

THE
BEST CHESS
GAMES OF
BORIS
SPASSKY



ANDREW SOLTIS

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THE BEST CHESS GAMES OF BORIS SPASSKY

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The Rise of Boris Spassky

When asked recently to describe the main personal quality that the game of chess teaches, Boris Spassky replied simply, "Persistence." And the ability to persist, to try and try again, is the main theme in the story of his rise to the throne of the chess world.

While his match victory over Tigran Petrosian at age 32 makes Spassky one of the youngest champions, his road to the title was not the meteoric surge of Paul Morphy and Mikhail Tal. Spassky, too, was a boy wonder: the youngest to hold the Grandmaster title in 1955, a World Junior Champion, a high scorer in Soviet Championships, and the receiver of many other honors before his twentieth birthday. But he would be in his late twenties before he would resume his quest for the world title after many reverses. And even then he would fail in his first attempt to unseat Petrosian and would have to start all over again.

Boris Vasilievich Spassky was born on January 30, 1937 in Leningrad, which along with Riga and Moscow can claim the name "Mother of Grandmasters." It was this city that had introduced to the chess world the names of Botvinnik, Ragozin, Bondarevsky, Taimanov, Korchnoi, Chekhover, Romanovsky, Lisitsin and many others. But it was also the city that for almost three years held out under the siege of the German armies in the Second World War. When the fighting began, Spassky's parents separated and he lived out the war in an orphanage in the Kirov region. There he learned the moves of the game he would grow to master.

In the fall of 1946, nine-year-old Boris Spassky began to visit the Leningrad House of Young Pioneers where he first studied the game. A year later he took part in his first major tournament,

the junior championship of the Russian Federated Republic. He finished somewhere in the middle of the scoretable but won the prize for the best played game. In school and local junior tournaments he soon established a reputation as a coming master. At 12 he won the title of candidate master, one year after he became a first-category player. His play drew the praise of the future world champion, Botvinnik, and the attention of candidate master V. Zak who became the first of Spassky's trainer-teachers. (Tolush in 1952 and Bondarevsky later on assumed this role, which was so vital to the progress of the young star.)

By 1951 Spassky had reached the quarter-finals of the annual Soviet Championship and was scoring well (2nd in 1952) in the Leningrad city championships. Then in early 1953 his chess mentors thought it was time for him to break into the international arena, the big league of chess. The first test was a tournament at Bucharest, the Rumanian capital, that had attracted several Grandmasters (including the man who would challenge Botvinnik for the title one year later, Vassily Smyslov). Spassky's performance, like that of Bobby Fischer at Portoroz 1958, immediately established him as one of the future stars. He finished in a tie for 4th behind Tolush, Petrosian and Smyslov and won the title of International Master at 16. He also won the Brilliance Prize and scored a fine victory over Smyslov.

This was followed by more competition in Soviet tournaments, including the 22nd USSR Championship where he finished in a strong tie for 3rd. Had he won his up-and-down 17th round game with Borisenco he might have become the youngest Soviet Champion. 1955 was indeed a great year for the Leningrader as he rolled up a strong score for the first Russian team to win the World Student Olympiade and went on to Antwerp to take the World Junior Championship (a half point ahead of Edmar Mednis). Then, in the strongest competition he had faced, he placed ninth in the Goteborg Interzonal to qualify for the Candidates Tournament at Amsterdam the next year.

But first he came home to take first place (tied with Averbakh and Taimanov) in the 23rd Soviet Championship. And Amsterdam was another triumph as he shared 3rd place behind Smyslov

and Keres. He also repeated his Bucharest feat by being the only one to defeat Smyslov, who became World Champion less than a year later.

But 1956 was followed by 1957, a watershed year for Spassky's career. His first string of victories was over. He was no longer a *wunderkind* but an established IGM. Yet 1957 began a drought of seven lean years before he would again be on the road to the World Championship. After tying for first place in the USSR Championship the second time he reached the finals, more than five years would elapse before he would hold the national title again.

His showings in the 24th Championship (4th) and on the Soviet student teams were pleasing, but the real prize was the 25th Championship because it would decide the four Russian qualifiers who would advance to the Portoroz Interzonal. The tournament at Riga was to be one of Spassky's great failures, as he was eclipsed by Tal on the latter's home ground. With three rounds to go he stood a half point behind Petrosian, the leader, but the next two rounds only granted one draw. In the finale he sat down opposite Tal, needing a full point to assure a place at Portoroz, while the Latvian had already qualified and needed a win to repeat his victory of the 24th Championship. A difficult Queen-and-Rook ending gave Spassky a strong attack in the second session of play. But Spassky muffed a mating net as he forced Tal's king to KN5 where it took part in a counterattack that forced Spassky's resignation on the 73rd move. After the game, Spassky wept unashamedly.

Turning to international events near his homeland, he did well in a tournament at Moscow in 1959. But the Riga tournament that December was really gratifying because it gave him a chance to revenge himself on Tal's home ground. He defeated Tal in their individual game and went on to take first place two points ahead of the field.

Another year of study at Leningrad University and another series of Soviet tournaments followed. Two great disappointments stand out in 1960, both occurring in his native city. In the 27th USSR Championship Spassky finished a dismal 10th and in the

World Student Olympiade his loss to American first-board player William Lombardy was influential in the Russian team's second-place finish.

Again at Moscow 1961, in the 28th USSR Championship, Spassky saw a chance for the World Championship slip by him as he placed in a tie for 5th behind four happy qualifiers. Perhaps this failure toughened his will because he began a comeback with a strong victory at Mar del Plata 1961 (ahead of Bobby Fischer). This was his first triumph outside his homeland in many years and he followed it up by taking the Soviet title at Baku in the second national championship held that year.

Playing in his last Student Olympiade at Marianske Lazne in 1962, he was a tower of strength for the Soviet team—just as in his first "adult" Olympiade at Golden Sands (Varna) in the fall.

Nineteen-sixty-three was another year of preparation in Soviet tournaments, with strong results: 5½ out of 6 points as first board for the Lokomotiv team in the national team championship; a big plus score on third board (!) for the Leningrad team at the 3rd Spartakiad.

He no longer played in the Soviet Championship. Perhaps this was because a special zonal tournament was set up, in place of the championship, to determine the qualifiers for Amsterdam 1964. Another ominous start left Spassky in the lower half of the field after several rounds, but he rallied with nice wins over Geller and Korchnoi (the latter in 24 moves) to take first. On to Amsterdam, his first interzonal in nine years.

Except for a surprise loss to Darga and a well-played defeat by Larsen, Amsterdam was very pleasant for Spassky as he finished in a first-place tie with Tal and Larsen. (At Amsterdam, another example of the difficulty of Soviet players individually to succeed to the world title was seen when Stein and Bronstein, who finished at least two points ahead, had to take back seats to Ivkov and Portisch because of the limit on the number of Russians in the Candidates Tournament.)

This cycle was to be the first in which a series of matches rather than a tournament would determine the Challenger. In preparation Spassky won a great tournament at Belgrade, ahead of

almost every strong IGM on the international circuit. But without having played any serious matches it seemed that he would have to be in very good form to beat his first match opponent, Paul Keres.

Keres, 21 years his senior, proved to be his most difficult opponent. Taking a one-point lead after dropping the first game, Spassky played enterprisingly and won the match when Keres overstepped the time-limit in a lost position in the 10th game. Next was Geller, who held out stolidly until the sixth game when Spassky crashed through with a variation on the BxPch theme. Geller fell apart, losing another game and the match.

The final opponent before Petrosian was his old nemesis Tal. Despite a strong plus score against him, Spassky could not dent the Latvian until the ninth game, when Tal began to throw points away. Three straight wins placed Spassky at the edge of Petrosian's throne.

The match, long and bitterly fought, showed the older man to be better prepared and, more importantly, with greater determination to win. After each of Spassky's wins, Petrosian came back to regain the point and Spassky conceded the match after two months and 22 games.

Spassky became determined to try again and, with his participation in the next series of Candidates Matches assured by his victory over Tal, he began a tour of international events. His victories at the Piatigorsky Cup in Santa Monica and at Hastings were mixed with slight setbacks at the Sochi tournament (1966) and Moscow 1967. He continued his record of never losing a game in an Olympiade with fine results at Havana and he pushed his team from the Russian Federated Republic to a strong showing at the 4th Spartakiad.

But the big goal was still the world title, even though he stated that another failure would mean his last attempt to wrest the title. The Candidates cycle began at Sochi where he again proved his superiority over Geller in a match where the Ukrainian never found a satisfactory answer to P-K4. Moving on to Larsen, Spassky rolled up a quick three-point lead before the Dane settled down. Meanwhile Tal was being eliminated from the competition

by Spassky's old opponent from Leningrad, Victor Korchnoi. In the final match, Korchnoi missed early opportunities to take the lead and then was completely overrun as Spassky outplayed him. In the three matches Spassky had lost only two games (as compared with 3 in the 1965 matches).

The end of the road came at Moscow where again Spassky faced Petrosian in a bitterly contested match. But there were several differences between this and the 1966 meeting: the challenger quickly showed that he could obtain the lead and that, having lost it, he could regain it. After a long stretch of draws Spassky won a crushing victory in the 19th game. Petrosian demonstrated his ability to grind out wins by taking the 20th. Then Spassky won a very difficult Ruy Lopez and drew the 22nd game to stand, as David Bronstein once did, needing only a draw in two games to win the title. But where Bronstein failed, Spassky obtained the better position in the 23rd game and became the new World Champion when Petrosian failed to continue from the adjourned position. In the three years since Spassky assumed the title he has lost three games. Until the Moscow International tournament of 1970 Spassky had lost only one encounter (vs. Larsen from the USSR-World Match) since Petrosian conceded the Championship.

Every year brought successes and failures. In 1969 Spassky went on to win the San Juan International event by a margin of one and a half points. But then he finished 5th at Majoreca behind Korchnoi, Petrosian, Larsen and Hort.

In 1970 Boris tied for first with Polugaevsky at Amsterdam and rolled up an impressive 79 per cent score on first board at the Siegen Olympiade. The following year he had another impressive team result in the Soviet team championship but finished third at Goteborg and a dismal 6th at the Moscow International tournament.

During this three year period Spassky won many games of high quality against the best players. His defeats of Larsen (game 67) and Fischer (game 69) are especially memorable.

Andrew Soltis
April 1972

*The Best Chess Games
of
Boris Spassky*

GAME 1

First fame came to young Boris at age 12 when this zippy miniature found its way into chess magazines all over the world.

Leningrad 1949
QUEEN'S GAMBIT ACCEPTED

<i>Spassky</i>	<i>Aftanov</i>
1 P-Q4	P-Q4
2 P-QB4	PxP

Unlike most juniors, Spassky's first love was the Queen's Gambit and only later did he turn to the King's.

3 N-KB3	N-KB3
4 P-K3	P-B4
5 BxP	P-K3
6 0-0	P-QR3
7 Q-K2	...

Another idea that Spassky has favored is Botvinnik's 7 P-QR4 which often enters the Panov line in the Caro-Kann. A game Spassky-Nikolaevsky from the semifinals of the 31st USSR Championship (1963) went: 7 P-QR4 PxP 8 PxP N-B3 9 N-B3 B-K2 10 B-K3 0-0 11 Q-K2 N-QN5 12 N-K5 P-QN3 13 P-B4 (Ostensibly

a positional error making his QB even worse, but since P-Q5 is denied this is his only chance to open the game) KN-Q4 14 QR-Q1 B-B3 15 N-K4 B-N2 16 P-B5 PxP 17 RxP NxN (Apparently escaping because 18 QxN BxN (4) 19 RxB B-Q4 and White is stopped) 18 NxBch! PxN 19 QxN PxN 20 QxKP P-R3 21 R-B6 (Now either . . . B-Q4 22 RxRP P-B3 23 Q-N3ch or . . . N-Q4 22 Q-N3ch K-R2 23 B-Q3ch wins) K-R2 22 R(1)-KB1 B-Q4 23 Q-B5ch K-N1 24 RxRP and Nikolaevsky threw in the towel.

7 . . . P-QN4
8 B-N3 N-B3
9 N-B3 PxP?

Very dangerous since White has a tempo more than in the Nikolaevsky game. If he wants to end the center tension, 9 . . . P-B5 sets a double-edged game in which his Q-side majority can balance White's center.

10 R-Q1 B-N2
11 PxP N-QN5



"Preventing" the advance of the QP. But now Spassky crashes through with a classic example of the clearance sacrifice.

12 P-Q5!! QNxQP
13 B-N5 . . .

All of a sudden Black is pinned three ways and faced with loss of a piece by NxN.

13 . . . B-K2
14 QBxN PxP
15 NxN BxN

Simplifies matter. 15 . . . PxN held out longer.

16 BxB PxP
17 N-Q4 . . .

Counting up the returns from the pawn sacrifice shows that White has a positionally won game.

He immediately threatens R-K1

17 . . . K-B1
18 N-B5 P-KR4

Prevents Q-R5-R6ch but conceding defeat in the R-ending that could follow 19 NxP.

19 RxQP! . . .

Finishing off in style.

19 . . . QxR
20 QxBch K-N1
21 QxP(6) RESIGNS

in view of two mortal threats.

GAME 2

Smyslov, the would-be champion, was just a few months away from his great victory at the Zurich Candidates tournament. Spassky was making his first international appearance. A quick crush was expected and, in a way, the spectators were not disappointed.

Bucharest International 1953 QUEEN'S GAMBIT DECLINED

Spassky

1 P-Q4
2 P-QB4
3 N-QB3
4 B-N5!!

Smyslov

N-KB3
P-K3
B-N5
...

No value judgment here. The double exclamation point is awarded for the revival (and more important, renovation) of a move not seen in master chess on the international level for 25 years. Spassky's use of it is not surprising considering that it was a favorite of his trainer, Soviet Candidate Master V. Zak.

4 ...
5 B-R4

P-KR3
P-B4

All according to the Nimzovich tradition. If he prefers, Black can enter the Ragozin system with 5 ... P-Q4.

6 P-Q5!

...

Again a seemingly natural move. But according to modern theory White should avoid this advance because the QBP's become unexchangeable after ... BxNch. For this reason 6 P-K3 was played in the seminal game for this line (Reti-Marshall, 1928) which allowed equality after 6 ... Q-R4.

6 ...	P-Q3
7 P-K3	PxP
8 PxP	QN-Q2
9 B-QN5	...

Very strange strategy indeed. Just as Black's 3 ... B-N5 aims at weakening White's white squares (especially K4) White's reply 4 B-N5 seeks to return the compliment. To further exploit the white squares he played 7 P-K3, allowing him to seize the QN1-KR7 diagonal. But the next move seems to contradict this plan by exchanging off the light-squared Bishop. The reason for going to QN5 is that there is simply no better square—K2 belongs to the KN, Q3 often leaves the QP hanging, and QB4 walks into ... N-K4 or ... P-QN4 at some point.

9 ...
0-0

Various improvements have been offered: (a) 9 ... BxNch 10 PxB P-R3 11 BxNch BxB and 12 ... B-N4, or (b) 9 ... P-R3 10 BxNch BxB 11 N-K2 P-KN4 12 B-N3 Q-K2 or 11 ... P-QN4. But 9 ... P-KN4 10 B-N3 Q-R4 as Porath played against Spassky at the Amsterdam Interzonal (1964), ran into trouble after 11 BxNch BxB 12 N-K2 B-N4 13 P-QR3 BxNch (if ... BxKN 14 PxB!) 14 NxN B-B5? 15 Q-B3!

10 N-K2	N-K4
11 0-0	N-N3
12 B-N3	N-R4
13 B-Q3	...

The return of the Bishop illustrates the white-square strategy. Now ... P-B4 (or later) allows White to play P-B4 making Black's KBP a target for attack and his K3 a target for occupation.

13 ...	NxB
14 NxN	N-K4
15 B-K2	BxN

The "beginner's moves" 4 B-KN5 and 9 B-QN5 seem to have been rebuffed by White's loss of the two Bishops and the breaking of the pins. But Black's KB was not any better than a Knight, his K4 outpost cannot be held and he has less than an even share of the Kingside. White has a slight positional edge that is now increased by the adventurous tour of the Black Queen.

16 PxB	Q-R5
17 P-KB4!	N-N5
18 BxN	BxB
19 Q-R4!	...

Despite the apparent progress, Smyslov has not gained much on the Kingside and is, in fact, forced to retreat by the threat of P-B5 and R-B4. His Bishop, moreover, has no good squares.

19 ...	B-B1
20 P-K4	Q-N5

Now it appears that this position could have been reached by 18 ... QxB at the saving of 2 tempi for Black. But best here (and for the next few moves) is the retreat of the Queen.

21 Q-B2	P-KR4
22 R-B3	P-QN4

One wonders what Smyslov is trying to do. Spassky has his choice now of Queenside play (23 P-QR4), simple preparation (23 R-K1) or the direct advance, in each case with a great game.

23 P-K5	P-R5
24 N-B1	B-B4
25 Q-Q2	...

Intending 26 N-K3. White has a growing edge.

25 ...	PxP?
--------	------

Releasing the foot soldiers to advance. To maintain the tension, 25 ... QR-Q1 is OK.

26 PxP	B-N3
27 R-K1	P-R6

A harmless diversion. The QP should be watched.

28 P-Q6	B-K5
29 N-K3	Q-K3?

If he wants to put pressure on the KP the right way was ... Q-N4 followed by ... QR-K1.

30 R-B4!	BxP
----------	-----

Realizing that 30 ... QxKP 31 N-B5 wins easily. The important point, however, is 30 ... P-B4 31 RxP! PxR 32 Q-Q5! and the passed pawns go through!

31 N-B5	...
---------	-----

A slight threat (32 N-K7ch and R-R4).

31 ...	KR-K1
--------	-------



32 R-K3!	...
----------	-----

Now 33 R-N3 is a killing threat but there is even better.

32 ... QR-Q1
33 NxP!

...

A neat killer. 33 ... KxN 34 R-N3ch K-B1 35 R(4)-N4 leads to mate. Smyslov can resign now.

33 ... RxP
34 NxQ

And since 34 ... RxQ allows mate by the Rooks, *BLACK RESIGNS*

GAME 3

The Brilliancy Prize was a high point of the Bucharest tournament for Spassky. It illustrates Alekhine's dictum that the accumulation of positional advantages inevitably leads to a decisive combination.

Bucharest International 1953 KING'S INDIAN DEFENSE

<i>O. Barda</i>	<i>Spassky</i>
1 P-Q4	N-KB3
2 N-KB3	P-B4
3 P-Q5	P-KN3
4 P-KN3	B-N2
5 B-N2	0-0
6 0-0	P-Q3

White has avoided P-QB4 in order to use this square for a Knight outpost. If this is his plan the KB might find better use on K2 where it controls QB4 and prevents ... P-QN4. In any event White would be well advised to continue simply 7 N-B3 instead of the irrelevant text.

7 P-KR3 P-QN4!

A minor strategic victory justified by the tactics of his eighth move.

8 P-QR4 B-N2

The only good reply. White obtains QB4 and a Queenside edge after 8 ... P-N5?. The repeated attacks on the center often give Black time to put his Queenside house in order in this variation.

9 N-R2 ...

After such gymnastics Black has no trouble. The only chance for advantage is 9 P-B4 PxP 10 N-B3.

9 ... P-QR3
10 PxP PxP
11 RxR BxR
12 N-R3 Q-Q2

Black must not be provoked into ... P-N5. He will now increase his Queenside edge by taking the only open file.

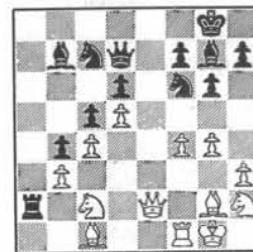
13 P-N3 N-R3
14 B-N2 N-B2
15 P-K4 B-N2
16 Q-K2 ...

White suffers from a lack of counterplay since his only effective break (P-K5) requires more preparation than he has time for. A meek policy of exchange (e.g. Rooks via the open file) would allow Black to open the center to his advantage. He does it anyway.

16 ... R-R1
17 B-B1 R-R2
18 P-KB4 P-K3!

With his horses far afield White must avoid a loosening of the position. Black now gives White a ready-made open file but in doing so he undermines the QP, forces P-QB4 and thereby increases his Queenside edge.

19 P-B4 P-N5
20 N-B2 PxP
21 KPxP R-R7
22 P-N4 ...



Pretty optimistic. He hopes to bring the KN back from exile to KN4 after P-N5. To realize why Black smashes through now you must count up his small advantages: the better open file, the Rook on the seventh, the better Bishops, the edge in space on the Queen's flank, etc.

22 ... KNxQP!!

A beautiful liquidation which eventually wins a Rook and three strong pawns for the two pieces. Hopeless is 23 Q-Q2 B-Q5ch and ... N-K6.

23 PxN B-QR3
24 Q-Q1 BxR
25 BxB NxP!

A vital point of the combination. From here on any exchange of Queens allows Black to advance the pawns almost unimpeded.

26 QxN RxN
27 B-K3 Q-K3!
28 Q-R8ch B-B1
29 B-B2 QxNP

Now Black need only neutralize White's attack to seal the point.

30 P-N5	R-B8
31 K-N2	Q-R6
32 Q-Q5	R-R8!

Clever technique. He seeks a Queen trade with ... Q-R1 and 33 B-N5 Q-R1 34 B-B6 Q-R7 is a win.

33 N-N4	Q-R1
34 B-B4	B-N2
35 QxQch	RxQ
36 N-B6ch	BxN
37 PxP	R-R6
38 B-K1	P-N6

It finally begins. In any event in this position the Bishops are no match for the Rook.

39 B-B3?	R-R7ch
40 K-B3	R-QB7

WHITE RESIGNS

GAME 4

Spassky didn't make it to Kiev where the finals were held. Byshev did. But this game was some consolation to the young Leningrader. "This much is certain," wrote former World Champion Euwe in his notes to the game, "Spassky possesses the talent for matching the world champions."

Semifinals U.S.S.R. Championship 1954 GRUENFELD DEFENSE

<i>Spassky</i>	<i>Byvshov</i>
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	P-Q4
4 B-N5	...

Every new wave of masters brings with it new opening ammunition. This rare move forces Black to make early decisions about the center.

4 ...	N-K5
5 B-B4!?	...

Black must exchange pieces and strengthen the White center. In this way 4 B-N5 and 5 B-B4 is a better idea than 4 B-B4 im-

mediately. White gets a poor game, on the other hand, with 5 NxN PxN 6 Q-Q2 B-N2 7 P-K3 P-QB4. The sham sacrifice, 5 PxP? NxN 6 P-KR4 N-K5! 7 NxN QxP gets him no more than equality.

5 ...	NxN
6 PxN	B-N2
7 P-K3	0-0

Naturally 8 PxP QxP 9 BxP is too dangerous: 9 ... Q-B3 10 B-R5 P-N3 11 B-N4 P-QR4.

8 N-B3	P-QB3
--------	-------

Since Black lacks ... P-K4, his natural break is ... P-QB4. Soon that liberating idea will be impossible but now 8 ... P-QB4 9 B-K2 PxQP 10 BPxP(4) PxP 11 BxP Q-R4ch 12 Q-Q2 N-B3! obtains adequate play.

9 B-Q3	PxP
--------	-----

A bit of vacillation can spoil any game. Black can maintain his pawn in the center with 9 ... N-Q2 but concedes White open lines after 10 PxP! PxP 11 Q-N3 N-B3 (... N-N3 12 P-QR4) 12 0-0 and 13 P-B4. It was not too late for 9 ... P-QB4, though.

10 BxP	N-Q2
11 0-0	N-N3
12 B-QN3	N-Q4



Another one of those deceptively simple positions. Black seems to have achieved his main objective—getting the knight to Q4 before White plays P-B4. With threats of ... NxB and ... NxBP, Black looks OK.

13 N-K5!	...
----------	-----

As in game 14 with Vasiukov, Spassky shows his interest in play, not pawn structure. This dynamic disrespect will cost him the two Bishops and the better pawn formation. But he gets the better of the trade.

13 ...	NxB
--------	-----

White was not offering the QBP: 13 ... NxBP 14 NxKBP! RxN 15 BxRch KxB 16 Q-N3ch N-Q4 17 P-K4. Just as bad for Black is 13 ... BxN 14 PxB NxBP 15 Q-B3 with threats of B-R6 and P-K4. Best for Byvshew is 13 ... B-K3 14 Q-B3 NxB to exchange off the powerful White KB.

14 PxN	Q-Q3
15 R-K1	P-K3?

A logical idea that turns out badly. Black wants to shorten the White Bishop's line and to kick out the Knight with ... P-B3. But he tampers too much with his Kingside position to make it worthwhile. Better here is 15 ... B-K3 or 15 ... P-N3 followed by 16 ... B-N2 and 17 ... P-QB4.

16 Q-B3!	R-K1
----------	------

16 ... P-N3 hangs a pawn and 16 ... P-B3 17 N-Q3 P-N3 creates a Frankenstein pin: 18 P-B5! PxP 19 N-B4.

17 P-KR4!	...
-----------	-----

Larsen has played this move so often in similar positions that he almost deserves a patent. The idea is to corrupt Black's king position with P-R5 and PxP.

17 ...	P-B3
18 N-Q3	P-N3
19 P-R5	PxP

At about this point Byvshov must have realized the bankruptcy of his ... P-KB3 plan. He cannot hold KN3 with 19 ... B-Q2 20 PxP PxP 21 Q-N4 K-B2 22 R-K3 and 23 R-N3.

20 P-B5! K-R1
21 N-B4! ...

The Black KP is still pinned and must be lost (21 ... P-K4 loses to 22 QxRP threatening 23 N-N6 mate and 23 QxRch). Black begins to jettison pawns from his sinking ship.

21 ... B-N2
22 PxP R-K2
23 NxP R-KB1
24 N-N3! ...

A pawn ahead and with a crushing N-B5 on tap, White's victory is inevitable. To his credit, Black makes up some tricky play in desperation.

24 ... P-QB4
25 P-Q5 P-B5!
26 N-B5 Q-B4
27 BxP! RxP?!

He must lose the Exchange anyhow. Spassky finds a fast finish.

28 RxR QxB
29 Q-N3 R-KN1
30 R-K8! BLACK RESIGNS

30 ... QxQP 31 QxB is mate and 30 ... B-KB1 31 RxR is no saving grace.

Only three losses in five games in the middle of the great Goteborg tournament prevented Spassky from finishing among the leaders. But with this fine win in the closing rounds he assured himself of a spot in his first Candidates elimination event.

GAME 5

Goteborg Interzonal 1955
NIMZO-INDIAN DEFENSE

<i>Spassky</i>	<i>Filip</i>
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 B-N5	P-KR3
5 B-R4	P-B4

Black can also play for both ... P-B4 and ... P-K4 but the results (see game 10) have not been encouraging. One recent example is Spassky-Kinnmark from Goteborg 1971. That went 4 ... 0-0 (instead of 4 ... P-KR3) 5 P-K3 P-Q3 6 B-Q3 BxNch 7 PxB P-K4 8 N-K2 P-KR3 9 BxN! QxB 10 N-N3 (Already White is in command of the key white squares and has the potential energy for a Kingside attack with P-KB4.) P-B3 11 0-0 P-Q4 12 P-B4 PxQP 13 BPxP(4) Q-K2 14 Q-B3 N-Q2 15 PxP PxP 16 N-B5

Q-R6? 17 Q-N4 (A winning position.) P-KN3 18 NxPch K-R2
 19 NxP!! QxB 20 P-B5! Q-R3 21 N-N5ch K-N1 22 Q-R4 N-B3
 23 PxP K-N2 24 N-R7! RESIGNS.

6 P-Q5

PxP

In addition to the Kholmov game analyzed later in this book, Spassky played another sparkling session with Keres in the 1957 U.S.S.R. Championship. Keres also chose the ... P-K4 strategy but got a very poor game following 6 ... P-Q3 7 P-K3 P-K4 8 Q-B2! QN-Q2 9 N-K2 N-B1 10 P-QR3 BxNch 11 NxP N-N3 12 B-N3 N-R4 13 B-Q3 N-K2 14 P-B4! PxP 15 PxP P-B4 16 0-0. Better was 6 ... BxNch first before ... P-K4.

7 PxP

P-Q3

8 P-K3

QN-Q2

9 B-Q3

...

Not much better than 9 B-QN5 as played in game 2 vs. Smyslov. Here 9 ... Q-R4 10 N-K2 is playable (10 ... NxP 11 0-0 NxN 12 PxN BxP 13 NxP QxN 14 B-K2! winning back the QP with excellent attacking chances).

9 ...

0-0

10 N-K2

N-K4

11 0-0

BxN

12 NxP

N-N3

13 B-N3

Q-K2

All very reminiscent of the Smyslov game but with one difference: White is a tempo ahead because he played the Bishop to Q3 immediately instead of first going to QN5. This factor and the early ... BxN by Black gives White all the encouragement to attack in the center with P-K5. White holds the two-Bishop advantage since Black can't play ... N-R4.

14 P-K4!

B-Q2

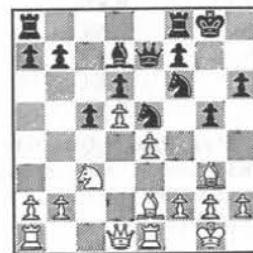
15 R-K1

...

Spassky shows great preparatory skill for a young player. If 15 P-B4 Black plays ... B-N5 and ... N-R4 to restrain P-K5.

15 ...
16 B-K2

N-K4
P-KN4



A really horrible move but Black is already hard pressed for a survival plan. He can't temporize all day: 16 ... N-N3 17 B-B1 KR-K1 18 P-KR3 P-QR3 19 P-QR4 QR-B1 20 P-B4 follows with a smashing P-K5. So, Black stops the threat with a new weakness. Now we are treated to a demonstration of how to build a positional bind.

17 R-KB1!
18 Q-Q2
19 P-B4

K-R2
N-N1
...

First White places the Black KBP under tremendous pressure and ties his opponent's pieces to its defense.

19 ...
20 RxP
21 P-QR4
22 QR-KB1
23 B-R5
24 P-R5!

PxP
P-R3
P-B3
R-B2
R-N2
...

Sealing off Black's main counterchances on the Queenside. White is ready for the final assault which involves using the Knight and QB, the only pieces not yet participating in the attack. There is only one redeeming aspect of Black's game and

that is the strong Knight on K4. Black has ruined his Kingside (16... P-KN4) to preserve that Knight. It's not enough.

24 ...	R-KB1
25 N-Q1!	R-N4
26 B-K2	N-N3
27 R(4)-B2	N-K4
28 N-K3	R-N2

White's Knight could go either to QB4 to trade off Black's only good piece, or to KB5 where its exchange assures White control of about 32 white squares. But Spassky has a simpler method of cashing in his positional chips.

29 BxN!	QPxB
---------	------

Or 29... QxB 30 N-B4 Q-K2 31 Q-B4 winning the QP.

30 P-Q6	Q-Q1
31 B-B4	B-B3
32 N-B5	...

All of White's pieces are perfectly placed. The secret to Spassky's success in this game is the way he tied up Black's pieces in moves 17-24 so he would have time for the final preparations. He must obtain material now.

32 ...	R-N4
33 P-R4	R-N3

He loses the more valuable KRP after 33... R-N5 34 BxNch.

34 BxNch!	R(1)xB
35 N-K7	BxP
36 NxR(6)	RxN
37 P-R5!	R-N2

Elegant and forcing to the end.

38 ...	RxPch
39 QxR	BxQ
40 R-B8!	RESIGNS

The main threat is 41 R(1)-B7 mate.

GAME 6

Spassky's first appearance in the national finals found him tying for third place one half point behind co-champions Geller and Smyslov. His sharp victories over Taimanov (below) and Geller were certainly not bad for a 17-year-old!

22nd U.S.S.R. Championship 1955 RUY LOPEZ

Spassky	Taimanov
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3

According to Fischer, Spassky's occasional revivals of the King's Gambit stem from his view that the Lopez leads to very little for White. Yet on either side of the Spanish game Spassky can be almost impossible to beat, as Petrosian learned in their critical 21st game (1969 match).

4 B-R4	P-QN4
5 B-N3	N-R4

Taimanov's favorite, which enjoyed a flurry of popularity (as with so many other lines) after Fischer demonstrated its resources.

6 0-0	...
-------	-----

Spassky had tried the Bishop sacrifice 6 BxPch KxB 7 NxPch K-K2 8 N-QB3 against the same opponent in the semifinals but came up with nothing after 8 ... B-N2 9 Q-B3 N-KB3 10 P-Q4 Q-K1 11 B-B4 K-Q1.

6 ... P-Q3
7 P-Q4 NxP?

Taking the Bishop immediately leads to a bad game, especially with the old idea of holding the center formation. This defense has been revitalized with 7 ... PxP 8 NxP B-N2 and only after 9 B-Q2 does he play ... NxB.

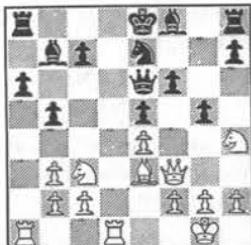
8 RPxN P-KB3

Now White could obtain an edge by 9 P-B4 P-N5 10 B-K3 B-N2 11 P-Q5 because eventually Black must play ... P-QB4 to protect the Queenside. The White QP takes e.p. and plays against the backward QP.

9 N-B3 B-N2
10 N-KR4 N-K2
11 PxP! QPxP

Retaking with the BP will make White's P-KB4 a strong break. Black is walking on thin ice.

12 Q-B3 Q-Q2
13 R-Q1 Q-K3
14 B-K3 P-N4?



It's not easy for Black to complete his development but this hunts for disaster. After 14 ... P-N3 White would preserve good play with B-B5 and N-Q5 but now his wins outright.

15 NxP!! ...

Devastating. Black will be able to obtain enough material for his soon-to-be-lost Queen but his pieces and King will not be able to combine against White's single heavy piece.

15 ... RPxN
16 RxRch BxR
17 Q-R5ch Q-B2

No defense is offered by 17 ... N-N3 18 NxN Q-B2 19 Q-R3!

18 R-Q8ch KxR
19 QxQ PxN
20 QxP ...

They fall like ripe apples. The remainder of the game consists of White winning pawn after pawn and then advancing his own to the eighth.

20 ... R-N1
21 P-KB3 P-R6
22 P-N3 K-K1
23 QxP R-N3
24 QxPch B-B3
25 Q-N8ch K-B2
26 QxP

White has five passed pawns.

26 ... R-B3
27 B-N5 R-K3
28 P-QN4 K-N1
29 Q-N8 N-N3
30 K-B2 N-K4
31 P-N5 B-K1

Black could have saved both players a good deal of time by resigning: his threats are easily met and he has no way of stopping the pawns. The game went on: 32 B-K3 B-Q3 33 Q-B8 K-B2 34 P-N6 R-B3 35 B-B4 B-Q2 36 P-N7 B-K3 37 BxN BxB 38 P-N8(Q) QBxQ 39 QxKB BLACK RESIGNS

GAME 7

A nice fighting game that hinges on tricky opening play. This was one of five Geller losses at the tournament in Moscow, but he managed to tie for first place with Smyslov and win the playoff match.

22nd USSR Championship 1955 NIMZO-INDIAN DEFENSE

<i>Geller</i>	<i>Spassky</i>
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 P-QR3	...

Geller (along with Botvinnik and Bronstein) has been the main advocate of Sämisch's challenge to the Nimzo-Indian. The variation disputes the basic soundness of Black's opening strategy. Is the advantage of Bishop over Knight greater than the disadvantage of doubled pawns?

4 ...	BxNch
5 PxP	P-B4
6 P-K3	...

Today the analysts argue about 6 P-B3 P-Q4 7 BPxP NxP continuously and the theoretical verdict is still out. Geller has won many fine games with the slow building of pressure (P-K3 followed by B-Q3 and N-K2-N3 and eventually P-K4-5).

6 ... N-B3
7 B-Q3 P-Q3
8 N-K2 P-QN3

This line is so subtle that we should compare it with a different order of moves. If Black plays 6 ... P-QN3! 7 B-Q3 B-N2 he threatens the KNP (8 N-K2 BxP 9 R-KN1 B-K5! 10 RxP B-N3 or 10 BxB NxN 11 RxP NxKBP! 12 KxN? Q-B3ch is impossible for White.). White would have to play either 8 N-B3 (not the best square for the knight) or 8 P-B3 (a little slow).

9 0-0 Q-Q2!

A multi-purpose move which (a) prepares Queenside castling to get out of the way of White's attack on the other wing, and (b) posts the Queen on a good square from which it can jump to QR5 with effect later on. Geller knows well the position after 9 ... P-K4 10 P-K4 N-Q2 e.g. 11 N-N3 P-N3 12 PxKP! PxP 13 Q-K2 Q-K2 14 R-Q1 B-N2 15 N-B1 followed by N-K3-Q5! (Geller-Lipnitsky, U.S.S.R. Championship 1951).

10 P-K4 B-R3

The third point of 9 ... Q-Q2 is that it allows the Black Bishop to land on this most effective square without fear of being harassed by 11 Q-R4.

11 B-N5 0-0-0

Black threatens to go after the forward QBP with 12 ... N-QR4 or to fix White's center pawns with ... P-K4. Clearly, White must take some risks and the risk that suggests itself is the sacrifice of the QP.

12 N-N3? ...

But this sends the knight in the wrong direction. The right idea is 12 N-B1! (intending N-N3 which stops ... N-QR4 and protects the QP) N-QR4 13 N-N3!. Black has the choice of ruining his Queenside with 13 ... BxP 14 NxN BxB 15 QxB PxN 16 QR-N1, or walking into an irritating pin with 13 ... NxP 14 Q-K2 and P-QR4, or finally, placing his Queen offside with 13 ... Q-R5 14 NxN QxN.

12 ... P-R3!

White gets more play than he deserves after 12 ... PxP 13 N-R5 or 13 Q-R4 N-QR4 14 QxQch RxQ 15 PxP BxP 16 BxB NxN 17 BxN and 18 N-R5. He cannot sustain his center with 13 B-K3 because of 13 ... N-QR4 14 Q-K2 Q-R5 15 P-K5 PxKP 16 PxP N-Q2.

13 BxN PxB
14 N-R5 ...

White is forced to speculate on the Kingside but the presence of Queens on the board augurs no good for his King.

14 ... PxP
15 PxP NxP!
16 NxP Q-K2

In the reduced position Black's superiority is obvious. His minor pieces are more active and he has more targets to attack. In this position Geller misses the defensive idea 17 N-N4 followed by N-K3, which defends both KN2 and QB4, the two problems of White's defense. He loses two tempi with his next move because he has overlooked a tactical element.

17 Q-R4? B-N2
18 N-R5 ...

18 N-N4 is too late because of the placement of Black's Bishop on the long diagonal: 18 ... QR-N1 19 N-K3 P-B4 20 P-B3 NxPch 21 RxN PxP or 20 PxP N-B6ch 21 K-R1 Q-R5.

18 ... KR-N1

What Geller now saw was that 19 QxP loses to 19 ... RxPch! 20 KxR BxPch. Facing 19 ... Q-N4 and ... P-KR4-5, the Queen must rush home.

19 Q-Q1 P-B4!

Now 20 P-B3 Q-N4 21 N-N3 P-B5.

20 R-K1 Q-R5
21 P-B4 ...



White is willing to part with the Exchange (21 ... QxRch and ... N-B6ch) to stop the attack. 21 N-N3 P-B5 22 N-B1 holds if Black tries 22 ... Q-R6 23 N-N3 or 22 ... RxPch 23 KxR R-N1ch 24 N-N3 but the preparatory 22 ... QR-B1 threatening 23 ... Q-N4 is easy.

21 ... P-K4!

Spassky wants more than the Exchange. He threatens ... KPxP and ... P-B6. Neither 22 BPxP BPxP! nor 22 R-KB1 BPxP prolongs the tension.

22 R-QB1 KPxP
23 B-B1 QxR!

Now the ending is clear because Black keeps the attack.

24 QxQ N-B6ch
25 K-B2 NxQ

26 RxN P-B6!
27 NPxP PxP
28 PxP QR-B1ch
29 K-K3 BxP!
30 B-R3ch B-B4
31 BxBch RxR

RESIGNS

GAME 8

When White loses a Ruy Lopez it is often due to a tactical error or a dangerous counterattack. But rarely is he so completely squashed positionally as in this game.

Student Olympiade—Lyons 1955
RUY LOPEZ

Milić	Spassky
(Yugoslavia)	(USSR)
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	B-K2
6 R-K1	P-QN4
7 B-N3	P-Q3
8 P-B3	0-0
9 P-KR3	N-N1

Viewed at the time as the Soviet team's "secret weapon," this revival of Breyer's regrouping idea has gained great favor with strategically minded players.

10 P-QR4 ...

Perhaps Milić has not yet decided whether to push the QP one or two squares so he waits with this slow move. White's only hope for an edge is 10 P-Q4 or P-Q3.

10 ...	B-N2
11 P-Q3	QN-Q2
12 B-B2	R-K1

White has played against the new idea with a complete lack of energy. His last move allows Black to complete his usual Kingside maneuver (... B-KB1-N2) without fear of N-N5.

13 QN-Q2	B-KB1
14 N-B1	P-B4
15 N-N3	P-N3
16 B-N5	Q-B2

A comparison with normal lines (9 ... N-QR4) shows how well placed Black's pieces are. His QN protects the KP and prepares the central advance. Now White should return to his general plan by 17 P-Q4.

17 N-R2	P-Q4!
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Black correctly strikes first and takes advantage of his opponent's misplaced Bishops.

18 Q-B3	B-N2
19 P-R4	P-Q5!

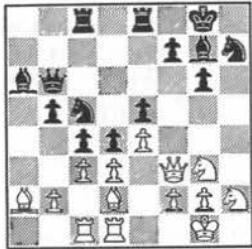
Beginning a very deep plan. Spassky sees that opening the Queen file offers him little. The real weakness in White's setup is at Q3 and since White's Kingside attack is just an illusion Black can afford to keep the center closed to exploit that weakness.

20 P-KR5	P-B5!
21 QR-B1	Q-N3
22 PxQNP	PxNP
23 B-N1	QR-B1
24 B-R2	B-QR3
25 RPxP	RPxP
26 KR-Q1	N-R2

It now appears that the exchange of RP's has only helped Black by giving him an open file on the Queenside and space to play ... N-R2 on the Kingside. White is forced into further congestion.

27 B-Q2

N-B4!



What all the maneuvering has been about. White must give way because of the danger to his QP.

28 QPxP

NPxP

29 PxP

N-Q6!

30 R-N1

PxP

31 N-N4

N-K4

Spassky's positional edge grows with each move, Milić's attack never was.

32 NxN

RxN

33 KR-QB1

N-N4

34 Q-N4

NxP!

The final shot in the positional struggle. All that Black needs to win is a little King safety now.

35 NxN

P-B4

36 Q-K2

RxN

37 Q-B1

Q-K3!

Spassky's technique never gives an inch. Milić's next grants Black two passed pawns, but White is so restricted it is hard to find better.

38 P-QN4

B-N4

39 Q-Q1

K-B1!

40 Q-B3

P-Q6

41 R-B3

...

The familiar pre-endgame spasm known as desperation. Spassky chooses his captures well and the game proceeded: 41 ... Q-QB3 42 R-R1 R-K7 43 Q-B4 Q-B3 (so that on 44 R(1)-QB1 P-N4) 44 R-Q1 RxR 45 RxR QxR 46 Q-Q6ch K-N1 47 R-Q1 K-R2 48 Q-R2ch B-R3 49 Q-Q6 R-K1 50 Q-B7ch Q-N2 51 Q-B5 P-Q7 and WHITE RESIGNED because on 52 RxP Black can mate in four.

GAME 9

Active defense is a hallmark of Spassky's play. Here he essays an attacking line but begins the final assault only when his opponent's attack is at its height.

Student Olympiade—Lyons 1955 SICILIAN DEFENSE

<i>Spassky</i> (USSR)	<i>Kozma</i> (Czechoslovakia)
1 P-K4	P-QB4
2 N-KB3	N-QB3
3 P-Q4	PxP
4 NxP	N-B3
5 N-QB3	P-Q3
6 B-KN5	...

A longtime favorite of Spassky's in this and the Najdorf systems not so much for it's attacking chances but rather its advantage in space and absence of weakness for the first player.

6 ...	P-K3
7 Q-Q2	B-K2
8 0-0-0	O-O
9 N-N3	...

An idea of Alekhine's to keep the game complicated by avoiding ... NxN. It also forces Black's next by threatening 10 BxN. Bondarevsky, later Spassky's trainer, credits Spassky with the amazing move 12 Q-N1 after the regular line 9 P-B4 NxN 10 QxN P-KR3 11 B-R4 Q-R4, but he plays the text line more often.

9 ... Q-N3

So that 10 BxN BxB 11 QxP QxP or 11 N-R4 Q-B2 12 QxP? B-N4ch and ... R-Q1.

10 P-B3 R-Q1

This does not work out well and it appears 10 ... P-QR3 is preferable. After that move Tal has scored some startling wins with 11 P-N4 R-Q1 12 B-K3 Q-B2 13 P-N5 N-Q2 14 P-KR4 P-N4 15 P-N6! Spassky tried this line at Riga 1958 (25th U.S.S.R. Championship) against Boleslavsky, but after 15 ... BPxP 16 P-R5 PxP 17 RxP N-B3 18 R-N5 N-K4 19 Q-N2 B-B1 20 P-B4 N-B5 21 BxN PxB 22 N-Q4 R-N1 23 QR-N1 R-N2, he tried the sacrifice 24 NxKP BxN 25 B-Q4 and should have lost after 25 ... P-Q4!

11 B-K3 Q-B2
12 Q-B2! ...

A clever preparation that poses many new problems for Black. Now ... P-QR3 is out and 12 ... N-Q2 first leads to 13 N-N5 Q-N1 14. P-N4 P-QR3 15 N(5)-Q4 and Black's pieces are left back in the box.

12 ... P-Q4

After this major concession Spassky forgets the Kingside and plays against the blockaded QP. Black's new freedom is not enough.

13 PxP NxP
14 NxN PxN
15 P-N4! ...



Not at all an attacking move but to prevent ... B-B4. White is clearly better.

15 ...	B-K3
16 N-Q4	NxN
17 BxN	QR-B1
18 P-B3	Q-B3
19 B-Q3	P-QN4
20 K-N1	B-Q2

Black has difficulty finding a plan and leaves the QRP hanging one move too long. But 20 ... P-QR3 leaves him with little further advances on the Queenside and no future.

21 BxRP	R-R1
22 KR-K1	B-K3
23 B-Q4	R-R3
24 P-KB4!	...

Finally the Kingside attack begins. Black cannot take the NP because of 25 R-N1! And the timid 24 ... R-K1 is unpalatable. His sacrifice is also doomed.

24 ...	KR-R1
25 P-B5	RxP
26 PxP	P-B3
27 P-N5!	...

Granted a few moves Black might even have a threat but Spassky gives him no chance.

27 ...	Q-R3
28 PxP	PxP
29 R-N1ch	K-B1
30 QxPch!	BLACK RESIGNS

Mat Budyet (Mate follows) on 30 ... BxQ 31 B-B5ch B-K2
32 QR-B1ch.

GAME 10

This was Tal's tournament (his first Soviet title and an early victory in a streak of tournament wins) and it seems the Tal style was infectious. Spassky finds an amazing speculative Rook sacrifice that garners five pawns—sufficient for a draw but inches away from victory.

24th USSR Championship 1957
NIMZO-INDIAN DEFENSE

<i>Spassky</i>	<i>Kholmov</i>
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 B-N5	P-KR3

One wonders if this move, handy in freeing Black from the pin, is worth the weakening of the light squares. Yet it is always played.

5 B-R4	P-B4
6 P-Q5	BxNch

An important move because it puts Spassky's line to the critical test of whether the regular Nimzostrategy can give Black a good

game. A far different plan is for Black to aim for ... P-QN4. An early failure of this idea came at Bucharest, 1953, when Golombek tried against Spassky: 6 ... P-K4 7 P-K3 P-Q3 8 B-Q3 P-QN4 9 PxP P-N4 10 B-N3 B-N2 11 N-K2 NxP 12 0-0 N-Q2? (instead of the necessary ... BxN), and lost after 13 B-K4 BxN 14 BxN BxB 15 QxB BxP 16 QR-Q1 B-R6 17 QxQP Q-K2 18 Q-QB6 R-Q1 19 N-B3 0-0 20 N-Q5 Q-K3 21 QxQ PxQ 22 N-K7ch K-B2 23 N-B6 K-K1 24 R-Q3 RESIGNS.

7 PxB	P-K4
8 Q-B2	...

A steady move but Zak's 8 P-Q6! is punishing. A crushing illustration was Spassky-Lee from Hastings, 1966: 8 P-Q6 N-B3 9 Q-B2 P-KN4 10 B-N3 Q-R4 11 R-B1 Q-R6 12 N-B3 N-K5? 13 BxP NxN 14 NxN NxQP 15 P-R4! PxP 16 P-K3 P-N3 17 R-Q1 N-N2 18 NxBP! (Black simply has no pieces in this game) KxN 19 Q-B5ch K-N2 20 Q-K5ch K-N1 21 RxRP P-Q3 and Black resigned after 22 Q-N3ch K-B2 23 R-B4ch K-K1 24 Q-N7.

8 ...	P-Q3
9 P-K3	Q-K2
10 N-B3	...

More in the spirit of the line (white squares forever!) is 10 P-B3 followed by B-Q3 and N-K2-N3.

10 ...	QN-Q2
11 N-Q2	P-K5!

Sharp play is necessary else Black is closed out of the Kingside play with 12 B-Q3.

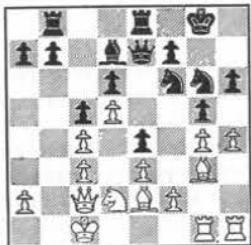
12 0-0-0?	...
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Safer is Kingside castling followed by P-B3, but Spassky is out for blood.

12 ...	0-0
13 P-N4	P-KN4!

Again very well played. With the pawn at K5 as a wedge, Black can take liberties to stop White's demonstration on the King's flank.

14 B-N3	N-K4
15 P-KR3	N-N3
16 B-K2	R-K1
17 QR-N1	B-Q2
18 P-KR4	QR-N1



Now that both sides have their pieces out an evaluation can be made of the two setups. Black would seem to have a clear edge on the Queenside due to the doubled pawns and he has a big chunk of the center. White is riddled with weaknesses but can compensate in the middlegame with strong pressure against the Black King. The ending is another story. . . . As will be seen 18 . . . QR-N1 is inferior preparation for . . . P-QN4. Correct was 18 . . . P-R3.

19 PxP	PxP
20 R-R5?!	...

Quite a move. And justified considering that the direct approach (20 R-R6 K-N2 21 QR-R1 R-KR1) leads to excellent play for Black.

20 . . .	NxR
21 PxN	N-B1
22 NxP!	...

The only move to keep things exciting. On any other idea Black consolidates with . . . P-B3 and . . . B-B4. White now obtains 5 pawns for the Rook!

22 . . .	QxN
23 QxQ	RxQ
24 BxP	QR-K1

Now it can be seen that if Black had played 18 . . . P-QR3 his QR would not be *en prise* and the combination would fail. Black cannot try 24 . . . R-B1 because of 25 RxPch, K-R1 26 B-K5ch.

25 RxPch	K-R1
26 BxP	P-B3
27 R-N3	P-N3
28 B-Q4	N-R2

Time to take stock. Ordinarily in positions where a player is down the Exchange, let alone a full Rook, he is in trouble once his remaining Rook is exchanged. Here the trade cannot be avoided but White emerges with a central phalanx of pawns and a strong Bishop. It soon becomes a question of tempi.

29 K-Q2	R-KN1
30 R-N6!	B-K1
31 B-Q3!	...

Spassky continues to find the only resources available before the Rook decides.

31 . . .	BxR
32 PxB	RxB!
33 BPxR	N-B1

An unfortunate square for the Knight that bottles up the Rook but even worse is 33 . . . N-N4 34 P-B4.

34 P-B5	PxP
35 PxP	N-Q2

No time for taking a pawn (35 . . . NxP 36 BxN RxB 37 P-B6 and White forces the well-known position in which the pawns on the sixth defeat the Rook).

36 P-B6 N-N3
37 P-K4 ...

The difficulty in creating winning chances is revealed in 37 P-Q6 R-Q1 38 P-Q7 NxP and the pawns go no further.

37 ... K-N2
38 B-R6 KxP
39 P-R4! K-B2
40 P-R5 N-R1!

Difficult to see at first. The Knight on B2 has much more effect on the advance of the pawns (by P-B4 and P-K5 eventually) than it does on B1.

41 B-B4 R-Q1
DRAW

There is nothing left for either side after 42 P-B4 N-B2! 43 P-Q6ch K-N3 44 P-K5 PxP 45 PxP K-B4 as White's pawns will win one Black piece but no more.

GAME 11

A totally unexpected move in the opening sends Furman reeling and he never really recovers. Black's position just explodes at the 19th move with threats.

24th USSR Championship 1957
SICILIAN DEFENSE

Furman Spassky
1 N-KB3 P-QB4

About as good an answer as any other. 1 ... P-QB4 offers to play a Sicilian (2 P-K4), or an English in which White has committed his KN early, or a reversed Gruenfeld, if Black takes up the challenge with 2 P-KN3 P-Q4 3 B-N2 N-QB3 4 P-Q4.

2 P-B4 P-KN3
3 P-K4 B-N2
4 P-Q4 PxP

If Black doesn't like the Maroczy bind he can delay exchanges with 4 ... P-Q3 5 N-B3 N-QB3 or ... B-N5. Spassky chooses a system credited to the late Vladimir Simagin and known as the Simagin De-bind.

5 NxP N-QB3
6 B-K3 N-R3

Since Black has conceded his Q4 to White, he uses his KN to support ... P-KB4 and to compete for control of White's Q4.

7 N-QB3	0-0
8 B-K2	P-B4
9 PxP	BxN!?

A bizarre conception. Black surrenders the one piece considered most vital to his game. But look at the alternatives. 9 ... NxP 10 NxN RxN 11 B-N4 followed by 0-0 and P-B4 leaves White with a small but sure positional advantage. And 9 ... NxN 10 BxN BxB 11 QxB NxP 12 Q-Q2 gives White a big edge in space and a nice attacking game on the Kingside.

10 BxB? ...

The Two Bishops are not golden. In fact, the QB is just a clumsy piece after White's last move. The right idea is 10 BxN! RxP 11 0-0 and now 11 ... Q-N3? (Grushevsky-Veresoy, Spartakiad 1959) lost nicely to 12 N-Q5! BxPch 13 K-R1 Q-Q5 14 B-N4 QxQ 15 QRxQ R-B2 16 NxPch!! NxN (16 ... RxN 17 RxB R-B2 18 RxR KxR 19 BxP) 17 B-K6! N-B4 18 RxB RESIGNS.

10 ... NxP

The QB has no good squares and must submit to self-burial at QR3.

11 B-B5	P-Q3
12 B-R3	KN-Q5

Both sides have Q5 for their Knights but Black also has the KB file for attack. White's play begins with P-QN4-5 and Black's begins with doubling Rooks on his half-open file. White's 10th move was a positional error but, as usual, White can afford one.

13 0-0	B-B4
14 R-B1	Q-Q2
15 N-Q5	R-B2
16 P-QN3	...

Only one box for this pawn. White delays its advance until Black has weakened his Q3 with ... P-K4. Then, Furman concludes, P-QN4-5 will undermine every strength in the Black center. But he underestimates the speed with which Black's attack builds.

16 ...	QR-KB1
17 B-N2	P-K4
18 P-QN4	B-K3

Threatening 19 ... BxN 20 PxB NxPch and ... NxP.

19 B-Q3 ...



This is a little hard to figure out. Probably Furman thought he was sacrificing a pawn with 19 ... BxN 20 PxB NxP 21 B-K4 (21 ... R-B5 22 P-B3 N-B4 23 Q-Q2 and P-N3). Surprisingly, he cannot afford to remove this KB from its diagonal. The move called for is 19 P-N5 as suggested by Ilya Kan. On 19 ... NxPch 20 QxN BxN 21 PxB N-K2 22 Q-Q3 R-B5 23 P-QR3 with a fierce fight still possible. It's a pity that both of White's bad moves in this game were aimed at preserving the Two Bishop advantage. It's enough to shake one's basic principles.

19 ... B-N5!

This sortie wins in all lines. If White moves his Queen he discovers an unpleasant 20 ... N-B6ch in store, e.g. 20 Q-Q2 N-B6ch

21 PxN BxP 22 Q-N5 R-B5! 23 NxR, RxN with an unstoppable threat of ... R-N5ch.

20 P-B3

BxP!!

The main point.

21 PxB

NxPch

Now 22 K-N2 Q-N5ch would transpose into the game. And 22 RxN asks for a demonstration of the power of doubled Rooks: 22 ... RxR 23 R-B2 Q-R6 (but 23 ... P-K5 24 B-K2 Q-N5ch 25 K-R1 R-B8ch 26 QxR RxQch 27 BxR Q-Q8 28 N-B6ch and 29 R-B may hold) 24 R-Q2 P-K5! 25 N-B6ch R(1)xN 26 BxR RxR(3) 27 B-B1, Q-K6ch 28 K-R1 N-K4 with too many threats. Whenever White plays B-K2 in the above variation (at move 23 or 24, for example) Black plays his forward Rook to the seventh rank and threatens ... Q-R6.

22 K-R1

Q-R6

23 R-KB2

...

Or 23 R-QB2 NxP! with threats of 24 ... NxRch 24 ... RxRch and 24 ... N-B6ch. Now White allows the prettiest of N-moves.

23 ...

N-K8!!

RESIGNS

24 ... RxR and mate on KR2 is threatened. If the White Rook leaves the second rank he allows ... Q-N7 mate, and if he leaves the file he walks into ... R-B8ch.

GAME 12

The chief Soviet analyst adds a few new ideas to the King fianchetto line and obtains a good game in a remarkable manner. But he goes too far.

Semifinals 25th USSR Championship Rostov-on-Don
PIRC DEFENSE

Spassky

1 P-K4

2 P-Q4

3 P-KR4

Ufimtsev

P-Q3

P-KN3

...

No subtlety here. Spassky advertises his intent to attack.

3 ...

B-N2

Ufimtsev, whom the Russians name this opening after, goes his way. Recommended is 3 ... N-KB3 4 N-QB3 B-N2 5 B-K2 P-B4 or 5 ... P-KR4 6 N-R3 N-B3 7 N-KN5 P-K4

4 P-R5

P-QB4

5 P-Q5

PxP?!

A fascinating idea. Black avoids 5 ... N-KB3 because of 6 P-R6 cramping him a bit. He now obtains a surprisingly good game.

6 N-QB3 BxNch

A consequence of his previous move.

7 PxB N-KB3

Now he can meet 8 B-Q3 with ... P-B5. After 8 P-B3 Black can find excellent chances with a Knight on K4 and play against the QBP's.

8 P-B3 R-N1
9 N-K2 Q-R4
10 P-R4 P-N4?
11 B-Q2! ...

Consolidating the center with his next move. Black has gone too far. With simply 10 ... QN-Q2 11 K-B2 N-K4 Black stands well.

11 ... PxP
12 P-B4 Q-R3

It was time to jettison the QRP with ... Q-B2.

13 N-B3 B-Q2
14 K-B2 Q-B1

Seeing how undeveloped his game is, he now offers the return of the QRP but Spassky has a better idea.

15 B-B4! P-R4

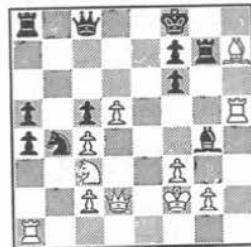
Rather pointless. The Knight should go to R3 immediately. Black should hold up White's P-K5.

16 B-Q3 N-R3
17 P-K5 PxP
18 BxKP ...

Now Black's Kingside falls apart but the blame cannot be ascribed to his fifth move. With a Knight on K4 he might still have to give back the KRP, but he would be safe.

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18 ... N-QN5
19 BxN PxB
20 BxP R-N2
21 KRxP K-B1
22 Q-Q2? B-N5?



A rather desperate but tricky resource. If Black allows 23 Q-R6 he can resign. White cannot take the Bishop because of 23 ... QxP 24 Q-R6, QxPch 25 K-K3, R-K1ch 26 B-K4 NxBPch with a perpetual. Furthermore 22 R-R4 B-B4 and Black barely steps out of peril: 23 BxB, QxB 24 R-R8ch R-N1 25 Q-R6ch K-K2.

23 B-B5!

...

So simple. It's murder from here on.

23 ... BxB
24 R-R8ch R-N1
25 Q-R6ch K-K2
26 R-K1ch K-Q2

On 26 ... B-K3 Spassky would be allowed to finish off with the pretty 27 RxBch PxR 28 Q-R7ch K-Q3 29 N-N5ch or 26 ... QxR 27 RxR!

27 QxP!

BLACK RESIGNS

Too Many Threats.

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GAME 13

Hailed as the finest game in the tournament, this shows Spassky in his best light—sharp in the opening, enterprising in the middle game, and merciless in the ending.

25th USSR Championship Riga 1958
SICILIAN DEFENSE

<i>Spassky</i>	<i>Polugaevsky</i>
1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	PxP
4 NxP	N-KB3
5 N-QB3	P-QR3
6 B-N5	QN-Q2
7 B-QB4	Q-R4
8 Q-Q2	P-K3
9 0-0-0	P-QN4

Spassky once suggested 10 B-Q5 here as a dangerous sacrificial alternative (10 ... PxP 11 N-B6 and 12 PxP) but 10 ... P-N5! 11 BxR PxN 12 PxP N-N3 was offered as a refutation. Subsequent analysis tried to prove that 13 N-N3 Q-R6ch 14 K-N1 NxP 15 Q-Q4

gives White reasonable chances. But 12 ... P-Q4! (instead of ... N-N3) gives Black new ammunition for the attack.

10 B-N3	B-N2
11 KR-K1	B-K2

After a decade or so of analysis it now appears that castling long is Black's best here. White then obtains a good game with P-B3 at some point, often with the idea of retreating the QB to KN1!

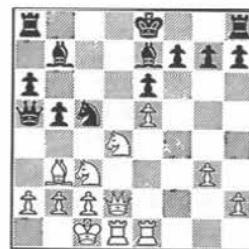
12 P-B4	N-B4
13 P-K5	...

More exact is 13 BxN as will be seen.

13 ...	PxP
14 BxN	BxB?

Black has really little to worry about after 14 ... PxP 15 PxP 0-0-0. Now he has more than enough.

15 PxP	B-R5
16 P-N3	B-K2



17 BxP!	...
---------	-----

Thought about by both players since move 7, this is correct only now. If 17 ... PxP 18 NxKP! NxN 19 Q-Q7ch and 20 R-B1ch.

17 ...	0-0
--------	-----

A sad decision. Now KB5 is weak.

18 B-N3	QR-Q1
19 Q-B4	P-N5
20 N-R4!!	...

A second surprise. If the Knight is taken there follows 21 N-B5 RxRch 22 RxR B-B4 (on ... B-Q1 White plays 23 BxN 24 RxB and 25 Q-N5) 23 Q-N5 with a mating attack. e.g. ... P-N3 24 N-R6ch K-N2 25 N-N4.

20 ...	P-R3
21 NxN!	...

Third surprise: White gets three pieces for the Q after 21 ... B-N4 22 NxB.

21 ...	QxN
22 P-KR4	B-Q4
23 N-B5	BxN
24 PxP	RxRch
25 RxR	R-B1
26 Q-K4	...

The way Spassky combines attack and defense is captivating as well as instructive.

26 ...	B-B1
27 P-K6	PxP
28 QxPch	K-R1
29 Q-K4	Q-B3
30 Q-Q3	...

Not quite ready for the ending. There are a few weaknesses to eliminate first.

30 ...	R-K1
31 P-R5!	B-K2

To prevent N-R4-N6.

32 NxN	RxN
33 Q-N6!	Q-K1

White has assured himself a simple endgame win. Black could not take ... QxQ because his Rook is then tied to his first rank.

34 P-N4	R-K8
35 QxQch	...

Now's the time.

35 ...	RxQ
36 R-Q4	P-R4
37 K-Q2	R-K4
38 P-B3	PxPch
39 PxP	R-KN4
40 P-B4	K-N1
41 R-B4!	...

Cutting Black off from the pawn's queening square. Black's Rook is also useless so he RESIGNS.

GAME 14

The way in which Spassky obtains clear positional superiority with seemingly tame opening setups never fails to amaze.

Moscow International 1959 OLD INDIAN DEFENSE

<i>Spassky</i>	<i>Vasiukov</i>
1 P-Q4	N-KB3
2 P-QB4	P-Q3
3 N-QB3	P-K4

One of Spassky's favorite openings is turned against him.

4 N-B3	QN-Q2
5 B-N5	B-K2
6 P-K3	0-0

Spassky is working for a development similar to his anti-Nimzo line with its concentration on squares K4 and KB5.

7 B-Q3	R-K1
8 Q-B2	PxP

The alternative 7 ... P-K5 is tactically unsound. Vasiukov's plan of using the King file offers him equal play.

9 PxP N-B1

Perhaps with the intention ... B-N5-R4-N3 to neutralize the white squares.

10 P-KR3 N-Q4!?



11 PxN! ...

This seems to give up the initiative, the two Bishops and an equal pawn structure for nothing. Yet Black never quite equalizes after this very strong idea.

11 ... BxBch
12 K-B1 B-Q2
13 P-KN3 R-B1

White has "built a house" for his king and is about to regain the initiative. The trouble with Black's game is the lack of breathing space, a weakness he should try to overcome by ... P-QB3. But he rejects it and soon runs out of moves.

14 K-N2 P-QR3
15 QR-K1 RxR

White's superiority in space has come out of nowhere. He next trades off Bishops to exploit the light squares.

16 RxR B-R3
17 B-B5 P-KN3

18 BxB
19 Q-N3!

...

Eyeing the next weak point. From now until desperation time, Black can only try to defend one move at a time.

19 ... R-N1
20 P-QR4 N-B3
21 P-N4!

...

Even Black's only good piece, the KB, will be denied its best squares. Vasiukov sees a strong sacrificial idea and must have been surprised to see Spassky accept the gift.

21 ... Q-Q2!?
22 P-N5! N-R4
23 PxB N-B5ch
24 K-N3!

...

Forced but very powerful. Spassky regains the attack now.

24 ... P-KN4

There is nothing really holding this pawn up save air pressure, but White has better than to take it.

25 N-KN1 Q-B4
26 QxP! ...

The familiar active defense (against the threatened ... N-Q6).

26 ... R-KB1
27 QxBP Q-Q6ch
28 K-R2 Q-Q7
29 N-K4 BLACK RESIGNS!

For 29 ... QxR is met by 30 Q-K7 threatening mate and the Queen.

NxB

...

GAME 15

This game is remarkable for the sharp handling Spassky gives a difficult line. But its likeness to the twin Tal game cited gives it a strange reputation as well.

Moscow International 1959
RUY LOPEZ

<i>Spassky</i>	<i>Olafsson</i>
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	B-K2
6 R-K1	P-QN4
7 B-N3	P-Q3

It was Spassky's success with the Marshall counterattack in the 31st Soviet Championship that brought the line back into style. So feared was Spassky's innovations that Klovan played there (after 7 ... 0-0) 8 P-QR4 B-N2 9 P-Q3 P-Q3 10 N-B3 N-QR4 11 B-R2 P-N5 12 N-K2 P-B4 13 N-N3, but Spassky obtained a beautiful position after 13 ... P-N6! 14 PxP N-B3 15 N-B5 N-QN5.

8 P-B3	0-0
9 P-KR3	N-QR4
10 B-B2	P-B4
11 P-Q4	B-N2

This move created a flurry in the fifties when tried by Keres and Geller. As in the Breyer system, Black wants to play ... P-Q4 or force P-Q5, after which he can break effectively with ... P-KB4.

12 P-Q5 ...

Spassky has never shown much love for Rauzer's idea 12 PxP in any Ruy line.

12 ...	B-B1
13 QN-Q2	P-B5
14 N-B1	N-N2
15 P-KN4	...

White's plan is simple: to double on the KN file, bring a N to B5 and break through.

15 ... P-KR4?!



This defensive system was all the rage at this time, starting with Spassky's game with Averbakh in the 26th Soviet Championship. A few months after the text game, at Riga Tal tried it after 11 ... Q-B2 12 QN-Q2 B-Q2 13 N-B1 KR-K1 14 P-Q5 P-B5 15 P-KN4. The game went on: 15 ... P-KR4 16 PxP BxP 17 N(3)-R2 N-R2

18 N-K3 B-N4 19 K-R1 B-B5 20 R-KN1 Q-Q1 21 Q-B3 Q-R5 22 N-N2! BxNch 23 QxB QxNch 24 QxQ BxQ 25 KxB N-KB3 (White, of course, has a big edge) 26 R-N5 N-R2 27 R-B5! P-N3 28 R-B3 K-N2 29 PxP PxP 30 P-N4! PxPe.p. 31 PxP N-N2 32 P-N4! (the hemming-in process) KR-QB1 33 B-Q2 N-B3 34 B-Q3 R-R1ch 35 K-N2 N-N5 36 K-N3 N-B3 37 K-N2 N-N5 38 R-R1 RxR 39 KxR P-R4? (Tolush remarked that every time Black pushes a RP he errs. Now the QNP is weakened) 40 K-N2 P-R5 41 R-R3 N-B3 42 B-R6ch K-B2 43 R-B3! P-R6 44 B-N1 P-R7 45 BxP RxB 46 B-N5 R-B7 47 RxNch K-K1 48 RxNP and Black's sorry steed cost him the game after 48 ... K-Q2 49 R-N7ch K-B1 50 B-K3 RxP 51 B-N6! R-B5 52 R-N8ch K-Q2 53 R-N8 N-B4 54 PxN RESIGNS Meanwhile, back in Moscow....

16 PxP BxP

16 ... NxRP is highly desirable but fails to 17 NxP.

17 N(3)-R2! ...

As in the Tal game this holds the RP and prevents ... B-N5.

17 ...	N-R2
18 N-K3	B-N4
19 Q-B3	B-Q2
20 K-R1	...

White's winning idea has not changed—he intends 21 R-KN1 and 22 N-B5.

20 ... B-B5?

Necessary was ... Q-B3 but Olafsson wants the same ... Q-R5 move that Tal gambled on.

21 N-B5!	BxB
22 QRxP	BxN
23 PxB!	Q-B3

Of the many defensive plans here ... P-B3 and ... R-B2 looks best. Instead Black does not make any choice.

24 R-KN1 N-B4
 25 R-N2 Q-R3
 26 QR-KN1 N-B3

This idea works out well if White immediately plays 27 RxPch
QxR 28 RxQch KxR 29 Q-N3ch K-R1 when Black is safe. But . . .

27 N-N4! NxN
 28 RxN K-R1

After 28 . . . QxPch 29 K-N2 the Black Queen has no place to hide, e.g. . . . Q-R3 30 R-R1 and Q-R3.

29 RxNP P-K5

Black's only counterplay lies in this move.

30 Q-N4! N-Q2
 31 R-N5 QR-K1
 32 Q-B4 ...

Threatens the Queen after R-N8ch. If 32 . . . Q-R2 33 QxQP is safe and on 32 . . . Q-B3 33 R-N6!

32 . . . N-B3
 33 R(1)-N2 NxQP

Complete surrender, but Black is tied up in any event. Taking the RP fails to RxN and moving the QR hangs the KP.

34 R-N8ch K-R2
 35 R(2)-N7ch ...

BLACK RESIGNED after . . . QxR 36 RxQch KxR 37 P-B6ch
NxP 38 Q-N5ch K-R2 39 QxN R-K4 40 BxPch.

GAME 16

Perhaps not one of Spassky's best, this game illustrates his enormous will to win. Winning was not entirely necessary as after defeating Tal two days before he was well ahead for first prize.

To play a highly analyzed attacking line is one way to achieve plus scores against the weaker players (although Teschner was even then a well established International Master), but Spassky triumphs with a line famous for the brilliant way Burn lost to Marshall with it some fifty years ago.

Riga International 1959 QUEEN'S GAMBIT DECLINED

Teschner	Spassky
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-Q4
4 PxP	PxP
5 N-B3	B-K2
6 B-N5	0-0
7 P-K3	P-QN3?!

This must have created a bit of a stir. Didn't Spassky know this line was refuted?

8 B-Q3

B-N2

Going to R3 to offer a trade that would strengthen K5 is an idea deserving a look.

9 BxN
10 P-KR4

BxB
...

This is the famous position. White has obviously prepared for the BxPch sacrifice with his last move. Burn forestalled this by 10 ... P-N3 11 P-R5 R-K1 12 PxP RPxP 13 Q-B2 B-N2, but now Marshall broke through anyway with 14 BxP and won in classic style. How else can Black defend?

10 ...

P-B4!?

He doesn't! With both ... PxP and ... P-B5 in mind he seems to dare the sacrifice.

11 BxPch

...

Teschner can hardly be criticized for playing the move that five decades of annotators thought would win. In the cold light of analysis it appears 11 Q-B2! is stronger (e.g. 11 ... P-N3 12 P-R5 or 11 ... P-KR3 12 P-KN4), but the psychological pressure demanding the Bishop sacrifice must have been too much.

11 ...
12 N-N5ch

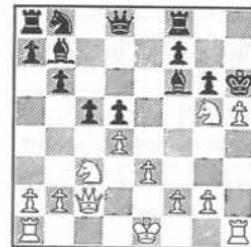
KxB
K-R3

Forced, quite forced.

13 Q-B2
14 P-R5!?

P-N3
...

It is difficult to criticize this move, for on any other continuation of the attack Black consolidates with ... K-N2.



14 ...
KxN!

Not only best but practically the only good move. White threatened NxPch and taking the Knight here with the Bishop would fail to 15 PxPch K-N2 16 R-R7ch K-B3 (going to N1 is mate in three) 17 P-B4. Perhaps stronger for Black is 15 ... B-R5! 16 P-KN3 PxP but even this is unclear. Spassky now threatens to retreat his King via KB3 e.g. 15 PxP B-N2 or 15 P-R6 B-R1. Teschner is again faced with a problem.

15 P-B4ch
16 PxPch
17 R-R7ch

K-R3
K-N2
K-N1

Compare with the line after 14 ... BxN. Now he can avert mate with his better posted KB.

18 0-0-0
B-N2

Just in time, White was threatening 19 QR-R1 followed by P-N7! and R-R8ch.

19 QR-R1
20 PxPch
21 P-KN4

Q-B3
RxP
...

He's Two pieces down but don't count White out yet. He not only prevents ... Q-B4 but threatens 22 P-N5 Q-B4 23 Q-R2 K-B1 24 P-N6.

21 ... PxP!

Not the familiar last meal of the condemned man. Now the above line fails to 24 ... PxN!

22 P-N5 Q-B4
23 RxBch ...

Again Teschner must part with material to keep his attack rolling. But his pieces are getting fewer.

24 ... KxR
24 Q-R2 R-B1
25 P-N6! QxNP!

The time has come to return some of the material. On 25 ... K-B3 White has a number of followups, but the only one that looks good is 26 Q-R6 R-N1 27 Q-R7, with wild complications in store. Spassky's move is the simplest winning line.

26 R-N1 N-Q2?

But this only makes it tough. Surprisingly Black can still eat ... —e.g. 26 ... PxN! 27 RxQch KxR 28 P-B5ch KxP! and he emerges with a winning material edge.

27 RxQch KxR
28 N-N5! ...

This resource makes Black's win very difficult.

28 ... QR-B1ch
29 K-Q1 R-KB3!

Another fine move. Black realizes he must return the Exchange because the White Knight on Q6 or Q4 would almost equalize the chances as Black's exposed King runs into trouble.

30 N-Q6 RxN!
31 P-B5ch KxP
32 QxR N-B3
33 PxP B-B3

Spassky now holds all the winning chances in the simplified position (30 N-Q6 was an error; correct was 30 NxQP). Although his QRP had to be sacrificed, Black soon had a strong defensive formation by placing his K on QN3, QNP on QN4, B on QB3, N on K3 and R on K5. Black then won White's QP and went on to victory. But it took two adjournments and 78 moves, so the reader should appreciate why we draw the curtain here.

GAME 17

A witty opening idea and one bad move by White turn the Classical Defense to the Lopez into the powerful weapon Spassky and Fischer have made it in the past decade.

Riga International 1959
RUY LOPEZ

Gipslis	Spassky
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	N-B3
4 0-0	B-B4

This method of entering the Classical Defense allows Black an extra move to counter P-B3 and P-Q4. The sharp 5 NxP leads to a drawish position after 5 ... NxP 6 Q-K2 NxN 7 P-Q4! Q-K2! 8 QxN N-B3 or 7 QxN Q-K2 8 P-Q4 N-B3!

5 P-B3 ...

In thousands of tournament games and in volumes of analysis this position has occurred, but I have never seen it mentioned that the simple 5 N-B3! transposes into a position in the Four Knights' Game that is clearly favorable to White. The text is good, natural and well analyzed.

5 ...	0-0
6 P-Q4	B-N3
7 PxP	...

Gipslis, a very sharp tactical player (as befits a countryman of Tal's), prefers this complicated line to the steadier 7 R-K1 and 7 B-N5.

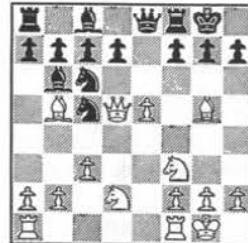
7 ...	KNxP
8 Q-Q5	N-B4
9 B-N5	...

White plays for the quick point. After the slower 9 N-R3, as Gufeld played against Spassky in the 26th Soviet Championship, Black has time to play 9 ... P-QR3 after which the White Bishop has no good retreat.

9 ...	Q-K1!?
-------	--------

This must have unsettled Gipslis who might have been counting on 9 ... N-K2 10 Q-B4 and now 10 ... P-KR3 11 Q-KR4 R-K1 12 BxRP! wins but 10 ... N-K3 gives Black a constricted but playable game.

10 QN-Q2?	...
-----------	-----



The first move out of analysis is a blunder.

10 ...	P-Q3!
--------	-------

After this shot White is practically lost because of the mournful trap he has fashioned for his Queen. Of course, 10 N-R3 would have been all right.

11 PxP B-K3

Spassky notes that 12 P-Q7 Q-N1! wins!

12 BxN PxP
13 Q-Q4 ...

He must give up material and is very willing now to allow 13 ... N-N6 14 Q-KR4 NxR 15 RxN (or 15 B-K7) when he has some chances left.

13 ... P-B3!
14 QR-K1 Q-N3!

As Gipslis later pointed out, taking the Bishop is good for White after 15 NxP Q-N3 16 NxR NxN 17 Q-QB4 QR-K1 18 P-Q7 R-K2 19 N-B3! He would be much better off than in the game.

15 B-R4 B-Q4

Now Black must win the Exchange (guess which) with a Knight discovery (16 Q-QN4 or KB4 N-Q6).

16 R-K2 N-K5
17 Q-Q3 N-N6!

The last point: the Queen is *en prise*. Note that 17 Q-R4 would have failed to ... NxN.

18 Q-R6 NxR!

As they used to say, Right Rook!

19 KxN PxP
20 B-N3 KR-K1
21 BxP RxR
22 QxR R-K1

Facing an invasion on Q6 or B7, WHITE RESIGNS

GAME 18

When Spassky and Mikenas meet the attack shifts back and forth (usually in inverse ratio to the material advantage) but it always seems to end in the hands of the Leningrader.

Riga International 1959
QUEEN'S GAMBIT DECLINED
(Albin Counter-Gambit)

Spassky	Mikenas
1 P-Q4	P-Q4
2 P-QB4	P-K4

Mikenas knows this opening well and also knows when to play it. In the previous round Spassky played the Albin against Niemala (gaining easy equality after 3 PxKP P-Q5 4 N-KB3 N-QB3 5 P-QR3 B-N5 6 QN-Q2 Q-K2! 7 P-KN3 NxP). Mikenas obviously tries to gain an early psychological edge.

3 PxKP	P-Q5
4 P-K4!	...

But this is psychological counterattack. This old line, which returns the pawn quickly, had been prepared by Spassky and was apparently a surprise to Mikenas. Usually Spassky plays a normal

line: 4 N-KB3 N-QB3 5 P-KN3 B-N5 6 B-N2 Q-Q2 7 0-0 0-0-0 8 Q-N3 (with a little threat of R-Q1) B-R6? 9 P-K6 BxP 10 N-K5, as he did against Forintos, Sochi 1965.

4 ... N-QB3
5 P-B4 P-KN4?

The ancient antidote. He must regain a pawn.

6 P-KB5 NxP
7 N-KB3 B-N5ch
8 QN-Q2 ...

Spassky later pointed out that 8 K-B2! N-N5ch 9 K-N1 B-B4 10 P-N4! is very good.

8 ... N-QB3
9 B-Q3 P-N5
10 0-0! ...

Prepared: yes. Brilliant: surely. But any Knight move would have been a confession of error.

10 ... PxN
11 NxP B-Q3?



White's compensation in open lines and time is considerable. In an early game in his career (Spassky-Belyavsky, 1955) Black played 11 ... Q-K2 12 P-K5 P-QR4 13 P-QR3 B-B4 14 P-QN4! PxP 15 B-N5 P-B3 16 KPxP Q-B2 17 PxP RxR 18 QxR BxNP 19

Q-R8! (crushing), K-Q1 20 B-K4 QxQBP 21 N-K5 and he won easily. Spassky suggests a better defense: 11 ... P-B3 12 P-QR3 B-Q3 13 P-QN4 N-K4 14 P-B5 NxNch 15 RxN B-K4, but after 16 B-QB4 White has excellent attacking chances (R-R3).

12 P-K5 NxP

Mikenas has no better than to return the piece with an inferior game.

13 R-K1 P-KB3
14 P-B5 B-K2

A simple win would follow 14 ... BxQBP 15 NxN PxN 16 RxPch B-K2 17 B-N5.

15 NxN PxN
16 RxP N-B3

There is no safety in avoiding castling. But now the pin on the King file nets a piece.

17 B-N5 0-0
18 Q-N3ch K-R1
19 QR-K1 BxQBP
20 RxB ...

Spassky, in the tournament bulletin, adds that 20 R-K8!? Q-Q3 21 Q-B7 almost works but unfortunately Black has 21 ... N-N1!

20 ... Q-Q3
21 R(5)-K5 N-N5

This would have been strong on 21 R(1)-QB1 but shortens the game here.

22 B-KB4! B-Q2
23 B-N3 ...

With a threat that Mikenas misses. But if 23 ... Q-QN3 24 QxQ RPxQ 25 R-Q5 must lead to a White victory.

23 ... B-B3?
24 R(K5)-K4 RESIGNS

GAME 19

Spassky's handling of the attack in this game came under Tal's criticism, but it mattered little as with this point the Leningrader clinched first prize.

Riga International 1959
GRUENFELD DEFENSE

Spassky	Vitkovsky
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	P-Q4
4 PxP	...

The Exchange Variation is considered strongest against the Gruenfeld and Spassky has scored several fine wins with it.

4 ...	NxP
5 P-K4	NxN
6 PxN	P-QB4
7 B-QB4	B-N2
8 N-K2	PxP
9 PxP	N-B3
10 B-K3	P-QN4!?

This may deserve the question mark that Spassky awarded it but this game (though impressive) is not convincing. False tries at refutation are 11 BxP Q-R4ch 12 N-B3 QxNch 13 B-Q2 QxP 14 BxNch B-Q2 15 BxR QxR with an early draw. On 11 B-Q3 0-0 12 P-Q5!? is a good move if Black accepts the Exchange but 12 ... N-N5! is fine for him.

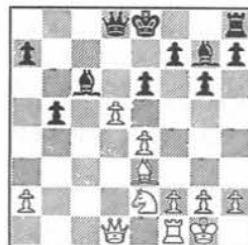
11 B-Q5 B-Q2

Going to N2 here loses fast to 12 Q-N3.

12 R-QB1	R-QB1
13 0-0!	...

In an earlier game White tried 13 BxN RxR 14 RxR BxR 15 P-Q5 B-Q2 16 0-0 Q-R4 and his chances were mediocre. Now if Black castles Spassky could go into the above line and improve with 16 P-Q5, as he has already castled.

13 ...	P-K3
14 BxN	RxB
15 RxR	BxR
16 P-Q5!!	...



A beautiful sacrifice reminiscent of 12 P-Q5 in Spassky-Aftonov (game no. 1). White's reasoning: for the pawn or two Black's King is caught in the center and his Queenside can be attacked. White obtains Q4 for my pieces and good play on the files.

16 ... PxP
17 Q-B2 Q-Q2

A better line of play was offered by Vitkovsky in a later game:
17 ... B-N2 18 Q-B5 Q-N3! 19 Q-N4 P-QR4! 20 Q-Q2 P-Q5!
21 NxP 0-0 and Black holds. Perhaps better is 18 B-B5 Q-B2
19 R-B1 with play as in the game.

18 B-B5 PxP
19 R-Q1 Q-N2
20 N-Q4 B-K4

Black's choice of defensive setups is not easy. To understand how rough it is Spassky offered 20 ... B-Q2 (with the idea of playing ... P-B4 and bringing Bishops to K4 and K3) and White continues 21 N-N3 P-B4 22 Q-Q2 Q-B3 23 B-N4 B-K4 (else 24 N-R5 Q-B2 25 R-QB1 and 26 Q-Q6) 24 N-Q4 Q-B3 25 N-B3!
winning.

21 B-N4 BxN

White threatened 22 Q-B5.

22 RxB P-QR4
23 B-B5 ...

At this point, Tal in the post-mortem argued that White wins easily with 23 Q-B5 with the threatened check at K5. His main line went on 23 ... P-B3 24 R-Q6 0-0 25 R-Q7!? but Spassky observed that 25 ... R-QB1!! saves Black. He gave as a better line 25 RxP PxP 26 R-B7 R-Q1 27 P-KR4 Q-Q4 28 Q-R7 Q-Q8ch 29 K-R2 Q-Q3ch 30 P-N3 Q-B1 31 RxP R-R1! and still White has nothing.

Apparently the less spectacular text move is best.

23 ... Q-B1
24 P-KR3! ...

So often in Spassky's games a quiet move (see 20 K-R1! in Spassky-Darga) prepares a crushing sacrifice. Here 25 RxPch must wait for White to avoid being mated on the first rank after giving several checks.

24 ... P-B4
25 Q-N2 B-Q2

This allows mate (!) but 25 ... K-B2 26 R-Q6 is pretty dismal and 26 RxPch is threatened.

26 RxPch!
27 QxRch K-B2
28 QxPch K-B3

If the King goes to K3 White mates with 29 Q-K7ch K-Q4 30 Q-Q6ch and 31 Q-Q4. It is fascinating how the white-squared Black pieces play no part in Spassky's black-squared attack.

29 Q-K7ch K-B4
30 P-N4ch K-B5
31 Q-Q6ch K-N4

After 31 ... K-B6 White has a problem like mate in 3. Find it.

32 B-K3ch RESIGNS

GAME 20

Up against a relative lightweight, Spassky plays a most enterprising kind of chess and has his opponent on the ropes early.

Leningrad Championship 1959 TWO KNIGHTS' OPENING

Spassky
1 P-K4
2 N-KB3
3 B-B4

Henin
P-K4
N-QB3
P-KN3!?

You won't find this in the books of Keres or Pachman, and it's not in any others that I've been able to locate. Black wants to develop with ... B-N2 and ... P-Q3, perhaps followed by ... B-N5. On 4 P-Q4 PxP 5 NxP Black has a good game with 5 ... B-N2. I would prefer 4 P-Q4 PxP 5 P-B3! threatening 6 Q-N3, but Spassky's choice is also good.

4 P-Q3 B-N2
5 N-B3 KN-K2?

But after this Black never gets a second's rest. A playable game results from 5 ... P-Q3 6 N-KN5 N-R3 and ... B-N5. The move played forces Black into castling too early.

6 N-KN5 0-0
7 P-KR4! ...

And we're off! On 7 ... P-KR3 White blithely slides the KRP up another box and waits for 8 ... PxN 9 PxP NxP 10 Q-R5 R-K1 11 QxN. Black's problems stem from the poor placement of his pieces. His KN belongs on KB3 and his QB isn't yet in the game.

7 ... N-R4
8 P-R5 NxN

It's too late for advice, but Black had to play 7 ... P-KR4 to stop 8 P-R5. Then he could try to survive after 8 P-KN4 PxP 9 P-R5 PxP 10 RxP P-Q3 or 8 Q-B3 P-Q4! 9 NxQP N-Q5.

9 PxN P-KR3

White was already threatening 10 PxP RPxP 11 N-R7! followed by B-N5 and either N-Q5 or N-B6ch. Nine moves into the game and Black is on the brink of mate.

10 PxP! PxP

White's attack is very strong, if not conclusive, after 10 ... PxN 11 BxP P-KB3 (11 ... PxP 12 N-Q5 R-B2 13 Q-N4 and 14 Q-R4) 12 B-R6 (12 R-R7 PxP 13 Q-R5 NxP) NxP 13 Q-R5 N-B5 14 BxN and 15 0-0-0.

11 N-B3 P-KN4

Black can resign after 11 ... K-R2 12 B-N5! Q-K1 13 Q-Q2 N-N1 14 N-Q5 Q-B2 15 NxBP.

12 NxNP! ...
Spassky insists on a sacrifice.

12 ... PxN
13 Q-R5 Q-K1

Or 13 ... P-Q3 14 BxP B-K3 15 Q-R7ch K-B2 16 R-R6! followed by the crushing R-B6ch. On 13 ... R-B2 14 BxP Q-K1 15 Q-R7ch K-B1 16 N-Q5 NxN 17 BPxN, White's threat of Q-R8ch winning back his piece is too strong.

14 Q-R7ch
15 R-R3

K-B2
...



White must work quickly because 15 ... R-R1 was threatened.

15 ... P-N5

This is the kind of position with which the analysts have a field day. Russian annotators have discovered a better defense in 15 ... N-N3 so that Black can block R-B3ch with ... N-B5. On 16 BxP R-R1 17 R-B3ch N-B5 18 Q-B5ch K-N1 19 BxN Black turns the tables with 19 ... P-Q4! 20 Q-N5 R-R4 21 Q-N3 PxKP! 22 N-Q5 (22 NxP PxR pins the Knight), PxR! 23 RxP RxN 24 PxR Q-K4, with the advantage.

The right line is 15 ... N-N3 16 R-B3ch N-B5 17 P-N3 P-N5 18 BxN! PxR (18 ... R-R1 19 Q-B5ch and 20 QxNP still loses to ... P-Q3, but 19 B-R6ch wins) 19 B-R6 R-KN1 20 Q-B5ch B-B3 21 N-Q5 Q-K3 22 Q-R7ch B-N2 23 BxR RxR 24 Q-R5ch Q-N3 25 QxP and believe it or not, White has at least a draw despite being a Rook behind, the Russians say. I'm not sure of that conclusion after, say, 25 ... Q-N4 and 26 ... R-R2.

In any cases, it's a position rich in chances for both players.

16 B-R6! R-KN1

White must enter an endgame after 16 ... PxR 17 QxBch and 18 QxR but it is quite easily won.

17 R-R5
18 N-Q5!

K-B1
...

Threatening 19 N-B6 19 R-N5 and 19 NxP. Naturally, 18 ... QxR loses to 19 BxBch and 18 ... NxN fails to 19 R-B5ch K-K2 20 BxB. The greatest problem for White is posed by 18 ... Q-B2 since 19 R-N5 NxN 20 RxB RxR 21 Q-R8ch can be met by 21 ... Q-N1! 22 BxRch K-B2. But with 19 NxN and 20 R-B5 White regains his lost material.

18 ... Q-N3
19 R-B5ch!

...

The game concludes cleverly. White continues to threaten mate as he picks up winning material.

19 ...	K-K1
20 QxQch	NxQ
21 B-N5!	P-Q3
22 NxPch	K-Q2
23 R-B7ch!	K-B3
24 NxR	P-Q4

Or 24 ... B-Q2 25 0-0-0 N-R1 26 R-K7 N-N3 27 P-B5!

25 BPxPch	K-Q3
26 B-Q2	K-B4
27 B-K3ch	RESIGNS

GAME 21

Spassky never experienced the difficulty with the Caro-Kann that Fischer and other young players did, even though he has tried almost every line to counter it.

Leningrad Championship 1959 CARO-KANN DEFENSE

<i>Spassky</i>	<i>Reshko</i>
1 P-K4	P-QB3
2 N-QB3	...

Another of his experiments was 2 P-Q4 P-Q4 3 P-K5 B-B4 4 N-K2 P-K3 5 N-N3 B-N3 6 P-KR4 P-KR3 7 P-R5 B-R2 8 B-Q3 BxB 9 PxP!? so as to keep one QP after Black exchanges off the forward one by ... P-QB4. This idea also neutralizes the QB file. With the text he aims at a very sharp line then in vogue.

2 ...	P-Q4
3 N-B3	B-N5
4 P-KR3	BxN
5 QxB	N-B3
6 P-K5	...

This seems oddly anti-positional as it closes off the scope of his two Bishops and allows a great deal of Queenside counterplay. Yet it is very sharp and therefore to Spassky's liking.

6 ...	KN-Q2
7 Q-N3	P-K3
8 B-K2	Q-B2

While tightening the pressure on the KP this move makes ... P-QB4 difficult because of N-N5. Better is 8 ... P-QB4 immediately.

9 P-B4	P-QR3
10 P-N4!?	...

A very double-edge move that seeks to restrain Black's Queen-side advance. A similar idea came up in a French Defense disputed in Erevan in 1964: in the Alekhine-Chatard line Black played 6 ... P-QR3 7 P-QN4!? P-R3 8 B-Q2 (more in line with Spassky's concept is 8 BxB QxB 9 R-N1) BxP 9 Q-N4 with a wild game. In the text game Black might gambit a pawn with 10 ... BxP 11 QxP R-B1 12 QxP P-QB4 with interesting play.

10 ...	P-QB4
11 P-N5!	P-B5!

A battle for space is met on the Queenside. Spassky decides to pacify Black's pieces by offering a few pawns himself. White has a natural Kingside edge and needs time to use it.

12 R-QN1	P-Q5
13 N-K4	PxP
14 0-0	...

White is forced to speculate (14 RxP? Q-B3) Now Black should continue development.

14 ...	RxP
15 P-Q3	RxP!

He might as well go all-out. See next move.

16 B-Q1 R-R7

A strange position for a Caro-Kann. Now would be an appropriate time for Black to return some of the booty with 16 ... PxP 17 BxR (17 QxP RxR) PxR, when his four passed pawns seem to give him excellent chances. True, he would have problems bringing out his Kingside pieces, but after the text his Rook plays little part in the attack while White's KB does.

17 P-B5! ...

Here it comes. The fourth pawn cannot be taken safely (17 ... QxP 18 PxP QxP 19 R-K1 or 17 ... PxP 18 RxP threatening 19 P-K6 or 19 RxP!). But it can't be ignored either.

17 ... NxP
18 PxP P-B3

No choice: 18 ... PxP 19 B-B4 QN-Q2 20 RxP.

19 RxP! ...

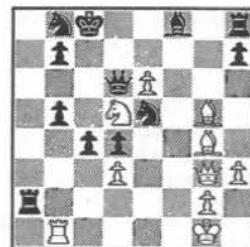
More forceful than B-R5ch, this cracks the defense wide open. 20 R-B7 is threatened.

19 ... PxR
20 NxPch K-Q1
21 N-Q5 ...

From here on in it is one forcing move after another. 21 ... Q-N2 loses to 22 P-K7ch.

21 ... Q-Q3
22 B-N5ch K-B1
23 B-N4!! ...

This followup must have been analyzed by White before he sacrificed the Rook. White wins in all lines, his two prime threats being P-K7ch and B-B6.



The simple 23 ... B-N2 loses to 24 N-K7ch and 25 N-B5 with murderous threats. Even the best line loses: 23 ... QN-Q2 24 PxNch NxP 25 R-K1! P-N3 26 Q-B3 B-N2 27 Q-B7, or 25 ... R-R8 26 B-B4 Q-QR3 27 N-N6ch QxN 28 RxR K-Q1 29 B-N5ch (Spassky).

23 ... NxB
24 P-K7! ...

With a few threats!

24 ... BxP
25 QxNch ...

Stronger than NxBch. All his sacrificed material comes home.

25 ... N-Q2
26 NxBch K-B2
27 B-B4 N-K4
28 Q-N7! ...

A pretty finish.

28 ... K-N3
29 BxN Q-K3
30 BxPch RESIGNS

GAME 22

The semifinal qualifying tournaments for the Soviet Championship are held in several cities each year, attracting hundreds of players of U.S. Master strength. Here in Estonia's capital, Spassky plays a line extensively studied by Estonia's greatest player, Keres, and named after Estonia's neighbor, Latvia.

Semifinals 27th USSR Championship 1959 Tallin LATVIAN GAMBIT

<i>Muratov</i>	<i>Spassky</i>
1 P-K4	P-K4
2 N-KB3	P-KB4!?

Also known as the Greco Counter-Gambit. Spassky seems willing to mix it up in any opening.

3 NxP	Q-B3
4 P-Q4	P-Q3
5 N-B4	PxP
6 N-B3	Q-N3

This position, not the overanalyzed ones following 3 B-B4 PxP 4 NxP Q-N4, has caused the waning of this gambit. With 7 B-B4 White will be far ahead in development, and after a subsequent

P-Q5, in space as well. Muratov, a resourceful attacking player, goes his own way.

7 Q-K2	N-KB3
8 P-B3	N-B3
9 B-K3	B-K2
10 0-0-0	0-0
11 P-Q5	N-QN5

A similar position (with the moves P-B3 and ... 0-0 omitted) occurred in Kaufman-Vishyckin, 1947, in which White gained the upper hand with the paralyzing N-R5! But here it could be met by 12 ... PxP 13 PxP B-B4 with a fine game.

12 P-QR3	P-QR4!?
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A typical line-opening sacrifice that also came up in Spassky's 7th match game with Korchnoi (1968). Black will obtain two pawns and all the play, a sound investment for the horse.

13 PxN	RPxP
--------	------

Now 14 NxKP NxN 15 PxN B-N5 and 16 ... R-R8ch.

14 N-N1	R-R8
---------	------

Here White misses a good chance in 15 B-Q2! because of 15 ... NxP 16 QxP or 15 ... PxP 16 QxB PxP 17 BxKNP, but in this line 16 ... NxP! again makes things sticky.

15 N-Q2	PxP
16 PxP	NxP

Now with the interesting threat of ... P-N6! followed by ... NxP and ... B-N4.

17 N-K4	NxB
18 QxN	B-K3

Hoping to get to QR7 at the right moment.

19 R-N1	Q-B2
20 N-Q2	...

The White Knights are a pathetic team that must protect one another: 20 N-N5, BxN and ... B-R7! would win outright.

20 ... B-B3

The activity of this Bishop decides.

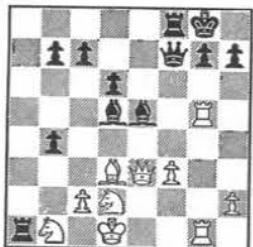
21 B-Q3 R-R7!

An alternative is 21 ... B-K4 to go to B5, but the text mate threat is hard to stop.

22 QR-K1 BxPch
23 K-Q1 B-Q4
24 R-N5 B-K4!

No sucker punches (e.g. 25 RxQB) allowed.

25 R(1)-N1 R-R8



Back again. White must stop ... B-KB5 and there is only one way.

26 RxB PxR
27 QxP R-R4
28 K-B1 P-QN3
29 Q-Q4 Q-K2
30 Q-N4 K-R1

Consolidating his position, Spassky now begins a clever de-nouement.

31 P-R4

R-K1!

Threatens mate in 3.

32 N-K4 P-N6!
33 PxP BxN
34 BxB Q-B4ch

Control of the seventh rank is decisive.

35 B-B2 Q-K6ch
36 K-N2 Q-K4ch

If now 37 N-B3 R-R7ch? does not work but ... R-B4 wins.

37 K-B1 R-R7!
38 B-K4 Q-N7ch
39 K-Q1 R-Q1ch

WHITE RESIGNS

GAME 23

The two leading experts on the King's Gambit dispute the opening on the Leningrader's home grounds. The result is perhaps the most brilliant King's Gambit since the first decades of the century.

28th USSR Championship (1959) Leningrad KING'S GAMBIT

<i>Spassky</i>	<i>Bronstein</i>
1 P-K4	P-K4
2 P-KB4	PxP
3 N-KB3	P-Q4

The most popular of the modern systems of accepting the gambit. Botvinnik made this line famous by playing it successfully versus this same Bronstein in their 1952 Soviet championship game.

4 PxP B-Q3

Bronstein probably fears the move 9 N-B3! after 4 ... N-KB3 5 B-N5ch P-B3 6 PxP PxP 7 B-B4 N-Q4 8 0-0 B-Q3, which improves over 9 P-Q4 as in the Botvinnik line because of the handy Queen or Rook check on K1.

The strength of this line was seen in Spassky-Zacharov in this tournament, which went 9 N-B3 B-K3 10 N-K4! B-K2 11 B-N3 0-0 12 P-Q4, N-Q2 13 Q-K2 P-N4 14 P-B4 N(4)-N3 15 P-KR4 P-KR3 16 KNxP BxN 17 BxP with a very strong attack.

5 N-B3 N-K2

White could have tried 5 P-Q4 and P-B4 with a pawn phalanx. Black sees he cannot eliminate the QP so he seeks KB3 for his QN.

6 P-Q4	0-0
7 B-Q3	N-Q2
8 0-0	P-KR3

Black avoids 8 ... N-KB3 because 9 N-KN5! P-KR3 10 KN-K4 centralizes White's game well.

9 N-K4	NxP
10 P-B4	N-K6
11 BxN	PxB
12 P-B5!	...

This expansion is sure to give White an edge in space and a powerful new diagonal (QR2-KN8).

12 ...	B-K2
13 B-B2	...

Problem solvers will recognize the theme.

13 ... R-K1

Faced with Q-Q3 Black must clear a square for the Knight so it can protect KR2.

14 Q-Q3	P-K7
---------	------

Black is buying time with his useless KP but ends up purchasing a Rook at great cost. His problem is that he can't cover KB2 and KR2 at once e.g. 14 ... N-B1 15 B-N3 with N-K5 next.

15 N-Q6!?! ...



One of the deepest sacrifices this side of the Evergreen game. While 15 QxP would give up two big tempi, 15 R-B2 would allow time for ... N-B1-N3 or even 15 ... P-B4 16 N-N3 NxP?!

An analysis by Teschner and one by Panov runs ... BxN 16 PxR PxR(Q)ch 17 RxQ PxP (now Black has a flight square at K2) 18 Q-R7ch K-B1 19 Q-R8ch K-K2 20 R-K1ch N-K4 21 QxNP R-KN1 22 QxP, Q-N3 23 K-R1 B-K3! 24 PxN P-Q4. White has a pawn for the Exchange and seems to have adequate chances with 25 B-R4 threatening a Queen check, for example.

Why didn't Bronstein go in for this line? As Stein once said in a similar situation, "I am not a calculating machine." Simpler tries at refutation are not conclusive: e.g. ... N-B3 on move 15 leads to 16 NxBP! as in the game.

15 ...	N-B1
16 NxBP	PxR(Q)ch
17 RxQ	B-B4

Not a pleasant choice for Black to make. Of course, 17 ... KxN leads to mate by 18 N-N5ch, but even prettier is 18 N-K5ch K-N1 19 Q-R7ch! NxQ 20 B-N3ch and N-N6 mate. Another try is to block the key diagonal by 17 ... Q-Q4 18 B-N3 QxB 19 QxQ B-K3, since after the smoke has lifted Black will have a Rook and two pieces for a Queen. But with 20 NxPch PxN 21 Q-K3 or QxP White stands better.

18 QxB	Q-Q2
19 Q-B4	...

With almost equal material and strong threats, White is winding up the point.

19 ...	B-B3
20 N(3)-K5	Q-K2
21 B-N3!	BxN

Leads to an immediate decision but 21 ... N-K3 22 NxPch was equally hopeless.

Four years later this position was paid an odd compliment when it appeared as the game "Kronstein vs. McAdams" in one of the early scenes of the James Bond movie, *From Russia With Love*. A distinction few chess games have ever achieved!

22 NxPch	K-R2
23 Q-K4ch	

Coming up is RxN.

**BLACK (and McAdams)
RESIGNED**

GAME 24

A game for the students of positional maneuver (see moves 14 ... Q-N1 17 ... B-Q1 20 ... B-K1 and 33 ... B-Q1), and one quite different from the earlier game with *gospodin* Reshko (game no. 21).

Semifinals 28th USSR Championship Rostov-on-Don 1960 ENGLISH OPENING

<i>Reshko</i>	<i>Spassky</i>
1 P-QB4	P-K4
2 N-QB3	N-KB3
3 P-KN3	P-B3
4 N-B3	P-Q3

On his more adventurous days Spassky plays 4 ... P-K5 5 N-Q4 P-Q4 6 PxP PxP 7 B-N2 N-B3 with play similar to his favorite Tarrasch defense to the Q.G.D.

5 B-N2	QN-Q2
6 0-0	B-K2

Spassky often employed this more conservative old Indian formation with success.

7 P-K4	0-0
8 P-Q4	P-QR3
9 P-Q5	...

White is too easily provoked. The position grants Black only minor chances if the center is fluid (e.g. after ... PxP), when his KB would be better off fianchettoed as in regular Indian lines. Therefore, White would be advised to continue 9 P-KR3 and B-K3.

9 ...	PxP
10 BPxP	P-QN4

Black now obtains a major piece of the Queenside action and his development is smooth.

11 P-QR3	N-B4
12 N-K1	B-Q2
13 N-Q3	NxN
14 QxN	Q-N1!

This is much stronger than 14 ... Q-B2 for two reasons: (a) he can follow with ... R-QB1 without being challenged by White's R-QB1, which would expose the Queen to danger; (b) he can bring the temporarily bad KB to new scope by ... B-Q1-N3.

Also to be considered is the possibility of ... P-N5 after the Queen move. To prevent this, White's next move seriously weakens his QB3 and QB4.

15 P-QN4	R-QB1
16 P-R3	R-B5!

A square from which he cannot be easily dislodged. Black has won the file.

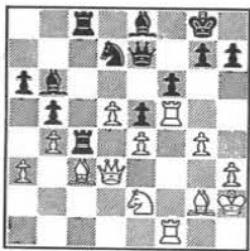
17 B-N2	B-Q1
18 N-K2	Q-R2!

Preparing to double on the file and on the diagonal. If White attempts to exchange Rooks now he will find his KB unprotectable.

19 K-R2 QR-B1
 20 B-QB3 B-K1!

Another instructive move. White intends to eliminate his liability on KB2 and try for a Kingside initiative by P-B4. To meet this, Black will play ... N-Q2 and ... P-KB3, which strengthens his stable positional edge and allows the QB scope on the Kingside.

21 P-B4 Q-K2
 22 PxP PxP
 23 R-B5 N-Q2
 24 QR-KB1 B-N3
 25 P-N4? P-B3!



White's progress is deceptive. His play along the KB file is illusory and, in fact, his last few moves allow Black to threaten to trap one of the Rooks with ... B-N3. A callow retreat beginning by R-QB1 and R(5)-B1 is very unpleasant, so Reshko plays *à la banque*.

26 P-N5?! B-N3
 27 PxP PxP
 28 R(5)-B3 RxKP!

Naturally ... BxP 29 R-N3ch B-N3 30 P-Q6 is not Black's idea of winning. In the present position 29 P-Q6 almost transposes into that line: 29 ... Q-B2 30 R-N3! winning; but 29 ... Q-N2! 30 R-N3 R-R5 holds the winning chances for Black.

29 Q-Q2 Q-Q3
 30 R-N3 R-R5
 31 Q-K1 QR-B5!

It is an odd game that you can double Rooks on the fifth. 32 RxBch was threatened.

32 B-Q2 K-R1
 33 K-R1 B-Q1!

Again the Bishop maneuver with two ideas: (a) to protect KB3, and (b) to vacate a square for ... N-N3 winning the QP.

34 R-QB3 N-N3
 35 RxR RxR
 36 N-N3 Q-Q2

He could take the QP but wants to keep the White Knight off KB5. Reshko has one last try.

37 B-R6 NxP
 38 QxP?!? R-R5!

Absolutely crushing. Black threatens both the Bishop and ... RxPch!

39 QxN RxPch
 40 K-N1 B-N3ch

Black will emerge the Exchange and two pawns up. So ...
 WHITE RESIGNS

GAME 25

For some reason Bronstein has been one of Spassky's easiest customers. Perhaps it is the superior skill of the younger man in playing simple positions as is the case here.

29th USSR Championship (1961) Moscow KING'S INDIAN DEFENSE

<i>Spassky</i>	<i>Bronstein</i>
1 P-Q4	N-KB3
2 N-KB3	P-KN3
3 P-KN3	B-N2
4 B-N2	0-0
5 0-0	P-Q3
6 N-B3	...

A very solid, surprisingly good yet rarely played line that was a favorite of Marshall's. Without the slight weakening of his Queenside by P-QB4, White can play for P-K4 and/or fianchetto the QB.

6 ... P-Q4

Bronstein is one of those stubborn players (Fischer is another) who insist on punishing what they feel to be inexact play, even if it means making unlikely moves.

This idea is reminiscent of Nimzovich's game with Vidmar (Carlsbad 1907) 1 N-KB3 P-Q4 2 P-Q3 N-QB3 3 P-Q4!?. However, the blocking of the QBP is an error only if P-K4 can not be achieved effectively. Here it can.

7 B-N5 P-B3
8 R-K1 N-K5

But this is too stubborn. After 8 ... QN-Q2 9 P-K4 PxP 10 NxP NxN 11 RxN N-B3 12 R-K1, White has a slight pull but no more. The coming central exchange must favor the more developed side.

9 NxN PxN
10 N-Q2 P-K6

Bronstein loves to make moves like this. Even so, he ignores his King's safety by exchanging the black-squared Bishops. Better was trading Queens after ... BxP. Now 11 PxP? fails to ... P-B3.

11 BxP BxP
12 BxB QxB
13 P-B3 Q-B4

Bringing the Queen home to Q1 or to KN2 to replace the missing Bishop is necessary.

14 N-K4 Q-N3

Last chance to bring the Queen to the defense of the only piece that is more important by ... Q-KR4.

15 Q-Q2! B-B4
16 N-N5 R-Q1
17 Q-B4 ...

Threats begin to appear when you are this far ahead in development. Now they are Q-R4 P-K4 and NxP.

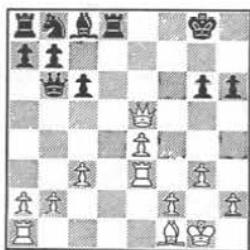
17 ... P-K4

Hoping for a miracle.

18 QxP P-KR3
 19 P-K4! B-B1
 20 NxBP! ...

This sacrifice might have been discounted by Bronstein, because right now there is only the White Queen engaged in the attack. But look.

20 ... KxN
 21 R-K3 K-N1
 22 B-B1! ...



One could even suggest that Spassky saw he would need QB4 free for a Bishop check when he played 6 N-B3 instead of 6 P-QB4. It's possible!

22 ... R-Q2
 23 Q-K8ch K-N2
 24 R-B3 Q-B4
 25 R-Q1! ...

The other point of 22 B-B1.

25 ... P-KR4
 26 RxRch NxR
 27 R-B7ch K-R3
 28 Q-R8ch K-N4
 29 P-R4ch RESIGNS

GAME 26

Spassky's artistry against the Caro-kann has contributed to a tremendous plus score versus that opening. But this poses the question: What answer is there to Spassky's first move?

Mar del Plata 1960
CARO-KANN DEFENSE

<i>Spassky</i>	<i>Foguelman</i>
1 P-K4	P-QB3
2 P-Q4	P-Q4
3 N-QB3	PxP
4 NxP	B-B4
5 N-N3	B-N3
6 P-KR4	...

This move forces ... P-KR3 (advancing the KRP two boxes would endanger it after B-K2 and K-B1!, preventing ... Q-R4 with check).

At the Amsterdam Interzonal four years later, these same two players met again and White (Spassky) played 6 B-QB4 N-B3 7 KN-K2 P-K3 8 P-KR4 to arrive at the present game by transposition. Black played 8 ... N-R4 and ran into trouble after 9 NxN BxN 10 P-KB3 P-KR3 11 N-B4 B-Q3 (on 12 NxN Q-R4ch)

12 Q-K2 BxN 13 BxB N-Q2 (taking the QP is met by B-K5)
 14 P-KN4 B-N3 15 0-0-0 Q-B3 16 B-Q6 0-0-0 17 B-QN3 P-KR4
 18 Q-K3! (aiming at the QRP) KR-N1 19 B-KB4! Q-K2 20 P-Q5!
 N-B4 21 P-Q6 Black Resigns.

6 ...	P-KR3
7 KN-K2	N-KB3
8 N-B4	B-R2
9 B-B4	P-K4

An attempt to refute White's setup. At the time this game was played, 9 ... P-K3 was thought to give White good attacking chances, as seen in the first Tal-Botvinnik match. The point of the text is 10 PxP QxQch 11 KxQ N-N5.

10 Q-K2! ...

Launching a fine gambit which would probably be unsound if the Black KP was on K3.

10 ...	QxP
11 0-0	P-QN4

More optimistic than he can afford. Black does not have an easy game after 11 ... QN-Q2, but his chances should not be minimized.

12 B-N3	B-QB4
---------	-------

To meet 13 R-Q1 with QxPch.

13 B-K3	Q-Q3
14 KR-Q1	Q-K2
15 BxB	QxB
16 N(4)-R5!	...

Exposing Black's woeful lack of development. A good alternative was 16 N-Q3 BxN 17 RxR followed by doubling on the file and N-B5.

16 ...	NxN
17 NxN	0-0
18 Q-N4	P-N3

Forced because ... B-N3 is met by QxB.

19 R-Q3 P-R4

The only way to bring the QR into play is via R2. If the Knight goes to R3 White follows with N-B6ch-Q7.

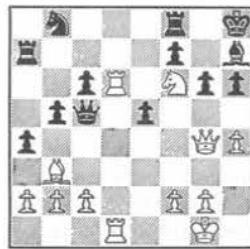
20 QR-Q1! R-R2

Foguelman sees that 20 ... P-R5 21 BxPch KxB 22 R-Q7ch is a mating attack: 22 ... NxR 23 RxNch K-N1 23 R-N7ch K-R1 24 RxBch! and the Queen mates on N7. No better is 21 ... RxR 22 R-Q8ch R-B1 23 Q-K6ch K-R1 24 Q-B6ch.

21 R-Q6! K-R1

The threat was RxPch.

22 N-B6 P-R5



Black has made exactly two non-forced moves in the last ten, both with this pawn.

23 NxR! PxR

This capture is necessary, as taking the Knight fails to 24 BxP.

24 NxR PxP

Apparently winning a tempo (à la Spassky-Bronstein) and probably a Rook.

25 NxPch! PxN
26 R-Q8ch K-N2?

A remarkable blunder. He must play 26 ... K-R2 and White remains on top with 27 R-QB1, Q-N3 28 Q-B8.

27 R-N8ch! KxR
28 QxPch R-N2

On 28 ... K-B1 29 R-Q8ch K-K2 30 R-K8ch and wins.

29 R-Q8ch Q-B1
30 RxQch KxR
31 QxP(2) ...

Whew! Without this pawn (hanging like the Damoclean sword) Black loses easily.

31 ... K-N1
32 Q-QB5 RESIGNS

GAME 27

Student Olympiade 1961 Marianske Lazne
SICILIAN DEFENSE

Spassky
(USSR)
1 P-K4
2 N-KB3

Ciric
(Yugoslavia)
P-QB4
N-KB3

The sharp Nimzovich line with which Larsen (unsuccessfully) surprised Cligorić at Zurich, 1958. It became suddenly popular with tactical players and analysts but disappeared from play after a few years. This game was played in its heyday. Now if 3 N-B3 N-B3 4 P-Q4 P-Q4?

3 P-K5 N-Q4
4 N-B3 P-K3

Unlike the comparable position in the Alekhine, if Black exchanged Knights White would recapture with the QP, exerting pressure on the file and perhaps delaying ... P-Q3.

5 NxN ...

Boleslavsky gives a positional treatment in his book on the Sicilian: 5 N-K4 N-QB3 6 P-B4 N-N3 7 P-QN3 B-K2 8 B-N2 0-0

9 B-K2, but after 9 ... P-B3 10 PxP PxP 11 0-0, Black establishes a firm central game with ... P-K4!

5 ... PxN
6 P-Q4 N-B3

This is the gambit Larsen introduced to replace the older line 6 ... P-Q3 7 B-N5 (7 B-N5ch, N-B3 8 0-0 B-K2 9 P-B4 PxBP 10 P-Q5 P-QR3 11 B-R4 P-QN4 12 PxN PxB 13 PxP QxP 14 QxP 0-0 is better than its reputation, e.g. 15 R-Q1 Q-B2 16 QxBP QxPB or 16 B-K3 B-N5) Q-R4ch 8 P-B3 BPxP 9 B-Q3 PxBP 10 0-0 N-B3 (improving over Winter's 10 ... PxNP vs. Keres) 11 R-K1 B-K3 12 PxBP PxP 13 NxP NxN 14 RxN B-Q3 and now 15 RxBch PxR 16 Q-R5ch P-N3 remains unclear.

7 PxP BxP
8 QxP! Q-N3

Even more daring is 8 ... P-Q3, but it likely transposes in many lines. In these variations White's King is remarkably safe.

9 B-QB4 BxPch
10 K-K2 0-0
11 R-B1 ...

The demise of this line can be attributed to the discovery of 11 R-Q1! after which Black's brief attack (11 ... N-N5 12 Q-K4 P-Q4 13 PxP e.p., B-Q2 14 B-KN5!) is over.

11 ... B-B4
12 N-N5 NxP?!

So far, so book—but Black's last move begins an attempt to strengthen the faltering initiative with a piece offering. On the usual 12 ... N-Q5ch 13 K-Q1! N-K3 14 P-B3! P-Q3 15 P-QN4 White is supposed to obtain an edge on 15 ... BxP, but Sherwin's move 15 ... B-N8! may be adequate.

The sacrifice Cirić played is not new. It was successfully used by the Mongolian star Miagmarsuren against Spiridonov in the 1960 Student Olympiade. This year in Marienbad (the old name for Mariánské Lazne) Spassky found an improvement over the

board that refutes the sacrifice outright. It is much better than the simple 13 NxP NxN 14 RxN Q-K3ch which affords White a small endgame edge.

13 QxN P-Q4
14 QxP! ...



Removes the Queen from the dangerous file and keeps the Bishop on the QR6-KB1 diagonal. In the Spiridonov game, White played 14 BxP B-N5ch 15 K-Q2 QR-Q1 16 NxP Q-R4ch 17 K-Q3 Q-R3ch 18 P-B4 B-K3!! 19 NxR RxN 20 P-QN3 BxP and White soon lost.

Spassky wrote that after 14 BxP B-N5ch he considered every move but K-Q2. Returning some material by 15 R-B3 Q-N4ch 16 P-B4 again leads to that ... QR-K1! move, which, by the way, can also answer 15 K-Q3. But the text wins in a few moves.

14 ... R-K1ch

Here on the Bishop check he can reply 15 R-B3 and the White KB rests on the vital diagonal.

15 K-B3 Q-B3ch

Hoping for 16 B-B4 R-K6ch.

16 K-N3 B-Q3ch
17 R-B4 ...

Again the only move, but suddenly Black has nothing. He forces White into an attractive Queen sacrifice that leaves him hopeless.

17 ... B-K3
18 NxN RxN
19 QxB! ...

Actually, this is quite obvious to first-rate players but never ceases to confound anyone below that level. The rest is easy.

19 ... Q-N3ch
20 R-N4 R-K6ch
21 BxR QxQch
22 K-B2 R-K1
23 R-B4 R-K2
24 B-N3 ...

Once White consolidates his position and gets his King safely away, his material advantage must tell.

24 ... Q-K4
25 R-K1 P-KN4

Taking the NP loses to 26 B-Q4.

26 R-B3 K-N2
27 R-Q1 P-B3
28 K-N1 P-N5

A blunder, but it was hard to stop White's next move.

29 B-Q4 RESIGNS

GAME 28

East German champion Zinn makes a surprisingly early blunder that could be called a losing move—on the fifth turn!

Student Olympiade 1961 Marianske Lazne
CATALAN SYSTEM

Spassky (USSR)	Zinn (German Democratic Republic or East Germany)
1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-KB3	P-K3
4 P-KN3	PxP

A slight error which, together with his horrible next move, gravely commits Black to a constricted game.

This pawn capture is often useful in Catalan positions because it allows Black to meet the Q-R4chxP maneuver with ... B-Q2-B3 solving both of his main problems: (1) posting his QB, and (2) protecting his Queenside against White's KB.

5 B-N2 P-QN4?

Positional surrender. Had Black held the center and aimed at a timely ... P-QB4 he would be free of the muddled Queen-side he gets now.

6 0-0	B-N2
7 P-N3!	...

A very fine positional sacrifice which offers him strong pressure against the now-exposed QNP and backward QBP. The offer must be made before he plays N-B3 which Black can answer ... P-N5.

7 ...	PxP
8 QxP	N-B3
9 N-B3	B-K2
10 N-K5!	...

Another strong move which threatens NxNP. The obvious attack on the flank by P-QR4 achieves little after ... P-QR3. The full point of this move is realized in 10 ... QxP 11 NxNP! and 11 ... QxN 12 B-B4.

10 ...	P-QR3
11 B-K3	0-0
12 N-K4	N-Q4
13 KR-B1	P-QR4

Black is looking for a way to protect the QBP and free the QN (perhaps he plans ... R-R3!?), but he seems to be swimming. Immediately, 13 ... Q-N3, preventing 14 B-Q2 or 14 Q-N2, would be better.

14 B-Q2	Q-N3
15 Q-N2!	...

Very deep. With Black's pieces asleep on the Queen flank, White aims at N-B5. Black will eventually be forced to capture it with the Bishop allowing PxP. This grants White strong play on the Queen file, an outpost on Q6 and chances on the long diagonal he now occupies.

15 ...	R-B1
16 N-B5	R-R2

Simpler is 16 ... BxN.

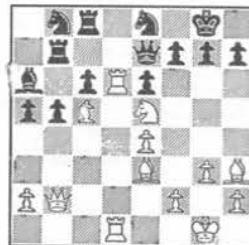
17 P-K4	N-B3
18 B-K3!	...

Threatens P-Q5 (with a discovery on the Queen to follow) and vacates the Queen file.

18 ...	BxN
19 PxP	Q-B2
20 R-Q1	N-K1

That Spassky wins this game is not remarkable, as Zinn is playing without three pieces. Even here, developing the Knight on QR3 is denied him by 21 B-N5 NxBP 22 BxN PxP 23 N-N4, or 21 ... Q-K2 22 N-Q7! Now White aims at Black's two weak points —K6 and KB7.

21 B-R3	Q-K2
22 R-Q6!	B-R3
23 QR-Q1	R-N2



24 NxKBP!! ...

Once you realize that KB7 is the key target, the preparation for and completion of this sacrifice is almost routine. On 24 ... NxR 25 NxN R-Q1 26 Q-K5, threatening QxPch and B-N5 is a

winning line, but 25 RxN may be almost as good, e.g. 25 ... R-B1
26 B-N5 Q-B2 27 N-Q8.

24 ...	KxN
25 BxPch	QxB
26 RxQ	KxR
27 Q-N3ch	K-K2
28 Q-N8!	...

Given some time (it might take about ten moves), Black's material might mean something in this game. But the entrance of the Queen and one more sacrifice give Zinn no chance. The current threat is B-N5ch.

28 ...	P-R3
29 R-Q6!	NxR
30 PxNch	K-Q2

The rest of the game is simple.

31 QxPch	KxP
32 QxPch	K-Q2
33 Q-N7ch	K-Q3
34 Q-B6ch	K-B2
35 Q-K5ch	K-Q2
36 Q-B5ch	K-B2
37 B-B4ch	K-N3

A quick mate follows 37 ... K-Q1 38 Q-B8ch K-Q2 39 Q-B7ch.

38 QxR	K-R2
39 P-K5	RESIGNS

GAME 29

An excellent textbook example of Knight versus bad Bishop strategy.

29th USSR Championship, Baku 1961 KING'S INDIAN DEFENSE

Savon	Spassky
1 N-KB3	P-Q4
2 P-KN3	P-QB4
3 B-N2	N-QB3
4 0-0	...

A reversed Gruenfeld by 4 P-Q4 is also good.

4 ...	P-K4
5 P-Q3	P-B3

Spassky chooses a reversed variation of the Saemisch attack. Savon plays a dubious line that has done quite poorly with colors reversed and avoids 6 P-B4, a move that Black must exert himself (with ... P-QN3 or ... QN-Q2) to achieve in the normal Saemisch.

6 P-K4	P-Q5
7 N-R4	B-K3

White's plan of holding the Queenside closed and working up Kingside play has not worked out well. An idea that deserved attention was 7 KN-Q2 B-K3 8 B-R3! to eliminate his bad Bishop tactically.

8 P-KB4	Q-Q2
9 N-Q2	0-0
10 P-R4	B-Q3
11 N-B4	B-QB2

This was not to prevent NxBch because Black would gladly exchange his bad KB for a Knight. Rather he seeks to bring it into action at QR4. Note that White has done little (10 P-QR3 might have been better than P-QR4) to alter Black's spatial edge on the Queenside.

12 B-Q2	KN-K2
13 P-B5?	...

A serious positional mistake that makes his bad Bishop worse and, in transferring the attack on the base of the pawn chain from K5 to KB6, slows up his counterplay greatly. A good plan was N-B3 intending 14 PxP PxP 15 N-N5 B-N5 16 B-B3, again attempting to exchange his bad Bishop.

13 ...	BxN!
14 PxP	B-R4!

This forces the exchange of Bishops, leaving Savon with a problem piece on KN2. 15 B-B1 is met by ... P-Q6 and White is unprepared for the opened lines.

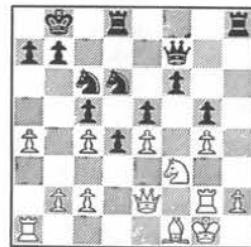
15 R-B2	BxB
16 RxB	K-N1
17 Q-B3	Q-B2
18 B-B1	N-B1

Black prepares to meet White's P-KN4-5 by bringing pressure on KB4 so that ... P-KN3 will be good.

19 P-KN4	N-Q3
20 R-N2	Q-B2
21 Q-K2	P-KN3!

This halts White's plan and creates a new crisis. Often in Spassky's games his adversaries, when confronted with positional rebuff, become desperate. Instead of correct waiting tactics they open up the game to Spassky's pieces, as Savon does here.

22 PxP?	PxP
23 N-B3	P-KN4!



Winning the KB5 square as an outpost. Once he occupies it the game is almost decided, since the strong Knight and open KR file give him murderous pressure. Black's KBP can be called a weakness only if it can be attacked.

24 R-B2	Q-K3
25 N-K1	R-R3
26 P-N3	Q-K2
27 N-Q3	N-K1!

The fastest way to get a Knight to KB5 would be N-Q1-K3, but it would be exchanged as soon as it reaches the key point.

28 B-N2	N-B2
29 R-K1	N-K3

30 R-B5?! QR-R1
31 P-R3 N-N5!

Securing KB5 for his brother.

32 R(1)-KB1 NxN
33 QxN N-B5

Even if White had not trapped his own Rook on B5, it is easy to see that Black has a winning advantage. The rest is simple.

34 R(1)xN NPxR
35 K-B2 Q-QB2
36 Q-Q2 R-N1
37 K-K2 R-N4!
38 RxR PxR
39 K-B3 Q-N3
40 B-B1 Q-N5!

Once Queens go off, all Black requires for victory is an invasion route for the King. He creates that cleverly.

41 QxQ PxQ
42 K-N2 P-Q6!

Perfect timing.

43 BxP K-B2
44 B-B1 K-Q3

Seeing that the Black King soon reaches QB6, WHITE RESIGNS.

GAME 30

Sharp opening play grants Spassky little middlegame advantage against Polugaevsky's excellent defense, so he wins a beautiful composition-like ending.

29th USSR Championship Baku 1961
QUEEN'S INDIAN DEFENSE

Spassky	Polugaevsky
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-QN3
4 N-B3	B-N2
5 B-N5	B-N5

Spassky prefers the complications of this line to the early trades of the counter-fianchetto in the Queen's Indian.

6 P-K3	P-KR3
7 B-R4	P-KN4
8 B-N3	N-K5
9 Q-B2	BxNch
10 PxB	P-Q3
11 B-Q3	NxB

A double-edge position is reached after a series of normal moves.

At move 7 Black could have played the more modest ... BxNch 8 PxP P-Q3 9 B-Q3 QN-Q2 followed by the arresting idea of ... Q-K2 and castling long. For this reason 6 Q-B2 is more exact and would transpose into the game line.

Black's last move is the safer alternative to 11 ... P-KB4 12 P-Q5! PxP 13 PxP BxP, which leads to problems after 14 N-Q4 Q-B3 15 P-B3 NxB 16 PxN N-Q2 17 BxP N-B4 18 0-0-0. A game, Spassky-Golmaya from Havana, 1962, came to a quick result after 18 ... P-R3 19 P-K4 B-N2 20 P-KB4 K-B1 21 P-K5! PxP 22 PxP QxP 23 KR-B1 K-N2 24 QR-K1 Q-Q3 25 B-K6! resigns.

One further suggestion is 11 P-B5! N-Q2 (if 11 ... QPxP 12 B-N5ch or 11 ... NPxP 12 R-QN1) 12 B-N5 as Spassky tried against Matanovic at Majorca, 1968.

12 BPxN!?

...

Realizing that the key weakness in Black's Kingside lies at KB7 and not KR6, Spassky tries out a new idea.

12 ... P-N5
13 N-R4 Q-N4
14 0-0! ...

This sacrifice suggests itself. Anything else allows Black time for castling long.

14 ... QxPch
15 K-R1 N-Q2!

The beginning of a very deep defense. Now if 16 QR-K1 Q-N4 and the Rook is misplaced on K1.

16 R-B4! R-KN1
17 QR-KB1 0-0-0!

The real threat was 18 Q-Q1 and R-K1 with a snare of the Queen. Now this idea fails to 18 ... N-K4! 19 PxN PxP and the Bishop on Q3 falls. White tries to keep the trap "on" with his next.

18 R(1)-B2

Q-K8ch!

Again a witty defense. White would meet 18 ... N-K4 with 19 B-B1! but now B-B1 is weak as 19 ... P-K4 20 R-K2 and the Black Queen can hide on QR8!

19 R-B1 Q-K6
20 RxBP QR-B1
21 Q-K2! ...

Spassky visualizes that in the ending he will have a Kingside majority, targets to work on and the more active pieces. In contrast, Black's active Queen makes the middlegame barren.

21 ... QxQ
22 BxQ P-KR4
23 K-N1 B-K5
24 RxRch NxR

Actually forced because the minor piece ending is very bad after 24 ... RxR 25 RxRch NxR 26 P-KR3. Black's King is too far away.

25 K-B2! N-N3

Exchanging the White Knight on R4 is not as good as it looks. 26 ... N-Q2 is better.

26 K-K3 B-B3
27 R-B6 ...

The sixth rank is more important here than the seventh. If the Knight were on Q2 White would not have much: 27 B-B7 K-Q1 28 R-R7 N-B3.

27 ... NxN
28 PxN P-N6!

Polugaevsky still defends well.

29 PxP RxPch
30 K-B4 RxNP
31 BxP RxP

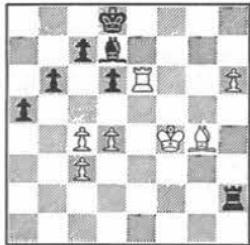
32 RxP P-R4
33 B-N4 K-Q1

This move creates problems, oddly enough: the key to victory often lies in the tactical vulnerability of the Black King. On 33 ... K-N2 White must try to win with his pawn, but it is doubtful. For example, 34 P-R5 P-R5 35 P-R6 R-R7 36 P-Q5 B-Q2 37 R-K2 R-R5 or 35 ... P-R6.

34 P-R5 R-R7

And this one is surely an error. On the simpler 34 ... B-Q2 35 R-K3 BxB 36 KxB R-R7 Black is saved because 37 R-R3 would be a blunder.

35 P-R6 B-Q2



After the pawn race begins with 35 ... P-R5 Black comes in second: 36 K-N3 R-R8 37 B-R3! R-N8ch 38 K-B4 R-N1 39 P-R7 R-R1 40 B-B5 wins easily.

36 K-N3!! ...

Wins by a hair in all lines, the simplest being 36 ... BxR 37 KxR B-N1 38 B-B5! P-R5 39 P-R7 BxRP 40 BxB P-R6 41 B-N1.

36 ... R-R8
37 B-B3! R-N8ch
38 B-N2! ...

Now the right squares are covered and the KRP must reach the eighth.

38 ...	R-QB8
39 P-R7	RxPch
40 K-R2	BxR
41 P-R8(Q)ch	K-K2
42 P-Q5	RESIGNS

GAME 31

Spassky has a faculty for injecting positional ideas into attacking lines and vice versa. Here he chooses a line favored by Petrosian and Trifunovic, leaders of the quiet game, to devastate an opponent in 25 moves.

29th USSR Championship Baku 1961 TORRE ATTACK

<i>Spassky</i>	<i>Osnos</i>
1 P-Q4	N-KB3
2 N-KB3	P-K3
3 B-N5	P-B4
4 P-K3	Q-N3

This is the move that has turned Torre's line sour over the past few decades. White has his choice of a doubtful pawn sacrifice or the super-passive 5 Q-B1.

One memorable fiasco involving the first idea was Bisguier-Sherwin, 1955, which continued: 5 N-B3 QxP 6 N-N5 Q-N5ch 7 P-B3 Q-R4 8 N-Q2 P-QR3!! after which Black won 3 pieces for the Queen: 9 N-B4 QxN 10 N-Q6ch BxN 11 BxQ PxP.

5 QN-Q2 QxP

If Black does not accept the sacrifice he will find his pieces misplaced and will still be subject to attack—5 ... P-Q4 6 BxN PxP 7 P-B4! PxQP 8 KPxP PxP 9 BxP N-B3 10 0-0 B-Q2 11 P-Q5!, as Spassky played vs. Zaitsev in the Soviet Championship a year later.

6 B-Q3

PxP

There is no reason to open White's half of the King file. 6 ... N-B3 or ... P-Q4 are OK.

7 PxP

Q-B6

8 0-0

P-Q4

9 R-K1

...

Spassky does not hurry his attack nor does he seek weaknesses (e.g. 9 BxN) that he cannot immediately exploit. Now Black should begin to bring his pieces out (9 ... N-B3 and 10 ... N-QN5).

9 ...

B-K2

10 R-K3

Q-B2

11 N-K5

...

"The master places his Knight on K5 and mate follows naturally"—Tartakover.

11 ...

N-B3

12 P-QB3

NxN

With ... N-N5 prevented Black is stuck for a continuation. Castling short is suicide after R-R3, so Black seeks to eliminate the strong Knight as preparation for ... 0-0-0.

13 PxN

N-N1

14 N-B3

P-KR3

15 B-KB4

B-Q2

16 N-Q4

B-KN4!

Despite the retreat ... N-N1 Black is holding his own with great skill. An easy way to lose would have been 16 ... QxP 17 NxP!

17 BxB
18 Q-N4

PxB
QxP

This is really a good idea although it is easy to condemn. The Queen prepares to defend the Kingside and forces a slight pause in White's advance.

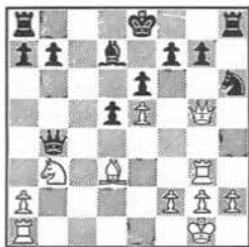
19 N-N3
20 QxP

N-R3
Q-N5

Now 21 QxP allows Black to castle.

21 R-N3

...



A new challenge confronts Osnos. On ... Q-K2 White has the tricky 22 QxP 0-0-0 23 R-B1ch K-N1 24 R-R3 QR-N1 25 RxN!

Aronin gives 21 ... P-KN3 as analytically safe (22 R-R3 Q-B1 23 Q-B6! R-B1 24 N-Q4 P-R3! But Osnos can hardly be blamed for failing to come to a conclusion about 25 BxNP. His choice is not bad, though.

21 ...
22 R-QB1

Q-B1
...

Now all White's pieces are poised for attack and all Black's for defense. There are no easy exchanges here by 22 ... R-B1 23 RxRch BxR 24 B-N5ch B-Q2 25 R-QB3! nor can he transpose into Aronin's line. Perhaps ... P-R3 is best.

22 ...
23 Q-K3!
24 N-B5!

P-B3
P-B4

...

Murderous. Black blunders rather than face 24 ... B-B1 25 B-N5ch K-Q1 (... K-B2 26 NxNP) 26 Q-N5ch.

24 ...
25 B-N6ch
26 Q-R3!

P-B5?
K-K2
RESIGNS

There is no defense to NxPch.

GAME 32

Mikenas never fails to make his games novel and many of his ideas are adopted by other masters who make them famous. Here an idea backfires.

Russian Team Championship 1962 NIMZO-INDIAN DEFENSE

Mikenas	Spassky
(Lithuania)	(Leningrad)
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 P-K3	P-QN3
5 Q-B3	...

An odd move played on occasion by Mikenas and Tolush, two players of pronounced originality. Presumably the idea is to bring the Queen to KN3.

5 ...	P-Q4
6 B-Q3	...

But this is too early. White should wait till Black commits his Bishop to N2 as in Kuzmin-Neikirch, Student Olympiade 1967,

where White played 6 B-Q2 B-N2 7 B-Q3 QN-Q2 8 PxP PxP 9 KN-K2.

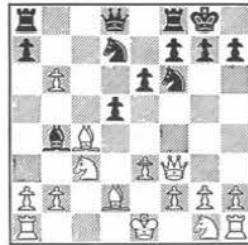
6 ... **B-R3!**

Mikenas never recovers from the loss of the initiative that follows this move. The meek 7 B-Q2 is an admission of guilt.

7 B-Q2 **P-B4**
8 PxP **QN-Q2!**

This breaks the counterpin on Black's QP and secures a lasting attack. Again 9 Q-K2 leaves him poorly placed after 9 ... N-K4

9 B-K2 **QBxP**
10 PxP **0-0**
11 BxB ...



But here he draws the line. If he continues to eat with 11 PxP N-K4 12 Q-N3 N-Q6ch 13 BxN BxN or 12 Q-B4 B-Q3, Black has a very good game, but he has that anyway.

11 ... **N-K4!**
12 Q-K2 **PxB**
13 N-B3 **N-Q6ch**
14 K-B1 **PxP**

At least after 11 PxP he would have a pawn or so for his bad game.

15 B-K1 **BxN!**

The simplest win is to bring the Knight to K5 and invade on the Queen file.

16 PxB N-K5
17 N-Q4 ...

Trying to build a house with P-KN3 loses the QBP after ... Q-B3. But try to find better.

17 ... P-K4
18 N-B2 Q-B3
19 P-B3 KR-Q1
20 K-N1 NxN

Now 21 PxN NxN 22 QxN R-Q6 is clearly hopeless. The only real alternative is 21 QxN R-Q7 22 N-N4 but Black must have a winning attack with 22 ... Q-N3 23 P-N3 N-N4.

21 NxN NxP
Not 21 ... R-Q7 22 QxP Q-R5 23 P-N3!
22 QxP P-K5!

The threats on the new diagonal are too much and even 23 K-B1 loses to ... N-Q4! Moving the QR loses to 23 ... QR-B1 and anything else drops the Exchange to a Knight check. So ... WHITE RESIGNS.

GAME 33

Spassky's first Olympiade showed him in fine form with several sparkling games, including this win over Darga, a relatively unknown but dangerous competitor.

Golden Sands (Varna Olympiade) 1962
SICILIAN DEFENSE

<i>Spassky</i> (USSR)	<i>Darga</i> (West Germany)
1 P-K4	P-QB4
2 N-KB3	N-QB3
3 P-Q4	PxP
4 NxP	P-K3

One of the early demonstrations of Taimanov's solid line which hypnotized KP players in the early sixties before settling down as a milder alternative to the Najdorf. At the Soviet Championship this year (Erevan, 1962) Spassky and Taimanov scored 7 points out of 10 with it.

5 N-QB3 Q-B2
6 B-K3 P-QR3

Spassky has chosen the simple moves that lead to a Kingside attacking formation. It was only later that new attempts at

counterplay forced players to try more sophisticated setups with White, such as the currently popular 5 N-N5 P-Q3 6 P-QB4.

7 P-QR3 ...

Vasiukov's move, a tempo-loser that allows White to place his pieces as he wishes without fear of ... B-N5 or ... P-QN4-5. Now on 7 ... N-B3 he can continue 8 P-B4 because ... NxN 9 BxN! QxP allows White strong play with P-KN3 and 11 P-K5.

7 ... P-QN4
8 B-K2 ...

The Bishop rarely works out well on Q3 (often allowing a major swap by ... NxN and ... B-B4), which is one reason Black can always transpose into the Scheveningen with a good game.

White does have a choice here and a further round of analysis has claimed that 8 NxN QxN 9 B-K2 B-N2 10 Q-Q4! gives him a plus.

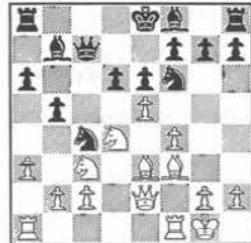
8 ... B-N2
9 P-B4 N-B3
10 B-B3 P-Q3

This position illustrates why the Taimanov has gained great popularity: Black is playing an old Scheveningen with his QB more actively developed and with greater Queenside counterplay because of the delay of ... B-K2.

11 0-0 N-QR4

This carries the above reasoning a bit too far. Often in old Sicilian lines Black can bring his QN to B5 before White has time for QR-Q1 (or K1) and B-QB1. Actually, here White can try 12 Q-K2 N-B5 13 QR-K1, with the intention of meeting 12 ... NxRP with 13 P-K5, and 12 ... NxNP with 13 N(4)xNP Q-R4 14 P-K5! But he can do better.

12 Q-K2 N-B5?
13 P-K5!! ...



A minor thunderbolt. Point No. 1: ... PxP loses simply to 14 N(4)xNP PxN 15 NxP as Black cannot protect both QB and QN. Point No. 2: on ... BxB 14 QxB N-Q4 White has a winning game with 15 NxN PxN 16 P-K6.

13 ... NxB
14 QxN PxP

Point No. 3: 14 ... N-Q2 (trying to keep the position closed) allows 15 PxP BxP 16 N(4)xNP!, the same theme as Point 1 except that this time it is Black's QB and KB.

15 PxP N-Q2

Again, going to Q4 is met by exchanging Knights and P-K6.

16 BxB QxB
17 Q-B4 N-N3

There are several answers to 17 ... N-B4 but Neishardt's 18 P-QN4 N-R5 19 NxN PxN 20 P-B4 looks best.

18 QR-Q1 N-R5

Anyway! Moves like this are made, even by grandmasters, when it is seen that any reasonable idea fails (for example, ... B-B4 19 N-K4 BxNch 20 RxB 0-0 21 N-B6ch!).

19 NxN PxN
20 K-R1! ...

A subtle prevention of checks that sets up the winning sacrifice on K6.

20 ... B-B4

20 ... R-R2 may deny the sacrifice but it is surely bad after, say, 21 Q-N4.

21 NxKP! PxN
22 QxPch Q-N4

The position is not much different after 22 ... K-K2 23 Q-R4ch K-K1 24 Q-KN4.

23 Q-KN4 Q-B3

An immediate win follows 23 ... R-KB1 24 QxPch, B-K2 25 RxRch KxR 26 P-B4 followed by a Rook check.

24 QxP R-KB1
25 RxRch BxR
26 QxP ...

Spassky has four pawns and one threat (Q-N6ch and R-Q6). The pawns may be stopped but not the threat.

26 ... R-B1
27 Q-N6ch RESIGNS

For 28 R-Q6 Q-B5 29 Q-R7ch forces the point home.

GAME 34

The deciding game in the US-USSR match and one of the best in this or any Olympiade.

Golden Sands (Varna Olympiade) 1962
KING'S INDIAN DEFENSE

<i>Spassky</i> (USSR)	<i>Evans</i> (USA)
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	B-N2
4 P-K4	P-Q3

An idea worth considering here is 4 ... P-B4 as after 5 P-Q5 P-Q3 White would not obtain much with the Saemisch setup nor a fianchetto. So he would play into a Benoni or Four Pawns variation.

5 P-B3 P-B3

An opening plan that was still very young at Varna and almost didn't survive this game. At first it was thought that by striking at the White center with ... P-QN4 and ... PxP, and then ...

P-Q4, Black could obtain the central play he is usually denied in the "Three-and-a-half Pawns variation."

Later, with improvements by Robert Byrne and others, it appeared that Black could maintain good play by delaying ... P-K4, developing his minor pieces and castling Queenside.

6 B-K3 P-QR3
7 Q-Q2 P-QN4
8 0-0-0 ...

Spassky continues in the traditional preparation for mate ("Castle long, advance the KRP, exchange off the QB with B-R6, and somewhere around KR8 you will find the mate"). This puts the novelty to a test. Only after it appeared that with 8 ... Q-R4 Black obtains either a secure haven for his King or dangerous threats on the QN file did it become necessary for QP players to come up with more positional treatments of the anti-Saemisch idea.

8 ... PxP
9 BxP 0-0

Here 9 ... B-K3 10 BxB PxB 11 N-R3 P-KR3 and ... K-B2 is playable but not very good. More exact might be 9 ... QN-Q2 10 KN-K2 N-N3 11 B-N3 B-K3 with good chances. The text is consistent with the plan for ... P-Q4.

10 P-KR4 P-Q4

And now 10 ... P-KR4, although loosening his Kingside looks like the best defense.

11 B-N3 PxP

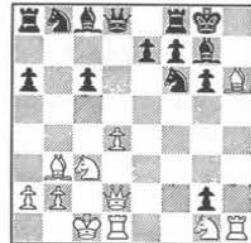
An unpleasant choice. If he sits and waits, White will play P-K5 and P-R5 and the mate is a matter of moves. The QP is destined for a glorious career because now 12 PxP B-N5 or ... N-N5 halts the attack. Spassky must give up all his Kingside pawns.

12 P-R5!

KPxP

The ugly-looking 12 ... PxRP may actually be a defense (13 B-R6 B-B4). But with 13 PxP White has an overwhelming game (P-K5).

13 RPxP RPxP
14 B-R6 PxP



He eats while he can. With 14 ... N-N5 15 BxB PxP he transposes into the game, but White may get even more with 15 PxP NxP 16 RxN!

15 R-R4! N-N5

It is clear that there is no other way (not even 15 ... B-R1 16 BxR QxB 17 QxP) to defend on the KR file.

16 BxB KxB
17 QxP! N-R3

Protecting the Knight loses in all lines: (A) ... N-K6 18 Q-R2 R-R1 19 RxR QxR 20 Q-K5ch; (B) ... N-B3 18 N-B3 R-R1 19 RxR QxR 20 R-R1 Q-Q1 21 N-K5; (C) ... P-KB4 18 N-B3 R-R1 19 RxR QxR 20 R-R1 Q-Q1 21 N-N5! with the neat threat of R-R7ch, and 21 ... K-B3 is met by 22 QxN! For best practical chances Black would have to play 17 ... R-R1 18 RxN BxR 19 QxB N-Q2.

18 N-B3 N-B4
19 R-R2 Q-Q3

Here 19 ... R-R1 would have lost outright to 20 BxP and 19 ... N-K6 is now just a joke.

20 N-K5 ...

Now the White pieces run all over.

20 ... N-Q2
21 N-K4 Q-B2
22 QR-R1 R-KN1

White can win in many ways now. Spassky (as usual) chooses the fastest, if not the simplest.

23 R-R7ch K-B1
24 RxPch K-K1
25 QxP! ...

Just to make the game memorable. After 25 RxN Black could hold on for only a few moves.

25 ... NxN
26 R-B8ch! RESIGNS

GAME 35

A real rock'em and sock'em slugfest that finishes nicely when Spassky returns material to win back the attack.

30th USSR Championship (Erevan, 1962)
QUEEN'S GAMBIT ACCEPTED

<i>Spassky</i>	<i>Mikenas</i>
1 P-Q4	P-Q4
2 P-QB4	PxP
3 N-KB3	N-KB3
4 P-K3	P-K3
5 BxP	P-B4
6 0-0	P-QR3
7 Q-K2	...

It's strange that Euwe's 7 B-N3 P-QN4 8 P-QR4 has never seen much exercise in master chess.

7 ...	P-QN4
8 B-N3	B-N2
9 R-Q1	QN-Q2
10 N-B3	...

Giving Black a choice of 5 reasonable continuations: ... Q-B2 or its refinement ... Q-N1, or ... B-K2 or its refinement ...

B-Q3, or the text. While the straightforward ... Q-B2 and ... B-K2 offer Black the lesser half of an equal game, the other three are suspect. The Queen move to N1 is answered by 11 P-KR3 (Barden) B-Q3 12 P-K4 PxP 13 RxP B-B4 14 R-Q1. The similar idea of 10 ... B-Q3 11 P-K4 PxP 12 RxP B-B4 13 R-Q3 N-N5 has been doubtful since Petrosian crushed Bertok (Stockholm, 1962) with 14 B-N5 Q-N3 15 N-Q5!

Mikenas relies on a line Keres used against Spassky in a fierce draw at the Amsterdam Candidates tournament in 1956. But as Petrosian prepared the Knight sacrifice cited above after losing to Keres in the line, Spassky also found improvements to meet an unwary successor to Keres.

10 ...	P-N5
11 N-QR4	Q-R4
12 B-Q2	...

The new move. Against Keres, Spassky tried 12 P-K4 BxP 13 N-K5 but Black found sufficient answers to White's attack after 13 ... P-B5. In view of what follows, Black should try 12 ... B-K2 to meet 13 P-QR3 with ... Q-N4! 14 QxQ PxQ 15 NxP NxN 16 PxN BxP.

12 ...	PxP
13 NxP	B-K2

Spassky's improvement is beginning to shine. Note that 13 ... P-K4 14 N-B2 B-B3 leads to a very strong attack after 15 Q-B4. With P-QR3 coming up, Mikenas decides to sacrifice the QNP rather than get tied up in its defense.

14 P-QR3	0-0
15 PxP	Q-KN4

On 15 ... BxP 16 NxP! wins.

16 P-B3	Q-KR4
---------	-------

The loss of the QNP may ultimately count but with ... P-K4-5 threatened Mikenas seems to stand well. His pieces are perfectly poised for the Kingside attack.

17 P-K4	B-Q3
18 P-N3	KR-Q1

Spassky later pointed out a tougher line: 18 ... B-K4 19 B-K3 (B-B3 is only slightly better), BxKPI? 20 P-N4 (taking the Bishop allows ... BxN) Q-R6 21 PxP NxNP with powerful threats afoot.

19 B-B3	N-K4
---------	------

Threat: 20 ... BxNP 21 BxB RxN

20 K-N2	...
---------	-----

He has had to make several concessions but it appears White's King is safe and he is ready to regain the initiative with N-N6-B4 or N-B5. In the face of this Mikenas gives the attack a new burst of energy. The fuel is a piece.

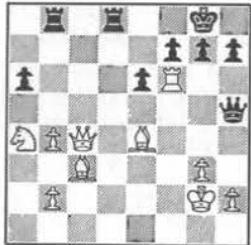
20 ...	NxBP?
21 NxN	NxP
22 R-Q4!	N-N4
23 R-KB1	...

To enter this line Spassky must have calculated 23 ... BxKNP 24 RxRch RxR 25 PxP Q-R6ch 26 K-N1 QxPch 27 Q-N2 and concluded that 27 ... QxQch 28 KxQ R-Q6 29 N-B5! (29 B-Q1 RxB/8) BxNch 30 K-B2! is a win for White. For this alone he deserves a point!

23 ...	NxN
24 RxN	B-K2

Black misses a tricky resource in 24 ... B-K4! 25 R-R4! (not 25 QxB? QxRch 26 K-R3 RxR 27 BxR P-B3) Q-B4, leaving Black a little better off than in the game.

25 R-K4!	QR-N1
26 B-B2	B-QB3
27 R-QB4	B-Q4
28 B-K4	BxR
29 QxB	B-B3
30 RxB!	...



The attack turns traitor. After this White's threats are far greater than Black's and his 3 small pieces outweigh the 2 Rooks.

- | | |
|----------|-------|
| 30 ... | PxR |
| 31 N-B5 | Q-Q8 |
| 32 B-Q3! | P-QR4 |
| 33 Q-K4 | Q-R4 |
| 34 Q-KB4 | PxP |
| 35 N-K4! | ... |

Suddenly there are four pieces aimed at the Black King. The handling of the counterattack has been perfectly timed.

- | | |
|---------|------|
| 35 ... | Q-Q4 |
| 36 B-B4 | PxB |

Surrender was justified since staying on the pin with 36 ... Q-B3 would fail to 37 BxP threatening 38 BxR RxR? 39 Q-N5ch. Spassky now finishes off with a few more sparkles.

- | | |
|------------|------|
| 37 BxQ | PxP |
| 38 NxPch | K-B1 |
| 39 N-Q7ch! | K-K1 |

A further point is revealed when you consider 39 ... K-K2 40 NxR! P-N8(Q) 41 Q-B7ch.

- | | |
|-----------|------|
| 40 N-K5! | RxB |
| 41 QxPch | K-Q1 |
| 42 N-B6ch | K-B1 |

- | | |
|-----------|------|
| 43 Q-K8ch | K-B2 |
| 44 QxRch | KxN |
| 45 QxP | ... |

And at this point Mikenas realized how much material he was down and RESIGNED.

GAME 36

31st USSR Championship 1963
KING'S GAMBIT

Spassky	Kholmov
1 P-K4	P-K4
2 P-KB4	PxP

Spassky-Matanović, Belgrade 1964, shows the modern treatment of 2. ... P-Q4, the Falkbeer Countergambit: 3 KPxP P-K5 4 P-Q3 N-KB3 5 PxP NxP 6 B-K3! Q-R5ch 7 P-N3 NxP 8 N-KB3 Q-K2 (8 ... Q-R3 9 PxN! QxR 10 Q-K2 and 11 QN-Q2 gives White more than an Exchange worthy of attack) 9 PxN QxBch 10 Q-K2 QxQch 11 BxQ B-KN5 12 N-B3 and White has a slight edge in the endgame.

3 N-KB3 B-K2

3 ... N-K2 intending both ... P-Q4 and ... N-N3 is a rarely-tried line that is better than its results have shown. After 4 B-B4 P-Q4 5 PxP NxP 6 0-0 B-K2, the recommended 7 BxN QxB 8 N-B3 Q-Q1 does not seem too dangerous for Black. Spassky-Averbakh, 22nd U.S.S.R. Championship 1955, went 7 P-Q4 P-QB3 8 N-B3 0-0 9 N-K5 B-K3 10 BxP P-B3 11 BxN! PxP 12 N-Q3 B-B2 13 Q-N4 K-R1 14 BxN! RxP 15 QR-K1 with the better game be-

cause of, rather than in spite of, the Two Knights versus the Two Bishops. After 15 ... R-K1 16 N-K5 R-KB1 17 NxBch RxN 18 Q-K6 K-N1 19 NxP White won quickly.

4 N-B3!

...

A major improvement, introduced by Spassky, over 4 B-B4 N-KB3 5 P-K5 N-N5 6 0-0 N-QB3 7 P-Q4 P-Q4! equalizing.

4 ...	N-KB3
5 P-K5	N-N5
6 P-Q4	N-K6

As usual, White need not fear 6 ... B-R5ch (7 K-K2 N-B7? 8 Q-K1). Black's move wins the Two Bishops and forces White to take time to regain his pawn. As game 23 shows, this is not necessarily bad for White.

7 BxN	PxB
8 B-B4	P-Q3
9 0-0	0-0
10 Q-Q3	N-B3

Black's game is structurally sound though a bit underdeveloped. If he can bring out his QB (... B-N5-R4-N3 is a good defensive plan to cover both KB7 and KR7) he has a good game.

11 PxP

PxP

This is hard to explain. Black has far more opportunities with the open Queen file than the open QB file. He doesn't need the pawn on Q3 to keep out N-K5. 11 ... BxP is the right move.

12 QR-K1	B-N5
13 RxP	K-R1

White has his pawn back and the recapture has come in the most useful way (developing the QR). But Black has already made two small errors. 13 ... K-R1 has weakened KB2 when it should have been strengthened by 13 ... B-R4. Perhaps Kholmov was disappointed to find that 13 ... BxN 14 R(3)xP B-B3 allows a very strong 15 RxP! PxR 16 N-Q5.

14 N-Q5 B-N4

Once more, 14... B-R4 is called for.

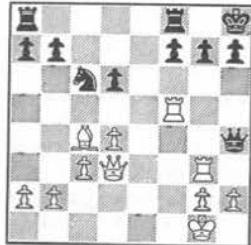
15 NxN QxN
16 R-N3! ...

White's five pieces are all poised for the kill. The only Black piece that can easily defend the Kingside is the errant QB that has just been pinned. The first threat is P-KR3.

16 ... Q-R4
17 N-K3 B-Q2
18 N-B5! ...

Once the QB is eliminated Black's KB7 and KR7 are sore points.

18 ... BxN
19 RxB Q-R5
20 P-B3 ...



By protecting his QP White threatens the KBP. How does Black cope with that? 20... P-B3 21 R-R3 Q-N5 allows mate in two with 22 RxPch. He doesn't want to play ... N-Q1 because it disconnects the Rooks.

20 ... Q-K2
21 R-K3 Q-Q2
22 R(3)-B3 ...

Again 22... P-B3 is too debilitating: 23 R-R5 P-KR3 24 Q-N6! with the problemsome threat of R(3)-R3 and RxPch (24... N-Q1 or 24... Q-K1 allows 25 RxPch immediately).

22 ... N-Q1
23 Q-K4! ...

Basically a simple move but virtually a crusher. White intends 24 Q-R4 and 25 R-R3. If Black answers 25 R-R3 with ... P-KR3, Spassky can win with either 26 R-KN5 threatening 27 QxPch, or 26 R-B6! Meanwhile, he stops 23... N-K3 because of 24 BxN.

23 ... P-KN3
24 Q-R4! ...

Anyway. On 24... PxR White mates in two. 24... QxR 25 RxQ PxR 26 Q-B6ch and 27 B-Q3 is also death. 24... N-K3 is best met by 25 R-B6 and 26 R-R3. That leaves 24... K-N2, the best try. White still triumphs with 25 Q-B6ch K-N1 26 R-R5! R-K1 (26... Q-K1 27 RxP Q-K8ch 28 B-B1) 27 RxP KxR 28 R-R3ch QxR 29 PxQ, as he will win a second pawn.

24 ... R-KN1
25 RxP RESIGNS

GAME 37

In this special tournament to choose the Russian entries in the Amsterdam Interzonal, Spassky not only took clear first but also played the best game.

Zonal Tournament, Moscow 1964
RUY LOPEZ

Geller	Spassky
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	P-Q3
5 0-0	B-N5

For a long time this was thought to be the simple refutation of White's fifth move, or at least the way to equalize easily. That was the view until Fischer's smashing success over Geller at Bled 1961 put this opening back on the charts. Later, analysis by Zhuravelyev in Tal's magazine, *Shakhmaty*, strengthened the defense. It appears the line is due a revival.

6 P-KR3 B-R4

Zhuravelyev's study was of the tricky 6 ... P-KR4 but the text is solid enough.

7 P-B3	N-B3
8 P-Q4	...

Now that Black has committed his KN to B3 and cannot support the KP with ... P-B3, it may be in order to try BxNch first. Another plan is to avoid P-Q4 altogether since ... B-KN5 has weakened White's control of Q4. In preference to these ideas, Geller offers a gambit.

8 ...	P-QN4
9 B-N3	B-K2

Spassky would rarely accept a pawn (by ... BxN and ... PxP) when he can get good counterplay with simple development. Now Geller tries to take advantage of his having an extra move over normal lines (not having played R-K1).

10 B-K3	0-0
11 QN-Q2	P-Q4?!

Now Black offers a gambit and threatens to take advantage of White's slightly congested pieces.

12 P-N4	B-N3
13 QPxP	...

Much better was 13 NxP NxN 14 PxN NxKP 15 P-KB4! when Black must play ... NxN.

13 ...	KNxKP
--------	-------

The difference here is that White's pieces remain congested and he lacks the sharp play afforded by P-B4-5. Black actually has a rather good position from the Open Defense in which White's Kingside is aerated.

14 N-N1?	...
----------	-----

And wins the QP. But it is not that simple and, in fact, this idea will cost Geller two tempi. The "simpler" 14 N-Q4 NxKP 15 P-KB4 is really quite complicated after ... P-QB4!

14 ...

Q-B1

If White takes the QP with his Bishop he will be pinned on the file. If he takes it with the Queen, Black replies ... N-R4 16 Q-Q1 R-Q1 and ... P-KR4 with a strong game.

15 N-Q4

NxKP

16 P-KB4

P-QB4

17 PxN

PxN

18 PxP

Q-Q2

19 N-Q2

...

Emerging exactly two tempi minus. Even worse would have been 19 N-B3 NxN leaving him with a weakling on QB3.

19 ...

P-B3

20 R-B1

K-R1

21 B-KB4

...

His last chance was 21 NxN and 22 B-QB2.

21 ...

PxP

22 BxKP

B-N4!



Out-Gellering Geller. White must accept the coming Queen sacrifice or lose the Exchange.

23 R-QB7

QxR!

24 BxQ

B-K6ch

25 K-N2

NxN

26 RxRch

RxR

White's King is much too vulnerable and Black has several threats, the simplest being the mate after 27 ... R-B7ch 28 K-N3 N-K5ch & B-N4.

27 BxP

R-B7ch

28 K-N3

N-B8ch

29 K-R4

P-R3!

A quiet move crowns the mating attack. The only way to cover the check on KN4 allows another.

30 B-Q8

R-B1!

And seeing that there is no answer to the threat of 31 ... B-B7ch, WHITE RESIGNS.

GAME 38

This is a miniature—Korchnoi, one of the five best players in the world, could have resigned at move 18. It was played in the next-to-last round and Spassky had the great psychological advantage of needing only a draw. Still, it looks like Grandmaster vs. Novice.

Soviet Zonal, Moscow 1964
QUEEN'S INDIAN DEFENSE

<i>Spassky</i>	<i>Korchnoi</i>
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-QN3
4 P-KN3	...

Willing to enter peaceful book variations with many pieces exchanged quickly and a draw pending, Spassky is looking for his first Interzonal invitation since Goteborg 1955.

4 ...	B-N2
5 B-N2	B-K2
6 0-0	0-0
7 N-B3	P-Q4

But Korchnoi needs a full point in each of his last two games and he must take risks. Black voluntarily closes his end of the long diagonal. Often, this move is played with the idea of ... P-QB3, ... QN-Q2 and ... N-K5. In the Dutch-like position that results Black has a cramped game but that is his only problem.

8 PxP

PxP?!

It's easy to criticize this. General principles dictate that Black should seek exchanges and this policy could be followed here by playing 8 ... NxP 9 NxN PxN or ... BxN.

9 N-K5

Q-B1

The Queen is headed for K3 where it supports Q4 and pressures the advanced White Knight after ... QN-Q2.

10 B-N5

Q-K3

11 R-B1

...

And now 11 ... P-B3 12 N-Q3 QN-Q2 13 P-QN4 offers White a ready-made minority attack. By P-QN5 he can undermine the center and work on the open lines.

11 ...

P-B4?



A strategic plan known as "asking for it." Black is not prepared to justify the opening up of the game. With this move he throws away all possible pawn support of his QP.

12 N-Q3!

...

Suddenly there is no way to hold Q4. On 12 ... R-Q1 White picks up a pawn with 13 PxP PxP 14 N-B4 Q-B4 15 BxN BxB 16 N(3)xP. Black must try to keep material in balance.

12 ... PxP
13 BxN BxB
14 NxP! ...

Even better than 14 N-B4 Q-Q3 15 N-N5 Q-Q1 16 N-B7 N-R3 which leaves Black with some compensation. Again White threatens N-B7 but he also has NxBch on hand.

14 ... BxN

Of course, 14 ... B-Q1 15 N-B7 BxN 16 BxB wins a piece.

15 N-B4 Q-Q3

There isn't enough material around to sacrifice the Queen: 15 ... BxB 16 NxQ BxR 17 N-B7!, or 17 NxR B-R6 18 Q-Q3.

16 NxB! ...

Black might have some survival chances left after 16 BxB N-Q2 17 BxR RxR. The text threatens NxBch and N-B7 all over again. And 16 ... N-Q2 loses prettily to 17 R-B6! Q-N1 (... Q-K4 18 P-B4 Q-R4 19 B-B3 Q-R6 20 NxBch NxN 21 RxN! PxR 22 BxR) 18 NxBch NxN 19 RxN! PxR 20 BxR and 21 QxP with no doubt of the outcome.

16 ... B-N4
17 P-B4 B-Q1
18 N-B3! ...

Now White wins the Exchange and the QP. It's a bad day for Korchnoi who could have resigned here.

18 ... N-R3
19 BxR Q-N1
20 N-Q5 QxB

21 QxP
22 P-QN4
23 Q-Q3
24 P-K4

N-B4
N-K3
R-K1
RESIGNS

GAME 39

Belgrade was a complete triumph for Spassky with the Leningerader finishing ahead of all his rivals in the pro circuit—Larsen, Korchnoi, Ivkov, Gligorić, Benko, et al. He ground out endgame victories from the most minor advantages. But Zuidema, a relatively small catch, was treated to the vigorous, combinational Spassky.

Belgrade International 1964 RUY LOPEZ

<i>Spassky</i>	<i>Zuidema</i>
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	B-B4
4 P-B3	N-B3
5 P-Q4	B-N3
6 0-0	0-0
7 B-N5	...

Fischer, who has also experimented with the Classical defense on occasion, has shown that Black equalizes on 7 R-K1 with ... PxP 8 PxP (perhaps P-K5 is better), P-Q4. Spassky plays for direct pressure, retaining all central possibilities.

7 ...

P-KR3

In several lines Black needs ... P-KN4 to hold a pawn. The immediate attempt, 8 BxKN QxB 9 BxN QxB 10 NxP fails to ... QxKP.

8 B-KR4
9 P-R4

P-Q3
...

Spassky himself has shown that 9 BxQN PxP 10 PxP PxP 11 QN-Q2 leads to nothing, e.g. Smyslov-Spassky, Moscow, 1958, went 11 ... B-N5 12 N-B4 P-N4 13 B-N3 NxP 14 QxQ KRxQ 15 KNxKP B-K3. With the text White threatens BxQN and P-R5 which Black must prevent by moving the QRP and inviting N-Q2-B4.

9 ...
10 R-K1

P-QR4
PxP

At Amsterdam 1964, Quinones tried to hold the center with 10 ... Q-K2 11 N-R3 B-N5 12 N-B4 P-N4 13 B-N3 N-Q2 but after 14 N-K3! B-R4 15 N-Q5 White is much better.

11 BxQN!

...

Better to have a Knight than a pawn on Q4.

11 ...
12 NxP

PxP
R-K1

No better is the weakening 12 ... P-N4 13 B-N3 B-N5 14 P-B3 B-Q2 15 N-R3! going to KB5! The text holds the BP indirectly.

13 N-Q2
14 B-N3
15 PxP
16 P-B3!

P-N4
BxN
R-N1
...

Offering to trade the QNP for the QRP. Black seems to have excellent chances along the file but White has more than enough counterplay on the Kingside.

16 ...	B-K3
17 P-N3	R-N5
18 B-B2	Q-R1
19 R-QB1	KR-N1
20 R-B3	Q-N2

This seems to doom the NP but a strong player will always look for more than his own weaknesses. Here Black's Kingside vulnerability allows the unfavorable exchange of Queenside pawns noted above.

21 Q-B1	BxP
22 P-R4!	...

All of a sudden White threatens NxP with destruction to follow on KN5. Moreover, the Bishop must come back to the threatened wing because after ... BxP 23 PxP PxP 24 P-K5 N-Q4 25 N-K4! or 24 ... N-R2 25 P-K6 White has strong play against the King.

22 ...	B-K3
23 PxP	PxP
24 N-B4!	N-R2
25 NxRP	Q-N3
26 NxP	R-N8



A pawn up, White can win in many ways. The method chosen is not only the prettiest but the surest.

27 P-Q5!!	...
-----------	-----

From here on Black is forced at almost every move. In all lines the QRP decides.

27 ...	RxQ
28 KRxR	Q-N7
29 NxR	BxP

White forces the win of the Black Knight after 29 ... QxN 30 PxB PxP 31 RxP Q-N5 32 R-R7 followed by R-B8ch and doubling on the eighth.

30 PxB	QxN
31 P-R5	...

Now it is clear: The pawn will cost Black his Queen.

31 ...	Q-R1
32 R-R1	N-B3

On ... Q-R3 33 R-B6.

33 P-R6!	NxP
34 R-N3	RESIGNS

P-R7 cannot be prevented.

GAME 40

Quarter Finals Candidates Match 1965 10th Game
KING'S INDIAN DEFENSE

<i>Keres</i>	<i>Spassky</i>
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	B-N2
4 P-K4	P-Q3
5 P-B4	P-B4
6 P-Q5	O-O
7 N-B3	P-K3
8 B-K2	PxP
9 BPxP	P-QN4!?

A surprising opening sequence. It is understandable that, needing a win, Keres plays the Four Pawns Attack. But for Spassky to choose the King's Indian in the first place and then the super-sharp 9 ... P-QN4 leaves little doubt that he looks for more than a draw. Keres continues sharply but 10 BxP NxKP 11 NxN Q-R4ch 12 K-B2! QxB 13 NxQP Q-N3 14 N-B4 is considered favorable to White.

10 P-K5	PxP
11 PxP	N-N5
12 B-KB4	...

Apparently Keres's prepared improvement over the doubtful gambit 12 B-KN5 Q-N3 13 O-O.

12 ... N-Q2

More forceful is 12 ... P-N5 since 13 N-QN5 P-QR3 14 N-Q6 NxKP! or 13 N-K4 N-Q2 14 P-K6 PxP 15 PxP RxR 16 Q-Q5 K-R1 is better for Black than the line played.

13 P-K6 PxP

A bit too enterprising. With ... QN-K4 Black keeps lines closed and stands to take advantage of White's overextension.

14 PxP RxB
15 Q-Q5! K-R1

Clearly forced. Spassky saw this Exchange sacrifice and evaluated his chances as good when he chose 13 ... PxP over 13 ... QN-K4.

16 QxR N-N3

Now it can be seen that with the moves 12 ... P-N5 and 13 N-K4 interposed, White must play 18 Q-B6 to protect his Knight whereupon with ... N-K6 19 K-B2 B-Q5! Black is very strong. Even in the game, Q-N8 or Q-B6 is still met powerfully by ... N-K6. Keres's move threatens P-K7.

17 QxP BxP

The smoke clears a little: the position is very difficult for the defender and rather easy for the attacker. Black can almost regain the material at will, but whether he will stand well then is another question. He now aims at locking the King in the center with ... B-Q5.

18 0-0 N-K6
19 R-B2 ...

It is easy to criticize this move and claim that by returning the material Keres would have better chances of survival. Bondarevsky gives the replies: On 19 QR-Q1 NxQR 20 RxN B-Q5ch

21 K-R1 P-N5 22 N-QN5 B-Q4! with excellent play. Or 19 BxP NxR 20 RxN R-B2 21 Q-R5 Q-N1 and he has just as much compensation as in the game.

19 ... P-N5

If now 20 N-R4 White loses the valuable NP. Likewise, it seems that 20 N-Q1 N-N5 21 R-KB1 B-Q5ch 22 K-R1 Q-Q3 is very strong, but White can improve with 21 N-N5! QxN 22 Q-N8ch. Black's best after 20 N-Q1 is ... N-B7 and then to Q5.

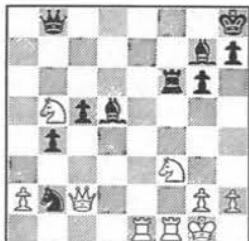
20 N-QN5 R-B2
21 Q-R5 Q-N1!

Now with the threat of 22 ... N-N5 and 23 ... RxN Black regains the Exchange (if he wants it!).

22 R-K1 B-Q4!
23 B-B1 NxN!

Very strange play for an attacker down material. But now the other Knight enters the game and wins the NP, a much more valuable prize, while the pressure remains on.

24 R(2)xN N-B5
25 Q-R6 R-B3
26 Q-R4 NxNP
27 Q-B2? ...



Disgusted, perhaps, and under the influence of time pressure, Keres makes one of his rare blunders. Although the ending holds out great promise for Black's two Bishops and passed pawns, White should try 27 Q-R5 intending 28 Q-B7. If Black answers it with 27 ... N-B5 28 Q-B7 QxN?, he loses to Q-Q8ch and R-K8. Spassky would, no doubt, play 27 ... N-Q6 28 R-Q1 P-B5 or 28 ... N-B5 with still a great deal of chess to be played.

27 ... QxN

Perhaps Keres overlooked 28 QxN RxN 29 R-K8ch QxR. Now Black can win at will.

28 R-K7	N-Q6
29 Q-K2	P-B5
30 R-K8ch	R-B1
31 RxRch	BxR
32 N-N5	B-B4ch
33 K-R1	Q-Q2
34 Q-Q2	Q-K2
35 N-B3	Q-K6

And in a thoroughly lost position, *WHITE FORFEITED ON TIME*.

The sad aspect of this match was that had Keres been paired with any of the other six players in the Challengers Matches, he would probably have had no difficulty in disposing of him. Against Tal, for example, he had almost as great a plus score as Spassky.

GAME 41

Semifinals Candidates Match Riga 1965
RUY LOPEZ

<i>Spassky</i>	<i>Geller</i>
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	B-K2
6 R-K1	P-QN4
7 B-N3	0-0
8 P-B3	P-Q3
9 P-KR3	N-Q2

Perhaps the most solid of the Lopez defenses is this super-strongpoint variation of Ragozin. The K4 square is overprotected with ... B-B3, allowing Black to play on the Queenside with ... P-QB4 or in the center with ... PxP followed by ... P-Q4. While renouncing pressure on the KP, the line is so defense-oriented that to crack through it requires some risk by White. (Petrosian used it unsuccessfully in the 21st game of the 1969 world championship match.)

10 P-Q4 N-N3

Recently, ... B-B3 has been shown to give up too much space: 11 P-QR4 N-R4 (... B-N2 12 P-Q5) 12 B-B2 N-N3 13 P-QN4! and P-R5.

11 QN-Q2 B-B3
12 N-B1 R-K1

A point of departure. White's meandering Knight can go to KN3, where it is somewhat restrained by ... P-KN3, or to K3, as Spassky tried in the 4th game with Geller, (he accepted the pawn sacrifice by 13 N-K3 PxP 14 PxP RxP 15 Q-B2 Q-K1 and the game was drawn after many turns), or to R2, as in the game.

13 N(1)-R2 PxP

More in keeping with the spirit of the defense is 13 ... N-R4 14 B-B2, P-B4 15 P-Q5 P-N3 when White has to prove he has an attack. Giving up the center usually gives him more counterplay but is strategically weak: he has fewer center pawns to hang his pieces on.

14 PxP N-R4
15 B-B2 P-B4
16 N-N4 BxN

Somewhat unavoidable since the KB must be preserved for the defense of the Kingside.

17 PxB PxP

Though leaving him with a backward QP in many lines, this is his best bid for counterplay. A slight difference is to play 17 ... P-N3 now (it must be played eventually) and his Kingside is secure. Also, he can play a slightly inferior endgame with 17 ... N-B3 18 P-K5 QPxP 19 PxBP.

18 P-N5 B-K2
19 P-K5! B-B1



This allows a nice demonstration of an ancient sacrifice. White threatened 20 Q-Q3 P-N3 21 P-K6 PxP 22 RxP with a crushing sacrifice on N6 coming up. He can answer 19 ... PxP 20 NxP P-N3 with either 21 N-N4 or 21 Q-B3 with good attacking chances. Black's best is 19 ... P-N3 immediately since 20 P-K6 PxP 21 RxP Q-Q2 22 NxP B-B1 (Yudovich) gives him great piece play to compensate for his positional weaknesses.

20 BxPch!
21 P-N6ch

KxB
K-N1

Taking the pawn with the King loses to Q-Q3ch and taking with the BP leads to the game.

22 N-N5
23 Q-B3!

BPxP
...

Forcing a huge material edge. He aims at Q-B7 or Q-R3 and the only move to stop both, 23 ... Q-Q2, loses to 24 P-K6. Geller could have resigned here but the game went on: 23 ... QxN 24 BxQ PxP 25 QR-B1 R-R2 26 Q-Q3 R-K3 27 P-B4! N(4)-B5 28 PxP NxKP 29 QxQP R-Q2 30 Q-K4 B-K2 31 B-K3 N(3)-B5 32 QR-Q1 RxR 33 RxR NxP 34 Q-Q5! K-B2 35 R-N1 N(7)-B5 36 B-B2 P-N4 37 R-K1 B-B3 38 K-R1 N-N7 39 R-K3 N(7)-B5 40 R-K2 N-Q3 41 B-Q4 N(3)-B5 42 P-N4! K-K2 43 B-B5ch K-B2 44 Q-N7ch. RESIGNS.

44 ... K-N3 45 Q-B8 leads to a quick win and 44 ... K-N1 45 Q-B8ch K-B2 is the same thing.

GAME 42

This game, which secured Spassky his first match with Petrosian, is an excellent example of his defensive prowess. Tal unleashes an attack that comes close to victory but not close enough.

Finals Candidates Match 1965 RUY LOPEZ

<i>Tal</i>	<i>Spassky</i>
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	B-K2
6 R-K1	P-QN4
7 B-N3	0-0
8 P-KR3	...

In earlier games of the match, Spassky had equalized with the Marshall Counterattack (8 P-B3 P-Q4). Tal's evasion is not dangerous.

8 ... B-N2

Now 9 P-B3 P-Q4! is a delayed Marshall with fine prospects for Black after 10 PxP NxP 11 NxP NxN 12 RxN N-B5.

9 P-Q3
10 P-B3

P-Q3
N-N1

The Leningrader has won a wealth of games with the Breyer line. A recent example is Martinez-Spassky, San Juan 1969, which went 8 P-B3 (instead of 8 P-KR3), P-Q3 9 P-KR3 N-N1 10 P-Q4 QN-Q2 11 QN-Q2 B-N2 12 B-B2 R-K1 13 N-B1 B-KB1 14 N-N3 P-N3 15 P-N3 B-N2 16 P-Q5? (Giving Black the opportunity to open half of the QB file at his pleasure. The Black QP will not be as weak then as the White QBP.) N-N3 17 B-K3 R-QB1 18 Q-Q2 P-B3 19 PxP RxP 20 QR-B1 Q-B2 21 B-N1 P-Q4! 22 B-N5 PxP 23 NxP4 KN-Q4! 24 B-R6 R-QB1 25 KR-Q1 P-B4 26 BxB QxB 27 N(4)-N5 NxP 28 Q-Q8ch Q-B1! 29 QxQch RxQ 30 NxKP (There was no defense to the threats of ... NxR and ... N-K7ch) N-K7ch 31 K-B1 RxR WHITE RESIGNS.

11 QN-Q2
12 N-B1
13 B-B2
14 N-N3
15 P-QN4

QN-Q2
N-B4
R-K1
B-KB1
...

White wants his QN3 square back for his "Lopez Bishop." There is not much in the way of alternative plans. 15 N-R2 is similar to Milić's play in game eight. 15 N-B5 is only temporary since the Knight will be kicked out soon with ... P-N3. White cannot hope for P-Q4 because his KP will come under heavy assault.

15 ...
16 B-N3

QN-Q2
P-QR4!

But White's 15th move has also given Black new opportunities on the Queenside. White was threatening 17 N-KN5, but now that move can be met with 17 ... P-Q4 18 PxP P-R5.

At Göteborg 1971 Spassky played 16 ... P-R3 against Gaprindashvili, the Women's World Champion, and opened up the Queenside to his advantage after 17 P-QR4 P-B4 18 Q-B2 P-Q4!

17 P-R3
18 BPxP

PxP
P-R3

19 N-B5
20 N(3)-R4!?

P-Q4
...

Typical Tal. He is all set for a sacrifice on KN7 (20 ... BxP 21 PxB RxR 22 NxP KxN 23 N-B5ch, or 21 NxNP BxR 22 N(7)-B5) which is his forte. Spassky's calm response is pure nonchalance.

20 ...
21 R-K3
22 R-N3!

P-B4!
P-B5
...

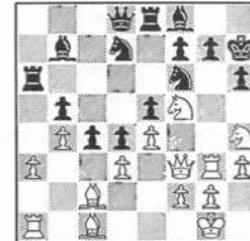
With threats of 23 NxPch and 23 NxNP BxN 24 N-B5, Black has no time for 22 ... PxR. But White's attack is still a bit artificial. He has no more pieces to fuel the attack. Black has one very important piece to add to the defense.

22 ...
23 B-B2

K-R2
P-Q5

If he doesn't get mated, Black will enjoy a huge positional edge in the center. There seem to be the makings of another Tal brilliancy in 24 NxRP PxN 25 N-B5, threatening 26 BxP BxR 27 NxR KxN 28 Q-Q2ch K-R2 29 Q-N5! But Black has 25 ... R-R3! protecting the third rank. If then 26 BxP BxR 27 NxR KxN 28 Q-Q2ch K-R2 29 Q-N5, Black remains a piece ahead with 29 ... N-N5! and 30 ... R-KN3 (Zuckerman).

24 Q-B3
R-R3!!



Spassky first demonstrated the power of this defensive move against Medina at Goteborg 1955. From the same opening White diverted with 15 N-R2 P-Q4 16 Q-B3 P-N3 17 B-N5 B-K2 18 P-KR4 P-QR4 19 P-R5 R-R3! After adventurous play on both sides Black won soon after 20 B-R6 P-Q5 21 BPxP N-K3? 22 RPxP RPxP 23 PxP N-Q5 24 Q-Q1 N-Q2 25 N-N4? (25 N-K2!) B-N5 26 R-K3 Q-R5! 27 B-N3 NxP 28 NxN RxN.

25 NxRP

...

There are no more pieces to bring over to the Kingside and the endgame is very dispiriting for White. Facing elimination from the match, Tal makes his last stand.

25 ... PxN
26 N-B5 Q-R1!

Another dividend of 24 ... R-R3!!: Black intends to smother the attack with 27 ... PxP and 28 ... BxP.

27 NxP BxN
28 Q-B5ch K-R1
29 BxB R-KN1
30 B-N5 Q-K1

The useful Rook on the third rank holds everything together. Black is ready to take the counterattack with ... N-R2 and ... R(3)-KN3. Tal has only a few kicks left.

31 P-B4 N-R2
32 B-KR4 RxR
33 BxR R-KB3
34 Q-N4 R-KN3
35 Q-R4 KPxP
36 QxP P-B3

With 37 ... Q-K4 in the wings, the game (and match) is over.

37 B-B2 PxP
38 BxP(3) N-K4

39 B-B1 N-N4
40 K-R1 NxKP
41 R-B1 NxBch

RESIGNS

GAME 43

The game that came too late. This victory came as an irrelevant triumph since Petrosian had clinched a drawn match by winning the 22nd game. Still, this is one of the few games of this series in which Spassky is recognizable.

World Championship 23rd Game 1966 FRENCH DEFENSE

<i>Spassky</i>	<i>Petrosian</i>
1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	N-KB3
4 B-N5	PxP
5 NxP	B-K2
6 BxN	BxB
7 N-B3	B-Q2?!

With the pressure off, Petrosian is willing to speculate with an old idea of Keres's. Black aims at ... B-B3 and ... N-Q2 and delays ... P-QB4 in favor of ... P-K4.

8 Q-Q2	B-B3
9 NxBch	QxN

Petrosian has never shown any preference for recapturing with the NP in similar positions. On the sixth move it is plausible but here it would leave the BP's weak after 10 Q-B4!

10 N-K5	0-0
11 0-0-0	N-Q2?

Very unlike Petrosian. One would expect 11 ... B-K1 and 12 ... N-Q2 from him. Although the doubled pawns he receives can be exchanged off, he will have a poor endgame.

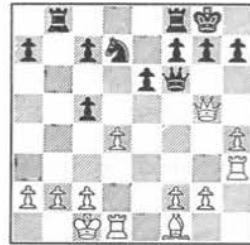
12 NxN	PxN
13 P-KR4!	...

With two ideas, the Rook-lift and the exchange of heavy wood with Q-N5.

13 ...	QR-N1?
--------	--------

After this the game is irretrievable, 13 ... KR-Q1 is best.

14 R-R3	P-B4
15 Q-N5!	...



Very strong. With Queens off (15 ... QxBP 16 R-B3) his Queenside weaknesses doom Black.

15 ...	PxP
16 QxQ	NxQ
17 RxP	R-N2

A very uncomfortable move but ... KR-Q1 18 RxRch RxR
19 R-R3 R-R1 20 B-N5 and B-B6 also wins.

18 R-QN3!

Another very fine move. Despite the discomfiture the Black Rook feels on N2, it does valuable service to defend the two pawns.

18 ... RxR
19 RPxR R-R1
20 R-QB4!

A little finesse to divert the Knight.

20 ... N-K1

On Q4 the Knight is vulnerable to P-N3 and B-N2

21 R-R4 N-Q3
22 P-N3

Winning at least a pawn.

22 ... K-B1
23 B-N2 R-B1
24 RxP K-K2
25 K-Q2 P-R3
26 P-QB4 P-N4
27 PxP PxP
28 K-B3

Black can do nothing about the advance of the Queenside pawns now.

Rarely has there been a World Championship game that seemed so effortlessly easy.

28 ... K-Q2
29 P-QN4 R-KR1
30 P-N5 R-R7
31 B-B6ch K-Q1

And BLACK RESIGNS as 32 P-N6! draws the curtain.

GAME 44

After years of experimentation Spassky finally finds a perfect system to obtain play against the Caro-Kann.

Tchigorin Memorial at Sochi 1966 CARO-KANN DEFENSE

<i>Spassky</i>	<i>Barcza</i>
1 P-K4	P-QB3
2 P-Q4	P-Q4
3 N-QB3	PxP
4 NxP	B-B4
5 N-N3	B-N3
6 P-KR4	P-KR3
7 N-B3	N-Q2
8 P-R5!	...

Not (as was once thought) to bring the KR into play via KR4, but to bind Black's Kingside with the renowned Kmochism, the quart grip (four pawns against four on one wing, where the advanced side can create a passed pawn, and the backward side is passive).

8 ...	B-R2
9 B-Q3	BxB

10 QxB Q-B2
 11 B-Q2 P-K3
 12 0-0-0 0-0-0

Normal here is 12 ... KN-B3 after which Spassky intended his improvement, 13 Q-K2!, getting the Queen off the file and preparing N-K5. Another idea is Tartakover's gambit, 13 N-K5?!, which leads to tricky chances after 13 ... NxN 14 PxN QxP 15 KR-K1

13 Q-K2! **B-Q3**

Black sees that 13 ... KN-B3 14 N-K5 NxN leads to the quart grip which finds White enjoying a slight edge, as Spassky's first match game with Petrosian, 1966, might have gone.

14 N-K4 **B-K2**

Revealing 13 ... B-Q3 to be a poor idea. The natural followup would have been 14 ... B-B5 15 P-KN3 BxBch 16 RxB KN-B3 17 NxN NxN but 18 N-K5 assures Black an inferior position.

15 P-B4 KN-B3
 16 N-B3! ...

A reasonable idea was P-KN3 here but the text aims at more by preventing ... P-B4 with P-Q5.

16 ... KR-K1
 17 P-KN3 B-B1

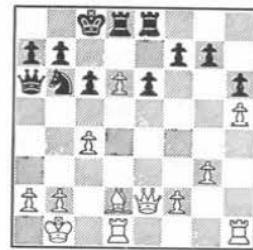
Denied the normal chance to exchange minor pieces, Black has a constricted game.

18 K-N1 **Q-R4**

Now it was time for ... P-B4. The text is an excursion that is difficult to justify.

19 N-K5! NxN
 20 PxN N-Q2

21 N-N5! Q-R3
 22 N-Q6ch BxN
 23 PxN N-N3



Did Spassky overlook this? Two pawns are attacked.

24 P-N3! RxP
 25 B-B3! ...

The pawn sacrifice was justified in view of the weakness of the Kingside pawns once the Queen is away. After 25 ... RxRch 26 RxR P-B3, for example, White has 27 Q-N4 R-K2 28 BxP! Black seeks to return the pawn to White and his Queen to play, but his inferiority is maintained.

25 ... Q-R6
 26 BxP RxRch
 27 RxR Q-B4
 28 Q-B3! ...

Spassky sees that Black's KRP is dead anyway, so he cuts off any counter-shot with ... Q-B4ch and also threatens the KBP.

28 ... **Q-B4ch**

As good as anything.

29 QxQ PxQ
 30 R-R1! ...

By protecting his own pawn he threatens Black's and thus wins the KBP. Spassky's technique is easily as good as anyone's.

30 ...	R-K3
31 R-R4	K-Q2
32 R-B4!	N-B1
33 RxP	N-Q3
34 R-B4	K-K2
35 K-B2	N-K1

On 35 ... R-K7ch 36 K-Q3! RxRP 37 BxP and the KRP wins.

36 B-B3	P-N3
37 K-Q3	N-Q3
38 P-QN4!	...

If the Knight is forced from Q3 Black is shot. But 38 ... P-QB4 39 PxP PxP 40 B-Q2 followed by B-K3 wins.

38 ...	P-B3
39 P-B5	PxP
40 PxP	N-N4
41 B-Q2	N-B2
42 R-QR4	...

One more weak pawn comes under attack. After 42 ... N-N4 43 R-R6 and 44 P-R4, it's all over.

42 ...	R-K4
43 RxP	RESIGNS

Both 43 ... K-Q1 44 B-R5 and 43 ... R-Q4ch 44 K-B4 lose fast.

GAME 45

As in the last game, Spassky wins this one with what look like simple moves. Yet despite Ivkov's seemingly reasonable play, after 18 moves he has a lost game.

Piatigorsky Cup 1966 Santa Monica QUEEN'S INDIAN DEFENSE

Ivkov	Spassky
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-QN3
4 P-KN3	B-N2
5 B-N2	B-K2
6 0-0	0-0
7 N-B3	N-K5
8 NxN	...

A most innocuous continuation which attempts to simplify quickly and profit by White's advantage in space.

8 ...	BxN
9 N-K1	BxB
10 NxN	P-Q3

Spassky hides his strategy. His plan to strike at the center is delayed until he decides on which pawn, the QP or QBP, he will advance to the fourth. Botvinnik played the direct 10 ... P-Q4 11 Q-R4 P-QB4 against Petrosian in their match, but Black's pawns came under attack quickly.

11 P-K4 N-Q2
12 B-K3 ...

Ivkov develops naturally, but this is not the same as developing well.

The Morphy axiom ("Develop quickly and a plan will develop itself") has long been superseded by Lasker's advice (also attributed to Capablanca) to begin your midgame plan with your opening moves. In this game Ivkov should take time to fianchetto the QB and/or bring the Knight to K3. This looks like the best placement of minor pieces to meet ... P-Q4 or ... P-QB4. His placing the Knight on Q3 simply blocks a key file.

12 ... Q-B1

A clever idea. The Queen can seize the long diagonal at N2 or threaten pawns from R3.

13 N-B4 P-QB3
14 R-B1 R-K1
15 N-Q3 ...



A casual glance seems to indicate a good game for White; he owns more "turf" (operating space), whereas Black's pieces seem confused. A deeper look reveals otherwise: by preparing to smash through if Black should try for ... P-Q4, White has seriously ignored ... P-QB4. In that case his KP and QBP may be weak and his minor pieces out of action—they are in the center but not part of it. Moreover, once the White QP is exchanged or advanced, the Black Bishop obtains a neglected long diagonal and the Knight has fine squares.

Black is at least equal.

15 ... P-QB4!

Now on 16 P-Q5 PxP and no matter how White recaptures Black plays 17 ... B-B3 with the better game: better file, better Bishop diagonal, better Knight squares. Note how irrelevant then is 14 R-B1.

16 P-B3 Q-R3
17 P-QR4 ...

Now there are two weak Queenside pawns. Better is 17 P-QR3.

17 ... B-B3
18 N-B2 PxP!

White's position is porous and this exchange opens up lines for Black to use for invasion. It also forces the exchange of the weak Black QP for the QRP, leaving Black with a won game.

Spassky's strategy of delayed advance has succeeded completely.

19 BxP BxB
20 QxB N-B4!
21 QxP QxRP
22 Q-Q1 Q-N5!

The decisive edge Black enjoys in this game comes from the weak White pawns and the better placement of the Black pieces. There is no counterplay so Ivkov tries to trade wood.

But this solves neither the problem of his weak pawns nor that of Black's strong pieces.

23 Q-B2 KR-Q1
24 KR-Q1 P-KR3
25 RxRch ...

Here 25 N-N4 looks like a good idea with both K5 and K3 in view. But 25 ... N-N6 26 R-N1 N-Q7 spoils it.

25 ... RxR
26 R-Q1 RxRch
27 NxR Q-K8ch
28 K-N2 P-QR4!

Pressing for zugzwang and securing the Knight outpost. Now White should try 29 N-B2.

29 P-R4? K-B1
30 P-R5 K-K2

All white has succeeded in doing with his last two moves is to weaken his KRP and allow Black's King to advance.

31 N-B2 Q-K6!

Now 32 N-N4 allows ... Q-Q6 33 Q-B1 N-N6 34 Q-KN1 N-Q5 and wins.

32 Q-Q1 P-B3
33 K-B1 N-N6
34 K-N2 N-Q7!

And here we are: zugzwang. On 35 N-N4, NxQBP!

35 N-R3 NxQBP
36 N-B4? ...

A blunder but 36 Q-B2 Q-Q7ch or 36 Q-QN1 Q-Q7ch or even 36 P-N3 all lead to the same loss.

36 ... QxN

WHITE RESIGNS

GAME 46

A tense meeting with great pressure on both players. Although they had been active in international events for over ten years, Spassky and Fischer had met only once before—a difficult King's Gambit won by the Leningrader at Mar del Plata in 1960.

Piatigorsky Cup 1966 Santa Monica GRUENFELD DEFENSE

Spassky	Fischer
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	P-Q4

One can wonder at Fischer's choice of opening. Having lost to Larsen and Najdorf (the latter with his favorite King's Indian) on successive days, Fischer seeks a change of atmosphere and/or luck. But Spassky (before beating Ivkov the day before) had only one win to show for six games. They are both out for blood.

4 PxP	NxP
5 P-K4	NxN
6 PxN	B-N2

Fischer feints at one of the modern ideas in this line (delaying ... P-QB4) to retain his options. He has written that the Ex-

change Variation is White's strongest anti-Gruenfeld weapon and he knows Spassky is its leading exponent.

7 B-QB4	P-QB4
8 N-K2	N-B3
9 B-K3	O-O
10 O-O	Q-B2

The next few moves are especially instructive for the maneuvering of Queens and Rooks. Black with this last move seeks to place the QP under observation with ... R-Q1.

11 R-B1	...
12 Q-K1	...

To relieve the pressure on the QP by making the central pawn exchange difficult as long as his Rook opposes the Queen on the QB file.

Reasoning: Having weakened KB2 by moving the Rook, Black has exposed himself to P-KB4-5. White cannot try that immediately, however, because Black weakens White's control of Q4 with ... B-N5xN. Finally, his Queen is taken off the line of Black's Rook and is ready to begin operations at KR4.

12 ...	P-K3
13 P-B4	N-R4

The QP was indirectly held. Black prepares an idea that looks terrible but is actually his best defensive plan: to meet P-KB4 with ... P-KB4.

Another good idea is 12 ... Q-R4, a suggestion of Panov's with which Zuckerman obtained equality against Gheorghiu at Harrachov, 1967. It seeks a Queen trade, a minor victory.

13 P-B4	N-R4
14 B-Q3	P-B4!

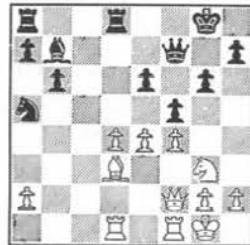
Now 15 P-K5? is a positional blunder which ends White's attack and gives Black play on the long white diagonal. Black intends 15 ... PxKP 16 BxP N-B5.

15 R-Q1!

...

Very subtle play. The QB1 square is freed for the Bishop retreat and extra protection is given the QP and the KB.

15 ...	P-N3
16 Q-B2	PxQP
17 BxP!	BxB
18 PxP	B-N2
19 N-N3	Q-B2



Black's King is still in danger after the trade of black-squared Bishops. But he has completed his development. The last move is a tactical blub, however, which will become apparent after a few moves. With ... Q-N2 Black would stand remarkably well.

20 P-Q5!!	...
21 QPxP	QxKP

Attacking the pawn-chain at its base, Nimzovich would dryly remark. This brilliant shot cuts away the forest of wood protecting Black's King.

20 ...	PxKP
21 QPxP	QxKP
22 P-B5!	...

The necessary followup. Now 22 ... PxP allows 23 NxP with the threat of Q-N3ch.

22 ... Q-B2
23 BxP RxR!

Fischer defends very well. On 23 ... BxB 24 NxP QxP 25 RxRch and 26 Q-R4 wins.

24 RxR R-KB1!

And now 24 ... BxB 25 NxP QxP 26 N-B6ch K-N2 (or 26 ... K-R1 27 Q-Q4) 27 R-Q7ch KxN 28 Q-Q4ch is a pretty win. If he captures with the pawn on move 25, White has 26 R-Q7 Q-N3 27 R-Q6 with murder to follow.

25 B-N1! ...

Now Black is somewhat tied up as ... PxP at any point leaves White very well placed after NxP.

25 ... Q-B3
26 Q-K2 K-R1
27 PxP PxP
28 Q-Q2 K-N2
29 R-KB1 ...

Winning the long diagonal.

29 ... Q-K2
30 Q-Q4ch R-B3

And now White can force a favorable ending. True, 30 ... K-R2 puts him on a bad line after 31 RxR QxR 32 P-KR4. But 30 ... K-R3 seems to be adequate, at least for a while.

31 N-K4! BxN
32 BxB Q-B4

Otherwise Black's Knight is cut off forever.

33 QxQ RxRch

More play is promised by 33 ... PxQ because the King is further advanced on 34 RxR and the active Rook increases his chances after 34 R-B1 P-B5.

34 KxR PxQ

White's potential outside passed pawn plus Bishop over Knight equals a strong endgame edge.

35 P-KR4! N-B5
36 K-K2 N-K4
37 K-K3 K-B3
38 K-B4 ...

First session fatigue. As has been pointed out, 38 B-B2 and 39 K-K4 wins quickly.

38 ... N-B2
39 K-K3 P-N4

A final error. Of course, on 39 ... N-K4 Spassky would have another chance to find B-B2. But with 39 ... N-R3 he could hold his breath longer.

40 P-R5 N-R3

The Knight can no longer go to B4 because of BxN and P-N4ch with an easy win. Now the Knight is tied to the KRP, his King to the QBP and the White pieces free to roam and hunt for zugzwang.

41 K-Q3 K-K4
42 B-R8 K-Q3
43 K-B4 P-N5
44 P-R4 N-N1
45 P-R5 N-R3
46 B-K4 P-N6
47 K-N5 N-N1
48 B-N1 N-R3
49 K-R6 K-B3
50 B-R2 ...

Of course, 50 KxP P-B5 51 B-K4ch also wins, but the text is just as efficient and prettier. *BLACK RESIGNS.*

GAME 47

Beverwijk 1967
PIRC DEFENSE

Kuipers	Spassky
1 P-K4	P-Q3

Is there any opening Spassky doesn't play?

2 P-Q4	N-KB3
3 N-QB3	P-KN3
4 P-B4	B-N2

The most recent refinements in this line have Black playing 1 ... P-KN3 2 ... B-N2 and 3 ... P-QB3. Then if White plays 4 P-B4, Black obtains a fine game with the strange 4 ... P-Q4 5 P-K5 P-KR4 securing the KB4 square. On 4 N-B3 or 4 P-B3 Black continues ... P-Q3 and ... P-QN4.

5 N-B3	O-O
6 B-Q3	N-B3

This has become the standard reply to Fischer's 6 B-Q3 move in recent years ...

7 P-K5	PxP
8 BPxP	N-KN5

... with this idea in mind. Had White recaptured with the QP last move Black could play the Knight to Q4, which in the present position would be met by 9 NxN QxN 10 P-B3 and Q-K2.

9 N-K2

...

Another idea is 9 B-K4 P-B3 10 P-KR3 N-R3 11 PxP PxP 12 O-O but after 12 ... N-K2! Black can equalize (Kagan-Ghizzavu, Ybbs 1968).

9 ...	P-B3
10 PxP	PxP
11 P-KR3	N-R3
12 P-B3	R-K1

Black lacks the open diagonal for his KB he usually gets in this opening, and ... P-KB4 would be a positional lemon closing off his QB and giving White's pieces KN5. But with the text he can obtain equal chances with play against White's weak K3.

13 B-KB4

...

He dreams of O-O-O but 13 O-O is better. As in the Kagan game cited above, a timely ... P-KN4 is not only playable but quite good.

13 ...	N-B4
14 Q-Q2	P-KN4!

Winning the two Bishops, else ... N-K6.

15 BxN	BxN
16 B-N3	B-N3!

Now 17 O-O-O loses outright to 17 ... Q-K2 and 18 ... Q-K5

17 O-O	N-K2
18 B-B2	Q-Q2
19 KR-K1	P-B3
20 N-N3	N-Q4

With the two Bishops and the more active pawn majority, Black will be formidable in the ending. But Kuipers is afraid of ... N-B5 and subsequent penetration on Q6. So ...

21 RxRch RxR
22 R-K1 P-N4!

The beginning of the hemming-in process which Spassky demonstrates so instructively. White seems oblivious to the sterility of his endgame prospects.

23 RxRch QxR
24 Q-K1 QxQch
25 BxQ K-B2

And Black adds the more active King to his many advantages.

26 B-Q2 K-K3
27 K-B2 B-N8!

Clever. Now White must place the last of his Queenside pawns on the color of his Bishop. Spassky then carries off the "Bishop murder case" with perfect technique.

28 P-R3 P-KR3
29 N-K1 B-B1
30 K-B3 P-KB4
31 B-B1 N-N3!



Heading for QN6! Here White could try N-B1-Q2, but is attracted by another maneuver. There always looms the danger of the Black King invading to QB7 and eating all the pawns while White's King must sit around and watch the other majority.

32 N-R1 N-B5
33 N-KB2 N-R4!
34 N(2)-Q3 N-N6

The unfortunate Bishop is running out of good squares and is eventually blundered away on K3. But against almost any defense Black can play ... P-B5, place his King on B4 and force the advance of the KNP, winning simply.

35 B-K3 P-QR4
36 P-N3 K-Q4
37 N-K5 B-K5ch
38 K-B2 B-Q3

White's game now falls apart. The threat of ... BxN (and in many lines ... P-B5) virtually forces 39 N(5)-Q3, which leaves White hopeless after ... BxN 40 NxN K-K5, for then 41 N-K1 BxPch or 41 N-B1 NxN 42 BxN K-Q6 and ... K-B7 wins.

39 N(5)-B3? P-B5!

Wins the piece, or permits invasion, so WHITE RESIGNS.

GAME 48

Moscow International 1967
SICILIAN DEFENSE

<i>Spassky</i>	<i>Bilek</i>
1 P-K4	P-QB4
2 N-KB3	N-QB3
3 P-Q4	PxP
4 NxP	N-B3
5 N-QB3	P-Q3
6 B-KN5	B-Q2

Just when everyone thought the Richter Attack was analyzed to death this move was revived. By ignoring the "threatened" BxN Black has another move to develop with. Here 7 P-B4 Q-N3 8 N-N3 N-KN5! seems enough to equalize.

7 Q-Q2 P-QR3

More popular is 7 ... R-B1 8 0-0-0 NxN 9 QxN Q-R4 10 P-B4 and now (a) ... P-KR3 intending to keep the King in the center, (b) ... RxN 11 PxR P-K4 12 Q-N4 QxQ 13 PxQ NxP is a

difficult ending, and finally (c) ... Q-QB4 11 Q-Q2 N-N5 12 B-R4 P-KN4! 13 PxP B-N2 is an interesting sacrifice.

8 0-0-0	R-B1
9 P-B4	P-R3

He can head for regular lines with ... P-K3 but 9 ... NxN 10 QxN Q-R4 no longer works (11 P-K5!).

10 BxN	NPxB
11 B-K2	P-KR4

Black must stop B-R5. Another idea is ... B-R3.

12 K-N1	P-K3
---------	------

Black's position lacks promise. His attack on the Queen flank is slow in coming and P-B5 will cause him trouble on the other side. Note that 13 P-B5 immediately allows ... B-R3 followed by ... NxN and ... B-B5-K4 with a good solid game.

But Spassky's attacks are based on exact moves.

13 KR-B1!	P-N4
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The alternative 13 ... Q-N3 14 N-N3 is not to his taste. Easy to understand.

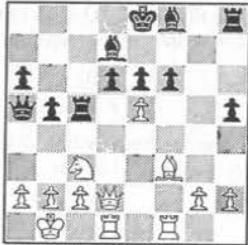
14 NxN!	RxN
---------	-----

Now that the QNP has moved he must either place the Rook on the silly square QB3 or move the QB away from the defense of K3. At least with the White Bishop on K2 White doesn't have the maneuver N-K2-Q4 to enforce P-B5.

15 B-B3	R-B4
16 P-B5	Q-R4

He wouldn't dare take that pawn—16 ... PxP 17 N-Q5! gives White a quick advantage.

17 PxP	PxP
18 P-K5!	...



An elegant clearance sacrifice. If ... BPxP, White invades with 19 Q-N5.

18 ... RxP
19 Q-B4 R-KB4

This Rook does get around. Black fears N-K4 if he only defends the BP by ... B-K2.

20 Q-N3 R-N4

He must prevent Q-N6ch but 20 ... K-B2 looks more efficient. It looks that way until you see 21 B-K4 RxR 22 Q-N6ch, but faith in the King move is restored by 21 ... R-KN1 and ... R-K4.

21 Q-R4 P-Q4

The only way to stop N-K4.

22 BxQP! PxP
23 RxRP ...

The Black King is denuded of pawns and his Queen plays no part in the remaining moves. Now if the Rook moves 24 NxQP threatens too much.

23 ... KR-N1
24 NxQP ...

Take two, they're small. Among White's new threats are 25 P-QN4 Q-R5 (... Q-Q1 26 Q-K4ch with 27 NxP and 28 Q-R8ch following 26 ... B-K2) 26 R-K1ch, and 25 Q-K4ch K-Q1 26 RxBch.

24 ... B-KN5

Shuts the White Queen out and strikes at the Rook on Q1. Meanwhile, the further sacrifice by 25 Q-B2 BxR 26 R-K6ch K-Q1 27 Q-B6ch K-B1 28 R-K8ch (28 R-B6ch is the right way) K-N2 29 Q-B7ch K-B3 doesn't accomplish the job (30 Q-K6ch B-Q3 wins for somebody but I'm not sure for whom).

25 RxBch! ...

A pleasant finish. On 25 ... KxR 26 R-B1ch K-K1 27 N-B6ch forces Black's King to Q1 where it is unfortunately pinned by 28 NxR. Then Black finally gets some mileage out of the distant Queen by playing ... P-N5. But two pawns down in an open position (the KRP is probably doomed and perhaps the QNP after 29 Q-K1!) deny Bilek any reason for playing on here. So ...

BLACK RESIGNS.

This game was one of the bright spots at this tournament, which commemorated the fiftieth anniversary of the October Revolution. Just as at Majorca 1968, Spassky was not in good form when playing in the strongest tournament of the year.

GAME 49

Both of the great Moscow tournaments (1967 and 1971) were negative successes for Spassky. He tied for 6th-8th in the former and 6th-7th in the latter. But there were a few bright spots such as the following.

Moscow International 1967 QUEEN'S CAMBIT DECLINED

<i>Spassky</i>	<i>Pachman</i>
1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-KB3	N-KB3
4 N-B3	P-K3
5 B-N5	P-KR3
6 B-R4!	...

Modern Chess Openings, the bible of English-speaking chess-players, calls this retreat an error. The line that opening connoisseur Pachman chooses is supposed to be a safe way of keeping a pawn. The move 5 ... P-KR3 has one advantage in avoiding the Anti-Meran gambit (5 ... PxP 6 P-K4 P-N4 7 P-K5 P-KR3 8 B-R4

P-N4 9 PxN PxB 10 N-K5!), but it is not the perfect equalizer it's cracked up to be.

6 ...	PxP
7 P-K4	P-KN4
8 B-N3	P-N4

White can safely continue the gambit play after 8 ... B-N5 with 9 BxP NxP 10 0-0!, e.g. 10 ... NxN 11 PxN BxP 12 R-B1 B-R4 13 N-K5 and 14 Q-R5.

9 Q-B2	...
--------	-----

Spassky has also tried 9 B-K2 with success. His game with Kostro from Siegen, 1970, went 9 ... B-QN2 10 0-0 QN-Q2 11 P-Q5! BPxP 12 PxP Q-N3 (12 ... NxP 13 NxP P-R3 14 N-Q6ch is equally risky) 13 PxP PxP 14 N-Q4 (threatening B-R5ch) B-B4 15 N(4)xNP 0-0 16 B-B3 BxB 17 QxB, QR-B1 18 QR-Q1 Q-B3 19 Q-K2 N-Q4 20 N-Q6! BxN 21 QxPch K-N2 22 BxB and Black resigned.

9 ...	P-KN5
-------	-------

Pachman joyfully reaches for the second pawn. With 9 ... QN-Q2 and 10 ... B-QN2, he is better prepared to meet White's onslaught than if White had played 9 B-K2.

10 N-K5	QxP
11 R-Q1	Q-N3
12 B-K2	...

Black is weak on both flanks (as in game 28) and, despite the material imbalance, the chances are on his side. In view of Black's lazy development White might even try 12 BxP PxB 13 NxQP Q-R3 14 N-Q6ch, but this seems insufficient.

12 ...	QN-Q2
13 0-0	B-K2

He might as well hold his pawns with 13 ... P-KR4. For two pawns disadvantage White would have to find a very convincing

initiative, but only one pawn behind he needs only to show a positional superiority.

14 NxKNP NxN
15 BxN B-N2
16 P-K5! ...

White gets K4 for his Knight, a nice long diagonal for his Bishop (KB3-QR8) and a good line for his Queen (QB2-KR7). The only disadvantage is that the move gives Black Q4 for his Knight. He doesn't have time to use it.

16 ... N-B4
17 B-R5 R-Q1
18 Q-K2 N-Q6

Surely 18 ... 0-0 is unsafe: 19 B-B4 K-R2 20 N-K4. But 18 ... P-N5 19 N-K4 NxN 20 QxN P-B4 is perfectly good for a player who prays for an ending.

19 Q-B3 0-0

It is better to keep His Majesty where he can be watched with 19 ... R-KB1 and ... P-N5.

20 N-K4 Q-Q5

A good centralizing move that threatens ... P-QB4 and restrains White's Kingside pieces.

21 KR-K1! ...

Willing to rid himself of the irritating Knight at the cost of the Exchange. White is prepared to meet ... P-QB4 with 22 N-B6ch BxN 23 QxB(6).

21 ... K-R1
22 N-Q6 NxR

Both sides cannot enjoy a Knight on Q6 ("a rusty nail in your knee" as Steinitz used to say) for long. If 22 ... BxN 23 R-K4! followed by Q-B6ch and R-KN4.

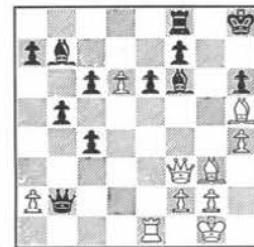
23 RxN RxN

Black has some back-rank mating threats after 23 ... BxN 24 R-K4 QxNP. For this reason White improves with 24 PxP B-P3 (24 ... RxP 25 R-K4 QxNP 26 BxR) 25 RxP QxNP 26 P-KR4 with the intention of penetrating at KB4 or KB5.

24 PxP B-B3

Of course, 24 ... BxP 25 R-Q1 wins.

25 P-KR4 QxNP



White was about to force the issue with R-K4. Black could prepare for the coming combination with ... K-N2.

26 BxP! RxB
27 B-K5! ...

Icing the cake. The QP is the key to White's victory and it marches home after 27 ... BxP 28 QxR Q-B6! 29 Q-B8ch K-R2 30 RxP! QxRch 31 K-R2 QxRch 32 P-B4 Q-Q5 33 Q-B7ch K-R1 34 P-Q7. Note that Black's pawnbound QB plays no role in the finish.

27 ... Q-B7
28 P-Q7! ...

Even better than 28 BxBch. Now Black will lose a Rook: 28 ... RxP 29 QxBch K-R2 30 Q-R8ch K-N3 31 Q-N8ch K-R4 32

Q-K8ch, or something more valuable after 28 ... RxP 29 QxBch
K-N1 30 R-K3.

28 ... K-N1
29 QxB!
30 R-K3! RxP
RESIGNS

GAME 50

A number of times Spassky has come up against the talented Portisch in matches between their cities (Leningrad and Budapest) and their states. Spassky has established a considerable plus score in these encounters, but this is his most remarkable win.

Team Match 1967 KING'S GAMBIT

<i>Spassky</i> (Russian Federated Republic)	<i>Portisch</i> (Hungary)
1 P-K4	P-K4

After various fads in which the Caro-Kann and Pirc, and probably every line in the Sicilian, have held the eye of the analysts, the symmetrical answer to the KP always seems to be preferred by a plurality of the world's top players.

2 P-KB4	PxP
3 N-KB3	P-Q3

Entering into the line Fischer advertised as the bust of the Gambit after his loss to Spassky at Mar del Plata. Actually, the

line goes back over one hundred years, but Spassky here introduces a new try.

4 B-B4	P-KR3
5 P-Q4	P-KN4
6 P-KN3?!	...

A move that often comes in after 6 0-0 N-QB3 7 P-B3 B-N2. In this accelerated form Spassky may be considering 0-0-0 at a later point.

Now 6 ... PxP 7 PxP B-N2 is natural but not good: 8 NxP! PxN 9 RxR BxR 10 Q-R5 Q-B3 11 N-B3, and if the threatened N-Q5 is prevented by ... P-B3 White has excellent attacking play with 12 BxP Q-N2 13 0-0-0. A more common idea is 6 ... P-N5 7 N-R4 P-B6, but it is possible White has more chances in that line than he does when P-KN3 is deferred for two moves.

6 ...	N-QB3
7 PxP	P-N5!

Portisch obtains a good attack.

8 N-N1	Q-R5ch
9 K-B1	N-B3
10 N-QB3	P-N6

Black's position indeed looks promising.

11 K-N2!!? ...



This idea is really astounding. Spassky sees that Portisch can force the win of the Exchange here, but in return White has great endgame compensation of a positional sort. As the game goes, there are several improvements for both sides, so the results of the sacrifices are not clear. As an experiment, ideas like this can frighten the wits out of future opponents.

11 ...	PxP
12 RxP	R-N1ch
13 K-R1	QxRch!?

(Better is 13 ... Q-N6!)

14 KxQ	N-N5ch
15 QxN	...

Otherwise ... N-K6ch (or N-B7ch).

15 ...	BxQ
16 N-Q5	0-0-0
17 P-B3	...

The forcing moves are over and it is time to tally up. Black has the material but is very cramped. If he could force a break in White's center or open another file at a small price he might triumph.

17 ... **B-K2**

Offering a pawn in order to breathe, e.g. 18 NxBch NxN 19 BxP R-N2 20 B-N3 P-Q4 21 P-K5 B(orN)-B4 with a good game. Spassky refuses, but later Portisch finds another way to sacrifice a pawn that must be accepted. The chances seem level.

18 N-K3	QR-B1
19 B-Q2	N-Q1
20 NxN	RxN
21 B-KB1	...

Not simply for the "cheapo" 22 B-R3. White sees that he cannot stop Black from doubling Rooks on the file so he minimizes their scope.

21 ... K-N1
22 B-R3 R-N2
23 P-Q5 ...

This seems a bit too forceful. Greater opportunities follow 23 N-B3.

23 ... B-R5
24 R-KB1 R-K1

Now the KP cannot advance (as it might have done after 23 N-B3). Portisch rightly feels he has more than a draw.

25 B-B5 R(1)-N1
26 B-R3 P-KB4?!

But this does not seem the right way. True, the White center is shattered but his KBP's are really dangerous. Moreover, Black does not solve the problem of his Knight's predicament (the major reason for 23 P-Q5). Best is 26 ... P-QB3.

27 PxP R-K1
28 R-B3 P-B3

Notice that he cannot return to the draw by 28 ... R(1)-N1 29 N-K2 R-K1 30 N-Q4. Another line that fails is 28 ... B-K8 29 B-K3 RxR 30 RxR B-B7 because of 31 R-K8 BxNch 32 K-R1.

29 PxP NxP
30 B-K3 K-B2
31 B-B2! ...

Here the trade of Bishops reduces Black's pressure, which Black realizes.

31 ... B-B3
32 R-Q3 P-KR4

A little too optimistic. Black should accept the fact of White's coming N-K2-N3.

33 R-Q2 R-K5
34 N-K2 P-R5

35 B-N2 R-K1
36 B-Q5 P-R3

White's advantage is now visible: the Black Rooks are no longer menacing and his KRP is almost doomed. White can expand at will on the Queenside and find good Knight-squares.

37 K-R3 N-K2
38 B-K6 N-N1
39 P-B4 B-K2
40 N-B3 N-B3

Black can only maneuver around and hope White will give him a chance to develop play, e.g. by capturing the KRP and exposing his King.

41 R-Q3 R-KB1
42 B-Q4! K-N1
43 P-N4 ...

He could play N-K4 immediately but would not pass up a chance to improve his position. He now intends P-R4-R5.

43 ... B-Q1
44 P-R4 P-N3
45 N-K4! NxN

The piece ending is lost. Black's last chance was to sit still with ... K-B2. Then Spassky would have strong chances with 46 N-N5, but the win would not be obvious.

46 BxR N-B7ch
47 K-N2! NxR
48 BxR K-B2

A form of resignation. Portisch sees the loss after 48 ... NxPch 49 K-B3 N-Q6 50 K-K4! N-B7ch 51 K-Q5! P-R6 (... N-N5 52 BxPch K-N2 53 P-B5 or ... B-B2 52 B-K7! also lose) 52 BxPch K-N2 53 P-B5. The text is worse.

49 B-R6! NxP
50 B-N5 N-Q6

51 K-R3! N-B4
52 KxP NxP

The only pawns that count now are on the KB file.

53 P-B6 N-B4
54 B-B5 N-Q2
55 P-B7 N-B1
56 K-R5! ...

A beautiful finale. The King marches in and the stalemated Black pieces cannot stop it. A sample line is 56 ... P-R4 57 K-R6 P-R5 (if ... BxBch 57 PxP K-Q1 58 K-N7 K-K2 59 P-N6 P-R5 60 K-N8! P-R6 61 P-N7 wins) 58 K-N7 P-R6 59 KxN! P-R7 60 K-K8!

Thus, BLACK RESIGNS.

GAME 51

The quadrennial supertournament, the Soviet Spartakiad, draws two familiar faces together in a familiar opening. An omen, to be sure, of things to come.

4th Spartakiad 1967 FRENCH DEFENSE

<i>Spassky</i> (Russian Federated Republic)	<i>Petrosian</i> (Moscow)
1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	N-KB3
4 B-N5	PxP

A problem for Spassky in the 1966 match, this line of Burn's seems to have been so destroyed in this game that Spassky's improvements are blamed for having frightened the Armenian away from ... P-K3 in the second match. Yet at Majorca just before the match, Petrosian tried the French, and Spassky, refusing to divulge his match preparations, answered 3 PxP!

5 NxP	QN-Q2
6 NxNch	NxN
7 N-B3	P-B4

A strong move of Petrosian's which all but negates White's central and spatial advantages.

8 B-N5ch	B-Q2
9 BxBch	QxB
10 BxN!	...

And this is Spassky's improvement. Heretofore, Simagin's 10 Q-K2, temporarily sacrificing the QP, was played. But Black can find equal play with 10 ... B-K2 11 0-0-0 0-0! 12 PxP Q-B2 13 N-K5 QxP! because 14 BxB BxN 15 N-Q7 fails to gain more than a draw after 15 ... BxPch 16 KxB Q-N5ch, with a perpetual.

10 ...	PxB
11 P-B3	PxP
12 NxP	B-B4
13 Q-B3!	...

Without this strong move Spassky's innovation leaves him with an endgame edge too small to exploit against the Champion of the world. But Spassky has ground out great wins with even less against mere grandmasters.

If Black retreats to protect the KBP with ... B-K2 14 0-0-0 0-0-0 White will stand better with either 15 Q-R5 or 15 N-B5. And ... BxN 14 0-0-0 Q-R5 15 RxP QxP 16 QxP is much too risky. From now on the Knight is at least the match of the Black Bishop.

13 ...	0-0-0
14 0-0-0	Q-K2
15 N-N3	B-N3
16 P-N4!	...

An instructive move which fixes the pawns. If Black cannot play ... P-B4 at some point, his Kingside play is reduced to the use of the KR file, which is insufficient.

16 ...	RxRch
17 RxR	P-KR4
18 P-KR3	PxP
19 PxP	R-R7

All very interesting, but the Rook is not very well placed here. The KBP is easily protected and with the wood diverted to his left, Black is incapable of meeting White on the right. By 19 ... P-B4, however, Black has excellent chances, since 20 PxP Q-N4ch and ... QxP give him an ending where White's Queenside edge is meaningless and the KBP quite weak.

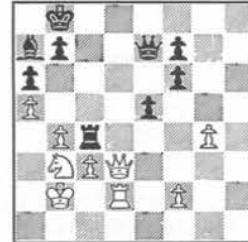
20 N-Q4	P-R3
21 R-Q2	R-R1
22 P-N4!	...

Those Knight pawns! With this, White begins to expand on the Queenside without sacrificing King safety. Should Black continue to trade with 22 ... BxN 23 RxP R-Q1, then 24 R-KB4 kills the KBP's.

22 ...	K-N1
23 N-N3	R-QB1
24 K-N2	R-B5
25 P-R4	P-K4

It is difficult to find ideas here. If Petrosian wants to occupy KB5 with his Rook, he can't play the simple ... B-B2-K4 because of 26 N-B5. The text has the same idea but kills all chance of repairing the Kingside complex except by tactical means.

26 P-R5	B-R2
27 Q-Q3!	...



If White can play P-QN5 effectively (e.g. ... RxKNP 28 P-QN5 PxP 29 QxP and 30 R-Q7), the game is decided. This is the winning plan.

27 ... R-B5
28 P-B3 P-K5

Liquidation is Black's only chance to make his pieces matter. If he waits, 29 R-R2 or P-N5 secure the win without opposition.

29 PxP RxKP
30 R-R2 B-K6
31 Q-Q5 R-K4
32 R-R8ch K-R2
33 Q-Q3! ...

Now the Bishop is away from the King's defense and the advance of the QNP must be powerful.

33 ... R-K5
34 R-KN8 B-N4?

The Bishop had to stay on the other diagonal. He could not move his Queen to K3 or K4 because of 35 Q-Q8 and if the Rook retreats White has N-Q4 as in the game. But he can still try ... B-N8.

35 N-Q4! B-K6

A little too late. He can't stop the pawn.

36 P-QN5! BxN

Going down artistically.

37 QxBch! RESIGNS

GAME 52

Team chess seems an odd concoction, for the game is basically an individual struggle multiplied by (in the case of Soviet team tourneys) hundreds of players. But because you play for more than your own score, team events result in more fighting, dynamic competition than the often dull point-splitting of international individual play. Spassky is ideal for team play: if he must play for the win to improve the team's standings he can grind out advantages almost without taking risks.

4th Spartakiad 1967 FRENCH DEFENSE

<i>Stein</i> (The Ukraine)	<i>Spassky</i> (Russian Federated Republic)
1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-Q2	P-QB4
4 KN-B3	N-QB3
5 PxQP	PxQP
6 B-N5	B-Q3
7 0-0	N-K2

Here we have a rare sight: Spassky on the Black side of the French. The line chosen by Stein has had surprisingly little ex-

posure though opening tomes have rated it highly. A modest continuation here would be 8 PxP BxP 9 N-N3, which Botvinnik has shown to give White a small pull due to the Q4 blockade.

8 P-B4 **P-QR3!**

Stein's move has enjoyed a good press since Keres scored a fine win with it over Portisch at the great Bled tournament of 1961. Neither 8 ... PxP 9 P-Q5! NxP 10 N-K4 nor 8 ... 0-0 (as Portisch played) seems adequate. But Spassky's move in connection with his 10th obtains excellent play for him.

9 BPxP **PxB**
10 PxN **P-B5!**

Not 10 ... NPxP 11 N-K4 or 11 PxP BxP 12 N-K4. If White does not accept the pawn sacrifice with 11 N-K4 PxP 12 B-N5 0-0 14 NxP QxN (Zwaig-Keene, Ybbs 1968), he still faces an inferiority on the Queenside and a weak QP. So he takes.

11 PxP **BxP**

If Black would always obtain this kind of game this annotator would always play the French. Black has two fine Bishops, a potentially powerful passed QBP and strong play against the QP.

12 R-K1 **0-0**
13 N-K4 **R-K1**
14 B-N5 **P-B3**

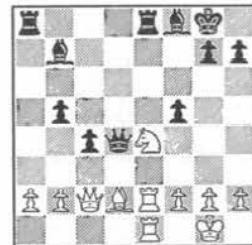
This move is useful in keeping the Knight off K5 and it is strange that Stein forced it. Now 15 BxP BxN 16 BxN fails to ... BxN or ... RxP. But the Bishop has no good square because the retreat now to KR4 creates problems in defending the center pawn.

15 B-Q2 **N-B4**
16 Q-B2 **B-KB1**

Now the pawn must be regained and it is not clear where White could have improved. The stodgy defense by 16 NxP QxN 17 B-K3 insures a bad game 16 N-B5 holds some interest, but ...

RxRch 17 BxR QBxN 18 QxB NxP! 19 Q-Q5ch K-R1 leaves him second best.

17 R-K2 **NxP**
18 NxN **QxN**
19 QR-K1 **P-B4!**



Slowly expanding his advantage. Stein loses a pawn here with only the Bishops of opposite color to console him. He can still hang on after 20 N-N3 Q-Q4 21 P-B3 RxR 22 RxR P-N3 23 P-QR3.

20 N-B6ch **QxN**
21 RxR **Q-KN3**

Regaining the Exchange. Perhaps Stein overlooked that 22 RxBch RxR 23 P-KN3 loses to ... Q-QB3.

22 RxBch **RxR**
23 P-B3 **BxP**

One would expect a long struggle ahead since both Bishops are strong and neither side has a passed pawn to work with.

Spassky has shown great skill with opposite-color-Bishops endings (e.g. with Gligoric at Amsterdam, 1964) but his advantage lies in his attacking chances. His victory in only 14 more moves is highly instructive.

24 B-B3 **B-K5**
25 Q-B2 **P-B5!**

Mobilizing the majority and beginning a final assault on KN2. He must also block the center files so that White does not obtain counterchances against KN7.

- | | |
|----------|-------|
| 26 R-Q1 | B-B3 |
| 27 P-KR3 | P-R3 |
| 28 K-R2 | R-B4! |

The Rook enjoys maximum effect on KN4.

- | | |
|-----------|--------|
| 29 R-Q8ch | K-R2 |
| 30 Q-B2 | Q-N6ch |
| 31 K-N1 | Q-K6ch |

This threatens ... B-K5 followed by ... R-N4. Stein must enter the ending two pawns down.

- | | |
|---------|-------|
| 32 Q-B2 | R-N4! |
| 33 QxQ | RxPch |
| 34 K-B1 | PxQ |
| 35 R-Q6 | B-K5 |
| 36 R-Q4 | ... |

Shortening the game because the Rook cannot control the K1 square after this move. 36 R-K6-7 is better.

- | | |
|---------|--------|
| 36 ... | B-B6 |
| 37 R-B4 | P-K7ch |

Stein RESIGNS in view of 38 K-K1 R-N8ch 39 K-B2 R-B8ch 40 K-N3 B—somewhere safe, allowing the pawn to queen, winning a piece.

He must also block the center files so that White does not obtain counterchances against KN7.

GAME 53

Choosing a favorite Spassky game is not easy for this annotator, but this magnificent fight with Suetin comes about as close as any. It is as perfect from start to finish as a game between grandmasters could be.

4th Spartakiad 1967 SICILIAN DEFENSE

<i>Spassky</i> (Russian Federated Republic)	<i>Suetin</i> (Moscow)
1 P-K4	P-QB4
2 N-KB3	N-QB3
3 N-B3	P-K3

This entry into the Sicilian carries the chance for 4 B-N5 transposing into the Rossolimo line, when ... P-K3 is not the best defense.

- | | |
|--------|-------|
| 4 P-Q4 | PxP |
| 5 NxP | Q-B2 |
| 6 B-K3 | P-QR3 |
| 7 N-N3 | ... |

To avoid early exchanges and prepare the formation of Bishops on K3 and Q3 pawns on K4 and KB4 and Queen on B3 which gives him good attacking chances. Suetin tries a new idea.

7 ... N-B3
8 P-B4 B-N5?!

This wrecks the White Queenside at the cost of some middle-game difficulties arising from the absence of the black-squared Bishop.

9 B-Q3 0-0
10 0-0 BxN
11 PxB P-Q3
12 R-B3 ...

Question: Where is Black weakest? Answer: At KN2 and Q3. Since any attempt to exploit the weak QP would allow counter-chances against the QBP's, White chooses the direct assault on the King. The Rook, therefore, goes to KN3.

12 ... P-K4

Basically, this is a very good plan: it gains breathing space and eliminates the backward QP. If White does not play 13 P-B5 (Black is threatening ... B-N5) he allows ... PxP, clearing a fine square for the Knight on K4.

13 P-B5 P-Q4
14 R-N3! ...

If 14 N-Q2 was forced Black would stand well. The immediate threat of B-R6 gives White a good initiative.

14 ... K-R1
15 PxP N-K2

Although this may transpose into lines after 15 ... NxP, the immediate recapture seems better. It has been claimed that 15 ... NxP 16 Q-R5 NxP 17 P-B6 wins, but the simple 17 ... P-KN3

18 Q-R6 R-KN1 19 QxN B-K3 makes defense possible. And 17 RxP does not make for more than a perpetual.

16 B-B5 N(3)xP
17 Q-N4! ...

By putting the final threat to KN2 he forces 17 ... R-KN1 after which the attack shifts to KR2. If instead 17 ... P-KN3 18 R-R3, Black is embarrassed for a reply to the threat of 19 Q-R4.

17 ... R-KN1
18 R-R3! N-KB3

The threat was RxPch. With his next, White introduces a recurring theme: he intends 20 BxN QxB 21 RxPch!

19 Q-N5 N(2)-Q4
20 R-KB1! P-QN3

The depth of White's last is revealed in 20 ... N-B5 21 RxN! PxR 22 R-R6!! with the beautiful threat of 23 RxN PxR 24 QxPch R-N2 25 B-B8! A few defenses that fail are (1) ... Q-Q1 23 B-K7 (the theme again), Q-N3ch 24 K-R1 N-K1 25 P-B6; (2) ... P-QN3 23 B-Q4; (3) ... R-Q1 23 RxN PxR 24 QxPch K-N1 25 B-N6; (4) ... R-K1 23 RxN PxR 24 QxPch K-N1 25 B-Q4.

21 B-K4! B-N2

Once again we see that 21 ... NxP or 21 ... PxB 22 BxN NxP? both lose to RxPch.

22 BxN BxB?

Here Suetin goes astray. With 22 ... PxB (or on the previous move, 21 ... PxB 22 BxN B-N2, transposing) he could hold for a while.

23 B-K7! ...

Again the poetic move.

23 ... Q-B3
24 R-R6!! ...



Characteristic of Spassky's play is that moves of great beauty often do not win immediately but gain advantages to be used in the ending. Since 24 ... Q-Q2 is the only way, other than the text, of preventing 25 RxN, Black must enter a poor endgame.

24 ...	N-K5
25 RxQ	NxQ
26 R-Q6!	BxN
27 RPxB	N-K5
28 RxP	NxP
29 P-B6!	...

The game still has to be won and this move begins the attack on the Kingside pawns. If 29 ... N-Q4 30 R-N7 PxP 31 BxPch NxP 32 RxP wins one of them.

29 ...	KR-K1
30 PxPch	KxP
31 R-N7	N-K7ch

The Knight odyssey is the only alternative to 31 ... N-Q4 (else 32 B-N4) 32 B-R4 R-KB1 33 P-B4, which is even simpler.

32 K-R1	N-B5
33 P-N3	N-N3
34 B-Q6!	N-R1

The way in which Spassky mixes the three elements of such endings (advance your own pawns, tie up your opponent's pieces, stop his pawns) is food for students.

35 P-B4	K-N3
36 P-KN4!	...

Counterplay by ... P-KB4 must be stopped.

36 ...	R-K3
37 P-B5	K-N4
38 P-R3	P-K5

Attempts to hold the KP against the threat of 39 R-B5ch with 38 ... K-N3 or QR-K1 simply allow White to push the BP home.

39 K-N2	P-K6
40 B-B4ch	K-N3
41 R-N6!	...

Dooms the KP. Note that ... RxR at any point now allows the advanced pawn to queen after PxR.

Black's only hope is to exchange enough pawns so that he can sacrifice his Knight for the last White pawn.

41 ...	P-K7
42 R-K1	R-QB1
43 P-N4	P-QR4
44 RxP	PxP
45 R(2)xRch	PxR
46 B-K5!!	...

It now becomes an endgame composition: White to Play and Win. The text ties the Black Rook to the protection of the hapless Knight. The Knight, in turn, cannot move to B2 because of 47 RxPch, K-N4 48 K-N3! and P-R4 mate next! The simplest win is to exchange minor pieces at the right moment and win with extra pawn(s). The KP will not be going anywhere.

46 . . .	P-R4
47 RxPch	K-B2
48 R-QN6!	PxP

Again . . . N-N3 fails to 49 R-B6ch.

49 PxP	K-K2
50 BxN!	RxB
51 RxP	K-K3

These endings are easily won by sacrificing one pawn to advance the other.

52 R-QB4	K-Q4
53 R-B1	R-KN1
54 K-N3	K-B3
55 K-B4	R-B1ch
56 K-N5	R-N1ch
57 K-B5	R-B1ch
58 K-K6	R-KN1
59 R-KN1!	RESIGNS

GAME 54

The versatility of the Ruy Lopez is shown off in the following brilliancy. White piles up on Black weaklings on the Queenside, ties up his opponent's pieces on the QR file, and then quickly shifts ground to break through on the Kingside.

4th Spartakiad 1967 RUY LOPEZ

<i>Spassky</i>	<i>Artunian</i>
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	B-K2
6 R-K1	P-QN4
7 B-N3	P-Q3
8 P-B3	0-0
9 P-KR3	P-R3

As in so many strategies for Black, this move is needed as a preparation for . . . R-K1, which if played immediately allows N-KN5. Smyslov's recommendation, . . . P-R3, stops N-KN5 once and for all.

10 P-Q4	R-K1
11 QN-Q2	B-B1
12 N-B1	...

White's KP is in no immediate danger (12 ... PxP 13 PxP RxP 14 RxR NxR 15 B-Q5). White's Knight is needed on the Kingside where it provokes ... P-KN3, further weakening the pawn structure already loosened by ... P-KR3.

12 ...	B-Q2
13 N-N3	P-QR4

Opening moves often get a bad press because of one game. 13 ... P-QR4 was condemned after this game and has been in the doghouse since. The more popular 13 ... N-QR4 14 B-B2 P-B4 followed by ... P-N3 and ... B-N2 is solid and safe. Artunian wants more out of the position and he looks for it on the Queenside where he has a natural advantage in space.

14 B-Q2	P-R5
15 B-B2	N-QR4
16 P-N3!	...

Neutralizing the Queenside by competing for the first open file and preventing ... N-B5.

16 ...	PxP
17 PxP	P-B3

Equally good is 17 ... P-B4 but Artunian may have been worried about his QNP as a target.

18 B-K3	Q-B2
19 N-Q2	P-B4

White intended 20 P-N4 N-N2 21 N-N3 with the more aggressive piece placement on both flanks. Black cannot extinguish the central tension with 19 ... PxP 20 PxP P-B4 without allowing White to take the lion's share of the middle of the board (21 P-Q5 followed by P-B4 and Q-B3).

20 P-Q5	P-N5
---------	------

Too many times in the Ruy Lopez Black makes an advance on the Queenside he regrets. Rather than push this pawn to a square where it is difficult to protect, Black could play 20 ... R-R2 followed by doubling Rooks on the only open file, or 20 ... KR-N1 followed by ... B-K1 and ... N-Q2-N3 (à la game 24). Also good is 20 ... N-N2.

21 PxP	PxP
22 B-Q3	KR-B1
23 Q-K2	Q-N2

White threatened to take command of both open files with 24 B-R6 and 25 KR-QB1. The next stage of the game is very instructive for the reasons outlined in the introduction—the drawing of Black's pieces away from the Queenside so that he will be vulnerable on the other side.

In the 21st game of the second Petrosian match, the game that virtually clinched the title for Spassky, White broke through on the Queenside and won the QNP. That game diverged in the opening with 9 ... N-Q2 (instead of 9 ... P-R3) 10 P-Q4 B-B3 11 B-K3 N-R4 12 B-B2 N-B5 13 B-B1 B-N2 14 P-QN3 N(5)-N3 15 B-K3 R-K1 16 P-Q5! QR-B1 17 QN-Q2 P-B3 18 P-B4 PxQP 19 BPxQP Q-B2 20 R-QB1 Q-N1 21 P-QR4! N-B4 22 PxP PxP 23 R-R1 P-N5 24 Q-K2 N(3)-Q2 25 B-Q3! NxN 26 QxN B-R1 27 N-B4 N-B4 28 BxN RxN 29 R-R4 P-R3 30 Q-Q2, and eventually won the QNP and the game.

24 R-R2!	B-K2
25 KR-R1	B-Q1
26 N-R5!	...

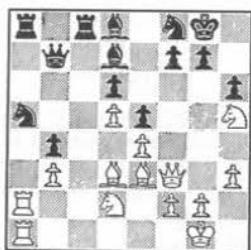
On the Kingside White has three possible attacking pieces—the two Knights and the QB—compared with Black's one Knight about to be traded off. White's majority is not so silent and Black prefers to keep the ratio 3-1 rather than 2-0. Even so, 26 ... NxN and ... B-K1 offer more promise for the defense.

26 ...	N-R2
27 Q-B3!	...

Advertising his intention to shift the Queen to KN7 (with mate) via KN3. Clearly, 27 ... K-R1 loses the KBP and 27 ... K-B1 28 Q-N3 B-KB3 drops the QN. Any move of the KNP is hopelessly weakening. Artunian tries to bring the KN to KN3.

27 ...

N-B1



But White lets the pieces fly with exclamation points. All punctuation is deserved.

28 RxN!

BxR

29 RxB!

RxR

30 BxP!

...

Black has traded off (albeit at a profit) the only pieces capable of defending KN2. On 30 ... P-N3 or ... PxR White mates with 31 Q-B6-N7. Similarly, 30 ... N-N3 is met by 31 NxP and N-R5.

30 ...

N-R2

31 NxP

P-B4

Vainly hoping to stop the attack with tricks (such as 32 Q-N3 P-B5), but Black is quite lost. White also threatened N-R5-B6ch.

32 PxP

K-R1

33 N-R5

R-KN1

Now 33 ... B-K1 34 B-N7ch K-N1 35 P-B6 would reach a position where Black has no counterplay while White has half a dozen threats. Count 'em: N-K4xP B-B5-K6ch Q-B5xNch N-N3-

B5-R6ch and Q-N3 followed by QB-anywhere. Material is almost even—three pawns for the double Exchange.

34 P-B6!

RESIGNS

There is no answer to P-B7 or B-N7ch, e.g. 34 ... QR-R1 35 B-N7ch RxR 36 PxRch K-N1 37 Q-K4 N-N4 38 Q-N6! and N-B6 mate.

GAME 55

In match play, opponents often have extensive opening lines prepared so that one variant is played over and over, such as Tal's Caro-Kann attack in his 1961 match, or the French in countless Smyslov-Botvinnik games.

But not all the improvements are found before play begins and often strengthenings for both sides are found as the match continues. So it is with the Spassky-Geller match at Sochi, which could be easily recognized as the Closed Sicilian Match.

Quarter Finals Candidates Match Sochi 1968 SICILIAN DEFENSE

Spassky	Geller
1 P-K4	P-QB4
2 N-QB3	P-Q3
3 P-KN3	N-QB3
4 B-N2	P-KN3
5 P-Q3	B-N2
6 P-B4!	...

The modern idea is to expand simply with the Kingside pawns rather than play first with the pieces (e.g. with B-K3 Q-Q2 KN-K2 and B-R6).

6 ...

N-B3

After two straight defeats in this match with the text, Geller should consider the more flexible blocking plan of ... KN-K2 and ... P-K3 with the idea of meeting P-KN4 with ... P-B4. Another method is 6 ... P-B4 immediately with the KN developed at KR3. Fischer has also shown that this last idea can be coupled with ... P-QN3 and ... B-N2 (and even ... 0-0-0) for good play.

7 N-B3
8 0-0
9 P-KR3

0-0
R-N1
...

An improvement over the second game in this series (and the 17th game with Petrosian in 1966), when Spassky tried 9 N-KR4. The text assures P-B5 without diverting the Knight.

9 ...
10 P-R3

P-QN4
...

Smyslov used to play this move with the idea of stopping Black on the Queen flank with his own P-QN4. Spassky found a new plan against Larsen (to meet ... P-QR4 with P-QR4, again to block the Queenside), but in this game he allows Black to open the QR file.

10 ...
11 B-K3
12 PxP
13 N-K2

P-QR4
P-N5
RPxP
B-N2

The Bishop must move to allow Black to seize the open file, but it is later necessary to defend the Kingside white squares.

14 P-N3! ...

Another improvement. This time his move is better than 14 R-N1, as played in the 4th match game. Spassky realizes the Rook is needed on QB1.

14 ...
15 R-B1

R-R1
R-R7

As with 19 ... R-R7 in game 51, the Rook only looks aggressive here. Black should be considering methods of stopping the coming attack on the other flank. White has many targets there but the only one on the Queenside is QB2 and that is difficult to attack.

16 P-N4 Q-R1

Going nowhere. Better is ... N-K1-B2-N4.

17 Q-K1 ...

Yet another improvement. Instead of going to Q2 Spassky finds a more direct route to the Kingside. Note that P-B5 must be delayed or Black will redeploy with ... N-Q2-K4.

17 ... Q-R3
18 Q-B2 ...

Gligorić's suggestion of 18 P-B5 may be one further improvement.

18 ... N-R2
19 P-B5 N-N4
20 PxP RPxP

This is probably the decisive error. The weakening of K3 that results from ... BPxP can be met with ... B-B1. Now KB2 becomes too weak.

21 N-N5 N-R6
22 Q-R4 ...

White's attack plays itself. He threatens RxN and a quick mate. (which could be met by ... RxR had Black recaptured with the BP on move 20) Black has no defense.

22 ... R-B1
23 RxN! PxR
24 Q-R7ch K-B1
25 NxP! ...



Without this move White would be stopped. With it he is unstoppable. On 25 ... KxN 26 B-R6 R-KN1 27 N-B4 signals the end.

25 ... RxP
26 B-R6 RxRch
27 NxR KxN

The familiar point of desperation. Taking the Bishop lets White mate in a few with 28 NxR (if ... K-K1 29 N-N8).

28 QxBch K-K1
29 P-N5 ...

Faster was 29 P-K5! BxR 30 P-K6!

29 ... P-B4
30 QxPch K-Q2
31 Q-B7ch K-B3

After ... K-Q1 White frees KN5 for a mating Bishop check by 32 P-N6.

32 PxPch RESIGNS

The trade of pieces follows and Spassky makes a couple Queens.

Poor Geller. In two candidates matches (1965 and 1968) he drew all games with White but only managed two draw games out of eight with Black.

GAME 56

If a grandmaster is intent on avoiding defeat, you must defeat him in three stages. You have to beat him in the opening, in the middlegame and in the ending. Here Spassky does it in beautiful fashion.

Semifinals Candidates Match 1968 SICILIAN DEFENSE

<i>Spassky</i>	<i>Larsen</i>
1 P-K4	P-QB4
2 N-QB3	P-Q3
3 P-KN3	P-KN3
4 B-N2	B-N2
5 P-Q3	N-QB3
6 P-B4	P-K3

Larsen has learned from the Geller match. His plan stops P-KB5 and prepares to meet P-KN4 with ... P-B4 blunting the attack.

7 N-B3	KN-K2
8 0-0	0-0
9 B-Q2!	...

Usually White plays B-K3 threatening P-Q4, and Black plays ... N-Q5. Spassky's move allows him to meet ... N-Q5 with a trade of Knights and P-QB3 to bolster his share of the center.

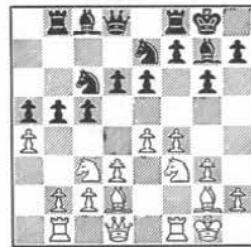
9 ...	R-N1
10 R-N1	P-QN4
11 P-QR3	P-QR4

A positional error worth study. Black doesn't want to play 11 ... P-N5 12 PxP PxP because he gets little more advantage out of the QB file than White does out of the QR file. He doesn't want White to play P-QN4 which nips his Queenside play in the bud.

In a later game of the match Larsen chose 11 ... P-B4.

12 P-QR4!!

...



A very powerful move which all but eliminates Black's Queen-side initiative. If 12 ... PxP 13 NxP and it is Black's QRP that is under fire.

12 ...	P-N5
13 N-N5	P-Q4

On 13 ... B-QR3 14 P-B4 White seals off whatever play Black can usurp on that side of the board. If White can spend his time attacking Black's King he is much better off than in a two-front game.

14 P-B4! PxP e.p.

Black cannot indulge in 14 ... PxBP 15 PxP Q-Q6 16 N-K1 QxBP?? 17 P-N3. But he must keep some area of the board open for his counterplay.

15 NPxP P-B5!
16 B-K3! BPxP
17 P-K5 ...

White has bad pawns but good pieces. He can put Knights at Q4 and Q6 and prepare a Kingside attack with P-N4 and B-B2-R4. As ugly as it is, Black should try for counters with 17 ... P-B3 (18 PxP BxP 19 QxP N-B4 and ... N-Q3). Now the closed position favors the player with the attack—White.

17 ... B-QR3
18 QxP Q-Q2
19 KR-Q1 KR-B1
20 Q-Q2 N-B4
21 B-B2 P-R4
22 B-B1 R-Q1
23 B-Q3 Q-K2
24 Q-K2 R-N2
25 P-R3! ...

A new problem for Black is the threat of P-KN4 and B-R4. All White really needs is an open Kingside file. His more mobile piece deployment will do the rest. Larsen keeps it semi-closed.

25 ... P-R5
26 NxP NxN
27 PxN B-R3
28 B-N3 ...

This makes the Bishop an overgrown pawn. But White can follow with P-R5 to keep his pawn advantage and open new lines. 28 Q-N4 may be even better.

28 ... Q-B4ch
29 K-R2 N-K2

30 P-R5 N-B4
31 PxP PxP
32 BxN! KPxB

Taking with the NP allows 33 Q-R5 and even more problems.

33 P-B4 P-Q5
34 N-Q6 RxR
35 RxR ...

All of Larsen's ingenious resources fail to stop White from moving toward a winning late middle game or ending. Clearly, 35 ... Q-R6 36 R-N6 or 35 ... B-KB1 36 B-R4 R-R1 37 Q-KN2 can be forgotten.

35 ... P-Q6!
36 QxP BxKBP

So that 37 BxB Q-B7ch draw?

37 Q-Q5ch! QxQ
38 PxQ B-K6
39 B-R4 ...

The game is so decided that even simpler is 39 P-K6 P-B5 40 P-K7.

39 ... B-B5ch
40 K-N2 B-Q6
41 R-N6 P-N4
42 B-N3 BxB
43 KxB B-B7
44 R-N2 P-B5ch

On 44 ... BxP 45 R-R2 eliminates the last danger, the QRP.

45 K-N4 BxP
46 KxP P-B6
47 N-K4 K-B1
48 N-B6 B-Q8

Black's last hope is to get in ... B-K7, but that doesn't really matter any more. Material is meaningless and the passed pawns and pieces will decide.

49 R-N7 B-K7
50 P-K6! ...

Black cannot stop R-B7 mate even with the artful tricks he now jumps at.

50 ... RxPch
51 K-R6! R-R4ch
52 K-N6! RESIGNS

GAME 57

One of the greatest virtues in match play is to absorb a bitter defeat and come back the next day to regain the point. So often in Botvinnik's career the champ held on to the title by rallying to win when the momentum seemed to favor the challenger.

In the game preceding this stopper, Spassky had completely outplayed Korchnoi only to blunder badly on the 25th move. Spassky still led by a point but with several games left his old rival looked ready to make the match a fight.

Finals Candidates Match Kiev 1968 KING'S INDIAN DEFENSE

Spassky Korchnoi
1 P-Q4! ...

A surprise to change his luck. For the first time in the candidates series Spassky uses the QP. Korchnoi's choice of the King's Indian, a defense that does not fit into his style comfortably, seemed a reaction to avoid prepared lines.

1 ... N-KB3
2 P-QB4 P-KN3
3 N-QB3 B-N2
4 P-K4 P-Q3

5 P-B3 0-0
6 B-K3 N-B3

As in the system used in game 34, Black aims at ... P-QN4, but here it is combined with an early ... P-K4 to maintain a piece of the center. The system seems a bit artificial but has survived many tests.

7 KN-K2 P-QR3

The source of Korchnoi's future Complaint. The order in which Black prepares for ... P-QN4 is important since White has not decided whether to attack the Kingside with Q-Q2 0-0-0 and P-KR4-5, or the Queenside with N-B1 and 0-0. Correct is 7 ... R-N1, as will be seen.

8 N-B1! P-K4

If he waits for the White Knight to arrive at QN3 he will find that ... P-K4 is bad because on P-Q5 the Black Knight must go to K2 or N1 rather than the effective squares QR4 or Q5.

9 P-Q5 N-Q5

The pawn is indirectly protected (10 BxN PxN 11 QxP NxKP).

10 N-N3 NxN

Now we see that with the substitution of 7 ... R-N1 for 7 ... P-QR3 Black could play 10 ... P-B4 here (11 PxP e.p. PxP 12 NxN PxN 13 BxP RxP). With 7 ... P-QR3 played, the above line is a doubtful pawn sacrifice.

11 QxN! ...

The text position has often come up in master play in the Soviet Union, with the addition of Q-Q2 for White and ... R-N1 for Black. Then White must recapture with the QRP and use the newly created forward QNP as a battering ram against the Black Queenside. But the Queen capture is even better, for it puts the Black QNP under surveillance and prepares P-B5.

11 ... P-B4

Although Black's own strike-at-the-base-of-the-pawn-chain-attack with ... N-R4 and ... P-KB4 will be much slower than White's, it is still better than the great loosening of his position he allows with the text.

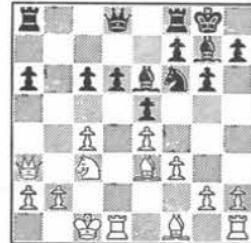
12 PxP e.p. PxP
13 0-0-0! ...

The King is probably safer on QB1 than on KN1 now and this move also brings immediate Queen file pressure.

13 ... B-K3

Dreaming of ... P-Q4 when a little calculation would show that it is impossible. Bondarevsky suggests 13 ... R-K1 but is hard to explain why. The normal move is 13 ... Q-K2 getting off the file and allowing ... R-Q1 to support the QP.

14 Q-R3! ...



With three ideas: (a) prepare P-B5 by getting off the Black QB's line, (b) remove the Queen from Knight file danger, and (c) place the QP and QRP in trouble.

14 ... N-K1
15 P-R4 P-B3

The text has been harshly criticized but it is difficult to suggest a better plan for freeing Black's pieces. Trifunovic suggests 15 ... K-R1 so he can play ... B-B3-K2 and be able to meet B-R6

with ... R-KN1. But 16 B-R6 R-KN1 17 P-R5 assures Black's inferiority. Bondarevsky gives the Exchange sacrifice 15 ... B-B3 16 B-R6 BxP 17 BxR KxB, but 18 P-B5 is very bad for him.

16 P-B5

R-B2

With the aforementioned calculation, Korchnoi might have seen that 16 ... P-Q4 does not work: 17 B-QB4 N-B2 18 PxP NxP 19 NxN PxN 20 BxP! BxB 21 R-Q2 R-B2 22 KR-Q1 R-Q2 23 RxBl! and Q-N3. Now 17 PxP R-Q2 18 B-B5 B-B1 is fine for White, but he first solves his last problem—the development of the KB.

17 Q-R4

Q-B2

18 B-QB4

BxP

19 QxB

B-B1

Black is weak on the Kingside, the Queenside and in the center.

20 P-R5

QPxP

21 PxP

PxP

22 Q-K6!

...

To create new weaknesses by Q-R3 or Q-N4.

22 ...

R-Q1

23 RxR

QxR

Now 24 QxBP would win all the Queenside pawns almost immediately.

24 R-Q1

Q-K2

25 QxQBP

N-B2

So that 26 N-Q5 can be met by 26 ... Q-K3.

26 Q-N6!

K-N2

27 N-Q5

Q-K3

28 BxP

BxB

29 QxB

N-N4

30 Q-K3

...

30 K-N1 is a little faster but now Black forces it! Korchnoi was very tired during the last half of this match.

30 ... Q-B3ch
31 K-N1 N-Q5
32 R-QB1 Q-N4
33 N-B7! ...

The Black Queen cannot prevent the capture of the QRP and still keep an eye on 34 N-K8ch K-N1 35 R-B8. He finds the fastest loss.

33 ... Q-K7
34 N-K6ch! K-R2

On 34 ... K-N1 35 R-B8ch K-R2, neither 36 R-R8ch nor 36 Q-R6ch works. But the pedestrian 36 QxQ NxQ 37 R-QR8 wins the ending.

35 Q-R6ch! ...
A fitting finale. BLACK RESIGNS.

GAME 58

Lugano Olympiade 1968
FRENCH DEFENSE

<i>Spassky</i> (U.S.S.R.)	<i>Porath</i> (Israel)
1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	N-KB3
4 B-N5	PxP!

Excellent psychological tactics. By playing the line Spassky would expect to meet a few months later versus Petrosian, Porath forces Spassky to play something other than his preparations for the match.

5 NxP	QN-Q2
6 N-KB3	B-K2
7 NxNeh	BxN

This, in connection with his next recapture, must be labeled dubious. Since Black will free his game with ... P-QB4 he should avoid the weakening of the dark squares (especially Q6) that results from the Bishop swap. Here ... PxN 8 B-R6 P-QB4 is an

aggressive try and ... NxN 8 Q-Q2 (to prevent ... P-B4) 0-0 the slower treatment.

8 BxB QxB

Now it appears that 8 ... NxN 9 Q-Q2! stops rather than delays ... P-B4 and gives Black a tough game. The question is whether he must accept this and play for ... B-Q2-B3, or play the text which misplaces the Queen and weakens the center.

9 B-B4!	P-B4
10 Q-K2	0-0
11 0-0-0	P-QR3

Black is beginning to find that ... P-B4 does not always insure the freeing of Black's game. He has great problems developing his minor pieces, e.g. 11 ... P-QN3 12 P-Q5 P-K4 13 P-Q6, or 13 B-N5, or 13 KR-K1 and then B-N5.

12 Q-K3! ...

A very fine move and not easy to find. It serves three purposes—(a) to force ... PxP which gives White strong trumps in the Queen file, (b) to control the important diagonals QR7 to K3 and QB1 to KR6, (c) to vacate a retreat square for the Bishop. Moreover, this move signals the beginning of a black-square strategy to prevent Black from completing development.

12 ... PxP

Not ... Q-K2 P-Q5.

13 RxP	P-QN4
--------	-------

Black must scale down his hopes. The posting of the Bishop on the long diagonal looks excellent but requires too much time. The innocuous 13 ... N-N3 and 14 ... B-Q2 seems best. However, it fails to 14 B-N3 B-Q2 15 N-K5 KR-Q1 16 KR-Q1 with a bind. He may be lost already.

14 B-Q3	P-N3
---------	------

Necessary prevention of Q-K4 and preparation of ... N-B4, which fails here to BxPch and R-R4ch.

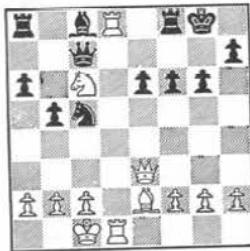
15 R-Q1 N-B4
16 N-K5 Q-K2

This was probably his last chance to move the QB! The Queen move averts dangers beginning with N-Q7 or N-N4 but "development is better than riches." Correct was 16 ... B-N2.

17 B-K2! P-B3

Too late for ... B-N2 18 R-Q7! Black is shot.

18 N-B6 Q-B2
19 R-Q8!



Multiple threats (RxRch B-B3 and QxN are three) make life difficult. Notice that ... QxN loses to B-B3, and 19 ... N-Q2 hangs the KP.

19 ... N-N2
20 RxRch KxR
21 B-B3

The number of squirms he has left is small (but ... K-B2 was more economical). Moves such as ... B-Q2 (22 Q-Q4!) and ... N-Q3 (22 Q-R6ch K-K1 23 N-K5!) are hardly better.

22 Q-R3 ...

Black square penetration to the end.

22 ... K-B2

He truly has no ideas here.

23 P-KN3!

...

A final precaution (stopping ... Q-B5ch) that suggests he might be looking for zugzwang.

23 ... P-K4
24 N-Q8ch! K-N1
25 B-Q5ch! ...

Forcing the King to N2 where it is vulnerable to a Knight fork after 26 BxN BxB. BLACK RESIGNS.

GAME 59

Majorca was Korchnoi's tournament but there were glimpses of Spassky's form against his old customer Ivkov.

Palma De Majorca 1968
CARO-KANN DEFENSE

<i>Spassky</i>	<i>Ivkov</i>
1 P-K4	P-QB3
2 P-Q4	P-Q4
3 PxP	...

Remember, Tigran is watching.

3 ...	PxP
4 P-QB4	N-KB3
5 N-QB3	P-K3
6 N-B3	B-K2

Playing in a very casual manner (perhaps to hide his preparations for the match) Spassky now makes a curious move, losing a tempo on the regular 7 PxP NxP 8 B-QB4.

7 B-Q3!?	PxP
8 BxBP	0-0

9 0-0	N-B3
10 P-QR3	P-QR3
11 B-KN5	P-N4
12 B-R2	B-N2
13 R-B1	R-B1

This position actually could have come out of a Queen's Gambit Accepted. White's P-QR3 not only gives him a good retreat square for the Bishop but prevents Black's normal maneuver ... N-QN5-Q4. For this reason it appears that with 13 ... P-N5 14 PxP NxNP 15 B-N1 R-B1 Black can fully equalize (Q-Q3 is prevented).

14 Q-Q3	R-K1
---------	------

Now 14 ... P-N5 15 N-R4 and the RP is held.

15 KR-Q1	N-Q4
----------	------

This idea seems wrong. Exchanges are good for Black but the KB should be retained to prevent a Knight from sinking in on his QB4. This is one defect of the aggressive pawn-formation on the Queenside (as opposed to ... P-QN3). Besides, there are new problems to be met after ... BxB on the Kingside.

16 N-K4	P-R3
---------	------

Realizing that ... BxB 17 N(4)xB leaves him quite weakened. If then 17 ... N-B3 18 NxBP!? KxN 19 N-N5ch or 17 ... P-B4 18 NxKP RxN 19 QxBP leaves White with a terrific attack.

17 B-Q2	...
---------	-----

He wants more than QB5.

17 ...	Q-N3
18 B-N1	P-B4

An inevitable weakness if Black wants to fight back. The next few moves evolve around White's only weakness, the QP. Black attacks, White defends, and it is clear after a while that

the many Black weaknesses are more important. Now 19 N-B5 NxP wins for Black.

19 N-N3	B-B3
20 N-K2	QR-Q1
21 B-R2	K-R1
22 P-QN4	N(3)-K2

Black should increase the pressure on the QP by doubling Rooks.

23 N-N3	...
---------	-----

With the heat momentarily off, White resumes the attack, aiming at N-R5. A pretty line pointed out here by Spassky is 23 ... P-K4 24 PxP NxP 25 BxN! RxQ 26 RxR with tremendous compensation for the Queen.

More important is the fact that repetition of the position by 23 ... N-B3 is not forced. White has the sharp continuation 24 R-B5! so to meet 24 ... B-K2 with 25 NxP BxR 26 QPxR with a winning game.

Having lost the rhythm, Ivkov never quite catches up.

23 ...	N-B2
24 N-R5	B-K5
25 Q-K2	BxN

Fishing in turbulent water, Black ends up in the familiar region Dire Straits. The minor evil (allowing White to drop a Knight on K5 after NxN) is shunned for the maxi-evil (taking off an untakeable pawn). Still 25 ... B-Q4 is best.

26 QxB	BxP
--------	-----

Now it's all over but the checking. The two Bishops are formidable, but with the two Knights holding the blockade, it will take White many more moves to win. He would do it by NxN and R-B5, followed by doubling and keeping the file.

27 B-B3!	...
----------	-----



It's surprising that for so long the game rotated around the QP and with its capture Spassky wins so quickly. A sample of how it's done is 27 ... BxB 28 QxB RxRch 29 RxR R-KN1 30 R-Q8! and mates.

27 ...	P-K4
28 Q-N3	...

Immediately crushing since 28 ... P-N4 loses simply to BxB and Q-K5ch.

28 ...	BxPch
29 QxB	QxQch
30 KxQ	N(K)-Q4
31 BxP!	RxB
32 RxN(B7)	RESIGNS

GAME 60

The first taste of Petrosian's blood. Spassky chooses an opening alignment that is usually evaluated as "White stands better." But that judgment, like many found in opening tomes, is too dogmatic.

World Championship Match 1969 4th Game QUEEN'S GAMBIT DECLINED

Petrosian	Spassky
1 P-QB4	P-K3
2 P-Q4	P-Q4
3 N-QB3	P-QB4

Even though trailing 2½-1½ in the match, Spassky is willing to mix it up with a doubtful variation.

4 BPxP	KPxP
5 N-B3	N-QB3
6 P-KN3	...

White may also try to develop his Bishops on K2 and QN2 beginning with 6 P-K3 N-B3 7 B-K2, but after 7 ... PxP! 8 KNxP B-Q3 followed by ... B-KN5 and ... R-K1, Black has sufficient tactical play.

6 ...	N-B3
7 B-N2	B-K2
8 0-0	0-0
9 B-N5	...

How dangerous Black's setup may become is revealed by 9 P-N3 (eminently logical), N-K5! 10 B-N2 B-B3 and White already loses the first-move initiative.

By putting the Bishop on KN5 he avoids 9 B-K3 N-KN5 10 B-B4 B-K3 with equal chances. But Black may go wrong after 9 B-K3 with 9 ... PxP 10 KNxP P-KR3 11 R-B1 N-QR4 12 P-N3 N-B3 13 Q-Q3 N-K4 14 Q-B2 Q-R4 15 N(3)-N5 B-Q2 16 Q-B7! with a strong endgame edge (Spassky-Yanofsky, Siegen 1970).

9 ...	PxP!
-------	------

Recalling an old game with Korchnoi, Spassky makes sure that the central tension cannot be turned against him at a later point.

10 KNxP	P-KR3
11 B-K3	B-KN5

The Spassky-Korchnoi game, from the 1957 U.S.S.R. Championship, went 12 P-KR3 B-K3 13 R-B1 Q-Q2 14 K-R2 N-K4 with good play, but White might have missed chances for advantage later on.

12 N-N3	B-K3
---------	------

Now 13 N-B5 P-Q5! 14 NxP BPxN 15 BxN QPxN is too small an advantage for White to exploit. This type of position has long been thought favorable for White, but it appears that the decision is very much up in the air because of Black's many little tricky resources.

13 R-B1	R-K1
14 R-K1	Q-Q2
15 B-B5	QR-B1

Black has two half-open files for his Rooks and several good Knight outposts at K4, K5 and QB5. "Dynamic equality" is what the analysts call such a position, in which White looks safer but Black has the tactics.

16 BxB QxB!
17 P-K3 ...

Black rebalances material after 17 NxP NxN 18 BxN with 18 ... QR-Q1 19 P-K4 BxB. He may get more than equality, in fact, with 19 ... N-QN5.

17 ... KR-Q1
18 Q-K2 B-N5
19 P-B3? ...

When Petrosian takes a risk it is not by sacrificing a pawn or a piece but by endangering his King or his pawns. Here he seeks a game in which he has pawns at K3 KB3 and KN4 with Knights at Q4 and KB5. His last move must be understood as an attacking idea, although it turns out badly.

19 ... B-B4
20 QR-Q1 N-K4

With White's K3 quite weak now, Black rushes to plant a Knight on QB5, or pile up on the open files with his heavy and minor pieces.

21 N-Q4 B-N3
22 B-R3 R-B5
23 P-KN4 R-N5!

White threatened P-KB4-5 but this can now be met with ... N-B5 attacking the QNP. White seems just one move short of obtaining an overwhelming position in many of the variations.

24 P-N3 N-B3
25 Q-Q2 R-N3
26 N(3)-K2 B-R2

Very fancy footwork. The Black piece retreats to allow a later ... P-KN4 if White should now play 27 N-B4.

27 B-N2 R-K1
28 N-N3 NxN
29 PxN?! ...

This is totally out of the context of White's middlegame plan. White should keep Q4 open to his minor pieces as a jumping-off spot. He shouldn't worry about 29 QxN Q-R6 because the retreat 30 Q-Q2 covers all.

29 ... R-K3
30 RxR QxR
31 R-QB1 B-N3!

The game clearly begins to turn with this move. Black vacates his KR2 for the Knight so that it might reach KN4 or KB5 via KR2. If White realizes that he must play for a draw now, he would choose 32 K-B2 and R-K1.

32 B-B1 N-R2
33 Q-B4 N-B1
34 R-B5 B-N8!



Clearing KN3 for the Knight, and menacing the QRP. Now 35 Q-B1 BxP 36 Q-B2 traps the Bishop but it's only momentary after ... Q-KB3!

35 P-QR4 N-N3
36 Q-Q2 Q-KB3
37 K-B2 N-B5

White's position has too many holes for prolonged defense. His QP is a sick child. Even with best play, such as 38 R-B3 N-K3 39 R-K3 (39 N-K2 N-N4 40 K-N3 R-K5!) R-Q1, White's chances are doomed.

38 P-R5?

B-Q6!

And now, as Black threatens ... QxPch, Petrosian realizes that if he plays his Queen to QB3 or QN2, the Black Queen invades at KR5 with decisive threats.

39 N-B5

Q-N4!

A little threat of ... N-R6ch.

40 N-K3

Q-R5ch

41 K-N1

BxB

RESIGNS

Since he loses the Queen or the King on 42 KxB Q-R6ch or 42 NxR R-K7.

GAME 61

Two feats are accomplished in this game: For the first time in the almost thirty games they had played previously for the title, Spassky took the lead. And for the first time in several years the Armenian drops two points in successive days.

World Championship Match Fifth Game 1969 QUEEN'S GAMBIT DECLINED

Spassky
1 P-QB4

Petrosian
...

It is rare when Spassky does not play 1 P-K4, even rarer when he also shuns 1 P-Q4.

1 ...	N-KB3
2 N-QB3	P-K3
3 N-B3	P-Q4
4 P-Q4	P-B4
5 PxQP	NxP

It is Spassky's style, not Petrosian's, to accent the isolani (... KPxP). In a sense we are watching Tarrasch fight Nimzovich once again.

6 P-K4	NxN
7 PxN	PxP
8 PxP	B-N5ch
9 B-Q2	BxBch
10 QxB	0-0

A common position that often arrives via 1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 P-Q4 4 PxP NxP (in this way avoiding the exchange lines) and so on. The rapid exchanges foretell an early draw no more than they did in game 58 (vs. Porath), in which Black was also hampered by slight inferiority in the center and a lag in development. But he can post the Bishop on the long diagonal and exert pressure on the two central pawns. White will work both in the center and on the Kingside. (This is why he plays QR, not KR, to Q1 on move 13.)

11 B-B4 ...

Going to N5 as often played seems aimless. The text (and, in fact, White's next three or four moves) aims at the central advance.

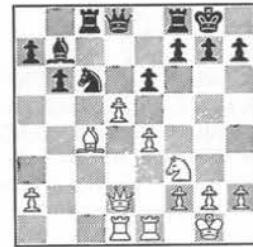
11 ... N-B3

This is frequently played, but one wonders if this Knight would stand better on KB3 where it combines with the fianchettoed Bishop to control K5 and Q4.

12 0-0 P-QN3
13 QR-Q1 B-N2
14 KR-K1 ...

Inexact would be 14 Q-B4 because of ... Q-B3! The trade of Queens would be good for Black—so good, in fact, that Black forced it in a game Fogelvich-Yudovich, 1937, after 15 Q-K3, KR-Q1 16 P-K5? Q-R3! 17 QxQ PxQ.

14 ... R-B1
15 P-Q5! ...



This rather simple plan (justified by deep calculation, however) has never been so sharply demonstrated as in this game. The calculations follow the natural answer 15 ... N-R4 with the conclusion that after 16 PxP!, either 16 ... QxQ 17 PxPch K-R1 18 NxQ NxN 19 NxN RxN 20 P-K5 or 16 ... NxN 17 PxPch K-R1 18 QxQ QRxQ 19 RxR and 20 P-K5, the passed pawns triumph.

15 ... PxP

Hoping for 16 PxP N-R4.

16 BxP N-R4

After this White completely dominates the board with Black having only the QB file to himself. On R4 the Knight is stale-mated by the powerful White Bishop. This makes the move ... BxN, giving White a mighty passed pawn, inevitable. Better is ... Q-K2 or ... Q-B2 17 R-B1 Q-K2.

17 Q-B4 ...

Nothing comes of 17 BxB NxN 18 Q-Q7 Q-B2.

17 ... Q-B2
18 Q-B5! ...

In simple positions Spassky has no master. In innocent formations he always looks for the idea that forces weakenings. Here the idea is to make Black's Kingside porous after 19 N-N5 P-N3 20 Q-R3.

18 ...

BxB

The game now turns on the QP. (In a way, so did the match. When Spassky had the isolani he could not lose and three times he won.) Since after this capture it is impossible to prevent its march to Q7, where it ties up Black's Rooks, it would appear that 18 ... Q-B6 is preferable. If 19 N-N5 P-N3 and both KB6 and KR3 are denied the White Queen while the Black Queen may become a defensive Festung at KN2. Even after 19 N-K5 Black has better chances than in the game.

19 PxB

Q-B7

On 19 ... Q-Q3 the blockade is broken by N-N5-K4.

20 Q-B4

QxP

Perhaps Petrosian recalled the third match game from 1966 when, in a similar position, Black played ... QxQRP and held the better chances until the game was drawn at move 43. Three years later the position is very different and, instead of being the only way to cash in on his positional superiority (as it was in the 1966 game), this move is his only counterchance (to create a dangerous passed NP).

21 P-Q6

QR-Q1

22 P-Q7

Q-B5

The trouble is that Black must play the rest of the game with only one piece. The QNP promises counterplay, but 22 ... P-QN4 loses to 23 Q-B7 with the dual threat of R-R1 and QxR. This same move answers any Knight move strongly.

23 Q-B5

P-KR3

24 R-QB1

Q-R3

The Rook must not reach the eighth.

25 R-B7

P-QN4

26 N-Q4!

...

This demolishes whatever defensive hopes Petrosian had.

26 ...

27 R-B8

Q-N3

N-N2

This softens the threatened 28 R-K8 but allows a pretty finish.

28 N-B6!

N-Q3

29 NxR!

NxQ

30 N-B6!

RESIGNS

GAME 62

In any balloting this game would, I think, easily be voted the prettiest World Championship game since Labordonnais sat down with St. Amant.

World Championship Match 19th Game 1969 SICILIAN DEFENSE

<i>Spassky</i>	<i>Petrosian</i>
1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	PxP
4 NxP	N-KB3
5 N-QB3	P-QR3
6 B-N5	QN-Q2

Surprisingly, this is the first game in which the very popular Najdorf system was played in a world championship. With the score still Plus One in the challenger's favor, Petrosian goes all out. Almost a decade and a half earlier these two players had disputed the defense following 6 B-N5 P-K3 7 P-B4 B-K2 8 Q-B3 Q-B2 9 0-0-0 QN-Q2 10 Q-N3 with White (Spassky, of course) holding the edge throughout but missing the win.

On his own, Spassky has had varied experience with this line:

a great win over Polugaevsky (game 30) and a sharp defeat at the hands of Lombardy in the 1960 Student Olympiade.

Petrosian has played 6 ... QN-Q2 rarely, with the memorable exception being a game at Bled 1961, in which Ivkov, already in time pressure, took a draw around the sixteenth move. At that point a dozen grandmasters in the audience swooped down to show him the winning sacrifice he had on the move.

7 B-QB4
8 Q-Q2
Q-R4
P-R3?!

Petrosian likes to invest in the future by taking the solid advantage of the two Bishops over the potential advantage of time. The sequence played is an improvement over 7 ... P-R3 8 BxN NxN 9 Q-K2! as Tal had shown gives White the edge. (The White Queen is better placed at K2 to enforce P-K5). Just how much of an improvement remains to be shown.

9 BxN
10 0-0
NxN
P-K3

This system requires sharper play or the extra tempo will outweigh the two Bishops. As Spassky once played in a similar position, 10 ... P-K4 11 KN-K2, B-K3! seems called for. Then Black stands well.

11 KR-K1
B-K2

Black has problems. To begin with, he has both P-K5 and P-KB5 to worry about. If he castles long, P-KB5 will come in powerfully since KB2 is unprotected. On the other hand, castling short walks into the main scope of White's attack. And he hasn't the type of position where he can sit in the center and play 11 ... P-QN4 12 B-N3 P-N5 because of 13 N-Q5 PxN 14 N-B6 and 15 PxPch.

12 P-B4
13 B-N3
0-0
R-K1

The problem with 13 ... N-Q2 (which slows up P-B5 or P-K5) is that it sets up a sacrifice on K6, e.g. 14 K-N1 (threatening

N-Q5) Q-B2 (perhaps ... K-R1 is more exact) 15 BxP or 15 NxP PxP 16 BxPch and 17 N-Q5. Petrosian plans to hold K3 at the cost of ignoring KB2.

14 K-N1

B-B1

Now with a little luck he can start rolling on the opposite wing with ... P-QN4 since his King seems safe and N-B6 does not fork Queen and Bishop after the QNP advances.

15 P-N4!

...

Straight out of the coffee houses. This move at first looks phony, as the sequence P-N5 PxP and BPxP would seem to give White problems after the Knight goes to K4 via Q2. But before that happens White will have P-N6!, crumbling the Kingside at the key KB2 point. Thus it seems Black must play 15 ... N-Q2 here with chances for defense.

15 ...

NxNP

A very doubtful move on which to risk the world title. Although defended by the B, KN2 is in for a great deal of pressure.

16 Q-N2
17 R-N1

N-B3
B-Q2

There is nothing better to suggest.

18 P-B5! K-R1

Tal believes this is an error inferior to 18 ... P-K4 because neither 19 N-Q5 Q-Q1 nor 19 Q-N6 K-R1! 20 QxP R-K2 works out. Yet surely after 19 KN-K2 White maintains a very powerful game.

19 QR-KB1! Q-Q1

Even worse is ... P-K4 now that the KBP is loose.

20 PxP PxP

If there is a defense after 15 ... NxNP, it lies most likely in 20 ... BxP which reduces enough wood to give Black hope.

21 P-K5!

...



The beginning of a brilliant concluding attack.

21 ... PxP
22 N-K4! N-R4

Black must protect KN2 again as 22 ... NxN 23 RxBch mates immediately.

23 Q-N6! ...

Even the best defense here, 23 ... N-B5 24 RxN! PxR 25 N-KB3 (now with threats of N-K5 and N(3)-N5. Of course, 25 ... Q-R4 loses to 26 N-B6! Q-KB4 27 QxRPch!) Q-N3, leaves White with a crushing position after 26 N-K5. Which is better than 26 N-B6, QxRch.

23 ... PxN
24 N-N5! ...

Faced with 24 ... PxN 25 QxNch K-N1 26 Q-B7ch K-R1 27 R-B3 P-N5, when White can choose between the simple 28 RxP and the glamorous 28 R-B5, BLACK RESIGNS.

GAME 63

So short that it could be a footnote to game 65, this miniature is a warning to those who play modern opening variations without regard to the order of moves.

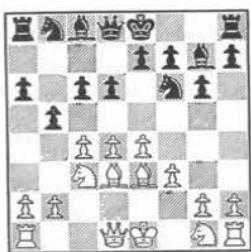
San Juan International 1969
KING'S INDIAN DEFENSE

Spassky

- 1 P-Q4
- 2 P-QB4
- 3 N-QB3
- 4 P-K4
- 5 P-B3
- 6 B-K3
- 7 B-Q3

Kavalek

- N-KB3
- P-KN3
- B-N2
- P-Q3
- P-B3
- P-QR3
- P-QN4



In our previous experience with this line White played 7 Q-Q2 and mate seemed to follow naturally (game 34). Now Spassky chooses a more positional method that involves 0-0 and play on the Queenside.

Several games have followed from this position with 8 KN-K2 0-0 9 0-0 QN-Q2 10 Q-Q2. But Black's last move (7 ... P-QN4) is a blunder. 7 ... QN-Q2 is the safe way to play the idea.

8 P-K5!

...

White's advance is very strong because it can be supported as a solid central wedge with P-KB4, and because Black is too slow in preparing ... P-QB4 to undermine it.

8 ...	PxP
9 PxP	N-N1
10 P-B4	N-R3
11 N-B3	B-B4

Black will find it almost impossible to develop the rest of his pieces if he plays 11 ... N-B4 12 B-KB2. White is ready to take full control of the Queen file and to use the squares QB5 and K4 as outposts if Black sits idly by.

12 B-K2! QxQch

In the middlegame Black only has nightmares: 12 ... Q-B1 13 0-0 0-0 14 P-KR3 R-Q1 15 Q-K1 and P-KN4, or 13 Q-Q2 0-0 14 R-Q1 N-Q2 15 P-KR3 intending P-KN4 and P-KB5.

13 RxQ P-B3

White's next move is even stronger after ... N-Q2.

14 N-Q4!	PxP
15 PxP	0-0
16 0-0	N-B2

Or 16 ... N-N5 17 NxP PxN 18 BxN PxB 19 RxRch and R-Q8, paralyzing Black's pieces on their home rank.

17 NxB PxN
 18 P-K6 N-K4
 19 P-KN4! ...

19 ... BPxP or ... NxNP reaches the same kind of ending, if you can call it that, as in the previous note. Black's Queenside pieces will remain asleep as long as the pawn at K6 stops ... N-Q2.

Desperation follows.

19 ... P-B5
 20 RxP R-K1
 21 R(4)-Q4! P-B4
 22 R-Q8 N(1)-B3
 23 RxRch RxR
 24 PxP ...

Would you believe two pawns down? Would you believe three?

24 ... N-Q5
 25 PxP R-R1
 26 BxN PxR
 27 N-Q5 RESIGNS

There is no stopping P-QN4-5-6-7-8.

GAME 64

Once more the Rubinstein French. Spassky's success against an early ... QPxKP seems so simple in these pages.

San Juan International 1969
FRENCH DEFENSE

<i>Spassky</i>	<i>O'Kelly</i>
1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	PxP
4 NxP	B-Q2!?

This is better than its reputation and is probably no worse than many more popular lines of the French. Also better than its name is 4 ... N-KB3 5 NxNch QxN 6 N-B3 P-KR3, e.g. 7 B-Q3 B-Q3 8 0-0 N-B3 intending ... 0-0 and ... P-K4. The best answer to 4 ... N-KB3 is 5 B-N5 transposing into the variation examined in games 43, 51 and 58.

Spassky-Donner (Leiden 1970) is one more example: 3 ... N-KB3 4 B-N5 PxP 5 NxP B-K2 6 BxN BxB 7 N-KB3 B-Q2 8 Q-Q2 B-B3 9 NxRch QxN 10 N-K5 0-0 11 0-0-0 R-Q1 (see game 43) 12 Q-K3 B-K1 13 P-KN3 N-Q2 14 B-N2 P-B3 (Black's position is solid with ... P-QB3 but lacks the dynamism it needs

from ... P-QB4) 15 P-KB4 Q-K2 16 P-KR4 P-B3 17 N-B3 B-R4 18 B-R3 BxN 19 QxB N-B1 20 KR-K1 Q-KB2 21 B-B1! (the winning move which places decisive pressure on K6 from a different diagonal) R-Q3 22 B-B4 QR-Q1 23 P-B5! RxP 24 PxP RxRch? (24 ... Q-K2 25 Q-R3 P-QB4 26 QxRP should win in the ending. Now there is no ending.) 25 RxR RxRch 26 QxR Q-K2 27 Q-Q8! RESIGNS.

5 N-KB3	B-B3
6 B-Q3	BxN
7 BxB	P-QB3

Black gets a position similar to that reached in a Caro-Kann. His center is solid and he has exchanged off his problem piece.

8 0-0	N-B3
9 B-Q3	QN-Q2
10 P-B4	B-Q3
11 P-QN3	0-0
12 B-N2	Q-B2
13 Q-B2	...

White has more space and he has the Two Bishops. But Black's position has no weaknesses and requires great preparation to attack. Black can work for ... P-K4 or ... P-QB4 to obtain counterchances even though any opening of the position benefits White's Bishops. White begins an engaging series of maneuvers.

13 ...	KR-K1
14 KR-K1	B-B1
15 QR-Q1	P-KN3
16 B-KB1	B-N2
17 P-N3!	...

Black wants to oppose Bishops on the long diagonal from White's QR1 to KR8 so that he can play ... P-QB4 without fear. But White puts another Bishop on a long diagonal so that ... P-QB4 will weaken Black's QN2 and QB3.

17 ...	QR-Q1
18 B-N2	N-R4

18 ... P-B4 19 N-K5 PxP 20 BxQP is still in White's favor, but it is better than waiting and doing nothing.

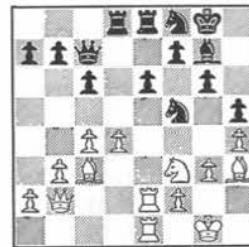
19 R-K2	R-QB1
20 P-KR4	QR-Q1

Now 20 ... P-QB4 is recommended again.

21 QR-K1	N(5)-B3
22 Q-B1	P-KR4

Once again ... P-QB4 cries out. The text move is not required now and only encourages White to attack on the Kingside.

23 B-KR3	N-B1
24 Q-R1	N-N5
25 B-B3	N-R3
26 Q-N2	N-B4



White was ready for Queenside action beginning with P-QN4-5, or central play with P-B5 and N-K5-B4-Q6. White's maneuvers have all given him strength but Black's have only tended to weaken.

27 BxN!	NPxN
28 P-Q5!!	...

Spassky learned the lesson of the explosive nature of P-Q5 back in 1949 (see game 1).

28 ...	BxP
29 QxB	BPxP
30 N-Q4	Q-Q2
31 P-B5!	...

White's winning plan is very entertaining and instructive. He will use his Queenside majority of pawns to create a passer. That pawn will be backed by a strong Knight and Queen which together will tie up Black's heavy ammunition on the Queenside. When Black is suitably occupied there, Spassky will swing his field of vision to the Kingside where the KRP (and King) is vulnerable.

31 ...	N-R2
--------	------

The Knight will act as a bottlestopper on K5.

32 P-QN4	P-R3
33 P-R4!	R-QB1

Even worse is 33 ... QxP 34 P-B6! PxP 35 NxKBP! P-K4 36 RxP.

34 P-N5	PxP
35 PxP	R-B1
36 P-B6	PxP
37 PxP	Q-Q1
38 R-QB1	N-B3
39 P-B7	Q-Q2

Now for the invasion.

40 Q-K3!	N-K5
41 P-B3	...

Black has a decent move: 41 ... N-Q3 42 Q-N5ch K-R2 43 QxRPch K-N1 returns the pawn for a while. But White is winning after 44 P-N4 PxP (... P-B5 45 Q-N5ch) 45 R-KN2 P-B4 46 Q-N6ch.

41 ...	P-K4?
42 PxN	P-B5
43 NPxP	PxN
44 R-N2ch	RESIGNS

White will be mating after 45 Q-KB3!

GAME 65

A game of great depth and considerable beauty, Spassky wins on either side of the board with considerable originality.

Palma De Majorca 1969 KING'S INDIAN DEFENSE

<i>Spassky</i>	<i>Penrose</i>
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	B-N2
4 P-K4	P-Q3
5 P-B3	P-B3
6 B-K3	P-QR3
7 B-Q3	Q-N-Q2

7 ... P-QN4? was commonly played up until Spassky-Kavalek, San Juan 1969. Black wants to delay castling so as not to put his King in early trouble.

8 KN-K2	P-QN4
9 Q-Q2	B-N2
10 0-0	0-0
11 P-QN3	P-K4

Black's position recalls the Breyer defense to the Ruy Lopez. But White's pieces are better placed than in that variation. He has nothing to fear on the Queenside and there is no continuous threat to his KP in the center. The main theater of action for him will be the Kingside where he can stir things up with P-KB4 or P-KN4 and N-N3.

12 P-Q5!

Usually in such an Indian position White would play QR-Q1 and B-N1. But Black can just play ... Q-B2 and ... QR-Q1. Perhaps he'll get the chance to play ... P-Q4, or just ... PxQP and ... N-K4. White stops this once and for all.

12 ...

P-N5

Closing off half the board is not in Black's interest. He does better with 12 ... NPxP 13 NPxP N-B4 or 13 BxP P-B4 followed by ... N-N3 and ... P-QR4.

13 N-Q1!?

P-B4

This is the natural followup to ... P-N5. But the question is: After 13 ... PxP 14 BPxP NxQP! 15 PxN P-K5 16 PxP (16 R-B1 PxP is fine for Black), BxR 17 N-B2 B-K4 18 QxP, would White have enough compensation? Penrose thinks so.

14 P-N4

K-R1

15 N-B2

N-KN1

16 N-N3

Q-R5

With a closed center White is free to develop an attacking momentum with K-N2 and P-KR4-5 (even though the latter idea involves sacrificing the KRP). Penrose mechanically stops P-KR4 now but there's a better defense with 16 ... P-QR4 17 K-N2 Q-N3 18 P-KR4 P-R5 19 R-R1 R-R4 20 P-R5 KR-R1 21 RPxP BPxP and ... N-B1. In the last line White would improve with a timely P-QR3 to upset Black's initiative, but in that case Black is better off with his Queen nearer the scene than it is in the game.

The trick involved here is 17 B-N5, 17 ... B-R3! exhuming his pawnbound KB.

17 K-N2 P-R3

But 17 ... B-R3 now allows 18 P-N5 and N-N4.

18 P-QR3! ...

White acts on the Queenside first. He will answer 18 ... PxP by 19 RxP and P-QN4.

18 ... P-QR4
19 R-R2 QN-B3
20 KR-R1 N-R2

Black is losing the game on the other side of the board; he should at least keep some material there with 20 ... QR-N1. After the coming trade of heavy material, White's Queenside penetrates.

21 PxP RPxP
22 RxR RxR
23 RxR BxR
24 Q-R2! B-N2
25 Q-R7 ...

White's control of the key Queenside squares stays with him through the final stage of the game. White cannot win on the Queenside because his pieces are blocked off. He can win with a well-timed Kingside attack.

25 ... Q-K2
26 B-K2 N(2)-B3
27 P-B4 ...

White cannot take too long in preparation. Black was ready to play ... N-Q2 and ... Q-B2-N3. White must make this break so that after the pawn trade Black will not be able to post his Knight on K4.

27 ... PxP
28 BxKBP N-K1

The threat was BxQP. Now Black wants ... Q-B2.

29 Q-N8! B-Q5
30 N-Q3 P-B3

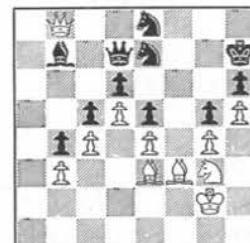
A move you hate to play. White's last two moves were aimed at readying P-K5 (giving him K4 for his Knight, and creating a passed QP). But now ... P-KB3 weakens KN3. White prepares P-R4-5 to secure the supersquare KB5.

31 B-B3 Q-Q2
32 P-R4! K-R2
33 P-R5 P-N4
34 B-Q2 B-K4

Eventually White would sacrifice a pawn with P-K5! so he could follow with B-K4ch and N-B5. Black stops this, but in doing so he makes another concession.

35 B-K3 N-K2
36 NxP BPxB

Black still holds on intending to trade Queens (37 ... Q-B2 38 Q-R7 B-B1).



37 BxP!! ...

A brilliant conception based on this logic: Black's minor pieces only appear to be the equal of White's because of the closed pawn position. In an open situation White's pieces will hop all over KB5 and K4. Either White will mate or his connected passed pawns will queen.

37 ... PxP
38 QxP N-N1

The sting of the pawns is demonstrated by 38 ... Q-Q3 39 QxQ NxQ 40 P-K5 N-B2 41 B-K4ch K-N2 42 P-Q6 BxBch 43 NxQ N-B1 (or 43 ... N-B3 44 P-K6 N(2)-K4 45 P-K7 K-B2 46 N-B6) 44 P-Q7 N-K2 45 NxP.

39 Q-N8 N(K)-B3

Black wants to play the counter-sacrifice 40 P-K5 NxQP 41 PxN BxP.

40 N-B5 N-K2
41 NxP! ...

Even surer was 41 N-Q6 B-R3 42 P-K5, e.g., ... N(3)-N1 43 B-K4ch K-N2 44 N-K8ch K-R1 45 N-B6 Q-N2 46 QxQ BxQ 47 P-Q6 BxBch 48 NxP and 49 P-K6. Now 41 ... KxN 42 Q-B8ch K-R2 43 QxN is finis.

41 ... N(K)xP
42 BPxN KxN
43 Q-B8ch Q-N2
44 QxP ...

Three strong pawns and an unstoppable P-K5 give White crushing compensation for his piece.

44 ... N-Q2
45 Q-Q6ch K-R2
46 P-K5!

Black loses his piece after 46 ... NxP 47 B-K4ch K-R1 48 P-R6! Now the entrance of White's Bishop decides.

46 ... K-R1
47 P-R6 Q-R2
48 P-K6! Q-B7ch

The win after 48 ... N-B3 is 49 Q-B8ch N-N1 50 K-N3! QxP 51 QxQch NxQ 52 P-K7.

49 K-N3 RESIGNS

GAME 66

A snappy mating attack, complete with Queen sacrifice, comes out of the most innocuous of openings.

Amsterdam International 1970 CATALAN SYSTEM

Spassky	Cirić
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-KB3	N-KB3
4 P-KN3	B-K2

Black is content to play a closed game. More aggressive is 4 ... P-B4 or 4 ... PxP 5 Q-R4ch B-Q2 6 QxP B-B3 to neutralize White's long diagonal KB.

5 B-N2	0-0
6 0-0	P-B3
7 P-N3	...

This is the best line for the QB. Note that White has not yet decided where he wants his QN and Queen. 7 N-B3 and 8 Q-B2 often lead positions in which Black plays ... Q-B2 and ... P-QN4! Spassky, in fact, played this idea in a similar position against Petrosian in their first match.

7 ... QN-Q2
 8 B-N2 P-QN3
 9 QN-Q2 B-N2
 10 R-B1 R-B1

Again Black decides to keep things balanced rather than try for counterplay with 10 ... P-QR4 and ... P-R5.

11 P-K3 P-B4

White wants Black to force action in the center. For example, 11 ... PxP 12 NxP P-B4 13 Q-K2 PxP 14 NxQP BxB 15 KxP is very good for White, despite the apparent weakening of his Kingside.

12 Q-K2 R-B2
13 BPxP BxP

Black doesn't want the "hanging pawns" after 13 ... KPxP 14 PxP PxP, but the move chosen is inferior because it allows White to place an attacking wedge in the center with P-K4-5.

14 P-K4! B-N2
15 P-K5 N-Q4

If this Knight goes to K1 it blocks communication between Black's pieces on the first rank. But it would have prevented the imaginative pawn sacrifice that Spassky now plays.

16 N-B4 Q-R1
17 N-Q6! BxN
18 PxP R-B3
19 PxP PxP
20 N-N5! ...

All of a sudden White has two Bishops, a Knight and two heavy pieces ready for a Kingside attack. True, there are no weaknesses in Black's King position to suggest that the attack will win. But watch.

20 ... RxP
21 KR-Q1 R-R3

Black should first kick out the White Knight with 21 ... P-KR3 22 N-K4 R-R3.

22 Q-K4! P-B4

Not 22 ... P-N3 23 NxRP! KxN? 24 Q-R4ch.

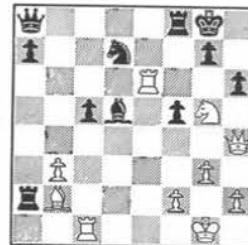
23 Q-QB4! Q-K1
24 R-K1 RxP

Cirić is rapidly getting discouraged. He couldn't stop the threat of 25 RxP RxR 26 BxN with 24 ... K-R1 because of 25 BxN PxP 26 RxQ PxQ 27 R-K7.

25 RxP Q-R1
26 BxN! BxB
27 Q-KR4! ...

Having eliminated one of the pieces that could protect KR2, Spassky prepares to capture the other as he threatens mate.

27 ... P-KR3



28 QxP! N-B3
29 RxN! RESIGNS

It's mate if the Queen is taken. And 29 ... RxR 30 Q-R7ch, K-B1 31 Q-R8ch K-K2 32 QxPch R-B2 33 NxR and R-K1ch wins a piece.

GAME 67

At the historic Belgrade meeting between the ten best Soviets and the ten best non-Soviets, Spassky was asked which was his favorite game. He named his 1959 game with Reshko (game 21). But that was asked before his second game with Larsen.

USSR vs. World Match 1970 NIMZO-LARSEN OPENING

Larsen *Spassky*
1 P-QN3 ...

The advantages of this move are similar to those of 1 P-KN3. White's timid play tempts Black to overextend his pawns in the center.

1 ... P-K4

Playing into an English position in which P-QN3 is rarely seen.

2 B-N2 N-QB3
3 P-QB4 ...

3 N-KB3 P-K5 4 N-Q4 N-B3 5 P-K3 NxN 6 BxN is an example of how Black may advance too quickly in the center. Also interesting is 3 P-K3 P-Q4 4 N-KB3 B-Q3 5 P-B4.

3 ... N-B3
4 N-KB3?!

This move is too risky. White has already weakened his Q3 with P-QB4 and he will do so further with P-K3. His last move virtually insists that Black place pressure on the Q3 square starting with ... P-K5. Better is 4 P-K3, which will probably lead to a reversed Sicilian after 4 ... P-Q4 5 PxP NxP 6 P-QR3.

4 ... P-K5
5 N-Q4 B-B4

Now 6 P-K3 BxN! 7 PxP P-Q4! is very good for Black. So is 6 N-B2 P-Q4 7 PxP QxP 8 BxN PxN 9 N-B3 Q-B4 and ... 0-0-0.

6 NxN QPxN!

To bear down on Q6. White should try to alleviate that pressure at once with 7 P-Q4 PxP e.p. 8 QxP.

7 P-K3 B-B4
8 Q-B2 Q-K2
9 B-K2 ...

The last chance for P-Q4 was on this move. If 9 ... PxP e.p. 10 BxP BxB 11 QxB R-Q1 12 Q-B2, White has lost time but his game is structurally sound.

9 ... 0-0-0
10 P-B4?

This is already the decisive error, Soviet analysts prefer 10 BxN QxB 11 N-B3 and Black will have a sure edge after 11 ... Q-K4 12 0-0 B-Q3 or ... P-KR4.

10 ... N-N5!

With attacking ideas such as 11 ... Q-R5ch 12 P-N3 Q-R6, and 11 ... R-Q6! 12 BxR PxP 13 Q-B3 NxKP! or even 11 ... RxP! 12 NxR NxKP!

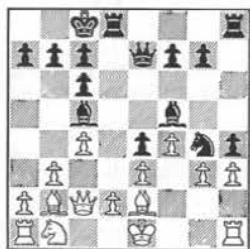
Larsen's eccentricities have gone just too far.

11 P-N3 P-KR4!

Even better than 11 ... R-Q6! 12 N-B3 KR-Q1 because the text is more forceful. The speculative 11 ... RxP cannot be ignored. After 12 NxR (12 QxR BxP 13 Q-B3 B-B7ch 14 K-B1 R-Q1) NxKP 13 Q-B3 R-Q1, anything can happen. Spassky's move keeps everything in reserve. For example, 12 N-B3 loses the Queen or something else to 12 ... RxP! 13 QxR BxP.

12 P-KR3

P-R5!!



A devastating piece sacrifice that can hardly be refused. If White trades off Bishops before accepting (13 BxN BxB 14 PxR), he loses to 14 ... PxP 15 R-N1 (15 RxR RxR and ... R-R8ch is an easy win), R-R8!! 16 RxR P-N7 17 R-N1 Q-R5ch 18 K-K2 QxPch 19 K-K1 Q-N6ch 20 K-K2 Q-B6ch 21 K-K1 B-K2! and mates.

13 PxN
14 R-N1

PxP
...

Again, 14 RxR RxR leaves him hopeless against ... R-R8ch and ... P-N7. Now follows one of the prettiest moves in recent master chess.

14 ...
15 RxR

R-R8!!
P-N7

Already a piece and a Rook ahead after 15 moves ... and White is lost. If 16 R-N1 Q-R5ch 17 K-Q1 Q-R8 18 Q-B3 QxRch

19 K-B2 Q-B7 20 PxR QxB 21 N-R3 B-N5!, remaining at least one Queen ahead, Spassky says.

16 R-B1
17 K-Q1
RESICNS

Q-R5ch
PxR(Q)ch

Black mates after 18 BxQ BxPch 19 B-K2 Q-R8ch or 19 K-B1 Q-K8ch.

GAME 68

An early endgame and many pieces traded off by move 25. But White never appears to be off the road to winning.

Siegen Olympiade 1970 OLD INDIAN DEFENSE

<i>Spassky</i>	<i>Gheorghiu</i>
1 P-Q4	N-KB3
2 P-QB4	P-Q3
3 N-QB3	P-K4
4 PxP!	...

Despite its drawish reputation, this may be the only sure way to obtain an advantage from the Old Indian. 4 N-B3 P-K5! 5 N-KN5 B-B4 6 Q-B2 P-KR3! 7 KNxKP NxN 8 NxN Q-R5! is excellent for Black, and 5 N-Q2 B-B4 6 P-K3 P-B3 7 B-K2 B-N3 and ... QN-Q2 is also good.

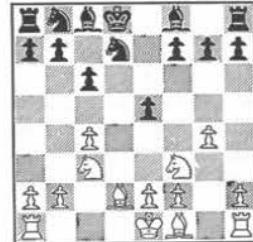
4 ...	PxP
5 QxQch	KxQ
6 N-B3	KN-Q2

Black has lost a few tempi, but in such a simplified position this carries little weight. Structurally Black stands well. He can

support his KP with ... P-KB3 and he will find a haven for his King on QB2 after ... P-QB3. This also keeps a White piece off Q4.

Many fine games have been won by masters on the Black side of this position.

7 B-Q2	P-QB3
8 P-KN4!!	...



And yet after this amazing move, Black's game looks dim. The plan is to expand on the Kingside with P-N5 and P-KR4. Black will have to move his KBP eventually and White can open the KN file for his Rook. He can also trade off white-squared Bishops with B-KR3. This allows him to exploit the holes at K6 and KB5.

In every respect this conception, attributed to Smyslov and Averbakh, is exceptionally profound.

8 ...	P-QR4
9 P-N5	N-R3
10 P-KR4	N(3)-B4
11 B-K3	P-B4

Inevitable. Black cannot shift his Knights around forever and watch White prepare with 0-0-0 and B-R3.

12 PxP e.p.	PxP
13 0-0-0	K-K1
14 B-R3	N-N3

15 BxB RxB
16 P-N3 ...

Already White's edge takes shape. He has control of the two open files and can use KB5 as a Knight outpost. He threatens to bind up the Kingside with P-R5! and N-KR4-B5.

But now Black misses an excellent move to make it a fight on the other side: 16 ... P-R5! 17 K-N2 R-R1, perhaps followed by putting a Knight on QN5.

16 ... P-R4?
17 KR-N1 N(3)-Q2
18 N-Q2!

On K4 this Knight will cover several key black squares. Black can always kick it off K4 with ... P-KB4, but that idea seriously undermines the Black KP. White runs riot, for example, after 18 ... P-B4 19 R-N5 P-B5 20 BxN BxN 21 N(2)-K4 and R-N7.

18 ... K-B2
19 N(2)-K4 K-K3
20 K-N2 B-K2
21 R-N7 NxN
22 NxN QR-KN1
23 QR-KN1 RxR
24 RxR B-B1
25 R-N1 ...

All of White's pieces except his King are better positioned than Black's. He has a choice of winning plans: P-B5 followed by an attack on the QRP, or P-B3 followed by B-B2 N-N3 P-K4 and N-B5. Gheorghiu meets the first.

25 ... P-N3
26 K-B2 B-K2
27 P-B3 K-B2
28 B-B2 P-KB4?

Black cannot play 28 ... R-KN1 because it loses the KRP, but he can challenge the file with 28 ... R-R3 and ... R-N3! White would have to win the minor piece ending, but that is hard.

29 N-N5ch BxN

On 29 ... K-B3 30 R-Q1 and 31 P-B4! Now the KP becomes a heavy cross for Black to bear.

30 RxR P-B5
31 P-K3! PxP
32 BxP R-R2
33 K-Q3 P-B4
34 B-Q2! K-B3
35 B-B3 K-K3
36 K-K3 R-R1
37 K-K4 N-B3ch
38 K-Q3! ...

Winning a pawn in clever fashion. The rest is ABC.

38 ... N-Q2
39 P-B4 R-Q1
40 PxP NxPch
41 K-B2 RESIGNS

The KRP falls, and then the QNP, and the QRP, and then . . .

GAME 69

In their last meeting before the 1972 World Championship Match, Spassky once again outplays the American and amasses a score of 4-1 out of five games with Fischer.

Siegen Olympiade 1970 GRUENFELD DEFENSE

<i>Spassky</i>	<i>Fischer</i>
1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	P-Q4
4 PxP	NxP
5 P-K4	NxN
6 PxN	B-N2
7 B-QB4	P-QB4
8 N-K2	N-B3
9 B-K3	0-0
10 0-0	Q-B2
11 R-B1	R-Q1
12 P-KR3	...

Spassky once again places his trust in the strength of a pawn center. He played 12 Q-K1 in the previous Fischer game and

obtained an advantage that Fischer could have prevented. 12 P-KR3 prepares P-KN4 but has had a bad reputation since a 1959 game between Gligorić and Smyslov.

12 ...	P-N3
13 P-B4	P-K3
14 Q-K1	N-R4

In the earlier game, White played a positional lemon with 14 ... B-N2 15 Q-B2 N-R4 16 B-Q3 P-B4 17 P-K5? P-B5! 18 B-B2 N-B3 and ... N-K2. White must not surrender his Q5 without a fight.

15 B-Q3	P-B4
16 P-N4?	PxKP

Good enough for equality, but Black gets more if he keeps the position fluid: 16 ... B-N2! 17 N-N3 (17 NPxP KPxP 18 KPxP Q-B3 19 Q-N3 R-K1 threatening ... RxBl!) PxQP 18 BxP BxBch 19 PxP Q-KN2!

17 BxP	B-N2
18 N-N3	N-B5
19 BxB	QxB
20 B-B2	Q-B3
21 Q-K2	PxP
22 PxP	P-QN4

If White was hoping for advantage in the opening, he has failed. Black has a weak KP but White has several weakies. White's Bishop cannot be considered as being in the same league with Black's. The tactics belong to White but the ending is Black's.

23 N-K4	BxP!?
---------	-------



Why take such a risk when 23 ... R-KB1! followed by 24 ... QR-Q1 keeps the QP under fire with better use of the Rooks? Come to think of it, how does White protect the KBP after ... R-KB1? He must speculate with 24 P-QR4 P-QR3 25 N-B5.

24 N-N5 BxBeh
25 RxR R-Q3

Black's problems begin to appear. He doesn't want to relinquish the Queen file or surrender his extra pawn.

26 R-K1 Q-N3!
27 N-K4! R-Q5
28 N-B6ch K-R1
29 QxP R-Q3

Probably Fischer thought 29 QxP would have lost to 29 ... R-Q8?!, but then 30 Q-B7!! RxRch 31 K-N2 wins against 31 ... N-K6ch 32 K-B3 Q-B3ch 33 K-N3 R-N8ch 34 K-R4! RxPch 35 PxR Q-R8ch 36 K-N5 R-QB1 37 R-Q2 NxP 38 R-QB2 R-Q1 39 R-K2 winning (O'Kelly). Whew!

30 Q-K4 R-KB1

And now two losing moves that cost Fischer the game. 30 ... QR-Q1 31 P-N5 R-Q6! should not risk anything for Black.

31 P-N5 R-Q7
32 R(1)-KB1 Q-B2?

This is the other guilty party. Apparently Fischer overlooked Spassky's 34th move. Black may hold with 32 ... RxR and 33 ... Q-K6, or 32 ... Q-B4.

33 RxR!	NxR
34 Q-Q4!	R-Q1

White is way ahead in the ending after ... Q-N3.

35 N-Q5ch	K-N1
36 R-B2	N-B5
37 R-K2!	R-Q3

Or 37 ... Q-N3 38 R-K8ch! Anything else allows R-K8ch or R-K7.

38 R-K8ch	K-B2
39 R-B8ch!	RESIGNS

And 40 Q-R8ch will win the Queen.

GAME 70

This was not a banner year for the champion, but at this Rostov-on-Don slugfest Spassky beat Kholmov, Taimanov and Stein. His treatment of Stein is embarrassing.

Soviet Team Championship 1971 KING'S INDIAN DEFENSE

<i>Spassky</i>	<i>Stein</i>
1 P-Q4	N-KB3
2 P-QB4	P-B4
3 P-Q5	P-Q3
4 N-QB3	P-KN3
5 P-K4	B-N2
6 N-B3	0-0
7 B-K2	P-K3

Stein works toward a Blitz Benoni position. A new idea here is 8 N-Q2 to avoid a subsequent ... B-KN5 by Black.

8 B-N5	PxP
9 BPxP	...

9 KPxP B-N5 is sterile and 9 NxP B-K3 10 NxNch BxN 11 BxB QxB favors Black despite his backward QP.

9 ...	P-KR3
10 B-R4	P-KN4

Otherwise White will continue with 0-0 and N-Q2 in preparation for P-B4 and P-K5. Stein's play is risky but not bad.

11 B-N3	N-R4
12 N-Q2!	NxB
13 RPxN	P-R3

This and Black's next move comprise a bad plan. Black's counterplay usually comes from ... P-KB4 and/or ... N-Q2-K4 in this line. Black's play allows White to sink a terrible Knight on KB5.

14 P-R4	R-K1?
15 N-B4	Q-B2
16 N-K3	N-Q2

White was ready to secure KB5 with B-KN4 and a trade of white-squared Bishops. Black is already forced to sacrifice.

17 N-B5	N-B3
Or 17 ... K-R2 18 Q-B2 intending P-K5.	

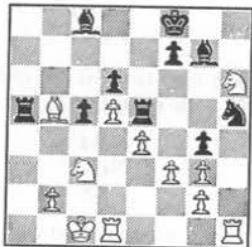
18 NxPch	K-B1
19 P-B3	P-N5!?
20 Q-B2	Q-R4
21 0-0-0!	...

White has judged that he will be quite safe here even though Black can play ... P-QN4 immediately.

21 ...	P-QN4
22 PxP	PxP
23 BxP	R-K4!

Threatening 24 ... R-R4!. White's main problem now is his Knight on KR6. 24 NxNP NxN 25 PxN BxP, or 24 ... BxN! 25 PxN NxKP! is not as easy as Spassky wants the game to be.

24 Q-R4!	N-R4
25 QxQ	RxQ



26 P-B4!!

...

Black wins a piece but he can't hold it. In fact, he must lose material hand over fist as a result of this piquant liquidation.

26 ...

BxN

27 K-B2!

RxKP

White wins a piece after 27 ... R-K2 28 RxN B-KN2 29 P-K5! PxP 30 P-Q6 and P-Q7.

28 NxR

B-KN2

29 NxP

RxB

Stein surrenders the second Exchange because 29 ... NxNP 30 KR-K1 threatens mate and wins another piece.

30 NxR

NxNP

31 N-Q6!

B-Q2

The Black QB is the only piece to stop White's QP from reaching the eighth rank.

32 KR-K1

B-R5ch

33 P-N3

B-Q2

34 R-K5

B-R3

35 N-N7!

And Black RESIGNED after 35 ... BxP 36 NxP B-B4ch 37 RxBl NxR 38 K-Q3 N-K6 39 R-KN1 NxQP 40 K-K4 N-B6ch 41 KxB! because 41 ... N-K7ch 42 K-K3 NxR 43 K-B2 traps the Knight.