

Susan Polgar:

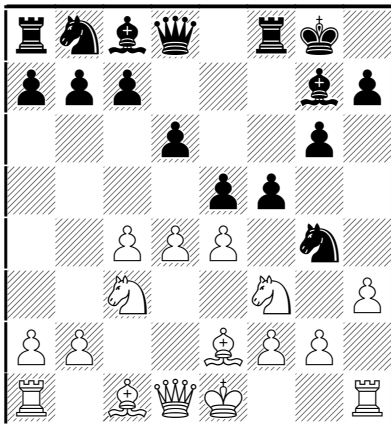
Move forward!

When we teach a beginner player about chess, one of the first things we talk about is to move our pieces forward toward the opponents' territory. As young chess players develop, far too often they stop thinking much about basic principles and try to calculate concrete moves and variations. They are looking for the exceptions from the rules even in the type of positions when calculation is not really necessary because decisions should be made based on general principles and common sense.

There are also situations where indeed very concrete and precise calculation is required. In all of the following examples a Knight will be attacked and will be at a crossroad, to move forward (which in some cases involves a sacrifice) or more passively backwards.

The position below in our first example has been reached after some common opening moves in the King's Indian defense.

Eletsikh A. : Pancevski F.,
Herceg Novi 2005



White has just played 10.h3 (a serious mistake) trying to chase the enemy Knight

home. But due to a concrete tactic Black has a much better option.

10...Nf2!

An unexpected sacrifice based on a beautiful forced tactic.

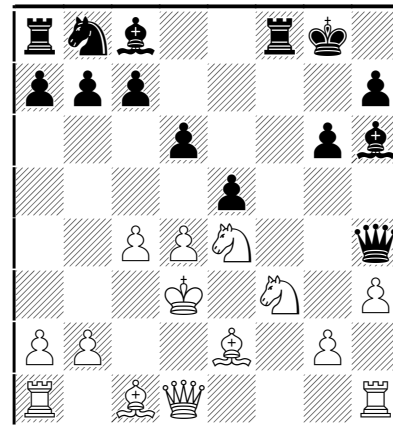
11.Kf2 fe4 12.Ne4 Qh4

This move (which is possible due to the pin along the f-file), is what Black's whole combination is based on.

13.Ke3

Otherwise White simply loses a Knight after 13.Ng3 e4. Or 13.Kg1 Qe4, which was still the lesser evil. And now the King chase continues with

13...Bh6 14.Kd3



Did Black run out of steam? It certainly looks like it. But...

14...Qe4!!

A gorgeous Queen sacrifice which forces checkmate if White accepts the "gift."

15.Kc3

If 15.Ke4 Bf5 16.Kd5 c6 17.Kd6 Rd8 18.Ke5 (or 18.Kc7 Rd7 19.Kc8 and ending with a cute checkmate by discovery with 19...Na6#) 18...Nd7 19.Kd6 Bf8 20.Kc7 and now the quiet 20...Rab8! followed by the unstoppable 21...Rdc8 checkmate.

15...ed4 16.Nd4

Black is already a Pawn up, but the real problem for White is the "over-active" position of the King.

16...Bg7

The pin over the Knight on d4 seals the deal.

17.Bf3 Qh4 18.Rf1

The last trick to attempt the escape.

18...Kh8

A simple, quiet but powerful move.

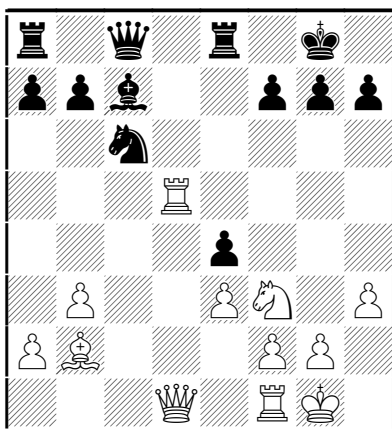
If 18...c5, the White Knight manages to get out of the pin after 19.Bd5 Kh8 20.Rf8 Bf8 21.Nf3.

19.g3 Qg3 20.Kc2 Bh3 21.Rg1 Qf2

and White resigned **0:1**.

Krush I. : Baginskaite C.,

Saint Louis 2014



The Knight is under attack. Where should it go? Following the general advice, the natural instinct should be to move forward to g5. But that only works if the Knight will not be trapped after a Pawn attacks it. And that requires concrete and precise calculation. This is the key moment in the game.

19.Ng5!

Only move that White can count on keeping her advantage.

19...f6?

Black already had difficulties, but after the next move, it is basically game over. The problem with this move is that it weakens the seventh rank.

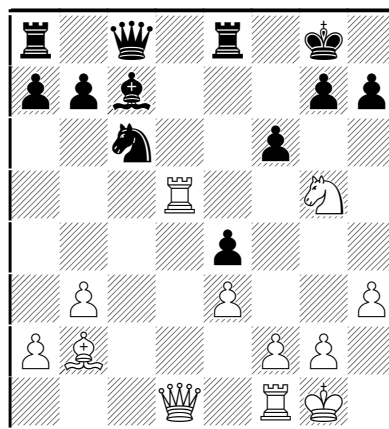
Attacking the Knight from the other side, while a better choice, still leads to a loss of Pawn after 19...h6. The tempting sacrifice

with 20.Nf7 works great if Black takes, but Black has a better defense with the quiet 20...Qe6! (20...Kf7, with a winning attack after 21.Rd7 Re7 22.Qd5 Kg6 23.Re7 Ne7 24.Qe4 Kf7 25.Rc1 Nc6 26.Qf3 Kg8 27.Qd5 Kh7 28.Qf7) when the only way to keep the advantage is with 21.Ba3!

But not 21.Rd7? Re7 and Black is fine.

After 19...h6, best is to rather continue with 20.Qh5! hg5 21.Rg5 Be5 (21...g6 22.Qh8#) 22.Be5 Ne5 23.Re5.

Or after 19...Be5 the e4 Pawn will be lost too. 20.Be5 Re5 (20...Ne5 21.Ne4) 21.Re5 Ne5 22.Qd5.



20.Rd7!

All of a sudden, White has perfect harmony between her pieces, and due to the weakness of the seventh rank and the a2–g8 diagonal, Black's position is undefendable.

20...Ne7

If 20...fg5 21.Qd5 checkmates in a couple of moves.

21.Qh5!

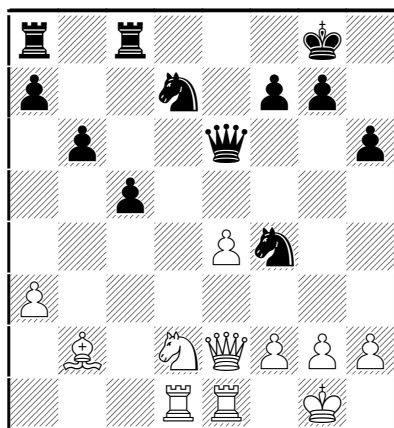
Another energetic move, moving forward, and bringing another key piece to join the attack.

21...Qd7

If 21...fg5 22.Qg5 g6 23.Qf6 and Black's King is busted.

22.Qf7 Kh8 23.Bf6 and Black resigned. If 23...Rg8 24.Qh5 h6 (24...Qf5 25.Nf7#) 25.Qh6# **1:0**.

Li Shilong : Hou Yifan,
Xinghua 2013



23.Qe3

White hoped that Black would have to retreat the Knight with 23...Ng6, then after 24.f4 White has a dangerous initiative after the e and f Pawns start advancing. But Black had a much better option.

23...Ne5!

23...Qg4 was the second best move.

24.Be5

After 24.Qf4 Nd3 Black captures the Bishop on b2 next, with a clearly better position as White would not have sufficient compensation for the sacrificed Pawn.

24...Qe5 25.Nc4 Qg5

Only so. By threatening to checkmate on g2, Black gains a valuable tempo.

25...Qc7 would be a blunder, due to 26.Nd6 when White is winning an exchange.

26.Qf3 Ne6

There was no rush to retreat with the Knight. 26...Rd8 was more logical, preventing the White Rook from entering the 7th rank, and if 27.Nd6 Qe5 28.Nc4 Qe6.

27.Rd7 Qf4 28.Qh5

Given the fact that White is a Pawn down, it is understandable that he prefers to avoid the trade of Queens.

28...g6

Another option was 28...Ng5 and if 29.h4 g6 and then White cannot capture the Pawn

with 30.Qh6?, because of the upcoming discovery with 30...Nf3.

29.Qd5 Rd8

Once a Pawn up, generally all exchange of pieces helps to get a step closer to victory.

30.g3 Qg5 31.Ne5

This move makes Black's life easier. 31.e5 was White's best bet.

31...Rd7 32.Nd7

After 32.Qa8? Rd8 White loses a piece.

32...Rd8!

A strong move. If 33.Qg5 now then Ng5 34.Ne5 f6 and Black wins easily.

33.Qd6 c4

Another optimal move. Black advances her passed Pawn, and at the same time, prepares to swing the Queen over to the other side of the board to b5.

34.e5 Kg7

A cautious move, although the more straight forward 34...c3 was more accurate.

35.h4 Qf5 36.Qe7 c3 37.Rf1 c2 38.Nf6 Qe5

This is fine. However, 38...Rd1 was perhaps more brutal and then if 39.Ne8 Kh8.

39.Ne8 Re8

The most practical and natural way to end the battle.

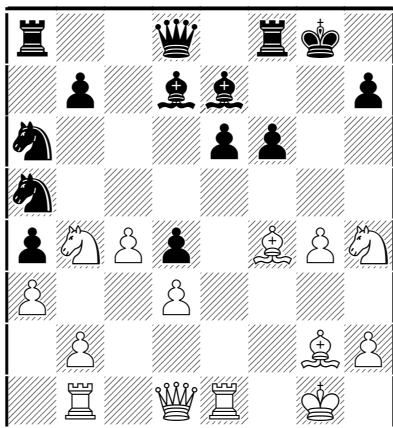
Rybka's top choice is 39...Kh8 instead. For the human eye it looks a bit scary to allow 40.Qf7 and having White's Queen and Knight so close to Black's King. However, in reality Black has more than one way to convert the advantage to gain the full point. For example: 40...Rd1 41.Nf6 Rf1 42.Kf1 c1Q 43.Kg2 Nf4 44.gf4 Qc6 45.Kg3 Qef6.

40.Qe8 Qc3

and White resigned **0:1**.



Ivanchuk V. : Alekseev E.,
Jermuk 2009



After Black's last move 20...Na6, the natural response would be to exchange Knights. But Ivanchuk found an impressive alternative.

21.Nd5!!

True, this brilliant idea requires some calculation, but actually is more based on intuition.

21...ed5

If Black ignores the sacrifice with 21...Bc5?! White continues to advance with 22.g5!, most importantly to open up the route to White's Queen toward the King side. Here some sample variations: 22...fg5 (22...ed5 23.Bd5 Kh8 24.Qh5) 23.Qg4 ed5 (23...e5 24.Qg5 Qg5 25.Bg5+–; 23...Rf7 24.Re5!+–) 24.Bd5 Kg7 25.Be5 Kh6 26.Be6 Be6 27.Qe6 Kh5 28.Nf5 Rf5 29.Qf5+–.

22.Bd5 Kg7

No better was 22...Kh8 23.Qf3, with the threat of 24.Ng6 and if 24...hg6 25.Qh3 Kg7 26.Qh6 checkmate. As you can see from the following variations, Black has no satisfactory defense. 23...Qe8 (23...Be8 24.Nf5 Bc5 25.Bh6 Rf7 26.Bf7 Bf7 27.Bg7 Kg8 28.g5+–; 23...Kg7 24.Qh3 h5 25.Nf5 Bf5 26.gf5+–) 24.Re2! Nc6 25.Rbe1.

23.Kh1

The more straight forward 23.Qf3 heading to h3 was fine too.

a) 23...f5 24.Be5 Bf6 25.g5! Be5 26.Qh5+–;

b) 23...Bc5 24.Qh3 Nc7 (24...Rf7 25.Bh6 Kg8 26.Bf7 Kf7 27.Qf3+–) 25.Bh6 Kh8 26.Ng6 hg6 27.Bf8#;

c) 23...Qe8 24.Qh3 Kh8 25.Re7 Bg4

(25...Qe7 26.Ng6) 26.Re8 Bh3 27.Rf8 Rf8 and despite the material balance White has a winning endgame after 28.Kh1 Nc5 29.Bh6 Re8 30.Rg1 Ne6 31.Be6 (31.Rg3 Ng5) 31...Re6 32.Bg7 Kg8 33.Bf6 Kf8 34.Bd4.

23...Re8?

This speeds up the end of the game, but Black had no satisfactory defense after other defensive attempts either:

23...Rg8? 24.Nf5! Bf5 25.gf5 Qd7 26.Bg8 (or 26.Rg1) 26...Rg8 27.Rg1 Kh8 28.Rg8 Kg8 29.Qg4+–;

23...Bc5 24.g5 Bc6 (24...fg5 25.Bg5 Qg5 26.Rg1 Qg1 27.Qg1 Kh6 (27...Kh8

28.Qg5+–) 28.Qg3+–) 25.Bc6 Nc6 26.Qh5 Kh8 (26...Qd7 27.Rg1+–) 27.g6 Qd7 28.Nf5 Rg8 29.Re7+–;

23...Kh8 24.g5!;

23...Nc6 24.Nf5 Kh8 25.Bh6 Rg8 26.Bg8 Kg8 27.Qf3 Bf5 28.gf5 Bf8 29.Rg1 Kh8 30.Bf4±.

24.g5!

As we have already seen in some previous variations, this is a key idea to rip apart defense near Black's King and to let the White Queen enter the attack.

24...Kh8

If 24...Bc6 25.Bc6 Nc6 26.Qh5+– or 24...fg5 25.Qh5 gf4 26.Rg1 Kh8 27.Ng6.

25.Qh5

Threatening with 26.Ng6 Kg7 27.Qh6 checkmate.

25...Rg8 26.Bg8

Here White already has more than one way to win.

26.Re7 Qe7 27.gf6 Qc5 28.Be5+–.

26...Kg8 27.g6!

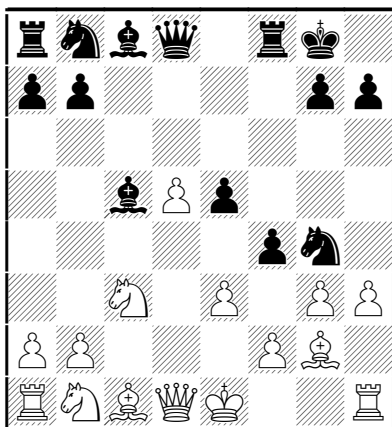
27.gf6 Bc6 28.Re4 also wins, but the text move is even more precise as it forces mate.

27...Bc6 28.Re4

28.Kg1 hg6 29.Qg6 Kh8 30.Bh6 Bf8 31.Qf7 also did the job.

28...Be4 29.de4 hg6 30.Qg6 Kh8 31.Qh5
and Black resigned as after 31...Kg7 32.Rg1
Kf8 33.Bh6 checkmates, **1:0**.

Costa J.L. : Polgar J.,
Biel 1987



Judit was just turning 11 years old during the tournament that this game was played at. White has just played 11.h3. Judit's comments in her own recent book *How I beat Fischer's record* were: "This is a very provocative move. Did he not know who he was playing with?! Just a few years later my opponents would display more caution in such situations".

11...Nf2!

A typical intuitive sacrifice, where one needs to rely on instincts rather than trying to calculate all possible variations until the end. As Judit wrote: "I mainly relied on my intuition, which said that White's underdeveloped army should not be able to offer adequate protection to the exposed King."

12.Kf2 fe3 13.Ke1

The only move, as after either 13.Kg1? e2 (discovered check) or 13.Ke2? Rf2 White suffers immediate material loss.

13...Rf2

It is rare that a Rook would manage to get to the second rank at such an early stage of the game. Judit felt that "a knight was not too

high a price to pay for such an achievement."

The critical moment of the game where White missed the best move, which would keep the game rather complicated.

14.Rg1?!

Black's attack would be very strong after 14.Be4 Qg5 15.Ne2 Bf5 16.Qc2 Na6. The best way to get counterplay was with 14.d6! when Black could respond with 14...Na6 or 14...Kh8 with decent compensation in either case.

14...Qf8

Despite its deceptive look (moving on the back rank) it is a strong attacking move. Of course the more active looking 14...Qf6? would be a blunder due to 15.Ne4.

15.Qd3

The idea of the Queen move is, to clear the d1 square for the King to avoid a Qf2 checkmate (once the Rook would be gone from there).

Now 15.Ne4? would not have the same effect, as then Black can win with 15...e2 16.Qc2 and 16...Rg2!.

15...Na6

Despite being a piece down, Black is in no rush, but simply improves her position.

16.a3

Trying prevent the Nb4 jump, but it has a cost: weakening the b3 square.

16...Bf5 17.Be4

Moving the Knight into the pin with 17.Ne4? would end the game even much quicker, after 17...Bd4, followed by Nc5.

17...Be4 18.Qe4

The alternative 18.Ne4 does not help much either, because of 18...e2 19.Nbd2 and 19...Rh2 traps the Rook on g1.

18...Bd4!

Clearing the c5 square for the Knight.

19.Be3?

More stubborn defense was 19.b4 when Judit has planned to continue with 19...Rc8 20.Be3 Rc3 21.Nc3 Bc3 22.Kd1 Ba1 23.Bf2

Qf2. But interestingly even 19...Nc5 20.bc5
Qc5 is not bad and if 21.Qd3? e4.

19...Nc5

Now the game is practically over.

20.Bd4 ed4

More precise than capturing the Queen,
which would also be good enough to win the
game.

21.Qd4 Re8 22.Kd1 Qf3

and White resigned, as after 23.Kc1 Black
checkmates with 23...Nb3.

This is game won the brilliancy prize at the
legendary Biel Chess Festival, and still to
date remains one of Judit's all-time favorite
games **0:1**.

Conclusion: Remember, when you are at a
crossroad of keeping your pieces active or
admit to passivity and retreat, always look if
there is a way to advance or at least keep
your ground. Often it may require material
sacrifice and accurate calculation.

Jovan Petronic:

The Magnificent Seven

In this chess survey I will present a relatively rare method characteristic of strong players. With increased awareness, the method will undoubtedly become much more practised. To start off, here is a first classification which is due to space constraints based on White's move only. It is accompanied with statistical, historical and rating data, followed by a selection of examples from the classics, which I hope you will enjoy and use for improved understanding of our beloved game and sport of chess.

1. White's a5(bxa5)b5 method presently occurred in only 0.009% (566) of all electronically recorded chess games. In the 566 of them, White scored 230 wins, 144 draws, and 192 losses. A first (and successful) occurrence was seen in the game Bogoljubow E. vs Walter M. (Sliac 1932), which was basically also an endgame pawn breakthrough. In the rating age, the highest rated players employing it were Garry Kasparov, Anatoly Karpov, Baadur Jobava etc.

2. White's b5(cxb5)c5 method presently occurred in only 0.002% (160) of all electronically recorded chess games. In the 160 of them, White scored 68 wins, 28 draws, and 64 losses. A first (and successful) occurrence was seen in the game Euwe M. vs Loman R.J. (Amsterdam 1922), which contributed to White's winning attack in the middlegame with opposite side castled Kings. In the rating age, the highest rated players employing it were Hikaru Nakamura, Alexander Grischuk, Vladimir Akopian, etc.

3. White's c5(dxc5)d5 method presently occurred in only 0.005% (334) of all electronically recorded chess games. In the 334 of them, White scored 128 wins, 85 draws, and 121 losses.

A first occurrence was seen in the game Lasker Em. vs Goncharov A. (Moscow 1899) in which White managed to complicate a losing endgame to salvage a draw.

In the rating age, the highest rated players employing it were Boris Savchenko, Luke van Wely, Evgeny E. Vorobiov etc.

4. White's d5(exd5)e5 method presently occurred in only 0.02% (1.293) of all electronically recorded chess games. In the 1.293 of them, White scored 685 wins, 283 draws, and 325 losses.

A first (and successful) occurrence was seen in the game Harrwitz D. vs Pindar E. (Manchester 1857), where White went from a worse middlegame position to win in the end.

In the rating age, the highest rated players employing it were Vladimir Kramnik, Viswanathan Anand, Veselin Topalov, etc.

5. White's e5(fxe5)f5 method presently occurred in only 0.006% (389) of all electronically recorded chess games. In the 389 of them, White scored 174 wins, 78 draws, and 137 losses.

A first occurrence was seen in the game Pinkus A.S. vs Horowitz I.A. (New York City 1944), where White complicated a middlegame, only to soon afterwards miss a win, ultimately ending in a draw.

In the rating age, the highest rated players employing it were Anatoly Karpov, Sergei Movsesian, Shakhriyar Mamedyarov etc.

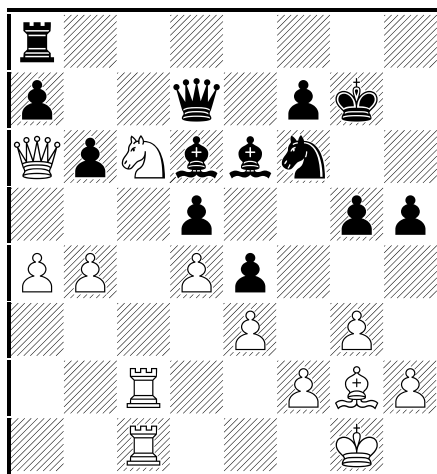
6. White's f5(gxf5)g5 method presently occurred in only 0.01% (648) of all electronically recorded chess games.

In the 648 of them, White scored 257 wins, 109 draws, and 282 losses. A first (and successful) occurrence was seen in the game Maroczy G. vs Marco G. (Paris 1900), where Black immediately resigned after White's endgame pawn breakthrough. In the rating age, the highest rated players employing it were Peter Leko, Peter Svidler, Leinier Dominguez Perez etc.

7. White's **g5(hxg5)h5** method presently occurred in only 0.01% (735) of all electronically recorded chess games. In the 735 of them, White scored 282 wins, 154 draws, and 299 losses. A first (and unsuccessful) occurrence was seen in the game Green V. vs Zytogorski A. (London 1861), where White tried, but could not save a completely lost endgame. In the rating age, the highest rated players employing it were Veselin Topalov, Vassily Ivanchuk, Peter Svidler etc.

Games source: Chessbase Mega Database.

Ragozin V. : Chekhover V.
Riga 1952



Viacheslav Vasilyevich Ragozin was a Soviet Grand Master and International Arbiter. He was also a World

Correspondence Chess Champion. His then 44-year old opponent Vitaly Alexandrovich Chekhover was a Soviet International Master, chess composer (International Judge of Chess Compositions and International Master of Chess Compositions) and pianist. White has a clear material (exchange) advantage and needs to open up the Queenside for his Rooks to reach their full potential. Black's tiny hopes lie in an eventual Queenside blockade.

44.a5!

44.b5± would allow Black to set up a defense against White's intended a4–a5, such as: 44...Qe8! ...45.a5? Bc8, when White would have to sacrifice his Queen, leading from a winning to a complicated game: 46.Qa7 Ra7 47.Na7.

44.Ne5±.

44...ba5 45.b5!

From the starting diagram position, White is temporarily a pawn down, with both Black's a-pawns weaknesses soon to be captured, ultimately leaving White with a passed b-pawn. 45.Qa5± Bc7, followed by transferring the c7–Bishop to b6; 45.ba5±.

45...Rh8 46.Qa7

Possible was 46.Qa5 Qb7 47.Na7+– (47.Qa7? Qb5±).

46...Qa7 47.Na7 Rb8 48.Ra2 Rb7?

48...Bb4 49.Bf1±.

49.Ra5+– Bc7 50.Ra6 Bb8 51.b6 Nd7

52.Nc6 Kf6 53.f3!

Before decisive actions, White opens up his g2–Bishop for targeting Black's d5–pawn.

53.Nd8? simply unnecessarily loses White's key pawn: 53...Rb6; 53.Ra7? also carelessly loses White's key pawn: 53...Rb6; 53.Rb1+–

53...ef3 54.Bf3 g4 55.Bg2 Bd6 56.Rb1 Nb8

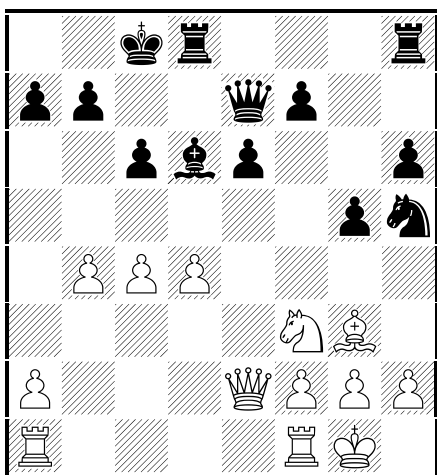
57.Ra7

57.Ra7 Rd7 58.Nb8 Bb8 59.Rd7 Bd7

60.Bd5+–.

1:0.

Euwe M. : Loman R. J.
Amsterdam 1922



Machgielis "Max" Euwe was a Dutch Doctor of Mathematics, Grand Master and author. He was the winner of the 14th. World Chess Championship and the fifth player to become World Chess Champion (after beating Alexander Alekhine in 1935). Euwe also served as third FIDE President, from 1970 to 1978. His then 61-year old opponent, Rudolf Johannes Loman, was a Dutch chess master who had won six unofficial Dutch chess championships in the period 1888–1897, and an official one in 1912.

A typical position with opposite side castlings. White to move has the initiative and he uses it well.

17.b5! cb5?

Necessary was: 17...Ng3 18.fg3 (18.hg3 c5!) 18...c5! with an unclear game and chances for both sides.

18.c5!± Bg3 19.fg3!

Opening of the f-file offers White more opportunities while attacking Black's King, as can be seen in the 19... a6? variation.

19...Qd7?

19...f6 20.Qb5 Rd5 21.Rab1±; 19...a6? 20.Ne5+– ...Nf6 21.Rf6! Qf6 22.Rf1 Qe7

23.Rf7 Qe8 24.Qf3 Rd5 25.Ng6 Rg8 26.Ne7+–.

20.c6!+–

20.Ne5? Qd4 21.Kh1 Rd5 22.Nf7 g4!

...23.Nh8?? It's never too late to lose a winning game of chess ... 23...Ng3! 24.hg3 Rh5#.

20...bc6

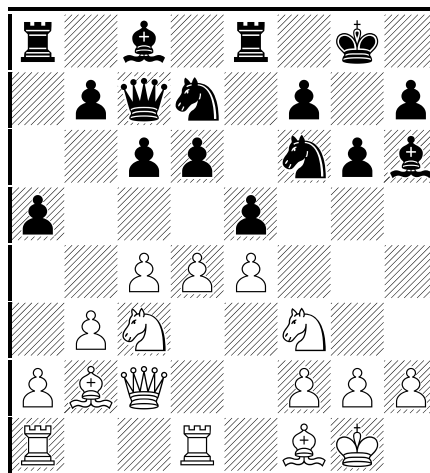
20...Qd5 21.Rac1!+– b6 22.Ne5! Qd4

23.Kh1 f5 24.Rfd1 Qe4 25.Qb5+–.

21.Ne5 Qd4 22.Kh1

Black is helpless against upcoming heavy material losses. It is of interest to note that in the final position where Black resigned, White is three pawns down. A sample variation of how the game would have went on had Black decided to play more: 22.Kh1 Rd5 23.Nc6 Qc5 24.Rac1 Qd6 25.Na7 Kb7 26.Rf7 Kb6 (26...Ka8 27.Nb5+–) 27.Rc6+– 1:0.

Zheliandinov V. : Gorshkov Y.
Vilnius 1974



Viktor Zheliandinov is an International Master from Ukraine, and successful chess trainer of, among others, Anatoly Karpov, Vassily Ivanchuk, Marta Litinska, Oleg Romanishin, Adrian Mikhalchishin, Mateusz Bartel. Trainer of the National Team of Ukraine. Champion of the

Combined Armies of the Warsaw Pact 1967 ahead of Geller, Hort, Savon, Vasiukov, Bobocov, Jansa and others. This year he celebrated his 80th birthday!

14.c5! dc5

14...ed4 15.cd6 Qd6 16.Rd4 would have been a favourable for White opening of the position.

15.d5!

15.de5 Ng4!

15...a4?

15...cd5 16.Nd5 Nd5 17.Rd5 Bg7 18.Rad1 b6 19.Bc4. With full control of the open d-file, White has enough compensation for the sacrificed pawn.

16.dc6!± Qc6

16...bc6 17.Na4± Black's c-pawns weaknesses determine White's clear positional and soon to be material advantage. 16...ab3? loses a minor piece after: 17.ab3+- ...Ra1 - 18.cd7! Bd7 (18...Rd1 19.de8Q Ne8 20.Qd1+-) 19.Ba1+- (19.Ra1+-).

17.Bb5 Qb6

17...ab3? 18.ab3 Ra1 19.Bc6 Rd1 20.Qd1 bc6 21.Qd6±. Although presently materially equal, Black's pieces lack coordination.

18.ba4

18.Ba4±.

18...Re7 19.Nd5! Nd5 20.Rd5 Nf6?

Beter was to passively defend: 20...Bg7 21.Rad1 Qc7 22.Nd2 b6 23.Nc4±.

21.Re5

21.Rc5.

21...Be6

Better was: 21...Rc7, defending what can be defended.

22.Rd1

22.Qc3 Bg7 (...22...Rc8? 23.Rc5!+-) 23.Rc5 Ne8 24.e5±.

22...Rc7 23.Ng5 Ba2 24.h3! Bg5?

25.Rg5+-

Black's dark squares around the King are simply too weak to patch up.

25...Qe6 26.Qc3 Kg7 27.Rg3

Or: 27.Qg3 Re7 28.Rd6+-.

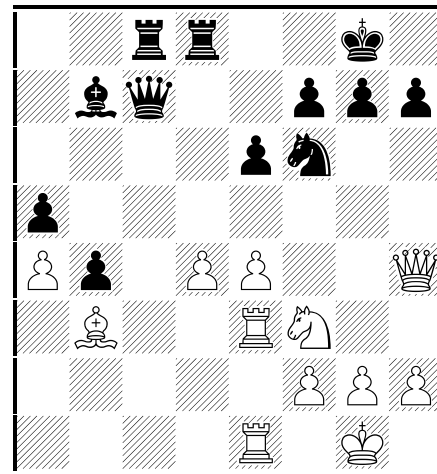
27...Ra6

27...Ra6 28.Ba6 Qa6 29.Qe5+- **1:0.**

Keres P. : Fine R.

Ostend 1937

Paul Keres was a Grand Master from Estonia, and a renowned chess writer. He was among the world's top players from the mid-1930s to the mid-1960s. Many consider him as the strongest player never to become World Chess Champion. His opponent, then 23-year old Reuben Fine, was an American Grand Master, psychologist, university professor and author of many books on both chess and psychology. He too was one of the strongest chess players in the world from the late 1930s into the early 1950s.



With Black advantageous on the Queenside, with his protected passed b4-pawn, White's best chance remains in opening up the centre for an attack on the Black King. This however requires a pawn sacrifice, using one of the "Magnificent Seven" methods.

21.d5!

21.e5? Nd5 ...22.Ng5 h6 23.Rg3 Qe7+-.

21...ed5

21...e5 22.Qg3± ...Nd7 23.Nh4! Qb6
24.d6!, With the direct inclusion of White's
Bishop in the attack. White's winning
chances are overwhelming, as can be seen
from this sample variation: 24...Qd6 25.Rf3
Kh8 26.Rf7 Qh6 27.Nf5 Rc1 28.f3 Qb6
29.Kh1 Re1 30.Qe1+–.

22.e5! Nd7

22...Ne4! 23.e6 (Tempting is 23.Re4, which
fails to: 23...de4 24.Ng5 h6 25.Bf7 (25.Nf7?
Bd5–+ 26.Nd8 Bb3 27.Qh3 Qc3 28.Qc3
bc3–+) 25...Kh8 26.Be6 (26.Qh5 Qc1–+)
26...Rf8! (Preparing a return exchange
sacrifice.) 27.Bc8 Rc8) 23...Rf8 (23...fe6
24.Re4! de4 25.Ng5 h6 26.Ne6 Qc3 27.Nd8
Kh7 (or 27...Qb3 28.Nb7 Qd5 29.Qe7 e3!
...30.fe3? Rc2 31.Qd8 Qd8 32.Nd8 b3–+)
28.Rf1 Qb3 29.Nb7 Qd5 30.Qe7 e3!);
22...Ne8? 23.Nd4±.

23.Ng5! Nf8?

23...h6 24.e6!± (24.Nf7? leads to
simplification of position, with Black
remaining with an extra pawn: 24...Kf7
25.e6 Kg8 26.ed7 Rd7) ...24...hg5 25.ef7
Kf7 26.Re7 Kg8 (The adventurous
26...Kg6? would lose quickly: 27.Qd4+–
...Rg8 28.Qd3 Kh6 29.R1e6 Nf6 30.Rf6 gf6
31.Qh7#) 27.Qg5 Qc3 28.Bd5 Bd5 29.Qd5
Kh8 30.Qh5 Kg8 31.g3. Although -2 on the
board, White maintains full compensation
(but not more) for the material imbalance in
favour of Black.

24.Nh7! Nh7?

24...Ng6 25.Qh5±;
24...Ne6 25.Rd3± Qb6 26.Nf6! Kf8
27.Bd5±.

25.Rh3+– Qc1!? 26.Qh7 Kf8 27.Rhe3 d4

28.Qh8! Ke7 29.Qg7 Rf8

29...de3? 30.Qf7#.

30.Qf6 Ke8

30...Kd7 31.Qd6 Ke8 32.e6+–.

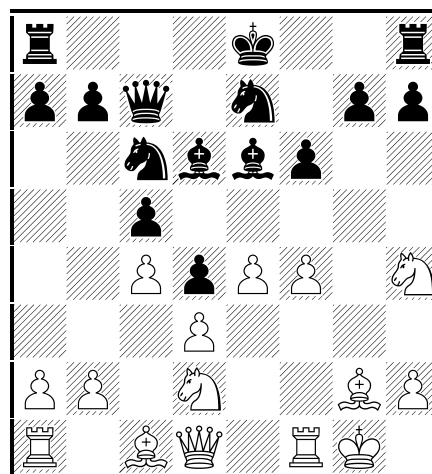
31.e6!

31...de3 32.ef7 Kd7 33.Be6 Kc7 34.Rc1+–
1:0.

Botvinnik M. : Pomar S. A.

Varna 1962

Mikhail Moiseyevich Botvinnik was a
Russian Grand Master and winner of the
16th, 17th 18th, 20th, and 22nd World Chess
Championship. As a computer scientist, he
was a pioneer of computer chess. His
opponent, then 31-year old Arturo Pomar
Salamanca, is a Spanish Grand Master, a
pupil of Alexander Alekhine (4th World
Chess Champion). He represented Spain
twelve times at the World Chess Olympiads.



White to play, has a single way of keeping
his opening advantage, and it is using one of
the Magnificent Seven methods:

12.e5!± fe5 13.f5! Bf7 14.Ne4

What has White achieved for the sacrificed
pawn? Outpost on square e4 (generally
worth a pawn in itself), increased mobility
and scope of the g2–Bishop, and the f5–
pawn reduces mobility of Black's Kingside.
Quite enough!

14...0–0–0

Black basically surrenders his extra pawn.
Passive defence, in hope of a blockade on
f6, would be worse: 14...Ng8? 15.Qg4 Bf8
16.Ng6! hg6 17.fg6±. Black's position is
near-losing, as can be illustrated with the
following variations: 17...Nf6? 18.Rf6! Bg8

(18...gf6 19.Nf6 Ke7 20.g7 (or 20.gf7+-
...Kf6 21.Bd5! Bh6 (21...Ke7 22.Qe6 (or
22.Bg5 Kd6 23.Qe6#) 22...Kd8 23.Qe8#)
22.Bh6 Rh6 23.Rf1 Ke7 24.f8Q! Rf8
25.Qg7 Kd6 26.Qh6+-) 20...Bg7 21.Qg7+-)
19.Rf8! Kf8 20.Bg5 Ke8 21.Nc5+-.

15.Qg4! Kb8 16.Qg7 Bh5

16...Nc8 17.Ng5 Rhf8 18.Be4±.

17.Rf2

17.b4! proves White's domination all over
the chess board. 17...Nb4 (17...cb4? 18.c5
+-) 18.Nd6 Qd6 19.Bg5 Rde8 20.f6±.

**17...h6 18.Bd2 Rdg8 19.Qf6 Nc8 20.Ng6
Bg6 21.fg6**

21.Nd6 Qd6 22.fg6 Qf6 23.Rf6 N8e7
24.Raf1±.

**21...Be7! 22.Qf7 Nd8 23.Qf5 Bh4 24.Rf3
Ne7**

Black has developed dangerous counter-
play.

25.Qh3 Ng6 26.Nf6 Bf6 27.Rf6 Qe7?
27...Qg7! ...28.Raf1? Nh4 29.R6f2 Ng2
30.Rg2 Qe7.

28.Raf1 Nf4??

An unforced blunder which basically
immediately ends the game.

Black could have continued his struggle
with: 28...Nc6 29.Rf7 Qe8 30.Kh1.

29.R6f4+-

Or 29.R1f4+-.

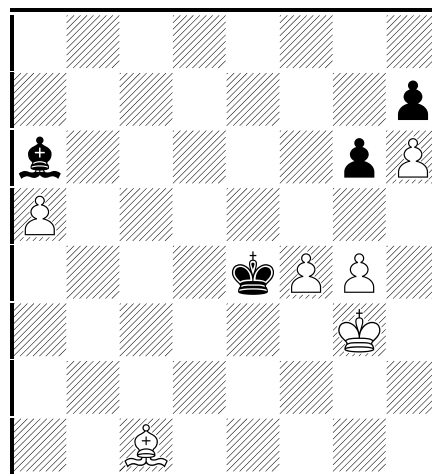
29...ef4 30.Bf4

30.Bf4 Ka8 31.Qc8# **1:0.**

Larsen B. : Benko P.

Belgrade 1964

Bent Larsen was a Danish Grand Master and
author. He was six times Danish Champion
and four times candidate for the World
Chess Championship final match, reaching
the semifinal three times. His opponent, then
36-year old Pal Benko, is a Grand Master,
author, and renowned composer of endgame
studies and chess problems.



White to play can choose two different ways
to convert his material advantage into a
winning one. The method chosen by Larsen
denotes a strong chess player.

66.f5!

66.Kh4+- Kd5 (66...Bd3 67.Kg5 Kd5 68.f5
gf5 69.gf5 Kd6 70.Ba3 Ke5 71.Bb2 Kd6
72.Kf6 Kd7 73.Ke5 Ke7 74.f6 Kf7

75.Kd6+- with a transposition into the main
sideline.) 67.Kg5 Ke6 68.f5 gf5 69.gf5 Kf7
70.Bb2 Bd3 71.Kf4 Ke7 72.Ke5 Kf7 73.f6
Bc4 74.Kd6 Kf8 75.Kc5 Bd3 76.Kb6 Kf7
77.a6 Kg6 78.a7 Be4 79.Kc7 Kf7 80.Kb8
Kg6 81.a8Q Ba8 82.Ka8 Kf7 83.Kb7 Kg6
84.Kc7 Kf7 85.Kd7 Kf8 86.Ke6 Ke8 87.f7
Kf8 88.Bg7# (or 88.Ba3#).

66...gf5 67.g5! f4

67...Ke5?? 68.g6+- ...Kf6 69.gh7+- (69.g7?
Kf7= with a sample drawing line: 70.Kf4
Bd3 71.Ke5 Kg8 72.Kd6 Kf7 73.Kc7 Kg8
74.Kb6 Kf7 75.a6 Be4 76.a7 Kg8 77.Kc7
Kf7 78.Kb8 Kg8 79.a8Q Ba8 80.Ka8 Kf7
81.Kb7 Kg8 82.Kc7 Kf7 83.Kd6 Kg8
84.Ke5 Kf7 85.Kf5 Kg8 86.Bb2 Kf7 87.g8Q
Kg8 88.Kf6 Kf8= (88...Kh8?? 89.Kf7#!).

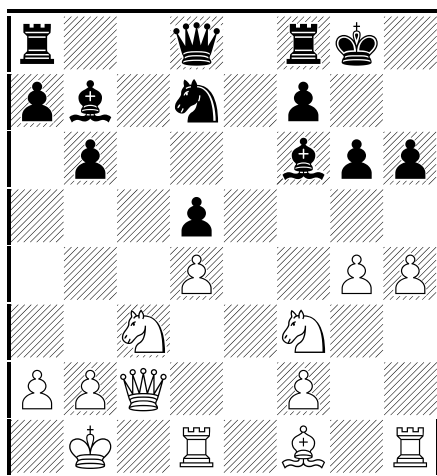
68.Bf4 Kf5 69.Kf2 Ke6

69...Kf4?? 70.g6+- hg6 (70...Bd3 71.g7
(71.gh7 Bh7 72.a6 Kg5 73.a7 Be4 74.h7+-)
71...Bc4 72.a6 Ke5 73.a7 Bd5 74.g8Q+-
(74.a8Q+-)) 71.h7+-;

69...Kg6 70.Ke3 Kf5 71.Kd4! +-.
70.g6! Bd3
 70...hg6 71.h7+-.
71.gh7
 71.g7?? Kf7=.
71...Bh7 72.a6 Kd7
 72...Kf7 73.a7+- Be4 74.Ke3 (74.h7?? Kg7=) 74...Ba8 75.Kd4.
73.a7
 73...Be4 74.h7+-
1:0.

Riumin N. N. : Rabinovich I. L.
 Leningrad, 1934

Nikolai Nikolaevich Riumin was a Russian chess master, and one of the strongest Soviet players of the 1930s. His opponent, then 43-year old Ilya Rabinovich, was too a Russian chess master.



On the diagram we have a nowadays typical middlegame with opposite side castled Kings, where White's attack is much faster than Black's counter-play.

17.g5!

Well-timed, of course! Black was preparing to play Bf6–g7, when White's g5/h5 would be met with Black's h5/g5.

17.h5 g5! 18.Qf5 Bg7 19.Bd3 Nf6 20.Ne5±.

17...hg5

17...Bg7 18.gh6!± (18.h5± ...hg5! 19.Bh3± (19.hg6 fg6 20.Ne5 (20.Qg6? Rf3) 20...Ne5 21.de5 Qe8 22.Nd5±)) 18...Bh6 19.h5 g5 20.Rg1±.

18.h5!

White correctly ignores retrieving the pawn with an open h-file for attack, and forces a more serious weakening of Black's King position. 18.hg5 Bg7 19.Bd3±.

18...Kg7

18...Bg7.

19.hg6 fg6 20.Bd3 Rh8 21.Bg6 Qc7 22.Bf5 Rh1 23.Rh1 Nf8 24.Rg1 Qf4 25.Ng5!

Transforming the positional advantage into also a material one.

25...Bg5 26.Ne2 Qf2 27.Qc7!

27.Rg5? Kf6 28.Qd2 Re8 29.Bd3±.

27...Kh6

27...Kf6 28.Qe5 Kf7™ 29.Rg5 Qe1 30.Kc2+-.

28.Qd6! Kg7

28...Kh5 29.Ng3 Kh4 30.Rh1+-.

29.Rg5

29.Qe7 Kh8 30.Qe5 Kg8 31.Rg5+-.

29...Kf7 30.Bg6 Ng6 31.Qg6 Ke7 32.Re5

(32...Kd7 33.Qe6 Kc7 34.Qe7 Kc6 35.Re6 Kb5 36.Qd7 (36.Qb7? Qf5 37.Kc1 Qe6 38.Qa8 Qe2 39.Qd5±) 36...Ka5 37.b3+-.

1:0.