Chess Classics

# The Nemesis Geller's Greatest Games

By

# Efim Geller



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# Contents

	Publisher's Preface	7
	Editor's Note	8
	Dogged Determination by Jacob Aagaard	9
	Biographical Data & Key to symbols used	20
1	In search of adventure, <b>Geller – Efim Kogan</b> , Odessa 1946	21
2	Is a queen sacrifice always worth it? Samuel Kotlerman – Geller, Odessa 1949	25
3	A bishop transformed, <b>Tigran Petrosian – Geller</b> , Moscow 1949	29
4	Miniature monograph, <b>Geller – Josif Vatnikov</b> , Kiev 1950	31
5	Equilibrium disturbed, <b>Mikhail Botvinnik – Geller</b> , Moscow 1951	35
6	Blockading the flank, Mikhail Botvinnik – Geller, Budapest 1952	40
7	A step towards the truth, Geller – Wolfgang Unzicker, Stockholm 1952	44
8	The cost of a wasted move, Harry Golombek – Geller, Stockholm 1952	47
9	Insufficient compensation? Geller – Herman Pilnik, Stockholm 1952	49
10	Black needs a plan Geller – Robert Wade, Stockholm 1952	51
11	White wants a draw, Luis Sanchez – Geller, Stockholm 1952	53
12	Sufferings for nothing, <b>Geller – Gideon Stahlberg</b> , Stockholm 1952	55
13	A strong queen, Geller – Gedeon Barcza, Stockholm 1952	58
14	The horrors of time trouble, <b>Geller – Laszlo Szabo</b> , Stockholm 1952	60
15	Seizing the moment, Geller – Paul Keres, Moscow 1952	62
16	Strength in movement, Geller – Miguel Najdorf, Zurich 1953	66
17	Second and last Max Euwe – Geller, Zurich 1953	70
18	Whose weakness is weaker? Mikhail Botvinnik – Geller, Moscow 1955	74
19	All decided by tactics, <b>Vasily Smyslov – Geller</b> , Moscow (7) 1955	78
20	Three in one, Geller – Oscar Panno, Gothenburg 1955	81
21	Check equals mate, <b>Geller – Andrija Fuderer</b> , Gothenburg 1955	84
22	A needless provocation, Geller – Gideon Stahlberg, Gothenburg 1955	88
23	Blockade or breakthrough? Geller – Tigran Petrosian, Amsterdam 1956	90
24	A Spanish experiment, <b>Geller – Miroslav Filip</b> , Amsterdam 1956	94
25	A proverb loses its force, <b>Boris Spassky – Geller</b> , Amsterdam 1956	96
26	Re-enacting the past, Geller – Ratmir Kholmov, Vilnius 1957	101
27	Playing ad hominem, <b>Mikhail Tal – Geller</b> , Riga 1958	106
28	Premature activity, Geller – Paul Keres, Tbilisi 1959	110
29	Seizing the initiative, <b>Wolfgang Uhlmann – Geller</b> , Dresden 1959	113
30	The Achilles' heel of the black king, Geller – Lev Polugaevsky, Moscow 1961	116
31	A surprise to whom? Tigran Petrosian – Geller, Moscow 1961	120
32	Is an extra tempo harmful? <b>Vasily Smyslov – Geller</b> , Moscow 1961	125
33	Blockade breached, Geller – Robert Fischer, Curacao 1962	129
34	Passion isn't always an ally Robert Fischer – Geller, Curacao 1962	134

35	The second cycle Mikhail Tal – Geller, Curacao 1962	139
36	A successful improvisation, <b>Viktor Korchnoi – Geller</b> , Curacao 1962	142
30 37	Decided by feelings, <b>Geller – Miroslav Filip</b> , Curacao 1962	146
38	A leader's heavy burden, <b>Robert Fischer – Geller</b> , Curacao 1962	150
39	Playing a pawn down is easier, <b>Geller – Yuri Nikolaevsky</b> , Ukraine 1962	153
40	In thrall to long years of acquaintance, <b>Geller – Tigran Petrosian</b> , Moscow 1963	156
41	Whoever conquers the square e4 <b>Viktor Korchnoi – Geller</b> , Moscow 1963	159
42	A harmless surprise, <b>Boris Spassky – Geller</b> , Moscow 1964	164
43	Combinations occur in the endgame too! Geller – Vasily Smyslov, Moscow 1964	169
44	The queen is stronger, <b>Geller – Borislav Ivkov</b> , Beverwijk 1965	173
45	At the meeting-point of two openings, <b>Levente Lengyel – Geller</b> , Beverwijk 1965	177
46	Wind in the sails, <b>Geller – Vasily Smyslov</b> , Moscow (1) 1965	180
47	Third way barred, <b>Geller – Vasily Smyslov</b> , Moscow (3) 1965	184
48	Invulnerable queen, Geller – Vasily Smyslov, Moscow (5) 1965	188
49	Tactics versus strategy, <b>Bruno Parma – Geller</b> , Havana 1965	192
50	Something to delight the ICCF, <b>Geller – Robert Fischer</b> , Havana 1965	195
51	Hunting the king, <b>Geller – Bent Larsen</b> , Copenhagen (2) 1966	200
52	A not-so-quiet endgame, <b>Geller – Aleksandar Matanovic</b> , Sukhumi 1966	203
53	The centre in motion, <b>Geller – Aleksander Nikitin</b> , Kislovodsk 1966	206
54	It's a mistake to make the <i>last</i> mistake, <b>Mikhail Tal – Geller</b> , Kislovodsk 1966	208
55	Loss leads to profit, <b>Leonid Stein – Geller</b> , Kislovodsk 1966	211
56	Refutation refuted, Leonid Stein – Geller, Moscow 1966	214
57	Queens as gifts, Yuri Nikolaevsky – Geller, Tbilisi 1966/67	217
58	A ledge above the precipice, <b>Robert Fischer – Geller</b> , Monte Carlo 1967	222
59	A bird in the hand? Or two in the bush? Florin Gheorghiu – Geller, Moscow 1967	228
60	Rook in a trap, <b>Geller – Boris Spassky</b> , Moscow 1967	231
61	A life lasting one evening, <b>Geller – Lajos Portisch</b> , Moscow 1967	235
62	Under the analytic microscope, <b>Robert Fischer – Geller</b> , Skopje 1967	237
63	The bluebird of the advantage, <b>Boris Spassky – Geller</b> , Sukhumi (4) 1968	244
64	Ancient theory, Geller – Leonid Shamkovich, Riga 1968	251
65	Running to the endgame, <b>Geller – Vlastimil Hort</b> , Skopje 1968	254
66	All <i>à la</i> Munchausen, <b>Jan Adamski – Geller</b> , Lugano 1968	257
67	Help yourself to the pawn, please! Geller – Zurab Mikadze, Gori 1968	260
68	One move good, two moves worse Viktor Kupreichik – Geller, Moscow 1969	263
69	With respect and gratitude, Mikhail Botvinnik – Geller, Belgrade 1969	266
70	Weakness at the strong point, <b>Samuel Zhukhovitsky – Geller</b> , Moscow 1970	269
71	The king pays the price, <b>Geller – Andrzej Filipowicz</b> , Budapest 1970	273
72	Hobbled steed, Geller – Henrique Mecking, Palma de Mallorca 1970	275
73	Zugzwang due to negligence, <b>W. Uhlmann – Geller</b> , Palma de Mallorca 1970	278
74	Adjournment as revenge, <b>Robert Hübner – Geller</b> , Palma de Mallorca 1970	282
75	An opening and an endgame too Geller – V. Smyslov, Palma de Mallorca 1970	287
76	The queen lies in ambush, Geller – Samuel Reshevsky, Palma de Mallorca 1970	292
77	A pin worth more than a rook, <b>Geller – Dragoljub Velimirovic</b> , Havana 1971	296
78	Your opponent too must think, <b>Geller – Viktor Korchnoi</b> , Moscow (8) 1971	302

### Contents

79	An unfathomed design, <b>Geller – Albert Kapengut</b> , Leningrad 1971	308
80	All-powerful pawn, <b>Geller – Borislav Ivkov</b> , Hilversum 1973	310
81	Mines always explode, <b>Jan Timman – Geller</b> , Hilversum 1973	313
82	A reserve path to the goal, <b>Geller – David Bronstein</b> , Petropolis 1973	316
83	Victory through simplification, <b>Geller – Paul Keres</b> , Petropolis 1973	321
84	Lapsed vigilance, <b>Peter Biyiasas – Geller</b> , Petropolis 1973	324
85	A familiar "copy", <b>Henrique Mecking – Geller</b> , Petropolis 1973	328
86	Trying to play f2-f4! Geller – Werner Hug, Petropolis 1973	332
87	f2-f4 after all! <b>Geller – Ljubomir Ljubojevic</b> , Petropolis 1973	335
88	The bishop on c6 is cramped Geller – Lev Polugaevsky, Portoroz 1973	339
89	"Torture" lasting a quarter of a century, Geller – Paul Keres, Moscow 1973	342
90	Is fashion always an individual thing? Vasily Smyslov – Geller, Moscow 1973	346
91	The idea remains "offstage", Geller – Boris Spassky, Moscow 1974	349
92	The fiendish power of the dragon, Vasily Smyslov – Geller, Moscow 1974	353
93	Improvisation on a familiar theme, Geller – Boris Spassky, Moscow 1975	356
94	March of the white king, <b>Geller – Mikhail Tal</b> , Moscow 1975	360
95	Knights attacking the king, Geller – Anatoly Karpov, Moscow 1976	364
96	Exceptions to rules, Geller – Mikhail Tal, Moscow 1976	368
97	A novel plan, <b>Geller – Nino Kirov</b> , Moscow 1977	372
98	Not all draws are alike, <b>Mikhail Tal – Geller</b> , Leningrad 1977	375
99	Experience versus youth, Geller – Garry Kasparov, Tbilisi 1978	377
100	A full-blooded fight, <b>Mikhail Tal – Geller</b> , Tbilisi 1978	379
101	A misplaced king, <b>Geller – Konstantin Lerner</b> , Minsk 1979	383
102	Attacking the Sicilian, <b>Geller – Yuri Anikaev</b> , Minsk 1979	385
103	Soviet Champion! <b>Alexander Beliavsky – Geller</b> , Minsk 1979	387
104	A Sveshnikov surprise, <b>Shimon Kagan – Geller</b> , Skara 1980	390
105	The centre cannot hold Nino Kirov – Geller, Skara 1980	392
106	An American adventure, <b>Geller – Oscar Panno</b> , Lone Pine 1980	394
107	One slip is enough, <b>Geller – Bozidar Ivanovic</b> , Lone Pine 1980	397
108	A theoretical battle, <b>Geller – Roman Hernandez</b> , Las Palmas 1980	399
109	Marshall's formidable weapon, <b>Lev Psakhis – Geller</b> , Sochi 1982	401
110	A routine move? Geller – Semen Dvoirys, Sochi 1982	405
111	Fighting the Closed Sicilian, <b>Oleg Romanishin – Geller</b> , Sochi 1983	407
112	Pin and win, <b>Geller – Josef Pribyl</b> , Sochi 1984	410
113	Fighting my own idea, <b>Geller – Peter Lukacs</b> , Sochi 1984	412
114	Memory trouble, Geller – Uwe Boensch, Sochi 1984	414
115	The power of the bishops, Geller – Arshak Petrosian, Riga 1985	417
116	Following my son Rob Witt – Geller, Baden-Baden 1985	419
117	A decisive game, <b>Geller – Miguel Quinteros</b> , Baden-Baden 1985	420
118	Play the position, not the woman, Geller – Susan Polgar, Baden-Baden 1985	422
119	No retreats Geller – Andronico Yap, Moscow 1986	424
120	Endgame tricks, <b>Geller – Mikhail Tal</b> , Sochi 1986	426
121	Attacking the French, Geller – Anatoly Vaisser, New Delhi 1987	429
122	A vicious sacrifice, Geller – Alexey Dreev, New York 1990	431
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## The Nemesis

	Prizewinning Games	433
123	Energy encouraged, Alexander Kotov – Geller, Moscow 1949	434
124	Five swift strides, Geller – Alexey Sokolsky, Moscow 1950	437
125	On the altar of the attack, Erno Gereben – Geller, Sicilian Defence	440
126	Clarity is not always needed, <b>Herman Pilnik – Geller</b> , Gothenburg 1955	443
127	The price of one move, Geller – Boris Spassky, Riga 1958	446
128	One move further, Geller – Vasily Smyslov, Moscow 1961	450
129	Dynamics versus statics, <b>Geller – Milko Bobotsov</b> , Moscow 1968	453
130	A rook in the enemy's rear, Geller – Vladimir Antoshin, Moscow 1970	456
131	Duel with a sequel, Geller – Svetozar Gligoric, Belgrade (1) 1970	459
	Resumption on the Morrow	464
132	Hopelessly lost? Samuel Reshevsky – Geller, Zurich 1953	465
133	Stepping around the trap, Geller – Vladimir Simagin, Moscow 1961	467
134	A sleepless night, William Lombardy – Geller, Siegen 1970	469
135	Superfluous rooks, Geller – Heinz Liebert, Kapfenberg 1970	471
	Closing Words	472
	Index of Opponents (Geller playing White)	473
	Index of Opponents (Geller playing Black)	475
	Openings Index	477
	Geller's Record against World Champions	477
	Geller's Main Tournament and Match Results	478

# **Publisher's Preface**

This book is the first in which all Efim Geller's annotations of his own games have been published together in English. Previous books have revealed some of his work, but Russian Chess House went to the trouble of gathering all his annotated games from two Russian-language books plus many different magazines. *The Nemesis* is an English translation of their work.

We chose the title *The Nemesis* to reflect Geller's remarkable head-to-head record against elite players – he had a lifetime plus score against World Champions collectively, including individual plus scores against Botvinnik and Fischer. Against the mighty Botvinnik it was four wins and just one defeat, while there cannot be many who were capable of beating Bobby Fischer three games in a row.

When the topic of 'the best player never to be World Champion' is raised, Korchnoi and Keres are often mentioned, but Geller deserves to be on the shortlist. Among his many achievements, he won two Soviet Championships, seven Olympiad team gold medals and three Olympiad golds for individual performance. So what kept him from winning the highest title in chess? Jacob Aagaard's foreword, titled *Dogged Determination*, provides some hints about Geller's strengths and weaknesses. Geller had abundant tournament successes but fewer match victories. Perhaps Geller's emotive nature failed him when under the greatest pressure. Or maybe he was simply unlucky? When Petrosian dethroned Botvinnik in 1963, he qualified for the match by finishing just half a point ahead of Geller and Keres in the 1962 Curacao Candidates tournament. Would Geller (or Keres) also have defeated the ageing Botvinnik? Quite possibly, but I am straying into alternative history, so I shall return to more solid ground.

Even in our computer era, Geller's handling of the opening is worthy of close attention, particularly in the Sicilian and King's Indian Defences. Many plans which modern grandmasters learn as standard were first developed by Geller. Other Soviet players were quick to appreciate Geller's erudition, and he was employed as a coach by World Champions Boris Spassky and Anatoly Karpov.

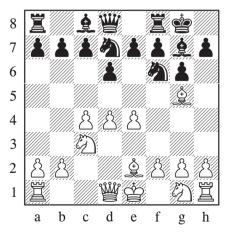
We at Quality Chess believe that publishing all of Geller's annotations in English is a valuable contribution to chess literature, so we hope readers enjoy this latest addition to our Classics series.

John Shaw Glasgow, July 2019



There is hardly anyone in the world who has believed the fascinating but implausible tales of the famous Baron Munchausen – in particular, the one where the baron shoots his ramrod from his gun and spears seven partridges at one go. I was no exception – until, with a single shot, I "killed" three opponents. The moves to "finish them off" were the only ones I had to think about when sitting at the board; the fate of the games had been settled by the study of one interesting variation. And this study had begun in 1967 at the Sousse Interzonal Tournament, during my game with Samuel Reshevsky.

#### 1.d4 ∅f6 2.c4 g6 3.∅c3 ĝg7 4.e4 d6 5.ĝe2 0–0 6.ĝg5 ∅bd7



Quite a rare continuation in the Averbakh System. Theory considers it passive – because White is safe from a knight appearing on c6 and

from pressure against d4 - and recommends 7.f4. But 7. $\underline{\mathbb{W}}d2$ , as in the game, is more popular; it leads to a well-known position that often arises (with moves transposed) from the 6...c6 variation.

#### 7.₩d2 e5 8.ᡚf3 c6!

More precise than the immediate 8...exd49.2xd4 2c5 on account of 10.f3. White then gains some advantage, as 10... 8 can be met by 11.0-0-0.

#### 9.0-0

It was worth considering 9.dxe5 or 9.0–0–0 營a5 10.堂b1 邕e8, with approximate equality.

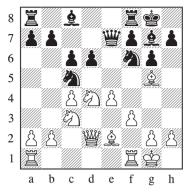
#### 9...exd4 10. 2xd4

After 10.營xd4 Black would seize the initiative: 10...h6 (but not 10...心c5, in view of 11.e5) 11. 創h4 g5 12. 奠g3 心d5! 13.營d2 心xc3 14.bxc3 心c5

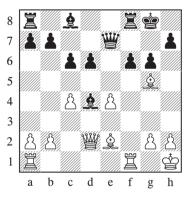
#### 10...纪c5 11.f3

This permits the explosion of the bomb that I had *not* set off in the aforementioned game with Reshevsky. In that game, I had reached the same position as after White's tenth move here – except that since White had taken two moves to place his bishop on g5 (&c1-e3-g5), Black had been able to make one move extra: ...@e7. In actual fact that extra move proved unwanted, because with the queen on e7, the combination that occurs in the present game does not work. For example: 11...&C5

(the move numbers, of course, are one higher than in Adamski – Geller) 12.f3



12...心fxe4? 13.心xe4! (not 13.fxe4 盒xd4† 14.堂h1 盒xc3) 13...心xe4 14.fxe4 盒xd4† 15.堂h1; and now Black loses a piece after 15...營xe4 16.單f4, or the exchange after: 15...f6

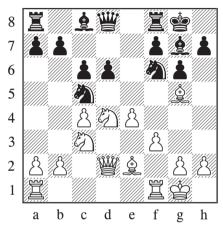


16.h6 (In the latter case, by continuing 16...c5, Black obtains quite good compensation; but an improvement for White is 16. Hxd4 fxg4 17.Exf8† Hxf8 18.c5!. Before that, however, Black has at his disposal the queen sacrifice 15...Hef5 16.hf6 Hxf6 17.Exf6 hf6, promising him a sound position.)

I remember how upset I was after working all this out, and how I even wasted some time pondering whether I couldn't somehow "lose" a tempo returning the queen to d8 and preserving the combinative theme.

Then at home, I established exactly when the combination works and when it does not...

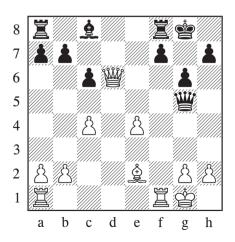
Instead of 11.f3 as in the present game, the right line for White was demonstrated by Polugaevsky in his game with me in the 1970 IBM tournament: 11.<sup>10</sup>/<sub>1</sub>f4 (11.<sup>10</sup>/<sub>2</sub>f3 would be very passive) 11...<sup>10</sup>/<sub>2</sub>e7 (this thematic move is now appropriate) 12.<sup>10</sup>/<sub>2</sub>ad1 <sup>10</sup>/<sub>2</sub>cxe4 13.<sup>10</sup>/<sub>2</sub>xe4 <sup>10</sup>/<sub>2</sub>xe4 <sup>11</sup>/<sub>2</sub>xe40, with somewhat the pleasanter position.



**11....②fxe4! 12.②xe4 ②xe4 13.fxe4 ②xd4**† Now if 14.堂h1, Black has the simple reply 14...曾b6. This is why the queen needed to be on its starting square!

#### 14.\"xd4 \"xg5 15.\"xd6

White has preserved material equality, but his position is lost, as the pawn on e4 is doomed.



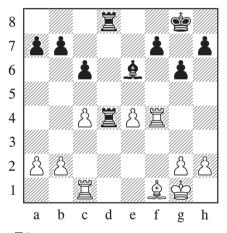
#### 15...<sup>@</sup>e3†

An even more precise move is  $15... \Xi d8$ , as played by Bacrot against Agdestein in 2013! In the database there are more than thirty cases of players falling into the trap.

#### 16.筥f2 鼻e6

The pin against the rook on f2 allows Black to take his time over capturing on e4; he can complete his development first. The exchange of queens merely delays the pawn's fate.

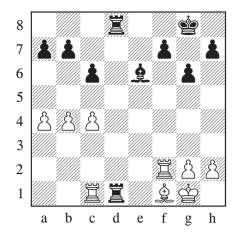
#### 17.營f4 營xf4 18.罩xf4 罩ad8 19.拿f1 罩d4 20.罩c1 罩fd8



#### 21.邕f2

Otherwise Black would win the pawn anyway with 21...ĝf5 or 21...f5.

#### 21... \Sxe4 22.b4 \Sed4 23.a4 \Sed1

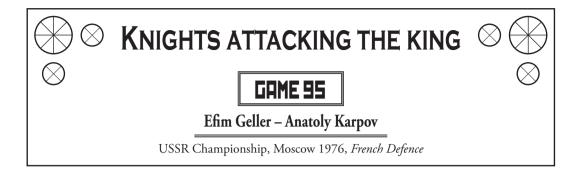


The exchange of one pair of rooks exposes the weakness of all White's queenside pawns.

#### 24.뽑fc2 뽑8d2 25.a5 화f8 26.b5 c5 27.뽑xd2 뽑xc1 28.화f2 화e7 0-1

This occurred in the 9th round of Final Group A in the Olympiad. In round 11 we played the Danish team. My opponent Holm made his first eleven moves quite confidently, but on move twelve he had a think, and then, evidently remembering something, he shook his head and... stopped the clock. The point is that the position on the board was the same as in the Adamski – Geller game!

The "profits" from my thoughts during the Reshevsky game did not end there. Just after the Olympiad, I went to Gori for the tournament in memory of Vakhtang Karseladze. Clearly not all chessplayers were in possession of the Olympiad games as yet, and in my game with Chikovani the same story repeated itself for a third time!



This game began with an interesting psychological duel before we even sat down at the board. The point is that not long before, I had been Anatoly Karpov's second in his World Championship Candidates final match with Korchnoi, and had taken part in his preparation for the match with Fischer that never was - so naturally I knew the World Champion's opening repertoire. It was evidently for that reason that in our game Karpov decided to depart from his accustomed schemes. He expected me to play 3.6 d2, which is the move I most often choose. I understood his reasoning... Moreover at that time Karpov had no experience of the variation that occurred, whereas to me the position was familiar, as the reader will see.

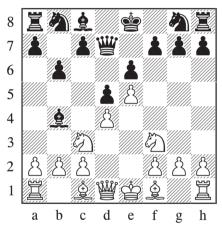
#### 1.e4 e6 2.d4 d5 3.②c3 息b4 4.e5 凹d7

The idea of this move, and the essence of Black's entire variation, are elucidated in the notes to Game 40 against Tigran Petrosian.

#### 5.创f3

Other possibilities are 5.2h3 or 5.2e2, followed by bringing the knight to f4, and also the approved 5.a3 – which immediately clarifies the situation and is considered by theory to give White the better game after  $5...2c3^{\dagger}$  6.bxc3 b6 7.2g4 f5 8.2g3 2a6 9.2xa6 2xa6 10.2e2. But I wanted to go down a less investigated path, one where I did nonetheless have some experience (that same Game 40) – and where White in any case continues his development without loss of time.

#### 5...b6



#### 6.<u>\$</u>d2!

The move seen more often in practice is 6.&d3. However, in the first place, the light-squared bishop will be exchanged off all the same; secondly, with the move in the game White pursues his tactics of deploying his forces at full speed; and thirdly, he plans a blow to Black's centre and frees the c1-square for a rook.

#### 6...<u>\$</u>a6

After this the play takes a different course from the aforementioned game with Petrosian, in which 6... 2 f8 occurred.

### 7.£xa6 2xa6 8.0-0

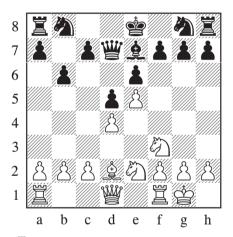
White could also play 8.<sup>10</sup>/<sub>20</sub>e2, but he reserves the e2-square for the execution of a different plan.

#### 8....<sup>©</sup>b8

A loss of time, though one which could remain unpunished if White didn't succeed in opening up the game. It was worth considering  $8...\&xc3 \ 9.\&xc3 \ 62e7$ , to ensure kingside castling.

#### 9.②e2 鼻e7?

After this, the black king will not find a safe refuge. It was essential to play 9...\$xd2 10.\mathbb{\text{M}xd2} &= 7.



#### 10.¤c1

Threatening to open the game after c2-c4; if this happens, White's lead in development should tell.

#### 10...b5 11.🖄f4 h5

Otherwise developing the kingside is impossible, given that 11...心h6 loses to 12.心h5 (and if 12...心f5 then 13.g4).

#### 12.b3

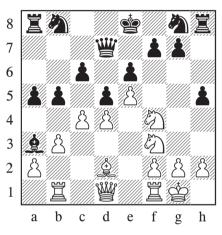
Here 12.a4!? is even stronger. White answers 12...bxa4 with 13.c4!, while after 12...a6 13.axb5 axb5 14.\arrowa1 he breaks through on the queenside.

#### 12... \$a3 13.\Bb1 a5?!

In this way Black avoids getting his bishop trapped by 14.b4. Nevertheless 13...ĝe7 was more tenacious.

#### 14.c4! c6

In the event of 14...bxc4 15.bxc4 dxc4 16.d5 exd5 17.e6 fxe6 18. De5, all White's forces would descend on the black king.



#### 15.c5

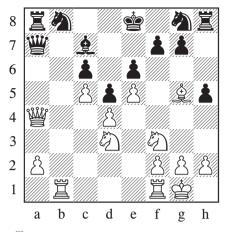
White's chance to open lines will not go away, as Black will be forced to open some himself in order to rescue his bishop.

#### 15.... 追b4 16. 崑c1 a4 17. 创d3

But then a similar idea is implemented in the game, just a few moves later.

#### 17.... 違a5 18.bxa4 bxa4 19. 增xa4 增a7 20. 鼻g5 鼻c7

After 20...增a6 21. 臣b3 ④e7 22. 臣b1 ④d7 23. 臣a3, the threat of 24. ④b4 cannot be parried.



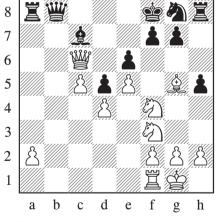
### 21.鼍xb8†!

Proceeding to a direct attack on the king which is stuck in the centre.

#### 21...<sup>₩</sup>xb8

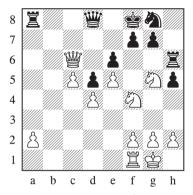
After 21... 逸xb8 22. 鬯xc6† Black loses at once.

# 22.₩xc6† Φf8 23.ᡚf4



#### 23...¤a7

In this variation 28...&xe5! rescues Black. White should prepare the decisive blows by means of  $26.\Xi e1!$ . Against Kasparov's suggestion of 23...&d8, White has the dazzling: 24. $\&xd8 \boxtimes xd8$  25.@g5 $\blacksquareh6$ 

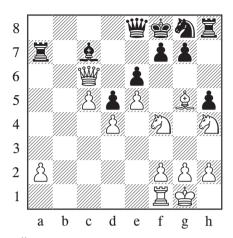


With the move played, Black frees his queen from its function of guarding the bishop.



### 24.🖄h4!

24...₩e8



#### 25.\mathbf{@xe6!}

It turns out that defending with the queen was insufficient after all!

#### 25...fxe6 26.创fg6† 營xg6

This would be forced anyway after 26...堂f7 27.遒xh8† 堂f8 28.剡4g6†.

#### 27.②xg6† 垫e8 28.②xh8

White's large material plus guarantees him victory.

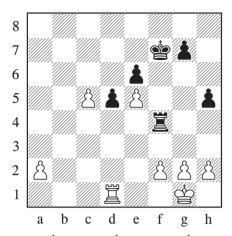
#### 28....莒a4 29.莒d1 包e7 30.氯xe7 垫xe7 31.包g6† 查f7 32.包f4

Perhaps the goal could be reached more quickly by 32.2h4!? \$\overline{xe5} 33.2h3 \$\overline{sf6} 34.h4\$ \$\overline{xa2} 35.2h1. Although this reduces White's material advantage to one pawn, Black has nothing with which to resist the impending march of the c-pawn.

#### 32...<u>\$</u>xe5 33.dxe5

After 33.៉axe6? क्रैxe6 34.dxe5 क्रैxe5 White might not win...

#### 33...¤xf4



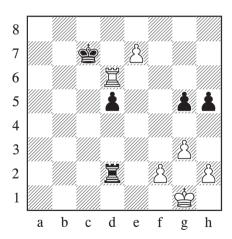
# 34.邕c1! 垫e8 35.c6 垫d8 36.c7† 垫c8

Now White is playing not only with extra pawns but also with an "extra king".

#### 37.g3 🗄a4

Or 37....\Laphaff 38.f4 g5 39.a4! gxf4 40.a5 fxg3 41.a6 gxh2† 42.\Deltah1 \Laphaff f2 43.\Lapha1, and the pawn costs Black his rook.

#### 38.뽑c6 뽑xa2 39.뽑xe6 g5 40.Ëd6 Ëd2 41.e6 화xc7 42.e7



Black resigned; on 42... Ee2, White plays 43. Exd5 Exe7 44. Exg5.