100 AWESOME CHESS MOVES

This collection of brilliant ideas are not just regular combinations or tactical swindles, but moves of stunning originality

ERIC SCHILLER
CARDOZA PUBLISHING CHESS TITLES

Our philosophy is to bring you the best quality chess books from the top authors and authorities in the chess world, featuring words (as opposed to hieroglyphics), clear explanations (as opposed to gibberish), quality presentations (as opposed to books simply slapped together), and authoritative information. And all this at reasonable prices. We hope you like the results.

ABOUT THE AUTHOR

Eric Schiller, widely considered one of the world's foremost chess analysts, writers and teachers, is internationally recognized for his definitive works on chess. He is the author of 90 chess books including Cardoza Publishing's World Champion Openings, Standard Chess Openings, 639 Essential Endgame Positions, and Encyclopedia of Chess Wisdom. (For listings of all chess titles published by Cardoza Publishing, go online to www.cardozapub.com.)

FREE ONLINE CHESS MAGAZINE
www.chesscity.com

CHESS CITY is a sprawling metropolis of chess information, a magazine with the latest news, analysis, gossip, trivia, along with extensive excerpts from Cardoza Publishing books. Preview books long they hit the shelves, and improve your chess knowledge with our articles and features on the opening, middlegame, endgame, strategy, tactics, checkmates and more!

Thanks to Jordy Mont-Reynaud, 1999 U.S. Cadet champion and triple medalist at the 1999 Mind Sports Olympiad, for the proofreading.

FIRST EDITION

Copyright © 2000 by Eric Schiller
- All Rights Reserved -

Library of Congress Catalogue Card No: 99-72542

CARDOZA PUBLISHING
PO Box 1500 Cooper Station, New York, NY 10276
Phone (718)743-5229 • Fax(718)743-8284 •
Email:cardozapub@aol.com • Web Site: www.cardozapub.com

Write for your free catalogue of gaming and chess books, equipment, software and computer games.
# TABLE OF CONTENTS

## Introduction

### The Positions

<table>
<thead>
<tr>
<th>Year</th>
<th>Match</th>
<th>Opponents</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1900</td>
<td>An Open Invitation</td>
<td>Chigorin vs. Mortimer</td>
<td>8</td>
</tr>
<tr>
<td>1901</td>
<td>A Shocking Knight Sacrifice</td>
<td>Fox vs. Bauer</td>
<td>10</td>
</tr>
<tr>
<td>1902</td>
<td>A Little Backrank Weakness Equals A Whole Lotta Trouble</td>
<td>Pillsbury vs. Swidersky</td>
<td>12</td>
</tr>
<tr>
<td>1903</td>
<td>Preparation Pays Off</td>
<td>Maroczy - Chigorin</td>
<td>14</td>
</tr>
<tr>
<td>1904</td>
<td>Tearing Down The Curtains</td>
<td>Spielmann vs. Eljaschoff</td>
<td>19</td>
</tr>
<tr>
<td>1905</td>
<td>Attack From Afar</td>
<td>Janowski vs. Tarrasch</td>
<td>22</td>
</tr>
<tr>
<td>1906</td>
<td>Turning The Tables</td>
<td>Burn vs. Marshall</td>
<td>23</td>
</tr>
<tr>
<td>1907</td>
<td>Rubinstein's Immortal</td>
<td>Rotlevi vs. Rubinstein</td>
<td>25</td>
</tr>
<tr>
<td>1908</td>
<td>All For Beauty</td>
<td>Duras vs. Sütching</td>
<td>27</td>
</tr>
<tr>
<td>1909</td>
<td>Forgacs’ Unforgettable Attack</td>
<td>Forgacs vs. Tartakower</td>
<td>29</td>
</tr>
<tr>
<td>1910</td>
<td>Heart of a Lion, Eye of a Tiger!</td>
<td>Leonhardt vs. Tarrasch</td>
<td>31</td>
</tr>
<tr>
<td>1911</td>
<td>Capablanca’s Courage</td>
<td>Capablanca vs. Bernstein</td>
<td>33</td>
</tr>
<tr>
<td>1912</td>
<td>A Little-Known Masterpiece</td>
<td>Schoenmann vs. Johnsen</td>
<td>35</td>
</tr>
<tr>
<td>1913</td>
<td>Nimzowitsch Siezes the Moment</td>
<td>Nimzowitsch vs. Alapin</td>
<td>38</td>
</tr>
<tr>
<td>1914</td>
<td>Tarrasch Trashes the Kingside</td>
<td>Nimzowitsch vs. Tarrasch</td>
<td>40</td>
</tr>
<tr>
<td>1915</td>
<td>Dutch Treat</td>
<td>Beßie vs. Schelfhout</td>
<td>42</td>
</tr>
<tr>
<td>1916</td>
<td>Explosion in the Windy City</td>
<td>Gessner vs. Whitaker</td>
<td>45</td>
</tr>
<tr>
<td>1917</td>
<td>Real or Imagined?</td>
<td>Perrier vs. Wellmuth</td>
<td>46</td>
</tr>
<tr>
<td>1918</td>
<td>Soul Beats Disco</td>
<td>Brown vs. Gibbs</td>
<td>49</td>
</tr>
<tr>
<td>1919</td>
<td>After the Revolution, Another Explosion</td>
<td>Baranov vs. Grigoriyev</td>
<td>50</td>
</tr>
<tr>
<td>1920</td>
<td>Who Needs Rooks?</td>
<td>Reti vs. Euwe</td>
<td>53</td>
</tr>
<tr>
<td>1921</td>
<td>Offsides is a Penalty in Chess Too!</td>
<td>Alekhine vs. Sterk</td>
<td>59</td>
</tr>
<tr>
<td>1922</td>
<td>All is Not Quiet on the Western Front</td>
<td>Maroczy vs. Tartakower61</td>
<td>61</td>
</tr>
<tr>
<td>1923</td>
<td>Pure Poetry from Yates</td>
<td>Alekhine vs. Yates</td>
<td>67</td>
</tr>
<tr>
<td>1924</td>
<td>Reversal in Detroit</td>
<td>Torre vs. Banks</td>
<td>70</td>
</tr>
<tr>
<td>1925</td>
<td>Hard to Pronounce, But Easy to Enjoy</td>
<td>Nagy vs. Przepiorka</td>
<td>71</td>
</tr>
<tr>
<td>1926</td>
<td>Flashpoint at f7</td>
<td>Colle vs. Gruenfeld</td>
<td>74</td>
</tr>
</tbody>
</table>
1927 - The Artist Struck Down by His Opponent's Inspiration •
Baratz vs. Duchamp 78
1928 - Rampaging Knights • Merenyi vs. Szekely 79
1929 - Endgame Artistry • Gilg vs. Rubinstein 83
1930 - Variation On A Classical Theme • Flohr vs. Landau 85
1931 - Composition at the Chessboard • Lisitsyn vs. Kasparian 88
1932 - Bernstein’s Forgotten Gem • Bernstein vs. Staehelin 92
1933 - Spanish Rhapsody • Ortueta vs. Sanz 97
1934 - Brillancy in the Laboratory • Euwe vs. Thomas 100
1935 - Pawn Power • Kan vs. Lasker 102
1936 - Minor Tournament, Major Brilliancy •
Abrahams vs. Cukierman 105
1937 - Self-Sacrificing Bishop • Panov vs. Bondarevsky 112
1938 - Changing of the Guard • Botvinnik vs. Capablanca 116
1939 - Dutch Treat • Wijnans vs. Van den Bosch 117
1940 - A Knight in the South Pacific • Beyer vs. Wade 119
1941 - A Fine Day for Counterplay • Ed. Lasker vs. Fine 120
1942 - Upsetting the Host • Ed. Lasker vs. Marshall 123
1943 - A Wall Falls in Moscow • Ravinsky vs. Panov 126
1944 - Deep Improvisation • Bronstein vs. Goldenov 129
1945 - A Postwar Shot • Tolush vs. Kotov 131
1946 - Inspired by Staunton • Szabo vs. Lundin 134
1947 - A Sudden Storm • Alexander vs. Szabo 139
1948 - Retreat and Attack • Steiner vs. Füster 141
1949 - Smashing Finish • Levenfish vs. Smyslov 143
1950 - The Count Surrenders His Castles • Hugot vs. O’Kelly 145
1951 - Loading a Very Big Gun • Gereben vs. Trojanescu 147
1952 - Young Petrosian Finds the Way • Petrosian vs. Vaitonis 149
1953 - The Clearance Sale • D. Byrne vs. Pitschak 151
1954 - Grand Tango in Rumania • Filip vs. Korchnoi 153
1955 - Icelandic Treasure • Pilnik vs. Olafsson 156
1956 - Game of the Century? • D. Byrne vs. Fischer 159
1957 - D-file Destruction • Weinstein vs. McCormick 162
1958 - The Game of the Millenium?
Polugayevsky vs. Nyezhmetdinov 164
1959 - The Hole that Wasn’t There • Kholmov vs. Keres 169
1960 - Sac-ing the House • Spassky vs. Bronstein 171
1961 - Amazon Queens in the Combinational Jungle •
Lazarevic vs. Gaprindashvili 174
1962 - A Classic Sacrifice, Invented in the 1960s •
Vasyukov vs. Uhlmann 177
1963 - The Sicilian e5-Break • Shamkovich vs. Titenko 180
1964 - Castling in Spite of it All • Mora vs. Suttles 186
1965 - Quiet but Deadly • Geller vs. Smyslov 187
1966 - Precision in Attack • Evans vs. Zuckerman 189
1967 - Double Brilliance • Rossolimo vs. Riceman 191
1968 - Piling on a Pin • Csom vs. Hennings 192
1969 - Adventure on the file • Smyslov vs. Liberzon 194
1970 - Fischer’s Humiliating Defeat • Fischer vs. Kovacevic 196
1971 - Tal Demolishes the French • Tal vs. Uhlmann 199
1972 - Incredible Pawn Sacrifice • Smejkal vs. Haag 202
1973 - Gufeld’s Glory • Bagirov vs. Gufeld 205
1974 - A Keen Finesse • Jimenez vs. Keene 207
1975 - Hort Cooks up a Storm at Hoogovens • Browne vs. Hort 208
1976 - Punishing an Exposed King • Reshevsky vs. Vaganian 212
1977 - Who’s Afraid of a Little Pin? • Hort vs. Alburt 215
1978 - Only Immediate Action Will Do • Makarichev vs. Alburt 218
1979 - Karpov in a Rare Sacrificial Mood • Timman vs. Karpov 221
1980 - A Stock Exchange Sac Brings Rich Dividends •
Gheorghiu vs. Watson 224
1981 - An Avalanche Buries the Swedish Variation •
Adorjan vs. Tisdall 226
1982 - Grand Larceny • Larsen vs. Andersson 229
1983 - Speculation Pays Off • Whitehead vs. Benjamin 232
1984 - The Dancing Kings • Portisch vs. Pinter 238
1985 - Nunn is Better • Beiyaukvsy vs. Nunn 241
1986 - Miles Down Under • Van der Sterren vs. Miles 245
1987 - A Modern King Hunt • Piket vs. Klinger 247
1988 - Elegance in the Endgame • Van der Wiel vs. Ljubojevic 249
1989 - Hanging Pieces Can be Dangerous - to the Opponent! •
Christiansen vs. Graf 252
1990 - Hell Hath No Fury Like a Woman on the Attack •
J. Polgar vs. Sinkovics 255
1991 - Queens; the More the Merrier • Sadler vs. Kaidanov 257
1993 - A Sophisticated Bit of Rampage • Kamsky vs. Lautier 262
1994 - Amazing Pawn Move • Salov vs. Timman 264
1995 - Against all Odds • Morozevich vs. Anand 268
1996 - A Very Quiet Prelude to a Major Storm •
Illescas Cordoba vs. Korchnoi 270
1997 - A Surprise on the Flank • Anand vs. Lautier 272
1998 - Shirov’s “Endgame Study” • Topalov vs. Shirov 275
1999 - Ending the Century on a High Note • Kasparov vs. Topalov 277

Index of Games 286
Introduction

Chess is a game that combines elements of sport, science, and art. This book is dedicated to the artistic side of chess. 100 awesome moves are presented in the context of the most exciting portions of some of the greatest games of the century. Many were played by the greatest masters, but there are also numerous examples from players who would have been completely forgotten if not for their moment of brilliance. By enjoying these chess masterpieces you'll also increase your tactical and positional skills, but this isn't a workbook. Just sit back, watch and learn as you see brilliant sacrifices, shocking positional moves, and a few elegant endgames!

There are many tremendous moves in this book, but the especially brilliant moves are highlighted in the first positions shown for each situation – those illustrated with the larger diagram. Keep in mind, however, that brilliance in chess doesn't lie in a single move. Often the follow-up is even more striking than the first move, and it is the entire conception that is the work of art.

The player may have worked out the subsequent shots in advance, but sometimes, as in the case of the Polugayevsky vs. Nyezhmetdinov game, the initial idea was predicated on a following move that, on closer reflection, didn't quite work and a new twist had to be found.

In fact, some phenomenal moves never see the light of day, as they are buried in the world of what-might-have-been, or "shoulda, coulda, woulda or really-oughtta-have"! So play through all the notes to get the full taste of the imagination displayed by our combatants. And don't just credit the winner, since it takes two to tango, and no game is won without a mistake by the loser!

Selecting a hundred games from the thousands of fantastic
battles is no easy task. I decided to straightjacket myself by requiring one move from each year 1900-1999, and not allowing any player to be the winner in more than one. As it turns out, many of the losers also have a nice win in this collection. Most of the greatest players of the game are represented, but the goal was to find the most interesting positions with artistic play.

In general, I searched for positions where the key move was surprising and the best available, even if it does not necessarily lead to a win by force. Chess is a game of errors, and games are lost, not won. Getting the most out of the position is the path to success, even if an error by the opponent is needed to complete the victory. Some of the examples involve typical sacrifices, but in situations where there are reasons to believe they wouldn’t work.

I am fortunate in having actually witnessed some of these chessboard miracles in person. I was at Bugojno 1982, one of Kasparov’s big wins on the way to the World Champion title and site of the Larsen-Andersson game, and was the organizer of the Edward Lasker memorial in 1981, where Adorjan-Tisdall was played. I wasn’t in the Soviet Union for Gufeld’s masterpiece against Bagirov, but have heard raconteur Gufeld tell the story many times, and the game continues to shine. Many of the games in the 1990s were shown live on the Internet, and the same joy of discovery was present.

You may choose to go through the examples in order, but there are many ways of enjoying these beautiful examples of chess artistry. Just browse the diagrams and start wherever something interesting catches your eye, look for your favorite players, or even pick one at random. You are sure to derive a great deal of pleasure from playing through these positions, and you’ll see all sorts of strategies and tactics in action. So your skills will improve, your imagination will be stimulated, and you will be ready to go out and create your own awesome chess moves!
White has a comfortable material advantage, with an extra knight and pawn. On the other hand, the pieces are all tied down. If Black has any threats at all they must involve e2, so naturally White doesn’t want to allow access to it. Chigorin, seeing deeply into the position, takes the contrary position and throws open the door.

14.Ne5!! Re2+. 14...Rxe5; 15.dxe5 Qxe5; 16.Re1 and White will eventually free himself and exploit the extra rook. 15.Qxe2! The queen sacrifice was planned all along.

15...Bxe2; 16.Bxe2.
16... Ne4+. 16... Bxc3+; 17. Kd1! and White wins the bishop as the Black queen is under attack.

17. Kd3 Nf2+; 18. Kc4!

Fresh air at last! The king is actually safer out in the open.

18... Qh6; 19. Bf3! 19. Kxb4 Nxe1; 20. Bf3 Qd6+ is still winning, but it is less efficient and certainly less elegant.


The rest is forced. 20... Kc7; 21. Bxf4+ Qxf4; 22. Nd5+ Kxd7; 23. Nxf4 Nxe1; 24. dxc5 Ba5; 25. b4 Bc7; 26. Rd1+ Ke8; 27. Bc6+.
Black resigned. There was no point in playing on as 27...Kf8; 28.Rd8+ and 27...Ke7; 28.Rd7+ win on the spot. This game was awarded the brilliancy prize for the tournament.

1901- A Shocking Knight Sacrifice

FOX VS. BAUER
Washington D.C.

White to move

White has a promising stonewall attack, aided by an unusually placed, but nevertheless effective rook at h5. There is plenty of pressure at g6, where the Black knight stands in the way of an assault on the h-pawn. Despite the advantage in space, White doesn't have a way to get the remaining forces into the attack. Most players would simply continue with development. Computers recommend moves like 17.Ndf3 and 17.Qg3. Fox comes up with a cunning move which enables the game to explode in fireworks and brings home the point quickly.

17.Ndc4!! A truly amazing move! White offers a knight on the queenside just to open up a diagonal (a2-g8) which can be used later to attack the king. 17...dxc4. Otherwise the knight can use e3 to reach dangerous attacking squares. 18.Qxg6!!
From this position, Black cannot hold out for more than six moves. 18...hxg6. Or 18...fxg6; 19.Bxc4+ Kf8 (19...Kh8; 20.Nxg6#. mate.) 20.Nxg6+ hxg6; 21.Rh8#.

19.Nxg6!

Another sacrifice, and this one cannot be declined, because of the threat of Rh8#. 19...fxg6; 20.Bxc4+ Kf8; 21.Rh8#.
Just out of the opening, a fierce battle is already raging. Black's king has been forced to move and forfeit castling privilege. White has the bishop pair, for which he has given up a pawn. If Black has time for ...Nc6 (or d7) the e-pawn may fall. Meanwhile, the bishop at c4 is under attack. White could try a trick with 11.Qd1, hoping Black takes the bishop and falls for the back rank mate, but a simple exchange of queens would give Black the advantage. Concentrating on the weakness of the back rank, White sees that the bishop at b7 plays a crucial role in the defense of c8. That provides inspiration for Pillsbury, who forces a winning position.

11.Bd5!! c6. A sad move, but what else could Black do? 11...Nc6; 12.Qh5 Nd8 (12...g6; 13.Bh6+ is strong for White.) 13.Be3 Qb4; 14.Bb3 Ne7; 15.0–0–0. The immediate threat is Rxd8+ followed by Qxf7#. Black must place a knight at e6 or g6 to defend, but Black's position is indefensible in the long run. 11...Bxd5?; 12.Qc8+ Ke7; 13.Bg5+ f6; 14.Qxc7+ Nd7; 15.Qd6+ Ke8; 16.Nxd5 is crushing.

12.Bxe4 Qxe5. The queen will be kicked by Be3 anyway, so Black may as well grab the pawn which alleviates some of White's
pressure. 13.Bf4 Nf6! Black hopes to escape to an endgame. 14.Qh4. 14.Qxg7+ Kxg7; 15.Bxe5 Nbd7 is better for White, but is unlikely to lead to a win. 14...Qe7; 15.0-0-0.

![Chess Diagram]

Black to move

White is almost fully developed and the rook at h1 will move into position at e1 shortly. Black again tries to get queens off the board, but Pillsbury will have none of that!

15...Ne8; 16.Qg3! Na6. Black is making some defensive progress, but the rook at h8 still lacks a future. 17.Rhe1! Rd8! Forced, as otherwise White plays 18.Bxc6. 18.Bd5!

![Chess Diagram]

Black to move

22.Rxd8+ Kxd8; 23.Qxf7 with a winning position.


The Black king has reached a safe haven, but at the cost of three connected passed pawns. After 23...d4; 24.Qe6+ Rd7; 25.Qg8+ Rd8; 26.Qg4+ Rd7 Pillsbury added an elegant touch to the finish with 27.Be3! Bxg2. 27...dxe3; 28.Qxd7+ Kb8; 29.Qd6+ gets the queens off and the endgame is trivial.


1903 - Preparation Pays Off

MAROCZY - CHIGORIN
Vienna Gambit Tournament
This was a tournament where gambit play was mandatory, and the players were able to prepare complex variations at home. Chigorin no doubt expected White to push the d-pawn, as in a game played over half a century earlier: 1.e4 e5; 2.f4 exf4; 3.Nf3 g5; 4.Bc4 g4; 5.Nc3 gxf3; 6.Qxf3 d6. Better 6...d5 or 6...Nc6, both seen way back in the 1830s. Presumably Chigorin, who included MacDonnell’s gambit in his repertoire as White, had something planned. 7.d4 Be6. Here Maroczy unveiled a new plan, which leads by force to a very complicated position.

8.Nd5! 8.d5 Bc8; 9.Bxf4 was the old plan, and it led to an exciting miniature which is worth presenting in full. 9...Bg7; 10.0-0 Qe7; 11.e5 dxe5; 12.d6 cxd6; 13.Nd5 Qf8 (13...Qd7!) 14.Nc7+ Kd8; 15.Nxa8 exf4; 16.Qxf4 Be5; 17.Qg5+ Qe7; 18.Qd2? (18.Qxe7+ Nxe7; 19.Rxf7 Bxb2 with a material advantage for Black.) 18...Nf6? (18...Qh4! hits the bishop at c4 and pawn at h2.) 19.Rae1 Nc6; 20.b4 Rg8; 21.b5 Nd4; 22.Kh1 b6; 23.c3 Bb7; 24.Rg1 Nf3! and White resigned, Dufrense vs. Anderssen, Berlin 1851. 8...c6; 9.0-0! cxd5; 10.exd5.

White is down two pieces, but there is a lot of compensation. The e-file will be open, though Black has plenty of protection at e7. If White had a knight that could get to f6, the sacrifice would be winning and of little esthetic value, but it is the lack of a clear winning plan that adds value to Maroczy’s brainchild.

The entire White army is attacking, but Black has a full complement of defenders, even though the rooks cannot do anything. A decade later, a postal game between Barth and Lenz showed the correct defense (which may well have already been published), a paradoxical one, which removes the most powerful defender.

14...Kf8? The natural move, and given that in 1903 there were no computers to help with preparation, Maroczy probably counted on this move. After all, it breaks two pins at once and threatens to capture at d6.

14...Qb6! is the refutation. 15.Qa3 (15.Bc6 bxc6; 16.dxc6 Qxd4+; 17.Kh1 Ndf6; 18.Bxe7 Nxe7 and Black has three extra pieces for three little pawns.) 15...Qxd4+.

There are two reasonable tries, but neither works.
16. Kh1 Be4; 17. Bxe7 Nxe7 18. d6 (If 18. Bxd7+ then 18... Kxd7; 19. Rxf7 Bxg2+!!; 20. Kxg2 Qxd5++; 21. Rf3 Rhg8++; 22. Kf1 Qxf3++; 23. Qxf3 Raf8 and Black is a piece up, according to analysis by Maroczy.) 18... Rg8!; 19. Qh3 where one winning plan is 19... Bxg2++; 20. Qxg2 Rxg2; 21. Rxe7+ Kf8; 22. Rfxf7+ Kg8; 23. Kxg2 Qd5++; 24. Kg1 Nc5!; 25. Rg7+ Kf8; 26. Rxh7 Qd4+ and Black wins.

16. Rf2 is the alternative, but the problem is 16... Be4; 17. Bxe7 (17. Qh3 f5; 18. Qh5+ Kd8 and there is no more attack.) 17... Nxe7; 18. d6 Rg8; 19. Rxe4 Qxe4; 20. Re2 Qxe2!!; 21. Bxe2 Nc6 with two rooks and a knight for queen and two pawns.

But that's not what happened. Instead, White was given an opportunity for brilliance.

15. Rxe7!! Nxe7; 16. Re1. Miraculously, White has restored the pins, even though he is now down a rook and a piece for three pawns.

16... Kg7. Black had to shield the king from the malevolent gaze of the bishops. 17. Bxe7 Qa5; 18. Qe2 Nf8?! 18... Qxa2; 19. Bxd7 Qxd5 would have led to a quieter life, though White certainly has more than enough compensation for the exchange as long as queens are kept on. 20.c3 is good, since 20... Qxd7??; 21. Bf6+!! Kg8 (21... Kxf6; 22. Qe5#.) 22. Qe5 Qe6; 23. Bxh8 Qxe5; 24. Bxe5 Even with bishops of opposite colors, White has good winning chances because Black's pawns are weak.

White uncorks another shocker: 19. Bf6+!!
19...Kg8. Otherwise it’s checkmate. 19...Kxf6??; 20.Qe5#. mate. or 19...Kh6??; 20.Qe3+ Kh5; 21.Qg5#. 20.Qe5 h6; 21.Bxh8 f6; 22.Qe7. 22.Qxf6 was not really quicker, since after 22...Qxe1+; 23.Bf1 Qe3+; 24.Kh1 Qe7!; 25.Qxe7 Kxh8 White will need a number of moves yet before the prize can be claimed.

22...Kxh8. 22...Bf7; 23.b4! Qb6 (23...Qxb5; 24.Qxf6 and mates.) 24.Qxf6 Qxf6; 25.Bxf6 leads to the spectacular 25...Bxd5; 26.Re7! Bf7; 27.Bc4!! Bxc4.

Time for a windmill!; 28.Rg7+ Kh8; 29.Rxb7+ Kg8; 30.Rg7+ Kh8; 31.Rxa7+ Kg8; 32.Rxa8 Kf7 and even 33.Rxf8+ Kxf8; 34.a4 wins easily enough.
23. \textit{Qxf6+ Kg8; 24. Re7. Black resigned.}

\textbf{1904 - Tearing Down The Curtains}

\textbf{SPIELMANN VS. ELJASCHOFF}

\textit{Munich Invitational}

It isn’t easy to figure out who is attacking and who is defending! White’s king is castled yet if Black wins the battle for the g3-square there are possible mating attacks. Black’s king is not under any immediate threat, but cannot run for cover and will remain exposed. Materially, White is down a piece, and if Black has
time to develop with ...Ne7, Black is sure to prevail. White invests even more material in an effort to expose the Black king.

16.Rxf3!! gxf3; 17.Qxf3. White plans Nh5+, which will be all that is necessary to bring the enemy king to his knees. 17...Nf6. 17...Qe7; 18.Nh5+ with mate in three. 17...Qxd4+; 18.Be3 forces Black to give up the queen for one of the bishops.


White has only two pawns for the rook, and no direct attack on the king, but Black is already in a very difficult position.

19...Na6. 19...Qxf6; 20.Bd6+ Kg7; 21.Nh5+ uses the fork theme, this time forcing mate in four. 19...Bd6 leads to a reduction of material, but it doesn’t solve any of Black’s problems. 20.Bxd6+ cxd6; 21.Qe3! Rh7; 22.Re1! Bd7; 23.Bxb7 wins the rook at a8. 19...c6; 20.Bc4 b5; 21.Qe4 Qg4 (21...bxc4 allows 22.Bd6+! Bxd6; 23.Qxh4) 22.Bb3 followed by a3, which will win the bishop because if cannot retreat to d6, as shown in the previous note.

19...Bg4; 20.Qe4 Nd7 meets with the surprising refutation 21.Bd2!! Bd6 (21...Bxd2; 22.Qe7#.) 22.Qg6 Be6; 23.Qg7+ Ke8; 24.f7+! Kd8; 25.Qxh8+ Nf8; 26.Bxe6 Qxg3; 27.Qxh6 with three extra pawns and a winning position.

20.Qe4 Qg4; 21.Bxb7!
A deflection tactic. Without the support of the bishop, the queen at g4 can be picked off by a discovered check.

21... $\text{Bxb7}$. There is nothing better. 22.$\text{Bxh6+ Rxh6}$; 23.$\text{Qxg4 Rh7}$. 23...$\text{Rxf6}$; 24.$\text{Nf5 Rf7}$; 25.$\text{Qh5!}$ threatens mate at h8, and to escape it Black must allow a fork. 25...$\text{Kg8}$; 26.$\text{Nh6+ Kg7}$; 27.$\text{Nxf7}$ and wins.

24.$\text{Qg6 Rf7}$; 25.$\text{c3 Bd6}$; 26.$\text{Nf5}$.

Black has a rook and two bishops for a queen and four pawns, but that doesn’t matter because the Black monarch is doomed.

26...$\text{Be4}$; 27.$\text{Qh6+ Kg8}$; 28.$\text{Qg5+ Kf8}$; 29.$\text{Nh6}$. Black resigned.
1905 - Attack From Afar

JANOWSKI VS. TARRASCH
Ostende International

White has all of the army massed on the kingside, except for the stray rook at b7. Most of the pieces do not have any chance to help in the attack. The only two pieces in attacking formation are the knight at f5 and rook at b7. It is all the more amazing, then, that White is willing to sacrifice both of them!


Black has an extra rook for a couple of pawns. However, all the Black pieces are on the queenside, and from e1 the rook stands
guard to make sure the king cannot flee to that side of the board. Black could offer up a knight at e5 or e7 to appease the sacrificial deities but it would leave him too far behind in material. Retreat is the only option, but it is mate in eight!

33...Kg8; 34.Qg6+ Kh8; 35.Qxf6+ Kg8; 36.Qg6+ Kh8; 37.Re5!

Another nice touch, which helped Janowski earn the brilliancy prize of 250 Francs for this sparkling effort. Capturing the rook leads to mate in one, but otherwise Rh5 finishes matters, so Black resigned.

**1906 - Turning The Tables**

**BURN VS. MARSHALL**

Ostende International
White has a material advantage of rook for a bishop and a pawn, and has a strong attack. Black cannot activate the rook at a8, so why not sacrifice it?

31...Bd7!!; 32.Qxa8 e5.

The Black king is perfectly safe at c6, but the White king is about to be exposed. The Black center pawns are potential attackers, and the knight can jump to d3. The bishop will play a role too. 33.Nh3. 33.Rhf1 exf4+; 34.Kf3 Qxg5 is much better for Black, with the extra pawns providing more than enough compensation for the double exchange. White is likely to lose the c-pawn in the near future.

33...Qg6+; 34.Kf2 Nd3+! 35.Kf1 Nxc1.

Black has closed the material gap and is not finished with the attack.
36.Nf2 Qc2! The threat is mate in two after ...Qe2+. 37.g3 Nd3; 38.Qxa7.

The knight is protected, but the line of communication with the queen is easily broken.


1907 - Rubinstein's Immortal

Rotlevi vs. Rubinstein
Lodz
Black's attack is certainly worthy of respect. Material is even, and the queen is under attack at h4. After it moves to h3 or h5 to protect the knight, the bishop at b7 would fall. Obviously Black must capture at e4 with check, and only after the recapture, presumably with the knight, the queen will retreat with about even chances, maybe a touch better for White. That's what Rotlevi must have been thinking. Boy, did he have a surprise coming, one of the most brilliant finishes of all time.

22...Rxc3!! Black sacrifices the queen, leaves the knight at g4 hanging, and of course the bishop at c3 can be captured. What's going on? 23.gxh4. 23.Bxc3 is mated immediately by 23...Bxe4+; 24.Qxe4 Qxh2#. 23.Bxb7 Rxg3 was objectively better, but White is clearly lost. The immediate threat is ...Nxf2 followed by ...Rh3. 23...Rd2!!

White has given up a queen, but the generosity does not stop there. Now another rook goes, while other pieces remain under enemy fire. The only pieces that are not immediately threatened are the bishop at b7 and king at g8! 24.Qxd2 Bxe4+; 25.Qg2.
If Black just settled for capturing the queen, then White would only be a little bit worse. One more slice of inspiration brings about mate in four.

25...Rh3! Black resigned. All White can do is throw pieces away at d4, f2 or f3 to delay the execution.

1908 - All For Beauty

DURAS VS. SÜCHTING
Prague International

Is a brilliant move better than the most effective move? Computers certainly wouldn’t play the fantastic sacrifice Duras found.
After all, White can get a winning game by advancing the e-pawn. You decide if Duras was wise to choose beauty over security!

32. **Rxf7+**! The attack will prevail, even if it is more complicated than the straightforward alternative. 32.e6 Qxc2+; 33.Kxc2 Ne3+; 34.Kb1 Nxf5; 35.Qxf4 is the line prescribed by computers. Black has only a rook and a couple of pawns for the queen, and victory is inevitable. The game could drag on for a little while, and would be on no interest at all.

32...Kxf7; 33.Qh7+ Ke8; 34.e6!

The Black rooks and queen are powerless to act in defense. The knight can’t do anything meaningful, so Black prepares an evacuation.

34...Nxc3+; 35.bxc3 Rd4!

A clever defense, offering a free rook.
36.Qf7+! Durus has no interest in material, he was in a mating mood! 36.cxd4? lets Black escape with a draw. 36...Qb4+; 37.Kc1 (37.Ka1 Qc3+) 37...Qa3+; 38.Kd2 Qe3+; 39.Kd1 Qf3+; 40.Ke1 Qe3+; 41.Kf1 Qf3+ etc.

36...Kd8; 37.e7+! Kc7; 38.e8Q+ Kb6; 39.Qxa8. Black resigned.

1909 - Forgacs' Unforgettable Attack

FORGACS VS. TARTAKOWER
St.Petersburg International

White has a huge attack, well worth a couple of pawns. The pawn at g4 can be recovered immediately, if desired. The problem is that Black only needs two moves to defend: ...Ra7 and ...Ne6. Once f7 is secured, Black has no real problems. He can even play ...b3, giving back a pawn temporarily to deflect the bishop. Forgacs comes up with an ingenious way of keeping the initiative.

23.e6!! Ra6! The best try in a bad position. A counter pin, which White meets by setting up a deadly discovered check. 23...Nxe6; 24.Nxe6+ and Black cannot capture the knight without giving up the rook at f8. That rook is buried already.
24.Qe5! Kh6! Amazingly, the Black king is safest here. There is no way to get at it directly.

Nevertheless, it is important to recognize the power of the pin of the pawn at g6 by the rook. If the White knight is removed from g5, and a White rook is placed at h5, then mate follows quickly.

Do you see the mate in two?
27...Kg7; 28.Rxg6#.

1910 - Heart of a Lion, Eye of a Tiger!

LEONHARDT VS. TARRASCH
Hamburg

The doubled rooks are powerful, but none of the other White pieces are involved in the attack. Black’s rooks are useless, especially with the knight at c8. Leonhardt seizes the opportunity to upset his distinguished opponent.

The retreat is with check, so the initiative is maintained. The bishop now plays an active role in the attack. In fact, the rest of the battle is conducted by the queen and bishop alone, as the rooks leave the board next turn.

22...f5. 22...g6; 23.Rxh8+ Kxh8; 24.Qf8+ Kh7.

A fascinating twin. In the game, f5 will be used by the bishop, but here, it is the knight that comes in to finish things off!; 25.Nf5! Qe5; 26.Qxf7+ Kh8; 27.Qf8+ Kh7; 28.Qxh6+ Kg8; 29.Qxg6+. 23.Rxh8+ Kxh8; 24.Qf8+ Kh7; 25.Bxf5+ g6.
The bishop has worked his magic. He has circled from c4 to f5, and deserves a rest after a retreat to d3, content with full compensation for the exchange. Instead, he completes its epic journey with a final, glorious sacrifice. 26.Bxg6+!! Black resigned. 26...Kxg6; 27.Qf5+ Kg7; 28.Ne6+ wins the queen.

1911 - Capablanca's Courage

CAPABLANCA VS. BERNSTEIN
San Sebastian International

White has invested two pawns in the attack. He has an active position, but Black has a solid defense. Black can even afford to
launch a counterattack with ...Rb8, if White chooses an indifferent move. Capablanca’s choice is stunning, and effective.

28.Nfxg7!! Nc5. 28...Rd8! was considered refuted by 29.f5 The complexity of this line has been underestimated. Let’s take a close look.

29...Nf8! is the last hope for Black. 30.g5 lets Black get queens off the board, but if White wants to play for a win there doesn’t seem to be anything better. (30.Ne8 Bxe8; 31.Nf6+ Kg7; 32.Nh5+ is good enough to draw.) 30...Qb6!!; 31.Nf6+ Kxg7; 32.Nh5+ and the same draw appears.

Less effective is 29...Nc5; 30.g5! Qxb3; 31.Nf6+!! Kxg7; 32.Qd4! The discovered check is going to lead to a decisive advantage, even after Black’s best defense, which I believe to be 32...Ne6; 33.Nh5+ Kg8; 34.fxe6 Qb6! This gets the queens off the board and Black doesn’t have to worry about getting checkmated. 35.Qxb6 axb6; 36.exd7 hxg5 (36...Rxd7; 37.Nf6+) 37.Nf6+ Kg7; 38.Ne8+ Kf8; 39.Rxc6 is all more or less forced, and White’s extra piece should be sufficient.

29.Nxe8 Bxe8; 30.Qc3!
Perhaps Bernstein figured that the simultaneous attack on
the rook at e2 and pawn at b3 would provide enough compensa­
tion for the exchange, but Black’s dark squares are just too weak.
There are few defenders on the kingside, and they will be fewer
shortly.

30...f6. 30...Rg8; 31.Nf6+ Kg7; 32.Nxg8+ Kxg8; 33.Re3 con­
solidates White’s position. 31.Nxf6+ Kg6; 32.Nh5 Rg8; 33.f5+ Kg5;
34.Qe3+. Black resigned. Checkmate follows shortly. 34...Kxg4;
35.Rg2+ Kh4; 36.Rxg8 etc.

1912 - A Little-Known Masterpiece

SCHOENMANN VS. JOHNSEN
German Championship
A promising kingside attack is hampered by one problem. The queen at c7 is under attack, and if it moves White captures the bishop at b8, retreats the knight, and enjoys a material and positional advantage. After all, the bishop at g6 is just a tall pawn! Johnsen, who would be completely unknown but for his play in this game, decides that the attack can continue without his queen!


White to move

Black to move

White has survived the first wave, but the attack isn’t over yet. Black needs to get the knight to d4, double rooks, and then deliver mate on h1. At the moment, the knight is attacked, and the thought of Rxg6 is disturbing, as it would pave the way for the bishop to get into the game with a check at e6.

26...Rdh8! The threat forces the White king out of its castle and onto the battlefield. 27.Kf1 Nd4!

White to move
Cutting off escape at e2. 28.Qe3. White plans to give up the queen to protect the back rank.
28...Rh1+; 29.Qg1 Rxg1+; 30.Kxg1 Bf4!

White is hopelessly lost, because the bishop cannot be captured as ...Ne2+ would fork king and rook. All three minor pieces converge on the White king and soon finish the job.
31.Re1 Bd2; 32.Rf1 Bh5; 33.e5 Ne2+?! A small flaw. 33...Be2 would have forced mate in seven. 34.Rxe2 Bxe2; 35.Rf3 Bxf3; 36.gxf3 Rh2. Black is up a rook, and now it is mate in seven anyway.
37.Bxf7 Be3+; 38.Kf1 Rf2+. 38...g2++; 39.Ke2 g1Q#. 39.Ke1 g2. White resigned.
Has Nimzowitsch overplayed his hand? He’s a pawn down, and although his development is much further advanced, retreating the knight will give Black time for ...Nc6.

12.0–0–0! More development! The rook at d1 forms a powerful battery with the queen. The price is high—a whole knight—but it’s worth it!

12...exd4; 13.Bxd4.
White is down a whole piece, but the Black king has nowhere to hide, and only a little bishop to stand guard on the e-file.

13...Nc6. 13...Be7; 14.Rhe1 Qd6; 15.Qe3! Black can’t break the bind, and the threat is simply Bc5. 15...Qe6; 16.Qf4; 0–0 is the best available defense, but after 17.Rxe6 fxe6; 18.Qc7! there isn’t much point in continuing.

14.Bf6!

Another brilliant touch. White threatens to sacrifice the queen at d8 and checkmate. The knight can even be eliminated by Bxc6#.

14...Qxf6. Alternatives lead to a rapid demise. 14...Be7; 15.Bxc6+ bxc6; 16.Qd8+! Bxd8; 17.Rxd8#. 15.Rhe1+ Be7; 15...Be6; 16.Qd7#. 16.Bxc6+ Kf8.

Finally, Nimzowitsch gets his well-deserved chance to deliver a queen sacrifice and checkmate.
16...bxc6; 17.Qd8+!! Bxd8; 18.Re8#. The alternative checkmates at d8 and e8 make this game as artistic as any composition, and this is a combination that has long held a place in the museum of chess treasures.

**1914 - Tarrasch Trashes the Kingside**

**NIMZOWITSCH VS. TARRASCH**
St. Petersburg

Since Black has no immediate prospect of involving the rook at e8, the choice is between 19...Re8 and two possible bishop sacrifices, one at h2 and one at g2. Tarrasch, already a pawn down, finds the choice difficult, so solves the problem by giving up both bishops!

19...Bxh2+!; 20.Kxh2. There is no point in declining, as 20.Kh1 Qh4 is terminal. 20...Qh4+; 21.Kg1 Bxg2!
White can’t take the bishop, but must avoid mate at h1. 22.f3. 22.Kxg2 Qg4+; 23.Kh1 Rd5 is the main theme of the attack. 24.Qxc5 (24.Nf3 Qxf3+; 25.Kh2 Rh5+; 26.Kg1 Rh1#.) 24...Rh5+; 25.Qxh5 Qxh5+; 26.Kg2 Qg5+ and the knight falls, leaving White with a material deficit that cannot be overcome. 22...Rfe8; 23.Ne4. 23.Qd3 Qg3 forces mate. 23.Rfe1 Rxe1+; 24.Rxe1 Qxe1+; 25.Kxg2 Qe2+; 26.Kh3 Rd5 is also fatal. 23.Kxg2 is mated in two. 23...Re2+; 24.Kgl Qh2#. 23...Qhl+; 24.Kf2 Bxf1.

Black has an extra exchange, and all White has is a mild attack on the dark squares. 25.d5. 25.Rxf1 Qh2+ wins the queen. 25...f5! Black frees f7 for use by the king. 26.Qe3. White can just hope that the queen will get to g7. A threat of mate in one is nice, but Black has a
forced mate in five. 26.Nf6+ Kf7; 27.Nxe8 Rxe8 and the bishop is still taboo because of ...Qh2+ again winning the queen. 26...Qg2+; 27.Ke3 Rxe4+!

A last sacrifice, which forces mate.

28.fxe4. It is said that Black announced mate in five. It is in fact mate in three, but who's counting?. 28...Qg3+; 29.Kd2 Qf2+; 30.Kd1 Qe2#.

1915 - Dutch Treat

BEFFIE VS. SCHELFHOUT

Amsterdam
White has invested a whole piece to reach this position, and the only piece close to the enemy king is the knight at f5, which is under attack. The White bishops are blocked by their own pawns. The natural continuation is to capture at e7 and then play h5, but Black can defend by returning the knight to g8 and closed g-file.

21.h5!! A brilliant solution! The knight is sacrificed, but both bishops are activated and the queen will be able to infiltrate at h5.

21.Nxe7 Nxe7; 22.h5 Bd7 (22...Bb7; 23 hxg6+ fxg6; 24.f4 exf4; 25.Bxf4 is annoying, because of 25...Rxh4; 26.Qh2+ Kg8; 27.Qxf4) 23 hxg6+ fxg6 (23...Kxg6; 24.f4 Rh8; 25.f5+ Kh7; 26.Rh1+ Kg8; 27.Rxh8+ Kxh8; 28.Qh5+ Kg7; 29.Qh6+ Kg8; 30.g6! White wins.) 24.f4 Kg7; 25.fxe5 dxe5; 26.Qh2 Nc4.

Black to move

White has nothing better than the draw with 27.Qh6+ Kg8; 28.Rh1 Kf7; 29.Rf1+ Kg8 etc. Notice that both bishops are blocked in the final position.

21...gxf5; 22.g6+! fxg6; 23.hxg6+ Kg7.
Black still has the bishop at c7 to assist with the defense, but the White queen will get to h7. The bishop at c1 has a role to play at g5.

24.Qh5 Rf6; 25.Qh7+ Kf8; 26.g7+ Ke8; 27.Qxg8+ Bf8; 28.Bg5!

A simple pin brings a quick end to the discussion.

28...Qe7; 29.Bxf6 Qxf6; 30.Rg6! Qe7; 31.exf5 Nxd5. Black resigned without waiting for a reply. White just promotes at f8 and then grabs the knight at d5.
The action is clearly on the kingside, where the Black king is hiding in a shanty on the edge of town, guarded by one knight and two lowly pawns. White's preferred weapon in this position is the bishop at c4, which is the anchor for the knight at f7. The bishop is attacked, however, so White must sacrifice the exchange.

21.Rxe3! fxe3; 22.Qxe3!

Black must have missed this in earlier calculations. That's understandable, since the bishop is still under attack, and a capture
at c4 will also threaten the knight at f7. So he grabbed the bishop, and paid the price immediately. If he had captured at f7 instead, the game would have lasted just a bit longer.

22...Qxc4? 22...Rxf7; 23.Rxf7 Qb6; 24.Qxb6 axb6; 25.Nd6 is a more prosaic win.

23.Nf6+!! Black resigned. Black must take the knight at g6, but then Qxh6+ followed by Qxg6 is checkmate. 23.Nf6+ gxf6; 24.Qxh6+ Kg8; 25.Qxg6#.

1917 - Real or Imagined?

PERRIER VS. WELLMUTH
California

Since this miniature counts as an opening trap, you might be interested in the initial moves. So we’ll start at the beginning.

1.e4 d5; 2.exd5 Nf6; 3.Nc3 Nxd5; 4.Bc4 Nb6; 5.Bb3 Nc6; 6.Nf3 e5. A rather brash move, sticking a pawn in the middle of the board with only a single knight as protector. In addition, the bishop at b3 has a clear aim at the vulnerable f7-square.

7.d3 Bg4; 8.h3 Bh5.
9.Nxe5!! A familiar theme, with the twist that Black has greater development than usual when the classic queen sacrifice is used. 9...Bxd1; 10.Bxf7+ Ke7; 11.Bg5+ Kd6; 12.Ne4+ Kxe5; 13.f4+ Kd4. 13...Kf5??; 14.Ng3#.


The Black has been driven to d4, and the extra queen is of no use. The king tries to hide on e3.

14...Ke3. 14...Qxg5; 15.c3+ Ke3; 16.fxg5 also wins. 15.0–0! Nd4.

The checkmate will be delivered by the pawns. 20...Nd5; 21.c3+ Nxc3; 22.bxc3#. Now, you may well think that this game is composed. Especially when my source for the game indicated it was dedicated by Mr. Wellmuth to the late Perrier. The sparkling gem was created in the middle of a World War, when there wasn’t time or opportunity serious tournament play, and I’ll admit that the other offerings from that year didn’t impress me enough to set this aside, and besides, it doesn’t seem to be well known. Actually, it isn’t all that complicated, just long. Notice how few branches had to be calculated. A very short computer analysis found the move, but concluded that Black might
gain a slight advantage. Of course an exhaustive search would have led the program to the correct conclusion. Even after looking just seven moves ahead, White gained the advantage.

**1918 - Soul Beats Disco**

BROWN VS. GIBBS
London

No, this wasn’t a game between James Brown, the Godfather of Soul and a member of the Bee Gee’s. The musical stars were not around when this game was played, but like a good musician, the player of the White pieces was familiar with his combinational roots. This position has the same theme as the previous game, but with the big difference that there is no light squared bishop to attack f7. Black’s rook is unhappily trapped in the corner. His own embarrassing position is made more miserable by the fact that he occupies the only flight square for the king. Because of this, the mate is forced, but not easy to see.

14.Nxe5! Bxe2. If Black declines, the queen comes to g4 anyway, for example 14...Bf5; 15.Qg4+!! Bxg4; 16.Nxg4 and mate arrives at f6. 15.Nd7.
Black resigned. Again the mate at f6 cannot be prevented. 15...Ba5; 16.Ndx6+ Qxf6; 17.Nxf6#.

1919 - After the Revolution, Another Explosion

BARANOV VS. GRIGORIYEV
Moscow Championship

After the Soviet Revolution, chessplayers transferred their fierceness to the chessboard. In this battle, things look pretty grim for Black. The queen is under attack, and the one extra pawn is
not particularly relevant. It seems that Black must place the g-pawn in the way, but Grigoriyev finds an inspired alternative. 

23...Qxh4!! 23...g5; 24.Bxg5 Re1+; 25.Bf1 Qf7 is promising for Black, but not yet winning.

24.Rxh4 Re1+; 25.Bf1 Bb5.

Black has only a single bishop for the queen. Nevertheless, computers evaluate this position as even, recognizing that Black must recover some material. They don’t really appreciate the inactivity of the rook at h4. In fact, White is busted.

26.h3 Bxf1; 27.Rxe1 Rxe1; 28.Qd2. The simultaneous attack on rook and bishop forces Black to retreat. There are two bishops for the queen, but the weak position of the White kingside soon becomes evident.

28...Re4; 29.Qc1. 29.g4 saves the rook, but at what price?
29...Bf6. Black wins material, but it may not be enough. There is a better plan. (29...Bc4!; 30.gxf5 Bxd5 sets up deadly threats. 31.Kh2! Bc4; 32.Kh1 c5!!; 33.fxg6 Re2!! White has nothing better than 34.Qxe2 Bxe2; 35.Rxh7 Bd3 and must give up the g-pawn, not even getting the b-pawn in return because of the check on the long diagonal.) 30.g5! (30.Rh6 Re2; 31.Qd1 Bg2+; 32.Kg1 Bf3 as below.) 30...Bxg5; 31.fxg5 Rxh4; 32.Qe1 Rxh3+; 33.Kg1 Bb5; 34.Qe6+ draws. 29.b3 Bf6 wins the exchange, and Black's strong rook gives him all the winning chances. 30.Rh6? Re2; 31.Qd1 Bxg2+; 32.Kg1 Bf3 is even worse.

29...Bf2.

30.Rh6 Bc4. It is now clear even to a machine that White's position is hopeless. At best White can give up the queen for the rook, but the remaining White rook is no match for the bishops. 31.Kh2? 31.Qc3 Re1+; 32.Qxe1 Bxe1; 33.g4 Bxd5+; 34.Kh2 Kg7; 35.g5 Bxa2 and the rook is useless at h6. Still, the move played in the game leads to rapid defeat. 31...Be3; 32.Qc3.
Black to move

Black cleans up on the dark squares.

32...Bxf4+; 33.g3 Bxh6; 34.b3 Re2+. White resigned. The pieces soon lose in for the kill, for example 35.Kh1 Bxd5+; 36.Kg1 Be3+; 37.Kf1 Rf2+; 38.Ke1 where 38...Bd2+; 39.Qxd2 Rx{2d2; 40.Kxd2 Bxb3 is simple enough.

1920 - Who Needs Rooks?

RETI VS. EUWE
Match (Amsterdam)

White to move

The Black queen is feeling a bit ill after eating the poisoned pawn at b2. Still, if White captures, there will be more than enough
compensation. The astounding sacrifice that follows not only fails to win the queen, but gives up both rooks!


White has just one knight for two rooks and three pawns, so it doesn’t make any sense to go after the rook at a8, which would hardly balance the scales.

13.Bxe7! White’s bishop is going to come to d6. Black gives up a pawn to get some breathing room for the king. 13...d6.

13...Rf8 was an option, pinning the knight. Black can, of course, give back the exchange, as the material advantage is overwhelming. We’ll need to examine a few variations here to fully appreciate the effectiveness of White’s play.

14.Qe2 was the main threat, according to most published analysis. But it is not so simple. 14...Bd4+; 15.Kg3 Rxf3+; 16.Kxf3

Again things look hopeless for Black, but there is one last trick. 23...d6!; 24.Bd4 (24.Bxd6?? Qd1+, or 24.Qe6+ Kg7+) 24...Kg8+; 25.Kg3 Qc1. White is admittedly better, but is it a win? So, White should look into 14.Bd6.

The threats are Qe3+ and Bxf8. The knight can give check at c7. That's about all, but Black can't find a way out without losing a lot of material. Black can move his king to f7 and check later, or give the check immediately. Alternatively, he can bring the knight
into the game. All three lines are very interesting!


A magnificent move that closes the f-file, which would otherwise be used for a discovered check when Black retreats the king to e8. 17...gxf5 (17...Re8; 18.Qh6! The White queen grants her counterpart access to e1 with check! 18...Qe1++; 19.Kf3 Qd1++; 20.Kg3 Qe1++; 21.Kh3. There are no more meaningful checks, and it is mate in six!) 18.Bc4+ Kg6. Other replies are checkmated quickly. (18...Ke8; 19.Qe3+ Kd8; 20.Qe7#.; 18...Kg7; 19.Qg5+ Kh8; 20.Be5+ Rf6; 21.Bxf6#.) 19.Nf3. The threat of Qg5+ wins the whole rook at f8, at least, because 19...Qf6; 20.Bxf8 leads to mate at g5 if the bishop is captured, and mate in seven otherwise. 20...d5; 21.Qh6+ Kf7; 22.Bxd5+ Ke8; 23.Qxf6 etc.

14...Bd4+ also deserves consideration. White must boldly play 15.Kg3!
The situation remains extremely complicated. What follows is new analysis, which includes improvements for both sides over previous commentaries (including my own!). 15...Nc6 would have allowed Reti to announce mate in thirteen! (But even worse is 15...Rxf3+; 16.Kxf3 Nc6; 17.Nc7+ Kf7; 18.Qf4+ Bf6; 19.Bc4+ Kg7; 20.Bf8+ Kxf8; 21.Qxf6#.) 16.Nxd4 Nxd4; 17.Nc7+ Kf7 (17...Kd8; 18.Qg5+) 18.Bc4+ Kg7; 19.Bxf8+ Kxf8; 20.Qh6+ Ke7; 21.Nd5+ Ke8; 22.Nf6+ Kd8; 23.Qf8+ Kc7; 24.Qxc5+ Kd8; 25.Qf8+ Kc7; 26.Ne8+ Kb6; 27.Qb4+. This is why the c-pawn had to be removed.

27...Kc6; 28.Qd6#.

14...Nc6! is yet another worthy alternative. 15.Nc7+ Kd8!? might salvage a draw, at least. (15...Kf7; 16.Bc4+ Kf6; 17.Qg5#.) 16.Bxf8 Kxc7; 17.Qf4+ Kb6; 18.Bxg7 d5 releases the pressure, but White can continue with 19.Be5 Nxe5; 20.Qxe5 where White wins the c-pawn and d-pawn. 20...a5; 21.Qd6+ Ka7; 22.Qxc5+ b6; 23.Qxd5 Bb7; 24.Qf7 with some compensation for the exchange.)

16.Nxa8 can be tried. Then with 16...Rf6 Black takes the initiative and is still sitting on two extra pawns and the exchange. 17.Bf4 Rf7; 18.Bc4 Rf5; 19.Bd3 could lead to a draw, but Black might try 19...Rh5 when 20.Bg5+ Ne7 (20...Rxf5!; 21.Qxf5+ Ne7; 22.Qxc5 is better for White, whose pieces are more active.) 21.Bxe7+ Kxe7; 22.Qe3+ Kd8; 23.Ng5!
The threat is Nf7#! An amazing line which shows the potential in the position.

14.Bxd6 Nc6 is how the game continued. In this position, the knight makes no real contribution to the defense, because it is quickly removed.

15.Bb5! Bd7; 16.Bxc6 bxc6; 17.Qe2+!
Checkmate is forced. 17...Kf7. 17...Kd8; 18.Bc7+ Kc8; 19.Qa6#. 18.Ng5+ Kg8; 19.Ne7+ Kf8; 20.Nxg6+ Kg8; 21.Qc4+ Be6; 22.Qxe6#.

1921 - Offsides is a Penalty in Chess Too!

ALEKHINE VS. STERK
Budapest International

After the exhausting analysis of the last example, this game presents a nice, traditional sacrifice. A glance at the diagram shows that Black's pieces are offside, though the pin on the rook does
limit White's options. White has enough pieces mobilized to create a powerful attacking force. Alekhine seeks an open g-file, and offers up a bishop.


The bishop cannot be captured, but what is the fate of the rook at c4 now? 23...h5 guards g4, or does it? 24.Rg4!! Qxe2 (24...hxg4; 25.Qxa6 gxf6; 26.Nh4 Nc5; 27.Qe2 f5; 28.b4 wins.) 25.Rxg7+ Kh8; 26.Ng5! Black cannot avoid mate in four. Checkmate by discovered check with Rg6 is the key. 23...gxf6 drops the queen to 24.Rg4+; 23...h6; 24.Ne5 gxf6; 25.Rg4+ Kh7; 26.Qxa6 fxe5; 27.Qd3+ forces mate in seven. 27...Kh8 (27...f5; 28.Qd7+) 28.Qe3! Kh7; 29.Rh4 etc.

24.Qe5!! Rc5.

Black cannot defend in any case. Consider four alternatives. 24...gxf6 loses quickly to 25.Rg4+ Kf8; 26.Qd6+ Ke8; 27.Rg8#. 24...Qxc4; 25.Qg5 Kf8; 26.Qxg7+ Ke8; 27.Qg8+ Kd7; 28.Ne5+ Kc7; 29.Qxf7+.

24...Rxc4; 25.Qg5 Kf8 (25...Rg4; 26.Qxg4 g6; 27.Qxa4) 26.Qxg7+ Ke8; 27.Ne5!

24...Bd2; 25.Rg4 Bh6; 26.Bxg7 and mate in eight via 26...Rc4; 27.Bxh6+ Rxg4; 28.Ng5!

25.Qg3! g6.
The humiliation of checkmate has been averted, but White wins material with 26.Rxa4 and Black is just a piece down.

26...Qd3; 27.Rf1 Rac8; 28.Rd4! Qf5; 29.Qf4 Qc2; 30.Qh6. Black resigned, faced with mate in five.

1922 - All is Not Quiet on the Western Front

MAROCZY VS. TARTAKOWER
Teplitz Schönau International

Given the weakness of f2 and h2, it should be easy enough to
arrange an attack. The only problem is the lack of participation by the rook at a8 and bishop at c8. Black is attacking with rook, bishop, knight and queen. There isn’t a lot of time to prepare the attack, because White needs just two moves, Bg2 and Nf1, to build a strong defense. Although there is no obvious win, Tartakower boldly initiates the attack with a rook sacrifice.


The queen has a lovely view from f2. It pins the knight, attacks the g-pawn, and, with a little support, can finish of the king. For example, with three moves Black can play ...Nf6-h5xg3#. 19.Bg2 fails to hold the position together. 19...Nf6! Patience. An immediate capture at g3 is playable, but not as effective. The point is that the knight has to evacuate so that the bishop can get our of the way, after which the rook can come to f8 and provide necessary support on the f-file. The pawn at g3 is not going away, and cannot be defended in any case. 20.Qc3 Qxg3+; 21.Kg1 Qh2+; 22.Kf1 Bd7!; 23.Re2 Rf8 and ...Nh5+ or ...Bg3 follows, with devastating effect.

19...Nf6.
The motivation for this move was explained in the last note. Black needs to use all of his force in attack, as Whites pieces, except the bishop at b2, may be organized in some sort of defense. If 19...Qxg3, then 20.Nb1! guards the second rank.

20.Re2 Qxg3; 21.Nb1. White aims for maximum flexibility along the second rank. The knight is out of the way, but the bishop may also find a way to the kingside by visiting c3 and e1 along the way. 21.Qc3 is more testing. 21...Nh5!; 22.Rg2 Qh4+; 23.Kg1 Ng3; 24.Rh2 Qg5 25.Rf2 Nf5; 26.Re2 h5 gives Black a powerful kingside attack. If 24...Qxh2++; 25.Kxh2 Ne2++; 26.Kg2 Nxc3; 27.Bxc3 h5, the position is about even, with the three pawns worth a piece. Black will slowly bring the bishop to g6 and then get the rook into the game at f8.) The bishop at b2 is so bad that the extra rook is really just an exchange, and Black has three pawns as compensation.

21...Nh5.
A critical position. White must find a way to organize a defense.

22. Qd2. White wants to exchange queens with Qe1, but perhaps this task would be best left to the bishop.

22. Rg2 Qh3+; 23. Kg1 Qxe3+; 24. Qf2 Qxf2+!; 25. Kxf2; 22. Bc1 aims to transfer the bishop to e1. Black can create counterplay, for example 22...e5; 23. Rh2 Qf3+; 24. Kg1 g3; 25. Re2 exd4; 26. Rxd4 Bc5; 27. Bg2 Qf6; 28. Rd1 Nf4! 22... Bd7! The rook has access to f8 now.

23. Rf2. Otherwise Black can reach an endgame where the pawns are very powerful. 23. Qe1 Qf3+; 24. Rg2 Qh3+ (24... Ng3+; 25. Kg1 Nxf1; 26. Qxf1 Qxe3+; 27. Qf2 Qxf2+; 28. Kxf2 Rf8+; 29. Ke2 h5 is also better for Black.) 25. Kg1 Rf8; 26. Nd2 Bg3; 27. Rxg3 Qxg3+; 28. Qxg3 Nxd3; 29. Bc3 Nf5; 30. Re1 h5 and Black should be able to win by pushing the pawns.

23... Qh4+; 24. Kg1 Bg3!
White has to give up some material. 25.Bc3. 25.Rg2 Rf8; 26.Qe2 Rf3; 27.Bc3 Bd6; 28.Be1 g3 and White is in serious trouble, for example 29.Nd2 Qg4 and Black can maneuver the knight from h5 to f4, and even if the pawn at e3 doesn’t fall, the h-pawn will come flying up the board. 25.Rh2! was the best chance. 25...Bxh2+; 26.Qxh2 Qxh2+ (26...Qg5; 27.Bc1 g3; 28.Qh1 Rf8; 29.Be2 Nf6) 27.Kxh2 Rf8; 28.Bg2 Rf2; 29.Rd2 provides a solid defense. The passed pawns are still worth a piece, but it is hard to see any winning chances for Black. Tartakower described the position as holding “somewhat nebulous chances.”

25...Bxf2+; 26.Qxf2 g3; 27.Qg2 Rf8.

Black has finally got the rook into the game, but has given up the powerful dark square bishop. Eventually, ...e5 will be needed to free the bishop at d7.
28. Be1. 28.Qh1 Qg5 does not improve the position. Tartakower gave 29.Rel Rf2; 30.Bg2 Nf6; 31.Nd2 h5; 32.Nf1 h4; 33.Bb4 e5!; 34.dxe5 Ng4; 35.Bd6 Rxf1+; 36.Bxf1 Nh2; 37.Bg2 Bg4 with a win for Black. On 28.Rd2 Rf3; 29.Re2 Qg5; 30.Be1 h6!; 31.Bd2 Nf6; 32.Nc3 Ng4; 33.Nd1 Nh2; 34.Re1 h5; 35.Be2 h4! White’s position is hopeless. A combination of ...e5 and ...h3 will lead to a decisive advantage. For example 36.Bb4 e5!; 37.dxe5 h3; 38.Qh1 Rf2; 39.cxd5 cxd5; 40.Bc3 Nf3+; 41.Bxf3 exf3 with a position unique enough to deserve display:

The three connected passed pawns on the sixth are stronger than White’s entire army!

28...Rx f1+!! Back to the game with a shot!

A surprising sacrifice. White is once again a rook up for a few pawns, but the position is a win for Black.
29.Kxf1. 29.Qxf1?? because of 29...Qh2#. mate. 29...e5! The threat is ...Bh3. 30.Kg1. 30.Ke2 loses to 30...Bg4+; 31.Kd2 Qh2; 32.Qxh2 gxh2; 30.Bxg3 Nxd3+; 31.Kf2 offers no hope after 31...Bg4; 32.Qxg3 Qxg3+; 33.Kxg3 Bxd1 with an easily winning endgame for Black. 30...Bg4; 31.Bxg3. 31.Rd2? allows 31...Bf3; 32.Qf1 Qh1#. Mate.

31...Nxd3; 32.Re1 Nf5. The unfortunate rook is under attack, and the d-pawn is falling, too. 33.Qf2 Qg5; 34.dxe5. 34.Qg2? Nxe3; 35.Qg3 Nf5; 36.Qg2 Nxd4 picks off too many pawns, and the endgames are now winning for Black, even if White does manage to survive the next few moves. 34.Kf1 exd4; 35.exd4 e3; 36.Qg2 Qf4+; 37.Kg1 Nh4; 34...Bf3+; 35.Kf1 Ng3+. White resigned, because 36.Kg1 Nh1+; 37.Kh2 Nxf2; 38.Rg1 Ng4+ leads to mate.

This game was awarded a prize for brilliance, though Tartakower noted that the judges “declared in a peremptory fashion that such sacrifices are incalculable in advance in all their ramifications and that they therefore deserve no encouragement”!

1923 - Pure Poetry from Yates

ALEKHINE VS. YATES
Karlsbad International

We follow the previous long-winded analysis with a refreshingly simple kingside attack, but one which is equally inspired.
Even a beginner can see that the knight at g4 is pinned, and can be captured. But after the rook on f1 falls, the situation is not simple, because the Black queen will be attacked by the new pawn at g4, while the Black rook at f1 is threatened by the king. Alekhine may have shared the modern computer's evaluation that the game would likely end in perpetual check and a split point. Yates, an under-appreciated master, doesn't settle for a draw!

33...Rxg4!; 34.fxg4 Rxfl+; 35.Kg2 Qxh2+!; 36.Kxf1.

Black has a bishop and pawn for the exchange, and an attack. White just needs a little time to breathe, and then can start picking off Black pawns. He doesn't get it!

36...Qh1+; 37.Kf2 Bd4+; 38.Kg3 Qg1+; 39.Kh3. 39.Rg2 Qe3+; 40.Kh2 Qh6+; 41.Kg3 Qe3+ would have been the best defense. 39...Qf1+; 40.Rg2 Qh1+; 41.Kg3. 41.Rh2 Qf3+; 42.Kh4 Bf6+ forces mate. 43.g5 Qf4+; 44.Kh3 Be5!; 45.Rg2 Qf3+; 46.Kh4 Qh5#.

41...Qe1+; 42.Kh3 g5!
Because White has no useful checks, Black can afford this quiet but deadly move.

43.Rc2. 43.Rh2 loses more quickly: 43...Qe3+; 44.Kg2 Qf2+; 45.Kh3 Qf3#. 43...Qf1+; 44.Kh2. 44.Rg2 leads to the elegant checkmate 44...Qh1+; 45.Kg3 Qh4+; 46.Kf3 Qh3+; 47.Rg3 Qf1#. 44.Kg3 Qd3+ grabs the rook.

44...Qg1+; 45.Kh3 Qh1+; 46.Kg3. 46.Rh2 Qf3#. 46...Qd1!

White cannot save the rook while avoiding checkmate.

47.Rc3. All other moves get mated or lose the rook and more. 47.Rh2 Qe1+; 48.Kf3 Qe3+; 49.Kg2 Qf2+; 50.Kh1 Qg1#; 47.Rg2 Qe1+; 48.Kf3 Qe3#; 47.Qf7 Qd3+; 48.Qf3 Be5+; 49.Kg2 Qxc2+; 50.Kf1 Qb1+; 51.Kf2 Qxb2+ etc.

47...Qg1+; 48.Kh3 Qf1+; 49.Kg3 Bf2+; 50.Kf3 Bg1+! White resigned, as it is mate in three.
1924 - Reversal in Detroit

TORRE VS. BANKS

Detroit

Black's attack seems to be rolling along, and White only has a rook aimed at the queenside. White can handle the defense of g2 by interposing pawn or queen at g3, but defense isn't what Carlos Torre had in mind!

22.\textit{Qxf4}!! \textit{Qxf4}; 23.\textit{Be6+}.

White does not need the queen to attack. The rooks and bishop provide all the necessary firepower.

\begin{center}
\includegraphics[width=0.5\textwidth]{chess_board_1.png}
\end{center}
23...Kb7. 23...Kd8; 24.Ra8#. 24.Bd5+ c6. 24...Kc8??; 25.Bc6 and mate at a8.
25.Bxc6+ Kc8; 26.Ra8+ Kc7; 27.Ra7+ Kc8; 28.g3 Qg4; 29.Rfa1.

Checkmate is going to be arranged with the assistance of the dark square bishop which will take up a position at d4 to hit the pawn at b6.
29...Kd8; 30.Bd4. Black resigned. It is mate in four.

1925 - Hard to Pronounce, But Easy to Enjoy

NAGY VS. PRZEPIORKA
Debrecen International
The names are complicated and so is the position. Impress your friends by saying NAHJ and PSHE-PURER-KA. White's rook is attacked and development is lagging. This hardly seems the sort of position where one move can lead to victory. There is a glaring weakness in Black's position that makes it possible. If you mentally see through the pawn at d6, you can see the Black king sweating. White boldly ignores the threat at c5 and concentrates on the weak link in Black's pawn chain.


What can Black do now? The queen is threatened, and if she leaves then Nxd7 followed by Bxe6+ will be crushing. If the story ended here, Nagy's play would hardly be worthy of consideration for a volume like this, just a cheap two-move tactic. However, Black has a resource that keeps things interesting.

21... Qd2+!! The queen sacrifice sets up a discovered check. 21... Qc7; 22. Bxe6+ Kh8; 23. Nf7+ Kg8; 24. Nxd8+ Kf8; 25. Bg8 and 26. £f7#. 25... Ke8; 26. Ne6 Bxe6; 27. Qxe6 also wins.

The result of the combination is an endgame with two healthy pawns and a bishop for a rook. Black has no open files, so the position is truly hopeless.

25.Rc1 Nc7; 26.Bc4 a6; 27.a4 Kf8; 28.b5 axb5; 29.axb5 Ra4; 30.b6 Nd5; 31.Nc6. 31.b7 would have been better both objectively and esthetically, but White is winning in any case.

31...Rd7; 32.Ne5 Rd8; 33.Bxd5 Rxd5; 34.b7.

Black **resigned**. The pawns are unstoppable.
Black's hedgehog has a weak spot at f7. Given time, Black can organize some protection so White decides to embark on a deep sacrifice, which is not appreciated by computers even at great depth. One of the problems in calculating the sacrifice is the need to offer even more material to keep the fires burning. Colle could see the potential of the attack, and it is unlikely that he calculated the key variations to the end.

17.Nxf7! Kxf7; 18.Qxe6+ Kg7. 18...Kf8; 19.d5 Nc5; 20.Qe3 Nxd3; 21.Qxd3 was the subject of a great deal of analysis after the game. 21...Nd7 (21...Rc7 defends the rank but 22.Qf3 Kg7; 23.Rxe7+! Rxe7; 24.Qxf6+ Kg8; 25.Qh8+ Kf7; 26.Qxh7+ Ke8; 27.Qxg6+ Kd7; 28.Nf5 is an easy win.) 22.Re6 Ne5 (22...Nc5; 23.Qd4 Nxe6; 24.dxe6 with mate in three.) 23.Qe3 Nf7; 24.Qd4 Ne5; 25.f4 and White wins.

19.d5.
If I were evaluating the chances offered by the sacrifice I would likely have stopped here. Noting that the Black queenside pieces cannot participate in the defense, while all of White’s forces can reach attacking positions, instinct screams that it is enough. From this point onward, there would be work to do but the solutions will present themselves.

19...Ne5. 19...Ne5 leads to another sacrifice: 20.Rxe5! dxe5; 21.Qxe5 Qb8; 22.Qg5 Kf7; 23.Re1 Nxd5. The last desperate chance, hoping to avoid devastation at e7. 24.Rxe7+! Anyway! 24...Rxe7; 25.cxd5 Re1+; 26.Bf1 Qd6; 27.Qh6.

White wins the h-pawn and then has three pawns, a bishop and a knight for two rooks. Although this is not a full equivalent according to mathematical analysis, it is generally a large advantage in practical play unless the rooks can effectively attack. Here,
the knight and Bf1 provide all necessary defense, so White is free to use the queen and dark square bishop in the attack.

20.Nf5+

This is the move that Gruenfeld missed.

20...Kf8. 20...gxf5; 21.Qxf5 wins because the Black king cannot find any defense. White is playing with an extra queen, because at a8 her counterpart is not involved in the game and would require many moves to get to a suitable position. 21...Kg8 (21...Nxd3; 22.Rxe7+ Rxe7; 23.Bxf6+ Kf8; 24.Bxe7+ Kxe7; 25.Qxh7+! Kf8; 26.Qxd3 with four pawns for the bishop. White will be able to attack with queen and rook, forcing exchanges which will lead to a winning endgame.) 22.Qg5+ Kf7; 23.Rxe7+ Rxe7; 24.Qxf6+ Ke8; 25.Bf5 Nd7; 26.Qh8+ Nf8; 27.Bg7 Rxg7; 28.Qxg7 Bxd5; 29.Re1+ and White wins. 21.Qe3 gxf5. This is only a slight improvement on accepting the sacrifice immediately, but what else could Black do?

21...Ng8; 22.Bg7+ Kf7.
23.Qe6+!! Nxe6; 24.dxe6# would have been a very pretty finish!

22.Qh6+ Kf7; 23.Bxf5.

23...Bxd5. Necessary, as Black must do something to activate defenders. However, White has not stopped sacrificing! 23...Bd8; 24.Rxe8 Nxe8; 25.Qxh7+ with mate to follow or 23...Ncd7; 24.Be6#.

White has a passed pawn, but it is blockaded. Black’s knight is certainly superior to the bishop, even if it is of little use now. If the heavy pieces are removed, Black will place the king at d6 and White can at best draw.

38.Rc4!! A stunning move. White offers a whole rook, but in return would gain access to the dark squares. 38...Qb6. Black cannot accept. 38...bxc4; 39.Qg7+ Ke8; 40.Qh8+! (40.Ba4+ Nc6; 41.Bxc6+ Rxc6; 42.Qg8+ Ke7; 43.Qxh7+ Kf8; 44.Qh8+ draws.) 40...Kd7; 41.Ba4+ Nc6; 42.dxc6+! Ke7; 43.Qxh7+ Kf8; 44.Qh8+ Kf7; 45.Qg7+ Ke8; 46.Qg8+ Ke7; 47.h7 and wins.

White threatens a deadly discovered check if Black takes the rook, so the queen must move.

39...Qe3+; 40.Kh4. The king has a secure home at h4, and the Black queen can do no more damage. Black must lose material. 40...Rcd8. 40...Nxc6; 41.dxc6+ Qxb3 is an attempt to avoid checkmate. 42.Qg7+ Ke8; 43.axb3 Rxc6; 44.Qh8+ Kd7; 45.Qxh7+ with a simple win. 41.Rc7. The threat of Qg7+ followed by mate at e7 bring the game to a close.

41...R8d7; 42.Rxd7. Black resigned.

1928 - Rampaging Knights

MERENYI VS. SZEKELY

Budapest
At first glance Black seems to have a reasonable position. The extra pawn is well defended and an attack with ...Nb4, perhaps followed by ...Bd7-b5 provides some prospects on the queenside. The king has only a few pawns as defenders, but White has no heavy pieces in position to attack. One would expect 13.Rde1 to be played, as there doesn’t seem to be much to gain by sacrificing the rook.

13.Ng5!! White realizes that the knight at e3 is at least as powerful as the rook at d1, and that only one rook needs to be used to assist the kingside attack. 13...Nxd1; 14.Qxd1 Nd8. 14...g6! offers the best prospect of defense, though Black is still in trouble because of the wretched pawn structure. This is a French gone very wrong. 15.Nxf7. Either knight can be used, but the one at d6 seems to strong that is would be a pity to move it.

15...Rg8

Black plans to play ...Nb4 and get rid of the bishop. There will be a serious threat at a2, as ...Nxa2+ will force the king to d2, since at b1 a check at c3 would be a fatal fork. With care, White can obtain an advantage. 16.Ng5 Nb4; 17.Kb1. (17.Nxh7+ Kg7; 18.Nf6 Nxa2+; 19.Kd2 Qb4+; 20.Ke2 Qxb2 is much better for Black, in the long run.) 17...Rg7; 18.a3 Nxd3; 19.Qxd3 Bd7. To stop Nb5xd4. 20.h4 with a strong attack.

15.Qh5!
**Black to move**

15...Qc7. 15...g6; 16.Qh6+ Ke7 (16...Kg8; 17.Ne8) 17.Qg7 works out well for White. 15...Bd7 is an idea, to bring the bishop to e8 in defense of f7. Let's take a look: 16.Rf1! (16.Nxh7+ Kg8; 17.Bg6 fxg6; 18.Nf6+ gxf6; 19.Qxg6+ Kf8; 20.Qxf6+ Kg8; 21.Qg5+ only draws.)

**Black to move**

16...Qa5. This prevents Rf3 because of ...Qd1+. 17.Nxb7! Qxa2 (17...Nxb7; 18.Qxf7#.) 18.Nxd8 Be8; 19.Ndx6+!! fxe6; 20.Nxe6+ Ke7; 21.Qg5+!! Kxe6; 22.Qxg7. Mate by a pawn at f5 is coming. 22...Qa1+; 23.Kd2 Qa5+; 24.c3 dxc3+; 25.bxc3 Qa2+; 26.Bc2 Bg6. The only try. 27.f5+ Bxf5; 28.Qf6+! (28.Rxf5 Qxc2+; 29.Kxc2 Kxf5; 30.Qf6+ Kg4; 31.e6 a5; 32.e7 Rhe8 is not so simple.) 28...Kd7; 29.Qxf5+ Kc6 (29...Kc7?; 30.Qf7+ Kb8; 31.Rb1+; 29...Kd8; 30.Qf6+ Kd7; 31.Qd6+ Ke8; 32.e6! with mate in four. 32...Rd8; 33.Qc6+ Ke7; 34.Rf7#. is the basic theme.) 30.Qe6+ Kb5; 31.Ra1!! Qxa1;
32.Bd3+ Ka4; 33.Qa6+ Kb3; 34.Bc2+ Kb2; 35.Qb5+ Ka3; 36.Qb3#.

A pretty picture. Both rooks on their home squares after 36 moves! The Black queen in the corner at a1 could only watch as the king was driven all the way across the board by just a queen and bishop.

But that's not how the game went. Instead, after 15...Qc7 play continued 16.Nxh7+ Kg8.

17.Ne8! Qe7; 18.Nef6+!! Black must accept the offer, though it leads to a rapid finish. 18...Qxf6. Or 18...gxf6; 19.Qg4#. 19.exf6. Black resigned. The pawn at f6 is ravenous, and will soon feed on the rotting corpse of the Black kingside. On 19...e5; 20.fxg7 f5 (20...Kxg7; 21.Qg5#) 21.gxh8Q+ etc.
Brilliant moves in the endgame are somewhat difficult to judge. Most artistic moves are mere calculation, and can be found quickly by computers. A machine does not handle endgames in the same way as a chess master. Human minds store many target positions and try to find a way to reach them. General considerations, and especially avoidance of drawing lines with extra material, play a great role. In the present position, White is three pawns up, but two are under attack. If both e-pawn fall, the position is almost certainly going to reach a technical draw.

White must preserve the h-pawn, because without it there is no chance to win given the strong defensive position of the Black king. White must somehow activate the rook. Logically, h8 offers the best prospects on the h-file, which is the only possibility since the h-pawn must be held.

48.Rh6!! The point of this move is to set up a discovered check if Black takes the pawn at e6.

48...Rxe4. 48...Kxe6?; 49.Kg5+ Ke5; 50.Re6+; 49.Kf5 Re1.
Black has avoided the trap but must now cope with two pawns. On the other hand, if the e-pawn can be won the rooks can be exchanged with a possible draw.

50.\textit{Rh7+ Kf8}; 51.\textit{Rf7+ Ke8}. 51...Kg8 loses to 52.Kf6 Rh1; 53.Ke7 Rxh4; 54.Rf1. 52.h5 Rf1+; 53.Kg6.

53.\textit{Re1}. Checking doesn't help. 53...Rg1+; 54.Kh7 Re1; 55.Rf6 Ke7; 56.Rg6 Kf8; 57.h6 Ra1; 58.Kh8 Re1; 59.h7 Ra1; 60.Rf6+ Ke7; 61.Kg7 etc.

54.\textit{h6}!! White allows the d-pawn to fall with check. 54...\textit{Rxe6+}; 55.Rf6 \textit{Re1}; 56.h7 \textit{Rg1+}; 57.Kh6 \textit{Ke7}; 58.Rf5. White has built the bridge and will get a new queen, so Black \textbf{resigned}. White might well have managed to win by other means, but the odd-looking move Rh6 has a very clever point, which can be applied in many rook endgames.
If the Black pawn is at h7, instead of h6, the classic bishop sacrifice might be used. Black controls g5, so that isn't likely to work. Black can defend h7 with ...Nf8 if necessary. The advance of the e-pawn certainly comes into consideration, opening up the long diagonal. Most players (and computers) would opt for that move, but Flohr, normally a quiet player, chooses a move that his opponent probably thought was out of the question.

20.Ng5!! Nf8. The sacrifice cannot be accepted.
20...hxg5? loses to 21.Bh7+ Kxh7; 22.Qh5+ Kg8; 23.Qxf7+ Kh8; 24.Rf3 g4; 25.Rf5 g6; 26.cxd5 with the deadly threat of a discovered check, so Black is reduced to 26...Ba3 (26...gx5; 27.e6+ Qe5; 28.Bxe5+ Nxe5; 29.Qxb7 and the passed pawns should win.) 27.Qxg6 Nf8; 28.Rh5+ Nh7; 20...dxc4; 21.Bxc4 Ba6 is a clever attempt to distract the bishop, but it doesn’t work. 22.Bxf7+ Kh8; 23.Qxa6 hxg5; 24.Qe2! with the threat of Qh5. 20...Rf8 is an interesting defense. 21.e6 f6 (21...hxg5 allows the brilliant 22.Bh7+!! Kh8; 23.Qh5 Nf6; 24.Rxf6! and checkmate is forced.) 22.exd7 hxg5; 23.Bg6 with the threat of Qe6+ and Qh3, or Qh5 directly.

21.Nxf7! 21.Rxf7 is not as good because of 21...Rd7! (21...Qxf7; 22.Nxf7 Kxf7; 23.e6+ Nxe6; 24.Rf1+ Ke7; 25.Bxg7 is hardly worth considering.) 22.e6 Re7; 23.Be5 Qc6 with counterplay, though White should still win.

21...Re8; 22.Qg4 Re6; 23.Bf5!

Black has an extra rook, but it is of no use at a8.


25.Nd6!
White threatens Rxf8+ and Qxe6.

25...Bxd6; 26.exd6 Qd7. 26...Qxd6?? allows 27.Qxg7#. 26...Rxd6?; 27.Be5 (27.Ba3 is also winning.) 27...Qd7 (27...Rg6; 28.Qxg6 Qxe5; 29.Qf7+) 28.Qf3 and Black cannot meet the threats at d6 and f8.


28...dxc4; 29.Qxc4 Nf6.

White is up the exchange and unless he falls for some trick at h3 should win. Flohr, a great technician, finds a bit of style to bring the game to a rapid conclusion. 30.Rxf6! The knight is
eliminated before it can take up a powerful position in the center. 30...gx f6; 31.Re1 Bc8. 31...Kf7? was the only other option, but after 32.Rxe6 Qxe6; 33.Qc7+ Kg6; 34.Qxb7 Qxa2; 35.Qxa7 there is no reason to play on. 32.Rc1! Bb7; 33.Qg4+ Kh8. 33...Kf7?; 34.Rc7 wins the queen.

34.Rc7 Re1+; 35.Kh2 Qxg4; 36.hxg4. Black resigned. The bishop cannot even be sacrificed for the d-pawn.

**1931 - Composition at the Chessboard**

**LISITSYN VS. KASPARIAN**

Soviet Championship

![Chessboard diagram]

Black to move

Black has all of the pieces in optimal attacking formation. That usually means that there had better be a decisive blow, because no further preliminaries are possible. White will clean up in any endgame, thanks to the extra exchange and pawn.

19...Nxf2!! To some extent, one could say that this desperate strategy was forced. To give Kasparian credit, the variation was categorically rejected by my computer analysts!

This is the critical position after the sacrifice. White has an extra rook, but it sits idly at d1. Black can play his attack slowly, simply marching the h-pawn down the board, capturing at g3 and then targeting that weak square with the queen and rook or bishop. Is it a fully sound sacrifice? After 21...h5, two lines deserve consideration.

22.b4! avoids one of the problems of the main line, but the rook can use e5 if c5 is unavailable, as in the line where White advances the c-pawn and captures at d6. 22...h4; 23.Qa4! The queen cannot participate in the defense, but at least it can attack the rook and drive it to a less useful square. 23...Re5 (23...Rc8; 24.Qb5! Qg4; 25.Nxh4 or 23...Re7; 24.Qxa7 hxg3; 25.hxg3 Qg4; 26.Qb8+ Kh7; 27.Qxd6l) 24.Qxa7 hxg3; 25.hxg3 Qg4; 26.Qb8+ Kg7; 27.Qxd6 Qxg3 and wins.

22.c5. There is nothing to be done on the kingside. Capturing at h3 is mated immediately, the knight is pinned, and the pawns cannot move. 22...h4; 23.cxd6 hxg3!; 24.hxg3 Rc8! The rook will be needed later. It doesn't matter where the queen goes. 25.Qb2 Qg4.
Mate in 6! The basic theme is just ... $Q_xg3$. 26.N$g1$ $Q_xg3$; 27.N$xh3$ R$c5$!!

Suppose White tries the capture at h3, instead? 20.B$xh3$ $Q_xh3$.

This position has been dismissed on the grounds that ...$B_e3$ will win, but White can prevent that. 21.e$4$! So that White can sacrifice a rook at e3 if the bishop moves there. 21...dxe3; 22.R$d2$! White takes advantage of the pin on the d-file to get rid of the knight. 22...Q$f5$; 23.R$xf2$ $exf2+; 24.Qxf2$ Rxe$1+$; 25.Nxe$1$ $Qa5$! The win lies in the future, but Black can play with confidence because the strong fianchetto position keeps the king safe and Black should be able to win at least one of the weak pawns.

So we return to the game, where Black reacted to 20.Nh4 with 20...$Qg4$. 

---

8
7
6
5
4
3
2
1

White to move

Mate in 6! The basic theme is just ...$Q_xg3$. 26.N$g1$ $Q_xg3$; 27.N$xh3$ R$c5$!!

Suppose White tries the capture at h3, instead? 20.B$xh3$ $Q_xh3$.

This position has been dismissed on the grounds that ...$B_e3$ will win, but White can prevent that. 21.e$4$! So that White can sacrifice a rook at e3 if the bishop moves there. 21...dxe3; 22.R$d2$! White takes advantage of the pin on the d-file to get rid of the knight. 22...Q$f5$; 23.R$xf2$ $exf2+; 24.Qxf2$ Rxe$1+$; 25.Nxe$1$ $Qa5$! The win lies in the future, but Black can play with confidence because the strong fianchetto position keeps the king safe and Black should be able to win at least one of the weak pawns.

So we return to the game, where Black reacted to 20.Nh4 with 20...$Qg4$. 

---

8
7
6
5
4
3
2
1

White to move
White to move

White is given another opportunity to grab the knight.

21.Bf3. 21.Kxf2? Be3++; 22.Kf1 Re6! The threat is ...Qxh4 and ...Rf6. 23.Nf3 Rf6. There is now only one defense against ...Rxf3+ followed by mate. 24.Rd2 Still, 24...h5; 25.Qd1 h4; 26.Rc2 hxg3; 27.hxg3 Qxg3 brings the game to an end.

21...Qe6; 22.Rf1. 22.e4! is White's last, best hope. Black would continue 22...dxe3 (22...Nxd1; 23.Qxd1 Be3++; 24.Kh1 Bf2; 25.Re2 Be3; 26.Bg2 and White defends.) 23.Rb1 Bg5; 24.Ng2 Bf5. The weakness at d3 becomes a serious problem. White is forced to defend. 25.Be2 (25.Bxb7 Nxd3; 26.Qe2 Nxe1; 27.Re1 gives Black a solid extra pawn.) 25...d5!; 26.Qc3 Nh3++; 27.Kh1 Bf6; 28.Qa5 d4!; 29.Qxa7 Qc6; 30.Qa4 Nf2++; 31.Kg1 Qxa4; 32.bxa4 Nxd3; 33.Bxd3 Bxd3; 34.Rxb7 Bxc4 is winning for Black, because the connected passed pawns and bishop pair are just too strong.

22...Nxd1; 23.Rxd1.

Black to move
The hole at e3 is gaping, and Black hops in. 
23...Qe3+; 24.Kh1 Qf2; 25.Rg1 g5!

The g-pawn decides matters. 26.Qc1 Re6! 26...gxf4; 27.Qxh6 Re6; 28.Qxh4 and White gains the upper hand.

1932 - Bernstein’s Forgotten Gem

BERNSTEIN VS. STAHELIN
Bern
This game is not well known, since Tartakower's book on Ossip Bernstein had already been published two years earlier and it was never updated. White has a passed pawn and complete control of the e-file. Black has set up a solid defense, covering all the key squares on the 6th and 7th ranks. The d-pawn is about to fall, so White must come up with something dramatic.

36.Rxf5+!! The ranks may be defended, but the pawns are weakened by this inspired sacrifice. Only one piece is needed on the e-file to keep the enemy king from fleeing to the queenside.

36...gxf5; 37.Qxh5+ Kg7; 38.Re8.

Black is willing to settle for a draw by perpetual check at any time, since that can't be prevented. The question is, how can checkmate be avoided?

38...Rh6. 38...Rd8?? would be terrible, since 39.Qh8+ Kf7; 40.Rxd8 Rxd8; 41.Qh7+ wins the queen. 39.Qg5+ Rg6; 40.Qxf5. All three pawns are gone, and White's three connected passed pawns can be used in the attack. Black doesn't even have a check to give. 40...Rf7; 41.Qe5+ Rgf6; 42.Qg5+ Rg6; 43.Qe5+ Rgf6. White could take the draw here, but goes for more.

44.Re6!
The threat of $Qg5+$, winning a rook, forces Black to set up a counter-threat against White's king.

44...$Qc8$? The natural move, but the game could have been saved by a flanking maneuver. 44...$Qa6$! was the best try. 45.$h5$! is needed, to create some running room for the White king. (45.$Qg5+$ $Kh7$; 46.$Rxf6$ $Qf1+$; 47.$Kg4$ $Qd1+$; 48.$Kf5$ $Qxd5+$ would have drawn by perpetual check.) 45...$Qf1+$; 46.$Kh4$ $Qh1+$; 47.$Kg4$ $Qd1+$; 48.$Kg5$ but Black isn't finished yet!; 48...$Qf3$; 49.$h6+$ $Kh7$; 50.$Rxf6$ $Qxg3+$ and again the king cannot hide, for example 51.$Kf5$ $Qh3+$; 52.$Ke4$ $Qh1+$; 53.$Kd4$ $Qg1+$; 54.$Kc4$ $Qc5+$. White's king cannot gain entrance to the queenside and shelter at d6 or e6 cannot be reached. It is easy to understand why Black, calculating from the position at move 44, could not be confident that the position after move 48 would be sufficient. That would have required ensuring that the king could not complete its journey, and the check at c5 would have had to be seen.

45.$h5$! $Kh7$; 46.$Qe4+$ $Kh6$; 47.$g4$. 
The pawns are now used effectively; the king does not require their defensive skills.

47...Qc3+; 48.Kh4 Kg7; 49.f5! White builds a new shelter at g5, with the front door defended by pawns and the queen ready to interpose at f4 in case of an attack on the c1-h6 diagonal. 49...Qd2; 50.Qe5 Qf2++; 51.Kg5 Qd2++; 52.Kh4. Presumably the repetition of position here was needed to gain time on the clock. 52...Qf2++; 53.Kg5 Qd2++; 54.Qf4!

White does not fear an exchange of queens as the pawns are more powerful than the rooks.

54...Qc3. 54...Qxf4++; 55.Kxf4 Rx6; 56.dxe6 Re7; 57.Kg5! with a win in a few moves. 55.Kh4 Qa1. Black must find a way to get to the White king.
56.\textit{Qe3}! \textit{Qh1+}; 57.\textit{Kg3} \textit{Qa1}; 58.\textit{Re8}.

Black now loses the game after a long and tiring defense. The position was bad, but not hopeless.

58...\textit{Kh7}? 58...\textit{Rf8}! offered the best chance. After 59.\textit{h6+ Kh8} White would have to find 60.\textit{d6! Rxe8}; 61.\textit{Qxe8+ Kh7}; 62.\textit{Qe7+ Kxh6}; 63.\textit{Qe3+!} after which the rook will be recovered. 63...\textit{Kh7}; 64.\textit{d7!} There are still no checks, so White can promote the pawn. 64...\textit{Rf8}; 65.\textit{Qe7+ Kg8}; 66.\textit{Qxf8+! Kxf8}; 67.\textit{d8Q+ Kf7}.

This is the best that can be achieved. White has two connected passed pawns and should win, but at least Black is still able to threaten checks.

59.\textit{g5}.
White’s pawns stand proudly on the fifth rank and Black must lose at least one of the rooks. The White king cannot be checked as long as the queen stays at e3.

59...Rf8; 60.Re7+! Kh8. 60...R6f7; 61.g6+ Kg8; 62.gxf7+ Rxf7; 63.Rxf7 Kxf7; 64.h6. The pawns win because there are no checks. 61.gxf6 Rxf6; 62.Rc7. Black resigned. The back rank mate cannot be defended by a rook retreat because of Qh6-h7#.

1933 - Spanish Rhapsody

ORTUETA VS. SANZ

Madrid
There is an interesting story here. This is not the first time that the winning plan was used. A very similar position, but with a different kingside pawn structure, had been seen in the game Tylkowski-Wojciechowski at the 1931 Poznan city championship. It was even published, but only locally. Our game was more prominent, because Capablanca annotated it and it was published in a well-known Spanish chess magazine. It is fair to let Sanz have the credit, however, because the slight difference in positions left a hole in Wojciechowski’s play that was discovered in the 1970s by Gordon Wood. The full tale is told in Tim Krabbe’s book *Chess Curiosities*. In any case, Black has two extra, but doubled pawns. A technician could grind it out, but Sanz uses a fantastic sacrifice to win.

31...Rxb2!!; 32.Nxb2 c3.

The pawn can be stopped, can’t it? Not by simple means. If the knight goes to d3, Black plays a discovered check by pushing the pawn from c5 to c4.

33.Rxb6! A brilliant rejoinder. If Black takes the rook, then the knight can safely go to d3. 33...c4!! What a glorious plan! Black has sacrificed the bishop and the rook and has only two weak pawns in return. Doubled pawns have a hidden strength, however, since they can cover four squares on adjacent files. This fan-like capacity should never be underestimated!
34.Rb4. The last gasp. 34.Nxc4 and 34.Nd1 would allow 34...c2 immediately; 34...a5!

The lowly pawns control all the key squares. Now if the rook captures at c4, then it cannot return to the b-file.

Black is lagging in development and has some weak pawns, but at least has the initiative, attacking the rook at c3. It does not seem that White has any immediate threats, with all of the pieces far from the kingside. Black probably expected White to capture the pawn at c6, when Black would be able to play ...Bb7 with tempo or grab the e-pawn immediately with check.

The brilliant conception seen in this game was not dreamt up at the board. Max Euwe, soon to be the World Champion, had prepared this opening novelty at home. Later, World Champion Garry Kasparov would become famous for the fantastic sacrifices and combinations developed in his home laboratory.

18.f6! Surprise! The interpolation of this little pawn sacrifice changes everything. 18...gxf6; 19.Rxc6 Qxe3+. 19...Bb7; 20.Rcx6 Qxe3+; 21.Kh1 transposes to the game.

White will win the pawn at f7, and Black cannot mount any serious attack.

21...Qe4; 22.Qd2! Kh8; 23.Bxf7 Rac8. This threatens 24...Rc2. 25.Rf6?! Rcd8?

White has an extra pawn but is tied down. The queen is under attack and must move.

25.Qg5!! 25.Bd5 backfires after 25...Rxf2!; 26.Qxf2 Qxd5; 27.Qf6+ Kg8 when White must bail out with 28.Rf3 Qd1+; 29.Rf1 Qd5; 30.Rf3 Qd1+; 31.Rf1 and the game is drawn. 25...Rd6; 26.Bd5!!
Black **resigned.** 26...Rx f2?? is mated immediately by 27.Qg8#. 26...Bxd5 only holds out a bit longer: 27.Rx f8+ Bg8; 28.Rxg8#.

**1935 - Pawn Power**

**KAN VS. LASKER**

Moscow

Lasker's king is under attack, while his opponent's sits securely at g1. The queenside attack is in full swing, but once the queen retreats White can play Nd1 with a solid defense, and the pressure at g6 will be unbearable. Lasker finds a brilliant solution to
his problem. It involves a lengthy journey by his king, which will need to find shelter at a6!

34...dxc3!!; 35.Rxf6 cxd2.

White to move

Black has a rook and knight for the queen, and White must guard against the promotion at d1. This is not so simple!

36.Rxg6+. White has no choice. 36.Bc2 Nxf6; 37.fxg6 Rxb2; 38.gxh7+ Kh8; 39.Qe5 Rb1+!; 40.Kf2 Rf8! and White's position is hopeless.

36...hxg6; 37.Qxg6+ Kf8; 38.Qd6+ Ke8.

White to move

It is now clear that White cannot arrange a perpetual check. Materially, White has a queen and two pawns for two rooks and a knight, which is not a great difference. We must take into account, however, Black's powerful pawn at d2 and the threats on the b-pawn add up to a decisive advantage, and White's four connected
passed pawns offer no relief. **39.Bc2.** White has dual threats of f6 and Qxc6, but Black is prepared.

39...Rb6!; 40.f6 Kd8!; 41.f7 Kc8!

Even if Black has to give up the knight for the pawn, the two rooks and potential queen at d2 are more than adequate compensation. The king can hide at a8, if necessary.

42.f8Q+ Nxf8; 43.Qxf8+ Kb7; 44.Qf6 Ka6! The Black king finds shelter at a6. White has no time to advance the kingside pawns.

45.Qd6 Re8!; 46.h4 Re1+; 47.Kh2 Rc1.

White could resign here.

48.Bf5. 48.Qg6 Ba4! wraps things up. 48...d1Q; 49.Bc8+ Ka5! White resigned.
Black’s position is so ugly his mother would be ashamed. A piece will be won at g5, and the king is surrounded by able defenders, but the target at g6 will be reached soon enough.

16.\textit{f5}!! It is not clear that this wins by force, but even if there is a miracle draw forty or so moves later, it still counts as a greatly inspired sacrifice. 16.\textit{Rf3} fxg5; 17.fxg5+ Kg8; 18.\textit{Raf1} Ne5 is not as good as a position with a White pawn at g6!

16...\textit{fxg5}. Opening the f-file is an invitation to disaster, but what was the alternative? 16...Ne5 was, in hindsight, the only move. White would answer 17.fxg6+.
If 17...Nfxg6, 18.Be2 finds a new target at h5. The pin on the f-pawn preserves the bishop, so Black should retreat to g8 anyway. 18...Kg8; 19.Bf4 Nhx4; 20.Bxe5 dxe5; 21.Qe4! Ng6; 22.Bxh5 Rh6 is clearly better for White, but far from winning.

17...Kg8 18.Bf4 Nfxg6; 19.Bxg6 Nxg6; 20.Nf5 b5 gets torpedoed by 21.Bxd6 exd6; 22.Nxd6 simultaneously attacking the knight at g6, bishop at b7 and queen at e8. After 22...Qxe3+; 23.Kh1 Qg3++; 24.Nxb7 Qxh4++; 25.Kg1 f5. White must defend, giving up a pawn in the process. The game may be headed for a draw after 26.Ne2 Qxc4; 27.Qxc4 bxc4; 28.Nxc5 Bxb2 but White might try 29.Rad1 for example 29...Re8; 30.Nd4 Rc8; 31.Nxa6 Ra8; 32.Nb4 with some winning chances.

**17.fxg6+ Kg8; 18.Rf7 Ne5.**
The game is getting exciting, but Abrahams does not lose his head. Many would be tempted to sacrifice the rook at g7, but it doesn’t win! 19.Rxg7+ Kxg7; 20.Nf5+ Kg8; 21.g7 Rh7!; 22.gxf8Q+ Qxf8; 23.Nxd6 Nxd3!; 24.Nxb7 Ne5; 25.hxg5 Rxg5! and Black will get the point. Instead, Abrahams played the clever plan 19.Raf1! Bc8. 20.Bf5 gxh4. 20...Nxf7; 21.gxf7+ Qxf7; 22.Bxc8! provides an advantage for White which should be sufficient to win, but there is more work to be done.

There are three defenses to evaluate:

22...Qxf1+; 23.Kxf1 Rxc8; 24.Qf5 Rc7; 25.Qxg5. Black’s rooks are useless, and White will win the h-pawn and enjoy a two-pawn material advantage.

22...Bf6; 23.hxg5 Rxc8; 24.gxf6 Rc7 (24...exf6; 25.Nce4) 25.Nce4! Nh7; 26.fxe7 Qxe7; 27.Nxh5 with two pawns for the exchange, and a huge attack. Combined with the ridiculous position of the rook at h8, the win shouldn’t take long.

22...Qe8!; 23.Bb7 gxh4; 24.Bxa8 hxg3; 25.Bc6 Qd8; 26.Qf5 and Black cannot defend f7. Still, he does have an extra pawn. 26...Rh6; 27.Qf7+ Kh8; 28.Ne4! h4; 29.Ng5.
The threat is Ne6. Black cannot capture there, because dxe6 would free the bishop to come to e4 and an invasion of the light squares would follow. 29...Nh7; 30.Ne6 Qg8; 31.Nxg7 Qxg7; 32.Qe8+ Qg8; 33.Qxe7 is sufficient to win, because 33...h3; 34.gxh3 g2 (34...Rxh3; 35.Qxd6 Rh2; 36.Qe5+ Qg7; 37.Qb8+ Qg8; 38.Qxg8+ Kxg8; 39.Rf3 Rxb2; 40.d6 wins, as when Black tries to get to the d-pawn with ...Rd2, White has Bd5+.) 35.Rf3 Rg6; 36.e4 forces Black to cope with the threat of e5. 36...Rg3; 37.Rxg3 Qxg3 is an attempt to set up a perpetual check, but White gets the queen back to g4. 38.Qd8+ Kg7; 39.Qd7+ Kh6; 40.Qg4 Qxg4; 41.hxg4 Kg5; 42.e5! Kxg4; 43.Kxg2 (43.exd6?? Kg3; 44.d7 Ng5! and mate next.) 43...dxe5; 44.d6 Nf8; 45.Bb7! Black has a difficult time in this endgame, for example: 45...a5; 46.Bc8+ Kg5; 47.Kf3 Kf6; 48.Ke4 Ne6; 49.Kd5 Nd8; 50.Bh3 Nf7; 51.d7 Ke7; 52.Bg4! Nd8; 53.Kxe5 Nc6+; 54.Kd5 Nd8; 55.b3 and a nice little zugzwang wins. After that lengthy excursion, let’s get back to the actual game.  

Next, White will force the exchange of Black’s defender at f8, opening up a hole for the knight at d5.

22. Be6 Nxe6; 23. dxe6 Rh6; 24. Nd5 Ra7. 24...Nxg6; 25. Qf5 with the nasty threat of Qg5. This is why Black chose to defend the e-pawn with the rook at a7. 25...Ra7 comes too late, because 26. Qg5 h4; 27. Rxg7+ Kxg7; 28. Rf7+ forces Black to give up the queen, and the position after 28...Qxf7; 29. exf7 is hopeless.

25. Nf4 Kh8; 26. Qf5! One by one, the defenders will be stripped away, starting with the pawn at h5. Black’s extra piece is meaningless. 26...Qc8. 26...Nxf7; 27. gxf7 Qf8; 28. Ng6+ Rxg6; 29. Qxg6 and Black can’t evade mate for long. 27. Nh5 Nxf7. There is no longer any choice. 27...Rxg6; 28. Nxg7! Rxg7; 29. Rf8+ wins the queen. 28. gxf7 Qf8. 28...Rxe6; 29. Qh3. White has too many threats, and Black will be checkmated or lose a ton of material.

29. Nxg7 Kxg7; 30. Rf4 Rg6. Or 30...Kh8; 31. Rg4 Ra8; 32. Rxg3! Black has an extra rook, but will have to give up the queen at g8, and rooks are notoriously bad at protecting pawns that are not securely anchored. 32...Rd8; 33. Qf3! The exchanges at a8 will take place only after the White pieces are ready. 33...a5.
White must be patient. Eventually, Rg8+ will win the Black queen for a rook and pawn. Black will then have two rooks for the queen, and a pawn structure which is secure except for the b-pawn and a-pawn. White is in absolutely no danger of losing, even if a few pawns fall. Black must always defend e7 and the king. Perhaps this is the best White could do from the starting position, and it still justifies the sacrifices. Even with a strong computer program grinding away, the position seems unclear.

I think that the best plan for White is 34.a4 to blockade the queenside, bring the a-pawn closer to a8 after White almost inevitably wins the b-queenside pawns. 34...Rb8; 35.Qf4 Kh7 (35...Rd8??; 36.Rg8+ Qxg8; 37.fxg8Q+ Kxg8; 38.Qxh6.) 36.Qf5+ Kh8; 37.Qd5 Ra8; 38.Rg8+ Qxg8; 39.fxg8Q+ Rxg8; 40.Qb7 Rxe6; 41.Qxb6 Rxe3; 42.Qxa5 Reg3; 43.Qd2. It is not clear that White can win, but it would certainly be more comfortable to sit on that side of the board.

31.Rh4 Ra8; 32.Qh5 Kf6; 33.e4.
White is still down a rook, but the Black king is caught in a web and there is no way out. Black does not find the toughest line, and makes things easy. 33...Kg7?. 33...Qc8; 34.Qf3+! Kg7 (34...Kxe6; 35.Qf5#.) 35.Qc3+ Rf6; 36.Qxg3+ Rg6; 37.Qc3+ Rf6; 38.Qh3. No draw! This plan was found by Alekhine. 38...Qh8 (38...Qxe6; 39.Rh7+ Kf8; 40.Rh8+ Kxf7; 41.Qh7#.) 39.e5!

A fantastic liberation move. The square to be liberated is e5. Black has four tries:

39...Rh6; 40.Rxh6 Qxh6; 41.Qxh6+ Kxh6; 42.exd6 and the pawns break through.
39...Rg6; 40.Rxh8 Rxh8; 41.Qxh8+ Kxh8; 42.f8Q+.
39...Qxh4; 40.Qxh4 Rxe6 (40...dxe5; 41.Qg5+ Kh7; 42.Qxf6! exf6; 43.e7 etc.) 41.Qg5+ Kxf7 (41...Kh7; 42.Qf5+ Rg6; 43.f8Q;
41...Kh8; 42.Qf5! Rxe5; 43.f8Q+ Rxf8; 44.Qxf8+ Kh7; 45.Qc8 is an easy win.) 42.Qf5+

39...dxe5; 40.Qg3+ Rg6; 41.Qxe5+ Rf6; 42.Rg4+ Kf8; 43.Qg5!! Black cannot avoid mate at g8, except with 43...Rxg7; 44.exg7 Kxg7 Despite the material equality, Black loses by force. 45.Qg6+ Kf8; 46.Rf4+ etc.

34.Qh7+ Kf6; 35.Rf4+ Kxe6; 36.Qh3+

Black resigned, as checkmate comes soon enough.

1937 - Self-Sacrificing Bishop

PANOVS VS. BONDAREVSKY
Soviet Championship
A successful attack requires sufficient force to break down the barriers and enter the enemy position. Black is attacking with a pair of bishops, and the queen is in position to help, but White has some pieces near the king and can use dark squares at d4, f4, and g3 in defense of the king.

16...Bxh3!!; 17.Bf4. White cannot capture the bishop immediately because the attack comes too quickly. At first, you might think that Bondarevsky simply overlooked this intermezzo, but he had taken it into account. 17.gxh3 opens the door to 17...Rxe2!

White has three ways of capturing the rook, but all lose.

18.Bxe2 allows mate in six, with a nice sac along the way! 18...Qg3+; 19.Kh1 Qxh3+; 20.Kg1 Bxf2+!!; 21.Kxf2 Ne4+; 22.Kg1 Qg3+; 23.Kh1 Nf2#.

18.Qxe2 Qg3+; 19.Kh1 Qxh3+; 20.Kg1 Ng4; 21.Bf4 Bxf2+ etc.

18.Rxe2 leads to 18...Qg3+; 19.Kh1 Qxh3+; 20.Kg1 Ng4; 21.Bf4 g5! The bishop has nowhere to go. White can survive immediate disaster with the clever 22.Qf1! Qxd3; 23.Bh2 Nxf2; 24.Rxf2 but the position after 24...Nxb2! isn’t worth playing. The extra rook is only temporary, and Black has four extra pawns.

17...Qd7!; 18.gxh3? White should have eliminated the knight at c4. Admittedly, this is the sort of move a computer spots more easily than chessplayers because the knight does not seem relevant to the attack, but the bishop at d3 may be useful in defense. 18.Bxc4! is nevertheless correct. 18...Qg4 (18...dxc4; 19 gxh3 Qxh3; 20.Nbd4 Ng4; 21.Qc2) 19.Bxd5 Nxd5; 20.Qxd5 Rxe2; 21.Rxe2 Qxe2; 22.Bg3 Be6; 23.Qd2 Qxd2; 24.Nxd2 Rd8 is a long,
but logical line which gives Black a clear advantage thanks to the bishop pair and better rook.

18...Qxh3; 19.Bxc4 Qg4+.  

20.Kf1. All other moves lose quickly.  
20.Kh1 Qf3+; 21.Kg1 Bxf2+; 22.Kh2 Ng4#.  
20.Kh2 Qh4+; 21.Kg2 Qxf2+; 22.Kh3 g5!; 23.Bxg5 Qf5+ etc.  
20.Bg3 Rxe2 with 21.Qxe2 Qxg3+; 22.Kh1 Qh3+; 23.Kg1 Ng4; 24.Bxd5 Bxf2+ (24...Qg3+; 25.Bg2 Bxf2+ wins the house;) 25.Qxf2 Nxf2; 26.Kxf2 or 21.Rxe2; 21...Qxg3++; 22.Kf1 Qh3+; 23.Ke1 dxc4; 24.Nd4 Ne4; 25.Rxe4 Qh1+; 26.Kd2 Qxe4 is a trivial win. 20.Ng3 Qxf4 and White cannot defend c4, g3, f2 and e1 simultaneously.  
20...Bxf2!; 21.Kxf2 Ne4+; 22.Kf1 Qf3++; 23.Kg1 Qf2++; 24.Kh1.  

24...Re6. A simple rook lift leads to a nice finish. 25.Bxd5?  
After 25.Qd3! dxc4; 26.Qe3! Black gets a piece back but there is
no immediate disaster. 26...cxb3 (26...Qh4+; 27.Kg2 Qg4+; 28.Ng3 Ng5!; 29.Bxg5 Rxe3; 30.Bxe3 cxb3 is better for Black because the three extra pawns are going to advance quickly, for example 31.axb3 f5; 32.Rf1 f4; 33.Bxf4 Rxf4; 34.Rxf4 Qxf4 and Black should win by advancing the kingside pawns.) 27.axb3 Rfe8; 28.Rf1 Qxe3; 29.Bxe3 Nf6; 30.Bd4 Rxe2; 31.Bxf6 gxf6; 32.Rxa7 b5! Black is better in the endgame.

25...Qf3+; 26.Kh2 Rg6!

White to move

Black plays on for a few moves but gives up once the checks run out.

27.Bxf7+ Rxf7; 28.Qd8+ Rf8; 29.Qd5+ Kh8; 30.Ng3 Qf2+. White resigned, as it is mate in five after ...Rxg3.
Future World Champion Mikhail Botvinnik learned much from studying the games of former World Champion Jose Raul Capablanca, but in this game the younger man taught his elder a lesson in the art of deflection with an extra tutorial in the art of attack.

He sacrificed his bishop to get Capablanca's queen out of the way. 30.Ba3!! Qxa3. Or 30...Qe8; 31.Qc7+ Kg8; 32.Be7 Ng4; 33.Qd7. 31.Nh5+ gxh5. 31...Kh6 also loses. 32.Nxf6 Qc1+; 33.Kf2 Qd2+; 34.Kg3 Qxc3+; 35.Kh4 Qxd4+; 36.Ng4+; 31...Kh8 walks into 32.Qxf6+ Kg8; 33.Qg7#. 32.Qg5+ Kf8; 33.Qxf6+ Kg8; 34.e7!
There is nothing to fear from checks!

34...Qc1+; 35.Kf2 Qc2+. Black fares no better on 35...Qd2+; 36.Kg3 Qe1+ (36...Qxc3+; 37.Kh4 Qe1+; 38.Kxh5 and there are no more checks.) 37.Kh3 Qxc3+; 38.g3! 36.Kg3 Qd3+; 37.Kh4 Qe4+; 38.Kxh5. The White king will build a shelter on the kingside.

38...Qe2+; 39.Kh4 Qe4+; 40.g4 Qe1+; 41.Kh5. Black resigned.

1939 - Dutch Treat
Black enjoys a temporary two pawn advantage but White is applying pressure on the h-file and c-file. The knight at f3 is defended by both king and rook, and the king seems relatively safe. Black uses a brilliant queen sacrifice to bring about a winning position.

29...Rxf3!!; 30.Rxh6. 30.Rxf3 Ne3+!; 31.Rxe3 Qxh1++; 32.Kxh1 Rxc2; 33.fxg3 Kf7 is a much better endgame for Black. 30...Rxh2+.

Black has correctly calculated the sacrifice, and will enjoy a decisive endgame advantage.

31.Qxf2 gxf2; 32.Rh1. White is up the exchange but Black has three extra pawns. White will win the pawn at f2, but to do so will have to exchange a pair of rooks.

32...Rf8.
33.Rd3. Unfortunately this is necessary as otherwise ...Nd2 will cover the promotion square.

33...Nxb2; 34.Rd2 Nc4; 35.Rxf2 Rxf2+; 36.Kxf2 Nxa3.

The endgame is hopeless and White quickly gave up.
37.Ra1 b4; 38.Rc1 b3. White resigned.

1940 - A Knight in the South Pacific

BEYER VS. WADE
New Zealand Championship

The combination in this position is not all that difficult, but it is nevertheless amazing in that the knight at c5 transforms into
a monster which eats four enemy pieces in the space of five moves!

25.Nxe4 Bxf6? 25...Nc6 leaves Black a piece down, and wasn’t
going to lead to a pleasant life. Such a move would have deprived
us of the pleasure of watching the Black army get decimated by
the knight. 26.Nxf6+ Kh8; 27.Bg7+!!

Black’s army is reduced to rubble.

1941 - A Fine Day for Counterplay

ED. LASKER VS. FINE
New York
Black, at least temporarily down a pawn, is in a bit of trouble on the queenside. White threatens b4, trapping the bishop, but if Black captures at c5, then Nd7 is very strong. Most players would make every effort to save the bishop, since Black has no attacking potential. Fine sees deeply into the position and comes up with a creative plan for counterplay. His opponent, German-born Edward Lasker, was a leading American player and writer unrelated to Emanuel Lasker, the World Champion.

15...f6! 16.Nd7. 16.c6! was certainly a better try, but with careful play Black will survive. 16...Ba6; 17.Qb3+ Qd5; 18.Qxd5+ Nxd5; 19.Rd1 Rfd8 would have left matters unclear. 20.Nf5!? (20.Nd7 Bd3; 21.b4 Rac8; 22.bxa5 Rxc6; 23.Nxb6 axb6; 24.axb6 Rxb6 gives White an extra pawn, but bishops of opposite color and active piece provide enough compensation to hold a draw.) 20...fxe5; 21.Rxd5! Rxd5; 22.Ne7+ Kf7; 23.Nxd5 Bc4! and Black survives. 16.Nc4 bxc5; 17.Nxa5 Qxa5; 18.Qd7 Qb6! is a key defensive line. The point is that 19.Qxe7?? Rf7 traps the queen.

16...Rf7; 17.b4 Nd5!

This was the move that Fine had counted on. The bishop cannot escape, but neither can the knight!


At this point White must have been so annoyed about losing the advantage that his sense of danger abandoned him. This is easily forgivable, since Black’s pieces don’t seem to be threatening anything. In fact, the weakness of the second rank can be exploited brutally and efficiently.

25...Bxg2!; 26.Rad1. 26.Kxg2 Rd2+; 27.Re2 Rxe2+; 28.Qxe2 Nf4+! wins the queen. 26...Rxd1; 27.Rxd1 Bh3. White’s position is already hopeless, and Fine increases the advantage with a series of excellent attacking moves. 28.Ng3 h5!; 29.Kf2 Qb7!; 30.Rd2 Qg2+; 31.Ke1 Qg1+; 32.Nf1 Bxf1; 33.Qxf1 Qxe3+. Black should have resigned here, but tried in vain to make time control.

34.Re2 Qd3; 35.Qg1 Kf7; 36.Qg2 Qb1+; 37.Kf2 Qf5+; 38.Kg1. White resigned.
1942 - Upsetting the Host

ED. LASKER VS. MARSHALL
Marshall Chess Club Championship

Edward Lasker often played in Marshall's own chess club, the best American club of its day. He didn't have much to work with here. His pieces are nicely placed but the a-pawn is weak and an assault on f7 seems unlikely. Lasker comes up with an ingenious plan involving a pair of sacrifices that must have come as quite a shock to Marshall.

22.Rd1! Qxa3; 23.Rxc6!!

Black to move
What does this move have to do with f7? The connection is subtle, and involves a discovered check on the d-file, now that the rook at d8 is no longer protected by the knight.

23...Rx d5. Capturing the rook would be an error as White gains the upper hand. 23...bxc6; 24.Bxf7+ Kxf7; 25.Qc4+ gives White a strong attack. The result will be a favorable endgame for White. 25...Rd5 (25...Ke7; 26.Qh4+ Ke6; 27.Qe4+ Kf7; 28.Qf4+ Ke8; 29.Qe5+ Qe7; 30.Qh8+ Kf7; 31.Rxd8 wins. 25...Ke8; 26.Qg8+ Qf8; 27.Rxd8+; 25...Kg7; 26.Rxd8 Qa1++; 27.Kg2 Qf6; 28.Qg8+ Kh6; 29.Rd4 looks strong but White still has work to do after 29...Kg5!) 26.Rxd5. Lasker stops here with “etc.” but in fact the endgame after 26...cxd5; 27.Qxc7+ Qe7; 28.Qc6! Qe4; 29.Qb7+ Kf6; 30.h4! a5; 31.Qa6+ Kf5; 32.Qxa5 Qb1+ is not trivial.

24.Rxd5 Qa1+. 24...Rxc6 had been thoroughly worked out by Lasker. 25.Qxb7 Qa1++; 26.Kg2 Rc1; 27.Rd8+ Kg7; 28.Qb8.

A fantastic set of symmetrical threats! 28...Rg1+; 29.Kh3 Qf1+; 30.Kh4 Qc4+; 31.f4 Qc5; 32.g4 f6 (32...Qe7+; 33.g5 f6; 34.Rg8+ Kf7; 35.Qb3+ Qe6; 36.Rg7+ Kxg7; 37.Qxe6) 33.Rc8! Rb1; 34.Rc7+ (34.Rg8+ Kh6; 35.Qf8+ Qxf8; 36.g5+ fxg5+; 37.fxg5# was overlooked by Lasker, but his own solution works, too.) 34...Kh6; 35.Qf8+!! Qxf8; 36.g5+ fxg5+; 37.fxg5# is similar, but Black could have given up the queen for the rook, so it isn’t as tight.

White is down a pawn, but can capture at b7. One would think that Black, with the outside passed pawn, has all the winning chances but we aren’t quite in the endgame yet. The kings are defended only by pawns, and attacks are still possible.

26.Rd8+ Kg7; 27.Qb4. White retains the option of capturing at b7 while threatening to chase the king with a check at f8. 27...Qc3?? Black naturally wants to get queens off the board, and can feel more comfortable with the queen and rook cooperating in mutual defense. The move is a blunder, however, as Lasker demonstrates cleanly.

27...Qa2; 28.Qf8+ Kf6; 29.Rd4 and Black is still uncomfortable, for example 29...a5; 30.Rf4+ Ke5; 31.Qe7+ Qe6; 32.Rxf7 Qxe7; 33.Rxe7+ Kf6; 34.Rxb7 Ra6; 35.Rxh7 a4; 36.Rc7 a3; 37.Rc1 a2; 38.Ra1 and White is on top.

27...Kf6! is a surprising resource which might save the game.
28.Qxb7 Rc2; 29.Qe4 Qb2; 30.Qf4+ Kg7; 31.Rd7 Qf6; 32.Qxf6+ Kxf6; 33.Rxa7 is better for White, but Black can put up a stubborn defense and has drawing chances after 33...h5.

28.Qf8+ Kf6; 29.Rd6+ Kg5. 29...Rxd6 drops the queen to 30.Qh8+! 30.h4+ Kh5; 31.Rd5+ f5.

The Black king is surely safe now, isn’t it? The queen or rook can come to f6 next move to add to defense. But before that can happen, White gets to play and mate in three!

32.Rxf5+! gxf5; 33.Qxf5+ Kh6; 34.Qg5#.

1943 - A Wall Falls in Moscow

RAVINSKY VS. PANOV
Moscow
What does White have to show for his pawn? The bishop pair and a lead in development don’t add up to much, but the fact that Black’s king is still in the center is usually a lot of compensation all by itself. The obvious target is d7. Unfortunately, that square is defended three times, and the rook is available to add more support. White is only attacking it with a rook. If the knight at e5 were out of the way, perhaps something could be made of a sacrifice at e6. Ravinsky puts two and two together, tees off from d1 and yells “Fore!”

20.\text{Rx}d7!! Nxd7; 21.Nxe6!! fxe6; 22.Qxe6+ Be7; 23.R\text{e}1.

White has sacrificed a whole rook for a pawn, but Black’s king is stuck in the center and the pin on the e-file is excruciating.

23...Qc5; 24.b4! The queen cannot continue to guard both e7 and c8. 24...Nf8. 24...Qxb4; 25.Bg5 forces Black to sacrifice the queen, because the rook at c8 is no longer defended. 25.Qg4 Qc3.
Black prepares to play ...Rc4, greatly easing the defensive burden. White is already down a rook, but that isn’t going to stop him from tossing more wood on the fire!


Ravinsky must have been exhausted by now, since he misses a mate in two. Still, that little error does not carry a high price, as he wins quickly anyway.

32.Bxc7? 32.Be3+ Kb8; 33.Qd8+ Rc8; 34.Qb6#. 32...Qa1+; 33.Bf1 Ng6; 34.Qc5+ Kb7; 35.Ba5 Rf8; 36.Qb6+. Black resigned. It is mate in six. 36...Ka8; 37.Qc6+! Kb8. (37...Ka7 is a shorter path. 38.Bb6+ Kb8; 39.Qc7+ Ka8; 40.Qa7#. ) 38.Bc7+ Kc8; 39.Bb6+ Kb8; 40.Qc7+ Ka8; 41.Qa7#.
The stunning move here is based on a deep tactic, and makes absolutely no sense until you spot it. That's the kind of move that requires the sort of improvisation and creativity that is found throughout Bronstein's games. The Black king is stuck in the center, and White has to find a way to get to it. Bronstein's move seems to be the sort of mistake made by beginners, but it is a profound conception.

21.Ng3!! White sacrifices the d-pawn to deflect the knight. What makes the move so surprising is not the deflection, but rather the fact that in giving up the pawn the knight moves to the kingside, where it has nothing to do with the rest of the game. That makes it the sort of move that does not make the first cut of candidates for most players.

21...Nxd4; 22.Rfcl Nb5; 23.Rc2.
23...Qd8? 23...d4 was necessary, though after 24.Ne4! the initial move to g3 suddenly makes sense! 24...Bb7; 25.a4 wins. Bronstein finishes with a lovely sacrifice: 24.Rc8!!

Black resigned. To avoid mate, 24...Rxc8. (24...Bxc8; 25.Qxd8#.) 25.Rxc8 Kd7; 25...Bxc8; 26.Qxd8#. (Or 25...Qxc8; 26.Qe7#.) 26.Rxd8+ Rxd8; 27.Qxd8+ Kc6 would have been necessary, and White is a queen up.
White has a lot of pressure, but how can the forces break through. The sacrifice at g7 leaps to mind, so that after Black captures, Nd4 will be powerful. Tolush saw that after taking the g-pawn, Black could eliminate the pesky knight at e2, but went ahead with the sacrifice anyway!

This is a messy position in which Black’s minor pieces may not quite compensate for the rook and pawns. Still, this was probably Black’s best chance.

23.\textbf{Qxe2 Kxg7}; 24.\textbf{Bxe4}.

24...\textbf{Nd5}. 24...\textbf{Bd6}; 25.\textbf{gx}f6+! (25.\textbf{Qh}5 \textbf{Kh}8; 26.\textbf{gx}f6 \textbf{Nxf}6; 27.\textbf{Bxa}8 has been given as winning for White but there is a miracle save in 27...\textbf{Qxc}3!! and White is fighting for the draw!) 25...\textbf{Nxf}6; 26.\textbf{Bxa}8 is simple and winning. 24...\textbf{Rad}8; 25.\textbf{Qh}5 \textbf{Rf}7; 26.\textbf{g}6 h\textbf{xg}6; 27.\textbf{Qxg}6+ \textbf{Kf}8; 28.\textbf{Rg}1 wins.

25.\textbf{Qh}5 \textbf{Rfd}8 26.\textbf{Rg}1.

The danger on the g-file is very real!

26...\textbf{Bc}5. Or 26...\textbf{Nxc}3; 27.\textbf{gx}f6+ \textbf{Kf}8 (27...\textbf{Kxf}6 28.\textbf{Qxh}7 is mate next.) 28.\textbf{Rxg}8+ \textbf{Kxg}8; 29.\textbf{Rg}1+ \textbf{Kf}8; 30.\textbf{Qxh}7 will mate. 27.\textbf{gx}f6+ \textbf{Kf}8; 28.\textbf{Rxg}8+! \textbf{Kxg}8; 29.\textbf{Bxh}7+. 
The Black king is just too exposed.

29...Kf8. 29...Qxh7 loses to 30.f7+. 30.Qg6 Nxf6. 30...Qf7; 31.Qh6+ Ke8; 32.Bg6 wins the queen.

31.Qxf6+ Qf7; 32.Qh6+ Ke7; 33.Qg5+ Kd7; 34.Qxc5 Qxh7.

The king cannot escape, and is quickly buried.

35.Rd1+ Ke8; 36.Qc6+ Kf8; 37.Bb4+ Kg7; 38.Qc7+ Kg6; 39.f5+! Kh6; 40.Qf4+ Kg7; 41.Qg5+. Black resigned.
The Black rook is trapped and White, already up a pawn, is going to win more material. If Black had a bishop on the long dark diagonal, White's king would be vulnerable. How can Black build an attack here?

22...axb4! Black could have captured the pawn at e4, but that would have led to a bad position after 22...Nxe4; 23.Bxe4 Rxe4; 24.fxe5 because of the pin on the d-file. On 24...axb4; 25.exd6 Bxd6; 26.Qxd6 Rc8 Black has some pressure at c2 but White exchanges queens and enjoys two connected passed pawns in the endgame.

23.bxc4 Rb8!
Black is not interested in the pawn at c4, but aims directly at the enemy king.

24. Qd3. 24.axb4 Qxc4; 25.c3 d5! opens up the dark square bishop which can be sacrificed at b4. Nevertheless, it was the correct plan for White, who can avoid the sacrifice by playing 26.Be2, for example 26...Qc7; 27.Be1 Nxe4; 28.Qc1. Black still has a promising attack after 28...Bf5; 29.Kb2 d4!; 30.cxd4 Qa5! when 31.Qa1 is forced and Black obtains a better game after another sacrifice: 31...Rxb4+!!; 32.Bxb4 Qxb4+; 33.Kc1 Nxf2. Accepting is too dangerous: 26.fxe5 Bxb4; 27.cxb4 Nxe4!!; 28.Bxe4 Rxb4+; 29.Qxb4 Qxb4+; 30.Kc1 Qxe4; 31.Rhe1 Qc4+!; 32.Kb2 Bf5! and Black’s attack will lead to the win of the bishop at f2.

24...Be6; 25.Be2 Qb7; 26.axb4! 26.a4 Nxe4; 27.Bf3? Nxf2; 26...Nxe4. 26...Qxb4+; 27.Qb3 Nxe4; 28.Be1 Qxb3+; 29.cxb3 Rx b3+ gives Black more than enough compensation for the exchange. 27.Be1.
White is holding on to the material advantage while protecting the king. Black needs to get every piece into attacking position, including the bishop at e7.

27...d5!! A powerful move, opening up squares for the bishop. 28.c3. This is the most logical move, defending b4, but White might have kept some drawing chances by sacrificing the b-pawn and, later, his queen.

28.cxd5 Bxb4 is not so good: 29.Qb3 Bxe1; 30.Qxb7 (30.Rhxe1 Qc7) 30...Rx b7+; 31.Kc1 Bc3!; 32.dxe6 Bb2+; 33.Kb1 Nc3#. Or 29.Bxb4 Qxb4+; 30.Qb3 Qd6, which wins the queen but that is not the end of the story. 31.dxe6 Rx b3+; 32.cxb3 Nc3+; 33.Kc2 Nxd1; 34.exf7+ Kxf7; 35.Bc4+ Kf8; 36.Rxd1 is practically forced, but the endgame after 36...Qg6+; 37.Kc3 exf4 is very difficult for White because the kingside pawns are weak and the f-pawn is far advanced.

A more interesting line is 28.Qb3!
This defense is also tough to crack, even though Black does win the b-pawn. It may be necessary to sacrifice the powerful knight. 28...Bxb4; 29.cxd5 (29.Bxb4!; 29...dxc4; 30.Bxc4 Bxc4; 31.Qxc4 Qxb4+; 32.Qxb4 Rxb4+; 33.Kc1 exf4 is a rather unclear endgame.) 29...Bxe1!; 30.dxe6 Nc3+; 31.Kb2 (31.Kc1 Nxe2+; 32.Kb2 Bc3+ and mate in six.) 31...Nxd1+; 32.Bxd1 Qa7; 33.exf7+ Kf8; 34.Rxe1 Rxb3+; 35.cxb3 Qf2+; 36.Re2 Qxf4; 37.g3 Qd4+ and ...Kxf7 gives Black a better endgame than in the 28.cxd5 line, because the e-pawn is a passed pawn.

More interesting complications follow 28...Nc5!?; 29.bxc5 (29.Qc3 d4; 30.Qg3 Qa7! Black will bring the rook to a8. White may try to escape with 31.Kb2 but 31...Na4+; 32.Kc1 Bxb4 looks strong: 33.Bxb4 Rxb4; 34.Qa3 Qc5!; 35.Kd2! e4! The pawns will help bury the king, and ...d3 can open up c2, so that the rook can be effective at b2.) 29...Qc7; 30.Bb4 (30.cxd5 Bf5!; 31.Bb4 Bxc5 transposes.) 30...Bxc5; 31.cxd5 (31.c3 d4!; 32.Kc2 dxc3; 33.Qxc3 Rxb4; 34.Qxe5 Qc8! The bishops are better than the rooks, and White's chances of survival are slim with a naked king protected only by a pawn. Still, no immediate win of material or checkmate is available.) 31...Rxb4; 32.dxe6 (32.Qxb4 Bxb4; 33.dxe6 Bc3; 34.exf7+ Kxf7 and the White king gets cornered.) 32...Rxb3+; 33.cxb3.

White has survived, with two rooks for the queen. The bishops of opposite colors give each side attacking chances, as both long diagonals can be used to good effect. Black has a choice of two pawn captures. After 33...exf4! (33...Bd4; 34.exf7+ Kf8; 35.Bc4

![Chess Diagram](image-url)
Qa5; 36.Rxd4! White has the better game.) 34.Bc4 fxe6; 35.Bxe6+ Kf8; 36.Rc1. White is not likely to lose. 28...dxc4.

The pawn at c4 limits White’s play and helps build a mating net that will be woven by the queen and rook on the a-file. The king can survive, but of course there is a price to be paid.

29.Qc2. 29.Qf3 Ra8; 30.Kb2 exf4. The capture opens the way for ...Bf6 as seen in the following line: 31.Ra1 Rxa1; 32.Kxa1 Bf6; 33.Rf1 Bd5!; 34.Qh3 Nxc3!; 35.Bxc3 Bxg2 and the bishops rule.

29...Bf5; 30.Kc1 Ng3!

31.Bxg3. 31.Qd2 Qa7; 32.Qb2 Nxe2+ etc. 31...Bxc2; 32.Kxc2 exf4. Good enough, but 32...Qxg2! was more efficient. 33.Bf3. 33.Bxf4 loses to 33...Qe4+; 33...Qc8; 34.Bf2 Qf5+; 35.Kb2 Bxb4!
The sacrifice wraps things up nicely. 36.cxb4 Rxb4+; 37.Kc3 Rb3+; 38.Kd2. 38.Kxc4 Qc2+; 38...Qe5! Mate is inevitable. Lundin picked up a well-deserved brilliancy prize for this effort.

1947 - A Sudden Storm

ALEXANDER VS. SZABO
Hilversum International

White to move continuing

White has most of the pieces ready to attack, including one key player, the queen at e1, which can come to g3. There is nothing wrong with a move like Rc1, but given time Black will play
...Bd7-c6, ...Rc8 and the defense will be comfortable. Alexander understands the power of a pawn at f6, and gives up a knight to obtain one.

21.Nf6+!! gx6. 21...Bxf6 loses to 22.exf6 g6; 23.Qe3; 21...Kh8 only postpones disaster for a while. 22.Qh4 Qxd3; 23.Ng5 h6; 24.Rf3! Qg6; 25.Rg3 is most unpleasant for Black.

22.Qg3+ Kh8; 23.exf6 Bxf6; 24.Ne5.

![Chess board](attachment:image.png)

Black to move

With the e-pawn out of the way, the bishop now participates in the attack from b2. Notice that Black's rook, knight and bishop on the queenside cannot possible aid in the defense. The only White piece which has no role in the attack is the rook at a1, but even it can be activated quickly enough.

24...Bxe5. 24...Nc6 is too slow. 25.Nxc6! Bxb2; 26.Nxd8 Bxa1; 27.Nxf7+ is a simple win. 24...Bg7 falls to 25.Rxf7 Rg8; 26.Ng6+ hxg6; 27.Qh3+ Qh4; 28.Qxh4#.

Black resigned, since the sky is falling after 26...Rxf6; 27.Rfl.

**1948 - Retreat and Attack**

**STEINER VS. FÜSTER**
Budapest International

Black has planted a knight at e3, forking two rooks. White can take the knight, but that holds several dangers and leads to equality at best. White must spend some time calculating the sacrifice at h7. As it turns out, this does not succeed. Most players would shrug and capture at e3, but Steiner finds a quiet retreat
that sets up a great sacrifice. Keep your eye on the dark square bishop, it will take center stage before long.

16.\textit{Bc1}!! On 16.\textit{Bh7+ Kxh7; 17.fxe3 Qxb2; 18.exd4 Qxc2} the queen defends the light squares. White is not worse, but there is no advantage, either.

16...\textit{Nxd1}; 17.\textit{Bxh6}.

\begin{center}
\textbf{Black to move}
\end{center}

Fantastic! The bishop retreats, switches gears, and offers itself at h6. Black must decline.

17...\textit{f5}. 17...\textit{gxh6; 18.Qxh6} and mate in four. 18.\textit{exf6 Rxf6; 19.Bg5}. The third move by the bishop is terminal. Black has to put the rook at f5 to block the attack.

19...\textit{Rf5; 20.Rxd1 Raf8; 21.g4}.

\begin{center}
\textbf{Black to move}
\end{center}

The rook moves, the door opens, and the queen waltzes in and dances on the grave of the Black king.
21...R5f6; 22.Qh7+ Kf7; 23.Bxf6. The bishop retires in glory. 23...Kxf6; 24.Qh4+. Black resigned. The knight will come to g5 and more pieces will fall.

1949 - Smashing Finish

LEVENFISH VS. SMYSLOV
Soviet Championship

A quick glance at the position suggests that there should be a win somewhere. The rook at a8 cannot help defend, the h-file is wide open. Yet the Black king seems to have a safe spot at g8 waiting. White must somehow eliminate that option. The key is the position of the queen at b3.

22.Rxg6! 22.Rh3+ Kg8; 23.Rxg6 would amount to the same thing. 22...fxg6. 22...e5 is the move that had to be properly evaluated. Levenfish would likely have seen 23.Bxe5!! fxg6 (23...Bxe5?; 24.Rh3+ Qxh3; 25.Qxh3#.) 24.Rh3+ Kg8, where 25.dxc6+ Rf7; 26.Bxg7! is the winning line.

23.Rh3+ Kg8; 24.dxc6+. 
The queen is not only used to attack the king. It also supports the attack on b7. Black desperately tries to hold the position together, but Levenfish plays precisely and decimates the position.

24...e6; 25.cxb7 Qc6; 26.bxa8Q Rxa8; 27.Bxg7! Kxg7; 28.Qe3!

After all the sacrifices, White has just a single pawn advantage. The attack seems to be over, but it is not. Although the queen rests at h3, the rook and knight take over and bring the game to a rapid conclusion.

28...Nf6; 29.Nd4 Qh1+; 30.Ke2 Qd5. 30...Re8; 31.Nf3 Qb1; 32.Qh6+ Kf7; 33.Ne5+ Ke7; 34.Qg7+ etc. 31.Nxe6+ Kg8. 31...Kf7; 32.Ng5+ Kg8; 33.Qb3 forces a winning endgame.

32.Rh8+!
With the threat of Qh6-g7#. 32...Kf7. 32...Kxh8; 33.Qh6+ Kg8; 34.Qg7#.

33.Ng5+ Kg7; 34.Rxa8 Qxa8. Black resigned, as 35.Qe7+ picks off the knight.

1950 - The Count Surrenders His Castles

HUGOT VS. O'KELLY
Saarbrucken

White's position is pathetic, with no development except for the queen. The lady is very active, however, and threatens to cap-
ture at f6 with an attack on the rook. The distinguished noble-
man Count O’Kelly, a justly famous attacker, was of course disinclined to defend f6 with the knight or king. Instead, he makes
White an offer he can’t refuse.
13...Bf5!! 14.Qxf6 Bxb1.

O’Kelly offers not one, but two whole rooks. White will emerge
with an extra rook and an extra pawn, but remember, all of White’s
pieces except the queen are going to be at home, and the queen
will be stuck in a corner.
15.Qxh8+ Ke7; 16.Qxa8 Ne4!

As is so often the case, the vulnerability of the King’s bishop
pawn proves fatal. 16...Qxb2? would let White escape with 17.f3!;
17.e3. 17.Nh3 Qxb2; 18.Qxb7+ Qxb7; 19.f3 avoids checkmate
but at too high a price. 17...Qxb2. White could prolong the game
now by sacrificing the queen, but there wasn't much point in playing on in any case. 18.Qxa5. 18.Qxb7+ Qxb7; 19.f3 only prolongs the agony.

18...Qxf2+. White resigned.

1951 - Loading a Very Big Gun

GEREBEN VS. TROJANESCU
Zopot Zonal

White has great potential on the long diagonal, but the flashpoint at e6 is also important. Black has two knights and a pawn defending the square. How does White break through? There is a way to win material with Ncb5, but Gereben shows more class and finds the most efficient path.

White's threatened checkmate can be avoided, thanks to the exposed position of his king, but trouble remains 31...Bc5+; 32.Kh2 fxe6; 33.Nxc7 Rxc7.

Black has two pieces for the rook and pawn, but the pins on the dark squares are fatal.
White is obviously going to do something at f5, but what? The pawn can advance, traveling to f6 with control of g7 and perhaps a future at f7. The bishop can be offered, so that if captured, the knight would gain access to f5 and control g7 and h6. The knight can be the sacrificial lamb, intending to release the power of the bishop at d3. The future World Champion chooses wisely, and breaks through quickly.

27.Nf5!! gxf5. 27...Qf8; 28.Nd6 wins the exchange, though the knight might be kept to support the attack with f5 and eliminate the kingside defenders.

28.gxf5.
White has open files, a potential long diagonal, and a phalanx of pawns in return for the piece. Black cannot close the lines, and the White pieces swarm.

28...Nf8; 29.Rg1+ Kh8; 30.Qh6 Ng6. This pathetic move is all that is left. 30...Bg8; 31.f6 Qc7 leads to utter humiliation by 32.Qg7+ Qxg7; 33.fxg7#!

31.fxg6 Bxg6.

Checkmate!
32.\textit{Rxg6}. Black \textit{resigned}.

\section*{1953 - The Clearance Sale}

D. \textsc{Byrne} vs. Pitschak

\textsc{US Open}

White certainly has compensation for the pawn. Once again we find a king in the center, and it must not be allowed to flee. The amazing thing about this game is that the real action takes place on the dark squares along the a1–h8 diagonal! You certainly wouldn't predict that, looking at the starting position. Of course,
to get to the dark squares, White must clear a few pieces out of the way. He doesn't care what happens to them in the process!


White has not only sacrificed a piece, he has simplified the position and Black is ready to castle to safety.

28.Rde1 Re5. What now? Black threatens to exchange rooks, or simply castle. The extra piece and pawn will remain.

29.Qc3!

Another strong move. White defends e1 and threatens the rook. Black decides to give up the rook and use the bishop and pawn to gain compensation.

29...0-0 30.Rxe5 Qc8; 31.Re7! The king is not safe yet!

31...Rf7.
White is finished on the dark squares, and switches to the light squares to finish the game.

32.\text{Q}b3 \text{Q}f8; 33.\text{R}f1. Black \text{resigned}. White will capture on f7 with the rook and bring the other rook in.

\textbf{1954 - Grand Tango in Rumania}

\textbf{FILIP VS. KORCHNOI}

Bucharest

Black to move

White has given up a pawn but has active pieces, control of greater space, and the makings of a kingside attack. Black's pieces
are ineffective, and the only asset is a passed d-pawn that isn’t going anywhere. As Black seeks points of attack, only e5 comes to mind, but unfortunately the pin on the knight at c6 makes it impossible to capture the pawn. Or does it?


21...Bxf4.

An amusing position, with the ladies and their religious escorts mixing it up on the dance floor.

22.Qf6! Black must stop the mate, and give up the queen.

22...Bxh6; 23.Bxd7 Rxd7.

Korchnoi evaluated the position as unclear, but didn’t analyze options for White here. Two bishops and two pawns for the queen is a reasonable deal, when the bishops are active and the
pawns are strong. **24.Rfe1.** 24.Qh4 Bg7 (24...Bf8!?) 25.Qa4 Rc7; 26.Rc1 might have been a stronger plan. 24...Bf8; **25.h4.** White's kingside aspirations seem justified by Black's lack of kingside defense, but in the end they don't lead to anything concrete. 25...Rad8; 26.h5 d4; 27.hxg6 hxg6; 28.Rd3.

![Chess Diagram](image)

Filip decides to blockade the d-pawn, which will otherwise march right down the board. A rook lift to h3 won't create a sufficient attack, because queen and rook cannot storm a fianchettoes position. Even if White builds a queen + rook battery on the h-file, all that results is a trivial check at h7. Black can always defend by ...Rd5-h5 if necessary. 28...Ba6!; 29.Red1. 29.Rh3 Bg7; 30.Qh4 d3; 31.Qh7+ Kf8; 32.Rhe3 d2; 33.Rd1 Bc4; 34.a3 b5 and eventually the queen must retreat, after which the Black king can reoccupy g8 and the bishop will be free to join the attack. 29...Bxd3; 30.Rxd3 Rc8; 31.Qf3. 31.Rxd4 Bg7; 32.Qxg7+ Kxg7; 33.Rxd7 a5 gives Black all the winning chances. 33...Rc1+; 34.Kh2 Rc2; 35.Rxa7 Rxf2; 36.Kg3 Rb2 is also good, but difficult to win with the kingside majority instead of the queenside majority. 31...Bg7; 32.Qe4 Rcd8; 33.f4 Rd5; 34.g4 Bf6; 35.Kg2 Kf8; 36.Kf3 b5; 37.Qe1 Kg8; 38.Qb4 R8d7. Black has a solid position and is ready to go to work on the queenside. 39.Qb3 a5; 40.a3 Rc5; 41.Qb1 Rdc7; 42.Ke2 a4 and Black went on to win: 43.Qh1 R7c6; 44.Qb1 Rc8; 45.Qh1 Rc2+; 46.Rd2 Re8+; 47.Kd1 Rc3; 48.Qd5 Rxa3; 49.Qxb5 Ra1+; 50.Kc2 Rc8+;
51. Kd3 Re1; 52. Rc2 Rd1+; 53. Ke2 d3+; 54. Kxd1 dxc2+; 55. Kc1 a3; 56. Qa6 Bb2+ White resigned.

1955 - Icelandic Treasure

PILNIK VS. OLAFSSON
Iceland

White's king has plenty of defenders, but they are not well placed and Olafsson, once Iceland's finest player and later President of the World Chess Federation (FIDE) smashes through with a sacrifice, despite the lack of obvious attacking force.

29... Bxg3!!; 30. Nxg3. 30. Kxg3 loses, because of 30... Qh4+; 31. Kg2 Nf4+; 32. Kf3 Qxh3+; 33. Kxf4 g5+ with mate to follow. 34. Kxf5 (34. Kxg5 Qxg4+; 35. Kf6 Nd7+; 36. Ke6 Qg6#; 34. Ke5 Qh6!; 35. Kxf5 Rf7+; 36. Ke5 Nd7#.) 34... Rd6; 35. Ke5 Re6+; 36. Kf5 Rf7+; 30. gxf5 Nf4+; 31. Kxg3 is defeated by a forced mate. 31... Rxf3+!!; 32. Kxf4 Qh4+. The hunt begins! 33. Ke5 Re6+; 34. Kd6 Qd8+; 35. Kc5 Qb6+; 36. Kd6 c5+; 37. Kxd5 Qc6#.

30... Rxf3!!
The rook sacrifice eliminates the key defender at h3. It cannot be accepted, but White has many defensive options so Black’s calculations had to be both broad and deep. Or, perhaps Olafsson just trusted his intuition? 31.gxf5?

31.Kxh3?? is out of the question because of 31...Nf4+; 32.Kh2 Qh4#. mate.

31.Rxe6 loses to 31...Nxe6; 32.Qf2 Qh4; 33.Re1 f4.

31.Nh5! was the best defense. 31...gxh5 (31...Qh4 is less ambitious, because White can play 32.Bxf5! gxh5; 33.Bxe6+ Nxe6; 34.Qg6+ Ng7; 35.gxh5 Qxh5; 36.Qxh5 Rxh5 with a likely draw.) 32.Kxh3 fxg4+; 33.Kh2 Qh4+; 34.Kg2 Nf4+; 35.Kf1 Qh3+; 36.Rg2.

Black has two pawns for a rook, and taking the exchange at g2 won’t balance the ledger. White is paralyzed, and Black has a draw whenever he wants with ...Qf3+. Can anything more be ac-
complished?; 36...N8e6; 37.Bf5 Qf3+; 38.Rf2 (38.Qf2 Qxd1+) 38...Qh3+ is the draw. Or 37.cxd5; 37...Nxg2; 38.Qxg2 Rf8+; 39.Bf2 Qxg2++; 40.Kxg2 Nf4++; 41.Kg3 Nxd5, which is a riskier line, hop­
ing that the connected passed pawns will compensate for the piece. 31...Nf4++; 32.Kf3 Qh4.

The attack continues. White's defense is a bit better organized but there are still too many open lines. 33.Bf2. 33.Rg2 Nh7 threatens a killer check at g5, as in the game. 33...Nh7!; 34.Rg1 Ng5++; 35.Ke3 Re8++; 36.Kd2 Nf3++; 37.Kc3. The White king has fled from g2 to comparative safety at c3, but material has to be paid to the border guards. 37...Nxe2+. 37...Rxe2; 38.Bxe2 Nxf1 was also strong. 38.Nxe2 Qxf2; 39.Rxg6+ Kh8; 40.Qc1 Re3!
The road to h6 is closed and the knight will land at e1, winning the bishop at d3.

1956 - Game of the Century?

D. BYRNE VS. FISCHER
New York

This game was known, perhaps somewhat prematurely, as the Game of the Century. Fischer’s sacrifice is so deep, and carried out with such perfection, that it certainly ranks among the best, even almost half a century later.

17...Be6!! A truly stunning move. In return for the queen, Black gets access to all the critical squares. 18.Bxb6. 18.Bxe6 just draws in the powerful White queen. 18...Qb5+; 19.Kg1 Ne2+; 20.Kf1 Ng3+; 21.Kg1 and the end comes with the famous smothered mate. 21...Qf1+; 22.Rxf1 Ne2#.; 18.Qxc3 is countered by Qxc5.

18...Bxc4+; 19.Kg1 Ne2+. This knight cannot give checkmate, but it can inflict mortal damage.
20.Kf1 Nxd4+
It will become clear later that the elimination of this pawn is important.

21.Kg1 Ne2+; 22.Kf1 Nc3+. A rare case of a knight windmill! 23.Kg1 axb6. Black has two pieces and two pawns for the queen, with the White queen and rook under attack and the rook at h1 locked out of the game.

24.Qb4 Ra4!

25.Qxb6 Nxd1; 26.h3.
This creates a new home for the king, so that the rook can enter the game.

26...\texttt{Rx}a2; 27.Kh2 N\texttt{x}f2; 28.\texttt{Re}1 \texttt{Rx}e1; 29.Qd8+ Bf8; 30.Nxe1. With the last two moves, White has tied down the bishop and eliminated one of the rooks. Not bad, but insufficient to hold the position, as Black's material advantage is still too great. 30...\texttt{Bd}5. This position is an easy win for Black, who has a rook, two bishops and three pawns for the queen.


The rest is just a matter of playing on until time control.

32...b5; 33.h4 h5; 34.Ne5 Kg7; 35.Kg1 Bc5+; 36.Kf1 Ng3+; 37.Ke1 Bb4+; 38.Kd1 Bb3+; 39.Kc1 Ne2+; 40.Kb1 Nc3+; 41.Kc1 Rc2#.
1957 - D-file Destruction

WEINSTEIN VS. MCCORMICK
New York

White to move

Black needs only two moves to castle, with an extra pawn and even some chances to attack the White king. White must act now in order to preserve the initiative. White sacrifices a knight to overload the d-file.


Black to move

The pressure at d5 combines with the pin of the pawn at e6 to win the knight.
13...Nf4? Black perhaps was thinking that White would capture the queen, but a quiet move dashes those hopes. 13...Nc3!; 14.bxc3 Qxc3 would have given Black a two pawn advantage, but White’s bishops are quite deadly. 15.Bg5 (15.Bd5 Ra7; 16.Be3 Rc7; 17.Rac1 Qa5; 18.Bc6+! Bd7; 19.Bxd7+ Rxd7; 20.Rc8+ also wins nicely.) 15...Bd7; 16.Rac1 Qb4; 17.Qf3 Rb8 sets the stage for 18.Rxd7! since 18...Kxd7; 19.Qxf7+ forces mate in six.


Faced with the loss of the knight or rook, Black at least inflicts a little structural damage.

14...Nh3+. 14...Ne2+; 15.Qxe2 Qb6; 16.Bd5 Bb7; 17.Be3 Qc7; 18.Rac1 Qb8; 19.Bf4 forces Black to play 19...Qxf4; 20.Bxb7 Rb8 when 21.Qd3 is the most efficient win.

15.gxh3 Qa7; 16.Qc6+ Ke7; 17.Be3 Qb7. If White exchanges queens, then Black is fine. Unfortunately, there is a little matter of mate in four.
18.Qd6+ Kf6; 19.Qf4+. 19.Qd4+ Kg6; 20.Qg4+ Kf6; 21.Qg5# was quicker, but this is just a tiny flaw in the gem.
19...Ke7; 20.Rac1 Ke8; 21.Rc7 Qb8; 22.Qxf7#.

1958 - The Game of the Millenium?

POLUGAYEVSKY VS. NYEZHMETDINOV
Sochi (Russian Championship)

It is testimony to the greatness of this game that it is universally acclaimed as one of the finest of all time in almost every major anthology in which it appears. What follows is actually only
a summary of the complex variations which took man and machine decades to work out. It is even more remarkable, because Nyezhmetdinov embarked on the sacrifices having a completely different finish in mind, only to find in the heat of battle that the original conception was flawed. He reached back and came up with another phenomenal plan instead.

24...Rx f4!! Nyezhmetdinov had this planned back at move 19, but it was only when the game reached this point that he was sure of himself. Still, it was more intuition than calculation; 25.Rxh2. 25.Nxf4 Nxc2+; 25.gxf4 Bxf4+; 26.Nxf4 (26.Kd4 Qf2+; 27.Kc3 Qc5#.) 26...Nxc2+; 25.Bxe5 Rfx3+; 26.Kd4 dxe5+; 27.Kc5 Bf8+; 28.Kc4 Qf2 with the threat of Qc5 mate.


And what now?

26...Bg7!! Black is a whole queen down, but he has his hands around White’s neck! 26...c5+ was Nyezhmetdinov’s original idea, but it doesn’t work: 27.dxc6 bxc6; 28.Bd3! Nxd3; 29.Rxh6 Nxb2; 30.Rxd6 Nxd1; 31.Rxd1 and Black has no real chances for a win. 31...Nxa2; 32.Kc5! a5; 33.Rd8+ Rxd8; 34.Rxd8+ Kg7; 35.Kxc6.

27.a4. This allows a quick and beautiful finish, but the alternatives are fascinating in the depth of analysis required to find the win. For example, 27.Nf4 is met by b5 followed by Nec6 mate!!

27.Ng1!? is perhaps the most challenging, even though Black does win in the end. 27...Rxc3!; 28.Ne2 Rf3 and the knight goes home with 29.Ng1.
This is the critical position, and it is worthy of detailed analysis. A whole book (my *Chessplayer’s Laboratory*) has been devoted to analysis of this game, and here we have to skip the false trails and head straight for the win. Additional analysis of the entire game is available at Chess City Magazine (http://www.chesscity.com).

29...Ned3+! is the correct solution. 30.Kc4 (30.e5 Bxe5+; 31.Kc4 Rf4+!; 32.Bd4 Rxd4+; 33.Kc3 Nxd5+; 34.Kd2 Bf4+; 35.Ke2 Re8+; 36.Kf1 Ne3+; 37.Ke2 Nxd1+; 38.Kxd1 Re1#. 30...Nxb2+; 31.Kxb4 Bc3+; 32.Ka3 b5!? (32...Nxd1; 33.Bxd1 Bxa1; 34.Nxf3 gxf3; 35.Bxf3 Rf8; 36.Rh3 and despite the bad light-squared bishop the position is likely to be drawn.)

White cannot survive 33.Qd4 Bxd4; 34.Nxf3 Bc3!; 35.b4 Nc4+; 36.Kb3 Bxa1; 37.Ng5 g3!; 38.Rg2 a5 (38...Be5 as suggested by Bill
Maddex, is also very strong.) 39.bxa5 (39.Rxg3 a4#.) 39...Rxa5; 40.Rxg3 Ra3+; 41.Kb4 Rxg3. Therefore, White must try 33.b4; 33...a5; 34.bxa5 and now there is only one winning move, though of course one is enough. 34...Nc4+!; 35.Kb3 Nxa5+; 36.Ka3 Nc4+; 37.Kb3 Ra3#.

27.Nc3 is another interesting line, which can sometimes transpose into the 27.Ng1 lines. The idea is to be able to cover the b5-square, which is a critical component of Black's attack, as we have already seen. Black wins with 27...Rxg3! There are several candidate moves for White.

28.Qe1 can be dismissed quickly: 28...Nxc2+; 29.Rxc2 Rd3#. 28Nb5 allows Black to win by kicking the knight back: 28...a6!!; 29.a4 axb5; 30.axb5 Ned3+; 31.e5 (31.Kc4 Nxb2+; 32.Kxb4 Bc3#.) 31...Bxe5+; 32.Ke4 Rf8! or 29.Nxc7; 29.Nxc7 b5; 30.Nxb5 axb5 and Black wins.

28.Rh5 is the most important line, where Black plays 28...Nbd3!!

The threat is Nc6+. White has time to choose from among many moves, but none survive.

29.Rb1 Nc6+; 30.Kc4 Nxb2+; 31.Rxb2 Rxc3+; 32.Kb5 Rc5+; 33.Ka4 Ra5#.

29.Ba3 b5!; 30.Nxb5 Nc6+; 31.Kc4 Na5#.

29.Bc1 b5!; 30.Be3 Nb2!! and mate follows.

29.Qc1 b5; 30.Qe3.
30...Nb4!!; 31.Nxb5 Nxc2++; 32.Kc3 Nxe3. 29.Bxd3 is the final try. 29...Nxd3++; 30.e5 (30.Kc4 Nxb2++; 31.Kb4 Bxc3++; 32.Kb5 Nxd1; 33.Rxd1 a6++; 34.Kc4 Be5 etc.) 30...dxe5++; 31.Kc4 (31.Ke4 Rf8; 31.Rxe5 Bxe5++; 32.Ke4 Bxc3!; 33.Bxc3 Nf2++; 34.Kf4 Nxd1; 35.Kxg3 Nxc3 etc.) 31...Nxb2++; 32.Kb4 Bf8++; 33.d6 Bxd6++; 34.Kb5 c6++; 35.Ka5 Nxd1; 36.Rxd1 Bc7++; 37.Kb4 a5++; 38.Kc4 b5++; 39.Kc5 Rxc3#.

So, with all that out of the way, we examine the remainder of the game after White played 27.a4. 27...c5++; 28.dxc6 bxc6; 29.Bd3 Nexd3++; 30.Kc4. 30.e5 is a faster route to Valhalla: 30...dxe5++; 31.Ke4 Nc5#. One more diagram is certainly justified, for the crowning blow:

30...d5+!; 31.exd5 cxd5++; 32.Kb5 Rb8++; 33.Ka5 Nc6+ and Black resigned, not wanting to suffer the humiliation of 34.Ka6 Nc5 mate!
White has only the knight at c6 in attacking position, and it is being evicted. Kholmov had anticipated this and prepared an effective sacrifice that involves the unlikely target: f6!


Black has four squares to choose from, but none are safe.

16...Kd8. 16...Ke8; 17.Nf6+ Bxf6; 18.exf6+ Kf8; 19.Qxa8 or 16...Ke6; 17.Rad1! (17.Nf4+ Ke7; 18.Qxa8 Bb7; 19.Qxa7 Qc6; 20.Qa3) 17...Qb7; 18.Qg4+ f5; 19.exf6+ etc.


White maximizes the gain by delaying the capture of the Black queen. In the end, Black loses too much material.

20...Bxe5; 21.Rxd7+ Bxd7; 22.Rxe5.

White has an overwhelming advantage in both material and position. White ties down Black’s pieces and then uses the a-pawn to win.

22...Kc7; 23.Re7 Rad8; 24.a4! g5; 25.Qd5 Rhe8; 26.Rxh7 g4; 27.a5 gxh3; 28.axb6+ Kxb6; 29.Rxd7. Black resigned.
1960 - *Sac-ing the House*

SPASSKY VS. BRONSTEIN  
Soviet Championship

White to move

White has only sacrificed a pawn, and that isn’t important right now. The Black king has a great defender at f8, and is not concerned with losing the rook at e8. Meanwhile, the rook at f1 is attacked. If it moves, or if the pawn is captured, White loses the knight at d6. The rook may be lost, but it will be replaced by the otherwise useless rook at a1. Spassky appreciates that the Black rook at a8 is equally ineffective, so considers the investment of a rook reasonable. What about the knight?

16*Nxf7!* The traditional weak spot at f7 is exposed. White has sacrificed heavily, but all the remaining forces are in attack formation and ready to roll. Destroying the barrier is worth more than a rook!

16...*exf1Q*; 17*Rxf1.*
Black has to start tossing back pieces to try to slow down the attack, but it is just a futile exercise in the end.

17...Bf5. 17...Kxf7; 18.Ne5+ Kg8 leads to an elegant finish. 19.Qh7+!! Nhx7; 20.Bb3+ Qd5; 21.Bxd5+ Be6; 22.Bxe6+ Kh8; 23.Ng6#. 17...Qd5 walks into shish-kabob after 18.Bb3 when 18...Qxf7; 19.Bxf7+ Kxf7; 20.Qc4+ Kg6; 21.Qg8 chokes the back alleys. Black cannot survive, for example 21...Bf6; 22.Nh4+! Bxh4; 23.Qf7+ Kh7; 24.Qxe8 Ng6; 25.Rf7 with Black’s three uncoordinated pieces proving no match for White’s big guns.

18.Qxf5.

White has recovered the material and the weapons are still fully charged.

18...Qd7. 18...Qc8 can be met by a number of moves. Each contains interesting tactics. 19.Qd3 (19.Bb3 sets up 19...Qxf5;
20.Nxh6+. The double check recovers the queen with a material advantage for White. 20...Kh7; 21.Nxf5 Bf6; 22.g4 gives White two pawns and a continuing attack for the exchange. 19.Qf4 is more or less the same as the game.) 19...Bf6 (19...Kxf7; 20.Ne5+ Kg8; 21.Qh7+ Nhx7; 22.Bb3+ Kh8; 23.Ng6# is the mate we saw earlier.) 20.N3e5 Bxe5; 21.Nxe5 c6; 22.Bb3+ Ne6 (22...Kh8 is mated quickly. 23.Rxf8+ Rxf8; 24.Ng6+ Kh7; 25.Nxf8+ Kh8; 26.Qh7#. 23.Qg6 Re7 loses to the lovely 24.Rf7! Rxf7; 25.Bxe6 Qf8; 26.Bxf7+ Kh8; 27.Qf5 and the knight gets to g6 unless Black gives up the queen at f7.


The knight must be captured, but even if Black had played the best defense the game wouldn't last long.

20...Qe7. 20...Bxe5; 21.Nxe5 Qe7; 22.Bb3+ Ne6 (22...Kh8; 23.Qg4 prepares Rf7.) 23.Ng6 Qd7; 24.Qe4 wins at least a piece, because Nf4 will bring enough force to bear at e6. Black can set up an attack on the pawn at d4 but it is not enough. 24...Rad8; 25.Rf8+!! Rxf8; 26.Bxe6+ etc.

21.Bb3 Bxe5; 22.Nxe5+ Kh7; 23.Qe4+. Black resigned. The conclusion would be 23...g6; 24.Rxf8! Rxf8; 25.Qxg6+ Kh8; 26.Qxh6+ Qh7; 27.Ng6#.
Black is in trouble. A pawn down with little to show for it, and an exchange of queens is not a pleasant prospect. But the queen cannot flee without allowing the capture of the rook. Technically, this is a case of Black to move and draw, since if the queens stay on the board White can draw with a check at e8 leading to a perpetual.

25...Qe3!!; 26.Qxb8? White sees that the king will be safe at h3, and the rook at c1 cannot be captured. Who can blame her for assuming an error on the part of the opponent? 26.Qe8+ Kg7; 27.Rc7+ Nxc7; 28.Qe7+ Kg8; 29.Qd8+ would have drawn.
26...Qxe2+! 26...Qxc1; 27.Ba6! Nb6; 28.Kh3 and White will win the a-pawn with a superior endgame.

27.Kh3 Kg7! Black threatens ...Nxf4+ followed by ...Qxf3+ and mate at g4. 28.Qxa7+ Kh6; 29.Qa3 Kh5.

White has the exchange and a pawn and should not be thinking aggressively. It was necessary to consolidate, in which case a draw can still be salvaged.

30.Re1? 30.Rg1! is best met by 30...g5! threatening mate at g4, and forcing 31.fxg5 (31.Nxg5 Qg4+; 32.Kg2 Nxf4+; 33.Kh1 Bb7+ etc.) 31...Ba6!
32.g4+ (32.g6 Ne3; 33.gxh7 Qf1+!!; 34.Rxf1 Bxf1# would have been a humiliating end, with White a queen and a half ahead in material.) 32...fxg4+; 33.Rxg4 (33.Kg3 Ne7; 34.Nh4 Qxe5+; 35.Kf2 g3+; 36.Kg2 gxh2; 37.Qf3+ Kxh4; 38.Qh3+ Kxg5; 39.Qxh2 Qxh2+; 40.Kxh2+ Kf6 with a better endgame for Black.) 33...Qf2!; 34.Rh4+ Kg6; 35.Rxe3 Bf1+. White resigned, as it is mate in two.

White cannot prevent the bishop from joining the attack on the a8-h1 or a6-f1 diagonals, because the knight must stay on the third rank to guard the knight.

31.Qd3. 31.Rg1 Ba6; 32.Qxa6 Qxf3 and mate in four, following ...Ne3. 31...Ba6; 32.Qd1 Ne3; 33.Rxe3 Bf1+. White resigned, as it is mate in two.
Normally, sacrifices at d5 take place when the enemy king is still in the center. In this case, the important factor is the opposition of the queen at c7 and bishop at f4, which allows White to maintain the initiative after the sacrifice.

18.Nxd5!! One of the first, and most illustrative games with this classic sacrifice.

18...exd5; 19.e6 Qd8; 20.exf7+!
The knight at d7 was not the target. Our old friend f7 is once again the key to destroying Black’s position.

20...Kh8. 20...Kxf7 loses quickly, for example 21.Qe6+ Kf8; 22.Ng5! Bxg5; 23.Bd6+! Ne7; 24.Bxd5 with mate at g8.


Black can defend with ...Bf6, if given the chance. Vasyukov offers the queen to insure that he doesn’t get it. 22.Qxe5+!! Bf6. Black has no choice but to decline. 22...Nxe5; 23.Bxe5+ Bf6; 24.Bxf6+ Qxf6; 25.Re8+ Rxe8; 26.fxe8Q+ mates. 22...Nf6; 23.Bg5 also forces checkmate, potentially in a spectacular fashion after 23...Bb5; 24.Qxe7!! Qxe7; 25.Rxe7 Rxe7; 26.Bxf6#.

23.Qe8+ Nf8; 24.Be5!

That pesky defender will be dislodged sooner or later.
24...Qb6; 25.Bxd5 Rc8; 26.Be6! It is amusing to see the rook chased when it can capture the queen at e8, but of course one queen would just be replaced by another. 26...Bxe5. 26...Qxe6 gets queens off the board but does not prevent mate. 27.Qxe6 Nxe6; 28.Bxf6+ Ng7; 29.hxg7#.


The best Black could hope for was 27...Bd6; 28.Bxa6 Qxa6; 29.Re6! axb3; 30.cxb3 Qxd3; 31.Qd8 Qd4 but White ignores the rook at a1 and wins with 32.Rxd6 Qxa1+; 33.Rd1 when the mate threat at f8 forces Black to abandon the queen. 33...Qxd1+; 34.Qxd1 Rxf7; 35.Qd5 when both queenside pawns fall and White will soon have another queen.
1963 - The Sicilian e5-Break

SHAMKOVICH VS. TITENKO
Moscow

White to move

This position now qualifies as an opening trap, but it was then quite new. Black's failure to castle will be severely punished. White is completely developed and can spare some pieces, but must find a way to open the e-file. An immediate sacrifice at e6 will not accomplish anything.

12.e5!! 12.Bxe6 fxe6; 13.Nxe6 b4; 14.Nd5 Bxd5; 15.exd5 Qxa2 and the discovered check doesn't lead to anything, and Black has a material advantage and a queenside attack. After 16.Qxb4! Kf7 Black is better. 12.Nxe6 fxe6; 13.Bxe6 b4 is even worse for White, because the e-file is still closed. 12...Nxe5.


The knight sacrifice seems premature, with the e-file blocked but the d-file can be substituted!

14.\textit{Rxe5}!! dxe5; 15.\textit{Bxf6 Qc7}. 15...\textit{gxf6}; 16.\textit{Qd7#}. 16.\textit{Bxe5 Qf7}.

The play has been forced for a while. Ordinary combinations have a material or positional advantage at the end of the line, but the beauty here is the quiet move, which gives White more than sufficient compensation for the exchange.

17.\textit{f4}! In many books you read that White has a clear advantage here, but the situation is not so clear.

17...\textit{Bc6}; 18.\textit{Qe2 Be7}; 19.\textit{g4}. 
Black resigned (or lost on time?). The threat of f5 simply cannot be countered, and Black also must deal with such threats as Ne4 and Bd6. Still, resignation seems premature.

19...0–0! 19...Qg6; 20.h4!

If 20...Bxh4; 21.Bxg7!! Qxg7 (21...Rg8; 22.Bxe6) 22.Qxe6+ Kf8; 23.Qxc8+ Be8; 24.g5 and Black has no useful piece except the queen.

20...h5 is a bit trickier. 21.g5! (21.gxh5 Rxh5; 22.Bxe6 Rd8; 23.Bxg7 Rxd1+; 24.Nxd1 Rxe4; 25.Qe5! Rh1!; 26.Qb8+ Bd8; 27.Qe5 Be7 is a draw. 21.f5 is tempting, but it only delivers half a point. 21...Qxg4; 22.Qxg4 hxg4; 23.Bxe6 Rd8; 24.Bxg7 Rxd1+; 25.Kxd1 Rxe4; 26.f6 Bf3+; 27.Kd2 Bxf6; 28.Bxf6 Rh6; 29.Bxg4 Bxg4; 30.Be5 with a probably draw.) 21...0–0!? (21...Qf7; 22.f5!

Three rooks hanging! 25...Rh7; 26.Bxc8 Bxd1; 27.Be5 and the knight and pawns will defeat the rook.) 22.Bf6!! Bxf6; 23.Bxe6+ Kh7; 24.Bxc8 Rxc8; 25.Qe6 Bxc3; 26.Qxc8 Bb4; 27.Rd8 and White wins.

19...Ra8 gets out of the way of the potential fork at e6. 20.f5 still wins, since 20...Bg5+; 21.Kb1 Rd8 is thwarted by 22.Bxg7! Rxd1+; 23.Nxd1 Qxg7; 24.Qxe6+ Kd8; 25.Qxc6 with three pawns for the exchange and a continuing attack on the light squares.

20.f5 Bg5+; 21.Kb1 Rce8.

So the main line continues 22...Rxe6; 23.Rd6! Bf3!

This is Black's best chance for counterplay. 24.Qe1.

Black cannot avoid giving back the exchange, but White's work is not finished. 24...Bxg4! 24...Rfe8? Black needed to keep control of the f-file!

25.h4 Bf6; 26.Qf2!
This would be fitting punishment for Black’s false strategy of abandoning the critical file. 26...Bxg4; 27.Bxf6! gxf6; 28.Bxe6 Rxe6 (28...Bxe6; 29.Rxa6) 29.Rd8+! Re8; 30.Rxe8+ Qxe8; 31.Nd5 White will have an extra pawn in the endgame. 25.Bxe6. 25.h4 is such a bad move that 25...Qf1 almost works, but 26.Bg3! is a miraculous resource that comes to the rescue. The position after 26...Qxe1+; 27.Bxe1 Rf1; 28.Bxe6+ Bxe6; 29.hxg5 Rxe1+; 30.Rd1 may be held by White, but he certainly isn’t going to win. 25...Bxe6; 26.Qg3! 26.Bxg7 is refuted by 26...Qf1!; 27.Rxe6 Bd2!

26...Be7; 27.Rd4 and the game should continue, with chances for both sides.
White is staring at a double-barreled bishop shotgun and the extra piece is under attack. Things look very bad indeed. White saves the game with an incredible show of steel nerves and a willingness to give up even the most powerful weapon to clear the f-file.

13.0-0!! One of the greatest castling moves of all time!

13...Bxc1. 13...Qh4; 14.Rxf4 exf4; 15.Nd5 gives White a tremendous attack, for example 15...f3; 16.Qf4 Bg4?; 17.Qxg4 Qh1+
18.Kf2 Qxa1; 19.Qg5 and White wins.


Black has to allow the repetition, and a draw.

1965 - Quiet but Deadly

GELLER VS. SMYSLOV
Candidates Quarter-final Match
We arrive in the middle of a full scale brawl. Neither king is safe, as even the strong White position is vulnerable on the back rank and at g2. Most players would be content to grab the pawn at h7 with check and then move the queen to safety, but note that White is already down a piece and even winning the exchange at e4 won't be sufficient compensation.

27.Kg1!! An incredibly quiet move in such a turbulent position! Amazingly, there is nothing Black can do to save himself. It would be nice if White could just capture the pawn at f6 and work on mate at f8, but it falls short after a long variation: 27.Rxf6 Bxf6; 28.Qxf6 hxg6; 29.Qxg6+ Kh8; 30.Bg5 R4e6; 31.Bf6+ Rxf6; 32.Rxf6 Re1+. 27...Bg7. At least this blocks the g-file. 27...fxg5? loses to 28.Rf8+ Rxf8; 29.Rxf8#.

28.Rxf6!

28...Rg4. 28...Bxf6; 29.Qxf6 hxg6; 30.Qxg6+ Kh8; 31Bg5! wins, for example 31...R4e6; 32.Bf6+ Rxf6; 33.Rxf6! with no way of avoiding mate except to chuck pieces away.

29.gxh7+ Kh8; 30.Bxg7+ Qxg7.
A messy final position, but Black’s resignation is fully justified after White’s next move.

31. Qxg4!

**1966 - Precision in Attack**

**EVANS VS. ZUCKERMAN**

United States Championship

White’s offensive is a standard Yugoslav attack, but Black has a defense against the usual advance of the g-pawn, since the knight can move to h5 and close the file. White doesn’t have time to
sacrifice the exchange because Black threatens to get moving on
the queenside. Sometimes White uses a pawn sacrifice to close
the long diagonal, but here the dark-squared bishops are gone so
that isn’t a consideration. More credit to Evans, then, for finding
another use for that tactic!

17.e5!! dxe5; 18.g5 Nh5; 19.Bd3!

The sacrifice cleared the diagonal so that the bishop can now
use his x-ray vision to target the pawn at h7. Black must close the
diagonal immediately, or Rxh5 will be crushing.

Black must take the rook at some point, or h7 will fall for free.
20...gxh5. 20...Bxa2+; 21.Nxa2 doesn’t really chance anything.
21...exd3; 22.Qxh7+ Kf8; 23.Qh8#. 21.Nxe4 Qf4. 21...Bxa2+;
22.Kxa2 Qa5+; 23.Kb1 and White mates in 7.

Another sacrifice, with the same old purpose of opening the diagonal.

22...exf6; 23.Bxh7+ Kh8; 24.Bf5+ Kg8; 25.Qh7+ Kf8; 26.Qh8+. Black resigned, rather than see his king checkmated by a mere pawn.

1967 - Double Brilliance

ROSSOLIMO VS. RICEMAN
Puerto Rico

White to move

White has played well to reach this winning position, but the finish is so elegant it is worth seeing despite the fact that several wins were available.

23.Qg6!! This makes the best impression, and earns extra points for elegance. 23.Qxe6!! is also available, since 23...fxe6; 24.Ng6+ hxg6; 25.Rh3# is a variation on the main theme. 23...Qc2. Not much choice here: 23...hxg6; 24.Rh3# or 23...fxg6; 24.Nxg6+ hxg6; 25.Rh3#.

Black resigned. The greatest possible resistance is offered by 24...Ng5; 25.Nxf7+ Rxf7; 26.Qxc2 Nhx3+; 27.gxh3. but 27...gx6 is strong. (27...Rxc2; 28.Re8+ Rf8; 29.Rxf8#.) 28.Qxc8+ was not worth the time and effort.

1968 - Piling on a Pin

No queens here, but the Black king is exposed and can be finished with a few good moves.
18. Rxd7+!! Kxd7; 19. Nd4!

The pin will lead to the win of the knight, and more, if White plays precisely.


The pin is maintained for as long as possible. Black now throws away a piece, but given the threat of Rd1+, resignation would have been appropriate.

21... Bc5; 22. Bxc5. Black resigned.
1969 - Adventure on the f-file

SMYSLOV VS. LIBERZON
Soviet Championship

If Black can hold the position together, the endgames will not be bad, as White's bishop has a poor relationship with the pawns at a4 and d5. White is attacking with plenty of force, but the usual target at f7 is sufficiently defended and no more pressure can be brought to bear. Smyslov uses the rooks to clear the way to the goal, and f7 winds up occupied by the queen and the rook in turn on the way to a brilliant victory.

25.Re6! The rook obviously can't be captured because White will rip the rook at f8 and use the f-file to finish the game. The beauty lies in the brief future career of the rook.

25...Qc5; 26.Rxg6+!!
Black must capture the rook now or his king will be checkmated immediately.

26...fxg6. 26...Kxg6; 27.Bc2+ wins in all variations. 27...Kh6 (27...Kg7; 28.Qxh5; 27...f5; 28.Qg3+ Kh7; 29.Bxf5+ Rxf5; 30.Rxf5 and Black is forced to give up the queen and knight to avoid mate at h5, with only a rook in compensation. 30...Qxd5; 31.Rxd5 Nxd5; 32.Qd3+ Kh6; 33.Qxd5 and White wins.) 28.Rf6+ Kg7 (28...exf6; 29.Qxf6#.) 29.Qxh5 and wins, for example 29...Kxf6; 30.Qg5#.

27.Rxf8 Qxc3; 28.Qf7+.

There is no immediate checkmate, but almost anytime the queen gets to f7 and attacks an adjacent king, there is trouble ahead!

28...Kh6; 29.Qf4+ Kg7; 30.Rf7+ Kg8. 30...Kh8; 31.Qh6+ Kg8; 32.Qh7#. 31.d6! The bishop wakes up!
31...Qxb3. 31...exd6; 32.Rxc7+ Qxb3; 33.Qxd6 is simple.
32.Rf8+. Black resigned, since the rook is lost.

1970 - Fischer's Humiliating Defeat

FISCHER VS. KOVACEVIC
Zagreb International

Fischer has an uncharacteristically passive position and the opening had definitely turned out in Black's favor. Computers disagree, but then they don't appreciate Kovacevic's next move, which tosses a pawn and actually reduces the pressure on the kingside!

18...e3!!; 19.Bxe3. 19.Qxe3 was a better try, though 19...Nd5 is very strong, as the following lines show: 20.Qg5 (20.Qf2 Qh4; 21.h3 Ngf4; 22.Bxf4 Nxf4; 23.Kh2 Nxe3); 20.Qd3 Qh4; 21.Kf2 Ngf4; 22.Bxf4 Nxf4; 23.Qd2 Nxe4; 24.Rh3 Nf4 and Black is clearly better.) 20...f6; 21.Qg4 Ngf4! (21...Rh4 was proposed by Mednis but 22.Qe4 Rxe4; 23.fxe4 Qd6; 24.exd5 Qxd5; 25.Bf3 Qd8; 26.Bxb7+ Kxb7 is only a bit better for Black.) 22.Bxf4 The queen is lost anyway. 22...Rxf4; 23.fxg4 Qh7; 24.h3 Qxc2 and White has too many weaknesses.

19...Nf8; 20.Qb5 Nd5!
White to move

This cuts off the queen, and makes it easier to carry out the attack.

21.Kf2. The only move. 21.Bd2 a6; 22.Qa4 (22.Qd3 Qh4) 22...b5; 23.Qa5 Qh4 wins the pawn at h2, and then the kingside falls apart. 21...a6! Black pushes the queen to a better defensive post, which seems a strange plan. But the queen will not sit well at d3. 22.Qd3 Rxh2; 23.Rh1. 23.c4? gets mated by 23...Rxg3; 24.Kxg3 Qh4#.

23...Qh4; 24.Rxh2 Qxh2.

White is up a pawn but must give it up right away to save the knight.

It becomes clear why Black wanted to drive the queen to d3. There is now a threatened fork at f3.


White resigned
1971 - Tal Demolishes the French

TAL VS. UHLMANN
Alekhine Memorial

Wolfgang Uhlmann has long been one of the greatest specialists in the French Defense, but Mikhail Tal exposed a hitherto unknown weakness with a powerful sacrifice. White's triad of minor pieces are in position to support an attack, but the usual targets at e6 and f7 are sufficiently defended. Black would like to see some pieces exchanged, so that the extra pawn can be used in the endgame. Black just need a few moments to get the knight off of g8 and castle, so Tal should do something quickly, and does.

12.Nf5!! exf5. Declining the sacrifice leads to an inferior game.
12...Qc5; 13.Nd6+ Kf8; 14.Nxb7 Qxb5; 15.Qxd7 Qxg5; 16.Qxc6. Black will not be able to castle and White's rooks will rush in.
13.Re1+ Be6.
White must keep the attack moving. Tal plants the queen at d6, threatening to bring a rook to the d-file.


15.Bd2! White has no intention of retreating the light square bishop. It is the other bishop which will play a leading role in the attack. 15...Qxc2; 16.Bb4! Tal plays precisely. Uhlmann was hoping for 16.Rac1 but that backfires on the brilliant 16...Qxc1!! 17.Rxc1 axb5 since 18.Rxc6 can be parried by 18...Rd8 and Black should win.

16...axb5; 17.Qf8+ Kd7.
White to move

Tal wants to throw a check before grabbing the rook, to maximize the potential of the position. It would be easy to get careless here, but Tal continues to play accurately, foreclosing any possibility of counterplay.

18. Red1+. 18. Rad1+?! Kc7; 19. Qxa8 Nf6; 20. Bd6+ Kb6; 21. Qxh8 Ne4; 22. Bg3 allows Black to obtain some counterplay with 22...f4!

18... Kc7; 19. Qxa8.

Black resigned. Because Tal chose the right rook at the last turn, the e1-square is available for the bishop, and f2 is easily defended. Uhlmann no doubt rejected the following lines as not worth the effort. One commentator suggested that resignation was appropriate, but I believe that resignation should take place only when the average chessplayers among the audience can clearly
see the reason. There are some tricky lines, and perhaps Uhlmann was just too devastated by the opening novelty to put up more resistance. Nevertheless, White should win in the end. Here are a few lines:

19...Qe4; 20.Qf8 Bd5; 21.Bd6+! Kd7 (21...Kb6; 22.Bc5+ Kc7; 23.Qd6+ Kc8; 24.f3 wins the bishop at d5, and leads to a decisive material advantage.) 19...Nf6; 20.Qxh8 Ne4; 21.Be1. Black has two pawns for the double-exchange, but there are too many weaknesses to defend.

19...Qa4; 20.Bd6+ Kb6; 21.Qf8 Qh4! (21...Qg4; 22.Bc5+ Kc7; 23.Qd6+ Kc8; 24.Bb6 and mates.) 22.Bc5+ Kc7; 23.Qxg7 Qf6 is the strongest defense, not mentioned by the commentators. After 24.Bf8! h5; 25.Qxf6 Nxf6; 26.Bg7 White will be up the exchange, and Black's extra pawns are weak, isolated and doubled.

1972 - Incredible Pawn Sacrifice

SMEJKAL VS. HAAG
Polanica Zdroj International

White is certainly on the defensive. The f-file is the only open road, and it belongs to Black. One bishop is biting on granite and the other is staring into space. Black can defend the light squares by moving the rook from e8 and pivoting the bishop to g6. And, of course, Black has an extra pawn. So what is White to do?
Smejkal’s move must have knocked Haag out of his chair!

24.f4!! What a bold move! Not only does White offer the f-pawn in sacrifice, but leaves pawns hanging on the queenside as well, and even opens up a line to his own king. In a tense tournament situation, Black is forced to navigate through a jungle of variations, and it is very easy to make a mistake. If Haag had managed to work out all the details, Black’s advantage could be maintained, but the path is too slippery and he falls. Given that White had a bad game, the offer of the f-pawn was a brilliant practical decision.

24...Rxf4. 24...exf4 attacks the queen but after 25.Qd3 White has serious counterplay. Another try is 24...Re8!?; 25.fxg5 Rxfl.

This position gets messy quickly. 26.gxh6! Rlf2+! (26...R8f2+; 27.Bg2) 27.Kh1 R2f7; 28.Rg1 Qxc4; 29.Qg6! White wins. 24...Qxc4!?; 25.b3 Qb5; 26.f5 locks the position and Black will have to work hard to activate the extra material. 26.fxg5?? can’t be played because the queen covers f1 from b5.

Black plays the obvious move now, blocking the e-file and creating a threat of discovered check. This turns out to be a blunder. It was necessary to capture at c3 immediately.

26...Be5? 26...Bxc3; 27.Qxc3 Re5! was the correct plan. Black has two extra pawns, and good winning chances, though after 28.Bc2 Qxa2; 29.Rxe5! (29.Bb3 Qxb3!; 30.Qxb3 Rxe1 and the threat of ...Re3 forces 31.Qxb7 Re2++; 32.Kg1 Bxh3 when the pawns will march forward quickly.) 29...dxe5; 30.c5! White has a little counterplay.

27.Bh7+ Kh8; 28.Qg6! White is winning now. Black fell on his sword quickly. 28...Bxc3? 28...g4 would have led to a prettier finish: 29.Rxe5! dxe5; 30.Bxe5+ Rxe5; 31.Qg8#.

29.Rxe8+ Bxe8; 30.Qg8#.
25...Be6!! Advancing the pawn would have achieved nothing in the end: 25...c2+; 26.Kb2 cxd1Q; 27.Rxd1 Ra5; 28.Rf1 and White’s attack is worth a piece, for example 28...d5 (28...Bd7; 29.Qh6) 29.Qh6 Be6; 30.Rf8+ Qxf8; 31.Qxf8+ Bg8; 32.Qf6#. 26.Bxe6. White accepts the offer, not realizing what he is getting himself into. 26.Qc1 would attack the rook, but after 26...c2+; 27.Kb2 the bishop is activated with 27...Bxc4! and after 28.Kxa3 c5! A little pawn move with big impact!

26...Nd3.
Another piece is offered, but it is poisoned.

27.\textit{Qf7}. The knight cannot be captured without severe penalty. 27.\textit{Rx}d3 \textit{Qb}8+; 28.\textit{Kc}2 \textit{Qb}2+; 29.\textit{Kd}1 \textit{Ra}1+ etc. 27...\textit{Qb}8+; 28.\textit{Bb}3. 28.\textit{Kc}2 fails to hold the position. Mate follows: 28...\textit{Nb}4+; 29.\textit{Kb}1 \textit{Ra}1+!; 30.\textit{Kxa}1 \textit{Nc}2+; 31.\textit{Ka}2 \textit{Qb}2#.

28...\textit{Rxb}3+; 29.\textit{Kc}2 \textit{Nb}4+!!

This pesky knight attacks no matter what consequences may await its colleagues.

30.\textit{Kxb}3. 30.\textit{Kc}1 \textit{Rb}1+!! is another exploitation of the theme seen in the game. 31.\textit{Kxb}1 \textit{Nd}5+; 32.\textit{Kc}2 transposes to the game. 30...\textit{Nd}5+; 31.\textit{Kc}2 \textit{Qb}2+; 32.\textit{Kd}3 \textit{Qb}5+. 
White resigned. The details of White’s demise are revealed in 33.Kc2 Qe2+; 34.Rd2. 34.Kb3 Qb2+; 35.Ka4 Qb4#. 34.Kb1 c2+; 35.Kb2 cxd1Q+; 34...Qxd2++; 35.Kb3 Qb2++; 36.Kc4 Qb5#.

1974 - A Keen Finesse

JIMENEZ VS. KEENE
Camaguey, 1974

A quickie, this time. It requires discipline to avoid the mistake of capturing at d2, which would be about even. Black has to look at a preliminary ...Nf3+, but that doesn’t lead to much. The idea of opening the second rank should help find the little, quiet move
which brings the White position tumbling down. 
33...Qb2!!; 34.Qxc2 Qxc2.

The point is that now both rooks are attacked, one directly by the queen at c2 and the other by a knight fork at f3. White has to play 35.Ra3 but then the queen returned to the magic square 35...Qb2! and White resigned.

1975 - Hort Cooks up a Storm at Hoogovens

BROWNE VS. HORT
Hoogovens International

Black to move

Black's position appears purely defensive. There are no serious weaknesses, but his pieces are not in position to act offen-
sively, except for the knight and the queen. Hort sacrifices the active knight to allow his queen to operate on the queenside. This leads to the win of a pawn, but the damage is so extensive that it is virtually winning.

23...Nxc2!!; 24.Bxc2 Qxb2.

[Diagram]

Black will recover the piece with a two pawn advantage.

25.Bxf6. 25.Qe3? would be useful if Black just grabs the bishop, but there is a more powerful reply. 25...Ng4!; 26.Qg3 Nxe5 and if 27.Bb3 then 27...Nc4; 28.Bxc4 dxc4; 29.Nxc4 Qb3 and the knight must return to e5. 30.Ne5 Bxe5; 31.dxe5 Rcd8; 32.Rxd7 Rxd7 with a clear and decisive advantage for Black. 25...exf6. 25...Bxf6? loses to 26.e5 Bg5; 27.Qg4! e6; 28.Bxg6 fxg6; 29.Qxe6+ etc.

26.Qe3 Qxc2.

[Diagram]
Black has two extra pawns but they are weak and the pawn at d5 is going to fall. This is the position which had to be correctly evaluated when the initial sacrifice was being considered.

27.Rc1. 27.Rb1? allows Black to play 27...dxe4. 27...Qb2; 28.Nxd5! Re8. Black breaks one pin and sets another. 28...Bxe4; 29.Qxe4 Rxd5; 30.Qxd5 cxd5; 31.Rxc8+ Kh7; 32.Nf3 would not be worse for White.

29.Nc4 Qa2; 30.Re2.

Up to this point Hort's play has been praiseworthy, but it is only here that the depth of his conception can be appreciated. The queen is trapped at a2 in a position where material is even. Seeing this position far in advance, White would seem to have good reason to be pleased. Black has seen further, however.

30...Qxe2!; 31.Qxe2 cxd5; 32.Nb6 Rdd8.
Knowing these two players, it is a pretty safe bet that both were in time pressure already. The position is complicated. Black has a rook and two bishops for the queen and knight, with the extra pawn of no relevance. Winning the d-pawn is guaranteed, but White can take the a-pawn in return.

33.Qb5 Bxe4; 34.Qxa5 f5; 35.Qd2. The bishop is doubly secure and the bishop at g7 is activated. White is now thinking about holding the d-pawn, winning the pawn at b7 and then advancing on the a-file. Black has a far more important target: the pawn at g2!

35...Re6; 36.a5 Rg6; 37.Rg1.

Computers are content with White’s position, reckoning that Black will push the f-pawn, but that defense is available. Black comes up with a move the machines don’t appreciate. 37...Bf8! The bishop simply wants to get to b4 and attack the a-pawn. White tries to reposition the knight, fearing ...Rdd6 and ...Be7-d8. However, the plan backfires and the knight is lost.

38.Na4? Rc8!; 39.Nc3? White must close the c-file so that the Black rook cannot get to c2, but this is not the way!; 39.Nc5 would have given Black an advantage, and a significant one after 39...Bxc5; 40.dxc5 Rxc5 but it would have lasted longer than the game.

39...Bb4; 40.Qb2.
40...Rxc3. White resigned. The bishop cannot be captured because Black will deliver checkmate on the back rank. 41.Qxb4 Bxg2++; 42.Rxg2 Rc1+ etc.

1976 - Punishing an Exposed King

RESHEVSKY VS. VAGANIAN
Skopje International

Black has achieved many of the goals of the French Defense and has a comfortable game after 14...g6 or 14...Kh8, but Vaganian spots a chance to attack the exposed king, which was deliberately
placed at g3 in accordance with some of the recommendations of the theoreticians.

14...e5!! This not only destroys the protector of the king, but also opens the French cave which had been confining the bishop. 15.fxe5. 15.dxe5 transposes.

15...Ndxe5; 16.dxe5.

Even now, the only piece that can attack the king directly is the bishop at f6. The queen at b6 is on a powerful diagonal, but not really in striking distance. Vaganian foresaw the beautiful queen maneuver which supports the sacrifices that continue to rain down on the White position.

16...Bh4+!! The king is drawn to the edge of his world. 17.Kxh4. 17.Nxh4 is not on because of 17...Qf2#. 17...Rxf3!! Now the king must stand alone. 18.Rf1. 18.gxf3 Qf2++; 19.Kg5 h6++; 20.Kg6 Nxe5++; 21.Kh5 Qxh2# is a pretty mate. Notice how the Bc8 plays an important role without ever leaving home!

18...Qb4+!
The queen find a quick path to the kingside, something Reshevsky had not reckoned on.

19. Bf4 Qe7+; 20. Bg5 Qe6! The bishop tries to hold off the enemy queen and rook, but it is in an unfortunate position. 21. Bf5. Forced. 21.h3 gets mated in spectacular fashion. 21...Qxh3+!!; 22.gxh3 Rxh3#. 21...Rxf5; 22.Nf4. 22.Rxf5 Qxf5; 23.Qxd5+ Be6; 24.Qf3 Qxe5 restores the material balance, and as Speelman pointed out, mate is still in the air, for example 25.Bf4? g5+!; 26.Bxg5 Qxh2+ winning the queen. 22...Qxe5; 23.Qg4. 23.Qxd5+ Qxd5; 24.Nxd5 Rxd5 is hopeless for White. 23...Rf7; 24.Qh5 Ne7!

Black has more than enough attacking force to finish the job, especially since White’s pieces are so awkwardly positioned.
25.g4 Ng6+; 26.Kg3. 26.Nxg6 Qxh2#. 26...Bd7! Black simply doubles rooks and wins.

1977 - Who's Afraid of a Little Pin?

HORT VS. ALBURT
Decin International

Sometimes a pin wins, sometimes it doesn’t. Black has a fine Benko Gambit structure especially since the White pawn at d5 has been captured. Of course there is the little problem of the pin on the long diagonal. 16...e6 looks forced, to protect the knight, but Alburt comes up with a surprising queen sacrifice.

16...Nc3!!; 17.Bxb7. Not much choice, given the fork on the queenside.
17...Bxb7.
Black's pawn chain is so impressive, and the pieces are so active, that there is a great deal of compensation already. Hort's next move carries the approval of computer analysts, but from a positional standpoint White should just give up the rook at b1 without a fight.

18.Qd3?! 18.Qd2 Nxb1; 19.Qe3 Rfe8; 20.a4 would have maintained the balance, though Black could still be satisfied with the return on his investment. A rook, a bishop and a strong and mobile pawn chain offers good prospects.

18...Be4!; 19.Qe3 Bd4!; 20.Qh6 Bxb1.

By allowing Black to use the bishop to capture at b1, the queenside pawns are now under attack and must be jettisoned. White tries to hang on to them, but that only makes matters worse.
21.a3. 21.Bb2 Bxa2; 22.Bxc3 Bxc3; 23.Rc1 Bd4 gives Black all the play, and the b-pawn is doomed. 21...Ba2; 22.Nd2. 22.b4 Bc4!; 23.e4 Bd3; 24.Qh4 Ne2+! White may as well give up the exchange, because otherwise Black exchanges at c1 and takes the a-pawn. 25.Rxe2 Bxe2; 26.Qxe7 cxb4; 27.axb4 Ra1 mops up on the home rank. 22...Rfb8; 23.b4. The best chance.
23...cxb4; 24.axb4 Rxb4; 25.Nf3 Bg7; 26.Qh3 Be6.

Black has withdrawn both bishops and will now use the rooks and knight to attack the vulnerable square at e2.
27.Qf1 Bc4!; 28.Kg2. White makes room for the knight at g1. 28...Ra1! An additional pin to cause White trouble.
29.Ng1 Rbb1.

30.Kh3. White is almost in zugzwang. 30.Bd2 Rxe1; 31.Bxe1 d5. There is no rush to win the e-pawn, it isn’t going anywhere.
32.h4 Nxe2; 33.Nxe2 d4! The d-pawn cannot be stopped without losing at least a piece.

30...h5; 31.f4 Be6+; 32.Kg2 Nd5; 33.Kf3.

The end is near, but Black must play correctly. 33...Bc3! If 33...Bb2 immediately, then White could escape with 34.Bd2. 34.Rd1 Bb2. White resigned.

1978 - Only Immediate Action Will Do

MAKARICHEV VS. ALBURT
Ashkabad First League
This is another one of those positions that humans understand better than machines. Black needs just two moves, ...Nbd7 and castling, to achieve full equality. The strong knight at d5 blocks the bishop and defends important kingside plans. The b-pawn is safe, as an open b-file could prove dangerous. At the same time, White’s spatial advantage on the kingside opens up attacking possibilities, even if they are hard to spot in the initial position. As long as the Black king is in the center a cloister bell is ringing, and the White pieces are drawn to an attack.

15.Nxe6!! fxe6; 16.exd6. The magic highway is open and White will quickly bring a rook to e1 to take advantage.

16...Bf6. 16...Bxd6 leads to a strong attack. 17.Qxe6+ Be7; 18.Bg5 Qc7; 19.Rfe1 Kd8; 20.Bxe7+ Nxe7 (20...Qxe7; 21.Bxd5 cxd5; 22.Qxe7+) 21.d5 cxd5; 22.Rad1 for example 22...Rf8; 23.Bxd5 Ke8; 24.Rc1! (24.Qxe7+ Qxe7; 25.Rxe7+ Kxe7; 26.Bxb7 Nd7; 27.Bxa8 Rxa8 is obviously better for Black.) 24...Nbc6; 25.Rxc6!! Qd7 (25...bxc6; 26.Bxc6+ and mate follows.) 26.Rd6 Qc7; 27.Bc4! with a deadly threat at b5. 27...a6; 28.Rc1! Black cannot escape the deadly consequences of Bb5+.

17.Qxe6+. 
17...Kd8. 17...Kf8; 18.Qc8+ Qd8; 19.Qxb7 Nd7; 20.Qxc6. White has four pawns for the piece and the rook at h8 remains trapped. 20...N5b6; 21.Be6! Rc8; 22.Qb5 Bxd4; 23.Qf5+ Bf6; 24.Rac1! Black will be strangled, unable to activate the pieces and powerless against an eventual invasion at c7. 18.Rfe1! White doesn’t care about the hanging pawns. The rooks will be doubled on the e-file as the mating net is constructed.

18...Qxd4; 19.Ba5+! b6; 20.Re4! Qc5. 20...Qxb2 should have been played, because the b-pawn comes back to haunt Black. 21.Rae1 bxa5; 22.Qf7. Black cannot cope with the threat of Bxd4 and mate at c7. 21.b4! Nxb4; 22.Bxb4 Qxb4; 23.Rae1 Rf8. To prevent Qf7.

The plan is Bg4 and mate at c8.

25...Qa6. 25...h5; 26.Bxh5 doesn’t change anything.

26.Bg4 Qb7; 27.Qe8+. Black resigned. It is mate in two.

1979 - Karpov in a Rare Sacrificial Mood

TIMMAN VS. KARPOV
Montreal International

Then World Champion Karpov, known primarily as a positional player and technician, is looking for an effective attack, but must take into consideration many factors. In his favor, the knight at d1 is badly placed. The usual weak spot at f2 is secure, but the g-file and h-file are protected only by the king. The pawn at g3 is the barrier to h2, and must be destroyed. In order to take advantage of the weak light squares, the bishop may want to find a way to h3. White does have a bishop pointing at g7, but if necessary that can always be eliminated by the rook at b8. The knight at g4 is under attack, but it is unlikely that Black will capture it as the bishop is needed to guard the light squares. Pushing the h-pawn is a typical plan in such positions, but that seems a bit slow. Black would like to attack immediately, and sacrifices the knight to get things going.

15...Nxh2!! 16.c5! Active counterplay is the only choice. 16.Kxh2? Qh4+; 17.Kg1 Bxg3; 18.fxg3 Qxg3+; 19.Kh1 Re4! wins,
for example 20.Rf4 Qe1+; 21.Kg2 Qxe2+; 22.Kg3 Rxb2!; 23.Qxb2 (23.Nxb2 Re5 followed by ...Rg5+.) 23...Rxe3+! The overworked knight cannot leave the defense of the queen.

16...Nxf1; 17.cxd6.

Black to move

White may have been feeling a bit more confident now that the dangerous bishop has been removed from the board. After a capture at d6, White takes the knight with the bishop and has nothing to worry about. Black is not obliged to eat the d-pawn, and chooses another dish.

17...Nxd3!!; 18.fxg3. 18.dxe7 Nxe2+; 19.Kf1 Nxc1; 20.Bxc1 Rxe7 with a decisive advantage.


White to move
The king has been evicted from the kingside and Black has two connected passed pawns among the four extra pawns. White can’t even protect the king on the queenside, where all of the remaining forces are concentrated.


The defender at d4 must leave, and the game doesn’t last long.

1980 - A Stock Exchange Sac Brings Rich Dividends

GHEORGHIU VS. WATSON
Lloyds Bank Masters

Black to move

Black has a tremendous attack but the queen is under attack, so there is no effective discovered check. Black can capture the bishop, since the defending knight is pinned, but then White wins the knight at g3 with a better game. Watson realized that there was no alternative to sacrificing at e4, but saw that the sacrifice would pay dividends if followed up correctly.

15...Rxe4+!; 16.fxe4 Qxe4+; 17.Kf2.

Black to move
Black can take the rook with check, but that would leave the knight in an awkward position and a lot of energy would have to be applied to get it back into the game. Watson finds a strong intermezzo that brings about a winning position.

17...Bg4!!; 18.Qd3 Nxh1+; 19.Kg1. White's queen and knight are under attack, and there are no useful checks. Black has foreseen this, and never had any intention of hanging on to the knight. 19...Nf2! 20.Qg3. 20.Kx f2 Qf4+ wins the bishop at f6 and Black has a winning two pawn advantage.

20...Nd1!

Black has coordinated his forces and has two healthy extra pawns. The dark square weaknesses provide White with ways of prolonging the game, but after 21.h3 Bh5; 22.b3 Re8; 23.Rcl Qe3+; 24.Qxe3 Nxe3; 25.Bd3 Re6, White was ultimately unable to defend the position and resigned at move 50.
This game almost eliminated the Swedish Variation of the Tarrasch Defense (1.d4 d5; 2.c4 e6; 3.Nc3 c5; 4.cxd5 exd5; 5.Nf3 Nc6; 6.g3 c4!? ) from the professional repertoire, though it has been seen again recently. Black has a pin on the d-pawn and should be able to equalize after retreating the knight to d5, when the pawn will be under great pressure. Adorjan ignores the pin and gives up the queen for a winning position.

15.dxc6!! Rxd1; 16.Rfxd1.
White has a rook and bishop for the queen, and threatens Rd8+.

16...Ba5. 16...bxc6 loses to 17.Rd8+ Bf8; 18.Bc5 Bb7; 19.Rad1 Qc7; 20.R8d7! Qc8; 21.Bxf8 Kxf8; 22.Nh4 where Black is completely paralyzed and the knight will win the g-pawn. The kingside will be cleared out and White will be able to turn the h-pawn into a queen if checkmate cannot be achieved first. 17.Nd4! a6. Black cannot capture the pawn because the rook will be too exposed. 18.b4!

[Chess diagram]

Black to move

The bishop has nowhere to run, even though it has four options. The problem is that c7 is unavailable because White then captures at b7.

18...Bxb4. 18...cxb3; 19.Nxb3 Qc7; 20.cxb7 and the queen is overloaded. No better is 18...Bd8; 19Nb5! Be6 (19...axb5; 20.Rxd8+) 20.cxb7 Rb8; 21.Ba7 axb5; 22.Bxb8 Bc7; 23.a4! Black cannot capture the bishop because of the back rank threat, and the b-pawn will soon be promoted. Finally, there is 18...Bb6; 19Nb5 axb5; 20.Bxb6 Bf5; 21.cxb7 Rb8; 22.Rd8+ Rxd8; 23.Bxd8 and White will win.

19.Rab1 a5; 20.a3!
White has managed to bring a rook to bear on b7, and the bishop must get out of the way.

20...\textit{bxc6}. 20...\textit{c3} doesn't work because of 21.\textit{axb4 axb4}; 22.\textit{Nc2!} with the threat of \textit{Bd5}. 20...\textit{Bxa3}; 21.\textit{cxb7 Rb8}; 22.\textit{Nc2!} This is stronger than capturing the bishop at c8, because the back rank is still under attack from the rook at d1. Black can't retreat the bishop at a3, so must save the other one. 22...\textit{Bg4} (22...\textit{Bf8}; 23.\textit{bxc8Q Rxc8}; 24.\textit{Bd5!} wins the queen. 22...\textit{Qe7}; 23.\textit{Nxa3 Qxa3}; 24.\textit{Rd8+ Kf7}; 25.\textit{bxc8Q Rxc8}; 26.\textit{Rxc8} with an easy win.) 23.\textit{Bd5! Be6}; 24.\textit{Bxe6 Qxe6}; 25.\textit{Nxa3}. Black has queen and pawn for rook, bishop and knight but the pawn at b7 is going to wrestle his way to b8, sooner or later.

21.\textit{axb4 axb4}; 22.\textit{Nxc6}.
Black has queen and two pawns for rook and two pieces, but must lose more material, and after 22...Bg4; 23.Nxb4. Black resigned. If a pair of rooks are exchanged, Black has nothing to work with.

23...Re8; 24.Rd4 Be6; 25.Nd5 threatens Rb7!! and if the queen captures, then Nxf6+ opens up a discovered attack from the bishop at g2, so Black would have to move the king. 25...Kh8; 26.Rc1 will pick off the c-pawn, and White's material advantage will prevail.

On 23...Bxd1; 24.Bxa8 Qh5; 25.Bd5+ Kf8; 26.Bxc4 Bf3; 27.Nd3 Qh3; 28.Nf4, Black has to give up his desperate attempt to give checkmate at g2. White's pieces will quickly close in and force Black's capitulation.

1982 - Grand Larceny

LARSEN VS. ANDERSSON
Bugojno International

White is facing an uphill battle. The pawn at h6 is simply in the way, and the fianchettoed bishop has all of four useless squares to occupy. Black threatens to break through on the queenside. Larsen's solution is remarkable, as it involves a deep, long-term positional sacrifice, which actually opens lines on the weak queenside. If it only saved the position, it would be worthy of respect, but the plan actually delivers a full point in the end, though
not without a little help from the opponent.

21.a3!! bxa3; 22.Qc2.

White rapidly reorganizes his forces which will be trained on the queenside. Black’s passed pawn is not a problem, for the moment. White plans to drive the Black queen back and then capture at a4.

22...Bc6. 22...Nb2; 23.Ra1 Bc6; 24.Qb3 and White will regain the a-pawn with an advantage, because Black’s queenside pawns remain weak. 23.Bd2 Qb6. 23...Qc7; 24.Ra1 Rb8; 25.Rxa3 is better for White, who has a great advantage in maneuvering space. 24.Rb1 Qa7; 25.Rb3.

The pawn will be harvested and Larsen then goes to work grinding down Andersson’s position, not an easy task against one of the world’s best defenders!
25...Nb6; 26.Qc3 f6. The diagonal had to be closed. 26...Bf8; 27.Ne5! Nd7; 28.Rxa3 Nxe5; 29.Qxe5 Qc7; 30.Qxc7 Rxc7; 31.Rxa6 would be prolonged torture for Black.


The game enters a technical phase. Black has weaknesses all along the 6th rank. The pawn at e6 is a particularly tempting target. Larsen first ties down the Black forces, then opens the center. His forces quickly overwhelm the token resistance.

29.Qa1! Bb7; 30.g4. Preventing ...f5. 30...Rc6; 31.g5 Bc8. 31...f5 fails to 32.exf5 gxf5; 33.Bxf5!

32.d4! cxd4; 33.Nxd4 Rb6; 34.Ba5.

The minor pieces do all the work. Black must lose material at b6 or e6.
34...Nc5; 35.Rf3! Rf8; 36.gxf6 Rxf6; 37.Bxb6 Qxb6; 38.Nxe6.

Fittingly, Black resigned when e6 fell. Despite being protected by four pieces, the knight cannot be captured and White has a decisive advantage.

38...Nxe6; 39.Rxf6 Bxf6; 40.Qxf6 also leads to mate.
38...Rx e6; 39.Qg7#. 38...Qxe6; 39.Bxe6+ Bxe6; 40.Rxf6 Bxf6; 41.Qxf6 and mate next.
38...Bxe6. 39.Rxf6 Bxf6; 40.Qxf6 and mate is forced.

1983 - Speculation Pays Off

WHITEHEAD VS. BENJAMIN
United States Championship
Black has a comfortable position and could consider playing on the queenside with ...a5 but the double fianchetto is more effective working in the center, and given the open f-file, a kingside attack would be desirable. Black's pieces are in good positions, and Benjamin decides to launch the attack right away, even though the White kingside is solid and there isn't much attacking force in the vicinity. White's position can be improved by Re1 and Bf1-g2 if more defense is required, so the sacrifice is a bold one indeed.

16...Nf4!? The sacrifice is speculative. With perfect play, White can obtain a small advantage, but this is the sort of practical risk that is necessary if a player is after a win. 16...Qe7 would have been a useful preliminary, but that would of course give White additional time to fortify the barrier.

17.gxf4 Rxf4; 18.Rfe1!

18...Qf8. If the queen were at e7, the rook could have come here instead, and that would have been a much more effective formation. 19.Qd1 Bh6. 19...Rg4+ would be countered by 20.Kf1! The king is safe and Black can't add much to the attack.

20.h3! Rf7.
20...Qf7 threatens to triple on the file but White can reorganize the defense with 21.Nh2 Rxf2 (21...Rf8; 22.f3!) 22.Ng4 and in response to the fork Black must play 22...Bxd2; 23.Nxf2 Qf4 when 24.Qg4! gets the queens off. 24...Qxg4+; 25.hxg4 Bxe1; 26.Rxe1 gives White a piece for two pawns and though it will take time, White should win.

21.Qe2? It is very difficult to blame White for making this obvious move. The action is in the kingside and the center. How could White be expected to find a quiet queenside alternative that doesn’t seem to accomplish anything? 21.Nh2!? is an open invitation to f2, but it is a plausible defense. 21...Rxf2; 22.Nhf3 Bxd2 (22...d4; 23.Kxf2 Bxd2; 24.Be4 transposes.) 23.Kxf2 sets up 23...d4!
24. Be4 (24. Qxd2?? Qxf3+; 25. Kg1 Qh1+; 26. Kf2 Qg2#.) 24... Bxe1+; 25. Qxe1 Nxe5! The threat of a family fork at d3 keeps the bishop from confronting his natural enemy at b7. Black has three pawns for a piece and White must safeguard f3. 26. Qe2 Bxe4; 27. Qxe4 Nxf3; 28. Qxf3 Qd6!; 29. Kg2 Rf8 with counterplay. Black should try to keep both the queen and rook on the board, in order to assist the pawns.

21. Ba3! is considered the strongest move, putting pressure at c5 right away. The situation is not so clear. 21... d4! (21... Bf4 is countered by 22. Bb5!; 21... Bxd2; 22. Nxd2 Rxf2; 23. Re2 Rxe2; 24. Qxe2 Qf4! Black will win the e-pawn, and keep the attack going. Still, the queens are more likely to come off, increasing the chances of winning the endgame.) 22. Be4 Bxe4; 23. Rxe4 Bxd2; 24. Nxd2 Rxf2; 25. Rxd4! Nxe5.


21... Qe7!
Black makes use of the time to rectify his earlier error.

22.Rc2?! 22.Nh2! was again the key move, but having passed over it on the previous turn, White was not likely to consider it seriously now. The momentary loss of pressure on the f-file is important, but Black would have a clear advantage in the tactical line: 22...Qg5+; 23.Ng4 Qxd2; 24.Rc2 Qxe2; 25.Nxh6+ Kg7; 26.Rexe2 Kxh6; 27.Ba3 for example 27...d4; 28.Bc1+ Kh5; 29.Bc4 Re8; 30.Bb5 Kh4!; 31.Bxd7 Rxd7; 32.Rxc5 Kxh3!

22...Rcf8; 23.Nh2?!

23.Rf1! was the proper move, defending the critical square. How easy it seems in hindsight! 23...Bf4! (23...d4; 24.Be4 Bxe4; 25.Qxe4 Bxd2; 26.Nxd2 Rf4; 27.Qg2 Nxe5; 28.Ba3 and the c-pawn is a problem.) 24.Ba3 Bxd2; 25.Nxd2 Qg5+; 26.Qg4 Qxe5; 27.Bxc5
Nxc5; 28.Rxc5 Rf4 with an unclear position. There is only one pawn for the piece but Black has a lot of pressure.


White has two rooks and a knight for the queen and three pawns, but White's pieces are stepping all over each other and further material loss cannot be avoided.


28...Qg4; 29.Nc4. Forced, to stop ...Nxe5. 29...Bf4; 30.Rf2 Bg3; 31.Rf1.

31...Bxe5?! Sufficient, but inefficient. 31...Bh4! would have won on the spot, because of the threat of ...Qg2+.

32.Ncd2 Bf4; 33.Rg1 Qh5; 34.Be4? A blunder, but the situation was already hopeless. 34.Ne4 Be3; 35.Rg2 Qf5!!
A fantastic move, walking into a pin with a potential discovered check, and g5 open for a knight or the rook. But there is no adequate reply. The most interesting line is 36.Neg5 Ba6!; 37.Rd2 Bxd2; 38.Bxa6 Bxg5; 39.Rxg5 Qe4+ winning either the knight at f3 or bishop at b2.

34...Bxe4; 35.Nxe4 d3+! White resigned, having fallen for the trick he avoided at move 28.

1984 - The Dancing Kings

PORTISCH VS. PINTER
Hungarian Championship
The amazing king journey seen in this game is one of the most inventive and remarkable plans ever seen. In an endgame with so many pieces, king safety is usually very important, but as pieces are traded the more active king will often lead to victory even when all else is more or less even. In this game, the kings do not merely maneuver for superior position or to gain the opposition. Instead, the Black king will help drive its opposite number to the edge of the board.

20...Ke7!; 21.d5 Kf6! Black offers a piece, confident that the two open files in the center will provide enough attacking force. 21...Nb8 allows the White king to enter the queenside after 22.Kd4! 22.dxc6 Rhe8+; 23.Kf4 Re4+.

So, Black will regain the piece at c4. Wait a minute, the bishop at b7 still hangs! What is Black up to? 23...g5+ would not have worked as well. 24.Kg3 f4+; 25.Kh3 Bxc6; 26.Rhe1 and Black has some compensation for the piece, but not enough.

24.Kg3 Bc8! 24...Rg4+; 25.Kh3 Bxc6; 26.Bxa6 gives White a powerful passed pawn. 25.Rac1. 25.Bxa6 Bxa6; 26.Rhd1 Rxd1; 27.Rxd1 Rg4+; 28.Kh3 Rc4 is a little better for White, but Unzicker gives 29.Rd6+ Ke7; 30.Rd7+ Kf6; 31.Rb7 g5 with compensation. 25...Rg4+; 26.Kh3 f4.
White has an extra piece but the best that can be achieved is equality because of the threat of ...Rg3+, which can lead to a repetition of position if Black so desires. White offers to return the piece at e5, but that gets refuted in brilliant fashion. Unzicker analyzed only the capture at a6 as an alternative, but pushing the c-pawn also requires analysis. 27.Ne5?

The correct line is 27.Bxa6! Rg3+; 28.Kh4, where 28...Rg4+; 29.Kh3 (29.Kh5 Rd5+; 30.Ne5 Rxe5#.) 29...Rg3+ draws. On the other hand, 28...g5+ looks strong but the White king boldly marches up the board to safety. 29.Kh5 Bg4+; 30.Kh6 Rg8; 31.hxg3 Rg6+; 32.Kxh7 Bf5; 33.Kh8! Black cannot continue the attack, and would have had to resign. 27.c7 Re8!; 28.Bxa6 isn’t significantly different then the 27.Bxa6 line.

27...Kg5!!
The king has journeyed from e8 to g5 in order to support a mate threat at h4. White must give check, since capturing the rook mates in one!

28.Nf7+. 28.Nf3+ Kh6; 29.Rhd1 Rg3++; 30.Kh4 Rxf3; 31.gxf3 g5#. Of course not 28.Nxg4?? because of 28...Bxg4#. 28...Kh5; 29.Be2. White pins the rook, and the mate threat disappears. It reappears after the next move! 29...Rd3++; 30.g3. 30.Bf3 deflects the defender and leads to 30...Rxf3++; 31.gxf3 Rg3#. 30...f3. The fight enters the last round and both players are throwing haymakers. Each player tosses checks, so that in five of the remaining six moves the king is directly attacked!

31.Rc5+ Rg5+. Discovered check! 32.g4+ Bxg4++; 33.Kg3 fxe2+. A final discovered check ends the game. White gets mated if he retreats, but in any case is losing the rook at c5, so he resigned instead.

1985 - Nunn is Better

BELYAVSKY VS. NUNN
Hoogovens International

It is a tribute to Nunn's ingenuity that his brilliant idea is dismissed by computer analysts, who are convinced that White has some advantage. The sacrifice is truly impressive.

11...Rxf5!!; 12.g4. White wins material, but the kingside weak-
nesses will be exploited.

12...Rx f3; 13.gxh5 Qf8.

Nunn evaluates the position as having sufficient compensation for the material, but that’s all. It is up to White to defend now, and absolute precision is required.


14...Bh6.
15.Qc2. 15.Qe2! was correct, followed by the sacrifice of the queen. 15...Nd3+; 16.Qxd3 Rxd3; 17.Bxd3 Qf4; 18.Rd1 Bf5; 19.Ne2 Qf3; 20.N2g3 and White has managed to use the knights to protect all of the weaknesses. The game would have been about even, though easier to play for Black. 15...Qf4! Material is not important here, it is the attack that matters. 16.Ne2. 16.Nxf3? Nxf3+; 17.Kd1 Bf5; 18.Bd3 Nd4; 19.Bxd4 Qf3+; 20.Qe2 Qxh1+ and Black wins.

16...Rxf2! The rook insists on exchanging itself for a mere horse. But the knight is the loyal defender of the king, who cannot afford to be without it. 17.Nxf2 Nf3+; 18.Kd1 Qh4! There is nothing so infuriating as a simple attack that cannot be parried.

19.Nd3. 19.hxg6 Qxf2; 20.gxh7+ Kh8; 21.Qg6 Bd7! If 22.Qxh6 then 22...Qe1+; 23.Kc2 Qd2+; 24.Kb3 Ba4+!; 25.Kxa4 Qb4#. 19...Bf5.

20.Nec1? White could still save the game, but it would have required enormous powers of calculation. 20.Nc3 Ne1!; 21.Nxe1 Bxc2+; 22.Nxc2 Qg5; 23.Ne4 Qxh5+; 24.Be2 Qe5. White just can’t coordinate and Black should win.

The key line is 20.Qc3! Bg7, so that 21.Qb3 gets the queen out of the way. 21...Bxd3; 22.Qxd3 Qe1+; 23.Kc2 Qxa1; 24.Qxf3 Qxb2+; 25.Kd1 Qa1+; 26.Nc1 Bh6; 27.Qa3 Rf8; 28.Be2 Rf2; 29.Re1 Rh2. Black threatens the h-pawn, since White must guard the knight at c1. Yet after 30.Kc2 Bxc1; 31.Qxc1 Qxa2+; 32.Kd1 Rxh3, Nunn found the stunning line 33.hxg6 hxg6.
A wonderful move that completely disrupts the coordination of White’s pieces and clears the way for the entry of the Black queen.

21.hxg6 hxg6; 22.Bg2. There is nothing better. 22.b3 Qe4; 23.Rg1 Qd4 hits both rooks. 22.Qxd2 Bxd2; 23.Kxd2 Qxc4 followed by ...Qd4 leads to a winning advantage.

22...Nxc4; 23.Qf2 Ne3+; 24.Ke2 Qc4; 25.Bf3 Rf8; 26.Rg1 Nc2; 27.Kd1 Bxd3. White resigned.
Tony Miles, one of the world's most traveled Grandmasters, has a nice Black attack going in his visit to Australia. His opponent, another top GM, uses his forces to block the lines on the queenside., however. On the other side of the board, a pawn at g5 keeps one bishop from getting into the game, and the other bishop is buried at g6. So Black must make do with two rooks on a blockaded file, plus a queen that cannot do anything because both e5 and a5 are guarded by the knight.

Miles eliminates the horse at the cost of his rook, leaving only queen and rook remaining as attackers. 34...Rxh4!!; 35.Qxh4. 35.bxc4 Qe5 is even worse for White, because the b-file is open. 35...Qe5; 36.Rf3.
Why should White be worried. Only the queen is attacking, and the king has plenty of running room. Cause for concern only starts to shake the nerves when you recognize that despite the passive positions, the bishops are by no means dead!

36...Qa1+; 37.Kc2 Qa2+; 38.Kc1 Bh5!

One bishop awakens, and bears down on e2 and d1.

39.Rd3. White offers the possibility of ...Be2, but Black wants more. 39...g6!; 40.Bg4?? An easy enough mistake to make. The powerful bishop at h5 is cut off but the pawn at g5 is undefended and the other bishop enters the fight.

40.Bd7! would have left Black with nothing more than 40...Be2; 41.f4 Qa1+; 42.Kc2 but there is no draw here. After 42...Rb4!; 43.Qc3 Bxd3+; 44.Rxd3 Qf1. White will lose several pawns, and the game.
40...Rb4!; 41.Qc2 Bxg5+. White resigned. Loss of substantial material cannot be avoided.

1987 - A Modern King Hunt

PIKET VS. KLINGER
Baguio City

In this unbalanced position White is down a rook and would be expected to simply repeat the position. Ask a computer (if you speak the language) and it would advise you, even after a very deep search, that there simply is no choice. But Piket didn’t sacrifice just to make a draw!

23.f4!! The simple idea is the entry of the bishop at h5. 23...Qf5. 23...e5; 24.Qh8+ Ke7; 25.Qg7+ Ke6; 26.f5+! Kd6 (26...Kxf5; 27.Qg4#.) 27.Rd1+ wins the queen. 24.Qh8+ Ke7. The king can no longer go to f7. There will be no draw!

25.Qg7+ Kd6; 26.Rd1+ Kc5; 27.Qc7!
This is the critical position. Black’s king is surrounded by pawns but there is no running room. There are two reasonable defensive choices. Klinger chooses the more passive line, but an active alternative would have limited the damage.

27...Ba6. 27...e5! is the best move, but it doesn’t solve all of Black’s problems. 28.axb5! Qe6; 29.Rc1! This is stronger than the recommended capture at c6. 29...Kb4; 30.Rxc4+ Kb3; 31.Qa5! White will have to give up the queen to avoid the monkey-bar checkmate with the king driven to b1.

28.Qd6+ Kb6; 29.a5+!

The little pawn causes a lot of damage. Black’s position is already beyond hope.

29...Kxa5. 29...Kb7 loses to 30.Qd7+. 30.Qxc6 Red8. 30...Rec8 leads to disaster on the a-file. 31.Ra1+ Kb4; 32.Qd6+! Qc5; 33.Qxa6
etc. 31.Ra1+ Kb4; 32.Qxa6 Kc5.

White to move

Will the king slip-slide away?

33.b4+! No way! 33...cxb3; 34.Qxb5+ Kd6; 35.Qb7! The rest is simple. After all, White is only down the exchange and even if there weren’t a directly winning plan the queenside pawns could be picked off. 35...a6; 36.Rd1+ Kc5; 37.Rc1+ Qc2. Forced. or else the king gets mated.

37...Kd6; 38.Qc7+ Kd5; 39.Qc6#. 38.Rxc2+ bxc2; 39.Qc7+. Black resigned.

1988 - Elegance in the Endgame

VAN DER WIEL vs. LJUBOJEVIC
Amsterdam OHRA
This is not a simple endgame. Three pieces against two rooks is usually a complex situation. There are a lot of possible draws that must be avoided. White would like to reduce material so that the passed pawns can be put to work. Winning two pieces for the rook at f7 is desirable, if it can be arranged. The h-pawn is free for the asking. White’s move is surprising, and deadly.

48.b5!! White is willing to part with a rook or one of his connected passed pawns, just to deflect the bishop from e4! 48...Bxb5. 48...Bxd7; 49.Rxd7 and Black can’t stop the pawns. 48...Nd5+ sets up a possible fork later at f6. Van der Wiel would be happy to walk right into the “trap”! 49.Ke4 Bxd7; 50.Rxd7 Nf6+; 51.Kxe5 Nxd7+; 52.Kd6 e5; 53.c6!

Black to move

White wins, for example 53...Nb6; 54.c7 e4; 55.Kc5 Nc8; 56.b6 e3; 57.b7 e2; 58.bxc8Q e1Q; 59.Qf8+ Kg5; 60.c8Q Qc3+; 61.Kb5 and Black cannot keep up the checks.

49.Ke4! Bb8.
The rook is still taboo. 49...Bxd7; 50.Rxd7 Bb8; 51.Rb7 traps the bishop.

50.Rxh7+! Kg5; 51.Rd8 Bc6+; 52.Kd4. Black must lose one of the pieces. 52...Ne2+. 52...e5+; 53.Kc4 etc. 53.Ke3 Bg3; 54.Kxe2 Kf4. The bishops are no match for the rooks, and White won without difficulty.

55.Rd4+ Ke5; 56.Rg4 Bf4; 57.Rxg6 Kd5; 58.Re7 e5; 59.h4 Bb5+; 60.Kf3 Kxc5; 61.Ke4 Be2; 62.Rxe5+ Bxe5; 63.Kxe5 and the rest was trivial.
**1989 - Hanging Pieces Can be Dangerous - to the Opponent!**

**CHRISTIANSEN VS. GRAF**
West Germany

White to move

White is attacking with the queen, but Black has plenty of defense. The most natural move is to move the bishop to e7, since it is under attack from the pawn at h6. The knight has duties defending the rook at f1, and would seem to be excluded from the kingside festivities. Christiansen isn’t concerned about the rook, and keeps the initiative.

28.Nh5!! Checkmate is threatened at g7, but this can be defended easily enough.

28...Rf7; 29.Qc8+. 
White's rook and bishop are hanging, but first the check must be countered, and the choices are not pleasant.

29...Kh7. 29...Bf8 leads to the forcing variation 30.Nf6+! Kh8 (30...Rxf6; 31.Bxf6 Qxf1; 32.Qe6+ with mate in three. 30...Kg7; 31.Qxf5! hxg5; 32.Qxg5+ Kh8; 33.Qg8#.) 31.Qxf5! hxg5 (31...Qxf1; 32.Qg6 and mate in four.) 32.hxg5 Rxf6 (32...Qxf1; 33.Qh3+ and mate follows.) 33.gxf6 Qxf1 (33...Qc4; 34.Rh1! Bh6; 35.Kg3 Qf4++; 36.Qxf4 exf4++; 37.Kg4 Kh7; 38.f7 Kg7; 39.Rxh6 with a simple endgame win.) 34.Qh5+ Kg8; 35.Qg6+ Kh8; 36.f7Bg7; 37.Qh5+ with mate next.

Or 29...Rf8, when 30.Qe6+ Rf7; 31.Nxg7 Kxg7; 32.Bxh6+ wins.

30.Nxg7!

30.Qe6? would breathe new life into Black's position after 30...Qc4!; 31.Nxg7 hxg5!; 32.Qxc4 Nxc4; 33.Ne6 and White has
just a small endgame advantage after 33...Ra7; 34.Nxg5+.

30...Qxf1. Black might as well grab the rook, as there is no way to hold the game in any case. 30...hxg5; 31.Ne6! Qxf1 transposes to the next note. 30...Kxg7 lets White earn even more glory with 31.Bxh6+!! Kxh6; 32.Qh8+ Kg6 (32...Rh7; 33.Qf6+ Kh5; 34.Qg5#.) 33.h5+ Kg5; 34.f4+! exf4; 35.Qg8+ Kf6 (35...Kh4; 36.Rxf4+) 36.Re1! Black can only avoid mate by giving up the queen at e5. 36...Qe5; 37.Qg6+ Ke7; 38.Rxe5+ dxe5; 39.Qa6 winning the knight, and the game.


31...Qb5. 31...hxg5; 32.Qe8 Ra7! (32...Rg7; 33.Qf8 Ra7; 34.h5! transposes.) 33.h5! Qc1; 34.Qg6+ Kh8; 35.Qf6+ Kh7; 36.Qxf5+ Kg8; 37.Qf8+ Kh7; 38.f4!! and because of the threat of Nxg5#. Black would have to give up the queen. 32.Bf6! Qd7. Suicide, but death was already knocking at the door. 32...Kg6; 33.Qh8! wins, for example 33...Qc4; 34.Bg5! f4; 35.Qxh6+ Kf5; 36.Ng7+ R gx7; 37.Qf6#.

Judith Polgar has mobilized the entire army while her opponent has yet to get the queenside pieces out. It is true that the White king is stuck in the center of the board, and Black can capture the pawn at a3 and infiltrate, but that only means that the kingside attack must be carried quickly. Polgar rips open the Black kingside with an exchange sacrifice, coupled with an impressive dance by the remaining rook.

20.Rxg7!! Kxg7. 20...Qxg7; 21.Rxh6 is winning for White.
The assault on h7 can only be stopped by returning the exchange. 21...Rf5 (21...Rf7; 22.Ng5! Qxg5; 23.Rxh7+ Kg8; 24.Rh8+ Kg7; 25.Qh7#.) 22.Bxf5 exf5; 23.Ng5! Once again the knight must be captured, and White gets to the key square. 23...Qxg5; 24.Rxh7+ Kg8; 25.Rh8+ Kg7; 26.Qh7#.

21...Rxh6.

Black to move

21...Rh8. Black defends h7, but the f-file is exposed. 22.Rf6. 22.Rxh7+ Rxh7; 23.Qxh7+ Kf8; 24.Qh8+ Kf7 was also winning, if less artistic. 25.h4 is the most efficient way.

22...Kg8; 23.Rf4! The rook retreats to get to the g-file. 23...h5. The g4-square cannot be accessed, but g6 is now weak, so White returns her rook to the previous post.

24.Rf6. Black resigned. The threat is Qg2+ followed by Rg6, or Rg6+ immediately. For example, 24...Bd7; 25.Qg2+ Qg7; 26.Rg6 Rh7; 27.Ng5 Qxg6; 28.Bxg6 Rg7; 29.Bxh5 with a decisive material advantage.
Yes, there are two Black queens and two White queens on the board. Your eyes do not deceive you! This is characteristic of some lines of the Semi-Slav Defense. You can tell when such a game is in progress, because the players are often scrambling to find extra queens since chess sets unfortunately were not designed for such openings and come with only one.

18.Qf6!! This quiet, but brilliant move wins. Despite the threatened discovered attack on the queen at b4, Black is forced to defend.

18...Qc3. 18...Nd7 looks solid but White has a killer queen sacrifice.
19. Qxb7+! Kxb7; 20. Qxd8 Qxd4; 21. Nb3! White wins, thanks to the threat of Na5#. 21... Qd5; 22. Na5+!! The checkmate turns into a winning sacrifice. 22... Qxa5; 23. Qxd7+!! This is better than winning the queen at a5. 23... Qc7; 24. Ba6+! Kb6; 25. Be3+! Bc5; 26. Bxc5+ Qxc5; 27. Rb1+ etc. 18.. Rd7; 19. Nb3 Qac3 (19... Qxa2; 20. Bd1 a5; 21. Qxc5!+) 20. Qxc3 Qxc3; 21. Qh8 (21. Bd2?! Ne4) 21... Rd8 (21... Nxb3; 22. axb3 Rd8; 23. Qxh7 transposes.) 22. Qxh7 Nxb3; 23. axb3 and White wins.


The position has taken on a more traditional look, and it is easy to see that White will win at least the f- and e-pawns.

20... Ne4. 20... Rd7; 21. Qh8! Rd8; 22. Qxh7 and again all the pawns fall. 21. Qxf7 c5; 22. Bf4! Bd6. Black has no real choice. On 22... e5, 23. Rb1! is crushing.

White has two extra pawns already, and the Black king is far from safe, despite the presence of the palace guards.

25... Qa5. This provides enough defense to avoid checkmate, but the queens come off and the endgame presents no problems for White.

26. dxc5 Nc8; 27. Qe5+ Qc7. 27... Ka8; 28. c6! Qxe5; 29. cxb7+ Kxb7; 30. Nxe5 etc. 28. Qxc7+ Kxc7; 29. Rd1! Re8; 30. Bb5! Rg8; 31. Rd7+ Kb8; 32. c6! Ba8; 33. Ne5 a5; 34. Rxh7. Black resigned.
The Marshall Gambit structure is one of the trademarks of Michael “Mickey” Adams, and he knows how to carry out the attacking plan with optimal efficiency. Remember, the goal is not just some sort of draw by perpetual check, but the funeral of the White king. Until that happens, Black cannot be satisfied.

18...Nf4!! A standard theme, but applied in a position where it is not easy to see all the way to the end. 19.gxf4. 19.Qf1 gets torpedoed by 19...Re1!! deflecting the queen from the defense at g2.

19...Bxf4.
White to move

Black has a lot of weaponry on the kingside, but the White arsenal is not empty. Don’t forget that if the king survives, the queenside advantage will bring White victory.

20.Nf3. 20.Nf1 Be4; 21.f3 Bxf3; 22.Qc2 Re1; 23.Bc4 Be2!! leads to mate in four. 20...Qg4+; 21.Kf1. 21.Kh1 Be4; 22.Bxf4 Qxf4; 23.Kg2 Qg4+; 24.Kf1 Bxf3 and White must part with the queen. 21...Bd3+!!

White resigned

Mate in seven! White resigned. The conclusion would have been 22.Qxd3 Qh3+; 23.Kg1 Re1+!!; 24.Nxe1 Bxh2+; 25.Kh1Bg3+; 26.Kg1 Qh2+; 27.Kf1 Qxf2#.
Poor Lautier has been a bit of a punching bag for Kamsky, perhaps because the Frenchman loves to win and hates to draw. He is one of the bravest Grandmasters, but against Kamsky that can lead to trouble. He just dares Kamsky to sacrifice at g6. The American obliges, trusting intuition to complement calculation. 16.Bxh6!! gxh6; 17.Qxh6.

Black has four reasonable defensive tries. The rook can make room at e8, or the queen can get off the d-file to avoid discovered
attack. Kamsky's biographers claim that a draw could be achieved with ...Qc7 and blames Black for seeking a win at all costs. 17...Re8. 17...Qb6; 18.Rfe1 is decisive because 18...Qxf2+ (18...Rfe8 runs into 19.Re3.) 19.Kxf2 Ng4+ fails to 20.Kf1 Nhx6; 21.Rxe7 with an extra pawn and superior position. 17...Qa5 is countered by 18.Rfe1 Rfe8; 19.Re3. Here 19.Rxe7 Rxe7; 20.Qxf6 is claimed to be winning but 20...Rae8! creates a back-rank mate threat and the game is far from over and all Black can do is toss away pieces to delay mate. 17...Qc7 does not force White to draw by perpetual check. There is a simple win, just as in the line above. 18.Rfe1! Rfd8; 19.Re3 etc. 18.Bc4!

The bishop belongs here, pinning the f-pawn. 18...Bd7. 18...Qb6; 19.Rd3 Nh7; 20.Bxf7+! Kxf7; 21.Qxh7+ and wins. 18...Qa5; 19.Rd3 Nh7; 20.Bxf7+ Kxf7; 21.Qxh7+ Kf8 (21...Ke6; 22.Qg6+ Bf6; 23.Re1+; 21...Kf6; 22.Rg3 Qf5; 23.Qg7+ Ke6; 24.Re3+ Kd7; 25.Rd1+ Kc8; 26.Rxe7 etc.) 22.Rg3 Bg5; 23.h4 and Black cannot survive. 19.Rd4 Bf8; 20.Qg6+!
This was enabled by the positioning of the bishop at c4.
20...Bg7; 21.Qxf7+ Kh8; 22.Rh4+ Nh7; 23.Rxh7+ Kxh7;
the enemy king cannot be checkmated quickly, the three connected
passed pawns are worth more than the exchange.

1994 - Amazing Pawn Move

SALOV VS. TIMMAN
FIDE Candidates Match

After looking at some of the previous examples you might
think that we are about to witness another brilliant kingside vic-
tory for White, but nothing could be further from the truth. Although Black's pieces are tied down, a breakthrough is possible on the queenside. Most players would exchange queens to create a potential passed pawn on the queenside, but Timman launches that operation immediately.

43...c4!!

White has four options here. The pawn at c4 can be captured by either a pawn or the queen, queens can be exchanged, or White can try for counterplay by attacking the knight at d7.

44.Qxg6+. 44.bxc4 Nc5! attacks both queen and, by discovery, the rook at f7. White has to exchange. 45.Qxg6+ Kxg6; 46.Ra5. Necessary, because both knight and rook are under attack. 46...Nxd3; 47.g4 b3 and Black will win. 44.Qxc4?? is a blunder, allowing 44...Qxh5; 44.Qd5 Qxh5; 45.Rxd7 Rxd7; 46.Qxd7 cxb3 leaves White struggling to stop the b-pawns. When Black can defend the diagonal leading to the king, an outside passed pawn usually wins.

44...Kxg6.
White cannot save the knight because after capturing at b3 the Black pawn will promote.

45.\texttt{dxc4 Kxh5}; 46.\texttt{Ra5 Kg6}. Black needs the king to help defend in case White gets two connected passed pawns. White can achieve this with Rb5, but must keep an eye on the e-pawn. This move is essential, as you will see later. 47.\texttt{f3! Rb5 e4}; 48.\texttt{Rxb4 Nc5!}; 49.\texttt{Rb6+ Kh7} and there is nothing White can do to prevent ...\texttt{Nd3}, after which the f-pawn falls and the e-pawn marches to the goal line before White can make sufficient progress on the queenside.

47...\texttt{Kf6}; 48.\texttt{Rb5 Rf8}; 49.\texttt{Rxb4 Rb8}; 50.\texttt{Rxb8 Nxb8}.

This is the best White could hope for, but it is a win because Timman has positioned his king properly.
51.b4 Nc6; 52.b5 Na5; 53.c5 Ke6; 54.Kf2. The king needs to race to the assistance of the pawns, but cannot get to the queenside in time.

54...Nb3; 55.c6 Kd6; 56.Ke3 Nd4; 57.b6 Nxc6! Absolute precision is required. 57...Kxc6; 58.Ke4 Kxb6; 59.Kxe5 Nxf3+; 60.Kf5 holds the draw. 60...Nxf2 (60...g5; 61.h4 gxh4; 62.gxh4 Nxf4+; 63.Kg4) 61.Kg6 Nh1 (61...Ng4; 62.Kxg7 Kc5; 63.Kg6 Kd4; 64.Kh5) 62.Kxg7 h5; 63.Kg6 (63.Kh6 Nxf3; 64.Kg5 Kd5; 65.Kh4) 63...Nxf3; 64.Kg5 and Kh4 will win the remaining pawn. 58.Ke4. 58.f4 Ke6; 59.b7 Nb8; 60.Ke4 Nd7; 61.fxe5 Nc5+!; 58...Ke6.

The endgame is winning, as the White king cannot get to the kingside pawns.

59.b7. 59.f4 Nb8; 60.fxe5 Nd7; 61.b7 Nc5+. 59...Nb8; 60.f4 Nd7; 61.Ke3 e4; 62.Kd4. 62.Kxe4 Nc5+; 63.Ke3 Nxb7. 62...h5; 63.h3 Kf5; 64.Ke3 g6; 65.g4+ hxg4; 66.hxg4+ Kxg4; 67.Kxe4 Nc5+. White resigned. A masterful demonstration of endgame technique by Timman.
1995 - Against all Odds

MOROZEVICH VS. ANAND
Intel Grand Prix

The usual kingside targets are exposed, but there is plenty of defense. The flashpoint at f7 is guarded by king, queen, bishop and knight. The proud pawn at g6 has two supporting anchors. The rook at c8 can come to e8 or f8 to deal with attacks on the files. Such abstract considerations are meaningless to Morozevich, who rips apart a World Championship challenger as if the kingside granite were mere newspaper.

Three shots blow apart the position. The g-pawn will fall next, and then the knight at h5, followed by the king himself!

26...Qf7. 26...Qg7; 27.Bxd6 a5; 28.Be5 Rf8; 29.Qxf8+ Rxf8; 30.Bxg7 Kxg7; 31.Re7+ Kg8; 32.Rxf8+ Kxf8; 33.Rxb7 Nf4; 34.Rc7 c3; 35.Kf2 with a simple win. 27.Qd5! Once again, the rook threatens to capture at g6! Black’s reply is forced.

27...Nf5. Morozevich finishes with a memorable sacrifice. 28.Rxf5!!

Material may be even, but Black resigned, because after 28...gxf5; 29.g6 Black would have to give up the queen, one way or another. 29...Qxe6; 30.Qxe6+ Kg7; 31.Qf7+ Kh6; 32.Qh7+ Kg5; 33.Be7+ will collect the knight.
1996 - A Very Quiet Prelude to a Major Storm

ILLESCAS CORDOBA VS. KORCHNOI
Magistral International

23.g3!! f5. 23...gxh5; 24.h4 leads to great complications.
If Black returns the piece, the position will be hopeless, so the bishop must retreat.

24...Bd8; 25.Qxh5 f5 (25...Qb7; 26.Qxh6 Be4; 27.Rf4 Bxd3; 28.cxd3 wins.) 26.Qg6+ Kh8; 27.Qxh6+ Kg8; 28.g4! Nb8 (28...Nxe5; 29.gxf5 is similar.) 29.gxf5 Qh7; 30.Rg1+ Kh8; 31.Qxh7+ Kxh7; 32.f6+ Kh8; 33.Rg6 creates an overpowering attack.

24...Be7; 25.Qxh5 Nc5; 26.Bxc5 Bxc5 (26...f5; 27.exf6 Bxf6; 28.Bxf8 Rxf8; 29.Qxh6 Qg7; 30.Bh7+ Qxh7; 31.Rxf6 Qxh6; 32.Rxh6 gives White an extra exchange and two pawns.) 27.Qxh6 f5; 28.exf6 Rf7; 29.Rf4 and Black must give up at least a piece to stop Rg4+.

24...Be7; 25.Qxh5 Nc5; 26.Bxc5 Bxc5 (26...f5; 27.exf6 Bxf6; 28.Bxf8 Rxf8; 29.Qxh6 Qg7; 30.Bh7+ Qxh7; 31.Rxf6 Qxh6; 32.Rxh6 gives White an extra exchange and two pawns.) 27.Qxh6 f5; 28.exf6 Rf7; 29.Rf4 and Black must give up at least a piece to stop Rg4+.

Black can also try 23...Bd5; 24.h4 Be7 but White counters strongly with 25.Qg4! g5 (25...Nxe5; 26.Qf4 f6; 27.Qxh6 and the pawn at g6 is doomed.) 26.Rf6!! Nxf6; 27.Nxf6+ Bxf6 (27...Kg7; 28.hxg5 h5; 29.Qxh5 Rh8; 30.Nxe8+ Kg8; 31.Qxh8+ Kh8; 32.Nxc7 with a ridiculously large material advantage.) 28.exf6 Qc6; 29.Qh5 and the mate at g7 cannot be prevented though Black can try a few checks. 29...Bxa2+; 30.Kc1 Rc8; 31.Qxh6 etc. 23...Be7; 24.h4 b3 (24...gxh5 transposes to 23...gxh5; 24.h4 Be7, discussed above.) 25.Qe3 bxc2+; 26.Bxc2 gxh5; 27.Qxh6 forces checkmate.

24.h4.

Black tries to defend on the seventh rank by retreating to d8, but the kingside is too fragile.

24...Bd8; 25.Nf4 Kh7. 25...g5; 26.Qh5! gxf4; 27.Qg6+ Kh8; 28.Qxh6+ Kg8; 29.gxf4 Bg2 would let White play the pretty
30.Rf3!! Bxf3; 31.Rg1+ Bg4; 32.Rxg4+ fxg4; 33.Qh7#.

26.g4 Bxh4; 27.Nxg6!!

Black resigned. The gory details are 27...Kxg6; 28.gxf5+ exf5 (28...Kg7; 29.Qh5 Bg5; 30.Qg6+ Kh8; 31.fxe6 Nb8; 32.Rf7) 29.Qg4+ Bg5 (29...Kh7; 30.Rxf5 Kh8; 31.Rxf8+ Rxf8; 32.Qxh4 etc.) 30.Rxf5 Kg7; 31.Rxg5+ Kh8; 32.Rg7 etc.

1997 - A Surprise on the Flank

ANAND VS. LAUTIER
Credit Suisse
White's bishops are deceptively powerful from their defensive positions. At the moment, the pins on the bishop at d3 and rook at e3 are being applied by the queen at d4, and the loss of the rook for the knight seems inevitable. The bishop at g2 is trapped, so White can afford to give up the exchange. One would expect White to be concentrating almost entirely on the home front. Anand's tremendous peripheral vision provides a glimpse of possibilities on both flanks, and especially on the seventh rank. The f7-square, everybody's favorite target, is attacked once and defended once. With all of this noise, it must have been tremendously difficult to find the winning plan, but Anand is up to the task!

20.h6!! gxh6. The consequences of 20...Nxe3; 21.Bxe3 Qe5; 22.hxg7 had to be considered.

The consequences of this move run very deep, and require White to see a very subtle maneuver. 22...Rg8 (22...Qxg7; 23.Kxg2 h5; 24.g5 and the bishops are better than the rook.) 23.Qc1!! The queen can get to g1, and supports moving the bishop to f4. With all the dark squares defended, and the bishop at d3 standing guard against attack at f1, Black cannot do any damage. White has a threat, however, as Black's dark squares are very weak. 23...Bxf3 (23...Qh2; 24.Bf4 Qh3; 25.Qa3!! Qxf3+; 26.Kel and there are no more checks!) 24.Qa3! Qh2+; 25.Kxf3 Qh3+; 26.Ke2 Qxg4+; 27.Kd2 Qh4; 28.Qc3 Rc8; 29.Qd4! Qxd4; 30.Bxd4 with each bishop stronger than the enemy rook, so White is almost a full rook ahead!
21. **Bg6!! Ne7.** 21...**Qxe3+; 22. Bxe3 fxg6; 23. **Qa1! Rf8; 24. Bxh6** and White wins. More interesting is 21...**Qf6; 22. Bxf7+ Qxf7; 23. **Rxf7 Nxe3,** which leads to another wild position.

When calculating far in advance positions like these can drive a player mad. White has both queen and rook hanging, but Black's minor pieces are under attack. The win is easy to spot when you get here. 24. **Qxd8+! Kxd8; 25. Bxe3 Bh3; 26. Rxa7.** The rook must move, and after Rxh7 the other h-pawn and the bishop are also doomed.

22. **Qxd4 Rxd4.**

The rest of the game takes place on the d-file. 23. **Rd3! Rd8; 24. Rxd8+ Kxd8; 25. Bd3.** Black resigned. The bishop at g2 is irrelevant, and White has the menacing threat of Bb2 and Bf6.
Shirov is a fantastic tactician in all phases of the game, from the opening to the endgame. With bishops of opposite color, winning with isolated pawns is never easy. Shirov's move is so profound it is not appreciated by computers even after a fairly deep search! 47...Bh3!!

Yes, the bishop can be captured. Even if it isn’t captured right away, it cannot take the pawn at g2. Yet the move wins, in all variations.
48.gxh3. Otherwise Black's king comes to e4. 48.g3 Kf5; 49.Kf2 Ke4 and even though the f-pawn goes the position is a win. 50.Bxf6 a3; 51.Ba1 d4; 52.Ke2 Bg4+; 53.Kd2 Only the king can move! 53...Bf3; 54.Kc2 Ke3; 55.Kc1 d3; 56.Bc3 a2 etc. 48.Kf2 Kf5; 49.Kf3 Bxg2+!; 50.Kxg2 Ke4. Even without the bishop, the pawns decide. The rest is similar to the game, but with one less pawn for White.

48...Kf5; 49.Kf2 Ke4.

50.Bxf6. The queenside pawn structure wins with or without a supporting bishop. 50.Bb2 d4; 51.Ke2 f5; 52.Bc1 d3++; 53.Kf2 f4; 54.Ba3 f3; 55.Ke1 Kd4; 56.Bb4 Kc4; 57.Be7 Kc3; 58.Bg5 a3 is sufficient to show how hopeless White's plight is.

50...d4; 51.Be7 Kd3; 52.Bc5 Kc4!; 53.Be7 Kb3. White resigned. For the benefit of the spectators, the players might have shown the rest: 54.Bc5 d3; 55.Ke1 Kc2; 56.Bb4 a3!; 57.Bxa3 d2+ with a new queen. To be certain of winning, Shirov had to work all this out before sacrificing!
We end with a sacrifice that has been called one of the greatest ever played, and there is considerable justification for that high praise. Garry Kasparov has given us dozens of phenomenal moves in his career, and the pace is not slowing. He came up with the idea five moves before it was played. The Black king only seems to be safe at a7. There is a check at c6 available, but if you imagine the position without the pawns at c5 and d4, you can see that the doorways are open. It is true that Black doesn’t have a dark square bishop, but there is always the queen. Unless it is exchanged, of course.

24. Rxd4!! A whole rook is invested just to eliminate the pawns. 24...cxd4?!

Black could maintain an even game by declining, but Kasparov has been known to play ambitiously and Topalov could not see the brilliant conclusion. This is additional testimony to the depth of Kasparov’s attacking vision. 24...Qxf4; 25.Rxf4 Nxd5; 26.Rxf7+ Kb6; 27.Nb3 was a simpler line, but White has an extra pawn and the Black king is still exposed. 24...Kb6 was the best move, according to Kasparov, who evaluated the position as even.

25.Nb3!
Black must not capture. 25...cxd4? (25...g5! is correct. After 26.Qd2 g4; 27.Rxg4 Nxg4; 28.Bxg4 Bxd5 when White has compensation for the exchange, but no more.) 26.Qxd4+ Kb7; 27.Re7+!! wins, since the piece can't be captured and the “offside” bishop at h3 combined with the potential attack at a8 from the queen at d4 eliminates all of the blocking moves. 27...Nd7 (27...Qxe7; 28.Na5+ Kc7; 29.d6+ Kb8; 30.Qb6+ Bb7; 31.Nc6+ Ka8; 32.Qa7#. Or 27...Rd7; 28.Nc5+ Kc7; 29.Nxd7! Kd8; 30.Nxf6 Kxe7; 31.Ne4! Qxd5; 32.Qf6+ Kf8; 33.Qxh8+ Ke7; 34.Qf6+ Ke8; 35.Kc1!) 28.Rxd7+ Rxd7; 29.Bxd7 Rd8; 30.Na5+ Kb8; 31.Nc6+ Bxc6; 32.Qb6+ and wins.

Perhaps Topalov reckoned that 25.Re7+ was not possible because the rook could be captured, but the rook is taboo. Topalov avoided that trap but made a mistake that lets Kasparov show off.
Hard to blame him, since his was the move most computer programs suggest. You'd would have to be one of the greatest players (or programs) of all time to anticipate what is coming!

25...Kb6?

25...Qxe7?? leads to a quick death. 26.Qxd4+ Kb8; 27.Qb6+ Bb7; 28.Nc6+ Ka8; 29.Qa7#.

25...Kb8; 26.Qxd4 Nd7; 27.Bxd7! Bxd5 (27...Qxe7; 28.Qb6+ Bb7; 29.Qxb7#.) would have given Kasparov another chance to show off.

28.c4!! There will be no ...Ba2+ cheapo! 28...Qxe7 (28...bxc4; 29.Nc6+ Qxc6; 30.Bxc6 Be4+; 31.Qxe4; 28...Rxd7; 29.Rxd7 Qxd7 drops the rook and the bishop. 30.Qxh8+ Kc7; 31.cxd5) 29.Qb6+ Ka8; 30.Qxa6+ Kb8; 31.Qb6+ Ka8; 32.Bc6+! Bxc6; 33.Nxc6 Rd7 (33...Qb7??; 34.Qa5+ Qa6; 35.Qxa6#.) 34.Nxe7 Rxe7; 35.Qc6+ Rb7; 36.cxb5. The queenside pawns win.

Black has an extra rook and knight, but none of the pieces are defending the king. White doesn’t have much attacking force, but pawns can fight too!

27.b4+! Ka4; 28.Qc3! The threat of Qb3# forces Black’s reply. 28...Qxd5; 29.Ra7 Bb7. 29...Rd6?? allows the phenomenal 30.Kb2!!

The dual threats at b3 and a6 keep Black from defending, for example 30...Qd4; 31.Qxd4 and Black cannot recapture because the rook must guard a6. One very amusing variation is 31...Rhd8; 32.Qc3 Bd5; 33.Qb3+!! Bxb3; 34.cx b3#.

30.Rxb7!! Kasparov was not settling for a draw after 30.Qc7, the move many computers predicted.
30...Qc4? The obvious move, but it loses. Many pages of analysis have been devoted to the alternatives. Here is just a summary of the material put together by Michael Greenbaum, the famous Mig of the Internet, who prepared a compilation of human and machine analysis of this game for the internet.

30...Rhe8! was the best defense. 31.Rb6 Ra8; 32.Bf1!! This amazing move appears to win by force! White can give up almost anything as long as he keeps enough material around the trapped black king. These lines are almost as stunning as the game.

32...Nh5 is demolished by 33.Rd6!! Rec8 (33...Re1+; 34.Kb2 Qe5; 35.Rd4!) 34.Qb2 Rxc2; 35.Rxd5 Rxb2+; 36.Kxb2 Rc8; 37.Rd6 a5; 38.Ra6 Rc2+; 39.Kxc2 Kxa3; 40.Kc3 a4; 41.Bxb5 Ka2; 42.Rxa4+ Kb1; 43.Bd3+ Kc1; 44.Ra1#.
32...Re1+; 33.Qxe1 Nd7; 34.Rb7!! Ne5 (34...Qxb7?; 35.Qd1!! Kxa3; 36.c3 Qe4+; 37.fxe4 Ne5; 38.Kc2 Ka2; 39.Qb1+ Ka3; 40.Qa1#.) 35.Qc3 Qxf3; 36.Bd3 Qd5; 37.Be4! Qc4 (37...Rc8; 38.Ra7! Qd1+; 39.Ka2 Rxc3; 40.Rxa6#.) 38.Qe3!? Mig came up with this pretty line, and even though White could take the knight instead, you really should take a look for purely artistic pleasure! 38...Ng4; 39.Qb6 a5; 40.Ra7.

[Diagram]

Black to move

40...Qf1+ (Another dismal fate is 40...Rxa7; 41.Qxa7 Qb3+; 42.cxb3+ Kxa3; 43.Bc2 a4; 44.Qa5 Ne3; 45.Qxb5 Nxc2; 46.Qxa4#.) 41.Kb2 Qf6+; 42.c3!!

[Diagram]

Black to move

Now a mate is threatened by the bishop!! 42...Qxc3+ (42...Qxb6; 43.Bc2#.) 43.Kxc3 Rxa7; 44.Qxa7 Kxa3; 45.Qxa5#.

Another fascinating line is 30...Rd6, which is countered by 31.Rb6!!
An incredible rook sacrifice, which unfortunately must be confined to the footnotes of what might have been. 31...Ra8 (31...Rxb6; 32.Kb2 and the familiar mate at b3 appears soon enough. Here is one final twist on the theme. 32...Qd4; 33.Qxd4 Rc6; 34.c3 with a threat of mate at d1!) 32.Rxd6 Qc4; 33.Qxc4 bxc4; 34.Kb2 a5; 35.Rxf6 axb4; 36.Bd7+ Ka5; 37.axb4+ Kxb4; 38.Rxf7 etc.


Black will take the pawn at a3, which only slightly alters the picture. 31...Kxa3. 31...Rd1+; 32.Kb2 Qd4+; 33.Qxd4 Rxd4; 34.Rxf7 gets the queens off but there is still the possibility of a bishop mate at b3 and the Black pawns are weak, so victory for White is a foregone conclusion.
32. Qxa6+ Kxb4.

33. c3+! A little sacrifice, but an important one. White gets the queen to a1 with check. 33... Kxc3; 34. Qa1+ Kd2. 34... Kb4; 35. Qb2+ wins, whichever way Black turns. 35... Ka5 (35... Kc5; 36. Rc7+ Kd5; 37. Rxc4 bxc4; 38. Qb7+ is a winning advantage for White.) 36. Qa3+ Qa4; 37. Ra7+ Kb6; 38. Rxa4 bxa4; 39. Qb4+. The queen and bishop will defeat the rooks.

35. Qb2+ Kd1. 35... Ke1; 36. Re7+ Kd1; 37. Bf1 Rd2; 38. Rd7 transposes to the game.

36. Bf1!

White cannot capture the bishop. The queen must not abandon e2, either, because of the possible mate there.

36... Rd2. 36... Qxf1; 37. Qc2+ Ke1; 38. Re7+ Qe2; 39. Qxe2#. 37. Rd7! Rxd7; 38. Bxc4.
Black has no choice but to capture the bishop, but it costs him the rook at h8. 38...bxc4; 39.Qxh8 Rd3; 40.Qa8 c3; 41.Qa4+ Ke1; 42.f4 f5; 43.Kc1 Rd2; 44.Qa7. Black resigned.
Index of Games

Winner in bold

Abrahams vs. Cukierman 76
Adorjan vs. Tisdall 158
Alekhine vs. Sterk 44
Alekhine vs. Yates 50
Alexander vs. Szabo 99
Anand vs. Lautier 190
Bagirov vs. Gufeld 144
Baranov vs. Grigoriyev 38
Baratz vs. Duchamp 57
Beffie vs. Schelfhout 33
Belyavsky vs. Nunn 170
Bernstein vs. Staehelin 67
Beyer vs. Wade 86
Botvinnik vs. Capablanca 83
Bronstein vs. Goldenov 92
Brown vs. Gibbs 38
Browne vs. Hort 146
Burn vs. Marshall 19
Byrne, D. vs. Fischer 112
Byrne, D. vs. Pitschak 106
Capablanca vs. Bernstein 26
Chigorin vs. Mortimer 8
Christiansen vs. Graf 177
Colle vs. Gruenfeld 55
Cordoba vs. Korchnoi 188
Csom vs. Hennings 136

Duras vs. Süsting 22
Euwe vs. Thomas 73
Evans vs. Zuckerman 133
Filip vs. Korchnoi 108
Fischer vs. Kovacevic 138
Flohr vs. Landau 62
Forgacs vs. Tartakower 23
Fox vs. Bauer 9
Geller vs. Smyslov 132
Gereben vs. Trojanescu 104
Gessner vs. Whitaker 35
Gheorghiu vs. Watson 157
Gilg vs. Rubinstein 61
Hort vs. Alburt 151
Hugot vs. O’Kelly 103
Janowski vs. Tarrasch 18
Jimenez vs. Keene 146

Kamsky vs. Lautier 183
Kan vs. Lasker, Em. 74
Kasparov vs. Topalov 193
Kholmov vs. Keres 119
Kotronias vs. Adams 181
<table>
<thead>
<tr>
<th>Match</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>(\text{Larsen vs. Andersson})</td>
<td>161</td>
</tr>
<tr>
<td>(\text{Lasker, Ed. vs. Fine})</td>
<td>87</td>
</tr>
<tr>
<td>(\text{Lasker, Ed. vs. Marshall})</td>
<td>88</td>
</tr>
<tr>
<td>(\text{Lazarevic vs. Gaprindashvili})</td>
<td>123</td>
</tr>
<tr>
<td>(\text{Leonhardt vs. Tarrasch})</td>
<td>25</td>
</tr>
<tr>
<td>(\text{Levenfish vs. Smyslov})</td>
<td>101</td>
</tr>
<tr>
<td>(\text{Lisitsyn vs. Kasparian})</td>
<td>64</td>
</tr>
<tr>
<td>(\text{Makarichev vs. Alburt})</td>
<td>154</td>
</tr>
<tr>
<td>(\text{Maroczy - Chigorin})</td>
<td>13</td>
</tr>
<tr>
<td>(\text{Maroczy vs. Tartakower})</td>
<td>46</td>
</tr>
<tr>
<td>(\text{Merenyi vs. Szekely})</td>
<td>58</td>
</tr>
<tr>
<td>(\text{Mora vs. Suttles})</td>
<td>131</td>
</tr>
<tr>
<td>(\text{Morozевич vs. Anand})</td>
<td>187</td>
</tr>
<tr>
<td>(\text{Nagy vs. Przepiorka})</td>
<td>53</td>
</tr>
<tr>
<td>(\text{Nimzowitsch vs. Alapin})</td>
<td>30</td>
</tr>
<tr>
<td>(\text{Nimzowitsch vs. Tarrasch})</td>
<td>31</td>
</tr>
<tr>
<td>(\text{Ortueta vs. Sanz})</td>
<td>71</td>
</tr>
<tr>
<td>(\text{Panov vs. Bondarevsky})</td>
<td>81</td>
</tr>
<tr>
<td>(\text{Perrier vs. Wellmuth})</td>
<td>36</td>
</tr>
<tr>
<td>(\text{Petrosian vs. Vaitonis})</td>
<td>105</td>
</tr>
<tr>
<td>(\text{Piket vs. Klinger})</td>
<td>173</td>
</tr>
<tr>
<td>(\text{Pillsbury vs. Swidersky})</td>
<td>11</td>
</tr>
<tr>
<td>(\text{Pilnik vs. Olafsson})</td>
<td>110</td>
</tr>
<tr>
<td>(\text{Polgar, J. vs. Sinkovics})</td>
<td>178</td>
</tr>
<tr>
<td>(\text{Polugayevsky vs. Nyezhmetdinov})</td>
<td>116</td>
</tr>
<tr>
<td>(\text{Portisch vs. Pinter})</td>
<td>168</td>
</tr>
<tr>
<td>(\text{Ravinsky vs. Panov})</td>
<td>91</td>
</tr>
<tr>
<td>(\text{Reshevsky vs. Vaganian})</td>
<td>149</td>
</tr>
<tr>
<td>(\text{Reti vs. Euwe})</td>
<td>40</td>
</tr>
<tr>
<td>(\text{Rossolimo vs. Riceman})</td>
<td>135</td>
</tr>
<tr>
<td>(\text{Rotlevi vs. Rubinstein})</td>
<td>21</td>
</tr>
<tr>
<td>(\text{Sadler vs. Kaidanov})</td>
<td>180</td>
</tr>
<tr>
<td>(\text{Salov vs. Timman})</td>
<td>184</td>
</tr>
<tr>
<td>(\text{Schönmann vs. Johnsen})</td>
<td>28</td>
</tr>
<tr>
<td>(\text{Shamkovich vs. Titenko})</td>
<td>127</td>
</tr>
<tr>
<td>(\text{Smejkal vs. Haag})</td>
<td>142</td>
</tr>
<tr>
<td>(\text{Smyslov vs. Liberzon})</td>
<td>137</td>
</tr>
<tr>
<td>(\text{Spassky vs. Bronstein})</td>
<td>121</td>
</tr>
<tr>
<td>(\text{Spielmann vs. Eljaschoff})</td>
<td>16</td>
</tr>
<tr>
<td>(\text{Steiner vs. Füster})</td>
<td>100</td>
</tr>
<tr>
<td>(\text{Szabo vs. Lundin})</td>
<td>95</td>
</tr>
<tr>
<td>(\text{Tal vs. Uhlmann})</td>
<td>140</td>
</tr>
<tr>
<td>(\text{Timman vs. Karpov})</td>
<td>155</td>
</tr>
<tr>
<td>(\text{Tolush vs. Kotov})</td>
<td>94</td>
</tr>
<tr>
<td>(\text{Topalov vs. Shirov})</td>
<td>192</td>
</tr>
<tr>
<td>(\text{Torre vs. Banks})</td>
<td>52</td>
</tr>
<tr>
<td>(\text{Van der Sterren vs. Miles})</td>
<td>172</td>
</tr>
<tr>
<td>(\text{Van der Wiel vs. Ljubojevic})</td>
<td>175</td>
</tr>
<tr>
<td>(\text{Vasyukov vs. Uhlmann})</td>
<td>125</td>
</tr>
<tr>
<td>(\text{Weinstein vs. McCormick})</td>
<td>114</td>
</tr>
<tr>
<td>(\text{Whitehead vs. Benjamin})</td>
<td>163</td>
</tr>
<tr>
<td>(\text{Wijnans vs. Van den Bosch})</td>
<td>84</td>
</tr>
</tbody>
</table>
To find out about our latest chess and backgammon publications, to order books and software from third parties, or simply to keep aware of our latest publications and activities in the chess world:

1. Go online: www.cardozapub.com
2. Use E-Mail: cardozapub@aol.com
3. Call toll free: 800-577-WINS (800-577-9467)
4. Write: Cardoza Publishing, 132 Hastings Street, Brooklyn, NY 11235

We welcome your suggestions and comments, and are glad to have you as a customer.

Our philosophy is to bring you the best quality chess books from the top authors and authorities in the chess world, featuring words (as opposed to hieroglyphics), clear explanations (as opposed to gibberish), quality presentations (as opposed to books simply slapped together), and authoritative information. And all this at reasonable prices.

We hope you like the results.

---

FREE CHESS MAGAZINE - CHESSCITY.COM

www.chesscity.com

Chess City is a sprawling metropolis of chess information, a magazine with the latest news, analysis, gossip, trivia, and fun features. Travel around the world to visit the most fascinating players and chess competitions, preview books long they hit the shelves, and improve your chess with columns on openings, middlegames, endings, tactics, strategies, mates, and more.

Extensive excerpts from our books are available online. Visit often, because we'll be adding more features for your pleasure! Increase your knowledge with our articles and features! Whether you're a beginner or master, you'll be able to improve your results with our tips.

Chess is a serious game, but it is also a lot of fun. Chess City presents trivia, photos, anecdotes, chess art, strange games, trivia and even a bit of gossip for your amusement and pleasure! Come and visit!

Go to www.chesscity.com for details
100 AWESOME MOVES!

This collection of brilliant ideas from real tournaments are not just regular combinations or tactical swindles, but moves of stunning originality. Schiller has selected the 100 most awesome moves ever played in this fascinating showcase of inspirational chess!

Eric Schiller is the world-reknoned author of 90 chess books including Standard Chess Openings, Unorthodox Chess Openings, 639 Essential Endgame Positions, and the Encyclopedia of Chess Wisdom.

THE GREATEST MOVES OF ALL TIME!

Through game positions and examples, you’ll learn about the deep positional understandings and swashbuckling tactics of chess, and how to not just reach for the best move, but the inspired move.

"The incredible moves, combinations, tactics, and original thinking by the greatest players of all time are revealed here and should be common knowledge to every chess player!"

CARDOZA PUBLISHING
Great Chess Books for Chess Players

ISBN 1-58042-021-4
$18.95 U.S. ($24.95 CAN) ($13.95 U.K.)