

Steve Giddins

The Most Exciting Chess Games Ever
The Experts' Choice in New In Chess Magazine

New In Chess 2022

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Foreword

A professional chess player has played thousands of classical tournament and league games, and tens of thousands of others. He or she has observed further thousands of games, and played through – how many? – SO many! Now imagine they pick out the most exciting game they’ve ever seen. You’d be interested, right, you’d take a look?

Now suppose hundreds of such players make their picks, and a compilation is made. That would be something! It is the volume in your hands...

Some of the very first chess books I read, when I was eleven or twelve, were by Fred Reinfeld. I remember a kind of cartoonish excitement, an action-packed, exclamation-punctuated narrative. Biff! Kapow! Sac! Sac! Mate! Then some words of wisdom would follow, such as: ‘Black’s relentless, forceful energy contrasts to White’s sad neglect of his own development.’

It was superficial stuff, though I didn’t know that then – but lively, and fun. There is nothing of Reinfeld’s superficiality in this volume. Many of the accompanying deep annotations were provided by the players themselves, and all have been edited with admirable professionalism by Steve Giddins. But boy are the games fun! Wow! Oh. My. God! Not possible! You know those moments which you respond to first with disbelief, then wonder, then astonished admiration? You hold a rich source of them in your hands.

A few years ago, I had the privilege of working on chess with Nigel Short for two or three days. Towards the end, he advised me to sometimes take a less structured approach. By all means filter games by masters illustrating how positions in my repertoire can be played, etc., etc., but range more widely. Be inspired. Allow for serendipity. He mentioned his own decision to play through some Fischer games, on the cusp of one of the match victories which represent I suppose his own greatest achievement in chess. Great idea, but how to go about it? Jacob Aagaard provided some wonderful attacking games; I followed Nigel in playing through all the games of some notable historic matches: Kortchnoi vs Karpov; Short vs Karpov. Then I thought of the games mentioned in the Just Checking interviews in each edition of *New in Chess*. How about exploring them, I’d kept all the back issues after all?

I mentioned this practice in an interview with Ben Johnson for his highly regarded *Perpetual Chess* podcast. I was delighted to hear that our conversation provided the initial inspiration for the project which has

become this book, and honoured to be invited as a result to provide this brief foreword.

Almost whoever you are, these games will stretch and expand your vision of what is possible on the chess board. I hope you enjoy them. Perhaps they will provide an opportunity to lay aside for a while the burden of self-improvement and instruction, simply to marvel and enjoy. Perhaps some of you do not believe yourself capable of emulating these wonderful creative achievements, but who knows whether some spark from the fire may not be thrown off, and await its moment to blaze forth.

Terry Chapman,
London, July 2022

Introduction

Back at the end of 2001, *New In Chess* magazine introduced one of those back page questionnaires one finds in many magazines, in which a chess personality is asked to name their favourite items, in many areas: food, drink, films, art, music, etc. One of the regular questions has always been ‘What is the most exciting game of chess you ever saw?’. After over twenty years of such questionnaires, a large body of great games has been nominated and thus was born the idea of putting together an anthology of the games concerned. To my delight, I was invited to compile it.

The first thing I did was to go back through the last twenty-one years of ‘Just Checking’ questionnaires, listing each of the games nominated. I then retrieved all of them from the database, put them into a separate file and played through them all (or, at least, all the ones I was not already familiar with). This in itself was quite interesting for what it revealed about the choices of different people. One thing that struck me was that a vast majority of the nominated games are actually won by Black! Quite a remarkable observation.

Naturally, excitement, like beauty, is in the eye of the beholder. For the majority of chess fans, an exciting game tends to mean a tactical slugfest, and you will find many of those in this book. But chess is a competitive activity and results matter. Some of the most exciting experiences one can have watching chess involve the occasion itself – a last-round battle that determines the outcome of an important tournament or match, for example. I vividly remember the final game of the 1985 World Championship Match between Karpov and Kasparov (see Game 29). Karpov trailed by a point and needed to win at all costs to save his title. In those days, there was no internet, but the early television text services had just come in. A local clubmate subscribed to the BBC version, called Ceefax, on which the moves were posted in real time. I and another friend sat in the latter’s flat, receiving regular telephone calls every half an hour or so, with the latest moves, and followed the game as it unfolded. It was one of the most exciting chess afternoons I ever remember. Two years later, the Seville match between the same two players saw Kasparov win to order in the 24th game, to save his title – that game was a long positional and technical battle, with little tactical complexity, but was again certainly exciting to those following it.

So an exciting game does not have to be tactical. But having said that, some of the games chosen by various respondees did cause me to wonder whether ‘exciting’ had sometimes been interpreted as ‘best’. The two, of

course, are not synonymous, and indeed, one could argue that mutual errors are almost a *sine qua non* for what most would regard as an exciting game – ‘without error, there can be no brilliancy’, etc. For that reason, some long technical grinds played in the modern era have been excluded as not really fitting a reasonable definition of ‘exciting’. GM Georg Meier did not nominate a specific game, instead opting for ‘Salov’s endgame play’; much as I share his admiration for the latter, I decided that this was also not something that most would consider ‘exciting’! Some players chose games they had witnessed at the time, whilst others went for old classics, such as Botvinnik-Capablanca (Duda) or Johnner-Nimzowitsch (Kasimdzhanov). Others went even further back – Willy Hendriks and Alexander Khalifman both went for games by Adolf Anderssen, whilst Nigel Short’s choice was Morphy-Duke of Brunswick. I decided to include the Anderssen games, partly because the computer has some interesting things to say about them, but rejected the Morphy game as both too well-known and too simplistic for the engine to be able to make a meaningful contribution. In a few cases, having played through the game in question, I was unable to discern either chessboard or competitive excitement and was forced to conclude that ‘maybe you just had to be there’.

And then, of course, there are the pranksters, whose suggested games conceal a subtext that may not always be clear to outsiders, especially after the passage of a few years. I managed to guess that Kramnik was not being entirely serious in nominating the game Ilyumzhinov-Colonel Gaddafi, a snapshot of which had appeared on Libyan TV news footage a few months earlier, but I was initially taken in by Suat Atalik’s nomination of the game Nataf-Bu Xiangzhi, Reykjavik Open 2004. After playing through the game, I was not sure what was so exciting about it, but it was only when I saw Jan Timman’s report on the event in *New In Chess* that I discovered the controversy surrounding the game. Played in the last round, it had been heading for an inevitable draw, when the Chinese GM suddenly found a way to lose on the spot, thereby bequeathing his fortunate opponent a share of first place, qualification for an elite rapid event and, presumably, a substantial money prize. Three other competitors lodged a written protest, but in the absence of any evidence of wrongdoing, it was naturally dismissed. One of the signatories to the protest turned out to be... Suat Atalik! It is probably also not entirely coincidental that Igor Nataf, when he himself did the ‘Just Checking’ questionnaire a few years later, nominated a game Atalik-Ehlvest, which the Turkish GM had lost and which also failed to evince any particularly unusual quantity of excitement...

So, at the end of the day, I was left with a selection of 45 games. Where these had been annotated in *New In Chess* by the winner at the time, I have reproduced those notes in full, and added additional comments based on what the latest engine throws up – these comments are in square brackets and marked ‘SWG’. Where the game did not appear in *New In Chess* magazine, I have annotated it myself, referring to other sources, as appropriate. These references are all indicated in the relevant place in the book, so I have not provided an overall bibliography. For engine analysis, I have used Stockfish 11.

For no particular reason, I have arranged the games in chronological order of the questionnaires in which they were nominated – thus, the very first ‘Just Checking’ respondent(ess) was Sofia Polgar, who chose Shirov-Polgar, which is Game 1, whilst the 2022/1 respondent, John Donaldson, chose Fomenko-Radchenko, which appears last in the book. (Well, actually, it doesn’t quite, as you’ll see when you reach Game 45...)

Finally, I should add that, in annotating these games, or suggesting corrections of others’ annotations, I mean absolutely no disrespect to the players or commentators. Computers get stronger every day and continually show us how little we really understand about chess. Even the very greatest players and analysts occasionally have their conclusions overturned by surprise computer discoveries, but this does nothing at all to diminish these individuals’ greatness. I have certainly not made such comments in any spirit of *schadenfreude* – as Jon Speelman commented in the Introduction to his old classic book *Analysing the Endgame*, ‘there is a proverb which links people, glass houses and stones most appropriately’.

I have greatly enjoyed putting this book together and hope that every reader will find games here which bring a smile to their face and a lift to their heart.

Steve Giddins
Rochester, Kent
June 2022

3. NOMINATED BY LOEK VAN WELY (NEW IN CHESS 2003/3)

Ivanchuk – Yusupov 1991

This game was part of a dramatic conclusion to a Candidates match. With one game to go, Yusupov had been trailing by a point and needed to win to order in the final game. He duly did this with a brilliant kingside attack as White in a Nimzo-Indian. This forced a rapid tie-break, a monstrosity which had only been introduced to the World Championship cycle a couple of years earlier (an unexpected cloud of fumes which enveloped Moscow at the time turned out to be the steam coming out of Mikhail Botvinnik's ears...). This was the first game of the two-game rapid match. It was not annotated in *New In Chess* at the time (possibly a reflection of the still-sceptical attitude to rapid chess), but was later analysed by Yusupov's trainer Mark Dvoretsky, in his book *Secrets of Chess Tactics*. He too expressed some doubts about the sense of analysing quickplay games, but this was truly a brilliant effort and even Mark Israelevich thought it worth making an exception. I have made use of his comments in what follows.



Game 3 King's Indian Defence

Vasily Ivanchuk 2735
Artur Yusupov 2625

Brussels Candidates Match 1991 (9)

1.c4 e5 2.g3 d6 3.♘g2 g6 4.d4 ♗d7
5.♗c3 ♘g7 6.♗f3 ♗gf6 7.0-0 0-0

The King's Indian was not an opening that usually featured in Yusupov's Black repertoire and one suspects he was slightly tricked in the opening move-order.

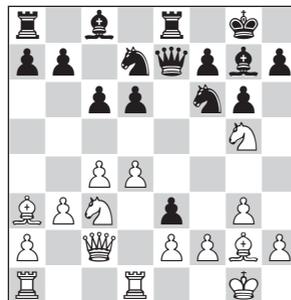
8.♖c2

8.e4 is the main line, but the ♖c2/♗d1 plan is another respectable system.

8...♞e8 9.♞d1 c6 10.b3 ♖e7 11.♙a3 e4!?

A critical thrust, which gains space and puts a bone in White's throat on e3, but also risks losing said bone later on. The alternative was 11...exd4 with a typical KID pawn structure.

12.♗g5 e3



13.f4?

Now Black's play is justified. Better was 13.f3, keeping control of g4 and also giving the white knights access to e4.

13...♟f8 14.b4

The stage is set for a typical battle of attacks on opposite wings. White will advance on the queenside, whilst Black prepares counterplay on the other side. Whatever the objective merits of the position, in such a situation, White is always taking the greater risk – if his attack breaks through, he wins some material on the queenside, but if Black breaks through, he gives mate, which, as Nigel Short has sagely observed, ends the game. This not only places a much greater price on a mistake by White than by Black, but also means that Black's attack can even afford to be slower, providing it eventually does arrive.

14...♙f5 15.♖b3 h6 16.♟f3 ♟g4

Highlighting the drawback of White's 13th move – not only does Black have g4 for his knight, he also has a 'hook' to bite on with the move ...g6-g5, opening lines on the kingside.

17.b5 g5 18.bxc6 bxc6 19.♟e5

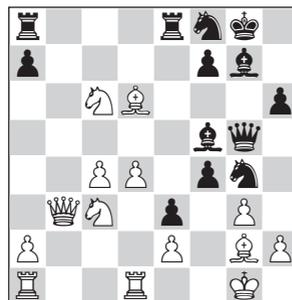
Dvoretsky describes 19.fxg5 hxg5 20.♟e5 as 'more cautious', but Stockfish refutes White's last with 20...♙xe5 21.dxe5 ♖xe5, the striking geometrical point being 22.♙xd6 ♖h8! when Black is breaking through immediately: 23.h3 ♟f2 etc. Diagonal retreating moves are often said to be the hardest for a human to see and 22...♖h8 is presumably

what Dvoretsky missed. 20.♖a4 is better, with murky play after 20...♖ac8 21.♖a5.

19...gxf4

Both sides are now committed.

20.♟xc6 ♖g5 21.♙xd6



Not only does this grab another pawn, but White also hopes to be able to include the bishop in the defence of the king, via the d6-h2 diagonal.

21...♟g6

Yusupov rightly rejected 21...♟xh2 because of 22.♙xf4 (not 22.♟xh2? ♖xg3+ 23.♟h1 ♙h3 with a very strong attack; Dvoretsky gives 23...♟g6 instead, but then the computer's 24.♖b7! miraculously holds – just as with the bishop on d6, White's queen defends backwards along the diagonal) 22...♖h5 23.♟d5.

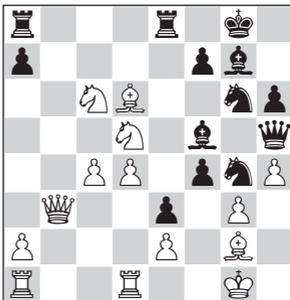
22.♟d5?

White should have included 22.h4 first, for reasons explained in the next note. Then 22...♖h5 (22...♟xh4? fails to 23.♙xf4! ♖h5 24.gxh4 ♖xh4 25.♖f1 ♟f2 26.♟d5 and White wards off the threats) 23.♟d5 transposes to the game.

22...♖h5

Dvoretsky writes that 22...fxg3 23.♙xg3 ♖h5 ‘would have given Black an attack which was probably irresistible’, but once again, the icy calm Stockfish refuses to be intimidated and refutes this with 24.♚f1 (or even 24.♖b7). 22...♜xh2 is another tempting possibility, but 23.♖b7! again seems to hold (according to the engine 23.♙xf4 ♖h5 24.♜xe3 ♚xe3 25.♙xe3 ♜g4 26.♚ac1 ♚e8 gives a strong attack). But let us not forget that, in addition to the enormous tension of the occasion, this game was being played at a time-limit of just 45 minutes for 60 moves!

23.h4

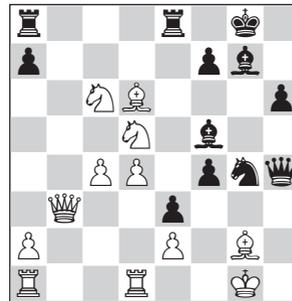


23...♜xh4?

Yusupov apparently rejected 23...fxg3 24.♙xg3 ♜xh4 because of 25.♜f4 ♖g5 26.♜h3 which he thought forced a repetition, missing the decisive retreat 26...♖f6. Instead, in this line Stockfish finds the cunning resource, 25.♖b5! so as to meet 25...♜xg2 with 26.♜de7+ followed by 27.♖xf5. Yet another possibility for Black is 23...♜f2 when the engine finds its customary 0.00 assessment after

24.♜xf4 ♜xf4 25.♙xf4 ♙e4 26.♜e5 ♙xg2 27.♜xg2 ♜xd1 28.♖xd1 ♚ad8. Yusupov’s choice is actually a blunder that should lose, although Dvoretsky points out that among the spectators were Karpov, Kortchnoi, Short and Gurevich, who were all convinced Yusupov was winning.

24.gxh4 ♖xh4



25.♜de7+?

Naturally, calculating all the complicated variations, with so little time on the clock, is beyond any human player, but Dvoretsky does make the very valid point that this move looks wrong just on general grounds. The knight on d5 performs an important function in attacking the pawns on e3 and f4, so on those grounds alone, checking with the other knight is more logical. The engine confirms this in concrete variations – 25.♜ce7+ ♜h8 26.♜xf5 ♖h2+ 27.♜f1. Now Black’s only chance is 27...♙e5! Then 28.♙xe5+? ♚xe5 29.dxe5 ♚g8 with the mate threat starting with 30...♖h1+, of which we will see a lot below) 30.♜g7!! (this brilliant defence was found by Larry

Christiansen) 30...♖h4 31.♔g1 ♕f2+ 32.♔h1 ♕h4+ and a draw.

As the American GM established, the only winning move for White is 28.dxe5! ♜g8 and now the mate threat is parried by 29.♗dx3 fxe3 30.e6!. Stockfish confirms the correctness of all these variations.

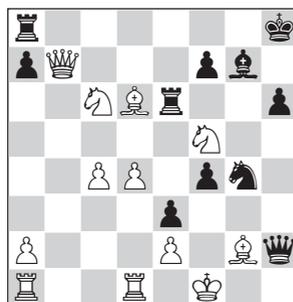
25...♔h8 26.♗xf5 ♕h2+ 27.♔f1 ♜e6!

Dvoretsky mentions 27...♙f6 as an alternative, intending ...♜g8 or ...♙f6-h4-f2, and in fact, Stockfish shows this to be best. Black is then winning, e.g. 28.♗e5 (28.♖b7 ♜g8 with the same threat 29...♕h1!, against which the best the engine can find is the hopeless 29.♖xa8) 28...♜xe5! 29.dxe5 ♜g8 30.exf6 ♕h1+!! 31.♙xh1 ♗h2+ 32.♔e1 ♜g1#.

Yusupov's choice is also winning – Black now has two possibilities of bringing a rook to the g-file (...♜g6 and ...♜g8).

28.♖b7

28.♗ce7 is the computer's first suggestion, taking control of both g6 and g8. But after 28...♜g8, 29.♗xg8 loses to 29...♜g6! – the point of Black's 27th, when the threat of 30...♕h1+ again decides. This brilliant line was again found by Yasser Seirawan, back in 1991: 30.♗xe3 ♗xe3+ 31.♔e1 ♜xg2 etc. The thematic 29.♖b7 is another try (a further point of 28.♗ce7 is that the long diagonal a8-h1 is cleared), but then the engine finds 29...♙xd4 when 30.♖a8 or 30.♖c8 are the only ways to meet the ubiquitous threat of mate by 30...♕h1+.



28...♜g6!

28...♜g8 also does the trick, but naturally Yusupov preferred to set up the immediate mate threat 29...♕h1+.

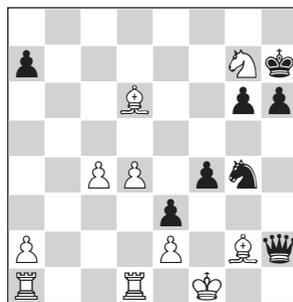
29.♖xa8+ ♔h7 30.♖g8+

The only way to play on, but now Black has a winning material advantage.

30...♔xg8 31.♗ce7+

Thus White eliminates the ♜g6 and so stops the mate threat.

31...♔h7 32.♗xg6 fxe3 33.♗xg7



33...♗f2!!

A brilliant final touch. There is no good defence to 34...♗h3.

34.♙xf4 ♖xf4 35.♗e6 ♕h2 36.♜db1 ♗h3 37.♜b7+ ♔h8 38.♜b8+ ♖xb8 39.♙xh3 ♖g3

White resigned.

13. NOMINATED BY JENNIFER SHAHADE (NEW IN CHESS 2006/2)

Kasparov – Topalov 1999

This is the game selected by more players than any other (13 in all) and how appropriate that the chronological order I happened to select for this book should place it at no.

13 – it was an accident, I promise! The notes below are by Kasparov's long-time second, the late Yuri Dokhoian, from *New In Chess* 1999/2. I have

also taken into account Kasparov's own later comments from his best games collection published in 2011, which include contemporary engine observations. Sit back and enjoy what may well be, especially considering the strength of the opposition, the greatest game of chess ever played.



Game 13 Pirc Defence

Garry Kasparov 2812

Veselin Topalov 2700

Wijk aan Zee 1999 (4)

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♙e3 ♙g7 5.♚d2 c6 6.f3 b5 7.♗ge2 ♘bd7 8.♙h6 ♙xh6 9.♚xh6 ♙b7 10.a3

A micro-innovation, which, however, has no influence on this opening battle: with subsequent accurate play, Black has sufficient counter-chances.

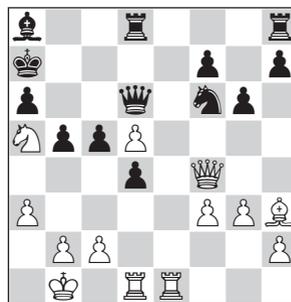
10...e5 11.0-0-0 ♚e7 12.♙b1 a6 13.♘c1 0-0-0 14.♘b3 exd4 15.♙xd4 c5 16.♙d1 ♘b6 17.g3 ♙b8 18.♘a5 ♙a8

According to Kasparov, already at this point he was seeking an opportunity to bring his queen from h6 somewhere closer to the black king. After all, with the piece set-up ♘a5+♙h3 and ♙b8+♙a8, the appearance of the queen at b6 may prove very costly for Black.

19.♙h3 d5 20.♚f4+ ♙a7 21.♙he1 d4!

Bad was 21...dxe4 22.fxe4 ♘h5 (22...♘xe4? 23.♘xe4 ♙xd1+ 24.♙xd1 ♙xe4 25.♙e1) 23.♚f2.

22.♘d5 ♘bxd5 23.exd5 ♚d6



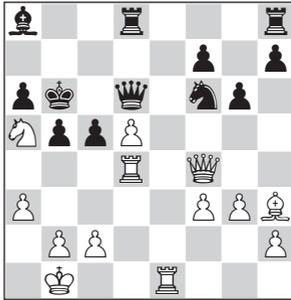
24.♙xd4!

The start of a purely problem-like multi-move combination, where White sacrifices practically his entire set of pieces.

24...cxd4?

The unexpected rook sacrifice had a magical effect on Veselin and he

decided to accept the challenge, having calculated, as it seemed to him, as far as a draw... during the game, Garry was very afraid of the unperturbable 24...♙b6!, disrupting the rhythm of the white pieces.



analysis diagram

As analysis shows, in this case, Black's chances would not have been worse:

A) 25.♘b3 ♙xd5! (the rook is poisoned: 25...cxd4? 26.♖xd4+ ♗c7 27.♖a7+ ♙b7 28.♘c5 ♖b8 29.♗e7+ ♖xe7 30.♘xa6+ ♗d6 31.♖c5+) 26.♖xd6+ ♖xd6 27.♗d2 with a probable draw;

B) 25.b4 ♖xf4 (25...♘xd5 26.♖xd6+ ♖xd6 27.bxc5+ ♗xc5 28.♘b3+) 26.♗xf4 ♘xd5 27.♗xf7 cxb4 28.axb4 ♘xb4 (28...♖he8!?) 29.♘b3 and a draw is the most probable outcome.

When he went for the rook sacrifice, Kasparov himself said that he certainly took account of Veselin's uncompromising character and of his readiness to compete in the calculation of variations and breadth of imagination. And so, the time for the dessert has arrived!

25.♗e7+!! ♙b6

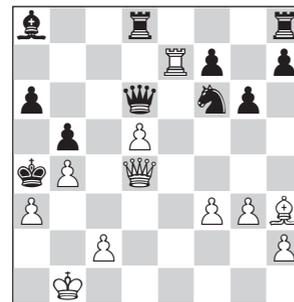
The second white rook offers itself, but it cannot be taken: 25...♖xe7 26.♖xd4+ ♗b8 27.♖b6+ ♙b7 28.♘c6+ with mate; and 25...♗b8 also does not save the game:

26.♖xd4 ♘d7 27.♙xd7 ♙xd5 28.c4 ♖xe7 (28...bxc4 29.♘c6+) 29.♖b6+ ♗a8 30.♖xa6+ ♗b8 31.♖b6+ ♗a8 32.♙c6+ ♙xc6 33.♘xc6. The black king is obliged to set out on a lengthy journey to the e1-square!

26.♖xd4+ ♗xa5

26...♖c5 does not save Black: 27.♖xf6+ ♗d6 28.♙e6!! (White's piece sacrifices pour forth as though from a horn of plenty) 28...♗xa5 (28...♙xd5 29.b4 ♙c6 (29...♙xf3 30.♙d5!) 30.♖xf7 ♖d1+ 31.♗b2 ♖d4+ 32.♗a2) 29.b4+ ♗a4 30.♖c3 ♙xd5 31.♗b2! and mates.

27.b4+ ♗a4



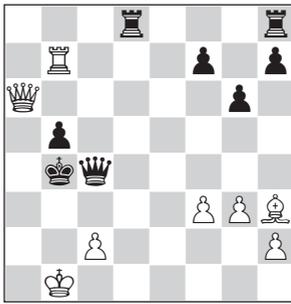
28.♖c3?!

[As Kasparov admitted in his later best games volume, the text is actually an inaccuracy. A few days after the game was played, the late Lubosh Kavalek, in his Washington Post newspaper column, pointed out the incredible winning blow 28.♗a7!!.. Now 28...♘xd5 leads to mate in ten (!) after 29.♖xa6+ ♖xa6

♖xd4 34. ♖xf7 ♖d6 35. ♗e7 wins)
 33. ♕b6 ♖d4+ 34. ♕xd4 ♖xd4
 35. ♖xf7 a5 36. ♙e6 axb4 37. ♙b3+
 ♚a5 38. axb4+ ♚b6 39. ♖xh7 when,
 with three pawns for the exchange,
 White must win. [But, as Kasparov
 later acknowledged, Black can fight
 for a draw here with 39... ♖f8! –
 SWG]

Black decides to drink the cup of
 White's attack right to the dregs...

32. ♕xa6+ ♚xb4



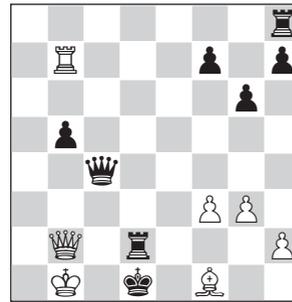
33. c3+!

Possibly this nuance had been
 underestimated by Veselin.

**33... ♚xc3 34. ♕a1+ ♚d2 35. ♕b2+
 ♚d1 36. ♙f1!**

This deadly blow by the bishop,
 standing in ambush, decides the
 game (White was obliged to foresee
 it, as well as his 37th move, when
 beginning the combination).

36... ♖d2



37. ♖d7!

This last brilliant stroke by White
 clears the smoke of battle. It is
 amusing that, had his h8-rook
 been at g8, White's entire brilliant
 combination would not have
 worked...

**37... ♖xd7 38. ♙xc4 bxc4 39. ♕xh8
 ♖d3 40. ♕a8 c3 41. ♕a4+ ♚e1 42. f4
 f5 43. ♚c1 ♖d2 44. ♕a7**

Black resigned.

40. NOMINATED BY WILLY HENDRIKS (NEW IN CHESS 2020/7)

Rosanes – Anderssen 1863

This is certainly one of the more lightweight games in this collection, but it is no less beautiful for that. Adolf Anderssen gives another of his crowd-pleasing brilliancies.

Jacob Rosanes (1842-1922) was for many years a professor of mathematics at the University of Breslau and rose to become Rector later in his career. He made significant contributions to Cremona Transformations, the Cremona Group being ‘the group of birational automorphisms of the n -dimensional projective space over a field k ’. One of these days I must ask John Nunn what this means...



Game 40 King’s Gambit

Jacob Rosanes

Adolf Anderssen

Breslau 1863

**1.e4 e5 2.f4 exf4 3.♘f3 g5 4.h4 g4
5.♘e5 ♘f6**

The other main defence to the Kieseritzky Variation is 5...d6

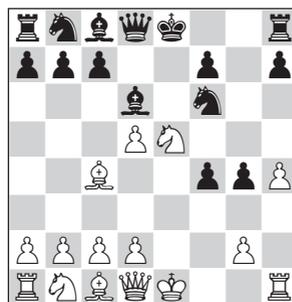
6.♘xg4 ♘f6.

6.♙c4

6.d4 has always been more popular, including appearing in the famous Spassky-Fischer encounter. The text has generally been considered inferior, but John Shaw, in his magnum opus on the King’s Gambit, considered it to be the only way to play for White, 6.d4 having in his opinion been to all intents and purposes refuted by Ivanchuk’s 6...d6 7.♘d3 ♘xe4 8.♙xf4 ♘c6 9.c3 d5 followed by ...♙d6. Fedorov-Ivanchuk, Wijk aan Zee 2001, is the

game reference, for those who wish to check it out.

6...d5 7.exd5 ♙d6



8.d4

8.0-0 is the wild gambit on which the Caissic Maecenas Isaac Rice spent considerable sums of money, persuading the top players of the early 1900s to test it out in thematic tournaments. Sadly, it is complete rot – after 8...♙xe5 9.♞e1 ♞e7, Shaw points out that the dangers on the e-file operate both ways, 10.d4 ♙xd4+ being one small example. Basically, Black is winning.

8...♖h5!

Nowadays considered the most accurate move-order. Instead, 8...0-0 9.0-0 ♖h5 is better for Black, but White can improve with 9.♙xf4!.

9.♙b5+?!

9.♖c3 is Shaw's weapon of choice, which can lead to wild positions. Rosanes' move is logical in one way, in that it takes advantage of Black's failure to castle, but unfortunately, it is just too dangerous.

9...c6!

Clearly the consistent move. Black sacrifices material to develop rapidly. Stockfish already thinks Black has a decisive advantage, although it thinks that of most King's Gambit positions!

10.dxc6 bxc6

Black is committed to this, as 10...0-0?? loses to 11.cxb7 ♙xb7 12.♖xg4+.

11.♖xc6 ♖xc6 12.♙xc6+ ♜f8!**13.♙xa8 ♖g3****14.♖h2**

The alternative was 14.♜f2 after which Stockfish thinks many moves are winning, but its first

choice is 14...♙a6!, e.g. 15.♖c3 (15.♙d5 ♖xh1+ 16.♖xh1 g3+ 17.♜f3 ♖f6 18.♖c3 ♖g8 is also crushing) 15...♖xa8 16.♙e1 ♖d8 17.♖xg4 ♖g8



analysis diagram

18.♖h3 (18.♖f3 ♖xh4 19.♜g1 ♖h1+ 20.♜f2 ♖e4+!! 21.♖xe4 ♖h4+ 22.♜g1 ♖xe1+ 23.♜h2 and now 23...♙b7 when White can resign) 18...♙c8 19.♖h2 ♖f6 and White is in an almost comical state of helplessness. 20.♙d1 ♙b7 and Black will just play something like ...♖g8-g4xh4, etc. He is only an exchange down (plus a couple of irrelevant queenside pawns) and White's queen and queen's rook are hopelessly out of play.

14...♙f5?!

It is nice to see Black calmly bringing more pieces out, despite his whole rook deficit, but in fact 14...♖e7+ 15.♜f2 ♖e2 was immediately decisive. Black threatens 16...g3+.

15.♙d5

15.♙f3 was a touch more stubborn, although Black has a winning advantage after 15...gxf3 16.gxf3 ♜g7 followed by ...♙e8.

15...♜g7 16.♖c3 ♙e8+ 17.♜f2 ♖b6



Now 18...♙e5 is the threat, against which White is helpless.

18.♜a4 ♖a6 19.♜c3

19.c4 allows the queen sacrifice 19...♙xa4!! (19...♗e2+ is also winning, of course: 20.♝g1 ♙c2) when 20.♙xa4 is mate in three after 20...♗e2+ 21.♝g1 ♗e1+ 22.♝f2 ♗f1# and 20.b3 ♙d7 and White is defenceless. Again, Black is only an exchange down and has a crushing attack, with threats such as ...♜e2 and ...g4-g3+.

19...♙e5!



20.a4?

White is quite lost, of course, but this allows a lovely final mate. Other defences are refuted as follows:

A) 20.dxe5? ♙b6+ 21.♝e1 ♙g1+ 22.♝d2 ♙e3#;

B) 20.♝g1 ♙b6 21.♗h1 (21.♙e3 fxe3 22.♜a4 e2 23.♜xb6 exd1♙+ 24.♗xd1 ♙f4) 21...♙xd4+ 22.♝h2 ♙f6!;

C) 20.♜e4 is Stockfish's ingenious attempt, when Black has to find the rather difficult 20...♙b5! (20...♜xe4+? 21.♙xe4 g3+ 22.♝g1 gxh2+ 23.♝xh2 ♙xe4 24.dxe5 is unclear and 20...♙xe4 21.♙xg4+ ♝h8 22.♙xf4 ♙xd4+ 23.♝xg3 ♙xd5 24.♗d1 allows White to fight on) 21.c4 ♜xe4+ 22.♝g1 (22.♙xe4 ♙xc4 23.dxe5 ♙c5+ 24.♝f1 g3) 22...♙b6 23.c5 ♙b4 24.♙xe4 ♙xd4+ 25.♙xd4 ♙xd4+ 26.♝h1 ♗xe4 and wins.

After the text, Anderssen produced the finish that is the main reason this game is appearing here:

20...♙f1+!! 21.♙xf1 ♙xd4+ 22.♙e3 ♗xe3 23.♝g1 ♗e1
Mate.