

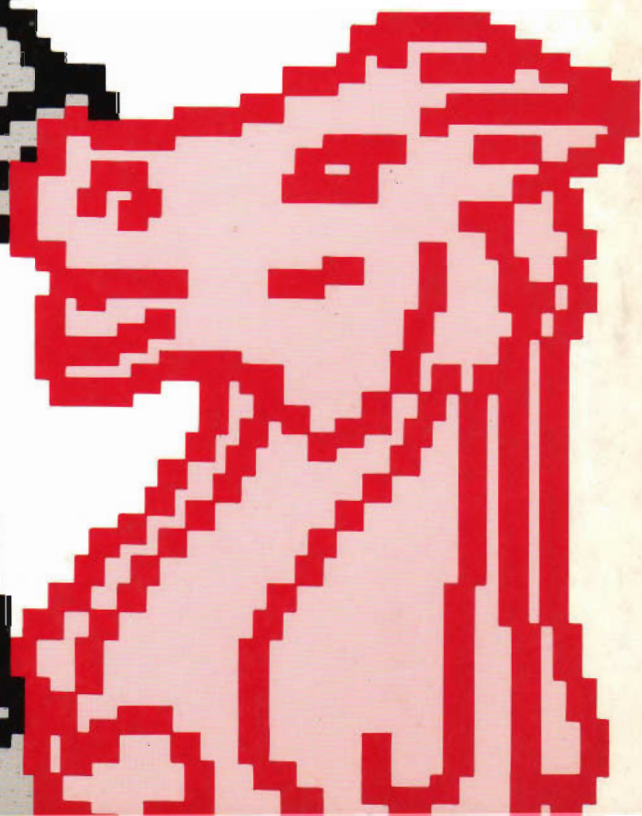
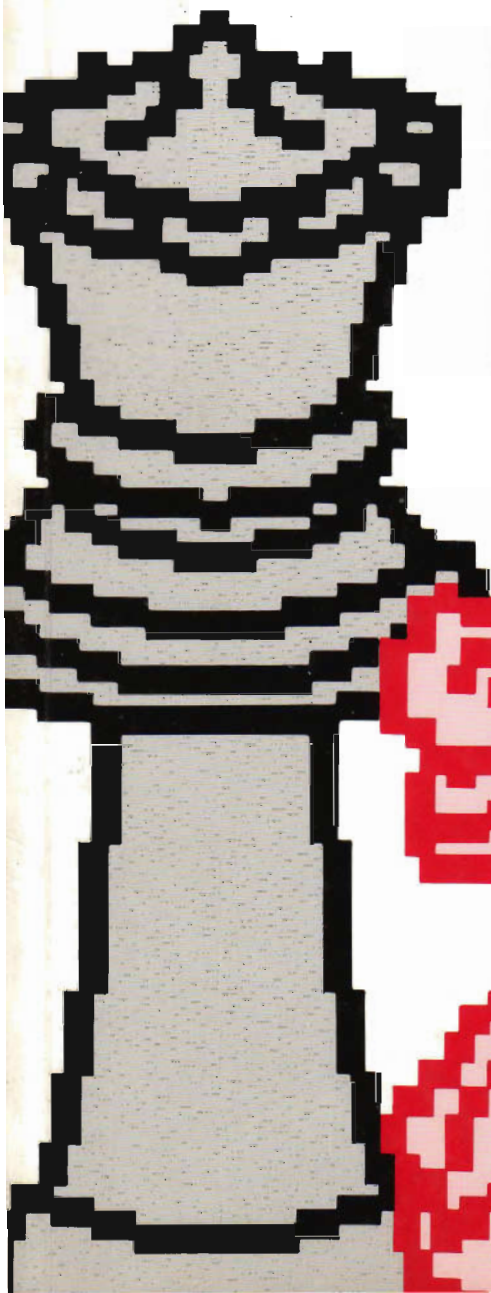
TACTICS

IN THE

KING'S

INDIAN

GENNADY NESIS



Tactics in the King's Indian

Tactics in the King's Indian

GENNADY NESIS with
Leonid Shulman

Translated by Malcolm Gesthuysen

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Preface

You may be surprised by this book – we certainly were! Of course, we do not mean the subject itself, but the way in which it has been presented. For this is certainly not a conventional textbook on opening theory, with nothing but dry analysis and variations to be memorised. The title makes the intention clear: we aim to provide an insight into the King's Indian Defence, and we have done this by stressing the tactical element.

Initially we intended to classify games simply according to opening variation. But, as the material piled up, we were struck more and more by the importance of tactics in the games we were considering. Indeed, the tactical idea of deflection could be encountered in both the Sämisch System and in the Yugoslav Variation, and the motif of opening a file or a diagonal was just as likely to crop up in the Four Pawns Variation as in the Fianchetto Variation. So we came to the conclusion that tactical ideas, rather than variations pure and simple, are the most important factor when it comes to understanding the King's Indian Defence. In fact, tactics are the life-blood of the King's Indian player, and we have therefore analysed 35 games in which characteristic tactical concepts are particularly well illustrated.

In any opening system one comes across an enormous variety of combinations, but the number of ideas underlying them is fairly restricted. The tactical ideas which characterise the King's Indian may be broadly classified as: enticement (Chapter 1), deflection (Chapter 2), vacating or seizing a square (Chapter 3), opening (freeing) files and diagonals (Chapter 4), demolition (Chapter 5), and exploiting unfortunate piece positions: trapping a piece, double attack, elimination of the defence, the pin (Chapter 6). Of course, chess is so complicated in practice that tactical ideas rarely occur in their 'pure' form, and several ideas may often be involved in a single combination. So, in grouping the analysed games in different

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chapters, we have singled out the dominant tactical idea, the one which in our opinion is most clearly expressed, while considering any others as of secondary importance.

In general, the study of chess openings has until now concentrated upon overall strategic concepts and, principally, the compilation of almost endless variations. But it is important to realise that whenever a player studies an opening he is to some extent taking a practical course in tactics at the same time. This book offers the opportunity to study an opening on the basis of examples of typical tactical operations. Of course, in order to prepare thoroughly, such an approach should preferably be combined with the study of specific opening variations. But bear in mind that variations usually have to be memorised, whereas ideas – tactical ideas – can never be forgotten!

By placing the emphasis on actual play, not on theory, we hope that you will find this book much more entertaining than the usual type of opening manual. At the same time it aims to be instructive: by familiarising yourself with the typical tactical methods presented here you will undoubtedly improve your tactical ability in practical play.

Introduction

Nowadays the King's Indian Defence covers a whole complex of independent opening systems, with different pawn structures and piece deployments. But they may all be unified by the main idea, expressed aphoristically by the brilliant chess populariser and wit, Tartakower: 'Instead of death in the centre – death to the centre!' The idea is for Black to combat White's pawn centre with piece pressure, supported by timely counter-thrusts from pawns. Those who champion the King's Indian Defence (although they do not consider it a defence, but an attack) continue to debate whether they should immediately strike against White's centre with pawns, or whether it is more promising to attack it from a distance with pieces. Players of White in this opening have to resolve another 'eternal' problem: should they close the centre immediately, or is it more beneficial to maintain the tension as long as possible? In the first case, White gets a lasting advantage in space. In the second, it may be possible later on to open the centre by exchanging pawns in a more favourable situation, sometimes even forcing the transition to a won ending.

Of particular interest are the Classical systems of the King's Indian Defence, in which White's king's bishop is developed to e2. In these systems White usually gets a definite spatial advantage by occupying the centre with the move d4–d5. This compels his opponent to organise counterplay on the flanks, which leads to very sharp positions. One has only to look in any recent edition of the Yugoslav publication *Informator* to see that these systems enjoy enormous popularity (the World Champion, for example, plays the King's Indian with both the white and the black pieces). Many of the games quoted employ the Taimanov–Aronin system, in which at a very early stage White develops activity on the queenside, where he aims to open up the position as quickly as possible. This gives Black the opportunity of fighting for the

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initiative on the kingside, and he sometimes manages to build up a very dangerous attack against the white king.

In many variations of the King's Indian Defence the middlegame strategies – often attacks on opposite sides – are determined from the very beginning. The King's Indian Defence is an asymmetrical opening in which Black's strategy is frequently built on the principle of 'ruining' his opponent's plans. It is clear that Black aims to carry out an attack right from the opening, so it is essential to consider such variations only from a dynamic point of view, i.e. to study the transition from the opening to the middlegame. We have attempted to explain the opening phase of each of the analysed games in considerable detail, right up to the critical position where tactics take over, but the annotations reveal how close the connection between opening and middlegame has become in modern tournament practice.

As will also become clear from the annotations to the games we have selected, play in the King's Indian is often sharp and forced, and it demands exceptionally accurate and dynamic handling from both sides. Furthermore, the need to combine a forceful attack with rational defensive measures adds to the complexity of play. All of this increases the importance of the various tactical tricks which may be employed during the opening and, especially, during the transition to the middlegame.

The reader will notice that Black is victorious in most of the examples we have considered. We have absolutely no hesitation in offering such a selection. The point is that, in the King's Indian Defence, if Black can manage from the very beginning to take the game along tactical lines without making serious strategic concessions – and this is what we intend to show – then he will, as a rule, be successful. Such is the nature of this amazing opening. An exception is the Sämisch Variation, where White generally plans to carry out a forceful attack, brimming with tactical possibilities, right from the start.

The tactical ideas found in the opening phase of the King's Indian Defence are by no means all equally important. Those most frequently encountered involve the opening of files (or diagonals) and the destruction of the castled position. Indeed, Black comes out on top in the King's Indian (especially when the centre is closed) if he can succeed in opening the diagonal effectively for his 'King's Indian' bishop, or if he can launch a forceful attack

against the white king. White, on the other hand, has achieved many spectacular victories by opening the h-file for an attack. More rarely encountered in the opening are the concepts of deflection, enticement, or the elimination of the defence – these ideas are usually found in the middlegame.

There are many possible plans in the King's Indian Defence, both with regard to strategic aims and the ways of achieving them by tactical means. In each chapter the opening variations have been classified as follows:

1) Fianchetto Variation

(1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 ♘f3 d6 5 g3 0-0 6 ♗g2)

2) Classical System

(1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2)

3) Sämisch System

(1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 f3)

4) Four Pawns Variation

(1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 f4)

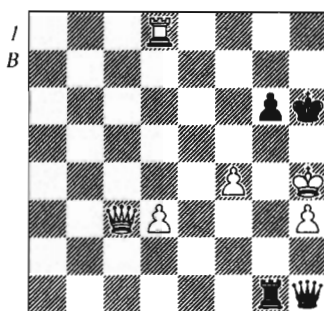
5) Other systems

The reader will notice that in almost half the games analysed the system adopted was a variation with the white bishop developed at e2. This is hardly surprising, as this system is currently very fashionable in tournament practice. We have tried to represent the other variations in relation to their current popularity.

1 Enticement

The games presented in this chapter all have a tactical idea in common – enticement. The opening variations and the strategic concepts may be different, but at a particular moment in each of them the same tactical idea occurs. As we said above, tactical ideas are seldom encountered in their pure form, so that, together with the motif of enticement, you will find such tactical ideas as the pin, the opening of lines, and the double attack.

An example of the idea of enticement in its pure form is the following position (1):



Black wins with 1 ... ♖g4+! (enticement) 2 ♔xg4 ♚g2+ 3 ♕h4 g5+ 4 fg+ ♚xg5 mate.

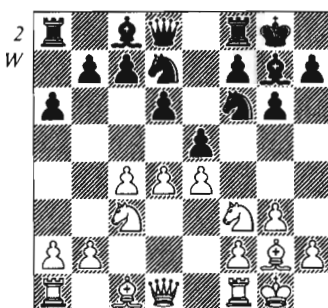
In the hands of the true master, chess pieces, which merely appear to be lifeless to the indifferent spectator uninitiated in the mysteries of the game, come to life. The player is really the producer of a spectacular show, revealing the character and temperament of the performers, and just like any real theatrical production, the game has its stars. In the first two examples it is the black knights which have the last word.

Game No. 1
Vukic-Kochiev
Pula 1988

1	d4	♠f6
2	c4	d6
3	♗c3	e5
4	♗f3	♗bd7
5	e4	g6
6	g3	♙g7
7	♙g2	0-0
8	0-0	a6 (2)

Through a slightly unusual move order, a typical King's Indian position is reached. Black's 8th move, an idea of Bronstein's, is seen comparatively rarely in tournament play. Now after the usual 9 h3 there follows the immediate 9 ... b5!

Moving the other wing pawn – 8 ... h6!? – is also of interest and calls to mind Nimzowitsch's classical principle: 'from the centre to the flank'. Black is preparing to play 9 ... ♗h7 and 10 ... ♗g5, exchanging White's knight on f3 and exerting pressure on the central d4-square – from the flank to the centre! Play may develop as follows: 9 h3 ♗h7 10 ♖e1 (10 d5?! a6 11 ♙e3 f5 12 ♗d2 h5 is unclear; Lapenis–L. Schulman, Bankja 1989) 10 ... ♗g5 11 ♗xg5 ed 12 ♗b5 hg 13 ♗xd4 ♗e5 14 ♗e2 ♗f6 15 ♗d1 g4 16 h4 ♗e7 17 ♙e3 a6 with an unclear position (Konopka–Timoshchenko, Frunze 1987).

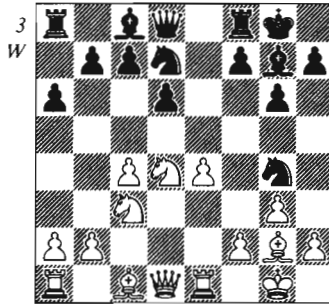


9 ♖e1

If White closes the centre, play may continue: 9 d5 ♗e8 10 ♙d2 c5 11 ♖b1 ♗c7 12 b4 cb 13 ♖xb4 f5 14 ♗e1 b5! with a complicated game (Gauglitz–Knaak, Halle 1987).

9 ... ed
 10 ♖xd4 ♜g4! (3)

Black really committed himself to this as early as move eight, and the subsequent development of the game along tactical lines is a natural consequence of his opening formation.



Also played here is 10 ... ♜e5 11 b3 c5 (a sharp but logical move, in the spirit of the variation chosen by Black) 12 ♜c2 ♞b8 13 h3 ♜e8 (13 ... b5!?) 14 ♙b2 with advantage to White (Vladimirov–Kozlov, USSR 1988).

We noted above that with the move 8 ... a6 Black plans to play on the queenside; but, as the reader will see, in this game the b- and c-pawns remain where they are. Is this a contradiction? Not at all: White has not closed the centre, and the position of his rook on e1 has prompted Black towards a specific tactical operation. Kochiev's knowledge of the many tactical ideas in the King's Indian has also played its part.

11 ♜c2

The weakness of the f2-square begins to tell: on 11 h3 possible is 11 ... ♜f6 12 ♜f3 ♜ge5 13 ♜d5 ♜d8 14 ♜e2 c6 15 ♜c3 ♜xf3 + 16 ♙xf3 ♜e5 and 17 ... ♙e6, when Black has the initiative.

11 ... ♜c5

As Kochiev points out, also quite playable is 11 ... ♜b6 12 ♜e2 ♙e6 13 ♜d5 c6.

12 h3 ♜e5

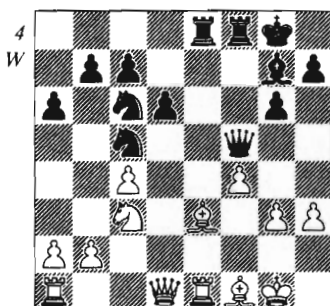
13 ♙f1 f5!

Such a sharp pawn move is made possible by Black's well-coordinated pieces.

18 Enticement

14 f4 ♖c6
 15 ef ♔xf5
 16 ♖e3 ♗d7
 17 ♖xf5 ♗xf5
 18 ♔e3 ♚ae8 (4)

Kochiev assesses the position as roughly equal, but it seems to us that Black already has the initiative. In fact, after just a few rather superficial moves by White, lightning strikes.



19 ♖d5 ♔h8
 20 ♗d2

It would be dangerous to remove the white knight from the centre: 20 ♖xc7 ♚xe3! 21 ♚xe3 ♔d4.

20 ... ♗f7
 21 h4?!

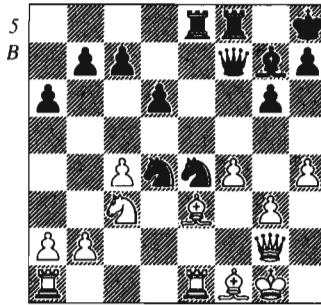
This is directed against ... g5, with the idea of taking control of the e5-square, but stronger was 21 ♔h2, removing the king from the dangerous diagonal.

21 ... ♖e4
 22 ♗g2 ♖d4!
 23 ♖c3? (5)

This loses. It was essential for White to reconcile himself to an inferior position by playing 23 ♔xd4 ♔xd4+ 24 ♔h2.

23 ... ♖xg3!

This tactical blow on the theme of enticement crowns a game conducted on entirely strategic lines by Black. The tactical basis of the rest of the game revolves around Black luring White's heavy pieces onto the g1-a7 diagonal, where they will be vulnerable after the removal of the bishop on e3.

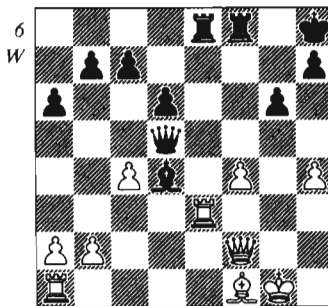


24 ♖xg3 ♘f5
25 ♗f2

On 25 ♗f3 the winner points out the following variation: 25 ... ♘xe3 26 ♜xe3 ♙d4 27 ♞e1 ♜xe3 28 ♞xe3 ♗xf4 29 ♗xf4 ♞xf4 30 ♘d5 ♞f3 31 ♝g2 ♞xe3 32 ♘xe3 ♙xe3 with two extra pawns in the ending.

25 ... ♘xe3
26 ♜xe3 ♙d4
27 ♘d5 ♗xd5! (6)

White resigned.



In the final position Black's strategy is so successful that he is able to sacrifice his queen in order to fully exploit the line of white pieces on the diagonal; after 28 cd ♙xe3 29 ♗xe3 ♞xe3 White is left in a hopeless situation.

Game No.2
Balogh–Lechtynsky
Budapest 1986

1	d4	d6
2	c4	♟f6
3	♞c3	g6
4	e4	♙g7
5	f4	0–0
6	♞f3	c5
7	d5	b5

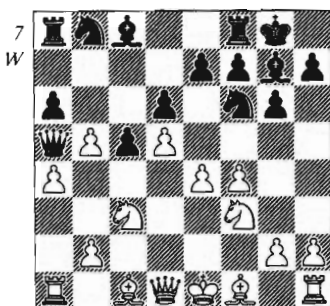
A sharp continuation. Black immediately begins counterplay on the queenside. Frequently, as occurred in this game, play transposes along the lines of the Volga Gambit.

If Black instead develops activity in the centre, play may continue: 7 ... e6 8 de fe 9 ♙d3 ♞c6 10 0–0 a6 11 ♖e1 b5 12 cb ab 13 ♙xb5 ♞d4 14 e5 ♞h5 15 ed ♚b8 16 d7 ♙b7 17 ♞g5 ♖b6 18 ♙c4 ♚f6 with sharp play (Danner–Kindermann, Budapest 1987).

8	cb	a6
9	a4	♖a5 (7)

A very committal move. By sending his queen in amongst the white pieces, Black indicates his willingness to play a game based on concrete calculation.

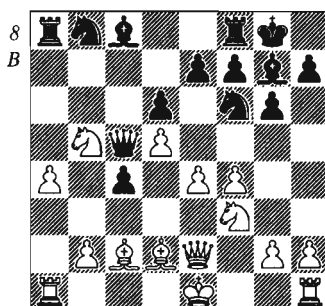
After 9 ... e6 10 ♙e2 ab 11 ♙xb5 ed 12 e5! de 13 fe ♞e4 14 ♖xd5 ♞xc3 15 ♖xd8 ♚xd8 16 bc White gets an advantage (Piskov–Vasyukov, Moscow 1987).



10	♙d2	♖b4
11	♙d3?!	

With the benefit of hindsight, it is easy to criticise White for this move, but on the face of it the idea of transferring the bishop to c2 looks tempting. The usual move here is 11 ♖c2, when 11 ... c4 12 ♜d1 ♜c5 13 ♙e3 ♜b4+ 14 ♙d2 ♜c5 results in an unusual repetition.

11 ... c4
 12 ♙c2 ♜c5
 13 ♜e2 ab
 14 ♜xb5 (8)



14 ... ♜xe4!

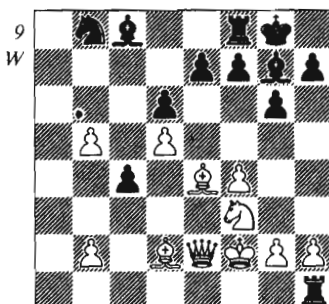
A tactical blow which is the introduction to further combinative play. The black knight puts itself *en prise* twice, but 15 ♜xe4? would give White a hopeless position after 15 ... ♙f5 and 16 ... ♙xc2. (The white queen is enticed to a square where it can be attacked and has to leave the bishop undefended.) That leaves the move in the game, after which events are forced:

15 ♙xe4 ♜xb5!
 16 ab ♜xa1+
 17 ♙f2 ♜xh1 (9)

It appears that approximate material parity has been maintained, but Black's position is better: his pieces can come into play easily, and White has to worry about the defence of his king. In Black's rather simple combination it is possible to detect a number of tactical ideas: enticement of White's queen onto e4 (after 15 ♜xe4?), deflection of the bishop from the square d1 (after 15 ♙xe4), and the opening of the a-file (after 15 ... ♜xb5 16 ab). The basis for these tactics was provided by the undefended position of the bishop on c2 and the white rooks, which arose as White tried to support his over-extended central pawn mass.

22 *Enticement*

These combinational ideas are typical of this variation, and knowledge of them will undoubtedly help you when playing such positions – you will be safeguarded against making mistakes, and you will be able to punish blunders by your opponent.



18	♙c3	♙xc3
19	bc	♘bd7
20	♘d4	♘c5
21	♚g3	♙g4!

Black's bishop comes into play with gain of tempo. It is not good for White to take it, either with the queen (22 ♚xg4 ♘xe4+) or the king (22 ♚xg4 ♘xe4 23 ♚xe4?? f5+), so that only leaves the move in the game.

22	♙f3	♙xf3
23	♚xf3	♞e8
24	♚xc4	♞c1
25	♚b4	♞a8
26	b6	♞a2

Black's well-coordinated rooks turn out to be more important than White's trump card – the passed pawn on the b-file.

27	b7	♘xb7!
28	♘c6	

Alas, after 28 ♚xb7 ♞xc3+ 29 ♚c4 ♞xg2 White is unable to get his king out of the mating net without great loss of material. But the move in the game does not save him either.

28	...	♘c5
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And Black won on move 34.

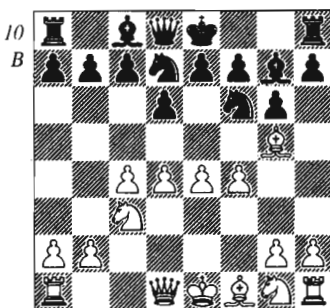
Game No. 3
Korchnoi–Nunn
Reykjavik 1988

1 **d4** ♘f6
 2 **c4** g6
 3 ♘c3 ♗g7
 4 **e4** d6
 5 ♗g5 ♖bd7

After 5 ... h6 6 ♗h4 c5 7 d5 0–0 8 ♗d3 e6 9 de ♗xe6 10 f4 ♗e8, White has the advantage (Rashkovsky–Hazai, Vrnjacka Banja 1988).

6 f4 (10)

This move gives the opening of this game a character all of its own. The continuations 6 f3 or 6 ♗e2 lead to more standard variations of the King's Indian Defence. After 6 ♗d2 h6 7 ♗h4 g5 8 ♗g3 ♖h5 Black has a comfortable game.



6 ... 0–0
 7 ♘f3

On 7 e5 Black has the reply 7 ... ♘h5, with the idea of answering 8 g4 with 8 ... f6! This knight manoeuvre to h5 with the white bishop on g5 and a pawn on f4 should be noted – it is typical of such formations and it immediately takes the game in a sharp, tactical direction.

7 ... c5
 8 d5 b5
 9 cb

If 9 e5 then 9 ... b4 and White's bishop on g5 becomes very vulnerable.

24 Enticement

9 ... a6
10 ♖d2

10... In4

In Nunn's opinion this is an unfortunate move. As he points out, the game is unclear after 10 e5 ♖h5 11 ♗d2 f6 12 ef ef 13 ♙h4 ♜e8+ 14 ♚f2 ♞b6.

10 ... ♖h5

An idea with which we are already familiar. Black intends to play ... h6 or ... f6. For example, 11 g4 f6 12 gh fg 13 hg ♜xf4 14 gh+ ♚h8 with a better game for Black.

11 ♗f3 f6
12 ♙h4 (11)



12 ... ♜xf4

Enticement!

13 ♗xf4 g5

Double attack!

Of course, all this is quite elementary, and for players of the class of Korchnoi and Nunn it is completely obvious, but for the player wishing to improve, and who intends to use the King's Indian as a weapon, it is very instructive. Knowledge of such typical ways of playing King's Indian positions will bring at least as many tournament wins as will the memorising of opening systems as if they were some scholarly text.

14 ♗f2

White had a choice: this move, or the variation 14 ♙xg5 fg 15 ♗xg5 ♖e5, in which he captures a couple of pawns but gives Black a lot of play for his pieces.

14 ... gh
15 ♗xh4 ♖e5
16 ♙e2

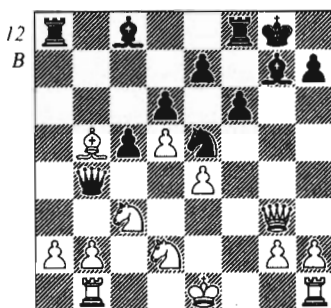
White hurries to complete his development. After 16 ♖c4 ♕g6!
 17 ♗g3 ab 18 ♘xb5 f5 Black's initiative takes on menacing proportions.

16 ... ab
 17 ♘xb5 ♗a5!

A move which Black clearly planned long ago and which increases his advantage. The queen goes to the queenside, but threatens the kingside. Indeed, after 18 0-0 there follows 18 ... ♗b4 19 ♖ab1 ♗d4 + 20 ♗f2 ♕g4 21 ♗xd4 cd 22 ♘e2 f5, when Black has numerous threats.

18 ♗g3 ♗b4
 19 ♖ab1 (12)

Just why has the black queen crept onto b4? White now threatens to chase it away with 20 a3, and on 20 ... ♗d4 to trap it with 21 ♘e2. Nunn's next move provides the answer.



19 ... ♖xa2!

Very strong! As a result of the next few moves Black gains full control over the diagonal a6-f1, deprives White of the chance to castle, and gives his pieces room to manoeuvre.

If we try to classify Black's tactical operation in more sober fashion, then it would appear to be enticement (of the rook from protection of the a2-square), deflection (of the knight on c3 from the square b5), and the subsequent seizing of the weak squares on the a6-f1 diagonal.

Of course, we assume the reader knows enough about chess to follow all this for himself, but we have allowed ourselves such treatment of this example (and some others) purely for instructive purposes, in the hope that such a methodical approach will allow the characteristic features of tactical play to shine through.

26 Enticement

20 ♖xa2 ♜xb5

21 ♜c3

Stronger was 21 ♜c1, covering the weak light squares and intending to play ♜b3. Nunn quotes the following variation: 21 ♜c1 f5 22 ♜b3 ♜a6! 23 ♜a3 fe 24 ♜xa6 ♙xa6 25 ♜xe4 ♜d3+! 26 ♜d2 ♙h6+ 27 ♜c3 ♜b4! and assesses this position as clearly better for Black. Again, generalising, we see that Black's main advantage is the activity of his pieces, achieved as a result of his tactical operations in the opening.

21 ... ♜a6

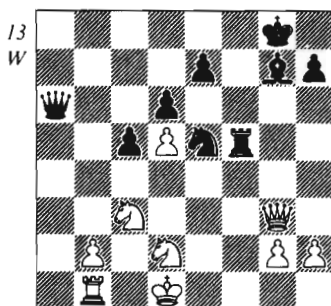
22 ♜d1 f5

23 ♙hf1 ♙f6

24 ef ♙xf5

25 ♙xf5 ♙xf5 (13)

As a result of these forced moves, material equality has been unexpectedly restored, but positionally White's game is bad.



26 ♜c2 ♜h8

27 ♜b3

In time-trouble White makes a mistake in a difficult position, overlooking his opponent's tactical riposte. But after other moves his position would still have remained difficult.

27 ... ♙h6

28 ♙a1?

Logical, indeed this is why White played 27 ♜b3, but ...

28 ... ♙f2+!

This is the point. If 29 ♜xf2 then 29 ... ♜d3 mate. (The queen is deflected from protecting the key square.)

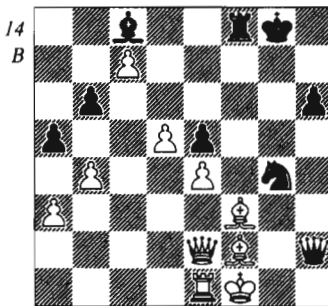
29 ♜b1 ♙f1+

And, with an extra piece, Black won.

2 Deflection

The tactical idea of deflection is employed when it is necessary to divert one of the opposing pieces away from the most important theatre of operations. As a direct consequence, the defence is usually disrupted, which leads either to immediate disaster or to loss of material. We have already come across some examples of deflection in the previous chapter, but here is an example in its 'pure' form (14):

Chekhover–Sokolsky
USSR 1947



Black played **42 ... ♖a6!** and White resigned – the queen is deflected from e2 and White is mated on the now undefended f2-square.

In the games we analyse, the idea of deflection is accompanied by a whole box of tactical tricks: demolition, double attack, the opening of files. By paying close attention to these ideas, you will sharpen your tactical awareness still further.

Game No. 4

Keene-Torre

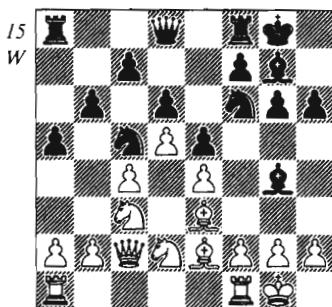
Manila 1979

1	d4	♟f6
2	c4	g6
3	♟f3	♙g7
4	♟c3	0-0
5	e4	d6
6	♙e2	e5
7	0-0	♟bd7
8	d5	

More promising for White is 8 ♚e1 c6 9 ♙f1 ed 10 ♟xd4 ♟g4 11 h3 ♜b6 12 ♜xg4!? (instead of the older 12 hg). Sosonko-Hazai, Holland 1988.

8	...	♟c5
9	♜c2	a5
10	♙g5	h6
11	♙e3	b6
12	♟d2	♙g4!? (15)

Usually in such positions Black moves the knight to g4, and White gives up his light-squared bishop for it without too much regret. But now White must weaken his position somewhat with the move f3, since taking on c5 is bad positionally (White cannot afford to surrender his dark-squared bishop as Black would play ... ♙h6 and dominate the dark squares.)

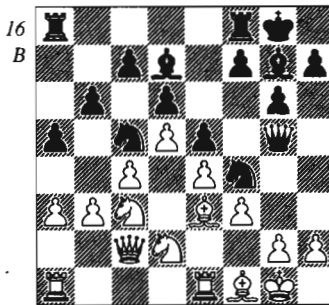


13	f3	♙d7
14	b3	♟h5
15	a3	

White has eyes only for his own plans and underestimates his opponent's possibilities. After 15 ♖fb1 ♜f4 16 ♙f1 he would have had the advantage, although not a very significant one.

15 ... ♜f4
 16 ♖fe1 ♜g5
 17 ♙f1 (16)

White is now ready for b3–b4, chasing away one of the black knights, and then g2–g3, to kick the other one away. Black's threats seem rather naive, but...



17 ... ♞cd3!

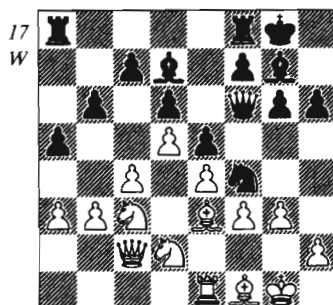
Not waiting to be asked, the knight goes into the thick of the action and immediately causes havoc. Of course, it is not possible to take this knight. After capturing with the bishop, White is mated on g2 (deflection of the bishop from g2), and after 18 ♜xd3 ♜xd3 19 ♙xg5 ♜xe1 Black gains the exchange and a technically won position. But if the move 17 ... ♞cd3! confined itself merely to this elementary variation, there would be little point in giving it so much attention. Black's idea is deeper and becomes clear after a couple more moves.

18 g3 ♜xe1
 19 ♖xe1

How is Black to continue his attack? White intends to remove his king from the g-file and then take the knight.

19 ... ♜f6! (17)

Now everything is clear! Black's tactical idea was based on a double attack: in the event of 20 gf ef, the bishop on e3 and the knight on c3 are both *en prise*, and the 'King's Indian' diagonal a1–h8 is opened up! Of course, this does not suit White and so he chooses a different path.



20 ♖b5 ♗h3+
 21 ♗xh3 ♗xh3
 22 ♖xc7 ♞ab8

The exchange ahead, Black was able to realise his advantage.

Game No. 5
Donner–Gligoric
Holland 1968

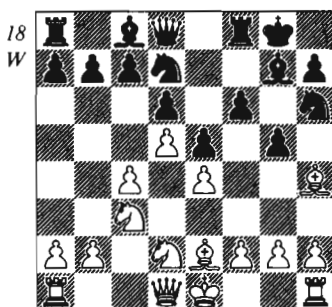
1 d4 ♖f6
 2 c4 g6
 3 ♖c3 ♗g7
 4 e4 d6
 5 ♖f3 0–0
 6 ♗e2 e5
 7 d5 ♖bd7
 8 ♗e3

The main continuation here is 8 ♗g5 h6 9 ♗h4 g5 10 ♗g3 ♖h5 11 ♖d2 ♖f4 with a roughly equal game.

8 ... ♖g4
 9 ♗g5 f6
 10 ♗h4 ♖h6
 11 ♖d2 g5! (18)

Black has achieved excellent development, and can allow himself to begin active operations even at such an early stage of the game.

12 ♗g3 f5
 13 ef ♖f6
 14 ♖de4 ♖xe4
 15 ♖xe4 ♗xf5



It would seem that 15 ... ♖xf5 followed by ... ♘d4 is obvious, but Black has planned a different tour for his knight.

16 f3

This move is the main reason for White's defeat. Now, by fixing on this pawn weakness, Black develops a violent attack. Preferable was 16 ♖d3.

16 ... ♗g4!

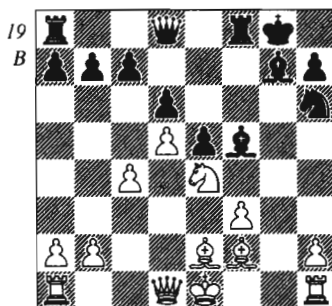
17 ♖f2?

Another mistake, and this time more substantial. White should have continued 17 0-0.

17 ... ♗f

Apparently only now did White realise that after 18 ♖xf3 there follows 18 ... ♖xe4 19 ♖xe4 ♗xf2! and then 20 ... ♗h4+, when his position is devastated.

18 ♗f (19)



18 ... ♗g4!

The regular King's Indian player will not miss such a tactical opportunity – the square g4 is not really defended by the pawn on f3.

32 Deflection

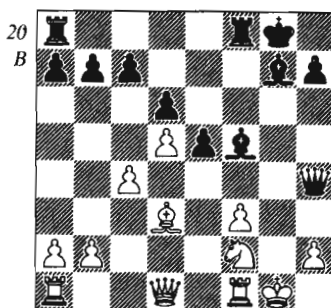
19 ♔d3 ♖xf2

Whenever White's dark-squared bishop disappears from the scene of the action, without evident material or positional compensation, it means that things are not going well for him...

20 ♖xf2 ♜h4

21 0-0 (20)

After 21 ♜e2 there follows simply 21 ... ♔xd3 22 ♜xd3 e4! with a rout.



21 ... e4!

The square e4 was no longer occupied, which is rather unusual in the King's Indian, and Black exploits this to great effect. Apart from anything else, he threatens 22 ... ♔e5!

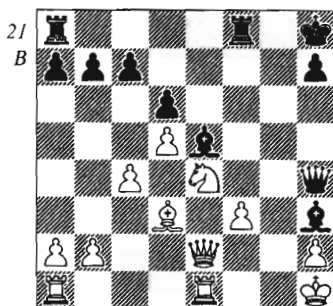
22 ♖xe4 ♔h3

23 ♜e1 ♔e5

24 ♜e2 ♔h8

25 ♔h1 (21)

And now there follows a little combination on the deflection theme.



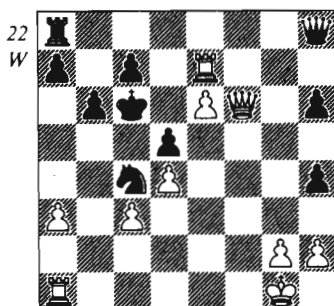
25	...	♖xf3!
26	♗xf3	♙g4
27	♗f2	♙f3+
28	♚g1	♙xh2+!

The conclusive blow. On 29 ♗xh2 there follows 29 ... ♖g8+, and on 29 ♚f1 then 29 ... ♗h3+, so White resigned.

3 Vacating or Seizing a Square

It sometimes happens that one of your own pieces or pawns hinders the execution of a tactical operation. In this case it is necessary to sacrifice the piece in question with the aim of vacating the square it occupies, which is then free to be occupied more effectively, frequently by a minor piece which can exert strong pressure on the opponent's position (22).

Kotov-Keres
Budapest 1950



White played **32 ♖xc7+**!, freeing the square e7 for his queen, which is ready to come into play with great effect. On **32 ... ♔xc7** there will follow **33 ♕e7+ ♔c8** (**33 ... ♔c6** **34 ♕d7** mate) **34 ♖f1**. Black replied **32 ... ♔b5**, but after **33 ♕e7** could not save the game.

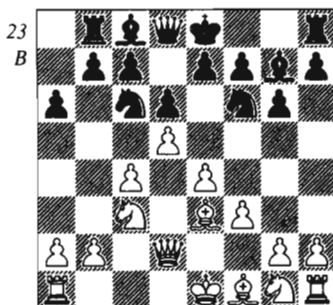
The games quoted in this chapter have a lot in common strategically. In both the games won by Black a decisive role was played by the black bishop on e5. In the two other games the

outcome was to a large extent determined by the white knight on c4.

Game No. 6
Suetin-Sale
Sibenik 1988

- | | | |
|---|---------|-----|
| 1 | e4 | g6 |
| 2 | d4 | ♙g7 |
| 3 | c4 | d6 |
| 4 | ♘c3 | ♘f6 |
| 5 | f3 | ♘c6 |
| 6 | ♙e3 | a6 |
| 7 | ♚d2 | ♖b8 |
| 8 | d5 (23) | |

Usually White does not hurry with this advance and plays d5 only after Black castles or plays ... e5.



- | | | |
|---|-----|------|
| 8 | ... | ♘e5 |
| 9 | h3 | ♘h5! |

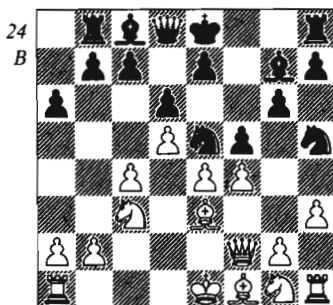
Right from the outset Black strives for active counterplay. As will become clear, Black did not move his knight to e5 just in order to withdraw it from this central square submissively. Since the immediate 10 f4 is not acceptable for White because of 10 ... ♘g3, 11 ... ♘xf1 and 12 ... ♘xc4, he has to worry first about defending the square g3.

- | | |
|----|-----|
| 10 | ♚f2 |
|----|-----|

On 10 ♙f2 Black gets a comfortable game after 10 ... f5 11 ef gf 12 f4 ♘g6 13 g3 e5!

- | | | |
|----|---------|----|
| 10 | ... | f5 |
| 11 | f4 (24) | |

36 Vacating or Seizing a Square



11 ... 0-0!

Black's excellent reply flows naturally from his opening strategy. On the other hand, after the drab 11 ... ♖f7? 12 e4 g4 13 ♕e2 ♜f6 14 ♖f3 White would have the advantage.

12 fe

After 12 e4 one possibility was 12 ... ♕xf5 13 fe ♕xe5 14 ♖ge2 e6 with lots of play for Black.

12 ... fe

13 ♗h4 ♕xe5

The idea of Black's combination is that, having occupied the central square e5, the black bishop can threaten both the queenside and the kingside. Also important is the fact that Black has the chance to develop an initiative and create concrete threats.

14 ♖ge2 b5!

Black must support his initiative in the centre with energetic play on the queenside.

15 g4

White immediately determines the fate of the knight on h5. Also possible was 15 c5 b4 16 ♖xe4 ♕xb2 17 ♚b1 ♕e5 with an unclear position.

15 ... ♖g3!

One gets the impression that Black has committed himself to playing only active moves! But this move is not only active but also the strongest. After 15 ... ♖f6 16 cb and 17 ♕g2 White stands better.

16 ♖xg3 ♚f3

17 ♖ge2

Black also maintains a strong attack after other replies. E.g. 17 ♖gxe4 ♚xe3+ 18 ♜f2 ♕d4 19 ♜g2 bc, or 17 ♖cxe4 ♚xe3+ 18 ♜d2 ♕f4.

17 ... ♖xe3
18 ♙g2

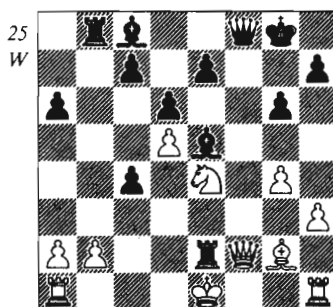
White gives his opponent the chance to win his queen – 18 ... ♙g3+ 19 ♜xg3 ♞xg3 20 ♜xg3 bc – but after 21 0–0–0 Black stands worse.

18 ... ♜f8!
19 ♜xe4

Suetin considers this to be a mistake and suggests 19 ♜d1, although also in this case Black has the advantage.

19 ... bc
20 ♜f2 ♞xe2+! (25)

It may be that this was the move White had not considered.



21 ♜xe2 ♞xb2
22 ♜f3 ♞xg2
23 ♜xf8+

White cannot save himself with 23 ♜xg2 ♙xa1 24 ♞f1 ♜g7.

23 ... ♙xf8
24 ♞c1 ♙b7

White's position is hopeless, and after reaching the time-control he acknowledged his defeat.

Game No. 7

Gheorghiu–Kasparov

Thessaloniki Ol. 1988

In this game – a win by the World Champion – a well-known strategic idea was given a most peculiar tactical twist.

1 d4 ♟f6
2 c4 ♟g6
3 ♟c3 ♙g7

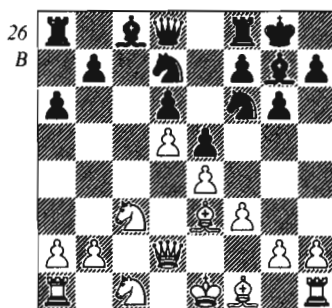
38 *Vacating or Seizing a Square*

4	e4	d6
5	f3	0-0
6	♙e3	e5
7	d5	c6
8	♗d2	

In the game Timman–Kasparov (see Chapter 4), White continued 8 ♙d3, when Black reacted with the energetic ... b5.

8	...	cd
9	cd	♗bd7
10	♗ge2	a6
11	♗c1 (26)	

Theory recommends 11 g4 h5 12 h3. By utilising White's rather sluggish development, Kasparov begins active play.



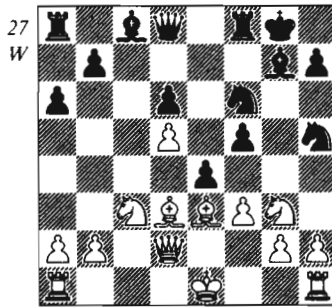
11	...	♗h5
12	♙d3	f5
13	♗1e2	♗df6

White must find a plan. Castling long looks dangerous, as Black has already created favourable conditions for an attack. But castling short is also fraught with difficulties: 14 0-0? f4 15 ♙f2 g5 16 h3 g4! 17 hg ♗xg4 18 fg ♙xg4 with strong threats.

14	ef	gf
15	♗g3	

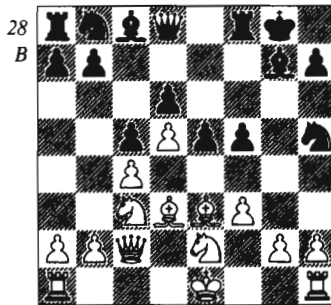
Now Black could have continued 15 ... ♗xg3 16 hg b5 with a good game, but he was attracted by another possibility.

15	...	e4! (27)
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A typical but nonetheless highly effective tactical trick. But in a game a quarter of a century ago the move ... e4! had been played as early as move 11 (28):

Kotov–Gligoric
Zurich 1953

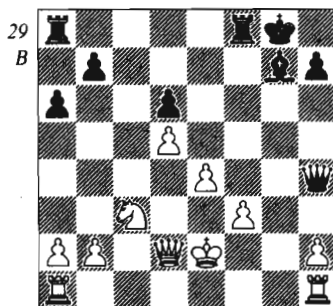


In annotating Gligoric's move 11 ... e4! Bronstein noted in particular: 'Black vacates the square e5 for his pieces and clears the important diagonal for his 'Indian' bishop ... For all these advantages Black gives up just one pawn, which at this stage of the game is unimportant.'

Let us return to the game Gheorghiu–Kasparov.

16 ♖xh5 ♖xh5
17 fe f4
18 ♙f2 ♙g4

Now on 19 ♙e2 Kasparov quotes the following convincing variation: 19 ... ♙xe2 20 ♜xe2 f3! (again with the idea of vacating a square for his pieces) 21 gf ♖f4 22 ♜d2 ♖g2+ 23 ♜f1 ♖h4 24 ♙xh4 ♜xh4 25 ♜e2 (see diagram 29).



(variation from the game)

25 ... ♖xf3! ('with a strong attack for Black' – Kasparov). In fact it is difficult to recommend any move here for White. In the event of 26 ♔xf3 ♜f8+ 27 ♔e2 (27 ♔g2? ♜g4 mate) 27 ... ♜f2+ and 28 ... ♜xd2 a position is reached in which the black queen has every reason to hope for success against the two white rooks, and on 26 ♜af1 Black wins with 26 ... ♕xc3 and 27 ... ♜xe4+.

This variation illustrates yet another tactical idea – demolition (in this case, of the king's position). During the opening phase it occurs quite rarely, but here it flows naturally from Black's opening strategy.

Such a turn of events did not suit Gheorghiu, and in the game there followed:

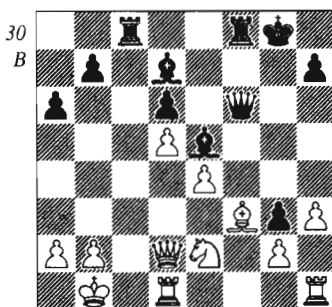
19 h3! ♕d7
20 0-0-0 ♕e5
21 ♔b1 ♜f6
22 ♕e2

Defending against the possible ... f3, and troubling the black knight on h5.

22 ... ♖g3
23 ♕xg3?!

With this exchange White dooms himself to an inferior game with few prospects. In Kasparov's opinion an equal game would have resulted after 23 ♜he1 ♕xc3 24 ♜xc3 ♜xc3 25 bc ♖xe4 26 ♕d4 ♕f5 27 ♔b2 ♜ac8.

23 ... fg
24 ♕f3 ♜ac8
25 ♖e2 (30)



Now, as the World Champion notes, Black gets a serious advantage after 25 ... ♖c5 26 ♖c1 ♖fc8 27 ♖xc5 ♖xc5, when White has nothing with which to oppose his opponent's growing initiative.

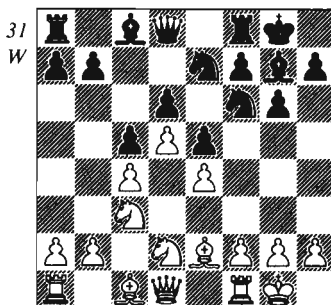
In the game, Kasparov played 25 ... ♗g6 and won after some inaccurate moves by White: 26 ♖c1 ♖xc1+ 27 ♗xc1 ♖c8 28 ♗e3 ♗f6 29 ♗d2 ♖c5 30 ♖c1? ♗f4 31 ♗b4 ♗b5 32 ♖b3 ♗d3+ 33 ♗a1 ♖c2 34 ♖b1 ♗e5 35 ♖c1 ♗xb2+ 36 ♗xb2 ♗xb2+! White resigned.

Game No. 8
Lputyan-Khalifman
USSR Ch. 1987

1	d4	♖f6
2	c4	g6
3	♖c3	♗g7
4	e4	d6
5	♖f3	0-0
6	♗e2	e5
7	0-0	♖c6
8	d5	♖e7
9	♖d2	c5 (31)

One of the commonest replies to 9 ♖d2, but many players of Black in this variation prefer 9 ... a5. Kasparov-Smirin, USSR Ch., Moscow 1988 continued: 10 a3 ♖d7 11 ♖b1 f5 12 b4 b6 13 f3 f4 14 ♖a4 (in Kasparov's opinion White gets a small advantage after 14 ♖b3 ab 15 ab g5 16 c5) 14 ... ab 15 ab g5 16 c5 ♖f6 with chances for both sides.

42 Vacating or Seizing a Square



10 ♖b1 ♘d7

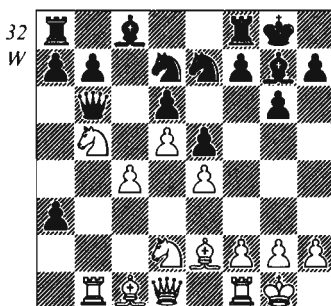
After this move Black gets a difficult position, although White has to play extremely accurately to achieve this. Preferable was 10 ... ♘e8.

11 ♘b5! ♚b6?

Complying with his opponent's wishes. Black should have brought his knight back again with 11 ... ♘f6.

12 ♜b4! ♞cb

13 ♜a3 ♞ba (32)



With his last few moves White has opened lines on the queenside, and now he could have obtained an advantage after 14 ♙xa3 ♘c5 15 ♙xc5 ♚xc5 16 ♘b3 ♚b6 17 c5 d6 18 d6 ♘c6 19 d7. Probably this continuation would have suited Black – for his piece he would have had four pawns. But White's plan is deeper. He gives up another pawn, but in return gains the square c4 for his knight, and his growing initiative leaves Black on the verge of defeat. It is interesting to note that the tactic involving the vacating of a square and the opening of a file is usually Black's prerogative

in the King's Indian, but here it is White that makes use of this tactical weapon.

14 c5! ♖xc5
 15 ♗xa3 ♜d8
 16 ♖xd6!

Elimination of the defence – an example of tactics in the opening to be noted.

16 ... b6

Also bad is 16 ... ♜xd6 17 ♖c4 ♜d8 18 ♗xc5 b6 19 ♗a3 ♗a6 20 ♜a4.

17 ♖2c4 ♗a6
 18 ♗xc5 bc
 19 ♖b7

White's d-pawn must surely decide the outcome of the game, and he purposefully clears a path for it.

19 ... ♗xb7
 20 ♜xb7 ♖c8
 21 d6 ♖b6
 22 ♖a5 ♖c8
 23 ♖c4 ♖b6
 24 ♜d2!

The second white rook comes into play, and after a few more moves this is decisive. There followed: 24 ... ♜f6 25 ♜d1 ♜e6 26 ♜c2 ♜f6 27 ♖a5 ♜fd8 28 ♗c4 ♖xc4 29 ♜xc4 ♗f8 30 d7 ♜ab8 31 ♜d5 ♗e7 32 ♜xb8 ♜xb8 33 ♖c6 Black resigned.

Game No. 9
 Kochiev–Kochetkov
 USSR 1988

1 d4 ♖f6
 2 c4 g6
 3 ♖c3 ♗g7
 4 e4 0–0
 5 ♖f3 d6
 6 ♗e2 e5
 7 0–0 ♖c6
 8 d5 ♖e7
 9 ♖d2 ♖d7

It is considered more sound to play either 9 ... c5 or 9 ... a5.

10 b4 f5
 11 f3

44 Vacating or Seizing a Square

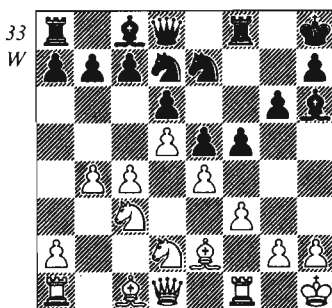
The immediate 11 c5 leads after 11 ... ♖f6! 12 ♗a3 ♗h6 13 ef gf 14 b5 ♘g6 15 ♘c4 ♗e8 16 g3 b6 to an unclear position with chances for both sides (Shpilker–Kuksov, USSR 1977).

11 ... ♗h6
12 ♗h1!?

With his 11th move Black was hoping, in the event of 12 ♖b3, to exchange dark-squared bishops, which is positionally an entirely well-founded idea. After 12 ♖b3 ♗xc1 13 ♚xc1 f4 14 c5 an interesting move for Black would be 14 ... a6!?

But with his 12th move – a generally useful one – White gives his opponent the chance to declare his intentions.

12 ... ♗h8 (33)



13 c5!

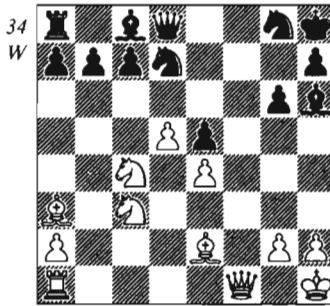
The idea of this move is to open up the diagonal a3–f8 for the dark-squared bishop and to get the square c4 for the knight.

13 ... dc
14 bc ♘xc5
15 ♗a3 ♘d7?

If 15... ♗e3 then 16 ♘c4 ♗d4 17 ♘xe5 with a clear advantage. But, instead of the passive move in the game, Black should have decided on 15 ... b6, leaving White's dark-squared bishop shut in.

16 ♘c4 fe
17 fe ♚xf1+
18 ♚xf1 ♘g8 (34)

It is not so easy for Black to disentangle his pieces. He plans to block the f-file with 19 ... ♖f6, but White gets in first, tearing into the thick of the action with his queen.



19 ♔f7 ♖b8

20 ♖f1 b6

Another blunder in a difficult position. Of course, 20 ... b5 was not possible because of 21 ♖a5 and 22 ♖c6, but 20 ... a6 would have prolonged the struggle.

21 ♖b5 ♖b7

22 ♙b2 ♙g7

Alas, the black bishop has been 'shooting into the air' for the whole game.

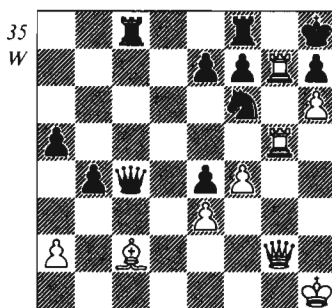
23 d6 c6

24 ♖c7 ♖h6

25 ♔xg7+! Black resigned.

4 Opening Files and Diagonals

The tactical ideas of opening files and diagonals are those met most frequently in the King's Indian Defence. For players of Black this means, as a rule, the opening of the diagonal a1-h8 for the 'King's Indian' bishop; but White has won quite a number of beautiful victories by opening the h-file and building up a mating attack. The mechanism for achieving this tactical idea is illustrated by the following instructive example (35):



The white queen is trying to reach g7 but is hindered by its own rooks; by getting rid of them with tempo, White achieves his aim: **1 ♖c5 ♜xc5** (1 ... ♜f1+ 2 ♜xf1 is also hopeless for Black) **2 ♖xh7+ ♔xh7 3 ♜g7** mate.

In the first two games in this chapter White gets an advantage by opening the h-file (Spassky-Evans) or the f-file (M.Gurevich-Kupreichik). In the first case this gives White a decisive attack, whereas in the second he gets better chances in the ending.

The games in this chapter which were won by Black demonstrate quite different strategic plans. In the game Petrosian-Gligoric,

Black's success was ensured after the liberation of the 'King's Indian' bishop by clearing the pawns in its way; in the game Farago–Martinovic the situation was not typical – Black's success came about after he had opened a file on the queenside; the World Champion carried out a tactical offensive on a grand scale against Timman; and in the game Huzman–Yurtaev you will find much that is instructive relating to how Black should play tactically when the centre is open – a rather unusual situation in the King's Indian; a quite separate example is the game Krogus–Stein, where Black placed his dark-squared bishop on the very unusual diagonal a7–g1 and built up an irresistible attack.

Game No. 10
Spassky–Evans
Varna Ol. 1962

1	d4	♘f6
2	c4	g6
3	♘c3	♙g7
4	e4	d6
5	f3	c6
6	♙e3	a6

One of the many possible ways of playing against the Sämisch System. Black aims for counterplay on the queenside right from the start.

7 ♗d2

Theory considers the main continuation to be 7 c5 0–0 8 ♘g2 ♘bd7 9 ♘c1 b5 10 ♙e2 dc 11 dc ♘e5 12 ♗c2 with a slightly better game for White (Larsen–R. Byrne, Leningrad 1973).

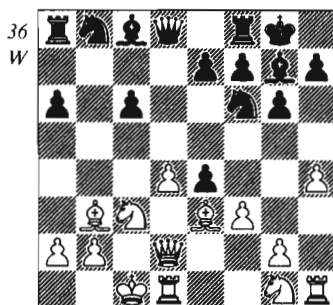
7	...	b5
8	0–0–0	bc

This cannot be considered a good move. White's bishop, as we have already seen in other examples, occupies a very strong attacking position on the diagonal a2–g8. The capture ... bc in this sort of position is justifiable only if Black can inflict a specific tactical blow which can compensate for the positional concessions. In this game Black has no such compensation. We note that 8 ... ♗a5 9 e5 b4 was more promising for Black.

9	♙xc4	0–0
10	h4	d5

Black responds to White's flank attack with a classical counter in the centre. The opening battle is reaching a climax.

11 ♖b3 de (36)



12 h5!

White's task is to open the h-file as quickly as possible; then the ensemble of white pieces – the queen, two bishops and a rook on the open file – can play at full strength. The h-pawn in this instance has the role of compere – it announces the 'act' and then disappears from the 'stage'. We might add that White has to hurry with the move h4–h5: in the event of 12 fe Black would get a comfortable game after 12 ... ♗g4.

12 ... ef

If 12 ... ♖xh5 then 13 g4 and 14 ♗h6 etc.

13 hg hg

14 ♗h6 fg

15 ♜h4! ♖g4

The only move. Black must defend the square h6.

16 ♗xg7 ♖xg7

17 ♜xg2 ♖h6

The attempt to maintain the knight on g4 would fail. E.g. 17 ... f5 18 ♖f3 ♜h8 19 ♜dh1 ♜xh4 20 ♜xh4 ♖d7 21 ♜h7+! ♖xh7 22 ♖g5+ and Black loses his queen.

18 ♖f3 ♖f5

19 ♜h2 ♜d6

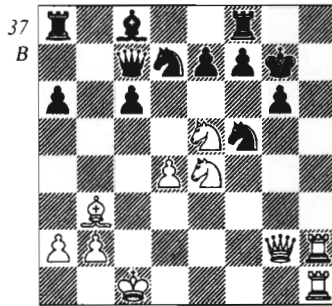
If 19 ... ♖e3 then 20 ♜g5. If 19 ... ♜h8 then 20 ♗xf7!

20 ♖e5 ♖d7

21 ♖e4 ♜c7

22 ♜dh1 (37)

All the white pieces are taking part in the attack on the king, and things are coming to a head. On 22 ... ♖f6 there would follow 23 ♙xf7, with a rout.



- 22 ... ♖g8
 23 ♖h7+ ♔f8
 24 ♖xf7+ ♔e8
 25 ♗xg6! ♚xe5
 26 ♖f8++ Black resigned.

Game No. 11
M. Gurevich–Kupreichik
USSR Ch. 1987

- 1 ♘f3 ♘f6
 2 c4 g6
 3 ♘c3 ♙g7
 4 d4 0-0
 5 e4 d6
 6 ♙e2 e5
 7 0-0 ♘c6
 8 d5 ♘e7
 9 ♘e1

Along with 9 ♘d2, this is nowadays perhaps the most common continuation.

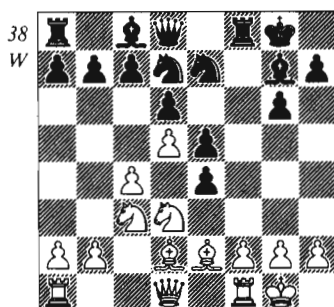
- 9 ... ♘d7
 10 ♘d3

The opening duel ended up in Black's favour in the game Pinter–Nunn, Thessaloniki Ol. 1988: 10 f3 f5 11 g4 ♖h8 12 ♘g2 a5 13 h4 ♘c5 14 ♙e3 ♘g8 15 ♖b1 ♙d7 16 b3 b6 17 a3 a4! when Black had plenty of possibilities.

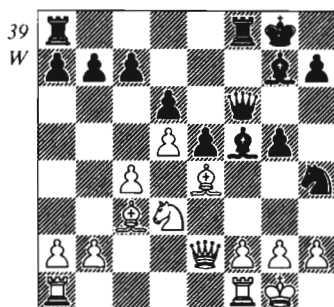
50 *Opening Files and Diagonals*

10 ... f5
 11 ♖d2 fe?! (38)

As a rule, Black refrains from this exchange – indeed, White now gets exclusive use of the square e4. Black's hopes in this case can only be tactical, as the positional concessions he has made are too great. The 'theoretical' 11 ... ♘f6 12 f3 f4 13 c5 g5 14 cd cd 15 ♘f2 h5 (Karpov – van der Wiel, Brussels 1987) leads to typical play on opposite sides of the board.



12 ♘xe4 ♘f5
 13 ♗c3 ♘f6
 14 ♗f3 ♘h4
 15 ♘xf6+ ♗xf6
 16 ♗e4 ♗f5
 17 ♗e2 g5?! (39)



Up until now all the moves had been played previously in tournament practice, but Black's last move was a novelty, and not a very successful one. The idea of the move was evidently to give the knight the possibility of switching from h4 to f4, and then to carry out a pawn offensive on the kingside. White, however, succeeds in refuting this not very well-founded strategic idea by tactical means.

18 f4!

This move allows White to open the f-file and get a considerably better game by force.

18	...	gf
19	♖xf4	♗xe4
20	♗xe4	♖f5
21	♖xf5	♗xf5
22	♗e6	

Gurevich assesses the position as clearly favouring White, and although, after a number of inaccurate moves, he even managed to lose, this result should in no way be considered a consequence of the opening.

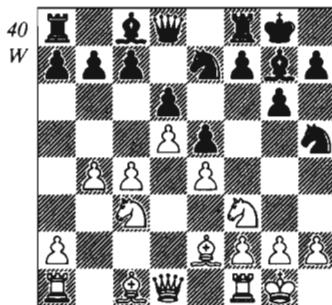
Game No. 12
Petrosian–Gligoric
Rovinj/Zagreb 1970

1	c4	g6
2	♗f3	♗g7
3	d4	♗f6
4	♗c3	0-0
5	e4	d6
6	♗e2	e5
7	0-0	♗c6
8	d5	♗e7
9	b4	

In recent Grandmaster practice, 9 ♗d2 or 9 ♗e1 have generally been preferred.

9 ... ♗h5 (40)

A natural reaction to White's 9th move: as the centre is closed, Black develops activity on the opposite side of the board. The notes to the game Taimanov–Gufeld in the next chapter comment on this variation in greater detail.



10 ♖d2

The impetuous 10 c5 was encountered in the game Keene–Gligoric, Bad Lauterberg 1977. Black was able to feel satisfied with the outcome of the opening: 10 ... ♖f4 11 ♗xf4 e5 12 ♜c1 h6 13 ♘d2 g5 14 ♘c4 a6 15 a4 ♘g6 16 cd cd 17 a5 ♞e8 18 h3 ♞b8 19 ♗h5 ♘e5 20 ♘xe5 ♞xe5.

10 ... ♖f4

11 a4

White would have liked to safeguard his light-squared bishop against exchange, but 11 ♗f3 is refuted by 11 ... ♘d3 12 ♗a3 a5, when White has problems with his dark-squared bishop, which is more important to him in the King's Indian Defence.

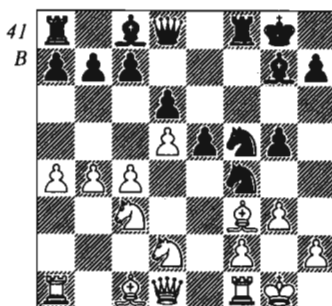
11 ... f5

By refraining from exchanging on e2, Black in effect determines the subsequent stormy course of events.

12 ♗f3 g5!

13 e4 ♘xf5

14 g3 (41)



14 ... ♖d4!

Frequently in King's Indian positions White's control of the e4-square gives him a lasting positional advantage. If Gligoric had played, for example, 14 ... ♖g6 in the diagram position, then White would have obtained an advantage. The move in the game flows from the whole of Black's previous play – one might even say from the very nature of the King's Indian! There is no place here for moves like 14 ... ♖g6, they are simply anti-thematic!

15 g4

The strategically desirable 15 ♗g4, exchanging light-squared bishops, would in this instance cause White some discomfort: 15 ... ♗xg4 16 ♜xg4 h5 17 ♜d1 ♖h3+ 18 ♜g2 g4 19 f3 ♜d7.

15 ... ♖xf3+

16 ♜xf3

White had the opportunity of giving back the piece and reconciling himself to a slightly inferior game, but Petrosian decides to act according to fundamental principles – to let Black demonstrate that his initiative is worth a piece. The alternative variation was 16 ♖xf3 e4 17 ♗b2 g4 18 ♜h1.

16 ... g4

17 ♜h1

When making a move like this it is essential to have great faith in one's own ability. But this move was not so unexpected for Gligoric. As is evident from his annotations, he had already encountered a similar defensive manoeuvre in Petrosian's games. Nevertheless, Gligoric recommended the continuation 17 ♜d3 ♗f5 18 ♖de4 e4 19 f3 g4 20 ♜xf3 ♗xc3 etc, with a probable draw.

17 ... e4

The point of Black's combination. With the opening of the diagonal a1–h8 his dark-squared bishop has begun to work at full power – a reliable indication in the King's Indian Defence of a growing initiative for Black.

18 ♗b2 ♗f5

19 ♜fe1 f3

Shutting in the white queen, which could otherwise have escaped to freedom after 20 ♜g2.

20 ♖de4 ♜h4

21 h3 ♗e5!

22 ♜e3 gh

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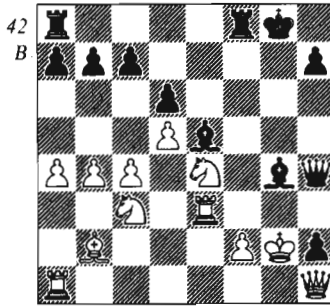
23 ♖xf3 ♔g4!

Gligoric points out that this is stronger than 23 ... ♕xe4 24 ♜xe4 ♜xf3 25 ♜xh4 ♕xc3 26 ♕xc3 ♜xc3 with a probable draw.

24 ♖h1 h2+

25 ♕g2 (42)

On 25 ♕f1 Black wins with 25 ... ♜f3!



25 ... ♖h5!

The winning manoeuvre. Black strengthens his pressure on the critical square f3, and White is powerless, despite his extra piece. There followed: 26 ♔d2 ♕d4 27 ♖e1 ♜ae8 28 ♔ce4 ♕xb2 29 ♜g3 ♕e5 30 ♜aa3 ♕h8 31 ♖h1 ♜g8 32 ♖f1 ♕xg3 33 ♜xg3 ♜xe4 White resigned.

Game No. 13

Timman-Kasparov

Reykjavik 1988

1	d4	♔f6
2	c4	g6
3	♔c3	♕g7
4	e4	d6
5	f3	0-0
6	♕e3	e5
7	d5	c6
8	♕d3	b5

Black immediately begins operations in the centre and on the queenside, and the opposing pawns come into contact.

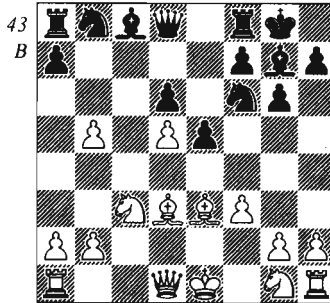
Play takes on a different appearance after 8 ... cd. In this case Black develops activity on his 'legitimate' front, the kingside. An

example of this theme is the following opening, played by two connoisseurs of this variation: 9 cd ♖h5 10 ♖ge2 f5 11 ef gf 12 0-0 ♘d7 13 ♗h1 ♗h8 14 ♚c1 ♘df6 15 ♗b3 e4 16 ♙b1 ef 17 gf with a small advantage to White (Furman–Gligoric, Bad Lauterberg 1977).

9 cb cd
10 ed (43)

Now 10 ... ♙b7 does not, in Kasparov's opinion, guarantee Black full equality: 11 ♖ge2 ♘bd7 12 0-0 ♘b6 13 ♙g5 ♘bxd5 14 ♘xd5 ♙xd5 15 ♘c3 ♗b6+ 16 ♗h1 ♙b7 17 ♙xf6 ♙xf6 18 ♙e4 and White has the advantage.

During the game the World Champion decided to try out a new move.



10 ... e4!

The positional idea – to open the diagonal for the dark-squared bishop – also has a specific tactical point. Timman takes the pawn on e4 with the knight, but in his annotations the World Champion confirms that after other replies the positions arising also favour Black: 11 fe ♖g4 12 ♙f4 ♗b6 13 ♗d2 f5 with an attack; or 11 ♙xe4 ♘xe4 12 fe ♗h4+ 13 g3 ♙xc3+ 14 bc ♗xe4 15 ♗f3 ♙f5 with complicated play.

11 ♘xe4

For completeness we might add that the move 10 ... e4! had already been played eight years before this, in the game van der Sterren – Scheeren, Amsterdam 1980. Here White declined to capture immediately and initiated sharp play: 11 ♙c2 ♚e8 12 fe ♘xe4 13 ♘xe4 ♙f5.

11 ... ♘xd5
12 ♙g5 ♗a5+

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13	♖d2	♗xd2+
14	♙xd2	♙xb2
15	♞b1	♙g7
16	♜e2	♜d7

The World Champion considers that another entirely possible line is 16 ... ♙e6 17 ♜g5 ♜d7 18 ♜xe6 fe 19 ♙c4 ♜e5 20 ♙xd5 ♜d3+ 21 ♚f1 ed, when the game is unclear.

17 ♜xd6

Too optimistic. This move appears to be the chief reason for Timman's defeat. Kasparov recommends 17 ♚f2 ♜e5 18 ♙c2 ♜c4 19 ♞bd1.

17	...	♜c5
18	♙c2	

White cannot manage to eliminate the black bishop on c8: on 18 ♙c4 there follows 18 ... ♜b6.

18	...	♙e6
19	♜e4	♞ac8
20	0-0	♜xe4
21	♙xe4	f5
22	♙d3	

The World Champion also gives this move a question mark. White should have parted with his two bishops and sought salvation in the variation 22 ♙xd5 ♙xd5 23 ♞bc1 ♙xa2 24 ♙e3.

22 ... ♜b6

White's minor pieces are placed very badly, and Black's last move highlights this. Thus after 23 ♞bc1 ♞cd8 24 ♜f4 ♙f7 25 h4 ♙e5 White loses immediately.

23 ♜c1

If a 'Super Grandmaster' is forced to play such an unattractive move, things must be getting bad.

23	...	♞fd8
24	♙g5	♞d7
25	♞e1	♚f7
26	♙e2	h6!

The other white bishop is being crowded...

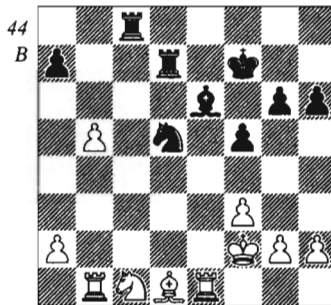
27 ♙h4 ♜d5!

The coordination of all the black pieces is wonderful! Here White had, perhaps, his last practical chance of complicating the game, by giving up a pawn in order to give his pieces some space:

28 b6! ab 29 ♖b5 ♜dc7. Having missed this opportunity, he gets a hopeless position.

28 ♖d1 ♖d4+!
 29 ♖f2 ♖xf2+
 30 ♔xf2 (44)

For Black it is essential to have the white king on f2. This is why he gave a check on move 28.



30 ... ♘c3
 31 ♖b3 ♖xb3
 32 ♜xb3 ♘d1+!

This is why the white king was enticed onto f2. Now White has to give up the exchange with 33 ♜xd1 ♜xd1, and Black soon won.

Game No. 14
Huzman–Yurtaev
 USSR 1987

1 d4 ♘f6
 2 c4 g6
 3 ♘c3 ♖g7
 4 e4 d6
 5 ♘f3 0–0
 6 ♖e2 e5
 7 0–0 ed

By giving up the centre, Black has committed himself far more than in the variations beginning with the moves 7 ... ♘bd7 or 7 ... ♘c6, and he must be prepared for tactics.

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8 ♖xd4 ♚e8
 9 f3 c6
 10 ♘h1

Together with 10 ♘c2 and 10 ♙e3, this is the most common continuation. In the event of 10 ♘c2 we may recommend a plan adopted by Black in the game Huzman–Epishin, USSR 1987: 10 ... Na6 11 ♘h1 (11 ♙f4 d5 12 ed cd 13 cd ♘h5 14 ♙d2 ♘c7 with complicated play) 11 ... ♘c7 12 ♙f4 d5 13 cd cd 14 ♙xc7 ♚xc7 15 ed ♚f4 and White has an extra pawn, but the ‘King’s Indian’ bishop has no opponent and so in this case Black has entirely sufficient compensation.

10 ... ♘bd7

It is possible that this was the move Yurtaev was pinning his hopes on when he chose the variation with 7 ... ed. In a well-known game, Tal–Spassky, Montreal 1979, Black got a very difficult game after 10 ... d5 11 cd cd 12 ♙g5 de 13 fe ♘bd7 14 ♘db5 ♚e5 15 ♙f4.

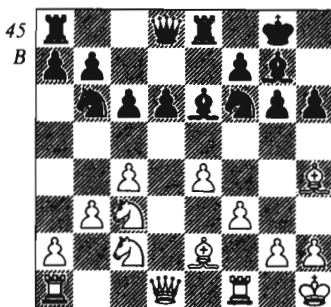
11 ♘c2

Theory promises White a small advantage after 11 ♙f4 ♘e5 12 ♚d2 a6 13 ♚fd1.

11 ... ♘b6
 12 ♙g5

On 12 ♙f4 there follows 12 ... ♙e6 and 13 ... d5.

12 ... h6
 13 ♙h4 ♙e6
 14 b3 (45)



14 ... ♘xe4!!

Completely unexpected! Black gives up his queen, getting two minor pieces in return. But the course of the game shows that it

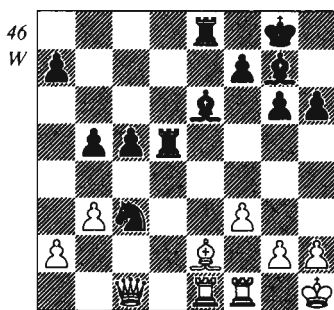
is not quite that simple. Black's compensation consists in the fact that all his pieces are fully mobilised and very active on open files and diagonals.

15	♙xd8	♘xc3
16	♚d2	♗axd8
17	♜ae1	c5!

Preparation for the advance ... d5. After an immediate 17 ... d5 White could play 18 c5.

18	♘e3	d5
19	cd	♘bxd5
20	♘xd5	♗xd5
21	♚c1	b5! (46)

Black's pieces are so active you would think he was the one with the lead in material! If White waits passively then Black will create a passed pawn on the queenside and get all the winning chances.



22	f4	♗dd8
23	♚a3	♘xe2
24	♗xe2	c4
25	bc	Drawn.

The players agreed to a draw, although after 25 ... bc Black has the advantage.

Game No. 15
Farago–Martinovic
Dortmund 1988

1	d4	♘f6
2	c4	c5

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3	d5	g6
4	♘c3	♙g7
5	e4	d6
6	h3	0-0
7	♘f3	a6

The plan of immediately undermining White's centre enjoys greater popularity. For example, 7 ... e6 8 ♙d3 ed 9 ed ♞e8+ 10 ♙e3 ♘h5 11 0-0 ♘d7 12 ♗d2 f5 13 ♙g5 ♘df6 14 ♞ae1 ♙d7 with a level game (Nogueiras-Barlov, St. John 1988).

8 ♙d3

Allowing Black to begin active play on the queenside at the cost of a pawn. Usually White continues 8 a4.

8 ... b5

9 cb ab

10 ♘xb5

If 10 ♙xb5 then 10 ... ♘xe4!

10 ... ♘a6

11 ♙d2

Excessively optimistic. More prudent was 11 ♘c3, and if 11 ... ♘b4 then 12 ♙c4.

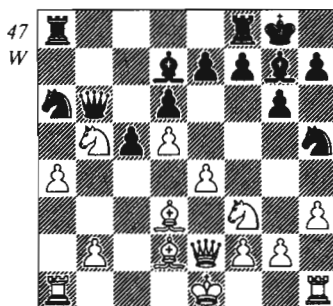
11 ... ♗b6

12 ♗e2 ♙d7

13 a4

It is already difficult for White to castle: 13 0-0? ♘xe4 and then 14 ... ♙xb5.

13 ... ♘h5! (47)



How is White to continue? On 14 0-0 possible is 14 ... c4 and 15 ... ♙g3; on 14 g4 then 14 ... ♘b4!, when if 15 gh then 15 ...

♖xd3+ and 16 ... ♗xb5, or if 15 ♗xb4 then 15 ... ♖f4, 16 ... ♖xd3+ and 17 ... ♗xb5.

These variations do not suit Farago, so he decides firstly to chase away the black queen from its active position (after which it will be possible to castle).

14 a5 ♖b4!

The idea of Black's combination is to open the a-file for his rook. This is typical of this variation.

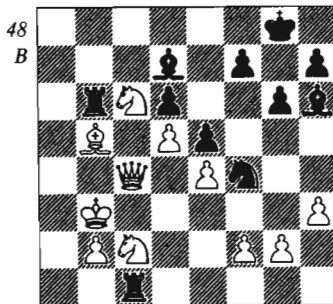
15 ♗xb4 cb
 16 ab ♖xa1+
 17 ♔d2 ♗h6+
 18 ♔c2 ♖xh1
 19 ♖bd4 b3+!
 20 ♔xb3 ♖b8
 21 ♗b5 ♖xb6

The main weaknesses of White's position are that his king is in some danger and his minor pieces are rather insecure.

22 ♖c6 ♖c1
 23 ♖fd4 e5
 24 ♖c2 ♖f4

A move which consolidates Black's advantage. White has not managed to rectify the interaction of his pieces. On the other hand, Black's pieces are very active.

25 ♗c4 (48)



Although this is a middlegame position, illustrating it here seems quite appropriate, as this situation has arisen as a direct consequence of the tactical blow inflicted by Black during the opening.

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The scene for this conflict was set ten moves ago, and now comes the climax. Alas, Black was not totally on top of the situation and allowed his winning chances to slip away – chances which his preceding play fully deserved.

25 ... ♖xg2?

One may suppose that Martinovic was short of time and unable to calculate the consequences of a different knight move – 25 ... ♖e6!, which would have given him greater winning chances. After this mistake Black even lost this game with a series of inaccurate moves, as often happens.

But the correct 25 ... ♖e6! would have posed difficult problems which White could scarcely have hoped to solve. If he takes the impertinent black knight, the following variation is possible: 26 de ♗xe6 27 ♖e7+ ♔g7 28 ♖d5 ♗d7 29 ♖c3 ♚xb5! and Black wins. After other replies by White, such as 26 ♔a3, Black exchanges on c6 and establishes a knight on d4, with numerous threats.

A shame. The move 26 ... ♖e6! would have been a fitting end to Black's inventive opening play.

Game No. 16

Krogius–Stein

USSR 1960

As a rule, the 'liberation' of the King's Indian bishop is brought about after the opening of the diagonal a1–h8. Black can accomplish this, as the reader has already had occasion to note, by various tactical methods. In this game, Black's dark-squared bishop will perform more effectively on a different diagonal. The opening of this game is connected with the middlegame in such an original manner (as are, incidentally, many other of the analysed games) that it would be unjust not to give the interested reader the opportunity to follow such fascinating play right up to its conclusive climax.

1	d4	♖f6
2	c4	g6
3	♖c3	♗g7
4	e4	0–0
5	♗e2	d6
6	♖f3	e5
7	d5	

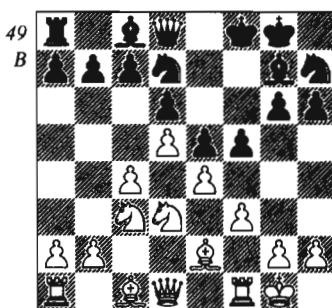
Nowadays this is a rare continuation, as most players of White prefer 7 0-0.

7 ... h6
8 0-0

It looks more forceful to play 8 h3, with the idea after 8 ... ♖h7 to continue 9 g4. In this case 7 ... h6 may turn out to be a substantial weakening. We shall examine the continuation 7 ... ♖bd7 (instead of 7 ... h6) in a later game.

8 ... ♖h7
9 ♖e1 ♖bd7
10 ♖d3 f5
11 f3 (49)

A typical King's Indian move, which to a large extent determines the subsequent nature of play, as we have already observed. Having consolidated his centre, White prepares for active play on the queenside, whereas Black's plans involve an attack on the king. The game takes on quite a different appearance in the event of 11 e3 g4! On 12 ... ♖f4 the white knight is transferred from d3 to e3 and then White's king vacates the g-file for the rook, and finally White plays g2-g4. It seems to us that such a plan is more promising than the game continuation.



11 ... f4
12 b4 ♖f7
13 c5 ♖df6
14 c6

In the event of 14 cd cd White's chances of success will be associated with the incursion of his pieces along the c-file, but it is not clear how he will be able to do this in the near future.

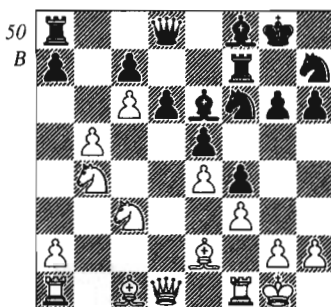
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Black's offensive, however, involving ... ♖f8, ... g5, ... g4 and ... ♘g5, in this case becomes very rapid and dangerous. Clearly White's last move was brought about by considerations of this nature. On 14 ... b6 possible is a plan to evacuate the white king to the queenside.

14 ... bc
 15 dc ♖e6
 16 b5

White's intentions are clear: ♖b4, and then one of the knights will occupy the square d5. What can Black do to oppose this?

16 ... ♖f8
 17 ♖b4 (50)



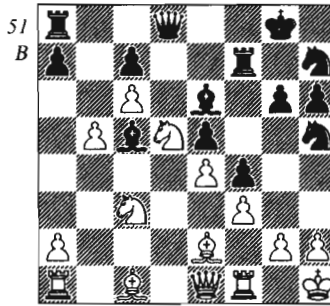
17 ... d5!

'A typical freeing sacrifice. Players of the King's Indian understand the role of Black's king's bishop: in order to free a diagonal for it, one should not begrudge the loss of a trifling pawn!' – this is how the authors of a book about Stein – Gufeld and Lazarev – commented upon this move.

18 ♖bx d5 ♖c5+
 19 ♖h1 ♖h5
 20 ♗e1 (51)

Remember this attacking mechanism: the bishop is shooting down the diagonal a7–g1, the white king is cramped, the leap of the knight to g3 forces White to open the h–file, and Black's queen bursts into the enemy camp, creating mating threats.

Is familiarity with such typical tactical devices (practice!) really less important than the memorising of cumbersome opening variations? It seems to us that precisely the opposite is the case...



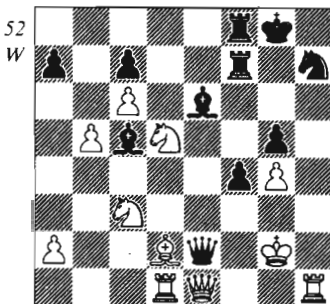
- | | | |
|----|-----|-------|
| 20 | ... | ♘g3+! |
| 21 | hg | ♙g5 |
| 22 | g4 | h5 |
| 23 | g3 | hg |
| 24 | ♚g2 | ♜af8 |
| 25 | ♞d2 | |

Only 25 ♜h1 would have given White chances of saving the game, preventing the regrouping of the black pieces which now occurs.

- | | | |
|----|-----|-----|
| 25 | ... | ♙h6 |
| 26 | ♜h1 | ♙g7 |
| 27 | gf | ef |
| 28 | ♜d1 | g5! |

The threat is ... gf+ and then ... g4.

- | | | |
|----|----|-------------|
| 29 | e5 | ♙xe5 |
| 30 | fg | ♙xe2+! (52) |



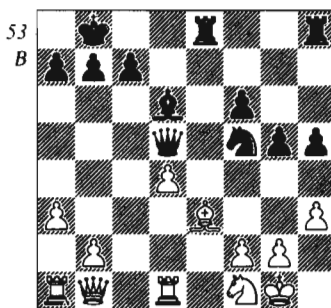
66 *Opening Files and Diagonals*

A mighty blow, worthy to crown a game played so forcefully. Black achieves a decisive advantage after either 31 ♖xe2 ♗xd5+ 32 ♜h2 ♜f6 and ... ♞h7 mate, or the continuation in the game: 31 ♜xe2 f3+ 32 ♜xf3 ♞xf3 33 ♞hf1 ♗xg4 34 ♜e4 ♗h3+ 35 ♜h2 ♞xf1 36 ♞xf1 ♗xf1 37 ♜xc5 ♞f2+ 38 ♜g1 ♞xd2 39 ♜xc7 ♗h3 40 a4 ♞g2+ 41 ♜h1 ♜f6 42 a5 ♜g4 43 ♜e4 ♞e2 White resigned.

5 Demolition

As a rule, destructive combinations are employed during the middlegame, but in the King's Indian Defence, which is characterised by the rapid confrontation of opposing sides, tactics on this theme are possible even during the opening phase. The name – demolition – makes the purpose clear: the active side destroys his opponent's fortress by means of a sacrifice, in order to have the possibility of threatening his king or gaining material. For example (53):

Alburt–Vasyukov
Kharkov 1967



Black forces a decisive weakening of the white king's position and unleashes a destructive combination: 23 ... ♖h4 24 f3 ♗xg2 25 ♕xg2 g4 26 h4 ♜xf3+ 27 ♕g1 ♞xe3 28 ♗xe3 ♜xe3+ 29 ♕f1 ♜f3+ 30 ♕g1 ♗h2+ 31 ♕xh2 ♜f2+ and Black won.

Only in one of the games quoted in this chapter does White achieve a successful opening – in an example of the Sämisch System. In the remaining games, played with other opening variations, it is Black who gets the advantage. We repeat once again that in our opinion there are good reasons for this: if Black

can succeed in forcing a tactical game on his opponent without giving him any obvious positional gains in return, he has every right to hope for success.

Demolition of the castled position is the most frequently encountered tactical device in the Sämisch System. The fact that the players usually castle on opposite sides already determines much of the ensuing tactical play. In the following example, White is victorious and, as in many other examples, the demolition of the castled position is accompanied by other tactical tricks – the opening of a file, the pin, the enticement of a piece onto a particular square etc.

Game No. 17

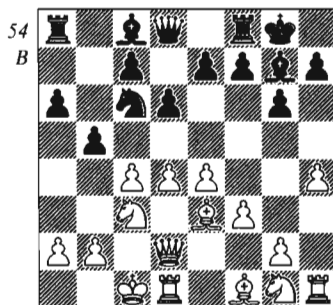
Dolmatov–Thorsteins*Polanica Zdroj 1987*

1	d4	♘f6
2	c4	g6
3	♘c3	♙g7
4	e4	d6
5	f3	0–0
6	♙e3	♘c6
7	♗d2	a6
8	0–0–0	

Portisch–Nunn, Szirak 1987, continued: 8 ♘ge2 ♜b8 9 h4 h5 10 ♘c1 e5 11 d5 ♘d4 12 ♘b3 ♘xb3 12 ab c5 14 b4 with a slightly better game for White.

8	...	b5
9	h4!	(54)

This is clearly the best reaction to Black's previous move. White reacted differently in the game Christiansen–Hjartarson, Szirak



1987: 9 cb ab 10 ♙xb5 ♜a5 11 ♙h6 c6 12 ♙xg7 ♚xg7 13 ♙d3
 ♙e6 14 b4 ♜c4 15 ♙xc4 ♙xc4 when play is unclear.

9 ... h5
 10 ♙h6 e5
 11 ♜ge2 bc

Preferable, as Dolmatov points out, is 11 ... ♚b8, maintaining the tension on the queenside and not giving White's bishop the c4-square. White's control of this square will prove fatal for Black.

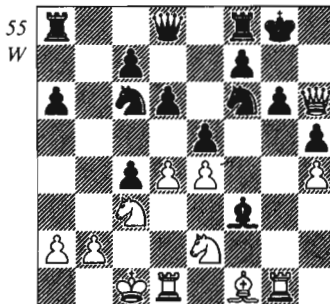
12 g4 ♙xh6

Black loses after 12 ... hg? 13 h5! ♜xh5 14 ♜g3 ♜xg3 15 ♙xg7.

13 ♚xh6 ♙xg4
 14 ♚g1

This looks logical, and is in keeping with White's plan of attack, but 14 fg was stronger.

14 ... ♙xf3 (55)



15 ♜f4!

White continues with his plan. The knight threatens to capture on g6 and simultaneously clears the way for the bishop to come to c4.

15 ... ♜g4?

A mistake. After the correct 15 ... e5 16 ♙xc4 ♙g4 17 e5 ♜h7, White would still have had to prove the correctness of his plan.

16 ♚xg4 ♙xg4
 17 ♜xg6 ♚f6

Sadly this is essential. Black loses after 17 ... fg 18 ♙xc4+ ♚f7 19 ♚f1!

18 ♜d5 ♚xg6
 19 ♜f6+ ♚xf6

70 Demolition

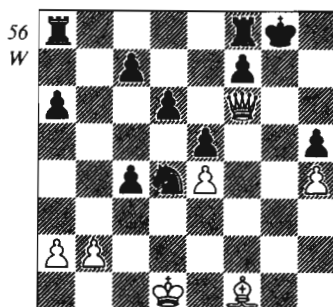
20 ♖xf6 ♔xd1

21 ♕xd1

After a series of forced moves a position has arisen where Black has obtained entirely adequate material to compensate for the loss of his queen. But the insecure position of his king will be his downfall, and White now carries out a decisive attack.

21 ... ♖xd4 (56)

After 21 ... ed, with the idea of putting the knight on e5, White would have the possibility of occupying the square f5 with his bishop, with mating threats.



22 ♖g5+ ♔h7

23 ♖xh5+ ♕g7

24 ♖g5+ ♔h7

25 ♔xc4 ♖e6

26 ♖f6 c6

27 ♕e1

White is very attentive: the hasty 27 h5? would have given Black counter-chances after 27 ... d5!

27 ... a5

28 h5 ♖ad8

29 h6

And, after a few more moves, Black resigned.

Game No. 18

Tukmakov–Yurtaev

Riga 1988

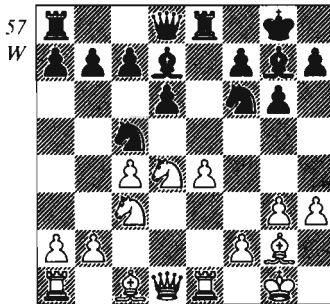
1 d4 ♖f6

2 c4 g6

3	♖f3	♙g7
4	g3	0-0
5	♙g2	d6
6	0-0	♗bd7
7	♗c3	e5
8	e4	ed
9	♗xd4	♞e8
10	h3	♗c5
11	♞e1	♙d7!? (57)

Yurtaev is able to surprise his opponent with an original opening set-up. Instead of the tried and tested 11 ... a5, he adopts an unusual formation for his pieces.

Note also a plan chosen by Black in the game Andersson-Ljubojevic, Lanzarote 1973: 11 ... ♗fd7 12 ♙e3 ♗e5 13 b3 c6 14 ♞b1 a5 15 ♞e2 f5 16 ef gf 17 ♛c2 ♛f6 18 ♞d1 ♞e7 19 ♚h2 ♙d7 20 f4 ♗f7 when in our opinion Black has quite good prospects in the middlegame.



12	♞b1	h6
----	-----	----

Aseev-Yurtaev, Barnaul 1988, continued: 12 ... ♛c8 13 ♚h2 ♞e5?!, and after 14 b4 ♗e6 15 ♗de2 White had the advantage.

13	♚h2	a5
14	f4	a4
15	b4	ab
16	ab	h5!
17	♙b2	c6
18	b4	

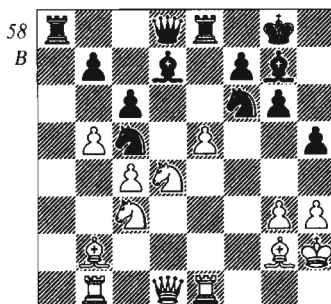
It looks more prudent to play 18 ♛c2, when 18 ... ♛b6 leads to a sharp and unclear position. After the move in the game Black gains additional targets for his attack.

72 Demolition

18 ... ♖a6
19 b5

On 19 ♖c2 Black gains an advantage after 19 ... ♙e6 20 ♗d3 h4 21 g4 ♙xg4!

19 ... ♖c5
20 e5 de
21 fe (58)



21 ... h4!
22 ef hg+
23 ♙h1

Forget the piece! It is more important to get at the white king!

White's game is also difficult after 23 ♙xg3. E.g. 23 ... ♗xf6 24 ♖f3 ♗xe1 25 ♖xe1 ♗e5+ 26 ♖f2 ♖f5 27 ♗c1 ♗e8.

23 ... ♗xf6
24 ♗xe8+ ♗xe8
25 ♖f3 ♗f5!

A move which clarifies the situation conclusively. The impression is that it is Black who has an extra piece! The threat is the killing 26 ... ♖d3.

26 ♖f1 ♗e3
White resigned.

Game No. 19
Birnboim–J.Littlewood
London 1987

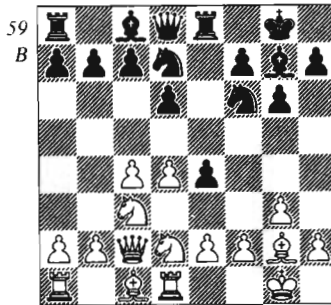
1 d4 ♖f6
2 c4 g6

3	g3	♙g7
4	♙g2	0-0
5	♘f3	d6
6	0-0	♘bd7
7	♘c3	e5
8	♚c2	♞e8
9	♞d1	

By declining to play 9 e4, White gives his opponent the chance to initiate tactical complications.

9	...	e4
10	♘d2 (59)	

On 10 ♘g5 there would follow, as in the game, 10 ... e3! After 11 fe ♘g4 12 e4 c5 Black has the initiative.

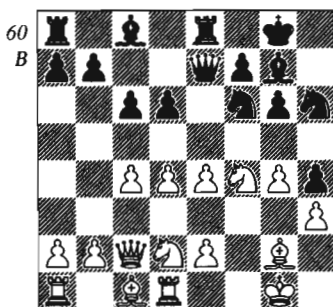


10	...	e3!
11	fe	♘g4
12	♘f1	h5
13	h3	♘h6
14	♘d5	

White should have preferred 14 e4 ♘f8 15 ♘h2 and then 16 ♘f3.

14	...	c6
15	♘f4	♘f6
16	e4	♚e7
17	♘d2	h4!
18	g4 (60)	

White's castled position has been weakened, and this gives Black the positional basis for carrying out a combinative attack.



18 ... ♖fxg4!
 19 hg ♗xd4+
 20 ♔f1

Things do not turn out much better for White after 20 ♔h1 ♖xg4. E.g. 21 ♖f3 ♖f2+ 22 ♔h2 ♗b6! 23 ♜f1 ♖xe4 and Black already has three pawns for his piece, with a continuing attack.

20 ... ♖xg4
 21 ♖f3 ♗e3
 22 ♜d3 ♜xe4!

Still a piece down, Black willingly goes in for the exchange of queens, which is very unusual. White loses in the variation 23 ♜xe4 ♜xe4 24 ♖h3 ♗xc1 25 ♜dxcl ♖e3+ 26 ♔f2 ♖xg2 27 ♔xg2 ♜xe2+. The continuation in the game is also unable to save him.

23 ♜xd6 ♗xf4
 24 ♗xf4 h3!
 25 ♗xh3 ♜xe2+
 White resigned.

Game No. 20
Gavrikov-Smirin
Klaipeda 1988

1 d4 ♖f6
 2 ♖f3 g6
 3 c4 ♗g7
 4 ♖c3 0-0
 5 e4 d6
 6 ♗e2 e5
 7 0-0 ♖c6

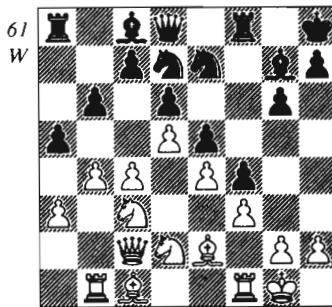
8 d5 ♖e7
9 ♗d2 a5

This reply is nowadays the most popular system. Before beginning counterplay on the kingside, Black takes preventive measures on the queenside.

10 a3 ♗d7
11 ♝b1 f5
12 b4 ♜h8
13 ♜c2 b6
14 f3

In the game Gavrikov-Kasparov, USSR Ch., Moscow 1988, Black equalised after 14 ♗b3 ab 15 ab fe 16 ♗xe4 ♗f6 17 ♗d3 ♗xe4.

14 ... f4 (61)



This position merits a diagram, as it is typical of the most topical variations of the King's Indian Defence. The strategic plans of both sides are clear, being determined by the nature of the pawn chains which have arisen.

The centre is closed, so White's area of activity is the queenside, while Black's chances lie on the kingside. For the player who aspires to play the King's Indian, it is essential to master the tactical features of play in such typical positions, by studying the games of leading masters.

15 ♗b3 ab
16 ab g5
17 c5 ♗f6
18 ♗b5 g4

The correct strategy. With the passive 18 ... ♗e8? Black would

be doomed to defending dejectedly after, for example, 19 cb cb 20 ♙d2 and 21 ♜fc1.

19 cd cd
20 ♜c7 gf
21 gf

A very important point in the game. It would appear that White could now have exchanged queens, depriving Black of perhaps his only trump – an attack on the white king. But it is not quite that simple. On 21 ♜xd8 Black has the intermediate 21 ... f2+! E.g. 22 ♜xf2 ♜xd8 23 ♘d2 ♜a2! 24 ♙c4 ♜xd2! and 25 ... ♘xe4, or 23 ♙f3 ♘fd5 24 ed ♙f5 – in either case Black initiates favourable complications.

21 ... ♜e8!

For Black to exchange queens in the present situation – when the square e4 is securely defended by White – would be tantamount to resignation!

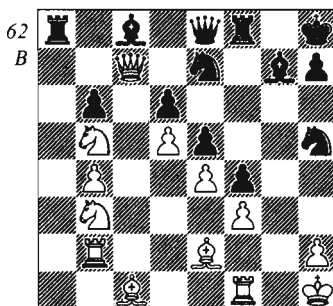
22 ♚h1?!

As Smirin points out, White should have preferred 22 ♘xd6 ♜g6+ 23 ♚h1 ♘xd5 24 ed ♜xb1 25 ♜gl. After 25 ... ♘h5 26 ♘f7+ and 27 ♘h6+ the game is drawn. Note that 22 ♜xd6 was also bad for White, because of 22 ... ♙h3 23 ♜f2 ♜g6+ 24 ♚h1 ♘xe4!

22 ... ♘h5!

By threatening to move the knight to g3, destroying White's castled position, Black gives his opponent real problems.

23 ♜b2 (62)



23 ... ♙h3
24 ♜e1

The tactical possibilities which Black has available for carrying out an attack are illustrated by the following characteristic variations: 24 ♖xd6? ♕g3+ 25 hg ♜h5 26 ♞e1 fg 27 ♜g1 ♙g2! winning; or 24 ♞g1 ♕g3+ 25 hg ♜h5 26 ♞g2 ♙xg2+ 27 ♜xg2 fg 28 ♜xg3 ♙f6 29 ♜f2 ♜h1 and again White is in a bad way.

24 ... ♜g6
25 ♙f1 ♕g3+!

By demolishing White's castled position, Black creates decisive threats.

26 hg ♜xg3
27 ♜c3

A forced retreat, so White did not manage to capture on d6 after all.

27 ... ♞ac8
28 ♜d2 ♙xf1
29 ♞xf1 ♜h3+
30 ♜g1 ♙f6

The threat of ♞g8 is decisive. After overcoming some slight technical difficulties, Black won.

Game No. 21
Lputyan–M.Pavlovic
Yerevan 1988

1 d4 ♖f6
2 c4 g6
3 ♖c3 ♙g7
4 e4 d6
5 ♖f3 0–0
6 ♙e2 e5
7 0–0 ♖bd7
8 ♜c2

8 ♞e1 is considered to be more promising for White. Also played here is 8 d5.

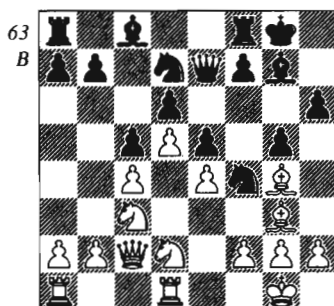
8 ... c6
9 ♞d1 ♜e7

G.Garcia–Petrosian, Banja Luka 1979, continued: 9 ... ♞e8 10 de de 11 ♖a4 b6 12 b4 ♜c7 13 ♙b2 ♖f8 14 c5 ♙g4 15 ♞d6 b5! with a comfortable game for Black.

10 d5 c5

11 ♖g5 h6
 12 ♖h4 g5
 13 ♖g3 ♜h5
 14 ♜d2 ♜f4
 15 ♖g4 (63)

On 15 ♜f1 possible is 15 ... ♜f6 16 ♜e3 h5! 17 f3 ♖h6 18 ♖f2 g4 with complicated play. White's move in the game looks well-founded positionally, as his plans include the exchange of light-squared bishops and subsequent occupation of the square f5. But Black's tactical reply ensures plenty of counterplay.



15 ... h5!

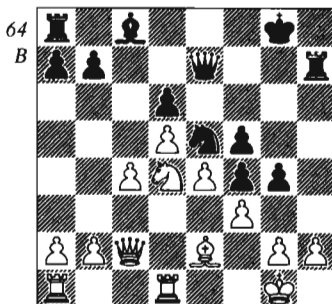
Black forces his opponent to capture on f4. The pawn on h5 falls, but, on the other hand, Black's dark-squared bishop now gets into the game, and Black has 'permanent' use of the blockading square e5.

16 ♖xf4 ef
 17 ♖xh5 ♖d4

Also entirely possible was 17 ... ♜e5, followed by 18 ... f5 and plenty of attacking possibilities for Black.

18 ♜b5 ♜e5
 19 ♖e2 g4
 20 ♜xd4 cd
 21 f3 f5!
 22 ♜b3 ♜f7
 23 ♜xd4 ♜h7 (64)

Black has concrete threats. He would win beautifully in the event of, say, 24 ef. There could follow: 24 ... ♜xh2! 25 ♜xh2 ♜h4+ 26 ♜g1 g3 27 ♖d3 (the e2-square is needed for the



king.) 27 ... ♖h2+ 28 ♔f1 ♕xf5!! (A rook ahead, White is powerless: after capturing the black bishop with either piece he would be mated in a few moves.) This variation is rather typical of attacks on the white king in the King's Indian Defence. As a rule, such an attack is successful if the king can be exposed, and the attacking side should not hesitate to make sacrifices.

Such a possible turn of events could not have pleased Lputyan, and so he continued:

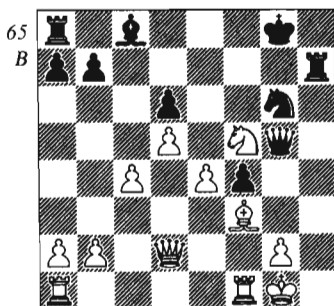
24 ♖d2 ♖g5!

In defending the pawn on f4, Black threatens ... ♜xh2, with mate in a few moves.

25 f3 f3
26 ♜f1 ♕g6
27 ♔f5 ♜xh2
28 ♕xg4

On 28 ♔xh2 there follows 28 ... ♕xf5, with a winning attack.

28 ... ♜h7
29 ♕f3 (65)



Up until now, beginning with his tactical blow in the opening – 15 ... h5! – Black's conduct of the game had been excellent, and now after 29 ... ♟xf5 30 ef ♖e5 31 ♙e4 ♜h4 he could have made White's situation difficult, as the threat of ... ♜g4 looks very dangerous. But Black played less forcefully with 29 ... ♖e5, and after a series of oversights even lost this game.

Game No. 22
Taimanov–Gufeld
USSR Ch. 1961

1	d4	♟f6
2	c4	g6
3	♜c3	♙g7
4	e4	d6
5	♜f3	0–0
6	♙e2	e5
7	0–0	♜c6
8	d5	♜e7
9	b4	

This continuation has not been encountered very often in recent years, as players of White have generally preferred 9 ♜d2 or 9 ♜e1.

9 ... ♜h5

Flear–Mestel, Bath 1987, continued: 9 ... ♜d7 10 c5 f5 11 cd cd 12 ♜d2 ♟f6 13 b5 ♙h6 14 ♙d3 fe 15 ♜dx4 ♙xc1 16 ♜xc1 ♙f5. M.Gurevich assesses this position as unclear.

10 g3 f5

11 ♜g5

An incisive reply. White's knight has the square e6 in its sights. In the game Sosonko–Kavalek, Holland 1979, White preferred 11 ♜d2. After 11 ... ♟f6 12 c5 f4 13 ♜c4 ♙h3 14 ♜e1 ♜c8 15 a4 h5 16 ♜d3 ♜g4 17 ♜d1 ♜h6 a complicated position arose, with chances for both sides.

11 ... ♟f6

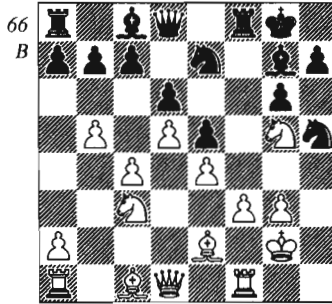
12 f3 f4

13 b5

White hurries to expand on the queenside, apparently considering that his opponent's play on the other wing is not dangerous. But Black has his own opinion. White should have preferred 13 c5.

13 ... fg
 14 hg ♖h5
 15 ♔g2? (66)

A natural move, but a mistake. The pawn on g3 should have been defended with 15 ♖e1. After 15 ... c6 16 bc bc the position is roughly equal.



15 ... ♖f4+!

Gufeld comments: 'The return for the knight is not inconsiderable: the white king is deprived of its wall of pawns and Black's pieces become very active.'

16 gf ef
 17 e5

Black threatened not only 17 ... ♗xc3 but also 17 ... ♖xd5.

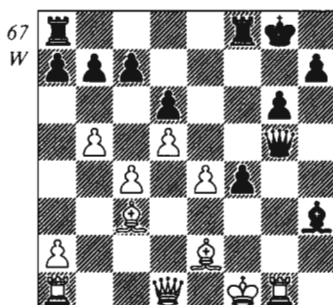
17 ... ♗xe5
 18 ♖ge4 ♖f5

The black pieces easily come into play. The threat is 19 ... ♗xc3 and 20 ... ♖g5+.

19 ♖g1 ♖g3
 20 ♗d2 ♗xc3
 21 ♗xc3 ♖xe4
 22 fe ♖g5+
 23 ♔f1 ♗h3+ (67)

Black's 'King's Indian' bishop, having played its part, has left the stage, and now it is the light-squared bishop that is calling the tune.

24 ♔f2 ♖h4+
 25 ♔f3 ♖h5+
 26 ♔f2 ♖h4+
 27 ♔f3 g5!



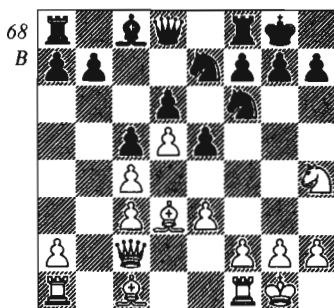
Having repeated moves a few times as time-trouble approached, Black shows with his last move that he is definitely not aiming for a draw. He has passed pawns on the kingside, and with the white king still under attack this must decide the issue in Black's favour. The struggle continued to be captivating, and on move 44 White was forced to resign.

6 Exploiting Unfortunate Piece Positions

The tactical idea of exploiting the unfortunate position of one's opponent's pieces occurs in a considerable number of combinations. In fact, any deficiencies in the placement of the pieces of the 'suffering' side may be grounds for all sorts of combinations: enticement, demolition, elimination of the defence etc.

The following example may serve to illustrate the theme (68):

Napolitano–Batic Czechoslovakia 1958



Attention is drawn towards the awkward position of the knight on h4. There followed: **12 ... e4!** **13 ♖e2** (after **13 ♖xe4 ♜xe4** **14 ♜xe4 g5** **15 ♜f3 ♖f5!** White's queen is trapped) **13 ... g5!** and Black won a piece.

Game No. 23
Vyzhmanavin–A.Kuzmin
Uzghorod 1987

1	d4	♟f6	✓
2	c4	♞g6	✓
3	g3	♙g7	✓
4	♙g2	0–0	✓
5	♟f3	d6	✓
6	0–0	♟c6	✓
7	♟c3	a6	
8	h3		

White fixes upon a purposeful plan – to play with the centre open, refraining from the move d4–d5. A great deal of recent practical experience has shown that, with the centre closed, it is easier for Black to obtain sufficient counterplay for full equality.

For example: 8 d5 ♟a5 9 ♟d2 c5 10 ♞c2 ♜b8 11 b3 b5 12 ♙b2 ♙h6 13 f4 (13 cb ab 14 ♟de4 ♙g7 15 h4 b4 is unclear – Magerramov–Loginov, Tashkent 1983) 13 ... bc 14 bc e5 15 de ♙xe6 16 ♟d5 ♜xb2 17 ♞xb2 ♙g7 18 ♞a3 ♟xc4 19 ♟xc4 ♟xd5 with complicated play (Hübner–Nunn, Wijk aan Zee 1982).

8	...	♜b8
9	♙e3	

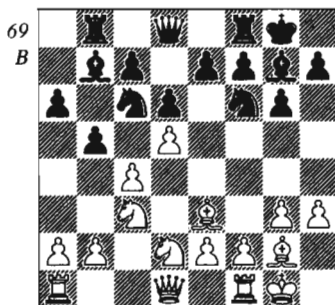
We may also recommend 9 ♙g5. White played the opening phase convincingly in the game Agdestein–Hansen, Wijk aan Zee 1988: 9 ... b5 (9 ... h6) 10 cb ab 11 d5 ♟a5 12 b4 ♟c4 13 ♟d4 ♙d7 14 e3 ♞c8 15 ♞e2 h6 16 ♙xf6 ♙xf6 17 a4 with a considerable advantage.

9	...	b5
10	♟d2	♙b7
11	d5! (69)	

Formerly 11 cb ab 12 ♟xb5 ♟b4 was played here, when Black's possession of the d5-square gives him a comfortable game.

11	...	♟e5
12	b3	c5
13	♜c1	♞a5
14	a4!	

A move which establishes White's opening advantage, but this only becomes apparent after a few more moves. Black's reply is quite clear: he cannot be happy with either 14 ... bc 15 f4 followed



by 16 Qxc4 , or 14 ... b4 15 Qce4 , when, with the queenside closed, White will be able to begin an unopposed attack on the kingside.

14 ... ba

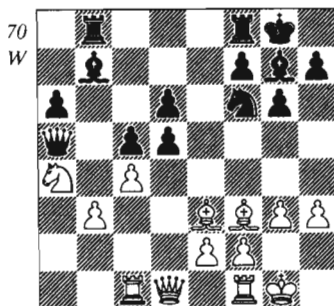
15 Qxa4

It would appear that Black has done everything correctly: he has opened the queenside and is ready for play in the centre, but his main piece – the queen on a5 – is definitely not well placed. But in order to perceive this and then to prove it by tactical means requires tremendous alertness on White's part. This ability to discern the tactical nuances of a position distinguishes the true master and ensures his success in practical play.

15 ... e6

16 Qf3! Qxf3+

17 Qxf3 ed (70)

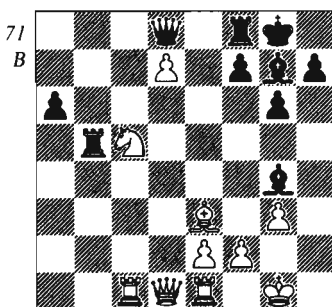


18 b4!

If 18 ... cb? then 19 Qb6 ; if 18 ... Qxb4 ? then 19 Qd2 and 20 Ra1 – in both cases the black queen is trapped and in both cases

it is White's dark-squared bishop that is playing the most active role. Hence the move 18 b4!, to open a diagonal for the attack! There now follows a series of forced moves on both sides, as a result of which White obtains a winning position.

18	...	♚d8
19	bc	dc
20	♘xc5	♙c8
21	cd	♙xh3
22	♞e1	♞b5
23	d6	♘g4
24	♙xg4	♙xg4
25	d7 (71)	



White's passed pawn and active pieces should bring him victory. But there's many a slip between a 'should' and a whole point in the tournament table, and Black actually managed to save this game.

The game continued: 25 ... ♚e7 26 ♚d5! ♞d8 27 ♙g5 ♙f6 28 ♙xf6 ♚xf6 29 ♞c4 h5 30 ♘e4! ♚e5 31 ♚c6? (alas, this move confirms the chess truism that it is possible to make dozens of excellent moves ... and then ruin everything with just one bad one; White would have won after 31 ♚xe5 ♞xe5 32 ♞c8! ♞xc8 33 ♘f6+ ♙g7 34 ♘xg4) 31 ... ♙g7 32 ♞c5 ♚e6 33 ♚xe6 Drawn.

Game No. 24
Jukic-Velimirovic
Yugoslavia 1988

As we have already said, an important attribute of the successful chessplayer is the ability to perceive a feature of a position which

at first glance may seem almost insignificant, and to react immediately in the appropriate tactical fashion. This game offers a typical example.

1	d4	♟f6
2	♞f3	g6
3	c4	♙g7
4	g3	0-0
5	♙g2	d6
6	0-0	♞c6
7	d5	

A fundamental decision. By closing the centre, White largely determines the plans of both sides in the forthcoming struggle. In our opinion, Black has greater problems if White refrains from the advance d4–d5. E.g. 7 ♞c3 a6 8 h3 ♜b8 9 ♙e3 b5 10 ♞d2 ♙d7 11 cb ab 12 ♜c1 ♜c8 13 b3 ♜a6 14 ♚h2 ♜fc8 15 ♞ce4 ♞xe4 16 ♙xe4 with a small advantage to White (Garcia Gonzales – Gunawan, Thessaloniki Ol. 1988). This plan is considered in more detail in the notes to the game Vyzhmanavin–A.Kuzmin above.

7	...	♞a5
8	♞fd2	c5
9	♞c3	e5

A different plan is also widespread in tournament practice – immediate play on the queenside with ... a6, ... ♜b8 and ... b5. An example of this can also be found in the notes to the previous game.

10	e4	♞g4
11	h3	♞h6
12	b3	a6
13	♙b2	♜b8
14	♞e2	

Formerly 14 ♜c2 was played here. It is hard to judge the merits or otherwise of this new move on the basis of a single game, but in this example it seems to us that Black reacted very convincingly.

14	...	b5
15	♙c3	

This is one of the ideas behind the move 14 ♞e2 – the bishop is transferred to c3 and keeps an eye on the knight at a5. On 15 ... f5 White will reply 16 f4, opening the centre to his advantage. So, for the time being Black waits, and makes a move which gives

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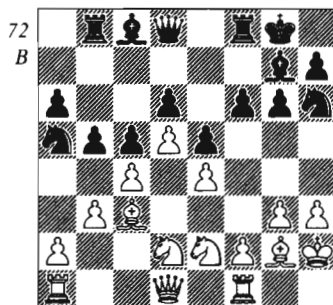
the chance for his knight on h6 to come into play.

15 ... f6

But White replies carelessly:

16 ♔h2 (72)

Possibly White intended after this move to proceed to more active play with, say, f2–f4. But it is Black's turn to move...



16 ... f5!

It is easy to overlook a reply like this. It turns out that the king on h2 is in an unfortunate position, and on 17 f4 there may follow: 17 ... b4 18 ♕b2 ef 19 ♕xg7 fg+! when Black emerges with an extra pawn.

17 ef ♖xf5!

Here, with black pawns on c5 and e5, this capture is positionally justified.

18 ♗c2 ♘d4

19 ♗d3 b4

20 ♕b2 ♜b7

21 ♘e4 ♕f5

22 ♘xd4 cd

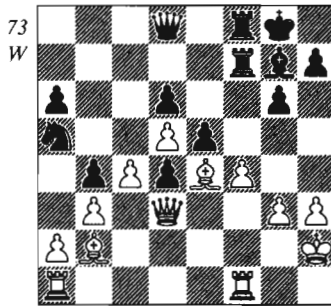
23 f4 ♕xe4

24 ♕xe4 ♜bf7 (73)

With the powerful support of his knight on d4, Black has fully mobilised his forces and given White difficult problems to solve. Since he cannot allow 25 fe ♜f2+, White is forced to give up a pawn.

25 a3 ba

26 ♕xa3 ef



27 g f ♖xf4
 28 ♖xf4 ♖xf4
 29 ♙g2 ♙e5

To crown it all, the white king comes under an irresistible attack. Black won after a few more moves.

Game No. 25
Krasenkov–Muratov
USSR 1988

1 d4 ♘f6
 2 c4 g6
 3 ♘c3 ♙g7
 4 e4 d6
 5 ♙e2 0–0
 6 ♘f3 ♙g4

A rare continuation. The main move in this position is 6 ... e5.

7 ♙g5

White is not to be outdone, developing his dark-squared bishop in a manner not considered by theory. Opening manuals promise White an advantage after 7 ♙e3.

7 ... ♙xf3
 8 ♙xf3 ♘c6

The idea of Black's opening formation is to exert immediate pressure against the square d4.

9 ♘e2 ♖e8
 10 ♗d2 e5
 11 d5 ♘d4

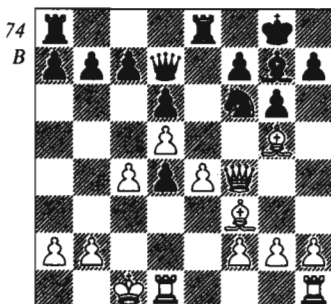
Black has the initiative.

12 ♘xd4 ed

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13 0-0-0 ♖d7

14 ♗f4 (74)



14 ... ♘xe4!

A certain lack of coordination of the white pieces is perceptible, and this has prompted Black to investigate the possibility of inflicting a tactical blow.

15 ♙xe4 h6

16 ♙h4

White does not like the continuation 16 ♙xh6 ♙xh6 17 ♗xh6 ♗xe4 18 ♖d3 ♗f5 19 ♖h3 ♗f4+ 20 ♗xf4 ♖xf4, when Black has a definite advantage. But, as Muratov points out, White could have maintained equality with 16 ♙xg6!? hg 17 ♗f5!

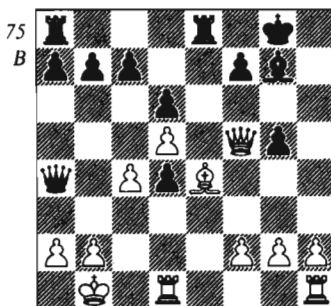
16 ... g5

17 ♙xg5 hg

18 ♗f5 ♗a4!

Perhaps White underestimated this reply.

19 ♙b1 (75)



How is Black to continue? Of course not 19 ... ♖xc4? because of 20 ♜c1; 19 ... ♜e5 restricts the bishop on g7, and this bishop is quite clearly aiming at the square b2, 'through' the pawn on d4. There follows a typical but very effective tactical trick – the opening of a line.

19 ... b5!
20 h4!

White is on top of the situation. In the event of 20 cb? he would have lost immediately: 20 ... d3! (opening a diagonal!) 21 ♙xd3 ♜b4! The tempting 20 ♙c2 ♜a5! 21 ♙d3 bc 22 ♙xc4 ♜b8 would have left Black free to create decisive threats against the white king.

20 ... d3?

Alas, Black makes a mistake and does not take this well-played game to its logical conclusion. Black wins after 20 ... bc! 21 hg ♜xe4! 22 ♜xe4 ♜b8 23 ♜xd4 ♜b4 24 b3 ♜c3 25 ♜hd1 cb 26 a3 ♙xd4 27 ♜xd4 b2 28 ♜e3 ♜c2+!

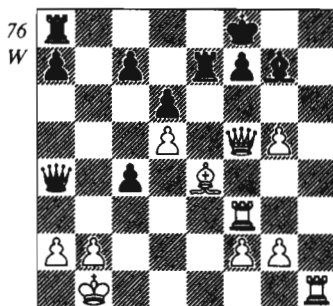
21 ♜xd3 bc
22 ♜f3

Now White also has some threats.

22 ... ♜e7
23 hg

The threat is the fatal 24 ♜h8+!

23 ... ♙f8 (76)



24 ♜f6!

The threat is again 25 ♜h8+ – the X-ray – a rare tactical device. Black's reply is forced.

24 ... ♙xf6

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25	gf	♚e8
26	♙f5	♚d8
27	fe+	♚xe7
28	♞e1+	♚d8?

On move 20 Black let his winning position slip away, and now he misses the draw. He could have maintained the equilibrium with 28 ... ♚f8.

29	♞g3	c6
30	♞g8+	♚c7
31	♞xa8	cd
32	♞xa7+!	Black resigned.

7 Illustrative Games

Game No. 26 Nesis-Skuja

Correspondence 1974-75

- | | | |
|---|-----|------|
| 1 | ♖f3 | ♖f6 |
| 2 | c4 | g6 |
| 3 | d4 | ♙g7 |
| 4 | ♖c3 | 0-0 |
| 5 | e4 | d6 |
| 6 | ♙e2 | e5 |
| 7 | 0-0 | ♖bd7 |
| 8 | ♞e1 | c6 |
| 9 | ♙f1 | ♞e8 |

It is considered more accurate to play 9 ... a5.

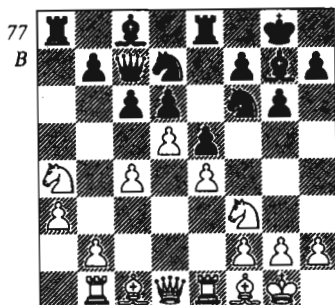
- | | | |
|----|----|-------|
| 10 | d5 | ♞c7!? |
|----|----|-------|

A rare continuation, based on interesting tactical possibilities.

- | | | |
|----|-----|----|
| 11 | ♞b1 | a5 |
| 12 | a3 | |

It seems that Black will not now be able to create a secure post on c5 for his knight. But this is where tactics come into play.

- | | | |
|----|-----------|-----|
| 12 | ... | a4! |
| 13 | ♖xa4 (77) | |



Otherwise Black would accomplish his main strategic task by establishing a knight on c5.

13 ... ♖xe4!

A very elegant tactical operation on the theme of the 'double attack', thanks to which Black gets an excellent game.

14 ♙xe4 ♙xa4

15 ♙e1

After 15 ♗xa4 ♘c5 16 ♗c2 ♘xe4 White cannot play 17 ♗xe4 because of a new double attack – 17 ... ♙f5.

15 ... ♙a8

16 b4 c5

17 ♙b2 ♘f6

A serious inaccuracy. It was essential first to strengthen the c5-square with ... b6.

18 bc ♗xc5

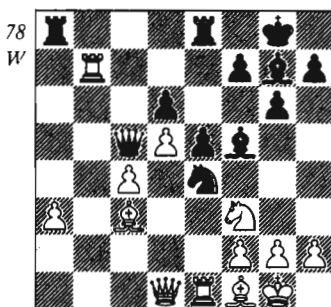
19 ♙c3!

Tactics again. On 19 ... ♙xa3 there follows another variety of the double attack – 20 ♙b4, and on 19 ... ♗xa3 – 20 ♙a1.

19 ... ♙f5

20 ♙xb7 ♘e4 (78)

Black was counting on the strength of this double attack when he sacrificed the pawn on b7. But he is in for a nasty surprise.



21 ♙xe4! ♙xe4

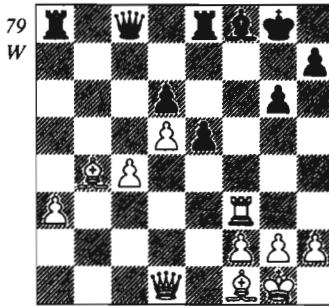
22 ♙b4 ♗c8

23 ♙xf7!

This second sacrifice of the exchange is entirely correct. In this complicated combination many tactical motifs are interwoven: enticement, double attack, the creation of passed pawns. After 23

... ♖xf7 24 ♔g5+ ♖g8 25 ♔xe4 Black cannot defend the pawn on d6, and White's passed pawns in the centre become terribly strong.

23 ... ♗xf3
24 ♖xf3 ♗f8 (79)



25 ♖xf8+!

A new tactical blow, this time on the theme of 'elimination of the defence'. The sacrifice of the rook for the light-squared bishop was declined a couple of moves ago. It is clear that now this 'Greek gift' has to be accepted, but this time it is the dark-squared bishop which Black loses.

25 ... ♖xf8
26 ♗xd6 ♖f7
27 ♗b4

White's advantage is clear. His task now is to get his connected passed pawns moving as quickly as possible. At the same time he has to avoid a number of ingenious traps, based on the weakness of the back rank and of the square f2.

27 ... ♗f5
28 ♗d2 ♗b1
29 d6 ♖af8
30 ♗c5 ♖b8
31 ♗b4

Preventing the rook from infiltrating. E.g. 31 ♗e3 ♗a1 32 c5 ♖b1 33 ♗d3 ♖d1 and the white pawns are stopped.

31 ... ♖bf8
32 ♗d5 e4
33 ♗c5 h6
34 ♗e3 ♖h7

Black utilises the strength of his major pieces to the maximum extent. After the tempting 35 c5 there would follow 35 ... ♖xf2!! 36 ♗xf2 e3.

35 ♖d4 ♖b7
36 c5 ♗e1
37 c6?

A mistake, which lets the win slip away. It was essential to advance the d-pawn: 37 d7 ♖b1 38 ♗c4 ♖b2 39 d8(♗)! ♖xd8 40 ♗f7+ ♘h8 41 ♗f6+.

37 ... ♖b1
38 ♗a7+ ♘g8
39 ♗a6 ♖b2

By alternately threatening the squares f1 and f2, Black forces repetition, since 40 h3 ♖bxf2 41 ♗xf2 ♗xf2+ 42 ♘h1 ♗e1! is bad for White.

40 ♗c4+ Drawn.

Game No. 27
Belyavsky–Nunn
Wijk aan Zee 1985

1 d4 ♘f6
2 c4 g6
3 ♘c3 ♗g7
4 e4 d6
5 f3 0–0
6 ♗e3 ♘bd7
7 ♗d2 c5
8 d5 ♘e5!

A new idea in an old variation. Before this game only 8 ... ♖e8 had been played here.

9 h3?

An unfortunate reaction to the novelty. White weakens his dark squares. In the same tournament the game Timman–Nunn continued: 9 ♗g5 a6 10 f4 ♘ed7 11 ♘f3 b5 12 cb ab 13 ♗xb5 ♗a5 14 0–0 ♘xe4 15 ♘xe4 ♗xb5 16 ♗xe7 ♗xb2 17 ♗xb2 ♗xb2 18 ♖ae1 ♗a6 19 ♖f2 ♖fe8 20 ♘xd6 ♖eb8 21 ♘e4 when White's position is to be preferred.

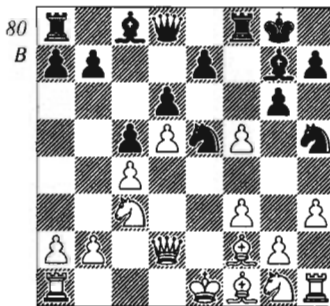
The game Kljako–Karl, Lugano 1985, was drawn after 9 g4 ♘e8 10 h3 f5 11 f4 ♘f7 12 ef gf 13 ♗d3 ♘c7 14 ♘ge2, but White

would have the better chances after playing ♖g3. Apparently best after 9 g4 is 9 ... e6!?

9 ... ♖h5
10 ♕f2?!

Another inaccuracy. Better chances were offered by 10 ♖f2 (but not 10 f4 ♖g3 with advantage to Black) 10 ... ♖a5 11 ♜c1 (if 11 ♕d2 then 11 ... f5 and now Black gets the initiative after either 12 ef ♜xf5 13 g4 ♖f4 14 ♖g3 ♖ed3+ 15 ♕xd3 ♖xd3+ 16 ♗e2 ♖xb2 17 gf ♕xf5, or 12 f4 fe 13 ♖xe4 ♖b6) 11 ... f5 12 ef ♜xf5 13 g4 ♖f4 14 ♖d2 and White has the advantage. But Black's play may be improved, and 10 ... b5!? deserves consideration.

10 ... f5
11 ef (80)



11 ... ♜xf5!!

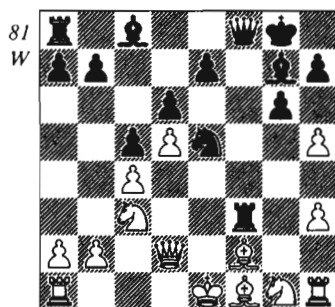
This move seems impossible because of the fork, but in fact this makes it all the more effective. Here too there are many tactical ideas – the deflection of the pawn on g2 from the defence of the square f3, the demolition of White's pawn chain on the kingside, and the motif of a knight fork. After the natural 11 ... gf 12 f4 ♖g6 13 g3 White has a solid advantage.

12 g4 ♜xf3
13 gh ♖f8! (81)

Despite being a piece down, it is Black who has the advantage. His attack is hard to resist.

14 ♖e4 ♕h6
15 ♖c2

On 15 ♖e2 Black would have continued 15 ... ♖d3+ 16 ♖xd3 ♜xd3 17 ♕xd3 ♖f4! winning.



15 ... ♖f4!
16 ♘e2

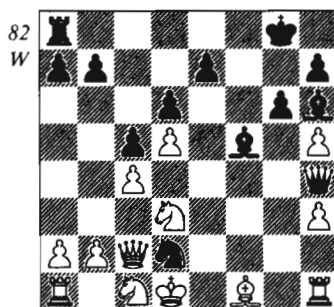
Acceptance of the sacrifice would totally justify Black's tactical idea: 16 ♘xf3 ♘xf3+ 17 ♔d1 ♕f5 18 ♕d3 ♘d4 19 ♕xd4 ♖f3+. Here we can see the motifs 'vacating a square', the 'pin' and the 'double attack'.

16 ... ♖xf2!

Without loss of tempo, the rook vacates its square for the knight.

17 ♘xf2 ♘f3+
18 ♔d1 ♖h4!
19 ♘d3 ♕f5
20 ♘ec1 ♘d2! (82)

The knight has taken up an unusual and spectacular position.



21 hg hg
22 ♕g2

It would be hopeless for White to attempt to buy himself out of trouble with his queen: 22 ♖xd2 ♕xd2 23 ♔xd2 ♖xc4 followed

by 24 ... ♖xd5 and ... c4; and after 22 b3, 22 ... ♗e4 23 ♜g1 ♖d4 is decisive.

22 ... ♜xc4

23 ♗f2

On 23 ♜e1 Black wins with 23 ... ♗h5+.

23 ... ♜e3+

24 ♜e2 ♖c4

25 ♙f3 ♜f8

26 ♜g1 ♜c2

27 ♜d1 ♙xd3

White resigned.

Game No. 28
Klinger–Dorfman
Belgrade 1988

1 c4 ♜f6

2 ♜f3 g6

3 ♜c3 ♙g7

4 e4 d6

5 d4 0–0

6 ♙e2 e5

7 ♙e3 ed

A rare continuation, but one which deserves consideration.

8 ♜xd4 c6

9 0–0

Not the most accurate move-order. Better is 9 f3 ♜e8 and then 10 ♗d2.

9 ... ♜e8

10 f3 d5

11 cd ♜xd5! (83)

The point! The move-order chosen by White allows Black to capture with the knight.

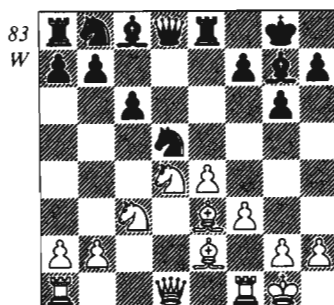
12 ♜xd5 cd

13 ♗b3 ♜c6

14 ♜ad1 ♙xd4

Now Black has the opportunity to go in for exchanges and achieve full equality.

15 ♙xd4 ♜xd4



Not so clear is 15 ... de 16 ♔c3 ♚b6 17 ♚xb6 ab 18 fe ♚xe4
19 ♔d3 followed by 20 ♔c4 with full compensation for the pawn.

16 ♚xd4 ♚f6

17 ♚xd5

A new move, but a mistake. Possible was 17 ♚a4, or 17 ♚d2
de 18 fe ♚e7 19 ♔c4 ♔e6 with equality.

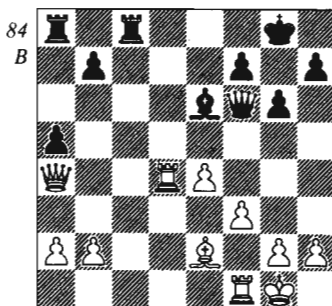
17 ... ♔e6

18 ♚c5 ♚ec8

19 ♚b4 a5

20 ♚a4 (84)

White has clearly been too greedy. He has had to give up too
many tempi for the sake of a single pawn, and retribution follows.



20 ... ♚c2!

Black would have played the same move after 20 ♚d2.

21 ♚xc2 ♚xd4+

22 ♚f2

On 22 ♔h1 a good continuation is 22 ... ♖c8 23 ♗b1 ♗d2, with the idea of 24 ... ♗c2.

22 ... ♖c8
23 ♗b1 ♗d2

On 23 ♗b1 Black wins with 23 ... ♕xa2! 24 ♗xa2 ♖c1+ 25 ♕f1 ♖xf1+!

23 ... ♕xb2
24 ♕f1

On 24 ♕c4 sufficient for Black is 24 ... ♗a3.

24 ... ♗c1!
25 ♗a4

Exchanging queens loses immediately: 25 ♗xc1 ♖xc1, with the idea of ... ♖a1. Here we can also see an example of a tactical exchange.

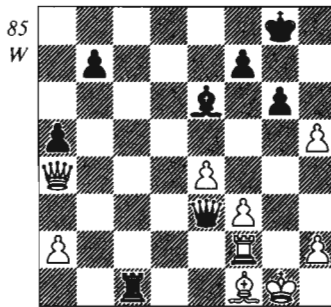
25 ... ♗e3
26 g4

On 26 ♗xa5 it is quite simple for Black: 26 ... ♖c2 27 ♗d8+ ♕g7 28 ♗h4 ♕xa2 and White is paralysed.

26 ... h5
27 gh

If 27 h3 then 27 ... h4 is strong.

27 ... ♖c1! (85)



The decisive blow on the pinning theme.

28 ♔g2

On 28 hg Black wins with 28 ... ♖xf1+! 29 ♔xf1 ♕h3+ 30 ♖g2 ♗xf3+.

28 ... ♗g5+
29 ♔h1 ♕h3
30 ♗e8+ ♔g7

31 h6+ ♖xh6

32 ♖e5+ ♔h7

The checks are over, and the threats mount.

33 ♖b5 ♖f4

34 ♖e2 b5

White is in *Zugzwang*: on 35 ♖xb5 Black wins with 35 ... ♗xf1
36 ♗xf1 ♗c2.

35 e5 b4

36 e6 ♗xe6

37 ♔g2 ♖g5+

38 ♔h1 ♗h3

Black has captured a pawn and again plays to exploit the pin
on the back rank.

39 f4 ♖d5+

40 ♔g1 ♖c5

White is bound hand and foot, and suffers further loss of
material.

41 ♔h1 ♖xf2

White resigned.

Game No. 29

Kavalek-Kasparov

Bugojno 1982

1 c4 g6

2 ♘c3 ♗g7

3 d4 ♗f6

4 e4 d6

5 ♗f3 0-0

6 h3

This system is not particularly aggressive, but White is aiming
for a sharp game that is less thoroughly analysed than other lines.
In such situations the role played by tactical solutions is especially
important.

6 ... e5

7 d5 ♗a6!

The usual plan, involving the advance ... f5, may be forcefully
refuted: 7 ... ♗h5 8 ♗h2 ♖e8 9 ♗e2 ♗f4 10 ♗f3 f5 11 ♗g3 ♗xh3
12 ♗g2.

8 ♗e3 ♗h5

9 ♗h2!?

In response to the customary 9 ♖d2 Black develops an initiative on the kingside: 9 ... ♜e8 10 ♘b3 f5.

9 ... ♜e8
10 ♘e2?!

Better was 10 g4 ♘f4 11 ♜d2, preparing to castle queenside.

10 ... ♘f4

Black continues to carry out his standard strategic plan, typical of the King's Indian Defence.

11 ♘f3

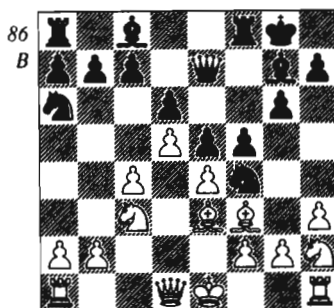
This seriously weakens the square d3.

11 ... f5

12 h4 ♜e7!

In Timman's opinion the most justified move positionally was 12 ... ♘c5, but Kasparov has his own ideas...

13 g3 (86)



13 ... ♘b4!!

A typically Kasparovian thrust. The knight immediately heads for the weakened square d3, and the other knight cannot be captured: 14 gf fe and, for example, 15 fe ♘d3+ 16 ♘d2 ♜xf3! 17 ♘xf3 ♘g4 18 ♘e4 ♘e5!; or 15 ♘xe4 ef followed by 16 ... ♘xc3+; or 15 ♘e4 ef of 16 ♘d2 (if 16 ♘c1 then 16 ... ♘f5) 16 ... ♘d3+ 17 ♘e2 ♘c5!, with advantage to Black in each case. White has no time for 14 a3 in view of 14 ... ♘fd3+ 15 ♘d2 ♘xb2 16 ♜b3 ♘d4d3, with the idea 17 ... f4. Here we see the theme 'seizing a square'.

14 ♜b3?!

Relatively best was 14 0-0, which Kasparov had planned to answer with 14 ... g5. If 15 gf? then 15 ... g! and the black queen tears into the heart of the white king's position: 16 a3 ♜xh4 17

ab ♖f6 18 ♙g2 ♜g6 19 f3 fe 20 ♞e1 ♞h3 21 ♞e2 ♙h6 22 ♜fc1
 ♙f4 23 ♘f1 ♘h8! with advantage to Black. Better is 15 ef ♙xf5,
 when play is unclear.

Another reasonable alternative was 14 ♜b1, defending the pawn
 on b2. E.g. 14 ... ♘fd3+ 15 ♙e2 f4 16 ♙d2 fg 17 fg ♜xf3 18
 ♘xf3 ♙g4 19 ♜f1 ♜f8 20 a3 and the black knights are overloaded.

14 ... ♘fd3+

15 ♙e2

If 15 ♙d2 then 15 ... f4 is decisive.

15 ... f4

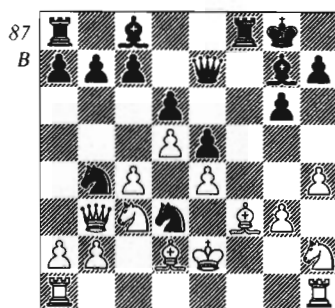
16 ♙d2 fg

Kasparov played this move almost instantaneously, and only
 then discovered that he had a brilliant combination: 16 ... ♘xf2!!

Now after 17 ♞xb4 a strong reply is 17 ... fg! For example, 18
 ♜af1 (or 18 ♙g5 ♞f7 19 ♜af1 gh! with the idea 20 ... ♙g4) 18
 ... gh 19 ♜xf2 ♜xf3!

No better is 17 ♘xf2 ♘d3+, when White cannot hold out: 18
 ♙g2 fg 19 ♘xg3 (19 ♘f1 ♜xf3 20 ♘xf3 ♞f7+ 21 ♙e2 ♘c5!
 19 ♘e2 ♘c5! winning) 19 ... ♜f4 20 ♘g4!? (20 ♙xf4 ef+; 20 ♘f1
 ♜xf3+ 21 ♘xf3 ♞f7+ 22 ♙e2 ♘c5 and White's position is
 hopeless) 20 ... h5 21 ♘e3 ♙f6 22 ♘g2 ♙xh4+ 23 ♜xh4 ♞g5+
 winning; or 18 ♙e2 ♘c5! 19 ♞d1 fg 20 ♘g4 (20 ♘f1 g2) 20 ...
 g2 21 ♜g1 ♜xf3! 22 ♘xf3 ♞xh4 23 ♘f2 (White also loses after
 23 ♜xg2 ♙xg4+ 24 ♜xg4 ♜f8+) 23 ... ♙h3 24 ♙e3 ♜f8+ 25
 ♙e2 ♙h6 26 ♘xh3 ♙xe3 etc.

17 fg (87)



17 ... ♜xf3!

The best move, although also after this White retains drawing

chances with accurate play. Here we see the theme 'elimination of the defence' – in this case of the square g4.

18 ♖xf3 ♕g4
 19 ♜af1 ♜f8
 20 ♖d1?

An exchange of courtesies. Kavalek misses his chance, which consisted in 20 ♕e3!, when Black would have had nothing better than 20 ... ♕h6! 21 ♕xh6 (after 21 a3 ♜xf3! 22 ♜xf3! ♕xf3+ 23 ♖xf3 ♜f6+ there would be a beautiful 'dual': either 24 ♖e2 ♕xe3 25 ♜f1 ♖c1+!, or 24 ♖g2 ♕xe3 25 ♜f1 ♖e1+!) 21 ... ♕xf3+ 22 ♜xf3 ♜xf3 23 ♖xf3 ♜f6+ 24 ♖g2 ♜f2+ 25 ♖h3 ♜f3! 26 ♖h2! with a draw. Other possibilities are less acceptable for Black: 20 ... ♜f7 21 a3 a5 22 ab ♖xb4 23 ♜a4!, taking away the square d7 from Black and obtaining an advantage; on 20 ... ♜f7 there follows 21 ♖b1!, and on 20 ... ♜d7 then 21 a3! when White has no problems.

An interesting try would be 20 ... g5?! 21 a3 gh 22 ab hg 23 ♖xd3 g2 24 ♖d2! with advantage to White. Finally, after 20 ... ♜xf3?! 21 ♜xf3 ♜f8 22 ♜hf1 ♕h6!, White does not play 23 a3? ♕xe3 24 ab ♖c1+!, but 23 ♕xh6 ♜xh6 24 ♜a4!, exploiting the weakness of the back rank.

20 ... ♜f7!

Now Black again has winning chances, although not without some tactical subtleties.

21 ♕e3!? ♕xf3+
 22 ♖d2 ♜d7
 23 ♜hg1?!

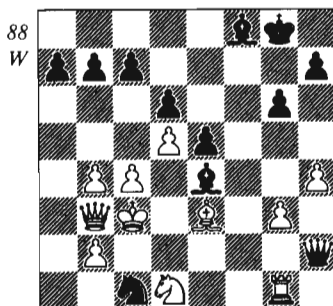
The final inaccuracy. More stubborn was 23 a3, although also in this case after 23 ... ♕xh1 24 ♜xh1 a5! 25 ab ♖xb4 Black has the advantage.

23 ... ♜h3!
 24 a3

On 24 ♖f2 there follows 24 ... ♖xf2 25 ♜xf2 ♕xe4! and if 26 ♜xf8+ ♕xf8 27 ♜xb4 then 27 ... ♜h2+ 28 ♖e1 ♜c2 mating.

24 ... ♕xe4
 25 ♜xf8+ ♕xf8
 26 ab ♜h2+
 27 ♖c3 ♖c1! (88)

White resigned.



Although he is the exchange ahead, after 28 ♕xc1 ♜xg1 White is defenceless, and 28 ♜a4 ♘e2+ leads to great loss of material.

Game No. 30

Zita–Bronstein

Prague vs Moscow 1946

- | | | |
|---|-----|-----|
| 1 | c4 | e5 |
| 2 | ♘c3 | ♘f6 |
| 3 | ♘f3 | d6 |

It is no surprise that this game started as an English Opening. The King's Indian Defence very often arises by transposition from a whole range of other openings.

- | | | |
|---|-----|------|
| 4 | d4 | ♘bd7 |
| 5 | g3 | g6 |
| 6 | ♕g2 | ♕g7 |
| 7 | 0–0 | 0–0 |
| 8 | b3 | |

More than forty years ago this modest move was very popular. At that time the preliminary 8 e3 was also encountered, and only after 8 ... ♜e8 then 9 b3.

- | | | |
|---|-----|----|
| 8 | ... | c6 |
|---|-----|----|

Black may also delay this move. More accurate is 8 ... ♜e8, and this continuation will be examined in the next example.

- | | | |
|---|-----|--|
| 9 | ♕b2 | |
|---|-----|--|

White played this apparently natural move without much thought. He could have set his opponent more problems with 9 ♕a3, after which the best defence would evidently be 9 ... ed 10 ♘xd4 ♘c5.

- | | | |
|---|-----|-----|
| 9 | ... | ♜e8 |
|---|-----|-----|

10 e4 ed
 11 ♖xd4 ♗b6

As is the case in the majority of King's Indian games, Black's active piece play is sufficient to counter-balance his opponent's powerful pawn structure.

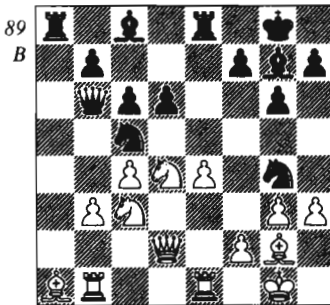
12 ♗d2 ♖c5
 13 ♙fe1 a5!

Black strives to weaken his opponent's queenside with the pawn offensive ... a5-a4. This plan is no worse than the possible offensive on the kingside, which we shall see in the game Pachman-Bronstein.

14 ♙ab1 a4!
 15 ♙a1

Although it does not look very attractive, 15 ba was stronger.

15 ... ab
 16 ab ♖g4!
 17 h3 (89)



17 ... ♙xa1!!

An unexpected and brilliant stroke, which required deep calculation. Here we can see 'elimination of the defence' and also 'entice-ment'. This interweaving of themes is very characteristic of many variations of the King's Indian Defence. It is not possible to study tactics in the King's Indian without including this really classic game.

18 ♙xa1 ♖xf2!!

The point of the combination. Here too there is a whole variety of tactical ideas: enticement, the pin, the double attack. Now 19 ♗xf2 is bad because of 19 ... ♖d3! when the knight on d4 is lost, and on 19 ♗xf2 there follows 19 ... ♖xb3! with numerous

irresistible threats. In this way Black not only weakens the position of the white king but also gets two pawns for the sacrificed exchange.

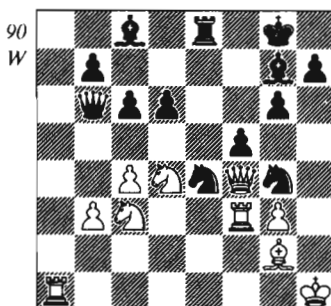
19 ♖e3 ♜xh3+
20 ♔h2

After 20 ♜xh3 ♜xh3 Black's two bishops clearly outweigh White's notional advantage of the exchange.

20 ... ♜f2
21 ♖f3 ♜cxe4
22 ♗f4 ♜g4+
23 ♔h1 f5 (90)

Of course, not 23 ... ♜xd4 because of 24 ♗xf7+. But now on 24 ♜de2 there follows 24 ... ♜ef2+.

White prefers to make one last attempt to exploit the weakness of the back rank, but with accurate play Bronstein spoils his illusions.



24 ♜xe4 ♖xe4
25 ♗xd6 ♖xd6
26 ♗b8 ♖d8
27 ♖a8 ♜e5!
28 ♗a7 ♗b4!
29 ♗g1 ♗f8!

This cunning queen manoeuvre concludes the game. The threat is 30 ... ♗h6+.

30 ♜h3 ♗h6

On 31 ♗f1 Black had prepared 31 ... ♖d2! 32 ♖xc8+ ♔f7, when there is no defence against 33 ... ♖h2+ 34 ♔g1 ♜d4+.

White resigned.

Next, another example of the same tactical theme.

Game No. 31
Pachman–Bronstein
Prague vs Moscow 1946

1 d4 ♖f6
 2 c4 d6

With this move-order Black excludes the possibility of the Sämisch System.

3 ♗c3 e5
 4 ♗f3 ♗bd7
 5 g3 g6

Benoni-type positions are reached after 5 ... ♗e7. However, in this system Black has a solid position but no initiative, which of course could not possibly suit the young Bronstein.

6 ♗g2 ♗g7
 7 0–0 0–0
 8 b3 ♝e8

Now in the event of 9 ♗b2 the black pawn on e5 will march to e3.

9 e4 ed
 10 ♗xd4 ♗c5
 11 ♝e1

As in the previous example, the black pieces exert pressure on White's pawn centre. After 11 f3 Black would get an excellent game with 11 ... c6 and 12 ... d5! Also bad is 11 ♜c2 because of 11 ... ♗fxe4 12 ♗xe4 ♗xe4 13 ♗xe4 ♗xd4 and Black wins an important central pawn.

11 ... a5
 12 ♗b2

If 12 a3 then 12 ... a4! 13 b4 ♗cd7 and the white c-pawn becomes a convenient target.

12 ... a4!

Black is playing very accurately and is aiming to seize the initiative, even at this early stage. For example, 13 b4 would be answered by 13 ... a3!

13 ♝c1 c6

Opening a path for the queen to go to b6, where it will exert pressure against the centre and the queenside. The many tactical possibilities for Black entirely justify the creation of pawn weaknesses in his position.

14 ♗a1 ab

15 ab ♖b6
 16 h3 ♜fd7!

In contrast to the previous game, the black knight does not have access to the square g4, so Bronstein finds a new plan: the transfer of this knight via the route ... ♜fd7–f8–e6, after which, having created the threat of exchanging off the knight on d4, he sharply increases the pressure on the weak pawn at b3.

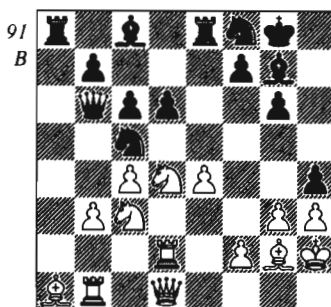
17 ♜b1 ♜f8
 18 ♙h2 h5!

White was planning to strengthen his position in the centre with 19 f4. But Bronstein is alert to his opponent's intentions: after 19 f4 he is ready to start a fight for the initiative on the kingside with 19 ... h4! 20 g4 ♜fe6!, when the f-pawn also becomes a weakness.

19 ♜e2 h4!

Black's successive offensives with the two wing pawns make a very powerful impression. Now the h-pawn rams the opposing king's fortress.

20 ♜d2 (91)



20 ... ♜xa1!

A brilliant motif, familiar from the previous duel. At any cost, it is essential to eliminate the opponent's most important defender (elimination of the defence!).

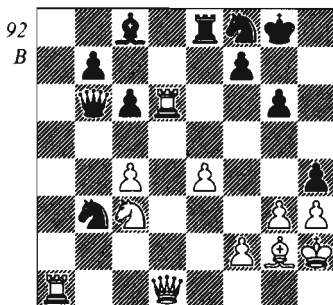
21 ♜xa1 ♙xd4
 22 ♜xd4 ♜xb3

Double attack!

23 ♜xd6 (92)

The idea of this strong riposte is that on 23 ... ♜xa1 there

follows 24 ♖d5! and 25 ♖f6+. But, once again, Bronstein has foreseen everything.



23 ... ♜xf2!

Now it is clear how important it was to advance the pawn to h4. Owing to this pawn it is now not possible to play 24 ♜xb3 because of 24 ... hg+ 25 ♖h1 ♙xh3! 26 ♜g1 ♙xg2+ 27 ♜xg2 ♜f1+ 28 ♜g1 ♜xh3 mate!

24 ♜a2 ♜xg3+

25 ♖h1 ♜xc3

26 ♜a3

Playing 26 ♜d3 would be a mistake, because of 26 ... ♜c1 and Black keeps his extra piece. Now White wins back the knight but Black manages during this time to build up an irresistible attack.

26 ... ♙xh3

27 ♜xb3 ♙xg2+

28 ♖xg2 ♜xc4

29 ♜d4 ♜e6

30 ♜xb7 ♜a8!

Black inflicts a blow on the enemy king from the queenside.

31 ♜c2 h3+!

White has no satisfactory defence. On 32 ♖g1 there follows 32 ... ♜e5! 33 ♜d1 ♜a3! and then ... ♖e6-f4.

White resigned.

Bronstein's brilliant play in this game recruited many new knights to fight under the King's Indian banner.

Game No. 32

Lukov-Sznepik

Tbilisi 1988

1 d4 ♖f6

2	c4	g6
3	♘c3	♙g7
4	e4	d6
5	♘f3	0-0
6	♙e2	e5
7	0-0	♘c6
8	d5	♘e7
9	♘d2	

The most popular continuation in the Taimanov-Aronin system.

9	...	a5
10	a3	♘d7
11	♙b1	f5
12	b4	♖h8

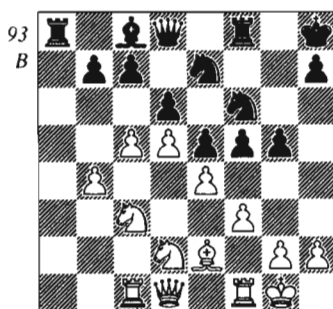
More common is 12 ... b6, when 13 ♖c2 ♖h8 was Game No. 20.

13	f3	♙h6
----	----	-----

On 13 ... f4 strong is 14 ♘a4! ab 15 ab g5 16 c5 b6 17 cd cd 18 b5 (Kalinin-Zlochevsky, USSR 1988).

14	♘b3	♙xc1
15	♙xc1	ab
16	ab	♘f6
17	c5	g5
18	♘d2?! (93)	

A dubious decision, as it hands Black the initiative. Better was 18 ♖c2! with the idea of ♘b5 and then cd.



18	...	f4
19	♘b5	g4!

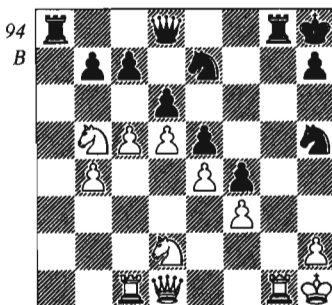
Black's threats on the kingside are clearly more substantial than White's on the queenside.

20 fg ♖g8
 21 ♗f3

On 21 h3 a strong continuation is 21 ... h5! 22 cd cd 23 ♘c7 ♜a2! 24 ♘e6 ♜b6+ 25 ♘h1 ♜e3.

21 ... ♗xg4
 22 ♘h1 ♗xf3
 23 gf ♘h5!
 24 ♖g1 (94)

The only move, which seems to prevent the knight sacrifice, but nonetheless:



24 ... ♘g3+!!

A brilliant sacrifice, on the tactical theme 'opening a file'.

25 hg fg
 26 ♖g2

It appears that there is no adequate defence. E.g. 26 cd ♘g6 27 ♖g2 ♜h4+ 28 ♘g1 ♘f4 29 ♜f1 ♘h3+; or 26 ♘f1 ♘g6 27 ♖xg3 ♜h4+ 28 ♘g1 ♘f4; or 26 ♘g2 ♘g6 27 ♘f1 ♘f4!, with the idea ... ♜h4 and ... g2, winning. The most stubborn defence was 26 ♜e1!, but here too after 26 ... ♜f8! (not 26 ... ♘g6 27 ♖xg3, or 26 ... ♜d7 27 ♖xg3 ♜xb5) 27 ♘g2 (27 ♖xg3 ♜h6+) 27 ... ♘g6 28 ♘f1 ♘f4 29 ♖xg3 ♜h6 winning.

26 ... ♘g6
 27 ♘f1 ♜h4+
 28 ♖h2

On 28 ♘g1 then 28 ... ♘f4, with the idea of ... ♘h3-f2, and Black wins.

28 ... gh
 29 ♖c2 ♘f4
 30 ♘xh2 ♘h3
 White resigned.

Game No. 33
Nesis-Zagorovsky
World Corr. Ch. Final 1983-84

1	d4	♟f6
2	c4	g6
3	♞c3	♙g7
4	e4	d6
5	♙e2	0-0
6	♞f3	e5
7	0-0	♞bd7
8	♞e1	h6
9	♞c2	♞h7
10	♙e3	

A new continuation. In the game Andersson-Kasparov, Moscow IZ 1982, White preferred to exchange first in the centre: 10 de de 11 ♙e3 ♞e8 12 ♞ad1 ♞hf8 13 c5 ♞e6, with complicated play. In the game Lukacs-Pytel, Polanica Zdroj 1984, White placed his king's rook on d1, which is evidently more promising. It seems to us that the move in the game is more accurate. White intends to maintain the tension.

10	...	c6
11	♞ad1	♞e7
12	b4	

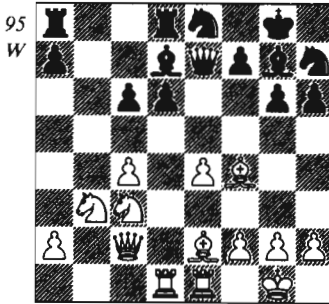
White's threats on the queenside have become very real, and so Black exchanges pawns himself in the centre. But now the activity of the white pieces increases considerably.

12	...	ed
13	♞xd4	♞df6
14	♙f4	♞d8
15	b5	♙d7
16	bc	

With this exchange of pawns White succeeds in abruptly weakening his opponent's queenside pawn structure.

16	...	bc
17	♞b3	♞e8 (95)
18	c5!	

With a temporary pawn sacrifice White destroys his opponent's queenside pawn structure and secures a convenient post for one of his minor pieces on the square d5.



18 ... dc
 19 ♖a4 ♗ef6
 20 ♙d6! ♜e8
 21 ♖axc5

White has accomplished the tactical operation involving the exchange of his c-pawn for the black d-pawn, and now his minor pieces have taken up threatening positions on the queenside.

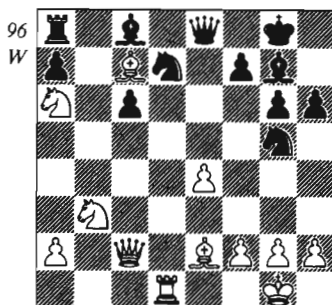
21 ... ♙c8
 22 ♙c7!

A typical tactical trick. White forces the exchange of a pair of rooks which are, by virtue of their relative positions, not of equal value. Now Black remains with a passive rook on a8, restricted by the remaining white rook which occupies the open d-file. In this way an effective material advantage is created. Here we see a case of a tactical exchange with the aim of seizing an open file.

22 ... ♜xd1
 23 ♜xd1 ♗d7
 24 ♖a6 ♗g5 (96)

A critical point in the game. It is essential to assess accurately the situation arising after the exchange of queens. It would appear that the exchange favours Black, as White's queen is the more active, and also the central pawn on e4 is considerably more valuable than the weak pawn on c6. But concrete analysis of the resulting ending shows that White can more easily obtain a decisive advantage after the exchange of queens.

25 ♜xc6! ♜xe4
 26 ♜xe4 ♗xe4
 27 ♙f3



This is the point! Now White makes use of a pin. The extremely unfortunate placement of the black pieces, especially of the rook on a8, begins to tell. Black loses further material after 27 ... ♙xa6 28 ♙xe4 ♜e8 29 ♙c6, or 27 ... ♜df6 28 ♜d8+ ♚h7 29 ♜ac5, so he has no choice.

27 ... f5
28 ♜ac5 ♜df6
29 ♜d2! ♚f7

The only move, after which Black remains only one pawn down.

30 ♜dxe4 fe
31 ♜xe4 ♙g4

In a very difficult position Black makes excellent use of a powerful device – the exchange. He can hardly be blamed that in this particular instance, after exchanging his undeveloped rook for his opponent's active rook, he is nevertheless unable to hold the position. In any case, this procedure is instructive.

32 ♜d6+ ♚f8
33 ♙xa8 ♙xd1
34 ♜b5 a6
35 ♜d4

White's advantage in the minor piece ending that has arisen is based not so much on his extra pawn as on the fact that his pieces are far more active.

35 ... ♚f7

On 35 ... ♙g4 good is 36 ♙e5, preparing to exchange dark-squared bishops.

36 ♙b7 ♜d7

On 36 ... ♜e8 White plays 37 ♙b6, when Black has an unpleasant choice: either to exchange his dark-squared bishop

for the knight or to give up another pawn.

37 ♖d5+ ♜e7

On 37 ... ♜f6 a strong continuation is 38 ♖c4 ♜c5 39 ♜b3 – a familiar motif, either to force the exchange of one of the black bishops or to win the a-pawn. In the event of 37 ... ♜e8 there may follow 38 ♜e6 ♖c3 39 ♖c6 ♜e7 40 ♜f4, which wins quickly.

38 ♜c6+ ♜e8

39 ♖e4 ♜f7

There was no point in playing 39 ... ♜f6 40 ♖xg6+ ♜d7, in view of 41 ♜d4! ♜xc7 42 ♜e6+, when White solves two problems at once: he exchanges one of the bishops and wins a second pawn in the process. The attempt to defend the pawn with the bishop is also not successful: 39 ... ♖h5 40 ♜b4 ♜c5 41 ♖c6+ ♜f7 42 ♖d5+ ♜e7 43 ♖c4 ♜e6 44 ♖b6 and Black loses the a-pawn.

40 ♖d3 ♜c5

41 ♖c4+ ♜e8

42 ♜b8 ♖d4

43 ♖b6

The threat of 44 ♜c6 forces Black to go in for the exchange of dark-squared bishops, which in turn leads to the loss of a second pawn. Thus the aim has been achieved, and Black soon resigned.

Game No. 34
Gheorghiu–Shirov
Moscow 1989

1 d4 ♜f6
2 c4 g6
3 ♜c3 ♖g7
4 e4 d6
5 f3 0–0
6 ♖e3 c5
7 ♜ge2

Tournament practice has come out against White in the variation 7 dc dc 8 ♖xc5, and so players of White more and more frequently opt for the continuation in the game.

7 ... ♜c6
8 ♜d2 b6!

An interesting idea requiring further practical testing. Usually Black plays 8 ... a6.

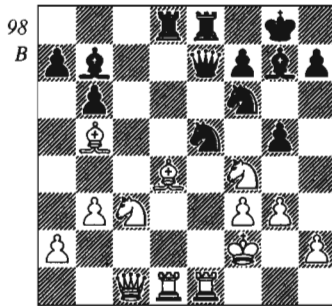
Excessively optimistic. White should have continued 18 ♖he1.

18 ... ♗df6
 19 ♗f4 ♜e7
 20 ♖he1 ♖ad8
 21 ♜c1

White removes his queen from the dangerous file. After 21 ♗b5 he would have had an unpleasant experience: 21 ... ♖xd4! 22 ♜xd4 ♗fg4+! and Black wins.

21 ... g5!
 22 ♗b5 (98)

If the knight retreats, the black g-pawn will advance. E.g. 22 ♗h3 g4 23 ♗b5 gf! 24 ♗xe8 ♗fg4+ 25 ♗f1 ♗xh2+ 26 ♗g1 f2!



22 ... ♖xd4!

The decisive tactical blow. The white rook is enticed to a vulnerable position and at the same time is deflected from the defence of the rook on e1.

23 ♖xd4 ♗fg4+!

The ensemble of black pieces accurately executes a skilfully prepared finale. Taking the knight is bad, but not taking it is just as bad. On 24 fg there follows 24 ... ♗xg4+ 25 ♗f1 ♗h2+ 26 ♗g1 ♜xe1+. A leading role in this variation is played by the bishop on g7, which had previously been inactive, but now its long diagonal has been promptly vacated by the black knights.

24 ♗f1 ♗xh2+
 25 ♗g2 ♗hxf3
 26 ♗d5 ♗xd4!

A pin!

9 ♖d1

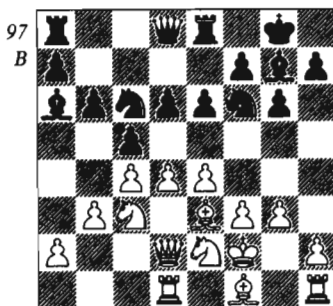
Timoshchenko–Lanka, USSR 1988, continued: 9 d5 ♖e5 10 ♖g3 h5 11 ♗e2 h4 12 ♜f1 a6 with chances for both sides.

9 ... e6!

Shirov assesses the position after 9 ... e5 10 dc dc 11 ♖d5 ♖d4 12 ♖ec3 as favouring White.

10 g3 ♗a6**11 b3 ♖e8****12 ♜f2?! (97)**

White is playing with fire, underestimating his opponent's tactical threats. He should have opted for 12 dc dc 13 ♗g2, with an equal game.

**12 ... d5!**

Black has better development and, in full accordance with strategic principles, heads for tactical play in the centre.

13 e5

The variation 13 cd ed 14 ed ♗xe2 15 ♗xe2 ♖xd4 favours Black.

13 ... cd**14 ♗xd4 ♖d7****15 cd ♖cx5****16 ♖f4 ♗b7!**

This bishop is going to play too important a role in the attack for it to be exchanged for its white counterpart.

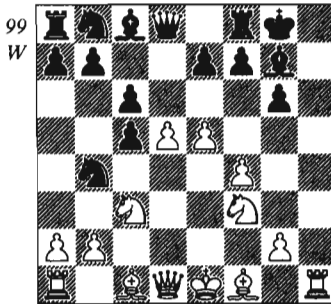
17 ♗e2

On 17 ♗b5 Black had prepared 17 ... ♖xf3! 18 ♜xf3 e5 with a strong attack.

17 ... ed**18 ♖fxd5?**

On 11 ... cd there would follow 12 hg hg 13 ♖g5, and if 13 ... f6 then 14 ♖xd5! fg 15 ♗c4 e6 16 ♜d3 with numerous threats.

12 hg hg (99)



13 e6!

A very powerful move, overflowing with ideas. White finally destroys the pawn cover of the enemy king ('demolition') and at the same time frees the square e5 for a piece – the knight on f3 ('vacating a square').

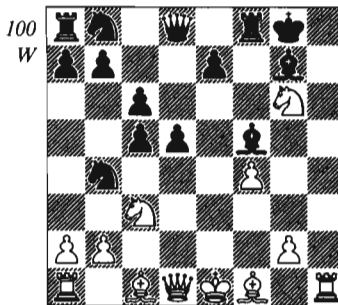
13 ... fe

14 ♖e5 ed

Also possible was 14 ... ♗xe5. Of course, it is never easy for Black to part voluntarily with his 'King's Indian' bishop, but White's knight on e5 was worth it. Admittedly, Semkov points out that also in this case White has a dangerous attack.

15 ♖xg6 ♗f5! (100)

The best defence. If Black were to move the rook then White would play 16 ♜h5. Black's move, besides defending, also contains the threat of 16 ... ♖c2+.



27 ♙xe8 ♚xe8
 28 ♚e3 ♜c2
 White resigned.

Game No. 35

Semkov-Hebden

Villeneuve-Tolosane 1989

1 d4 ♜f6
 2 c4 g6
 3 ♜c3 ♙g7
 4 e4 d6
 5 f4 0-0
 6 ♜f3 ♜a6

This is the latest fashion in the Four Pawns Variation. Black's knight on a6 is heading for c5, and Black is preparing to attack the white pawn on d4 with e7-e5.

7 e5!?

A radical solution to White's problems! The fate of the variation with 6... ♜a6 depends to a large extent on a conclusive assessment of this continuation. Before this game only 7 ♙e2 or 7 ♙d3 had been played in practice.

7 ... ♜d7
 8 c5!?

You don't often see such a pawn structure in the King's Indian Defence. White's strategic plan is being shaped, at least provisionally: he wishes to drive away and cramp the black pieces as much as possible, and then launch a powerful attack against Black's castled position.

8 ... dc
 9 d5 ♜db8

It was clear that the knight had to be moved from d7, but where to? It seems to us that 9... ♜b6 was more promising.

10 h4!

An attacking move which is a logical continuation of White's idea in this opening.

10 ... c6

After 10... ♙g4 White could play 11 h5 ♙hx5 12 ♚hx5!, with a dangerous attack.

11 h5 ♜b4

The correct strategy. Black hurries to get his pieces into play.

30 fe ♖g8+

Black has finally succeeded in bringing his rook into action.

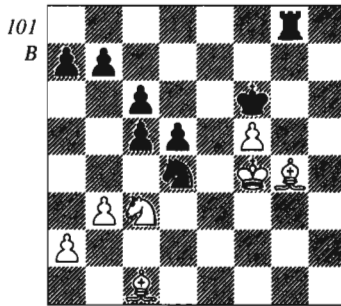
31 ♗g4 ♕xe7

Material is roughly equal (although the opposing forces are very different), but all the same after 32 ♘d1 ♘d4 33 ♗d2 ♘e2+ 34 ♕h3 ♖h8+ 35 ♕g2 ♖g8 36 ♘f2 White would have retained some advantage. However, in time-trouble there followed:

32 f5?! ♘d4

33 ♕f4 ♕f6

34 b3 (101)



34 ... ♘xf5!

An unexpected blow, which gives Black at least equal chances. After the 'natural' 34 ... ♖g5 35 ♗b2 ♘xf5 36 ♘e4++ White would have won.

35 ♗xf5 ♖g1

At the cost of a piece Black has opened up the g-file, and his rook has burst through behind enemy lines. Here we see a peculiar 'double attack'. Both bishops are en prise: the dark-squared one directly, and the light-squared one indirectly (because of the threat of ... ♖f1+).

36 ♗b2?!

Yet another inaccuracy. The draw would be immediate after 36 ♘e4+ de 37 ♗b2+ ♕e7 38 ♗xe4.

36 ... ♖f1+

37 ♕g4 d4!

An essential intermediate move. Of course, 37 ... ♖xf5 was bad because of 38 ♘xd5++.

16 ♖h5!

It would be a mistake to play 16 ♖xf8? After 16 ... ♗c2+ 17 ♕f2 ♗d4+! 18 ♕f3 ♗xa1 19 g4 ♗c2 20 ♖e2 ♕xf8 the advantage passes to Black. With his move in the game White has created a forced threat: 17 ♖h7+ ♕f7 18 ♗e5+ ♕f6 19 ♖h6+ and mate in two.

16 ... ♖f6
 17 ♖h7+ ♕f7
 18 ♗e5+ ♕f8
 19 ♖h8+

When playing 16 ♖h5, White had to foresee such a continuation and, of course, assess the consequences.

19 ... ♗xh8
 20 ♖xh8+ ♕g7
 21 ♖xd8 ♗c2+

Now it is Black's turn...

22 ♕f2 ♗xa1
 23 g4 ♖f8

After the retreat of the bishop – 23 ... ♗h7 – White plays 24 f5, and it is not easy for Black to untangle his pieces. E.g. 24 ... ♗xf5 (or 24 ... ♗c2 25 ♗g5 ♗xf5 26 ♗xf6+ ♕xf6 27 ♗xc6 with advantage to White) 25 gf ♖xf5+ 26 ♗f3 e5 27 ♗d3 e4 28 ♗xe4 de 29 ♗xe4 and White's advantage is clear. Also inadequate is 23 ... ♗xg4 24 ♗xg4 ♖f8 25 ♖xf8 ♕xf8 26 ♗e5 ♗c2 27 ♗h3! (with the idea of 28 ♗c8) 27 ... ♗a6 28 f5 ♗d4 29 ♗g5 followed by 30 ♗g6.

24 ♖xf8 ♕xf8
 25 gf ♗c2
 26 ♕g3

The white king is setting off on the tour ♕g3–h4–g5, in order to infiltrate his opponent's kingside.

26 ... ♕e8!

It looked tempting to play 26 ... ♗d4. But after 27 ♗h3 ♗a6 28 ♗e3 ♕g7 29 ♕g4 ♖h8 30 ♗f2 White would retain a clear advantage.

27 ♗h3 ♗bd7

The point of retreating the king was to have the possibility of this move.

28 ♗xd7 ♕xd7
 29 f6+ ♕d6

Index of Variations

(Numbers refer to *page* numbers)

1) Fianchetto Variation

1 d4 \mathcal{N} f6 2 c4 g6 3 \mathcal{N} c3 \mathcal{K} g7 4 \mathcal{N} f3 0-0 5 g3 d6 6 \mathcal{K} g2
 6 ... \mathcal{N} c6 7 \mathcal{N} c3 84
 7 d5 87
 6 ... \mathcal{N} bd7 7 0-0 e5 8 b3 c6 106 ✓ _____
 8 ... \mathcal{N} e8 109
 8 \mathcal{W} c2 72 ✓ _____
 8 e4 a6 16 ✓ _____
 8 ... ed 70 _____

2) Classical System

1 d4 \mathcal{N} f6 2 c4 g6 3 \mathcal{N} c3 \mathcal{K} g7 4 e4 d6 5 \mathcal{K} e2
 5 ... 0-0 6 \mathcal{N} f3 \mathcal{K} g4 89
 6 ... e5 7 \mathcal{K} e3 99
 7 d5 \mathcal{N} bd7 30
 7 ... h6 62
 7 0-0 ed 57
 7 ... \mathcal{N} bd7 8 d5 28
 8 \mathcal{W} c2 77
 8 \mathcal{N} e1 h6 114
 8 ... c6 93
 7 ... \mathcal{N} c6 8 d5 \mathcal{N} e7 9 b4 \mathcal{N} h5 10 \mathcal{N} d2 51
 10 g3 80
 9 \mathcal{N} e1 \mathcal{N} d7 49
 9 \mathcal{N} d2 c5 41
 9 ... \mathcal{N} d7 43
 9 ... a5 10 a3 \mathcal{N} d7 11 \mathcal{N} b1
 f5 12 b4 \mathcal{N} h8 13 \mathcal{W} c2 74
 13 f3 111

38 ♖e4+ ♕e5
 39 ♖g3 ♜f4+

Amazing! The black rook is successfully competing with three minor pieces, which not even a queen can always manage.

40 ♕g5 ♜f3
 41 ♕g4 ♜xg3+
 42 ♕xg3 ♕xf5
 43 ♕f3 ♕e5

Three pawns are often stronger than a bishop in the endgame, and so White has to play very accurately.

44 ♙c1 ♕d5
 45 ♙g5! b5

Black could have tried 45 ... c4!? Then White could only have saved the game by continuing 46 ♕e2! cb (if 46 ... b5 then 47 b4) 47 ab c5 (47 ... b5 48 ♙d8) 48 ♕d3 b5 49 ♙d8 c4+ 50 bc+ bc+ 51 ♕d2 ♕e4 52 ♙a5 with a draw.

46 ♕e2 a5
 47 ♕d3 c4+
 48 bc+ bc+
 49 ♕d2 a4
 50 ♙h6 ♕e4
 51 ♙g5 c5
 52 ♙h6 c3+
 53 ♕c2 Drawn.

3) Sämisch System

1 d4 ♟f6 2 c4 g6 3 ♝c3 ♞g7 4 e4 d6 5 f3

5 ... ♝c6 35

5 ... c6 47

5 ... 0-0 6 ♞e3 ♝c6 68

6 ... ♝bd7 96

6 ... c5 117

6 ... e5 7 d5 c6 8 ♞d2 37

8 ♞d3 54

4) Four Pawns Variation

1 d4 ♟f6 2 c4 g6 3 ♝c3 ♞g7 4 e4 d6 5 f4

5 ... 0-0 6 ♟f3 ♝a6 120

6 ... c5 20

5) Other Systems

1 d4 ♟f6 2 c4 g6 3 ♝c3 ♞g7 4 e4 d6

5 ♞g5 23

5 h3 0-0 6 ♟f3 e5 7 d5 102

6 ... c5 7 d5 59

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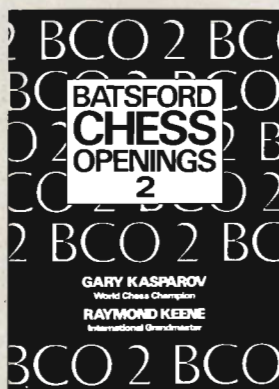
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