

Bonus chapters from the book

**LEARN FROM
GARRY
KASPAROV'S
GREATEST GAMES**

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**CARDOZA
PUBLISHING**

GAME #21: PASSED PAWNS MUST BE PUSHED!

THE PLAYERS: Gary Kasparov (White) vs. Jan Pribyl (Czechoslovakia)

THE LOCATION: Played in the European Team Championship (Round 6) at Skara, Sweden (January, 1980)

THE OPENING: Gruenfeld Defense, Exchange Variation

LESSON: PROMOTING A CENTRAL PAWN

It is very helpful when you can advance one of your pawns up the board all the way to the other edge, where it can be promoted to a queen. Usually this happens in the endgame. It is usually unsafe to advance too far early in the game, because at a great distance it becomes weak and vulnerable to an enemy attack.

You can, however, prepare the way in the middle game, by creating a passed pawn—a pawn that has no enemy pawns on adjacent files in front of it. This means that it can continue forward without having to get past any enemy counterparts, though of course there may be other pieces in the way.

If you can get the pawn to the seventh rank, then your opponents will have to constantly be on guard. After all, if the pawn reaches the eighth rank then it will turn into a much more powerful weapon. In this game, Kasparov demonstrates just how powerful a passed pawn can be.

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Kasparov played as a member of the Soviet team, scoring over 90% as the second reserve on the team. His result was a big part of the team's first-place finish. By now, the chess world was well aware of his talent. His play in this game showed a maturing of his opening strategy.

1.d4 Nf6; 2.c4 g6; 3.Nc3 d5. This is the Gruenfeld Defense. It would later become a major part of Kasparov's opening repertoire as Black. The purpose of advancing the queen pawn is to prevent White from establishing a broad pawn center with e4. White can only achieve that by exchanging first at d5.

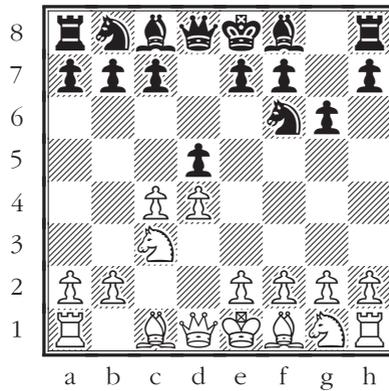


Diagram 21.1 (3...d5)

4.cxd5 Nxd5; 5.e4 Nxc3; 6.bxc3. White has a very strong pawn center, but neither side has developed any pieces. The strategy for Black is to pile on the pressure against White's pawn at d4. **6...Bg7; 7.Nf3 b6?!** 7...c5 is the normal and consistent move, seen in thousands of games. Pribyl's move has only been seen in a handful of games.

8.Bb5+. This takes advantage of the weakening of the light squares caused by Black's last move. **8...c6; 9.Bc4 O-O; 10.O-O.**

GAME #21: KASPAROV VS. PRIBYL

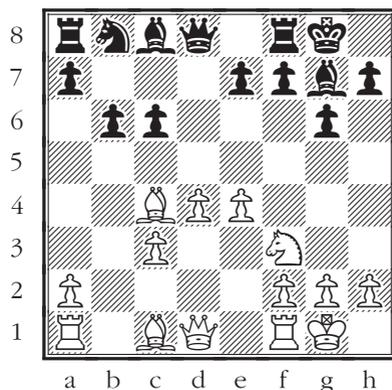


Diagram 21.2 (10.O-O)

10...Ba6. The White bishop is much more useful than Black's, so Pribyl forces a trade. The exchange can't be avoided because the bishop at c4 is pinned to the rook at f1. **11.Bxa6 Nxa6; 12.Qa4.** It is immediately clear that Black's weak queenside is going to put him in a passive position. White's central control prevents any serious counterplay, for the moment. 12.Bg5 Qd7; 13.Qd2 c5 would have given Black some chances by placing pressure on the center at d4.

12...Qc8; 13.Bg5 Qb7; 14.Rfe1 e6; 15.Rab1. It is often useful to line up a rook against the enemy queen, even with a pawn in the way—it limits the opponent's options. In this case, the pawn at b6 is pinned. 15...c5 Black must play this right away, since otherwise White has time for Be3, and then the pin on the b-pawn means that there isn't enough support at c5.

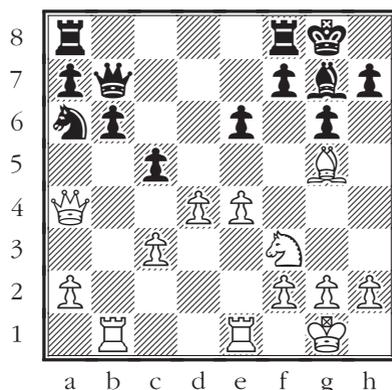


Diagram 21.3 (15.Rab1)

GAME #21: KASPAROV VS. PRIBYL

23.Ne6! Instead, the knight targets the rook while also reinforcing d8. **23...Nc7** The wayward knight returns to the game. Black gives up the rook at f8 for the powerful knight, but at least staves off immediate disaster. **24.Nxf8 Rxf8; 25.Rd6!** The threat is simply to capture the bishop, since if the rook at f8 advances to recapture, the pawn slips by and turns into a queen. **25...Be7.** Black has a knight and bishop for the rook, and control of the promotion square. Nevertheless, Kasparov has properly calculated an effective finish to the game.

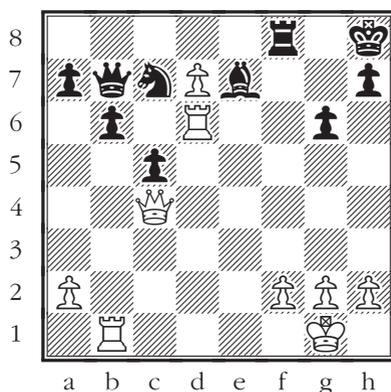


Diagram 21.6 (25...Be7)

26.d8=Q!! Kasparov gives up his prized pawn to open up the d7 square. Rooks and queens on the seventh rank are almost always devastating. **26...Bxd8.** **26...Rxd8** **27.Rxd8+ Bxd8** **28.Qf7** is also crushing. The pin against the knight, and the simple threat of checkmate by Qf8 can only be countered by an exchange of queens. **28...Qd5** **29.Qxd5 Nxd5** but now **30.Rd1** wins one of Black's pieces, and then the queenside pawns will fall quickly.

27.Qc3+ Kg8; 28.Rd7! The rook occupies a perfect position at d7, pinning the knight and supporting the threat of Qg7 checkmate! **28...Bf6; 29.Qc4+ Kh8; 30.Qf4!** The double attack at c7 wins a piece. If the rook moves in support of the knight, then the bishop at f6 falls. If the bishop moves to d8, then the rook at f8 is captured with checkmate. **30...Qa6; 31.Qh6.** Faced with the threat of checkmate at h7, as well as the attack on the rook at f8, Black resigned. If the bishop retreats to g7, then it is captured and Black is once again checkmated.

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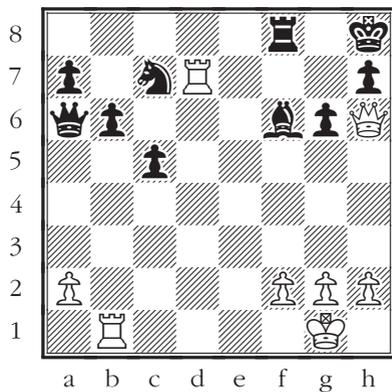


Diagram 21.7 (Black resigned)

GAME #22: CHAMPION OF THE WORLD (TEAM STYLE)

THE PLAYERS: Gary Kasparov (White) vs. Gert Ligterink (Holland)

THE LOCATION: Played in the Malta Olympiad (Round 6) at Valetta, Malta (November-December, 1980)

THE OPENING: Queen's Indian Defense, Classical Variation

LESSON: USE THE WHOLE BOARD

One of the difficult aspects of chess strategy is the need to simultaneously focus on an alternate attacking goal, while at the same time making use of the entire board. If the battle is confined to one small region, it isn't very difficult for the opponent to arrange a tough defense. With action on both flanks, defending the board comes at a higher price. To succeed with any sort of offensive operation, you have to have some sort of advantage on the battlefield. You should press the attack only where you have either superior force, or control of more territory. You can operate in the center and on a distant flank to keep your opponent's king.

Kasparov shows us how to use the whole board in this game. He starts by concentrating on the center, which is appropriate in the opening phase of the game. He then takes the play to the queenside, forcing Black to send reinforcements to that section. Kasparov keeps his pieces mobile, so that while the queenside action is underway, he still has enough firepower to get the job done on the kingside.

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1.d4 Nf6; 2.c4 e6. The move 2...e6 heads toward the generally quieter territory of the Queen's Indian and Nimzo-Indian defenses, rather than the complex world of the Gruenfeld or King's Indian, which can arise after 2...g6. **3.Nf3 b6.** Ligterink selects the Queen's Indian. If he had played 3...c5, then the sharper lines of the Benoni would be reached. A conservative alternative is 3...d5, which would return the game to the paths of the Queen's Gambit Declined.

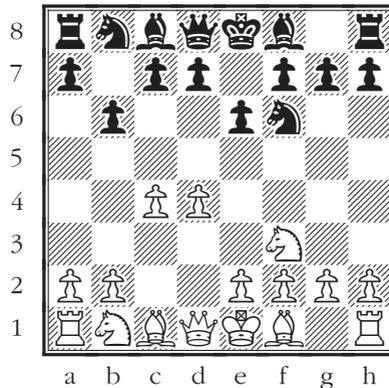


Diagram 22.1 (3...b6)

4.g3. Kasparov would later become known as the leading exponent of Petrosian's Move 4.a3. **4...Bb7.** Ligterink was fond of 4...Ba6, a line developed by the great theoretician Aron Nimzowitsch. However, he decided to stick with the Classical line in this game. **5.Bg2 Be7; 6.Nc3 Ne4.** The support of the bishop at b7 makes this move possible. White must now decide whether to capture the knight. If not, the question of whether to allow the doubling of the c-pawns after Black captures at c3 must be addressed.

GAME #22: KASPAROV VS. LIGTERINK

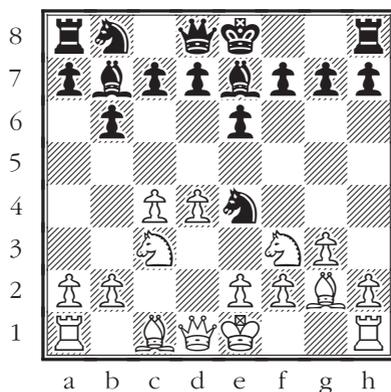


Diagram 22.2 (6...Ne4)

7.Bd2. Kasparov decides to support c3 with the bishop. Of course Black can now capture it, but that is rarely done, as it's not particularly effective at d2. **7...Bf6.** This sets a small trap. The knight at f3 must stay in place, as otherwise the bishop at g2 might be vulnerable. **8.O-O!** 8.Rc1? allows 8...Bxd4! because 9.Nxd4 Nxc3 simultaneously attacks the bishop at g2 and the queen at d1.

8...O-O 9.Rc1. This is the proper destination for the rook. The c-file is closed now, but can be opened up later. Black's pawn at c7 is defended only by the queen, which eventually will have to attend to other duties, so this is a potential weakness. **9...c5.** Black often pushes the pawn to d6 instead, but after White advances the d-pawn to d5, the position favors White.

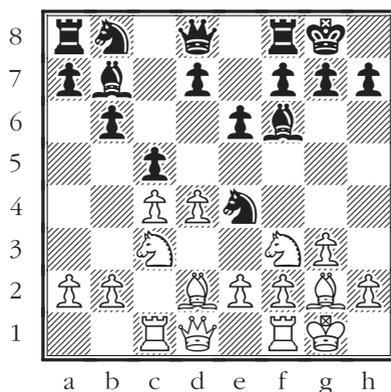


Diagram 22.3 (9...c5)

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10.d5. Kasparov crosses the central line. The game now opens up a bit, as some pieces are removed from the board. **10...exd5; 11.cxd5 Nxd2; 12.Nxd2 d6.** Ligterink seems to have set up a pretty good defense. The knight at b8 has yet to be developed, the pawn at d6 is backward, and White has control of a bit more space, but Black has the bishop pair and good prospects to play on the queenside. Kasparov takes the initiative and demonstrates that his own kingside chances are not to be ignored.

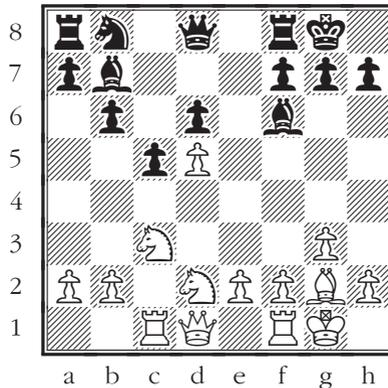


Diagram 22.4 (12...d6)

13.Nde4! The knight takes up a powerful central post, attacking Black's bishop at f6. **13...Re8?** Ligterink correctly decides that if he retreats the bishop, he might just get blown away on the kingside. But the move he chose was not best. Yes, the rook does occupy a natural position at e8, but it would have been better to mobilize the queenside with 13...Na6.

14.Qd2. The rooks can see each other now. Kasparov has completed development and is ready to do battle on any side of the board. **14...a6.** Kasparov was threatening Nb5, with intense pressure on the pawn at d6, so Ligterink prevents that plan. However, the move does loosen up the queenside pawn structure, a weakness that will be exploited in fine fashion. Ligterink later claimed that he should have moved the queen to e7 here. Kasparov considered that square more suitable for the bishop.

GAME #22: KASPAROV VS. LIGTERINK

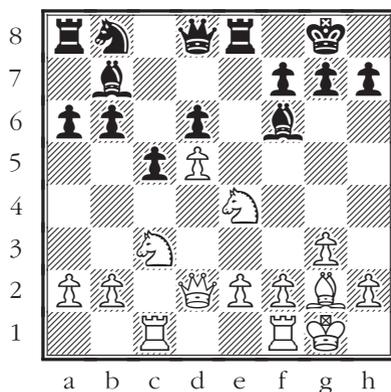


Diagram 22.5 (14...a6)

15.b4! This temporary pawn sacrifice must have come as quite a shock. The point is that if the pawn is captured, it will be recovered before long and the remaining Black queenside pawns will be extremely weak. **15...Be7.** Black remains on the defensive, but none of his pieces are in position to do anything more active. **15...cxb4;** **16.Nxf6+ Qxf6;** **17.Ne4 Qd8;** **18.Qxb4** is almost indefensible for Black.

16.bxc5 bxc5; **17.Qf4.** This is awkward for Black to meet. The knight on b8 would like to get into the game, and only d7 is available for that purpose. But now if the knight goes there, the pawn at d6 would fall.

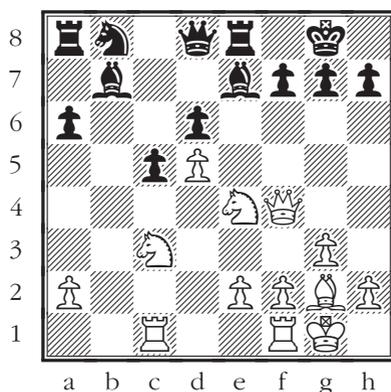


Diagram 22.6 (17.Qf4)

17...Qc7. This was played so that the knight could get into the game. But placing your queen on the same line as the enemy rook is

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always risky business! **18.Na4!** There is an immediate threat of $Nxc5$, since the pawn at d6 is pinned by the queen at f4. **18...Qa5.** The pin is broken, but the plan of developing the knight to d7 has to be abandoned. Ligterink hopes to find a way to eliminate the pawn at d5 so that the knight can enter the game via c6.

19.Rb1! Kasparov sees that the bishop at b7 is undefended and goes after it. He realizes that his pawn at d5 can be captured, but he knows some tactical tricks. There is a discovered attack available with $Nf6+$, and also a nice fork at b6.

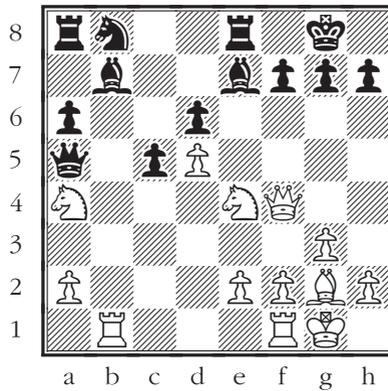


Diagram 22.7 (19.Rb1)

19...Bxd5. $19...Ra7$; $20.Nxd6 Bxd6$; $21.Qxd6 Qxa4$ gives Black a knight for a pawn, but $22.Qxc5$ not only delivers White a second pawn, it also attacks the rook at a7, making it impossible for Black to safely hold on to both the rook and the bishop at b7.

20.Nb6! The simultaneous attack on a8 and d5 forces Black's hand. **20...Bxe4; 21.Bxe4 Ra7; 22.Nc8!** This is a tremendous move, forking the rook at a7 and bishop at e7, while also launching a discovered attack against the knight at b8. In addition, the pawn at d6 is targeted. Black simply can't cope with all the threats, even if the knight is captured.

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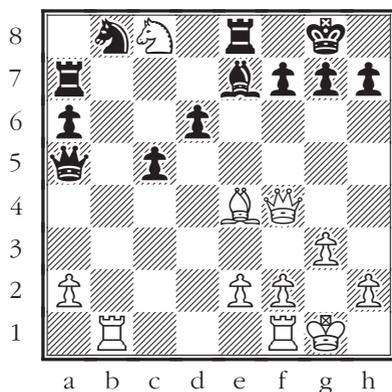


Diagram 22.8 (22.Nc8!)

22...Nc6. On 22...Rxc8, 23.Qf5! threatens not only the rook, but also checkmate in two moves with Qxh7+. 22...Rc7 23.Rxb8 Rxc8 24.Rxc8 Rxc8 25.Qf5 is a variation on the same theme.

23.Nxa7 Nxa7; 24.Bd5. Ligterink **resigned**, down material and facing even worse after the rook gets to b7.

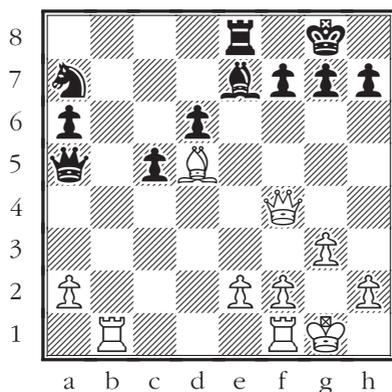


Diagram 22.9 (Black resigned)

GAME #23: TWO FOR THE PRICE OF ONE

THE PLAYERS: Kasparov (White) vs. Gennadi Timoschenko (Russia)

THE LOCATION: Played in the 49th Soviet Championship (Round 13 of 17) at Frunze, Russia (November, 1981)

THE OPENING: Semi-Slav Defense, Botvinnik Variation

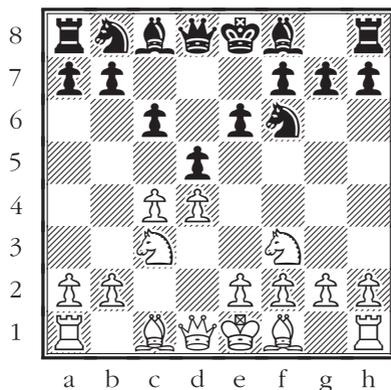
LESSON: PREPARE YOUR OPENING MOVES

Although you can sometimes get away with very little work on opening strategy—by, for example, using set formations—your results at the board will dramatically improve if you come to the board prepared. For beginners, it is enough to be ready to play the first five or six moves of the most common chess openings, but as you advance you need to deepen your understanding by learning the ins and outs of the openings you play.

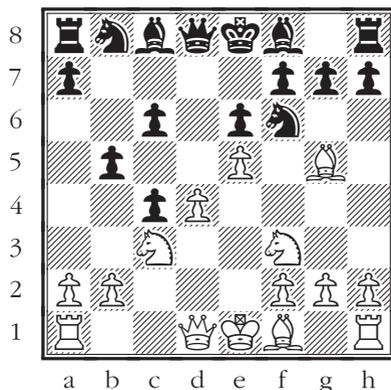
No one prepares better than Kasparov, and even early in his career he demonstrated his commitment to doing his homework. He not only successfully solved all the opening problems in this game, but in the very next round would repeat the exact same game up to move 30 where he again confronted a new move. This time he was well-prepared, and quickly dispatched an opponent who was considered one of the great opening theoreticians. In so doing, he also vaulted to first place in the event.

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1.d4 d5; 2.c4 c6; 3.Nf3 Nf6; 4.Nc3 e6. This is the Semi-Slav Defense, a combination of the Slav Defense (1.d4 d5 2.c4 c6) and Queen's Gambit Declined (1.d4 d5 2.c4 c6). It is one of the richest and most complex opening strategies in all of chess. To play it these days requires enormous knowledge of the opening's theory and familiarity with all the latest games.



5.Bg5. The Anti-Meran System, introduced with this move, is designed to avoid the Meran System, which sees 6.e3 Bd6; 7.Bd3 dxc4; 8.Bxc4 b5. leading to a fierce queenside battle. **5...dxc4.** Black accepts the gambit pawn. White will gain complete control of the center, but won't recover the pawn. **6.e4 b5.** Black secures the pawn, but at the cost of being forced to weaken the kingside. **7.e5.** Black's knight is lost, because of the pin, so the next moves are forced.



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7...h6!; **8.Bh4 g5**; **9.Nxg5!** This temporary sacrifice is the most popular plan for White. Many top-level games feature this strategy, which has been seen in over 1500 games over the last half-century. **9...hxg5**; **10.Bxg5 Nbd7**. Black must part with the knight at f6. **11.exf6 Bb7**. This is the standard move. Black's king cannot remain in the center because White can blast open the game by sacrificing something at d5 or e6. **12.g3**. Clearly, g2 is the right place for the bishop. It needs to contest the h1-a8 diagonal.

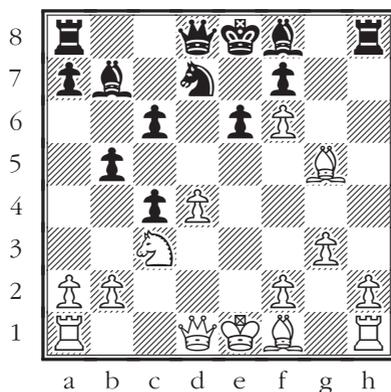


Diagram 23.3 (12.g3)

12...c5! This forces White to advance the d-pawn. Otherwise, the bishop won't get to g2. **13.d5 Qb6**; **14.Bg2 O-O-O**; **15.O-O**. Now that both sides have castled, the battle lines have been drawn. The fight will take place on the queenside, where Black must do something to advance the pawns, even though it means exposing the king to possible attack. The endgames will be bad if White gets the h-pawn moving quickly, as there is no obstacle guarding the promotion square at h8. Each exchange of pieces makes it harder to stop the h-pawn.

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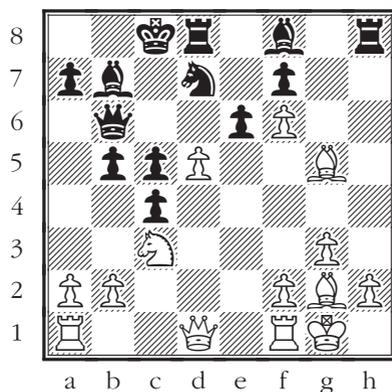


Diagram 23.4 (15.O-O)

15...b4; 16.Na4. Earlier in the year, this move was established as the most promising. Black tired several replies, and the best one was seen in this game. **16...Qb5!** The queen is quite safe here. Timoschenko had already seen this move played just a couple of months before, in a game involving Josif Dorfman. Dorfman played Kasparov in the very next round, and followed this game, before introducing his own new plan.

17.a3! Kasparov was well prepared, too! A new battlefield is established at b4. **17...Nb8.** This move, foreseeing eventual redeployment at c6, was actually found by Timoschenko, working with Evgeny Sveshnikov. This idea was, like Dorfman's, seen in the Soviet Team Championship in October. Kasparov and Timoschenko had both studied the game between Anikayev and Sveshnikov, and they followed it to move 22.

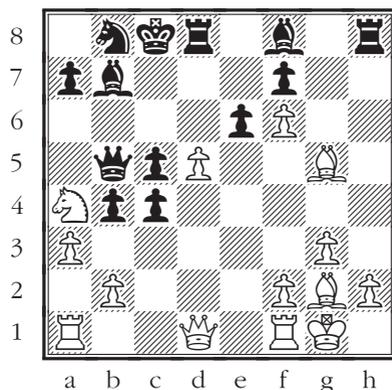


Diagram 23.5 (17...Nb8)

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18.axb4 cxb4; 19.Be3. 19.Qg4 Bxd5; 20.Rfc1 gives White more attacking possibilities. Black has managed to do well with **20...Nc6**, erecting a barrier on the c-file and threatening to jump to e5 and d3 under the right circumstances.

19...Bxd5; 20.Bxd5 Rxd5. White's pawn at d5 is gone, and material balance has been restored. The position, however, is anything but balanced! **21.Qe2** White has stuck with this move in all the games I know of, though moving the queen to g4 has also been suggested. **21...Nc6; 22.Rfc1.**

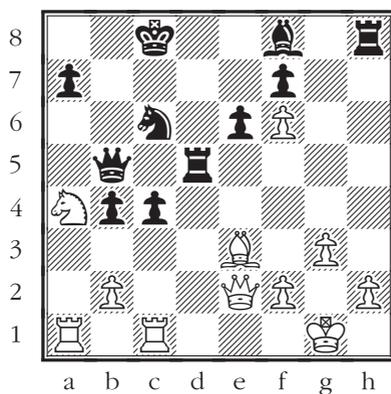


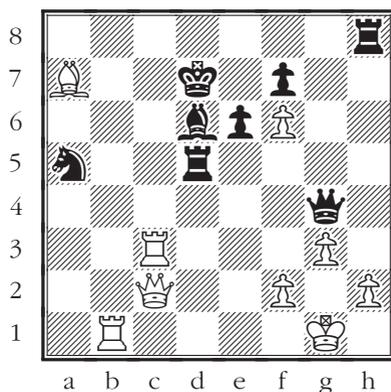
Diagram 23.6 (22.Rfc1)

22...Na5. 22...Kb7; 23.Rxc4 Na5; 24.b3! left Black with too many problems to solve in the Anikayev vs. Sveshnikov game. **22...Ne5** is the approved move, with roughly level chances. **22...c3!?** was seen in another game from that same October event, where Rashkovsky was surprised by the novelty unleashed by none other than Timoschenko. However, the path led to a difficult draw and did not attract a following. He had another new plan ready for this game. **23.Qxb5; Rxb5 24.Nxc3!! bxc3; 25.Rxc3 Kd7; 26.Ra6 Nd8; 27.Rxa7+.**

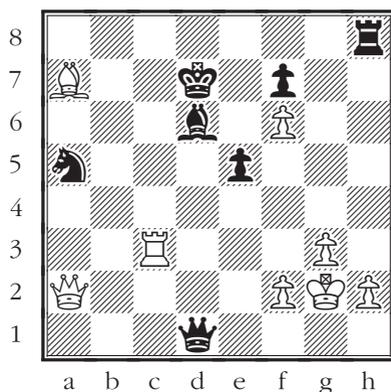
23.b3! Until now the game had been flying along, with less than twenty minutes used. Kasparov had expected Timoschenko to use the strategy he had employed against Rashkovsky. The knight moving to a5 came as quite a surprise. Kasparov wrote that he was uncomfortable in the position because Black controls the center and White's pieces are not well coordinated. Kasparov plunged into a deep thought. He spent 53 minutes on his reply, which was based in part on his natural instinct to attack, using the weak Black defenses as a target. This was a

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28.b4! The pawn sacrifice has to be accepted this time. True, the queen will be harassed by a rook at b1, but with the king ad d7, and not b7, it isn't fatal. **28...Qxb4; 29.Rb1 Qg4.** The queen must take refuge on the kingside, and can no longer participate in the defense of the king. **30.Bxa7.** Kasparov calmly snatches the a-pawn. Perhaps Timoschenko considered moving the rook to c1 the most likely move. He took twenty minutes for his next one. **30...e5.**



31.Qa2 Rd1+; 32.Rxd1 Qxd1+; 33.Kg2. Kasparov's king is safe at g2, and Black can't even check at d5 because White controls that square from a2. Black's king, on the other hand, is very exposed. Black does have an extra piece, but right now only the bishop is in position to defend the king.



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33...Qh5. Timoschenko wisely abandons the knight to its fate, as it wasn't going to be saved anyway. Instead, he tries to make some progress on the kingside. He also sets a little trap: If Kasparov plays the obvious defensive move h4, then Black will be able to save the knight. **34.Qa4+!** Kasparov drives the king away, so that the knight will not have a protector at c6. **34.h4 Nc6** and the piece cannot be regained; for example, **35.Qd5 Rc8; 36.Bc5** with a deadly pin.

34...Ke6. Obviously, if the knight jumped to c6 it would just be captured. **35.h4 Qe2; 36.Qxa5.** Having taken out the knight, White simply has two extra pawns, but has to be a bit careful. **36...Ra8!** The pin against the bishop is a major annoyance. **37.Qa4!** A clever strategy. White sacrifices the weak pawn at f6, but gets the queen to a powerful position at d7, breaking the pin while keeping the bishop protected.

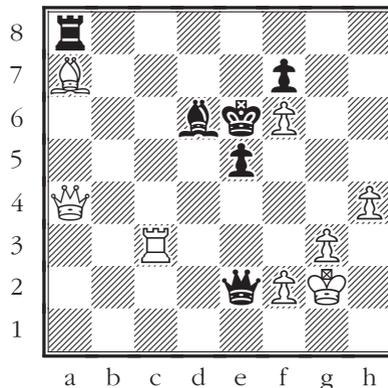


Diagram 23.11 (37.Qa4!)

37...Kxf6; 38.Qd7 Kg7; 39.Rf3. The simultaneous attack on f7 and d6 is impossible to deal with. Black will be able to exchange one bishop for the other, but that will come at the price of yet another pawn. **39...Qc4.** The f7 square must be supported. **40.Qxd6 Rxa7; 41.Qxe5+.** There goes the pawn! It is now a lost position for Black. Not because of the pawns, but because without pawns to act as a shield, the king cannot be defended. **41...Kh7; 42.Rf5 Qc6+; 43.Kh2** Timoschenko **resigned.**

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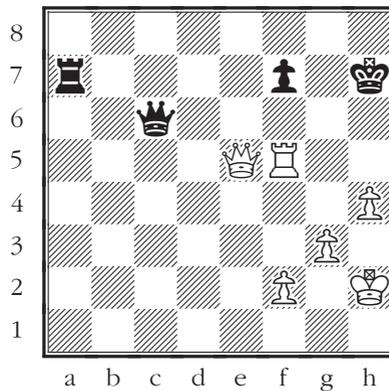


Diagram 23.12 (Black resigned)

In the very next round, as fate would have it, Kasparov again had the White pieces, this time against the same Josif Dorfman, in one of the most amazing “reprises” in the history of the game.

The entire tournament took notice of this game and many lively debates arose over the efficacy of Kasparov’s sacrificial play. Josif Dorfman, decided to take up the challenge in the very next round. 30...Be5 was Dorfman’s proposed improvement.

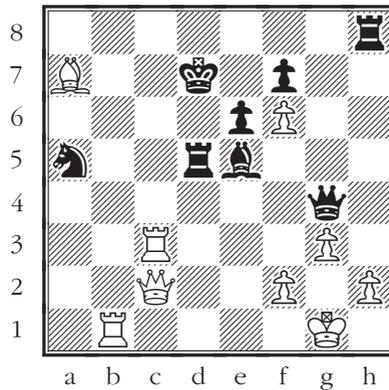
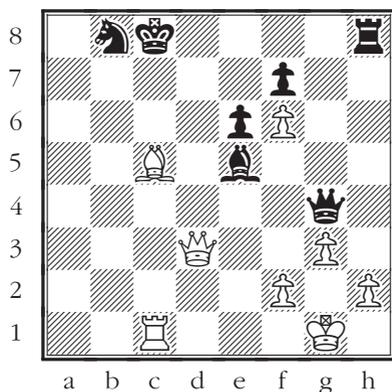


Diagram 23.13 (30...Be5)

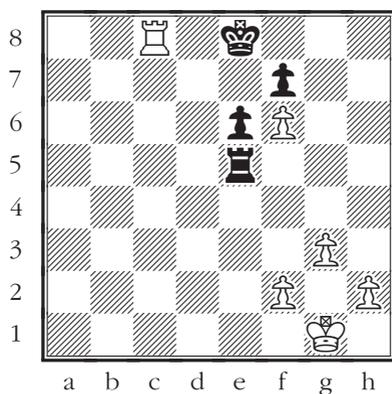
31.Rc5! Kasparov acts to undermine the king’s most important defender at d5. **31...Rxc5; 32.Bxc5 Nc6.** White had threatened top play **Qd2+**, forking the king and knight. **33.Qd3+ Kc8; 34.Rd1.** This time the threat is **Qd7+**. **34...Rd8?** looks attractive but it is clobbered by

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35.Qa6+ Kc7; 36.Qb6+ Kc8; 37.Qxc6+ Bc7; 38.Qa6+ Kb8; 39.Rb1+ Bb6; 40.Rxb6+ Kc7; 41.Qb7#. So Black has to try **34...Nb8** instead. This is countered by **35.Rc1!** This move sets up nasty threats using a discovered check on the c-file. Dorfman is kept on the run.



35...Qa4; 36.Bd6+ Nc6; 37.Bxe5. Having regained the piece, White's extra pawns prove decisive. **37...Rd8; 38.Qb1 Rd5; 39.Qb8+ Kd7; 40.Qc7+ Ke8; 41.Qxc6+!** When you have a winning endgame, exchange queens. **41...Qxc6; 42.Rxc6 Rxe5; 43.Rc8+.** Black **resigned**, because after the forced move 43...Kd7, White plays Rf8 and wins the f-pawn and the endgame is trivial.



This game, a battle decided by the competitors' preparations, proved to be very short. Dorfman came to the board with a new idea

GAME #23: KASPAROV VS. TIMOSCHENKO

at move 30! The game took only 40 minutes as Kasparov ripped the strategy apart in devastating fashion. But Dorfman had in any case earned Kasparov's respect, and Garry would later employ him as a chief trainer. Since then, Dorfman engineered the meteoric rise of French star, Grandmaster Etienne Bacrot. He is also active as a professional Grandmaster, competing at a high level.

GAME #24: DEFENDING THE TITLE BELT

THE PLAYERS: Gary Kasparov (White) vs. Anatoly Karpov

THE LOCATION: Played in the World Championship Match (Round 22 of 24) at Leningrad, Russia (August-October 1986)

THE OPENING: Queen's Gambit Declined, Anti-Tartakower Variation

LESSON: THE POWER OF A KNIGHT AT E5

Knights operate best near the center of the board. Because they can only move in short steps, they aren't usually helpful when they sit on the edge. For attacking enemy positions, the squares on the fifth rank of the e- and d-files are particularly useful. When a knight occupies one of these squares, and is defended by a pawn, it is in a strong position. If the opponent cannot kick out the knight by advancing a pawn, then the knight occupies a secure outpost and can do a great deal of damage. In many cases, it is worth as much as a rook.

In the game, the knight does not occupy the outpost until move 29. It sits there until the game is adjourned, and then embarks on a winning journey. First it leaps to d7, then invades f8 to help set up checkmating threats.

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Approaching the end of the match, Kasparov decided to turn up the heat. Having lost games 17, 18, and 19, the match was even. Karpov was not in the mood to take risks. He turned to the solid Queen's Gambit Declined, using a time-tested strategy that leaves Black with only the slightest of disadvantages. Kasparov, as Black, soon obtained an isolated d-pawn position, with which he was familiar from the Tarrasch Defense. On the other hand, the Tarrasch had not proven useful against Karpov, who has always played against it effectively.

On his 18th move, Karpov made a small mistake, allowing Kasparov to take the initiative. That small pressure was magnified by the circumstances of a title match. Karpov impressively kept his nerve and played a series of excellent defensive moves, but a slip on the 31st move created more problems. When the game was adjourned, Kasparov sealed a crushingly powerful move that led to victory. Kasparov himself noted that this game was played on the third day of the tenth month, another twist on his favorite number—13! **1.d4 Nf6; 2.c4 e6; 3.Nf3 d5; 4.Nc3 Be7; 5.Bg5 h6.** In this variation of the Queen's Gambit Declined, Black advances the h-pawn to kick the bishop away. The bishop usually retreats to h4. Black can later push it back further with ...g5. The advance of the h-pawn also creates a little hole for the king to hide in, if necessary, or use as a path to escape if chased by enemy pieces on the back rank.

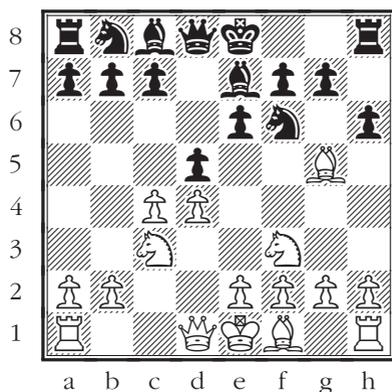


Diagram 24.1 (5...h6)

6.Bxf6. This exchange is known as the Anti-Tartakower Variation, because it is designed to avoid the plan 6.Bh4 b6, a defense that was one of Karpov's favorites. **6...Bxf6; 7.e3 O-O; 8.Rc1.** White is in no

GAME #24: KASPAROV VS. KARPOV

hurry to castle. Black has no way of opening the game or creating any problems for the king. The bishop at f6 cannot get to b4 or a5, and pin White's knight. Although castling early in the game is generally recommended, there are plenty of exceptions.

8...c6. Black has the bishop pair, but the one at c8 is a “bad” bishop with no prospects of entering the game soon. Because the structure is very solid, this defense has a good reputation. It does, though, require a good instinct for when to open things up: Too soon, and the White forces will swam in; too late, and Black will suffocate and slowly perish. For this reason, I think it is better for students to use the Tarrasch Defense or some other variation where the light square bishop can get into the game.

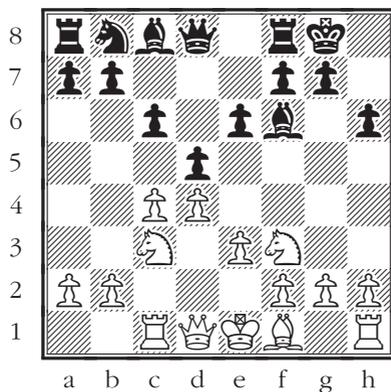


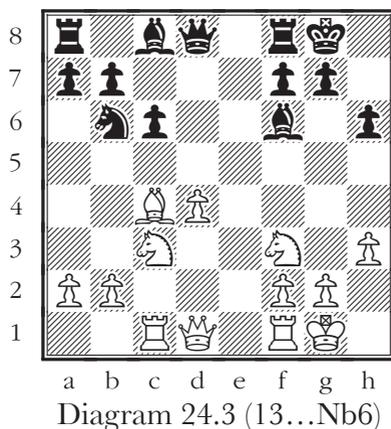
Diagram 24.2 (8...c6)

9.Bd3 Nd7; 10.O-O dxc4. An important decision. With this move Black concedes a bit of the center, since White can make use of e4. But it also allows Black to use strategies with an early queenside pawn advance to b5 or c5. Black can also aim for an early ...e5. The chances are considered to be about equal. **11.Bxc4 e5.** This is the most popular plan, and it has been seen hundreds of times.

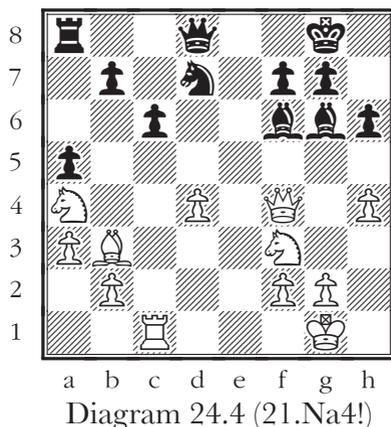
12.h3. White prevents Black from using the g4 square, and has support for an advance of the g-pawn. That plan can be used especially when the knight at c3 is available to come to e2 and travel to g3, winding up on f5 or h5. The move came as no surprise to Karpov, since Kasparov had used it in their 1985 match. It was very popular in 1986. **12...exd4.** This creates an isolated pawn for White. The pawn can easily be blockaded by the Black knight, which can get to d5 via b6.

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Black's bad bishop can now enter the game. **13.exd4 Nb6**. The bishop is driven back, and the knight sits well here. It can eventually get to the blockading square d5. From b6, it can support the advance of the a-pawn to a4.



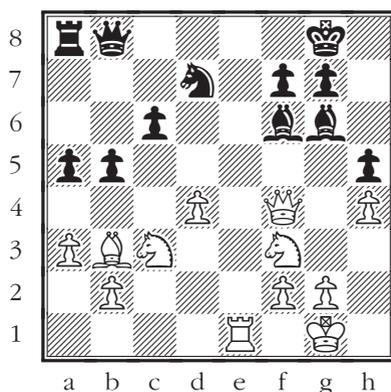
14.Bb3 Bf5; 15.Re1. The domination of the e-file is temporary. Black will move a rook to e8 to challenge the file, and rooks will be exchanged. **15...a5; 16.a3 Re8; 17.Rxe8+ Qxe8; 18.Qd2 Nd7?! 18...Qd7; 19.Re1 Re8; 20.Rxe8+ Qxe8; 21.Qf4 Be6** gives White only a minimal advantage. **19.Qf4! Bg6**. 19...Be6; 20.Bxe6 Qxe6; 21.Qc7 gave White a strong position in Heinsohn vs. Quednau, a correspondence game from 1989. **20.h4!** Kasparov seizes important kingside territory. Black suddenly feels cramped. 20...Qd8 The queen intends to take up a position at b6. **21.Na4!** No way!



GAME #24: KASPAROV VS. KARPOV

21...h5?! This seriously weakens the g5 square. Even though Black has a bishop and queen covering that important square, it ties them down to defense. Worse, it deprives the bishop at g6 of the possibility of using h5 to attack White's knight or influence play on the light squares. Still, it is hard to recommend a good move for Black.

21...Be7 might be the most flexible move. It allows the knight to take up a position at f6, and can duck back to f8 for defense. That is passive thinking, however, and Karpov no doubt wanted to keep open some other possibilities. **22.Re1 b5.** This creates a backward pawn at c6, but it is worth the price to get some action going on the queenside. **23.Nc3 Qb8.** Karpov would love to exchange queens.



24.Qe3. Kasparov doesn't want to exchange queens. 24.Ne5 was analyzed in depth by Kasparov in his own game commentaries, and actually was seen in a game from the same year. **24...b4.** Black presses the queenside initiative. The bishops on the kingside can help out from a distance. 24...a4; 25.Ba2 b4; 26.Ne4 is also better for White.

25.Ne4. Black's bishop pair is about to be broken up. It is simply a matter of which one to part with. **25...bxa3.** 25...Bxe4; 26.Qxe4 bxa3? would lose to 27.Qxc6 axb2; 28.Qd5 when Black cannot defend f7, the knight, and the rook at a8 simultaneously.

26.Nxf6+ Nxf6; 27.bxa3 Nd5! Although many commentaries heaped scorn upon this move, Kasparov has a different opinion. He considers it best. True, White will eliminate the knight, and bring about a position where White's knight is vastly superior to the bishop at g6, a mere spectator. White's weak pawns are all on dark squares, not

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accessible by the bishop. White has the advantage, but that has been true for some time. The advantage is not made any larger because of Black's move. 27...Ng4 was the recommended remedy, but Kasparov gave the line 28.Qc3 Qd6; 29.Ne5 Re8; 30.g3! Qf6; 31.Re2, which he said is even better for White than the line chosen in the game.

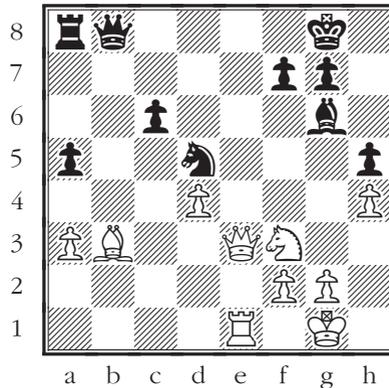


Diagram 24.6 (27...Nd5!)

28.Bxd5 cxd5; 29.Ne5. This is a tremendous post for the knight. The idea is not to exchange the knight for the ineffective bishop at g6, but to control a pile of important squares, including c6 and d7. The pressure at f7 means that the bishop has to stay home and defend. The knight remains in place until the game is adjourned, and then moves to finish off the game!

29...Qd8; 30.Qf3. Targeting d5 and f7. **30...Ra6.** Moving the rook to c8 would have been more natural. **31.Rc1!?** Now Kasparov gets control of the c-file. With two open files on the queenside, both rooks will find their way into enemy positions.

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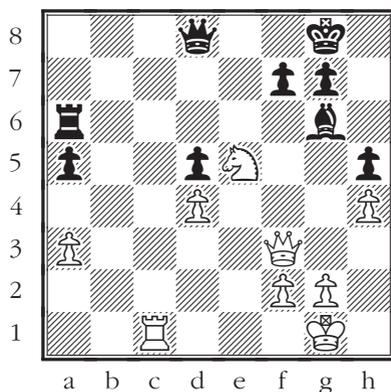
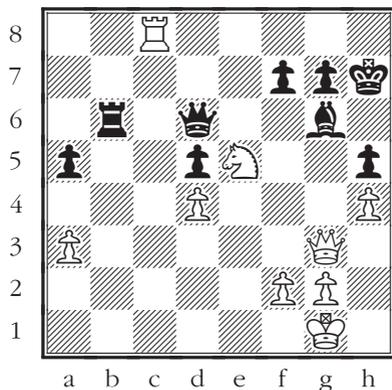


Diagram 24.7 (31.Rc1!?)

31...Kh7? The king does belong here, because the f-pawn isn't the issue. But it would have been better to abandon the d-pawn to its fate, and go grab the pawn at h4. 31...Qxh4; 32.Qxd5 Kh7 was the precise order of moves to achieve a defensible position. Deep analysis by Kasparov demonstrated that even though White has a powerful passed pawn, Black can put up gritty resistance.

32.Qh3! The queen shifts to support an invasion by the rook at c8. **32...Rb6; 33.Rc8 Qd6; 34.Qg3!** The position is getting sharp. If the Black rook advances, White threatens the trick Rh8+, forcing the Black king to capture at h8. Then White captures the f-pawn with the knight, forking the queen at d6 and king at h8. So Black has to capture the knight with the bishop, and then the White queen captures the Black queen! Karpov was forced to play quickly, as he had little time remaining to reach the adjournment at move 40.

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34...a4?! It is tempting to secure control of b3, so that a rook can move there, but Black had a better plan available. 34...Rb1+; 35.Kh2 Qa6 attacks the rook at c8. It also avoids the tactical trick mentioned above, while also threatening to move the queen to f1 and give checkmate at h1! 36.Re8! was Kasparov's clever plan. It looks through the knight to e1. That's the key square in Kasparov's analysis, which goes 36...Qf1; 37.Qf3 a4; 38.Nxf7 Bxf7; 39.Qxf7 Qg1+; 40.Kg3 Rb3+; 41.f3 and Black has no more checks, while White threatens checkmate at h5.

35.Ra8! The rook has managed to sneak behind the a-pawn, which cannot be saved. 35...Qe6. 35...Ra6; 36.Nxf7! Bxf7; 37.Qd3+ wins the rook at a6, so White winds up with a rook and a pawn for the bishop.

36.Rxa4 Qf5; 37.Ra7! In this case, the seventh rank, not the empty back rank, is where the action is. 37...Rb1+; 38.Kh2 Rcl; 39.Rb7 Rc2; 40.f3 Kasparov has reached time control and Karpov just has to play one more move—but which one?

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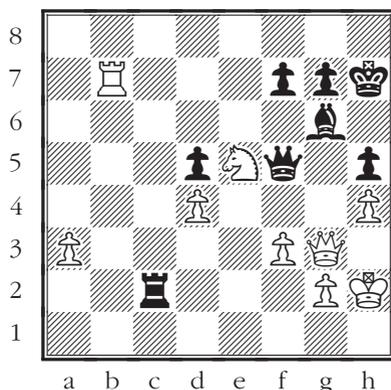


Diagram 24.9 (40.f3)

40...Rd2? In time trouble, and no doubt already exhausted, Karpov simply overlooked Kasparov's reply. After the move was made, it was Kasparov's turn to play, but the move would not be made on the board. Instead, it was written down and both players left to analyze the game overnight. The position would be played out the next day.

40...f6 might have tempted Kasparov to enter a rook endgame with a "safe" advantage. 41.Nd7 would still have worked but 41.Nxg6? Qxg6; 42.Qxg6+ Kxg6 would have led to an endgame where Black has no chance to win, but where precise and tedious defense should lead to a draw. An unpleasant thought, but more importantly, such a radical decision is not generally made just one move before the game will be adjourned for the evening. If the decision can be postponed for even a single move, then the matter can be considered overnight, with the help of assistants.

41.Nd7! Karpov was no doubt already glum when he arrived to finish off the game. He knew what was coming, since his team had come to the same conclusions. He could only hope that Kasparov hadn't worked out the final details. 41.Rb4 f6; 42.Nxg6 Qxg6; 43.Qxg6+ Kxg6 would have led to the same endgame, concluding with a draw.

41...Rxd4; 42.Nf8+ Kh6; 43.Rb4! Black's king is in a real bind, and the Black rook is the only active piece, so it has to go. White's pieces don't make much of an impression at first glance, but the pieces cooperate so well that they combine to force a win.

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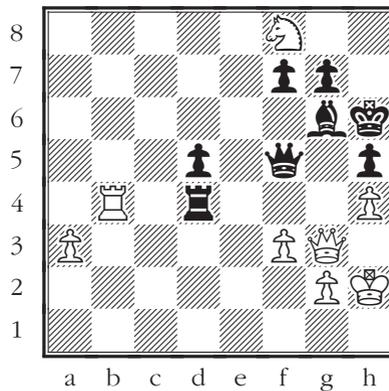


Diagram 24.10 (43.Rb4!)

43...Rc4. If the rooks must come off, at least this way the c-pawn advances. 43...Rd2 44.Qe1! Qd3 45.Qc5! with the threat of checkmate at g5. 45...Qf5 46.Qc3+ or 45...Bf5 46.Qf4+ g5 47.Qxg5#.

44.Rxc4 dxc4; 45.Qd6! White sets up the threat of check at d2. **45...c3; 46.Qd4.** The threat shifts to e3. The pawn is now lost. At this point, Karpov **resigned**.

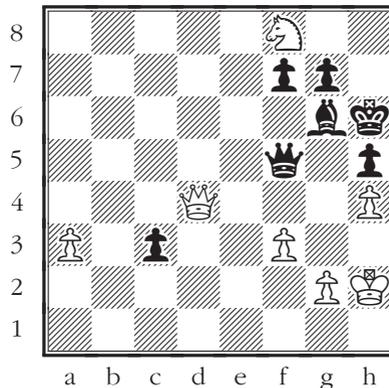


Diagram 24.11 (Black resigned.)

Kasparov later demonstrated the winning method: 46...Bh7; 47.Qxc3 Bg8; 48.Qc3+ g5; 49.Qxg5+ Qxg5; 50.hxg5+ Kxg5; 51.a4 f5; 52.a5 Bc4; 53.Nd7 Kf4; 54.Nc5 Ke5; 55.a6 Kd6; 56.a7! Bd5; 57.Nd3 Kc7; 58.Nf4. The remaining Black pawns fall, and White will advance the kingside pawns and get a new queen.

GAME #25: PATIENCE!

THE PLAYERS: Gary Kasparov (White) vs. Anatoly Karpov

THE LOCATION: Played in the World Championship Match (Round 24 of 24) at Seville, Spain (October-November 1987)

THE OPENING: Reti Opening, Agincourt Variation

LESSON: DON'T GO FOR BROKE WHEN PLAYING FOR A WIN!

Most of the time, you want to win the game when you sit down to play. There may be some occasions when you only need a draw to clinch a prize, but even then it's a good idea to play for the victory. That way your opponents may find your draw proposal an offer they can't refuse!

Sometimes the tournament circumstances demand that you win at all costs. It is tempting to throw caution to the winds and go all out for a checkmating attack, but that's rarely a successful strategy. Remember, you can't expect to launch a winning attack unless your opponent has significantly weakened the defenses in some way. Just pointing your pieces in the direction of the enemy king won't get the job done. A far better strategy is to try to gain an advantage in some area of the board away from the king. When your opponent is dealing with the distant threats, you can then perhaps cause some weakness near the king. Your opponent will find it difficult to fight two battles at once.

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The 1987 World Championship match was the first to be widely followed over the Internet and other electronic networks. There were some problems with the transmission and accuracy of move transcription, but here in the United States it was possible to follow some of the action. Going into the final game, Kasparov needed a win. True, he was playing the White pieces, but beating Anatoly Karpov is never an easy thing to accomplish. The situation from 1985 was now reversed. Now Kasparov had to defeat his arch-rival to keep the title.

When the first moves reached us, many thought that they must be transmitting some other game. Kasparov had chosen the R ti opening, a strategy known to be non-confrontational and fairly quiet. This was just the opposite of his choice in 1985, when he needed to win. The stress must have been extraordinary. During the overnight adjournment period and following the game the entire chess world was obsessed with what had taken place. It turned out to be worthy of such scrutiny.

1.c4 e6; 2.Nf3 Nf6; 3.g3 d5; 4.b3. Kasparov's choice of the R ti for this critical game, which he had to win at all costs, was a big surprise. The R ti requires a lot of patience, and this contest would be a battle of nerves.

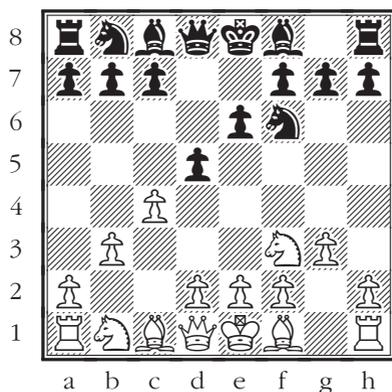
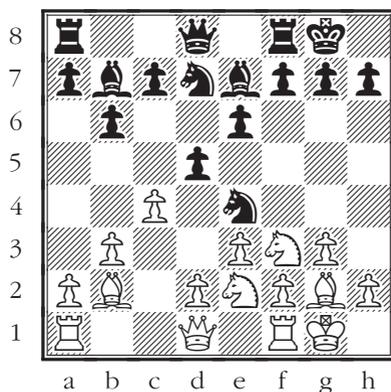


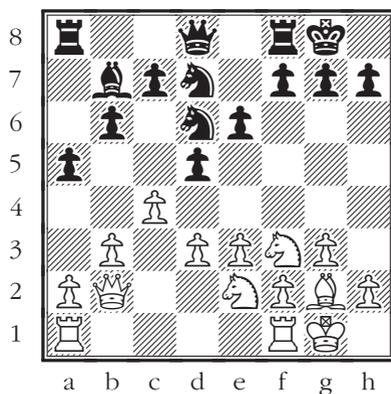
Diagram 25.1 (4.b3)

4...Be7; 5.Bg2 O-O; 6.O-O b6; 7.Bb2 Bb7; 8.e3. Kasparov makes it clear that he will not transpose to the Catalan. **8...Nbd7; 9.Nc3 Ne4; 10.Ne2!?** This was a new move.

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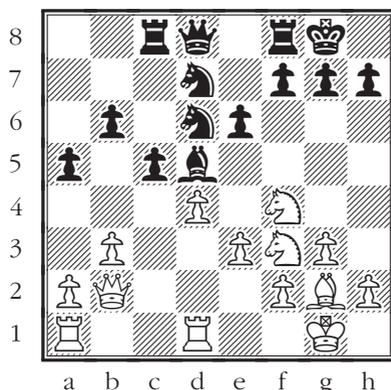
10...a5. Black launches the typical a-file counterplay. Perhaps advancing the c-pawn instead would have been a better strategy. **11.d3 Bf6; 12.Qc2 Bxb2; 13.Qxb2 Nd6.** Karpov has succeeded in removing a pair of pieces from the board, but now White will be able to play d2-d4 without locking in his bishop. Of the remaining bishops, White's is clearly the more powerful, and the White queen is also more active.



14.cxd5 Bxd5. At first it seems as though White has only assisted Black by unlocking the light-squared bishop, but in fact it only becomes more exposed. **15.d4! c5; 16.Rfd1 Rc8?!** The rook should have stayed at a8. Instead, the queen might have gone to e7, allowing the rook at f8 to take up a queenside post. **17.Nf4.** It is clear now that White is trying to work the queenside, while Black is merely defending. If the bishop

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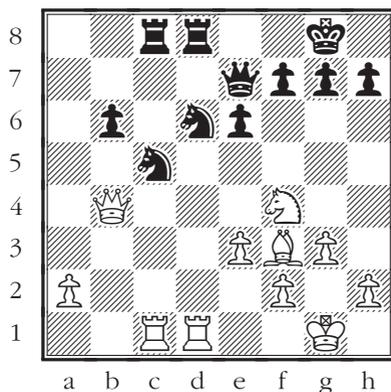
retreats, then White will dominate the center.



17...Bxf3. It might seem strange to part with this powerful bishop, but retreating would not have been appropriate. 17...Bb7 would have seen the d-pawn advance with serious consequences. 18.d5! exd5; 19.Nxd5 leaves Black in a very awkward position.

18.Bxf3 Qe7; 19.Rac1 Rfd8; 20.dxc5 Nxc5; 21.b4! Kasparov launches a queenside attack! **21... axb4.** 21...Nce4; 22.Rxc8 Rxc8; 23.Qd4! was suggested by Taimanov.

22.Qxb4. Kasparov decides that the subsequent weakness of his a2 pawn will be less significant than the weakness of the b6 pawn. One supporting point is the strategic possibility of advancing the a pawn and taking control of both the a- and b-files. Then the advantage of bishop versus knight will be felt.



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22...Qa7; 23.a3 Nf5; 24.Rb1 Rxd1+; 25.Rxd1. Considering that all Karpov needed was a draw to become World Champion, Kasparov is remarkably cooperative when it comes to exchanging pieces. But he has concrete strategic goals, which can and will be met. 25...Qc7; 26.Nd3! White has a small advantage, with bishop against knight. Karpov advances the wrong pawn now.

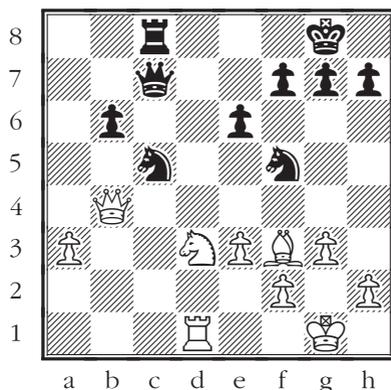


Diagram 25.6 (26.Nd3!)

26...h6?! Black had to take some measure to defend the kingside. 26...g6 would have been wiser, since the dark squares are safer than the light, because White has only a light-squared bishop.

27.Rc1 Ne7?! Putting the knight at d6 would have been better. 28.Qb5 Nf5; 29.a4! This little pawn can cause a lot of trouble if Black isn't careful. 29...Nd6! White threatened to play 30.a5, undermining the position of the c5 knight. 30.Qb1 Qa7; 31.Ne5! White renews the threat. Now 32.a5 brings with it the danger of Ne5-c6.

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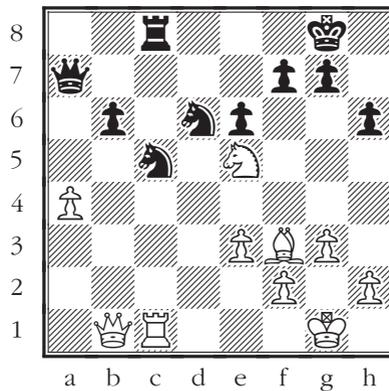


Diagram 25.7 (31.Ne5!)

31...Nxa4? Indeed, Black should take the pawn, but this is not the correct capture. 31...Qxa4; 32.Qxb6 Qa3; 33.Rd1 would be a very difficult position for Black. 31...Nf5! was suggested by Kasparov, and may well be the best chance at this point. **32.Rxc8+ Nxc8.**

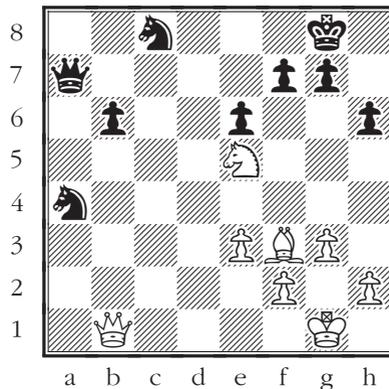


Diagram 25.8 (32...Nxc8)

33.Qd1? An error in time pressure. Kasparov later pointed out that 33.Qb5! was the correct move. **33...Ne7?** Karpov returns the favor. Kasparov quickly acts to weaken Black's kingside. 33...Nc5! would have held the game. Kasparov provides the following line: 34.Qd8+ Kh7; 35.Kg2! f6!; 36.Nc6 Qd7; 37.Qxd7 Nxd7; 38.Nd8 Nc5; 39.Nxe6! Nxe6; 40.Bg4 with a likely draw. **34.Qd8+ Kh7; 35.Nxf7.** The f7 square can be an important weakness late in the game, as well as in the opening. **35...Ng6 36.Qe8!** The threat is 37.Be4 and 38.Qh8 mate! **36...Qe7.**

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36...Nc5 is refuted by 37.Bh5! followed by 38.Ng5+!

37.Qxa4 Qxf7. The stage is set for the remainder of the game. The weak b6 pawn will fall, and then it will be a question of whether White can improve his position enough that Black runs out of moves.

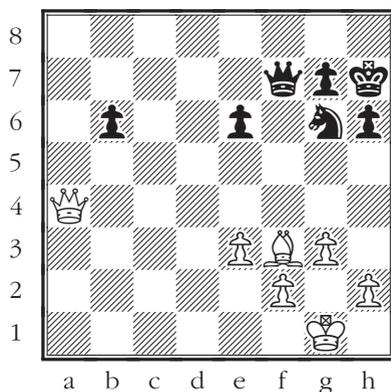


Diagram 25.9

38.Be4! Kg8; 39.Qb5 Nf8; 40.Qxb6 Qf6; 41.Qb5 Qe7; 42.Kg2.
The sealed move.

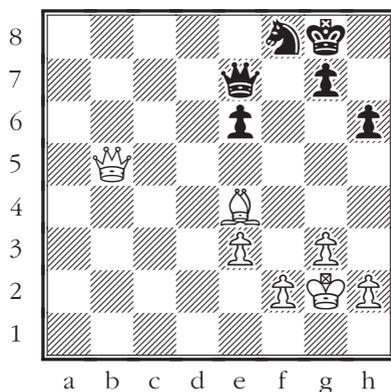


Diagram 25.10 (42.Kg2)

During the adjournment chessboards all over the world were subjected to energetic pounding of pieces as players debated the probable result of the 1987 World Championship. If the Black pawns stood at h7 and g6, then the queens could safely be exchanged with a high probability of reaching a position that Averbakh gives as a win for White, since the White king will be able to infiltrate.

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42...g6. This seems like an early concession, but Black obtains added breathing room for his queen, which has an additional square from which to protect the f8- knight.

42...g5; 43.f4! Qf6; 44.Kh3 gxf4; 45.exf4 is clearly better for White, as Kasparov pointed out. **43.Qa5 Qg7; 44.Qc5 Qf7 ;45.h4! h5?** Black should just have played ...Kg7. This creates permanent weaknesses. **46.Qc6 Qe7; 47.Bd3 Qf7; 48.Qd6 Kg7; 49.e4!** An important move, which launches the winning plan. The pawn will be established at e5, and the e4 square can later be used by the bishop.

49...Kg8; 50.Bc4 Kg7; 51.Qe5+ Kg8; 52.Qd6 Kg7; 53.Bb5 Kg8; 54.Bc6 Qa7; 55.Qb4! Qc7; 56.Qb7. White finally offers an exchange of queens, which Karpov declines. Evidently the advance of the e4 pawn to e5 and the excellent placement of the Bc6 would have created the requisite positional advantage for a win. Presumably, both players analyzed the consequences of such an action at home, and one must remember that Black's reply was the last move of the second time control.

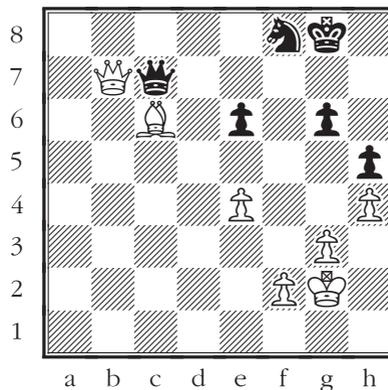


Diagram 25.11 (56.Qb7)

56...Qd8; 57.e5! At this point the position is clearly winning. **57...Qa5; 58.Be8 Qc5; 59.Qf7+!** Now the White Bishop will reach the b1-h7 diagonal. There is no longer any defense. **59...Kh8; 60.Ba4 Qd5+; 61.Kh2 Qc5; 62.Bb3 Qc8; 63.Bd1 Qc5; 64.Kg2!** Karpov **resigned** because there was no defense to the simple plan of bringing the bishop to e4, followed by the capture of the g6 pawn. After that the queen ending is not worth disputing.

GAME #25: KASPAROV VS. KARPOV

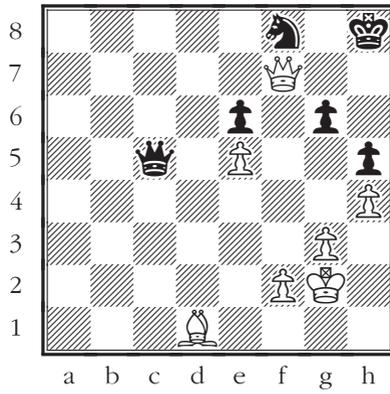


Diagram 25.12 (Black resigned)

GAME #26: THREE-PEAT IN LINARES

THE PLAYERS: Gary Kasparov (Black) vs. Anatoly Karpov

THE LOCATION: Played in the Ciudad de Linares

Supertournament (Round 10) at Linares, Spain (February-March, 1993)

THE OPENING: King's Indian Defense, Saemisch Variation

LESSON: EVEN WORLD CHAMPIONS MUST CASTLE!

More than once, a young prodigy has been berated by his mother after losing a game by neglecting to castle. Every chess mom knows that if you don't take care of your king, it is likely to lead to big trouble! How, then, can a World Champion fail to castle to safety at some point in the first two-dozen moves of the game?

Beginners should make castling their second priority after placing a pawn in the center. More advanced players can delay castling until after a dozen moves have been played. In such cases, however, it is important to establish the castling position so that it can take place quickly if needed. That's a very important consideration. If you are ready to castle at a moment's notice, then you can do so if your king smells danger. However, if you keep your king in the center too long, with queens on the board as attacking weapons, your mother may have reason to be angry, unless she's your opponent!

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The small town of Linares, Spain, is one of the most famous locations in the chess world. Each year, one of the most prestigious super tournaments draws the very best players to the Hotel Anibal (named for the Carthaginian general Hannibal), which holds a unique collection of artwork representing the great chess contests. They are greeted by portraits of players who competed in previous editions. Unlike most major chess events, the Linares tournament, in its remote location, does not involve the distractions of numerous spectators and crowds of journalists. Perhaps that is one reason that the chess games are often of such high-quality. Competitors can concentrate fully on their play, the small playing hall is rarely full, while thousands of players follow the action over the Internet.

To ensure exciting matches, the organizers offer large prizes and brilliant play is well-rewarded. In addition, the event has rules prohibiting draws early in the game, even before the 40th move. In the past, some top players, including World Champions, have become a little bit lazy, and might not put too much effort into a game that was not critical for their overall results. Boris Spassky, in particular, was known to expend less than full effort at times. This rule against early draws was in fact designed just for him.

Kasparov “three-peated” here, winning in 1991, 1992, and 1993. In the 1993 competition, both Kasparov and Karpov were heading toward independent defenses of World Championship titles, as Kasparov was preparing to defect from the world Chess Federation and take his title to the newly formed Professional Chess Association. So this encounter between arch-rivals was highly anticipated, and the players did not disappoint.

1.d4 Nf6; 2.c4 g6; 3.Nc3 Bg7; 4.e4 d6; 5.f3 O-O. Karpov has selected the Saemisch Variation against Kasparov’s King’s Indian Defense.

GAME #26: KASPAROV VS. KARPOV

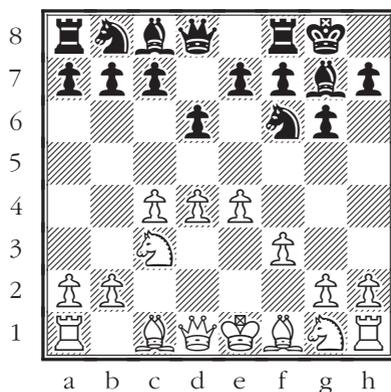


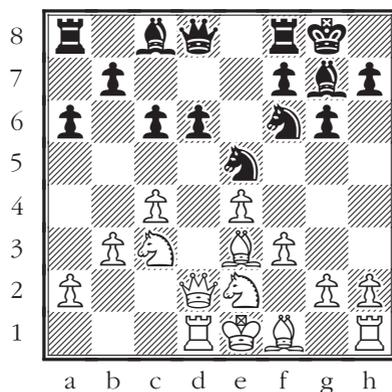
Diagram 26.1 (5...O-O)

This is a very popular system for White. The pawn at f3 supports the central pawn at e4. White will usually bring the bishop to d3, the queen to d2, and castle queenside. The bishop at f1 stays home, often for quite some time, while the knight at g1 moves at least temporarily to e2. Black, having already castled, will play in the center and on the queenside. The flank attacks are the opposite of what's normally seen in the King's Indian. Usually Black attacks on the kingside while White operates on the queenside. Here the situation is reversed.

6.Be3 e5; 7.Nge2. White is devoting every resource to supporting the center. It's time for Black to choose a plan. Black can develop the knight from b8, or exchange in the center, but the most popular and reliable plan is to advance the c-pawn one square, preparing pawn breaks at d5 or b5. **7...c6; 8.Qd2 Nbd7; 9.Rd1 a6.** Now it's Karpov's turn to choose a path. Traditionally, White has shifted the knight from e2 to c1. Then it can go to d3 or b3, and the bishop at f1 can get out of the way so that White can castle.

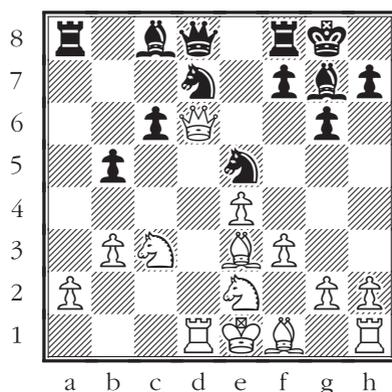
10.dxe5. Karpov chooses a rare line. He didn't want to close the position with d5, when Black can play ...c5. Instead of exploring the best-known positions after the retreat of the knight to c1, he clarifies the situation in the center. **10...Nxe5!** Perhaps Karpov expected the capture with the pawn, since that had been played previously. Kasparov selected a new, and superior plan. It is never easy to get the better of Kasparov in the opening, no matter how much prepared his opponent. He really likes to dictate the flow of the game. **11.b3.**

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11...b5! Kasparov wastes no time, and sets about ripping apart the queenside. The loss of his d-pawn in the process is a small price to pay. This break achieves the goal of lessening White's domination of d5. **12.cxb5.12.Qxd6** can be played immediately, but after 12...Qxd6; 13.Rxd6 bxc4 Black already has the advantage.

12...axb5; 13.Qxd6 Nfd7! White's queen is in an awkward position. It is important to keep lines of retreat open, otherwise a plan such as ...Ra6 followed by ...c5 can be devastating.



14.f4. Karpov knows that Kasparov is going to push the b-pawn forward, attacking the knight that defends the weak pawn at a2. So he tries to get something going on the kingside.

14.Rc1 b4; 15.Na4 Ba6; 16.Nd4 was seen in a game played in

GAME #26: KASPAROV VS. KARPOV

Tashkent the same year, between Paronjan and Kayumov. If Kasparov were Black in this position, he'd probably choose 16...Nd3+; 17.Bxd3 Ne5!? 14...b4!

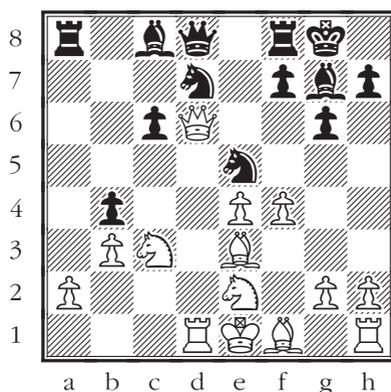


Diagram 26.4 (14...b4!)

15.Nb1? Karpov pulls back just when he should have gone forward. Once he had played f4, the pawn should have finished the job and captured the knight. There were no good moves in the position, but that would have been the least bad of several unappealing choices. 15.fxe5! bxc3; 16.Nxc3 would have left the position complicated whether Kasparov chose to capture the pawn with his bishop, or moved the queen to a5, attacking and pinning the knight.

15...Ng4! The knight takes advantage of the lack of support for the bishop at e3. **16.Bd4.** The pawn at a2 is going to fall anyway, so White may as well try to do something about Black's monster bishop at g7. **16...Bxd4; 17.Qxd4 Rxa2.** Material is even, but Black's superior development and super rook on the seventh rank add up to a huge advantage.

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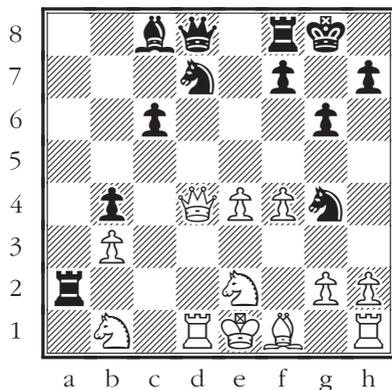


Diagram 26.5 (17...Rxa2)

18.h3. Karpov tries to kick the invading knight away. 18.Qxb4? Ne3; 19.Rd2 Nc2+; 20.Rxc2 Rxc2 wasn't really an option. **18...c5!** The knight will retreat, but not just yet. And after it does, it will quickly come bouncing back into the game. **19.Qg1 Ngf6; 20.e5.** It is too difficult to try to maintain control of e4. Black can easily gang up on the pawn by moving a rook to e8 and a bishop to b7, so Karpov advances the pawn to a strong position at e5. This does, however, create a big hole at e4.

20...Ne4; 21.h4?! A desperate Karpov tries to get a kingside attack going. But there is no piece support for such a plan. It would have been wiser to reorganize the forces to create a more effective attacking plan later. In particular, the Black knight should not be allowed to sit unmolested at e4. The best move here was probably 21.Qe3, immediately making that knight a bit uncomfortable.

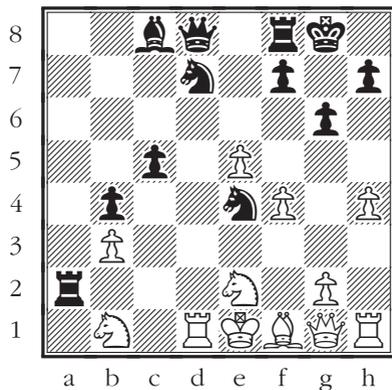


Diagram 26.6 (21.h4!?)

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21...c4! Black will get one of the pawns down to the promotion square. It is just a matter of time. White has an awful position that looks more like a scholastic chessboard than a former World Champion's!

22.Nc1. Karpov attacks the rook and puts a piece on the promotion square c1. But Kasparov simply ignores the threat and keeps the pawn marching forward. **22...c3!!; 23.Nxa2 c2.** Although Kasparov is temporarily down a rook, White's pieces are useless, and the king is trapped in the center.

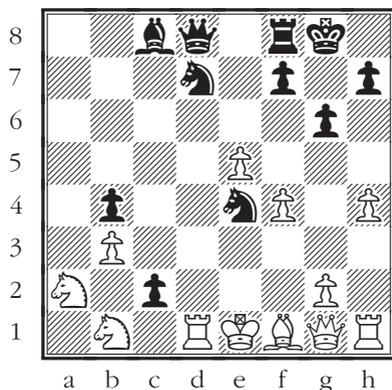


Diagram 26.7 (23...c2)

24.Qd4. There is nothing White can do about the fork of the knight and rook. At least this way a piece finally gets off the back rank! 24.Rc1 would have been met by yet another sacrifice. 24...Nxc5!! This can't be accepted. 25.fxe5? allows the pawn to promote. 25...cxb1=Q; 26.Rxb1 Qd2#. On the other hand, 25.Rxc2 Bg4 threatens checkmate at d1. 26.Rd2 Nxd2; 27.Nxd2 Re8 sets up devastating threats on the e-file. Kasparov showed the following finish. 28.fxe5 Rxe5+; 29.Kf2 Qxd2+; 30.Kg3 Re3+; 31.Kxg4 Qd4+ leads to checkmate. Or 31.Kh2 gets finished by 31...Rh3#

24...cxd1=Q+; 25.Kxd1 Ndc5! The finish involves an exchange of queens, which exposes the weakness at f2. 26.Qxd8 Rxd8+; 27.Kc2 Nf2 and Karpov **resigned**. He's still a pawn up, and may gain another pawn at b4, but it doesn't matter.