

# THE CHESS COMBAT SIMULATOR

TEST AND IMPROVE YOUR  
CHESS WITH 50 INSTRUCTIVE  
GRANDMASTER GAMES

**JEROEN BOSCH**



MOVE BY MOVE YOU PICK  
A GRANDMASTER'S BRAIN  
TO BECOME A BETTER PLAYER.

# **THE CHESS COMBAT SIMULATOR**

**for Tobias**

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**Jeroen Bosch**

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# PREFACE

How should you train and improve your chess results? While the urgency of this question may vary depending upon whether you are a beginning chess player, an aspiring junior, a club player or a seasoned professional, the question itself will be familiar to all chess players. Traditional and accepted forms of chess training include the solving of tactical exercises, analysing your own games (preferably with an experienced trainer), analysing the games of strong players, studying (theoretical) endgame positions, and so on and so forth. If done in a proper and serious way all these forms will be beneficial.

Yet, these methods are also artificial to some extent – you are given the assignment to mate in four moves, you calculate, and yes it works! But how often did someone tell you to mate in four during a chess game? Similarly, analysing games in the comfort of your home (or chess club), perhaps even with some computer software humming in the background, is a far cry from the tournament hall where you have to find the best move in a tense situation against a real-life opponent. Indeed, it is not for nothing that the world's most famous chess trainer Mark Dvoretsky has noted that: 'Training is more effective, the more successfully the atmosphere of a real tournament game is imitated.'

*The Chess Combat Simulator* aims to recreate the circumstances of a real chess game. In this book you will find 50 instructive games. Your task is to find the best move. This may be the start of a strategical operation, the beginning of a combination, a pawn sacrifice to open

files, an intermediate move, a move to complete your development, or simply the recapturing of material. You don't have a clue, just like in a real tournament game.

This type of 'solitaire chess' is not new. In the Netherlands, for example, there was a series of such books co-authored by Max Euwe. From the 50 games in this book some 40 games were previously published in a different format in the periodical of the Dutch Chess Federation: *Schaakmagazine*. The origin of this book may be traced to the festivities celebrating the first decade of the Max Euwe Centre in 1996 when I was asked by the editor-in-chief of *Schaakmagazine* if I wanted to write a column along the lines of Euwe's books. This may explain why there are two games played by Euwe in *The Chess Combat Simulator*. Still, the vast majority of the selected games was played in the period 1996-2006. A period very much dominated by Garry Kasparov who features in six games.

More important than your performance in each of these 50 Combats is your actual performance in a club or tournament game. It is my firm conviction that you will significantly increase your chess-playing skills by working through the games in *The Chess Combat Simulator*.

Jeroen Bosch  
Nijmegen, October 2006

# HOW TO USE THIS BOOK

This book is divided into 5 Rounds of 10 Combats each. At the end of each Round there is scorecard to keep track of your results. At the end of the book there is a scoresheet for comparing your Average Round Combat Performances per Round.

Start in Round 1 with Combat 1. Play through the opening moves up to the diagrammed position. The commentary will provide you with some basic information for the upcoming battle. When you have reached the diagrammed position you are told whether to play with White or Black. Take up your position behind the board.

Now, you cover the next page with a

sheet of paper and you try and guess the right move. When you are sufficiently sure of your move (if you want to perform under time pressure: place a chess clock next to your board), you write it down, and lower the sheet of paper. You execute the move that was actually played in the game, you do the same with 'the opponent's' reply, and the whole process starts again.

A competitive element is added by the points that you can score for each move. Points may also be scored for alternative moves, so even if you did not opt for the game continuation you may still earn something. At the end of each game you

**50-Points Combat Scoring Table**

Score	46 - 50 Points				
Performance	> 2500				
Score	41	42	43	44	45
Performance	2420	2440	2460	2480	2500
Score	36	37	38	39	40
Performance	2320	2340	2360	2380	2400
Score	31	32	33	34	35
Performance	2220	2240	2260	2280	2300
Score	26	27	28	29	30
Performance	2120	2140	2160	2180	2200
Score	21	22	23	24	25
Performance	1980	2010	2040	2070	2100
Score	16	17	18	19	20
Performance	1830	1860	1890	1920	1950
Score	11	12	13	14	15
Performance	1720	1740	1760	1780	1800
Score	6	7	8	9	10
Performance	1620	1640	1660	1680	1700
Score	0 - 5 Points				
Performance	≤ 1600				

can rate your own performance. To ensure maximum profit from the whole exercise you should go over the notes to the game. Compare your choices with those of the grandmaster for a full understanding.

There are two types of games in this book. In 40 games you can earn a total of 100 points, but in 10 games the maximum number of points involved is 50. **These 10 games are decided more quickly and they are often more tactical in nature.** The two types of games are mixed evenly among the Rounds (two shorter games per Round). You do not know in advance whether you can earn 50 or 100 points; in a real game you have no such knowledge either. It would have been easy to double the points in the shorter games so that we would have needed only one type of Com-

bat Scoring Table. However, this would have created the false impression that moves played in the 10 shorter games are much stronger than those in the 40 longer ones.

At the end of a Combat you turn to one of the tables below for an estimation of your performance. Note that both tables are not strictly linear throughout. This is based on experience and explained by the fact that you can also earn points with moves that are not necessarily strongest.

**100-Points Combat Scoring Table**

100-Points Combat Scoring Table										
Score	91 - 100 Points									
Performance	> 2500									
Score	81	82	83	84	85	86	87	88	89	90
Performance	2410	2420	2430	2440	2450	2460	2470	2480	2490	2500
Score	71	72	73	74	75	76	77	78	79	80
Performance	2310	2320	2330	2340	2350	2360	2370	2380	2390	2400
Score	61	62	63	64	65	66	67	68	69	70
Performance	2210	2220	2230	2240	2250	2260	2270	2280	2290	2300
Score	51	52	53	54	55	56	57	58	59	60
Performance	2110	2120	2130	2140	2150	2160	2170	2180	2190	2200
Score	41	42	43	44	45	46	47	48	49	50
Performance	1965	1980	1995	2010	2025	2040	2055	2070	2085	2100
Score	31	32	33	34	35	36	37	38	39	40
Performance	1815	1830	1845	1860	1875	1890	1905	1920	1935	1950
Score	21	22	23	24	25	26	27	28	29	30
Performance	1710	1720	1730	1740	1750	1760	1770	1780	1790	1800
Score	11	12	13	14	15	16	17	18	19	20
Performance	1610	1620	1630	1640	1650	1660	1670	1680	1690	1700
Score	0 - 10 Points									
Performance	≤ 1600									

# Combat 1

## Kasparov-Shirov

Wijk aan Zee 2001

**1.e4 e5 2.♟f3 ♞f6 3.♞xe5 d6 4.♟f3 ♞xe4 5.d4 d5 6.♞d3 ♞d6 7.0-0 0-0 8.c4 c6 9.♞c2**

Not the most customary move. A popular main line is 9.cxd5 cxd5 10.♞c3 ♞xc3 11.bxc3 ♞g4 12.♞b1 ♞d7 13.h3 ♞h5 14.♞b5 ♞b6 15.c4 as played in for instance Kasparov-Shirov, Linares 2000.

**9...♞a6**

Black develops with tempo due to the threat of ...♞b4.

**10.a3**

This is stronger than accepting Black's pawn sacrifice. Indeed, in Kruppa-Rozentalis, USSR 1985, Black had very decent compensation after 10.♞xe4 dxe4 11.♞xe4 ♞e8 12.♞d3 ♞g4.

**10...♞g4 11.♞e5 ♞h5**

This is seldom played and dubious. Well-known was the sharp 11...♞xe5 12.dxe5 ♞ac5 13.f3 ♞xd3 14.♞xd3 ♞c5 15.♞d4 ♞b3 16.♞xg4 ♞xa1 17.♞h6 g6 when Shirov found a big improvement for White with 18.♞c3! ♞b6+ 19.♞f2 ♞fe8 20.♞f4 with excellent compensation in Shirov-Leko, Linares 2000.

Another Shirov game (again with white!) is also of theoretical importance: 11...♞f5 12.b4 ♞h4 13.♞c3 ♞c7 14.♞f3 ♞h5 15.♞xe4 dxe4 16.♞xe4 ♞xe4 17.♞xe4 ♞fe8 18.♞d3 and Black did not have enough for the pawn in Shirov-Adams, Sarajevo 2000.

**12.cxd5 cxd5 13.♞c3!**

Kasparov could hardly anticipate that Shirov would play the dubious 11...♞h5.

And, yet, 'the boss' confided that he had analysed the move before together with Makarichev. That analysis must have been based upon the game Timoshenko-Makarichev, Moscow 1990, which went: 13.♞xe4 dxe4 14.♞xe4 ♞e8 15.♞f4 ♞c7 16.♞f5 ♞g6 17.♞g4 ♞e6 18.♞xg6 ♞xf4 19.♞xf4 and draw agreed because of 19...♞xd4 20.♞c3 ♞xf4. Now, this is not where the story ends, for Yusupov has indicated that White can gain an edge with the simple 16.♞xb7. So, Shirov must have found an improvement for Black somewhere in this line.

The depth of Kasparov's preparation, however, is far more staggering. In an obscure opening variation he has not only found the same improvement as Shirov, but also prepared a novelty that swings the pendulum in White's favour.

**13...♞xc3 14.bxc3 ♞h8**

This is probably best. Kasparov gave the following long line to prove that 14...♞xe5 is inferior. After 15.♞xh7+ ♞h8 16.dxe5 g6 17.♞d2! ♞xh7 18.♞h6+ ♞g8 19.♞g5 f6 20.♞xf6 ♞xf6 21.exf6 ♞xf6 Black would be all right if it were not for the fact that 22.f3! wins Black's bishop. However, after the text Kasparov was also able to uphold White's cause. Can you do the same?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.f4 (8)** 15.♙xh7+(3) 15.♜b1(1) 15.♙f4(1)

**15...♙xe5**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.fxe5 (4)** 16.dxe5(1)

**16...♙g6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.a4 (9)** 17.♙xg6(4) 17.♜b1(4) 17.♜f3(4)

**17...♚d7**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙a3 (3)** 18.♙xg6(1)

**18...♜fe8**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♙xg6 (6)** 19.♜f3(4)

**19...fxg6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♚b3 (8)** 20.♙d6(4) 20.♜f3(4)

**20...b6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♙d6 (5)** 21.♚b5(1) 21.c4(3)

**21...♘c7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♜f3 (7)** 22.c4(3) 22.♙xc7(1)

**22...♜ac8**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♜af1 (3)**

**23...h6**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♚c2 (8)** 24.♜f7(4)

**24...♚g4**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♜g3 (7)** 25.♜f4(3) 25.♜f7(3)

**25...♚h5**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♙xc7 (8)** 26.♜h3(4) 26.♚a2(2) 26.♜f7(6)

26...♖xc7 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.♖xg6 (2) 27.♚xg6(1)

---

27...♚h4 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.h3 (7) 28.♚d3(3)

---

28...♚xd4+ Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.cxd4 (1)

---

29...♖xc2 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♖f7 (4) 30.♖d6(2)

---

30...♖g8 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♖d6 (4) 31.♖xa7(3)

---

31...♖c4 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.♖xd5 (2)

---

32...♖xa4 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33.♖dd7 (4) 33.e6(1)

---

And White was completely winning.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

### Why did Kasparov play as he did?

#### 15.f4

This is by far the best option. You are rewarded for your courage if you chose 15.♙xh7. At first sight this looks good for White following 15...g6 16.♚d2 ♘xh7 17.♚h6+ ♘g8 18.♙g5. Black can defend, however, with 18...♙e7! when Kasparov gives two variations:

- 19.f4 ♙f6 20.♙xf6 ♚xf6 21.f5 ♚h8 and
  - 19.♙xe7 ♚xe7 20.♖ae1 ♚f6 21.♘d7 ♚g7 22.♚f4 f6 23.♘xf8 ♖xf8 24.g4 g5.
- In both cases Black saves himself. Nothing much is gained by the alternatives 15.♖b1 and 15.♙f4: 15.♖b1 ♙xe5 16.dxe5 ♘c5 and 15.♙f4 f6 16.♘c6 bxc6 17.♙xd6 ♚xd6 18.♙xa6.

**15...♙xe5**

This is obviously bad – 15...f6 16.♘f3 ♚d7 17.♘h4 g6 is better for White according to Kasparov, but at least still playable.

**16.fxe5**

This opens the f-file and keeps Black's knight out of the game. Inferior was 16.dxe5 ♘c5 17.f5 d4 18.c4 f6 19.e6 ♙e8 and White holds only a marginal edge (Kasparov).

**16...♙g6 17.a4**

This is best. Playable are also 17.♙xg6 fxg6 18.♞xf8+ ♚xf8 19.♚b3 ♚f7 20.a4 ♞f8 21.h3!? (Kasparov), as well as 17.♞b1 and 17.♞f3.

**17...♚d7 18.♙a3**

Instead 18.♙xg6 fxg6 19.♙a3 ♞xf1+ 20.♞f1 trades a pair of rooks which favours the defender.

**18...♞f8**

White wins after 18...♙xd3 19.♚xd3 ♞fc8 20.♞f3 ♞c7 21.♞af1 ♚e6 22.♞h3 ♚g6 23.♚xg6 fxg6 24.e6 as noted by Kasparov.

**19.♙xg6**

Stronger than 19.♞f3 which also keeps an edge.

**19...fxg6**

Black can hardly protect f7 following 19...hxg6 20.♞f3. Besides it would open the h-file as well.

**20.♚b3**



An excellent prophylactic move. Kasparov prevents ...♘c7 for the moment, he removes the queen from the c-file, and places her majesty on the a2-g8 diagonal. Second best are 20.♙d6 and 20.♞f3.

**20...b6**

Pretty hopeless are 20...♞ac8 21.♙d6 ♞c4 22.♚b5, and 20...♘c7 21.♚xb7 ♞eb8 22.e6 ♚d8 23.e7 ♞xb7 24.exd8♚+ ♞xd8 25.♞f7 winning.

**21.♙d6**

Logical and strong. Not so clear is 21.♚b5 ♚xb5 22.axb5 ♘c7 23.♞fb1 ♞ec8. However, 21.c4 is also highly promising.

**21...♘c7 22.♞f3**

Preparing to double rooks on the f-file. Kasparov involves all his pieces in the game before he strikes. Again 22.c4 comes into consideration. Less clear though is 22.♙xc7 ♚xc7 23.♚xd5 ♚xc3.

**22...♞ac8 23.♞af1 h6**



**24.♚c2**

In case of 24.♞f7 Kasparov has indicated 24...♚c6 25.♙xc7 (perhaps White should prefer 25.♞f3!?) 25...♞xc7 26.♞xc7 ♚xc7 27.♚xd5 ♚xc3 28.♚d7 ♞c8 29.h3 ♚e3+ 30.♙h2 ♞c1 and White must try to avoid a perpetual check in the queen ending which is not that elementary.

**24...♚g4**

Other moves will not save Black either:

– 24...♖e6 25.♜f7 ♚c6 26.♜f8+ ♜xf8  
27.♜xf8+ ♔h7 28.♜c8, and

– 24...♞e6 25.♚xg6 ♚xa4 26.♜f6 ♚d7  
27.♜f7 ♚c6 28.♜xg7 ♞xg7 29.♜f7.

**25.♜g3**



Stronger than 25.♜f4 and 25.♜f7 ♞e6.  
26.♚d3.

**25...♚h5**

White wins after 25...♚e4 26.♚xe4  
dxe4 27.♞xc7 ♜xc7 28.♜e1.

**26.♞xc7**

Liquidating into a winning ending where Shirov obtains not even a hint of counterplay. Note, that I have slightly adapted the course of the game for our purposes. In reality Kasparov first repeated moves before he continued with the text: 26.♜h3 ♚g5 27.♜g3 ♚h5 28.♞xc7. Four points for 26.♜h3 if you thought this was the best way to continue. The maximum 8 points if you saw that White can just repeat moves and postpone his choice – especially if you were then planning to take on c7 anyway! Black does not lose immediately after 26.♚a2 ♜ed8!. Also very strong was 26.♜f7, White just wins after 26...♞e6 27.♜xg6 ♞xd4 28.♜gxg7.

**26...♜xc7 27.♜xg6**

Slightly better than 27.♚xg6.

**27...♚h4**

Here 27...♜xc3 is met by 28.♜xh6+, and 27...♜ec8 by 28.♜g3.

**28.h3**



A safe way to liquidate into an elementary winning double rook ending. 28.♚d3 is best met by 28...♜ec8.

**28...♚xd4+ 29.cxd4 ♜xc2 30.♜f7**

First forcing Black's rook into a passive position before he reaps.

30.♜d6 ♜c4 31.♜xd5 ♜xa4 is therefore less accurate.

**30...♜g8 31.♜d6**

White aims for two central passed pawns, since they are further advanced than Black's queenside pawns the win is never in doubt.

Also winning is 31.♜xa7 ♜c4 32.♜xb6.

**31...♜c4 32.♜xd5 ♜xa4 33.♜dd7**

Again Kasparov plays the most accurate move. After 33.e6 ♜e8 34.e7 ♔g8 35.♜df5 ♔h7 36.d5 ♜d4 37.♜e5 ♔g8 White has not won yet.

**33...♜a1+ 34.♔f2 ♜a2+ 35.♔f3 ♔h7  
36.e6 ♔g6 37.d5 ♜c8 38.♜c7 ♜e8  
39.g4 a5 40.♜xg7+ ♔f6 41.♜gf7+ ♔e5  
42.♜f5+ ♔d4 43.e7**

Black resigned.

# Combat 2

## Kramnik-Naiditsch

Turin Olympiad 2006

### 1. ♖f3

After a period of relative inactivity and no considerable successes, Kramnik made a 'comeback' at the 2006 Olympiad. With 6,5 out of 9 on Board 1 he scored the highest Elo performance in Turin. Here, instead of 1.e4 which he played regularly as of 2003, we see him returning to his favourite first move of yore 1. ♖f3.

### 1... ♟f6 2.c4 c5 3.g3 d5 4.d4

Going for a Catalan type of position, rather than staying within the territory of the English Opening.

### 4...cxd4

Aiming to liquidate the centre. Black can preserve the tension with 4...e6 when 5. ♖g2 leads to a regular Catalan after 5...dxc4, while 5.cxd5 exd5 is the Tarrasch Defence.

Black can also take on c4. After 4...dxc4, Kramnik would surely have played 5. ♖a4+ ♖d7 6. ♖xc4 as he did against both Kasparov and Leko in 2000.

### 5. ♖g2

5.cxd5 ♖xd5 6. ♖xd4 ♟c6 is nothing for White.

### 5...e6

Here 5...♟c6 6. ♟xd4 is a Grünfeld with colours reversed. Also possible is 5...dxc4.

### 6.0-0 dxc4 7. ♟xd4

This is more ambitious than 7. ♖xd4, or 7. ♖a4+ ♖d7 8. ♖xc4 ♟a6 9. ♖xd4 ♖c6 10. ♟c3 ♖xd4 11. ♟xd4 ♖xg2 12. ♟xg2 ♖c5 13. ♟db5 as in Kortchnoi-Miles, London 1984.

### 7...♟d5?!

A novelty that will not find a huge following. Black shields the h1-a8 diagonal and hopes that the central position of his knight will enable him to develop his queenside. The tempo-loss involved means a valuable delay in development while the position of the knight on d5 will turn out to be insecure.

### 8. ♖a4+ ♟d7

Here 8...♖d7 9. ♖xc4 is also pleasant for White.

### 9. ♖xc4 ♟7b6 10. ♖b3 ♖d7

Black has achieved his aim: the centralized knight on d5 covered by its colleague, and the development of the light-squared bishop. White must play energetically to prove an advantage.

### 11. ♟c3 ♖c5?!

It was not consistent to play 11...♟xc3 although Naiditsch should probably have preferred this. Still, after 12. ♖xc3 ♟c8 13. ♖d3 White has preserved an edge owing to his powerful Catalan bishop.

### 12. ♟xd5 ♟xd5

White just grabs the pawn after 12...♖xd4 13. ♟xb6 ♖xb6 14. ♖xb6 ♖xb6 15. ♖xb7. The text leaves White's knight under attack, is this enough for Black to castle into safety?



**The Combat begins. Good Luck!**

## The Chess Combat Simulator – Round 1

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**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

13. ♖f5 (8) 13. ♙xd5(3) 13. ♜d1(3)

---

**13...0-0**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

14. ♖xg7 (9) 14. ♙xd5(2)

---

**14...♗f6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

15. ♙h6 (4) 15. ♚c4(2)

---

**15...♚e7**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

16. ♚f3 (5) 16. ♚xb7(5) 16. ♚c4(5) 16. ♜ac1(5)

---

**16...♙c6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

17. ♚f4 (4) 17. ♖f5(1) 17. ♚c3(1)

---

**17...♗h8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

18. ♙xc6 (4) 18. ♜ac1, 18. ♜fc1, 18. ♚h4(4)

---

**18...bxc6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19. ♜ac1 (4) 19. ♜fc1(4) 19. ♚h4(4)

---

**19...♙d6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

20. ♚h4 (4) 20. ♚g5(4) 20. ♚d4(1)

---

**20...♖g8**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

21. ♚xe7 (3) 21. ♖xe6(1)

---

**21...♙xe7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22. ♖xe6 (3)

---

**22...♖xh6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23. ♖xf8 (1)

---

23...♙xf8

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.♞xc6 (1)

And White won.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Kramnik play as he did?



### 13.♘f5!

This is clearly the most aggressive and the best move. As our first World Champion, Wilhelm Steinitz, already remarked: he who holds the advantage must attack.

Of course one must look at 13.♙xd5, after 13...♙xd4 14.♙xb7 ♞b8 15.♞d1 White could easily end up with the better chances after the complications have died down. The problem is that 13...exd5 14.♞xd5 ♙xd4 15.♞xd4 0-0 leaves Black with very good drawing chances due to the opposite-coloured bishops. Just a decent move is 13.♞d1, but this is nowhere as strong as Kramnik's move.

### 13...0-0

There is not much choice: 13...exf5 14.♙xd5 loses a pawn after either 14...♞e7 15.♞xb7, or 14...0-0 15.♙xb7 ♞b8 16.♙f4.

### 14.♘g7!

This tactical blow is the real point of Kramnik's play. He takes full advantage of the unprotected position of the c5-bishop. The simple 14.♙xd5 exd5 15.♞xd5 does not bring much after 15...♞c8 with decent compensation for the pawn.

### 14...♘f6

This does not trap the knight, but it would at least seem to be the best fighting chance. 14...♙xg7 15.♙xd5 exd5 (15...♙xf2+ 16.♞xf2 exd5 17.♙e3 preserves the material balance for the moment, but lends White's attack extra impetus) 16.♞c3+ was of course the tactical justification. Despite the opposite-coloured bishops White is winning. Black's structure is fragmented and his king is not safe. Compare this to the note on White's 13th move (13.♙xd5 exd5 and so on).

### 15.♙h6

Simply the best move. Instead 15.♞c4 ♙e7! (but not 15...♞c8? 16.♞h4! ♙xg7 17.♙h6+ ♙h8 18.♙g5 ♙e7 19.♙e4 ♘xe4 20.♙xe7 winning) 16.♙h6 ♞c8 is much more complicated.

### 15...♞e7

Here 15...♘g4 does not work because of 16.♘h5 ♘xh6 17.♞c3 – again a double attack on c5 and g7. Now, after 15...♞e7 (defending the bishop) White must reckon with 16...♘g4.



**16. ♖f3**

Not the only way to prevent 16... ♗g4. Indeed, White has several ways to demonstrate the correctness of his concept. The greedy 16. ♖xb7 seems to work after 16... ♗g4 17. ♗h5 (17... ♗hx6 18. ♖xd7). Likewise better for White are 16. ♖c4 and 16. ♖a1 ♗g4 17. ♖c3.

**16... ♗c6 17. ♖f4**

This wins almost by force. A more complex (and less strong) solution is 17. ♗f5 exf5 18. ♖xf5 ♗h8 19. ♗xc6 bxc6 20. ♗xf8 ♖xf8 21. ♖a1. Less is promised by 17. ♖c3 ♗xg2 18. ♗xg2 ♖fd8 and White must still find a way to extricate his knight, although, admittedly, it is hard for Black to win it.

**17... ♗h8**

The big threat was 18. ♗f5.



**18. ♗xc6**

Again there are more ways that lead to Rome:

– 18. ♖a1 ♗xg2 19. ♗xg2 (not 19. ♖xc5 ♗xf1!) 19... ♖fc8.

– 18. ♖fc1!? ♗d6 (18... ♗xg2 19. ♖xc5!) 19. ♖h4 ♗g8 20. ♖xe7 ♗xe7 21. ♗h5.

And also better for White is 18. ♖h4 ♗g8 (18... ♗d5 19. ♖xe7) 19. ♗h5! ♗hx6 (19... ♖hx4 20. ♗g7 mate!) 20. ♗f6 ♗xg2 21. ♗xg2 ♖g8 22. ♖hx6 ♖g7 23. ♖ad1.

**18... bxc6 19. ♖ac1**

Here 19. ♖fc1 and 19. ♖h4 are reasonable alternatives.

**19... ♗d6 20. ♖h4**

Of course 20. ♖g5 ♗d5 21. ♖xe7 ♗xe7 22. ♗h5 also wins. Worse than the text, though, is 20. ♖d4 because of 20... c5 and now White must play as in the game, when Black's c-pawn won't fall.

**20... ♗g8 21. ♖xe7**

21. ♗xe6 ♖xe6 22. ♗xf8 ♗xf8 is not nearly as clear as the game continuation.

**21... ♗xe7**

Or 21... ♗xe7 22. ♗h5.

**22. ♗xe6**

With this desperado move White grabs as many pawns as possible to liquidate into an elementary winning ending.

**22... ♗hx6 23. ♗xf8 ♗xf8 24. ♖xc6**



With a rook and three pawns versus two pieces White is easily winning. There followed:

**24... ♗d8 25. ♖fc1 ♗g7 26. ♖1c2 ♗f5 27. e3 a5 28. ♖a6 ♗d5 29. e4 ♗d1+ 30. ♗g2 ♗d4 31. ♖c7 ♗b5 32. ♖b7 ♗d6 33. ♗d7**

and Black resigned.

# Combat 3

## Grischuk-Kotsur

Elista 2000

### 1.e4 c5 2.♘f3 ♘c6 3.♙b5

The Rossolimo Variation. A popular way to meet the Sicilian and avoid main lines like the Sveshnikov. See also the games Ponomarev-Kramnik and Sadvakasov-Van Wely elsewhere in this book.

### 3...e6 4.0-0 ♘ge7 5.c3 a6 6.♙a4

White plays a kind of Ruy Lopez set-up versus the Sicilian. The alternative is 6.♙e2 d5 7.exd5 ♘xd5 8.d4.

### 6...b5

Very popular is also 6...d5 7.exd5 ♗xd5 (7...♘xd5 is bad because of the simple 8.♙xc6+ bxc6 9.d3 Karpov-Orzech, simul Koszalin 1997) 8.d4 and now it is too late to play 8...b5 as 9.c4! ♗xc4? 10.♙b3 ♗b4 11.♙d2 catches the queen

### 7.♙c2 ♙b7 8.♗e2

An excellent move. White prepares the advance d2-d4 with ♗e2 and ♘d1. There are plenty of alternatives. White can play on the queenside with 8.a4. Logical is also 8.d4, but after 8...cxd4 White has to take back with the knight on d4, for after 9.cxd4 Black has the annoying 9...♘b4. We see the same motif after 8.♗e1. This move can be met by 8...♗c8, because of 9.d4 cxd4 10.cxd4 (10.♘xd4) 10...♘b4 11.♙b3 ♗xc1 12.♗xc1 ♘d3 13.♗d2 ♘xe1 14.♗xe1 with equality.

### 8...♗b6

With 8...♘g6 Black aims to prove that White's centre is vulnerable after 9.d4 cxd4 10.cxd4 ♘h4. White keeps an edge, though, after both 11.♘bd2 and 11.♘d1. Instead 8...d5 9.e5 d4 resembles the game,

after 10.♙e4 ♘g6 11.d3 ♙e7 12.cxd4 cxd4 13.♘bd2 ♗b6 14.♘b3 ♗c8 15.♙d2 0-0 16.h4 White was better in Burnett-Van der Weide, Groningen 1999.

### 9.♘d1 d5 10.e5 d4

As otherwise White will play d4.

### 11.♙e4

Immediately taking advantage of the fact that the e4-square has become available. The bishop is excellently positioned on this central square. Instead 11.cxd4 ♘xd4 12.♘xd4 cxd4 13.♙e4 d3!? 14.♙xd3 ♗c6 15.f3 ♗c5+ was Rublevsky-Minasian, Montecatini 2000.

### 11...♗d8 12.d3 h6

Preparing ...♘d5 and not wishing to be disturbed by a future ♙g5.

### 13.♘bd2 ♘d5 14.cxd4 cxd4

White obtains more possibilities after 14...♘xd4 15.♘xd4 cxd4. With his advantage in space Black should not voluntarily trade pieces. In the course of the game Grischuk is able to demonstrate that White may lack some space but is nevertheless better here. White's task is far from simple though. He has trouble finding the right squares for his pieces. Especially the knight on d2 and the bishop on c1 have no clear future at present. Can you find the right plan just as Grischuk did?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.a4 (10)** 15.♘b3(3) 15.♘f1(4)

---

**15...♙e7**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.axb5 (2)**

---

**16...axb5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♘b3 (7)**

---

**17...0-0**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙d2 (6)**

---

**18...b4**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♙c1 (12)**

19.h4(2) 19.h3(2) 19.♖dc1(2) 19.♖a2(2)

---

**19...♙a6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♘bxd4 (10)**

---

**20...♘xd4**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♘xd4 (1)**

---

**21...f5**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.exf6 (6)** 22.♙f3(2)

---

**22...♘xf6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♘c6 (7)** 23.♘xe6(6)

---

**23...♙c5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♘xd8 (2)**

---

**24...♘xe4**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♚xe4 (6)**

---

25...♙xf2+

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♖h1 (1)

26...♜xd8

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.♙xh6 (9) 27.♚g6(3) 27.♙f4(3)

27...♙b7

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♚g6 (5) 28.♚g4(3)

28...♙d4

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♜f1 (5) 29.♙g5(4) 29.♜d2(4) 29.♜e1(1)

29...♚c6

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

30.♜ac1 (5) 30.♜ae1(3)

30...♚xg2+

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

31.♚xg2 (1)

31...♙xg2+

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

32.♖xg2 (1)

32...gxf6

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.♜c4 (4)

And White went on to win.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Grischuk play as he did?



### 15.a4

Less good are 15.♘b3 and 15.♘f1.

### 15...♙e7

Naturally, Black does not relinquish square c4. After 15...♘f4 16.♚f1 the knight on f4 is hanging in the air.

### 16.axb5 axb5 17.♗b3 0-0 18.♙d2

Quietly completing his development and preparing ♖a5.

### 18...b4

Preventing White's ♖a5 plan. However, after Grischuk's excellent reply the remedy turns out to be worse than the disease. Preferable was 18...♙d7.

### 19.♙c1

Any of the following moves slightly improves White's position: 19.h4, 19.h3, 19.♙dc1 and 19.♙a2.

### 19...♙a6

19...♙d7 20.♘bd2 ♙a8 21.♙xa8+ ♙xa8 22.♘c4 and White is somewhat better.

### 20.♘bxd4

20.♘fxd4 ♘xe5.

### 20...♘xd4 21.♘xd4 f5

21...♚xd4 22.♙xa6 is better for White as 22...♚xe5? is impossible due to 23.♙h7+. White is also superior after 21...♙c5 22.♘b3.

### 22.exf6

22.♙f3 is less strong.

### 22...♘xf6

White wins after 22...♙xf6 23.♘xe6! ♚xe6 24.♙h7+ ♘f7 25.♙g6+ ♘e7 26.♚xe6+ ♘e6 27.♙xa6+. Comparatively best was 22...♙xf6.



### 23.♘c6

Equally good is 23.♘xe6! as long as you take the right rook after 23...♘xe4:

– Not 24.♘xf8? ♙xd3! 25.♙xd3 ♙xd3 with excellent counterplay.

– Correct is 24.♘xd8 ♚xf2+ (24...♙xd8 25.♙xa6 ♚xa6 26.♚xe4) 25.♚xf2 ♘xf2 26.♙e1 and wins.

### 23...♙c5

23...♘xe4 24.♘xe7+ ♘f7 25.♘g6! ♘xg6 26.♚xe4+ ♘f7 27.♙e3.

### 24.♘xd8 ♘xe4 25.♚xe4

The only move to win the game. Sometimes chess can be unfair. Having played an excellent game so far Grischuk must still enter a tactical minefield to actually win the game. Thus, after 25.♘xe6? ♙xf2 26.♚xe4 ♙d2+ 27.♘xc5 ♚xc5+ 28.d4 ♙xd1+ 29.♘f2 ♚c4 White may count himself lucky to make a draw with 30.♚e8+ ♘h7 31.♚e4+. 25.♙xa6 ♚xa6 26.♘xe6 ♚xe6 27.♚xe4 ♚xe4 28.dxe4 ♙xf2 29.♘h1 ♙e2 and it is clear that White certainly cannot hope to gain more than half a point.

### 25...♙xf2+ 26.♘h1 ♙xd8 27.♙xh6

This is absolutely the best move. 27.♔g6 and 27.♙f4 ♙b7 28.♚e2 are not nearly as good.

**27...♙b7**

27...gxf6 28.♚g6+ ♖f8 (28...♖h8 29.♜xa6 ♚xa6 30.♚xh6+ ♖g8 31.♚g5+) 29.♚f6+ ♖e8 30.♜f1 and wins.

**28.♚g6**

Or the slightly inferior 28.♚g4.

**28...♙d4 29.♜f1**

Again Grischuk plays the strongest move, but by now there are several roads leading to Rome: 29.♙g5 ♜f8 30.♜d2, 29.♜d2, but 29.♜e1?! ♙xb2 30.♜xe6? (better are 30.♙g5 and 30.♙e3) 30...♙xg2+! is a vicious trap.

**29...♚c6**

29...♙xb2 30.♜ab1 ♙c3 31.♜f7 and White wins.

**30.♜ac1**

30.♜ae1 ♙xb2 31.♜xe6 ♚xg2+ 32.♚xg2 ♙xg2+ 33.♖xg2 gxf6 is technically somewhat harder.

**30...♚xg2+**

If 30...♚d5 then 31.♜c7.

**31.♚xg2 ♙xg2+ 32.♖xg2 gxf6 33.♜c4**



Again the best, but any reasonable move will gain you 1 point.

The rest is elementary, Grischuk makes no mistakes.

**33...♙xb2 34.♜xb4 ♙g7 35.♜f3 ♜d7 36.♜e4 ♜e7 37.♖h3 ♖h7 38.♜fe3 e5 39.♜f3 ♜d7 40.♖h4 ♜b7 41.h3 ♜a7 42.♜c4 ♜d7 43.♖g4 ♜a7 44.♖f5 ♜f7+ 45.♖e4 ♜d7 46.♜c6 h5 47.♜a6 ♙h8 48.♜b6 ♙g7 49.♜c6 ♙h8 50.♜f5 ♜d4+ 51.♖e3 ♜h4 52.♜f7+ ♖g8 53.♜f3 ♜d4 54.♜c7**

Black resigned.

# Combat 4

## Akopian-Onischuk

Groningen 1996

1.♘f3 f5 2.g3 ♘f6 3.♙g2 d6 4.d4 g6  
5.c3!?

Not a bad way to combat the Leningrad Dutch. Playing 5.c3, rather than the more common 5.c4, does not mean that White has modest intentions. One of the main ideas is that, with d4 well-protected, White may find it easier to push e2-e4. On top of that, White also intends ♖d1-b3 to play along the a2-g8 diagonal to prevent Black from castling.

5...♙g7 6.♗b3



As promised, White may follow up with ♘f3-g5. Black needs to do something about the dominant position of White's queen. Onischuk therefore opts for a set-up with ...c6 and ...♗b6 and this comes most naturally to the Leningrad player. A totally different recipe is ...c6 and ...d5 to transfer play into a kind of 'Stonewall'. However, such a static pawn structure does not come easy to those accustomed to the dynamic Leningrad.

6...c6 7.0-0 ♗b6 8.♗c2(!)

After the exchange of queens White

would be only slightly better at best. Akopian's move is more ambitious. The queen is excellently placed on c2 because of the strategically desirable e2-e4 advance.

8...0-0 9.♘bd2 ♕h8

This is a logical move, but possibly not the best. The game Vezzosi-Magalotti, Forli 1991, demonstrates how well-positioned White's pieces are for tactical tricks along the a2-g8 diagonal: 9...a5?! 10.a4 ♘a6 11.♘c4 ♗d8 12.♗b3! ♘c7 13.♘g5! ♘fd5 14.♘b6 ♖b8 15.♘xd5 cxd5 16.♙xd5+ and White won.

Possibly best is the Stonewall move 9...d5 to close off the diagonal. After 10.c4 ♘e4 11.e3 ♙e6 12.b3 a5 13.a3 ♘d7 14.♖b1 White had a slight edge in Dlugy-Leow, New York 1992. However, if Black had now played 14...♕h8! instead of 14...♗a6 he would have had a reasonable position nevertheless.

After 9...♕h8 it is your move. Good luck in capitalizing upon your positional advantage!



**The Combat begins. Good Luck!**

**You are White**

Your Score: \_\_\_\_\_

Your Move: 10. \_\_\_\_\_

**10.e4 (4)** 10.a4(2)

**10...fxe4**

Your Score: \_\_\_\_\_

Your Move: 11. \_\_\_\_\_

**11.♘xe4 (1)**

**11...♙f5**

Your Score: \_\_\_\_\_

Your Move: 12. \_\_\_\_\_

**12.♘h4 (2)**

**12...♘xe4**

Your Score: \_\_\_\_\_

Your Move: 13. \_\_\_\_\_

**13.♙xe4 (1)**

**13...♙xe4**

Your Score: \_\_\_\_\_

Your Move: 14. \_\_\_\_\_

**14.♚xe4 (1)**

**14...e5**

Your Score: \_\_\_\_\_

Your Move: 15. \_\_\_\_\_

**15.dxe5 (2)**

**15...dxe5**

Your Score: \_\_\_\_\_

Your Move: 16. \_\_\_\_\_

**16.♙e3 (6)**

**16...♚c7**

Your Score: \_\_\_\_\_

Your Move: 17. \_\_\_\_\_

**17.♘f3 (10)** 17.♚ad1(3)

**17...♘d7**

Your Score: \_\_\_\_\_

Your Move: 18. \_\_\_\_\_

**18.♘g5 (7)**

**18...♘f6**

Your Score: \_\_\_\_\_

Your Move: 19. \_\_\_\_\_

**19.♚h4 (7)** 19.♚c4(3)

**19...♚fe8**

Your Score: \_\_\_\_\_

Your Move: 20. \_\_\_\_\_

**20.♚ad1 (5)** 20.♚fd1(5)

**20...♚e7**

Your Score: \_\_\_\_\_

Your Move: 21. \_\_\_\_\_

**21.♚d6 (8)**

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21...h6 Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_ 22. ♖fd1 (6)

---

22...♔g8 Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_ 23. ♘e4 (6)

---

23...g5 Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_ 24. ♘xf6+ (2)

---

24...♚xf6 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25. ♚c4+ (5) 25. ♚e4(2) 25. ♖xf6(2)

---

25...♚f7 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26. ♚xf7+ (3)

---

26...♔xf7 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27. ♖d7+ (2)

---

27...♔g8 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28. ♖xb7 (1)

---

28...a5 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29. ♖d6 (4) 29. ♖dd7(3)

---

29...♖eb8 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30. ♖bd7 (4) 30. ♖bc7(4)

---

30...♗f8 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31. ♖g6+ (3)

---

31...♔h8 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32. b3 (3)

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32...c5 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33. ♖c7 (3) 33. ♖c6(3)

---

33...♖c8

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

34.♖g6 (4)

Black resigned.

Maximum score: 100

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

### Why did Akopian play as he did?



#### 10.e4

This was planned all along. However, the consequences of the coming exchanges had to be evaluated now. An interesting attempt to sharpen the game after 10.e4 is 10...f4!?, after 11.gxf4 ♘h5 Black has counterplay. Instead of the text 10.a4 also comes into consideration.

**10...fxe4 11.♗xe4 ♙f5 12.♘h4 ♗xe4 13.♙xe4 ♙xe4 14.♚xe4**

The end of a forced sequence of moves. Akopian has evaluated the position correctly. White is better due to the dominant position of his queen on e4. If now 14...♚c7 then 15.f4 when White has total control of the centre. Onischuk prefers an isolated central pawn to a backward pawn.

**14...e5 15.dxe5 dxe5**

In any case this is better than taking with

the bishop. After 15...♙xe5 16.♙e3 ♚c7 White plays 17.f4 and f5, and in reply to 16...♚xb2 White plays 17.♖ab1 and 18.♖xb7 with good attacking chances.

**16.♙e3**



If not for this pawn sacrifice Black would obtain an excellent game. After 16...♚xb2 17.♖ab1 ♚xc3? 18.♖xb7 ♘a6?! 19.♖c1 ♚a3 20.♗xg6+ hxg6 21.♚xg6 White wins. Stronger is 17...♚xa2 18.♖xb7 when White has lovely compensation for the pawn (18...♚d5 19.♚a4; 18...♚e6 19.♖d1).

**16...♚c7 17.♗f3!**

In regrouping the queen and knight Akopian increases the pressure upon Black's position. A decent alternative is 17.♖ad1.

**17...♗d7 18.♗g5 ♗f6 19.♚h4**

Less good is 19.♚c4.

19...♖fe8 20.♙ad1

White also controls the d-file after 20.♙fd1.

20...♚e7 21.♙d6!



Akopian prepares to double the rooks. The rook may not be taken, and another important point is that 21...♙ad8? is impossible due to 22.♙xd8 ♙xd8 23.♘xh7!.

21...h6 22.♙fd1 ♚g8 23.♘e4 g5  
24.♘xf6+ ♚xf6



25.♚c4+

White is also better after 25.♚e4, and in-

deed after 25.♙xf6 gxf4 26.♙fd6! (26.♙g6 ♚h7 27.♙dd6 ♙ad8!). After the text White has gathered so much positional capital that he wins a pawn in the ending.

25...♚f7 26.♚xf7+ ♚xf7 27.♙d7+ ♚g8

White gains even more material after 27...♙e7 28.♙c5.

28.♙xb7 a5 29.♙d6

White also wins after 29.♙dd7.

29...♙eb8



30.♙bd7

Equally good is 30.♙c7. Akopian does not trade rooks yet, as he now wins a second pawn by force.

30...♙f8 31.♙g6+ ♚h8 32.b3 c5 33.♙c7  
♙c8 34.♙gc6

Very accurate. Weaker is 34.♙xc8 ♙xc8 35.♙a6 c4!. The last two moves of the game may be interchanged. Thus playing 33.♙c6 first and 34.♙dc7 next is just as good.

Onischuk resigned.

# Combat 5

## Wiersma-Sokolov

Netherlands tt 1999/2000

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.0-0  
♙c5 5.c3 0-0 6.d4 ♙b6



### 7.♙g5

The main alternative here is 7.♞e1, for instance: 7...d6 8.h3 h6 9.♙e3 ♙d7 10.♙a4 ♞e8 11.♘bd2 exd4 12.♘xd4 ♘xd4 13.♙xd7 ♚xd7 14.♙xd4 ♞e6 and Black had easy play in Stefansson-Sokolov, Kopavogur 2000.

After 7.♞e1 d6 the interpolation of 8.a4 a5 worked out well for Black in Van den Doel-Sokolov, Dutch championship 1999. White had lost control over the b4-square after 9.h3 h6 10.♙e3 exd4!? 11.cxd4 (11.♙xc6) 11...♘b4 when Black had again a decent game.

### 7...d6

Theory advises Black to include ...h6 and ...♙h4 here. Sokolov has his own ideas about the usefulness of this. The bishop can be vulnerable on g5 as will become clear later on in the game.

An older game, by a namesake of our present protagonist, went 7...h6 8.♙h4 d6 9.♙xc6 bxc6 10.dxe5 dxe5 11.♚a4

(11.♘bd2 is stronger) 11...♚d6 12.♘bd2 ♘d7 with equal chances in Jovic-A.Sokolov, Vrnjacka Banja 1962.

### 8.♙xc6

Black obtained active play in Lanka-Sokolov, Batumi 1999, after 8.a4 a5 9.♞e1 h6 10.♙h4 exd4 11.♙xc6 (11.cxd4) 11...bxc6 12.♘xd4 ♞e8 13.♘d2 c5 14.♘c2 g5! 15.♙g3 ♙b7.

### 8...bxc6 9.dxe5 dxe5 10.♘bd2

10.♚a4 ♚d6 11.♘bd2 is an old recommendation of Keres.

### 10...♚d6 11.♚c2

White threatens 12.♘c4. How does Black get active counterplay?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

**11...♖h5 (8)** 11...♗d7(4) 11...♘a6(4)

---

**12.♜fe1**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

**12...♙g6 (6)**

12...f6(2) 12...♘a6(2) 12...♘e6(1)

---

**13.♙e3**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

**13...♗f4 (5)** 13...♘h3(2) 13...♞e8(2) 13...f6(3)

---

**14.g3**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

**14...f6 (5)**

---

**15.a4**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...♘e6 (5)** 15...♘a6(2)

---

**16.a5**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♙xe3 (1)**

---

**17.♞xe3**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♞ad8 (5)**

---

**18.♗b3**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♙h5 (7)** 18...♞d6(4)

---

**19.♗h4**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♗h3+ (6)** 19...♞d6(4) 19...♗h8(3)

---

**20.♗g2**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♗g5 (5)**

---

**21.♗c5**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♗h3+ (2)**

---

**22.♗g1**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

22...♙g4 (8)

23.♔g2

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

23...♙d1 (8)

24.♖c1

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

24...f5 (10)

25.exf5

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

25...♞xf5 (4)

26.♘xf5

Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_

26...♖h3+ (2)

27.♔g1

Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_

27...♖xf5 (3)

28.♔g2

Your Move: 28... \_\_\_\_\_

Your Score: \_\_\_\_\_

28...♙f3+ (4) 28...♖h3+(2)

29.♔g1

Your Move: 29... \_\_\_\_\_

Your Score: \_\_\_\_\_

29...♘h3+ (4)

30.♔f1

Your Move: 30... \_\_\_\_\_

Your Score: \_\_\_\_\_

30...♞d1+ (2)

White resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Sokolov play as he did?



### 11...d5

Tactically defending e5, and enabling the queen to switch to the kingside. Less active are: 11...d7 and 11...a6.

### 12.f6

In case of 12.d4 Black has 12...e6 when e5 cannot be taken because of the fork following ...f6 – here we see the point of omitting 7...h6 8.e4.

### 12...g6

Direct play by Sokolov, he is immediately heading for the opponent's king. Weaker are 12...f6, 12...a6 and 12...e6

### 13.e3

To take on e5 after all.

### 13...f4

White simply answers 13...h3 with 14.g3. Less good than Sokolov's choice are also 13...e8 and 13...f6.

### 14.g3 f6

Here Black should not include a check on h3: 14...d3+ 15.g2 f6, because of 16.d4 e4 17.f5.

### 15.a4

Too ambitious, preferable was 15.d4.

### 15...e6

Quietly completing his development. Other moves are weaker. Thus, 15...a6 is met by 16.f4 exf4 17.a5 e5 18.b4.

If 15...a5 then 16.d4, and it is not necessary to play 15...e3 yet.

### 16.a5 e3 17.f6

17.fxe3 d3+ 18.g2 g5 and Black has a clearly favourable position.

### 17...ad8

Please note how Sokolov first involves all his pieces before embarking on an all-out offensive.

### 18.d3

This is not good, but suggesting a playable alternative is not so simple.

### 18...h5

Black may also double rooks on the d-file with 18...d6.

### 19.d4

For, if 19.gxf4 then 19...exf4 20.d3 xd3 21.fxd3 exb3 22.c4 c2!

### 19...h3+

Playable are also 19...d6 and 19...h8.

### 20.g2 g5 21.d5 e3+ 22.g1 g4



This move is hard to find. The purpose is to control square d1 and at the same time to introduce the threat of ...f3+.

### 23.g2 d1

Another great move. The queen is forced to a worse square.

### 24.f1

Or 24.f2 d2.

### 24...f5

Opening the f-file will be decisive. This sacrifice is hard to calculate. The logical explanation is not so difficult though, Black is simply involving all his pieces in the attack.

**25.exf5**

Here 25.♘xf5 is met by 25...♚h3+.

**25...♚xf5 26.♙xf5 ♚h3+ 27.♔g1 ♚xf5**

Do not hurry:

27...♙f3+ 28.♞xf3 ♙xf3 29.♙h4 ♞d1+ 30.♚xd1 ♙xd1 31.♞xd1. In case of 27...♙f3 White has 28.♙h4.

**28.♔g2**

For the last time White's king goes to g2 to try to protect the weak light squares surrounding his castle.



**28...♙f3+**

After 28...♚h3+ 29.♔g1 ♙f3+ (29...♙f3? 30.♚f1) 30.♞xf3 ♙xf3 31.♚f1 Black must still work hard for the win.

**29.♔g1 ♙h3+ 30.♔f1 ♞d1+**

White resigned.

# Combat 6

## Motylev-Iskusnikh

Sochi 2006

**1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 ♗c6 6.♕g5 e6 7.♞d2 ♕e7 8.0-0-0 ♞b6!?**

Not a bad line to avoid several myriads of Rauzer variations. The early queen move (a motif in numerous Sicilians) came only recently in vogue.

### 9.♗db5

White aims to 'refute' the whole line with this direct move – he hopes to win the d6-pawn without making any concessions.

Motylev had no fond memories of the ending arising after 9.f3 ♞xd4 10.♞xd4 ♗xd4 11.♞xd4 a6. He was slowly outplayed in Motylev-Korotylev, Russian Championship Moscow 2004.

In the game Kurnosov-Motylev, Warsaw 2005, Black won a similar ending following 9.♕e2 a6 10.f4 ♞xd4 11.♞xd4 ♗xd4 12.♞xd4 ♕d7.

The move 9.♕e3 should be met by 9...♗g4, while 9.♗b3 0-0 10.f3 is a transposition to a main line (7...♕e7 8.0-0-0 0-0 9.♗b3 ♞b6 10.f3) when Black has circumvented certain lines.

### 9...0-0 10.♞e1

An interesting move order. White was trying to avoid 10.f4 a6! which was equal in Motylev-Kosteniuk, Moscow 2006, after 11.♗xd6 ♕xd6 12.♕xf6 gxf6 13.♞xd6 ♞d8 14.♞a3 ♞e3+ 15.♗b1 ♞xd1+ 16.♗xd1 ♞xf4 17.♞f3 ♞xf3 18.gxf3 b5.

At the same time he hopes to transpose to 10.f4 ♞d8 11.♞e1 ♗e8? 12.♗a4 ♞a6

13.♗a3 and White was winning, although Motylev managed to stir up enough complications after 13...♕xg5! 14.♕xa6 ♕xf4+ 15.♗b1 bxa6 to draw in the end. Lahno-Motylev, Wijk aan Zee 2006.

A completely different strategical plan is 10.f3.

### 10...a6

With this sharp move Black is trying to avoid the transposition 10...♞d8 11.f4, but a later game shows that perhaps Black should not fear this – as long as he does not play 11...♗e8 as Motylev did versus Lahno. So after 10...♞d8 11.f4 play has transposed to Lahno-Motylev above. However, instead of the howler 11...♗e8?, Spraggett now produced the interesting 11...♞d7!? 12.♕xf6 ♕xf6 13.♗xd6 ♕xc3 14.bxc3 ♞a5 15.♗b2 b5 16.e5 ♞b8 with compensation in a complicated position, Nataf-Spraggett, Evora 2006. On move 14 it makes sense to check what happens after 14.♞xc3. Black has 14...♗b4 15.♞d2 ♗xa2+ 16.♗b1 ♞xd6 17.♞xd6 ♗c3+ 18.♗c1 ♞e3+ 19.♞d2 (19.♞d2 ♗xd1) 19...♞e1+ 20.♞d1 ♞e3+ with a draw, and this must be the tactical point of Spraggett's play.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

11. ♖xd6 (4) 11. ♙e3(1) 11. ♗xf6(2)

11... ♗e5

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

12. ♗c4 (6) 12. ♚e3(6) 12. ♗xc8(1) 12. ♗xf6(2)

12... ♗xc4

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

13. ♗xc4 (1)

13... ♚c5

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

14. e5 (3)

14... ♚xc4

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

15. exf6 (1)

15... ♗xf6

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

16. ♗xf6 (1)

16... ♚f4+

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

17. ♚e3 (5) 17. ♖d2(2)

17... ♚xf6

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

18. ♖d6 (6) 18. ♖d2(2) 18. ♖d4(2) 18. ♗e4,  
18. h4, 18. ♗a4(1)

18... b5

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19. ♗d5 (4) 19. ♖hd1(1)

19... ♚h4

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

20. g3 (4) 20. ♗b6(1)

20... ♚a4

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

21. ♗f6+ (6) 21. ♗e7+(6)

21...♔h8

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22.♖d4 (5)

22...♜xa2

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23.♗h4 (4)

And Black resigned after 23...♜a1+ 24.♔d2 ♜a5+ 25.♔e2.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Motylev play as he did?



#### 11.♘xd6

This is consistent with White's set-up. Dubious is 11.♘a3 because of 11...d5 (11...♜c7) 12.exd5 ♘xa3 13.bxa3 ♘xd5 14.♘xd5 exd5 15.♗xd5 ♘e6.

After 11.♘e3 Black has 11...♜d8 (11...♜a5) 12.♘d4 ♘g4.

If 11.♘xf6 then 11...♘xf6 12.♘xd6 and Black has sufficient compensation, but White can try the intermediate 12.♘a4 ♜d8 before playing 13.♘xd6. After 13...♘d4 (13...♜c7 14.♜e3) 14.♘c4 (14.e5) 14...b5 the complications continue. Instead of 11...♘xf6 Black gains good counterplay with 11...axb5 12.♘xe7 ♘xe7 13.♘xb5 d5.

#### 11...♘e5

Black simply loses a pawn after 11...♘d6 12.♗xd6 since the double attack 12...♜c5 is easily parried by 13.♜d2.

11...♗d8 12.e5 is also killing as 12...♘e5 fails to 13.♘xc8 ♗axc8 14.♜xe5 ♘g4 15.♘e3! and Black does not retrieve his piece owing to this intermediate move.

#### 12.♘c4

The human move, the game continuation is not so difficult to calculate.

A computer would go for 12.♜e3 ♜c7 (12...♜xe3+ 13.♘xe3 is just a pawn) 13.♜g3! this is the move that has to be calculated correctly. It works after both 13...♘xd6 14.♘xf6 and 13...♗d8 14.♜xe5 ♘xd6 15.♘xf6!.

Less good is 12.♘xc8 ♗fxc8 and Black has compensation. Not good is 13.♘e3 because of 13...♘c5. 13.f3 is met by 13...♘b4. And finally there is 13.f4 ♘eg4 14.e5 ♗xc3!? 15.♜xc3 ♘e4 with ongoing complications.

In case of 12.♘xf6 gxf6 13.♘c4 ♜c7 14.♘xe5 fxe5 Black has compensation according to Motylev.

#### 12...♘xc4

Here 12...♖c7 13.♘xe5 ♕xe5 14.f4 ♕c7 15.e5 is plainly bad for Black.

**13.♙xc4 ♖c5**

It is only the consequences of this double attack that had to be calculated.



**14.e5**

14.♙xf6 ♙xf6 with excellent compensation for Black, who has a very powerful dark-squared bishop.

**14...♖xc4 15.exf6 ♙xf6 16.♙xf6 ♖f4+**

Black avoids a weakening of his structure.

**17.♖e3**

A slightly unexpected move perhaps. White parries the check with this useful move (connecting the rooks, and placing her majesty on an active spot) because Black is still obliged to take back on f6.

Barring the text White should play 17.♞d2 ♖xf6 18.♖e3 or 18.♖e4. But 17.♗b1 ♖xf6 gives nothing special.

**17...♖xf6**

At first sight the ending after 17...♖xe3+ 18.fxe3 gxf6 appears playable – that is until you spot 19.g4, when Black has a hard time avoiding the loss of the f-pawn following ♞hf1 and ♘e4.

**18.♞d6**

This move prepares to double on the d-file and increases the pressure (♘d5 becomes a threat). There are quite a few reasonable moves (such as 18.♘e4, 18.♞d2, 18.♞d4, 18.h4, and 18.♘a4), but none is as effective as the text.

**18...b5 19.♘d5**

Play is equal after 19.♞hd1 ♙b7 20.f3 ♞fd8. The semi-active 19.♖e4?! merely helps Black after 19...♞b8.

**19...♖h4 20.g3!**

Chasing the queen away from the protecting square e7. White should not win a pawn with 20.♘b6 ♖b8 21.♘xc8 ♞fxc8 22.♞xa6?! as Black has 22...♖c4 23.♖b3 ♖c5 threatening both 24...♖xf2 and 24...♖g5+.

**20...♖a4**



This loses on the spot. Motylev feels that White has a slight edge after both: 20...♖h3 21.♘e7+ ♗h8 22.♖f3 ♖b8 23.♘xc8 ♖bxc8 24.♞xa6, and 20...♖h5 21.♘e7+ ♗h8 22.♞hd1 ♙b7 23.♞d7.

**21.♘f6+**

Equally good is 21.♘e7+ for 21...♗h8 22.♞d4 ♖xa2 23.♖e4! is a double attack (mate is threatened by 24.♖xh7+).

**21...♗h8**

21...gxf6 22.♞d4 ♖xa2 23.♞g4+ ♗h8 24.♖h6 ends in mate.

**22.♞d4 ♖xa2 23.♞h4**

However, now mate cannot be avoided either. No points for 23.♖e4 gxf6 24.♖xa8 (24.♖h4=) 24...♖a1+ 25.♗d2 ♖xb2, or 23.♘h7 ♗xh7 (23...♖a1+) 24.♖e4+ f5 25.♖xa8 ♖a1+ 26.♗d2 ♖xb2.

**23...♖a1+ 24.♗d2 ♖a5+ 25.♗e2**

Black resigned.

# Combat 7

## Euwe-Kotov

Zurich 1953

**1.d4** ♖f6 **2.c4** c5 **3.d5** e6 **4.♗c3** exd5  
**5.cxd5** d6 **6.♗f3** g6 **7.g3** ♗g7 **8.♗g2**  
**0-0** **9.0-0** a6 **10.a4** ♖bd7 **11.♗d2** ♖e8  
**12.a5**



We have reached a complex position in the fianchetto variation of the modern Benoni. White's chances lie on the queenside. Euwe was always well-acquainted with opening subtleties. Here the natural 12.♗c4 is met by 12...♗b6 or 12...♗e5, as the exchange of a pair of knights would favour Black who has less space. Euwe's 12.a5 fixes Black's queenside and prepares ♗d2-c4. Nowadays, 12.h3 (to control g4) is nearly always played.

### 12...b5

Black cannot allow the restriction of his majority for nothing. Kotov rightly opts for active piece play and a half-open b-file to compensate for the weak a-pawn that he will now be settled with.

### 13.axb6 ♗xb6 14.♗b3

An excellent move. The knight is heading for a5. From this square the knight controls c4, and may be able to jump to c6 at

the appropriate moment. This knight manoeuvre is still a standard procedure in Benoni positions where Black has the cheek to answer a5 with ...b5.

### 14...♖c7

Experience has shown that Black's best move is 14...♗c4(!) to keep White's knight away from a5. After 15.♖a4 ♗b6 16.♖a2 ♗c4 White can settle for a draw with 17.♖a4 or go all-out for the win with the queen sacrifice 17.♖d3 ♖b8! 18.♖xc4 ♖b4 19.♗d2!? (Black is at least equal after 19.♖d3 ♖xb3) 19...♖xc4 20.♗xc4. Following this recommendation of Boleslavsky's is not without risk.

### 15.♗a5 ♗d7 16.h3

A useful waiting move that prevents the manoeuvre ...♗f6-g4 (followed by ...f7-f5 and ...♗g4-e5).

### 16...♗b5

Black is quite active in return for his slightly inferior pawn structure. Euwe now devised a deep positional plan to demonstrate White's advantage. You are well-advised to take your time over the first few moves.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

17.♙e3 (8) 17.♞e1(8) 17.♚c2(4)

**17...♘fd7**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

18.♚b3 (10) 18.♚c2(4) 18.♔h2(4) 18.♞e1(4)

**18...♘f6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19.♞fc1 (10)  
19.♞fd1(4) 19.♞fe1(4) 19.♔h2(4)

**19...♙d7**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

20.♚d1 (10)

**20...♞xe3**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

21.fxe3 (1)

**21...♙h6**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22.♚d3 (8)

**22...♞e8**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23.♔h2 (4)

**23...♞xe3**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.♚xa6 (2)

**24...♞e5**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25.♞f1 (5)

**25...♙c8**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♚b5 (4)

**26...♙d7**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.♘c6 (4)

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27...♔g7

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♞a6 (6)

---

28...♘c8

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♝b8 (4)

---

29...♞xb8

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

30.♘xb8 (1)

---

30...♙f5

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

31.♞c6 (8) 31.g4(4) 31.♘c6(4)

---

31...♞e8

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

32.e4 (4)

---

32...♙d7

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.e5 (9)

---

33...♞xe5

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

34.♘d7 (1)

---

34...♘d7

Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_

35.♞xc8 (1)

---

White is winning.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

## Why did Euwe play as he did?



### 17. ♖e3

The development of the bishop to e3 has been prepared by 16.h3. The bishop shields the e2-pawn from Black's rook along the e-file. Equally good was 17. ♖e1. Not so bad either is 17. ♖c2. No good is 17. ♘c6?! since Black obtains an excellent game with 17... ♙xc6 18.dxc6 d5!.

### 17... ♘f7 18. ♖b3!

White connects his rooks and increases the pressure on the queenside with this pawn sacrifice. The whole plan of 17. ♖e3, 18. ♖b3, 19. ♖fc1 and 20. ♖d1 is worthy of a World Champion, and not so easy to find for mere mortals. Standard moves are 18. ♖c2, 18. ♗h2 and 18. ♖e1. The latter was played in Alexandrescu-Kratsulescu, Rumania 1955, which went: 18... ♘e5 19. ♖b3 ♘bc4. Now we can appreciate the strength of Euwe's 18. ♖b3 once more: it prevents the knight from coming to c4.

### 18... ♘f6?!

An ignominious return to f6 to prevent White from taking on b5. Accepting the sacrifice with 18... ♙xc3?! is not advisable. White has excellent compensation after both 19.bxc3 ♙xe2 20. ♖fe1 c4 (20... ♙d3 21.c4!) 21. ♖b4 ♙d3 22. ♘c6

and 19. ♖xc3 ♙xe2 20. ♖fe1 ♙b5 21. ♙h6 f6 22. ♖e6.

Far stronger is 18... ♖ab8! as indicated by Euwe. After 19. ♘xb5 axb5 20. ♘c6 ♖b7 White should not play 21. ♖xb5? because of 21... ♘xd5. Yet, White keeps an edge with 21. ♖c2! ♘c4 22. ♙c1 followed by ♖a2 and b3.

### 19. ♖fc1

Part of the overall plan. White protects c3 and indirectly attacks the enemy queen. Decent moves are also 19. ♖fd1, 19. ♖fe1, and 19. ♗h2. Wrong is 19. ♘xb5? axb5 20. ♖xb5 ♘bxd5 and Black is better.

### 19... ♙d7 20. ♖d1



While Black has merely lost time with ... ♘f6-d7-f6 and ... ♙d7-b5-d7 White is now ready for b2-b4.

### 20... ♖xe3!?

One year earlier Kotov had won the interzonal tournament 3(!) points ahead of Petrosian and Taimanov. Here he is positionally outdone and he pulls the emergency break. The exchange sacrifice is definitely his best practical chance as can be seen from 20... ♖d8 (prophylaxis against b2-b4) 21. ♘c6 ♙xc6 22.dxc6 ♘c4 23. ♙g5 with a large advantage.

### 21.fxe3 ♙h6 22. ♖d3

White must play accurately after the ex-

change sacrifice. Black has more than enough compensation after 22.♚d2 ♜e8 23.♞d1 ♞e4.

**22...♜e8**

Here 22...♞f5 is refuted by 23.e4! ♞xc1 24.♜xc1 ♞d7 25.e5!

**23.♞h2 ♜xe3 24.♚xa6**



**24...♜e5?!**

Kotov misses his final practical chance with 24...♞h5! (as shown by Euwe). Yet, I think that White will win in the end following 25.♞f3!

**25.♞f1 ♞c8 26.♚b5**

Kotov's previous move is a neat trap. 26.♞b5? looks like an immediate win. However, Black has the diabolical 26...♚d7! 27.♚xb6 ♜xe2! with the threat of ...♚xh3+. For, if 28.♞h1 then 28...♜xg2 29.♞xg2 ♚xh3+ 30.♞f2 ♚h2 mates.

**26...♞d7 27.♞c6 ♞g7 28.♜a6!**

Again the most accurate move. The seventh rank is not the right place for the rook here: 28.♜a7? ♚xa7 29.♞xa7 ♞xb5 30.♞axb5 ♞c4.

**28...♞c8 29.♚b8**

Forcing the exchange of queens and the win.

**29...♚xb8 30.♞xb8 ♞f5 31.♜c6!**



Euwe opts for the most direct win. Black now loses pawn d6 or, as in the game, even more material. Also strong are 31.g4 and 31.♞c6.

**31...♜e8 32.e4 ♞d7 33.e5!**

The rook is overloaded. The sixth rank is cleared after 33...dxe5 34.♜xf6.

**33...♜xe5 34.♞xd7 ♞xd7 35.♜xc8 ♜e3**

White is winning and the remainder requires no comment.

**36.♜c6 ♞e5 37.♜d6 ♜d3 38.♜d1 ♜e3 39.♜c6**

Black resigned.

# Combat 8

## Van den Doel-Sosonko

Rotterdam 1997

### 1.♘f3

Van den Doel usually plays 1.e4, but he had something special in mind for this game.

### 1...c5 2.g3 d5 3.♙g2 ♘c6 4.0-0 e5 5.d3

White plays the King's Indian with colours reversed. He is thus a tempo up on a regular King's Indian, but things are never that simple. With White you usually play for an opening advantage, while with Black you are satisfied if you have equalized after the opening.

### 5...♙e7 6.e4 ♘f6 7.♘c3 d4

Fifteen years earlier Sosonko achieved a satisfactory position with 7...dxe4, after the further 8.♘xe4 0-0 9.♘xf6+ ♙xf6 10.♘d2 ♙e6 11.♘e4 ♙e7 12.♙e3 ♖b6 Siegel-Sosonko, Bundesliga 1982.

### 8.♘e2 ♘d7

To understand what Van den Doel had prepared it makes sense to see how Sosonko usually plays against the King's Indian with White, i.e. 1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.♘f3 0-0 6.♙e2 e5 7.0-0 ♘c6 8.d5 ♘e7 9.♘e1 ♘d7 10.♘d3 f5 11.♙d2.



So, if Black would reply 8...0-0 9.♘d2 ♘e8 10.f4 ♘d6 he would really be a tempo down on a well-known position (there is no bishop on d7). Sosonko wisely adopts a different strategy, and this is one of the disadvantages of playing an opening with reversed colours. Your opponent may be able to use his extra information (the tempo that he is behind) to his advantage.

### 9.♘d2

From the previous comment we have learned what Van den Doel aims for. However, do you see what Sosonko has planned with his previous move? Take your time for the first move to consider your game plan.



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 9... \_\_\_\_\_

Your Score: \_\_\_\_\_

**9...h5 (10)** 9...0-0(2) 9...g5(7)

---

**10.f4**

Your Move: 10... \_\_\_\_\_

Your Score: \_\_\_\_\_

**10...h4 (4)**

---

**11.♘f3**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

**11...h3 (7)** 11...hxg3(2)

---

**12.♙h1**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

**12...♘f6 (6)**

---

**13.♘d2**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

**13...♘g4 (2)**

---

**14.♘b1**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

**14...g5 (5)**

---

**15.♙f3**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...gxf4 (2)**

---

**16.gxf4**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♖g8 (3)**

---

**17.♘g3**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♙h4 (6)**

---

**18.♙xg4**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♙xg4 (2)**

---

**19.♚e1**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♚d7 (5)**

---

**20.a3**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...0-0-0 (4)**

---

**21.b4** Your Move: 21... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **21...c4 (7)**

**22.♘d2** Your Move: 22... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **22...exf4 (5)**

**23.♖xf4** Your Move: 23... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **23...♘e5 (5)**

**24.♘xc4** Your Move: 24... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **24...♙xg3 (8) 24...♘f3+(3)**

**25.hxg3** Your Move: 25... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **25...♘f3+ (2)**

**26.♖xf3** Your Move: 26... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **26...h2+ (6) 26...♙xf3 (2)**

**27.♙f2** Your Move: 27... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **27...♙xf3 (1)**

**28.♙xf3** Your Move: 28... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **28...♚g4+ (3)**

**29.♙g2** Your Move: 29... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **29...h1♚+ (5)**

**30.♙xh1** Your Move: 30... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **30...♚h3+ (2)**

White resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Sosonko play as he did?



### 9...h5

A great move which reflects a deep understanding of the position. In case of 9...0-0 Van den Doel would have achieved his aim: a King's Indian with reversed colours and an extra tempo. White would then continue with f2-f4 to set up an attack on the kingside, while Black would have to develop his queenside play. With 9...h5, and also with 9...g5, Black is using the fact that he hasn't castled yet to start an attack on the kingside. He is, thus, turning the disadvantage of being a tempo down into an advantage (using the knowledge that White has already castled).

The difficulty for White is that if he would now decide to close files on the kingside (to slow down the attack), then he would end up losing all possibilities of counterplay here. So that if Black would switch to his traditional queenside play after all, White would have nothing to play for.

### 10.f4 h4 11.♟f3 h3

Taking possession of the g4-square and forcing White on the defensive. White would obtain counterplay in case of 11...hxg3.

### 12.♟h1 ♟f6 13.♟d2

This is only making matters worse. Stronger was 13.♟xe5 ♟xe5 14.fxex5 ♟g4 15.♟f4 ♟xe5 16.♟d5 which would have kept Black's advantage within bounds.

### 13...♟g4 14.♟b1 g5



Black goes all out for the win with this energetic move. Best now would have been 15.f5 to close the files in front of his king.

However, this was certainly unattractive as it would give Black a free hand on the queenside.

### 15.♟f3 gxf4 16.gxf4 ♟g8 17.♟g3 ♟h4 18.♟xg4

White hates to do away with his fianchetto bishop, but the threat of 18...♟xh2 was very strong.

### 18...♟xg4 19.♟e1 ♟d7

Black has time enough to bring his king into safety before embarking on the final attack.

### 20.a3 0-0-0 21.b4 c4

In this way Black's king remains safe on the queenside.

In case of 22.dxc4 there would now follow 22...d3. And 22.b5 ♟e7 23.fxex5 ♟g6 also wins for Black.

### 22.♟d2 exf4 23.♟xf4 ♟e5 24.♟xc4 ♟xg3

Did you spot this combination? Or were

you satisfied with 24...♖f3+? In that case you still have a technical job to do following 25.♙xf3 ♘xf3 26.♙f4.

**25.hxg3 ♖f3+ 26.♙xf3 h2+**

Again the fastest road to victory. In case of 26...♘xf3 27.♖h2 ♔e6 28.♙f4 White's king would be protected by the h-pawn!

**27.♖f2**

For 27.♖xh2 ♘xf3 28.♖e5 leads to mate after 28...♔h3+! 29.♖xh3 ♙h8+ 30.♙h6 ♙xh6.

**27...♙xf3 28.♖xf3 ♔g4+ 29.♖g2**



**29...h1♔+ 30.♖xh1 ♔h3+**

White resigned.

# Combat 9

## Believsky-Kovchan

Warsaw 2005

**1.c4 g6 2.e4 c5 3.♟f3 ♘g7 4.d4 cxd4  
5.♟xd4 ♟c6 6.♙e3 ♟f6 7.♟c3 d6  
8.♙e2 0-0 9.0-0 ♙d7 10.♚d2**

White can avoid the exchange of knights by playing 10.♟b3 or 10.♟c2. The other main line is 10.♚c1 when Black should continue with 10...♟xd4 11.♙xd4 ♙c6 12.f3 ♟d7 13.♙e3 a5 14.b3 ♟c5 when White's rook would have been better placed at b1 to support the advance on the queenside with a3 and b3-b4 – compare with the game.

**10...♟xd4 11.♙xd4 ♙c6 12.f3**

The positional variation. White can also embark on an attack with 12.♙d3 a5 and playing either rook to e1. Believsky was once successful with 13.♚fe1 ♟d7 14.♙xg7 ♟xg7 15.♚e3 ♟f6?! 16.♚d1 ♚b6 (16...a4) 17.♟d5 ♙xd5 18.exd5 ♚fe8 19.♙f1 ♚b4 20.♚d4 a4 21.b3 ♟g8?! (better was 21...axb3 22.♚xb3 ♚c5) 22.♚b1 ♟d7 23.a3! ♚xa3? 24.b4 ♚a2 25.♚d1! a3 26.♚eb3 and Black resigned since 27.♚a1 cannot be parried. Believsky-Hjartarson, Barcelona 1989.

**12...a5 13.b3 ♟d7**

Black manoeuvres his knight to the queenside and indicates that he would like to trade the dark-squared bishops. This is understandable if you consider that his pawns at a5, d6 and e7 are controlling important dark squares already.

**14.♙f2!?**

This is a subtle move. It is clear that 14.♙xg7 ♟xg7 gains nothing. Most games involving the exchange continue

with 15.♚d4+ ♟g8 when Black trades queens on the next move with 16...♚b6 with an equal ending. The main line is 14.♙e3 when play goes 14...♟c5 15.♚ab1 ♚b6 16.♚fc1 ♚fc8 and now, in order to understand Believsky's 14.♙f2 we should see what happens after the natural 17.a3?: Black has the tactical shot 17...♟xb3!.

**14...♙e5**

Kovchan disregards the natural 14...♟c5. The disadvantages of this may be demonstrated by the reader (following Believsky's example). The usual move after 14...♟c5 is 15.♚ab1, and if 15...♚b6 then 16.a3! – illustrating why the bishop is tactically better placed at f2. For, now 16...♟xb3 fails simply to 17.♚d1 winning a piece.

**15.♚ab1 e6**

Controlling square d5, and opening the diagonal h4-d8 for the queen. This is consistent with 14...♙e5. The disadvantage is that d6 may become weak.

**16.a3**

Believsky prepares the push b3-b4. Black aims to gain counterplay along the main diagonal with his next move.

**16...♚f6**

Black attacks the knight on c3. Are you able to demonstrate, like Believsky, that White can obtain a significant positional edge?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♘d5 (10)** 17.♞fc1(5) 17.♘b5(1)

**17...exd5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.cxd5 (2)**

**18...♙f4**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♚d1 (5)**

**19...♞e7**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.dxc6 (1)** 20.g3(1)

**20...bxc6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.g3 (6)** 21.♞c2(6)

**21...♙h6**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞c2 (6)**

**22...c5**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♞fd1 (6)** 23.f4(5) 23.♞bd1(3)

**23...♞fb8**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.f4 (5)** 24.♙g2(3) 24.♞d3(1)

**24...♙g7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25..♙f3 (5)** 25.♞d3(2)

**25...♞a6**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♞d3 (8)**

**26...♞ab6**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

**27.e5 (6)**

**27...♙f8**

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

**28.exd6 (2)**

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28...♔f6

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♔c4 (5) 29.♔e4(3) 29.♔c2(4)

---

29...♙xd6

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

30.♙e1 (8) 30.♞d3(6) 30.♞d5(6)

---

30...♔e7

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

31.♚g2 (6) 31.♙xa5(5) 31.♙g2(5) 31.♞d3(4)

---

31...a4

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

32.♔xa4 (1)

---

32...g5

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.♙a5 (7)

---

33...♞a6

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

34.♙d8 (7)

---

34...♞xd8

Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_

35.♔xa6 (1)

---

35...g4

Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_

36.♔xd6 (2) 36.♙xg4(2)

---

36...gxf3+

Your Move: 37. \_\_\_\_\_

Your Score: \_\_\_\_\_

37.♚xf3 (1)

---

Black resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

## Why did Believsky play as he did?



### 17.♘d5

This is a very strong move of course. Believsky takes advantage of the fact that Black has left his knight on d7 (rather than play the standard 14...♘c5) inhibiting the light-squared bishop.

Entirely possible is the straightforward 17.♖fc1, but after 17...♖fc8 White has merely a space advantage and nothing direct. For, less good now is 18.b4 axb4 19.axb4 ♖a3 and Black has excellent counterplay. Please note that after the preliminary 17.♖fc1 ♖fc8 the move 18.♘d5 is less strong because of 18...exd5 19.cxd5 ♙f4 20.♙e3 ♙xe3+ 21.♚xe3 ♙xd5.

The direct 17.♘b5 gains nothing special after 17...♙xb5 18.cxb5 ♙f4 followed by ...♖fc8.

Too passive is 17.♘d1 (planning the manoeuvre ♘e3-g4) 17...♖fd8 18.♘e3 ♚g5! and with ...f5 and ...♘c5 as active possibilities Black is already slightly better.

### 17...exd5

Black may ignore the knight with 17...♚d8, but after 18.♖fd1 ♘c5 19.♘e3 (Roiz) White is better as the threat of 20.♘g4 is troublesome. The exchange 17...♙xd5 18.cxd5 is somewhat better for White.

### 18.cxd5

Black obtains counterplay along the e-file after 18.exd5 ♖fe8 19.dxc6 bxc6.

### 18...♙f4 19.♚d1

White must keep d5 protected in order to take back with her majesty on d5. Bad is 19.♙e3? ♙xe3+ 20.♚xe3 ♙xd5 21.exd5 ♖fe8 and Black is better as there are all sorts of weaknesses in White's camp.

### 19...♚e7

Sooner or later the queen has to leave the diagonal anyway. White is planning g3, f4 and ♙d4.

### 20.dxc6

First 20.g3, to take back on c6 on the next move, is equally good.

### 20...bxc6 21.g3

Just as good is 21.♚c2.

### 21...♙h6 22.♚c2

An excellent multi-purpose move. White connects the rooks, attacks c6, and defends pawn e4 thus preparing f3-f4. Believsky holds a huge positional advantage owing to his bishop pair and superior pawn structure.

Less good is 22.♙d4 ♙g7 since trading the dark-squared bishops still favours Black.

### 22...c5

Here it was stronger to play 22...♖fc8 preparing 23...d5. After the text Black is left with his inferior structure.

### 23.♖fd1

Nearly just as strong is 23.f4. It is somewhat weaker to take the other rook with 23.♖bd1, as this rook is performing a useful task on b1 defending the pawn.

### 23...♖fb8 24.f4

Inferior is 24.♚d3 because of 24...♙f8 25.f4?! a4! and Black has at least some

counterplay. The move 24.♔g2 always come in useful.

**24...♙g7 25.♙f3**

Or 25.♚d3 ♘f6 26.♙f3.

**25...♞a6**

The toughest defence was 25...♞a7 26.♚d3 ♞b6, but Black's task remains unenviable.

**26.♚d3**



A powerful double attack. Black must do something about his unprotected rook on a6, keep d6 protected, whilst considering the indirect attack along the d-file.

**26...♞ab6 27.e5 ♙f8 28.exd6 ♚f6**

In case of 28...♞xd6 29.♚xd6 ♚xd6 30.♞xd6 ♙xd6 31.♞d1 ♞b6 White has 32.b4 axb4 33.axb4 winning.

**29.♚c4**

Reasonable alternatives are 29.♚e4 and 29.♚c2.

**29...♙xd6**

Black should have traded a pair of rooks with 29...♞xd6 30.♞xd6 ♙xd6. However, after 31.♞d1 White keeps a large positional advantage (he still has a pair of bishops and a superior pawn structure).

**30.♙e1**

The best move. Beliavsky attacks the weak pawn a5 and also threatens 31.♙c3. Black

just about manages a counter-threat with 30...♚e7. Also good was doubling rooks on the d-file with either 30.♞d3 or 30.♞d5.

**30...♚e7 31.♔g2**

The most simple solution, Beliavsky prevents the check on e3. He could also have taken on a5. Did you spot that 31.♙xa5 ♚e3+ 32.♔g2 ♞xb3 33.♞xb3 ♞xb3 34.♚e2! also wins since one of Black's pieces on the d-file will fall?

Much more complicated is the win after 31.♞d3 a4 32.♚xa4 c4 33.♚xc4 ♘c5 34.♞xd6! ♚xd6 35.♞d1 ♚e7 36.♙f2 ♘xb3 37.♙xb6 ♞xb6.

Also good is 31.♙g2 ♘f6 32.h3!, but certainly not 32.♙xa5? ♚e3+ 33.♔h1 ♞xb3 34.♞xb3 ♞xb3.

**31...a4 32.♚xa4 g5**

Desperation, but in case of 32...c4 White just plays 33.b4.

**33.♙a5**

In combination with the next move this wins an exchange.

**33...♞a6**



**34.♙d8 ♞xd8 35.♚xa6 g4 36.♚xd6**

Equally good is 36.♙xg4.

**36...gxf3+ 37.♔xf3**

Black resigned.

# Combat 10

## Van Wely-Sokolov

Belgrade 1999

**1.d4 ♘f6 2.c4 e6 3.♗f3 d5 4.♗c3 ♘bd7  
5.cxd5 exd5 6.♙g5 ♙e7 7.e3 0-0  
8.♙d3 ♞e8 9.0-0 ♗f8 10.♚c2 c6**

No comments regarding the previous moves. We have reached an important tabiya position from the Queen's Gambit Exchange Variation. Some exchange variations (like the French or the Slav) are played to produce a lifeless draw. However, with fighters like Sokolov and Van Wely one need never fear such lines.

Here the asymmetrical nature of the pawn structure guarantees that there will always be some life left in the position. It is because of this structure that the plans for both sides may be drawn up. White will often play for the so-called minority attack: push b2-b4-b5 to ultimately saddle Black with a weak pawn on c6. Black, on the other hand, may use his control over square e4 to start a kingside attack. Should that prove too ambitious then he will try to draw the sting out of White's play on the queenside.

### 11.h3

A useful little pawn move that Karpov also liked to play. White prevents the manoeuvre ...♙g4-h5-g6 by means of which Black would aim to exchange his bad bishop for White's good one.

Another idea behind 11.h3 is, given the circumstances, to play ♗e5 and f4. The immediate 11.♗e5 is met by 11...♗g4 12.♙xe7 ♚xe7 13.♗xg4 ♙xg4 and Black has few problems.

### 11...g6

The start of a logical plan. Black will re-group his pieces with ...♗e6-g7 when he can once again play for the exchange of the light-squared bishops with ...♙c8-f5.

### 12.♞ab1

Van Wely prepares b4, and Sokolov decides to prevent this move with

### 12...a5

In this standard type of position your object is to produce a positional masterpiece. Good luck!



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.a3 (4)**

---

**13...♘e6**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♙h4 (4)** 14.♙xf6(4) 14.♙h6(4)

---

**14...♘g7**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.b4 (4)**

---

**15...axb4**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.axb4 (1)**

---

**16...♙f5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♙xf5 (4)** 17.b5(4)

---

**17...♘xf5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙xf6 (4)**

---

**18...♙xf6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.b5 (4)**

---

**19...♚a5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.bxc6 (3)**

---

**20...bxc6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♘e2 (8)** 21.♞b3(3) 21.♞fc1(3)

---

**21...♞ec8**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♘f4 (5)** 22.♞fc1(3)

---

**22...♚d8**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♘d3 (4)**

---

**23...♘d6**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♞a1 (6)** 24.♘d2(2)

---

24...♖xa1 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25.♖xa1 (1)

25...♘c4 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26.♖a6 (6) 26.♘c5(1) 26.♖a7(2)

26...♗e8 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.♘h1 (8)

27...♙e7 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♘f5 (5) 28.♘de5(1)

28...c5 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.dxc5 (4)

29...♘xe5 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♘xe5 (1)

30...♖xc5 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♗b2 (5)

31...♗c8 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.♘g4 (5)

32...♖c1+ Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33.♘h2 (1)

33...♗c3 Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ 34.♗b8+ (4)

34...♘g7 Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_ 35.♖a7 (4)

35...h5 Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_ 36.♘e5 (5) 36.♖xe7(1) 36.♗e8(1)

And White is completely winning. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Van Wely play as he did?



**13.a3** ♖e6 **14.♗h4**

Not the only bishop move. White can also opt for 14.♗xf6 ♗xf6 15.b4 or 14.♗h6 ♖g7 15.b4.

**14...♖g7 15.b4 axb4 16.axb4 ♗f5 17.♗xf5**

The exchange of the light-squared bishops could not be avoided. Both sides have played consistently. White is ready for b5, Black has managed to get rid of his bad bishop. With the text Van Wely decides to keep his queen on c2. He could also play 17.b5 ♗xd3 18.♚xd3 ♖f5 19.♗xf6 ♗xf6 as in the game Sokolov-Van der Sterren, Amsterdam 1988. Sokolov won that game, so he was well aware of what he was letting himself in for!

**17...♖xf5 18.♗xf6**

This speeds up the minority attack. Besides, Black would be fine after 18.♗g5 ♖d6.

**18...♗xf6 19.b5 ♚a5 20.bxc6**

Postponing this exchange will not gain White anything. In a fairly identical posi-

tion versus Hjartarson, Van Wely once postponed the exchange, only to be unpleasantly surprised with ...♞ec8. Because of the indirect attack on the queen along the c-file Hjartarson could prevent bxc6.

**20...bxc6**



**21.♖e2**

This is a good move. Van Wely manoeuvres the knight to d3. Positionally 21.♖d2? looks attractive. However, after the tactical shot 21...♗xd4! Black wins material following 22.exd4 ♖xd4 23.♚d3 ♚xc3. If 21.♞b7 then 21...♖d6.

Stronger than these two alternatives to the text are both 21.♞b3 ♖d6 22.♞fb1 (or 22.♖d2) 22...♖c4, and 21.♞fc1 ♖d6.

**21...♞ec8 22.♖f4**

To bring the knight to d3 from where it controls c5 and e5. Playable is 22.♞fc1.

**22...♚d8 23.♖d3 ♖d6 24.♞a1**

Van Wely wants to exchange a pair of rooks, to increase the vulnerability of c6. Passive is 24.♖d2.

**24...♞xa1 25.♞xa1 ♖c4 26.♞a6**

The best move. White is keeping all his

positional advantages. Not 26.♘d2? because of 26...♘xd2 27.♖xd2 c5. If 26.♘c5 then 26...♙e7. After 26.♞a7 Black will play 26...♞a8 and with all rooks exchanged the weakness of c6 is now harder to attack.

**26...♖e8 27.♔h1**



Superb prophylaxis. The move is reminiscent of the game Fischer-Smyslov, Havana 1965, where White also unexpectedly played ♔g1-h1 to prevent Black from freeing himself.

To understand Van Wely's move we must analyse the logical 27.♘d2. Black now plays 27...♘xe3! when after 28.fxe3 ♖xe3+ 29.♔h1 ♙xd4 he would be fine.

**27...♙e7**

Protecting square c5, but enabling White to trade knights with his next move. Stronger was 27...♞a8.

**28.♘fe5**

But not 28.♘de5 c5.

**28...c5 29.dxc5**

29.♘xc4 cxd4 and Black has left all his troubles behind.

**29...♘xe5 30.♘xe5 ♗xc5 31.♖b2**

Black has succeeded in getting rid of his backward pawn. The price has been high though. His king is in trouble, the main threat is 32.♘g4. Sokolov's next does not prevent this.

**31...♖c8**

If 31...h5 then White has 32.♘d3 or 32.♞b6 and in both cases Black will go on suffering.

**32.♘g4 ♗c1+**

Impossible was 32...♖xa6? 33.♘h6+ ♔f8 34.♖h8 mate. But 32...♙g5 33.♞b6 is no picnic either.

**33.♔h2 ♖c3**



**34.♖b8+**

Black would draw the ending after 34.♖xc3 ♗xc3 35.♞a5. With the text Van Wely starts a decisive attack on Black's king.

**34...♔g7**

White wins after 34...♖c8 35.♖e5 ♙g5 36.♞b6. Also losing is 34...♙f8 35.♞a8 ♖c7+ 36.♖xc7 ♗xc7 37.♘f6+ ♔g7 38.♘e8+.

**35.♞a7**

Certainly not 35.♞a8 ♖c7+.

**35...h5 36.♘e5**

Much better than 36.♞xe7 hxg4 37.hxg4, or 36.♖e8 hxg4 37.♖xe7 ♖f6 and White still has a technical job to do.

**36...♞b1**

Sokolov gives up the exchange to avoid an immediate loss. After 36...♖c5 White wins with 37.♖e8, and 36...♔f6 brings no salvation following 37.♖b6+ ♔xe5 38.♞xe7+ ♔f5 39.♖d6 and mates.

**37.♖xb1 ♖xe5+ 38.♔g1 ♖d6 39.♖b7 ♔f8 40.♞a5**

Black resigned.

# YOUR ROUND 1 PERFORMANCE

To keep track of your results, fill out this scorecard.

Combat No	Your Score	Your Performance
Combat 1		
Combat 2		
Combat 3		
Combat 4		
Combat 5		
Combat 6		
Combat 7		
Combat 8		
Combat 9		
Combat 10		
Your Average Combat Performance in Round 1		

**Good luck in Round 2!**

# Combat 11

## Nielsen-Karjakin

Hastings 2002/03

### 1.d4 d5 2.c4 dxc4 3.e4

White forms his ideal centre. Black should attack it as soon as possible, which is why theory considers 3...e5, 3...f6, 3...fxc6, and Karjakin's choice

### 3...c5 4.d5

Too solid is 4.f3 cxd4 5.♖xd4 ♗xd4 6.fxd4 when most games end in a draw.

### 4...f6 5.fxc3 b5

This is an extremely risky line.

### 6.f4

Setting up some elementary tricks with f4 and b5 in case of 6...b4. Note that Black is fine after 6.fxb5 ♖a5+ 7.fxc3 fxe4.

A popular alternative is 6.e5 b4 7.exf6 bxc3 8.bxc3 when a previous Karjakin encounter from a junior Olympiad went: 8...exf6 (the sharp 8...f6 also occurs) 9.fxc4 f6 10.♖e2+ ♖e7 11.♖xe7+ ♗xe7 12.f6 f6 13.f4 f6 14.f5 f6 15.fxd7 ♗xd7 and Black was better in the ending. Nasri-Karjakin, Kuala Lumpur 2002.

### 6...f4

Black reintroduces the threat of ...b4 with this unusual bishop move. The other line is 6...♖a5 but 7.f6 b4 8.e5 bxc3 9.fxc3 followed by 10.exf6 seems to favour White.

### 7.f3

A very concrete line. It all depends on the following tactics. Instead 7.f3 is met by 7...e6, while 7.e5 b4 8.exf6 bxc3 9.bxc3 gxf6 has occurred several times in practice.

### 7...b4

The only consistent move.

### 8.fxb8 bxc3

This is forced, both players will have checked with their computer programs that taking on b8 is wrong:

– 8...♖xb8 9.♖a4+ f6 10.♖xa6 bxc3 11.bxc3 and now 11...♖b2 looks dangerous, but White simply goes 12.f6 d6 13.f6d2 when he wins back the c-pawn and obtains a structural edge as well as a lead in development.

– 8...♖xb8 9.♖a4+ ♖d7 10.♖xa6 bxc3 11.bxc3 f6 12.f6e5 also favours White.

### 9.♖a4+

9.f6 cxb2 never was White's intention.

### 9...♖d7 10.♖xa6 cxb2 11.f6 ♖xb8

At first sight a completely random position has arisen. Black appears to be fine with his passed pawn on b2. However, closer inspection reveals that White's king is a lot safer than Black's, and that is what counts here. Especially the diagonal a4-e8 is vulnerable. Can you, like Nielsen, follow through with the attack?



**The Combat begins. Good Luck!**

## The Chess Combat Simulator – Round 2

---

**You are White**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

12.♙xc4 (4) 12.♘e5(3)

---

12...♖b6

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

13.♚a3 (4) 13.♘e5(2)

---

13...♘e4

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

14.♖xb2 (4) 14.♘e5(4) 14.0-0(2)

---

14...♚b7

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

15.♖xb6 (4) 15.♚a4+(3)

---

15...♚xb6

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

16.0-0 (4) 16.♚a4+(4) 16.♙d3(2)

---

16...f6

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

17.♚a4+ (5) 17.♙d3(2)

---

17...♙d8

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

18.d6 (10) 18.♚c2(8) 18.♖c1(5) 18.♙d3(2)

---

18...e5

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19.♙e6 (5)

---

19...♚b7

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

20.♚a5+ (5)

---

20...♚b6

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

21.♖b1 (5)

---

And White won.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

## Why did Nielsen play as he did?



### 12.♙xc4

Nothing could be more logical than this. White takes a pawn, develops a bishop and prepares to castle. There is a very attractive alternative though that also worked wonders in practice. Black has to take great care after 12.♘e5!? for now 12...♙b7?? fails to 13.♞xb2!



and Black had to resign in Shirov-Motylev, Moscow 2001, as 13...♙xa6 14.♞xb8+ mates, as does 13...♙xb2 14.♞c6+ ♘d8 15.♘xf7+. According to Nielsen he could find no advantage for White after 12...♙c7 (which is why he started investigating 12.♙xc4). In the game Ivanisevic-Chatalbashev, Antalya 2002, there followed: 13.♙a4+ ♘d7 14.♘xc4 g6 15.♞c6 ♘d8 16.♞xc7+ ♘xc7 17.♞xb2

♞xb2 18.♘xb2 ♙g7 19.♘d1 ♞b8 and Black was better.

### 12...♞b6

Black is already in dire straits as is shown by the following sample lines:

– Not 12...♘xe4 13.♘e5 ♙b7 when Shirov's trick is still on: 14.♞xb2!

– 12...♙b7 13.♙a4+ ♙d7 14.♙a3 ♙b7 15.0-0 and White should win, for how is Black's king going to escape in time?

– Nielsen wrote that 12...♞b4 13.♘e5 ♙b7 14.♞c6+! ♘d7 15.♙a6! ♙xc6 16.dxc6 ♘b6 17.c7 e6 18.♘c4 ♞xc4 19.♙xc4 ♘d7 20.♙b5+ ♘xc7 21.♞xb2 was still part of his (excellent) preparation.

### 13.♙a3!

Drawing the sting out of his flesh – White will win the passed pawn on which all of Black's counterplay is based. Less good is the enterprising 13.♘e5 after 13...♙b7 (not 13...♞xa6 14.♘xd7 losing an exchange), when 14.♙a4+ (14.♙xb7 ♞xb7 15.a4 ♘xe4! 16.♙b5+ ♞xb5 17.axb5 g5 gives Black enough as Khuzman has shown) 14...♘d7 15.♘xd7 ♙xd7 16.♞c2 promises only a slight edge.

### 13...♘xe4

Perhaps things are harder for White in a practical game after 13...♙b7. If White continues 14.e5, then Black should try 14...♞b4!? (rather than 14...♘xd5 15.♙a4+ ♘d8 16.♙xd5 ♙xd5 17.0-0 which is game over) 15.♙a6 ♙xd5 16.exf6 ♙e4+ 17.♘d2 gxf6 18.♞xb2 ♙h6+ 19.♘c3 0-0 and White is a piece up, but at least it is White's king that is in danger now!

### 14.♞xb2

This is winning: White removes b2 and

succeeds in castling. Worse looks 14.♘e5 because of the double attack 14...♚f5. However, surprisingly strong is the computer move 15.f4! as Black cannot take on f4 (because of 16.♚a4+). White just wins outright. A reasonable move is 14.0-0, retaining the option of taking on b2 or ♘e5.

**14...♚b7 15.♙xb6**

15.♚a4+ ♘d8 16.♙xb6 is also very powerful.

**15...♚xb6**

There are too many wins in the air after 15...axb6 for example: 16.♙a6! ♚xd5 17.♙b5+ ♘d8 18.♚a7, or 16.♚a4+ ♘d8 and now 17.0-0 or 17.♘e5.

**16.0-0**

Equally good is 16.♚a4+, and 16.♙d3 ♘xf2 17.♚a4+ should also suffice in the end.

**16...f6**

This prevents ♘e5, but Black is beyond salvation.

**17.♚a4+**

Stronger than 17.♙d3 ♘d6 18.♙b1 ♚c7 19.♙c1 ♘f7 20.♙xc5 when White also wins.

**17...♘d8**

Or 17...♘f7 18.d6+ curtains.

**18.d6!**

A great move to make – but there are several ways to win. Strong is 18.♚c2 ♘d6 19.♙b1, and 18.♙c1 followed by ♙d3 is also good. After 18.♙d3 Black has a tenacious defence with 18...♘c3! 19.♚c4 ♚b4!.



**18...e5**

Taking the pawn loses as well:

– 18...♘xd6 19.♙e6 ♚b7 (19...♚c7 20.♙b1) 20.♘d2! and the next move is 21.♙b1.

– 18...exd6 19.♙e6 (19.♙f7) 19...♚b7 20.♙e1 wins as 20...♘c3 is impossible due to 21.♚a5+ while 20...d5 21.♙xd5 ♚xd5 22.♙d1 is no better.

**19.♙e6 ♚b7**

19...♚xd6 20.♙d1.

**20.♚a5+**

And Black resigned because 20...♚b6



is met by the lovely 21.♙b1!.

# Combat 12

Ivanov-Filippov

Rethymnon 2003

**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 e5 6.♗db5 d6 7.♙g5 a6 8.♗a3 b5 9.♙xf6 gxf6 10.♗d5 f5**

In return for his fractured pawn structure and the weak square on d5, Black has an impressive pawn centre which he now sets in motion.

**11.exf5**

Again 11.c3 ♙g7 (11...fxe4 is bad due to the sacrifice 12.♙xb5 axb5 13.♗xb5) 12.exf5 ♙xf5 13.♗c2 would transpose. Another main continuation is 11.♙d3.

**11...♙xf5 12.c3 ♙g7 13.♗c2 ♙e6**

A precaution. White will play ♗ce3 anyway. Black fights for control of the d5-square with 13...♙e6 and 14...♗e7.

**14.♗ce3 ♗e7**

Rather than castling, Black battles for the central square. A battle that he will win when White should take on e7. Two games by Filippov to illustrate this: 15.♗xe7 ♖xe7 16.♖f3 0-0 17.♙d3 ♖ad8 18.♖h5 h6 19.0-0 d5 and Black was fine in Fedorchuk-Filippov, Bydgoszcz 1999.

15.♗xe7 ♖xe7 16.g3 d5 17.♙g2 ♖d8 and White cannot take on d5 because of ...♖c5. Solodovnichenko-Filippov, Bydgoszcz 1999. Because of the beautiful finish I will give you the remainder of the game: 18.0-0 0-0 19.♖e2 f5 20.♖fd1 e4 21.♗c2 f4 22.f3 ♙e5 23.fxe4 fxe3 24.♖h5 gxe2+ 25.♖h1 ♖g7 26.♗e3 dxe4 27.♙xe4 ♙f4 28.♖xd8 ♖xd8 29.♗g2 ♙c7 30.♖e1 ♙xa2 31.b3! ♙xb3 32.c4! ♙xc4 33.♙d5+! ♙xd5 34.♖e8+ ♖xe8 35.♖xe8+ ♖f8 36.♖xf8+ ♖xf8



Stalemate!

**15.g3**

White will position his bishop on the main diagonal. As always in the Sveshnikov square d5 is of the utmost importance. Another important issue is Black's mass of central pawns. Will this bring the second player space and attacking chances? Or do these pawns add to Black's structural weaknesses? Note that White aims to trade the light-squared bishops. Ideally, he would like to remain with a knight versus Black's dark-squared bishop. Such a good knight-bad bishop scenario must be avoided by Black at all cost. The Sveshnikov player should focus on activity and play for an attack. Can you, like grandmaster Filippov, play a model game with the Sveshnikov?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...♗xd5 (6)** 15...0-0(3)

---

**16.♗xd5**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...0-0 (4)**

---

**17.♕g2**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...a5 (6)** 17...f5(6) 17...♖b8(4) 17...♔h8(4)

---

**18.0-0**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♖b8 (6)** 18...f5(6)

---

**19.♖d2**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...f5 (6)** 19...♔d7(5)

---

**20.♗e3**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♔h8 (7)**

---

**21.♕d5**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♕d7 (4)**

---

**22.♖fb1**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

**22...f4 (6)**

---

**23.♗g2**

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

**23...♖f6 (8)** 23...♖b6(7)

---

**24.♖e2**

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

**24...♖b6 (7)**

---

**25.♖f1**

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

**25...♖b8 (6)**

---

**26.gxf4**

Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_

**26...exf4 (2)**

---

27. ♖f3

Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_

27... ♜h6 (7) 27... ♙g6(6)

28. ♘h1

Your Move: 28... \_\_\_\_\_

Your Score: \_\_\_\_\_

28... ♖d8 (7)

29. ♗g1

Your Move: 29... \_\_\_\_\_

Your Score: \_\_\_\_\_

29... ♜h3 (5) 29... ♖g5(5)

30. ♖e4

Your Move: 30... \_\_\_\_\_

Your Score: \_\_\_\_\_

30... ♖g5 (5) 30... ♙e5(4) 30... ♜f6(4)

31. ♙e6

Your Move: 31... \_\_\_\_\_

Your Score: \_\_\_\_\_

31... ♜xh2+ (6) 31... ♙xe6(6)

32. ♘xh2

Your Move: 32... \_\_\_\_\_

Your Score: \_\_\_\_\_

32... ♖h6+ (2) 32... ♖h5+(2)

White resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Filippov play as he did?



15... ♖xd5

Trading pieces at the right moment.

Should Black delay the exchange than White will take back on d5 with the bishop. So, after 15...0-0 16. ♙g2 ♜b8 17.0-0 ♖xd5 18. ♙xd5 White is better, Adams-Salov, Dortmund 1992.

The main difference with the game is that White is closer to his positional target: the exchange of the light-squared bishops.

**16. ♖xd5 0-0 17. ♙g2 a5**

At this stage there are several good alternatives: 17...f5, 17...♜b8, and 17...♘h8.

**18.0-0 ♜b8**

Black prevents the standard a4. A decent option is 18...f5 19.♖h5 b4 or 19...♗a7.

### 19.♗d2

Certainly not the only move. In case of 19.♖h5 Black should reply 19...♘h8 (19...♗d7 20.f4 f5 21.♗ad1 is somewhat better for White) 20.♗ad1 f5 21.♗d2 ♕f7!.

Black was OK in Yakovich-Sveshnikov, Sochi 1986, after 19.♖e2 ♗d7 20.♗ad1 f5 21.f4 ♗f7 22.♗d2.

White has also played 19.a3 to prevent ...b4.

Finally, 19.♘e3 is interesting with the intention of playing the bishop to d5. Luther-Arakhania, Hastings 1994/95, now went: 19...♗d7 20.♖h5 f5 21.♕d5, when 21...♗f6 would have led to an unclear position.

### 19...f5

A natural Sveshnikov move, and most popular in practice. Black may also connect his rooks with 19...♗d7.

### 20.♘e3



The idea behind this move is correct. White intends to play ♕d5 to trade bishops.

However, Black can easily prevent this, and meanwhile the text invites ...f5-f4. Therefore it would have been better to play 20...♘h8

### 20...♘h8

This prevents the exchange of bishops. Not 20...f4 because 21.♕d5 ♗d7 22.♕xe6+ ♗xe6 23.♗d5 is very pleasant for White.

### 21.♕d5

Stronger is 21.f4.

### 21...♕d7 22.♗fb1

Preparing b4 with the king's rook is outrageous, and White will soon be forced to acknowledge this. Correct was 22.♘g2.

### 22...f4 23.♘g2 ♗f6

A multi-functional move. Black protects d6, he may double on the f-file in the future, and ...♗g6 or ...♗h6 are attractive possibilities from now on.

Also good was 23...♗b6.

### 24.♗e2

24.gxf4 ♕h6 is good for Black.

### 24...♗b6

An excellent move. Black pins the f-pawn – which belongs on f3 to take the sting out of the coming attack. Besides, the queen move allows Black to double his rooks. If 24...♗f8 then 25.f3.



### 25.♗f1

Admitting that his 22nd move was a mistake.

### 25...♗bf8

Threatening ...f3, and fuelling his attack with more fire power. White is in trouble, mainly because his f-pawn is pinned.

### 26.gxf4 exf4 27.♗f3

Stopping the first wave of attack, but White's position holds no promises.

**27...♖h6**

Here 27...♖g6 was almost just as strong.

**28.♔h1**

Or 28.♘xf4 ♕e5 29.♖e3 ♗d8 and Black wins.

**28...♗d8**

A fine move, but 28...♖h3 is good too. For instance, 29.♖e4 ♕e5 30.f3 ♖f6 and wins.

**29.♖g1 ♖h3**

Black may also continue his attack with 29...♗g5. He would mate after 30.♘e3 ♖xh2+ 31.♔xh2 ♗h4+ 32.♔g2 fxe3 33.♖xe3 ♖xf2+ 34.♖xf2 ♗h3+.

**30.♖e4 ♗g5**

Now Black is winning. Not much worse

though are 30...♕e5 and 30...♖f6.



**31.♕e6 ♖xh2+**

Or 31...♕xe6 32.♖xe6 ♗h5 and wins.

**32.♔xh2 ♗h6+**

Similar is 32...♗h5+.

**33.♘h4 ♖xh4+**

And White resigned because of 34.♔g2 f3+.

# Combat 13

## Karpov-Lautier

Biel 1997

**1.d4 ♘f6 2.c4 e6 3.♟f3 d5 4.♞c3 dxc4  
5.e4 ♙b4 6.♙g5 c5**

The old Vienna Variation (played by Austrian grandmaster Ernst Grünfeld in the 1930s) usually leads to a sharp game.

**7.♙xc4 cxd4 8.♞xd4 ♙xc3+ 9.bxc3  
♚a5 10.♞b5**

Many grandmasters prefer the tabiya position following 10.♙xf6 ♚xc3+ 11.♚f1 gxf6 12.♞c1 ♚a5 here. For the other main line 10.♙b5+ see the game Khalifman-Polgar in this book.

Karpov has always stubbornly supported the text. It was only after his FIDE World Championship match in 1993 versus Timman – when he scored 2½ out of 3 with the text – that theory started investigating the move seriously.

**10...♞xe4**

Accepting the pawn is the only critical answer. Thus, 10...0-0 11.♙xf6 gxf6 12.♚g4+ ♚h8 13.♚h4 is awful. In the sixth match game Timman went for the dubious 10...♙d7?! and was worse after 11.♞d6+ ♚e7 12.♚d2 ♙c6 13.f4 ♞d7 14.♞d1 ♞hd8 15.♚d4! Karpov-Timman, Arnhem 1993. Finally, 10...a6 is known to be bad after 11.♞d6+ ♚e7 12.♙f4!.

**11.♙f4**

Nothing is gained by 11.♚d4. After 11...0-0 12.♚xe4 a6 13.♙e7 axb5 14.♙b4 ♚c7 Black was more than OK in the 8th match game Karpov-Timman Amsterdam 1993. With the text Karpov sacrifices a pawn for long term compensation given the excellent cooperation of his pieces.

**11...0-0 12.0-0 ♙d7**

In the 14th game of the above-mentioned World Championship match Karpov quickly got into a lost position after 12...♞d7 13.♞c7(?) e5 14.♞xa8 exf4 15.♙d5?, and now Timman would have been winning after 15...♞ef6. Instead of the intrepid 13.♞c7 White should answer 12...♙d7 with 13.♞e1 as in a later game Karpov-Piket, Monaco 1999.

**13.a4**

Here also 13.♞c7 is too optimistic. After 13...e5 14.♞xa8 exf4 the knight is cornered.

**13...♙c6**

A healthy move. Of course Karpov does not sacrifice two pawns for nothing, it is not hard to see that Black experiences major problems after 13...♙xb5? 14.axb5 ♚xc3 15.♚e2.

**14.♚g4**

Driving the knight from the centre, since 15.♙h6 is a nasty threat.

**14...♞f6 15.♚e2 a6**

This move was condemned by Karpov, who also indicated that Lautier should have gone for 15...♞a6 16.♙e5 ♞d7 17.♙d6 when White has also an edge by the way. Now it is up to you to transfer White's lead in development into something more substantial!



**The Combat begins. Good Luck!**

**You are White** Your Move: 16. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **16. ♖c7 (4)**

**16... ♞a7** Your Move: 17. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **17. ♚e3 (3)**

**17... b6** Your Move: 18. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **18. ♖xe6 (8) 18. ♞fb1 (2)**

**18... ♗d5** Your Move: 19. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **19. ♚g3 (3)**

**19... fxe6** Your Move: 20. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **20. ♗xb8 (1)**

**20... ♞af7** Your Move: 21. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **21. ♗d6 (4) 21. ♗e5 (2)**

**21... ♞e8** Your Move: 22. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **22. ♞fe1 (6)**

**22... ♖h8** Your Move: 23. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **23. ♗e5 (4)**

**23... ♗f6** Your Move: 24. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **24. ♗d4 (5) 24. ♗d3 (5)**

**24... ♗e4** Your Move: 25. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **25. ♚h4 (2)**

**25... ♗d6** Your Move: 26. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **26. ♗d3 (3) 26. ♞e5! (6)**

**26... ♗f5** Your Move: 27. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **27. ♚h5 (3)**

The Chess Combat Simulator – Round 2

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27...♔g8 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♞e5 (4)

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28...b5 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♞ae1 (6) 29.♙xf5 (3)

---

29...g6 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♚e2 (2)

---

30...♘xd4 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.cxd4 (1)

---

31...♚d8 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.axb5 (3)

---

32...axb5 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33.♚e3 (3)

---

33...♞ef8 Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ 34.♞e2 (8)

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34...♞f4 Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_ 35.♞xe6 (3)

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35...♞xd4 Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_ 36.♙c2 (6)

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36...♞d6 Your Move: 37. \_\_\_\_\_

Your Score: \_\_\_\_\_ 37.♙b3 (5)

---

37...♔h8 Your Move: 38. \_\_\_\_\_

Your Score: \_\_\_\_\_ 38.♚c3+ (5)

---

38...♞f6 Your Move: 39. \_\_\_\_\_

Your Score: \_\_\_\_\_ 39.♞xd6 (3)

---

39... ♖xd6

Your Move: 40. \_\_\_\_\_

Your Score: \_\_\_\_\_

40. ♖e6 (2)

Black resigned.

Maximum score: 97 (100)

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

## Why did Karpov play as he did?



### 16. ♖c7

Nothing is gained by 16. ♖c7 b6, as the knight on b5 is hanging. By the way, the manoeuvre 16. ♖c7 b6 17. ♖d6 would have been winning after 15... ♖d7?.

### 16... ♖a7 17. ♖e3 b6

Here 17...e5 18. ♖xa7 exf4 is met by the elegant 19. ♖b5!.

### 18. ♖xe6!

With this combination Karpov wins back his sacrificed pawn. 18. ♖fb1 can be answered by 18... ♖bd7 19. ♖xe6 ♖e8.

### 18... ♖d5

The lesser evil was perhaps 18...fxe6 19. ♖xb8 ♖xb8 20. ♖xe6+ ♖h8 21. ♖xc6 ♖xc3 22. ♖ac1. No better though was 18... ♖e7 19. ♖d6!.

### 19. ♖g3 fxe6 20. ♖xb8 ♖af7 21. ♖d6

This relieves the pressure along the f-file, and is therefore stronger than 21. ♖e5.

### 21... ♖e8

Here 21... ♖c8 22. ♖b4! ♖xb4 23. cxb4 is highly advantageous for White because pawn a6 and pawn e6 are hanging.

### 22. ♖fe1

An excellent move that indirectly increases the pressure on e6. Lautier subsequently removes his king from the a2-g8 diagonal, but this increases the strength of 23. ♖e5.

### 22... ♖h8 23. ♖e5 ♖f6 24. ♖d4

Attacking e6 once again, and introducing ♖e1-e5. Just as good is 24. ♖d3.

### 24... ♖e4 25. ♖h4 ♖d6



### 26. ♖d3

But here Karpov fails to find the most accurate move. He overlooks that in the game Black can defend himself against the direct threats with 27... ♖g8!. Karpov later indicated that the more natural 26. ♖e5! would lead to a technically win-

ning position after 26...♘xc4 (not 26...♙d5 27.♖h5) 27.♖xa5 bxa5 28.♗e1 (28.♙xg7+? ♖xg7 29.♚xc4 ♙xg2) 28...♙d5 29.f3.

**26...♘f5 27.♚h5 ♘g8!**



White wins by force after 27...♖ff8 with 28.♖e5 b5 29.♖xe6! ♖xe6 30.♙xf5 ♖xf5 31.♚xf5 ♖e8 32.♚f7 ♖g8 33.♙xg7+ ♖xg7 34.♚f8+ ♖g8 35.♚f6+ ♖g7 36.♚xc6. Lautier's 27...♘g8! ensures that Black will have the intermediate ...g6 somewhere.

**28.♖e5 b5 29.♖ae1**

This powerful move is hard to find, but necessary. White is only marginally better after 29.♙xf5 exf5 30.♖xe8+ ♙xe8 31.♚e2.

**29...g6 30.♚e2 ♘xd4 31.cxd4 ♚d8 32.axb5 axb5 33.♚e3 ♖ef8 34.♖e2**

It is possible to overlook that after 34.f3 Black has the piece sacrifice 34...♙xf3! 35.gxf3 (35.♖xe6!) 35...♖xf3 36.♚e2 ♚xd4+ 37.♖e3 b4 to gain the better chances.

**34...♖f4 35.♖xe6 ♖xd4 36.♙c2!**



After this multi-functional move – the bishop is attacker and defender at the same time – White has a winning attack. It is wonderful to see how Karpov's deep understanding has led him to avoid spending a tempo on creating a 'luftloch' somewhere. Black's back rank threats are still not dangerous.

**36...♖d6 37.♙b3 ♘h8**

Here 37...♘g7 38.♖e7+ ♘h8 39.h3! (only now!) also wins for White. Not 39.♚h6? ♖f7! 40.♙xf7 ♚xe7! though.

**38.♚c3+ ♖f6 39.♖xd6 ♚xd6 40.♖e6**  
Black resigned.

# Combat 14

## Timman-Bosch

Breda 2001

### 1.e4 c5 2.♟f3 d6 3.♞b5+

The 3.♞b5+ or Moscow Variation is not too dangerous for Black, but it has the merit of avoiding all sorts of ramifications in any of the main theoretical lines after 3.d4.

### 3...♞d7 4.♞e2

Not very common, although Timman had played this move before. The main line is 4.♞xd7+ ♞xd7 5.c4 or 5.0-0. While Black can also take back on d7 with his knight on move 4.

### 4...♞xb5

Keeping it simple. White must either enter an equal endgame (and admit that he has no opening advantage), or lose time later on (as the queen will not be very well-placed on b5).

In an important game Timman encountered 4...♟f6. After 5.♞xd7+ (5.e5 dxe5 6.♟xe5 ♞xb5 7.♞xb5+ ♟bd7 is also equal according to Ftacnik). 5...♞xd7 6.e5 dxe5 7.♟xe5 ♞e6 8.♟a3 ♟fd7 9.♟ac4 ♟xe5 10.♟xe5 f6 11.♟c4 ♞xe2+ 12.♟xe2 ♟c6 13.c3 e5 14.a4 ♞e7 15.d3 an equal ending had arisen in Timman-Ivanchuk, Amsterdam 1994. Timman later won an instructive knight versus bishop ending.

The other knight move – 4...♟c6 – leads to slightly more complex play.

In the Moscow 1993 blitz tournament Timman suffered two defeats. Although the outcome in both games had little to do with the opening:

– 4...e6 5.0-0 ♞e7 6.d4 cxd4 7.♟xd4

♟f6 8.c4 0-0 9.♟c3 a6 10.♞xd7 ♟bxd7 11.♞e3 ♞c8 12.♞ac1 ♞a5 with equality. Timman-Khalifman, Moscow blitz 1993.

– 4...g6 5.0-0 (5.e5!?) 5...♞g7 6.c3 ♟c6 7.♞xc6 ♞xc6 8.d4 ♟f6 9.d5 ♞d7 10.h3 0-0 11.♞f4 ♞e8 12.♟bd2 e6! 13.♞xd6 exd5 14.e5 ♞b6 15.♞d1 ♟e4! and Black's chances were slightly preferable in Timman-Shirov, Moscow blitz 1993.

### 5.♞xb5+ ♞d7 6.♟a3?!

This is dubious. The knight rarely looks good on this square. Timman was perhaps influenced by his game against Ivanchuk where 8.♟a3 worked out fine. White usually opts for the equal ending after 6.♞xd7+ ♟xd7 or withdraws his queen with 6.♞e2. Neither option promises anything.

### 6...♟c6 7.0-0 ♟f6 8.♞e1

It was wiser to settle for 8.♞e2 when the game is still equal.

### 8...e6 9.b3

Black has a comfortable game, but not much more. Can you continue sensibly and meet the demands of the position?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 9... \_\_\_\_\_

Your Score: \_\_\_\_\_

**9...♙e7 (5)**

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**10.♘b2**

Your Move: 10... \_\_\_\_\_

Your Score: \_\_\_\_\_

**10...0-0 (5)**

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**11.♖ad1**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

**11...d5 (10)** 11...♗ac8, 11...♗ad8, 11...♗fe8(3)

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**12.e5**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

**12...♟e8 (3)** 12...♟g4(2)

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**13.♚e2**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

**13...♟c7 (7)** 13...a5(5)

---

**14.d3**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

**14...a5 (9)** 14...b5(6)

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**15.c4**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...a4 (3)**

---

**16.♚c2**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16... b5 (10)** 16...♟b4(3) 16...axb3(3)

---

**17.d4**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...axb3 (4)**

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**18.axb3**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18... bxc4 (3)**

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**19.bxc4**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♟xd4 (4)** 19...cxd4(4)

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20. ♖xd4 Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_ 20... cxd4 (1)

21. ♗d3 Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_ 21... ♖a4 (9) 21... ♗fc8(9) 21... ♗fb8(5)

22. ♖xa4 Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_ 22... ♗xa4 (1)

23. cxd5 Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_ 23... ♖xd5 (2)

24. ♖b1 Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_ 24... ♗b8 (8) 24... ♖c5(5)

25. ♖xd4 Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_ 25... ♖f4 (8)

26. ♗d2 Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_ 26... ♗xd4 (6)

27. ♗xd4 Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_ 27... ♖e2+ (2)

White resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Bosch play as he did?



**9...♗e7**

Black first completes his development with a few natural moves.

**10.♖b2 0-0 11.♞ad1 d5!**

Tactically this move is possible due to the bad position of the knight on a3. Note that White's queen is misplaced on b5. There is no need for Black to chase her majesty away with ...a6. In this way Black will win a tempo eventually when the queen withdraws. So, 11...a6 is met by 12.♞e2 d5 13.d3.

In a somewhat less ambitious mood Black may also opt for any useful rook move: 11...♞ac8, 11...♞ad8 or 11...♞fe8. Not 11...♖b4, though, because of 12.♞e2, and Black cannot take the forbidden fruit on a2 (12...♖xa2? 13.c3).

**12.e5**

Closing the diagonal of his own bishop, but 12.exd5 exd5 (12...♖xd5) gives Black a nice centre, as 13.♗xf6 ♗xf6 14.♞xc5? is forbidden because of 14...♗e7. Maintaining the tension with 12.d3 looks silly with a queen on b5.

**12...♖e8**

Aiming to gain a tempo on the queen and preparing to support a ...b5 advance after 13...♖c7. Still 12...♖g4 is also reasonable with ...♖h6-f5 in mind.

**13.♞e2 ♖c7**

Or the immediate 13...a5.

**14.d3**

Here 14.♖b1 was a lesser evil.

**14...a5!**



Black takes full advantage of the dim knight on the rim. White cannot prevent ...a4 opening the a-file. This mobilizes Black's rook (while White's centrally placed rooks are not particularly active) and emphasizes the misplaced minor pieces on the queenside. Another decent move is 14...b5.

**15.c4?! a4 16.♞c2?! b5**

This is more ambitious than 16...♖b4 17.♞b1 axb3 18.axb3 b5 19.♖c2, or 16...axb3 17.♞xb3! (17.axb3).

**17.d4**

Also unattractive was 17.♖xb5 ♖xb5 18.cxb5 ♖b4 and 19...♞xb5.

**17...axb3**

Black opens files on the queenside where White's pieces are badly placed.

**18.axb3 bxc4 19.bxc4 ♖xd4**

Alternatively, 19...cxd4 20.cxd5 ♖xd5 21.♖c4 ♖cb4 22.♞e4 d3 is just a pawn, and also good for Black. Still White's queen hasn't looked this good for a long time.

**20.♖xd4 cxd4 21.♞d3?**



White is still harbouring some ambitions by aiming to combine defence (protection of the a3-knight) and attack (something like ♖h3). But the text in reality only aggravates the problems. The passive 21.♘b1 had to be tried.

**21...♔a4!**

Putting an end to all of White's ambitions. Such a move can be very disheartening for a strong player (all he can do now is play for a draw). In mild time pressure it was particularly attractive to simplify (while keeping a clear advantage). There was nothing objectively wrong though with my other candidate move 21...♖fc8!. A third alternative is the Volga-like 21...♖fb8.

**22.♔xa4 ♖xa4 23.cxd5 ♘xd5 24.♘b1**

Here 24.♘b5 ♖b4 loses on the spot, and 24.♘c2 ♖a2 25.♖b3 d3 26.♘e3 ♘xe3

27.fxe3 ♖c8 is also curtains. No better in this last line is 26.♘d4 because of 26...♘b4!: 27.♖b1 ♖c8 wins, as does 27.♖d1? ♖xb2! 28.♖xb2 ♘c3.

**24...♖b8!**

Even stronger than 24...♘c5 which keeps the pawn with a solid plus.

**25.♘xd4?**

Now White's weak back rank will be the tactical motif for a double attack that wins the game. White also loses after 25.♖xd4 ♖a2 26.♘c3 ♖xb1 27.♖xb1 ♘xc3. 25.♘a3 was relatively speaking the best choice, but it also loses after 25...♘f4 26.♖f3 ♘g6 27.♘xe7? ♖a1!



**25...♘f4 26.♖d2 ♖xd4 27.♖xd4 ♘e2+**

Winning a piece and therefore much better than 27...♖xb1 28.♖xb1 ♘e2+. White resigned.

# Combat 15

## Ponomariov-Kramnik

Wijk aan Zee 2003

**1.d4 ♘f6 2.c4 e6 3.♗c3 ♖b4 4.e3 0-0  
5.♗e2 d5 6.a3**

Forcing the bishop to show his hand. Taking on c3 would favour White so that Black must withdraw his bishop to d6 or e7. The former looks more active, but it often leads to a kind of trench warfare. Thus, the game Ponomariov-Polgar, from this same Wijk aan Zee tournament continued: 6...♗d6 7.c5 ♖e7 8.b4 b6 9.♗d2. White has a space advantage, but Black has no weaknesses. Kramnik prefers

**6...♗e7 7.cxd5 ♗xd5**

Most flexible, but 7...exd5 is equally playable.

**8.♗d2**

A modest-looking move that clears the c1-square for the rook. In case of an eventual ...♗xc3 White aims to take back with the bishop. The alternatives 8.♗c2 and 8.g3 are popular too.

**8...♗d7**

Black cannot free his game with 8...c5, after 9.dxc5 ♗xc5 10.♗g3 b6 11.♗xd5 ♗xd5 12.♗c3 the game Graf-Nikolaidis, Aegina 1995, demonstrated that the ending after 12...♗xd1+ 13.♗xd1 ♖b7 is not equal following 14.♗h5! f6 15.♗c4 with a clear edge.

In Graf-Xu Jun, Bled Olympiad 2002, the German grandmaster also had an edge after 8...♗f6 9.g3 ♗bd7 10.♗g2 c6 11.♗c2 e5 12.♗d1.

**9.g3**

The fianchetto works well for White here. Black has no simple road to equality.

After the simplifying 9...♗xc3 10.♗xc3 c5 White keeps an edge. For example: 11.♗g2 cxd4 12.♗xd4 ♗f6 13.♗d6 ♗b6 14.♗xd8 ♗xc3+ 15.♗xc3 ♗xd8 16.a4! with the better ending in Volkov-Sakaev, New Delhi 2000.

In Malakhov-Nielsen, Istanbul 2003, Black did not solve his problems with 9...♗5f6 10.♗g2 e5 11.0-0 c6 12.♗c2 exd4 13.♗xd4 ♗b6 14.♗ad1 ♗c5 because of the fine manoeuvre 15.♗e4 ♗xd4 16.♖b4! with a clear edge.

Kramnik decides to leave his knight on d5 and wants to oppose his bishop on the long diagonal with

**9...b6**

While this is understandable, it does allow White to fix the pawn structure. After

**10.♗xd5 exd5**

Black has a clear weakness on the queenside. In the future White will have pressure along the c-file. With a black pawn on b7 the move ...c6 would lead to a solid pawn chain: b7-c6-d5. Now that the b-pawn is no longer on its original square the c-pawn will remain vulnerable.

**11.♗g2 ♗f6 12.0-0 ♗e4**

White has a small but definite edge, and must now adopt the right plan.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♖c1 (3) 13.♚c2(2)**

**13...♙b7**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♚c2 (3)**

**14...♖c8**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♖fd1 (5) 15.b4(1) 15.♙h3(1)**

**15...♙d6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♙b4 (7) 16.♘c3(2) 16.b4(2)**

**16...♚f6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♘c3 (4) 17.♘f4(1)**

**17...♘xc3**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♚xc3 (1)**

**18...c6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♙xd6 (3)**

**19...♚xd6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.b4 (4)**

**20...♖c7**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.a4 (5) 21.♖c2(2) 21.♖d2(2)**

**21...♙c8**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.a5 (4) 22.♖a1(2)**

**22...♙a6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♖a1 (3) 23.axb6(3)**

**23...♙b5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♖dc1 (4) 24.axb6(3)**

24...♖e8 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25. axb6 (2)

---

25...axb6 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26. ♕f1 (7)

---

26...♕xf1 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27. ♖xf1 (2)

---

27...♖b8 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28. ♖a6 (3)

---

28...♔d7 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29. ♖g1 (3) 29. ♖g2 (2)

---

29...h6 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30. ♔a3 (4)

---

30...♖cc8 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31. h4 (4) 31. ♖a7 (3) 31. ♔a4 (3)

---

31...♔f5 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32. ♖a7 (4)

---

32...g5 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33. h5 (3)

---

33...♔f3 Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ 34. ♔d3 (7) 34. ♔a4 (1) 34. ♔a6 (3)

---

34...♖h8 Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_ 35. ♔a6 (5) 35. ♖d7 (5) 35. ♖ca1 (4)

---

35...♖g7 Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_ 36. b5 (6) 36. ♔a4 (3) 36. ♖b7 (1)

---

36...c5 Your Move: 37. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 37.dxc5 (1)

37...bxc5 Your Move: 38. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 38.♚g6+ (3)

Black resigned. **Maximum score: 100**  
**Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_**

### Why did Ponomariov play as he did?



#### 13.♖c1

Also reasonable is 13.♚c2.

#### 13...♗b7 14.♚c2 ♝c8 15.♞fd1

This prevents ...c5. After 15.b4 Black can play 15...♘d6 or 15...c5. Another option was 15.♗h3.

#### 15...♗d6 16.♗b4

Ponomariov exchanges Kramnik's 'good' bishop. Playable alternatives include 16.♘c3 and 16.b4.

#### 16...♚f6

Not 16...♗xb4 17.axb4 and both the a- and the c-pawn are weak. In case of 16...c5 17.dxc5 bxc5 18.♗e1 the hanging pawns are a liability. Instead of the final move in this line White should not play 18.♗xe4 because of 18...cxb4!. For

instance: 19.♗xh7+ ♔h8 20.♚f5 ♞xc1 21.♞xc1 g6 22.♚h3 ♔g7 and Black wins.

#### 17.♘c3

This is superior to 17.♘f4 c5 18.dxc5 bxc5 (followed by ...♗xf4).

#### 17...♘xc3 18.♚xc3 c6

Here 18...c5 would lose material after 19.dxc5 ♗e5 20.♚b3 ♗xb2 21.c6!.

#### 19.♗xd6 ♚xd6 20.b4 ♝c7 21.a4

Pushing the a-pawn to open the file. White can also prepare this with the rook moves 21.♞c2 or 21.♞d2.

#### 21...♞fc8 22.a5

Also good is 22.♞a1. However, not 22.b5 ♗d7 and the white a-pawn may become weak as well.

#### 22...♗a6

This appears illogical considering the previous move, but now that White has given up control over the b5-square Kramnik prefers to cover c6 from b5 (rather than from the passive d7-square).

#### 23.♞a1

Or 23.axb6 axb6 24.♞a1.

#### 23...♗b5

If 23...♗c4 then 24.e4.

#### 24.♞dc1

Or 24.axb6.

**24...♖e8 25.axb6 axb6 26.♙f1**



Ponomarev removes the most important defender of c6. This is consistent with his strategical plan, and calling Black's light-squared bishop 'bad' is artificial in this case. (The bishop performs a useful task and is no worse than its opponent.)

**26...♙f1 27.♙xf1**

Naturally not 27.♖xf1 c5 28.bxc5 bxc5 and Black has got rid of a lot of problems.

**27...♖b8 28.♖a6 ♖d7 29.♙g1**

This is slightly stronger than 29.♙g2.

**29...h6 30.♖a3 ♖cc8 31.h4**

As Black cannot do anything anyway, Ponomarev makes a useful move on the other side of the board. He is remarkably successful with this provocation as Kramnik is tempted to become active which merely increases his end. Also not bad were: 31.♖a7 and 31.♖a4.

**31...♖f5**

This is a mistake, Kramnik should have defended passively.

**32.♖a7 g5 33.h5**

Not 33.hxg5 hxg5 and after ...♙g7 and ...♖h8 the tide would turn against him.

**33...♖f3**

Not so easy to refute is: 33...g4. After 34.♖a4 c5! 35.bxc5 bxc5 36.dxc5 (or 36.♖d7 ♖xh5) 36...♖xc5! 37.♖xc5? ♖b1+ Black mates!

Correct is 34.♖a6 ♖xh5 35.♖b7 ♖xb7 36.♖xb7 ♖f5 37.b5 c5 38.♖xb6 with a huge edge for White.

**34.♖d3**



This excellent move is not that easy to find, despite the fact that Black is almost in zugzwang. There are two tempting alternatives:

– 34.♖a4 c5! 35.bxc5 bxc5 36.dxc5 (36.♖a6 ♖xh5) 36...♖xc5.

– 34.♖a6 ♖xh5 35.b5 (in case of 35.♖b7 Black has 35...♖a8) 35...♖g6.

In both cases Black is far better off than in the game.

**34...♙h8**

This is a very awkward move. However, there is the touch-and-move rule! Kramnik wanted to play 34...♙g7, but he spotted just in time that it loses immediately after 35.♖g6+. Thus, he had no choice but to play the poor text move.

Admittedly, 34...♖xh5 would not have helped him. After 35.♖f5 ♖g6 36.♖xg6+ fxg6 White wins the double rook ending. Both 37.♖ca1 c5 38.bxc5 bxc5 39.dxc5 ♖xc5 40.♖a6, and 37.♖e7 ♖a8 38.♖e6 will win.

**35.♖a6**

Similarly, White would also win after 35.♖d7 and 35.♖ca1.

**35...♙g7**

Here is the move he already wanted to

play. After 35...♖xh5 White wins with 36.b5 (36.♖b7) 36...c5 37.dxc5 bxc5 38.♖d7.

Instead of 36...c5, Black does not have 36...♖g6 because of 37.bxc6 ♖xc6 38.♖xc6 ♖xc6 39.♖xf7. This line shows that the king is badly placed on h8.

### 36.b5

Also good is 36.♖a4 ♖xh5 37.♖xc6, but not 36.♖b7 ♖a8 and Black has counterplay.

### 36...c5

Once again overlooking that the f-pawn is pinned (see the comment at move 34), but it was impossible to save the game anyway. In reply to 36...♖f6 there is the neat: 37.bxc6 ♖xc6 38.♖xf7+! ♔xf7 39.♖a7+ ♖e7 40.♖xe7+ ♔xe7 41.♖xc6 and wins.

### 37.dxc5 bxc5 38.♖g6+

Black resigned.

# Combat 16

## Kasparov-Vallejo

Linares 2005

**1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.e3**

This prevents the main line of the Slav after 4.♘c3 dxc4 (here 4...♗f5 is strongly met by 5.cxd5 cxd5 6.♖b3), but it does give Black the opportunity to develop his light-squared bishop without giving up the centre.

**4...♗f5**

Developing his bishop outside the pawn chain, and thereby solving the perennial problem that Black faces in the Orthodox Queen's Gambit.

**5.♘c3 e6 6.♗h4**

This is the only way to worry Black. White will exchange his knight for Black's bishop and thus gain the pair of bishops. Black has no problems after 6.♗d3 ♗xd3 7.♖xd3 e6 with a solid position.

**6...♗g6**

More provocative are the alternatives 6...♗e4 7.f3 ♗g6 8.♖b3 and 6...♗g4 7.♖b3.

**7.♗xg6 hxg6**

So, White has traded his knight for Black's bishop. However, Black's position is sufficiently solid. He has managed to get rid of his light-squared bishop (which is important with pawns on c6, d5 and e6), and the h-file may come in useful later on.

**8.♗d2**

A modest-looking move, but Kasparov simply aims to complete his queenside development first. In this way, he remains flexible on the kingside (should he play g3 or not?). Besides, he hopes to gain a

tempo by postponing ♗d3 or ♗e2 which would be met by ...dxc4.

**8...♗bd7 9.♖c1 a6**

Vallejo places yet another pawn on a light square. This move is in full accordance with Black's strategy to play for ...b5 and ...c5 after a preliminary exchange on c4.

**10.♗d3**

In a later game Volkov-Lastin, Sochi 2005, White continued the battle for a tempo with 10.a3. Lastin now complied with 10...dxc4 and after 11.♗xc4 c5!? 12.♗e2 cxd4 13.exd4 ♖b6 14.♗f3 ♖xd4 15.♗xb7 ♖b8 16.♗xa6 ♗c5! 17.♗e3 ♖e5 18.♖e2 ♗xe3 19.♖xe3 ♖xe3+ 20.fxe3 ♗xb2 the game eventually ended in a draw after considerable complications.

**10...dxc4 11.♗xc4 b5**

Here it also makes sense to play 11...c5 – by analogy to Volkov-Lastin.

**12.♗e2 c5**

Black has acted according to his plan. He has gained space on the queenside and influence in the centre with the lever ...c5. The drawback of his previous moves is the opening up of the position which in principle should favour the bishops.

Are you able to convert your tiny advantage just like Kasparov?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♙f3 (5)** 13.dxc5(2) 13.0-0(1)

**13...♖b8**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♘e2 (6)**

**14...♙d6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.g3 (4)** 15.h3(1) 15.dxc5(2)

**15...0-0**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.0-0 (2)**

**16...e5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.dxc5 (4)**

**17...♗xc5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙b4 (6)** 18.♙g2(3) 18.b3(3) 18.♖c2(3)

**18...♖b6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♗c3 (6)**

**19...♗b7**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♙xd6 (3)** 20.♖b3(2) 20.♙xb7(1)

**20...♗xd6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♗d5 (4)**

**21...♗xd5**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♙xd5 (2)**

**22...♖bc8**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♖g4 (5)** 23.♖b3(3) 23.♖d3(3) 23.e4(3)

**23...♗f5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♖e4 (4)** 24.e4(3) 24.♙g2(2)

## The Chess Combat Simulator – Round 2

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24...♔f6 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25.♖fd1 (4) 25.♔g2(3)

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25...♘d6 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26.♚b4 (5) 26.♚g4(3) 26.♚f3(3)

---

26...♗fd8 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.a4 (6) 27.♗xc8(3)

---

27...bxa4 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♚xa4 (1)

---

28...♗xc1 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♗xc1 (1)

---

29...♘b5 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♗d1 (6) 30.♗c6(2)

---

30...♘c7 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♙c4 (4)

---

31...♗d6 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.♗xd6 (4)

---

32...♚xd6 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33.♚b3 (5)

---

33...♘e6 Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ 34.h4 (5) 34.♚b7(5)

---

34...e4 Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_ 35.♙d5 (4)

---

35...g5 Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_ 36.h5 (3) 35.♔g2(2) 35.♚b7(2)

---

36...g4

Your Move: 37. \_\_\_\_\_

Your Score: \_\_\_\_\_

37..♙xe4 (1)

White has won a pawn and won without difficulties.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Kasparov play as he did?



**13..♙f3**

Black would obtain an easy game after 13.dxc5 ♘xc5. While after 13.0-0 cxd4 14.exd4 ♙d6 Black could even claim an edge.

**13...♗b8 14.♘e2**

Kasparov avoids ending up with an isolated d-pawn. Neither 14.d5 ♘e5! nor 14.dxc5 ♘xc5 15.♙c6+ ♘fd7 can be recommended. Black's game is preferable in both cases.

**14...♙d6 15.g3**

This is stronger than 15.h3. Playable, though, is 15.dxc5.

**15...0-0 16.0-0 e5**

This looks active. Black's positional threat is now 17...exd4 18.exd4 c4. With his next move Kasparov therefore finally takes on c5. He has cleverly postponed

this exchange until Black weakened himself with 16...e5.

Vallejo should have preferred the solid 16...♖b6.

**17.dxc5**

Black would be fine after the alternatives:

- 17.♙g2 exd4 18.exd4 c4.
- 17.♙c3 exd4 18.exd4 c4.
- 17.dxe5 ♘xe5 18.♙g2 ♘d3.

**17...♘xc5 18.♙b4**

The sharpest move. There are several natural moves like 18.♙g2, 18.b3, and 18.♖c2 that only bring equality.



**18...♖b6**

Vallejo misses a better chance to simplify the game here with 18...♘ce4! (as indicated by Dokhoian). After 19.♙xd6 ♖xd6 20.♙xe4!? ♘xe4 21.♖xd6 ♘xd6 22.♗fd1 White is still better though due

to the fact that his rooks are already positioned on the open files.

A similar verdict applies to 18...♖d3 19.♚xd3 ♘xb4 20.♚b3 followed by 21.♜fd1. With queens on the board things are even more dangerous for Black.

### 19.♖c3

This move is hard to find.

### 19...♖b7

At first sight it appears that Black can fully free his game with the tactical 19...e4. For, after 20.♘xc5 ♘xc5 21.♖xe4 ♖xe4 22.♘xe4 Black has the shot 22...♘xe3! However, Kasparov has calculated still further in this line. White obtains a huge advantage with 23.♜c6!



### 20.♘d6

This is best. Kasparov liquidates into a position where he keeps the superior minor piece. Other possibilities include 20.♚b3 and 20.♘xb7 ♘xb4 21.♘g2.

### 20...♖xd6 21.♖d5 ♖xd5 22.♘xd5

White's only advantage consists of his bishop which in this open position is much stronger than the knight.

### 22...♜bc8 23.♚g4

The most aggressive move, grasping the initiative due to the attack on g6. At this stage there are several other reasonable moves available: 23.♚b3, 23.♚d3, and 23.e4.

### 23...♖f5 24.♚e4

Not so bad is 24.e4 ♜xc1 (or 24...♖e7

25.♘b3) 25.♜xc1 ♖d4 26.♜c8. Bad is 24.h4? ♜xc1 25.♜xc1 ♖xe3!. The neutral

### 24.♚g2 always comes in handy.

### 24...♚f6 25.♜fd1

Or 25.♚g2.

### 25...♖d6

White would also be better after 25...♜fd8 26.♜xc8 ♜xc8 27.♘b3, for example: 27...♖d6 28.♚d5 ♜d8 29.♚c6 with annoying pressure.

### 26.♚b4

White also preserves an edge with 26.♚g4 or 26.♚f3.

### 26...♜fd8



### 27.a4

Kasparov opens a second front on the queenside. The knight has difficulties defending on both wings.

Here 27.♜xc8 should be met by 27...♖xc8 and not with 27...♜xc8? 28.♚xd6 ♚xd6 29.♘xf7+ ♚xf7 30.♜xd6.

### 27...♚xa4 28.♚xa4 ♜xc1 29.♜xc1 ♖b5 30.♜d1

White aims for the exchange of rooks rather than to play for pseudo-activity with 30.♜c6. After that move Dokhoian analyses 30...♚f5 31.♚c4 ♖d6 32.♚b4 ♖b5 33.e4 ♚g4 34.♚e7 ♜xd5! when the game would end in perpetual check after 35.exd5 ♚d1+ 36.♚g2 ♚xd5+ 37.♚g1 ♚xc6 38.♚d8+ ♚h7 39.♚h4+.

**30...♖c7 31.♙c4**

Aiming his bishop at two weaknesses: the pawns a6 and f7.

**31...♜d6 32.♞xd6 ♖xd6 33.♗b3**



The existence of two weaknesses in his opponent's camp is enough for White to decide the game in his favour.

**33...♗e6**

If 33...♗d7 then 34.♗b7.

**34.h4**

Very patient. Equally good is the liquidation into a won queen ending with 34.♗b7 a5 35.♙xe6 ♗xe6 36.♗a8+ ♖h7 37.♗xa5.

**34...e4 35.♙d5**

Also good are 35.♖g2 and 35.♗b7.

**35...g5 36.h5**

Black would suddenly gain sufficient counterplay after 36.hxg5 ♗xg5. It was also bad to play 36.♙xe6 ♗xe6 37.♗xe6 fxe6 38.hxg5 ♖f7 with a draw in the pawn ending.

**36...g4 37.♙xe4 ♗g5 38.♗d5 ♗xe4**

**39.♗xe4 ♗d1+ 40.♖g2 ♖f8 41.♗a8+**

**♖e7 42.♗b7+ ♖e8 43.♗xa6 ♗d5+**

**44.♖g1 ♗xh5 45.♗c6+ ♖d8 46.e4**

**♖e7 47.♗c7+ ♖e6 48.♗c8+ ♖e7**

**49.♗b7+ ♖e8 50.b4 ♗g5 51.♗c6+**

**♖e7 52.b5 ♗d2 53.♗c5+ ♗d6**

**54.♗g5+!**

Black resigned.

# Combat 17

## Khalifman-Marin

Istanbul Olympiad 2000

**1.e4 e5 2.♟f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♘xe4**

Rumanian grandmaster Mihail Marin is an expert in the Open Spanish. Interestingly, Alexander Khalifman may also be found on the black side.

**6.d4 b5 7.♙b3 d5 8.dxe5 ♙e6 9.♘bd2**

Or the alternative move order 9.c3 ♘c5 10.♙c2 ♙g4 11.♞e1 ♙e7 12.♘bd2 ♚d7 13.♟f1 ♞d8 14.♘e3 and we have transposed to the game.

**9...♘c5 10.c3 ♙e7**

Important alternatives at this stage are 10...d4 and 10...♙g4.

**11.♙c2 ♙g4 12.♞e1**

Another possibility is 12.h3. However, in the game White will win gain a tempo with 14.♘e3, which is why 12.h3 is less logical. After 12...♙h5 13.♞e1 0-0 14.♘b3 ♘e6 15.g4 ♙g6 16.♙f5 ♚d7 17.♙e3 Marin has played 17...♘cd8 a couple of times.



**12...♚d7**

First completing his development on the queenside. There are two important argu-

ments in favour of this strategy. First, Black prepares the central ...d5-d4. And secondly, as a prophylactic against a future a4. Nevertheless, the natural 12...0-0 is also played.

**13.♟f1 ♞d8 14.♘e3**

Here 14.♘g3 d4 15.h3 d3! 16.hxg4 dxc2 17.♚xc2 ♚xg4 was Thipsay-Marin, Linares 1996.

**14...♙h5 15.b4**

Fixing the queenside. The alternative is 15.♘f5, as was played, for instance, in Brodsky-Marin, Bucharest 1994.

After 15...0-0 16.h3 ♘e6 17.♙e3 ♞fe8 18.g4 ♙g6 19.a4 ♙c5 20.axb5 axb5 21.♘5d4 ♙xd4 22.cxd4 ♙e4 23.♘g5 ♘cxd4! Black was fine.

**15...♘e6**

A tense middlegame position that is important for the whole evaluation of this variation. Black aims to push ...d5-d4, although he should not play it too early as ♙e4 may be inconvenient to meet. White must try to control the centre before he embarks on his play on both wings. Khalifman demonstrates in a complex game that White has a good game. Can you follow in his footsteps?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.g4 (8)** 16.♟f5(8) 16.♚xd5(2)

**16...♙g6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♟f5 (5)**

**17...0-0**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.a4 (7)** 18.♚e2(5)

**18...♞fe8**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.axb5 (1)**

**19...axb5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♙d3 (7)** 20.♚d3(5)

**20...♞b8**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♚e2 (4)**

**21...♟cd8**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞a5 (8)** 22.♞a7(6)

**22...d4**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♞d1 (9)** 23.♟xe7+(2) 23.♙xb5(2)  
23.♟5xd4(2) 23.♟3xd4(1)

**23...c6**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♟3xd4 (6)**  
24.♙e4(5) 24.♟5xd4(5) 24.♟xe7+(2)

**24...♙g5**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♟xe6 (5)** 25.♙xg5(3)

**25...♟xe6**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♙c4 (7)** 26.♙xg5(5) 26.♟xg7(5)

26...♔c7 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.♙xe6 (3)

27...♙xc1 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♞d7 (7)

28...♔b6 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♙xf7+ (10) 29.♙b3(5)

29...♙xf7 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♞aa7 (5)

30...♞a8 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♞xa8 (4) 31.e6(4) 31.♞ab7(3)

31...♞xa8 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.e6 (4)

And Black resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Khalifman play as he did?



**16.g4**

Equally strong is 16.♘f5 which trans-

poses to the game after 16...0-0 17.a4 ♙g6 18.g4!. Instead the game R.Vasquez-Marin, Andorra 1991, went: 18.♙e3 d4 19.axb5 axb5 20.♘5xd4 ♘cxd4 21.♘xd4 ♙xb4! 22.♙xg6 hxg6 23.♔b3 ♘xd4 24.♙xd4 ♙e7 25.♞a7 ♔c6 26.h3 and draw agreed.

Black is fine after 16.♔xd5 ♔xd5 17.♘xd5 ♙xf3 18.gxf3 ♞xd5 19.♙e4 ♘xb4.

**16...♙g6 17.♘f5**

There are no real alternatives. Note that the threat of ...d5-d4 is hanging in the air

– the whole point of Black’s set-up with ...♖d7 and ...♜d8.

**17...0-0**

Here 17...h5?! 18.h3 d4 19.♙e4 ♖f8 20.a4 favours White as in the first match game Hjartarson-Kortchnoi, Saint John 1988. The immediate 17...d4 18.♙e4 is also good for White.

**18.a4**

This is best, but 18.♖e2 is a reasonable second choice.

**18...♜fe8**

Black makes another useful waiting move before pushing the d-pawn. Marin had already played 18...d4 twice before. The strongest reply in that case is 19.axb5 axb5 20.♙e4 to position the bishop on this excellent square.

**19.axb5 axb5 20.♙d3**

Also not bad is 20.♖d3.

**20...♜b8**

White was better in Galkin-Sorokin, Ekaterinburg 1997, after 20...♜b8 21.♙e3! which prevents ...d4.

**21.♖e2 ♜cd8**



seems exaggerated. Black has very decent counterplay after 27...♖f4 Zarnicki-Sorin, Argentina 1996, and Shabalov-Sorin, Biel 1992.

**22...d4?**

This is a mistake. Marin has indicated 22...c6 23.♙e3 ♜c7 24.♜ea1 as somewhat better for White.

**23.♜d1**

This is the kind of move that will win you a game. There are all sorts of other moves that come into consideration, but none of them bring White much in the way of an advantage:

- 23.♜xe7+ ♖xe7 is OK for Black.
- 23.♙xb5 c6 24.♙c4 dxc3 and again Black has no problems since he has succeeded in breaking down White’s structure.
- 23.cxd4? ♙xb4 wins material.
- 23.♜5xd4 ♙xd3 24.♖xd3 ♜c6 25.♜xb5 ♜exd4 26.♜xd4 ♖xg4+ and White has nothing.
- 23.♜3xd4 ♜xd4 24.cxd4 (24.♜xd4 ♙xd3 25.♖xd3 ♖xg4+) 24...♙xb4 loses an exchange.



**22.♜a5**

The first new move in the game, and a strong novelty. Khalifman improves upon 22.♜a7 d4 23.♜3xd4 ♙xf5 24.gxf5 ♜xd4 25.cxd4 ♖xd4 26.♜xc7 ♙xb4 27.♙b2 and according to the Encyclopaedia White is better, but that

**23...c6 24.♜3xd4**

Fairly good are also: 24.♙e4 and 24.♜5xd4. Black is equal after 24.♜xe7+ ♖xe7 25.♙xg6 hxg6 26.♜xd4 ♜xd4 27.♜xd4 ♖xe5 28.♖xe5 ♜xe5 29.♙f4 ♜e1+ 30.♙g2 ♜c8.

**24...♙g5**

Black settles for the loss of a pawn, hoping to gain reasonable compensation owing to the White pawn on g4. Losing is 24...♙xb4? 25.cxb4 ♘xd4 26.♘xd4 ♚xd4 27.♙xg6 ♚xb4 28.♙d2. Likewise, 24...♘xd4 25.♘xd4 ♙xd3 (25...♙d6 26.♙f5!) 26.♚xd3 is very favourable for White.

**25.♘xe6**

White also gains an edge with 25.♙xg5 ♘xg5 26.♚e3!.

**25...♘xe6 26.♙c4**

The strongest move, although that is quite hard to see. Also possible is 26.♙xg5 ♘xg5 27.♚e3 or 27.♙xb5 ♘h3+ 28.♚f1 ♚c7 29.♙c4. Spectacular is 26.♘xg7 ♚xg7 27.♙xg5 (27.♙xg6! ♚c7 28.♙c2! planning 28...♙xc1 29.♚xc1 ♘f4 30.♚e4 is better for White) 27...♘xg5 28.♙xg6 ♚c7 and Black has counterplay.

**26...♚c7 27.♙xe6**

Eliminating a defender.

**27...♙xc1**

27...fxe6 28.♘d6 wins.

**28.♚d7**

Khalifman must have planned this strong intermediate move way ahead. 28.♚xc1

♚xe6 and Black is back in the game. No good idea either is 28.♙xf7+.



**28...♚b6 29.♙xf7+**

In style. 29.♙b3 ♙f4 (29...♙g5 30.♚aa7) 30.♚f3 also favours White.

**29...♙xf7 30.♚aa7 ♚a8**

30...♙g6 31.♚a2+ ♚h8 32.♚a6 catches the queen – 31.♚xg7+ ♚h8 32.e6 is also good. 32...♙f4 (to prevent 33.♚e5) is met by 33.c4! – the queen goes to the main diagonal with devastating effect.

**31.♚a8**

Winning alternatives are: 31.e6 and 31.♚ab7.

**31...♚xa8 32.e6**

Black resigned. There is nothing to be done against the double threat of ♚e5 and exf7+. For example, 32...♚b8 33.exf7+ ♚h8 34.♚e7 ♚f8 35.♚e8.

# Combat 18

## Glek-Frog

Elista 1995

**1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.g3!**

The Glek Variation of the Four Knights. More usual are 4.d4 or 4.♘b5 (the Scottish and the Spanish Four Knights). At first sight Glek's move is a little careful, but he has been remarkably successful with the fianchetto.

**4...♘d4**

The most common replies are 4...d5 5.exd5 ♘xd5 6.♘g2 ♘xc3 7.bxc3 and 4...♘c5 5.♘g2 d6 6.d3 a6. The text is reminiscent of the Rubinstein Variation in the Spanish Four Knights. However, after 4.♘b5 ♘d4 Black gains time as the bishop is attacked.

**5.♘g2 ♘xf3+ 6.♘xf3**

There is nothing wrong with 6.♙xf3 of course.

**6...♘b4 7.0-0 d6 8.d4 ♘xc3**

Taking on c3 is a little premature. Black eliminates a defender of pawn e4, and saddles White with doubled pawns, but in the game White succeeds in keeping his centre by means of tactical devices. It was therefore better to play 8...0-0 or 8...♘h3 9.♙e1 0-0.

**9.bxc3 0-0 10.♘g2 ♙e8**

Black consistently increases the pressure upon the centre. Glek indicates that he could now have played 11.♘g5 h6 12.♘xf6 ♙xf6 13.f4 ♙e7. However, it seems to me that in this relatively simple position Black runs no particular danger. It is more sensible to keep the pair of bishops which promises attacking chances.

**11.♙d3 b6 12.f4**

Here we see one of the main strategic ideas behind 4.g3. White has good chances of realizing f4, which gains him influence in the centre and promises attacking chances on the kingside.

**12...h6 13.♘b2 ♘b7 14.♙ae1 ♙e7**

Black now threatens to win a pawn with 15...exd4 and 16...♘xe4. With his next move Glek prevents this indirectly.

**15.♘a3 c5**

For 15...exd4 is met by 16.e5! ♘xg2 17.♙xg2 with advantage.

**16.d5**

Closing the centre, which in principle is unfavourable for the side with the bishop pair. However, here it is more important that White frees his hands to embark upon a kingside attack.

**16...♙d7 17.c4 ♘a6**

An ambitious move. Given time, Black intends to win the c4-pawn with ...♙d7-a4. Can you, like grandmaster Glek, show that Black's last move is based upon a too optimistic evaluation?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.fxe5 (2)**

---

**18...dxe5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞xf6 (7)**

---

**19...gxf6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♙c1 (6) 20.♞f1 (4)**

---

**20...♖g4**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♞f1 (4) 21.♙xh6(2)**

---

**21...♔g7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♙f3 (6)**

---

**22...♖h3**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♖e2 (2)**

---

**23...♙c8**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♙h5 (5)**

---

**24...♖d7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♞f5 (6) 25.g4(6)**

---

**25...♖d6**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♖g4+ (2)**

---

**26...♔h8**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

**27.♙xh6 (2)**

---

**27...♞g8**

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

**28.♖h4 (2)**

---

28...♙xf5

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29..♙f8 (6)

Black resigned.

Maximum score: 50

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

### Why did Glek play as he did?



18.fxe5 dxe5 19.♞xf6!

An excellent exchange sacrifice on positional grounds. White has long term compensation due to the permanent weakness of Black's kingside. It is now obvious that Black's 17th move should have been replaced by 17...♖h7.

19...gxf6 20..♙c1

The bishop must of course be directed towards the kingside. Alternatively, there is 20.♞f1.

20...♖g4 21.♞f1

This is stronger than 21..♙xh6.

21...♗g7 22..♙f3

And yet another bishop is moving towards Black's king. Instead 22.♞f5 would have been met by 22...♙c8.

22...♖h3 23.♖e2 ♙c8

If 23...♞h8 then White should not play 24..♙g4? ♙xc4!, but 24..♙g2 ♖d7

25.♖h5 or 25.♞f5.

24..♙h5

Threatening to trap the queen with g3-g4.

24...♖d7 25.♞f5

Equally good is 25.g4 intending ♙d2-e1-h4 to attack f6.

25...♖d6 26.♖g4+ ♗h8

Other king moves are no better:

– 26...♗f8 27..♙xh6+ ♗e7 28.♖g7.

– 26...♗h7 27..♙xf7 ♙xf5 28.♖xf5+ ♗g7 (28...♗h8 29.♖g6 ♖f8 30..♙xh6) 29..♙xh6+.

27..♙xh6

Weaker is 27..♙xf7 ♞f8 28.♖g6 ♙xf5.

27...♞g8 28.♖h4 ♙xf5 29..♙f8



A worthy final move. Black can defend after 29.exf5 ♞g7. Now, however, Black is mated after 29...♖/♞xf8 30..♙g6+ ♗g7 31.♖h7. Therefore, Frog resigned.

# Combat 19

## Adams-Kasimdzhanov

Tripoli 2004

In 2004 Rustam Kasimdzhanov won the FIDE knock-out World Championship by beating Michael Adams in the final (and Veselin Topalov in the semi-final).

**1.e4 c5 2.♟f3 e6 3.d4 cxd4 4.♞xd4 a6**

The reliable Kan Variation. Earlier on in the match Kasimdzhanov had scored a comfortable draw with this solid Sicilian.

**5.♞c3**

Two days earlier the most flexible move – 5.♞d3 – had been Adams' choice. After 5...♞c5 6.♞b3 ♞a7 7.c4 ♞c6 8.♞c3 ♞ge7 9.0-0 d6 10.♞h1 e5! 11.f4 exf4 12.♞xf4 ♞g6 13.♞g3 ♞ge5 Black had an easy game due to his control over the important e5-square. Adams-Kasimdzhanov, Tripoli 2004.

**5...b5**

There is nothing wrong with the typical Kan move 5...♞c7. The text move become popular when people started appreciating the possibility of combining it with the typical Sicilian manoeuvre ...♞b6 and ...♞c7 (after the knight has withdrawn from d4). The tempo is well-spent, as the knight is best placed on the central d4-square.

**6.♞d3 ♞b6 7.♞f3**

This slightly unnatural move (f4 is no longer possible) is making life hardest for Black. After 7.♞b3 ♞c7 8.0-0 ♞f6 9.a3 ♞b7 10.♞e2 d6 11.f4 ♞bd7 12.♞d2 ♞e7 13.♞ae1 0-0 Black had a comfortable Scheveningen in Barua-Kasimdzhanov, Teheran 1998.

The main line is 7.♞e3 ♞c5 8.♞e2 ♞c6

9.♞xc6 dxc6 (9...♞xe3 10.fxe3 dxc6 11.♞d4) 10.♞xc5 ♞xc5 11.♞d3 ♞f6 12.f4 e5 13.f5 as was played for instance in Svidler-Kasimdzhanov, Wijk aan Zee 1999.

Finally, there is Larry Christiansen's spectacular: 7.♞e3 ♞c5 8.♞g4!? ♞xd4 9.e5!. It has since been discovered that Black is fine after 9...♞c6 10.♞xg7 ♞xe5 11.♞xe5 ♞xe5 12.♞xb6 ♞b7.

**7...♞c7 8.0-0 ♞b7 9.♞e1 ♞c5 10.♞d2!?**

A remarkable novelty. Adams will threaten, at the right moment, ♞g5, and prepares to develop his queen's bishop on the main diagonal. Kasimdzhanov had in all likelihood prepared found some improvement upon 10.e5 f5 11.exf6 ♞xf6 12.♞e4 ♞xe4 13.♞xe4 ♞c6 14.♞xc6!? ♞xc6 15.♞e5 ♞c7 16.♞f4 0-0 17.♞g3 and White was slightly better in Adams-Topalov, Tilburg 1998.

**10...♞e7**

This prevents 11.♞g5. In case of the natural 10...♞f6 there would have followed: 11.♞g5 0-0 12.♞f4 and White is better.

**11.b3 ♞f6 12.♞b2 d6**

Black has played in the style of the Scheveningen. However, he is not fully developed yet. White, on the other hand, is ready for action. Can you, like Adams, demonstrate that White's edge in development is sufficient to grasp the initiative?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.a4 (8)**

**13...b4**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♘a2 (5)**

**14...♘c6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♘d4 (9) 15.♞ac1(6) 15.♞ad1(4)**

**15...♘xd4**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♙xd4 (1)**

**16...a5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♞ac1 (8) 17.♙b5+(5)**

**17...0-0**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.c3 (4)**

**18...bxc3**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♘xc3 (6) 19.♞xc3(3) 19.♙xc3(2)**

**19...♚d8**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♘b5 (6) 20.♚e3(3)**

**20...e5**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♞c7 (8) 21.♙c3(2) 21.♙b2(2)**

**21...exd4**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞xb7 (1)**

**22...d5**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♚f4 (8) 23.♘xd4(3) 23.♞xe7(3)**

**23...♙b4**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♞d1 (4)**

The Chess Combat Simulator – Round 2

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24...dxe4 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25. ♗xe4 (1)

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25...♗xe4 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26. ♖xe4 (1)

---

26...♖f6 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27. ♗c7 (8) 27. ♖xd4(2) 27. ♗d7(2)

---

27...♗ad8 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28. ♗d5 (4)

---

28...♖d6 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29. ♖xd4 (2)

---

29...♖e6 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.g3 (5) 30.h3(2)

---

30...♗d6 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31. ♗xb4 (7) 31. ♖c4(2)

---

31...axb4 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32. ♗e7+ (3) 32. ♗f6+(1)

---

32...♖xe7 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33. ♖xd6 (1)

---

And White is winning because b4 also falls.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

## Why did Adams play as he did?



### 13.a4 b4 14.♞a2

The only correct knight move. White must bind Black to the defence of the b4-pawn. In case of 14.♞d1 there follows 14...d5.

### 14...♞c6 15.♞d4

To weaken the defence of pawn b4. Not good is 15.♞xb4? ♞xb4 16.♞xb4 d5. Possible are 15.♞ac1! and 15.♞ad1.

### 15...♞xd4

Games played for the World Championship usually have a tremendous follow-up. Even those games played for the FIDE knock-out championship. Shortly after this game two Chinese grandmasters repeated everything up until here. In Zhang Zhong-Ye Jiangchuan, Taiyuan 2004, Black now went: 15...a5 (maintaining the tension, the disadvantage is White's next move) 16.♞b5 (in principle correct to punish Black for omitting the exchange 15...♞xd4) 16...♞d7 17.♞ad1 (17.c3 or 17.c4) 17...0-0 18.e5? (optimism or an error in calculation) 18...♞xe5 19.♞f1 (probably White had overlooked that Black wins after 19.♞xe5 ♞c6!). But not 19...dxe5? 20.♞xh7+ ♝xh7 21.♞xd7 ♞xd7 22.♞xd7 and White wins a piece. The computer move 19.♞xd6 is probably the best chance,

Black is somewhat better after 19...♞xd3 20.♞xd3 ♞xd6 21.♞xd6 ♞xd6 22.♞xd6 ♞fd8) 19...♞c6 20.f4 ♞g6.

### 16.♞xd4 a5 17.♞ac1

Not 17.c3 e5!. Playable though is 17.♞b5+.

### 17...0-0 18.c3

Black has castled, but Adams opens the c-file in time. After the forced 18...bxc3 19.♞xc3 he has gained full control over the important b5-square, owing to his clever provoking of 16...a5.

### 18...bxc3 19.♞xc3

The best move, the knight is on its way to b5. Somewhat less good are 19.♞xc3 and 19.♞xc3.

### 19...♞d8 20.♞b5

Or 20.♞e3.

### 20...e5 21.♞c7

White holds a large advantage owing to this intermediate move. Not 21.♞c3 or 21.♞b2 – in both cases Black plays 21...d5.



### 21...exd4

21...♞a6 22.♞b6 is problematic for Black.

### 22.♞xb7 d5

Kasimdzhanov's defence is based on this tactical shot. Otherwise White would simply win the weak d4-pawn.

### 23.♞f4

Leaving the a5-e1 diagonal and increasing the pressure. The alternatives (two

exchange sacrifices) are weaker:  
 – 23. ♖xd4 ♙b4 24. ♜xb4 axb4 25. ♘c6 ♚c7 26. exd5 ♘xd5 27. ♙xh7+ ♖xh7 28. ♚xd5 ♜fe8 is about equal.

– 23. ♜xe7 ♚xe7 24. exd5 ♚b4 with an exciting endgame.

**23... ♙b4**

This merely helps White – the rook stands better on d1 than on e1. The best defence was 23... ♘xe4. But not 23... dxe4?! 24. ♜xe4! for 24... ♘xe4? is met by 25. ♚xe4 winning.

**24. ♜d1**

Weaker is 24. ♜c1 dxe4 25. ♙xe4 d3 with excellent counterplay.

**24... dxe4 25. ♙xe4 ♘xe4 26. ♚xe4**

White wins the weak d-pawn, but technically the task is still not so simple. Kasimdzhanov's next move is not the best way to give up the pawn.

**26... ♚f6 27. ♘c7**

The right way to take on d4. Not 27. ♘xd4? ♜ad8, nor 27. ♚xd4 ♜ad8 28. ♜d7 ♜xd7 29. ♚xd7 g6. 27. ♜d7 ♜ad8 28. ♚xd4 ♜xd7 29. ♚xd7 g6 transposes to the previous line.

**27... ♜ad8 28. ♘d5 ♚d6 29. ♚xd4 ♚e6 30.g3**

It is sensible to make a 'luftloch'. The text is stronger than 30. h3.

**30... ♜d6?**

A blunder, correct was 30... ♜fe8 and

White must still show something.

**31. ♜xb4!**

Liquidating into a won endgame, and therefore better than 31. ♚c4.

**31... axb4 32. ♘e7+**

Slightly stronger than 32. ♘f6+ ♚xf6 33. ♚xd6 ♚c3.



The remaining moves were:

**32... ♚xe7 33. ♚xd6 ♚e2 34. ♜d4! h5 35. ♚xb4 ♚f3 36. h4**

Or 36. ♚b6.

**36... ♜c8 37. ♚d2 ♜c3**

37... ♚xb3 38. ♜d8+ ♜xd8 39. ♚xd8+ ♖h7 40. a5 ♚b1+ 41. ♖h2 and White wins because of 42. ♚b6 followed by a6-a7.

**38. ♜f4 ♚c6 39. ♖h2 ♜xb3 40. ♚d8+ ♖h7 41. ♚d1! ♜b7 42. ♚xh5+ ♖g8 43. ♜d4 ♚f6 44. ♜d2 ♜a7 45. a5 g6 46. ♚b5 ♖h7 47. ♚b6**

Black resigned.

# Combat 20

## Van Wely-Deleamarre

Leeuwarden 2003

**1.d4 d5 2.c4 c6 3.♘f3 e6 4.e3 ♘f6  
5.♙d3**

In case of 5.♘c3 we would reach the main line of the Meran. In this game Van Wely is going to develop his knight to d2. It may be more passively placed there, but he avoids the main lines with ...dxc4 and ...b5.

**5...♘bd7 6.0-0 ♙d6**

Instead 6...dxc4 7.♙xc4 b5 8.♙d3 would be very good for White following e4 or a4.

**7.♘bd2**



Now 7...dxc4 would even be answered by 8.♘xc4. The disadvantage of developing the knight to d2 is that it does not control the d5-square.

**7...0-0 8.e4**

This is the only correct plan for White in this position. If 8.b3 then Black would be happy to play 8...e5.

**8...e5**

Black achieves this strategically desirable advance because White has insufficient control over d5.

**9.cxd5 cxd5 10.exd5 exd4**

A lovely symmetrical position! The d-file is completely filled up with pieces. Leaving aesthetic matters aside for a moment, in symmetrical positions the second player is nearly always forced to give up the symmetry at some point. Can you show, just like Van Wely, that White is somewhat better in the diagrammed position?



**The Combat begins. Good Luck!**

## The Chess Combat Simulator – Round 2

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**You are White**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11. ♖e4 (10)**

11. ♘c4(7) 11. ♗xd4(1) 11. ♙c4(2)

---

**11... ♗xe4**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12. ♙xe4 (1)**

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**12... ♗f6**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13. ♖xd4 (5) 13. ♙g5(2) 13. ♙c2(3)**

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**13... ♗xe4**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14. ♖xe4 (1)**

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**14... ♖e8**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15. ♖d4 (7) 15. ♖d3(3)**

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**15... b6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♙g5 (6) 16. b3(2) 16. ♙d2(2)**

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**16... f6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. ♙h4 (7) 17. ♙e3(2)**

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**17... ♙b7**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♖fd1 (7) 18. ♖ad1(6) 18. ♖fe1(3)**

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**18... ♖c8**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♖a4 (8) 19. ♖d2(3) 19. b4(3)**

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**19... ♖e7**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. ♖d2 (8) 20. ♗d4(2)**

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**20... ♖c5**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. ♖ad1 (5)**

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21...♞d7

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22.♞g4 (8) 22.♘d4(2)

22...♙h8

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23.♙h1 (10) 23.♘d4(2) 23.b4(2)

23...♙c7

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.d6 (10)

24...♞xd6

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25.♞xd6 (1)

25...♙xd6

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♞e6 (3)

26...♙xf3

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.gxf3 (1)

27...♞a8

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♞xd6 (2)

Now White is simply a piece up. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Van Wely play as he did?



### 11. dxe4

This is the strongest option. The best answer to 11. dxc4 is 11... e5. In case of 11. dxd4 Black breaks the symmetry with 11... e5, which equalizes completely. White also gains no advantage after 11. e4 b6.

### 11... dxe4 12. e4 f6 13. Wxd4

If 13. g5, then 13... e7! 14. c2 dxd5 15. xe7 Wxe7 16. Wxd4 with balanced chances.

Interesting is 13. c2? dxd5! (13... g4) 14. Wd3! f6 (14... g6 15. Wxd4) 15. g5.

### 13... dxe4 14. Wxe4 e8 15. Wd4

This is stronger than 15. Wd3 when Black responds with 15... Wf6. In this way, he attacks b2, and prepares ... e5. Black would obtain good play for the pawn.

### 15... b6

This logical move is not very popular in practice. Yet, Black achieves an almost ideal set-up in this way: ... e7, sometimes ... c5 and possibly doubling rooks on the d-file.

More common is 15... e5 when White keeps a small edge with 16. g5.

### 16. g5

Developing with tempo. The bishop may (eventually) be on its way to g3 (via h4)

to exchange a blocking piece. Other possibilities include 16. b3 and 16. e2.

### 16... f6 17. e4

Less good is 17. e3, after 17... a6 18. fe1 Wd7 19. ad1 ac8 20. Wd2 Wf5 21. h3 c2 Black had excellent counterplay in the game Halkias-Poliakov, Aviles 2000.

### 17... e7 18. f6

Or 18. ad1, but inferior is 18. fe1. For example: 18... xe1+ 19. xe1 c5 20. Wg4 e5 21. d1 Wd6 22. xf6 Wxf6 23. xd5 Wxb2.

### 18... c8 19. W4

Stronger than any of the alternatives. Thus, 19. d2 is met by 19... c5.

Black retrieves pawn d5 after 19. g3 c5 20. e6 Wxd6 21. Wa4 e7 (22. Wxa7? a5+). And if 19. b4 then 19... e7 (19... Wd7) 20. Wg4 Wd7.

### 19... e7



### 20. d2

This is clearly the best move in the position. A blunder would be 20. Wxa7? a8. White loses d5 after 20. g3 e3 21. hxg3 e5.

Beautiful variations may be calculated following 20. d4?: 20... e5 21. f5 d7 22. e6! (22. xd5 ex2+ 23. ex2 xd5 is less clear) 22... gxf6

(22...♙xh2+ 23.♚xh2 gxf6 24.♖xd5 ♗c7+ 25.♚g1 ♖xd5 26.♗b3 ♗e5 27.♗xd5+-) 23.♗g4+ ♚h8 24.♖xd5±. However, rather than 20...♙xd5 Black should play 20...♖e4! when he even gains a small edge after 21.♙g3 ♙xg3 22.hxg3 ♙xd5.

Still worse is 21.♗xa7? ♙xh2+ 22.♚xh2 ♖xh4+ 23.♚g1 ♗xd5 and Black wins.

**20...♖c5 21.♖ad1**

Not 21.♗xa7?? ♖a5.

**21...♖d7**

Also playable was 21...♗a8 22.♗b3 ♚h8.

**22.♗g4**

No good is 22.♘d4 due to 22...♖xd5 (22...♙xd5?! 23.♘f5) 23.♘e6 ♖xd2 24.♖xd2 (24.♘d8 ♖xd1+ 25.♗xd1 ♙xh2+ 26.♚xh2 ♖xd1 27.♘xb7 ♖d7+-) 24...♗e8 and Black is better.

**22...♚h8 23.♚h1**



An ingenious move in a position where White in all likelihood is not better. In many tactical lines Black has the move ...♙xh2 check at his disposal. Van Wely moves his king to h1 to avoid this annoying check. Besides, he sets Delemarre a neat trap. And in time trouble Black falls for it as well. Not good was 23.♘d4 ♖xd5 24.♘e6 (24.♘f5 ♙f8) 24...♖xd2 25.♘d8 ♖xd1+ 26.♗xd1 ♙xh2+

27.♚xh2 ♖xd1 28.♘xb7 ♖d7 and the knight is trapped. Also after 23.b4 ♖xd5 24.♖xd5 ♙xd5 25.♖xd5 ♙xh2+ 26.♚xh2 ♖xd5 White is certainly not better.

**23...♙c7**

Here Black should have played 23...g5!. This looks dangerous, but White has nothing decisive:

- 24.♙g3 ♙xg3 25.hxg3 ♖cxd5.
- 24.♘g5 fxg5 25.♙g5 ♖g7! 26.♙xd8 ♖xg4 and Black is better.
- 24.b4 ♖cc7 (24...♖b5!) 25.♙g3 ♙xg3 26.hxg3 ♙xd5 27.♗f5 ♙c6 28.♘d4 with a slight plus.

**24.d6**

Not 24.♘d4 ♖cxd5 25.♘e6 ♖xd2 26.♖xd2 ♗e7 27.♖xd7 ♗xd7 and Black is better.

**24...♙xd6**

There is nothing else: 24...♙xd6 fails to the lovely 25.♗xd7! ♗xd7 26.♖xd6 ♗e8 (26...♗xd6 27.♖xd6 ♖c1+ 28.♘g1+-) 27.♖d8 and wins, while 24...♙b8 25.♙g3 leaves Black in a horrible mess.

**25.♖xd6 ♙xd6 26.♗e6 ♙xf3**

White also wins after 26...♖c6 27.♙g3 ♗e7 28.♗xe7 ♙xe7 29.♖d7 ♖c1+ 30.♘g1.

**27.gxf3 ♗a8 28.♗xd6**

Naturally White must avoid 28.♖xd6? ♗xf3+ 29.♚g1 ♖c1+.

In time trouble Black played on until the time control:

- 28...♗xf3+ 29.♚g1 h5 30.♗d8+ ♚h7**
- 31.♗d3+ ♗xd3 32.♖xd3 ♖c2 33.♖b3**
- ♖c5 34.♙g3 ♖a5 35.a3 g5 36.h4 ♚g6**
- 37.♖c3 ♖b5 38.b4 a5 39.♖c4 axb4**
- 40.♖xb4 ♖xb4 41.axb4 b5 42.♚g2**

Black resigned.

# YOUR ROUND 2 PERFORMANCE

To keep track of your results, fill out this scorecard.

Combat No	Your Score	Your Performance
Combat 11		
Combat 12		
Combat 13		
Combat 14		
Combat 15		
Combat 16		
Combat 17		
Combat 18		
Combat 19		
Combat 20		
Your Average Combat Performance in Round 2		

**Good luck in Round 3!**

# Combat 21

## Hodgson-Sukharisingh

Germany Bundesliga 1996/97

### 1.d4 ♘f6 2.♙g5

The Trompovsky Opening, but considering the many successes of the White player it might well be named the Hodgson Attack.

### 2...♗e4 3.♙f4

The other logical bishop retreat is 3.♙h4. Hodgson has also experimented extensively with the bizarre 3.h4!?. How about the following game against Pia Cramling, Dos Hermanas 1992: 3.h4 c5 4.d5 g6 5.♚d3 ♗xg5 6.♚c3 ♜g8 7.hxg5 ♙g7 8.♚b3 c4 9.♚a3 b5 10.♞xh7 and White won after a long fight.

### 3...d5

Here 3...c5 4.f3 ♚a5+ represents a major alternative.

### 4.e3 ♙f5 5.f3 ♗f6 6.c4

It is too early to start a pawn offensive on the kingside. After 6.g4 ♙g6 7.h4 h5! 8.g5 ♗fd7 Black was OK in Hodgson-Nunn, Germany 1995, and Miles-Van Wely, Linares 1995. First the situation in the centre must be resolved.

### 6...c6

Too aggressive is 6...c5 for after 7.cxd5 ♗xd5 8.♙xb8! ♗xe3 9.♙b5+ ♙d7 10.♙xd7+ ♚xd7 11.♚e2 ♗xg2+ 12.♚xg2 ♜xb8 13.dxc5 White was winning in Adams-Van Wely, Tilburg 1996, although Black managed to draw somehow.

### 7.♗c3 e6 8.♚b3 ♚c8

This is a rather passive way of protecting b7. However, 8...♚b6 9.c5 ♚xb3 10.axb3 is clearly better for White. Black

cannot prevent b4-b5. Best is perhaps 8...b6, yet, this also brought White a pleasant edge in Hodgson-Pribyl, Germany 1996, after 9.g4 ♙g6 10.h4 h6 11.♗h3 ♙d6 12.0-0-0.

### 9.♞c1

Hodgson immediately takes advantage of the bad position of the queen on c8. From now on Black must constantly guard against threats along the c-file.

### 9...♗bd7 10.g4

Gaining space on the kingside is the correct strategy. Black is too passive to profit from any weaknesses that may ensue. Besides the text is the only right way to complete development, since 10.♗ge2 dxc4 11.♚xc4 ♗b6 12.♚b3 ♗fd5 would allow Black some breathing space.

### 10...♙g6 11.h4 h6 12.♗h3 dxc4

Giving up the centre to win some time to free his game. With hindsight 12...♙e7 would have been a better attempt.

### 13.♙xc4 ♗b6

As we have seen in the above game fragments Hodgson is a very creative player. So use your imagination to show that White is much better here.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14. ♖b5 10)** 14.e4(4)

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**14... ♗fd5**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15. ♙xd5 (6)**

---

**15... ♗xd5**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.e4 (8)** 16. ♘d6(1) 16. ♗d6+(1)

---

**16... ♗xf4**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. ♗xf4 (1)**

---

**17... ♖d7**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.d5 (10)**

---

**18... exd5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♗xd5 (3)**

---

**19... ♖c8**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. ♖c3 (9)**

---

**20... f6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.0-0 (7)** 21. ♖f2(5)

---

**21... ♙f7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. ♖fd1 (6)**

---

**22... ♙xd5**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.exd5 (4)** 23. ♖xd5(2)

---

**23... c5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24. ♖e1+ (3)** 24. ♖c4(3)

---

**24... ♖f7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25. ♖c4 (6)**

---

25...♙d6 Your Move: 26. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 26.♞e6 (4)

26...♙b8 Your Move: 27. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 27.♞ce1 (4)

27...♞he8 Your Move: 28. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 28.g5 (10)

28...hxg5 Your Move: 29. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 29.hxg5 (1)

29...a6 Your Move: 30. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 30.♚g4 (6) 30.g6+(1)

30...♞cd8 Your Move: 31. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 31.♚h5+ (2)

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Hodgson play as he did?



**14.♘b5**  
 Well played! White grasps the initiative

due to his lead in development and the awkward position of Black's queen on c8. Black's reply is forced. Weaker would have been 14.♙e2 ♘fd5. However, with 14.e4 ♘xc4 15.♚xc4 White could have claimed a tiny edge.

**14...♘fd5 15.♙xd5 ♘xd5 16.e4**  
 Again we see that Hodgson plays dynamic chess. White would have very little after 16.♙d6 ♚d7 17.♙xf8 ♞xf8. Likewise, the check on d6 promises nothing: 16.♘d6+ ♙xd6 17.♙xd6 ♚d7.  
**16...♘xf4 17.♘xf4 ♚d7**



The best chance. Now 18. ♖xg6 fxg6 19. ♖c3 0-0-0 would even be much better for Black so White is forced to play inventively. Note that 17... ♖d8 would fail to 18. ♖xe6 with an instant win.

**18.d5 exd5**

Forced as 18...cxb5 fails to 19.dxe6 ♖d4 (19...fxe6 20. ♖xg6) 20. ♖xb5+ ♔e7 21. ♖c7+ ♔f6 22.g5+ and mates.

**19.♖xd5**

White voluntarily forks both his knights, but his poor opponent can take neither of them because of the check on c7.

**19...♖c8 20.♖c3**

The trap that Black had set was 20. ♖xa7 ♖d8 21. ♖b5 ♔d6! and it is Black who wins! Not 21...cxb5?, though, because 22. ♖c7+ ♔e7 23.0-0 should win for White.

**20...f6**

For how else to develop the f8-bishop? On top of that Black prepares ...♔f7 to at least give one of his miserable bishops for a knight.

**21.0-0**

Hodgson quietly completes his development and involves the h1-rook into the game. The same objective is reached with 21. ♔f2.

**21...♔f7 22.♖fd1 ♔xd5 23.exd5**

Black has managed to close the d-file in the nick of time, but now he cannot avoid White becoming active along the e-file. Not completely illogical is 23. ♖xd5 to keep the d-file open. Black's best chance in that case is the ending following 23...cxd5 24. ♖xc8+ ♖xc8 25. ♖xc8+ ♔d7 26. ♖c7+ ♔e6.

**23...c5 24.♖e1+**

Just as good is the transposition 24. ♖c4 and 25. ♖e1+.

**24...♔f7 25.♖c4 ♔d6 26.♖e6 ♔b8 27.♖ce1 ♖he8 28.g5**



For a brief moment it appeared as if Black had reached a reasonable position, but the text ends all uncertainty. Black cannot prevent White's queen from decisively entering on the kingside.

**28...hxg5 29.hxg5 a6 30.♖g4**

Weaker is 30.g6+ after 30...♔xg6 (30...♔f8 31. ♖h4) 31. ♖g4+ ♔f7 32. ♖xf6+ ♔xf6 33. ♖xd7 ♖xe1+ 34. ♔f2 ♖ce8.

After Hodgson's move there is the threat of 31. ♖xf6+, and 30...♖xb5 is met by 31. ♖h5+ ♔f8 32.g6 ♖xe6 33. ♖xe6 and mates.

**30...♖cd8 31.♖h5+**

Black resigned.

# Combat 22

## Movsesian–Borriss

Bundesliga 2005/06

### 1.e4 e5 2.♘f3 ♘f6

The Russian or Petroff Defence has a drawish reputation, but play can become very sharp if both players are willing.

### 3.d4 ♘xe4

Black has a solid alternative in 3...exd4 4.e5 ♘e4 5.♖xd4 d5 6.exd6 ♘xd6.

### 4.♗d3 d5

The most natural move and in fact the main strategic idea behind the Petroff: Black preserves his knight in the centre, when White has to use his slight lead in development by either attacking the knight or undermining its position.

For players who love to shock their opponents there is 4...♘c6 Murey's highly original invention. Black retrieves the piece after both: 5.♗xe4 d5 and 5.d5 ♘c5 6.dxc6 e4.

### 5.♘xe5 ♘d7

Here 5...♗d6 is also played.

### 6.♘c3!?

This is a tricky line which suits Movsesian's style well. The main line runs 6.♘xd7 ♗xd7 7.0-0 and now 7...♗d6 or 7...♖h4.

### 6...♘xe5

The most popular move, but Black can also go for 6...♘xc3 7.bxc3 ♗d6.

### 7.dxe5 ♗b4

An enterprising move. Movsesian had some experience with 7...♘xc3 8.bxc3 and now:

– 8...♗e6?! (fairly solid is 8...♗e7 9.0-0 10.♖h5 g6 11.♖f3 ♗e6 Asrian-Erenburg, Sochi Russia tt 2006) 9.♖b1

(with gain of tempo White improves his rook) 9...♖c8 10.♗g5 h6 11.♗h4 ♗c5 12.0-0 c6 (12...0-0 13.♖h1 plans the annoying f4-f5) 13.♖h1 g5?! (now Black's king will never be safe again) 14.♗g3 ♖d7 15.f4 gxf4 16.♗h4! ♗e7 17.♖xf4 0-0-0 18.♖f1 b6? 19.♖xf7! and Black resigned in Movsesian–Weglarz, Litomysl 1995.

– Usually Black develops the bishop more actively on c5 with 8...♗c5 9.♖h5!? ♗e6 10.♖b1 (10.0-0 ♖d7 11.♗g5 ♗f5 12.♖ab1 ♗xd3 13.cxd3 0-0 14.d4 ♗b6 15.♗e3 ♖ac8 16.f4 was better for White in Movsesian–Navara, Prague blitz 2005) 10...♖d7 (10...♗b6 11.0-0 ♖d7 12.♗g5 h6 13.h3?! ♗f5 14.a4?! ♗xd3 15.cxd3 ♖f5 was good for Black in the internet blitz game Movsesian–D.Fridman, playchess.com 2005) 11.♗g5 h6 12.0-0 ♖g8 13.♗d2 0-0-0 14.♖h1 ♖de8 15.♖f3 ♗g4 16.♖g3 and White's position was preferable in Movsesian–Haba, Czechia 2004.

Coming back to 7...♗b4, it is clear that Black attempts to grasp the initiative. He aims to exploit the pin, and is ready to castle kingside and bring his king into safety. How would you respond to the challenge?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 8. \_\_\_\_\_

Your Score: \_\_\_\_\_

**8.0-0 (5)**

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**8...♗xc3**

Your Move: 9. \_\_\_\_\_

Your Score: \_\_\_\_\_

**9.bxc3 (1)**

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**9...♙xc3**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♖b1 (3) 10.♙a3(1)**

---

**10...♙e6**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♗xb7 (4) 11.f4(2) 11.♙a3(2)**

---

**11...♙xe5**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.♔h5 (6) 12.♖e1 (5) 12.f4(2)**

---

**12...♙f6**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♖e1 (5) 13.♙f4(5) 13.♙a3(2)**

---

**13...g6**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♔h6 (4)**

---

**14...a6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♙f4 (5)**

---

**15...♙c3**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♖xe6+ (7)**

---

**16...fxe6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♙xg6+ (5) 17.♖xc7(5)**

---

**17...hxg6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♔xg6+ (1)**

---

18... ♖f8

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19. ♖xc7 (4) 19. ♜xc7 (2)

Black resigned.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Movsesian play as he did?



#### 8.0-0

White is forced to sacrifice a pawn, for responding to the threat means losing a vital tempo and the advantage. Thus 8. ♖xe4 ♖xc3+ 9. bxc3 dxe4 10. ♗xd8+ ♗xd8 is merely equal. While 8. ♖d2 does not come into consideration because both 8... ♖xd2 and 8... ♖xc3 9. ♖xc3 ♖xc3 10. bxc3 0-0 are more than fine for Black.

#### 8... ♖xc3

This is risky. The alternative is 8... ♖xc3 9. bxc3 and now not 9... ♖xc3 10. ♗e1 with excellent compensation for the pawn, but 9... 0-0 or 9... ♖e6 are better here with about equal chances. Wrong is 9... ♖c5? 10. ♖a3! b6 11. ♖xc5 bxc5 12. c4 d4 13. ♗f3 ♖d7 14. ♗d5 with a winning edge in Oral-Rozentalis, Montreal 2001. A remarkable opening disaster

by Petroff expert Rozentalis. This demonstrates that 6. ♖c3 is well worth investigating.

A blunder is 8... ♖c5? due to 9. ♖xd5 winning a pawn. Korneev-Razmyslov, Coria del Rio 2005.

#### 9. bxc3 ♖xc3 10. ♜b1

This simple move keeps the pressure (as 10... 0-0 does not solve Black's problems due to 11. ♖xh7+ see the next comment). Having invested only one pawn White's compensation is more than sufficient.

More imaginative is 10. ♖a3 which might work after 10... ♖xa1 11. ♗xa1 ♖e6 (11... b6 12. e6+-) 12. f4 and at the very least White has dangerous attacking chances for the exchange: Black's king is not safe in the centre and has difficulty escaping.

However, Black can now develop with 10... ♖e6. In the game – after 10. ♜b1 – White now retrieves the pawn. Here after 11. ♜b1 Black has 11... ♖xe5 and now: – 12. ♗h5 ♖d6 13. ♖b2!? ♖f8 and White's initiative is hardly worth two pawns, or 13. ♖xd6 ♗xd6 14. ♜xb7 h6 15. f4 0-0 16. f5 ♖c8 with a healthy pawn up.

– 12. ♜xb7 ♖d6 13. ♖b5+ ♖f8 14. ♖xd6+ ♗xd6 when he has clearly less worries than in the game.

**10...♙e6**

Principled but dangerous. It must be said that the alternatives offer no relief either as several games of Oleg Korneev testify.

Very bad is 10...♗f8 11.f4 h5 12.♙d2 ♙g4 13.♖e1 ♙d4+ 14.♙e3 ♙b6 15.f5 c5 16.c4! d4 17.♙d2 and White was already winning in Korneev-Gonzalez Manchon, Naval Moral 2000.

Just as suspect is 10...♖e7 11.f4 (11.♖b3 ♙xe5? (11...♙b4) 12.♖e1 0-0 13.♖h5 f5 14.♙f4 and Black threw in the towel. 1–0 Sax-Nunn, Brussels 1985) 11...c6 12.♗h1 h5 13.♖b3 ♙b4 14.f5 with a huge advantage in Korneev-Svendsen, Sitges 2004.

Perhaps Black should acquiesce in 10...0-0 11.♙xh7+ ♗xh7 12.♖d3+ ♗g8 13.♖xc3 and White has retrieved his pawn, with a slightly better position. Despite the opposite-coloured bishops Black has no easy life as practice has borne out.

13...♖d7 (13...d4 14.♖g3 ♖d7 15.c3 d3 16.♖d1 with better chances Roiz-Fridman, Pardubice 2002) 14.♖b4 ♖c6 15.♖xc6 bxc6 16.♙e3 ♙f5 17.c3 ♖fb8 18.♖xb8+ ♖xb8 19.♙xa7 ♖a8 20.♙e3 ♖xa2 This may look drawish due to the opposite-coloured bishops. Korneev's technique was well worth seeing and he won in Korneev-Kolev, Mondariz Balneario 2002.

**11.♖xb7**

There is some sense in 11.f4 but Black has a stubborn defence in the form of 11...f5 12.♖h5+ g6 13.♖h6 ♗f7 as Movsesian has pointed out. 11.♙a3 transposes to a previous note.

**11...♙xe5**

Very dangerous, but in reply to 11...0-0 White still has 12.♙xh7+.

**12.♖h5**

A strong move of course, White involves

the queen in the attack. Yet other moves also keep the attack going. Quite good is 12.♖e1, and 12.f4 ♙d4+ 13.♗h1 is also somewhat better for White.

**12...♙f6 13.♖e1**

Again White's position is so strong that this is not the only right move. It surely makes sense to involve the dark-squared bishop straight away with 13.♙f4 or 13.♙a3.

**13...g6**

Like it or not, Black had to play 13...♗f8 when 14.♙f4 gives White all the chances.

**14.♖h6**

This keeps Black's king in the centre (and threatens 15.♙b5+), which is why no points are given for 14.♙b5+ ♗f8 15.♖f3 ♗g7 when White is better after 16.♙f4 but not winning as in the game.

**14...a6 15.♙f4 ♙c3**

Now Black loses spectacularly.



**16.♖xe6+ fxe6 17.♙xg6+**

Movsesian chooses a pretty line, but the prosaic 17.♖xc7 wins just as quickly.

**17...hxg6**

There is no escaping as 17...♗d7 fails to 18.♙f7.

**18.♖xg6+ ♗f8**

Or 18...♗d7 19.♖xc7+ ♖xc7 20.♖f7+.

**19.♙xc7**

Stronger than 19.♖xc7 ♖xc7 20.♙xc7 which should also win in the end. After the text Black resigned.

# Combat 23

## Ponomariov-Kramnik

Linares 2003

### 1.e4 c5 2.♟f3 ♞c6 3.♞b5 g6

For 3...e6 see Sadvakasov-Van Wely.

### 4.♞xc6

This system has gained in popularity in recent years. White opts for a strategically simple position where he hopes to exploit his slightly superior pawn structure. They used to play: 4.0-0 ♞g7 5.c3 ♟f6 6.♞e1 0-0 7.d4 cxd4 8.cxd4 d5 9.e5 ♟e4 10.♟c3. In the game Kasparov-Shirov, Linares 2002, Black was no worse after 10...♞f5 11.♟h4 ♞e6 12.♞xc6 bxc6 13.♟a4 g5! 14.♟f3 f6.

### 4...dxc6

Here it is correct not to take back towards the centre. The open d-file brings him central control, and the light-squared bishop can be developed.

### 5.h3

This little pawn move fits in with the whole set-up. Ponomariov intends ♟c3, d3, ♞e3 and ♞d2. By playing 5.h3 he avoids both ...♞g4 (which brings control over square d4), and ...♟g4 (attacking the important dark-squared bishop).

### 5...♞g7 6.d3 ♟f6 7.♟c3 ♟d7

This gives White fewer possibilities than 7...0-0 when White goes 8.♞e3 and ♞d2 to possibly trade the fianchetto bishop. In that case, White retains the option of castling kingside or queenside.

### 8.♞e3 e5

Black intends to fully control the d4-square. Given the right circumstances he will start the manoeuvre ...♟d7-f8-e6-d4.

### 9.♞d2 h6

This prevents ♞h6, but it has the drawback that Black's king will remain in the centre for some time to come.

### 10.0-0 ♞e7

Since the centre is closed, play will develop along the flanks. White may prepare the advance of the f-pawn with 11.♟h2. He can also play on the other side pushing b4. Ponomariov starts on the queenside with:

### 11.a3

A complex situation with chances for both sides. Black must still complete his development and anticipate White's breaks with either b4 or f4. In the long run, Black's chances could be preferable in view of his bishop pair. Can you play like Kramnik?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

11...♗f8 (6) 11...a5(4) 11...b6(4)

---

**12.b4**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

12...♗e6 (4)

---

**13.♗a4**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

13...b6 (4) 13...♗d4(3)

---

**14.♗h2**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

14...f5 (8) 14...♙a6(4) 14...♙b7(4)

---

**15.f3**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

15...f4 (7)

---

**16.♙f2**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

16...h5 (5) 16...g5(4)

---

**17.bxc5**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

17...b5 (5)

---

**18.♗b2**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

18...g5 (7)

---

**19.d4**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

19...exd4 (3) 19...♗xd4(1)

---

**20.♗d3**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

20...♗xc5 (2)

---

**21.♗xc5**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

21...♔xc5 (1)

---

**22.♖fd1**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

22...♙e6 (4)

---

23. ♖b4

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

23... ♖b6 (8) 23... ♖xb4(5) 23... ♖xc2(1)

24. a4

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

24... c5 (5)

25. ♖xb5+

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

25... ♖xb5 (2) 25... ♖f7(1)

26. axb5

Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_

26... ♖f7 (3) 26... 0-0(1)

27. ♖a5

Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_

27... ♖hb8 (4)

28. ♖f1

Your Move: 28... \_\_\_\_\_

Your Score: \_\_\_\_\_

28... ♖e5 (6) 28... ♖b7(3) 28... ♖c4(3)

29. ♖da1

Your Move: 29... \_\_\_\_\_

Your Score: \_\_\_\_\_

29... d3 (9) 29... ♖b7(4) 29... ♖f6(4)

30. ♖xa7+

Your Move: 30... \_\_\_\_\_

Your Score: \_\_\_\_\_

30... ♖f6 (5)

31. ♖xa8

Your Move: 31... \_\_\_\_\_

Your Score: \_\_\_\_\_

31... ♖xa8 (1)

32. ♖xa8

Your Move: 32... \_\_\_\_\_

Your Score: \_\_\_\_\_

32... dxc2 (1)

And Black is winning.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_

**Your Combat Performance:** \_\_\_\_\_

## Why did Kramnik play as he did?



### 11...f8

The start of the earlier-mentioned knight manoeuvre. Black can also prevent b4 with 11...a5 or protect c5 and prepare to develop his queenside with 11...b6.

### 12.b4 e6

This is clearly strongest. Weak is 12...cxb4?! 13.axb4 ♖xb4? 14.♙xa7! and White wins because of: 14...♔d6 (14...b6 15.♚fb1; 14...♗e7 15.♙c5) 15.♙c5 ♖b8 16.♙d6.

Unattractive is 12...b6?! due to 13.bxc5 bxc5 14.♘a4 ♘e6 15.♗c3.

### 13.♘a4 b6

Wrong is 13...cxb4?! 14.axb4 and because of the threat of 15.♘b6 Black is now forced to play 14...♘c7. However, also good was 13...♘d4!? 14.♘h2 b6 as in Ulibin-Degerman, Stockholm 1996.

### 14.♘h2

Preparing to attack h6 with ♘g4, and to play f4 eventually. In case of 14.bxc5 there would have followed 14...b5. And 14.♗c3 would have been strongly met by 14...♘d4!.

### 14...f5

With this powerful move Black grasps the initiative. The threat is ...f4 winning a piece. Also not bad are: 14...♙a6 and 14...♙b7.

### 15.f3 f4

Gaining space on the kingside and preparing a pawn storm just like in the King's Indian.

### 16.♙f2 h5

Also good is 16...g5. White cannot afford to wait passively which is why Ponomarev now plays 17.bxc5.

### 17.bxc5 b5

It was simply bad to play 17...bxc5? because of 18.♗c3 ♘d4 19.♙xd4 exd4 20.♗xc5.

### 18.♘b2 g5

Much stronger than 18...♘xc5 19.♗c3! ♙f8 20.d4 and White is better.



### 19.d4

What else? Otherwise Black will just play 19...♘d4 with ...g4 to follow. A sample line: 19.♗c3 ♘d4 20.♚fe1 a5! (even better than 20...g4) and ...g4.

### 19...exd4

Less clear is 19...♘xd4 20.♙xd4 exd4 21.♘d3.

### 20.♘d3 ♘xc5

This is forced for otherwise White gains counterchances with 21.e5.

### 21.♘xc5 ♗xc5 22.♚fd1 ♙e6

An attack on the king is no longer on the cards, but Kramnik has a tremendous positional edge by now.

**23. ♖b4**

Inferior is 23. ♕xd4 ♕xd4+ 24. ♖xd4 ♖xd4+ 25. ♜xd4 ♚e7 and the ending is just lost.

**23... ♖b6**

Technically inferior is 23... ♖xb4 due to 24. axb4 d3 25. cxd3! ♕xa1 26. ♜xa1. Despite the loss of an exchange White has considerable drawing chances.

23... ♖xc2 earns you one point as long as you intended to continue after 24. ♕xd4 with 24...0-0-0. However, instead of 24. ♕xd4 White has 24. ♖d6, or 24. ♜ac1 ♖b3 25. ♕xd4 ♖xb4 26. axb4 ♕xd4+ 27. ♜xd4 ♕c4 28. ♜d6 and White is certainly no worse.

**24.a4**

Black wins without effort after 24. ♖d6 c5.

**24...c5**

Excellent play by Kramnik who steers the game towards a superior endgame. Bad is 24...a5? 25. ♖d6. White also gets fully back into the game after 24...♕c4 25.a5 ♖c7 26. ♖c5. For example: 26...d3 (26...♕e5 27. ♕xd4) 27. cxd3 ♕xa1 (27...♕b3 28. ♖xg5) 28. dxc4.



**25. ♖xb5+ ♖xb5**

This is slightly better than 25...♚f7.

**26. axb5 ♚f7**

The king can play purposefully in the ending, which is why the text is preferable to 26...0-0.

**27. ♜a5 ♜hb8 28. ♚f1 ♕e5**

Threatening 29...♕c7 and more or less forcing the game continuation. Also not bad are 28...♖b7 and 28...♕c4.

**29. ♜da1 d3**

Accurate till the end. This combination constitutes the fastest win. Also good are 29...♖b7 and 29...♚f6. Bad, however, is 29...♕c4? 30. b6 ♜xb6 31. ♜xc5 and White is better!

**30. ♜xa7+ ♚f6**

This was the point. Bad, of course, is 30...♜xa7 31. ♜xa7+ ♚f6 32. cxd3.

**31. ♜xa8 ♜xa8 32. ♜xa8 dxc2 33. ♜f8+ ♚g6**

Also good is 33...♕f7.

**34. ♜e8 ♚f7 35. ♜f8+!**



**35...♚g6**

The trick was 35...♚xf8 36. ♕xc5+ ♚f7 37. ♕a3. However, even here Black wins with 37...♕d4+ 38. ♚h2 ♕c4 39. ♚d2 ♕xb5 40. ♚b3 ♕e3.

**36. ♜e8 ♕c4! 37. ♜xe5 c1♖ 38. ♜xc5 ♖xf1+ 39. ♚h2 ♖xf2 40. ♜xc4 g4**

And Ponomariov resigned. The game is over after 41. hxxg4 hxxg4 42. fxxg4 f3.

# Combat 24

11...g5!?

## Kasparov-Morozevich

Wijk aan Zee 2000

**1.d4 d5 2.c4 c6 3.♘c3 ♘f6 4.♘f3 dxc4  
5.a4 ♙f5 6.♘e5 ♘bd7**

An old variation that was tested extensively in the matches for the World Championship between Alekhine and Euwe. Entering the long theoretical line 6...e6 7.f3 ♙b4 8.e4 ♙xe4 9.fxex4 ♘xe4 10.♙d2 ♚xd4 11.♘xe4 ♚xe4+ 12.♚e2 ♙xd2+ 13.♙xd2 is of course not the sort of thing to do against Kasparov who may be expected to have something up his sleeve. In general, deep opening preparation is clearly not Morozevich's forte. He founders in slightly unusual positions where he can use his imagination to good effect. However, for this game he had prepared a remarkable opening concept.

**7.♘xc4 ♚c7**

Black intends to push ...e5 to do something about his space disadvantage. At the start of the 21st century 7...♘b6 8.♘e5 a5 became a popular alternative.

**8.g3**

Not only preparing the bishop fianchetto but also ♙f4.

**8...e5 9.dxe5 ♘xe5 10.♙f4 ♘fd7  
11.♙g2**

This is stronger than releasing the tension with 11.♘xe5 ♘xe5 as occurred in two of Morozevich's games:

– 12.♙g2 ♚a5 13.♚b3 0-0-0 Rogozenko-Morozevich, Kishinev 1998.

– 12.♚d4 f6 13.a5 a6 14.♙g2 ♜d8 15.♚a4 ♙c5 16.0-0 ♜d4 17.♚a2 ♚e7 18.♜ac1 ♜b4 and Black was fine in Iskunikh-Morozevich, St Petersburg 1998.



At the highest level this may be called the stem game of what has in the last six years become a full-grown theoretical variation. It would be highly deserving if eventually the whole line would be called the Morozevich Variation. Not only because of his cheek to play it against Kasparov in such an important game, but also because of his efforts in the years to come to uphold his line against impressive opposition.

By the way, later in this same tournament Morozevich went for the 'respectable' 11...f6 against Anand.

**12.♘e3**

A strong 'positional' continuation that in the years that followed this game has become the main line. But that is only natural, for who would not want to follow in Kasparov's footsteps? Black has experienced no particular difficulties after 12.♙xe5 ♘xe5 13.♚d4 f6. White wins a pawn after 12.♘xe5 gxf4 13.♘xd7 and now 13...0-0-0! 14.♚d4 ♚xd7 15.♚xf4 ♙d6, when Black has sufficient compensation as was demonstrated in numerous games.

**12...gxf4 13.♘xf5 0-0-0 14.♚c2**

No good is 14.gxf4, for Black gets too much for the pawn after 14...♘c5 15.♚c2 ♘c4.

Even worse in this line is: 15.♘d5 cxd5 16.fxe5 ♖xe5 and Black is fine as 17.♗d4? is met by 17...♗xf5 18.♗xh8 ♘d3+!

**14...♘g4?!**

It is only this dubious move that gets Black into trouble. In the game Kramnik-Morozevich, Astana 2001, Black played 14...♘c5 15.0-0 ♘e6 (15...fxg3 16.hxg3 a5 is good too) 16.♙ad1 ♘c5 17.♘e4 ♘b4. Morozevich repeated this sequence against Bareev in the 2002 Corus tournament. He later also tested 14...fxg3 and 14...♗b8.

The text leads the knight astray, although it takes Kasparov's next – brilliant – move to conclusively prove this.

**15.a5!**



The star move! Not only does White threaten to destroy Black's defences with a6, he also prepares to use the rook along the fourth rank with ♖a4 when it suddenly becomes clear why the knight is badly placed on g4.

In case of 15.0-0 Black could play for a kingside attack with 15...h5. To illustrate the depth of Kasparov's opening preparation in general: after this game his second Dokhoian mentioned that Kasparov had already tested 15.0-0 in some training blitz games! So the Kasparov team had already found the novel 11...g5 themselves, and had analysed it!

**15...fxg3**

Here 15...a6 16.♙a4 would be even worse.

**16.hxg3 a6 17.♙a4**

Consistent and strong. 17.0-0 h5 is still OK for Black.

**17...♘f6 18.♘e4**

After 18.♘h3!? Black has to find the accurate 18...♘e5! when White has no dangerous discovered check.

**18...♗xe4**

Much better according to Kasparov was 18...♘d5 when the lines fork:

– 19.♘ed6+ ♘xd6 20.♘xd6+ ♙xd6 21.♗f5+ ♗b8 22.♗xg4 with a somewhat better position.

– 19.♘c5 and White has a slight edge, but Black has two playable moves in 19...h5 and 19...♗b8. Bad, however, is 19...♘b4? because of 20.♙xb4 ♗xa5 21.♘e7+! ♘xe7 22.♗f5+ ♗b8 23.♘d7+ ♙xd7 24.♗xa5.

**19.♘xe4**

Not 19.♗xe4 ♙d1+ or 19.♙xe4 ♗xa5+.

**19...h5 20.♗f1**

White wants to bring his king into safety, but not by castling! Dangerous is 20.0-0 h4, while 20.♘f3 is met by 20...♗e5.

**20...♗b8**

White has a considerable positional advantage. Can you bring the point home as Kasparov did?



**The Combat begins. Good Luck!**

The Chess Combat Simulator – Round 3

---

**You are White**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. ♖g2 (3)**

---

**21... ♗e7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. ♘xe7 (7) 22... ♕f3 (2)**

---

**22... ♖xe7**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23. ♕f3 (5)**

---

**23... ♘e5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24. ♕xh5 (4)**

---

**24... ♖e6**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25. ♖c3 (7) 25. ♜hh4 (3)**

---

**25... f6**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26. ♜ah4 (4)**

---

**26... ♖f5**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

**27. ♕f3 (4)**

---

**27... ♜xh4**

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

**28. ♜xh4 (1)**

---

**28... ♖b1**

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

**29. ♜h1 (4)**

---

**29... ♜d1**

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

**30. ♜xd1 (1)**

---

**30... ♖xd1**

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

**31. b4 (4) 31. ♖c5! (7)**

---

**31... ♖c7**

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

**32. ♖c5 (5)**

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32...♔d6 Your Move: 33. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 33.♔xd6+ (5)

33...♕xd6 Your Move: 34. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 34.♖e4 (4)

34...♗c4 Your Move: 35. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 35.♗d3 (5) 35.♕f3(2)

35...♗b2 Your Move: 36. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 36.f4 (4) 36.g4(3) 36.♕f3(1)

36...♗d1 Your Move: 37. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 37.g4 (3) 37.♕f3(3)

37...♗e3+ Your Move: 38. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 38.♕f3 (2)

38...♗d5 Your Move: 39. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 39.♕e4 (4) 39.♗c4(4)

39...♗xb4 Your Move: 40. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 40.♗c4 (4) 40.♕f5(4)

40...c5 Your Move: 41. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 41.g5 (3) 41.♕f5(3)

41...fxg5 Your Move: 42. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 42.fxg5 (1)

42...♕e7 Your Move: 43. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 43.♕f5 (3)

♗c2 Your Move: 44. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 44.♕e5 (5)

43...♖e3

Your Move: 45. \_\_\_\_\_

Your Score: \_\_\_\_\_

45.♙e6 (5)

And Morozevich resigned.

Maximum score: 97 (100)

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

### Why did Kasparov play as he did?



21.♔g2 ♙e7 22.♗xe7

A move that is reminiscent of the famous Fischer-Petrosian game where Fischer also gave up a strong knight for a seemingly worse bishop. Always remember that it is not important which pieces are traded, but which pieces remain on the board.

In the resulting position Kasparov's bishop will be superior to the knight. Less good is 22.♙f3 when Black plays 22...♙f6 keeping his bishop. The opposite-coloured bishops promise him drawing chances.

Even worse is 22.♞d1?! ♞xd1 23.♚xd1 h4.

22...♚xe7 23.♙f3 ♗e5

White has a huge positional advantage in all lines: 23...♗f6 24.♚f5, 23...♚g5 24.♞b4, 23...♚e6 24.♚c5 ♗f6 25.♞b4.

24.♙xh5

Certainly not 24.♞xh5? ♗xf3 winning

24...♚e6 25.♚c3

A powerful move defending the a5-pawn, and preparing to double on the h-file.

A playable alternative is 25.♞hh4. Weaker, however, is 25.♞ah4 ♚d5+!

25...f6

Or 25... ♚f5 26.♞f4 ♚g5 27.♞fh4.

26.♞ah4 ♚f5 27.♙f3 ♞xh4 28.♞xh4 ♚b1 29.♞h1

Not allowing his opponent any counterplay as in the cases of: 29.♞d4 ♞h8 and 29.♙e4 ♚d1.

29...♞d1 30.♞xd1 ♚xd1



31.b4?!

Here it is possible to improve upon Kasparov's play! You will gain more points for 31.♚c5!. That move, immediately indicated after the game by

Kasparov, does not allow Black's queen access to the d6-square. A sample line runs 31...♖xf3 32.♔xf3 ♚b3+ 33.♚c3. Nevertheless, the ending after 31.b4 remains won for White.

**31...♖c7 32.♚c5 ♚d6 33.♚xd6+ ♔xd6**



**34.♗e4 ♖c4 35.♗d3**

Or 35.♔f3 ♔e5.

**35...♖b2 36.f4**

Not much worse is 36.g4, but 36.♔f3 is weaker, as White needs a passed pawn as soon as possible.

**36...♖d1 37.g4**

Or 37.♔f3.

**37...♖e3+ 38.♔f3 ♖d5 39.♔e4**

Equally good is 39.♗c4.

But not 39.g5 fxg5 40.fxg5 ♔e5.

**39...♖xb4 40.♗c4**

Or 40.♔f5.

**40...c5**

40...♖d5 41.♗xd5 and White wins the pawn ending.

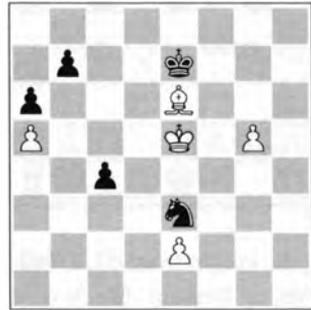
**41.g5**

41.♔f5.

**41.g5 fxg5 42.fxg5 ♔e7 43.♔f5 ♖c2**

**44.♔e5 ♖e3 45.♗e6 c4**

Morozevich resigned without waiting for Kasparov's reply.



White wins the pawn race after 46.g6 c3 47.g7 c2 48.g8♚ c1♚ 49.♚f7+ ♔d8 50.♚d7 mate.

# Combat 25

## Malakhov-Dvoiris

Moscow 2004

1.♠f3 c5 2.e4 ♘c6 3.♙c3 d6 4.d4 cxd4  
5.♗xd4 ♗f6 6.♙g5 ♖b6



Chasing the knight from d4, a well-known plan in many Sicilians. Much more common is 6...e6 (see also Motylev-Iskusnikh elsewhere in this book), when 7.♖d2 ♗e7 8.0-0-0 0-0 9.♗b3 ♖b6 10.f3 ♗d8 is one of the main lines. After the continuation 11.♗e3 ♖c7 12.♖f2 we would reach a position from the main game via transposition.

7.♗b3 e6 8.♖d2

Taking on f6 is not critical. Black has a decent game after 8.♗xf6 gxf6 9.♖d2 a6 10.0-0-0 h5 11.f4 ♗d7. In the game Kurnosov-Ernst, Groningen 2003, there followed: 12.♗e2 ♗c8 13.♗b1 ♗a5 14.e5 ♗xb3 15.axb3 ♗c6 16.f5 dxe5 17.fxe6 fxe6 18.♖d3 ♗f7 19.♖h3 and now Black blundered with 19...♖f2? and resigned after 20.♗hf1. Ernst did not wait to see if his opponent would find the lovely win after 20...♖xg2: 21.♗d7+! ♗e7 22.♗xh5+ ♗f8 23.♗xf6+! ♗xf6 24.♖xe6 and mates.

8...♗e7 9.f3 0-0 10.♗e3

10.0-0-0 ♗d8 11.♗e3 is also possible and once again transposes to a main line.

10...♖c7 11.♖f2

At this specific moment a novelty. Customary are 11.g4 and 11.0-0-0. A few examples:

– 11.g4 a6 12.g5 ♗d7 13.h4 b5 14.a3 ♗de5 15.♗e2 ♗b8 16.h5 b4 with a sharp game in McDonald-Gufeld, Hastings 1988/89.

– 11.0-0-0 a6 12.g4 b5 13.♗b1 ♗d7 14.f4 ♗b6 15.♖f2 ♗a4 Karpov-Sosonko, Waddinxveen 1979.

– 11.0-0-0 ♗d8 12.♖f2 d5! 13.exd5 ♗xd5 14.♗xd5 ♗xd5 15.♗xd5 exd5 16.♗b1 ♗f6 17.♗b5? ♖e5! 18.c3?? (18.♗c1=) 18...♗f5+ (or the immediate 18...d4–+) 19.♗a1 d4 and Black wins a piece, Perunovic-Todorovic, Ulcinj 1998.

The idea of the novel 11.♖f2 is to prevent a set-up with 11...a6. It loses valuable time though. Can you demonstrate, like Dvoiris, that it is not advisable to leave the well-trodden paths at this stage?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

**11...d5 (12)** 11...♖d8(8)

**12.exd5**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

**12...♗b4 (12)** 12...♗xd5(5) 12...exd5(3)

**13.dxe6**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

**13...♙xe6 (2)**

**14.♗d4**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

**14...♖ad8 (10)**

14...♖fd8(7) 14...♗fd5(6) 14...♗bd5(6)

**15.a3**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...♗bd5 (4)**

**16.♗xe6**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...fxe6 (1)**

**17.♗xd5**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♗xd5 (6)** 17...♖xd5(5)

**18.♙d3**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♖e5 (10)** 18...♙f6(8)

**19.♙e4**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♗f6 (11)** 19...♖xb2(4) 19...♗xe3(4)

**20.♖h4**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♙xa3 (12)** 20...♖xb2(3)

**21.0-0**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♙xb2 (3)**

22. ♖a1 Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_ 22... ♖xd1 (4) 22... ♖a8(3)

---

23. ♖xd1 Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_ 23... a5 (5) 23... ♗xe4(4)

---

24. ♗c1 Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_ 24... ♗d4+ (4) 24... ♗xc1(4)

---

25. ♖h1 Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_ 25... ♗xe4 (4)

---

And Black went on to win. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

### Why did Dvoiris play as he did?



#### 11...d5!

A very powerful move, at least as long as Black is prepared to sacrifice a pawn. Normal (and not bad) would be 11... ♖d8. Less good, though, is 11... a6?! because of 12. ♗a4.

#### 12.exd5 ♗b4

This sacrifice is justified in view of White's (lack of) development. White

would be slightly better after both 12... ♗xd5 13. ♗xd5 exd5 14.0-0-0 and 12...exd5 13.0-0-0.

#### 13.dxe6

Black has an excellent position after 13. ♗b5 ♖e5! (even stronger than 13... ♖xc2 14.d6 ♗d8) 14.d6 ♗xc2+ 15. ♖xc2 ♖xe3+ 16. ♖e2 ♖xe2+ 17. ♗xe2 ♗d8.

#### 13... ♗xe6

Black has completed his development. White's main problem is his king which cannot find a good hiding place at present.

#### 14. ♗d4

In order to eliminate the powerful bishop on e6, and to protect c2.

Castling queenside is no good, and as long as the light-squared bishop is not developed it is impossible to castle

kingside. Naturally 14.0-0-0 is met by 14...♖xa2+ 15.♖xa2 ♕xb3.

**14...♖ad8**

There are plenty of reasonable alternatives: 14...♖fd8, 14...♖fd5 and 14...♖bd5.



**15.a3**

White must chase away the knight to bring his king into safety. Some variations to illustrate White’s plight:

– 15.0-0-0 ♖xa2+ 16.♖xa2 ♕xa2 when 17.b3?? fails to a lot of things: 17...♕a3+, 17...♖c3 and 17...♕xb3.

– 15.♕b5 ♖bd5 16.♖xd5 ♖xd5 17.♖xe6 fxe6 18.0-0-0 ♖c3! is an excellent rejoinder. For example, 19.bxc3 ♕a3+ 20.♖b1 ♖xc3 21.♕d4 ♖b4+ 22.♖a1 ♖xb5.

– 15.♕e2? ♖xd4 16.♕xd4 ♖xc2+ and wins.

– 15.♖xe6 fxe6 and the position of White’s king remains problematic.

**15...♖bd5 16.♖xe6 fxe6 17.♖xd5 ♖xd5**

Not 17...exd5? 18.♖d2. However, also not bad is 17...♖xd5!? 18.♕d3 ♖e5! because of 19.0-0-0 (19.♖e2 ♕c5–+) 19...♖g4.

**18.♕d3**

Remarkably enough White is already lost if he would castle here. The tactics after 18.0-0-0 ♖xe3 19.♖xe3 (19.♖xd8?? ♖xd8 20.♖xe3? ♕g5) 19...♖b6!

20.♖e1 (20.♖xb6 ♕g5+) 20...♕g5+ 21.♖b1 ♕f6 22.b3 ♖a5 23.♖a2 ♖c3! 24.♖xc3 ♖xd1! result in the win of an exchange.

**18...♖e5!**

This double attack is very strong and forces White’s next. Another good move is 18...♕f6.

However, Black should not play 18...♖xe3? 19.♖xe3 ♕c5 when the white king escapes after 20.♖xe6+ ♖h8 21.0-0-0.

**19.♕e4 ♖f6**

Again Dvoiris continues in the most dynamic way. White may save himself after other moves. For example, 19...♖xb2 20.0-0 and 19...♖xe3 20.♖xe3 ♖xb2 21.0-0 with a slight black plus in both cases.

**20.♖h4**

This move appears to save White, but Dvoiris has prepared an artistic retort. Other moves would lose too:

- 20.♕d3 ♖g4.
- 20.0-0?? ♖xe4 or 20...♖g4.
- 20.♖e2 ♖xe4 21.fxe4 ♖xb2.
- 20.♖g3 ♖xb2 21.0-0 ♖xe4 22.fxe4 ♖xc2.



**20...♕xa3!**

This echoes one of the most famous combinations in the history of chess, Mikenas-Bronstein, Tallinn 1965:



24...♖xa3 0-1.

Instead of the beautiful 20...♙xa3 the more mundane 20...♖xb2 21.0-0 would lead to an equal position.

**21.0-0**

Impossible is 21.♖xa3 ♖xb2 22.♖xa7 ♖b1+ 23.♙f2 ♖xh1 and Black wins.

**21...♙xb2**

Black is simply a pawn up now, as

22.♖xa7? fails to 22...♙d4.

**22.♖ad1 ♖xd1**

Also strong is 22...♖a8 to march with the a-pawn. Not 22...♙xe4? 23.♖xd8 though.

**23.♖xd1 a5**

Even stronger than the immediate 23...♙xe4.

**24.♙c1 ♙d4+**

Black also wins after 24...♙xc1 25.♖xc1 ♖d4+ 26.♙h1 ♙xe4 27.♖xe4 ♖xe4 28.fxe4.

**25.♙h1 ♙xe4**

Liquidating into an easily won ending. A losing blunder would be 25...a4? 26.♖xd4 ♖xd4 27.♙xh7+.

**26.♖xe4 ♖xe4 27.fxe4 b5 28.g3 e5**

**29.♙d2 b4 30.♙e1 ♖c8**

White resigned.

# Combat 26

## Kasparov-Kasimdzhanov

Wijk aan Zee 1999

**1.d4 ♟f6 2.c4 g6 3.g3 ♟g7 4.♟g2 d5**

Steering the game towards the Grünfeld rather than the King's Indian.

**5.cxd5 ♟xd5 6.e4 ♟b6 7.♟e2**

The best square for the knight. On f3 the knight would inhibit the fianchetto bishop, and, more importantly, the pin with ...♟g4 (as in the game) would be harder to meet.

**7...0-0 8.0-0 ♟c6**

Deliberately provoking the d-pawn forward in order to attack and trade it subsequently.

**9.d5 ♟a5 10.♟bc3 c6 11.b3!**



A paradoxical move increasing the power of Black's g7-bishop, but keeping the knights out of c4. After 11.dxc6 ♟xc6 12.b3 ♟b4 Black obtained very decent play in the Bundesliga game Schöne-Kasimdzhanov. Kasparov must have been influenced by this game in his decision to opt for 3.g3.

**11...cxd5 12.exd5 ♟g4**

This aggressive pin is the natural method to diminish White's possibilities. Kas-

parov's next, modest, move was a novelty.

**13.♟d2!**

This is stronger than 13.f3 ♟d7 when Black has provoked White to close the long diagonal. After 13.♟b2 either knight may jump to c4 when after 14.bxc4 ♟xc4 Black will retrieve his sacrificed material by force.

**13...e6**

One again Kasimdzhanov is attacking the forward d-pawn. This is not only thematic, but also necessary as otherwise the a5-knight would soon end up in serious trouble.

**14.dxe6 ♟xe6**

We have reached a position with a fully symmetrical pawn structure. Moreover, both sides have developed their pieces. And, yet, White may grasp the initiative. Can you, like Kasparov, show that White is better and defeat Kasimdzhanov in a model game?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15. ♖e4 (7) 15. ♜c1 (2)**

---

**15... ♗c6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♙g5 (4) 16. ♙c3 (1)**

---

**16... ♖xd1**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. ♜axd1 (1)**

---

**17... h6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♙e3 (4) 18. ♙f6 (1)**

---

**18... ♜ad8**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♗d6 (5)**

---

**19... ♙g4**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. f3 (7)**

---

**20... ♙c8**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. ♙c5 (7) 21. ♗xc8 (2)**

---

**21... ♙f6**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. f4 (7)**

---

**22... ♙g4**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23. ♗e4 (9) 23. ♜fe1 (1)**

---

**23... ♙xe2**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24. ♗xf6+ (1)**

---

**24... ♖g7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25. ♜xd8 (2)**

---

**25... ♜xd8**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26. ♜e1 (1)**

---

26...♖d2 Your Move: 27. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 27.♘e8+ (1)

27...♔g8 Your Move: 28. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 28.♘d6 (6)

28...♘d7 Your Move: 29. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 29.♙e3 (7)

29...♖xa2 Your Move: 30. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 30.♙d5 (5) 30.♘xb7(1)

30...♘d8? Your Move: 31. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 31.b4 (5)

31...♖b2 Your Move: 32. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 32.f5 (7) 32.♙xa7(2)

32...gxf5 Your Move: 33. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 33.♘xf5 (1)

33...♘e6 Your Move: 34. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 34.♙c1 (7) 34.♘xh6+(2)

34...♖b1 Your Move: 35. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 35.♙e4 (3)

35...♖a1 Your Move: 36. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 36.♘e7+ (3)

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Kasparov play as he did?



### 15. d4!

Well-played! Black can hardly take the exchange. It is not necessary to prepare the knight sally with 15. Nc1.

### 15... d6

Accepting the material on offer is bad: 15... exa1 16. Wxa1 f5 (16... d5 17. h6) and now 17. We5! is the most powerful refutation.

### 16. g5!

This active move is stronger than neutralising Black's fianchetto-bishop with 16. e3.

### 16... Wxd1 17. Maxd1 h6 18. e3

It is better not to exchange pieces as in the case of 18. e6 e6 19. d6+ e7.

### 18... Mad8 19. d6! g4 20. f3!

Black has an equal game after 20. Mfe1 d8!

### 20... e8 21. e5

This increases the pressure, and is therefore stronger than 21. dxc8 with a slight pull due to the bishop pair.

### 21... e6 22. f4!

Revitalizing the fianchetto-bishop and increasing White's influence in the centre.

### 22... g4 23. d4!

Black is no worse after the inferior 23. dxb7? e2 24. dxd8 dxd8 25. exf8 e7.

There is something to be said for 23. Mfe1. For, after 23... d8? there is again 24. e4. However, 23... g7! 24. h3 e2 25. Mxe2 d4+ 26. exd4 Mxd6 would neutralize nearly all of White's advantage.

### 23... e2

Here 23... e7? 24. ex7 Mxd1 25. d6+ e8 26. Mxd1 e2 27. exf8 exd1 28. exh6 loses a pawn, while White has kept his positional pluses.

### 24. d6+ e7 25. Mxd8

White can start a long and forced liquidation with 25. exf8+. After 25... Mxf8 26. ex6 bxc6 27. Md6 exf1 28. e7 c5 29. M6 Black has 29... c4! 30. bxc4 dxc4 31. d5+ gxh5 32. Mxc4 when he will be able to draw the rook ending.

### 25... Mxd8 26. e1 d2



How exceptionally strong Kasparov plays! He has purposefully gone for this position where at first sight it appears that Black has enough counterplay due to his rook on the second rank. Noting the exception to the rule, he has correctly evaluated that White's attack in this ending is far more dangerous.

### 27. d8+ e7 28. d6

The knight returns to this excellent square. The pressure along the h1-a8 diagonal is increased.

**28...♖d7**

White's pieces would be much more active after 28...♖xa2 29.♗xb7 ♖b8 30.♗d4 as Kasparov has remarked.

**29.♗e3!**

White would temporarily gain a pawn with 29.♗xb7 ♗xc5 30.♗xc5 ♗d4, but he would have done away with his positional edge in the process. Black's active pieces would promise him sufficient compensation.

Rather than to win a pawn in such a way, Kasparov prefers to sacrifice one on his own terms.

**29...♖xa2 30.♗d5**

White is hardly better after 30.♗xb7 30...♗b4.

**30...♗d8?**

This is too passive. Instead 30...♗f6 31.♗xf7+ ♗g7 was preferable.

**31.b4 ♖b2 32.f5!**

Kasparov conducts the attack with great energy. Please note how dynamically he is converting his edge in this 'dry and tech-

nical' ending. Less powerful is 32.♗xa7.


**32...gxf5**

Not 32...♗f6? 33.♗d4.

**33.♗xf5 ♗e6 34.♗c1!**

The alternative is 34.♗xh6+ ♗f8 35.♗xa7, but Kasparov's move gains even more material.

**34...♖b1**

34...♖c2 35.♗xe6 fxe6 36.♗d4 and White wins.

**35.♗e4 ♖a1 36.♗e7+**

And Kasimdzhanov resigned before the upcoming check of the c1-bishop will lose him his rook on a1.

# Combat 27

## Ljubojevic-Smeets

Amsterdam 2006

**1.c4 ♟f6 2.♟f3 e6 3.g3 d5 4.♟g2 dxc4**

Giving up the centre, but White loses some time regaining the pawn. Black should use these tempi to gain influence in the centre with ...c5, or to solve his developing problems on the queenside.

**5.♚a4+ ♞bd7**

5...c6 6.♚xc4 b5 7.♚c2 ♟b7 is another reliable way of meeting White's set-up.

**6.0-0**

Naturally White can also take immediately on c4. 6.♚xc4 a6 7.♚c2 c5 8.d4 (8.0-0 would transpose to the main game) 8...b6 9.0-0 ♟b7 10.♞d1 ♞c8 Black has solved the problem of how to develop his queenside and has therefore equalized. Tkachiev-Döttling, Gonfreville 2006.

**6...a6 7.♚xc4 c5**

Gaining influence in the centre. Black may also mobilize his queen's bishop with 7...b5 8.♚c2 (or 8.♚c6 ♞b8 followed by 9...♟b7 and 10...c5) 8...♟b7.

**8.♚c2 ♟e7?!**

Black is well-advised to neglect his kingside for the moment and play 8...b5. Given time, White will play d4 and ♞d1 with strong pressure. The tactical justification of 8...b5 lies in 9.♟e5 ♟d5 and White has nothing: 10.♟xd7 ♚xd7 followed by ...♟b7 leads to equality.

Therefore White should continue, after 8...b5, with 9.a4 ♟b7 for example:

– 10.axb5 axb5 11.♞xa8 ♚xa8 (11...♟xa8) 12.♟a3 ♟c6 13.d3 ♟e7 14.♟d2 0-0 15.♞c1 ♚b7 with equal chances in Taimanov-Keres, Baku 1961.

– 10.♟c3 ♚b6 11.d3 ♟e7 12.axb5 axb5 13.♞xa8+ ♟xa8 14.♚b3 when 14...♟d5! is best as in Kochiev-Beliavsky, Le Havre 1977. Note that White cannot take on b5: 15.♚xb5? (15.♟xb5? ♟c6) 15...♟xc3 16.♚xb6 ♟xe2+ 17.♟h1 ♟xb6.

After 8...♟e7 Black's position is slightly uncomfortable. Ljubojevic demonstrates this in an original manner:

**9.♞d1!?**

Most common is 9.d4 0-0 and only now 10.♞d1 when White is somewhat better due to the pressure along the c- and d-files and the powerful 'Catalan' bishop on g2. With 9.♞d1 Ljubojevic appears to give his opponent a second chance.

**9...e5**

And Smeets 'falls for it'! He aims to prevent d4 with this ambitious move, but – not having completed one's development – one cannot lose valuable time in the opening unpunished. Admittedly, it requires energetic play from Ljubojevic to demonstrate this.

Meanwhile it was no longer possible to play 9...b5. With the interpolation of 8...♟e7 and 9.♞d1 White has 10.♟e5 ♟d5 11.♟c6 followed by 12.♟xe7 with a clear edge. So Black should have settled for 9...0-0 10.d4. After the text, can you prove that Black has gone too far?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10. ♖c3 (6)** 10.e3(4) 10.a4(3) 10.d3(1)

**10...0-0**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.e3 (10)** 11.a4(3) 11.d3(1)

**11...♙d6**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.d4 (5)**

**12...♚e7**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13. ♗g5 (11)**

13. ♗xe5(2) 13.dxe5(2) 13.dxc5(2)

**13...exd4**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14. ♗d5 (7)** 14.exd4(4)

**14...♚e8**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.exd4 (2)**

**15...cxd4**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♙f4 (8)** 16. ♖xd4(4)

**16...♙xf4**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.gxf4 (8)**

**17...♚d8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♖xd4 (4)**

**18...g6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♖ad1 (7)**

19. ♚d2(5) 19. ♚c3(5) 19. ♖e1(3) 19. ♖c1(3)

**19...♗xd5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. ♙xd5 (2)** 20. ♖xd5(2)

20... ♖f6 Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_ 21. ♚c7 (8) 21. ♘xf7 (8)

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21... ♖b6 Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_ 22. ♙xf7+ (8) 22. ♚c4 (8)

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22... ♗xf7 Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_ 23. ♚c4 (3)

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23... ♖f6 Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_ 24. ♗xd7 (4) 24. ♘xf7 (2)

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24... ♙xd7 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25. ♗xd7 (2)

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25... ♗af8 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26. ♘xf7 (3)

---

26... ♗xf7 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27. ♗xb7 (2) 27. ♚c8+(2)

---

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

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### Why did Ljubojevic play as he did?

#### 10. ♘c3

Simple and strong. With 10.a4 White tries to fix Black's queenside. White may consider the immediate 10.e3. Normal but too modest given the circumstances is 10.d3.

#### 10... 0-0 11.e3!

This is the star move! Ljubojevic decides that opening up the position will favour

White. It is especially hard for Black to find a good (hiding) place for his queen, and to complete his queenside development. Less ambitious are 11.a4 and 11.d3.

#### 11... ♙d6

Another tempo-loss (it reserves the e7-square for the queen) that shows that Black is suffering.

**12.d4 ♖e7**

This was Black's idea, but it meets with an energetic retort, based on a well-known tactical motif.

**13.♟g5!**

13.♟xe5 ♟xe5 14.dxe5 ♟xe5 isn't all that much. Nor does 13.dxc5 ♟xc5 14.♟g5 g6 appear all that special.

**13...exd4**

Here 13...♟b6 was perhaps a lesser evil. 13...cxd4 14.♟d5 ♖e8 15.exd4 just transposes. Bad is 13...h6? because of 14.♟d5! ♖e8 (14...♗d8 15.dxe5) 15.dxc5.

**14.♟d5**

More energetic than the automatic 14.exd4 which is also not bad.

**14...♗e8**

Played with an idea, but perhaps he should have settled for the unattractive 14...♗d8 15.exd4 cxd4 16.♞xd4 g6.

**15.exd4 cxd4**



**16.♟f4!**

This is much better than taking back on d4, when the point of 14...♗e8 would have been revealed: 16.♞xd4 ♖e1+ (here 16...h6 17.♟xf6+ ♟xf6 18.♞xd6 ♖e1+ 19.♟f1 hxg5 sort of works for Black, but White has 17.♟f4! ♟xf4 18.gxf4 with strong pressure) 17.♟f1 h6 18.♞d1 (18.♟xf6+ ♟xf6 19.♞xd6 hxg5) 18...♗a5 19.♟xf6+ (19.♟e4

♟xd5 20.♟xd6 ♟7f6 21.♟g2 ♞d8 would be a relief, though still better for White) 19...♟xf6 20.♟xf7 ♞xf7 21.♞xd6 ♟f5 22.♗b3 and Black does not have enough temporary activity for the pawn.

**16...♟xf4 17.gxf4**

The activity of his pieces is more important to Ljubojevic than his pawn structure. White loses a significant part of his advantage with 17.♟xf4 h6 18.♟f3 ♟e5. After the text Black must first prevent the threatened loss of material following 18.♟c7.

**17...♗d8 18.♞xd4**

Threatening 19.♟xf6+ because of the pin along the d-file. Black's reply is again forced.

**18...g6**

18...♗a5?? 19.b4 loses immediately for Black.

**19.♞ad1**

Doubling on the d-file and indirectly attacking the queen is clearly best. Needless to say that White's position is so strong at this stage that any reasonable move will preserve an edge.

Fine is 19.♗d2. Black obtains some counterplay after 19.♗c3 ♟xd5 20.♞xd5 ♗f6 21.♗h3 h5 22.♞xd7 ♗xb2. Playable of course are the rook moves 19.♞e1 and 19.♞c1.



**19...♖xd5**

Black is without a decent defence. 19...♖h5 fails to something like 20.♗e4 ♕h8 21.♗d6 and material losses will follow. 19...♞e8 still loses the exchange (and more due to the pin along the d-file) after 20.♗c7.

Black cannot stay put with 19...♞b8 as 20.♖h3 increases the pressure; White wins a piece after 20...♗b6 21.♗xb6 ♜xb6 22.♞d6.

**20.♖xd5**

Involving the bishop in the attack and identifying another weak spot (f7). Equally strong is 20.♞xd5 that is, if you saw that after 20...♜f6 (20...♜e7 21.♜c7) White has 21.♗e4! (rather than 21.♞xd7 ♖xd7 22.♞xd7 ♜xf4±) 21...♜xf4 22.♜c3 (threatening 23.♞xd7 and a devastating check on f6) 22...f6 23.♞xd7 ♖xd7 24.♞xd7 ♞ac8 25.♜h3 ♞c1+ 26.♖f1 h5 27.♜b3+ ♕h8 28.♜xb7 and wins.

**20...♜f6**

White would also win after 20...♜e7 21.♜c7 (21.♖xb7 ♞b8±; 21.♞c4 ♗b6 22.♞c7 ♖f5 23.♜c1+-) 21...♜c5 22.♞c4!.

**21.♜c7!**

This move wins the game, and has the advantage that it requires hardly any calculation. It was possible to strike immediately with 21.♗xf7! but the lines are much harder to calculate:

- 21...♗b6 22.♖b3! ♞xf7 23.♞d6! ♜xf4 (White wins after 23...♖f5 24.♜c7) 24.♖xf7+ ♜xf7 (24...♕xf7 25.♜c7+ wins Black's queen on the next move) 25.♞d8+ ♕g7 26.♜c3+ ♕h6 27.♜e3+ ♕h5 28.♜xb6.
- After 21...♞xf7 you must find 22.♞c4! which wins an exchange and the game.

**21...♜b6**



**22.♖xf7+**

The first and second move of the combination can be played in arbitrary order. After 22.♜c4 Black has nothing better than transpose to the game with 22...♜f6 (22...♗f6 23.♖xf7+ ♕g7 24.♞d6 ♜a5 25.♞xf6!) 23.♖xf7+ ♞xf7 24.♞xd7.

**22...♞xf7 23.♜c4 ♜f6 24.♞xd7**

Even more convincing than 24.♗xf7 ♜xf7 25.♜xf7+ ♕xf7 26.♞xd7+ ♖xd7 27.♞xd7+ ♕f6 28.♞xb7 and White must still demonstrate some technique in the rook ending.

**24...♖xd7 25.♞xd7 ♞f8 26.♗xf7**

But not 26.♞xb7? ♜xf4.

**26...♞xf7**



**27.♞xb7!**

The cleanest way to win. Black now resigned, as the ending after 27...♜xf4 28.♜xf7+ ♜xf7 29.♞xf7 ♕xf7 is an elementary win for White. White also wins after 27.♜c8+ ♞f8 28.♜xb7.

# Combat 28

## Van Haastert-Glek

Belgium tt 2004/05

### 1.e4 e6 2.d4 d5 3.♘c3 ♘f6

Knights before bishops is no applicable general rule here. The complex 3...♘b4 leads to the Winawer Variation. With both developing moves Black is fighting for the e4-square rather than giving it up with the more simple Rubinstein Variation: 3...dxe4.

### 4.e5

Van Haastert opts for the Steinitz Variation. The classical 4...♘g5 would most probably have been met by the sharp 4...♘b4 (the alternatives are 4...♘e7 and 4...dxe4) the so-called MacCutcheon Variation of which Igor Glek is considered an expert. A complex position arises in the main line after 5.e5 h6 6.♘d2 ♘xc3 7.bxc3 ♘e4 8.♙g4.

In this same period, however, Glek took up an old idea of Alekhine's – the absurd looking 4...h6 the idea being that after the strongest continuation 5.♘xf6 ♙xf6 6.exd5 ♘b4!? 7.♘b5+! c6 8.dxc6 bxc6! (Alekhine played 8...♘xc6 against Capablanca in St Petersburg 1914 and lost without a chance) 9.♘e2 0-0 10.♘f3 c5 11.0-0 ♚d8 Black has considerable pressure for the pawn. Morozevich-Glek, Mainz rapid 2005.

### 4...♘fd7 5.f4

Overprotecting e5 and thus strengthening his central pawn chain. With his next move Black obeys the strategic laws of chess and attacks White's chain at the base.

### 5...c5 6.♘f3 ♘c6 7.♘e3 cxd4

Until now everything was clear. Both sides were attacking and defending the d4-square. Following this procedure they used to continue with 7...♙b6, but the position after 8.♘a4 ♙a5+ 9.c3 c4 10.b4 is not everybody's cup of tea.

More popular is 7...a6 8.♙d2 b5, when 9.dxc5 ♘xc5 10.♘xc5 ♘xc5 11.♙f2 ♙b6 is a line that Glek has played extensively over the years.

The text releases the tension somewhat, but Black continues to fight for the d4-square by vacating the c5-square for his bishop.

### 8.♘xd4 ♘c5 9.♙d2 ♘xd4

Trading pieces to enter a marginally worse ending. A complex middlegame arises after 9...0-0 10.0-0 a6.

### 10.♘xd4 ♘xd4 11.♙xd4 ♙b6

Again consistently fighting for control over d4, and continuing the 'vacuum cleaning' strategy that he started on move 9.

### 12.♙d2

The sharpest move. White prefers to keep the queens on the board rather than squeezing a slightly better ending. Thus, after 12.0-0 ♙xd4 13.♚xd4 ♖e7 the ending is very slightly better for White.

Glek has some experience in the ending after 12.♙xb6 ♘xb6 and now 13.0-0-0 is possible, as are:

– 13.♘b5 ♖e7 14.0-0-0 ♘d7 15.♘d4 ♘a4 16.♘d3 ♘c5 17.♖d2 ♚ag8!? 18.♚hf1 f5 19.g3 g5 20.♖e3 g4 21.♚h1! h5 22.h3 and White won in the end. Efimenko-Glek, Germany 2004/05.

– 13.a4 ♖e7 14.a5 ♘d7 15.♘d3 ♘b8! 16.0-0 ♘c6 17.♚a4?! a6 18.♘e2 ♘d7 19.♚a3 g5 20.g3 ♚ag8 21.♖f2 h5 22.♖e3 h4 and this time Black won. Fejzullahu-Glek, Izmir 2004.

Quite natural is 12.♘b5 as after

12...♖xd4 13.♘xd4 the knight has ended up on the best (blocking) square. The game Bologan-Gurevich, Gibraltar 2006, went: 13...♙e7 14.h4 (gaining space on the kingside, Black now re-groups his knight to fight for d4) 14...♘b8 15.h5 ♘c6 16.♘f3 h6 17.♙d3 ♙d7 18.♙d2 f6 (more consistent than 18...♞hc8 19.♞ae1 ♞c7 20.c3 a6 21.♞h4! and White was better in Fedorov-Glek, Sochi Russia tt 2005) 19.♞h3 fxe5 20.fxe5 ♞hf8 21.♞g3 and playing such an ending may take a lot of patience and 'sitzfleisch', but is definitely more pleasant for White.

**12...♘c5**

Black can also take up the gauntlet by ignoring all the warnings bells about taking on b2: 12...♖xb2 13.♞b1 ♖a3 14.♘b5 ♖xa2 15.♘d6+ ♙e7 (or 15...♙f8 16.♞d1 ♖b2 17.♙e2 ♖b6 18.c4 with a very strong attack in Shirov-Bareev, Wijk aan Zee 2003). Now 16.♖b4 a5 17.♘xc8+ ♙d8 18.♖e7+ ♙xc8 19.♞xb7 ♙xb7 20.♖xd7+ ♙b8 ½-½ was another Shirov-Bareev effort (Amber rapid 2003).

Stronger is 16.♞c1 with full compensation for the two-pawn deficit. An example is the following win by Magnus Carlsen: 16...b6?! (16...♖b2) 17.♙e2 ♖a5 18.c3 f5 19.0-0 ♖c5+ 20.♙h1 ♘f8 21.g4 ♙d7 22.gxf5 exf5 23.♙f3 ♘g6 24.c4 with a winning advantage in Carlsen-Prasca, Turin Olympiad 2006.

**13.0-0-0 ♙d7 14.♙b1**

A semi-useful move – in case of an exchange of queens some time soon, the king will be better placed on c1 (where it is closer to the centre). White may have some opening advantage here. Black has the well-known 'bad' French bishop. White has good dark-square control, but

he should take care of square d4. In principle the knight belongs there (but with a knight on c5 Black can jump to e4 the moment that White would start the manoeuvre ♘e2-d4), but her majesty may be positioned there too. White should play on the kingside normally (which is where he has a space advantage due to the front of his pawn chain pawn e5). It is as yet unclear where the light-squared bishop belongs, which is why it can stay on its original square for the time being.

A good example of how play might develop is the game Kasparov-Timman, Horgen 1995, which went: 14.♖d4 a6 15.h4 0-0-0 16.♞h3 ♙c6 17.♘e2 ♙b8 18.♞c3 ♘a4 19.♖xb6 ♘xb6 20.♘d4 and White had a marginal edge.

White was successful in practice with 14.h4 0-0-0 15.♖d4 ♙b8 16.b4 ♘a6?! 17.♖xb6 axb6 18.a3 with an advantage in Moser-Stanec, Austria 2005. However, Black should have played 16...♘a4.

**14...0-0-0 15.h4**

White is marking space on the kingside. White played badly in Kupper-Kengis, Liechtenstein 1990: 15.♙e2 ♙b8 16.g4 d4 17.♖xd4 ♙c6 18.♖c4 ♙xh1 19.♞xh1 a6 20.h4 ♞d7 21.♙a1? ♞d4 0-1.

How should Black continue after 15.h4? It makes sense to invest some time now.



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...d4 (7)**

15...♙c6(1) 15...h5(1) 15...h6(1) 15...♖b8(1)

**16.♘e2**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♘e4 (3) 16...♘a4(1)**

**17.♙e1**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♙a4 (7) 17...d3(2)**

**18.♞c1**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♖b8 (4) 18...f6(3) 18...♙b5(3)**

**19.♘g3**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♘c3+ (3) 19...♘c5(1)**

**20.♖a1**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♘d5 (4)**

**21.♙d2**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♘e3 (4)**

21...♙c6(4) 21...♞c8(1) 21...f6(1) 21...f5(1)

**22.♘e4**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

**22...♙c6 (7) 22...♞d5(2)**

**23.♘d6**

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

**23...♞xd6 (7) 23...♙xg2(3)**

**24.exd6**

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

**24...♙xg2 (4)**

And Black won.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_

**Your Combat Performance:** \_\_\_\_\_

## Why did Glek play as he did?



### 15...d4

Excellent play by Glek who takes advantage of the fact that White has neglected to play ♖d4 – mechanically stopping the d-pawn. All other natural moves (15...♗c6, 15...h5, 15...h6, 15...♝b8) pale in significance by comparison.

### 16.♘e2

The problem is that Black has a lead in development (White's bishop is still on f1 which means that the rooks are not connected) when the position is opened after 16.♙xd4 ♗c6 17.♙e3 ♘e4 (or 17...♘a4) 18.♞xd8+ (18.♞e1 ♙xe3 19.♞xe3 ♘xc3+ 20.bxc3 ♞d1+ 21.♝b2 ♞hd8 is hardly different) 18...♞xd8 19.♙xb6 ♘xc3+ 20.bxc3 ♞d1+ 21.♝b2 axb6 with fantastic play for Black who controls the only open file, the first rank and the main diagonal.

### 16...♘e4

Pushing White backwards, and better than 16...♘a4 which does give Black a little something after 17.b3 (17.c3 dxc3 18.♘xc3 ♘xc3+ 19.♙xc3+ ♗c6) 17...♗c6 18.♘xd4 ♞d7 19.c3 ♞hd8 and Black will take on c3 at some point to win back his pawn.

Nothing concrete is promised by the pawn sacrifice 16...d3 17.cxd3 ♗c6 18.♙e3.

### 17.♙e1

The only move as 17.♙xd4?? loses to 17...♗c6, and 17.♙c1? to 17...♘f2.

### 17...♗a4



Black's pieces jump out of their holes to attack White's weakest spots. Both minor pieces and the d-pawn coordinate wonderfully – something which is most evident from the tactical refutation of 18.♞h3.

In case of 17...d3 18.♞xd3 (18.cxd3? ♘f2) 18...♗b5 White still has 19.♞d4 to stay in the game.

The natural 17...♗c6 is met by 18.♞h3 when White is somewhat better, since the rook performs both attacking and defending duties.

### 18.♞c1

Highly relevant is the fact that White cannot now (as compared to 17...♗a4) bring the h1-rook into play: 18.♞h3 ♘f2! winning an exchange, as 19.♙xf2? d3! 20.♙xb6 dxc2+ mates. Clearly, 17...♗a4 was an excellent prophylactic move designed to attack c2, clear the d-file, and quite importantly to prevent 18.♞h3.

If 18.♞d3 then simply 18...♝b8 and White is completely tied up. It is too early for the direct 18...♗b5 19.♞xd4 ♞xd4

20.♖xd4 ♗xd4 (or 20...♙xf1 21.♚xe4 ♙xg2 – 21...♜d8 22.c3 – 22.♚xg2 ♗xd4 23.♚xg7 ♜d8 24.a3 ♗xf4 25.♚xh7) 21.♙xb5 and Black has nothing special.

**18...♗b8**

A useful prophylactic move before taking action. Possible, but not as strong as Glek's move, are 18...f6 and 18...♙b5.

**19.♖g3**

It was best to involve the rook in the game with 19.♜h3.

**19...♖c3+**

The start of a nice pirouette to turn the knight into a veritable octopus on e3 (its tentacles will be responsible for White's quick demise). Not 19...♖xg3?! 20.♗xg3 and Black has lost his advantage and is even worse now. Not nearly as good as the text is 19...♖c5 which also avoids the knight's exchange.

**20.♗a1 ♖d5**

Attacking f4, and thereby gaining a tempo to complete the manoeuvre of the knight to e3.

**21.♗d2 ♖e3**

Black can also change the move order with 21...♙c6. Less strong are 21...♜c8, 21...f6 and 21...f5.

**22.♖e4**

22.♙d3 ♙c6 23.♜hg1 (23.♖e4?? ♙xe4 24.♙xe4 ♖c4+) and now 23...f6 to open some files.

**22...♙c6!**

Again knight and bishop perform wonders together. Black is virtually winning.

Less powerful than the text is 22...♜d5. Nothing much is gained by 22...♜c8 23.♙d3 ♜hd8 24.♜he1.

**23.♖d6**

This loses, but the alternatives are not much better. White should probably make do with 23.♗d3 when he loses an exchange after 23...♖xf1 24.♜hxf1 ♙b5. Here 23.♖g5 fails to the same trick as in the game: 23...♙xg2!.



**23...♜xd6**

The correct move order. Note that after 23...♙xg2 24.♙xg2 ♜xd6 White has 25.c4!, and Black is clearly better, but not completely winning as in the game.

**24.exd6 ♙xg2**

The point, Black wins back the material with interest.

**25.♙g1**

Everything loses now: 25.♙xg2 ♖c4, or 25.♙d3 ♙xh1 26.♜xh1 ♗xd6.

**25...♙xf1 26.c4**

Or 26.♙gxf1 ♖c4 and 26.♜cxf1 ♖xf1 (26...♖c4 27.♗c1) 27.♜xf1 ♗xd6.

**26...♙xc4 27.♙xg7 ♗xd6 28.♜xf7 e5**

And White threw in the towel.

# Combat 29

## Dreev-Vallejo

Biel 2002

**1.d4 ♘f6 2.c4 e6 3.♗f3 b6 4.a3**

Dreev opts for the Petrosian Variation of the Queen's Indian.

**4...♙a6**

The natural 4...♙b7 is also very common. However, 4...♙a6 is an attractive option: Black wants to lure White's pieces to inferior squares.

In case of 5.♘bd2 Black would argue that the knight is better placed on c3. In case of 5.e3 White cannot move his dark-squared bishop outside the pawn chain. While 5.b3 would not coordinate with 4.a3 (White's pawn structure would be somewhat weakened).

**5.♚c2**

Protecting the pawn with the queen also has its disadvantages. The queen may be exposed on the c-file, but more importantly pawn d4 lacks some protection.

**5...c5**

Black immediately targets d4. Entirely playable is 5...♙b7 – so Black has lost a move reasoning that the queen is better placed on d1 than on c2. The relevance of this becomes clear after 6.♘c3 c5! 7.e4 cxd4 8.♘xd4 and this is the main line.

**6.d5**

Aiming for a structure that is characteristic of the Benoni. After 6.e4 cxd4 White may sac a pawn with 7.e5 or simply take back with 7.♘xd4.

**6...exd5 7.cxd5 g6**

This is stronger than 7...♙b7 8.e4 ♚e7 9.♙d3 ♘xd5 10.0-0, White has excellent compensation for the pawn

**8.♙f4**

The most common continuation is 8.♘c3 ♙g7 9.g3 with a Benoni type of position.



**8...d6 9.♘c3 ♙g7 10.♚a4+**

The beginning of a fairly forced liquidation into an ending that is marginally better for White.

**10...♚d7 11.♙xd6**

This is the point of White's concept.

**11...♚xa4 12.♘xa4 ♘d5**

Here we have arrived at the marginally better ending we just mentioned. White has a minor lead in development. Can you convert this small plus?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.0-0-0 (5)** 13.e4(5)

**13...♟e7**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.e4 (5)**

**14...♙xf1**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♖hx f1 (1)**

**15...♟bc6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♟c3 (8)**

**16...♙xc3**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.bxc3 (1)**

**17...♞d8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙e5 (8)** 18.♙c7(7)

**18...♞xd1+**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞xd1 (1)**

**19...♟xe5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♟xe5 (1)**

**20...f6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♟d7 (7)** 21.♟c4(2) 21.♟g4(3)

**21...♔f7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞d6 (5)** 22.e5(1)

**22...♟c8**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♞c6 (3)**

## The Chess Combat Simulator – Round 3

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**23...♖d8** Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_ **24.e5 (8)** 24.♖c2(2)

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**24...f5** Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ **25.♘f6 (3)** 25.♞c7(1)

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**25...♘e7** Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ **26.♞c7 (1)**

---

**26...♖e6** Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ **27.f4 (8)** 27.♞xa7(2)

---

**27...h6** Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ **28.♞xa7 (1)**

---

**28...g5** Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ **29.♘h5 (8)** 29.g3(5)

---

**29...♘g6** Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ **30.♘g7+ (7)** 30.g3(4)

---

**30...♖d5** Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ **31.e6 (7)** 31.fxg5(2)

---

**31...♖d6** Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ **32.g4 (9)**  
32.♘xf5+(2) 32.fxg5(2) 32.♞b7(5)

---

**32...gxf4** Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ **33.gxf5 (1)**

---

**33...f3** Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ **34.fxg6 (1)**

---

34...f2

Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_

35.♖f7 (1)

And Black resigned after 35...♗g8 36.e7.

**Maximum score: 100**

**Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_**

### Why did Dreev play as he did?

#### 13.0-0-0

Transposition is 13.e4 ♕xf1 14.♖xf1 ♘e7 and now 15.0-0-0.

13...♘e7 14.e4 ♕xf1 15.♖hxf1 ♘bc6 16.♘c3

The knight looked bad on the edge of the board.

#### 16...♕xc3!

Removing the knight before it can jump to b5. White's structure is weakened as well. Inferior was 16...♗d8 17.♘b5 ♗d7 18.♕f4 ♖xd1+ 19.♗xd1 0-0 20.♗d7 and White had a huge endgame plus in Kasparov-Gligoric, Bugojno 1982.

#### 17.bxc3 ♗d8

It makes sense to place a rook on the open d-file. Inferior is 17...0-0-0 due to 18.♘g5. Playable though is 17...0-0 as happened for example in Atalik-Fedorowicz, San Francisco 2002.

#### 18.♕e5

A clever move, White wants to provoke 18...0-0, which would be met by the powerful 19.♕f6. Also good is 18.♕c7 ♗d7 (18...♖xd1+ 19.♗xd1 f6 20.e5 fxe5 21.♘xe5 ♗f8 was Dreev-Yemelin, Moscow 2002) 19.♕f4 f6 20.♖xd7 ♖xd7 21.♗d1+ ♖c8 22.♗d6 ♗f8 with about equal chances in Browne-Timman, Las Palmas 1982.

#### 18...♖xd1+ 19.♗xd1 ♘xe5 20.♘xe5

Threatening 21.♗d7, so that Black's reply is virtually forced.

#### 20...f6 21.♘d7



Powerful, but it is necessary to calculate the consequences correctly. Dreev must have spotted 24.e5! here already. Nothing special is 21.♘c4 ♘c8 followed by ...♖e7 and Black is fine. The same goes for 21.♘g4 after 21...♗f8 (21...0-0 22.♗d7; 21...f5 22.♘f6+ ♖f7 23.e5) 22.♗d6 ♘g8 and strangely enough White cannot profit from his temporary activity. Black will chase back White's pieces with ...♖e7 and an eventual ...h5. Note that 23.♗c6?? would be a grave mistake after 23...♖d7 and the rook is trapped.

#### 21...♖f7 22.♗d6

Nothing much is gained by 22.e5 fxe5

23.♖xe5+ ♜f6.

**22...♗c8**

But not 22...f5 23.e5.

**23.♞c6**

White loses his knight after 23.♞xf6+ ♜e7. Black would be better after 23.♞d3 ♜e6.

**23...♞d8**

This is preferable to 23...f5 24.exf5 (or 24.e5) 24...gxf5 25.♗e5+.

**24.e5**

The move you really ought to have seen in advance, for 24.♜c2 ♞xd7 25.♞xc8 is not better for White, and 24.♗xf6 ♗e7 loses the knight again, as does 24.♗b8 ♗e7.

**24...f5**

None of the Vallejo's other options is stronger: 24...♞xd7 25.e6+ ♜e7 26.exd7 ♜xd7 27.♞xf6, or 24...fxe5 25.♗xe5+ ♜e7 (25...♜g8 26.♞c7 with an enormous edge: the threat is ♗c6 and ♞xc8 followed by ♗e7+) 26.f4 with a significant plus.

**25.♗f6**

Again well-played by Dreev. If 25.e6+ then 25...♜e7 followed by ...♗d6 and White will lose his e-pawn. Black has excellent counterplay after 25.♞c7 ♜e6 26.f4 g5 27.g3 gxf4 28.gxf4 ♞xd7 (28...♗e7 29.♗f6 ♗g6 30.♗h5) 29.♞xc8 ♞d3.

**25...♗e7 26.♞c7 ♜e6 27.f4**

Consolidating his position while the pawns on a7 and h7 are still hanging. 27.♞xa7 ♗c8 28.♞xh7 ♜xe5 and here the win is technically rather difficult. Black's active king compensates the pawn in a sample line like 29.♗d7+ ♜d6 30.♗b8 ♞e8 31.♞d7+ ♜e6.

**27...h6**

Not 27...g5 28.♗xh7 gxf4 29.♗g5+ ♜xe5 30.♗f7+.

**28.♞xa7 g5**

Better drawing chances were offered by 28...♗d5 29.♗xd5 ♜xd5 30.♞b7 g5 31.♞xb6 gxf4.

**29.♗h5**

Preventing ...♗d5 and therefore superior to 29.g3 gxf4 30.gxf4 ♗d5 (30...♞d3) and now you must find 31.♗h5! after all. For example, 31...♗xc3 32.♗g7+ ♜d5 33.e6.

**29...♗g6**

Neither 29...gxf4 30.♗g7+, nor 29...♗d5 30.♗g7 mate.

**30.♗g7+**

Better than 30.g3 gxf4 31.gxf4 and White no longer has g4 as in the game.

**30...♜d5 31.e6**

31.e6 31.fxg5 hxg5 32.e6 is a weaker option.

**31...♜d6 32.g4**



A lovely move that brings White connected passed pawns. Now we see why Dreev did not take on g5, or allowed 30.g3 and gxf4. White is completely winning now.

The alternatives at this stage were: 32.♗xf5+, 32.fxg5, and 32.♞b7.

**32...gxf4**

Or 32...fxg4 33.f5.

**33.gxf5 f3**

This is utter despair, but 33...♗e7 34.f6 also loses on the spot.

**34.fxg6 f2 35.♞f7 ♞g8 36.e7**

Black resigned.

# Combat 30

## Kramnik-Sokolov

Wijk aan Zee 2005

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♞e1 b5 7.♗b3 d6 8.c3 0-0 9.h3 ♘a5 10.♗c2 c5 11.d4 cxd4**

Releasing the tension in the centre is not obligatory, there are many playable moves (among them the absolute main line with 11...♞c7). Indeed, the diagrammed position below is often reached via the move order 11...♞c7 12.♗bd2 cxd4 13.cxd4 ♗b7 14.d5 ♞ac8.

### 12.cxd4 ♗b7

From a certain perspective this is Black's most active move. From b7 the bishop will attack e4 and prepare ...d6-d5. Moreover, the c-file is cleared for concrete action – after ...♞c8 and ...♞c7 the bishop on c2 is attacked. Black also plans ...exd4 – when the weak d6-pawn is often compensated by active piece play. There is an important downside to the text, however. Following Kramnik's next move the bishop is immobilized while the a5-knight remains out of the game (a common problem in the Chigorin).

### 13.d5 ♞c8

Initiating active counterplay along the c-file, but leaving the bishop passively placed for some time. For that reason Sokolov had played 13...♗c8 before. White had a slight edge in Handke-Sokolov, Amsterdam 2002, after 14.b3 ♗d7 15.♗b2 ♞b8 16.♗bd2 g6 17.♗f1 ♗h5 18.♗g3!? ♗xg3 19.fxg3.

### 14.♗bd2

The most logical move. Kramnik starts the well-known manoeuvre ♗b1-d2-f1-g3

or e3. Also consistent is 14.b3 to restrict the Chigorin knight on the rim. After 14...♞c7 15.♗d3 ♗h5 two games of Sokolov are of interest:

– 16.a4 b4 17.♗d2 f5 18.♗xb4 ♗f4 19.♗c3 ♗xb3 with sharp play in Grischuk-Sokolov, Poikovskiy 2004.

– 16.♗d2 ♗f4 17.♗xf4 exf4 18.♗bd2 ♗f6 19.♞b1 ♞b6 20.♞e2 b4 21.e5 dxe5 22.♗xe5 ♞d8 23.♗df3 ♗xe5 24.♞xe5 ♞xd5 25.♗xa6 ♞xe5 26.♞xe5 ♗xa6 27.♞xa5 ♞a8 with an equal ending. Shirov-Sokolov, Sarajevo 2004.

Bad is 14.a4 ♞c7 15.♗d3 b4 16.♗e3 ♗c4 17.♞e2 ♗xe3 18.♞xe3 ♗h5 19.g3 ♞d7 20.♗h2 f5 21.exf5 ♗f6 and Black was better in Nezd-Sokolov, Amsterdam 2004.

### 14...♞c7

Up until now Kramnik will not have been surprised by Sokolov's opening choice. In a previous game the Dutch grandmaster went for 14...♗d7 15.♗f1 ♞c7 16.♗b1 ♗c4 17.♗g3 g6 18.b3 ♗cb6 19.♗h6 ♞fe8 20.♗d3 ♗f8 21.♗d2 ♗c5 22.♞c1 ♞e7 23.♗b1 ♗g7 and the game ended in a draw after a long battle (Solleveld-Sokolov, Amsterdam 2004). Now it is up to you. Can you convert White's typical Spanish opening plus just as Kramnik does?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♙d3 (3)** 15.♙b1(2)

---

**15...♘d7**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♘f1 (3)**

---

**16...♘c5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.b3 (7)** 17.♘g3(2)

---

**17...f5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.exf5 (4)** 18.♘g3(2) 18.♙a3(2)

---

**18...♙f6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♙e4 (4)** 19.♞b1(1) 19.♙e2(2)

---

**19...♞f7**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♘g3 (4)** 20.♘1d2(1)

---

**20...♘xe4**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♘xe4 (1)**

---

**21...♞xd5**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♙d2 (8)** 22.♙a3(4)

---

**22...♘c6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♙g5 (7)** 23.♘xf6+(1)

---

**23...♘b4**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♙xf6 (3)**

---

**24...gxf6**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♘xd6 (4)**

---

**25...♞xd1**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♞exd1 (2)**

---

26...♙xf3 Your Move: 27. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **27.gxf3 (1)**

27...♞c3 Your Move: 28. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **28.a4 (8) 28.♙h2(5)**

28...♞xb3 Your Move: 29. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **29.axb5 (1)**

29...axb5 Your Move: 30. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **30.♙h2 (9)**

30...♙g7 Your Move: 31. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **31.♞g1+ (4) 31.♞a7+(4)**

30...♙h6 Your Move: 32. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **32.♞g4 (6) 32.♞a7(5)**

31...♘c6 Your Move: 33. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **33.♞ag1 (5) 33.♞h4+(2)**

32...♙h5 Your Move: 34. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **34.♞g7 (4)**

33...h6 Your Move: 35. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **35.♘e4 (6)**

34...♞xf3 Your Move: 36. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ **36.♞1g4 (6)**  
**36.♞1g6(6) 36.♞7g4(1) 36.♘g3+(1)**

Black resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Kramnik play as he did?



### 15...d3

Slightly more active than 15...b1 which would transpose to Solleveld-Sokolov (see the comment at move 14) after 15...d7 16.d1 c4.

### 15...d7

Or 15...c4 and now nothing much is gained with 16.dxc4 after 16...bxc4 17.f1 c3, Mikhalchishin-Mohr, Maribor 2003. Stronger is 16.d1 followed by b3 and g3.

### 16.d1

Certainly not 16.b3?? c3.

### 16...c5

This is less common than the sharp 16...f5 17.g3 f4 18.f5 and now White gains an edge after 18...d8 (the exchange sacrifice 18...xf5?! is sometimes played here) 19.b3 g6 20.h6+ g7 21.g4 since Black's minor pieces are inferiorly placed. By the way, the logical 16...c4 cannot solve the problems either, for, after 17.b3 dcb6 18.g3 g6 19.h6 fe8 20.d2 c5 21.c1 b8 22.c2 cd7 23.h2 f6 24.g4 bd7 25.h6+ g7 26.f3 White has a dangerous attack. Parma-Hennings, Kapfenberg 1970.

### 17.b3

A nice move. White is prepared to give up his 'attacking' bishop so that Black's

knight will remain out of bounds on a5. The text is stronger than 17.g3.



### 17...f5

A risky pawn sacrifice, but what else? Sokolov correctly strives for counterplay. He must reanimate his bishop somehow. Not good was 17...xd3 18.cxd3 and now:

– 18...c2 19.cxc2 (19.d2 is also not bad) 19...xc2 20.e3 cc8 21.f5 followed by 22.a3 or 22.d2 wins for White.

– 18...f5 19.exf5 f6 20.e4 c2 (or else White consolidates with 21.e3) 21.cxc2 cxc2 22.e3 cc8 23.d2 e4 24.h2 c3 25.hf1 and White is a pawn up in a superior position.

### 18.exf5

The only move to cause Black any worries. Inferior to the text are 18.g3 and 18.a3.

### 18...d6

The move 18...d5 gives White too many possibilities. Best is: 19.e2! xf3 20.xf3 d6 21.e3 h8 22.d5 d8 23.e3 f6 24.c1 with a huge plus. In Sax-Tseshkovsky, Wijk aan Zee 1989, Black tried 24...e4, but White's edge remained after 25.xe4 dx4 26.d6 dx2 27.xd8 dx1 28.xf6 gxf6 29.exd1.

### 19.a4

Blocking the e-pawn. This is far better than 19. ♖b1?! ♙xd5 20. ♙e2 ♙e4, and 19. ♙e2 ♚f7! (19...e4 20. ♗d4 ♙xd4 21. ♚xd4 ♗axb3 22. axb3 ♗xb3 23. ♚b2 ♗xa1 24. ♚xa1 ♙xd5 25. ♚xa6 is somewhat better for White) planning to answer 20.b4 with 20... e4.

**19... ♚f7**

Black has no compensation for the pawn after 19... ♗xe4 20. ♜xe4 ♚f7 21. ♗e3.

**20. ♗g3**

Less accurate is 20. ♗1d2 because of 20... ♙xd5 (20... ♗xe4 21. ♗xe4 would transpose to the game). White has consolidated his game after 20. ♗g3, and threatens to improve his position still further with 21. ♙d2 or 21. ♙a3. Sokolov therefore regains the pawn.

**20... ♗xe4 21. ♗xe4 ♚xd5 22. ♙d2!**

The start of an aesthetic manoeuvre. White could play for a small and safe plus with 22. ♙a3. However, after 22... ♚xd1 23. ♜axd1 ♙xe4 24. ♜xe4 ♗b7 White must first protect his second rank when Black should have no problems. Kramnik's move is sharper. White ends up in trouble after 22. ♗xd6 e4!.

**22... ♗c6**

White would win pawn e5 as well after 22... ♙d8 23. ♙b4 ♚xd1 24. ♜axd1 ♙xe4 25. ♜xe4 ♜xf5 26. ♙xd6.

**23. ♙g5!**



The point, the queen on d5 is unprotected due to the interpolation of 22. ♙d2 ♗c6. Not 23. ♗xf6+ gxf6 24. ♙h6 ♚xd1 25. ♜axd1 ♜fd8 and Black is better!

**23... ♗b4**

Not 23... ♚xd1 24. ♜axd1 and d6 drops.

**24. ♙xf6 gxf6 25. ♗xd6**

The correct move order. White would lose of course after 25. ♚xd5+?! ♙xd5 26. ♗xd6?? ♜cd8.

**25... ♚xd1**

Black's temporary initiative ends after 25... ♜cd8 26. ♗xb7 ♚xb7 27. ♚e2 ♗d3 28. ♚e4 ♚g7 29. ♜e3 ♗f4 30. ♗e1 ♜d4 31. ♚c6. A losing blunder is 25... ♗c2?? 26. ♗xc8.

**26. ♜exd1**

After 26. ♜axd1 pawn a2 would hang.

**26... ♙xf3 27. gxf3 ♜c3**

Sokolov has defended well, and appears to have freed his game successfully. White's extra pawn is part of some insignificant tripled pawns. Besides both the rook on c3 and the knight on b4 are very active. Kramnik now demonstrates quite brilliantly that White is better due to the vulnerable position of Black's king!

**28.a4!**

A great way to play for a win. With the same mate in mind as in the game White could also try 28. ♗h2!?. For instance, 28... ♜xf3 29. ♜d2 (with the threat of 30. ♜g1+ ♗h8 31. ♗f7+). In case of 29... ♗d3 there would follow 30. ♗g2 e4 31. ♗xe4 ♗e5 32. ♜d6 ♜xf5 33. ♜xa6. However, on move 29 Black has 29... ♜d8 30. ♜g1+ ♗f8 at his disposal.

**28... ♜xb3**

In time trouble Sokolov goes wrong. The alternative 28... ♜xf3 is stronger, for after 29. axb5 axb5 30. ♗g2 ♜xb3 31. ♗h2!?. Black has managed to remove the f3-pawn from the board (compared to

the game). White has a powerful mating attack here as well though. For example, 31...♔g7 (31...♔h8 32.♖g1 h5 33.♖a7+-) 32.♖g1+ ♔h6 33.♖g4. Worse is 28...bxa4 29.♖xa4 ♖xb3 30.♗e4 and White is better due to the threat of 31.♖d6.

**29.axb5 axb5 30.♔h2**



This study-like move is the point of Kramnik's play. Suddenly, Black's king is in grave danger.

**30...♔g7**

There is nothing better. For example: 30...♔h8 31.♖g1 h5 32.♖a7 and wins; 30...♖d3? 31.♖g1+ ♔h8 32.♗f7+ ♖xf7 33.♖a8+ and mate will follow; 30...h5 31.♖g1+ ♔h8 32.♖a7 ♖xf3 33.♖gg7 winning.

**31.♖g1+**

Also good is 31.♖a7+ ♔h6 32.♖g1 and wins, for instance, 32...♖xf3 33.♖gg7 ♖h8 34.♖g4.

**31...♔h6**

Or 31...♔h8 32.♗f7+ winning.

**32.♖g4**

Here 32.♖a7 would also win.

**32...♗c6**

Or 32...♗d3 33.♗e4 ♗f4 34.♖a7 and wins – there is no good defence against 35.♖h4+ ♗h5 36.♖xh5+ ♔xh5 37.♖xh7 mate.

**33.♖ag1**

Stronger than 33.♖h4+ ♔g5 34.♖xh7.

**33...♔h5**

Tougher was 33...♖b4 34.♗e4 ♔h5.

**34.♖g7**

Not 34.♗e4 ♗d4!.

**34...h6**

Or 34...♔h6 35.♗f7+ ♖xf7 36.♖xf7.

**35.♗e4**

Closing the mating net.

**35...♖xf3 36.♖1g4**



And after this accurate move Sokolov resigned. In reply to 36.♖1g4, 36...♗d4 would be insufficient due to 37.♗g3+ ♖xg3 38.fxg3 ♗xf5 39.♖h4+ ♗xh4 40.g4 mate.

It was not too late to go wrong. Also winning is 36.♖1g6, but not 36.♖7g4? ♗d4 37.♗g3+ ♖xg3 and Black can defend. Likewise, 36.♗g3+? ♖xg3 37.fxg3 ♗d4 is better for White, but still a long way from the win.

# YOUR ROUND 3 PERFORMANCE

To keep track of your results, fill out this scorecard.

<b>Combat No</b>	<b>Your Score</b>	<b>Your Performance</b>
Combat 21		
Combat 22		
Combat 23		
Combat 24		
Combat 25		
Combat 26		
Combat 27		
Combat 28		
Combat 29		
Combat 30		
Your Average Combat Performance in Round 3		

**Good luck in Round 4!**

# Combat 31

## Euwe-Capablanca

Hilversum AVRO 1938

One of the strongest tournaments in the history of chess was the AVRO tournament of 1938. The tournament was a double round-robin with eight participants. Apart from reigning World Champion Alekhine, two former World Champions took part – Capablanca and Euwe – as well as the future World Champion Botvinnik. The four remaining participants were all potential challengers to the throne: Flohr, Fine, Reshevsky and Keres. The tournament ended in resounding victory for Fine and Keres (both 8½ out of 14).

In the final round Euwe beat Capablanca in a fine positional game.

**1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♘b7**

The alternative here is Nimzowitsch's 4...♘a6 which became highly popular in later years.

**5.♗g2 ♘e7 6.0-0 0-0 7.♗c3**



**7...d5**

In the classical main line of the Queen's Indian Black normally plays 7...♗e4. Black then tries to trade pieces without fixing his pawn structure.

**8.♗e5**

This is an excellent response. The active knight move frees the fianchetto bishop and puts pressure on the centre.

**8...♗e4**

This manoeuvre is now weaker than on the previous move. Also bad was 8...♗bd7? 9.cxd5 exd5 10.♖a4 when Black's best option is an ignominious retreat with 10...♗b8. The rigid 8...c6 is possible, but best is 8...♗a6 to prepare ...c5.

Can you, just like Euwe, demonstrate that the combination of 7...d5 and 8...♗e4 is ill-founded?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 9. \_\_\_\_\_

Your Score: \_\_\_\_\_

**9.cxd5 (6)** 9.♘xe4(3) 9.♚c2(2)

**9...exd5**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♘xe4 (6)** 10.♚c2(2) 10.♚a4(2) 10.♚b3(2)

**10...dxe4**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♚c2 (8)** 11.♙f4(2) 11.♙e3(3)

**11...f5**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.♙e3 (5)** 12.g4(5) 12.♙f4(2) 12.♞d1(2)

**12...♘a6**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♞ac1 (5)** 13.a3(1) 13.♘c6(2)

**13...♚d5**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♘c6 (6)** 14.f3(1) 14.a3(1)

**14...♙xc6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♚xc6 (1)**

**15...♚xc6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♞xc6 (1)**

**16...♞f6**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♞fc1 (5)** 17.♞xf6(4)

**17...♞xc6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♞xc6 (1)**

**18...♙d6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.a3 (5)**

**19...♞e8**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♙f4 (8)** 20.b4(2)

**20...♙xf4** Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_ **21.gxf4 (1)**

---

**21...♔f7** Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_ **22.e3 (5) 22.b4(2)**

---

**22...♞e6** Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_ **23.♞c4 (6) 23.♞c3(2) 23.♞c2(2) 23.♞c1(2)**

---

**23...b5** Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_ **24.♞c3 (4) 24.♞c1(1)**

---

**24...c6** Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ **25.f3 (6) 25.a4(3) 25.♙f1(2)**

---

**25...g6** Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ **26.fxe4 (1)**

---

**26...fxe4** Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ **27.a4 (6) 27.♙f1(3) 27.♙h3(1)**

---

**27...bxa4** Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ **28.♞c4 (3) 28.♞a3(3)**

---

**28...♔f6** Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ **29.♞xa4 (1)**

---

**29...c5** Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ **30.♙f1 (3) 30.d5(3)**

---

**30...cxd4** Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ **31.♞xa6 (3) 31.♙xa6(2)**

---

**31...dxe3** Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ **32.♞xe6+ (1) 32.♙c4(1)**

---

32...♙xe6

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.♙h3+ (3)

And White went on to win.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Euwe play as he did?



#### 9.cxd5

This is superior to both 9.♘xe4, and 9.♙c2 ♘xc3 10.♙xc3 c5.

#### 9...exd5

White has a tremendous position after 9...♘xc3 10.bxc3 ♙xd5 (10...exd5 11.c4) 11.e4 due to his excellent centre.

#### 10.♘xe4

This is stronger than 10.♙c2 ♘xc3 11.♙xc3 c5, or 10.♙a4 and 10.♙b3.

#### 10...dxe4 11.♙c2

This forces Black to weaken his position, and is therefore better than normal moves like 11.♙f4 c5, or 11.♙e3.

#### 11...f5

An absolute necessity since 11...f6 12.♙xe4, and 11...♙xd4 12.♙xc7 would lose on the spot.

#### 12.♙e3

Euwe also recommends the sharp 12.g4

without any additional variations. Let us analyse:

– 12...♙xd4 13.♙xc7 ♙d6 14.♙xb7 ♙xe5 15.♙d1 and White is winning.

– 12...c5 13.dxc5 ♙d5 14.♙f4 ♙xc5 15.♙xc5 ♙xc5 and White is somewhat better.

Also deserving of attention are 12.♙f4 and 12.♙d1.

#### 12...♘a6 13.♙ac1

No good is 13.f3 because of 13...♘b4 followed by ...♘d5. White is not better after 13.a3 c5. Finally, 13.♘c6 ♙xc6 14.♙xc6 ♘b4 15.♙e6+ ♙h8 16.♙ac1 ♘d5 is also not bad for Black owing to the strong position of the knight on d5.

#### 13...♙d5

Black now threatens ...c5. The immediate 13...c5 is met by 14.dxc5 ♙xc5 15.♙xc5 (or simply 15.♙fd1) 15...♘xc5 16.b4 and White's chances are preferable.



**14.♖c6**

Again the strongest move. Black answers 14.f3 with 14...♗g5! forcing 15.f4, when the fianchetto bishop is still not ready to take part in the battle. Little is gained too by 14.a3 c5 15.♖fd1 ♕e6. While 14.♖fd1 merely invites 14...♗xa2.

**14...♗xc6 15.♗xc6 ♗xc6**

White is better after 15...♗xa2 16.♖a1 ♖b4 17.♗xc7 ♗f7. Also worthy of attention in reply to 15...♗xa2 is 16.d5.

**16.♖xc6 ♖f6 17.♖f1**

White has nothing after 17.♖xf6 ♗xf6 18.f3 exf3 19.♖xf3 ♖e8. However, instead of 18.f3 White can break with 18.g4!? and White is better due to his pair of bishops. You ought to have seen 18.g4 to claim the four points allotted to 17.♖xf6.

**17...♖xc6 18.♖xc6 ♗d6 19.a3 ♖e8**

In this way Capablanca prevents g4 and f3. Thus, Black's disadvantage stays within limits.

**20.♗f4**

Eliminating a strong defender. In case of 20.b4 Black would regroup his badly-positioned knight with 20...♖b8 21.♖c1 ♖d7.

**20...♗xf4**

Also not bad was 20...♖b8 21.♖c4 ♗xf4 22.gxf4 c6 and White is only slightly better.

**21.gxf4**



**21...♗f7**

It is only here that Capablanca really goes wrong. Correct was 21...♖e7! planning ...♖b8 as indicated by Euwe.

**22.e3**

The right response. The bishop might be manoeuvred to f1 in the future. Weaker is 22.b4 ♖e6 (22...♖e7) 23.♖c1 c6 24.e3 ♖c7. Bad is 22.f3 e3.

**22...♖e6 23.♖c4**

Threatening to continue with 24.♖a4 and thus provoking a further weakness. If you realized that White should not trade rooks (23.♖c3, 23.♖c2 and 23.♖c1) you gain 2 points.

**23...b5 24.♖c3**

24.♖c1.

**24...c6**

Slightly stronger was 24...♖g6.

**25.f3!**

Now Black will be saddled with a weak pawn on e4. Alternatives are 25.a4, and 25.♗f1 ♖g6+ 26.♗h1 ♖c7 (or 26...♗e7 27.a4 White is somewhat better) 27.♖c5 ♖f6.



**25...g6**

So that after 26.fxe4 fxe4 at least 27.f5 is prevented. The alternatives are:

- 25...exf3 26.♗xf3 ♖b8 27.d5 ♖g6+ 28.♗f2 cxd5 29.♗h5;
- 25...♖c7 26.fxe4 fxe4 27.f5, and
- 25...b4 – the best chance – 26.♖b3 (26.axb4 exf3 27.♗xf3 ♖xb4) 26...c5

27.fxe4 cxd4 28.exd4 fxe4.

**26.fxe4 fxe4 27.a4**

Alternatively, there is 27.♙f1 and 27.♙h3 ♜d6 28.♙c8 (28.♙g2 ♜e6) 28...♟b8.

**27...bxa4**

There is no salvation: 27...♟c7 28.axb5 ♟xb5 29.♜c5 and the threat is d5. After 27...b4 28.♜b3 ♚f6 29.♙f1 Black also loses the b-pawn.

**28.♜c4**

Equally good is 28.♜a3 c5 (28...♚f6 29.♜xa4 is the game) 29.d5.

**28...♚f6**

Or 28...♟c7 29.♜xa4 a6 30.♙f1 ♚e7 31.♙xa6.

**29.♜xa4 c5 30.♙f1**

Also very powerful is 30.d5. But not 30.dxc5 ♟xc5 31.♜xa7 (31.♜c4 ♟d3) 31...♜b6 32.♜c7 ♟e6 with excellent drawing chances.

**30...cxd4**

Here 30...♟b4 31.dxc5 also loses.

**31.♜xa6**

The clearest win. However, White also wins by taking with the bishop. A sample line runs 31.♙xa6 dxe3 32.♙b7 ♜b6

33.♙xe4 ♜xb2 34.♜a6+ ♜b6 35.♜xb6+ axb6 36.♚f1.



**31...dxe3**

Or 31...♜xa6 32.♙xa6 dxe3 33.♙c8.

**32.♜xe6+ ♚xe6 33.♙h3+**

This prevents ...♚f5. Yet, 33.♙c4+ will also win: 33...♚f5 34.♙g8 ♚xf4 (34...h6 35.♙f7 a5 36.♚f1 ♚xf4 37.♙xg6) 35.♙xh7 ♚f3 36.♚f1 g5 37.b4.

Now White wins in elementary fashion. There followed:

**33...♚d5 34.♚f1 ♚c4 35.♚e2 ♚b3**

**36.♙e6+ ♚xb2 37.♙g8 a5 38.♙xh7 a4**

**39.♙xg6**

Black resigned.

# Combat 32

## Tiviakov-Kulaots

Gausdal 2005

### 1.e4 c5 2.c3

The Alapin Variation suits Sergey Tiviakov's style perfectly. He is a master in exploiting the type of small advantage that White may obtain in the 2.c3 Sicilian.

### 2...d6 3.e5 d5 4.d3 c6 5.dxc4 d6 6.d3 b5

This natural move is most common, but Black has an interesting alternative in the sharp 6...c4 7.dxc2 c7 8.c3 e2 g5!.

### 7.exd6 cxd6 8.d3 a3

To gain active play following 8.d3. The natural 8...0-0 gave Black no worries after 8...e6 9.d3 a3 dxc3 10.axb3 c3! 11.c3?! d8 12.c3xd3 d3 equal in Tiviakov-Zhang Pengxiang, Bad Wörishofen 2005.

### 8...e6

In the first round of the same tournament Magnus Carlsen had played 8...e6 and soon ended up in trouble after 9.d4 e7?! (9...a6) 10.d5 d8? (10...b8) 11.dxc5 dxc5 12.c3xd8+ cxd8 13.d4 a6 14.d1+ d7?! and White won after the neat manoeuvre 15.d7! c8 16.g5! in Tiviakov-Carlsen, Gausdal 2005.

### 9.d4 d3

Black can also take immediately on d4, after 9...cxd4 10.d5 d7 11.d3xd4 d3 12.c3xb3 dxd4 13.d3xd4 White's position is slightly preferable with his pawn majority on the queenside and his centralized knight. This is however how Kulaots played in later (rapid) game: 13...e6 14.0-0 d3 15.d3e3 c8 16.d1 dxd4 17.d3xd4 c6 18.d1

with a considerable advantage in Rausis-Kulaots, Liepaja 2006.

### 10.c3xd4 11.d5 c3b8?!

It is simpler to play 11...d7 when 12.d3xd4 dxd4 13.d3xd4 transposes to a previous note (see 9...cxd4 instead of 9...d3xb3).

### 12.g3!?

A surprising choice considering the fact that the safe 12.d3xd4 dxd4 13.d3xd4 promises White a little something and would be entirely in keeping with Tiviakov's style. Perhaps he was influenced by the way this tournament had developed. After 8 rounds he was leading the pack with an outstanding 7 out of 8 score.

### 12...c3d8?!

Prophylaxis – Black moves her majesty before she is molested by d4. However, he should have preferred either of the more principal (and complex) options 12...dxc3 and 12...d3!?. The main idea of 12.g3 is shown after 12...e6? 13.d4 e5 14.dxe5 dxe5 15.cxd4 when White has gained a pawn for nothing.

### 13.d4 c8

Black defends against the elementary threat of 14.d7+. It's your move now. Are you able to exploit White's edge in development?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.0-0-0 (8)**

14.♖bxd4, 14.♗fxd4, 14.♞d1, 14.0-0(1)

**14...♞d5**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♗fxd4 (6)** 15.♞he1(3) 15.♖bxd4(3)

**15...♗xd4**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♗xd4 (3)**

**16...♞xb3**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.axb3 (3)**

**17...e6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♞he1 (8)** 18.♗b5(4) 18.♖c2(2)

**18...♗c5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♗b5 (6)** 19.♗f5(2) 19.♖c2(1)

**19...a6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♗d6+ (2)** 20.♗c7+(1)

**20...♗xd6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♞xd6 (3)** 21.♗xd6(1)

**21...♞c6**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞xc6 (5)** 22.♞ed1(2)

**22...bxc6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♗e5 (10)** 23.♖c2(2) 23.♞d1(1) 23.c4(2)

**23...♞g8**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♞e4 (9)** 24.♖c2(2)

**24...♖e7**

Your Move: 25. \_\_\_\_\_

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Your Score: \_\_\_\_\_

**25. ♖b4 (4)**

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**25... ♟d7**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26. ♖b7 (3)**

---

**26... ♜f6**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

**27. ♙d4 (3)**

---

**27... ♜b8**

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

**28. ♖a7 (4)**

---

**28... ♜xb3**

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

**29. ♙c5+ (6)**

---

**29... ♟d8**

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

**30. ♙b4 (4)**

---

**30... ♜c5**

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

**31. ♟c2 (3)**

---

**31... ♜c4**

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

**32. ♜xa6 (2)**

---

**32... ♟e5**

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

**33. ♜d6+ (4) 33. ♜xe6(3)**

---

**33... ♟c7**

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

**34. ♜d4 (4)**

---

And Black resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_

**Your Combat Performance:** \_\_\_\_\_

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## Why did Tiviakov play as he did?



### 14.0-0!

This is the best move. White is almost fully mobilized and he will win back the pawn anyway. Black is in danger of being run over and is therefore forced to exchange queens now. There are a number of lesser alternatives: 14.♖bxd4, 14.♖fxd4, 14.♞d1 ♚d5, and 14.0-0 ♘a5.

### 14...♚d5

Too dangerous is 14...d3 15.♞he1 with the big threat of 16.♘d6+. Also bad is 14...e6 15.♖fxd4 and now 15...♘d5 is met by the winning 16.♘f5.

### 15.♖fxd4

Superior to 15.♞he1 ♚xf3 16.♘d6+ ♘d7 17.♖xf7 which is less good following 17...♚d5 with complicated play (the knight will be stuck on h8). It is illogical to take on d4 with the active b5-knight: 15.♖bxd4 ♚xb3 16.axb3 ♘d5 or 16...e6.

### 15...♘xd4 16.♘xd4

No good is 16.♚xd5?! ♘xd5 17.♞xd4 ♖xf4, or 16...♘e2+ 17.♚d2 ♘d5 18.♚xe2 ♖xf4+ 19.gxf4 a6. A bad blunder would be 16.♞xd4?? ♚xh1+.

### 16...♚xb3 17.axb3

White is clearly better in this ending. He still has a considerable edge in develop-

ment, and Black's queenside is very vulnerable. 17.♘b3?! withdraws the knight from its centralized spot.

### 17...e6



### 18.♞he1!?

This is stronger than 18.♘b5 a6 19.♘c7+ ♚e7 20.♞he1 ♚f6! and Black should draw after 21.♙e3 ♞xc7 22.♙xb6 ♞c6 23.♙d4+ ♚g6. Alternatively, 18.♚c2 is met by 18...♘d5.

### 18...♘c5

Developing a bishop that he will have to exchange soon. Black also experiences problems after 18...♘d7 19.♘b5!? a6 20.♘c7+!?, or 20.♘d6+.

An important idea behind Tiviakov's 18th move was that 18...♘d5? is now forbidden due to 19.♖xe6! fxe6 20.♞xd5.

### 19.♘b5

Here 19.♘f5 (19.♚c2 0-0) 19...0-0 20.♘d6 ♙xd6 21.♙xd6 ♞fd8 is nothing special.

### 19...a6

Now 19...0-0 is met by 20.♙d6! ♙xd6 (20...♞fe8 21.♙xc5 ♞xc5 22.♘d6 ♞b8 23.♖xb7!) 21.♞xd6 which wins a pawn. For example: 21...♞c5 22.♖xa7 ♞a5 23.♞xb6 ♞a1+ 24.♚d2 ♞d8+ 25.♚e2 ♞xa7 26.♞d1 and the rook ending should win.

### 20.♘d6+

Not entirely stupid is 20.♔c7+ ♕e7 (stronger is 20...♖f8) 21.b4 ♖xb4 (21...♗xf2 22.♞e2) 22.♞e2 ♗c5 23.b4.

**20...♗xd6 21.♞xd6**

This forces Black to compromise his structure and is therefore better than 21.♗xd6.

**21...♞c6**

If 21...♔d7 then 22.♞ed1 ♔c5 23.♞b6 and Black has nothing better than to play 23...♞c6 which is even worse than in the game.

**22.♞xc6**

Now Black ends up with two isolated pawns on the queenside. Given time, however, (say ♖d7 and ♞a8) this won't bring anything. So, White must act quickly (still using his lead in development). 22.♞ed1 promises nothing after 22...♞xd6 or 22...♔d5 23.♞xc6 bxc6.

**22...bxc6**



case of 23.♖c2 Black just plays 23...♕e7 and now 24.♞a1 can be met by 24...♞a8. Nothing is also gained by 23.♞d1 ♔d5 or 23.c4 ♖e7.

**23...♞g8**

23...0-0 was perhaps the lesser evil, but with Black's king so far away from the battlefield White should have a nearly winning advantage.

**24.♞e4!**

The start of a beautiful manoeuvre (♞e4-b4-b7). Employing the rook along the fourth rank is stronger than 24.♖c2 ♖e7!? (24...♖d7 25.♞d1+ ♖c8 26.♞d6) 25.♞a1 when Black can still grovel with 25...♔d7! (25...♞a8 26.♗xg7) 26.♗d4 c5 27.♗e3 ♞a8.

**24...♖e7**

Or 24...♔d7 25.♗d6 ♔f6 26.♞b4 ♖d7 27.♗e5 and wins.

**25.♞b4 ♔d7 26.♞b7**



White has succeeded in penetrating the seventh rank.

**26...f6 27.♗d4**

27.♗c7 can be met by 27...♞a8. Note that 27.♗f4 e5 28.♗e3 ♞a8 brings nothing special.

**27...♞b8?**

Best was 27...e5 28.♗c5+! (28.♗e3 ♞a8=) 28...♖e6 29.♗a3 ♞b8 30.♞c7 ♞b6 31.♖c2 and Tiviakov indicates that White will continue with ♗b4-a5 to win a pawn. In case of 31...a5 there follows

32.♖a7 ♜b5 33.c4. White dominates after both 27...♞a8 28.♙c5+ ♔d8 29.♙d6 and 27...♙d6 28.♞a7.



**28.♞a7**

Naturally White does not exchange his active rook for Black's passive one. Black now loses the a-pawn as he cannot keep the material balance with his next move.

**28...♞xb3? 29.♙c5+ ♔d8 30.♙b4!**

Putting the intrepid rook behind bars.



**30...c5 31.♙c2 c4 32.♞xa6 ♘e5**

32...e5 33.♞c6 also loses.

**33.♞d6+**

Also good is the simple 33.♞xe6 ♙c7 34.♞e7+ ♔c6 35.♞xg7 and Black is completely lost.

**33...♙c7 34.♞d4**

And Black resigned. There is no sensible way to meet the threat of 35.f4 followed by 36.♞xc4.

# Combat 33

## Ibragimov-Tate

Las Vegas 2005

### 1.d4 c5 2.d5 e5

Black aims to set-up the Benoni Wall. With pawns on c5, d6 and e5 he is going to erect a dark-squared wall in the centre. With the centre closed he hopes to gain counterplay on the flanks by means of ...f5 and ...b5. His usual strategy includes the exchange of the dark-squared bishops.

### 3.♟c3

White is holding back his c-pawn. This has the advantage of keeping open the diagonal f1-a6 for the light-squared bishop and the square c4 for a knight. That is why if you intend to play the Benoni Wall it might be a better idea to adopt the move order 1.d4 ♟f6 2.c4 c5 3.d5 e5 4.♟c3 d6 5.e4 (though in that case Black cannot play the plan with ...♟e7-g5 as in the game).

### 3...d6 4.e4 ♟e7

Here we are, Black plays the bishop-move to exchange the dark-squared bishops to keep firm control over the dark squares. However, such a strategically ambitious plan almost guarantees Black a difficult life (it costs valuable time). White has several ways to achieve a satisfactory position. Thus, after 5.♟e2 ♟g5 6.♟f3 ♟xc1 7.♟xc1 Black has achieved his positional aim, but White is better anyway. Likewise, 5.♟f3 ♟g4 6.h3 ♟xf3 7.♟xf3, and 5.♟b5+ also favour White. Ibragimov's next is even more ambitious.

### 5.f4

White immediately attacks the Benoni Wall, this move was first played by Alekhine and later adopted by Beliavsky.

### 5...♟f6

Tate, not illogically, tries to take advantage of 5.f4 by immediately placing the bishop on the main diagonal.

The main line is 5...exf4 6.♟xf4 and now for example:

– 6...♟f6 7.♟e2 0-0 8.♟f3 ♟h5!?! (8...♟g4 9.♟d2! and 8...♟bd7 9.0-0 ♟e8 10.e5! are both better for White) 9.♟e3 f5 10.exf5 ♟xf5 11.0-0 ♟g6 12.♟e5! with a considerable edge in Beliavsky-Ivanovic, Yugoslavia tt 1995.

– Note that 6...♟g5 7.♟d2 ♟xf4 8.♟xf4 ♟f6 9.♟xf6 ♟xf6 does not relieve Black's plight either. Beliavsky now recommends the pawn sacrifice 10.♟b5! ♟d7 11.♟f3!.. More spectacular was the course in Sturua-Himdan, Dubai 2006, after 6...♟g5: 7.♟xg5 ♟xg5 8.♟f3 ♟e7 (8...♟e3+ 9.♟e2 ♟xe2+ 10.♟xe2 ♟d7 is better) 9.♟b5+ ♟d7 10.0-0 f6 and now the spectacular 11.e5!! fxe5 12.♟xe5! dxe5 13.d6 ♟e6 14.♟d5! winning back all material with interest.

### 6.♟f3 ♟g4

Black increases his control over square e5 with this pin. Black has problems after 6...exf4 7.♟xf4. A quick e4-e5 can be annoying, just like the occasional ♟c3-b5. However, after the text his prospects are not so rosy either.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 7. \_\_\_\_\_

Your Score: \_\_\_\_\_

**7.♙b5+ (6)** 7.♙e2(2) 7.fxe5(2)

**7...♖f8**

Your Move: 8. \_\_\_\_\_

Your Score: \_\_\_\_\_

**8.0-0 (4)** 8.♙e2(2) 8.a4(1)

**8...exf4**

Your Move: 9. \_\_\_\_\_

Your Score: \_\_\_\_\_

**9.♙xf4 (1)**

**9...a6**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♙e2 (1)**

**10...♙xf3**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♙xf3 (1)**

**11...♗e7**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.e5 (9)** 12.♙h5(2) 12.♙g4(2) 12.♙g3(2)

**12...dxe5**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♙e3 (5)** 13.d6(2)

**13...♗d7**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♙g4 (5)**

**14...h5**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♙xh5 (5)** 15.♙xd7(4) 15.♙h3(5)

**15...♗b6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.d6 (5)** 16.♙xc5(3)

**16...♗g8**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♗e4 (3)** 17.♙xc5(3)

**17...♖c8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♙xc5 (3)** 18.♗g5(3)

18...♘d7

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

19.♙e3 (2)

And White is winning.

Maximum score: 50

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

## Why did Ibragimov play as he did?



### 7.♙b5+

This is much stronger than merely unpinning with 7.♙e2, or releasing the tension with 7.fxg5 (when after 7...♙xe5 it is best to play 8.♙b5+). Other bishop moves are not good: 7.♙e3 would lose a tempo after a future ...exf4, and 7.♙d3 or 7.♙c4 are only semi-useful (they do not unpin the knight or gain time).

### 7...♗f8

Awkward, but the alternative is no better: 7...♘d7 8.0-0 a6 9.♙xd7+ ♗xd7 10.fxg5 ♙xf3?? 11.exf6! wins on the spot! On move 10, 10...♙xe5 11.♘xe5 dxe5 12.♗e1 leads to a huge positional advantage for White, while 10...dxe5 11.♗e1 is, likewise, much more favourable for White. With the text Black reasons that he will later gain time on the queenside by means of ...a6 (and perhaps ...b5), and

that moving the king is less bad in a closed position.

### 8.0-0

Best, although, in order to prevent a possible ...a6 and ...b5, the prophylactic 8.♙e2 and 8.a4 come into consideration.

### 8...exf4

A novelty for what it is worth. Black will not be in time to control the e5-square. In Maksimovic-Djuric, Bjelovar 1979, 8...♙xf3 9.♗xf3 ♗e7 was played. White now continued strongly with 10.g4!.

### 9.♙xf4 a6

I would prefer 9...♘e7 though this may be answered by 10.e5 dxe5 11.♙e3 as well. Moves like ♘e4 and d5-d6 are in the air.

### 10.♙e2 ♙xf3

After 10...♘e7 11.e5 ♘g6 (11...dxe5 12.♘xe5±) 12.exf6 ♘xf4 13.fxg7+ ♗xg7 14.♗d2 ♘xe2+ 15.♘xe2 Black's king is in mortal danger.

### 11.♙xf3 ♘e7 12.e5!

A fine positional pawn sacrifice that fully utilizes all of White's advantages. Black should not be allowed to consolidate and gain full control over square e5. That is why all normal moves like 12.♙g4, 12.♙h5!? or the prophylactic 12.♙g3 (now 12...♘g6 does not gain time, but still how to continue after it?) are inferior.



**12...dxe5**

Here 12...♙xe5 13.♙xe5 dxe5 14.d6 ♘ec6 15.♙d5 wins, for example 15...f6 16.♚h5 ♚e8 17.♞xf6+ gxf6 18.♚h6 mates.

**13.♙e3**

This simple retreat (attacking pawn c5) is stronger than the complex 13.d6 exf4 14.dxe7+ which is much more double-edged. In the game Black gets no counterplay at all.

**13...♘d7 14.♙g4**

This opens the f-file and attacks an important defender. Moreover, it prevents 14...♘f5 (which Black would play after a move like 14.♘e4 or 14.d6). It must be said that after Ibragimov’s excellent 12th move there are more ways that lead to Rome. The text is the most consistent continuation though.

**14...h5 15.♙xh5**

Even stronger than 15.♙xd7 ♚xd7 16.♙xc5. Surprisingly, White can also keep the pressure with 15.♙h3.

**15...♗b6 16.d6**

Cutting through the centre, but 16.♙xc5 is also fine.

**16...♘g8**

The alternatives are no fun either. Thus, 16...♘c6 is simply met by 17.♙xc5, and 16...♘ed5 17.♘xd5 ♘xd5 18.♚xd5 ♞xh5 19.d7 just wins.

**17.♘e4**

Or 17.♙xc5.

**17...♞c8**

Or 17...♘c4 18.♙xc5, and if 18...b6, then White has both 19.♙xf7! and 19.♘g5!.

**18.♙xc5**

18.♘g5 was also very strong.

**18...♘d7 19.♙e3**



White has a material and a positional advantage. The Benoni Wall has been well and truly destroyed. White won after:

**19...♞c6 20.c4 g6**

If 20...♞xc4 then 21.♚d5 or 21.♘g5 winning.

**21.♙g4 ♞xc4 22.♚d5 ♘b6 23.♚xb7 ♞b4 24.♞ac1 ♘g7 25.♞c7**

And Black resigned.

# Combat 34

## Lputian-Kasparov

Tbilisi 1976

At the time when this game was played the young Garry Kasparov was only twelve. His opponent (later a seasoned grandmaster) is also a teenager, but nevertheless five years older.

**1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.f3**

The Sämisch Variation is characterized by this move. White has set up a classical centre which can serve as the basis for either a direct attack on the kingside, or a more positional plan on the queenside. The variation is popular among World Champions. Spassky, Karpov, Kasparov and Kramnik have adopted it as White. In addition, Spassky and Kasparov have often battled against the Sämisch as well.

**5...♘c6 6.♙e3 a6 7.♚d2 ♜b8 8.♞b1**

White disregards his development on the kingside in order to gain some space on the queenside. This plan clearly has certain drawbacks. White loses the option to castle queenside, and Black can obtain active counterplay in the centre.

**8...0-0 9.b4 e5**

The young Kasparov goes for the sharpest solution.

Also strong is 9...♙d7 to complete development – and to play 10...b5 in reply to 10.♘ge2.

**10.d5 ♘d4**

The only correct move. White would get all he wanted after 10...♘e7. After the text 11.♙xd4 exd4 12.♚xd4 fails to 12...♘xe4! and Black wins.

**11.♘ge2**

White must challenge Black's central knight. Since 11...♘xe2?! 12.♙xe2 can only favour White, Black is forced to sacrifice a pawn.

**11...c5! 12.dxc6 bxc6 13.♘xd4 exd4 14.♙xd4 ♞e8**

This is very sensible. Gufeld has analysed the sharp 14...c5. After 15.bxc5 ♘xe4 16.fxex4 ♚h4+ White's king must flee with 17.♜d1!, when Black can retrieve his piece after 17...♞xb1+ 18.♘xb1 ♚xe4. Still, the ending after 19.♙xg7 ♚xb1+ 20.♚c1 ♙g4+ 21.♜d2 ♚xc1+ 22.♜xc1 ♜xg7 23.cxd6 is no picnic.

**15.♙e2**

White can also develop with 15.♙d3. In that case Black would sacrifice a pawn with 15...d5!?

After the text White is ready to castle, which means that Black is forced to act. Can you demonstrate like the young Kasparov that with energetic play Black's chances are to be preferred?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...c5 (12)** 15...d5(7) 15...♙e6(2)

**16.bxc5**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♗xe4 (13)**

**17.fxe4**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♖h4+ (8)**

**18.g3**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♞xb1+ (2)**

**19.♚f2**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♞b2 (13)**

**20.gxh4**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♞xd2 (1)**

**21.♙xg7**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♚xg7 (1)**

**22.♚e3**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

**22...♞c2 (8)** 22...♞xe2+(3)

**23.♚d3**

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

**23...♞xc3+ (10)** 23...♞xe2(3)

**24.♚xc3**

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

**24...dxc5 (2)**

**25.♙d3**

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

**25...♙b7 (7)**  
25...♞e5(7) 25...♙g4(5) 25...f5(4)

26. ♖e1 Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_ 26... ♖e5 (8) 26... f5(8)

27. a4 Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_ 27... f5 (6)

28. ♖b1 Your Move: 28... \_\_\_\_\_

Your Score: \_\_\_\_\_ 28... ♗xe4 (2)

29. ♖b6 Your Move: 29... \_\_\_\_\_

Your Score: \_\_\_\_\_ 29... f4 (7) 29... ♗xd3(7) 29... a5(7)

And Black was winning. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Kasparov play as he did?



monster after 16. ♗xf6 ♗xf6 17. a3 ♗d4.

#### 16... ♗xe4

This was the point of Kasparov's previous move. The move order cannot be inverted with 16... ♖xb1+, because of 17. ♗xb1 ♗xe4 18. fxe4 ♖h4+ 19. ♗f2! when after 19... ♖xe4 20. 0-0 ♖xe2 the move 21. ♖e1 wins on the spot. In the game (so without the trade on b1) Black can take the knight on c3 after ♗f2 – see the next comment.

#### 17.fxe4 ♖h4+ 18.g3

Black is somewhat better in the ending after 18. ♗f2 ♗xc3 19. ♗xh4 ♖xb1+ 20. ♗f2 ♗xd2 21. ♖xb1 dxc5. Worse is 18. ♗f1 ♖xb1+ 19. ♗xb1 ♖xe4 20. ♗xg7 ♖xb1+ 21. ♖d1 ♖f5+ 22. ♗f3 ♗xg7 23. cxd6 ♖c5 with an excellent position.

#### 18... ♖xb1+ 19. ♗f2

Black wins on the spot after 19. ♗xb1? ♖xe4.

#### 15...c5

After 15...d5 16.cxd5 cxd5 White has a choice between 17.e5 ♗d7 18.f4, and 17.exd5 ♗f5 18. ♖b3. Not good is 15... ♗e6, for Black has insufficient compensation for the pawn after 16. 0-0.

#### 16.bxc5

White must enter the complications, as Black's King's Indian bishop would be a

19...♖b2



Kasparov must have seen this move when he decided to play 15...c5. White would just be winning after any other move.

**20.gxh4**

20.♙xb2? ♔xd4+ 21.♕e1 ♔xc3+ 22.♙xc3 ♙xe4 and wins.

**20...♜xd2 21.♙xg7 ♕xg7 22.♖e3 ♜c2**

Although worse than Kasparov's solution it is also possible to play 22...♜xe2+. Note that the materialistic 22...♜b2 does not work, because White has dangerous passed pawns after 23.cxd6.

**23.♕d3 ♜xc3+**

Stronger than 23...♜xe2. 23...♜b2 would once again be answered by 24.cxd6.

**24.♕xc3 dxc5**

Black is winning in this ending because

of White's weak pawns and his bad bishop. No good was 24...♜xe4 25.♔d3 ♜e6 26.c6!.

**25.♔d3 ♖b7**

Equally good is 25...♜e5. Other possibilities include 25...♔g4 and 25...f5.

**26.♜e1 ♜e5**

Again there is an alternative solution in the form of 26...f5 27.e5 ♔e4!.

**27.a4 f5 28.♜b1 ♔xe4 29.♜b6 f4**

Many roads lead to Rome in this ending, but marching with the f-pawn is simplest. Also winning are 29...♔xd3 and 29...a5.



**30.♜xa6 f3 31.♔f1 ♔f5 32.♜a7+ ♕h6**

**33.♕d2 f2 34.♔e2 ♔g4! 35.♔d3 ♜e1**

**36.♜f7 ♔f5! 37.a5 ♔xd3 38.♜xf2 ♜f1**

White resigned.

# Combat 35

## Luther-McShane

Lippstadt 1997

**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.c4**

Luther adopts the ‘Maroczy Bind’ – a good choice against a fourteen-year-old boy! Luke McShane has by now developed into a strong grandmaster of course.

**5...♙g7 6.♙e3 ♘f6 7.♘c3 0-0**

A personal favourite of Tigran Petrosian was 7...♘g4 8.♖xg4 ♘xd4 9.♖d1 ♘e6. Most famous is his loss against Bent Larsen: 10.♖d2 d6 11.♙e2 ♙d7 12.0-0 0-0 13.♖ad1 ♙c6 14.♘d5 ♖e8?! 15.f4 ♘c7 16.f5 ♘a6 17.♙g4 ♘c5 18.fxg6 hxg6 19.♖f2 ♖f8



20.e5!! ♙xe5 21.♖h4 ♙xd5 22.♖xd5 ♘e6? 23.♖f3 ♙f6 24.♖h6 ♙g7? 25.♖xg6! and White was winning in all lines, Larsen-Petrosian, Piatigorsky Cup 1966.

After 10.♖d2 Larsen himself likes to play 10...♖a5 11.♖c1 b6 12.♙e2 ♙b7 13.f3 g5. Already in 1957 he played liked this against Gligoric in Dallas. It was some thirty years later that the system became popular after Larsen gained a victory over Short.

**8.♙e2 d6 9.0-0**

In Botvinnik’s days people used to think that the Maroczy Bind (as the set-up with c4 and e4 versus the Accelerated Dragon is called) was extremely favourable for White. Indeed, White has a considerable space advantage while Black has no counterthrusts in the centre at his disposal, and consequently no clear counterplay.

**9...♘xd4**

The main line is 9...♙d7 (see the game Beliavsky-Kovchan, elsewhere in this book). This system enjoys a solid reputation these days.

**10.♙xd4 ♙e6 11.♖e1**

Also not bad is 11.f4 ♖c8 12.b3 and White has a very pleasant edge. However, there is nothing wrong with Luther’s natural move.

**11...♖a5**

A characteristic queen sally in this line. Black aims for active play with moves like ...♖fc8, ...a6 and ...b5. In the game he gets nowhere fast, and this is due to Luther’s consistent play. Can you repeat his performance?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12. ♖d5 (7)**

12. ♙f1(6) 12. a3(4) 12. ♖c1(4) 12. ♖b1(4)

**12... ♗xd5**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13. exd5 (2)**

**13... ♖fe8**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14. ♙f1 (6)**

**14... a6**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15. ♖e3 (7)**

**15... ♗d7**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♙xg7 (4)**

**16... ♙xg7**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. ♚d4+ (3)**

**17... ♗f6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♖ae1 (5)**

**18... b5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. g4 (8)**

**19... h6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. h4 (6)**

**20... ♙f8**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. g5 (3)**

**21... hxg5**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. hxg5 (1)**

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22...♘g8 Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_ 23.cxb5 (4)

---

23...axb5 Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_ 24.b4 (6)

---

24...♔xa2 Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_ 25.♙xb5 (5)

---

25...♞ec8 Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_ 26.♙c6 (5) 26.♙d3(3)

---

26...♞ab8 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.b5 (3) 27.♞f3(3) 27.♞h3(3)

---

27...♔c2 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♞f3 (4)

---

28...♞c7 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♙g2 (6)

---

29...♞cb7 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♞h1 (7) 30.♙xb7(2)

---

30...♔c5 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♞xf7+ (8)

---

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

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## Why did Luther play as he did?



### 12. ♖d5

Direct play by Luther. The answer 12... ♗xd5 is more or less forced (12... ♘d5 13.exd5 is even worse) when White will have great play along the e-file.

Other reasonable moves include: 12. ♗f1, 12.a3, 12. ♖c1 and 12. ♖b1. Bad is 12. ♗d2 which loses a pawn after the standard combination 12... ♘xe4! 13. ♗xe4 ♗xd2 14. ♘xd2 ♗xd4.

### 12... ♗xd5 13.exd5 ♖fe8 14. ♗f1 a6

I don't like this move which is too slow. Much better is the immediate 14... ♘d7 when Black stays alive after 15. ♗xg7 ♗xg7 16. ♗d4+ ♘f6 17. ♖e3 ♗c5! 18. ♗h4 e5 because 19. ♖h3 can be met by 19...h5.

### 15. ♖e3



In combination with his previous move this is the right plan. White is ready to double on the e-file, and the rook may suddenly switch along the third rank towards the kingside.

### 15... ♘d7

Black should seek relief by trading pieces. A well-known strategy for the defending side. Moreover, in this type of Maroczy Bind positions Black always tries to exchange the dark-squared bishops. He aims to reach an ending of good knight versus bad bishop (where the pawns on c4 and d5 are fixed on the colour of the bishop). So, clearly, Black's chances lie in the ending, while White should try to win the middlegame. White is going to keep the heavy pieces on the board for additional fire power.

### 16. ♗xg7 ♗xg7 17. ♗d4+ ♘f6 18. ♖ae1 b5

Simply horrible is 18... ♗xa2 19. ♖xe7, while 18... ♗c7 would condemn Black to a passive defence. The young McShane therefore opts for the active 18...b5, indirectly protecting pawn e7 – if 19. ♖xe7 then 19... ♗xe1! 20. ♖xe1 ♖xe1 with compensation for the pawn. However, after Luther's answer it becomes apparent that Black is even worse off.

### 19.g4 h6

It is obvious that 19... ♗g8 fails to 20. ♖xe7 ♗xe1 21. ♖xe1 ♖xe1 22. ♗xf6. Perhaps it was better, though, to immediately play 19... ♗f8, for the opening of the h-file (as in the game) just favours White.

### 20.h4 ♗f8 21.g5 hxg5 22.hxg5 ♘g8 23.cxb5 axb5 24.b4

With this move Luther stresses that he is winning on both the kingside and the

queenside. The so-called ‘bad’ bishop actively takes part in the game, which is more than we can say of the crippled knight on g8.



**24... ♖xa2 25. ♗xb5 ♜ec8 26. ♗c6**

A playable alternative is 26. ♗d3.

**26... ♞ab8 27.b5**

Also not bad are 27. ♜f3 and 27. ♞h3.

**27... ♗c2 28. ♞f3**

Black can keep the game going for a while longer after 28.b6 ♞xc6! 29.dxc6 ♗xc6.

**28... ♞c7 29. ♗g2 ♞cb7**



**30. ♞h1**

There is no real reason to take the insignificant rook 30. ♗xb7.

**30... ♗c5 31. ♞xf7+**

Black resigned.

# Combat 36

## Lupulescu-Timoschenko

Calvia Olympiad 2004

**1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4  
♘f6 5.0-0 ♙e7 6.♞e1 b5 7.♙b3 d6 8.c3  
0-0 9.d4 ♙g4**

Now that White has omitted 9.h3 (the main line in the closed Spanish) Black should use the opportunity to increase the pressure on d4.

### 10.♙e3

It is because of this move that White players started playing 9.d4 again in the 21st century. The alternative 10.d5, promises little after 10...♘a5 11.♙c2 c6 (or 11...♞c8 12.h3 ♙d7 followed by ...c6) 12.h3 ♙c8 (but not 12...♙d7?! 13.♘xe5! dxe5 14.d6 with an edge for White) 13.dxc6 ♞c7 when Black will be able to sufficiently control the d5-square.

### 10...exd4

Giving up the centre, but hoping to gain enough central influence with the manoeuvre ...♘a5 followed by ...c5. Black can increase the tension with 10...d5 when White keeps a little something with 11.exd5 exd4 12.♙xd4! ♘xd4 13.cxd4 ♙b4 14.♘c3 ♙xc3 15.bxc3 ♘xd5 16.♞d3.

### 11.cxd4 ♘a5 12.♙c2 c5

All according to plan. Also playable is 12...♘c4 13.♙c1 which appears to gain a tempo. However, after 13...c5 14.b3 White regains the move. Best now would be 14...♘b6, when White is slightly better after 15.♘bd2. Inferior after 14.b3 is 14...♘a5 due to 15.d5! when White has a pleasant edge due to the badly placed knight on a5, on top of a space ad-

vantage. This happened most notably in Fischer-Kortchnoi, Saltsjöbaden 1962.

### 13.dxc5

This is not the most ambitious move in the position. The Russian grandmaster Grischuk has demonstrated in numerous games that 13.h3 offers chances for an advantage.

### 13...dxc5 14.♘c3

An active move. White does not prevent ...♘c4 nor does he support his pinned knight on f3. Indeed, 14.♘bd2 ♘c6 15.♞b1 ♞c7 16.h3 ♙h5 does not look very promising for White. With the text White aims to play in the centre, and he therefore develops the knight on the most active spot.

### 14...♘c4

A logical move. White is under pressure now. Pawn b2 is hanging, the bishop on e3 might well be traded, and the knight on f3 is still pinned. Besides, it appears as if Black has successfully battled White for the control over the central e5-square.

Clearly, we have arrived at a critical moment in the game. Allow yourself some time to consider your first move, and use your chances should your opponent miss the best defence.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.e5 (12)** 15.♖e2(4) 15.♙c1(2) 15.b3(1)

---

**15...♙xf3**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♖xd8 (4)** 16.♖xf3(2)

---

**16...♙xd8**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♙xc5 (6)** 17.exf6(2)

---

**17...♞e8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.exf6 (2)**

---

**18...♙c6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞xe8+ (3)** 19.fxg7(1) 19.♘d5(2)

---

**19...♙xe8**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♘d5 (7)** 20.♞e1(4)

---

**20...♘xb2**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♙d4 (7)** 21.♞e1(7)

---

**21...♘c4**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.fxg7 (3)** 22.♞e1(3)

---

**22...♙c6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♞e1 (8)** 23.♘f6+(4) 23.♙e4(3)

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**23...♘d6**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♞e3 (8)** 24.♞e5(8) 24.♘f6+(5) 24.♘e7+(2)

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**24...♙d7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.h4 (6)** 25.♘e7+(2) 25.♞e7(6) 25.f4(6)

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**25...♙e6**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♘f4 (10)** 26.♞e5(8)

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26...♙xa2 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.♙c5 (7)

27...♙c7 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♘h5 (6)

28...♘c4 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♙f8 (7) 29.♖e8+(5) 29.♘f6+(1)

29...♖xf8 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.♙xh7+ (4)

Black resigned.

Maximum score: 100

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

### Why did Lupulescu play as he did?



#### 15.e5

This strong move is possible after all! Some calculation was required though. Harmless is 15.♖e2 ♖e8 (riskier is 15...♘b2 16.e5) 16.h3 ♘xe3 17.♖xe3 ♙xf3 18.♖xf3 ♙d6 19.♖ad1 ♖c7 and draw agreed in Dolmatov-Psakhis, Soviet Championship, Minsk 1987, because of 20.♘d5 ♘xd5 21.♖xd5.

15.♙c1 is passive, for example 15...♖c7 and Black is fine. 15.b3 ♘a3!? (15...♘xe3 is good too) is already annoying for White as 16.♙d3 is met by 16...♙xf3 17.gxf3 c4 18.bxc4 ♙b4 with a strong initiative.

#### 15...♙xf3

This is a bad move. White will take full advantage of this error in the game. Black must either liquidate with: 15...♖xd1 16.♖axd1 ♙xf3 17.exf6 ♙xd1 18.fxe7 ♙xc2 19.exf8♖+ ♖xf8 20.♙xc5 ♖c8 21.♘d5 – 5 bonus points if you calculated this far – 21...♗h8 22.♙d4 (22.♘b6 ½-½ Zaitsev-Beliavsky, Minsk 1983) and now Black can draw with accurate play: 22...♘d6 23.♘b4 a5 24.♘xc2 ♖xc2 25.h3 h6 26.♖e5 a4 27.♖c5 ♖d2 28.♙e5 a3 29.bxa3 ♘c4 30.♖xb5 ½-½ Bruzon-Adams, Wijk aan Zee 2005.

Or he should withdraw the knight, which is also not bad, for all the advantages of the position that we summed up after 14...♟c4 still hold true. 15...♞d7 16.♙f4 (after 16.♙e4 Black has 16...♞dx5!? – an excellent exchange sacrifice – 17.♙xa8 ♖xa8 18.♞d5 ♙d6 19.♞b1 ♞d8 20.b3 ♞xf3+ 21.gxf3 ♙xh2+ 22.♟xh2 ♞xd5 and Black was winning in Zaitsev-Klovans, Satka 2004) 16...♞db6 17.♖e2 ♖c8 18.♙e4 ♞a7 19.b3 and now White's edge in Zaitsev-Balashov, Moscow 2002, was negligible after 19...♞a3 20.♙c1 b4 21.♙xa3 bxa3 22.♞d5 ♞xd5 23.♙xd5 ♞d8 24.♞ad1 ♖f5 25.♞d3 ♞ad7 26.♞ed1 ♙xf3 27.♖xf3 ♖xf3 28.gxf3 ½-½.

**16.♖xd8**

This is the move that starts all the problems for Black. 16.♖xf3 ♞xe5 17.♖f5 gives some compensation for the pawn, but after for instance 17...♞g6 White has little better than to retrieve the pawn after 18.♙xc5 ♙xc5 19.♖xc5 with equality.

**16...♙xd8**



There is nothing else; otherwise too many pieces are hanging. Insufficient is 16...♞axd8 for after 17.exf6 ♙xf6 18.gxf3 ♞xb2 White has 19.♞e4, when Black does not have enough for the piece.

**17.♙xc5**

Stronger than 17.exf6 ♞xe3 18.♞xe3

♙c6 or 18...♙h5 and White has only a tiny edge. Weak of course is 17.gxf3 ♞xe5.

**17...♞e8**

17...♞g4 18.gxf3 ♞gx5 19.♙e4 and White remains an exchange ahead.

**18.exf6**

Instead 18.gxf3 ♞xe5 19.♞xe5 ♞xe5 20.♟g2 would lead to an equal position.

**18...♙c6 19.♞xe8+**

Black has counterplay after 19.fgx7 ♙f6 when pawn b2 is hanging. 19.♞d5 ♙xf6 20.♞xf6+ gxf6 21.♙d4 and White is clearly better, but the text is superior.

**19...♙xe8 20.♞d5**

Again Black's chances would improve after 20.fgx7 ♙f6 21.♙e4 ♞d8. White obtains a promising ending after 20.♞e1 (4) ♙xf6 21.♞d5! as White will conquer the bishop pair. To gain 4 points for 20.♞e1 you should really have seen 21.♞d5 too.

**20...♞xb2**



**21.♙d4**

Equally good is 21.♞e1, when the lines fork:

- 21...♙c6 22.♙d4 ♞c4 23.fgx7 transposes to the game
- 21...♙d7 22.♙d4
- 21...♙xf6 22.♞xf6+! (or 22.♞c7+–) 22...gxf6 23.♞e3 ♞c8 24.♞g3+ ♟h8 25.♙d4 ♞c6 26.♙xb2 winning
- 21...♙a5 22.♞e7+ ♟h8 23.fgx7+

♙xg7 24.♘f5+ ♔g8 25.♞e3 and wins.

**21...♘c4 22.fxg7**

22.♞e1 ♘c6 23.fxg7 is yet another transposition.

**22...♘c6 23.♞e1**

White involves all his pieces. White's position is already so good that sub-optimal moves also lead to an advantage. For example: 23.♘f6+ ♙xg7 24.♘h7+ and 23.♘e4.

**23...♘d6**

Or 23...♘h4 24.♗e7+ ♘xe7 25.♞xe7 ♞e8 26.♞xe8+ ♘xe8 27.f4 and White will easily win the ending.

**24.♞e3**

Threatening 25.♘h7+ and to some extent 25.♞h3+. Alternatives are: 24.♞e5 protecting the knight and threatening ♞h5. 24.♘f6+ ♘xf6 25.♘xf6 ♗e8 26.♘c3 ♘g7 27.♞e3 is naturally also advantageous for White. Inferior is 24.♗e7+ ♘xe7 25.♞xe7 ♞e8 and Black retrieves pawn g7.

**24...♘d7**

Not 24...♘d5? 25.♘h7+ ♙xh7 26.♞h3+ and wins.

**25.h4**

Doing something about his back rank, and setting a trap. Less good is 25.♗e7+ ♘xe7 26.♞xe7 ♞e8 and because of the back rank Black wins back pawn g7. Also good are: 25.♞e7 ♘c6 26.♞e5 and 25.f4.

**25...♘e6**

Not 25...♘h4? 26.♘f6 winning. But 25...♞c8 was stronger than the text.

**26.♘f4**

Lupulescu has accurately calculated the win. The point is revealed on the next

move. Also strong is 26.♞e5. However, not 26.♘f6+ because of 26...♘xf6 27.♘xf6 ♘xa2.

**26...♘xa2 27.♘c5 ♘c7**

Or 27...♞c8 28.♘xd6 and White remains a piece to the good.

**28.♘h5**

Not 28.♞e7 ♞c8.

**28...♘c4**

After 28...f6 29.♞e7 ♗e8 30.♞xe8+ ♞xe8 31.♘xf6+ ♙f7 32.♗xe8 ♙xe8 33.♘h7 Black cannot prevent the pawn from promoting.

**29.♘f8**

The most powerful move, White wins with a nice combination. Also winning is 29.♞e8+ ♞xe8 30.♘f6+ ♙xg7 31.♗xe8+ ♙g8 32.♗xc7. Not very accurate is 29.♘f6+ ♙xg7 30.♗e8+ ♙g8 31.♗xc7 ♗xe3 32.♘xe3 and Black still has two dangerous passed pawns.



**29...♞xf8**

The game ends in mate after 29...♗xe3 30.♘f6. White also wins following 29...♘d8 30.♞e8

**30.♘h7+**

Black resigned.

# Combat 37

## Nijboer-Bosboom

Leeuwarden 2004

### 1.e4 c6 2.d4 d5 3.♘c3 g6

So not a regular Caro-Kann, but the so-called Gurgenidze system.

### 4.♘f3 ♘h6

Very provocative, but not necessarily bad. Black is aiming for a system with ...♘h6, ...f6, ...♙g7, and ...♘f7 to play for ...e5 at a later stage. A more common move order is 4...♙g7.

### 5.h3

This looks a little tame, but is quite useful in fact. White prevents a pin following ...♙g4.

An aggressive set-up with 5.♙f4 comes into consideration: 5.♙f4 f6 6.exd5! cxd5 7.♘b5 ♘a6 8.c4 e6 9.♙d3 ♙b4+ 10.♘c3 ♘f7 11.0-0 0-0 12.♚b3 and White stood better in Liedtke-Vorotnikov, Giessen 1992.

A counter example to illustrate some of the dangers that face White: 5.♙e2 f6 6.0-0 ♙g7 7.♙f4 ♘f7 (Black is ready for ...e5, the bishop is misplaced on f4 now) 8.exd5 cxd5 9.♘b5?! (better was 9.♙xb8 ♚xb8 10.♙b5+ ♙d7 11.♚e2) 9...e5 (White's idea has failed; he now pulls the emergency break) 10.♙g3 a6 11.dxe5!? fxe5 (11...axb5 12.exf6 ♙xf6 13.♙xb5+ ♘c6 14.♚e1+ ♖f8) 12.♚xd5?! axb5 13.♙xb5+ ♘c6 14.♙xc6+ bxc6 15.♚xc6+ ♙d7 16.♚e4 0-0 17.♙xe5?!, a big blunder to end the game; Black wins a piece following 17...♚e8 0-1 Dobrovolsky-Karlik, Karvina 1992.

### 5...♙g7 6.♙f4 f6 7.♙d3

An excellent option here is 7.exd5 cxd5

8.♘b5 followed by c4. Occasionally, this system is played on the highest level. Topalov-Shirov, Linares 1994, went: 7.♙e2 ♘f7 8.♙h2 (8.0-0 e5) 8...0-0 9.0-0 b6 10.♚e1 ♙b7.

### 7...♘f7 8.0-0

An entirely different set-up is 8.♚e2 followed by castling queenside.

### 8...0-0 9.♙g3

To prevent Black from playing ...e5 with gain of tempo.

### 9...e6

Nice and solid for the moment. Clearly, 9...e5 would be too risky, since Black is behind in development. Asking for trouble is 9...dxe4 10.♘xe4 f5 11.♘c3 ♙xd4 12.♘xd4 ♚xd4 13.♚e2.

### 10.♚e1

White has chosen a solid set-up and cannot be worse. Can you, nevertheless, show, as Bosboom does, that Black also has prospects?



**The Combat begins. Good Luck!**

**You are Black**

Your Score: _____	Your Move: 10... _____ <b>10...♖d7 (5)</b> 10...b6(4) 10...a5(4)
<b>11.♚d2</b> Your Score: _____	Your Move: 11... _____ <b>11...a5 (4)</b> 11...b6(3) 11...♗e8(3)
<b>12.h4</b> Your Score: _____	Your Move: 12... _____ <b>12...a4 (6)</b>
<b>13.♗e2</b> Your Score: _____	Your Move: 13... _____ <b>13...e5 (8)</b> 13...dxe4(6)
<b>14.exd5</b> Your Score: _____	Your Move: 14... _____ <b>14...cxd5 (1)</b>
<b>15.♗c3</b> Your Score: _____	Your Move: 15... _____ <b>15...♗a5 (8)</b> 15...♚a5(6) 15...a3(2)
<b>16.♙f1</b> Your Score: _____	Your Move: 16... _____ <b>16...♙h6 (8)</b> 16...e4(5)
<b>17.♚d1</b> Your Score: _____	Your Move: 17... _____ <b>17... e4 (4)</b>
<b>18.♗h2</b> Your Score: _____	Your Move: 18... _____ <b>18...f5 (4)</b>
<b>19.♗e2</b> Your Score: _____	Your Move: 19... _____ <b>19...♗f6 (6)</b> 19...b6(3) 19...♗e8(3) 19...♗b6 (4)
<b>20.♙f4</b> Your Score: _____	Your Move: 20... _____ <b>20...♗h5 (6)</b>
<b>21.♙xh6</b> Your Score: _____	Your Move: 21... _____ <b>21... ♗xh6 (1)</b>

The Chess Combat Simulator – Round 4

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22. ♔d2 Your Move: 22... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 22... f4 (4)

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23. c4 Your Move: 23... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 23... ♘g4 (10)  
23... ♘f5(4) 23... f3(3) 23... ♙e6(6) 23... b6(5)

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24. ♘xg4 Your Move: 24... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 24... ♙xg4 (1)

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25. ♘c3 Your Move: 25... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 25... ♔xh4 (6) 25... e3(3)

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26. ♘e2 Your Move: 26... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 26... ♙xe2 (6) 26... e3(6) 26... ♖aa8(4)

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27. ♔xa5 Your Move: 27... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 27... ♘g3 (8) 27... ♙xf1(7) 27... f3(7)

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28. ♔xd5+ Your Move: 28... \_\_\_\_\_  
Your Score: \_\_\_\_\_ 28... ♖f7 (4)

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White resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

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## Why did Bosboom play as he did?



### 10...d7

This develops a piece and controls the important e5-square. Instead 10...b6 to play ...b7 or ...a6-c7 also comes into consideration. Gaining space on the queenside with 10...a5 (and to once again prepare ...a6-c7) is also good.

### 11.♖d2 a5

Quite reasonable are 11...b6 and 11...♞e8. But not 11...♙h6?! 12.♙f4.

### 12.h4

This cannot be faulted, although Nijboer may have regretted it later on in the game. To prevent Black from gaining more space it was possible to play on the other flank with 12.a4.

### 12...a4

Gaining even more space and preparing something like ...a3 and ...♞a5.

### 13.♘e2?!

Nijboer wants to prepare c4, and perhaps play ♘f4 in the future. Still, this is a bad move and the source of White's future problems, for Black can now play ...e5 under favourable circumstances.

Correct was 13.exd5 exd5 14.a3±. Black cannot take back with the c-pawn due to: 13...cxd5? 14.♘b5! (14.♞xe6 ♘de5) 14...e5 15.c4, for now 15...e4? would fail to 16.♙c7 ♞e7 17.cxd5. Better than the

text was also 13.a3.

### 13...e5

Here Black may also opt for 13...dxe4 14.♙e4 f5 15.♙d3 e5. White has nothing special after 16.♙c4 f4 17.♙h2 ♘b6 18.♙xf7+ ♞xf7 19.dxe5 (19.♞ad1 ♞d7 20.♞c1 e4 (20...exd4 21.♙xf4±) 21.♘e5 ♙xe5 22.dxe5 e3 and Black will regain something on h4) 19...♞xd2 20.♘xd2 ♙xe5 with equality.

Inferior though is 13...b5 (to prevent c4), because of 14.♘f4 ♘b6 15.exd5 exd5 16.♞c3.

### 14.exd5 cxd5 15.♘c3 ♞a5!



An original manoeuvre. The rook defends d5, thus threatening ...e4. Bosboom keeps the queen on d8 to attack h4. Quite good is also 15...♞a5!?

Inferior is 15...a3?! 16.♘xd5 axb2 17.♞ab1±. Bad was 15...e4? 16.♘xd5 exd3 17.♙c7 winning the queen – this was the trick on which Nijboer's previous move was based.

### 16.♙f1 ♙h6

This is stronger than 16...e4 17.♘h2 and now White can answer 17...♙h6 with 18.♙f4.

### 17.♞d1 e4 18.♘h2 f5

Here it becomes apparent how powerful the interpolation of 16...♙h6 was. Black

threatens to win a piece with ...f4.

### 19. ♖e2 ♖f6

To play 20...♗h5. There are plenty of reasonable alternatives available at this stage: 19...b6, 19...♖e8, and 19...♗b6.

### 20. ♗f4

20.♗f4 was better.

### 20...♗h5

Of course Black does not play 20...♗xf4 21.♗xf4. After the text Bosboom has gained control over square f4.

### 21. ♗xh6 ♗xh6 22. ♖d2 f4



Now White is in dire straits. Black has aimed nearly all his pieces at the kingside. The pawns e4 and f4 form a powerful pair, and the h4 pawn is in constant danger.

### 23. c4 ♗g4

Trading a defender, and clearly best. Some other possibilities:

– 23...♗f5 24.♗xf4 ♗xf4 25.♖xf4 ♗xh4 26.♖d2.

– 23...f3 24.gxf3 (24.♖xh6 fxe2 25.♖xe2 ♖xh4 26.♖d2 ♗e6=) 24...exf3 25.♗c3 ♗f5 26.♗xf3 and White is better.

– 23...♗e6 and Black is better.

– 23...b6 is interesting.

### 24. ♗xg4 ♗xg4 25. ♗c3 ♖xh4

Black wins in the attack. Insufficient is 25...e3 26.fxe3 ♖xh4 27.exf4 ♗xf4

28.♗xd5, which leads to a draw after either:

– 28...♖xd5 29.cxd5 ♖g3 30.♗h1 ♖f5 (30...♖h4+ 31.♗g1 ♖g3) 31.♖e5 ♖h4+ 32.♗g1 ♖g3, or

– 28...♗e2+ 29.♗xe2 (29.♖xe2 ♗xe2 30.♖xe2 ♖xd4+ 31.♗h2 ♖h4+ 32.♗g1 ♖d4+) 29...♖f2+ 30.♗h1 ♖h4+ 31.♗g1 ♖f2+.

### 26. ♗e2

26.♗xe4 dxe4 27.♖xa5 ♗g3 28.fxg3 fxg3 29.♖d5+ ♖f7 wins by analogy to the game. The same goes for 26.♗xd5 ♖xd5 27.cxd5 ♗g3.

### 26...♗xe2

26...e3 27.fxe3 ♗g3 also wins quite beautifully due to 28.exf4 (28.♖xa5 ♖h1+ 29.♗f2 ♗e4 mate!) 28...♖h1+ 29.♗f2 ♗e4+ winning the queen. Instead 26...♖a8 (or any other normal rook move) also wins.

### 27. ♖xa5

There is no salvation – 27.♖xe2 ♗g3 or 27.♗xe2 ♗g3.

### 27...♗g3

Always a key move. There are two alternative wins:

– 27...♗xf1 28.♖xd5+ (28.♖xf1 f3) 28...♖f7 29.♖xe4 (29.♖xf1 f3 and wins) 29...♗f6!.

– 27...f3 28.♖xd5+ (28.♗xe2 fxg2) 28...♖f7 29.♖e6 fxg2.

### 28. ♖xd5+ ♖f7

Accuracy is still required. It was not too late to lose with Black. In case of 28...♗g7?? 29.fxg3 fxg3 30.♖d7+ White has 31.♖h3 to cover the mate. Likewise, 28...♗h8 29.fxg3 fxg3 30.♖e5+ ♖f6 31.♖e8+ ♗g7 32.♖d7+ sees White defending with ♖h3.

After the text White resigned.

# Combat 38

## Nikolic-van der Sterren

Rotterdam 1999

**1.d4 ♘f6 2.c4 e6 3.♟f3 d5 4.♞c3 ♘e7  
5.♙g5 0-0 6.e3 h6 7.♙xf6**

White gives up his bishop to develop speedily. He thus avoids main lines after 7.♙h4 like the Tartakower Variation (7...b6) and the Lasker Defence (7...♞e4). The 7.♙xf6 system gained tremendously in popularity following its adoption in the Kasparov-Karpov matches in the mid 1980s.

**7...♙xf6 8.♚b3**

Increasing the pressure on d5, something Black may ignore with the pawn sacrifice 8...c5 (9.dxc5 ♞d7! 10.cxd5 ♞xc5 gives compensation). Van der Sterren's answer is more logical though.

**8...c6 9.♞d1 ♞d7 10.♙d3 ♞b8**

How should Black develop his queenside? Wrong is 10...♚b6 11.♚c2 ♚c7? 12.cxd5 cxd5 13.♞xd5 ♚xc2 14.♞xf6+ and White is a pawn up and won in Piket-Wedberg, Lugano 1989. Entirely possible is 10...b6. With the text Van der Sterren prepares ...b5.

**11.♚c2**

Prophylaxis, Nikolic prevents the freeing advance ...b7-b5. The game Yusupov-Van der Sterren, Munich 1990, saw 11.0-0 b5 12.cxb5 cxb5 13.♞c1 a6 and Black was doing fine.

**11...b6**

Other methods of play include 11...♚a5 and 11...dxc4 12.♙xc4 b5.

**12.e4!?**

White cannot do without this central advance. In a previous game Nikolic had

postponed this for a few moves with 12.0-0 ♙a6 13.b3 ♞c8, to play it now 14.e4, Nikolic-Bönsch, Bundesliga 1998.

**12...dxe4 13.♙xe4 b5**

Van der Sterren is seeking active counterplay. Black would be solidly, but passively, placed after 13...♙b7.

**14.c5**

Intending to constrict Black in a major way. Van der Sterren would have obtained his desired counterplay after 14.♙xc6 bxc4.

**14...b4 15.♞e2 ♚c7 16.0-0 ♙a6**

In this fairly closed position Van der Sterren is happy to exchange one of his bishops for a knight.

**17.♞fe1 ♙xe2 18.♞xe2 e5**

Following his plan Black makes this freeing advance. Can you show, like Nikolic, that this strategy is too ambitious?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.d5 (6)** 19.♞ed2(3) 19.♙h7+(2)

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**19...cxd5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♞xd5 (1)**

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**20...♞fd8**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.c6 (5)** 21.♞ed2(2)

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**21...♘f8**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.♞ed2 (5)**

---

**22...g6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.h4 (7)**

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**23...♞xd5**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.♙xd5 (1)** 24.♞xd5(1)

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**24...h5**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.♚c4 (5)** 25.g3(4)

---

**25...a5**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26.♙e4 (5)** 26.g3(5)

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**26...♙g7**

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

**27.♞d5 (5)** 27.g3(5)

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**27...♞b6**

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

**28.♞d3 (5)** 28.♞d1(4) 28.♞xa5(1)

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**28...♞b8**

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

**29.g3 (5)**

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**29...♞d8**

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

**30.♞xd8 (4)** 30.♙g2(2)

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30...♙xd8 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♚d5 (6) 31.♚b5(3)

31...♙f6 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.♘d2 (7)

32...♘e6 Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_ 33.♘c4 (4)

33...a4 Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_ 34.♙c2 (4)

34...b3 Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_ 35.axb3 (1)

35...♘d4 Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_ 36.♘d6 (10)

36...♙f8 Your Move: 37. \_\_\_\_\_

Your Score: \_\_\_\_\_ 37.bxa4 (7) 37.♚xf7+(4) 37.♘b5(3)

37...♘xc2 Your Move: 38. \_\_\_\_\_

Your Score: \_\_\_\_\_ 38.♘b5 (5) 38.♚xf7+(5)

38...♚c8 Your Move: 39. \_\_\_\_\_

Your Score: \_\_\_\_\_ 39.♚c5+ (2)

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Nikolic play as he did?



### 19.d5!

An excellent response. The advanced c-pawn is going to be a real nuisance for Black. Note that in the game Van der Sterren will be forced to block the passed pawn with his strongest piece.

Reasonable are also 19.♖ed2 and 19.♗h7+ ♔h8 20.♗f5.

### 19...cxd5 20.♖xd5 ♗fd8 21.c6

Strong direct play. Also not bad is 21.♖ed2.

### 21...♗f8 22.♖ed2 g6 23.h4!

White prepares h4-h5 to obtain complete control over the light squares around Black's king.

### 23...♖xd5 24.♗xd5

Or 24.♖xd5.

### 24...h5 25.♖c4

Nikolic slowly improves his pieces. Now, or on the next move, it was also useful to play 25.g3.

### 25...a5 26.♗e4

Or 26.g3.

### 26...♔g7 27.♖d5

Again 27.g3 comes into consideration.

### 27...♖b6 28.♖d3

Also good is 28.♖d1, but weaker are 28.♖xa5 ♖xc6 and 28.♖c5 ♗e6.

### 28...♖b8

Black has nothing better, nearly all his

pieces are bound. Nikolic has all the time in the world to further strengthen his position.

### 29.g3 ♖d8 30.♖xd8

This is stronger than, say, 30.♔g2 ♗e6.

### 30...♗xd8 31.♖d5

Slightly inferior is 31.♖b5 because of 31...f5. After the text 31...f5 is strongly met by 32.♗d3 e4 33.♗c4!.

### 31...♗f6



### 32.♗d2!

Nikolic manoeuvres his knight to the queenside, where Black's pawns are especially vulnerable.

### 32...♗e6 33.♗c4 a4 34.♗c2

Winning material. Van der Sterren now clutches his final straw.

### 34...b3 35.axb3 ♗d4

Black would have no prospects after 35...axb3 36.♗xb3.

### 36.♗d6! ♔f8

At first sight it is completely obvious that 36...axb3 loses to 37.♗e8+. However, it still requires a certain amount of precision: 37...♔h6 38.♗xc7 (also good are 38.♗e4 or 38.♗xg6) 38...bxc2 39.♖c4 ♗e2+ 40.♔f1! (but not 40.♖xe2 c1♖+ 41.♔h2 ♖xc6) 40...c1♖+ 41.♖xc1+ ♗xc1 and now White wins with 42.♗e6! fxe6 43.c7.

**37.bxa4!**

This is most accurate.

The alternatives are: 37.♚xf7+ ♚xf7  
38.♜xf7 ♜xc6 39.♙xg6 axb3, and  
37.♞b5 ♚xc6 38.♚xc6 ♜xc6 39.bxa4.

**37...♜xc2 38.♞b5**

This is the simplest way to end it. However, you also deserve 5 points if you calculated the following line correctly:

38.♚xf7+ ♚xf7 39.♜xf7 ♔e7 40.c7  
♜d7 41.♞d6 ♜xc7 42.♞e8+ and White  
wins.



**38...♚c8 39.♚c5+**

Black resigned.

# Combat 39

## Onischuk-Hertneck

Biel 1997

1.e4 e6 2.d4 d5 3.♘d2 ♘f6 4.e5 ♘e4!



8.c3 ♘d7

Attacking pawn e5. Tactics reign supreme in this original position. Can you score a convincing victory just like Onischuk?



**The Combat begins. Good Luck!**

An unusual, and slightly dubious, system that is also played after 3.♘c3.

5.♘xe4 dxe4 6.♙c4 c5

Hertneck tries to gain counterplay in the centre. Grandmasters like Lputian and Malaniak prefer 6. ...a6 7.a4 b6.

7.d5 ♚b6

Hertneck protects pawn e6 before attacking e5. This appears logical as Black also threatens to win a piece with 8... ♚b4+.

However, the queen is not well-placed on b6, and Black's position is too compromised for this slow strategy. Black's play in this line can only be justified by destroying White's centre.

With that in mind it makes sense to play the immediate 7...♘d7. One of the stem games of the whole 4...♘e4 line now went:

8.dxe6 fxe6 9.♙xe6 ♚e7 10.♚d6 ♚xd6  
 11.exd6 ♙xd6 12.♘e2 ♘f6 13.♙xc8  
 ♚xc8 14.♙f4 ♙xf4 15.♘xf4 ♚f7  
 16.♚d1 ½-½ Kostro-Bednarski, Poland 1972.

**You are White**

Your Move: 9. \_\_\_\_\_

Your Score: \_\_\_\_\_

**9.f4 (4)** 9.dxe6(1)

**9...exd5**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♖xd5 (2)**

**10...♗g6**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♘e2 (7)**

**11...♙e7**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.♘g3 (6)** 12.0-0(3)

**12...♙h4**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.0-0 (3)**

**13...♙xg3**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.hxg3 (1)**

**14...0-0**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.f5 (5)**

**15...♗xg3**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♙f4 (2)**

**16...♗g4**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.e6 (5)** 17.♗xe4(2)

**17...fxe6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.fxe6 (2)**

**18...♗b6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.e7+ (7)** 19.♙d6(5)

**19...♗xd5**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.exf8♗+ (2)**

20...♔xf8 Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_ 21.♙d6+ (2)

21...♔e8 Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_ 22.♙b5+ (1)

22...♙d7 Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_ 23.♞f8 (1)

Mate. **Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Onischuk play as he did?



#### 9.f4

This is stronger than 9.dxe6 fxe6 10.f4 exf3 11.♘xf3 ♙e7.

#### 9...exd5

Black will also be trampled underfoot following 9...exf3 10.♘xf3 ♙e7 11.0-0 0-0 12.d6.

#### 10.♞xd5

Less clear is 10.♙xd5 ♞g6 11.♞e2 f5, because the combination 12.exf6 ♘xf6 13.♙xb7? fails to 13...♙xb7 14.♞b5+ ♘d7 15.♞xb7 ♞b8 and 16...♞xg2.

#### 10...♞g6 11.♘e2

It is obvious that Black cannot take on g2, so this developing move keeps up the pace.

#### 11...♙e7 12.♘g3

Going for the weak pawn, and therefore more consistent than 12.0-0 0-0 13.♘g3? ♘b6!. Instead of 13.♘g3? stronger is 13.f5.

#### 12...♙h4 13.0-0 ♙xg3 14.hxg3 0-0 15.f5

Best, White rightly ignores g3. Black would gain counterplay after 15.e6 ♘b6! 16.exf7+ ♔h8 17.♞xc5 ♙h3!.



**15...♖xg3 16.♙f4 ♗g4 17.e6**

This advance forces the win, but there is little wrong with 17.♖xe4 ♘b6 18.♙d3.

**17...fxe6**

After 17...♘b6 18.exf7+ ♔h8 19.♖xc5 ♙xf5 20.♙d6 Black's sufferings will end quickly too.

**18.fxe6 ♘b6 19.e7+**

Also winning is 19.♙d6.

**19...♘xd5 20.exf8♖+ ♔xf8 21.♙d6+ ♔e8 22.♙b5+ ♙d7 23.♖f8**



Mate.

# Combat 40

## Polgar-Zviagintsev

Las Vegas 1999

**1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 d6**

Via a Taimanov move order Zviagintsev transposes into the Scheveningen Variation. Many adherents of the Scheveningen avoid the traditional move order 1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 e6 because they dislike the Keres Variation following 6.g4.

**6.♙e2 ♘f6 7.0-0 ♙e7 8.♙e3 0-0 9.f4 ♙d7 10.♚e1**

Her majesty is directed towards the kingside. Polgar does nothing to avoid the typical manoeuvre ...♘xd4 and ...♙c6. With this in mind, Benjamin-Zviagintsev, Groningen 1997, went 10.♘b3. After 10...♞c8 11.♙f3 a6 12.a4 e5 13.f5 ♘b4 14.g4 Black appeared to be under siege.



However, after the active defence 14...h5! 15.g5 ♘g4 16.♙xg4 ♙xg5! Black was already better. Excellent play by Zviagintsev!

**10...♘xd4 11.♙xd4 ♙c6 12.♚g3**

Indirectly defending the e-pawn which is threatened again after Black's reply.

**12...g6 13.♙d3 ♘d7**

This hardly the best way to continue. It appears almost as if Zviagintsev is mixing up two different systems. A common response to 13.♙f3 is 13...♘d7 – the bishop is not very active on f3. However, it does perform a useful task there: protecting the h5-square. In reply to Polgar's 13.♙d3, Zviagintsev could have continued with 13...♘h5 followed by ...♘xf4 and ...e5 regaining the piece.

After the text White is better in a characteristically complex Sicilian. Can you outplay Zviagintsev, just like Polgar does?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.** ♖h1 (5) 14.f5(4) 14. ♜ad1(4)

**14...** ♗h4

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.** ♛h3 (4)

**15...** e5

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.** ♗e3 (3) 16.fxe5(2)

**16...** exf4

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.** ♗xf4 (2)

**17...** ♗e5

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.** ♗xe5 (2)

**18...** dxe5

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.** ♜ad1 (4)

**19...** ♗g5

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.** ♗c4 (4)

**20...** ♛c8

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.** ♜xf7 (8) 21. ♛g3(2)

**21...** ♛xh3

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.** ♜xf8+ (4) 22. ♜f3+(2)

**22...** ♖xf8

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.** gxh3 (1)

**23...** ♜b8

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24.** ♖g2 (4) 24. ♗d5(4)

**24...** b5

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.** ♗d5 (5)

25...♙e8

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♞f1+ (3) 26.a3(3) 26.♘e2(3)

---

26...♚g7

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.a3 (5)

---

27...a5

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♘e2 (6)

---

28...♞b6

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♘c1 (6)

---

29...♙f4

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

30.♘d3 (4)

---

30...g5

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

31.h4 (5) 31.b4(5) 31.♘c5(5)

---

31...♞h6

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

32.hxg5 (1)

---

32...♞xh2+

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.♚g1 (1)

---

33...♞xc2

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

34.♘xf4 (1)

---

34...exf4

Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_

35.♞xf4 (1)

---

35...♞xb2

Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_

36.♞f6 (8)

---

36...♞b1+

Your Move: 37. \_\_\_\_\_

Your Score: \_\_\_\_\_

37.♚f2 (2) 37.♚g2(2)

---

37...♖a1 Your Move: 38. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 38.♖a6 (5)

38...♗xa3 Your Move: 39. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 39.♖a8 (6)

And White went on to win. **Maximum score: 100**  
**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Polgar play as she did?



#### 20.♖c4 ♗c8

20...♗e7 21.♘d5 ♖xd5 22.♖xd5 and White is better due to the opposite-coloured bishops. White's bishop is far more active than Black's.

#### 21.♖xf7

Black is more or less fine after 21.♗g3 ♖f4.

#### 21...♗xh3

21...♖xf7 22.♖xf7+ ♗xf7 23.♗xh7+ and it must be clear that Black is not going to survive this onslaught. For instance, 23...♗f8 24.♗xg6! ♖e3 25.♖d6! or 24...♖f4 25.♖d6.

#### 22.♖xf8+

22.♖f3+ ♗g7 23.♖xh3 ♖f2 and Black has reasonable compensation owing to his active pieces and the fact that the rook is still out of play on h3. Here 24.♖f1 is met by 24...♖xf1 + 25.♖xf1 ♖f8.

#### 22...♗xf8 23.gxh3

White has won a pawn, but the technical job is not at all elementary. Black has compensation because of his pair of bishops.

Zviagintsev now seeks counterplay on the queenside.

#### 14.♖h1

Always a useful move. Also good are 14.f5 and 14.♖ad1 e5 (or 14...♖h4 15.♗h3 e5) 15.fxe5 ♖h4.

#### 14...♖h4 15.♗h3

This queen move is stronger than 15.♗e3 e5, or 15.♗g4 e5 16.♖e3 exf4 17.♖xf4 ♘e5.

#### 15...e5 16.♖e3

16.fxe5 gives Black an extra option. Just like in the game he can play 16...♘e5, but 16...dxe5 17.♖e3 ♖g5 is also possible.

#### 16...exf4 17.♖xf4

17.♖xf4 ♖g5 is very strong for Black.

#### 17...♘e5 18.♖xe5 dxe5 19.♖ad1 ♖g5



**23...♖b8 24.♔g2**

Polgar brings in the king, always a strong piece in the ending. Equally good is 24.♙d5.

**24...b5 25.♙d5 ♙e8 26.♞f1+**

There are other useful moves too, like 26.a3 and 26.♞e2.

**26...♔g7 27.a3**

But not 27.♞e2 b4!

**27...a5 28.♞e2**

Polgar manoeuvres the knight to d3 to tie a black piece to the protection of e5.

**28...♖b6**

Only White would profit from the opening of the a-file after 28...b4 29.axb4 axb4 30.♞a1.

**29.♞c1 ♙f4**

Or 29...♙f6 30.♞b3 a4 31.♞c5 with active play.

**30.♞d3 g5 31.h4**

White gets rid of a weak pawn, but Zviagintsev's subsequent action gives him enough counterplay to hold. The attempts 31.b4 and 31.♞c5 offer similar chances of success.

**31...♖h6 32.hxg5 ♖xh2+ 33.♔g1 ♖xc2 34.♞xf4 exf4 35.♖xf4 ♖xb2**

Because of the limited amount of material the game is likely to end in draw. Polgar

has a nice trick up her sleeve though. If 35...♔g6 then 36.♞f8 ♙d7 37.♞g8+ ♔h5 38.e5 and Black is suffering.

**36.♞f6 ♖b1+**

This is wrong, the opponent's king was cut off and should not have been released. Zviagintsev wants to win a pawn that turns out to be poisoned. Natural and good was 36...b4! 37.axb4 axb4 38.♖b6 and Black should be able to draw.

**37.♔f2**

Or 37.♔g2.

**37...♞a1**

Another mistake spells the end of the game. 37...b4 38.axb4 axb4 39.♖b6 ♙a4 40.e5 and Black is still far away from a clear draw. Karolyi has analysed 37...h6!? 38.♖xh6 ♙g6 39.♖h3 b4 and feels that Black has decent drawing chances here.

**38.♞a6 ♖xa3 39.♞a8**



The bishop can't move because of mate on g8, and is lost due to a pin: 39...♔f8 40.♙c6 and 39...♙f7 40.♞a7. Because of this trick White wins a piece and the game.

**39...♔g6 40.♖xe8 ♔xg5 41.e5 b4 42.e6 ♖d3 43.♖g8+ ♔f6 44.♖f8+**

Black resigned. The e-pawn is unstoppable. For example, 44...♔e7 45.♖f7+ and now: 45...♔e8 46.♙c6+, or 45...♔d8 46.♙c6, or 45...♔d6 46.♖d7+ ♔c5 47.e7.

# YOUR ROUND 4 PERFORMANCE

To keep track of your results, fill out this scorecard.

Combat No	Your Score	Your Performance
Combat 31		
Combat 32		
Combat 33		
Combat 34		
Combat 35		
Combat 36		
Combat 37		
Combat 38		
Combat 39		
Combat 40		
Your Average Combat Performance in Round 4		

**Good luck in Round 5!**

# Combat 41

## Khalifman-Polgar

Las Vegas 1999

**1.♘f3 ♘f6 2.c4 e6 3.d4 d5 4.♘c3 dxc4  
5.e4 ♗b4 6.♗g5 c5**

Polgar has opted for the sharp Vienna Variation. Although this line was researched in the times of Euwe, it is still popular among grandmasters. Due to its complex character this opening is suitable for Black to play for a win.

**7.♗xc4 cxd4 8.♘xd4 ♗xc3+ 9.bxc3  
♚a5 10.♗b5+**

For 10.♗b5 see the game Karpov-Lautier in this book.

**10...♗d7**

Or 10...♗bd7 11.♗xf6 ♚xc3+ 12.♚f1 gxf6 13.h4 and White has dangerous attacking chances for the pawn.

**11.♗xf6 gxf6**

Clearly not 11...♚xc3+? 12.♚f1 gxf6 13.♖c1 and White wins on the spot.



**12.♚b3 a6 13.♗e2 ♘c6 14.0-0 ♚c7**

After a number of more or less forced moves we have reached an interesting middlegame position. White has a slight lead in development, and this is augmented by the fact that Black's king is not

entirely safe. Should Black succeed in bringing his king into safety then she may even hope for an advantage. Indeed, White's queenside is not a pretty sight with its isolated pawns on a2 and c3.

Please note that both players were not yet on their own. In practice this position has occurred numerous times, and we can safely assume that Khalifman and Polgar will have examined it in detail too.

**15.♖ab1 ♘a5**

Polgar covers the pawn with gain of tempo and aspires to stress the weakness of the squares c4 and c5 in the future (not to mention the eventual win of the c-pawn). White must play dynamically to demonstrate that his chances outweigh Black's static pluses. Can you do just this, and follow in the footsteps of 'El Khalif'?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♖a3 (5)** 16. ♖b2(2) 16. ♖c2(2)

**16... ♜c8**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. c4 (8)** 17. ♞fd1(8)

**17... ♜c5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♜c3 (5)**

**18... e5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♘b3 (5)** 19. ♘c2(2)

**19... ♘b3**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. axb3 (2)**

**20... a5**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. ♞fd1 (6)** 21. ♞bd1(6) 21. ♜g3(2)

**21... ♘e6**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. h3 (10)** 22. ♞d3(7) 22. ♞d2(5)

**22... 0-0**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23. ♜g3+ (4)**

**23... ♘h8**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24. ♜h4 (4)**

**24... ♜e7**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25. ♘g4 (8)** 25. ♞d3(3)

**25... ♞g8**

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

**26. ♞d3 (5)**

26...♖g5 Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_ 27.♙xe6 (6) 27.♖bd1 (6)

27...♜xe6 Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_ 28.♖bd1 (5)

28...♖cg8 Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_ 29.♖d6 (10) 29.g3(5)

29...♜c8 Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_ 30.g3 (4)

30...♔g7 Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_ 31.♖1d5 (5)

31...h6 Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_ 32.♖xe5 (8) 32.♖xa5(6)

Black resigned. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Khalifman play as he did?



#### 16.♜a3

White must prevent Black from castling.

Weaker are 16.♜b2 Schneider-Bikhovsky, Berlijn 1990, and 16.♜c2 Ljubojevic-Piket, Monte Carlo 1999.

#### 16...♖c8 17.c4

A difficult choice. Here 17.♖fd1 also looks good. After 17...♜xc3? 18.♜d6 ♜c7 19.♙f5! White has too strong an attack for the single pawn that he has lost. The game Kasparov-Hjartarson, Tilburg 1989, ended convincingly after: 19...exf5 20.♜xf6 0-0 21.♖d3 f4 22.♖d5 h6 23.♜xh6 f5 24.♖b6! ♙c6 25.♖xa5 ♜h7 26.♜xf4 1-0. However, instead of 17...♜xc3? it is

much better to play 17...♖c5 (as Polgar also does after 17.c4). Now, 18.♖c1 can be met by 18...♗g5.

### 17...♖c5

Preparing to castle. Again Black should not be materialistic and play 17...♘xc4? when Eingorn-Yudasin, Moscow 1988, went 18.♙xc4 ♖xc4 19.♚fd1 ♖c3. And now White would have had a superior position after 20.♘b3!.

### 18.♖c3 e5

While Khalifman played this game in Las Vegas, Van Wely had the same position against Rustemov on the other side of the globe. In the Polish town of Polanica Zdroj Rustemov opted for 18...♗e7, but eventually lost due to his bad king. Incidentally, 18...0-0 19.♚fd1 ♙a4 20.♘b3 would also favour White.

### 19.♘b3

A reasonable idea is 19.♘c2 planning the manoeuvre ♘e3-d5. However, Black can gain equal chances in that case with 19...♘xc4 20.♚xb7 ♘d6 21.♖xc5 ♚xc5 22.♚b8+ ♚c8.

### 19...♘xb3 20.axb3

White has improved his pawn structure and threatens b4 (so no points for 20.♚xb3!). He has a clear positional advantage due to his lead in development (Black still hasn't managed to castle!) and Black's inferior pawn structure on the kingside.

### 20...a5 21.♚fd1

Slightly less logical but equally good is 21.♚bd1. 21.♖g3 helps Black after 21...h5 followed by ...♗e7.

### 21...♙e6 22.h3!

A lovely move in its simplicity. Khalifman not only prevents any eventual back rank mates, but also prepares to trade bishops with ♙g4. Also playable are 22.♚d3 and 22.♚d2.



### 22...0-0 23.♖g3+

Black's queen is forced back with this and Khalifman's next move.

### 23...♗h8 24.♖h4 ♖e7 25.♙g4!

The exchange of bishops favours White who may use the light squares for his rooks. Weaker is 25.♚d3 ♚cd8.

### 25...♚g8

The real point of Khalifman's manoeuvre is seen after 25...♚cd8 26.♚d5! (2 bonus points if you spotted this). Now 26...♙xd5? fails to 27.♙f5 and mate follows.

### 26.♚d3 ♙g5 27.♙xe6

Equally good of course is 27.♚bd1 ♚cg8 28.♙xe6, which transposes to the game – for 28...♚xg2+? 29.♗f1 ♚g1+ 30.♗e2 ♚xd1 31.♙f5! loses.

### 27...♖xe6

Or 27...fxe6 28.♚bd1 and the weakness of the 7th rank decides.

### 28.♚bd1 ♚cg8



### 29.♚d6!

Excellent play by Khalifman. Many would have played the 'lazy' 29.g3.

**29...♖c8**

If 29...♞xg2+ 30.♔f1 ♚e7 31.♞d7 Black's queen can't continue to protect f6.

**30.g3 ♔g7 31.♞1d5! h6 32.♞xe5!**

Very strong, but the prosaic 32.♞xa5 also wins of course.

White is completely winning after the text, the game went:

**32...♞d8**

32...fxe5 33.♚xh6 mate. 32...♞xe5

33.♚xf6+ ♔f8 34.♚xe5 and wins.

**33.♞ed5 ♞xd6 34.♞xd6 ♞g6 35.♚f4 a4**

**36.bxa4 ♚xc4 37.♞d8!**

Black's king still experiences problems.

**37...♚c3 38.♔g2 ♚b4 39.♞a8 h5**

**40.♚b8!**

Signalling the start of the final attack.

**40...♚xe4+ 41.♔h2 ♞g5 42.♚h8+ ♔g6**

**43.♞g8+ ♔f5 44.♚h7+**



And Polgar resigned because of 44...♞g6

45.♚xh5+ ♞g5 46.♞xg5+ fxg5

47.♚xf7+ ♔e5 48.♚e7+ when the

pawn ending is elementary winning.

# Combat 42

## Sadvakasov-van Wely

Amsterdam 2002

**1.e4 c5 2.♘f3 ♘c6 3.♙b5 e6 4.♙xc6**

In this line of the Rossolimo Variation White often takes on c6 without further provocation. He hopes that fracturing his opponent's pawn structure will be of more value than the pair of bishops. Black now takes towards the centre with

**4...bxc6 5.0-0 ♘e7 6.d3 ♘g6 7.♘g5**

This sins against one of the rules of good opening play (don't play twice with the same piece in the opening), but it is not at all bad. White prepares the positionally desirable f4, and sometimes a blunt ♖h5 is on the cards as well.

**7...h6**

In Seul-Van Wely, Antwerp 1999, there followed 7...f6. Van Wely stood a little worse, though, after 8.♘h3 ♙e7 9.f4 0-0 10.♘d2 d6 11.b3 a5 12.a4 f5 13.♙b2.

**8.♘h3 d5**

Black counters in the centre before White can play f4. That is how White would continue after a normal developing move as 8...♙e7.

In case of 8...e5 White also plays 9.f4, he has a pleasant edge after 9...exf4 10.♘xf4 ♘xf4 11.♙xf4.

**9.♘f4?!**

This is really too much. Sadvakasov plays four times with the same piece in the opening, only to exchange it. Not surprisingly, there is now a concrete way to develop an initiative with Black.

White should either play 9.f4 or 9.♖h5. In both cases with interesting play ahead.

**9...♘xf4 10.♙xf4 ♖f6!**

Creative play by Van Wely in the opening. With this double attack, together with his next energetic move, he refutes his opponent's opening play.

**11.♖c1 g5! 12.♙g3 ♖g8**

In case of 12...♙g7 White would simply reply with 13.♘c3.

**13.♘c3 h5**

It is due to his powerful centre that Black can afford to set-up a flank attack (with his king still in the centre!). White is more or less forced to exchange queens.

**14.f4 gxf4 15.♖xf4 ♖xf4 16.♙xf4**

So, White has defused an attack on his king, but at a considerable price. Van Wely is holding all the trumps with his bishop pair, a strong centre and two half-open files. Can you exploit these advantages just like Van Wely?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♙a6 (6)** 16...♙g7(2)

---

**17.♞ae1**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...d4 (5)**

---

**18.♘b1**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...c4 (4)**

---

**19.♞f3**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...f6 (7)** 19...cxd3(4) 19...c5(4)

---

**20.e5**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...f5 (3)**

---

**21.♘d2**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...cxd3 (3)** 21...♞b8(1)

---

**22.cxd3**

Your Move: 22... \_\_\_\_\_

Your Score: \_\_\_\_\_

**22...c5 (4)** 22...♚d7(3) 22...♞b8(2)

---

**23.♘c4**

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

**23...♙b7 (4)**

---

**24.♞g3**

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

**24...♞xg3 (2)**

---

**25.♙xg3**

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

**25...♚d7 (5)**

---

**26.♘d6**

Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_

**26...♙a6 (6)** 26...♙d5(3)

---

**27.♞c1**

Your Move: 27... \_\_\_\_\_

Your Score: \_\_\_\_\_

**27...♙xd3 (2)**

---

**28. ♖xc5** Your Move: 28... \_\_\_\_\_

Your Score: \_\_\_\_\_

**28... ♖b8 (5)**

**29. b3** Your Move: 29... \_\_\_\_\_

Your Score: \_\_\_\_\_

**29... ♖b6 (8) 29... ♗h6(4)**

**30. ♖c1** Your Move: 30... \_\_\_\_\_

Your Score: \_\_\_\_\_

**30... ♗h6 (5)**

**31. ♖e1** Your Move: 31... \_\_\_\_\_

Your Score: \_\_\_\_\_

**31... ♖a6 (6) 31... ♗e3+(4) 31... ♗d2(4)**

**32. ♗f2** Your Move: 32... \_\_\_\_\_

Your Score: \_\_\_\_\_

**32... ♖xa2 (2)**

**33. ♗xd4** Your Move: 33... \_\_\_\_\_

Your Score: \_\_\_\_\_

**33... ♖c6 (4) 33... a5(3) 33... ♗d2(3)**

**34. ♗c4** Your Move: 34... \_\_\_\_\_

Your Score: \_\_\_\_\_

**34... ♗e4 (5) 34... ♖d5(4)**

**35. ♗f2** Your Move: 35... \_\_\_\_\_

Your Score: \_\_\_\_\_

**35... a5 (5) 35... ♗c2(4)**

**36. h3** Your Move: 36... \_\_\_\_\_

Your Score: \_\_\_\_\_

**36... ♗d5 (5) 36... ♗c2(4)**

**37. ♖b1** Your Move: 37... \_\_\_\_\_

Your Score: \_\_\_\_\_

**37... a4 (3)**

**38. g3** Your Move: 38... \_\_\_\_\_

Your Score: \_\_\_\_\_

**38... axb3 (1)**

White resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Van Wely play as he did?



### 16...a6

Bad is 16...d4? due to 17.♘a4 followed by b3. As we will see on the next move, Black should only play ...d4 when he can follow-up with ...c4.

Weaker than the text is also 16...g7. White is better after 17.exd5 and now:

- 17...exd5 18.♞ae1+ ♙e6 19.♙e5.
- 17...♙d4+ 18.♚h1 exd5 19.♞ae1+ ♙e6 20.♙e5.
- 17...cxd5 18.♜b5 ♚d7 19.♞ae1.

### 17.♞ae1

Here 17.exd5 cxd5 18.♞ae1 can be simply met by 18...♚d7. However, not 18...♙e7? 19.♘xd5!.

### 17...d4

Now this is correct, since Black can continue with ...c4 before White can prevent this with b3. Black thus succeeds in trading one of his doubled pawns.

### 18.♜b1 c4 19.♞f3 f6

Threatening to gain space, and preventing White from playing e4-e5 when Black would end up with a vulnerable pawn on f7.

Also playable are 19...cxd3 and 19...c5. However, not good is 19...♙b4?! as the bishop performs no useful task on this square.

### 20.e5 f5

Black keeps the centre closed and wins even more space.

### 21.♘d2 cxd3

Weak is 21...c3? which leaves Black only weak pawns after 22.bxc3 dxc3. Also bad is 21...♙b4 22.b3. Somewhat better is 21...♞b8 22.b3 cxd3 23.cxd3.

### 22.cxd3 c5

Also quite reasonable are: 22...♚d7 and 22...♞b8.

### 23.♜c4 ♙b7

But not 23...♙xc4? 24.dxc4 and White's position has significantly improved.

### 24.♞g3 ♞xg3

Not 24...♞g4 due to 25.♞xg4 hxg4 26.♜d6+ ♙xd6 27.exd6.

### 25.♙xg3 ♚d7

This prevents the fork ♜d6+, and deploys the king in the centre.

### 26.♜d6 ♙a6

This is far stronger than 26...♙d5 27.♞c1! (27.b3 ♙h6) 27...♙xa2 28.♞xc5 ♞b8 (28...♙b1 29.♞c4!) 29.♞a5 ♞xb2 30.♞xa7+ ♚c6 31.♞a6+ with a repetition.

### 27.♞c1

If 27.♞d1, then Black has the tactical reply 27...♙h6.

### 27...♙xd3 28.♞xc5 ♞b8

An important move, for Black would lose

all his advantage with 28...♙h6 29.♙f2.

**29.b3 ♖b6**



This is best. The threats are ...♙b1 and ...♖c6. Another good point of Van Wely's move is that it prevents 30.♙f2.

Yet, it is true that 29...♙h6 is much better here than on the previous move. For example: 30.♙f2 ♖b4 31.♘c4 ♙f8 32.♗a5 ♙xc4.

**30.♖c1 ♙h6**

If 30...♖c6 then 31.♗d1.

**31.♗e1 ♗a6**

By now Black has gained so many pluses that several moves would do the trick: 31...♙e3+ 32.♙f2 ♙f4, or 31...♙d2 32.♗d1 ♙e3+ 33.♙f2 ♙c2.

**31...♗a6 32.♙f2**

Of course 32.a4 is met by 32...♙c2.

**32...♗xa2 33.♙xd4 ♖c6**

Also strong are 33...a5 and 33...♙d2 34.♗d1 ♙e2 35.♖b1 ♙b4.

**34.♘c4 ♙e4**

Or 34...♖d5.

**35.♙f2**



**35...a5**

Almost equally good is 35...♙c2 36.b4 ♖b5

**36.h3 ♙d5**

Alternatively, Black has 36...♙c2.

**37.♖b1 a4 38.g3**

Black also wins after 38.♘a5+ ♖b5 39.b4 ♙f8.

**38...axb3**

White resigned.

# Combat 43

## Conquest-Sokolov

Evora 2006

### 1.d4 ♘f6 2.♘c3

The Veresov Opening. Play often develops along 1.e4 lines.

### 2...d5

Stopping e4 and ‘punishing’ White for his previous move. After 2...e6 3.e4 d5 we have the Classical Variation of the French, while 2...g6 3.e4 d6 is the Pirc.

### 3.♙g5

Fairly dubious is the attempt to transpose into the Blackmar-Diemer Gambit with 3.e4 as instead of 3...dxe4 which would lead to a Blackmar Diemer proper (not a real achievement) Black has 3...♘xe4!

### 3...♘bd7

In practice this is clearly the most popular move. Black prevents White from fracturing his pawn structure. Most other moves would be met by 4.♙xf6.

### 4.♚d3!?

White brings out the queen early in the game, but he is simply determined to play e4. A crude strategy perhaps, but it is not so easy to meet. Another advantage of the queen move is that queenside castling is prepared. Sokolov now puts the question to the bishop.

### 4...h6

Black often goes 4...c6 which opens the diagonal d8-a5 for the queen. After 5.e4 play continues 5...dxe4 6.♘xe4 ♘xe4 7.♚xe4 and now 7...♚b6! is interesting; the point is revealed after castling queenside: 8.0-0-0 ♚a5! and a2 and g5 are attacked.

Here 4...g6 can be met by 5.0-0-0, 5.e4

or 5.f3!? ♙g7 6.e4 depending upon your personal taste.

4...c5!? 5.0-0-0 (5.dxc5) 5...cxd4 6.♚xd4 is a little better for White. In Hector-Kirkegaard, Copenhagen 2006, Black soon had to resign: 6...e6 7.e4 dxe4 8.♘xe4 ♚a5?? (missing Hector’s 12th move) 9.♙xf6 gxf6 10.♘xf6+ ♘xf6 11.♚xf6 ♖g8 12.♙b5+! Short but sweet!

### 5.♙h4 e6 6.e4

Of course, play now resembles the Rubinstein Variation of the French.

### 6...dxe4 7.♘xe4 ♙e7

There is something to be said for 7...♙b4+ 8.c3 ♙e7 which may dissuade White from castling queenside (c3 would be a minor weakness in that case).

### 8.♘xf6+ ♙xf6

Black aims to exchange as many minor pieces as possible. White has just an edge after 8...♘xf6 9.♘f3.

### 9.♙xf6 ♚xf6

Not 9...♘xf6 when it is harder for Black to push ...c5 or ...e5.

Black has succeeded in exchanging two pairs of minor pieces, but he is still suffering from a slight lack of space. Sokolov also has to solve the problem of how to develop the light-squared bishop. White is better as Conquest demonstrates. Can you follow suit?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♘f3 (3)** 10.0-0-0(1)

**10...0-0**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♚e3 (9)** 11.0-0-0(2)

**11...c5**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.0-0-0 (5)**

**12...b6**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♙b5 (8)** 13.♚e4(2)

**13...cxd4**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♞xd4 (3)** 14.♚xd4(1)

**14...♚e7**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.g4 (9)** 15.♙c6(9)

**15...♘f6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.g5 (3)** 16.♞g1(1)

**16...hxg5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.♚xg5 (1)**

**17...♙b7**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♞g1 (4)** 18.♞d7(4)

**18...g6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞d7 (5)** 19.♘e5(5)

And White won.

**Maximum score: 50**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Conquest play as he did?



### 10. ♖f3

10.0-0-0 allows 10...0-0 (10...♙xf2?? 11.♖f3 loses) 11.♗f3 e5 see the next note.

### 10...0-0 11. ♙e3!

This move is essential. Black would equalize after 11.0-0-0 e5.

### 11...c5

In this particular case it is not enough for Black to be able to play ...c5. White will profit from the opening of the position: he has an edge in development and he can use the d-file first.

### 12.0-0-0b6

Black wants to develop his queenside in the most straightforward manner. Yet, he experiences serious problems after White's next.

12...cxd4 13.♙xd4 ♗c5 14.♗e5 is also better for White.

### 13. ♗b5!

White develops and prevents ...♗b7. Not 13.♙e4 ♗b8 14.♗d3 ♙d8! and now 15.♙h7+ ♗f8 16.d5 ♗b7! 17.dxe6 fxe6 promises nothing.

### 13...cxd4

Here 13...♙d8 solves nothing after 14.♗e5! ♗xe5 (14...cxd4 15.♙xd4+-) 15.dxe5 ♙e7 16.♙xd8+ ♙xd8 17.♙d1 ♙e7 (17...♙c7 18.♙d6) 18.♗c6 ♗b8

19.♙d6 and White is firmly in the driver's seat.

### 14. ♙xd4

14.♙xd4 is a slightly better ending 14.♙xd4 ♗c5 and Black has equalized.

### 14...♗e7

Here 14...♗c5 15.♗e5 was stronger, but still unpleasant.



### 15.g4!

Conquest (what's in a name) never shies away from an all-out kingside attack. In a game Hector-Koneru, Wijk aan Zee 2003, Black had omitted the inclusion of 4...h6 5.♗h4. So, the players reached the same position as in this game (on their thirteenth move) with the pawn on h7 and not on h6. In that case, White is much better too as Hector demonstrated with 14.♗c6 ♗b8 15.♙hd1 ♗f6 16.♙e5!.

Hence, Conquest could also have obtained a virtually winning position with 15.♗c6! ♗b8 16.♙hd1 for if 16...♗f6 (16...♗c5 17.b4 ♗a6 18.a3) then 17.♙e5! ♗a6 (17...♗b7 18.♙d7) 18.♙a4.

### 15...♗f6?

Bringing a defender to the king, but actually making things worse.

### 16.g5!

There is no need to hesitate with 16.♙g1.

**16...hxg5 17.♖xg5**

The f6-knight is pinned and there is nothing to be done against 18.♖g1 and a complete onslaught on Black's king.

**17...♙b7**

White is winning in all lines as is demonstrated by:

– 17...♘d5 18.♖xd5.

– 17...♗c5 18.♗xf6! gxf6 19.♖g1+ ♗g5+ 20.♘xg5 fxg5 21.♖xg5+ ♔h7 22.♖h4 mate.

– 17...♞d8 18.♖g1 g6 19.♖xd8+ ♗xd8 20.♘e5.

**18.♖g1**

The immediate 18.♞d7 is equally strong.

**18...g6 19.♞d7!**

Taking full advantage of the pin, but 19.♘e5! ♗c5 20.♗h6 ♗xd4 21.♘xg6 also mates.

After the text White won effortlessly after



**19...♗xd7 20.♙xd7 ♘xd7 21.♘h4**

Unfortunately for Black the attack just continues.

**21...♙e4 22.♖g4 ♙f5 23.♘xf5 exf5**

**24.♗xf5 ♞ad8 25.♗g5 ♘c5 26.♖h4**

**♞fe8 27.b3 ♔g7 28.♗h6+ ♔f6 29.♖f4+**

**♔e6 30.♗g7 ♞f8 31.♖f6+ ♔e7**

**32.♖xg6 ♘e6 33.♗f6+ ♔e8 34.♖g4**

**♞d5 35.h4**

Black resigned.

# Combat 44

## Topalov-Adams

San Luis 2005

### 1.♟f3 ♞f6 2.c4 e6 3.♞c3

Topalov aims for a 1.d4 opening without wishing to allow the Nimzo-Indian. Adams indicates with his next move that he will not be tricked.

### 3...c5 4.g3 b6 5.♟g2 ♟b7 6.0-0 ♟e7

Now we have reached a position from the symmetrical English (1.c4 c5).

### 7.♞e1

A clever move. White aims for both e4 and d4 without allowing Black to trade the bishops, as happens after 7.d4 cxd4 8.♞xd4 ♟xg2 9.♟xg2 ♞c8. In practice, White therefore often takes back on d4 with the queen. After 7.d4 cxd4 8.♞xd4 d6 we reach a so-called hedgehog position (Black plays on three ranks) where White must still lose a tempo because of his queen on d4. Adams has a lot of experience on the black side of this system:

– 9.♟g5 h6 10.♟xf6 ♟xf6 11.♞d3 0-0?? 12.♞g5 and White wins an exchange. Illescas-Adams, Halkidiki 1992. Even strong players blunder!

– 9.e4 0-0 10.♞e3 ♞bd7 11.♞d4 ♞c7 12.b3 a6 13.♟b2 ♞fe8 14.♞ac1 ♞ad8 15.♞fe1 ♞b8 with a standard hedgehog in Karpov-Adams, Wijk aan Zee 1998.

– 9.♞d1 a6 10.♟g5 ♞bd7 11.♞d2 0-0 12.♟f4 ♞e8 13.♞g5 ♟xg2 14.♟xg2 ♞c8 15.b3 ♞c6 16.♞ac1 h6 17.♞f3 ♞a8 18.♟g1 and draw agreed in Yermolinsky-Adams, New Delhi 2000.

### 7...♞e4

The standard answer. Black takes advantage of 7.♞e1 to trade knights.

### 8.d4

The most aggressive move. Here 8.♞xe4 ♟xe4 9.d3 ♟b7 10.e4 is also played. Compared to a regular hedgehog Black has succeeded in exchanging a pair of pieces. In Vaganian-Adams, Yerevan 1996, Black experienced no problems after 8.♞c2 ♞xc3 9.dxc3 ♞c7 10.♟f4 d6 11.♞ad1 ♞c6 12.♞g5 ♟xg5 13.♟xg5 h6 14.♟c1 0-0.

### 8...♞xc3 9.bxc3 ♟e4

In the Queen's Indian this bishop manoeuvre often occurs. Black prevents his bishop from being locked in after d4-d5 (or e2-e4). An example is Filippon-Simantsev, Polanica Zdroj 1999: 9...d6 10.d5 e5 11.e4 0-0 12.h4 ♞d7 13.♟h3 ♟c8 14.♞h2 (on its way to the central square e3) 14...♞h8 15.a4 a5 16.♟g2 ♞c7 17.♞f1 ♟a6 18.♞e3 with a space advantage.

Coming back to Adams' 9...♟e4, it is clear that White has a potentially strong centre owing to his doubled c-pawns. At the same time, especially the c4-pawn can become weak. The bishop on c1 is not yet developed but has no clear future (just like often in the closed Ruy Lopez for example). The bishop on e4 inhibits White's possibilities. Can you find the correct plan?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♙f1 (7)** 10.♙h3(5)

**10...d6**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.h4 (5)** 11.♘d2(4) 11.d5(4) 11.a4(4)

**11...♘d7**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.d5 (5)** 12.♘g5(3) 12.♘d2(3) 12.a4(4)

**12...0-0**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.a4 (5)** 13.♘g5(1)

**13...h6**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♙h3 (6)**

**14...exd5**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.cxd5 (1)**

**15...♙f6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♞a3 (3)** 16.♙b2(1) 16.♙d2(2)

**16...b5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.axb5 (1)**

**17...♘b6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.c4 (3)** 18.♘d2(1)

**18...♙xf3**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞xf3 (1)**

**19...♘xc4**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♚a4 (5)** 20.♚c2(3)

**20...♘e5**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.♞a3 (4)** 21.♞b3(3)

The Chess Combat Simulator – Round 5

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21...♖e8

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22.h5 (7) 22.e4(1) 22.♙d2(3)

---

22...♗e7

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23.♙f4 (4) 23.♙d2(2)

---

23...♖b8

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.♙f5 (7) 24.♖b1(3)

---

24...♔e8

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25.♙c2 (6)

---

25...♔d7

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♔e4 (4)

---

26...♘g6

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.♔d3 (2)

---

27...c4

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♔xc4 (1)

---

28...♘xf4

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♔xf4 (1)

---

29...♖e5

Your Move: 30. \_\_\_\_\_

Your Score: \_\_\_\_\_

30.♔f3 (4) 30.♖e1(3)

---

30...♔h3

Your Move: 31. \_\_\_\_\_

Your Score: \_\_\_\_\_

31.♖xa7 (4) 31.♙e4(3)

---

31...♖xh5

Your Move: 32. \_\_\_\_\_

Your Score: \_\_\_\_\_

32.e3 (4) 32.♙e4(2)

---

32...♔h2+

Your Move: 33. \_\_\_\_\_

Your Score: \_\_\_\_\_

33.♙f1 (0)

---

33... ♖h3+

Your Move: 34. \_\_\_\_\_

Your Score: \_\_\_\_\_

34. ♕e2 (2) 34. ♗g2(1)

34... ♜e5

Your Move: 35. \_\_\_\_\_

Your Score: \_\_\_\_\_

35. ♞c7 (4)

35. ♞c1 (4) 35. ♞b1(3) 35. ♙d3(3) 35. ♞e1(3)

35... ♞c8

Your Move: 36. \_\_\_\_\_

Your Score: \_\_\_\_\_

36. ♙f5 (4) 36. b6(3)

And after 36... ♞xf5 37. ♞xc8+ ♕h7 38. ♞h1 Adams resigned.

**Maximum score: 100**

**Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_**

### Why did Topalov play as he did?



#### 10. ♙f1

The strongest move. Topalov removes his bishop from the long diagonal so that if he wants to play his knight the bishops will not be exchanged (a typical plan is for example ♖d2 and e4 – in the game, though, Topalov goes for something more dynamic). Both 10. ♙f1 and 10. ♙h3 are standard moves in similar positions from the Queen's Indian. Topalov's

10. ♙f1 is stronger than 10. ♙h3 because in lines where Black plays ... ♞xf3 and ... ♖c6-a5 he has already protected the weak c4-pawn. More importantly, in contrast to 10. ♙h3 Topalov keeps the possibility to play h4. An example of 10. ♙h3 is Kramnik-Yudasin, Yerevan 1996: 10. ♙h3 ♞xf3 11. exf3 cxd4 12. cxd4 ♖c6 13. ♙e3 0-0 14. ♞c1 ♞c8 15. f4 ♖a5 16. ♗d3 g6 17. ♙g2 ♗c7 and Black attacks the c4-pawn once more and has equal chances.

#### 10...d6

Healthy but not the most dynamic continuation. With a knight it is easier for Black to organize counterplay against c4. Black can exchange immediately on f3: 10... ♞xf3 11. exf3 ♖c6 (11... cxd4 12. cxd4 0-0 13. f4 ♖c6 14. ♙e3 and White is a little better) 12. d5 ♖a5 and here too it is useful that c4 is already cov-

ered. Sakaev-Ibrahimov, Dubai 1999.

However, Sasikiran-Annageldyev, Hyderabad 2005, demonstrated that 10...0-0 11.h4 ♘c6 is a good option. After 12.♘d2 ♙g6 13.e3?! h6 14.h5 ♙h7 15.♘b3?! d6 16.♙g2 ♖c8 17.e4 ♘b8 18.♙f1 e5 19.a4 ♘d7 20.a5 (if 20.d5 then 20...f5 or 20...♙g5) 20...cxd4 21.cxd4 exd4 22.♘xd4 ♘e5 Black had excellent counterplay.

### 11.h4

This gains space and given the right circumstances it makes ♘g5 possible. Also playable are: 11.♘d2, 11.d5, and 11.a4.

### 11...♘d7 12.d5

Here too there are decent alternatives available: 12.♘g5, 12.♘d2, and 12.a4.

### 12...0-0



### 13.a4

Topalov shows his ambitions, now he wins space on the queenside too. Other moves are weaker:

– 13.♘d2?! exd5 14.f3 (14.cxd5 ♙xd5 en 14.♘xe4 dxe4 15.♙g2 f5) 14...♙g6 15.cxd5 ♘f6! 16.e4 ♘h5 17.g4 ♙xh4! with advantage to Black.

– 13.♙h3?! exd5 14.cxd5 b5.

– 13.♘g5 ♙xg5 14.♙xg5 f6 promises nothing either.

– Finally, 13.dxe6?! is only good when it wins material, here this is not the case after 13...fxe6 14.♙h3 ♙f5.

### 13...h6 14.♙h3

Forcing Black to exchange on d5.

### 14...exd5

White's chances are preferable after 14...e5 15.♘d2 ♙h7 16.e4 f5 17.♙xf5 ♙xf5 18.exf5 ♖xf5 19.♚g4.

### 15.cxd5 ♙f6 16.♞a3

The strongest move. Topalov not only protects the pawn but also prepares c4. Among other things that is the reason why 16.♙b2 or 16.♙d2 would be weaker. Note how long the bishop remains on c1 in this game.

### 16...b5

This (temporary) pawn sacrifice cannot completely solve Black's problems. However, 16...♘e5 17.♘xe5 ♙xe5 18.c4 also gives White a small edge, as does 16...c4 17.♘d2 ♙xd5 18.e4 ♙e6 19.♙xe6 fxe6 20.♘xc4 ♘e5 21.♘xe5 ♙xe5 22.f4 ♙f6 23.♚g4.

### 17.axb5 ♘b6



### 18.c4

The game would end in a repetition after 18.♘d2 ♙xd5 19.e4 ♙c4 20.♘xc4 (20.♙f1 ♙xf1 21.♖xf1 d5 with an easy game, and 20.♙g2 ♙xb5 21.e5 dxe5 22.♙xa8 ♚xa8 with two pawns for the exchange) 20...♘xc4 21.♞a4 ♘b6 22.♞a3 ♘c4.

### 18...♙xf3

Here 18...♘xc4 19.♞a4 ♙xf3 (not

19...♙xd5? 20.e4 ♘b6 21.exd5 ♘xa4 22.♚xa4) 20.♜xc4 ♙h5 leads to a somewhat better game for White, but this promises Black better chances for a successful defence than the text.

**19.♜xf3**

19.exf3 ♘xc4 would not be better for White.

**19...♘xc4 20.♚a4**

The most active move, but 20.♚c2 is playable too. For, the reply 20...♚a5 fails to 21.♞d1 ♚xb5 (21...♘e5 22.♜xf6 gxf6 23.♙xh6+–) 22.♙xh6. Note that 20...♘e5 is met by 21.♞a3.

**20...♘e5 21.♞a3**

Or 21.♞b3.

**21...♞e8 22.h5**

Topalov gains even more space, and prepares his attack along the b1-h7 diagonal. It is useless to place the bishop on that diagonal immediately because of 22.♙f5 g6 23.♙c2 h5.

After 22.e4 ♘d7 followed by ...♙d4 Black obtains a decent game. A decent bishop move is 22.♙d2, but weaker is 22.♙b2?! ♘f3 + 23.♜xf3 ♙xb2.



**22...♞e7 23.♙f4**

At last the bishop is developed. Topalov's choice is stronger than 23.♙d2.

**23...♞b8 24.♙f5**

The start of a strong plan. The alternative is 24.♞b1.

**24...♚e8 25.♙c2**

Black cannot take on b5: 25...♜xb5 26.♚e4 ♘g6 (26...g6 is stronger) 27.♚f5 and White wins because d6 is hanging as well. Likewise, White obtains a material edge after 25...♚xb5 26.♚e4 ♞eb7 (to make space for the king) 27.♞b1 ♚xb1+ 28.♙xb1 ♜xb1+ 29.♘g2.

**25...♙d7 26.♚e4 ♘g6**

Or 26...g6 27.hxg6 ♘xg6 28.♚d3 ♙g7 (28...♘xf4?! 29.♚h7+ ♘f8 30.♚xh6+ ♙g7 31.♚xf4) 29.♙d2 with a clear edge for White. Less good is 27.♙xh6 due to 27...♚h3! 28.♚h1 ♚xh1+ 29.♘xh1 ♜xb5. In this final variation 27...♘g4? brings White a winning attack after 28.♞xa7! ♚xa7 29.♚xg4.

**27.♚d3**

White keeps his queen and bishop lined up.

**27...c4**

Adams hopes to save himself by removing one of White's bishops (so that only opposite-coloured bishops would remain). Of course taking on f4 fails to an immediate mate: 27...♘xf4?? 28.♚h7+ ♘f8 29.♚h8 mate. Much tougher, though, was 27...♘f8 28.♚f3 ♙e5 29.♙xe5 ♜xe5 30.♞ea1 and White is better, but he still has a long way to go.

**28.♚xc4 ♘xf4 29.♚xf4 ♞e5**



**30. ♖f3**

Quite reasonable too is 30. ♖e1. Some sample lines:

– 30... ♜xb5 31. ♞b1 ♜e8 32. ♞xb8 ♜xb8 33. ♖f3 and White has attacking chances due to the opposite-coloured bishops.

– 30... ♜h3 31. ♞xa7 ♞xh5 32. ♙e4 ♙xa1 33. ♖xf7+ ♜h8 34. ♞xa1 with more than enough pawns for the exchange.

– 30... ♞xe2 31. ♞xa7 ♜xb5 32. ♞b1 ♜xb1+ (32... ♜e8 33. ♖f5+–) 33. ♙xb1 ♞xb1+ 34. ♜g2.

– 30... ♞xh5 and now 31. ♜e4 is less good due to 31... ♙xa1 32. ♜h7+ ♜f8 33. ♜h8+ ♜e7 34. ♜xb8 ♙d4. Superior is 31. ♞xa7! ♜h3 32. ♙e4 ♙xa1 33. ♖xf7+ ♜h8 34. ♞xa1 which transposes to the variation after 30... ♜h3.

**30... ♜h3 31. ♞xa7**

Also strong is 31. ♙e4 31. ♞xh5 32. ♞xa7 ♜h2+ 33. ♜f1 ♜h3+ 34. ♜g2.

**31... ♞xh5**

Or 31... ♜xh5 32. ♜xh5 ♞xh5 33. b6! and the ending wins.



**32.e3**

Even stronger than 32. ♙e4 ♜h2+ 33. ♜f1 ♜h3+ 34. ♜g2.

**32... ♜h2+ 33. ♜f1 ♜h3+**

A slightly tougher defence was 33... ♜h1+ 34. ♜xh1 ♞xh1+ 35. ♜e2 ♞xe1+ 36. ♜xe1 ♙c3+ 37. ♜e2 ♙b4.

**34. ♜e2**

Or 34. ♜g2.

**34... ♞e5 35. ♞c7**

White has several ways to win by now: 35. ♞c1 ♜h5 36. ♜xh5 ♞xh5 37. b6 ♞xd5 38. b7 ♙d8 39. ♞a8 ♙c7 40. ♙h7+ ♜xh7 41. ♞xc7.

Or 35. ♞b1 ♜c8 36. ♙d3 ♜c5 37. b6.

Also winning are 35. ♙d3 and 35. ♞e1.

**35... ♞c8**

Black would also lose after 35... ♜h5 36. ♜xh5 ♞xh5 37. ♙e4 ♞e5 38. ♜d3.



**36. ♙f5**

Very nice, but 36. b6 ♞xc7 37. bxc7 ♜c8 38. ♞c1! also does the job.

**36... ♞xf5**

Or 36... ♜xf5 37. ♜xf5 ♞xf5 38. ♞xc8+.

**37. ♞xc8+ ♜h7 38. ♞h1**

Black resigned.

# Combat 45

## Sakaev-Kasparov

Rethymnon 2003

### 1.d4 d5 2.♘f3 ♘f6 3.c4 c6 4.♘c3 dxc4

In this line Black appears to give up the centre, but he solves the perennial problem that Black faces versus 1.d4: how to develop the light-squared bishop.

At the start of the 21st century Kasparov included the Slav into his repertoire. Possibly, because it enabled him to play for a win with Black against ‘weak’ 2600-grandmasters. Here he adopts the classical line, while he has also played the fashionable Chebanenko Variation with 4...a6.

### 5.a4 ♗f5 6.e3

The so-called Dutch Variation. The alternative is 6.♘e5. Vallejo Pons-Kasparov, Linares 2003, went: 6...♘bd7 7.♘xc4 ♘b6 (for 7...♖c7 see the game Kasparov-Morozevich) 8.♘e5 a5 9.f3 ♘fd7 10.e4 ♘xe5 11.dxe5 ♖xd1+ 12.♙xd1 ♗e6 13.♙c2 f6 and Black was fine.

### 6...e6 7.♗xc4 ♗b4

Once again increasing his control over the e4-square.

### 8.0-0 ♘bd7 9.♘h4

With white Kasparov has also adopted this line.

Alternatives are 9.♖e2 (to place the rook on d1 and to push e4 eventually), and 9.♖b3 (to grasp the initiative by attacking the bishop).

### 9...♗g6

The other bishop move 9...♗g4 provokes 10.f3 which has certain advantages but some drawbacks as well.

Interestingly, Black may even leave the

bishop on f5 with 9...0-0. After 10.♘xf5 exf5 Black may have lost his bishop, but owing to the pawn on f5 he is able to keep White’s centre in check.

### 10.h3

Black equalized in Krasenkov-Ivanchuk, Polanica Zdroj 2000, after 10.♘xg6 hxg6 11.h3 0-0 12.♖f3 ♖a5 13.♗d2 ♗ad8 14.♗fd1 ♗fe8 15.♗e1 e5. Pushing ...e6-e5 (sometimes ...c6-c5) is an important strategic goal in the Slav.

In an ‘old’ game Kasparov-Beliavsky, Tilburg 1981, there followed 10.g3 0-0 11.♖b3 ♖b6 12.♘g6 hxg6 13.♗d1 a5, and now, according to Kasparov, White could have kept a small opening advantage with 14.♗f1.

### 10...♗h5

Now that White has already played h3 it is less attractive to play 11.f3. Less accurate is 10...0-0, for after 11.♘g6 hxg6 12.♖c2 ♗c8 13.♗d1 ♖b6 14.e4 c5 15.d5 ♘e5 16.♗e2 exd5 17.♘d5 ♘xd5 18.♗xd5 ♘c6 19.♗c4 White was better in Kasparov-Anand, Linares 1993.

### 11.♖b3

A characteristic Slav position. Can you deliver a strategic masterpiece, just like Kasparov?



**The Combat begins. Good Luck!**

**You are Black**

Your Move: 11... \_\_\_\_\_

Your Score: \_\_\_\_\_

**11...a5 (4)** 11...♚a5(1) 11...♚b6(2)

---

**12.g4**

Your Move: 12... \_\_\_\_\_

Your Score: \_\_\_\_\_

**12...♙g6 (5)** 12...♗xg4(5)

---

**13.♗g2**

Your Move: 13... \_\_\_\_\_

Your Score: \_\_\_\_\_

**13...0-0 (4)** 13...♗b6(2)

---

**14.♗f4**

Your Move: 14... \_\_\_\_\_

Your Score: \_\_\_\_\_

**14...e5 (7)**  
14...♗b6(3) 14...♚e7(3) 14...♖c8(3)

---

**15.dxe5**

Your Move: 15... \_\_\_\_\_

Your Score: \_\_\_\_\_

**15...♗xe5 (1)**

---

**16.♙e2**

Your Move: 16... \_\_\_\_\_

Your Score: \_\_\_\_\_

**16...♗fd7 (8)** 16...♚e7(3)

---

**17.♗xg6**

Your Move: 17... \_\_\_\_\_

Your Score: \_\_\_\_\_

**17...♗xg6 (2)**

---

**18.♗d1**

Your Move: 18... \_\_\_\_\_

Your Score: \_\_\_\_\_

**18...♗c5 (8)** 18...♚e7(4)

---

**19.♖xd8**

Your Move: 19... \_\_\_\_\_

Your Score: \_\_\_\_\_

**19...♗xb3 (1)**

---

**20.♖xa8**

Your Move: 20... \_\_\_\_\_

Your Score: \_\_\_\_\_

**20...♖xa8 (2)**

---

**21.♖b1**

Your Move: 21... \_\_\_\_\_

Your Score: \_\_\_\_\_

**21...♗d8 (4)**

---

22.♙d1 Your Move: 22... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 22...♟xc1 (6) 22...♟d2 (2) 22...♙xc3 (4)

23.♞xc1 Your Move: 23... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 23...♟e5 (8) 23...♞d2 (3)

24.♙b3 Your Move: 24... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 24...♞d2 (5)

25.♞c2 Your Move: 25... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 25...♙xc3 (6) 25...♟f3+ (6)

26.bxc3 Your Move: 26... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 26...♟f3+ (6) 26...♞d1+ (6)

27.♟f1 Your Move: 27... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 27...♟f8 (7) 27...b5 (3)

28.♞c1 Your Move: 28... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 28...♟g5 (7)

29.♞c2 Your Move: 29... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 29...♟e4 (5)

30.♟e1 Your Move: 30... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 30...♞xc2 (2)

31.♙xc2 Your Move: 31... \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 31...♟xc3 (2)

And Kasparov won the ending. **Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Kasparov play as he did?



### 11...a5

After 11...♙a5 White has 12.♘a2. A slightly stronger queen move is 11...♜b6.

### 12.g4

Unabashedly playing for the draw. Practice has also seen 12.f4 0-0 13.♘f3 ♘b6 14.♙e2 c5 15.♘a2 ♜c8 16.♘xb4 cxb4 17.♙d2 ♘e4 with an excellent game for Black in Piket-Anand, Amsterdam 1993. In case of 12.♘a2 ♙d6 13.♙xb7 ♜b8 14.♙a6 (14.♙xc6? ♜b6-+) Black would obtain attacking chances with 14...♘e4.

### 12...♙g6

Kasparov is playing for the win! Black's threat is now 13...♘xg4.

Objectively there is nothing wrong with 12...♘xg4 13.hxg4 ♙xh4 14.gxh5 ♙g4+ with a draw by perpetual check!

### 13.♘g2

Not 13.♘xg6?! hxg6 and because of the move 12.g4 White's kingside has been weakened.

### 13...0-0

Healthy play by Kasparov. He castles first before embarking on anything concrete. Playable is 13...♘b6, but not 13...h5 14.♘f4.

### 14.♘f4 e5

Black has achieved his positional goal and has a good position. Weaker than the text are 14...♘b6, 14...♙e7 and 14...♜c8.

### 15.dxe5 ♘xe5 16.♙e2 ♘fd7

Slightly better than 16...♙e7 which connects the rooks.

### 17.♘xg6 ♘xg6

Black should not recapture with the pawn, for after 17...hxg6 18.f4 ♘c5 19.♙c2 White has a slight edge.

### 18.♙d1 ♘c5

Very well played. Should White now move his queen (to either c2 or c4) then Black can reply with 19...♙h4. Less purposeful is 18...♙e7.

### 19.♙x8 ♘xb3

With an understandable wish to draw against Kasparov, Sakaev trades queens. However, he has had to make several concessions to achieve this.

From now on Black has an excellent position, since White experiences considerable difficulties in finishing his development.

### 20.♙xa8 ♙xa8 21.♜b1 ♙d8

Taking possession of the d-file.

### 22.♙d1 ♘xc1

Weaker is 22...♘d2 23.♙xd2 ♜xd2 24.♘e4 ♜d8 25.♙e2 followed by 26.♙d1 and White can hold. Less clear

than the game continuation is 22...♙xc3  
23.♙xb3 ♙b4 24.f4.

**23.♞xc1**



**23...♟e5**

Introducing the threats of 24...♟d3 or 24...♟c4. Accuracy is required. After 23...♞d2 24.♙c2 ♙xc3 25.bxc3 ♟e5 White has 26.♞d1!. And if 25...♞f8 then 26.♙xg6 hxg6 27.♞b1.

**24.♙b3**

More stubborn is 24.♙c2. For example: 24...♟c4 (24...♙xc3 25.bxc3 ♞d2 26.♞d1) 25.♟a2 ♟xb2 26.♟xb4 axb4 27.♞b1.

**24...♞d2**

Now the time has come to invade the second rank. Not 24...♟d3 25.♞d1. The correct reply to 24...♟f3+ is 25.♞g2.

**25.♞c2 25.♞c2**

Worse is 25.♞d1 ♞xb2 26.♞d8+ ♙f8.

**25...♙xc3**

25...♟f3+ 26.♞f1 ♙xc3 27.bxc3 is the game and would also earn you 6 points.

**26.bxc3 ♟f3+**

At first sight 26...♞d1+ is less good since after 27.♞g2 ♞b1 White has the saving 28.♞d2 owing to the back rank mate. Even the witty 28...♞g1+ 29.♞xg1 ♟f3+ 30.♞g2 ♟xd2 31.♙c2 does not

promise Black anything. However, if you saw that after 26...♞d1+ 27.♞g2 Black has 27...♟d3! 28.♞f3 ♟c5 29.♞e2 ♞h1 then you may award yourself with a well-deserved 6 points.

**27.♞f1 ♞f8**

Bringing the king toward the centre and avoiding any back rank mates. Less clear than the game continuation is 27...b5 28.♞c1.

**28.♞c1**



**28...♟g5**

This is not so easy to find, but it wins material by force.

**29.♞c2 ♟e4**

Black would spoil everything with 29...♙xc2?! 30.♙xc2 ♟xh3? since 31.f4 traps the knight.

**30.♞e1**

Or 30.c4 ♞d3 31.♙a2 ♞a3 and Black wins.

**30...♙xc2 31.♙xc2 ♟xc3**

Black has a healthy extra pawn. He won the ending fairly effortlessly after:

**32.♞d2 ♟d5 33.♙b3 ♞e7 34.♞d3 ♟d6 35.♞d4 f6 36.h4 h6 37.h5 ♟c7**

A nice manoeuvre to finish the game.

**38.f4 ♟e6+ 39.♞c4 ♟c5 40.♙c2 ♟xa4! 41.♞d4**

and White resigned at the same time.

# Combat 46

## Topalov-Kamsky

Wijk aan Zee 2006

### 1.e4 d5 2.exd5 ♟f6 3.♟f3

After his studies, Kamsky carefully prepared for his comeback to the chess world. In New York he took part in several rapid tournaments. In one of these grandmaster Yudasin chose: 3.d4 ♟xd5 4.c4, and after 4...♟b6 5.♟c3 g6 6.♟e3 ♟g7 7.h3 0-0 8.♟f3 ♟c6 9.♟d2 e5 10.d5 ♟e7 11.g4 f5 an exciting battle lay ahead. Yudasin-Kamsky, New York 2004.

### 3...♟xd5 4.d4 ♟f5

Much more common is 4...♟g4 pinning the knight. The position after 5.♟e2 has occurred several times in Kamsky's practice:

– 5...e6 6.0-0 ♟e7 7.♟e5 ♟xe2 8.♟xe2 0-0 9.♟d1 ♟d7 10.c4 ♟5f6 11.♟f4 c6 12.♟c3 and White was a little better in Leko-Kamsky, Groningen 1995.

– 5...e6 6.0-0 ♟e7 7.c4 ♟b6 8.♟c3 0-0 9.h3 ♟xf3 (here 9...♟h5 10.♟e3 ♟c6 is more popular) 10.♟xf3 ♟c6 11.c5 ♟d5 12.♟xd5 exd5 13.♟e3 ♟f6 14.♟d3 and again White had some advantage. J.Polgar-Kamsky, Monte Carlo blind 1995.

– 5...♟c6 6.c4 ♟b6 7.d5 ♟xf3 8.gxf3!? (8.♟xf3 ♟e5 9.♟e2 c6 10.♟d4 ♟g6 11.♟c3 e5 is OK for Black) 8...♟e5 9.f4 ♟ed7 10.♟c3 c6 11.dxc6 bxc6 12.♟e3 e6 was played by Kamsky in a rapid play-off following his Candidates match versus Anand in 1994. Kamsky won eventually.

### 5.♟d3

This is probably best. White exchanges a piece, but wins a tempo for his development. After 5.c4 ♟b4 6.♟a3 e6 Black is

not doing so badly because the knight is awkwardly placed on a3.

### 5...♟xd3 6.♟xc3 e6 7.0-0

Naturally White cannot win a pawn with 7.♟b5+ ♟c6 8.♟xb7 due to 8...♟db4.

### 7...♟c6

In several games Black has adopted the modest 7...♟d7, after 8.c4 ♟5f6 9.♟c3 ♟e7 10.♟f4 0-0 11.♟ad1 c6 White is better due to his space advantage.

### 8.c4 ♟b6 9.♟c3 ♟e7 10.♟f4

Until now both players have simply developed their pieces. Had Kamsky now played 10...0-0 then he would have had merely a slightly worse position after 11.♟ad1, but nothing out of the ordinary. We will never know what possessed Kamsky when he played his next move.

### 10...g5? 11.♟g3 g4

Consistent, but extremely risky – Black wins a central pawn, but he ignores his development and especially the safety of his king.

### 12.♟e5 ♟xd4

In case of 12...♟xd4 Black would be in major trouble after 13.♟e2 followed by 14.♟ad1. After the text Black has won a pawn, but his king is stuck in the middle and he can never hope to hide his majesty on the kingside. Can you demonstrate, like Topalov, that Kamsky has gone too far?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.c5 (5)** 13.♖ad1(5) 13.♗fd1(3)

**13...♗xc5**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♗ad1 (5)** 14.♗fd1(3)

**14...0-0**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♗e4 (4)** 15.♗g4(3) 15.b4(2)

**15...♗e7**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♗g4 (6)** 16.♞xd4(2)

**16...c5**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.b4 (3)** 17.♗e5!(6) 17.♗h6+(5)

**17...♗d5**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.bxc5 (1)** 18.♗e5!(2)

**18...♗f5**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞f3 (4)**  
19.♞b3(3) 19.♗d6(3) 19.♗e5(3) 19.♗d6(3)

**19...♞c8**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♗d6 (4)** 20.♗e5(2) 20.♗d6(3)

**20...♗xd6**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.cxd6 (2)** 21.♗xd6(1)

**21...♗h4**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.d7 (4)** 22.♗e3(2)

**22...♞c6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23.♗e5 (2)**

23...♖c7

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.♔g4+ (3)

24...♕h8

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25.♘d6 (3)

And Kamsky resigned.

**Maximum score: 46 (50)**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Topalov play as he did?



### 13.c5

This is typical of Topalov's style, he sacrifices another pawn for a huge initiative. Natural and good is 13.♖ad1. White is better after 13...♗f5 14.♔e2 ♔c8 and now 15.c5 or 15.♘g4. Following 13.♖ad1 Black can also reply with 13...c5!? when he would be fine after 14.♘g4 h5! 15.♗e5 (15.♘e3) 15...♗g8 16.♘h6 ♗g6 17.♘b5 ♖xh6 18.♘c7+ ♗f8 19.♘xa8. However, instead of 14.♘g4 White has the stronger 14.♔e4. Moving the other rook to d1 – 13.♖fd1 – is slightly less good.

### 13...♗xc5 14.♖ad1

Again this is the right rook, although

14.♖fd1 is not bad. Clearly worse though is 14.♘b5?, due to 14...c6! (14...♘b5?? 15.♔xb5+ wins a piece) 15.♘d4 ♗xd4 16.♖ad1 ♗xe5 17.♔e4 ♘d5 and White does not have enough for two pawns.

### 14...0-0

Black can also try to prepare castling queenside with 14...♔e7. However, after 15.b4 0-0-0 16.bxc5 ♘f3+ 17.gxf3 ♖xd3 18.♖xd3 ♘d5 (what else? If 18...♔xc5 then 19.♖fd1 and ♘xf7 is a major threat) 19.♘d5 exd5 20.c6 White's pieces (rook, bishop and knight) are much stronger than Black's queen. Also nothing is 14...♘c6 as 15.♔b5 ♗d6 16.♘e4 a6 17.♔e2 ♘xe5 18.♘d6+ cxd6 19.♗xe5 just wins for White.

### 15.♘e4

Or 15.♘g4 when 15...f5? 16.♘h6+ ♗g7 17.♗e5+ ♗xh6 gives White loads of attractive possibilities. For example: 18.b4 ♗xb4 19.♔h3+ ♗g6 20.♖xd4 ♗d6 21.♖e1, or 18.♔h3+ ♗g6 19.♖d3 (19.b4 ♘c4!) 19...f4 20.♘e4. Instead of 15...f5?, Black should play his knight to this square. White is only somewhat better after 15...♘f5! 16.♗e5 ♔xd3

17. ♖xd3 ♜fd8 18. ♘f6+ ♜f8. However, a more powerful reply is 16. ♜f3!.

Another alternative for the text is 15. b4. Play is unclear, though, following 15... ♙xb4 16. ♘xg4 ♙xc3 17. ♘h6+ ♜g7 18. ♜xc3 c5 (18... ♜xh6 19. ♙f4+ and ♖xd4 wins for White) 19. ♜xc5 ♘e2+ 20. ♜h1 ♘xg3+ 21. fxg3 ♘d5 22. ♘f5+ ♜h8 (but not 22... ♜g8?? 23. ♖xd5! exd5 24. ♜d4 and wins).

Inferior is 15. ♜e4 because of 15... f5.

**15... ♙e7 16. ♘xg4**

In case of the materialistic 16. ♜xd4 Black would escape after 16... ♜xd4 17. ♖xd4 f5 18. ♘c3 c5 and now: 19. ♜f4 ♙g5, or 19. ♖dd1 f4 20. ♘xg4 fxg3 21. hxg3 ♖ad8.

**16... c5 17. b4**

Kamsky's previous move was a big blunder which should have lost on the spot. Topalov's 17. b4 returns the favour to some extent (although he keeps a winning advantage). Superior to Topalov's move is 17. ♙e5! f6 18. ♘g5! fxg5 (18... ♘f5 19. ♘h6+) 19. ♘h6 mate!



The story goes that Kasparov saw this in a split second when he was told the course of the game by phone.

Also very powerful would have been 17. ♘h6+! ♜g7 (17... ♜h8 18. ♙e5+ f6 19. ♘g5 and the same manoeuvre decides) 18. ♙e5+ ♜xh6 19. ♜h3+ ♜g6 20. ♜g3+ and White wins due to:

– 20... ♜f5 21. ♖xd4 cxd4 22. f4 d3 (or 22... ♜xe4 23. ♜f3+ ♜f5 24. ♜d3+ ♜g4 25. ♜h3 mate) 23. ♘d6+ winning the queen, as 23... ♙xd6 24. ♜xd3+ ♜g4 25. ♜h3 mates.

– 20... ♜h5 21. ♜g7.

– 20... ♙g5 21. ♙xd4 cxd4 22. ♖xd4 ♘d5 23. ♘xg5 ♜xg5 24. ♖g4 and wins.

**17... ♘d5**

If 17... ♘f5 then White obtains a winning attack after 18. ♜c3 ♘d5 19. ♖xd5 exd5 20. ♘ef6+ ♜h8 21. ♙e5.

**18. bxc5**

Again White can win on the spot with 18. ♙e5. For instance: 18... ♖e8 (18... f6 19. ♘g5 is what Topalov missed now as well) 19. ♘h6+ ♜f8 20. ♘xc5.

**18... ♘f5 19. ♜f3**

White reigns completely. The following moves are all equally strong: 19. ♜b3, 19. ♙d6, 19. ♙e5 f6 20. ♙b2 and 19. ♘d6. After the latter there may follow 19... ♙xd6 20. ♙xd6 ♘xd6 21. cxd6 ♜xd6 22. ♘f6+ ♜g7 23. ♜d4.

**19... ♖c8 20. ♙d6**

Also good are 20. ♙e5 and 20. ♘d6.



**20... ♘xd6**

Black's game is equally hopeless after 20... ♙xd6 21. ♖xd5! (or 21. cxd6, but not 21. ♘xd6 ♘xd6 22. cxd6 ♜h4) 21... ♙xh2+ 22. ♜xh2 ♜h4+ 23. ♜gl exd5 24. ♘ef6+ ♜h8 25. ♜xf5 and wins.

**21. cxd6**

This is stronger than 21.♘xd6.

**21...♙h4**

White wins after 21...♙xd6 with  
22.♖xd5! exd5 (22...♙xh2+ 23.♔h1)  
23.♘gf6+ ♔h8 24.♚f5.



**22.d7**

This wins by force. Less good but still  
winning is 22.♘e3. If 22.♖xd5 then  
Black has 22...exd5 23.♘ef6+ ♙xf6  
24.♘xf6+ ♔g7.

**22...♖c6**

And here 22...♚xd7? is impossible due  
to 23.♖xd5.

The rook on c7 is lost in the line:  
22...♖c7 23.♖xd5 exd5 24.♘ef6+ ♙xf6  
25.♘xf6+ ♔g7 26.♘e8+ ♖xe8  
27.dxe8♚ ♚xe8 28.♚g3+ ♔h8  
29.♚xc7.

**23.♘e5 ♖c7 24.♚g4+ ♔h8 25.♘d6**

Black resigned.

# Combat 47

## Vaganian-Meins

Germany Bundesliga 1996/97

1.♘f3 ♘f6 2.c4 e6 3.♘c3 c5 4.g3 ♘c6  
5.♗g2 ♗e7 6.0-0 d5 7.cxd5 ♘xd5 8.d4

After this move we reach a position from the so-called ‘Improved Tarrasch’. The line has been awarded with the epithet ‘improved’ because Black has taken on d5 with the knight, thereby avoiding the isolated pawn positions that may arise following 7...exd5 8.d4. Black now usually continues with 8...0-0 when White is at crossroads. He can build up his centre with 9.e4, or saddle his opponent with an isolated pawn after all with 9.♘xd5 exd5 10.dxc5. Meins has different intentions though. However, the coming exchange of pieces does not bring Black any relief.

8...♘xd4 9.♘xd4 ♘xc3 10.bxc3 cxd4  
11.cxd4 0-0



Black has managed to get rid of all the knights. There is a considerable difference though in the quality of the pieces that remain.

12.♖b1!

This increases the pressure on Black’s queenside. White enjoys an edge due to his small lead in development, and

mainly because of his powerful ‘Catalan’ bishop on g2.

12...♣d7 13.♗f4 ♖d8

Vaganian has managed to complete his development, while Black’s bishop on c8 and his rook on a8 are still stuck on their original squares. Can you exploit this positional advantage, or has Black managed to create just enough counterplay with his attack on pawn d4? It’s your move!



**The Combat begins. Good Luck!**

**You are White**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14. ♖c2 (8) 14. ♗b3 (3)**

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**14... ♗xd4**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15. ♖fd1 (3)**

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**15... ♗f6**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16. ♖c7 (8)**

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**16... ♖f8**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17. ♙e5 (4)**

---

**17... ♙d8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18. ♖d6 (5)**

---

**18... ♙e7**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19. ♙xf6 (2)**

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**19... ♙xd6**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20. ♙xg7 (2)**

---

**20... ♗xg7**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21. ♖xd6 (1)**

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**21... ♖b8**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22. ♖a6 (6) 22.f4(1) 22. ♖c1(1)**

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**22... bxa6**

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

**23. ♖xb8 (1)**

---

**23... ♖d8**

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

**24. ♙f1 (6) 24.f4(4)**

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**24... a5**

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

**25.f4 (4)**

---

25...♖e8 Your Move: 26. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 26.♟f2 (3)

26...♙d7 Your Move: 27. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 27.♞b7 (4) 27.♞xe8!(6)

27...♙c6 Your Move: 28. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 28.♞xa7 (1)

28...a4 Your Move: 29. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 29.♙g2 (6)

29...♙b5 Your Move: 30. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 30.♙f3 (3)

30...♞c8 Your Move: 31. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 31.♞a5 (3)

31...♙e8 Your Move: 32. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 32.♞a8 (6)

32...♞xa8 Your Move: 33. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 33.♙xa8 (1)

33...a3 Your Move: 34. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 34.♙e4 (3) 34.♟e3(3)

34...♙a4 Your Move: 35. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 35.♟e3 (2)

35...♙b3 Your Move: 36. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 36.♙b1 (2)

36...♙c4 Your Move: 37. \_\_\_\_\_  
 Your Score: \_\_\_\_\_ 37.♟d2 (3)

37...f5 Your Move: 38. \_\_\_\_\_

Your Score: \_\_\_\_\_ 38.e3 (3)

38...♖g6 Your Move: 39. \_\_\_\_\_

Your Score: \_\_\_\_\_ 39.♖c3 (2) 39.g4(2)

39...♗d5 Your Move: 40. \_\_\_\_\_

Your Score: \_\_\_\_\_ 40.g4 (5)

40...♖f6 Your Move: 41. \_\_\_\_\_

Your Score: \_\_\_\_\_ 41.gxf5 (1)

And Black resigned. **Maximum score: 98 (100)**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

### Why did Vaganian play as he did?



#### 14.♖c2

This pawn sacrifice was the point of Vaganian's play. After Black has taken on d4, White can exploit the d-file. White is also somewhat better after 14.♖b3.

Instead 14.e3 did not come into consideration because of 14...g5 – 15.♗xg5 ♗xg5 16.♖g4 h6 17.h4 f5.

14...♖xd4 15.♗fd1 ♖f6 16.♖c7

Increasing the pressure, and much stronger than immediately regaining the pawn on b7, when White would lose all his advantage.

16...♗f8 17.♗e5

Nothing is gained by 17.♗xb7. For, after 17...♗xb7 18.♗xb7 Black has 18...♗d8! and 19...♗b6.

17...♗d8 18.♖d6

Here 18.♖c3 ♖g6 19.♗d6 ♗e8 20.♗c6!/? does not achieve its desired aim after 20...♗f6 (20...bxc6? 21.♖xc6) 21.♖c4 bxc6 22.♖xc6 ♗a6.

18...♗e7

Another only move. In case of 18...♖e7, White wins on the spot with 19.♖d4.

Two sample lines are: 19...♗e8 20.♗xg7 e5? 21.♖xe5, and 19...♗b6 20.♗xb6 axb6 21.♗xg7.

19.♗xf6 ♗xd6 20.♗xg7 ♖xg7 21.♗xd6

**♖b8 22.♞a6!**



This fantastic move practically seals Black's fate. The rook ending after 22...♞a8 23.♙xb7 ♙xb7 24.♞xb7 is an easy win, as Black loses a7 as well. After the game continuation White is not only practically a pawn up (owing to the ugly doubled a-pawns), but his rook is also much more active than its counterpart. Not nearly as strong are 22.f4 or 22.♞c1.

**22...bxa6 23.♞xb8 ♞d8 24.♙f1**

This modest move is best. Black obtains sufficient counterplay after 24.f4 ♞d1+ 25.♙f2 ♙d7 26.♞b7 ♙b5.

However, this last line may be improved with 26.♞d8!. Now White wins the bishop ending after 26...♙a4, and the pawn ending that arises after 26...♙f6 27.♙c6 ♙e7 28.♞xd7+. So, this means that after 24.f4 ♞d1+ 25.♙f2 Black should make do with 25...♞c1 when White keeps a large advantage.

Vaganian's move prevents his opponent's rook from becoming active.

**24...a5 25.f4 ♞e8 26.♙f2 ♙d7 27.♞b7**

Stronger is 27.♞xe8, after 27...♙xe8 28.e4 White wins the bishop ending. Therefore 27.♞xe8 earns you more points than the text.

**27...♙c6 28.♞xa7 a4 29.♙g2 ♙b5 30.♙f3**

Covering e2, and preparing ♙h5 given the right circumstances. White is a

healthy pawn up, he has a superior pawn structure, and an active rook. He has gathered quite a bit of positional capital.

**30...♞c8 31.♞a5 ♙e8**

31...♞b8 is simply met by 32.♙e3 (32...♙d7 33.♞a7 ♙b5 34.♙d4). However, 31...♙d7 is stronger than the text. This would have been the way to take advantage of the inaccurate 27.♞b7.

**32.♞a8 ♞xa8 33.♙xa8 a3!**

To make White's task as hard as possible. The threat is ...♙e8-a4-b3.



**34.♙e4**

The moves are interchangeable. First 34.♙e3 and then 35.♙e4 is identical.

**34...♙a4 35.♙e3 ♙b3 36.♙b1 ♙c4 37.♙d2 f5 38.e3 ♙g6**

Black could have defended more stubbornly with 38...♙h6, when the king threatens to penetrate White's queenside. By comparison to the game the f-pawn would not be pinned! Yet, White wins by means of some accurate moves: 39.♙c3 ♙d5 40.♙d4 ♙h5 (threatening ...♙g4) 41.h3 h6 (41...♙g2 42.g4+ fxg4 43.hxg4+ ♙xg4 44.♙xh7) 42.♙e5 ♙c4 (42...♙g2 43.♙xe6) 43.♙f6 ♙d5 44.♙c2 ♙f3 45.♙a4 and mate follows!

**39.♙c3**

Or also the immediate 39.g4.

**39...♙d5 40.g4 ♙f6 41.gxf5**

And Meins resigned. White wins the a-pawn after 41...xf5 42.♙b4.

# Combat 48

## Lagowski-Potapov

Pardubice 2003

**1.d4 f5 2.c4 ♘f6 3.♘f3 g6 4.g3 ♕g7  
5.♕g2 d6 6.0-0-0 7.♘c3**

The classical main line of the Leningrad Dutch. Black used to continue now with 7...♘c6 8.d5 ♘a5 or 8...♘e5, while the other main line started with 7...c6 and if 8.d5 then 8...e5. In the 1980s grandmasters Gurevich and Malaniuk were successful with 7...♖e8. And this system has by now fully superseded the older lines.

**7...♖e8 8.♘d5**

In a way White makes a direct attempt to refute the whole system. He attacks c7 which has been left unprotected by Black's previous move. Black's reply is forced when the d5-pawn will inhibit his possibilities for some time to come. The absolute main line is 8.d5, while, especially, 8.b3 and 8.♖e1 are also played.

**8...♘xd5 9.cxd5 ♘d7**

An invention of the German grandmaster Kindermann. It is less risky than the queen sally 9...♖b5, when play may continue 10.♘g5 h6 11.♘e6 ♕xe6 12.dxe6 d5 13.a4 ♖c4 14.e3 c6 15.♕d2 a5 16.♖b1 ♖f6 17.b4 axb4 18.♖c1 ♖a6 19.♖xb4 ♖xe6 20.♖ab1 with a clear edge for White in Scherbakov-Potapov, Saint Petersburg 1998.

The move 9...c6 is also played. The game Shariyazdanov-Potapov, Elista 2001, went 10.♖b3 cxd5 11.♖xd5+ ♔h8 12.♕e3 ♘c6 13.♖ac1 a5 14.♖fd1 a4 15.♖c4 e6 16.d5 with the better chances. As you may see from the examples Potapov has learned the hard way.

**10.♖b3**

White is intending to play ♕d2 and ♖c1, followed by the manoeuvre ♘g5-e6. The queen move also prevents the natural ...c6. Yet, Black is not unduly worried by the text. White often plays the logical 10.♘g5, when Black can play 10...♘b6 followed by ...c6. Also popular is 10.♖c2 ♘b6 11.♖xc7 ♘xd5 12.♖c4 e6 13.♕f4 b5 14.♖b3 ♖d7, but in several games Black experienced no problems of any kind.

**10...♘b6 11.♕d2**

Now Black must consider the 'threat' of ♖c1. Can you demonstrate that Black is fine in this complex position?



**The Combat begins. Good Luck!**

**You are Black**

Your Score: \_\_\_\_\_

Your Move: 11... \_\_\_\_\_

**11...e6 (7)** 11...♔h8(5)

**12.dxe6**

Your Score: \_\_\_\_\_

Your Move: 12... \_\_\_\_\_

**12...♙xe6 (2)**

**13.♖c2**

Your Score: \_\_\_\_\_

Your Move: 13... \_\_\_\_\_

**13...c6 (5)**

**14.♙b4**

Your Score: \_\_\_\_\_

Your Move: 14... \_\_\_\_\_

**14...♖d7 (6)** 14...♖e7(5) 14...♗d8(4)

**15.e3**

Your Score: \_\_\_\_\_

Your Move: 15... \_\_\_\_\_

**15...♙d5 (8)** 15...a5(5) 15...♘d5(3)

**16.♘d2**

Your Score: \_\_\_\_\_

Your Move: 16... \_\_\_\_\_

**16...♗ae8 (6)** 16...♙xg2(5) 16...♔h8(4)

**17.a4**

Your Score: \_\_\_\_\_

Your Move: 17... \_\_\_\_\_

**17...♙xg2 (4)**

**18.♔xg2**

Your Score: \_\_\_\_\_

Your Move: 18... \_\_\_\_\_

**18...♘d5 (4)**

**19.♖b3**

Your Score: \_\_\_\_\_

Your Move: 19... \_\_\_\_\_

**19...♔h8 (7)** 19...♗f7(4) 19...♖e6(3)

**20.♖a3**

Your Score: \_\_\_\_\_

Your Move: 20... \_\_\_\_\_

**20...c5 (11)**

**21.♙c3**

Your Score: \_\_\_\_\_

Your Move: 21... \_\_\_\_\_

**21...f4 (10)**

**22.exf4**

Your Score: \_\_\_\_\_

Your Move: 22... \_\_\_\_\_

**22...♗e2 (7)** 22...cxd4(5)

23. ♖c4

Your Move: 23... \_\_\_\_\_

Your Score: \_\_\_\_\_

23... ♗xf4+ (8) 23... ♖c6(6)

24. ♖h1

Your Move: 24... \_\_\_\_\_

Your Score: \_\_\_\_\_

24... ♖xf2 (8) 24... ♖h3(8) 24... cxd4(6)

25. ♖e3

Your Move: 25... \_\_\_\_\_

Your Score: \_\_\_\_\_

25... ♖xh2+ (5)

26. ♖g1

Your Move: 26... \_\_\_\_\_

Your Score: \_\_\_\_\_

26... ♖h3 (2)

White resigned.

Maximum score: 100

Your Combat Score: \_\_\_\_\_ Your Combat Performance: \_\_\_\_\_

## Why did Potapov play as he did?



11...e6

This is best, but 11... ♖h8 12. ♖ac1 e6! 13. ♖xc7 ♗xd5 14. ♖cc1 b5 15. ♗f4 ♖d7 is also fine for Black.

12.dxe6

Black is a little better after 12. ♗g5 exd5 13. ♗xd5+ ♗xd5 14. ♖xd5+ ♖h8.

12... ♗xe6 13. ♖c2 c6 14. ♗b4

Black's game was already preferable, but

after this artificial move his advantage increases.

14... ♖d7

The strongest move, but there are other options like 14... ♖e7 and 14... ♖d8.

15.e3 ♗d5

To control the diagonal and some important light squares. 15...a5 is also reasonable although it makes sense to leave the bishop on the awkward b4-square. Weaker is 15... ♗d5 16. ♗d2.

16. ♗d2 ♖ae8

Also playable is the immediate 16... ♗xg2 17. ♖xg2 ♗d5, as well as 16... ♖h8.

17.a4 ♗xg2 18. ♖xg2 ♗d5 19. ♖b3

This is obligatory as 19. ♗c3 ♖xe3 loses an important pawn.

19... ♖h8

Superior to 19... ♖f7 and 19... ♖e6.

20. ♖a3



– 24.♔f3 ♖g4+ 25.♕e4 d5+ 26.♗d3 c4+.

Slightly more resilient was 23.♗g1 cxd4 24.♙b4.

**23...♗xf4+**

This is stronger than 23...♖c6 24.♗g1 cxd4 25.♘a5 ♗b6.

**24.♗h1**

Or 24.gxf4 ♖g4+ 25.♗h1 ♗f3+ 26.♗g1 ♗xf4 and mate will follow.



**24...♗xf2**

The most beautiful win, but certainly not the only one. Also strong are: 24...♗h3 25.gxf4 ♗f3+ 26.♗g1 ♗xf4 and mates, and 24...cxd4.

**25.♘e3**

Or else a check on the diagonal decides: 25.♗xf2 ♖c6+ and 25.gxf4 ♖c6+.

**25...♗xh2+ 26.♗g1**

Or 26.♗xh2 ♗h3+ 27.♗g1 ♘e2 mate.

**26...♗h3**

White resigned.

In a clearly worse position White makes a mistake that makes his situation critical.

**20...c5**

A lovely combination.

**21.♙c3**

The only move. White loses a piece after 21.dxc5? ♘xb4 22.♗xb4 dxc5. Black hits hard after the text as well though.

**21...f4 22.exf4**

If 22.e4, then 22...♘xc3 23.bxc3 cxd4 24.cxd4 ♙xd4 simply wins a pawn. In case of 22.gxf4 cxd4 23.♙xd4 ♙xd4 24.exd4 ♗e2 25.♗ad1 Black should prefer 25...♗xf4 over 25...♘e3+ 26.♗xe3 ♗xe3 27.fxe3.

**22...♗e2**

Even better than 22...cxd4 23.♙b4.

**23.♘c4**

If 23.♗ae1 then 23...♘e3+ wins in all lines:

– 24.♗g1 ♗h3.

– 24.♗h1 ♗h3 25.♗g1 ♘g4.

# Combat 49

## Dautov-Patriarca

Istanbul Olympiad 2000

**1.d4 ♘f6 2.c4 e6 3.♘f3 ♖b4+**

The so-called Bogo-Indian Defence after the German grandmaster Efim Bogoljubow. Sometimes the nomenclature of chess openings is not so clear or not so consistent, but in this case it quite understandable how 3...♖b4+ came to be called the Bogo-Indian. Bogoljubow may not have been the first player who checked his opponent in this way (actually it was played against him in 1920 while he first played 'his' variation in 1921), but he did so in a game against none other than Alexander Alekhine (six years before the latter became World Champion). Moreover, he played 3...♖b4+ a couple of times more in the 1920s. As all the 'modern' 1...♘f6 openings were called Indians, the catchy Bogo-Indian caught on.

**4.♗d2 a5**

One of the modern main lines, but Bogoljubow's intention was simply 4...♗xd2+. A move that was favoured in more modern times by Ulf Andersson. Most grandmasters prefer to keep the tension though. This is possible with the text (an old favourite of Smyslov's), and also with 4...c5 (a line developed by Vitolinsh).

The main line is 4...♞e7 though, when play normally continues 5.g3 ♘c6 6.♗g2 ♗xd2+ 7.♘bd2 (more or less forced as 7.♞xd2 is met by 7...♘e4) 7...0-0 8.0-0 d6.

Dautov actually prefers 6.♘c3 ♗xc3

7.♗xc3 ♘e4 8.♞c2 (8.♞c1 is more ambitious) 8...♘xc3 9.♞xc3 0-0 10.♗g2 d6 11.d5 ♘d8! 12.0-0 e5 13.e4 c5! and play was equal in Dautov-Aronian, Bundesliga 2000-2001.

Now, if Black prefers such a set-up with ...♘c6 (as Black does in this game) then it is preferable to play 4...♞e7.

**5.g3 ♘c6**

In combination with 4...a5 this is not such a great idea. Black would keep a much more flexible position with 5...d6 6.♗g2 0-0 7.0-0 ♗xd2 8.♞xd2 ♘bd7. White was better in Dautov-Hobuss, Berlin Sommer 1991, after 6...♘bd7 7.0-0 e5 8.♘c3 0-0 9.♞c2 ♞e8 10.e4 exd4 11.♘xd4.

**6.♗g2 0-0 7.0-0 ♗xd2**

Black can no longer postpone this exchange, as White was ready to play 8.♗g5.

**8.♞xd2**

It is best to take back with the queen as the knight belongs on c3 rather than on d2.

**8...d6**

The opening has clearly gone in White's favour. Dautov delivers a strategic model game – can you do the same? Hint: in considering your first move also take into account your opponent's plan.



**The Combat begins. Good Luck!**

**You are White**

Your Move: 9. \_\_\_\_\_

Your Score: \_\_\_\_\_

**9.♞d1 (10)** 9.♟c3(4) 9.d5(3)

**9...♟e7**

Your Move: 10. \_\_\_\_\_

Your Score: \_\_\_\_\_

**10.♟c3 (5)**

**10...♞d7**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.♞ac1 (8)** 11.e4(4) 11.d5(3) 11.h3(3)

**11...♞fc8**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.e4 (6)**

**12...e5**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♟d5 (9)** 13.d5(4) 13.dxe5(3)

**13...♟xd5**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.cxd5 (3)**

**14...♟xd4**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♟xd4 (1)**

**15...exd4**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.♟xd4 (1)**

**16...a4**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.f4 (9)** 17.♟b4 (7) 17.♞d2, 17.♞c2, 17.♞c3,  
17.♞d4(4)

**17...f6**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.♟b4 (9)** 18.♞e1(3) 18.♞d2(4)

**18...b6**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♞e1 (7)**

19... ♖f8

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

20.e5 (7) 20. ♜c2, 20. ♜c3, 20. ♜e2, 20. ♜e3 (3)

---

20... dxe5

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

21. ♖xf8+ (2) 21. d6(2)

---

21... ♔xf8

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

22. fxe5 (2)

---

22... fxe5

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23. ♜xe5 (2) 23. d6(1)

---

23... ♗b5

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24. d6 (7) 24. ♜f5(7)

---

24... c6

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25. d7 (7) 25. ♜f5+(7)

---

25... ♜d8

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26. ♜xb5 (5)

---

And White wins.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

---

## Why did Dautov play as he did?



### 9. ♖d1

Black intends to play ...e5, and that is why this move (which prevents ...e5 for the time being) is stronger than the natural 9. ♘c3. The game Gavrilov-Arbakov, Moscow Championship 1988, went 9. ♘c3 e5 10. d5 ♘b8 11. ♙e1 ♙a6 and Black was fine. An alternative is 9. d5.

### 9... ♜e7 10. ♘c3 ♙d7

In case of 10...e5 White has 11. dxe5 dxe5 12. ♘d5 with the better game.

### 11. ♖ac1

This is the best move, White indirectly eyes c7. Points may also be gained with: 11. e4, 11. d5 and 11. h3.

### 11... ♖fc8 12. e4 e5

Although this invites White's next, Black has no choice since 13. e5 was an annoying threat.

### 13. ♘d5

Clearly stronger than 13. d5 ♘b4 or 13. dxe5 ♘xe5 14. ♘xe5 dxe5 15. ♘d5 ♘xd5 16. cxd5.

### 13... ♘xd5 14. cxd5

Nothing is gained by taking back on d5 with the e-pawn: 14. exd5 ♘xd4 15. ♘xd4 exd4 16. ♜xd4 with equality.

### 14... ♘xd4

The most natural move of course, Black should exchange pieces to relieve the

pressure. Note that 14... ♘b8? would lose after 15. dxe5 dxe5 16. ♖xc7! ♖xc7 17. d6 ♜d8 18. dxc7 ♜xc7 19. ♙h3!.

### 15. ♘xd4 exd4 16. ♜xd4



### 16...a4 17.f4

Also strong is 17. ♜b4. Each of the following rook moves earns you 4 points: 17. ♖d2, 17. ♖c2, 17. ♖c3 and 17. ♖d3.

### 17...f6 18. ♜b4

18. ♖e1 is met by 18...c5 19. dxc6 ♙xc6. Also playable is 18. ♖d2.

### 18...b6

Much stronger was 18... ♖a6 when Black is holding on (at least for the moment). White would gain nothing with 19. ♜xb7? as after 19... ♖b6 20. ♜a7 ♖xb2 he cannot take on c7 because of the tactic 21. ♖xc7?? ♖xc7 22. ♜xc7 ♖xc7+.

### 19. ♖e1 ♜f8

Black is in a mess after 19... ♖a5 20. e5 fxe5 21. fxe5 ♖c5 22. e6 ♙e8. Dautov himself has indicated 19... ♜e8 20. e5 fxe5 21. fxe5 dxe5 22. ♜c3 ♜f8 23. ♖xe5 as the best defensive chance.

### 20.e5

The most energetic move. Fine preparatory moves are: 20. ♖c2, 20. ♖c3, 20. ♖e2 and 20. ♖e3.

### 20...dxe5

20...fxe5 21. fxe5 dxe5 22. ♜xf8+ is

identical to the game of course.



**21. ♖xf8+**

This is very strong and in keeping with Dautov's style. Equally good was 21. d6.

**21... ♜xf8**

Or 21... ♜xf8 22. ♜xc7.

**22. fxe5 fxe5**

If 22... ♜ab8 then 23. e6 ♟b5 24. e7+ ♜f7 25. ♟h3. While 22... ♜a7 is met by 23. e6 ♟b5 24. d6.

**23. ♜xe5**

Less clear is 23. d6 ♜a7 (23... cxd6!? 24. ♟xa8 ♜xa8) 24. ♜xe5 cxd6 25. ♜f1+ ♜g8 26. ♜e7 ♜ac7.

**23... ♟b5**

This blunders the game. If 23... ♜a7 then 24. ♜f1+ ♜g8 25. ♜e7 and wins. Relatively best was 23... ♜e8 24. ♜xe8+ ♜xe8 25. ♜xc7 ♟b5 with at least some counterplay.

**24. d6**

White also wins after 24. ♜f5+ ♜g8 25. d6.

Other moves will make the win unnecessarily difficult.

**24... c6 25. d7**

Just as winning is 25. ♜f5+ ♜g8 (25... ♜e8 26. ♟h3) 26. d7.

Black resigned because of 25. d7 ♜d8 26. ♜xb5 cxb5 27. ♟xa8 ♜xa8? 28. ♜c8+.

# Combat 50

## Anand-Timman

Wijk aan Zee 2004 (11)

**1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4 ♘f6 5.♗c3 ♗c6 6.♙g5 e6 7.♚d2 a6**

One of the main systems of the Rauzer Sicilian. Both players have considerable experience in this line. In the next round Timman played 7...♙e7 versus Adams. After 8.0-0-0 a6 9.f4 ♙d7 we transpose to the comment following White's 9th move.

### 8.0-0-0 ♙d7 9.f3

Anand defends the e4-pawn and aims to attack on the kingside with g4. White can also play in the centre with 9.f4. The main line now continues: 9...♙e7 10.♗f3 b5 11.♙xf6 gxf6 12.♗b1 ♚b6. In the previous century a game between both contestants went: 13.♙d3 0-0-0 14.♞hf1 (14.♞he1 ♗b8?! 15.♗d5! Timman-Ivanovic, Bugojno 1984. Correct was 14...♚c5) 14...♗b8 15.♚e1 ♚c5 16.♗d2 ♗d4 with approximately equal chances. Anand-Timman, Amsterdam 1992.

In this very same Wijk aan Zee tournament, Adams chose 13.♗e2 one round later, and after 13...0-0-0 14.f5 ♗b8 15.♗f4 ♙c8 16.♚e1 ♞he8 17.fxe6 fxe6 18.g3 ♙f8 19.♙h3 he was slightly better. Adams-Timman, Wijk aan Zee 2004 (12).

### 9...♙e7

Or 9...h6 10.♙e3 ♚c7 11.g4 ♗e5 12.h4 as in Anand-Dreev, Linares 1997. Again we see Anand's preference for the English Attack.

### 10.♙e3

This paradoxical move calls for some explanation. Why does White retreat his

bishop without being forced to do so (as after ...h7-h6)? It was first played by Shamkovich in 1977 long before the English Attack (the set-up with ♚d2, ♙e3, 0-0-0 and f3 against both the Rauzer and the Najdorf) became popular. White voluntarily loses a tempo (♙c1-g5-e3), reasoning that Black's bishop is badly placed on d7 in such positions. For, after a fast g4-g5 the knight cannot withdraw to this square. In short, Black is a tempo up on a known position, but this extra tempo (♙c8-d7) might well turn out badly for him!

### 10...♞c8

The start of a dubious plan. Instead of the text Anand has suggested 10...♗xd4 11.♚xd4 e5 12.♚d2 ♙e6 as an improvement. Funnily enough, White has then won back his 'lost' tempo.

Possibly stronger is 10...b5, for example 11.g4 ♗xd4 12.♙xd4 b4 13.♗e2 e5 14.♙e3 ♚a5 15.♗b1 ♙e6 with mutual chances as in De la Villa-Damljanovic, Sevilla 1994.

Finally, 10...h5 is also played to prevent g4, and this is indeed the best move. After Timman's move in the game White is better. Are you capable of building up and rounding off an attack, just like Anand?



**The Combat begins. Good Luck!**

**You are White**

Your Move: 11. \_\_\_\_\_

Your Score: \_\_\_\_\_

**11.g4 (4)** 11.♙b1(4)

---

**11...♘a5**

Your Move: 12. \_\_\_\_\_

Your Score: \_\_\_\_\_

**12.♙b1 (4)** 12.g5(1)

---

**12...b5**

Your Move: 13. \_\_\_\_\_

Your Score: \_\_\_\_\_

**13.♘d3 (6)** 13.b3(3)

---

**13...♘c4**

Your Move: 14. \_\_\_\_\_

Your Score: \_\_\_\_\_

**14.♘xc4 (2)**

---

**14...♗xc4**

Your Move: 15. \_\_\_\_\_

Your Score: \_\_\_\_\_

**15.♘ce2 (8)** 15.g5(4)

---

**15...0-0**

Your Move: 16. \_\_\_\_\_

Your Score: \_\_\_\_\_

**16.g5 (5)**

---

**16...♘e8**

Your Move: 17. \_\_\_\_\_

Your Score: \_\_\_\_\_

**17.h4 (5)** 17.f4(2)

---

**17...♖c8**

Your Move: 18. \_\_\_\_\_

Your Score: \_\_\_\_\_

**18.b3 (6)** 18.♘f4(4) 18.♘g3(2)

---

**18...♗c7**

Your Move: 19. \_\_\_\_\_

Your Score: \_\_\_\_\_

**19.♘f4 (9)** 19.♘g3(2)

---

**19...♗c3**

Your Move: 20. \_\_\_\_\_

Your Score: \_\_\_\_\_

**20.♗dg1 (6)** 20.♘f5(3)

---

**20...b4**

Your Move: 21. \_\_\_\_\_

Your Score: \_\_\_\_\_

**21.h5 (5)**

---

**21...♘c7**

Your Move: 22. \_\_\_\_\_

Your Score: \_\_\_\_\_

**22.g6 (5)** 22.♘fe2(2)

---

22...♔f6

Your Move: 23. \_\_\_\_\_

Your Score: \_\_\_\_\_

23.h6 (6) 23.♘fe2(3) 23.gxh7+(3)

23...fxg6

Your Move: 24. \_\_\_\_\_

Your Score: \_\_\_\_\_

24.hxg7 (4)

24...♖f7

Your Move: 25. \_\_\_\_\_

Your Score: \_\_\_\_\_

25.♗xh7 (10) 25.♘xg6(8)

25...♙xh7

Your Move: 26. \_\_\_\_\_

Your Score: \_\_\_\_\_

26.♖h2+ (3)

26...♙xg7

Your Move: 27. \_\_\_\_\_

Your Score: \_\_\_\_\_

27.♘xg6 (7) 27.♗xg6+(5) 27.♘h5+(5)

27...♗xe3

Your Move: 28. \_\_\_\_\_

Your Score: \_\_\_\_\_

28.♘e7+ (3)

28...♙f8

Your Move: 29. \_\_\_\_\_

Your Score: \_\_\_\_\_

29.♘xc8 (2)

Black resigned.

**Maximum score: 100**

**Your Combat Score:** \_\_\_\_\_ **Your Combat Performance:** \_\_\_\_\_

## Why did Anand play as he did?



### 11.g4

Or the ever useful 11.♖b1.

### 11...♟a5

White was better in Spivak-Aseev, Rostov 1993, after 11...♟e5 12.g5 (12.♖b1) 12...♟h5 13.♗g1 ♖c7 14.f4 ♟c4 15.♟xc4 ♗xc4 16.♖b1 g6 17.f5 0-0 18.f6.

### 12.♖b1

Slightly premature is 12.g5 ♟h5.

### 12...b5 13.♟d3

This may cost a tempo, but it enables Anand to play ♟ce2. It is important to play ♟ce2 before continuing the attack with g5. For, in that case, White can answer ...♟h5 with ♟g3. A reasonable alternative is 13.b3 even though this weakens the position of the knight on c3.

### 13...♟c4 14.♟xc4

The dark-squared bishop is more important than the light-squared bishop here.

### 14...♞xc4 15.♟ce2

An excellent manoeuvre that prepares the advance g5. 15.g5 ♟h5 16.♟ce2 is less strong.

### 15...0-0 16.g5 ♟e8

Horrible is 16...♟h5? 17.♟g3, as Black may neither open the h-file nor allow something like 17...g6 18.♟xh5 gxh5 to happen.

### 17.h4

Starting an all-out attack with pawns on the kingside. A well-known motif when both sides have castled on opposite sides. Less good is 17.f4.

### 17...♗c8

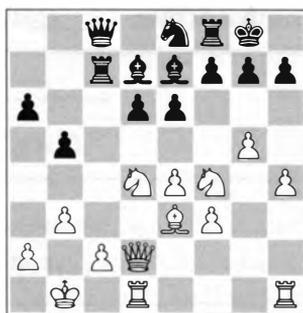
Doubling on the c-file and protecting the squares e6 and f5 indirectly. This is important when Black wants to defend in the future with ...f6, or when he succeeds in pushing ...e5.

### 18.b3

Played at exactly the right moment. In case of 18.♟f4 and a subsequent b3 Black would have the chance to play ...♞c3 in one go. Even less accurate is 18.♟g3, while 18.h5 e5 is even worse.

### 18...♞c7 19.♟f4

A lovely attacking move. Since 19...e5 fails to 20.♟d5, Anand uses the opportunity to direct another piece towards Black's king. Black answers 19.♟g3 with 19...f6 as Timman has remarked. Wrong is 19.h5? e5.



### 19...♞c3 20.♞dg1

Anand steadily builds up his attack. Both rooks are well-posted now, and the h- and g-pawn are ready to march. After 20.♟f5 ♟d8! there is no direct win in sight. Nevertheless, you may award yourself three

points if you did spot that White is virtually winning after 20...exf5? 21.♘d5.

**20...b4**

Not 20...e5 21.♘d5, but 20...♙d8 was probably the best chance. According to Timman this can be met by 21.♘de2 ♜c6 22.h5.

**21.h5 ♘c7 22.g6**

Much stronger than 22.♘fe2 ♜xe3 23.♙xe3 e5 and Black has counterplay. Bad is 22.h6? g6 and suddenly Black's king is safe.

**22...♙f6**

Lines will be opened after 22...fxg6 23.♘xg6. Now 23...hxg6 fails to 24.hxg6 e5 25.♙h2 ♙h3 26.♘f5 and wins. Also winning though is 23.hxg6 h6 24.♘h5.

**23.h6**

Superior to 23.♘fe2 ♜xe3. After 23.gxf7+ ♜xf7 White has lost his advantage. In case of 23.gxh7+ ♘h8 White can win material with 24.♘fe2.



**23...fxg6**

Black is mated along the h-file after 23...hxg6 24.hxg7 ♙xg7. For example: 25.♙h2 ♜d8 26.♙h7+ ♘f8 27.♘xg6+ fxg6 28.♙h6 ♘e8 29.♙xg7+ ♘xg7 30.♜xg6.

**24.hxg7**

Here it looks clever to play 24.♙h2, but it enables Black's king to flee with 24...♘f7! (24...♜f7 25.♜xg6! hxg6 26.h7+ was the idea) 25.hxg7 ♜g8 and Black is holding on.

**24...♜f7**

24...♙xg7 25.♙h2 wins on the spot.

**25.♜xh7**

Finishing in style. Also winning is 25.♘xg6 hxg6 (stronger is 25...♜xg7 but White retrieves his sacrificed material with interest after 26.♘e7+ ♙xe7 27.♜xg7+ ♘xg7 28.♙g2+ ♘h8 29.♘f5!) 26.♜h8+ ♘xg7 27.♜xc8. Wrong is 25.♙h2? ♜xg7.

**25...♘xh7 26.♙h2+**

Gaining a tempo to bring in the most important attacker. Black defends after 26.♜h1+ ♘xg7 27.♘xg6 ♙d8.

**26...♘xg7 27.♘xg6**

The easiest win, but certainly not the only one. The threat is ♙h6+ and ♘e7+ winning the queen. Also winning are:

– 27.♜xg6+ ♘f8 28.♜xf6 ♜xf6 29.♙h8+ ♘f7 (29...♘e7 30.♙g7+ ♜f7 31.♘g6+)

– 27.♘h5+ ♘f8 28.♘xf6 ♜xe3 (28...♜xf6 29.♙h8+ ♘f7 30.♙h7+ ♘e8 31.♙g8+ ♜f8 32.♙xg6+ ♜f7 33.♜h1) 29.♙xd6+ ♘g7 (29...♜e7 30.♜h1) 30.♘h5+ ♘h7 (30...♘g8 31.♜xg6+ ♘h7 32.♜g1 followed by ♙h2) 31.♙g3 ♙g8 32.♜h1.

**27...♜xe3 28.♘e7+ ♘f8 29.♘xc8**

Threatening both ♙xd6+ as well as ♙h6+ when the rook on e3 drops. Timman therefore threw in the towel.

# YOUR ROUND 5 PERFORMANCE

To keep track of your results, fill out this scorecard.

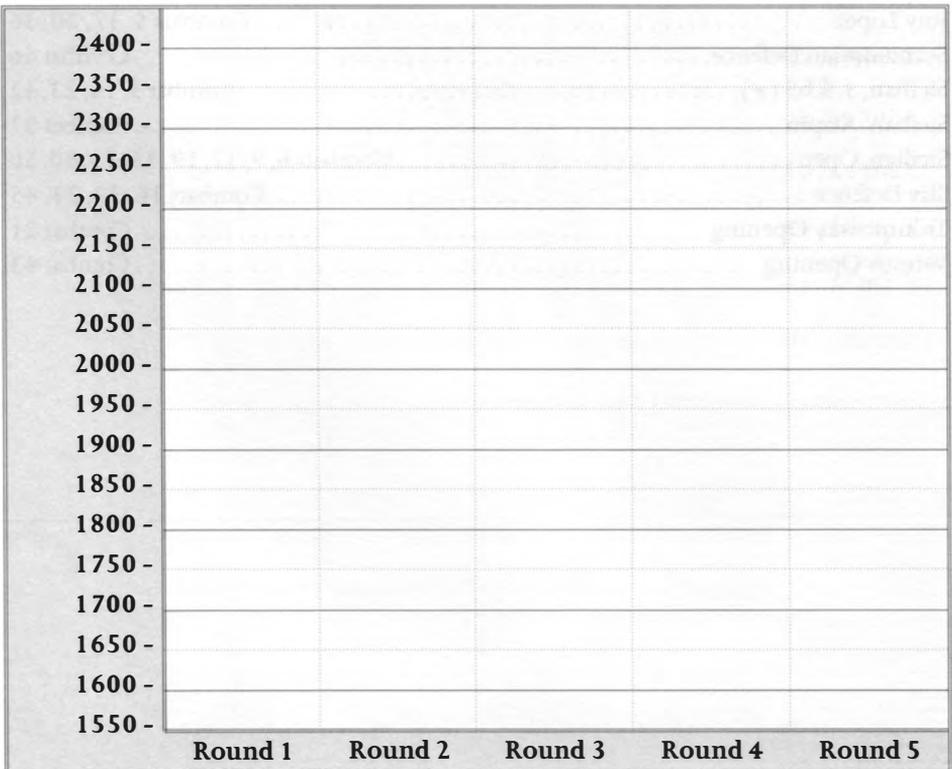
<b>Combat No</b>	<b>Your Score</b>	<b>Your Performance</b>
Combat 41		
Combat 42		
Combat 43		
Combat 44		
Combat 45		
Combat 46		
Combat 47		
Combat 48		
Combat 49		
Combat 50		
Your Average Combat Performance in Round 5		

# YOUR PERFORMANCE

You have reached the end of the book. Congratulations! Did you make any progress? Complete this final scoresheet and see for yourself.

Round	Your Average Combat Performance
Round 1	
Round 2	
Round 3	
Round 4	
Round 5	

If you want you can put your performance into this graph:



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