# Beating the Caro-Kann



# Batsford Chess Library

# Beating the Caro-Kann

# Vassilios Kotronias



An Owl Book Henry Holt and Company New York

# To Aspasia and Adoria

Henry Holt and Company, Inc. *Publishers since 1866*115 West 18th Street
New York, New York 10011

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Library of Congress Catalog Card Number: 93-80834

ISBN 0-8050-3284-3 (An Owl Book: pbk.)

First American Edition-1994

Printed in the United Kingdom All first editions are printed on acid-free paper.  $\infty$ 

10 9 8 7 6 5 4 3 2 1

Adviser: R. D. Keene, GM, OBE Technical Editor: Graham Burgess

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# Acknowledgements

The author wishes to thank Ilias Kourkounakis for extensive editing of the text and help with the diagrams.

# **Symbols**

- +- White is winning

  ± White is clearly better

  ± White is slightly better

  -- The position is equal

  ∓ Black is slightly better

  ∓ Black is clearly better

  -+ Black is winning
- + Check
- # Mate! Good move
- ? Bad move
- !! Excellent move
- ?? Blunder
- !? Interesting move
- ?! Dubious move
- OL Olympiad
- Ch Championship
- IZ Interzonal
- Z Zonal
- corr. Correspondence

# Introduction

Books on openings usually end up in a dusty corner in one's library. especially nowadays. The reason is that chess theory develops like а monstrous creature, bombarded by computer information containing tens of thousands of games. Unlike good old times, main lines change with lightning speed and paths thought to be forgotten provide raw material for the experts. In fact there is nothing wrong with modern informatics, because chess is a scientific game and has to go on like that; the negative aspects of it are revealed when one spurns what is essential for the sake of 'ephemeral wisdom', and that characterizes many players of the new generation.

When I started writing this book, I understood the need to emphasize the ideas governing an opening variation. Therefore these ideas are presented separately (Chapter 1), since I think they form the most valuable part of the whole material; but the main reason is that the readers should be able

to get a general picture of the various motifs that would help them evaluate a certain position. If they manage to do so, the purpose of this book will be fulfilled.

Chapters 2 to 6 feature the current status of theory in the variation suggested. An effort has been made to cover all gaps and present a complete repertoire for White. doesn't mean I lost my objectivity; on the contrary, a reappraisal was made in positions previously dismissed as clearly bad for Black. From this point of view, this book can serve as a useful guide for those who wish to update their archives and spot the critical positions. Emphasis has been given in supportive analysis, a necessary tool for one's homework, and I hopefully expect it will prove so, combined with the introductory ideas.

As usual in the Batsford series of "Beating the ..." books, the material is presented in the form of complete games with all theoretical analysis incorporated in the

### 10 Introduction

notes. In this way the reader is presented with the most important links connecting the opening with typical middlegame positions and even the endgame. My selection was based mainly on the criterion that these games should exemplify White's strategy in the Caro Advance as well as possible. The book also contains some of White's remarkable failures, but I could not help including them as they are interesting from both a competitive and creative point of view. My main selection criterion for the games included in this book was the strength of the players, but care was taken not to leave out of this survey any games that might be interesting or theoretically important.

I hope that the material will prove to be stimulating and provide food for thought for those who wish to discover new ways of playing the variation with either color. For those who wish to be creative not only at the chessboard but also at home, I think the lines suggested are most suitable. After all, confidence in one's repertoire depends to a certain extent upon one's own personal analysis.

# A Brief History

# About the Caro-Kann in General

The Caro-Kann Defence was introduced into serious competition by the German players H. Caro and M. Kann in the last decades of the nineteenth century. As one might expect for an opening whose first principle was solidity, initially it was not greeted with great enthusiasm from the majority of chess fans. Nevertheless, its intrinsic merits soon caught the attention of some of the world's leading masters and it has been championed by many top players throughout the last hundred years. No less a player than Capablanca used it to good effect on several occasions, beating some of the most eminent grandmasters of his era with his customary virtuosity. A classic example, featured in this book, is his against Nimzowitsch game played in the New York supertournament of 1927. A few vears later Soviet GMs Botvinnik and Flohr took over, their scientific treatment of the game doing much to enhance the opening's popularity.

Since then, the Caro-Kann has been one of the main weapons in most World Champions' opening armoury. Botvinnik. Smyslov, Petrosian, Karpov and, Kasparov occasionally. successfully defended the Black side, especially in matches at the highest level. I suspect this choice was not at all by chance. as the "Caro" is easier to play than the Sicilian, the Spanish or even the French, especially if Black is satisfied with a draw. However. the asymmetrical pawn structure which arises after 1 e4 c6 2 d4 d5 3 \$\alpha\c3 dxe4 means that Black can also play for a win, on the condition that he will accept a slightly worse position by avoiding liquidations during the early phases of the game.

# Advance Variation

The Advance Variation (3 e5) is the most natural way to sidestep Black's drawing tendencies and was seriously tested for the first time in the World Championship match between Tal and Botvinnik in 1961. Tal's result with it was rather disappointing (as was his whole performance) and this was probably responsible for the line's abandonment in the next twenty years. The line was revived in the game Hort-Seirawan, Bad Kissingen 1981, which, however, resulted in a brilliant win for Black. Whilst one might have expected this to have caused the revival to be stillborn, in fact the opposite was the case and it soon became apparent that Black could not hold his own in the hairraising complications after 3 ... Of5 4 6)c3 e6 5 g4!? Og6 6 @e2 c5 7 h4 cxd4?! 8 @xd4 h5 9 f4!. Later on. Black devised ways of improving his play by deviating on the 7th move and by now the attention of White players has switched to more positional (and safer) paths.

Over the past decade, the above mentioned system (starting with 4 2 c3 e6 5 g4!?) was mainly championed by the Dutch GM and twice Candidates' finalist Jan Timman. He contributed a lot to its development with many interesting

novelties, but in most of the games he failed to reap the fruits of his labour since some positions are easier to play with Black, even if he stands objectively worse! This might seem a bit discouraging to the average player, but one should not forget that the primary purpose of chess analysis should be to heal our weaknesses rather than improve our strengths.

My personal experience with the variation, especially the alternative 4 ... \$66, taught me that one should not trust results but only objective analysis. I started playing the Advance in 1986: at the time nobody would accept that 5 Od3!? could lead to some sort of game for White. Today, I think that the move is worthy of an !? and tomorrow - who knows? - the evaluation might change again. On the strength of the analysis presented in this book, it is my firm belief that 4 4\c3 is at least equal to the alternatives and I hope that readers will add their own contribution to the history of this topical opening.

# 1 Ideas in the Advance Variation

The Caro has long been considered one of Black's main defences against 1 e4. World Champions Capablanca, Botvinnik and Karpov have been its regular practitioners. which speaks itself for the soundness of the system and its particular solidity, clarity and merits: controlled aggresion. Contrary to the typical French Defence scenario. the light-squared bishop can develop freely along the c8-h3 diagonal and the struggle is of an open nature with clear-cut aims.

The Advance Variation is characterized by the move 3 e5, partly closing the centre. In that sense it is not a typical Caro-Kann and might cause discomfort to players whose main attraction to the opening was its simplicity. Also, Black is denied the traditional counterplay along the d- and (possibly) g-files as well as the square f6 for his knight's development.

In comparison with the French Advance, Black has acquired the privilege of developing his bishop on f5. How-

ever, this does not automatically mean that he has also managed to solve all his opening problems: he is a tempo down in the fight for the center with the break ... c5 and the bishop's position might turn out to be vulnerable. The purpose of this section is not to give concrete evaluations regarding these questions, but to examine typical situations with a view to helping readers in their assessments.

# The Centre

The situation in the centre is always a major factor, defining the character of the chess struggle. In our case, the 'Nimzowitsch' pawn structure (d4, e5 for White, e6, d5 for Black) means that White will have to meet the thrusts ... c6-c5 or ... f7-f6 to his center and shape accordingly his own plans. These involve f2-f4-f5, hitting the base of Black's pawn chain, as well as expansion on the kingside with gains of time on the enemy bishop.

Sometimes White exchanges the light-squared bishops in

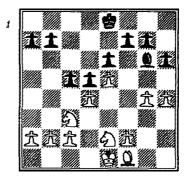
retirn for a space and time advantage. Then his proper reaction to Black's central thrusts differs; it has to do more with piece manoeuvring rather than pawn storms.

Before going on, it should be noted that the main object of this book is to analyse positions where White develops his quee. 's k.i., ht \_\_ c3. Alth\_uph White is deprived of the possibility c2-c3, fortifying his centre, he receives a lot of compensation in the form of quick development and excellent attacking chances.

Short's way of treating the position (2)f3 and (2)e2), although by far the most solid one, does not put Black under pressure right from the start. Therefore, it is a useful weapon only for those who wish to avoid complications at an early stage. It is outside the spirit of this book to suggest such a line, since it does not comply with the general directions of battling the Caro-Kann as they have already been described above.

In this part of the book, I wish to take a close look at various general situations. White may encounter in practice. Here I have taken some liberties with the diagrams in order to add more emphasis to pawn structures and their transformations.

In our first diagram, Black



has chosen to attack the base of White's chain by ... o6-c5. It seems that this thrust is more effective here than in the French, as the bishop stands actively on g6 while White's centre lacks the protective c2-c3. However, appearances can be deceptive. White does not necessarily have to reinforce d4 with a pawn; a knight would be very strong there. In addition, Black has spent two tempi to get his pawn to cS and its partner on e6 lacks the valuable protection а 'bad' bishop could provide. Not surprisingly, this invites White to attack with f2-f4-f5.

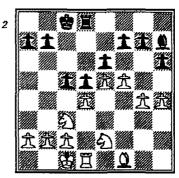
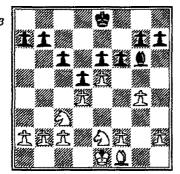


Diagram 2 shows the results

of a correct White strategy: the f-pawn has achieved the shutting in (even temporarily) of the black bishop, while putting e6 under serious pressure. The ressure can be increased by moves like \$\inc e^2 - f4\$ or \$\inc f1 - h3\$, as captures on \$f5\$ weaken decisively the \$d5\$ pawn. Black's only chance is to strive for counterplay on the queenside by means of \$\ldots c5-c4\$, \$\ldots b7-b5\$ etc. (see also the section Flank Activity').

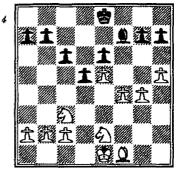
It goes without saying that an early ... c5xd4 favours White ince hi\_ pie\_s b\_com\_ a\_tiv\_ and the thematic pawn advance f2-f4-f5 gains in strength.

Now we shall proceed to examine positions where Black challenges White's central superiority with ... f7-f6. Such a position can be seen in diagram 3.



Black's choice has a two-fold purpose: to create a mobile pawn-mass in the centre and simultaneously provide a safe spot for his bishop on f7. From that square the bishop also guards the newly-created weakness on e6, albeit at some cost in mobility.

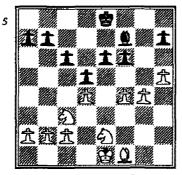
A typical structure often arising in practice is the one presented in diagram 4.



Black has achieved his aim of obtaining a pawn preponderance in the centre as White took back on e5 with the dpawn. This is, however, better f4xe5 which deprives White's position of its dynamism and leaves the e-pawn practically iscloted, ... 76-75 not being far away. White should now hurry to redeploy his knight to f3 via d4, preventing the positional threat ... g7-g5. If he fails to stop it, Black's bishop will be out for good after the forced recapture h5xg6 e.p.

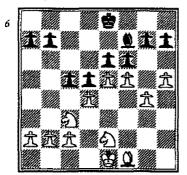
Sometimes Black delays t\_ki\_g \_\_\_\_\_5, thi\_k\_g th\_t he has all the time in the world at his disposal. This is a risky strategy and White can take advantage of it by a timely capture on f6.

In the resulting positions (similar to diagram 5) White



has the better pawn formation and a potential passed pawn on the kingside. Black's e-pawn is backward, but advancing it creates a hole on f5 for White's knight. These factors in conjunction with a slight space advantage guarantee White the better game.

A doubtful experiment is when Black combines both pawn breaks, hoping to liquidt- White's centre and finalloccupy it. In that case, White should opt for a general liquidation that would make his development tell. A position like diagram 6 comes to mind.



As usual, the energetic advance of the f-pawn has

played an important rôle in the realization of White's plans. The central wall is falling apart, it only remains to be seen whether Black's exposure is of fatal dimensions.

So far we have only looked at positions with light-squared bishops on the board. Exchanging these bishops seems antip\_\_\_al f\_\_\_e, b\_ i. ca\_ be justified if Black weakens his kingside or neglects his development. After all, White's remaining bishop is not that 'bad' if one compares its present mobility to its black counterpart. What White players should be aware of, is the potential danger of drifting into a passive ending, especially if the position in the centre stabilizes.

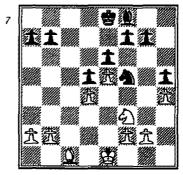
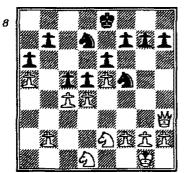


Diagram 7 features such an ending, with White having the inferior bishop and a permanent weakness on d4. This kind of endgame might be tenable, but it is \_bv.u\_ly no\_ .n one's interests to suffer for a draw as White.

The new situation without bishops light-squared mands a slightly different approach but basically principle is the same: open up the position when you have the chance! This means that White should avoid answering ... co-c5 with c2-c3, as that would lead to a fixed central structure. identical to the one in the previous diagram. The pawn on d4 would be a constant worry. while the attack usually fails without the king's bishop.

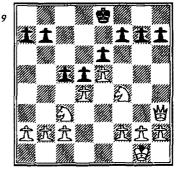
Counterattacking by f2-f4-f5 is difficult to achieve since Black can intensify his control -n f5 by ... g7-g6 a-d ... hr-L5 in combination with ... \$\sqrt{g8-e7}. This is the main difference from previous examples, when Black could not organize a similar defence, as the bishop on g6 was standing in the way.

A typical reaction to ... c6-c5 after the exchange of the light-squared bishops can be seen in the full-wing diagrum:



The knight has retreated to dl in order to free the way for the c-pawn. White's queen stands excellently, pressing towards the kingside and at the same time indirectly helping central operations, since d5xc4 could be met with d4-d5. Also important is the preventive rôle of the pawn on a5, which stops the consolidating ... & d7-b6. In general, White's position holds good prospects for the coming complications.

If White is not prepared to answer ... c6-c5 with c2-c4 he should opt for the modest approach of capturing on c5 and playing with his pieces on the kingside (diagram 9).



After d-xc5, 4f1-43 stmngthens both e5 and f2. knight from c3 can be redeployed via e2 to the kingside, with good attacking chances. A final remark is that the ... f7-f6 break has been rendered more weakening than usual after the exchange of bishops. So Black avoids it unless White gets comp\_tely reck\_e\_\_.

Here, our examination of various central motifs comes to an end. Ev. nt.y, .t .s \_ifficult to cover all cases, but I think that the examples given are quite representative of what White should aim for, and what he should try to avoid.

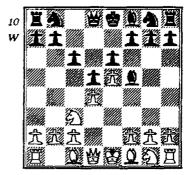
# Flank Activity

Space is, undoubtedly, the most double-edged element in the game of chase. Unlike tempi or material, rules cannot be made about its relative value and everything depends upon the placing of the pieces. Therefore, he players' ability of evaluate each specific situation is of paramount importance.

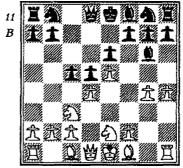
Regarding the Advance Caro, there is an important axiom related to the value of space: the side with more space in the centre can operate on either flank with greater ease. This axiom is confirmed repeatedly in his minimized, as mass flank attacks are launched by White.

White's kingside expansion is a standard method of flank activity and characterizes many lines of the variation as a whole. It is grounded on the fact that Black's bishop on f5 provides White with enough tempi for its realization, and has the two-fold purpose of restricting the bishop's mobility as well as inducing weaknesses in the opponent's pawn formation.

Diagram 10 features the starting position of White's



attack. After the bold g2-g4, forcing the retreat ... Of5-g6, comes the aggressive follow-up with Og1-e2 and h2-h4 (11).



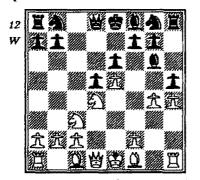
In this position, which we may consider as a *tabiya* for this opening, White is poised to answer the positional shot ... h7-h5, with \$\left( \)e2-f4, either winning a pawn or ruining the enemy pawn formation. Besides this risky attempt, Black can choose between:

- a) ... f7-f6; hitting the centre at the cost of weakening e6;
- b) ... c5xd4, enforcing ... h7-h5 by diverting the knight's attention from f4; and
- c) ... h7-h6, giving up some space, but avoiding positional

concessions.

We have already witnessed during our discussion of central motifs, that as a rule White reacts properly to his opponent's plans by advancing his f-pawn. Cases (a) and (c) were partly covered there, while a brief comment was made on the negative aspects of possibility (b).

Evidently, it is impossible to examine wing operations separately from central affairs. especially when they have a decisive impact on each other. Thus, in the following we shall concentrate on positions with crystallized central structures. such as can be derived from options (b) and (c).



features Diagram 12 starting position of a forced sequence, with White resorting to tactical measures in order to prove the viability of his system.

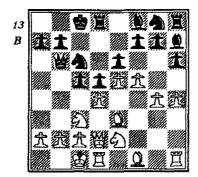
Black has just played ... h7-h5, hoping to turn White's kingside demonstration into a meaningless one. Were White now to play g4-g5, his attack would be stopped dead in its tracks leaving a gruesome weakness on f5 as its only recollection. However. newly established knight on d4 allows White a strong, albeit familiar, advance.

# 1 f4! hxg4 2 Ob5+ 4 d7 3 f5! 買xh4 4 頁f1! exf5 5 e6

The complications are definitely in White's favour, as is demonstrated in Game 5, Nagel-Wouters and the extensive analysis included therein.

In the above example, White had to rely solely on tactics to avoid falling into an inferior position. The disadvantage of Black's idea was that he conceded the square d4 to the white knight with loss of tempo, thus relaxing the central pressure and creating a strong base for White's operations. Black may deny White using this square by a timely ... c5-c4, especially when both sides castle long. Then, relaxing the central pressure is more justified as the resulting p\_\_\_phala\_x poi\_\_ men\_cingly at the white king.

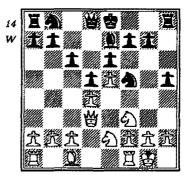
In diagram 13 Black is ready for a massive assault on the queenside by ... \bb6-a6 and ... b7-b5-b4. White's pawn already stands on f5, so & e2-f4, intensifying the pressure on e6, seems appropriate: it normally results in the pawn reaching f7 after Black sacrifices (cor-



rectly) both e- and f-pawns. Since releasing the h7 bishop adds yet another weapon to Black's armoury, White must be aware that investing a piece would rather be necessary if he wants to stave off the mating threats. As is customary for such races, play becomes highly unbalanced; nevertheless the pawn on f7 might prove an important long-term asset (for a dotoileu analy-iree the second match game Timman-Seirawan, Game 10).

If the light-squared bishops have been exchanged, White obviously lacks a target for an analogous expansion on the kingside. However, the bishops' absence allows White to carry out a different plan with a view \_\_g\_\_g\_p\_\_\_\_h\_t\_r wing. Take for instance the case of diagram 14:

Here the conditions are ideal for White to achieve his aims. Black has spent too much time creating a strongpoint on f5, thus neglecting the mobilization of his queenside. White

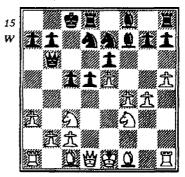


can take advantage of this by playing ...

1 b3! �d7 2 c4 �f8 3 <u>O</u>d2 �g6 4 c5±

as Black is unable during this sequence to react successfully by ... c6-c5.

Finally, an exceptional case, with White attacking on the queenside and all pieces still on board can be found in the following example:

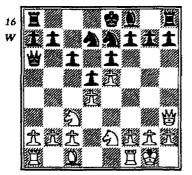


Black needs just one tempo to consolidate his central position by playing ... Pe7-c6. White must prevent this, so the energetic 1 b4! is called for, sacrificing a pawn to open lines against the enemy king. This move has also the additional

advantage of breaking Black's central pawn front, consequently freeing d4 for use by White's pieces. All in all, a promising attack is in sight, requiring only a tiny material investment on White's part.

So far, so good: attacking ideas have formulated the main part of our discussion. But as Nimzowitsch pointed out many years ago, chess is not only attack and defence; it is prevention and prophylaxis well. Sometimes. White has to be modest and think about stopping Black's counterplay before going on with his own plans.

A case where flank activity has strictly a preventive rôle can be seen in the following diagram.



While it is clear that White's future lies on the kingside, he goes in for the paradoxical 1 a4. In fact this is not an attacking gesture, but a solid way to take the sting out of ... c6-c5 which would now be met strongly by \$\c3-b5. Also, White prepares to exchange, if necessary, his inferior bishop by b2-b3, OctаЗ.

Certainly, Black can also try to be active on the queenside. We have already witnessed the case of diagram 13, with Black launching a dangerous attack on the white king; however, in queenside principle activity backfires if there are no concrete targets and freedom of movement in his interior lines:

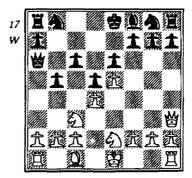


Diagram 17 features a spacegaining effort on the queenside. Black has just played ... b7-b5, thinking he will get away with it, in view of the closed nature of the position. But in fact, such reasoning is incorrect, since sooner or later ... c6-c5 has to occur and Black's demkens ton i p ing and time-consuming.

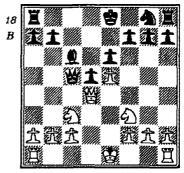
reader might have The noticed that there was hardly any mention of White attacks on the kingside without pawns. As a matter of fact, this is a rare bird in the Advance Variation and is going to be examind in the "Menantres" section.

# Strongpoints - Piece Exchanges

Securing strongpoints for one's minor pieces is a common theme in most semi-open Take for example the Scheveningen Variation of the Sicilian, where ts\_cst\_m\_ry id\_ f\_r Bl\_ck to create an outpost for his knight on e5, in front of an isolated white e-pawn (by ... e6-e5xf4): to achieve this, he usually conceeds a correspondingly strong square for White on dS. In our case, typical squares for outposts derive from the nature of the central pawn formation, and are d4 for White and f5 for Black.

It is well known that in French-like pawn structures the square d4 can become a useful base of operations for White's pieces. According to Nimzowitsch. White should always keep a firm control on d4 and e5 so that when Black tries to liquidate his central pawns these squares can be taken up by pieces. In the French hybrid of the Caro Advance, occurring after 3 ... c5?! 4 dxc5!. White has enough time to carry out these ideas. as Black has lost a tempo without causing any disruption in his opponent's development.

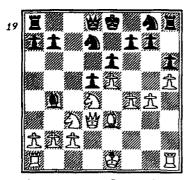
Diagram 18 features the final position of a piece of analysis



by Pachman. White has complete domination of d4 since Black has had to exchange the dark-squared bishops in order to recover his pawn. Pachman's last move (2d1-d4) indicates his preference for a better endgame, but also acceptable is the Nimzowitschian approach, with 0-0, 2f1-e1, to be followed by 2c3-e2-d4. In both cases, the superiority of knight vs bishop is quite evident.

The knight on d4, apart from its blockading duties, can serve attacking purposes as well. We have already witnessed the case of diagram 12, where its function was to support the advance of White's f-pawn and simultaneously attack e6, finally resulting in a sacrificial breakthrough. Dramatic developments are not to be expected in the next example, but the knight's rôle is very similar.

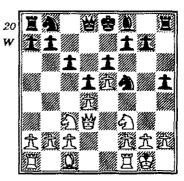
The main characteristic of this position is the inclusion of the move ... h7-h6 in Black's defensive set-up. This inspires White to attack either by push-



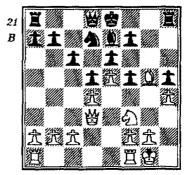
ing his pawn to f5, or by g4g5-g6, exploiting the weakened light-square complex Black's kingside. His knight is supremely placed for both plans, exerting pressure against the potential weakness on e6. It should be noted here that. despite the absence of the light-squared bishops, White's pawn advances are justifiable as Black cannot build the wellknown defensive formation with pawns on g6 and h5.

As has already been mentioned. Black's traditional outpost in the center is the square f5. Occupation of this square by a knight presupposes an early exchange of the lightsquared bishops. Black usually strengthens the knight's position by ... h7-h5, a typical case shown in diagram 20:

Black has accomplished his plan, albeit at the cost of a considerable amount of time. The knight stands beautifully on f5, but if White manages to exchange it, the disadvantages involved in ... h7-h5 will become



apparent. A thematic continuation would be 1 \$\sigma e2 \$\sigma d7 2 \$\g3 g6 3 \$\xf5 gxf5 4 0g5 0e7 5 h4! inflicting some permanent changes on the character of the game:

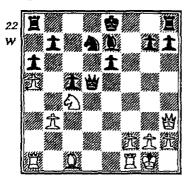


Black's outpost on f5 has disappeared, in return for the opening of the g-file. However, White's control of g5 nullifies Black's attacking chances, so what counts in the long run is the weakness on h5 as well as the insecurity of the black king. To take advantage of these factors. White should try to open up the game on the queenside as quickly as possible.

The Caro Advance is a dy-

namic opening, but hardly an antipositional one. Not rarely, White sacrifices a pawn at an early stage for concrete positional gains.

The following example is quite characteristic: after the moves 1 e4 c6 2 d4 d5 3 e5 Of5 4 c)c3 wb6 5 Od3 Oxd3 6 \mathred{m}xd3 e6 7 \langle{g}ge2 \langle{g}e7 8 0-0 公d7 9 a4 a6 10 始h3 公f5 11 a5 始d8 12 分d1 c5 13 c4 dxc4 14 d5 Wh4 15 dxe6 fxe6 16 \(\text{\text{\text{d}}}\)c3 \(\d\)d4 17 \(\d\)xd4 **始xd4** 18 始h3 始xe5 19 夕e3 Oe7 20 €)xc4 \$\d5 21 b3 we have reached the position in diagram 22 (extensive analysis of this specific sequence is provided in Game 15, Kotronias-Tukmakov.



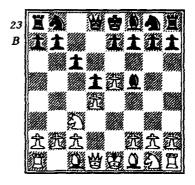
White is a pawn down, but his knight is ideally placed on c4, eyeing the weak dark squares on Black's queenside. Black's b- and c-pawns are practically isolated and his e-pawn irremediably weak. Although it cannot be claimed with any certainty that White enjoys a. ...dvantage here, i. i.

obvious that the burden of proof lies on Black's side.

A difficult problem one has to solve during over the board play is the question of exchanges. The main reason for this is that the relative value of each minor piece is sensitive, in view of the complicated and constantly transforming pawn structures. Mastering this subject requires the development of one's intuition, together with knowledge of some typical cases.

# A) Exchange of Light-Squared Bishops

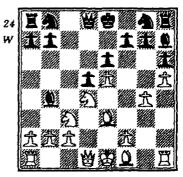
Referring to this exchange has surely become a routine, but the careful reader must have noticed the rason for such a attitude: exchanging one's own good bishop is against the principles of classical theory, so it is of major importance to explain how this is balanced by other factors. A most enlightening case occurs as early as the fourth move (see diagram 23).



The --rmal co-ti--ati-- f-r Black would be 4 ... e6, demanding a deep knowledge of the complications arising after 5 g4 Og6 6 4 ge2 c5 7 h4. However, if the second player is reluctant to enter this line he may try a semi-waiting move such as 4 ... \$66 or 4 ... h5. Then 5 Od3 becomes feasible. \_ut \_nly b\_cause \_lack was first to violate a so-called classical rule: 4 ... 始6 commits the queen too early, while 4 ... h5 weakens Black's kingside without furthering his development. Under the circumstances it is not surprising that the 'anti-positional' 5 Od3 should work, as after 5 ... Qxd3 6 ₩xd3 Black's only developed piece is removed and White's queen is given access to the weakened sector. In fact, 4 ... #b6 creates no weaknesses in the structural sense, but the queen's absence from the kingside will probably make itself felt later on.

Exchanging the light-squared bishops is also justified if White has induced a favourable fixing of Black's kingside pawns. A relevant case appears in the following situation (diagram 24).

White plays 1 0d3 in order to get rid of the annoying bishop on h7. After 1 ... Oxd3 2 \mathbb{H}xd3 the position is similar to diagram 19, Black's weaknesses being vulnerable not only in the resulting middle-



game, but in an ending as well.

# B) Exchange of a Strongly Placed Knight

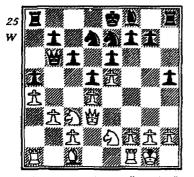
This is another recurring theme. as Black quite often establishes his knight on f5 in order to halt White's kingside aggression. White normally tries to exchange it, diagrams 20 and 21 featuring the starting position as well as results of such an effort. For more details see the next section.

# C) Other Exchanges

Sometimes, Black gives up his dark-squared bishop for white knight on c3. Like its distant relative from the Winawer, this exchange aims at a weakening of White's pawn structure, hoping to exploit it at a later stage. Under specific circumstances Black may succeed, but in general the fortification of White's centre, in conjuction with the usual time advantage he enjoys in the Advance Caro, allows him to exploit the bishop vs knight

advantage.

Finally, ideas for White to trade his inferior bishop are not always out of the question, diagram 25 offering a typical example.



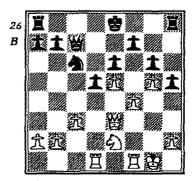
White can play 1 0a3 (1 0g5 is better, but only for tactical reasons - see the analysis of Kotronias-Orr. included in Game 15) carrying out the strategic plan already outlined during the discussion of diagram 16. Exchanging this bishop means that he will not have to worry any more about difting in a worse ending. albeit at the disadvantage of easing Black's cramp a little.

## **Manoeuvres**

The Caro Advance is an opening variation noted for its dynamism and versatility. There is no manoeuvring in the traditional sense, as the whole ond in a liminate permanent state of flux and in almost every game we witness a body-to-body fight between the two armies. Thus, there are

no concrete positional targets in most of the sharp lines arising in the Advance Variation and this explains the lack of standard manoeuvres, contrary to openings such as the Tarrasch Defence in the Quantitation of the Nimzo-Indian, etc.

The only lines where play takes a more or less positional character are those arising after an early exchange of the lightsquared bishops. These positions require a different kind of approach, since the customary pawn storms would ..o.. .al to impress Black; his position is sufficiently solid to meet this kind of activity by setting up a successful blockade on the light squares. If White underestimates this fact he will soon run out of play on the kingside, as in the classic game Nimzowitsch-Capablanca, New York 1927:



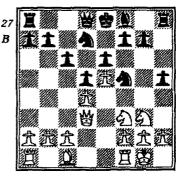
White's careless demonstration has ended up in a complete strategic disaster. Black has not only conquered the square

f5 f-- n'- kn'ght bot, --re importantly, has turned the tables as far as king safety is concerned. After 1 ... 0-0 2 公d4 對b6 3 買f2 買fc8, Capablanca went on to win by penetrating through the c-file (the whole game is extensively analysed later on as Game 12. with some significant suggest-\_\_s ab\_ut \_\_sc\_\_cepti\_\_s that have endured for decades regarding its opening stages).

Similar accidents are to be avoided if White understands the needs of the position for piece manoeuvring. Most of these manoeuvres aim at challenging Black's control of the f5 square, while others are associated with the idea of exerting pressure on Black's kingside.

In diagram 20 we made our first acquaintance with the above-mentioned type manoeuvre. White resorted to 4)c3-e2-g3 which, as it turns out, has a two-fold purpose: to unblock the c-pawn for central action and to underline the weaknesses created by the move ... h7-h5. This manoeuvre signals the start of Black's difficulties, as after the normal continuation 1 6 e2 4 d7 2 4) R3 he has to make a positional concession:

In the diagrammed position, Black is faced with the unpleasant dilemma of either opening up the f-file for White



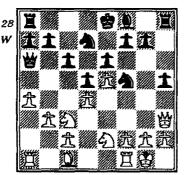
by 1 ... 4 xg3 2 fxg3, or allowing the weakening of his pawn structure after 1 ... g6 2 5 xf5 exf5. The first choice is clearly inferior as 1 ... \$\text{xg3 2 fxg3 Qe7} runs into 3 h4! with a dangerous attacking position White. In that case the shortcomings of ... h7-h5 become particularly felt, since the g5 point turns into a fearsome base of operations in White's hands.

The lesser evil is 1 ... g6. After 2 4 xf5 gxf5 3 0g5 0e7 4 h4 we reach a position that has been briefly discussed under diagram 21.

White's manoeuvre has paid off well, as he has obtained a firm grip on the kingside. Black's only counterplay is based on the fact that the guard of the g-file has been removed and an avenue towards the white king has been opened. but the plan ... \$\d7-f8-h7 would be too slow to enjoy realistic chances of success. In the meantime White may generate play on the queenside, a

sample line being 4 ... 公f8 5 b4 公h7 (5 ... 公g6 6 g3 f4 7 b5±; 5 ... b5? 6 a4±) 6 ①xe7 赞xe7 7 b5 cxb5 (7 ... c5 8 c4±; 7 ... 置c8 8 c4±) 8 赞xb5+ 赞d7 9 置fb1 with an endgame advance of the makenss on h5.

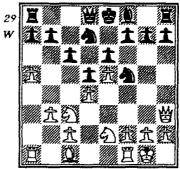
In some lines we have a slightly different configuration of White's pieces, the king's knight standing on e2 instead of f3. Although 2g1-e2 seems artificial, it has the advantageous point of allowing a queen transfer to the kingside, p\_\_um\_b.y \_\_\_ h3. F\_m th.t square the queen may help in evicting the black knight from f5:



With 1 g4 White exploits the pin on the h-file, forcing Black to admit that occupying f5 was premature. After 1 ... \$\alpha 7 2 \alpha g3 g6 3 \alpha g5 the position is clearly in White's favour.

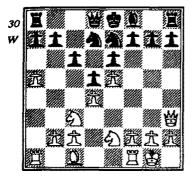
A disadvantage entailed in \$\frac{1}{2}\text{e}^2 \text{ is that it hinders the common manoeuvre \$\frac{1}{2}\text{c}^3 - \text{e}^2 - \text{g}^3 aiming to exchange the knight

on f5 under favourable conditions. Although there is another route to do this by ©c3-d1-e3, it is not always as efficient, the following example being the proof:



The type of game featured in the last few diagrams bears a close resemblance to positions from the French. In this respect, a knight on e2 might prove conveniently placed, as it suits White's plan to apply kingside pressure with the aid of his cavalry. The queen on h3 proves a useful coordinator of

play, supporting the knights' manoeuvres in tactical fashion:

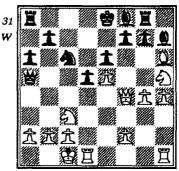


White starts with 1 \$\inf4. toying with the ideas & f4-h5 and 6 4xe6. Black would like to neutralize White's initiative by playing 1 ... \$\square\$g6, but this is out of the question in view of the simple 2 \$\cdotxg6, winning material. Also bad is 1 ... c5 2 \$\dot 5\dot 6\dot 3\dot \text{xe6} which merely helps to underline the powerful rôle of the gueen on h3. Therefore, 1 ... 4\f5 is called for. although it does not really shake off White's grip on the position; after 2 4 ce2 White completes his manoeuvre in an efficient way, preparing meet 2 ... c5 with 3 c4, opening up the game for his own benefit.

The lack of typical manoeuvres in the hair-raising complications resulting after 3 ... Of5 4 4 c3 e6 5 g4 has already been mentioned. An instructive piece of manoeuvring is the consolidating knight tour from diagram 4, but this is an iso-

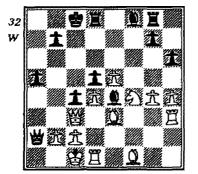
lated case depending upon the peculiarities of a specific situation. A rare instance of a motif applying in different involves manoeuvring with the king's rook along the third rank.

Consider the following case:



This position has been reached after 1 e4 c6 2 d4 d5 3 eS Of5 4 6)c3 e6 5 g4 Og6 6 4 ge2 c5 7 h4 h5 8 4 f4 Oh7 9 分xh5 cxd4 10 對xd4 分c6 11 Ob5 Dge7 12 Oh6 a6 13 0-0-0 ₩a5 (for a comprehensive coverage of the introductory moves consult Game 6. van der Wiel-Icklicki). Black has a strong attack in view of the open c-file and the activity of his pieces, but White is not without resources: with IIh3! the king's rook is brought efficiently into the game, not only supporting his vulnerable queenside but also preparing to add pressure on f7 by \(\mathbb{T}\)h3-f3.

Similar rook manoeuvres can be encountered in ... f7-f6 lines. as well as in the main 6 ... cS line, resulting after 6 ... c5 7 h4 h6 8 <u>Oe3</u> <del>bb6</del> etc. The main purpose of such a manoeuvre in these cases is defensive, a characteristic example being the following one. (32):



This position could have arisen in the game Prasad-Ravi, India 1991. Play had begun 1 e4 c6 2 d4 d5 3 e5 Of5 4 C3 e6 5 g4 Og6 6 Dge2 c5 7 h4 h6 8 Oe3 Wb6 9 f4 C6 10 f5

①h7 11 世位2 0-0-0 12 0-0-0 c4 13 分f4 世a6 14 fxe6 分b4 15 exf7, and now 15 ... 分xa2+? 16 分xa2 世xa2 17 世c3 ②e4 18 fxg8世 夏xg8 19 夏h3 a5 would have reached the diagram.

Black has sacrificed a piece for what seems to be a virulent attack, but the rook on h3 proves its defensive value. After 20 Og1 Ob421 Wa3! Oxa3 22 Exa3 White repulses all threats, entering an easily won ending.

At this point Chapter 1 of this book co....s to a.. end, Lut it should be well digested before proceeding further: the ideas presented here are essential for a proper understanding of the opening lines suggested in the rest of the book.

# 2 The 4 ... e6 5 g4 \( \text{Q} \) g6 6 \( \text{G} \) ge2 Variation

In the past few years the Advance Variation against the Caro has been seen more and more often at top level chess. GMs Timman, Short, Anand and Nunn have been its main adherents. Their results have been mixed, but on the whole, I think, White has satisfactory play.

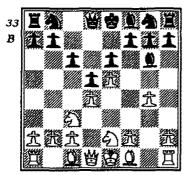
The system characterized by the move 4 \$\infty\$c3 has recently fallen out of favour. However. a decline in popularity is not always the result of any fault of the opening: in this particular case the new plan with \$\gi-f3, Of1-e2 has scored well in practice, and consequently the attention of most Advance devotees has been drawn away from the 'old' line. I believe that such a tendency is not justified in terms of objective thinking. The variations starting with 4 4)c3 are extremely rich in possibilities and definitely constitute the sharpest method available in White's arsenal. Black has to be superbly prepared in order to weather the storm at the early stages, but even that could prove insufficient against someone who has delved deeper into the intricacies of the position.

# Alternatives to 6 ... c5 (Games 1-4)

# Game 1 Vasiukov - Razuvaev USSR 1981

1	e4	<b>c6</b>
2	d4	dS
3	<b>e</b> 5	<u>0</u> f5
4	<b>ઈ</b> )c3	<del>e</del> 6
5	g4	

With 5 g4 White declares his intentions for a complicated fight: he plans a development of his knight to e2, followed by a massive advance of his kingside pawns. The point of such a strategy lies in the insecure position of Black's bishop which White should exploit by either forcing Black to accept a weakness in his pawn structure or by gaining enough time to build a space advantage.



tions 6 ... f6 and 6 ... c5 are illustrated extensively in sub-\_qu\_n\_ games. Oth\_ mov\_ have failed to bring Black joy:

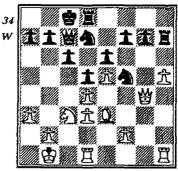
a) 6 ... \$\mathbb{h}4?! 7 \tilde{O}e3! (sacrificing the pawn as on 7 ... \$\mathbb{m}xg4?!, 8 \$\mathbb{m}d2\$ to be followed by 9 0-0-0 gives excellent compensation; worse is 7 \$\mathbb{o}f4\$ \$\mathbb{h}6\$ 8 h3 \$\mathbb{O}b4\$ 9 \$\mathbb{O}d2\$ \$\mathbb{O}d7\$ 10 \$\mathbb{O}ce2\$ \$\mathbb{O}xd2+\$ 11 \$\mathbb{m}xd2\$ \$\mathbb{m}e7\$ as played in van der Wiel-Timman, Brussels SWIFT blitz 1987) 7 ... \$\mathbb{h}6\$ 8 \$\mathbb{O}xh6!\$ gxh6 9 \$\mathbb{O}g3\$ \$\mathbb{O}e7\$ 10 \$\mathbb{f}4\$ \$\mathbb{f}6\$ 11 \$\mathbb{O}g2\$ and Black's position is riddled with weaknesses, Blumenfeld-Kasparian, USSR 1931.

- b) 6 ... <u>Øe7!?</u> is analysed extensively in Game 2, Minasian-Miles.
- c) Finally, 6 ... h6 7 h4 c5 transposes to 6 ... c5.

# 7 h4

Interesting, but probably inferior to the text is 7 a3!?, despite White's success in the game dos Santos-Wallace, Guarapuava 1991, which continued 7 ... 0xc3+ 8 0xc3 h5 9 h4 hxg4 10 2xg4 9e7 11 h5 5h7 12

<u>O</u>d3 <u>O</u>xd3 13 cxd3 වැ5 14 <u>O</u>e3 වුd7 15 0-0-0 සුc7 16 **ව**b1 0-0-0 (34)



17 (1) xd5 (1) xe5 18 (2) xf5 exf5 19 今xc7分g4 20分b5 cxb5 21 置c1+ 23 de 23 de 23 de 24 de 買el+ 由f7 25 買c7+ 由g8 26 Of4 4)xf2 27 [ee7 4)xd3 28 0d2 Txh5 29 Txg7+ Th8 30 Oc3 \$\f4 31 \(\)\d5 a6 32 \(\)\d5 33 Oa5 He8 34 Hbd7 f4 35 Od8 f3 36 Oxf6+ 公xf6 37 置xf6 置hi+ 38 数a2 買h3 39 d5 数g8 40 置g6+ 表h8 41 買f6 数g8 42 買df7 買d8 43 🗓xf3 🗒xf3 44 🗒xf3 🗒xd5 45 質f6 a5 46 當b3 買d3+ 47 當c2 Id5 48 Ia6 由f7?? (Black could have drawn with 48 ... a4) and White won on move 63. Despite the final result, it is clear that 7 h4 is a much safer move than 7 a3. With the latter, White adopted a risky strategy involving many pawn weaknesses and Black's play could certainly be improved upon.

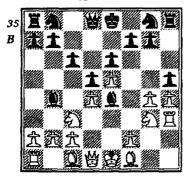
Another move that has been essayed by White in this position is 7 & f4, but it does not seem to be particularly dangerous. The game Djurhuus-

Fossan, Stavanger 1989, continued 7 ... ②e7 8 h4 h6 9 h5 ②e4 10 f3 ②h7 11 ③d3 ②d7 12 ②d2 徵c7 13 ③xh7 □xh7 14 ②ce 2 ③xd2+ 15 營xd2 c5 16 c3 0-0-0 17 ②d3 ②c6 with an equal game.

7 ... <u>Qe4</u> 8 <u>Zh3</u> h5?!

A dubious experiment. According to Vasiukov, Black should have been content with the modest 8 ... h6. In the next few moves White takes advantage of Black's adventurous play in simple and powerful fashion.

9 42g3! (35)



9 ... cS

In the game Lee-Pieterse, Dieren 1989, Black varied with ... x 4 10 \$\frac{10}{2}\$... \$\frac{1}{2}\$e7, \$petting a good position after 11 \$\frac{11}{2}\$h5? \$\frac{10}{2}\$d7! and the game ending as a draw after 12 \$\frac{0}{2}\$d3 \$\frac{0}{2}\$xd3 13 \$\frac{13}{2}\$xd3 \$\frac{1}{2}\$f5 14 \$\frac{0}{2}\$g5 \$\frac{0}{2}\$e7 15 \$\frac{15}{2}\$f6 \$\frac{16}{2}\$f6 \$\frac{1}{2}\$f6 19 exf6+ \$\frac{0}{2}\$d6 20 \$\frac{16}{2}\$g4 \$\frac{1}{2}\$c8 21 \$\frac{1}{2}\$h3 \$\frac{1}{2}\$h5 22 \$\frac{1}{2}\$e2. Yet I find it hard to believe 9 ... hxg4 is good, as White may

continue (instead of 11 hS?) 11 \( \) xe4 dxe4 12 \( \) xe4 \( \) f5 (what else?) 13 \( \) g5! and Black is in dire straits. For example, after 13 \( \) \( \) \( \) xd4? there follows 14 \( \) xd4 \( \) xd4 15 0-0-0, while 13 \( \) \( \) \( \) 2e7 also fails after 14 0-0-0 \( \) \( \) xg5+ 15 hxg5 \( \) xh3 16 \( \) xh3 \( \) \( \) xg5+ 17 f4.

10 **Og**5 f6

Practically forced; if 10 ... Wb6 11 a3! and now:

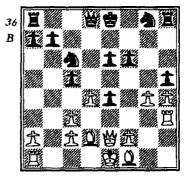
a) 11 ... ①xc3+ 12 bxc3 hxg4 13 ②xe4! gxh3 14 ②d6+ ②f8 15 買bi±; or

b) 11 ... hxg4 12 axb4! gxh3 13 dxc5±, according to Day.

11 <u>Od2</u> <u>Oxc3</u>
12 bxc3 <u>Oc6</u>
13 exf6 gxf6
14 <u>Oxe4</u> dxe4

台e2 (36)

15



White's superiority is evident. He has two far-ranging bishops and Black's central pawn formation is loose. 15 ... f5 16 gxf5 exf5 16 營c4! is very unpleasant for Black, so he has no choice but to sacrifice his front e-pawn.

1S ... 對d7

# 16 \\ xe4 0-0-0

# 17 gS!

From now on White's game plays itself, as Black has no real counterplay on either flank.

# 17 ... **Dge**7

In a bad position every move is bad and the same applies here, as on 17 ... f5 White's reply 18 \$\frac{1}{2}\text{d3!}\$ (preparing to meet 18 ... \$\frac{1}{2}\text{ge7}\$ with 19 \$\frac{1}{2}\text{c4}\$) leaves no doubts about the final outcome. Black can hardly open up the position with 18 ... cxd4 or 18 ... e5, since in both cases his knights would be no match for the powerful white bishops.

18	gxf6	4)f5
19	Eb <u>E</u>	cxd4
20	cxd4	Hhg8
21	<u>0g</u> 5	6)b4
22	Id2	<b>⊕</b> b8
23	Ды	ફ <b>ે</b> \d5
24	c4	******

Preparing to double rooks on the b-line. Normally one would sacrifice material to achieve such a position, but here White is two pawns up!

On 29 ... 對xb7 there follows 30 其xb7 数xb7 31 對xe6 公xd4 32 ②a6+ 蛩a8 33 對f7, mating quickly.

# 30 始d3 1-0

Black resigned as he cannot meet the threat of mate starting with 31  $\coprod$ xa7+.

# Game 2 Minasian - Miles Moscow GMA 1989

# 1 e4 c6 2 d4 d5 3 eS <u>O</u>f5 4 �c3 e6 5 g4 <u>O</u>g6 6 �ge2 6 ... <u>O</u>e7

This is Miles' pet line, with which he has suffered a number of reverses. Black wants to prevent h2-h4 even at the cost of impeding the development of his king's knight; in fact, Black hopes that he will be able to exploit the weak side of 6 g4 by ... h7-h5, after which his knight can be deployed to f5 via h6.

# 7 <u>Ø</u>e3

Besides the game continuation, the following options are possible for White:

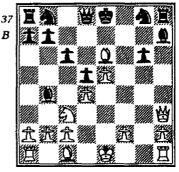
a) 7 ff4 c5 8 dxc5 d4 9 fxg6 hxg6 10 fe4 fxc5 11 fxc5 fxc5 12 fxb7 fxh1 13 fxc6 fxc6 with an unclear position in Nunn-Chandler, Wiesbaden 1981.

b) 7 Og2 фd7 8 0-0 h5 9 64 hxg4 10 6xg6 fxg6 11 How 4 & f8 12 De2 2 h6 13 Oxh6 Txh6 14 b3 Oa3 15 Hab1 a5 16 c4 Wh4 17 h3 曾xg4 18 hxg4 g5平 19 f g 14 20 0 x 4 Qe7 21 4h5 ng6 22 mf4 Og5 23 mf3 Oh6 24 頂bf1 分h7 25 cxd5 cxd5 26 分f4 Oxf4 27 Xxf4 Xc8 28 Xif2 Xci+ 29 Of 1 & g5 30 Bg 2 Bd7 31 Ob5+ #2c7 32 Od3 Th6 33 Tc2+ Txc2+ 34 Oxc2 11/18 35 Og6 13/d7 36 11/11 The 37 Obl Th4 38 Dg3 Th3+ 39 \$64 6 17 40 Og6 6 d8 41 \$25 Th8 42 Oh5 由e7 43 由g6 耳f8 44 ad \$706 45 \$x,7 ff. .6 05 Txd4 47 g6 公xe5 48 買c7+ 含d6 49 Txb7 Td2 50 Tb6+ &e7 51 **25**b7+ **3**d6 52 **3**h6 €)xg6 53 <u>Øxg6 ≝xa2 54 Ø</u>e8 e5 55 **€**g5 可g2+ 56 由f5 耳f2+ 57 由g4 e4 58 <u>Id</u>7+ &e6 59 <u>Id</u>8 &e5 60 <u>O</u>c6 Ig2+ and 42-42 in van der Wiel-Miles, Ter Apel 1987.

Nunn's 7 of 4 is logical and clearly more testing than 7 og 2, but Minasian's move looks more flexible than both these alternatives.

c) 7 Oh3!? (a suggestion from the author; the idea behind this weird-looking move being to support the advance f2-f4-f5) 7 ... h5 (critical but risky; however after 7 ... Ob4 8 Og3 planning a2-a3 and 0-0 White keeps a slight advantage, while 7 ... Od7 8 f4 Ob4 (or 8 ... Oh4 9 Og3 threatening f4-f5) 9 0-0 14 for 6 og2 h5?! Il g5! Og7 12 Og3 leaves the black queen imprisoned in enemy territory)

8 夕f4 hxg4 9 ①xg4! ①h7 (9 ... ②f5? 10 ②xf5 exf5 11 e6±) 10 ②xe6!? (10 置g!!? is also interesting) 10 ... fxe6 11 ②xe6 ②b4 12 營h5+! g6 13 營h3 (37)



White's attack is more than enough compensation for the missing piece. Therefore, researchers should turn their attention to the continuation 11 ... Oh4!? 12 Ig!, the consequences of which are unclear.

7	***	€)d7
8	₩d2	hS
9	4)f4	hxg4
10	₹)xg6	fxg6
11	Öd3	•

Another option here is 11 h3 \$\( \) f8 12 0-0-0 \$\( \) a5 13 a3 b5 14 \$\( \) a2 \$\( \) xd2 + 15 \$\( \) xd2 a5 16 \$\( \) c1 \$\( \) f7 17 \$\( \) d3 \$\( \) fh4 18 \$\( \) g2 \$\( \) fh6 19 hxg4 \$\( \) xg4 20 \$\( \) f3 \$\( \) fh4 21 \$\( \) xh4 \$\( \) xh4 22 \$\( \) fh 1 \$\( \) e7 23 \$\( \) e2 \$\( \) f5 24 \$\( \) g4 b4 25 a4 \$\( \) d7 26 \$\( \) c1 from Kamsky-Miles, New York 1989, where White had good compensation for the pawn but probably not more than that, despite the final outcome: 26 ... \$\( \) fh8 27 c3 b3 28 c4 \$\( \) b6 29 cxd5 cxd5 30 \$\( \) fc7 \$\( \) fc8 31 \$\( \) f57 \$\( \) xa4

32 ②xf5 gxf5 33 ②g5 置e8 34 ②d2 置c8 35 ②xa5 g5 36 ②b4 置e8 37 ②d6 ②f8 38 置xb3 ②xd6 39 exd6 置d8 40 置b4 分xb2 41 置xb2 置xd6 42 置b8+ ②e7 43 置g8 g4 44 置g7+ ②f6 45 置g8 置a6 46 分e5 置a4 47 置g6+ ③e7 48 ③e3 f4+ 49 ②d3 置a3+ 50 ③d2 置a4 51 ③c3 g3 52 fxg3 fxg3 53 ⑤d3 置a3+ 54 ⑤e2 置b3 55 ②f1 ②f8 56 ②g2 置b4 57 置g4 and 1-0.

# 11 ... **Sf8**

Black's idea becomes apparent: this knight will defend the weak pawns, enabling the rest of his pieces to take up important posts on the kingside (principally the other knight on f5). Since the fight usually revolves around the mutual weaknesses existing there, a successful blockade by would automatically grant him significant winning chances. However, it is impossible to achieve these aims if White plays energetically.

# 12 0-0-0

Interesting is 12 \$\times \text{e2!?}\$ which deprives Black of the option given in the next note. Although this lets Black develop his knight to h6 without the preliminary ... \$\times \text{h8-h4}\$, this might not be significant after 12 ... \$\times \text{h6 } 13 \text{ 0-0-0 }\times \text{f5 } 14 \text{ c4!?}\$ when it's not clear how Black can profit from the omission of the rook move.

12 ... 頁h4 12 ... **②h6?** would be met by 13 **Jdg1** or 13 h3, with a clear advantage for White in both cases, for example, after 13 h3, Zapolskis - Furdzik, Chrudim 1992 continued 13 ... gxh3 14 **J**xh3 **Jg**8 15 **Q**xh6 gxh6 16 **Jg**1 **Q**d7 17 **J**xh6 **W**e8 18 **W**f4 **Q**c7 19 **Q**e2 (**±** Zapolskis).

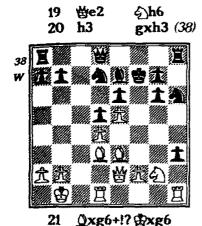
However, in preparing ... 
② g8-h6, Miles misses a chance to prevent the knight manoeuvre that follows. According to Dokhoian, it was possible to play 12 ... 對本5!? 13 其dg1 其h4! with an unclear position, although even here Zapolskis' 13 對e2 casts doubt on this assessment, e.g. 13 ... 其h4 14 f3! gxf3 15 對xf3 分h6 16 负f2 负g5+
17 录为 其f4 18 對g2 對d8 19 分e2 直g4 20 對f3 负e7 21 h3 直g5 22 负e3 直f5 23 ①xf5±, or 13 ... 负b4
14 负d2 intending a3±.

> 13 වු2!± වුh6 14 c4 වුf5?

Another Dokhoian suggestion here is 14 ... 對d7 15 cxd5 cxd5 16 ②g5 (16 營a5!?) 16 ... ②xg5 17 營xg5 營e7 18 ②xg6+ ②d7. After Miles' error, White is winning.

15 \$\tilde{9}f4 \text{ \psi}f7 \\
16 \text{ \psi}b1 \text{ \psi}d7 \\
17 \text{ \cxdS} \text{ \cxdS} \\
18 \text{ \psi}2 \text{ \psi}h8

It is evident that Black's troops have become disorganized in the last few moves. The fact that he has to play such moves as 16 ... 2d7 and 18 ... Th8 speaks fluently about the failure of his strategy.



24 公xe6 營e8?
A better defensive try was
24 ... 營b6. Black's congested pieces cannot provide their king

√f4+

23 始h5+

with real protection.

OF7

Bgg8

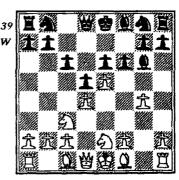
21 22

25 4\f7 **樹xh3** 26 27 份f5 Дс8 Exh8+ 4)xh8 28 29 ⟨yxg7 Oxe7 30 Oh6 Дc1+ 31 **Exc1** 1-0

Game 3 **Kotronias - Sax** Burgas - Elenite 1992

1 e4 c6 2 d4 d5 3 e5 OfS 4 Oc3 e6 5 g4 Og6 6 Oge2 6 ... f6!? (39)

This is the main alternative to the most usual continuation 6 ... cS. Black provides his bishop with a retreat square on f7 while hitting White's central pawn wedge.



7 h4

4 f was supp\_s\_d to be the main line but my research indicates that it's probably worse than 7 h4. Known to theory is 7 ... **0f**7 8 營e2!?, from Timman-Anand, Amsterdam 1992, which gave White an edge after 8 ... fxe5 9 \xe5 \d7 10 營e2 營e7 11 公d3 Og6 12 h4! (the position is much better for White, according to Timman) 12 ... Oxd3 13 對xd3 e5 14 Og5 對f7 15 0-0-0 Od6 16 dxe5 (Timman considers this second-rate. suggesting 16 世g3!) 16 ... 4xe5 17 档e2 档f3! 18 档xf3 (?! by Timman, who offers instead 18 始e!!? 쌈xhi 19 置xd5! Qc7!=) 18 ... 5)xf3 19 Qe3 5)h6 20 5)e4 (?! again by Timman) 20 ... Qe5 21 @g5 @xg5 22 hxg5 @xg4 23 Od3 g6 (now Black ought to win) 24 \(\mathbb{I}\)del 0-0 25 \(\mathbb{Q}\)c5 \(\mathbb{I}\)fe8 26 Th4 b6 27 Txg4 bxc5 28 c3 Hab8? (the immediate 28 ... c5-c4 would have given Black a clear advantage) 29 \$c2 c4 30 Txf2+ 33 Tie2 Txe2+ 34 Txe2 買b5 35 買g2 當f7 36 買g4 買c5 37

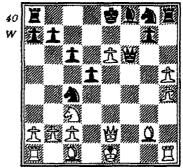
The reason I did not choose this line against Sax is that Black can respond with 7 ... fxeS! and now:

- b) **8** 少**xg6** hxg6 9 dxe5 少d7 10 **0**f4 **0**c5 11 **0**d3 少e7 12 **0**g3 **0**c7 13 少a4 a5 14 **0**d2 b5?! (14 ... **0**b4! 15 c3 b5 16 cxb4 axb4! 17 少c3 bxc3 18 **0**c5 少xc5 16 **0**g5 **0**h6 17 **0**e3 少xd3+ 18 cxd3 c5 19 **0**c1 **0**c8 20 0-0 and **1**c1 **0**c3 c5 ch.ci, Tilb\_g 1989;
- c) 8 dxe5 Of7 9 曾e2 (9 h4 今d7 10 おd3 h5 11 Og5 粉a5 12 Od2 台c7 is also unclear, Kinley-Friedmann, England 1980) 9 ... € d7! (risky is 9 ... c5 10 € cxd5! exd5 11 e6 Og6 12 6 xg6 hxg6 13 数f3, Fabri-Carpati, corr. 1983, with White obtaining a strong initiative for the sacrificed material) 10 h4 始c7 11 小d3 h5! (the best, since after 11 ... c5 12 ②xd5!? 始c6 13 ②3f4 0-0-0 (13 ... \$\e7 14 \Og2 \$\text{xd5} 15 \Oxd5 exd5 16 e6±} 14 \( \mathbb{T}\h3!\) exd5 15 e6 ①xe6 {15 ... []e8 16 []e3} 16 []xe6 ₩xe6+ 17 € xe6 Дe8 18 Дe3 d4 19 He2 White keeps a slight edge) gaining perfectly satis-

factory play, e. g. 12 g5 \$\tilde{2}\$ e7 13 Oh3 c5 14 Od2 a6 and White is running out of steam.

#### 7 ... fxe5!?

This is better than the immediate 7 ... 2d7. The game Stavrev-Slavov, Bulgarian Ch (Pazardzhik) 1991, saw an interesting tactical struggle after 8 f4 h5 9 f5 2f7 10 2f4 fxe5 11 dxe5 2xe5 12 fxe6 2g6 13 2xg6 2xg6 14 gxh5 2e5 15 2e2 2f6 16 2g2 2xe4 (40)



17 & xd5 cxd5 18 0xd5 0b4+ 19 c3 0xc3+ 20 bxc3 \(\frac{14}{2}\)xc3+ 21 图f1 分e7 22 0xc4 0-0+ (a rare instance of castling short with check!) 23 (2) 2 (2) 24 (2) 5 Txc4 25 Tac1 Tg4+ 26 Wxg4 쌍b2+ 27 항h3 쌍a3+ 28 항g2 始xa2+ 29 由h3 始b3+ 30 由g2 份b2+ 31 份h3 份a3+ and 42-42. White was probably better in the complications, but nevertheless the move 8 h5 ought to be preferred as it secures an advantage without any particular risks. The game Marjanović-Skembris, Pucarevo Z 1987 continued 8 ... Of 7 9 exf6! (less convincing is 9 f4 🖄 b6 10 口h3

0-0-0 11 a3 c5 12 4 a4 始a5+ 13 3 Mc7 14 Dxc5 Oxc5 15 dxc5 Axc5 16 Ad4 Bb8 17 De3 a6 18 бы фd7 19 gd4 фe7 20 exf6 gxf6 21 g/a7+ g/c8 22.0-0-0 Thg8 with an unclear position in Moutousis-Nikolaidis, Greek Ch (Athens) 1988, although White's play could be improved, e.g. 17分bS) 9 ... gxf6 10 f4 營c7 ti & g3 e5 t2 Oh3 exf4 t3 & ge2 0d6 14 thd3 Qe7 15 1111 and White's prospects are clearly better; Marjanović went on to win after 15 ... f5 16 gxf5 \$\frac{15}{6}\$ f6 17 Oxf4 Oxh5 18 營g3! 0-0-0 19 **₩h4 Thf8** 20 **O**xd6 **※**xd6 21 €\f4 Ede8 22 Ed2!.

Taking everything into account, transposing to the next chapter with 7 ... c5 may be best for Black.

## 8 h5 <u>Ø</u>f7 9 dxe5 Øe7?

This move is out of place here. Normally e7 should be reserved for the development of the king's knight, therefore 9 ... 0b4!?, played in Westerinen- Groszpeter, Copenhagen 1988, seems more logical. That game continued 10 Og2 © 11 f4 引d7 12 Od2 始c7 13 引d4 始b6 14 a3 Oa5 15 Sxe6 Oxe6 16 b4 **数**4 17 bxa5 0-0 18 買bi 買xf4平, but it is obvious that White's play could be improved at several points. The main strategic problem is that White's bishop bites on granite when developed on g2, therefore I suggest the alternative plan 10

f4 2e7 11 a3 2a5 12 b4!? 2b6 13 2d4 2d7 (13 ... a5 14 2b1; 13 ... 2xd4!? is critical but very committal as Black is left with an atrocious bishop on f7) 14 2f3! h6 15 2d3 when the bishop eyes both flanks and is ready to assist various attacking schemes.

For 9 ... 43d7, see Game 4, Marjanović-Campora.

#### 10 Og2

10 f4 is impossible on account of 10 ... Oh4+, but White does not mind developing his bishop on g2 now since 9 ... Oe7? has created a lot of traffic problems in Black's camp.

#### 10 ... Oh4?!

Sax's idea is to continue with ... & g8-h6, ... & b8-d7, putting pressure on both e5 and f2. However, this plan is too artificial to enjoy any chance of success.

### 11 **省d2!**

A simple refutation. The threat of g4-g5 prevents ... \$\frac{1}{2}\mathbb{g}\mathbb{g}\mathbb{e}\mathbb{h}\mathbb{e}\mathbb{e}\mathbb{e}\mathbb{h}\mathbb{e}

#### 11 ... <u>Q</u>e7

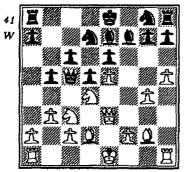
The bishop retreats emptyhanded, Black's sole gain being the strange-looking position of White's queen. After 11 ... h6 White could continue in a way similar to the game.

#### 12 数e3!±

Improving the position of

the queen and at the same time stopping ... c6-c5 (12 ... c5? 13 @xd5! exd5 14 e6). White already enjoys an undisputed advantage in view of his lead in development and the lack of harmony in Black's position.

White's last move revealed his intention of following up with Ocl-b2 and 0-0-0, thus discouraging Black from 13 ... 4\66 14 0\b2 c5?! which would merely weaken d5. Better. however, was 13 ... \\ b6 14 始g3 0-0-0 (14 ... d4?! 15 分e4 始a5+ 15 Od2 始xe5 16 f4 始c7 17 €xd4 only makes things worse), as Black would then have more fighting chances than in the actual game.



16 f4

Setting in motion the pawn mass on the kingside. Unable to prevent the unpleasant threat of f4-f5, Black hurries to pin the knight on d4 in an effort to minimize its conse-

quences.

16	***	<b>₩b6</b>
17	f5	Qc5
18	G)ce2	0-0-0
19	<b>b</b> 4	0xd4
20	4)xd4	Дe8
21	<del>0-0-0</del>	<b>Dh6</b>
22	₩c3!	

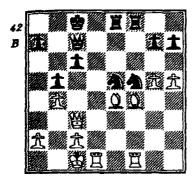
Not surprisingly, White's pressure has increased at a very fast pace. 22 \(\text{\text{\text{W}}}\)c3! creates numerous threats which can only be met by another forced move on Black's part.

Slightly better was 25 ... \( \frac{1}{2} \) e7, although White would still be winning.

After 26 ... hg4 27 hg1! the black knights would be tied up def—di—g each —the—. In great time-trouble, the Hungarian Grandmaster and twice Candidate correctly tries to centralize as much as possible; however, his efforts do not have the desired effect in view of White's dominant bishops.

N.t fearing 28 ... 2vd3+ 29 cxd3! with a winning position for White.

White has a dream position: both bishops point menacingly at Black's weakened queenside



and his heavy pieces are also excellently placed, applying strong pressure on the open files; in contrast, Black's queen and rooks are tied to the defence of their cavalry, passively awaiting an inevitable loss of material.

· 29 ... ¿)d6!?

Trying to complicate the issue. 29 ... g6 is not better in view of 30 Oh2! (Dorfman), and White has acquired the extra possibility of creating a dangerous passed pawn on the kingside after Oe4xf5.

30 <u>Od3!</u> <u>Odc4</u> Despair, but Black had to lose something anyway.

31 <u>Oxc4</u> <u>Exf4</u>

32 🗒 xf4 🖒 xc4

33 Exc4

Getting rid of the annoying knight is the safest way to victory. Black's king is sufficiently exposed to succumb to the combined attack of White's forces.

33 ... bxc4 34 ₩xc4 ∯b7

35 **Ef1?** 

But this is not the way to do it: thinking that 'everything wins', White falters in his opponent's time trouble. The prophylactic 35 **b1!** was called for, with an easily won game.

35 ... IJe??

Sax is an excellent time-trouble player, but here he fail\_d to no\_ic\_ my mista\_e as he had no more than ten seconds left. After 35 ... \$\fomma{e}{5}! 36 \textsupersection{\textsupersection}{2} \textsupersection{\textsupersection{\textsupersection}{2} \textsupersection{\textsupe

36 Afs!

White doesn't have to be asked twice. Switching the rook onto the fifth rank was rather imperative on account of the ideas mentioned in the previous note.

36 ... \(\frac{1}{2}\)d6
37 \(\frac{1}{2}\)b2 \(\frac{1}{2}\)a6?
38 \(\pi \as{3}\)

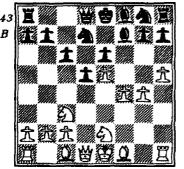
And Black's flag fell in this position. 37 ... a6? was a dreadful time-pressure error but Black's game was already beyond repair at that point.

1-0

# Game 4 Marjanović - Campora Nis 1985

1 e4 c6 2 d4 d5 3 e5 Of5 4

②c3 e6 5 g4 <u>O</u>g6 6 ②ge2 f6 7 h4 fxe5 8 h5 <u>O</u>f7 9 dxe5 9 ... ②d7 10 f4 (43)

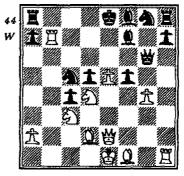


An important position for the whole variation. Black has a pawn preponderance in the centre, White on the kingside. This normally results in a lively struggle with chances for both sides.

#### 10 ... **對b**6

Timman gives the move 10 ... \$56 an! in his notes in Informator 43 and Seirawan agrees with him in his recent survey book on the Caro Advance. The alternatives are interesting, but probably inferior:

game in Gazis-Makropoulos, Greek Ch (Xilokastro) 1985. where some typical dangers for Black became blatantly obvious. and also because it shows how alert White must be in order to take advantage of such mistakes in a typical sharp position arising from the main line of the Advance Variation: 11 hxg6 Oxg6 12 らd4 Of7 13 始d3 (preparing 0-0-0 and eyeing h7; even stronger was 13 4 f3 threatening \$\square\$g5, but then the folio ing brilliancy oud have never seen the light of day) 13 ... c5 14 分f3 c4 15 始e2 始b6 16 Od2 \mathbb{\text{mxb2}} (practically forced because of White's plan 0-0-0 followed by f4-f5, while 16 ... d4 17 公xd4 營xd4 18 <u>0</u>e3 loses right away) 17 \bullet bl \bullet xc2 18 \bullet \cd4 幽g6 19 買xb7! ふc5 20 f5 exf5 (44)



21 e6! (opening more lines and threatening both 22 公太5 and 23 對太4) 21 ... ①xe6 (the correct reply to 21 ... ①xb7 is not 22 exf7+ ⑤xf7 when Black begins a counter-attack with the threat ... 置e8, but instead 22 ⑤xd5!

with a powerful attack, e.g. 22 \_\_0-0-0 23 營xc4+ <u>0</u>c5 {amusing is 23 ... \$68 24 \$ 6+ \$a8 25 £\c7#} 24 exf7 \(\frac{1}{2}\)xg4 25 \(\infty\)f4! threatening both Oh3 and Eh3 analysis by Gazis) 22 4 xd5! forcing the capture of the rook, since 22 ... 0-0-0 is followed by 23 \(\mathbb{Z}\)c7+ and mate in two more moves) 22 ... ( xb7 23 Exe6! (as usual, it would be wrong to recover material in the midst of the attack: after 23 \$\cdot \cdot \c balance will eventually tip on the wrong side) 23 ... \$\dagger{2} d7 (23 ... \$67 24 \$95+ \$97 25 Oc3+ is killing) 24 gxf5 \g3+ (not 24 ... 始xf5 25 Oh3 始b1+ 26 图f2 始xh1 27 Exf8++ and mate soon follows) 25 (3di Od6 26 (3h3 (adding more fuel to the fire) 26 ... 始e5 27 始xc4 始xf5 28 買e3! (limiting the black king to the d-file) 始b1+ 29 色e2 買c8 30 4 18+! Oxf8 (Black has an unpleasant choice in severe time 32 Txe7 or 30 ... Txf8 31 Oh3+ 置的 2 例公 are --t much better) 31 <u>Oh3+</u> (2)d6 32 <u>He6+</u> 

b) 10 ... Ocs 11 Od4 \$\forall b6\$

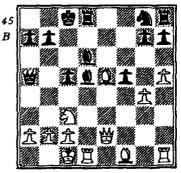
Black varied with 11 ... Oh6 in the game Leuw-Groszpeter, Katerini 1992. After 12 Oe3 \$\forall b6\$

13 Oa4 \$\forall a5 + 14 c3 Oe7 15 b4\$

\$\forall c7 16 Oh3? g5! Groszpeter got a good position; instead of 16 Oh ... 16 Od3! was c.r.ect, when it is far from clear whether Black has achieved

anything positive with the paradoxical development of his knight on h6. The game ended: 17 0-0 gg8 18 f5 exf5 19 \$xf5 \$\xf5 20 \quad \text{xf5 Qe6 21 Qd4 Qxf5} 22 gxf5 g4 23 Og2 Qxe5 24 Oxe5 始xe5 25 始f1 始e3+ 26 始f2 数xf2+ 27 数xf2 置g5 and 0-1) 12 €\a4 \mas 13 c3 0xd4 14 ₩xd4 c5 15 ₩d1± Van der Wiel-Messa, Graz 1981. White is ready to answer 15 ... b5? with 16 \$\xc5! \$\xc5 17 b4; if Black avoids this, he simply prepares b2-b4, freeing the 2a4 from its entanglement.

c) 10 ... cS!? 11 f5! ()xe5 12 ()f4 (12 fxe6!?) 12 ... exf5 13 We2 Od6 14 ()fxd5 Wa5! (The best move. After 14 ... c)f6 15 Og5 White prepares castling long with a pleasant attacking position. But now Black's king will also find shelter on the queenside) 15 Of4 0-0-0 16 0-0-0 Oxd5 17 Oxe5! (45) (If 17 Cxd5? there follows 17 ... c)d3+! 18 cxd3 Oxf4+ 19 Oc2 c)f6+)

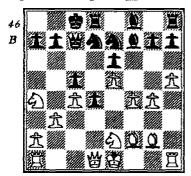


17 ... **Oxe5!** (A well-considered decision. If 17 ... **O**xh1? 18 **O**xd6

Oct there follows 19 g5! with more than enough compensation for the exchange, e. g. 19 ... h6 20 台e6+ Od7 21 台e5 hxg5 22 IdS+-; better is 19 ... Ie8 20 ₩f2 De7 21 Oxc5 with a strong initiative for White) 18 4 xd5 百e8 19 始c4士 Kotronias-Skembris, Athens (2nd match game) 1987. After 19 ... fxg4 (19 ... \$\f6 20 \mathbb{g}h3!?; 20 \mathbb{Q}g2\mathbb{g}2\mathbb{1}) 20 Og2 & e7 White should have .continued with 21 c3 (21 h6!? is also interesting) 21 ... 45b8 22 Thf1 obtaining a strong attack for the sacrificed material. It is well known that in such cases the presence of oppositecoloured bishops tends favour the attacking side.

#### 11 **2)d4!?**

White's treatment of the opening is more in accordance with the strategy of the position than 11 <u>Og</u>2, played two years later in the game van der Wiel-Timman, Amsterdam 1987. That game ended 11 ... 0-0-0 12 b3 £ e7 13 £ a4 £ c7 14 <u>Oe</u>3 c5 15 c4 d4 (Black already has a slight advantage) 16 <u>Of</u>2 (46)



16 ... g5! (now this thrust is well timed, compared with the game Gazis-Makropoulos mentioned in the note after Black's tenth move) 17 hxg6 ①xg6 18 ②g3 ②c6 19 0-0 ②e7 20 a3 ②hf8 21 ②e1 d3?! (21 ... ②dxe5 22 fxe5 ②xe5平) 22 ②x3 ②d4 23 ②ge4? (23 ②a2! is unclear) 23 ... ②xe4 24 ②xe4 ②xe5 25 fxe5 ③xf1+ 26 ③xf1 ②xc2 27 ⑤g1 ②xa1 28 ②b5 ※xe5 29 ②xb7+ ⑤xb7 30 ※f3+ ⑥b6 31 ②a5+ ⑥xa5 32 ※b7 ※g3+ and 0-1.

11 ... 0-0-0
Instead 11 ... 0c5 transposes to line "b" in the note to Black's tenth move.

12 a3 c5 13 £13 £167 14 b4! cxb4 15 axb4 £166

15 ... 對xb4 16 ①d2 ②c6 (16 ... 對b6 17 買h3 ②c6 18 買b1 ②b4 (18 ... 對c7 19 ②b5 對b8 20 ②bd4 or 18 ... ②b4 19 ②a2) 19 ②b5±) 17 ②g5 對e7 (17 ... ②g8 18 ②b5 對c5 19 買h3) 18 ②b5 對b8 19 ②d6 ②g8 20 對b1 ②b6 21 ②b5 is a night-mare for Black.

#### 16 **Qa4!**

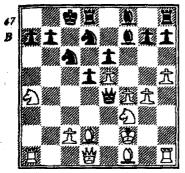
16 b5 i — obabl n-t a-good. After 16 ... Ob4! 17 Od2 Oxc3 18 bxc6 bxc6 (Marjanović) there is no clear-cut way for White to get an advantage. The text forces Black to capture the b-pawn with his queen, giving White the necessary tempi to build up a dangerous attack.

16 ... ₩xb4+

#### 

More prudent was the passive 17 ... 營e7, but Campora probably disliked the position after 18 ②b5 ②db8 19 營b1 營c7 20 登e2!? when Black is kept under pressure and White's initiative fully compensates for the pawn minus.

18 (\$f2 (47)



With the sacrifice of a pawn White has managed to open lines against the enemy king, thus acquiring a strong initiative. To add to Black's troubles, his queen is threatened with capture in the middle of the board and his bishop on f7 is completely out of play. Campora's next move averts immediate disaster, but at the heavy cost of a piece.

18 ... இdxe5

No relief was offered by the alternative 18 ... 2d4 19 Eh3 2xf3 20 Exf3 (± Marjanović). Even worse is 18 ... 2x5?, when 19 0b5! (threatening Eh1-el) 2d4 20 2g5 forces immediate capitulation.

19 fxe5 4)xe5

#### 20 <u>O</u>d3!

A strong move, designed to do away with the only piece that could become a nuisance for White, namely Black's knight.

#### 20 ... {\pixd3+?

This is equivalent to resignation. Relatively best was 20 ... 

\*\*This is equivalent to resignation. Relatively best was 20 ...

\*\*This is equivalent to resignation. This is equivalent to resignation.

#### 21 cxd3

Now White is completely winning since all the trumps are on his side: in addition to three open files on the queenside, he also controls the important h2-b8 diagonal leading dilectly to the locument of the controls.

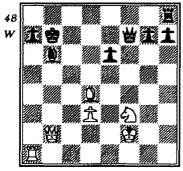
21 ... 增xg4 22 增c2+ 劳b8 23 貫h4 增f5 24 分c5 <u>①</u>xh5 25 買xh5

A problem-like mate could occur after 25 If4 Ish3 26 26 26+ 28 27 207+ 208 28 Ixa7! 2xa7 29 Ia4+ 206 30 2e3+ d4 31 2xd4+ Ixd4 32 28+ 35 33 2xd4\*! (Marjanović). However, the Yugoslav GM missed this elegant win in time trouble.

25 ... ₩xh5 26 ⟨\(\frac{1}{2}\)xb7! <u>\(\frac{1}{2}\)</u>e7 27 ⟨\(\frac{1}{2}\)xd8?

Time-pressure is responsible for the biggest blunders in tournament chess. This time White misses an easy mate with 27 Of4+ Ga8 28 Oxd8 Exd8 29 Gc#. Fortunately for him the position is still won.

There is no defence. On 31 ... ☐b8 32 ②xb6 axb6 33 營xg7+ wins.



32 **Exa7+! 1-0** 

Black resigned since on 32 ... Exa7 the sequel would be 33 Exxb6+ Ea8 34 Ea6+ Eb8 35 De5+ with inevitable mate.

#### Conclusion

Games 3 and 4 show that the variation with 6 ... f6 offers both players a lot of interesting ideas. At present White's chances seem to be slightly better, but there is still room for investigation especially in the lines 'a' and 'c' after White's 10th. Black's problem is that the knight on d7 is not very well placed and this is perhaps a good argument for choosing 6 ... c5.

Main Line: 6 ... c5 7 h4, Without 7 ... h6 (Games 5-7)

Game 5
Nagel - Wouters
Corr. 1988

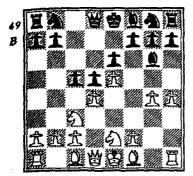
1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 ආය3 e6 5 g4 <u>O</u>g6 6 ආge2 6 ... c5

The most thematic continuation, increasing Black's central influence while at the same time preparing to develop. The resulting positions are of a tactical nature and so a great deal of homework is required for those wishing to take up the 3 e5 variation. I hope that my coverage of this line will provide answers to all the key quesions.

#### 7 h4 (49)

The game Shabalov - Adianto, New York Open 1993 featured the move 7 Oe3!? which looks like a very playable deviation. Although Shabalov lost the game after several blunders I think that the opening was a success for him: 7 ... \$\cdot 6 8\$ dxc5 \$\cdot xe5 9 \$\cdot f4\$ a6 10 \$\cdot e2 \cdot f6\$ 11 0-0-0 Oe7 12 Og2 \$\cdot exg4\$ 13 \$\cdot fxd5!\$ exd5 14 \$\cdot xd5 \cdot xd5\$ 15 \$\cdot xg4\$ 0-0 16 Oxd5\(\cdot x\). This bears a close resemblance to Game 9, with which it should be compared carefully.

At this moment Black has to make a difficult decision; the insecure position of the bishop on g6 puts an abrupt end to



any thoughts about 'normal' development and a weakening move has to be made. It is by no means clear what is the best way to solve this dilemma but one point is clear. White's threat of h4-h5 cannot be ignored without serious consequences. After 7 ... \$\cdot \cdot \cdot

a) 9 ②xe4!? dxe4 10 c3 cxd4 11 ②xd4 ②c5 (11 ... ②xe5 12 始4+±; 11 ... ②xd4 12 cxd4 ①b4 13 ③d2± Boleslavsky) 12 ②e3 ②xd4 (12 ... 份b6!?) 13 份a4+!± Kengis-Kivlan, USSR 1979.

b) 9 **Zh3!** and Black's last move looks like a shot in empty space.

However, after completing this book, I had to defend my variation in the Caro Advance against a surprising novelty. In the game Kotronias-Djuric, Corfu 1993, after 7 ... \$\(\sigma\) 6 8 hS, the Yugoslav GM, noted for his uncompromising play introduced the move 8 ... Oxc2!?. Although it's hard to believe

that -u-h a ---- i- obje-ti-elcorrect, I couldn't prove a clear advantage in the post-mortem. The game went 9 曾xc2 cxd4 10 abl (on 10 and) White has to reckon with 10 ... \(\mathbb{Z}\)c8 11 \(\Omega\)g2 始d7) 10 ... 買c8 11 始a4 始b6 (11 ... ₩d7 is interesting, but probably inferior) 12 \$\inf 14 and now Djuric missed the best continuation 12 ... 🚯 \_\_\_\_\_ h\_\_\_\_\_\_re dual threats of ... [xe5] and ... \$\dip b4 and after the logical 13 (a) Black may (only now!) trade queens with 13 ... 始b4+! 14 微xb4 0xb4+ when in comparison to the game he gets c4 for his knights by capturing on a3. The resulting endgame seems unclear to me, so this line holds good prospects for investigation by both sides in the near future.

Diuric's actual choice, 12 ... ₩b4+?! immediately restores material equality by gaining a third pawn for his piece, but this proves inadequate as White is not saddled with any weaknesses and he may put to good use his bishop pair. The continuation was 13 ₩xb4 Qxb4+ 14 #d1 & xe5 15 & d3! & xd3 16 Oxd3 oxf6 17 f3 h6?! (better 17 ... 0-0) 18 Of 4 (threatening OeS) 18 ... \$\d7 19 \$\d2 \frac{1}{20} \epsilon \d3 e5 21 a3! Od6 22 Hel (interesting is 22 <u>0</u>d3 intending **6** xd4) 22 ... 雲d8 23 Og3 其ch 24 分a5 其c7 25 (\$)d2! He8 26 Hac1 \$\(\frac{1}{2}\)f6? (26 ... \$\b6? 27 \(\mathbb{Z}\)xc7 \(\ 26 ... 當c8?! 27 Of5+-; 26 ... 質e7)

27 Of5 Lee??? (a terrible blunder, but his position was already lost) 28 (3xb?! 1-0.

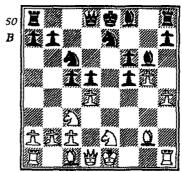
The alternatives that will be examined in the remaining games are 7 ... f6, 7 ... cxd4, 7 ... h5 and 7 ... h6.

#### 7 ... exd4

The old main line, which became the subject of a long theoretical debate in the '80s after Seirawan won brilliantly with i agains Hart a Kissingen 1981. Its main advantage is that it weakens for ever the support of White's strong e5-pawn and thus discourages f4-f5, but on the other hand it helps the white knight approach the centre with gain of time therefore considerably and improves White's chances in t\_e c\_mplica\_\_s wh.c. f\_ll\_\_.

Another option trying improve on the 6 ... f6 variation is 7 ... f6, planning to develop the queen's knight on c6 in order to exert more effective pressure on the centre. However, it has the corresponding disadvantage of loosening his own central structure and a likely continuation is 8 0g2!? (now the bishop's development on g2 is more to the point compare with Westerinen-Groszpeter in the notes to Game 3: Seirawan mentions only 8 \$14 and Nunn's 8 h5) 8 ... 4)c6 9 f4 (preparing f4-f5; White's minor pieces are ideally placed to exercise pressure on

d5 in case he successfully carries out the above-mentioned breakthrough) 9 ... Dge7 (possible is 9 ... fxe5, trying to stabilize the position in the centre, but after 10 dxe5 Dge7 11 Db5!? White keeps the initiative; the text, on the other hand, allows an interesting pawn sacrifice resulting in a lively game) 10 f5!? exf5 11 exf6 gxf6 12 g5! (50).



White has excellent dark-square compensation for the pawn, having vacated f4 for his knight and also preparing to bring his queen's bishop efficiently into the game. Although this is hardly the final word on 7 ... f6, I think that it is quite characteristic of what White should be aiming for in such positions.

This is a big improvement over Hort's 9 <u>ObS+?!</u> in the aforementioned game. The continuation was 9 ... 2 d7 10 <u>OgS Oe7</u> 11 f4 hxg4 12 wxg4 <u>OxgS!</u> 13 fxg5 Oh5 14 wh3 2 e7

### 9 ... hxg4

Wrong is 9 ... 4)e7? 10 & cbS!±. 9 ... 始d7!? was tried in the 1986 correspondence game Korolev-Kastarnov: after 10 f5 exf5 the continuation was 11 gxf5 Oxf5 12 分xf5 營xf5 13 始xd5 今c6 14 Oh3 始xe5+ 15 0b8 18 \$7d5 (Bouwmeester suggests 18 Oc8!±, but this is not entirely clear in my opinion) 18 ... Eve7 19 0-0 Ev7g6 20 Oc8 a5 21 Oe3 0-0 22 Oxb7 Ha7 23 ①xa7 ()xa7+ 24 (\$)h1 17b8 25 ()a6 Exb2 26 6)f4 6)xf4 27 Exf4 Exc2 28 Ef5 f6 29 Exe5 and the game was agreed drawn. Instead, I believe, much stronger was 11 #e2!, after which White enjoys a powerful initiative.

### 10 <u>O</u>b5+

In many positions arising after 6 ... c5, it is important to give this check when Black is unable to interpose with ... \$\dagger\$b8-c6.

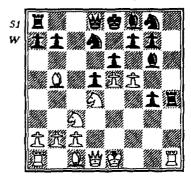
10 ... ¿d7 11 f5

The most energetic continuation. Another possibility is 11

**營xg4** < h6 12 營g2 營b6!? 13 <u>0</u>e3 0-0-0 14 h5 <u>0</u>h7 15 <u>0</u>h3! 公 5 16 0-0-0 with a slight advantage for White in Nagel-Gebhardt, corr. 1989.

11 ... **Zxh4** (51)

Also unsuccessful was Black's choice in Sax-Vadasz, Hungary 1984, which continued 11 ... ①xf5 12 ②xf5 exf5 13 對xd5 對c7 (13 ... a6 14 ②g5 ②e7 15 對xb7 axb5 16 ②xb5±; 14 ... ①e7? 15 ②c4±) 14 ②f4 ②e7 (14 ... 0-0-0 15 對xf7) and now 15 對d2! 0-0-0 16 e6 ②e5 17 ②d7+ 對b8 18 ②b5 ③f3+ 19 對d1 (Sax) would have won easily.



12 If1!

After 12 0-0!?, 12 ... Ini+! follows, with wild complications. The text is a big improvement over 12 Ig1, which was shown to be definitely inferior in the encounter van der Wiel-Speelman, Wijk aan Zee 1983: 12 ... Oh5 13 fxe6 fxe6 14 2xe6 \$66 15 0xd7+ 0xd7 16 \$xd5+ 0d6 17 0d4 Ie8 18 e6+ \$c8 19 0g5 0f6 20 \$c4+ \$c5 21 \$xc5+ 0xc5 22 0xh4 0xd4 23 Ig3 Ixe6+ 24 Off 0e4 25 0xe4

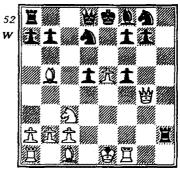
and 1/2-1/2.

Another option is 12 \( \Oxd7+!?, attempting to force transposition to the game Moore-Mills analysed in the next note. This was White's choice in the game Krpelan-Durnik, Vienna 1991. which ended 12 ... 當xd7 13 質fi 買h2 (13 ... 買h5!?) 14 始xg4 exf5? (much better is 14 ... Oh5! 15 6 f.e6 a.d n. 16 4 xe6 Exe6 17 Exf8 (hoping for 17 ... 始xf8 18 始xd5+ ge7 19 gg5+} 17 ... Thit does not work for White, but 16 ₩d3 offers an initiative for the sacrificed pawn: therefore this interesting continuation requires more practical tests) 15 \$\text{G}\times f5 \text{ Oxf5 16} 曾xf5+ 曾c6 17 Og5 Oe7 18 Oxe7 徵xe7 (for 18 ... ⑤xe7, see Moore-Mills immediately below) 19 0-0-0 s h6 20 始d3 始c5 21 公xd5 a5 22 始e4 由b5 23 質f3 

#### 12 ... exf5?!

This is a critical moment for the whole variation. The alternative 12 ... The? led to a forced loss in the game Moore-Mills, USA 1984, after 13 Oxd7+! (inferior is 13 Wxg4!?, although after 13 ... Oxf5? 14 Oxf5 exf5 (52)

the typical breakthrough 15 e6! led to a win for White in Nunn-Wells, Chichester 1984; instead, 13 ... exf5 14 公xf5 0xf5 15 汽xf5 份h4+ is only ±, according to Nunn) 13 ... 贵xd7 14 營xg4 exf5 15 公xf5 0xf5 (also losing is 15 ... 0h5 16 營g3 汽xc2 17 營h3



- analysis by Moore) 16 微太5+ 像c6 17 <u>0</u>g5 <u>0</u>e7 18 <u>0</u>xe7 ②xe7 19 衡f4 (another winning line provided by Moore is 19 微太f7 置xc2 20 微e6+ 像c5 21 置di) 19 ... 微h8 (19 ... 置xc2?? 20 微a4+) 20 微a4+ 像c7 21 0-0-0 微h6+ 22 像b1 微c6 (22 ... 微e6 23 ②b5+ 像c8 24 ②d4+- Moore) 23 微f4 置h6 24 e6+ 像b6 25 exf7 ②g6 26 微b4+ 像b5 29 微d3+ 像c5 30 微d4+ 像b5 31 置f3 置h4 32 置b3+ 像a5 33 微d2+ 像a4 34 置a3+ 像b5 35 置a5+ and 1-0.

Also bad is 12 ... ①xf5 13 ②xf5 買h5 14 ②xg7+ ①xg7 15 營xg4 買xe5+ 16 ②d1 ②f8 17 買g1± (Nunn).

A dynamic way to continue fighting is Seirawan's suggestion of 12 ... Th5!? which involves the sacrifice of a whole piece in order to wrest the initiative. The resulting positions are rich in tactical possibilities but for the time being there are no practical examples with this move. After 13 fxg6 Black has two options:

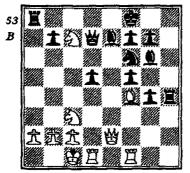
a) 13 ... [[xe5+ 14 ②ce2 始h4+

15 dd2 dg5+ 16 df4; this looks better for White, as the white king will find shelter on the queenside after c2-c3, dd2-c2.

b) 13 ... \$\forall h4+ (Seirawan's intention) 14 \$\forall e2 \$\forall \text{xe5+} (14 ... \$\forall h2+ 15 \$\forall d3!? \$\forall h3+ 16 \$\forall e3\$ \$\forall \text{xe5} 17 \$\forall xd7+ \$\forall xd7+ 18 \$\forall xf7+\$ is better for White) 15 \$\forall e3\$ is unclear. Black should avoid the tempting 15 ... f5? which is met strongly by 16 \$\forall xe6!\$; 15 ... 0-0-0 seems reasonable, but after 16 \$\forall xd7+ \$\forall xd7 17 \$\forall h1\$ Black has yet to prove that he has sufficient compensation.

#### 13 e6!

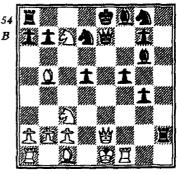
An older suggestion was 13 Of4, tested in Westerinen-Adianto, Thessaloniki OL 1988. That game continued 13 ... a6 14 e6 (14 Oa4 b5 15 Ob3 Th3 16 Oxd5 Wh4+ 17 Od2 0-0-0 is unclear according to Adianto) 14 ... axb5 15 We2 Oe7 16 exd7+? Wxd7 17 Oxdxb5 Of8 18 0-0-0 Of6 19 Oc7 (53)



19 ... 買a5 20 龄e5 心h5 21 心7xd5 心xf4 22 龄xf4 龄d6 23 龄c4 買c5 24 龄a4 <u>0g</u>5+ 25 舒b1 買c8 26 買fe1 g3 27 龄b5 龄c6 28 龄e2 受8 29 受f3 f4 30 置e5 ①h5 31 慢e4 ①xd1 32 置xg5 置e8 33 受d4 受h6 34 ①f6+ ⑤h8 35 ②xe8 受xg5 36 受xd1 g2 37 ②e2 置h1 38 ②g1 受c5 and 0-1. Stronger seems Kamsky's 16 ②xd5 ②c5 17 ②xf7 ②f8 18 0-0-0 受c8 19 exf7 ②xf7 20 ②xa8 受xa8 21 ②xf5 ②e6 22 ②g3! 置h3 23 ②xe7 ⑤xe7 24 ②d6+ ⑤e8 25 受伤5+-, but this has not yet been adopted in practice.

> 13 ... fxe6 14 4)xe6 #e7 15 #e2 [h2! 16 4)c7+ (54)

Inferior is 16 號e5, played in the earlier game Kotliar-Retter, Israel 1986, which concluded 16 ... 分gf6 17 处f4 赏xc2 18 分c7+ 设f7 19 號xe7+ ①xe7 20 分xa8 赏xb2 21 ②xd7 ②b4 22 ②d2 分xd7 23 0-0-0 ②a3 24 分b1 分c5 25 ②e3 赏e2+ 26 分xa3 赏xe3 27 赏xd5 赏xa3 28 赏xc5 赏xa2 29 赏c7+ 贪f6 30 赏xb7 赏a1+ 31 赏b1 赏xb1+ 32 ⑤xb1 f4+ 33 ⑤c1 f3 34 ⑤d2 ②e4 35 分c7 g3 36 ⑤e3 ⑤e5 37 赏xf3 ③xf3 38 ⑤xf3 a5 39 分b5 and ½-½.



16 ... Ød8?!

A better defensive try is 16 ... \$\mathbb{G}f7!\$, as Black's king is a lot safer and may assist his army of pawns. I suspect this is also not enough in the long run, but it obviously demands a lot more precision on White's part to prove it.

The continuation 19 ... \( \) cs 20 \( \) xd5 a6? 21 \( \) c7+ \( \) c8 22 \( \) (any)b6# demonstrates the dangers faced by Black's king even after the exchange of queens. Also useless is 19 ... \( \) gf6 20 \( \) f2 etc.

Black is forced to exchange his only rook, since 22 ... \(\mathbb{D}\) b4 23 \(\tilde{Q}\)d6 loses immediately.

23 Exf2 0xf2 24 47xd5 g3 25 \$c2

Black has kept four pawns for the rook, but his pieces are uncoordinated and the end is near. Still, White must not relax as the passed pawns may become dangerous at a moment's notice.

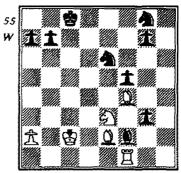
25 ... Qc5 25 ... g2 is premature: 26 Oh2 g5 27 Og1 and White is winning easily after both 27 ... Oh4 28 Qe3 and 27 ... Og3 28 Id!.

26 ☐di ∯c8 27 �e2 Oh5

Thematic is 27 ... 2 e4 28

②b6+! axb6 29 <u>0</u>d7+ **3**d8 30 <u>0</u>xf5+ etc.

28 De3 Of3



31 Oxg3! 1-0

The final stroke. Black resigned, since both 31 ... ①xg3 32 ②xf5 ②e5 33 ③c4 and 31 ... ①xe3 32 ③c4 ③d7 33 ③xe6+ ⑤xe6 34 ☐el are quite hopeless.

### Conclusion

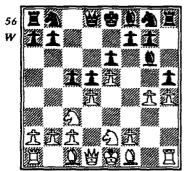
The variation with 7 ... cxd4 is perhaps the most complex sub-variation of the Caro Advance. At present White's chances seem better, but Seirawan's suggestion of 12 ... ThS!? might cause a renewal of interest in this discarded line.

Game 6 Van der Wiel – Icklicki *Brussels 1985* 

1 e4 c6 2 d4 d5 3 e5 Of5 4

၍ c3 e6 5 g4 <u>Og</u>6 6 ၍ ge2 c5

7 ... h5!? (56)



This idea has been considered inadequate because of the game under examination, but my analysis indicates that if White relies on the game result wit\_out further an\_lysis \_e m\_y be confronted with a nasty experience. For example, in his recent book on the Caro Advance Seirawan adopts established theory, reaching rather different conclusions from those which I suggest in the following analysis.

### 8 **包f4 <u>O</u>h7!**

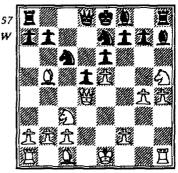
Strategically sounder than Seirawan's 8 ... \$\cdot 2\cdot 6!?\$ which results in a deterioration of Black's pawn structure on the kingside and is examined extensively in Game 7.

### 9 2xh5

The Danish IM Klaus Berg has suggested here 9 g5!?; however this has never been tried in tournament practice.

#### 

An improvement on Bole-slavsky's recommendation of 11 ... Qxc2:!, when 12 Qg5 \d7 13 \d2 Qh7 14 \d2 t would follow. Black is in no hurry to restore material equality but opts instead for a flexible development of his pieces.



12 Oh6!

The only way to maintain the initiative. White develops with a gain of tempo, perceiving that the bishop on h6 will be immune from capture for several moves. White would have had big headaches after 12 \( \Q \)g5?! a6 13 \( \Q \)xc6 + \( \Q \)xc6 in view of Black's razor-like bishops.

### 12 ... ₩d7

According to my research, Black has a stronger move at this juncture:

12 ... a6!

This is a big improvement, since 13 Oxo6+ Oxo6 14 14f4 1g8! is only a slightly worse version of Black's position in the previous note. White has to be accurate now, therefore I present my analysis in some

detail:

13 <u>O</u>xc6+ 4)xc6 14 14f4 11g8!

A novelty by the author. In-adequate is 14 ... gxh6?! (van der Wiel disposes of the alternative 14 ... \$\displays 66 by 15 \( \tilde{Q}\)xg7 \$\displays xb2 16 0-0\displays 15 \( \tilde{Q}\)f6+ \( \tilde{Q}\)e7 16 \$\displays f6+ \( \tilde{Q}\)e7 16 \$\displays f6+ \( \tilde{Q}\)e7 16 is van der Wiel's 17 \$\displays f6+ \( \tilde{Q}\)e7 36 18 \$\displays xh8 (+- van der Wiel) 18 ... \( \tilde{Q}\)xc2 the position is rather unclear) and Black has an unpleasant choice between:

1) 17 ... **O**g7 18 **E**xd5 **E**f8 19 e6±;

2) 17 ... **@e**6 18 **\(\mathbb{Z}\)**xdS±;

3) 17 ... d4 18 營f6+ 愛e8 19 營xh8 ②g6 (19 ... ①xc2 20 ②xc2 營a5 (20 ... 營c7 21 e6!) 21 ①e4 ②b4+ 22 ②d2!± or 19 ... 營a5 20 營xh7 dxc3 21 e6!+-) 20 e6! fxe6 (20 ... 營a5 21 e7!) 21 ဩhe1 ②f7 (21 ... 營xh4 22 ②xe6+ ⑤f7 23 ③xg6! or 21 ... ⑤f7 22 h5 營g5+ 23 f4! are both depressing for Black) 22 ②e4 營a5 23 ②d6+ ⑤e7 24 ②f5+ ⑤e8 25 a3 with a strong initiative for White.

15 O-O-O thas! 16 Zh3!

As in many lines so far, the rook transfer to the third rank combines defensive and attacking purposes. Here it is the only move, resulting in a highly oplex position and infirst practical test. If 16 ... d4 17 Exd4! Oxd4 18 Wxd4±; or 16 ... Oxa2? 18 Oxa2 Wxa2 19 Ea4+-; 17 ... Oxc2 18 Ea4 Wc7 (18 ... Wc5 19 Ef3 Ox6 20 Oxg7 Oxg7 21 Oxg7+

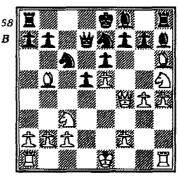
買xg7 22 h5 <u>0</u>h7 23 h6} 19 <u>0</u>xg7! Oxg7 20 \$\dots \text{with a strong} initiative; 17 ... \$706 18 [Jd2!?) 18 買xb4! 對xb4 (18 ... Oxb4 19 ①xg7) 19 對xb4 ①xb4 20 ①xg7 and the white h-pawn will be valuable in the ending considering that Black cannot effectively use his pressure on the c-file, e.g. 20 ... d4 (20 ... f5!? might be the only chance to complicate the issue) 21 \$\f6+ \$d8 22 \$)xg8 dxc3 23 \$)f6 cxb2+ 24 @xb2; or 20 ... @e7 21 Of6+ \$68 22 Og5 and if 22 ... d4 23 & f6. However:

16 ... Ec8! 17 Ef3 Og6

leaves the position unclear and further tests are needed before a comprehensive evaluation is passed.

Nevertheless, Icklicki's move (if followed up correctly) also contains some drops of poison.

13 始f4 (58)



13 ... 0-0-0?

A decisive mistake. There was still time to mix things up by 13 ... 26! 14 44! 0-0-0 with a difficult game for both sides. Inferior in this line would

be 14 \(\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tex

14 <u>O</u>xg7 <u>O</u>xg7 15 <u>O</u>xg7 <u>O</u>g6 16 Oxc6!

Now it is clear why Black should have played ... ©e7-g6 earlier. Since there is no piece hanging on h6, White hastens to exchange one of the dangerous knights and occupy d4 with his queen.

16 ... **₩xc6?!** 

More practical chances were offered by 16 ... 公本f4 17 ①xd7+ ①xd7! (on 17 ... ②xd7 there follows 18 公全! ②e4 19 f3! ②xf3 20 ②f1!±) as White has to play very accurately to capitalize on his advantage:

a) 18 ()e2?! 0e4! 19 ()xf4?! 0xh1 20 h5 2c7! and White is in difficulties:

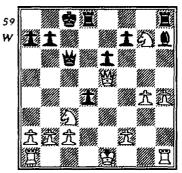
b) 18 h5! wh5 19 gxh5 ac7!? (19 ... De4! is tougher, when White still has some technical difficulties to overcome):

bi) 20 0-0-0?! \(\)\(\)\(\)\(\) with strong counterplay for Black;

17 曾d4 夕xe5

Black is two pawns down without any compensation. With his last move he hopes for a tactical *mêlée*, but White finds a neat way to finish him off.

18 偿xe5 d4 (59)



19 Kh3!

The game is over. In addition to his extra piece, White soon gets a mating attack.

19 ... 增g2 20 0-0-0 增xf2 21 增c5+ 含b8 22 心b5 置d5 23 增xa7+ 含c8 24 增a8+ 1-0

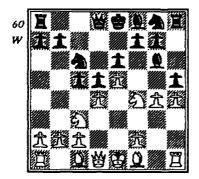
Game 7
Timman - Selrawan
Hilversum (4th Match
Game) 1990

1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 වාc3 e6 5 g4 <u>O</u>g6 6 <u>O</u>ge2 c5 7 h4 h5!?

8 4 f4

B ... **幻c6!**? *(60)* 

In matches of this calibre novelties like 8 ... \$\text{2}\c6 are a bit



unusual; Black not only surrenders a powerful bishop, but also allows the crippling of his pawn structure for the sake of quick development and central pressure. Yet, although such moves are hardly aesthetically pleasing, this one is by no means easy to refute.

#### 9 2xg6

White must take his chance while it is there, destroying the defensive pawn skeleton around Black's king. The game Tzoumbas-Kourkounakis, Athens 1992. saw the routine development 9 0b5 which resulted in a catastrophe for White: 9 ... & e7 (a move that would normally be met by \$\delta \b5; it now secures complete control of f5 without any structural concessions while at the same time the destruction of White's pawn centre is assured) 10 Oe3 hxg4 11 dxc5 Of5 and Black already had a strategically winning position due to the pressure on the weak white pawns and the tactical possibility ... g7-g5.

9 ... fxg6

#### 10 偿d3?

A grave error which is already an indication that White has been taken by surprise. A logical explanation could be that Timman wanted to punish his opponent for the 'ugly' 8 ... &c as quickly as possible, but now the position is already lost!

.. hite's best is Seir\_wan'... suggestion to redeploy the remaining knight by 10 4 e2! , threatening both to increase the pressure on the weakened black kingside pawns and to stabilize White's central pawn chain with c2-c3. Black has nothing better than 10 ... cxd4 (10 ... hxg4?! 11 \$f4 \$xd4 12 始g4 互xh4? 13 Ob5+!+- or 12 ... g5 13 \$\g6 \(\)(according to analysis by Greek masters, 13 & xe6 fails because of 13 ... Wc8 - but not 13 ... ₩d7 because then follows: 14 始xd4 cd4 15 Ob5 with much the better ending for White 13 ... 引 6 14 始 h 5 始 a 5+ 15 **Q** d 2 始 a 4 16 (xh8+±) 11 (xd4 (xd4 12 ₩xd4 6\e7, reaching a position which the American Grandmaster considers satisfactory for Black. I disagree with this evaluation since after 13 Od3 今c6 14 微a4! (worse would be 14 ①xg6+? 例d7 15 始a4 hxg4! which merely drives the black king to a safer spot, while also interesting in this line is 15 ... 数b6!? 16 gxh5 Oc5 17 耳f1 耳af8 as in Forster-Lyrberg, Guarapuava 1991, which concluded 18

f4 Oe7 19 Be2 Bc7 20 c3 ExeS 21 fxe5 🗓xf1 22 🕏xf1 🗒f8+ 23 **de2** 台f2+ 24 自di 台g2 25 <u>O</u>d2 西门+ 26 由c2 页xal 27 始e8 <u>O</u>c5 28 始f7+ 當b6 29 始xe6+ 岛c7 30 始f7+ 含b6 31 台e6+ and セーセ) 14 ... hxg4 15 Od2! (White must avoid the queen exchange at all costs as after 15 Oe3? WaS+! Black would have everything going his way) 15 ... \mathbb{I} xh4 16 0-0-0 **Exh1** (16 ... **E**d7!? -Kourkounakis) 17 Axhi 1466 18 Wxg4!. Black dare not play 18 ... (5) xe5? in view of 19 (0)b5+!. Therefore 18 ... \$\dd7\$ is forced, leaving White with much the better game after 19 f4.

Editor's note: the latest word on 10 De2 comes from game Timman-Karpov. Djakarta Wch (17) 1993. There Karpov replied 10 ... 4 ge7!? which led to great complications: 11 \$\inf4 \cxd4 12 \Oh3 (12 《xe6 始d7 13 《xf8 置xf8 eases Black's task) 12 ... ( xe5 13 營e2 (13 4) xe6 is met by 13 ... 2 25+ 14 Od2 ₩b6, and 13 gxh5 by 13 ... \$\f5\) 13 ... \$\706 (13 ... hxg4 14 Exe5 gxh3 15 4 xe6 4 x6 16 世e21) 14 ( ) xe6 ( ) a5+ 15 ( ) f1 hxg4 16 Oxg4 Od6 17 由g2 始a6 18 始d1 **GXR4** 19 图XR4 GYeS 20 图Xd4 #c4 21 #xc4 dxc4 22 Oe3 (Adianto pointed out that 22 Of4! **23** 4 g5 (and not 23 4 xg7) 今行!} 23 ... 買ae8 24 買adi 在c6 25 The Thf8 26 Td4! followed by Ede4 is probably winning for White) 22 ... \$\d7 23 \( \beta \) g5 \( \text{Q}e7? \) (23 ... 数c6) 24 置ad1+ 数c6. Here

the commentators, including Seirawan who was acting as Timman's second, felt that 25 Id4 should give White good chances, e.g. 25 ... b5 26 Ihd1 Iad8 27 De6 or 25 ... Of6 26 Iel!. Instead a draw was agreed in the game following the moves 25 De6 Of6 26 Dd4+ Ib6 27 Df3+ Dc6 28 Dd4+ Ib6 29 Ihel Iae8 30 De6+ Dc6 31 Dd4+ Ibe 32 Og5 Df7 33 Oe3 Iba6 Iz-Iz.

#### 10 ... cxd4! 11 \$\bS

Bad is 11 \( \text{\text{\text{\text{Mxg6+?}}} \) as the queen gets trapped after 11 ... \( \text{\text{\text{\text{d}7}} 12 \( \text{\text{\text{\text{Note}}}} \) \( \text{\text{\text{c}}} \) Note that Black would react in a similar way to 10 \( \text{\text{\text{\text{d}3}}} \).

#### 11 ... hxg4!

A typical reaction, both in order to open the h-file and challenge control of the important outpost f5.

# 12 \(\pm\xg6+\pm\d7\) 13 \(\pm\xg4\) \(\pm\b6!\)

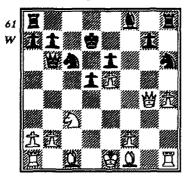
White has re-established material equality, but his position looks completely disorganized due to lack of central control. With his next move Timman tries to restore the coordination of his pieces by bringing the knight back into play, even at the cost of a pawn.

14 c3! dxc3

15 Qxc3 Qh6! (61)

Also good is 15 ... **\dd!** (Timman). The text move, although objectively correct,

allows White to stir up some colourful complications.



Sacrificing the exchange to prevent Black from consolidatin\_ his advantage. In this way, White keeps some swindling chances alive.

> 17 ... 增xa1+ 18 **含**e2 **增b2**?

Not only missing a picturesque win but also letting White back into the game. Seirawan himself points out the following winning line in *Inside Chess.* 18 ... d4! 19 Qg2 d3+! 20 Ge3 Qc + 21 e 2 22 xg7+ Qe7! 23 Jb1 (23 Gxd3 Jad8-+) 23 ... Sxd2 24 Jxb7+ Gc6 25 Jxe7 (unfortunately for White he cannot discover an attack on the black king since all king moves - except 25 Gf3 - are illegal) 25 ... Jxh4+ 26 Gf3 Sxd2\*.

### 19 <u>O</u>h3

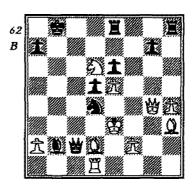
Of course, White cannot play 19 € xd5 \$\forall b5+.

19 ... 其e8 20 其b1 景c2 White retire—the —pliment. After 22 gbs gs! 23 h5 gh7 24 gxd5 gc7 the position is still unclear, according to Seirawan.

22 ... <u>Ö</u>a3!-+

The game is decided. White probably overlooked that on 23 尝xg7 Black answers 23 ... 質h?!, repulsing all threats before c\_\_ti\_u\_g with his \_w\_ attack.

23	даг	<u>U</u> DZ
24	<b>4</b> )b5	<b>₫</b> b8
25	€)d6	∂d4+
26	De3 (6	



26	***	[[xh4!
27	<b>曾xh4</b>	做xd1
28	Og4	4)c2+
29	<b>∰</b> d3	∯e1+
	0-1	_

White loses his queen after 30 备3 分2+31 备3 份1+.

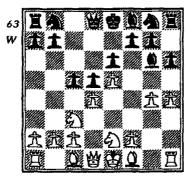
This game, in conjuction with its partner from the same match (Game 10), demonstrates how difficult it is to handle an innovation in this variation even at the highest level.

#### Main Line: 6 ... cS 7 h4 h6 (Games 8-11)

# Game 8 Kotronias - Campora Moscow 1989

1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 �c3 e6 5 g4 <u>O</u>g6 6 �ge2 c5 7 h4

7 ... **h6** (63)



A modest choice, which has become more and more popular recently. We have already witnessed that the alternative choices are also interesting, yet the general impression remains that it is difficult to neutralize White's initiative within the limits of the existing theoretical knowledge. Therefore, to give preference to 7 ... h6!? is not a matter of taste, but rather a well-grounded decision to opt for a sound middlegame.

#### 8 h5?!

White should refrain from an early h4-h5, as it deprives him of a later tempo-gain on Black's bishop when the f-pawn is advanced. The shortcomings of **8 h5?!** will become apparent in the following notes as well as in Nunn-Seirawan, Lugano 1983, featured in Game 10, Timman-Seirawan.

Another option is 8 \$\square\$f4 \$\square\$h7 9 \$\square\$e\$ & \square\$ 6 (Black obtained an equal game after 9 ... \$\square\$e\$ 7 10 dxc5 \$\square\$e\$ & \square\$ 11 \$\square\$b\$ 5 \$\square\$d\$ 7 12 \$\frac{10}{2}\$ & \square\$e\$ 14 \$\square\$d\$ add \$\square\$c\$ 15 \$\square\$fxd\$ in Korchnoi-Byvshev, USSR \$\cdot{951}\$ 10 \$\square\$h3 \$\frac{10}{2}\$ & \frac{10}{2}\$ & \frac{10}{2

8 ... <u>O</u>h7 9 <u>O</u>e3 ∰b6 Also good is 9 ... ⊘c6,

<u>l</u>\_\_\_y after 10 營d2 and retains independent significance only after the try 10 dxc5, which proved unsuccessful in Yudasin-Seirawan, Jacksonville 1990: 10 ... @xe5 11 @d4 @f6 12 Ob5+ @fd7 13 f4 a6! (Black has satisfactory development, therefore tactical skirmishes taking place on his side of the board are likely to end in his favour) 14 fxe5 (14 Oa4 & c4) 14 ... axb5 15 らdxb5 らxc5 16 数d4 らe4 17 쌍b6 쌍xb6 18 <u>O</u>xb6 \$d7 19 0-0 f6 20 Od4 Oe7 21 Tae1 Thf8 22 6 xe4 0xe4 23 a3 0xc2 24 Ac1 Tac8 25 exf6 gxf6 26 Tf2 Od3 27 4)c3 Cc4 and 0-1.

10 **貸d2 c4**After 10 ... **資xb2?** 11 **買b1** 

wc2 12 wc2 oxc2 13 xb7 c4 14 √b5 √a6 15 og2 White has more than enough compensation for the pawn, according to analysis by Karpov and Zaitsev.

12 ... ₩a5 transposes to Nunn-Seirawan (see the note to White's 9th move in Game 10).

#### 13 Oh3!?

White's plan is to destroy Black's defensive formation by advancing the g-pawn all the way up to g6.

#### 13 ... Фь8?

This loss of tempo allows White's inaccuracy on the 8th move to go unpunished. Correct is either 13 ... \(\preceq a6!\) or 13 ... \(\preceq ge7!\) with a slight advantage for Black.

#### 14 f5 <u>0</u>b4?

The decisive mistake from a strategic point of view. When I saw this move on the board I was very relieved, since it self-blocks Black's attack (for the correct approach see Game 10, Timman – Seirawan). Much better was 14 ... Wa6, still with an unclear position.

Now White's advantage is evident: more space, better development and the lack of an active plan for his opponent guarantee a long-term superiority. The only problem is how to increase the pressure in the

most effective way, but since White can afford to take his time he will first attempt to exchange the black-squared bishops and thus create more weaknesses in the black camp.

#### 17 ... 4\d8

The fact that Black is forced to play such moves just to complete his development speaks volumes about his predicament.

The first exchange of wood does nothing to relieve Black from his congestion. Meanwhile, the white pawn on f5 may never be taken because of the weakness of its counterpart on d5.

White's intention is to exchange queens, a highly favourable event because it will allow him to open another front on the queenside. Black's lack of space will then make it difficult for him to block all entrances to his side of the board.

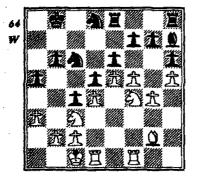
Now the idea is to bring additional pressure on the dS-pawn by Oh3-g2.

Better was 23 ... a5 immediately, but it could not have saved Black's head in the long

run.

#### 24 Og2 aS

Now the only move to keep his head above the water, because of the threat 25 fxds exds 26 0xd5 and in addition to the three pawns for the piece White will obtain a strong attack.



Now White may proceed slowly with preparation of the breakthrough b3 and attempt to infiltrate through the c- and f-files, as well as the knight jump to d6 via b5. However, the plan chosen in the game is far more typical of such positions, emphasizing the long-term space superiority provided by the central white pawns in the Caro Advance.

27 @fxdS! exd5

28 <u>Oxd5</u> <u>Bhf8</u>

29 0xc4

White has not sacrificed anything from the material point of view, while the h7-bishop is destined to remain a spectator (or worse) in the

coming stages of the battle. In addition, the black knights have no supported strongpoints from which to exercise their power while the black rooks lack open files. Meanwhile, White's central pawn roller will advance without facing serious resistance.

29 ... වුa7 30 [[fel! වුdc6 31 ද\b5!

Exchanges will emphasize White's advantage and free the way for the pawns. Black is so cramped that he does not have any real choice.

31 4\xb5 32 0xb5 **4**367 33 Де3! **Ed8** 34 ďS **4\a**7 35 0e2 貫fe8 36 **d6** Og8 37 **b4!** 

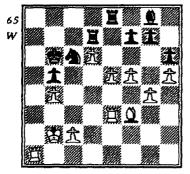
Now focusing on the weak position of the black king, White opens more lines.

37 ... axb4
38 axb4 b5
39 像b2 像b6
40 Of3 異d7
41 耳a1

Setting a trap into which Black walks unsuspectingly. However, his position was already hopeless in view of the threat 42 Hea3.

41 ... 4)c6? (65)
42 Даб+! Фхаб
43 Охсб Деd8

Also useless was 43 ... \( \) dd8 44 \( \) xe8 \( \) xe8 \( \) 45 d7 \( \) d8 46 e6



etc.

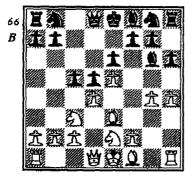
#### 44 <u>H</u>a3+ 1-0

The move order is important, since the black king may not go to b7 and after 44 ... \$\overline{D}\$b6 4\$\overline{Q}\$xd7 \$\overline{A}\$xd7 46 \$\overline{A}\$a8 \$\overline{Q}\$h7 47 \$\overline{B}\$h8 the poor bishop is trapped inside the cage created by the white pawns.

#### Game 9 **Timman - Karpov** *Belfort 1988*

1 e4 c6 2 d4 d5 3 e5 Of5 4 \$\alpha\$c3 e6 5 g4 Og6 6 \alpha\$ge2 c5 7 h4 h6

8 <u>Q</u>e3! (66)



There are two main alternatives for Black: 8 ... \$\text{\text{\text{M}}} bo! (Game

10) -nd 8 ... exd4 (Game 11). A we shall see, the most accurate move is 8 ... \$\footnote{10}\$b6!, overprotecting Black's c-pawn and preparing queenside castling. Karpov's choice 8 ... \$\footnote{10}\$c6 looks like a solid developing move, but Timman's treatment of the opening reveals its dark side.

8 ... 4)c6?!

This move was first introduced in this game. White gives up the centre for tactical reasons, estimating that his lead in development will be of considerable help in the complications that will follow. In the rapid chess game Palamidas-Kourkounakis, Athens 1991, White committed the typical mistake of advancing immediately 9 hS and the loss of time showed after 9 ... Oh7 10 f4 was 11 wd2 置c8 12 f5 exf5 13 分xd5 偿xd2+ 14 Axd2 fxg4 15 Og2 4\ge7 16 Thfi of 5 17 c3 on 4 18 Ohi \$\f3+ 19 Oxf3 gxf3 20 \$\g3 cxd4 21 Oxd4 Id8 22 \$1c7+ \$2d7 23 2)65 -6 °4 €)d6 2 d6 25 - d6 €xd4 26 cxd4 5c8 27 5xf3 Tc2+ and Black won easily.

9 ... {\piess xeS} 10 {\pif4! a6?!

On 10 ... Oh7, best is 11 Ob5+ Co6 12 Se2 with an initiative due to the enormous pressure White acquires on all open lines (ideas based on OxdS are especially ppe\_ing). However, this line represented the lesser evil for Black. The

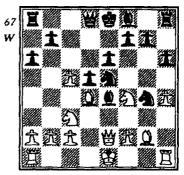
dangers inherent in Black's position were shown in Kotronias-Theoharis, Athens (simul) 1992: after 11 We2!? (slightly worse than 11 ObS+) 11 ... De7 12 0-0-0 始a5 13 置d4!? 公c4?! 14 Txc4 dxc4 15 \(\text{\text{\text{dxc4}}}\) 0-0-0 16 0e2 500 White had a winning continuation in 17 ()xe6! (Kourkou-akis) 17 ... fxeu 18 \xxe4+, e.g. 18 ... \$68 19 Of4+ \$a8 20 #xc6!! or 18 ... 耳d7 19 耳d1 始d8 20 Oxc6 bxc6 21 對xc6+ 對c7 22 #a8+ etc. This variation is not forced, of course, but the general impression is that White should be able to obtain an advantage no matter how Black plays.

A\_other possibility is 10 ... d4, but according to Timman it will prove insufficient after 11 \( \text{Obs} + \text{Op} = 7 \) 12 \( \text{Oxg6} + (12 \text{Ofd5} + !? \) exd5 13 \( \text{Oxd4} \) is also interesting) 12 ... fxg6 13 \( \text{Of4} \) dxc3 14 \( \text{Oxe5} \pm \). The fact that Karpov judges it necessary to resort to a move like 10 ... a6 when behind in development speaks volumes about the state of Black's game at this point.

A typical reaction, preparing queenside castling while adding ressure on the e-file. It is tuite uncharacteristic of Karpov o get in such a horrible mess fter only a dozen moves in the pening, therefore this example rves to emphasize the virunce of the Advance Variation

even against the very best opposition.

Note the similarity of this position to Shabalov – Adianto in the note to White's 7th move in Game 5, where White forewent the h-pawn advance.



Black is already in a very unpleasant situation. After the simple 14 **Exe4** dxe4 15 **Exe4** the ex-World Champion would have found it hard to put up a respectable defence. Consider the following variations (analysis by Timman):

a) **15** ... **f5** 16 **始**xb7 **始**xd4 17 ②c6++-;

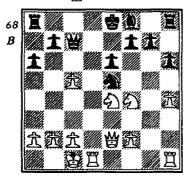
b) 15 ... {\c6 16 0-0-0 {\cap6} f6 17 Oxf6 \cong xf6 18 \cong xc6+!+-;

c) 15 ... **赞a5+** 16 b4! **赞**xb4+ 17 c3 **赞**c4 18 **赞x**b7 **互**d8 19 **0**f!! **赞**a4 20 **①**xa6+-.

The move Timman chose, on the other hand, allows Karpov to display the iron determination for which he is famous, by performing yet another defensive miracle.

14 Oxe4?! dxe4

15 0-0-0 ∰c7 16 <u>0</u>xe5 € xe5 17 € xe4 (68)



Despite his error on the 14th move, White still keeps tremendous pull mainly due to beautifully his centralized knights. Black cannot grab a pawn by 17 ... Oxc5? as he would be swiftly punished by 18 €xc5 ₩xc5 19 The1 Tc8 20 c3 (any) 21 (1xe6! (Timman). In this precarious situation, the ex-World Champion sticks to the only correct idea, trying to relieve his position by exchanges.

17 ... **Id8**18 **4** h5!

Tyin- th- la-k oi-h-p tthe defence of the sensitive point g7 while preparing f2f4-f5. Wrong would have been 18  $\text{ \mathbb{I}} xd8+? \text{ \mathbb{I}} xd8!$  when the black king escapes to the queenside.

> 18 ... &c6 19 f4?

A hasty decision which thr y hite ad tage. Before going on with his plan, White should "squelch" any counterplay Black might have and the most appropriate want of the interplace of the planting 19 c3!. Black then has a sad choice between:

a) **19 ... g6** 20 公ef6+! 含e7 21 置d6! 置xd6 (21 ... gxh5? 22 公d5++-) 22 cxd6+ 營xd6 23 置d1±;

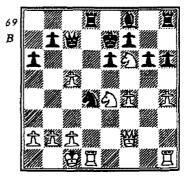
b) **19 ... 營eS?** (with the idea ... f7-f5) 20 f4 營f5 21 公d6+! 置xd6 22 cxd6 g6 23 置d5!!+-;

c) 9 ... 0e7 20 2xg7+ &f8 21 2h5 and Black is a pawn down without any compensation.

19 ... නු**d**4!

Karpov seizes the opportunity to centralize his knight and evict the white queen from her fine post on e2. Most importantly, he has won the psychological battle since Timman has failed to make the most out of his highly advantageous position.

20 ₩g2 g6 21 ⟨\)\hf6+ \&e7 22 ₩f2?! (69)



According to Timman, White

or 'd still maintain some results in wholesale exchanges after the pseudo-rombination which follows.

	~**	
22	•••	台xf4+
23	₩xf4	€)e2+
24	фы1	②xf4
25	∐xd8	®xd8
26	∄di+	<b>⊕</b> c7
<b>27</b>	<b>b</b> 4	ય)d5
28	€)xd5+	exd5
29	€ <u>0</u> f6	<b>⊕</b> c6
30	∢)xdS	gS

Black has managed to neutralize White's aggression and now proceeds to utilize his pawn majority on the kingside.

#### 31 h5?!

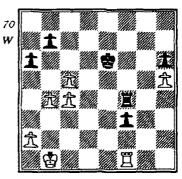
Too optimistic. More to the point was the immediate 31 c4 trying to gain a tempo over the game continuation. After both 31 ... f5 32 He1 gxh4 33 He5! and 31 ... gxh4 32 Hf1 a draw would be in sight.

31		f5	
32	¢4	f4	
33	Дei	f3	
34	е6+	₫d7	
35	<b>Zf6</b>	g4	
36	∏f4	<u>0</u> e7!	
		,—	44 4

Black is already a little better.

37	4)xe7	₿xe7
38	Exg4	₫f8
39	<u>I</u> gi	IIf4
40	買f1	<b>Be6</b> (70)

The picture has changed trastically. White has been forced to part with his strong hight and his rook occupies a



passive post in front of the dangerous f-pawn. Still, the position is a draw with correct defensive play.

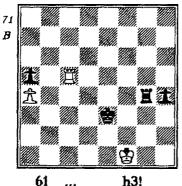
41	#c2	Дхс4
42	æd3	Exb4
43	Дxf3	Дh4
44	其f1	ДxhS
45	<u>Д</u> b1	Джс5
46	∏xb7	∰d5
4.7	md7+?!	

Frustrated by the unexpected turn of events, Timman fails to spot his opponent's threat. If White wants to set up a defence along the fourth rank he should do it immediately by 47 166 166 48 164 when, in comparison with the game, Black cannot achieve the desired formation with pawns on as and hs defended from the side by the black rook. Timman's suggestion of 47 167 should also be good enough for a draw.

The last chance was 48 Inf. Now Karpov achieves the position he was aiming for, and

carries the day flawlessly with his inimitable technique.

48	***	∰f5
49	<b>IIf7</b> +	<b>⊕</b> g6
50	IIf4	∰g5
51	∏a4	aS
52	<b>⊕</b> e2	ДfS
53	ДаЗ	₩g4
54	ДсЗ	h5
55	Дc8	h4
56	<b>ℤg8</b> +	∏g5
Also go	od is 56	
57	∐a8	₿g3
58	<b>∰f1</b>	⊕f3
59	Дc8	<b>⊕e3</b>
60	a4	∐g4
61	Ic5 (71)	



A terrible mistake would have been 61 ... ①xa4?? 62 ②g2! and the position is a theoretical draw, e.g. 62 ... ②al 63 ②e5+ ③d4 64 ③f5! a4 65 ②f4+ ③e3 66 ③f3+ ②e4 67 ②c3! ③d4 68 ②f5! and Black cannot make any progress. The only trap could be 68 ... a3 69 ②b3 ②c4 70 ②f3 h3+ 71 ②xh3?? ③b4-+, but the calm 71 ⑤h2! produces a drawn position.

62 <u>ge5+</u>

62 ... **\$f3**63 **\$\mathred{T}\hstar\* \$\mathred{T}\hstar\* <b>\$\mathred{T}\hstar\* \$\mathred{T}\hstar\* <b>\$\mathred{T}\hstar\* \$\mathred{T}\hstar\* \$\mathred{T}\hstar\* \$\mathred{T}\hstar\* <b>\$\mathred{T}\hstar\* \$\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \$\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\mathred{T}\hstar\* <b>\mathred{T}\hstar\* \mathred{T}\hstar\* <b>\** 

The game is decided. White could have been spared the rest by resigning here, but was probably kicking himself for missing so many wins in the early phases of the struggle.

65 頁g5+ 读h4 66 頁c5 頁g4+ 67 读h2 a4 v8 頁-3 頁g2+ v9 读h1 頁g4 70 读h2 頁g2+ 71 读h1 頁g3 72 頁c4+ 頁g4 73 頁c3 頁b4 74 頁a3 頁g4 75 頁c3 读g5 76 读h2 頁h4 0-1

An absorbing fight and a tribute to the art of defence!

Game 10 Timman - Seirawan Hilversum (2nd Match Game) 1990

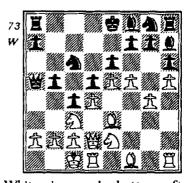
Black's most flexible and aggressive continuation, this line is currently thought to give White quite a few headaches. Early queen outings always look suspicious, but this is hardly the case here: the queen gives ample protection to the

c-pawn while at the same time furthering Black's plans of attacking the centre and bringing the king to relative safety on the queenside.

#### 9 f4!

Clearly the best. Dubious is **9 h5?!**, merely driving the bishop where it wants to go. Although it is also mentioned **e**lsewhere. since even players have committed this sin It is worth repeating that such an advance is only apparently aggressive and in reality loses time. Perhaps the most famous **exa**mple is Nunn-Seirawan. Lugano 1983, which continued 🦻 ... Oh7 10 🛱 d2 4 c6 11 0-0-0!? c4! 12 f4 ₩a5 (12 ... **26**46!: 12 ... 0-0-0 is Game 8) 13 **f5 b5** (73)

# ②xd5! b4! (not 14 ... 尝xa2 b ②dc3 尝a!+ 16 ②b1 ②b4 17 ②c3 or 17 尝g2 with good play for White, while in the important variation 14 ... 尝xd2+ 15 2xd2 exd5 16 ②c3 0-0-0 17 ②g2 here is more than enough compensation for the piece, e.g. 7 ... ⑤xd4 18 ②e3 and now

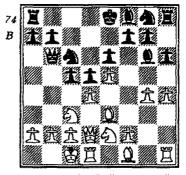


White is much better either 18 ... \$\c6 19 Qxd5 \$\cap xe5 20 Ob7+ or 18 ... b4 19 5 xd5 \$\b5 \{not 19 ... \( \bar{6}\) \( \cdot 20 \( \bar{6}\) \( \beta 6 + \) axb6 21 0xc6 and Black's position is a mess} 20 Of!! etc.) 15 かc7+! 始xc7 16 かf4 c3 17 #g2 5 ge7 18 Oc4 (wrong is 18 d5? exd5 19 6 xd5 6 xd5 20 置xd5 Oe7∓, while 18 fxe6 b3! 19 exf7+ 杏d7 20 axb3 始a5 21 bxc3 ₩xc3 leads to an unclear position, according to Nunn) 18 ... 0-0-0 19 fxe6 (Nunn offers 19 d5! with an unclear position; however, my research shows that after 19 ... exd5 (not 19 ... 始xe5 20 買he1 or 19 ... 分xe5 20 Oa6+ \$b8 21 dxe6 with complications favouring White since the black army is split in two by the enemy pawn wedge and there are serious mate threats) 20 @xd5 @xd5 21 @xd5 Black should avoid both 21 ... 曾xe5 22 Thel with great pressure, and 21 ... \$\text{xeS} 22 \ \text{Qb7+} \ \text{Bb8} 23 質xd8+ 對xd8 24 <u>O</u>a6 when Black's faraway pieces lack the time to assist their king, e.g. 24 ... gc7 25 gd1 Qe7 26 gd5 or 24

... 始d7 25 買d1 cxb2+ 26 函xb2 \$\c4+ \left\{ or 26 ... \Qd6 27 \quad \quad \text{X}\d6 かc4+ 28 Oxc4 始xd6 29 始e4 etc.) 27 Oxc4 增xd1 28 Oa6 with a winning attack for White; instead, he should play first the timely 21 ... cxb2+, since it is bad for White to play either 22 **361** because in the last long variation the h1-rook cannot c-me '- d1 -s it will be c-ptured with check or 22 含xb2 ₩xe5+ when the black queen gains time to take the undefended <u>0</u>e3) 19 ... **2b8** 20 Od3 今 c4 23 Oxc4 皆xc4 24 買h2 \$\d5 25 \$\d5 \maxd5 \maxd5! (25 ... b3 26 axb3 始a6 27 图xb2 始a3+ 28 由c3 Txd5 29 2d2! is unclear according \_\_ Nunn) 26 e\_?! \_3 2. \_xb3 尚a6 28 Of4+ 由c8 29. 由xb2 始a3+ 30 岛c3 始a5+ 31 岛b2 始a3+ 32 Bc3 0b4+ 33 Bc4 0e7 34 岛c3 台aS+ 35 岛b2 Oa3+ 36 岛b1 始c3 37 Oct Oxct 38 图xct 始ai+ 39 图d2 增xd4+ and 0-1. My analysis of Nunn's comments. along with the game Hendriks-Walker, European corr. 1990, in which White attempted to improve one move earlier by playing 18 (3b) 6 ge7 19 Oc4 0-0-0 20 d5 exd5 21 \$\text{xd5} \$xd5 22 Qxd5 \$xe5 23 Qb7+ 當b8 24 買xd8+ 對xd8 25 Qa6 始d7 26 Of4 f6 27 買el b3 28 axb3 <u>0</u>a3 29 由a2 bi 台+ 30 岛xb1 置e8 31 置e3 <u>Og</u>8 32 置d3 營c7 33 始e4 <u>0</u>e7 34 買c3 始d7 35 買d3 台c7 and 地土, suggest that Black is at least equal in this

line and the most White can hope for is a draw; therefore the whole idea may be dismissed as theoretically unsound.

Another option for White that has been tried at top level is 9 \(\frac{1}{2}\)d2, encountered in A. Sokolov - Karpov, Linares Ct (9) 1987. They continued 9 ... \(\frac{1}{2}\)c6 10 0-0-0?! (74)



10 ... h5! 11 dxc5 0xc5 12 0xc5 出xc5 13 分4 分ge7 14 分xg6 @xg6 15 f4 hxg4 16 h5 @ge7 17 De2 始a5 18 a3 g3 19 Dg4 b5 20 The b4 21 (b) bxa3 22 (xa3 始xd2 23 買xd2 買b8 24 買xg3 g6 25 hxg6 分xg6 26 f5 買hl+ 27 買di ¤xdi+ 28 @xdi exf5 29 Øxf5 32 Sb1 f5 33 Sc3 \$f7 34 Se2 盘f6 35 耳c3 耳h4 36 Og2 耳h2 37 4 d4 38 Th3 Txh3 39 4 xh3 \$\7g6 40 \text{Bd2} \sh4 41 \text{Qb7} \$\hf3+ 42 \&e2 d3+ 43 cxd3 \$\d4+ 44 \&e3 \&xb3 45 d4 \&xd7 46 Ohi 5\b6 47 &d3 5\ci+ 48 \$d2 €)a2 49 €)f4 €)b4 50 \$c3 a5 51 \$\frac{1}{26}\$b3 \$\frac{1}{26}\$e7 52 \$\frac{1}{2}\$g6+ \$\frac{1}{26}\$e6 53 \$\e5 \$\\4d5 54 \$\\c6 a4+ 55 \$\\\\alpha a3 \$\c7 56 \&b4 \&d6 57 \\$\re5 \\$\cd5+ 58 that 4\c2+ 60 It seems that Sokolov's idea is dubious, which makes it hard to understand the reason Karpov deviated from 8 ... \$\overline{\text{b}}6\$ in his \$\overline{\text{Q}}elfort game against Timman (9 f4! was not known at the time). Karpov later explained that 8 ... \$\overline{\text{C}}6?! was in fact a blunder, as he forgot the correct move order!

9 ... £)c6

On 9 ... \ \textbxxb2? Nunn gives 10 f5 exf5 11 \ \textbf{b} 1 \textbf{b} 3 12 \ \textbf{c} xd5\textbf{t}. It is also worth noting that Black may not attempt to take advantage of the fact that the square f4 is now occupied in order to play 9 ... h5, for similar reasons: after 10 f5 exf5 11 g5 the position is strategically lost.

### 10 f5 <u>O</u>h7!

Risky is 10 ... exf5 11 ©f4! with a messy position, but favourable to White. Black voluntarily accepts that his bishop will be shut in, hoping to extricate it later under better circumstances.

#### 11 **\dd2** 0-0-0 12 0-0-0 c4

The strategy for both sides is clearly outlined: White would like to destroy the base of the black central pawn chain; Black

is playing for higher stakes since he is after the white king. A sharp game is the outcome, where the slightest mistake can lead to catastrophe, therefore this specific line is critical for the variation as a whole.

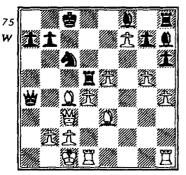
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Black is now poised for a massive attack on the queen-side involving the pawn advance ... b7-b5-b4 as well as irritating invasions on b4 with the minor pieces. The best White can do is start grabbing pawns, both players burning the bridges behind them.

#### 14 fxe6! b5

Naturally, the debate caused by this game continued in the vears that followed. The encounter Prasad-Ravi, India 1991, saw Black winning quickly after 14 ... 4 b4 (! Seirawan) 15 exf7 4)e7 (not 15 ... 4)xa2+? 16 今xa2 営xa2 17 営c3 今e7 18 ₩a3±, while the variation 17 ... Qe4 18 fxg8曾 買xg8 19 買h3! a5 20 Ogl! Ob4 21 \address{4}a3!+- has already been mentioned Chapter 1 under diagram 32) 16 a3 4)xc2 17 g5?? (2)al! and 0-1. But of course, things are not that simple. Instead of 17 g5??, essential was 17 #f2 with an unclear position. White can also deviate earlier with 16 g5!? when Thipsay offers the continuation 16 ... 4 xa2+ 17 ∮)xa2 ∰xa2 18 ∰c3 <u>Ø</u>e4 as unclear. I disagree with this evaluation because of 19 \subseteq a3!

wa3 20 ①h3+ ⑤b8 21 bxa3 ②xh1 22 ②xh1 and White's passed pawns are more than enough compensation for the exchange. A better try for Black is 18 ... ②c6!?, as after 19 ②xd5! ③xd5 20 ③xc4 營a4 (not 20 ... 營a5 21 營xa5! ⑤xa5 22 gxh6 gxh6 23 ⑤hg1±) an exotic position arises (75):



The threat ... Of8-b4 seems devastating, but White can (and must) sacrifice his queen by 21 Oxd5! Ob4 22 Ob3! with crazy complications:

1) 22 ... 曾a5 23 gxh6! gxh6 (23 ... ①xc3 24 bxc3 gxh6 25 含b2) 24 曾xc6+! bxc6 25 含b1 with the better chances for White;

2) 22 ... 曾和+ 23 曾位 曾本5 (23 ... 曾本b2? 24 曾本b4! 公太b4 25 ] b1+-) 24 gxh6 gxh6 25 ] hfl when the position is difficult to assess. My feeling is that the pawn on f7 will gradually tie all of Black's forces to its blockade.

However, that is not the end of the story. Instead of the natural 19 ... \( \mathbb{T} \text{xdS}, \text{ Black has} \)

two interesting alternatives at his disposal:

b) 19 ... b5!? (a cunning idea from the Greek master loakimidis, but White is not without resources) 20 \$\mathref{D} d2!\$ with a wide choice for Black:

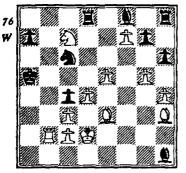
bl) **20 ... b4?** 21 營xc4 營xc4 22 <u>②</u>xc4 <u>③</u>e . 23 g..h6!±;

b2) 20 ... **買xdS?!** 21 **Q**h3+ **B**b8 22 **買a1** b4 (22 ... **營xa1** 23 **買xa1 Q**b4 24 **Q**g2+-) 23 **買xa2** bxc3+ 24 bxc3±;

b3) 20 ... Qe4!? 21 Hal! (this has to be played immediately, as 21 Qh3+? \$b7 22 Hal Qxhl! 23 Hxa2 Qxd5 is bad for White in view of the unfortunate position of the rook on a2 - compare with line b33 below) and now:

b31) **21 ... <u>O</u>xh1** 22 <u>E</u>xa2 <u>O</u>xd5 (threatening ... b5-b4 or ... <u>O</u>f8-b4) 23 <u>E</u>a6! b4 24 <u>E</u>xc6+ **E**b7 25 **E**xc4+-;

king by attacking directly: 25 1562+ 1566 26 45 167+ 1565 (76)

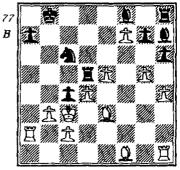


27 d5! Axd5+ (27 ... Qa3 28 Aa2 Qa4 29 Qc5) 28 Pe2! Qa3 29 Aa2 Qa4 30 Qxd5 Qxd5 31 e6 and the threat 32 Qc5 together with the passed pawers guarate an easy win;

b33) 21 ... Wal 22 Oh3+ b57 23 Zxal Oxd5 24 Of2! Ob4 25 Wxb4 Oxb4 26 g6 when White's far advanced pawns may prove stronger than a rook;

b4) 20 ... \$\ \bar{\pi} \bar{8!}? (The idea of this move is to prevent White from transposing to the previous lines by Of1-h3 as that would be met by ... b5-b4, trapping the white queen) 21 **b3!** (21 ©e2?! is probably inadequate in view of 21 ... Oe4! 22 Lai Oxhi! 23 Xxa2 Oxd5 24 e6! **6**b7! (worse is 24 ... b4? 25 **2**f4+ 由 26 当 e3 c3+ 27 bxc3 Oxa2 28 ₩d3! with a strong attack, or 24 ... Ob4?! 25 營xb4 **4**xb4 26 e7 **4**xa2 27 exd8₩+ Exd8 28 Of4+ (Db7 29 g6) 25 

exd8分+ 公xd8 28 bxc3 hxg5干) 25 ... ②b4 26 營xb4 公xb4 27 e7 ②xf7! 28 exd8營 賞xd8 and White i- in trouble ar hip pawn on d4 is hanging) 21 ... 真xd5 22 黃al b4! 23 景xa2 bxc3+ 24 ⑤xc3 reaching a complex endgame (77):



White has three pawns for a piece and, at first glance, his king seems exposed. However, closer inspection shows that it is by no means easy to take advantage of this factor:

b4i) 24 ... Ob4+ 25 @xc4 Oe4 suggests itself. If White mechanically reacts by 26 gxh6? a horrible surprise is in store for him: 26 ... a5!! (Threatening 27 ... Axe5+ and 28 ... Ac8\*!) 27 Oh3 Oxh!! 28 hxg7 Axe5+! 29 dxe5 Exh4+ mating anyway.

However, there is a way out in 26 <code>[]a6!</code>. Despite the huge material investments this move entails it has the advantage of breaking the mating nets and sufficiently disturbing the coordination of the black pieces. After 26 ... Oxhi 27 <code>[]xc6</code>

White gets four pawm and tremendous activity for the sacrificed rook but the real point of 26 £a6! is revealed only after 26 ... \$\mathbb{D}\$b7 27 £xc6! \$\mathbb{D}\$xc6 28 \$\mathbb{D}\$xb4 £b8+ 29 \$\mathbb{D}\$a3 \$\mathbb{D}\$xh1 30 gxh6 gxh6 31 c4! when White's four connected passed pawns look like a tidal wave capable of overcoming all kinds of resist\_nce. A \_u\_y \_e\_\_\_kabl\_case!:

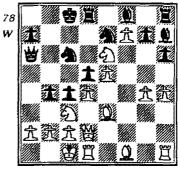
b42) 24 ... cxb3 25 cxb3 Qe4 is met by 26 Qg2. If Black plays 25 ... Qb4+ first, then after 26 Bb2 Qe4 (26 ... 2xd4 27 Qc4±) White has the intermediate move 27 gxh6 to be followed by Eh1-gi. Also worth analysing after 25 ... Qb4+ is the daring 26 Bc4!?;

b43) Finally, the intriguing 24 ... Oe4!? might well be Black's best. After 25 bxc4 [xd4 (25 ... Ob4+ 26 [b3] is also unclear) 26 [b2+ [c7] 27 [g1] an unclear position is reached with many tactical chances for both sides.

Let us return to the main game, after Seirawan's bold 14 ... b5:

15 exf7 4 ge7 16 4 e6 b4 (78)

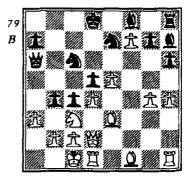
The fight has warmed up unusually rapidly as a result of Black's double pawn sacrifice for the initiative. Black's forces on the queenside are extremely menacing, so it seems the wrong moment for material—ti—ough—; Whi—u—gi e



up a piece in order to stay alive, 17 \$\pi xd8?

An indication that White has not evaluated the situation properly, as now Black obtains an overwhelming attack. Timman should have preserved his agile knight by 17 4 c5!, reaching an unclear position: after 17 ... bxc3 (Seirawan points out 17 ... 始a5 18 分3a4 出b8 19 出b1 公c8 20 b3 \$\dot{6}\dot{66} 21 e6 0\dot{20xc5} 22 \$\dot{xc5} c3 23 始h2+!) 18 始xc3 始xa2 (18 ... 始a5!?) 19 **Oh3**± (analysis by Timman) White has two pawns plus positional pressure for the piece, but Black's chances should not be underestimated.

> 17 ... **©xd8!** 18 a3! *(79)*



The only move to avoid temmediate disaster.

#### 18 ... bxc3?

Failing to reap the fruits of his labour. As Seirawan himself points out in *Inside Chess*, 18 ... bxa3! would have been deadly. I quote the American Grandmaster's analysis:

- b) 19 當b1 到b4 20 置c1 到ec6 21 b3 and now 21 ... 到xc2-+ or 21 ... 到a5-+;
  - c) 19 始g2!? 始a5!-+.

19 偿xc3 公c8 20 g5!

The pawn on f7 needs support from an open g-file to prove its strength. As it soon becomes evident, Black's mistake on the 18th move has granted White excellent fighting chances.

20 ... ¿b6 21 gxh6 gxh6 22 Od2!

Overprotecting the critical b4 square and giving his queen freedom of movement along the third rank, White intends to meet the apparently crushing 22 ... \$\displayb4\$? by 23 \$\frac{1}{2}\text{xb4}\$! \$\text{0}\text{xb4}\$ to Black is completely lost despite his material advantage.

22 ... \text{\tint{\text{\ti}\text{\texi{\text{\texi}\text{\text{\texi}\tex{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\texit{\text{\text{\text{\text{\texi}\text{\text{\text{\texit{\text{

Timman's intention undoubtedly was to divert the black bishop from its deadly surveillance of c2. However, an excellent piece of analysis by John van der Wiel proves that White missed a winning continuation here. I quote the Dutch GM's analysis from the magazine Inside Chess.

"25 \( \mathbb{I} g 8 + is in fact a mistake. \)
Timman should have played 25 \( \axb4! \), when Black has two recaptures:

a) 25 ... 分xb4 26 置g8+ 含c7 (26 ... 尝d7 27 e6+ is no improvement, while 26 ... 置xg8 27 fxg8尝+ ②xg8 28 b3 尝a2+ 29 尝c1 cxb3 30 cxb3 ①h7 31 尝b2 wins for White) 27 b3!!:

al) 27 ... 微xb3+ 28 微xb3 cxb3; White now has his choice of 29 f8微 or 29 ①xb4 bxc2+ 30 ②cl cxd1微+ 31 ②xd1 ②xg8 32 fxg8微+ ①xg8 33 ①xa5 winning;

a2) **27 ... 營a2+** 28 **含**c1 <u>O</u>xc2 29 份b2 stops Black's attack;

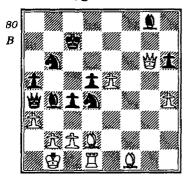
b) 25 ... axb4 (the recapture intended by Seirawan) 26 \( \) g8+! \( \) c7! (26 ... \( \) xg8 27 fxg8\( \) \( \) xg8 28 \( \) f3 causes an unpleasant interruption of Black's attack. If 28 ... b3 (28 ... \( \) xc2+ gives White the better ending) 29 \( \) f8+! \( \) c7 30 \( \) g7+ \( \) d7 31 cxb3 cxb3 32 \( \) c3 is good for White. The series of queen checks is to dominate the black bishop) 27 f8\( \) (this is best; if 27 \( \) xh8 then 27 ... b3!! is a rude awakening) 27 ... bxc3 28 \( \) \( \) g7+ \( \) d7 29 \( \) d6+ \( \) b6 30

☐xh7 ☐xh7 31 ☐xc3 and with his extra pawns White should win."

#### 25 ... 🗒 xg8!

On 25 ... Oxg8? Timman's recommendation of 26 axb4 Oxf7 27 bxa5 seems better for White. In mutual time-trouble, Black rightly prefers to keep his dangerous bishop.

26 fxg8增+ <u>0</u>xg8 27 增f3! <u>0</u>xd4! 28 增f6+ **3**c7 29 增g6 (80)



29 ... <u>0</u>c5??

van der Wiel discovered 29 **@e6!** ("probably missed under the influence of time trouble and the sudden domination of the g8-bishop - a psychological block, also working during the post-mortem"), when White is defenceless. "Even after the best line 30 Of4 (30 <u>O</u>xb4 <u>O</u>f5 31 <u>O</u>d6+ **E**b7 32 始h5 始xc2+ 33 由al (a)a4) 30 ... Of5 31 e6+ 含b7! 32 曾g7+ 含c6! 33 档xd4 档xc2+ 34 含al (very attractive is 34 图a2 c3 35 Oc1 台b1+ 36 \$\frac{1}{20}\$b3 \( \frac{1}{2}\$c2\*) 34 ... c3 White has to give up."

30	<u> </u>	€)xc2
31	<u>O</u> xc5	<b>⊘ха3</b> ч
32	∰c1	4)d7
33	<u>O</u> xa3	c3
34	₩d6+	<b>@d8</b>

Black's flag fell in this hopeless position.

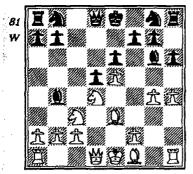
#### 1-0

This is probably the most important game for the assess-\_\_\_n\_\_f\_he 4 2c3\_6\_ari\_\_tion.

# Game 11 Kotronias - Speelman New York 1990

1 e4 c6 2 d4 d5 3 e5 Of5 4 Oc3 e6 5 g4 Og6 6 Oge2 c5 7 h4 h6 8 Oe3

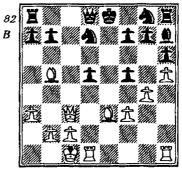
In this continuation Black plays simple chess, trying to complete the development of his pieces as quickly as possible without worrying about small concessions in the centre. This is an acceptable method, since the bishop move prepares a comfortable development of the king's knight.



10 hS Oh7!

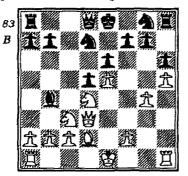
The best move in the position. 10 ... Oe4 (givn an! by Seirawan) was played in Tim-Tilburg man-Seirawan, 1990. but it seems to me that inserting f2-f3 favours White. After 11 f3 Oh7 the game continued 12 Od3 Oxd3 13 營xd3 公d7 14 0-0-0 0xc3! 15 始xc3 罩c8 16 始e1 @xe5 17 Of4 & > c6 18 & > f5 @f8! 19 Qd6+ & ge7 20 & xe7 & xe7 21 ₩eS. Øg8. 2\_ Øxe7 \_xe7 \_3 置xd5 台c7 24 台xc7 置xc7 25 Lb5? (Seirawan suggests Ad8+ with a slight advantage for White, while now it is Black who gets the upper hand) 25 ... 由f8 26 f4 由e7 27 b3 互d8 28 買di 買xdi+ 29 當xdi 當d6 30 a4 a6 31 Tb4 e5 32 Ad2 exf4 33 Exf4 De5 34 Ef5+ De6 35 c4 g6 36 IdS f5 37 gxf5+ gxf5 38 像e3 直g7 39 含d4 買g3 40 買e5+ 含f6 41 b4 Aa3 42 a5 Aa4 43 Ad5 其xb4 44 其e6+ 会g5 45 其b6 其a4 46 ቯxb7 ቯxa5+ 47 c5 🕏xh5 48 置b1 f4 49 \$d6 置a2 S0 置c1 置d2+ 51 \$e6 \$g4 52 c6 置d8 53 c7 置c8 54 \$d7 置xc7+ 55 置xc7 f3 56 \$d6 f2 57 置g7+ \$f3 58 置f7+ \$e2 59 置e7+ \$d2 60 置f7 \$e1 61 置e7+ \$f1 62 置h7 a5 63 \$c5 \$e2 and ½-½.

However, the natural 12 gd2! is stronger, for xample 12 ... \$\frac{1}{2}\tau d7 1.5 a3! \$\tilde{\text{Qxc3?!}}\$ (13 ... \$\tilde{\text{Qa5}}\$ is better, ... t 14 f4! \$\tilde{\text{Qe7}}\$ (... \$\tilde{\text{Qd7}}\$ -c5 is no longer possible) 15 \$\tilde{\text{Qd3}}\$ leaves White on top) 14 \$\tilde{\text{Wxc3}}\$ \$\tilde{\text{Qxe5}}\$ 15 \$\tilde{\text{Qb5}}\$ + \$\tilde{\text{Qd7}}\$ 16 \$\tilde{\text{Qf5}}\$! exf5 17 0-0-0! with a tremendous attack on Black's exposed king (82):



#### Ĭ1 ₩d2

 ©d7 13 @d2!? (83) (13 0-0-0 is similar to Timman-Seirawan mentioned above, while 13 f4 Ec8 14 @d2 @xc3!? 15 @xc3 ©c5 is difficult to evaluate as Black gets e4 for his knight)



> 11 ... Qd7 12 a3?! Qa5?!

#### 13 b4?

White thoughtlessly overexterns in the queenside. Correct was 13 f4! keeping a slight advantage, while now the balance swings slightly towards Black's side.

Seirawan gives '14 f4±'. In the post-mortem Speelman and I agreed that the position is unclear, but when I analysed alone I could not find a proper place for my king and conluded that the position is unsatisfactory for White.

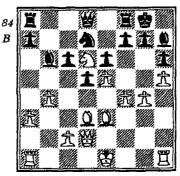
> 14 ... වුe7 15 වැcb5?

Appropriate here is 15 <u>Od3</u>, but White persists i- a- tt-acking approach while his king is still unsafe.

15 ... 0-0 16 \$\text{\phi}\$d6? \$\text{\phi}\$c6!

Now Black is almost winning, since White suffers from much worse development. The d6-knight, being isolated from fellow pieces may prove to be a La\_L\_y instea\_\_ f the \_oped-for powerhouse.

17 ②xc6 bxc6 18 <u>0</u>d3 (84)



18 ... f6!

Undermining the foundation of White's outpost.

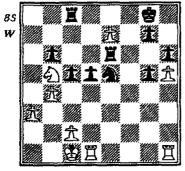
Trying to be "fancy" where simple means are effective. Speelman saw during the game the correct 22 ... fxe5 23 g5

exf4! 24 營g6 (24 gxh6? 它e5) 24 ... 營e7 25 gxh6 賞f6! 26 營g5 党h7, but was afraid of 27 它e4 which achieves nothing after 27 ... dxe4 28 hxg7 營xg7 29 賞xd7 賞f7 30 賞xf7 營xf7 and White is clearly lost.

23 增g6! 增e7 24 g5

Due to Black's 22nd move mistake, White has taken over the initiative. This opening is difficult to handle indeed!

24	***	fxgS
25	f5!	4)xe5
26	<b>営xe6+</b>	₩хеб
27	fxe6	If6
28	4)b5!	Дс8
29	e7!	<b>He6</b> (85)



30 e8龄+!

A rare but noteworthy motif. No matter how Black recaptures, he must surrender the exchange.

As a result of all the complications, White even enjoys a slight advantage here. Nevertheless, Speelman manages to find enough counterplay to nullify any danger.

31	***	cxb4
32	axb4	<b>⊘f3!</b>
33	€)xe8	Дхе
	TydS	<i>5</i> 4

This advance guarantees Black adequate counterchances. Having survived a near disaster, I decided to settle for a draw, ignoring the fact I was an exchange up.

The ending is drawn, as both sides will sacrifice their rook for the enemy passed pawn, therefore ...

#### 1/2-1/2

This is the only time I have ever been in danger while playing the Caro Advance Variation, while it is obvious that improvements for White are available. Since I have essayed 3 e5 against many strong grandmasters (Speelman was at his peak when this game was p y - 1, figure in itself to demonstrate the inherent strength of the 4 2 c3 system.

#### Conclusion

6 ... c5 is hard to crack, but it leads to the sort of game that 3 e5 players usually aim for: sharp positions, full of thrust and counterthrust, demanding excellent preparation and understanding of the dynamic aspects of the opening. Many lines are quite entertaining, but when you are sitting at the board you do not always think the same!

Summing up, it seems that the future of the Caro Advance Variation as a whole will be mostly determined by developments in this line.

### 3

# Game 12 Nimzowitsch - Capablanca New York 1927

The game that follows was awarded a special prize for the best played game in the tournament. After a dubious opening, Capablanca manages to freeze his opponent's demonstration on the kingside and wins elegantly by penetrating the enemy position with his heavy pieces. The ideas behind the opening of this game have been analysed in some detail in Chapter 1, therefore here the analysis will concentrate more on the middlegame aspects.

#### 1 e4 c6 2 d4 d5 3 e5 <u>0</u>f5 4 <u>0</u>d3?!

quote Irving Cherney's annotation from his book Capablanca's Best Chess Endings (Atkins-Capablanca, London 1922): "White hastens to get rid of his good bishop, a **strategic** error repeated Nimzowitsch in his famous 1927 encounter against Capablanca". Wise words, but for the wrong reason! The truth is that Chernev's comment is absolutely

correct, since it accompanies White's 4th and not his 5th move (in the above-mentioned games White unwisely exchanged his good bishop before Black moved his queen to b6). However, this is merely a result of hero-worship rather than objective thinking, as Capablanca continued in both games with a direct transposition to our analysis, and was still praised by Chernev.

4 ... <u>O</u>xd3 5 ∰xd3 e6 6 ⊕c3 ∰b6?! 7 ⊕ge2 c5?!

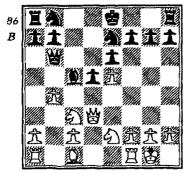
A premature thrust. More to the point is 7 ... \$\square\$e7, as we shall see in the next three games. Another option is 7 ... \$\mathbb{a6}\$, but it will be analysed in Kotronias-Khalifman (Game 14) since after 7 ... \$\square\$e7 8 0-0 \$\mathbb{a6}\$ it transposes.

8 dxc5 <u>0</u>xc5 9 0-0 වුe7?!

9 ... 夕d7 10 夕a4 龄c7 11 ②xc5 龄xc5 12 龄g3 夕e7 13 龄xg7 赏f8 14 龄xh7 夕xe5 15 ②e3 龄c7 16 夕d4 夕Sg6 17 龄h3 a6 18 赏fe1 0-0-0 19 ②g5± Kotronias-Gausel, Reykjavik 1988; White's plan is to follow up with 營h3-g3, h2-h4.

#### 10 @a4?!

The opening play has been inaccurate, but in those days people tended to focus their attention more on the middlegame. To set the historical record straight, White misses a good chance to gain the advantage by 10 b4! (86)



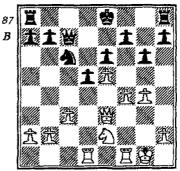
This was missed not only by Nimzowitsch, but also by various commentators (including Chernev). After 10 ... Wxb4 (10 ... Oxb4 .. 買b1 營a5 12 分b5±) .1 \$\dot{\dot}\_{\text{a}}\dot{\text{b}} \dot{\text{b}} \dot{\text{a}} \dot{\text{b}} \dot{\text{d}} 今xc5 14 今d6+ 曾d7 15 曾g3 Thg8 16 6 xf7 White gets a clear advantage. The game continuation is much less enterprising, playing into Capa's hands.

10	***	<b>營c6</b>
11	<b>€</b> )xc5	曾xc5
12	<u>Ø</u> e3	台c7
13	F4	<b>€</b> f5
14	c3?!	

Preferable was Alekhine's recommendation of 14 Of2 (to be followed by c2-c4), when

White might still have counted on an advantage. One gets the impression that Nimzowitsch's play is a little too passive for the occasion.

And now he bursts forth with this inopportune gesture. In fact this is a positional blunder, allowing Cope to stabilize the pawn structure on the kingside.



17 ... h5!

Analysts have failed to comment on this, considering White's reply forced. However, as the next note proves, the move demanded precise calculations and deep evaluation of a certain position.

#### 18 g5?!

Losing kingside pawn mobility, but others were uninspiring:

a) **18 h3?** hxg4 19 hxg4 0-0-0-+ as Black threatens both ... \( \text{Th8-h4} \) and ... \( \text{g6-g5} \);

b) 18 f5 gxf5 (18 ... 皆xe5? 19

#xe5 2)xe5 20 fxe6 fxe6 21 2)d4 is equal) 19 gxf5 0-0-0! (19 ... 2)xe5? 20 fxe6 fxe6 21 2)d4 0-0-0 22 4)b5±) and now;

bl) 20 6 f4 6 xe5! 21 fxe6 fxe6 22 [del!? (22 g)xe6 g)g4! 24 始d2 的b6+ 25 g\d4 的g6!干; 22 数xa7 買hg8+ 23 雪hi 曾c6∓) 22 ... **公**24! 23 曾a7 (on 23 ... 曾xe6+ **⊈b8**, threatening ... **□**hf8) 23 ... Ting8 24 图h1 IIdf8 25 始a4 (after 25 營a8+ 含d7 26 營a4+ **始c6** 27 始xc6+ bxc6 28 h3 分h6 29 (xh5 4)f5 Black has more than enough compensation for the pawn because of his active king and central pawn roller) 25 ... 始d6! (preparing ... e6-e5, or ... (\$c8-b8) with excellent chances for Olack; 26 Exe6? is a bad mistake because of 26 ... 翼xf4! 27 營a8+ 含c7 28 營a5+ \$\delta 8 29 \( \text{\text{gxf1+}} \) 30 \( \text{\text{gg2}} \) \$\e3++ with -ate s--- t- f-ll-OW.

b2) **20 公d4** (relatively best) **20** ... 對b6! 21 對h1 (21 對h3 對b8! **22** 對h1 公xd4 23 cxd4 置c8干) 21 ... 置hg8 22 對h3 公xd4 23 cxd4 對b8! and Black is better because he has a safer king.

#### 18 ... 0-0

19 **公d4** 增b6

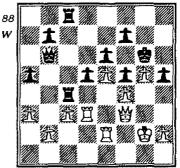
20	買f2	Ifc8
21	<b>a</b> 3	Ёс7
22	<b>₫d3</b>	4 <b>∑a</b> 5
23	Ϊe2	Де8
24	∰g2	4)c6
25	Jed2	∏ec8
26	∐e2	4)e7!
27	∏ed2	Дс4

Capa's plans begin to take shape. His knight is ready to jump to f5 in order to challenge White's stronghold on d4. That would allow his rooks to penetrate into the heart of the enemy position.

28	份h3?!	<b>₽</b> g7
29	買f2	aS
30	Дe2	4 <b>)f</b> 5!
31	4)xf5+	gxf5
32	₩f3	_

On 32 曾xh5? the reply 32 ... 質h8 33 曾f3 質h4 wins easily.

32 ... **\$\Pig6** (88)



Everything goes as planned. In the next few moves Black improves the positions of his pieces, by slowly infiltrating through the half-open c-file.

33	Ξed2	∐e4
34	<b>∏d4</b>	Ïc4
35	份f2	₩b5

#### 36 由g3 页cxd4!

Abandoning the plan of a minority attack by ... \$65-63, ... 67-65-64, as he gets the chance to create a new weakness on d4. White cannot recapture with the rook in view of the reply 37 ... \$\mathbb{L}e2\$, winning instantly.

37 cxd4 營c4 38 党g2 bS! 39 党g1 b4 40 axb4 axb4 41 党g2 營c!!

Capablanca is tightening the noose move by move. No doubt, Nimzowitsch must have felt extremely uncomfortable during the final phase of the game.

42 **費g3 對h1!** 43 耳d3

The only move. On 43 篇e2 (trying to prevent ... 篇e4-e1), the simplest is 43 ... 篇xe2 44 微xe2 微g1+, winning the d-pawn.

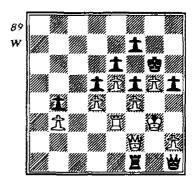
43 ... gei 44 gf3 gdi \_5 b\_

White has entered a zug-zwang situation. The proof:

- a) 45 h3 <u>Tg1+ 46</u> th4 <u>Tg4=!</u>;
- b) 45 (h) Zd2!-+;
- - d) 45 以b3 台e4-+.

45 ... <u>gc1!</u> 46 <u>ge3</u> <u>gf1</u> (89) 0-1

A masterly conclusion by a great champion.



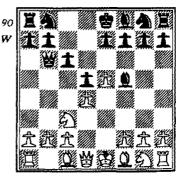
Game 13

Kotronias - King

New York 1990

1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 \$\(\rightarrow\)c3

4 ... **粉6** (90)



This is the main alternative to 4 ... e6. Black wants to avoid the labyrinth of variations already examined and steer the game to positional channels. For quite some time 4 ... 營66 was successful as most players with White concentrated their efforts on the risky continuation 5 g4!? ②d7. However, it seems extravagant to play 5 g4 when the black bishop still has

the option to retreat to d7; the resulting positions closely resemble the French except for the extra move g2-g4, which tooks more like a weakness than a threatening gesture. For example. White's overextension gave him no advantage in the game Timman-Kamsky, Tilburg 1990, after 6 \$\a4 \text{\text{\text{disc}}}7 \text{\text{\text{0}e3}} (Editor's note: 7 \$\c5 e6 8 4\cd3 h5∓ Klinger-Hodgson, Oakham 1984) 7 ... e6 8 Og2 5\e7 9 f4 \$\a6!? 10 \$\f3 h5 11 h3 \$\g6 12 603 Oe7 13 ₩e2 60h4 14 60xh4 Oxh4+ 15 Of2 Oxf2+ 16 始xf2 hxg4 17 hxg4 0-0-0 18 0-0-0 c5!. Kamsky suggests 15 \$f1 0e7 16 gxh5 0-0-0 17 0f3 as a possible improvement White, but I do not know many players who would be willing to venture this.

#### 5 0d3!?

White exchanges his 'good' bishop for the sake of quick development. Although this may not suit everyone's style, practice has shown that it is not easy for Black to reach equality. Remarkably enough, Seirawan's recent book on the Caro Advance does not even mention this move at this **specific** moment: our Main Game and others are mentioned there only through transpositions, even though the correct move order is 4 & c3 and only **after** 4 ... 始66, 5 <u>0</u>d3.

5 ... Oxd3 Extremely risky is 5 ... **☆xd4?!**. After 6 **⊘f3!? <b>☆g4** 7 h3:

a) 7 ... 始xg2 8 買gi 始xh3 9 Of1 Oxc2 (9 ... 始h5 10 買g5 Oxc2 11 曾xc2 曾xf3 12 Og2+-) 10 曾e2 (10 龄xc2!?), e.g. 10 ... 始h5? 11 買g5 皆h1 12 皆xc2 皆xf3 13 ①g2; therefore Black must retreat with 10... gc8 and face a strong attack in exchange for a minimal material investment by White. Editor's note: Lassen-Bergmann, Danish League 1991/92 saw Black try 10 ... 台d7 but then he had problems developing: 11 \(\text{\text{\text{W}}}\)xc2 e6 12 \(\text{\text{\text{0}}}\)e3 9e7 13 \$\d4 \$\f5 14 \$\xf5 exf5 15 0-0-0 g6 16 Oc4 26c7 (16 ... Og7 17 Oxd5 cxd5 18 & xd5 0-0 19 \$\f6+ Oxf6 20 \text{2xd7 & xd7 21} 偿xf5) 17 置xd5! 公d7 18 置xd7 做xd7 19 罩d1 做xd1+ 20 做xd1 Og7 21 Oxf7+ 1-0.

b) 7 ... ths 8 0-0 axd3 9 cxd3 e6 10 b3 (Lars Bo Hansen suggests 10 ce2 - ed.) White has a huge lead in development and some ideas to embarrass the black queen by c3-e2-f4.

Editor's note: instead of 9 ... e6 in this line, 9 ... 營f5 was tried in the game Borge-K. Berg, Espergærde 1992: 10 置e1 營c8 11 e6 fxe6 12 公d4 公a6 13 營f3! 分f6 14 g4 h6 15 ①f4 g5 16 ①d6! ②f7 17 置xe6 營xe6 (17 ... c5 fails to, e.g. 18 置ae1 cxd4 19 ①xe7 ②xe7 20 置xe7+ ②g6 21 ②xd5 置f8 22 ②xf6 置xf6 23 營e4+ (Borge) or 18 ②xd5 cxd4 19 置xf6+! (L. Hansen) 18 ③xe6

exd6?! (18 ... ⑤xe6 19 ①h2 ⑤f7 20 宣el ②g7 21 龄e3 e5!? 22 ①xe5 宣he8 is a better try according to L. Hansen) 19 宣el ②c5 20 龄f5 宣e8 21 ②xg5+! hxg5 22 宣xe8 ⑤xe8 23 龄xf6 宣xh3 24 龄g6+ ⑤d7 25 龄xg5 宣xd3 26 龄f5+ ⑥-7 2, 份h7+ ⑤d8 78 份f7 (with its superior back—up, the white g-pawn proves much faster than its black counterpart on the d-file) 28 ... ②d7 29 g5 宣d4 30 f3 宣h4 31 ②e2! d4 32 ②f4 宣xf4 33 龄xf4 ②g7 34 份f7 ②h8 35 龄g8+ 1-0.

Also interesting is Patrick Wolff's suggestion of 6 2ce2!, w.th th\_follo...ng po\_\_\_i\_t\_s:

b) 6 ... **始g4!?** 7 f3! **始**xg2 8 **①**xf5 **尚**xh1 when the black queen seems to be in danger but there is no clear way to capture it.

#### 6 **資xd**3 e6

Forced. On 6 ... \(\overline{\text{\ti}\text{\texi}\tint{\text{\tex{\text{\text{\text{\text{\text{\text{\ti}}}}}}}}}}}}}}}}}}}}}}}}}

#### 7 4\ge2

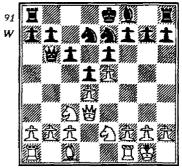
And there we have it! After no less than 63 years the opening of Nimzowitch-Capablanca is repeated in the same city. Could this be Christened the "New York Variation"?

#### 7 ... 4\d7

This time Black chooses a solid continuation. Also possible are 7 ... \$\infty\$e7 and 7 ... \$\infty\$a6.

#### 8 0-0 4)e7 (91)

Transposing again to 7 ... \$\alpha \text{e} 7 80-0 \alpha \text{d} 7.



#### 9 a4 c5

The alternatives 9 ... a6 and 9 ... a5 are examined in Game 15, Kotronias-Tukmakov.

#### 10 a5 ₩c6?!

Black's queen is exposed on this square. Preferable was 10 ... \(\mathbb{G}\)d8! 11 \(\tilde{Q}\)g5!? with a complex struggle ahead.

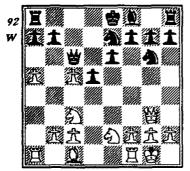
#### 11 dxc5 {\( \)xe5?

After 11 ... (2xc5! 12 (3f3!) (Speelman) White has only a slight edge. The text is wrong on the basis that one should not open up the centre when lagging in development.

#### 12 \square g3 \quad \square \square (92)

Playing the other knight to go would encourage an advance of White's f-pawn, but now the f8-bishop will remain blocked long enough for White to build up a strong initiative.

#### 13 €\d4! ₩xc5

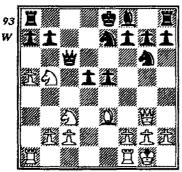


14 <u>Ø</u>e3 e5

Forced, since on any queen retreat, 15 ¿cbS is crushing.

15 Adb5 ₩c6 (93)

On 15 ... d4? I intended 16 Oxd4! exd4 17 Oc7+ &d8 18 Oxa8 dxc3 19 Ofd1+ &c8 20 Ob6+! mating quickly.



16 a6!

The most difficult move of the game. White had to resist the temptation of recovering his pawn by 16 \( \int \) xa7?! as that would be equivalent to surrendering the initiative. The text, on the other hand, has the dual advantage of "installing" a knight on bS as well as creating a useful asset in the shape of the dangerous a-pawn. From a

strategic point of view, the game has already been decided.

16 ... b6

16 ... bxa6? 17 🗒xa6! is the tactical justification of the previous move.

17 **汽adi!** d4 18 **设h3!?** 

18 **Qe4! Q**d5 19 c4!± is more exact, but I was obsessed with the idea of sacrificing something on d4 (18 **Q**xd4? **Q**f5∓).

18 ... Qc8 (94)

Black can hardly capture either piece as, in that case, the check on d6 would be murder-ous:

a) **18 ... dxe3?** 19 ②d6+ ②d8 20 ②cbS!+-;

b) 18 ... dxc3? 19 4\)d6+ \( \frac{1}{2}\)d8 20 4\)xf7+ and now:

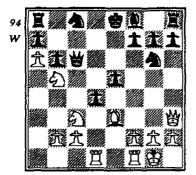
bi) **20 ... 安**c7 21 置d6 尝xd6 (21 ... 尝e8 22 置fd1+-) 22 与xd6 尝xd6 23 罩d1++-;

b2) 20 ... **读e8** 21 夕d6+ **读**d8 22 b4! 夕d5 (22 ... **读**c7 23 b5 **读**d7 24 **读**f3 **真**b8 25 **真**d3!+-) 23 **读**f3! **②**xd6 (23 ... 夕xb4 24 **读**f7!! **②**xd6 25 **②**g5+ **读**c8 26 **真**xd6!+-) 24 **真** (2 ... **读 ②**g5+ **读**e6? (25 ... **读**e8 26 **真**xd6±) 26 **读**g4+! **读**xd5 27 **真**d1\*) 25 b5 **读**c4 26 **真**c5+!+-.

Of course, I did not have to calculate all the above lines in detail. The pawn on a6 is a bone in Black's throat, creating dangerous mating threats.

#### 19 0xd4! 4\d6

Trying to get rid of the annoying knight. 19 ... exd4 is simply out of the question,



while on 19 ... <u>Od6</u> White responds with 20 <u>Oe</u>3 0-0 21 Wf3!, entering a winning endgame.

#### 20 [fel!±

A temporary sacrifice in ord r o mai tai the i itiative. The move is based, as we shall see, on a hidden tactical point.

20 ... 4xb5 21 0xe5 0e7?!

With time-pressure approaching, Black fails to put up the best resistance: 21 ... ②e7? is easily dismissed in view of 22 ②xb5 營xb5 23 營f3 宣c8 24 營b7 營c6 25 ②d6+-, however the true point of 20 宣fel! would be revealed only after 21 ... ②xc3! 22 ②b8+!! (22 ②xc3+ ②e7 is not so clear) 22 ... ②e7 23 □d6! and now:

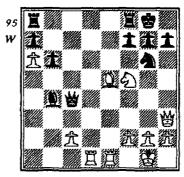
- a) **23** ... **公f4** 24 置xe7+ **⑤**xe7 25 始h4+ f6 26 置xc6 公ce2+ 27 **⑤**fi 置axb8 28 置c7++-;
- b) **23 ... \(\frac{1}{2}\)xd6! 24 \(\frac{1}{2}\)xd6 \(\frac{1}{2}\)d5 25 \(\frac{1}{2}\)xe7! \(\frac{1}{2}\)dxe7 26 \(\frac{1}{2}\)!±.**

22 4)xb5 0-0

On **22** ... 增xb5, 23 <u>0</u>xg7 買g8 24 增xh7 should win without much trouble.

#### 23 4)d4 ₩c5 24 b4! ₩c4

Taking the pawn would lose at least an exchange after 25 & 6. The game continuation allows White a brilliant finish.



26 ₩h6! 1-0
It is mate next move.

# Game 14 Kotronias - Khalifman Moscow 1987

1 e4 c6 2 d4 d5 3 e5 0f5 4 �c3 ∰b6 5 0d3 0xd3 6 ∰xd3 e6 7 € ge2

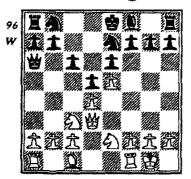
7 ... 4\e7!

Black should opt for a flexible deployment of his pieces, before embarking on central operations. The alternative 7 ... **\*\*Ba6?!** is of independent significance only after **8 \*\*H3 b5** (8 ... £e7 is a direct transposition to the Main Game), but this is not particularly recommended. After **9** £f4, both **9** ... **c5** 10 dxc5 £xc5 11 0-0 12 £d3 £f8 13 £e2 £xc5 14 £ef4, Bastriakov-Averbakh, USSR 1952, and **9** ...

b4 10 Oce2 c5 11 dxc5 0xc5 12 od3 wc4? 13 b3! wb5 14 0-0 oce7 15 a3, Kotronias-Skembris, Kavala Z 1985, leave Black struggling for survival.

On the other hand, a typical blunder after 8 \$\displays 13 \text{wa5+} 10 \$\displays 23 \text{wa5+} 12 \$\displays 24 \displays 24 \$\displays 24 \$\displays 24 \displays 24 \$\displays 24 \$\displays 24 \displays 24 \$\displays 24 \di

8 0-0 \tag{8}a6?! (96)



This idea is not good, although it stems from Capablanca. Correct is 8 ... 2 d7 9 4 a6 as in Kotronias-Tukmakov or 9 ... a5 10 b3 h5 11 2g5 2f5 as in Kotronias-Orr (see the next Main Game). The queen is displaced on a6 and Black will soon have to admit his mistake by moving her again.

9 ∰h3 ②d7 10 a4! This position and similar ones have been discussed in Chapter 1 (mainly diagram 16). White's last move restricts the mobility of the black queen and serves positional purposes as well.

#### 10 ... **数**b6!?

A novelty at the time, this move is better than 10 ... #C8 11 Qe3 c5?! 12 Qb5!± Mokry-Pedersen, Groningen 1977/8. Nevertheless, the text is an admission that the manoeuvre ... #b6-a6 was unsuccessful.

#### 11 b3?!

Vacillating. Correct is 11 a5! ☆d8 12 分f4±. This position has been extensively and in Chapter 1 (diagram 30).

11 ... 4f5 12 a5 Wd8

13 Ed1

The basic idea of this manoeuvre is 14 2e3 and the central break c2-c4, opening up the position.

13 ... c5

Black is OK in the complications which follow. However, the game features the proper antidote to an early ... c6-c5 and was a useful predecessor to Kotronias-Tukmakov (Game 15). This break is a typical reaction by White in such positions and is greatly aided by the position of the white queen on h3.

14 ... cxd4 After 14 ... dxc4 15 d5 White's position is better than in the game, since the di-knight is not obstructed by the enemy central pawn.

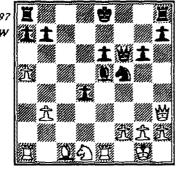
> 15 cxd5 4)xe5 16 dxe6 fxe6 ₩f6 17 €\f4 18 Дe1 gb

During the game 18 ... Od6 looked better to me, since after 19 分h5?! 始h4! 20 分xg7+ 由d7 Black has a somewhat superior ending. However, there is the interesting alternative 19 Ha2!? 0-0 20 Tae2, sacrificing a pawn for positional pressure.

19 4 d3

In this position the pawn sacrifice 19 Ma2!? is also worth trying.

> 19 Od6 20 4 xe5 **Oxe5** (97)



21 f4

Freeing the dl-knight for aggressive action, after which White stands a little better.

21	•••	<u>Ø</u> d6
22	4)f2	<u>O</u> b4
23	ДeS	0-0
24	Ob2	

分g4? 始h4 and now 25 篇xf5 is unplayable due to the back rank mate on el.

24	***	份f7
25	6)e4	<u>0</u> e7
26	∏e1	Had8
27	₩d3	IId5

Black chooses to return the pawn in order to activate his pieces.

This is the only move, as 29 ... \$\rightarrow{\text{xg3?}} 30 \text{ hxg3} \frac{\text{0}}{\text{f6}} 31 \frac{\text{0}}{\text{xd4}} Oxd4+ 32 Wxd4 a6 33 He5 Hd8 34 g4 unnecessarily allows White to launch an attack.

30	份xd4	<u>O</u> f6
31	₩xf6	<b>樹xf</b> 6
32	0xf6	Дxf6
33	4)e2	Деб
34	F2	Де4
35	Дdi	€)e6
36	<b>g</b> 3	*******

Naturally not 36 \(\)\dxd5 \(\)\xe2+ and Black wins a piece.

36	•••	Дb4
37	Дxd5	Дxb3
38	Дd7	4)c5
39	Дс7	Ξb5
40	Tc8+	

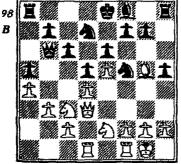
The last trap, since now 40 ... **B**g. \_1 **A**d \_ \_\_\_ \_ **T**xc5 wins a piece for White.

Game 15 Kotronias - Tukmakov Kavala 1991

It is impossible to play 24 1 e4 c6 2 d4 d5 3 e5 Of5 4

#xd3 e6 7 4 ge2 4 e7 8 0-0 4)d7 9 ań

The game Kotronias - Orr. Dubai OL 1986, saw the doubleedged 9 ... a5!?, rendering the advance ... c6-c5 dubious (because of the weakness of b5) for the sake of maintaining the pressure on d4. The game continued 10 b3 h5 (preparing ... De7-f5, as the immediate 10 ... \$\f5 is met by 11 g4 &e7 12 (Ng3 with the idea Ocl-a3) 11 OgS! (White perceives that his adversary will have to spare a tempo to exchange this bishop himself by ... Of8-e7, so he does not fall for 11 Oa3 4\f5 with a fine game for Black) 11 ... 4\f5 12 \pmad1 (98)



12 ... f6? (tension during an Olympiad is far beyond the ordinary, especially in round contests; here it caused Black to lose his sense of danger and commit a serious error at the very beginning of the game, while after the correct 12 ... Oe7 13 Oxe7 @xe7! the

fight would have just started) 13 exf6 gxf6 14 6)f4!! (seizing the opportunity to prevent Black from castling: the Irish master probably expected 14 Oct Od6 with an unclear position, but now White is just winning) 14 ... fxg5 (14 ... 始xd4 15 始h3 loses as well) 15 \$\xe6 \$\e7 16 \mathbb{ffe1} (also possible is 16 幽g3, but White prefers to apply direct pressure on the hapless black monarch) 16 ... **月h6 17 始e2!** (a multipurpose move, which prevents 17 ... Exe6 because of the continuation 18 \mathbb{\text{Wxh5+ 数d8 19 \mathbb{\mathbb{T}xe6}} and at the same time prepares to triple the major pieces along the open e-file; the game is practically over now) 17 ... 数b4 18 耳d3 数d6 (desperation, but 18 ... Exe6 would have only postponed the end) 19 Te3 4\f6 20 4\xf8 \xf8 21 \(\pi \xe7 4)e4 22 He5 4)f6 23 Hxg5 Де8 24 Де5 1-0.

> 10 ₩h3 4)fS 11 aS 86分 12 4\d1! cS

Facing the positional threat Adi-e3 which will force the ex\_ha\_e \_\_ Blick's \_tr\_\_e knight on f5, the Ukrainian Grandmaster hurries to show some activity in the centre. Taking into account Black's lack of development, this approach is rather committal, but not so much as 12 ... 始h4 13 對d3 c5 (Biarke Kristensen suggests 13 ... h5 followed by ... g6 - Ed.) 14 c3 planning & f4±, Kotronias-K. Berg, Gausdal Troll Masters 1993.

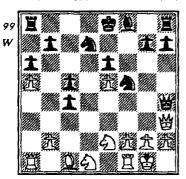
#### 13 c4!

White reacts in typical and at the same time effective fashion.

13 ... dxc4 14 d5 增h4

Unfortunately for Black, the threat to exchange queens is not enough to nullify White's initiative. With a series of unexpected queen manoeuvres, White manages not only to preserve, but actually to increase, the pressure.

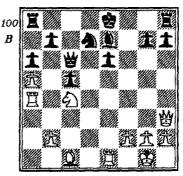
15 dxe6 fxe6 (99)



The exchanges that have taken place favour White, since it is much easier for him to bring new forces into the battle. Besides, it is quite clear that Black will have problems both during the middlegame and in any ending with equal material, since the white knight

on c4 is likely to dominate the proceedings.

19 ... <u>0</u>e7 20 €)xc4 ₩e4?!



22 ... **尝xa4**??

B\_ck\_h\_uld seek sa\_vation in an inferior endgame by 22 ... 0-0 23 \( \)

#### 23 \(\text{\psi}\) xe6 \(\pri\)d8

My opponent had overlooked that 23 ... 0-0-0 is dealt a death blow by 24 2 b6+.

24 始xe7+ 由c8 25 Of4 1-0

25 ... 始xc4 is met by 26 始e8+ with mate next move.

#### Conclusion

5 Od3!? is an interesting way to counter 4 ... Wb6. Personal experience indicates that Black will have problems developing his pieces and achieving the

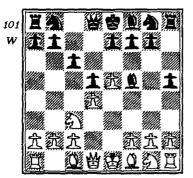
liberating thrust ... c6-c5. Also, the games Kotronias-King and Kotronias-Tukmakov demonstrate that Black should avoid an early fight for the centre when White's lead in development could make itself felt. However, White players should be alert, as a slight mishandling can change the picture surprisingly quickly.

#### 4 The 4 ... h5 Variation

#### Game 16 Nunn – Dlugy London 1986

1 e4 c6 2 d4 d5 3 e5 <u>Q</u>f5 4 ආc3

4 ... h5?! *(101)* 



After White scored some beautiful wins employing the line 4 2 c3 e6 5 g4 2g6 6 2 ge2, Black players started searching for something new and less complicated. Given the benefit of hindsight, 4 ... hS?! is the most committal choice of all: White's kingside expansion is prevented, but at the cost of weakening the g5 square; Black also has to solve the problem of bringing his king into safety.

5 <u>Od3!</u> White takes a first step towards shaking Black's control of f5. As a matter of principle, this is the only way to expose the weak side of 4 ... h5.

Probably the unst. For 7 ... \$\omegable\$ see Game 17, Short-Seirawan.

8 0-0 &\f5?!

This is a bit premature, inviting White's next move. Correct in my opinion is Nunn's 8 ... 4)d7 with the following possible continuations:

a) 9 **Idi** c5 (9 ... 分f5 10 分e2 ... 5 \_ c ± 1 \_ ①g \_ 4 ( ... 分xc5 12 份b5) 12 分e4 份c7 13 分d6+ ①xd6 14 exd6 份c6 requires analysis) 11 ①xd8 cxd3 12 ②g5 dxc2 13 闰dc1±;

b) **9 ⑤e2** c5 10 c4 dxc4 11 營xc4 **⑥**b6 12 營b5+ 營d7 13 營xd7+ **⑥**xd7 (13 ... **⑤**xd7!?) 14 **⑥**xh6! **⑤**xh6 15 **⑥**ac1±.

In both these lines the queens come off the board, but White keeps a slight advantage due to his better development.

9 **Qe2!**Continuing in the spirit of

Дс8?

his fifth move, White is ready to swap every piece that lands on f5, thus slowly denuding Black's kingside of its defenders.

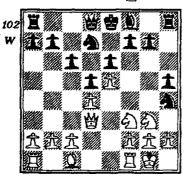
9 ... 4\d?

In the game Glek-Vyzhman-avin, Lvov 1985, Black played 9... Qe7 but after 10 b3 Qd7 11 c4 Qf8 12 Qd2 Qg6 13 c5 it became clear that he was lacking a constructive plan. This is an important example, showing that White can generate play on all parts of the board if the second player resorts to passive manoeuvres.

#### 10 \$\g3

Also interesting is 10 \( \text{Id!!?}\) with the idea b2-b3, c2-c4 but the text is more direct. Black now has to make a difficult choice.

10 ... 4\h4?!(102)



Opening up the f-file by 10 ... 2xg3? 11 fxg3! would be suicidal. However, better is Nunn's suggestion 10 ... g6!? 11 2xf5 gxf5 12 0g5 0e7 13 h4 with a slight plus for White due to the weakness of the

h-pawn. The text neglects Black's development without good reason.

11 **分xh4 皆xh4** 

**Afd1** 

Better is 13 ... ©e7, but White will continue similarly to Glek-Vyzhmanavin, gaining a big

space advantage.

#### 14 b3 c5?!

This move is consistent but wrong. Against a lesser opponent Dlugy might have got away with his plan, but objectively he should have reconciled himself to passive defence, starting with 14 ... 2e7. As it is, Nunn is able to exploit Black's inaccuracies in a simple and powerful manner.

#### 15 c4!± cxd4 (103)

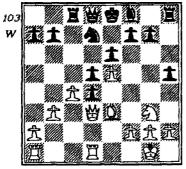
Black is left with a choice of evils. Nunn analyses: 15 ... h4 (15 ... \times b6 16 drcs \times conf 17 \times conf 17 \times conf 18 \times e4\pm 16 \times e2 (16 cxd5!? hxg3 17 dxe6 \times xc5 18 dxe5 \times xd3 19 exf7 \times xf7 20 \times xd3\pm 1 and now:

a) **16** ... **公b6** 17 置ac1 dxc4 18 bxc4 cxd4 19 公xd4 **公**c5 20 營e4 營e7 21 營g4±;

b) **16 ... dxc4** 17 皆xc4 cxd4 18 皆xd4 **Q**c5 19 皆e4 **Q**xe3 20 皆....±.

#### 16 cxdS! 4 xe5

After 16 ... dxe3 17 dxe6 Black has no defence to the numerous threats. It is in this variation that the weaknesses created by ... h7-h5 become particularly glaring.



#### 17 **皆xd4 皆xd**5?

Losing at once, but 17 ... **2g4** 18 xa7 could only prolong resistance.

#### 18 **営a4+** 1-0

Black resigned, since 18 ... 對66 19 買acl! leaves White a clear rook ahead.

#### Game 17 Short - Seirawan Rotterdam 1989

1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 ♠c3 h5?! 5 <u>O</u>d3! <u>O</u>xd3 6 ₩xd3 e6 7 ♠f3

7 ... 数66

Seirawan tries a different approach in comparison to the previous game; the king will hide on the queenside, while in the centre Black prepares to strike with ... f7-f6. However, in my opinion, his plan lacks chances of success for two reasons: firstly, the black king castles opposite a mobile pawn mass, ready to advance at the earliest opportunity; secondly, his counterplay in the centre will merely create a backward

e-pawn which is very difficult to advance without creating further weaknesses.

#### 8 0-0 始a6

Seirawan suggests 8 ... 2e7!? and 8 ... 2d7 which both bear a close resemblance to lines in Chapter 3. The only differences are the placement of White's king's knight and h a e n B ck' h-pawn, but I do not think these facts can drastically alter the evaluation of the position.

#### 9 始d1

White's loss of time is only apparent, since the black queen is far away from the centre and will need to move again in order to rejoin the action.

A typical motif that has been encountered in several cases in this book. White is ready to swap knights with \$\tilde{2}\cent{e}2\cdot g3\$, after Black's knight arrives on f5.

10		<b>ව</b> ු <b>d</b> 7
11	c3	€)f5
12	0gS	<u>Ø</u> e7
13	€)g3!	2xg3

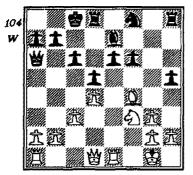
On 13 ... g6 the automatic reaction would be 14 £ xf5 gxf5 15 h4, permanently fixing the weakness on h5.

#### 14 fxg3 f6

White's pressure along the f-file forces this pawn action which, although undoubtedly planned beforehand, cannot be sufficiently supported by pieces

and thus creates more weaknesses than counterplay.

> 15 exf6 gxf6 16 **Of4** 0-0-0 \$\f8 (104) Πe1



The black knight occupies a passive position on the back rank, while the rest of his pieces are also not conveniently p\_ced. Bl\_k's inativ\_\_\_nc\_ encourages White to expand immediately on the queenside.

#### 18 b4!

Ruling out ... c6-c5, and preparing to open lines against the black king. Seirawan, realizing how perilous the situation is becoming, decides to bring his queen back into play.

> 18 **始b6!** 19 **0d6 a4** 20 始d2 份c7 21 **b**5 Th7!

The only move. Not only does it defend the second rank. it also prepares ... Th7-e7 giving his e-pawn ample protection. Now Short has to work hard to get something tangible.

22 <u>0</u>xd6! **樹xd6** On 22 ... 質xd6 23 始f4± (Cabrilo). But now the black queen is also lured away from controlling e5.

> 23 bxc6 **始xc6** 24 **台f**4

White again eccreies the fatal diagonal, this time with his queen and, very significantly, with tempo. 4)d7 (105)

24

105 W

4h1!

and when, appropriate.

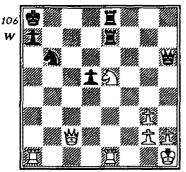
White would like to play 25 Tacl Te7 26 c4 dxc4 27 d5 but this fails because of 27 ... \cdot c5+!. Having realized this, Short sets his opponent a cunning trap ...

25 □e7! ... which is spotted immediately. Black prepares to block the dangerous h2-b8 diagonal if,

> 26 aS eS 27 **對f5 \$**b8 28 **始xh5** ₩xc3 29 ₩f5 Ide8 30 | | Tec1

White holds a slight advantage due to his safer king, better endgame prospects and strongly-placed queen on f5, but Black is not totally devoid of resources. However, his next move (instead of the solid **30** ... **對b4!** to be followed by 31 ... 對d6 as recommended by Cabrilo) unwisely removes the queen from the defence, allowing Short to start a fierce attack.

Ensuring the penetration of White's pieces. Black resists well, but Short leaves him no chances.



37 **geb1!** 

A Greek gift. If Black takes the proffered knight by 37 ...

☐xe5, then 38 ₩c7 decides the outcome immediately.

The concluding blow, after which Black has no hope left (39 ... 公本7 40 三本7+ 公本7 41 公元7+ 公本8 is followed not by 42 公本56 公告1+, but 42 三本1+ with immediate mate).

Black decided that the white knight had danced enough.

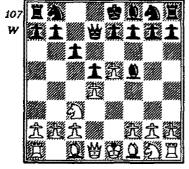
#### Conclusion

The line with 4 ... h5?! is extremely uangulous for Block important positional concessions are made without any tangible gain. As far as practice has shown. White is able to capitalize on his development and space advantage, a well-timed c2-c4 usually being the main idea. Apparently, there is no satisfactory path for Black t\_ equ.li\_e, but 7 ... \$\( \) 6 8 0-0 4 d7 should be tested in serious competition before a final verdict is reached.

#### Game 18 **Van der Wiel – Hort** *Wijk aan Zee 1986*

1 e4 c6 2 d4 d5 3 e5 <u>0</u>f5 4 �c3

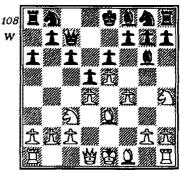
4 ... **数d7** (107)



5 <u>∆</u>e3

An alternative that has been tried successfully here is 5 **Qf3**. The game Schmittdiel-Serrer, German Ch 1991, continued 5 ... e6 6 **Qh4 Qg6** 7 **Qe3** 

台c7 8 f4 a6?! (108)



9 f5! ①xf5 10 ②xf5 exf5 11 ①d3 g6 12 g4± fxg4 13 營xg4 營d7 14 營f3 ②h6 15 0-0-0 ①xe3+ 16 營xe3 營e7 17 h4 ②d7 18 h5 gxh5 19 買xh5 0-0-0 20 ②f5 b5 21 營g3 f6 22 買e1 營f7 23 ②g4 fxe5 24 dxe5 營e7 25 ②e2 ⑤b7 26 ②f4 ②f8 27 ②d3 ②h6?? 28 買xh6 營g5+ 29 營f4 1-0. However, Black should not have allowed 9 f5 (thus 8 ... 《e7).

5 ... h6

 according to Seirawan.

#### 6 h3!?

6 **<u>Od3</u>!? <u>O</u>xd3** 7 尝 d3 e6 8 **Qge2 Qe7** (8 ... c5 9 dxc5 **Qa6** 10 c6! 尝xc6 11 **Qd4**±) 9 0-0 **Qf5** 10 **Qg3**± is a quieter approach.

Black declares his intentions: he is planning an harmonious development of his knights to e. an. d7, followed by ... 0-0-0. The only disadvantage of this scheme is that sooner or later Black has to part with his valuable dark-squared bishop.

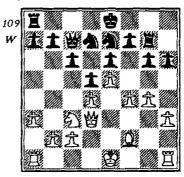
#### 

The theoretical duel between Nunn and Hort had started earlier (Bundesliga 1983/4), with 9 ... ©a6 10 ©g3 ©c7 11 a3 ©e7, also assessed as slightly better for White by Seirawan.

While this surrenders the advantage of the two bishops, it is difficult to find an alternative plan for White. The type of pawn structure suggests that the only way to cause Black serious worries is by enforcing the advance f4-f5.

This clever move creates obstacles in White's path but I think that with accurate play

some advantage can still be hoped for.



16 0-0-0

As this does not lead to anything special, I propose here the continuation 16 4)e2!? (the knight protects g3 in preparation for Of2-h4) 16 ... 0-0-0 (on 16 ... c5 White replies 17 dxc5 公xc5 18 始c3 and now either 18 ... \$\a6 19 \begin{array}{c} \text{xc7} \\ \text{c}\text{xc7} \end{array} 20分d4倍d7 21 a4! with a slight advantage in the ending or 18 ... 置c8 19 0-0-0 b6 20 夕g3 with White enjoying some initiative) 17 Oh4 g5 18 f5! gxh4 (18 ... exf5 19 gxf5 gxh4 20 f6 is good for White, but now the point of 16 De2!? is revealed since the move ... \mathbb{m}g7-g3 is no longer possible) 19 f6 Tg6 (19 ... T7g8 20 fxe7 買de8 21 營h7!) 20 fxe7 買e8 21 買fi! with a slight advantage for White.

The position is equal.

#### 17 Adf1!?

Wrong is 17 Oh4 g5 18 f5? gxh4 19 f6 Oxf6 20 exf6 14+, according to the Dutch IM Pieterse.

#### 

Black has satisfactory play by simple means, therefore Hort refrains from ideas like 18 ... g5!? 19 f5 \(\text{\textit{Hgg8}}\) (planning ... c6-c5) with unclear play (Seirawan).

> 19 gxf5 f5 20 0xe7 ¤xe7 gxf5 21 Де8 22 **Zhgi** ∐xg1 23 ∐xg1 c5 24 fxe6 fxe6 25 **\$b₫**8 始g6 始f7 26 cxd4 27 買xg8 Æg8 **⊕e**7 28 ₩xg8+ 29 **始h7+ Bd8** 1/2-1/2

#### Game 19 **Kotronias – Skembris** *Athens (4th Match Game)* 1987

#### 1 e4 c6 2 d4 d5 3 e5 <u>O</u>f5 4 ආc3

台c8

①e7于 15 皆f4? cxd4 16 exd4 f6 17 置fe1 官b8 18 ②f1 fxe5 19 dxe5 ②f6-+ 20 g3 ②xe5 21 皆g5 h4 22 皆g4 hxg3 23 hxg3 ②xc3 24 bxc3 e5 25 皆g5 皆a5 26 皆b2 置h2 27 置xe5 ②xe5 28 皆xe5+皆c7 29 皆xc7+⑤xc7 30 置d4 g5 31 置g4 置g8 32 置d4 置f2 33 ②h3 置g6 and 0-1. Nevertheless, 6 ③d3 ③xd3 7 cxd3!? e6 8 置c1 is slightly better for White, according to Speelman.

5 <u>Q</u>e3 g6 6 ∰d2 4)d7 7 4)ge2 h5 8 4)g3 <u>Q</u>e6?!

Also bad is 8 ... 4)b6? 9分xf5 營xf5 10 b4 (even better than 10 a4!? a5 11 \(\mathbb{I}\)a3 e6 12 \(\mathbb{I}\)b3 Qb4 13 Qd3 今c4 14 皆c1 皆g4 15 0-0 and the white rook's unusual position on b3 is more of a strength than a weakness, if only because of the unsatisfactory cooperation of Black's forces) 10 ... 曾d7 11 a4 e6 (or 11 ... aS 12 bxa5 \(\) xa5 13 e6 fxe6 14 Od3 with a strong attack for White) 12 a5 {10c8 13 {10c2 and the plan De2-f4-d3-c5 guarantees White an advantage. Comparatively best seems 8 ... e6 9 @xf5 gxf5 10 @e2 c5 11 c3 h4 12 \$\f4 with White enjoying only a small superiority.

> 9 <u>0</u>d3 <u>0</u>b6 10 a4 h4 11 <u>0</u>ge2 <u>0</u>f5?!

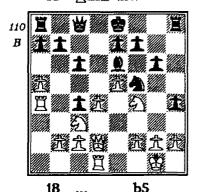
Better is 11 ... **a5** 12 **Ha**3 **Ha**7 followed by ... **4**\)b6-a8-c7.

12 a5 Qc4 Not 12 ... Qxd3? 13 cxd3 Qd7 14 e6 and White is already winning.

13	<u>0</u> xc4	dxc4
14	0-0	<u>O</u> h6

Superior is 16 Id1!.

16



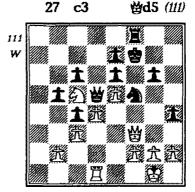
This is the only move to continue fighting, at least in a practical sense; for example, 20 12 the game is beyond salvation.

19	axb6	axb6
20	∐xa8	₩ха8
21	<b>∢</b> )xe6	fxe6

22 **供e2** 

White has a big advantage, but it is still not so easy to bring it home.

Skembris manages to set a few traps, e.g. here 27 對xc6? 當d5 28 當xd5 exd5 29 c3 買a8 and Black has achieved some counterplay.



28 始h3!

With the idea 28 ... \(\mathbb{Z}\)a8? 29 g4! hxg3 30 \hbar h7+ \Dg7 31 fxg3+-. Black does not have adequate improvements in this rition, for example ... **分h6 30 營e3 or 29 ... 分g7 30** 增xh4 planning 置el and ge4. Normally the end should be near now, as White conquers the a-file for his rook.

28	***	⊕g/
29	∐a1	<b>b4</b>
30	世g4	bxc3
31	bxc3	Дь8
32	h3	ДЬ5
33	份f4	₽f7
34	<b>Да</b> 7	₩d8
35	€\e4?	_

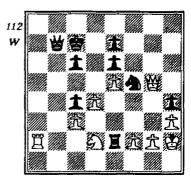
Jeopardizing the win in time trouble. Immediately decisive was 35 #g5 (threatening 36 始f6+) 35 ... 始h8 36 ()xe6 etc.

Continuing in the same 

37	***	<b>æe8</b>
38	<u>Даб</u>	<b>∄d7</b>
39	<b>€</b> )e4	<u> Ţ</u> e1
40	4)d2	<b>台b7</b>
41	Да2±	⊞c7?

White has still kept a considerable advantage, but it was possible to continue fighting through 41 ... 使8 42 句句! 性hi+ (the only serious try) 43 数hi 世bi+ 44 图h2 世xa2 45 页5! 图d7 46 世句! 世a5 (the variations 46 ... 世c2 47 幻h7 and 46 ... 世a8 47 幻e4 图e8 48 世g4 图f7 49 句g5+ lose simply) 47 ②e4 世d5 48 世g4 and despite White's obvious superiority the game is not over yet.

4	2 👑	g4 g	<b>5</b> 5
4	3 份:	xg5	<b>Je2</b> (112)
4	4 🖄	g8! }	<u>I</u> xf2
4	5 份	xe6	∳b8
Or 4	S &	ye3 46 ¥	1xe7+ &c8



47 營xb7+ ⑤xb7 48 띨b2+ ⑤c7 49 ⑤xc4 etc.

#### 46 dS

The rest is pretty clear.

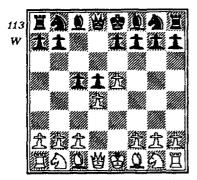
46 ... cxd5 47 ∰xd5 ∰b6 48 4\xc4 1-0

#### Conclusion

Black's 4th move alternatives are not to be taken lightly; nothing has been refuted and nothing has been explored well. However, Speelman's 4 ... a6!? looks more useful than 4 ... \$\text{\text{\text{\text{\text{M}}}}7/c8}\$, and only further encounters can show what is the best plan for White.

# Game 20 Tal - Botvinnik Moscow (8th Match Game) 1961

1 e4 c6 2 d4 d5 3 e5 3 ... c5 (113)



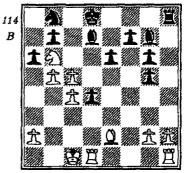
This move became fashionable in the early 1960s when Botvinnik employed it in several World Championship games against Tal. Nowadays it is a rare bird in tournament practice since it has been long established that White can get an advantage in a variety of ways.

4 dxc5 e6
For 4 ... \$\( \)c6 see Game 21.
5 ₩g4!?

Some old analysis by Boleslavsky runs **5 <u>0</u>e3!** De7 6 c3 Of5 7 Od4 and now after either

7 ... **慢c**7 8 <u>0</u>d3 <u>0</u>xc5 9 <u>0</u>xc5 **6**xc5 10 <u>0</u>xf5 exf5 11 <u>6</u>)f3 <u>6</u>2c6 12.0-0 0-0 13 <u>6</u>)bd2 or 7 ... **6**xd4 8 cxd4 b6 9 b4 a5 10 <u>0</u>b5 <u>0</u>d7 11 **6**a4 White's superiority is evident.

In the 4th game of the same match Tal explored \$ \( \)\cdot \cap 23, but the result was less successful: \$ \( \). \( \)\cdot \cap 6 \( \)



24 ... f5 25 <u>0</u>f3 axb5 26 cxb5 <u>0</u>xb5 27 <u>0</u>xb7 **3**c7 28 a4 <u>0</u>xa4 29 <u>6</u>)xa4 **3**xb7 30 **3**d2 <u>6</u>yd7 31 <u>1</u>b1+ **3**c6 32 <u>1</u>hc1 <u>0</u>e5 33 **3**d3 <u>1</u>a8 34 <u>1</u>b6+ <u>6</u>yxb6 35 cxb6+ 数d7 36 夕c5+ 数e7 37 置e1 置a3+ 38 数c4 置c3+ 39 数b5 置e3 40 置a1 ①xh2 41 置a7+ 数e8 and ½-½. My conclusion is that 5 分c3 is rather inconsistent and worthless from the theoretical point of view.

5 ... නුc6

5... h5!? is a likely improvement here, so Boleslavsky's analysis is more to be trusted. It is also possible to regain the pawn immediately with 5... and 6 0bs &c7. The text is a dubious idea which underestimates White's tactical possibilities.

6 ♠f3 ₩c7 7 ♠b5 ♠d7 8 ♠xc6!

White's position contains many strongpoints to compensate for the bishop pair. Black's tempo loss in the opening allows Tal to carry out typically Nimzowitschian ideas in exemplary fashion.

8 ... ₩xc6 9 <u>0</u>e3

White not only has an extra pawn but is also ahead in development. Therefore Botvinnik decides to regain the material at the cost of deteriorating his pawn structure.

> 9 ... Sh6 10 Oxh6!

The second bishop goes, but White has correctly judged that in the resulting position Black cannot effectively use his bishops because of his backward development. On the contrary, the white knights have excellent squares from which to operate.

10 ... gxh6

The advantage of the open g-file is offset by the insecurity of the black king and the weakened pawn structure. Practically, Black is facing insurmountable problems in such positions.

11 ∮bd2 ₩xc5 12 c4!

Predicting ... 0-0-0, Tal is quick to open up the game. White's central control guarantees that Black's bishops will not be dangerous.

12 ... 0-0-0 13 0-0 使b8 14 質fd1 始b6 15 始h4!

Tal is piling on the pressure with quiet moves. The text keeps an eye on d8 and h6, while at the same time protecting his own potential weakness on f2. It should be noted that the light-squared bishop's future is also hampered since the valuable e7 square is also controlled.

15 ... aS

Trying to blockade the queenside, but the impression is that this rather invites White to attack. Preferable is 15 ... He8 or 15 ... Hg8 when Black can still fight.

16 Haci Hg8
The game continuation

suggests that immediately 16 ... a4 was better.

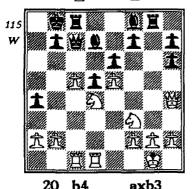
#### 17 4 b3 a4

Black cannot play 17 ... dxc4 18 Exc4 when the pin on the d-file will win material for White. However, it was possible to open up the game for the bishops with 17 ... Ec8 18 cxd5 Exc1 19 Exc1 exd5 20 Exd5 Oc6 and Black keeps some practical hopes alive.

#### 18 c5

This move creates the kind of semi-blocked position which reveals the power of knights over bishops; taking advantage of the strongpoint at d4, White can expand on the queenside at will.

> 18 ... **營**c7 19 **分bd4 夏c8** (115)



Botvinnik tries to take the sting out of White's attack by exchanging queens, but here White is so superbly placed that he can happily agree to this. Anyway, Black could hardly find anything better in

**₩**d8

axb3

21

view of his miserable king position and White's queenside pawn majority.

22	<b>粉xd8</b>	Exd8
23	<b>b4</b>	Ig4
24	bS	Дс8
25	ch	_

White's forceful pawn advance, aided by his whole army, cannot be stopped by Black. The most important rôle is played by the knight on d4, a superb blockader.

#### 26 Ec2 Og7

The bishop's entrance to the game comes too late to change the outcome. White's forces on the queenside are already poised to deliver the knock-out blow and the a-file is about to have its say.

#### 27 **gai <u>Q</u>xe**5?

27 ... **其xd4** was the only way to prolong resistance, but White still wins after 28 夕xd4 ②xe5 29 其ca2! ①xd4 30 其a8+ ②c7 31 其xc8+ ②xc8 32 其a8+ ②c7 33 cxb7 etc.

Not waiting for 29 ... Oxd7 (even worse is 29 ... Oc7 30 b6+ Od. 1 cxb.) 30 cxd7 Id8 31 Ic8+! Ixc8 32 Id8+! when White sweeps away the whole black army at one stroke.

#### Game 21 Shabalov - K. Arkell London 1991

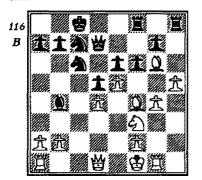
1 e4 c6 2 d4 d5 3 e5

#### 3 ... c5

At this point, Black's lesser alternatives are, to say the least, dubious. For the sake of completeness we shall take a quick look at one of them:

a) 3 ... \( \) \( \alpha \) after which I recommend 4 \( \alpha \) d2 \( \alpha \) b6 (4 ... \( \alpha \) c7 5 \( \alpha \) d3±) 5 c3 (with the idea b2-b4) 5 ... c5 6 dxc5 \( \alpha \) xc5 7 \( \alpha \) b3 8 axb3 and White is clearly better.

Against 3 ... \( \) a6 Nunn has twice essayed the immediate 4 c3 with good results. The game Nunn-Nikolac, Bundesliga 1984, continued 4 ... \( \) of 5 5 \( \) e2 e6 6 \( \) f4 \( \) e7 7 \( \) d2 \( \) c7 8 g4 \( \) g6 9 h4 f6 10 \( \) xg6 hxg6 11 \( \) f3 \( \) d7 12 \( \) g1 0-0-0 13 \( \) d3 c5 14 \( \) of 4 cxd4 15 cxd4 \( \) c6 16 \( \) xg6 \( \) b4+ 17 \( \) f1 \( \) df8 18 h5 \( \) (116)



18 ... fxe5 19 夕xe5 夕xe5 20 ①xe5 ②d6 21 營e2 ②xe5 22 營xe5 營b5+ 23 ⑤g2 營xb2 24 眞gf1 營a3 25 f4 營e7 26 眞ac1 ቯd8 27 f5 營d6 28 fxe6 營xe5 29 dxe5 ⑤b8 30 e7 ቯdg8 31 ②f7 ቯc8 32 g5 d4 33 買fd1 and 1-0, while Nunn-K.

Arkell, London 1990, saw 4 ... \$\c7 5 \$\rightarrow\$2 (5 \textit{Qd3 g6 6 \$\rightarrow\$12 (6 \$\f3!?\ 6 ... h5 7 \$\f1 {7 \$\df3!?\ 7 ... \$\h6 8 \( \rightarrow a 3 \rightarrow g4 9 \( \rightarrow f3 \rightarrow xe3 \) 10 fxe3 Of5= was van der Wiel-Kavalek, Wijk aan Zee 1982, but White could keep a slight advantage with 10 0xe3, according to Seirawan) 5 ... g6 64 g34 h674 d2 0g48 f3 0d7 9 f4 spe6 10 spf3 spg7 11 h3 6 hf5 12 6 xf5 0xf5 13 g4 0e4 14 買gl f5 15 \$\g5 e6 16 \db3 \dd7 17 Oe3 Oe7 18 6 xe4 fxe4 19 0-0-0 0-0-0 20 c4 \$\delta 68 21 ය with a clear advantage for White, according to Speelman, although Black eventually managed to draw.

#### 4 dxc5 වුc6 5 <u>0</u>b5

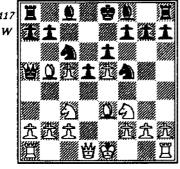
This is Boleslavsky's suggestion, while inferior seems 5 \$\f3, after which the game nirov-v. Arkell, Leringrad 1989, progressed as follows: 5 ... <u>Og4</u> 6 Ob5 営aS+ 7 公c3 e6 8 Oe3 a6 9 0xc6+ bxc6 10 a3 0xf3 11 \( \text{th} xf3 ①xc5 12 0-0 ①xe3 13 營xe3 今e7 14 b4 台c7 15 分a4 a5 16 分c5 0-0 17 分b3 axb4 18 axb4 分f5 19 始c3 始b6 20 買xa8 買xa8 21 買a1 買xai+ 22 營xai 營xb4 23 營a8+ 始8 24 始xc6 h5 with a slight d. nt.g. fo. B. ck (even u.l.y converted to a win after another 24 moves).

5 ... ∰a5+
6 ∮]c3 e6
7 Øe3 ∮]e7

The old analysis by Boleslavsky runs 7 ... <u>O</u>d7 8 & f3

(also interesting is Pachman's 8 ②xc6 ②xc6 9 分f3 ②xc5 10 ③xc5 10 ③xc5 對xc5 11 對d± - see Chapter 1, diagram 18) 8 ... 公xe5 (8 ... 公xe6 11 ②d4±) 9 ②xe6 ③xc6 11 ②d4±) 9 ②xe6 ③xb5 10 對h5 g6 11 ②xg6 ②f6 12 對h4 ②e4 13 ②xf8 and White has a clear plus.

8 4)f3 4)f5 (117)



9 a3!±

As often happens in the Caro Advance, the specific requirements of the position demand that White spoil his pawn formation; in compensation, the dynamism of his position increases considerably. And just have a look at the c8-bishop, which Black's very first move planned to liberate!

A most unusual break by White in this variation, all the more effective for this reason.

Black has no option, but forcing tactics from a position

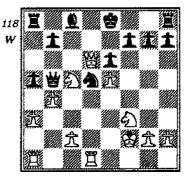
with fewer developed pieces can only lead to a hopeless situation.

13 分xc5 營a5+ 14 b4 營xb5 15 營d6 a5

Useless action, since opening up the a-file would only benefit White. Although he could hardly hope to save himself in the long run, Black's b^s+ was to initiate the plan he chooses next move by 15 ... \$\frac{1}{2}\$e7, e.g. 16 \$\frac{1}{2}\$d1 \$\frac{1}{2}\$b6 with just a few practical chances.

16 **含f2 今e7** 17 **且hd1 分dS** (118) Now 17 ... **營**b6 is impossible,

Now 1/ ... **W**bb is impossible, but Black has deluded himself that he has built a fortress.



18 c4!

Such blows almost always exist in the Caro Advance when White has a lead in development.

18 ... 增xc4 19 買ac1 營a2+ 20 使g3

As if to demonstrate Black's inability to undertake anything even resembling counterplay.

20 ... axb4

21 Da6

The final conclusive blow, threatening above all 22 🗒xd5.

21 ... bxa6

22 Ec7 1-0

Black is not given any hope with 22 \$\overline{6}c6+\$, while now the renewed threat 23 \$\overline{2}xd5\$ spells the end.

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