France. He was World Champion from 1927 to 1935 and from 1937 to 1946 when he died.

WATCH OUT FOR YOUR KING!

Alekhine – Grigoriev, Moscow Championship 1919

The basic task in the opening is the struggle for the centre and the development, as swiftly as possible, of the pieces. Moving the KP forward is one of the soundest ways to play, since then it will soon be possible to castle and to get the rooks into play along centre files.

1 P-K4

Black works on the same basis and makes a symmetrical move, thus producing a so-called open game.

1 P-K4

Now the pieces have to be brought into play. Which first, bishop or knight? The latter for preference, since 2 N-KB3 also attacks a pawn. Moreover there is no more suitable square for the knight at this point, whereas where to put the bishop can be decided in accordance with how Black replies.

2 N-KB3

Now what? The pawn has to be defended, though this can be done by the symmetrical reply 2 ... N-KB3 attacking the enemy KP. Then White will have a choice between quiet play by 3 NxP P-Q3 4 N-KB3 NxP 5 Q-K2 Q-K2 6 P-Q3 N-KB3 7 B-N5 with a slight lead in development, and the energetic 3 P-Q4 with an immediate fight in the centre. There is also 2 ... P-Q3 but that leaves Black fairly cramped. It is more flexible to bring out the other knight.

2 N-QB3

Where should the bishop go? If 3 B-B4 aiming at a weak spot at KB7 then theory gives 3 ... B-B4 or 3 ... N-B3 as reasonable replies. We get a tenser sort of position from the Ruy Lopez which arises from attacking the defending knight.

3 B-N5

White isn't threatening to win a pawn by 4 BxN QPxB 5 NxP because of 5 ... Q-Q5. So we can play 3 ... P-QR3, and 3 ... N-B3, 3 ... B-B4 and so on are reasonable moves. However can't I find any drawback to 3 B-N5, say by attacking that piece?

3 N-Q5

Yes, Bird's Defence. If 4 B-B4 then Black exchanges knights and follows with Q-B3. Can we exchange? Although the pawn at Q4 will hinder us a bit, Black will also have his troubles in having to defend it.

4 NxN PxN

Time to get castled, bringing a rook closer to the centre.

5 0-0

How to develop further? Perhaps first it is better to see where the enemy bishop will go if attacked by 5 ... P-QB3. Then after 6 B-R4 N-B3 7 P-K5 the knight can go to Q4, while if 6 B-B4 then 6 ... P-Q4 is playable with gain of time.

5 P-QB3

It looks more energetic to put it on QB4.

6 B-B4

Now 6 ... N-B3 7 P-K5 P-Q4 is possible, while if 7 R-K1 P-Q3 Black has to be prepared for 8 P-K5 PxP 9 RxP+ B-K2 10 Q-K2 K-B1. That isn't much to worry about, but it would be nice to enforce P-Q4.

6 N-K2

If we go 7 R-K1 then 7 ... P-Q4 is bad because of 8 PxP PxP 9 B-N5+ B-Q2 10 BxB+ QxB 11 Q-R5 and is hard for him to complete development. But there is the regrouping 7 ... N-N3, 8 ... B-K2 and 9 ... 0-0. Moreover why move the rook from KB1 where it will support the advance of the KBP? So bring up the reserves.

7 P-Q3 P-Q4

There is no point in opening the K-file since Black recaptures with his knight. Better to retreat the bishop and keep the pawn superiority on the K and KB files. Their later advance could create threats to the enemy king.

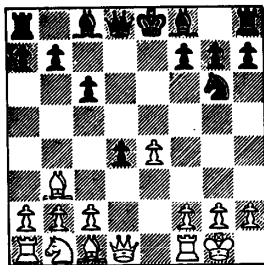
8 B-N3

If 8 ... B-K3 then 9 P-KB4 is awkward to meet, while 8 ... P-KN3 9 B-N5 B-N2 10 PxP is not nice. Better not to allow the opening of the K-file.

8 PxP
9 Pxp

Time to get some development.

9 N-N3



One of the possible objects of attack is the weak QP. One continuation is 10 Q-R5 followed by R-Q1 and then P-QB3, but it looks slow. What about 10 P-QB3 at once? Then 10 ... Pxp? loses to 11 Bxp+. If 10 ... P-Q6 the pawn is doomed. Nor can it be saved by 10 ... P-QB4 in view of 11 B-R4+ B-Q2 12 Pxp. And if 10 ... B-QB4 then the queen comes out to R5 with gain of time.

10 P-QB3

Only one way to save the pawn; defend with the bishop.

10 B-QB4
11 Q-R5

If the bishop retreats (11 ... B-N3) then 12 R-Q1 and the rook and queen being in line could be critical. Hence the bishop has to be defended by the queen moving off the Q-file. QN3 looks too far from the K-side which is under pressure. So ...

11 Q-K2

Note that the bishop can come out with gain of time by attacking the queen. Then 12 ... Qxp opens the King to pressure along the K-file.

If 12 ... Q-K4 then 13 N-Q2 or even 13 P-KB4. If 12 ... P-B3 then Black only creates fresh weaknesses in his position (e.g. 13 B-Q2 B-N3 14 N-R3 B-K3 15 N-B4) although naturally the whole battle still lies ahead.

12 B-N5

Let us try taking the pawn, and then the next move castle or go for the exchange of queens by 13 ... Q-KN5.

12 QxP

A mistake! The exchange of queens will not necessarily snuff out the attack, since the king will be stuck in the centre.

13 N-Q2 Q-N5

First of all give a rook check, and keep the KR ready to work on the KB file.

14 QR-K1+!

Alas, 14 ... B-K2 is bad because of 15 RxB+ NxR 16 QxP+ and 17 QxN mate.

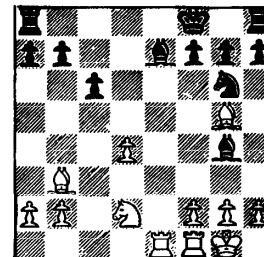
14 K-B1
15 QxQ BxQ

Black is a long way from safety. The pawn can be won back by 16 N-K4, but why not capture at once since the pawn is then immune!

16 Pxp

Where to put the bishop into safety? (16 ... Bxp? 17 R-K4) Playing for exchanges 16 ... B-N5 17 P-QR3 BxN 18 BxB is no good since 19 B-N4+ is a threat. So play to exchange bishops.

16 B-K2



Either exchanging or retreating would be a concession weakening the attack. Why not guard the bishop in such a way that the exchange would tell against Black? Thus 17 N-K4 BxB 18 NxB keeping active play, but 17 ... B-KB4 threatens more exchanges. Well guard instead with the KBP so that the exchange of bishops loses Black his KBP. True the QB then lacks mobility, but 17 P-B4 P-B3 18 P-B5 produces a strong attack, and after 17 P-B4 P-KR3 18 BxB+ NxB there is 19 P-B5!

(19 ... BxP 20 RxN, or 19 ... NxP 20 P-KR3 winning material).

17 P-B4

Must not allow P-B5.

17 ... B-KB4

No choice now, but at least we've gained room for our KR.

18 BxB+ NxB

Now to double rooks on the open file.

19 R-B3

Let's try and distract his attention by attacking the QP. Anyway the rook will be in the centre.

19 ... R-Q1

Attacking the knight is more effective than his threat to mine (20 R3-K3 RxP? 21 RxN RxN? 22 R-K8 mate.)

20 R/3-K3

It looks tempting to go 20 ... N-Q4 but the ending is probably lost after 21 BxN PxB 22 R-K5 B-B1 23 R-QB1 P-B3? 24 RxP! So 20 ... N-B1 is safer and after 21 N-B4 P-KN3 (not 21 ... B-K3 22 N-R5!) 22 N-R5 N-Q3 23 R-K7 R-Q2 everything is guarded, but it looks a terribly passive line. After all I can guard the knight.

20 ... R-Q2

Now swing the knight over to attack the rook.

21 N-B4

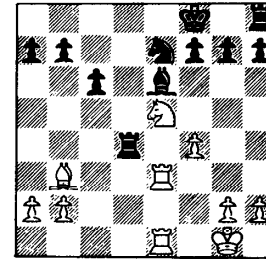
How shall we stop 22 N-K5? If 21 ... P-B3 then 22 N-Q6 RxN 23 RxN and we can't defend our QNP and the squares KB2 and K1 all at the same time. Perhaps 22 N-Q6 B-N3? But then he has 23 P-B5 B-R4 24 P-N4 winning material (24 ... BxP 25 N-B8 NxN? 26 R-K8 mate). That mate threat on K8 is nasty. So he must get his knight to K5. At least close the file against his rooks.

21 ... B-K3

22 N-K5

Where with the rook? 22 ... R-B2 23 BxB PxB 24 N-B3 and he takes the KP. If I have to go along the Q-file at least take a pawn—might be able to give it back later to ease the pressure.

22 ... RxB



Swapping the bishops and taking the KP by knight back is not much. His rook no longer guards the knight. We can break through on the K-file at once by a small combination whose first move attacks the KR.

23 NxKBP

Obviously not 23 ... BxB 24 NxR and he's coming down the file again. We'll finish up a whole rook down. Nor 23 ... BxN 24 BxB KxB 25 RxN+ and even if I avoid mate the ending is lost with his strong rook on the 7th rank. Try the last alternative.

23 ... KxN

If 24 BxB+ K-B3 25 B-N3 N-Q4 I can't get my rook on the seventh without giving up my strong bishop for the knight. So take with rook.

24 RxB

The only chance now is to move the knight so as to block the threatened double check.

24 ... N-Q4

The knight is pinned, so on to the seventh with check.

25 R-K7+

Going back loses a rook and K-N3 allows further harrying by B-B2+

25 ... K-B3

We can take QNP, but why not play for more by getting the KNP and continuing to attack the king.

26 R1-K6+ K-B4

Now free the front rook from his defensive task. 27 B-B2+ KxP

27 B-B2+ KxP

28 RxKNP

The main threat is R-KB7+ when the king is driven into a mating net. We must guard from the back with our inactive rook.

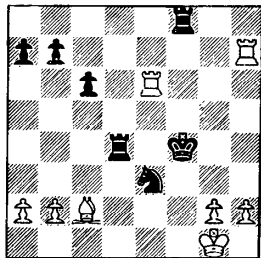
28 R-KB1

Now 29 R-N3 looks nice to win his unguarded KR by R-KB3+, but he has 29 ... R-B3. What about threatening to pick up the other rook, picking up a pawn in the process?

29 RxRP

How do we stop 30 R-R4+? If 29 ... K-N4 then 30 R-N6+ wins. We also lose a piece after 29 ... R-Q7 30 P-N3+ K-N5 31 R-R4+ K-B6 (31 ... K-N4 32 R-N6 mate) 32 B-K4+ and he has discovered check. What about a little trap based on a counter threat of mate on KB8 once our king has left the KB-file?

29 N-K6



Not too fast! 30 R-R4+ K-N4 attacks our rook and threatens mate on KB1. He also threatens 30 ... R-Q7 as well as the bishop. We can create a strong counter threat by 30 R-R3, but does he then smash it up by 30 ... NxP? No! We have 31 R-K2! Then the knight has no retreat and we meet 31 ... R-KN1 by 32 K-B2, then 33 R-B3+ and 34 R-N3+.

30 R-R3

Since 30 ... NxP doesn't work there is only one move saving the knight and blocking the KB-file.

30 N-B4

Now we can combine the attack on the king with threats to the knight.

31 R-B3+ K-N4

Another attack combined with a pin.

32 R-K5

If 32 ... R-Q4 then 33 P-R4+ K-N5 34 R-K4+ K-R4 35 P-KN4+. Try the only other defence.

32 R-KB5

Now there is a clear win in the pawn ending by swapping all the pieces. We would be a pawn up, the united passed pawns are strong and our king takes care of his potential passed QBP. However there is a quicker win. Leave him tied up and bring the king up straight away.

33 K-B2

If 33 ... RxR+ 34 KxR and 35 P-KN4 will win the knight.

33 R-B3

We can win the knight as before by 34 P-KN3. We also achieve the same object by drawing his king away. Makes no real difference, but it's always nice to have an artistic finish.

34 P-KR4+ K-N5

35 RxR+ KxR

36 R-K4 mate.

Summary

The game is a fine demonstration of the difficulties which confront a king that gets stuck in the centre. If a safe place cannot be found for it even the exchange of queens will not blunt the attack.

The main reason for Black's defeat was the risky move 12 ... QxP opening the centre file. 12 ... P-B3 was better, but it is psychologically easy to understand that Black in a cramped position should opt for a quick exchange of queens.

The second turning point was after White's 20th move. Black saw the defence, 20 ... N-B1 but rejected it mainly on general considerations as too passive. However when forced on the defence you should never be afraid of retreating if concrete analysis shows it to be necessary.

The final phase of the game shows the technique of accurate exploitation of advantage without allowing the enemy to get counter play.

[To the best of my knowledge this fine game by the ex-world champion in his hungry Moscow days has not appeared before in Western games collection—trans.]



Mikhail Tal (Latvia, U.S.S.R.). World Champion 1960-61. An attacking genius whose career has been spoilt by bad health.

WHO GETS THERE FIRST?

Kupper--Tal Zurich 1959

1 P-K4

The fight for the centre can be started by moves other than the symmetrical 1 ... P-K4. There are the various half open defences, of which I like to try the Sicilian.

1 P-QB4
2 N-KB3

To bring out the KN might not be good—it gets driven at once by 3 P-K5, so prepare to block that pawn advance.

2 P-Q3

After developing the KB and castling there will have to be a decision made over the QB. The modest P-Q3 would seem to let it out, but there is more to be considered than that. The rooks have to get into play as well, and for that purpose one of the centre files has to be opened. White has a slight advance in development for the moment, and it is useful to try to control greater space as well. 3 P-Q4 suggests itself. Of course it would be nice to prepare that advance by 3 P-B3 so as to be able to recapture on Q4 with a pawn but then Black can attack the KP by 3 ... N-KB3 and guarding it would have to be done by some not particularly desirable move such as 4 B-Q3 blocking the QP, or 4 Q-B2 when 4 ... P-K4 looks perfectly all right to Black.

3 P-Q4

The QBP has to fulfil its task now.

3 PxP

Don't recapture with the queen as Black's pieces can gain time attacking her.

4 NxP

Bring out the knight attacking the pawn.

4 N-KB3
5 N-QB3

Decide now on how the KB is to be developed. It can be fianchettoed by P-KN3, B-N2 followed by O-O etc, or it can be put on K2 after P-K3 (the Scheveningen) or even a later P-K4 (Boleslavsky's system). The latter is probably more dynamic. However experience has shown that if the bishop is to go K2 it is useful to rob enemy pieces of Q-N4 and prepare a later advance of the Q-side pawns.

5 P-QR3

There are many reasonable moves here such as 6 B-K2, 6 B-QB4, 6 B-B4 or 6 P-KN3, but the most straightforward and threatening is the move that introduces the aggressive plan of castling long and then storming the K-side by a general pawn advance.

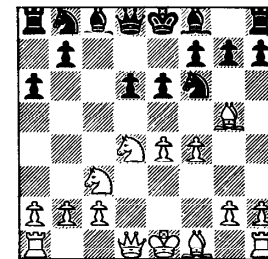
6 B-KN5

Continue with the B-K2 plan.

6 P-K3

The most consistent is 7 Q-Q2 but there are tactics to be watched out for e.g. 7 ... P-R3 8 B-R4 NxP! so Q-B3 preparing O-O-O seems right. However that would contradict part of our plan—forward with the K-side pawns. So, first ...

7 P-B4



Is 8 P-K5 a threat? Not really since after 8 ... PxP 9 PxP Black can defend by 9 ... Q-B2, 9 Q-R4 or even 9 ... P-KR3. White might have chances of success by the advance in the variation 7 ... N-B3 8 NxN PxN 9 P-K5. I can rule out all these threats by 7 ... B-K2 but it looks

rather passive. 7 ... Q-N3 is possible with great complications e.g. 8 Q-Q2 QxP 9 R-QN1 Q-R6 10 P-K5 and if 10 ... N-Q2 then 11 P-B5! with a dangerous pawn storm and line opening. I prefer an aggressive move with counter chances based on a possible attack on the KP and its defender.

7 P-QN4

Continue with our plan.

8 Q-B3

Well that is all right, since now we can pin the KP and P-N5 will become a threat of winning it later.

8 B-N2

Safety first play would be 9 P-QR3, but after our 0-0-0 that pawn would ease Black's task of line opening against our king by P-N5. So defend the KP by a developing move.

9 B-Q3 B-K2
10 0-0-0 Q-N3

The knight is indirectly guarded (11 ... QxN? 12 BxP+) so bring the last reserve into play.

11 KR-K1

It is time to block the check which prevents the capture of the KN.

11 QN-Q2

When the king is stuck in the centre there is always a chance of a sacrifice such as here 12 N-Q5 PxN 12 N-B5 with a powerful attack. However there is no need to plunge into considering the whole net of variations involved since 12 N-Q5 can be met by 12 ... QxN and if 13 N-B7+ K-Q1 winning two minor pieces for a rook with no attack left. When Black plays P-N5 the knight will have to retreat, so move it straight away to guard its threatened companion.

12 QN-K2

Attack the KP again and, even more important, bring a knight nearer the enemy king.

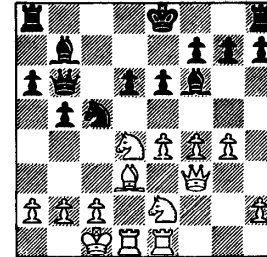
12 N-B4

The KP is attacked. If 13 N-KN3 then 13 ... P-R3 and if 14 BxN BxB and the knight is again *en prise*. Better to remove one of the attackers and then push on with the pawn attack.

13 BxN

Naturally, recapture with the bishop. By the time White gets in P-N5 we will have created our own threats.

13 BxB
14 P-KN4



White threatens P-N5 driving the bishop back (or forcing its exchange for a knight). Then 16 P-B5 will create storm clouds over the king, even if the KNP is left *en prise* with check. 14 ... P-R3 will not hold up the advance for long in view of 15 R-N1 or even 15 P-KR4 BxRP 16 R-R1 B-K2 17 P-N5!

Can we distract White by our own threats? For example 14 ... N-R5 to meet 15 P-N5 by BxN 16 NxP and now not the old trap 16 ... QxN? 17 BxP+ but 16 ... NxP 17 KxN QxN+ with an extra pawn and the enemy king position broken up.

14 N-R5

The threats are 14 ... NxP and 14 ... BxN followed by 15 ... NxP. 15 Q-K3 puts us in an awkward pin e.g. 15 ... P-K4 16 N-B5 QxQ+ 17 NxQ PxP 18 NxP BxP+. If we try and drive the knight away then 15 P-N3 BxN 16 NxP N-B6 and at least a pawn is lost

15 P-B3

Only two moves seem to come into consideration—15 ... R-QB1 and 15 ... P-N5. The former is slow and lets White play his planned P-N5. The latter has more bite with its threat of mate on QN7 after exchanging pawns to open the QN-file.

15 P-N5

Is there any choice? 16 P-N5 PxP 17 P-N3 leaves us a pawn down no 17 ... BxN 18 NxP N-N7 the exchange and a pawn. Any line opening

such as 16 PxP QxP must be hopeless. What about the intermediate move B-B2 attacking the knight? It closes the QB-file, gives extra protection to the knight at Q4 and improves piece cooperation.

16 B-B2

The knight can be guarded or retreated, but if a piece is so close to the king you need to check whether there are any tactical chances. If 16 ... NxBP 17 PxN PxP White has many defences (e.g. 18 QxP R-QB1 19 Q-N2). What if 16 ... NxNP 17 KxN PxP+? White is forced to take the pawn and come forward with his king towards the enemy pieces. The consequences are too unclear to calculate but the attack will certainly be powerful. Let us refer to our intuition.

Shall we risk it? Yes!

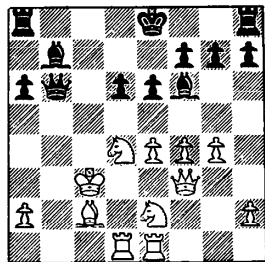
16 NxNP

No choice.

17 KxN PxP+

Retreating to R3 would allow a quick mate.

18 KxP



The position envisaged before the sacrifice. Is a forcing line necessary or is there time to castle? As long as the king stays uncastled in the centre a pawn push is unsound and without such a pawn breakthrough it will be hard to exploit the lack of mobility of the enemy pieces. Moreover, why allow White counter chances or a move such as B-R4+?

On the other hand the king will not get far from Q-B3 (K-K3 will always be met by P-K4)

18 0-0

Is there time for 19 P-N5? Examine 19 ... QR-B1+ 20 K-Q3 BxN 21 NxB. Then 21 ... P-K4 looks murderous. Try hiding the king in the other direction. 19 B-N3 KR-B1+ 19 K-N2. But what about the quiet move 19 ... P-QR4 then? 20 P-QR4 B-R3 21 K-R2 and it is still by no means safe.

Hence the king will have to stay in the centre. Try to shield it from attacks along the QN-file and to get counter threats.

19 R-QN1

The queen must move away with check, but not to the QB-file which must be left for the rooks.

19 Q-R4+

Now there is little choice since if 20 K-N2 Q-N5+ recovering the piece. What about 20 R-N4? Then 20 ... QR-N1 21 R-QN1 KR-B1+ and away—according to circumstances B-R1 or BxP+

20 K-Q3

White hardly intends to give up the exchange by 21 RxB QxR so there is no need to guard the QB. Get a rook on the QB-file at once. Which rook? The QR as QR1 may be needed as a retreat square and with the enemy king in the centre we will need the KR on the centre files.

20 QR-B1

The threat is 21 ... BxN 22 NxB R-B6+ or 22 KxB RxB. 21 N-QN3 gives Black various excellent lines—21 ... Q-N4+ then 22 ... RxB, or 21 ... R-B6+ or simply 21 ... QxP. What about 21 B-N3? Then 21 ... BxN 22 KxB Q-Q7+ 23 Q-Q3 P-K4+.

White can consider 21 KR-QB1 threatening 22 RxB, and defending his bishop. This is important in the variation 21 ... BxN 22 RxB (not 22 KxB Q-Q7+ and 23 ... P-K4+) 22 ... R-B6+ 23 NxB QxN+ 24 K-K2 Black doesn't have 24 ... QxB+

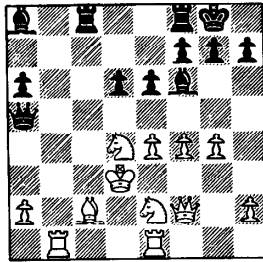
If 21 KR-QB1 B-R1 then 22 B-N3! and the main difficulties are over. Naturally Black still has an attack after 22 ... R-B4! but White has adequate resources.

However there is a queen move to meet all the immediate threats. From B2 she defends the KR, and the N at Q4 so that the other knight adequately defends QB3.

21 Q-B2

That eases our task. True we have to spend time on saving the QB, but White will not have the chance of neutralising the threats on the QB-file by 22 B-N3 as he had after 21 KR-QB1!

21 B-R1



Consider 22 B-N3. The most dangerous answer is 22 ... P-K4 when exchanging pawns is no good as the Q-file is opened. So 23 N-B5, but then 23 ... Q-N4+ 24 K-Q2 (24 K-K3 Q-B4+ 25 K-B3 BxP+) 24 ... Q-N5+ 25 K-Q1 QxP (25 ... BxP? 26 BxP+). Does 23 N-B2 make any difference? No, since after 23 ... PxP and 24 ... KR-K1 the KP is indefensible.

What about driving the bishop away by 22 P-N5. But it will go to N3 via Q1 producing an even more unpleasant pin. There is also 22 ... BxN 23 QxB P-K4 24 Q-N4 (24 Q-R4 Q-B4) 24 ... Q-B2 and then P-Q4 exposing the king still further. Hence we must overprotect QB3 to finally free the N at K2 from its task of guarding that square.

22 R-N3

The knight must be driven at once from its post.

22 P-K4

Unfortunately an error in our analysis is now clear—moving the N to B5 or KB3 allows 23 ... RxB 24 KxR QxP+ 25 R-N2 BxP+ etc. Hence the only chance is to trade blow for blow.

23 P-N5

Retreat the bishop? If to K2 White has 24 N-B5 RxB? 25 NxB+ an intermediate check that controls QB8. If 23 ... B-Q1 then the other rook cannot get to QB1 to back up the exchange sacrifice RxB. So destroy the knight at once.

23 PxN

Oh, it's lost. The intended 24 PxB allows 24 ... RxB 25 KxR QxP+. Or 24 N-B1 R-B6+.

24 NxP

What does he have against our next move?

24 BxN

I can't take with king since Q-B4+ wins the queen, while 25 QxB QxR is hopeless—a rook down. Time to call it a day. White resigns.

Summary

White's first inaccuracy came in the opening; Q-B3 was not the best reaction to Black's early Q-side play. Such early activity nearly always gives the opponent a chance to strike in the centre. Thus 7 ... P-N4 was best met by 8 P-K5 PxP 9 PxP Q-B2 10 B-KB4 and Black's position has been opened up unfavourably. This shows that a long term plan often has to be deferred or changed in order to respond to the opponent's play, or take advantage of a temporary opportunity.

In the majority of cases where the players castle on opposite sides White's attack gets there first. Here it was the other way round because of White's rather slow play (12 QN-K2 when 12 N-N3 was better) and particularly because of his premature exchange 13 BxN. The bishop should have been allowed on the long black diagonal if it could be quickly driven off. 13 N-N3 was the sound move there.

However Black in his turn could not have afforded to take things slowly lest his attacking forces be driven off.

Even now it is hard to be sure if his piece sacrifice was correct. After 21 KR-QB1 it would have been an open question. However it is well known that it is an unpleasant task to have to defend in such circumstances. At every move it is necessary to examine numerous attacking lines nearly all of which have many ramifications. Hence mistakes easily arise.

White speeded up the end by the feeble move 22 R-N3. He should have tried to continue the resistance by 22 P-N5. However on the whole the game is a logical reflection of the consequences of slow play in positions where sharpness is essential.



Boris Spassky (U.S.S.R.). The famous loser at Reykjavik. World Champion 1969-72.

BEWARE THE PASSED PAWN!

Spassky–Petrosian, World Championship match, 1969

In the previous game we saw how Black advanced the QBP on the first move gaining control over a central square. The same possibility is open to White. Thereby he temporarily masks his plans. The openings arising in this way are called closed.

1 P–QB4

There are two common schemes of play for Black now. One is based upon advancing P-K4, whereby we get a reversed Sicilian Defence, which is called the English Opening. The other is to counter White's pressure on the central white squares by P-K3 and then P-Q4. This normally leads to the Queens Gambit, but White can still temporise (by say P-KN3, B-N2 etc. with a different form of the Catalan from the next game). Hence Black also often prefers to make a useful developing move to wait and see how things turn out.

1 N–KB3

Let us follow the same line of reasoning.

2 N–QB3

Time to clarify matters.

2 P–K3

3 N–B3 P–Q4

It is time to clear up the position in the centre, since there is a threat of P-Q5 forcing us to lose time with the knight, and maybe starting to cramp us. 4 P-K3 is feasible, but then 4 ... P-B4 would still force some decision over the QP.

4 P–Q4

There is a wide choice. We could justify the name of the opening (Queens Gambit) by 4 ... Pxp, but it isn't a real gambit, since White could recover the pawn at once by advancing the KP. A sounder line is the classical scheme of B-K2, 0-0 and then P-QN3 to develop the QB. However sounder does not necessarily mean stronger. For example there are many supporters of Tarrasch's more vigorous pawn play game.

4 P-B4

Symmetrical play has drawbacks which can be exploited by exchanging at the appropriate moment when the opponent cannot maintain symmetry. (An extreme example:- 1 P-K4 P-K4 2 P-KB4 P-KB4? 3 PxBP PxBP and now 4 Q-R5+). To miss the right moment to exchange can give the opponent the initiative. 5 PxBP looks wrong since after 5 ... BxP Black has a lead in development. Better 5 PxQP when if 5 ... KPXP he will have a weak QP and I can put the pressure on at once by 6 B-N5 threatening BxN. If 5 ... NxP then 6 P-K3 gives White a sound position and a slight lead in development. There is also 6 P-K4 though this leads to a number of exchanges.

5 BPxP

Taking with the knight avoids the isolated pawn.

5 NxP

6 P-K4 means exchanges, but White keeps a nice pawn centre.

6 P-K4

Retreating the knight means losing time and space, so ...

6 NxN

7 PxN

Keep on exchanging to weaken the potential force of White's army.

7 PxP

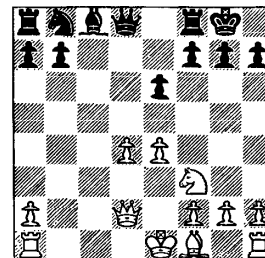
8 PxP B-N5+

9 B-Q2

Is 9 ... Q-R4 possible? Then we should be able to get queens off too. For example, 10 R-QN1 BxB+ 11 QxB (11 NxN B-N3 and the QP is in trouble) 11 ... QxQ+ 12 KxQ, but in that ending White's pieces, especially his king, are active.

9 BxB+

10 QxB 0-0



Obviously the bishop must come out, but where? Possibly B-Q3 and later P-K5 to attack KR7. However 11 B-Q3 N-B3 12 P-K5 (tactically defending the threatened QP) 12 ... Q-R4 and after the exchange of queens there is the backward QP and distant king as negative factors for White. Hence put it on QB4 with a view of backing up a passed QP.

11 B-B4

QN2 is clearly the best square for the bishop, attacking the KP and guarding Q4. Hence the plan is P-QN3 and N-B3-R4 driving the bishop away from the diagonal pointing at our king. Move order? 11 ... P-QN3 12 P-Q5 Pxp? 13 BxP wins a piece, so knights before bishops!

11 N-B3

Time to castle, particularly since he might be going for the queen exchange by Q-R4.

12 0-0 P-QN3

To back up the advance of the QP it will be useful to have a rook on the Q-file. Which rook? Where will the other one go-K1 or QB1? Black will probably go R-QB1 and I don't want more piece exchanges, so the answer is KR-K1 and QR-Q1.

13 QR-Q1

What about 13 ... N-R4 at once before B-N2? It would drive the bishop to a less threatening post at Q3, but with no knight at KB3 to defend my castled king there would soon be threats to KR7 after P-K5 e.g. 14 B-Q3 B-N2 15 KR-K1 R-B1 16 P-K5 N-B5 17 Q-B4 and he may well be threatening the Greek gift bishop sacrifice on KR7. Wait, with the rooks on the centre files 16 P-Q5 Pxp 17 P-K5 may be even

stronger. No, get on with development. The knight may even be needed on the K-side by N-K2-N3.

13 B-N2
14 KR-K1

I still feel N-R4 can wait. Take the file.

14 R-B1

Everything is prepared, so forward to get a passed pawn.

15 P-Q5

Examine 15 ... N-R4 16 PxP QxQ 17 PxP+ K-R1 18 NxQ NxB 19 NxN RxN 20 P-K5. The passed pawns look formidable, but there is 20 ... B-B1 21 P-K6 BxP 22 RxB R-B2 23 R-K8 RxP, safe. Or in this 18 RxQ NxB 19 R-Q7 B-B3 20 RxP N-Q3. Again I'm all right. But I still don't like the look of that pawn sacrifice 16 B-Q3 PxP 17 P-K5 N-B5 18 Q-B4 and now if 18 ... N-N7 to carry on harrassing the bishop, then 19 BxP+ KxB 20 N-N5+. Looks a powerful attack (20 ... K-N3 21 P-KR4 NxR 22 P-R5+ with great complications). My opponent has taken hardly any time over the moves so far. Looks like a prepared line. Better to play the safe move and retain my options.

15 PxP

Now a crucial decision. 16 PxP N-R4 17 B-B1 Q-Q3 leaves the pawn blocked, but doesn't 18 N-N5 QR-Q1 19 Q-Q3 once again give me threats on the K-side, with N-K4 in reserve to drive away the blocker?

However 16 BxP also looks excellent since I press on KB7 and have P-K5-K6 ready. I prefer that.

16 BxP

I must try and remove the bishop. Passive defence by 16 ... Q-K2 and then N-Q1 allows him Q-B4, N-Q4 and his threat of N-B5 transferring the attack against my KN2 is nasty.

16 N-R4

Forces the exchange, but leave him to do it so that there is a passed QP after all. A key square for blockading it is Q6, so control that.

17 Q-B4

The threat is BxP+ winning the queen. If 17 ... Q-K2 18 N-Q4 P-N3 19 N-N5 P-QR3 20 N-Q6. So play for exchanges. 17 ... Q-B3 18 QxQ PxQ 19 BxB NxB 20 R-Q7 leaves my pawns in great danger.

17 Q-B2

Clearly avoid the exchange as then he has covered his second rank.

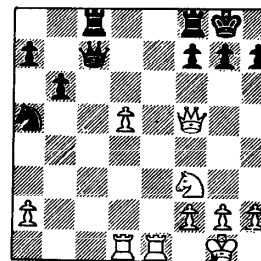
18 Q-B5

The threat is 19 N-N5 P-N3 20 Q-B6 with 21 R-K3 coming up, perhaps preceded by the knight sacrifice on KR2. So consistently play to thin out the ranks of the attackers.

18 BxB

All right, but the passed pawn looks strong now.

19 PxB



Can we block the pawn? Examine 19 ... N-N2 (or via QB5) 20 N-N5 P-N3 21 Q-R3 (That looks better than 21 Q-B6 Q-Q3) 21 ... P-KR4 22 N-K4. Awful holes on the black squares round the king. Then if 22 ... N-Q3 23 N-B6+ K-N2 24 Q-KN3 with NxP+ or Q-K5 in the offing. Try 22 ... QR-Q1. But then he can break through on the KR-file by 23 P-N4.

How else block the pawn? 19 ... QR-Q1 allows the same attack. 19 ... Q-Q3 looks a try, but 20 N-N5 Q-N3 21 QxQ R PxQ 22 P-Q6 lets him get the passed pawn to Q7 and then he can back it up by R-K7 and I am tied up. Perhaps try to defend along the attacking white diagonal from a distance? A breathing space, and it attacks the QRP.

19 Q-B7

The ending 20 QxQ RxQ 21 R-K7 is not bad, but will it win? Uncertain over the board. With queens on, the QP will also advance, but there is the added chance of a mating attack.

20 Q-B4

Well, the pawn is bound to get to the 7th since he can always meet R-Q2 by N-K5. Well it doesn't look good, but at least take the pawn and hope to block on the back row.

20 QxRP
21 P-Q6

Can we get a threat going by 21 ... R-B7? No, he has 22 P-Q7 N-N2 21 R-K8 with mate coming up. Which rook should I block with? He has a threefold attack on KB7 by R-K7 and N-N5 so it must be the QR.

21 QR-Q1

Forward again to rob the enemy rooks of all mobility.

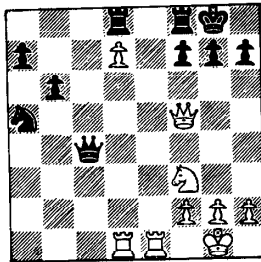
22 P-Q7

No immediate threats, so get the queen back to the defence.

22 Q-B5

Clearly, avoid the exchange. Guard the passed pawn, prepare for R-QB1-B8 and be ready for the old N-N5 attack again.

23 Q-B5



Try 23 ... Q-B3? The second attack on the QP will tie down his pieces, and 24 N-N5 can be met 24 ... Q-N3. Wouldn't it be nice to get in N-N2-B4? However 24 N-K5 looks much stronger. Then 24 ... Q-K3 25 Q-B3 when the knight has to stay where it is to prevent N-B6. 25 ... P-B3 is met by 26 N-N6. No way to free myself, while White has a free hand, he can even go P-R4-R5 and then N-N6. Also 25 Q-B2 and then Q-B7 ties me up. So prevent N-N5.

23 P-KR3

The QR is free to take the QB-file, then on the seventh guarding the QP from the side and ready to break in by R-B8.

24 R-QB1

If 24 ... Q-QR5 then 25 N-K5 and 26 R-B8. So control the entry square.

24 Q-R3

Onto the seventh at once to stop Q-N2.

25 R-B7

Now the knight cannot be transferred by N-N2-B4 since White has N-K5-B6. The knight must stay where it is to stop N-B6. I can't just do nothing. The threats are N-Q4, then Q-Q5 and the follow-up will be N-N5 to win the QRP or N-B5 to go for mate on KN7. So give the queen some air along the third rank—never mind about pawns.

25 P-QN4

Bring the knight up. It gets most options via Q4.

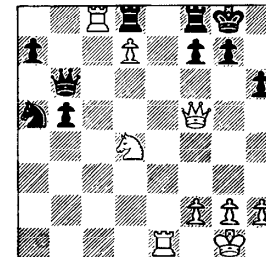
26 N-Q4

If the queen is activated both Q-side pawns are lost: 26 ... Q-Q3 27 NxP Q-Q7 28 R-KB1 when 28 ... P-R3 is bad because of 29 N-B3 and 30 R-Q1 leaving White once again master of the position. 26 ... Q-QN3 is better when 27 NxP? P-R3 leaves rook and knight both attacked.

26 Q-QN3

As foreseen we can ignore the attack on the knight to penetrate on the eighth—27 R-B8 QxN? 28 RxR RxR 29 R-K8+ mates.

27 R-B8



So, we can't take the knight. If 27 ... P-N5 (or P-R3) 28 R-K8. Then we take the knight with a back row mate threat? Alas, he gets in first by 28 ... QxN 29 RxR+ RxR 30 RxR+ KxR and he diverts us from the queening square by 31 Q-B5+ QxQ 32 P-Q8=Q mate. So we must get the wretched knight from its wing square to guard the crucial Q1 square. Then we even have a fork threat by N-Q3.

27 N-N2

Now 28 R-K8 fails to 28 ... QxN. Exchanging on Q8 lets off the pressure. If 28 NxP P-QR3 and after the knight retreats there is his N-Q3.

Remember, though, that his knight was supposed to stay at QR4 to stop N-B6. After 28 N-B6 N-Q3 We have perpetual check, if nothing better, by 29 N-K7+ K-R1 30 N-N6+ (30 ... PxN? 31 QxR+). Moreover there is 29 RxR and our queen is safe because of 30 RxR+.

28 N-B6

Our last chance is ...

28 N-Q3

What if we weaken the back rank by 29 NxR? The only defence is to take our queen, but then the knight returns and we are bound to get a new queen.

29 NxR

If 29 ... RxN then 30 R-K8+ mates in two.

29 NxQ

All as planned.

30 N-B6

The threat is mate after 31 RxR+ and 32 R-K8. If 30 ... N-Q3 to guard K1 then 31 RxR+ KxR 32 P-Q8=Q+ and we are a rook down.

Black resigns.

Summary

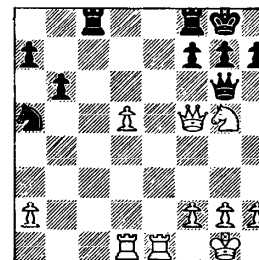
White's advantage grew along the classical lines of better development and a pawn centre—centralization—a passed pawn which showed great strength because it could not be adequately blockaded.

It is hard to say where the decisive mistake came. Even if he had gone N-QR4 around moves 13-15 as recommended by some commen-

tators White would still have something. Possibly the opening variation is difficult for Black at the best of times, perhaps he should have thought in terms of shoring up the K-side by 11 ... N-Q2 and N-B3.

Note the practical point that a slightly preferable position puts the weaker side in a psychologically difficult position, where even if a defence exists it is more likely to be found in analysis after the game than in actual over the board play. Spassky, as an excellent practitioner, kept up the tension, while his opponent failed to find two chances which were subsequently unearthed by his second Bondarevsky.

Firstly 19 ... Q-Q3 20 N-N5 Q-N3 is a probable draw.



Thus after 21 QxQ RpxQ 22 R-K7 there is the saving clause 22 ... P-B3! 23 N-K6 R-B2 or 23 N-K4 KR-Q1 24 P-B3 P-R3. Or 21 Q-B4 R-B5!

Secondly Black should have given up a pawn by 26 ... Q-Q3 27 NxP Q-Q7 28 R-KB1 N-N6 29 RxRP N-Q5 30 NxN QxN 31 R-N7 P-N3 32 Q-QN5 K-N2 and "White will still find it hard to make his powerful pawn tell".



Mikhail Botvinnik (U.S.S.R.). World Champion 1948-57, 1958-60, 1961-63. One of the great players of all time.

A BREACH IN THE DEFENCE

Botvinnik—Vidmar, Groningen 1946

After the previous game we may give without comment the first moves of the Queen's Gambit.

1 P-Q4	P-Q4
2 N-KB3	N-KB3
3 P-B4	P-K3

If White plays 4 N-B3 we get the line of the previous game. However with his QN still at home White can choose the flank development of his KB—the Catalan system. The bishop will exert pressure on the centre, and in the event of pawn exchanges there, on the Q-side too.

4 P-KN3

If the pawn is taken White will not be able to regain it by P-K3 etc. since he has clearly earmarked that bishop for another post. So he will have to take two moves over regaining it with another piece, and that will give us time.

4 P x P

Normally it is recommended not to play out too early with the queen which can easily be buffeted about by enemy minor pieces. Here however we have an exception since after regaining the pawn there will be a safe square at QB2 (the point of deferring development of the QN).

5 Q-R4+

One can block with the bishop so as to play it to QB3, neutralizing the pressure on the long white diagonal. Or 5 ... QN-Q2 and later N-N3, but why not play for the exchange of the most powerful piece?

5	Q-Q2
6 QxBP	

Obviously the only consistent move now before N-K5 is ...

6 Q-B3

Can't avoid the exchange in view of the unguarded QB, but taking oneself only aids the enemy development.

7 QN-Q2

Now or never, else the queen may move away and there will soon be a nasty discovered attack by N-K5.

7 QxQ
8 NxQ

I should play 8 ... P-B4 to establish level pawns both in the centre and on the flanks. However there is a great temptation to exchange another pair of pieces first, hoping to make it harder for White to exploit his opening initiative.

8 B-N5+

No point in losing the right to castle, and after 9 KN-Q2 Black has various ways of taking the initiative such as 9 ... P-B4, or N-K5 or N-B3.

9 B-Q2

9 ... N-B3 comes into consideration, but then 10 B-QB3 N-K5 11 R-QB1 when the exchange would strengthen his centre even more.

9 BxB+

My bishop is going to play to the long white diagonal, so why not unmask it at once before Black can neutralize it by P-QN3 and B-N2?

Moreover the action of the bishop pressing on the Q-side will have to be reinforced by other pieces, so move the knight in that direction.

10 KNxB

10 ... P-B4 just loses a pawn not that the black square is gone, but it is possible to win a tempo by attacking the QP.

10 N-B3

I can defend the pawn by 11 N-N3, but then 11 ... N-QN5 and the knight must retreat to QR3 or K3 since 12 K-Q1? N-N5 and 12 K-Q2 N-K5+ 13 K-K3 P-KN4 are not attractive.

11 P-K3

Now the knight move will make him think.

11 N-QN5

12 N-R3 is too passive. I need that knight to reinforce the pressure by N-R5, or to meet P-QB4 by N-Q6+. However with queens off, the loss of castling is not serious.

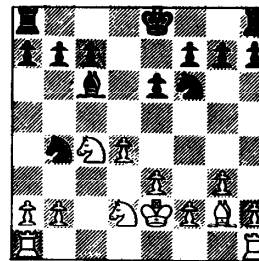
12 K-K2

Now we have time to get the bishop on the long diagonal.

12 B-Q2

Unfortunately we cannot prevent B-B3 e.g. 13 N-K5 B-N4+ 14 N2-B4 (we're playing to avoid the exchange of bishops) N-Q2 and there will be massive exchanges. Well, we will hope to drive the bishop away later.

13 B-N2 B-B3



Exchanging bishops would leave it far too drawish. So close the diagonal and prepare a general pawn advance in the centre.

14 P-B3

How should we meet White's threatened pressure (P-QR3 and N-R5, and P-K4 etc.)? It looks as if the threatened Q-side pawns, in particular the QNP will have to be defended by the king. However 0-0-0 will have to be preceded by preventing N-K5 with threats to the KBP.

14 N-Q2

Let us start driving him back.

15 P-QR3

On QR3 the piece will have no prospects.

15 N-Q4

Continue the process of driving back and gaining space.

16 P-K4

Back to the Q-side. That is where the action will be.

16 N4-N3
17 N-R5 B-N4+

King up to the centre—no danger and we guard the QP.

18 K-K3 O-O-O

Having used the minor pieces and pawns to the best of their ability for the moment it is time to start using the QB-file.

19 KR-QB1

The threat is P-N3, then P-QR4 driving the bishop to QR3. Then P-N4 is a nasty move to meet since P-N5 will follow. Moreover he could double his rooks to attack the QBP. There is real pressure on the Q-side. Try and relieve it somewhat by exchanging or driving away that Knight at R5.

19 N-N1

To storm the Q-side the pawns will need to advance.

20 P-N3

Not 20 ... N-B3 yet since then 21 P-QR4 NxN 22 PxB and the knight has no retreat. First retreat the bishop.

20 B-Q2

Before undertaking decisive operations it is useful to have all the pieces at the ready. The bishop is not doing much at the moment, so rectify that.

20 B-B1 N-B3

No point in retreating. There would still be an exchange, and it is more important to remove the knight that firmly blocks the QB-file than the one I can dig out later by P-R4-R5. If 21 P-QN4 NxN 23 PxN I open the QN-file, but I already have a file for the rooks, and I need a QNP to advance as a battering ram to QN5 when he goes P-QB3.

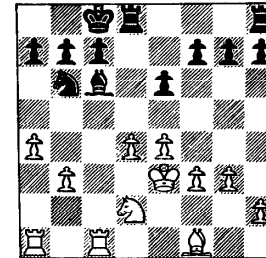
21 NxN

Obviously not with pawn.

21 BxN

Carry on with the pawn advance, but start with the QRP to avoid him getting the blockade by 22 P-QN4? P-QR3 23 N-N3 B-N4.

23 P-QR4



The threat is 24 P-R5 N-Q2 or R1 25 P-R6 and forces open the QR-file while isolating both QRP and QBP. Try stopping it. 23 ... P-QR4 24 R-B5, or 23 ... P-QR3 24 BxP and a pawn is lost in each case. Or 23 ... N-R1 24 P-QN4 followed by N-N3-R5. So we will retreat the knight only in answer to P-R5 so that his knight will be robbed of that square, and we will prevent line opening by retreating the bishop at once. B-Q2 would not disconnect the rooks, but on the other hand I may need that square for rook or knight. Finally, looking far ahead White may wish to enforce P-Q5 which I can stop by P-B3 and B-B2.

23 B-K1

Forward!

24 P-R5

Q2 is a more central retreat square, but how do I defend the QBP after 24 ... N-Q2 25 P-R6 P-QN3 26 R-B3. Examine 26 ... K-N1 27 QR-QB1 R-QB1. Then comes 28 N-B4 (threat N-Q6—those disconnected rooks!) 28 ... R-Q1 29 N-R3 R-QB1 30 N-N5 and I'm dead. R1 isn't a nice square, but it defends the tender spot at QB2.

24 N-R1

No time to lose. After 25 P-QN4? P-QR3 Black will construct an impregnable position by K-N1, P-QB3, N-B2. If I advance the other pawn, he will try and close it by P-QN3, but then there is a weak square at his QB3, the QBP will still be subject to attack and his knight will be out of play for a long time.

25 P-R6

I must close lest he double his rooks on the QR-file against my isolated QRP.

25 P-QN3

Now the QBP must be restricted in scope.

26 P-QN4

I would like to play 26 ... P-QB3 but then comes 27 B-N5 K-B2 28 R-B3 and doubling rooks. Get the king out of the line.

26 K-N1

Should I go 27 P-N5? It suffocates the knight as long as he does not go 27 ... P-QB3 28 PxP N-B2. Then I can prepare to advance the QP. Must be a win. What if he keeps the QBP unmoved? Double the rooks, play N-N4, then get in P-Q5. Can he really hope to save it then?

However, why hurry to win a pawn? I can keep open the options by doubling rooks. Let him play P-QB3 if he wants. It is a mark for attack.

27 R-B3 P-QB3

28 QR-QB1

I can't get the knight out of the corner yet—28 ... N-B2 29 P-N5 NxNP 30 BxN PxB 31 R-B7 and he doubles rooks on the seventh rank with mate in the offing. Or the breakout attempt 29 ... P-QB4 30 PxP NxNP 31 R-N3 N-Q5 32 R-N4 and wins a pawn as well as assaulting the king.

But what is White's actual threat? Perhaps to manoeuvre to achieve N-K5 with another attack on QB6. Let's rule that out.

28 P-B3

Black has just offered a draw, but we still have pressure. We cannot attack QB6 any more, so we must prepare P-N5 by N-QR3.

29 N-N1

We want to get the knight out of the corner, but first we must be ready to oppose rooks on the QB-file after 29 ... N-B2 30 P-N5 NxNP 31 BxN PxB 32 R-B7.

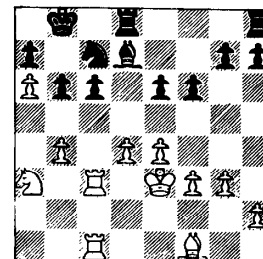
29 B-Q2

30 N-R3

Now looks the time to bring the knight over. If we wait then there comes 31 P-N5 PxP 32 BxP BxB 33 NxB followed by R-B6 and N-Q6 robbing me of useful moves—Zugzwang. The breakthrough can be

stopped by 30 ... P-QN4, but then an ultimate N-QB5 will be murderous (e.g. 31 N-N1 N-B2 32 R-R3 when 32 ... B-B1 loses the QBP, and White has 33 N-Q2, 34 N-N3 etc.) Consider 30 ... R-QB1. White has 31 N-B4 and enters on Q6 with effect. Hence we have no choice.

30 N-B2



No time to lose now since after 31 ... R-QB1 he will have N-K1 as an adequate answer to N-B4, and the QNP will no longer be able to advance. True we are involved in giving up a pawn, but there must be plenty of compensation in playing rook to the seventh forcing Black to watch out for his KNP. Moreover he will lose the forward QNP once we care to attack it.

31 P-N5

Accept the challenge—we can't just surrender the QBP.

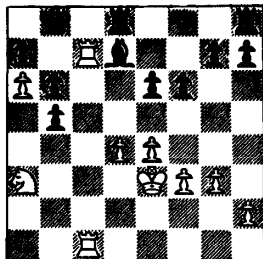
31 NxNP

Clearly take the knight to open the entry to QB7, but which piece should we take with, which piece can do most damage later on? There seems no clear object of attack for the bishop. However from QN5 the knight would be another attacker of the QRP.

32 BxN PxB

33 R-B7

The threat is 34 R-N7+ K-R1 35 R1-B7 B-B1 36 RxP+ K-N1 37 NxP when there is no satisfactory defence to the threat of 38 R-N7+ BxR 39 RxB+ and mates with the knight. (If the QR moved from Q1 to give the king a flight square there White would queen his QRP after 39 ... K-B1 40 N-Q6+ and 41 P-R7).



After 33 ... K-R1 34 R-N7 B-B1 there are the nasty lines 35 RxB+ RxR 36 NxP as well as 35 RxKNP BxP 36 R1-B7. Or 33 ... B-B1 34 NxP when neither 34 ... BxP 35 NxP B-N2 36 N-N5 nor 35 ... R-Q2 35 RxR BxR 36 NxP looks appetizing.

However it is possible to exploit the fact that the backing up rook is not guarded in order to challenge the QB-file and force exchanges.

33 R-QB1

After 34 RxR+ White will stand worse. Clearly only the check fits.

34 R-N7+ K-R1

Now 35 RxR+ BxR 36 RxKNP BxP leaves it unclear, and 35 R1-B7 RxR 36 RxR R-Q1 leaves White with no means of strengthening his position. Yet we have the seventh rank, and the threat of winning the QRP has already proved effective in earlier variations. Surely it is worth the sacrifice of the exchange, especially since there is a guaranteed draw by perpetual.

35 RxB RxR
36 NxP

The threat is 37 RxP+ K-N1 38 R-N7+ K-R1 39 N-B7+ or 38 ... K-B1 39 N-Q6+ K-K1 40 N-B7+ or 40 P-R7. Stop this by uniting the rooks on the QB-file.

36 KR-QB1

In reaping the harvest it is useful to start first by splitting up the K-side pawn mass.

37 RxNP

Save what we can.

37 P-R3

Now the dividends are on the other side.

38 RxP+ K-N1

Back again and show the opponent we have a draw whenever we choose.

39 R-N7+ K-R1

Now not the greedy 40 RxP? R1-B3, nor 40 R-KR7 P-K4 41 RxP R-QN8. Play instead to keep both rooks on the leash, and to use the extra pawn on the K-side.

40 P-N4

To unwind we must get at the knight. Not from QN8 since then N-B7+ wins the exchange, but from the side, so we have to get the QP away from its present post.

40 P-K4

All right, we have other material and positional advantages now to force a win. Start by having another passed pawn.

41 P-Q5 R8-B4

The most logical is to have another pawn and guard the knight—not 42 N-Q6 R-QN1 and Black is off the hook.

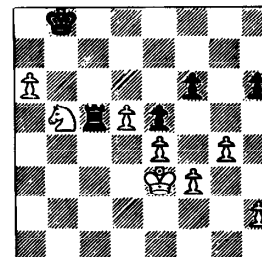
42 RxP

Stop him getting back on the seventh when we would be tied down again.

42 R-QN1

We have to exchange and rely on our passed pawns.

43 RxR+ KxR



It is still not simple. If 44 N-Q6 R-B2 45 N-K8 R-B2. How nice if we could get to K8 at once and then mop up the K-side pawns. There is a way by using the QRP as a diversion.

44 P-R7+

Not into the corner as then 45 P-Q6 RxN 46 P-Q7 or 45 ... K-N2 46 P-Q7 or 45 .. R-B1 46 K-Q3 K-N2 47 N-B7 KxP 48 K-B4 coming in with the king to K6, or 45 ... R-B8 46 P-Q7 R-Q8 47 N-B7+ and 48 N-Q5.

44 K-N2

Now the knight gets to the required square.

45 N-Q6+ KxP

46 N-K8

No means of saving the pawn. Get the king back!

46 K-N3

47 NxP R-B6+

48 K-B2 R-B2

Forward with the pawns.

49 P-R4 R-B2

Now some care. 50 P-N5? PxP 51 PxP R-KN2. Prepare P-N5 by cutting that square off with the knight.

50 N-R5 K-B2

Now another passed pawn.

51 P-N5 PxP

52 PxP

Now the rook has a bit more space to move.

52 R-R2

Don't give the pawn away by 53 N-N3? R-N2.

53 N-B6

The rook is in trouble, and cannot block the KN-file at once because of the knight fork. Get there from behind.

53 R-R7+

He won't get far.

54 K-N3 R-R8

55 K-N2

Perhaps I can frighten him into thinking he will lose the KNP?

55 R-R1

The knight fork on K8 still protects the pawn on KN7, so ...

56 P-N6

I can't go 56 ... R-R3 57 P-N7 R-N3+ 58 K-B2 RxP because of the knight fork ...

Black Resigns.

Summary

This game is interesting principally for its consistency, for the logical nature of the struggle. Both sides played almost without error once we accept Black's rather passive handling of the opening which made it clear that he was only playing for a draw. Black played for one exchange too many with his 8th move, White went wrong by taking it too easily at move 27. However this slight inaccuracy was not exploited at move 33 when after 33 ... B-B1 34 NxP R-Q2 35 RxR BxR 36 NxP Black should have looked further. As Botvinnik pointed out 36 ... KxN 37 R-B7+ KxP 38 RxB R-QB1! would probably have drawn, since the QNP suddenly becomes very dangerous, because the defending king has been cut off from it by the last move.

The game is also instructive as an example of an entrancing positional struggle. Every aspiring player will find it useful to sense the complexity and hidden beauty of the positional method of play so fully mastered by the first Soviet world champion.

In this case one has to admire the pressure on the QB-file was transferred to the seventh rank, once a breach had been forced in the defence by 31 P-N5.



Tigran Petrosian (Armenia, U.S.S.R.). World Champion 1963-69. One of the most difficult players in the world to defeat.

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1 P-Q4

It is possible to play a developing move which prevents P-K4 and defers a decision over the pawn structure in the centre.

1 N-KB3

Let us continue the fight for the centre.

2 P-QB4

After 2 ... P-K3 we might get a Queen's Gambit (3 N-QB3 P-Q4), or there is the Nimzoindian after 3 N-QB3 B-N5. However there is the radically different scheme of playing our centre pawns to black squares without trying to stop White's P-K4.

2 P-Q3

Bring out the knight to prepare P-K4.

3 N-QB3

Now there is nothing wrong with 3 ... P-K4 since with queens off after 4 PxP PxP 5 QxQ+ KxQ there is no need to fear loss of castling. However a decision has to be taken over our KB. We could play it to K2 with the so-called Old Indian formation, or fianchetto it—a matter of taste. Then we get the King's Indian.

3 P-KN3

There are no snags about advancing the KP, so onwards.

4 P-K4 B-N2

Now the most energetic move looks to be 5 P-B4, but isn't that too much of a good thing? After 5 ... P-B4 our pawn centre doesn't look too stable (6 PxP Q-R4, or 6 P-Q5 O-O 7 N-B3 P-K3). Instead there is the calm development N-B3, B-K2 etc, or P-KN3, B-N2 and KN-K2.

Well, the pawn is bound to get to the 7th since he can always meet R-Q2 by N-K5. Well it doesn't look good, but at least take the pawn and hope to block on the back row.

20 QxRP
21 P-Q6

Can we get a threat going by 21 ... R-B7? No, he has 22 P-Q7 N-N2 21 R-K8 with mate coming up. Which rook should I block with? He has a threefold attack on KB7 by R-K7 and N-N5 so it must be the QR.

21 QR-Q1

Forward again to rob the enemy rooks of all mobility.

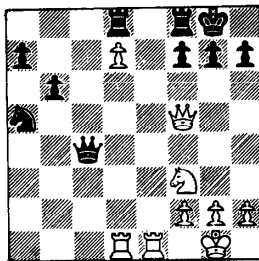
22 P-Q7

No immediate threats, so get the queen back to the defence.

22 Q-B5

Clearly, avoid the exchange. Guard the passed pawn, prepare for R-QB1-B8 and be ready for the old N-N5 attack again.

23 Q-B5



Try 23 ... Q-B3? The second attack on the QP will tie down his pieces, and 24 N-N5 can be met 24 ... Q-N3. Wouldn't it be nice to get in N-N2-B4? However 24 N-K5 looks much stronger. Then 24 ... Q-K3 25 Q-B3 when the knight has to stay where it is to prevent N-B6. 25 ... P-B3 is met by 26 N-N6. No way to free myself, while White has a free hand, he can even go P-R4-R5 and then N-N6. Also 25 Q-B2 and then Q-B7 ties me up. So prevent N-N5.

23 P-KR3

The QR is free to take the QB-file, then on the seventh guarding the QP from the side and ready to break in by R-B8.

24 R-QB1

If 24 ... Q-QR5 then 25 N-K5 and 26 R-B8. So control the entry square.

24 Q-R3

Onto the seventh at once to stop Q-N2.

25 R-B7

Now the knight cannot be transferred by N-N2-B4 since White has N-K5-B6. The knight must stay where it is to stop N-B6. I can't just do nothing. The threats are N-Q4, then Q-Q5 and the follow-up will be N-N5 to win the QRP or N-B5 to go for mate on KN7. So give the queen some air along the third rank—never mind about pawns.

25 P-QN4

Bring the knight up. It gets most options via Q4.

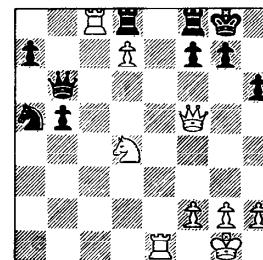
26 N-Q4

If the queen is activated both Q-side pawns are lost: 26 ... Q-Q3 27 NxP Q-Q7 28 R-KB1 when 28 ... P-R3 is bad because of 29 N-B3 and 30 R-Q1 leaving White once again master of the position. 26 ... Q-QN3 is better when 27 NxP? P-R3 leaves rook and knight both attacked.

26 Q-QN3

As foreseen we can ignore the attack on the knight to penetrate on the eighth—27 R-B8 QxN? 28 RxR RxR 29 R-K8+ mates.

27 R-B8



However there is also the flexible system of Saemisch which solidifies our pawn centre.

5 P-B3

No objection to castling now, so that after P-K4 he cannot swap twice without giving our rook the Q-file.

5 O-O

Amongst the feasible plans for White is an ultimate attack on the K-side. Thanks to P-B3 our centre is firm, and after development we can advance P-KN4. Later the advance P-KR4-R5 will open the file for the KR, but it will be useful to get rid of one of his best defenders there, so let us line up by B-K3 and Q-Q2 with the long range objective of B-KR6.

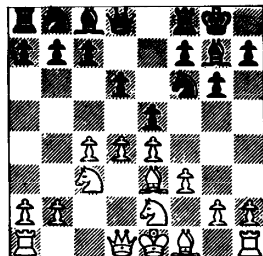
6 B-K3

We could prepare a blow at the centre from the Q-side by P-B4, but it has to be prepared by 6 ... P-N3 or 6 ... QN-Q2. There is also the slow plan P-B3, P-QR3 and P-QN4. However we can strike at the centre right away.

6 P-K4

Continue developing the pieces. Is 7 B-Q3 all right? But he has the unexpected reply 7 ... N-N5! exploiting our unguarded QB, inadequately guarded QP and his black square play. Shows how you have to be on your guard even in the soundest looking position! Well get out the knight then to strengthen the centre.

7 KN-K2



Should we open the centre by PxP, or think of measures on the Q-side, say by P-B3, or finally prepare P-KB4? Clearly in such a potentially closed position there is more scope for pawn play than for just the pieces. What about provoking P-Q5 by him? He will close the centre and then there will be more scope for wing play.

7 N-B3

That suits us. By closing the centre with gain of time we rule out possible freeing pawn moves that might open the position when our KB is still stuck at home.

8 P-Q5

Where will the knight be needed? We plan the line opening move P-QN4, so we will need it on QR2 via the route K2-QB1.

8 N-K2

There is the possible plan Q-Q2 and B-R6, but why should we exchange our good bishop for his bad one?

9 P-KN4

Our P-QN4 plan will only be any good if White cannot go P-QB5, so first we rule that out.

9 P-B4

After the *en passant* capture Black has more freedom, and can prepare P-Q4. Let us keep it closed.

10 P-KR4

Does he intend opening the KR-file? He would have threats of entering with the queen on KR7 then, so we must prepare N-KB1.

10 N-Q2

Does he intend P-KB4? Let us bring up our reserves to that part of the board.

11 N-N3

It would be stupid to voluntarily disturb the pawn cover of the king by P-B4, so let us restrict ourselves to purely defensive measures on that side of the board.

11 R-K1

He can follow up with N-B1 and then he may have P-B4 in mind. Let us rule this out once and for all. Bring out the bishop so that it observes both his possible pawn breakthrough points—KB5 and QN5.

12 B-Q3

Keep on preparing the Q-side break.

12 P-QR3

No threat for the moment. Continue the K-side advance.

13 P-R5

Complete the defensive preparations, and open a way for the QB.

13 N-B1

Castling comes into consideration, but the centre is not going to be opened so it is not needed yet. What is the best place for the queen? Obviously Q2 from where it can reach both flanks.

14 Q-Q2

Further preparation needed for P-QN4.

14 B-Q2

Discourage him from the Q-side opening plan by putting a fourth unit to bear on QN5.

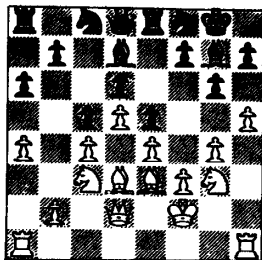
15 P-R4

Yes, well still further preparation needed.

15 N-B1

To bring our position into complete harmony we need to connect the rooks, so put the king out of the way.

16 K-B2



Let us assume that he intends to break through on the KR-file. While he is going R-KR3, QR-R1, K-K1 and Q-R2 we will be ready to push

P-QN4, even if it means sacrificing a pawn. Then our heavy pieces will have a way of getting at him, and we will force him to break off the play on the KR-file. Can we really get play on the Q-side though?

Consider the sequence 16 ... P-N3 (otherwise P-QR5) 17 KR-QN1 N-R2 18 P-QN4 R-N1 19 P-QR5 and it looks bad for us. That means his more pressing threat is to open a file on the Q-side, and we cannot stop it by 16 ... P-R4 since then we remain permanently cramped on both sides—he will open the K-side at his leisure having arranged his pieces in the best possible way. We on the other hand could not open the Q-side and would remain very cramped. It looks as if we must await events and concentrate on defence. In particular our KR is shut in. Let us try and mobilize it along the second rank.

16 P-B3

The K-side attack seems to have come to a dead end. Let us pay some attention to the other side by discouraging line opening by him there.

17 P-R5 R-K2

Prepare a possible opening of the QN-file.

18 KR-QN1

Move the bishop to make room for the rook.

18 B-K1

Let us acknowledge that the K-side does not interest us any more—he is too well barricaded there. So we close it up, to avoid any subsequent worries there, and meanwhile shut his KB up for a long time to come.

19 P-R6 B-R1

Opening the QN-file at once will not bring much. The rooks cannot do it all on their own. We have also to think about the safety of the QRP. While there is still time, make another preparatory move.

20 N-R4

When cramped every exchange should relieve the situation. However BxN would give up our superior bishop, so await events ...

20 B-Q2

Right, everything is ready for the line opening.

21 P-N4

Certainly don't take the pawn. His QB would get more scope, there would be a new breakthrough by P-B5 on the cards and there is also the QN-file opened. However we have to guard the QBP—remove one of the attackers.

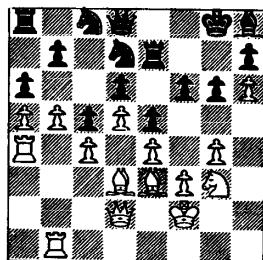
21 BxN
22 RxB

And bring over a defender.

22 N-Q2

Taking on QB5 is illogical since 23 PxP NxP 24 BxN PxP would give him the Q3 square for the knight—an excellent blockader that would also defend the QNP. One must open the game in such a way that his pieces do not find more scope.

23 P-N5



The knight has done his job, and has to free the second rank, so that the KR can defend the QNP. Where should it go to? QN1 is tempting so as to recapture, if possible, on QR3 and then go N-QN5. However before opening the QN-file White will treble his major pieces there and play B-Q2 to guard the QRP. To defend the QNP Black will have to keep both rooks and his queen on the second rank. Then White will go B-KR3 and P-N5, preceded by K-N2 if necessary. The answer P-B4 will lose a pawn, and otherwise the knight at QB1 will be *en prise*, leaving too hard a defensive task.

Since that defensive formation is no good in the long run I will have to meet PxP by RxP attacking his QRP, or in the last resort I might have to answer PxP. Then he has the open QN-file, and a knight at QN1 would only be a liability in that case.

23 N-B1

Prepare to double rooks.

24 R-R2

Now a waiting move.

24 R-KB2

25 QR-N2

If I wait for him to play Q-B3 and B-Q2 then I shall be tied down for good to the passive defence of the QNP. It can't hold in the long run, so let us try to ease the tension.

25 PxP

26 RxP

Now there is a chance to give up the QNP under relatively favourable circumstances, so as to win it back later, or at least tie White's forces down to the defence of the extra pawn.

26 P-N3

Little choice but to take. If 27 R-QR1 KR-R2 and I could lose a pawn.

27 PxP R-QN2

Clearly I cannot keep the pawn (28 Q-N2 N-Q2), but that is not the main point. By itself such a blocked extra pawn would not guarantee victory. A much more realistic plan is to exchange all the major pieces and some of the minor ones as well, then bring the king up to the Q-side. I should be able to penetrate there with the king since Black will be playing with a piece less in view of his immured KB. How do we force him to take the QNP to start off the exchanging process? The same idea as before. Play B-KR3 to threaten P-N5.

28 B-B1

His KB has been his least effective piece, and we ought not to wait passively until he gets it into play, with P-N5 followed by B-K6+ or BxN forcing an unpleasant opening of the position. We have a temporary superiority on the Q-side and should use it to do something.

28 RxP

29 RxR NxR

Now to exchange again by R-QR1.

30 Q-N2

Passive play by R-N1 or N1-Q2 looks wrong. White can try infiltrating by moves such as R-QR1 or Q-N5-B6 and he has the long term threat of N-QN5 attacking the weak QP. Try to keep him occupied.

30 N-R5

The queen has a choice of moves, as long as we avoid Q-N5? N-B6. Best to prepare R-QR1.

31 Q-B1

Activate the other knight.

31 N-Q2

32 R-QR1

Can the knight be maintained at its advanced post? It can be guarded at most three times by the rook, queen and other knight. White can have four attackers—R-QR1, Q on B2, B-K2-Q1 and N-K2-QB3. So better get out of the pin at once.

32 N5-N3

33 RxR

Obviously get the queen going, hoping to get along the QR-file.

33 QxR

Which squares do we want to keep the queen from? QR2 and QR4 when his pressure on the QBP would tie us down.

34 Q-B2

If only we could play Q-R6 followed by N-QN5! However before the knight gets there he drives the queen away (34 ... Q-R6 35 B-Q3 N-N1 36 N-K2 N-R3 37 N-B3). He even has B-B1 at once, so we shall do better to think of the long term future and bring the king nearer the centre.

34 K-B2

We improve our position by transferring the knight to QN5.

35 N-K2

If we wait for N-QN5 White will follow up B-Q2, Q-B3 and Q-R5 forcing the queen exchange from a position of strength. If we exchange ourselves we can stop N-B3.

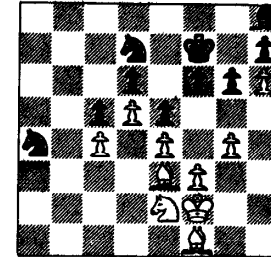
35

Q-R5

That fits our plan. The obstacles to progress on the Q-side can gradually be shifted, after all we are playing in effect with an extra piece.

36 QxQ

NxQ



Now the main actors in the drama are the kings. What can his achieve? Yes, P-N4 and K-N3. First we must put a 'watchman' at KN3.

37 N-N3

Possibly we can play a combined attack on the Q-side with the knights, or at least keep him preoccupied.

37

N2-N3

He intends N-N7. Stop it!

38 B-B1

Make another forward move. It is the last one we have in that direction and there is no concrete threat, but compared to the cramp of fifteen moves ago it is quite pleasant!

38

N-B6

Now the king takes his long planned stroll.

39 K-K1

Go to meet him

39

K-K2

30 K-Q2

40 ... N-N8+ loses the knight. If 40 ... N-R7 he can only get out via QN5 which will cost a pawn after 41 B-QR3. 40 ... N3-R5 also loses material after 41 K-B2 and B-Q2. So retreat.

40 N6-R5
41 K-B2

With the knights guarding each other 42 K-N3 will paralyse them. White can follow up B-Q2, B-Q3-B2 N-B1-K3 and finally K-R3 winning one of them. So we must retreat again. The right defensive formation is to put them on QB1 and QN3. Then there is the prospect of N-K2 followed by P-KN4 and K-N3 since we will have neutralized his N-KB5 move.

41 N-B1
42 K-N3 N5-N3

The king has done all he can for the moment. Time to employ the other pieces. First put the KB on its potentially most useful diagonal now that the QBP no longer needs guarding.

43 B-KR3

Free K2 for the knight. Alas, 43 ... K-B2 is bad since after 44 B-Q2 N-K2 45 B-R5 N3-B1 46 K-R4 his king gets in quickly, while P-N4 is no great threat—N-B5 is an adequate answer. Also 46 P-N5 is good for him. Head over to defend the Q-side.

43 K-Q2

No point in 44 P-N5+ since PxP only frees his bishop. Deploy the other bishop.

44 B-Q2

Play the knight to K2, use the king to guard the blocking knight and then we may have a threat of P-N4 and N-N1.

44 N-K2

After 45 B-R5 K-B2 we can't exchange our better bishop (the other is partially blocked by our pawns) since we need to keep an eye on KR6. Hence we can't get in on the Q-side yet. So free the KB, put it on K6 to prevent N-KN1.

45 P-N5+

If 45 ... K-B2 46 B-K6 and he has freed his knight to move over to the Q-side. After his last move the king is best placed on KB2 so as to go PxP followed by B-B3 finally freeing our bishop.

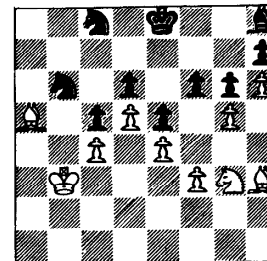
45 K-K1

Now we can tie down both knights.

46 B-R5

We must prevent K-R4-N5, so no retreat!

46 N2-B1



I could try BxN/8 and K-R4 but my knight cannot operate on that side yet. Consider 47 BxN/8 Nx8 48 K-R4 PxP 49 K-N5 K-Q2 50 B-Q2 B-B3 51 N-R1 N-K2 52 N-B2 N-N1 and White is not in time to play N-R3, while after N-N4 B-Q1 there is no way through. However his knights are immobile so we have time to transfer our knight to KR3.

47 N-R1

Hurry to get the bishop out.

47 PxP

48 N-B2

At last we are out!

48 B-B3

49 B-KN4

If 49 ... B-K2 then 50 B-Q2 and we can't attack his KRP. Let us wait and put an extra guard on the knight.

49 B-Q1

50 N-R3 B-B3

All preparations are complete, the knights are "Robbed" so go to win the pawn back.

51 B-Q2

The knight at N3 must stay at his post, but his defender is free.

51 N-K2

After 52 BxP BxB 53 NxP N-N1 54 NxP NxP we have nothing. We have to keep our better bishop.

52 NxP BxN

53 BxB

Little choice here. Play the king up and when his bishop goes away to achieve Q-side entry we have K-B3 then P-N4 and K-N3.

53 K-B2

At last it is time for us to force K-R4.

54 B-Q2

Dosen't look good. Examine 54 ... K-B3 55 B-QR5 N2-B1 56 BxN/8 NxB 57 B-Q8+. The king must retreat. If we can't prevent the exchange of his White square bishop for the knight let it happen straight away.

54 N2-B1

Right, now for the action.

55 BxN NxB

Now to deprive the enemy king of his illusions.

56 B-N5

If 56 ... N-N3 he drives the knight back by 57 B-Q8. However then we can gain a tempo by K-K1.

56 N-N3

57 B-Q8 N-B1

58 K-R4

Back quickly to close the breach.

58 K-K1

Back to our observation post.

59 B-N5 K-Q2

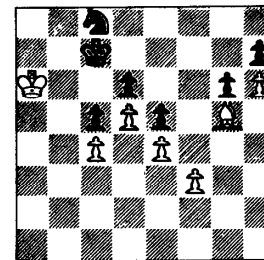
60 K-N5

The knight cannot move (60 ... N-K2 61 BxN KxB 62 K-B6 P-N4 63 K-B7 or 60 ... N-R2+ 61 K-N6 N-B1+ 63 K-N7). We must carry on resisting as best we can with the king alone.

60 K-B2

If the king reaches QN2 we might well not win.

61 K-R6



The strategy of suffocation reaches its culmination in Zugzwang, (unpleasant compulsion to move). If Black could 'pass' he might be all right, but any move loses at once: 61 ... K-Q2 62 K-N7, or 61 ... K-N1 62 B-Q8 K-R1 63 B-B7 winning pawns, or if 62 ... N-R2 when White has either the quiet 63 K-N6 or the combinational 63 B-B7+. That means there is just one move left.

61 N-N3

The main feature of the position is that the pawn ending is easily won since the defending king lacks squares (in particular K3) in countering the entry of his opening monarch.

62 B-Q8+

Now after 62 ... KxB 63 KxN K-Q2 64 K-N7 K-Q1 65 K-B6 K-K2 66 K-B7 P-N4 67 K-B6 the QP has to be surrendered, so ... Black resigns.

Summary

An exceptionally instructive game for showing the effects of consistent pressure on a cramped position. The game is almost faultless. White's play gives no grounds for criticism. Black can be faulted only for the choice of a weak opening variation (7 ... N-B3?) Admittedly it remains uncertain whether White would have won if Black had closed the Q-side by 15 ... P-R4. Would he then have repelled the pressure on

the other side as well. Possibly, but to take such a decision would have condemned him to passive defence without any counter chances.

The readers who followed the recommended method of covering up the next move and attempting to forecast it will probably have found they made a lower score than for other games in the book. Such games, which lay stress on long term strategic planning, give great scope for alternatives, for transpositions of moves, for slower or faster means of approaching the objective.

Of all the games in the book this one has the least tactical content, almost completely lacking forced or forcing variations until near the end.



Vasily Smyslov (U.S.S.R.). World Champion 1957-58. Smyslov dominated international chess in the 1950s.

LACK OF HARMONY

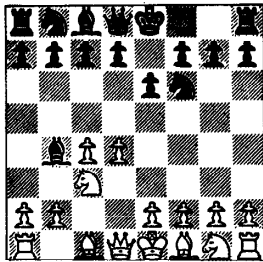
Lipnitsky–Smyslov USSR Championship, Moscow 1951

1	P–Q4	N–KB3
2	P–QB4	P–K3
3	N–QB3	

This knight supports the advance P-K4, but there is the Nimzovich Defence in which Black counters this by pinning the knight.

3	B–N5
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Are there any drawbacks to this move and how can they be exploited? 4 P-QR3 BxN+ 5 PxB is an exchanging operation with something for both sides. White has lost time by moving a wing pawn, but he has the two bishops. How much significance to attach to this? White can open it up, then the bishop pair might well be more active in supporting pressure than a bishop and knight or two knights.



The doubled QBP would be no harm for White if he could exchange the forward pawn after Black's P-Q4. Then his pawn structure would look much sounder. However the doubling of the pawn can be avoided or deferred. Thus there is 4 P-K4, 5 N-K2 and only then P-QR3; it would not be wise for Black to go 4 P-K3 BxN+ since then White has

not lost a tempo on the QRP and has QR3 free for his bishop to render castling difficult for the opponent.

There is also a queen move which guards the knight and renews the fight for control of K4.

4	Q–B2
---	------

To prevent P-K4 either go P-Q4 at once, or exploit the fact that the QP is unguarded.

4	N–B3
---	------	------

Develop the knight on its natural square.

5	N–B3
---	------

Now there is only one way to prevent P-K4 (though experience has shown that 5 ... P-Q3 may be playable too).

5	P–Q4
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It is time to try and get the exchange of the enemy KB—after all with his centre pawns on White squares the black square bishop is his more mobile one.

6	P–QR3	BxN+
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After the usual 7 QxB N-K5 8 Q-B2 Black gets the chance to make the freeing advance 8 ... P-K4 since if 9 QPxP B-B4 with threats. Why not recapture with the pawn and so deny him the free move 7 ... N-K5?

7	PxB
---	-----

Compared to the normal play in such positions (White with the doubled QBP, Black has gone P-Q4) White has played the hardly useful move Q-B2 whereas I have my knight at QB3, It would be better for him here if he had a pawn at K3 rather than his Queen on B2. 7 ... PxB 8 P-K4 gives him a strong centre, so what about playing for control of his QB4 with the aim of getting my knight on that square from where it cannot be expelled by a pawn. I might well be able to force him to go PxB (freeing my QB) and then later KBxN when I would have a lot of play on the White squares.

7	N–QR4
---	------	-------

I can't win that knight (8 Q-R4+ P-B3), while 8 P-K3 NxP 9 BxN PxB 10 Q-R4+ B-Q2 11 QxBP B-B3 looks good for him with his white square control. Probably best to defend QB4 with my knight, keeping the indirect defence Q-R4+ in reserve.

8 N-K5

That central knight is well placed. Must exchange it to renew my pressure on QB5.

8 N-Q2

If I allow the exchange on K5 my pawns will be split up, so exchange first.

9 NxN

Recapture with bishop to get it into action.

9 BxN

Once again the QBP is *en prise*. 10 P-B5 B-N4 is good for him, and anyway the idea was to get rid of my doubled pawn.

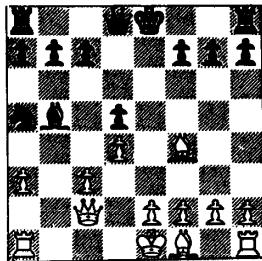
10 PxP PxP

I don't like the look of 11 P-K3. It shuts in the QB, and after 11 ... P-QB4 and then R-QB1 and PxP Black has the initiative on the QB-file, not to speak of 12 ... P-B5 and N-N6. 12 PxP looks awful since the pawn is soon won back and I'm left with the weak backward isolated QBP. Better to give my QB more mobility—get in on Q6 if he goes P-QB4 too early.

11 B-B4

Now I can gain complete control of QB5 which is the logical consequence of the plan begun by N-QR4.

11 B-N4



Well, P-K3 is out of the question for good now. Exchanging white square bishops would mean I could never challenge the knight after N-QB5, and my whole Q-side would be under pressure. Still I can get

the KB out on the other diagonal by fianchettoing, 12 P-N3 O-O 13 B-N2 looks logical, but after 13 ... R-K1 it doesn't look too good — 14 P-K3 means I can't castle, 14 B-B3 P-QB4 leaves me with a stiff defensive task.

Another plan would be to leave the king in the centre guarded by a soundly defended pawn at K2 and get my rooks out instead.

12 P-KR4 O-O

13 R-QN1

No need to retreat B-R3, since I can get my queen out and intensify white square pressure and free the road for the QR.

13 Q-Q2

14 BxP is a gross blunder since 14 ... B-R5 gets the bishop away with gain of time and then the QB is lost. Carry on with the plan.

14 R-R3

It's useful to take the open K-file and provide against R-N3 and B-R6 which would win the exchange after P-KN3.

14 KR-K1

The only counterplay is on the KN-file.

15 R-N3

Now I can meet 16 B-R6 by P-KN3, but 16 B-K5 P-KN3 17 Q-B1 might be awkward since if then 17 ... N-B5 to meet 18 Q-R6 by 18 ... NxB then White has 18 BxP. Hence get control of my K4 straight away and bring the knight closer to the centre.

15 N-B5

I must provoke P-KN3 and get some play on the black squares.

16 B-R6

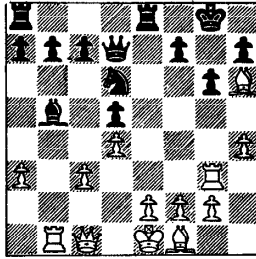
P-KN3

17 Q-B1

He doesn't have the attacking formation Q on KR6, B on K5 any more, so I would play to transfer the knight to the lovely square KB4 forking bishop and rook as well as guarding the critical square KN2.

17 N-Q3

See diagram next page



Time to bring the queen to a more attacking post.

18 Q-B4

He's prevented 18 ... N-B4 in view of 19 RxB QxR 20 QxN while 19 ... NxR 20 PxN! is terrible in view of 21 Q-B6 or 21 RxNP coming up. My queen is over-loaded in its defensive tasks, so retreat the bishop.

18 B-R3

He threatens 19 ... N-B4 repelling all my threats on the K-side. I'm still playing without my KB, and the QR isn't doing much either. Perhaps play P-K3 at last? The K-file is no danger to me and after the exchange of bishops the knight cannot move without allowing RxQNP.

19 P-K3

I could exchange bishops and defend by P-N3, but why not go over to the attack at once in view of his split-up forces. After all with my rooks connected and his not I would welcome an open QN-file so as to penetrate with check at QN8.

19 N-B4

I can't retreat (20 R-N4 NxB winning a piece or 20 R-R3 R-K5 21 Q-N5 P-KB3 with the same result. Give up the exchange to get some initiative.

20 BxB

I wanted an open QN-file and 20 ... NxR 21 BxP QR-N1 22 PxN is not bad for him (22 ... RxB? 23 Q-B6). 20 ... R-K5 21 Q-N5 changes nothing.

20 PxB

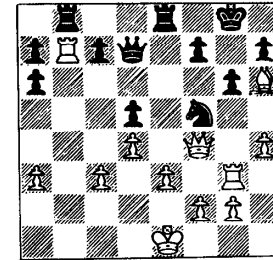
Moving the rook loses the bishop as before to 21 ... R-K5 22 Q-N5

P-KB3. The only chance is active play.

21 R-N7

As before 21 ... NxR 22 PxN gives White chances—he threatens Q-B6 as well as RxBP. The QRP might be lost soon as well. 21 ... R-K5 looks a strong move, but taking the QN-file is also very good and my consistent plan.

21 QR-N1



I can't maintain the QN-file since if 22 R-QN4 he has the typical driving-off procedure 22 ... P-R4. So win a pawn and attack the queen.

22 RxBP

Now for my attack, Queen and rook combined should create mating threats. Looks like a mating net.

22 R-N8+

Perhaps I can get away via KB3?

23 K-K2

Now I have the culminating attack on the White squares.

23 Q-R5

No move saves me from Q-Q8 mate not even 24 K-B3. White resigns.

Summary

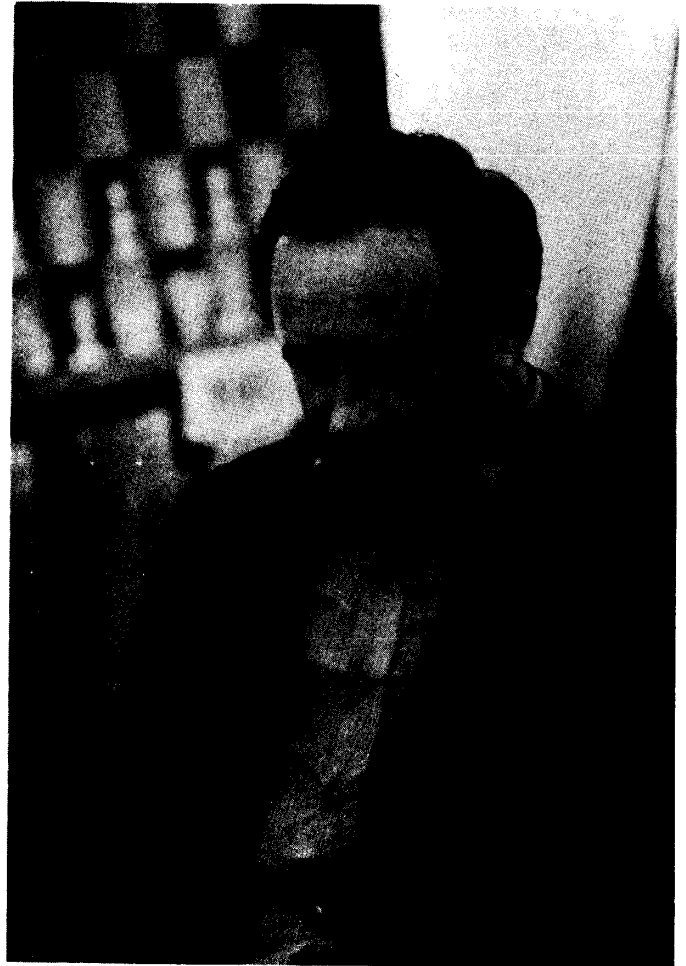
From the very start of the game White failed to attach sufficient importance to the harmonious development of his forces. He tried an experimental opening line (7 PxB instead of 7 QxB) and then by 11

B-B4 instead of 11 P-K3 he gave his opponent complete control of the White squares.

Having fallen into the inferior position White should have shown greater vigilance. He had a difficult but feasible defensive game by 12 P-N3 etc. 12 P-K4 BxB 13 KxB which he didn't think of at all might well have posed the opponent more problems than in the game. White can hide his king on KN1, take the K-file with his QR and by opening the position increase the chances of his bishop becoming a reasonable opponent for the short stepping knight.

Instead White made a serious mistake in principle. With his king still in the centre and not really safe he launched out on a risky attack with a few pieces.

It soon became clear that he had nothing with which to back up his fading temporary initiative as long as Black did not make the mistake of playing NxR. Black's pieces took control of the White squares and open lines. The outcome was easily decided and White's continuing attempts at attack only speeded up the inevitable end. Appropriately enough the final attack came via the Q-side White squares which were weakened early on in the game, and against which Black constructed his main plan (N-QR4, N-Q2, BxN, B-N4, Q-Q2).



Effim Geller (U.S.S.R.). Many times a contestant in world title eliminators. Geller has been at the top for over twenty years.



Mark Taimanov (U.S.S.R.). A patchy career but a long time at the top.
Also a concert pianist!

THE SWING OF THE PENDULUM

Up to this point we have examined consistently played games in which the slips made by one side have, as a rule, been exploited by his opponent. However the majority of chess games are not marked by such iron consistency.

It is more often the case that the pendulum swings first one way, then the other and the decisive part is played by the last mistake.

Remember Tartokover's wise words "The mistakes are all there waiting to be made" and "The winner is normally the one who made the last mistake ... but one!"

On the whole such games are of no great worth, but parts of them may be instructive. In particular they are valuable for showing the nature of mistakes, and teaching one to seek out possible saving lines.

We will now go through such a game played by top class grandmasters. It is characteristic from the point of view of the mistakes made and of the stubborn resistance put up by the defender.

Both players have many excellent games to their credit and I trust they will excuse the author for choosing, on purely pedagogic grounds, what is far from being one of their best efforts.

In the notes, which this time represent the point of view of both players, and of the author, we have drawn upon the analysis and assessments of D. Bronstein in his superb tournament book (which, alas, has never been published in English).

Geller-Taimanov, Candidates Tournament Zurich 1953

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-N5	

Is one ever justified by playing an inferior move in order to surprise the opponent? Black has avoided his favourite Sicilian Defence (the

first sign of a psychological approach) and meets the Ruy Lopez by the very unusual Alopoin move. The move puts no difficulties at all in White's way, but it may have played its part in leading White on, in inducing in him the overconfident frame of mind that the game was almost over before it has begun. Such an attitude can easily lead to hazardous decisions.

3 B-N5

Sometimes one sacrifices a pawn merely to induce the bishop to occupy this square (e.g. the Evans Gambit 1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 P-QN4 etc) so as to win a tempo for occupying the centre with pawns by P-B3 and P-Q4. Here Black has given us the chance free. However there is no need to hurry and castling is a nice move which threatens to win a pawn by BxN and NxP

4 0-0

Bring the knight out, but where? After 5 P-B3 B-R4 6 P-Q4 we have, with the KN at K2, the freeing manoeuvre 6 ... PxP 7 PxP P-Q4. If 4 ... N-B3 then there is the prosaic 5 BxN and 6 NxP meeting 6 ... NxP? by 7 R-K1 etc.

4 KN-K2

Let us try and exploit the early bishop move by getting a pawn push going.

5 P-B3 B-R4

6 P-Q4 looks fine, there is the strong line 6 N-R3 and 7 N-B4, but why not win a pawn by continuing the pawn push? Exchange on QB6 to free the QN5 square, then P-QN4, bishop away, P-N5, knight away NxP. There are no complications arising then since Black still hasn't castled.

6 BxN

Nothing for it. A pawn goes, but there will be some compensation in the slight weakness of White's pawns.

6 NxB
7 P-QN4 B-N3
8 P-N5

On general considerations N-K2 looks the better retreat (knight on the side, you must not abide). However QR4 has its points in terms of long range planning. White may well wish to carry on his Q-side pawn

advance later. Since his White squared bishop is off the board we can get White square play. We envisage going P-Q4 so it looks a good idea to prevent P-QB4 by him.

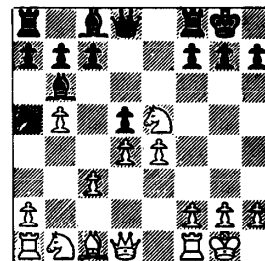
8 N-R4
9 NxP 0-0

With one move we can strengthen the centre, defend the knight and increase the scope of our pieces.

10 P-Q4

A pawn down we can't afford to be complacent 10 ... Q-K1 looks a cunning move threatening to recover the pawn by P-Q3 attacking KP and QNP. However then 11 Q-Q3 P-Q3 12 N-B3 and the threats to our knight and bishop are awkward (P-QB4-B5, B-Q2 and Q-QR3). So we must keep back his QBP as planned.

10 P-Q4



White has an extra and excellent knight outpost and should win if he calmly continues his development (N-Q2, R-K1 or Q-B3 threatening B-R3). Instead he conceives a headlong plan of attack against KB7 whose defender he first drives away.

11 B-R3 R-K1

Bring the strongest piece up close to the king.

12 Q-R5

12 ... P-N3 weakens the black squares and makes his knight even better placed (13 Q-R6 P-KB3 14 NxP etc, while B-B1-N5 is a threat). 12 ... B-K3 also doesn't appeal after 13 P-KB4 and his KBP comes forward, possibly to KB6, with gain of time.

However attacking the knight with the threatened pawn is feasible. Then 13 N-B7 Q-Q2 wins the intruder, 13 Q-B7+ K-R1 forces the knight to retreat when the KP falls. Everything is in order.

12 P-B3

Retreating loses the KP. The obvious move is to support the knight, sacrificing it to open the KB-file. We can bring up the reserves via that file.

13 P-KB4

It can be taken, no reason to defer it.

13 PxN

14 B PxP

If 14 ... N-B5 or 14 ... PxP then 15 Q-B7+ K-R1 16 B-B8 and mates. Hence defend KB2.

14 B-K3

Bring up the reserves.

15 N-Q2

The knight is aiming for KN5. We can't exchange it (15 ... N-B5 16 N-B3! NxN 17 N-N5 P-KR3 18 NxN etc). He even has 15 ... N-B5 16 NxN PxN 17 QR-Q1, then K-R1, P-Q5 etc. Let us try and slow things down by giving back our extra piece.

15 PxP

Aha, he intends BxQP+. We can't prevent that even if we go 16 K-R1. The only feasible way 16 B-N2 looks far too passive—he could go 16 ... Q-Q4 and then challenge the file by R-KB1. We must carry on to KN5.

16 NxP

Can we stop N-N5? No! 16 ... P-KR3 17 N-B6+ PxN 18 Q-N6+ K-R1 19 QxRP+ K-N1 20 RxP and wins.

16 BxP+

Now 17 PxN QxP+ 18 N-B2 N-B5 and we are a pawn down and have lost the attack. So refuse it.

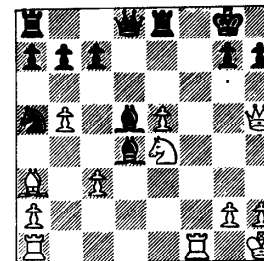
17 K-R1

Black looks in real trouble. 17 ... P-KR3 remains bad, 17 ... BxKP 18 N-N5 P-KR3 19 NxN is no good, while if 17 ... B-K6 then 18 QR-Q1 Q-B1 19 R-Q3 B-R3 20 N-B6+ etc. The QB will have to move so that

N-N5 will threaten only KR7 (which is met by P-KR3) and not KB7 as well.

17

B-Q4



If 18 PxN BxN and the attack is over. The knight must move. Try 18 N-N5 P-KR3 19 N-B7 when 19 ... BxN 20 QxN+ K-R1 21 PxN is fine, but 19 ... Q-Q2 20 NxP+ PxN is not so good—21 PxN Q-N2 or 21 R-B6 BxKP. So the attack must be continued by sacrificing the knight to break up his K-side—the so-called desperado sacrifice when a piece that is going to be lost does the maximum damage on the way.

18 N-B6+

PxN

Now nothing much comes from 19 PxP BxKBP or 19 RxP BxKP.

19 PxN

Now 19 ... PxP? allows 20 R-B5 with the main threat of 21 QR-KB1 and 22 R-B7, while 20 ... Q-Q2 loses to 21 Q-N4+ K-R1 22 R-B8+. If 19 ... N-B5 then 20 PxP Q-Q2 21 B-K7. So the queen has to be brought into the defence right away.

19

Q-Q2

The threat is 20 ... Q-N2 attacking the KNP and KP simultaneously.

20 PxP

Before the bishop can cut us off by 21 B-K7 we must take up the right position.

20

Q-B2

Any queen retreat gives Black the initiative e.g. 21 Q-N5+ K-R1 and then 22 ... R-KN1. Generally speaking in middle game positions with

opposite coloured bishops it is very easy for the attack to pass quickly from one side to the other.

21 R--B5

The threat of 22 RxB or 21 ... B-K3 B-B5 22 R-N5+ K-R1 23 QxQ BxQ 24 R-N7 leaves no choice.

21 QxQ
22 RxQ

Must keep the rook off my second row.

22 B-B2

A piece down for two pawns. Our only chance is to use the pawn superiority on the K-side. The plan must include B-K7 to defend the KBP and interfere with the action of the enemy rooks.

23 R--N5+

After 23 ... K-R1 24 R-N7 B-N3 25 RxBP the threat of 26 P-B7 is killing.

23 B-N3

24 P-R4 is tempting, but then 24 ... R-K5 25 P-N4 K-B2 (or 24 ... K-B2 at once).

24 B--K7

The threat of P-KR4-R5 is serious.

24 K-B2

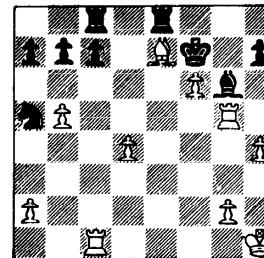
Before advancing the K-side pawns it is useful to cut off his knight and tie him to the defence of the QBP.

25 R--QB1

What about 25 ... P-B3? He can go 26 P-KR4 R-KN1 27 B-N4 P-N3 28 PxP KxP when the passed pawns in the centre are hard to blockade.

25 QR-B1
26 P--KR4

Now Black has to contend with the threat 27 P-R5 and 28 R-N7+. The most logical move was 26 ... P-R4 which also rules out 27 P-N4? (27 ... PxP 28 RxP R-KR1). Possible Black did not like the look of 27 R5-QB5 P-B3 28 P-Q5 P-N3 29 R5-B3 P-B4 30 P-Q6 when however 30 ... B-B4 puts an end to the threats.



26 R--KN1

27 R5-QB5 P-B3 28 P-Q5 fails to 28 ... B-K5. Nor is 27 P-N4 playable--27 ... B-K5+ 29 K-R2 RxR and the pawn majority is lamed.

27 R--K5

Stops my counter attack by 27 ... B-K5 and rules out 27 ... P-R4 because of 28 B-N4 P-N3 29 R-K7+ KxP 30 R-B1+ B-B4 31 R-K5 winning a piece and keeping the attack. So guard the knight.

27 P-N3
28 P--N4

His plan is obvious e.g. 28 ... N-N2 29 P-R5 B-Q6 30 P-N5 and the king strolls over to win the bishop--all my other pieces are busy with other tasks and cannot help. So my pieces must achieve more harmonious cooperation while his KNP is still unguarded and the KBP needs the protection of the bishop.

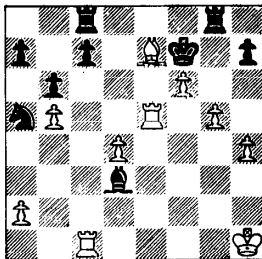
28 B--Q6

Remove the two drawbacks to our K-side pawns.

29 P--N5

The logical sequel to Black's play would now be 29 ... N-B5 30 R5-K1 N-Q3 (As long as White has not got in P-R5 there is no risk for Black in 31 BxN PxB 32 R-K7+ K-N3 33 RxR RxR 34 RxQRP K-R4) when 31 ... N-B4 is a nasty threat.

After 29 ... N-B5 30 R-K1 there was also the strange move 30 ... N-Q7 threatening 31 ... B-K5+ and 32 ... N-B6+. If 31 R-K3 B-K5+ (31 ... BxP is playable) 32 K-R2 B-Q4 (32 ... P-KR3 is not bad) 33 R-Q1 (33 B-N4 N-K5 34 R1-K1 QR-K1) 33 ... N-B5 34 R3-K1 (34 R-QB3 N-Q3 or P-B3) 34 ... P-KR3 and Black should win.



Instead Black gets worried about 30 B-N4 and hurries to defend his K2, but loses time and the chance to break up the enemy pawns by P-KR3.

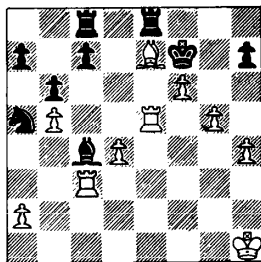
29 KR-K1

Expel the bishop before Black goes 30 ... N-B5 31 R5-K1 N-Q3 (or N-Q7).

30 R-B3

The right move now was 30 ... B-N3 remaining with a passive position but Black would be able to hold it level. However it is psychologically very difficult to retract moves. Hence he plays another move which looks all right, but reduces control of his key KN3 square.

30 B-B5



The obvious move is 31 P-R5 to achieve the P-N6+ breakthrough e.g. 31 ... BxRP (or 31 ... P-B3) 32 P-N6+ PxP 33 PxP+ KxP 34 R-N3+. Possible White was worried about 31 ... R-KN1 32 B-N4 QR-K1 33 BxN RxR 34 PxR B-Q4+ 35 K-R2 RxP 36 RxP+ K-N1 37 B-B3 RxP+

However he had the quiet move 32 K-R2 QR-K1 33 P-Q5 and Black is in Zugzwang. (33 ... R-KR1 34 K-N3 KR-N1 35 K-B4 R-R1 36 P-N6+!). Hence the move chosen which seems to invite Black to exploit the breathing space, and play an active move with fatal consequences.

31 R-KN3

There is the chance to play P-B3 when after 32 PxP NxP White's position collapses. This chain of thought apparently outweighed consideration of 31 ... BxRP a modest looking move, but one that might well have saved the game. Thus 31 ... BxRP 32 P-R5 R-KN1 33 B-N4 QR-K1 34 R3-K3 RxR 35 RxR B-K3 36 P-Q5 BxP+ 37 RxB K-K3! Or 32 P-R5 R-KN1 33 R-QB3 N-B5 34 R-KB5 N-Q3 or even 33 ... B-B5 34 K-R2 B-K7.

31 P-B3

Retribution follows—White has a forcing line that brings him the win.

32 P-R5 R-KN1
33 B-N4 QR-K1
34 R3-K3

The only defence is to exchange (34 ... RxP looks a brilliant rejoinder but is inadequate).

34 RxR
35 RxR

Now 35 ... R-K1 loses the rook after 36 P-N6+ etc (No real chances of drawing the ending after 36 ... PxP 37 PxP+ KxP 38 RxR KxP 39 BxN PxB 40 PxP B-Q4+ 41 K-N1 BxP 42 R-K5 etc.). Nor can 36 R-K7+ be permitted.

35 B-K3
36 BxN PxB
37 PxP

The threat is 38 P-Q5.

37 R-Q1
38 P-B7

If 38 ... RxP then 39 RxB. The passed pawn must be blocked.

38 R-QB1
39 P-Q5

One chance is 39 ... BxP+ 40 RxB RxB since rook and pawn endings always offer good drawing chances and there is a threat of 41 ... P-KR3. However the pawn ending is lost after 41 R-K5! P-KR3 42 R-K7+ RxB 43 PxR etc.

39	B-N5
40 R-K7+	K-B1
41 P-N6	PxP

Looks hopeless now since there is even 42 P-R6 K-N1 43 P-R7+ K-R1 44 P-B7 and 45 R-K8, quite apart from 43 P-Q6 etc.

42 PxP

If 42 ... B-B6+ 43 K-R2 BxP then 44 R-Q7 B-K3 45 R-Q8+ mates.
Black resigns.

Summary

Thus in a single game we have the following episodes:-

1. White wins a pawn and can hope to win.
2. The attack begun by 11 B-R3 loses the advantage.
3. The piece sacrifice 13 P-KB4 swung the pendulum in Black's favour.
4. The inaccuracy at move 26 and the error at move 29 rob Black of his winning chances.
5. After his 30th move Black should lose.
6. White's delay on move 31 gives Black hope again.
7. Black misses the last chance by 31 ... P-B3.

As you can see there are at least seven oscillations producing a sharp change in the assessment of the position.

It is in just this detailed manner that the aspiring student should analyse his own games and those of the masters. It is one of the best methods of improving and coming to understand the game better.



Max Euwe (pronounced 'erva'; Holland). World Champion 1935-37. A professor of mathematics and now president of the International Chess Federation.



Paul Keres (Estonia, U.S.S.R.). One of the strongest players never to have been world champion. He died in 1975 only days after a tournament victory.

WITHOUT YOUR QUEEN

Euwe—Keres, Match, Amsterdam 1939/40

A game becomes particularly sharp when there are different pieces at work on either side. In such cases one often finds that the strength of certain pieces is greatly increased while others diminish in value. The correct assessment of such positions is sometimes very complicated. The following game is a characteristic example.

1 P-Q4	N-KB3
2 P-QB4	P-K3

Apart from 3 N-QB3 leading to the Nimzovich Defence after 3 ... B-N5 there is a quieter line which develops without any immediate ambitions in the centre.

3 N-KB3

Now we can put a break on the potential for advance of White's centre pawns by staking a claim to the long white diagonal.

3	P-QN3
-----------	-------

White can only hope for some pressure if he contests the long diagonal.

4 P-KN3	B-N2
5 B-N2	

For players who like to avoid simplification there is no need to go 5 ... B-N5+ since a modest development of this bishop is all right.

5	B-K2
6 0-0	0-0
7 N-B3	

Obviously White plans 8 Q-B2 and then P-K4. Either now or next move P-Q4 will prevent the advance of the KP, but after N-K5 the QP

is temporarily pinned. So we choose the commoner line of playing for a blockade on White's K4.

7 N-K5

We will try to remove the blockade on K4.

8 Q-B2

Once again avoid 8 ... P-Q4 to reserve options in the centre.

8 NxN

After 9 PxN P-KB4 we still can't force 10 P-K4 and our pawn structure will be slightly weakened.

9 QxN

Try to develop the knight on Q2 since on QB3 it would block the bishop.

9 P-Q3

10 Q-B2

Now there is nothing for it but ...

10 P-KB4

Now play to exchange bishops by retreating the knight so that our centre pawns are unblocked and ready to advance.

11 N-K1

Why should we help White to regroup by 11 ... BxB 12 NxB? Let him exchange himself so that we still keep a grip on the long diagonal.

11 Q-B1

If we exchange bishops we cannot get in P-K4, whereas it is feasible immediately.

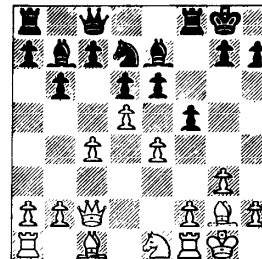
12 P-K4

If exchanges take place on K5 the KP will be left weak. If White exchanges on KB5 and pushes P-Q5 then we can attack the forefront by P-B3.

12 N-Q2

Let us hurry to shut out that bishop.

13 P-Q5



That looks wrong. It would be more unpleasant if he had gone 13 PxP PxP 14 B-R3 P-N3 15 B-R6 and 16 N-N2, or 13 ... BxB 14 NxP PxP 15 P-Q5. Now we can liquidate his advanced pawns.

13 BPxP

If 14 PxP Black can reply either 14 ... N-B3 or N-B4 and he stands to win a pawn. Or 14 BxP N-B3 and the QP is in trouble. That leaves little choice.

14 QxP

The only way to drive off the queen and double guard the KP is ...

14 N-B4

Common sense suggests 15 Q-B2 though after 15 ... PxP 16 BxP+ (16 PxP B-R3!) 16 ... BxB 17 PxB Q-B4 the QP is in trouble and Black has good development. Perhaps we should try fishing in troubled waters by maintaining the pin on the KP which can be strengthened by B-R3 next move.

15 Q-K2

Unpin

15 B-B3

16 B-R3

Looks as if White is consciously taking risks since he could have kept it level by 16 PxP BxB 17 NxP NxP 18 B-K3 though Black has long term prospects with the Q-side pawn majority. Guard the KP and prepare for play on the K-file.

16 R-K1

The threat is 17 ... PxP 18 BxQ RxQ 19 BxB NxP 20 PxP BxP. So close the K-file and attack one of the defenders of his KP.

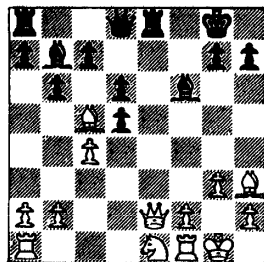
17 B-K3

Naturally 18 BxN will have to be met by 18 ... PxP an intermediate move attacking his queen (19 B-K3 P-Q5) so I have to get the queen out of the pin.

17 Q-Q1

Carry on with the plan of winning the KP.

18 BxN PxP



What results from 19 B-K3 P-Q5 20 B-N2 BxB 21 NxB PxB 22 NxP B-Q5 23 QR-K1 BxN 24 PxB R-K4 etc? It looks a rather inferior and passive ending with the weak KP. Can we avoid that?

19 B-K6+

That passive ending could well have been saved, whereas now White has run into a self pin and will lose a pawn.

19 K-R1

If 20 B-QR3 Q-K2 our white square bishop comes off leaving the king weak (21 PxP BxQP). Possibly we do better by giving up the black square bishop.

20 R-Q1

The technically simple way now is 20 ... NPxB 21 PxP BxQP 22 RxB Q-K2 with a winning ending, but I wish to make the two bishops tell by opening the position.

20 QPxB

After 21 PxP both 21 ... BxQP 22 RxB Q-K2 and 21 ... B-Q5 (more energetic) are unpleasant. Let us use the breathing space to get our knight into play.

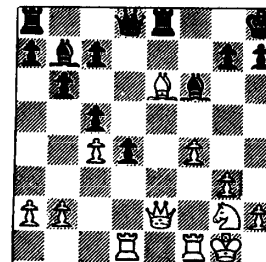
21 N-N2

It is hard to resist the temptation to get a protected passed pawn and open the long white diagonal, again threatening to win the bishop.

21 P-Q5

It would have been hard to meet 21 ... B-Q5, whereas now the black square bishop is less active. The bishop can be guarded by 22 KR-K1 and then 22 ... B-B1 23 Q-N4 BxB 24 RxB RxR 25 QxR Q-K1 26 QxQ+ RxQ 27 K-B1 preventing R-K7. However perhaps the outpost at K6 can be more soundly maintained?

22 P-B4



Since White has not yet guarded the bishop we can advance the pawn to bring the other bishop to life.

22 P-Q6

No choice.

23 RxP

Now 23 ... B-Q5+ 24 K-R1 Q-B3 is good, but consider the queen sacrifice. Then the bishops dominate the diagonals.

23 QxR

24 QxQ

Before taking the bishop give check to tie him down even more.

24 B-Q5+

Now 25 K-R1 RxB leaves no defence against 26 ... QR-K1 and 27 ... R-K7 in view of the pinned knight. Give up the exchange to remove one powerful bishop and maybe the queen will then better cope with the rooks.

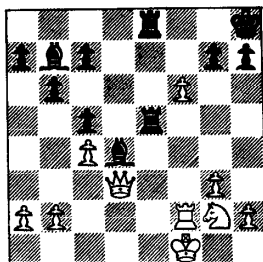
25 R-B2 RxB
 26 K-B1

No need to take the rook yet. QR-K1 will keep up the pressure, when the rook cannot get away (27 R-Q2 B-K5 28 Q-N3 B-B4 and 29 ... B-R6).

26 QR-K1

The threat is 27 ... BxR 28 KxB R-K7+. The only way to breath is to advance the BP.

27 P-B5 R-K4
 28 P-B6



Aha, a trap—28 ... BxR 29 KxB R-K7+ 30 QxR RxQ+ 31 KxR and the knight is safe in view of 32 P-B7.

28 PxP

The pawn is untouchable (29 RxP? BxN+ 30 KxB R-K7+). The rook cannot go along the KB-file because of 29 ... R-K7.

29 R-Q2

Now 29 ... B-K5 30 Q-R3 B-B4 is possible, but why let the queen out when the bishop can aim for KR6 at once.

29 B-B1

Mustn't allow 30 ... B-R6.

30 N-B4

Now to eliminate the main defender of the king—the knight.

30 R-K6

31 Q-N1 R-B6+
 32 K-N2 RxN
 33 PxR R-N1+

Clearly not 34 K-B1 R-N8+ nor 34 K-R1 B-N2+. If the queen had gone to B2 on move 31 White would still have been lost (34 K-B1 R-N8+ 35 K-K2 B-N5+ 36 K-Q3 B-B4).

34 K-B3 B-N5+

A remarkable position! Black has only three pieces at work, yet the king has no safe square. If 35 K-K4 R-K1+ 36 K-Q5 B-B6+ and mate next move. Other king moves lose the queen.

White resigns.

Summary

White failed to realise that his 13th move had lost the initiative, and instead of playing to keep it level continued as if he still had the better of it.

After Black's equally overambitious 21 ... P-Q5 there was a chance to keep the game on a level keel by going for exchanges, but instead came a weakening pawn move and Black proved the strength of two bishops on open diagonals.



Robert (Bobby) Fischer (U.S.A.). The most famous player of all time and arguably the best. World Champion from 1972 till 1975 when he refused to accept the conditions for his title defence.

TECHNIQUE—THE CHESS MACHINE AT WORK

Fischer—Petrosian, Candidates' Match, Buenos Aires 1971

1 P-K4	P-QB4
2 N-KB3	

There are various moves possible here, but 2 ... P-K3 a hybrid of the Sicilian and French Defences is often played nowadays.

2	P-K3
--------	------

Follow the main line of speedy development.

3 P-Q4	PxP
4 NxP	

Either knight could be developed (4 ... N-KB3 5 P-K5? Q-R4+ wins a pawn) but modern play lays stress on maintaining options. The one move useful in all Sicilian variations after Black's P-K3 is P-QR3 to prepare P-QN4 later and render Q-B2 possible without being chivvied by N-QN5.

4	P-QR3
--------	-------

5 N-QB3 is possible, but soon there will have to be a decision over where to put the KB. Sometimes it is fianchettoed, sometimes the neutral square K2 is chosen, but since Black didn't play 4 ... N-QB3 my central knight doesn't need guarding and the bishop can come to a more aggressive square.

5 B-Q3	
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Play out a knight to force a decision over his unguarded piece.

5	N-QB3
--------	-------

The knight can be guarded by 6 B-K3, but there is a nice system where White exchanges and tries to exploit his advantage in development.

6 NxN

6 ... QPxN is possible but it leaves a hole on QN3. Better to capture towards the centre which gives me the QN-file so that the hole is no longer a serious weakness. Also Black's centre is strengthened and P-Q4 will soon be feasible.

6 NPxN
7 0-0 P-Q4

Spassky tried the slow 8 N-Q2 N-B3 9 Q-K2 B-K2 10 P-QN3 against the same opponent two years earlier, but there is a more forceful line to put pressure on the centre and give White's queen more scope.

8 P-QB4

Exchanging pawns would leave the QBP isolated and subject to attack. It does a better job when supporting the central pawn. So carry on with development.

8 N-B3

White is ahead in development and can open the game before Black castles. It would be nice to isolate his QP and play against that.

9 BPxP BPxP
10 PxP

A crucial choice here. 10 ... NxP 11 B-K4 gives White some pressure with 12 N-B3 and possibly Q-R4+ coming up. The isolated QP is both a strength and a weakness. Try that.

10 PxP

Theory gives 11 B-K3 B-K2 12 B-Q4 but that is a little slow. Try a more direct line.

11 N-B3

He's pressing on the QP. 11 ... B-K3 overprotects it, but is it sure where I need the QB—at QN2 perhaps? Moreover White has 11 ... B-K3 12 Q-R4+ N-Q2 13 Q-B6 with pressure. Better surely to prepare castling.

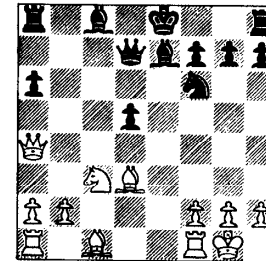
11 B-K2

The isolated pawn provides dynamic chances in the middle game, but in an ending it is generally weak. Let's try to get queens off.

12 Q-R4+

Well 12 ... B-Q2 is a passive move blocking off the defence of my QP 13 Q-B2 0-0 14 B-KN5 doesn't look nice. There is also 13 Q-Q4 and I can't see a way of dislodging that well placed queen. 12 ... K-B1 is an admission of failure, so try the exchange sacrifice 12 ... Q-Q2 and if 13 B-QN5 PxP 14 QxR 0-0 15 Q-R5 P-Q5! 16 NxP B-N2 and I threaten to win a piece by 17 ... R-R1 as well as getting perpetual by 17 ... BxP 18 KxB Q-N5+ etc.

12 Q-Q2



Taking the exchange is tempting, but why should I let myself be blown off course? I'm playing to exploit weak squares in an ending.

13 R-K1

Castling loses the KB, so I must exchange even though it lets the knight aim at my weak black squares on QN3 and QB4.

13 QxQ
14 NxQ

I must prepare castling, since if 14 ... K-Q1 15 B-Q2 threatens B-R5+. Not 14 ... R-QN1? 15 B-KB4 R-N5 16 B-Q6.

14 B-K3

Now to penetrate on QN6 or QB5 combined with removing his more mobile KB.

15 B-K3

Can I stop 16 N-N6? Perhaps 15 ... N-Q2. Then 16 P-B4 P-N3 17 B-Q4 0-0 18 QR-B1 looks a bind.

15 0-0

Follow the bishop exchange plan. 16 N-N6 QR-N1! gives him play e.g. 17 BxQRP P-Q5 18 BxP KR-Q1 19 BxN BxB or 19 B-K3 N-N5.

16 B-QB5

Now 16 ... BxB 17 NxB B-B1 is terribly passive. So guard the bishop.

16 KR-K1

17 BxB RxB

The main weakness I can hit for the moment is the QRP, but 18 N-B5 P-QR4! eases the situation for him. So, fix the pawn on the colour of the passive bishop, and then whenever he tries P-QR4 I can go P-N5 with a passed pawn and so leave the QRP as an object of attack.

18 P-QN4

What is the best defensive formation? 18 ... R-N2 19 P-QR3 changes nothing, in fact then N-B5 will come with gain of time 18 ... N-Q2 19 P-B4 only leaves me embarrassed on the other side as well, so first relieve the pin on the K-file.

18 K-B1

Time to start pressing on the isolated pawn.

19 N-B5

I can't allow him a passed QNP after 19 ... P-QR4.

19 B-B1

He won't exchange rooks since then he can't bring his king across the K-file. I might need to bring my own king into the game. Moreover it is useful to rob his pieces of squares so not 20 K-B1, but ...

20 P-B3

The QRP is going to be the main object of attack. I'll probably be forced to advance it soon. Would the formation R on QN1, R on QR2 hold on? Try it.

20 KR-R2

That looks illogical. Now his king can't cross and I have the K-file. Use it to alternate the pressure on the QRP with some on the QP.

21 R-K5

That means the knight can't move. If 21 ... R-N1 22 P-QR3 P-QR4 23 P-N5 that pawn will soon be ready to advance (backed up by N-R4 if necessary). Try to stop it advancing at all.

21

B-Q2

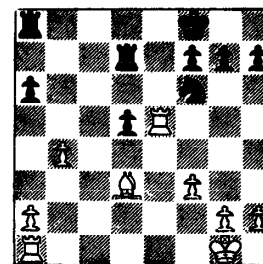
Is he hoping for 22 ... B-N4? I could stop it by 22 P-QR4, but then I have to watch the QNP. No great harm, but what about 22 NxB+ instead? Then I get on to the QB-file quickly, and with an unbalanced pawn formation and a potential passed QNP the pure ending bishop versus knight with rooks off must be a win for White.

22 NxB+

No choice if I am not to give up the QP at once.

22

RxN



No other move here, otherwise R-QB2

23 R-QB1

The threat is R-B6. Stop that.

23

R-Q3

Now we can get on the seventh rank and hope to double rooks there.

24 R-B7

I must not permit 25 KR-K7.

24

N-Q2

Pointless to play on the K-side by R-R5. Keep the K-file and prepare to double on the QB-file.

25 R-K2

The threats include B-B5 hoping to dislodge the knight and then go KR-K7. The KRP is not *en prise* for the moment, but it may be later (e.g. after P-KR4-R5) so kill two birds with one stone.

25 P-N3

Black has few constructive moves so bring up the king aiming at Q4. If he goes P-Q5 that pawn will be lost after R-K4 and R-QB4.

26 K-B2

Is he threatening 27 K-K3? Probably not since it blocks the K-file and allows N-K4. All my pieces have a defensive task to perform so play a waiting move.

26 P-KR4

If 27 K-K3 N-K4, so cut off that possibility.

27 P-B4

If 27 ... N-B3 he will stop N-N5+ by 28 P-R3, so keep on waiting.

27 P-R5

That looks weak since another pawn becomes exposed. So up with the king again.

28 K-B3

The threat is 29 K-N4 which can only be stopped by ...

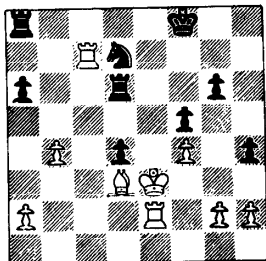
28 P-B4

Now for Q4.

29 K-K3

Consider 29 ... N-B3. He has 30 K-Q4 N-K5 31 KR-QB2 and then R-N7 and KR-B7. Better to stop K-Q4.

29 P-Q5+



The bishop will be needed on QB4 now, so put the king in a safe position as a reserve blockader.

30 K-Q2

The position looks hopeless. The QR cannot move because of R-QR7. He threatens B-B4 and then R-K6 finally breaking my defence of the second rank by means of maintaining the knight at Q2. Still you can't resign such a position—who would understand such a decision. At least stop that bishop move.

30 N-N3

Now I can force my way to the seventh rank with doubled rooks, which must generate mating threats.

31 KR-K7

At last a chance to show some activity—fork both rooks and two pawns, though clearly it is only a token gesture.

31 N-Q4

Check the king, getting ready for B-B4 to bring a third piece into the mating net.

32 R-B7+

After 32 ... K-N1 33 R-N7+ K-R1 (33 ... K-B1 34 QR-B7+ K-K1 35 B-B4 Nx either P 36 R-N8 mate) 34 R-R7+ K-N1 35 B-B4 there is no defence, so try the other way.

32 K-K1

33 R-QN7

Clearly B-B4 will be decisive, since then comes R-KR7 and R-R8 mate unless the knight is abandoned. If 33 ... R-B1 34 R-R7 R-KB3 then the bishop will get decisively into the attack by the simple 35 BxRP. At least make a token gesture.

33 NxNP

34 B-B4

The threat is 35 R-N7 R-B3 36 R-N8+ R-KB1 37 B-B7+ K-Q1 38 RxR mate.

Black resigns.

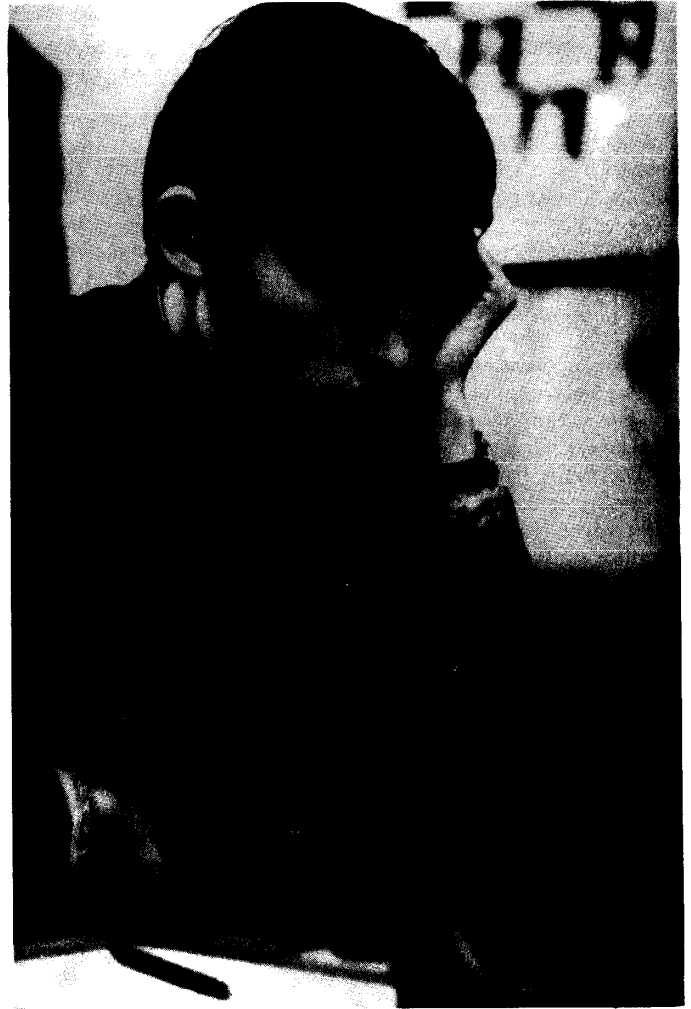
Summary

White took only 1 hour 40 minutes of his scheduled 2½ hours for this game (compared to Black's 2 hours 10 minutes) so it was clearly a case of confident player with a mastery of technique outplaying his opponent by accumulating small advantages—a chess machine at work.

Partly as a result of this game the opinion has arisen that 6 ... QPxN is a better attempt at equalizing. 10 ... QxP also seems an improvement despite the tempo loss involved in 11 N-B3 Q-Q2.

Thereafter Black made no real mistakes, but found that White's accurate play would not let him climb up from the slippery slope down which he was sliding.

Such is the power of technique!



Anatoly Karpov (U.S.S.R.). World Champion from 1975 when Fischer refused to meet him. His record as champion is outstanding.

KEEP COOL!

Karpov–Barle, Ljubljana/Portorozh 1975

Chess is played by men, not machines, and the human element cannot be discounted. How often have players found that they lost a game which they were easily winning because of such human weaknesses as haste, fatigue, over-confidence, boredom and so on.

The ability to concentrate from first to last, not to be put off by external circumstances, not to lose one's head is the hallmark of the great player. Here the world champion has to meet an unexpected pawn sacrifice early in the opening. With admirable calm he refutes it and then continues to play accurately, bringing the game to a swift and logical conclusion.

1 P–QB4	N–KB3
2 N–QB3	P–KN3

When Black fianchettoes his bishop he has the option either of the Grunfeld Defence (3 P-Q4 P-Q4) or of the King's Indian when his pawn goes to Q3 and he challenges in the centre by P-K4 or P-QB4. Let us rule out his first option.

3 P–K4	P–Q3
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It is possible to continue with a very close game by 4 P-KN3, 5 B-N2 6 KN-K2 etc. but that only seems effective when Black obliges by P-K4 and so enables our P-KB4 to threaten line opening. So build the classical pawn centre.

4 P–Q4	B–N2
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There are many systems for White, but in recent years such strong players as Botvinnik, Spassky and Korchnoy have regularly played the Saemisch system with success.

We solidify our KP, rob his minor pieces of their KN4 square and prepare for a long manoeuvring game in which White generally has more space after he builds his pawn chain by P-Q5.

5 P–B3	O–O
6 B–K3	

Black's usual counter is based on P-K4 (perhaps prepared by N-B3) or P-QB4 prepared by P-QN3. However in a long positional battle the world champion will probably outplay me. Let's try a tricky pawn sacrifice which might throw him off balance. It's not often these days you can play an innovation as early as move six!

6	P–B4
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What's this? P-B4 is the thematic move in the Kings Indian. He could have played it last move, but now it loses a pawn after my last move. Can't remember it being played before. 7 PxP Q-R4 8 PxP is fine for me since the KP is guarded despite the pin. So he'll have to allow the exchange of queens, which must reduce his initiative. His bishop's long black diagonal will be open as well as the Q-file, but he will have to watch his KP. So let us see what he has in mind.

7 PxP	PxP
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Right, accept the sacrifice. With the KP safely protected by our fifth move the threat of BxKP after the queen exchange will be awkward for him.

8 QxQ	RxQ
9 BxP	

No time for aggressive measures yet. Guard the KP.

9	N–B3
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His threat is 10 ... P-N3 and if 11 B-K3 N-QN5 with some initiative. Or possibly he intends N-K4 followed either by B-K3, when P-QN3 by me gives him discovered attacks along the black diagonal QR1/KN7, or by N-Q6+. I could play 10 R-B1 or 10 R-Q1 but they seem passive. The key to his initiative lies in the Q-file and my slow K-side development. One remedy for a gambit is to give back the extra material for positional gains. So close the Q-file and incidentally start looking at his KP again. (Outpost play).

10 N–Q5	
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What about the KP? 10 ... P-K4 leaves him with an unchallenged outpost at Q5. 10 ... P-K3 may be better—11 NxN+ BxN 12 B-R3 N-K4. Unfortunately my QB takes another move before it can get to QR3 and he can stop N-Q6+ by 13 R-Q1 playing for exchanges. Before, I could meet R-Q1 by B-K3 whereas now I only have a passive move like B-Q2. All right, concede that the Q-file is no longer an avenue of attack but play on the black diagonal.

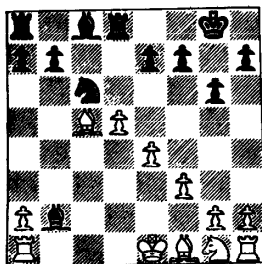
10 NxN

Recapture towards the centre to give more scope to the KB. If he goes 11 ... P-N3 then 12 B-R3 to keep the better bishop.

11 B PxN

Get the pawn back for the moment and displace the king.

11 BxP



Take the open file to tie down his QB for a while.

12 R-N1 B-B6+

Not to the Q-file as then 13 ... P-K3! nor to K2 blocking the minor pieces.

13 K-B2

Save the KP by 13 ... B-Q5+ 14 BxB NxN? Then he has 15 K-K3 and I can save the knight only by 15 ... P-K4. Then he exchanges my outpost by 16 N-K2 NxN 17 BxN. I must first play 17 ... P-N3 before getting the bishop out and after 18 KR-QB1 he has some trumps—pressure on the Q-side, R-B7 next move, a protected passed QP. Looks a long uphill defensive struggle. No, try an intermediate move that drives his bishop away, and prepares to get my QB out.

13 P-N3

Examine 14 PxN PxB. My isolated QBP looks much weaker than his, and he has the two bishops. No, clearly I must keep eyeing the KP.

14 B-R3

Any chance of attack? 14 ... B-Q5+ 15 K-K1 B-B6+ or 15 K-K2 B-R3+ suit me, so he goes 15 K-N3. Now 15 ... B-K4+ 16 P-B4 and I lose a piece. Or 15 ... P-KR4 with wild ideas like 16 PxN P-R5+ 17 KxP B-B7+ with wilder ideas like 18 P-N3 K-N2 and 19 ... R-R1 mate. However 18 K-N5 is not clear and he had the safe 16 P-R4 anyway. So move the knight. No prospects on QR4 so it must be K4 or Q5. 14 ... N-Q5 leaves the KB rather cut off after 15 R-B1, so no choice.

14 N-K4

Before taking the KP we can drive his bishop off its best diagonal, and so ensure a fine square for ours on KB6. Does it matter that he will have a knight check on Q3? No, the king will always be safe on KN3. Black has insufficient combined forces to embarrass it there.

15 N-K2

No prospects on QR4.

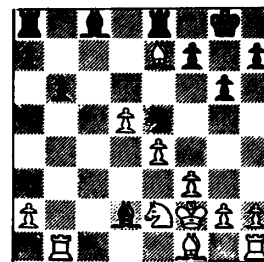
15 B-Q7

At last the booty falls.

16 BxP

What about an attack? 16 ... N-Q6+ 17 K-N1? B-K6 mate is nice but what if 17 K-N3 Then 17 ... B-K8+ fails to 18 RxB NxR 19 BxR or 18 ... R-K1 19 R-Q1 N-N7 20 R-QN1. Get the rook safe first. Wait, one last fiddle, 16 ... N-Q6+ 17 K-N3 B-K6 18 BxR B-B7 mate. Beautiful, but 18 P-KR4 B-B7+ 19 K-R2 and all danger is over.

16 R-K1



Take the long diagonal. Then in the ending his king will be tied down.

17 B-B6

I'm still a pawn down. 17 ... N-Q2 will expel the bishop and block the QP, but that is purely defensive. Must be lost in the long run. At least go down fighting.

17 N-Q6+

He's still playing for an attack, but the king is still safe on KN3.

18 K-N3

Can I win the exchange by 18 ... B-K8+? Then 19 RxB NxR 20 N-Q4 and the knight can't get out from the edge of the board. So get the other pieces working.

18 B-Q2

Ah, now he loses material. At least he should have tried N-B4 or B-R4.

19 R-Q1

Oh, I saw that last move. Now it's a mess.

19 B-K8+

20 RxB NxR

21 N-Q4

I can still struggle on by getting my knight out via QB7.

21 QR-B1

Yes, but what about my passed QP once I have removed the blockader?

22 B-QN5

No choice if I am to save the knight

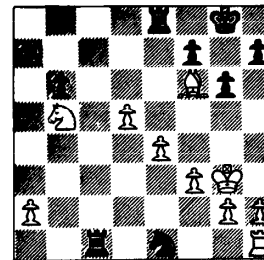
22 BxB

23 NxB

The threats are RxN or N-Q6. Only one move to save them both, even though I go into a self pin on the knight.

23 R-B8

Clearly not 24 K-B2? N-Q6+ nor 24 B-B3 N-Q6. The bishop is needed to help the QP home.



24 P-Q6

How do I stop that? 24 ... R-Q8 25 B-B3 loses the knight. Moreover he can be even more cruel by 25 N-Q4 shutting out the rook when P-Q7 inexorably follows. Can't see any defence. I am going to be a lot of material down. Well it was a good fight.

Black resigns.

Summary

Black's pawn sacrifice was unsound. He could have struggled on passively at move 13, and even later, but consistently played for the initiative. However he failed to shake White's composure.

A SUMMARY OF CHESS PRINCIPLES

Opening Principles (The first 6–10 moves)

- 1 To achieve the development of your pieces you have to make two or three pawn moves, no more. (Normally the KP, QP and QBP).
- 2 Develop knights before bishops, and towards the centre. (So for the KN the squares KB3 or K2 are nearly always better than KR3).
- 3 The best developing move is one that establishes a piece on a sound post, preferably with a threat or gain of time.
- 4 Do not play the same piece move after move when other units are still waiting for mobilization.
- 5 Do not bring the queen out before the minor pieces, as it could easily be attacked and driven back.
- 6 Castle, normally on the K-side, when it is necessary to safeguard the king and to bring the rooks to the centre to occupy open files.
- 7 Play for central control or pressure, normally by keeping a pawn or two there. When making pawn captures, take towards the centre.
- 8 Bear in mind the material balance. A pawn sacrifice is normally justified if you gain at least two or three developing moves. A piece sacrifice is justified only if you get some speedy and extensive compensation.

General Principles (Normally most relevant in the middle game i.e. move 10 onwards).

- 1 Try to subordinate your moves to a general plan, except when it is a case of captures, recaptures or meeting threats.
- 2 Avoid doubled, isolated or backward pawns as they may prove weak or create weak squares in their vicinity. Conversely try to saddle

your opponent with such pawns and post your pieces in the resulting 'holes'.

- 3 In cramped positions, when under attack, or when ahead in material, exchange as many pieces as possible, especially queens. A material advantage tells most in simplified endgame positions. Conversely avoid such exchanges when down in material or attacking.
- 4 When queens are still on the board pay particular attention to king safety. The castled king is well protected by three unmoved pawns just ahead of him, so do not move these pawns without good reasons. Conversely when attacking such a king position try to induce these pawns to move, unless you are playing for back row mate.
- 5 Try to coordinate or centralize your pieces so as to achieve maximum mobility and effect. A particular case of such cooperation is the strength of two bishops in an open position.
- 6a Rooks should seize open files with the aim of penetrating to the heart of the enemy position via his back two ranks—the so called 'domination of the seventh' is particularly strong. In endgames the rook belongs behind passed pawns, whether your own or the opponent's.
- 6b Knights are best placed on out-posts (i.e. guarded by a pawn on an open or semi-open file) away from the edge of the board, or in front of an enemy isolated pawn.
- 6c Bishops should strive for open diagonals, often pinning enemy knights.
- 6d The queen should be placed in such a way as to combine maximum mobility with immunity to attack.
- 7 Blockade enemy passed pawns. Conversely advance your own passed pawns as far as is compatible with safety. The value of a passed pawn increases the closer the endgame comes.
- 8 While planning long term measures keep short term tactical chances in mind. Features such as back row mate, double attack, pin, fork, discovered check etc. arise surprisingly suddenly and may disappear just as suddenly if not exploited at once. In particular unguarded pieces may prove to be tactical weaknesses.