

30. Master games of World Champions

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Wijk aan Zee, 2004

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6 7.Nf3 Nd7 8.h5 Bh7 9.Bd3 Bxd3
10.Qxd3 e6 11.Bf4 Ngf6 12.0-0-0 Be7 13.Ne4 Qa5 14.Kb1 0-0 15.Nxf6+ Nxf6 16.Ne5 Rad8
17.Qe2 c5!? 18.Ng6!



Diagram 15.1

18...fxg6? [After 18...Rfe8 19.Nxe7+ Rxe7 20.dxc5 , Black might still battle on, by playing 20...Red7]

19.Qxe6+ Kh8 20.hxg6! [Now, however, Black's king is in serious danger. Over the board, Carlsen was convinced that White must be winning. White's immediate threat is 21 Bxh6 gxh6 22 Qxe7. This would leave Black defenceless against either of two follow-up threats, 23 Rxb6+ and 23 g7+.]

20...Ng8 [As 20...cxd4?! 21.Bxh6 gxh6 22.Qxe7 is also clearly hopeless, Black's actual reply is virtually forced.]

ADVANCED LEVEL PART 2

30. Master games of World Champions

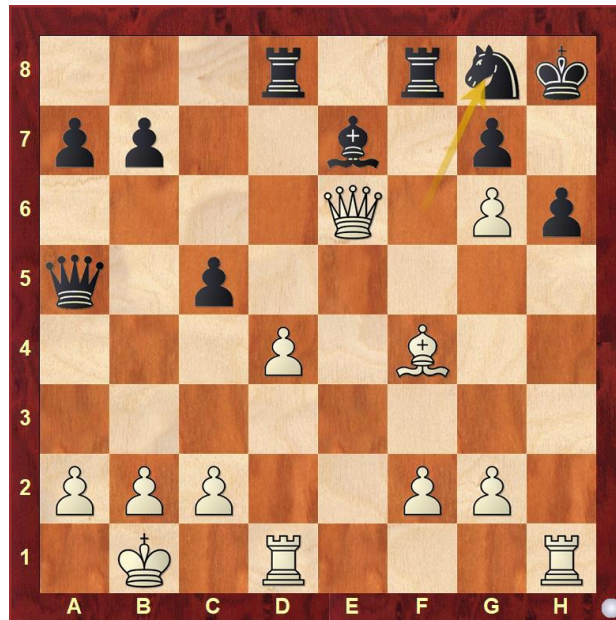


Diagram 15.2

21.Bxh6! [But Black's game caves in on h6 anyway.]

21...gxh6 [After 21...Nxb6 22.Rxb6+ gxh6 23.Qxe7 , White again mates with his queen on h7.]

22.Rxb6+! [White goes a rook behind, but he has a mating attack.]

22...Nxb6 23.Qxe7 Nf7 24.gxf7! [Apparently unknown to both players, certainly to Carlsen, play to here had been following an earlier game, P. Almagro Llanas-J.Gustafsson, Madrid 2003, in which White now forced a draw by repetition. Black got off the hook after 24.Qf6+ Kg8 25.Rh1 Nf6 26.Qe7 Nf7 27.Qf6 Nf6 28.Qe7 Nf7 1/2–1/2. Carlsen saw more deeply into the position!]

24...Kg7 25.Rd3 [25.Qe5+! Kxf7 26.Rd3 , and if 26...Qb6 27.Rf3+ , quickly mating.]

25...Rd6 26.Rg3+ Rg6 27.Qe5+ Kxf7 [Or if 27...Kh7 28.Qh5+ Rh6 29.Qf5+ Kh8 30.Qe5+ Kh7 31.Qg7# .]

28.Qf5+ Rf6 29.Qd7#

1–0

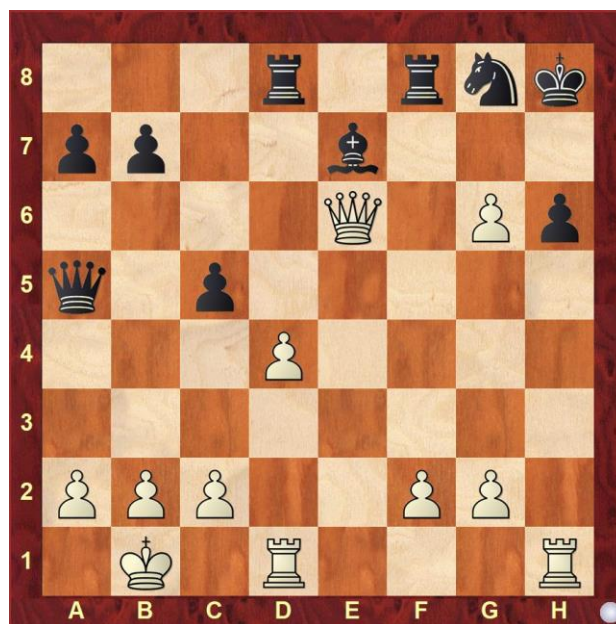
ADVANCED LEVEL PART 2

30. Master games of World Champions (Homework)

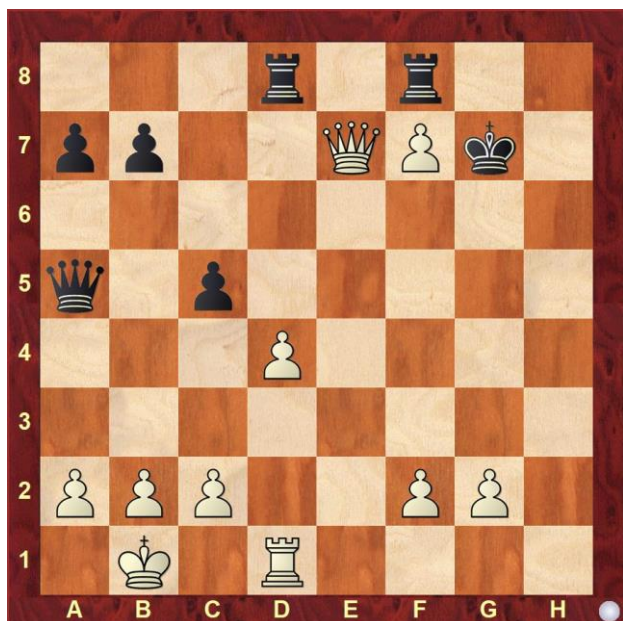
1. White to play & find the best move



2. White to play & find the best move



3. White to play & find the best move



4. White to play & find the best move

