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The background of the cover is a chessboard with a blue king and a yellow knight. The king is on the left, and the knight is on the right. The chessboard is in the foreground, and the background is a purple and blue gradient.

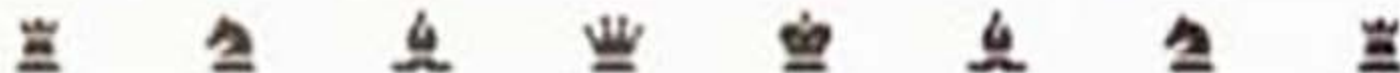
**The Art of
Positional Play**

ALGEBRAIC NOTATION

Samuel Reshevsky

International Grandmaster

Revised by Burt Hochberg





Hello everybody!!

We are a group of chess fans who are producing new chess material. We have members from all around the world, belonging to different cultures and speaking different languages, all of us joined by our common love for chess! We hope you will enjoy our work!

If you are interested in joining us, or send any comments drop us an email at: caissa_lovers@yahoo.com.

Best regards!!

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Somos un grupo de fanáticos del ajedrez, que estamos tratando de producir nuevo material como este, desarrollando diferentes proyectos e ideas. Tenemos miembros de diferentes partes del mundo, provenientes de diferentes culturas, hablando diferentes lenguas, unidos por nuestra pasión por el ajedrez!. Esperamos que disfruten de esta muestra de nuestro trabajo!.

Si alguien estuviese interesado en unirse al grupo nos pueden escribir a: caissa_lovers@yahoo.com.

Saludos!

Caissa Lovers

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The Art of Positional Play

Samuel Reshevsky
International Grandmaster

Revised by **Burt Hochberg**



Random House
Puzzles & Games

The Art of Positional Play

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To My Wife

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Introduction

We often hear the terms “positional” and “tactical” used as opposites. But this is as wrong as to consider a painting’s composition unrelated to its subject. Just as there is no such thing as “artistic” art, so there is no such thing as “positional” chess.

The business of the chess player is to conceive practical objectives and to plan and carry out the maneuvers necessary to achieve them; the objectives, the plans, the maneuvers—all must be based on the possibilities inherent in actual positions. Thus chess is *by definition* positional. Tactical play is concerned with the immediate details of executing the maneuvers necessary to the success of the plan and the attainment of the objective.

Example: White sees in a given situation that he would probably obtain a decisive advantage by getting his Rook to the seventh rank; this goal could be achieved if Black’s Queen were temporarily diverted and the QB-file opened; he calculates that maneuvering a Knight to Q5 would force Black’s Queen to retreat, after which White could push a pawn and eventually open the QB-file. We see in this process three interdependent elements: 1) deciding on a positional objective (getting a Rook to the seventh rank); 2) planning a logical strategy to achieve it (diverting Black’s Queen and opening the QB-file); 3) carrying out the strategical plan tactically (calculating the specific moves and variations).

Every position, like the one in the example, contains certain characteristic patterns, which we may call themes. The pawn structure, a weak square, a poorly defended King, an open line, a badly placed piece—all of these, and many more, are positional themes. Recognizing them, and knowing how to use them to plan logically, are as necessary to a chess player as line and color are to a painter.

When a beginner plays P-K4 on his first move he is already playing positionally (although he may not be aware of it): he has begun

to occupy and control the center (particularly Q5), and he has opened lines for his King Bishop and his Queen. Center control and open lines are common positional themes.

When a player sacrifices a pawn, or even a piece, to expose the enemy King, the details of the operation are tactical but the conception and the goal are positional. King safety is a positional theme.

For the purposes of this book, I have chosen to concentrate on the most common and easily recognized positional themes, and to illustrate them with actual games selected from recent tournaments and matches. This is the most useful method for the student because he will learn to recognize the themes in their practical settings and how they are handled under tournament conditions by the best contemporary masters. I am sure that the games, chosen for their inherent interest and quality, will also prove entertaining to the casual reader.

It has been known for a hundred years that a positional advantage is a prerequisite for a successful attack. This book was written to show you how to get that positional advantage.

I want to thank Burt Hochberg for editing this book.

Reviser's Note

This new edition differs from the original (1976) edition in the following ways:

- The chess moves have been converted from English descriptive notation to the modern, more economical English algebraic notation.
- Typographic and other errors in the moves and variations have been corrected.
- A few minor corrections were made in some text passages to improve clarity.

September 2002

Burt Hochberg

CHAPTER 1

Weak Pawns

The pawn, wrote Philidor, is the soul of chess. Although he wrote it some two hundred years ago, and although it remains valid today, many amateurs do not realize just what it means and how they can profit by understanding it.

The pawn formation (or skeleton) that results from the opening is the principal determinant of the further course of the game. The position of the pawns largely indicates where the other forces are best disposed, and it is the clash of unbalanced pawn structures that makes chess a fight. That is why symmetrical pawn structures usually lead to drawish positions.

Furthermore, given the sophisticated technique of today's masters, weak pawns are excellent targets, and the loss of a single pawn can mean the loss of the game. Therefore good players avoid weak pawns assiduously.

What is a weak pawn? A pawn that is exposed to attack and also difficult to defend is weak. There are several varieties: isolated, doubled, too advanced, retarded. An isolated pawn, because it is separated from the neighboring pawns and cannot be supported by them, requires defense by pieces. These pieces are called passive since they must function below their full potential. A doubled pawn is limited in mobility; its weakness is usually felt in the endgame because a group of pawns that includes a doubled pawn is less likely than a healthy group to produce a passed pawn. (However, not all doubled pawns are weak.) A pawn that is advanced too far runs the risk of being cut off from the rest of its army and becoming isolated. A pawn not advanced far enough (or not at all) can get in the way of the other pieces and may become backward and vulnerable.

Weak pawns can be tolerated in certain cases, particularly when you have, or are sure to get, equivalent compensation, like a strong attack or at least the creation of an equally weak pawn in the opponent's camp. Best, of course, is to avoid them.

In game 1 we see an example of weak pawns created by Black's need to keep White's pieces from swarming all over his position. His decision is clearly the lesser of two evils but is an evil nevertheless. His pieces soon become tied up, and he cannot prevent the eventual incursion of the White pieces anyway.

In game 2 Black's advanced b-pawn becomes a source of trouble when he tries to avoid simplification (for in the endgame weak pawns are fatal because of the reduced opportunities for counterplay), but the sequel produces an even worse endgame for him. Smyslov's technique here, as in most of his games, is worthy of close study.

As noted, pieces that might otherwise be used more profitably must defend weak pawns. Game 3 is an example: Black's c-pawn is weak because it is isolated and on an open file. The technique is to attack the square in front of the pawn to prevent its advance and keep the defending pieces in their passive positions.

In game 4 Black follows the usual pattern of counterplay: he works on the kingside while White ought to be occupying himself on the queenside. White refuses to cooperate, however, and plans to undermine a crucial Black pawn.

GAME 1

Consequences of a Weak Pawn

One of the leading exponents of the Gruenfeld Defense, Wolfgang Uhlmann of East Germany, has trouble with his favorite defense when he faces Mark Taimanov of the Soviet Union in the famous match between teams from the Soviet Union and "The Rest of the World." A new idea in an old variation compels Uhlmann to weaken the dark squares in the center so he can castle. When White immediately threatens to exploit those weakened squares, Black is forced to make further concessions. Taimanov handles the entire game extremely well. Note especially how his control of an open file leads to control of the seventh rank and an irresistible assault on the weak e-pawn.

USSR vs. the Rest of the World Belgrade, 1970

GRUENFELD DEFENSE

M. Taimanov	W. Uhlmann
1. d4	Nf6
2. c4	g6
3. Nc3	d5
4. Bg5	...

Taimanov chooses a long-discarded line that his opponent could hardly have been expecting.

4. ...	Ne4
5. Bh4	...

A relatively recent idea that seems to give Black difficulty. More usual is 5. cxd5 Nxc3 6. h4 Ne4 7. Nxe4 Qxd5 8. Nc3 Qh5 with even chances.

5. ...	c5
6. cxd5	Nxc3
7. bxc3	Qxd5
8. e3	cx4

Also playable is 5. ... Nxc3 6. bxc3 c6.

In view of what happens in this game, 8. ... Bg7 or 8. ... Nc6!? ought to be considered.

9. Qxd4!	...
----------	-----

By attacking Black's queen and rook, White forces the exchange of queens. The alternative 9. cxd4 (9. exd4? Qe4+ and 10. ... Qxa4) allows Black the possibility of capitalizing on the absence of White's QB from the queenside. Now White can use the open queenside files and has pressure against Black's e-pawn, whereas Black's most active piece, his queen, is back in the box.

9. ...	Qxd4
10. cxd4	...

Opening the c-file for action by his rooks. Black now has problems castling because of the pressure against his e-pawn.

10. ...	Nc6
11. Bb5	Bd7
12. Nf3	Bg7
13. 0-0	e6

A weakening move but necessary in order to be able to castle. If 13. ... 0-0 Black loses his e-pawn.

14. Rab1 0-0
15. Nd2! ...

White's threat is 16. Ne4, aiming at c5, d6, and especially f6, with a strategically won game. To prevent this Black weakens himself further.

15. ... f5

No doubt played reluctantly, for his e-pawn is now very weak and his position precarious. A better try is 15. ... h6 16. Be2 Na5, but after 17. Ne4 White's advantage is clear. The text move prevents Ne4 forever, but it is a major concession.

16. Nb3 ...

Headed for c5, which provokes Black's reply.

16. ... b6

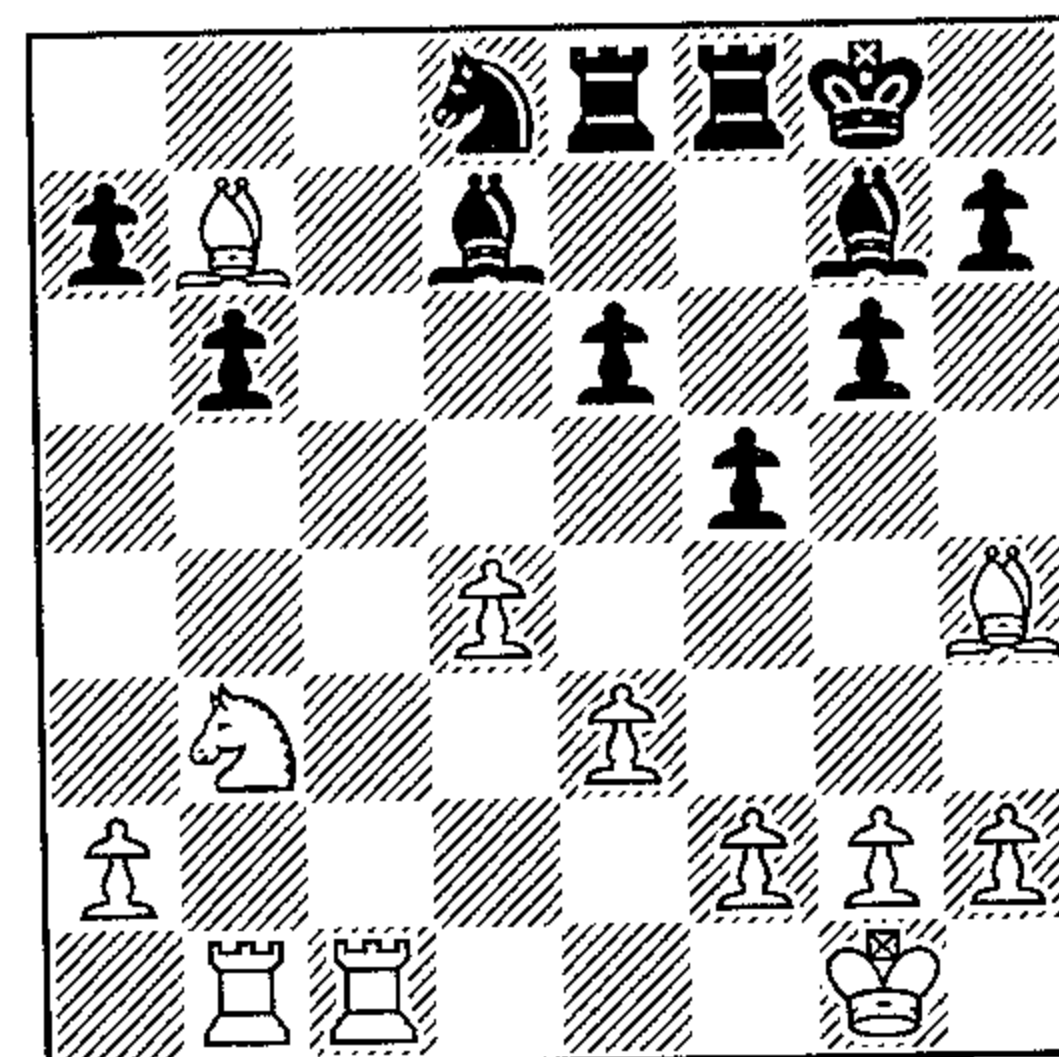
Another weakness, this time the c6 square.

17. Rfc1 Rac8

18. Ba6 Rce8

Black tries to keep his second rank safe from White's rook by maintaining his knight at c6. Nonetheless, after the next move White has his way.

19. Bb7 Nd8



20. Rc7 ...

White's control of the seventh rank leads to Black's downfall. Now 20. ... Nxb7? 21. Rxb7 and White wins a pawn.

20. ... Rf7

21. Ba6 Bh4

22. Rbc1 Bf8

23. R1c4! ...

Unproductive is 23. Bc8 Bd6 24. Rxf7 (24. Bxd8? Bxc7 25. Bxc7 Rxc8) 24. ... Kxf7.

23. ... Rxc7

24. Rxc7 ...

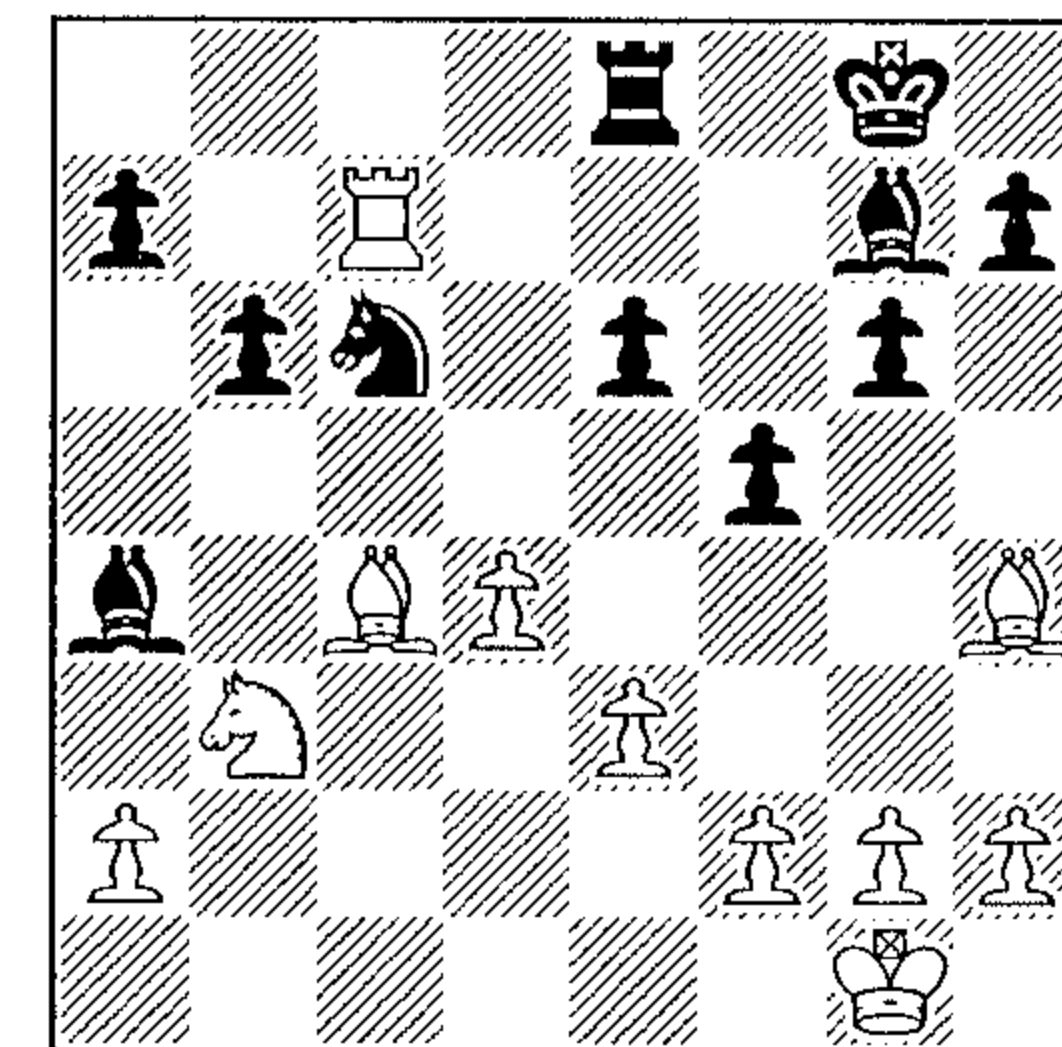
Thus White takes complete control of the seventh rank.

24. ... Nc6

25. Bc4 ...

Black's weak e-pawn cannot be saved. The crushing threats are 26. Rc8, winning the e-pawn, and 26. Bf6, with d5 in the air.

25. ... Bg7



26. Rc8! ...

Winning a pawn by force. Black was aware of this possibility but could do nothing to prevent it.

26. ... Rxc8

27. Bxe6+ Kf8

28. Bxc8 ...

The resulting endgame presents some technical difficulties for White, whose extra pawn is counterbalanced somewhat by Black's potential passed pawn on the queenside and more active king.

28. ... Nb4

29. Nc1 Kf7

30. Bg3 Bf8

Preventing Bd6 and activating this bishop.

31. Bb7 Ke6

32. Bb8 Kd7

33. Bf3 ...

Not 33. Bxa7 Kc7 34. Bf3 Bc6 trapping the queen bishop.

33. ... **Bb5**
 34. **Bd1** **a5**
 35. **a4** **Bc4**

35. ... Bc6 allows 36. Bb3 with danger to Black's kingside pawns. The struggle has been between Black's efforts to mobilize his queenside and White's efforts to prevent it.

36. **g4** ...

Attempting to weaken Black's kingside pawn structure and to develop two passed pawns in the center. Black therefore avoids 36. ... f4, but his kingside pawns become weaker.

36. ... **b5**

Black's only chance of survival: counterplay with his a-pawn.

37. **gxf5** **gxf5**

38. **Be5** ...

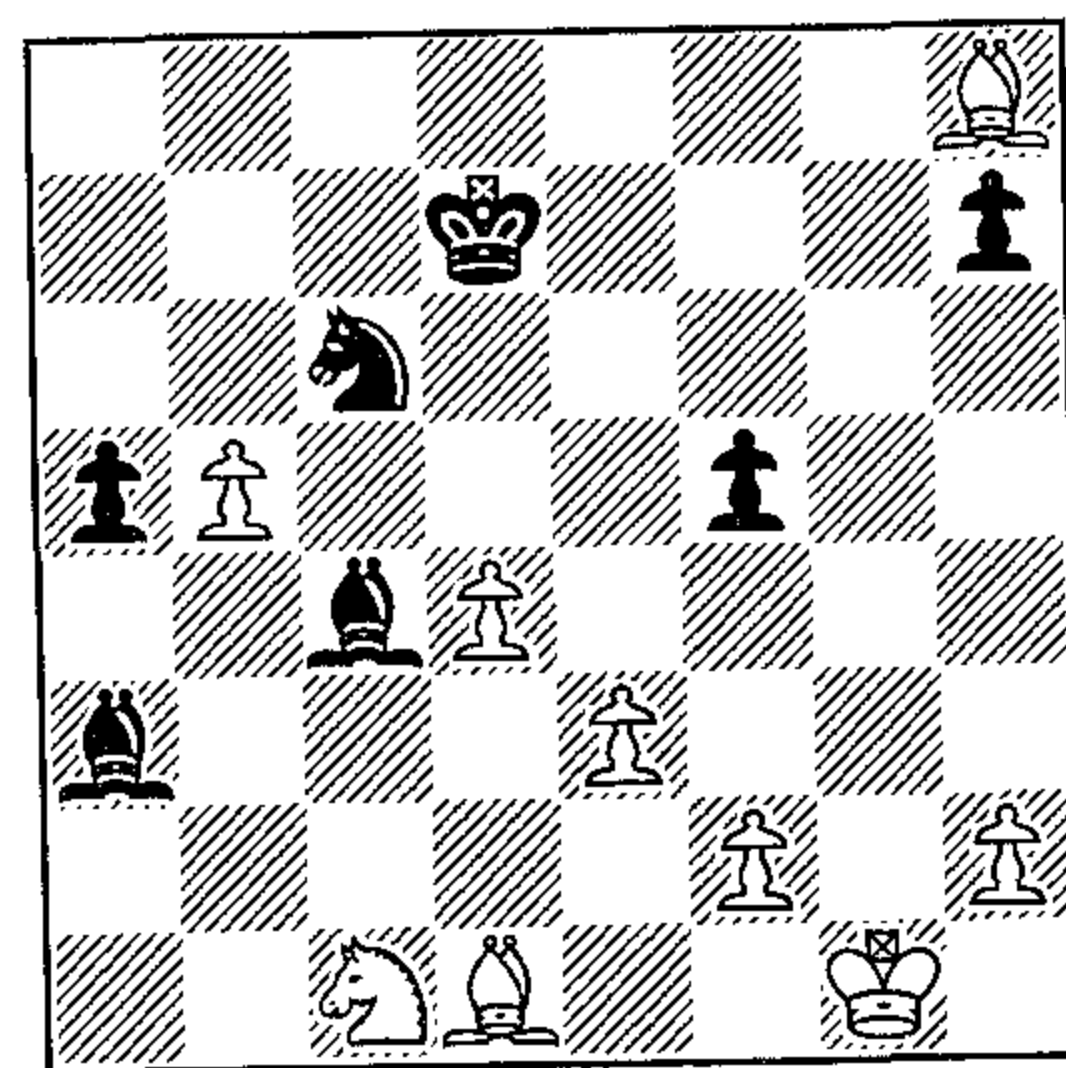
Moves to post the bishop on the important a1-h8 diagonal to prevent the a-pawn from queening.

38. ... **Nc6**

Better chances are offered by 38. ... Nd5, threatening ... Nc3 and keeping White's QB from a1 by blocking White's d-pawn.

39. **Bh8** **Ba3**

40. **axb5**



40. ... **Bxc1?**

If 40. ... Nxd4 41. Bxd4 Bxc1 42. Bc2 Be6 43. b6 Kc6 44. e4 f4 45. e5 and wins. But Black could put up resistance with 40. ... Bxb5 41. Nb3 (41. Na2 or 41. Ne2 Bb2 would restrict the knight's activity) 41. ... Kd6, and if 42. Bc2 a4 (not 42. ... Ba4? because of 43. Nxa5 Bxc2 44. Nc4+) 43. Nd2 Bb4 with good play.

41. **bx6+** **Kxc6**
 42. **Ba4+** **Kd5**

This offers no hope at all, since it gives up any thought of promoting the a-pawn. Black's effort to contain White on the opposite wing proves futile. Uhlmann should try 42. ... Bb4: if 43. d5+ Kc5 44. Bd4+ Kc4 45. Bc2 (45. Bxb4 Kxb4 poses problems for White to stop the dangerous passed pawn) 45. ... Bd7 with good drawing chances; if 43. Bc2 f4 44. e4 (44. exf4 Bxf4 45. Bxh7 a4 with drawing chances) 44. ... f3 makes it somewhat difficult for White to score the point.

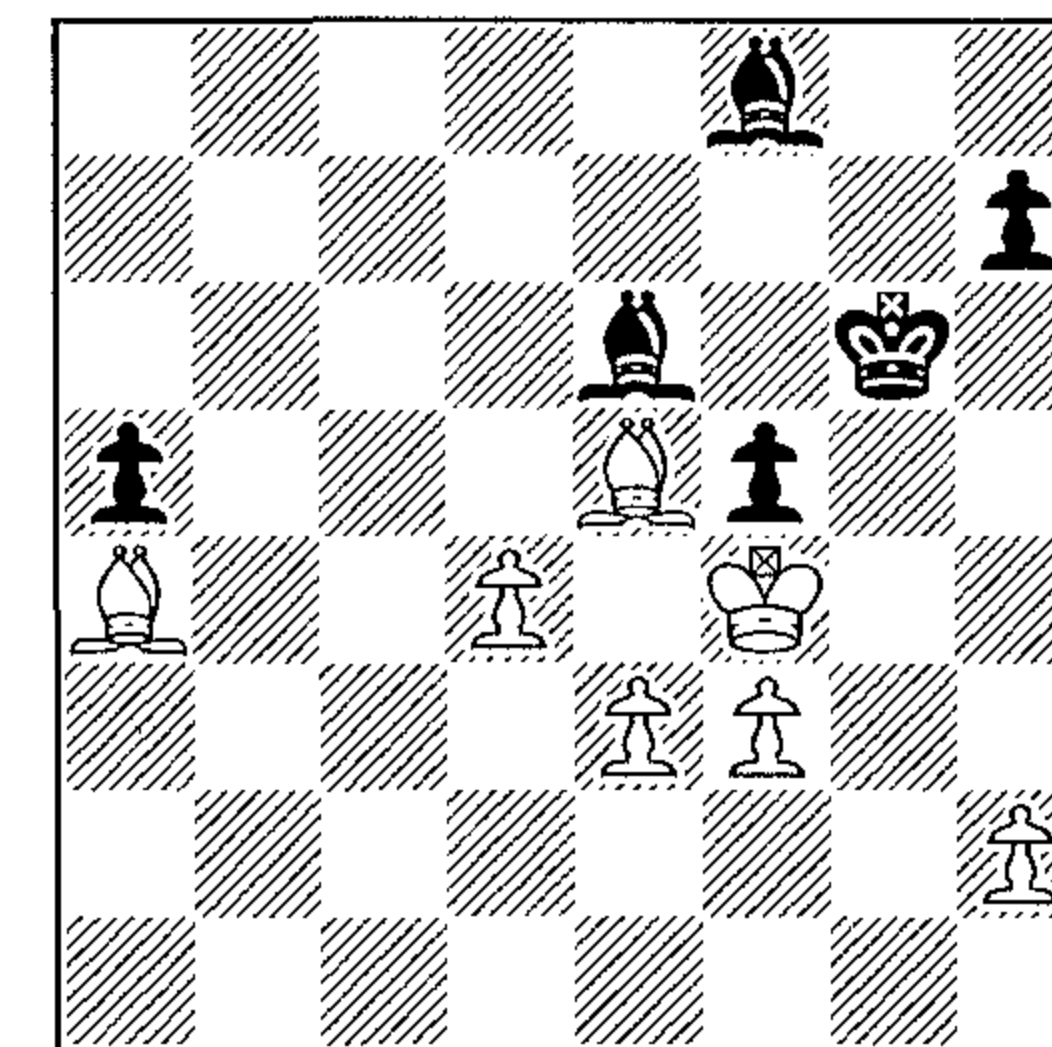
43. **Bc2** **Ke6**
 44. **Kg2** **Ba3**
 45. **Be5** **Bf8**
 46. **Bb7** **Bd5+**
 47. **f3** ...

47. Kg3 is more forceful, for if 47. ... Bb4 48. Kf4. Taimanov was perhaps fearful of 47. ... Bd6+ 48. Bxd6 Kxd6 49. Bxf5 a4 50. Bxh7 a3 51. Bb1 a2 52. Bxa2 Bxa2, but after 53. f4, White would have no difficulty scoring the point since the bishop would be helpless against the four pawns.

47. ... **Bb4**
 48. **Kg3** **Kc6**

If 48. ... Bd6+ 49. Bxd3 Kxd6, and White would not be forced to continue with 50. Bxf5, which allows 50. ... a4 (as pointed out in the last note), but he could safely continue with 50. Kf4 followed by Kg5 and Kh6.

49. **Be5+** **Kg6**
 50. **Kf4** **Be6**
 51. **Ba4** **Bf8**



52. e4 ...

Having neutralized Black's a-pawn, White now proceeds to take advantage of his two connected passed pawns. Black's defense collapses rapidly.

52. ...	Bh6+
53. Kg3	fxe4
54. fxe4	Bd2
55. d5	Be1+
56. Kf3	Bh3
57. Be8+	Kh6
58. Bf6	Resigns

Black is helpless against the onrushing pawns. An excellent performance by the Soviet veteran.

GAME 2

Too Far Advanced

To advance pawns farther than needed merely to develop pieces and to control the center is always a matter of delicate judgment. Pawns insufficiently advanced may become backward and drastically reduce mobility; those advanced too far may exceed the reach of other units and thus become indefensible.

In this game between two Soviet giants, Viktor Korchnoi's risky style gets a little the better of his sound judgment. Considering that his opponent is a former world champion who is justly famed for his merciless exploitation of the tiniest weakness, Korchnoi should not avoid the exchange of queens on his 22nd move, for the exchange is forced a few moves later under even less favorable conditions. His problem is his advanced b-pawn, which finally becomes the victim of White's excellent technique. Note how Smyslov coaxes the pawn to advance so that it will become more vulnerable.

Match: Leningrad vs. Moscow, 1967

CATALAN SYSTEM

V. Smyslov	V. Korchnoi
1. d4	Nf6
2. c4	e6
3. Nf3	d5

Korchnoi, who is extremely enterprising and is always searching for sharp play, avoids the Queen's Indian Defense, 3. ... b6, which usually leads to a colorless middlegame and a quick draw.

4. g3 ...

Typical of Smyslov. He prefers simple and safe variations.

4. ...	dx4
5. Qa4+	Nbd7
6. Bg2	a6
7. Qxc4	c5
8. Qc2	b5
9. 0-0	Bb7
10. a4	Be7

Can Black afford to lose this tempo? Smyslov succeeds in taking advantage of this questionable move. An alternative is 10. ... Rc8 11. axb5 axb5 12. Qb3 Qb6 13. Na3 Bc6 with approximate equality.

11. dx4	Bxc5
12. Bg5	Qb6
13. Bxf6	Nxf6
14. axb5	axb5

14. ... Qxb5 15. Nc3 costs Black valuable time.

15. Rxa8+	Bxa8
16. Nc3	0-0
17. e3	...

To free the rook for action.

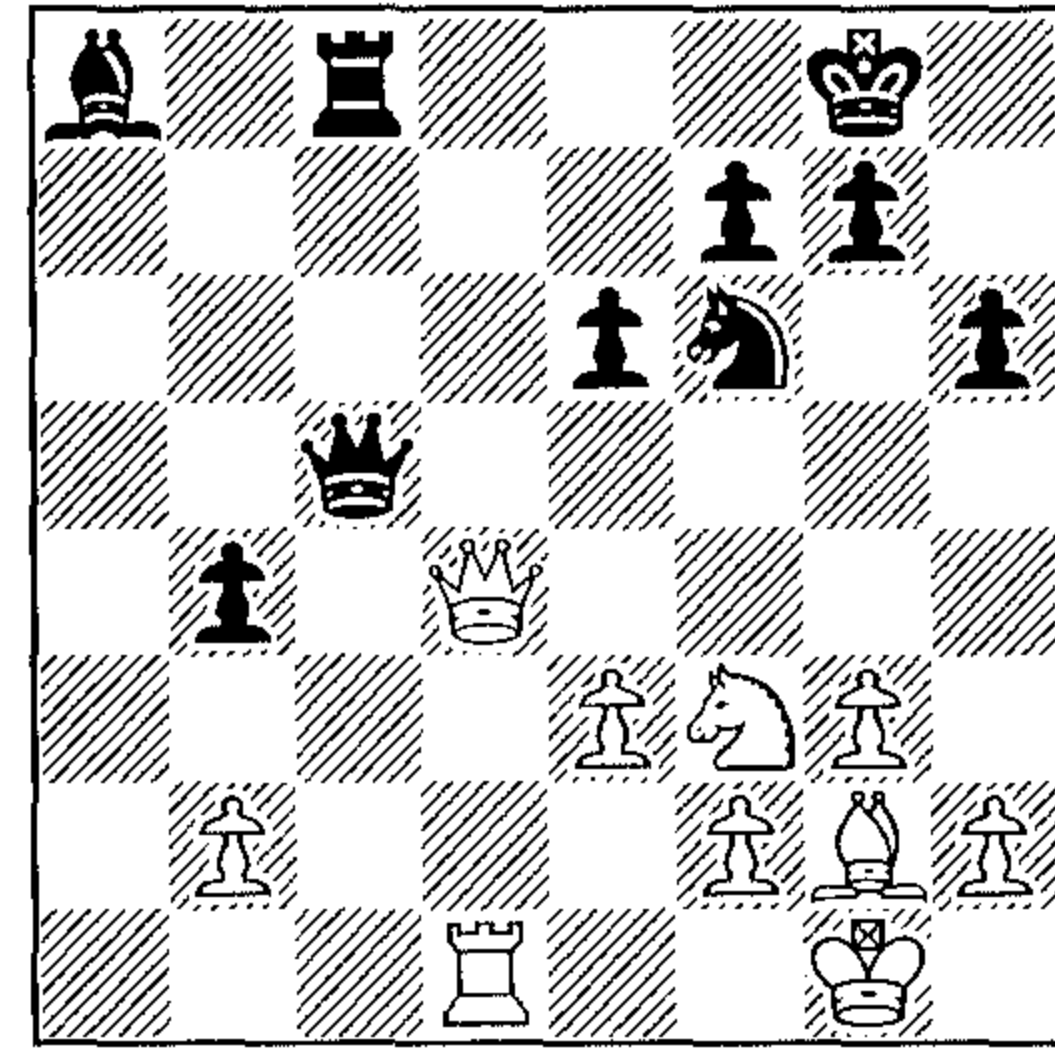
17. ...	Rc8
18. Qd3	...

White's strategy is to compel Black to advance and thus weaken his b-pawn.

18. ...	b4
19. Na4	Qc6
20. Nxc5	...

Stronger than 20. b3 e5 with the annoying threat of ... e4.

20. ...	Qxc5
21. Rd1	h6
22. Qd4	...



Believing that Black's b-pawn is a worthwhile target, Smyslov wants to exchange queens.

22. ... Qc2

The adventurous Korchnoi always tries to avoid drawish lines. He usually manages to outwit his adversaries through intricate and complex maneuvers, but in this particular case he should consider the strength of his opponent and simplify. After 22. ... Qxd4 23. Nxd4 Bxg2 24. Kxg2 e5 25. Nb3 (if 25. Nf5 Rc2 26. Rd8+ Kh7 27. Rf8 Rxb2 28. Rxf7 Kg6 and wins) 25. ... Rc2 26. Rd2 Rxd2 27. Nxd2 Kf8 28. Kf3 Ke7, Black could hold his own.

23. Ne1 Qe2
24. Bxa8 Rxa8
25. Qd2 Qxd2
26. Rxd2 ...

Black was not able to avoid the queen endgame anyway, and now White's rook enjoys greater potential than Black's. The endgame is more difficult for Black than it would have been after the queen exchange on move 22. White's b-pawn is relatively safe because it is not so far advanced as Black's and is therefore easier to defend if attacked.

26. ... Ra1
27. Kf1 Rb1
28. Ke2 Nd5

If 28. ... Ne4 29. Rd8+ Kh7 30. Nd3 followed by Rb8, winning the pawn.

29. Nd3 ...

Bad is 29. e4 Nb6 30. Nd3 b3 (threatening 31. ... Nc4), and if 31. Ne5 f6, etc.

29. ... Rh1

29. ... b3 loses to 30. Rd1 (not 30. Nc5 Nb6 31. Nxb3 Nc4 and draws) 30. ... Rxd1 31. Kxd1 Nf6 32. f3 Nd7 33. Kd2 winning the pawn and the game. Recognizing this, Korchnoi decides to look for counterplay by exerting pressure against White's kingside pawns.

30. h4 ...

Both sides have isolated b-pawns. White, however, is much better off because his king is closer to the pawns. Consequently, Black is at a distinct disadvantage because he is compelled to avoid an exchange of rooks, for he would then lose his b-pawn through the combined attack on it by king and knight. If Black's b-pawn were not so far advanced, he would be able to defend it with his king.

30. ... f5
31. Rd1 Rh2
32. Ne5! ...

A clever move, preventing 32. ... g5 by threatening to win a pawn with 33. Nf3. If 32. ... Kf8 33. Nf3 Rh3 34. Rg1 followed by 35. Kf1 and 36. Kg2, trapping the rook.

32. ... Nf6
33. Nf3 Rh3
34. Rd8+ ...

Against 34. Rg1, Black has 34. ... Ng4 35. Kf1 Nh2+. Black even has the possibility of 34. ... Ng4 35. Kf1 e5 36. Kg2 e4 37. Kxh3 exf3 with drawing chances because White's king is stuck in the corner.

34. ... Kf7

Unavailing is 34. ... Kh7 on account of 35. Rd4 Nd5 36. e4 fxe4 37. Rxe4 Rh1 38. Ne1 with an easy win.

35. Ne5+ Ke7
36. Nc6+ Kf7
37. Nxb4 ...

At last White has something to show for his effort, but scoring the point is still not an easy task. The following technical part of the game is very instructive.

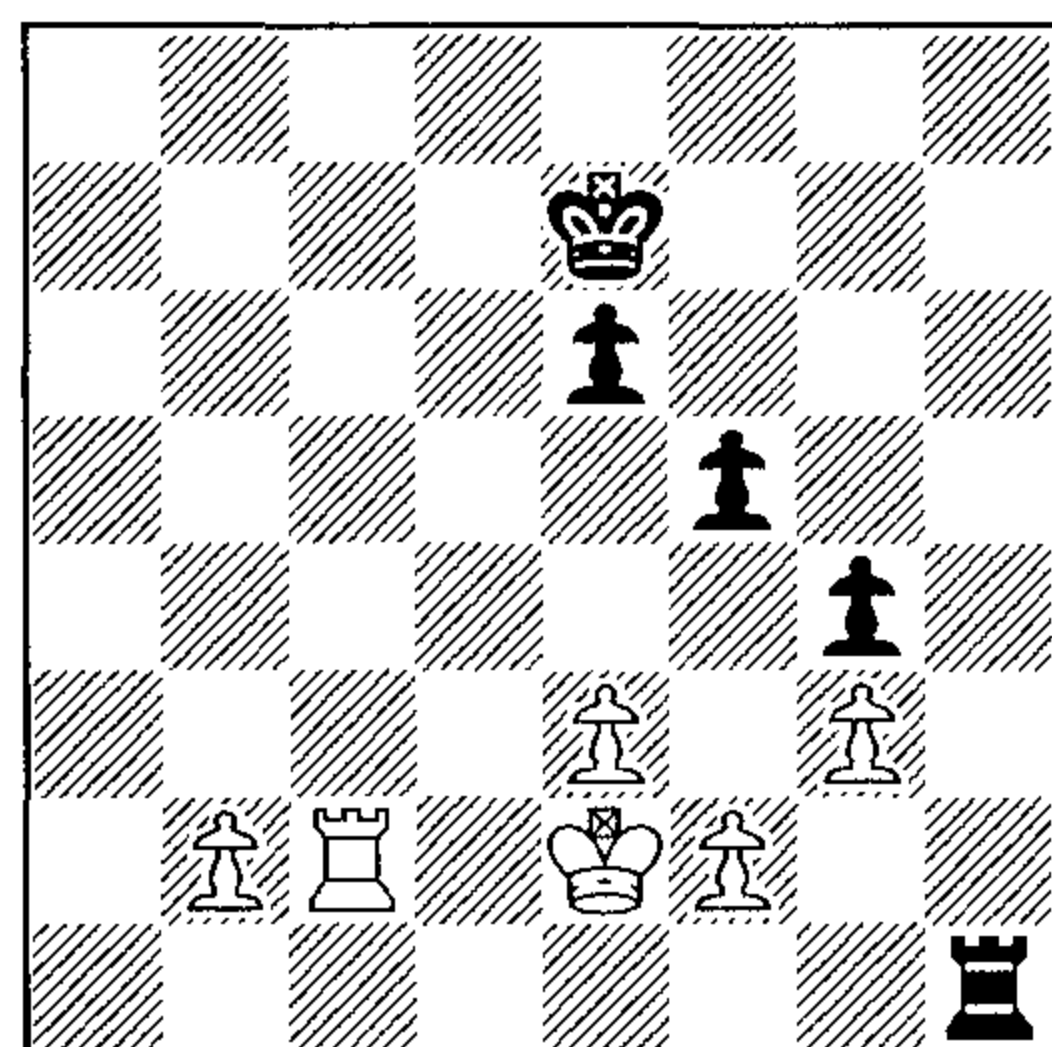
37. ... Ne4
38. Nd3 g5
39. hxg5 hxg5
40. Rc8 g4

40. ... Rh2 would be satisfactorily met by 41. g4 fxg4 42. Ne5+ Ke7 43. Nxg4 Rh1 44. Rc4 Nd6 45. Rc7+, etc. Black now seriously threatens 41. ... Rh2 and thus prompts White's reply.

41. Nc5 Nxc5
 42. Rxc5 Rh1
 43. Rc2 ...

If he places the rook in front of the pawn with 43. Rb5, then after ... Rb1 44. b4 Rb2+ White could make no progress.

43. ... Ke7



44. e4! Ra1
 45. Kd3 Kd6
 46. exf5 exf5
 47. Kc4 Kc6
 48. Kd4+ Kd6

Obviously Black has to keep his king where it can guard his remaining pawns. It is interesting to see how Smyslov finally compels Black's monarch to abandon them.

49. b3 Re1
 50. Kc4 Kc6

If 50. ... Re8 (50. ... Re4+ 51. Kb5 Re1 52. Rd2+ Kc7 53. Kc5, and if 53. ... Re5+ 54. Rd5) 51. Ra2! followed by Ra6+.

51. Kd3+ Kd5

If 51. ... Kb5 52. Re2 Rd1+ 53. Ke3 followed by Kf4. Note how White alternates threats to advance his passed pawn with threats to attack Black's pawns. Sooner or later, Black will be unable to defend against everything.

52. b4 Rb1
 53. Kc3 Kc6

Unavailing is 53. ... Rf1 54. b5 Kc4 (54. ... Rb1 55. Rb2) 55. Kd3+ Kxb5 56. Ke3 and Kf4 and wins.

54. Kd4+ Kd6
 55. Kc4 Kc6
 56. Re2 Rc1+
 57. Kd4 Kd6
 58. Rb2 Ra1
 59. b5 Ra4+
 60. Kd3 Kb7
 61. b6+ Kb7
 62. Rb5 Re4+

62. ... f4+ fails: 63. gxf4 Ra3+ 64. Ke4 Ra2 65. Kf5.

63. Kd3 Re8
 64. Rxf5 Kxb6
 65. Rg5 Rd8+
 66. Ke4 Re8+
 67. Kf5 Rf8+
 68. Ke6 ...

To cut off the king.

68. ... Rxf2
 69. Rxg4 Re2+
 70. Kf5 Kc5
 71. Re4 Rf2+
 72. Rf4 Rd2

If 72. ... Rg2 73. g4 Kd6 74. Kf6 Kd7 75. Re4 Rf2+ 76. Kg6 Rf8 77. Kg7 followed by g5, etc.

73. g4 Rd5+
 74. Kg6 Resigns

The pawn cannot be stopped. A very instructive endgame.

GAME 3

Bad Pawns, Bad Pieces

Black incurs a couple of weak, isolated pawns as the result of an opening novelty by Tal. Such a purely defensive task is surely not what Black hopes for in the Sicilian Defense; but if Najdorf had chosen to avoid those weak pawns, he would have had a lifeless, passive position, and for Najdorf that is intolerable.

**USSR vs. the Rest of the World
Belgrade, 1970**

SICILIAN DEFENSE

M. Tal	M. Najdorf
1. e4	c5
2. Nf3	Nc6

Not the Najdorf Variation! That line has developed to such an extent that it bears little resemblance to the system popularized by Najdorf so long ago. Perhaps it no longer suits his style?!

3. d4	cx d4
4. Nxd4	e6
5. Nc3	Qc7
6. g3	a6
7. Bg2	Nf6
8. 0-0	d6
9. Re1	Bd7
10. Nxc6!	bxc6

If 10. ... Bxc6 11. Nd5 Qd8 12. Bg5 with pressure. The weakening of Black's queenside pawns has begun.

11. Na4	e5
12. c4	...

White's plan is clear: to further weaken Black's pawn structure on the queenside and, via the open files, to attack the pawns directly.

12. ...	Be7
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To be considered is 12. ... c5 13. Bg5 Be7 14. Nc3 Bc6 with a scarcely perceptible advantage for White, but not a hint of play for Black.

13. c5!	0-0
----------------	------------

Since 13. ... dxc5 does not win a pawn, that move would simply lose tempo.

14. cxd6	Bxd6
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Black's two weak pawns, particularly the c-pawn, stifle his pieces. No great subtlety is needed here: the pawns are clearly vulnerable targets for which Black has no discernible compensation. However, Najdorf is always dangerous, and so Tal sees no reason to complicate matters.

15. Bg5	Be7
----------------	------------

15. ... Bb4 can be satisfactorily met by 16. Re3 Ng4 17. Rd3 Be6 18. h3, etc.

16. Qc2	h6
17. Be3	Rab8
18. Rac1	Rfd8
19. h3	Nh7
20. Bc5	Be8

Because he has to tend his weak pawns, Black cannot become active. Little by little, White's pieces occupy better positions and Black's become more passive.

21. Red1	Rxd1+
22. Rxd1	Ng5
23. Bxe7	Qxe7
24. Nc5	Ne6
25. Nxe6	...

Better than 25. Nxa6 Rb6 26. Bf1 Nd4 with sufficient play for the pawn.

25. ...	Qxe6
26. b3	Qe7
27. Qc3	...

Putting pressure on the e-pawn with the intention of following up with Bf1 attacking the a-pawn. Black's defensive problem is very difficult.

27. ...	Rb4
----------------	------------

Tying the White bishop to the protection of the e-pawn.

28. h4	...
---------------	------------

To be in a position to activate the bishop via h3 when the opportunity arises.

28. ...	f6
29. Rd3	...

Intending to continue with Qd2 and to invade Black's territory with the rook.

29. ...	Kh7
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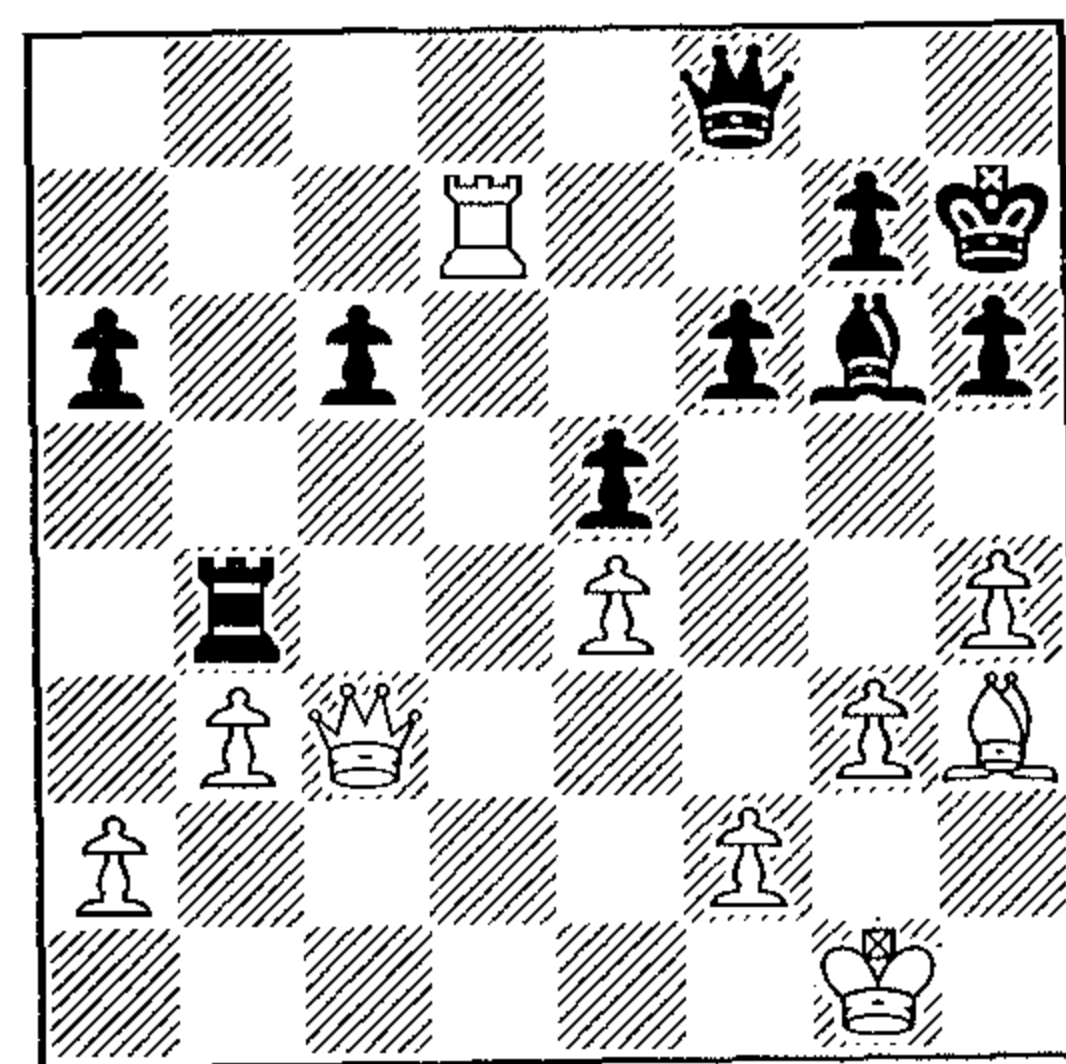
Unsatisfactory is 29. ... c5 on account of 30. Rd5 c4 31. bxc4 Bf7 32. c5! Rb1+ 33. Kh2 Bxd5 34. exd5, and the two passed pawns would win easily.

30. Bh3	Bg6
31. Rd7	...

Obviously White's pieces are better placed. He has a rook on the seventh rank, Black's queen is tied to the defense of the king, and Black's bishop is a defensive piece only. Meanwhile, Black's weak pawns are about to fall.

31. ...

Qf8



32. Qxc6

Rxe4

If 32. ... Bxe4 33. Qxa6 Qc5 34. Qxf6 Qc1+ 35. Bf1 and wins.

33. Qxa6

Re1+

34. Kh2

f5

No relief is offered by 34. ... Be4 35. Bg2 Bxg2 36. Kxg2 Qb4 37. Qxf6 Qe4+ 38. f3 Qc2+ 39. Kh3 Rh1+ 40. Kg4 and wins.

35. Rd6

Bh5

A better try is 35. ... Qf7, but after 36. Qd3 (threatening h5) e4 37. Qd2, White's task would be easy.

36. Qd3

e4

37. Qd5

Bg4

38. Rd8

Qf6

39. Qg8+

Kg6

40. Qe8+

Kh7

41. Bxg4

fxg4

42. Qg8+

Kg6

43. Rf8

Qe7 and Resigns

After 44. Re8, Black's position is hopeless.

GAME 4

Unsupported Pawn Chain

In many variations of the King's Indian Defense (and in other openings), White strives for space-gaining maneuvers on the queenside, usually including b2-b4, because his advanced c-pawn and d-pawn have already given him an edge in space on that wing. Black's typical reaction is to try for counterplay by a pawn advance on the kingside, often including ... f7-f5. In addition to his strategic goal of weakening White's d-pawn (on d5) by attacking the e-pawn, he hopes to create complications and to distract White from his grand design. However, Black's pawn advances are bound up with certain risks because he exposes his king. If his pawns should advance too far or become weakened, his king would be in direct danger.

White's play must be flexible and undogmatic. If he stubbornly insists on his queenside advance and underestimates Black's threats, his own king could be in trouble.

The present game illustrates the risks for Black. As soon as Black plays ... f7-f5, White abandons the queenside and takes aim at Black's f-pawn, which supports the imposing e-pawn. In his writings Nimzovich emphasized the importance of attacking the base of a pawn chain. That strategy works here almost to perfection.

Interzonal Tournament
Sousse, 1967

KING'S INDIAN DEFENSE

S. Reshevsky

H. Mecking

1. d4

Nf6

2. c4

d6

3. Nc3

g6

4. e4

Bg7

5. Be2

0-0

6. Nf3

e5

7. 0-0

Nbd7

8. Re1

a5

9. Bf1

c6

10. Rb1 Re8
11. d5 ...

To be considered is 11. b3. If then 11. ... Qb6 12. d5 and Black's queen would be misplaced. If 11. ... exd4 12. Nxd4 Nc5 13. f3 with a solid center.

11. ... Nc5
12. b3 ...

Planning to continue with 13. a3 and 14. b4. If White plays 12. a6 instead of the text, Black can foil White's plan by playing 12. ... a4 13. Be3 Nfd7.

12. ... Na6
13. a3 c5

With his last two moves Black has made White's queenside advance more difficult; in fact, White never does move his pawn to b4.

14. Bd2 Rf8

Now he prepares counterplay via ... f7-f5 with the support of this rook, which also allows the king knight to get out of the way to e8.

15. g3 ...

Better is 15. h3, preventing Black's next move.

15. ... Bg4!

Forcing White to play h3 (to release the pin) and foiling White's plan, which was, after ... f5, to exchange pawns and follow with Bh3 and Nh4, exerting pressure on the f-pawn.

16. h3 Bd7
17. Bg5 ...

Since there is no reasonable way to prevent Black from carrying out his planned ... f5, at least I can provoke a weakness in Black's camp.

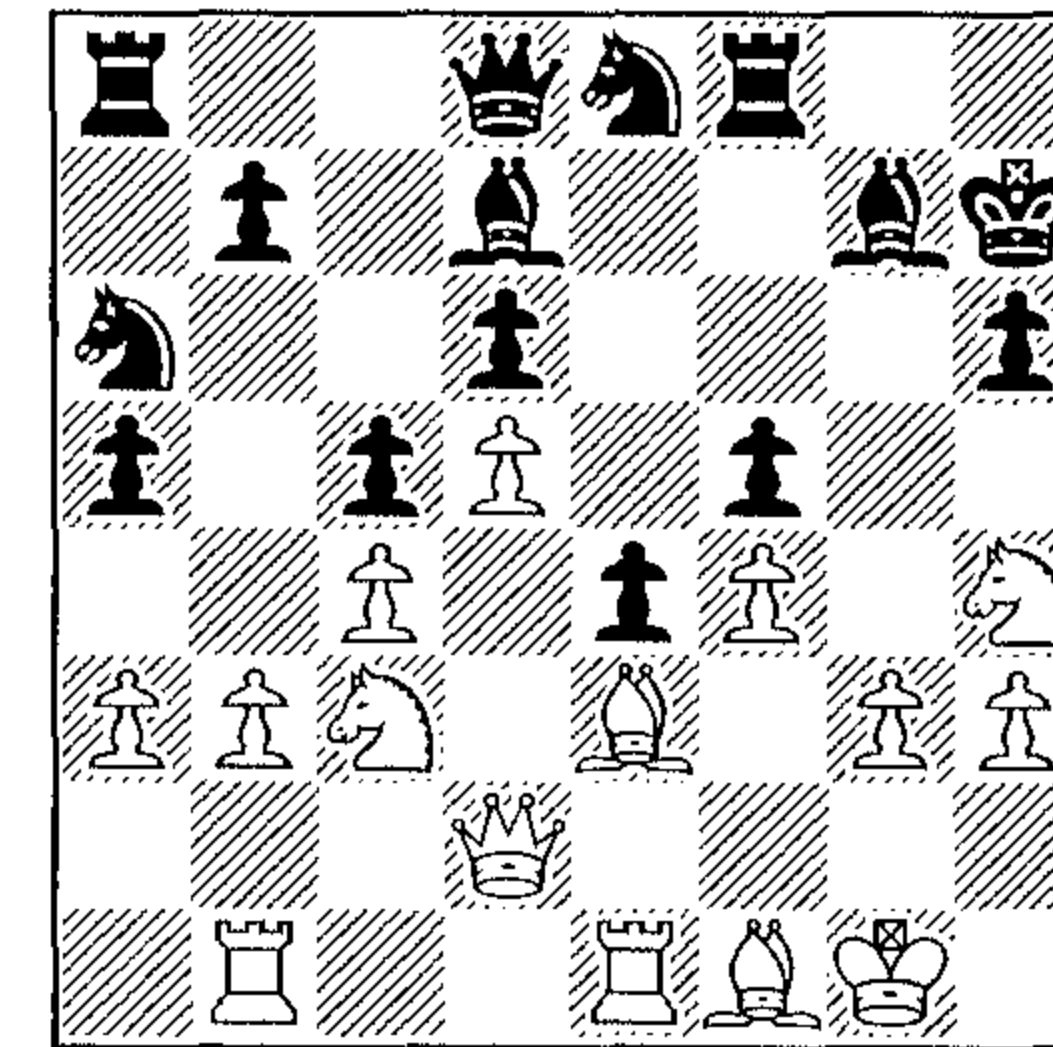
17. ... h6

Otherwise Black cannot carry out his plan; for if 17. ... Qc8 18. Kh2 Ne8? 19. Be7.

18. Be3 Ne8
19. Qd2 Kh7
20. Nh4 f5
21. exf5 gxf5
22. f4 ...

Fixing Black's f-pawn so that it can be attacked.

22. ... e4



This type of position has arisen in numerous games. Black enjoys temporary control of the center and has a passed pawn, but the latter can become vulnerable, as this game illustrates. White's chances are better.

From Black's standpoint, however, he has forced White to play on the kingside and to abandon his calm queenside expansion. Whether or not this is a gain for Black remains to be seen, but at least he is in an active fight.

23. Bf2 Nf6
24. Nd1 ...

The knight is headed for e3, where it will bear down on the f-pawn and blockade the passed pawn.

24. ... Ng8
25. Ne3 Qf6
26. Bg2 Rae8

All of Black's pieces, except his queen knight, are well posted. As has been known for a century, even one badly placed piece (other things being equal) can be a serious disadvantage.

27. Qe2 ...

I discarded 27. Qxa5 on account of 27. ... Ra8 28. Qd2 Nc7 which offers Black counterplay; for if 29. a4 Na6, heading for b4, and if 29. Ra1 b5.

27. ... Ne7
28. g4 ...

An indirect strike against the e-pawn, and the only way White can hope to make progress. In fact, this move is thematic proof of the instability of Black's f5-e4 pawn chain: the concept of attacking the base of a pawn chain (in this case, the f-pawn) is well-known theory.

28. ... **Kg8**

Mecking is in serious time pressure. Better is 28. ... fxg4, but after 29. Nxf4 Qxf4 30. Bxe4+ Kg8 31. Ng2 Qf7 32. Bg3, Black's problems would not be solved.

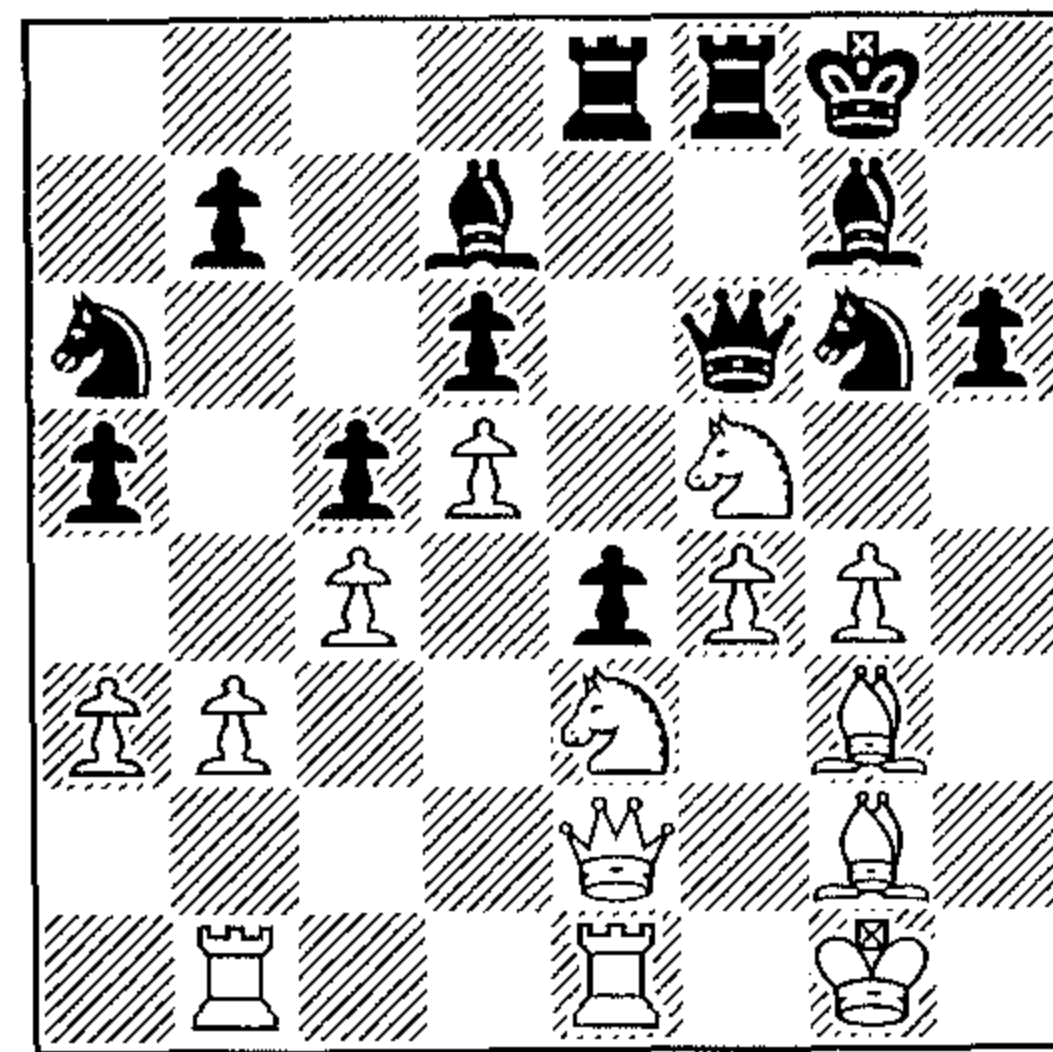
29. **Bg3** **fxg4**

30. **hxf4** ...

Black's once-proud e-pawn is no longer so secure.

30. ... **Ng6**

31. **Nhf5** ...



31. ... **Bh8?**

A blunder, losing a pawn. Correct is 31. ... Nc7.

32. **Nxh6+** **Kh7**

33. **Nhf5** ...

33. g5 fails because of 33. ... Nxf4 34. gxf6 (if 34. Bxf4 Qxf4 35. Qh5 Kg7) 34. ... Nxe2+ 35. Rxe2 Kxh6 36. Bxd6 Rxf6 with equality.

33. ... **Kg8**

34. **Nh6+** **Kh7**

35. **Rf1**

This move appears sound, since it threatens g5 followed by Qh5. I played too quickly, however, having underestimated my young adversary's ingenuity. 35. Nhf5 Kg8 36. g5 Qxf5 37. Nxf5 Bxf5 did not appeal to me since Black's e-pawn would become too powerful.

35. ... **Qc3!**

A fine move, bidding for counterplay. If 36. g5 Bd4 37. Rbe1 Qd3 38. f5 Ne5 with complications.

36. **Nef5** **Bg7**

So that if 37. Nxf4 Kxf4, which leaves two White pieces hanging.

37. **Rbc1** **Qxb3**

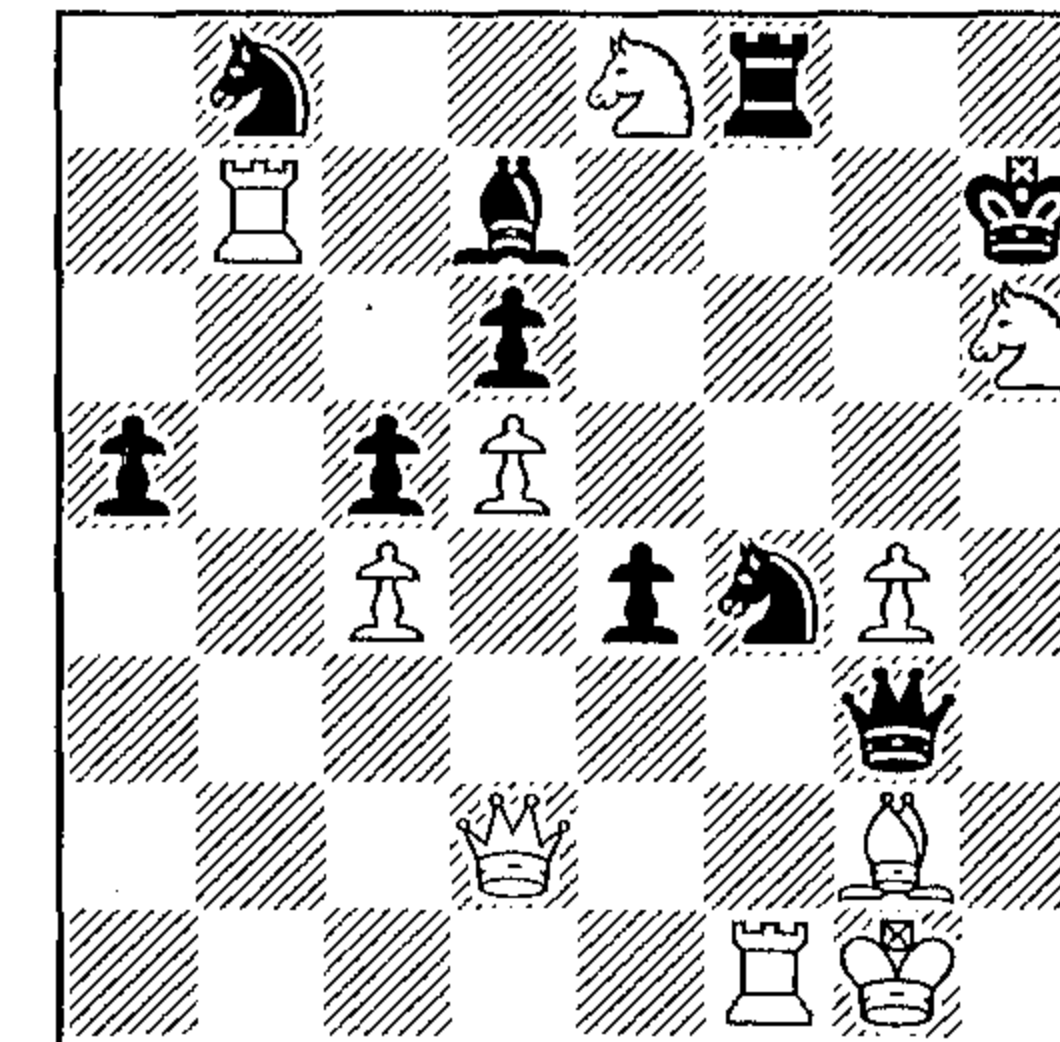
Black has little play after 37. ... Qd3 38. Qxd3 exd3 39. Nxf4 Kxf4 40. g5.

38. **Rb1** **Qxa3**

39. **Rxb7** **Nb8**

40. **Nxf4** **Qxg3**

41. **Nxe8** **Nxf4**



Despite being a rook to the good, White still has problems. The game was adjourned here. Many pieces are en prise!

42. **Rxf4** ...

Forced if White wishes to play for a win, for if 42. Qxe4+ Kxh6 with the strong threat of 43. ... Nh3+.

42. ... **Qxf4**

43. **Nxd6** ...

After 43. Qxe4+ Qxe4 44. Bxe4+ Kxh6 45. Nxd6 Kg5 with good drawing prospects.

43. ... **Kxh6**

Unpromising for Black is 43. ... Qc1+ 44. Bf1 Kxh6 45. Nxe4 Qf4 46. g5+ Kg6 47. Rb6+ Kg7 48. Qb2+ and wins. Also, after 43. ... Qxd6 44. Nf5 Qf5 45. Bxe4 Black's position would be untenable.

44. **Nxe4** **Bxg4**

45. **Rb6+** **Kh5**

Forced, for if 45. ... Kg7 46. Qb2+ Kg8 47. Rg6+, etc.; if 45. ... Kh7 46. Nf6+! Rxf6 47. Qe7+ Rf7 (if 47. ... Kg6 48. Be4+ Kg5 49. Qg7+) 48. Be4+ Kh8 (if 48. ... Kg8 49. Rg6+ Kh8 50. Qh4+ Rh7 51. Qd8+, etc.) 49. Qd8+ Rf8 50. Qh4+ followed by mate.

46. **Qe1** **Nd7!**

The best try. A courageous and fearless young man!

47. Ng3+ Kh4

48. Qe7+ ...

If 48. Ne2+ Qf2+!, leading to equality.

48. ... Rf6

Not 48. ... Nf6 49. Qxf8 Kxg3 50. Rb3+, etc.

49. Qh7+ ...

After 49. Ne4, Black has a perpetual check with 49. ... Qc1+.

49. ... Kg5

50. Ne4+ Qxe4

51. Qxe4 Rxb6

52. Qe3+ Kg6

53. Bh3 ...

Better is 53. Be4+ Kf7 (53. ... Bf5 54. Bxf5+ Kxf5 55. Qh3+) 54. Qf4+ Nf6 55. Qf2, winning the important c-pawn.

53. ... Bxh3

54. Qxh3 Ne5

55. Qe3 Kf5

56. Qxc5 Rb1+

57. Kg2 Rb2+

58. Kf1 a4

59. d6 Rd2

60. Ke1 ...

If 60. Qc8+ Kf4 61. c5 Nf3, and the threat of ... Nh2+ would have given me some trouble. The text avoids the perpetual check.

60. ... Rd4

61. Ke2 Ke4

62. Qa3 Rd3

If 62. ... Rxc4 63. d7 Rd4 64. Qe3+, followed by Qxd4. If 62. ... Nxc4 63. Qf3+ Ke5 64. d7 Rxd7 65. Qg3+, winning a piece on the next check.

63. Qb4 ...

63. Qxd3+ Nxd3 64. d7 doesn't win because of 64. ... Nf4+ 65. Kd2 Ne6 66. c5 Kd5 (or 66. Kf3 Ke5).

63. ... a3

64. c5+ Kf5

65. Qa4 Ke6

66. Qa8! ...

The winning move, which threatens 67. c6 Kxd6 68. Qb8+.

66. ... Rb3

If 66. ... Rd5 67. Qb8+. If 66. ... Kd7 67. c6+.

67. Qg8+ Nf7

68. Qg6+ Ke5

69. Qxf7 a2

70. Qa7 Rh3

71. d7 Resigns

CHAPTER 2

Passed Pawns

The great chess theorist Aron Nimzovich illustrated the power of the passed pawn by this brilliant metaphor: "The passed pawn is a criminal, who should be kept under lock and key." He wrote also of the passed pawn's "lust to expand."

Why should a mere pawn—the unit lowest in rank and most limited in mobility—inspire such figurative language in Nimzovich and (as we saw in the last chapter) Philidor? The reason is this: a queen will always be a queen, a rook never more than a rook, a bishop and a knight always the same, but a pawn alone has the power of promotion. This is a crucial property, for most won games are decided by a pawn that cannot be prevented from becoming a queen.

A single weak pawn can lead to loss of the game (as we saw in Chapter 1), and so can a single pawn be strong enough to win. So potent is a passed pawn that entire opening systems are strongly influenced by the idea of creating a majority of pawns on one wing; from this majority a passed pawn will eventually emerge, if all goes well. For example, in the Exchange Variation of the Caro-Kann Defense (1. e4 c6 2. d4 d5 3. exd5 cxd5) White has already obtained a pawn majority of four against three on the queenside. In the Exchange Variation of the Ruy Lopez (1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Bxc6 dxc6 5. d4 exd4 6. Qxd4) Black's queenside pawn majority is crippled due to the doubled pawns, whereas White's kingside majority is healthy and mobile. In a main line of the Gruenfeld Defense (1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cxd5 Nxd5 5. e4 Nxc3 6. bxc3), after Black's eventual ... c5 and ... cxd4 he will have a two-to-one pawn majority on the queenside.

A pawn majority does not guarantee, however, that a passed pawn will emerge, nor does it promise, even if a passed pawn is created, that it will inevitably be promoted to a queen. Chess is not so simple. Certain other conditions must be present, the most

important and obvious of which is mobility. A pawn that cannot advance is weaker than one that can; a passed pawn that cannot be pushed may as well not be passed. Therefore, the player who has an incipient passed pawn must bend every effort to see that the pawn will be able to advance once it becomes passed.

Game 5 demonstrates the proper technique for converting a pawn majority to a passed pawn. White's error is instructive: his 22nd move actually blocks his own pawn majority and hinders his creation of a passed pawn.

Game 6 is an excellent example of correct counterplay against a passed pawn: another passed pawn. Black's mistake near the end is also instructive: he fails to break White's blockade when he has the chance.

Game 7 illustrates correct blockading strategy. Because he has the means available for a successful blockade White permits Black to obtain a protected passed pawn early in the game; by sacrificing that small battle White wins the war, for the effort Black expends on his passed pawn is too costly.

Not all passed pawns are destined for queenhood, but the very existence of that long-range possibility casts a special light over the board. In game 8, for example, White's passed pawn cannot be maintained, but it serves nobly while it lives.

Because pawns can only advance along a file (except when capturing), a single passed pawn is best supported by a piece that thrives on open files, the rook. It cannot be said too often: Rooks Belong Behind Passed Pawns. See game 9.

If one passed pawn is strong, several must be overwhelming. Game 10 illustrates this perfectly: connected passed pawns, when they cannot be stopped, are worth more than several pieces.

GAME 5

Converting a Pawn Majority

The opening of this game gives each side a local pawn majority. Conversion of a majority to a living, breathing passed pawn is one of the techniques that must be mastered if regular success is desired; but this is not easy to do. A close study of Korchnoi's tech-

nique in this game, and a full understanding of Ivkov's error, are valuable to the student.

This game also illustrates the difference between a pawn majority on the queenside and one on the kingside. A passed pawn on the queenside—often called an outside passed pawn—is not in direct danger of blockade or attack by the enemy king. Passed pawns in the center or the kingside do not have this advantage (but other factors are usually involved). Furthermore, a typical strategy when one player has or will soon have an outside passed pawn is to combine threats to advance the pawn with threats against the king; usually, both threats cannot be satisfactorily met.

In this game, note especially how Korchnoi advances his queenside majority while keeping White's king busy on the other side.

Wijk aan Zee, 1968

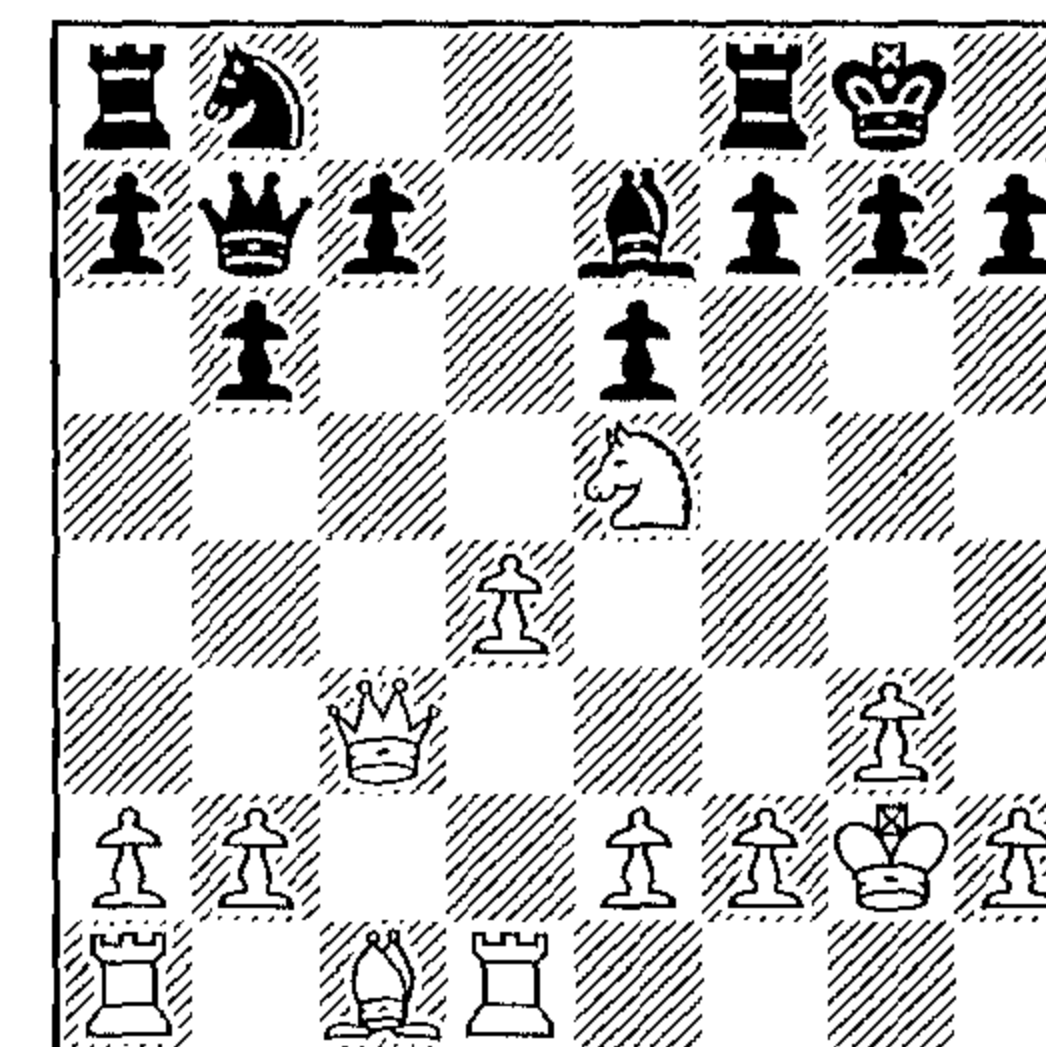
QUEEN'S INDIAN DEFENSE

B. Ivkov	V. Korchnoi
1. d4	e6
2. c4	...
2. ...	Nf6
3. Nf3	b7
4. g3	Bb7
5. Bg2	Be7
6. 0-0	0-0
7. Nc3	Ne4
8. Qc2	Nxc3
9. Qxc3	Qc8
10. Rd1	d5
11. cxd5	Bxd5

The text is as satisfactory as 9. ... f5 10. b3 Bf6 11. Bb2 d6 or 11. ... Nc5.

Better than 11. ... exd5 when the QB becomes inactive. The text also creates an imbalance in the pawn structure which offers both players scope for imaginative play in search of winning chances. That is precisely Korchnoi's forte.

12. Ne5	...
More natural is 12. Bf4 c5 13. Rac1.	
12. ...	Bxg2
13. Kxg2	Qb7+



Black has a potential queenside pawn majority; if he can somehow remove White's d-pawn his majority will become mobile.

14. Qf3	...
---------	-----

White's efforts to simplify will cause him trouble. Wiser is 14. Kg1, and if 14. ... c5 15. dxc5 Bxc5 16. b4 Be7 17. Bb2 Bf6 18. Rac1. In this line, if 17. ... Rc8? 18. Nc6! Bf6 19. Ne7+ and wins.

14. ...	Qxf3+
15. Kxf3	f6
16. Nd3	Nc6
17. Nf4?	...

This allows Black to obtain a majority of pawns on the queenside, which will advance faster than White's majority on the kingside. Correct, therefore, is 17. Be3, and if 17. ... e5 18. dxe5 fxe5+ 19. Ke4, with advantage because of White's favorable king position and Black's isolated e-pawn.. If 17. ... Rfd8 18. Rac1 Nxd4+ 19. Bxd4 Rxd4 20. Rxc7, with advantage. Black's best, therefore, would be 17. ... Bd6 18. Rac1 Ne7 19. Nf4 Kf7 (19. ... e5 20. Ne6 Rfc8 21. dxe5 Bxe5 22. Rd7) 20. d5 with some initiative, for if 20. ... Bxf4 21. dxe6+, etc., and if 20. ... e5 21. Ne6 Rfc8 22. Nxc7 Bxc7 23. d6.

17. ...	e5
18. Ne6	Nxd4+

Thus White's d-pawn leaves the board and Black's queenside pawn majority becomes a crucial factor.

19. Nxd4	exd4
20. Rxd4	Rfd8
21. Rxd8+	Rxd8
22. Be3?	...

In order to counteract Black's pawn majority on the queenside, White has to mobilize his own majority. The text blocks the e-pawn, slowing down the achievement of this objective. Imperative is 22. Bf4 c5 23. e4 Kf7 24. Ke2, followed by Be3 and f4.

22. ...	Kf7
23. a4	...

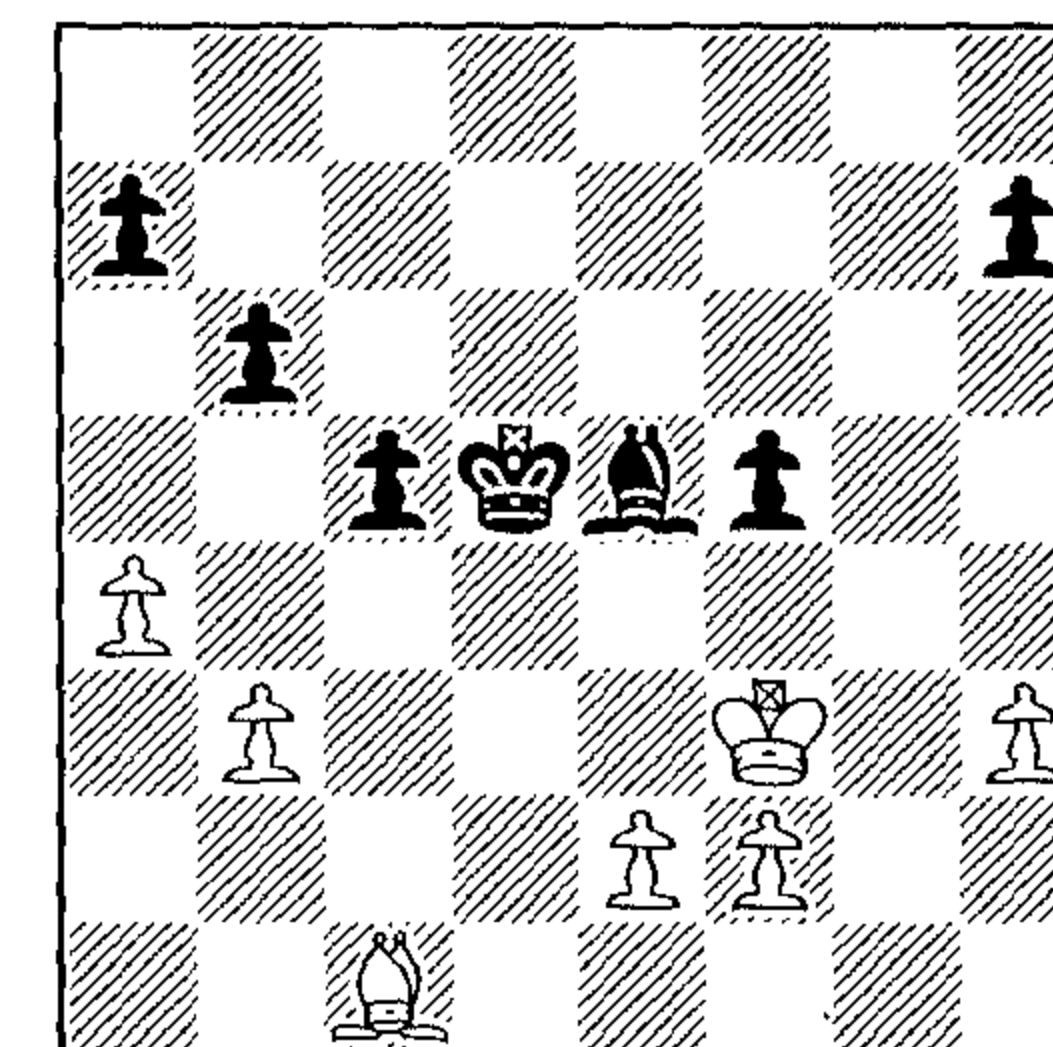
This only expedites Black's objective of establishing a passed pawn. More prudent is 23. Rc1 c5 24. Rc3 (intending to fight for control of the d-file with Rd3), and if 24. ... Rd1 25. Ra3 a5 26. Rb3 Rd6 or 26. ... Bd8 27. Rd3. Black's control of the d-file keeps the White king from reaching the queenside, where it is needed to aid in the blockade of Black's potential passed pawn.

In general, avoid moving pawns on the side of your opponent's pawn majority, for this can hasten pawn exchanges and simplify the creation of a passed pawn.

23. ...	Ke6
24. g4	Rd5
25. Rc1	c5
26. b3	Bd6
27. h3	g6
28. Ke4	Be5
29. Rc4	...

Preferable is 29. f4 f5+ 30. gxf5+ gxf5+ 31. Kf3 Bf6 32. a5. Or 29. ... Bd4 30. f5+ gxf5+ 31. gxf5+ Rxf5 32. Bxd4 cxd4 33. Rc6+ Kd7 34. Kxf5 Kxc6 35. Kxf6 Kd5 36. Kf5 with equality.

29. ...	Rd1
30. Rc1	f5+
31. gxf5+	gxf5+
32. Kf3	Rxc1
33. Bxc1	Kd5



White's trouble stems from his inability to bring his king to the queenside where it could stop the advance of Black's potential passed pawn. For instance, 34. Ke3 c4 35. b4 (if 35. bxc4 Kxc4, and Black gets two connected passed pawns by winning the a-pawn, whereas White is without any rapid counterplay with his center pawns) 35. ... e4+ 36. Kd2 (36. Kc6 b3, and the Black king walks in unhindered) 36. ... Bd6 37. e3 fxe3 38. fxe3 Be5, and Black has little difficulty in making progress.

34. Bg5	...
---------	-----

Unplayable is 34. Bf4 (in order to continue, after 34. ... Bf6, with 35. Bb8 a6 36. Kf4 Ke6 37. e4 fxe4 38. Kxe4 b4 39. axb5 axb5 40. f4 with an easy draw) because of 34. ... a6 35. Bxe5 Kxe5 36. Ke3 b5 37. axb5 (37. a5 f4+ 38. Kd3 Kc5 and wins) 37. ... axb5 38. Kd3 Kf4 39. Kc3 Kg5-h4, etc.

34. ...	a6
---------	----

The immediate 34. ... c4 does not suffice for the win on account of 35. bxc4+ Kxc4 36. e4 fxe4+ 37. Kxe4 Bd6 38. f4, and this pawn, supported by the king and bishop, will travel fast.

35. Bd8	b5
36. axb5	axb5
37. Ba5	c4
38. bxc4+	Kxc4

Not 38. ... bxc4 39. Ke3 f4+ 40. Kd2, holding the position easily.

39. e4	...
--------	-----

A little too late. Futile is 39. Ke3 because of 39. ... Bc3 followed by ... b4, etc.

39. ...	fxe4+
40. Kxe4	Bc3

Black has a won position because his passed pawn, aided by the king and bishop, cannot be stopped from queening—White's king is too far away.

41. Bd8	b4
42. Be7	b3
43. Ba3	Bg7
44. f4	Kc3
45. f5	...

The position is untenable. The only other try is 45. Kd5, but it would also fail: 45. ... Kc2 46. Kc4 Bf8 47. Bc1 Be7 48. f5 f6 with White in zugzwang.

45. ...	Kc2
46. Kd5	Bf8
47. Bxf8	b2
48. Ke6	b1=Q
49. f6	Qb3+
50. Ke7	Qxh3

And now Black's last pawn, untouched since the game began, begins to play a surprising backstage role. Without it Black cannot win!

51. f7	Qa3+
52. Ke8	Qa4+
53. Ke7	Qb4+
54. Ke8	Qb8+
55. Ke7	Qe5+
56. Kd7	Qf6
57. Ke8	Qc6+
58. Ke7	Qg6
59. Ke8	...

For if 59. Bh6 Qxh6 60. f8=Q Qxf8+ 61. Kxf8 h5, etc. The purpose of Black's 50. ... Qxh3 now becomes clear: his is a passed pawn!

59. ...	Kb3
60. Be7	...

If 60. Bc5 Qc6+ followed by ... Qxc4.

60. ...	Kc4
---------	-----

Resigns

If 61. Kf8 Kd4–e3. If 61. Ba3 Qc6+ 62. Ke7 Qb7+ 63. Kf6 (63. Ke8 Qa8+ followed by ... Qxa3) 63. ... Qa6+ followed by ... Qxa3.

A fine performance by Korchnoi, displaying his excellent end-game technique.

GAME 6

Passed Pawn versus Passed Pawn

This game, between two of the strongest players of our time, demonstrates perfectly—up to a point—correct play and counter-play involving passed pawns. White obtains a strong passed pawn in the center, but Black, undismayed, properly goes about mobilizing his queenside majority while blockading White's pawn. Portisch maintains the initiative and brings his king to an advanced, active position; nevertheless, Spassky is able to make progress with his majority until, probably in time pressure, he errs in failing to break White's blockade at a critical moment.

Match: USSR vs. Hungary Budapest, 1968

QUEEN'S GAMBIT DECLINED

L. Portisch	B. Spassky
1. d4	d5
2. c4	e6
3. Nc3	Be7
4. Nf3	Nf6
5. Bg5	0–0
6. e3	h6
7. Bh4	b6
8. Rc1	Bb7
9. Bd3	dxc4

Both Spassky and Petrosian prefer this continuation in this opening, convinced that Black can obtain full equality. Tournament experience has confirmed this opinion.

Unsatisfactory is 9. ... Nbd7 because of 10. cxd5 which forces 10. ... exd5 (if 10. ... Nxd5 11. Nxd5 Bxd5 12. Bxe7 Qxe7 13. Rxc7 Bxa2 14. Qa4 and wins) 11. 0–0 with the better game because of the restricted mobility of Black's QB.

The exchange of pawns gives White a central pawn majority, which Portisch is not long in exploiting to create a passed pawn. The exchange has also provided Black with a pawn majority on the queenside. Because White has the initiative, he is the first to obtain a passed pawn.

10. Bxc4	Nbd7
11. 0-0	c5
12. Qe2	Ne4
13. Nxe4	Bxe4

13. ... Bxh4 is not attractive; White could continue with 14. Nd6 Bc6 (if 14. ... Bxf3 15. Qxf3 with the potential threat of NxP) 15. Rfd1 with advantage.

14. Bg3	...
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Better than 14. Bxe7 Qxe7, simplifying Black's defensive task.

14. ...	a5
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This curious-looking move is necessary. Black is trying to develop his queen, and the logical square is b7. This cannot be accomplished without the text move, for if 14. ... Qc8 15. Rfd1 Qb7 16. Ba6 Qc6 17. Bb5 Qb7 18. Bxd7 Qxd7 19. dxe5, etc. The text move prevents Ba6.

15. Rfd1	Qc8
16. Bb5	Rd8
17. Ne1	Qb7
18. c3	Bc6

After 18. ... Bh7, White could also continue 19. e4 and obtain a passed d-pawn. For if 19. ... Nf6 20. Bf2 cxd4 21. Bc6.

19. Bxc6	Qxc6
20. e4	Bg5

White is assured of a passed pawn; for if Black tries to prevent it by 20. ... Nf6, then 21. d5 exd5 22. exd5 Nxd5 23. Rxd5 Qxd5 24. Qxe7 Qd2 (if 24. ... Re8 25. Qd6) 25. Rc2 and wins.

21. Rc2	a4
22. f4	Be7
23. d5	...

From here on, only White has winning prospects because of his passed d-pawn, which can be protected by the rooks.

23. ...	exd5
24. exd5	Qf6
25. Nf3	Qf5

Better than 25. ... Bd6 (in an attempt to block the pawn) 26. Ne5 Qf5 27. Nc4 Bf8 28. d6 with great advantage.

26. d6	Bf6
27. Rcd2	Qe6
28. Qxe6	...

White is compelled to exchange queens, for if 28. Ne5, Black could continue safely with 28. ... Qxa2, and if 29. Qb5 or 29. Qg4 Bxe5 30. fxe5 Qe6, and White has insufficient compensation for the sacrificed pawn.

28. ...	fxe6
29. Re2	Kf7
30. Bh4!	...

The object of this move is to induce Black to exchange bishops, in which case White would be in a position to post his knight at e5. If Black then exchanges knights, White's passed pawn would be protected by a pawn, which is extremely advantageous.

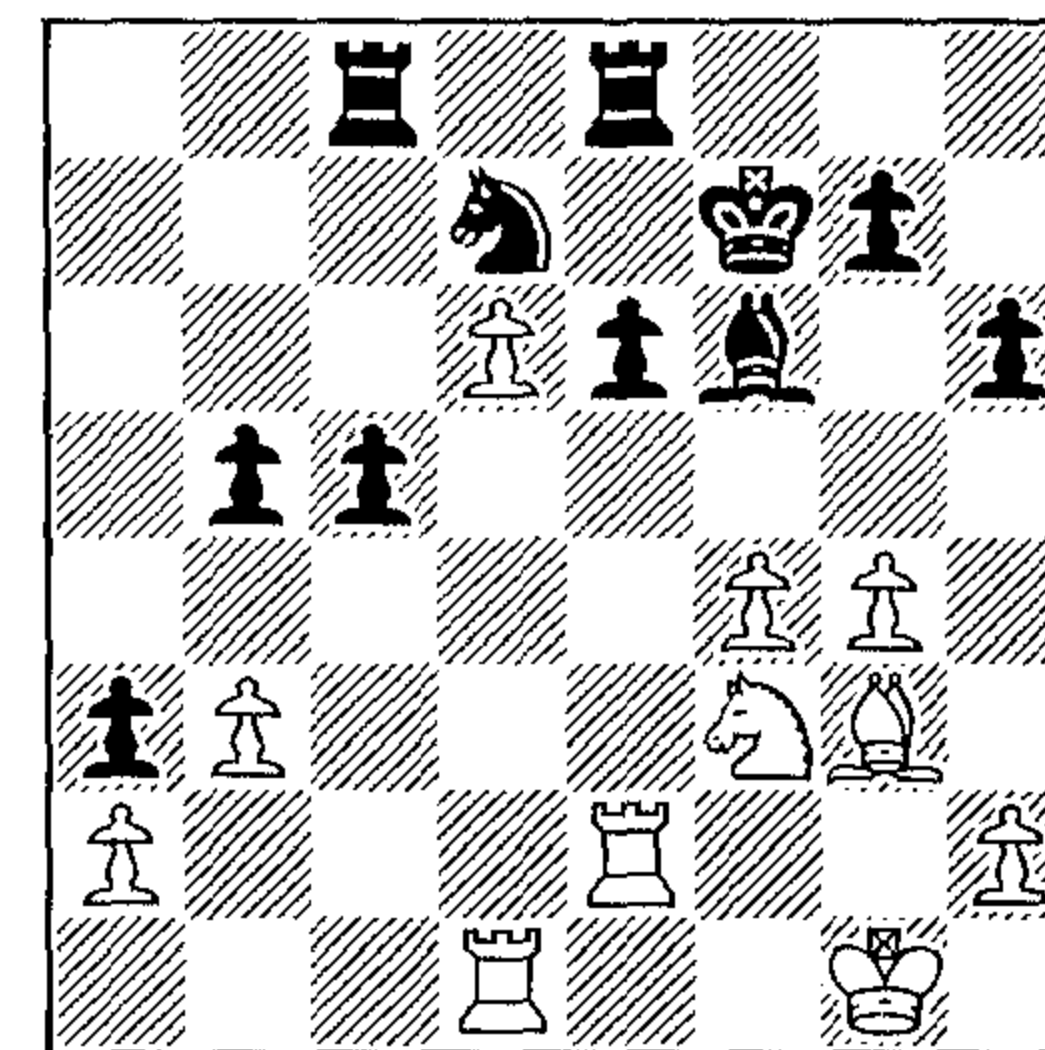
30. ...	Re8
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Spassky refuses to oblige. If White exchanges bishops now, Black would recapture with the pawn, preventing Ne5.

31. g4	a3
32. b3	b5
33. Bg3	...

White changes his plan. Interesting is 33. g5 hxg5 34. fxg5 Bc3 35. g6+ Kxg6 36. Be7 Bf6 37. Rxe6 Kf7 38. Rde1 with the threat of Bxf6 followed by Re7+.

33. ...	Rac8
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Black is now poised to create a passed pawn of his own. White has to come up with diversionary action quickly. This is a crucial stage of the game.

34. Rde1	Bc3
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Mate is unavoidable. A very interesting game, replete with tactical maneuvers.

GAME 7

Blockade versus Breakthrough

Considering the well-known potential of a passed pawn, why does White start an action on the queenside that practically forces Black to create a passed c-pawn? The reason is this: White recognizes that he has the resources to maintain a virtually permanent blockade on c3, and since the rest of the queenside is locked, Black's single means of obtaining counterplay is impeded. A passed pawn that cannot advance is not dangerous. In the meantime, White prepares a breakthrough in the center and creates a passed pawn which Black, deficient in maneuvering space—a defect inherent in many systems of the King's Indian type (which includes the Benoni)—lacks the resources to blockade.

Inaccurate play on my part at a later stage prolongs the game unnecessarily. But from a strategic standpoint White's method of handling the opening is quite effective. After the game, in fact, my opponent had the idea that the Benoni Defense was refuted! This was not a realistic assessment, of course: Black could have played better.

Buenos Aires, 1971

BENONI DEFENSE

S. Reshevsky	R. Garcia
1. d4	Nf6
2. c4	c5
3. d5	d6
4. Nc3	g6
5. e4	Bg7
6. Nf3	0-0
7. Be2	e6
8. 0-0	exd5
9. cxd5	...

After 9. exd5 Re8 10. Bd3 (otherwise ... Ne4, and Black has no problems) 10. ... Nh5, to be followed by ... Nd7-e5 with equality. Black now has a potent queenside majority, but he also has to pre-

vent White's e5 breakthrough, which will give White a passed d-pawn as well as possibilities for attack against the Black king.

9. ... **Re8**

An alternative is 9. ... Bg4 10. h3 Bxf3 11. Bxf3 a6 12. a4 Nbd7 followed by an eventual ... Qc7 and ... Qc6.

10. Nd2 **Na6**

11. f3 **Nc7**

12. a4 **b6**

13. Nc4 **Ba6**

14. Bg5 **...**

14. Bf4 can be met by 14. ... Nh5 15. Bd2 (if 15. Be3 f5, and if 15. Bxd6? Bxc4 16. Bxc7 Bxe2 17. Bxd8 Bxd1, winding up a piece ahead) 15. ... f5 16. exf5 Qh4 with complications.

14. ... **h6?**

This permits White to gain a valuable tempo. Wiser is 14. ... Bxc4, intending eventually to effect ... b5.

15. Be3 **Bxc4**

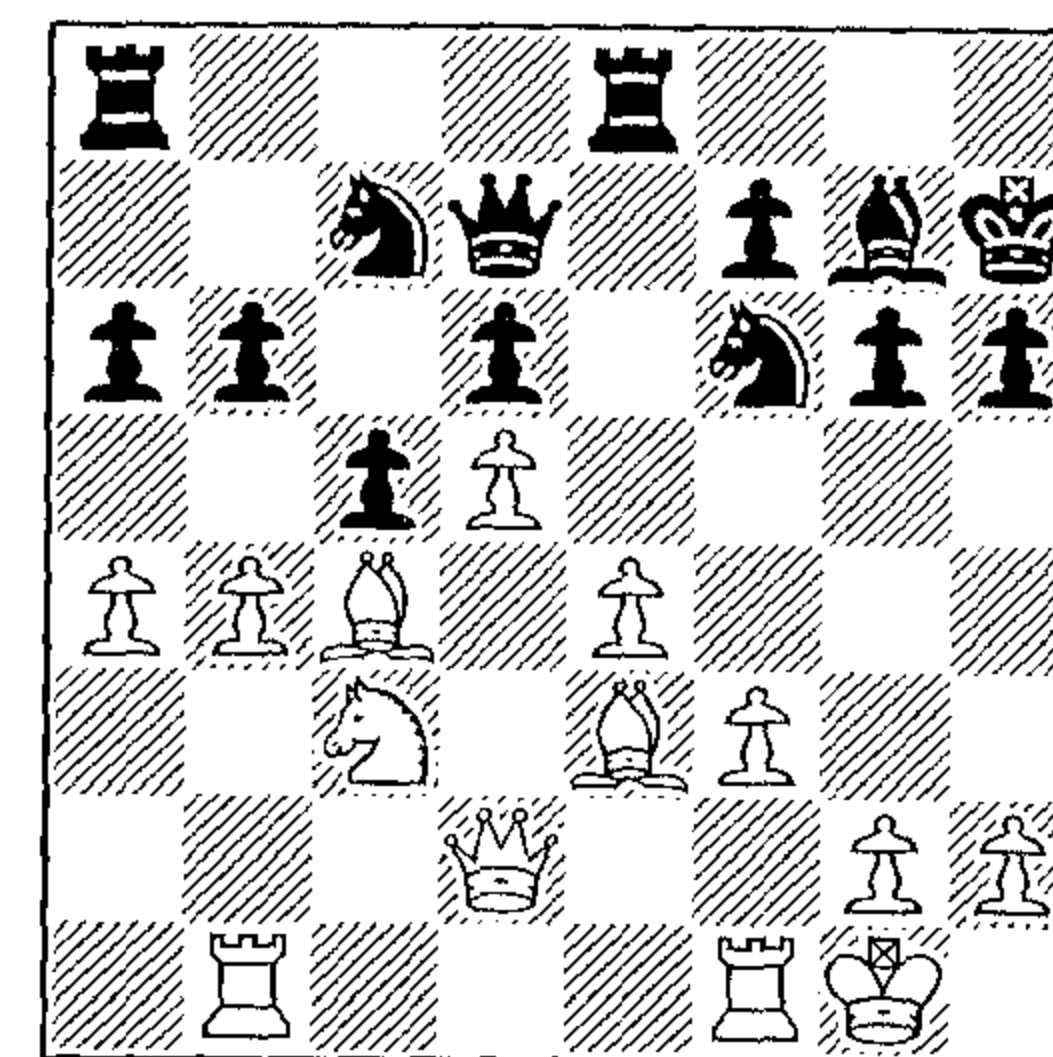
16. Bxc4 **a6**

17. Qd2 **Kh7**

Black's king move contributes nothing to his overall plan, whereas White's queen move protects the queen knight, a perfect blockading piece on c3. The fact that the knight is protected also facilitates White's important advance b4, which is a step toward immobilizing Black's queenside.

18. Rab1 **Qd7**

19. b4 **...**



19. ...

b5

If White's queen were now at d1 where it would not protect the queen knight, Black would have the strong reply 19. ... Ng4, attacking the queen bishop and the queen knight.

20. **Be2** ...

Better than 20. Ba2 cxb4 21. Rxb4 a5 22. R4b1 (22. Rxb5? Nxb5 23. Nxb5 or 23. axb5 is speculative) 22. ... b4 with a fair position.

20. ... **c4**

Inadvisable, of course, is 20. ... cxb4 21. Rxb4 a5? (21. ... bxa4 22. Nxa4 with the strong threat of Nb6; if 21. ... Rab8 22. axb5 axb5 23. Rfb1 winning the b-pawn) 22. Rxb5 Nxb5 23. Bxb5, etc.

21. **a5!** ...

Closing the queenside and depriving Black of any counteraction on that wing. Since Black's passed pawn is solidly blocked, it poses no serious problem for White, who can now turn his attention to the opposite side. From here on, Black is reduced to virtual passivity.

21. ... **Qe7**

22. **Bd4** ...

I spent some time considering the advisability of posting a knight at d4 but found the maneuver too difficult to carry out effectively. For instance, if 22. Bd1 Nd7 (insufficient is 22. ... Qe5 23. Ne2 Ncx d5 24. Bd4 and wins) 23. Ne7 Ne5 24. Nd4 Nd3 with good play.

22. ... **Qf8**

23. **Bd1** ...

In order to activate the bishop at c2 and clear the e-file for action by the rooks.

23. ... **Nd7**

24. **Bxg7** **Qxg7**

25. **Bc2** **Re7**

26. **Rbe1** **Ne8**

27. **f4** ...

White clearly cannot make progress unless he advances this pawn, for then with e5 he can look to eliminating Black's d-pawn and to opening the f- or e-file. Black must thwart this plan if he can.

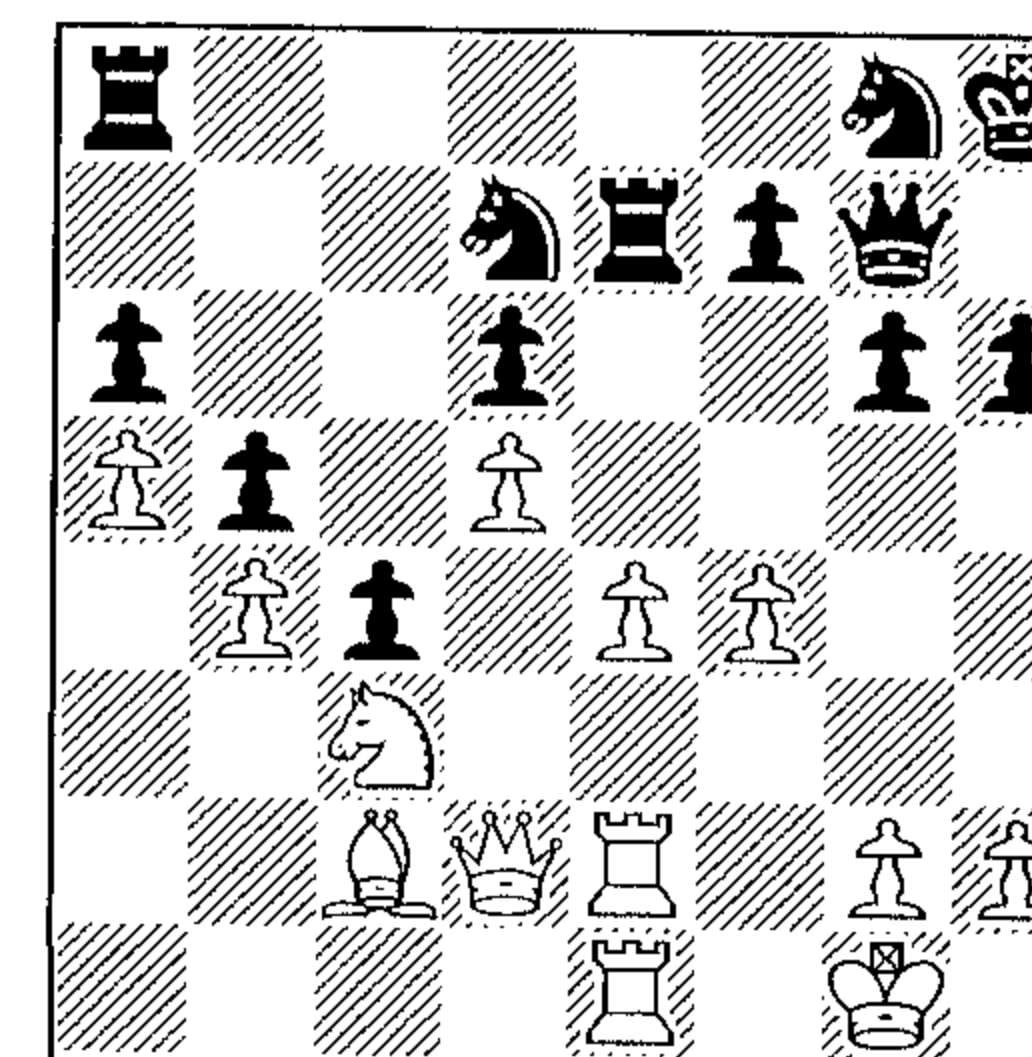
27. ... **Nef6**

28. **Re2** **Kh8**

29. **Rfe1** ...

Preparing for a breakthrough with e5. f5 is unwise since it allows Black an excellent post for his knights at e5.

29. ... **Ng8**



Faulty is 29. ... Rae8 on account of 30. e5 dxe5 31. d6 Re6 32. f5 gxf5 33. Bxf5 winning the Exchange. The text move provides the square f6 for the rook from e6.

30. **e5!** ...

A planned advance which could certainly have been no surprise to my opponent. Timing is important, naturally. White sacrifices a pawn in order to divert Black's d-pawn, to obtain a passed pawn, and to acquire new squares for his forces.

30. ... **dxe5**

31. **d6** ...

This passed pawn, so far advanced, clears a path for White to make inroads into Black's position. For instance, it enables White's queen to reach the important d5 square, if so desired, and for White's knight to operate more efficiently.

31. ... **Re6**

31. ... R7e8 is no more promising because of 32. Nd5 with the menacing threat of Nc7. Now, of course, 32. Nd5? is answered by 32. ... Rxd6.

32. **f5!** ...

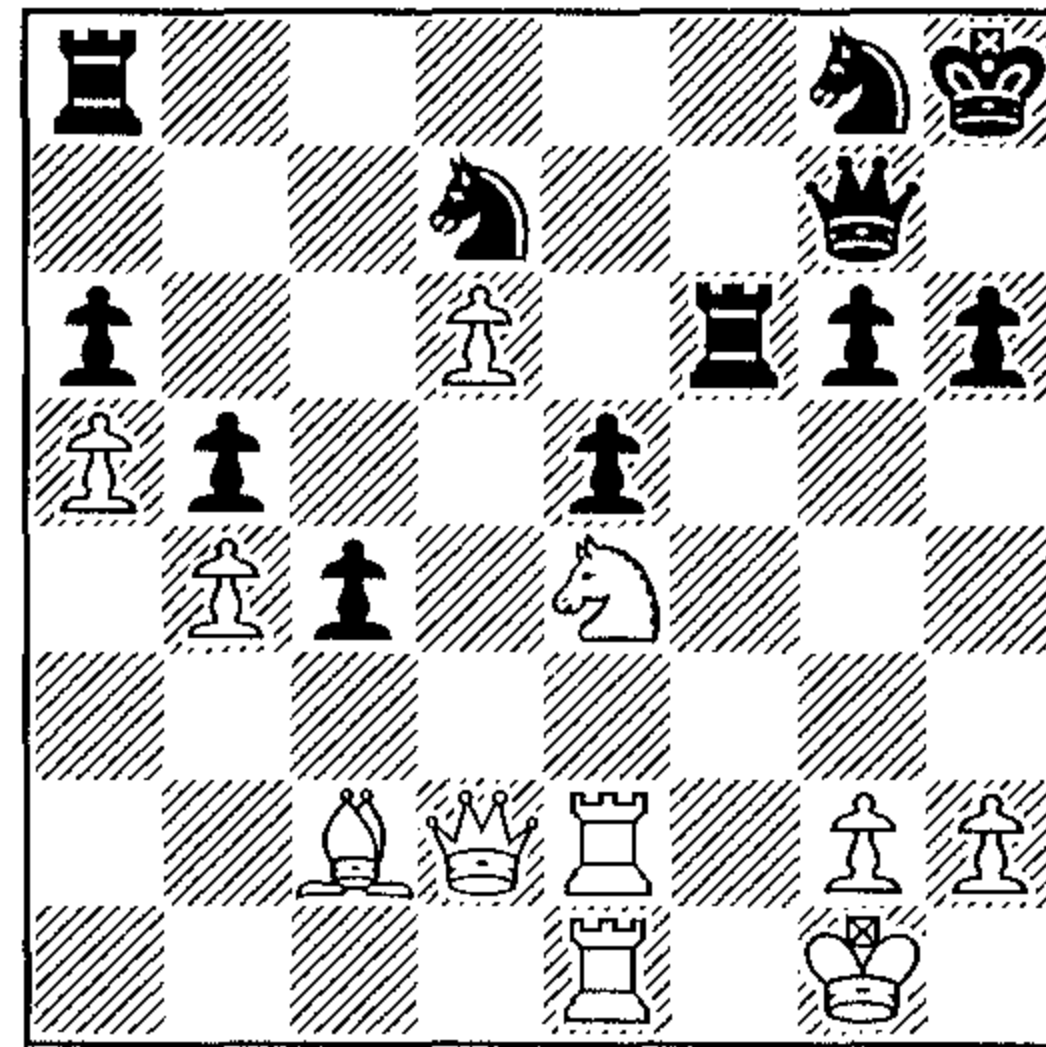
The point of White's tactics: he opens the f-file, which enhances his chances for successful action.

32. ... **Rf6**

33. **fxg6** ...

I discarded 33. Ne4 because of 33. ... gxf5 (not 33. ... Rxf5 34. Nc5 Nxc5 35. bxc5 and wins because if 35. ... Rf4 36. Rxe5, etc.) 34. Nxf6 Qxf6, and Black could offer some resistance, although White would eventually win.

33. ... fxc6
34. Ne4 ...



34. ... Re8

Black is unable to save the Exchange. If 34. ... Rf7 35. Nc5 Ngf6 36. Ne6 Qh7 37. Nc7 Ra7 38. Qe3 Rb7 39. Nxa6, and with the capture of this pawn Black's defense collapses immediately. If 34. ... Rf4 35. g3 (not 35. Nc5 because of 35. ... Rd4) 35. ... R4f6 36. Nc5 and wins.

35. Nxf6 Ngxf6
36. Re3 Re6
37. Rg3? ...

A hasty move which gives me difficulty. Correct is 37. Rh3 Nh5 (if 37. ... g5 38. Bf5 Re8 39. Rhe3, and Black would be in virtual zugzwang) 38. g3 with the unpleasant threat of Bd1.

37. ... Nh5

In time trouble, Garcia misses the correct reply.

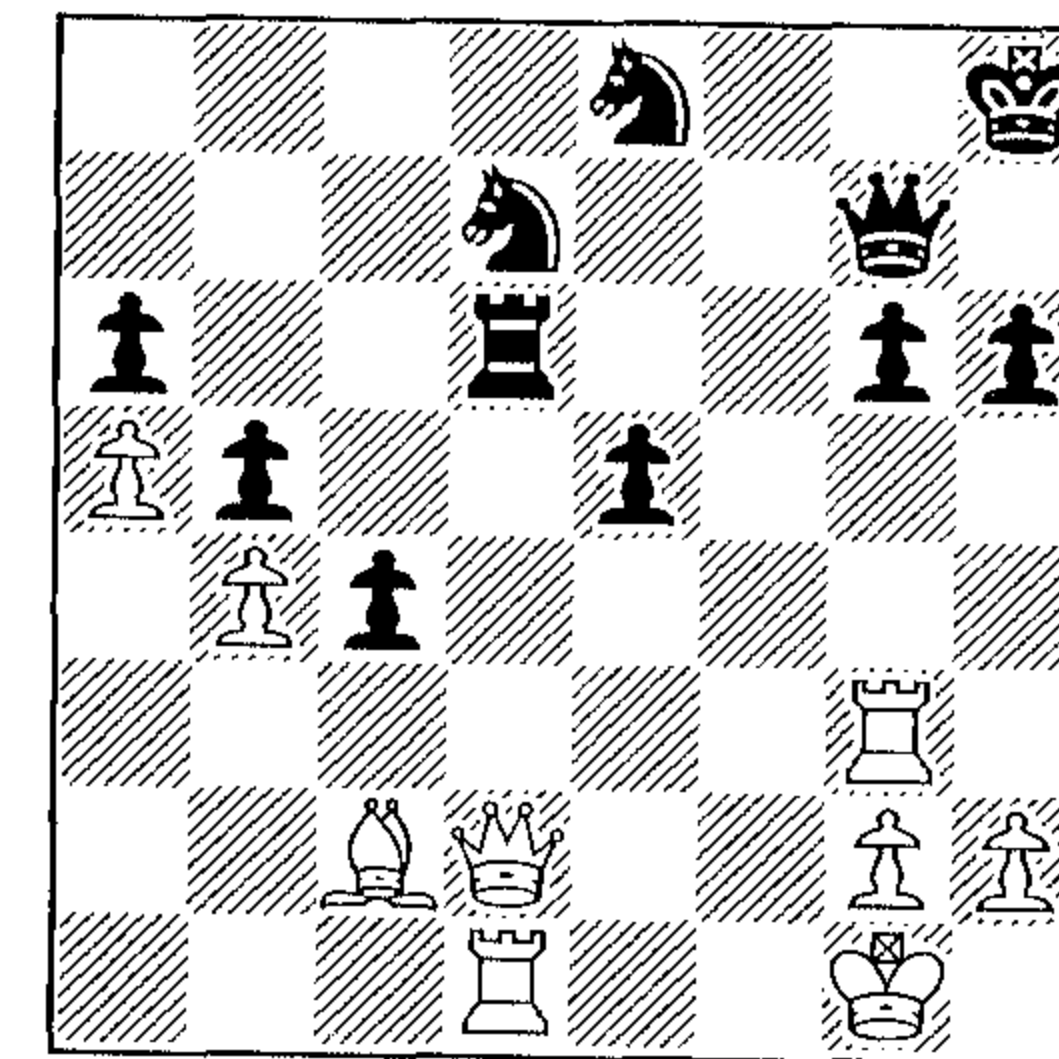
38. Rf3 Nhf6
39. Rg3? ...

I repeated moves because I wanted to reach the time control, but I did not see Black's rejoinder.

39. ... Ne8!

Winning the once-powerful d-pawn by force. Now, if I expected to win I would have my work cut out for me.

40. Rd1 Rxd6



41. Qe1 ...

The sealed move. I spent approximately fifteen minutes on the tempting 41. Qxd6 Nxd6 42. Rxg6 Qe7 43. Rxh6+ Kg8 44. Rg6+ Kf7 45. Rxd6 Nf8, with an unclear position.

41. ... Nf8

Better than 41. ... Rxd1 42. Qxd1 Nf8 43. Qd8 Qa7+ 44. Kf1 Qf7+ 45. Rf3 and wins.

42. Rxd6 Nxd6
43. Qd2 Nf7

Preventing Qd8.

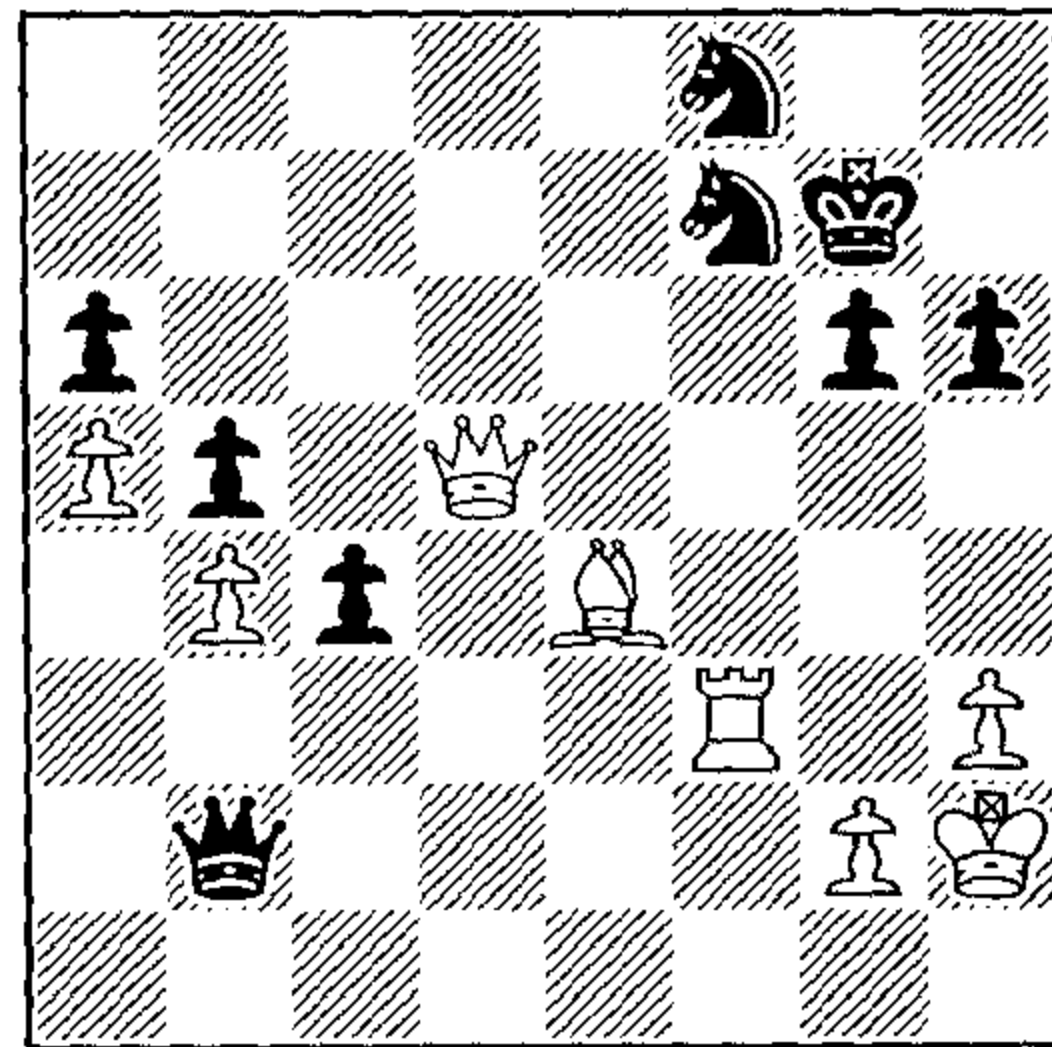
44. Qd5! e4

Black is compelled to give up this pawn; otherwise his pieces would become completely immobilized: 44. ... h5 45. Be4 Nh6 46. Qd6, etc.

45. h3 ...

Superior to 45. Bxe4 Qa1+ 46. Kf2 Ng5 with some counterplay. Also inadvisable is 45. h4 h5 46. Bxe4 Nh6-g4 with some play.

45. ... Qa1+
46. Kh2 Kg7
47. Bxe4 Qb2
48. Rf3 ...



48. Qb7 can be met by 48. ... Qe5 49. Bd5 Ne6 50. Qd7 Nd8!

48. ... Qe5+

Forced, for if 48. ... Ne5 49. Rf1 Nfd7 50. Qe6 (but not 50. Bxg6 Nf6!) Qxb4 51. Bxg6 with the threat of Rf7ch!.

49. Kg1! ...

Gaining an important tempo. The king is needed on the queen-side.

49. ... Qxd5

If 49. ... Ne6? 50. Rxf7+.

50. Bxd5 Nd6

Preventing Bb7.

51. Kf2 Nd7

52. Re3 ...

Preventing ... Ne5. Adding to Black's troubles is the fact that his king is out of action.

52. ... Nf5

53. Re1 Nf6

54. Bb7 Nd4

55. Bxa6 Nd5

56. Bb7 ...

Black was hoping for 56. Rd1 c3 57. Rxd4 c2!.

56. ... Nxb4

57. a6 Resigns

For if 57. ... Nd3+ 58. Kf1 Nxe1 59. Kxe1, etc. If 57. ... Nbc6 58. Bxc6 Nxc6 59. a7 and wins. Notice that Black's passed pawn hasn't moved since the 20th move!

GAME 8

Passed Pawn in the Middlegame

After one of Geller's rare opening lapses, a White passed pawn suddenly appears in the middle of the board. So profound is the effect of this pawn that both players direct all their efforts either to preserve and advance it (White) or to restrain and capture it (Black). As it turns out, the pawn is finally lost, but not before White has exacted his price for it: a pawn-up endgame.

The endgame is not at all easy, for Geller is one of the toughest competitors in the world. In fact, at the second adjournment the Russian team of analysts proclaimed that Geller could draw! But what his team claimed they could do in the analysis room Geller could not do over the board. This was his only loss in this very strong tournament.

Interzonal Tournament

Sousse, 1967

KING'S INDIAN DEFENSE

S. Reshevsky	Y. Geller
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. Be2	0-0
6. Nf3	e5
7. Be3	c6
8. Qd2	Nbd2
9. 0-0	Qe7?

Correct is 9. ... Re8, threatening to win White's e-pawn after ... exd4 and forcing White either to protect his pawn or play d5, leading to an equal position.

10. Bg5! ...

This not only protects the e-pawn by pinning the knight but also constricts the mobility of Black's forces. After 9. ... Re8, 10. Bg5 could be met by simply moving the queen out of the pin, whereas now 10. ... Qe8 is bad because of 11. dxe5 dxe5 12. Qd6 with enormous pressure.

10. ... **exd4**
 11. **Nxd4** **Re8**
 12. **f3** **Nb6**
 13. **Rad1** **d5**

Black is practically forced to give up a pawn. His d-pawn is subject to immediate attack. For example, if 13. ... Bd7 (13. ... Be6 14. Nxe6 followed by Qxd6) 14. Nc2 Be5 15. Qxd6 Qxd6 16. Rxd6, and the c-pawn is immune because the knight is unprotected.

14. **cxd5** **cxd5**
 15. **exd5** **Bd7**
 16. **Kh1** ...

To avoid any checks by the queen at c5.

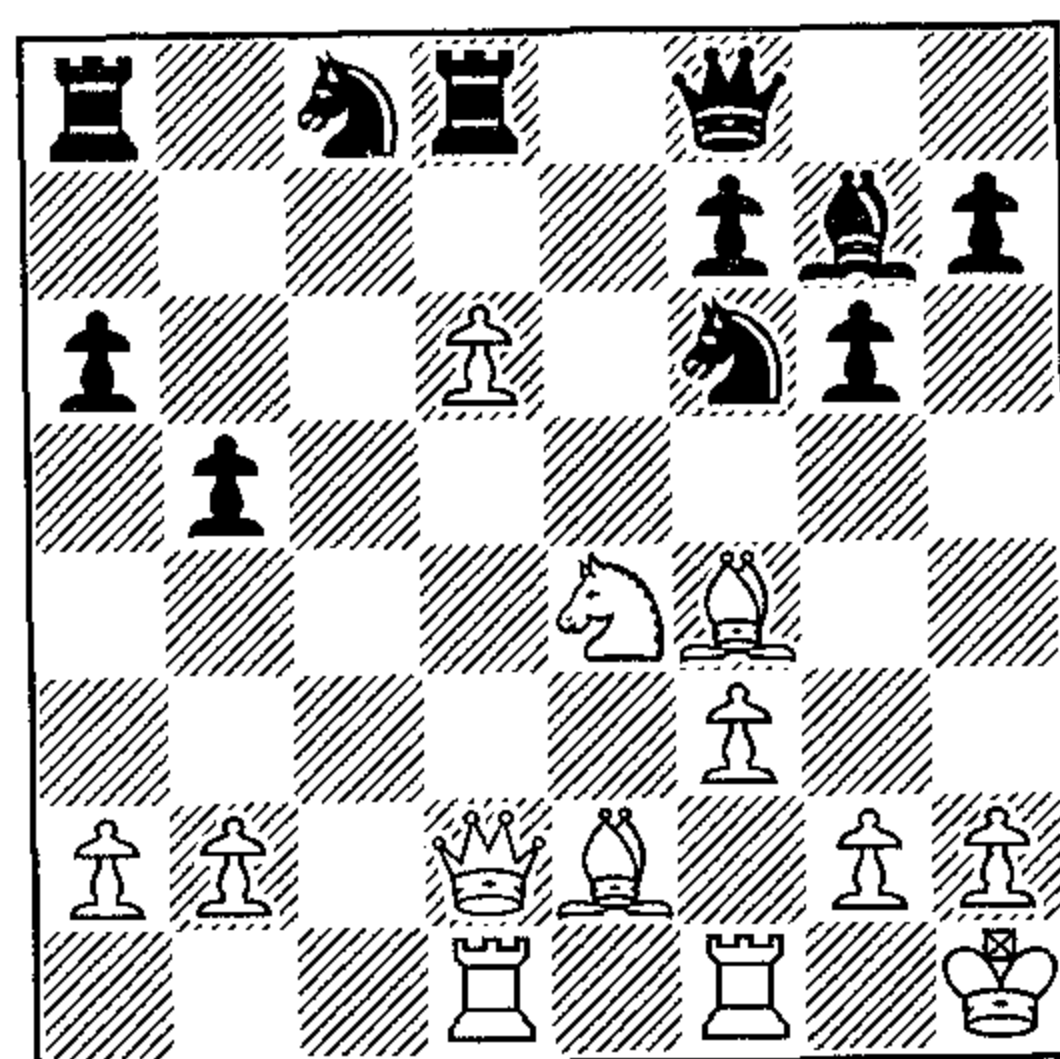
16. ... **Qf8**
 17. **Ndb5** **Bxb5**
 18. **Bxb5** **Red8**
 19. **d6** **a6**
 20. **Be2** **Nc8**
 21. **Bf4** ...

With such a d-pawn, I must confess that I became complacent, not fully realizing how foxy my adversary was. The point of the text is that Black is unable to continue with 21. ... Nh5 on account of the crushing 22. d7 Nb6 23. Bd6 and wins.

21. ... **b5**

The only chance for some counterplay. Black hopes to get his knight to c4.

22. **Ne4** ...



More precise is 22. a4 b4 (if 22. ... bxa4 23. Nxa4, denying Black's QN development) 23. Ne4 with a greater edge than in the actual game because the b-pawn would be attacked.

22. ... **Nb6**
 23. **Rc1** ...

More forceful is 23. Bg5 Nbd7 (not 23. ... Nxe4 24. fxe4 Rd7 25. Be7 Qe8 26. Bg4, etc.) 24. Rc1.

23. ... **Rab8**
 24. **Rc6** ...

More prudent is 24. Qa5, and if 24. ... Nbd5 25. Bg5 or 24. ... Nxe4 25. fxe4 Bxb2 26. Rc2. In either case, White's task would be simplified.

24. ... **Qe8!**

At this point, I began to feel a little disappointed and discouraged because I was unable to find a clearly promising continuation.

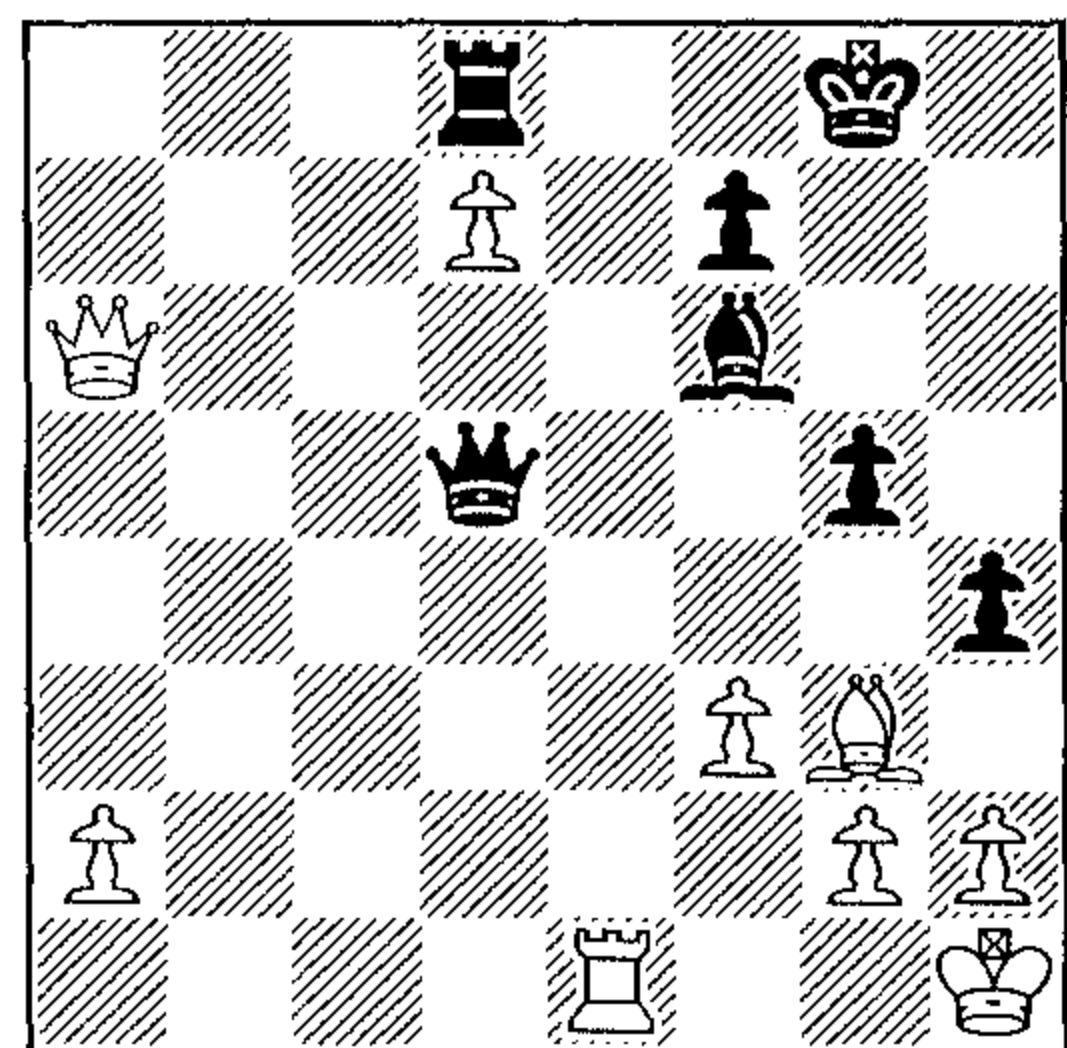
25. **Nxf6+** ...

Insufficient is 25. d7 on account of 25. ... Rxd7 26. Qc1 (if 26. Qa5 Nxe4 27. Bxb8 Nd2) Nxe4 27. Bxb8 Nd2 28. Rxb6 Nxf1 29. Bxf1 (29. Qxf1 Re7) Qd8 with multiple threats.

25. ... **Bxf6**
 26. **Rfc1** ...

26. d7 would be met by 26. ... Rxd7 27. Qc2 Nd5 or 27. ... Be5.

26. ... **Nc4**
 27. **Bxc4** **bxc4**
 28. **R6xc4** **Rxb2**
 29. **R4c2** **Rxc2**
 30. **Qxc2** **h5**
 31. **Qc6** **Qe6**
 32. **Qxa6** **g5**
 33. **Bg3** **h4**
 34. **Re1** **Qd5**
 35. **d7** ...



35. ... **Bc3?**

Geller was in severe time trouble. Correct is 35. ... Kg7, although White can maintain some advantage with 36. Qd6 Qxd6 37. Bxd6 Rxd7 38. Bb4.

36. Qc8 **Qxd7**
 37. Qxc3 **hxg3**
 38. hxg3 **Qd6**
 39. g4 **Qh6+**
 40. Kg1 ...

Two pawns down and his king exposed, Black has only limited counterplay, and so I felt I should encounter very little opposition.

40. ... **Ra8**
 41. Qd4 ...

Prevents any checks and protects the pawn indirectly; for if 41. ... Ra7 42. Re8+ Kh7 43. Qh8+ or 43. Rh8+, etc.

41. ... **Qc6**
 42. Re5 **f6**
 43. Re7? ...

A bad move: this gives Black the opportunity to exchange rooks, which makes White's task tougher because of the increased possibility of perpetual check. Correct is 43. Re2, after which there are many ways of making progress. One plan is to advance the a-pawn and another to effect an eventual f4.

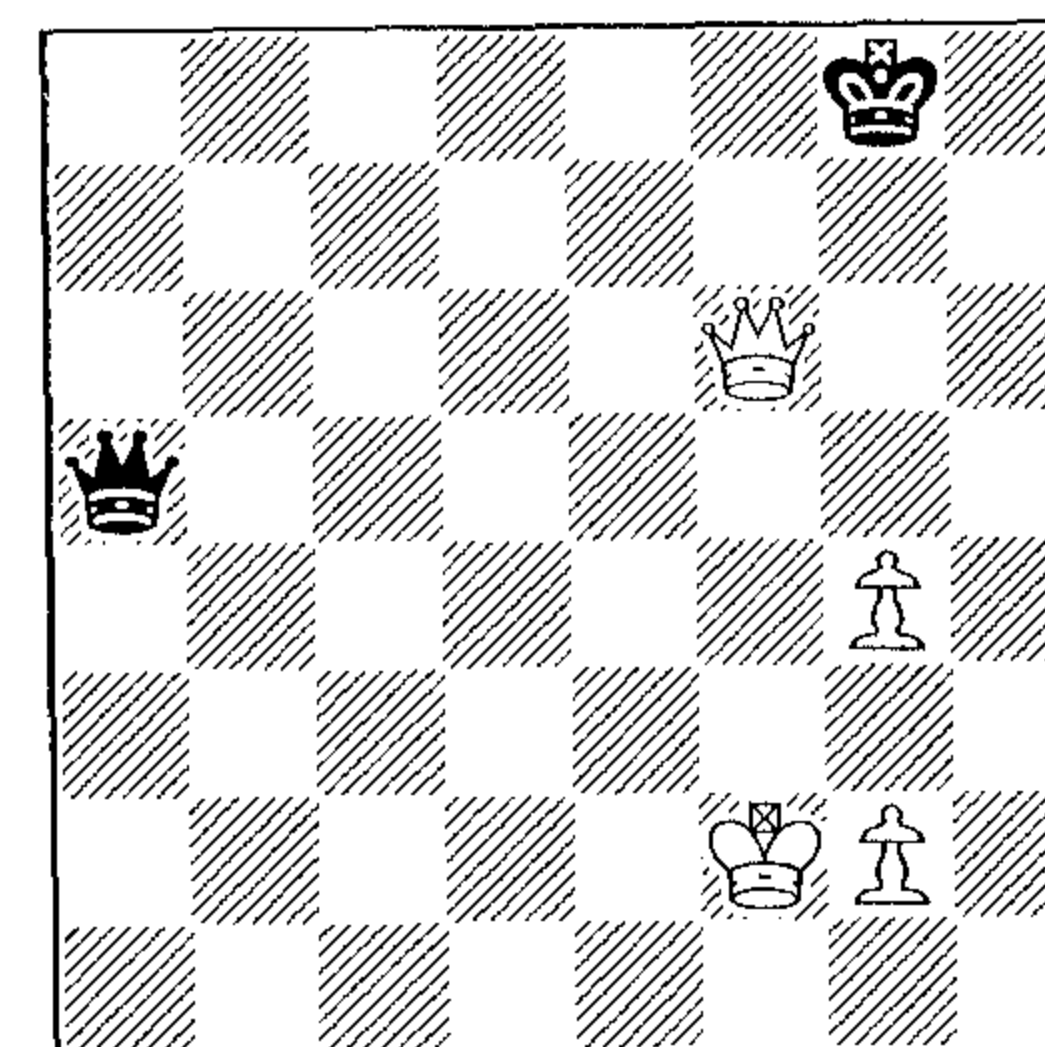
43. ... **Re8!**
 44. Rxe8+ ...

I had thought I would be able to play 45. Rd7 but overlooked that Black could force a draw with 45. ... Qc1+ 46. Kh2 Qe1!.

44. ... **Qxe8**
 45. Kf2 **Qc6**
 46. f4 ...

A safer plan is 46. a4 Kf7 (46. ... Qc2+ 47. Kg3 Qc7+ 48. f4 gxf4+ 49. Qxf4 Qc3+ 50. Kh2, etc.) 47. Qa1 Kg7 (47. ... Qc5+ 48. Kf1 Qc4+ 49. Kg1 Qc5+ 50. Kh1) 48. a5 Qa6 49. Qa2 Kg6 50. g3 Kg7 51. Kg2 Kg6 52. Qd2 Kg7 53. f4 with little resistance left for Black.

46. ... **gxf4**
 47. a4 **Qc1**
 48. a5 **Qa3**
 49. Qxf4 **Qxa5**
 50. Qxf6 ...



50. ... **Qd2+**
 51. Kg3 **Qe1+**
 52. Kh2 **Kh7**
 53. g3 **Kg8**
 54. Qd8+ **Kg7**
 55. Qd7+ **Kg8**
 56. Qd5+ **Kg7**
 57. Kh3 **Qe2**
 58. Qd7+ **Kg6**
 59. Qd6+ **Kg7**

The second adjourned position. At this point, the Soviet analysts claimed that Geller would probably draw the game. I felt that if I could advance the pawn to g5, I would win, but this is difficult to effect because of Black's constant threat of perpetual check, 59. ...

Kg5 loses: 60. Qd8+ Kg6 61. Qg8+ Kf6 (if 61. ... Kh6 62. g5+ Kh5 63. Qh7+ Kxg5 64. Qh4+ Kf5 65. Qf4+ Kg6 66. Qg4+ and wins) 62. g5+ Ke7 (if 62. ... Kf5 63. Qf7+ Kxg5 64. Qf4+ Kh5 65. Qh4+ Kg6 66. Qg4+) 63. Qg7+ Ke8 64. Qg6+ Ke7 65. Qf6+ Ke8 66. g4, and Black has no perpetual.

60. Kh4	Qe4
61. Qd7+	Kh6
62. Qd2+	Kh7
63. Qc1!	Qd5

If 63. ... Qe2 64. Qc7+ Kg6 (if 64. ... Kg8 65. Kh5) 65. Qc6+ Kg7 66. g5 Qa2+ 67. Kg4 Qe2+ 68. Qf3 Qe6+ 69. Kh4, etc.

64. g5	...
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At last! From here on, Black's position becomes untenable.

64. ...	Qe4+
65. Qf4	Qh1+
66. Kg4	Qd1+
67. Qf3	Qa4+
68. Kh5	Qe8+
69. Kh4	Kg8
70. g6	Qe7+

Not 70. ... Qxg6 71. Qg4 and wins.

71. Kg4	Qe6+
72. Qf5	Qe2+
73. Kh3	Resigns

For if 73. ... Qe7 74. Qf7+ Qxf7 75. gxf7+ Kxf7 76. Kh4 Kf6 77. Kh5, etc. An interesting and theoretical endgame.

GAME 9

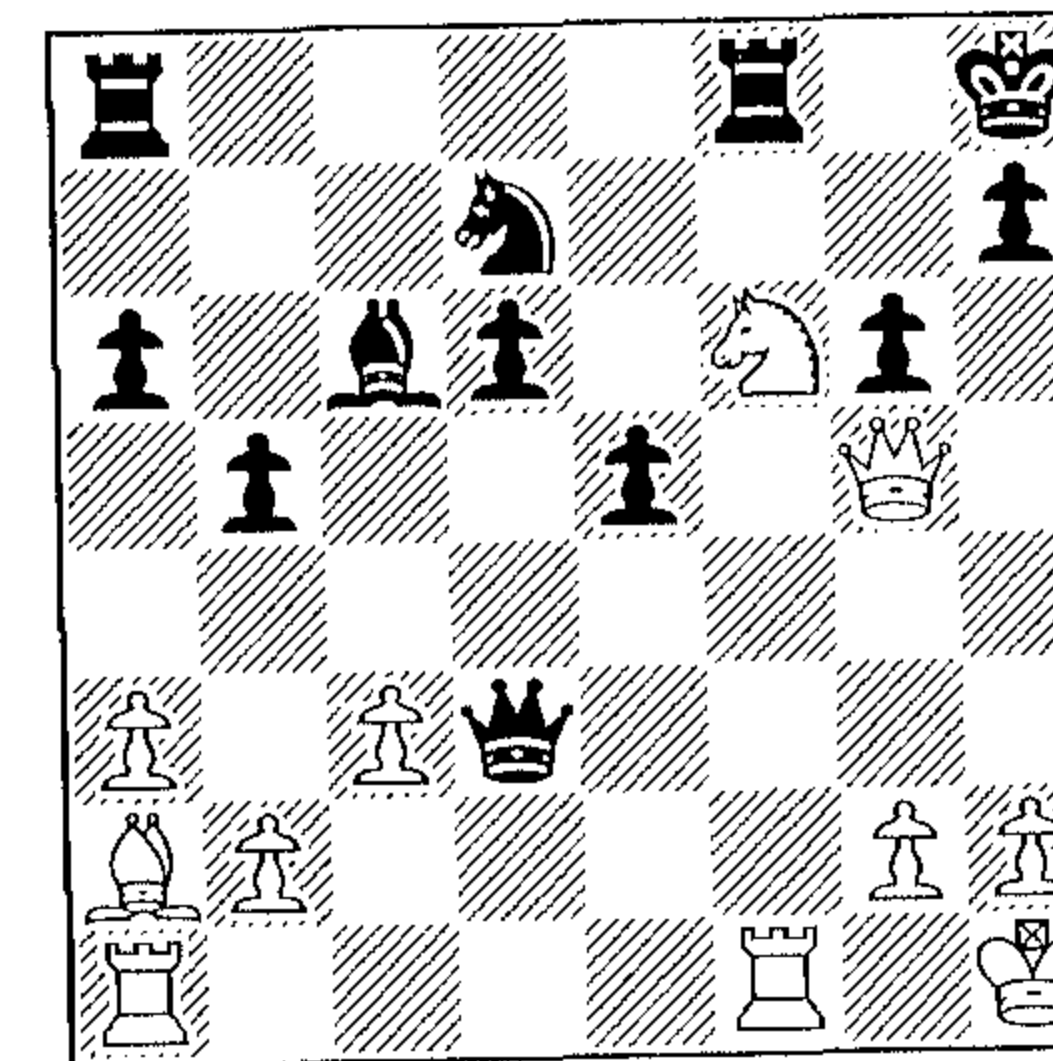
Rook Behind Passed Pawn

Black has an extra pawn in the position below, and White has no real compensation. Black's d-pawn, the support of his passed pawn, can be a problem because it is itself unsupported and is exposed on an open file, but Black has the resources to solve this problem.

How to make progress, however, is a more difficult problem for Black. The activity of White's queen, if properly exploited, can prevent Black's rook from stationing itself behind the passed pawn, where it belongs, and thus Black could not advance the pawn

safely. White, however, misplays it and allows Black to set up his rook advantageously. The rest is relatively easy.

Hastings, 1967/68



White to play

A. Lombard

24. Kg1

24. ...

25. Rxf6

26. Raf1

26. ...

27. Qxf6+

28. Bxd5+

28. Qxd6? Qe3+.

28. ...

29. h4?

Nicolai

...

In order to answer 24. ... Qe2 with 25. Rf2 and to protect the rook so that the knight can move. In addition, Black has to contend with the threat of 25. Rad1.

Nxf6

Bd5!

...

Faulty is 26. Rxd6 on account of 26. ... Qe2 (threatening 27. ... Qf2+ followed by 28. ... Qf1+), and if 27. Rf6 Bxa2 28. Rxa2 Qe1+. And 26. Bb1? loses after 26. ... Qd1+ 27. Kf2 Rxf6+ 28. Qxf5+ Kg8, threatening, among other things, ... Rf8; and if 29. Bxg6 Qd2+, etc.

Rxf6

Kg8

...

Qxd5

...

The losing move. After 29. Qe7 Black would be unable to make progress for the important reason that his rook would be kept out

of play; if he proceeds with 29. ... e4, the pawn would be indefensible after 30. Re1.

29. ... **Re8**

Now ... e4 is possible and productive. Rooks belong behind passed pawns!

30. h5 **Qe6**

31. hxg6 **hxg6**

32. Qg5 **Kg7**

33. Rf3 **Qe7**

Preventing 34. Rh3 followed by 35. Qh6+.

34. Qxe7+ **...**

Unavailing is 34. Qg4 e4 35. Rg3 Qe6.

34. ... **Rxe7**

35. Rd3 **Rd7**

Bad is 35. ... Re6: there would follow 36. Rd5 Kf6 37. b4 Ke7 38. a4 bxa4 39. Ra5 and draws.

36. a4 **...**

Now if 36. Rd5 Kf6 37. a5 Ke6.

36. ... **d5**

37. axb5 **axb5**

38. Kf2 **Rd6**

Unnecessary. 38. ... Kf6 is more precise.

39. Rd1 **...**

Trying to get the rook behind the Black pawns. Each Black pawn advance further limits White's rook and increases the scope of Black's.

39. ... **Kf6**

40. Ra1 **b4!**

41. Ke3 **...**

If 41. cxb4 Rb6 42. Ra4 Kf5, etc.

41. ... **bxc3**

42. bxc3 **Rc6**

43. Kd3 **...**

43. Ra3 Rxc3+.

43. ... **Kf5**

44. Ra5 **...**

If 44. Rf1+ Ke6 45. Re1 e4+ 46. Kd2 Ke5. But neither does the text move stop the relentless advance of king and pawns.

44. ... **Rd6**

45. Ra4 **e4+**

46. Kd4 **Kf4**

47. Ra2 **e3**

48. Re2 **Re6**

49. Kxd5 **Re8**

Since White's rook is tied down, Black can afford to give up the pawn and lure the White king away from the queening square. White is lost.

50. c4 **Rd8+**

51. Ke6 **Rd2**

52. Re1 **Rxg2**

53. Rc1 **...**

If 53. c5 Rc2 54. Kd6 e2 55. c6 f3 and wins.

53. ... **Rd2**

54. c5 **e2**

55. c6 **Rd1**

56. Rc4+ **Kf3**

57. Rc3+ **Kf2**

58. Rc2 **Kf1**

Resigns

GAME 10

Pieces Against Pawns

A piece sacrifice in the endgame mobilizes a mass of pawns and decides the game. The minor pieces' inability to stop the passed pawns is instructive: at the time of the sacrifice the pieces are on the other side of the board; by the time they get to where the action is, the pawns have advanced too far to be stopped.

U. S. Championship New York, 1968

KING'S INDIAN DEFENSE

S. Reshevsky

H. Seidman

1. d4

Nf6

2. c4

g6

3. Nc3

d5

4. Nf3

Bg7

5. Bf4 0-0
6. Rc1 ...

This setup against the Gruenfeld Defense was popularized by the gifted Hungarian grandmaster Lajos Portisch, who has scored numerous victories with it. In theory, however, White gets no more than a minimal opening advantage.

6. ... c5
7. dxc5 Be6
8. e3 Qa5

8. ... Nc6 9. Nd4 Qa5 leads to the same position as in the game.

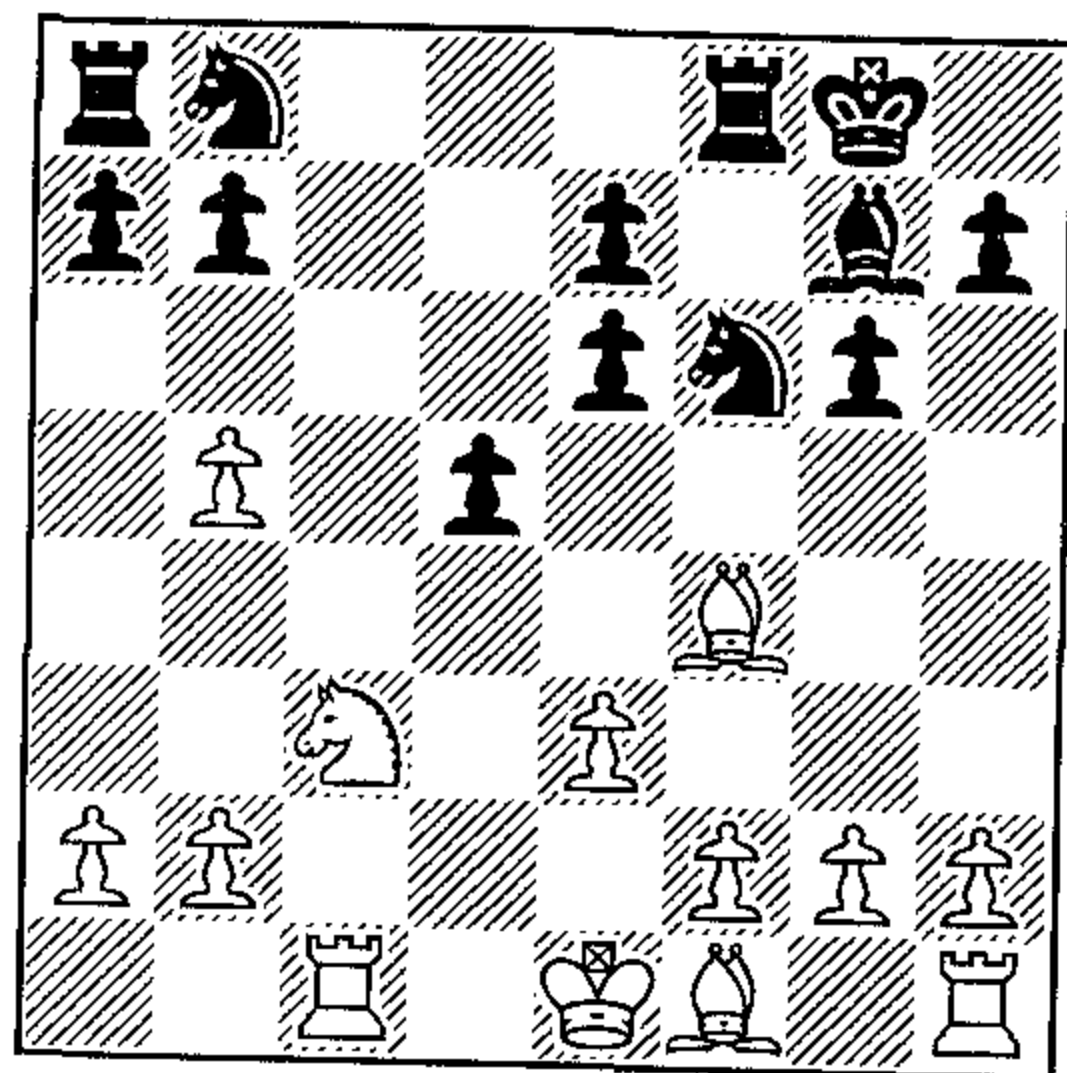
9. Nd4 Nc6
10. Nxe6 ...

The only try to procure any semblance of an opening advantage. Against 10. Be2, Black has 10. ... Rad8 11. Nxe6 fxe6 12. Qb3 d4 13. exd4 Nxd4, and if 14. Qxb7 Nxe2 15. Kxe2 Qxc5 with advantage.

10. ... fxe6
11. Qa4 ...

Other moves are inadequate. If 11. Be2 e5 12. Bg5? d4 winning a piece. On 11. Be2 e5, and if 12. cxd5 exf4 13. dxc6 bxc6 14. exf4 Rab8 with counterchances. On 15. Qa4 Black could continue 15. ... Qxc5 16. Qc4+ Qxc4 17. Bxc4+ Kh8 18. Bb3 Nd7.

11. ... Qxc5
12. Qb5 Qxb5
13. cxb5 Nb8



Seidman prefers to give this knight an opportunity to reach b6 via d7. Also possible is 13. ... Nh5 where the knight is quite safe. 14.

Bc7 could be satisfactorily met by 14. ... b6, and if 14. b4 Nc4 15. Bxc4 dxc4 with the serious threat of ... Nd5. After 16. Ne2 Nd5 17. Rxc4 Rac8 18. Rxc8 (18. Re4 Rc2!) Rxc8 19. 0-0 Rc2 with the brighter prospects.

14. Bd3! ...

Superior to 14. Be2 Nbd7 15. 0-0 Rab8 16. Na4 Ne4 to be followed by ... Ndc5 forcing an exchange of knights and thereby reducing activity substantially. 17. Bg4 would be innocuous because of 17. ... Kf7. I decided that my king would be needed in the middle of the board for the anticipated endgame.

14. ... Nbd7
15. Ke2 e5

Seidman had rather undertake aggressive action than play defensively and make waiting moves. But the latter course is more prudent. I was intending to continue with 16. Bb1 to be followed by Rc2 and Rhc1 in an attempt to gain control of the c-file.

16. Bg3 e4
17. Bb1 ...

Unproductive is 17. Bc2 e6 18. Bd6 Rfc8 19. f3 exf3+ 20. gxf3 Ne8 21. Bb4 Bf8 with equality.

17. ... Rac8
18. Na4 ...

I discarded the idea of a4 followed by Ba2 because Black could easily defend the d-pawn with ... e6, and moving the bishop from its present diagonal would allow a Black knight to occupy White's strategically important d3.

18. ... Ng4

Black wants to get a knight to e5 and keep an eye on d3 as well as c4, but White's well-placed bishop on g3 makes this difficult. White initiates a series of forced moves which, thanks to the position of Black's knight on g4, leads to the destruction of Black's pawn center.

19. Rhd1 e6

32. Bxa8	Be5
33. Bg1	Nf4+
34. Kf1	Nd7

Futile is 34. ... Nh3 35. Ba7, and the h-pawn is immune to capture because of Kg2 winning a piece.

35. a4	Bc7
36. Bc6	Nb8
37. Be4	...

And now White is ready to advance his pawns with b6 and a5. Black must parry this threat.

37. ...	Nd5
----------------	------------

Black seems to have stopped the onrushing pawns, and indeed he might have if his king had been closer to the queenside.

38. Bxd5!	exd5
39. b4	...

The winning move. Insufficient is 39. b6 Bd6 40. a5 Kf7 41. b7 Ke6 42. Be7 Kd7 43. b4 Kc6, and the pawns are stopped. It is imperative to advance the a-pawn, and in order to effect this advance White's b-pawn has to remain at b5.

39. ...	Kf7
----------------	------------

If 39. ... Bd6 40. a5 (even 40. Bc5 suffices) Bxb4 41. a6 and queens.

40. a5	Nd7
---------------	------------

So that if 41. a6 Nb6 42. a7 Na8, and the pawns are stopped.

41. b6	Bd8
---------------	------------

Against either 41. ... Nxb6 or 41. ... Bxb6, White wins easily with 42. Bxb6.

42. b7	Nb8
43. Ba7	Bc7
44. b5	Nd7

Hoping for 45. b6 Bb8 46. Bxb8 Nxb8, but even in this White could win with 46. a6 Bxa7 47. b8=Q.

45. a6	Bxh2
46. b8=Q	Resigns

CHAPTER 3

King Position

King safety is a fundamental element of chess, like piece development, material, pawn structure, and center control. An insufficiently protected king, unlike a weak square or a weak pawn, can result in an immediate and violent loss of the game. Therefore, adequate protection for the king is necessary at every stage.

The castling move is a convenient method of securing the king in a safe corner, but castling alone should never be considered sufficient. The pawns in front of the castled king should not be touched unless absolutely necessary, and at least one piece should remain on guard (when castled on the kingside, for example, a knight at f3/f6 serves well). A player who unnecessarily moves the pawns in front of his king, or who leaves no piece to defend it, or who is so engaged elsewhere that he does not castle in time is just begging for trouble. Because an attack on the king results in an immediate win if successful, it is extremely dangerous; that is why the experienced player takes great care to safeguard his king's position in an effort to dissuade his opponent from considering any such assault.

It is your task to find some way to weaken the enemy king's position. Two such methods appear in games 11 and 12. In the first, Black sacrifices in the center in order to create mating threats which force White to expose his own king. After that, nature takes its course. In the second, Black uses his pawns as battering rams to destroy the White king's shelter.

Some openings, like the king's Gambit, call for the early advance of the f-pawn even though White will castle on the kingside. The intention of such openings is aggressive, however; White moves so quickly that Black has no time even to consider taking advantage of the slight exposure created by White's second move. But what if your idea fails to work or you make some kind of error or lose time? Then it may be too late to think of king safety. See game 13.

As for that knight at f3/f6: what if it gets pinned? Surely such pins should be prevented, if possible, for the consequences can

only be bad. Sometimes the pinned piece is simply lost; at other times—see game 14—the king’s cover is blown.

And then there are opening systems that call for development of the king bishop to g2/g7. Of course, you must first play g3/g6, which weakens the squares f3/f6 and h3/h6. Those squares will be defended, however, by the bishop on g2/g7, which also operates very effectively on the long diagonal. But if that fianchettoed bishop is exchanged or transferred to a distant battlefield, those weak squares so near the king can be disastrous. Mating attacks based on the weakness of those squares are common; two examples are games 15 and 16.

A weak king position is not necessarily decisive in itself; there may be compensating advantages, such as material or initiative, or the position may be such that the opponent cannot exploit the situation. Game 17 is an excellent example of play by both sides against insecure kings. Black’s king is worse off in this respect, but Black has a material advantage. As soon as White weakens his own king in attempting to avoid simplification, his opponent has the extra edge he needs to win.

Often a player will create a weakness near his king while carrying out aggressive operations in the middlegame. What happens when those operations turn out to be mere dreams is beautifully demonstrated in game 18. Another version of this sad tale is game 19: Portisch seems to want to use his kingside pawns for attack and begins to advance them. Then, indecisive, he switches strategy and abandons the attack. This gives Black the opportunity to capitalize on White’s breach of security.

The king left too long in his castle is another danger. In game 20, an endgame in Black’s favor is in the making, but he misjudges his chances and leaves his king behind, with disastrous consequences. Alone, the king is weak; with his army, especially in the endgame, the king is a strong fighting piece.

Sometimes a player will castle thinking more to mobilize his rooks than secure his king. He should not be too surprised, then, when he must greet the enemy forces at the castle gate. Larsen explains in game 21.

There is such a thing as a false sense of security. In game 22, White believes that Black’s king position is weak and that his own is leakproof. In fact, all of Black’s sensitive spots are covered, but

White, seeing all those advanced Black pawns and all that air around the Black king, refuses to believe it: he disdains the possibility of Black threats and blithely proceeds to set up his “winning” formation. A psychological pitfall.

GAME 11

Breaking and Entering

After about two hours of play it became clear that I had to win, since my main rival in the tournament was winning his game. Positional jockeying would have been too slow (and the outcome not at all certain), so direct attack had to be considered. The conditions were right: White’s king was not protected by his pieces, and Black had certain positional advantages, including an advanced pawn near the enemy king and the more active pieces. The solution was a positional sacrifice to force White to open the gate to his king’s fortress; the ensuing attack resulted in a won endgame for Black.

The type of sacrifice that occurs in this game does not require calculation down to the last move. An insufficiently protected king, even though the pawn cover has not been disturbed, is itself an invitation for the opponent to look for combinations or direct attack. In this case it was enough to see that White would have to weaken his king’s position and that Black’s very active pieces would gain control of vital squares near White’s king.

U.S. Championship New York, 1970

QUEEN’S INDIAN DEFENSE

L. Evans	S. Reshevsky
1. d4	Nf6
2. c4	e6
3. Nf3	b6

The Queen’s Indian Defense, one of the safest setups against the d-pawn opening. While it does not offer Black winning chances, it should suffice for a draw.

With the knight here, Black is able to achieve coordinated action with his queen and bishop to pose numerous insurmountable problems for White.

22. Rfe1 ...

Insufficient is 22. Bg4 Qg5 23. h3 (if 23. f3 h5 24. g3 Ne2+ 25. Kf2 hxg4 26. Kxe2 gxf3+ 27. Kf2 e3+, etc.) 23. ... h5 24. g3 hxg4 25. gxf4 Qd5 26. Kh2 (26. hxg4 e3 27. f3 e2) 26. ... Qa5 and wins.

22. ... Qg5

23. g3 ...

If 23. Bf1 Nxf2! (also sufficient is 23. ... Nh3+ 24. Kh1 Nxf2+ 25. Kg1 Nxd1) 24. Bxg2 e3 25. f3 Bxf3 and wins.

23. ... e3

Also good is 23. ... Nh3+ 24. Kf1 Nxf2 25. Rc1 (25. Kxf2 e3+ 26. Kg1 Qd5 and wins) 25. ... Qf5 26. Rxc8+ Bxc8 27. Kg2 (27. Kg1 Nh3+ 28. Kh1 e6 29. Bf1 Bb7+ 30. Bg2 Qc3 and wins) 27. ... e3 and wins.

24. f3 ...

If 24. fxe3 Nh3+ 25. Kf1 Qf6+ followed by mate. If 24. Bf1 Qd5 25. fxe3 Qh1+ 26. Kf2 Qxh2+ followed by mate.

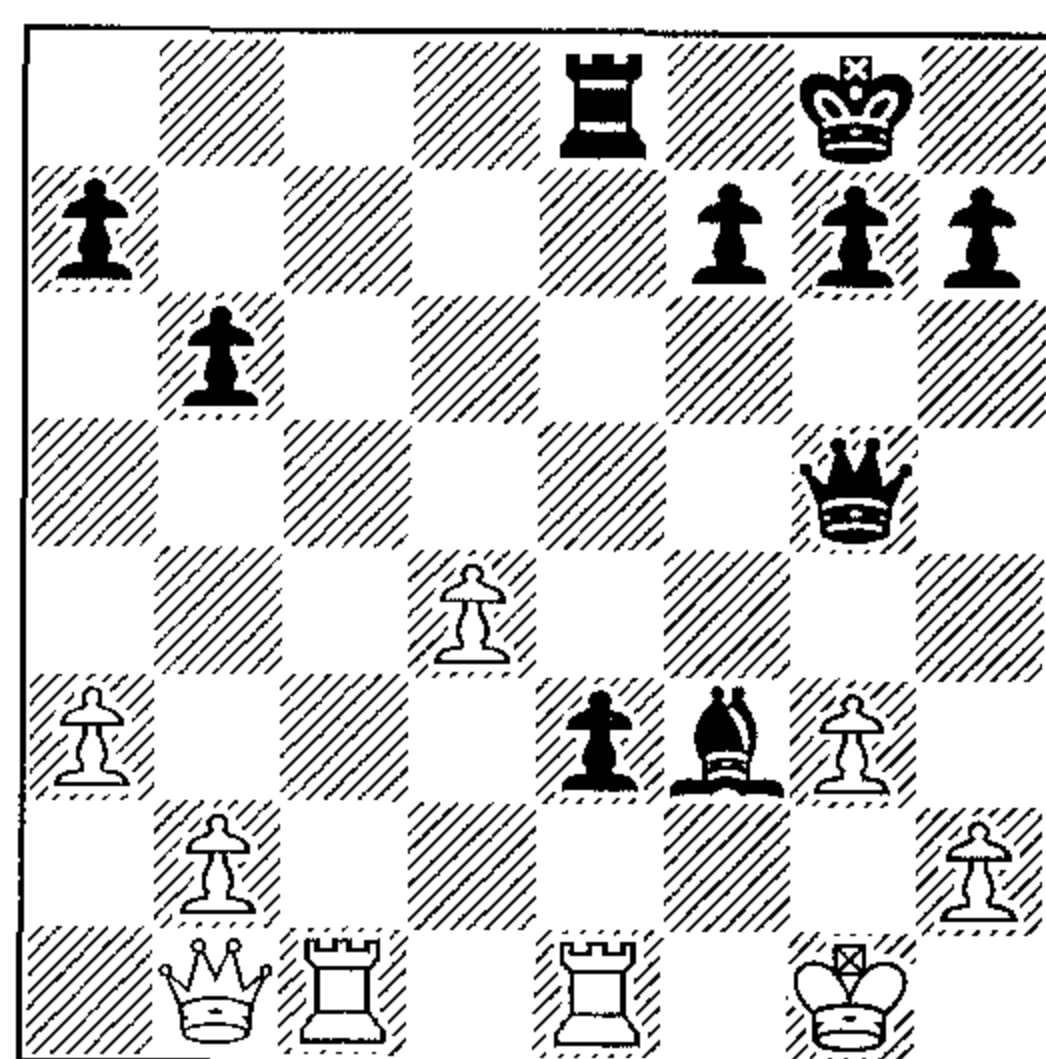
24. ... Nxe2+

25. Rxe2 Bxf3

26. Rc1 Re8

Of course not 26. ... Rxc1+? 27. Qxc1 Bxe2 28. Qc8 and mate. The text move suffices for the win, however. Black's passed pawn plus his threats of mate are more than adequate compensation for the Exchange.

27. R2e1 ...



Unavailing is 27. R2c2 because of 27. ... e2 28. Rc3 (28. Kf2 Qe3+ 29. Ke1 Qg1+ 30. Kd2 Qxd4+ 31. Ke1 Qg1+ 32. Kd2 Rd8+ 33. Kc3 Qd4+ 34. Kb3 Bd5+, etc.) 28. ... Qd2 29. Re1 Qxd4+ followed by mate.

27. ... Bb7

I considered 27. ... Ba8 but discarded it on account of 28. Qa2 (to meet ... Qd5), and I would not have been able to attempt to get my queen to the a8-h1 diagonal: 28. ... Qh5? 29. Rxe3 Rxe3? 30. Rc8 mate. The text move guards c8 and prevents the above saving resource.

White's position is untenable. The immediate threat is 28. ... Qd5 with the possibility of mate with. .. Qh1 or ... Qg2. White is the Exchange ahead, but his king position is wide open; moreover, Black's passed pawn is dangerously advanced, tying down White's rooks.

28. Rc7 ...

There is no alternative but to return the Exchange. If 28. Qa2 Qh5 29. Rf1 (29. Rc7 Qf3, or even better 29. ... Bd5, followed by ... Qf3) 29. ... e3 30. Rfe1 Qf3.

28. ... Qd5

29. Rxb7 Qxb7

Since Black's extra pawn is very far advanced, White has little hope of saving himself. It is in just such positions that the player with the advantage is often tempted to relax, but he must be careful not to let the win slip from his hands. Experience teaches composure. The game is not over until the opponent resigns.

30. Qd3 Qe4

Superior to 30. ... Qf3 31. Re2 (31. ... Rc8? 32. Qxe3) followed by the advance of the d-pawn. Allowing White to keep his queen gives him opportunities for counterplay.

31. Qxe4 ...

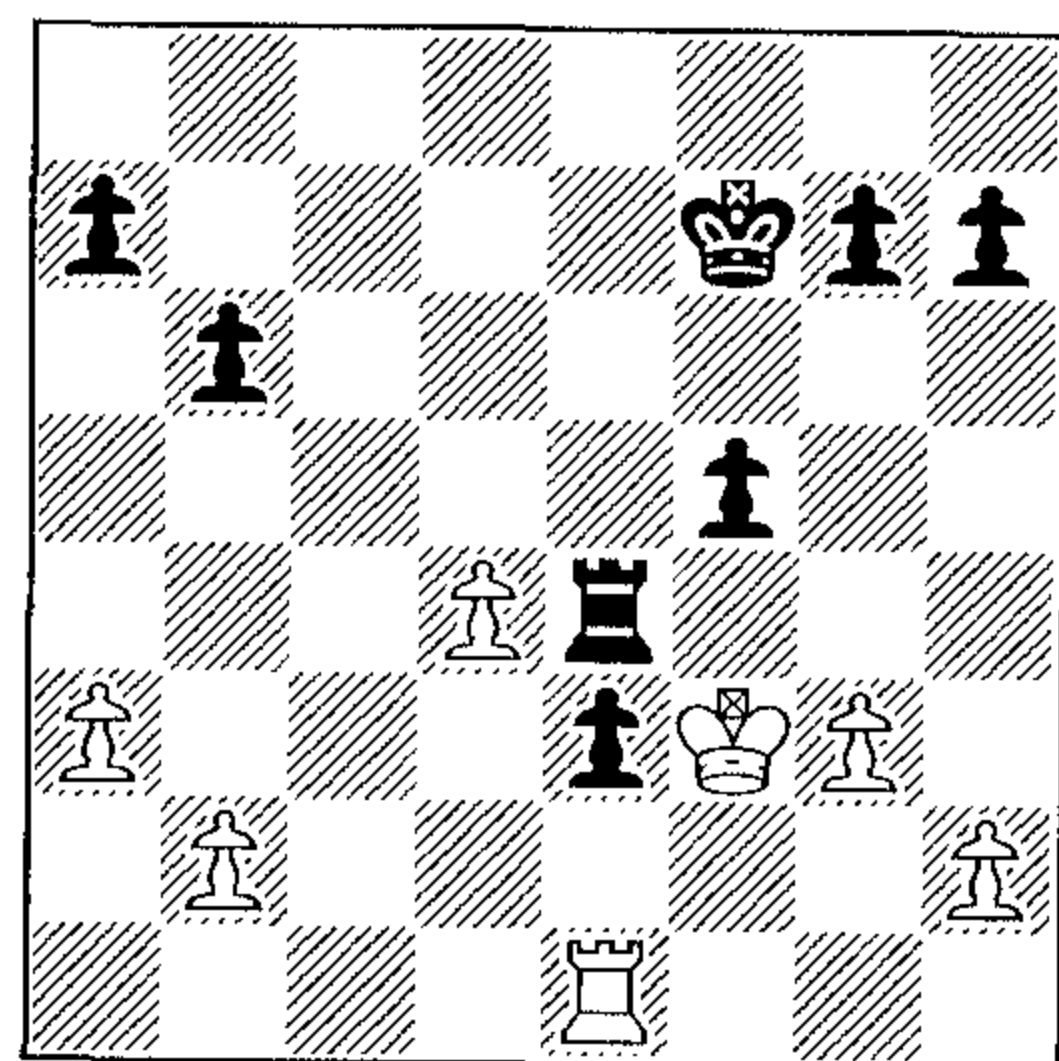
White cannot avoid the exchange of queens. If 31. Qd1 h5 32. d5 h4 33. d6 h3 34. Re2 Rd8 followed by ... Qc6.

31. ... Rxe4

32. Kg2 f5!

After 32. ... Rxd4 33. Rxe3 Kf8 34. b4, Black has only minimal chances of winning.

33. Kf3 Kf7



Black gives up the pawn, but White cannot hold the resulting endgame. The principle involved in this type of king-and-pawn endgame is that the outside passed pawn (in this case Black's potential passed pawn on the kingside) is stronger than a passed pawn in the center. The reason is that White's king will eventually have to move from the center and abandon his passed pawn in order to stop Black's; then Black's king will be in a position to move to the other side and win White's queenside pawns before White's king can get back to defend them.

34. Rxe3 ...

No relief is offered by 34. h4. There would follow 34. ... g6 35. Rxe3 Rxe3+ 36. Kxe3 h6 37. Kf4 (37. d5 g5 38. Kd4 Kf6, and Black wins the d-pawn) 37. ... Kf6 followed by ... g5 with the same result as in the game.

34. ... Rxe3+

35. Kxe3 g5!

Assuring Black a passed pawn and tying White's king down to the kingside.

36. h4 h6

37. d5 Ke7

38. Kd4 Kd6

39. hxg5 hxg5

40. a4 a5

41. b3 ...

If 41. Kc4 Ke5 42. Kb5 Kxd5 43. Kxb6 f4 and wins.

41. ... g4!

42. Ke3 ...

If 42. Kc4 f4 wins.

42. ... Kxd5

43. Kd3 Kc5

Also sufficient is 43. ... Ke5 44. Ke3 f4+ 45. gxf4 Kf5, etc.

44. Ke3 Kb4

45. Kf4 Kxb3

46. Kxf5 Kxa4

47. Kxg4 Kb4

Resigns

GAME 12

Shattered Pawn Cover

As we saw in the previous game, a weak king cannot contend with active forces. The present game provides further evidence. Black has the initiative and the better-placed pieces, but his opponent's king is not vulnerable. Taimanov knows what to do—expose White's king.

This was the second of a four-game match, part of the famous confrontation between ten-member teams from the Soviet Union and the combined rest of the world. Taimanov, as White, had defeated Uhlmann in the first game, and the East German grandmaster, understandably seeking revenge and not a draw, avoids simplification at several points and pursues, perhaps too energetically, aggressive continuations.

USSR vs. the Rest of the World Belgrade, 1970

QUEEN'S INDIAN DEFENSE

W. Uhlmann	M. Taimanov
1. d4	Nf6
2. c4	e6
3. Nf3	b6
4. g3	Bb7
5. Bg2	Be7
6. 0-0	0-0
7. d5?	...

An attempt to veer from the trodden path, but, as this game demonstrates, the text is no improvement over the more usual moves.

7. ...	exd5
8. Nd4	Nc6
9. cxd5	Nxd4
10. Qxd4	c5!
11. Qd3	d6
12. Nc3	a6
13. Bf4	...

13. a4 looks better (in order to stop ... b5), but after 13. ... Qc7 14. b3 Nd7 15. Bf4 Bf6 16. Ne4 Bd4, Black stands well.

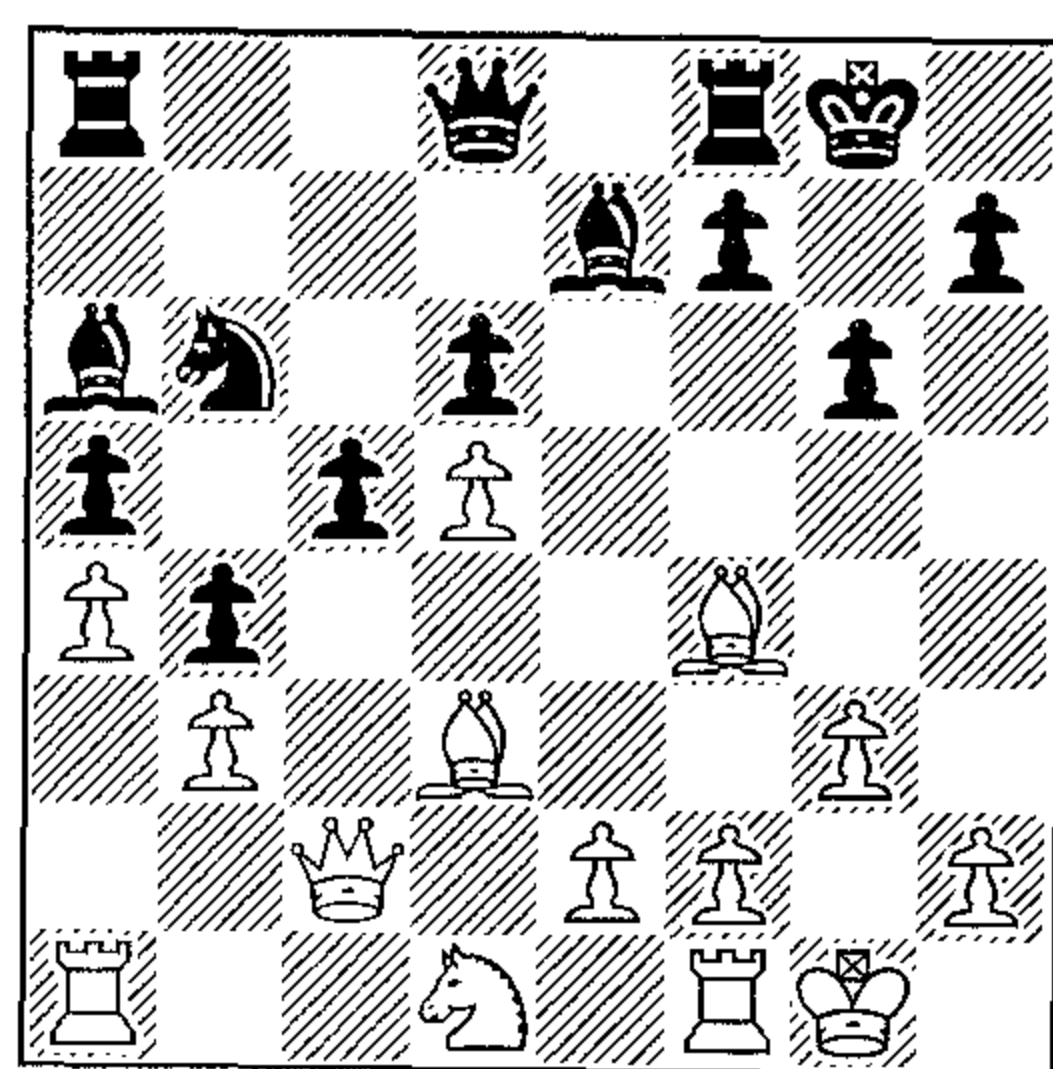
13. ...	b5
14. a4	b4

Not 14. ... c4 15. Qd4 Qd7 16. axb5 axb5 17. Qb6!.

15. Nd1	a5
16. b3	...

Better is 16. Ne3 Ba6 17. Nc4.

16. ...	Ba6
17. Qc2	Nd7
18. Be4	g6
19. Bd3	Nb6



20. Bh6

...

White, wishing to play Ne3, feared ... g5, which traps his bishop. But correct is 20. Bxa6 Rxa6 21. e4 followed by Nb2.

Through a number of inaccuracies, White has relinquished the initiative. Black now begins to accumulate positional advantages.

20. ...	Re8
21. Ne3	Bf6
22. Rad1	Qc8
23. Kg2	Bxd3
24. Rxd3	Ra7
25. Nc4	Nxc4
26. Qxc4	Rae7
27. Rf3?	...

In trying to obtain counterplay, White begins to go astray and gradually drifts into an untenable position. Indispensable is 27. Re3, in order to exchange one rook and simplify the position.

27. ...	Re4
28. Qb5	Qd8

Everything is protected, and White's queen remains out of play.

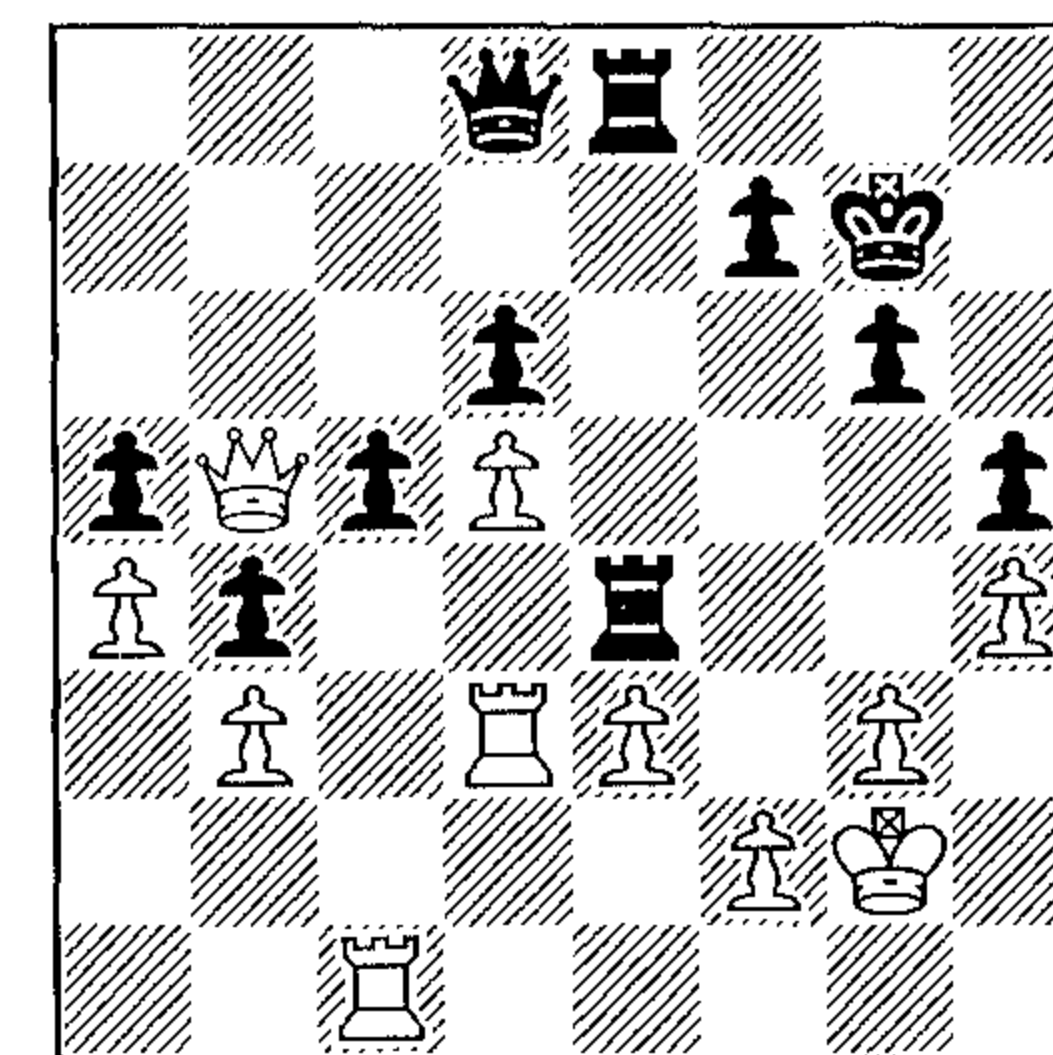
29. Be3	...
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Still preferable is 29. Re3.

29. ...	Bd4
30. Bxd4	Rxd4
31. Rd3	Ree4

Taimanov wisely avoids the exchange of one of his rooks.

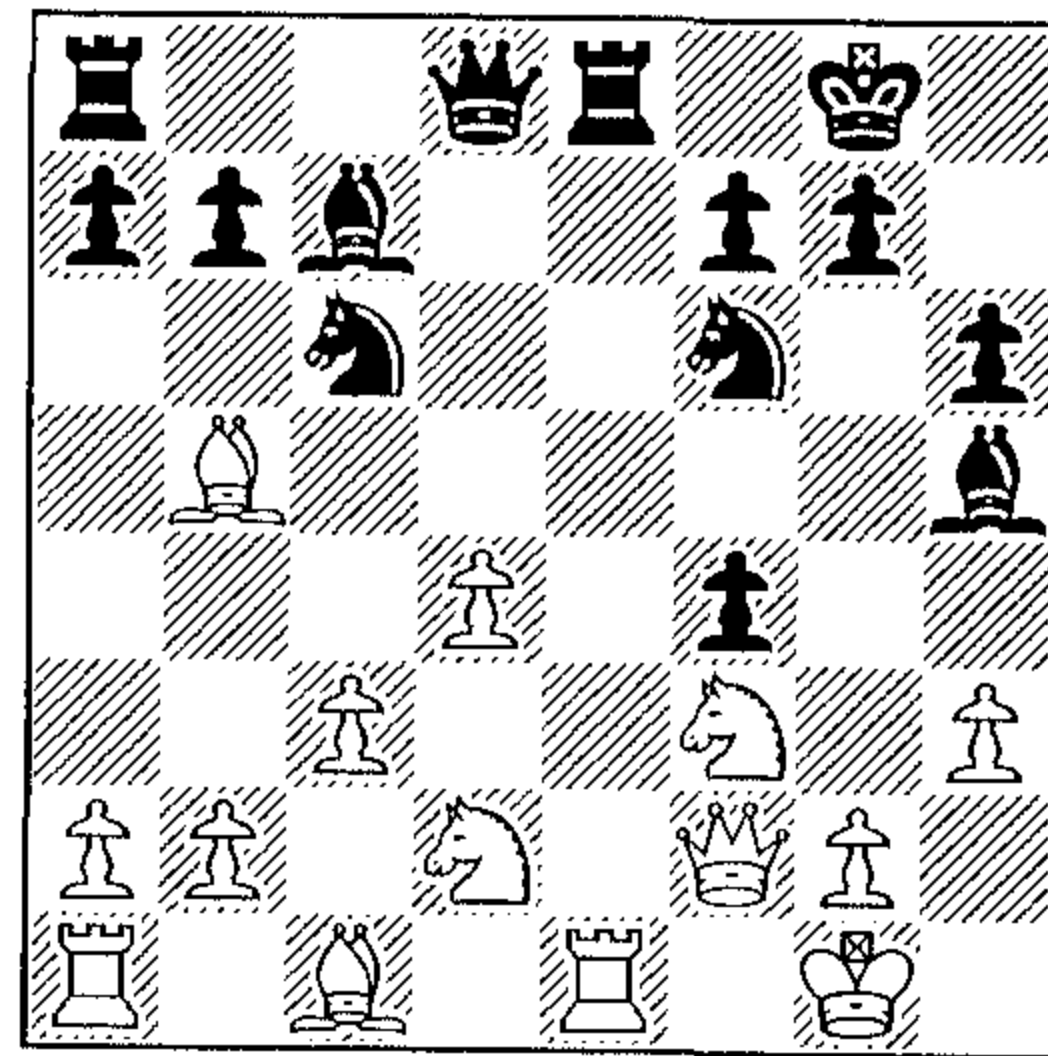
32. e3	h5
33. h4	Kg7
34. Rc1	...



34. ...

g5!

The two kings are identically situated, neither being particularly exposed. But Black's control of the e-file and his much more active queen are the important factors now. Knowing how lethal the ini-



Unplayable is 15. Bxc6 bxc6 16. Ne5 Bxe5 17. dxe5 Rxe5 18. Qxf4 Re2 with Black's advantage, or 15. Bxc6 bxc6 16. Nc4 Ne4 17. Qh4 (17. Qc2 Ng3 18. Rf2 Bxf3 followed by ... Re1+) 17. ... Qxh4 18. Nxb4 Ng3 19. Rf2 Re1+ and wins.

15. ... Qd5
16. Bd3 ...

An admission that his 14th move was wasteful (or had Gheorghiu made some miscalculation?). Of no value is 16. c4 Qf5 17. Nh4 Qd3! with a bind. If in this line 17. d5? Nxd5 18. cxd5 Bb6. The beautifully centralized Black pieces now go to work.

16. ... Bg6!

Disposing of White's active bishop.

17. Bxg6 fxg6
18. b3 g5

Taking immediate advantage of his pawn majority on the king-side.

19. Bb2 g4
20. hxg4 Nxg4
21. Qf1 ...

To be considered is 21. Qh4 Ne3 22. Nf1.

21. ... Ne3
22. Qf2 ...

If 22. Qd3 Ne5 23. Qe2 N5g4 24. Qd3 Qh5 25. c4 Nf5! 26. Nf1 Ng3 27. Nxg3 fxg3 and wins because of the strong threat of ... Nf2 and ... Qh1 mate.

22. ... g5

Posing the problem of how to stop the pawn roller. The exposure

of Black's king is not dangerous because of the restricted activity of White's forces. Note how Black methodically strips the White king of defenders to simplify the final assault.

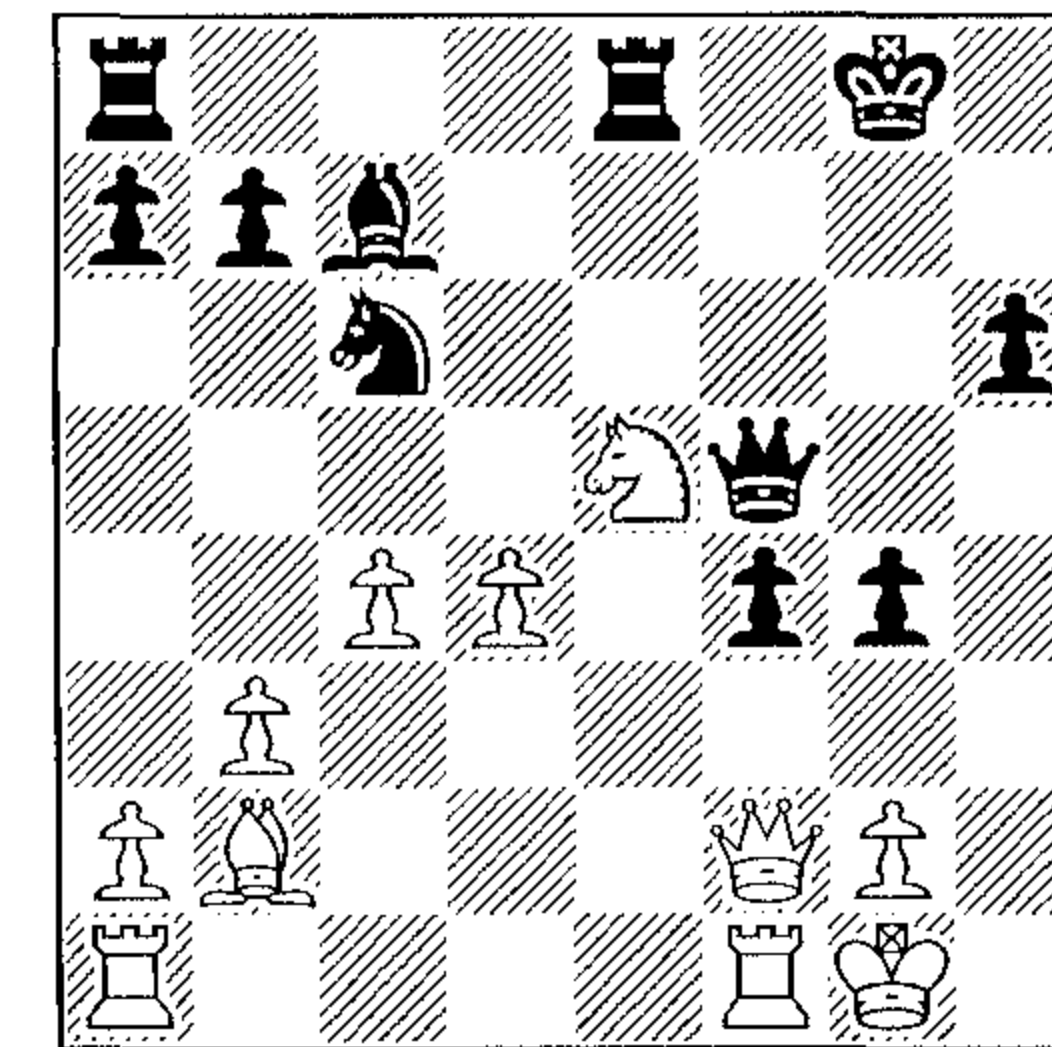
23. c4 Qf5
24. Nf1 g4

Now the two pawns (the potentially passed f-pawn and the g-pawn), together with the queen, pose a serious threat to the White monarch's exposed position.

25. Ne5 Nxf1

Not 25. ... Nc2? because of 26. Ng3 Qh7 27. Qxf4.

26. Rxf1 ...



26. ... Nxe5
27. dxe5 Qh5

Best. After 27. ... Bxe5 (27. ... g3? 28. Qxg3+) 28. Bxe5 Rxe5 29. Qxf4, Black would have nothing. Unsound is 27. ... Rxe5 28. Bxe5 Bxe5 29. Rad1 Bc7 30. Rd5 with nothing to fear.

28. Qxf4 Bb6+
29. Bd4? ...

Loses immediately. White could offer some resistance with 29. c5 (making Qc4+ possible) Bxc4+ 30. Rf2 Bxf2+ 31. Qxf2 with some play because of Black's exposed king.

29. ... Rf8
30. Qe3 Bxd4
31. Qxd4 g3
32. Rf6 Rad8
33. Qf4 Qh2+

This wins, of course, but a quicker finish is possible by 33. ... Rxf6 34. exf6 Rd1+ 35. Rxd1 Qxd1+ 36. Qf1 Qd4+ 37. Kh1 Qh4+ 38. Kg1 Qh2 mate.

34. Kf1	Rxf6
35. exf6	Qh1+
36. Ke2	Qxg2+
Forfeited	

White lost on time, but his position is hopeless anyway. If 37. Ke1 Re8+ 38. Kd1 Qe2+ 39. Kc1 Re6 and wins because Black's king can avoid a perpetual check. But not 39. ... Qe1+ because of 40. Kc2 Re2+ 41. Kd3, etc.

GAME 14

The Mighty Pin

The late I. A. Horowitz used to quip: "The pin is mightier than the sword." Indeed, sometimes a pin is so dangerous that the temptation to get rid of it, even at the cost of serious weakening, may be irresistible. That's one of the reasons pins are so dangerous.

In this game White pins Black's king knight in order to gain control of d5, which Black's knight watches. Recognizing that to allow the pin to remain would lead to a solid positional advantage for White, Polugaevsky decides to break the pin by advancing the pawns in front of his castled king. You know the rest.

Interzonal Tournament Palma de Majorca, 1970

ENGLISH OPENING

S. Reshevsky	L. Polugaevsky
1. d4	Nf6
2. c4	c5
3. Nf3	...

I refused the Benoni, which would have been reached by 3. d5, I was not in the mood for that type of game.

3. ...	cxd5
4. Nxd5	e6

5. Nc3	Bb4
6. Nb5	...

The only try to obtain an opening advantage.

6. ...	0-0
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Preferable is 6. ... d5 after which it is difficult for White to get an advantage.

7. a3	Bxc3+
8. Nxc3	d5
9. Bg5!	...

Challenging Black to get out of the pin by weakening his king-side. Polugaevsky accepts the challenge.

9. ...	h6
10. Bh4	...

It is unwise for White to win a pawn: 10. Bxf6 Qxf6 11. cxd5 exd5 12. Qxd5 Rd8 13. Qb3 leaves Black too far ahead in development.

10. ...	g5?
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Wiser is 10. ... Nc6 (if 10. ... dxc4 11. Qxd8 Rxd8 12. Ne4 Nbd7 13. 0-0-0 with advantage) 11. cxd5 exd5 12. e3 Be6 with only a slight advantage for White.

Black will later be haunted for having exposed his king.

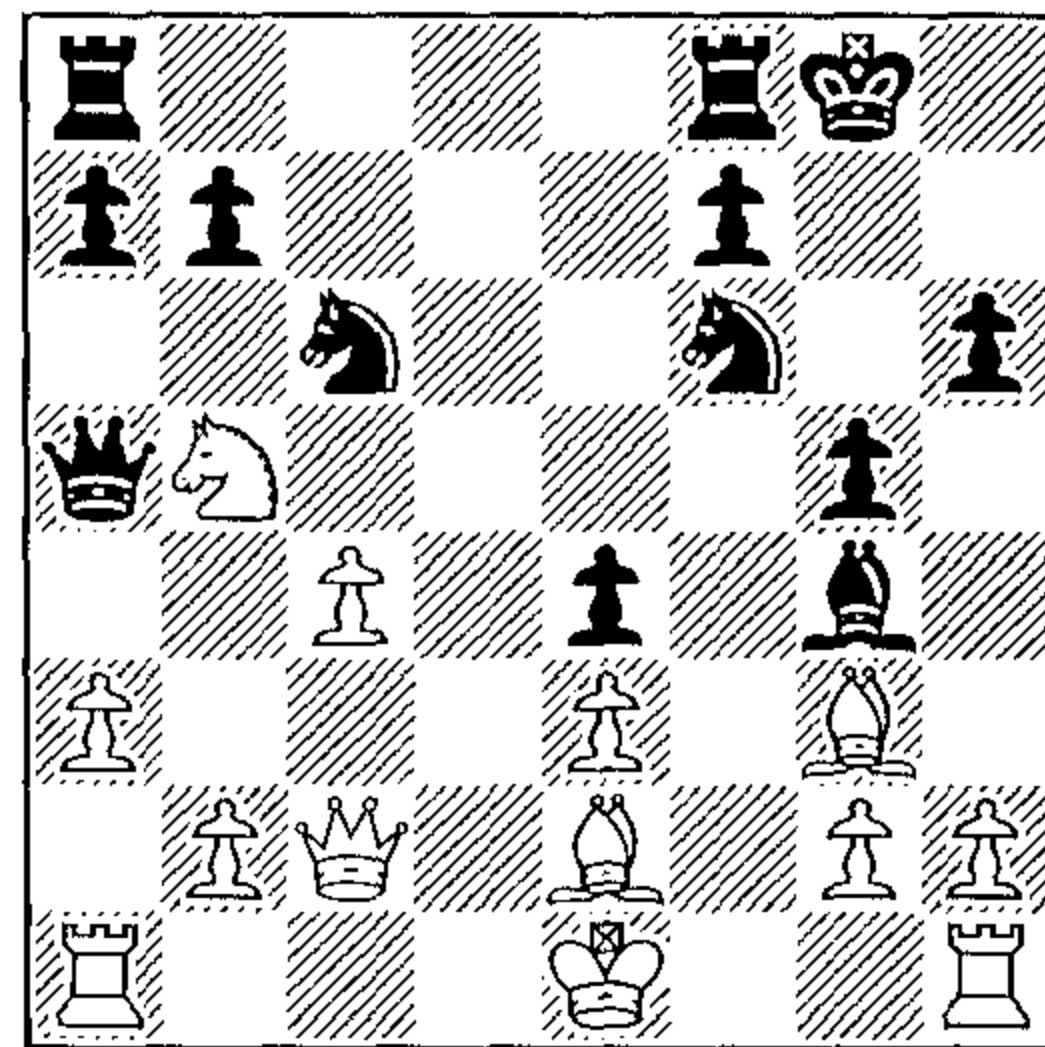
11. Bg3	d4
12. Nb5	Nc6
13. e3	dxe3

Unsatisfactory is 13. ... e5 14. exd4 exd4 (14. ... a6 15. dxe5) 15. Bd3 Re8+ 16. Kf1 with promising play. The threats of Nc7 and h4 would be unpleasant for Black.

14. fxe3	e5
15. Bd3	Bg4
16. Qc2	e4
17. Be2	...

17. Bxe4 Re8.

17. ...	Qa5+
---------	------



18. Kf2! ...

The only way to enliven the game. It is usually risky to forego castling and this is no exception, but I felt that my king would be fairly safe since Black's forces are not coordinated. I was also encouraged because my adversary's king position was not too healthy. I expected to launch a vigorous and rapid attack.

Not 18. Nc3 Nb4, and if 18. Qc3 Qxc3+ 19. Nxc3 Bxe2 20. Kxe2 Na5 with equality.

18. ... Bxe2

19. Kxe2 ...

Better than 19. Qxe2. The king is quite safe at e2, and the queen can also maintain its pressure on the e-pawn.

19. ... Rac8

Although this turns out badly, there is no better move (the threat is 20. ... Qxb5). If 19. ... Qd8 20. Rad8, and the queen has no good square.

20. Nd6 Ra8

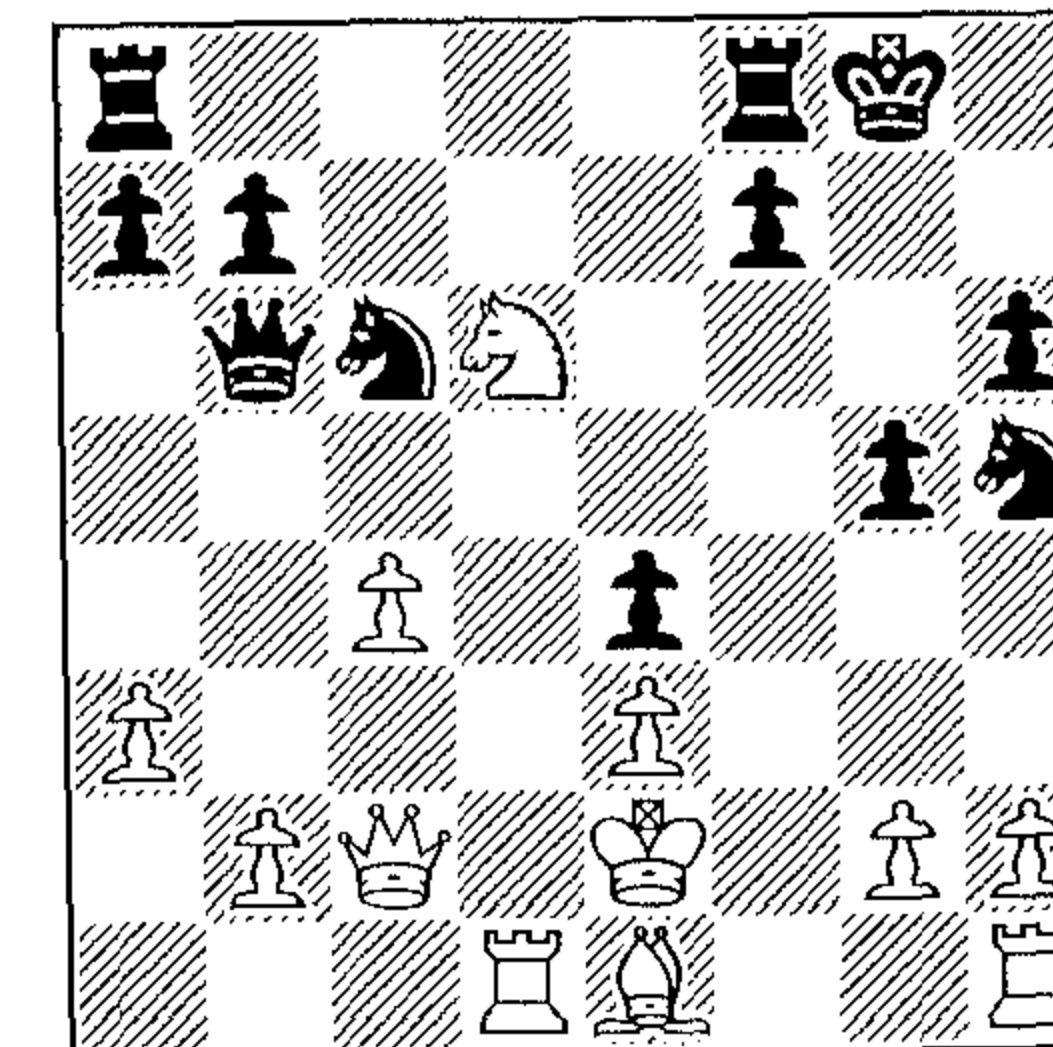
Bad is 20. ... Rc7 on account of 21. b4.

21. Rad1 Nh5

22. Be1 ...

22. Qxe4 or 22. Rd5 is also good, but I was looking for bigger gains.

22. ... Qb6



23. g4! ...

The winning move.

23. ... Nf6

24. Bc3 Nxc4

From here on, Black's moves are forced.

25. Qxe4 f5

If 25. ... h5 26. Rd5.

26. Qe6+ Kh7

27. Nxf5 Nce5

28. Rd7+! Nxd7

29. Qxd7+ Kg6

30. h4! h5

If 30. ... gxh4 31. Nxh4+ Kg5 32. Qd5+. And if 30. ... Rxf5 31. h5 mate.

31. Ne7+ Kh6

32. hxg5+ Kxg5

33. Qd5+ Resigns

GAME 15

The Danger of the Fianchetto

The flank development (fianchetto) of a bishop incurs both risks and advantages. The fianchettoed bishop plays an enormous part in modern opening systems; the Indian defenses, the Gruenfeld, the Sicilian Dragon, the Pirc, the Reti Opening, the Classical

Queen's Gambit, and many variations of the English Opening are but a few examples.

To fianchetto a bishop you have to play g3/g6 or b3/b6; but when the king is castled on the kingside and the KB fianchettoed, there is danger inherent due to the potential weakness of f3/f6 and h3/h6. If the fianchettoed bishop is exchanged, the weakness of those squares can be disastrous because of their proximity to the king. The following game is an example.

Palma de Majorca, 1971

BENONI DEFENSE

S. Reshevsky **B. Larsen**

1. d4

c5

2. d5

...

If White is in a conservative mood, he can continue 2. Nf3 or even 2. e3.

2. ...

d6

3. e4

...

3. c4 leads to better-known lines.

3. ...

Nf6

4. Nc3

g6

5. Nf3

Bg7

6. Be2

0-0

7. 0-0

Na6

8. Nd2

Nc7

Obviously preparing for an advance of the queenside pawns. Herein lies one of the main strengths of the fianchettoed bishop when White's d-pawn advances beyond d4 and no longer influences that important square. The bishop's open diagonal is very threatening to White's queenside pawns, especially in conjunction with Black's advancing pawns on that flank. In view of this, one of White's objectives is to exchange Black's fianchettoed bishop, which would simultaneously safeguard his own queenside and weaken f6 and h6.

9. a4

a6

10. f3

...

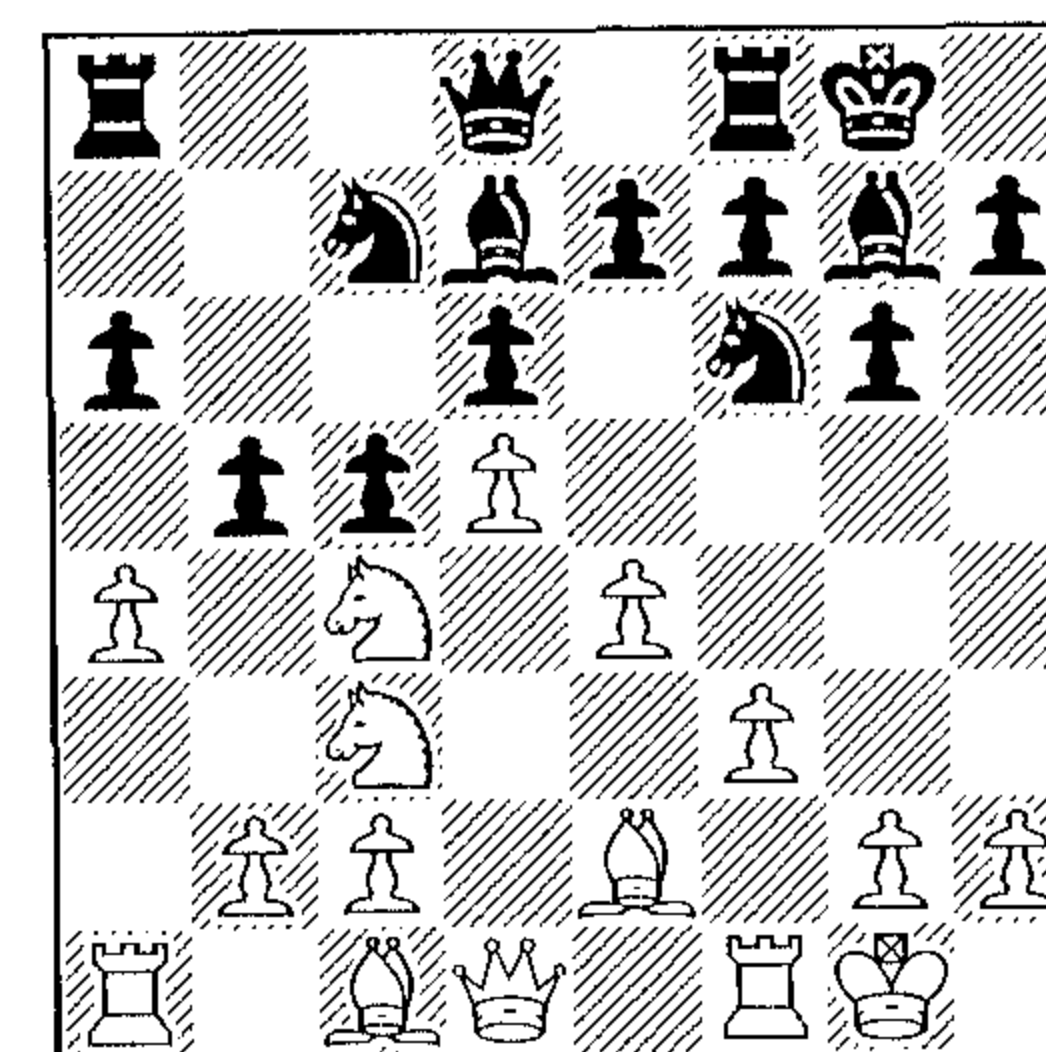
Unnecessary. Wiser is 10. Nc4 Rb8 11. Bf4, and Black would have to take measures to prevent e5.

10. ...

Bd7

11. Nc4

b5



12. Nb6

Rb8

13. a5

...

Temporarily anchoring the knight on a favorable square. White should keep the queenside closed as long as he can, at the same time trying to build an initiative in the center and on the kingside.

13. ...

Be8

Preparing to dislodge the knight with ... Nd7.

14. Be3

Nd7

15. Nxd7

Bxd7

16. Qd2

b4

17. Nd1

...

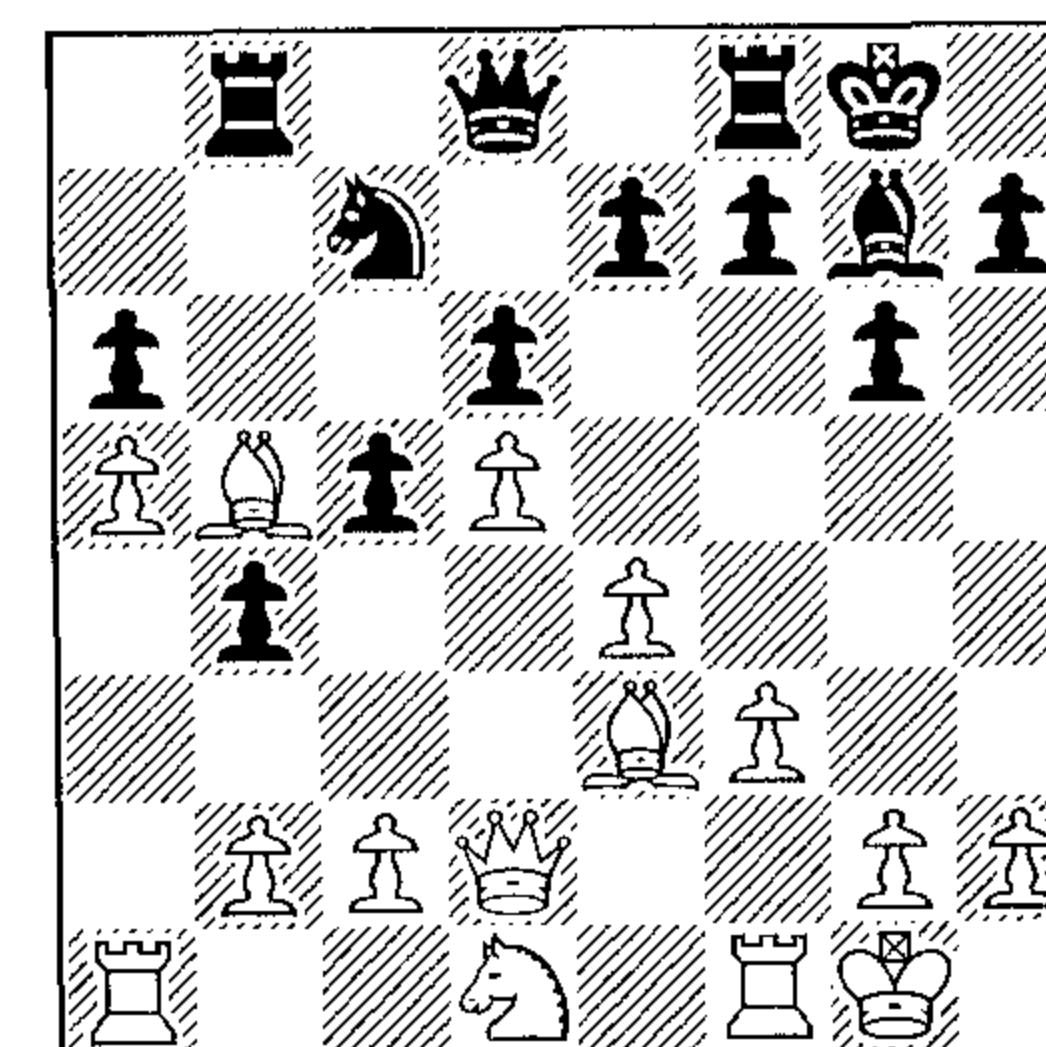
I did not object to my knight's being driven away since I wanted to relocate it anyway.

17. ...

Bb5

18. Bxb5

...



White could press his advantage with 31. f6+ Kg8 32. c3 bxc3 33. bxc3 Nf5 34. Qf4 (but not 34. Qd5? Re1+ 35. Kh2 Rh1+ 36. Kxh1 Ng3+, winning the queen).

Now the weakened squares near Black's king are at White's mercy.

29. f6+ Kh8

Bad is 29. Kg8 on account of 30. c3 bxc3 31. bxc3 Ne6 32. Nh6+ Kf8 33. Qxd6+.

30. c3 bxc3

31. bxc3 Ne6

32. Qxd6 Qg5

33. Ne5 Kg8?

The only try is 33. ... Nd8!, but then 34. Nf3 (34. Qxd8? Qe3+) Qe3+ 35. Kh2 Qxc3 (35. ... Qxe4? 36. Re1) 36. Qe7! Rb8 37. Rd1 wins.

34. Qd7 Rf8

35. Nxf7 Qe3+

After 35. ... Rxf7 36. Qxe6 followed by Ra1, Black's position is hopelessly lost.

36. Kh1 Qxe4

37. Ng5! Resigns

I was awarded the prize "best attacking game" for this contest.

GAME 16

A Strong Diagonal

To become a target for the enemy forces a king does not have to be wide open and defenseless. A single weak square is often enough. Although the present game is virtually decided in the early middlegame, it is in the concluding phase, when White's fianchettoed bishop leaves the scene, that the defensive value of that piece is clearly demonstrated—in absentia.

It is also interesting that, early in the game, Black's fianchettoed bishop plays a powerful role in dislocating White's minor pieces, which in turn forces White to part with his KB, leading to the final phase.

U.S. Championship New York, 1972

SICILIAN DEFENSE

I. A. Horowitz S. Reshevsky

1. e4 c5

2. Nf3 d6

3. g3 ...

One of the less-used variations. Horowitz, who is out of practice, attempts to veer away from the more analyzed lines. The text move poses no problems for Black to achieve equality.

3. ... Nf6

4. Nc3 ...

Against 4. e5 Black can obtain a free game with 4. ... dxe5 5. Nxe5 Qd5 6. Nf3 Bg4.

4. ... Nc6

5. d4 cxd4

6. Nxd4 g8

6. ... Bg4 7. f3 Nxd4 8. fxg4 offers interesting possibilities for White; or 6. ... Bg4 7. Qd2 Nxd4 8. Qxd4 Bf3 9. Rg1, and it is questionable whether White's loss of kingside castling is sufficient compensation for Black's loss of time. Playable is 6. ... e6 followed by ... Be7 and ... 0-0.

7. Bg2 Bd7

Necessary, for if 7. ... Bg7 8. Nc6 bxc6 9. e5.

8. 0-0 Bg7

9. Nce2 ...

Intending to set up the well-known Maroczy Bind with c4. The plan is not sufficiently active, however, and allows Black to establish an aggressive position.

9. ... Qg6!

This move prevents White from carrying out his plan, for if 10. Be3 Ng4! 11. Ne6 Nxe3 12. Nxg7+ Kf8 13. fxe3 Qxe3+ 14. Ke1 Kxg7 with a won position.

10. Nb3 ...

The knight here prevents White's b3 and thus allows Black's knight to aim for c4. But Black was beginning to threaten White's e-pawn, and 10. Nxc6 Bxc6 is clearly bad for White. His 9th move is already giving him problems.

10. ... 0-0

11. Be3 ...

If 11. c4 Black could choose between 11. ... Qb4, which practically forces 12. Nd2, and 11. ... Ne5 12. Be3 Qb4 13. c5 Nxd4 14. a3 Qa4.

11. ... Qa6

12. h3 Ne5

The c4-square is usually an advantageous post for a knight.

13. Bd4 Nc4

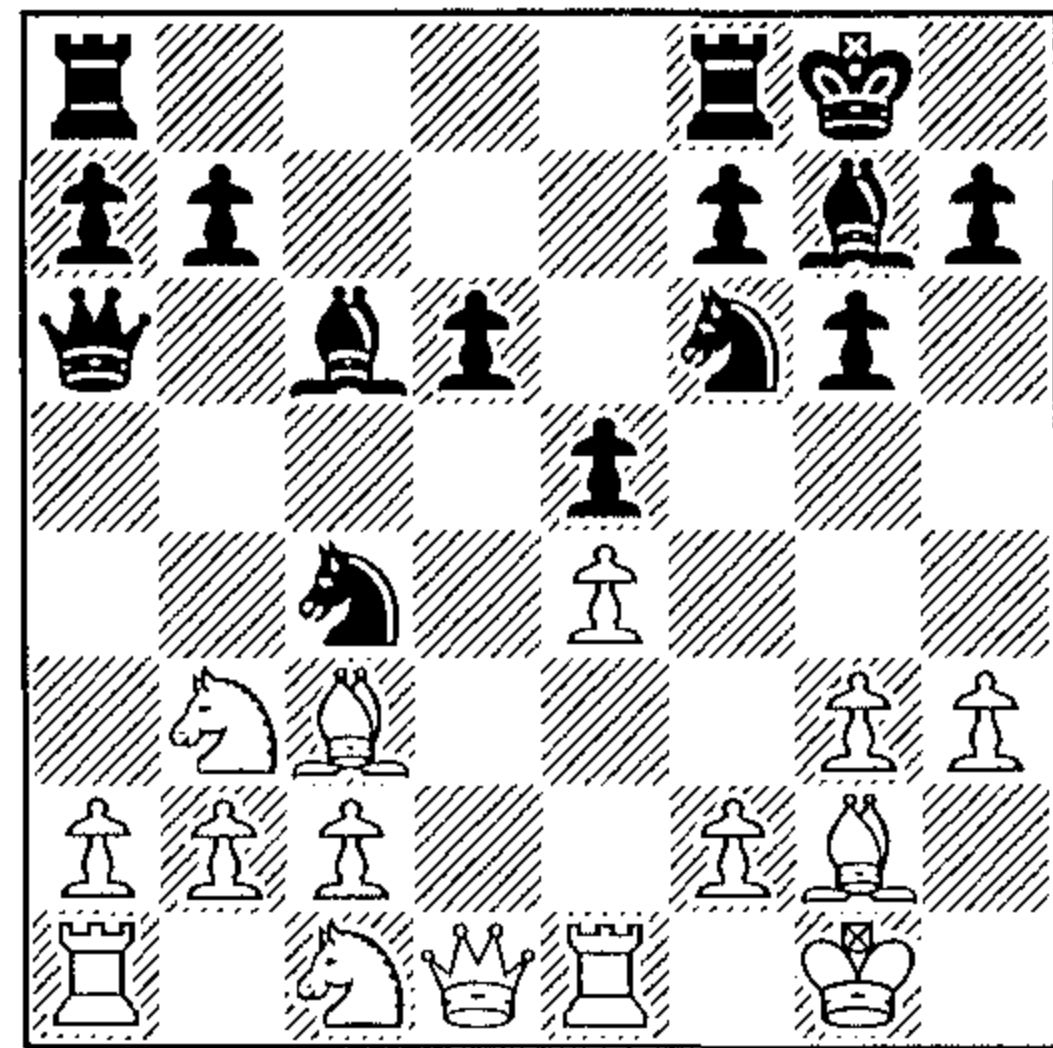
14. Re1 ...

Offering the possibility of Bf1.

14. ... Bc6

15. Nec1 e5

16. Bc3 ...



16. ... d5!

Opens the d-file, bringing Black's rooks into active play. By seizing control of the center, Black has gained the initiative. From here on, White remains on the defensive.

17. Nd3 ...

Interesting but unsound is 17. exd5 Rad8, and if 18. Bxe5? Nxe5 19. Rxe5 Nxd5! 20. Rxd5 (if 20. Re1 Ne3, etc.) Bxd5 21. Bxd5 Qb5 22. c4 Qxc4 23. Bxc4 Rxd1+ 24. Kg2 (if 24. Bf1 Bxb2 25. Rb1 Ba3 26. Kg2 Rc8 27. Be2 Re1, etc.) 24. ... Bxb2 25. Rb1 Bxc1 26. Nxc1 Rc8, etc.

17. ... Nxe4

18. Bxe4 ...

Black's knight on e4 is intolerable!

18. ... dxe4

19. Ndc5 Qb6

20. Nxe4 Rad8

Without a bishop at g2, the White king is in a perilous situation. Black's queen and QB can be posted in various ways to menace the White king. Black's control of the a8-h1 diagonal contributes heavily to White's eventual downfall.

21. Qe2 Bd5!

A strong move, which enables ... Qc6 with threats to annoy White along the c6-h1 diagonal. Notice how soon after White's KB disappears the Black initiative increases in tempo.

22. Rad1 Qc6

23. Na5 ...

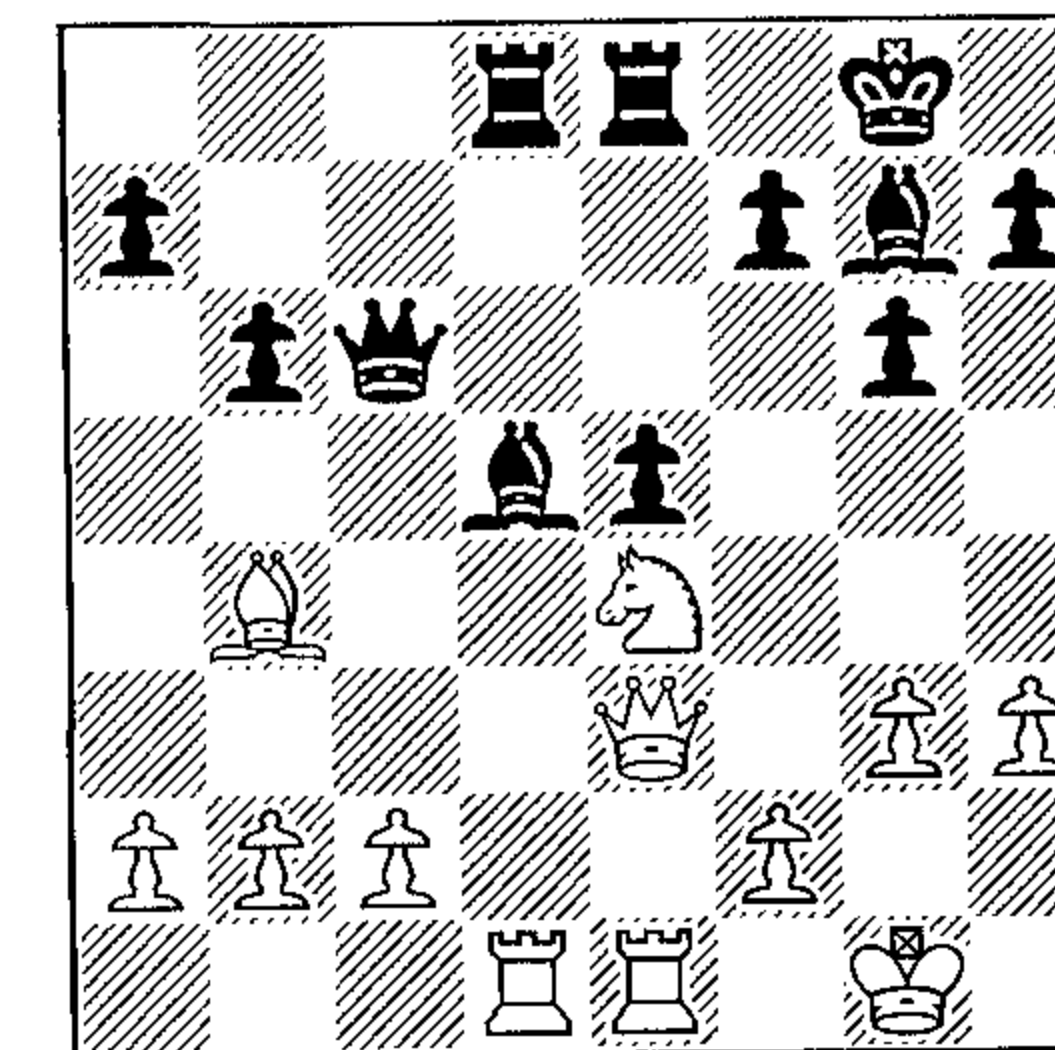
Gets rid of the strongly posted knight, but Black now has a strongly posted bishop.

23. ... Nxa5

24. Bxa5 b6

25. Bb4 Rfe8

26. Qe3 ...



26. ... f5

Not 26. ... Qxc2 27. Nd6.

27. Nd6 Re6

Of course not 27. ... Rxd6 28. Bxd6 Qxd6 29. c4.

28. Rd2 ...

28. c4 would be met by 28. ... Bh1. A good example of the weak-

ness of White's king position caused by the hole at g2. White has no way to protect his light squares.

28. ...	a5
29. Ba3	Rexd6
30. Bxd6	Rxd6
31. Red1	Bh1
32. f3	Rxd2
33. Qxd2	...

A better try is 33. Rxd2, but Black could continue 33. ... Qxf3 34. Qxb6 Qxg3+ 35. Kf1 (35. Kxh1 Qe1+) h5, etc.

33. ...	Bxf3
34. Qd8+	Bf8
35. Rd3	Qe4
Resigns	

GAME 17

Both Kings Exposed

In this game Black's king is less sheltered than White's, yet Black wins. Why? During the middlegame complications Black wins a piece. True, for many moves thereafter his extra piece plays almost no role in the game, and his king must be constantly alert to threats from all sides. But White's problem is that he cannot afford to simplify the position, for then Black's extra piece would win. In the continuing complications White has to expose his own king, and that means the end. Finally it is the weakness of White's king, not Black's, that decides the game.

This game is instructive in many ways, but the reader will profit most of all from careful study of the mutual tactical threats against the kings. The position after White's 31st move and Black's solution are particularly intriguing.

36th Soviet Championship Alma-Ata, 1969

SICILIAN DEFENSE

M. Tal	I. Platonov
1. e4	c5
2. Nf3	d6
3. d4	cxd4
4. Nxd4	Nf6
5. Nc3	a6
6. Bg5	e6
7. Qf3	...

More usual is 7. f4 which leads to almost unfathomable complications. The text move is less difficult for Black to handle and has not produced satisfactory results for White in serious competition.

7. ...	h6
8. Bh4	...

8. Bxf6 Qxf6 9. Qxf6 gxf6 10. 0-0-0, handing Black a weak pawn structure for the endgame, is preferable. Also 8. Be3 is to be considered.

8. ...	Nbd7
9. 0-0-0	Qc7
10. Be2	Be7
11. Rhe1	g5
12. Bg3	Ne5
13. Qe3	b5
14. a3?	...

Giving Black the opportunity to open the b-file with attacking possibilities later. Preferable is either 14. f3 or 14. h4.

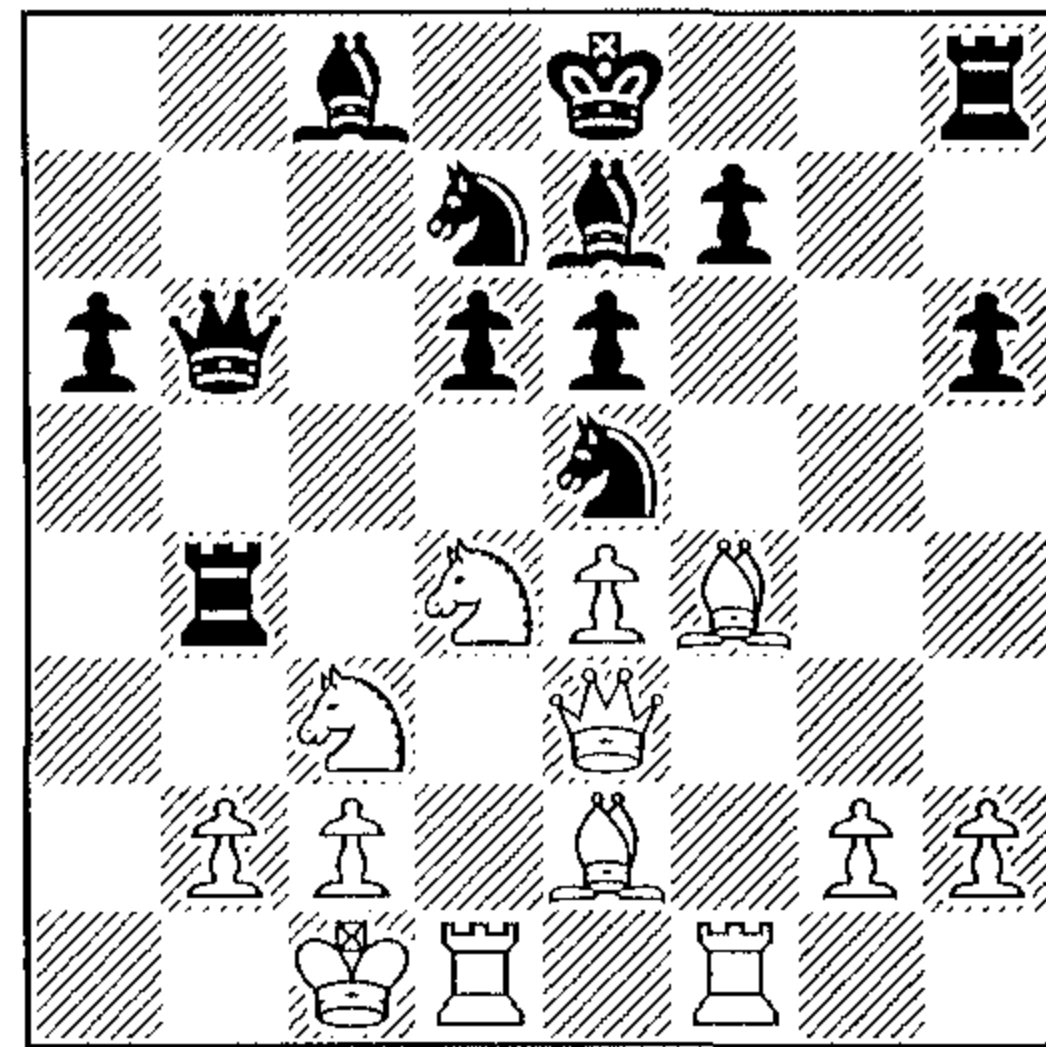
14. ...	Rab8
15. f3	Nfd7

More exact is 15. ... Nh5 preventing f4.

16. f4	gxf4
17. Bxf4	b4
18. axb4	Rxb4
19. Rf1	...

White rejects 19. Bxh6 on account of 19. ... Nb6 with the annoying threat of ... Nbc4. If 20. b3? Rxh6 21. Qxh6 Qxc3.

19. ...	Qb6
---------	-----



20. b3? ...

Correct is 20. Nb3 in order to exchange queens or, if Black avoids that, to attempt the exchange of rooks with Rd4, in either case relieving the pressure exerted by Black's pieces.

20. ... Ng6!

21. Bh5? ...

The text move hands over the initiative to his opponent. Imperative is 21. Nf3, but Tal dislikes simplification.

21. ... Rxd4!

Bad is 21. ... e5 22. Nd5 exf4 (22. ... exd4 23. Qd2 winning the exchange) 23. Bxg6 fxe3 (23. ... fxg6 24. Qxf4 with the threat of Qf7+) 24. Bxf7+ followed by 25. Ne6 mate.

22. Rxd4 Nxf4

Again best, for if 22. ... e5 23. Rc4 and wins.

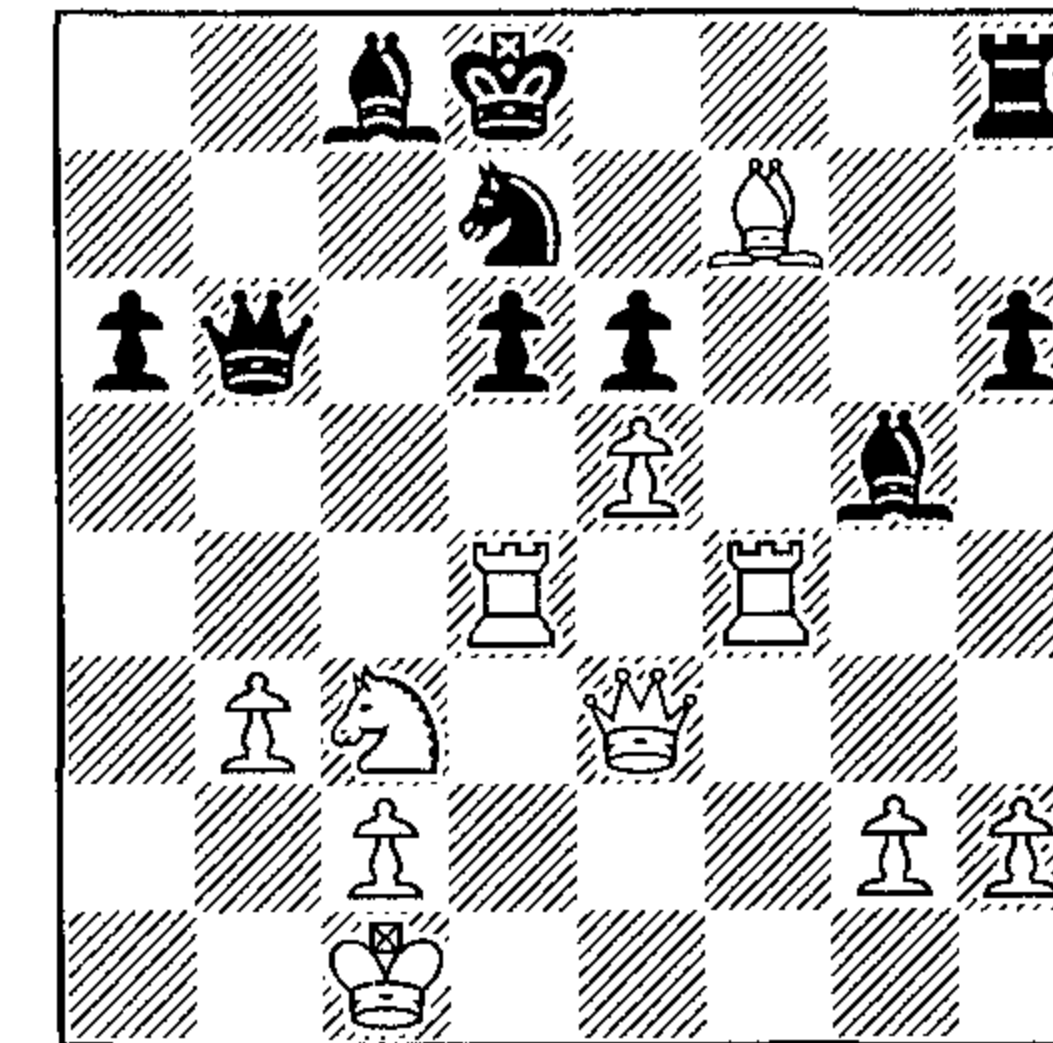
23. Rxf4 Bg5

The most advisable. If 23. ... c5 24. Rxf7 Bg5 (24. ... dxe4 25. Rh7+ Kd8 26. Rxh8+ Nf8 27. Qxh6 and wins) 25. Rh7+ Kf8 26. Rxh8+ Kg7 27. Qxg5+ hxg5 28. Rxg5 with chances for a draw.

24. Bxf7+ Kd8

Not 24. ... Ke7? 25. Bxe6 Kxe6 26. Qh3+ Ke5 27. Rd5+ Kxd5 28. Qf3 mate. Black now seriously threatens ... e5.

25. e5 ...



A good try but still insufficient to save the game.

25. ... Rf8

A strong reply, winning a piece. Not 25. ... dxe5 because of 26. Rd7+, winning the queen, nor 25. ... Nxe5 because of 26. Qxe5.

26. Ne2 ...

The only defense. If 26. exd6 Rxf7 27. Qxe6 Rxf4, and if 26. h4 Bxf4 27. Qxf4 exd5 and wins.

26. ... Rxf7

27. h4 Bxf4

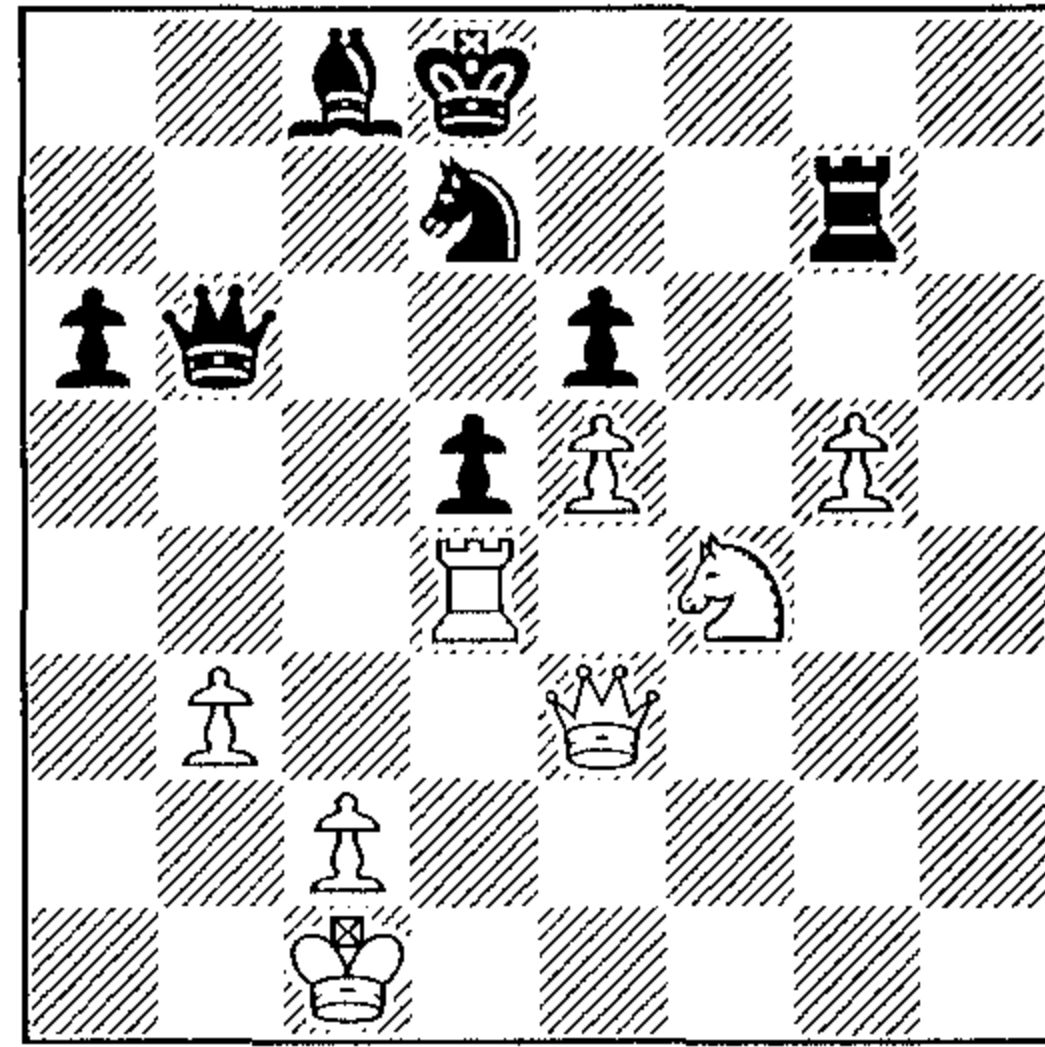
28. Nxf4 d5

This locks in the bishop but is unavoidable. 28. ... dxe5 is still out because of Rxd7+, and 28. ... Nxe5 still loses to Qxe5. Although White has only one pawn for the piece, he still has some tactical chances because of the immobility of Black's pieces.

29. g4 Rg7

30. g5 hxg5

31. hxg5 ...



31. ... **Ke8!**

Black's task of making progress is difficult because his pieces are out of play. 31. ... Rxc3 is out of the question because of 32. Nxe6+; 31. ... Nf8 is bad because of 32. Rxd5+; 31. ... Nc5 throws away the win because of 32. Nxd5 exd5 33. Rxd5+, etc.; and finally 31. ... Ke7 32. g6 Nf8 33. Qc3 Nxc3 (33. ... Bd7 34. Rxd5 Qg1+ 35. Rd1, or 33. ... Bb7 34. Rb4) 34. Qxc8 Qxd4 35. Qc7+ Ke8 (35. ... Kf8 36. Nxe6+) 36. Qc8+ and draws.

32. **Nh5** **Rh7**

Bad is 32. ... Rxc3 33. Qxc3 Qxd4 34. Qg8+ Ke7 (34. ... Nf8 35. Nf6+ Ke7 36. Qg7+) 35. Qg5+ (not 35. Qxc8 Qxe5 trapping the knight) with a perpetual check.

33. **Nf6+** ...

33. g6 simply fails to 33. ... Rxc3 34. g7 Kf7.

33. ... **Nxf6**

34. **exf6** **Rh1+**

35. **Kb2** **Rh4!**

36. **c3** ...

Black has succeeded in weakening the position of White's king. Unavailing is 36. f7+ Kf8.

36. ... **Rh2+**

Not 36. ... Rxd4 37. cxd4 Kf7 38. Qh3 Qxd4+ 39. Ka2 Qe4 40. Qh8, compelling Black to resort to perpetual check.

37. **Ka3** **Rc2**

Because White's king is exposed, Black is able to set up various threats for White to parry. This prevents White from advancing his passed pawns—his only chance to survive.

38. **Qh3** ...

White is unable to advance the passed pawns because of the immediate threat of ... Qc5+.

38. ... **Qa5+**

39. **Ra4** **Qc5+**

40. **Rb4** **a5**

Inadvisable is 40. ... Qxc3 41. Qxc3 Rxc3 42. Rh4 Rg3 43. Rh8+ Kf7 44. Rh7+ (not 44. Rxc8 Rxc8 with good chances to win) 44. ... Kg8 45. Rg7+ Kf8 46. g6 e5 47. Rf7+ Kg8 48. Rg7+, etc.

41. **Qh8+** **Kd7**

42. **Qh7+** **Kc6**

43. **Qxc2** **axb4+**

44. **Ka2** **bxc3**

45. **g6** **e5**

At last, the bishop is getting active.

46. **f7** **Be6**

47. **Qd3** ...

If 47. Qxc3 Qxc3 48. f8=Q Qc2+ followed by 49. ... Qxc3 and wins.

47. ... **Qf2+!**

Black could go wrong here with 47. ... c2 48. Qa6+ Kc7 49. f8=Q Qxf8 50. Qa7+ Kc6 51. Qa6+ Kd7 (51. ... Kc5 52. Qa7+ Kb4 53. Qa3+) 52. Qb7+ Ke8 53. Qb8+ Ke7 54. Qb4+ Kd7 55. Qb7+ Kd8 56. Qb6+ and draws by perpetual check.

48. **Ka3** **Qa7+**

49. **Kb4** **Qc5+**

50. **Ka4** **c2**

51. **f8=Q** **Qa7+**

Black can also win with 51. ... Qxf8 52. Qxc2+ Kb6 53. b4 Qa8+ 54. Kb3 d4+ 55. Kb2 Qa2+, etc.

52. **Kb4** **Qb7+**

53. **Ka4** **c1=Q**

54. **Qxf1** **Qxf1**

55. **Qxf1** **Qa7+**

56. **Kb4** **Qc5+**

57. **Ka4** **Kb6**

Resigns

If 58. b4 Qc2+ 59. Ka3 d4 with mate to follow. A fine game by Platonov.

GAME 18

Quick Punishment

I suspect that Larsen made some kind of miscalculation on his 15th turn—how else can voluntary exposure of his own king be explained? This game tells us nothing new about such situations, but it is a model demonstration of the harsh punishment for violating a basic principle.

Of course, Larsen knows the principles better than most; his frequent experiments to challenge blandly accepted theories are part of his style and are to some extent designed to have a psychological effect. I believe that in this case he expected to defeat Donner with relative ease and thought he could get away with “anything.” Such an attitude often leads to error. The lesson Donner gives him should not be lost on the reader.

Leiden, 1970

BENONI DEFENSE

J. H. Donner	B. Larsen
1. d4	c5
2. d5	d6
3. e4	Nf6
4. Bd3	g6
5. Ne2	Bg7
6. 0–0	0–0

To be considered is 6. ... c4 7. Bxc4 Nxe4.

7. c4	e6
8. Nec3	...

White's knight maneuver at first seems cumbersome, but after closer inspection the setup proves justifiable. The QN will be developed via d2.

8. ...	exd5
9. cxd5	Nbd7
10. Nd2	a6
11. a4	Nh5
12. f4	...
Preventing...N–B5.	
12. ...	Bd4+

Larsen is pressing hard, counting on weak resistance by his opponent, but he is in for a surprise.

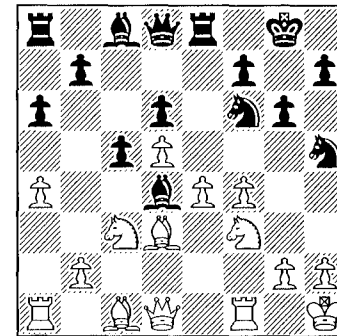
13. Kh1	Ndf6
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Faulty is 13. ... Qa4 because of 14. Ne2 (not 14. Qf3 on account of 14. ... Ne5 15. fxe5 Bg4 trapping the queen) followed by Nf3.

14. Nf3	...
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Black's KB is now in trouble.

14. ...	Re8
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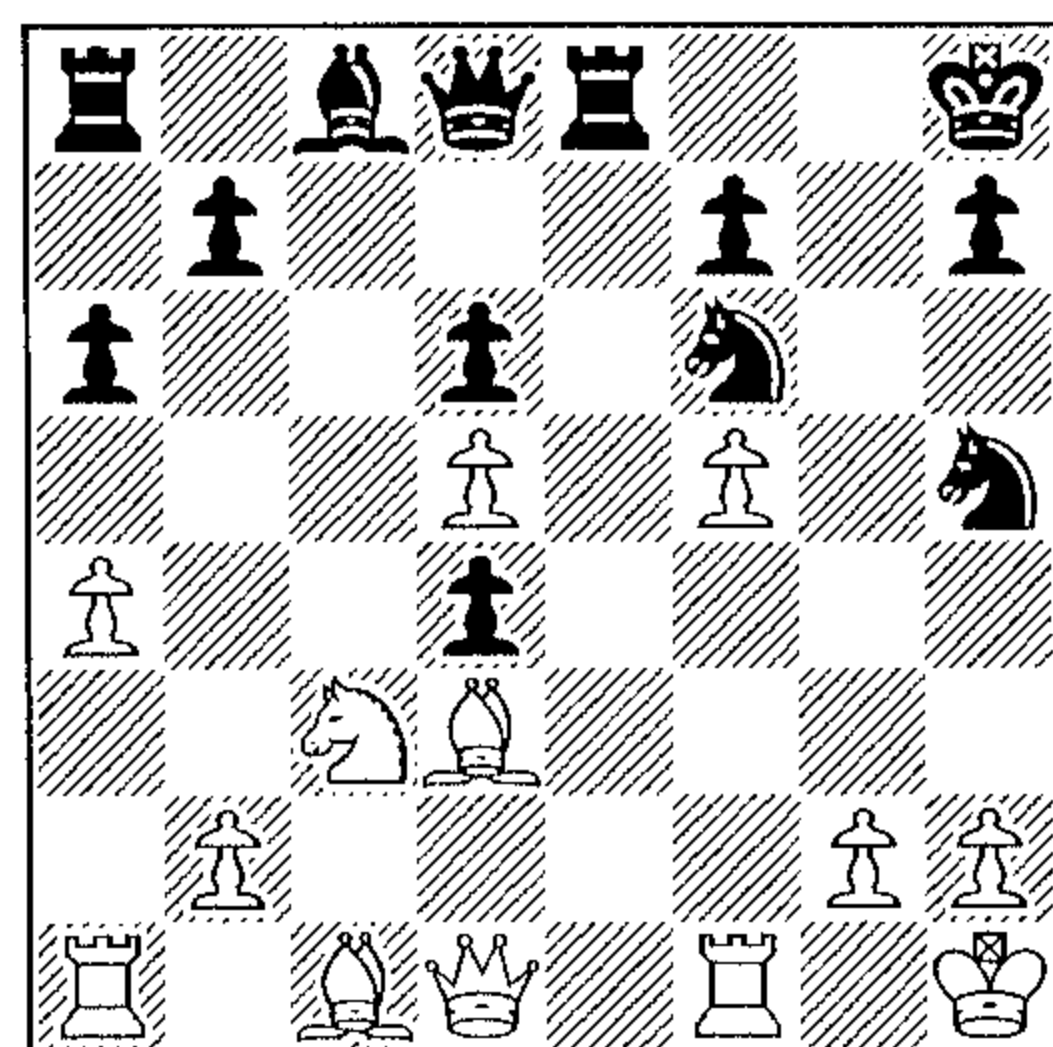
15. f5!	...
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White is unconcerned about losing a pawn. If 15. ... Bxc3 16. bxc3 Nxe4 17. Bxe4 Rxe4 18. Ng5 with excellent attacking possibilities; for instance, 18. ... Re7 19. c4 Bxf5 20. Rxf5 gxf5 21. Bb2 (21. Qxh5?? Re1 mate) Ng7 22. Qf3 with the serious threats of 23. Qc3 and 23. Qh3.

15. ...	gxf5?
---------	-------

Not the best defense. Correct is 15. ... Bd7, and if 16. Bg5 Qa5 with counterplay. The text move exposes the king, and after the capture of Black's vital KB he cannot hope to defend successfully.

16. exf5	Kh8
17. Nxd4	cxd4



18. Ne4! ...

With the strong threat of Bg5.

18. ... Nxe4

19. Qxh5 ...

And now Black's exposed and undefended king is subjected to an irresistible onslaught.

19. ... Qf6

20. Bh6 Bd7

21. Rf4 Nc5

22. Bg5 Qe5

If 22. ... Qg7 23. f6 Qg8 24. Bh6 and wins.

23. Qh6 Resigns

GAME 19

No Time to Hesitate

One cannot always conduct a successful attack with pieces only; the pawns are needed to breach the defenses and to support the pieces. When both sides castle on the same wing, however, for one side to advance his pawns in attacking the enemy king is to weaken his own king's defenses. Therefore, such positions contain some risk for the attacking side, particularly when the defender is as difficult to beat as Yugoslavia's Borislav Ivkov. Portisch, aware both of his positional advantage and of Ivkov's skill in defense, seems

unable to decide whether to attack directly or to increase the positional pressure against Ivkov's d-pawn. The result is that he gradually exposes his king's position and, not following through with an attack, succumbs to Ivkov's counterplay based precisely on the exposed White king.

Raach, 1969

KING'S FIANCHETTO OPENING

L. Portisch

B. Ivkov

1. Nf3

Nf6

2. g3

d6

3. d4

Bg4

A favorite defense of Ivkov's. Black is willing to give up this bishop, solving the problem of how to develop it.

4. Bg2

Nbd7

5. h3

Bxf3

6. Bxf3

c6

7. e4

e5

8. 0-0

Be7

9. Be3

0-0

10. a4

a5

11. Nc3

Qc7

12. Qd2

Rad8

12. ... Rfd8 appears more logical since Black's best chance for action is on the queenside where he needs the QR.

13. Rad1

Rfe8

14. Bg2

Nf8

Both sides have now completed their development. White's position is preferable because of his greater control of space and greater freedom for his forces. But he has to adopt a promising plan. The most obvious and plausible idea is the advance of his f-pawn.

15. Qe2

exd4

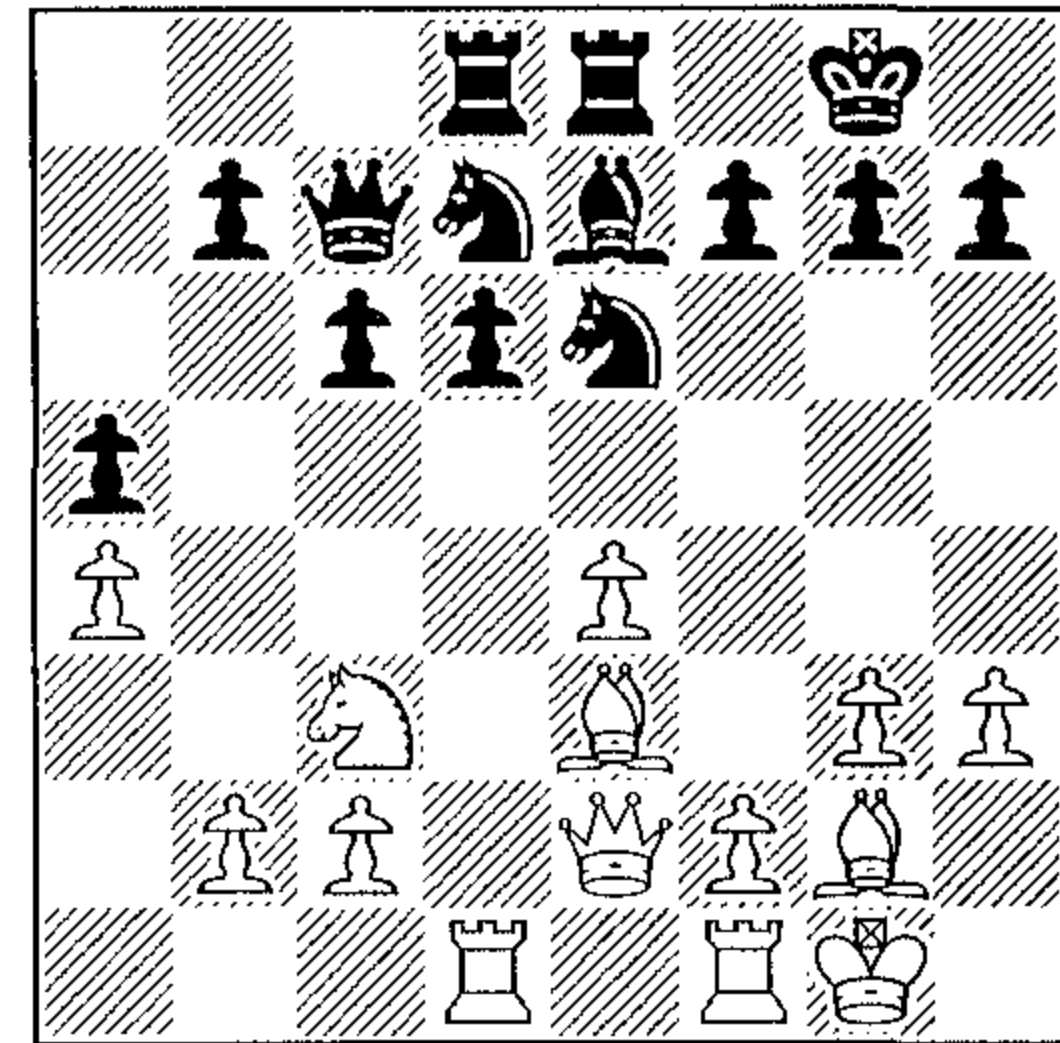
Against 15. ... Ne6, White could continue 16. d5 Nc5 (16. ... cxd5 gives White's knight a strong post at b5) 17. Bxc5 dxc5 18. Nb1, followed by Na3-c4 with a strong position.

16. Bxd4

Ne6

17. Be3

Nd7



18. Qd2 ...

Getting the queen out of the way of Black's KR, but this is not the best square for it. Better is 18. f4 followed by 19. Qf2, where the queen is more comfortably placed.

18. ... N7c5

Black is not in a position to undertake anything. His respect for White's two bishops is well founded, and he wisely avoids any risky action that would open the position. His pawns on c6 and d6 are keeping the White pieces at bay, and Black does not want to move them. He is correct to adopt a waiting strategy, ready to respond to White's lead.

19. Rfe1 ...

Giving additional protection to the e-pawn.

19. ... Bf6

20. b3 Nf8

21. f3 Na6

22. Bf2 ...

Unnecessary. White should play 22. f4; his failure to undertake aggressive action is difficult to understand. He can't seem to decide whether to play for a kingside attack or to attempt operations against Black's d-pawn. However, he has loosened his king's position, which, though not dangerous at present, is perhaps one reason he hesitates to initiate a risky attack. If the attack failed, his king would then be at the mercy of the enemy pieces.

22. ... Ne6

23. f4 ...

Finally! White seems to have all the play, but he is up against a great defender with a fighting heart.

23. ... Nec5

24. Re2 ...

Timidly played. Correct and logical is 24. g4.

24. ... Nb4

25. Qe1 ...

Threatening 26. e5.

25. ... Ne6

26. h4 Nf8

27. Nb1? ...

A sign of indecision and lack of confidence. Why not 27. g4-5?

27. ... Be7

28. Kh1 Nd7

29. Qf1 Bf8

30. Red2 Na6

31. Bf3 Nac5

32. Qg2 Nf6

33. Nc3 Qb6

34. Bd4 Nfd7

35. Nb1 Qc7

36. Bb2 Be7

37. Bc3 b5

White's meaningless maneuvering has allowed his opponent to effect this significant advance.

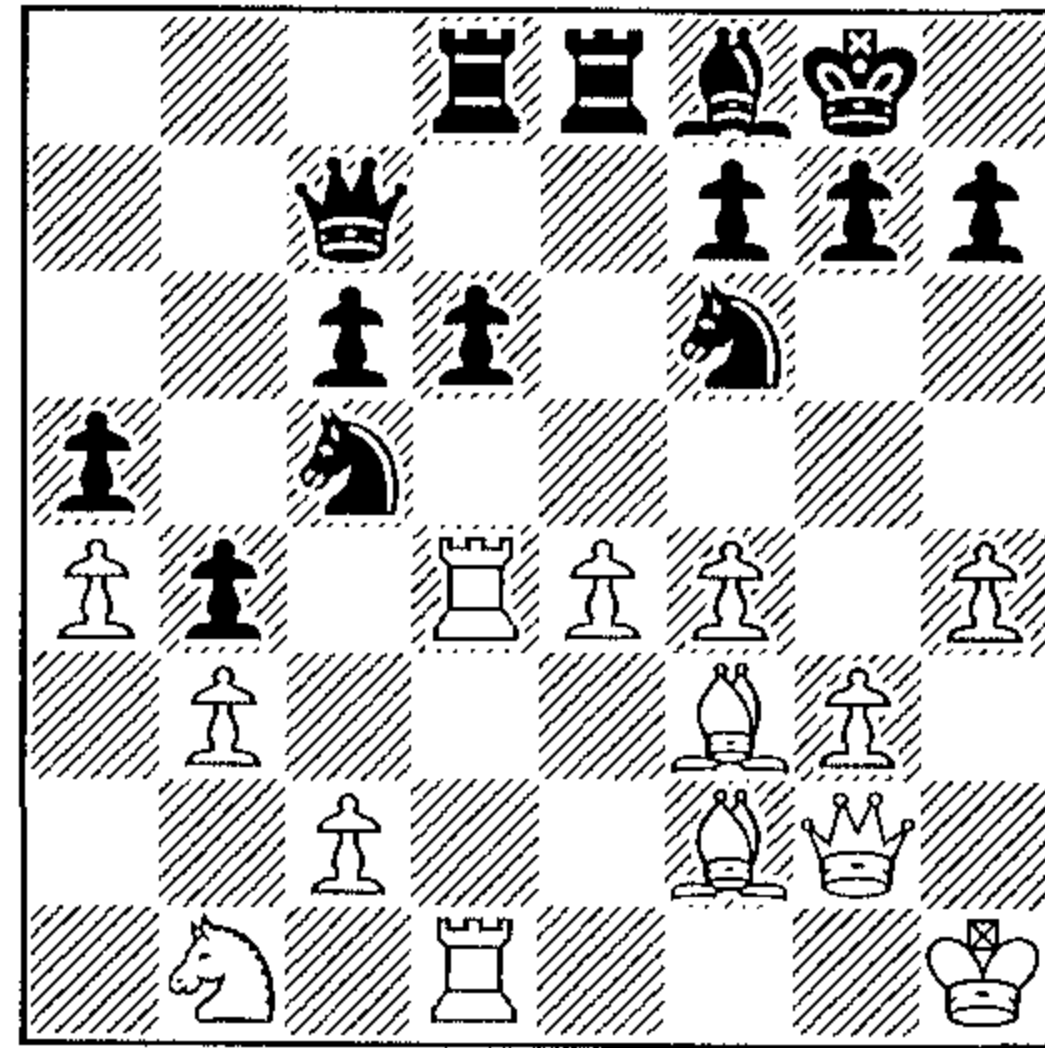
38. Rd4 ...

Unwise is 38. axb5 cxb5 39. b4 on account of the strong rejoinder 39. ... Na4. The text move is pointless since Black could force a repetition of moves with 38. ... Ne6, but it is apparently made to gain time until adjournment.

38. ... b4

39. Be1 Bf8

40. Bf2 Nf6



41. Nd2 ...

The sealed move but not the best. As will soon become evident, correct is 41. Bg1. Note that 41. Rc4 fails to 41. ... d5! 42. Rxc5 (42. exd5 cxd5 43. Bxd5 Re2, threatening to win material) 42. ... dxe4 43. Be2 Rxd1+ 44. Bxd1 e3, and if 45. Rxc6 exf2 46. Rxc7 Re1+, etc.

41. ... d5

42. exd5 ...

42. e5 Nfd7 43. Nf1 is preferable.

42. ... cxd5

43. Bxd5 ...

White has no other plausible move. 43. g4 loses to 43. ... Ne6, and 43. Nf1 is unappetizing on account of 43. ... Nce4 44. Ne3 Nxf2+ 45. Qxf2 Bc5, etc.

43. ... Nxd5

44. Rxd5 Re2!

This strong reply would not be available to Black if White had played 41. Bg1. The insecurity of White's king is becoming a factor, since it is clearly a target for Black's counterplay.

45. Kg1 ...

The only move. If 45. Nc4 Rxd5 46. Rxd5 Rxc2 with an easily won position.

45. ... Nxa4!

46. Nc4 ...

Not 46. bxa5 Rxd5 47. Qxd5 Qxc2 with great advantage.

46. ... Rxd5

47. Qxd5 ...

Best, for if 47. Rxd5 Nc3 48. Rd2 [if 48. Rxa5 Rxc2 (not 48. ... Ne4

49. Qf3 Rxf2 50. Qxe4 and wins; or 48. ... Nd1 49. Qf1 Rxf2 50. Qxd1 and wins) followed by ... Qd7 with strong pressure] 48. ... a4 with advantage.

47. ... Nc3

48. Qd8 Qc6

Stronger is 48. ... Qb7 with the powerful threat of 49. ... Qf3. The text move permits White an important tempo.

49. Ne5 Rxe5

50. fxe5 Nxd1

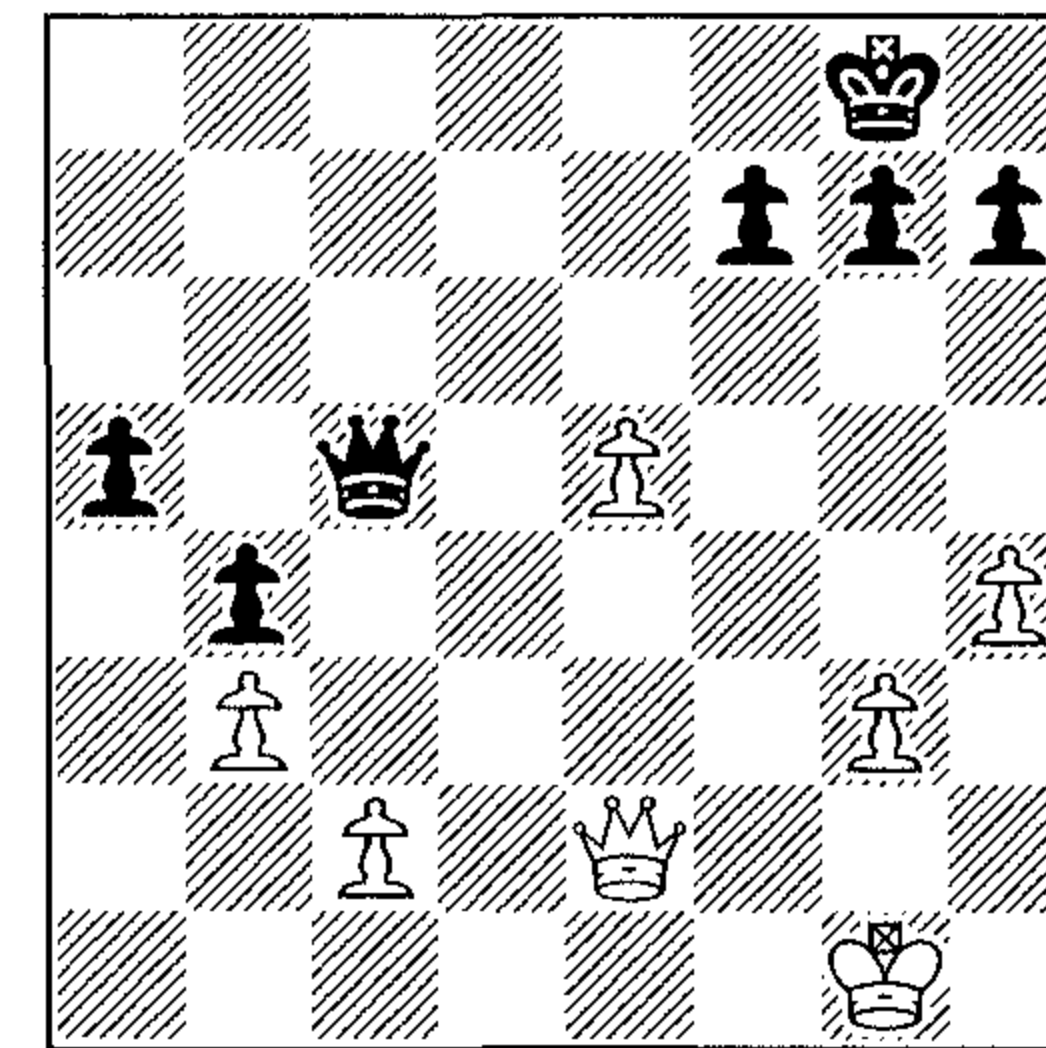
51. Qxd1 Qc3

52. Qe2 ...

Insufficient is 52. Qd5 Qxc2 53. e6 Qc7 54. exf7+ Qxf7 55. Qxa5 Qxb3 and wins.

52. ... Bc5

53. Bxc5 Qxc5+



54. Kg2?? ...

The losing move and an unbelievable blunder. With 54. Kh2, Portisch could draw: if 54. ... h5 55. e6 draws; or if 54. ... Kf8 55. h5, and Black could not make any progress.

54. ... h5!

The winning move because Black is now in a position to win the e-pawn without losing any of his own.

55. Qe4 ...

Unfortunately White is unable to play 55. e6 because of 55. ... Qd5+. An exposed king, particularly with queens still on the board, always makes possible such tactical twists because of checks.

Now the inferiority of Black's 31st move becomes evident. It enabled White's rook to seize the seventh rank, and this, as we shall see, is more dangerous for Black than Black's c-pawn is for White. Black's king is in peril.

33. ... **Nd7**

Unfortunately for Portisch, 33. ... c3 does not suffice: 34. Nxf7 Kxf7 (34. ... c2 35. Nxb6+ Kg7 36. Rc1) 35. Rxb6 c2 36. Rc6 Rc4 37. Bxd5+.

34. **Rb7** ...

White has achieved favorable placement of his rook and knight, causing trouble for Black's minor pieces, especially for the miserably placed bishop. Of course, Black's king is not too happy. Portisch certainly underestimated White's potential.

34. ... **c3**

A good try but insufficient. The trap is 35. Rxd7 c2 36. Rc7 Rc4, and Black queens under favorable conditions.

35. **Rc7** **Rxf4**

Against 35. ... Be6, White has 36. f5, winning a piece. 35. ... Rc4 does not work now.

36. **Nxf7** **Rc4**

37. **Rxd7!** ...

Allowing Black to queen, but charging quite a price for it!

37. ... **c2**

38. **Ne5** **c1=Q**

If 38. ... Rc3 (38. ... Rc5 39. Nd3) 39. Bxd5+ Kf8 40. Nxb6+ Ke8 41. Re7+ Kd8 42. Re1 c1=Q 43. Rxc1 and wins.

39. **Bxd5+** **Kf8**

40. **Bxc4** **Qe1?**

Another mistake, losing the new queen. But the position is hopeless for Black in any case.

41. **Nxb6+** **Resigns**

GAME 21

Castling Wrong

Castling is supposed to bring the king to safety, not danger. Spanish International Master Medina, however, gets the idea that he can launch a successful kingside attack against Larsen and castles long. Indeed, the attack succeeds—Larsen's, not Medina's.

White's king is unsafe on the queenside for several reasons, principal among them that he cannot avoid the opening of lines in that sector. He should have realized that before castling there.

Palma de Majorca, 1969

KING'S FIANCHETTO OPENING

A. Medina	B. Larsen
1. e4	g6
2. Nc3	Bg7
3. g3	e5
4. Bg2	d6
5. d3	Be6
6. h4	...

White wants to avoid the exchange of his king bishop; if 6. Nf3 Qc8 7. 0-0 (if 7. Ng5 Bd7 followed by ... h6 and ... Bh3) 7. ... Bh3, but it is questionable whether that is enough to justify the text move.

6. ...	Nf6
7. Nh3	Nc6
8. Nd5	Bxd5
9. exd5	Ne7
10. c3	...

So that if 10. ... Nexd5 or 10. ... Nfxd5 11. Qb3, regaining the pawn favorably.

10. ...	h6
11. Qb3	Qc8
12. Be3	0-0
13. 0-0-0?	...

Underestimating Black's attacking potential. Relatively better is 13. c4 followed by 14. 0-0. Even so, Black has good chances because of the awkward position of White's knight.

13. ... **a5**

Already this means trouble for White.

14. a4	c6
15. dxc6	bxc6

Now Black has an open file for attack.

16. Qa3	Nf5
17. Bd2	Rb8
18. h5	g5

19. Ng1 c5
 20. Qa2 ...

White has no promising continuation. Although he has the two bishops, his pieces are miserably placed, and he hasn't the least prospect of counterplay against Black's forthcoming onslaught. Larsen's tactical play is an artful lesson in conducting an attack against the king.

20. ... Qa6

Target: White's weak d-pawn.

21. Kc2 Rfc8

22. Ne2? ...

Expediting Black's attack. The only try is 22. Bd5 Rc7 23. Nf3.

22. ... e4!

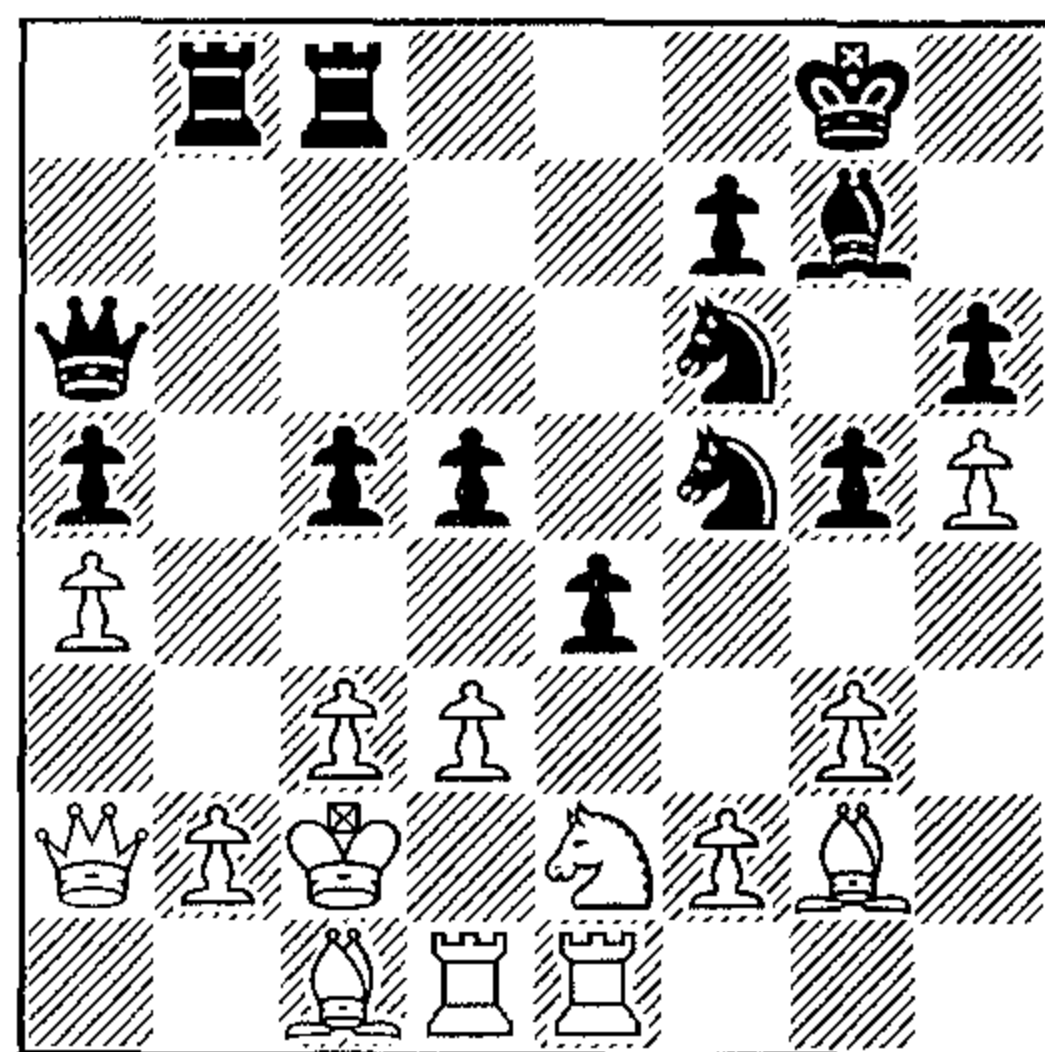
Larsen was planning this sooner or later to activate his KB. Thanks to White's last move, this move is now quite strong.

23. Bc1 ...

23. dxe4 Qxe2 24. exf5 Qxf2 is in Black's favor; 23. Bxe4 Nxe4 24. dxe4 Qxe2 25. exf5 Qxf2 26. Rhf1 Qxg3 27. f6 is an improvement for White; but after 23. Bxe4 Nxe4 24. dxe4 Nd4+ 25. Nxd4 cxd4, Black's attack is difficult to parry.

23. ... d5

24. Rhe1 ...



24. ... Nd4+!

The beginning of the end. The sacrifice is justified by the many sensitive points around White's king.

25. cxd4 ...

If 25. Kb1 Nxe2 26. Rxe2 exd3, etc.

25. ... exd3+

26. Rxd3 cxd4+

27. Kd2 Ne4+

28. Bxe4 dxe4

29. Ra3 ...

29. Rb3 Qc4 30. Rxb8 Qc2 mate.

29. ... Qc6

30. Qb1 d3

31. Ng1 ...

31. Nc3 Bxc3+ 32. Rxc3 Qxc3+, etc.

31. ... Qc5

Threatening 32. ... Qxa3.

32. Ra1 Qxf2+

33. Kd1 Bc3

34. bxc3 Rxb1

35. Rxb1 Qb2 mate

GAME 22

"Skim Milk Masquerades as Cream"

"Things are seldom what they seem," begins the famous couplet from Gilbert & Sullivan's *H.M.S. Pinafore*. In chess terms, this can be applied to the perception of weakness where none exists.

Look at the position after Black's 19th move and compare the kings' relative situations. Black's certainly appears to be in trouble, since White's rooks are ready to occupy the f-file and his knight the d5 outpost, all bearing down on Black's f-pawn. In addition, the pawns in front of Black's king have been advanced. White's king, however, seems to have his personal security well in hand, and Black appears to have no offensive punch in that area.

But appearances are deceiving. This is the psychological pitfall Medina tumbles into: believing Black's position to be vulnerable, he pays too little attention to the opportunities at his opponent's disposal. By continuing correctly, White would have only a slight disadvantage in view of Black's growing menace on the queenside, but instead he blunders and goes home early.

Palma de Majorca, 1971
Sicilian Defense

A. Medina	S. Reshevsky
1. e4	c5
2. Nc3	d6
3. g3	Nc6
4. Bg2	g6
5. d3	Bg7
6. f4	...

The usual 6. Nf3 e6 (or 6. ... e5) 7. 0-0 Nge7 leads to well-known lines. The text move is more aggressive and is intended to prepare for a quick kingside build-up.

6. ...	e5
7. Nh3	...

7. Nf3 looks more natural, but the text move is not so silly as it may appear. Its purpose is to activate White's KR immediately (after castling) on the f-file.

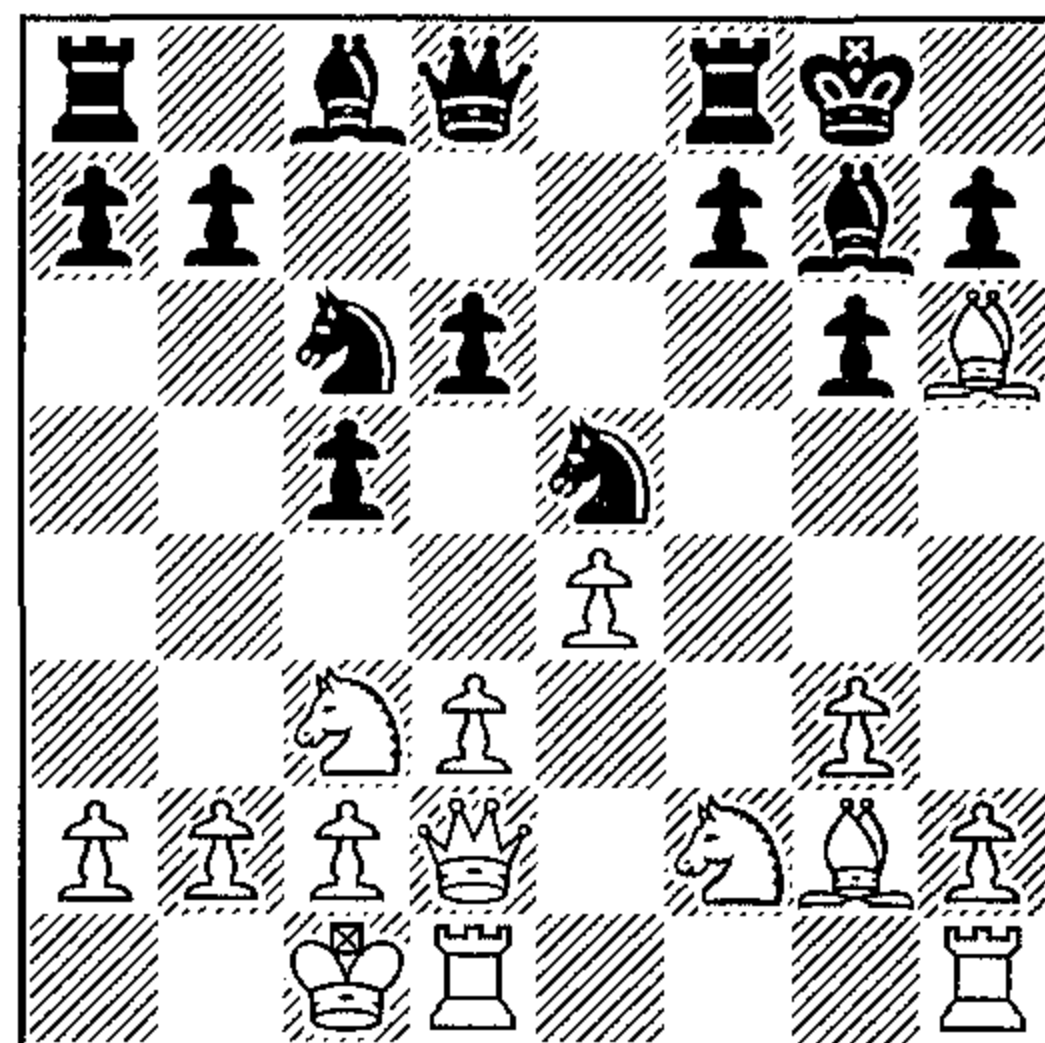
7. ...	exf4
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The most precise move. If 7. ... Nge7 8. 0-0 0-0? 9. f5, and White's opening strategy will succeed, for if 9. ... gxf5 10. exf4 Bxf5 11. Rxf5! Nxf5 12. Be4 Nfe7 13. Bxf7+ Kxf7 14. Qh5+ Kg8 15. Ng5 with a winning attack.

8. Bxf4	Nf6
9. Qd2	Ng4
10. Nf2	Nge5

To be considered is 10. ... Nxf2 11. Qxf2 0-0 with fewer complications.

11. Bh6	0-0
12. 0-0-0	...



It appears now that White will be able to make progress with h4-5. I knew that I would have to offer stiff resistance.

12. ...	Be6
13. h4	f6
14. Bh3	Bxh6
15. Qxh6	Qd7

I would prefer to retain the bishop, but if 15. ... Bf7? 16. h5, and if 16. ... g5 17. Bf5 and wins.

16. Bxe6+	Qxe6
17. Nh3	...

17. h5? enables me to trap the queen with 17. ... g5.

17. ...	Ng4
18. Qd2	h5

Necessary; otherwise White would continue 19. h5 g5, which weakens Black's f4.

19. Nf4	Qf7
---------	-----

The position is about even. White has no prospects for attack, but Medina dreams of it still. Black's king seems compromised but is quite safe given the absence of strong outposts for White's pieces and the freedom for Black's. The d5-square, available to a White knight, is less effective here than in some other positions because of White's lack of good targets. The seeming weakness of Black's king is, however, too tempting for an aggressive player like Medina. Insisting on his "attack," he is not alert to his opponent's threats.

20. Ncd5	Rae8
21. Rhf1	Kh7

Protecting the g-pawn and enabling the queen to reach a more active square.

22. Kb1	Qd7
23. Rde1	b5

With everything safe on the kingside, pawn action on the opposite wing is called for.

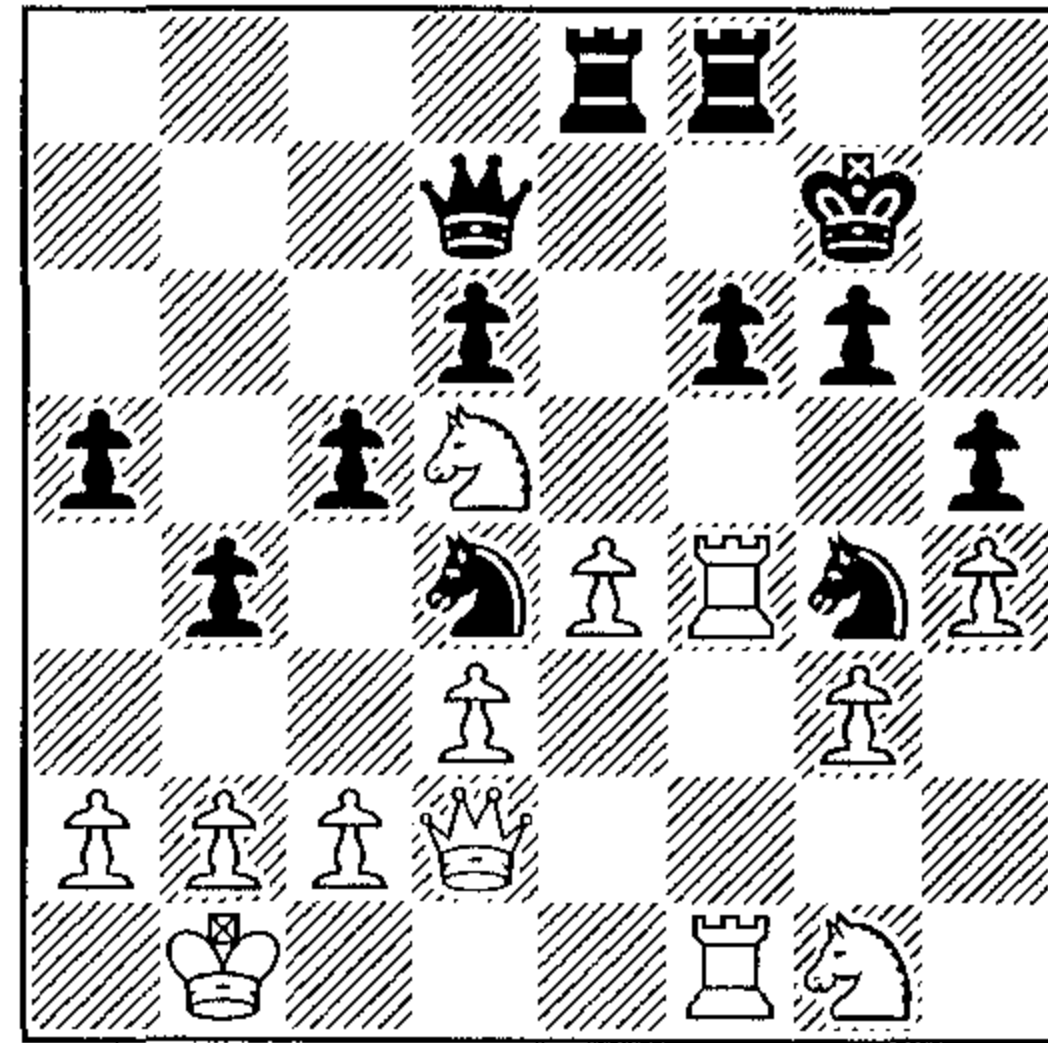
24. Nh3	...
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Medina starts a faulty maneuver to double rooks on the f-file. Wiser is an attempt to simplify with an exchange of knights by 24. Ne3, and if Black decides to avoid the exchange with 24. ... Nge5 25. Nfd5 Re6, then it would be useful to double rooks on the f-file with 26. Rf2, exerting pressure on the f-pawn.

24. ...	b4
25. Rf4	Kg7

26. Re1
27. Ng1

Nd4
a5



28. Ne2??

...

The losing move. This is not the kind of position Medina likes. Uninterested in patient maneuvering, which this position requires, he overlooks Black's simple reply and loses the Exchange. Correct is 28. Ne3 Ne6 29. R4f3 Ne5 30. R3f2 Nd4 with only a small advantage for Black.

28. ...

Ne6

29. Ng1

...

If 29. R4f3 Nh2.

29. ...

Nxf4

30. gxf4

f5

Destroying the remnants of any White hopes. White must submit to further exchanges, and his central pawns become weak and exposed.

31. Re1

fxe4

32. dxe4

Nf6

33. Nxf6

Rxf6

34. Nf3

Qg4

White's game now collapses quickly.

35. e5

Rxf4

36. Ng5

Rd4

37. Qf2?

Rd1+

Resigns

CHAPTER 4

Space

There are sixty-four squares on the chessboard. Before the start of the game each side controls his own first three ranks, but as soon as White makes his first move—say 1. e4—his control of space increases dramatically: his pawn, his KB, and his queen already strike at squares in Black's half of the board. As long as White makes no errors and loses no time, he should continue to command slightly more space than Black. That is why White wins most decisive games and why the first move is an advantage.

White's practical problem is to obtain a concrete advantage that can be counted on to deliver the win, for space alone is not enough except in a few cases. Often, White will be able to force Black to weaken his pawn structure, or he will be able to develop such a strong initiative that he may decide to launch a mating attack, or he may win material.

Black's problem is to limit White's spatial superiority while gaining his own foothold in critical areas. The usual methods are to fight directly for the same territory as White or to establish a second front where his own local advantage in space will counterbalance White's. The second is usually preferred today, for it offers better winning chances; merely to establish equality by neutralizing the opponent's threats is not enough for most players, particularly the younger, more ambitious ones.

However, for Black to recognize his problem and select the method for meeting it is quite another thing from putting the method in practice, for White begins with an advantage. This is the most difficult problem in chess, as evidenced by the fact that White always wins more games than Black in all the major opening systems. The games in this chapter were chosen especially to point up Black's problems in meeting White's initial threat to obtain an advantage in space.

In game 23 Black decides to simplify by exchanging pieces, for an advantage in space is less meaningful when the forces are reduced. But his loss of time is too costly. In game 24 Black again loses time,

in this case searching not for simplification but for complications. Both games demonstrate how an advantage in space leads almost of itself to one of time.

Some players take extreme methods to avoid cramp. In game 25 Black willingly accepts a couple of weaknesses, and in game 26 he even sacrifices material, but in both cases to no avail.

American Grandmaster Lubomir Kavalek shows in game 27 how a stubborn blockading strategy gives White the serious problem of converting his space advantage to something more concrete. One of the hazards of defending a cramped position, however, is that a single error can be fatal, and that is what happens here.

Game 28 again shows how a space advantage can be converted to a winning position, but so does it demonstrate White's need to follow through. In game 29 White makes it easy for Black: he is so awed by Black's great reputation as an opening theorist that he plays timidly and gives Black the space advantage. In the endgame White is reduced to zugzwang, a deficiency in space so extreme that any move loses.

Finally, a technical demonstration of the result of Black's failure to fight for space is seen in game 30: by not advancing either his e-pawn or his c-pawn, two important pawns for controlling the vital center squares, he soon gets a terminally congested position.

GAME 23

Loss of Time

Black experiments with a new idea in the opening and achieves a disaster. On his 11th turn, he begins a simplifying maneuver with his knight that proves to be a serious loss of time and enables me to gain control of the center and thus deny him the chance to develop smoothly. Cramped for space, Black soon collapses.

72nd U.S. Open
Ventura, 1971

OLD INDIAN DEFENSE

S. Reshevsky
1. Nf3

A. Karklins
Nf6

2. g3	d6
3. d4	Nbd7
4. c4	e5
5. Nc3	c6
6. Bg2	Be7
7. 0-0	0-0

This opening differs fundamentally from the King's Indian Defense in that here Black's king bishop is developed at e7, where it protects the d-pawn, instead of at g7, as usual in the King's Indian. But at g7 the bishop can be more active, giving Black opportunities for aggressive play. At e7 the bishop plays only a passive role, and this is a cause of Black's later problems.

8. e4	a6
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Black evidently intends ... b5 in an attempt to gain space on the queenside. White, however, refuses to allow it. Denying Black space soon proves to be significant.

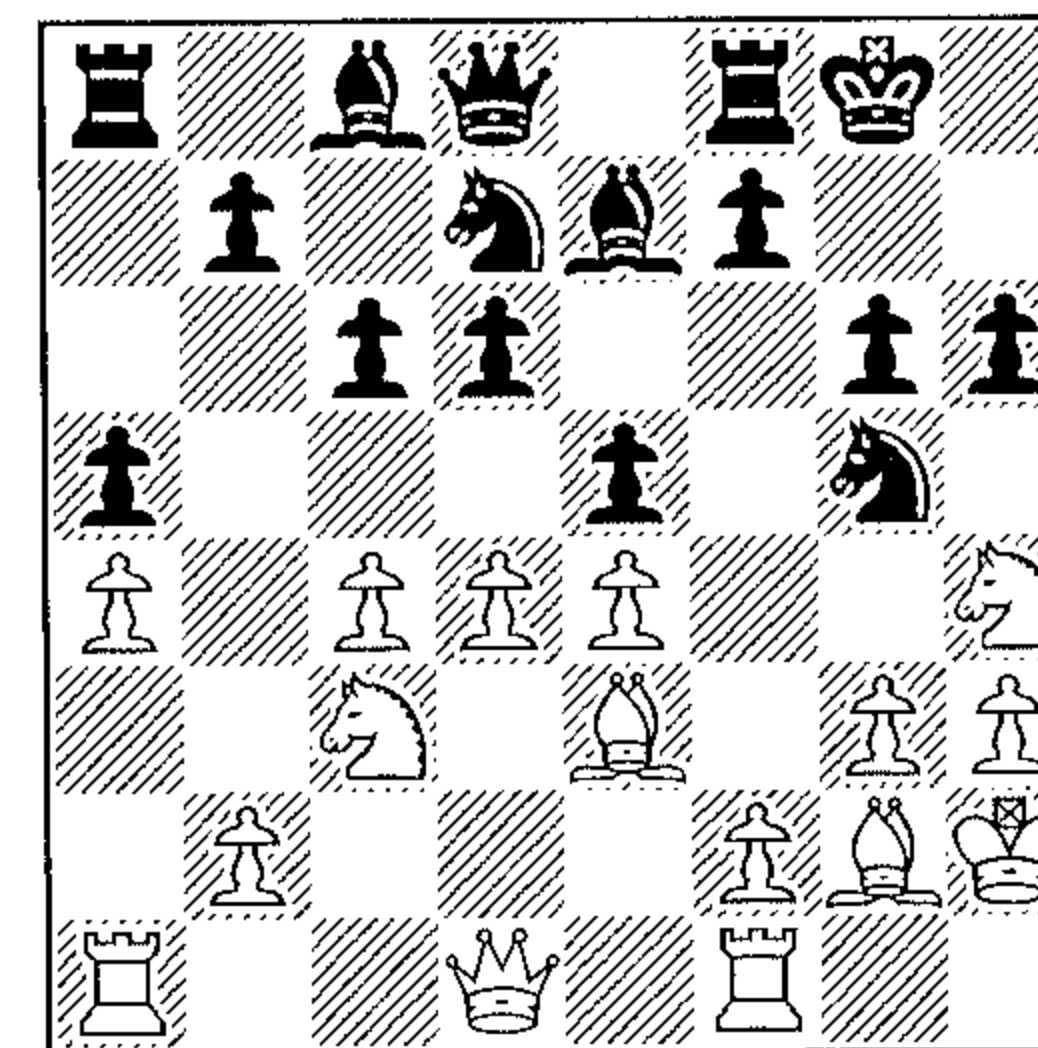
9. a4	a5
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Otherwise, White can continue a5, cramping Black's position.

10. h3	h6
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A relatively untried idea, the purpose of which is to continue ... Nh7-g5 and offer an exchange of knights, but this maneuver proves to be a loss of valuable time, which would be better used to continue development. The thematic 10. ... exd4 11. Nxd4 Nc5, followed by ... Qb6, is more logical.

11. Be3	Nh7?
12. Kh2	Ng5
13. Nh4	g6



Forced in order to prevent Nf5, but now Black's kingside is weakened.

14. f4! ...

An enterprising move that announces White's serious intentions to work up an attack. From here on, Black confronts insurmountable problems, since he must try to defend against both an attack on his king and a breakthrough in the center. With such limited space, however, this proves to be too difficult.

14. ... exd4

The other possibility is 14. ... exf4 (14. ... Nh7 15. fxe5 and 16. Bxh6 and 14. ... Ne6 are similar to the game). There would follow 15. gxf4 (also playable is 15. Bxf4) Nxe4 (15. ... Nxh3 16. Nxg6 fxe5 17. Bxh3 with excellent chances) 16. Nxe4 Bxa4 17. Nxd6 with advantage.

15. Bxd4 Ne6

16. Be3 Bxa4

This attempt to get rid of his weak d-pawn turns out badly. Relatively better is 16. ... Nec5 17. f5 g5.

17. gxh4 Qxa4

18. f5! ...

An important move. If 18. Qxd6, Nf6 would give Black some breathing space; the double threat of 19. ... Ng4+ and 19. ... Rd8 would be unpleasant.

18. ... Ng7

19. Qxd6 ...

It is now apparent that White enjoys greater space for his pieces, a result of Black's loss of time on moves 10 to 12. White has an active QB and complete control of the d- and f-files, whereas Black's QB is not developed and his knights are clumsily placed. This greater mobility enables White to mass his forces for a quick breakthrough.

19. ... Nf6

20. Rf4 ...

Another purpose of my 18th move now becomes clear: the threat of ... Ng4+ is easily met, while an important tempo is won at the same time.

20. ... Qg5

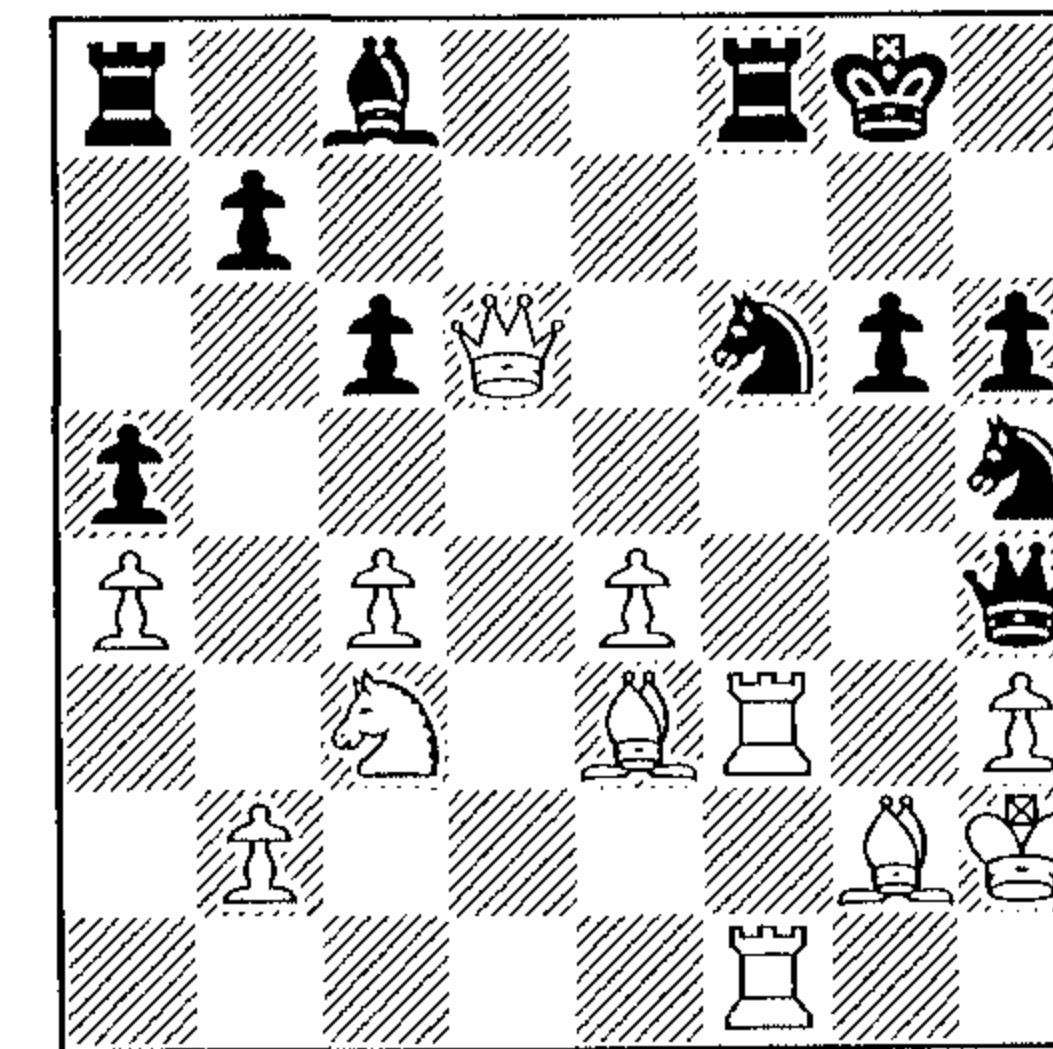
21. Raf1 ...

Though disappointed to find that I could not trap my opponent's queen, I *can* increase the pressure on the f-file.

21. ... Ngh5

22. R4f3 Qh4

23. fxg6 fxg6



Unavailing is 23. ... Ng4+ because of 24. Kg1 Nxe3 25. gxf7+ Kg7 26. Qe5+ Kh7 27. Rxf6, etc.

24. Kg1! ...

A quiet move, after which Black's defense crumbles. The immediate threat is e5, which would have failed on the last move to 24. ... Ng4+ 25. Kg1 Rxf3 26. Qxg6+ Ng7! 27. Rxf3 Qe1+ 28. Bf1 Nxe3, and if 29. Rf7 Nf5.

24. ... Re8

There is no better alternative. The lack of sufficient space for Black's pieces is the cause of his downfall.

25. Rxf6 Nxf6

26. Rxf6 Qe1+

27. Kh2 Qxe3

Black wins material but loses the game.

28. Rxc6+ Kh7

29. Rg3 Resigns

GAME 24

Neglect of Development

Here Black wastes time in an effort not to simplify but to complicate. The result is the same as in the previous game: Black's laggard development and consequent lack of room to maneuver permit an uncomplicated attack.

Undeveloped pieces are not working pieces. To paraphrase a popular expression: if they're not part of the solution, they're part of the problem.

**U.S. Championship
New York, 1970**

NIMZO-INDIAN DEFENSE

S. Reshevsky	K. Burger
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. e3	0-0
5. Bd3	c5
6. Nf3	d5
7. 0-0	Nc6
8. a3	dx4
9. Bxc4	Ba5
10. Bd3	...

Steering away from the more popular 10. Qd3 a6 11. Rd1 b5 12. Ba2 Qe7 or 12. ... Bb6.

10. ...	Qe7
11. Ne4	Nxe4
12. Bxe4	Bb6

Preferable is 12. ... Rd8 with approximate equality. The text move permits White to gain a few tempos and expedite his development.

13. dx5	Qxc5
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To be considered is 13. ... Bxc5 14. b4 Bd6 15. Bb2 Bd7.

14. b4	Qc4
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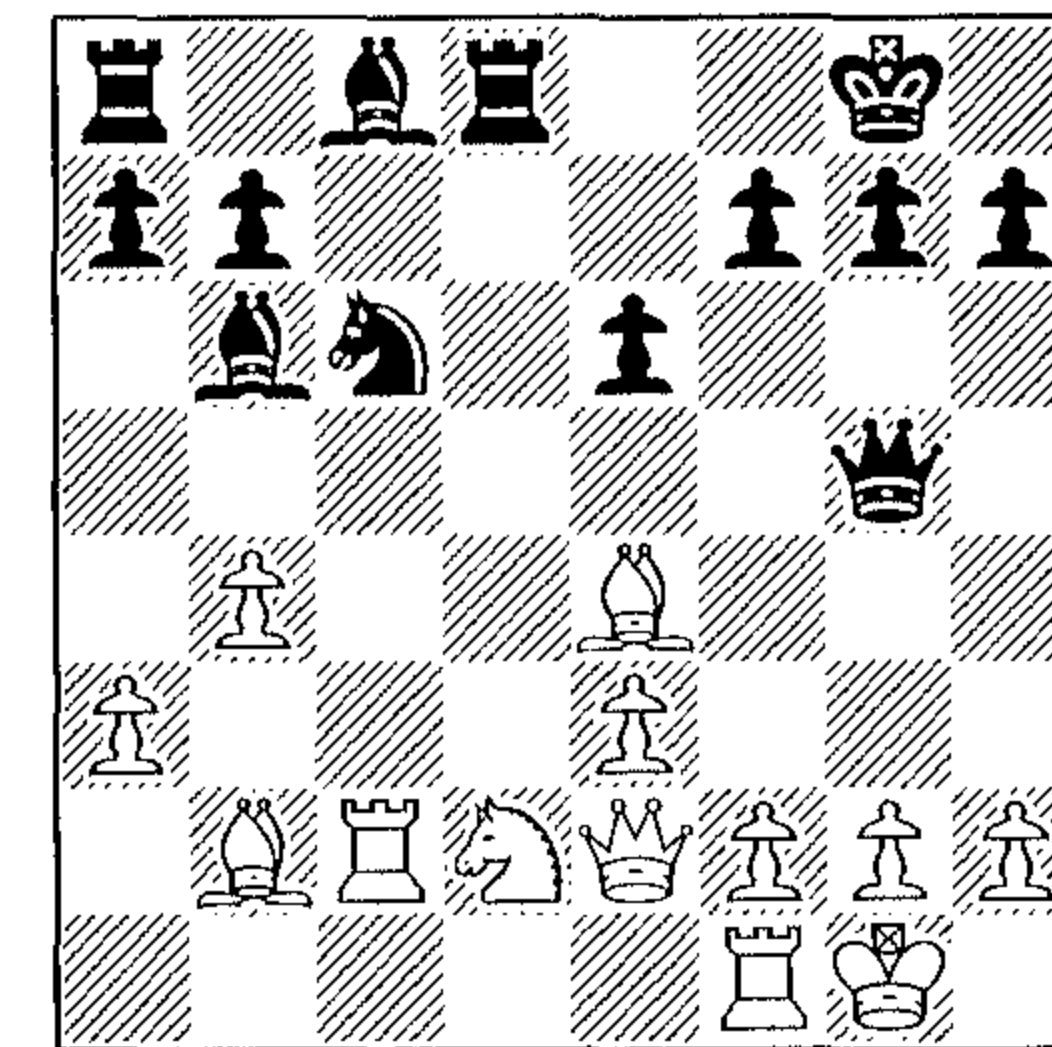
Here Black embarks on a dangerous course in which his queen becomes subject to attack. Again, the time wasted should have been

used for development. Indicated is 14. ... Qh5, where the queen would not be so easily harassed.

15. Nd2 ...

Better than 15. Bd3 Qc3 16. Ra2 Ne5 17. Nxe5 Qxe5 18. Bb2 Qd5, and the queen harassment is over.

15. ...	Qc3
16. Ra2	Rd8
17. Rc2	Qe5
18. Bb2	Qg5
19. Qe2	...



White's KB is favorably posted, exerting pressure on the knight and especially on the b-pawn; on the other hand, Black's QB is not developed. White also controls the important c-file. This combination of advantages restricts Black's movements and limits his choice of plans.

19. ... Ne7

Against 19. ... e5 I intended 20. Nc4 (not 20. Nf3 Qh5 21. Bxc6 bxc6 22. Bxe5 Bb7 with some compensation for the pawn; if, in this variation, 22. Nxe5? Qxe2 23. Rxe2 Bh6 and wins) 20. ... Bc7 21. b5 Na5 22. Nxe5 Bxe5 23. f4 Bxf4 24. exf4 with advantage.

20. f4!	Qh6
21. Nc4	f5

Black's position already cannot be held. If 21. ... Bc7 22. Rf3 (threatening Rh3) Nf5 (22. ... f5 23. Rh3 Qg6 24. Rg3, etc.) 23. Rh3 Qg6 24. Kf2 with the winning threat of 25. g4.

enable me to post a knight at e5, where it could exert considerable pressure on Black's QN and d-pawn. This advantage is worth enduring a doubled pawn.

11. ... **bx**f5
 12. **g**x**f**5 **R**f**d**8
 13. **R**f**d**1 **R**a**b**8

Preparing for White's Ne5.

14. **N**e5 **a**6

Not to be recommended is 14. ... Nxe5 because of 15. fxe5 Ne8 16. Bxb7 Rxb7 17. Ne4 with a strong bind in which Black's backward d-pawn becomes really weak.

15. **R**d2 **N**a7

Lombardy, feeling uncomfortably cramped in this position, decides to try to exchange pieces.

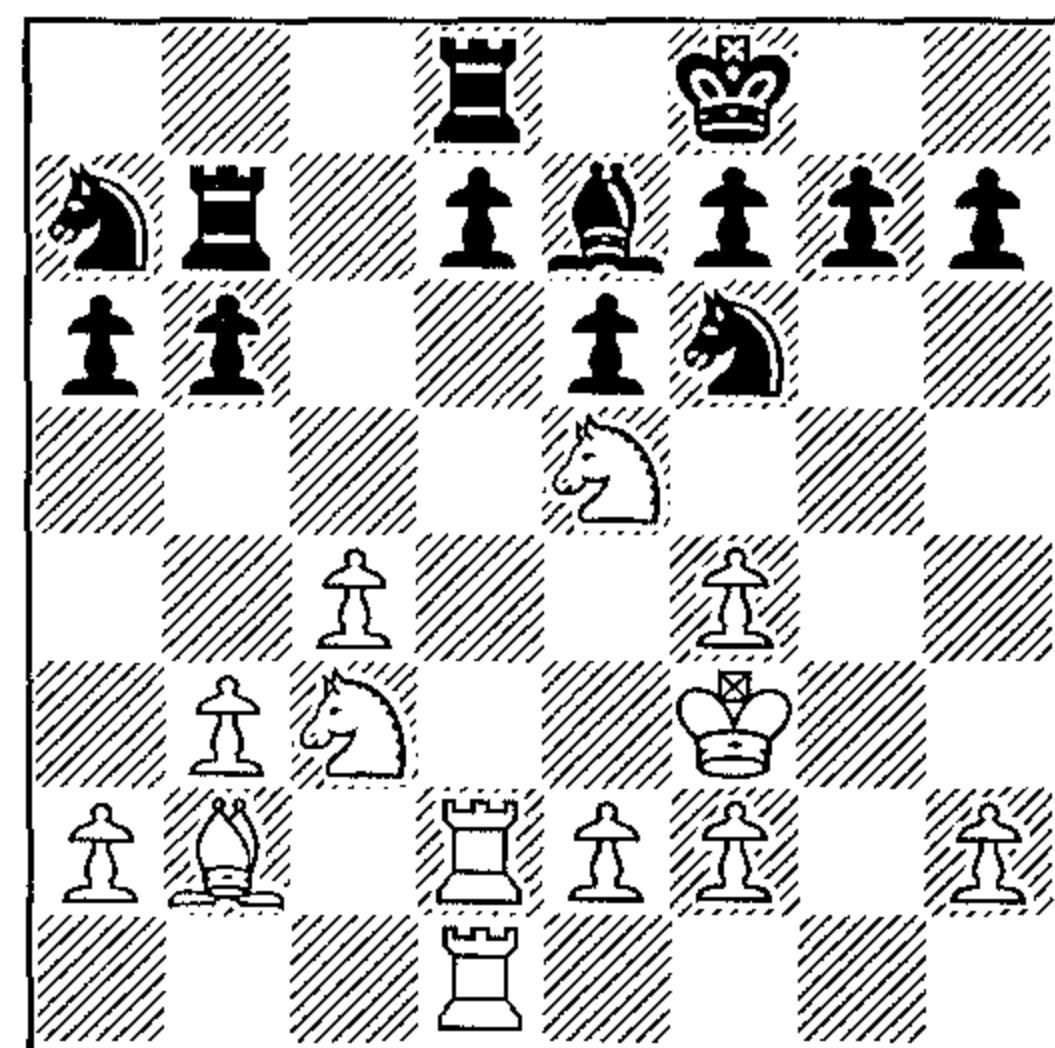
16. **R**a**d**1 ...

White gains valuable time by not exchanging bishops himself, forcing Black to do so instead.

16. ... **B**x**g**2
 17. **K**x**g**2 **R**b7
 18. **K**f3 ...

White's greater control of space is obvious at this point. All of White's pieces are well placed and ready for action. White controls the important queen file and is bearing down on the d-pawn with his rooks, while Black's forces do not occupy space beyond his third rank. White's pawn at f4, though doubled, helps anchor White's knight at the important square e5.

18. ... **K**f8



19. **e**4! ...

Preparing to immobilize my opponent's forces by posting a pawn at e5. There is no other way to make further progress. It is now up to Black to parry my threat.

19. ... **b**5

Lombardy tries to obtain some counterplay on the queenside. To continue defensively with 19. ... d6 20. Nd3 Rbd7, which prevents the immediate advance of White's e-pawn, is wiser.

20. **c**x**b**5 **a**x**b**5

After 20. ... Nxb5 21. Nc4 (21. Nxb5 axb5 is satisfactory for Black) 21. ... Nxc3 22. Bxc3, White's position is strengthened. Black would not be able to continue 22. ... d5 because of 23. Bxf6 followed by exc5, winding up with an extra pawn and with complete control of the vital d6 square.

21. **N**d3 **d**5

Black accomplishes one thing: his d-pawn is no longer backward. But his c6 square becomes accessible to White.

22. **e**5 **N**d7
 23. **N**e2 **b**4?

Overlooking White's plan; otherwise, he would play the correct 23. ... g6.

24. **f**5! ...

A strong move. The opening of the position presents Black with problems of defense because of his weaknesses. And those weaknesses result from his attempts to free his cramped position.

24. ... **e**x**f**5

Otherwise White would continue forcefully with 25. Nef4, exerting pressure on the e-pawn.

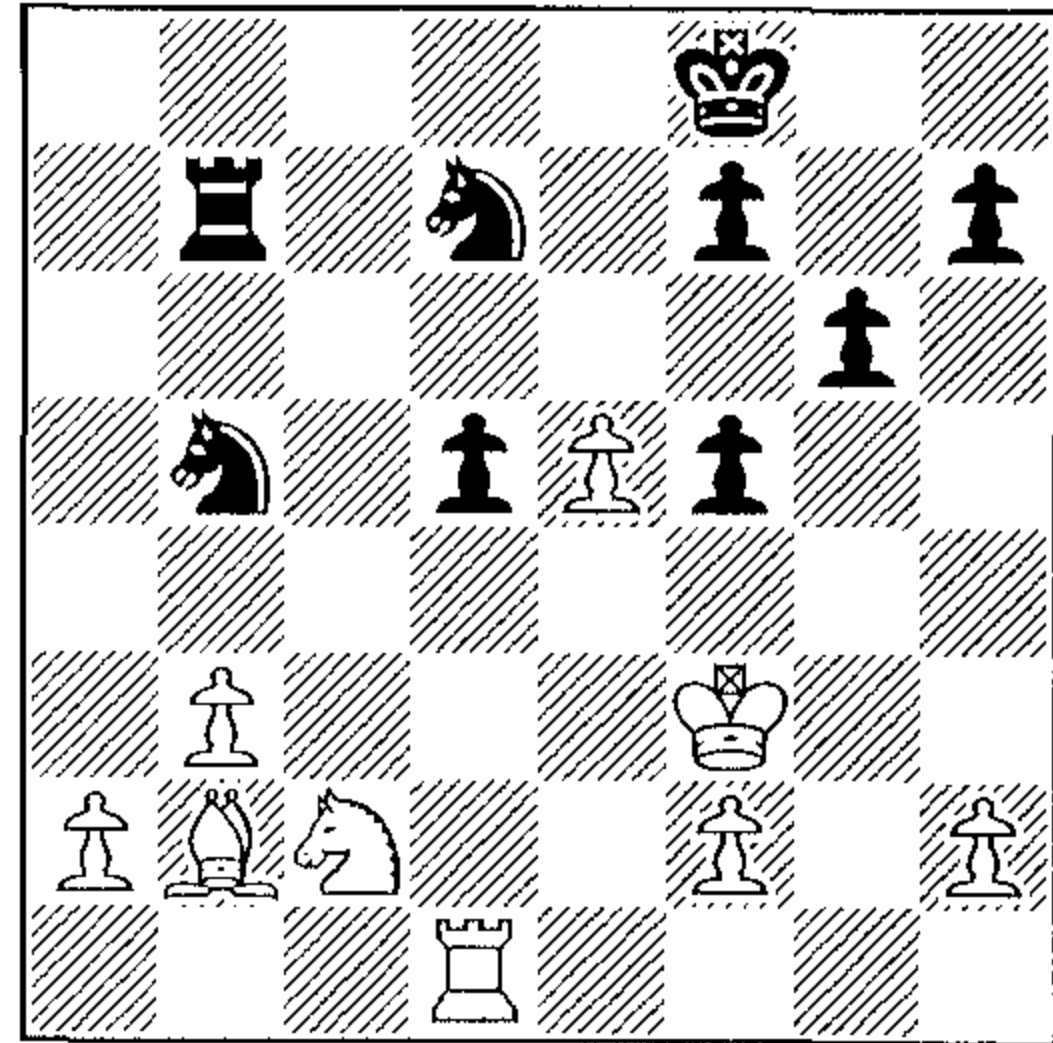
25. **N**d4 **g**6
 26. **R**c2 ...

Seizing control of the c-file, which restricts Black's pieces. Black's extra pawn is of no significance. To add to Black's troubles, he is beginning to get into time trouble in a position that requires perfect defense, if that is possible.

26. ... **N**b5
 27. **N**c6 **R**c8
 28. **N**cxb4 **B**xb4

Forced. Not only is Black's d-pawn attacked, but Black is being choked by White's knights.

29. Nxb4 Rxc2
30. Nxc2 ...



Critical features of this endgame are that Black's d-pawn is isolated and subject to attack, that his doubled f-pawns are no asset to him; and that White has two connected passed pawns. It is superfluous to note that White stands better.

30. ... Nc7
31. Ne3 Ra7

Black cannot protect his d-pawn; if 31. ... Rb5, White would strengthen his position with 32. Ba3+ Ke8 33. Bd6 and would be able to win the d-pawn at his pleasure. After 31. ... Nb6 32. Bd4, followed by a4, Black would be in virtual zugzwang.

32. a4 ...

With one of Black's knights tied down to the protection of the d-pawn, White begins the advance of his two passed pawns. Black's pieces are unable to stem their progress.

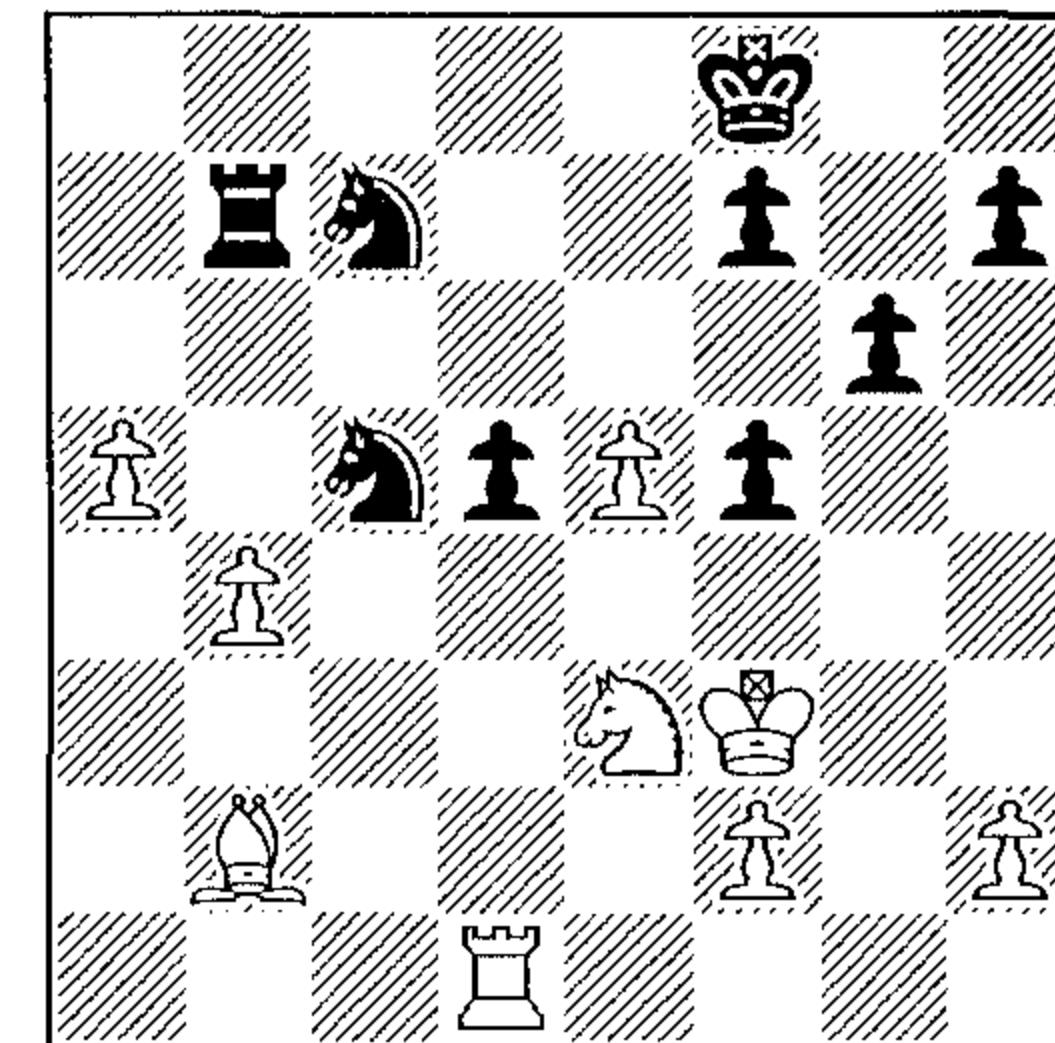
32. ... Rb7

An indirect way of protecting the d-pawn. 32. ... Ra5 fails to 33. Bc3 Rc5 34. Bb4.

33. b4 Nc5

If 33. ... Rxb3? 34. Bh3.

34. a5? ...



Tossing away all chances of a win. The correct continuation is 34. bxc5 Rxb2 35. Nxd5 with winning chances.

34. ... f4?

The losing move. Lombardy, in severe time pressure, resorts to setting a trap: if 35. Kxf4, Black would win with 35. ... Rxb4+. Black could save himself by continuing 34. ... Rxb4, and if 35. Ba3 Rb5 36. Rc1 Nh6 37. Nxd5 Rxa5 with approximately equal chances.

35. Nxd5 Nxd4
36. Rxd5 Rxb4?

This loses immediately, but Black's position is untenable in any case.

37. Bc3 ...

Black only considered 37. Ba3, which he could have countered with 37. ... Rb3+.

37. ... Rc4

38. Rxc5 ...

Black overlooked this.

38. ... Ra4

39. Rc7 g5

40. Kg4 h6 and Resigns

GAME 26

Blunder or Sacrifice?

On his 13th turn, my opponent, playing his favorite variation of the King's Indian Defense, gives up a pawn that is under attack. In so

doing, he gains considerable counterplay and thus forces me to attend to accurate defense rather than expand on the queenside. I don't know, even today, whether my opponent overlooked my threat to win the pawn or whether he gave it up deliberately, relying on his tactical skill to even the chances. Whatever the case, after Black's 20. ... R-B6 the position becomes dangerous, and exact defense is needed in order to stem the attack against my king. An endgame is eventually reached in which I have an extra pawn and my opponent has a dangerous passed pawn. Ljubojevic's severe time trouble, however, helps my cause considerably, and I am able to break through to his king.

Once again, a mating attack on the kingside is the upshot of space-gaining maneuvers on the opposite wing. White's long-range threats are what induce Black to seek counterplay at all costs; if Black had been more objective about his chances and had had more time, he might have successfully avoided the loss.

Interzonal Tournament Petropolis, 1973

KING'S INDIAN DEFENSE

S. Reshevsky	L. Ljubojevic
1. d4	g6
2. c4	Bg7
3. e4	d6
4. Nc3	Nd7

This is Ljubojevic's favorite system against the Queen Pawn Opening. His idea is to develop his king knight at h6 instead of f6. The idea has some merit but requires the correct order of moves, as in this game.

5. Nf3	e5
6. Be2	c6
7. 0-0	Nh6

Also playable is 7. ... Ne7. In either case, the idea is to gain space on the kingside by ... f5 as soon as possible.

8. Rb1	...
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Obviously aiming to acquire space on the queenside with b4.

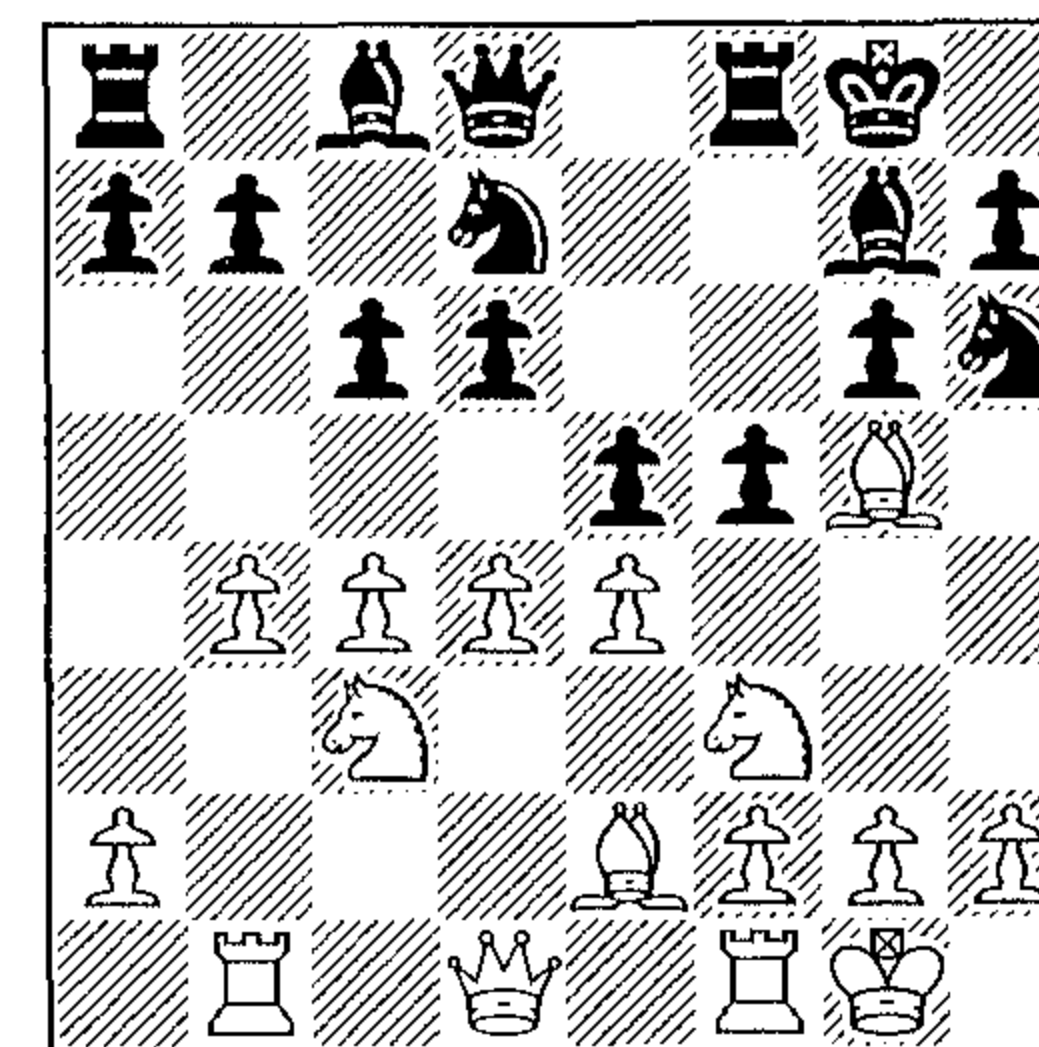
8. ...	0-0
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To attempt to thwart White's plan with 8. ... a5 is pointless because White could then continue 9. a3 and still carry out his plan; in addition, Black's b6 could become a target for White's forces.

9. b4	f5
-------	----

The battle lines are now clearly drawn. White is going to operate on the queen's wing and Black intends to concentrate on the center or, if permitted, on the kingside.

10. Bg5	...
---------	-----



A move of psychological value. To have to choose from among many feasible continuations is necessarily time-consuming, and Ljubojevic is long in selecting his reply. This pays White dividends later.

10. ...	Qe8
---------	-----

Best. Unpleasant is 10. ... Qc7 on account of 11. Be7 Re8 12. dxe5 dxe5 (12. ... Rxe7? 13. exd6) 13. Bd5 Qd8 14. c5, followed by Bc5+ with advantage. An alternative is 10. ... Nf6 11. dxe5 dxe5 12. Qxd8 Rxd8 13. Nxe5 Re8 14. f4 Nxe4 15. Nxe4 fxe4 with approximate equality.

11. d5	...
--------	-----

My plan is to anchor my QN on d5 by continuing 12. dxc6 and 13. b5.

11. ...	Nf7
12. dxc6	bxc6

White's pieces enjoy more freedom and are in a position to exert pressure against Black's d-pawn. White's pawns are well advanced on the queenside, poised to advance with a breakthrough on the b-file and thereby open it for action by the rook. Black's forces are

subdued, none of them farther than their third rank. The outcome of the opening is obviously in White's favor.

13. Bc1 ...

13. Be3 does not appeal to me because of 13. ... f4 followed by 14. ... g5 with attacking possibilities.

13. ... Bb7?!

As mentioned in the introductory remarks, I am not sure whether my opponent overlooked my threat to win a pawn. More prudent is 13. ... Nf6, exerting pressure against the e-pawn.

14. exf5 gxf5

15. Nh4! ...

The surprise and concern on my opponent's face suggest that he had overlooked this.

15. ... e4

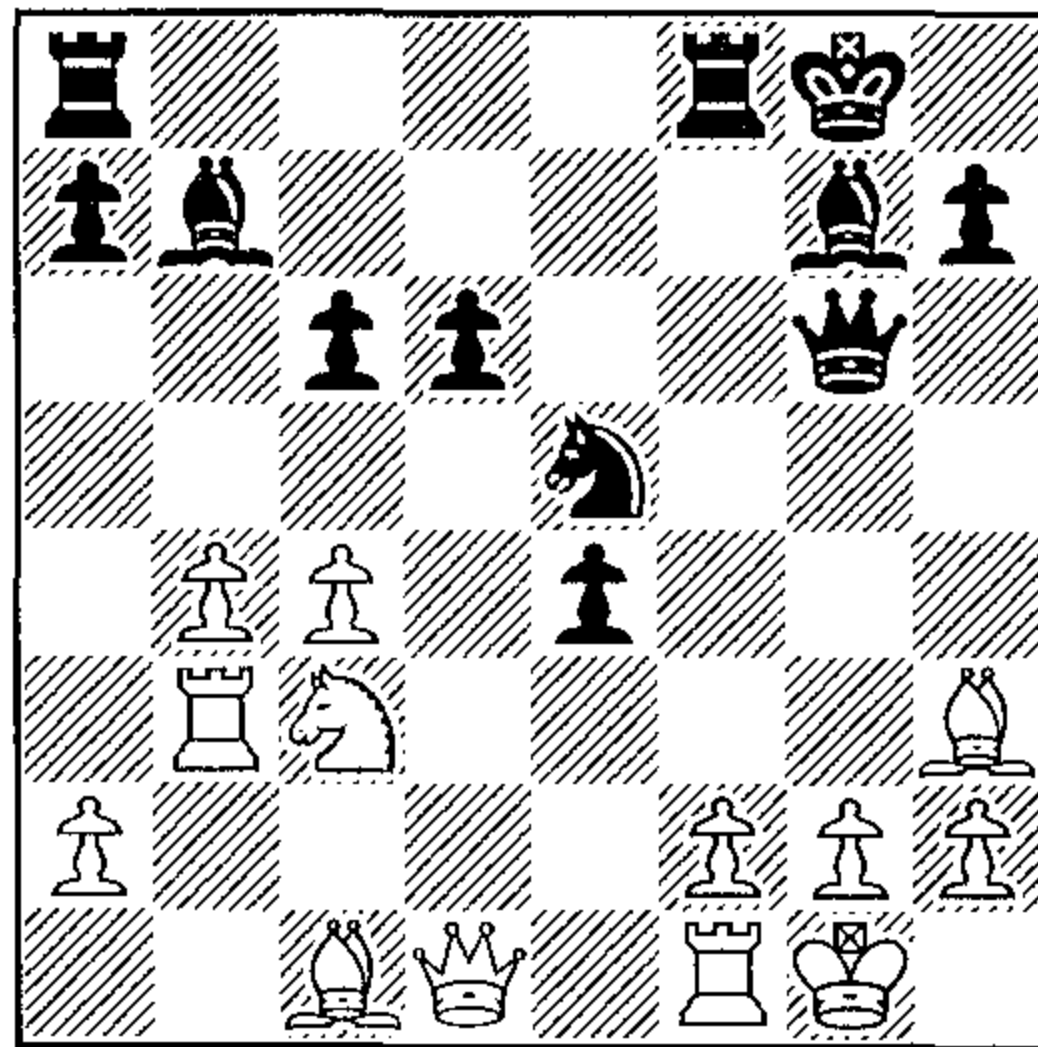
16. Rb3 Qe6

17. Nxf5 Qxf5

18. Bg4 Qg6

19. Bxd7 Ne5

20. Bh3 ...



20. ... Rf3!?

This move looks terrific at first but is less attractive on closer examination. Questionable is 20. ... Nxc4 on account of 21. Ne2 with the menacing threat of 22. Rg3 (if 21. ... Be5, trying to prevent Rg3, then White could continue 22. Nf4! followed by an eventual Rg3). Black's best continuation is 20. ... Nd3 in order to cut off White's development. That, of course, would lead to another kind of game. The impetuous Ljubojevic cannot be expected to select a continua-

tion that offers only distant and questionable promise. White's spatial advantage on the queenside poses a long-range threat that Black feels compelled to counter by violent and immediate means. "The threat is stronger than its execution!"

21. Ne2! ...

21. ... Rxh3 was the immediate threat. If 21. Kh1 Rd3 22. Qe2 d5 with pressure. The text move parries Black's threat of ... Rxh3 and, at the same time, threatens 22. Nf4, winning material.

21. ... Nd3

To parry the threat of Nf4, but Black is only partially successful.

22. Nf4 ...

This is necessary in order to dislodge Black's strongly posted knight.

22. ... Rxf4

23. Rxd3 exd3

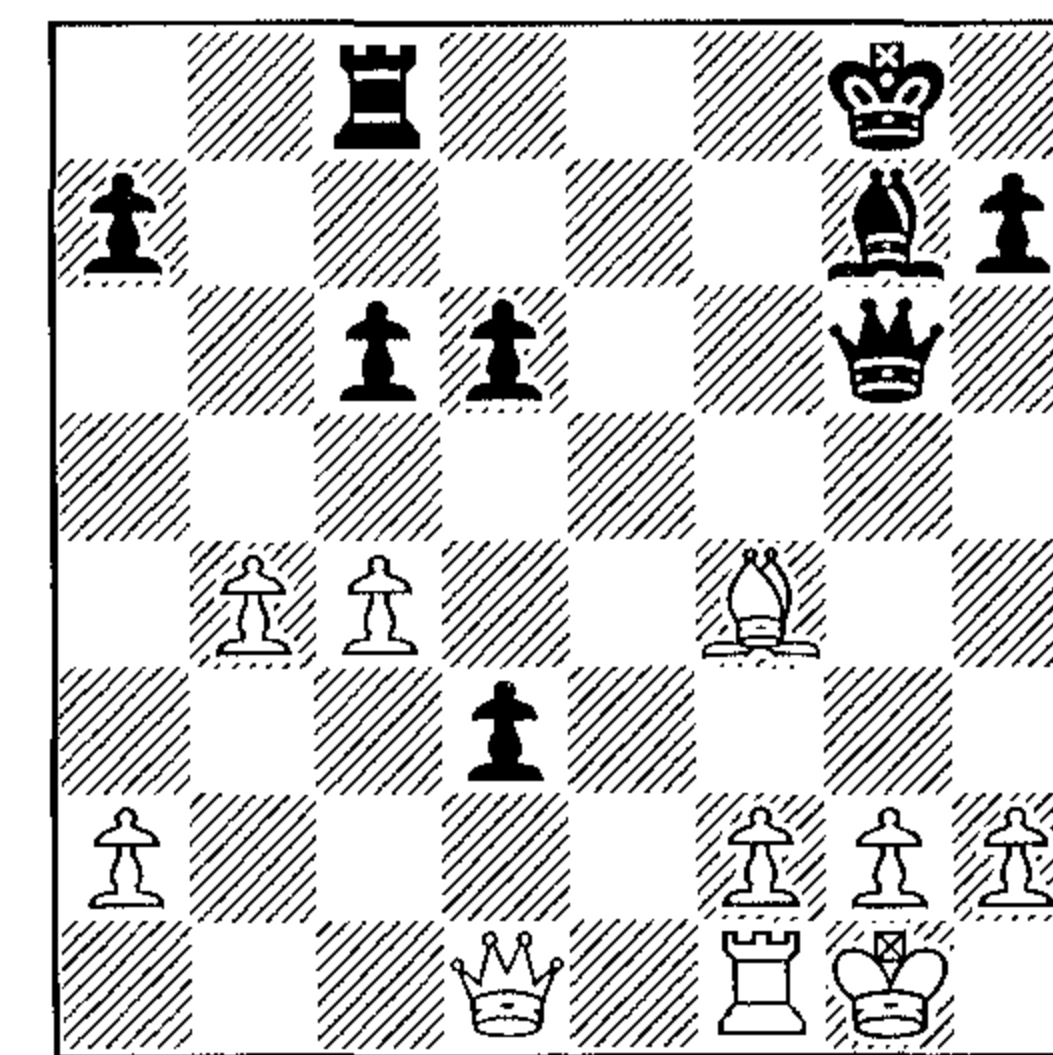
24. Bxf4 ...

The air has been cleared. Black's possible attack has dissipated and White is a pawn ahead, but Black has some compensation in the passed d-pawn, which can become dangerous if White ignores it.

24. ... Bc8!

Well played! Black exchanges his inactive bishop for White's active one.

25. Bxc8 Rxc8



26. Re1 ...

The position is tricky. The logical continuation, 26. Qd2 to be followed by 27. Rd1 in an attempt to win the pawn, would fail: 26. Qd2 Re8! 27. Rd1 (if 27. Be3 d5 28. Rd1 d4 29. Bf4 Re2) 27. ... Re2

with White in trouble because of the mate if White captures the pawn. The text move avoids that problem by preventing Black's rook from controlling the e-file; in addition, it threatens the passed pawn with Re3.

26. ... **Rf8**

Not 26. ... Bd4 because of 27. Bxd6, and if 27. ... Qxd6 28. Qg4+. Best under the circumstances is 26. ... Re8 27. Rxe8+ Qxe8 28. Qxd3 (not 28. Bxd6 Qe2) Qe1+ 29. Qf1 Qxb4 30. g3 with Black in a position to put up resistance.

27. **Qd2** **Qf5**

Setting a trap. For if 28. Bxd6? Bc3! 29. Qxc3 Qxf2+ 30. Kh1 Qf1+ followed by mate.

28. **g3** ...

Now there is sufficient time to secure and consolidate my king position, making possible a siege of Black's passed pawn.

28. ... **d5**

29. **c5** **h5**

30. **h4** ...

Not permitting h4-h3, which would lock in my king.

30. ... **Bd4**

31. **Kg2** **Rf7**

32. **f3** ...

In order to avoid ... Qe4+ after my rook moves off the e-file.

32. ... **Kh7**

33. **Rd1** ...

After my adequate preparation, the Black pawn is ready to be won.

33. ... **Be5**

34. **Bxe5** **Qxe5**

35. **Qxd3+** **Kg8**

36. **f4** **Qb2+**

A desperate attempt to snatch pawns, but Black's position is hopeless anyway.

37. **Rd2** **Qxb4**

38. **Qg6+** **Kf8**

39. **Qh6+** **Rg7**

40. **Re2** **Qxc5**

41. **Qh8+** **Kf7**

42. **Qe8+** **Kf6**

43. **Qe6 mate**

GAME 27

Sacrificial Breakthrough

As Black in a king's Indian Defense, my opponent makes an inferior 7th move, and I emerge from the opening with a decided advantage. Stiff defense thwarts all my attempts to turn this initial plus into a winning position, but on his 26th turn my opponent overlooks a possible sacrifice. (After the game, he told me that he saw it as soon as he had made his move.) Taking advantage of the chance, I give up a pawn to unblock the position and make an incursion with my pieces, after which Black's defense crumbles quickly.

Netanya, 1971

KING'S INDIAN DEFENSE

S. Reshevsky	L. Kavalek
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. Be2	0-0
6. Nf3	e5
7. Be3	Re8?

Considered weak. After White's d5, Black must strive for ... f5 to get play on the kingside, in which case the rook belongs on f8. More usual is 7. ... Ng4 or 7. ... Qe7.

8. d5	Ng4
9. Bg5	f6
10. Bh4	h5
11. Nd2	Nh6
12. f3	...

To bring the QB to f2 after ... g5.

12. ...	Nd7
13. 0-0	Nf7
14. b4	...

White stands better: he enjoys good play on the queenside, whereas Black's counterchances on the opposite wing are not promising. Note White's freedom to maneuver compared with

Black's relative lack of it. From here on Kavalek demonstrates his resourcefulness at defensive tactics.

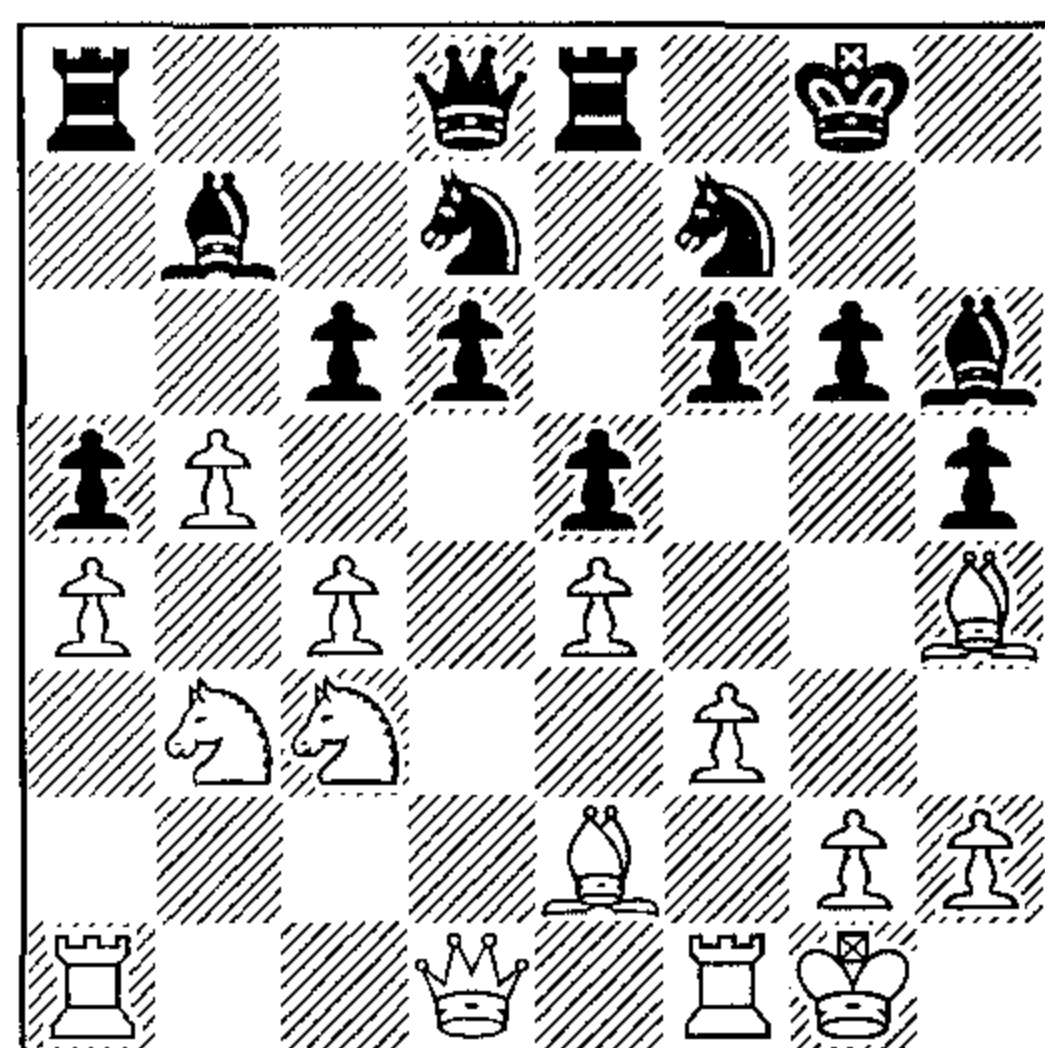
14. ... **Bh6**
 15. **Nb3** **c5**

Necessary to prevent the strong c5.

16. **dxc6 e.p.** **bxc6**
 17. **b5** ...

In order to gain control of White's important square d5.

17. ... **Bb7**
 18. **a4** **a5**



Otherwise White would continue forcefully with a5.

19. **Qd3?** ...

Permitting Black to offer stronger resistance by closing the position. Correct is 19. **bxc6 Bxc6** 20. **Kh1** followed by either 21. **Nd5** or 21. **Nb5** with considerable advantage.

19. ... **c5**

Closing up the queenside files and making it difficult for White to make any progress.

20. **Nd5** **Ng5**

Intending to post this knight at d4 with ... **Ne6-d4**.

21. **Bxg5** ...

Though loathe to give up my bishop for the knight, I saw no better alternative.

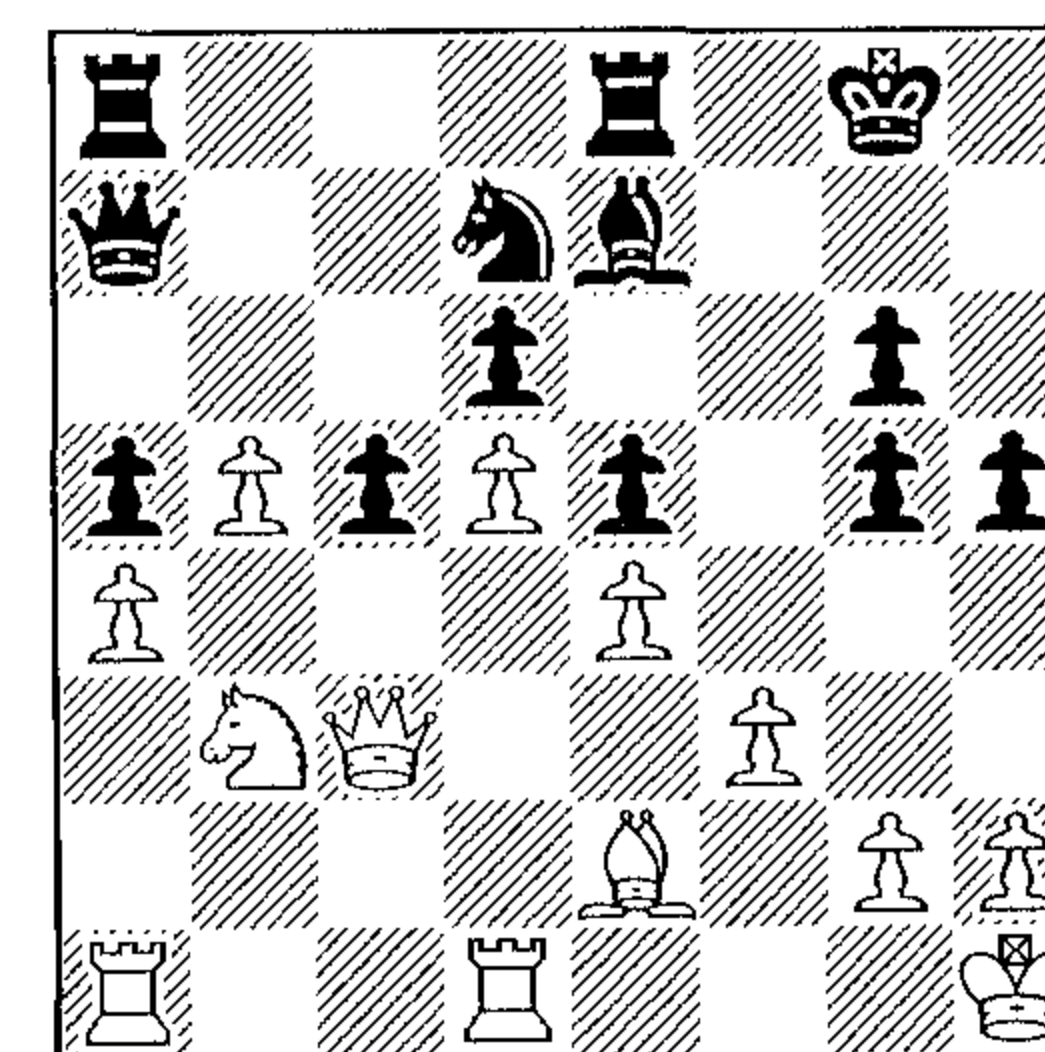
21. ... **fxg5**

Weaker is 21. ... **Bxg5** because of 22. **g3** followed by **f4** with good prospects.

22. **Rfd1** **Bf8**
 23. **Qe3** **Bxd5**
 24. **cxd5** ...

After 24. **Rxd5** the position remains blocked with little chance for White to make progress. 24. **exd5** is to be considered, when White could place his bishop at d3 with Black's g-pawn a possible target.

24. ... **Be7**
 25. **Qc3** **Qb6**
 26. **Kh1** **Qa7?**



Although White enjoys a theoretical advantage, Black's stubborn defense has so far made it difficult for White to put his advantage to practical use. But here Black fails to appreciate the resources in White's position. Correct is 26. ... **Rec8** 27. **Nd2 Rc7** 28. **Nc4 Qa7**, followed by ... **Nc6**, maintaining the blockade of the queenside.

27. **b6!** ...

The pawn sacrifice gives White complete control of the b-file. Incredible though it may appear, Black's position is now untenable. Fortunately for me, Kavalek did not see this possibility until he had already played his 26th move.

27. ... **Qxb6**

If 27. ... **Nxb6** 28. **Bb5 Rf8** 29. **Bc6 Rab8** 30. **Nxa5** followed by **Bb5** and **Nb6**, the a-pawn advances unimpeded.

28. **Bb5** **Red8**
 29. **Rab1** **Nf6**

Unable to stop or even slow down White's incursion on the queenside, Black is compelled to undertake at all costs immediate counteraction on the kingside.

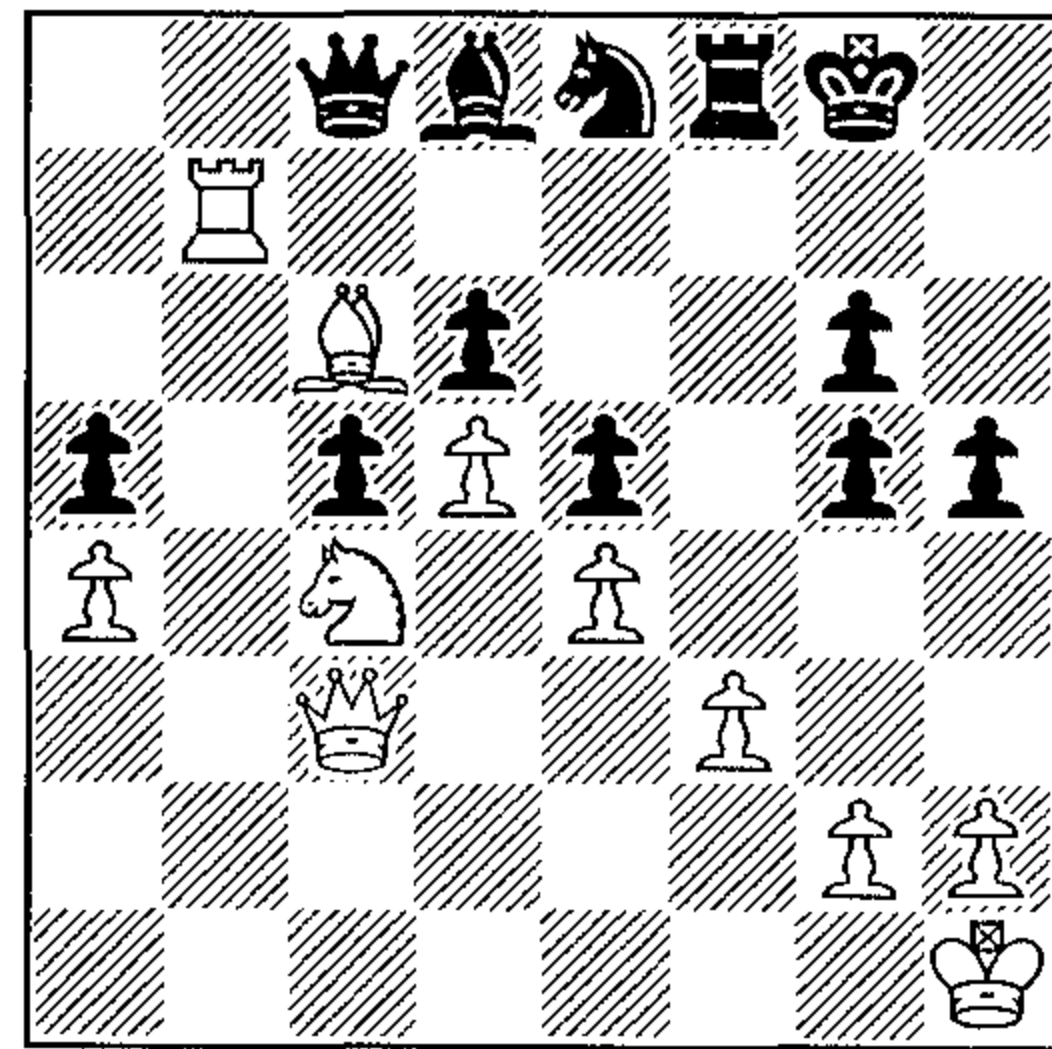
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| 30. Nd2 | Qc7 |
| 31. Nc4 | Rf8 |
| 32. Bc6 | Ra7 |

One of Black's problems is that his QR is tied down to the defense of his a-pawn. He cannot consider giving up the pawn because then White's passed a-pawn would win the game, thanks to White's control of the queenside.

- | | |
|---------|-----|
| 33. Rb5 | ... |
|---------|-----|

In addition to having complete control of the b-file, White's pieces have access to practically the entire board; Black's pieces, on the other hand, are reduced to mere passivity.

- | | |
|----------|------|
| 33. ... | Bd8 |
| 34. Rdb1 | Ne8 |
| 35. Rb7 | Rxb7 |
| 36. Rxb7 | Qc8 |



Black's extra pawn is meaningless given that all of Black's pieces are on the first rank.

- | | |
|---------|-----|
| 37. Qb2 | ... |
|---------|-----|

Protecting the rook and threatening 38. Bxe8 Rxe8 39. Nxd6.

- | | |
|---------|-----|
| 37. ... | Bc7 |
| 38. Ra7 | ... |

Preparing to make a decisive incursion to the seventh rank with the remaining pieces. I considered 38. Nb6 Qd8 (not 38. ... Bxb6 39. Qxb6 g4 40. Bd7 gxf3! 41. Kg1! Qa8 42. Rb8, etc.) 39. Nd7 Rf7, and

Black could offer resistance. The text move threatens to win material immediately with 39. Ra7.

- | | |
|---------|-----|
| 38. ... | Bb8 |
|---------|-----|

If 38. ... Qd8 39. Ra8 Qe7 40. Qb7 g4 (if 40. ... Nf6 41. Nxa5) 41. Rxe8 Rxe8 42. Bxe8 Qh4 43. g3 Qh3 44. Ne3 and wins.

- | | |
|---------|-----|
| 39. Bd7 | ... |
|---------|-----|

Also good is 39. Qb7 Qxb7 40. Rxb7 Nf6 41. Kg1 followed by Nxa5.

- | | |
|----------|---------|
| 39. ... | Qd8 |
| 40. Be6+ | Kh8 |
| 41. Rd7 | Qf6 |
| 42. Qxb8 | Qf4 |
| 43. Qb2 | Nf6 |
| 44. Rxd6 | Resigns |

GAME 28

Four Against Two

Throughout most of this game, Spassky enjoys twice as much maneuvering space as his opponent. Look at the position around move 30: Black is confined to his first two ranks only, having exhausted his play on the f-file, and White has the use of his first four ranks. This is a large advantage, indeed; but thanks to Petrosian's skill in defense, White has difficulty finding the correct time and place for the decisive breakthrough. He finally does find the right spot, but he misses the right moment.

This game was played in the 1969 World Championship match. At this point in the match, Spassky was leading by two points, so both players wanted to win: Spassky to put the match out of reach with a three-point lead, Petrosian to stay within striking distance. This explains the tenseness of this game and the mistakes. Each player errs with his h-pawn, Petrosian by not advancing his far enough, Spassky by not advancing his at the right moment.

9th Match Game, 1969

BENONI DEFENSE

- | | |
|-------------------|---------------------|
| B. Spassky | T. Petrosian |
| 1. d4 | Nf6 |
| 2. c4 | c5 |

Not considered the safest defense for Black, but in view of his poor standing before this game, Petrosian is perhaps justified in choosing it.

3. d5	e4
4. Nc3	d6
5. e4	g6
6. Bd3	Na6

This setup leads to a cramped game for Black. Preferable is 6. ... Bg7 7. Nge2 0-0 8. h3 Ne8, and if 9. g4 Qh4 followed by ... Bh6.

7. Nge2	Nb4
8. Bb1	Bg7
9. h3	Bd7
10. Be3	0-0
11. Qd2	Nh6

In order to bring this knight to c7 and effect an eventual ... b5.

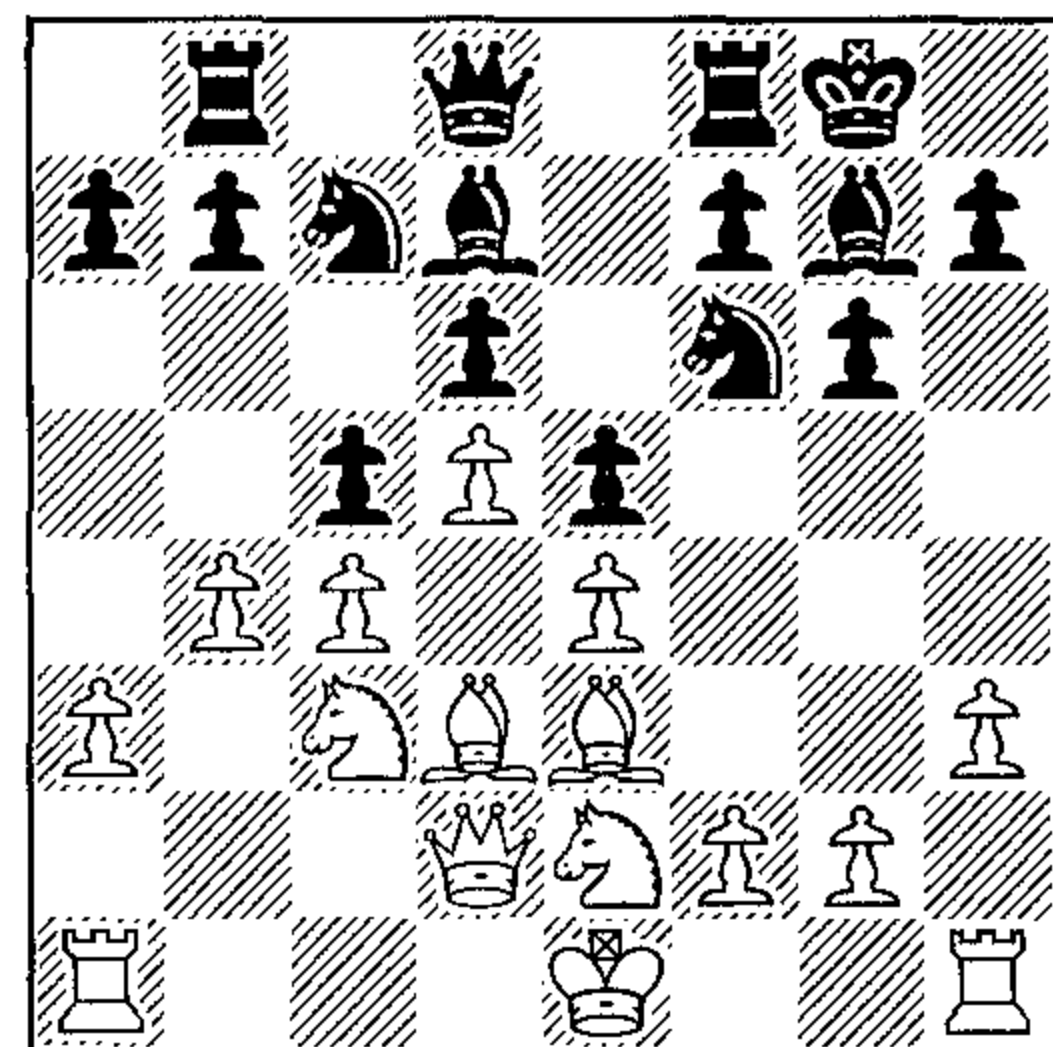
12. Bd3	...
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A psychological move, attempting to ascertain whether his opponent would be satisfied to repeat moves for a draw.

12. ...	Nb4
13. Bb1	Nh6
14. a3	...

With a lead of two points and playing the White pieces, Spassky has no reason to concede a draw this early in the game. Petrosian probably did not really expect him to.

14. ...	Nc7
15. Bd3	Rb8
16. b4	...



Stopping Black's contemplated counteraction ... b5, but seemingly to preclude White's queenside castling.

16. ...	b6
17. g4	...

With a disadvantage in space, Black has difficulty in maneuvering freely. White delays castling partly to deny Black a clear objective and partly in the hope that Black's position will offer White a clue as to the best location for his king.

17. ...	h5
---------	----

An old refinement in the King's Indian. If 18. f3 Nh7 followed by ... h4, depriving White of any action on that wing (19. gxh5 Qh4+ followed by 20. ... Qxh5).

18. g5	Nh7
19. h4	f6
20. 0-0-0!	...

Now that Black has made some committal moves on the kingside, Spassky decides his king will be better off on the other side.

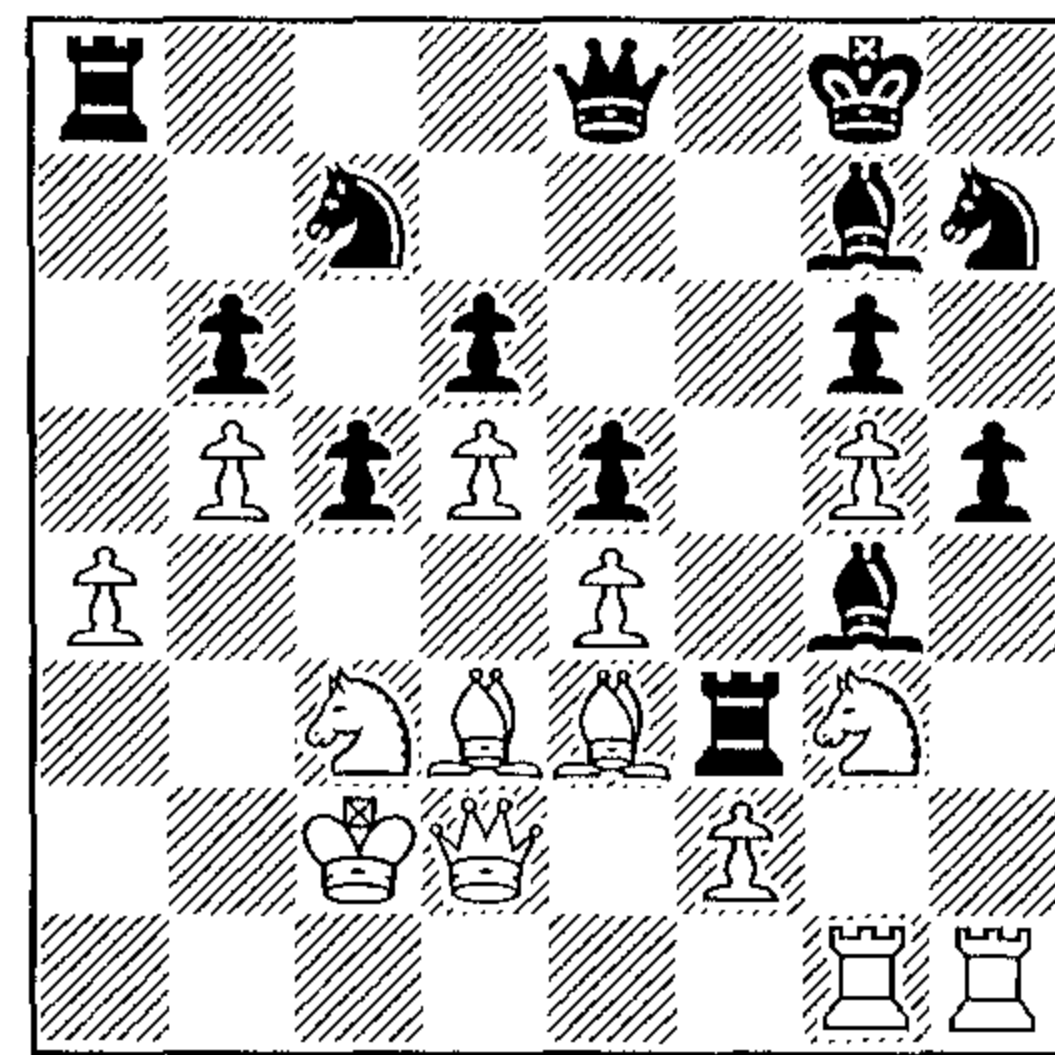
20. ...	fxg5
21. hxg5	Bg4
22. Rdg1	Qe8?

Black has two continuations more promising than this: 22. ... cxb4 23. axb4 Qd7, intending ... b5, and 22. ... Rf3 followed by 23. ... Rxe3 and ... Nxc5. Both offer Black good prospects. The text move prepares an action on the queenside, but White is ready for it.

23. b5	Ra8
24. Kc2	Rf3
25. Ng3	a6?

Aiding White's possible action on the queenside. Better is 25. ... a5, and if 26. bxa6 e.p. Rxa6 with pressure against the h-pawn. Petrosian needs to win, however, and his anxiety may be affecting his usually excellent judgment.

26. a4	axb4
27. cxb5!	...



Making c4 accessible to White's knights and also enabling White to effect an eventual breakthrough with h5. Petrosian probably underestimated the strength of this move; otherwise, he would have played 26. ... a5.

27. ... **Qf7**

Better is 27. ... Qf8, and after 28. Be2 Rf4 29. Bxg4 hxg4 30. Bxf4 exf4 31. Nce2 f3 with complications.

28. **Be2** **Rf4**

29. **f3!** ...

Forcing Black to give up the Exchange in a way favorable to White. Unplayable is 29. ... Bxf3 on account of 30. Bxf3 Rxf3 31. Nxh5 gxh5 32. g6, etc. This would not have been available to White if Black had played 27. ... Qf8. If 29. Bxf4? exf4 and Black's KB enters the game.

Throughout most of the game, White has had far more maneuvering space than Black. This naturally offered him a greater choice of possible plans. With the end of Black's counterplay on the f-file, White's advantage continues to grow. From now on White has four ranks on which to maneuver, whereas Black has only two.

29. ... **Rxf3**

30. **Bxf3** **Qxf3**

31. **Rh2** **Qf8**

32. **Rf2** **Qc8**

33. **Nf1** **Ra7**

34. **Qd3** **Qa8**

35. **Qc4** **Qd8**

36. **Nh2** **Bd7**

37. **Nf3** **Bg4**

38. **Qf1** **Bd7**

39. **Kb3** **Be8**

40. **Nd2** ...

White is finally accomplishing his goal of posting his knight at c4—an important step toward victory.

40. ... **Nf8**

The game was adjourned here and all the experts maintained that Spassky would score this point easily.

41. **Nc4** **Nh7**

42. **Qg2** **Bf8**

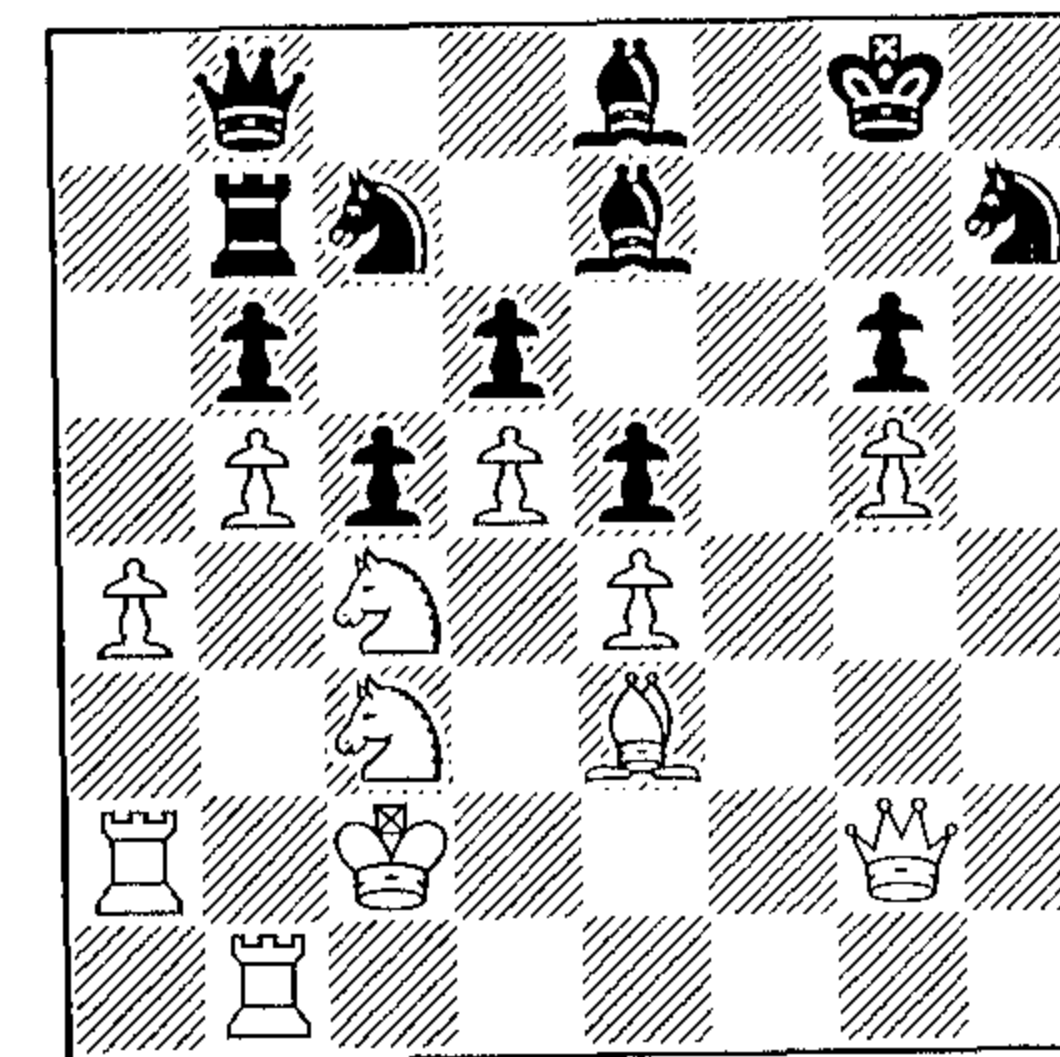
43. **Ra2** **Rb7**

44. **Kc2** **Be7**

45. **Rb1** ...

Spassky has built up a position in which he has a preponderance of material on the queenside. Black is completely on the defensive. Spassky can easily open the a-file and crush his adversary. His g-pawn cannot be safely captured.

45. ... **Qb8**



46. **Rab2?** ...

White could win easily with 46. a5 bxa5 47. Nxa5 Rb6 48. Nc6. After the game, Spassky declared that he did not know why he didn't follow this simple analysis done by his seconds during adjournment. The winning line is a perfect culmination of White's advantage in space.

46. ... **Na8**

47. **Ra2** ...

47. a5 is still strong. If 47. ... Bd8 (if 47. ... bxa5 48. Nxa5 followed by Nc6) 48. axb6 Bxb6 49. Ra2 Bd8 50. Rba1 and wins.

47. ... **Bd8**
 48. **Kd3** ...

If now 48. a5, Black could hold the position with 48. ... bxa5 49. Nxa5 Bxa5 50. Rxa5 Nc7.

48. ... **Bd7**
 49. **Rba1** **Nf8**
 50. **Kc2** **Be8**
 51. **Qe2** **Bc7**
 52. **Rf1** **Bd8**
 53. **Raa1** **Nh7**
 54. **Rg1** **Nf8**
 55. **Bd2** **Nh7**
 56. **Ra3** **Nf8**
 57. **Rga1** **Nh7**
 58. **a5** ...

The breakthrough now leads to nothing. White could try action on the kingside by placing both rooks on the f-file and his knight on h4 in an attempt to sacrifice the knight at f5 at the appropriate moment.

58. ... **bxa5**
 59. **Nxa5** **Bxa5**
 60. **Rxa5** **Nc7**
 61. **Rb1** **Nf8**
 62. **Be3** **Nd7**
 63. **Qf2** **Kg7**
 64. **Kd3** **Kg8**
 65. **Qh2** **Draw**

GAME 29

Passive White Play

The amiable Grandmaster Ludek Pachman of the Czech Republic is well known as a strong competitor and an outstanding opening theoretician; he is not, however, famous as a specialist in endgame technique. Nevertheless, in this game he demonstrates keen understanding of an ending with bishops of the same color. With material even and few pawns left on the board, Pachman makes full use of a

weakness in his opponent's position. With precise play involving zugzwang, Pachman scores the point impressively. Zugzwang could be described as lack of space carried to its ultimate degree; that is, no move at all is safe.

Solingen, 1968

NIMZO-INDIAN DEFENSE

J. Nowak	L. Pachman
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. Bd2	...

Infrequently seen. White obviously tries to steer away from the trodden path because of his adversary's reputation. This policy can be very risky.

4. ...	0-0
5. Nf3	d5

Black has a number of choices at his disposal: 5. ... b6, 5. ... c5, and 5. ... d6, any of which is sufficient for equality, including the text move.

6. e3	Nbd7
7. Rc1?	...

With this move White relinquishes all hope of an opening advantage. He could obtain a slightly better position with 7. Qb3 c5 8. dxc5 Bxc3 (if 8. ... a5 9. Na4 Bxd2+ 10. Nxd2 Qe7 11. Nb6 Nxc5 12. Qa3) 9. Bxc3 Nxc5 10. Qa3.

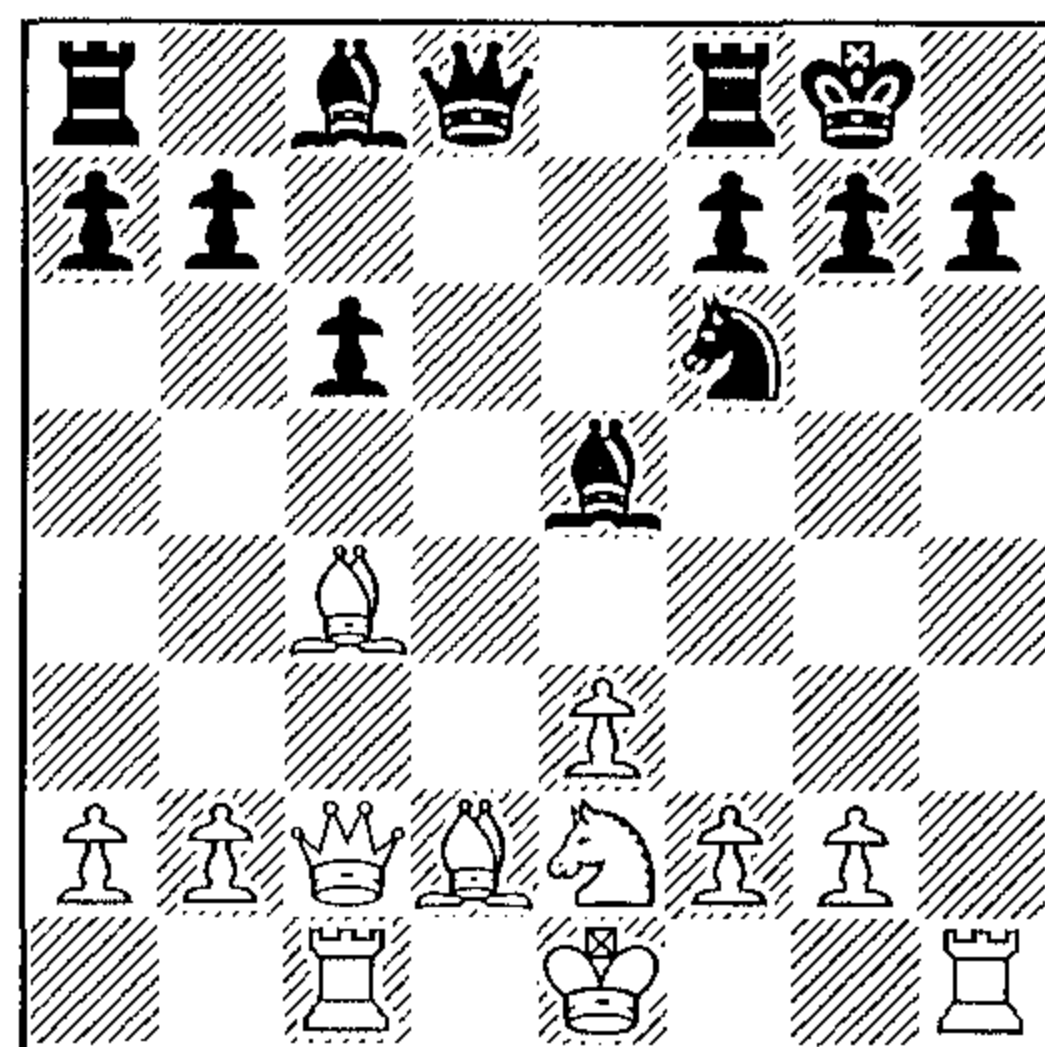
7. ...	c6
8. Bd3	dx4
9. Bxc4	Bd6

Black has steered the opening into the Semi-Slav Variation of the Queen's Gambit, which means White lost an important tempo when he played 7. Rc1. The misplaced rook belongs on e1.

10. Qc2	e5
11. dx4	...

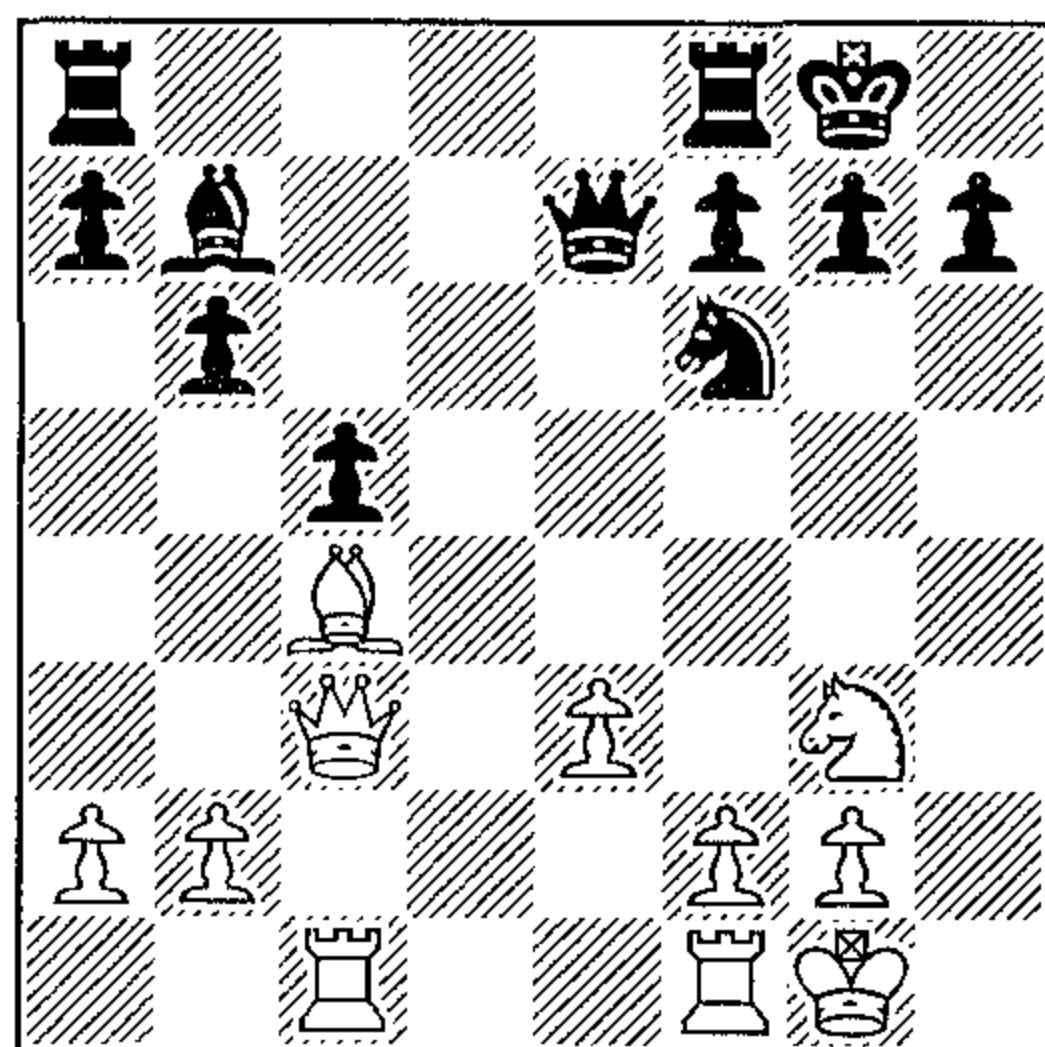
This and the following exchange favor Black. Wiser is 11. 0-0 exd4 (worse is 11. ... Re8 12. Ng5 Re7 13. Nce4 Nxe4 14. Nxe4 Bc7 15. Bb4 with pressure; and if 11. ... Qe7 12. Ne4 Nxe4 13. Qxe4 Nf6 14. Qh4) 12. Nxd4, and if 12. ... Ne5 13. Be2. The suggested move would certainly bring about more activity than the text.

- | | |
|----------|------|
| 11. ... | Nxe5 |
| 12. Nxe5 | Bxe5 |
| 13. Ne2 | ... |



Having failed to obtain any opening advantage, White decides on simplification by attempting to exchange black-squared bishops. There is little else for him to do.

- | | |
|----------|------|
| 13. ... | Qe7 |
| 14. Bc3 | c5 |
| 15. Ng3 | b6 |
| 16. 0-0 | Bxc3 |
| 17. Qxc3 | Bb7 |



If Pachman were content to draw, he would attempt to simplify with 17. ... Be6. By posting the bishop at b7 he exerts pressure on

White's g-pawn, hoping to provoke White to simplify by seeking exchanges. The endgame would favor Black because of his queen-side pawn majority.

18. Rfd1?

Of course not 18. Nf5 because of 18. ... Qe4, but White misses an opportunity to put some life into the game by 18. e4!, which does not even cost the pawn: 18. ... Nxe4 19. Rfe1 Qh4 (19. ... Nxc3 20. Rxe7, winning a piece) 20. Qxg7+ (20. Nxe4 Bxe4 21. g3 Qg4, and Black retains the pawn with impunity) 20. ... Kxg7 21. Nf5+ Kf6 22. Nxe4 Rad8 23. Rcd1, with chances for both sides. If 18. ... Bxe4 19. Rfe1 Qb7 20. Nxe4 Nxe4 21. Qf3 Rae8 22. Rcd1, threatening 23. Bd5. Black could decline the offer of the pawn: 18. ... Rfe8 19. Rfe1 Rad8 20. e5 Nd5 21. Qf3 with a lively position. 18. Rfe1 is also preferable to the text move.

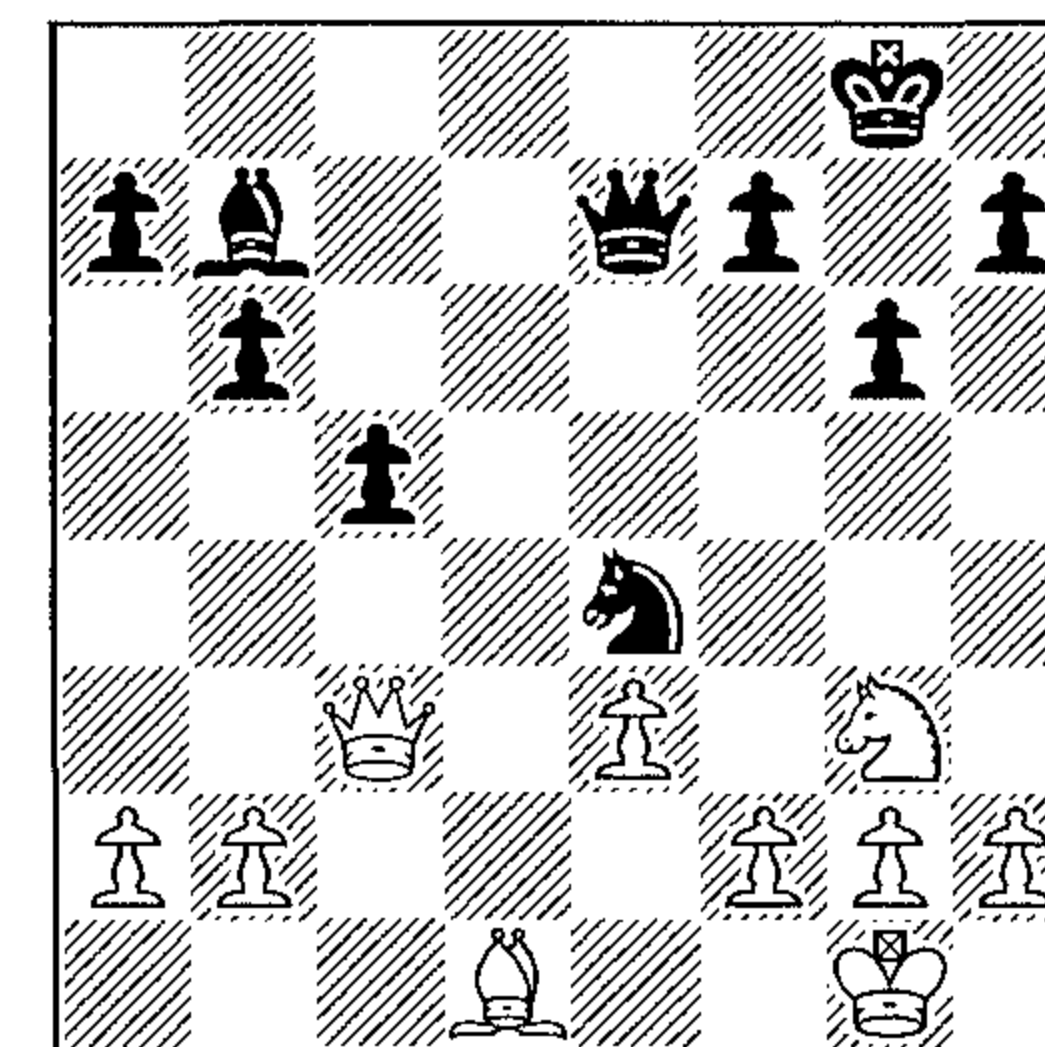
- | | |
|---------|------|
| 18. ... | Rad8 |
| 19. Be2 | ... |

A better plan is 19. f3 Nd5 20. Nf5 Qg5 21. Bxd5 Bxd5 22. e5 Be6 (22. ... Bxa2 23. b3, trapping the bishop) 23. Nd6 with an even position (not 23. h4 Qf6 24. Qxf6 gxf6 giving Black the better endgame).

- | | |
|---------|-----|
| 19. ... | g6! |
|---------|-----|

This move serves a double purpose: it controls the important square f5, denying White's knight access to it, and it makes possible ... h5-4-3.

- | | |
|----------|-------|
| 20. Rxd8 | Rxd8 |
| 21. Rd1 | Rxd1+ |
| 22. Bxd1 | Ne4! |



Pachman chooses the right course to give him winning chances. Black also had to consider ... h5-4. After 22. ... h5 White could not reply 23. h3 on account of 23. ... Ne4 24. Qd3 (not 24. Nxe4 Qxe4 25. f3 Qb1, winning a pawn) 24. ... Nxe3 25. fxe3 with a bad position. But White can meet 22. ... h5 with 23. Bf3 Bxf3 24. gxf3, and White's doubled pawns would not be enough for Black to win.

23. Qd3	Nxe3
24. hxe3	Qe4
25. Qxe4	Bxe4

Black's chances of success in this endgame are based on his majority of pawns on the queenside and on White's doubled pawns; moreover, the fact that White's g-pawn is attacked by Black's bishop means that Black's king can reach the center whereas White's cannot. This can be translated as a lack of space for the White king, which is a decisive factor.

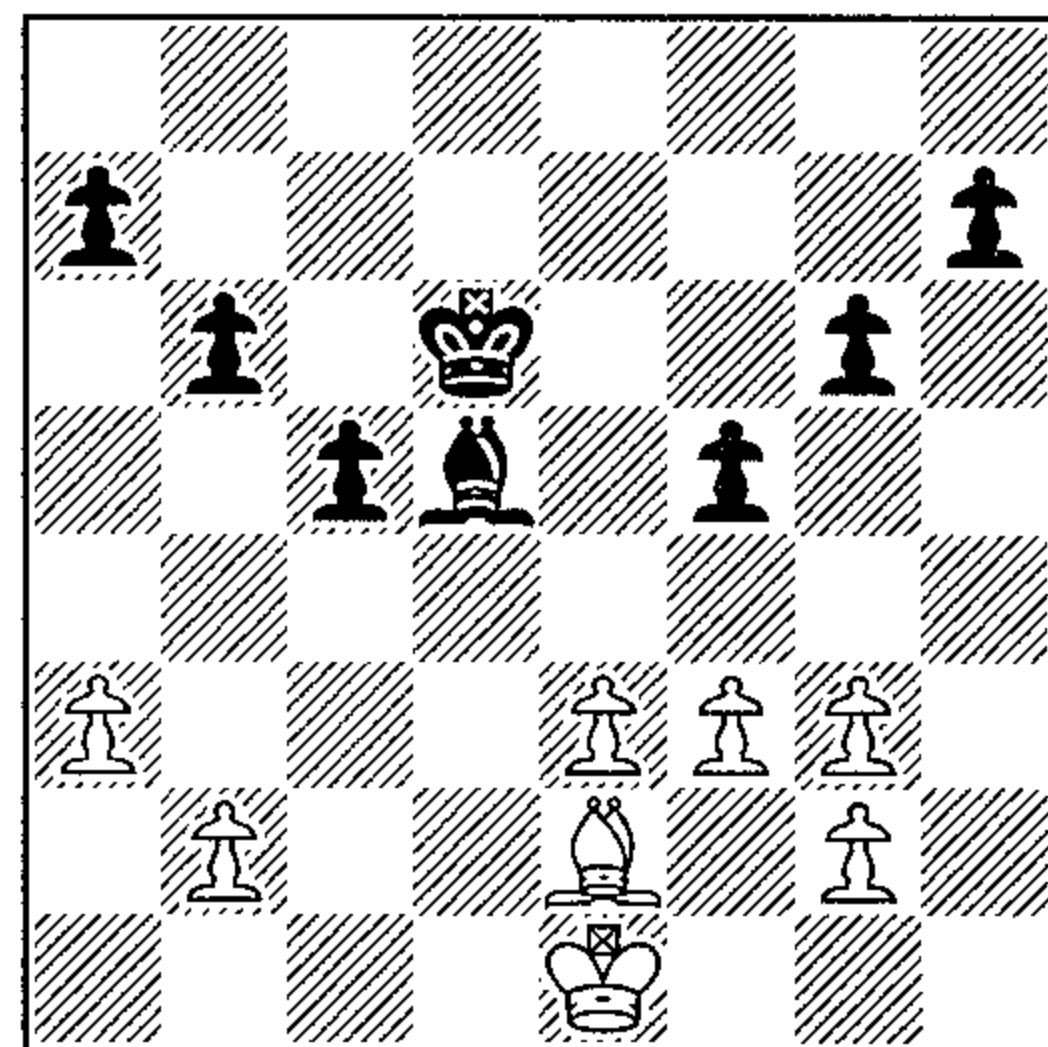
26. Be2	...
---------	-----

Preferable is 26. g4 followed by an eventual g5. This would accomplish two things: relieve the pressure on the pawn at g2 and prepare against the effective ... f5.

26. ...	Kf8
27. f3	Bd5
28. a3	f5!

This ties up White's pawns on the kingside, preventing any activity by White there. Having accomplished this, Black now proceeds to cash in his pawn majority on the other wing.

29. Kf2	Ke7
30. Ke1	Kd6



31. Kd2	c4
32. Kc3	Kc5
33. Bd1	...

Now White is reduced to complete passivity, which usually accompanies lack of space. Unproductive is 33. a4 because of 33. ... a6 34. b4+ cxb3 e.p. 35. Bxa6 b2 36. Kxb2 (36. Bd3 Bc4 37. Bc2 Bf1, etc.) 36. ... Kb4 37. Bd3 Bc4 and wins, for the king-and-pawn endgame after 38. Bxc4 offers no hope.

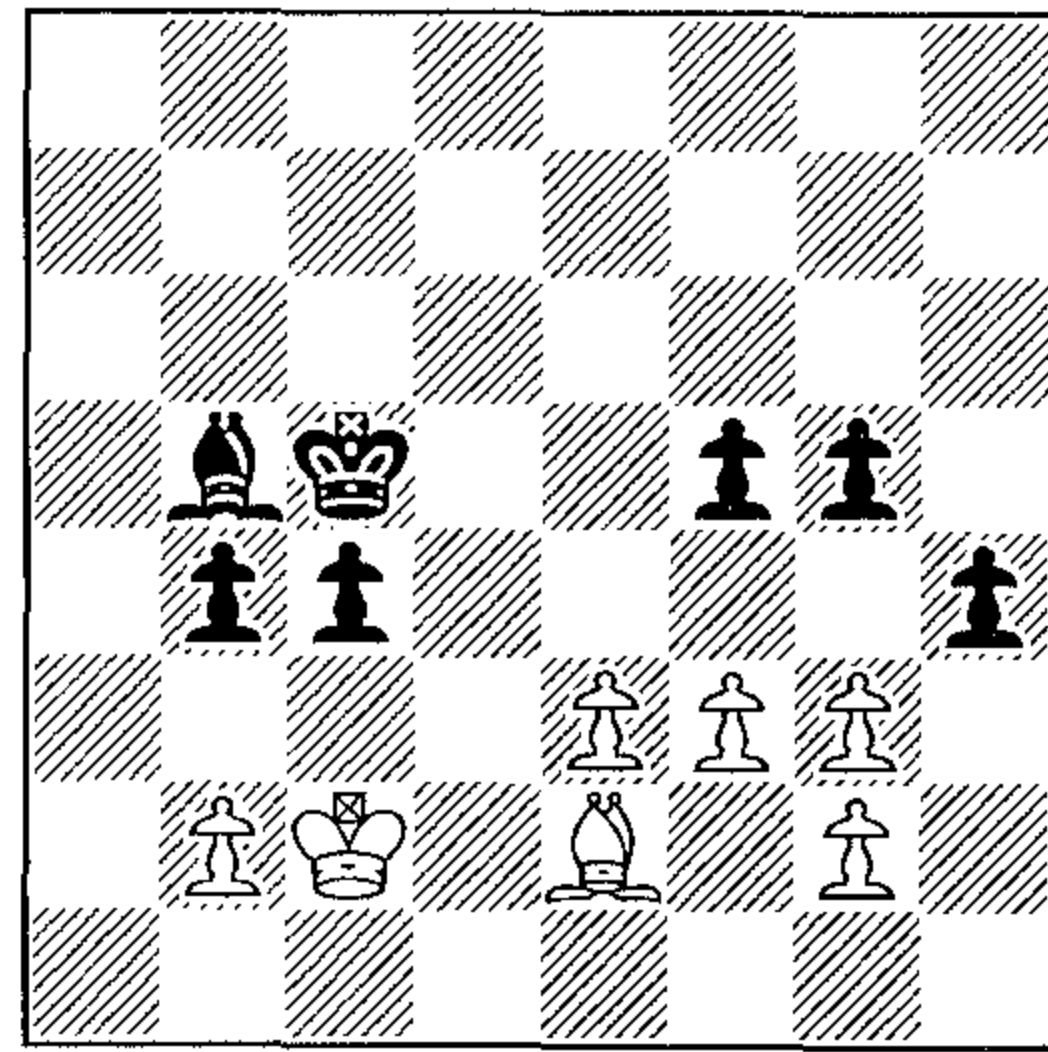
33. ...	b5
34. Be2	a5
35. Bf1	b4+
36. axb4+	axb4+
37. Kd2	Bc6
38. Be2	Ba4
39. Bf1	...

Black's control of the board reduces White's mobility almost entirely; White has only these bishop moves at his disposal. 39. Bd1 is, of course, out of the question: there would follow 39. ... Bxd1 40. Kxd1 c3, and the passed pawn would win easily. Also unsatisfactory is 39. e4 fxe4 40. fxe4 Kd4 41. Bf3 Bc6, etc. And 39. f4 would fail to 39. ... Bc6 40. Bf3 h5 41. Kc2 Be4+ 42. Kd2 Kd5 with White in zugzwang, which enables Black to advance his passed pawn.

39. ...	g5
40. Be2	h6
41. Bf1	Bc6
42. Be2	Ba4
43. Bf1	Bb5

The beginning of a winning plan. Black now threatens ... c3+, which forces White to move his king and thereby relinquish protection of the e-pawn. This fact plays an important role in the success of Black's ensuing strategy.

44. Kc2	h5
45. Be2	h4



46. gxf4 gxf4
47. Bf1 f4

This pawn sacrifice makes it possible for Black's king to enter the kingside and win the g-pawn, thus ensuring a passed h-pawn and the game. The rest is rudimentary. A very instructive contest, showing how the failure to neutralize a queenside pawn majority by active play leads to defensive maneuvering in a constricted space.

48. exf4 Bd7
49. Kd2 Kd4
50. Be2 c3+
51. bxc3+ bxc3+
52. Kc1 Bf5
53. Bb5 Ke3
54. Bc6 Kf2
55. Be4 Bxe4
56. fxe4 Kxg2
Resigns

GAME 30

Bad Opening

White's advanced pawns on both wings severely restrict Black's activity. His efforts to simplify bring him no relief, however, and during most of the game his QR and QB remain undeveloped. Finally, on his 26th move, he gets his QB exchanged but this leaves

his QR still out of play. When White threatens to open a file on the kingside, Black's position becomes critical.

Black's experiment in the opening is the direct cause of his cramp, which leads to a steady worsening of his position. His failure to free himself by a timely ... c5 or ... e5 allows the White pawns to take up dominating positions. Inexperienced players frequently overlook one of the primary functions of pawns: to create a safe outer perimeter behind which the pieces can maneuver freely. When and how far to advance the pawns are matters of judgment, of course, but, as this game shows, not to move them at all is not to get in the game.

72nd U.S. Open Ventura, 1971

KING'S INDIAN DEFENSE

S. Reshevsky	D. Drapes
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. Nf3	0-0
6. Be2	Nc6!?

An attempt to steer away from the usual continuations. I was not disturbed by the move since there are good reasons why rare continuations are so rare. Black's voluntary disdain for both ... c5 and ... e5 give him a badly cramped position.

7. d5 ...

Possible is 7. 0-0 e5 8. e5 Ne7, leading to familiar lines.

7. ... Ne5

8. Nxe5 ...

A good alternative is 8. Nd4 followed by an eventual f4 with a gain of time.

8. ... dxe5

9. 0-0 Ne8

10. Be3 a6

To keep my knight out of b5, an unnecessary precaution. More precise is the immediate ... f5.

11. Qb3 f5

12. exf5 ...

Better than 12. f3 f4 13. Bf2 g5, when Black has fair chances of building up an attack.

12. ... gxf5
13. f4 e4

To be considered is 13. ... exf4 14. Bxf4 e5 15. dxe6 e.p. Bxe6 16. Qxb7 Nd6 (16. ... Rb8 17. Qxa6 Rb6 18. Qa3 with no compensation for Black) 17. Qc6, and Black would be insufficiently compensated for the pawn.

14. c5 Nf6
15. Rad1 Kh8
16. Bd4 ...

Unproductive is 16. d6 cxd6 17. cxd6 exd6 18. Bc5 Ne8.

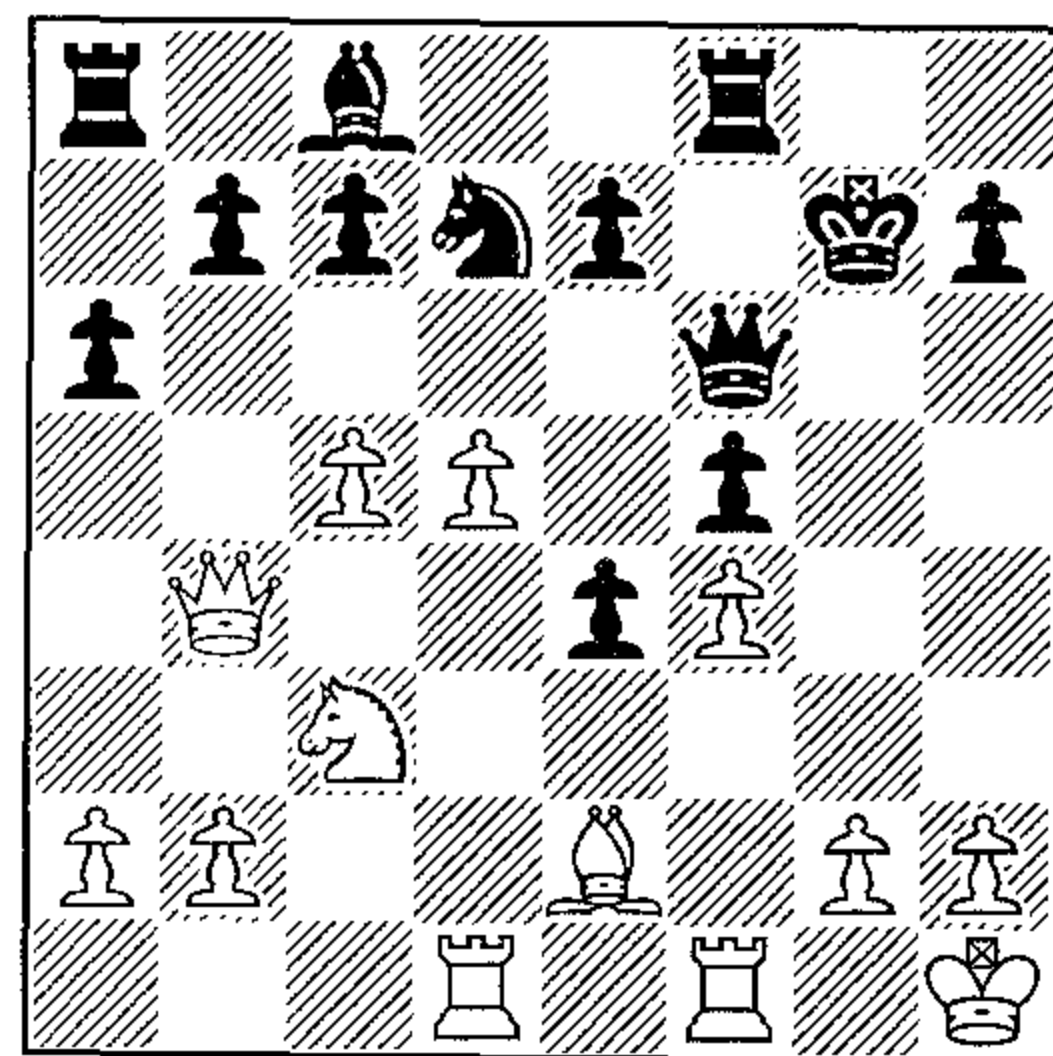
16. ... Qe8
17. Be5 Nd7

Not 17. ... c6? 18. d6 exd6 19. Rxd6 with great advantage because Black's QB becomes completely inactive.

18. Bxg7+ ...

A lively position ensues after 18. Bxc7 Nxc5 19. Qa3 Nd7 20. d6 e5 (20. ... exd6 21. Bxd6 Rf6 22. Nd5 Rg6 23. Nc7, etc.) 21. Nd5 exf4 22. Rxf4 Ne5 with chances for both sides.

18. ... Kxg7
19. Qb4 Qg6
20. Kh1 Qf6



21. g4! ...

Up to now White has concentrated on the queenside, but here he switches to the opposite wing. His principal intention is to anchor a pawn at g5 in order to immobilize Black's forces.

21. ... a5

21. ... fxg4 22. Nxe4 Qg6 23. Bxg4 costs a pawn. The text move is designed to deny White's queen the important d4 square after Black's queen is chased away.

22. Qa3 b6

The only way to try to develop Black's pieces and to avoid strangulation.

23. g5 ...

Unproductive is 23. cxb6 cxb6 24. gxf5 Nc5, and if 25. b4 axb4! 26. Qxa8 bxc5 or ... Qxc3 with an unclear position.

23. ... Qf7

24. c6 ...

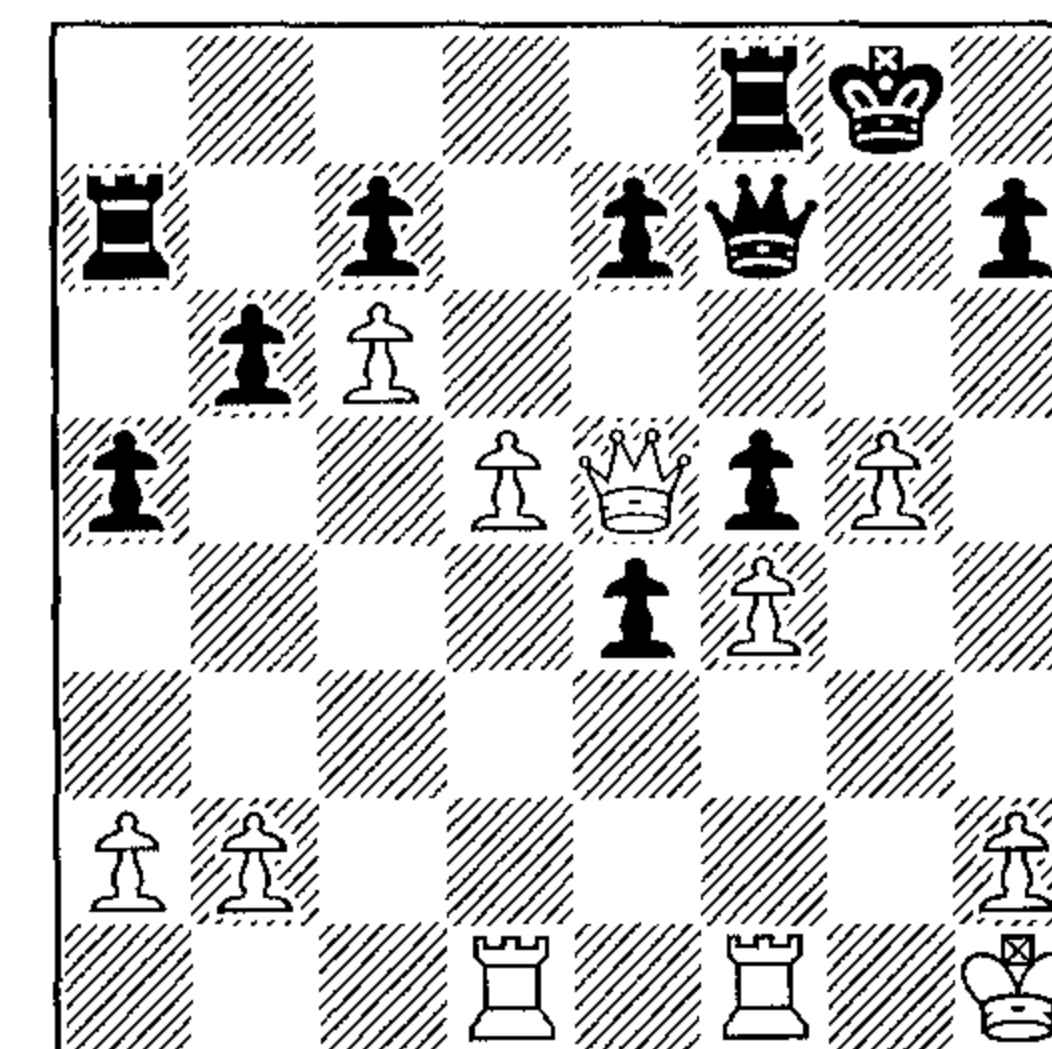
If 24. Nb5 Nxc5 25. Nxc7 Ra7 26. Nb5 Rd7, and Black's position has certainly not deteriorated.

24. ... Nc5

25. Na4 ...

Although I had the better game, I found it difficult to choose a promising continuation. I considered the obvious 25. b4 but discarded it; nevertheless, it is strong: 25. b4 axb4 (if 25. ... Na6 26. bxa5 Nc5 27. Qb2 Rxa5 28. Nxe4+, etc.) 26. Qxa8 Ba6 27. Qa7 bxc3 28. Bxa6 c2 29. Rd4. If in this line 26. ... bxc3 27. Qa3 c2 28. Qb2+, etc. In either case, Black's compensation for the loss of material is insufficient.

25. ... Nxa4
26. Qxa4 Ba6
27. Bxa6 Rxa6
28. Qd4+ Kg8
29. Qe5 Ra7



CHAPTER 5

Open Lines

In the so-called romantic era of chess in the 19th century, White played the opening, and indeed the entire game, with but a single thought: checkmate! That such ambitions, which today many consider “primitive,” were so often rewarded with success indicates that defensive technique in those days was not understood. White simply opened a few lines leading to the enemy king, often sacrificing a couple of pawns or a piece, and Black could only hope that White misplayed the attack. Black, of course, tried to do the same thing: he would, if given the chance, himself sacrifice material to get a mating attack.

With the development of defensive techniques, thanks in large part to Steinitz in the early days, it was discovered that mating attacks could be averted by the timely return of sacrificed material, simplification through exchanges, and the closing of critical lines.

In response, players had to be more subtle; they had to *prepare* their attacks by avoiding early simplification. Checkmate was still the idea, naturally, but the methods became more devious. Open lines still could not be dispensed with, but ideas about how, when, and where to open them and how to ensure control of them changed—progressed, if you like.

Take game 31, for example: in the middlegame White opens the a-file—about as far as he could get from the enemy king—and uses it to gain control of the seventh rank; only then is a mating attack possible. In game 32, White finally gains control of the b-file, which enables him to win a pawn.

Games 33 and 34 show the use of open lines in focal-point strategy. In game 33 the combined pressure along the c-file and the king bishop’s long diagonal against the specific square c6 induces Black to give up a pawn voluntarily rather than have it taken from him, but White conquers the queenside anyway. In game 34, the pressure by White’s pieces against sensitive points in Black’s position hinders Black’s smooth development. Although White gains a siz-

able advantage, his impatience to win a pawn allows Black enough counterplay to draw the game.

In some situations open lines show to advantage in more general ways: game 35 demonstrates how Black’s failure to take timely action against White’s bishops leads to ruin, whereas in game 36 we see a model of accurate defense against the opponent’s two bishops.

Finally, game 37 demonstrates the need to open lines when even solid advantages in space and material do not suffice for the win.

GAME 31

File and Rank

There are all kinds of open lines—eight files, eight ranks, twenty-six diagonals, and trillions of permutations. This means that your ultimate objective, the checkmate of the enemy king, can be achieved in innumerable ways.

Since the safety of the king is—or should be—uppermost in the mind of every good player, your opponent should see to it that dangerous lines against his king are not opened, or at least that you do not control them exclusively if they are. It is profitable in such cases to open a line or two in a different area, where the opponent is often less vigilant or is himself trying to open lines. If you are able to control a file, use it to aim for the seventh rank because an attack along that rank, combined with pressure from a second direction, is one of the most difficult attacks to meet. For instance:

Maribor, 1967

KING’S INDIAN DEFENSE

S. Reshevsky	H. Westerinen
1. d4	Nf8
2. c4	g6
3. g3	Bg7
4. Bg2	0-0
5. Nc3	d6
6. Nf3	Nc6
7. d5	...

More usual is 7. 0-0 a6 8. h3 followed by 9. e4 or 9. Be3.

7. ... Na5
8. Nd2 c6!

A good move, which refutes White's entire setup. The point is that White is unable to win a piece with 9. b4 on account of 9. ... Nxd5! and Black's KB springs suddenly to life. Now White's KB becomes less effective and this casts suspicion on his entire system of development.

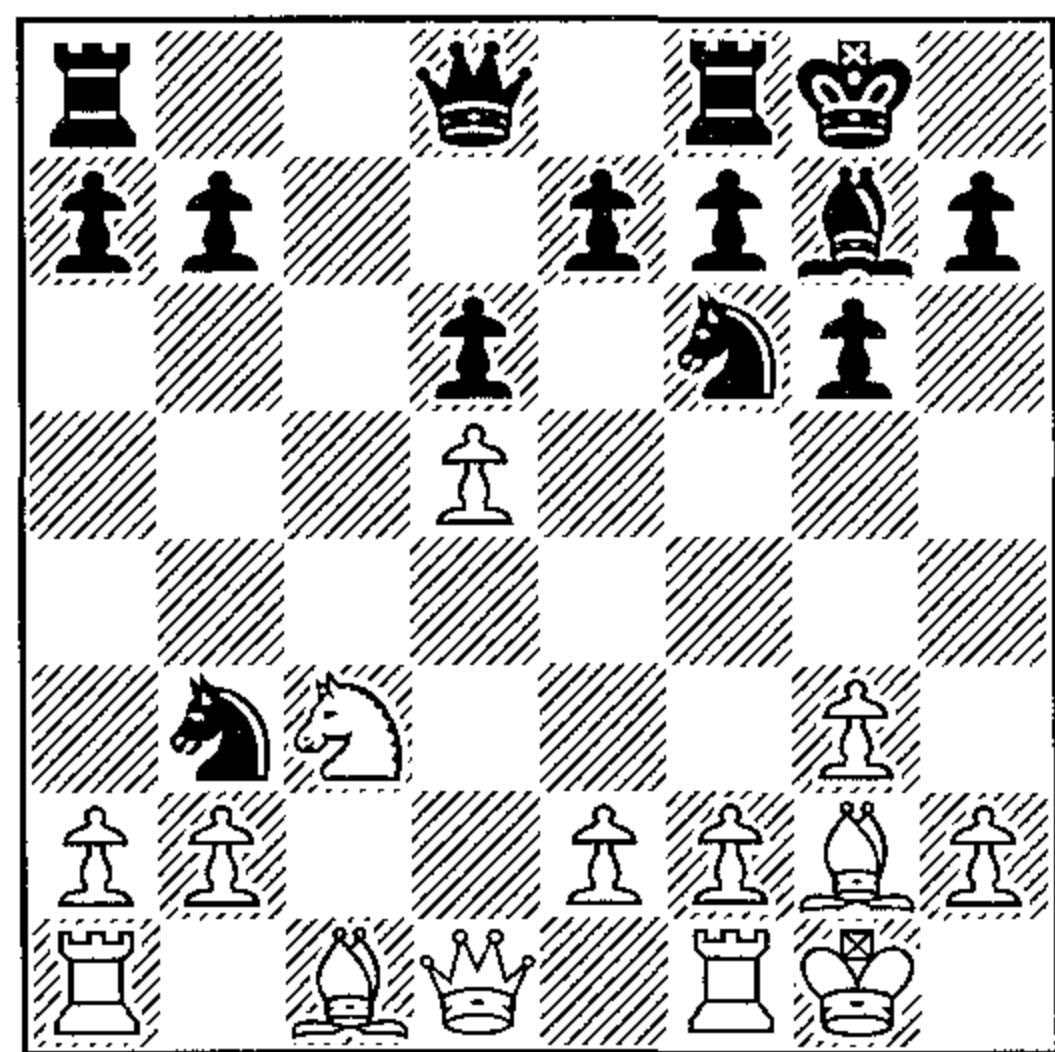
9. 0-0 cxd5
10. cxd5 Bf5

Having his knight "trapped" after 11. b4 doesn't bother Black at all because he has the adequate reply 11. ... Rc8 12. Bb2 Nc4 with superior prospects.

11. Nb3 ...

11. e4 Bg4 12. f3 Bd7 13. Qe2 Rc8 would deactivate White's KB without improving his chances.

11. ... Nxb3



12. axb3 ...

Playable and more natural looking is 12. Qxb3, but it seemed to me that my play on the open rook file would more than compensate for the double pawn. This turns out to have been an accurate assessment. Anyway, it was necessary to win this game; I felt that, having obtained little if any advantage from the opening, I would have to seek winning chances by opening lines and by trying to get the initiative.

12. ... Qd7

With the intention of exchanging bishops by continuing ... Bh3.

13. e4 ...

I could have prevented the exchange of bishops but believed that his was more useful than mine.

13. ... Bh3
14. Qd3 Bxg2
15. Kxg2 b5!?

An interesting and enterprising move. My opponent tries to seize the initiative on the queenside, now that he no longer has to worry about White's KB. His enterprise is commendable, but he runs the risk of giving White strong pressure on the open lines leading to his queenside. His intention is to drive the knight from c3 where it protects White's center.

16. Be3 ...

I was tempted to play 16. Qxb5, but after 16. ... Qxb5 17. Nxb5 Nxe4 18. Re1 (the only try, for if 18. Rxa7 Rab8 19. Ra5 Nc5 with the brighter prospects) 18. ... Nc5 19. Rxe7 Nxb3 with advantage for Black.

16. ... b4
17. Ne2 ...

Not 17. Na4 since there the knight would be out of play.

17. ... e6
18. Ra5! ...

This is the only means to keep up the pressure and it prepares to double rooks on the a-file. I had intended to continue with 18. dxe6 Qxe6 19. f3 d5! 20. Nf4 Qe5 21. Bd4, but Black unfortunately has the strong reply 21. ... dxe4.

18. ... exd5
19. exd5 ...

White's pawn at d5, though isolated, restricts the mobility of Black's forces. I felt that the chances of my making progress were good.

19. ... Rfe8

Black's immediate problem is his a-pawn, which is exposed on an open file and under pressure from two directions. His only course is to apply counterpressure against White's d-pawn. The purpose of the text move is, therefore, to play ... Re5.

20. h3 ...

Preventing ... Ng4.

20. ... Re5
21. Rfa1 Rae8

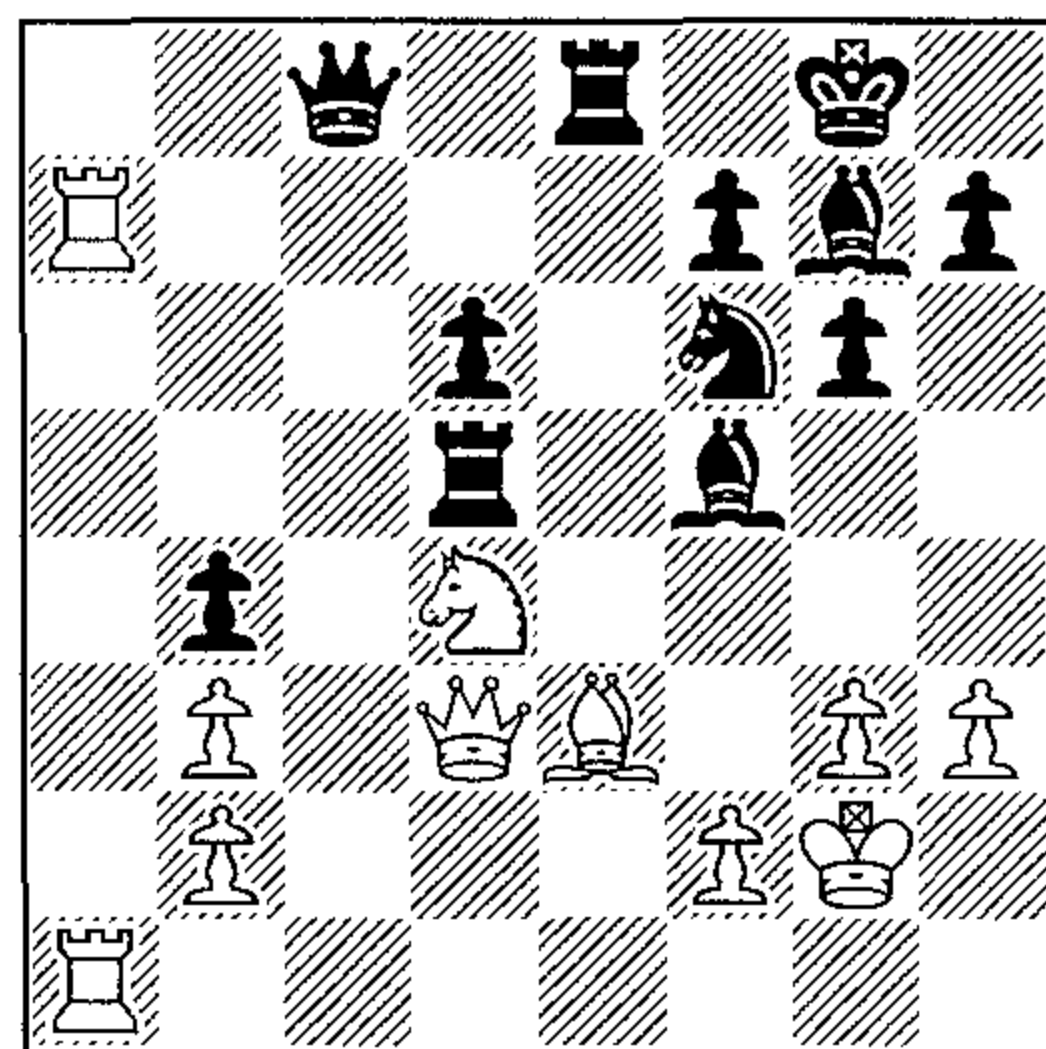
21. ... Rh5 is bad on account of 22. Nf4, and 21. ... Qb7 is insufficient because of 22. Rxa7 Rxa7 23. Rxa7 Qxd5+ 24. Qxd5 Rxd5 25. Ra8+ Bf8 26. Bh6 Nd7 27. Rd8 with a won endgame.

22. Rxa7 ...

White now has full control of the a-file; in addition, he has a rook on the seventh rank, which makes it impossible for Black to build up a counterattack and, at the same time, restricts Black's mobility. White has the upper hand.

We see in this game the effect of control of an open file: ultimate occupation of the seventh rank. It is not always possible—or even necessary—to try to open files early in the game in the vicinity of the enemy king, but control of a distant file serves the same purpose, especially when, as in this case, the opponent has insufficient compensation.

22. ... Rxd5
23. Nd4 Qc8



24. Qc4 ...

Forcing the exchange of queens, thereby straightening out White's pawns.

24. ... Qxc4

If 24. ... Qd8 or 24. ... Qb8, 25. Nc6 wins immediately, or if 24. ... h5 25. Rc7 Qb8 26. Raa7, with an overwhelming position.

25. bxc4 Rc5

26. b3 h5

27. R1a6 ...

Also sufficient is 27. Nb5 Rc6 28. R1a6 Rxa6 29. Rxa6, winning the d-pawn, for if 29. ... d5, 30. c5 and the passed pawn cannot be stopped.

27. ... Ne4

28. Nb5 Rf5

A desperate attempt to obtain some play on the kingside. Futile also is 28. ... Rcc8 29. Nxd6 Nxd6 30. Rxd6 with little hope for Black.

29. Nxd6 Nxd6

30. Rxd6 Bf8

31. Rea6 Rd8

32. Ra8 Rd3

33. c5 ...

Simpler than 33. Bh6 Kh7 34. Bxf8 Rd2 35. Bc5 (not 35. g4 Rdx2+ 36. Kg3 R2f3+ and draws by perpetual check, for if 37. Kh4? g5+) 35. ... Rxc5 36. Rf6 Kg7 37. Rf3, with technical problems for White.

33. ... Rxe3

Forced, for if 33. ... Rxb3 34. c6 Rc3 35. Rc8 followed by 36. Raa8, winning the bishop (if 35. ... Kg7 36. Bd4+). Now White's task is simpler.

34. fxe3 Rxc5

35. Rd8 Kg7

36. Rd7 Rc2+

Black's rook is unable to protect his vital f-pawn. If 36. ... Rc3 37. e4 followed by 38. Raa7, winning the pawn.

37. Kf3 Bc5

38. Rc6 Rc3

39. Rcc7 Rxe3+

40. Kf4 g5+

41. Kf5 ...

The sealed move. When my opponent saw it, he resigned. The game might have continued: 41. ... Rf3+ 42. Ke4 Re3+ 43. Kd5 Bb6 44. Rxf7+ Kg6 45. Rg7+ Kh6 46. Rh7+ Kg6 47. Rcg7+ Kf6 48. Rb7 and wins.

GAME 32

Queenside Breakthrough

In most variations of the King's Indian Defense, White's chances lie in action on the queenside, while Black's counterplay consists of aggressive action on the kingside. White must, however, take care to secure his monarch's safety by keeping the critical lines near his

king closed. Note in this game how Black is unable simultaneously to attack on the kingside and to prevent White from taking control of the queenside files.

Netanya, 1971

OLD INDIAN DEFENSE

S. Reshevsky	Y. Bleiman
1. d4	Nf3
2. c4	d6
3. Nc3	Nbd7
4. e4	e5
5. Nf3	Be7
6. Be2	0-0
7. 0-0	c6
8. Re1	Re8
9. Bf1	Qc7

A good alternative is 9. ... a6, attempting to get counterplay with ... b5, and if 10. a4 a5.

10. h3 ...

A waiting move that also prevents ... Bg4.

10. ... **Nf8**

Black's plan becomes clear: he wants to bring his knight to g6 in an effort to initiate aggressive action on the kingside.

11. Be3 **Ng6**

12. d5 ...

Also possible is 12. b4.

12. ... **c5**

13. a3 **Bd7**

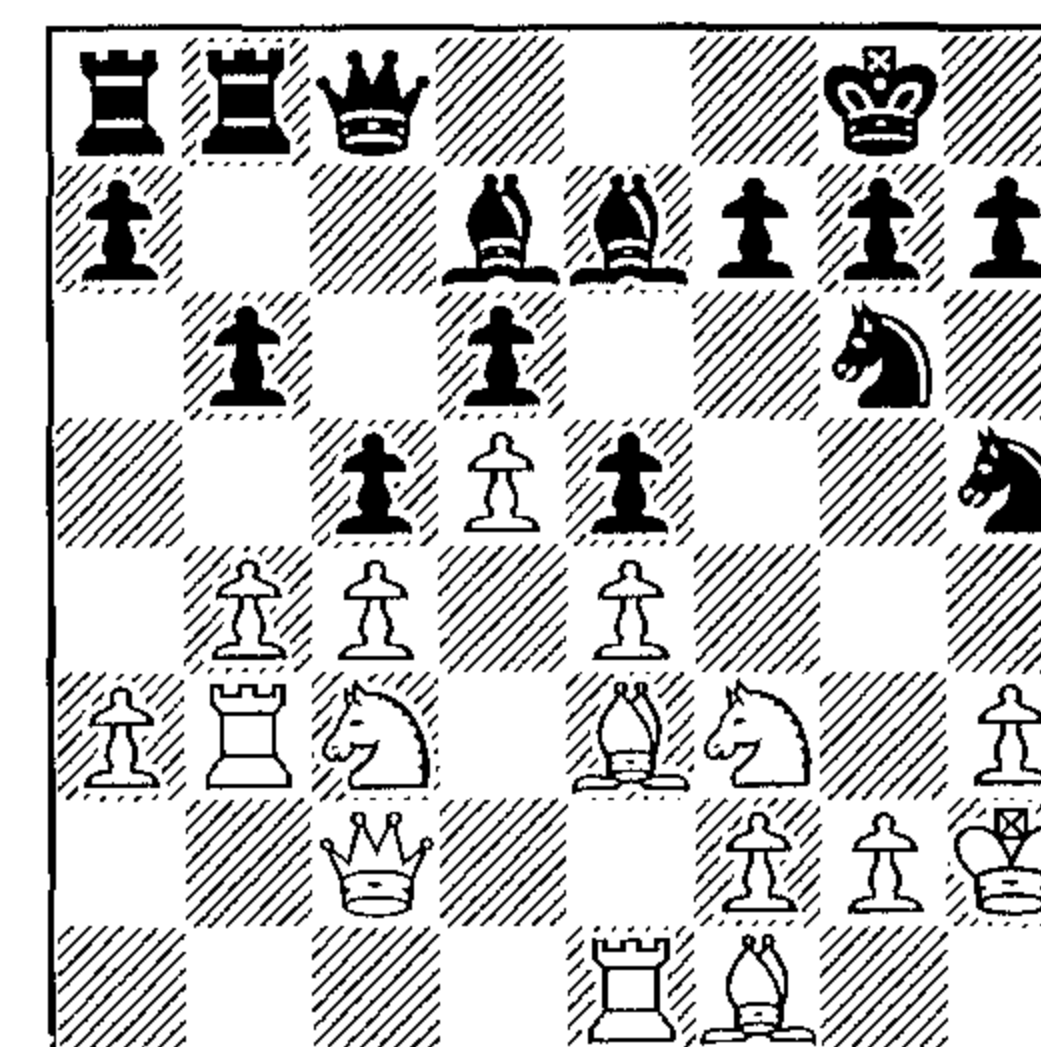
14. b4 **b6**

15. Rb1 **Reb8**

16. Qc2 **Qc8**

17. Kh2 **Nh5**

18. Rb3 ...



Feeling secure on the kingside, White pursues his plan of preparing to open the b-file by doubling rooks on it. Note that Black's rooks play only defensive roles.

18. ... **Nh4**

Exchanging pieces does not enhance Black's chances. He has to try opening a file of his own by 18. ... f5, but after 19. exf5 Bxf5 20. Bd3 (also possible is 20. Ne4 Nf6 21. Bd3) 20. ... Bxd3 21. Qxd3 Ngf4 22. Qf1 Qf8 23. Reb1, White has the advantage because he will soon open lines on the queenside, whereas Black's f-file is not really open and his pieces can easily be pushed back.

19. Nxh4 **Bxh4**

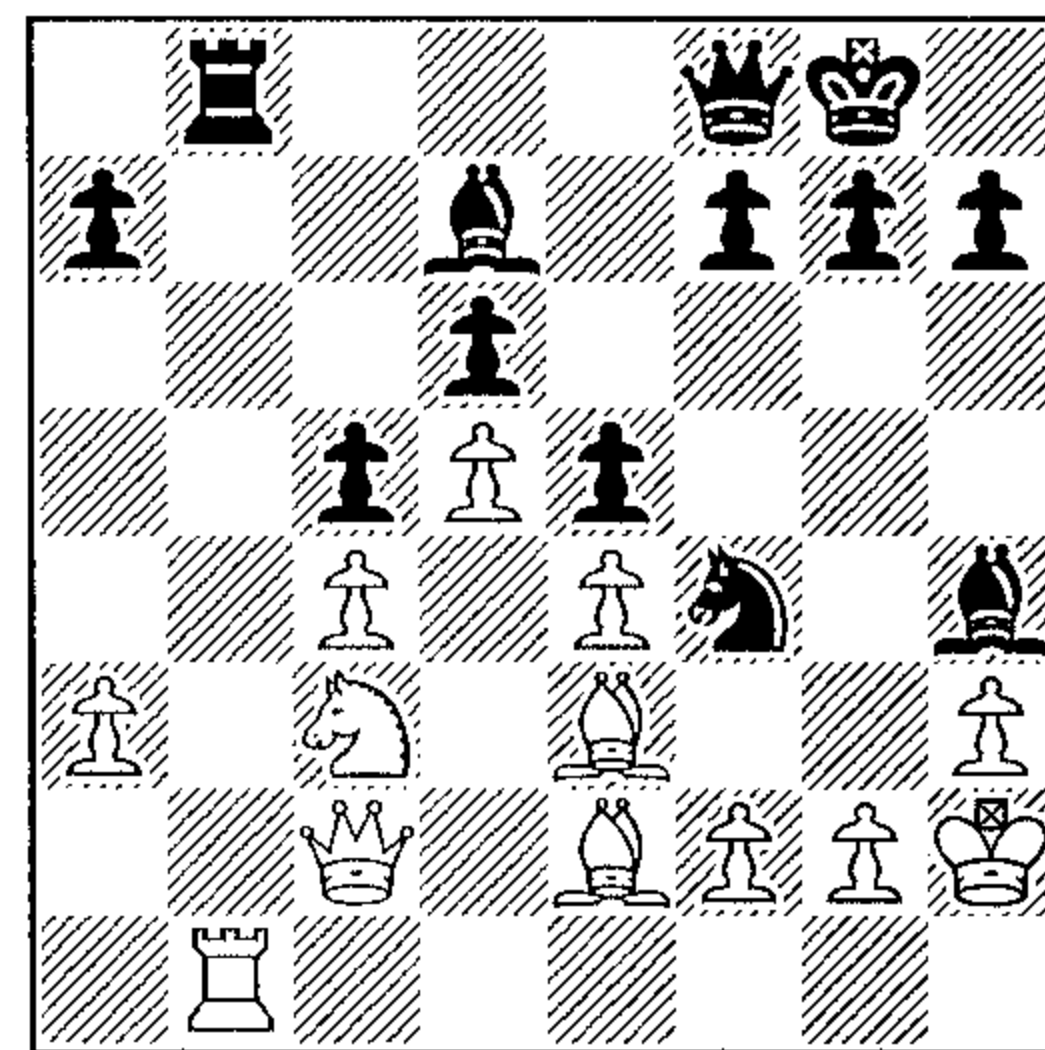
20. Reb1 **Qf8?**

An inexplicable move. Apparently Black has run out of ideas. Logical is 20. ... g6 with the possibility of ... f5. The suggested move also permits Black's knight to move to g7 when attacked by White's KB.

21. bxc5 **bxc5**

22. Rxb8 **Rxb8**

23. Be2! **Nf4**



24. Bg4! ...

Does away with Black's stronger bishop, which enables White's queen to make inroads via a4, giving White access to important squares on the queenside.

24. ... Bxg4

25. hxg4 Be7

Forced, since g3 was threatened.

26. g3 Ng6

Black's bishop and knight have clearly been deactivated. How, then, is he to meet White's invasion on the queenside?

27. Rxb8 Qxb8

28. Qa4 ...

With the serious threat of winning the a-pawn with Nb5.

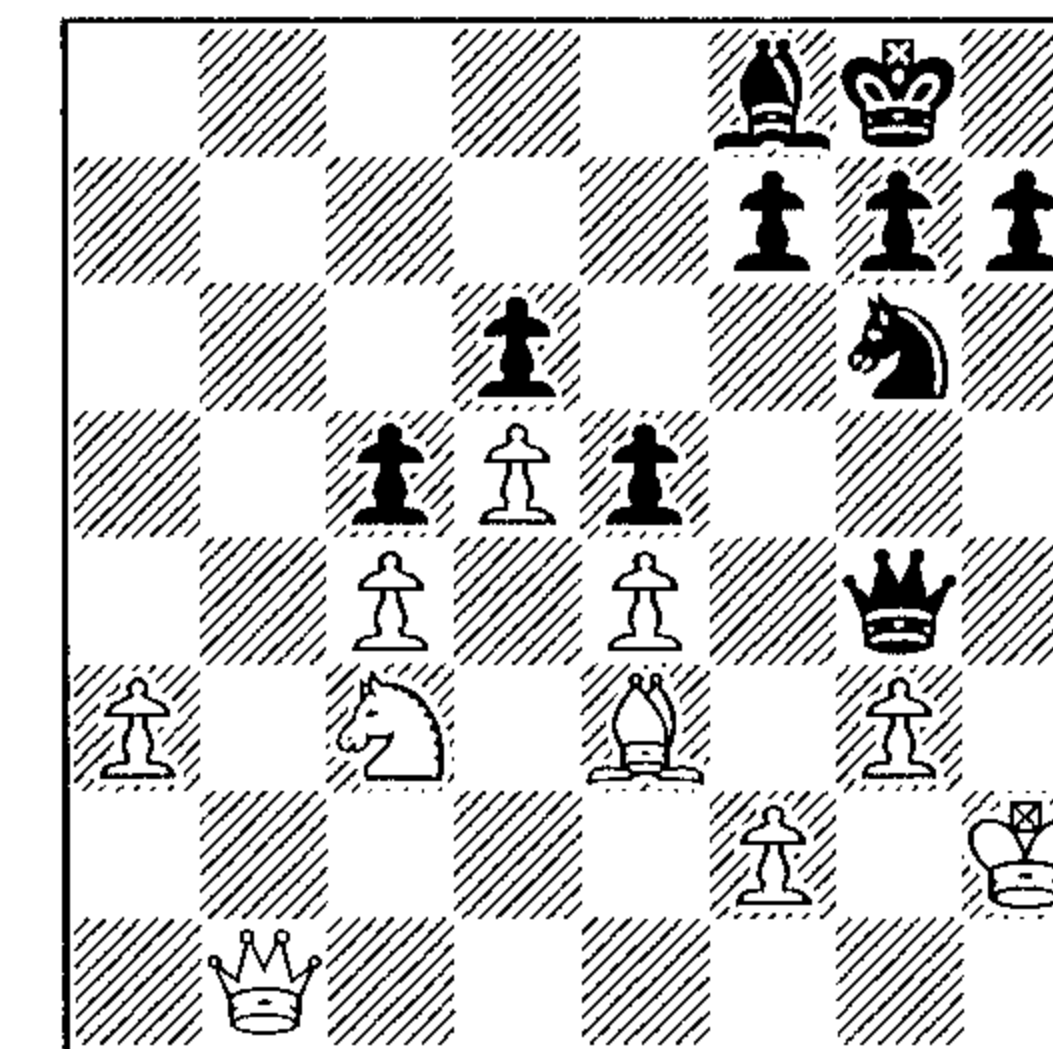
The White queen can now make inroads into Black's position. The queen is attacking the a-pawn and also threatening to reach c6 square where it will attack the d-pawn and also cramp Black's position. Moreover, the queen is in a position to reach the important e8 square if Black's queen leaves the first rank. Black recognizes that the cost of protecting the a-pawn is too great, and so he gives control of the b-file wholly to White.

28. ... Qc8

To be considered is 28. ... Qb2, but it would fail after 29. Qe8+ [not 29. Nb5 because of 29. ... Bg5! 30. Nxd6 h6 31. Nf5 Bxe3 32. Nxe3 Nf4 33. gxf4 (33. Qc2 Qxc2 34. Nxc2 Nd3 35. Kg2 Kf8, with a very difficult endgame to win) 33. ... exf4, and White would have no better than a draw with 34. Qe8+ Kh7 35. Qxf7 followed by a perpetual check] 29. ... Nf8 (if 29. ... Bf8 30. Nb5 followed by Nxd6 and wins) 30. Qxe7 Qxc3 31. Qxd6 Qxc4 32. Bxc5 and wins. Neither is

28. ... Qb3 sufficient (in order to meet 29. Nb5 with 29. ... h6) because of 29. Qc6 Nf8 (if 29. ... Qxc6 30. dxc6 Bd8 31. Nd5 and wins) 30. Nb5, and Black will be slowly crushed.

29. Qxa7	Qxg4
30. Qb8+	Bf8
31. Qb1	...



Not 31. a4 Nf4 32. gxf4 exf4, and White must guard against the mate to follow after 33. Bd2 f3. The only other possibilities are 33. Bxf4 and 33. Qb1, either of which would probably lead to a draw.

31. ... h5?

Played in time trouble and it loses quickly. The only try is 31. ... Nf4, after which White would have to play very accurately in order to score the point. The correct continuation for White is 32. Qf1 (if 32. gxf4 exf4 33. Bd2 f3 34. Qf1 Qh4+, and if 35. Qh3 Qxf2+, etc.; if, in this same variation, 34. Qh1 Be7 35. Be3 Bf3 with the winning threat of ... Be5+) 32. ... Qh5+ 33. Kg1 Nh3+ 34. Kg2 Nf4+ (if 34. ... Qg4 35. f3) 35. gxf4 Qg4+ 36. Kh2 exf4 37. Qh3 Qxh3+ 38. Kxh3 fxe3 39. a4 (better than 39. fxe3).

32. Qd1! Qc8

After the exchange of queens, Black's position would be hopeless.

33. Qxh5 Qa6

Black attempted to get play on the kingside but without success. He now tries his luck on the other wing, but this, too, is doomed to failure.

34. Nb5	Qa4
35. Qe2	Qb3

36. Kd2	Be7
37. Bc2	Qc2
38. Kf1	...

White proceeds to untangle himself so that he will be in a position to advance his passed a-pawn.

38. ...	f5
---------	----

A last try for breath!

39. Be1	Qxe4
---------	------

Neither is 39. ... Qb1 sufficient on account of 40. a4 fxe4 41. a5 Qa1 42. Qxe4 Nf8 43. Kg2 Bd8 44. Bc3 Qa2 45. Nxd6, etc.

40. Qxe4	fxe4
41. a4	Nf8
42. a5	Nd7 and Resigns

GAME 33

Duet for c-file and KB

I usually have trouble scoring the full point against Grandmaster Arthur Bisguier; he is always alert tactically and wins many games thanks to his flair for counterplay. In the present game my pressure against c6 and along the c-file and my KB's diagonal, becomes unbearable for Black. He decides to sacrifice a pawn for counterplay, but this fails to materialize and White's conquest of the Black queenside (and the pawns that go with it) ends the game.

U.S. Championship New York, 1972

RETI OPENING

S. Reshevsky	A. Bisguier
1. Nf3	d5
2. g3	Nc6
3. c4	dx c4
4. Qa4	g6
5. Bg2	...
If 5. Ne5? Qd5!	
5. ...	Bg7
6. Nc3	Nh6

Intending to post this knight at d4.

7. Qxc4	Nf5
8. 0-0	0-0
9. d3	...

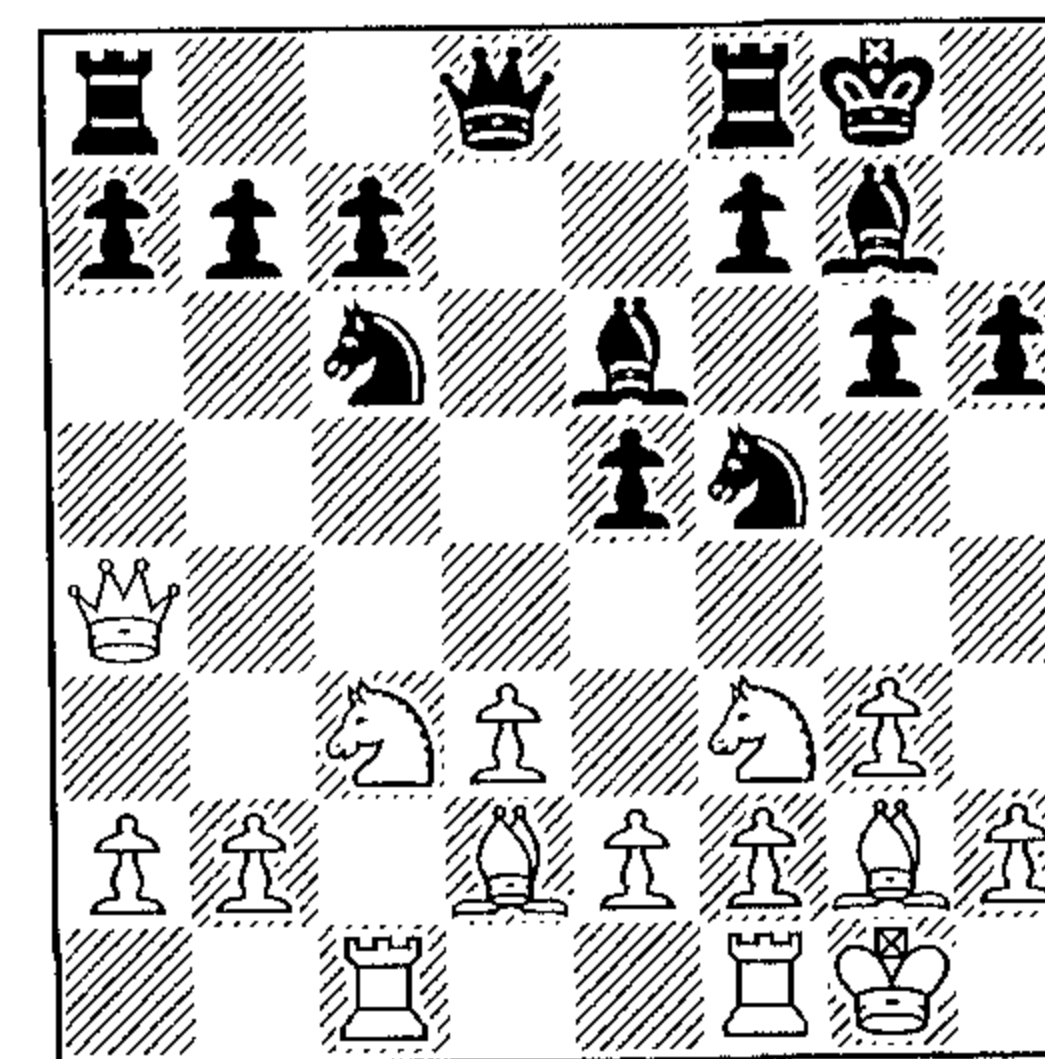
I considered 9. e3 (in order to prevent ... Nd4), but after 9. ... e5 I would have trouble completing my development.

9. ...	h6
--------	----

This is played to prevent Ng5. Black intends to develop his bishop to a6, not a safe square if White's knight could jump to g5. As we will see, this bishop, which is so vital to the defense of the queenside, is later exchanged for a White knight, after which the queenside collapses.

That's one of the reasons Black's QB is often called the "problem" bishop.

10. Bd2	e5
11. Rac1	Be6
12. Qa4	...



Black seems to have succeeded in developing, and the position may appear level to the superficial eye; but White enjoys an advantage because he controls the half-open c-file while his KB is in a position to add to the annoying pressure against Black's queenside.

12. ...	Nd6
---------	-----

A necessary retreat to prevent the maneuver Ne4-c5.

13. Be3	Qd7
14. Rfd1	...

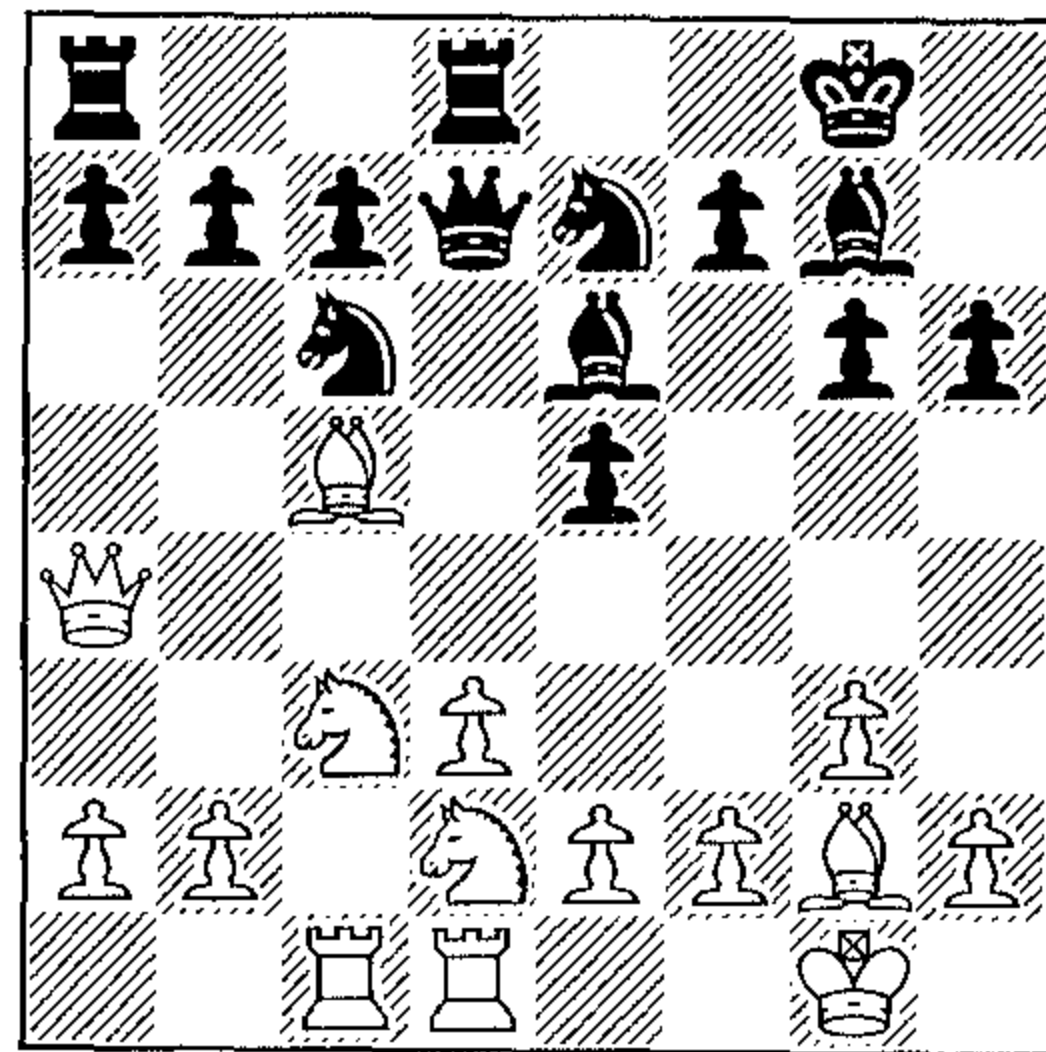
Intending to continue with d4, which Black refuses to allow with his next move.

14. ... Nf5
 15. Bd2 ...
 15. Ne4 is worth considering.
 15. ... Nd6
 16. Be3 Nf5
 17. Bc5 Rfd8
 18. Nd2 ...

The KB now comes into play. The combined pressure of White's rook, bishop, and queen against c6 and, indirectly, b7 seriously cramps Black's activity. Compare the scope of the respective king bishops.

In view of this, Bisguier decides to risk sacrificing a pawn in order to free his pieces. The risk is too high and the plan fails.

18. ... Nfe7?



The losing move: White simply accepts the pawn sacrifice, and Black receives insufficient compensation. I later asked Bisguier why he had chosen this move, and his answer was that he did not like his position anyway and decided to give up a pawn for possible counterplay. A better try is 18. ... Ncd4 19. Qxd7 Rxd7 20. Bxb7 Rb8 21. Bg2 Rxb2 22. e3 Nc2 (22. ... Nb5 23. Nxb5 Rxb4 24. Bc6, etc.) 23. Nc4 Bxc4 24. dxc4 Rxd1+ 25. Rxd1, with advantage for White, but not necessarily a won game.

19. Bxe7 Nxe7
 20. Bxb7 ...

So that if 20. ... Qxa4 21. Nxa4, protecting the b-pawn.

20. ... Rab8
 21. Bf3 ...
 Not 21. Qxa7? c6, winning a piece.
 21. ... Rxb2
 22. Qxa7 ...

True, Black has the advantage of the two bishops, but that proves insufficient compensation for the extra passed pawn.

22. ... Nf5
 23. e3 ...

Preventing the incursion of the knight to d4. The White queen pawn is immune to capture (23. ... Qxd3? 24. Nde4).

23. ... Bf8
 24. Nc4 ...

Compelling Black to give up one of his bishops and to open the queen file.

24. ... Bxc4
 25. dxc4 Qc8
 26. c5 ...

I considered 26. Nd5 but rejected it because of 26. ... c6 27. Nf6+ (if 27. Nb6 Rxd1+ 28. Rxd1 Qe6 with the possibility of ... e4) 27. ... Kg7 28. Ne4 (28. Nd7? Rb7, and if 28. Nb6 Rxd1+ 29. Rxd1 Qe6 with counterchances) 28. ... Qa8.

The purpose of the text move is to deactivate Black's bishop.

26. ... h5

At the moment Black can undertake nothing; he has to await White's actions. White therefore has time to consolidate his position slowly and make his extra pawn count. Observe that the c-file is no longer open: if White seems to have wrung all the advantage out of it that he can, look again eight moves from now.

27. Qa3 ...

Forcing the rook from the seventh rank and thus spoiling any counterplay Bisguier may be hoping for.

27. ... Rb8
 28. Rxd8 Qxd8
 29. Ne4 Ng7

The knight is accomplishing nothing where it is; so Bisguier tries to relocate it to a more favorable post.

30. Qa6 Ne6
 31. Rd1 Qc8

The only square. 31. ... Qe7? 32. Rd7, winning the queen.

32. Qc6 ...

The exchange of queens would give Black counterplay. The text move gives me a lasting bind on the position.

32. ... Bg7

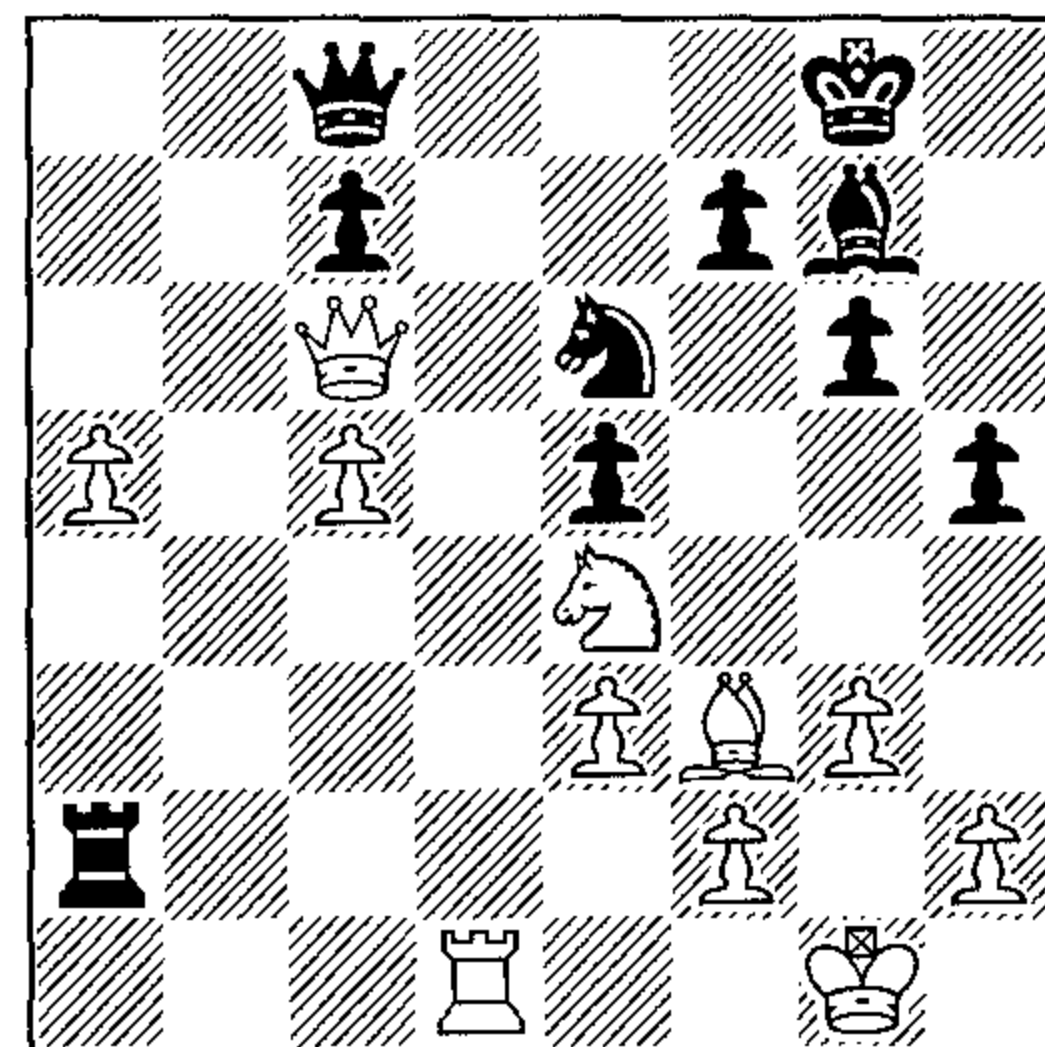
33. a4 ...

Now that Black's forces are immobilized, it is time to advance the passed pawn.

33. ... Rb2

Reaching the seventh rank—just a stab in the dark.

34. a5 Ra2



35. Nd6! ...

The crusher! Thanks to the nice vertical pin on the "closed" c-file, Black's position falls apart.

35. ... Qd8

36. Nxf7 Qf6

It appears that White is in trouble at this point: two pieces are attacked. But...

37. Ng5! ...

Bisguier told me after the game that he had overlooked this move. 37. Nd8 would have accomplished the same thing.

From the opening of this game the struggle has proceeded from the pressure exerted on the open c-file or along the diagonal of White's KB. The c-file has done its work; now the long white diagonals, marking a great "x" at d5, do theirs.

37. ... Nxf7

38. Bd5+ ...

The point!

38. ... Kh7

39. Qxf6 Nh3+

40. Kg2 Resigns

GAME 34

Restricting Opponent's Development

The Gruenfeld Defense is a pet opening of German Grandmaster Wolfgang Uhlmann. But Mark Taimanov of the USSR is certainly not unfamiliar with its nuances. He obtains a clear advantage in that his active pieces exert annoying pressure at various points. Becoming impatient, however (a characteristic of Taimanov), he goes for the win of a pawn and in so doing jeopardizes his advantage.

One of the values of controlling open lines is that eventually the opponent, unless he has full compensation, will be forced to make positional concessions or submit to an attack. "Cashing in" too soon, as Taimanov does for one measly pawn, is illogical because the type of advantage he holds at the time calls for increasing the pressure not releasing it.

USSR vs. the Rest of the World

Belgrade, 1970

GRUENFELD DEFENSE

M. Taimanov	W. Uhlmann
1. d4	Nf6
2. c4	g6
3. Nc3	d5
4. Bg5	Ne4
5. Bh4	c5
6. cxd5	Nxc3
7. bxc3	Qxd5
8. e3	Bg7
9. Qf3	Qd8

Exchanging queens advances White's development and emphasizes Black's problems with his e-pawn.

10. Bb5+ Nd7
11. Ne2 0-0

Black has succeeded in castling but has had to lose a little time to protect his e-pawn (9. ... Qd8). His development is therefore somewhat retarded.

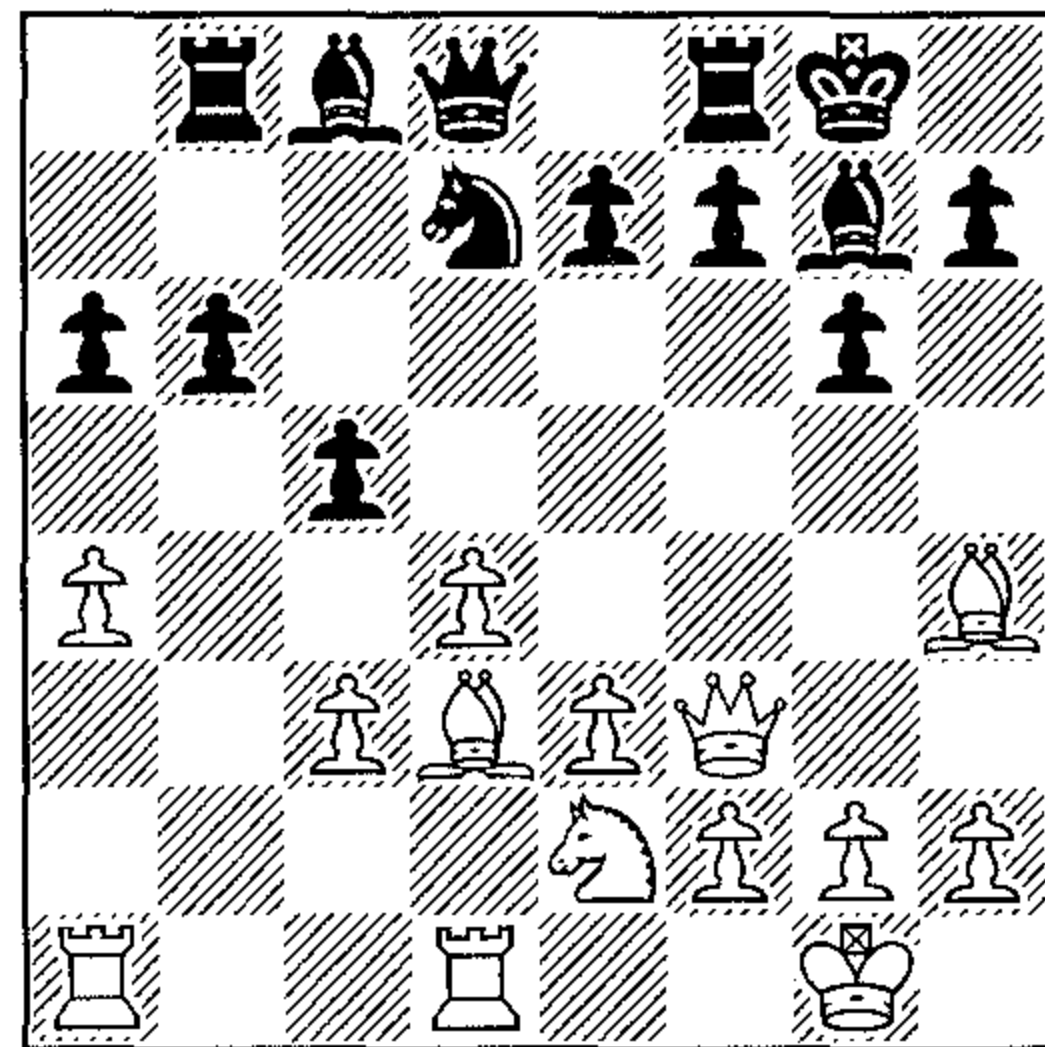
12. 0-0 a6
13. Bd3 Rb8

Black's e-pawn remains a headache for him; otherwise, he could continue favorably with 13. ... Ne5. With the text move Black seeks to free himself with ... b5, but White thwarts this easily. The cumbersome maneuvers by Black underscore the value of the aggressively posted White pieces.

14. a4 b6

14. ... b5 is now unavailing because of 15. axb5 axb5 16. Rfb1, and the b-pawn falls.

15. Rfd1 ...



15. Be4 would be met by 15. ... Nf6 16. Bc6? Bg4 and wins.

15. ... Qe8?

This causes Black serious difficulty. Mandatory is 15. ... Bb7; then if 16. Be4 Bxe4 17. Qxe4 Nf6, or if 16. Qh3 Qe8, in both cases with a playable game.

16. Be4! ...

White's bishops enjoy open lines: the QB exerts pressure on the e-pawn, and the KB halts the development of Black's pieces. White definitely stands better.

16. ... e5

If 16. ... Nf6 17. Bxf6 (not 17. Bg3 Bg4, and not 17. Qf4 e5! 18. dxe5

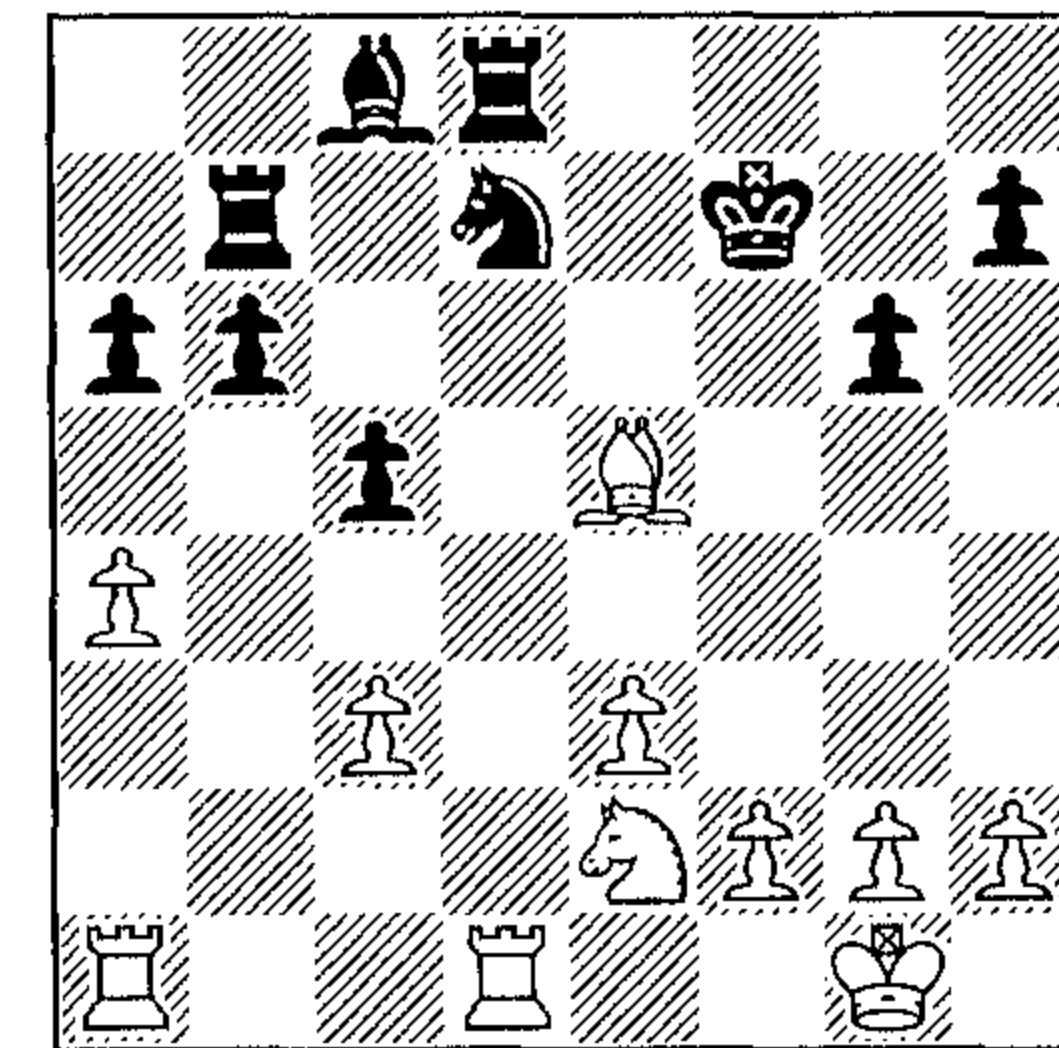
Nxe4 19. Qxe4 Qxe5) 17. ... exf6 (if 17. ... Bxf6 18. Bc6 Bd7 19. Bxd7 Qxd7 20. dxc5) 18. Bc6 Qe7 19. Nf4 with advantage.

17. Bc6 Qe6
18. Bg3 Rd8
19. dxe5? ...

Taimanov is eager to win a pawn, but as soon as he does he is confronted by serious problems. With 19. Rab1, Black is placed in virtual zugzwang: for instance, if 19. ... Nf8 20. dxe5 Rxd1+ 21. Rxd1 Bxe5 22. Nf4 Qf6 23. Nxc6! and wins.

The text move leads to the exchange of several pieces and reduces White's advantage because it is precisely in the activity of those pieces that his advantage lies. And the extra pawn is not worth very much in an endgame with opposite-colored bishops.

19. ... Bxe5
20. Bd5 Qe7
21. Qxf7ch Qxf7
22. Bxf7+ Kxf7
23. Bxe5 Rb7



24. Bf4? ...

As will be noted later, the text move is not the best since it gives Black an opportunity to gain a tempo with ... g5, attacking the bishop. Consequently, correct is 24. Bg3. Although White is a pawn ahead, it is difficult to score the point because of the bishops of opposite colors and the superior pawn structure Black enjoys on the queenside.

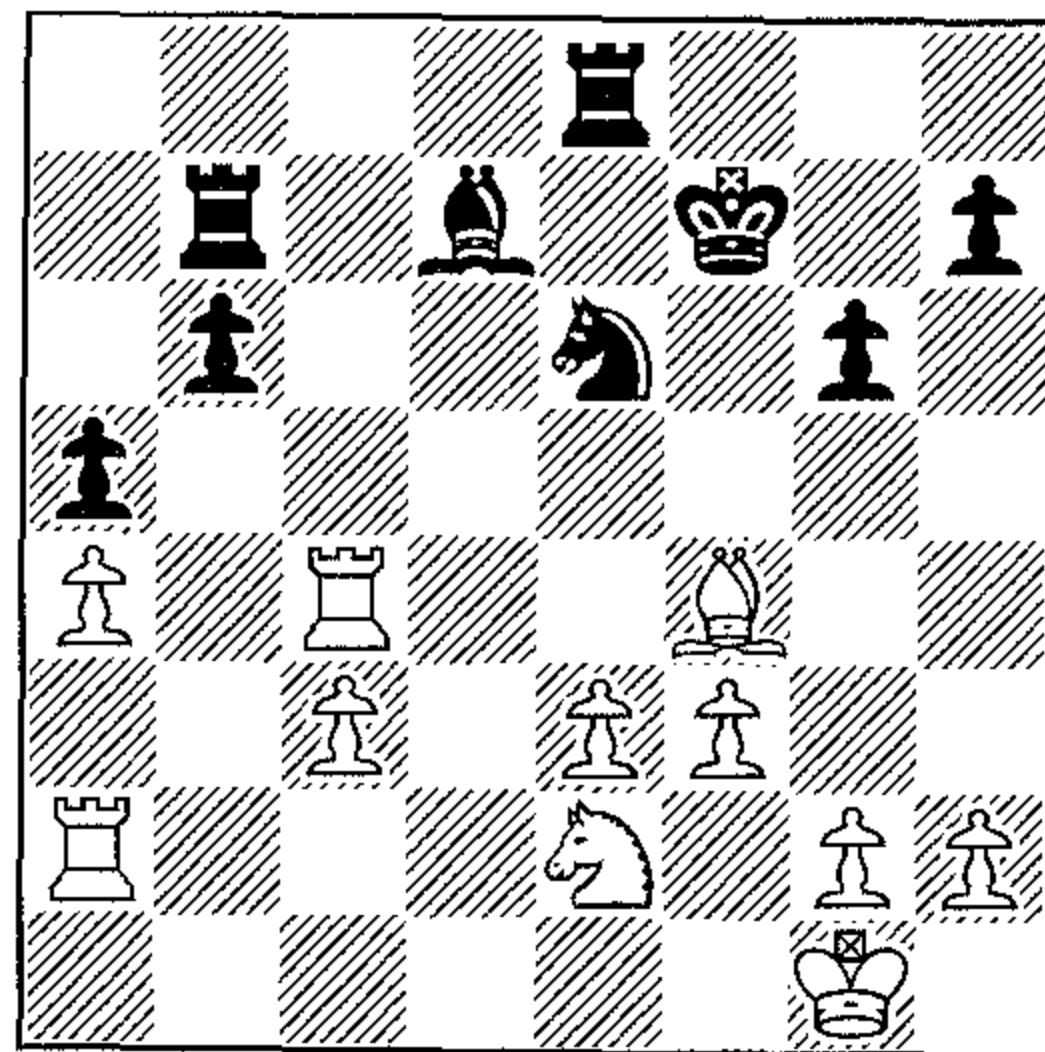
24. ... Re8
25. f3 c4
26. Rd4 Nc5!

Sacrificing the pawn for counterplay. Unsatisfactory is 26. ... b5 27. axb5 axb5 28. Ra6 Nc5 29. Rc6 Nd3 30. Bg5 or 30. Bh6 with good prospects.

27. Rxc4	Be6
28. Rb4	a5
29. Rb2	Bd7
30. Rba2	Nb3
31. Rd1	...

If 31. Rb1 Nc5.

31. ...	Nc5
32. Rd4	Ne6!
33. Rc4	...



Unavailing is 33. Re4 on account of 33. ... Bc6 34. Re5 Nc5, winning the a-pawn.

33. ...	g5!
34. Bd6	Nc5

The point of Black's previous move. If 35. Bxc5 Be6, and White does not have the rejoinder 36. Rf4+.

35. Nd4	...
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Preventing ... Be6.

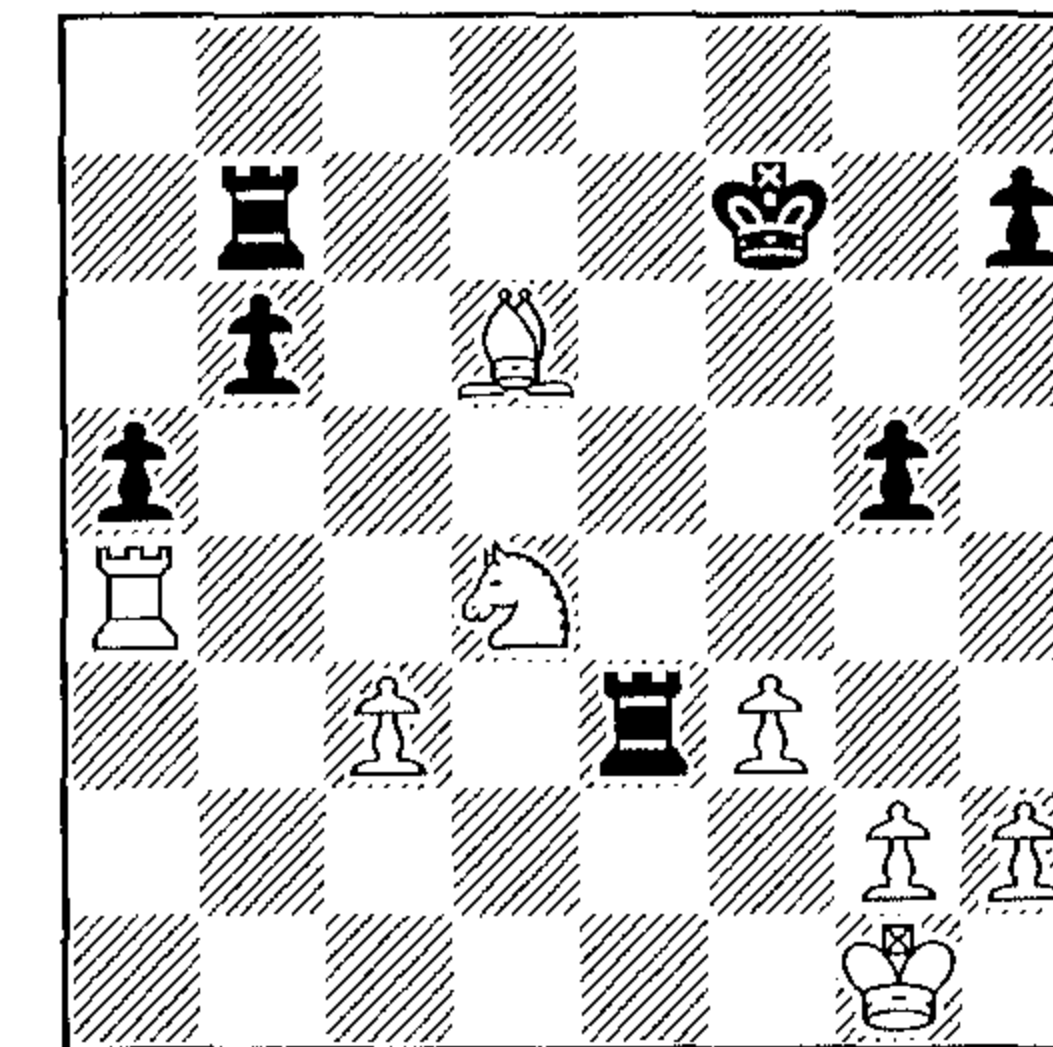
35. ...	Nxa4
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Unsatisfactory for Black is 35. ... Rxe3 36. Bxc5 bxc5 37. Rxc5 Ra7 38. Kf2, winning the g-pawn.

36. Rxa4	Bxa4
37. Rxa4	Rxe3

The pawns are equal, the opposite-colored bishops are gone, and White retains a slight material advantage. In addition, Black's

rooks are not working together to make the most of their combined strength on open lines. White's next move solves this problem for Black.



38. Nb5?	...
----------	-----

White had a difficult choice here, and the text move relinquishes the advantage. Unsatisfactory also is 38. c4 because of 38. ... Rd3 39. Nb5 (if 39. Be4 Re2 40. Nc6 Re6, etc.; if 39. Nf5 Ke6; if 39. c5 bxc5 40. Bxc5 Rb2 with the double threat of ... Rd1 mate and ... Rdd2, which White could not parry) 39. ... Rd7 40. Bc7 Rb3 (threatening ... Rxb5) 41. Bxb6 Rd2, again with the double threat of mate and of doubling the rooks on the seventh rank. But White could retain the advantage with 38. Ra3 Re1+ (otherwise White could proceed with the consolidating 39. Kf2) 39. Kf2 Rb1 40. c4 with good prospects because Black has difficulty effecting concerted action by his rooks.

38. ...	Re1+
39. Kf2	Rb1
40. c4	Rd7
41. Be5	Rd2+
42. Ke3	Rxg2
43. Ke4	Rb4
44. Rxb4	axb4
45. Nd4	Ke7
46. Bc7	...

Unsatisfactory is 46. Kd5 Kd7 47. c5 bxc5 48. Kxc5 Rb2 49. Kc4 h5 since White cannot make progress, for if 50. Nb3 Rb2. And if 46. Kc5 Kc7 47. h3 h6 and White is stymied.

46. ...	Kd7
47. Bxb6	b3!
If 47. ... Rxh2 48. c5 wins.	
48. Nxb3	Rb2
49. Be3	...
The piece cannot be saved, for if 49. Nc5+ Kc6 50. Ba7 Ra2.	
49. ...	Rxb3
50. Bxg5	Rc3
51. Bf6	Rxc4+
52. Kf5	Rc2
53. h4	Rf2
54. f4	Ke8
55. Kg5	Rg2+
56. Kh5	Rg6
57. Bg5	Kf7
58. f5	Rc6
59. f6	Ke6
60. Kh6	Rc7
61. Be3	Draw

GAME 35

Lines to the King

Levente Lengyel, conducting the Black pieces, chooses the Nimzo-Indian Defense. In this opening White usually retains the two bishops against Black's bishop and knight. This is a potentially dangerous situation for Black because in an open position the bishops attain their greatest power. So Black must try to keep the position closed. But Black, failing to find the obvious solution, makes an inferior move on his 15th turn; he later told me that the move in fact had the approval of theoreticians. The practical value of the move is more accurately demonstrated by Black's resignation nine moves after making it.

Chess Olympics Siegen, 1970

NIMZO-INDIAN DEFENSE

S. Reshevsky	L. Lengyel
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. e3	0-0
5. Nf3	b6
6. Bd3	Bb7
7. 0-0	d5
8. Bd2	...

An alternative is 8. cxd5 exd5 9. Ne5 Bd6 10. f4 c5 11. Bd2 Nc6.

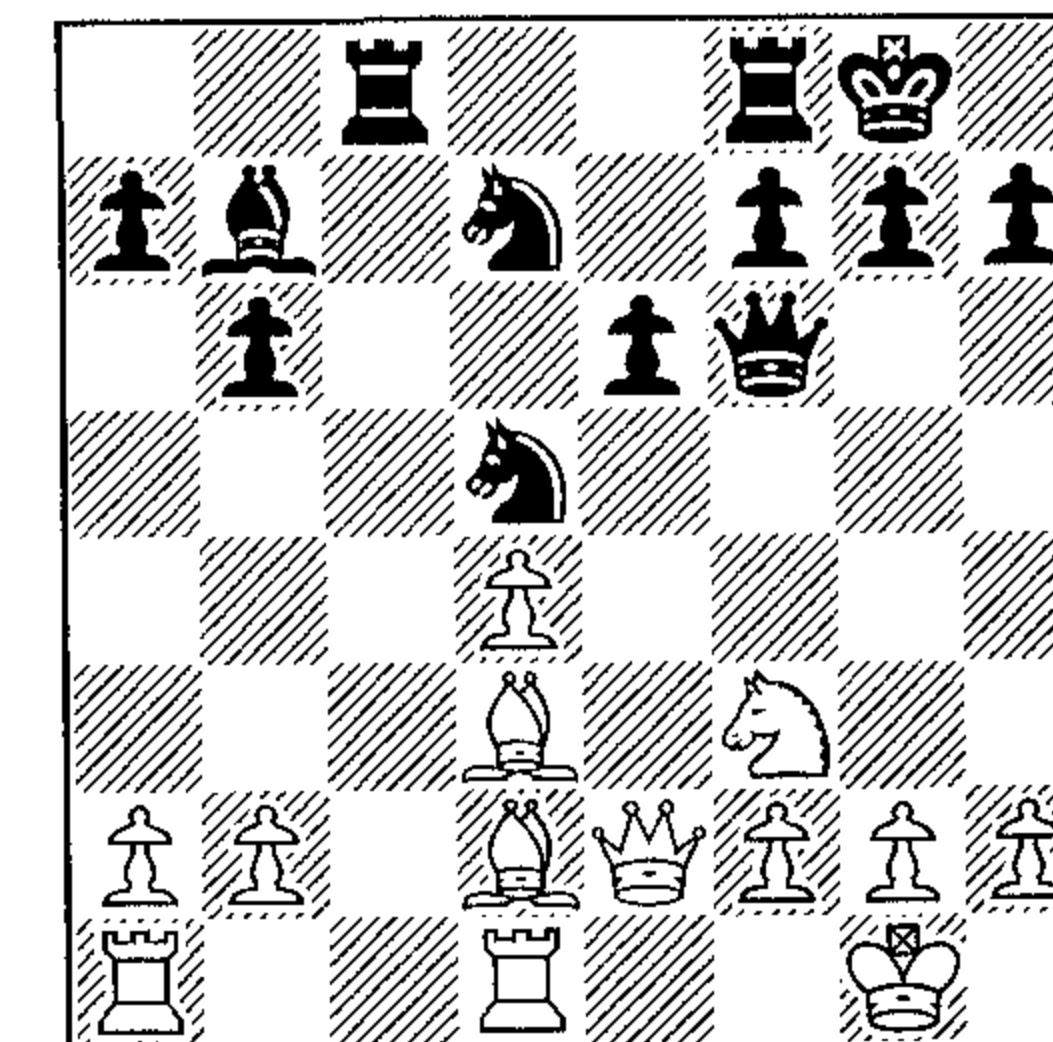
8. ...	dx4
9. Bxc4	c5
10. Qe2	Nbd7
11. Rfd1	cx4
12. ex4	...

More promising than 12. Nxd4 Ne5 13. Bb3 (13. Ba6 Qc8) a5 with the possibility of continuing ... Ba6.

12. ...	Rc8
13. Bd3	Bxc3
14. Bxc3!	...

Superior to the usual 14. bxc3 Qc7, and if 15. c4 Bxf3 16. Qxf3 e5 with a good game for Black.

14. ...	Nd5
15. Bd2	Qf6?



A dubious move, to say the least. The simple 15. ... Qe7 is necessary, giving White only a slight positional advantage. Black is hoping for 16. Bg5? Nf4! 17. Qe3 Nh3+! (not 17. ... Nxc2 18. Kxc2 Bxf3+ 19. Kg1 and wins) with the better position.

16. Ng5! ...

With open lines for the bishops, White is able to undertake aggressive action against the king.

16. ... Qxd4?

16. ... g6 is mandatory, although after 17. Ne4 Qe7 (not 17. ... Qxd4 18. Bh6 Rfd8 19. Nd6 and wins) 18. Bg5 f6 19. Bh6, White would have excellent prospects for an attack, since Black's king position would be considerably weakened.

17. Bxh7+ Kh8

18. Be3! ...

The winning move, for this enables White's rook to take part in the ensuing assault via d4-h4.

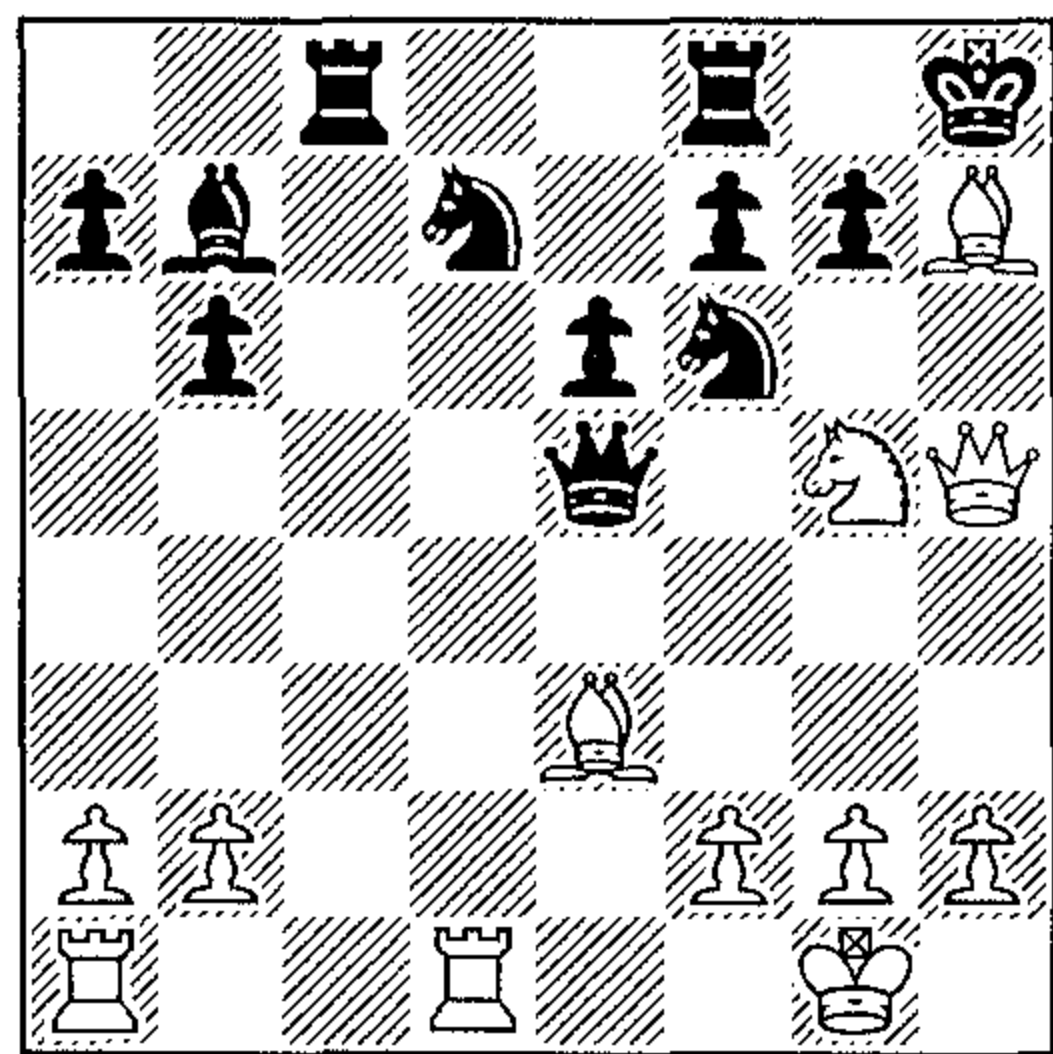
18. ... Qe5

There is no better. If 18. ... Qh4 19. Rd4 Qh6 20. Nxf7+, etc. If 18. ... Qc4 19. Bd3 Qh4 20. g3 and wins.

19. Qh5 ...

Now that White has gained complete control of the h-file, Black's monarch is at the mercy of White's forces.

19. ... N5f6



The only move. If 19. ... N7f6 20. Nxf7+, winning the queen.

20. Qh3! ...

Preparing Rd4-h4.

20. ...	Bd5
21. Rd4	g6
22. Qh6	Rc4
23. Bxg6+	Kg8
24. Bh7+	Resigns

GAME 36

The Two Bishops Denied

The outcome of this game would decide whether or not Czech Grandmaster Vlastimil Hort would qualify for the next step in the world championship cycle: a win would qualify him, a draw or a loss would drop him out.

The opening of this tense game leaves Hort with a slight advantage in the potential power of the two bishops. Such potential, however, can be realized only in open positions, and so Black's job in this case is to keep the position closed or at least to prevent the White pieces from operating effectively. White offers the exchange of queens expecting to steadily increase the scope of his other pieces without worrying about Black's counterplay. But he weakens his queenside in permitting the queen exchange, and this gives Black the opportunity later to disrupt White's rooks through timely counteraction.

It is well known that the two bishops are most effective when their owner also controls an open file with his rooks. Note the great importance, therefore, of Black's 26th and 27th moves, denying White's rooks vital squares on the queen file.

Interzonal Playoff Match Los Angeles, 1967

ENGLISH OPENING

V. Hort	S. Reshevsky
1. c4	Nf6
2. Nf3	c5
3. Nc3	e6
4. d4	cxd4

5. **Nxd4** **Nc6**
 6. **Ndb5** ...

This was unusual when this game was played. More popular was 6. g3 or 6. e3. The text was probably intended as a surprise.

6. ... **Bb4**
 7. **a3** ...

Not dangerous for Black is 7. Nd6+ Ke7 (7. ... Bxd6 8. Qxd6 is awkward for Black) 8. Nxc8+ (against 8. Bf4, Black could reply with either 8. ... h5 or 8. ... Qa5) 8. ... Rxb8 9. Bd2 d5 with equality.

7. ... **Bxc3+**
 8. **Nxc3** **d5**
 9. **Bg5** **0-0**
 10. **e3** ...

After 10. cxd5 exd5 11. Bxf6 Qxf6 12. Qxd5 Rd8 followed by ... Nd4, Black has the much better development and more than sufficient compensation for the pawn.

10. ... **h6**
 11. **Bh4** ...

Even now the pawn is immune: 11. cxd5 hxg5 12. dxc6 bxc6 with equal chances; and if 11. Bxf6 Qxf6 12. cxd5 Rd8, and Black would encounter no difficulty regaining the pawn.

11. ... **dx4**
 12. **Bxc4** **Ne5**
 13. **Be2** **Ng6**

Finally disposing of the annoying pin.

14. **Bg3** **Bd7**
 15. **0-0** **Bc6**

Now that Black has succeeded in developing the bishop, I felt that White's two bishops would confer only a minimal edge.

16. **Rc1** **Qa5**

I discarded 16. ... Qxd1 17. Rfxd1 Rfd8 18. Nb5 Bxb5 19. Bxb5 because of the substantial pressure exerted by the bishops. Also unappetizing to me was 16. ... Qxd1 17. Rfxd1 a6 18. b4 (threatening a4 and b5), and if 18. ... Nd5, then 19. Nxd5 Bxd5 20. Rc7 Rac8 21. Rdc1 with pressure.

17. **Qb3** **a6**

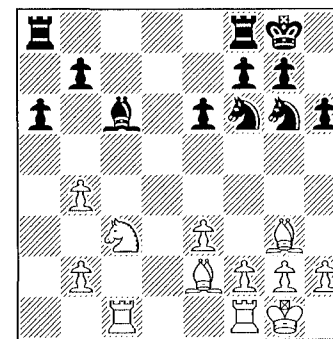
To prevent Nb5.

18. **Qb4** ...

I expected 18. Qa2 with the idea of continuing 19. b4. I intended to meet it with 18. ... b5 19. b4 Qb6.

Hort chooses to exchange queens because Black's queen and his other pieces are favorably posted, and he sees no chance of making progress in the middlegame. He therefore looks to the endgame, hoping that his two bishops may be put to better use.

18. ... **Qxb4**
 19. **axb4** ...



To appraise the ensuing endgame: White still has the two bishops but is saddled with a doubled pawn. The bishops can be a threat but the doubled pawn can be a liability. Black has no visible weaknesses, and at the moment White controls no open files and has no immediate prospects of making inroads. The position is approximately even.

This is not the same as saying that it is drawish, however. White's position does have possibilities, and it is up to Black to see that those possibilities do not become dangerous.

19. ... **Rfd8**
 20. **Rfd1** **Ne7!**

This knight now begins to play an important role. It is headed for d5 to attack the b-pawn and to keep the d-file closed.

21. **Kf1** **N7d5**
 22. **Rd4** ...

So that if Black decides to exchange knights, White's pawns will be undoubled. Black, of course, has no such intention.

22. ... **Rac8**

Not bad, but more prudent is 22. ... Kf8 to get the king to e7. Black should be ready to exchange rooks on the d-file if necessary.

23. **Rcd1** **Re8**

24. e4 was the immediate threat.

24. Nxd5 ...

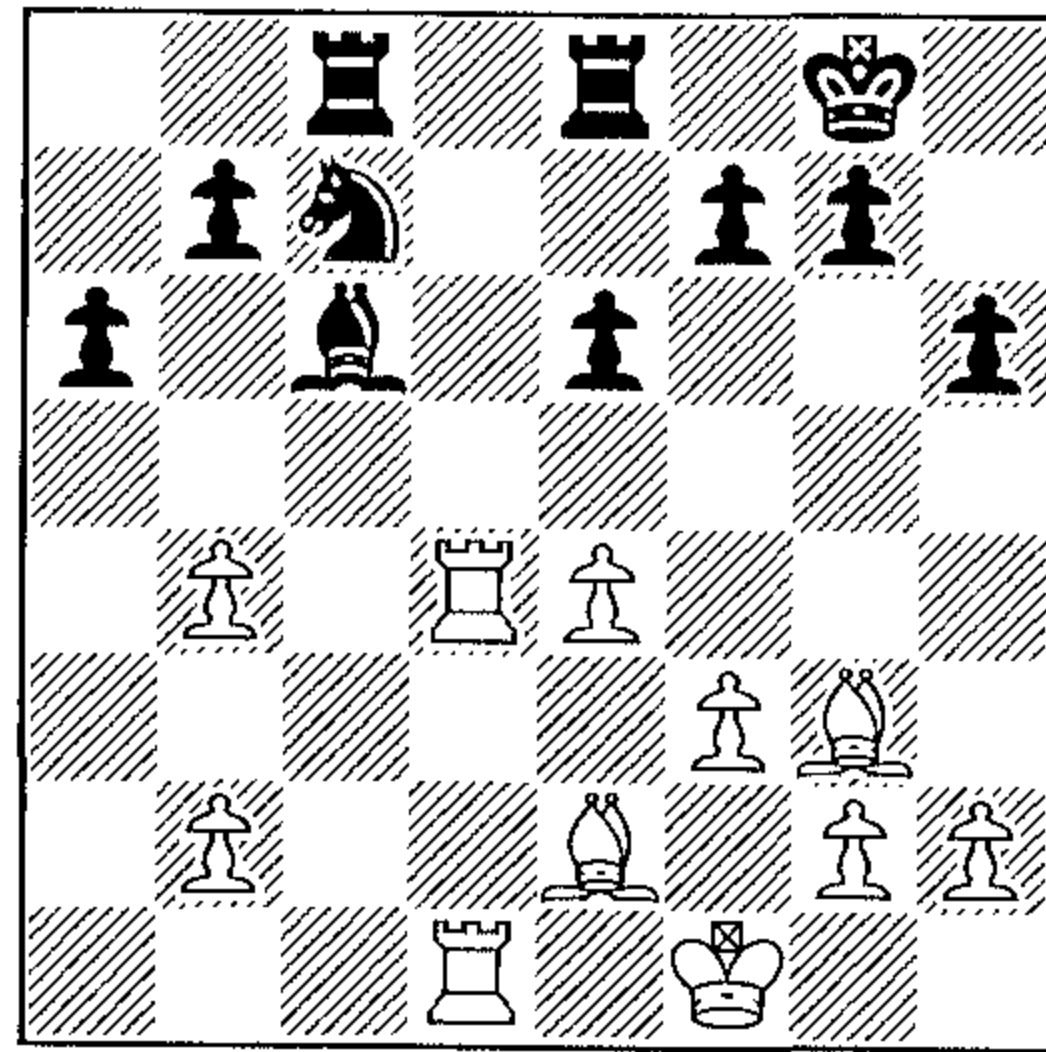
Interesting but unproductive is 24. b5 Nxc3 25. bxc6 Nxe2 (not 25. ... Nxd1? 26. cxb7 Nxb2 27. bxa8=Q Rxa8 28. Rb4, etc.) 26. cxb7 Nxg3+ 27. hxg3 Rab8 and wins.

24. ... **Nxd5**

24. ... exd5 gives Black an isolated pawn, and 24. ... Bxd5 permits White to get rid of his doubled pawn with 25. b5, for if 25. ... a5 then 26. b6 threatening to cut off Black's rook by 27. Bc7.

25. e4 **Nc7**

26. f3 ...



White plans to bring the queen bishop to f2 after it is blocked by ... e5. From f2 the bishop aims for c5, where it can be useful in harassing the Black king. For instance, 26. ... e5 27. R4d2 f6 (in order to bring the knight to e3) 28. Bc4+ Kf8 29. Bf2 (threatening 30. Bc5+) Ne6 30. Rd6, and Black is in an inextricable position. This is a serious problem for Black. One thing is certain: I have to bring my king to e7 and neutralize the White rooks.

Hort and I each had about half an hour left for the remaining fifteen moves. A tense situation.

26. ... **Ba4!**

To deprive White's rooks of an important square on the d-file.

27. R1d2 **e5**

28. Rc4 ...

White has nothing better. If 28. R4d3 f6 29. Bf2 Ne6 Black has nothing to worry about since White cannot get his KB to c4. If 28.

Rd6 Nb5 29. R6d5 (29. Rd7 Rc1+ 30. Kf2 Nd4 31. Rxb7 Nxe2 32. Kxe2 Bb5+ 33. Ke3 f6 with equality because of the bishops of opposite colors) 29. ... Rc1+ 30. Kf2 f6 with no promising continuation for White. The effectiveness of Black's 26th and 27th moves now becomes apparent. The position does not promise much for the bishops.

28. ... **f6**
29. Bf2 **Ne6**
30. g3 **Kf8**
31. Bb6 **Ke7**
32. Kf2 **Bb5**
33. R4c2 ...

Futile is 33. Rxc8 Rxc8 34. Bxb5 axb5 35. Rd5 (35. Ke2 Rc6 36. Be3 Rc4) 35. ... Rc2+ 36. Ke3 Rxb2 37. Rxb5 Kd7 38. Ba5 Kc8 with the better prospects.

33. ... **Ba4**

Simpler is 33. ... Rxc2 34. Rxc2 Bxe2 35. Kxe2 Kd7 followed by ... Rc8 with a draw.

34. Rc3 **Rc6**
35. Rxc6 ...

White is unable to avoid the exchange of rooks. If 35. Be3 Rec8 36. R3d3 R8c7.

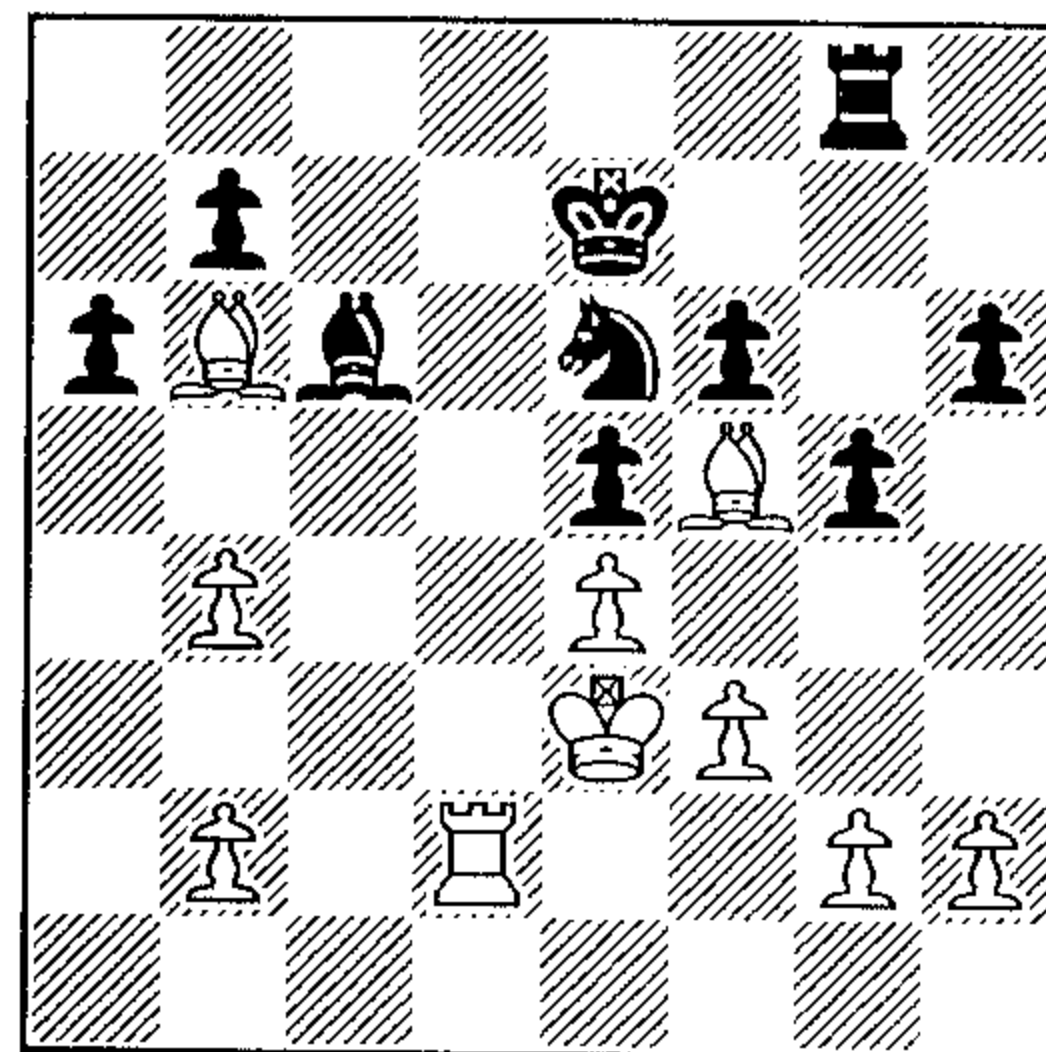
35. ... **Bxc6**
36. Ke3 **g5**

Imperative in order to prevent f4 followed by f5, which enables White's QB to reach the important square c5 and thereby harass Black's king.

37. Bf1 **Rc8**
38. Rc2 **Ra8**

Any other rook move costs a pawn by Bxa6.

39. Rd2 **Rc8**
40. Bh3 **Ra8**
41. Bf5 **Rg8**



The adjourned position. With the tension removed and thorough analysis by both sides to follow, I felt that I would be able to hold the position; my feeling proved justified.

42. Kf2 ...

I expected the sealed move to be 42. Rd1; actually, it didn't make any difference what Hort sealed. The only way White can make progress is to effect h4 in an attempt to seize control of the h-file. If 42. Rd1 Bb5 43. Rh1 (43. h4 is meaningless because of 43. ... gxh4 44. gxh4 Rg1 with Black in control of the file) 43. ... Rc8! (threatening ... Rc2 with the idea of ... Re2 mate) 44. Bc5+ Kf7 45. h4 b6 (or even 45. ... Rd8 threatening ... Rd3+) 46. Bxb6 Rc2, etc.

42. ... Bb5

43. Rd1 Rh8

44. Ke3 h5

45. h4 ...

Otherwise 45. ... h4.

45. ... gxh4

46. gxh4 Rg8

Draw

Black threatens ... Rg2, and if 47. Kf2 Nf4 again threatening ... Rg2(+). Best for White is 47. Bxe6, which leads to a simple draw because of the bishops of opposite colors.

GAME 37

The "Impregnable" Defense

Sometimes, despite gaining a substantial advantage, you find that your opponent can "stonewall it"; that is, he can set up a position in which the lines are closed and which has the appearance of impregnability. Such positions can be frustrating to the player who must win, and they tax his ingenuity to the utmost degree.

In this game, Black attempts to set up such a position, even giving up material for that purpose, when he recognizes that he is on the verge of losing. White, despite his material superiority, knows he must have new open lines in order to make his superiority count. Patient maneuvering is out of place in this kind of situation.

Maribor, 1967

BENONI DEFENSE

S. Reshevsky

L. Crepinsek

1. d4

Nf6

2. c4

c5

3. d5

e5

4. Nc3

d6

5. e4

Be7

6. Bd3

0-0

7. h3

Na6

8. a3

...

The purpose of this move is not to prevent ... Nb4 but to be in a position to play b4 after Black plays ... Nc7, and thereby to initiate action on the queenside before Black does the same with ... a6 and ... b5. While this is a reasonable plan, it precludes castling along with the idea of kingside attack because of the insecurity of the White king on the queenside after the pawn moves. To be seriously considered, therefore, is 8. Nf3 followed by Qe2 in preparation for queenside castling.

8. ...

Ne8

9. Nge2

g6

10. 0-0

Ng7

11. f4

f6?

I was very happy to see this reply since I thought that I would encounter little difficulty in scoring the point. The text obviously reduces Black to passivity. Imperative is 11. ... f5; I intended to continue 12. exf5 gxf5 (12. ... Bxf5 13. g4 Bxd3 14. Qxd3 with advantage) 13. Be3 with good positional prospects.

12. f5 g5

With the false hope of being able to block action on that wing.

13. h4 Qe8

14. g4 h6

Unavailing is 14. ... h5. There would follow 15. Kg2 gxh4 (15. ... hxg4 16. hxg5 fxg5 17. Ng3 Nh5 18. Nxh5 Qxh5 19. Rh1 followed by Qxh5) 16. Rh1 hxg4 17. Rxh4 with an overwhelming position.

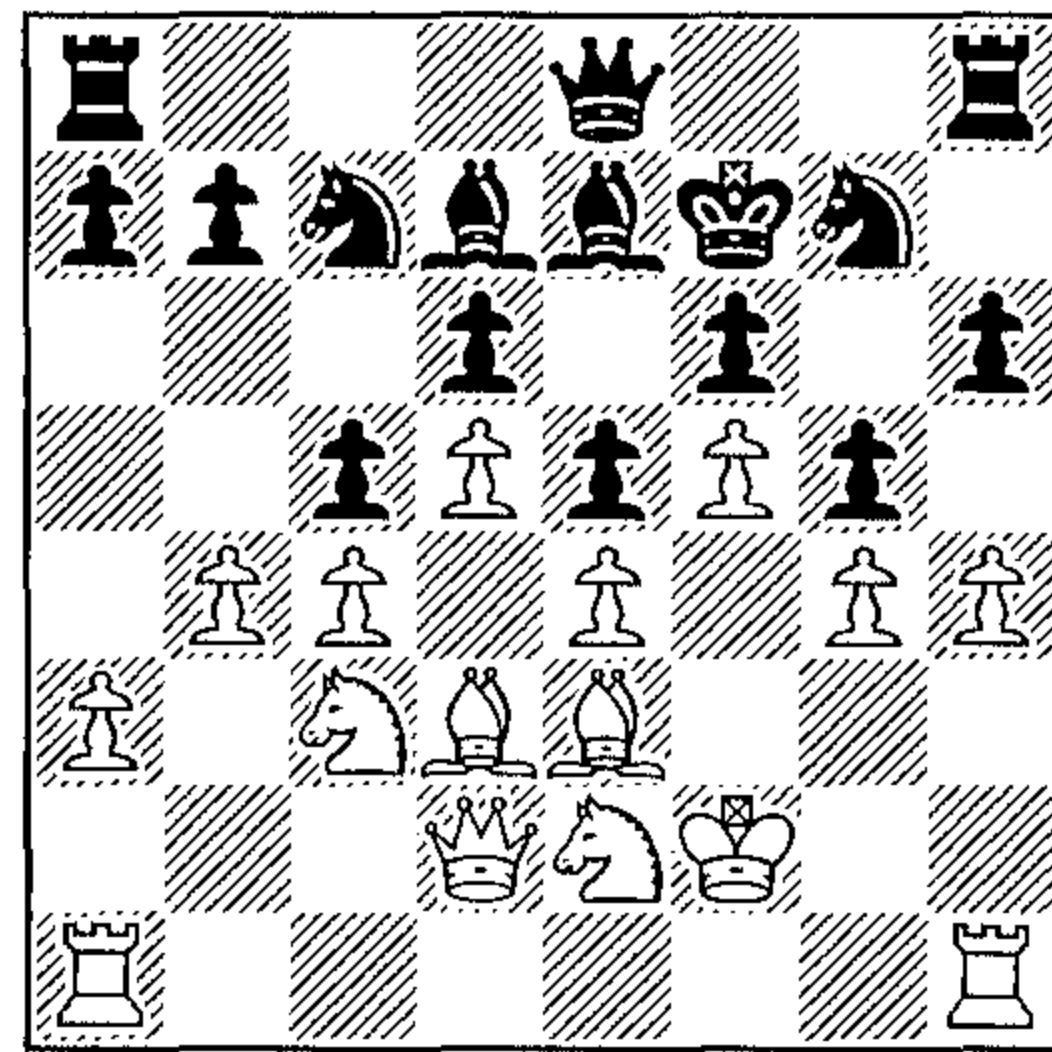
15. Kf2 Kf7

16. Rh1 Rh8

17. Be3 Bd7

18. Qd2 Nc7

19. b4 ...



To deprive my opponent of obtaining counterplay with ... b5, for then 20. bxc5 dxc5 (if 20. ... bxc4 21. Bxc4 dxc5 22. d6+) 21. cxb5 Nxb5 22. Bxb5 Bxb5 23. d6 followed by 24. Qd5+ and wins. After the text move, White's position is powerful, Black's counterchances nil.

19. ... b6

20. Rh2 Na6

21. Qb2? ...

I made this move in an effort to retain the possibility of action on the queenside, but it gives Black an opportunity to react on the

kingside because White's pressure on the g-pawn is relieved. Correct is 21. b5 Nc7 22. Rah1 Rf8 23. hxg5 hxg5 24. Rh7 with an irresistible attack since White would be in a position to mass all of his forces on the h-file and to penetrate unhindered.

21. ... h5!

22. hxg5 fxg5

23. gxh5 Rxh5

24. Rah1 Rh4

The only defense. After 24. ... Rxh2+ 25. Rxh2 followed by an eventual Qd2, the g-pawn would be lost.

The next phase of the game revolves around the struggle for control of the h-file. If White wins this struggle the game will be his; if Black gets the file, he could draw.

25. b5 Nc7

26. Qc1 Qh8

27. Qg1 ...

Threatening 28. Rxh4 gxh4 29. Qg6+ followed by f6.

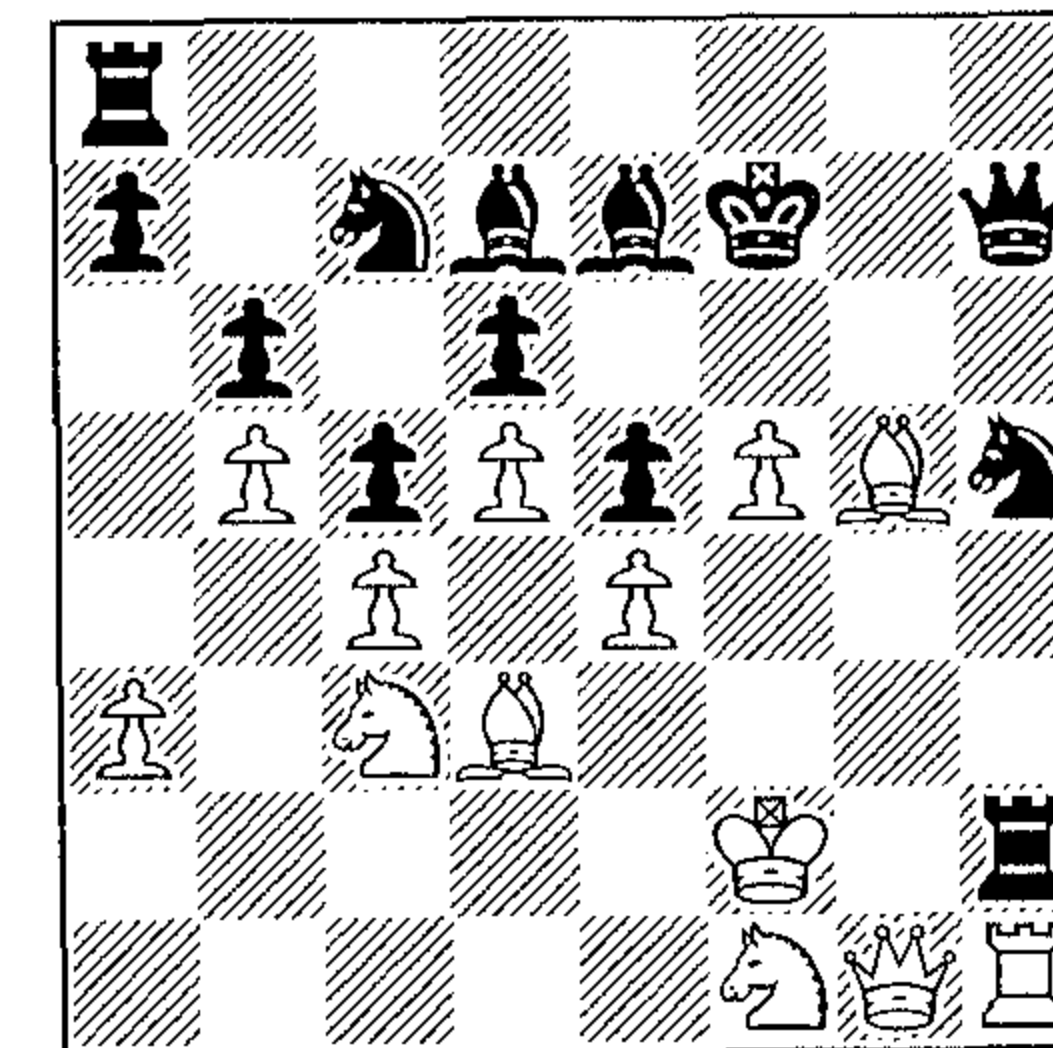
27. ... Qh5

28. Ng3 Qh7

29. Nf1 Nh5

If 29. ... Rg8 30. Nd2 (not 30. Bxg5 because of 30. ... Nxf5) 30. ... g4 (if 30. ... Nh5 31. Nf3 Rxh2+ 32. Qxh2) 31. Rxh4 Bxh4+ 32. Ke2 Nge8 33. Qh2 Rh8 34. Bf2 and wins, for if 34. ... Qh5 35. Qxh4.

30. Bxg5 Rxc2+



31. Nxh2! ...

After 31. Qxh2 Bxg5 32. Qxh5+ Qxh5 33. Rxh5 Rg8, White's task would be difficult, even though he would be a pawn ahead. Black's

two bishops and his control of the g-file would afford him drawing chances. The text move appears to be bad but has a subtle point.

31. ... Bxg5

32. Nf3! ...

Not 32. Qxg5 Nf4 33. Qg3 Rg8 and wins.

32. ... Bf6

33. Ng5+ Bxg5

34. Qxg5 Rh8

35. Be2 ...

Here I relaxed, believing that the game was over; however, Crepinsek still has something up his sleeve!

35. ... Nf6!

Giving up his queen and establishing an almost impregnable defense.

36. Rxh7+ Rxh7

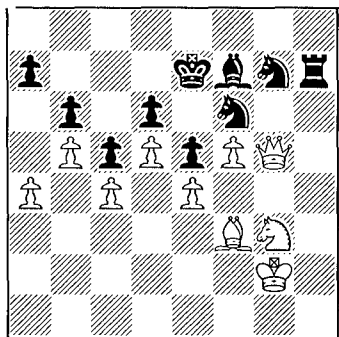
37. Bf3 Nce8

38. Ne2 Ng7

39. Ng3 Be8

40. a4 Ke7

41. Kg2 Bf7



The game was adjourned here. I sealed my move, wondering whether I still had real winning chances. After some analysis, my spirits rose as I conceived a winning plan: I had to have more open lines.

42. Kf1 Nge8

43. Qc1 Nd7

Black's plan becomes apparent. He wants to post his knight (e8) at f6. With this setup, it would be impossible for White to make progress.

44. f6! ...

By giving up this pawn, White obtains mobility for his pieces through the vital f5 square, eventually making inroads into Black's secure position.

44. ... Kxf6

No better is 44. ... Ndx6 45. a5 Nd7 46. axb5 axb5 47. Nf5+ Kd8 48. Qa3 followed by Qa8+ with decisive penetration.

45. Bg4 Nf8

45. ... Bg6 would be met by 46. a5, after which Black is without a promising continuation. The text move begins an attempt to bring the rest of Black's pieces to the kingside, where they could threaten the safety of White's king. But White comes first.

46. a5 Ng7

47. axb5 axb5

48. Qa3 Rh4

49. Bc8 Nh5

There is no defense against Qa7. Black's last-minute attempt at counterplay proves futile.

50. Nxb5 Bxb5

51. Qa7 Ng6

52. Qxb6 Kg5

Black should resign here.

53. Qd8+ Kf4

54. Qxh4+ Nxh4

55. b6 Ke3

56. b7 Be2+

57. Kg1 Nf3+

58. Kg2 Nd2

59. b8=Q Bf3+

60. Kh2 Nxe4

61. Bf5 Resigns

CHAPTER 6

Tactics

Richard Teichmann, a leading master in the early 1900s, wrote: “Chess is 99% tactics.” And he was right. No matter how much theory progresses, how radically styles change, chess play is inconceivable without tactics.

At virtually every move each player must consider his opponent’s tactical threats, he must calculate the best sequence of moves to implement his own plans, he must try to predict his opponent’s opportunities and take measures to interfere with them. Although most games between masters are planned with meticulous care, the errors are usually tactical and result from inaccurate or insufficient calculation: an unforeseen resource, a missed detail, an unexpected *zwischenzug*, even simple laziness. Sometimes the positions themselves are wild and virtually impossible to calculate (which is why most players avoid such positions).

Of course, one should not spend too much time figuring out exact variations over the board, for tournament chess is played under a time limit. Good players develop a tactical instinct, a sense of what is possible or likely and what is not worth calculating. The presence of a weak square, an exposed king, a critical open line, a local preponderance of material, or some other factor help to determine when a combination or sacrifice is worth examining.

This is the key to the development of positional chess. In the old days, before and during Morphy’s time—and even later—chess was conceived of as a game of direct attack. The most ingenious and fearless combinative players were the leading masters. Today, thanks to improvements in defensive technique, we recognize that combinations and sacrifices can succeed only after the proper groundwork has been laid. Thus one player will try to create weaknesses in his opponent’s position in order to set up a situation in which a direct combination will be successful; and the other player will try to avoid weaknesses and inflict them on his opponent. This

contemporary view of the chess struggle is responsible for the far subtler play today than in the last century.

Nevertheless, chess is a tactical game in the same way tennis is: though the game is deeply positional and psychological, still one must hit the ball accurately. Witness game 38, which is decided by an error in calculation. Mednis sees a double attack and stops looking (he was in time pressure), but a little deeper search would have revealed a much better move.

In tactical situations, it is a mistake to remove one of your pieces from the main sphere of action, for in hand-to-hand combat every unit counts. See game 39.

Young players calculate everything, a requirement of their relative inexperience. But they can calculate very well indeed, and this is always dangerous for a complacent opponent who may think that he has a “positionally won game.” The talented Brazilian grandmaster, Henrique Mecking, fifteen years old when game 40 was played, gives Ivkov a quick tactical briefing.

What happens when one side needs tactical complications and the other side needs the endgame is revealed in game 41.

Finally, a psychological point on tactics in game 42: never forget that your opponent is always thinking of ways he can hurt you. The time to relax is *after* the game.

GAME 38

A Calculation Error

Almost every decisive game depends on errors. In fact, when someone tells you that he outplayed his opponent to win, what he means is that he forced his opponent to make errors. None of the breathtaking sacrificial combinations we all admire would have been possible without at least one error by the victim. So-called positional masterpieces themselves depend on certain lapses of judgment by the loser, even if this is no more than a poor choice of opening. Tartakower was correct to say that a game of chess is won by the player who makes the next-to-last mistake.

An instructive error is made by Mednis in this game. His position at the time of his mistake is no worse than White’s, but in calculating a short tactical sequence he fails to notice a good move at

my disposal, or at least he fails to recognize its consequences. His 32nd move is based on the sound principle of double attack: he gives check and at the same time attacks an unprotected rook. But, because of time pressure, he doesn't see that the rook cannot be taken because his queen is in danger. A simple oversight, yes. But it should serve as a warning. Emanuel Lasker admonished students not to be satisfied with a good move but to look for a better one.

**U.S. Championship
New York, 1972**

GRUENFELD DEFENSE

S. Reshevsky	E. Mednis
1. c4	Nf6
2. g3	c6
3. Bg2	d5
4. Nf3	g6
5. 0-0	Bg7
6. cxd5	cxd5
7. d3	...

A different system. The usual continuation is 7. d4, leading to a symmetrical type of position, which, contrary to general belief, offers White chances for a minimal positional advantage.

7. ...	0-0
8. Nc3	Nc6
9. Bf4	...

The bishop here prevents Black's ... e5, which would enable him to control the central squares.

9. ...	h6
10. Rc1	e6

Blocking his QB. Black is afraid to continue 10. ... Bf5 because of 11. Ne5. To be considered is 10. ... Nh5 11. Bd2 e5 with lively play.

11. Na4	...
---------	-----

Intending to post this knight favorably on c5.

11. ...	Re8
12. Ne5	...

Preventing the freeing ... e5.

12. ...	Nxe5
13. Bxe5	Bd7

Better is 13. ... b6 (to keep White's knight out of c5) followed by ... Bb7.

14. Nc5	Bc6
15. Qb3	Re7

Insufficient is 15. ... b6. White would then make inroads into Black's position with 16. Na6 Rc8 17. Rc2 (intending to double rooks on the c-file) with considerable pressure.

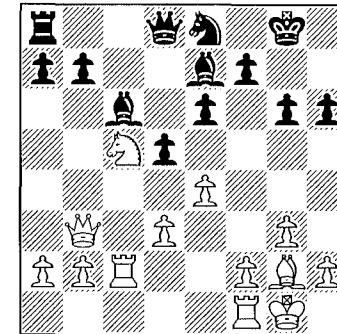
16. Rc2	Ne8
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Black has to get rid of White's strongly posted QB.

17. Bxg7	Nxc7
18. e4	...

White's superior control of space is beginning to tell.

18. ...	Ne8
---------	-----



19. Rfc1?	...
-----------	-----

Much stronger is 19. e5, creating a powerful bind in the center that leaves Black's position completely lifeless and almost impossible to defend. After 19. e5, White can proceed with 20. d4 and afterward choose between positional play on the queenside or aggressive action on the opposite wing.

19. ...	Nf6
20. Qc3	...

Again 20. e5 is more potent.

20. ...	e5!
---------	-----

Finally, an aggressive move, which affords Black counterplay.

21. Qe1	dxe4
22. dxe4	Qb6

23. Qe3 Kg7
 24. Qa3 Qd8

If 24. ... Rd8 25. Na4 (the enticing 25. Nxb7 Rxb7 26. Rxc6 Qxb2 does not offer White too much) 25. ... Qc7 26. Nc3 with the annoying double threat Qxa7 and Nd5.

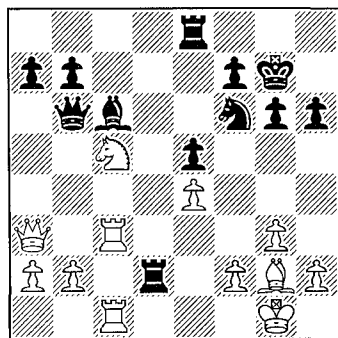
25. Qe3 Qb6
 26. Qa3 Qd8

I marked time while my opponent hinted at a draw. But I was determined to try for a win even at the risk of losing.

27. Qb4 ...

This move does not really change the complexion of the game, but it does entice Mednis to become more confident and more aggressive.

27. ... Qb6
 28. Qc3 Rd8
 29. Qa3 Ree8
 30. Rc3 Rd2



31. Rb3 Qd8
 32. Nxb7 Rd1+?

The losing move. Mednis, in serious time trouble, makes the normal-looking and tempting move, a check, which also attacks White's unprotected rook. He expects 33. Rxd1; he would then have a promising game after 33. ... Qxd1+ 34. Bf1 Nxe4 with the threat of 35. ... Nd2. But Mednis overlooks White's intended reply. Also unplayable is 32. ... Bxb7 33. Rxb7 Qd4 34. Qxa7 with no counterplay for Black. 32 ... Qd4 is correct. If then 33. Rf1 Bxe4 34. Rb4 Qd5 35. Bxe4 Nxe4 36. Qxa7? Ng5 with the menacing threats of ...

Nh3+ and ... Nf3+. The only plausible continuation for White (after 32. ... Qd4!) is 33. Qc5 Bxe4 34. Qxd4 Rxd4 (if 34. ... exd4 35. Nd6!) with approximate equality.

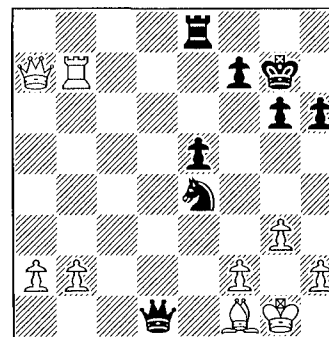
33. Bf1! ...

The move Mednis did not take into account.

33. ... Bxb7

Interesting but unavailing is 33. ... Qd2. There would follow 34. Rxd1 (not 34. Rxc6? Qe2 and wins) Qxd1 35. Nd6 Re6 (if 35. ... Rd8 36. Rd3 Qe1 37. f3, which stops Black's threats and leaves White a pawn to the good. Note that in this line 37. Nf5+ gxf5 38. Rxd8 Bb5! 39. Qf8+ Kg6 40. exf5+ Kxf5 wins for Black.) 36. Rd3 Qe1 37. f3 with advantage.

34. Rxd1 Qxd1
 35. Rxb7 Nxe4
 36. Qxa7 ...



Now that Black's imaginary threats have been exhausted, White emerges with a pawn plus and two passed pawns.

36. ... Qf3
 37. Be2 Qf6

Not 37. ... Qxe2? 38. Rxf7+ with mate to follow.

38. Qe3 Nd6
 39. Rb6 Qe7
 40. Qc5 Rd8
 41. a4 ...

Since Black's pieces are immobilized, the advance of this pawn, even without the aid of the b-pawn, suffices to win.

41. ... Nf5
 42. Qxe7 Nxe7

43. a5	Nd5
44. Rb7	Rc8
45. a6	Rc1+
46. Kg2	Rc2
47. a7	Resigns

GAME 39

Poetic Justice

As I point out in another chapter, the quality of a piece is measured by its mobility. Look at the position after White's 28th move: his bishop on b7 has no way out and has lost all of its power. White, who until this move had been enjoying a considerable advantage, gave it all away for the sake of winning one pawn. His error, of course, was his failure to see Black's reply, which won not only the unfortunate bishop but the Exchange as well. His lapse in judgment was to consider his advantage to be worth only a pawn.

The reader would be deprived of an enjoyable game if that were all. Only a few moves later Black returns the compliment as well as most of his advantage—and for the same reason: overconfidence resulting in careless calculation.

And still more: insisting on a loss, White makes yet another tactical mistake in the endgame and tosses away a draw. The endgame, by the way, is instructive; note especially the paradoxical maneuver on Black's 52nd and 54th moves to win an important tempo.

Interzonal Tournament Petropolis, 1973

SICILIAN DEFENSE

S. Kagan	S. Reshevsky
1. e4	c5
2. Nf3	d6
3. d4	cxd4
4. Nxd4	Nf6
5. Nc3	a6
6. g3	...

Kagan always plays this against the Najdorf variation. The move has merit, and Black must play precisely in order to obtain equality. In another game, Geller, as Black, drifted into a losing position in this variation, but Kagan blundered and lost.

6. ... e5

Also playable is 6. ... e6 7. Bg2 Bd7 followed by ... Nc6.

7. Nde2 Be7

8. Bg2 Be6

9. a4! ...

To prevent ... b5 and also to be in a position to put a bind on the queenside by continuing a5.

9. ... Nbd7

10. 0-0 Rc8

Better is 10. ... b6, preventing a5.

11. h3 0-0

12. Kh2 Qc7

13. a5! ...

Preventing Black's knight from reaching b6.

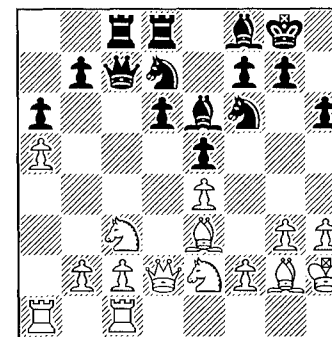
13. ... Rfd8

14. Be3 h6

After White's a5, Black cannot free himself with ... d5 (since his knight cannot occupy b6). The text is a waiting move.

15. Qd2 Bf8

16. Rfc1 ...



16. ... b5

17. g4 ...

17. axb6 e.p. Nxb6 18. Rxa6 Bc4 gives Black good play.

17. ... Nc5

Intending ... Qb7, exerting pressure on the e-pawn and preparing for the freeing ... d5, but White refuses to allow that.

18. Nd5 Bxd5?!

Wiser is 18. ... Nxd5 19. exd5 Bd7, and if 20. b4 (threatening 21. Bb6 after the knight is displaced) 20. ... Na4 with better prospects than those offered by the actual move.

19. exd5 Re8

20. Ng3 e4?

Permitting White to post his QB on a very favorable square. Correct is 20. ... Qb7, attacking the d-pawn immediately and threatening 21. ... e4. This would reduce White's immediate chances for attack. After 20. ... Qb7 21. g5 hxg5 22. Bxg5 Nh7, Black's position would be tenable, although White would enjoy a slight edge.

21. Bd4! ...

Prevents ... Re5 and places the bishop where it will be most useful in an onslaught against Black's king.

21. ... Ncd7

The retreat of this knight is imperative now for defensive purposes.

22. g5 hxg5

23. Qxg5 Qb7

Black is confronted with two problems: meeting the impending attack and protecting his e-pawn. The text move seeks to remove the possibility of an imminent assault and to exchange his weak e-pawn for White's d-pawn; however, as a consequence White's bishops become strong. There is no better choice.

24. c3 Qxd5

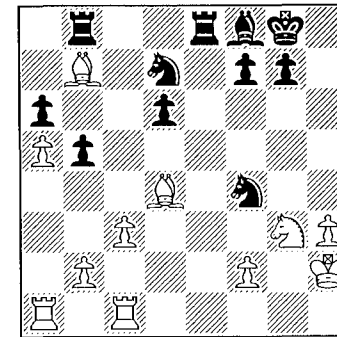
25. Qxd5 Nxd5

26. Bxe4 ...

White's roaming bishops obviously give him a considerable advantage.

26. ... Nf4

27. Bb7 Rb8



28. Bxa6?? ...

A losing move. Correct is 28. Bc6 Rd8 (if 28. ... Rbd8 29. Bb6) 29. Rd1, retaining the advantage.

28. ... Nd3

29. b4 ...

White does not see what is coming; otherwise he would try 29. Ba7, although after 29. ... Ra8 30. Bxb5 Nxc1 31. Bxd7 Re7, Black has a winning position. To no avail is 29. Rd1 (or Rdb1 or Rc2, etc.) on account of 29. ... N3c5, winning the wandering KB. White's loss of the Exchange, however, is only part of his problem.

29. ... Nxc1

30. Rxc1 d5!

And now the threat of 31. ... Re6, winning the bishop, cannot be met.

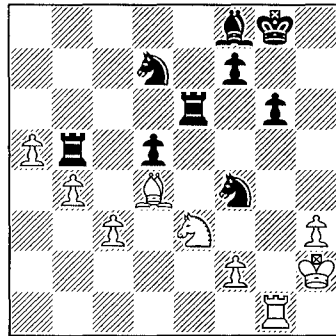
31. Nf5 Re6

32. Bxb5 Rxb5

Black is now a rook ahead, for which White has two pawns. Kagan might have resigned here, but his stubbornness proves justified!

33. Rg1 g6

34. Ne3 ...



34. ... **Bg7??**

Black now begins to make a few bad moves, which throws away his advantage. Almost any other move is sufficient for victory. For example, 34. ... Nc5 threatens to dispose of the well-posted bishop with 35. ... Nf3+ or 35. ... Nc6.

35. **Bxg7** **Kxg7**

36. **Nf5+** **Kf6**

37. **Nd4** **Rb8**

Better is 37. ... Rb7 38. Nxe6 Kxe6 (or even 38. ... fxe6) 39. a6 Ra7 40. b5 Kd6, winning easily.

38. **Nxe6** **fxe6**

Better is 38. ... Kxe6 to get the king to the queenside faster.

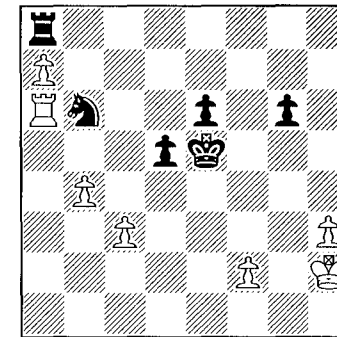
39. **Ra1** **Ke5?**

Another inaccuracy. Usually it is preferable to bring the king toward the center but not in this case. Correct is 39. ... Ke7 to hasten to the queenside. Play might have continued 40. a6 Nb6 41. a7 Ra8 42. Ra6 Nc8 43. Rc6 Kd7 and wins.

40. **a6** **Ra8**

41. **a7** **Nb6**

42. **Ra6** ...



The adjourned position. Strangely enough, this endgame is not a win for Black even though he is a piece ahead.

42. ... **Nc8**

Unappetizing is 42. ... Nc4 43. b5 g5 44. Kg3, and with his rook activated, Black cannot hope to make progress.

43. **Rc6** **Nxa7**

There is nothing else. Not 43. ... Kf5, trying to advance the e-pawn, because of 44. Rxc8 Rxc8 45. b5-b6-b7 and wins.

44. **Ra6** **Rc8**

Otherwise, White will advance his b-pawn.

45. **Rxa7** **Rxc3**

And now an interesting rook-and-pawn ending has been reached. With correct play it should be drawn.

46. **Kg2** **d4**

47. **Rg7** **Kf5**

48. **Rf7+?** ...

Wasting valuable time and allowing Black's king to help his d-pawn advance more easily. Correct is 48. f3 Rb3 49. Rb7 Kf4 (49. ... d3 50. Kf2) 50. Rf7+ Ke3 51. Re7 d3 52. Rxe6+ Kd2 53. Kf2 Kc2 54. Rd6 Rc3 55. Ke3 Rc8 56. b5 and draws.

48. ... **Ke4**

The king, with the aid of the rook, will promote the advance of the passed d-pawn. White fails to recognize this possibility and neglects to take countermeasures by advancing his b-pawn.

49. **Rf6** **Kd3**

50. **Rxe6** **Kc2**

51. **Rd6** ...

51. Rxc6 loses immediately: 51. ... d3 52. Rd6 d2 53. Rxd2+ (other

wise 53. ... Rd3 and queens) Kxd2 and wins because the White king is not able to advance rapidly enough.

51. ... d3

52. Kf3 ...

So that if 52. ... d2+, then 53. Ke2.

52. ... Kc1!

With the threat of 53. ... d2+ 54. Ke2 Rc2 and wins.

53. Kg4 d2

54. h4 Kb2!

Threatening 55. ... Rd3. The text move gains a tempo on 54. ... d1=Q+.

55. Rxd2+ Kxd2

56. Kg5 Rc6

57. f4 Ke3

58. f5 gxf5

59. Kxf5 Kd4

60. h5 Kd5

61. b5 Rd6

62. Kg5 Ke6

63. Kg6 Rd1

64. h6 Rg1+

65. Kh7 Kf7

Resigns

GAME 40

Underestimated Opponent

Most young players of talent have a very sharp tactical sense; they try everything, analyze long, forced variations, and enjoy complicated positions where anything can happen. Such players are very dangerous opponents for older masters who prefer to rely on general positional considerations and their feeling for position, saving the effort of long calculations for when it is really needed. This game is an example: Ivkov, probably in time pressure, "feels" that his mating net will bring him victory, but what is needed more than feeling is calculation.

The game also illustrates the advantage of opposite-colored bishops to the player with the initiative. Black's bishop travels on black

squares and attacks f2, also black. White's white-squared bishop can't defend the attacked point, and this factor weighs heavily against him when he avoids a drawish continuation in pursuit of a nonexistent win.

Interzonal Tournament

Sousse, 1967

RUY LOPEZ

B. Ivkov

1. e4

2. Nf3

3. Bb5

4. Ba4

5. 0-0

6. Re1

7. Bb3

8. c3

9. h3

10. Bc2

11. d4

12. Nbd2

13. dxc5

14. Nf1

H. Mecking

e5

Nc6

a6

Nf6

Be7

b5

d6

0-0

Na5

c5

Qc7

Nc6

dx5

...

Considered best is 14. Nh2 so that later, after White's Nf1, when Black attacks White's queen with ... Rd8, White can play it to f3 instead of to e2 as in this game.

14. ...

Be6

15. Ne3

Rad8

16. Qe2

c4

17. Nf5

Bxf5

18. exf5

Rfe8

19. Ng5

...

The text achieves nothing. More promising is 19. Bg5, as I played against Eliskases in Argentina in 1966.

19. ...

Nb8

20. Be3

Nbd7

21. a4

Nc5

22. axb5

axb5

23. Bxc5

...

Forced because of the threat of 24. ... e4 followed by ... Nd3. But in giving up the bishop, White has to be reconciled to no more than equality.

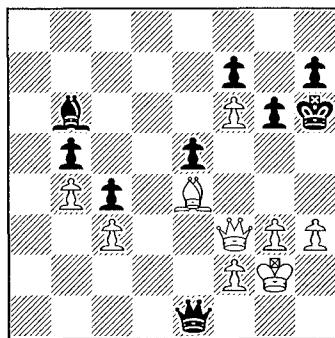
23. ... Bxc5
 24. b4 Bb6
 25. Ne4 ...

Forced, for if 25. Rad1 Rxd1 26. Rxd1 e4 27. Nxe4 Nxe4 28. Bxe4 Qe5 29. Re1 Qxc3 with a won position. But now Black is able to secure control of the important d-file.

25. ... Nxe4
 26. Bxe4 Rd6
 27. Red1 Red8
 28. Rxd6 Qxd6
 29. Ra8 ...

To be considered is 29. g4 Kf8 30. Kg2, and if 30. ... Qd2 31. Qf3, with an equal position.

29. ... Rxa8
 30. Bxa8 g6
 31. Be4 Kg7
 32. g3 Qd7
 33. Qf3 Qd2
 34. f6+? Kh6
 35. Kg2 Qe1



36. h4?? ...

The losing move. Ivkov attempts to set up a mating net with g4-g5, but he underestimates his opponent. He could draw easily with 36. Bd5. There would follow 36. ... e4 (otherwise Bxf7) 37. Bxe4 Bxf2

38. Qf4+ (if 38. Qxf2 Qxe4+ 39. Kh2 g5 followed by ... Kg6, and the f-pawn would be lost, giving Black excellent winning chances) 38. ... g5 39. Qf5 Qg1+ 40. Kf3 Qxg3+ 41. Ke2 Qe3+ 42. Kf1 (42. Kd1 Qe1+ 43. Kc2 Qe2+ 44. Kb1 Qd1+ 45. Ka2 Qb3+, etc.) 42. ... Qe1+, etc.

Probably time pressure played a part here. The amount of calculation Ivkov needed—and no doubt didn't have time for—should have warned him against entering such an intricate continuation, especially against a tactically alert player like Mecking. It is true, however, that at the time of this game Mecking was only a talented fifteen-year-old; perhaps this can be offered as testimony in Ivkov's defense.

36. ... Bxf2
 37. Qg4 Be3
 38. Qc8 ...

Unsatisfactory is 38. Qd7 Bf4 39. gxf4 Qxe4+ 40. Kg1 Qe3+ 41. Kg2 exf4 42. Qxf7 Qe2+ 43. Kg1 (43. Kh3 Qf3+ 44. Kh2 Qg3+ 45. Kh1 Qxh4+ 46. Kg2 f3 and wins) 43. ... f3 44. Qg7+ Kh5 45. Qxh7+ Kg4 46. Qxg6+ Kxh4 47. Qh6+ Kg4 48. Qg6+ Kf4 49. Qh6+ Kf5 and wins.

I suspect that Ivkov missed some subtlety here when he made his 36th move.

38. ... Qf2+
 39. Kh3 Qxf6
 40. g4 Kg7
 41. g5 Qf1+
 42. Bg2 Qd3
 43. Kg4 Bf2
 Resigns

GAME 41

Mate First

Would you rather have three pawns or a piece? If you have any experience, you will answer, "It depends on the position." Pawns are great in the endgame, when they can be advanced and promoted without being bothered by too many tactical threats. (See Reshevsky-Seidman, game 10, and Larsen-Bobotsov, game 57.) When you're being mated, however, your passed pawns can't help much.

That's the story of this game. To avoid a difficult defense, Najdorf exchanges a piece for three pawns. Najdorf is a great competitor who hates defense and loves tactical play; given that, his decision is the best practical solution and cannot be considered unsound.

Such material imbalances create certain special problems. Correct play for the side with the piece, especially when queens and other pieces are present, is to use his extra piece energetically to keep his middlegame initiative. Each breathing space given the opponent is a chance for him to advance his pawns or try to simplify the position. The side with the pawns, generally, should head for the endgame. In other words, the above question is best answered: "In the middlegame take the extra piece; in the endgame take the pawns."

Mar del Plata, 1968

SICILIAN DEFENSE

Palermo	M. Najdorf
1. f4	Nf6
2. Nf3	g6
3. g3	Bg7
4. Bg2	0-0
5. d3	c5
6. 0-0	Nc6
7. e4	d6

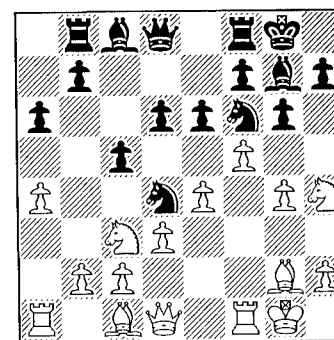
A variation of the Closed Sicilian has been reached. White will attempt to attack on the kingside by pushing pawns, while Black will seek counterplay on the opposite wing. This usually affords the opportunity for tactical play all over the board and an exciting game.

8. a4 ...
More usual, and better, is 8. Nc3.

8. ...	Rb8
9. Nc3	a6
10. Nh4	Nd4

Preferable is 10. ... Ne8 11. f5 e6, preventing the advance g5.

11. f5	e6
12. g4	...



12. ... Nd7

Unplayable is 12. ... Nxe4 13. Nxe4 exf5 (13. ... Qxh4? 14. Bg5, trapping the queen) 14. gxf5 (14. Ng5, attempting to retain the piece, fails on account of 14. ... fxc4 followed by ... h6) 14. ... Qxh4 15. Bg5 Qh5 16. Qxh5 gxh5 17. f6 Bh8 18. c3 with great advantage. 12. ... Nd5 is met by 13. g5 Nxc3 14. bxc3 Nc6 15. f6 with a stranglehold.

13. g5 Be5

Black must avoid allowing his bishop to be locked in after f6.

14. f6 b5

Unavailing is 14. ... h6 15. Nf3 Nxf3+ (if 15. ... hxg5 16. Nxe5 followed by 16. Bxg5) 16. Qxf3 hxg5 17. Bxg5, and Black is in a hopeless position. Black therefore starts his queenside counterplay.

15. axb5 axb5

16. Nf3 b4

17. Ne2 ...

To be considered is 17. Nxe5 Nxe5 (17. ... bxc3 18. Nxd7 cxb2 19. Bxb2 Bxd7 20. Bxd4 cxd4 21. Qg4-h4) 18. Ne2.

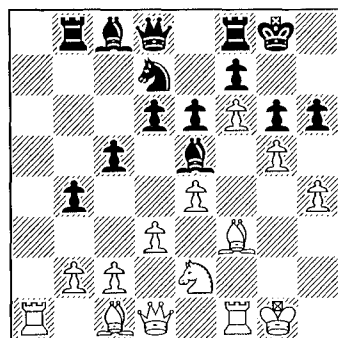
17. ... Nxf3+

18. Bxf3 ...

White should continue with the attack immediately by playing 18. Rxf3, and if 18. ... h6 19. Qe1 hxg5 20. Bxg5 (threatening Qh4 followed by Rh3) Bxf6 21. Rxf6 Nxf6 22. Qh4 with a won position. If 18. ... h5 (trying to blockade the position) 19. Rh3 followed by Bf3 and an eventual Bxh5. The text slows the attack somewhat.

18. ... h6

19. h4 ...



19. ... **Nxf6**

Otherwise White can line up his pieces on the kingside at will and crash through to victory. 19. ... h5 would lose sooner or later to Bxh5 with a mating attack. Najdorf decides to trade the knight for three pawns, which is normally sufficient compensation. His sacrifice, if it can be called that, is not surprising since his dislike of defense is well known. His choice does offer long-range chances, but the endgame is still far off.

20. **gxf6** **Qxf6**

21. **Kg2** ...

Of course not 21. Bxh6 Qxh4, winning.

21. ... **Bxb2**

Better than 21. ... Qxh4 22. Rh1 Qf6 23. Bxh6 Bxb2 24. Bxf8 Bxa1 25. Bxd6, etc.

22. **Bxh6!** **Bxa1**

Inadvisable is 22. ... Re8 because of 23. Ra7 with serious pressure on the f-pawn. If 23. ... Qxh4 24. Qd2 Bf6 (to prevent Bg5) 25. Ra1.

23. **Bxf8** **Be5**

23. ... Kxf8 24. Qxa1 Qxh4 (if 24. ... Qxa1 25. Rxa1 with the better chances for White in the ensuing endgame) 25. Rh1 Qg5+ 26. Kf2 with the dangerous threat of Rh8+ followed by Qg7 or Qa7.

24. **Bh6** **Qxh4**

25. **Rh1** **Qe7**

26. **Qd2** **Bd7**

Inadvisable is 26. ... b3 27. Rb1 b2 28. c3 Qb7 29. d4 Bh8 30. e5 d5 31. Bg5 followed by Bf6 with mating threats. Black's counterplay is slow to materialize, and his potential passed pawns are still potential. White has the initiative.

27. **Bf4** **Bg7**

Better is 27. ... Bf6, preventing White's next move.

28. **Bg5** **Bf6**

Forced, for if 28. ... f6 Black's KB remains out of play, and if 28. ... Qe8 29. Qf4 followed by Qg4 is more than unpleasant for Black. The following exchange eliminates Black's best piece; 27. ... Bf6 would have avoided this.

29. **Bxf6** **Qxf6**

30. **Qh6** **Qg7**

Black's task is difficult. White was threatening to win material with 31. Qh7+ and Qh8. 30. ... Be8 is a better try.

31. **Qh2!** ...

White's queen is better than Black's, so why exchange?

31. ... **e5**

Of no help is 31. ... Rb6 32. Qh4 (threatening to penetrate Black's position with the queen via e7 or d8) 32. ... g5 33. Qg4 followed by Ng3-h5.

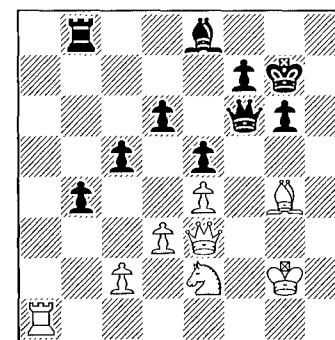
32. **Ra1** **Qf6**

33. **Qg3** **Kg7**

34. **Bg4** **Be8**

Preferable is 34. ... Bb5 with the intention of continuing with ... c4 and obtaining a passed pawn. If 35. Rh1 Rh8 with good drawing chances.

35. **Qe3** ...



35. ... **Kg8?**

Permits White's pieces to make inroads into Black's defenses via the dark squares, which were weakened by the exchange of bishop.

54. ...	Qd8
55. Qh7+	Kf8
56. Nxe4	...

Also good is 56. Nxd7+ Qxd7 57. Qh8+ Ke7 58. Qh4+, winning the bishop.

Black now has four pawns for a piece, but his king is in a mating net.

56. ...	b2
57. Qh8+	Ke7
58. Qh4+	Kf8
59. Nf6	Rb7
60. Qh8+	Ke7
61. Nd5+	Resigns

GAME 42

Draw Sacrifice

A tactical opportunity is often the only hope when all seems lost. I could cite many last-minute “miracles”—enough to fill a book—but the same message is spoken by all of them: “miracles” happen only when they are permitted to happen. The only truly won game is the one that is posted on the scoreboard as such. If your opponent makes a desperate try and it works, no excuse in the world is going to change that 1/2 to a 1.

Moral: Every plan should include a consideration of the opponent’s plan. See also Szabo-Tukmakov, elsewhere in this volume.

Soviet Interclub Team Tournament 1969

KING’S INDIAN DEFENSE

R. Kholmov	M. Tal
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. Nf3	0–0
6. Be2	Nbd7

7. Be3	e5
8. 0–0	Re8
9. d5	Ng4
10. Bg5	f6
11. Bh4	Nh6
12. Nd2	...

Inadvisable is 12. b4 a5 13. a3 g5 14. Bg3 f5 15. exf5 axb4 16. axb4 Rxa1 17. Qxa1 e4 18. Nd2 Nxf5 with advantage for Black. To be considered, however, is 12. Ne1-c2-e3.

12. ...	Nf7
13. Re1	...

More aggressive is 13. b4 to promote an eventual c5.

13. ...	h5
14. h3	...

14. f3 coupled with bringing the bishop to f2 is a good alternative.

14. ...	Bh6
15. Nf1	Bg5
16. Bg3	...

Since the mobility of this bishop will now be limited, it is wiser to exchange: 16. Bxg5 Nxc5 17. b4 with pressure on the queenside.

16. ...	h4
17. Bh2	f5
18. Bd3?	...

Good is 18. exf5 gxf4 19. f4 Bxf4 (19. ... exf4 20. Qd4 Qf6 21. Qf2 Qh6 22. Nb5 with advantage) 20. Bxf4 exf4 21. Qd2, recovering the pawn with advantage, for if 21. ... Qg5 22. Nb5.

18. ...	Nf6
19. Qc2	Nh6?

Permitting White to open up the position; or, knowing Tal, *wanting* White to open it up. 19. ... f4 locks in White’s KB and gives prospects for an attack.

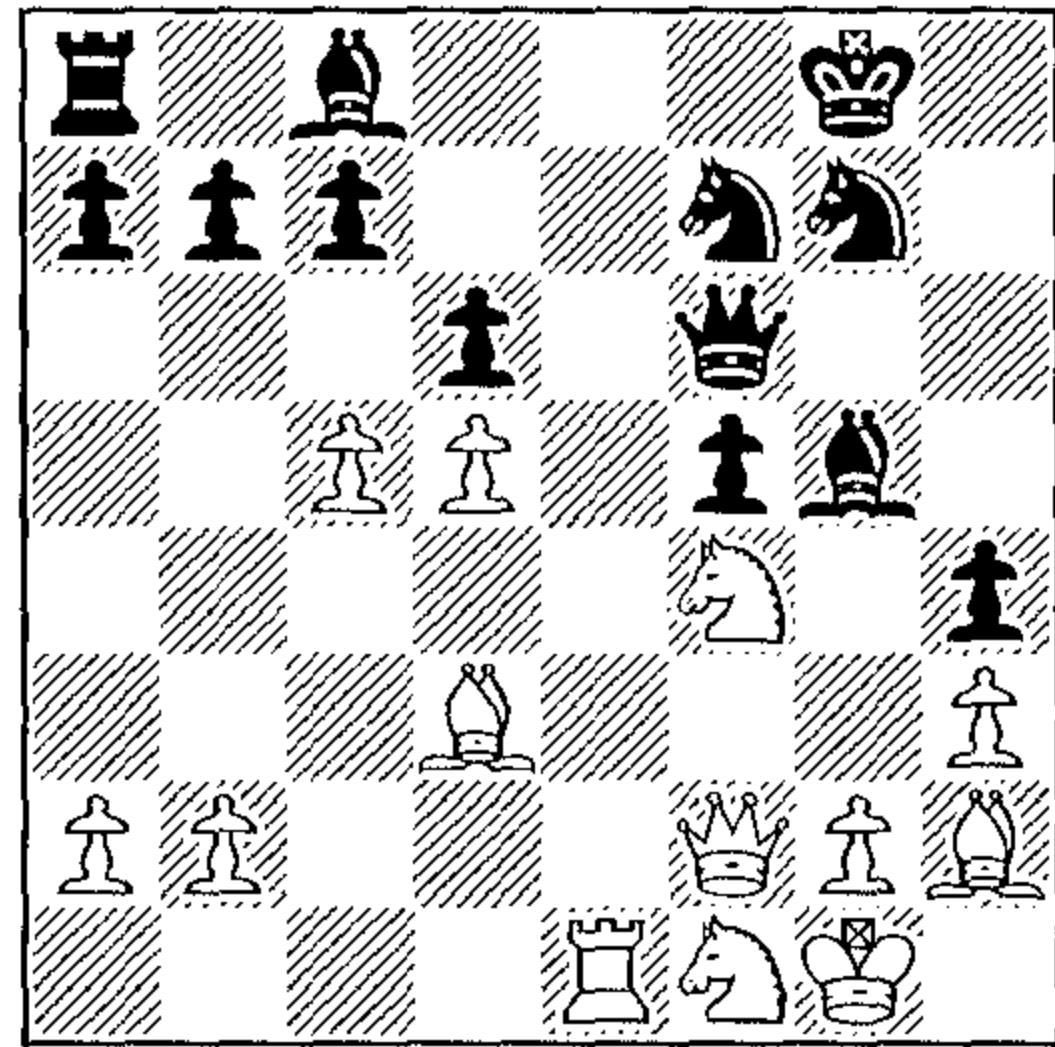
20. exf5	gxf5
21. f4	exf4
22. Rxe8+	Qxe8
23. Qf2	Nh5
24. Re1	Qd8

Wiser is 24. ... Qf7 25. Ne2 Bd7 26. Nxf4 Nf6.

25. Ne2	Qf6
26. Nxf4	Ng7

Preventing Re8+ and, by avoiding Nxf4, keeping White's QB inactive.

27. c5 Nf7



28. cxd6? ...

Up to now Kholmov has played well, but with the text move he gives up most of his advantage. With 28. Rc1 (threatening to penetrate to the seventh rank), he could increase the pressure. The idea behind his next few moves is to create tactical threats against Black's weak pawns. But tactical play is Tal's daily bread.

28. ... cxd6
29. Ne3 Bd7
30. Ne6 Nxe6
31. dxe6 Bxe6
32. Nxf5 Bxa2?

A dangerous decision. Safer is 32. ... Ne5.

The reduced number of pawns in this position means that the pieces of both players are very active and there are many tactical chances.

33. Qf3 Be6

It is unwise for Black to attempt to protect the b-pawn: 33. ... Rb8 34. Ne7+ Kf8 35. Qe4 with the serious threat of 36. Qh7, among other things.

34. Qxb7 Rf8
35. Rf1 Ne5
36. Bxe5 ...

The mate threat 36. Nxd6 doesn't work because of 36. ... Be3+.

36. ... dxe5

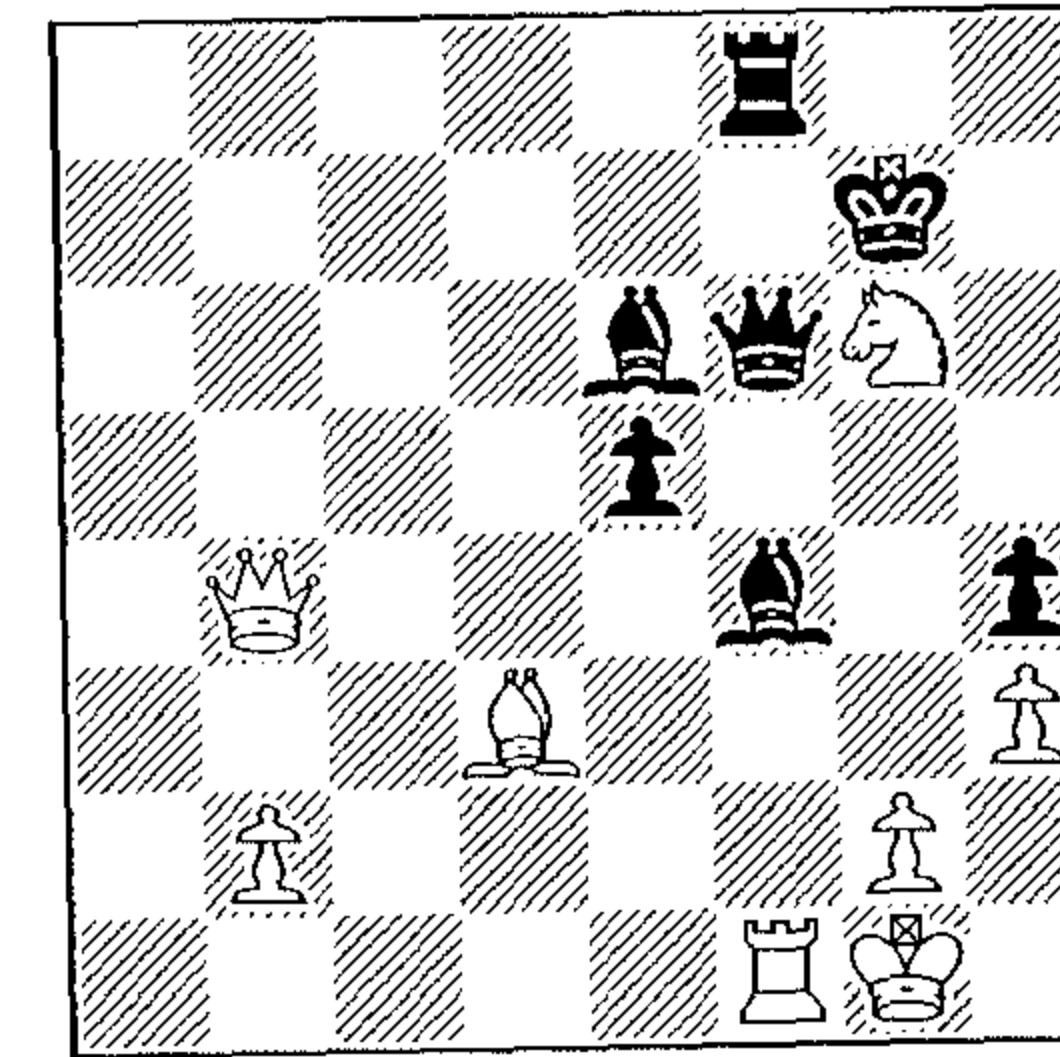
Not 36. ... Qxe5? 37. Nh6+ followed by mate.

37. Qxa7 Rf7

38. Qb8+ ...

White should try 38. Qc5 Bf4 (if 38. ... Qe7 39. b4 followed by 40. Bc4) 39. Nd6 Rf8 40. Bc4 Bxc4 41. Qxc4+ Kh8 42. Rd1 with difficulty for Black. White is trying to get too much out of the little advantage he has left.

38. ... Rf8
39. Qb4 Bf4
40. Ne7+ Kg7
41. Ng6 ...



Unproductive is 41. Qe4 because of 41. ... Qh6 (not 41. ... Qxe7? 42. Qh7+ Kf6 43. Qg6 mate). 41. Kh1, however, still gives White some play. Now Tal seizes the opportunity to force a draw.

41. ... Be3+
42. Kh2 Qxf1!
43. Bxf1 Rxf1
44. Qe7+ ...

Better than 44. Nxf4, which permits 44. ... Bg1+ and draws.

44. ... Kxg6
45. Qxe6+ Kh7
46. g4 ...

Unavailing is 46. Qd7+ Kh8 47. Qe8+ Kh7 48. Qh5+ Kg8 49. Qg4+ (49. Qxh4 Bg1+ wins) Kf8.

46. ... Rf2+
47. Kh1 Rf1+
Draw

CHAPTER 7

Pieces, Good and Bad

The only good piece is a working piece. A piece that is undeveloped, out of play, passive, or hampered by pawns is not a good piece.

Obviously, if you entertain hopes of defeating a majority of your opponents, you must play with full force; that is, with all your pieces working. This means that in your planning at every stage of the game you must pay careful attention to the effectiveness of your pieces compared with those of your opponent.

One of the errors inexperienced players are often guilty of—even grandmasters do it once in a while—is to attack prematurely by thrusting a few pieces and pawns in the general direction of the enemy king without regard for the situation of the other pieces. The punishment for this unwarranted aggression is backward development, resulting from exchange or elimination of the small attacking force, leaving the other pieces uncoordinated or undeveloped. Game 43 is like that, but here Black gets ideas about the queenside before completing his development. It takes two bad errors by White to let Black off the hook. Game 44 is another example of the evils of incomplete development.

Pieces are tools with which each player tries to effectuate his own plans while hindering those of his opponent. It often happens during the course of the struggle that a piece may find itself far from its most effective post because the scene of battle has shifted. Plans do change. You must be alert to the opportunities such situations offer, and you must never fail to consider your opponent's opportunities in this respect. Sometimes a sharp move in an unexpected corner can prove embarrassing for the opponent whose forces are massed for some purpose elsewhere. Those pieces will then be unable to adapt readily to the requirements of the new situation. See game 45.

The trouble with weak pawns and weak squares is that they have to be watched over by pieces, which are then not free to participate in more fruitful endeavors. Such passive pieces usually cannot

meet two distinct simultaneous threats. That's what happens in game 46.

In a game of attack and defense, like chess, when neither side is able to gain an advantage, a balanced state of inactivity is reached. But usually an enterprising player will find an unexpected move, even a sacrifice, to upset the balance and create winning chances. In game 47, a sudden pawn move opens new vistas for White's pieces and at the same time throws Black's into confusion.

Every amateur is familiar with the power of the two bishops working together. Their strength lies in their mobility; as a team they rake the board in four directions and at great distances. The terror such bishops can inspire in even the staunchest foe is illustrated in game 48, where the redoubtable Spassky prefers to give up a pawn rather than let his opponent keep the bishops.

But bishops are not always good. The rule that applies to all other pieces applies as well to them: a good bishop is a working bishop. Game 49 aptly demonstrates the differences between White's good bishop and Black's bad one.

Pawn structure has a lot to do with whether a piece is to be considered good or bad. If your only bishop and your opponent's pawns are on squares of the same color, your bishop is probably very good—unless your own pawns are on the same color, too, which can be bad. The point is that a bishop, otherwise very effective, cannot attack anything that is not on the same color square. When your pawns and your bishop are on the same color, the bishop's mobility, and hence its strength, is seriously reduced. Game 50 illustrates.

Bishops are most often favored over knights because of the great difference in mobility. There are times, however, when the pawns and other pieces limit the activity of the bishop; in such cases the short-stepping knight can be superior. See game 51 to see how the bishop dominates the knight in an open position, and game 52 to see how effective the knight can be in a congested position. In the endgame, too, the bishop is usually better. In game 53 the knight is clearly outclassed because its mobility is limited, but when the knight is active, as in game 54, the bishop suffers.

Knights function best in the center, as do most pieces, because that is where they achieve maximum range. This is particularly important for the knight because of its natural limitations: it is the only piece (besides the king) that cannot travel more than two

squares on a single move. A knight at or near the edge of the board is obviously restricted. Game 55 illustrates the difference between a central knight and one on the flank. In game 56 we see a rather common positional theme in the King's Indian Defense (and in other openings): the use of e4 as a knight outpost, a particularly effective post in the King's Indian because of the pawn structure.

Knights in the endgame, again because of their limited range, are not very effective when the opponent has separated passed pawns. This is why White can sacrifice a piece in game 57. In game 58, on the other hand, White has only one passed pawn, which, until he errs, Black blockades effectively with his knight.

Rooks need open files. They usually come into active play only after the opening, when some pawns and pieces have been exchanged and the position indicates which files are likely to be opened. Game 59 shows the differences between working and idle rooks, and why the latter should always be avoided.

Queens, too, need open lines, but because of their great power in all directions they can often function well even in closed positions, especially when tactical opportunities are present. As is the case with all pieces, control of crucial squares or groups of squares has a profound bearing on potential activity. Game 60 is an example.

Finally, game 61 exemplifies a fairly common situation: queen against rook and minor piece in the endgame. Such situations present certain special problems, and the student should take the time to familiarize himself with the characteristic strategies for both sides.

GAME 43

Premature Action

Since activity and mobility are desirable in pieces generally, the side that can complete its development and at the same time prevent the opponent from completing his will have the advantage, other things being equal. In this game, Black attempts a queenside action before he is fully developed. As a result, he gets a nearly lost

position. At the critical moment, however, White errs and allows Black to get his pieces into play, leading to equality and a draw. Compare the position before White's 22nd move with that after Black's 26th for a graphic illustration of the value of development.

Interzonal Playoff Match Los Angeles, 1967

KING'S INDIAN DEFENSE

S. Reshevsky	L. Stein
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. f3	c6
6. Be6	a6

... b5, making it inadvisable for White to castle on the kingside. This explains White's next move.

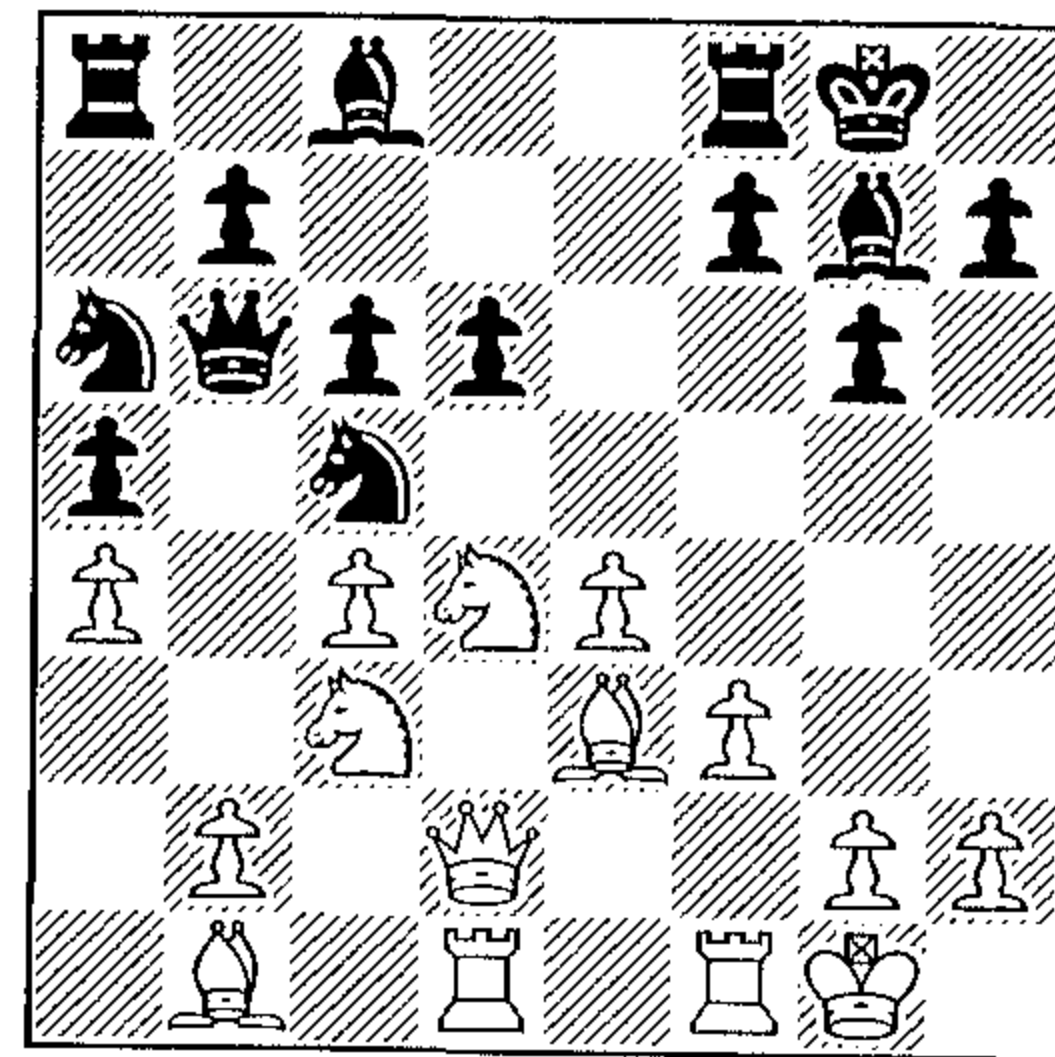
7. a4	a5
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Preventing a5 and enabling Black to anchor his QN at b4, if this should become desirable.

8. Bd3	Na6
9. Nge2	0-0
10. 0-0	e5
11. Qd2	Nd7

Stein embarks now on a faulty plan to obtain play on the queenside with the queen and two knights. The plan is faulty because he lags in development, whereas White is fully developed and ready to begin kingside operations. Indicated is 11. ... Nb4 to force White's bishop to b1 before his QR is developed.

12. Rad1	exd4
13. Nxd4	Ndc5
14. Bb1	Qb6



Black is now ready to harass the queenside pawns with ... Qb4.

15. f4! ...

White disregards the threat to his pawns and proceeds with an attacking plan. The immediate threat of f5 is very serious for Black since it would entomb his KB. If 15. ... Qb4 16. f5 Be5 (if 16. ... Qxc4 17. Bh6!) 17. Nf3 Qxc4 18. Nxe5 dxe5 19. Bh6 Re8 20. fxg6 hxg6 21. Ba2 Nb3 22. Qf2, etc.

15. ... f5

16. exf5 gxf5

Not 16. ... Bxf5 17. Bxe5 gxf5 18. Ne6 with great advantage.

17. g4! ...

So that if 17. ... fxg4 18. Qf2.

17. ... Nb3

The only try. If 17. ... Bxd4 18. Bxd4 fxg4 19. f5 with a winning attack.

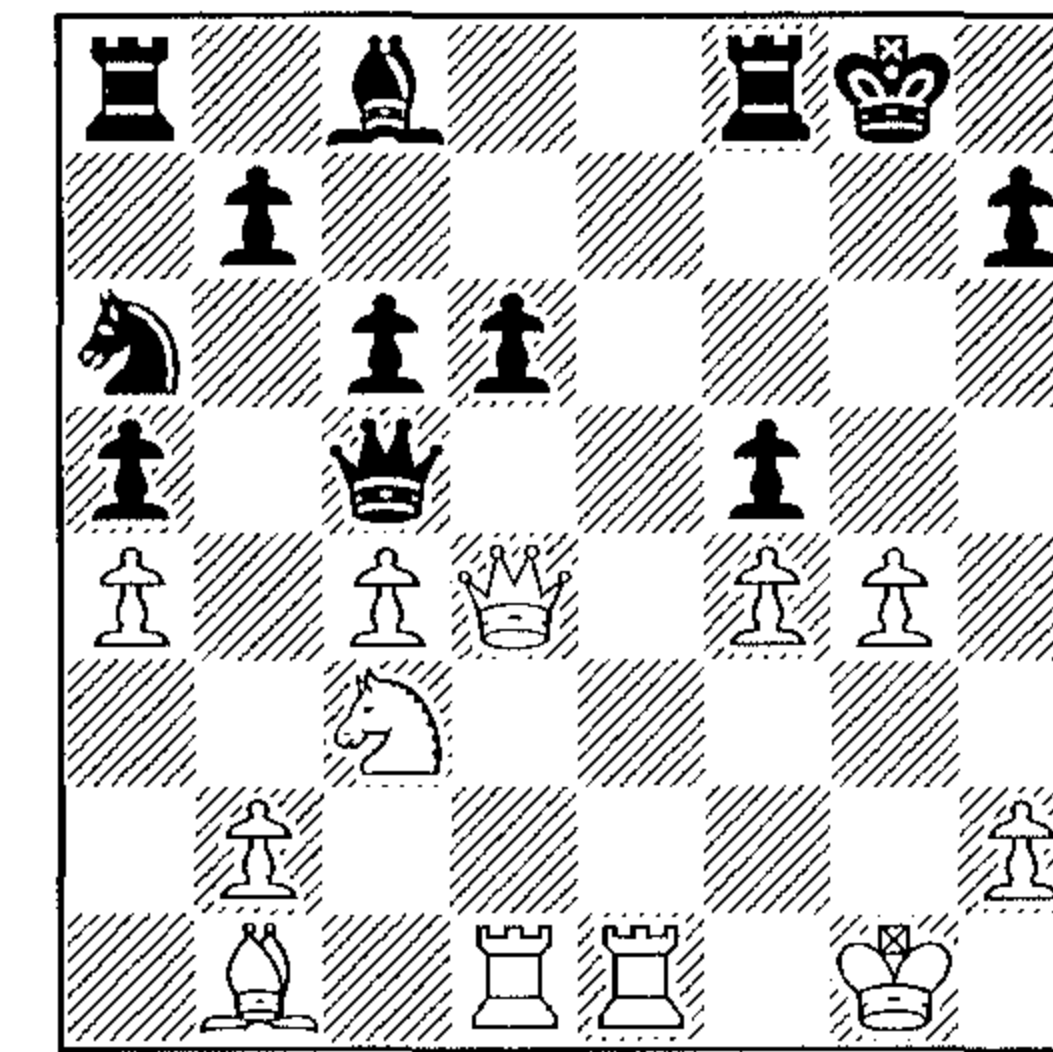
18. Nxb3 Qxb3

19. Bd4 Bxd4+

20. Qxd4 Qb4

Again forced, for if 20. ... Qxb2 21. Rf2 Qb4 22. gxf5 Qc5 23. Rg2+ Kf7 24. Rg7+ Ke8 25. Ne4 and wins.

21. Rfe1 Qc5



21. ... fxg4 is met by 22. Bxh7+ followed by Re7+, leading to mate. The activity of White's pieces in this phase of the game, compared to Black's inactive forces on the queenside, obviously refutes Black's idea of move 11.

22. Qxc5? ...

An illogical move, bringing Black's knight into play and losing an important tempo. After 22. g5, Black's plight would be unbearable. His d-pawn would be lost eventually, and Black's bishop and QR would remain undeveloped. With my rooks well located and my opponent saddled with an isolated f-pawn, I would win easily. Now Black's knight is able to take part in the defense and his bishop joins the party.

22. ... Nxc5

23. Rxd6 ...

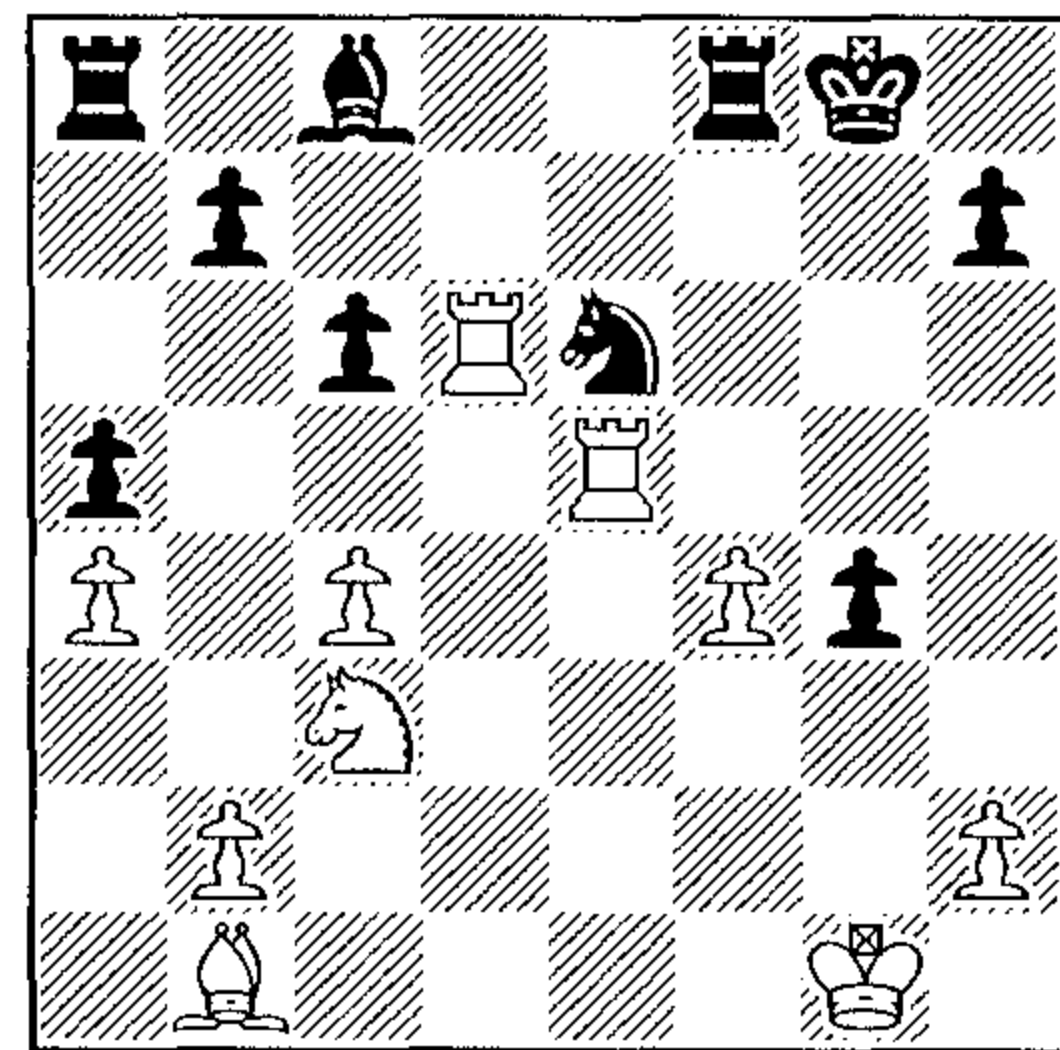
Better is 23. g5 Be6 (if 23. ... Rd8 24. Re7) 24. Rxd6 Bxc4 25. Re5.

23. ... fxg4

24. Re5 ...

This looked so good to me that I didn't search for a better continuation on my 22nd turn. Black comes up with a surprising reply.

24. ... Ne6!



25. Rh5? ...

The final mistake, tossing away the win for good. If 25. Rdx6 Bxe6 26. Rxe6 Rxf4 Black has good drawing chances: for example, 27. Re7 Rf7 28. Rxf7 Kxf7 29. Bxh7 Rd8 followed by ... Rd2; or 27. Ne4 Rd8 28. Bc2 Rd4 29. b3 h5 or Kf7 with no chance for White to make progress.

However, White can maintain his advantage with 25. Ne2. If 25. ... Nxf4 26. Nxf4 Rxf4 27. Rh5 Rf7 28. Rd8+ Kg7 (if 28. ... Rf8 29. Rxf8+ Kxf8 30. Rxh7 Be6 31. Rh8+ Bg8 32. Bh7 and wins) 29. Rxh7+ Kf6 30. Rxf7+ Kxf7 31. Bf5 and wins. If 25. ... Ng7 26. Ng3 (preventing the development of the bishop at f5), and if 26. ... Rxf4 27. Nh5 Nxh5 (if 27. ... Rf8 28. Rg5, or 27. ... Rf7 28. Rd8+ Rf8 29. Nf6+) 28. Rxh5 as above.

25. ... Nxf4

26. Rxh7 ...

I had intended 26. Rg5+ Kh8 27. Rh6 but overlooked 27. ... Nh3+, winning the rook and defending the h-pawn.

26. ... Be6

With the development of the bishop, Black's worst problems are over. His KR, bishop and knight pose some threats to the White king.

27. Rxb7 Rab8

Better is 27. ... Nh3+ 28. Kg2 (28. Kh1 Rf1+ 29. Kg2 Rg1 mate) 28. ... Rf3 (threatening perpetual check with ... Nf4+) 29. Bd3 (if 29. Ne2 Rf2+ 30. Kg3 Rxe2) 29. ... Rxd3 30. Rxd3 Nf4. The only way to avoid the perpetual check is 29. Rd1, but after 29. ... Raf8 30. Be4 Rf6, Black would have excellent counterplay.

28. Rxb8 Rxb8

29. Kf2 ...

More promising is 29. Rd2 Bxc4 30. Kf2 Rf8 31. Ke3 with good prospects since Black's scattered pawns would be vulnerable.

29. ... Rxb2+

30. Ke3 ...

Unproductive is 30. Kg3 Nh5+ 31. Kh4 Rxh2+ 32. Kg5 Ng7 33. Rxc6 g3 with equality.

30. ... Ng2+

31. Kd4 Rd2+

32. Kc5 ...

After 32. Bd3, Black can draw either by 32. ... Nf4 33. Ke3 Rxd3+ 34. Rxd3 Nxd3 35. Kxd3 Kf7 36. Kd4 Kf6 37. Kc5 Ke5 or by 32. ... Bf5 33. Ne4 Bxe4 34. Kxe4 Ne1.

32. ... Rxd6

33. Kxd6 Bxc4

34. Kxc6 ...

If 34. Kc5 Bb3 35. Kb6 Nh4 36. Kxa5 Bxa4 37. Kxa4 Nf3 and draws. If 34. Be4 Ne3 to be followed by ... Nf1.

34. ... Ne3

35. Ne4 Kg7

36. Nf2 ...

Insufficient is 36. Ng3 Kf6 37. Kb6 Kg5 38. Kxa5 Bb3 39. Kb4 Bxa4 40. Kxa4 Ka4 with an easy draw.

36. ... Be2

37. Bd3 Bxd3

38. Nxd3 Nf1

39. Kb5 Nxb2

40. Kxa5 Nf3

41. Kb6 Nd2

Draw

GAME 44

Sleeping on the Job

Another case of backward development. White seems to have no particular reason for delaying the development of his queenside pieces. He soon allows Black to open the game advantageously, and, in the end, White's knights appear ludicrous, like the night watchman who wakes up after the burglars have escaped with the loot.

Netanya, 1971

SICILIAN DEFENSE

H. Westerinen	S. Reshevsky
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1. e4	c5
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2. Nf3	e6
--------	----

3. d4	cxd4
-------	------

4. Nxd4	Nc6
---------	-----

5. Nb5	...
--------	-----

Fischer's favorite; it requires accurate play by Black.

5. ...	d6
--------	----

6. Bf4	e5
--------	----

7. Be3	a6
--------	----

In my opinion, the only move. 7. ... Nf6, as played by Taimanov against Fischer in their 1971 match, gives White a strong position after 8. Bg5.

8. N5c3	Nf6
---------	-----

9. Be2	Be7
--------	-----

10. 0-0	0-0
---------	-----

11. f3	b5
--------	----

12. Qd2?	...
----------	-----

The only attempt for White to get an advantage is 12. a4 b4 13. Nd5 or immediately 12. Nd5.

12. ...	Rb8
---------	-----

13. Rd1	...
---------	-----

White's plan is too slow and unproductive. Again the correct continuation is 13. a4 followed by Nd5 after 13. ... b4.

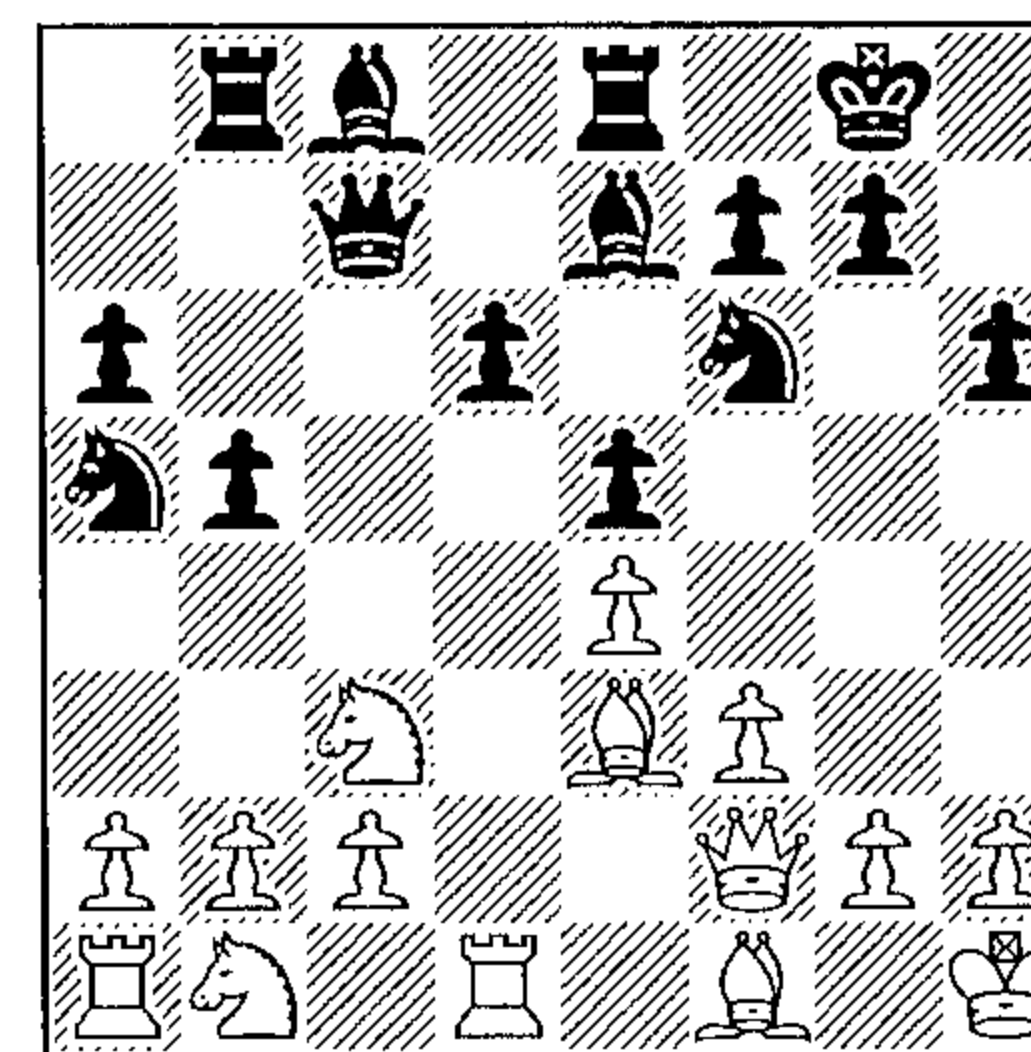
13. ...	Re8
---------	-----

14. Bf1	h6
---------	----

Preventing an eventual Bg5.

15. Kh1	Qc7
---------	-----

16. Qf2	Na5
---------	-----



17. b3?	...
---------	-----

Creating a lasting weakness on the queenside. Necessary is 17. Bd3 Nc4 18. Bc1, and although Black would have the superior position, White could put up strong resistance, which he is not able to do after the text move.

17. ...	Be6
---------	-----

18. Bd3	Red8
---------	------

In preparation for ... d5, opening up the game. White can do nothing to stop it.

19. Bd2	Nc6
---------	-----

20. Ne2	d5
---------	----

21. exd5	Nxd5
----------	------

22. Qg3	...
---------	-----

This accomplishes nothing. Wiser is 22. Nbc3 Ndb4 23. Be4 f5 24. Bxc6 Qxc6, and although Black still would have the better game, White would have better chances for survival than after the text move.

22. ...	Nf6
---------	-----

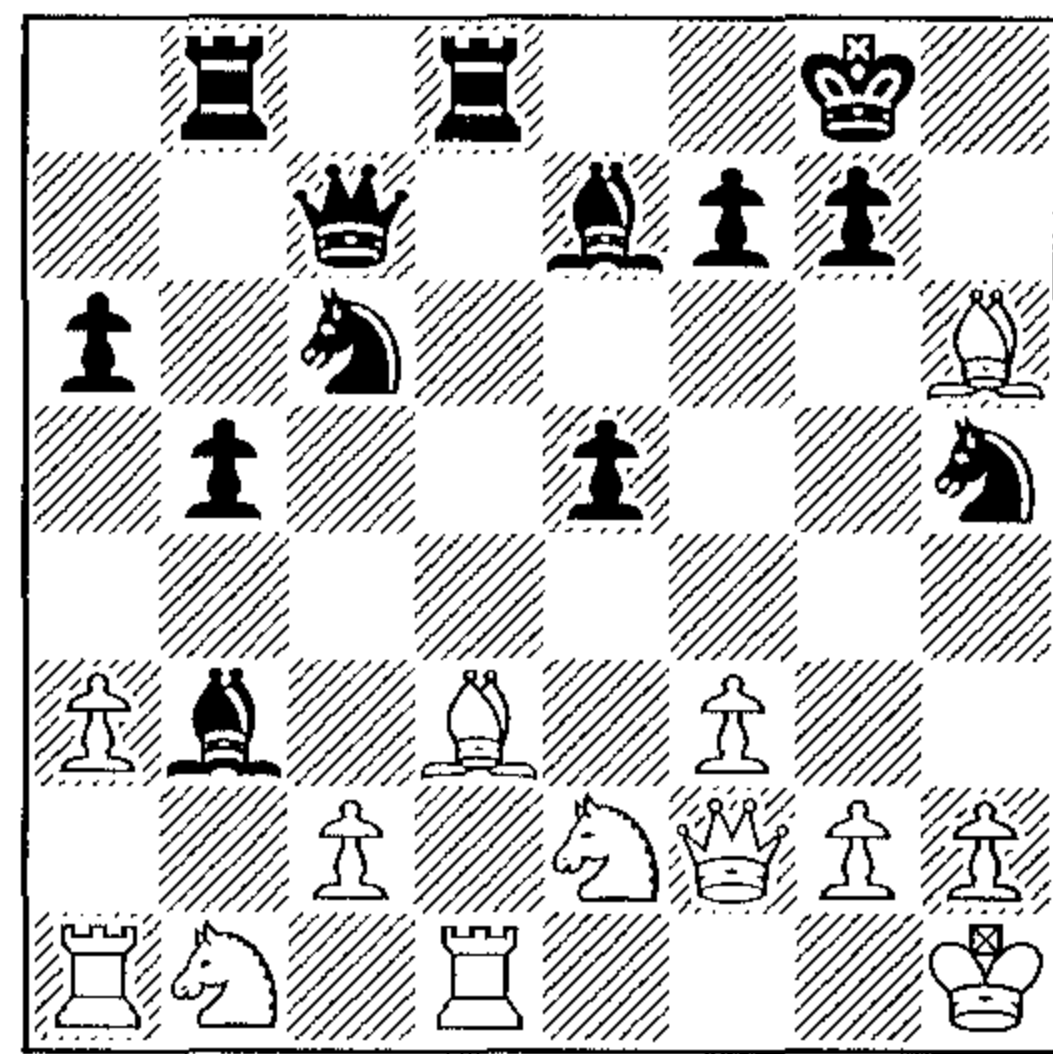
23. a3?	...
---------	-----

A better try is 23. Nbc3 (this piece has to be developed at all costs), and if 23. ... Nb4 24. f4. Obviously, 23. Bxh6 is impossible because 23. ... Nh5 wins a piece.

23. ...	Nh5
---------	-----

24. Qf2	Bxb3
---------	------

25. Bxh6	...
----------	-----



25. ... e4!

The pawn sacrifice shatters White's defenses.

26. fxe4 Ne5!

With the double threat of ... gxh6 and ... Ng4. Black's superior forces on the d- and c-files added to his threats against the king make White's position untenable. This situation resulted from White's neglecting to develop his queenside pieces.

27. Bf4 ...

There is nothing more promising. If 27. Bd2 or 27. Bc1, then 27. ... Ng4 28. Qg1 Bc5 and wins. If 27. Be3 Bf6 28. Nd4 Ng4 29. Qg1 Nxe3, etc. If in this line 28. Bd4 Ng4 29. Qg1 Rxd4 30. Nxd4 (if 30. cxb3 Rxd3 31. Rxd3 Bxa1) 30. ... Bxd4 and wins.

27. ... Nxd3

28. Rxd3 Nxf4

29. Nxf4 ...

Against 29. Qxf4, Black has the choice of 29. ... Qxc2 or 29. ... Qxf4 30. Nxf4 Bf6 31. c3 Bc4 32. Rxd8+ Rxd8 and wins because White is not able to parry the annoying threat of ... Rd1+.

29. ... Rxd3

30. Nxd3 Qxc2

31. Qxe2 ...

If 31. Qf1 Rd8 32. Nf2 Bf6.

31. ... Bxc1

32. Nb4 Bf3!

33. Nxc2 Bxa1

34. Nxa1 Rd8

35. Nc3 Rd3

Resigns

GAME 45

Surprised Pieces

Heart and mind, body and soul, pieces and pawns: each an indivisible pair. In chess, the logical progression of the game—the plans, the tactics, the attacks and defenses—must involve pieces and pawns working together. Not only must they support one another concretely and tactically, they must also depend on one another strategically; that is, a certain type of pawn structure calls for a certain type of piece deployment. A breakthrough prepared and executed by pawns loses its force when the pieces are not poised to exploit the new situation.

So it is in this game. Kim Commons, a promising young American master, first fails to play e5 at a propitious moment, when the complications are favorable to him; and on his very next move he radically changes the course of the game, but unfavorably, for his pieces are not ready to exploit the changed situation. Perhaps he was seized by a sudden inspiration. More likely, he was a little overambitious, a frequent characteristic of young players. Whatever the cause, his 24th move comes as a great surprise—to his own pieces.

72nd U.S. Open Ventura, 1971

KING'S INDIAN DEFENSE

K. Commons **S. Reshevsky**

1. d4 Nf6

2. Nf3 g6

3. c4 Bg7

4. g3 c5

4. ... c6 followed by ... d5 leads to a symmetrical position with few prospects for either side.

5. d5 d6

6. Bg2 0-0

7. 0-0 Na6

8. Nc6 Nc7

9. Bf4 a6

10. a4 Rb8

11. a5	b5
12. axb6 e.p.	Rxb6
13. Ra2	...

So far, all well known. In order to break White's control of the center, Black must attempt to get in ... e6. There is some difficulty involved in achieving this.

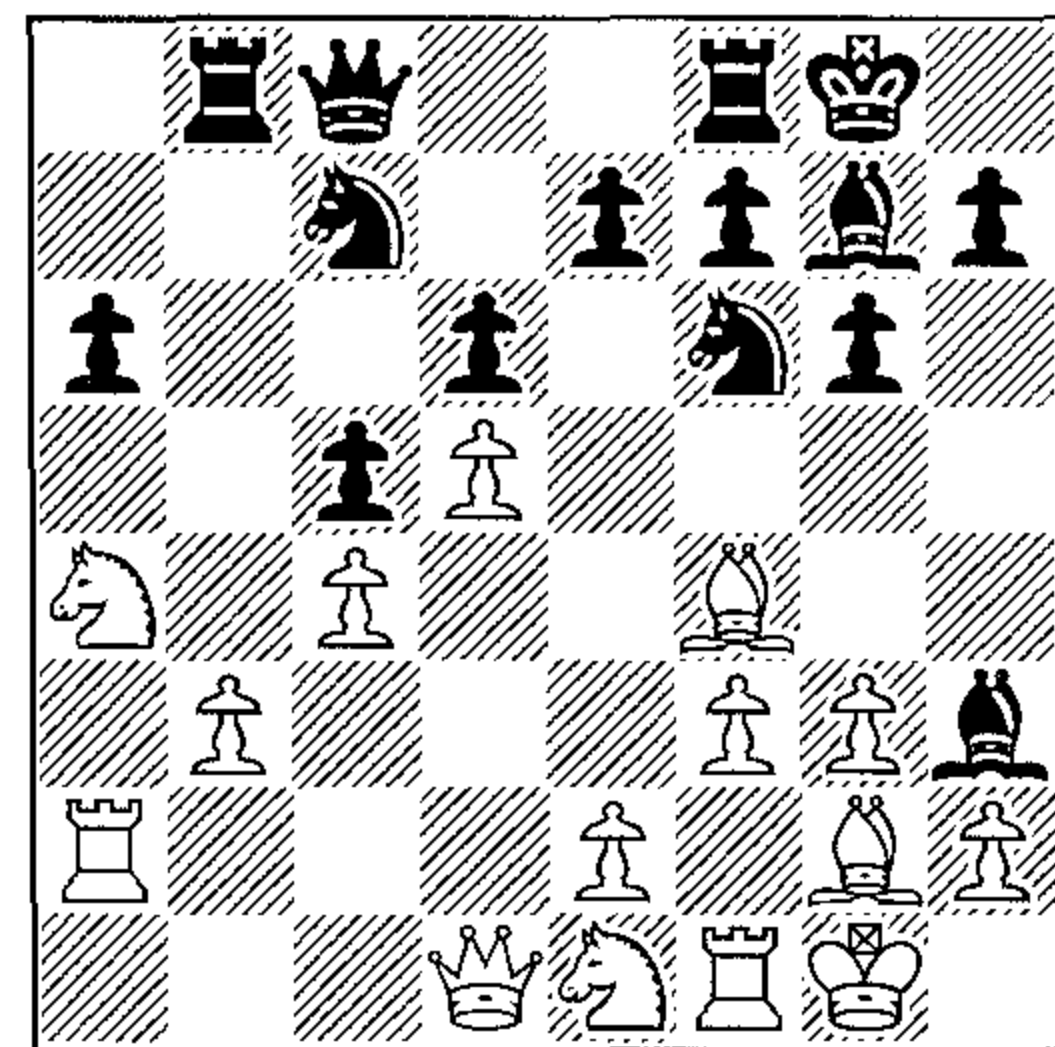
13. ...	Re8
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The immediate 13. ... e6 costs a pawn: 14. Na4 Rb8 15. dxe6, etc.

14. Na4	Rb8
---------	-----

To be considered is 14. ... Rb7, and if White proceeds, as he does in the game, with 15. b3, then Black can continue with 15. ... e6 16. dxe6 Nxd6 17. Bxd6? (17. Qxd6 Rxb3) Rd7.

15. b3	Bf5
16. Ne1	Qc8
17. f3	Bh3



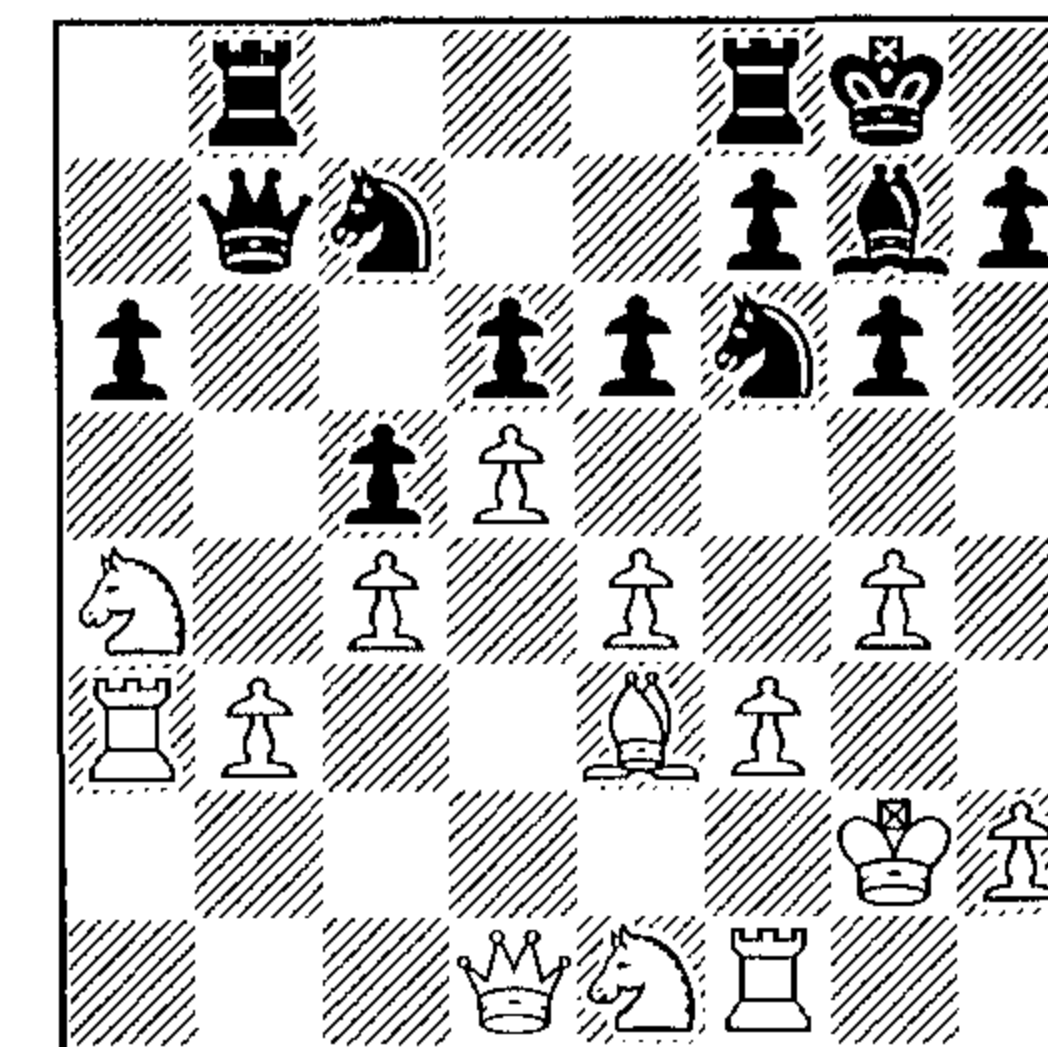
18. e4	...
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If 18. Bxh3 Qxh3 19. Nxc5? (19. g5 h5!) g4, winning a piece.

18. ...	Bxg2
19. Kxg2	Qb7
20. Ra3	Nh5
21. Be3	e6

My objective is finally achieved but not without possible danger.

22. g4	Nf6
--------	-----



23. Bf4!?	...
-----------	-----

To be seriously considered is 23. e5. For if 23. ... dxe5 24. Nxc5 Qc8 25. d6 Rd8 26. g5 Nd7 (26. ... Nh5 27. d7) 27. dxc7 and wins. In response, Black's best course is 23. ... Nfxd5 24. cxd5 Nxd5 25. Bd2 Bxe5; Black would have three pawns for the piece, with about even chances.

23. ...	exd5
---------	------

24. Bxd6?	...
-----------	-----

My young opponent is looking for complications. Correct is simply 24. exd5, maintaining the pressure on the d-pawn and keeping Black's position cramped and defensive. His pieces, particularly his knights, are not well situated for the type of position that now arises. The QN will be out of play on the queenside, the other one passive.

24. ...	dxe4!
---------	-------

25. Nxc5	Qc6
----------	-----

26. Bxc7	Qxc7
----------	------

26. ... Qxc5	27. Bd6!.
--------------	-----------

27. Nxa6	Qe7
----------	-----

Both of White's knights are clumsily placed, especially the one at a6, and his king is precariously posted; Black's pieces, on the other hand, are actively situated, and he also has a potential passed pawn.

28. Nxb8	...
----------	-----

28. Ra2 is a better try. Black can then continue 28. ... Ra8 (threatening ... Qb7) 29. b4 Qe6! 30. b5 Qxc4 with advantage.

28. ...	Qxa3
---------	------

29. fxe4?	...
-----------	-----

Giving up a piece is tantamount to resignation. He should try 29. Nd7 so that if 29. ... exf3+ 30. Qxf3 (not 30. Nxf6 because of 30.

Nxg4). I would have played 29. ... e3 30. Nxf8+ Bxf8 31. Qe2 Qxb3 with advantage.

29. ...	Rxb8
30. e5	Qb2+
31. Rf2	Qxe5
32. Nf3	Qf4
Resigns	

GAME 46

Passive Pieces

This interesting game illustrates a strategic idea that is very popular today: Black's sacrifice of the QNP in order to gain a powerful initiative on the open lines on the queenside. Geller finally wins the pawn back and retains a clear positional profit: far more active pieces and safer pawns. In fact, White's QBP is a major factor in the immobilization of White's rook and knight, and it is this forced inactivity that allows Black's king to walk in with decisive threats. The final maneuver, when Black tucks his rook into a corner where it apparently has the least possible activity, is amusing.

Interzonal Tournament Palma de Majorca, 1970

KING'S INDIAN DEFENSE

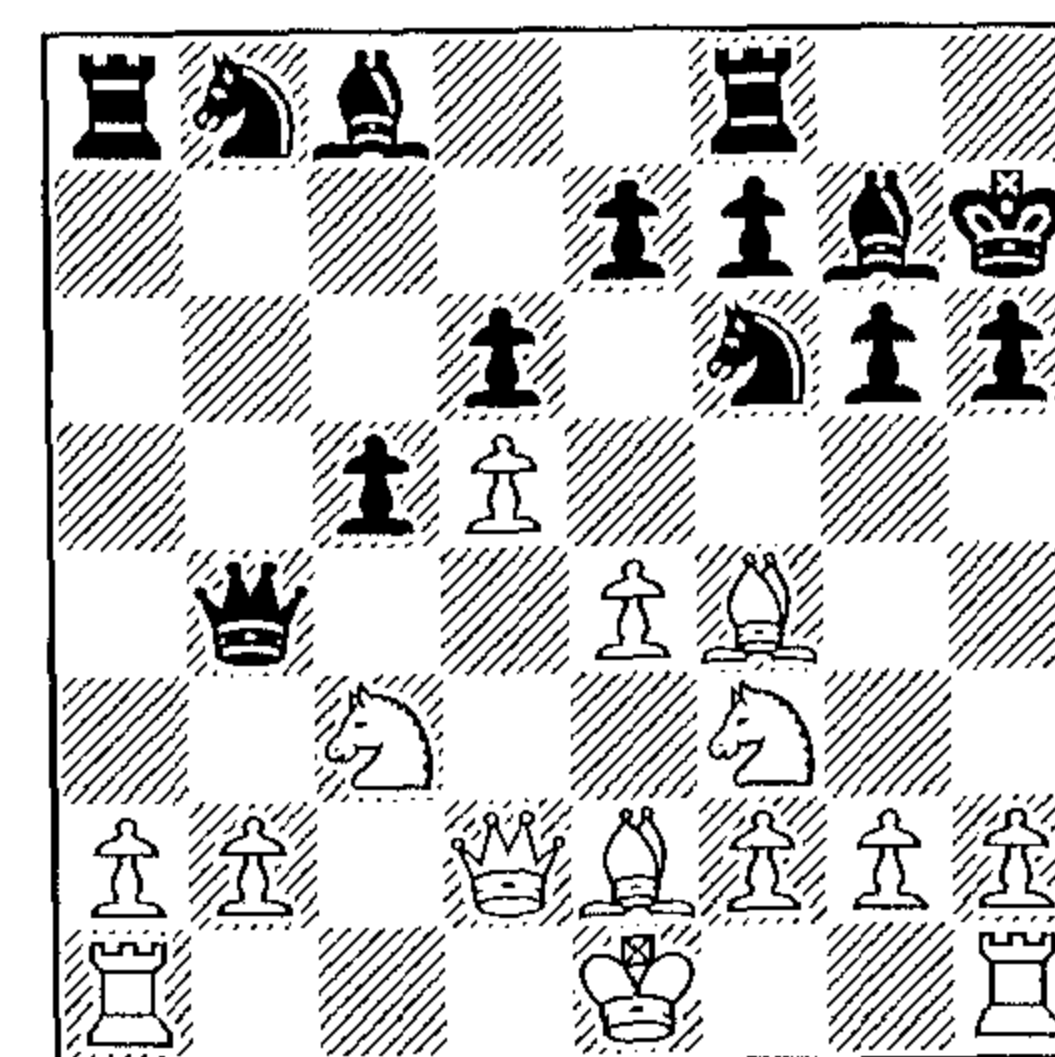
W. Uhlmann	Y. Geller
1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. Be2	0-0
6. Bg5	c5
7. d5	h6
8. Bf4	...
8. Bd2 or 8. Be3 seems preferable.	
8. ...	a6
9. Qd2	Kh7
10. Nf3	...

In view of Black's next move, White should continue 10. a4, and if 10. ... Qa5 11. Ra3, preventing ... b5.

10. ...	b5!
11. cxb5	axb5
12. Bxb5	Qb6
13. Be2	...

Better is 13. Bd3, adding protection to the e-pawn.

13. ...	Qb4
---------	-----



14. e5?	...
---------	-----

Necessary is 14. 0-0, and if 14. ... Nxe4 15. Nxe4 Qxe4 16. Bd3 Qb4 17. Qe3, with a chance for counterplay by continuing with a4-a5.

14. ...	Nh5
15. Bg3	Ba6
16. Bxa6	...

Relatively better chances are offered by 16. 0-0 Nxg3 17. hxg3 dxe5 18. Bxa6 Rxa6 19. Qe2. The text move expedites Black's development.

16. ...	Rxa6
17. exd6	exd6
18. 0-0	Nd7

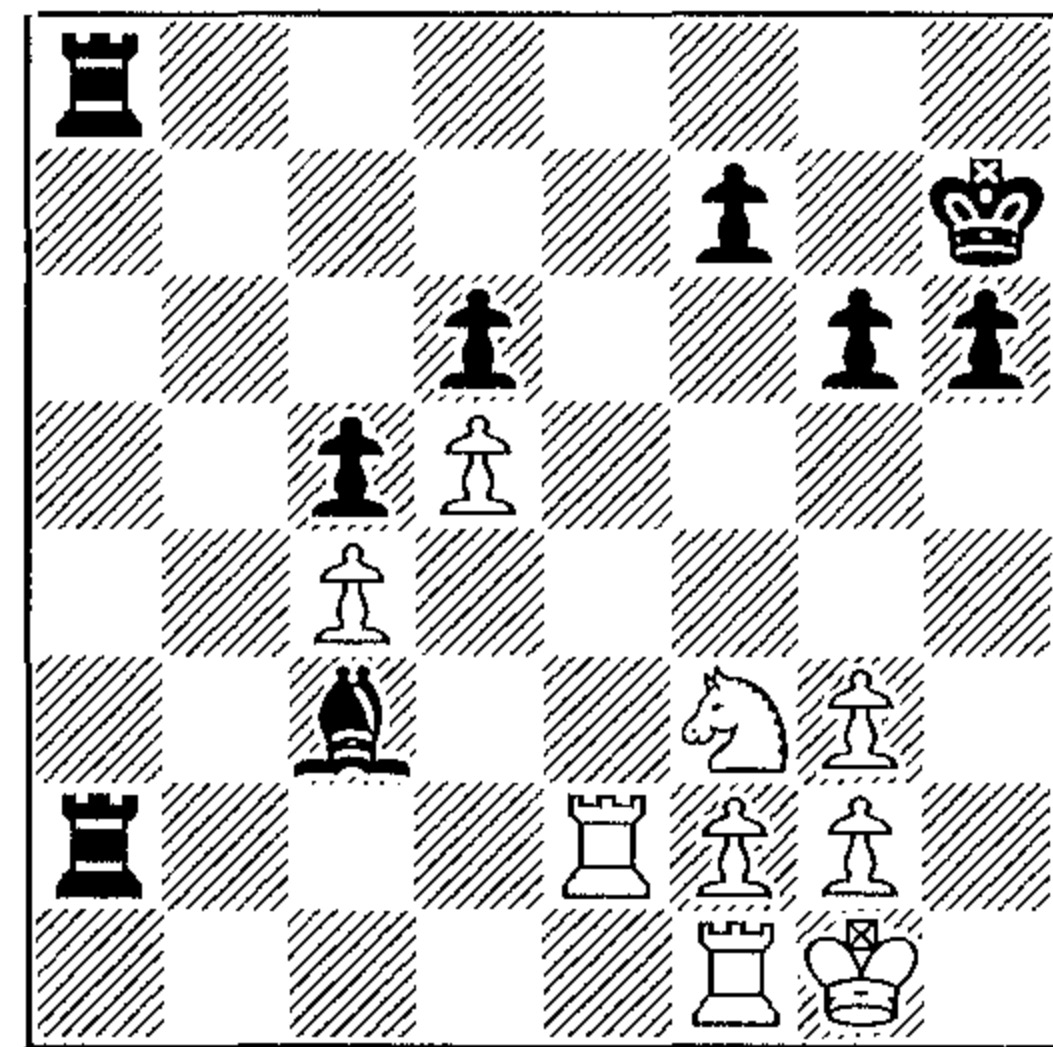
Black's activity on the a- and b-files sufficiently compensates for the pawn.

19. Rae1	Nxg3
20. hxg3	Nb6
21. Re2	...

21. Re4 can be satisfactorily met by 21. ... Bxc3 22. Qe2 Qa5 23. bxc3 Qxa2.

21. ... Nc4
 22. Qd3 Rfa8
 23. b3 ...
 23. ... Qxc3
 24. Qxc3 Bxc3
 25. bxc4 Rxa2

23. a3 is refuted by 23. ... Nxa3. White's problem is the pressure against his queenside pawns.



26. Rxa2 ...

Nothing is achieved by 26. Re7 Kg7 27. Rb1 (threatening Rbb7) 27. ... Bb4 (threatening ... Rc2 followed by ... Raa2), and if 28. Ne1 Ra1 29. Rxa1 Rxa1 30. Kf1 Rc8 and wins.

26. ... Rxa2

The endgame is strategically difficult for White: his rook and knight are inactive and the c-pawn is in danger. Moreover, Black's rook and bishop occupy favorable posts. White's knight has no safe square except f3, where it does nothing to defend the c-pawn, and the danger to that pawn forces the rook to remain behind in a passive position.

27. Rc1 Bf6?

Stronger is 27. ... Bb4; see the next note.

28. Kf1? ...

Necessary is 28. Rb1 threatening to attack Black's d-pawn with Rb6, and if 28. ... Ra6 29. g4 (preventing ... a5), and Black's chances of progress would be substantially reduced.

28. ... h5!
 29. Ne1 ...

Even now, 29. Rb1 is worth a try.

29. ... g5
 30. Rc2 Ra1
 31. Ke2 Kg6
 32. Nf3 ...

The bishop is obviously much stronger than the knight, which has no useful targets here and will soon be compelled to mark time, hopping around sadly in a small space. White has no choice but to wait for Black to proceed with his plan.

32. ... Kf5

The Black king now walks in unmolested and becomes the major factor in Black's victory.

33. Nd2 g4
 34. Nf1 Bd4
 35. Nd2 ...

White is virtually in zugzwang. If 35. Ne3+ Bxe3 36. Kxe3 (36. fxe3 Ke4 is no improvement) Ra3+ 37. Ke2 Ke4 followed by ... Kd4 and wins easily.

35. ... Rg1
 36. Nb3 Be5
 37. Nd2 Rxc2

Can he get away with this? What is he doing to his rook?

38. Kf1 Rh2
 39. Kg1 Rh3
 40. Nb1 h4

The point.

41. Kg2 hxg3
 42. fxg3 ...

42. Nxc3+ Bxc3 43. fxg3 Ke4 44. Rf2 Kd3 45. Rf4 f5 is no better for White.

42. ... Ke4
 43. Rf2 f6
 44. Ra2 Rh8
 Resigns

GAME 47

A Thorn in the Center

In the middlegame a White passed pawn suddenly darts ahead and throws the Black forces into turmoil. The pawn itself does not survive the battle, but its effect on the enemy camp is like that of a lion's leaping into a pack of gazelles. Snapping in both directions and also threatening to advance farther in search of bigger game, the pawn brings chaos to the enemy forces which must try to capture it and at the same time stay out of its way.

The pawn, though finally lost, has a salutary effect on White's pieces; with brighter prospects, they encounter little difficulty in creating enough new threats to force Black to sacrifice material.

72nd U.S. Open
Ventura, 1971

NIMZO-INDIAN DEFENSE

S. Reshevsky	A. Spiller
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. e3	b6
5. Ne2	...

More usual is 5. Bd3 Bb7 6. Nf3, etc., but the text move is a good alternative, getting away from the trodden path.

5. ...	c5
6. a3	Ba5

Better than 6. ... Bxc3+ 7. Nxc3 0-0 8. d5 with a strong bind for White.

7. Rb1	Na6
--------	-----

7. ... Nc6 is more frequently seen, but the text move is not bad because it offers Black's QB greater freedom once it is posted at b7.

8. Ng3	...
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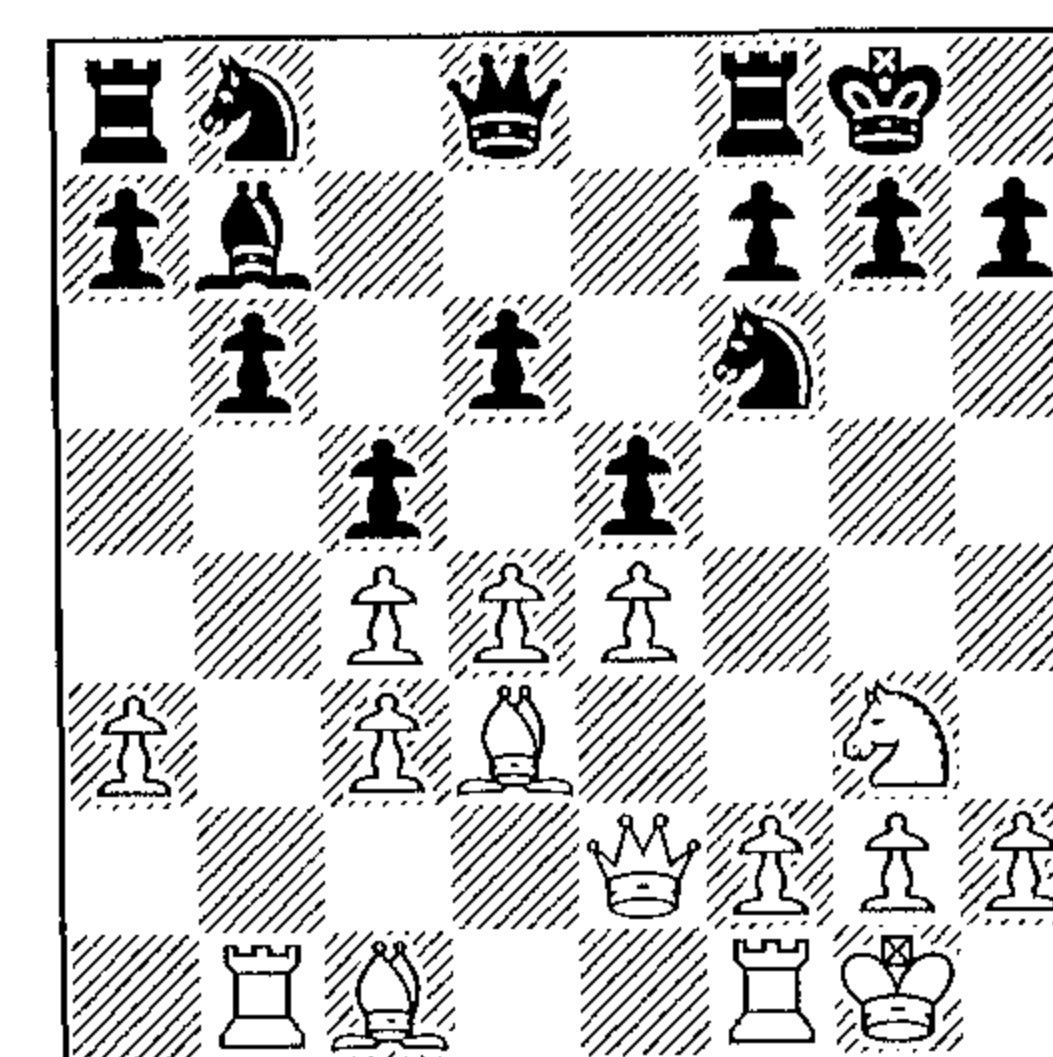
Preferable is 8. Bd2 Bb7 9. Ng3 or 9. Nf4.

8. ...	0-0
--------	-----

Why not 8. ... Bb7, slowing down the development of White's KB?

9. Bd3	Bxc3+
10. bxc3	d6
11. 0-0	Bb7
12. Qe2	Nb8
13. e4?	...
13. ...	e5

A mechanical move. Stronger is 13. f4 which hinders ... e5.



14. d5	...
--------	-----

Here I missed the very promising continuation 14. f4! cxd4 (if 14. ... exf4 15. Bxf4 White gets a strong position without having to give up a pawn for it) 15. cxd4 exd4 16. e5 dxe5 (a better defense is 16. ... Re8, but after 17. Nf5 dxe5 18. fxe5 Nbd7 19. Bf4 with good prospects) 17. fxe5 Re8 18. Rxf6! gxf6 19. Qg4+ with a winning attack, for if 19. ... Kf8 20. Bh6+ Ke7 21. Nf5+, etc., and if 19. ... Kh8 20. Qf5 Kg8 21. Qxh7+ Kf8 22. Nf5 followed by mate. Note how in these variations the White pieces are very well focused on the king-side, able to generate a mating attack with hardly any further preparation. Black's pieces, on the other hand, are inactive.

The text move permits a blockade by Black that limits the activity of White's pieces.

14. ...	Bc8
15. f4	exf4
16. Bxf4	Ng4

A good move, which attempts to prevent White from breaking through with e5.

17. h3	...
--------	-----

To be considered nevertheless is 17. e5, and if 17. ... dxe5 (17. ... Re8? 18. e6) 18. Bxe5 Re8 19. Bc7!.

17. ... Ne5

18. Bxe5 ...

The knight is too well placed and must be eliminated.

18. ... dxe5

19. Qh5 ...

I now faced the problem of where to concentrate my forces. Neither wing appeared to offer great prospects. I finally decided to try the kingside, and, if that proved unfruitful, my next strategy would probably be to attempt action on the queenside by advancing my a-pawn to a5. The text move is a feeble attempt to weaken the Black king's defenses.

19. ... f6

20. Rf2 ...

In order to be in a position to double the rooks on the f-, a-, or d-file. I left myself the option because I didn't know yet where the rooks belonged. This will depend on the setup of Black's forces.

20. ... Nc6

21. Nf1 ...

Not 21. dxc6 Qxd3, attacking rook and knight.

21. ... Ne7

22. Ne3 Ng6

Intending, of course, an eventual ... Nf4.

23. g3 Qe8?

My opponent is apparently satisfied with his position and becomes complacent, ignoring the possible advance of White's passed d-pawn; otherwise he would blockade with ... Qd6.

24. h4 ...

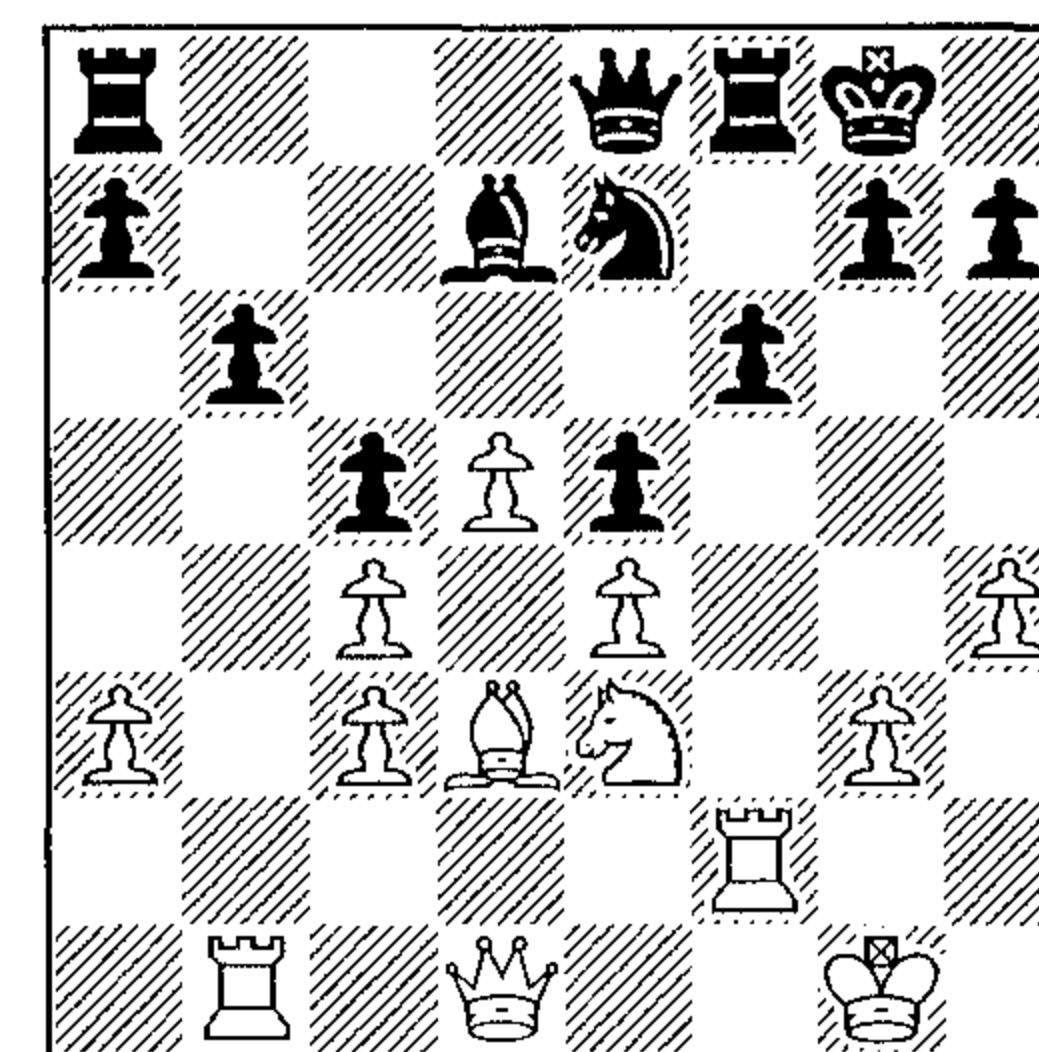
Meeting Black's immediate threat of 24. ... Nf4, which would net him a pawn.

24. ... Bd7

25. Qd1 ...

In order to answer ... Ba4 with Bc2. I am not averse to exchanging bishops when mine is less active than my opponent's. The exchange would also increase my chances of anchoring my knight at f5.

25. ... Ne7



His knight having become useless at g6, Black decides to relocate it, but wiser is 25. ... Nh8 and Nf7, where it could be better utilized to control the vital d6 square.

26. d6! ...

An ambitious advance since it appears that the pawn may eventually be surrounded and captured. I had to assess the possibilities very carefully. I decided that I could defend the pawn sufficiently and long enough to enable me to launch some kind of attack since Black's pieces would be tied up trying to win this pawn. I considered the alternative 26. Rh2 to be followed by a4-a5, but I decided to break through on the d-file because it was closer to the Black king and therefore offered a quicker decision.

As so often happens, a pawn move like this opens up broad new vistas for the pieces that could not be otherwise obtained so economically.

26. ... Nc6

If 26. ... Nc8 27. Be2, and if 27. ... Qe6? 28. Bg4 costs Black a piece (28. ... Kf7 29. Bxd7 and 30. Qd5+). After 26. ... Nc8, the knight and the QR remain out of play.

27. h5 ...

The main purpose of this move is to prevent ... Qg6; I also wanted to locate my knight at f5 without allowing its dislodgment by ... g6, which, after the text move, would weaken Black's king position irreparably.

27. ... Rd8

28. Rd2 Be6

29. Be2 Qf7

30. Bg4! ...

The purpose of this strong move is to dispose of Black's bishop so that I can anchor my knight at f5. Once having reached this square, the knight gives me a stranglehold on the position, which enables me to develop numerous effective threats.

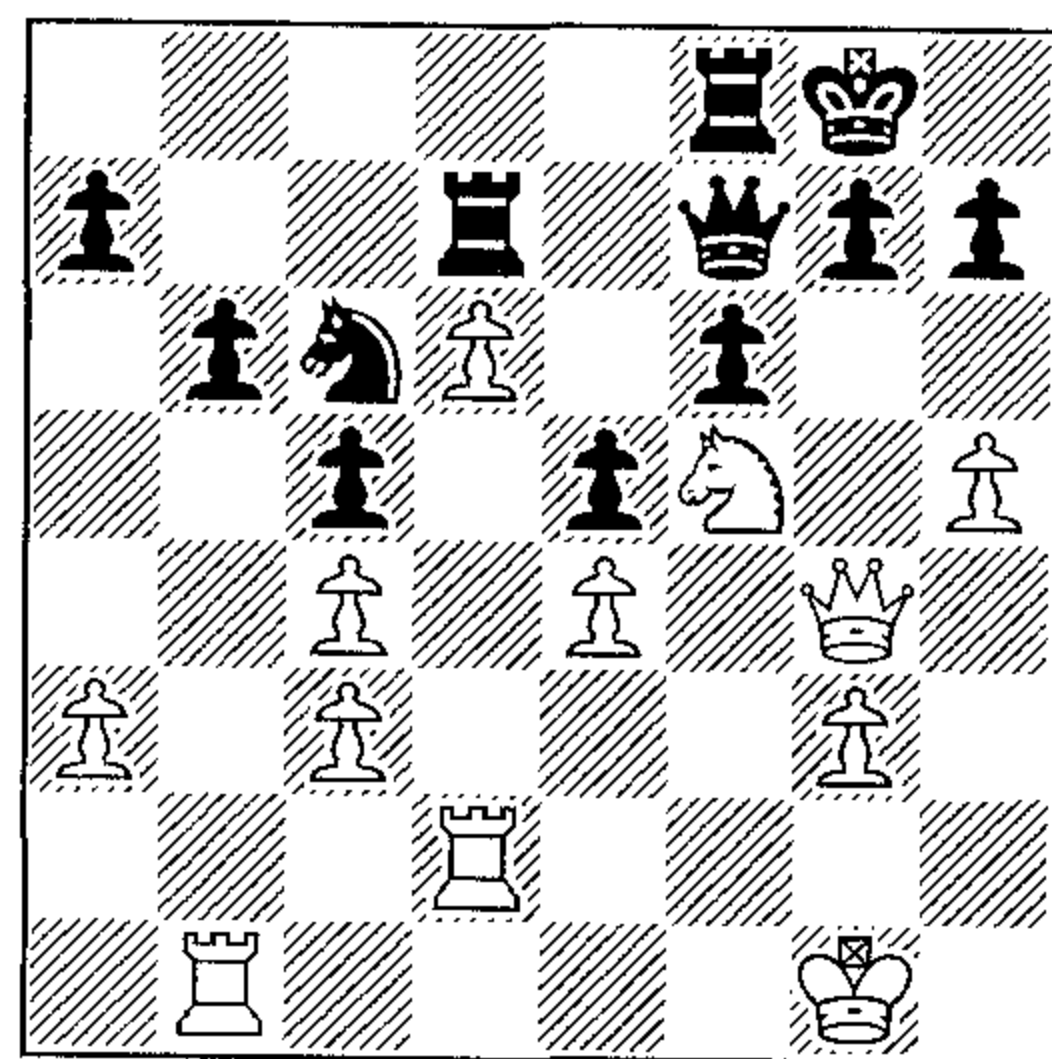
30. ... **Bxg4**

Black's best try is 30. ... Bxc4, but after 31. d7 Na5 32. Rd6 (threatening Nxc4 followed by Be6) Kh8 33. Nd5 Bxd5 34. Rxd5, Black's chances of defense are very poor. The reasons are the strength of the d-pawn and the inactivity of the Black pieces, the latter a direct result of the former.

31. **Qxg4** **Rd7**

This loses, but there is no satisfactory reply. Best under the circumstances is 31. ... Nb8 (to prevent d7) 32. Nf5 Kh8 33. Ne7 Rfe8, followed by ... Nd7 or ... Rd7, but Black's position would be cramped and untenable in any case.

32. **Nf5** ...



And now the double threat of Nh6+ and Ne7+ cannot be parried. Note the great strength of a knight on a central square, which I will discuss later in this chapter.

32. ... **Kh8**

33. **Ne7!** ...

The winning move. Black must lose the Exchange.

33. ... **Rxe7**

If 33. ... Nb8 34. Ng6+ hxg6 (otherwise White wins the Exchange and the game) 35. hxg6 followed by Qh5+, etc.

34. **dxg6** **Nxe7**

35. **Rd7** **f5**

36. **exf5** **Qxf5**

37. **Qxf5** **Nxf5**

38. **Rf1** **Kg8**

39. **Rxa7** ...

The rest is not difficult. Black could resign at this point.

39. ... **Nxg3**

40. **Rxf8+** **Kxf8**

41. **Rb7** **Ne2+**

42. **Kf2** **Nxc3**

43. **Rxb6** **Kf7**

44. **Ra6** ...

44. Ke3 also does the trick, but the fastest way is to promote the advance of the a-pawn.

44. ... **g5**

45. **hxg6 e.p.+** ...

Slows down the g-pawn.

45. ... **hxg6**

46. **a4** **Nd1+**

47. **Ke2** **Nb2**

48. **a5** **Nxc4**

49. **Ra8** **Resigns**

GAME 48

Two Bishops

It often happens that a player is so fond of his advantageous position that he is reluctant to transpose to a winning endgame. Yet that is how chess games are won: more space in the opening is translated into the initiative, which leads to better piece placement, which leads to enemy weaknesses, which results in attack or material gain, etc.

This game is a good example. White's opening initiative consists of his slightly more active pieces, which exert pressure on Black's isolated d-pawn. To get rid of the pressure, Black gives his opponent the advantage of the two bishops. The bishops soon become so threatening that Black is willing to give up a pawn to deprive White of one of them.

Sochi, 1966

NIMZO-INDIAN DEFENSE

V. Korchnoi	B. Spassky
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. Nf3	c5
5. e3	0-0
6. Bd3	b6

This is Spassky's favorite variation of the Nimzo-Indian Defense. He resorted to it several times in the 1966 Piatigorsky tournament with relative success. It has also been a favorite of Bobby Fischer's.

7. 0-0	Bb7
8. Na4	...

Accepted as the best attempt to obtain an opening advantage in this variation. The threat is 9. a3 followed by 10. dxc5.

8. ...	cx d4
9. ex d4	Be7

Otherwise 10. c5 would be embarrassing for Black.

10. Bf4	...
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More popular today is 10. Re1 d6 11. b4, followed by fianchettoing the bishop.

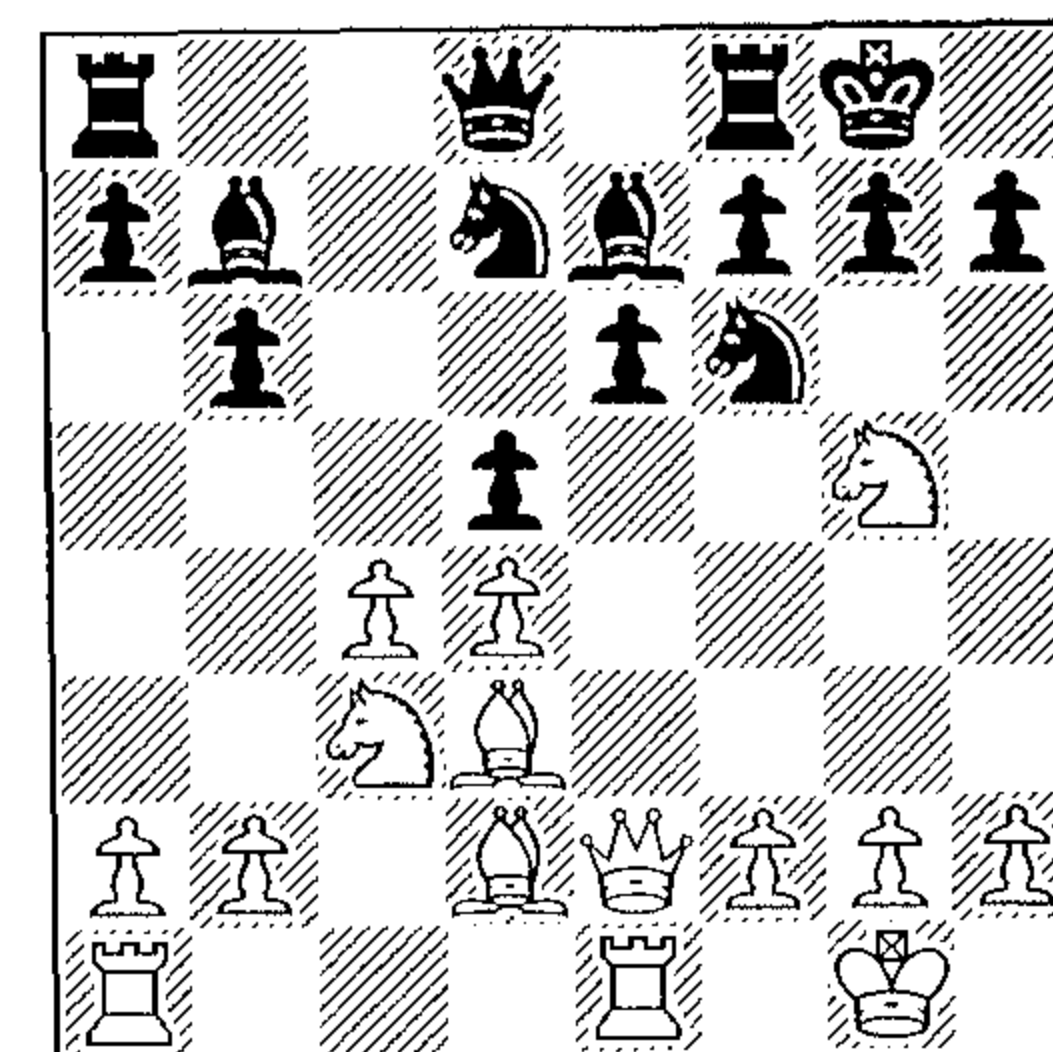
10. ...	d6
11. Re1	Nbd7
12. Nc3	d5

Moving this pawn a second time is illogical. More prudent is 12. ... Re8 followed by Nf8-g6 while waiting for White to undertake something.

13. Qe2	Nh5
14. Bd2	Nhf6

Indicating a willingness to split the point; however, Korchnoi is not content with a "grandmaster draw."

15. Ng5!	...
----------	-----



So that if 15. ... h6, White could win with 16. Nxe6 fxe6 17. Qxe6+ Rf7 18. Bg6 Qf8 19. Bxf7+ Qxf7 20. Qxe7.

15. ...	Re8
16. cx d5	...

Unsound is 16. Nxf7 Kxf7 17. Qxe6+ Kf8 18. cx d5 Bb4 19. Qh3 Bxc3 20. bxc3 Bxd5 21. Bxh7 Nxh7 22. Qxh7 Nf3, and in this case three pawns do not compensate for the piece.

16. ...	ex d5
17. Qf3	h6
18. Nh3	Bb4

Spassky tries to relieve the pressure on his d-pawn, but in doing so he gives his opponent the advantage of the two bishops. To be considered is 18. ... a6 19. a4 (otherwise Black would continue with ... b5 and ... Nb6-c4 with good prospects) 19. ... Nb8, to be followed by ... Nc6-b4.

Black's maneuver leads rather suddenly to a clear White advantage. The White bishops enjoy clean open lines, whereas Black's pieces are passive and he sorely misses the KB.

19. Qg3	Bxc3
20. bxc3	Kh8
21. f3!	...

White's bishops are free to roam the various sectors of the board and thus offer him the enviable choice of either aggressive or positional action. Black's bishop, on the other hand, is out of play.

In depriving Black's knight access to e4, Korchnoi limits the mobility of Spassky's pieces considerably and thus keeps his KB's diagonal open.

21. ... Rxe1+
 22. Rxe1 Qf8
 23. Bf5 ...

Ineffective is 23. Qc7 on account of 23. ... Qb8 24. Qxb8+ Rxb8 25. Re7 Kg8 followed by ... Re8.

23. ... Re8
 24. Nf4 Rxe1+
 25. Qxe1 Qd8

25. ... Qa3 loses to 26. Bxd7 Nxd7 27. Qe8+ Nf8 28. Qxf7, etc.

26. h4 ...

With Black completely on the defensive, Korchnoi proceeds to initiate action on the kingside, intending to create weakness in Black's camp.

26. ... Kg8
 27. Bc1 ...

To deny Black the simplification he could get with ... Kf8 followed by ... Qe7.

27. ... Nb8

Relocating this knight to a more favorable post.

28. Ba3 ...

The bishops now occupy important lines, restricting Spassky's activity and compelling him to defend rather than actively seek counterplay.

28. ... Nc6
 29. g4 Qb8
 30. Bc1 ...

30. Nd3 is out of the question because of 30. ... g6, and 30. Qe3 is unappetizing because of 30. ... Na5.

30. ... Qe8
 31. Qf2 ...

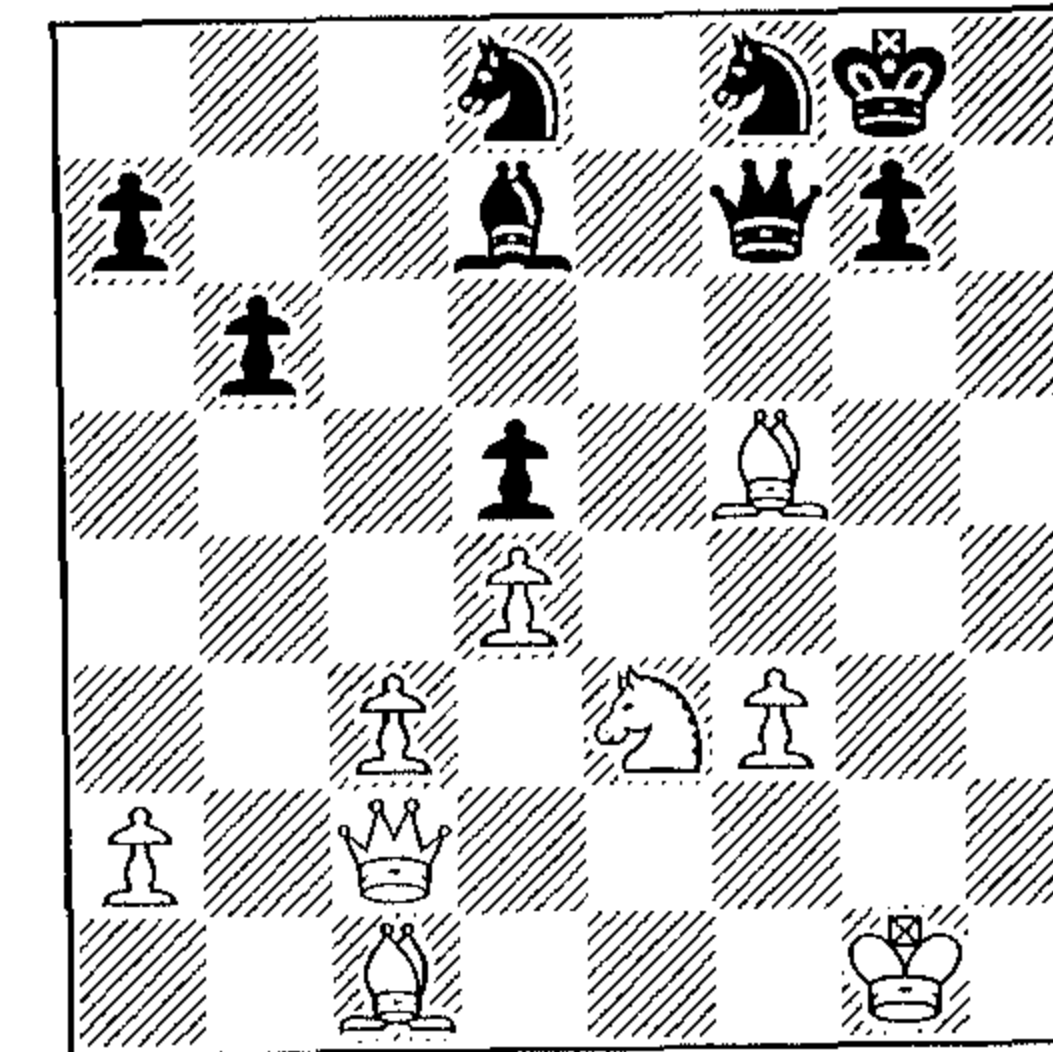
Unproductive is 31. Qxe8+ Nxe8 32. Nxd5 Nxd4 33. Ne7+ Kf8, etc.

31. ... Nd8

The knight is needed on the kingside for defensive purposes. Spassky's task is difficult indeed.

32. g5 hxg5
 33. hxg5 Nh7
 34. g6 Nf8
 35. gxf7+ Qxf7
 36. Qc2 Bc6

37. Ng2 Bd7
 38. Ne3 ...



38. ... Bxf5?

Understandably anxious to simplify, considering that he has been defending patiently for several hours. Correct, however, is 38. ... g6 39. Bxd7 Nxd7, and White would have difficulty making substantial progress; the continuation 40. Nxd5 Qxd5 41. Qxg6+ Kh8 is unproductive.

39. Qxf5 Qxf5
 40. Nxf5 Kf7

Spassky decides to give up his a-pawn. He discarded 40. ... Nc6 because of 41. Ne3 Ne7 42. Ba3 Nfg6 43. Kf2 Kf7 44. Kg3 Ke6 45. Kg4 a6 46. Kg5 Kf7 47. Ng2, which, when followed by Nf4 or Nh4, renders Black's position indefensible.

41. Nd6+ Ke6
 42. Nb5 ...

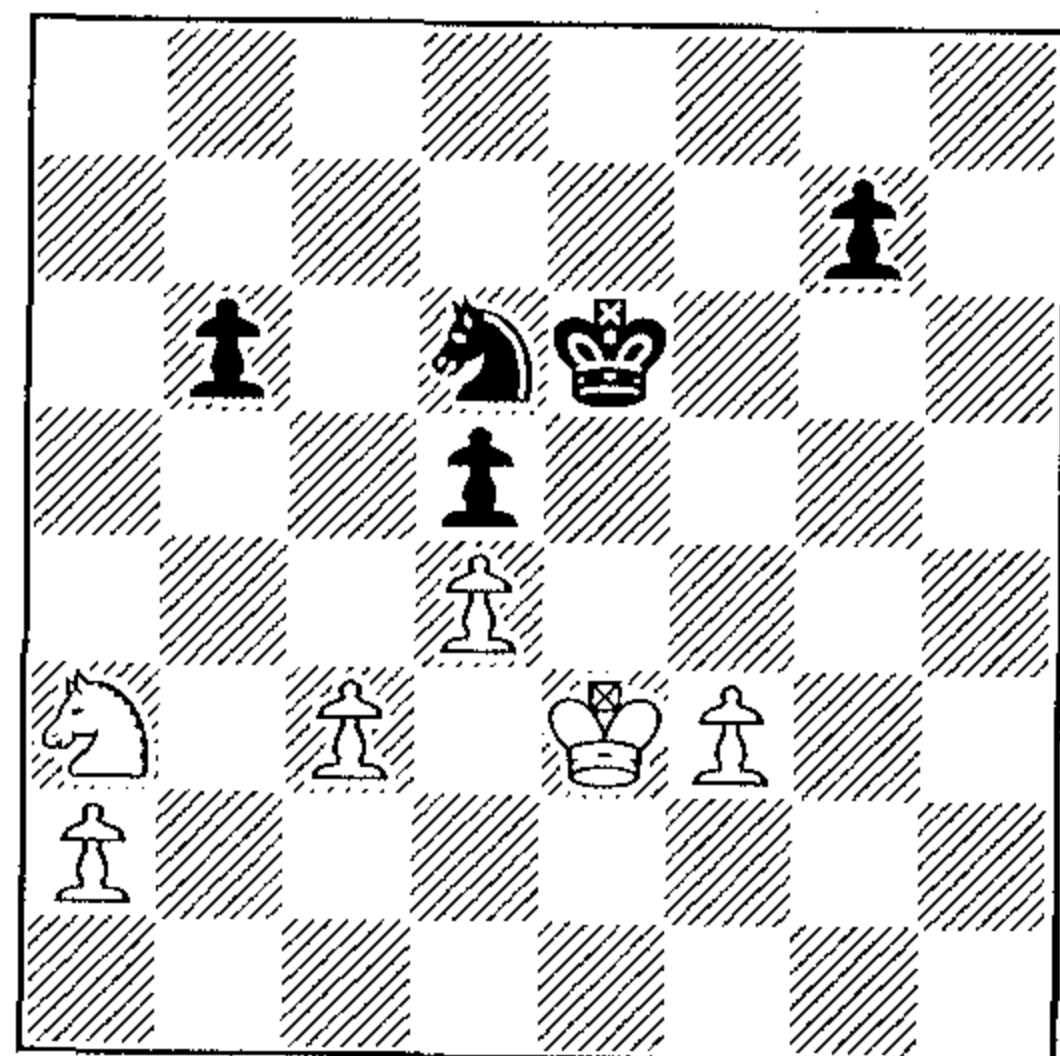
One of the pawns has to go, for if 42. ... Nc6 43. Nc7+ Kd6 44. Bf4+ followed by Nxd5.

42. ... Kd7
 43. Nxa7 Nfe6
 44. Nb5 Nb7
 45. Kf2 Nd6
 46. Na3 ...

After an exchange of knights, White could make no progress despite the pawn plus.

46. ... Nc7
 47. Bf4 Ncb5

48. Bxd6 Nxd6
49. Ke3 Ke6



After 49. ... Kf6 50. Kf4, Black could resign. Although a pawn ahead, Korchnoi still has his work cut out for him. Knight endings can be extremely difficult and the win elusive.

50. Nc2 g5
51. Kd3 b5

It is wiser not to advance this pawn, since now it becomes more susceptible to attack.

52. Ne3 Nf7
53. Kc2 Nd8
54. Kb2! ...

Leaving in reserve an extra tempo, which could prove necessary. After 54. Kb3 Nc6 White could not maneuver his knight because of ... Kf5, but now after 54. ... Nc6 55. Kb3, Black's only reasonable move is 55. ... Kd6, leaving the knight free to maneuver. White could, of course, play a3, but why exhaust the only reserve tempo move when it is not necessary?

54. ... Nc6
55. Kb3 Kd6
56. Nd1 Ke6
57. Nf2 Kf6

Unavailing now is 57. ... Kf5 58. Nd3 g4 59. fxg4+ Kxg4 60. Ne5+ Nxe5 61. dxe5 Kf5 62. Kb4 and wins.

58. Nd3 Ke6
59. Kb2 Kd6

60. Nc5 Na5
61. Kc2 Nc4

If 61. ... Nc6 62. Na6 Na5 63. Kd3 Nc6 64. Ke2 and Kf2-g3.

62. Nd3 Ke6

If 62. ... Na5 63. Ne5 Ke6 64. Kb2 Kf6 65. Ka3 and Kb4.

63. Kb3 Nd2+
64. Kb4 Nb1

Hopeless is 64. ... Nxf3 65. Kxb5 g4 66. Kc6, and if 66. ... g3 67. Nf4+ Kf5 68. Nxd5. White's knight would be able to get back in time to stop Black's pawn.

65. Nf2 Kf5
66. Nh3 g4

Spassky is lost and makes a last stab. Inadequate is 66. ... Kf6 on account of 67. Ng1 Kf5 68. Ne2 Nd2 69. Kxb5 Nxf3 70. a4, etc.

67. fxg4+ Kxg4
68. Nf2+ Kf3
69. Nd1 Ke2
70. Kxb5 Kxd1
71. Kg4 Kc2
72. a4 Resigns

The pawns cannot be stopped, for if 72. ... Nxc3 73. a5 Ne2 74. Kc5, etc. A fine performance by Korchnoi.

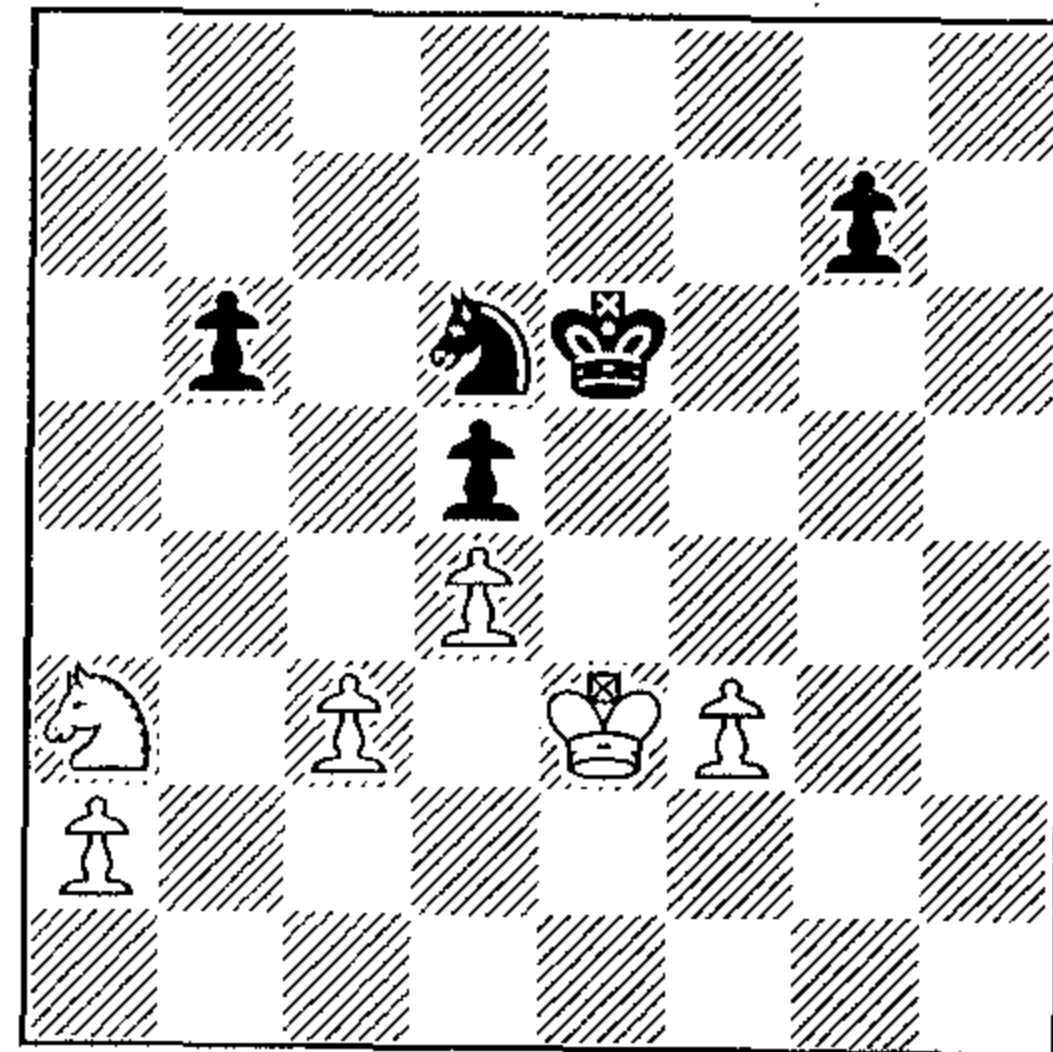
GAME 49

Good Bishop, Bad Bishop

In this instructive endgame watch how Black's dark-squared bishop is able to accomplish so much, unlike White's, which is reduced to preventing the advance of a pawn—and that only temporarily. An important factor is that the pawns of both players are on squares the same color as their bishops. But whereas Black's bishop is free to travel outside the confines of his pawn cage, White's is not. Of course, Black's material advantage and his passed pawns rather limit White's opportunities, but still the difference in bishops is striking.

The endgame is in several stages: first, Black forces White to advance a pawn, releasing a square Black needs to penetrate; see

48. Bxd6 Nxd6
49. Ke3 Ke6



After 49. ... Kf6 50. Kf4, Black could resign. Although a pawn ahead, Korchnoi still has his work cut out for him. Knight endings can be extremely difficult and the win elusive.

50. Nc2 g5
51. Kd3 b5

It is wiser not to advance this pawn, since now it becomes more susceptible to attack.

52. Ne3 Nf7
53. Kc2 Nd8
54. Kb2! ...

Leaving in reserve an extra tempo, which could prove necessary. After 54. Kb3 Nc6 White could not maneuver his knight because of ... Kf5, but now after 54. ... Nc6 55. Kb3, Black's only reasonable move is 55. ... Kd6, leaving the knight free to maneuver. White could, of course, play a3, but why exhaust the only reserve tempo move when it is not necessary?

54. ... Nc6
55. Kb3 Kd6
56. Nd1 Ke6
57. Nf2 Kf6

Unavailing now is 57. ... Kf5 58. Nd3 g4 59. fxe4+ Kxe4 60. Ne5+ Nxe5 61. dxe5 Kf5 62. Kb4 and wins.

58. Nd3 Ke6
59. Kb2 Kd6

60. Nc5 Na5
61. Kc2 Nc4

If 61. ... Nc6 62. Na6 Na5 63. Kd3 Nc6 64. Ke2 and Kf2-g3.

62. Nd3 Ke6

If 62. ... Na5 63. Ne5 Ke6 64. Kb2 Kf6 65. Ka3 and Kb4.

63. Kb3 Nd2+

64. Kb4 Nb1

Hopeless is 64. ... Nxf3 65. Kxb5 g4 66. Kc6, and if 66. ... g3 67. Nf4+ Kf5 68. Nxd5. White's knight would be able to get back in time to stop Black's pawn.

65. Nf2 Kf5

66. Nh3 g4

Spassky is lost and makes a last stab. Inadequate is 66. ... Kf6 on account of 67. Ng1 Kf5 68. Ne2 Nd2 69. Kxb5 Nxf3 70. a4, etc.

67. fxg4+ Kxg4

68. Nf2+ Kf3

69. Nd1 Ke2

70. Kxb5 Kxd1

71. Kg4 Kc2

72. a4 Resigns

The pawns cannot be stopped, for if 72. ... Nxc3 73. a5 Ne2 74. Kc5, etc. A fine performance by Korchnoi.

GAME 49

Good Bishop, Bad Bishop

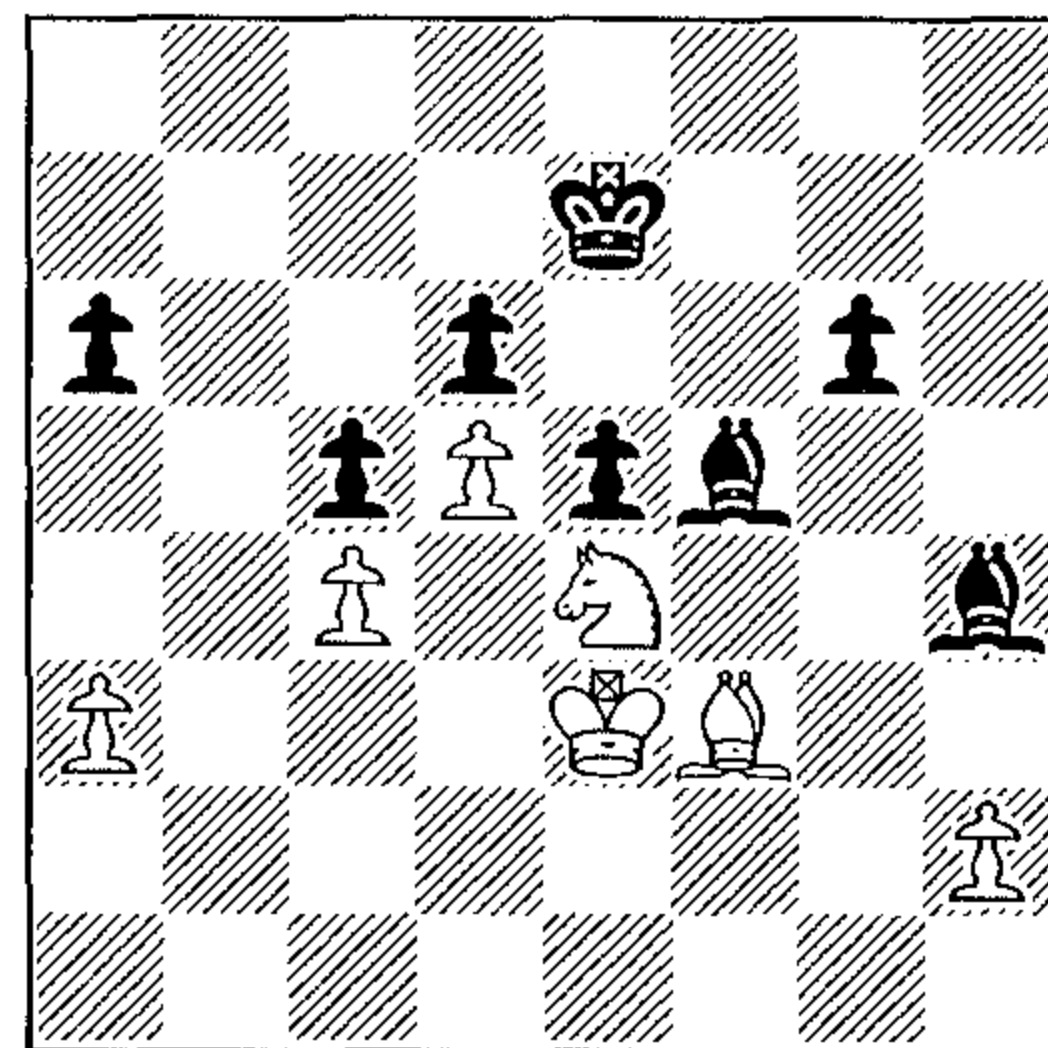
In this instructive endgame watch how Black's dark-squared bishop is able to accomplish so much, unlike White's, which is reduced to preventing the advance of a pawn—and that only temporarily. An important factor is that the pawns of both players are on squares the same color as their bishops. But whereas Black's bishop is free to travel outside the confines of his pawn cage, White's is not. Of course, Black's material advantage and his passed pawns rather limit White's opportunities, but still the difference in bishops is striking.

The endgame is in several stages: first, Black forces White to advance a pawn, releasing a square Black needs to penetrate; see

ond, another White pawn, on the opposite wing, is forced to advance, becomes weaker and gets captured; third, the Black king moves to penetrate as originally planned, tying up the White king; fourth, Black advances his passed pawn unmolested by White's king, which, as we have just noted, is busy preventing Black's king from penetrating; finally, Black's king returns to the other side and forces White into zugzwang to effect penetration.

Chess Olympics

LUGANO, 1968



Black to play

B. Jansson	O. Panno
50. ...	Bf6
51. Bd1	...

White should not play Nxf6 because his king could not then prevent Black's king from entering g5 and his remaining bishop would be inferior to Black's.

51. ...	Bg7
52. Kf3	Bh6
53. Bc2	Bc1

The end of stage one: Black has forced the advance of the a-pawn so that when Black's king reaches a5 it will be able to penetrate via b4.

54. a4	Bf4
---------------	------------

Now Black begins to concentrate on the h-pawn, which in advancing becomes more vulnerable.

55. h4	Bd2
56. Ke2	Ba5
57. Kf2	Bd8
58. Bd3	Kd7
59. h5	...

Forced, for if 59. Kg3 Kc7 followed by ... Kb6-a5, etc.

59. ...	Bxe4
---------	-------------

If 59. ... gxh5 60. Nxc5+ dxc5 61. Bxf5+ Kc7 62. a5 Kd6 63. Bc8 and draws. Black's bishop has done its work: the king is ready to penetrate the queenside, and Black is two pawns up.

60. Bxe4	gxh5
-----------------	-------------

End of stage two. Now white has to hurry over to the queenside.

61. Ke2	...
----------------	-----

The only defense against Black's threat of making inroads with the king via a5.

61. ...	Kc7
62. Kd3	Kb6
63. Kc2	Ka5
64. Kb3	...

End of stage three. White's king arrives on the queenside just in time; but Black now makes preparations for his king to reach the opposite side. White's problems are just beginning.

64. ...	h4
65. Bg2	Bg5
66. Bf3	...

There is no way to stop the advance of the h-pawn, for if 66. Ka3 Bd2 67. Kb3 (67. Bh3 e4) Bb4, forcing White's bishop to move, which allows one of the passed pawns to advance.

66. ...	h3
67. Bh1	h2

End of stage four. There follows a brief period of inactivity while Black decides on his best approach.

68. Bg2	Bh4
69. Bh1	Be1
70. Bg2	Bg3
71. Bh1	Bf4
72. Bg2	Bh6
73. Bh1	Kb6

After some bishop probes, the king is ready to return to the other side, where its penetration into the enemy's camp will be effected.

74. Kc2	Kc7
75. Kd3	Kd7
76. Ke4	Ke7
77. Kf5	Kf7
78. Be4	a5

To prevent any action by White on that wing by a5 and Bc8. An unnecessary precaution.

79. Bh1	Bf8
80. Bg2	Kg7
81. Kg5	Be7+
82. Kf4	...

White's position is indefensible. If 82. Kh5 Kf6 83. Be4 h1=Q 84. Bxh1 Kf5 and wins. If 82. Kg4 Kf6 83. Kg3 (83. Be4 Bf8 84. Bh1 Bg7 85. Be4 Bh8 86. Bh1 e4 87. Bxe4 Ke5 88. Bh1 Kd4 and wins) 83. ... Kf5 84. Kxh2 Kf4 and wins.

82. ...	Kh6
83. Bf3	Bf8

A waiting move. If 84. Kg4 Kg6, followed by ... Kf6 and ... e4, etc. If 84. Bh1, the Black monarch advances via h5.

84. Kf6	Bg7+
85. Kf5	...

Insufficient is 85. Ke7 Kg5 86. Kxd6 Kf4 followed by ... e4.

85. ...	Bh8!
---------	------

Now White is in zugzwang!

86. Bg2	Kh5
87. Bh1	Kh4
88. Ke6	Kg4
89. Kxd6	Kf4
90. Ke6	e4

Resigns

If 91. d6 Be5 92. d7 Bc7. An instructive endgame.

GAME 50

A More Equal Bishop

Some bishops are more equal than others (to paraphrase George Orwell). The theme of the ending of this game is the relative effec-

tiveness of two bishops, the White one able to attack the opponent's pawns which are all on white squares, the Black one able to do nothing useful because White's pawns are all on black squares. The qualities of good and bad, when speaking of bishops, always depend on the pawns. The lesson here is easy to teach but not so easy to put into practice: place your pawns on squares the opposite color of your bishop. Or: when going into an endgame with a more-or-less fixed pawn structure, get rid of the bishop that is the same color as the squares your pawns are on.

7th Match Game

Porec, 1968

NIMZO-INDIAN DEFENSE

L. Portisch	B. Larsen
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. e6	0-0
5. Bd3	d5
6. Nf3	dx4
7. Bxc4	c5
8. 0-0	Nc6
9. a3	Ba5
10. Qd3	a6
11. Rd1	b5
12. Ba2	Bb7?!

In the first game of this match and in the eighth game of the Gligoric-Tal match in the same year, Black played 12. ... c4. There followed in both games 13. Qe2 Qe8 in order to effect ... e5 immediately. Apparently Larsen is not satisfied with this continuation, but the text, though not necessarily worse, does not seem to be an improvement either.

13. dxc5	Bxc3
14. Qc2	...

Not 14. bxc3 Qxd3 15. Rxd3 Ne4 regaining the pawn with a good position.

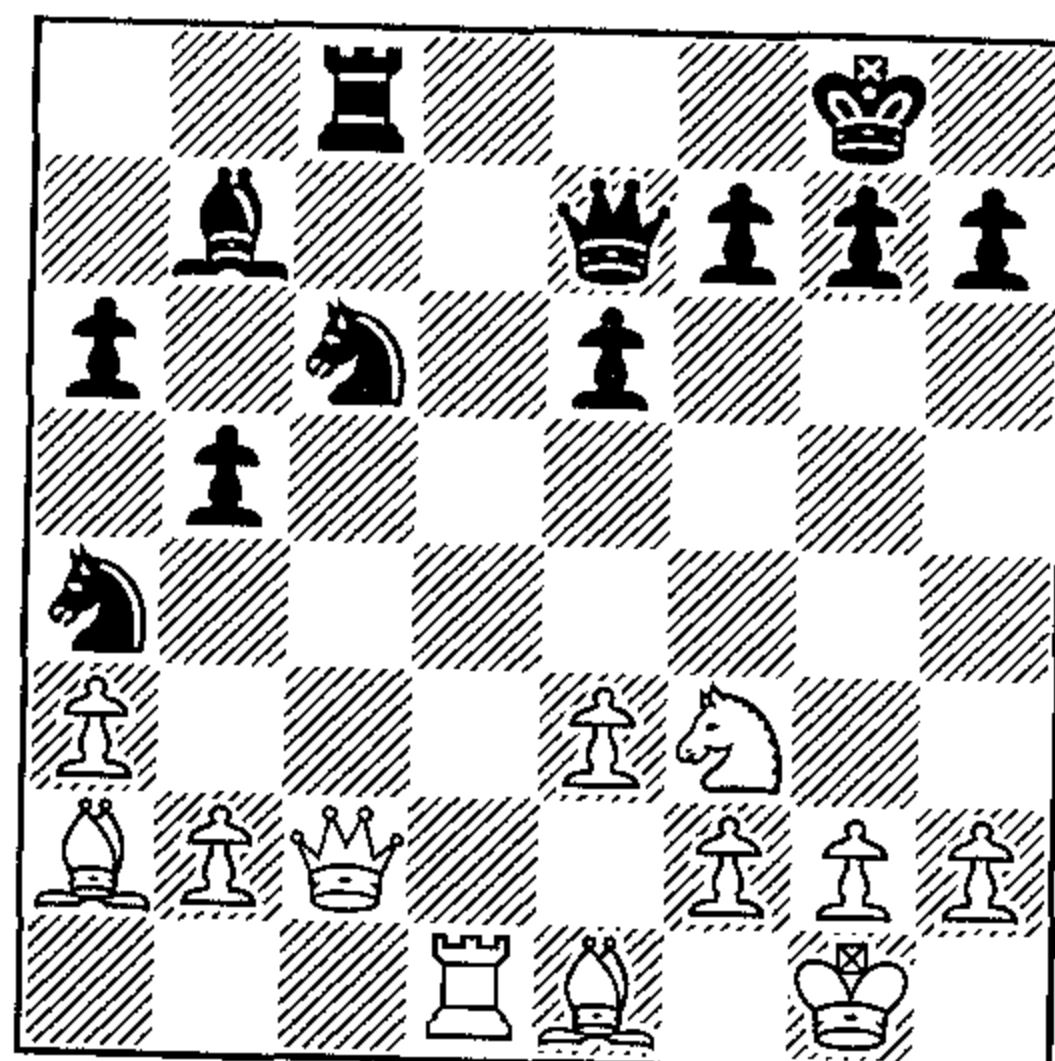
14. ...	Qe7
15. Qxc3	Rfd8

Winning an important tempo. White is in no position to retain the pawn since he must prevent Black from obtaining control of the d-file. This is the idea behind Black's 12th move.

16. Bd2	Ne4
17. Qc2	Nxc5
18. Be1	...

18. Bc3 is meaningless because of 18. ... Na4, and 18. b4 Na4 19. Bb3 Rac8 20. Bxa4 Ne5 favors Black.

18. ...	Na4
19. Rac1	Rxd1
20. Rxd1	Rc8



White seems to stand better here because of the two bishops, although at the moment they are not too well placed. Black's knight on a4 is well posted. White's b-pawn is under pressure, and he is compelled to pay attention to its protection.

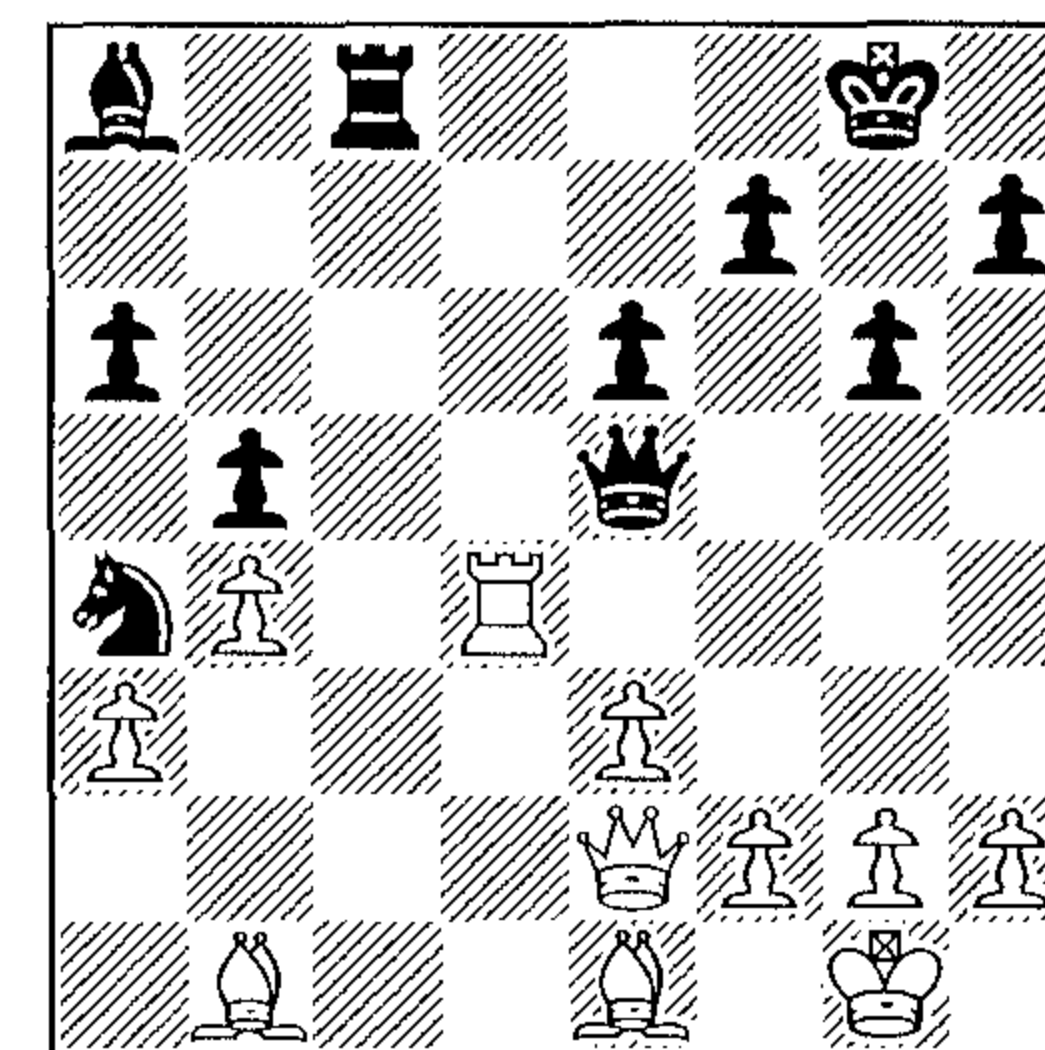
21. Bb1	g6
22. Qe2	Qf6

22. ... e5 is unattractive on account of 23. e4 followed by Ba2, where the bishop would exert pressure.

23. Rd7	Ba8
24. b4	Ne5

24. ... Qa1 is satisfactorily met by 25. Qa2, and if 25. ... Qxa2 26. Bxa2 with the superior endgame. If 24. ... Nc3 25. Qb2 Nd5 26. Qxf6 Nxf6 27. Rd1 with the better position. The exchange of queens would give White a distinct advantage in both cases because of the two bishops.

25. Nxe5	Qxe5
26. Rd4	...



To prevent the queen's penetration at a1.

26. ...	Nc3
---------	-----

A misjudgment. With his usual optimism, Larsen overrates his position and decides to play for a win. Wiser is 26. ... Rc1 27. Rd1 (not 27. Rd8+ Kg7 28. Rxa8 Rxb1 29. Rxa6 Nc3 30. Qd2 Ne4 31. Qe2 Qc3 32. Kf1 Nd2+ 33. Kg1 Rxe1+ 34. Qxe1 Nf3+) 27. ... Rxd1 28. Qxd1 Qa1 29. Qd8+ Kg7 30. Qd4+ Qxd4 31. exd4 with no advantage for White because of the isolated d-pawn.

27. Bxc3	Rxc3
28. Qb2	Qg5
29. g3	Rc8
30. Qd2	Bf3
31. Bd3	...

The bishop must get to f1 to defend the light squares. At the moment, Black's bishop seems to be the better of the two because it is "doing" something. But look at the pawns! Black's are all on the same color squares as his bishop, and all of White's are on the opposite color of his bishop. Later on this will be the decisive factor; now, however, White must take care to protect his king and avoid exchanging bishops, for therein lies his endgame win.

31. ...	e5
32. Rd7	Qg4

Interesting but unsound is 32. ... Rd8 33. Bxb5 Rxd7 34. Bxd7 Qd8 35. Qd3 Bc6 (if 35. ... Bg4 36. Bb5, and if 35. ... e4 36. Qd5 Qf6 37. Qd4) 36. Bf5, and Black has insufficient compensation for the pawn

33. Bf1 Kg7

34. Qd6 Qf5

Black has no time for 34. ... Ra8 on account of 35. Qxe5+ Kh6 36. Rxf7 with mating threats.

35. Rc7 ...

Understandable, since he wants to reach a favorable bishop ending.

35. ... Rxc7

36. Qxc7 Bd5?

Giving White a chance to breathe. Correct is 36. ... h5, and White would have great difficulty in making any progress. If 37. Qd6 Qf6, and if 37. h4 g5.

37. f4 exf4

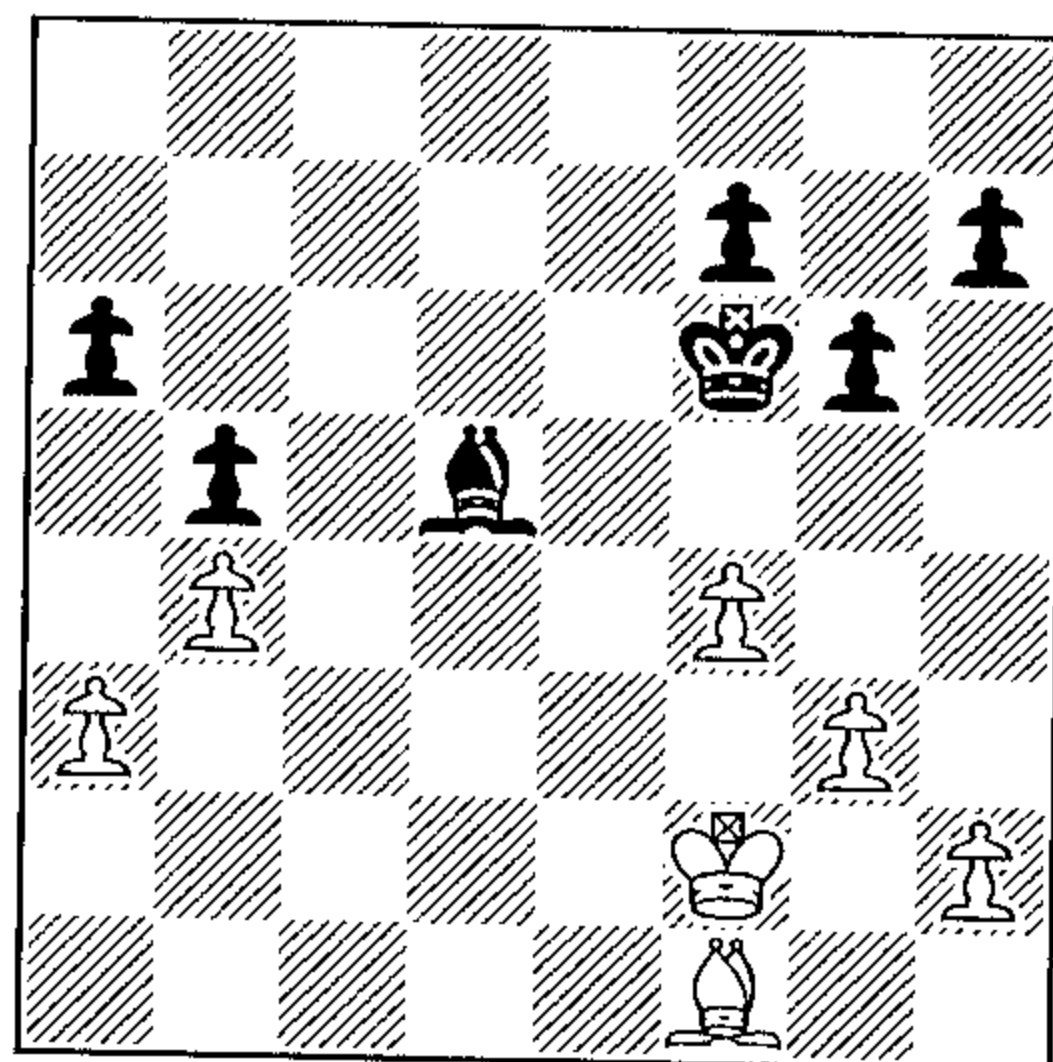
38. Qxf4 Qxf4?

In time trouble, Larsen goes astray. The text permits White to rid himself of the isolated e-pawn; moreover, it helps White's king to reach the center. The correct course is 38. ... Qf6 followed by ... g5, forcing White to exchange queens and leaving him with the isolated e-pawn.

39. exf4 Kf6

Just the ending White wants. Now *his* bishop is the powerhouse and Black's is passive.

40. Kf2 ...



40. ... Kf5?

This loses, but the position cannot be held in any case. The best try is 40. ... Ke6. There could follow 41. Ke3 Kd6 42. Kd4 f5 43. Bd3

Bc6 44. Bc2 Bd5 45. Bd1 with Black in zugzwang; for if 45. ... Be6 46. Bf3 (threatening Bb7) Bc8 47. Bd5 threatening to attack the kingside pawns, and if 45. ... Bc6 46. Bb3.

Black's troubles stem from having all his pawns on white squares against which White's bishop applies great pressure. White's pawns, on the other hand, are invulnerable to attack by Black's bishop. The position clearly illustrates the disadvantage of having your pawns on the same color squares as your only bishop.

41. Ke3 Kg4

42. Kd4 ...

Now White's king is in a position to attack the pawns on either side. The Black king's action is confined to one side only.

42. ... Bb7

43. Ke5! ...

The winning move. Incorrect is 43. Kc5 on account of 43. ... Kf3 44. Kb6 Bc8 45. Kc7 Be6 46. Kb7 Bc4 47. Bh3 f5 48. Kxa6 h5 49. Ka5 Kf2 50. a4 bxa4 51. Kxa4 Kg1 52. b5 Bxb5+ 53. Kxb5 Kxh2 and wins.

43. ... h5

There is nothing better. If 43. ... f5 44. Kf6 Kf3 45. Kg7 Kf2 46. Kxh7 Kxf1 47. Kxg6 Kg2 48. h4 Bf3 49. h5 Bxh5+ 50. Kxh5 Kxg3 51. Kg5, etc. Or 43. ... Kf3 44. Kf6 Bd5 45. Bh3 h5 46. f5 gxf5 47. Kg5 Kf2 48. Bxf5 Kg2 49. Kxh5 Kxh2 50. g4 Kg3 51. Kg5. And if 43. ... Kf3 44. Kf6 Kf2 45. Bd3 Kg2 46. Kxf7 Kxh2 47. g4 Kg3 48. f5 Kxg4 49. f6, etc.

44. Kf6 Bd5

45. Bd3 Kh3

46. f5 Kxh2

If 46. ... gxf5, White has 47. Kxf5 Kxh2 48. Kf4 Kh3 49. Be2 h4 50. Bg4+, etc.

47. Ke5 g5

Desperation. If 47. ... Bf3 48. fxf6 fxf6 49. Kf4 Bg4 50. Bxg6 followed by Be4-b7. If 47. ... Bc6 48. fxf6 fxf6 49. Bxg6 Kxg3 50. Bxh5, and Black's queenside pawns fall prey to White's king.

48. Kxd5 Kxg3

49. f6 ...

The rest is simple.

49. ... h4

50. Ke5 h3

51. Kf5 Kh4

52. Be4 h2

If 52. ... g4 53. Kf4 g3 54. Kf3 g2 55. Kf2, and the bishop would be free to devour the queenside pawns.

53. Bd5	g4
54. Kf4	Kh3
55. Bh1	g3
55. ... Kh4 56. Bg2 g3 57. Kf3, etc.	
56. Kf3	Kh4
57. Bg2	Resigns

GAME 51

Good Bishop, Bad Knight

The advantage of bishop over knight is mainly one of mobility. In an uncluttered position the bishop can accomplish several things at once while the knight, more limited in scope, has to be content with modest goals. In crowded positions, however, the situation is reversed: the bishop cannot flex its muscles and is often uselessly passive, whereas the knight can take its sweet time creating threats or snapping up loose pawns.

The endgame below is an example of the bishop's obvious superiority in open positions. The ability of White's bishop to simultaneously create long-range threats and keep the enemy knight trapped in a corner is decisive in this game.

Netanya, 1969

NIMZO-INDIAN DEFENSE

S. Reshevsky	M. Damjanovic
1. d4	Nf6
2. c4	e6
3. Nc3	Bb4
4. e3	c5
5. Bd3	d5
6. Nf3	0-0
7. 0-0	Nc6
8. a3	dxc4
9. Bxc4	Ba5

10. Qd3	a6
11. Rd1	b5
12. Ba2	Bb7
13. dxc5	Bxc3
14. Qc2	Qe7
15. Qxc3	Ne4

In Portisch-Larsen (game 50) Black played 15. ... Rfd8, winning a tempo but still not achieving full equality.

16. Qc2	Nxc5
17. e4!	...

Gligoric, in a 1967 game, tried developing his QB at d2 which proved insufficient. The text move allows the bishop more scope.

17. ...	Rfc8
---------	------

My opponent consumed a lot of time for this move, and it is his best. White was threatening to weaken Black's e-pawn by 18. Bg5 f6 19. Be3, etc.

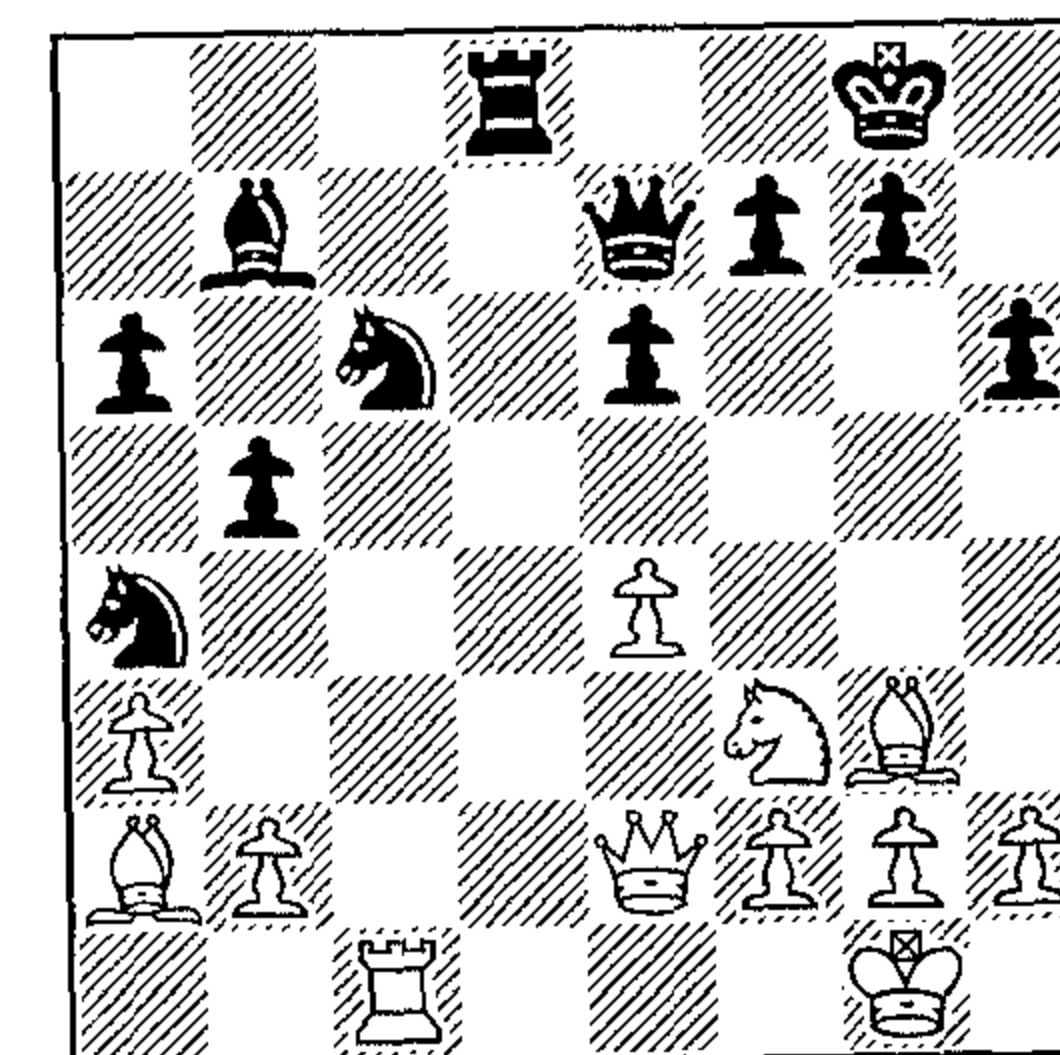
18. Bf4	...
---------	-----

If 18. Bg5 Qf8!. The text move threatens Bd6 immediately.

18. ...	Na4
19. Qd2	Rd8
20. Qe2	...

I was tempted to seize the stronghold d6 by playing 20. Bd6, but after 20. ... Qf6 21. e5 Qg6 22. Bb1 f5 23. exf6 e.p. Qxf6, Black's pieces become active.

20. ...	Rxd1+
21. Rxd1	Rd8
22. Rc1	h6
23. Bg3	...



Threatening to weaken Black's position with 24. Bh4. Although White enjoys the advantage of the two bishops, at the moment he is not in a position to capitalize on this minute theoretical superiority because there is no discernible weakness in Black's camp. In addition, Black's knight is well posted at h4, bearing down on the b-pawn.

23. ... Nd4
 24. Nxd4 Rxd4
 25. f3 ...

Protecting the pawn and enabling the QB to get to f2 where it will be more effective.

25. ... Qg5
 26. Rc2 ...

26. Rc7 is inadvisable on account of 26. ... Rd2 27. Qe1 Qd8 with serious threats.

26. ... Rd7
 27. Bf2 Qd8
 28. g3 ...

Better than 28. h3 because the king on an open diagonal at h2 would not be so safe as at g2.

28. ... Nb6

Since the knight can be driven away at will, Black decides to retreat voluntarily and regroup his forces. Black's problem is his inactive bishop. Futile is 28. ... Rd1+ 29. Kg2 Ra1 30. b3 b6 31. Qd2 Qxd2 (31. ... Nd7 32. Bd4) 32. Rxd2 Nc8 33. Bc5 with an easily won position.

29. Kg2 Nc8
 30. Be3 ...

In order to be able to play Rd2 and exchange rooks. Each exchange further underlines the ineffectiveness of Black's bishop.

30. ... Ne7
 31. Rd2 Nc6
 32. Rxd7 Qxd7
 33. Qd2 ...

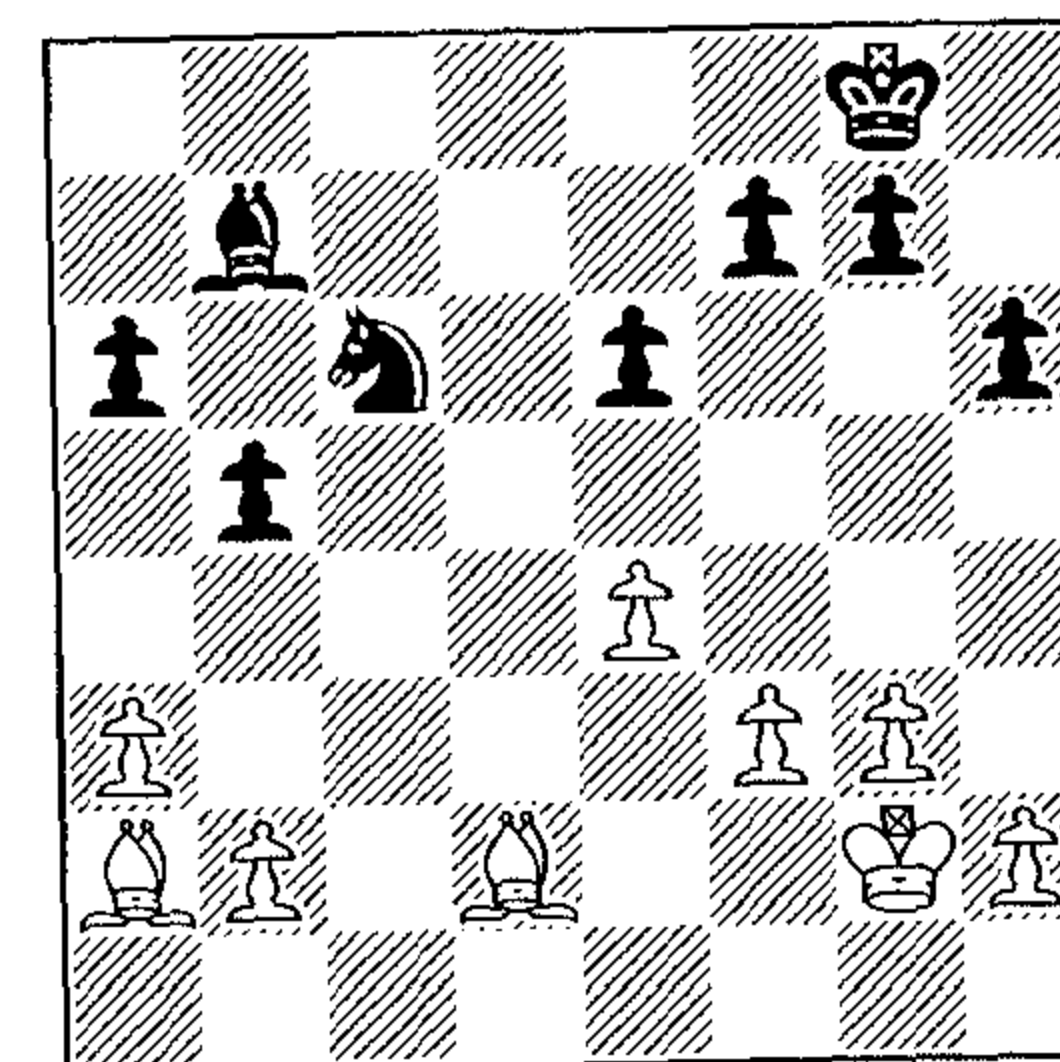
My chances will be better with the queens off the board.

33. ... Qxd2+

Damjanovic must have felt that he could hold the endgame because he didn't hesitate to make this move. Preferable is 33. ... Qe7, in which case I might have tried to weaken his queenside

pawns by playing 34. Bb3 followed by 35. a4. Now Black's only good piece is his knight. But not for long!

34. Bxd2 ...



34. ... Kf8?

A costly strategical error. Black should try to post his knight at c4 by continuing 34. ... Ne5. This failure condemns his knight to passivity.

35. Bc3! ...

Immobilizing the knight and exerting pressure against the g-pawn.

35. ... e5
 36. Bd5 ...

This long-dormant bishop finally comes into play dramatically. Black cannot dislodge it without paying a price.

36. ... f6
 37. f4 exf4
 38. gxf4 Ke8
 39. Kf3 Nd8

Black has to exchange bishops even though it means giving White a passed pawn. Now watch how useless Black's knight is when there are threats both in the center and on the kingside.

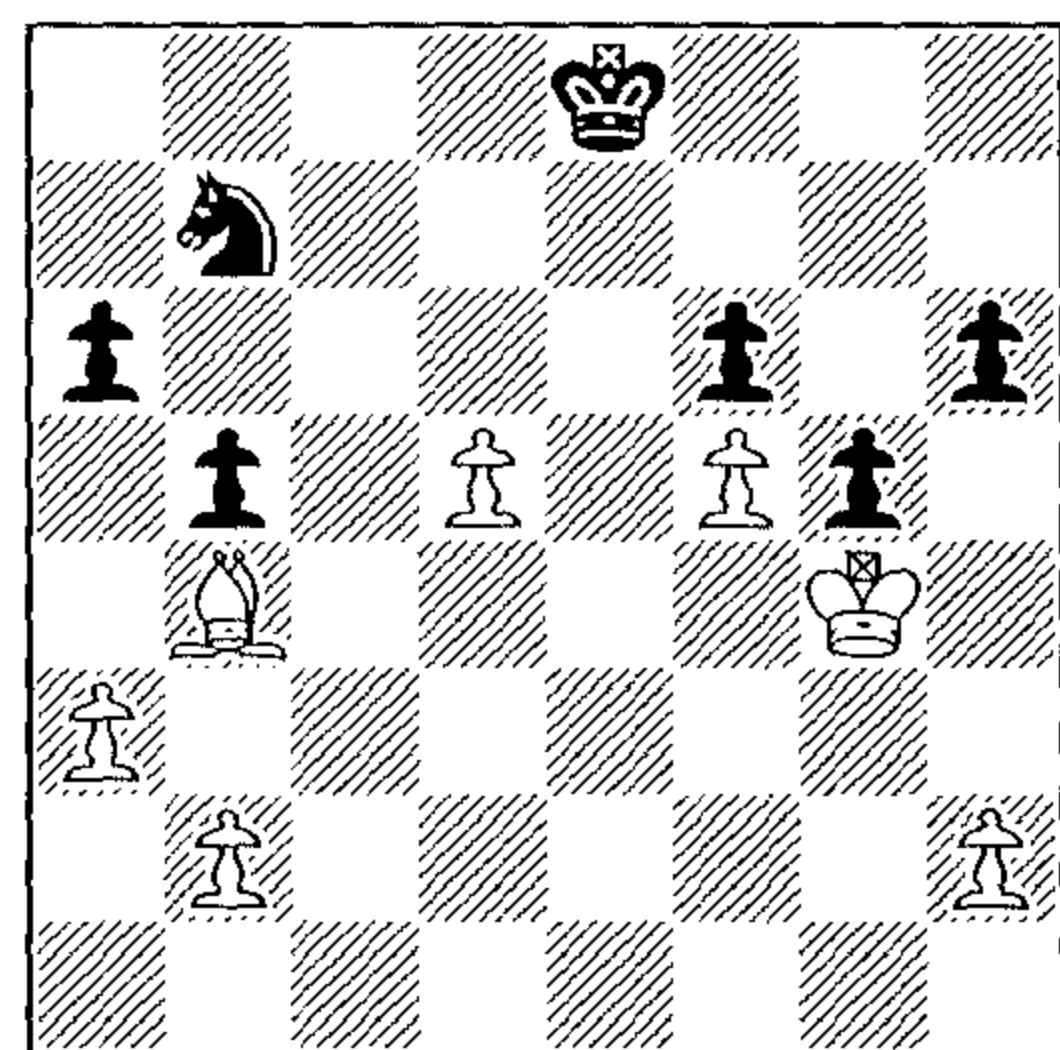
40. Kg4 Bxd5
 41. exd5 Nb7
 42. Bb4 ...

The sealed move. This is necessary in order to keep the knight out of play.

42. ... g6

The best try. If 42. ... Kf7 43. f5 g6 44. fxg6+ Kxg3 45. h4 h5+ 46. Kf4 Kf7 47. b3 Kg6 48. a4 Kf7 49. axb5 axb5 50. Ke4 Kg6 51. d6, etc. If in this line 48. ... a5 49. Bc3 bxa4 50. bxa4 Nc5 51. Bd4 Nxa4 52. d6 Kf7 53. Kf5 and wins.

43. f5 g5



44. a4! ...

The winning move. It had to be made at this moment while the Black king was not protecting the f-pawn. Dubious is 44. Kh5 Kf7 45. Kxh6 a5 46. Bc3 Nd6 47. Bxa5 Nxf5+ 48. Kh5 Ne3 49. d6 Ke6 50. Bb4 Nf1 51. h3 Ng3+ 52. Kg6 Ne2 with drawing chances.

44. ... Kf7

If 44. ... bxa4 45. Kh5 a5 46. Ba3 keeping the knight imprisoned.

45. axb5 axb5

46. Kh5 Resigns

Black's position is hopeless. For if 46. ... Kg7 47. h3 Kh7 48. Be7 Kg7 49. b4 Kf2 50. d6, etc.

GAME 52

A Delicate Balance

Another demonstration of the advantages of bishop over knight. In this case White wins the endgame by "stalemating" the knight at the edge of the board. Of considerable help is the fact that Black's king is behind White's passed pawn, always an inferior position.

Interzonal Tournament Palma de Majorca, 1970

TARRASCH DEFENSE

S. Reshevsky

B. Ivkov

1. d4

Nf6

2. c4

c5

3. Nf3

...

3. d5, leading to the Benoni, is more usual.

3. ...

e6

4. Nc3

d5

5. cxd5

exd5

6. g3

Nc6

7. Bg2

Be7

8. 0-0

0-0

9. dxc5

Bxc5

10. Na4

Be7

11. Be3

Re8

12. Rc1

Bg4

The purpose of this move is to exert indirect pressure on White's e-pawn and to provoke h3, slightly weakening White's g-pawn.

13. Bc5

...

A good alternative is 13. Nc5 Bxc5 14. Bxc5 Ne4 15. Be3 Qd7 16. Qa4, as in the Hort-Ivkov game from the same event.

13. ...

Ne4

14. Bxe7

Qxe7

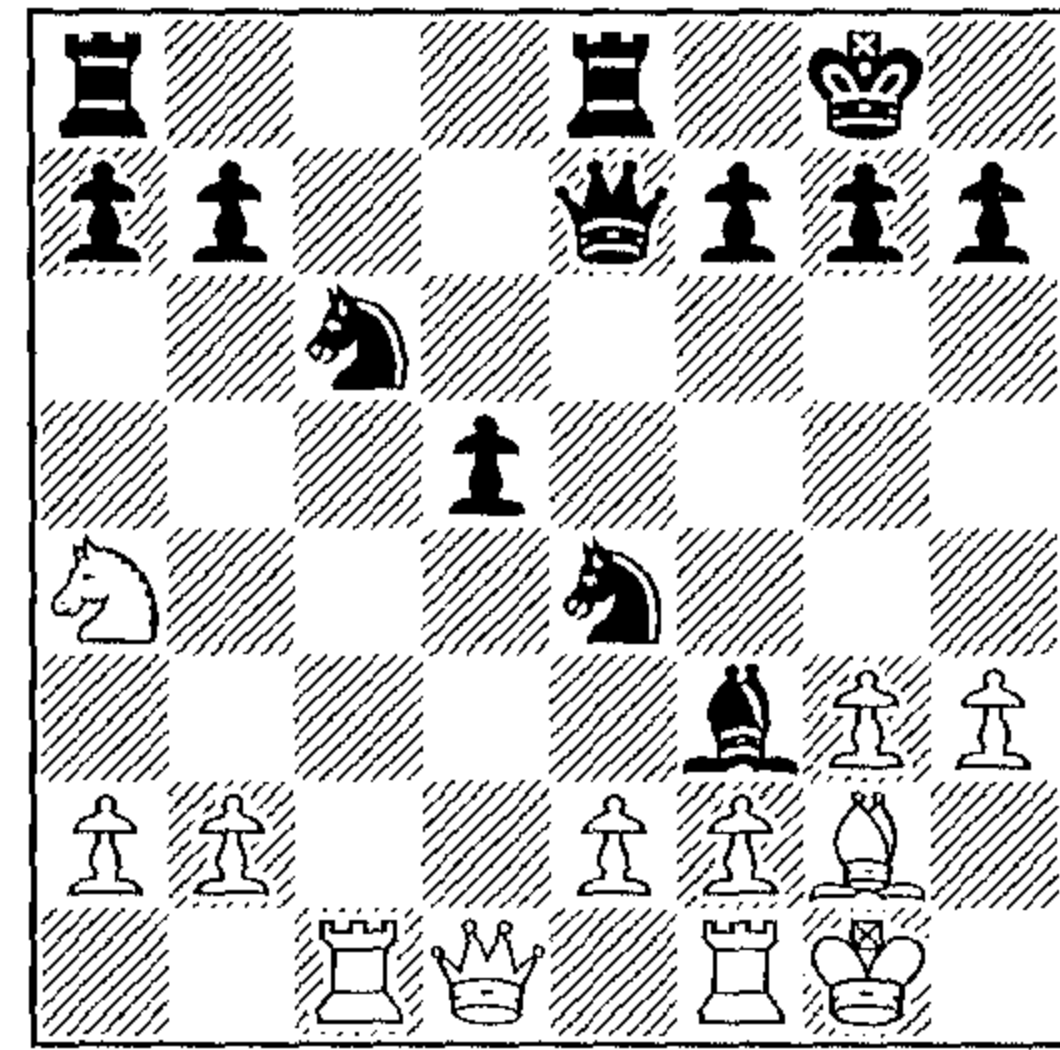
15. h3

...

If 15. Qxd5 Rad8 16. Qb5 Bxf3 followed by ... Nd4 with promising play.

15. ...

Bxf3



16. exf3! ...

It is usually inadvisable to double one's pawns, but in this case it is important to drive away Black's knight, after which I will be able to exert substantial pressure against the isolated pawn with my bishop.

16. ... Nf6
17. f4 Rac8
18. Re1 Qxe1+

Ivkov is too eager to reach the endgame. Preferable is 18. ... Qd6, preventing the immediate advance of the g-pawn.

19. Qxe1 Rxe1+
20. Rxe1 Kf8
21. Rd1 Ne7
22. Nc3 Rc5

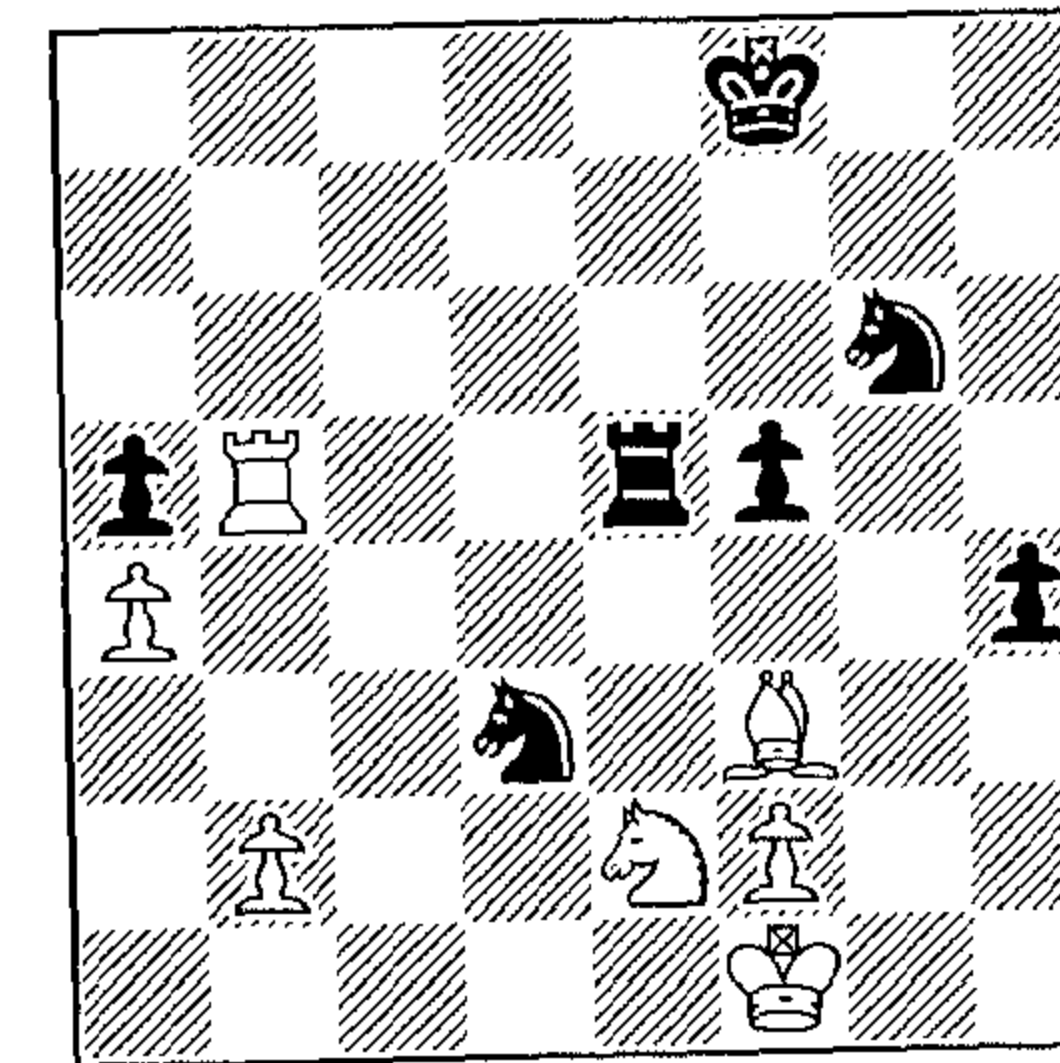
Better than 22. ... Rd8. The text move offers Black the possibility of ... b5-b4-5 followed by the rook's penetration to the seventh rank.

23. g4 h6
24. g5 Nh5
25. Bxd5 Nxf4
26. gxh6 gxh6

Not 26. ... Nxh3+ on account of 27. Kh2 Nxf2 28. h7 Ng6 29. Rd4 f5 30. Bxb7 Ke7 31. Bf3 with the threat of Kg2.

27. Bxb7 Nxh3+
28. Kf1 Nf4
29. Be4 a5
30. Rd7 h5

31. Rb7 f5
32. Bf3 h4
33. a4 Neg6
34. Rb5 Re5
35. Ne2 Nd3



36. Bh5 ...

Virtually forcing Black's next move, which gives White a passed pawn.

36. ... Rxb5
If 36. ... Kg7, White can continue with 37. f4 to force the exchange of rooks while the king is farther away from White's passed pawn.
37. axb5 N6e5
38. b3 h3
39. f4 Ng4

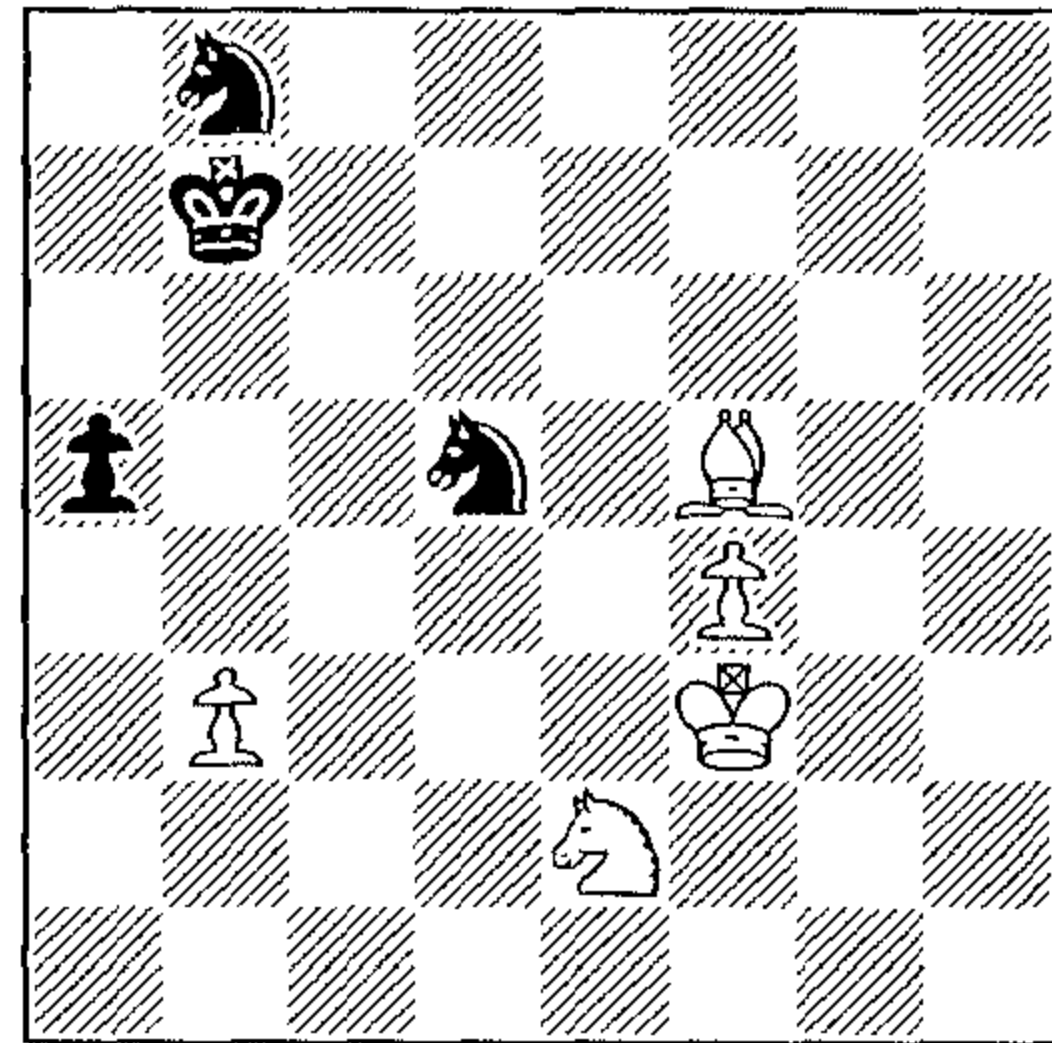
Not 39. ... Nd7 because of 40. Bg6, winning the f-pawn and the h-pawn without any compensation for Black.

40. b6 Ne3+
41. Kg1 Nc5
42. Bf3? ...

Stronger is 42. Nd4! Ke7 (42. ... Nd5? 43. Ne6+ Nxe6 44. b7 queen-ing) 43. Bf3 Kd6 44. Kh2 with good winning chances.

42. ... Nc2!
Preventing Nd4.
43. b7 Nd7
44. Bc6 Nb8
45. Bb5 Ke7

46. Kh2	Kd6
47. Kxh3	Kc7
48. Bd3	Ne3
49. Kg3	Kxb7
50. Kf3	Nd5
51. Bxf5	...



White is finally a pawn ahead, but a forced win is still not evident due to the scarcity of material. If Black succeeds in exchanging pawns, he can sacrifice a knight for the remaining pawn and, since bishop and knight cannot win against a knight, Black would draw.

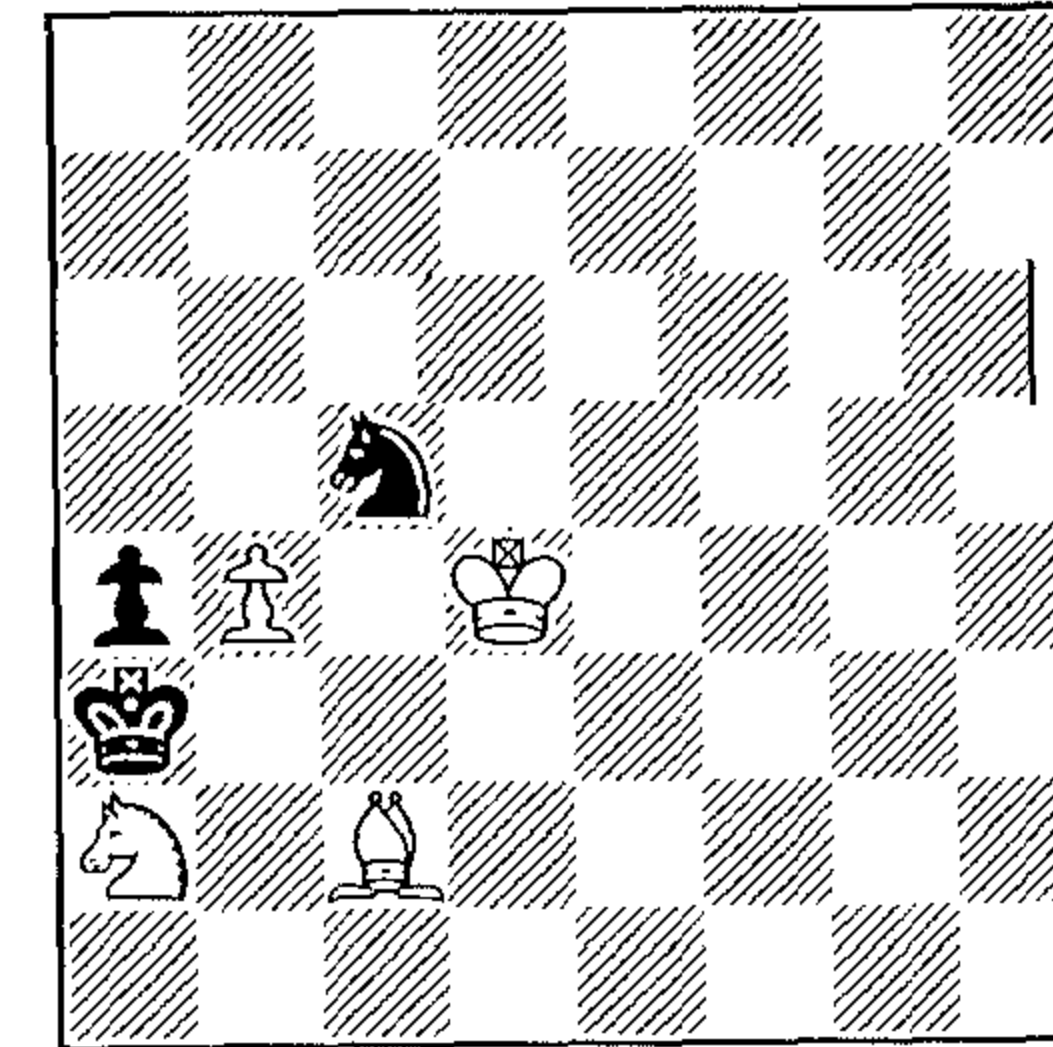
51. ...	Kb6
52. Ke4	Nxf4?!

An impatient decision that gives White some chances. Safer is 52. ... Nc7, and if 53. Ke3 Nc6+ 54. Kd3 Nb5+ 55. Kd2 Nbd4 56. Nxd4 Nxd4 57. Be6 Kc5 58. f5 Nxf5 59. Bxf5 Kb4 60. Be6 a4 and draws. If 53. Bg4 Kc5 54. f5 Nd7 and Black should draw; and lastly, if 53. Kd4 Kb5 54. Kc3 Nd5+, etc.

53. Kxf4	Kc5
54. Bc2	Kb4
55. Ke3	Nd7
56. Kd4?	...

Imperative is 56. Kd2, where the king would avoid Black's tempo-winning checks.

56. ...	Nc5
57. Nc1	a4
58. Na2+	Ka3
59. b4	...



59. ...	Nb3+?
---------	-------

The losing move. Correct is 59. ... Ne6+. If 60. Ke5 Kxa2 61. Kxe6 (if 61. Bxa4 Ka3) a3 62. Be4 Kb3 63. b5 a2 64. Bd5+ Kb4 and draws. And if 60. Kc4 Kxa2 61. Bxa4 Ka3 62. Bd7 Nc7 63. Bc8 Ka4 64. Kc5 Ka3, and White is unable to advance his pawn without having it taken. Note, however, that if White had made the correct move on his 56th turn, Black would not have this possibility.

60. Kc3	Kxa2
61. Bf5	Ka3

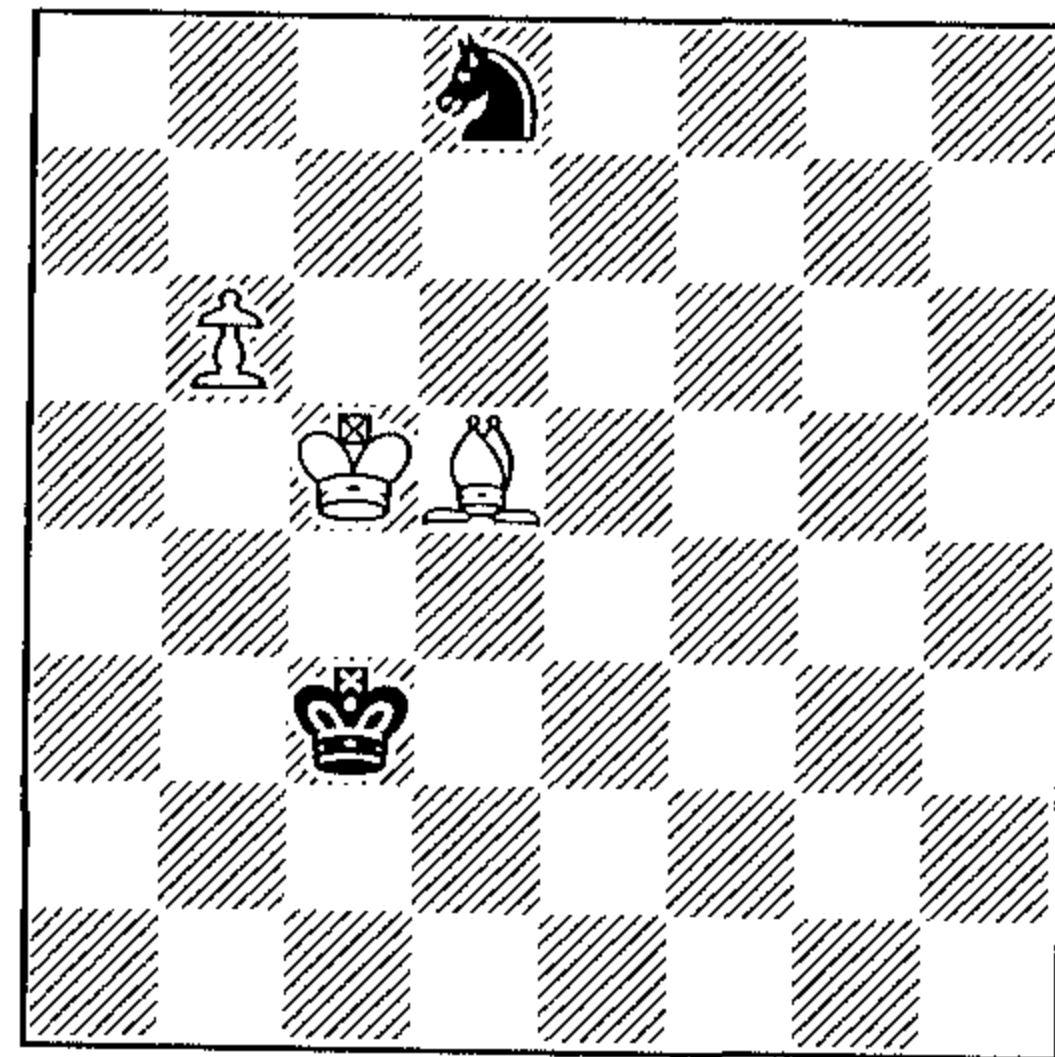
Against 61. ... Nc1, White has 62. Be6+ Kb1 63. Bc4 a3 64. b5 Ne2+ 65. Kd3 Nf4+ 66. Ke4, etc.

62. b5	Nc5
63. b6	Ka2
64. Kb4	Nb7
65. Kxa4	Nd8
66. Be4	Kb2
67. Kb4	Ka2
68. Bd5+	Kb2
69. Kc5	Ka3
70. Kb5	...

Before reaching this position, I thought that I would encounter no difficulty in scoring the point, but I suddenly saw that 70. Kd6 would not suffice because of 70. ... Kb4 71. Kc7 Kb5! 72. Ba2 Ka6 73. Bc4+ Ka5, and if now 74. Be2 Ne6+ draws. If I had the position of move 74 but with Black to move, I would win, but I could not bring about such a position by force. I therefore repeated moves in order to reach the time control.

I found out later that my predicament caught the fancy of many experts during the game, and analysis of the position was going on outside the playing hall. There was a wide divergence of opinion as to the outcome of the game. Can White stalemate the Black knight and simultaneously keep the Black king away from the pawn?

70. ...	Kb2
71. Kb4	Kc2
72. Kc4	Kb2
73. Kb4	Kc2
74. Kc5	Kc3



75. Be4	Kb3
76. Bf5	Nb7+

If 76. ... Ka4 77. Bd7+ Ka5 78. Bc8 Ka4 79. Kd5 is the same as in the actual game.

77. Kc6	Na5+
78. Kb5	Nb7
79. Bc8	Nd8
80. Kc5	Ka4
81. Kd6	Ka5
82. Kc7	Kb5
83. Bh3	Resigns

For if 83. ... Ka6 84. Bf1+ Ka5 85. Bc4 and wins. If 83. ... Ka5 84. Bg4 Kb5 85. Be2+ Kc5 86. Bc4 and wins. Exponents of the bishop must certainly be pleased with the bishop's performance in this endgame.

GAME 53

Another Good Bishop

If the previous game warmed the hearts of bishop-lovers, this one should do even more; for whereas last time the knight was severely restricted and White had a passed pawn, this time the knight is free to roam and White doesn't get a passed pawn until the game is just about over. And still the bishop triumphs.

Interzonal Tournament

Sousse, 1967

SICILIAN DEFENSE

S. Reshevsky	M. Matulovic
1. Nf3	c5
2. e4	...

This must have come as a surprise to Matulovic, for this was the first and only time I played a King's Pawn opening in this event. I had experimented with this opening in the Maribor tournament just prior to the Interzonal so as to be ready to use it here if I felt it expedient.

I wanted to get the same variation with White that Geller had against Matulovic earlier in the tournament, but I didn't want to tip my hand by playing 1. e4, a rare opening in my practice. I had noted earlier that Matulovic invariably answered 1. Nf3 with 1. ... c5, so I decided to "trick" him into playing the Sicilian.

2. ...	Nc6
3. d4	cxd4
4. Nxd4	e6
5. Nb5	d6
6. c4	...

In order to obtain a bind in the center and restrict Black's development.

6. ...	Nf6
7. N1c3	a6
8. Na3	Be7
9. Be2	0-0
10. 0-0	b6
11. Be3	Bb7

12. Rc1 ...

A good alternative is 12. f4 (keeping the knight out of e5) followed by Bf3.

12. ... Ne5

13. Qd4 Ned7

14. f3 ...

Not the best move, since it allows Black counterplay by enabling him to effect the freeing ... d5. Correct is 14. Rfd1. I was worried about 14. ... e5 15. Qd3 Nc5, attacking the queen and the e-pawn, but I didn't realize that after 16. Bxc5 dxc5 17. Qf3 Qc7 18. Nc2, followed by Ne3-d5, I would have had the advantage.

14. ... Re8

The threat is now 15. ... d5 16. cxd5 exd5 17. exd5 Bc5.

15. Bf2 ...

Although the text move gives Matulovic the opportunity to equalize, I see no promising alternative. If 15. Qd2 d5 16. cxd5 exd5 17. exd5 Nxd5 18. Nxd5 Bxd5 19. Qxd5 Bxa3, and if 20. Bc4 Qe7 with equality. If 15. Nc2 d5 16. cxe5 exd5 17. exd5 Bc5 18. Qd3 Rxe3 19. Nxe3 Qe7 with a speculative attack. If 15. Na4 d5, and the b-pawn is immune to capture because of ... c5. Also 15. Rfd1 d5 16. e5 fails on account of 16. ... c5 17. Qf4 Na5, etc.

15. ... d5

16. cxd5 exd5

17. exd5 Bc5

18. Qh4 ...

Slightly better is 18. Qd2 Bxf2+ 19. Rxf2 b5 20. Nc2 Nb6 21. d6.

18. ... Nxd5

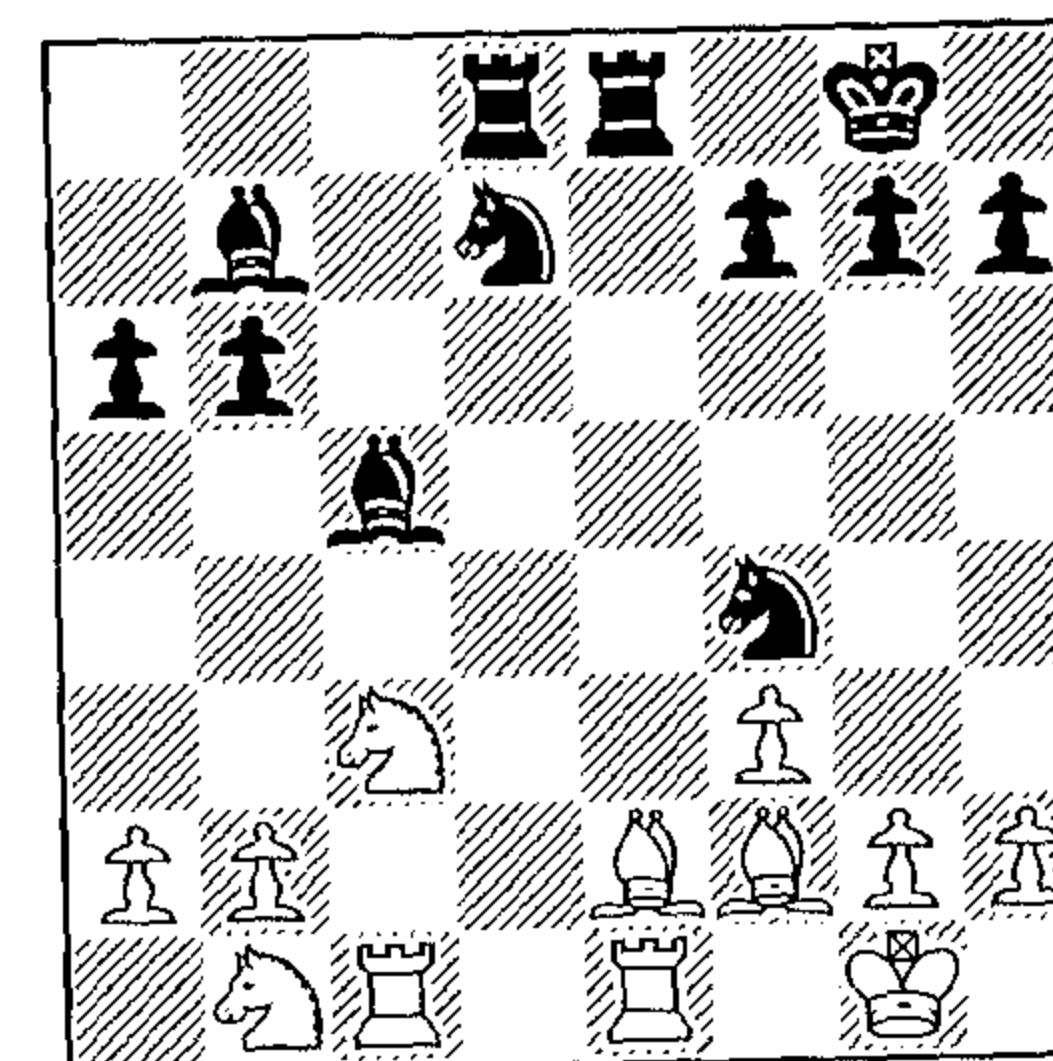
19. Qxd8 Raxd8

20. Nab1 ...

I discarded 20. Ne4 on account of 20. ... Nf4, attacking the KB and the knight.

20. ... Nf4

21. Rfe1 ...



21. Bc4 is bad because of 21. ... Ne5, and 21. Bd1 is out of the question because of 21. ... Nd3.

21. ... Kf8?

Not the best move. With 21. ... Nxe2+ 22. Rxe2 Rxe2 23. Nxe2 Bxf2+ 24. Kxf2 Nc5 25. Kf1 a5 followed by ... Ba6, Black can pose serious problems for White. After this move, I became optimistic that Matulovic would continue his weak endgame play.

22. Rcd1 b5

23. a3 Bxf2+

24. Kxf2 Nc5

25. Rxd8 Rxd8

26. Rd1 Rxd1

27. Nxd1 Nb3

28. Bf1 ...

I elected to retain the bishop. White has a slight edge at this point but certainly not enough to win. His mild pressure against the queenside pawns requires only that Black be alert.

28. ... Ke7

29. Nbc3 Kd6

30. Ke3 Ke5

31. g3 Nd5+

32. Nxd5 Bxd5

33. Nc3 Bc6

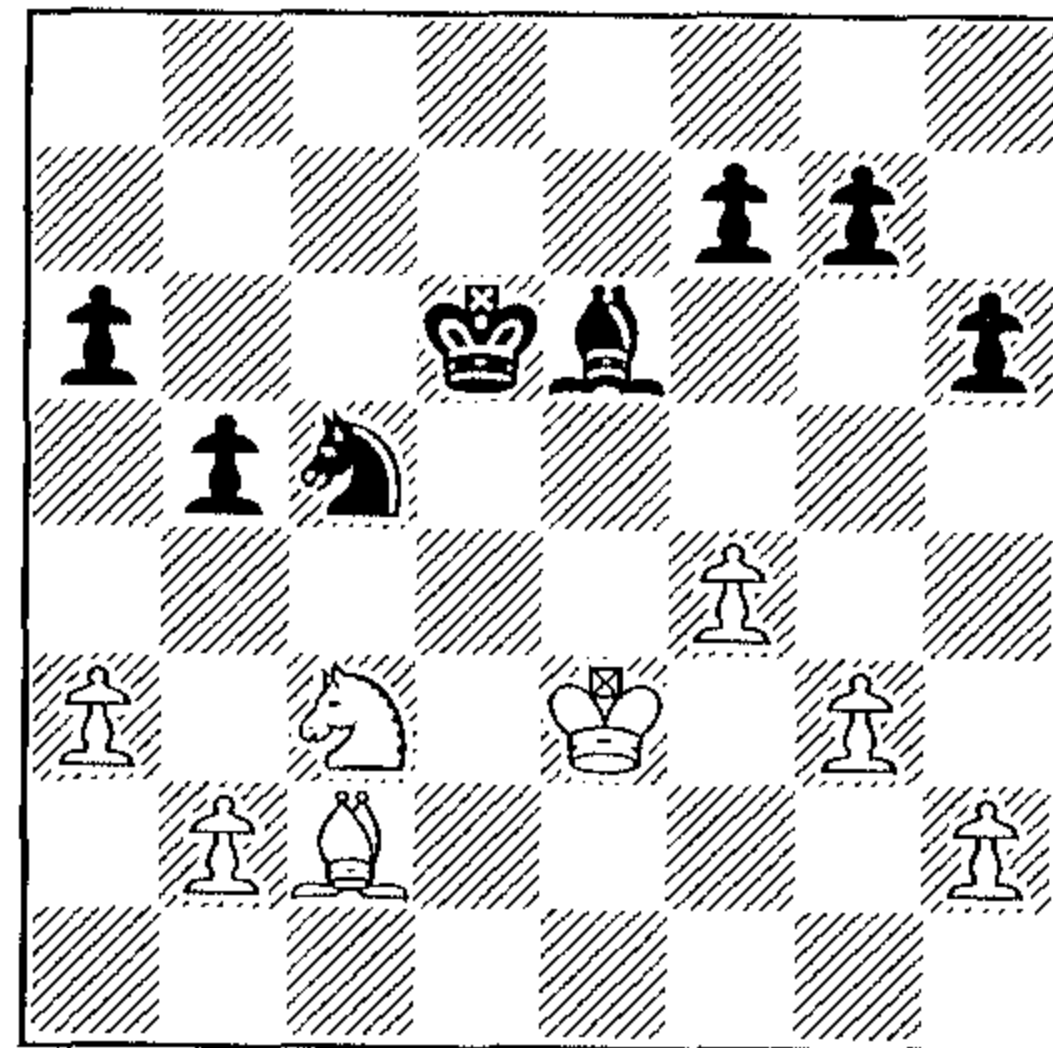
34. Na2 Kd6

35. Nb4 Bb7

36. f4 h6

37. Bd3 Nc5

38. Bc2	Bc8
39. Na2	Be6
40. Nc3	...



40. ...	Bb3?
---------	------

At last, the mistake I was hoping for. With 40. ... f5, Black would have a tenable position despite a slight disadvantage. I have come to the conclusion lately that it often pays to continue in equal positions, especially in the endgame where many players are more likely to go astray.

41. Ne4+!	...
-----------	-----

Black has to lose a pawn. If 41. ... Kd5 42. Nxc5 Bxc2 43. Nxa6 Kc4 44. Nc7 Ba4 45. Kd2 followed by Ne8 and wins without great difficulty.

41. ...	Nxe4
42. Bxb3	f5

To no avail is 42. ... Nf6 43. Kd4! Ng4 (43. ... Ke7 44. Kc5 Nd7+ 45. Kc6 with an eventual Kb7, etc.) 44. h3 Nf2 45. Bxf7 Nxb3 46. Ke3 g5 47. h5 with the knight trapped.

43. Bc2	Nc5
---------	-----

White wins the endgame easily after 43. ... Kd5 44. Bxe4+ fxe4 45. g4 Kc4 46. h4 Kb3 47. f5 Kxb2 48. g5 Kxa3 49. f6, etc.

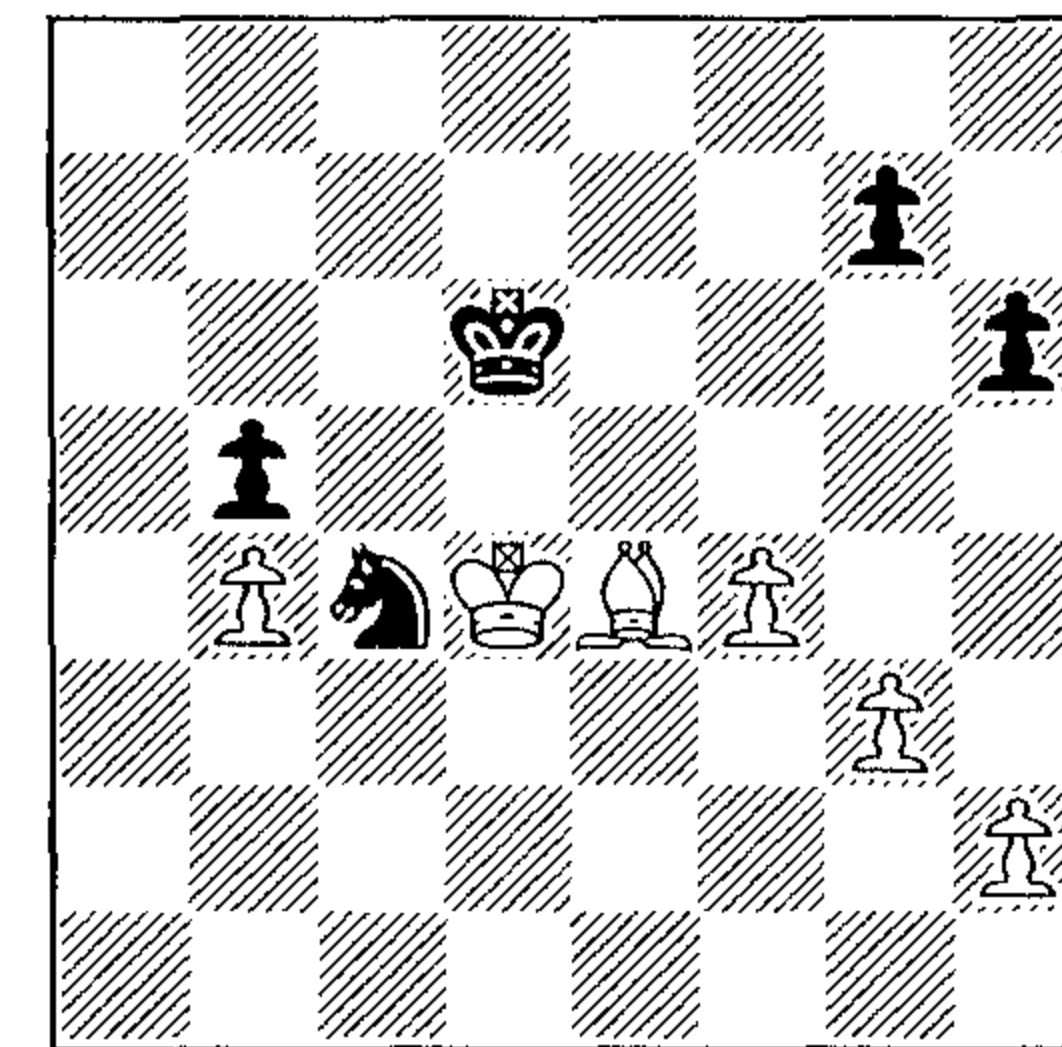
44. Bxf5	Kd5
45. b4	Na4
46. Bc8	...

Forcing matters. I didn't like 46. Bc2 because of 46. ... Kc4.

46. ...	Nc3
47. Kd3	...

Better than 47. Bxa6 Kc4 followed by ... Kb3. Black also has at his disposal 47. ... Kc3 followed by ... Nb1.

47. ...	Nb1
48. Bxa6	Nxa3
49. Bb7+	Kd6
50. Be4	Nc4
51. Kd4	...



With his king on this square where the Black knight is unable to bother it with checks, White can operate on both wings at will.

51. ...	Nb6
---------	-----

If 51. ... Nd2 52. Bg2 Nb3+ (if 52. ... Nc4 53. Bf1 Na3 54. Kc3 Kd5 55. Kb3 and wins) 53. Kc3 Nc1 54. Bf1 Na2+ 55. Kb3 Nc1+ 56. Kb2 with the knight trapped.

52. h4	Nc8
--------	-----

The poor knight is no match for the bishop.

53. g4	Ne7
--------	-----

54. h5	Nc8
--------	-----

Forced, for if 54. ... Ng8 55. Bd3 (if after the text move 54 ... Nc8 55. Bd3, then 55. ... Na7 threatening to drive the king back with ... Nc6+) 55. ... Kc6 56. Ke5 Nf6 57. Be2 followed by Ke6-f7.

55. g5	Ne7
--------	-----

56. f5!	...
---------	-----

Unproductive is 56. gxh6 gxh5 57. f5 Ng8 58. Bd3 Nf6, and if 59. Be2 Nd5. White would still have chances to win with 59. Bxb5, but victory is not assured.

56. ...	hxg5
---------	------

57. f6	gxf5
--------	------

58. h6	f5
59. h7	Ng6
60. Bxf5	Nh8
61. Bd3	Ke7 and Resigns

Matulovic sealed his last move and resigned later. White can win as follows: 62. Kc5 Kf7 63. Kxb5 Kg7 64. Kb6 Nf7 65. Kc7 Ne5 66. Bf1 g4 67. b5 Ng6 68. b8 Ne7 69. Bg2 and the pawn queens.

GAME 54

Active Knight

Bishops are not *always* superior to knights. In positions where a knight has good posts from which to influence the play it can be better than a bishop, even when the bishop is unrestrained by pawns. The centralized knight in this endgame embodies many threats because of its freedom to jump from one good square to another. Black's bishop must try to stop at least some of these threats, so it becomes defensive and passive, not a bishop's ambition.

Playoff Match Chicago, 1973

ENGLISH OPENING

S. Reshevsky	L. Kavalek
1. Nf3	g6
2. c4	Bg7
3. Nc3	c5
4. d4	cxd4
5. Nxd4	Nc6
6. Nc2	...

An alternative is 6. e3, which leads to a positional type of game. I was looking for one that offers complications.

6. ...	d6
7. e4	Nh6?

The merit of this move is questionable. Black is trying to prepare for ... f5 and intends to recapture on f5 with his knight, but the knight move offers White attacking possibilities. The main draw-

back of the text move is that the knight is awkwardly posted. Preferable is either 7. ... f5 or 7. ... Nf6.

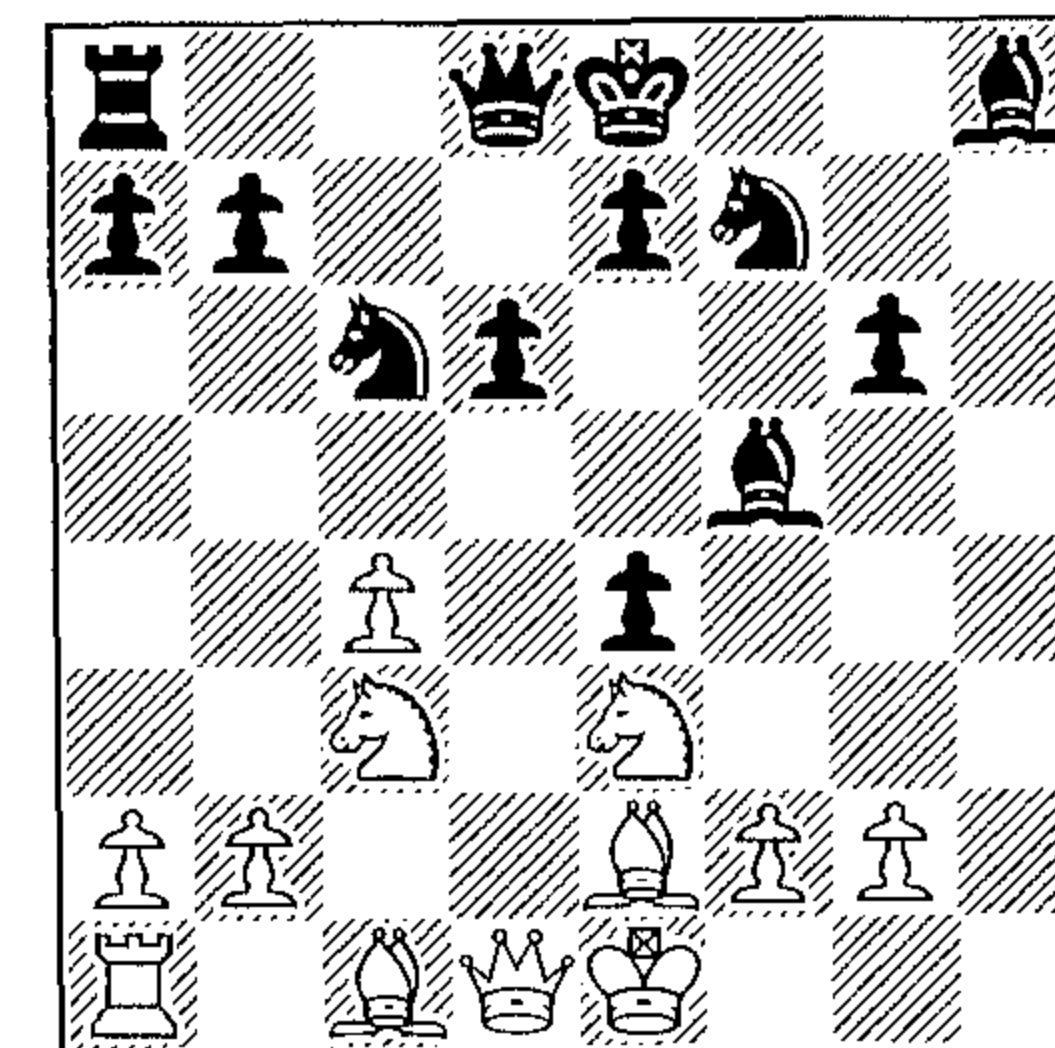
8. Be2	f5
9. h4!	...

A surprising move for me. Positional play is my forte, but when the situation demands it, I veer away from conservative continuations. The idea behind the text move is to discourage my opponent from castling on the kingside because of the impending threat of opening the h-file with h5.

9. ...	fxe4
10. h5	...

Better than 10. Nxe4 f5 11. h5 Qa5+ 12. Bd2 Qe5 compelling White to retreat his knight (13. Nc3).

10. ...	Bf5
11. hxg6	hxg6
12. Ne3	Nf7
13. Rxh8+	Bxa8



14. g4	...
--------	-----

The pawn has to be regained. I considered 14. Nxf5 gxf5 15. Qd5 or 15. Bh5 and finally 15. g4, but Black has adequate replies.

14. ...	Be6
---------	-----

Unappetizing for Black is 14. ... Bxc3+ 15. bxc3 Be6 16. Rb1 with strong action on the queenside.

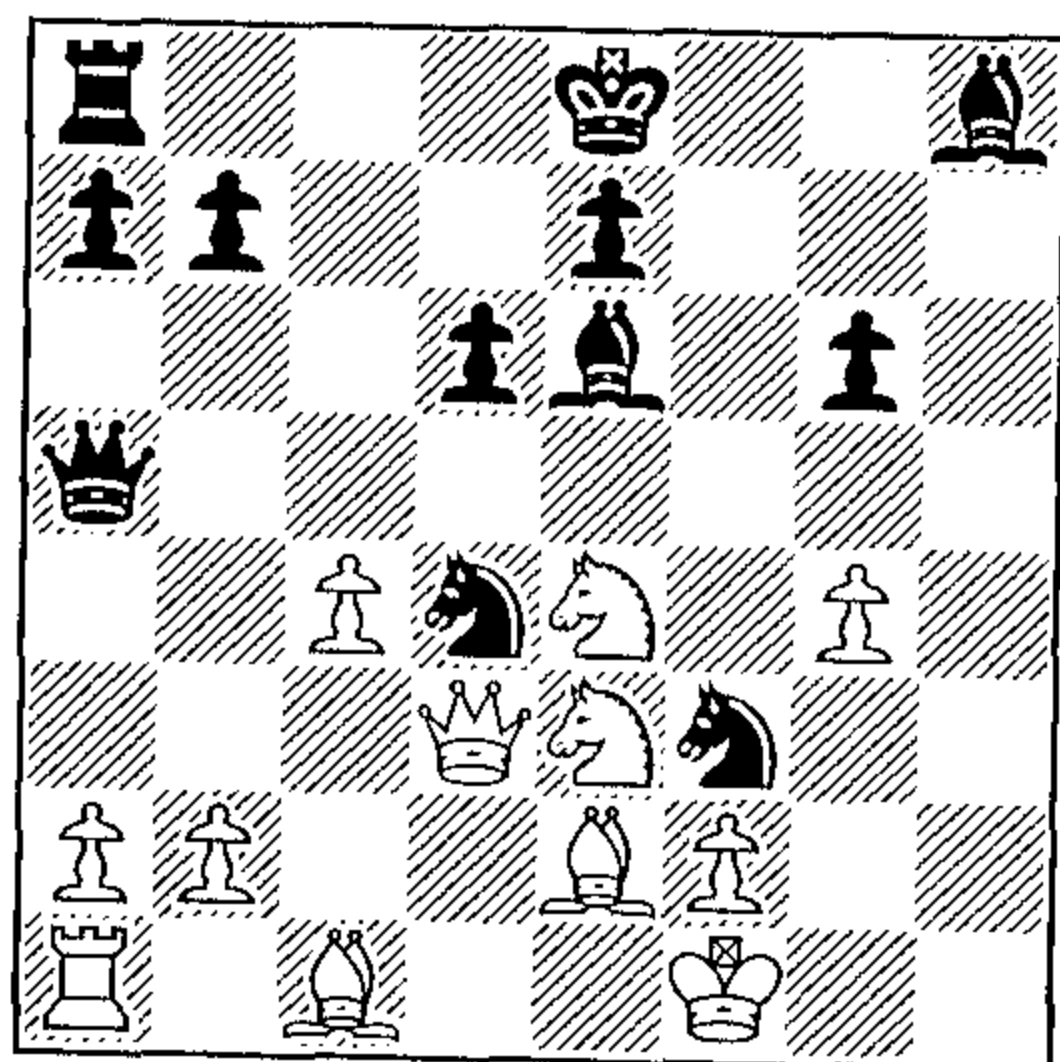
15. Qc2	Ng5
---------	-----

To be considered is 15. ... Qa5 16. Bd2 Qe5, but after 17. Nxe4 Qxb2 18. Qxb2 Bxb2 19. Rb1 Bg7 20. Rxb7, White's chances would be very good.

16. Nxe4 Nd4

It appears that Black's forces are making an incursion into White's position, but this soon proves illusory.

17. Qd3 Ngf3+
18. Kf1 Qa5



19. Bxf3 Nxf3
20. Bd2 ...

The threat of ... Qe1+ has to be parried. Both 20. Qd1 Ne5 and 20. Qe2 Nd4 waste time for White.

20. ... Nxd2+

Possible is 20. ... Qa6 21. Bc3 Ne5 22. Qe2 0-0-0 23. b6 with a complicated position.

21. Nxd2 Bxb2?

A mistake that causes Black many problems, not the least of which, paradoxically, is the reduction of the scope of this bishop. Necessary is 21. ... Kf7 or 21. ... Bf7. In either case, White's two knights would be superior to the two bishops.

22. Rb1 ...

Of course not 22. Qxg6+ Bf7, winning material.

22. ... Be5

Another misjudgment. Correct is 22. ... Bf6 to prevent White's strong 25th move.

23. Rxb7 ...

With White's rook on the seventh rank, White's knights and the queen are able to begin a concerted action against Black's exposed king. The initiative White has gained as a result of Black's ill-advised 21st move gives him attacking chances against Black's

king, which in turn force the bishops into defensive roles not at all suited to their nature.

23. ... Kf7
24. Nf3 Rh8

A desperate attempt by Kavalek to obtain immediate counteraction against White's king, but Black's position is already untenable, for if 24. ... Bf6 White could make substantial progress with 25. g5 Bg7 (25. ... Bxg5 26. Rb5) 26. Qxd6, etc.

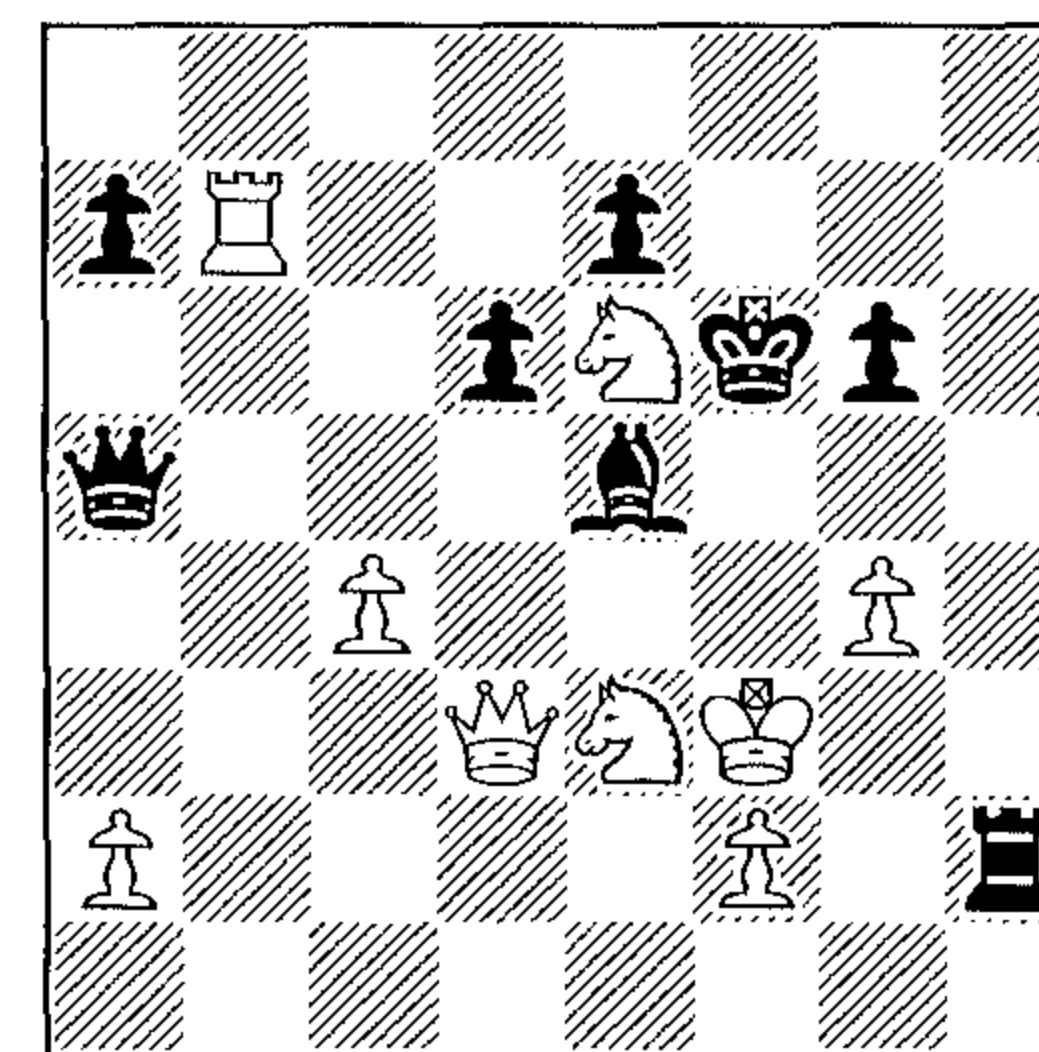
25. Ng5+ Kf6

The king can be easily menaced by White's forces here, but Black has no good alternative.

26. Nxe6 Rh1+

Trying for a perpetual check, but there is to be none.

27. Kg2 Rh2+
28. Kf3 ...



The king is headed for e4 where it will be safe from attack and will also serve well to restrict the mobility of the opponent's king.

28. ... Rh3+

If 29. Ke2 Qxa2+ 30. Qc2? Rxe3+ and wins.

29. Ke4! ...

This is the reply I planned when I made my 25th move, Ng5+. The king is safe in the middle of the board!

29. ... Kxe6
30. Qd5+ ...

Forcing an ending in which Black's pieces become completely immobilized.

30. ... Qxd5+

31. Nxd5 Kf7

There is no good alternative. If 31. ... Rh7 (31. ... Bf6 32. Nf4+) 32. f4 Bf6 33. g5 Bh8 34. Rxa7, and Black would have no constructive moves.

Note the difference between this position and Uhlmann-Geller, game 46, in which the knight was inferior mainly because it had no permanent points of support in the center. Here the knight's many available squares make it superior to the bishop, which has relatively little influence.

32. Rxe7+ Kf8

33. c5 ...

33. Rxa7 also wins, but the text move expedites matters.

33. ... Ra3

34. c6 Ra4+

35. Kf3 Rc4

36. c7 Bf6

37. Rd7 Resigns

38. Nxf6 and 38. Rd8+ cannot both be prevented. The knight even stops desperation checks.

GAME 55

Good Knight, Bad Knight

Tartakower once wrote that after planting a knight in the center you can go to sleep. This is not to be taken literally, of course, but it contains more than a germ of truth. From the center a knight commands maximum terrain; for example, on d5 it controls b4 and b6, c3 and c7, f4 and f6, e3, and e7. No other piece can make that claim.

Tartakower might also have said (though he didn't) that "a knight on the rim looks dim," a commonly heard cliché which, again, is fundamentally true. A knight on d5 controls eight squares, on a4 only four—half as many. That's what makes the difference in this game.

Netanya, 1971

IRREGULAR OPENING

S. Reshevsky

1. b3

S. Kagan

...

I believe this was the first time I ever used this opening. It is one of Larsen's favorites, and certainly no worse than other first moves.

1. ...	Nf6
2. Bb2	g6
3. g3	Bg7
4. Bg2	0-0
5. Nf3	d6
6. d4	Bd7?!

For the purpose of playing 7. ... Qc8 followed by ... Bh3 and exchanging bishops, but this idea uses several tempos, slowing Black's development. Wiser is 6. ... e5 7. dxe5 Kfd7, recovering the pawn with a playable position.

7. 0-0	Qc8
8. Re1	Bh3
9. e4	...

An alternative is 9. Bh1 to retain the bishop.

9. ...	Bxg2
10. Kxg2	e5

Insufficient for equality. A better try is 10. ... Rd8 11. Qc1 c5 12. d5 e5.

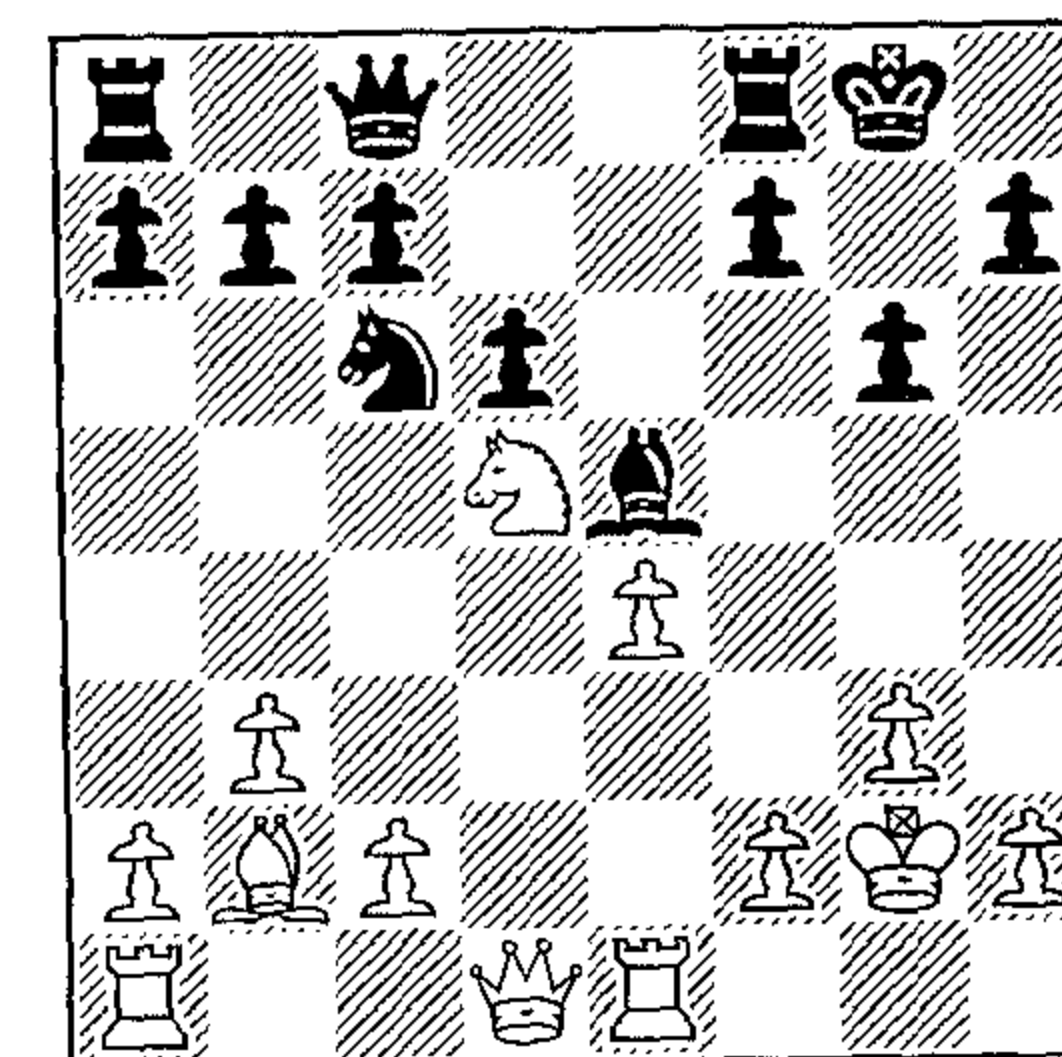
11. dxe5	Nfd7
12. Nc3	Nxe5

Wiser is 12. ... dxe5, and if 13. Nd5 Qd8 followed by ... c6.

13. Nd5	...
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From this dominating square in the center, the knight threatens the c-pawn and the squares e7 and f6. All of these threats play their parts, some of them made clear only in the notes.

13. ...	Nc6
14. Nxe5	Bxe5?



Imperative is 14. ... dxe5. I then intended 15. Qd2 followed by Rad1, when White would have a distinct positional plus.

15. Qc1! ...

White now seriously threatens to gain control of Black's f6 square, thereby menacing the safety of the king.

15. ... Qd8

16. f4 Bxb2

17. Qxb2 ...

The dark squares in Black's camp, pressured by White's queen and knight, compel Black to engage in cumbersome maneuvers in an attempt to avoid an immediate catastrophe.

17. ... f6

18. Rad1 Rf7

Black has difficulty developing his QR. This is the only try. Obviously, Black's pieces lack coordination.

19. b4! ...

Opening a drive to promote a breakthrough in the center with e5, beginning with the dislocation of Black's knight, after which Black's stubborn defense collapses.

19. ... a6

20. a4 Qf8

21. b5 axb5

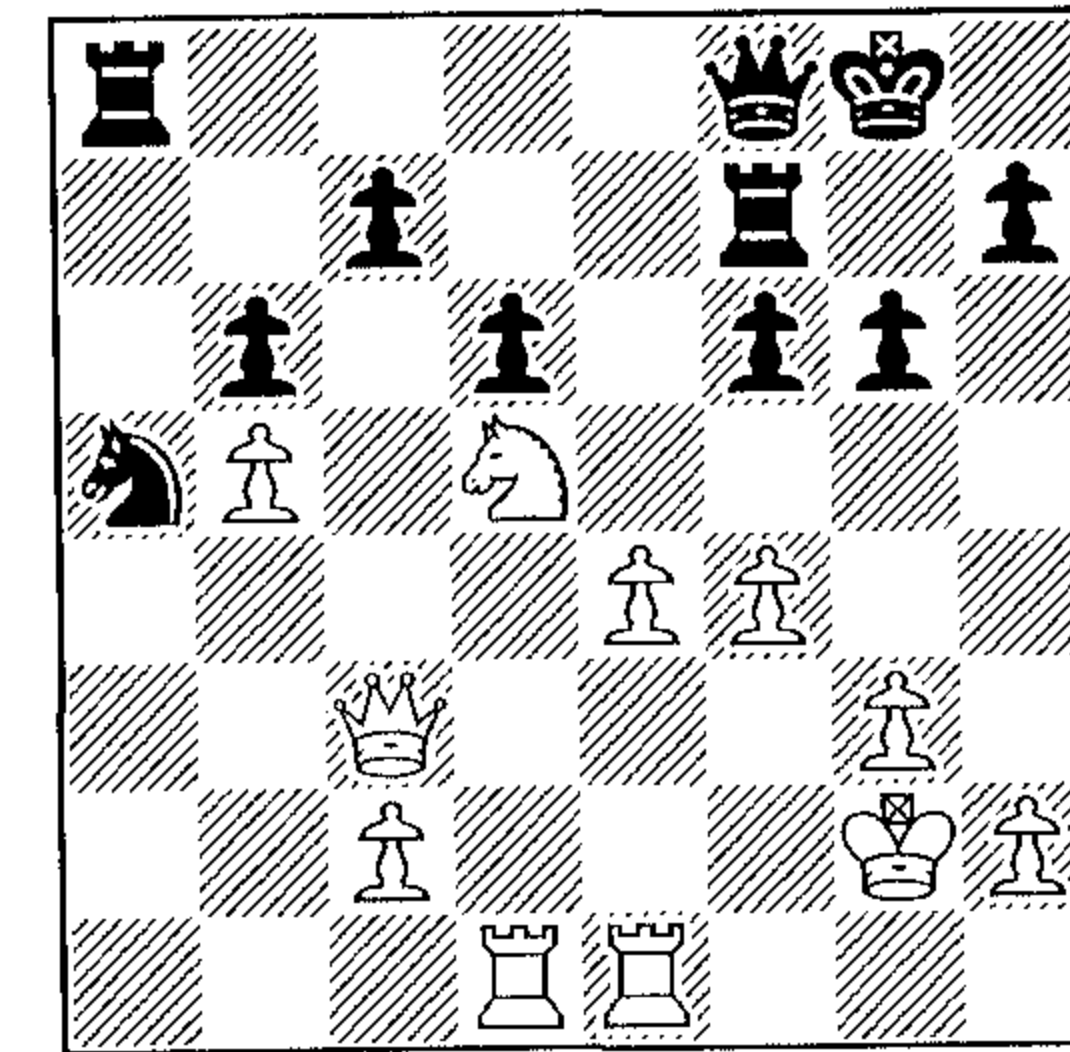
22. axb5 Na5

22. ... Ne7 loses the c-pawn, and 22. ... Nd8 keeps the QR imprisoned (it has no prospects on the a-file). But the knight is certainly no threat on a5, and it never moves from here, playing no further part in the game.

23. Qc3 ...

White has a clear advantage because of his superior development. His rooks are posted on the d- and e-files; the knight is anchored at d5. Black's pieces, on the other hand, are only defensively placed. White is poised for a breakthrough at e5.

23. ... b6



Insufficient is 23. ... c6 24. Nb6 Ra7 25. Ra1 Qd8 26. Nc4 b6 27. Nxa5 Rxa5 28. Rxa5 bxa5 29. Qxc6 Rc7 30. Qd5+ Kg7 31. c4. Also, 23. ... c6 24. Nb6 Ra7 25. e5 fxe5 26. fxe5 dxe5 27. Rxe5 favors White.

24. e5 ...

The long-planned advance, which opens the position and exposes the Black monarch to various threats. It is instructive to note how rapidly Black's position crumbles after this breakthrough, but it is not surprising: compare the knights and the queens.

24. ... fxe5

Black is compelled to dispose of this pawn; otherwise e6 would be crushing.

25. fxe5 dxe5

An attempt to simplify would fail: 25. ... Rf2+ 26. Kg1 Qf3 (26. ... Rf3 27. Qxc7, and Black cannot continue 27. ... Rc8 because of 28. Ne7+) 27. Qxf3 Rxf3 28. Nxc7 followed by exd6.

26. Qxe5 Qg7

If 26. ... Rf2+ 27. Kg1 Qf3 28. Nf4 (not 28. Ne7+ Kf7! 29. Qe6+ Kg7) 28. ... Rxc2 29. Rf1 Qc3 30. Qe6+ Kh8 31. Rd7 and wins.

27. Ne7+ Kf8?

Loses quickly. Necessary is 27. ... Kh8; but after 28. Qxc7, White's victory cannot be denied.

28. Qd5! ...

Winning the Exchange by force, for if 28. ... Rb8 29. Qd8+.

28. ... Re8

29. Nxg6+ Qxg6

30. Rxe8+ Kg7

30. ... Kxe8 31. Qd8 mate.

31. Rd4 Qxc2+
32. Kh3 Resigns

For if 32. ... Qf5+ (the only attempt to ward off mate) 33. Rg4+ Kh6 34. Re6+ Kh5 35. Re5.

GAME 56

Knight on K4

In many "Indian" defenses White's e4 square is strategically vital. If Black allows a White pawn to remain there, he will find it more difficult, if not impossible, to undermine the White pawn on d5. If he removes it by playing ... f5 and then ... fxe4, White's e4 becomes available for White's pieces; in addition, White's diagonal b1-h7 remains open, along which his KB and queen can create serious threats to the Black king.

In this game, Black chooses to exchange pawns on e4 and somewhat simplifies the position. But White's knight occupies the e4 stronghold and dominates the board. Although the second half of the game (from move 42) is a rook-and-pawn endgame, the mid-game theme is White's good knight against Black's bad bishop. As in many similar situations arising from this type of opening, White's knight on e4 threatens Black's weak d-pawn and also keeps an eye on the dark squares on Black's kingside—all of which Black's only minor piece, his king bishop, is committed to defending passively. Black's resulting lack of counterplay allows White to effect a decisive penetration with his king and rook.

Chess Olympics Lugano, 1968

KING'S INDIAN DEFENSE

S. Reshevsky	M. Najdorf
1. c4	Nf6
2. Nc3	g6
3. e4	d6
4. d4	Bg7
5. f3	0-0

6. Be3 e5
7. d5 ...

An alternative is 7. Nge2 Nc6 8. Qd2 or 7. ... c6 8. Qd2, but the text move is simpler and makes it harder for Black to achieve equality.

7. ... Nh5
8. Qd2 f5
9. 0-0-0 Nd7
10. Bd3 Ndf6
11. Nge2 fxe4

11. ... f4 12. Bf2 followed by g4, forcing an opening of lines, obviously favors White. The text move begins a plan to destroy White's center pawns. This succeeds to some degree, but it also eventually weakens Black's d-pawn thus giving White's knight a beautiful post on e4.

12. Nxe4 ...

12. fxe4 Ng4 13. Bg5 Bf6 accomplishes nothing for White.

12. ... Nxe4

13. Bxe4 ...

13. fxe4 blocks White's KB and occupies e4 with a pawn, and after 13. ... Bg4 followed by ... Bxe2 and ... Nf6, White would have to fight for equality.

13. ... Nf6

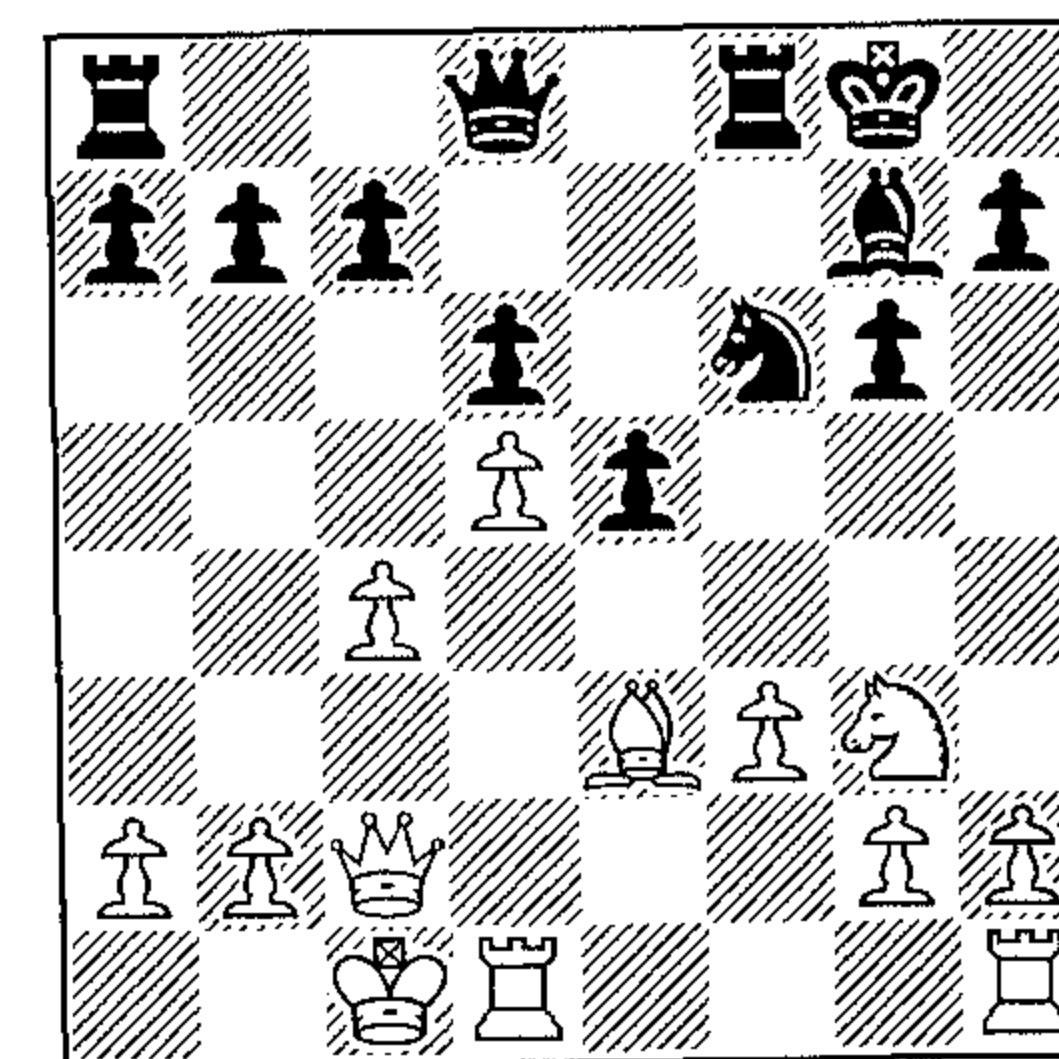
14. Bc2 Bf5

15. Ng3 ...

Better than 15. g4 Bxc2 16. Qxc2 e4 or 16. ... Nd7.

15. ... Bxc2

16. Qxc2 ...



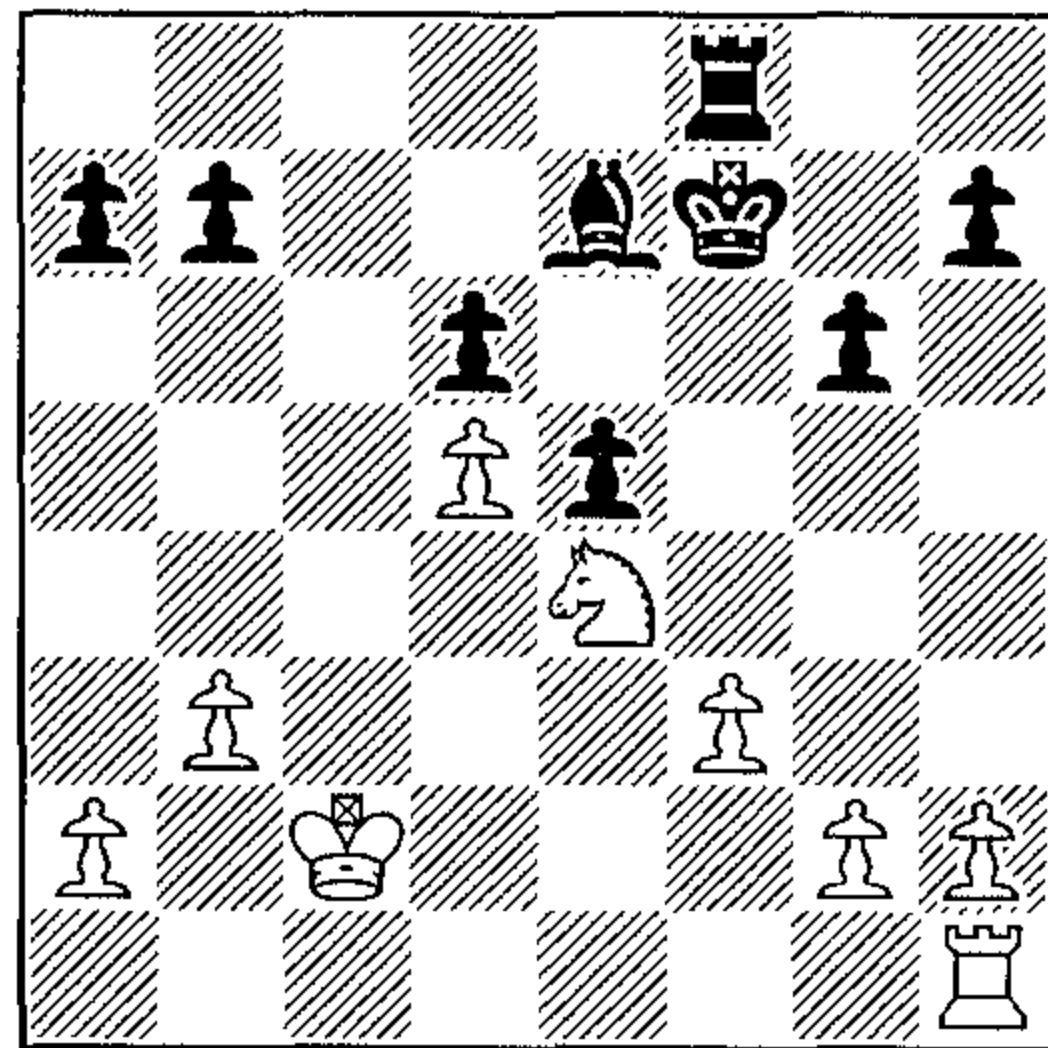
16. ... **Qe8**

With the idea of continuing ... c6 or ... c5 so that if dxc6 then ... Qxc6. In the Gheorghiu–Gligoric game, which was being played at the same time (in fact on the very next board), Black played 16. ... c5, and after 17. dxc6 e.p. bxc6 18. h4 Qa5 19. Kg1 e4 20. h5 Qe5 21. Nxe4 Nxe4 22. Bd4 Qe7 23. Bxg7 Kxg7 24. h6+ Kf7 25. Rhe1, Black's position became hopeless. Black's opening setup, sponsored by Russian analysts, must therefore be reassessed.

17. **Bg5** **c5**
 18. **dxc6 e.p.** **Qxc6**
 19. **Bxf6** **Bxf6**
 20. **Ne4** **Be7**
 21. **Rd5** ...

White's strategy becomes clear. He obtains a well-posted knight against his opponent's inactive bishop. The text move is designed to prevent the freeing ... b5 and, at the same time, to increase the pressure against the d-pawn.

21. ... **Rac8**
 22. **b3** **Qxd5**
 23. **cxd5** **Rxc2+**
 24. **Kxc2** **Kf7**



A deceptive-looking position. Although it appears that Black has achieved complete equality and has no further worries, in fact White has at his disposal the possibility of a breakthrough on either wing. His knight, in addition to pressuring Black's d-pawn and being posted to get quickly to any new battlefield, keeps Black's

bishop in a passive position, favoring White's chances for a breakthrough.

25. **Rc1** **Ke8**

If Black succeeds in exchanging rooks, which he may try by ... Rc8, White would retain equally good prospects, whereas Black's chances for counterplay would be even further reduced.

26. **Kd3** **Kd7**
 27. **b4** **a6**
 28. **a4** **Ra8**

To activate the rook after 29. b5 axb5.

29. **Rb1** ...

Intending an eventual a5 and b5.

29. ... **Bd8**

30. **h3** ...

A waiting move.

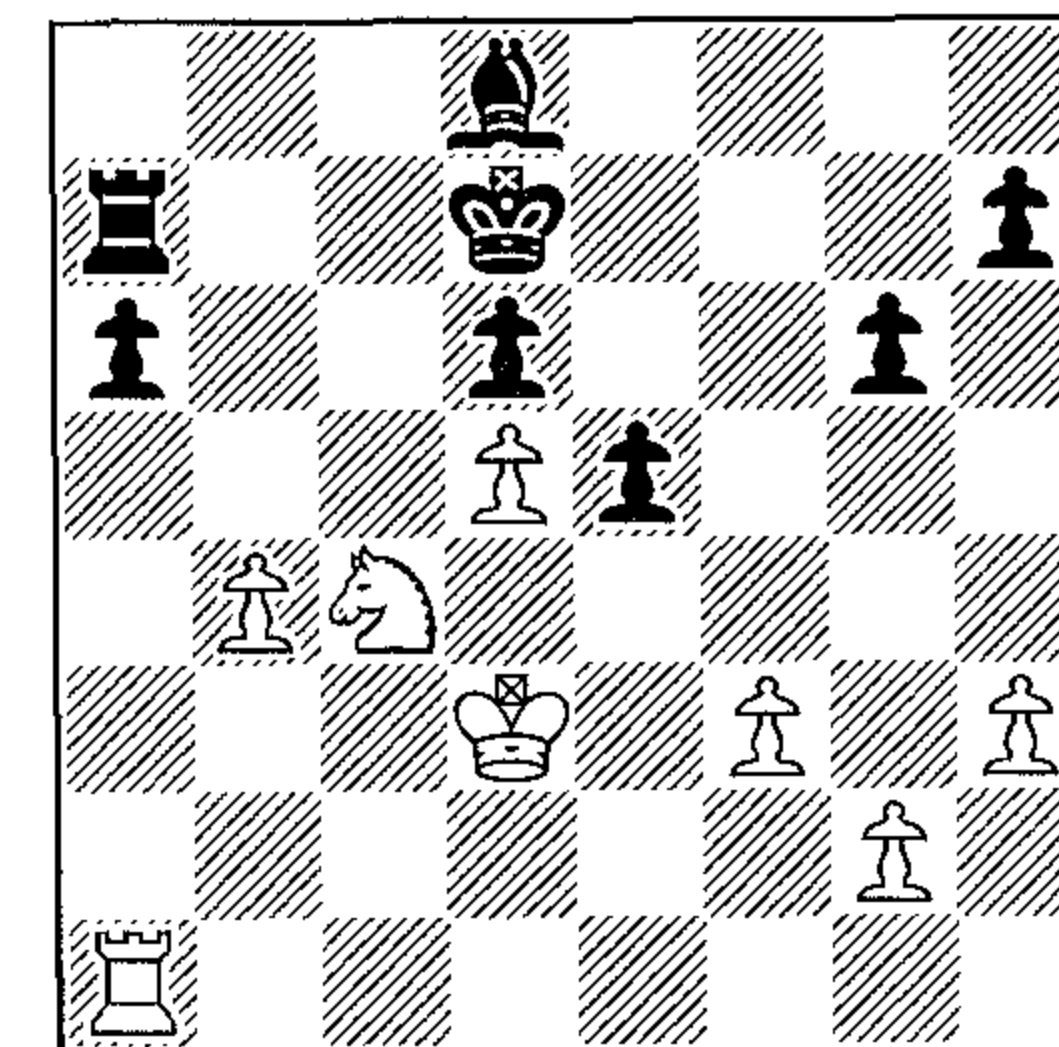
30. ... **Rc8**

31. **a5** **Ra8**

32. **Nd2** **b6?**

Najdorf feared 33. Nc4 followed by 34. b5, but the position resulting from those moves offers better defensive prospects than the one that follows the text move.

33. **axb6** **Bxb6**
 34. **Ra1** **Bd8**
 35. **Nc4** **Ra7**



Black's position is untenable. Najdorf is completely on the defensive; his rook is inactive, his bishop without prospects. White, on

the other hand, has all the winning chances; his rook exerts pressure on the a-pawn, and his knight (which cannot be dislodged) is in a position to help promote the b-pawn while at the same time it attacks the d-pawn.

36. Ra4?

Short of time, I missed the following simple win: 36. b5 a5 37. b6 Rb7 (37. ... Ra6 38. Rb1; or if 37. ... Ra8 38. b7 Rb8 39. Rb1 a4 40. Kc3 Kc7 41. Na5 a3 42. Rb5 Bh4 43. Kb3 Bf2 44. Kxa3 Bb6 45. Ka4 Bxa5 46. Kxa5 Rxb7 47. Rxb7+ Kxb7 48. Kb5 g5 49. g3 h5 50. h4 and White has the opposition; if, in this line, 43. ... Be1 44. Nc4, etc.) 38. Rb1 and wins.

The text move frees Black's bishop and considerably reduces White's winning chances.

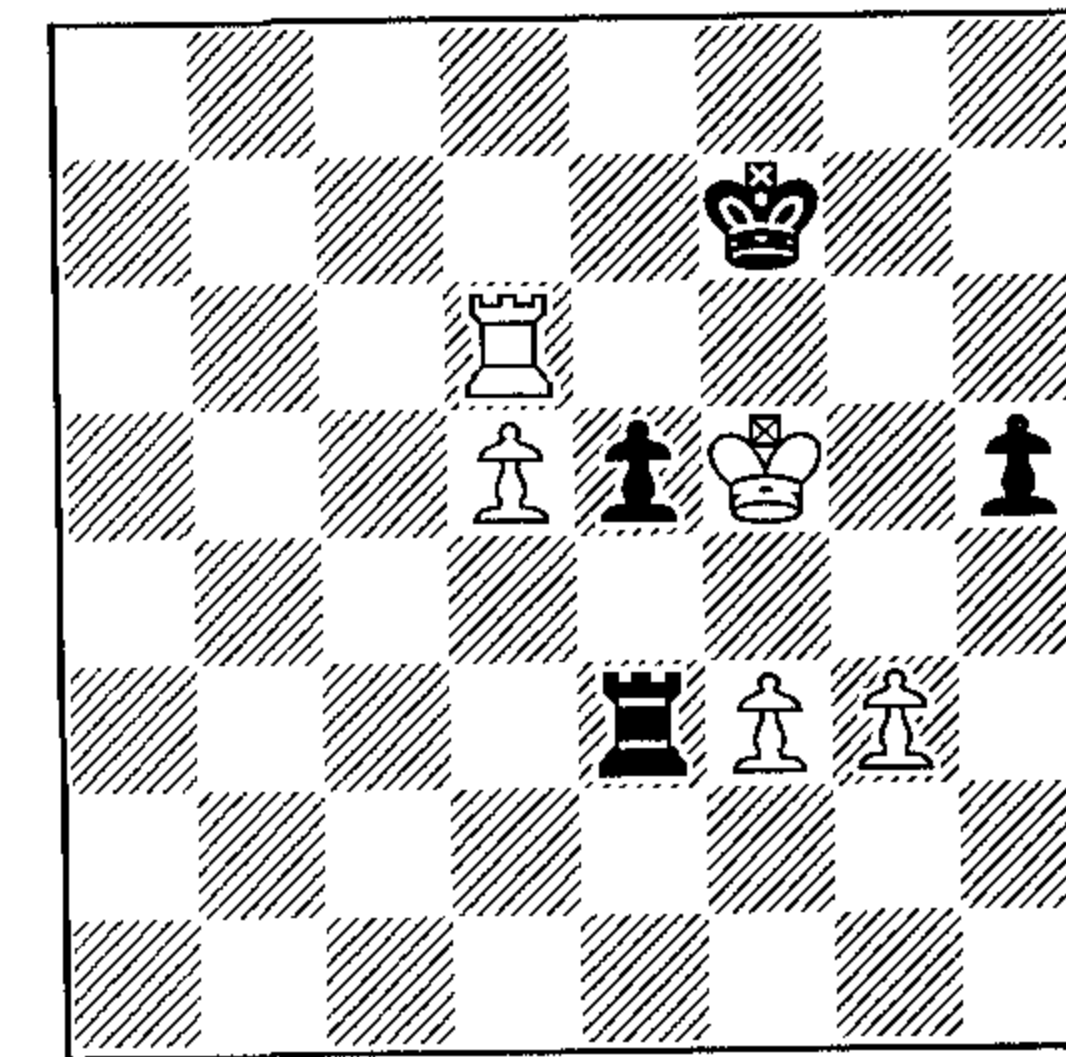
36. ...	Ra8
37. h4	h5
38. b5	a5
39. b6	Rb8
40. Rxa5	Bxb6
41. Nxb6+	...

After 41. Rb5 Bb7 42. Rxb8 Bxb8, there would be little reason for either side to play on. Now that Black's bishop has become active, it is at least equal to White's knight and must be eliminated if White cherishes any hopes of winning.

41. ...	Rxb6
42. Ra7+	Ke8
43. Rg7	Rb4
44. Rxc6	Rxc4

Completely unsatisfactory for Black is 44. ... Rd4+ 45. Ke3 Rxd5 46. Rh6, since White's three pawns would advance faster than Black's two.

45. Rxd6	Kf7
46. Ke3	Rd4
47. g3	...
47. Rh6 Rxd5 48. Rxh5 Kf6 49. g4 Rd4	leads to a draw.
47. ...	Rd1
48. Ke4	Re1+
49. Kf5	Re3



50. Rf6+?

Again missing a win: 50. Rd7+ Kf8 (50. ... Ke8 51. Ra7 Rxf3+ 52. Ke6 Kf8 53. d6 and wins) 51. d6 Rxf3+ 52. Ke6 Rxc3 53. Rd8+ Kg7 54. d7 and wins.

50. ...	Kg7
51. P-B4	...

Fruitless for White is 51. Ke6 on account of 51. ... e4 52. f4 (52. fxe4 Rxe4+ 53. Kf5 Re3) Rxc3 53. d6 Rd3 54. Rf5 h4 55. Rh5 h3 56. d7 e3 57. Rxc3 e2 58. Rh1 Rd1, etc.

51. ...	exf4
52. gxf4	h4
53. Rg6+	Kf7
54. Rh6	h3
55. d6	Kg7
56. Rg6+	Kf7
57. Rh6	Kg7
58. Rh4	Kf7
59. Rh5	...

So that if 59. ... Kg7 60. d7 Rd3 61. Ke6, etc.

59. ...	Rd3?
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Missing the opportunity for the half point. Najdorf took a long time for the text move, overlooking the following draw: 59. ... Re6! 60. d7 (60. Rh7+ Kg8 61. Kxe3 Kxh7 and draws) 60. ... Rd6 61. Rxc3 Kg7! (Najdorf saw only 61. ... Rxd7 62. Rh7+ Ke8 63. Rxd7 and wins), regaining the pawn and drawing easily.

60. Ke5	...
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Now White has some winning chances, but Black can still hold.

60. ... **Ra3**

61. **d7** ...

If 61. Rh7+ Kg8 62. d7 Rd3 and draws.

61. ... **Ke7**

62. **Rh7+** **Kd8**

63. **f5** **Re3+**

Not 63. ... Ra5+ 64. Kf6 Ra6+ 65. Kf7 with a book win.

64. **Kf4** **Re1**

65. **Rxh3** **Kxd7**

66. **Kg5** **Ke8?**

Here Najdorf throws away his last chance to draw: 66. ... Ke7! 67. Rh7+ Kf8 68. Kf6 (if 68. Kg6 Rg1+ 69. Kf6 Kg8 70. Ra7 Rf1 with a book draw) 68. ... Kg8 69. Rg7+ Kh8 70. Rg2 Ra1 71. Re2 Kh7 72. Kf7 Ra7+ 73. Re7 Ra8 74. f6 Rb8, and White can make no progress. For example, 75. Ke6+ Kg6 76. f7 (76. Rg7+ Kh6 77. Rg2 Rb6+, etc.) 76. ... Rb6+ 77. Ke5 Kg7 and draws.

67. **Kf6** ...

This position is of a type known to be lost for Black.

67. ... **Kd7**

68. **Rh7+** **Ke8**

69. **Rh8+** **Kd7**

70. **Rf8** **Rh1**

71. **Kg7** **Rg1+**

72. **Kf7** **Rf1**

73. **f6** **Resigns**

GAME 57

Knight versus Multiple Passed Pawns

The knight is renowned for, among other things, its suitability as a blockader. As a unit of relatively low value (compared especially to a rook or queen) it is not wasted in such a role; and because its strength lies in short-range operations it is not uncomfortable standing in a single spot for long periods, as the bishop is. This last quality, however, is also the knight's weakness: since it does not perform well at great distances it is not effective—in fact it is almost

useless—in trying to stop passed pawns separated by more than two files.

In this game, White obtains some advantage in space and better piece placement. A few Black errors place him in an unfavorable endgame. When White sacrifices a piece to get a mass of passed pawns, Black's knight is driven over the edge.

Compare this ending with that of Reshevsky–Seidman, game 10.

Palma de Majorca, 1969

ENGLISH OPENING

B. Larsen

M. Bobotsov

1. **c4**

c5

2. **g3**

g6

3. **Bg2**

Bg7

4. **Nc3**

Nc6

5. **Nf3**

...

Smyslov prefers 5. Rb1 followed by a3 and b4. He places his KN at e2 after playing e3. Smyslov's setup is more difficult for Black to meet.

5. ...

e5

A good alternative is 5. ... e6 followed by ... Nge7.

6. **0–0**

Nge7

7. **d3**

0–0

8. **a3**

d6

9. **Rb1**

b6

To be considered is 9. ... a5, preventing White from continuing b4. Access by White's knight to b5 is insignificant in this type of position.

10. **b4**

Bb7

11. **bxc5**

dxc5

12. **Bb2**

Qd7

13. **Nd2**

Nd4

14. **Bxb7**

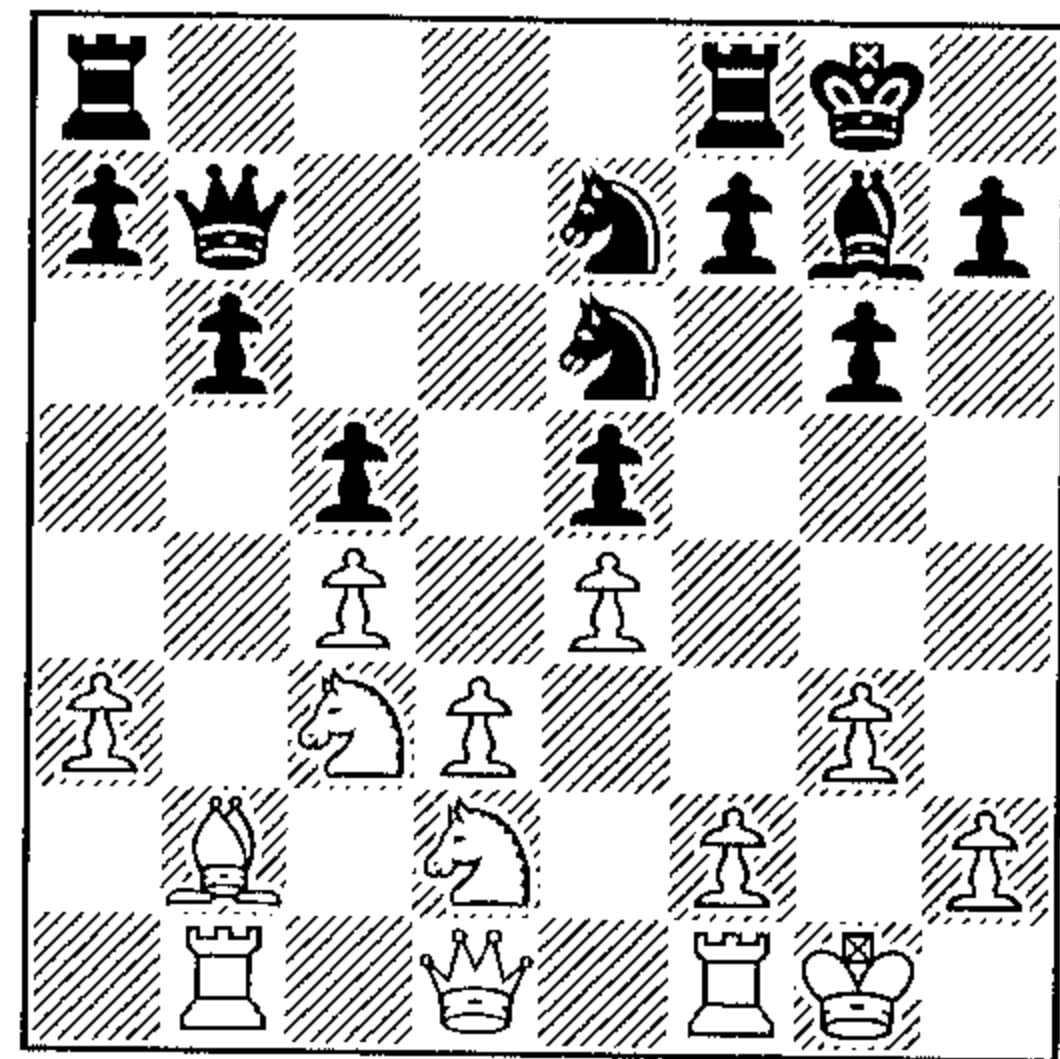
Qxb7

15. **e3**

Ne6

16. **e4**

...



Enabling White to post his knight at d5, while permitting Black to do the same on d4. Chances at this point are approximately equal. In the absence of Black's QB, the weakness of the light squares near White's king is not easily exploitable.

16. ... f5

Since White's strategy will evidently be to obtain play by advancing his a-pawn, Black correctly attempts to get counterplay on the kingside.

17. Nd5 Rae8

A slight inaccuracy. Preferable is the immediate 17. ... Nc6, aiming to post a knight at d4.

18. a4 Nc6

19. Bc3 Qd7

Preventing a5.

20. Rb2 ...

A useful waiting move, to see what Black will do. White retains the option of doubling rooks on the b-file or the f-file.

20. ... f4

Too committal and too early. Wiser is 20. ... Ned4 followed by ... Rf7 and ... Ref8.

21. Qg4! ...

Black was threatening 21. ... Ng5 followed by ... f3.

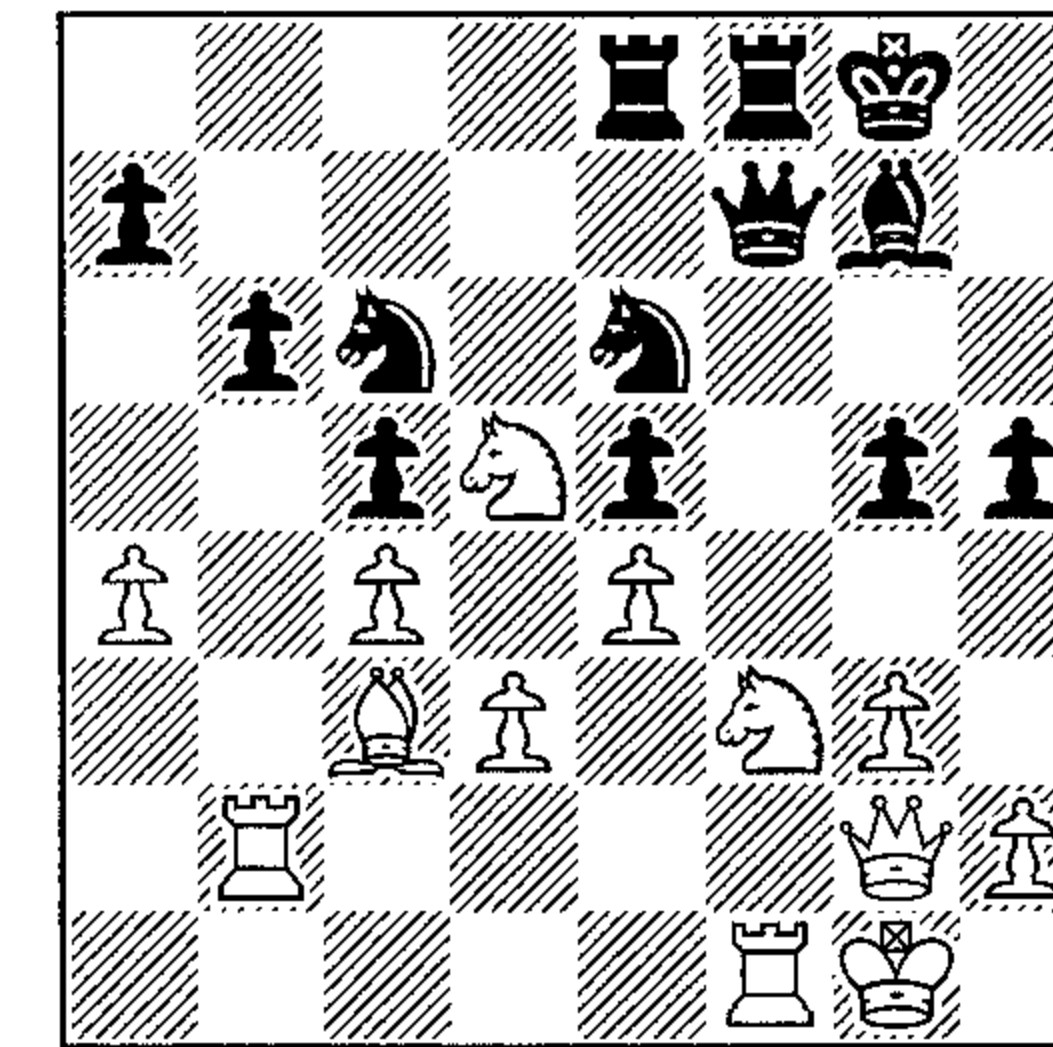
21. ... Qf7

22. Nf3 h5

23. Qh3 fxc3

If 23. ... g5 24. g4 would end Black's activity on the kingside. 23. ... Ncd4 would be met by 24. Bxd4 exd4 25. a5 with advantage.

24. fxc3 g5
25. Qg2 ...



After 25. g4 h4, Black's chances are enhanced because his knight then has access to f4.

25. ... g4?

Too anxious to simplify, Black drifts into an unfavorable end-game. Correct is 25. ... Qg6 followed by doubling rooks on the f-file.

26. Nh4 ...

This knight is now activated and aims for an excellent post at f5.

26. ... Qxf1+

27. Qxf1 Rxf1+

28. Kxf1 Rf8+

29. Rf2 Rxf2+

30. Kxf2 Kf7

31. Nf5 Bf6

32. Kg2 Bg5?

In order to prevent White from advancing his h-pawn, 32. ... Ng5 is imperative, for then White would have a difficult task if he wanted to win.

33. h3 Kg6

34. h4! ...

Putting Black completely on the defensive since his pieces are not able to penetrate White's position via g5. Unproductive is 34. hxg5 hxg5 35. Nde3 Kh5, and White is unable to make headway.

34. ... Bd8

35. Kf2 ...

Having stabilized matters on the kingside, White's monarch is ready to go to the other wing where a breakthrough is in the offing. White's bishop is better than Black's because it has a good target, White's are the dominant knights, and his king, having a clear objective (the queenside breakthrough), is more active. White's technical problems, however, are considerable.

35. ... Kf7

36. Nd6+! ...

Preventing the king from reaching the queenside.

36. ... Kg6

37. Nb7 Kf7

38. Nd6+ ...

Gaining time to make the forty-move time control.

38. ... Kg6

39. Ke1 Bf6

Unavailing is 39. ... Bc7 40. Nf5, and Black's monarch could not reach d7 because of Nf6+, winning the h-pawn.

40. Kd1 Bd8

A better try is 40. ... Ned4, preventing White's king from reaching c1 because of ... Ne2+.

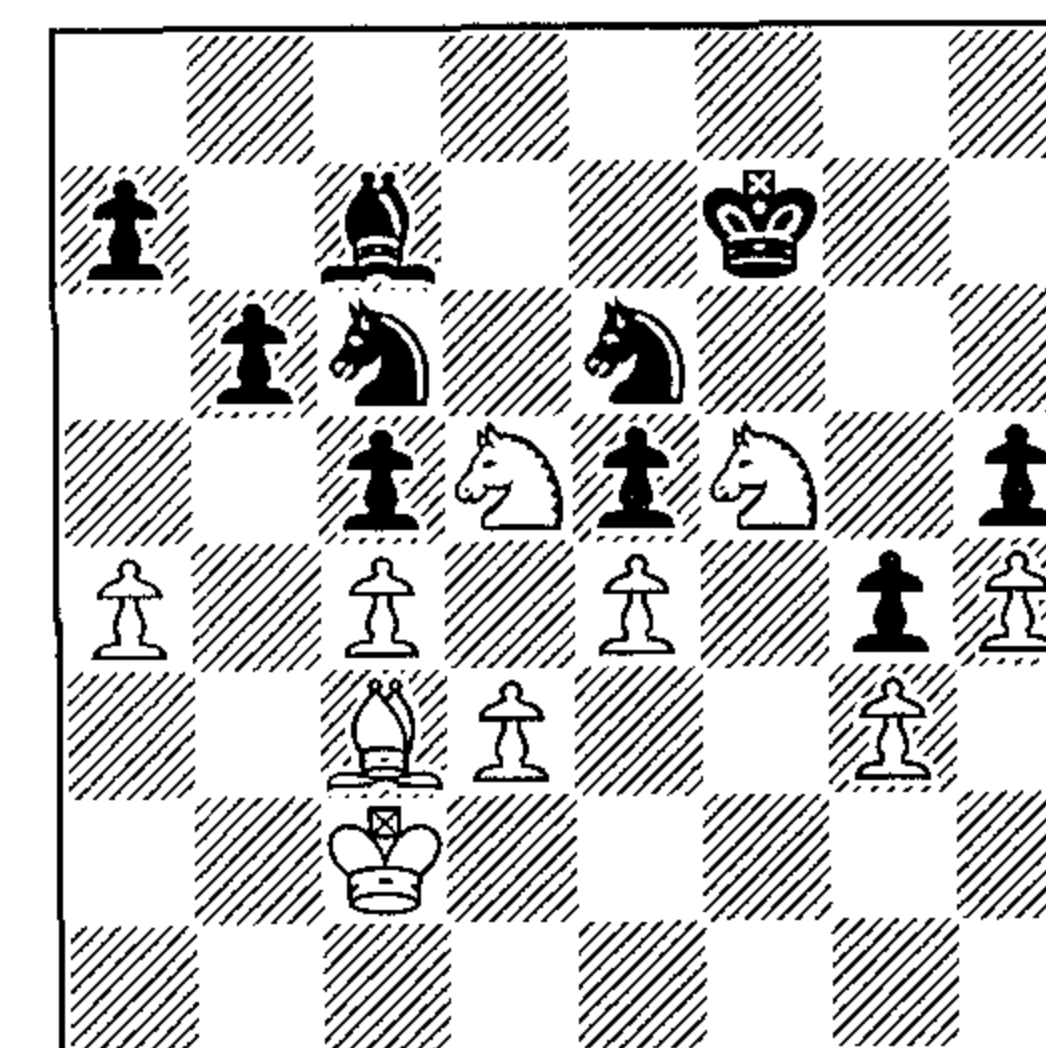
41. Kc2 Bc7

Waiting for the end. Black should try 41. ... Ned4+ 42. Kb2 Ne2 43. Be1 Nb4 44. Nxb4 cxb4 45. Nc8 a5 46. Bf2 Kf7 with some chance of holding the game.

42. Nf5 ...

Black's pieces have no targets on which to concentrate. Four of his pawns are on squares controlled by White's bishop. Still worse for Black is the fact that White's knights occupy important squares, d5 and f5, where they have great mobility.

42. ... Kf7



43. a5 ...

White's only possibility if he is to attempt to score the point. His opening strategy seems to have been based on the prospect of this breakthrough.

43. ... bxa5

If 43. ... Nxa5 44. Bxa5 bxa5 45. Kb3 Bd8 46. Ka4 a6 47. Nd6+ Kf8 48. Nb7 Ke8 49. Nxd8 Kxd8 50. Kxa5 and wins.

44. Kb3 Ke8?

Also possible is 44. ... Nb4 45. Nxc7 Nxc7 46. Bxe5 Ne6, and White's task would still be very difficult: for instance, if 47. d4 Nc6; if 47. Kc3 a4; and, finally, if 47. Ka4 Nxd3 48. Bc3 Nf2 49. e5 Ne4 50. Nd6+ (50. Be1 Nd4) Nxd6 51. exd6 Ke8.

45. Ka4 Bd8

46. Nd6+ Kd7

47. Nf7 Bc7??

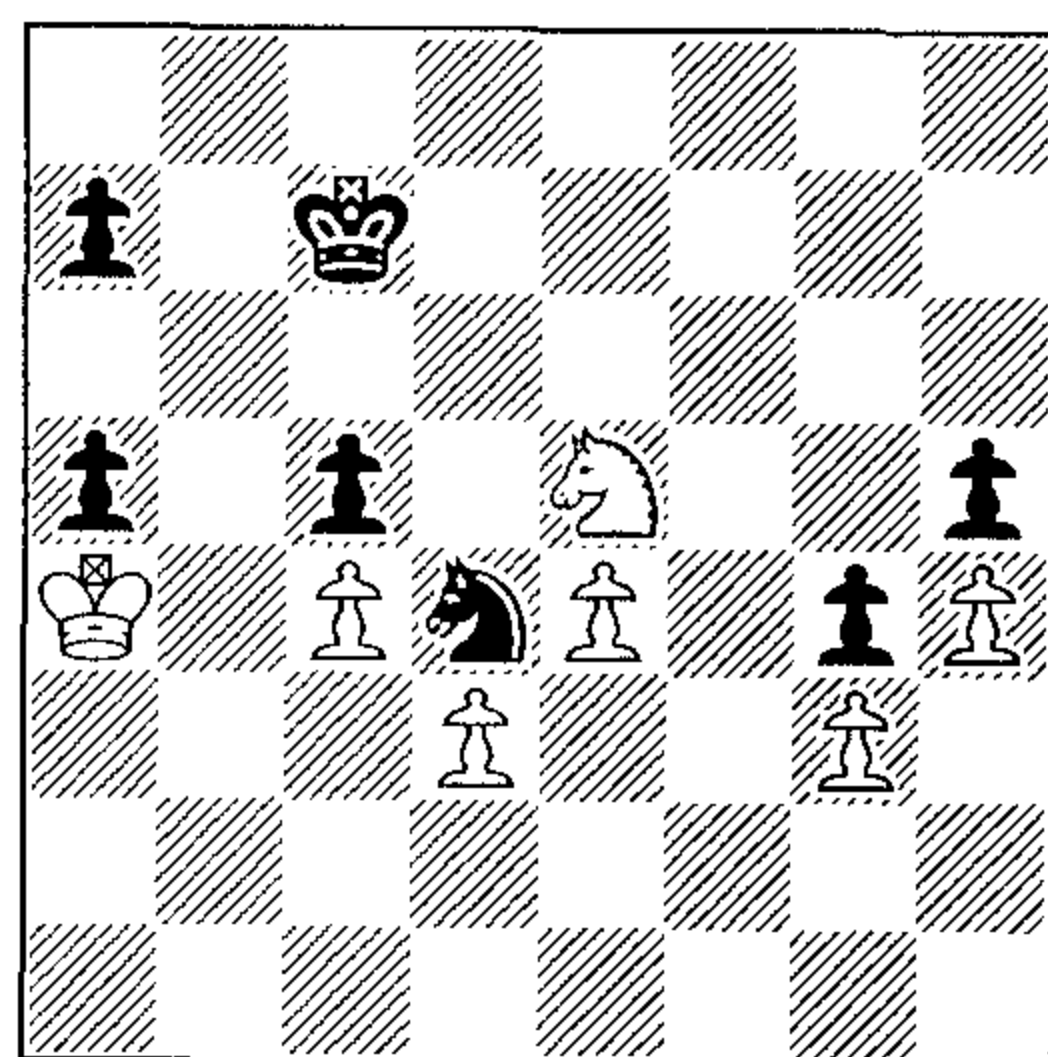
The losing move. Black could hold his own with 47. ... Ned4!. If 48. Nxd8 Kxd8 with equality, for if 49. Nf6 Ke7 50. Nxf5 Kf7-g6 trapping the knight. If 48. Bxd4 cxd4 49. Nxd8 (49. Kb5 a6+) Kxd8 50. Kb5 Nb4 51. Nxb4 axb4 52. Kxb4 Ke7 and draws.

48. Nxc7 Kxc7

49. Nxe5 Ncd4

After 49. ... Nxe5 50. Bxe5+ Kb6 51. Bc3, Black's resistance would collapse quickly.

50. Bxd4 Nxd4



51. Nxc4! ...

The winning idea. The poor Black knight cannot cope with White's passed pawns. A knight is usually an excellent blockader of a single passed pawn (see the next game), but it can't handle a swarm.

51. ...	hxc4
If 51. ... Ne2 52. Nf6 Nxc3 53. Kxa5, etc.	
52. h5	Ne6
53. Kxa5	Kd6
54. h6	Ng5
55. Kb5	a6+
56. Kxa6	Kc6
57. e5	Nh7
58. Ka5	Nf8
59. e6	Kd6
60. Kb6	Kxe6
61. Kxc5	Nd7+
62. Kb5	Resigns

GAME 58

Knight versus One Passed Pawn

Despite its faults, the knight excels in certain roles, one of which is blockader of a passed pawn. In the last game we saw how the knight's short range limits its effectiveness in blockading separated

passed pawns; in the present game the knight has to deal only with one of them. Although White's passed pawn is in fact an extra pawn, and although White has the advantage of a bishop against a knight, and although the White pieces are conducted by the great Tal, still Black's knight can hold the game. It should, anyway. Unfortunately, Gligoric gets the idea that he can force perpetual check by sacrificing the knight, one of the worst ideas the normally steady Gligoric ever had.

Candidates' Match Belgrade, 1968

RUY LOPEZ

M. Tal	S. Gligoric
1. e4	e5
2. Nf3	Nc6
3. Bb5	a6
4. Ba4	Nf6
5. 0-0	Be7
6. Re1	b5
7. Bb3	d6
8. c3	0-0
9. d4	...

Resorting to a variation favored by Korchnoi. In the first and fifth games of the match, Tal continued with the popular 9. h3 but failed to obtain any advantage. It is, therefore, understandable that he decides to pursue a different course.

9. ...	Bg4
10. Be3	exd4
11. cxd4	Na5
12. Bc2	Nc4?

Not the best course for equality. Correct is 12. ... c5 13. Nbd2 cxd4 14. Bxd4 Nc6 15. Be3 d5 16. exd5 Nb4.

13. Bc1	c5
14. b3	Na5

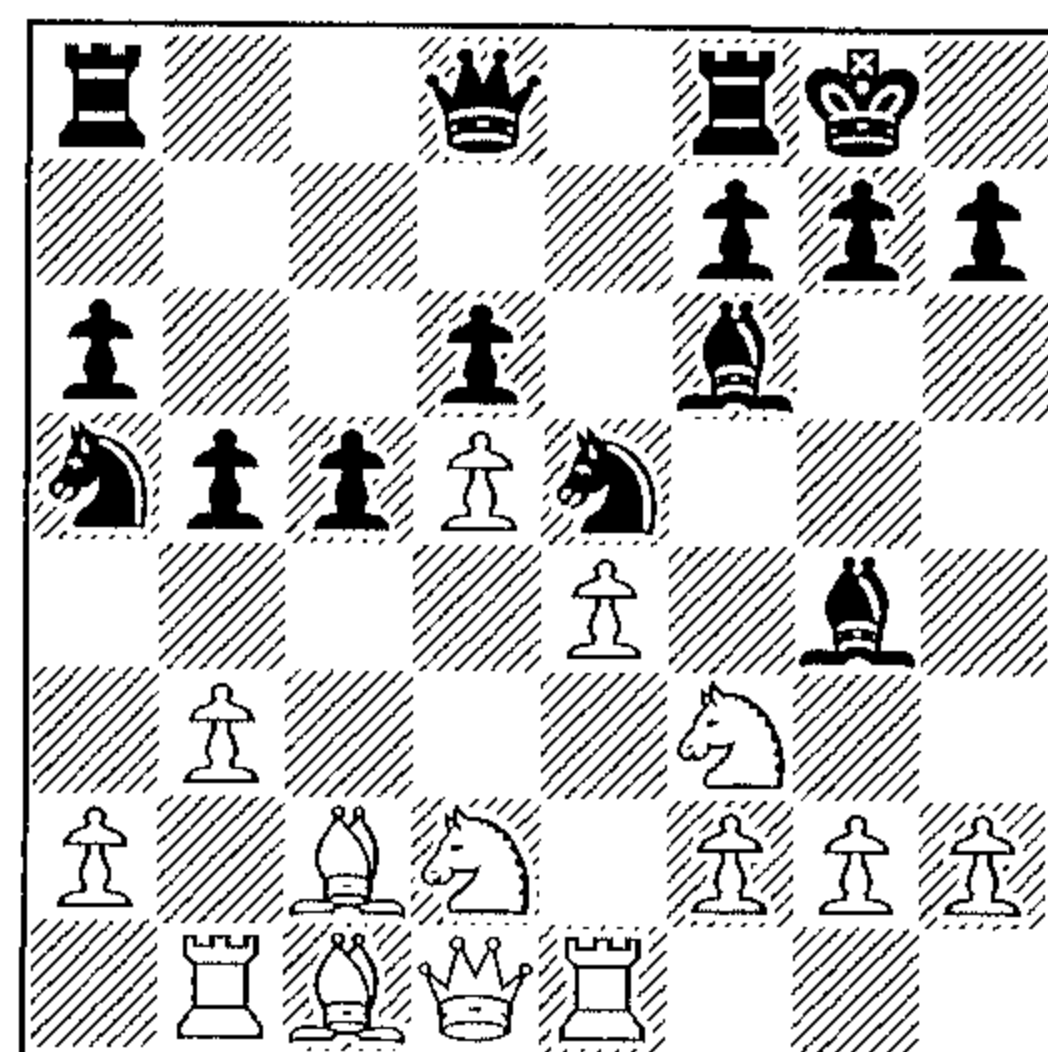
Bad is 14. ... Nb6 15. Nbd2 cxd4 16. h3 Bh5 17. g4 Bg6 18. Nxd4 with f4 to follow, putting Black's QB out of commission.

15. d5	...
--------	-----

Blocking the center and immobilizing Black's knight at a5. If White continues, as in the previous note, with 15. Nbd2, Black can

put pressure on White's d-pawn by 15. ... Nc6, and if 16. d5 Nd4 17. Bd3 Nd7, followed by either ... Bf6 or ... Ne5!

15. ...	Nd7
16. Nbd2	Bf6
17. Rb1	Ne5



A good alternative is 17. ... Bc3 18. h3 Bxf3 19. Qxf3 Qf6 20. Re3 Bd4 21. Qxf3 Nxf6, as in the Korchnoi-Portisch game in Sousse 1967, with approximate equality. The text move is playable.

18. h3	Nxf3+
19. Nxf3	Bxf3
20. Qxf3	Re8
21. Bf4	Be5
22. Bd2	...

White wisely avoids trading bishops. After 22. Bxe5 dxe5, Black would be in a position to activate his lifeless knight with ... Nb7-d6. White's passed pawn would be of no value.

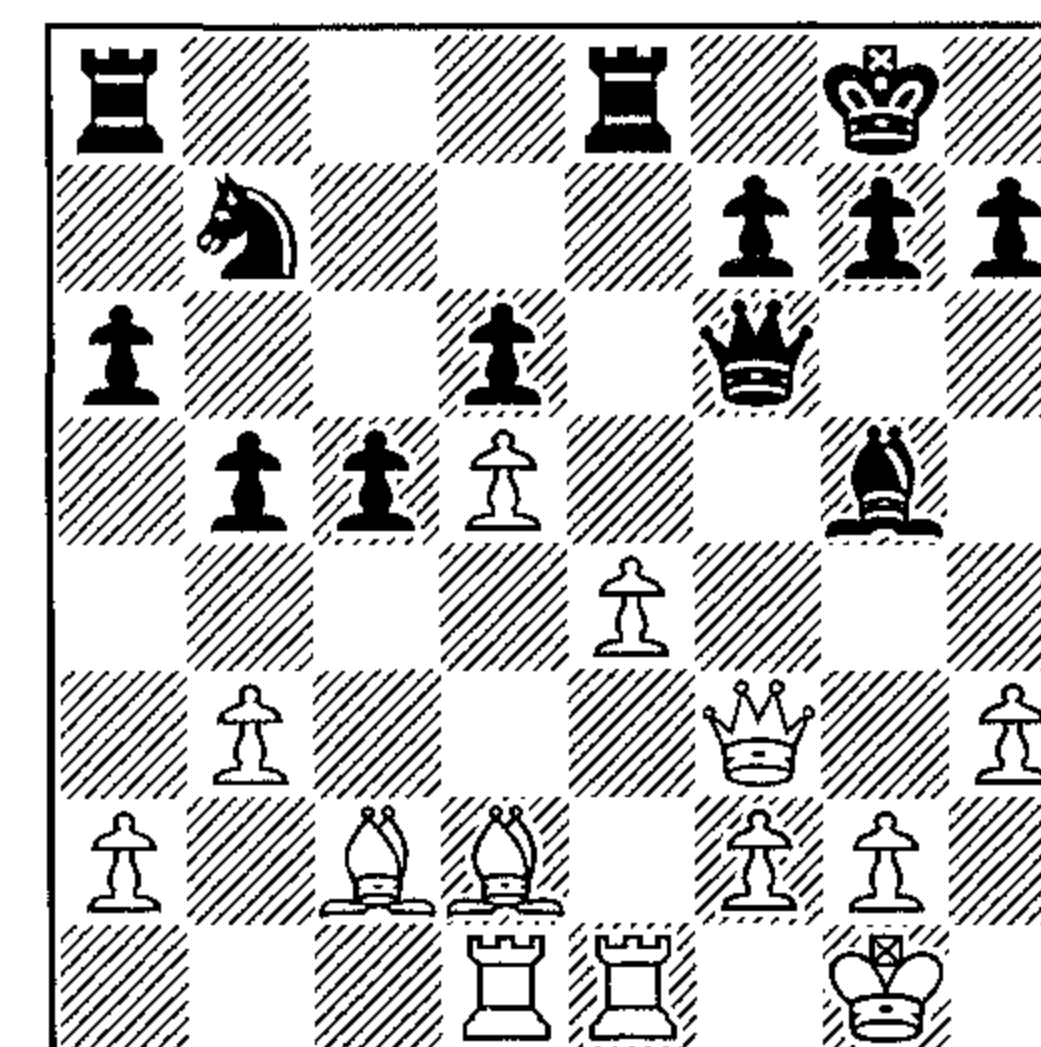
22. ...	Nb7
---------	-----

Obviously the knight is Black's headache. It cannot find an effective square. Also unappetizing is 22. ... c4 23. b4 Nb7 24. a4.

23. Qe2	...
---------	-----

Intending f4 to promote e5.

23. ...	Qf6
24. Rbd1	Bf4
25. Qf3	Bg5?



Bad is 25. ... Bxd2 26. Qxf6 gxf6 27. Rxd2 with the superior endgame because of Black's poorly posted knight. Correct is 25. ... Be5 26. Qd3 g6. The text allows White to undertake enterprising action in the center.

26. Qd3	Bxd2
---------	------

Forced, for if 26. ... g6 27. f4 Bh6 (if 27. ... Bxf4 28. Rf1, and if 27. ... Bh4 28. g3) 28. e5 with a winning position, since if 28. ... dxe5 29. fxe5 Qg7 30. Bxh6 Qxh6 31. d6, etc.

27. e5!	Qh6
---------	-----

27. ... dxe5 is out of the question because of 28. Qxh7+ Kf8 29. Rxd2 followed by Rde2 with too much pressure.

28. Rxd2	c4
----------	----

The only try. Hopeless is 28. ... dxe5 29. Rde2 regaining the pawn with advantage, for if 29. ... f6 30. d6 (threatening Qd5+) Kh8 31. f4.

29. bxc4	bxc4
----------	------

30. Qc3	...
---------	-----

After 30. Qxc4 dxe5 followed by Nd6, Black's position would be solid.

30. ...	Rxe5
---------	------

If 30. ... dxe5 31. Rde2 f6 32. Qxc4, and Black's queen would be badly out of play. Black hopes that an exchange of rooks will ease the defense.

31. Rxe5	dxe5
----------	------

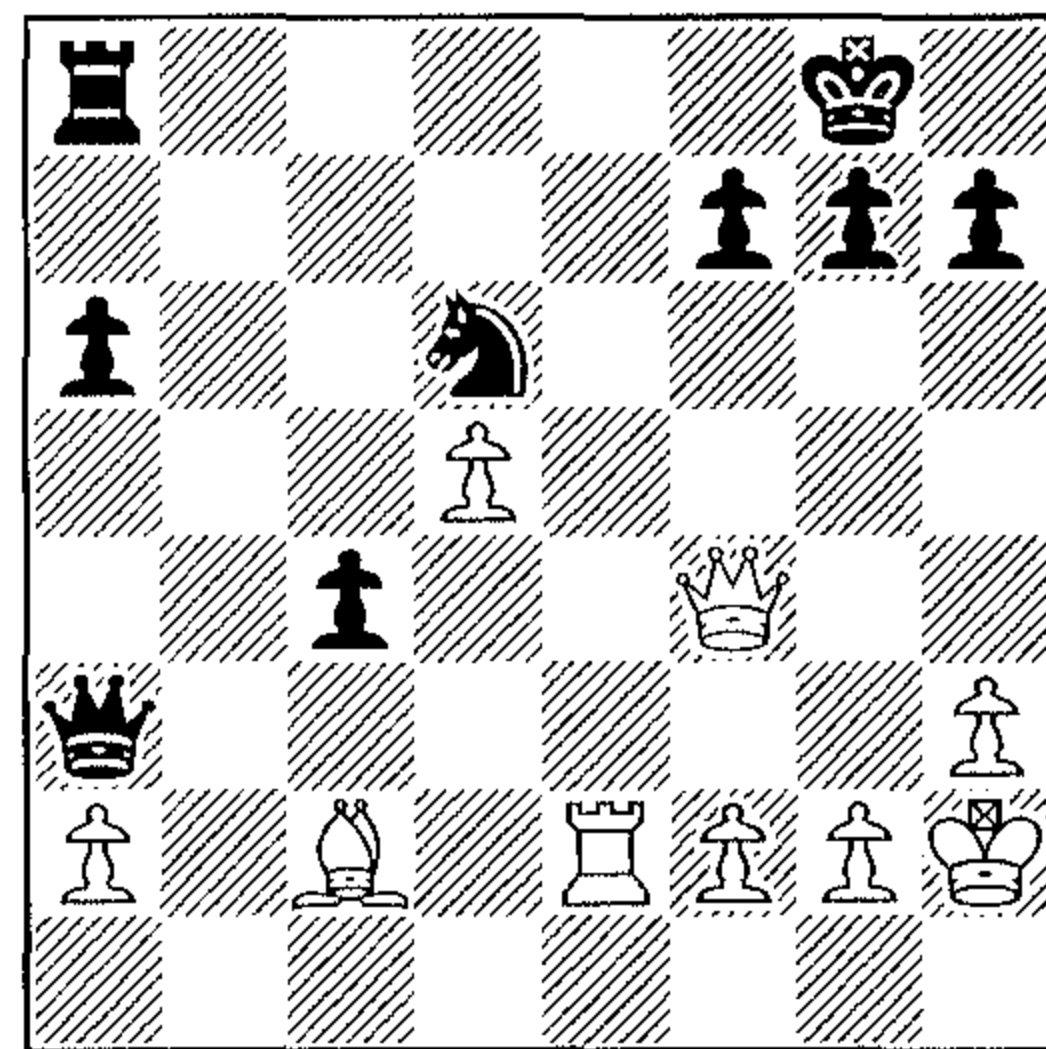
Now White has his passed pawn. But on the next move Black establishes a blockade with his knight, which, despite Black's eventual loss of a pawn, should hold the game—especially since Black has a passed pawn of his own.

32. Re2	Nd6
---------	-----

33. Qxe5 Qc1+
34. Kh2 Qa3

Black's queen is now active and protects the knight at the same time. White still enjoys a slight advantage, but it is quite another matter to demonstrate a win.

35. Qf4 ...



35. ... Re8

Fearing the penetration of White's rook at e7, Black decides to give up a pawn. A good alternative is 35. ... g6 (not 35. ... Rd8 because of 36. Bxh7+ Kxh7 37. Qh4+, winning the Exchange) 36. Re7 Rd8, and it is most difficult for White to make progress because of Black's threats on the queenside with his passed pawn.

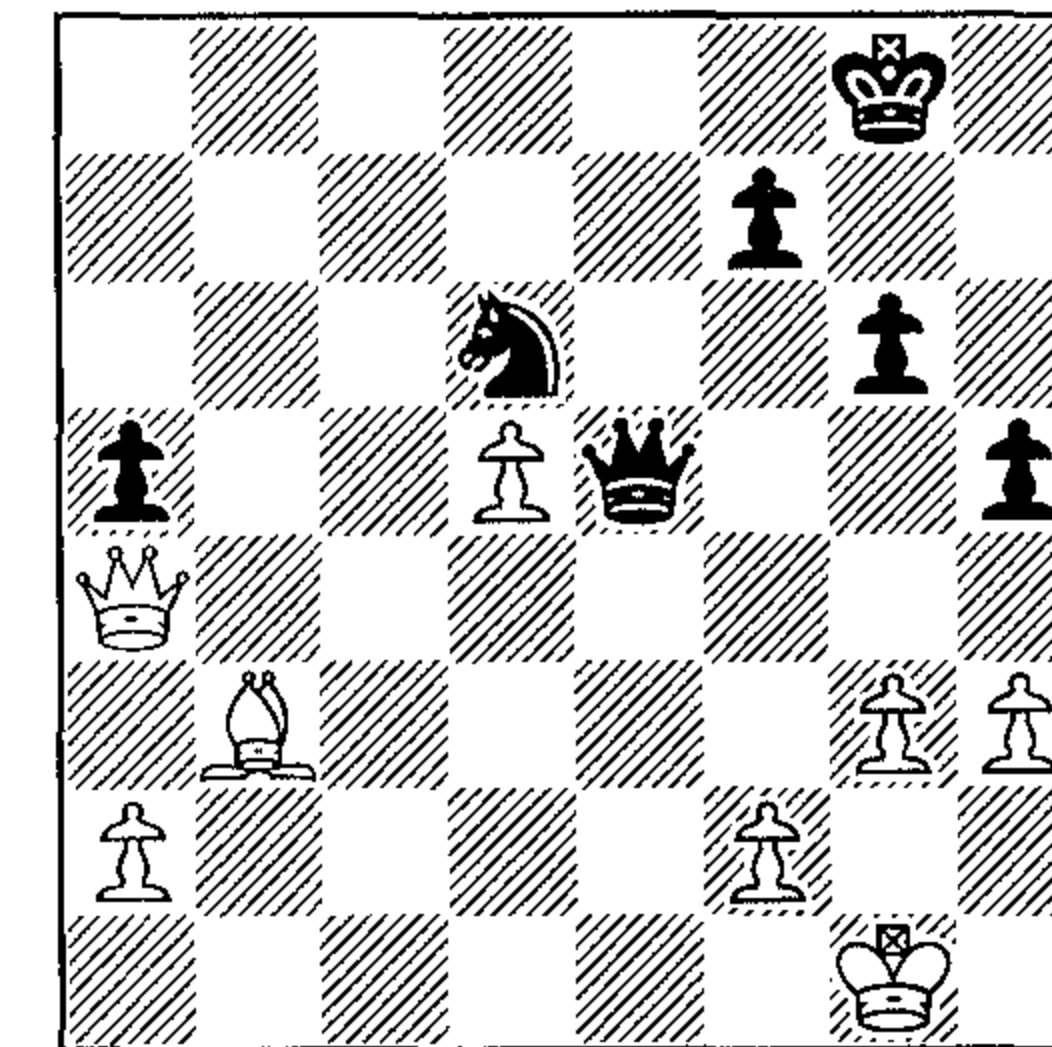
36. Rxe8+ Nxe8
37. Qxc4 ...

37. Qb8 can be met by 37. ... Kf8.

37. ... g6
38. Bb3 Nd6
39. Qd4 Qc1
40. Qa4 a5
41. Qd4 ...

Obviously 41. Qxa5 Qf4+ leads to a perpetual check.

41. ... Nf5
42. Qd1 Qb2
43. Kg1 Nd6
44. Qg4 Qe5
45. g3 h5
46. Qa4 ...



46. ... Nf5??

The final blunder. All Black has to do is play a waiting game, for White has no means to make progress, even though he is a pawn ahead. The correct continuation is 46. ... Qc3; then if 47. Qc6 Qe5, or if 47. Qf4 Qf5. The knight blockade would be unbreakable. The text mistakenly envisions a forced perpetual check by sacrificing the knight.

47. Qxa5 Nxc3
48. fxg3 Qxg3+
49. Kf1 Qxh3+
50. Ke2 Qg4+
51. Kd3 Qg3+
52. Kc4 h4
53. Kc5 Qe3+

Neither is 53. ... a3 more promising. There could follow 54. Qa8+ Kg7 55. d6 h3 56. Bd5 Qg1+ 57. Kb5 Qb1+ 58. Ka5, and Black soon runs out of checks.

54. Kc6 Qe8+
55. Kb7 h3
56. Qc7 Kg7
57. Qc3+ f6
58. Qxh3 Qb5+
59. Kc7 Qc5+
60. Kd7 Qa7+
61. Ke8 Qb8+
62. Ke7 Qe5+
63. Qe6 Qb7+
64. Qd7 Qe5+

65. Kd8+ Kf8
66. Kc8 Resigns

GAME 59

A Passive Rook

The only good rook is a working rook! Due to an error on his 22nd move, White finds his queen rook standing uselessly while the battle rages. Deprived of this rook's participation, White gradually gets the worst of the struggle.

Black's rooks, on the other hand, maneuver their way into White's camp, making various mating threats and finally forcing decisive material gain. Note especially the great skill with which Smyslov, a former World Champion, handles his rooks against White's dangerous bishops. Everybody knows rooks are stronger than bishops; in a virtuoso performance Smyslov shows why.

Skopje, 1969

QUEEN'S GAMBIT ACCEPTED

J. Sofrevski	V. Smyslov
1. Nf3	d5
2. d4	Nf6
3. c4	dxc4
4. e3	g6

One of Smyslov's pet defenses against the Queen's Gambit. Black's setup does not have a good reputation, but that does not deter Smyslov.

5. Bxc4	Bg7
6. 0-0	0-0
7. Nc3	a6
8. a3	Nfd7
9. e4	...

A good alternative is 9. Be2 Nb6 (9. ... e5 or 9. ... c5 10. d5 with good play) 10. h3 (preventing ... Bg4) with e4 to follow.

9. ...	Nb6
10. Be2	Bg4

11. Be3	Nc6
12. d5	...

Of little value to White is 12. e5 Qd7 13. Qd2 Rfd8 14. Rfd1 Be6 with good play.

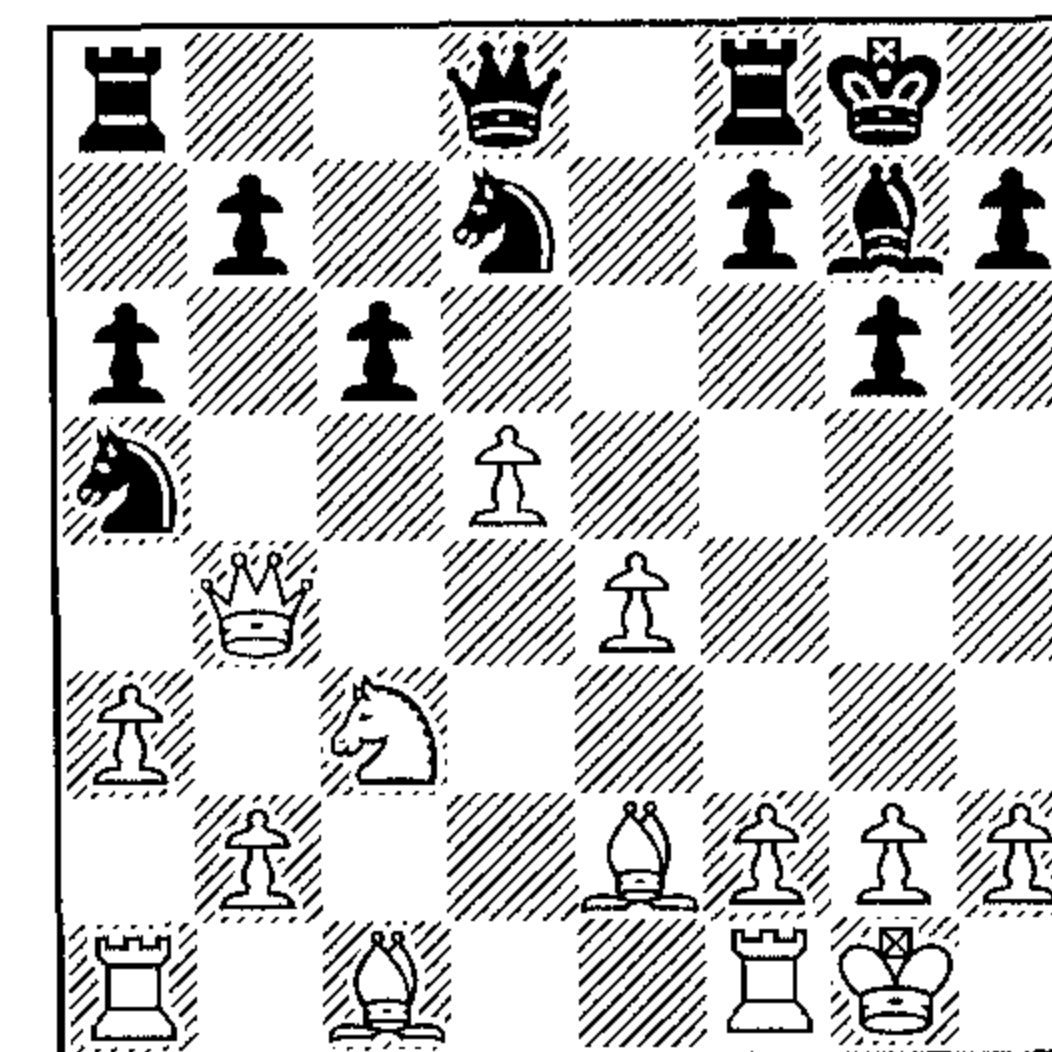
12. ...	Bxf3
13. Bxf3	...

If 13. gxf3 Na5 14. Rc1 Nac4 with the superior chances because of White's weakened king position.

13. ...	Ne5
14. Be2	Nec4
15. Bc1	c6
16. Qb3	...

To be considered is 16. dxc6 Qxd1 (16. ... bxc6 17. Qb3 Na5 18. Qb4 Nd7 19. Bg5 with advantage) 17. Nxd1 bxc6 18. Ra2 Rfd8 19. b3 Ne5 20. Rc2 with the better game.

16. ...	Na5
17. Qb4	Nd7



18. Bg5	...
---------	-----

Interesting is 18. dxc6 Nxc6 (if 18. ... bxc6 19. Bg5 f6 20. Bf4 e5 21. Be3 Rb8 22. Qd6 Rxb2 23. Rfd1 with great advantage) 19. Qxb7 Nd4 20. Bc4 Nc5 21. Qd5 Qb6 22. Qb5, and it is questionable whether Black has sufficient compensation for the pawn.

18. ...	c5
19. Qa4	b5
20. Qc2	h6
21. Be3	...

Preferable is 21. Bh4 in order to tie the queen down to the protection of the e-pawn, if only temporarily. The plausible 21. ... Ne5 can be met by 22. f4 Nec4 23. e5 Ne3 24. Qe4 Nxf1 25. Rxf1 with good attacking possibilities for the Exchange, or by 22. b3 followed by f4.

21. ... Qc7
22. Rab1? ...

A bad move that serves no purpose at all. The rook belongs on a1 where it will be of value after ... b4 and the exchange of pawns, when it will attack the knight at a5. The correct continuation for White is the aggressive 22. f4 followed by e5. If Black plays (after 22. f4) 22. ... b4 or 22. ... Bd4, White would continue 23. Nd1 with the better position.

Note that this rook remains passively placed on the b-file throughout the middlegame and is therefore a contributing factor in Black's success.

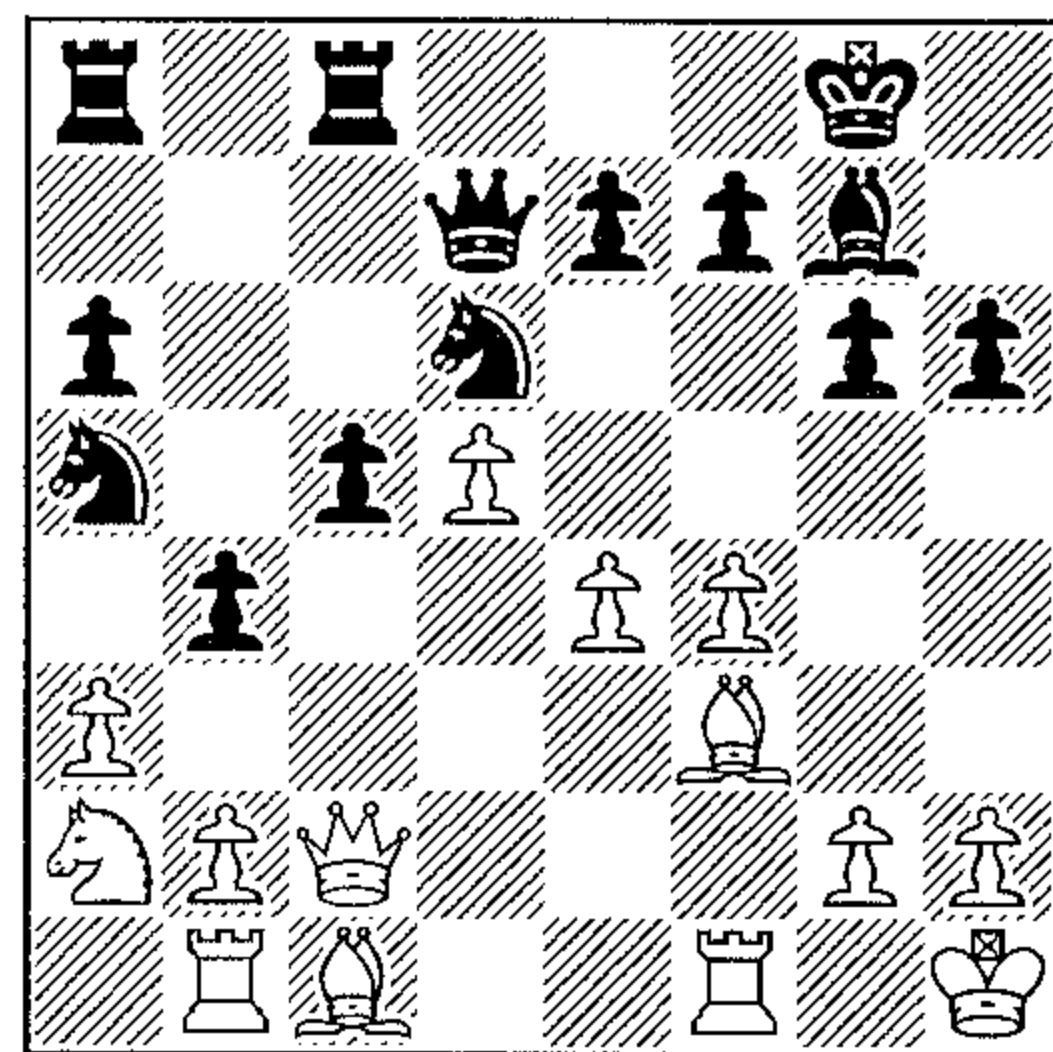
22. ... Rfc8
23. Na2 ...

This too wastes valuable time and posts the knight on an unfavorable square. Again, f4 is indicated.

23. ... Ne5

Smyslov now begins to assert himself.

24. Kh1 Nec4
25. Bc1 Qd2
26. f4 Nd6
27. Bf3 b4



28. axb5? ...

This gives Black's forces, particularly his rooks, a chance to come into play rapidly. Correct is 28. Qf2 followed by e5 with chances for both sides.

28. ... cxb4
29. Qd3 ...

Better is 29. Qd1 to prevent Black's next move. Black may then eventually double rooks on the c-file.

29. ... Qa4

After White's inaccuracy, Smyslov seizes the initiative and never permits his opponent to recover. Already White's bad rook move (22. Rab1) is giving him problems. After he wins a pawn, Smyslov will force the exchange of queens to reduce the opponent's counterplay possibilities and to bring the favorable endgame closer. However, the intricate piece play that ensues, and continues to the end, taxes the abilities of both players.

30. e5 ...

The only course, for if 30. Bd2 Qxa2 31. Ra1 Qxb2 32. Rxa5 Nc4, winning material.

30. ... Qxa2

Too smart to fall prey to greed, Smyslov resists the temptation to win a piece; instead, he is satisfied to remain a pawn ahead. Faulty is 30. ... Nf5 31. d6 Qxa2 32. d7 Rd8 33. Bxa8 with a won position for White.

Black's continuation also guarantees activity for his king bishop, now that he no longer has to worry about White playing e5.

31. exd6 exd6
32. f5 Qc4!

Virtually forcing the exchange of queens, thereby reducing White's hope of an attack.

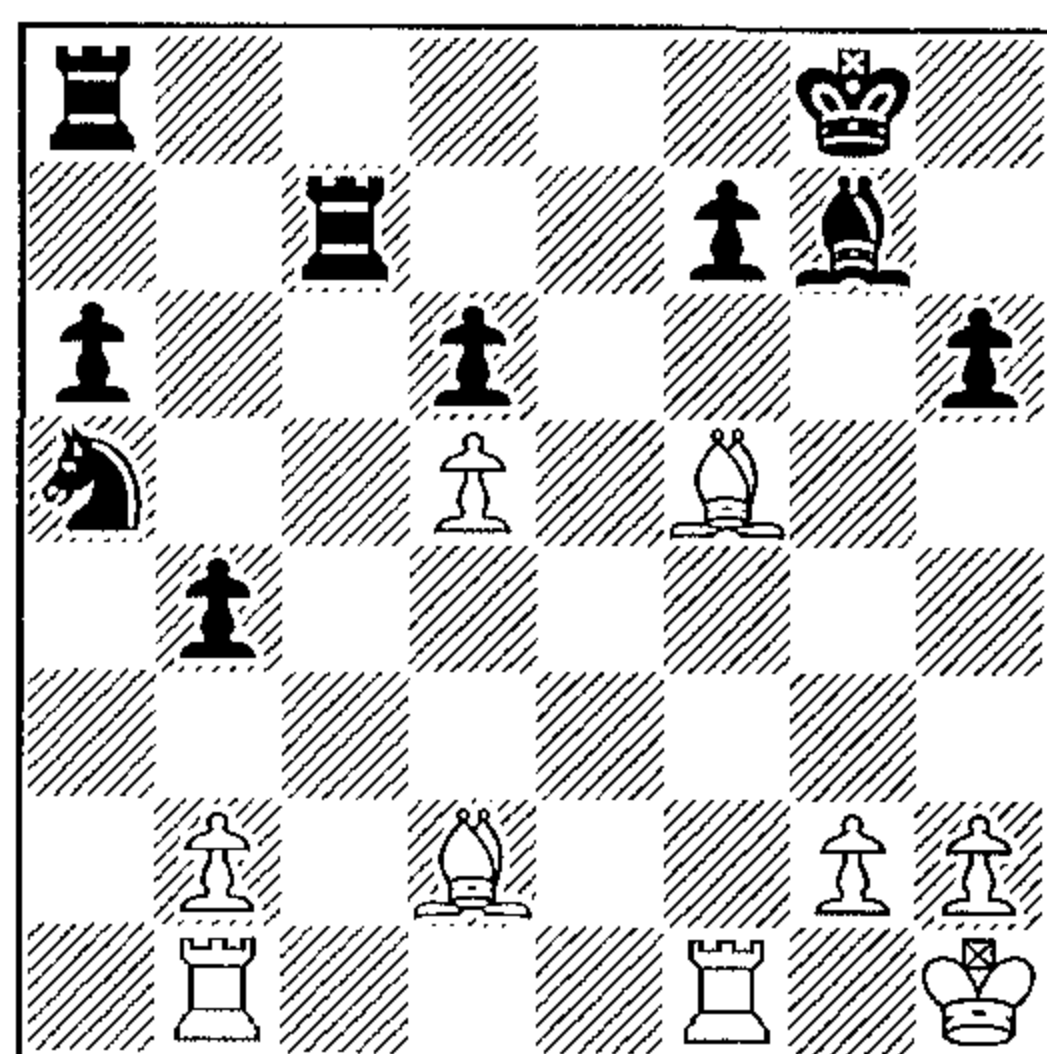
33. Be2 ...

If 33. Qd1 gxf5 34. Be2 or 34. Bh5 Qc2, leading to approximately the same position as in the game.

33. ... Qxd3
34. Bxd3 gxf5
35. Bxf5 ...

Worse is 35. Rxf5 Nc4 36. Rf4 (36. b3 Na3!) 36. ... Ne5 37. Bf5 Rc4 38. Rxc4 Nxc4 39. Bd3 Re8!.

35. ... Rc7
36. Bd2 ...



36. ... **Rb8**

Tempting but unsound is 36. ... Nc4 37. Bxb4 Rb8 38. Bc3 Ne3 39. Bxg7! Nxf1 40. Bxh6, and the knight is trapped!

37. **b3** **Rb5**

38. **Rfe1** **Kf8**

Not 38. ... Rxd5? 39. Re8+ Bf8 40. Bxh6 and wins. The text keeps White's rook out of e7 and therefore releases the Black rook on c7 from that duty.

39. **Bf4** ...

White should hold on to his d-pawn. 39. Be4 is very much indicated, and if 39. ... Re7 (this is probably what White feared) 40. Bf4 Nb7 (if 40. ... Rb6 41. Bc2 and White escapes from the pin) 41. Bd3 Rxd5 (41. ... Rxe1+? 42. Rxe1 Rxd5 43. Be4 Rb5 44. Bc6!) 42. Bxa6 Nc5 43. Bc4 Rd4 44. Rxe7 Kxe7 45. Be3 Re4 46. Bxc5 with good drawing chances.

39. ... **Rxd5**

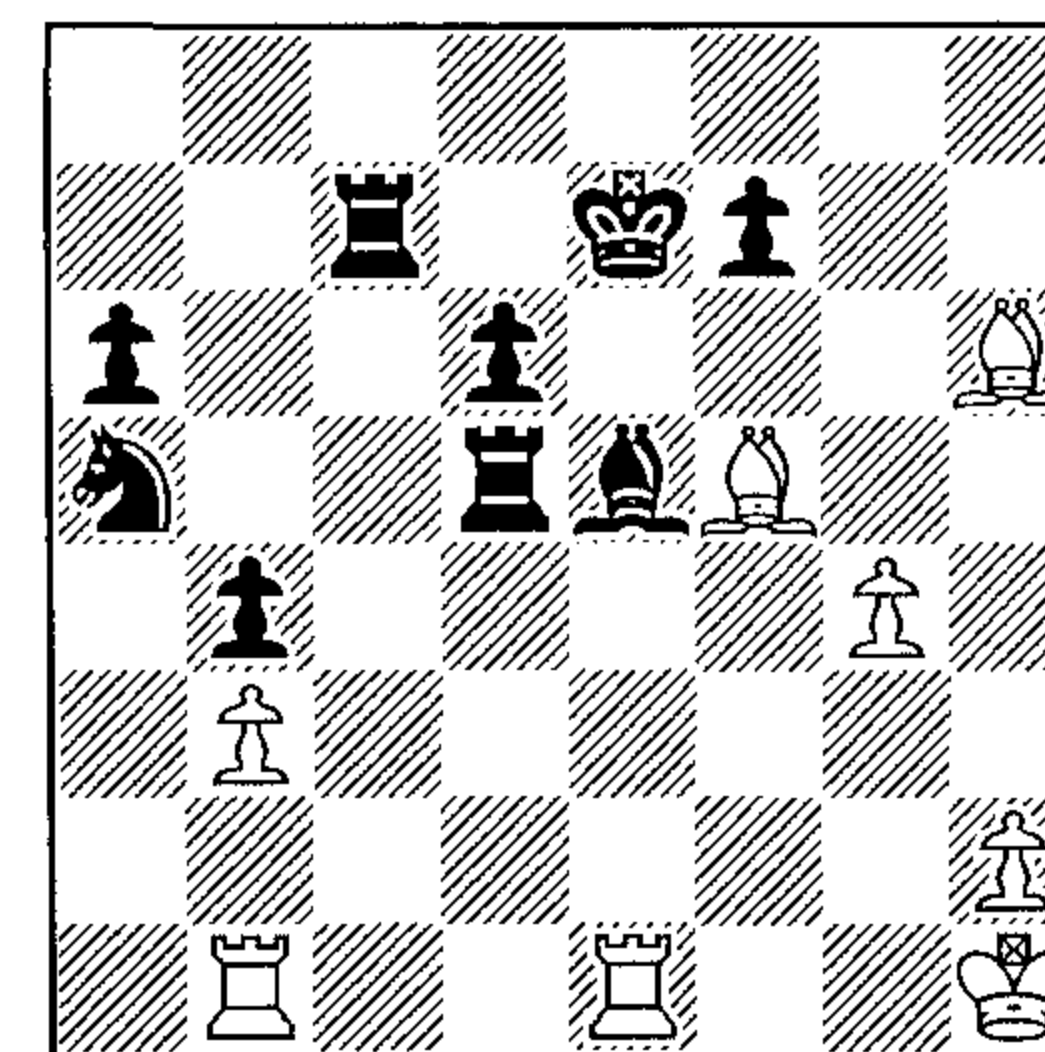
40. **g4** **Be5**

Returning one of the pawns voluntarily. Black had to meet the immediate threat of 41. Re4 followed by Rbe1 and Re8 mate. If 40. ... h5 41. Be4 Rd4 42. gxh5 Re7 43. h6 Bf6 (if 43. ... Rxe4 44. Rxe4 Rxe4 45. Bxd6+ Kg8 46. Rg1) 44. Ra1 Nxb3 45. Rxa6 Rxe4 46. Rxe4 47. Bxd6+ Kg8 48. Bxb4 Rxb4 49. Rxf6 (threatening to draw with h7+) Rh4 50. Kg7 Nc5, and Black wins the endgame since he gains the advanced pawn by force; but Smyslov may not have seen this possibility in all its intricacy (this was the last move before the time control and time pressure may have played a part), or he may not have trusted it. Alternatively, after 40. ... h5 White can continue 41. Re4 hxg4 42. Rbe1 Be5 43. Bh6+ Ke7 44. Rxb4 with good draw-

ing chances. There is also the possibility of 40. ... Re7, but after 41. Rbd1 Rxe1+ 42. Rxe1 Be5 43. Bxh6+ Ke8 44. Rc1 with the annoying threat of Rc8 mate (if 44. ... f6 45. Rc8+ Kf7 46. Rf8 mate). And finally, Black can consider 40. ... Nb7, but this is unappetizing because of 41. Rbc1 Rxc1 42. Rxc1 Nc5 (42. ... Nd8 43. Rc8) 43. Bxd6+, etc.; or White has 41. Be4 Rd4 42. Rbd1 Rxd1 43. Rxd1 with good play. In view of these possibilities, Smyslov decides to return a pawn and pursue aggressive action.

In all of these variations, White's bishops function well, as Smyslov knew they would, and his judgment told him that, since he would have to give back a pawn anyway, he should do it so as to give White as little counterplay as possible. Black's rooks cannot be prevented from invading the White position in the long run.

41. **Bxh6+** **Ke7**



42. **Re4?** ...

Overlooking the strong rejoinder on which Smyslov was relying. To obtain counterchances, Sofrevski should play 42. Bg5+ f6 43. Be3 Rc3 44. g5 fxg5 (if 44. ... Nxb3 or 44. ... Rxb3 45. g6 is too strong) 45. Bxg5+ Ke8 (45. ... Kf7 46. Rf1 Kg7 47. Rg1, etc.) 46. Be6 Rdd3 47. Re4 with a good position. If 42. ... Kf8 43. Be4 Rdc5 (43. ... Rb5 44. Bd3) 44. Bd2 Bc3 45. Bh6+ Kg8 46. Re2 with good play. If 42. ... Kg8 43. Re4, which makes 43. ... Rc3 unplayable because of 44. Rxb4 Rh3 45. Rb8 mate. If Sofrevski had seen Smyslov's plan, he might have hit upon my suggested continuation.

42. ... **Rc3**

Black's plan depends on the fact that White's king is more exposed than Black's. Black's rooks begin to make a gradual incur-

sion into White's territory, endangering the monarch's safety. But Black must continue to play accurately, for a single slip can be disastrous.

43. Rxb4 ...

43. Bf4 can be met by 43. ... Nc6.

43. ... Rh3!

44. Bg5+ ...

44. Bf4 offers no relief on account of 44. ... Bxf4 45. Rxf4 Rd2 46. Re1+ Kd8, and the Black king is safe, the White king seriously endangered.

44. ... Kf8

45. Be4 **Rc5**

46. Rb6 ...

Nothing is achieved by 46. Rb8+ Kg7 47. b4 because of 47. ... Rxh2+ 48. Kg1 Rc4 49. Bf5 Nc6 50. Rc8 Nd4 (or simply ... Rxb4) 51. Rxb4 Nf3+ 52. Kf1 Nxc5.

46. ... Rxh2+

47. Kg1 **Re2**

48. Bd3 **Ra2**

49. Bh6+ ...

49. b4 is out of the question because of 49. ... Bd4+ 50. Kf1 Rxc5 51. bxa5 Rf2+ 52. Ke1 Rxc4 with the threat of ... Rg1+.

49. ... Ke7

50. Rb8 ...

If 50. b4 Rc3, and if 50. Rxa6 Bd4+ 51. Kh1 Rc3, denying White the rook check at a7.

50. ... Rc3

Here comes the other rook!

51. Rd1 ...

Finally this rook gets in the game, but Black's knight, now no longer needed to keep White's rook on the b-file, also joins the battle.

51. ... Nc6

There is practically no hope for victory in 51. ... Rxb3 52. Bf8+ Kd7 (if 52. ... Kf6 53. Rf1+ Kg5 54. Be7+ Kh6 55. Bf8+ Bg7 56. Rxb3 Nxb3 57. Rf6+) 53. Rxb3 Nxb3 54. Bc4 Rb2 55. Bxc7, when White's pawn gives him counterplay. And 51. ... Nxb3 52. Bf8+ Kd7 (52. ... Ke6 53. Rxb3 Rxb3 54. Bc4+) 53. Bf5+ Kc7 54. Rc8+ Kb7 55. Rxc3 Bxb3 56. Bxd6 offers no prospects. White's two bishops are

extremely dangerous in such open positions. Black must tame them by maintaining his initiative.

52. Rb7+ ...

After 52. Bf8+ Kf6 53. Rf1+ Kg5, White would not have the important Be7+ at his disposal.

52. ... Ke8

53. Bg5 ...

Futile is 53. Bc4 Rg3+ 54. Kf1 Rh3 55. Bxf7+ Kd8 56. Bg5+ Kc8, etc.

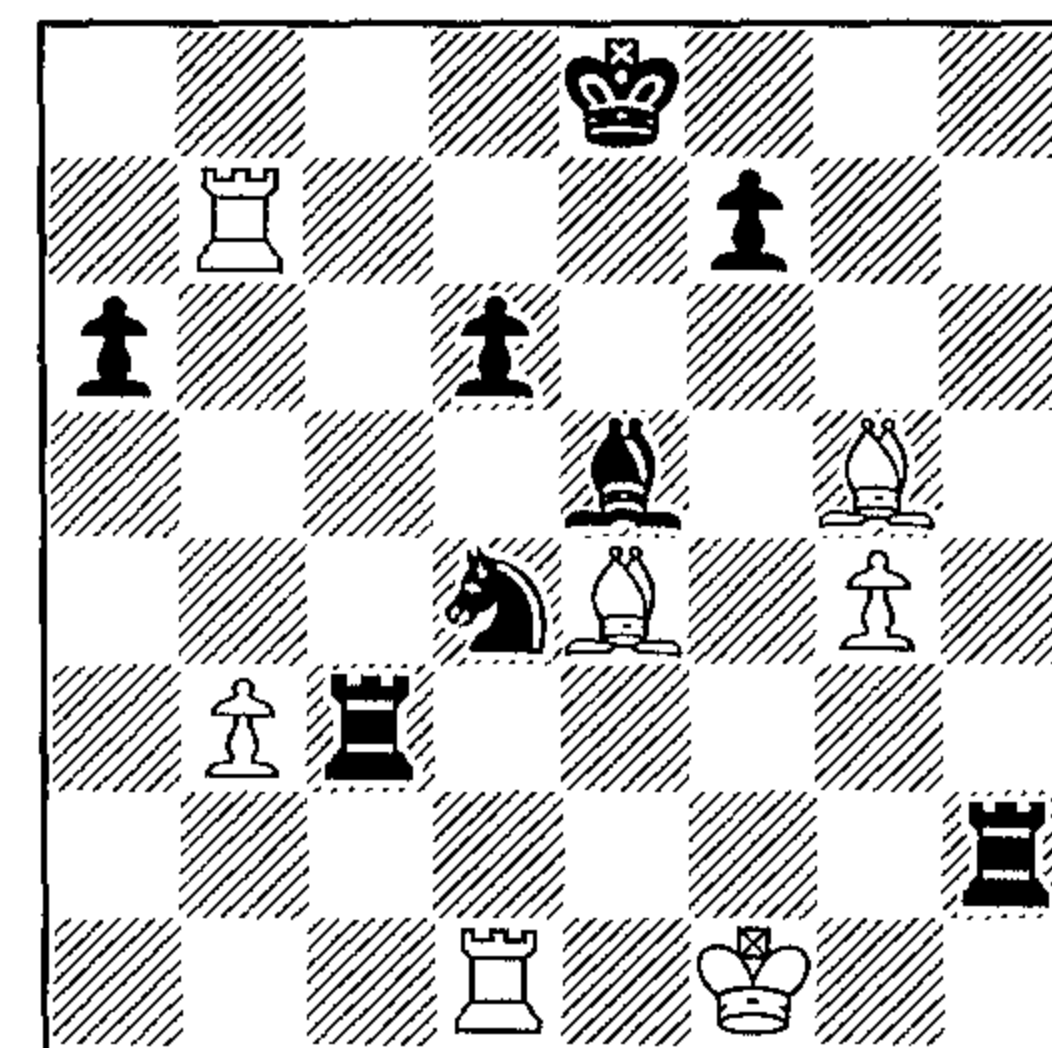
53. ... Nd4

54. Kf1 ...

54. Rf1 is faulty because of 54. ... Rxd3 55. Re7+ Kf8 56. Rxf7+ Kg8 57. Rf8+ Kg7 58. R1f7+ Kg6, with no more checks.

54. ... Rh2

55. Be4 ...



55. ... Kf8

Getting the king out of danger. Not 55. ... Nf3 56. Rb8+ Kd7 57. Bf5+ Kc7 58. Rc8+ Kb6 (58. ... Kb7 59. Rxc3 Bxc3 60. Be4+) 59. Rxc3 Bxc3 60. Rxd6+. Smyslov's patience is commendable. He is in no rush to end the fight quickly if this means endangering his own safety. Instead he prefers to play cautiously and increase his pressure gradually. Little by little White's tactical threats are dealt with until a few exchanges finally give Smyslov the endgame he wants.

56. Bd5 **Ne6**

57. Bd2 ...

If 57. Be7+ Kg8 58. Bxe6 fxe6, and Black's d-pawn is immune to capture: 59. Bxd6 Bxd6 60. Rxd6 Rc1+, etc.

57. ... **Rg3**

58. **Bb4** ...

Black has a sufficient reply to 58. **Be1 Rxc4** 59. **Bxe6 fxe6** 60. **Rc1 Rf4+!** 61. **Kg1 Rf7**, etc. 58. **g5** fails to 58. ... **Bd4** with the threat of immediate mate.

58. ... **Rxc4**

59. **Bxe6** ...

Black can meet 59. **Rc1** by 59. ... **Rd4**, and if 60. **Bxe6 Rh1+** followed by 61. ... **Rxd1**.

59. ... **Rh1+**

60. **Ke2** **Re4+**

61. **Kf3** **Rf4+**

62. **Ke2** **Rxd1**

63. **Kxd1** **fxe6**

Black now has an easily won endgame, ahead two connected passed pawns.

64. **Kc2** **Ke8**

65. **Rb6** **Kd7**

66. **Bd2** **Rf2**

67. **Kd3** **Rf3+**

68. **Kc2** ...

If 68. **Ke4 Rh3** 69. **b4 Ra3**, and after guarding his a-pawn, Black can advance his d-pawn at will.

68. ... **Bf4!**

69. **Be1** ...

69. **Bxf4 Rxf4** 70. **Rxa6 e5**, and the two connected passed pawns cannot be stopped.

69. ... **d5**

This pawn advances surprisingly fast.

70. **Rxa6** **d4**

71. **Ra2** **d3+**

72. **Kd1** **Rf1**

Resigns

A well-deserved point for the former champion.

GAME 60

Queen for a Day

Queens are pieces, too, and like other pieces there are good queens and bad queens.

Because of their great range and power, queens thrive on open lines. In this game notice how White's queen, abetted by center squares under White's control, harasses the enemy king, whereas Black's queen, without center control in its favor, plays a more passive role. The situation demonstrates the interdependence of the elements of chess, particularly the effect of pawn structure on the mobility of the pieces.

USSR vs. the Rest of the World Belgrade, 1970

QUEEN'S GAMBIT DECLINED

M. Najdorf	M. Tal
1. Nf3	Nf6
2. c4	e6
3. Nc3	d5
4. d4	c5
5. cxd5	Nxd5
6. e3	Nc6
7. Bc4	...

A good alternative is 7. **Bd3**.

7. ...	cxd4
8. exd4	Be7
9. 0-0	0-0
10. Re1	Nxc3

Better chances for equality are offered by either 10. ... **Nf6** or 10. ... **Bf6**. The text gives Black a slightly better pawn structure but leaves White with greater central control. Also, the exchanged Black knight would have been very useful for kingside defense, as the sequel shows.

11. bxc3	b6
12. Bd3	Bb7
13. Qc2	g6

say eight). Thus, rook, bishop, and pawn should be roughly equal to a queen, and this is usually borne out in practice. The addition of a single pawn to either part of the formula, however, can radically affect the practical chances. In this game, for instance, the ending after White's 53rd move would be drawn if White did not have his h-pawn; with it he has winning chances.

The game illustrates the problems faced by both sides in this type of ending. This type is not rare; so the student is well advised to examine the variations closely.

Chess Olympics Lugano, 1968

ENGLISH OPENING

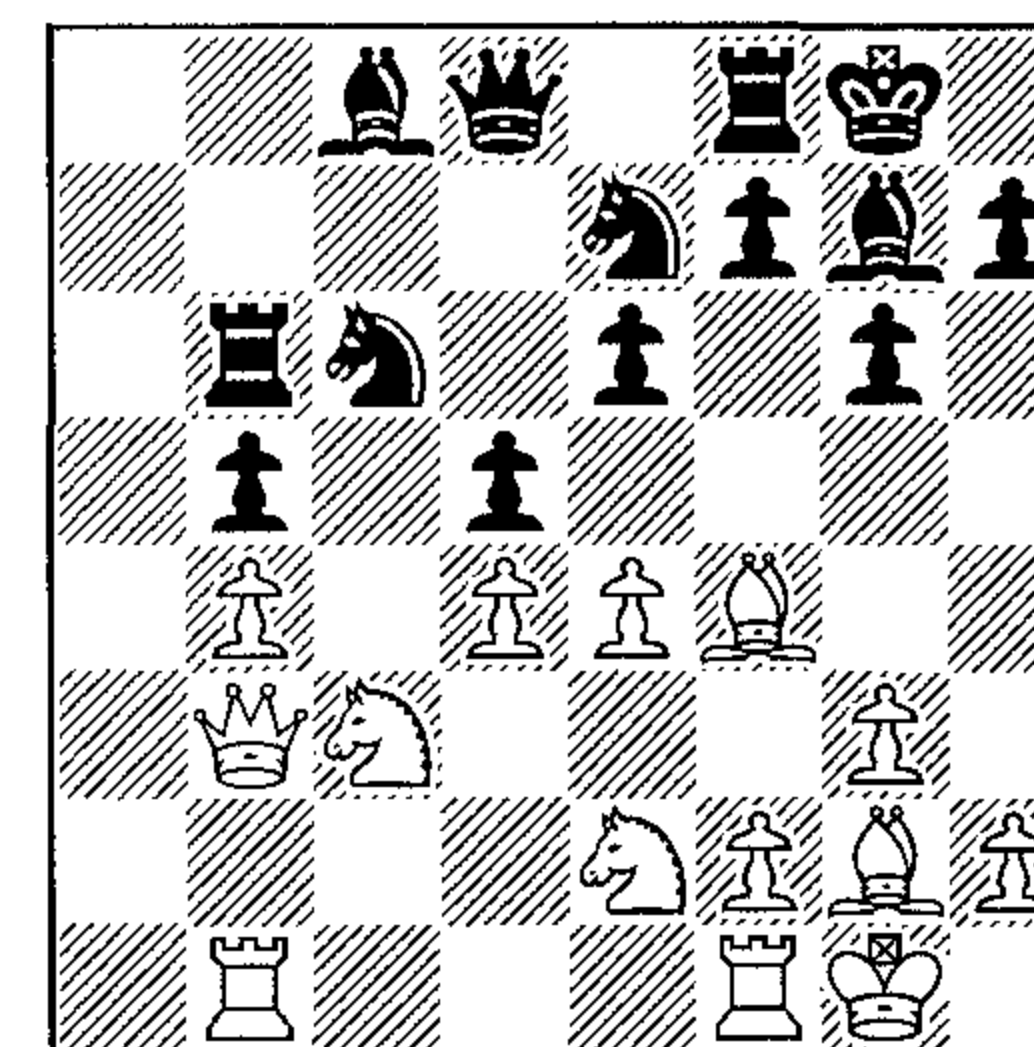
S. Reshevsky	J. Kostro
1. c4	c5
2. Nc3	g6
3. g3	Bg7
4. Bg2	Nc6
5. d3	e6
6. e4	Nge7
7. Nge2	0-0
8. 0-0	d6
9. Rb1	a6
10. a3	Rb8
11. b4	cxb4
12. axb4	b5
13. cxb5	...

White cannot very well break the symmetry on the queenside. Against 13. c5, Black can obtain a promising position with 13. ... dxc5 14. bxc5 b4 15. Na4 Qa5 followed by ... Rd8 with annoying pressure against the d-pawn. Also unappetizing for White is 13. Ba3 bxc4 14. dxc4 Ne5 15. c5 (15. Qb3 Qc7) Nc5 with the superior chances.

13. ...	axb5
14. d4	d5
15. Bf4	...

When making this move, I decided to sacrifice a pawn in order to create complications. To be considered is 15. e5 Nf5 16. Qd3 Qe7 17. Ba3 Ba6 18. Na2 with an effort to post this knight at c5 via c1-b3.

15. ...	Rb6
16. Qb3	...



16. ...	dxe4
17. Nxe4	Nf5

The d-pawn is immune to immediate capture. 17. ... Bxd4 18. Nxd4 Nxd4 19. Qb2 with the advantage because of Black's weakened king position without his KB. Also inadvisable is 17. ... Nxd4 on account of 18. Nxd4 Bxd4 (18. ... Qxd4 19. Be3 winning the Exchange) 19. Rfd1, and Black would be unable to extricate himself from the nasty pin without suffering material loss.

18. Bg5	f6
19. Be3	Ncxd4

After 19. ... Nxe3 20. fxe3, White would be on top because of Black's weak e-pawn.

20. Nxd4	Nxd4
21. Bxd4	...

Unproductive is 21. Qb2 e5 22. Rfd1 f5.

21. ...	Qxd4
22. Rfd1	Qe5

Better than 22. ... Qc4 23. Qe3 Rb8 24. Nc5, cutting off the queen, preventing Black's QB from developing, and exerting considerable pressure against the e-pawn.

White's compensation for the sacrificed pawn is the much greater activity for his pieces compared with Black's, and the somewhat weakened condition of Black's e-pawn. Also, White has the initiative and good pressure against Black's b-pawn.

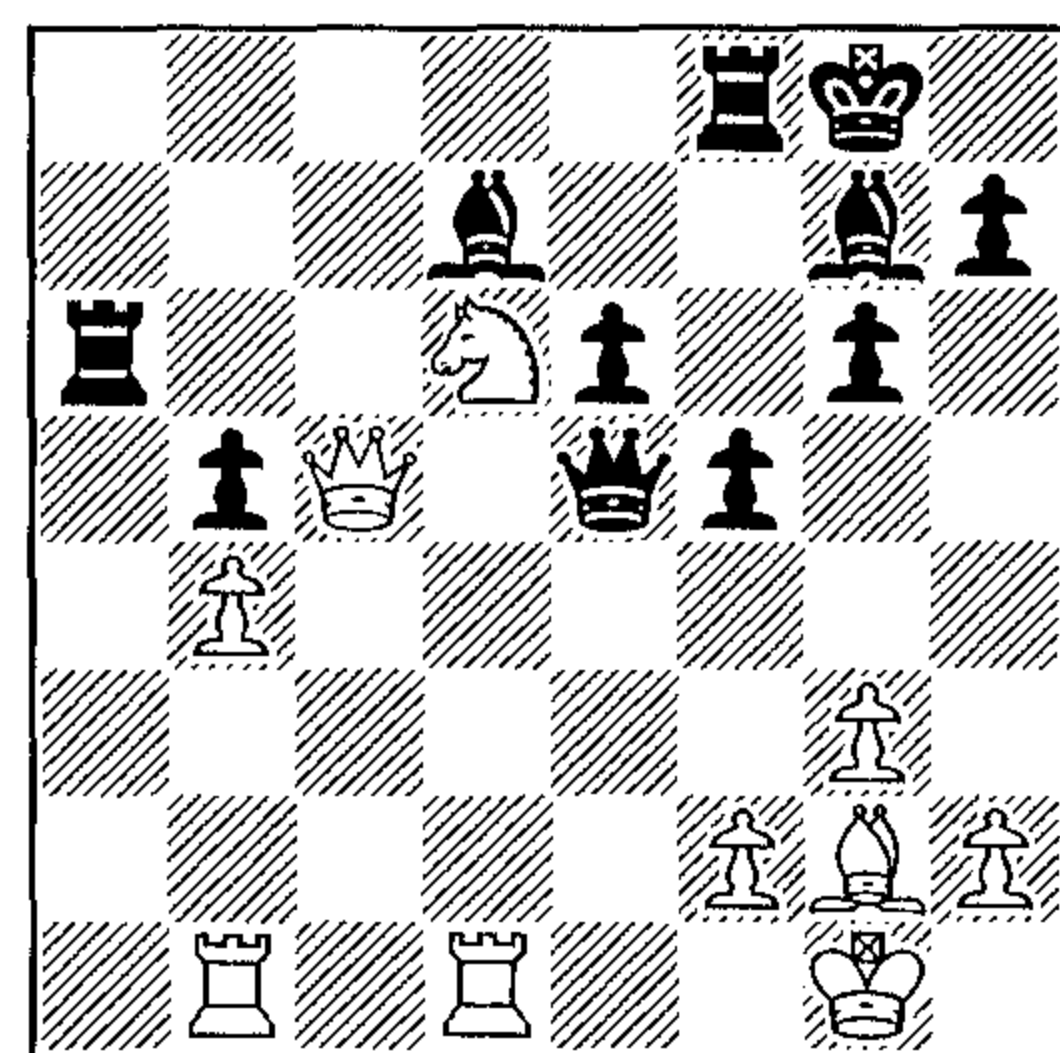
23. Qe3 Ra6
24. Qc5 ...

Here I considered 24. f4 Qb8 25. Nc5, but after 25. ... Rd6 there is no satisfactory continuation for White.

24. ... f5

If 24. ... Qxc5 25. bxc5 Ra5 26. Nd6 Ba6 (26. ... Bd7 27. Nb7) 27. c6 with good prospects of winning.

25. Nd6 Bd7



26. Bf1 ...

I considered 26. f4 but discarded it because of 26. ... Qe2 (threatening 27. ... Ra2) 27. Re1 Qd2 28. Rbd1 Qb2 with no promising continuation for White. Also unproductive is 26. Qc7 Be8 27. Qe7 Bf6. And finally, if 26. Nxf5 Qxc5 27. bxc5 Rxf5 28. Rxd7 Rxc5 with an even position.

26. ... Qxc5
27. bxc5 Rb8
28. Nxf5 ...

An alternative is 28. Nxb5 Bxb5 29. Rxb5 Rxb5 30. Bxb5 Ra5 31. Rb1 (or 31. Rd8+ Kf7 32. Rb8 Bd4 33. c6 Be5 with difficulty for White to make progress) 31. ... Kf7 32. c6 Ra7 or 32. ... Be5 with little chance for White to win.

28. ... gxf5
29. Rxd7 Rc6
30. Rxb5 Rxb5
31. Bxb5 Rxc5
32. Ba4 ...

The position looks drawish but there are still some pitfalls. Black's pawns are a little weaker than White's, which means, although this alone is not enough to win, that Black has to be careful.

32. ... Re5

33. Bb3 ...

Threatening 34. Re7.

33. ... Bf8

34. Rc7 h6

35. Kg2 Re1

36. Rb7 Re2

37. Kf3 Re1

38. h3 ...

Waiting for my opponent to blunder. He obliges.

38. ... Bc5?

Correct is 38. ... Re5 with little chance for White to make progress.

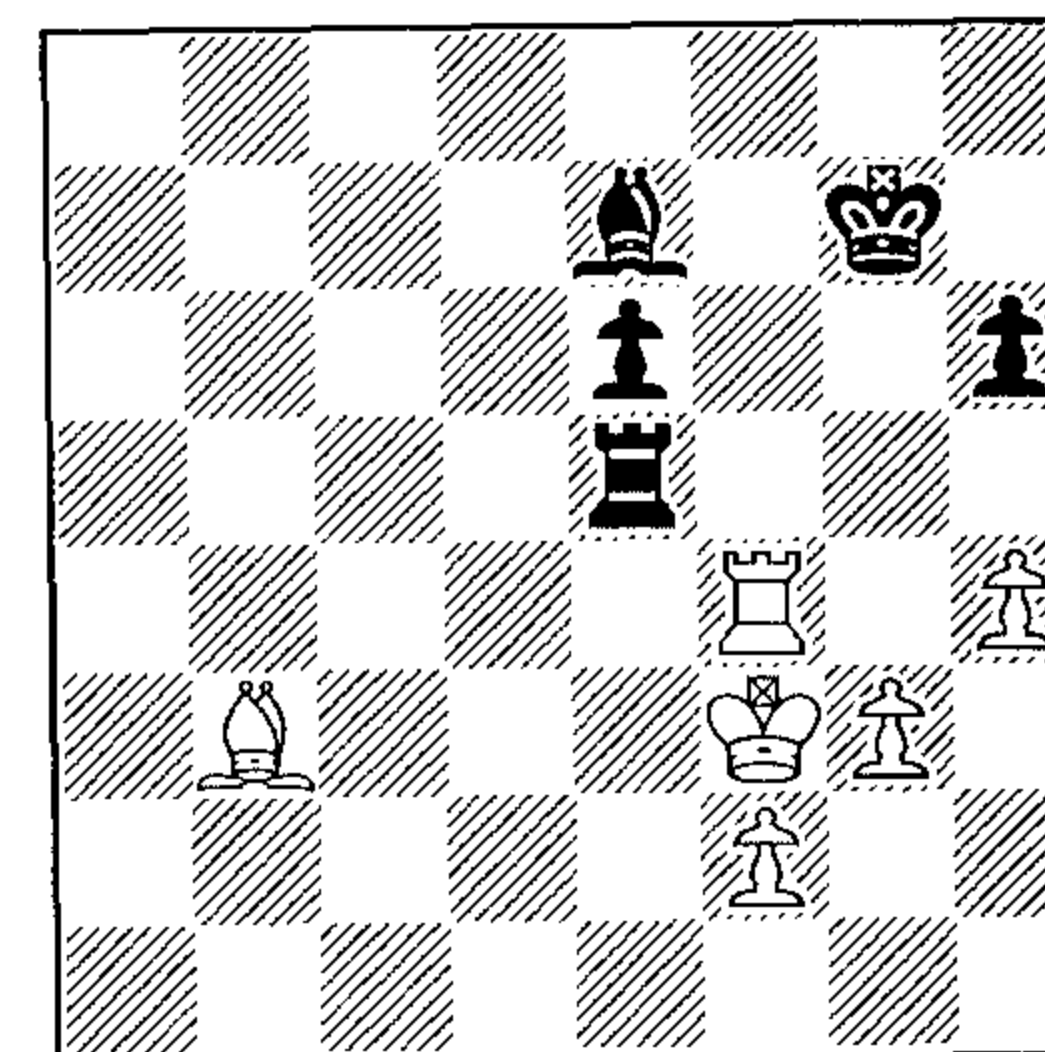
39. Rb5 Be7

Black has to lose a pawn. If 39. ... Re5 40. Bxe6+ Rxe6 41. Rxc5 with a clearly won endgame.

40. Rxf5 Kg7

41. Rf4 Re5

42. h4? ...



Permitting Black to draw. Imperative is 42. Bc2.

42. ... Bc5?

The sealed move. Black can draw with 42. ... Rf5. There would follow 43. Bxe6 Rxf4+ 44. Kxf4 Bb4 45. Kg4 Be1 46. f4 Bd2 47. Kf3 Bc1 48. g4 Bd2 49. g5 (without this advance, White cannot hope to

make any progress) 49. ... hxc5 50. hxc5 (if 50. fxc5 Bc1 51. Kg4 Bd2 52. h5 Bxc5 and draws) 50. ... Bb4 51. Kg4 Be7 52. f5 Bd8 and draws since 53. f6+ is answered by ... Bxf6.

43. Bc2	Be7
44. Bd3	Ra5
45. Kg2	Bd6
46. Rc4	...

Unavailing is 46. Rg4+ Kf7 47. Rg6 Bf8. The text move threatens 47. Rc6.

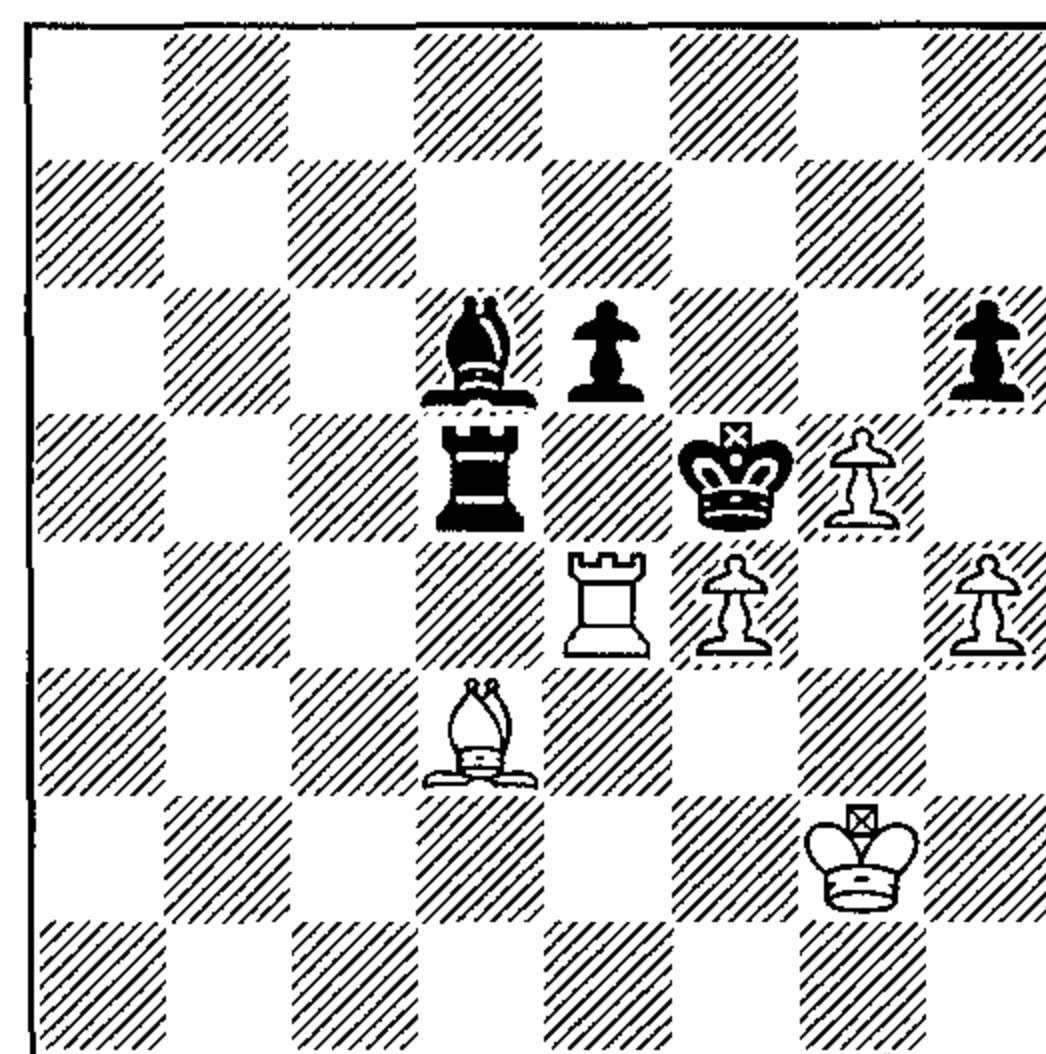
46. ...	Kf7
47. f4	...

This exposes the White king to checks but is indispensable if White is to make any headway.

47. ...	Rc5
48. Re4	...

Threatening to win the e-pawn with 49. Bc4.

48. ...	Kf6
49. g4	Rd5
50. g5+	Kf5



Another possibility is 50. ... hxc5 51. fxc5+ (if 51. hxc5+ Kf5 52. Rd4+ Kg4 and draws) 51. ... Kf7 (better than 51. ... Kf5 52. Bc2, placing the Black king in an uncomfortable situation; of course, 52. ... Rd2+ fails because of 53. Re2+) 52. Bc4 Re5 53. Rd4 with some chance for a win.

51. gxc6!	...
-----------	-----

51. Rd4+ Kg4 52. Rxd5 exd5 53. g6 Bf8 54. f5 Bg7 leads to a dead draw. Interesting however is 51. Re3+ Kxf4 52. Rf3+ (52. Re4+ Kf5 53.

Rd4+ Ke5 and draws) 52. ... Kg4 (but not 52. ... Ke5 53. g6 and wins) 53. g6 Be5 and draws. The text move leads to a different type of end-game with a ray of hope for victory. White's queen would only draw against Black's rook and bishop were it not for this h-pawn.

51. ...	Rxd3
---------	------

Practically forced, for if 51. ... Bf8 52. Re3+! Kf6 (52. ... Kxf4 53. Rf3+, etc.) 53. h7 Bg7 54. Kf3 or 54. Bc4 with excellent winning chances.

52. h7	Kxe4
53. h8=Q	Rd2+
54. Kh3	Bxf4

White's chance to win lies in the promotion of the h-pawn—a difficult task in view of the unfavorable position of White's king since there is a constant threat of a perpetual check. White's next several moves attempt to extricate the king from this threat.

55. Qa8+	Kf5
56. Qf8+	Ke4
57. Qb4+	Kf5
58. Qb1+	Ke5
59. Qb8+	...

Better than 59. Kg4 Rg2+ 60. Kf3 Rg3+ 61. Kf2 Rh3 62. Qh7 Rh2+ 63. Kf3 Rh3+ 64. Ke2 (futile is 64. Kg4 Rg3+ 65. Kh5 Kf6, when White's pawn can never advance) 64. ... Rh2+ 65. Kd3 Rh3+ 66. Kf4 Kf6 with drawing chances.

59. ...	Kf5
60. Qb1+	Ke5
61. Qb5+	Ke4
62. Qb7+	Ke5

Imperative is 62. ... Kf5, after which I would have to choose between 63. Qb1+ Ke5 64. Kg4 and 63. Qf7+ Ke5 64. h5 Rh2+ 65. Kg4 Rg2+ 66. Kf3 Rg3+ 67. Kf2 Rh3 68. Qg7+ Kf5 69. Qg6+ Ke5 70. Qg4. In either case, White would have very few winning possibilities.

63. Kg4	...
---------	-----

The point is that now Black has been deprived of the very important check at g2. In addition, White's immediate threat of winning the bishop compels Black to bring his rook to the fifth rank, making it infeasible for this piece to get behind White's pawn. This fact is very instrumental in White's ability finally to promote the pawn. Rooks belong behind passed pawns!

63. ...	Rd4
64. Qb8+	Kd5
65. Qb5+	Kd6
66. Kf3	e5

Black lacks an adequate defense. If 66. ... Be5, then 67. h5 Rf4+ 68. Ke3 Rf6 (68. ... Rf8 loses to 69. Qb4+, and 68. ... Rh4 fails to 69. Qb8+ Kd5 70. Qd8+) 69. Qb8+ Kd5 70. Qd8+ Kc4 71. Ke4 Rf5 72. Qe7 and wins (72. ... Rxf5 73. Qe8+).

67. h5	Ke6
68. Qe8+	Kd5
69. Qg6	...

Preventing ... Rd3+ and at the same time making the h-pawn's advance possible.

69. ...	Rb4
70. h6	Rb3+

The endgame after 70. ... Bxh6 71. Qxh5 is interesting. If Black's pawn were at e2 instead of e5, the endgame would be drawn. With the pawn at e5, White can make progress as follows: 71. ... Rf4+ 72. Kg3 Rd4 73. Qf6 Rf4 74. Qe7 Re4 75. Qd7+ Ke4 (if 75. ... Kc5 76. Qe6 forcing 76. ... e4, after which White wins with 77. Kf4 because White's king is now in a position to exert telling pressure) 76. Qf7 (threatening Qf3 mate), forcing 76. ... Rd3+ 77. Kg4 which enables White's king to enter the fray effectively. A possible continuation is 77. ... Kd4 78. Qa7+ Ke4 79. Qb7+ Kd4 80. Kf5 Re3 81. Qd7+ (forcing a separation between king and rook) Kc3 82. Qd1 e4 83. Ke5 and wins.

71. Ke2	Rb2+
72. Kd3	Rd2+
73. Kc3	Rh2
74. h7	e4
75. Qg8+	Resigns

For if 75. ... Kd6 76. Qb8+, and if 75. ... Kc6 76. h8=Q.

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