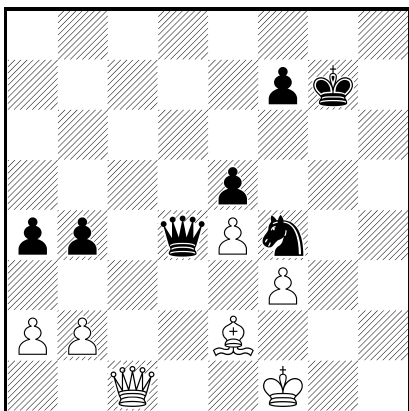


Tolush – Simagin

SSSR, 1952

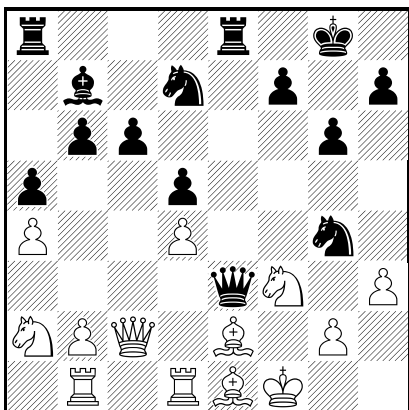


1...Qg1+ 2.Kxg1 Nxe2+ 3.Kf2 Nxc1

–+

Reshevsky – Weinstein

USSA (ch), 1963

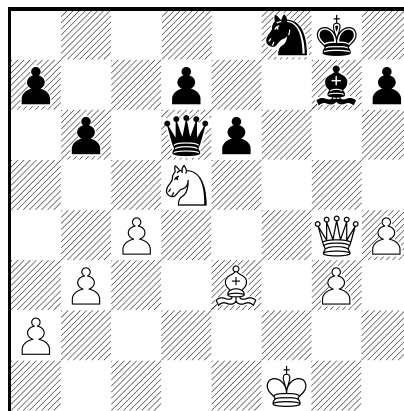


1...Qxf3+ 2.Bxf3 Ne3+

–+

Duckstein – Johannessen

Moscow (ol), 1956

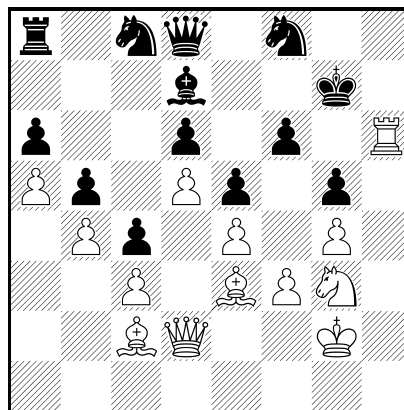


1.Nf6+ Kf7 2.Qxg7+ Kxg7 3.Ne8+

+–

Fischer – Gligoric

Zagreb, 1970



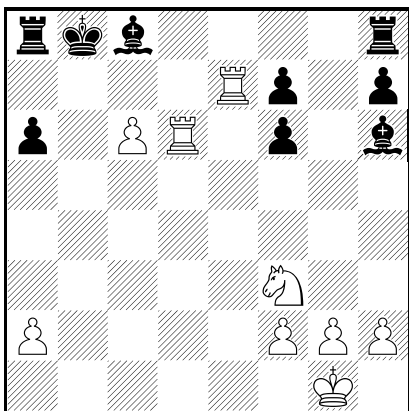
1.Rxf6 Qxf6 [1...Kxf6 2.Bxg5+]

2.Nh5+

+–

Szanpik – Bernard

Poznan, 1971



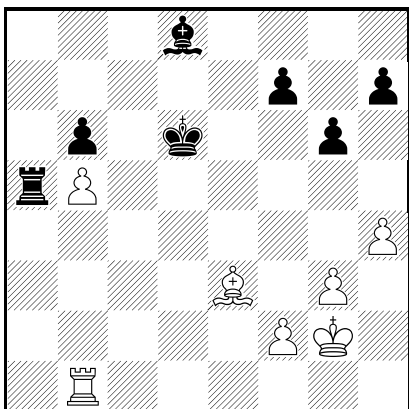
1.Rd8 Rxd8 [1...Bf8 2.Rb7#]

2.c7+

+-

Lublinsky – Kamysev

USSR, 1949



1.Rd1+ Kc7 2.Rxd8 Kxd8 3.Bxb6+ [and White will have an extra bishop]

+-

Morphy,Paul – Consultants [C41]

Friendly game, Paris, 1858

1.e4 e5 2.Nf3 d6 3.d4 Bg4? [This move is a mistake. Instead of supporting the 'e5' pawn, black chooses to pin one of the attacking pieces. However, the pin turns out to be

temporary. Black has to concede his bishop for a knight in a fairly open position and white is able to develop his pieces quickly with threats to the black king.]

[Better is 3...Nd7 4.Bc4 c6 (4...Be7? 5.dxe5 Nxe5 (5...dxe5 6.Qd5 Nh6 7.Bxh6 and black has to defend f7 with 7...0-0 after which white remains a piece up.) 6.Nxe5 dxe5 7.Qh5 g6 8.Qxe5 winning a pawn) 5.0-0 Be7 (5...Ngf6? 6.Ng5) 6.Nc3 Ngf6 followed by 0-0, with a slightly inferior but solid position for black.; Or 3...Nf6 counterattacking the white pawn on e4 4.dxe5 Nxe4 with complicated play where white has slightly better prospects (But not 4...dxe5? 5.Qxd8+ Kxd8 6.Nxe5 after which black cannot recover the pawn with 6...Nxe4 because of 7.Nxf7+ winning the h8 rook.)]

4.dxe5! [Forcing blacks reply as the 'e5' pawn is not adequately supported.]

4...Bxf3 [4...dxe5? 5.Qxd8+ unpinning the knight on f3! 5...Kxd8 6.Nxe5 and wins]

5.Qxf3 dxe5 6.Bc4 Nf6? [Black was already in an inferior position but this move makes matters worse. After either 6...Qf6 or 6...Qd7 black would still be at a disadvantage, but he would have better prospects than in the game.]

7.Qb3! [Double attack! The pawns on f7 and b7 are threatened and black cannot protect both at the same time.]

7...Qe7 [7...Qd7? 8.Qxb7 Qc6 9.Bb5 would cost black his queen.]

8.Nc3 [Morphy plays for attack and chooses not to win the 'b7' pawn.]

[8.Qxb7 Qb4+ 9.Qxb4 Bxb4+ wins easily as black has no compensation for the pawn, but Morphy prefers to go for quick development and attack.]

8...c6 9.Bg5 [Morphy brings out his pieces rapidly. White has already developed three minor pieces and is ready to castle on either side. Black on the other hand, is way behind in his development and castling is a distant prospect for him.]

9...b5? [this move allows Morphy to finish the game with a brilliant combination.]

[Black is facing difficulties in completing his development. He cannot develop his knight to 'd7' as the 'b7' pawn will be lost. The bishop cannot develop as its path is blocked by the queen. An attempt to solve the problems with 9...Qc7 fails after 10.0-0-0 Bc5 (10...Bd6 11.Bxf7+! The black queen is overloaded and cannot guard both f7 and d6. 11...Qxf7 12.Rxd6) 11.Bxf7+! Qxf7 12.Rd8+! Deflecting the black king from his job of

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supporting the queen. 12...Kxd8 (12...Ke7 13.Qxf7+ Kxf7 14.Rxh8) 13.Qxf7; Even after the best defense 9...Na6 white would have retained clear advantage with 10.Bxa6 bxa6 11.Qc4]

10.Nxb5! [A brilliant sacrifice which leads to a forced win.]

10...cxb5 11.Bxb5+ Nbd7 12.0-0-0 [continuing his development with gain of tempo. Now the 'd7' knight is attacked and lacks sufficient support. The 'f6' knight is pinned and its support to the d7 knight is illusory.]

12...Rd8 13.Rxd7! [Vacating the 'd1' square for the other rook. White is constantly bringing in fresh forces to strengthen his attack, while the black bishop on 'f8' and the rook on 'h8' are silent spectators and are unable to help in the defence of the black king.]

13...Rxd7 14.Rd1 [Once again attacking 'd7'. Every White piece is a participant in the attack on the black king. Black has an extra rook, but with the rook on h8 and the bishop on f8 not participating in the game at all, effectively it is white who is a piece up.]

14...Qe6 [Unpinning the Knight on 'f6']

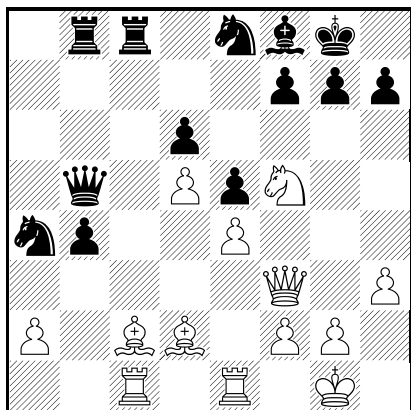
[14...Qb4 15.Bxf6 Qxb3 16.Bxd7#!]

15.Bxd7+! Nxd7 16.Qb8+!! Nxb8 17.Rd8# [A beautiful finish. The game clearly shows the importance of developing pieces quickly in the opening.]

1-0

Balashov – Bronstein

USSR(ch), 1975



1.Bxa4 Qxa4 2.Rxc8 Rxc8 3.Nh6+ gxh6 [3...Kh8

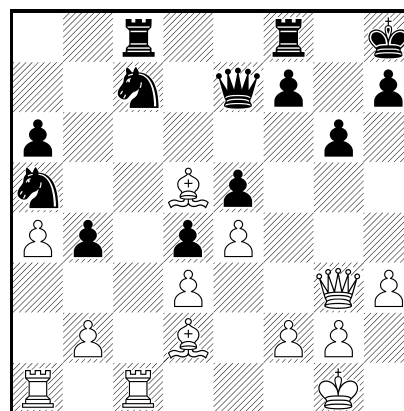
4.Qxf7 Nf6 5.Qg8+ Nxg8 6.Nf7#]

4.Qg4+ Bg7 5.Qxc8

+–

Minev – Larsen

Moscow, 1956

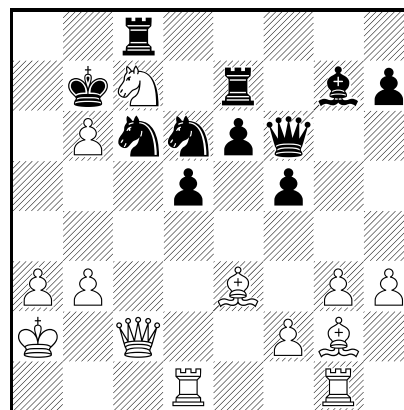


1.Bxb4 Qxb4 2.Rxc7 Rxc7 3.Qxe5+

+–

Meister,P – Brynell,S

London, 1990

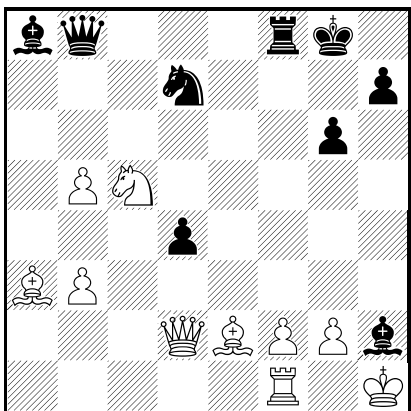


1...Rexc7! 2.bxc7 Nb4+! 3.axb4 Ra8+ 4.Kb1 Ra1#

–+

Georgiev,Ki – Rogers,I

Biel (izt), 1993



1...Bxg2+ [1...Bxg2+!]

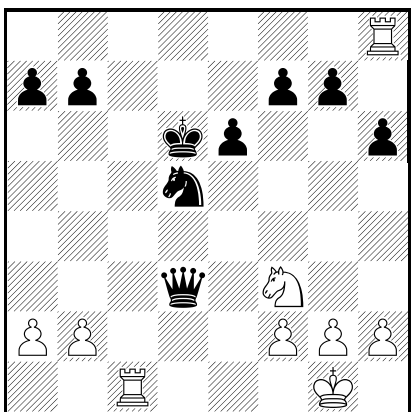
2.Kxg2 Rxf2+ 3.Kh1 [3.Kxf2 Qg3#; 3.Rxf2 Qg3+ 4.Kh1 Qg1#]

3...Qa8+

-+

Mohr,S – Gonzales,Sieiro L

Belfort, 1988



1.Rd8+ Ke7 2.Rd7+ Ke8 [2...Kf6 3.Rxf7+]

3.Ne5

+–