VIKTOR KORCHNOI'S BEST GAMES

VIKTOR KORCHNOI'S BEST GAMES

Annotated by

VIKTOR KORCHNOI*

* Game 1 annotated by Zak; Games 12–14 by Korchnoi and Lyublinsky; Game 46 by Korchnoi and Sosonko; Games 55–58 by Levy; Games 59–60 by O'Connell.

David McKay Company, Inc.
New York

Copyright © 1977 The Philidor Press Ltd.

All rights reserved, including the right to reproduce
this book, or parts thereof, in any form, except for
the inclusion of brief quotations in a review.

First American Edition, 1978

ISBN: 0-679-13055-1

Library of Congress Catalog Card Number: 77-93549

Manufactured in the United States of America

CONTENTS

PREFACE	vii
INTRODUCTION	ix
TOURNAMENT AND MATCH RECORD	xv
GAMES 1-60	1
SUDDEN DEATH Games SD1–SD12	289
INDEX OF OPPONENTS	295
INDEX OF OPENINGS	295

PREFACE

Viktor Lvovich Korchnoi was born in Leningrad on July 23rd 1931 and learned to play chess at the age of thirteen at the Leningrad Palace of Young Pioneers. By the time that he was twenty, Korchnoi had established himself in the USSR by qualifying for the final of the national championship. Two years later he played in and won his first international tournament. Since then he has won sixteen international tournaments and has shared first in seven more. He is one of the best players of all time and is currently (1977) ranked number two in world chess, after World Champion Anatoly Karpov.

Korchnoi's chess career has been punctuated by restrictions placed on him in the USSR. His relationship with the Soviet authorities was often a stormy one and more than once he was not allowed to participate in the international arena. His disgust with these authorities came to a head in 1974 when they 'forced' him to lose the Candidates' final match against Karpov by placing various material and psychological barriers in his way. Korchnoi then resolved to quit his homeland and live in the West.

In July 1976 Korchnoi walked into a Dutch police station and asked for political asylum. Since then he has been called a traitor by the Soviet press and most Russian Grandmasters are afraid to be seen in the same room as him.

Korchnoi's dramatic life is reflected in the brilliant yet dangerous style that he exhibits at the chessboard – he is never afraid to take what appear to be great risks.

The games in this book reveal the entertaining and instructive qualities of Korchnoi's play. Games 2–54 are annotated by Korchnoi (12, 13 and 14 together with Lyublinsky and 46 together with Sosonko). The notes to the other games are by Zak (1), Levy (55 – 58) and O'Connell (59 and 60). The Introduction is by Zak and Sudden Death by A. Geller. All of the Russian material was translated by Dr K. P. Neat.

INTRODUCTION

At the age of fourteen, Korchnoi was only a third category player. In his games, interesting ideas would alternate with serious oversights and blunders. For his age, his standard of play was not high, and it was difficult to guess that he would become a brilliant grandmaster. But it was just at this time that a change set in, his play took on the necessary maturity, and his results became more stable.

In less than a year he had gained first category rating, and within one more year he became Youth Champion of the Soviet Union.

It is of interest to compare two of Korchnoi's games, furnished with his own youthful comments, which were played towards the end of 1945 and at the beginning of 1946.

Rovner - Korchnoi
3rd Category Tournament, Leningrad 1945
Scotch Game

1 P-K4 P-K4 2 N-KB3 N-QB3 3 P-Q4 PXP 4 NXP N-B3 5 N-QB3 B-N5 6 B-KN5 O-O 7 B-K2 P-KR3 8 B-R4 R-K1 9 NXN NPXN 10 Q-Q4 BXNch 11 PXB P-N4? 12 P-K5! N-Q4 13 B-N3 P-Q3 14 O-O-O PXP 15 BXP Q-K2 16 B-QB4? QXB 17 KR-K1 Q-B5ch?? (a fifth category move!) 18 QXQ NXQ 19 RXRch K-N2 20 R(Q1)-Q8 Resigns (disgraceful for third category).

In this game Korchnoi's notes are limited to question and exclamation marks, pointing out weak and strong moves. The exceptions are two phrases which severely criticize Black's play. They are notable for the fact that, at such an early age, one of grandmaster Korchnoi's characteristic features is revealed – his merciless self-criticism.

Many young players, on winning a game thanks to serious errors on their opponent's part, consider such victories to be quite natural, and do not wish to see the imperfections in their play. They forget that they have been aided by circumstances, and the inevitable result is complacency and regression.

For this reason, the thorough examination of one lost game, during which characteristic mistakes will be revealed, is of more benefit than the self-satisfied demonstrating of a number of wins.

Unfortunately, in the overwhelming majority of cases, young players regard their defeats as annoying mishaps, and try to forget about them as quickly as possible. It is no accident that the archives of such players, who at best reach first category rating, contain no lost games at all.

In this respect, the example shown by Korchnoi, who has kept such 'compromising' records, is worth imitating.

If we attempt to interpret the exclamation and question marks given in the game, it should be noted that 6 B-KN5 was an inaccurate move. After 6 . . . P-KR3 White would have been forced to play 7 BXN, since 7 B-R4 is bad on account of 7 . . . P-KN4 8 NXN NPXP 9 B-N3 NXP 10 Q-Q4 BXNch 11 PXB O-O. It was not too late to return to . . . P-KN4 on the eighth move (instead of 8 . . . R-K1), but it was a mistake to play it on the eleventh move on account of the reply 12 P-K5!. 14 O-O-O? was a mistake, after which White loses a pawn, since 14 . . . PXP 15 BXP Q-K2 should have won a piece, as White cannot continue 16 B-R8 on account of 16 . . . P-B3 17 B-R5 (17 P-QB4 fails to 17 . . . Q-R6ch 18 K-Q2 Q-N5ch! 19 K-B1 N-B6) 17 . . . Q-R6ch 18 K-Q2 R-B1, with a winning position for Black. Therefore, instead of 14 O-O-O, White should have played 14 O-O PXP 15 BXP Q-K2 16 B-R8 P-B3 17 P-QB4! QXB 18 PXN KXB 19 QXBPch K-N1 20 Q-N6ch and 21 QXRPch. The question mark to 16 B-QB4 was possibly attached from inertia.

Soon, play such as this was not to be found in Korchnoi's games. In comparison, the following game, played a few months later, has the appearance of being a complete work of art.

Zikov - Korchnoi
Leningrad Youth Championship 1946
Alekhine's Defence

1	**P-K4**	**N-QB3**
2	**N-KB3**	**N-B3**
3	**P-K5**	**N-Q4**
4	**P-B4**	**N-N3**
5	**P-Q4**	**P-Q3**
6	**PXP**	**KPXP**

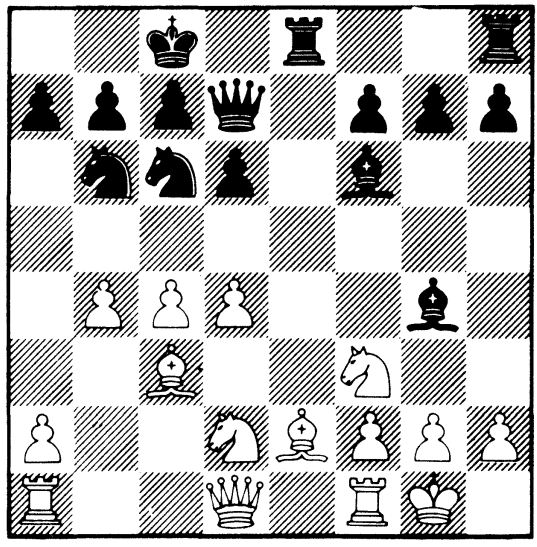
"One of the best variations of Alekhine's Defence." (Evidently he has in mind the absence of any opening difficulties for Black – V.Zak).

7	P-QN3	B-N5
8	B-K2	B-K2
9	B-N2	

"A slight inaccuracy. The bishop should have been moved to K3, with the QNP serving as a support for the centre."

9	...	B-B3
10	O-O	Q-Q2
11	QN-Q2	O-O-O
12	B-B3	QR-K1
13	P-N4?	

"13 P-QR4 was stronger. The move in the game is answered by a sacrifice."



13	...	RXB!

"An accidental combination."

14	QXR	

"The only move."

14	...	N-R5
15	QR-B1	

"This immediately loses a pawn. But 15 N-K4 was worse on account of 15 . . . NXB 16 NXN NXQP 17 Q-Q3 NXNch 18 PXN B-B4 19 Q-Q2 B-R6! 20 KR moves Q-B4 21 N-K2 QXP 22 N-B4 B-N4."

15	. . .	NXB
16	RXN	NXQP
17	Q-K3	NXNch
18	NXN	BXR
19	QXB	BXN
20	QXB	R-K1

"And Black won after a protracted and uninteresting struggle."

At the time when Korchnoi was gaining first category status, the nine year-old Spassky was just beginning to take up chess seriously. In less than a year he made enormous progress, successively reaching third, second and first category norms. At the age of twelve he shared first place in the Leningrad Youth Championship, ahead of master Kirillov (playing *hors concours*), Korchnoi, and other older competitors.

His games were notable for their simplicity and elegance. Mistakes and oversights occurred rarely, although it was they that decided the outcome of the first game between the future rivals.

Korchnoi - Spassky

1st Category Tournament Leningrad 1948
Sicilian Defence

1	P-K4	P-QB4
2	N-KB3	P-Q3
3	P-Q4	PXP
4	NXP	N-KB3
5	N-QB3	P-KN3
6	P-B4	B-N5

Spassky is not *au fait* with this rarely-played variation: 6 . . . N-B3 is the correct continuation.

7	B-N5ch	QN-Q2
8	BXNch!	

A very strong manoeuvre, with the aim of exploiting the badly placed black bishop at . . . KN5.

8 . . . QXB

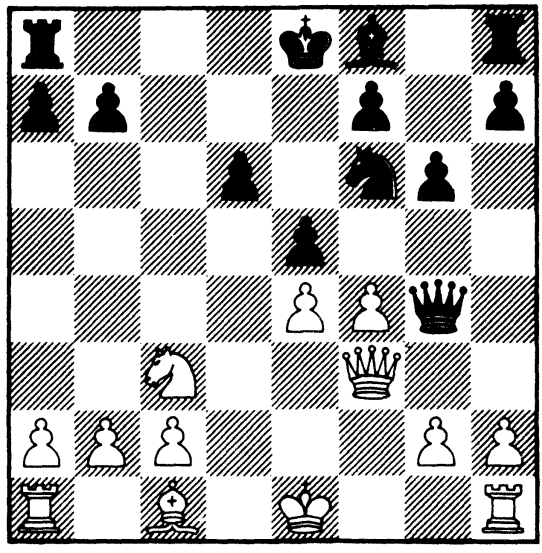
On 8 . . . BXB, 9 P-K5 is unpleasant.

9 Q-Q3

Now 10 P-B5 is threatened, winning the bishop.

9 . . . P-K4
10 N-B3 BXN
11 QXB Q-N5?

This attempt to gain a draw by exchanging queens leads to Black's immediate defeat. He could have resisted by playing 11 . . . PXP 12 BXP B-N2 and 13 . . . O-O.



12 N-Q5! Resigns

As Korchnoi showed, Black could have saved his piece (but not the game) by the paradoxical move 12 . . . K-Q1!, on which there could follow 13 QXQ (if 13 NXN, then 13 . . . Q-R5ch) 13 . . . NXQ 14 P-KR3 N-R3 15 PXP PXP 16 B-N5ch and 17 B-B6, winning a pawn.

TOURNAMENT AND MATCH RECORD

This record of Viktor Korchoi's tournament and match career excludes only minor Soviet events and some small international team matches. Where only the venue is given, the event is an international individual tournament.

		+	=	–	Place
1946	USSR Junior Ch., Leningrad	4	2	9	11-12
1947	USSR Junior Ch., Leningrad	8	7	0	1
1948	USSR Junior Ch., Tallinn	5	0	2	1-2
1950	Leningrad Ch.	8	2	3	2
	½-final 18th USSR Ch., Tula	4	4	7	11-13
1951	Chigorin Memorial, Leningrad	6	3	4	5-7
	½ final 19th USSR Ch.., Leningrad	6	8	4	5-8
1952	½-final 20th USSR Ch., Minsk	7	7	3	2-4
	20th USSR Ch., Moscow	8	6	5	6
	Leningrad Ch.	6	3	4	4
1953	Leningrad Ch.	8	3	2	2
	½-final 21st USSR Ch., Vilnius	7	4	3	3-4
1954	21st USSR Ch. Kiev	10	6	3	2-3
	Bucharest	10	6	1	1
	Student Olympiad, Oslo (Brd 1)	3	3	1	
	½-final 22nd USSR Ch., Erevan	9	8	3	3-5
1955	22nd USSR Ch., Moscow	1	10	8	19
	½-final 23rd USSR Ch., Riga	8	6	4	4-5
	Leningrad Ch.	16	2	1	1
	Hastings (1955/6)	5	4	0	1-2
1956	23rd USSR Ch., Leningrad	6	10	1	4
	Student Olympiad, Uppsala (Brd 1)	5	2	0	
	½-final 24th USSR Ch., Tbilisi	7	10	2	3-4
1957	Leningrad Ch.	11	4	2	1-2
	24th USSR Ch., Moscow	6	12	3	7-8
	Armenian Ch. (hors concours)				1
	European Team Ch., Vienna (Brd 8)	5	1	0	
	½-final 25th USSR Ch., Sverdlovsk	8	11	0	1
1958	25th USSR Ch., Riga	4	9	4	9-11
	RSFSR Ch., Sochi	7	10	2	2-4
	½-final 26th USSR Ch., Tashkent	9	4	2	2-3
1959	26th USSR Ch., Tbilisi	6	8	5	9
	Krakow	6	5	0	1
	½-final 27th USSR Ch., Cheliabinsk	9	6	0	1
1960	27th USSR Ch., Leningrad	12	4	3	1
	Moscow	6	4	1	3
	Buenos Airies	9	8	2	1-2
	Santa Fe	3	3	1	4
	Corboda	5	2	0	1
	Leipzig Olympiad (Brd 4)	8	5	0	
1961	28th USSR Ch., Moscow	9	8	2	2
	European Team Ch., Oberhausen (Brd 3)	8	1	0	
	Budapest	9	5	1	1
1962	Interzonal, Stockholm	9	10	3	4-5
	Candidates' Tournament, Curacao	7	13	7	5
	30th USSR Ch., Erevan	10	8	1	1
1963	Havana	14	5	2	1
	31st USSR Ch., Leningrad	4	12	3	10
1964	Leningrad Ch.	12	4	0	1
	Zonal Tournament, Moscow	3	5	4	5-6
	Belgrade	9	5	2	2-3
	32nd USSR Ch., Kiev (1964/5)	11	8	0	1
1965	European Team Ch., Hamburg (Brd 3)	4	3	2	
	Gyula	14	1	0	1
	Erevan	6	7	0	1
	33rd USSR Ch., Tallinn	6	6	7	10-12
1966	Training Tournament, Moscow	2	4	4	4-5
	Bucharest	11	3	0	1
	Sochi	10	3	2	1
	Havana Olympiad (Brd 5)	9	3	1	
	34th USSR Ch., Tbilisi (1966/7)	4	16	0	3-5
1967	Play-off for Interzonal, Tallinn	1	2	1	1-3
	Leningrad	10	6	0	1
	Interzonal Tournament, Sousse	9	10	3	2-4
1968	Wijk aan Zee	10	4	1	1
	Lugano Olympiad (Brd 3)	9	4	0	
	Palma de Mallorca	11	6	0	1
1969	Sarajevo	9	6	0	1
	Luhacovice	8	7	0	1
	Havana	8	6	1	1-2
	Palma de Mallorca	6	9	2	3-4
1970	USSR vs Rest of the World, Belgrade (Brd 3)	0	3	1	
	Rovinj/Zagreb	7	8	2	2-5
	European Team Ch., Kapfenberg (Brd 2)	2	4	0	
	Siegen Olympiad (Brd 3)	8	6	1*	
	38th USSR Ch., Riga	12	8	1	1
1971	Wijk aan Zee	7	6	2	1
	Moscow	6	5	6	11
	Hastings (1971/2)	8	6	1	1-2
1972	Amsterdam	7	8	0	2
	Skopje Olympiad (Brd 2)	8	6	1	
	Palma de Mallorca	7	6	2	1-3
1973	Leningrad Ch.	5	4	5	8-9
	Interzonal, Leningrad	11	5	1	1-2
	European Team Ch., Bath (Brd 3)	3	2	1	
	41st USSR Ch., Moscow	5	11	1	2-6
1974	Nice Olympiad (Brd 2)	8	7	0	
1975	Moscow	8	3	4	3-5
	Hastings (1975/6)	5	8	2	4
1976	Amsterdam	5	9	1	1-2
1977	Montreux	4	5	0	1

MATCHES

1968	v Reshevsky (Candidates' ¼-final), Amsterdam	3	5	0	won
	v Tal (Candidates' ½-final), Moscow	2	7	1	won
	v Spassky (Candidates' final), Kiev	1	5	4	lost
1970	v Bronstein (training match)	1	2	3	lost
1971	v Karpov (training match), Leningrad	2	2	2	drew
	v Geller (Candidates' ¼-final), Moscow	4	3	1	won
	v Petrosian (Candidates' ½-final), Moscow	0	9	1	lost
1974	v Mecking (Candidates' ¼-final), Augusta	3	9	1	won
	v Petrosian (Candidates' ½-final), Odessa	3	1	1	won
	v Karpov (Candidates' final), Moscow	2	19	3	lost
1976	v Timman, Leeuwarden	4	3	1	won
	v Hug, Zurich	2	2	0	won
1977	v Petrosian (Candidates' ¼-final), Lucca	2	9	1	won
	v Polugayevsky (Candidates' ½-final), Evian	5	7	1	won

* Korchnoi overslept and lost against Spain by default.

VIKTOR KORCHNOI'S BEST GAMES

VIKTOR KORCHNOI'S BEST GAMES

Game 1
Korchnoi (15 yrs) - Razov (16 yrs)
Leningrad Junior Championship 1946
Hungarian Defence

1	**P-K4**	**P-K4**
2	**N-KB3**	**N-QB3**
3	**B-B4**	**B-K2**
4	**P-Q4**	**PXP**

Young players often make such moves. They do not like the fact that the white pawns have taken up such active positions. But the move is inconsistent. After all, the idea of the variation is to maintain the centre, which is achieved by 4 . . . P-Q3 5 P-Q5 (nothing is gained by the exchange 5 PXP PXP 6 QXQch BXQ 7 N-B3 P-B3, with an equal game) 5 . . . N-N1 6 B-Q3 N-KB3 7 P-B4 O-O. Black has a cramped but solid position.

Now, however, White is left with a pawn on K4 against a black pawn at . . . Q3. It is interesting to follow how the future grandmaster, winner of numerous all-union and international tournaments, but at that time only a first-category player, exploits this apparently insignificant circumstance.

5 NXP

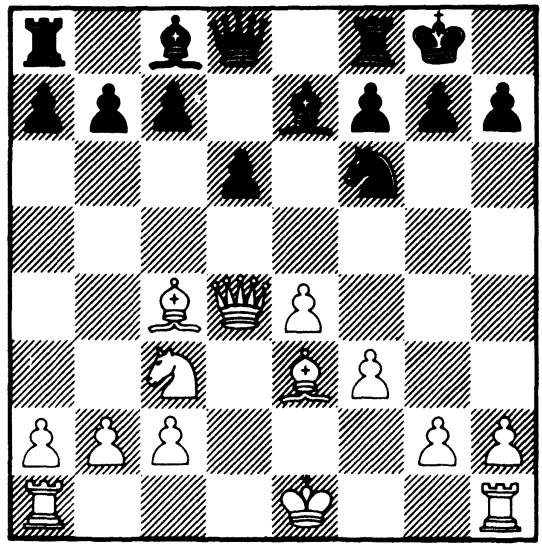
In this position the trappy move 5 P-B3?! is possible, intending to answer 5 . . . PXP with 6 Q-N3, when it is difficult for Black to defend his KB2 square; e.g. 6 . . . N-R3 7 BXN PXP 8 BXNP!, threatening mate. Nevertheless, it is worth remembering that playing for traps also has its darker side. After Black's correct reply 5 . . . N-R4! 6 QXP NXB 7 QXN N-B3 White does not retain even a shade of an advantage.

5	...	N-B3
6	N-QB3	P-Q3
7	B-K3	O-O
8	P-B3	

Before taking positive action, White wishes to secure his K4 square, so as to prevent possible counter-play by Black along the half-open K-file. But this should have led to equal play after 8 ... N-K4! 9 B-K2 (on 9 B-N3? there would follow 9 ... P-B4 10 N(Q4)-K2 P-B5 11 B-R4 P-QR3) 9 ... P-Q4 10 PXP NXQP 11 NXN QXN 12 N-N5 Q-B3, when 13 NXRP? fails to 13 ... RXN 14 BXR P-QN3. White could have kept his advantage by 8 O-O!, when the variation 8 ... N-K4 9 B-K2 P-Q4 no longer works, if only because of 12 N-B5!.

If at this moment you were to ask young players whose position they prefer, they would vote for White. And if you were to ask them to find a good continuation for Black? You would find that many would suggest the same unsuccessful move that was made in the game.

8	...	NXN?
9	QXN!	



Here is an example of creative understanding of the position. If the queen is not threatened by the opponent's minor pieces, then it is excellently placed in the centre of the board. Of course, Black cannot even consider the move 9 ... P-B4: his Q4 square and QP are irrevocably weakened.

9 ... B-K3

Reasonably, Black tries to ease his position by exchanges.

10 O-O-O N-Q2
11 N-Q5 BXN
12 QXB N-K4
13 B-K2 B-B3
14 P-KN4

Capturing the pawn would have caused White great unpleasantness: 14 QXNP? R-N1 15 Q-Q5 (15 QXRP is even worse) 15 ... RXP! 16 KXR N-B5db ch and 17 ... NXB.

14 ... Q-B1
15 P-N5 B-K2
16 QR-N1

Nowadays Korchnoi would probably not even have considered such a decentralizing move, but would have played 16 P-KB4 N-N3 17 P-KR4 Q-K3 18 P-R5 QXQ 19 RXQ N-R1 20 P-B5!.

Or 16 ... N-B3 17 P-KR3! Q-K3 18 B-N4 QXQ 19 PXQ N-N5 (19 ... N-Q1 is worse, when Black's rooks are disconnected) 20 P-R3 N-R3 21 P-N4, and in both variations it is difficult for Black to bring his knight into play.

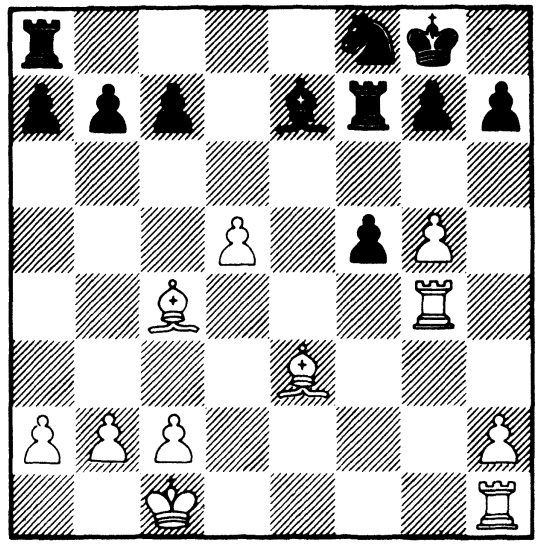
16 ... Q-K3
17 QXQ PXQ
18 P-KB4 N-N3
19 R-N4 R-B2

Perhaps Black had decided that the worst was already over? Or, as often happens, having averted the direct threats, he overestimated his chances? Now he wishes to double his rooks and exert pressure on the KBP. But Korchnoi straight away adjusts to the situation – the unfortunate position of the black pieces along the QR2 – KN8 diagonal allows White to start tactical complications.

20 B-B4! N-B1
21 P-B5 P-Q4

22 PXOP PXBP?

This leads to a quick loss, which could have been put off only by 22 . . . RXP.



23 P-Q6!

After a move by the rook, Black would have had time to defend by 23 . . . B-Q3.

23 . . . PXR
24 PXB N-N3
25 R-Q1

This is possible, but 25 R-B1 N-K4 26 R-Q1! was simpler.

25 . . . NXP
26 R-B1 R-KB1
27 B-B5! Resigns

Game 2
Zurakhov - Korchnoi
Semi-Final 20th USSR Championship 1952
Dutch Defence

1	**P-Q4**	**P-KB4**
2	**P-K4**	**PXP**
3	**N-QB3**	**N-KB3**
4	**P-B3**	

In my opinion, 4 B-KN5 is stronger, when 4 . . . P-Q4 is bad because of 5 BXN. If 4 . . . N-B3, then White gains the advantage by 5 P-Q5 N-K4 6 Q-Q4 N-B2 7 BXN KPXB 8 NXP, or 5 P-B3 P-Q4 6 PXP NXKP 7 NXN PXN 8 P-Q5 N-K4 9 Q-Q4 N-B2 10 B-R4 P-K4 11 QXP(K4) (Aratovsky - Tolush, USSR Team Championship 1948).

4	. . .	**P-Q4**
5	**B-KN5**	**B-B4**
6	**PXP**	**PXP**
7	**B-QB4**	**N-B3**
8	**KN-K2**	

Now on 8 P-Q5 there would follow 8 . . . N-K4 9 B-N5ch P-B3 10 PXP PXP, and the protected central pawn gives Black a good game.

8	. . .	**Q-Q2**
9	**O-O**	**P-K3**

In the game Furman - Lutikov (Leningrad Championship 1950) 9 . . . P-K4 was played, but after 10 BXN PXB 11 N-Q5 White gained the advantage.

10 P-Q5?

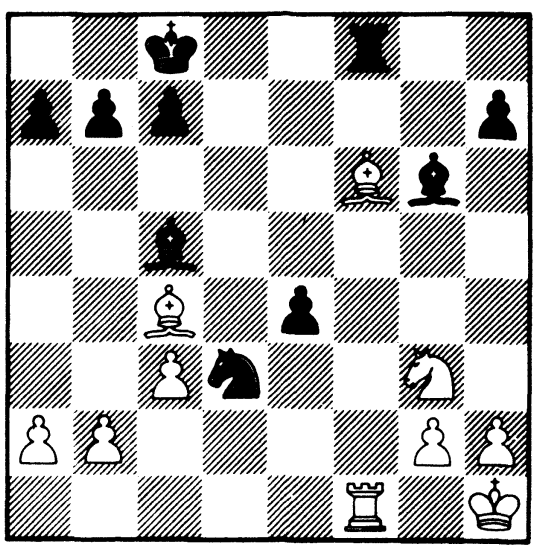
This looks strong, but in fact it leads by force to an inferior ending for White. He should have continued 10 Q-K1 O-O-O (10 . . . NXP is dangerous in view of 11 R-Q1 NXNch 12 QXN B-B4ch 13 K-R1 Q-K2 14 NXP) 11 R-Q1 with double-edged play.

10	. . .	**PXP**

11	NXQP	O-O-O!
12	NXN	B-B4ch
13	K-R1	QXQ
14	QRXQ	RXR
15	RXR	PXN
16	BXP	R-B1
17	R-KB1?	

After 17 B-N7 R-Q1 (forced in view of the threat of 18 R-Q5) 18 RXRch KXR 19 P-B3 White would have had hopes for a successful defence.

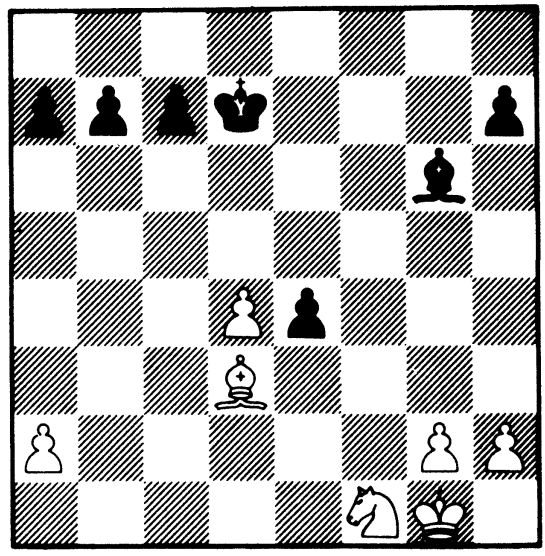
17	...	B-KN3
18	N-N3	N-N5
19	P-B3	N-Q6



20 B-Q4

In the case of 20 BXN PXB 21 B-Q4 Black wins by 21 ... P-Q7 22 R-Q1 R-K1. White also loses after 20 B-N7 RXRch 21 NXR P-K6 etc.

20	...	RXRch
21	NXR	BXB
22	PXB	NXP
23	B-K2	K-Q2
24	K-N1	N-Q6
25	BXN	



This simplifies Black's task. The conclusion was:

25	. . .	PXB
26	K-B2	K-B3
27	K-K3	K-N4
28	P-N4	K-N5
29	P-KR4	P-KR3
30	P-R5	B-R2
31	K-B4	K-B6
32	K-K5	P-Q7
33	NXP	KXN
34	K-B6	K-K6
35	K-N7	B-N8
36	KXP	K-B5
37	P-N5	BXP
38	K-N6	B-B2ch
39	K-R6	K-N5
40	P-N6	B-Q4
41	Resigns	

Game 3
Goldenov - Korchnoi
20th USSR Championship 1952
Sicilian Defence

1	**P-K4**	**P-QB4**
2	**N-KB3**	**P-Q3**
3	**P-Q4**	**PXP**
4	**NXP**	**N-KB3**
5	**P-KB3**	**P-K3**

This continuation was worked out by Simagin, and has the aim of exploiting White's slightly backward development by opening the game at a convenient moment by . . . P-Q4.

6	**P-QB4**	**N-B3**
7	**N-B3**	**B-K2**
8	**B-K3**	**O-O**
9	**Q-Q2**	

In the game Liskov - Simagin (Semi-Final 19th USSR Championship), after 9 B-K2 P-Q4 10 KPXP PXP 11 O-O B-QB4 12 K-R1 Q-K2 Black seized the initiative. 9 N-B2 (Yudovich - Simagin, Championship of Moscow 1952) was also answered by 9 . . . P-Q4: 10 BPXP PXP 11 PXP N-QN5 12 NXN BXN 13 K-B2 R-K1, with advantage to Black.

9	. . .	**P-QR3**

Incorrectly, Black refrains from playing 9 . . . P-Q4. He was worried about the variation 10 BPXP PXP 11 NXN PXN 12 P-K5, but after 12 . . . N-Q2 13 P-B4 N-N3 14 Q-KB2 P-B3, he should quickly gain the advantage.

10	**B-K2**	**Q-B2?**

After this Black's game becomes very difficult. He should have played 10 . . . B-Q2 11 O-O Q-N1!, intending 12 . . . NXN 13 BXN P-QN4.

11	**R-QB1**	**B-Q2**
12	**O-O**	

12 N-Q5 was worth considering here, e.g. 12 . . . PXN 13 BPXP KR-B1 14 PXN PXP 15 O-O Q-N2 16 N-N3, with advantage to White.

12 . . . KR-B1

Defending against 13 N-Q5, on which there now follows 13 . . . PXN 14 BPXP NXN!. But even so, it would have been better to have admitted that 10 . . . Q-B2 was an error, and to have played 12 . . . Q-N1.

13 NXN PXN

Forced, since on 13 . . . BXN White obtains a won position by 14 N-Q5.

14 P-B5 P-Q4
15 N-R4 R-Q1
16 N-N6

16 P-K5 was possible here, and if 16 . . . QXP, then 17 B-KB4 Q-R4 18 P-KN4 Q-R6 19 B-B7! R-KB1 20 R-KB2 N-K1 21 B-B1 Q-R5 22 B-N3 Q-B3 23 N-N6 R-R2 24 BXP, when White stands significantly better.

16 . . . R-R2
17 PXP NXP
18 NXN?

After this White loses his advantage. 18 B-B2 B-QB1 (18 . . . BXP? 19 BXB NXN 20 Q-R5) 19 Q-R5 P-K4 20 KR-Q1 was correct.

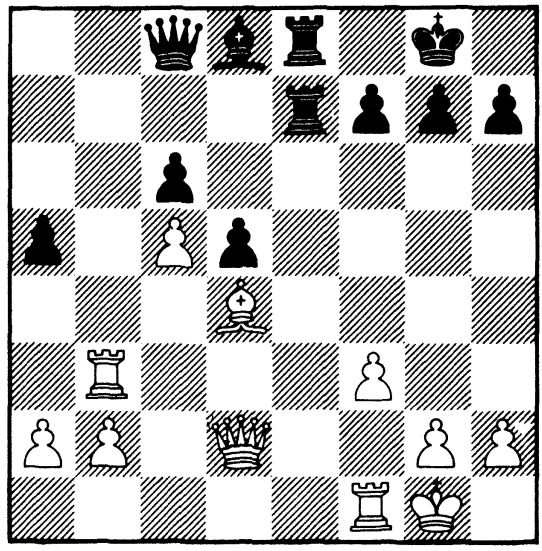
18 . . . KPXN
19 B-Q4 B-B4
20 R-B3

The beginning of an unsuccessful manoeuvre. White should have played 21 B-Q3 BXB 22 QXB, when he can seize the K file. On 22 . . . B-R5 there is the unpleasant reply 23 Q-B5.

20 . . . R-K1
21 R-N3

Here also it was not too late to move the rook to K3.

21	...	P-QR4
22	R-N6?	B-Q1
23	B-Q3	BXB
24	QXB	Q-B1
25	R-N3	R(R2)-K2
26	Q-Q2	



26 ... B-B2!

This prevents 27 R-K3, on which there follows 27 ... B-B5. The immediate 26 ... R-K7 was not good on account of 27 Q-B4 B-B2 28 Q-N5.

Now 27 Q-N5 is bad because of 27 ... P-B3, and if 28 BXP, then 28 ... P-R3 29 Q-N6 Q-K3, winning a piece.

27 BXP

An attempt to extract a draw from a difficult position.

27 ... Q-B4!
28 B-R6

Better chances were offered by 28 B-Q4. Black was intending to reply 28 ... B-B5, and considered, not without justification, that his positional advantage would fully compensate for the sacrificed pawn.

28	...	R-K7
29	Q-N5ch	QXQ
30	BXQ	B-K4

Black rejected 30 ... R-QB7 on account of the reply 31 P-B4! R(K1)-K7 32 R-KN3, when his bishop is passively placed, and White obtains counterplay along the KN file.

31	R-Q1	

The threat was 31 ... B-Q5ch and 32 ... R-K8.

31	...	BXP
32	K-B1	R-QB7

White's position is lost. The intrusion of the second rook is threatened, as well as ... B-B6 followed by the advance of the QP.

33	R-Q2?	R-B8ch
34	K-B2	B-B6
35	R-K2	B-K8ch
36	RXB	

Or 36 K-B1 B-Q7ch, winning the bishop.

36	...	R(B8)XR
37	R-N6	R(K8)-K7ch
38	K-N3	R-QB1
39	P-QR3	R-QB7
40	B-K7	R-B6
41	K-B4	R-K1
42	B-Q6	P-Q5
43	RXP	P-Q6
44	B-K5	R-B5ch
45	K-B5	R-Q1
46	Resigns	

Game 4
Smyslov - Korchnoi
20th USSR Championship 1952
English Opening

Korchnoi's Debut

The first game in a final of the USSR Championship is a difficult test for a debutant. The debut does not always turn out successfully. In this respect I was fortunate. My debut in the USSR Championship was accompanied by success.

1	N-KB3	P-QB4
2	P-B4	N-KB3
3	P-Q4	PXP
4	NXP	P-KN3

From 1949 to 1952, in reply to 1 P-Q4 or 1 P-QB4, I played only the Dutch Defence. While preparing for the Championship, on the advice of my friend and trainer Zak, I decided to arm myself with a new weapon, and with this aim I examined and tried to assimilate about a hundred games played with the Grunfeld Defence.

It is natural that in my first encounter I should 'lean' towards a Grunfeld set-up. 4 . . . P-K3 or 4 . . . P-Q4 is objectively better.

5	N-QB3	P-Q4

Preventing White from creating a strong pawn centre.

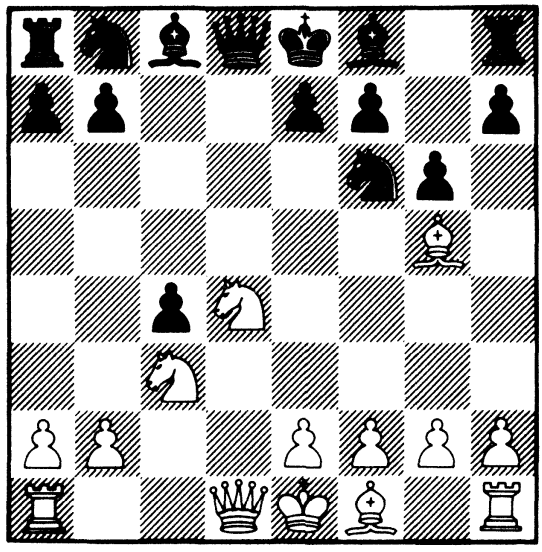
6	B-N5!	

Black has less problems after 6 PXP NXP 7 N(Q4)-N5 NXN 8 QXQch KXQ 9 NXN B-N2 10 B-Q2, although even here, because of his poor king position, Black has to play accurately in order to equalize. 6 N(Q4)-N5 P-QR3 7 Q-R4 QN-Q2 8 PXP does not work – after 8 . . . B-N2 9 P-K4 O-O 10 N-Q4 N-N3 Black wins back his pawn by 11 . . . P-K3 with a good game.

6	. . .	PXP

In the tournament book of the 20th USSR Championship, Taimanov and Flohr criticise this move, reckoning that it is from this moment that Black's difficulties arise. But the move they suggest instead, 6 ... N-K5, is not altogether satisfactory – White replies 7 NXN PXN 8 N-N5! N-B3 9 QXQch KXQ 10 O-O-Och B-Q2 11 N-Q6 winning, or 8 ... P-B3! 9 QXQch KXQ 10 O-O-Och B-Q2 11 B-K3 N-B3 12 P-B3 with the advantage in the ending.

One is forced to the conclusion that the system beginning with 4 ... P-KN3 does not give Black an equal game.



7 P-K3

7 P-K4 is weaker. After 7 ... B-N2 8 BXP O-O 9 O-O P-KR3! Black would successfully overcome his opening difficulties. 7 N(Q4)-N5 deserved consideration, however, and on 7 ... QN-Q2 (or 7 ... B-Q2) – 8 N-Q5, and on 7 ... B-K3 – 8 Q-R4.

7 ... B-N2

Ten years later, in 1962 at Curacao, I played against Petrosian by no means so 'routinely': 7 ... Q-R4? 8 BXN PXB 9 BXP B-QN5? 10 R-QB1, and White soon gained an overwhelming positional advantage. It is difficult to explain the origin of such 'ideas', other than their being due to the influence of the tropical heat.

8 BXP O-O
9 O-O P-QR3

The opening has, without doubt, gone in favour of White, who dominates in the centre of the board. It is not easy for Black to develop his Q-side – his bishop and knight have no convenient squares. Even so, instead of 9 ... P-QR3, 9 ... B-Q2 followed by the development of the knight at ... QB3 was better (suggested by Geller).

10 Q-N3?

A poor post for the queen. As Smyslov suggested after the game, 10 P-QR4 QN-Q2 11 Q-K2 was correct, when White has the advantage. 10 Q-K2 was also strong, as played in the game Simagin - Korchnoi, 23rd USSR Championship. Now Black succeeds in equalizing.

10 ... QN-Q2
11 P-QR4

The initial cause of White's difficulties in the coming endgame. There was no need for this weakening of the Q-side – after 11 KR-Q1 Black could not have played 11 ... P-N4 because of 12 B-Q5 N-B4 13 Q-R3 NXB 14 N-B6, when the complications are in White's favour.

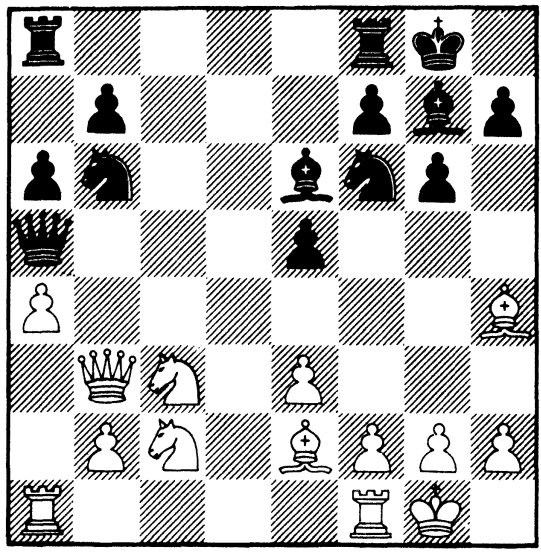
11 ... Q-R4
12 B-R4

As Taimanov and Flohr correctly state, this routine retreat is incorrect. Despite the inaccuracies committed by White on his previous moves, even now he could have maintained a certain pressure on his opponent's position by playing 12 BXN NXB 13 N-Q5 NXN 14 BXN R-N1 15 Q-B4! followed by 16 P-QN4.

12 ... N-N3
13 B-K2 P-K4
14 N-B2

Smyslov hastens to exchange queens. The game would have retained more tension after 14 N-B3, e.g. 14 ... B-K3 15 Q-R3 N-B5 16 BXN(B4) BXB 17 KR-B1, with the threats of 18 BXN and 19 N-K4, or 18 P-QN4.

14 ... B-K3



During the last few moves Black has succeeded in completing his development, and his position is already slightly the more active. I remember that, at the board, after making the bishop move, I suddenly noticed the reply 15 QXB?! PXQ 16 P-QN4, and really got a fright. As subsequently became clear, this tactical blow was not dangerous: by playing 16 . . . NXP 17 PXQ NXN 18 B-B4 N(B3)-Q4 Black would gain the advantage – not so much on account of his extra pawn, but rather the active positioning of his pieces.

15 Q-N4 QXQ
16 NXQ

At this point, considering the position to be completely level, I offered a draw, but Smyslov declined – as the further course of the game shows – without sufficient justification.

16 . . . QR-B1
17 KR-B1

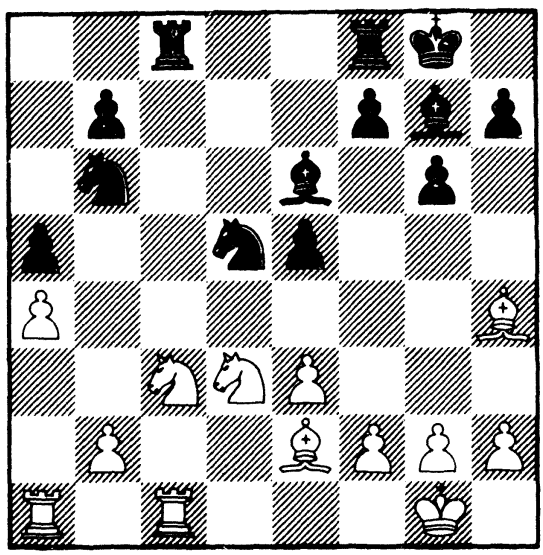
An indifferent move. 17 BXN BXB 18 B-B3 was more resolute. By establishing himself at Q5 White would obtain sufficient counter-chances. On 18 . . . N-B5 there would follow 19 BXP R-N1 20 N(N4)-Q5.

17 . . . P-QR4

Black not only fixes the opponent's QRP, but also gains control of White's Q5 square.

18 N-Q3 N(B3)-Q4

Black forces events, and tries to include his king's bishop in the attack on White's Q-side: if he succeeds in doing this the outcome of the game will be decided.



19 NXN?

The decisive mistake. By playing 19 N-K4! White could have forced a draw, e.g. 19 . . . RXRch 20 RXR NXRP 21 R-R1 B-Q2 22 N-B5 NXN 23 NXN B-QB3 24 RXP P-N3 25 R-R6. It should be noted that for Black also this is the only way, since on 19 . . . P-B4, 20 N(Q3)-B5 is strong, while on 19 . . . B-B4?! White can play 20 N-Q6 P-K5 21 RXR NXR 22 NXB PXN(Q6) 23 B-B3.

19 . . . BXN!

Now White's QRP and QNP are difficult to defend. In the first instance 20 . . . P-K5 is threatened.

20 B-K7

If 20 N-B5, then 20 . . . P-K5 21 R-B2 B-N6 22 R(B2)-B1 BXNP 23 NXB RXRch 24 RXR BXR 25 NXB NXP, and the ending is won for Black.

20 . . . RXRch
21 RXR

Or 21 NXR R-B1 22 P-QN3 P-K5 23 R-N1 B-K3!, and against the manoeuvre . . . N-Q4-B6 there is no defence.

21	. . .	R-K1
22	B-R3	NXP
23	B-Q1	N-N3
24	R-B5	R-Q1!

The attempt to re-establish material equality meets a refutation based on the unfortunate positioning of White's pieces on the Q-file.

25	P-B3	

The threat was 25 . . . B-K5, winning a piece.

25	. . .	B-B1
26	R-B1	

If 26 RXP, then 26 . . . N-B5 27 R-R7 NXB 28 PXN B-B5 29 N-B2 B-QR3 etc.; 26 R-B3 was more stubborn.

26	. . .	BXB
27	PXB	BXP
28	BXB	RXN
29	R-N1	N-B5
30	RXP	NXKP
31	P-QR4	R-Q5
32	B-B6	N-N5
33	R-N1	

White has to retreat, since otherwise he loses yet another pawn.

33	. . .	P-K5
34	P-R3	N-K4
35	B-N5	P-B4?

Up till now Black has played the ending accurately, but here he should have played 35 . . . N-Q6, not allowing the white rook into Black's position, and in some cases threatening . . . N-B4.

36	R-QB1	P-B5
37	R-B5	R-Q8ch

37 . . . N-Q6 would have won more easily, but Black was attracted by the idea of exchanging the minor pieces.

38	K-B2	N-Q6ch
39	BXN	RXB
40	RXP	R-Q7ch

In the time scramble Black has played so unsurely that in a few more moves the game would probably have ended in a draw. But fortunately the game was at last adjourned, and analysis showed that Black should nevertheless win.

41	K-B1	K-B2
42	R-R7ch	K-B3
43	RXP	P-K6
44	R-R8	R-Q8ch
45	K-K2	R-KN8
46	P-R5	

The NP cannot be saved: on 46 K-B3 Black replies 46 . . . R-KB8ch 47 K-K2 R-B7ch.

46	. . .	RXPch
47	K-B3	R-KB7ch
48	K-N4	K-K2!

The final subtlety: using the threat of . . . P-K7, Black succeeds in stopping the enemy passed pawn with his king.

49	R-R7ch	K-Q3
50	R-R8	P-K7
51	R-K8	K-B3
52	Resigns	

Game 5
Korchnoi - Suetin
Semi-Final 21st USSR Championship 1953
English Opening

1	P-QB4	N-KB3
2	P-KN3	P-B4
3	B-N2	P-Q4
4	PXP	NXP
5	N-QB3	N-B2
6	P-B4	

White prevents Black from strengthening his position in the centre.

6	...	N-B3
7	P-N3	P-K3
8	N-B3	B-K2
9	B-N2	O-O
10	R-QB1	R-N1

The immediate 10 ... P-QN3 was also possible, since the win of the exchange for White by 11 N-K5 NXN 12 BXR NXB 13 PXN B-N2 would give Black a strong attack.

11	N-K4	P-QN3
12	Q-B2?	

The aim of this move is to provoke a weakening of the opponent's centre and K-side. But it would have been better for White to castle first and complete his development. Now Black, by preventing White from castling, obtains the better game.

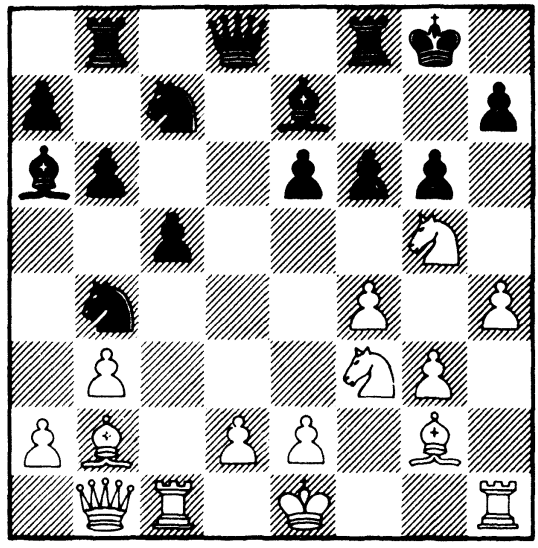
12	...	N-N5

This move is not essential. 12 ... P-B4 13 N-B2 B-R3 was simpler, with advantage to Black (14 P-Q3? N-Q4 15 Q-Q2 P-B5!).

13	Q-N1	B-R3
14	N(K4)-N5	P-N3?

A serious weakening of the castled position, which White immediately exploits. After 14 ... P-B4 15 P-KR4 P-R3 16 N-R3 Black would stand better.

15 P-KR4 P-B3!



16 N-R3

Because of the insecure position of the white king, none of the many tempting sacrifices leads to a clear result. For instance, 16 NXRP KXN 17 P-R5 N-Q6ch 18 PXN BXP 19 PXPdbl ch K-N2! 20 Q-R1 BXP, or 16 P-R5 N-Q6ch (16 ... B-Q6 17 PXB NXQPch 18 K-K2 NXRch 19 BXN PXN 20 RPXP etc. is weaker, but 16 ... PXN 17 RPXP B-B3 18 P-N7 N-Q6ch 19 PXN R-B2! 20 BXB QXB 21 P-Q4 RXP 22 NXP P-R3 is possible) 17 PXN BXP 18 Q-R1 PXN 19 RPXP BXP 20 N-K5 B-B3 21 N-B6 Q-Q6!.

White can apparently play more strongly 19 N-K5, but after 19 ... PXRP! he cannot strengthen his attack, while the win of the exchange after 20 N-B6 does not solve the problem of his own king's defence. Thus the attempt to find an immediate win for White must be considered groundless.

16 ... Q-K1
17 N-B2 R-Q1

The opening of the centre by 17 ... P-K4 would not ease Black's position after 18 PXP PXP 19 N-N4 or 19 N-K4, but by 17 ... N(B2)-Q4 he could have prevented the opening of lines which occurs in the game.

18 P-R5 PXP?

Better defensive chances were offered by 18 . . . P-B4.

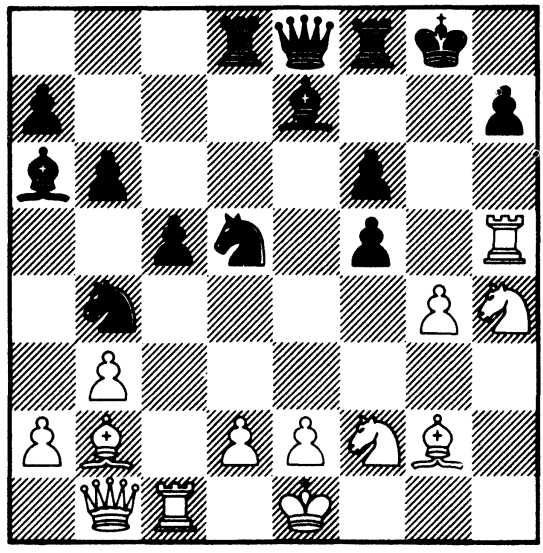
19 P-N4! N(B2)-Q4
20 RXRP Q-N3?

A further mistake. He should have played 20 . . . R-B2, although after 21 P-K3 White's attack, as before, is very dangerous, and the advance of the KNP will in the end lead to the opening of Black's position. On 20 . . . Q-B2 White was planning to sacrifice a piece: 21 N-N5! PXN 22 B-K4 N-KB3 23 RXNPch K-R1 24 P-K3!, and there is nothing that Black can do. Instead of 20 . . . Q-N3, 20 . . . P-B4 also deserved consideration.

21 P-B5 PXP

Or 21 . . . Q-N2 22 R-N5!.

22 N-R4 Q-K1



23 NXP?

After 23 QXP R-B2 24 P-R3 White would have gained a material advantage. The move in the game hands Black the initiative.

23 . . . N-B5!

24 Q-K4! B-Q3!
25 NXB NXBch
26 K-B1 QXQ
27 N(B2)XQ N-B5
28 R-R2

Both players assessed this position as being in Black's favour, but it was not at all easy to find the correct continuation. Thus, nothing is gained by 28 . . . N(N5)-Q6 29 PXN NXP 30 K-N2 NXB 31 R(B1)-KR1 R-Q2 32 R-R6, when White regains his pawn with the better position. 28 . . . NXRP is also not good, since after 29 R-QR1 N-N5 30 K-B2 White significantly activates his pieces. The continuation 28 . . . P-R4 29 P-R3 N(N5)-Q4 30 PXP also allows White a satisfactory defence: 30 . . . NXKP 31 R-N2ch! K-R2 32 RXN etc.

The best move was 28 . . . R-Q2! (with the threat of 29 . . . NXRP) 29 P-R3 (there is no other more useful move) 29 . . . N(N5)-Q4 30 R-K1 KR-Q1 31 N-B5 R-K1, and Black's advantage is clear.

28 . . . N(N5)-Q4?

A significant transposition of moves, which once again leaves the initiative in White's hands.

29 R-K1

A useful move, defending the KP, although the immediate P-Q3 was also possible.

29 . . . R-Q2
30 P-Q3!

Forced in view of the threat of 30 . . . KR-Q1, on which there now follows 31 N-B5, when it is difficult to defend the KBP. On 30 K-B2 Black could have gained the advantage by 30 . . . BXP. The exchange sacrifice now offered by White gives him a clear superiority.

30 . . . N-K6ch
31 K-B2! NXNPch

Also after 31 . . . NXQPch 32 PXN NXPch 33 K-N3 NXR 34 KXN BXP 35 R-KN1ch R-N2 36 NXKBPch RXN 37 BXR RXR 38 KXR White has winning chances.

32	K-N3	NXR
33	KXN(B4)	P-R4?

33 . . . R-KN2 34 NXKBPch RXN 35 BXR R-N5ch was more stubborn.

34	R-KR1	N-N5
35	RXP	N-K4?

35 . . . N-B7 was bad because of 36 BXP R-KN2 37 K-K5, but 35 . . . R-KN2 was better.

36	K-B5!	

Now against the numerous threats, in particular 37 K-K6, Black has no defence.

36	. . .	N-B3?

Capitulation, caused by time trouble. On 36 . . . K-N2 White would have won most simply by 37 R-R2 followed by R-N2ch. Even so, this would have delayed the end, as would 36 . . . RXN.

37	BXP	R-KN2
38	K-K6	N-N5
39	BXR	KXB
40	R-N5ch	K-R2
41	N-B7	R-K1ch
42	K-B6	Resigns

Game 6
Prokhorovich - Korchnoi
'Nauka' Society Championship 1953
King's Indian Defence

1	**P-Q4**	**N-KB3**
2	**P-QB4**	**P-B4**
3	**P-Q5**	**P-KN3**
4	**N-QB3**	**P-Q3**
5	**P-K4**	**B-N2**
6	**P-B4**	**O-O**
7	**N-B3**	**P-K3**

A position from the Four Pawns Attack has been reached. Here 8 B-Q3 is bad because of 8 . . . PXP 9 BPXP (9 KPXP R-K1ch) 9 . . . Q-N3 10 N-Q2 N-R4 (Euwe - Samisch, 1925).

8	**B-K2**	**PXP**
9	**KPXP**	

White avoids the sharp continuations associated with 9 BPXP. After 9 . . . R-K1 10 P-K5 PXP 11 PXP N-N5 12 B-KB4 NXKP 13 NXN BXN 14 BXB RXB 15 O-O (a pawn sacrifice suggested by Alekhine) the active positioning of White's pieces gives him a lengthy initiative.

9	**. . .**	**R-K1**
10	**O-O**	**N-R3?**

A routine move, after which White could have gained the advantage. After 10 . . . B-B4! 11 N-KR4 B-Q2 12 B-Q3 N-N5 13 N-B3 N-QR3 14 R-K1 RXRch 15 QXR Q-K1, or 12 P-B5 N-K5 13 NXN QXN (14 NXQP? B-Q5ch 15 K-R1 B-K4) Black would have had an equal game.

11	**B-Q3**	**B-Q2**

11 . . . N-KN5 12 R-K1 would have been to White's advantage.

12	**B-Q2?**	

White misses the chance to start an attack on the K-side. After 12 P-B5! N-KN5 13 B-N5! B-KB3 14 PXP BPXP 15 N-K4 BXB 16 N(B3)XB N-K6 17 Q-K1 NXR 18 Q-R4 White's attack is irresistible, for example: 18 ... Q-K2 19 RXN B-B4 20 N-B6ch QXN 21 QXPch K-B1 22 BXB, or 18 ... P-R4 19 RXN R-KB1 20 RXRch QXR 21 N-K6.

Black would have had to play 12 ... N-KN5 13 B-N5 B-Q5ch 14 K-R1 P-B3 with sharp play, or else go into an inferior ending after 14 ... N-K6 15 BXQ NXQ 16 QRXN BXN 17 PXB QRXB.

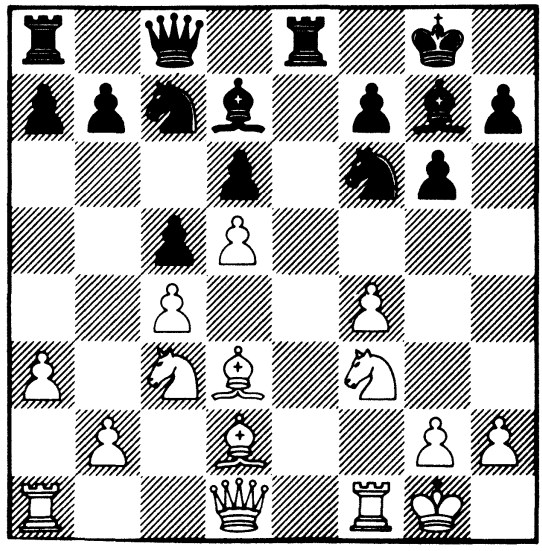
12 ... Q-B1

Now Black prevents the move P-B5, while at the same time preparing ... P-QN4.

13 P-QR3

White's advantage has already gone, and he should have been thinking of exchanges. With this in mind 13 R-K1 deserved consideration.

13 ... N-B2



14 Q-B2?

A passive move, after which White now gets into a difficult position. 14 N-KN5, so as to answer 14 ... P-N4 with 15 N(N5)-K4, would have kept the chances roughly equal.

14 ... P-QN4
15 P-QN3 P-QR4

On 15 ... P-N5, 16 N-K2 was possible, so as after 16 ... N-N5 to sacrifice the exchange by 17 PXP PXP 18 BXQNP N-K6 19 Q-Q2 NXR 20 RXN, when White's chances are not worse.

16 QR-K1

16 P-QR4 was essential, so as to hinder Black's Q-side play.

16 ... P-N5
17 RXRch N(B2)XR

A mistake, which costs Black two tempi.

18 PXP

This exchange is not desirable for White, but after 18 N-N1 P-R5, or 18 N-QR4 BXN 19 PXB R-N1 Black would straight away set up a passed pawn on the Q-side.

18 ... BPXP
19 N-Q1 N-B2
20 P-KB5 N-R3

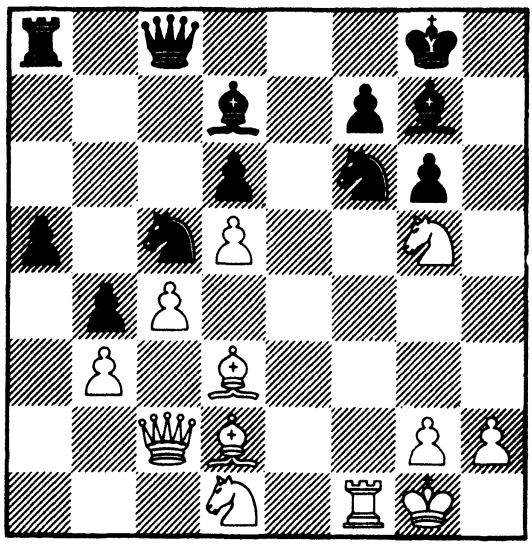
The exchange of bishops and queens on ... KB4 would have led to a roughly equal ending, but this naturally does not satisfy Black.

21 PXP RPXP
22 N-N5

On 22 B-N5 Black would have had to play 22 ... N-R2 23 B-B4 N-B4 24 BXQP P-R5 with favourable complications, for instance: 25 PXP P-N6 26 Q-Q2 NXB 27 QXN P-N7 28 N-K5 R-R3!.

22 ... N-B4

22 ... B-K1 was less risky, but Black did not wish to waste time on defence.



In the resulting position it is not that easy to achieve success in an attack on the black king, for example: 23 BXKNP PXB 24 QXP B-K1 25 Q-B2 Q-N5!, or 23 BXKNP PXB 24 RXN? B-B4!.

Even so, White should have played 23 RXN BXR 24 BXKNP BXN 25 BXB Q-K1! 26 B-R7ch K-N2 27 Q-B2! N-K5 28 BXN QXB 29 B-B6ch K-N3 30 B-Q4 P-B4, when Black can defend himself, although the outcome of the game is far from clear. White's avoidance of this continuation is equivalent to resignation.

23	N-K3	NXB

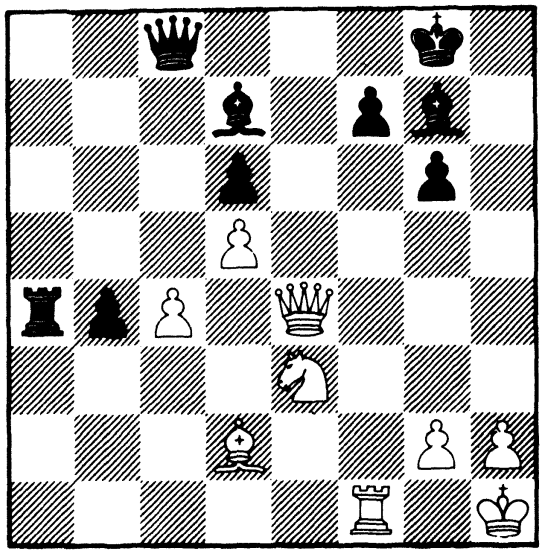
With the exchange of this bishop White's attack is halted.

24	QXN	Q-B4
25	K-R1	P-R5
26	PXP	RXP
27	N-K4	

On 27 N-B2 Black could have played 27 . . . B-B4 28 Q-QN3 BXN 29 QXB R-R6 etc.

27	. . .	NXN
28	QXN	Q-B1!

With this move Black parries the threat to his KB2 square.



29	**Q-K7**	**Q-K1**
30	**QXQP**	

Or 30 QXQch BXQ 31 R-QN1 P-N6.

30	**...**	**P-N6**
31	**P-B5**	**P-N7**
32	**P-B6**	**B-QB1**

The attempt to win by 32 ... R-R8 33 PXB QXN 34 P-Q8=Qch K-R2 fails to 35 Q-R4ch Q-R3 36 Q-K1 QXB 37 Q(Q6)-K7.

33	**Q-N8**	**R-R8**
34	**R-KN1**	**B-Q5**
35	**Q-QN3**	**B-KB4!**
36	**Resigns**	

Game 7
Ilivitsky - Korchnoi
21st USSR Championship 1954
Grunfeld Defence

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	P-KN3	B-N2
4	B-N2	P-Q4
5	PXP	NXP
6	N-KB3	

White chooses a quiet continuation without pretensions to an opening advantage. 6 P-K4 is more active, as was played, for example, in the game Averbakh - Ilivitsky from the same tournament.

6	...	N-N3
7	N-B3	N-B3
8	P-K3	O-O
9	O-O	P-QR4
10	P-N3	

Instead of this move, 10 N-QR4 was tried in the game Mikenas - Chaplinsky from the Riga Semi-Final of the 20th USSR Championship. After 10 . . . NXN 11 QXN P-K4! Black could have obtained equality.

10 . . . N-N5

10 . . . P-K4 is inadequate, since after 11 B-QR3 (11 P-Q5? P-K5) 11 . . . R-K1 12 PXP! NXP 13 N-Q4 White stands better.

11 B-Q2

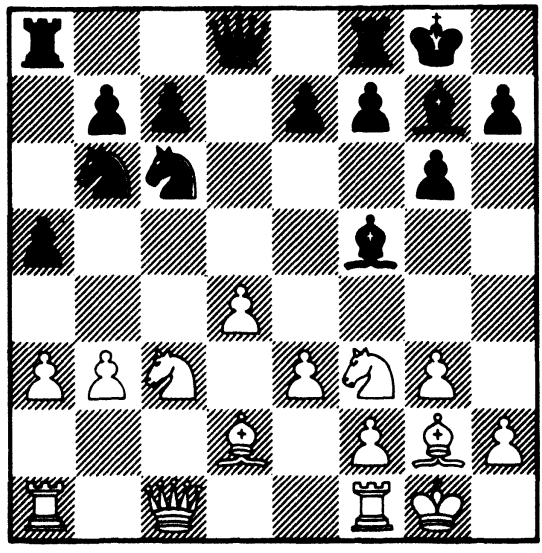
This position has occurred on numerous occasions. For example, in the game Benko - Smyslov from the Moscow - Budapest Match-Tournament 1949, there followed 11 B-N2 P-R5 12 NXP NXN 13 PXN N-Q4 14 N-K5 N-N3 15 N-Q3 NXP 16 B-QR3 B-K3, with a good game for Black. The move 11 B-Q2 is directed in the first instance against . . . P-R5, but, as the game shows, it is no stronger than the normal continuations 11 P-QR3 or 11 B-N2.

11 . . . B-B4

The most natural move now would be 11 ... N-B3 with the threat of ... P-K4. Both in the case of 12 B-K1 P-K4 13 P-Q5 N-N5 14 P-K4 P-KB4 15 P-QR3 PXP, and after 12 N-K4 P-R5 13 N-B5 P-K4, Black's position is not inferior. Thus 11 ... N-B3 would have emphasized the poor position of the bishop on Q2, but in this case the position could have been repeated by 12 B-B1.

12 P-QR3 N-B3
13 Q-B1

White plans R-Q1 so as to prevent, or at least hinder, the advance ... P-K4 (e.g. 13 ... Q-Q2 14 N-KR4 B-Q6 15 R-Q1 P-K4 16 B-K1, with double-edged play), but he does not have time for this. The original 13 N-K1?! would also have proved inadequate: 13 ... P-R5 14 NXP NXN 15 PXN P-K4 16 P-Q5 P-K5!, or 16 P-K4 B-Q2!. White should have played 13 N-KR4, when he would have succeeded in rendering harmless the temporary activity of the black pieces.



13 ... P-R5!
14 PXP

On 14 NXP Black was intending to reply 14 ... NXN 15 PXN B-K5; e.g. 16 Q-N2 Q-Q4 17 N-K1 BXB 18 NXB P-K4, with the advantage.

14 ... N-B5

After the simple 14 ... NXRP 15 NXN RXN Black's game appears to be

better; he can answer 16 Q-N2 with the simple 16 . . . B-K5, and if 17 QXP? then 17 . . . NXP. Even so, White would have been able to complicate matters by 16 N-R4. After 16 . . . B-Q6 17 R-Q1 B-K7 18 R-K1 B-QR3 he could either play simply 19 R-R2 followed by R-B2, or else go in for the complicated variation 19 Q-N2 P-K4 10 BXN PXB 21 PXP.

15 R-R2

This move is necessary in order to defend against the threat of . . . N(B3)-R4-N6. For example, in the variation 15 N-R4? B-Q6 16 R-K1 N(B3)-R4 17 N-K4 there follows 17 . . . BXN 18 BXB NXB 19 QXN N-N6, while if 17 Q-Q1, then 17 . . . P-K4 is possible.

15 . . . P-K4

Too hasty. 15 . . . N(B3)-R4 was correct, when . . . P-K4 could have been carried out under more favourable circumstances.

16 NXP?

A mistake in reply. Now the position is opened, and Black maintains his advantage, whereas after 16 P-Q5 N(B3)-R4 17 P-K4 B-N5 18 B-N5 it would not be clear whose game was better.

16 . . . N(B3)XN
17 PXN NXP(K4)
18 P-K4

After 18 BXP R-N1 White cannot meet the various threats, and in many variations loses at least the exchange. For example; 19 B-N2 B-Q6 20 R-Q1 B-B5 21 B-K1 N-Q6 22 Q-R1 Q-B3, and Black wins.

18 . . . B-K3
19 B-N5 Q-Q6
20 N-Q5?

The decisive mistake. Now White suffers heavy material losses, whereas 20 R-B2 would have given him defensive chances.

20 . . . N-B6ch
21 K-R1

Or 21 BXN QXB 22 R-K1 P-QB3 23 R-K3 Q-R4, or here 22 Q-K3 QXQ 23 PXQ P-KB3 24 B-B4 P-B3 25 N-K7ch K-B2 26 R-QN2 R-R2 27 B-Q6 R-K1 28 KR-N1 B-KB1 etc.

21	...	QXKP
22	N-B6ch	

Forcing the exchange of the black-squared bishop, but this alone is insufficient to give mate.

22	...	BXN
23	BXB	Q-B4
24	B-R1	Q-KR4
25	P-R4	RXP
26	BXN	QXBch
27	K-R2	B-Q4
28	R-N1	BXR
29	Q-N2	P-KB3
30	QXBch	R-B2
31	R-K1	RXQRP

White is the exchange and two pawns down, without any compensation.

32	Q-B2	R-Q6
33	B-N2	K-N2
34	B-B1	R(B2)-Q2
35	B-K3	P-N3
36	Q-R2	R-Q8
37	Q-R4	Q-Q4
38	RXR	QXR
39	Q-KB4	Q-Q3
40	Q-KN4	Q-Q4
41	Q-KB4	P-QB4
42	Q-N8	Q-N2
43	Q-K8	R-Q8
44	P-B3	Q-Q2
45	Q-K4	R-Q4
46	B-B4	K-B2
47	Resigns	

Game 8
Korchnoi - Geller
21st USSR Championship 1954
Sicilian Defence

1	**P-K4**	**P-QB4**
2	**N-KB3**	**N-QB3**
3	**P-Q4**	**PXP**
4	**NXP**	**N-B3**
5	**N-QB3**	**P-Q3**
6	**B-KN5**	**P-K3**
7	**Q-Q2**	**B-K2**

Instead of this move, 7 . . . P-KR3 and in particular 7 . . . P-QR3 have recently been played.

8	**O-O-O**	**O-O**
9	**P-B4**	

Nowadays theory considers this position to be difficult for Black. For instance, 9 . . . NXN 10 QXN Q-R4 is not good for him due to Aronin's discovery of 11 P-K5 PXP 12 QXKP! QXQ 13 PXQ N-Q4 14 BXB NXB 15 B-Q3, when the ending is considerably better for White.

9 . . . P-K4?!

An interesting attempt worked out by Grandmaster Geller to solve Black's opening problems. Despite the fact that the move is apparently illogical (loss of time in the opening), it is by no means easy to refute, since in many variations Black obtains dangerous play on the Q-side. It is significant that, in the game Kotov - Geller from the tournament in Switzerland, White did not attempt to gain an advantage, but simplified the position to a draw by exchanges on QB6, K5 and Q8.

10 N-B3

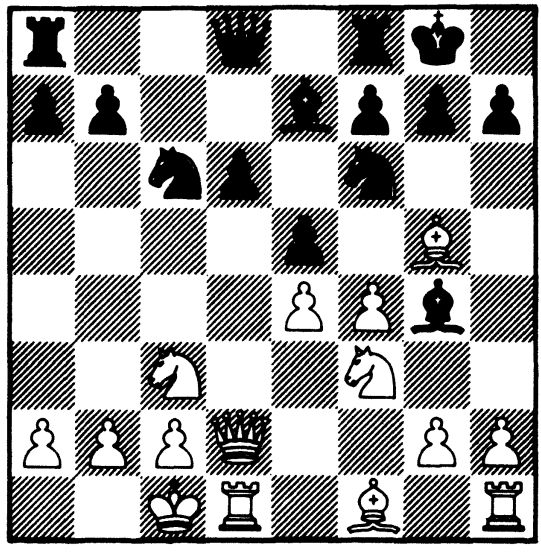
The following variation is not good for White. 10 NXN PXN 11 BXN BXB 12 QXP Q-N3 13 PXP R-Q1 14 PXB RXQ 15 RXR B-N5.

He also gains no advantage by 10 N-N3 B-K3 11 P-B5 BXN 12 RPXB Q-R4, or 12 BPXB R-B1 13 K-N1 N-Q5. 10 N(Q4)-N5 Q-R4 11 K-N1!

deserves consideration, as does 10 N-B5 BXN 11 PXB N-Q5 12 B-Q3 R-B1 and now BXN followed by N-Q5, but in my opinion the move made in the game is the most natural.

10 ... B-N5

The aim of exchanging this bishop is to give Black's knight the square ... Q5. Another possibility is Romanovsky's suggestion 10 ... PXP 11 BXP Q-R4, or 11 QXBP B-K3 12 BXN BXB 13 RXP Q-R4, when for the sacrificed pawn Black obtains attacking positions for his pieces.



11 P-KR3

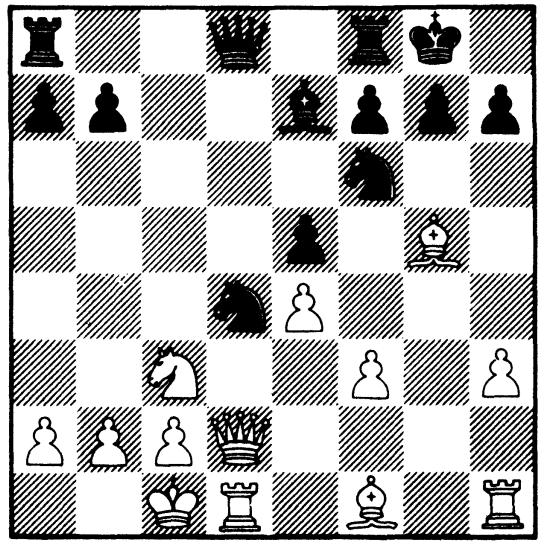
White hopes to use the doubled KB pawns to undermine Black's pawn centre, and the open KN file for an attack on the king, but in doing so underestimates Black's counter-chances. White's plan should not have given him the advantage. Boleslavsky's suggestion of 11 B-K2 was better, when play could have continued in roughly the following way: 11 ... R-B1 12 P-B5 N-Q5 13 NXN (but not 13 B-K3? because of 13 ... P-Q4 14 NXN PXN 15 BXP RXN!) 13 ... PXN 14 QXP BXB 15 NXB NXP 16 BXB QXB 17 N-B4, with advantage to White.

11 ... BXN
12 PXB N-Q5

12 . . . P-KR3 would here have been weaker, since White, by replying 13 PXP QNXP (or 13 . . . PXP 14 BXP!) 14 BXN BXB 15 P-B4, would obtain a clear advantage.

13 PXP PXP

Not, of course, 13 . . . NXKBP 14 PXN!.



14 R-N1?

White had worked out a plan to undermine Black's strong point in the centre, and now, following this plan, he should have continued 14 P-B4, which would have given him approximate equality after 14 . . . N-R4 15 BXB QXB 16 PXP N-B6 17 Q-K3 NXP 18 B-K2 N-KB3 19 N-Q5 etc. In the case of 14 . . . Q-R4?! 15 PXP N-B6 16 PXN, the resulting complications are in White's favour:

(a) 16 . . . PXP? 17 B-KR6.
(b) 16 . . . NXQ 17 PXB N-N6ch 18 K-N1! KR-K1 19 R-Q5.
(c) 16 . . . BXP 17 BXB NXQ 18 R-N1!.
(d) 16 . . . B-N5 17 PXP KR-B1 18 Q-Q5.

By avoiding, for the sake of a trap, the consistent move P-B4, White puts his game in jeopardy.

14 . . . NXKBP

Accepting the pawn sacrifice is favourable to White, whereas after the simple 14 ... R-B1 it is not easy to meet Black's threats, for example: 15 B-KR6 P-KN3! 16 BXR QXB! 17 Q-Q3 B-R6! 18 PXB QXPch 19 K-Q2 RXN 20 QXR NXKBPch 21 K-Q3 Q-Q3ch 22 K-K2 NXRch 23 K-K1 Q-N3 etc., or 15 BXN BXB 16 Q-Q3 Q-R4 17 K-N1 KR-Q1 18 N-Q5 RXN 19 PXR RXP 20 R-N2 RXR 21 BXR QXQP with the better game for Black. On 15 B-K2, in the game Karaklajic - Joppen, Belgrade 1954, there followed immediately 15 ... RXN! 16 BXN BXB 17 PXR B-K2 18 K-N1 Q-N3ch, and once again the chances were on Black's side.

15 Q-B2 Q-N3

15 ... N-Q5 was somewhat better here, when in reply to 16 Q-N3 (with the threats of QXP and N-Q5) Black has the move 16 ... P-KN3, maintaining approximate equality. After the inaccuracies committed by Black, White gains the opportunity to considerably enliven his attack by an exchange sacrifice, which Geller had evidently not foreseen.

16 B-K3 N-Q5
17 RXN PXR
18 BXP Q-Q1

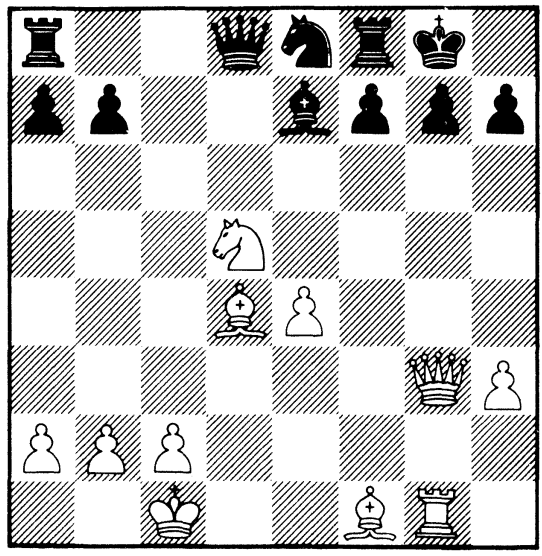
A serious mistake. Better defensive chances were offered by 18 ... Q-K3 19 N-Q5 N-K1 20 N-B7 Q-KR3ch 21 K-N1 (if 21 B-K3, then 21 ... B-B4!) 21 ... R-Q1 22 NXN RXB 23 QXR RXN 24 B-B4, when White merely has slightly the more active position. The interesting continuation 19 B-B4 QXB 20 N-Q5, suggested by V.Vukovic as a refutation of 18 ... Q-K3, does not give a clear result after 20 ... N-K1.

After 18 ... Q-K3 White evidently does better not to win back the exchange straight away, but to continue the pressure on his opponent's position by 19 N-Q5 N-K1 20 B-B4 Q-KR3ch 21 K-N1 B-R5 22 Q-B5.

19 N-Q5 N-K1

The only move. If 19 ... K-R1, then Black loses quickly: 20 NXB QXN 21 RXP! KXR 22 Q-N3ch K-R1 23 Q-N5 etc.

20 Q-N3



20 . . . P-B3?

The losing move. 20 . . . P-KN3 was also bad because of 21 Q-K5, but by 20 . . . B-R5! Black could still have put up a resistance. The attempt by White to win using the discovered check mechanism is risky, for example: 20 . . . B-R5! 21 QXPch NXQ 22 RXNch K-R1 23 RXBPch K-N1 24 R-N7ch K-R1 25 R-Q7ch K-N1 (but not 25 . . . B-B3 26 NXB QXN 27 BXQch RXB 28 B-Q3, when White has winning chances) 26 RXQ QRXR 27 B-B4 R-B2 28 P-B3 K-B1, with an unclear position. In this variation 26 B-B4?! fails to 26 . . . R-B8ch 27 K-Q2 Q-N4ch 28 K-B3 R-B6ch 29 K-N4 P-QR4ch 30 K-R4 P-N4ch!, when Black wins.

White would have had to continue the attack by 21 Q-B4 P-B4 22 B-B4, or 21 Q-N4 P-KN3 22 B-B4.

21 B-B4 R-B2

On 21 . . . K-R1 there follows 22 N-B4, when there is no satisfactory defence against the threat of mate (N-N6ch and Q-R4).

22 N-B4! B-Q3

Or 22 . . . QXB 23 BXRch KXB 24 Q-N3ch K-B1 25 N-K6ch.

23 BXRch KXB
24 Q-N3ch K-K2
25 BXBPch! Resigns

Game 9
Korchnoi - Chekhover
28th Leningrad Championship
English Opening

1	P-QB4	P-K4
2	N-QB3	N-KB3
3	N-B3	N-B3
4	P-KN3	P-Q4
5	PXP	NXP
6	B-N2	N-N3
7	O-O	B-K2
8	P-QR4	P-QR4
9	P-Q3	B-K3
10	B-K3	N-Q4

Black wishes to avoid doubled pawns on the QN file.

11 B-Q2?

A serious positional mistake. After 11 NXN BXN 12 R-B1 O-O 13 N-Q2! White gains the advantage.

11	...	O-O
12	N-K4?	

This leaves the initiative completely in Black's hands. It was not yet too late for 12 NXN BXN 13 B-B3, with a roughly equal game.

12	...	P-B3
13	R-B1	Q-Q2
14	N-B5	BXN
15	RXB	P-QN3
16	R-B1	N-Q5

Black's strategic plan is close to fruition. White must take urgent measures in order to avoid being completely suppressed.

17	P-K3	NXNch
18	BXN	P-QB4

19 P-Q4! KPXP
20 PXP PXP
21 B-K1

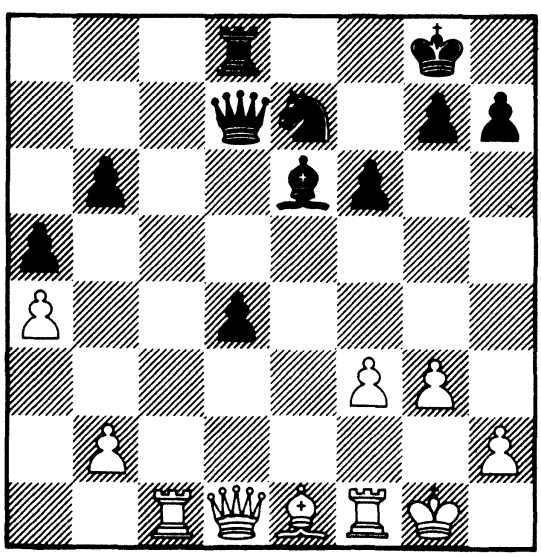
It seems that White must be able to equalize now. On 21 . . . B-R6 he replies 22 QXP QR-Q1 23 R-Q1 BXR 24 QXNch QXQ 25 BXQch RXB 26 RXR, with a draw, but Black finds a way to enliven the game.

21 . . . N-K2!

This exchange sacrifice renders White's defence extremely difficult.

22 BXR RXB
23 P-B3 R-Q1?

This routine move allows White a tempo for the defence. Black's main threat in this position is to transfer his knight to . . . K4, after which he can advance his QP and attack White's KBP (. . . B-Q4, . . . Q-QN2). Therefore Black should have played immediately 23 . . . N-N3!, when he would have been able to effect his plan without giving White the slightest counter-play.



24 Q-K2!

A difficult move to find. By this pawn sacrifice, White succeeds in diverting Black's pieces onto the Q-side. Nothing is gained now by 24 . . . N-N3, on which there can follow 25 Q-R6 Q-Q3 26 B-Q2, while similarly

after 24 . . . P-Q6 Black's advantage is insufficient to win, e.g. 24 . . . P-Q6 25 Q-K3 Q-Q3 26 R-B3!, and within a few moves White will win the QP by giving back the exchange.

24 . . . B-N6
25 Q-R6 N-Q4
26 Q-Q3 QXP
27 B-Q2 N-N5
28 BXN QXB
29 R-B7 B-B2

29 . . . P-QN4! was correct.

30 KR-B1 B-N3

This is now forced in view of the threat of 31 R-B8.

31 Q-B4ch QXQ
32 R(B1)XQ?

After the correct 32 R(B7)XQ K-B2 33 R-B7ch K-K3 34 K-B2 White's position would be clearly preferable on account of the weakness of Black's pawns. Now Black gains the advantage.

32 . . . B-B4!

Preventing the exchange of rooks.

33 P-KN4 P-Q6?

Black returns the compliment of White's mistake on the 32nd move. After 33 . . . B-K3 White could not have played 34 R(B4)-B6 on account of 34 . . . P-Q6, while after 34 R-B1 P-QN4 35 K-B2 B-B5 Black has the better position, since because of . . . R-K1ch White's king dare not move to Q2, and his rook will be forced to take up a passive position at Q2.

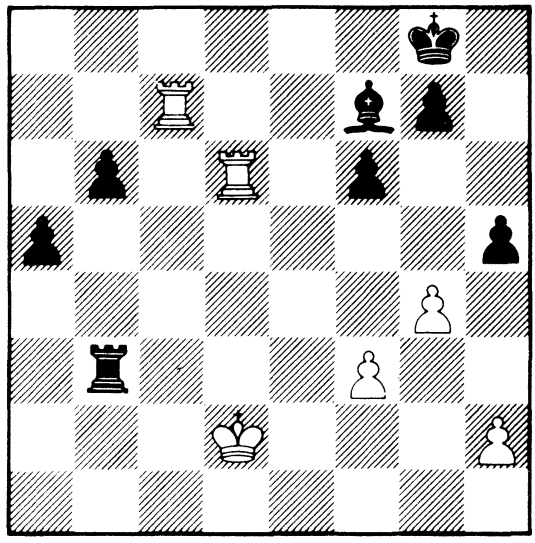
34 R-B1 B-K3
35 R(B7)-B3!

Black had overlooked this move. Now the QP is lost, e.g. 35 . . . P-QN4 36 R-Q1 B-B5 37 P-N3.

35	. . .	R-Q5
36	K-B2	R-N5
37	RXP	RXQNPch
38	K-K3!	P-R4
39	R-Q6	B-B2?

39 . . . B-R7 was better.

40	R-B7	R-N6ch
41	K-Q2	



41	. . .	B-N3

The only way to prolong the game.

42	R(Q6)-Q7	K-R2
43	RXPch	K-R3
44	P-R4	PXP
45	R-N8	R-N7ch
46	K-K1	R-N8ch
47	K-B2	P-N6ch
48	KXP	B-R2
49	R-KB8	R-N8ch
50	K-B2	R-N2
51	RXPch	Resigns

Game 10
Nedeljkovic - Korchnoi
Match USSR - Yugoslavia 1957
French Defence

1	P-K4	P-K3
2	P-Q4	P-Q4
3	N-QB3	B-N5
4	P-K5	P-QN3

The question of this move's acceptibility, first raised by Nimzowitsch in 1929, has not been solved to this day.

5	P-QR3	B-B1

5 . . . BXNch 6 PXB B-R3 7 BXB NXB 8 Q-N4 K-B1, as occurred in the game Tal - Taimanov (Riga, 1954) is also possible. Subsequently Black succeeded in repulsing the threats to his king, and in exploiting White's weaknesses on the Q-side.

6	N-B3	Q-Q2
7	B-K2	N-QB3?!

This leads to a difficult game for Black. 7 . . . B-R3 was more natural, although here also after 8 O-O BXB 9 NXB White, who has possibilities such as N-B4-R5 or P-QN3 followed by P-QB4, stands better.

8	O-O	B-N2
9	P-QN3	

White has a plan to centralize all his pieces and then advance P-QB4. This plan appears somewhat passive, especially since White's undisputed lead in development demands more determined measures. With this in mind, the following variation deserves consideration: 9 R-K1 O-O-O 10 B-QN5 P-B4 11 PXP e.p. PXP 12 Q-K2 R-K1 13 P-QR4, striving to open lines on the Q-side.

9	. . .	O-O-O
10	B-N2	

Here again 10 B-QN5 would have led to a favourable situation for White, since 10 . . . P-QR3 11 B-Q3 P-B4 fails to 12 PXP e.p. PXP 13 Q-K2 N-N1 14 R-K1 R-K1 15 B-B5.

10	**. . .**	**P-B4**
11	**PXP e.p.**	**PXP**
12	**R-K1**	**N-R3**
13	**B-N5**	

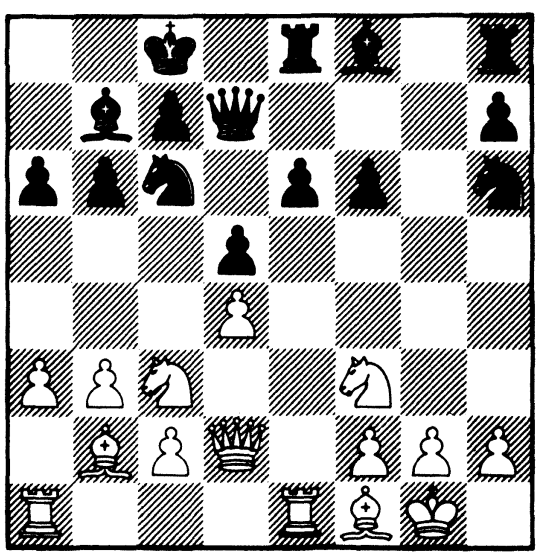
Now this manoeuvre comes too late.

13	**. . .**	**P-R3**
14	**B-KB1**	

14 B-Q3 R-K1 15 Q-K2 N-N1 16 N-R2 followed by N-N4 was a more active plan.

14	**. . .**	**R-K1**
15	**Q-Q2**	

As subsequently becomes clear, the queen should have gone to Q3 immediately – now Black seizes the initiative.



15	**. . .**	**N-B4**
16	**QR-Q1**	**P-KR4**
17	**N-N1**	**R-N1**

18 Q-Q3

On 18 P-B4 there could have followed 18 . . . N-R4 19 Q-Q3 PXP 20 PXP NXBP, or 19 Q-B3 N-Q3, with a promising game for Black.

18 . . . QN-K2
19 P-N3

After 19 P-B4 N-N3 20 B-B1 Q-B3 it is not easy for White to meet the threats along the KN file and the KR1 – QR8 diagonal.

19 . . . N-N3
20 B-N2 N-Q3

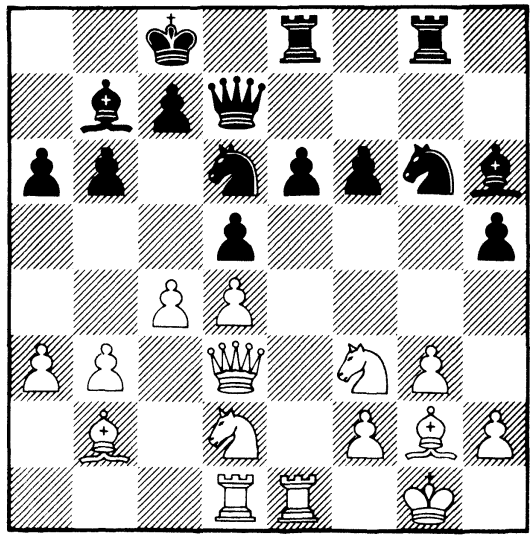
20 . . . P-R5, threatening 21 . . . N-B5 followed by . . . P-R6, would have been more active.

21 QN-Q2 B-R3

Here again 21 . . . P-R5 was very strong, with the threat of 22 . . . N-KB5.

22 P-B4

Passive tactics would sooner or later have led to White's defeat, so this move cannot be criticized.

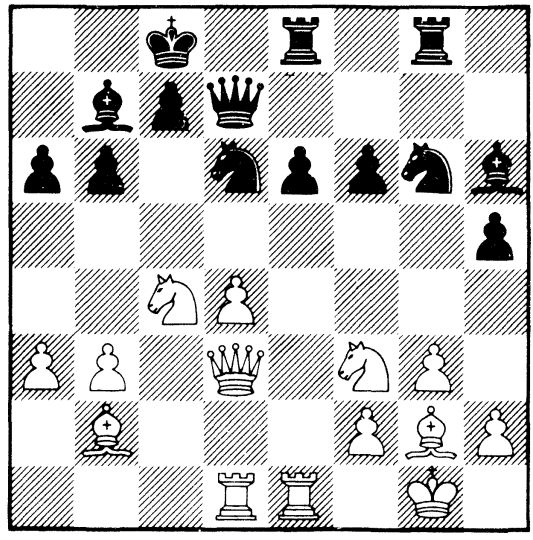


22 . . . PXP

Black deliberately goes in for tactical complications. He could have kept a positional advantage by 22 . . . BXN 23 RXB N-K5.

23 NXP

If 23 PXP, then 23 . . . BXN(Q7) 24 RXB N-B5 25 PXN Q-N2 26 N-N5 BXB 27 KXB PXN etc. is good for Black.



23 . . . N-B5
24 NXNch

This loses quickly. After 24 PXN NXN 25 PXN, nothing is gained by 25 . . . Q-N2 on account of 26 N-N5!. Black would therefore have continued the attack by 25 . . . P-K4!.

24 . . . QXN
25 PXN QXBP
26 P-Q5 BXP
27 K-R1 RXB
28 KXR Q-KN5ch
29 K-B1 BXN
30 Q-Q7ch K-N2
31 Resigns

Game 11
Korchnoi - Nedeljkovic
European Team Championship 1957
Nimzo-Indian Defence

1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 B-N5
4 N-B3 P-B4
5 P-Q5

A rarely-played continuation, which immediately takes the game away from theoretical paths.

5 ... P-Q3

Besides this quiet move Black can also play 5 ... BXNch 6 PXB PXP, or 5 ... P-QN4 6 QPXP BPXP 7 PXP P-Q4, with an active game for the sacrificed pawn.

6 B-Q2

6 B-N5 is perhaps more active.

6 ... O-O
7 P-K3 N-R3

Or 7 ... P-K4 8 B-Q3 B-N5 9 Q-B2 BXKN 10 PXB QN-Q2 11 P-KR4, with a strong attack (Korchnoi - Kininger, European Team Championship 1957). 7 ... PXP 8 NXP BXBch 9 QXB B-K3 leads to equality. In the game Szabo - Reshevsky (Dallas 1957) there occurred 7 ... BXN 8 BXB N-K5 9 PXP BXP 10 Q-B2 NXB 11 QXN N-B3 12 B-K2 Q-B2, with roughly equal chances.

8 B-Q3 N-B2?

Black should have played 8 ... PXP. After the move in the game he gets into difficulties.

9 PXP PXP

Or 9 . . . BXP 10 N-KN5 B-N5 11 Q-B2 P-KR3 12 N(N5)-K4, with a slight advantage to White.

10	**P-QR3**	**B-R4**
11	**R-QN1**	**P-QR3**

If 11 . . . P-Q4, then 12 P-QN4 B-N3 13 N-QR4, and White, by exchanging off the black-squared bishop, gains a positional advantage.

12	**P-QN4**	**PXP**
13	**PXP**	**B-N3**
14	**O-O**	**P-Q4**
15	**P-B5**	**B-R2**
16	**N-K2**	

In order to maintain his positional superiority, White must prevent the moves . . . P-K4 and . . . P-QR4. With this in mind the immediate 16 N-K5 deserved consideration, or else 16 Q-K2, so as on 16 . . . Q-K1 to play 17 N-K5, and on 16 . . . B-Q2 – 17 P-K4!.

16	**. . .**	**B-Q2**
17	**N(K2)-Q4**	**Q-K1**

Here Black misses the chance to play 17 . . . N-K5. In this case 18 Q-B2 NXB 19 BXKRPch K-R1 20 NXN P-K4 is unfavourable for White.

On 17 . . . N-K5 White was intending to play 18 N-K5 NXB 19 QXN.

18	**N-K5**	**B-R5**
19	**Q-K2**	**N-Q2**
20	**P-B4**	**NXN?**

After this move it is difficult for Black to save the game. He should have played 20 . . . N-B3.

21	**PXN**	**Q-K2**
22	**Q-N4**	**B-Q2**

Having defended his KP, Black intends to exchange off the rooks on the KB file, but he is unable to carry this out.

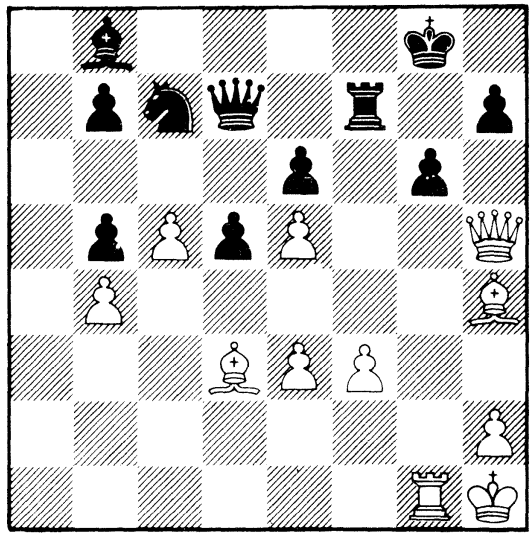
23	**R-B3**	**RXR**

Black has to exchange, since otherwise 24 R-R3 would force a weakening of his castled position.

24	PXR	R-KB1
25	K-R1	B-N1
26	R-N1	R-B2

In this way Black manages to temporarily defend against the threat of Q-R5, but now White brings his black-squared bishop into play, when his attack becomes irresistible.

27	B-K1	B-N4
28	B-R4	Q-Q2
29	NXB	PXN
30	Q-R5	P-KN3



Now the bishop sacrifice decides matters, opening all the lines for the attack on the black king.

31	BXKNP!	PXB
32	RXPch	R-N2
33	B-B6	N-K1
34	R-R6	K-B1
35	R-R8ch	R-N1
36	RXRch	KXR
37	Q-R8ch	Resigns

Game 12
Korchnoi - Geller
25th USSR Championship 1958
Ruy Lopez

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-N5	P-QR3
4	B-R4	N-B3
5	O-O	B-K2

It is pleasant to observe Geller's tendency to constantly renovate his opening repertoire. Even in the same opening he is always innovating. Thus against Suetin in the eighth round he played 5 . . . NXP.

6	R-K1	P-QN4
7	B-N3	O-O
8	P-B3	

In the fourth round Tolush continued 8 P-Q4 against Geller, but after 8 . . . P-Q3 9 P-B3 B-N5 10 P-QR4 Q-N1! Black obtained a fully equal game.

8	. . .	P-Q3
9	P-KR3	N-QR4

The game Geller - Spassky from the third round convincingly demonstrated the difficulties which Black faces in the case of 9 . . . N-N1. After 10 P-Q4 QN-Q2 11 P-B4! B-N2 12 N-B3 P-B3 13 P-R3! White's position is clearly preferable.

10	B-B2	P-B4
11	P-Q4	Q-B2

In certain games from the present Championship Black avoided this approved queen manoeuvre, probably fearing the sharp variation which recently brought White success in the game Nezhmetdinov - Bannik, played in the Kiev Semi-Final of this Championship. There White successfully exploited the novelty of the unexpected thrust 12 P-QN4.

12	QN-Q2	B-Q2

13 N-B1 KR-K1
14 N-K3 P-N3
15 B-Q2

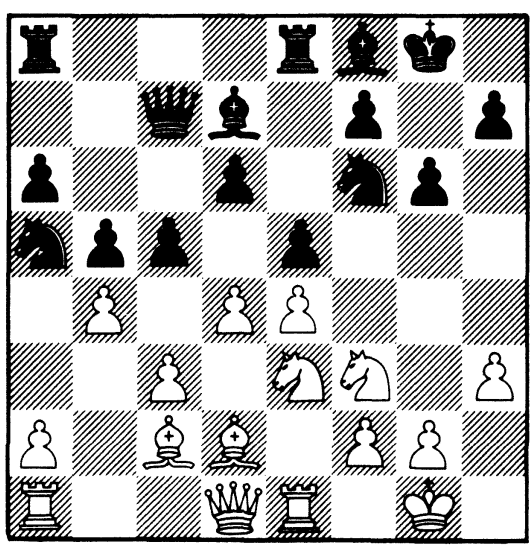
Other schemes of development are also possible. Thus, for instance, in the game Tal - Ivkov from the Students' World Championship, a complicated double-edged position was reached after 15 P-QN4 PXNP 16 PXNP N-B5 17 NXN PXN. In the game Boleslavsky - Tal from the 24th USSR Championship, White gained a slight advantage by 15 PXKP PXP 16 N-R2.

15 ... B-KB1

The continuation 15 ... P-B5, suggested by Suetin, deserves consideration.

16 P-QN4

White all the same carries out this pawn thrust, but in a different, perhaps even more favourable situation.



16 ... KPXP

16 ... BPXQP 17 PXP N-B3 18 P-Q5 N-Q5 was possible, but after 19 B-Q3, with the approximate continuation 19 ... B-N2 20 NXN PXN 21 N-B1 and 22 P-B4, White would have a significant positional advantage, with possibilities for active play on both flanks.

17 PXQP PXQP

In the case of 17 . . . PXNP 18 P-K5! PXP 19 PXP N-R4 20 N-Q5, or 17 . . . N-B3 18 NPXP PXP 19 PXP BXBP 20 B-B3, White has the advantage.

18 NXP

Geller considers 18 PXN to be more promising: 18 . . . PXN 19 BXP with slightly better prospects for White.

18 . . . N-B5
19 NXN

Curiously, White rejected 19 B-B3 because of 19 . . . N-R6 20 NXP! BXN 21 BXN NXB 22 QXN QXQ 23 NXQ B-Q6. But in fact there is a very simple refutation: 19 B-B3? NXN 20 RXN N-Q4! and White is immediately in a bad way.

19 . . . QXN
20 B-N5

If 20 Q-B3, then 20 . . . P-Q4!.

20 . . . B-N2
21 R-N1!

This unprepossessing manoeuvre, defending the QNP and removing the white rook from its dangerous position on the same diagonal as the fianchettoed enemy bishop, is an important part of White's strategic plan. Geller, not without reason, thought for a whole hour over his next move. The point is that now White has a concrete threat to activate his pieces (B-N3, R-K3-KB3 etc.), and any hesitation on Black's part will be fatal. One has to give Geller his due: he finds a bold manoeuvre, and provokes a sharp piece skirmish in the centre.

21 . . . NXP

Only thus! All other moves are unsatisfactory, e.g. 21 . . . N-Q4 22 B-N3 QXN 23 BXN etc.

22 BXN

White is also required to play accurately in this position, since otherwise the picture may change sharply. If 22 RXN, then 22 . . . RXR 23 BXR R-K1 24 NXP PXN 25 B-Q5 Q-Q5, and Black has at least equality.

22 . . . QR-B1

22 . . . P-Q4 is not good in view of 23 R-QB1 QXN 24 QXQ BXQ 25 BXQP QR-B1 26 RXR RXR 27 R-Q1, and Black loses a pawn. Slightly better is the continuation 22 . . . QR-N1 23 NXP RXB 24 RXR QXR 25 NXP Q-K3, with certain compensation for the pawn.

23 NXP QXN

The alternative captures leave White with the advantage, e.g. 23 . . . PXN 24 QXP BXP 25 B-Q5 Q-N5 26 B-K7!, or 23 . . . BXN 24 Q-B3.

24 B-B4 B-B6

For the moment Black cannot provoke simplifying exchanges by 24 . . . RXB 25 RXR B-B4 because of the combinative blow 26 R-B1!, which instantly decides the game. But 24 . . . B-K4 looks slightly better.

25 B-Q2 BXB

Or 25 . . . RXB 26 RXR B-B4 27 BXB RXB 28 QXP, and White is a pawn up.

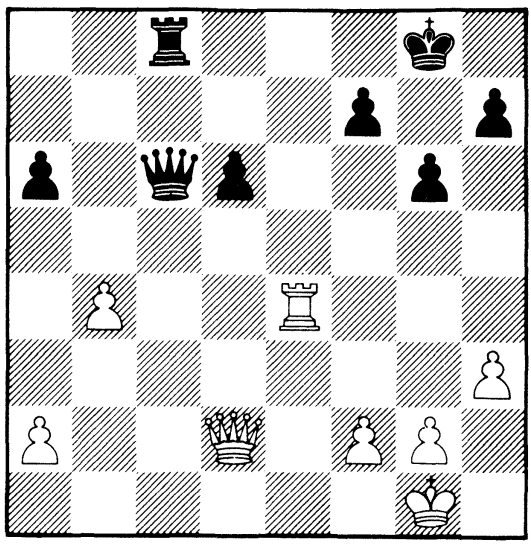
26 QXB RXB

The simplest way to equalize.

27 RXR B-B4
28 QR-K1 BXR
29 RXB Q-B3?

It was Black's misfortune that time trouble should interfere just when, by great efforts, he had almost gained a draw. He could not play 29 . . . R-B5 because ot 30 P-QR4, when White wins a pawn. But the simple 29 . . . P-Q4,

with the idea of answering 30 R-Q4 with 30 . . . R-B5, and 30 R-K5 with 30 . . . R-Q1, would have assured Geller of a draw.



30 Q-Q3 Q-B8ch?

The flag on Black's clock was already raised, and in such circumstances even distinguished grandmasters make vexing mistakes. Here again it was not too late to equalize by 30 . . . P-Q4 31 R-Q4 R-Q1.

31 K-R2 Q-B3
32 R-Q4 R-Q1
33 R-Q5 P-KR4

Black merely provides 'grist for his opponent's mill'.

34 P-B4 Q-B8?

Missing the last chance to put up a resistance by 34 . . . P-B4.

35 Q-Q4 Q-B3
36 P-B5 Q-Q2
37 Q-Q3

Here **Black overstepped the time limit**. His position is already quite lost. After the move 37 . . . Q-K1, which Geller succeeded in making, but then did not have time to press his clock, 38 PXP PXP 39 QXRP leaves Black defenceless.

Game 13
Tal - Korchnoi
25th USSR Championship 1958
French Defence

1 P-K4 P-K3

It is surprising that nowadays the French Defence occurs much more rarely than the Sicilian in the repertoires of grandmasters and masters, even though in richness of ideas and sharpness of possible situations the openings are fully equivalent.

2 P-Q4 P-Q4
3 N-QB3 B-N5
4 P-K5 P-QB4

In the game between the same players from the previous year's 24th USSR Championship, Black chose an alternative scheme of development involving P-QN3. I think that the system based on an immediate 4 . . . P-QB4 allows Black to obtain counter-play more quickly.

5 P-QR3 BXNch
6 PXB N-K2
7 Q-N4

This continuation is considered by authorities on the French Defence to be more active than 7 N-B3 or 7 P-QR4, after which it is easier for Black to equalize.

7 . . . N-B4

Petrosian likes this manoeuvre. Along with the normal 7 . . . Q-B2 it is fully viable.

8 B-Q3 P-KR4

Not, of course, 8 . . . Q-R5 in view of 9 BXN.

9 Q-R3

9 Q-B4 is the alternative, e.g. 9 . . . PXP 10 PXP Q-R5 11 QXQ NXQ 12 P-N3 N-B4 13 N-K2 P-QN3 14 P-QR4 N-B3 15 P-QB3 N-R4 16 B-KN5! B-Q2 17 P-B3 R-QB1 18 K-B2 with the better ending for White. Perhaps in this case it is better for Black to immediately play 9 . . . Q-R5. But this positional continuation was evidently not to the taste of the temperamental Tal.

9 . . . PXP
10 N-B3

The continuation 10 BXN PXB 11 Q-N3 P-KN3 12 PXP N-B3 etc. would have led the game into a relatively quiet channel, with slightly better prospects for White.

10 . . . Q-B2

In the 24th USSR Championship Petrosian played against Tal the weaker 10 . . . N-B3. After 11 P-N4 KN-K2 12 PXRP Q-B2 13 B-KB4 N-N3 14 Q-N4 NXB 15 QXN PXP 16 Q-N5! White gained a dangerous initiative.

11 R-QN1 PXP

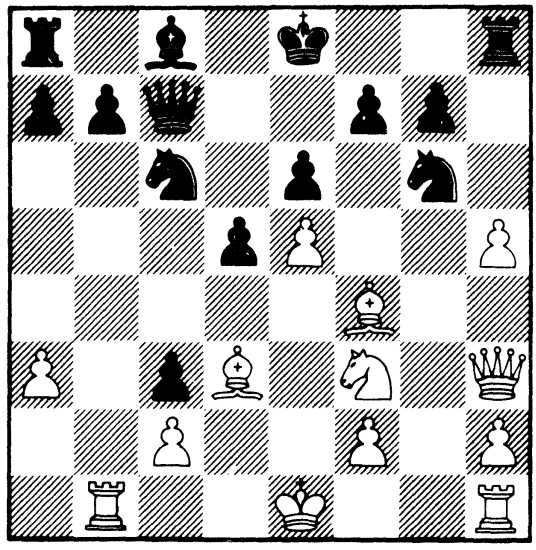
There was an interesting struggle in the game Konstantinopolsky - Ivashin, played in the USSR Correspondence Championship, where there followed: 11 . . . N-B3 12 P-N4 KN-K2 13 PXQP NXQP 14 NXN Q-B6ch 15 B-Q2 QXN 16 P-KB4 N-N3 17 P-B3 Q-B4 18 PXP N-K2.

12 P-N4 N-K2
13 PXP QN-B3
14 B-KB4

This position is to be found in the opening manual by Keres, who assesses it to be in White's favour, since in his opinion Black must lose his KNP. The present game shows the position to be extremely double-edged.

White rejected 14 Q-N3 because of the following unfavourable variation: 14 . . . RXP 15 QXP NXP 16 N-N5 NXBch 17 PXN N-N3 18 Q-N8ch N-B1 19 P-B4 P-B3.

14 . . . N-N3!



This possibility for Black was not taken into account in Keres' analysis.

15 B-N3! N(N3)XP

Both White's and Black's moves are forced.

16 NXN

White incorrectly restricts his own possibilities. The critical continuation was to move the king without exchanging knights – 16 K-B1.

16 ... NXN
17 K-B1

Only thus. 17 K-Q1 would have been answered by 17 ... NXB!.

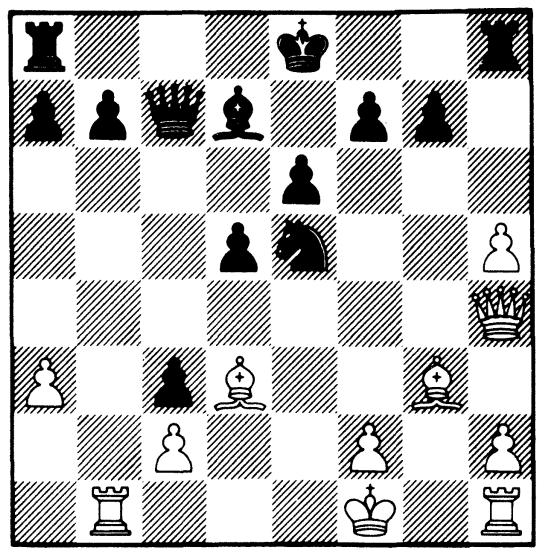
17 ... B-Q2

In the resulting complicated position this move appears to be the most reliable. Black wishes in some cases to castle Q-side. After 17 ... P-B3 18 R-N1! he gets into difficulties.

18 Q-R4?

This move, made with the aim of activating his queen, is a serious mistake, which should have led to a difficult position for White. He should have played

18 R-K1, and after 18 . . . P-B3 19 B-N6ch White keeps the initiative whichever way the king moves.



18 . . . P-B3?

It is not by accident that in this exceptionally sharp position both sides exchange 'compliments'. White's last move could have been punished by the powerful tactical blow 18 . . . N-B6!. Both in the case of 19 Q-QN4 Q-B3, and after 19 Q-KN4 N-Q7ch 20 K-N2 (20 K-K2 is even worse) 20 . . . P-K4 21 QXP O-O-O the complications are clearly in Black's favour. Now however White's initiative once again flares up, and Black has to make great efforts to maintain the equilibrium and create counter-play.

19 BXN! QXB

Capturing with the pawn did not appeal to Black because of 20 B-N6ch K-B1 21 Q-QN4ch K-N1 22 QXNP etc. (not, of course, 22 Q-K7?? B-N4ch).

20 RXP R-QN1

A simple analysis shows that Black has no other satisfactory move. The intruding rook has to be exchanged.

21 RXRch QXR
22 Q-KN4

On 22 R-N1 the defensive thrust 22 . . . P-N4 would have been very effective, since the pawn cannot be captured *en passant.*

22 . . . K-B1
23 R-N1 P-N4!

The only defence, but a sufficient one. Black returns the last of his extra pawns, but his king finds a safe refuge at KN2.

24 PXP e.p.

It would perhaps have been safer to go into the roughly equal ending after 24 P-KR4 Q-B5. Now however Black's advantage becomes apparent: his central pawn mass is less securely blockaded than White's pair of passed pawns on the K-side.

24 . . . K-N2
25 P-KR4 P-R4

A useful prophylactic move, preventing the possible intrusion of the white queen into Black's position via QN4. Now Black must be constantly on the watch to safeguard his position against penetration by the white queen.

26 R-N3 Q-N8ch
27 K-N2

On 27 K-K2 Black would have replied 27 . . . B-N4.

27 . . . Q-N2
28 P-R5 P-Q5ch

28 . . . P-K4 also looks quite good here.

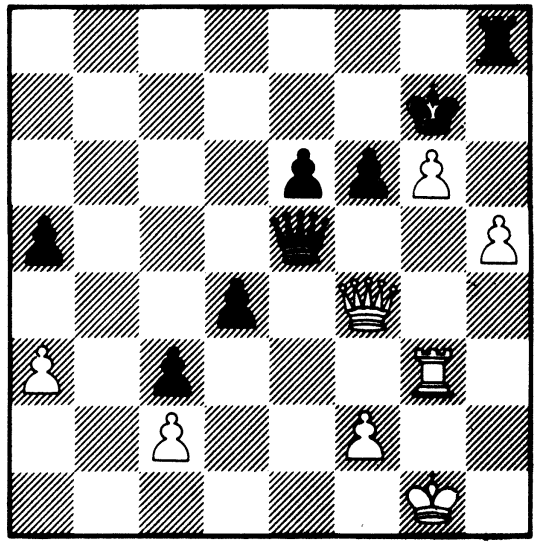
29 B-K4

29 P-B3 Q-Q4 30 R-R3 P-K4 31 B-B5 BXB 32 QXB P-Q6! is unsatisfactory for White.

29 . . . B-B3?

After the exchange of bishops White should have drawn easily. Instead of the incorrect move in the game, Black should have played 29 . . . Q-N4, and the complex rook and bishop ending arising after 30 R-R3 Q-N4 holds many difficulties for White.

30	BXB	QXBch
31	K-N1	Q-Q4
32	Q-B4	Q-K4



Alas, Black is forced to block the path of the enemy queen. Now this stormy encounter should have been drawn by repetition of moves: 33 Q-B3! Q-Q4 34 Q-B4 (incidentally, at this point the exchange of queens at Q5 also leads to a draw). But unexpectedly, White, to his misfortune, was attracted by a combination, but overlooked a simple refutation.

33	P-R6ch??	RXP
34	QXRch	KXQ
35	P-N7	QXRch
36	Resigns	

A by no means faultless, but very sharp game, also interesting from the theoretical point of view.

Game 14
Krogius - Korchnoi
25th USSR Championship 1958
Sicilian Defence

1	P-K4	P-QB4
2	N-KB3	P-K3
3	P-Q4	PXP
4	NXP	P-QR3
5	N-QB3	P-QN4
6	B-Q3	Q-B2
7	O-O	B-N2
8	Q-K2!	

White develops his forces in the most expedient way. There was a tempting piece sacrifice here, but after 8 BXP!? PXB 9 N(Q4)XNP Q-K4 10 B-K3 N-QB3 11 P-B4 Q-N1 the outcome of the resulting complications is far from clear.

8 ... N-QB3

White's play proceeds smoothly, whereas for Black it is most difficult to find a suitable plan for mobilizing his forces. Clearly inadequate, for instance, is 8 ... P-Q3? 9 P-QR4! P-N5 10 N-R2, and Black's position is on the verge of collapse.

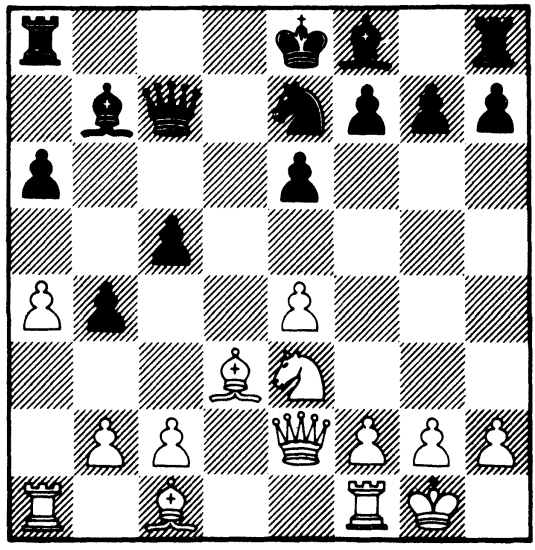
9 NXN PXN

Both 9 ... QXN and 9 ... BXN were unsatisfactory on account of 10 P-QR4 P-N5 11 N-Q5!.

10	P-QR4	P-N5
11	N-Q1	P-QB4

White begins the natural and correct plan in such positions of transferring his knight to QB4. Black has weaknesses on the Q-side, and it is difficult for him to complete his development.

12 N-K3 N-K2



13 P-QN3

A critical moment. White makes a routine move, and loses a considerable part of his advantage. He should have played 13 N-B4 and then 14 P-K5 or 14 P-B4, together with the essential move P-QB3, assuring him of control over the highly important central square Q4. Things would then have been very difficult for Black.

13	...	N-B3
14	B-N2	B-Q3
15	P-R3	

White still has a certain positional advantage, and so it is quite understandable that he should avoid the double-edged continuation 15 BXNP BXPch 16 K-R1 R-KN1.

15	...	B-K4
16	BXB	NXB
17	P-KB4	N-B3
18	P-K5	

Otherwise Black could have castled K-side.

18	...	N-Q5
19	Q-R5	O-O-O
20	N-B4?	

Correct here was the prophylactic 20 QR-Q1, when Black would sooner or later have been forced to sacrifice the exchange, since White's knight would inevitably reach Q6. A double-edged position with roughly equal chances would then have been reached. The hasty manoeuvre in the game may also lead to the win of the exchange, but now in a different situation, more favourable for Black, who succeeds by some tactical strokes in winning the QNP. Subsequently this will have decisive significance.

20 ... NXNP
21 N-Q6ch

The following variations are not very attractive for White: 21 QR-Q1 N-Q5 22 N-Q6ch K-N1 23 QXBP RXN 24 QXQch KXQ 25 PXRch KXP, when the ending is better for Black, or 21 PXN RXB 22 N-Q6ch K-N1 23 NXP R-Q7 24 R-B2 RXR 25 KXR P-N3, when the errant knight is lost.

21 ... RXN
22 PXR Q-B3
23 P-Q7ch

It was this check that White had been counting on. And indeed, both in the case of 23 ... KXP 24 QXKBPch K-B1 25 QXNP, and after 23 ... QXQP 24 PXN QXB 25 QXQBPch K-N1 26 QXP, or 23 ... K-N1 24 Q-K5ch K-R2 25 QXNP, he easily gains the upper hand. But White had not examined the position deeply enough, and had overlooked a combinational variation, which leads by force to a sharp endgame with excellent chances for Black. True, it is already difficult to suggest anything satisfactory for White.

23 ... K-B2!
24 Q-K5ch KXP
25 QXNP

Black has a great endgame advantage after 25 B-K4 QXB 26 QXQ BXQ 27 PXN K-B3.

25 ... NXR
26 P-B5

Or 26 RXN R-Q1 followed by ... K-B1, when Black sets his Q-side pawns in motion. There was also the interesting continuation 26 B-N5!?, which

would have led to White winning the queen, but to a beautiful win . . . for Black.

(Chess Archives, in *Chess,* May 1959, gives 26 B-N5!? PXB 27 R-Q1ch K-B2 28 Q-K5ch K-N3 29 R-Q6 QXR 30 QXQch B-B3 31 Q-K5 R-R1 32 QXN PXP, and Black must win:- translator)

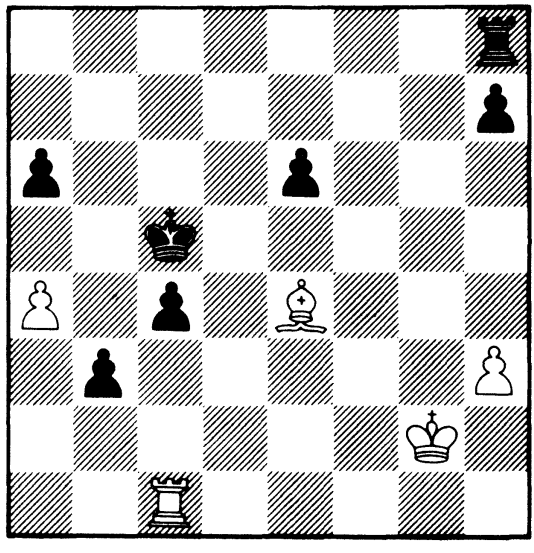
26	. . .	QXNPch
27	QXQ	BXQ
28	PXPch	PXP
29	KXB	P-B5

If now 30 BXBP, then 30 . . . NXP 31 R-B7ch K-Q3 32 BXRP N-Q5, and the extra pawn decides the game in Black's favour.

30	B-K4	NXP!
31	BXN	P-N6
32	B-K4	

In the case of 32 R-B7ch Black must advance his king – 32 . . . K-B3!, since White has good drawing chances after 32 . . . K-K1? 33 R-B7!.

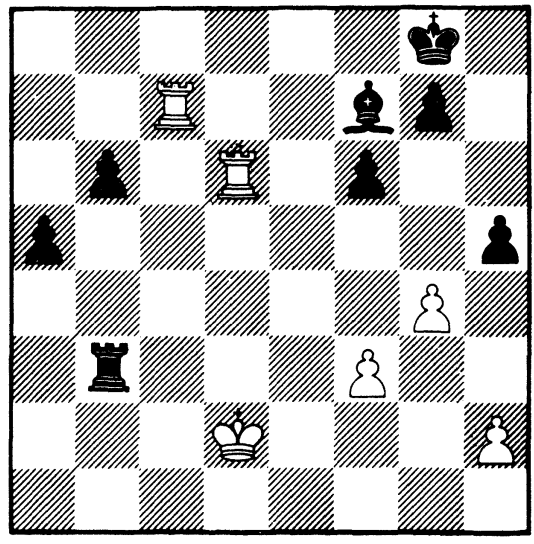
32	. . .	K-Q3
33	R-B1	K-B4!



34 K B3

Here it was necessary to calculate a good dozen and a half moves ahead in a piquant variation, where Black wins a pawn ending by literally just one tempo: 34 B-Q3 K-Q5 35 BXBP R-QB1 36 R-Q1ch KXB 37 R-QB1ch K-Q6 38 RXR P-N7 39 R-QN8 K-B7 40 R-QB8ch K-N6 41 R-QN8ch K-R7 42 K-B3 P-N8=Q 43 RXQ KXR 44 K-K4 K-N7 45 K-K5 K-N6 46 KXP KXP 47 K-B7 K-N6 48 K-N7 P-QR4 49 KXP P-R5 50 P-R4 P-R6 51 P-R5 P-R7 52 P-R6 P-R8=Q, and White is short of just one move to reach a drawn position.

34	**...**	**K-N5**
35	**K-K3**	**P-B6**
36	**R-QN1**	**K-R6**
37	**R-QR1ch**	**K-N7**
38	**R-QN1ch**	**K-R7**
39	**R-N1**	**P-B7**
40	**K-Q2**	**R-Q1ch**



It is amusing that this rook, which has been standing idle for the whole game, should join the battle on the 40th move, just before 'the curtain', but on the other hand, with decisive effect.

41	**K-B1**	**R-QB1!**
42	**Resigns**	

Game 15
Nezhmetdinov - Korchnoi
26th USSR Championship 1959
French Defence

1	**P-K4**	**P-K3**
2	**P-Q4**	**P-Q4**
3	**N-QB3**	**B-N5**
4	**P-K5**	**N-K2**
5	**B-Q2**	**P-QB4**
6	**P-QR3**	**BXN**
7	**BXB**	**PXP**

Black also has other possibilities here, e.g. 7 . . . P-QN3, as Tal played against Nezhmetdinov in the 24th USSR Championship. The game contined 8 P-QN4 Q-B2 9 N-B3 N-Q2 10 B-K2 N-QB3 11 O-O O-O 12 NPXP PXP 13 PXP, and here Black should have played 13 . . . NXBP (instead of 13 . . . N(B3)XP as occurred in the game).

8 **BXP**

This move is stronger than the more frequently met 8 QXP, on which, in the game Sakharov - Petrosian (25th USSR Championship Semi-Final), there followed 8 . . . N-B4 9 Q-KN4 P-KR4 10 Q-KB4 P-KN4 11 B-N5ch N-B3 12 Q-Q2 P-Q5 13 B-N4 Q-Q4 14 Q-K2 QXNP 15 Q-B3 QXQ 16 NXQ B-Q2 17 NXNP NXP, with advantage to Black.

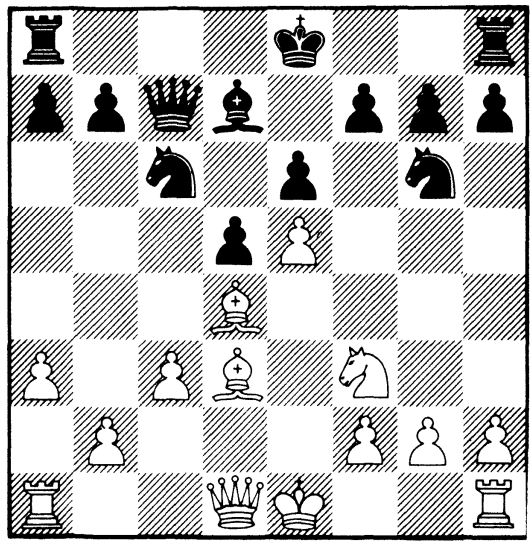
8	. . .	**QN-B3**
9	**N-B3**	**Q-B2**

Here Black had an alternative in 9 . . . N-B4. In this case, by playing 10 P-B3 N(B4)XB 11 PXN Q-N3 12 P-QN4!, White could maintain his opening advantage.

10	**P-B3**	**B-Q2**

More accurate was the immediate 10 . . . N-N3, forcing 11 B-N5 B-Q2 12 BXN BXB, when White's chances are only slightly preferable.

11	**B-Q3**	**N-N3**



12 O-O!

Nezhmetdinov is not satisfied with the slight positional advantage which he could have gained by continuing 12 BXN. Sacrificing a pawn, he obtains a powerful initiative.

12	**...**	**N(N3)XP**
13	**NXN**	**NXN**
14	**B-B2**	

The bishop must be preserved for the attack.

14 ... P-B3

After 14 ... O-O 15 BXKRPch KXB 16 Q-R5ch White would gain a positional advantage with material equality.

15	**Q-R5ch**	**K-B1**
16	**QR-K1**	**N-B3**

Bad, of course, is 16 ... B-N4 on account of 17 P-KB4!. With his last move Black strives to drive the white bishop from its strong post.

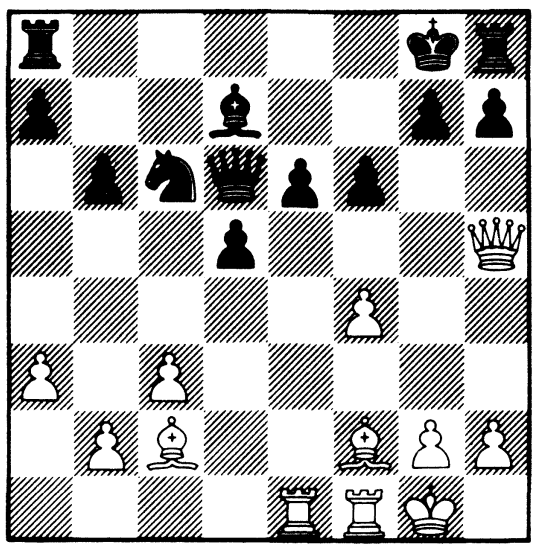
17 B-QB5ch K-N1

If 17 ... N-K2, then 18 BXNch KXB 19 QXQP, with a clear advantage to White.

18 P-KB4 P-QN3
19 B-B2

Intending to transfer this bishop to KR4. Now, of course, it is extremely dangerous for Black to capture the KBP, since there follows 20 B-KR4, with a very strong attack.

19 ... Q-Q3



The position is full of life. For the sacrificed pawn White has a dangerous initiative, since for the moment Black's king's rook is out of play. Black's immediate plan is to bring up pieces to defend his K-side: ... R-KB1 and ... B-K1. The logical continuation for White now was 20 B-KR4, when Black would still have considerable difficulties to face. But instead Nezhmetdinov makes a serious mistake, which effectively leads to the loss of the game.

20 R-K3? QXBP

This is the point! Now Black, having seized a second pawn on the way, must be able to repulse the attack.

21 R-N3

Nothing is gained by 21 R-R3 P-B4 22 BXNP Q-KN5!.

21 ... B-K1

22	Q-K2	Q-Q3
23	BXNP	

A last attempt to complicate matters. After other moves White would have lost slowly but surely.

23	...	PXB
24	RXBP	N-K4

24 . . . Q-K4 would also have won.

25	R-B2	

Nothing is achieved by 25 R-N5 B-N3! or 25 B-B5 B-B2 26 Q-K3 R-K1. In all cases White's initiative finally dies away, and Black, keeping his material advantage, wins easily. The remainder requires no explanation.

25	...	B-N3
26	B-N3	P-R4
27	P-R3	R-KR3
28	R-K3	B-K5
29	Q-Q2	R-Q1
30	R-N3	N-N5
31	R-B4	R-KB1
32	R(N3)XN	PXR
33	RXB	PXP
34	Resigns	

Game 16
Korchnoi - Karaklajic
USSR - Yugoslavia Match 1959
Queen's Gambit

1	**P-Q4**	**N-KB3**
2	**P-QB4**	**P-K3**
3	**N-QB3**	**P-Q4**
4	**B-N5**	**P-B4**
5	**BPXP**	**Q-N3?!**

The so-called 'Canal' Variation, condemned by theory, but which has recently occurred in tournaments from time to time.

6 N-B3

Besides this continuation, worthy of consideration are 6 PXKP PXQP 7 PXPch KXP 8 N-R4 Q-R4ch 9 B-Q2 (although after 9 . . . Q-Q4, White, who has an extra pawn, has to meet a number of threats by his opponent; Borisenko - Tolush, 25th USSR Championship 1958), or else 6 BXN QXP 7 PXBP PXB 8 R-B1 BXP 9 P-K3 B-N5 10 B-N5ch B-Q2 11 BXBch NXB 12 KN-K2 with a tense struggle.

6 . . . BPXP?

This leads to a difficult position. 6 . . . QXP was essential. True, in this case White, by continuing 7 N-QR4 Q-N5ch 8 B-Q2 Q-R6 9 N-B3, or 7 R-B1 NXP 8 N-QR4 Q-R6 9 P-K4 B-Q2 10 NXP, gains a slight positional advantage, but by no means as significant as in the game.

7	**BXN!**	**PXB**
8	**QXP**	**B-B4**

8 . . . QXP 9 R-QN1 Q-R6 10 P-K3 is equally cheerless for Black.

9	**QXP**	**BXPch**
10	**K-Q1**	**R-B1**

On 10 . . . R-N1, 11 N-K5 R-B1 12 N-B4 Q-B4 13 P-K3 is strong.

11	**P-K4**	**N-Q2**

12 Q-N7 P-K4

Instead of this move, which blocks the position, Black should have played 12 . . . QXP, with a sharper position, and therefore more tactical chances.

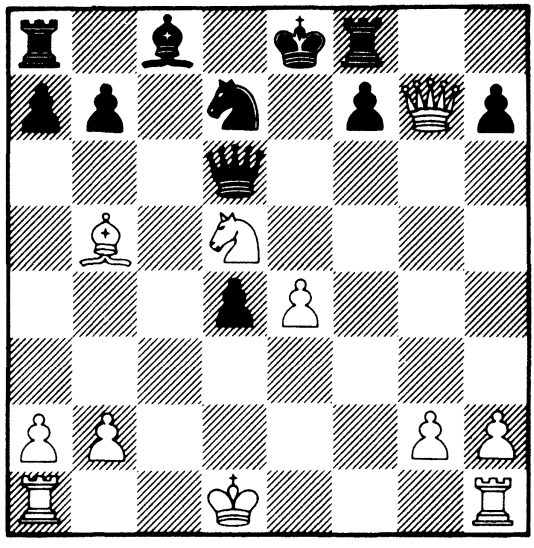
13 B-N5

Here 13 K-B2, stabilizing the position, was objectively stronger, especially since 13 . . . B-Q5 14 NXB PXN would lead after 15 N-N5 to further material gains for White. However, White seeks to decide the game in the tactical complications.

13 . . . B-Q5
14 NXB PXN
15 P-Q6 QXP

Forced in view of the threat of mate in 2 by 16 Q-K5ch.

16 N-Q5



16 . . . K-Q1

This leads by force to a hopeless ending. 16 . . . P-QR3 would have set White more complicated problems. Then 17 R-QB1 PXB 18 N-B7ch K-Q1 19 NXR N-K4 is unsatisfactory, since the black pieces become very active. The variation analogous to that occurring in the game – 16 . . . P-QR3 17 N-B6ch K-Q1 18 BXN BXB 19 P-K5 – no longer works because of 19 . . .

B-R5ch 20 P-QN3 Q-R6!, and Black should draw. White would have had to be satisfied with an extra pawn – 17 . . . K-Q1 18 BXN BXB 19 NXP, or if 17 . . . K-K2, then 18 N-Q5ch, soon winning the QP.

17	BXN	BXB
18	P-K5	B-N5ch
19	K-Q2	QXN
20	QXRch	K-Q2
21	Q-Q6ch	QXQ
22	PXQ	KXP
23	KR-KB1	B-K3
24	K-Q3?	

An inaccuracy, which allows the opponent to prolong the resistance. 24 R-B4 would have led to the win of the central pawn.

24	. . .	R-KN1
25	P-KN3	R-N5
26	P-N3	P-QR4
27	QR-K1	P-R5

There is no salvation in 27 . . . K-Q4 28 R-B4 RXR 29 PXR P-B3 30 R-QB1 B-B4ch 31 K-Q2 K-K5 32 R-B7 etc.

28	PXP	R-N4
29	R-B4	BXP
30	RXQPch	K-B3
31	R-QB1ch	K-N3
32	R-QN4ch	K-R3
33	R-B7	R-Q4ch
34	K-B3	R-KR4
35	P-R4	R-R3
36	R(N4)XP	R-KN3
37	K-N4	R-N5ch
38	K-B5	R-QB5ch
39	K-Q6	R-Q5ch
40	K-K5	R-KN5
41	R-R7ch	K-N3
42	P-QR5ch	K-N4
43	R(R7)-N7ch	KXP
44	R-N2	Resigns

Game 17
Korchnoi - Aronin
USSR Peoples' Spartakiad 1959
English Opening

1	P-QB4	P-K4
2	N-QB3	N-QB3
3	N-B3	

3 P-KN3 is more elastic, retaining the option of developing the knight at K2 or KB3, according to circumstances.

3	...	P-B4
4	P-Q4	P-K5
5	N-Q2	N-B3
6	P-K3	P-KN3
7	P-QR3	

On 7 P-B3, 7 ... B-R3 is unpleasant for White; on 8 PXP Black can reply either 8 ... BXP 9 P-K5 N-KN5, or else 8 ... P-Q3, with good compensation for the pawn. 7 P-B4 was worth considering.

7	...	B-N2
8	P-QN4	O-O
9	P-N3?	

This move weakens the white squares on the K-side, and makes castling there dangerous. In addition, White loses an important tempo for the development of his Q-side initiative.

9 Q-N3 was unsatisfactory on account of 9 ... P-B5!. The routine 9 N-Q5 would have led to exchanges favourable for Black after 9 ... N-K2 10 Q-N3 P-B3 (as indicated by Aronin), or else 10 ... N(K2)XN 11 PXN P-Q3, with an excellent game.

White should have played 9 P-N5 N-K2 10 P-QR4 P-Q4 11 B-R3 P-B3 12 N-N3, with roughly equal chances.

9	...	P-Q4!
10	N-N3	

It was worth considering 10 PXP N-K2 11 N-B4 N(K2)XP 12 NXN NXN 13 B-QN2, with counter-play (QB file and K5 square).

10 . . . P-N3
11 B-Q2 N-K2
12 P-B5

Or 12 Q-B2 B-K3, and the move 13 P-B5 is forced all the same.

12 . . . P-KN4
13 P-KR4 P-KR3
14 RPXP RPXP
15 P-B4?!

At the cost of a further weakening of his position, White attempts to obtain counter-chances on the K-side. He could, however, have limited himself to passive defence. After 15 Q-B2 White's position is difficult to breach, e.g. 15 . . . N-N5 16 B-K2 R-B2 17 BXN PXB 18 R-KR2, or 15 . . . N-N3 16 O-O-O N-N5 17 B-K1 B-K3 (17 . . . P-B5? 18 NPXP KNPXP 19 NXQP) 18 B-R3!. The one virtue of 15 P-B4 is that the character of the game changes: formerly, each of the two sides was engaged in play on one flank only, whereas now the battle is over the whole board.

15 . . . PXP e.p.

Of course, Black could not be satisfied with the minimal advantage resulting from 15 . . . KNPXP 16 NPXP N-N5 17 Q-K2.

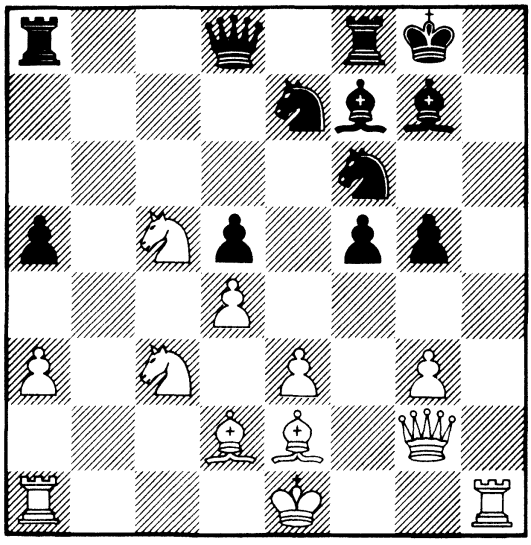
16 QXP B-K3
17 B-K2 P-R4

With this move Black loses a part of his advantage. Other plans were possible: 17 . . . K-B2 followed by . . . N(K2)-N1-R3-N5, or 17 . . . N-K5 18 Q-N2 R-B2 with the threat of . . . P-R4.

18 BPXP BPXP

It is unlikely that the pawn sacrifice 18 . . . RPXP 19 NPXP QXP 20 N-N5 Q-B7 21 B-Q1 would have enabled Black to create serious threats.

19 PXP PXP
20 N-B5 B-B2
21 Q-N2



21 . . . N-B1?

A mistake, after which Black finds himself in a difficult situation. Aronin had at his disposal the strong move 21 . . . R-B1!. After 22 N-Q3 Black maintains a clear positional advantage by 22 . . . N-N3 or 22 . . . N-B3, while if 22 P-N4, then 22 . . . PXP 23 BXP RXN 24 PXR P-Q5, or else immediately 22 . . . RXN 23 PXR P-Q5, with a very strong attack.

22 P-N4 PXP
23 BXP NXB
24 QXN N-N3

Black still had chances of saving the game after 24 . . . N-Q3.

25 O-O-O R-K1
26 QR-N1 K-B1

If 26 . . . R-R2, then White wins by 27 N-N5, while if 26 . . . B-B3, then 27 Q-B5.

27 R-B1 Q-K2
28 R-B5 R-R2
29 KR-B1 Q-Q1
30 Q-R5 Q-K2
31 Q-N6 R-N1
32 RXBch Resigns

Game 18
Sliwa - Korchnoi
Cracow 1959
English Opening

1	**P-QB4**	**N-KB3**
2	**N-QB3**	**P-B4**
3	**P-KN3**	**P-Q4**
4	**PXP**	**NXP**
5	**B-N2**	**N-B2**
6	**P-Q3**	**Q-Q2**

I made this unnatural move with the aim of avoiding the well-trodden paths (e.g. 6 . . . P-K4 7 Q-N3), which are not unfavourable for White. 6 . . . P-KN3 deserves consideration.

7	**N-R3**	

A dubious plan: the absence of the knight from the centre may tell. Quite good here is 7 P-B4 followed by N-B3.

7	. . .	**N-B3**
8	**B-K3**	**P-QN3**

8 . . . P-K4 9 P-B4 B-K2 10 O-O PXP 11 NXP was possible, though it leaves a certain advantage with White, who is well ahead of Black in development.

9	**Q-R4**	**N-N5?**

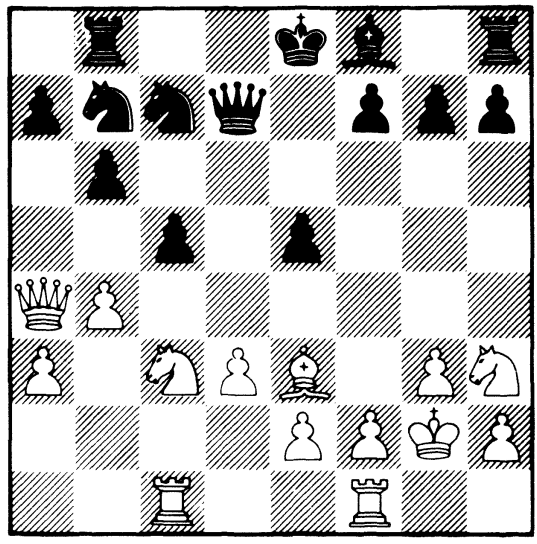
A weak move, after which Black begins to experience difficulties. The 'spectacular' knight move costs Black at least one tempo. 9 . . . B-N2 was correct, and if 10 P-Q4, then 10 . . . PXP 11 BXP O-O-O 12 B-K3 N-Q5!, equalizing.

10	**Q-N3**	**R-QN1**
11	**P-R3**	**N-B3**
12	**R-QB1**	**B-N2**
13	**O-O**	**P-K4**
14	**Q-R4**	**N-R4?**

This leads to a difficult position for Black. The way to gain a fully equal game was by 14 . . . B-K2, and then 15 P-QN4 PXP 16 PXP O-O 17 P-N5 N-Q5!, or 17 N-QN5 NXN 18 QXN QR-B1 19 R-B2 N-N1!.

15 P-QN4! BXB
16 KXB N-N2

In this difficult position it is not easy to find a satisfactory continuation. 16 . . . QXQ 17 NXQ N-N6 18 R-QN1 N-Q5 19 PXP P-QN4 20 KR-QB1 would also not have given Black equality.



17 P-B4?

A weak move, both from the tactical and also the positional point of view (it weakens White's central pawns). Meanwhile, by 17 QXP Q-B3ch 18 K-N1! R-R1 19 P-N5 RXQ 20 PXQ N-Q1 21 R-N1 RXP 22 N-QN5! NXN 23 RXN NXP 24 RXNP N-Q1 25 R-B1 R-R4 26 N-N5 White could have won the QBP, while keeping his pieces very actively posted.

17 . . . QXQ
18 NXQ N-Q4
19 B-Q2

In the case of 19 B-B2 Black has the defence 19 . . . KPXP 20 NXKBP NXN 21 PXN PXP.

19 ... KPXP
20 NXKBP R-Q1
21 NXN RXN
22 N-B3?

A second mistake, after which White loses his advantage, whereas 22 B-K3! would have forced Black to fight for a draw – either in an inferior double-rook ending (on 22 ... P-B3 the minor pieces are exchanged at QB5), or by 22 ... R-K4 23 K-B3 R-B4ch 24 B-B4 PXP 25 R-B7 N-Q1 26 RXRP R-QR4.

22 ... R-Q2
23 P-N5?

While this blunder leads now to a clear advantage for Black, who has the better pawn structure in the ending. It was not too late to play 23 N-K4 B-K2 24 PXP with roughly equal chances.

23 ... B-K2
24 R-B3

After defending his QP, White plans to post his knight at Q5 and support it by his pawn on K4.

24 ... N-R4!

The knight heads for Q5 or QB5.

25 R-QN1

White would have done better to continue his plan (25 P-K4), but with time trouble approaching both 25 ... N-N6 and 25 ... P-B5 appeared dangerous.

25 ... O-O
26 N-Q1

Now 26 P-K4 was certainly bad because of 26 ... N-B5 27 B-B1 N-K4. On 26 N-K4 Black has the favourable reply 26 ... P-B4.

26	...	N-B5
27	PXN	

This is capitulation. White's pieces are unable to defend his numerous pawn weaknesses. 27 B-B1 was essential.

27	...	RXB
28	K-B1	B-B3
29	R-Q3	R-R7

It is interesting to follow how, move by move, Black improves the placing of his pieces, while White's forces remain tied to defence.

30	N-K3	R-K1
31	R-K1	R-K5
32	R(K1)-Q1	P-KR4
33	K-B2	B-Q5
34	K-B3	R-K4
35	P-R3	P-B4
36	K-B4	P-N4ch
37	K-B3	

The last practical chance was to sacrifice a piece. Now White perishes without a fight.

37	...	K-B2
38	P-KR4	P-N5ch
39	K-B2	K-K3
40	R-N3	R-K5
41	R(Q1)-Q3	P-B5
42	Resigns	

White, who had sealed his last move, resigned without further play. Indeed, after 42 PXP RXBPch 43 K-K1 B-B3 his pawns fall one after another.

Game 19
Korchnoi - Botvinnik
Match Leningrad - Moscow 1960
Nimzo-Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	P-QN3
5	KN-K2	N-K5

This rarely-adopted continuation does not, in my opinion, give Black an equal game.

6	Q-B2	B-N2
7	P-QR3	BXNch
8	NXB	P-KB4
9	P-QN3	

A quiet continuation, which ensures White an opening advantage.

9	...	O-O
10	B-N2	P-Q3
11	P-Q5	

11 B-Q3 or 11 O-O-O would have been better, planning to subsequently open lines for his bishops. White would have had the advantage in view of his mobile pawn centre and the absence of any counter-play for Black. The move 11 P-Q5 must be criticized, since it does not lead to the opening of lines.

11	...	NXN
12	QXN	P-K4
13	P-B4	

13 O-O-O was preferable, since now Black seizes the initiative.

13	...	N-Q2
14	B-Q3	Q-R5ch!

Provoking a weakening of the KR1 – QR8 diagonal.

15 P-N3 Q-R3
16 O-O

After 16 O-O-O Black would have had various ways of undermining White's pawn chain (. . . P-QN4 or . . . P-B3).

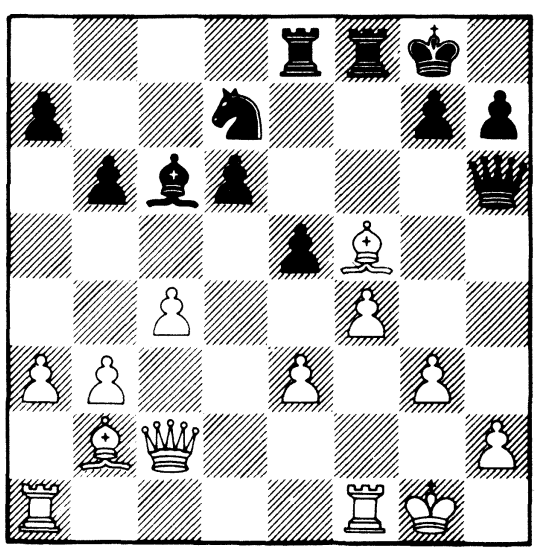
16 . . . P-B3
17 PXP BXP
18 Q-B2!

White has the inferior position, and he seeks tactical chances.

18 . . . QR-K1?

18 . . . PXP 19 KPXP QR-K1 was significantly stronger, and if 20 BXBP, then 20 . . . RXB! 21 QXR R-K7, with irresistible threats. 18 . . . N-B4 19 BXBP NXP! was another possibility, with a roughly equal game.

19 BXBP



At first sight a risky capture, but it was based on the accurate calculation of the possible variations.

19 . . . N-B4

On 19 . . . PXP White would not have continued 20 KPXP?, which would have led to the variation given above after 20 . . . RXB, but 20 RXP, keeping his extra pawn. However, in Botvinnik's opinion, Black could then have obtained sufficient counter-play by 20 . . . N-K4 (but not 20 . . . RXP 21 R-R4) 21 QR-KB1 N-N3.

20 P-QN4 B-R5

20 . . . N-R5 21 P-N5 B-N2 was worth considering.

21 BXRPch QXB

If 21 . . . K-R1, then 22 Q-N6, when 22 . . . N-N6 is bad on account of 23 QXQ PXQ 24 B-B2 NXR 25 BXB.

22 QXQch KXQ
23 PXN KPXP

Typical of Botvinnik's style – he creates as many problems for his opponent as possible.

24 PXNP RPXP
25 KPXP R-K5
26 QR-K1 KR-K1
27 K-B2 RXQBP
28 RXR BXR
29 R-B1 RXR
30 BXR

In spite of the opposite-coloured bishops, the resulting ending is won for White, since he has the possibility of creating two connected passed pawns.

30 . . . P-N3
31 P-N4 K-N2

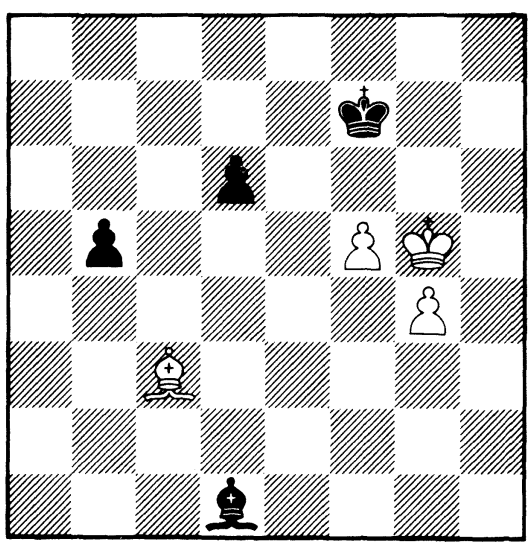
White's task would have been more difficult after 31 . . . B-B3 32 K-N3 P-QN4! 33 K-R4 B-N7 34 K-N5 B-R6.

32 K-N3 B-B3
33 K-R4 B-N7

34	K-N5	B-R6
35	B-N2ch	K-B2
36	P-R4!	

In view of the threat of 37 B-Q4, Black's bishop is forced to abandon the blockading square.

36	...	B-N7
37	P-R4	B-B3
38	P-KR5	PXP
39	KXP	BXP
40	P-B5	B-Q8
41	K-N5	P-N4
42	B-B3	Resigns



After 42 ... K-N1 43 K-B4 K-R2 44P-N5 B-R4 45 B-N4 P-Q4 46 K-K5 K-N2 47 KXP B-B2ch 48 K-Q6 B-N3 49 K-K6 B-B2ch 50 K-K7 B-R4 51 B-B3ch K-R2 52 K-B6 B-Q8 53 P-N6ch K-N1 54 K-K7 White queens one of his pawns.

21 ... N-N1!

White underestimated this move – both 22 ... QXN and 22 ... B-B1 are threatened. On 22 P-R3, to vacate a square for the queen, 22 ... QXN 23 P-N4 B-N8 wins.

22 B-QN5 RXB

On the immediate 22 ... B-B1 White could have given up his queen under favourable circumstances by 23 BXR.

23 PXR B-B1
24 Q-Q8 QXN
25 B-B4 N-QB3?!
26 Q-R4 N-R4
27 B-B1 Q-N6
28 R(R2)-Q2 QXKPch
29 K-R1 B-K2?

Black has a great material advantage, and all he has to do is to effect the co-ordination of his pieces. To this end, 29 ... N-QN2 was best, preventing the further advance of White's QP.

30 Q-R4 Q-B6

This is already the only defence against the threats of R-K2 and QXN.

31 P-Q6 B-B3
32 P-Q7

In the variation 32 R-Q3 BXR 33 RXB Q-B8 34 R-Q1 Black wins by 34 ... Q-R3.

32 ... R-Q1
33 R-K2 K-N2
34 K-N1 Q-N6
35 QXQ NXQ
36 P-R3 N-N6
37 R-K3 NXB
38 RXN(N3) B-B7
39 Resigns

Game 22
Korchnoi - Gligoric
Buenos Aires 1960
King's Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	B-N2
4	P-KN3	O-O
5	B-N2	P-Q3
6	N-B3	P-B4
7	P-Q5	N-R3

This system of play for Black (which has recently often been called the 'Yugoslav Variation'), involving the transfer of Black's knight to ... QB2 followed by the undermining of White's pawn centre, is grandmaster Gligoric's favourite weapon: the tense struggle which develops is suited to his style of play. It is worth mentioning that in the last few years perhaps only Gligoric has succeeded in coping with the difficulties of this variation. Also worthy of consideration here is the immediate 7 ... P-K4 8 PXP e.p. BXP 9 N-KN5 BXP 10 BXP QN-Q2, with an active game for Black (cf., for instance, the game Furman - Gufeld, 28th USSR Championship).

8	O-O	N-B2
9	P-QR4	

9 B-B4 is weaker on account of 9 ... P-QN4 10 PXP R-N1 11 P-QR4 P-QR3 12 PXP RXP, with roughly equal play (Averbakh-Boleslavsky, 1955).

9	...	P-QR3
10	B-B4!	

A rather unpleasant move for Black, hindering the advance of his KP. Now 10 ... N-R4 11 B-Q2 P-K3 was possibly best, but since, both now and in the subsequent play, Black wishes to avoid moving his knight away from the centre even for a short time, he attempts to solve this problem by tactical means.

10	...	R-N1
11	P-R5	P-QN4

12 PXP e.p. RXP
13 R-R2?!

Both my opponent and I were perfectly well aware that from the time of the game Furman - Bertok (Leningrad 1957), 13 N-QR4 has been considered to be the strongest here, and both after 13 . . . R-N5 14 P-N3 N-R4 15 B-Q2, and in the case of 13 . . . R-N2 14 R-R3, White has the better prospects. Perhaps the continuation chosen by me was less incisive, but on the other hand Gligoric, faced by an unexpected reply, thought for 40 minutes over his next move, and this was of course a considerable practical achievement for White.

13 . . . R-K1!

This apparently mysterious move is in fact associated with an original idea: by means of an exchange sacrifice Black seizes the initiative. 13 . . . P-K4 would have been weaker in view of 14 PXP e.p. BXP 15 P-N3, when the threats of 16 N-QR4 and 16 R-Q2 are highly unpleasant.

14 P-N3

14 N-QR4 would have been more circumspect. Now Black carries out his plan.

14 . . . P-K4!
15 PXP e.p. NXP
16 N-QR4

After 16 B-Q2 P-Q4, or 16 B-K3 B-Q2 Black would have counterplay while maintaining material equality. Now, however, White wins the exchange...

16 . . . NXB
17 NXR QXN

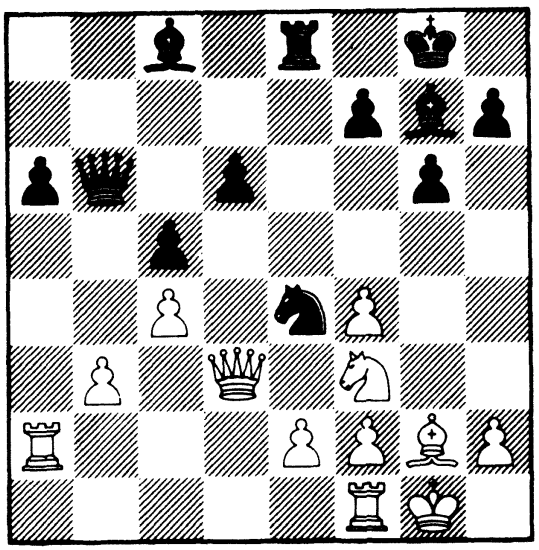
17 . . . N-R6ch 18 BXN BXB 19 RXP is weaker.

18 PXN N-K5!

By his sacrifice Black has gained maximum mobility for all his pieces. White's task, which is to co-ordinate his forces under the enemy cross-fire, is not a simple one.

19 Q-Q3!

Despite the fact that Q3 is clearly a dangerous square for the queen, this move is the only acceptable one in the given position: while avoiding the knight fork at ... QB6, the queen at the same time defends the KP; also, pressure on the black QP along the Q file is planned.



19 ... N-B6

A critical moment. 19 ... B-B4 was not only tempting, but evidently stronger. True, after 20 N-R4 N-B6 21 NXB NXR 22 NXB KXN 23 R-Q1 N-N5 24 Q-QB3ch P-B3 25 P-K3 White keeps a slight advantage, but 20 ... NXP! 21 Q-KB3 N-K5 (21 ... N-N5 22 NXB PXN is weaker: 23 Q-N7 Q-Q1 24 B-Q5, or, as I was intending to play during the game, 23 P-K4?! RXP 24 Q-Q3, and White seizes the initiative) 22 NXB PXN 23 R-QB2 P-Q4, or 23 B-R3 N-B6, would have led to extremely complex play, in which Black's chances would be not inferior.

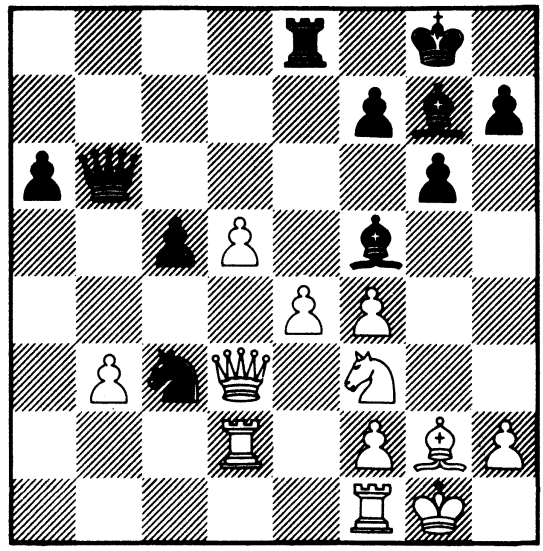
20 R-Q2 P-Q4?

Gligoric undoubtedly overrates his position. Here he had to play 20 ... B-B4, which after 21 QXP QXQ 22 RXQ NXPch 23 K-R1 NXP would have led to an endgame with good drawing chances for Black, whereas now White gains a clear advantage.

21 PXP B-B4

22 P-K4

This is, of course, the only move, since after 22 Q-B4 R-K5 Black has at least a draw.



22 ... NXKP

On 22 ... RXP White wins by 23 N-R4 RXP 24 NXB RXN 25 P-Q6 B-Q5 26 P-Q7 Q-Q1 27 P-N4. If, on the other hand, 22 ... BXP, then both 23 Q-K3 and 23 Q-B4 are possible.

23 R-K2 B-KB1

After 23 ... R-K2 White would have had a choice between a continuation analogous to that which occurs in the game, and 24 Q-K3 (24 ... B-Q5 25 Q-B1!).

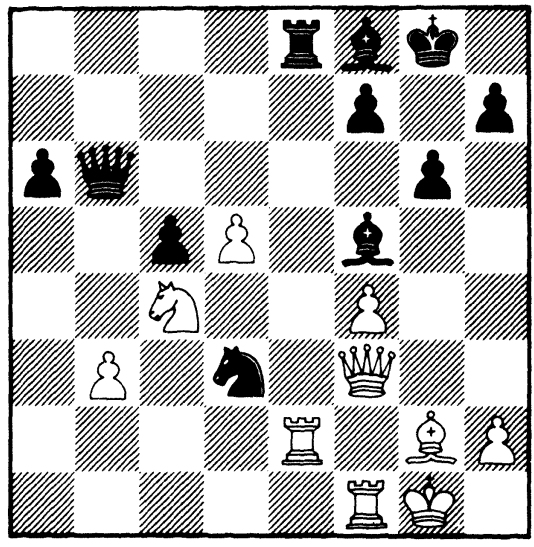
24 N-K5!

This is the quickest way to liquidate Black's initiative.

24 ... NXP
25 Q-KB3

25 Q-QB3 N-Q6 26 NXNP RPXN 27 RXR would also have won, although it too would not have avoided technical difficulties.

25 ... N-Q6
26 N-B4



26 ... QXP

The last opportunity to complicate the game. In the case of 26 ... Q-Q1 27 RXR QXR 28 R-Q1 White, exploiting the strength of his passed QP, wins easily.

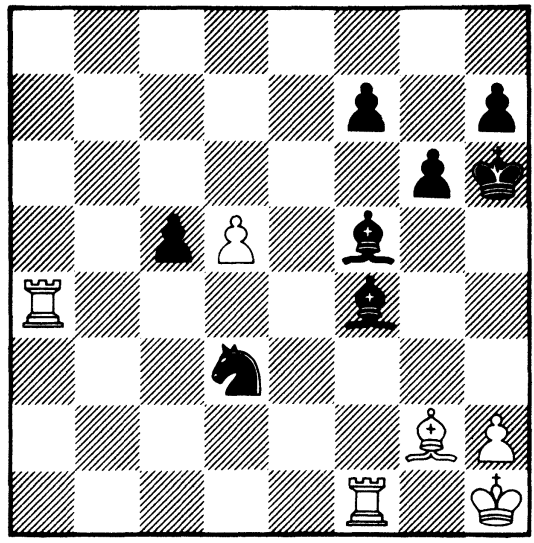
27 RXR QXN
28 Q-K3 K-N2
29 R-Q8 Q-N5
30 K-R1

On 30 P-Q6 Black could have replied 30 ... Q-N3, when 31 Q-K7 is hardly good enough to win on account of 31 ... BXQ 32 PXB P-B5ch 33 K-R1 B-Q2 34 RXB Q-K3 35 R-B7 Q-K7.

30 ... Q-N3
31 Q-K8 B-Q3
32 Q-R8ch K-R3
33 Q-B6

White could also have played for a mate by 33 R-KN8, but with his great material advantage this is not obligatory.

33	...	B-B2
34	QXQ	BXQ
35	R-Q6	B-B2
36	RXRP	BXP
37	R-R4!	



37	...	B-K4

On 37 . . . K-N4 White was intending 38 P-R4ch K-N5 39 B-K4, but now the end comes even more quickly.

38	RXB	PXR
39	P-Q6	B-B3
40	P-Q7	K-N2

Or 40 . . . N-K4 41 R-R6 NXP 42 R-Q6.

41	R-R8	Resigns

Game 23
Korchnoi - Khasin
28th USSR Championship 1961
Queen's Gambit

This was perhaps the most difficult game of those played by me in this USSR Championship. My precarious tournament position forced me to play positively for a win, and in fighting for the initiative I changed my usual tactics and sacrificed a pawn. But my opponent nevertheless gained the initiative, and it was only a series of mistakes in the second half of the game that led to his defeat.

1	**P-QB4**	**N-KB3**
2	**N-QB3**	**P-K3**
3	**N-B3**	**P-Q4**
4	**P-Q4**	

White adopts this move order so as to avoid the normal Nimzo-Indian set-ups.

4	...	**B-N5**
5	**PXP**	**PXP**
6	**B-N5**	**P-KR3**
7	**B-R4**	

Practice has shown that White also has the superior game after 7 BXN QXB 8 Q-R4ch N-B3 9 P-K3 or 9 R-B1. However, in view of the particular importance of this game, the slight advantage seemed insufficient to me.

7	...	**P-KN4**

A radical way of removing the pin on the knight.

8	**B-N3**	**N-K5**
9	**N-Q2!**	

The one possibility in the given position of attempting seize the initiative – White sacrifices a pawn, but meets Black's positional threat of ... P-KR4-R5.

9	...	NXN(B6)
10	PXN	BXP
11	R-B1	B-R4

The position has cleared somewhat. Black has an extra pawn, but his king will feel uncomfortable either on the Q-side, where there are two open files, or on the K-side, where his pawns are seriously weakened.

12 Q-B2?

It seemed tempting to prevent the development of the black bishop at ... KB4, and besides, I wanted to avoid a clearly prepared variation by my opponent (he had played the opening very quickly). But in fact White's last move is a serious mistake, which hands Black the advantage.

12 ... N-B3!

Much stronger than the routine 12 ... P-QB3. Now it is White who experiences difficulties over the development of his pieces.

13	P-K3	O-O
14	P-KR4	P-N5
15	B-K2	R-K1
16	Q-Q1	

16 O-O would have failed, of course, to 16 ... NXP.

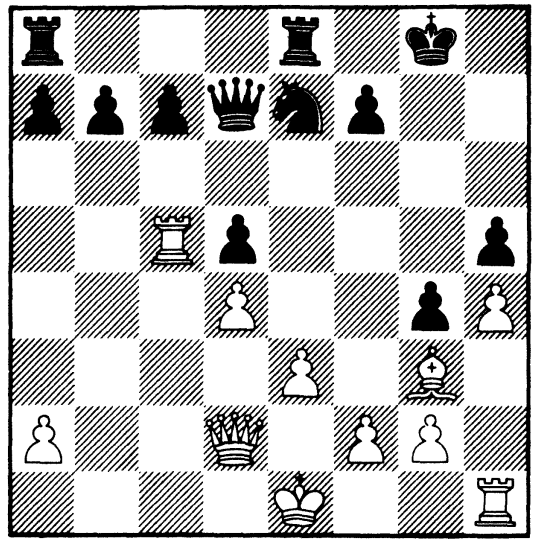
16	...	P-R4
17	B-N5	

17 O-O is unfortunately still bad on account of the manoeuvre ... B-N5-K2, when White loses his important KRP.

17	...	B-Q2
18	R-B5	N-K2

After 18 ... P-R3 (18 ... NXP 19 BXB leads to the loss of piece) 19 BXN BXNch 20 QXB BXB 21 P-B3 Black's extra pawn would be of no significance, whereas the weakened position of his king could be important. Black therefore prefers to give back his extra pawn, but keep the initiative.

19 BXB BXNch
20 QXB QXB



21 O-O?

Objectively one has to attach a question mark to this move. However, although I considered 21 RXBP to be the strongest move, I deliberately avoided it. The point is that after 21 RXBP Q-N4 22 R-B5 Black cannot gain much of an advantage. I was not bothered even about the variation 22 . . . Q-N8ch 23 R-QB1 Q-K5 24 O-O N-B4 25 R-B3, since, with the heavy pieces on the board, the open position of the black king would always enable White to at least avoid defeat, if not more. What did bother me was the fact that after 21 RXBP Q-N4 22 R-B5 Q-N8ch Black has a certain draw. For example, 23 R-QB1 Q-N4 24 Q-K2 Q-R4ch, or 22 Q-B1 Q-N5ch 23 Q-B3 Q-N8ch. White is forced to repeat moves, since he can hope for success only if he is able to bring his king's rook into the battle. From the purely chess point of view, a draw would be an honourable result for White (after all, he had a poor position from the opening); from the competitive point of view, a draw was undesirable. And after all, White did not give up a pawn in the opening, just so as to agree a draw on move 24.

21 . . . P-QB3
22 P-K4?!

This is the last chance to confuse matters.

22 ... P-N3
23 R-B3 N-N3

Fortune unexpectedly smiles on White. Correct was 23 ... PXP 24 Q-N5ch N-N3 25 QXRP K-N2 (threatening 26 ... P-B3 and 27 ... R-R1) 26 KR-B1 QR-B1, and Black keeps his material advantage with a sound position.

24 P-K5 Q-B4

The only defence against the threatened 25 Q-N5. Bad, for instance, is 24 ... K-N2 25 Q-N5 R-R1 26 P-B4 Q-K2 27 P-B5 etc.

25 RXP R-K3
26 R-B7

At this point I considered White's position to be easily won, and after the difficulties endured I wanted to relax a little, and to 'mark time', as it were. This complacency, caused by an over-estimating of my position, almost led me once again to defeat. The move 26 R-B7 is in general quite useful, but 26 R-B3 followed by 27 P-B3 would have been more purposeful.

26 ... N-B1
27 KR-B1?

This blunder is the consequence of White's planless play. It was essential to play 27 P-B3 or 27 R-B3.

27 ... R(K3)-K1!

Unexpectedly it turns out that White's possession of the QB file gains him no advantage, and that, moreover, Black plans to exploit the weakness of White's QP, and by tying the white pieces to its defence by ... N-K3 and ... Q-K5, to seize possession of the file himself. An important trump in Black's play is the completely passive position of the white bishop.

28 R(B7)-B3

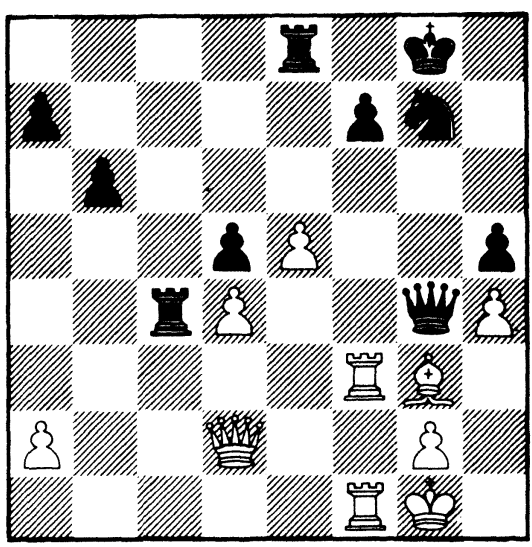
After a delay of three moves, White begins to act determinedly.

28 ... N-K3
29 P-B3 N-N2!

Planning to exchange heavy pieces along the QB file, and also temporarily defending the black king.

30 R-B1 QR-B1
31 PXP QXNP
32 R(B3)-B3 R-B5?

This looks natural, but is in fact a waste of a tempo. After the correct 32 ... Q-K5, the threat of an intrusion by Black's pieces onto the seventh rank would have severely cramped White.



33 P-K6!

A routine pawn sacrifice with the aim of increasing the scope of his pieces.

33 ... PXP?

Black probably took the sacrifice to be a gesture of despair, and, without realizing it, makes the decisive mistake. He rejected 33 ... NXP on account of 34 B-K5? NXP 35 R-KN3, which, however, loses to 35 ... N-K7ch 36 QXN QXR. Therefore, on 33 ... NXP White was intending to reply 34 K-R2 RXP 35 Q-KB2, or 34 ... QXQP 35 Q-R6, with good chances. Also, White has the advantage after 33 ... RXKP 34 B-K5. During the game I considered

the most unpleasant reply to be 33 . . . P-B3!, preventing the bishop from moving to K5. True, by playing 34 B-B2, White could have gained a certain initiative for the pawn. In any case, either of the two continuations considered here would have been stronger than the move in the game, and would have led to a lively struggle with roughly equal chances.

34 B-K5 N-B4
35 R-QR3?!

Here White could have reached a won ending by 35 R-B4 Q-N3 36 R(B1)-B3 K-R2 37 RXN PXR 38 R-KN3 Q-B2 39 R-N7ch QXR 40 BXQ KXB 41 Q-N5ch, when Black loses all his pawns on the 4th rank. The move 35 R-QR3 is also sufficient to win, since the attack on the QRP prevents Black's main defensive manoeuvre – . . . K-R2 and . . . R-KN1.

35 . . . R-K2

Apparently the only defence. Black loses after 35 . . . QXRP 36 RXP RXP 37 RXN RXQ 38 R-KN7ch. In the case of the immediate 35 . . . RXP 36 BXR QXBch 37 QXQ NXQ 38 RXP, White's material advantage is sufficient for victory.

36 RXN QXR
37 R-KB3!

White intends to give check on the KN file not with his rook, but with his queen.

37 . . . Q-N8ch
38 K-R2 Q-QB8

The only way of avoiding the queen check, but now White creates irresistible threats to the black king in another way.

39 Q-KB2 Q-R3

Or 39 . . . R-B1 40 R-KN3ch K-R2 41 Q-B6.

40 R-KN3ch K-R2
41 Q-B3 Resigns

There is no defence against the check on Q3.

Game 24
Korchnoi - Szabo
Leningrad - Budapest Match 1961
King's Indian Defence

1 P-KN3

From the fighting point of view, 1 P-KN3 is better than 1 N-KB3, since it does not allow certain simplifying variations of the Queen's Indian Defence.

1	...	P-KN3
2	P-QB4	B-N2
3	P-Q4	P-QB4
4	P-Q5	P-K4
5	N-QB3	

5 P-Q6 also deserves consideration. The white pawn, though it risks being lost, cuts the enemy communications for a long time. White however, does not expect too much of a good thing; his position is in any case good.

5	...	P-Q3
6	P-K4	N-Q2?

This leads to great difficulties. He should have played 6 . . . N-K2.

7 B-Q3

The bishop will be more actively placed here than on N2.

7	...	N-K2
8	P-KN4!	

A purely positional idea, having the aim of severely limiting the activity of the black pieces, and in particular the knights. For instance, after 8 . . . O-O 9 P-N5 P-B4 10 P-B3 Black remains cramped, even though he has carried out the thematic . . . P-B4.

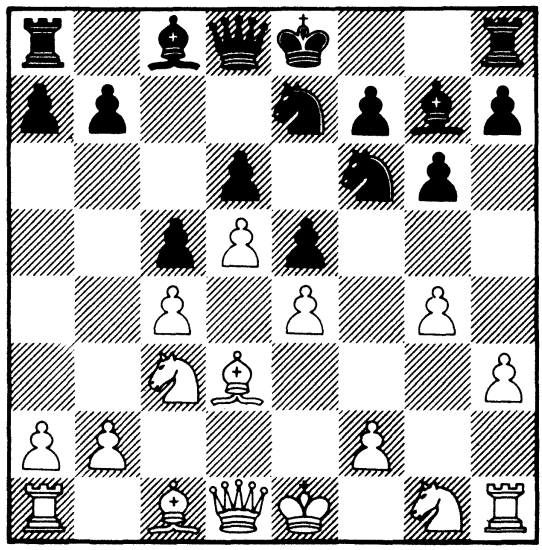
8	...	N-KB3

Worth considering here was an idea analogous to that carried out by

Reshevsky against Wade (Buenos Aires, 1960): 8 . . . P-KR4 9 P-N5 P-B4, and if 10 P-B3 (10 P-KR4 leads to an advantage for White), then 10 . . . P-R5 11 Q-K2 P-B5 12 Q-N2 R-R4 13 N-R3 N-KN1 14 R-KN1 N-B1.

9 P-KR3?

After beginning with the modest idea of restricting the activity of the enemy forces, White now plans (somewhat prematurely!) to make a pawn storm in the centre. 9 P-B3 was correct.



9 . . . P-QR3?

9 . . . P-KR3 was essential. In the case of 10 P-B3 or 10 KN-K2 Black could have replied 10 . . . P-KN4 with approximate equality, while after 10 P-B4 PXP 11 BXP P-KN4 12 B-N3 (12 P-K5 NXNP) 12 . . . N-N3, play would have become extremely sharp, with Black having excellent counter-chances. The following variation is typical, illustrating the battle for the central squares: 13 N-B3 Q-K2 (13 . . . P-KR4 14 N-N5 PXP 15 NXQPch K-B1 16 NXKNP N-R4 17 NXBP Q-R4ch is also possible, but perhaps the simplest is 13 . . . N-B5 14 BXN PXB 15 Q-Q2 N-Q2, with excellent play for the pawn) 14 N-N5 N-B5 15 BXN PXB 16 P-K5 PXP 17 P-Q6 Q-Q1 18 N-B7ch K-B1 19 NXR P K5 etc.

10 P-B4!

But now this is convincing!

10 ... PXP

Black is forced to capture the pawn, since he has to reckon not only with PXP, but also with the threat of P-B5.

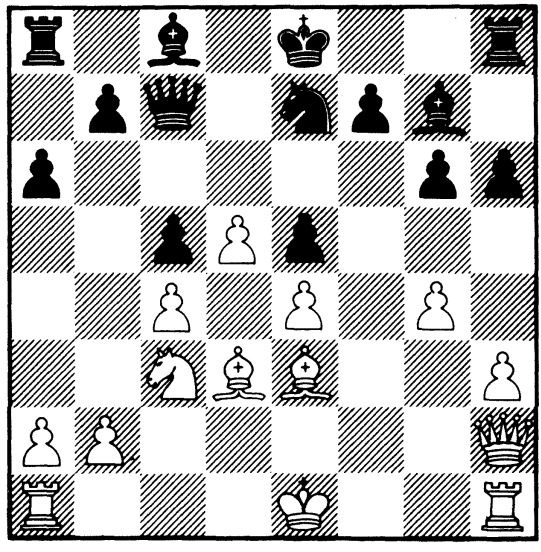
11 BXP N-Q2

Or 11 ... P-R3 12 P-K5 PXP 13 BXKP O-O 14 N-B3, with advantage to White.

12 N-B3 Q-B2
13 Q-Q2 P-R3
14 Q-R2! N-K4
15 NXN PXN

In the case of 15 ... BXN 16 BXB PXB, Black's KB3 square would have been very weak.

16 B-K3



Thus White has won the battle for the centre, by preventing the opponent from occupying his ... K4 square with pieces. His advantage in space, the strong central QP, the half open KB file – all this determines White's superiority. He has the possibility of active play both on the Q-side (undermining the black QBP), and on the K-side.

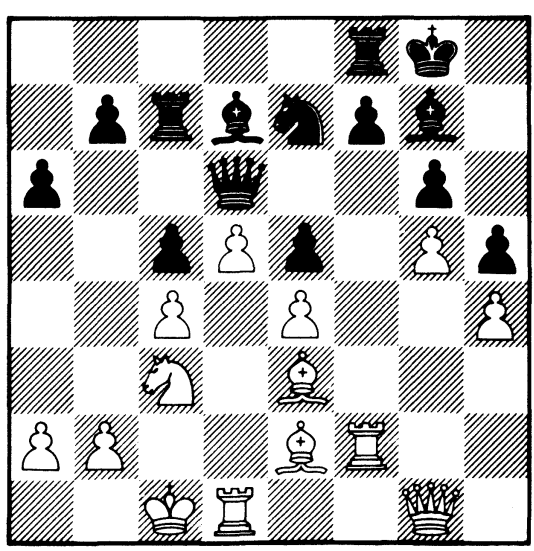
16 . . . B-Q2

As we will see in the subsequent play, after this Black's position is completely without prospects. Therefore he should have played 16 . . . P-KN4. After 17 Q-B2 P-N3 18 P-N4 White stands better, but Black has counter-chances based on . . . N-N3-B5 and . . . P-KR4.

17 Q-N1 R-QB1
18 P-KR4 N-N1

In the case of 18 . . . 0-0, White, after 19 P-R5 P-KN4, could shelter his king on the K-side, and turn to the preparation of a Q-side break-through. In order to forestall this plan, Szabo tries to provoke the move P-N5, but now White's possession of the KB file takes on particular significance.

19 B-K2 Q-Q3
20 P-N5 P-KR4
21 R-R2 N-K2
22 R-B2 O-O
23 O-O-O R-B2?



White's position is won, and he has a simple plan: to double rooks on the KB file, place a rook on KB6, and after its capture, retake with the other rook, or, better still, the pawn, obtaining an irresistible attack on the enemy king. On 23 . . . R-N1, the immediate 24 R-B6 BXR 25 BXBP is strong. On 23 . . . P-N3, White plays 24 Q-N3 followed by 25 QR-B1. However, Black

could have defended by 23 . . . K-R2. In this case after 24 Q-N3 B-K1 25 QR-B1 N-N1 White would have had to prepare a break-through on the opposite flank. 23 . . . P-N4 was also possible, so as to attempt to seize the initiative at the cost of a pawn. White, however, could have ignored this, and carried on with his plan. Black's last move is a bad oversight, allowing the intended blow to be effected immediately.

24	R-B6	BXR
25	PXB	QXBP
26	P-Q6	N-B3
27	PXR	

Black could now have resigned. There followed:

27	. . .	N-Q5
28	BXP	Q-Q3
29	N-Q5	B-B3
30	B-R6	BXN
31	BXR	QXP
32	BPXB	KXB
33	B-N4	P-B5
34	Q-N3	Resigns

Game 25
Korchnoi - Filip
Stockholm Interzonal 1962
Queen's Indian Defence

1	P-QB4	N-KB3
2	N-QB3	P-B4
3	P-KN3	P-K3
4	N-B3	P-QN3
5	B-N2	B-N2
6	O-O	B-K2
7	P-Q4	PXP
8	QXP	

In recent years this continuation has been adopted more frequently than the colourless 8 NXP, which was extensively analysed by the theorists of the 1920s.

8	...	O-O
9	R-Q1	

This has all been met before on several occasions, but I consider that this last move is not the best. The principle continuation in the battle for the centre is 9 P-K4. Variations show that although White is somewhat behind in development, it is not easy for Black to equalize. For example, 9 P-K4 P-Q4 10 KPXP PXP 11 N-K5 B-B4 12 Q-Q1 Q-K2 13 R-K1, or 9 ... N-B3 10 Q-K3 (at the board I considered only 10 Q-Q1, which is weaker in view of 10 ... B-N5 11 P-K5 BXN 12 PXB N-K5) 10 ... P-Q4 11 P-K5, with better prospects for White.

9	...	Q-B1

On 9 ... P-Q4, 10 N-K5 would have been strong. By defending his bishop at ... QN2, Black plans to advance ... P-Q4 under favourable circumstances. Incidentally, theory recommends the manoeuvre 9 ... N-B3 10 Q-B4 Q-N1. This was first adopted by Smyslov against Gligoric (White) in Switzerland in 1953, and successfully stood the test in this and in other, later, games.

10	P-K4	

Clearly the only move to prevent the position from being simplified.

10 ... P-Q3

This move, which completely cedes the opponent the initiative, was made very quickly by Filip, without hesitation. 10 ... N-B3 11 Q-Q3 R-Q1 12 P-K5 N-K1 was more in the spirit of the position, when Black is ready for the freeing move .. P-Q3.

11 P-N3 N-B3
12 Q-Q2 R-Q1
13 Q-K2 N-Q2

The positional superiority gained by White, who has a great space advantage, is indisputable. But if Black were able to effect a break-through in the centre or on the Q-side (... P-QN4), he would probably be able to equalize. Therefore 13 ... Q-N1 14 B-N2 P-QR3 merited consideration.

14 B-QR3 Q-N1
15 R-Q2 N-B4
16 QR-Q1 P-K4

The threat was P-QN4-N5 and BXQP; e.g. 16 ... P-QR3 17 P-QN4 N-Q2 18 P-N5 PXP 19 BXP BXB 20 RXB P-N5 21 N-QN5 N-B3 22 P-K5 N-K1 23 RXR NXR 24 Q-Q2, and White has the advantage. 16 ... P-QR4 has the drawback of weakening Black's QN4 square.

17 N-Q5 B-KB1
18 B-N2 N-K3
19 P-QN4

A serious decision. In the future White will now have to reckon not only with ... P-QN4, but also with the undermining ... P-QR4. Why then was White in a hurry to make this move? I was expecting that Filip would try to establish a piece at ... Q5, which would compensate for the strongly posted white knight at Q5, but this can only be done by moving the black-squared bishop onto the long diagonal. Thus the pawn move was intended to prevent 19 ... P-N3.

19 ... R-K1

On 19 . . . P-N3 White could have carried out a combination: 20 P-N5 N-R4 21 N-B6ch K-N2 22 NXKP PXN 23 RXR NXR 24 N-Q7 Q-B1 25 BXPch K-N1 26 NXB KXN 27 P-B5, with a strong attack. Fearing that in a number of variations his rook on . . . Q1 may be undefended, Black moves it away, thus denying himself the counter-play based on . . . P-N3. He should have continued 19 . . . B-B1.

20 P-QR3

20 B-B3 was better, so as to make himself properly secure against . . . P-QR4, and to vacate a square on the QN file for one of the rooks.

20	**. . .**	**B-B1**
21	**P-KR4**	**Q-N2**
22	**P-R5**	**P-KR3**
23	**N-K3?**	

Having gained, in addition, the square KB5 for his pieces, White now has a won position, but he should have moved his other knight to this square – 23 Q-K3 R-N1 24 N-R4!. For example, 24 . . . N(K3)-Q5 25 P-N5 N-R4 26 BXN NXP 27 Q-Q3 NXR 28 B-K3 etc. The move in the game allows Black finally to free himself.

23	**. . .**	**Q-B2**
24	**N-B5**	**R-Q1**
25	**R-Q3**	**P-R4**
26	**B-B3**	**PXP**
27	**PXP**	**P-QN4!**
28	**PXP**	**N-R2**
29	**Q-Q2**	**NXP**

29 . . . B-N2 is weaker in view of 30 P-N6 QXP 31 NXQP.

30 BXP

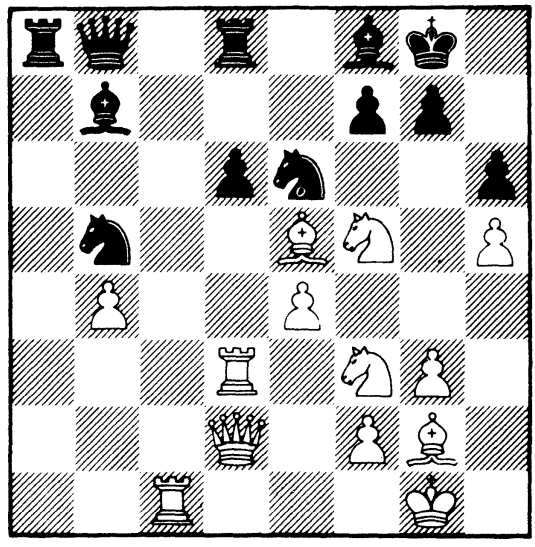
Black could now have drawn without difficulty by 30 . . . PXB 31 RXR NXR 32 QXN R-R8!, but Filip plays for a win, under-estimating a tactical possibility for White.

30	**. . .**	**B-N2?**

This appears very strong, since the following variation is bad for White: 31 NXQP NXN 32 BXN BXB 33 RXB RXR 34 QXR R-Q1, while it is bad to retreat the bishop on account of 31 . . . BXP. And yet there is a defence! White not only finds a way out of his difficulties, but even gains a decisive advantage.

31 R-QB1 Q-N1

Or 31 . . . Q-N3 32 B-Q4, and White keeps his extra pawn.



32 BXNP!

This surprise attack turns out to be irresistible.

32 . . . BXB

On 32 . . . BXP White can gain a decisive advantage in various ways, the most convincing being 33 NXRPch KXB 34 N-N5! BXR 35 NXNch PXN 36 QXB, and Black has no satisfactory defence against the threat of 37 Q-N6ch, and mates.

33 NXRPch BXN

On 33 . . . K-B1 34 N-N5, and White has three pawns for the piece, plus a continuing attack.

34 QXB BXP
35 R-K3 P-Q4

The following variation is interesting: 35 ... Q-N2 36 N-N5 BXB 37 Q-R7ch K-B1 38 RXN PXR 39 NXPch K-K1 40 Q-N8ch K-K2 41 NXR RXN 42 Q-N7ch K-K3 43 R-K1ch, and Black loses his queen. Or 35 ... BXN 36 BXB P-Q4 37 RXN PXR 38 QXPch K-B1 39 Q-KB6ch K-N1 40 BXPch (or 40 R-B6).

36 N-N5 Q-K4

On 36 ... NXN there follows 37 QXNch K-R2 38 RXB, or 37 ... K-B1 38 Q-R6ch K-N1 39 BXB etc.

37 RXB QXN
38 RXN QXQ
39 RXQ

The complications are at an end. White has two extra pawns, which assure him of victory.

39 ... R-R5

White's task would have been more difficult after 39 ... QR-N1: he would still have had to neutralize the passed QP.

40 R-QN6 N-Q5
41 R-B5

The sealed move. Black's position is hopeless. Possible variations are: 41 ... R-R8ch 42 K-R2 R-R7 43 R-KB6 K-N2 44 RXQP KXR 45 RXR N-K3 46 R-KN8 RXP 47 P-R6, or 41 ... N-K7ch 42 K-R2 P-Q5 43 R-KN5ch K-B1 44 R-KR6 RXP 45 R-R8ch K-K2 46 RXR KXR 47 P-R6.

Black resigned without resuming play.

Game 26
Korchnoi - Olafsson
Stockholm Interzonal 1962
Grunfeld Defence

1	P-KN3	P-KN3
2	P-QB4	B-N2
3	P-Q4	N-KB3
4	B-N2	P-Q4
5	PXP	NXP
6	N-KB3	

Of all the possible continuations – 6 P-K4, 6 N-KB3 and 6 N-QB3 – White chooses the most harmless.

6	...	N-N3
7	N-B3	N-B3
8	P-K3	O-O
9	O-O	

According to the authors of opening guides, Black has a free and easy game in this position. His plans include pawn advances on the Q-side (... P-QR4-R5) and in the centre (... P-K4).

9	...	P-QR4
10	P-N3	B-B4

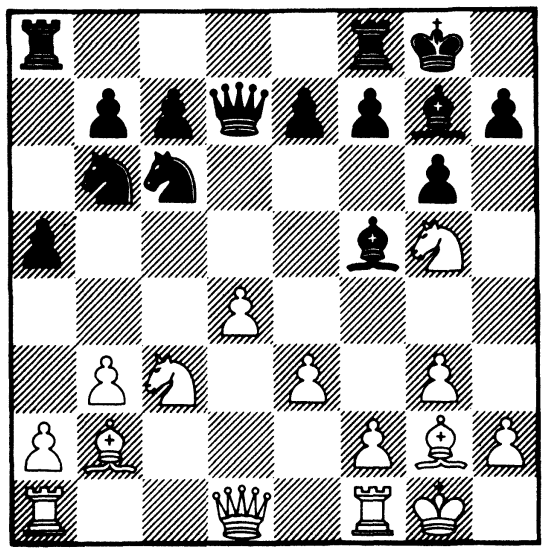
In the event of 10 ... P-R5 11 PXP, it is not easy for Black to regain his pawn, while if 10 ... P-K4, then 11 B-QR3 R-K1 12 PXP, and White keeps the advantage. In round 9, in the game Bolbochan - Korchnoi, there followed 10 ... N-N5 11 B-N2 P-QB3 12 Q-K2 P-R5 13 B-QR3 N(N5)-Q4 14 KR-B1, and once again the opening had gone in White's favour. Theory recommends as best 11 .. P-R5! 12 NXP NXN 13 PXN N-Q4! 14 N-K5 N-N3 15 N-Q3 NXP 16 B-QR3 B-K3, with a good game for Black (Benko - Smyslov, Match Moscow - Budapest, 1950).

11	B-N2	Q-Q2

This allows White to firmly seize the initiative by a knight manoeuvre. 11 ... Q-B1 was correct, followed by 12 ... R-Q1.

The point is that on . . . Q2 the queen is open to attack, and this allows White to gain an important tempo. Besides, in certain variations the lack of a retreat square for the bishop on . . . KB4 may tell, since the advance of the white pawns may threaten to trap it.

12 N-KN5!



The knight aims for the key square in this position – QB5, at the same time preventing the exchange of the white-squared bishops.

12 . . . KR-Q1
13 N(N5)-K4

This move could have been delayed. 13 Q-K2 was also good.

13 . . . P-K4

Black tries to effect a counter-blow as quickly as possible, while White's development is still incomplete (Q-K2 and KR-Q1).

14 N-B5 Q-B1

14 . . . Q-K2 was tempting, but after 15 NXP PXP 16 NXR RXN 17 PXP NXP 18 R-K1 and 19 N-K4 White beats off the attack.

15 P-Q5 P-K5

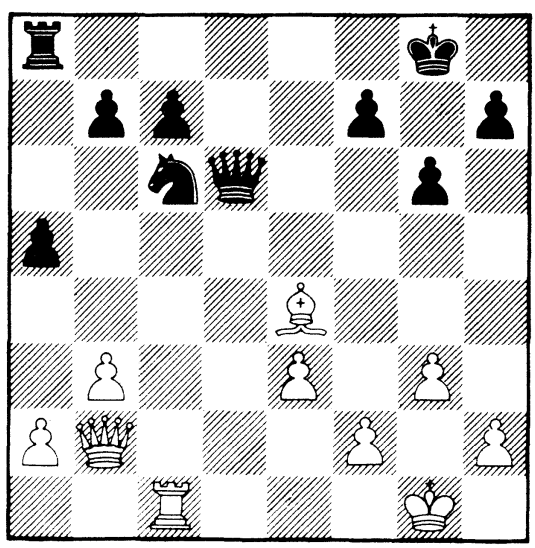
This leads to exchanges, but the advantage remains with White. Olafsson no doubt rejected the natural 15 ... N-N5 16 P-K4 B-N5 17 P-B3 B-Q2 because in this variation Black's position is cramped. Of course, White's advantage in this case is clear, if only after 18 P-B4, but the battle is being waged over the whole front, and there are counter-chances (... P-QB3). In short, this was the path that Olafsson should have chosen.

16 Q-K2 NXP

Not, of course, 16 ... BXN 17 PXN R-Q7 in view of 18 PXP!, and White wins.

17 NXN RXN
18 NXKP BXB
19 QXB BXN
20 BXB R-Q3
21 KR-Q1 Q-K3
22 RXR QXR
23 R-QB1

The pressure on Black's Q-side is very strong. 24 BXN is threatened, and on 23 ... P-R5, 24 PXP is good.



23 ... N-K4?

The decisive mistake – the consequence of his previous difficulties and of

approaching time trouble. 23 ... R-R3 followed by 24 ... R-N3 was essential, with chances of a stubborn defence.

24 Q-Q4!

Simpler and sounder than 24 BXQNP R-N1 25 B-K4 P-KB4 26 B-N1 N-B6ch 27 K-N2 Q-Q4.

24	...	**N-B3**
25	**BXN**	**QXQ**
26	**PXQ**	**PXB**
27	**RXP**	

An ending has been reached where White has not only a material, but also a positional advantage. The win is achieved fairly simply.

27	...	**R-R2**

Or 27 ... R-Q1 28 R-B4 K-B1 29 K-N2 R-Q2 30 K-B3 K-K2 31 K-K3 K-Q3 32 R-R4, and Black loses a second pawn.

28	**K-B1**	**K-B1**
29	**K-K2**	**K-K2**
30	**K-Q3**	**K-Q2**
31	**P-Q5**	**R-N2**
32	**R-R6**	**R-N4**
33	**K-B4**	**R-N5ch**
34	**K-B5**	**R-K5**
35	**R-KB6!**	

White makes a temporary retreat, with the aim of preventing the intrusion of the black rook onto the seventh rank.

35	...	**K-K2**
36	**R-B3**	**K-Q2**

This is of course a blunder, but against the threat of 37 R-K3 there was no satisfactory defence; if 36 ... R-QN5, then 37 R-B4 R-N3 38 R-QR4, or 37 ... R-N1 38 K-B6.

37	**RXPch**	**Resigns**

Game 27
Korchnoi - Tal
30th USSR Championship 1962
Modern Benoni

1	P-Q4	N-KB3
2	P-QB4	P-B4
3	P-Q5	P-K3
4	N-QB3	PXP
5	PXP	P-Q3
6	N-B3	P-KN3
7	P-KN3	B-N2
8	B-N2	O-O
9	O-O	N-R3?

The initial cause of Black's subsequent difficulties. In the given position this 'standard' move is evidently out of place. By simple means White can prevent the thematic . . . P-QN4.

10	P-KR3	N-B2
11	P-K4	N-Q2
12	R-K1	N-K1

The result of the opening is that, compared with the normal position arising after 9 . . . QN-Q2, Black has lost two tempi. If instead 12 . . . P-QN4, then 13 P-K5 NXKP 14 NXN BXN 15 RXB PXR 16 P-Q6, while 12 . . . R-K1 can be answered by 13 B-B4 N-K4 14 NXN PXN 15 B-K3 when Black's game is unpromising, since it is difficult for his knight to reach the blockading square . . . Q3.

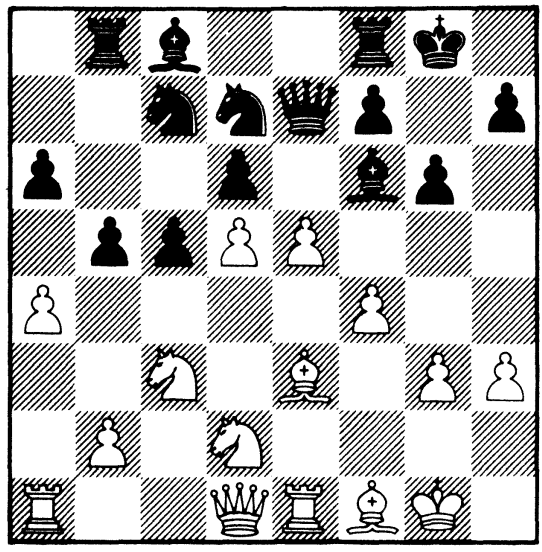
13	B-N5	B-B3
14	B-K3	R-N1

Possible here was 14 . . . P-QN4?! 15 B-R6 N-N2 16 NXP Q-N3 17 N-R3 QXP 18 N-B4 QXR 19 QXQ BXQ 20 RXB, with an unclear position.

15	P-QR4	P-QR3
16	B-KB1	Q-K2
17	N-Q2	N-B2
18	P-B4	

18 N-B4! was even stronger, and if 18 . . . P-QN4, then of course 19 N-R5!, or 18 . . . N-K4 19 NXN BXN 20 P-B4 B-N2 21 P-K5!.

18 . . . P-QN4
19 P-K5!



19 . . . QPXP
20 N(Q2)-K4 Q-Q1
21 NXBch NXN
22 P-Q6

The following variation is entertaining: 22 BXBP R-K1 (22 . . . KPXP 23 B-K7!) 23 BPXP N(B3)XP 24 NXN NXN 25 B-Q6 Q-N3ch 26 K-R2 B-N2 27 BXR? Q-B7ch 28 B-N2 N-B6!!, and Black wins.

22 . . . N-K3
23 BPXP P-N5

On 23 . . . N-R4 there follows 24 N-Q5! NXP 25 N-K7ch and 26 Q-B3, with a strong attack.

24 N-Q5 NXN
25 QXN B-N2
26 Q-Q2 Q-Q2
27 K-R2 P-N6
28 QR-B1!

In preparing for the decisive offensive against the enemy king, White is of course happy to give up a pawn to divert the 'main enemy' – the black queen. But the main aim of this move is revealed in the subsequent play – the bishop at QB4 must be defended, and in a number of variations this prevents the penetration of the black rook to . . . QN5.

28 . . . QXRP
29 B-QB4 B-B1

Striking variations were possible after 29 . . . B-B3 30 B-R6! KR-K1 31 R-B1 B-N4 32 P-Q7 KR-Q1 (32 . . . BXP 33 RXP!) 33 BXN! PXB (33 . . . BXR 34 BXBPch) 34 Q-Q6, or 30 . . . N-Q5 31 R-B1 R-N5 32 Q-B4 RXB 33 Q-B6 N-K3 34 BXR.

30 R-B1

30 B-R6! N-Q5 31 R-B1 R-N5 32 Q-B4 RXB 33 Q-B6 N-K3 34 BXR would have decided the game more simply.

30 . . . R-N5
31 BXN?

White is over-hasty. As the subsequent play reveals, this could have given Black some chances of saving the game.

31 . . . BXB
32 B-R6 R-K1?

Tal fails to find 32 . . . KR-N1!, when in the forcing variation 33 Q-N5 R-K5! 34 R-KB2 Q-Q5! Black can defend himself.

33 Q-N5 R-K5
34 R-KB2 P-B4

Now 34 . . . Q-Q5 fails to 35 Q-B6 QXKP 36 P-Q7!.

35 Q-B6 Q-Q2
36 RXQBP R-QB5
37 RXR BXR
38 R-Q2 B-K3
39 R-Q1 Q-R2

40 R-Q2 Q-Q2

Here the game was adjourned. The resumption also proved to be highly interesting.

41 R-Q1 Q-R2

If 41 . . . P-R4, then 42 R-QB1 Q-R2 43 QXBch! RXQ 44 R-B8ch R-K1 45 RXRch K-B2 46 R-K7ch QXR 47 PXQ P-R5 48 B-B1 KXP 49 B-Q2, and White wins.

42 R-Q4 Q-Q2
43 P-N4!

The game can be decided only with the help of the king, and on KN5 he will feel relatively safe.

43 . . . P-R4
44 K-N3 R-N1
45 K-R4

45 R-R4! was also possible.

45 . . . Q-KB2
46 K-N5 PXP
47 PXP B-Q2!

Black has apparently consolidated, but now the intrusion of White's rook and its subsequent sacrifice for the black bishop decide the game.

48 R-QB4 P-R5
49 R-B7 P-R6

If 49 . . . QXQch, then 50 KXQ P-R6 51 P-K6 PXP 52 PXB R-KB1ch 53 K-N5! P-N8=Q 54 R-B8!.

50 RXB! QXR
51 P-K6 Q-R2
52 Q-K5 PXP
53 P-K7 K-B2
54 P-Q7 Resigns

Game 28
Spassky - Korchnoi
30th USSR Championship 1962
Queen's Gambit

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-KB3	P-Q4
4	N-B3	P-B4
5	BPXP	NXP
6	P-K3	N-QB3
7	B-B4	

A debatable point. Where is the bishop better placed – at QB4 or Q3? After the game, Spassky expressed the opinion that the initial cause of his difficulties was his unsuccessful seventh move. But, after all, the bishop is more actively placed at QB4 than at Q3. While developing, White straight away creates a threat with which the opponent is forced to reckon (8 BXN), so that for the moment there is no reason to criticise White.

7	...	PXP

One of the possible defences. 7 . . . NXN and 7 . . . N-N3 are also playable.

8	PXP	B-K2
9	O-O	O-O
10	R-K1	

Of course, both players had to consider here the variation 10 BXN PXB 11 Q-N3 B-KN5 12 QXNP R-B1 13 N-K5 NXN 14 PXN P-Q5, or 13 B-K3 BXN 14 PXB B-Q3, with sufficient counter-play for the pawn.

10	...	P-QR3
11	B-Q3?	

By removing the pressure on his Q5 square, White relieves his opponent of any difficulties. If Spassky did not want to play 11 BXN PXB 12 N-K5, with a minimal advantage, he should have chosen 11 P-QR3 or (in the style of Botvinnik) 11 P-QR4, when Black has marked difficulties over the development of his Q-side pieces.

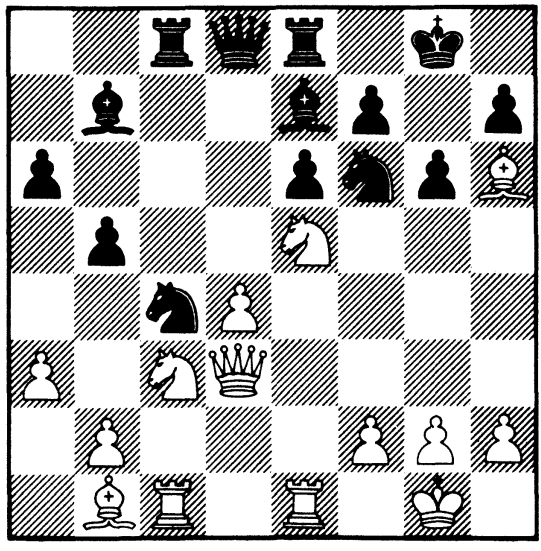
11	...	N-B3
12	B-KN5	P-N4
13	R-QB1	

Without any particular justification, White continues to play for an attack. 13 BXN BXB 14 N-K4 B-K2 would have led to an equal position, while 13 N-K4 was also good.

13	...	B-N2
14	B-N1	

Here again it was not too late for 14 BXN BXB 15 N-K4, with roughly equal chances. After missing this chance too, White is soon forced to concern himself with the defence of his pawn weaknesses.

14	...	R-B1
15	P-QR3	N-QR4
16	Q-Q3	P-N3
17	B-R6	R-K1
18	N-K5	N-B5



At first sight White's position appears menacing, but in fact his attack has already reached a dead-end. On 19 Q-R3 or 19 Q-K2 Black replies 19 ... QXP 20 NXBP Q-N5!, winning at least a pawn. After 19 Q-N3 N-KR4 20 Q-N4 (20 Q-R3 QXP 21 NXBP B-B4) 20 ... P-B4 21 Q-K2 B-N4 Black again has a clear advantage.

19 NXN

The other way of defending the QNP was also insufficient for equality: 19 R-K2 NXN 20 PXN N-N5 21 B-B4 R-B5 22 Q-N3 (22 QXQ RXQ 23 B-N3 BXRP 24 P-R3 BXQNP) 22 . . . RXB 23 QXR B-N4.

19 . . . PXN!?

It was difficult to decide at the board which was better – the routine capture with the rook, or that with the pawn... The advantage of the move in the game is the possibility in the future of 'pressurizing' White's QNP, while its drawback is the fact that Black's Q-side pawns are separated, which may subsequently play a negative role. In any case, after 19 . . . RXN play would have developed more sharply. For example 20 KR-Q1 Q-Q3 21 P-B3 P-K4! 22 PXP QXKP with a strong attack, or 20 B-K3 N-N5 (20 . . . Q-B2 is also good) with the better chances for Black.

20 Q-Q2 Q-N3
21 B-B4?

It would have been better to have chosen a different set-up: 21 P-B3 KR-Q1 22 B-K3. Defending his weak pawn, White would at the same time have had chances of active play on the K-side with Q-KB2, P-KR4-R5 etc. The unsuccessful bishop manoeuvre allows Black to simplify the position, while keeping a significant positional advantage.

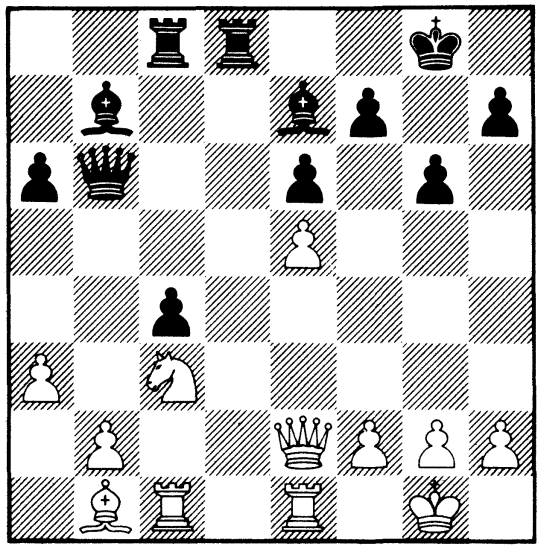
21 . . . KR-Q1
22 B-K5

This is now the only defence; if 22 KR-Q1, then 22 . . . Q-B3 23 P-B3 RXP, or 22 B-K3 P-K4.

22 . . . N-N5
23 Q-K2 NXB
24 PXN

White has succeeded in making a minimal achievement: he has removed his weak pawn from the square Q4, but even so the position is not level. During the next few moves Black takes possession of the open Q-file, and attempts by White to exchange heavy pieces would only hasten the approach

of a difficult ending, where Black's two bishops and the weakness (nevertheless!) of the white KP would have their say.



24 . . .	**R-Q5**
25 B-K4	**R(B1)-Q1**
26 BXB	

The other possibility – 26 N-R4 – would also have left Black with winning chances: 26 N-R4 Q-N4 27 BXB QXN 28 P-KN3 Q-N4 29 B-N2 R-Q7 30 QXP QXNP, or 30 . . . Q-N3 31 R-B1 RXNP.

26 . . .	**QXB**
27 N-K4	

Black's threats are very serious: on 27 R-B2, 27 . . . B-N4 28 P-KN3 B-Q7 is decisive.

27 . . .	**Q-N4**
28 N-B3	

The weakness of the white KP makes itself felt; 28 P-B4 would have weakened the K-side.

28 . . .	**Q-N1**
29 R-B2	

29 KR-Q1 would bring no relief on account of 29 . . . R-Q6.

29 ... R-Q6

... P-KR4-R5 was worth considering.

30 P-KN3

After 30 N-K4 QXKP 31 RXP P-B4 32 N-B3 QXQ 33 NXQ R-Q7 34 N-B3 RXNP Black is a pawn up with good winning chances.

30 ... R(Q1)-Q5
31 N-Q1?

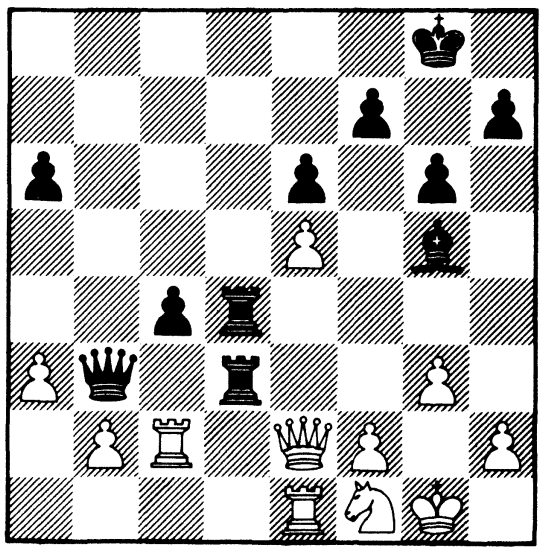
A serious error, as a result of which the white pieces lose co-ordination. 31 N-K4 was correct, and on 31 ... QXKP – 32 RXP. In this variation Black's advantage is minimal, and so it may be stronger to maintain the tension by 31 ... Q-Q1.

31 ... Q-N6!

Now the knight cannot return to B3 because of 32 ... BXP.

32 N-K3 B-N4
33 N-B1

33 P-B4 is completely bad on account of 33 ... R-K5!.



33 . . . P-QR4!

34 . . . P-R5 followed by 35 . . . P-B6 is threatened. To meet this threat, White is forced to weaken his K-side.

34 P-B4 B-K2
35 R(K1)-B1 B-B4
36 K-R1

On 36 K-N2 Black would have replied 36 . . . RXBP.

36 . . . Q-N2ch
37 Q-N2 Q-Q4
38 P-QR4 R-KB6

By a simple manoeuvre Black forces his opponent to exchange on Q5, and obtains a won ending.

39 N-Q2 R-B7
40 QXQ PXQ
41 N-B1 R-Q6

The sealed move. The main variation was 42 RXR BXR 43 K-N2 B-Q5 44 R-B2 R-N6 45 P-R4 RXQNP 46 RXR BXR 47 N-K3 B-Q5.

42 R-B3 RXR
43 PXR P-Q5
44 PXP BXP
45 Resigns

White cannot prevent the advance of the passed pawn without large-scale material losses.

Game 29
Korchnoi - A.Zaitsev
30th USSR Championship 1962
Queen's Gambit

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	P-Q4
4	B-N5	B-K2
5	P-K3	QN-Q2
6	N-B3	O-O
7	B-Q3	

In this position 7 R-B1 or 7 Q-B2 is more often played. Theory considers that after 7 B-Q3 Black equalizes easily, but certain prominent players, in particular Botvinnik and Polugayevsky, hold a different opinion.

7	...	PXP
8	BXP	P-B4
9	O-O	

9 Q-K2 is evidently stronger, preventing the following regrouping of the black pieces.

9	...	PXP
10	PXP	N-N3
11	B-N3	KN-Q4
12	BXB	QXB
13	R-K1	

White would have gained a slight but enduring advantage by 13 NXN NXN 14 BXN PXB 15 Q-N3, but I did not want to take the game into purely technical lines. After 9 Q-K2 Black would not have had the chance for such simplification.

13	...	R-Q1
14	R-QB1	N-B3
15	Q-K2	Q-N5

White's pressure on the central squares is preventing Black from developing his Q-side. After moving his queen off the K-file, Black wishes to bring his

bishop out at . . . Q2, but the queen sortie turns out unsuccessfully, and it would have been simpler to retreat it to . . . KB1.

16 N-K4 QN-Q4
17 N-B5 Q-R4?

Black is afraid of ghosts. 17 . . . P-QN3! was correct, and if 18 R-B4, then 18 . . . Q-N4 19 B-R4 Q-R4 20 B-B6 PXN 21 BXR B-R3 22 BXN RXB!, with the better position for Black. He also has a good game after 18 N-Q3 Q-Q3 19 N(Q3)-K5 B-N2.

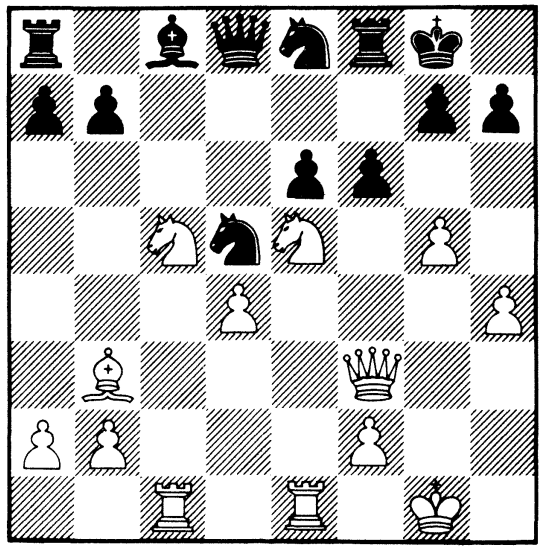
18 N-K5 Q-N3
19 Q-B3 R-B1

Despite the fact that for seven moves now Black has essentially done nothing, it is not easy to breach his position, which is free of weaknesses. Now White should have played 20 BXN PXB (20 . . . NXN costs the exchange after 21 N-Q7) and then set about realizing his significant positional advantage by 21 R-K2.

20 P-KN4?!

An unfounded attack, which could have lost White's advantage.

20 . . . Q-Q1
21 P-N5 N-K1
22 P-KR4 P-B3?



This loses. Meanwhile, by continuing 22 ... N-Q3!, Black could have seized the initiative, e.g. 22 ... N-Q3 23 BXN PXB 24 QXQP N-B4, and Black regains his pawn with an excellent game.

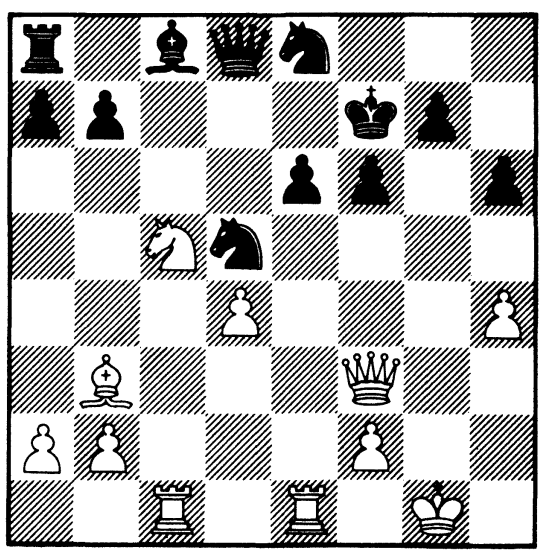
23 P-N6!

The knight cannot be captured since after 23 ... PXN 24 NPXPch KXP 25 QXR Black has no compensation for the exchange; on the other hand, 24 PXPch is threatened, so that Black's next move is forced.

23	**...**	**P-KR3**
24	**N-B7!**	**RXN**

Or 24 ... Q-N3 25 NXKP BXN 26 RXB QXR 27 BXN Q-K2 28 NXPch K-R1 29 Q-R5.

25	**PXRch**	**KXP**



26	**NXKP!**	**BXN**
27	**RXB**	**KXR**
28	**Q-K4ch**	**K-B2**
29	**BXNch**	**Resigns**

After 29 ... K-B1 30 Q-K6 there is no satisfactory defence to the threat of mate.

Game 30
Novopashin - Korchnoi
30th USSR Championship 1962
Sicilian Defence

1	P-K4	P-QB4
2	N-KB3	P-Q3
3	P-Q4	PXP
4	NXP	N-KB3
5	N-QB3	P-QR3
6	B-KN5	P-K3
7	P-B4	Q-N3

Black's last move in this frequently played variation is a challenge to basic opening principles: before developing his minor pieces, Black brings his queen into play, and is soon subjected to a very strong attack.

8 Q-Q2

8 N-N3 is also often played. After 8 . . . Q-K6ch 9 Q-K2 QXQch 10 BXQ White's excellent development and greater command of space give him an enduring positional advantage.

8	. . .	QXP
9	R-QN1	

The alternative is 9 N-N3, which has the advantage of excluding Black's queen from the game for some time.

9	. . .	Q-R6
10	BXN	

For a long time the strongest continuation in this position was considered to be 10 P-K5 PXP 11 PXP KN-Q2 12 B-QB4 or 12 N-K4. White's attack is indeed strong, but there is no clear forced win. Besides, on 10 P-K5, 10 . . . P-R3 is possible. This reply, found by Shamkovich, gives Black even better chances of a successful defence. Therefore in recent years the move 12 BXN has been preferred. The idea is to take away the black king's last shelter, and thus keep the initiative.

10 ... PXB
11 B-K2

Here and on the following move P-B5 would have been a mistake on account of the reply ... B-R3, with a clear advantage to Black (Bannik - Tolush, 1958).

11 ... N-B3
12 R-N3 Q-R4
13 NXN

Otherwise White is unable to castle.

13 ... PXN
14 P-B5

The preparatory 14 O-O also had its advantages. After 14 ... B-K2 15 P-B5 a position similar to a variation in the game would have been reached, while on 14 ... P-Q4 15 PXP BPXP 16 P-B5 White would have been excellently placed.

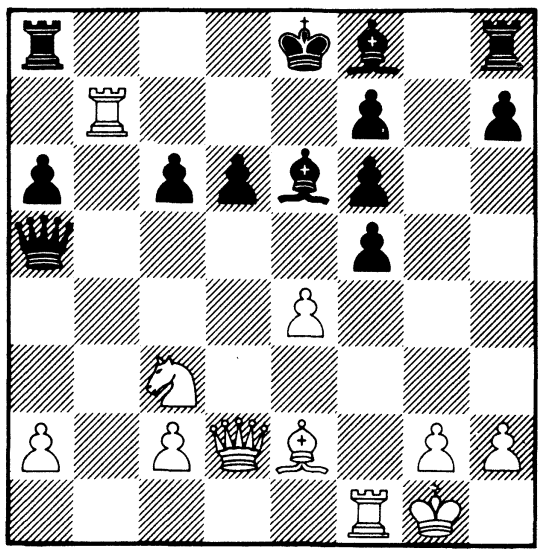
14 ... PXP
15 O-O

After this over-cautious move Black succeeds in defending himself, and even obtains winning chances. 15 PXP was correct. If 15 ... BXP, then 16 O-O, and White's strong threats fully compensate for the sacrificed material.

For example: 16 ... B-K3 17 R-N7 P-KB4? 18 B-R5 Q-B4ch 19 K-R1 B-N2 20 BXPch BXB 21 R-K1ch B-K4 22 Q-N5, or 17 ... Q-K4 18 B-B3 P-Q4 19 R-K1 B-QB4ch 20 K-R1 Q-N4 21 Q-Q3, and Black's position looks difficult. Or 16 ... B-K2 17 B-B3 O-O 18 BXP. Black probably does best to play 15 ... BXP 16 O-O B-K3 17 R-N7 B-B1 18 R(N7)-N1 P-Q4, although this too does not get him out of all the difficulties facing him.

I recall that at the board I was intending to play 15 ... Q-K4?! 16 O-O P-Q4 17 B-Q3 B-B4ch 18 K-R1 B-K6 followed by 19 ... O-O. Black's idea of centralizing two of his pieces, while the remainder are undeveloped and his K-side weakened, seems artificial, but White could if he wished have prevented this centralization by playing 17 K-R1, again with the better chances.

15 ... B-K3
16 R-N7



16 ... PXP!

White's lead in development is enormous, but in addition Black's material advantage cannot be ignored. And if to the reader it appears that the position is easily won for White, I would hasten to disillusion him. White now has to reckon with the opponent's plans to consolidate by 17 ... Q-K4 or 17 ... P-Q4.

17 R(B1)XP?

The losing move. 17 KR-N1 was also inadequate, if only because of 17 ... B-B1 18 R-N8 RXR 19 RXR Q-B2 20 R-R8 Q-N2 21 RXP P-Q4. After 17 Q-Q4!, on the other hand, the battle would have remained equally fierce. As he stated after the game, Novopashin, over-estimating his chances, avoided 17 Q-Q4 because of 17 ... Q-QB4, with a possible draw.

Indeed, after 17 Q-Q4 Q-QB4 18 QXQ PXQ 19 NXP B-K2! (19 ... B-N2 20 N-Q6ch K-B1 21 B-R5, or 19 ... P-B4 20 N-N5 are weaker) a draw is the most likely result. But Black has a stronger reply: 17 ... Q-K4!. In this case the main variation is highly interesting: 17 ... Q-K4! 18 Q-N6 QXN 19 R-N8ch RXR 20 QXRch K-K2 21 Q-B7ch B-Q2 22 B-N4 B-R3 23 BXB! K-B1 24 B-K8! (not 24 B-K6? PXB 25 R-N1 B-K6ch 26 K-R1 B-N3!) 24 ... KXB 25 Q-B8ch K-K2 26 QXR. In my opinion Black stands better, but the insecure position of the black king gives White drawing chances.

17 ... O-O-O

An unexpected reply. However, 17 . . . Q-K4 was also good.

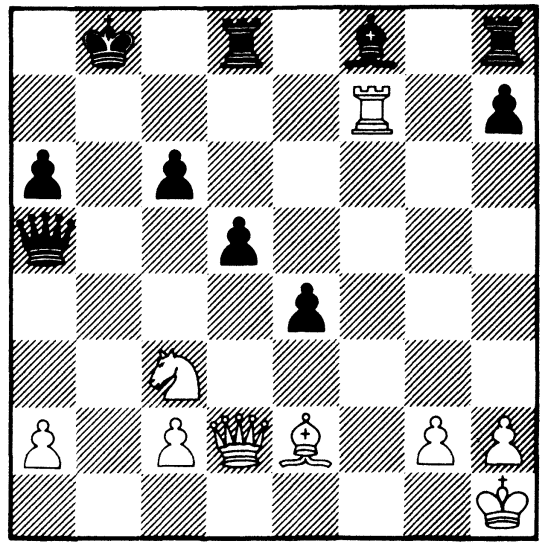
18 R(B6)XP

Forced, since on 18 R-N1 Black wins by 18 . . . B-N2.

18 ... BXR
19 RXB P-Q4
20 K-R1

The main dangers for Black are over, but care is still required. The threat is 21 N-N5! Q-N3 22 Q-R5!.

20 K-N1



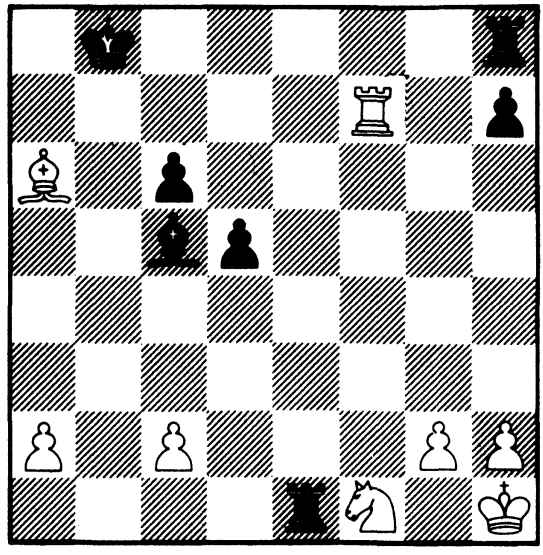
21 NXKP

After lengthy consideration, Novopashin makes the correct decision: his attack is not going to succeed (White's threats will be repulsed after Black transfers his bishop to . . . QB2), and so he has to seek salvation in an ending.

21 ... QXQ
22 NXQ R-K1

For the cost of a pawn Black activates his pieces.

23	BXP	R-K8ch
24	N-B1	B-B4



More incisive was 24 . . . P-B4 25 P-N4 P-B5 26 K-N2 R-K7ch 27 K-B3 RXBP, and Black should win without difficulty.

25	P-N4	R-KB1
26	RXRch	BXR
27	K-N2	P-R3
28	K-B3	B-Q3

This complicates the win. After 28 . . . R-R8 29 B-Q3 RXP, followed by the approach of his king, Black would have won slowly but surely. Now, however, a tactical battle begins, in which everything depends on just one tempo.

29	B-Q3	R-R8
30	N-K3	BXP
31	N-B5	P-B4
32	NXP	

32 N-K7 P-Q5 33 B-B4 would have been a more stubborn defence.

32	. . .	P-B5

33 B-B5 P-Q5
34 P-N5 B-K4

Forced. If 34 . . . P-Q6 35 PXP P-B6 36 P-Q4 RXP, then 37 N-N4 P-B7 38 BXP RXB 39 P-N6, with a draw.

35 P-N6

After 35 N-N4 Black wins by 35 . . . R-KB8ch 36 K-K4 P-Q6 37 PXP P-B6.

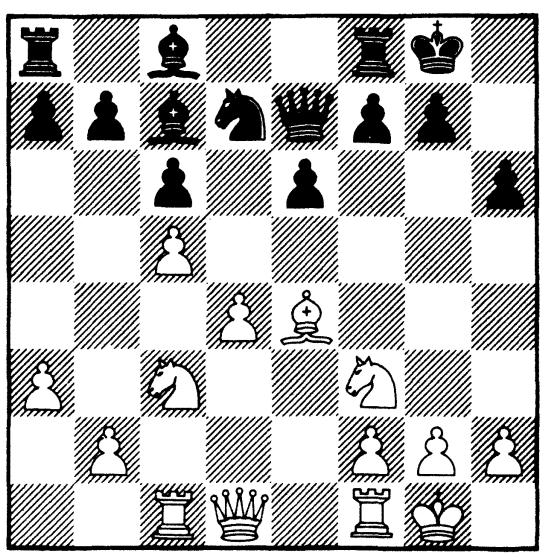
35 . . . RXP
36 N-B7 B-N2
37 N-Q6

Or 37 N-Q8 P-Q6 38 PXP P-B6 39 P-Q4 P-B7 40 BXP RXB 41 N-K6 B-B3 etc.

37 . . . P-Q6
38 PXP P-B6
39 P-Q4 BXP
40 B-N1 P-B7
41 BXP RXB
42 N-B5 B-B3
43 Resigns

Game 31
Korchnoi - Robatsch
Havana 1963
Queen's Gambit

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-KB3	P-Q4
4	B-N5	P-KR3
5	BXN	QXB
6	N-B3	P-B3
7	P-K3	N-Q2
8	B-Q3	B-N5
9	O-O	Q-K2
10	R-B1	O-O
11	P-QR3	B-Q3
12	P-B5	B-B2
13	P-K4	PXP
14	BXP	



14 . . . P-K4

White has an advantage in space, and so Black's desire to open up the game is perfectly understandable. An alternative, more complicated plan was carried out by Botvinnik in a similar position against Geller in the 1959 USSR Peoples' Spartakiad: . . . R-Q1, . . . N-B1, . . . P-B3 and . . . B-Q2-K1-KR4.

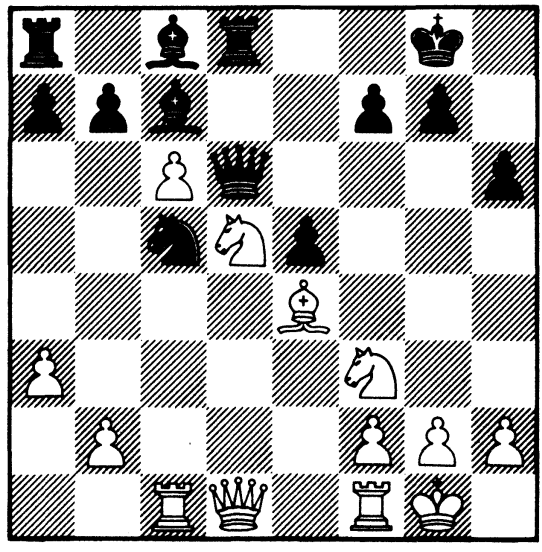
15 P-Q5

Here 15 R-K1 suggests itself. In the case of 15 . . . P-B4 16 B-Q5ch PXB (or 16 . . . K-R2 17 PXP NXBP 18 P-QN4) 17 NXQP Q-Q1 18 NXB QXN 19 PXP the position is in White's favour. But after the calm retreat 15 . . . Q-Q1, White may find it impossible to maintain his spatial advantage.

15 . . . NXP
16 PXP R-Q1

This move gives White numerous possibilities, whereas in the variation 16 . . . NXB 17 N-Q5 Q-Q1 18 PXP BXNP 19 NXB R-B1 20 QXQ KRXQ 21 NXP Black would have had good counter-chances in view of the poor position of the knight at B7.

17 N-Q5 Q-Q3



18 NXB

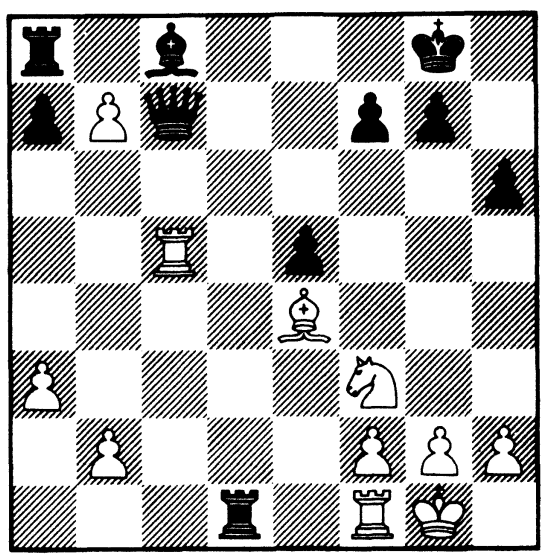
The superficially spectacular queen sacrifice – 18 RXN QXR 19 NXB RXQ 20 RXR was not especially advantageous to White. By continuing 20 . . . B-B4 21 BXB R-KB1, or even 20 . . . P-B4 Black could have maintained equal chances. The following variation is of interest: 18 P-QN4 NXB 19 NXB QXN 20 PXP RXQ 21 RXQ RXRch 22 KXR BXP 23 RXB, but White's advantage is evidently insufficient to win.

18 ... QXN
19 RXN

If 19 Q-B2, then 19 ... NXB 20 QXN P-B3, and Black can put up a successful defence, e.g. 21 P-QN4 PXP 22 RXP Q-B2 23 RXP? QXR 24 QXR B-R3 etc.

19 ... RXQ
20 PXP

Brilliant, but this leads to an ending where White has only a slight material advantage. However, 20 RXR would not have set Black any greater problems. He could, if he wished, go into an ending similar to the one which occurs in the game by 20 ... PXP 21 RXP Q-K2 22 R(B6)-Q6 B-N2 23 R-Q7 QXR 24 RXQ BXB, while there was also the possibility of 20 ... P-QN3 21 RXP B-K3.



20 ... RXRch
21 KXR QXP?

The pawn has to be captured, since after 21 ... QXR 22 PXR=Q Q-B8ch 23 K-K2 QXPch 24 N-Q2 White is a piece up, and his king evades the checks. But 21 ... BXP was more accurate. After 22 RXQ BXB 23 NXP R-K1 24 P-B3 B-B4 25 NXP B-Q6ch 26 K-B2 R-K7ch 27 K-N3 RXQNP 28 RXP B-B8 a draw is the most probable result.

22	BXQ	BXB
23	NXP	R-Q1
24	P-QN4	R-Q8ch
25	K-K2	R-QR8

On 25 . . . R-KR8 White would continue 26 P-N3 RXP 27 R-B7, with excellent winning chances.

26	R-R5	P-R3
27	P-N3	

Black's position appears hopeless. White threatens the manoeuvre N-Q3-B5, winning quickly. But with his next move Black 'enlivens' his bishop, and once again obtains the chance to resist stubbornly.

27	. . .	B-N7!
28	N-Q3	

After 28 K-Q2 R-R7ch 29 K-B3 RXBP 30 RXP B-R8 the outcome of the game would be completely unclear.

28	. . .	B-B8ch

The decisive error: 28 . . . R-R7ch was correct. In the variation 28 . . . R-R7ch 29 K-K3 B-B8 30 RXP R-K7ch 31 K-B3 R-K1 32 R-Q6 R-R1 33 K-K3 RXP, which Robatsch himself pointed out, White encounters serious technical difficulties.

29	K-Q2	K-R2
30	RXP	R-N8
31	K-B2	R-R8
32	P-N5	B-K7
33	P-N6	Resigns

Game 32
Korchnoi - Polugayevsky
31st USSR Championship 1963
English Opening

1	**P-QB4**	**P-K4**
2	**N-QB3**	**N-QB3**
3	**P-KN3**	**P-KN3**
4	**B-N2**	**B-N2**
5	**P-K3**	**P-Q3**
6	**KN-K2**	**B-Q2?**

To the detriment of his development, Black strives in the very opening to create a tense situation on the K-side. By continuing 6 . . . P-B4 7 P-Q4 N-B3, he could have equalized without particular difficulty.

7 P-Q4

White takes the play into King's Indian lines. 7 N-Q5, in 'Sicilian style', was also quite good.

7	. . .	**Q-B1**
8	**P-Q5**	**QN-K2**
9	**P-K4**	**P-KR4**

On 9 . . . P-KB4, both 10 P-B3 and 10 P-B4 are satisfactory, while if 9 . . . B-R6, then 10 O-O P-KR4 11 P-B3, with the advantage: 11 . . . P-R5? 12 BXB QXB 13 P-KN4 P-KB4 14 K-R1!, or 11 . . . BXB 12 KXB P-KB4 13 P-B4!.

10 N-KN1!

The routine 10 O-O would have given Black a certain initiative after 10 . . . P-R5. The threat of . . . P-R5 (and in some cases . . . P-R6) is unpleasant, so that White's primary task is not to complete his development, but to create pressure in the centre on Black's . . . K4 square. At the same time, the knight move emphasizes the poor positioning of the black pieces (. . . B-Q2, . . . Q-B1).

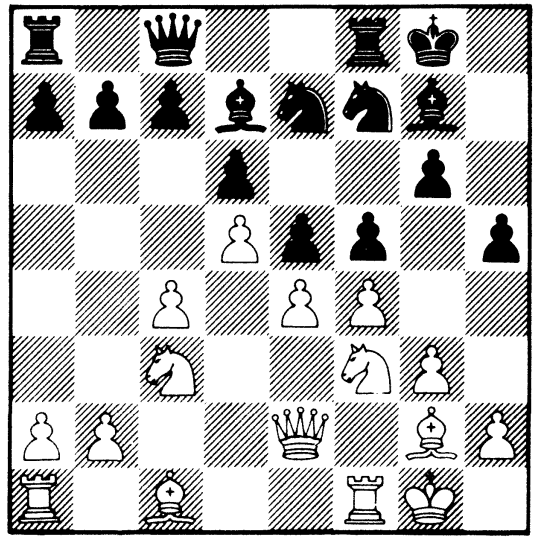
10 . . . N-R3

11 Q-K2?

11 P-B4 would have been stronger. On 11 . . . PXP White could play both 12 BXP, and 12 PXP P-KB4 13 P-K5 PXP 14 PXP BXP 15 N-B3, with the initiative for the sacrificed pawn. In the case of 11 . . . O-O 12 PXP PXP 13 N-B3 White has a marked positional advantage.

Now, utilizing this breathing-space, Black succeeds in advancing . . . P-KB4, and in reinforcing his . . . K4 square, and so comes out of the opening with less of a disadvantage than his manoeuvre 6 . . . B-Q2 and 7 . . . Q-B1 deserved.

11	**. . .**	**P-KB4**
12	**P-B4**	**N-B2**
13	**N-B3**	**O-O**
14	**O-O**	



One is struck by the harmonious positioning of White's pieces, compared with his opponent's artificial set-up. White's space advantage, and the weakening of Black's K-side, are bound to have their effect. But even so, it is not easy to pierce Black's position, since, as often happens in the King's Indian Defence, he has counter-chances associated with play in the centre and on the black squares.

14 . . . BPXP

This exchange of pawns in the centre only helps White's development.

Black, however, had no useful waiting moves. If 14 . . . P-B3, then 15 BPXP, e.g. 15 . . . NXKP 16 NXN BXN 17 B-B4.

15 QNXP N-B4

15 . . . B-N5 would have been better, and only after 16 N-B2 – 16 . . . N-B4.

16 B-Q2 Q-Q1
17 QR-K1

Here 17 PXP NXKP 18 NXN BXN 19 B-QB3 would have been strong, but the rook move does not spoil anything.

17 . . . P-B3

Here or on the previous move Black could have played . . . N-Q5, but the position after 17 . . . N-Q5 18 NXN PXN 19 P-QB5 or 19 P-QN4 did not appeal to my opponent. Even so, he should have gone in for this variation, since after the move played White gains a decisive advantage.

18 BPXP

18 QPXP was more precise, since Black could now have played 18 . . . BPXP!. After the possible variation 19 N-B6ch BXN 20 PXB Q-N3ch 21 K-R1 QR-K1, the worst would have been over for Black.

18 . . . NXKP
19 NXN BXN
20 PXP PXP
21 B-QB3 BXB
22 PXB?!

Often the choice of a continuation is determined not by an objective assessment of the position, but by the mood of the player. It was obvious to me that the move made contradicts positional principles, since it ruins the Q-side pawn structure, whereas the natural capture with the knight should have given White the advantage, since the opponent is weakened on both wings. But retreating the knight from K4 would have slowed the tempo of the offensive. Black could have centralized his pieces and achieved simpli-

fication, although White would have kept his advantage in an ending; e.g. 22 NXB Q-N3ch 23 K-R1 QR-K1 24 Q-Q2 Q-Q5 25 QXQ NXQ 26 RXR(K8) RXR 27 N-K4 R-K2! 28 K-N1!.

But it so happened that on this particular day I didn't want to play an ending!

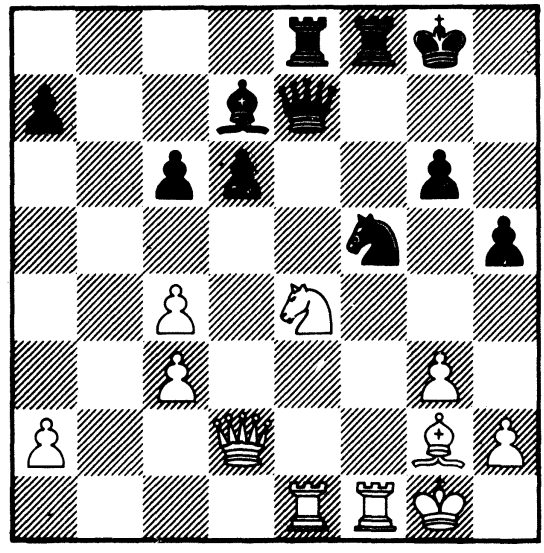
At the board I was guided by a further consideration, which a grandmaster who was watching the game helped me to formulate: "After 22 PXP – he said – it becomes clear that Black has lost the battle . His whole game has been based on seizing the square . . . Q5, and now a white pawn has appeared on QB3".

However, if the game had concluded differently, it is doubtful whether a justification would have been found for 22 PXB . . .

22 . . . Q-K2

By 22 . . . Q-R4 Black could have held the position, e.g. 23 Q-Q2 QR-Q1 24 Q-N5 K-N2 25 P-KR3 P-Q4 26 N-B2 QXBP etc.

23 Q-Q2 QR-K1



24 P-KR3

White had a number of tempting ways to realize his advantage. Thus, 24 R-Q1 would have led to the capture of Black s QP, with good winning chances in the ending. But with time trouble approaching, I wanted to force matters by P-N4-N5.

24	...	Q-N2
25	P-N4	PXP
26	PXP	N-R5
27	P-N5	

Played according to plan, but a more incisive line was 27 QXP NXB 28 N-B6ch RXN 29 RXR(K8)ch BXR 30 RXR N-R5 31 Q-Q8! Q-Q2 32 QXQ BXQ 33 K-B2 K-N2 34 R-Q6 B-K1 35 P-R4 P-N4 36 R-Q8 followed by 37 R-QR8, after which White wins without difficulty.

27	...	RXRch

Black misses his best chance. After 27 ... N-B4 28 N-B6ch RXN 29 PXR QXP he could have attempted to exploit the open position of White's king, and the weakness of his Q-side.

28	RXR	RXN
29	BXR	N-B4
30	BXN	BXB
31	R-K1	Q-Q2
32	Q-Q4	B-B7
33	R-K2	Q-B4
34	Q-Q2	

In time trouble White fails to find the quickest win: 34 Q-K3 Q-N5ch 35 K-B2 Q-R5ch 36 Q-N3. Time trouble also confuses Black – he should have resigned long ago, but he has no time to assess the position...

34	...	B-K5
35	Q-K3	Q-N5ch
36	K-B2	Q-B4ch
37	K-K1	P-Q4
38	R-KB2	Q-N5
39	Q-B4	Q-N8ch
40	R-B1	Q-B4
41	Q-B7ch	K-R1
42	Q-K8ch	Resigns

Game 33
Korchnoi - Lutikov
32nd USSR Championship 1964
Reti Opening

1 P-KN3

The main advantage (or drawback?) of this move is the fact that it allows the opponent an enormous choice of opening set-ups from the Catalan to the Sicilian.

1	...	P-Q4
2	N-KB3	N-KB3
3	B-N2	P-B3
4	O-O	B-N5

Lutikov chooses a classical development for Black against the Reti Opening. True, the bishop is more often moved to ... KB4 rather than ... KN5.

5	P-N3	QN-Q2
6	B-N2	P-K3
7	P-B4	B-Q3
8	P-Q4	

With the bishop at ... KB4 I would of course have played 8 P-Q3, but here it is quite appropriate to advance the pawn two squares.

8	...	O-O
9	N-B3	Q-K2
10	Q-B1	

To find a comfortable post for the queen is not easy, but it is essential to move her from Q1 so as to be able to answer 10 ... PXP 11 PXP P-K4 with 12 P-K3, maintaining the tension in the centre.

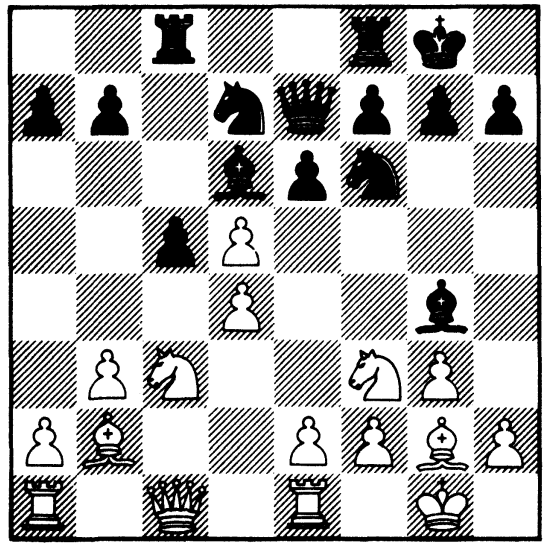
10	...	QR-B1
11	R-K1	

Threatening 12 P-K4 – if White gains an advantage in space, he will stand better.

11 ... P-QB4

The natural reaction, but even so, 10 ... PXP 11 PXP P-K4 was better, with roughly equal chances.

12 BPXP



12 ... BXN?

This leads to a clearly inferior position. The simple 12 ... BPXP 13 NXP PXP would have given Black adequate counter-play, thanks to the pin on the white knight.

13 PXBP NXBP

Here Black had a difficult choice to make. Neither 13 ... BXBP 14 PXB!, nor 13 ... BXNP 14 KPXB gave equality, while Lutikov rejected 13 ... BXB on account of 14 PXB QXP 15 PXP, when White has an extra pawn.

14 BXB N(B4)-K5
15 BXN NXB

16	Q-K3	NXN
17	BXN	PXP

This is the position that Lutikov had in mind when making his 12th move, and he considered it to be roughly level. In fact, Black soon loses a pawn.

18	Q-Q4	Q-N4

Or 18 . . . RXB 19 QXR B-N5 20 Q-Q4, and Black loses a pawn.

19	B-Q2!	Q-B3

If 19 . . . Q-R4, then 20 QXRP, while on 19 . . . Q-B4 there follows 20 P-K4 Q-B6 21 QR-B1! RXR 22 BXR R-B1 23 B-N2, followed by the capture of the QP.

20	QXQP	B-K4
21	QR-Q1	KR-Q1
22	Q-K4	

22 QXNP is dubious on account of 22 . . . R-B2 23 Q-K4 R(B2)-Q2 24 Q-B2 Q-KN3! 25 P-K4 Q-R4, with an unpleasant pin along the Q-file.

22	. . .	R-Q5
23	Q-N1	P-KR4
24	B-K3	R-KN5
25	Q-Q3	

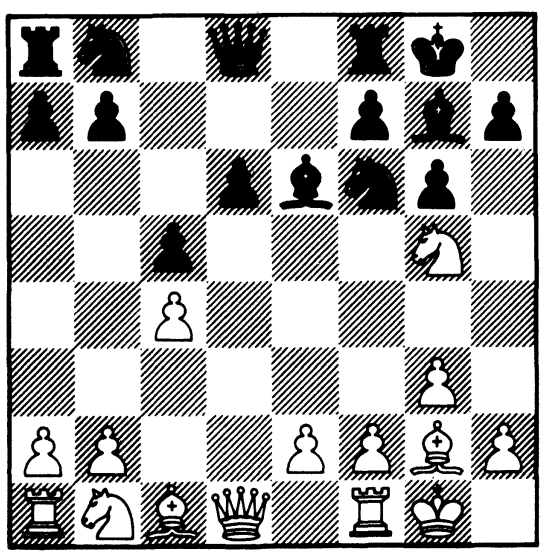
Preventing 25 . . . P-R5, on which there follows 26 Q-Q7.

25	. . .	P-R3
26	Q-Q7	R-B6
27	Q-Q8ch	K-R2
28	QXQ	BXQ
29	R-QB1	K-N3
30	B-B4!	Resigns

Now, before the black rook can escape from captivity, another pawn will be lost. Black therefore resigned.

Game 34
Korchnoi - Velimirovic
Match USSR - Yugoslavia 1966
King's Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-B4
3	P-Q5	P-KN3
4	P-KN3	B-N2
5	B-N2	O-O
6	N-KB3	P-Q3
7	O-O	P-K3
8	PXP	BXP
9	N-N5	



The position shown in the diagram constitutes a 'blank page' in modern opening theory. Theorists assert that after 9 ... N-B3 10 NXB PXN, or 9 ... BXP 10 BXP, White should gain the advantage, but they do not give any clear ways for doing so. For this reason the variation has been taken up for Black by a number of masters and grandmasters.

9 ... BXP?!

In my opinion, 9 ... N-B3 10 NXB PXN is more natural, when the chances are roughly equal. Capturing the pawn is sharper, and is more suited to Velimirovic's style. I think that the move 9 ... BXP would be quite

correct if the white knight were at QB3 (and White had not castled), but in the given position, with the knight on N1, White can capture the NP in more favourable circumstances.

10 BXP QN-Q2
11 N-QR3!

It is clear that with his lack of development, and the weakening of his K-side which would occur, it would be dangerous for White to win the exchange. The only experience I have had of this was in my game with Sherbakov in 1955, where there followed 11 BXR QXB 12 N-QB3 P-Q4 13 Q-R4?! (with the idea of exchanging off the dangerous queen's bishop at any price) 13 . . . N-N3 14 Q-R3 P-KR3 15 P-N3 PXN 16 PXB NXP 17 Q-N3 N-K5 18 NXN BXR 19 NXNP.

The position is roughly level, but at the board I did not succeed in demonstrating this — I lost the game. As the reader will see, in the present game White has a much more comfortable position.

11 . . . R-N1
12 NXB RXB
13 NXQP

Why didn't White capture on Q6 with his queen? (After all, the knight is well placed at B4!) In the case of 13 QXP I did not like the variation 13 . . . R-N5 14 Q-Q3 N-N3! 15 QXQ RXQ 16 NXN (16 N-R5 is slightly better, but I did not notice this possibility at the board) 16 . . . PXN, and Black has more than adequate compensation for the pawn, e.g. 17 R-N1 P-R3 18 N-B3 N-K5 etc. So I came to the conclusion that to defend my QN2 square it would be better to keep the queen, and develop it at QB2.

13 . . . R-N5
14 Q-B2 P-KR3

This move does not look very good – Black drives the knight away to a better square. True, with other continuations it is also difficult for Black to develop his initiative. Even so, 14 . . . Q-K2 was more precise (the tempting sacrifice of a second pawn, 14 . . . N-N3?!, with the aim of exploiting the scattered nature of the white pieces – 15 QXBP KN-Q4, with the threats of 16 . . . B-Q5 and 16 . . . Q-K2 – is refuted, if only by 16 P-QR3!).

15 N-B3 Q-K2
16 P-QR3

Essential. On 16 N-B4 there would have followed 16 . . . Q-K5!, with advantage now to Black.

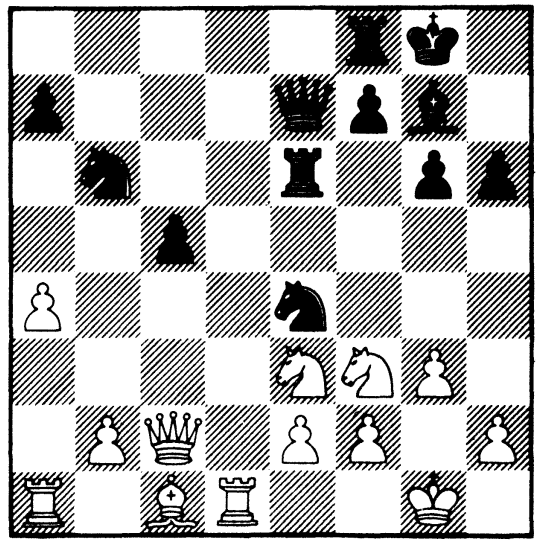
16 . . . R-N3

Or 16 . . . R(N5)-N1 17 R-Q1, maintaining the knight at Q6.

17 N-B4 R-K3

Black decides that if he retreats his rook along the QN file, White will solve the problem of his Q-side development by playing B-B4. He therefore changes course, planning now an attack on the K-side. This has certain chances of success, since, as before, White's Q-side pieces are difficult to bring into play.

18 N-K3 N-N3
19 R-Q1 N-K5
20 P-QR4!



Not only threatening P-R5, but also activating his queen's rook.

20 . . . P-QR4?

Probably the decisive mistake. Soon White is able to divert his opponent's attention from the K-side to his problems on the other flank, and thus seize the initiative. After 20 . . . P-B4 21 P-R5 N-B1 22 N-Q5 Q-KB2 followed by . . . P-N4, White would have been hard pressed to neutralize the pressure.

21 R-R3 P-B4

Both players, of course, took into consideration the possibility of 21 . . . P-B5. There could have followed 22 N-Q5 NXN 23 RXN N-B3 24 RXP RXP 25 QXBP R-K8ch 26 K-N2, and White beats off the attack.

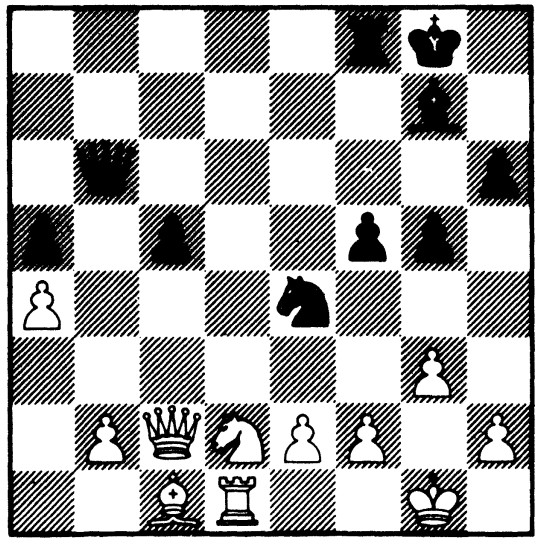
22 R-N3 Q-QB2

White was threatening to simplify by 23 RXN RXR 24 N-Q5. At first sight 22 . . . Q-K1 appears stronger (23 N-B4? QXP), but after 23 R-N5 P-N4 24 Q-N3! Q-B3 (or 24 . . . N-B1) 25 N-Q5, White's pieces break through into the enemy position.

23 N-B4 P-N4
24 NXN RXN
25 RXR

Here 25 R(N3)-Q3 was also strong.

25 . . . QXR
26 N-Q2!



26	...	NXN
27	BXN	QXP
28	Q-B4ch	K-R1
29	BXRP	P-B5

The attack on ... KB7 by 29 ... B-Q5? 30 P-K3 P-B5? fails to 31 NPXP PXP 32 PXB R-KN1ch 33 K-B1 Q-N2 34 P-Q5.

30	QXQBP	QXP

Or 30 ... Q-N6 31 R-QB1 QXRP 32 B-B3, and after the exchange of bishops the black king is in a tight spot.

31	R-K1	Q-Q6

On 31 ... Q-N7 White was intending 32 B-N6, followed by the advance of his QRP.

32	Q-N5	Q-KB6

If 32 ... QXQ, then 33 PXQ PXP (33 ... B-Q5 34 R-K4) 34 BPXP B-Q5ch 35 K-R1 R-QN1 36 R-QN1, with real winning chances.

33	B-N6	B-B6
34	R-N1	PXP
35	RPXP	Q-K5
36	P-R5	B-Q5
37	BXBch	QXB
38	Q-N6	Q-N2
39	P-R6	R-B2
40	Q-N8ch	K-R2
41	R-N7	Resigns

Game 35
Ivkov - Korchnoi
Match USSR - Yugoslavia 1966
Grunfeld Defence

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	P-Q4
4	PXP	

This move made me suspicious. Ivkov normally chooses the system where White develops his bishop at KB4. At this point the thought flashed through my mind: I must get away from the well-trodden paths . . .

4	. . .	NXP
5	P-K4	NXN
6	PXN	P-QB4
7	B-QB4	PXP
8	PXP	

Here I thought for some ten minutes. I very much wanted to force my opponent away from the normal schemes with N-K2, and so I made the following move:

8	. . .	Q-N3

From the point of view of general principles, I would not recommend this sortie to my friends, but when my opponent spent a whole 40 minutes considering his reply, I was happy. While his clock was ticking away, I was also thinking. The advantages of White's position became more and more clear to me. Working out concrete variations, I found for White a plan which was highly unpleasant for me, and which was the principle refutation of my idea: 9 Q-B2!, followed by R-QN1, P-Q5, B-N2 and then, after all, the intended N-K2.

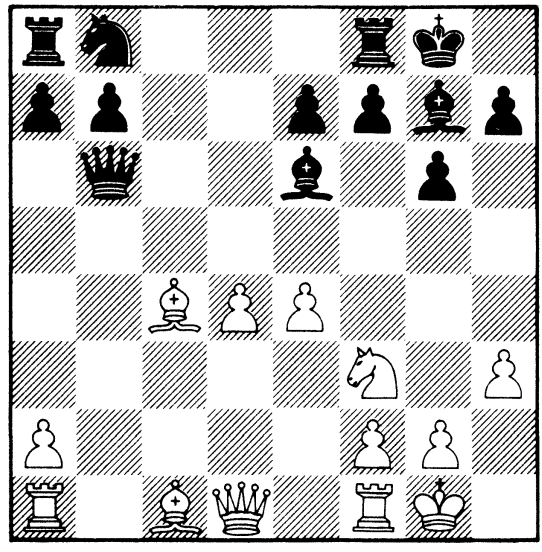
But, as I found out after the game, this plan had never even entered my opponent's head.

I also saw that after 9 B-K3 Q-N5ch 10 Q-Q2 QXB 11 R-B1 Q-K3 12 P-Q5 Q-Q2 13 Q-B3 P-B3 14 QXBch, I would be unable to hold out against White's onslaught. Therefore on 10 Q-Q2 I would have had to exchange queens, reconciling myself to a somewhat inferior, but defensible position.

9 N-B3 B-N2
10 O-O O-O
11 P-KR3

Preventing the exchange of the knight, which may come in very useful after P-Q5 and N-Q4. But for some reason I liked the move B-KN5 for White.

11 . . . B-K3!



After this move White once again sank into thought, this time for 50 minutes. My opponent's eyes were no doubt 'dazzled' by the abundance of promising continuations. But for me it was the only way out. After 11 . . . N-B3 White would have taken control of the whole board by 12 B-K3, R-N1 and P-Q5.

12 P-Q5

Of course, after 12 BXB QXB 13 Q-K2 White keeps a slight positional advantage. But I was planning to play 13 . . . Q-Q2 and . . . N-B3, with a solid defensive position.

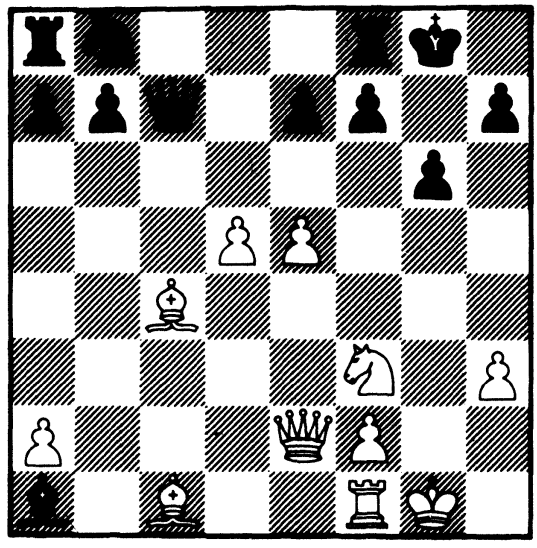
I thought that 12 B-K2 was worth considering, when Black has trouble over his development.

12 . . . BXRP
13 PXB Q-B2

Here I had a choice of several continuations: 13 . . . Q-B4, 13 . . . Q-N5 and 13 . . . Q-B2, each of which had its advantages and disadvantages.

For instance: 13 . . . Q-N5, preventing R-N1. But after 14 Q-Q3 BXR 15 B-Q2 Q-N7 I did not like the awkward positioning of Black's pieces on the Q-side.

14 Q-K2 BXR
15 P-K5!



Assessing the position objectively, it must be admitted that White has an active position for the exchange. But a subjective factor cannot be ignored – White was already acutely short of time – he had only about 10 minutes remaining on his clock.

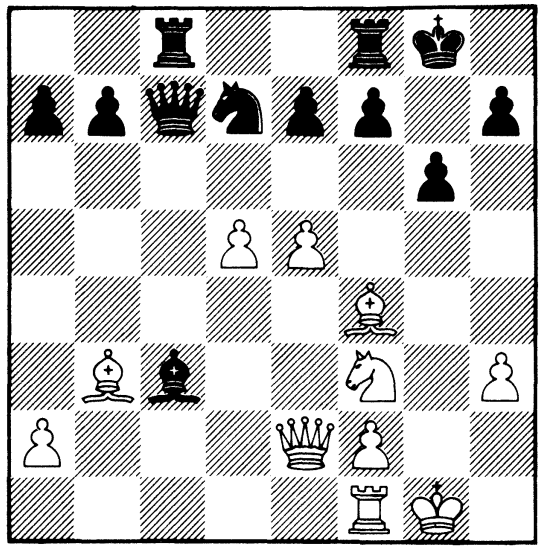
15 . . . N-Q2
16 B-B4

16 P-K6 was premature on account of 16 . . . N-K4.

16 . . . QR-B1
17 B-QN3

This is not yet the decisive mistake, as many observers considered. On Ivkov's recommendation of 17 R-B1, there could have followed 17 . . . N-N3 18 B-QN3 QXRch 19 BXQ RXBch 20 K-N2 K-N2! 21 Q-Q2 R-B2 22 Q-R5 R-Q1!.

17 ... B-B6



18 B-N3?

But this move allows Black to seize the initiative. 18 R-B1 would have been stronger. 18 ... K-N2 then fails to 19 Q-K3, while 18 ... Q-N3? is also bad in view of 19 P-K6 PXP 20 P-Q6! RXB 21 BXPch K-R1 22 BXN.

An interesting battle would have flared up after 18 ... Q-R4 19 P-K6 N-B4 20 PXPch RXP 21 N-N5. This is the critical position. 21 ... NXB? is bad, since after 22 Q-K6 R(B1)-B1 23 PXN Black is in difficulties. The correct reply is 21 ... RXB! 22 QXP. If instead 22 P-Q6ch, then 22 ... NXB 23 QXP QXNch! 24 QXQ NXR 25 P-Q7 R(B1)-B1 26 P-Q8=Q RXQ 27 QXR(Q8)ch R-Bl etc. On 23 Q-K6ch (instead of 23 QXP) there follows 23 ... K-N2 24 QXKPch K-R3!, and White cannot strengthen his attack.

22 ... NXB 23 QXRPch K-B1 24 N-K6ch K-K1 25 P-Q6 R-KB2 26 Q-N8ch K-Q2 27 QXR(B7)ch KXP 28 PXN Q-Q4!. But not 28 ... Q-KB4? 29 R-Q1ch K-K4 30 P-B4ch K-K5 31 QXQNPch. But perhaps, taking into account my opponent's time trouble, the less forcing continuation 18 ... K-R1! would have been preferable.

18 ... N-B4
19 P-K6 Q-N3
20 PXPch RXP
21 N-N5 NXB
22 PXN B-B3

When you are the exchange ahead, you shouldn't be greedy!

23	NXR	KXN
24	R-Q1	

24 B-K5 would have given Black greater technical difficulties.

24	...	QXNP
25	P-Q6!	

The last chance! If now 25 ... PXP, then 26 RXP, and there is no defence against the intrusion onto the seventh rank. Meanwhile 26 P-Q7 followed by B-B7 is threatened.

25	...	R-Q1!
26	P-Q7	Q-R5
27	Q-Q3	Q-B3
28	Q-N3ch	K-N2
29	Q-Q3	P-K4
30	K-R2	P-QR4
31	K-N1	

Time trouble!!

31	...	P-R5
32	K-R2	P-QN4
33	Q-Q5	QXQ
34	RXQ	P-N5
35	R-N5	P-N6
36	R-N4	RXP
37	RXRP	P-K5
38	R-N4	P-N7
39	B-B4	R-Q8
40	R-N7ch	K-N1
41	Resigns	

Game 36
Wibe - Korchnoi
Havana Olympiad 1966
Sicilian Defence

1	P-K4	P-QB4
2	N-QB3	

Avoiding an immediate advance in the centre, White develops his pieces, planning a subsequent pawn attack on the K-side. Theory does not consider the Closed Variation to be dangerous for Black, whose counter-play on the Q-side appears no less significant. But in practice White has sufficient resources at his disposal to trouble his opponent. Often the battle becomes very tense, as in the present game, for instance.

2	...	N-QB3
3	P-KN3	P-KN3
4	B-N2	B-N2
5	P-Q3	P-Q3
6	KN-K2	N-B3

This move determines Black's subsequent plan. He is willing to subject himself to a pawn attack on the K-side, but counts on gaining a real advantage on the other flank. The easiest way to obtain an equal game is by 6 . . . P-K4! (Botvinnik's patent!) 7 O-O KN-K2. On 8 P-B4 Black replies 8 . . . P-B4!.

7	O-O	O-O
8	P-KR3	R-N1
9	B-K3	P-QN4
10	Q-Q2	P-N5
11	N-Q1	Q-B2

So as to answer 12 B-R6 by 12 . . . BXB 13 QXB N-Q5 14 NXN (14 Q-Q2? BXP) 14 . . . PXN 15 Q-Q2 B-Q2, with pressure down the QB file. But White has other plans . . .

12	P-KB4	N-Q2

By moving his knight away, Black grants his opponent complete freedom of action. After the game Petrosian preferred 12 . . . P-QR4.

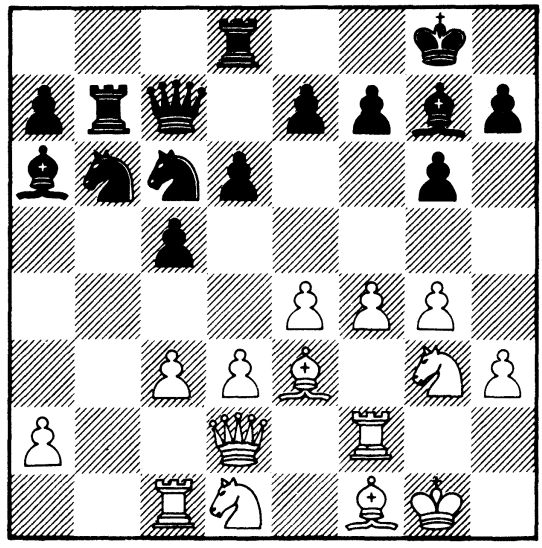
13 P-N4 N-Q5
14 N-N3 B-QR3

Here again 14 . . . P-QR4 deserved consideration.

15 P-B3?

Now Black gains real counter-play along the QN file, and the chances become equal. Instead of 15 P-B3, 15 K-R1 or 15 R-B2 would have been better. There was no need to fear 15 . . . P-B5 – White could have replied 16 P-B3 followed by P-Q4.

15 . . . PXP
16 PXP N-QB3
17 R-B1 N-N3
18 R-KB2 KR-Q1
19 B-B1 R-N2



I was expecting my opponent to play 20 P-B5, and was planning to reply 20 . . . P-Q4. In the variation 21 B-B4 B-K4 22 BXB QXB 23 P-Q4?! QXNch 24 R-N2 Q-N1 25 BXB R-B2 Black is out of danger, since 26 P-K5 fails to 26 . . . PXQP 27 PXQP NXQP.

Objectively, White's next move is hardly the best, but it came as a surprise to me, which was particularly unpleasant with time trouble approaching.

20 P-KR4

White's pawns are threatening to break up the K-side. Black is required to play energetically.

20 ... Q-Q2!

I decided not to make the move 20 ... P-Q4 immediately, in view of 21 BXP PXP 22 NXP Q-Q2 23 B-K3, with the unpleasant threat of 24 N-B5.

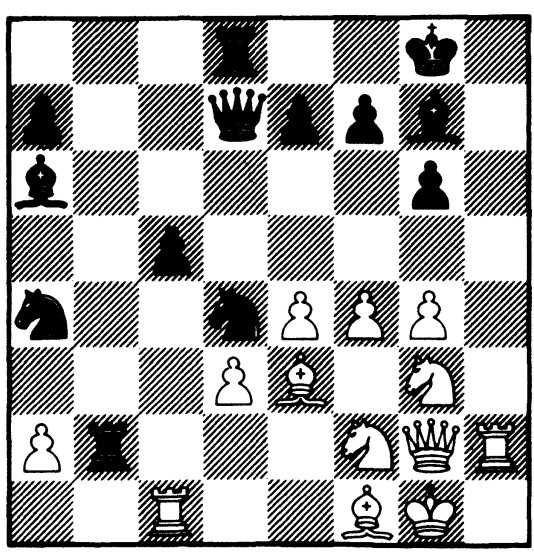
21 R-R2 P-Q4

After 21 ... QXP 22 Q-KN2 White would gain a couple of tempi for the attack.

22 Q-KN2 P-Q5
23 PXP NXP
24 N-B2

Not 24 P-R5, on account of 24 ... QXP. In the case of 24 P-B5 Black would have defended by 24 ... Q-Q3 followed by ... N-Q2-K4.

24 ... N-R5
25 P-R5 R-N7
26 PXP RPXP



27 P-K5

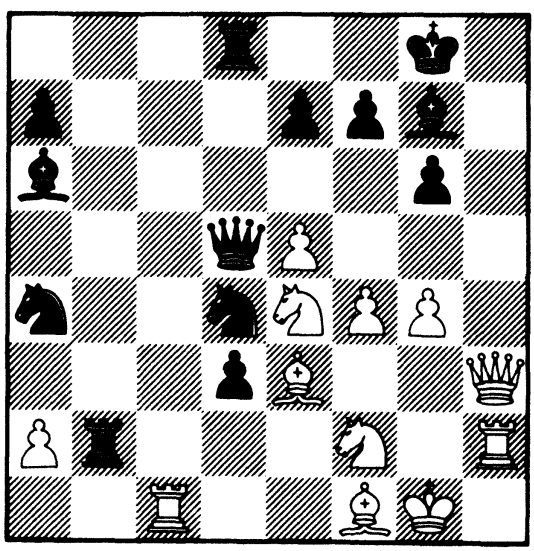
Evidently White had decided to burn his boats long ago! On 27 K-R1 (or 27 R-R1), so as to transfer the queen to KR3, 27 . . . N-B7 28 B-Q2 N-N5 would have been strong. If, on the other hand, 27 K-R1 N-B7 28 RXN RXR 29 Q-R3, then 29 . . . K-B1, and Black again beats off the attack.

27 . . . P-B5!
28 N(N3)-K4

Or 28 PXP B-N2 29 N(N3)-K4 N-K7ch 30 BXN RXB 31 Q-B3 (31 Q-R3 BXN 32 NXB Q-Q8ch) 31 . . . RXP, with advantage to Black.

28 . . . PXP
29 Q-R3 Q-Q4!

Probably Black could also have won by 29 . . . N-K7ch 30 K-R1 NXR 31 Q-R7ch K-B1 32 P-B5 Q-Q4! 33 B-R6 K-K1, but the move made is simpler. 30 . . . RXN is now threatened.



30 BXN

On 30 B-N2 Black would have replied 30 . . . N-K7ch 31 K-R1 NXR, while if 30 Q-R7ch K-B1 31 P-B5, then 31 . . . QXKP 32 B-R6 BXB 33 QXBch K-K1 etc.

30 . . . QXB
31 P-N5

31 P-K6 looks stronger, but Black keeps the advantage by 31 . . . RXN.

31	. . .	RXN!
32	NXR	P-Q7
33	R-Q1	BXB?

The simplest way was 33 . . . N-B6 34 RXP QXR 35 BXB QXBP 36 QXN BXP 37 Q-KR3 Q-B8ch 38 B-B1 BXRch 39 KXB QXP, and wins.

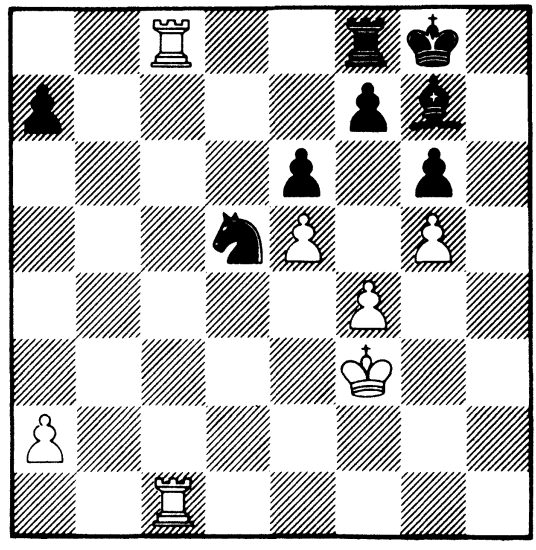
34	RXB	N-B6
35	K-R1	Q-Q4ch?

A second inaccuracy. After 35 . . . P-Q8=Q 36 NXQ NXN Black must win, but in time trouble I was haunted by the dangerous move 37 P-B5.

36	Q-N2	QXQch?

This mistake, the third in a row, leaves the two sides with equal chances. After 36 . . . P-Q8=Q 37 NXQ QXN! Black could still have won.

37	KXQ	P-Q8=Q
38	NXQ	NXN
39	K-B3	N-B6
40	R-QB2	N-Q4
41	R(B1)-B1	P-K3
42	R-B8	R-B1



43 K-K4?

In a drawn position White plays carelessly, and allows his opponent to utilize his last chance. He should have prevented the advance of the QRP by 43 R(B1)-B5. There could then have followed 43 . . . P-R3 44 RXRch BXR 45 R-B8 K-N2 46 R-R8 N-N5 47 P-R3 N-B7 48 P-R4 N-N5 49 P-R5 B-K2 50 K-K4 B-B4 51 R-QB8 B-B7 52 R-B1. Black's pieces are tied to the defence of the QRP, and therefore – draw. 43 P-R4 was also possible.

43 . . . P-R4!

The pawn threatens to advance to . . . R6, where it will be defended by the bishop.

44 P-R4 RXR
45 RXRch B-B1
46 R-R8 N-B6ch
47 K-Q4 NXP
48 RXP N-N3
49 K-K4 N-Q4

My opponent sealed the move

50 R-R8

but then **resigned** without resuming. Black's winning plan is: 1) to post his bishop on the . . . QR2 - KN8 diagonal, with his king at . . . K2 (or . . . K1), and 2) to attack the KBP from . . . K6 or . . . KR7. White is unable to prevent this. Thus in the position: White – K-KB3, R-K2; Black – K-K2, B-N8; White loses because of *zugzwang*. The pawn ending reached after the exchanges at . . . KB5 is hopeless for White with the black king at . . . K2.

Game 37
Korchnoi - Udovcic
Leningrad 1967
French Defence

1	P-Q4	P-K3
2	P-K4	P-Q4
3	N-Q2	N-KB3
4	P-K5	KN-Q2
5	P-QB3	P-QB4
6	KN-B3?!	

In contrast to 6 B-Q3 or 6 P-KB4, this move is rarely played. Simply developing his pieces, White ignores his opponent's threat to win the pawn at Q4.

6	...	N-QB3

As Black against Gipslis in the 24th USSR Championship, I played 6 ... P-QN3 in this position.

7	B-Q3	Q-N3
8	O-O	PXP
9	PXP	NXQP
10	NXN	QXN
11	N-B3	Q-N3
12	Q-R4	

For the pawn White has a big lead in development. Now he tries to switch his queen to the K-side, and thus prevent his opponent from castling on that side.

12	...	Q-N5

Preventing 13 Q-KN4.

13	Q-B2	P-KR3?

After the game, Udovcic suggested here 13 ... Q-B4. It would be a pity for White to have to return his queen to K2, while after 14 BXP QXQ 15

BXQ the position would be roughly equal. In my opinion, 13 . . . P-KN3 was also stronger than the move in the game.

14	**B-Q2**	**Q-N3**
15	**QR-B1**	**B-K2**
16	**Q-R4**	**Q-Q1**
17	**R-B2**	

White continues the amassing of his forces. 17 Q-KN4 K-B1 18 B-N4 N-N3 19 P-QR4 would perhaps have been stronger, combining threats on the K-side with the idea of penetrating to QB7 with his rook.

17	**. . .**	**K-B1**

Black is forced to reject K-side castling. On 17 . . . O-O there is the unpleasant reply 18 Q-KN4 P-B4 19 Q-N6, or 18 . . . K-R1 19 Q-R5.

18	**KR-B1**	**N-N3**
19	**Q-KN4**	**B-Q2**
20	**B-R5**	

Now White threatens 21 N-Q4, after which both the development of Black's queen's rook, and other freeing attempts, will prove difficult to carry out. E.g. 20 . . . P-N3 21 N-Q4 R-B1? 22 RXR BXR 23 N-N5.

20	**. . .**	**R-B1**
21	**RXR**	**BXR**
22	**B-N4**	

The position demands positive action. In another couple of moves Black will post his king at . . . KN2, bring his rook into play, and equalize fully. White now intends to cramp his opponent by the advance P-QR4-R5. At the same time, he hopes by tactical means to keep Black's king in the centre. The standard continuation 22 P-KR4 also deserved consideration, e.g. 22 . . . P-N3 23 P-R5 P-N4 24 N-Q4 B-Q2, and now 25 R-B2, with the idea of playing P-B4.

22	**. . .**	**P-N3**
23	**Q-R4!**	

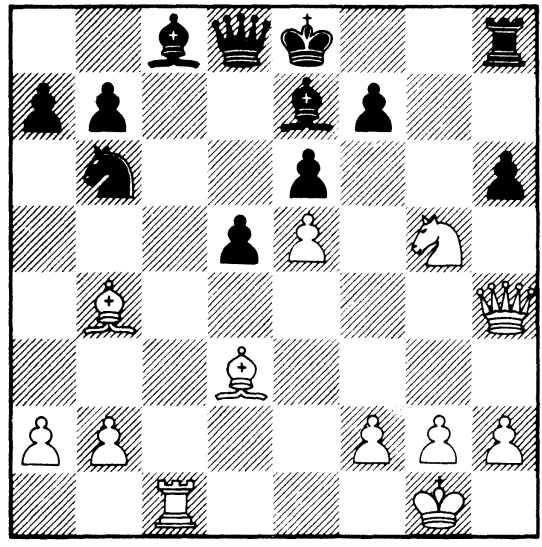
Threatening 24 BXP.

23 ... P-N4

On 23 ... Q-K1, 24 BXP decides, while in the case of 23 ... K-K1 White can continue 24 B-N5ch B-Q2 25 BXB(K7) QXB 26 BXBch QXB 27 Q-B6, with a positional advantage. 23 ... B-Q2 was apparently the only reasonable reply.

24 NXP K-K1

The last opportunity to somehow escape the attack was by 24 ... K-N1 – then after 25 BXB QXB 26 N-B3, Black would have had an inferior ending.



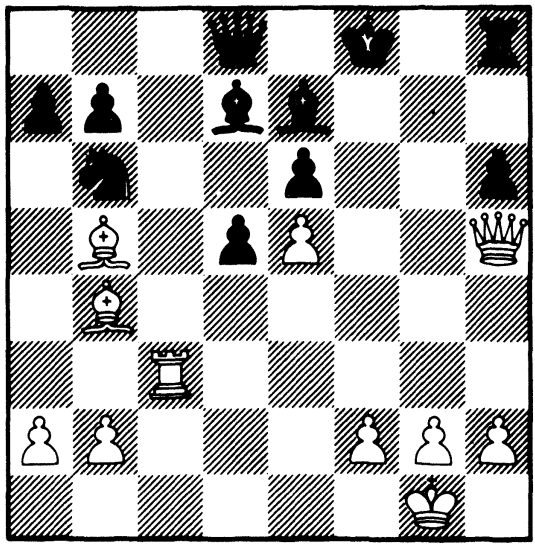
25 B-N5ch

The attack could also have been continued in a different way: 25 BXB QXB 26 P-B4 Q-N5 27 N-B3, and the threat of the rook's intrusion on the seventh rank forces the black queen to return to ... K2. But the way chosen by White is, of course, more spectacular.

25 ... B-Q2
26 NXKP! PXN

26 ... BXQ fails to 27 N-N7 mate, and 26 ... BXB(N4) to 27 N-N7ch K-B1 28 N-B5.

27 Q-R5ch K-B1
28 R-B3



28 ... R-R2

This simplifies White's task. But Black was no longer able to save the game. On 28 ... Q-K1 White wins by 29 BXB(K7)ch! QXB 30 R-B3ch K-N2 31 R-B6 R-R2 32 B-Q3 B-K1 33 Q-N4ch K-R1 34 RXKP Q-Q2 35 Q-B5.

After 28 ... B-K1, play would have proceeded as follows: 29 R-B3ch K-N2 30 Q-N4ch B-N4 31 P-KR4! (31 BXB QXB 32 P-KR4 Q-N3 33 PXB PXP would be a mistake, since the threats of ... Q-N8ch and ... R-R5 give Black the initiative) 31 ... P-KR4 32 Q-N3 BXB 33 R-B6!, and White wins, or 31 ... BXB 32 PXB QXP (32 ... PXP 33 R-B6) 33 QXP R-K1 34 Q-B7ch K-R1 35 R-KN3 QXP 36 R-N6; 32 ... P-KR4, instead of 32 ... QXP, does not help, on account of 33 QXKP B-K1 34 B-B8ch.

29 Q-N6

29 R-KN3 would also have won, but in the variation 29 ... BXB(N5) 30 Q-N6 Q-N4 31 RXQ PXR 32 QXR BXB, I did not want to have to play with a queen against three enemy pieces.

29 ... R-N2
30 QXRP BXB(N4)

This loses immediately. 30 ... K-N1 was better, but then comes 31 R-KR3 K-B2 32 BXB(Q7) QXB 33 BXB QXB 34 Q-R8 Q-N4 35 R-KB3ch K-K2 36 Q-KB8ch K-Q2 37 Q-Q6ch, and mates.

31 R-KN3! Resigns

Game 38
Korchnoi - Portisch
Sousse Interzonal 1967
Ruy Lopez

This game was played four rounds before the end of the tournament. At this point my score was '+4', and the experts were already predicting that I would finish in the coveted first six. As it happened, I had to play relatively weak opponents in the last three rounds, and they assumed that it would not be difficult to gain the necessary 2½ points . . .

It is easy for the experts . . . But when one has to win at all costs against an outsider, it frequently does not come off. Therefore I decided not to put off the decisive battle until the finish, but to play for a win in the game against Portisch.

1 P-K4

I play open games extremely rarely. But Portisch plays just a little too well against 1 P-Q4, and so I decided to avoid a closed game.

1	. . .	P-K4
2	N-KB3	N-QB3
3	B-N5	P-QR3
4	B-R4	N-B3
5	O-O	B-K2
6	R-K1	P-QN4
7	B-N3	P-Q3
8	P-B3	O-O
9	P-Q4	

Objectively, the unhurried 9 P-KR3 gives White more possibilities. On the other hand, the position after 9 P-Q4 was well known to me – I had often played it as Black!

9	. . .	B-N5
10	B-K3	PXP
11	PXP	N-QR4
12	B-B2	N-B5

This move cannot be classed as a mistake, but according to theory 12 . . . P-B4 is an easier way to equalize. After 13 P-Q5, the knight on . . . QR4 can be transferred to . . . K4, while on 13 N-B3 Black obtains a comfortable game by continuing 13 . . . N-B5 or 13 . . . N-B3.

13 B-B1 P-B4
14 P-QN3 N-QR4
15 P-Q5! N-Q2

15 . . . NXQP 16 PXN B-B3 fails, if only because of 17 N-B3 P-N5 (17 . . . KBXN? 18 Q-Q3) 18 B-N2 PXN 19 BXBP BXB 20 Q-Q3, when White has the better position.

16 QN-Q2 B-B3
17 R-N1

All this had already occurred in my game against Fischer (White) at the Stockholm Interzonal in 1962. Black's position has one serious defect: the knight at . . . QR4 is out of play, and it is not easy to transform it into an active fighting unit. In striving to extend this knight's sphere of activity, I played 17 . . . P-B5 against Fischer, and after 18 P-KR3 BXN 19 NXB PXP 20 PXP, obtained real counter-chances on the Q-side.

17 . . . B-B6

Stronger, evidently, than 17 . . . P-B5. Black soon forces the exchange of a number of pieces, including the queens, and in the ending White has to reckon with his opponent's Q-side pawn majority.

18 P-KR3 BXN(B6)
19 QXB Q-B3
20 R-K3

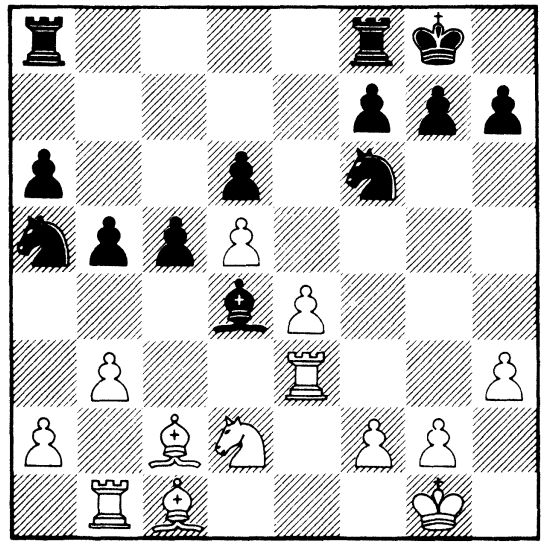
White should perhaps have tried for an advantage by 20 Q-N3. During the game I thought it was dangerous to avoid the exchange of queens, but 20 Q-N3 P-N5 21 R-B1 Q-N3 22 Q-R2 or 22 Q-Q3 would have given good chances of seizing the initiative.

20 . . . B-Q5

Beginning with this move, Portisch plays for a certain time without a plan, and White succeeds in gaining a significant advantage. As the Hungarian grandmaster later pointed out, he should have played 20 . . . P-N5. I think that Portisch avoided this, since he was afraid of the reply 21 Q-K2.

21 QXQ NXQ

21 . . . BXQ would have been better.



In this position Portisch offered me a draw. I was not convinced that my position was superior, but I declined, since I could see a concrete plan to fight for the initiative.

22 R-K2 N-Q2

This allows White complete freedom of action. 22 . . . KR-K1 was more accurate.

23 N-B3 B-B6
24 B-B4 N-K4

After this White gains a further couple of tempi. 24 . . . N-N2 was better.

25 N-R4 P-N3
26 B-N3 KR-K1
27 P-B4 N-Q2

28 N-B3 P-B3
29 B-K1

With the exchange of his one active piece, Black will soon be forced onto the defensive.

29 ... BXB
30 R(N1)XB QR-B1
31 P-KN4 N-N2
32 K-B2 N-Q1

Black can undertake nothing on the Q-side; on ... P-B5 there follows P-N4, and White has use of his important Q4 square.

33 P-KR4 N-B2
34 P-N5

White's task is to open up lines on the K-side. The ideal plan would be to exchange on KB6, and then advance in the centre with P-K5, but for the moment Black has sufficient defence against this.

34 ... K-N2
35 R-KN1 R-B1
36 R-K3 R(QB1)-K1
37 N-Q2

White leads the knight round to K3 and then KN4. But after 37 N-R2! the route would have been significantly shorter!

37 ... N-Q1

After other continuations such as 37 ... R-KR1, I was intending to transfer my bishop to KN4 by B-Q1.

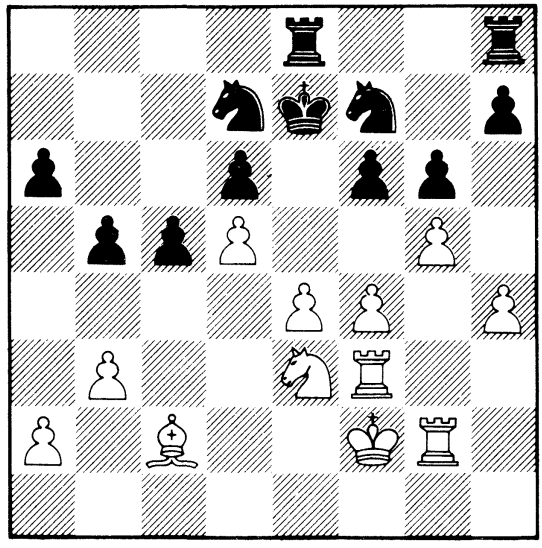
38 R-KB3 N-B2
39 R-N2

Confident that his opponent has no useful moves, White does not hurry. 39 N-B1 was of course correct.

39 . . . R-KR1
40 N-B1 K-B1
41 N-K3 K-K2

The sealed move.

A few words should be said here about the playing schedule. Play was from 4 p.m. until 9 p.m., and then adjourned games were resumed the following morning at half past nine. Never before had such an important tournament been conducted under such conditions! Players who frequently adjourned their games were in an extremely difficult position – they had to spend up to 15 hours a day at the board (including the analysis of adjourned games, and preparations for the following game). Round by round it became more and more difficult. The severity of the schedule told especially on the playing of adjourned games, and the present game gives further evidence of this.



42 N-N4 PXP

White was threatening to exchange twice on B6 and then play P-K5ch.

43 RPXP P-KR3
44 N-B6?

During my adjournment analysis I had planned 44 P-K5, but now I wrongly rejected it. And in fact, 44 P-K5 would have won, e.g. 44 . . . QPXP 45 BXP RPXP 46 P-Q6ch! KXP 47 PXKPch, or 45 . . . P-K5 46 R-K3 PXP 47

RXPch K-B1 48 RXRch KXR 49 PXP. White has an extra pawn, and every chance of winning.

44 ... R-Q1!

I had not fully appreciated the strength of this move.

45 NXN

45 P-K5 would now have been much less convincing.

45 ... RXN
46 PXP RXP
47 R(B3)-N3 R-R5

It is not clear how White could have won after 47 ... K-B3 but passive defence is not in Portisch's style!

48 K-K3 P-N4
49 PXP N-K4
50 B-Q1 K-B1
51 B-N4 R-Q1

51 ... R(Q2)-KR2 would have been simpler, and if 52 P-N6, then 52 ... R-KN2. However, retreating the rook to the back rank does not yet spoil anything.

52 B-K6 K-N2
53 R-KB2 R-KB1
54 R-B5 R-N5?

An irreparable mistake! Short of time, Portisch could see no defence against the threat of P-N6 followed by RXR or R-B7ch. But Black had sufficient ways of meeting this threat. He could, for example, have played 54 ... R(R5)-R1, after which there is not even the move 55 P-N6 on account of 55 ... NXP. Also, after 54 ... R-R7 55 P-N6 R(R7)-R1, or 55 ... R-Q1, White would have no way of strengthening his position.

Portisch risks transposing into an ending with knight against bishop, which turns out to be hopeless.

55	RXR(N4)	NXRch
56	K-B4	N-K4
57	RXR	KXR
58	B-B8	N-N3ch
59	K-B3	N-K4ch
60	K-K3	P-R4
61	B-R6	P-N5
62	B-N5	K-B2
63	K-B4	

White plans to advance his king to K6. If Black keeps his king at . . . K2, the KNP will advance. There is also no salvation in 63 . . . P-B5 64 PXP N-Q6ch 65 K-B5 N-B4 66 P-K5 PXP 67 KXP P-R5 68 BXP NXB 69 P-Q6, and White wins.

63	. . .	K-N2
64	K-B5	K-B2

Or 64 . . . N-B6 65 K-K6 (65 B-R4 is also good) 65 . . . N-Q5ch 66 KXP NXBch 67 KXP N-B6 68 P-K5 N-K5ch 69 K-N6 NXP 70 KXP N-B6 71 P-K6, and the four pawns must win for White.

65	B-K2	P-R5
66	PXP	P-B5
67	B-R5ch	

An important finesse: the way for the white king onto the sixth rank is cleared.

67	. . .	K-N2
68	B-Q1	P-B6
69	K-K6	N-B5
70	P-R5	Resigns

Game 39
Korchnoi - Tal
Wijk aan Zee 1968
Nimzo-Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5

Every player should know several opening schemes, and the one he chooses in a game should depend on his opponent. Against less experienced players, Tal adopts King's Indian or Benoni set-ups, and against opponents equal in strength – the Nimzo-Indian Defence.

4	N-B3	P-B4
5	P-K3	O-O
6	B-K2	

It is very difficult to find something new in a well-studied opening variation. But choosing an idea which is unfamiliar to one's opponent (even though it is not new) can be equivalent to introducing an interesting innovation. Of course, the move 6 B-K2 is well known, but, as far as I know, it has not occurred in any of Tal's games.

6	...	P-Q4
7	P-QR3	

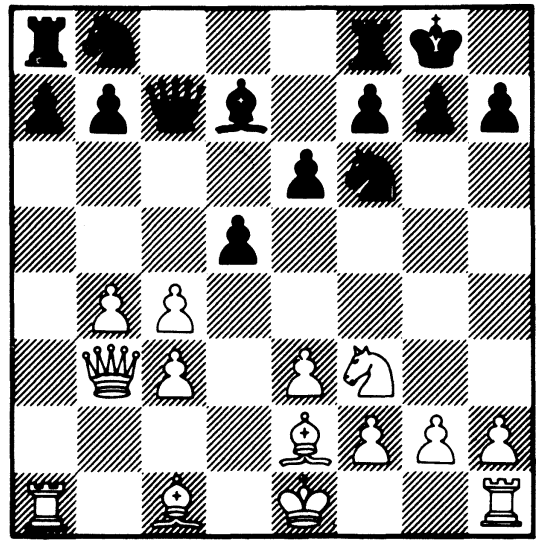
One of Botvinnik's numerous opening ideas. White clears up the position in the centre before castling. In the case of 7 ... BXNch 8 PXB he economizes on a tempo which can be used for the development of his Q-side, while 7 ... B-R4 does not appear very logical. Tal chooses another continuation, which leads to a position which is rather unusual for the Nimzo-Indian Defence.

7	...	BPXP
8	PXB	PXN
9	NPXP	

In my game against Padevsky from the same tournament, I had played 6 B-Q3 (instead of 6 B-K2), and so was unable to capture on B3 on account

of 9 ... PXP 10 BXBP QXQch 11 KXQ N-K5. I was forced instead to sacrifice a pawn by 9 P-B5.

9 ... Q-B2
10 Q-N3 B-Q2



11 B-N2

Here I could have played 11 PXP PXP 12 P-B4, obtaining a minimal positional advantage. But this did not satisfy me – I was seeking the maximum advantage possible. In general, my opening tactics in this tournament consisted of striving for the initiative with White, and as Black – trying not to get into dubious positions, playing for equality, and only then looking for ways to win. This is what Emanuel Lasker used to recommend.

11 ... R-B1
12 PXP

After the game, Tal suggested for White 12 P-B5 P-QN3 13 P-B4 NPXP 14 BXN PXB 15 BPXP, and perhaps he was right. In the subsequent play I did not succeed in gaining an advantage.

12 ... PXP
13 O-O

13 R-QB1 was probably better, aiming for the thematic P-QB4. Black

could have prevented this only by 13 . . . P-QN4, which would have caused him new problems.

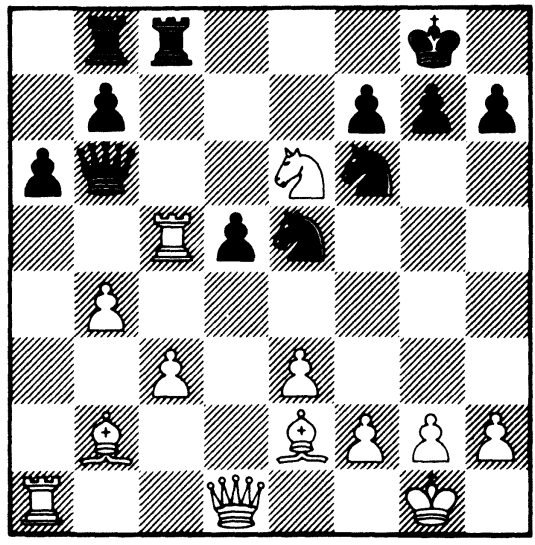
13	. . .	B-K3
14	N-Q4	QN-Q2
15	R-R5	

It is not clear how this position should be assessed. In Wijk aan Zee I moved a rook onto the fifth rank on four occasions.

15	. . .	P-QR3
16	KR-R1	QR-N1

17 P-N5 was threatened.

17	Q-Q1	N-K4
18	R-B5	Q-N3
19	NXB	



The critical position. White made this exchange since he could not see any way to strengthen his position. But the exchange should not have brought him any benefits. If Tal had now recaptured with his queen, White could hardly have counted on gaining an advantage: his bishops have no space in which to operate.

19	. . .	PXN?

A mistake which leads to a strategically lost position.

20 P-QB4!

A move which had escaped Tal's attention. If now 20 . . . RXR, then 21 BXN R(B4)-B1 22 BXR RXB 23 Q-N3, with a positional advantage for White.

20	. . .	NXP
21	BXN(B6)	PXB
22	BXN	PXB
23	Q-N4ch	K-R1
24	Q-Q4	Q-Q1
25	QXQBP	RXR
26	PXR	

As a result of a small tactical operation, White has gained a great advantage. Black's pawns are weak, and his king does not have a safe shelter. In my opinion, 26 . . . Q-Q4 was now the best chance for Black, reconciling himself to an inferior ending with certain drawing chances.

26	. . .	Q-Q2
27	Q-B4	R-KB1
28	P-R4	Q-Q4
29	R-N1	P-K4
30	Q-B5	P-QR4

Black 'hints' that he too has his trumps, but White's are higher in value . . .

31	R-N6	P-R5

Black's only counter-chance.

32 R-Q6

Not, of course, 32 RXBP RXR 33 QXRch K-N1, when the QRP is very dangerous.

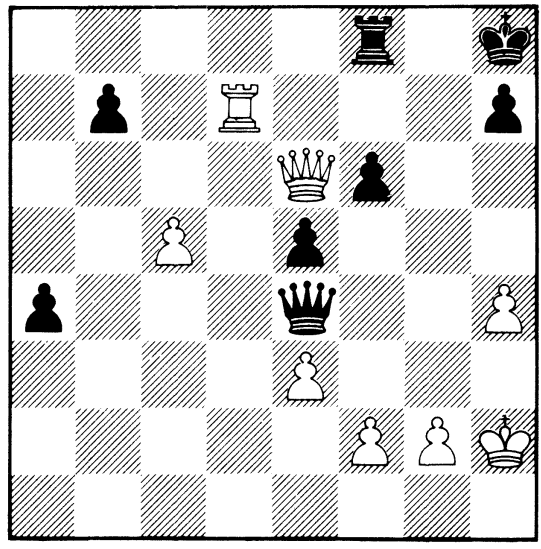
32	. . .	Q-B2

32 . . . QXBP fails to 33 R-Q7.

33	**R-Q7**	**Q-N3**
34	**Q-K6**	**Q-N8ch**

Tal was in time trouble, and 34 . . . P-R6 35 RXNP R-R1 36 P-R5! Q-R3 37 Q-Q6 seemed to him too dangerous.

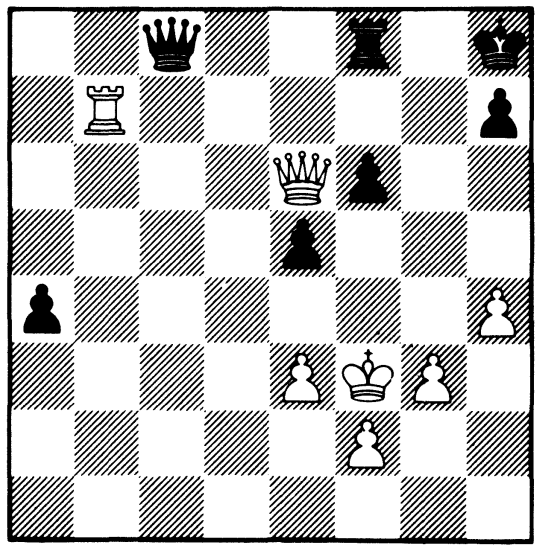
35	**K-R2**	**Q-K5**



Up till this point I had played well, but here I missed the chance to decide the game in my favour either by 36 R-Q4 Q-N3 (36 . . . Q-B7 37 Q-K7) 37 RXP, or by 36 K-R3 Q-N8 37 R-Q8! RXR 38 QXBPch K-N1 39 QXRch, followed by 40 Q-Q7ch and 41 QXQRP.

36	**P-N3**	**Q-B7**
37	**K-N2**	**Q-K5ch**
38	**K-B1**	**Q-N8ch**
39	**K-K2**	**Q-B7ch**
40	**K-B3**	**QXQBP**
41	**RXNP**	**Q-B1**

Here the game was adjourned. I thought over my sealed move for some 20 minutes, and, as often happens, sealed a move which was not the strongest. I could have won by 42 Q-K7 Q-KB4ch 43 K-N2 R-KN1 44 R-N6 R-N2 45 R-N8ch R-N1 46 R-KB8! P-R6 47 RXP or 47 QXQRP.



42	R-Q7	Q-K1

Tal makes a mistake in return. White's task would have been much more complicated after 42 . . . Q-R1ch and then 43 . . . Q-K1. E.g. 43 P-K4 Q-K1 44 QXQ RXQ 45 R-R7 P-R4 46 RXP K-N2.

43	QXQ	RXQ
44	R-R7	R-QN1
45	P-R5	K-N1
46	RXQRP	R-N2

Black's best chance here was 46 . . . R-N7.

47	K-N4	K-N2
48	R-R2	K-R3
49	K-B5	R-N3
50	P-K4	R-B3
51	P-B4	PXP
52	PXP	R-B4ch
53	KXP	KXP
54	P-K5	K-N5
55	P-B5	P-R4
56	R-R4ch	K-N6
57	P-K6	P-R5
58	P-K7	R-B1
59	K-B7	Resigns

Game 40
Korchnoi - Gheorghiu
Match Leningrad - Bucharest 1968
Slav Defence

1	P-Q4	P-Q4
2	P-QB4	P-QB3
3	N-QB3	N-B3
4	P-K3	P-KN3
5	N-B3	B-N2

Black chooses the solid Schlechter Variation.

6	B-K2	O-O
7	O-O	QN-Q2
8	B-Q2	

White can obtain a minimal advantage by 8 PXP PXP, but I decided to restrict myself to a modest waiting move.

8	...	PXP

The effusive Gheorghiu wishes to equalize immediately, but this cannot be done so simply, and at any rate not so quickly.

9	BXP	P-B4
10	Q-K2	

Not, of course, 10 P-Q5, on account of 10 . . . N-N3.

10	...	PXP
11	PXP	N-N3
12	B-N3	

Here and on the following move the advance . . . P-QR4 was worth considering, so as to provoke a weakening of White's Q-side pawns. This manoeuvre would have given Black concrete counter-play.

12	...	B-N5
13	QR-Q1	P-K3

14 B-N5 Q-Q2
15 P-KR3 BXN
16 QXB N(N3)-Q4

If 16 . . . N(B3)-Q4, then 17 N-K4.

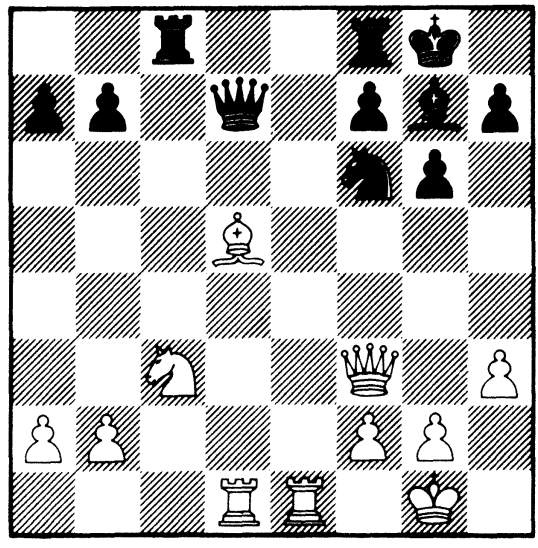
17 KR-K1

White has maintained a slight advantage. Black's occupation of his . . . Q4 square is insufficiently secure, so that he has to keep a watch on events in the centre of the board.

17 . . . QR-B1

As subsequently becomes clear, 17 . . . QR-N1 was preferable.

18 BXN(B6) NXB
19 P-Q5! PXP
20 BXP



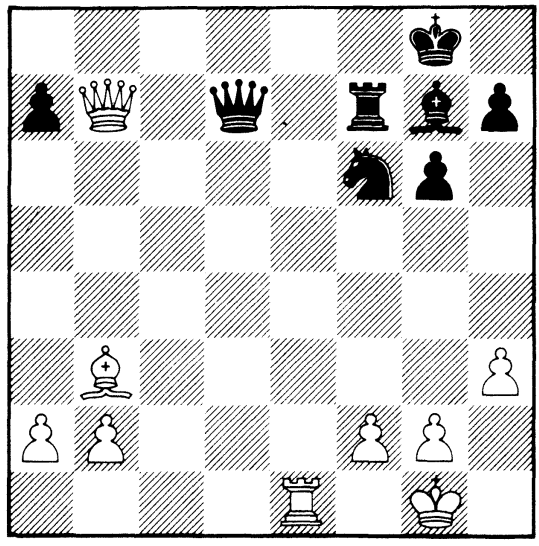
Black's position begins to give cause for alarm. 20 . . . NXB 21 NXN is bad here, since in view of the threats of 22 N-B6ch and 22 N-K7ch, Black loses the exchange. At the same time Black's QNP is hanging. This is why he should have played . . . QR-N1 on move 17. The best defence now for Black was 20 . . . Q-B2, on which I was planning to continue 21 N-N5 Q-N3 22 N-Q6 QR-Q1 23 BXBPch RXB 24 NXR KXN (24 . . . RXR 25 RXR KXN 26 R-Q7ch) 25 RXR QXR 26 QXPch. I considered this position to be in my

favour, since in an open position a rook and two pawns are stronger than two minor pieces.

20	...	R-N1
21	B-N3	Q-B2
22	N-N5	Q-N3
23	N-Q6	QR-Q1?

This leads to Black's immediate defeat. But after the superior 23 ... Q-B2 White still has every chance of winning, either by 24 NXBP RXN 25 Q-K3 (with the threats of 26 Q-K7 and 26 QXP), or by the simple 24 R-Q2 followed by 25 R(K1)-Q1.

24	NXBP!	RXN
25	RXRch	QXR
26	QXP	Q-Q2



27	R-K7!	Resigns

Gheorghiu, young and impressionable, was most upset by the outcome of this game, and, unable to conceal his disappointment, even rushed out of the tournament hall.

Game 41
Korchnoi - Reshevsky
Candidates' Quarter-Final 1968, 4th Match Game
Reti Opening

1	N-KB3	N-KB3
2	P-KN3	P-Q4
3	B-N2	P-B3
4	P-N3	B-B4
5	B-N2	P-K3
6	O-O	B-K2
7	P-Q3	P-KR3
8	QN-Q2	

I chose this system of development several times in the 32nd USSR Championship (e.g. in the games against Lutikov and Sakharov), which was, of course, well known to Reshevsky. "But why prepare" – he evidently thought – "when there is the sound defensive scheme suggested by Lasker?".

However, Reshevsky failed to notice that White has refrained from playing P-QB4, so that he can choose between various plans, and in particular, prepare the advance P-K4. In this case the position of the black pawn at . . . QB3 will seem not altogether logical.

8	. . .	O-O
9	Q-K1	

9 R-K1 is 'cleaner', but in certain cases the rook may be well posted at KB1.

9	. . .	QN-Q2
10	P-K4	B-R2
11	Q-K2	P-QR4
12	P-QR4	

In my game with Bikhovsky (33rd USSR Championship) I played 12 P-QR3.

12	. . .	Q-N3

12 . . . P-QN4? would have lost a pawn to 13 N-Q4 Q-N3 14 KPXP,

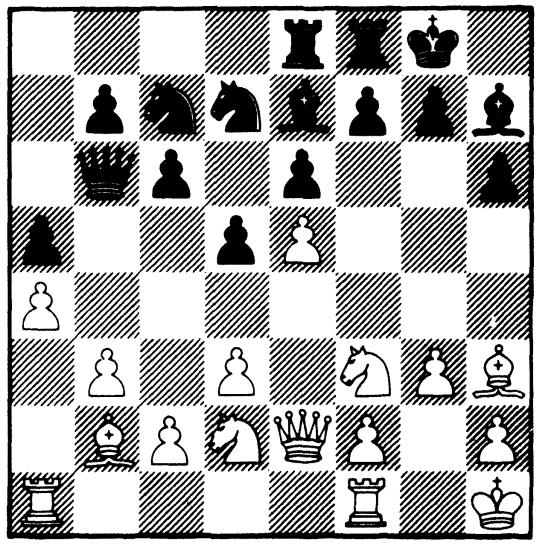
when the bishop at ... K2 is 'hanging'. 12 ... PXP 13 PXP N-B4 was possible, but White's position is nevertheless more promising.

12 ... Q-N3, which was criticized as being planless, is not in fact all that bad. The idea behind it is quite clear: Black unites his rooks, which will be of no small significance for the defence of his K-side, and initiates some sort of play on the Q-side, attempting to 'filter through' with his queen along the black squares.

13 P-K5

Perhaps White should have kept his opponent 'in the dark' by playing the preparatory 13 K-R1. Black could not then have replied 13 ... QR-K1, on account of 14 P-K5.

13 ... N-K1
14 B-KR3 N-B2
15 K-R1 QR-K1



16 N-R4 P-B3

The natural reaction to the threatened P-KB4-B5. The dangers to Black of the developing attack are illustrated by the following possible variation: 16 ... BXN 17 PXB P-B3 18 PXP NXP 19 R-KN1 B-B4 20 Q-B3 BXB 21 BXN R-K2 22 BXP RXQ 23 B-Q4ch, with a winning position.

17 PXP BXBP

18 BXB RXB
19 P-KB4 Q-B4
20 N(Q2)-B3 Q-B6

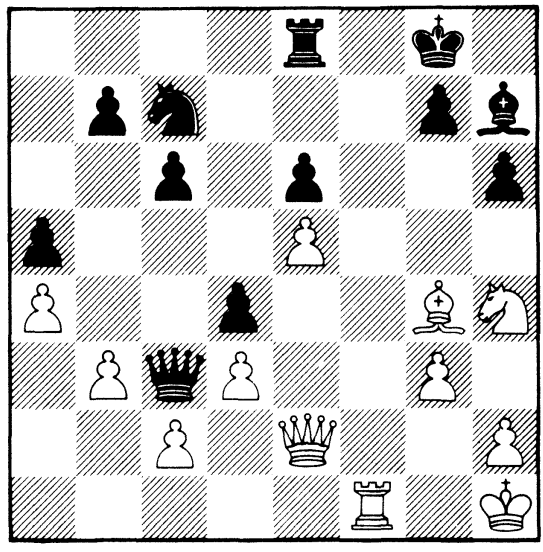
Preparing . . . P-Q5, which would not have been good straight away on account of 21 Q-B2.

Black has all the same gained some counter-play, so that the queen move on move 12 was quite justified. Nevertheless, the advantage is on White's side – the bishop at . . . KR2 is 'unemployed'.

21 B-N4 P-Q5
22 N-K5 NXN
23 PXN RXRch

Reshevsky strives to go only forward, although 23 . . . R(B3)-B1 was without doubt sounder, and if 24 B-R5, then 24 . . . R-Q1.

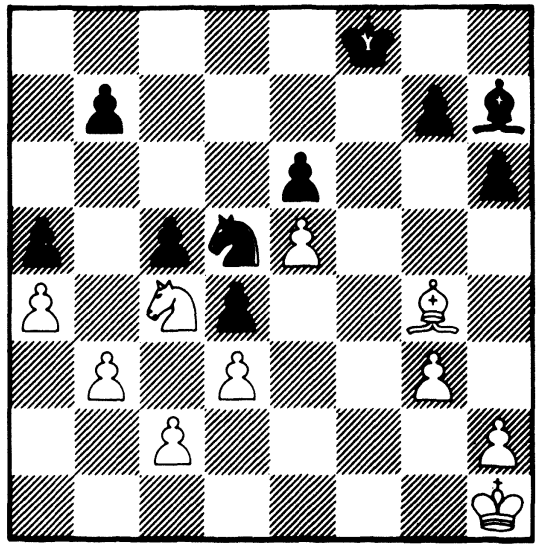
24 RXR



24 . . . Q-B4?

After this move Black is condemned to passive defence. He should have continued 24 . . . R-KB1, not fearing the attack 25 RXRch KXR 26 Q-B2ch K-K2 27 B-R5, since he then reveals his trumps by 27 . . . N-Q4!. E.g., 28 Q-B7ch K-Q1, and now it is Black who threatens an attack by 29 . . . Q-K8ch and 30 . . . N-K6ch.

25	Q-B2!	R-KB1
26	QXRch	QXQ
27	RXQch	KXR
28	N-B3	P-B4
29	N-Q2	N-Q4
30	N-B4	



30	. . .	N-N5?

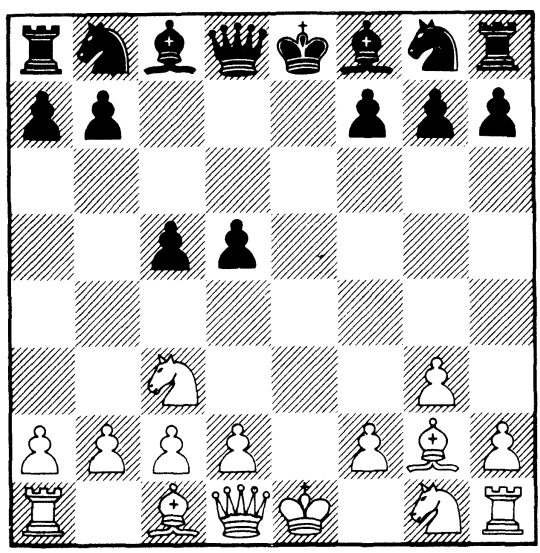
It is only this move that loses. There was one way for Black to put up a defence – 30 . . . K-K2!, so as to answer 31 NXP by 31 . . . N-K6 32 B-B3 P-QN3!, with good chances of a draw.

31	NXP	NXBP
32	NXP	P-B5
33	NPXP	BXP
34	N-B5!	BXP
35	BXP	BXB
36	NXBch	K-K2
37	N-B5	N-N5
38	P-R5	N-B3
39	P-R6	K-Q1
40	K-N2	P-N3
41	P-K6	K-K2
42	K-B3	K-Q3
43	K-K4	P-N4
44	P-N4	Resigns

Game 42
Spassky - Korchnoi
Candidates' Final 1968, 5th Match Game
Sicilian Defence

1	P-K4	P-QB4
2	N-QB3	P-K3
3	P-KN3	P-Q4
4	PXP	PXP
5	B-N2	

It is time to speak in more detail about this opening, especially since this was already the second time that it had occurred in the match.



Those hoping to find this position in opening books are likely to be disappointed. There is only the slightly similar variation 1 P-K4 P-QB4 2 N-QB3 N-QB3 3 P-KN3 P-K3 4 B-N2 N-B3 5 KN-K2 P-Q4 6 PXP PXP 7 P-Q4!, which according to theory gives White the advantage.

The idea of modernizing this old variation belongs to V. Osnos. Black advances . . . P-Q4 earlier than in the book line, and the opponent is unable to meet this in the necessary way. Thus in the game, White could have played P-Q4 on move 5 or 6, but he would then have had to recapture on Q4 with his queen, which would have helped Black to develop his pieces. After 5 P-Q4 PXP 6 QXP N-KB3 7 B-N5 B-K2 8 O-O-O N-B3 9 Q-QR4 B-K3, or even 9 . . . O-O, the QP must fall, but Black gets good counter-play based on his better development, and the slightly uncomfortable position of the white queen.

It is useful to compare this variation with the following play for White:

1 P-K4 P-K4 2 N-KB3 N-QB3 3 P-Q4 PXP 4 P-B3 P-Q4 5 KPXP QXP 6 PXP B-KN5 7 B-K2 O-O-O etc.

In connection with this opening system, it is of interest to consider the following possibility: 3 KN-K2 N-QB3 4 P-KN3 P-Q4 5 PXP PXP 6 P-Q4 B-N5!. There is only a slight difference compared with the position in the diagram, but this is in Black's favour, since he already threatens . . . NXP, and answers 7 PXP with 7 . . . B-B6 8 R-KN1 BXP, with an excellent position (7 B-K3! is correct, leading to a complicated game).

Thus, if one takes into account the fact that in the 3rd and 5th games of the match Black obtained an excellent game from the opening, it can be considered that the problem of the Closed Variation of the Sicilian Defence has been radically solved. But nevertheless, I suspect that there will be few supporters of this method of development; after all, the drawback to the system is clear – in his initial moves Black does not prevent his opponent from transposing into an open game, into the 'Scheveningen' . . .

5 . . . N-KB3

Stronger than 5 . . . P-Q5. After 6 N-Q5 B-Q3 Black stands well, but the preliminary 6 Q-K2ch! followed by 7 N-Q5 hinders his development somewhat.

6 KN-K2 P-Q5

Seizing space, and obtaining at least an equal game.

7 N-K4 NXN
8 BXN N-Q2

8 . . . B-Q3 followed by 9 . . . O-O was perhaps the strongest plan, only then determining the position for the knight – . . . QB3 or . . . KB3.

9 P-Q3

In the opening, Spassky, as usual, limits himself to developing moves. 9 O-O N-B3 10 B-N2 B-Q3 11 P-QB3 was more active, when in the event of 11 . . . P-Q6, 12 N-B4 BXN 13 Q-R4ch B-Q2 14 R-K1ch K-B1 15 QXB(B4) is strong. True, the threat to win Black's QP proves to be illusory – 11 . . . O-O 12 PXP PXP 13 NXP BXP 14 RPXP QXN 15 P-Q3 N-N5 or 15 . . . R-Q1. But the simple 13 P-Q3 gives White an equal game, in view of the weakness of Black's QP, which sooner or later will have to be defended . . .

9 . . . N-B3

Black ignores the threat of B-N5; the exchange of bishop for knight is not particularly advantageous to White.

10 B-N2 B-Q3
11 O-O O-O
12 B-B4

Played after lengthy consideration. Spassky evidently realized here that his position was inferior, and was outlining a plan of defence. The first problem – that of developing his Q-side pieces – is not easily solved. It is for this reason that Spassky avoids the natural move 12 R-K1 – the queen's rook has to go to K1! But the move in the game is inaccurate; 12 P-KR3 was more precise, when Black would be unable to deploy his forces as quickly as he does in the game.

I should like to mention one further detail. Here, many players would have moved the QBP forward one or two squares. I suspect that Spassky did not consider this seriously at all, since after . . . PXP(e.p.) White's Q-side pawn structure is clearly weakened.

12 . . . B-N5!

By the threat of . . . BXN followed by . . . BXB, Black forces his opponent to exchange bishops, which assists the harmonious development of Black's forces.

13 BXB QXB
14 P-KR3

White plays this part of the game unsurely. The bishop at . . . N5 was not all that actively placed, and he could have continued according to the projected plan: Q-Q2, QR-K1 followed by K-R1 and N-N1-B3. Now he gets into difficulties.

14 . . . B-Q2
15 N-B4 KR-K1
16 Q-Q2 B-B3
17 QR-K1

White has finally carried out his plan, but Black has mobilized his forces

more effectively, and with his next move starts to create tactical threats.

17 ... N-Q2!

The black knight is significantly more active than its opposite number, and now plans to penetrate to ... KB6 via ... K4.

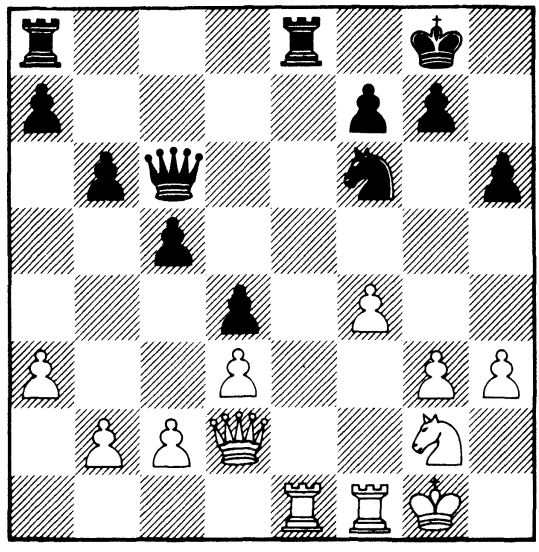
18 BXB QXB
19 N-N2 P-KR3

The threat is 20 ... N-K4 21 N-R4 P-KN4 22 P-KB4 PXN 23 PXN PXP. Even if White should succeed in winning the KNP, he will still stand worse in view of the weakness of his KP.

20 P-KB4

Bondarevsky considers this move to be a serious mistake, and asserts that after it Black gains a real advantage. He advises 20 RXRch RXR 21 R-K1 N-K4 22 K-B1. Indeed, in this case it is difficult for Black to increase the pressure. For instance, the attempt to win by tactical means – 22 ... Q-K3, leads after 23 Q-K2 (23 Q-Q1 is also possible) 23 ... QXKRP 24 P-KB4 P-B3 25 K-N1 QXP 26 PXN RXP 27 Q-B2 to an unclear ending. Other moves, such as 22 ... R-K2, are answered by 23 Q-B4, consolidating the position.

20 ... N-B3
21 P-R3 P-QN3



Black has a certain advantage in space, and White's K-side pawn weaknesses can cause him a lot of trouble. But how is Black to play, how is he to increase his advantage? He can always go into a superior knight ending (but is this ending won?), but it is difficult to achieve anything more. Now he attempts to cramp his opponent on the Q-side, by advancing his pawn to . . . QR5. But even this is not easy to effect – at the same time he has to keep an eye on the K-file, and on the possibility of threats by White on the K-side.

22 Q-B2 P-QR4
23 P-KN4

In attempting to hinder the opponent from carrying out his plan, White further weakens his K-side pawn position, but sets Black an awkward problem: P-N5 is threatened, where should he retreat the knight to after this? At . . . KR2 or . . . Q2 it will be out of play, while on the natural . . . N-Q4 there follows Q-B3, when Black has to agree to the weakening of his castled position after PXP PXP. This was roughly the course of my thoughts during the game.

After lengthy consideration, being unable to find a more energetic plan, I decided to simplify.

23 . . . RXR

Nevertheless, I could have played 23 . . . P-R5 24 P-N5 N-Q4 25 Q-B3 QR-Q1 26 RXRch (26 PXP RXR 27 RXR QXP) 26 . . . RXR 27 PXP PXP, with advantage to Black!

24 RXR R-K1

Some critics suggested 24 . . . P-R5, but then White could gain serious counter-play by 25 P-N5 N-Q4 26 Q-B3 R-Q1 27 R-K5, or 25 . . . N-R2 26 P-R4 Q-N4 27 Q-B3 R-KB1 28 R-K7 QXNP 29 P-N6.

25 RXRch QXR

Or 25 . . . NXR 26 Q-K2 followed by N-R4, and the white pieces become more active.

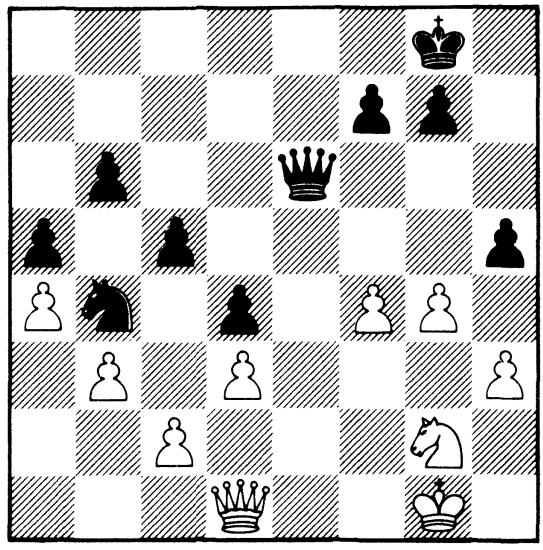
26 Q-B3 Q-K3

If here 26 . . . P-R5, then 27 Q-N7, when White is the first to attack the enemy pawns, which are not easy to defend. On 27 . . . Q-N4 he can play 28 P-N5 N-R2 29 P-N6 PXP 30 Q-Q5ch K-B1 31 Q-Q8ch K-B2 32 Q-Q5ch K-K1 33 Q-K5ch etc.

27 P-N3 N-Q4
28 P-QR4

Thus Black has not succeeded in advancing his pawn to . . . R5, but he still has an appreciable advantage.

28 . . . N-N5
29 Q-Q1 P-R4?



Despite the occasional inaccuracies committed, I consider my play in the middle stage of this game to be my best achievement in the match. But I wasn't quite able to complete the strategic picture – at the decisive moment I failed to display the necessary know-how. What was the problem facing Black? I will allow myself to quote Bondarevsky: "White's pieces are tied to the weakness at QB2, but a single weakness he is able to defend. Korchnoi was faced with the problem of starting play on the K-side, so as to create a new weakness in the enemy position."

I realized that the move of the KRP appeared too routine to be the best, But I rejected 29 . . . P-KN4 on account of the concrete variation 30 Q-Q2 P-B3 31 Q-K1!, when White neutralizes his opponent's advantage. But the best move – 29 . . . P-B4 (suggested by Flohr) completely escaped my notice!

The point of the move is not only that after the exchange on N4 White's KBP and KNP will be further weakened: also of considerable importance is the fact that, after the exchange of queens, Black can create an ouside passed pawn by . . . P-N3 and . . . P-R4.

30	K-R2	PXP
31	PXP	P-N3

There was no real necessity for this move.

32	P-N5!	

Now the pawn position is fixed on both wings, and a draw becomes the most probable result.

32	. . .	K-B1
33	K-N3	K-K2
34	Q-Q2	N-Q4

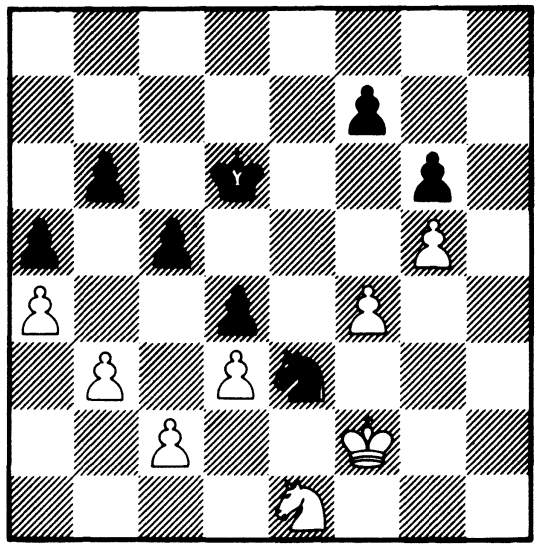
In time trouble, Black allows the queens to be exchanged. More accurate was 34 . . . K-Q3 35 N-K1 N-Q4 36 N-B3 Q-K6, or 36 N-N2 K-B3 37 Q-K1 QXQch 38 NXQ P-N4! 39 N-B3 PXP 40 PXP N-N3, when Black creates an outside passed pawn, and White will have to play resourcefully to save the half point.

35	Q-K1	QXQch
36	NXQ	K-Q3
37	K-B3	K-K3
38	N-N2	N-N5
39	N-K1	K-B4
40	K-N3	N-Q4
41	N-N2	

Here White had an opportunity to lose brilliantly: 41 N-B3 – an attempt to create 'perpetuum mobile' – 41 . . . NXP 42 N-R4ch KXP 43 N-B3ch K-B4 44 N-R4ch K-B3! and wins.

41	. . .	N-K6
42	N-K1	N-Q4
43	N-N2	N-K6

44 N-K1 K-K3
45 K-B2 K-Q3



Adjournment analysis showed the position to be drawn. Black's chances lie on the Q-side, where the advance . . . P-N4 is possible. But against correct play there is no possibility of a successful Q-side break-through, because of White's counter-play against Black's K-side pawns.

However, Black's last move (45 . . . N-Q4 was correct) allows the position to be irrevocably blocked.

46 P-B4!

I had overlooked this move in my adjournment analysis.

46 . . . K-K3
47 N-N2 N-Q8ch

The attempt to win a pawn by . . . N-B7-R8XP would have led to the knight being trapped.

48 K-B3 N-B6
49 N-R4 N-R7
50 K-K2 N-N5
51 K-Q2 Drawn

Game 43
Larsen - Korchnoi
Palma de Mallorca 1968
Queen's Gambit

(The brilliancy prize was shared by three(!) players: myself for my win against Larsen, and Medina and Toran, for their draw against each other.)

1 P-QB4 P-QB4

In my opinion, the opening does not play a particularly important role if both players are eager for a full-blooded struggle. Larsen has demonstrated his ability to 'join battle' even in the exchange variation of the French Defence. In the present game we were both prepared for a fight . . .

2 N-KB3 N-KB3
3 N-B3 P-Q4
4 PXP NXP

Allowing White the opportunity to make the old move 5 P-K4, which is considered to give him the advantage.

5 P-K3 P-K3
6 P-Q4 N-QB3
7 B-Q3 B-K2
8 O-O

In this tournament Larsen had twice played against an isolated QP, and obtained 1½ points; he won against Gheorghiu, while Gligoric with difficulty gained a draw. In this position Black normally exchanges pawns, and himself plays against an isolated pawn. I was not sure how Larsen would react in such a situation (after all, it is not the same thing to play with and against an isolated pawn), but I knew that for important games he tended to find interesting ideas. I wanted to avoid any possible prepared variation, and so instead of 8 . . . PXP I played

8 . . . **O-O**
9 P-QR3

Here 9 R-K1 was a good move for White.

9 ... NXN

I very much wanted to 'punish' Larsen for playing 9 P-QR3 and to show that after this exchange it was a waste of time. But it is the punisher who is punished, since White's pawn centre is strengthened, and he is presented with a clear plan of attack on the K-side.

10 PXN B-B3

Hindering the advance of P-K4.

11 R-N1

A rather weak move. Larsen considers that it is impractical to think for a long time in the early stages of the game, even if the position is new to him. And yet he should spend time on solving problems, even if they arise from the very first moves, since as yet he has no great feeling for the choice of correct plan. This is the case here. Black hinders the advance P-K4 – and Larsen decides to abandon this plan. And yet he could have achieved his aim by B-N2, B-B2 etc.

There are also other ideas for White in this position. E.g. 11 P-QR4, with the threat of 12 B-R3. If 11 ... PXP, then 12 BPXP, and White stands better. I would probably have played 11 ... R-K1, so as to answer 12 B-R3 with 12 ... PXP 13 BPXP P-K4 14 P-Q5 P-K5 with some hopes of equalizing. But instead of 12 B-R3 White can play 12 B-K4. This is stronger, since it prevents both 12 ... P-K4, on which there follows 13 P-Q5, and 12 ... P-QN3. By then playing B-R3, White would have gained the advantage.

All this I established in analysis after the game. Of course, during the game I realized that it was dangerous to play 9 ... NXN, but surely one can take a risk now and then?! In my opinion, such decisions are normally justified, since the opponent requires time to solve the problems arising, and at the board his time is strictly limited.

11 ... P-KN3
12 B-K4 Q-B2
13 P-QR4 P-N3

Now Black has everything in order. He answers B-R3 with the set-up ... B-R3, ... QR-Q1 and ... N-R4, when he cannot be forced to play ... PXP. All he has to do is to ensure that White does not play P-K4.

14 P-R5

This move surprised me, and I straight away offered a draw. Why? Because lines are opened, and the prospects for 'play' are reduced. White can no longer attack on the K-side, so he has to devote his attention to the Q-side. And this foreshadows exchanges.

Instead of 14 P-R5, White had the move 14 Q-K2, preventing Black from developing his bishop at . . . QR3. Black would then have had to play 14 . . . B-Q2 (14 . . .B-QN2 15 PXP PXP 16 Q-N5) and after 15 N-K5 – 15 . . . B-K1. Although the white knight has nothing to do at K5, White's position is the more attractive . . .

"Are you playing for a win?" I asked, and Larsen replied "Yes!" so confidently that one might have thought that he was reproaching me for having had any doubts about his intentions.

14 . . . B-R3
15 RPXP

Larsen evidently feared that on 15 R-K1 Black would reply 15 . . . P-QN4. But this is the sort of move one should try to lure one's opponent into, rather than be afraid of.

15 . . . RPXP
16 R-K1

Here I felt the desire to make a move which would be psychologically unpleasant for Larsen after he had played 15 RPXP . . .

16 . . . R-R2

I realized that this move was weak, and I only made it so as to give Larsen the uncomfortable feeling that he had committed a mistake.

16 . . . QR-N1 was objectively stronger, since the fewer the functions the strongest piece (the queen) has, the better. From . . . QN1 the rook would defend the QNP, freeing the queen from this duty. In addition, the co-ordination of the black rooks would have been maintained. From . . . QR2 the rook can simply do nothing except penetrate to . . . QR7, which is only an ambitious dream. It is a different matter that, due to a mistake by Larsen, this dream was fulfilled. And, in fact, Larsen's reply to my weak move was equally weak.

17 P-R4

After the game, Larsen said that he considered this move to be the initial cause of his defeat: White loses two tempi. After 17 B-Q3 the position would have been approximately level. But firstly, I had only just offered a draw, and Larsen, not wishing to play an equal position, was striving for the initiative, and secondly, with this move White attempts to increase his 'living space': after all, he has been unable to effect the advance P-K4.

17 ... R-Q1
18 P-R5 N-R4
19 N-Q2 B-KN2

As long as the white knight was at KB3, the bishop had to remain at ... KB3 so as to guard the square ... KN4. The knight has retreated, so the bishop also retreats.

20 RPXP RPXP
21 Q-B3

Black already stands better, and this queen move is not dangerous for him.

Here I considered the continuation 21 ... P-K4 22 P-Q5 (22 (PXKP BXP) 22 ... P-B4 23 B-B2 P-K5 24 NXP PXN 25 BXP, and rejected it, since Black's king is exposed, and it is difficult to say whether or not his extra piece will play its part. (Back at home I found a simpler method of play for White: 23 Q-N3, when he subsequently wins the QNP.) Therefore I decided to transfer my knight to ... Q3.

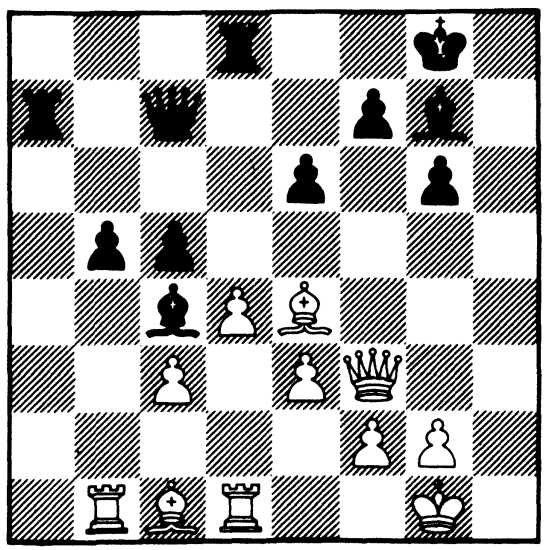
21 ... N-B5

I should of course have played 21 ... N-N2 and then ... N-Q3, with the advantage. I was probably thinking subconciously that in my tournament position a draw would also be satisfactory, and so I made an inferior move.

22 NXN BXN
23 R-Q1 P-QN4

The position is practically level. It is true that Black has the opportunity to strengthen his position by ... R-R7, but Larsen could have avoided any

difficulties by the simple 24 B-Q3. Due to his faulty strategy – that of keeping his white-squared bishop since the majority of the black pawns are on white squares – Larsen avoids making the best move.



24 B-Q2? R-R7

Now White's position is hopeless. On 25 R-R1 there follows 25 . . . Q-R4, while both 25 . . . Q-R4 and 25 . . . P-K4 are threatened, and the bishop at Q2 cannot move (25 B-K1 B-K7).

25 B-B6 Q-R4

26 BXP BXB 27 P-B4 clearly fails to 27 . . . RXB. But suppose White were to play 26 P-K4 PXP 27 B-N5 R-QB1 28 RXQP.? This could prove devastating. Therefore I decided to answer 27 B-N5 by 27 . . . B-K7 28 BXR QXB etc.

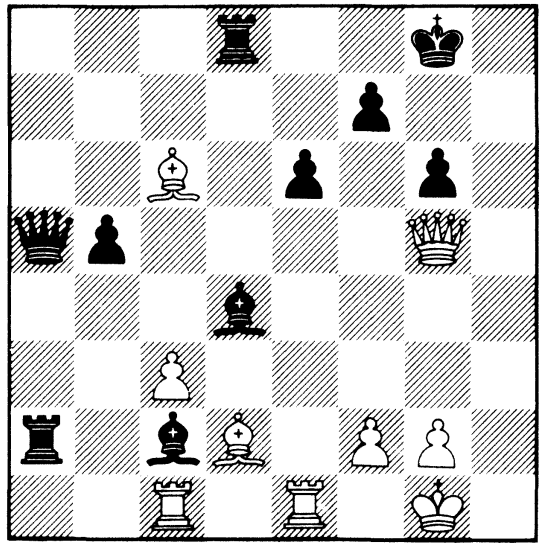
26 Q-N4

Here Black could have played either 26 . . . P-K4, or 26 . . . PXP 27 KPXP BXP 28 PXB RXB, winning a pawn, but I wanted to capture the pawn under more favourable conditions.

26 . . . B-Q6
27 QR-B1 B-B7
28 R-K1

Or 28 R-B1 B-B4 29 Q-K2 PXP.

28	...	PXP
29	KPXP	BXP
30	Q-N5	



30	...	BXKBPch
31	KXB	RXBch
32	K-N1	

After 32 QXR B-K5 White has to give up his queen. Larsen could have resigned here, but from inertia he made his answering move, and then played on to mate, thus provoking the following suggestion from one of the spectators: if a player does not resign at the appropriate moment, he should be obliged to play on to the end and be mated!

32	...	QXP
33	QXQNP	Q-Q5ch
34	K-R1	Q-KR5ch
35	K-N1	B-K5
36	Q-N8ch	K-R2
37	BXB	RXPch
38	BXR	Q-B7ch
39	K-R1	QXB mate

Game 44
Kovacs - Korchnoi
Sarajevo 1969
French Defence

1 P-K4 P-K3
2 P-Q4 P-Q4
3 PXP

In making this move, White as it were announces that he is thinking only of a draw. The Exchange Variation, which gives the pawn structure a symmetrical character, was often chosen by the opponents of Alekhine, Nimzowitsch, Botvinnik and Petrosian, but they did not all succeed in drawing . . .

3 . . . PXP

The open K-file foreshadows exchanges and a quick draw. This is what the authors of opening books assert. But there are few concrete variations to support this conclusion, and this is an important advantage in Black's favour. Modern opening theory helps the weak, strange as it may seem. One can learn and even understand a variation without having a high chess qualification, but true strength manifests itself in positions which have been studied little or not at all . . .

In playing 3 PXP, White, in contrast to the positions in fashionable variations, quickly moves away from the well-trodden paths. As early as the next few moves, he is forced to think for himself, and this, as is well known, is the most difficult . . .

4 B-Q3 N-QB3

Without doubt stronger than the routine 4 . . . B-Q3: White has to defend his QP. On 5 N-KB3, 5 . . . B-KN5 is possible, and on 5 N-K2 – 5 . . . N-N5. Meanwhile, 5 P-QB3 disturbs somewhat the symmetry of the pawn structure, which White has been striving so hard for.

5 P-QB3 B-Q3
6 Q-B3

There was not a great deal of choice. Apart from the move made, White

could have brought out his king's knight. In his time, Nimzowitsch used to recommend Black to answer N-B3 by . . . KN-K2, and N-K2 by . . . N-B3. In Alekhine's opinion, a good rejoinder to 6 N-K2 is 6 . . . Q-R5 or 6 . . . Q-B3.

After the move made, Black again has the chance to carry out an Alekhine manoeuvre.

6 . . . QN-K2

Black moves an already developed piece for the second time! The point here is not in a breaking of the symmetry – it is worth trying to exploit the early development of White's queen.

7 B-KB4

From the point of view of playing for simplification, this is consistent. But 7 B-KN5 was stronger, hindering the development of Black's king's knight. To this I was intending to reply 7 . . . P-KR3 8 B-R4 B-K3, preparing Q-side castling.

7 N-K2 was also better than the move played, and on 7 . . . N-KB3 – 8 B-KN5.

7 . . . N-KB3
8 P-KR3

White wishes to prevent . . . B-KN5, but in doing so loses time. However, after the natural 8 N-K2 B-KN5, his queen would be somewhat uncomfortable placed. On K3 it could be open to attack along the K file, while on 9 Q-N3 he would have to reckon with 9 . . . BXN 10 BXB(K2) BXB, followed by 11 . . . O-O and . . . N-N3, as well as with the sharper 10 . . . N-K5.

8 . . . BXB

This exchange must be made immediately, since otherwise after 9 N-K2 White can recapture with the knight.

9 QXB O-O
10 N-K2 N-N3
11 Q-R2?

The first original move, but alas, a weak one. However, White was already experiencing certain difficulties. In fact, he even may have considered exchanging off his bishop (11 BXN).

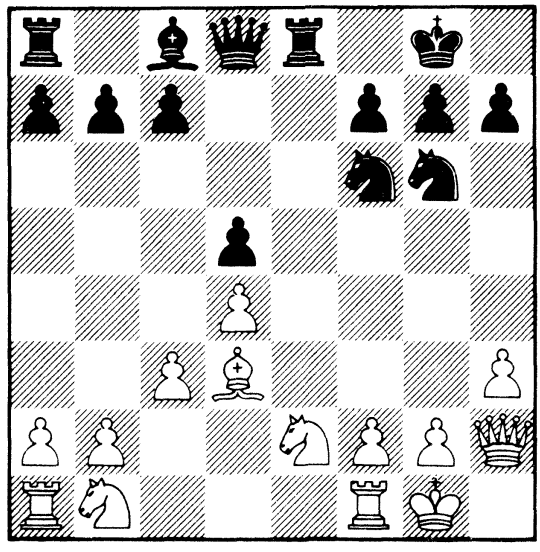
On the apparently natural 11 Q-B3, 11 . . . N-R5 is strong, while after 11 Q-B1 Q-Q3 12 O-O N-R4 Black has chances of active play on the K-side. On 13 N-Q2 he replies 13 . . . N-R5!.

11 Q-N5 was most probably the strongest, and only on 11 . . . P-KR3 – 12 Q-B1. After the black pawn has moved from . . . KR2, White has the positional threat of BXN.

11 . . . R-K1

11 . . . Q-K2 was more accurate.

12 O-O



12 . . . B-B4!
13 BXB

Probably the decisive mistake, and this as early as the 13th move. This is what it means to play a little-studied opening! 13 N-B1 was correct. In this case White's position is defensible after 13 . . . BXB 14 NXB R-K7 15 N-R3. It should be mentioned that if Black had made the more accurate move 11 . . . Q-K2 (instead of 11 . . . R-K1), he could have penetrated to the seventh rank not with his rook, but with his queen; which could have given him the advantage.

13 ... RXN
14 P-QN3

On 14 P-QN4 I was planning 14 ... P-QR4 15 P-N5 Q-K2 with a strong initiative.

14 ... Q-K2

This hinders the development of White's knight (the square ... QR6 is attacked) and increases the pressure down the K-file. The result of the opening, specially chosen by White to play for a draw, is worse than pitiful...

15 B-Q3 R-N7
16 Q-N3 R-K1
17 Q-N5

This looks strong, since White threatens to trap the venturesome rook by 18 Q-B1. To be honest, I had overlooked this possibility. However, Black's position is extremely strong, and he finds an effective counter.

17 ... N-K5
18 Q-B1

When my opponent made the move 3 PXP, it was not difficult to guess that he would be happy with half a point. But I must admit that the Hungarian master surprised me when, after trapping my rook, he then offered a draw. After all, a quick glance at the position is sufficient to realize that any result is now possible, only not a draw!

18 ... RXBP
19 RXR NXR
20 KXN

Better chances were offered by 20 BXN. If 20 ... BPXN, then 21 KXN, and Black's heavy pieces have no squares on which to intrude. Therefore on 20 BXN Black would have to make the sacrifice 20 ... NXPch 21 PXN RPXN, with excellent attacking chances.

20 ... Q-B3ch

The other possibility was 20 . . . Q-R5ch. I rejected this because of 21 P-KN3 QXRP 22 B-B1 Q-R7ch 23 B-N2, and there is apparently no way for Black to include his knight in the attack.

21 K-N1

On 21 K-N3, 21 . . . R-K8! is immediately decisive, when White loses due to the threat of mate on . . . KB5: 22 Q-Q2 R-Q8! 23 Q-K3 RXB.

21 . . . N-B5
22 B-B1

If 22 Q-Q2, then 22 . . . NXB 23 QXN R-K8ch 24 K-R2 Q-B5ch 25 Q-N3 R-R8ch.

On 22 Q-B1 Black can win back his piece by 22 . . . NXB. After 23 QXQ (23 QXN? R-K8ch) 23 . . . PXQ White nevertheless still has some drawing chances. Instead of 22 . . . NXB, 22 . . . R-K6 23 B-N5 R-N6 is more energetic.

22 . . . R-K7
23 N-Q2

If 23 Q-Q1, then 23 . . . NXPch 24 K-R2 Q-B5ch 25 KXN R-K6ch. But 23 N-R3 was possibly more stubborn than the move played.

23 . . . NXPch
24 K-R2 N-B5
25 K-N3

Active, but . . . too late. However, on 25 N-B3 there would have followed 25 . . . Q-KR3ch 26 K-N1 RXNPch 27 BXR N-K7ch and 28 . . . NXQ.

25 . . . N-Q6
26 Resigns

Game 45
Korchnoi - Antoshin
Trade Union Spartakiad, Leningrad 1969
Nimzo-Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O
5	B-Q3	P-B4
6	N-B3	P-Q4
7	O-O	QPXP
8	BXBP	P-QR3

The system adopted by Antoshin is probably not as favourable for Black as 8 . . . QN-Q2 or 8 . . . B-Q2, but it is not easy to refute (i.e. obtain an opening advantage as White).

9 P-QR4

One of the various possibilities. White attempts to show that Black's bishop is badly placed at . . . N5: in the first instance, N-R2 is threatened.

9 . . . PXP

Black parries the threat in the simplest way. 9 . . . Q-K2 10 B-Q2 N-B3 was also quite good.

10 PXP N-B3
11 B-KN5

In such positions it does not pay to be in a hurry to make the pinning move B-KN5. But I wanted as soon as possible to force the bishop on . . . N5 to withdraw from its active post.

11 . . . B-K2
12 R-K1 B-Q2

Normally, 12 . . . P-QN3 followed by . . . B-N2 is preferred here. The advantage of the modest 12 . . . B-Q2 is clear: Black's queen retains the

option of vacating the central files and taking up a convenient post at ... QR4.

13 Q-Q2

Unusual, but hardly better than the standard 13 Q-K2.

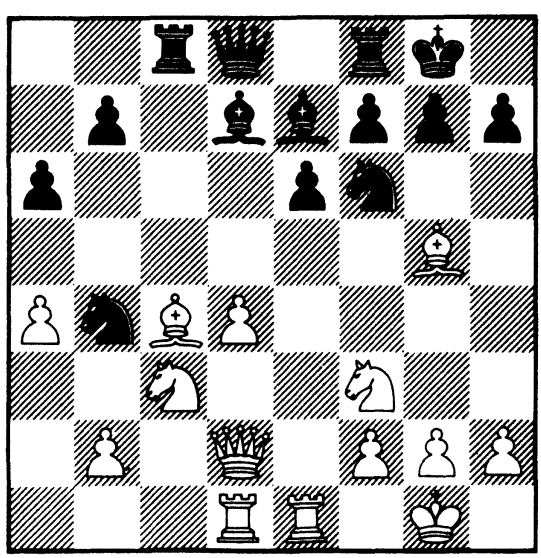
13 ... R-B1

13 ... N-QN5 14 QR-Q1 B-B3 is perhaps more accurate. In this way Black takes control of his ... Q4 square one move earlier, and so prevents the continuation which occurs in the game.

14 QR-Q1

I rejected the immediate 14 P-Q5 on account of 14 ... PXP 15 NXP NXN 16 BXN BXB 17 NXB Q-B3 18 QR-Q1 B-B4, or 18 N-K4 Q-Q5, with complete equality.

14 ... N-QN5



15 P-Q5

White could have prepared for an attack by 15 N-K5, but all his pieces are poised for this central break-through, and so I decided not to miss the opportunity to open up the game.

15 ... PXP

If 15 ... RXB, then 16 P-Q6 B-B3 17 PXB QXP 18 N-K5 R-B4 19 N-N4, with the very strong threat of 20 BXN PXB 21 Q-R6.

16 BXQP B-B3

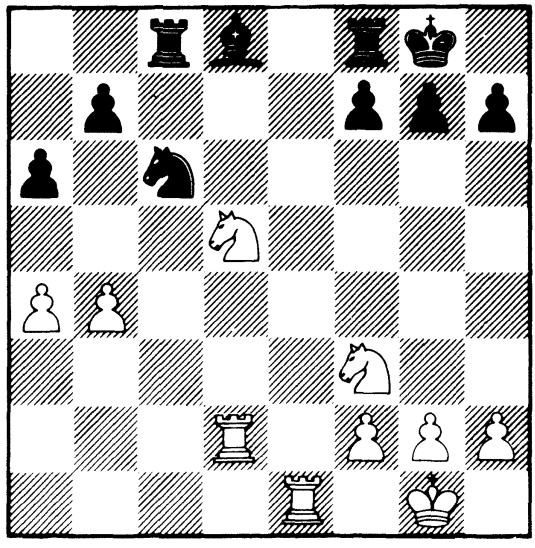
The soundest reply. Black has various alternatives, but they all turn out unfavourably for him, e.g. 16 ... RXN 17 BXN R-B7 18 BXB RXQ 19 RXR, with a material advantage to White, or 16 ... N(N5)XB 17 NXN NXN 18 BXB NXB 19 QXB QXQ 20 RXQ N-B3 21 RXNP. As a result, White has a weak, backward, but nevertheless extra pawn!

Or 16 ... N(B3)XB 17 BXB NXB 18 QXB QXQ 19 RXQ N-B4 20 P-N4 (20 RXNP N-Q6 and 21 ... NXNP) 20 ... N-R3 21 P-R3, with a considerable positional advantage for White.

17 BXB QXQ
18 RXQ NXB
19 BXN BXB
20 N-Q5 B-Q1

20 ... KR-Q1 was also possible. In the case of 21 NXBch PXN 22 RXRch RXR, 23 ... R-Q6 is threatened, and it does not appear possible for White to exploit his superior pawn structure.

21 P-QN4



I examined this position when playing 15 P-Q5, and decided that after all White has maintained the advantage of the first move. But Black's position is, of course, defensible.

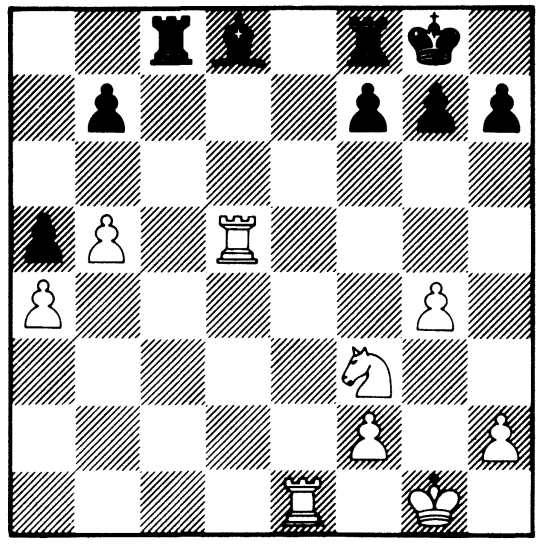
21 ... P-QR4

Black joins in the battle for space. There were other, more modest continuations, and in particular I examined 21 ... K-R1 (to defend against P-N5), intending ... B-B2.

22 P-N5 N-N5
23 P-N4!?

A rather unusual move for an ending, but consistent with the idea of fighting for space. I wanted to prevent the black bishop from obtaining a comfortable post at ... KB3. At the same time White sets a trap.

23 ... NXN
24 RXN



24 ... R-B5

I did not really expect my opponent to fall into the trap, and had anticipated that the game would proceed as follows: 24 ... R-B7 25 K-B1 R-R7 26 R-K4 (or 26 N-K5) 26 ... B-N3 27 N-Q2, with a slight advantage to White, whose pieces are more centrally placed.

25 N-K5 RXRP
26 N-Q7

Thus the idea has succeeded – Black loses the exchange.

26 ... RXPch
27 K-B1 B-B3?

After 27 ... R-N4! Black would gain an important tempo, and would not be in danger of losing. Now, however, White succeeds in breaking through into the enemy position, and deciding the game in his favour.

28 NXR KXN
29 R-Q7

Had Black's rook been at ... KN4, this move would have been impossible, since White's QNP would have been en prise.

29 ... P-KN3

Equivalent to resignation. After 29 ... P-QN3, Black's QNP is in any case lost, but he has time to set his QRP in motion, after which he still has drawing chances, e.g. 29 ... P-QN3 30 R-N7 P-N3 31 RXNP B-N7! 32 R-N1? R-N5, or 32 R-N7 P-R5 33 R(K1)-K7 R-KB5 34 R-R7 P-R6 35 P-N6 B-Q5.

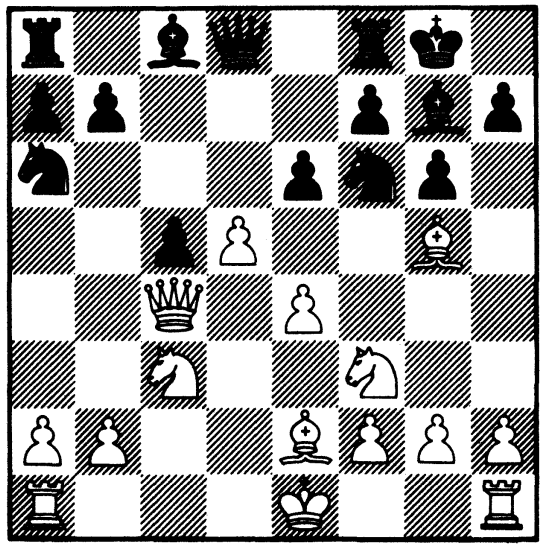
30 RXNP P-R5

Or 30 ... R-N5 31 R-B1 followed by R(B1)-B7.

31 R-N1 P-R6
32 R-R7 B-N7
33 P-N6 R-N5
34 P-N7 K-N2
35 RXP Resigns

Game 46
Korchnoi - Tseitlin
38th USSR Championship, Riga 1970
Grunfeld Defence

1	**P-Q4**	**N-KB3**
2	**P-QB4**	**P-KN3**
3	**N-QB3**	**P-Q4**
4	**N-B3**	**B-N2**
5	**Q-N3**	**PXP**
6	**QXBP**	**O-O**
7	**P-K4**	**N-R3**
8	**B-K2**	**P-B4**
9	**P-Q5**	**P-K3**
10	**B-N5**	



In most opening books this move is given in small print. However, the quiet 10 O-O is not especially promising for White – Black gains the opportunity to post his pieces actively.

10 . . . P-KR3

After 10 . . . PXP 11 NXP B-K3 12 R-Q1 P-R3 13 NXNch QXN 14 BXQ BXQ 15 BXB(N7) BXB 16 BXR BXR 17 BXRP BXN 18 PXB N-N5 19 P-QR3 N-Q6ch 20 K-K2 NXNP 21 R-QN1 N-B5 22 RXP NXP 23 R-B7 P-B5 24 B-B1 White keeps his extra pawn.

11 BXN QXB

A harmless transposition of moves (compared with the theoretical continuation 11 . . . BXB), which caused White to spend more than half an hour over his reply. He had to make sure that 12 P-K5 Q-B4? 13 P-KN4 PXP 14 PXQ PXQ 15 P-B6 B-R1 16 BXP B-N5 17 N-KR4 led to an unpleasant position for Black, and that in the case of 13 . . . Q-B7 14 P-Q6 QXP, the loss of the pawn would be more than compensated for by White's initiative.

12 P-K5 Q-Q1
13 O-O-O

In the game Sosonko - Tseitlin (Championship of Leningrad, 1970) White closed the centre, but did not gain an advantage. After 13 P-Q6 N-N5 14 O-O P-N3 15 P-QR3 N-B3 16 QR-Q1 B-N2 17 Q-B4 P-B4 18 PXP e.p. QXBP a complicated position with numerous tactical possibilities was reached.

13 . . . Q-R4!

The game Uhlmann - Szabo (Buenos Aires, 1960) came to the same position (by a different move order). Black played the weaker 13 . . . PXP 14 NXP K-R1? 15 N-B4 Q-R4 16 P-QR3 N-B2 17 N-R4 N-K3 18 NXPch PXN 19 NXPch K-R2 20 NXRch NXN 21 P-B4 K-R1 22 Q-K4, and White realized his advantage.

14 P-QR3 B-Q2

14 . . . R-N1 achieves nothing after 15 Q-N5, but 14 . . . PXP 15 NXP B-K3 was a possibility.

15 Q-KR4 P-B5!

An excellent move! Black sacrifices a pawn so as to open lines for his pieces. However, he could not afford to delay: after 15 . . . QR-N1 16 N-K4 it is White who is attacking.

16 BXP QR-B1
17 PXP BXP(K3)
18 BXB RXNch

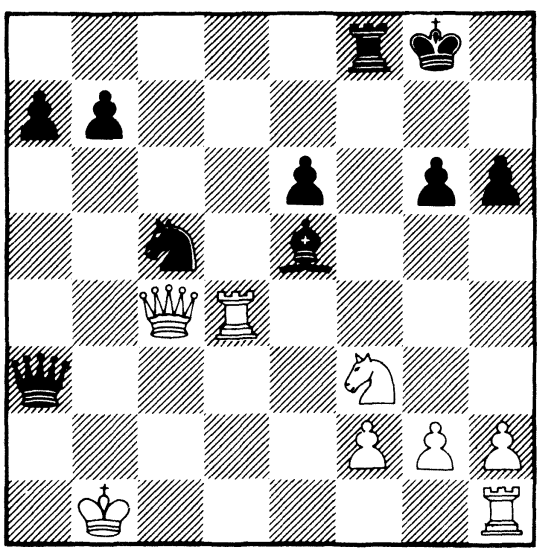
Tseitlin normally sacrifices at the first opportunity, but here 18 . . . PXB was stronger; 19 K-N1 (there is apparently nothing better) 19 . . . RXN 20 PXR R-B1, with various attacking possibilities.

19	**PXR**	**QXBPch**
20	**K-N1**	**PXB**
21	**Q-Q4**	**QXP**
22	**Q-QB4!**	

White must not allow the black knight to come into play; at the same time he puts the black KP under fire.

22	**. . .**	**N-B4**
23	**R-Q4**	**BXP**

White had reckoned mainly with a different continuation of the attack: 23 . . . RXN 24 PXR BXP, to which he was intending to reply 25 KR-Q1. 23 . . . Q-R4 also deserved consideration, so as to preserve the queen from exchange. After the move played, the tension reaches breaking point.



24	**NXB**	**RXP**
25	**R-Q8ch**	

If 25 N-Q3, then 25 . . . P-QN4 26 R-Q8ch K-B2 27 R-KB8ch (27 N-K5ch K-N2, and there are no more checks) 27 . . . KXR 28 QXNch QXQ 29 NXQ, and the chances are all with Black.

25 ... K-N2

The only move. After 25 ... K-R2 26 N-Q3 the knight is invulnerable because of the check on the seventh rank.

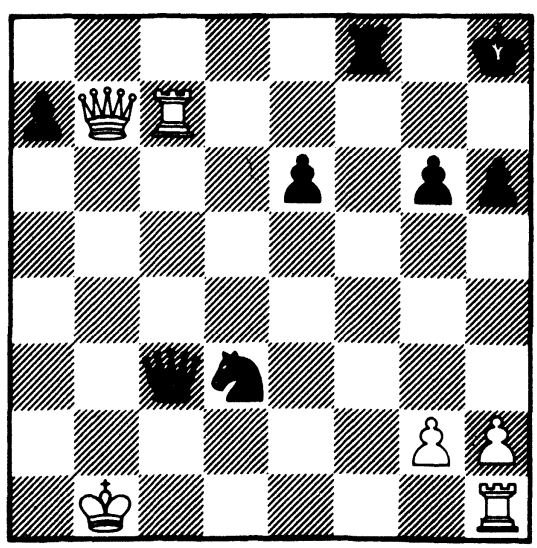
26 N-Q3 NXN
27 R-Q7ch

27 Q-Q4ch P-K4 28 Q-Q7ch R-B2 29 QXN is tempting, but after 29 ... Q-N5ch Black gains a draw.

27 ... K-R1

But not 27 ... K-B3 28 Q-Q4ch P-K4 29 Q-Q6 QXQ 30 RXQch, picking up the knight.

28 Q-B8ch R-B1
29 QXP Q-B6
30 R-QB7



The black queen must be driven from her active position. After 30 R-R7ch K-N1 31 RXP R-B7, Black's threats are sufficient for a draw.

30 ... Q-KB3

Black is now forced to think in terms of defence, and he chooses the best

continuation. On 30 ... Q-K4 there follows 31 R-B8, while after 30 ... Q-Q5 the pin 31 R-Q1 is decisive.

31	R-B8	K-N1
32	Q-N8	N-N5!

33 R-Q1 was threatened. But now, in view of the counter-threat 33 ... Q-B4ch, White is forced to go into an ending where his slight material advantage proves insufficient to win.

33	RXRch	QXR
34	QXQch	KXQ
35	R-QB1	

Black would have had greater difficulties if White had centralized his king, although even in this case, by constructing a position such as ... K-KB3, ... N-KB2, with his pawns on ... KR3, ... KN3 and ... K3, he would have had every chance of gaining a draw.

35	...	N-Q4
36	R-B6	K-K2
37	R-R6	K-B3
38	RXRP	P-R4
39	K-B1	N-K6
40	R-R2	K-B4
41	R-KB2ch	K-N4
42	P-R3	N-B4
43	K-Q2	K-R5
44	K-K1	P-K4
45	R-K2	K-N6
46	K-B1	K-B5
47	R-KB2ch	K-N4
48	R-R2	K-B5
49	Drawn	

Game 47
Korchnoi - Hubner
Wijk aan Zee 1971
King's Indian Defence

1 P-QB4 P-KN3

Hubner readily goes in for the King's Indian Defence as Black.

2 P-Q4 B-N2
3 N-QB3 P-Q3
4 P-K4 P-K4

Hubner had already played this in previous games. In preparing for the present game, I had intended continuing 5 PXP PXP 6 QXQch KXQ 7 B-N5ch P-KB3 8 O-O-Och etc. But here Black has a way to gain equality. After the tournament, Hubner and I appeared in various Dutch towns, and on one occasion we spent several hours analysing the opening stage of this game. I said that I had been intending to exchange on the fifth move, and he replied that he would have played 8 . . . B-Q2, and on 9 B-K3 – 9 . . . B-R3.

5 N-B3

Now White is really threatening (e.g. after 5 . . . N-QB3) to exchange on K5, since Black's knight is not altogether well placed at . . . QB3. However, on 5 . . . N-QB3 White can also play 6 P-Q5. Black appears to have no other useful moves, and therefore his following reply is practically forced.

5 . . . B-N5

Black, however, does not intend to exchange this bishop. In the event of the blockading P-Q5, Black's attack associated with . . . P-KB4-B5 loses in strength.

6 P-Q5 P-QR4

An unusual decision after lengthy consideration. The idea is to prevent the possible break-through by P-QB5.

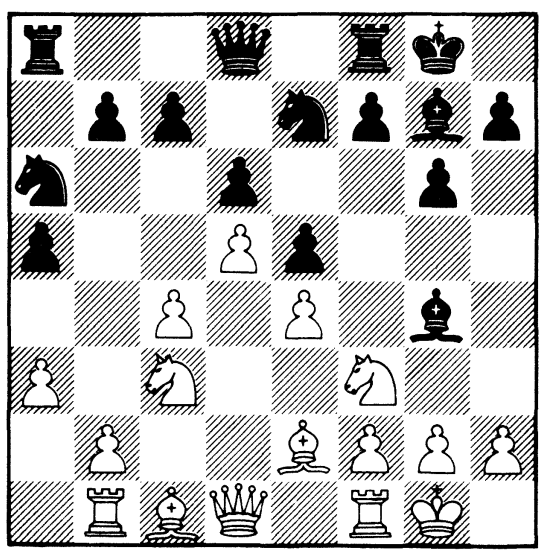
7 B-K2 N-QR3

8 O-O

This game took place in the morning, a time which, in my opinion, is not altogether convenient for play. I castled, and only then noticed that I could have won a pawn by 8 Q-R4ch. However, as Hubner said later, after 8 Q-R4ch B-Q2 9 QXP N-B3 Black has sufficient initiative for the pawn, since it is not easy for the white queen to return home.

8 ... N-K2
9 P-QR3 O-O
10 R-N1

There were other possibilities here, but for the moment White decides to shut the black knight out from the centre for a long time by playing P-QN4.



10 ... P-QB4

Now White's problem is to find a good plan. As we found out after the game, the exchange 11 PXP e.p. NXP 12 N-QN5, or 11 ... PXP 12 P-N4 would have given White a slight but undisputable advantage. There was also an alternative plan: 11 N-K1 and, whether Black exchanges bishops or retreats, N-Q3 followed by P-B4. Then, in view of the awkward placing of the black knights, White must have the advantage.

But I decided to make a few useful moves, assuming that I would in any case stand better.

11 B-Q2 B-Q2
12 P-QN3

The 'standard' play for White here was again 12 N-K1, and on 12 ... P-B4 – 13 P-B4.

12 ... P-R3

Not bad, but 12 ... P-B4 was better, since Black would be able to parry the move 13 N-KN5, and obtain a good position. Now I should once again have played 13 N-K1, but instead made an incorrect move, allowing Black to exchange off his badly-placed knight at ... R3 for White's good knight. After this, White's advantage evaporates.

13 N-QN5 N-B1
14 P-N3 N-B2

If now 15 N-B3, then Black can play 15 ... P-B4 16 N-KR4 N-K2, and then prepare the break-through ... P-QN4. Perhaps the lesser evil for White was 15 NXN QXN 16 P-QN4.

15 N-R4 NXN
16 PXN N-K2
17 P-QN4

White has an excellent square for his knight at QB4, but it would take too long to move it there.

17 ... BPXP
18 PXP P-R5
19 R-R1

Now White has a concrete plan, for instance, to capture the QRP. Jumping ahead, I should say that nevertheless I did not succeed in winning this pawn.

19 ... P-B4
20 PXP

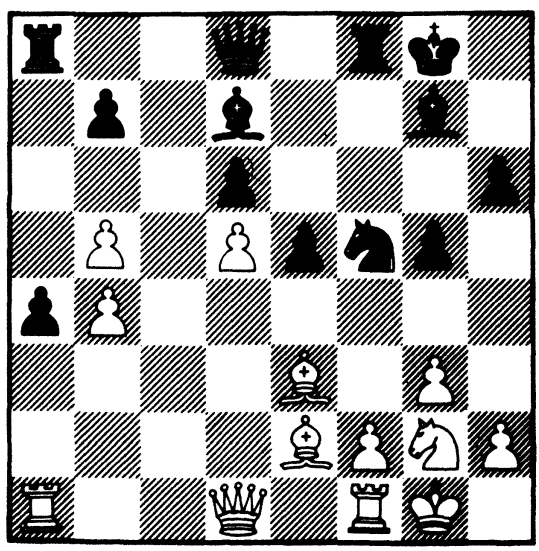
Otherwise there follows ... P-B5, with a very strong attack.

20 . . . P-N4

20 . . . PXP is weaker, since after any subsequent advance of the KP or KBP, White occupies the central squares. Now on 21 N-N6 there follows 21 . . . NXN 22 PXN B-R6 23 R-K1 P-K5 24 R-R2 B-Q5 and 25 . . . Q-B3 with a mating attack.

21 N-N2 NXBP
22 B-K3

On 22 RXP RXR 23 QXR, 23 . . . N-Q5 is very unpleasant, with the intention of either capturing White's white-squared bishop, and then playing . . . Q-N3, or else of establishing the knight at . . . KB6.



I am sure that in this position Black has the advantage but Hubner did not succeed in finding the correct plan. I think that he should have played 22 . . . P-R6 23 Q-N3, and only then as in the game.

22 . . . NXB
23 PXN

After 23 NXN I was afraid of the plan . . . Q-N3, . . . P-K5 and . . . B-Q5, when it is very difficult for White to defend his KB2 square. Perhaps Black should now have gone in for the variation 23 . . . P-R6 24 Q-N3 P-K5 25 RXP R-B1, although afterwards we were unable to find a clear way for Black to increase his advantage.

23 . . . RXRch
24 BXR Q-B3

My opponent considers that it was with this move that he lost his advantage, but I think that the mistake was made later.

25 P-K4

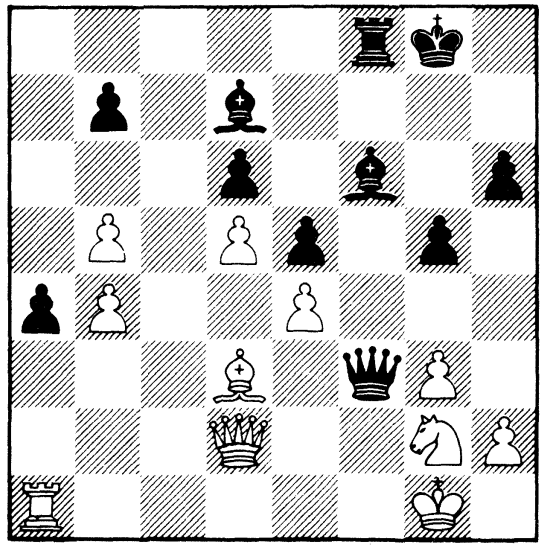
After 25 RXP R-KB1 26 R-R2 B-N5 27 Q-K1 B-B6 Black has an excellent position.

25 . . . R-KB1
26 Q-Q2

Here Black has numerous possibilities. But Hubner is a player who plays 'according to plan'. He is very much at home in clear positions, but less so when the play is on both flanks, and of a tactical nature. Here it is not possible to decide the game on one flank. White can defend both on the K-side, and on the Q-side, and in some cases can obtain counter-play on either wing. Black has to keep a watch on both wings, and to flexibly change his plan. But to change his plan is not in the character of the German grand-master.

Hubner decides to bring his king's bishop into play. This could have been done by . . . P-R4 and . . . P-N5, but he prefers

26 . . . Q-B6
27 B-Q3 B-KB3



The unpleasant . . . B-Q1-N3 is threatened, but it is White to move, and . . .

28 N-K1 Q-R4

It would probably have been better to retreat the queen to . . . N5.

29 B-K2

If first 29 Q-K3 B-Q1 30 B-K2, then 30 . . . B-N3, and Black's queen intrudes at . . . K7. But now on 29 . . . Q-K1 White can capture the QRP.

29 . . . Q-N3
30 Q-K3 R-R1
31 N-B2

I think that here White has already beaten off the attack, and even has a slight advantage. But it is very difficult to weigh up the position accurately, and it is doubtful whether Black is in any danger of losing.

31 . . . B-Q1
32 B-Q3

Preventing a possible . . . B-N3 and . . . QXP.

32 . . . Q-K1
33 N-R3

It is difficult for Black to strengthen his position, and Hubner, who was short of time, played

33 . . . B-R6

with the idea of following up with . . . Q-Q2-QB2-N3.

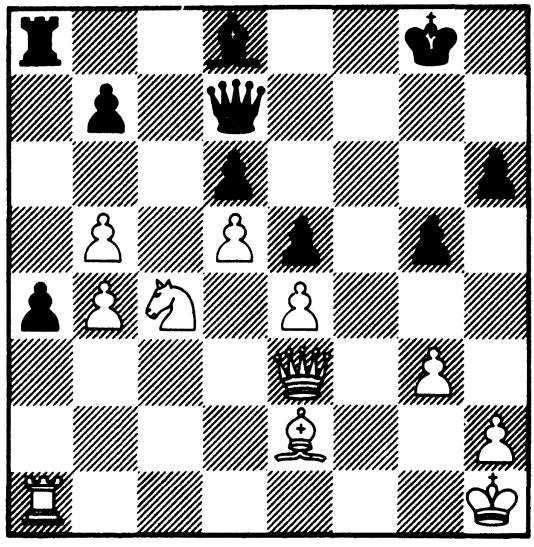
34 B-K2 Q-Q2
35 K-R1

It turns out that Black's queen is tied to the square . . . Q2. On 35 . . . Q-K1 there follows 36 P-N4, and on 35 . . . Q-B1 – 36 R-QB1. To play 35 . . . B-N5, and exchange off his good bishop for White's bad one, is unattractive. Here I realized that Hubner was losing.

35 ... R-B1
36 N-B4

Black cannot capture on ... QN4, while White threatens both 37 RXP, and 37 P-N6 followed by N-R5, with the further encirclement of the black pieces.

36 ... R-R1



37 R-KN1

Perhaps the lesser evil now was 37 ... P-R4, but Black pins his hopes on his passed QRP.

37 ... QXP
38 P-N4 QXNP
39 QXB K-N2
40 Q-KB3 B-K2
41 N-K3 Resigns

Game 48
Korchnoi - Karpov
Hastings 1971/2
Queen's Pawn Opening

1	P-Q4	N-KB3
2	N-KB3	P-K3
3	B-N5	P-QN3

Here 3 . . . P-B4 is more often played. Now White has a choice: he can either refrain from seizing the centre, and allow his opponent to develop his forces comfortably along Queen's Indian lines, or else he can play P-K4, which, it is true, cedes Black the advantage of the two bishops.

4	P-K4	P-KR3
5	BXN	QXB
6	B-Q3	

A new plan. In a game against Keres in 1965 (33rd USSR Championship) I played 6 B-B4.

6	. . .	B-N2
7	QN-Q2	P-QR3

In this way Black tries to preserve his white-squared bishop. If he had continued his development – 7 . . . N-B3 8 P-B3 O-O-O, and on 9 Q-K2 had avoided the exchange by 9 . . . K-N1 10 B-R6 B-R1, then White could have started an attack by 11 P-QR4.

I later showed this game to Najdorf, and he thought that here or on one of his following moves Black should have returned his queen to . . . Q1. And in fact, Black's subsequent troubles can be largely explained by the unfortunate position of his queen at . . . KB3.

8	Q-K2	P-Q3
9	O-O-O	N-Q2
10	K-N1	

This move will later prove useful. White waits to see which central pawn structure Black will choose, since this will determine his subsequent plan.

10 ... P-K4

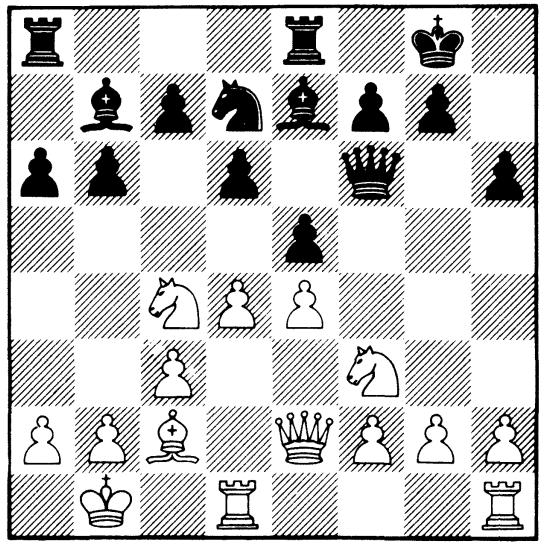
Black still had the opportunity to return his queen to ... Q1. He could then have played ... B-K2 and ... O-O.

11 P-B3 B-K2
12 N-B4 O-O
13 B-B2

Clearing the Q file. In some cases Black will have to reckon with PXP followed by B-R4.

13 ... KR-K1

If first 13 ... PXP 14 PXP, and only now 14 ... KR-K1, then 15 P-K5 is unpleasant, since the black queen has no convenient retreat square.



14 P-Q5!

White's plan is, having closed the centre, to utilize the manoeuvring freedom of his minor pieces. Depending on the circumstances, they can freely operate on either wing.

14 ... P-B4

Perhaps the decisive mistake. If Black really wanted to be the first to

take active measures, he should have been thinking in terms of 14 . . . P-B3, and on, say, 15 N-K3 – 15 . . . P-QN4. Even so, I think that his first task should have been to retreat his queen, after the preparatory 14 . . . B-KB1.

15 N-K3 B-KB1

Now this manoeuvre comes too late: White has time to set up threats on the K-side.

16 P-KN4 Q-Q1
17 P-N5 P-KR4

If 17 . . . PXP, then 18 QR-N1.

18 P-N6! PXP
19 KR-N1 Q-B3
20 N-N5 B-K2
21 N-K6 N-B1

An exchange sacrifice, or an oversight? It is most probably a sacrifice, since after 21 . . . QR-B1 White wins the pawn at KN6: 22 R-N2 N-B1 23 QR-N1 K-R2 24 NXN RXN 25 RXP, and in addition forces his opponent into an extremely unfavourable exchange – 25 . . . QXR 26 RXQ KXR 27 N-B5.

22 N-B7 Q-B2
23 QR-KB1

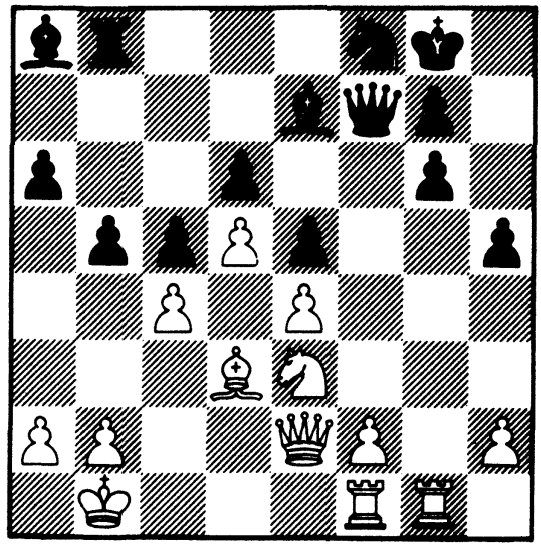
'From inertia' White continues to think of attack, and prepares P-KB4. 23 P-QR4 would have been better, so as to operate on the other wing after winning the exchange. This loss of an important tempo makes the win problematic.

23 . . . P-QN4
24 NXR(R8) BXN

Capturing with the rook was more to the point. Karpov wrongly pins his hopes on counter-play along the QN file.

25 P-QB4 R-N1

26 B-Q3



White wishes to force his opponent to play . . . P-N5, and Black incorrectly avoids this. After 26 . . . P-N5 the win would have been extremely difficult. A possible plan would be to transfer the knight to Q3 and play P-B4.

26	. . .	Q-K1
27	R-B1	B-KB3
28	R-N2	R-N3?

But this loses. He had to play 28 . . . P-N5.

29	QR-N1	R-N1

The threat was 30 RXP NXR 31 QXP.

30	Q-B1	P-N5

In the case of 30 . . . B-N2 31 PXP B-B1 32 PXP B-R6 33 Q-K2 BXR 34 RXB, White must win.

31 B-K2!

32 RXP is once again threatened, and this time there is no defence.

31	. . .	P-R5

32 RXP QXR

Or 32 . . . NXR 33 B-R5, and White's minor pieces break through into the enemy position.

33 RXQ NXR
34 B-N4

Here also the intrusion on the white squares is decisive.

34 . . . N-B5
35 Q-Q1 P-N6

An attempt to prevent the white queen from breaking through to Q7.

36 PXP B-N2
37 N-N2

There was an alternative solution: 37 P-N4 PXP 38 Q-R4.

37 . . . B-B1

If 37 . . . NXN, then of course 38 B-K6ch K-B1 39 Q-R5.

38 BXB RXB
39 Q-N4 R-K1
40 NXN PXN
41 QXBP B-K4
42 QXP R-KB1
43 P-N4 B-Q5
44 PXP Resigns

Game 49
Langeweg - Korchnoi
Amsterdam 1972
English Opening

1	**P-QB4**	**P-QB4**
2	**N-KB3**	**N-KB3**
3	**N-B3**	**P-Q4**
4	**PXP**	**NXP**
5	**P-KN3**	**N-QB3**
6	**B-N2**	**N-B2**
7	**P-QR3**	

In his games played many years ago, Botvinnik successfully demonstrated that in this position Black can obtain a strong pawn centre. More recent practice has shown, however, that White's lead in development cannot be ignored. Besides the move played, 7 P-Q3 deserves consideration, and after 7 . . . P-K4 8 N-Q2 B-Q2 9 N-B4 P-B3 10 O-O and 11 P-KB4, as occurred in the game Ree - Polugayevsky from the same tournament, White has the advantage.

7 . . . **P-KN3!?**

The Polugayevsky - Korchnoi game developed as follows: 7 . . . P-K3 8 O-O B-K2 9 P-K3 Q-Q6 10 Q-K2 QXQ 11 NXQ B-Q2, with a good game for Black. I suspected that, before the game with me Langeweg would try to find an improvement, and so I decided to play differently.

8 **P-Q3**

An alternative here was 8 N-QR4 N-K3 9 P-QN4 B-N2 10 R-QN1 PXP 11 PXP, with a slight advantage to White. By refraining from active measures in the opening, White misses a favourable chance to gain the initiative.

8	. . .	**B-N2**
9	**O-O**	**O-O**
10	**Q-R4**	

10 R-N1, preparing P-QN4, was preferable.

10 . . . N-Q5

Preventing White from swinging his queen over to KR4.

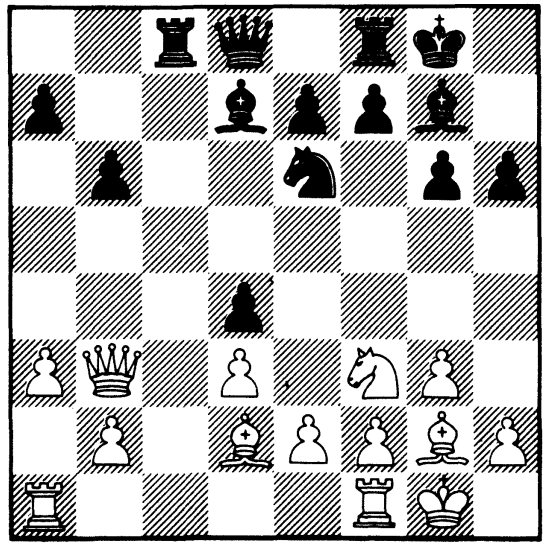
11 NXN PXN
12 N-K4 B-Q2
13 Q-N3 P-N3

Black has an advantage in space. In order to increase the advantage in such positions, it is necessary to keep on the board as many pieces as possible. It was for this reason that I rejected 13 . . . B-QB3, when White would reply 14 N-B5, with the inevitable exchange of bishops.

14 N-N5

14 B-Q2 P-KR3 15 KR-B1 N-K3 16 B-K1 was more advisable, when White's pieces are well placed for active measures on the Q-side.

14 . . . R-B1
15 B-Q2 P-KR3
16 N-B3 N-K3



17 P-QR4

17 QR-B1 was more natural, but my opponent was afraid of the reply

17 . . . N-B4, possibly without reasonable justification. In this case White has the strong rejoinder 18 Q-Q5. Here I considered two possibilities:

(1) 18 . . . B-K3 19 QXQ KRXQ 20 B-N4, when after 20 . . . P-QR4 21 BXN PXB 22 N-Q2 the chances are roughly equal, or 20 . . . N-N6 21 RXR RXR 22 BXP R-B7, when Black wins back his pawn, maintaining a slight positional advantage;

(2) 18 . . . R-B3, and in the case of 19 P-QN4 R-Q3 20 Q-B4 B-K3 the complications are in Black's favour. Instead of 19 P-QN4, White should play 19 B-N4, with equal chances.

17 . . . N-B4
18 Q-Q1 Q-K1
19 P-N3

If 19 P-R5, then 19 . . . B-R5 20 Q-N1 PXP. However, after 21 R-B1 Q-N4 22 Q-R2 White, who threatens RXN, seizes the initiative. Therefore it has to be admitted that 19 P-R5 was stronger than the move played, which in addition weakens the important QB3 square.

19 . . . B-K3

But not 19 . . . P-K4, on account of 20 B-N4.

20 R-R3

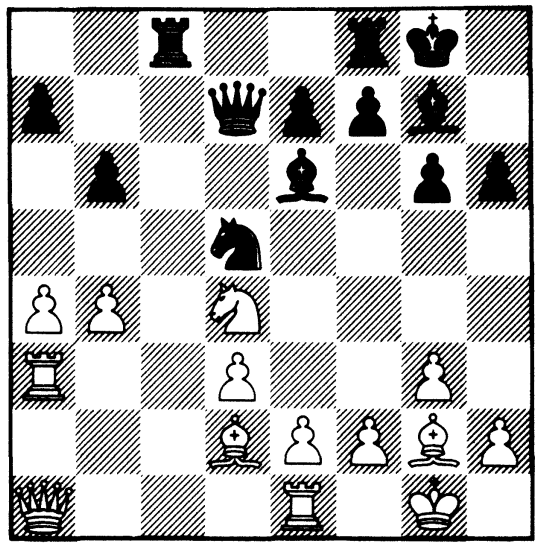
20 R-N1 was no better.

20 . . . N-R3
21 P-QN4 Q-Q2
22 R-K1

White has no useful moves, and Black continues quietly to strengthen his position.

22 . . . N-B2
23 Q-R1 N-Q4
24 NXP?

This leads by force to loss of material.



24	**. . .**	**NXP**
25	**BXN**	**BXN**
26	**B-QB3**	

In the case of 26 Q-Q1 Black has a choice between 26 . . . B-N7 and 26 . . . BXPch. If 26 Q-N1, then 26 . . . P-QR4 27 B-Q2 Q-Q3 28 B-QB1 RXB 29 QXR R-B1 30 Q-KB4 B-K4 31 Q-K4 QXR.

26	**. . .**	**BXB**

The alternative was 26 . . . B-QB4, when White could continue 27 B-KN7 KR-Q1 28 BXP P-B3 29 R-R2 BXR 30 QXBch, with some compensation for the exchange.

27	**RXB**	**RXR**
28	**QXR**	**QXRP**
29	**R-R1**	**Q-Q2**
30	**R-R6**	**R-B1**
31	**Q-R3?**	

31 Q-R1 would have held out longer.

31	**. . .**	**R-B7!**
32	**Resigns**	

32 . . . R-R7 is threatened, and 32 RXRP fails to 32 . . . QXR 33 QXQ R-B8ch followed by 34 . . . B-R6.

Game 50
Korchnoi - Ljubojevic
European Team Championship, Bath 1973
Modern Benoni

1	**P-Q4**	**N-KB3**
2	**P-QB4**	**P-K3**
3	**N-QB3**	**P-B4**
4	**P-Q5**	**PXP**
5	**PXP**	**P-KN3**
6	**P-K4**	**P-Q3**

Following the 3rd game of the Spassky - Fischer match (1972), the system chosen by Black has once again become popular.

7 **B-KB4**

7 N-B3 is normal, but I wanted to get off the beaten track.

7	...	**B-N2**
8	**Q-R4ch**	**K-K2?!**

From Ljubojevic one can expect any sort of foolhardiness. The normal continuation is 8 . . . B-Q2 9 Q-N3 Q-B2. However, after the game it emerged that the king move had been played previously by K. Grigoryan in a game with Borisenko.

9 **N-B3**

Borisenko continued 9 Q-B2 followed by P-QR4. The knight move is more active.

9 ... **R-K1**

Black prepares artificial castling. There was no time for 9 . . . P-QR3: White would gain the advantage by 10 P-K5.

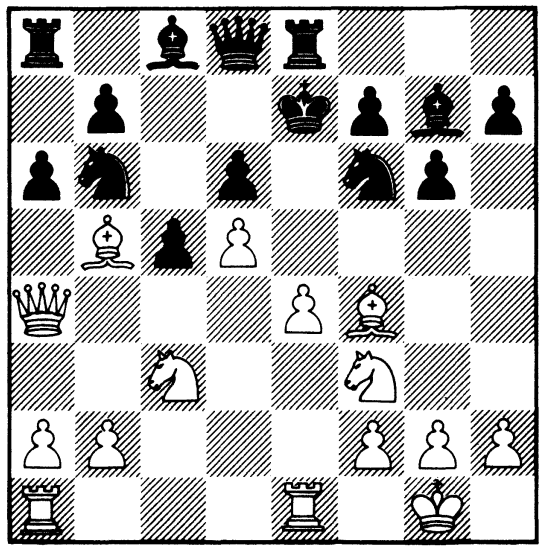
10	**B-QN5**	**QN-Q2**
11	**O-O**	

11 O-O-O appears more natural, so as to then attack down the central files. But in this case, by continuing 11 . . . N-N5, Black would take control of his . . . K4 square, and obtain counter-play.

11 . . . P-QR3

Black would naturally like to hide his king away at . . . KB1, but the appropriate moment for this has not yet arrived. On 11 . . . N-R4, 12 P-K5 NXB 13 QXN P-QR3 14 PXPch K-B1 15 KR-K1 is strong. E.g., 15 . . . PXB 16 RXRch QXR 17 R-K1 Q-Q1 18 N-N5 N-B3 19 R-K7.

12 KR-K1 N-N3



13 P-K5!?

Analysis after the game showed that, instead of this spectacular move, 13 Q-N3! PXB 14 NXP was strong, and on 14 . . . K-B1 – 15 BXPch K-N1 16 B-B7, regaining the piece with interest.

The queen sacrifice was tempting. White in fact gains a slight material advantage, but nevertheless does not extract the maximum possible out of the position.

13 . . . PXP

On 13 . . . NXQ there follows 14 PXNch K-B1 15 RXRch QXR 16 PXBch,

with an overwhelming material advantage. Also, 13 . . . K-B1 fails to 14 PXN RXRch 15 RXR NXQ 16 PXBch and 17 BXN, when White's three minor pieces are much stronger than the queen.

14 Q-R3

But not 14 NXP, since after 14 . . . K-B1 White has no attack.

14 . . . K-B1

The bishop cannot be captured. After 14 . . . PXB 15 QXPch Black is unable to continue 15 . . . Q-Q3, on account of 16 RXPch K-Q2 17 R-K7ch QXR 18 Q-B7 mate. If, on the other hand, 15 . . . K-Q2, then after 16 NXKPch White has a decisive advantage.

Also, 14 . . . KN-Q2 fails to 15 BXN NXB 16 NXP, when Black cannot maintain material equality.

15 BXR PXB
16 QXBPch K-N1
17 B-R4 NXB
18 NXN NXP

White has won the exchange. True, his knight at QR4 is badly placed, and Black's minor pieces are active.

19 QR-Q1 B-K3
20 N-B3 BXN

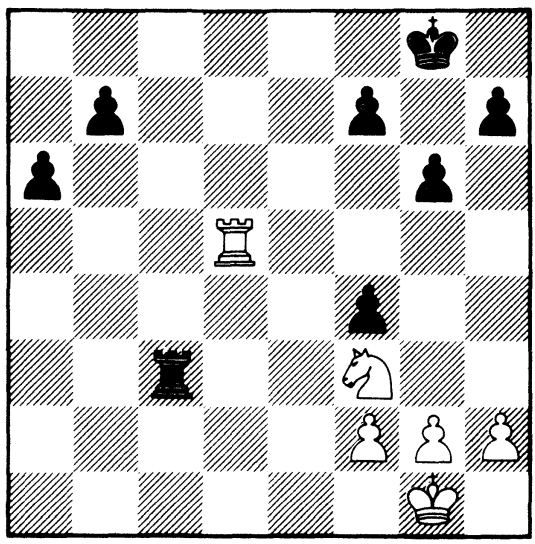
Not, of course, 20 . . . R-B1? 21 RXN, with an immediate win.

21 PXB R-B1
22 Q-Q4 Q-R4

I was expecting here 22 . . . Q-B2, to which I was intending to reply 23 N-N5, e.g. 23 . . . NXP 24 NXB PXN 25 R-Q2, and with the material situation roughly level, White's position is much the more active.

To be honest, the move 22 . . . Q-R4 put me out of my stride. Here also I should probably have played 23 N-N5, since after 23 . . . NXP, 24 NXB PXN 25 Q-Q7 is decisive.

23 R-K5 QXRP
24 RXN QXR
25 QXQ BXQ
26 RXB RXP



The resulting ending is difficult to assess. Despite the extra piece, the win is extremely difficult, if at all possible.

27 P-R4

The alternative plan was 27 K-B1 followed by K-K2. But then the knight would have been required to block the checks, whereas I wanted to free it for other duties. Subsequent unimpassioned analysis allows the conclusion to be drawn that the plan with 27 K-B1 was more accurate.

27 ... P-QN4

27 ... R-B8ch 28 K-R2 R-B7 deserved consideration. My opponent probably did not want to exchange rooks (after 29 R-Q2), but I thought that this would have left White with less winning chances than in the game.

28 R-Q6 R-R6

28 ... P-QR4 29 R-N6 R-N6 is weaker on account of 30 N-Q4, winning the QNP.

29 R-N6 R-R8ch
30 K-R2 R-R7
31 N-N5

31 N-K5 would have been more active.

31 ... RXP
32 RXRP

After the game I was asked why I hadn't played for an attack here (32 R-N8ch K-N2 33 R-N7).

I rejected this variation, since I feared that after 33 ... K-B3 34 NXBP R-R7 my opponent, abandoning his K-side, would be able to advance his QNP and QRP with the support of his king. In an important game, such a decision is readily understandable.

32 ... P-R3
33 N-R3

The knight could of course have been retreated to B3. But the position after 33 ... K-N2 34 R-N6 R-N7 would have been unclear, and I preferred a forced variation in which, as it turned out, Black should have lost.

33 ... R-B8
34 R-N6 P-B6
35 P-N4

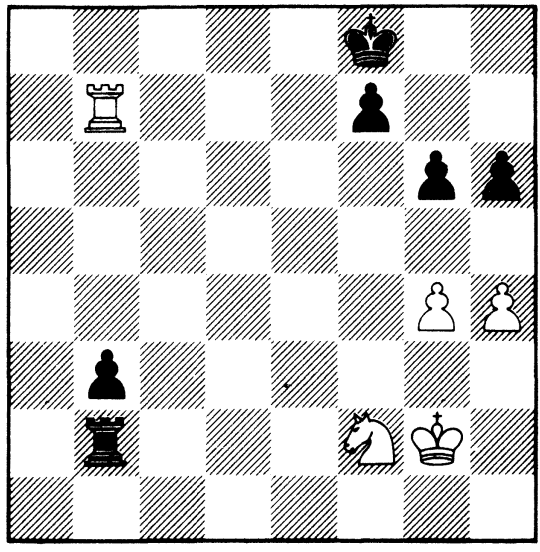
If 35 P-N3, then 35 ... P-R4!, and on 36 RXQNP – 36 ... R-K8!. 37 ... R-K7ch with perpetual check is then threatened, and the game is also drawn after 37 N-B2 R-K7.

35 ... R-QN8?

After this mistake Black cannot save the game. 35 ... P-B7 (with the threat of 36 ... R-KR8ch) was correct. If 36 K-N3, then 36 ... R-KN8ch, or 36 K-N2 R-KR8 37 R-KB6 P-B8=Qch 38 RXQ RXR 39 KXR, and the resulting ending is most probably drawn.

On 35 ... P-B7 I was intending to play 36 R-KB6 K-N2 37 R-B3 followed by 38 K-N2, when in comparison with the game, White's rook is less actively placed.

36	**K-N3**	**P-N5**
37	**KXP**	**P-N6**
38	**N-B2**	**K-N2**
39	**K-N2**	**R-N7**
40	**K-N3**	**R-N8**
41	**K-B3**	**K-B1**
42	**K-N2**	**R-N7**
43	**R-N7**	



Here the game was adjourned, and my opponent sealed his next move. Analysis showed that White should win, though not without first overcoming certain technical difficulties.

At first I thought that P-N5 would win, but it turned out that this continuation was inadequate, e.g. 43 . . . K-N2 44 P-N5 PXP 45 PXP K-B1 46 K-B3 R-N8 47 N-K4 P-N7 48 N-Q2 R-N8 49 K-B4 R-N7 50 RXP K-N2, and White's king is tied to the defence of his pawn.

Then I decided that P-R5 would win, e.g. 43 . . . K-N2 44 R-N6 K-B1 45 P-R5, followed by moving the knight to KB3 or KB4. If Black exchanges pawns, then White manoeuvres his knight to KB5.

The game, however, concluded surprisingly quickly.

43	**. . .**	**K-N2**
44	**R-N6**	

Here the Yugoslav grandmaster, after examing his scoresheet, announced that after 44 . . . R-N8 the position would be repeated for the third time. In

fact, the two previous positions had occurred when it was Black to move, as was easily established by the controller.

My chagrined opponent sank into thought. Then the controller Clarke reminded him that, in accordance with the rules, he was bound to make the declared move and no other one.

To Ljubojevic's misfortune, the continuation 44 . . . R-N8 served only to repeat the position, and otherwise had no point. 44 . . . K-B1 was correct. Now White wins easily.

44	. . .	R-N8?
45	N-Q3	K-N1
46	R-N7	K-N2
47	N-K5	K-B3
48	N×BP	

The remainder is readily understandable, and does not require any further explanation.

48	. . .	R-QB8
49	N×P	R-B7ch
50	K-B3	P-N7
51	K-K4	R-K7ch
52	K-Q4	R-R7
53	P-N5ch	K-K3
54	R-N6ch	K-K2
55	K-B3	K-B1
56	R×P	R×P
57	R-N7	R-KB5
58	K-Q3	R-B8
59	K-Q4	Resigns

Game 51
Korchnoi - Hubner
Leningrad Interzonal 1973
Sicilian Defence

A well-known grandmaster once said that last rounds should be abolished altogether . . . I agree with him: the tense atmosphere and tiredness which are usual on the last day of an event can distort the normal result of a game.

In this tournament, fortunately, I had managed to solve the main problems several rounds before the end, and the final round was merely a matter of prestige – the question of first place had still to be decided.

1	**P-QB4**	**N-KB3**
2	**N-QB3**	**P-B4**
3	**N-B3**	**P-KN3**

3 . . . P-K3 and 3 . . . P-Q4 are the alternatives here.

4	**P-K4**	**B-N2**
5	**P-Q4**	**PXP**
6	**NXP**	**N-B3**
7	**N-B2**	

The other fashionable continuation is 7 B-K3 N-KN5 8 QXN NXN 9 Q-Q1. However, Hubner had already played this as Black in previous games, and I wanted to see how he would reply to a different scheme.

7	. . .	**P-Q3**
8	**B-K2**	**N-Q2**

For a long time it was considered that the side allowing his opponent to erect a pawn bastion in the centre (K4 and QB4) was doomed to a difficult, unpromising defence. Several games won by Botvinnik in the 1930's convinced the chess world of this. From the point of view of chess logic, this was not quite right: after all, while one side is erecting and strengthening his pawn centre, the other should gain time to obtain good posts for his pieces. Nevertheless, Botvinnik's stratagem remained unshaken for more than 30 years! The manoeuvre of the king's knight, found towards the end of the 60's, evidently alters the assessment of the whole opening system.

9 B-Q2

Black was threatening to play 9 . . . BXN and then lay seige to the doubled pawns with his pieces. 9 B-Q2 is often played, although the immediate 9 N-Q5 may be stronger.

9 . . . N-B4

Annotating this game in the Yugoslav *Informator,* grandmaster Kotov gives an equality sign after this move. In fact, Black's last move is debatable, since it allows the opponent to increase his space advantage, and to remove any eventual threat to his KP. 9 . . . O-O was therefore more subtle, with the intention of playing . . . N-B4 on the following move. 9 . . . P-QR4 was also worth considering, holding back the advance of White's QNP for a long time.

10 P-QN4 N-K3
11 R-QB1 O-O
12 N-Q5 N(K3)-Q5

Here and on the previous move . . . P-QR4 again deserved consideration, so as to open the QR file. Black consistently carries out his idea – that of occupying his . . . Q5 square, but, as later becomes clear, one piece cannot by itself do a lot. Thus Black does not succeed in equalizing.

13 NXN NXN
14 B-N5 R-K1
15 O-O B-K3

Here 15 . . . P-QR4 was still possible. After either 16 P-B5 B-K3!, or 16 P-P-QR3 PXP 17 PXP R-R7, the activity of Black's pieces would increase markedly.

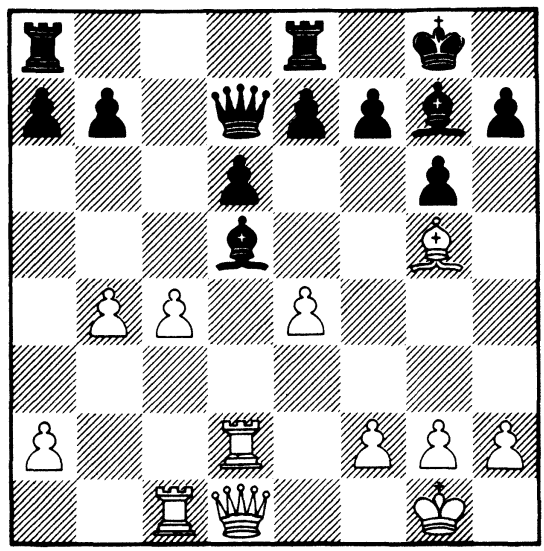
16 R-K1 NXBch

White was ready to retreat his bishop to KB1, and then begin active operations in the centre, after driving the black knight from its centralized post by B-K3.

17 RXN Q-Q2
18 R-Q2

White has an undisputed space advantage. Now P-B5 is threatened, and Black cannot move his queen away because of the threat to his KP. However, with his next move he succeeds in solving this problem.

18 ... BXN



19 RXB!?

A surprising decision in a position where the capture with either pawn would have left White with a small but persistent advantage. However, I rejected fairly quickly the capture with the BP: after 19 BPXB P-KR3 20 B-K3 P-QR4! Black would open a further file for his rooks, and equalize. The standard 19 KPXB would have given White a certain advantage in space, and pressure down the K-file. And the capture with the rook?

In the absence of Black's knights and white-squared bishop, the rook will be invulnerable on Q5, and will prevent the undermining pawn moves ... P-QR4, ... P-QN4, ... P-B4 and ... P-K3.

19	...	Q-K3
20	Q-Q3	QR-B1
21	B-K3	P-QR3
22	P-KR3	R-B1
23	P-N4	

White parries the freeing attempt ... P-B4, and has in mind a possible K-side pawn storm. Such a committing pawn advance demands active play

on White's part, since otherwise it may turn out to be an irreparable weakening.

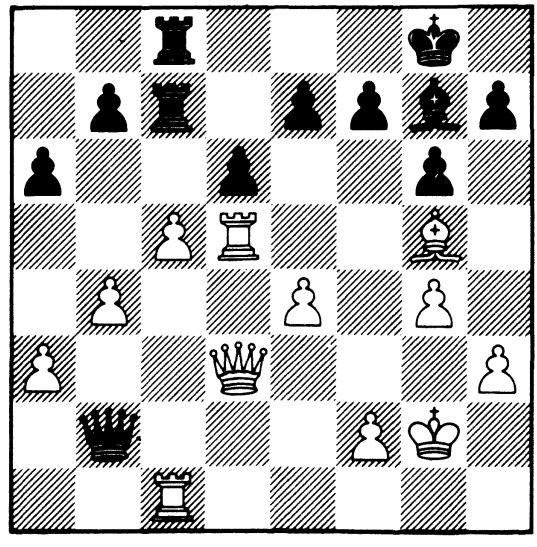
23	...	Q-B3
24	B-N5	Q-N7

On 24 ... Q-K3 White was intending to play P-B4-KB5, cramping his opponent still further. On ... N7 the queen hinders the co-ordination of the white pieces, but, on the other hand, it proves to be away from the main scene of battle, and this soon makes itself felt.

25	P-R3	R-B2
26	P-B5	KR-B1

Here Black could have captured on ... QB4, and this would probably have been better. On 26 ... PXP White was intending to play 27 R(Q5)XP RXR 28 RXR (28 PXR Q-K4, and Black can hold the position), with a slight advantage which could evidently have been neutralized. To be honest, at the board I thought that Hubner began playing for a win, overrating the strength of the pin on the QB file.

27 K-N2



27 ... B-B1?

The decisive mistake. 27 ... P-R3! 28 B-B4 K-R2! was essential, when

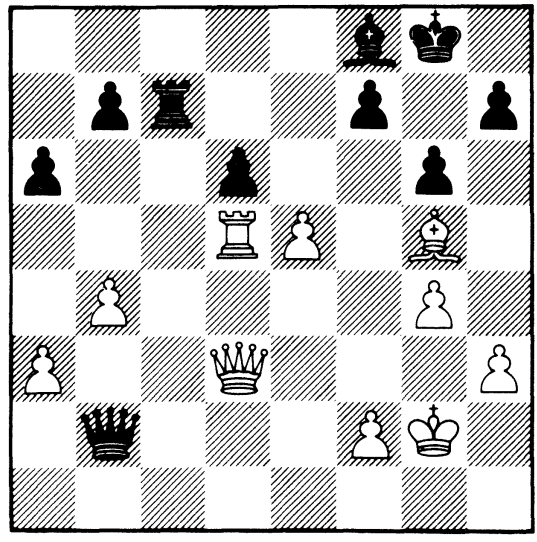
Black can hold on. The point is that, by itself the winning of the QP does not win the game, since Black's possession of the then open QB file gives him equal chances, e.g. 29 R-Q1 R-B3 30 R-Q2 Q-R8 31 PXP PXP 32 RXP R-B8, and Black's counter-play is rather unpleasant. And in the case of 29 PXP Black can play either the simple 29 . . . PXP, or 29 . . . RXR 30 BXR QXB 31 P-Q7 R-Q1 32 R-QB5 Q-KB5 33 R-B8 RXP 34 QXR QXKPch, with a probable draw.

28 PXP! PXP

If 28 . . . RXR, then 29 BXR QXB 30 P-Q7 R-Q1 31 R-QB5 and 32 R-B8.

29 RXR RXR
30 P-K5!

Were it not for this move, it would not be clear who was beating who! But now White's heavy pieces break through to the eighth rank, or else he gains a mighty passed pawn at Q6.



30 . . . R-B7

If 30 . . . R-B6, then 31 Q-Q4 PXP 32 QXP R-B7 33 QXQ RXQ, and now not 34 R-Q8 K-N2 35 B-K3 R-R7 36 B-Q4ch P-B3 37 R-Q7ch K-N1, when White wins a pawn but not the game, but 34 B-B6! R-K7 35 R-Q8 R-K3 36 P-N5, and the pin on the back rank must prove fatal for Black.

31 B-Q2!

The most economical way of combining defence along the second rank with attack along the eighth! Other moves by White are less convincing.

31 ... PXP

White can parry the attempt to seize the initiative by 31 . . . B-R3 with either a 'defensive' variation (32 BXB RXPch 33 K-N3 R-N7ch 34 K-R4 Q-KB7ch 35 K-N5), or an attacking one (32 B-K1 PXP 33 R-Q8ch K-N2 34 Q-Q6, with threats that can hardly be met).

32 R-Q8 K-N2
33 Q-K3! B-K2

Or 33 . . . K-B3 34 RXB RXB 35 Q-KB3ch.

34 Q-R6ch K-B3
35 Q-R4ch!

Not, of course, 35 Q-N5ch, on account of 35 . . . K-K3 36 R-K8 P-B3, and it is Black who wins.

35 ... K-K3
36 R-K8 RXB

On 36 . . . R-B2 there follows 37 B-N5, and Black loses a piece, while if 36 . . . P-B3, then 37 QXRP R-B2 38 B-K3, and there is no satisfactory defence to the threat of 39 B-B5.

37 QXBch K-Q4
38 R-Q8ch

Now on 38 . . . K-B5 there follows 39 Q-B5ch K-N6 40 Q-K3ch, and on 38 . . . K-K5 – 39 QXNPch K-B5 40 Q-B3ch K-N4 41 Q-K3ch. Therefore Black played

38 ... K-B3

and without waiting for the obvious reply 39 Q-B5 mate, **resigned**.

Game 52
Korchnoi - Taimanov
Leningrad Interzonal 1973
English Opening

Taimanov and I have been meeting each other at the chess board for almost a quarter of a century. The difference in age has altered (at one time it seemed that Mark Yevgenyevich was much older than I . . .), form varies, and our positions in the chess hierarchy change (in various directions), but the score between us remains roughly equal. Even in the years when Taimanov's form was at its worst, I sensed the responsible way in which he would prepare for an encounter with his fellow-countryman!

And so, before this game the score between us stood at 5 : 5, with 18 draws . . .

1	**P-QB4**	**P-K4**
2	**N-QB3**	**N-KB3**
3	**P-KN3**	**B-N5**
4	**B-N2**	**O-O**

Systems adopted by Black often appear more active than those chosen by White. It is true that Black's play is based on counter-attack, i.e. it has to depend on how and where the opponent chooses to strike. Does White lose the advantage of the first move when he chooses set-ups such as the King's Indian, Dutch or Sicilian? Or does the extra tempo decisively affect the assessment, and the Sicilian from being a 'Defence' become an 'Attack'?

5 P-K4

Since the advance . . . P-Q4 is part of Black's plans, modern theory considers this move to be the most energetic. White also has chances of an advantage after 5 N-B3. On the other hand, the development of the queen at N3 or B2 does nothing to aid White's development or towards the battle for the centre, so that Black gets a good game without difficulty, e.g. 5 Q-B2 R-K1 6 P-QR3? BXN 7 NPXB P-B3 8 P-K4 P-Q4, with advantage to Black.

5 . . . P-B3?

This move – the beginning of an operation which involves the sacrifice

of a pawn – is a mistake. Black had at his disposal two ways of fighting for equality: 5 . . . N-B3 6 KN-K2 B-B4, when he has counter-play thanks to the weakening by White of the black squares in the centre, and 5 . . . BXN 6 NPXB P-B3!, with chances for both sides.

6 KN-K2 P-Q4

Now this sacrifice is practically forced, since White was threatening to obtain a big space advantage by 7 P-Q4. It should be mentioned that in the book on the English Opening by Taimanov, published in East Germany in 1972, the variation with the pawn sacrifice is recommended as promising for Black.

7 BPXP PXP
8 PXP

In the game Ivkov - Ree (Amsterdam 1968) there was played 8 NXP NXN 9 PXN B-KB4 10 O-O N-Q2 11 P-Q3 R-K1 12 B-K3 N-B3 13 Q-N3 P-QR4, with compensation for the pawn in the form of his convenient piece placing and slight space advantage. There is an analogous variation with a pawn sacrifice in the Sicilian Defence. There it is considered correct to capture with the knight, so as to exchange as many pieces as possible, and so weaken the enemy attack. But here, with an extra tempo, White can afford to choose a more complicated path.

8 . . . B-KB4
9 P-Q4!

After 9 O-O B-Q6 White would have great difficulties over his development.

9 . . . P-K5

If 9 . . . NXP, then White can play either 10 O-O BXN 11 NXB NXN 12 PXN N-B3 13 PXP, with the advantage, or else 10 PXP NXN 11 PXN QXQch 12 KXQ R-Q1ch 13 B-Q2, when the opponent's attack is beaten back, and White remains with a big material advantage.

10 B-KN5 QN-Q2

Of course, in the case of 10 . . . QXP 11 BXN PXB 12 O-O White has a clear advantage.

11 Q-N3

White could also have played 11 P-QR3 BXNch 12 NXB P-KR3 13 BXN NXB 14 O-O R-K1 15 R-K1, when Black may not be able to regain his pawn. The queen move leads to more complicated play.

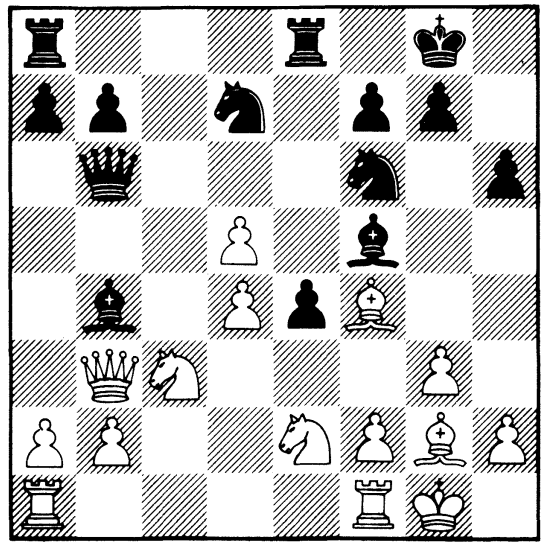
11 . . . Q-N3

If 11 . . . B-K2, then 12 P-Q6! BXP 13 NXP, and White gets rid of his doubled pawns.

12 O-O P-KR3
13 B-B4

The continuation 13 BXN NXB 14 P-QR3 did not appeal to me on account of 14 . . . B-R4 15 Q-R2 Q-Q3. Black moves his bishop to . . . QN3, develops his rooks at . . . Q1 and . . . K1, and wins back his pawn.

13 . . . KR-K1



The result of the opening is that White has kept his extra pawn. It is doubled, however, and is not particularly useful. What is much more impor-

tant is White's superiority in the activity of his pieces, and their better co-ordination. True, on examining the position critically, I realized that the knight on K2 was passively placed, merely duplicating the role of the other knight. It was with the aim of activating my knights that I carried out the following manoeuvre.

14 N-R4! Q-R4
15 P-QR3 B-B1?

15 ... B-Q7! was essential, so as to exchange off White's active bishop. In the case of 16 N(R4)-B3 BXB 17 NXB P-KN4 18 N(B4)-K2 N-N3 19 Q-N5 QXQ 20 NXQ KR-Q1 Black equalizes. 16 BXB QXB 17 N(R4)-B3 is also unsuccessful on account of 17 ... P-K6, with an active position for Black. And only by the subtle manoeuvre 16 B-K3! N-N5 17 N-B5! can White maintain his superiority.

16 N(K2)-B3

Now White's advantage takes on a concrete aspect. His extra pawn is securely defended, while Black's badly-placed queen has no way of returning to the centre, since his QNP is attacked.

16 ... P-KN4
17 B-K3

Even stronger was 17 B-Q2! Q-R3 18 KR-K1, with very serious threats.

17 ... QR-B1

The passive 17 ... QR-N1 would have been better.

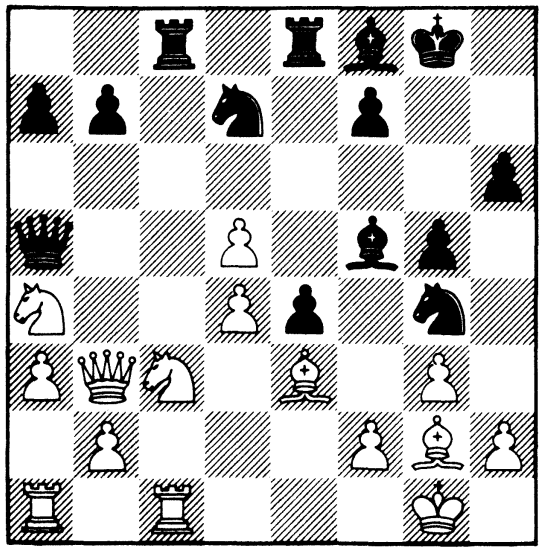
18 KR-B1

White is in no hurry. He plans to play his bishop to KB1, and then capture on QN7 'at his leisure'. At no point can Black play ... P-N3, since White retreats his queen and then plays P-QN4.

18 ... N-N5!

The only way to put up a fight. On 19 B-Q2 Black retreats his queen –

19 . . . Q-R3 20 B-B1 Q-KB3 – with threats on the K-side, while on 19 B-B1 he plays 19 . . . NXB 20 PXN Q-B2 21 NXP QXR 22 RXQ RXR 23 N-B2 N-B3, when despite White's material advantage, the game is by no means over.



19 QXP!

The time has come!

19	**. . .**	**R-N1**
20	**Q-B6**	**KR-B1**
21	**P-N4!**	**RXQ**
22	**PXQ**	**R-R3**

Or 22 . . . R-B5 23 B-B1 R-B2 24 N-N5 R(B2)-N2 (24 . . . RXR 25 RXR P-R3 26 N-B7 BXP 27 R-R1, and the important QRP is lost) 25 KR-N1 P-R3 26 N(N5)-B3, with a clear advantage to White.

23	**BXKP**	**BXB**
24	**NXB**	**RXP**
25	**N(R4)-B5**	**NXN**
26	**PXN**	

One can understand White's great desire to undouble his pawns, and to win as quickly as possible with the two connected passed pawns, but the less hasty 26 NXN would have been sounder.

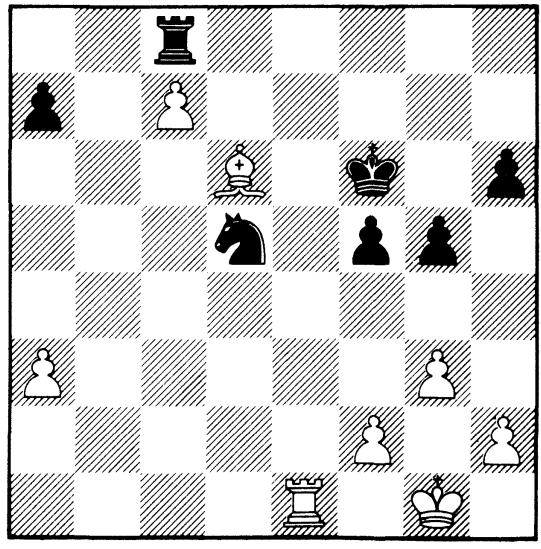
26 . . . P-B4!

Not, of course, 26 . . . NXB 27 PXN P-B4, on account of 28 N-B6ch K-N2 29 N-Q7 etc.

27 B-Q2 R-R5

In the case of 27 . . . R(R4)-N4 28 N-Q6 BXN 29 PXB RXP 30 B-N4 P-QR4 31 R-B5 White has every chance of winning. I thought that 27 . . . R-R3!? was the strongest, and indeed, after 28 N-Q6 BXN 29 PXB RXQP 30 R-B7 RXP 31 B-B3 Black re-establishes material equality. True, in view of the activity of the enemy pieces, his position remains difficult.

28 N-Q6 R-Q5
29 B-N4 RXP
30 R-Q1 N-B3
31 P-B6 BXN
32 BXB R-QB1
33 P-B7 K-B2
34 RXR NXR
35 R-K1 K-B3



36 P-B4?!

This move, which has the correct idea – that of lengthening the bishop's diagonal – is in fact a blunder. Of course, White's position is so strong that he can afford to let the opponent regain his pawn, but 36 K-B1 would have been

more accurate, so as to play P-B4 on the following move.

Then after 36 . . . N-N3 37 B-K7ch K-B2 38 B-Q8 N-Q4 39 R-K5 NXP 40 RXPch K-N1 41 R-B5 White has a won ending.

36	**. . .**	**PXP**
37	**R-K5**	

Only not 37 PXP? NXQBP 38 R-QB1 R-KN1ch, and Black equalizes!

37	**. . .**	**N-N3**
38	**R-B5**	**PXP**
39	**BXP**	**P-KR4**
40	**K-B2**	**K-K3**
41	**R-K5ch**	**K-B3**

The sealed move.

42	**R-R5**	

As it turns out, the adjourned position is easily won for White, e.g. on 42 . . . R-QR1 there follows 43 P-QR4 P-R3 44 R-B5 N-B1 45 P-R5 R-R2 46 R-B6ch K-K2 47 R-QN6 K-Q2 48 R-N8.

42	**. . .**	**K-K3**
43	**RXRP**	**K-Q2**
44	**R-R5**	**R-B1**
45	**B-B4**	**K-B3**
46	**R-K5**	**K-N2**
47	**R-N5**	**K-B3**
48	**P-QR4**	**R-QR1**
49	**K-B3**	**R-KB1**
50	**R-N4**	**R-K1**
51	**P-R5**	**N-B1**
52	**R-Q4**	**K-N2**
53	**P-R6ch**	**Resigns**

Game 53
Korchnoi - R. Byrne
Leningrad Interzonal 1973
King's Indian Defence

1	**P-Q4**	**N-KB3**
2	**P-QB4**	**P-KN3**
3	**N-QB3**	**B-N2**

It is not difficult to prepare for a game against Robert Byrne: as far as I recall, he has always played the King's Indian. Fischer 'himself' no longer adopts this opening in important games, but his namesake is much more obstinate . . .

4	**P-K4**	**P-Q3**
5	**N-B3**	

At this point there is a divergence of tastes. Polugayevsky prefers 5 B-K2 O-O 6 B-N5, Geller, Gligoric and Taimanov – the move in the game, and Tal and Spassky – 5 P-B3. By all accounts the World Champion also considers the Samisch Variation to be the most dangerous weapon against the King's Indian. But I had already played the 5 P-B3 system against Byrne without winning (Hastings 1971/2), and so I decided to test his knowledge and tenacity in a different variation.

5	. . .	**O-O**
6	**B-K2**	**P-K4**
7	**O-O**	**N-B3**

Of all the possible moves in this position (7 . . . QN-Q2, 7 . . . P-B3, 7 . . . PXP and 7 . . . N-B3) this last one is the most energetic. Black forces his opponent to close the centre, and obtains freedom of action on the K-side.

8	**P-Q5**	

On 8 B-K3, as is well known, there follows 8 . . . R-K1 9 P-Q5 N-Q5!.

8	. . .	**N-K2**
9	**B-Q2**	

The other (more hackneyed!) continuations are 9 N-K1, 9 N-Q2 and 9 P-QN4. The bishop move underwent a serious, though nevertheless insufficient testing in the Taimanov - Fischer Match (1971).

9 ... P-B4!?

The continuation in the 3rd game of the Taimanov - Fischer Match was 9 ... N-K1 10 R-B1 P-KB4 11 Q-N3 P-N3 12 PXP PXP 13 N-KN5 N-KB3 14 P-B4 P-KR3 15 PXP PXP 16 P-B5!, with strong threats.

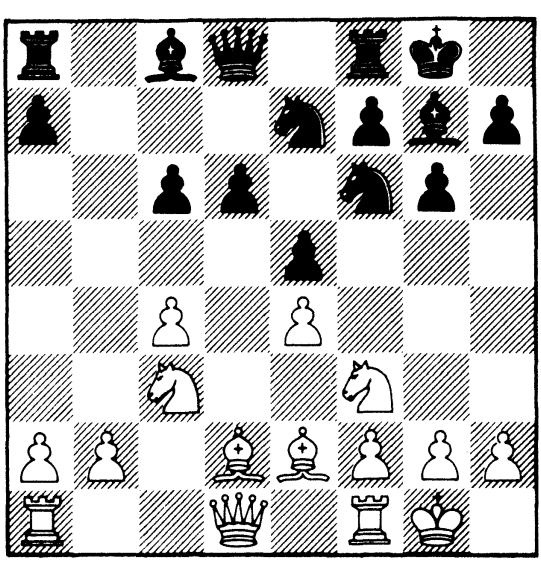
Byrne diverges from the well-trodden paths. With the advance of his QBP, he attempts to close off a further part of the board with a pawn barrier, and to hinder White's Q-side play (cf. also the game Korchnoi - Gligoric from the same event).

10 PXP e.p.

The situation after 10 N-K1 N-Q2 11 N-Q3 P-B4 12 P-B3 P-B5 is unclear. However, the exchange on B6 also required a serious calculation of the possible consequences – after all, Black obtains a majority of pawns in the centre! Either White will succeed in setting up pressure on his opponent's position, or else Black, after re-grouping, will himself take the offensive, utilizing his central pawn majority.

10 ... PXP

After 10 ... NXBP 11 B-K3! White has a persistent advantage in view of the weakness of Black's QP and his ... Q4 square.



11 B-N5!

While giving his black-squared bishop maximum mobility, White at the same time clears the Q file, and creates threats to the QP.

Black has a difficult problem to solve concerning the subsequent placing of his pieces (and pawns!). 11 ... P-KR3, for instance, fails to 12 BXN BXB 13 Q-Q2 K-N2 14 KR-Q1 Q-N3 15 N-QR4, when White wins. 11 ... P-Q4 is weak on account of 12 KPXP PXP 13 NXKP – Black loses a pawn without any compensation. 11 ... P-B4, with the idea of transferring his knight from ... K2 to ... Q5, is also inadequate. After the game Byrne said that he had rejected 11 ... P-B4 on account of 12 BXN BXB 13 N-QN5, when the QP is lost. But if we continue this variation, we will see that it is not at all so simple: 13 ... R-N1 14 P-QN3 P-QR3 15 QXP (taking with the knight is even worse) 15 ... QXQ 16 NXQ B-K3 17 QR-Q1 KR-Q1 18 R-Q2 N-B3 19 KR-Q1 N-Q5 20 NXN KPXN 21 P-K5 BXKP, with advantage now to Black. The correct reply to 11 ... P-B4 is 12 Q-Q3 N-B3 13 N-QN5 (13 N-Q5 is also worth considering) 13 ... N-Q5 14 KNXN KPXN (14 ... BPXN 15 Q-QR3) 15 B-B4 N-K1 16 Q-KN3 R-N1 17 QR-N1, when White wins material.

11 ... B-K3?!

After lengthy consideration Byrne makes an unsuccessful move. As it turned out, he rejected 11 ... B-N2 on general grounds. Indeed, at first glance the bishop appears to be passively placed at ... N2, but from there it can support the important advance ... P-Q4. After 11 ... B-N2 12 Q-Q2 P-P-Q4! Black would be excellently placed (13 NXKP? P-Q5 14 BXN BXB 15 N-N4 B-N2 16 N-R4 P-KR4, and Black wins). On 12 Q-Q3 Q-N1 Black prepares ... P-Q4 either on the following move or after the preparatory ... R-Q1, and again does not experience any difficulties. The correct move for White is 12 Q-N3!, when in this complicated position he maintains a slight advantage.

12 P-B5!

This strong blow against Black's pawn chain is possible thanks to the fact that his QBP is inadequately guarded!

12 ... N-K1

This is, of course, positional, and what is more, psychological capitulation, but what is Black to do? On 12 . . . PXP there would have followed 13 NXP Q-N1 14 N-Q3 P-B5 15 N-B5 QXNP 16 NXB PXN 17 Q-B1, when White regains his pawn with a big positional advantage. Or 12 . . . P-Q4 13 NXKP P-Q5? 14 N-R4 NXP 15 NXP! – here it is, the undefended QBP – this is why P-B5 would have been impossible with the bishop at . . . QN2! Or 13 . . . Q-N1 14 PXP N(B3)XP (14 . . . QXN?! 15 BXN BXB 16 PXB with a clear advantage; 14 . . . N(K2)XP 15 NXQBP QXNP 16 N-R4 Q-N2 17 BXN BXB 18 N-Q4 QR-Q1 19 B-B3, with an extra pawn and winning chances) 15 NXQBP (other continuations, such as 15 NXN NXN 16 N-B4 N-B5! 17 BXN QXB 18 R-B1 QR-Q1 19 Q-R4 B-Q4, or 15 BXN NXB 16 N-Q3 B-B4 17 Q-B1 R-Q1 18 R-Q1 N-Q4 give Black more than sufficient initiative for the pawn) 15 . . . NXN(B3) 16 NXN QXNP 17 R-N1 QXP 18 B-B3 or 18 N-B7, with a slight advantage to White in view of his strong passed QBP, and better piece co-ordination.

As we have seen, this last variation is rather unclear, and that is how Black should have played. However, in other variations also there are points which are unclear. For instance, both players assessed the continuation 12 . . . P-Q4 13 NXKP PXP 14 Q-Q6! as being clearly in White's favour. But by the clever move 14 . . . Q-N1!, with the threats of 15 . . . R-Q1 and 15 . . . QXP, Black could evidently have equalized!

It has to be said that at the critical point of the game, Byrne failed to solve the problems facing him.

13	**PXP**	**NXP**
14	**Q-R4**	

After the exchange of pawns in the centre the position has become open. Black's pieces, as often happens in the King's Indian, are cramped and uncoordinated, and in addition his Q-side pawns are weak. "The game is strategically decided" – as Alekhine liked to put it. It remains to demonstrate the truth of this to a determinedly resisting opponent . . .

14	**. . .**	**P-B3**
15	**B-K3**	**Q-B2**
16	**QR-B1**	**KR-N1**

Black hastens to bring into play his king's bishop, hemmed in at the moment by his own pawns, and tries to gain a tempo for his development by attacking the QNP.

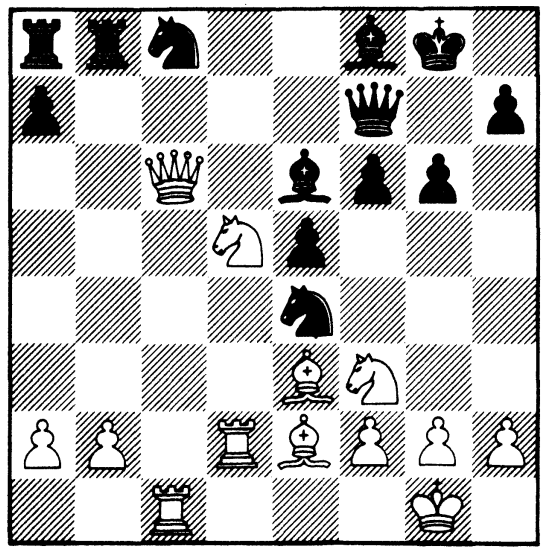
17 KR-Q1 B-KB1

If 17 ... RXP, then 18 Q-R3 RXB 19 QXN QXQ 20 RXQ RXB 21 PXR, with a material advantage to White. (But not 21 RXB RXN(QB6) 22 RXR R-Q1! 23 K-B1 K-B2, when Black wins back the exchange.)

18 R-Q2

White has completed his mobilization, and plans to play N-Q5, which Black is unable to prevent. But will the knight sortie bring any real benefits? Yes, the enemy pieces are so awkwardly placed, that there can be no doubt that it will be successful!

18 ... N(K2)-B1
19 N-Q5 Q-B2
20 QXBP NXP



21 NXBPch

This spectacular move had been planned long in advance. True, the simple 21 N-B7 would also have won: 21 ... NXR 22 NXN B-Q2 23 Q-KB3 P-K5 24 NXP!, and the threats of 25 B-QB4 and 25 NXR RXN 26 N-N5 are decisive.

21 ... NXN

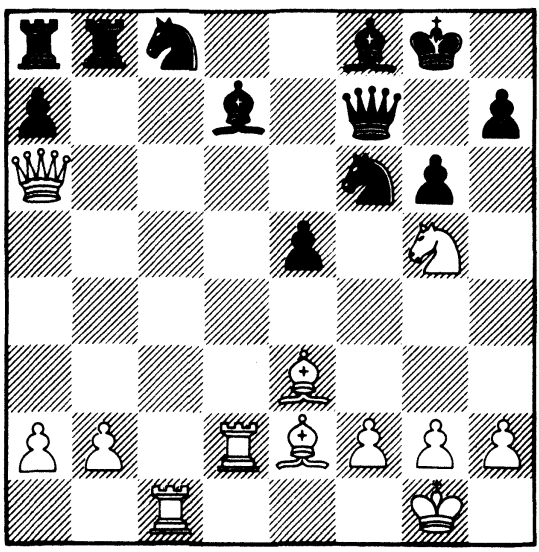
21 ... QXN would have held out longer. The acceptance of the sacrifice leads to a rapid defeat.

22 N-N5 B-Q2

Or 22 . . . B-Q4 23 RXB N-K2 (23 . . . QXR 24 B-QB4) 24 QXR RXQ 25 NXQ etc.

23 Q-R6

23 RXB QXR 24 QXN(B6) N-Q3 25 R-Q1 was also strong, when the threats of B-QB4 and B-KN4 cannot be met.



23 . . . Q-K2

On 23 . . . Q-N2 there follows 24 B-QB4ch K-R1 25 N-B7ch K-N1 26 NXPch K-R1 27 N-B7ch K-N1 28 B-R6, winning the queen. Black is unable to gain sufficient material compensation for it: 28 . . . QXN 29 BXQch KXB 30 BXB R-N3 31 Q-R3.

24	**B-B5**	**Q-N2**
25	**Q-B4ch**	**K-R1**
26	**N-B7ch**	**K-N1**
27	**NXPch**	**K-R1**
28	**BXB**	**Resigns**

In view of the variation 28 . . . QXB 29 NXB NXN 30 RXN N-N3 31 Q-Q4ch.

Game 54
Korchnoi - Geller
41st USSR Championship 1973
King's Indian Defence

1	P-QB4	P-KN3
2	P-K4	B-N2
3	P-Q4	P-Q3
4	N-QB3	N-KB3
5	N-B3	O-O
6	B-K2	P-K4
7	O-O	N-B3
8	P-Q5	N-K2
9	B-Q2	

Not long before this, Geller and I had played a whole match together, but there were still a few unexplained questions remaining in the King's Indian Defence . . .

9	. . .	N-R4!?

Theory states that 9 . . . N-K1 is the strongest here. The move played is considered rather weak, but it is not shown how White is to gain a clear advantage. It was clear to me that in this Championship my opponent would not be averse to trying this move.

10	P-KN3	P-KB4
11	PXP	NXBP

The last few moves are considered to be more or less forced. On 11 . . . PXP White gains the advantage by either 12 NXP, or 12 N-KN5.

12	N-K4	

12 P-KN4 fails to 12 . . . N-Q5 13 PXN NXBch 14 QXN B-N5, when Black wins.

12	. . .	N-B3
13	B-N5	

After the game I could not find anything definite in the books about this position. Although in the variation 13 B-Q3 NXN 14 BXN N-Q5 White stands very slightly better, and perhaps for this reason Black does not go in for such an unpromising position, playing White I was also not satisfied by such a turn of events.

13 . . . P-KR3

Here Geller also considered 13 . . . Q-K1. I think that in this case I could have played either 14 BXN, or 14 B-Q3, with a slight initiative.

14 BXN BXB
15 B-Q3 B-N2
16 K-N2

It is not easy for White to find an active plan. By itself, the possession of his K4 square does not give him a tangible space advantage. Now he plans an offensive on the K-side, with the aim of breaking up the enemy castled position on the white squares.

16 . . . P-N3

Black limits White's possibilities on the Q-side. After all, in the case of 16 . . . B-Q2 he would have to reckon with the reply 17 P-B5.

17 P-KR4 B-Q2
18 R-R1 Q-K2
19 P-R5

White consistently follows his plan, although at this point the tactical possibilities were not altogether clear.

19 . . . P-KN4

I noticed that here Black could have captured the RP, since 20 RXP loses to 20 . . . N-K6! 21 PXN B-N5. But this capture did not fit in with Geller's strategic plans, and so he rejected it without much thought.

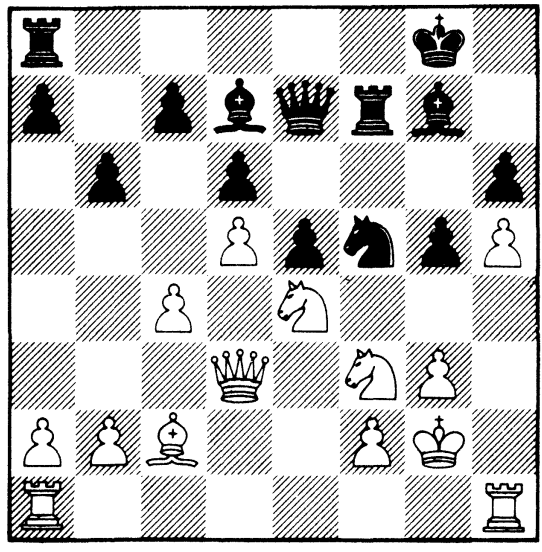
20 B-B2

Now a clear picture of White's attack takes shape.

20 . . . R-B2

At the board I also considered the variation 20 . . . P-N5 21 N-R2 N-Q5 22 B-Q3 N-B6 23 B-K2 B-B4 24 BXN PXBch 25 QXP B-R6ch 26 KXB RXQ 27 NXR, and came to the conclusion that here, with the material situation roughly level, White has a clear advantage.

21 Q-Q3



21 . . . P-N5!?

Various assessments were given of this move, even that it was a courageous step by a grandmaster in a difficult position. Meanwhile, at the board I sensed that Geller did not fully realize that he would lose a pawn. The normal continuation here is 21 . . . QR-KB1, to which I was intending to reply 22 QR-K1 (so as to threaten P-KN4, since the immediate 22 P-KN4 is ineffective on account of 22 . . . N-R5 23 NXN PXN, and on any move by the knight Black can advance . . . P-K5) 22 . . . P-N5 23 N-R2 N-Q5 24 B-Q1 N-B6 25 NXNch PXN 26 K-N1, followed by 27 R-K3 and 28 N-Q2, surrounding the pawn at . . . B6.

Due to Geller's oversight, it was not possible to test the correctness of this plan. But his blunder turned out to be a fortunate one, since if the two variations are compared, from White's point of view the comparison will not be in favour of the one which occurs in the game.

22 N-R2 N-Q5
23 B-Q1 QR-KB1
24 BXP

24 NXNP fails, unfortunately, to 24 . . . R-B6.

24 . . . BXB
25 NXB R-B6
26 Q-Q2 Q-B2

Thus White has won a pawn, but Black has compensation in the form of the activity of his pieces along the KB file, and the strong position of his knight. It is difficult for White to find a plan by which to play for a win. Of course, if he were able to exchange knights or a pair of rooks, things would be much easier, but it is extremely difficult to force the opponent to exchange.

27 R-R4?

A dubious move, the point of which is more or less understandable. At the moment White cannot play 27 NXRPch BXN 28 QXB because of 28 . . . RXBPch, with a draw, and so he forces the black king to . . . KR2, so as to defend the KRP. But 27 QR-K1 was evidently stronger (or 27 QR-KB1, as suggested by Geller), with the idea of then playing N-K3 or R-K3.

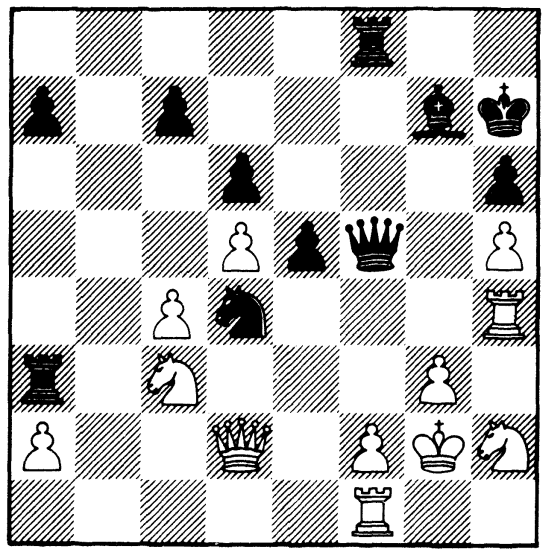
27 . . . K-R2
28 R-KB1 P-N4

By opening up the Q-side, Black obtains counter-play. Here I also considered 28 . . . P-B3, but White has the reply 29 PXP QXBP 30 R-B1.

29 P-N3 PXP
30 PXP R-R6
31 N-R2

Here I was already short of time, and in examining the variation 31 P-B4 PXP 32 N(N4)-B6ch BXN 33 R(R4)XP, I came to the conclusion that Black could hold on. I therefore rejected the move, fortunately, as it turned out. By playing 31 . . . Q-B4, Black wins immediately.

31	...	Q-Q2
32	N-QB3	Q-B4



Threatening 33 ... N-B6, while 33 P-B3 is answered by 33 ... Q-B7. By playing simply 33 Q-N2, White could have kept the advantage, but my flag was already almost horizontal, and so I finally carried out the idea, which I had planned long before, of exchanging knights.

33	N-N5	R-Q6

After 33 ... NXN 34 PXN R-Q6 35 Q-B1 RXQP 36 QXBP R-B2 37 Q-B4 R-Q7 38 Q-K4 the position is highly unclear. This was the variation that Black should have gone in for.

34	NXN	RXQ
35	NXQ	RXN
36	P-R4	R-R7
37	N-B3	

I think that 37 P-B5 PXP 38 R-QB4 B-B1 39 N-N4 was more accurate here, when White, who threatens R-QN1, nevertheless stands better.

37	...	RXQRP
38	R-QN1	R-B2
39	R-K4	R-R7
40	R-N7	B-B1

41 P-B5 PXP
42 RXKP P-B5

The time scramble is over, and it turns out that the game, which for a long time has been roughly level, looks on adjournment like being a draw. In Geller's opinion, 42 . . . P-B5 is an inaccuracy, and 42 . . . B-Q3 was stronger, when Black has slightly the better chances.

43 R-K6!

In view of the threats of N-K5 and P-Q6, Black's reply is forced.

43 . . . R-N2

On 43 . . . B-B4 there follows 44 N-K5 R(R7)XPch 45 K-R3 P-B6 46 NXR P-B7 47 RXBP P-B8=Q 48 NXPch K-R1 49 R-K8ch, and Black loses his queen, before he has had time to make use of her.

44 N-K5

On 44 R-QB6 there follows 44 . . . B-Q3, threatening to capture on . . . KN6.

Geller considers that 44 N-Q4 R-B2 45 R-K2 was stronger, and in the event of the rooks being exchanged, Black still has to play accurately to achieve equality.

44 . . . P-B6
45 R-QB6 B-Q3
46 N-N4 RXN
47 RXB R-N2
48 R-QB6 R-B2
49 R(N7)XBP RXPch
50 K-R3 RXR
51 RXRch K-N1
52 RXBP R-B4
53 R-B8ch K-B2
54 R-B7ch K-B1
55 Drawn

Game 55
Korchnoi - Mecking
1974 Candidates' Quarter-Final, 13th Match Game
Modern Benoni

1	P-Q4	N-KB3
2	N-KB3	P-B4
3	P-Q5	P-K3
4	P-B4	PXP
5	PXP	P-Q3
6	N-B3	P-KN3
7	P-K4	B-N2
8	B-K2	O-O
9	O-O	R-K1
10	N-Q2	QN-Q2
11	Q-B2	

Gligoric prefers 11 P-QR4 and then if 11 . . . N-K4 12 Q-B2 N-R4 13 BXN PXB 14 N-Q1 Q-R5 15 N-K3, or if 11 . . . P-QR3 12 Q-B2 N-R4 13 BXN PXB 14 N-Q1 N-K4 15 N-K3. In each case White's QN ends up on its optimum square QB4.

11	. . .	N-K4

Mecking avoids the 11 . . . N-R4 12 BXN PXB 13 N-B4 N-K4 14 N-K3 Q-R5 of Spassky - Fischer, 3rd Match Game 1972. Presumably the Brazilian Grandmaster was afraid of a prepared improvement, but maybe Korchnoi was only bluffing.

12	P-QN3	

It would be better to play 12 P-KR3, threatening 13 P-B4, and then if 12 . . . P-KN4 13 N-B3. The text move gives Black's KN2 bishop more potential.

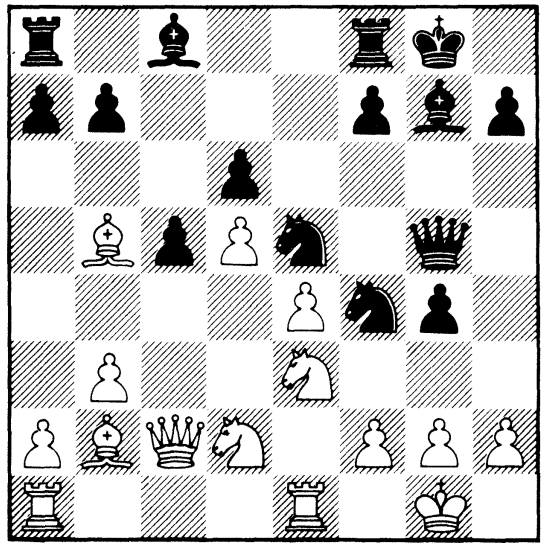
12	. . .	P-KN4!
13	B-N2	P-N5
14	KR-K1	N-R4
15	N-Q1	

Heading for KB5.

15 ... N-KB5
16 B-N5! R-B1

Forced. If 16 . . . B-Q2 17 BXB QXB 18 BXN! BXB 19 R-QB1, followed by N-K3 and N-B5 when the knight could never be dislodged.

17 N-K3 Q-N4



18 N-B5

It would have been safer to have prefaced this move with 18 QR-Q1.

18 ... BXN
19 PXB

Now White has two isolated pawns to worry about.

19 ... N(K4)-Q6?!

Both 19 . . . N-R6ch and 19 . . . N-B6ch were better than the text, but not 19 . . . NXQP 20 N-K4 QXP 21 Q-Q2, when White's active position is worth more than two pawns.

20 BXN BXB

21 QR-Q1

Now we can see why 18 QR-Q1 would have been superior to the move played.

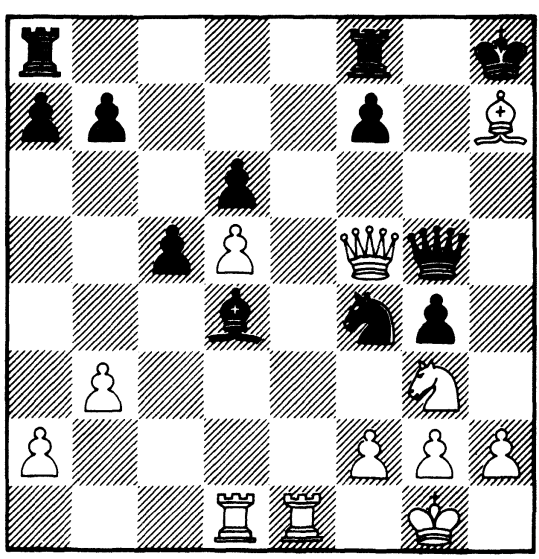
21 ... B-Q5

Here Black can force a draw but Mecking was after the full point. After 21 ... N-R6ch White cannot play 22 K-B1 because of 22 ... NXP! 23 KXN B-Q5ch 24 K-N3 P-KR4 and mate to follow, so 21 ... N-R6ch forces 22 PXN PXPch 23 K-B1 Q-N7ch 24 K-K2 Q-N5ch when White must submit to a draw by repetition since 25 N-B3?? loses to 25 ... R-K1ch 26 K-Q2 Q-N5ch!

22 N-K4 QXP
23 N-N3 Q-N4

Or 23 ... QXP 24 BXPch K-R1 25 B-K4.

24 BXPch K-R1
25 Q-B5



25 ... Q-R3?

He should have gone into the ending. After 25 ... QXQ 26 BXQ NXQP 27 BXP N-B6 28 R-Q2 QR-K1 the game should end in a draw, but once again Mecking proves to be too optimistic.

26	QXNP!	NXNP?

26 . . . B-K4 was the only move, but not 26 . . . KXB 27 N-B5 N-R6ch 28 PXN.

27	KXN	QXB
28	R-K7!	R-KN1
29	Q-B4	B-K4
30	Q-B3	R-N2
31	RXNP	Q-B7
32	R-K1	K-N1
33	R-K4!	

Now White's counterattack will be decisive.

33	. . .	R-KB1
34	R-KN4	QXRP
35	N-B5	RXRch
36	QXRch	K-R2
37	Q-R5ch	K-N1
38	N-R6ch	K-N2
39	NXP	R-KN1
40	NXBch	K-B3ch
41	N-N4ch	RXNch
42	QXR	Resigns

Game 56
Korchnoi - Karpov
1974 Candidates' Final, 21st Match Game
Queen's Indian Defence

1	P-Q4	N-KB3
2	N-KB3	P-K3
3	P-KN3	P-QN3
4	B-N2	B-N2
5	P-B4	B-K2
6	N-B3	O-O
7	Q-B2	P-B4
8	P-Q5	PXP
9	N-KN5	N-B3

In the fifth game of the match Karpov had played 9 . . . P-N3 10 Q-Q1 P-Q3 11 O-O N-R3 12 PXP N-B2, but he did not quite succeed in equalising from the opening. The text was a prepared 'improvement'.

10	NXQP	P-N3
11	Q-Q2!	

Supporting the knight on KN5.

11	. . .	NXN?

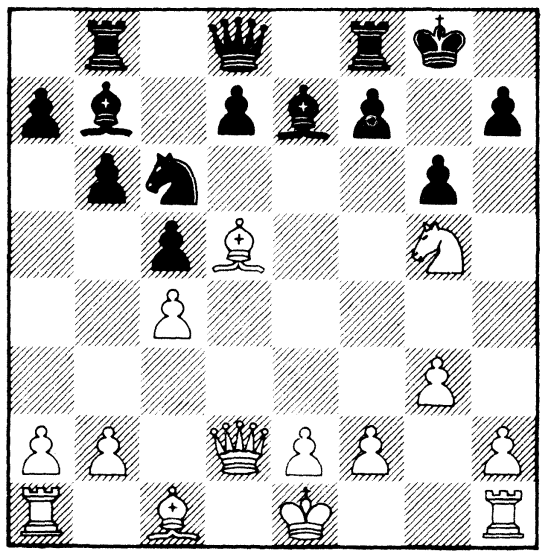
White's bishop assumes enormous dimensions when it arrives on Q5. Best was 11 . . . R-K1.

12	BXN	

Both Karpov and Korchnoi had studied this position in their pre-game analysis and Karpov had actually had the position after his next move on his board at home without noticing White's crushing rejoinder.

12	. . .	R-N1??

This loses immediately. Karpov should have tried 12 . . . BXN 13 QXB QXQ 14 BXQ K-N2 followed by . . . N-R4, when the ending is a difficult one to defend but at least Black is still alive.



13 NXRP!

Korchnoi was more fortunate in his pre-game analysis than his opponent: during the course of the match Keene and Hartston had spent a week in Moscow working on their book of the event and Keene had shown Korchnoi this winning idea. It was later revealed that Karpov saw 13 NXRP the moment he took his hand off the rook.

13 ... R-K1

If 13 ... KXN, White forces mate as follows: 14 Q-R6ch K-N1 15 QXPch K-R1 16 Q-R6ch K-N1 17 B-K4 P-B4 18 B-Q5ch R-B2 19 Q-N6ch K-R1 20 QXR, etc.

14 Q-R6 N-K4
15 N-N5 BXN
16 BXB QXB

Otherwise 17 B-KB6.

17 QXQ BXB
18 O-O

It was still possible for White to lose. 18 PXB?? N-B6ch.

18 ... BXP
19 P-B4 Resigns

Game 57
Korchnoi - Petrosian
Alekhine Memorial Tournament, Moscow 1975
Catalan Opening

1	P-QB4	N-KB3
2	N-QB3	P-K3
3	N-B3	P-Q4
4	P-Q4	B-K2
5	P-KN3	O-O
6	B-N2	QN-Q2
7	Q-Q3?!	

White has greater chances of retaining the edge after 7 P-N3.

7	...	P-B3
8	O-O	P-QN3
9	P-K4	B-R3
10	P-N3	R-B1
11	B-B4	R-K1?

More active was 11 ... P-B4! 12 KPXP KPXP 13 N-QN5 PXBP 14 NPXP BXN 15 PXB N-Q4, with an unclear position. Now White has time to consolidate his position in the centre and to remove his KR from a dangerous diagonal.

12	KR-Q1	N-B1
13	P-QR4	B-N5
14	P-K5	N(B3)-Q2
15	B-Q2	N-N1
16	Q-B2!	B-K2

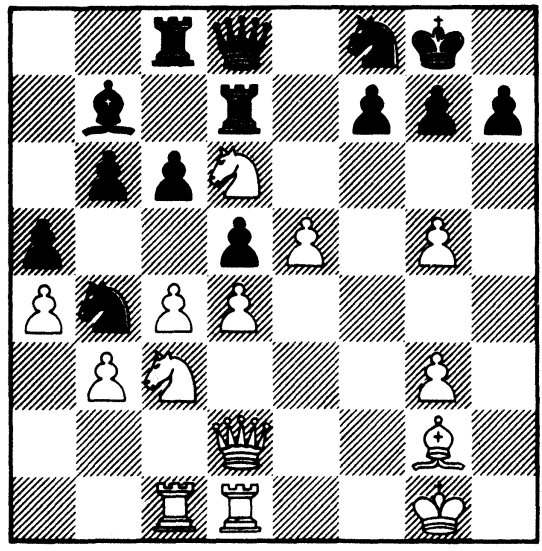
16 ... PXP 17 PXP BXP? is not possible because of 18 N-K4 BXB 19 RXB followed by N-Q6, winning the exchange.

17	Q-R2	B-N2
18	Q-N2	P-QR4
19	P-R4	N-R3
20	B-N5	N-N5

21	QR-B1	R-B2
22	Q-Q2	Q-Q2
23	N-KR2	BXB
24	PXB	R(1)-B1
25	N-N4	Q-Q1

Vacating the Q2 square for the rook. If, for example, 25 . . . P-QB4? 26 N-N5, White wins the exchange.

26	P-B4	R-Q2
27	N-K3	N-N3
28	P-B5	KPXP
29	NXBP	N-B1
30	N-Q6	



30	. . .	RXN

The only way to achieve any counter-play.

31	PXR	QXQP
32	PXP	PXP
33	Q-B4	Q-Q1
34	B-R3	N-N3
35	Q-B3	R-B3
36	R-B1	R-B2

37	N-N5	R-K2
38	QR-K1	B-R3
39	B-B5	N-B1
40	Q-B4	BXN
41	PXB	RXR
42	RXR	P-N3
43	B-N1	

It is not at all easy for White to realise his material advantage. His pawns are all isolated and his bishop has no squares.

43	...	N-K3
44	Q-B6	Q-B2
45	K-N2	Q-B6
46	R-KB1	Q-B2
47	R-B3	N-B1
48	K-B2	N-K3
49	K-K2	N-N2
50	R-K3	N-K3
51	K-Q2	Q-Q2
52	R-QB3	Q-K1
53	B-B2	Q-KB1
54	B-N1	

White is repeating moves in order to reach the second time control at move 56.

54	...	Q-K1
55	R-B3	Q-KB1
56	R-B1	Q-K1
57	R-B2	Q-KB1
58	R-B3	Q-N2
59	R-B3	

White cannot exchange queens because of his numerous pawn weaknesses and Black cannot exchange queens without undoubling White's KNPs.

59	...	Q-B1
60	K-B1	Q-K1
61	K-N2	Q-R1

Black must find an active plan in view of the threat of B-B2-Q1-N4, breaking the blockade.

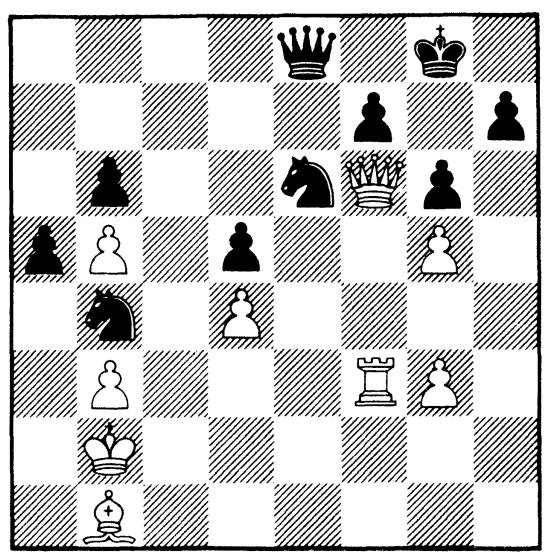
62 Q-K7

Preventing . . . P-R5.

62 . . . Q-N1
63 R-B3 Q-KB1
64 Q-B6

64 Q-N7 was quite safe, e.g. 64 . . . P-R5 65 R-B3 P-R6ch 66 KXP! and Black has no useful discovered checks, or 64 . . . NXQP 65 R-B3 Q-Q3 66 R-B8ch K-N2 67 Q-R8 forcing mate.

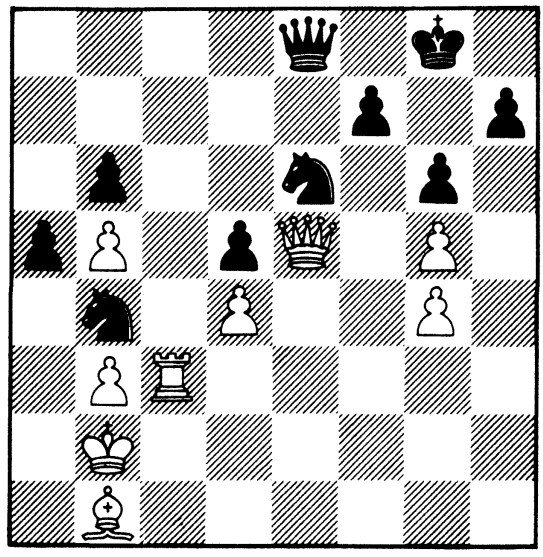
64 . . . Q-K1



65 R-B3 Q-R1
66 P-N4 Q-K1

If 66 . . . Q-N1 67 Q-K5 QXQ 68 R-B8ch K-N2 69 PXQ N-Q5 70 B-Q3! NXBch 71 K-B3 NXP(N6) 72 KXN(Q3) P-R5 (or 72 . . . P-R3 73 PXPch KXP 74 R-B6 P-R5 75 RXQNP P-R6 76 R-R6 P-R7 77 K-B3 P-R8(Q)ch 78 RXQ NXR 79 K-N2) 73 K-B3 P-Q5ch 74 K-N4 P-Q6 75 KXP with a won ending.

67 Q-K5



67 . . . Q-Q1

Black is in *zugzwang*. If 67 . . . Q-KB1 68 B-B2! Q-K1 69 BXP, with similar play to that in the game. After 67 . . . Q-KB1 68 B-B2 Black can, of course, exchange off knight for bishop, but after 68 . . . NXB 69 KXN there is no way that Black can prevent the invasion of White's rook at QB6.

68 BXP RPXB

68 . . . NXNP is met by 69 B-B5.

69 R-R3 N-Q6ch

Or 69 . . . N-N2 70 Q-R2 N-R4 71 PXN and 72 PXP etc.

70 RXN NXNP
71 R-QB3 N-K5
72 R-R3 P-B3
73 Q-R2 K-B2
74 R-R8 Resigns

Game 58
Langeweg - Korchnoi
Amsterdam 1976
English Opening

1	N-KB3	N-KB3
2	P-B4	P-K3
3	N-B3	B-N5
4	Q-B2	O-O
5	P-QR3	BXN
6	QXB	P-QN3
7	P-KN3	B-N2
8	B-N2	P-Q4
9	P-Q4	PXP
10	QXP	B-Q4
11	Q-B3	

If 11 Q-B2, Black can play 11 . . . N-B3, taking advantage of the pin on White's knight. Now however, 11 . . . N-B3 is met by 12 P-QN4, when Black's QN is misplaced.

11	. . .	QN-Q2

Intending . . . P-B4.

12	P-QN4	P-QR4!
13	P-N5	

If 13 O-O N-K5 14 Q-N2 PXP 15 PXP RXR 16 QXR Q-K2, followed by . . . R-R1; or if 13 PXP RXP 14 O-O P-B4, followed by . . . Q-R1. In each case White comes under pressure along the QR-file.

13	. . .	P-B3
14	PXP	R-B1
15	O-O	RXP
16	Q-K3	

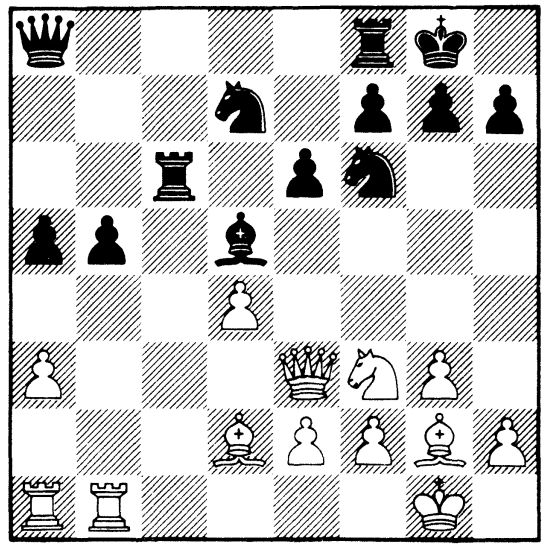
White's queen is severely embarassed. If 16 Q-N2 Q-B1, threatening . . . R-B7.

16 ... Q-R1!
17 B-Q2

There is no satisfactory way to deal with the coming advance of Black's Q-side pawns. If 17 P-QR4 R-B7 18 B-QR3 KR-B1, with complete control of the QB-file; or if 17 R-N1 R-N1 followed by ... P-QN4.

17 ... P-QN4
18 KR-N1?

18 QR-N1 would have left White at only a slight disadvantage but the text move compounds his problems by reducing his mobility.



18 ... R-N1
19 N-K1 BXB
20 NXB N-K5!

Another reason why White's 18th move was wrong: 21 QXN loses to 21 ... R-B8ch but it it were White's QR which had moved to QN1 then ... R-B8 would not be check.

21 Q-Q3

If 21 R-QB1 R-Q3 22 B-K1 N-N3, with ever increasing pressure on the Q-side.

21 . . . R-Q3!

Preparing for . . . N-K4-B5.

22 B-K3 N-K4
23 Q-B2 R-QB1
24 Q-N3 N-B5
25 R-QB1

Now 26 QXP is a threat (25 QXP?? N-B6).

25 . . . R(3)-B3
26 QXP

Or is it?

26 . . . NXRP
27 Q-R4

If 27 Q-Q3 N-B7 28 QR-N1 N-N5 29 Q-R3 N-B6 30 R-N2 N-N4! winning at least another pawn.

27 . . . N-B7!
28 QR-N1

Or 28 QXP NXR 29 RXR QXR 30 QXN Q-B7 followed by . . . R-N1 and . . . R-N7 or N8.

28 . . . R-B5
29 Resigns

Since 29 Q-N3 loses a piece to 29 . . . NXB (but note that 28 . . . NXB can be met by 29 RXR RXR 30 QXR!)

Game 59
Polugayevsky - Korchnoi
Candidates' Semi-Final 1977, 2nd Match Game
Queen's Indian Defence

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-KB3	P-QN3
4	P-KN3	B-N2
5	B-N2	B-K2
6	O-O	O-O
7	N-B3	N-K5
8	Q-B2	

Polugayevsky has frequently played 8 NXN BXN 9 N-K1 but White has little, if anything, after 9 . . . BXB 10 NXB P-Q4 11 Q-R4 Q-K1!.

8	. . .	NXN
9	QXN	P-KB4
10	P-N3	B-KB3
11	B-N2	N-B3
12	QR-Q1	N-K2
13	N-K1	BXB
14	NXB	P-KN4!?

An old plan, originally suggested by Dr Euwe.

15	Q-B2!	

A new move and a very good one but it cost 25 minutes on the clock.

15	. . .	N-N3
16	P-K4	P-B5

Black must try to get some K-side play.

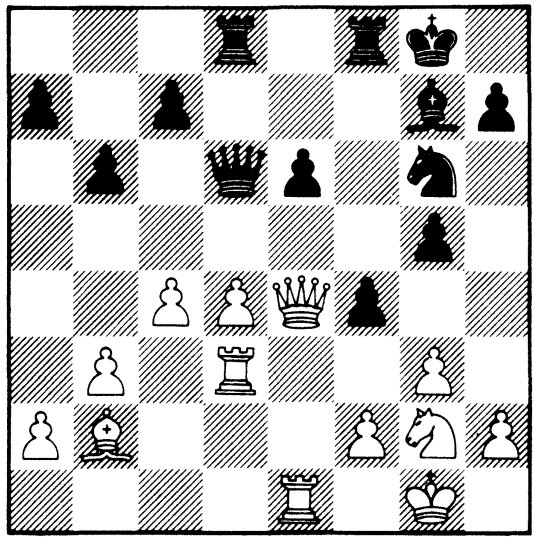
17	P-K5	B-N2
18	Q-K4?	

A careless move, allowing Black to complete his development. 18 B-R3! would have left Black's position suffering from cramp.

18	...	Q-K2
19	R-Q3	QR-Q1
20	R-K1	

White's central build-up looks very strong, yet it is precisely in the centre that Black is able to make a break to free his game.

20	...	P-Q4!
21	KPXP e.p.	QXP



Korchnoi has a difficult position but his play is very resourceful.

22 R(K1)-Q1

If 22 QXKPch, then 22 ... QXQ 23 RXQ N-K4 and 24 ... K-B2 will win the rook which is stranded on K6.

22	...	Q-K2
23	N-K1	Q-B3
24	R(Q1)-Q2	Q-B4!

The exchange of queens relieves the pressure on Black's position and even gives him some prospects thanks to his K-side pawn majority which he achieves next move.

25	QXQ	PXQ

26	N-N2	P-N5
27	NXP	NXN
28	PXN	B-R3
29	R-K2	BXP
30	R-K6?	

A waste of time since Black can force the exchange of this piece after himself penetrating the K-file.

30	...	KR-K1
31	R-KB6	R-K8ch
32	K-N2	R-KB1
33	RXRch	KXR
34	P-Q5?!	

34 B-R3ch gave better chances of avoiding extinction.

34	...	B-Q3!
35	B-B3	R-QB8
36	B-Q2	R-B7
37	P-QR4	P-B5
38	P-R3	P-B6ch
39	K-B1	P-KR4
40	PXP	PXP

Polugayevsky took 45 minutes to seal the move 41 K-K1. However, White can do nothing to thwart Black's plan of . . . R-N7 and then invading with his king.

White resigned without resuming play.

Game 60
Korchnoi - Polugayevsky
Candidates' Semi-Final 1977, 7th Match Game
Semi-Slav Defence

1	P-QB4	N-KB3
2	N-QB3	P-K3
3	N-B3	P-Q4
4	P-Q4	P-B3
5	P-K3	QN-Q2
6	B-Q3	PXP
7	BXBP	P-QN4
8	B-Q3	B-N2
9	O-O	P-N5
10	N-K4	B-K2

This has always been one of Polugayevsky's favourite variations.

11	NXNch	NXN
12	P-K4	O-O

In the fifth game of the match, Polugayevsky played 12 . . . R-QB1 and eventually drew – Korchnoi replied with 13 Q-R4 which is inferior to the pawn sacrifice 13 P-QR3 PXP 14 P-QN4!

13 Q-B2!?

A new move in this position. It was suggested by Murei, one of Korchnoi's three seconds for this match (the others were Keene and Stean). In the third game of the match, Korchnoi prefaced this move with 13 P-K5 and won.

13	. . .	P-KR3
14	B-K3	

Murei's plan is to delay P-K5.

14	. . .	R-B1
15	KR-Q1	P-B4!
16	PXP	N-N5
17	B-Q4	P-K4

18 P-KR3

This is practically forced. 18 BXP would be suicidal because of 18 ... RXP.

18 ... PXB
19 PXN RXP
20 Q-Q2

Hoping to be able to play P-N5.

20 ... P-QR4
21 QR-B1 Q-Q2?!

This is highly dubious. White clearly did not have the better position, rather the opposite, but his one chance of advantage lies in a K-side attack and Black's move merely encourages this.

22 RXR BXR
23 P-N5 PXP
24 QXKNP Q-K2
25 Q-R5!

25 QXQ BXQ 26 R-QB1 would give White a favourable endgame but the decision to keep queens on is correct – even if it is not a forced win, Korchnoi makes it look like one.

25 ... P-N3
26 Q-R6 Q-B3
27 B-B4 P-Q6

Despite being 5-1 down, Polugayevsky lives up to his Christian name of 'Lion' ('Lev' in Russian). He sacrifices a pawn to bring his two bishops to life and gets a strong counter-attack against White's KB2.

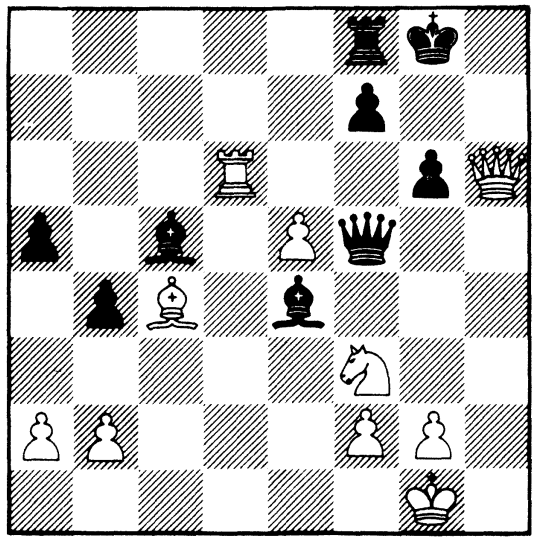
28 P-K5 Q-B4

28 ... Q-N2 29 Q-N5 BXN 30 PXB B-Q5 31 P-B4 BXNP 32 RXP would only leave Black suffering from strangulation.

29 RXP B-K5

Suddenly things look bad for White but Korchnoi has a brilliant solution to his problems which are shown to be more apparent than real.

30 R-Q6!



Polugayevsky looked badly shocked when this was played.

30 . . . Q-N5

If 30 . . . BXR, 31 N-N5 wins.

31 R-KB6

Suddenly the game is over. Polugayevsky continues to kick for a while even though he is already dead.

31	**. . .**	**B-B4**
32	**P-QN3**	**B-Q5**
33	**NXB**	**QXN**
34	**RXNPch**	**BXR**
35	**QXBch**	**K-R1**
36	**Q-KR6ch**	**K-N1**
37	**P-K6**	**Q-K5**
38	**PXPch**	**RXP**

39 Q-KB6

A neat touch. Polugayevsky struggles on to the bitter end.

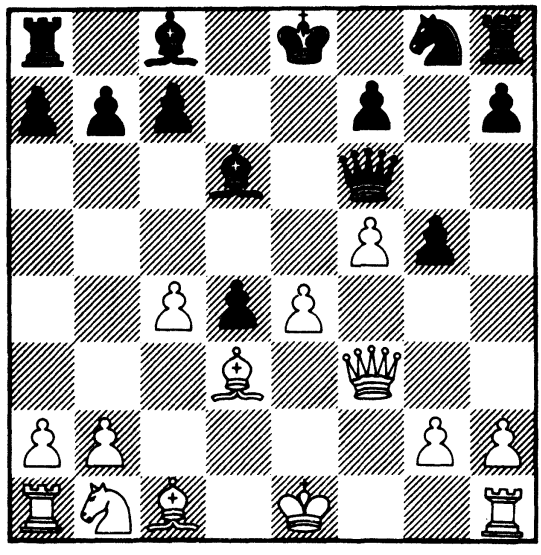
39	**. . .**	**Q-N8ch**
40	**K-R2**	**Q-R2ch**
41	**K-N3**	**Q-Q6ch**
42	**P-B3**	**Q×B**
43	**Q-Q8ch**	**Resigns**

SUDDEN DEATH

A selection of Korchnoi wins in 25 moves or fewer.

Game SD1
Korchnoi - Shapkin
USSR Junior Team Championship, Moscow 1949
Albin Counter Gambit

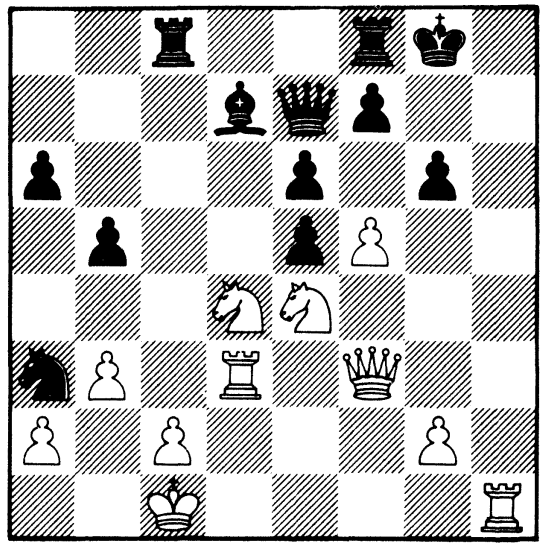
1 P-Q4 P-Q4 2 P-QB4 P-K4 3 PXKP P-Q5 4 P-K4 N-QB3 5 P-B4 P-KN4 6 P-KB5! An interesting idea. More usual is 6 B-Q3 PXP 7 BXP KN-K2 8 B-N3 N-N3 9 Q-R5 B-QN5ch, when Black has reasonable prospects. **6 . . . NXP 7 N-KB3 NXNch 8 QXN Q-B3 9 B-Q3 B-Q3**



10 P-K5! BXKP This is bad. Black should play 10 . . . QXKPch 11 K-B2 P-N5 12 QXKNP N-B3, when if White avoids the exchange of queens (13 Q-K2) he can run into trouble, e.g. 13 Q-B3 R-KN1 14 R-K1? N-N5ch, or 13 Q-R4 BXP 14 R-K1 N-N5ch 15 K-N1 N-K6 (also possible is 15 . . . BXB, sacrificing the queen) 16 BXB QXB 17 BXN PXB 18 RXPch K-Q2. **11 N-Q2 Q-K2 12 O-O P-KB3?** Better chances were offered by 12 . . . P-N5. **13 P-B5! QXP 14 N-B4 K-Q1 15 P-QN4! Q-B3 16 NXB PXN 17 BXPch N-K2 18 P-B6 Resigns.**

Game SD2
Korchnoi - Zakharov
Candidate Masters' Tournament, Leningrad 1951
Sicilian Defence

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NXP N-KB3 5 B-QN5ch QN-Q2 6 N-QB3 P-KN3 7 P-B4 P-QR3 8 BXNch NXB Better is 8 . . . BXB. **9 B-K3 B-N2 10 Q-B3 O-O 11 O-O-O N-N3 12 B-B2 B-Q2** Black should counterattack with 12 . . . Q-B2 and later . . . P-K4. **13 P-KR4 N-B5 14 P-QN3 N-R6 15 P-R5 R-B1 16 R-Q3 P-QN4 17 PXP RPXP** In this and similar positions it is usually correct to recapture with the KBP. **18 P-B5 P-K3 19 B-R4! B-KB3 20 P-K5 PXKP 21 BXB QXB 22 N-K4 Q-K2**



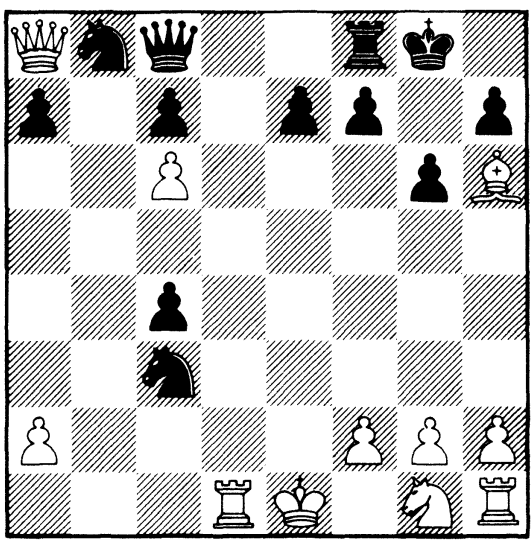
23 Q-R5! P-B3 24 QXPch Resigns

Game SD3
Korchnoi - Lipnitsky
20th USSR Championship, Moscow 1952
English Opening

1 P-QB4 N-KB3 2 N-KB3 P-K3 3 P-KN3 P-Q4 4 B-N2 P-B4 5 PXP NXP 6 O-O B-K2 7 N-B3 NXN Conceding the QN-file. Black should have retreated the knight to QB2 or tried 7 . . . N-QB3. **8 NPXN O-O 9 P-Q4 N-B3 10 R-N1 Q-R4** Too optimistic. Better would have been 10 . . . Q-B2 followed by . . . R-Q1 (if 11 B-B4 B-Q3). **11 Q-B2 PXP 12 NXP NXN 13 PXN B-B3 14 R-Q1 R-Q1 15 B-K3 Q-R3 16 R-N4 B-K2 17 R-R4 Q-Q3 18 B-B4 Q-Q2 19 P-Q5! B-B4 20 R-Q2 Q-N4? 21 B-B7 R-Q2 22 R-R5 Resigns**

Game SD4
Padevski - Korchnoi
Student Olympiad, Uppsala 1956
Grunfeld Defence

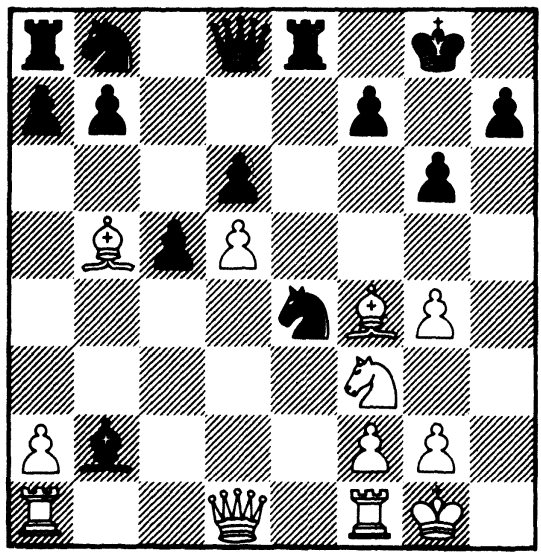
1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 4 B-B4 B-N2 5 Q-R4ch B-Q2 6 Q-N3 B-B3 7 P-K4! PXBP 8 KBXP O-O 9 P-Q5 P-QN4! The only move to give Black counter-play. All other replies are hopeless. **10 PXB PXB 11 Q-N7 NXKP 12 R-Q1 Q-B1** Not 12 ... BXNch? PXB Q-B1, because of 14 B-R6 with a clear advantage. **13 QXR?** White is already becoming confused by the complications. After 13 NXN! Q-K3 14 QXR QXNch 15 N-K2 NXP 16 Q-N7 R-N1 17 QXBP RXP 18 R-Q8ch B-B1 19 O-O, Black is lost. **13 ... BXNch 14 PXB NXP(B6) 15 B-R6?** The situation would be unclear after 15 R-B1 NXP 16 N-K2 NXR 17 BXN! Q-K3 18 QXP NXP 19 Q-K3 Q-Q4, but now Black gets the upper hand.



15 ... Q-K3ch 16 K-B1 NXR 17 BXR Q-B4 18 N-B3 Q-N8 19 Q-N7 If 19 N-K1 QXP 20 N-B2 QXN 21 QXP QNXP 22 Q-B5 KXB and Black wins. **19 ... N-K6 dbl ch 20 Resigns**

Game SD5
Korchnoi - Lutikov
26th USSR Championship, Tbilisi 1959
Modern Benoni

1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-K3 4 N-QB3 PXP 5 PXP P-Q3 6 P-K4 P-KN3 7 N-B3 B-N2 8 B-K2 O-O 9 O-O B-N5 10 B-KB4 R-K1 11 P-KR3 NXKP 12 PXB BXN 13 B-QN5! The refutation. **13 ... BXP**



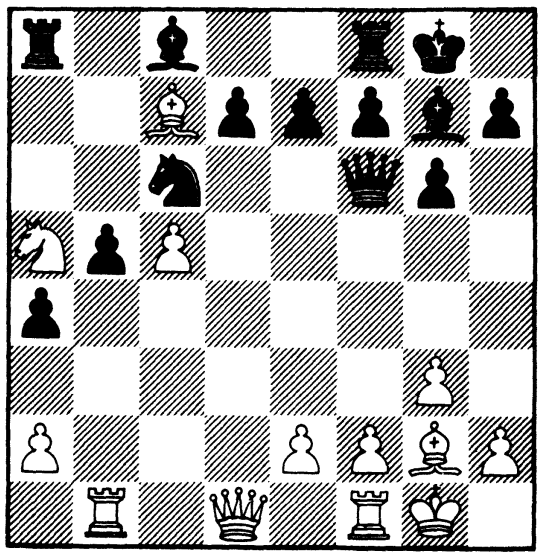
14 BXR QXB 15 R-K1 Not 15 R-N1 because of 15 . . . N-B6 16 Q-K1 Q-N4, and if 17 QXN then 17 . . . QXRch. **15 . . . BXR 16 QXB P-B4** 16 . . . Q-R5 is met by 17 B-R6 P-B3 18 RXN QXR 19 QXP etc. **17 B-R6 Q-K2** 17 . . . Q-B2 allows 18 N-N5! NXN 19 R-K8ch QXR 20 Q-N7mate. **18 N-N5 Q-K4 19 Q-N1 QXP 20 RXN Resigns.** On 20 . . . PXR comes 21 Q-N2 followed by QXP etc.

Game SD6
Korchnoi - Fung Ye Wang
Havana Olympiad 1966
Nimzo-Indian Defence

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 N-B3 P-B4 5 P-K3 PXP 6 PXP N-K5 7 Q-B2 P-Q4 More active is 7 . . . Q-R4. **8 B-Q3 P-B4? 9 O-O O-O 10 PXP BXN 11 PXP BXQP** If 11 . . . B-R4 12 BXN PXB 13 QXP, with many threats (14 P-K7, 14 N-N5). **12 NXB QXN 13 P-K7 R-K1 14 Q-N3ch K-R1 15 Q-B7 N-KB3 16 Q-B8ch N-N1 17 QXR B-Q2 18 Q-Q8 Q-K4 19 B-QB4 Resigns**

Game SD7
Donner – Korchnoi
Budapest 1961
Indian Defence

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 P-KN3 P-B4 4 N-KB3 PXP 5 NXP Q-R4ch? 6 N-B3 N-K5 7 N-N3? Correct is 7 Q-B2! and if 7 . . . NXN 8 B-Q2. **7 . . . NXN 8 PXN QXBPch 9 B-Q2 Q-B3 10 B-N2 B-N2 11 O-O N-B3 12 R-N1 O-O 13 P-B5 P-QN4! 14 B-B4?** White should have played either 14 N-R5 or 14 PXP e.p. followed by R-B1. **14 . . . P-QR4! 15 B-B7? P-R5! 16 N-R5?**



16 ... RXN! 17 BXN R-R2 18 B-N6 PXB 19 BXR B-B4 20 R-N4 Q-B6 21 R-KB4 Q-N7 22 RXB White has nothing better. He cannot prevent the loss of his QRP followed by the advance of Black's QRP and QNP. **22 ... PXR 23 Q-Q7 QXRP 24 QXBP Q-B7 25 Resigns**

Game SD8

Van den Berg - Korchnoi
Wijk aan Zee 1971
Modern Benoni

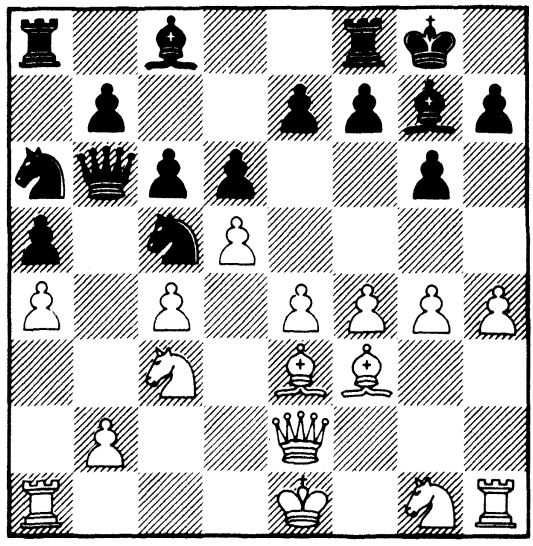
1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 P-B4 4 P-Q5 PXP 5 PXP P-Q3 6 N-B3 P-KN3 7 N-Q2 B-N2 8 N-B4 O-O 9 B-B4 N-K1 10 Q-Q2 BXN 11 PXB Better is 11 QXB. **11 ... P-QN4 12 N-N2 B-N2 13 P-N3** 13 P-K4 deserved serious consideration. **13 ... N-Q2 14 B-N2 P-B4 15 O-O P-B5 16 QR-K1 N(Q2)-B3 17 P-KR4 Q-Q2 18 P-K4 PXP 19 BXKP NXB 20 RXN N-B3! 21 R-K6 NXP 22 RXQP Q-R6! 23 Resigns.** If 23 RXN QR-Q1.

Game SD9

Csom - Korchnoi
Guyla 1965
King's Indian Defence

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 P-Q5 Avoiding the Grunfeld Defence. **3 ... B-N2 4 N-QB3 O-O 5 P-K4 P-Q3 6 B-K2 P-B3 7 B-K3 P-QR3** Intending ... P-QN4. **8 P-QR4 P-QR4!** But now that White has weakened his QN4 square Korchnoi changes plans and plays for control of QN5 and

QB4. **9 P-KN4 N-R3 10 P-B4? N-Q2 11 P-KR4 N(Q2)-B4 12 B-B3 Q-N3 13 Q-K2?** The only move was 13 R-R2.



13 ... QXP! 14 QXQ N-Q6ch 15 K-Q2 NXQ 16 B-K2 BXP! 17 Resigns If 17 BXB NXBPch followed by 18 ... NXB.

Game SD10

Korchnoi - Gipslis
USSR Team Championship, Moscow 1966
English Opening

1 P-QB4 P-QB4 2 N-KB3 P-KN3 3 P-Q4 B-N2 4 N-B3 PXP 5 NXP N-QB3 6 P-K3 N-B3 7 N-B2 O-O 8 B-K2 P-N3 9 P-K4 B-N2 10 B-N5 R-B1 11 N-R3 P-KR3 12 B-R4 P-R3 13 Q-Q2 K-R2 14 O-O P-Q3 15 KR-K1 R-K1 Too passive. Black should have tried 15 ... N-K4. **16 QR-Q1 N-Q2 17 Q-K3 N-N5** Preferable is 17 ... N-B4. **18 B-N4 R-B2 19 RXP P-KN4 20 BXP Resigns** Because of 20 ... PXB 21 Q-R3ch and 22 RXN.

Game SD11
Szabo - Korchnoi
Lugano Olympiad 1968
Nimzo-Indian Defence

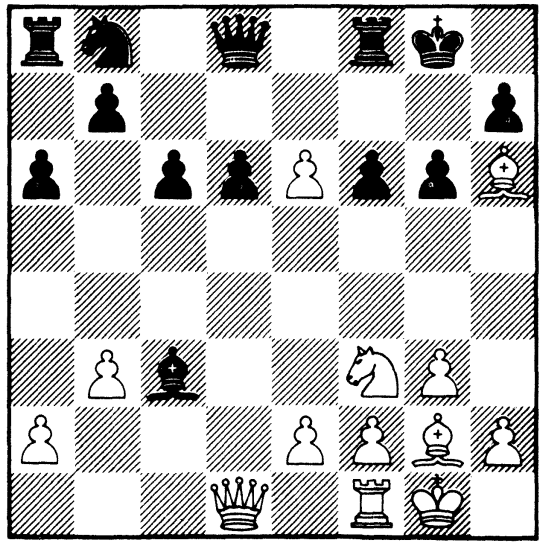
1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 N-B3 O-O 5 B-N5 P-B4 6 R-B1 PXP 7 NXP N-B3 8 P-K3 P-QR3 9 B-K2 B-K2 10 O-O P-Q3 11 Q-Q2 Q-N3 12 KR-Q1 B-Q2 13 N-N3 The beginning of a bad plan. White should have played 13 P-QN3. **13 ... QR-Q1 14 BXN PXB 15 N-K4 N-N5! 16 NXQP.** Or

16 N-B3 NXP. **16 . . . NXP 17 P-B5 QXN(N6) 18 B-B4 NXR!** Not 18 . . . Q-R5 because of 19 P-QN3 Q-B3 20 QXN BXN 21 RXB, and if 21 . . . QXBP then 22 R(1)-Q1 Q-B2 23 Q-Q2, winning a piece. **19 BXQ NXB 20 Q-N4 NXP 21 QXN B-R5 22 P-N3** If 22 R-Q4 BXN 23 RXB R-B1, and Black wins. **22 . . . BXP 23 R-Q3 B-Q4 24 P-K4 BXP 25 Resigns** White cannot avoid the loss of material, e.g. 25 R-Q1 B-Q4.

Game SD12

Korchnoi - Diez del Corral
Palma de Mallorca 1969
King's Indian Defence

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-KN3 P-Q3 5 N-B3 O-O 6 B-N2 P-B3 7 O-O P-QR3 8 P-Q5 P-K4 9 PXP e.p. BXP 10 P-N3 N-Q4 11 PXN! BXN 12 B-N5 P-B3 13 B-R6 BXR 14 PXB B-B6 14 . . . B-K4 would offer more resistance.



15 P-QN4! P-Q4 16 Q-N3 B-K4 17 BXR QXB 18 NXB PXN 19 P-K4! P-QR4 20 KPXP QXNP 21 P-Q6 QXQ 22 PXQ K-B1 23 P-B4 P-K5 24 P-B5 Resigns.

INDEX OF OPPONENTS

(the numbers refer to games)

Antoshin 45
Aronin 17
Botvinnik 19
Byrne, R 53
Chekhover 9
Csom SD9
Diez del Corral SD12
Donner SD7
Filip 25
Fung SD6
Geller 8,12,54
Gheorghiu 40
Gipslis SD10
Gligoric 22
Goldenov 3
Hubner 47, 51
Ilivitsky 7
Ivkov 35
Karaklajic 16
Karpov 48, 56
Khasin 23
Kovacs 44
Krogius 14
Langeweg 49, 58
Larsen 43
Lipnitsky SD3
Ljubojevic 50
Lutikov 33, SD5
Mecking 55
Nedeljkovic 10,11
Nezhmetdinov 15
Novopashin 30
Olafsson 26
Padevski SD4
Petrosian 57
Polugayevsky 21, 32, 59, 60
Portisch 38
Prokhorovich 6
Razov 1
Reshevsky 41
Robatsch 31
Rovner Intro 1
Sakharov 20
Shapkin SD1
Sliwa 18
Smyslov 4
Spassky Intro 3, 28, 42
Suetin 5
Szabo 24, SD11
Taimanov 52
Tal 13, 27, 39
Tseitlin 46
Udovcic 37
Van den Berg SD8
Velimirovic 34
Wibe 36
Zaitsev, A 29
Zakharov SD2
Zikov Intro 2
Zurakhov 2

INDEX OF OPENINGS

Albin Counter Gambit SD1
Alekhine's Defence Intro 2
Catalan Opening 57
Dutch Defence 2
English Opening 4, 5, 9, 17, 18, 32, 49, 52, 58, SD3, SD10
French Defence 10, 13, 15, 37, 44
Grunfeld Defence 7, 21, 26, 35, 46, SD4
Hungarian Defence 1
Indian Defence SD7
King's Indian Defence 6, 22, 24, 34, 47, 53, 54, SD9, SD12
Modern Benoni 27, 50, 55, SD5, SD8
Nimzo-Indian Defence 11, 19, 39, 45, SD6, SD11
Queen's Gambit 16, 23, 28, 29, 31, 43
Queen's Indian Defence 25, 56, 59
Queen's Pawn Opening 48
Reti Opening 33, 41
Ruy Lopez 12, 38
Scotch Game Intro 1
Semi-Slav Defence 60
Sicilian Defence Intro 3, 3, 8, 14, 20, 30, 36, 42, 51, SD2
Slav Defence 40