

# Endgame Virtuoso Anatoly Karpov



His 105 best endgames!

The Exceptional  
Endgame Skills  
of the 12th World Champion

**Tibor Karolyi & Nick Aplin**

## **Endgame Virtuoso Anatoly Karpov**



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## **Anatoly Karpov**

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# Introduction

To become a World Champion one has to play at the highest level in all aspects of the game. The giants of chess history had their strong points and their chess was based on a juxtaposition of the elements in different ways. When it comes to the World Champions, all of them have been capable of playing marvellous endgames and some were exceptional in their level of application. Mikhail Botvinnik, for example, was outstanding, and yet he thrived especially in complicated middlegames. Vasily Smyslov and Bobby Fischer were both superb, creating a strong artistic impression in their endgames.

José Raul Capablanca and Anatoly Karpov have been the two champions who relied most on their exceptional endgame skills. As Karpov reigned much later than the Cuban, at a time when competitive standards were generally much higher, it is fair to assume that the Russian played endgames at the highest-ever level.

Changes in the tournament rules of chess have contributed to the preservation of his status. Karpov was the last World Champion to play the majority of his career games with the rule of adjournment in operation. The last World Championship final with adjournments was the 1996 Karpov-Kamsky match.

Garry Kasparov also played several matches under these conditions, yet a significant proportion of his reign had no adjournments. In addition, his style of play was more ferocious, which automatically meant fewer endgames.

Going deeply into the analysis of Karpov's endgames has highlighted certain aspects of his play to the author of this book. This collection of games reveals some interesting characteristics. Karpov is always concerned to improve the scope his pieces before acting and he brings his king into play relatively late. He will fight for the open files and often manoeuvres his rooks to the seventh rank. It transpired that there was often a fine line between a strong king and a vulnerable one in the centre. Anatoly had a well-defined sense of timing such strategies with the king. One other notable characteristic which appears to contradict general rules was that quite a number of times, he placed his pawns on the same colour as his opponent's bishop in order to limit their movement. He was not afraid that the bishop would hunt down the pawns.

No player has ever produced as many magnificent over-the-board endgames as Karpov. Of course such a talent does not only come from the understanding of a chess genius. It has much to do with excellent concentration, fighting spirit and a strong determination to grind down your opponents.

In this book we have followed the plan of selecting and analysing some of Karpov's most breathtaking endgames, and then drawing some conclusions on his endgame style. As a rule, the analysis starts at the moment that the players went for simplification. These endgames will bring joy to all who study them, but my main

objective is to help young players to learn from Karpov. Ever since Karpov played these games, the level of analysis has been raised dramatically. Our understanding of endgames has been deepened through the use of computer programs.

Karpov has analysed many of his games himself. Arguably, even though he is a giant at the chessboard, his published analysis is not as impressive. In Russian chess culture there have even been some lighthearted comments about the depth of his analysis. Marin has suggested that certain sections are actually not his, the name attached being the only link. Like many players, Karpov tended to select games for analysis on the basis of their importance for his career rather than for their artistic value.

The idea to devote an entire book to Karpov's endgames was born when I had a short conversation with Jan Timman. I asked him whose playing style was closest to Kasparov's. The mere mention of Kasparov's style generated a smile of admiration from the Dutch grandmaster. Somehow our conversation turned to my best pupil, Peter Leko. The Dutch grandmaster told me that Karpov had praised Leko's technique.

The idea stayed with me for quite a while, and once we had finished the second volume of Kasparov's games, I started to explore Karpov's endgames. Later grandmaster Yury Razuvaev, who has worked with Karpov for many years and probably knows him best, told me that Peter Leko's endgame play is very similar to Karpov's. Like all great players, Peter becomes very shy when it comes to talking about the type of training that helped him become a world-class player. However, as I know, he never worked systematically on his endgames with anybody other than me. When I trained Leko as a junior, we went through many of Karpov's endgames. Today I believe the quality of Peter's endgame play speaks for itself – those sessions have not damaged him in any way.

Karpov's career consists of almost 4 full decades. In the 1960s, as a talented junior, he reached an intermediate summit by becoming Junior World Champion. At this age he was already capable of playing exceptionally fine endgames. In the 1970s, he moved on from being a young grandmaster to becoming a World Champion who subsequently dominated the chess world. In the 1980s, the pattern changed. From being the very best player he had to settle for being the world number two. Subsequently, his top-ten status signalled a decline. We have included games up until 1990, when Karpov lost his last match with his successor Garry Kasparov.

Some of Karpov's endgames have already become classics and excellent commentators have fashioned some beautiful analysis. These analysed games occupy extra space in the book. There are a dozen positions that motivated much deeper analysis. Sometimes the analysis became even further extended, but in view of the importance and the beauty of these lines, it seemed essential to retain them all.

Just when the major part of this book had been completed, out came Kasparov's study of Karpov in the *My Great Predecessors* series. Garry analyses 40 games from Anatoly's career, but there are few that we have both selected. Happily, a number of moves that I was proud to discover, were also introduced by Garry in his book.

The 'I' in this book refers to Tibor Karolyi, the chief author. I have been a professional player for a dozen years and have spent many years as a trainer; among others of Judit Polgar and Peter Leko in their junior years.

The co-author, Nick Aplin, has been an enthusiastic chess amateur for long and is periodically a manager of junior and senior chess teams travelling from Singapore.

*January 2007*

*Tibor Karolyi*



## Chapter 1

# The Early Years

In the databases the first games of the future World Champion are from 1961. Karpov learned to play chess at the age of four and at the remarkable age of seven he obtained the level of third category player. Two years later, in 1960, he became a second and then a first category player, which is already quite a decent level. In 1965, Anatoly started to play strong junior tournaments and he became the youngest ever Soviet master so far. At the end of the 1960s he was already winning international tournaments.

Even throughout these early years, his games show a tendency towards the endgame rather than complicated openings and middlegames.

### First Steps (1961-1965)

In the year 1961, when the Soviets sent their first astronaut, Yury Gagarin, into space, Anatoly was ten years old. At this time, he already showed exceptional qualities in his endgame play. From these first years, until 1965, few games have been published. Still we can see that Karpov's endgame arsenal gradually widened and he displayed many weapons which would later feature in his endgame play as a champion. Even early statistics show that most of his wins were achieved after long and slow games.

The first game we present to you is against Viacheslav Kalashnikov. This is the only game in the book that is analysed from start to finish, because an ending is reached quickly after the opening. Young Karpov's knowledge of opening theory was limited and the focus in this book will be on the endgame.

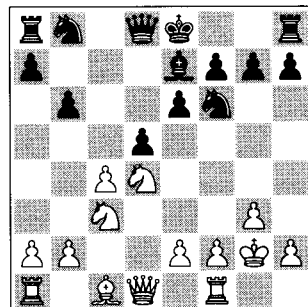
#### GAME 1

**Kalashnikov, Viacheslav**  
**Karpov, Anatoly**

Zlatoust 1961 (4)

**1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.g3 ♙b7**  
**5.♙g2 c5?! 6.0-0 ♙e7?! 7.♘c3 cxd4**  
**8.♘xd4 ♙xg2 9.♙xg2 d5?**

The ten-year-old Tolya doesn't mind simplification, so an endgame-like position is soon reached.

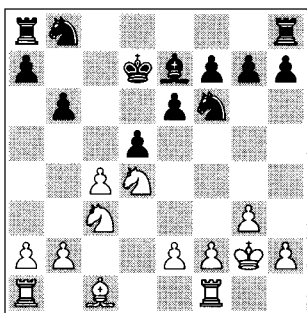


**10.♙a4+!**

This move shows that White is not an amateur player. Without the check White would have no chance to obtain an advantage.

**10...♖d7 11.♖xd7+ ♜bxd7**

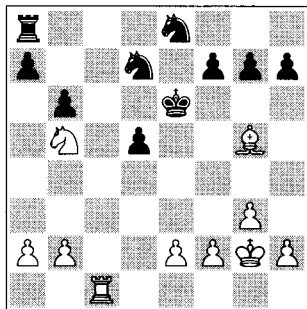
Interestingly, 11...♖xd7 has never been tried. The h8-rook can come into play quickly and, more importantly, the c7-square is covered. In this type of position the Black king is sometimes a strong piece, which holds the position together; sometimes it becomes a target. Play may continue:



analysis diagram

12.♞d1! (after 12.cxd5 ♜xd5 13.♜xd5 exd5 14.♜f5 g6 Black holds) 12...♞b4 (in case of 12...♞d8 13.cxd5 ♜xd5 14.♜xd5 exd5 15.♜f5 the pawn drops; after 12...♜c6 13.cxd5 ♜xd4 14.♞xd4 exd5 15.♞g5 ♖e6 16.♞ad1 ♞hd8 17.♞1d3! White can trouble Black's king in the centre) 13.cxd5 exd5 14.♜db5 ♞xc3 15.♜xc3 ♖e6 (15...♖c6 loses to 16.♞f4 ♜bd7 17.♞ac1) 16.♞g5 ♜bd7 17.♜b5 ♞hc8 (in case of 17...♖f5 White is better after 18.♞xf6 ♜xf6 19.♞ac1 ♖g6 20.♞c6) 18.♞ac1 (White can also keep up the pressure with 18.♜d4+ ♖e7 19.♜f5+ ♖f8 20.♞ac1! h6 21.♞f4 ♞xc1 22.♞xc1 ♖g8 23.♞c7 with a

tough ending for Black) 18...♞xc1 (after 18...♜e8 19.♜d4+ ♖d6 20.♞f4+ ♖e7 21.♜c6+ ♖e6 22.♞d3 Black's king is in trouble) 19.♞xc1 ♜e8



analysis diagram

20.♞c6+ (20.♜d4+ ♖e5) 20...♖f5 21.♞f4 and Black is struggling to survive.

Back to the game.

**12.cxd5 ♜xd5!**

Navigating his way through contradictory principles Karpov finds a good plan. Perhaps it suited him to work with fewer pieces. Did he already know or was it just a natural feel of the future champion? With an isolated pawn it is normally better to keep the minor pieces on and exchange the heavy ones if the opponent has the upper hand.

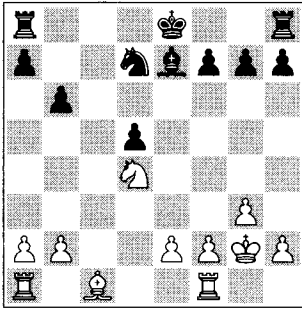
The point is that with more minor pieces he can prevent White from exerting pressure on the isolated pawn and can lure his opponent into a pin. If all the minor pieces were off the board, White would double his rooks and exert pressure with e2-e4, when Black's rooks defend the d-pawn on the d-file. According to this principle Black should not exchange, yet Karpov correctly swaps the knights. Principles

sometimes clash, and this time one of the basic principles takes precedence: centralization of the king is often a key factor in endgames. Naturally, by delaying castling Black can achieve this goal more quickly.

Karpov's is a remarkable decision. One can only speculate if he could evaluate so clearly, or if he just followed his instincts.

After 12...exd5, 13.♟db5 (13.♞d1) 13...♞d8 14.♞d1 a6 15.♟d4 ♟c5 16.♟g5 h6 17.♟xf6+ ♟xf6 18.♟b3 wins a pawn.

**13.♟xd5 exd5**



**14.♟f5?**

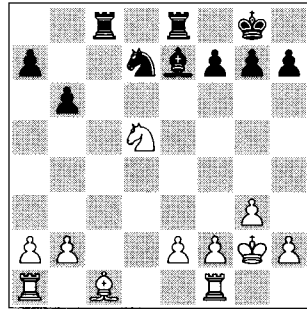
This is a mistake. White fixes the isolated pawn structure, but this gives him little to play for. Interestingly this ending occurred later in Münch-Wunder, Wildflecken 1993. 14.♟d2 ♟f6! 15.♟c3 ♟xd4 16.♟xd4 f6 17.♞ac1 ♟e7 was played and Black held the position without any particular problem.

14.♟b5! was the right move. Black's pieces are well developed; however, the unfortunate constellation of the a8-rook and the d5-pawn virtually forces him to sacrifice the d-pawn:

A) 14...♞d8? 15.♞d1 ♟f6 16.♟c3 and Black has nothing for the pawn;

B) 14...♟d8? 15.♞d1 ♟f6 16.♟c3 ♞c8 17.♟xd5 ♟xd5 18.♞xd5 ♞c2 19.♞d2 ♞xd2 20.♟xd2 ♟f6 21.♞c1! wins for White;

C) 14...0-0 (this time connecting the rooks is an idea, even if it costs a pawn. Passive defence gives almost no hope of survival) 15.♟c7 ♞ac8 16.♟xd5 ♞fe8 (in case of 16...♟f6 17.e4 ♞fe8 18.♟xf6+ (18.f3 ♟d4!) 18...♟xf6 19.f3 ♞c2+ 20.♞f2 ♞ec8 21.♟e3 ♞xf2+ 22.♟xf2 ♞c2 23.b4 White will move his pawns from the second rank. He has reasonable winning chances)



analysis diagram

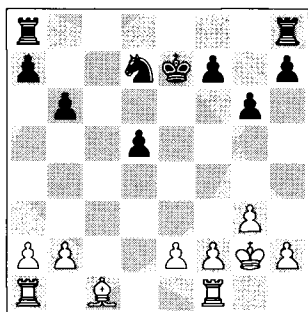
C1) 17.♟e3 ♟f6 18.♞d1 gives White chances, as it prevents the rook invasion. On the other hand, his pieces are tied up;

C2) In case of 17.e4 ♟c5 18.f3 ♟d3 19.♞d1 ♞c2+ 20.♞d2 ♞xd2+ 21.♟xd2 ♟xb2 22.♞c1 ♟c5 23.♟c3 ♟a4 24.♟a1 f5!, Black is in the game after creating a weakness in White's camp;

C3) With 17.♟e3! White finishes his development and obtains an advantage: 17...♞c2 (after 17...♟f6 18.♟xe7+ ♞xe7 19.♞ac1 ♞ce8 20.♞fe1 ♟d5 21.♟d2 Black has nothing for the pawn) 18.♞fc1! ♞xe2 19.♞c7 and White wins.

D) 14...♖c8. Black is obliged to sacrifice a pawn because rooks belong on open files. However, he obtains no full compensation, viz. 15.♘a7 ♖c2 16.♞d1 (the centralization 16.♔f3 is premature on account of 16...♗e5+, and after 16.e3 ♕f6! 17.♞b1 ♔e7 Black has great control for the pawn) 16...♞xe2 (16...♕f6 17.♞xd5 ♕xb2 18.♕xb2 ♞xb2 19.♞ad1 loses, or 16...♗f6 17.♞d2 ♖c5 18.b4 ♖c4 19.a3 and White is a safe pawn up) 17.♞xd5 ♕c5 (in case of 17...♗f6 18.♞d2 ♖e1 19.♗c6 White wins) 18.♞d2 ♖e5 19.a4 – White rescues his knight and has excellent winning chances due to his extra pawn.

14...g6 15.♗xe7 ♔xe7



Objectively, this ending is not dangerous for Black as the king can help in the centre and is not exposed there.

16.♞d1 ♔e6!

The king not only stands safely in the centre but also finds an active role there.

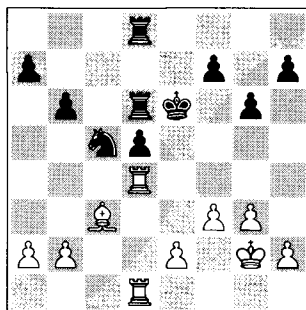
17.♕d2 ♞ac8

After 17...♗c5! 18.♕c3 ♞hc8 19.♞ac1 (Black has only one minor piece, but it stops the doubling of rooks on the d-file. If 19.♞d4 ♗e4) 19...♖c7 20.♕d4 ♞ac8 Black's play on the c-file gives him an easy endgame.

18.♕c3 ♞hd8 19.♞d4 ♗c5

Exchanging a pair of rooks with 19...♖c4!? deserved attention, as then Black's king would have less to fear, for instance 20.♞xc4 (or 20.♞ad1 ♞xd4 21.♞xd4 ♗c5 and White can create little) 20...dxc4 21.♞d1 ♖c8 and Black has no problems.

20.f3 ♞d6 21.♞ad1 ♞cd8



22.g4!

White's aim is to gain space and fix the h7-pawn. Karpov himself would use this theme later in his career to win superb technical games, even at Linares.

22...f6!

Karpov senses the danger early. He doesn't let Kalashnikov fix his h-pawn.

23.h4 h6 24.♞f4!

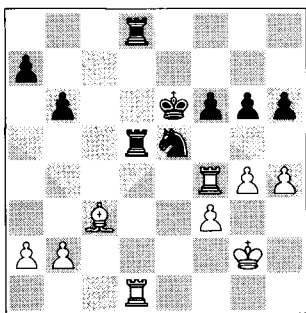
Injecting some power into the equal position.

24...♗d7 25.e4

White is making Black work to earn a draw. After 25.g5 hxg5 26.hxg5 fxg5! (26...f5?! renders Black's pieces passive: 27.♞h1! ♞c6 28.♞h6 ♗f8 29.♔g3 and White will open up the position with e2-e4. Black has no active plan) 27.♞g4 ♗f6 28.♞xg5 d4 29.♕d2 ♔f7 30.♞c1 ♞8d7 and Black can hold, just keeping his position together, as White cannot really improve the position of his king, thanks to the doubled rooks.

29...♖c6 is a path to the draw, too, but it is a narrow one: 30.♗xg6 ♕f7 (30...♖c2 31.♕g5 ♕f5 32.♕xf6 ♖d6 33.♗xd4 ♖xd4 34.♕xd4 ♕xg6 – this position is drawish without the pair of rooks) 31.♗g5 ♖c2 32.♗b5 ♖d5 (Black has a good grip in return for the minus pawn. It is hard for White to make any progress) 33.♕g5 ♗xe2+ 34.♕f1 ♖c2 35.♗xd4 ♖h8 36.♕g1 ♖hh2 37.♗bx d5 ♖cg2+ 38.♕f1 ♖f2+ 39.♕e1 ♖fg2 and Black has reached the draw.

**25...♖e5 26.exd5+ ♗xd5**



**27.♖e1!**

In the event of 27.♖fd4 ♗xd4 28.♗xd4 ♗xd4 29.♕xd4 ♕d5 Black is safe.

**27...a5?!**

Black is not just waiting and hoping to get away with a draw. Endings can culminate in a pawn race. It can be useful to have a pawn closer to the promotion square. Such understanding is remarkable for a boy of this age. The move shows that the young boy is not intimidated when playing against an adult. This is a good quality for a chess player. On the other hand the text move turns out to be the cause of his difficulties.

Building a fortress in the centre with 27...g5! was clearly better. After

28.♖fe4 (28.♖f5 ♗g8 29.♕g3) 28...♗8d7 29.hxg5 hxg5 30.♖h1 (or 30.f4 gxf4 31.♗xf4 ♗g7 and Black is safe) 30...♕f7 (or 30...♖c7 31.♖h6 ♗g7 – Black holds on by doing nothing) 31.♖h7+ (31.♕g3 ♖e7) 31...♕g6 32.♗xd7 ♗xd7! (after 32...♖xd7 33.♖e7 a5 34.♕f2 ♖c5 35.♕e3 ♖a4 36.♕d4 White is a little better) 33.♕g3 ♖d5 it is hard to put pressure on Black.

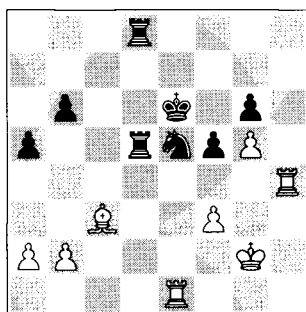
**28.g5!**

White opens up the position – credit is due to him for the last couple of moves.

**28...hxg5 29.hxg5 f5**

Black needed to calculate that the pin is not lethal.

**30.♖h4**



**30...♕d6!**

Getting out of the pin in time. This is the only move here and almost anybody would find it, but Tolya had to calculate and assess it well in advance.

**31.♕xe5+**

If 31.♖h6 ♖d3.

**31...♗xe5**

The ensuing rook ending is rich in potential and ripe for analysis. Just how many of the intricacies were apparent to Karpov is a matter of speculation.

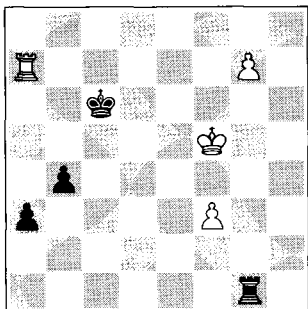
**32.♖d4+ ♕c7!**

Going for this in advance shows confidence and experience in endings, in addition to good calculating ability. Black saves his rook with a small finesse.

After 32...♔c5 33.♞xd8 ♞xe1 (in this line Black's king stands much better on c5) 34.♞g8 ♞e2+ (the race can be initiated. Alternatively, 34...♞e6 is simple for Black) 35.♔g3 ♞xb2 36.♞xg6 ♞xa2 37.♞f6 ♞a1! 38.g6 (or 38.♞xf5+ ♔c4 39.♞f4+ ♔d5 40.♔g2 ♞a2+ 41.♔h3 ♞a1 42.♞g4 ♞h1+ 43.♔g2 ♞h8 and Black's pawns are not slower) 38...♞g1+ 39.♔f4 a4 40.♞xf5+ ♔b4 41.♞g5 ♞xg5 42.♔xg5 a3 Black draws. However, 33.♞xe5+! (here is the difference: White can take the rook with check) 33...♔xd4 34.♞e6 ♔c5 35.♞xg6 ♞d2+ 36.♔g3 ♞xb2 37.♞f6 ♞xa2 38.g6 ♞a1 39.♔f4 wins for White!

### 33.♞c4+

Alternatively, 33.♞xe5 ♞xd4 34.♞e6 ♞d6! holds for Black. Going for a pawn race is dangerous, for example 34...♞d2+? 35.♔g3 ♞xb2 36.♞xg6 ♞xa2 37.♞f6 a4 38.g6 ♞a1 39.♔f4 a3 (or 39...♞g1 40.♞f7+ ♔c6 41.♔xf5 b5 42.g7 and White is faster) 40.♞f7+ ♔c6 41.♞a7 b5 42.♔xf5 b4 43.g7 ♞g1



analysis diagram

44.♔f6. Black loses the race.

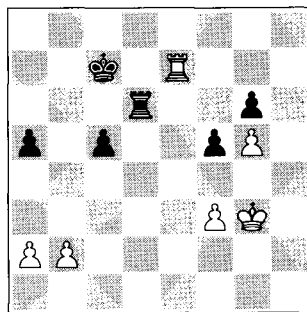
### 33...♞c5?

33...♔d6! was possible. Perhaps Black had had enough of hanging rooks. After 34.♞d1+ (after 34.♞xe5 ♔xe5 35.♞c6 ♔f4 Black's king is excellently placed) 34...♞d5 35.♞xd5+ ♔xd5 36.♞c2 ♞e8 White cannot get through to g6.

### 34.♞xc5+ bxc5 35.♔g3 ♞d2 36.♞e6 ♞d6!

In most cases, removing as many pawns from the board as possible saves the weaker side. Being a pawn down with little material is not always fatal. Often such positions can be held in rook endings. However, this time White's g-pawn would be rather dangerous. After 36...♞xb2? 37.♞xg6 c4 38.♞e6! (Black might even take over after 38.♞h6 c3 39.♞h1 (39.♞h4 ♞b4 40.♞h1 ♔d6 and Black is at least not worse) 39...c2 40.♞c1 ♔d6 41.♔f4 ♔e6 42.a3 a4) 38...c3 39.♞e3 c2 40.♞c3+, Black's rook is dangerously passive. White will exert huge pressure with g5-g6 and ♔f4.

### 37.♞e7+



### 37...♞d7

The simpler way to play. Black could have entered a very exciting pawn race by playing 37...♔c6. He survives only with the use of some highly unusual motifs: 38.♔f4 and now:

A) 38...a4. The a-pawn is no further from its promotion square than the c-pawn, but it is harder to remove the blocking pawn;

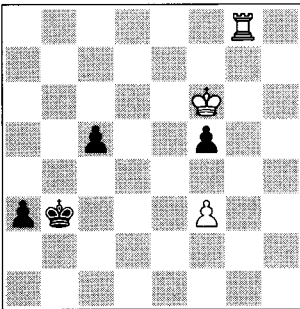
A1) 39.♔e5

A11) 39...c4

A111) 40.♞a7 ♞d5+ 41.♕f6 ♞d6+ 42.♕f7 ♕b5 43.a3 f4! (Black suddenly changes tack and goes after the f-pawn) 44.♞c7 ♞d3 45.♕xg6 ♞xf3 46.♕g7 ♞g3 47.g6 f3 48.♞f7 c3! 49.bxc3 ♕c4 50.♞c7+ (50.♕h7 ♕xc3 51.g7 ♕b2) 50...♕b3 51.c4 ♕xa3 52.c5 ♕b4 53.c6 ♕b5 54.♞a7 f2 and Black escapes to a draw;

A112) 40.a3! ♞d2 41.♞e6+ ♕b5 42.♞xg6 ♞xb2 43.♞g8 c3 44.♞c8 – White stops the c-pawn and wins with the g-pawn.

A12) 39...♞d2! 40.♞e6+ ♕b5 41.♞xg6 ♞xb2 42.♞g8 ♞xa2 43.g6 ♞g2 44.g7 ♕c4 45.♕f6 (it looks as if White wins) 45...a3 46.♞a8 ♕b3 47.g8♚+ ♞xg8 48.♞xg8

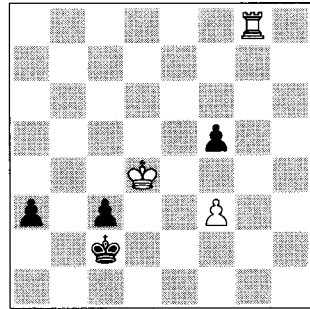


analysis diagram

48...c4!! Remarkably, Black pushes the pawn which is closer to White's king and two squares further back than the a-pawn. Endgames can be magic! 48...a2? would lose to 49.♞b8+ ♕c2 50.♞a8 ♕b1 51.♕e5!.

49.♞b8+ (49.♕e5 c3 50.♕d4 c2 51.♞b8+ ♕a2 52.♞c8 ♕b2 is no win; 49.♕xf5 c3 50.♞b8+ ♕c2 (or 50...♕a2) 51.♕e4 a2 52.♞a8 ♕b1 53.♕d3 c2 is a draw again)

49...♕c2! (Black changes direction. After 49...♕a2 50.♞c8 ♕b3 51.♕e5! a2 (51...c3 loses to 52.♕d4 c2 53.♕d3) 52.♞b8+ ♕c2 53.♞a8 ♕b2 54.♕d4 c3 55.♞xa2+ ♕xa2 56.♕xc3 the pawn ending is lost) 50.♕e5 c3 51.♕d4



analysis diagram

51...♕d2! 52.♞h8 (this rook move is rather scary) 52...c2 53.♞h2+ ♕d1 54.♕d3 c1♚+! (underpromotion saves the day) 55.♕c3 ♚e2+.

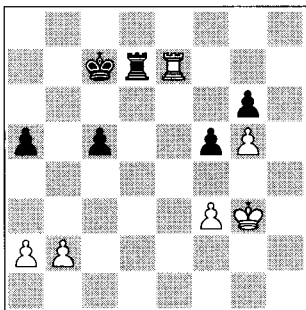
A2) The winning line is 39.a3! (removing the a-pawn from the sensitive second rank) 39...♕d5 (39...c4 40.♞a7) 40.♞a7 ♞b6 41.♞xa4 ♞xb2 42.♞a6 c4 43.♞xg6 c3 44.♞g8 ♕c4 45.g6 ♞b7 46.♞c8+ ♕d3 47.♕xf5 c2 48.f4 and White's pawns march on.

B) 38...c4! (pushing the c-pawn without hesitation) 39.♕e5 ♞d2 40.♞e6+ ♕c5 (40...♕b7? loses to 41.♞xg6 ♞xb2 42.♞h6 (42.♕d4? ♞xa2) 42...c3 43.♞h1 c2 44.♞c1) 41.♞xg6 ♞xb2 42.♞g8 ♞xa2 43.g6 ♞g2 (Black is not slower in the race) 44.g7 c3 45.♞c8+ ♕b4 46.g8♚ ♞xg8

47.♖xg8 c2 48.♞c8 ♖b3 49.♕xf5 ♖b2 50.♕e4 c1♚ 51.♞xc1 ♕xc1 52.f4 (52.♕d3 ♖b2) 52...a4 53.f5 a3 54.f6 a2 55.f7 and the race finishes with no winner.

Over the board, much of this analysis would probably have been beyond the capability of the young Karpov. But that is not to say that his post-game analysis could not have revealed some of the details.

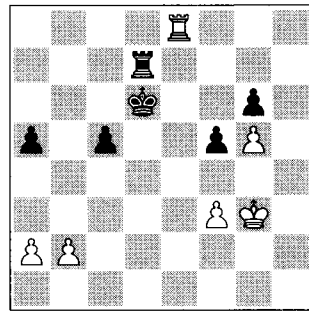
Back to the game.



**38.♞e5**

After 38.♞xd7+ ♕xd7 39.♕f4 ♖e6 White has no squares to penetrate and has to give way: 40.♕e3 (40.b3? ♕d5 41.♕e3 c4 42.bxc4+ ♕xc4 43.♕f4 ♕d4! and shouldering the king wins for Black) 40...♕d5 41.♕d3 (after 41.f4 ♕c4 White is in zugzwang) 41...♕e5 (41...c4+ 42.♕c3; 41...a4 42.b3 a3 43.f4) 42.♕c4 ♕f4 43.♕xc5 ♕xf3 44.b4 (44.a4 f4 45.b4 axb4 46.♕xb4 ♕e2 47.a5 f3 48.a6 f2 49.a7 f1♚ 50.a8♚ ♚f4+ 51.♕c5 ♚xg5+ 52.♕b6 is a draw) 44...axb4 45.♕xb4 f4 46.a4 ♕g4 47.a5 f3 48.a6 f2 49.a7 f1♚ 50.a8♚. This queen ending is also a draw.

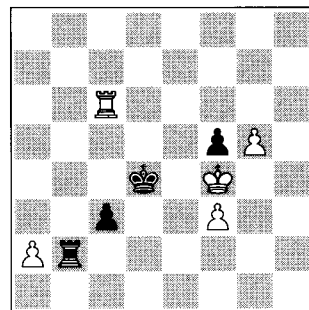
**38...♕d6 39.♞e8**



**39...♕c6?!**

Karpov clears the way for his rook to invade on the d-file, but this is not the most straightforward line of play.

A) Better was 39...♕d5 40.♞a8 c4 41.♞xa5+ ♕d4 42.♞a6 ♖b7 43.♞xg6 ♞xb2 44.♕f4 c3 (44...♞xa2 loses to 45.♞c6) 45.♞c6



analysis diagram

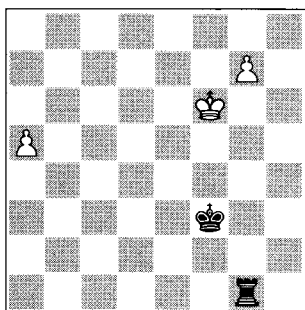
45...♞b4!! (this sets up an effective battery. Black forces White to take his pawn and then sets up the same battery again. After 45...c2? 46.g6 ♕d3 47.g7 ♞b8 48.♕xf5 Black is one tempo short of a draw. Or 45...♕d3 46.g6 ♞f2 47.a4! c2 48.a5 ♞f1 49.♞xc2 ♕xc2 50.a6 ♞d1 51.g7 ♞d8 52.♕xf5 and wins) 46.♕xf5 ♞b5+ (in case of 46...♞c4 47.♞xc4+ ♕xc4 48.g6 White promotes with check) 47.♕f4! (after 47.♕f6 ♞c5 48.♞xc5 ♕xc5 49.g6 c2 50.g7 c1♚ 51.g8♚ ♚f4+ Black holds) 47...♞b4!

(the battery also works without the f5-pawn. Not 47...♖c5? 48.♞xc5 ♘xc5 49.♙e3 as White reaches the square of the pawn) 48.♙g3 ♘d3 (on 48...♞b5? 49.g6 wins) 49.g6 c2 50.g7 ♞b8=.

B) 39...c4!? (Black fixes the b-pawn and enables his king to move forward at the same time. This was a very tough move to find) 40.♞g8 (40.♞a8 ♞b7 41.♞a6+ ♙e5 (after 41...♙d7 42.♞xg6 ♞xb2 43.♞f6 c3 44.♞xf5 ♙d6 45.♞f6+ ♙d7 46.♞f4 ♞b6 Black is also safe) 42.♞xa5+ ♙d4 43.♞a6 ♞xb2 44.♞xg6 c3 45.♞c6 c2 46.g6 (46.♙f4 ♞b4!) 46...♙d3 and Black holds) 40...♞b7 41.♞xg6+

B1) 41...♙e5

B11) 42.♞a6 ♞xb2 43.♞xa5+ ♙d4 44.♞a8 (44.♙f4 c3 45.♞a8 c2 46.♞c8 ♞b4! – this battery saves Black again – 47.♞xc2 ♙d3+ 48.♙xf5 ♙xc2 49.g6 ♙d3 50.g7 ♞b8 51.a4 ♙e3 52.a5 ♙xf3 53.a6 ♞a8 with a draw) 44...c3 45.♞c8 ♙d3 46.♙f4 c2 47.g6 ♞b1 48.♙xf5 c1♙ 49.♞xc1 ♞xc1 50.g7 ♞g1 51.♙f6 ♙e3 52.a4 (52.♙f7 ♙xf3 53.a4 ♙e4 Black's king reaches the square) 52...♙xf3 53.a5



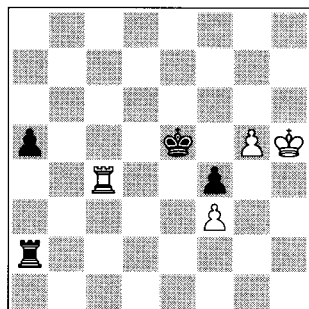
analysis diagram

53...♞g4! (this is a nice way to activate the rook, particularly as all the other

moves lose) 54.a6 ♞f4+ 55.♙e7 ♞g4 56.♙f7 ♞f4+ and Black draws;

B12) 42.♞c6

B121) 42...f4+ 43.♙g4 ♞xb2 44.♞xc4 ♞g2+ 45.♙h5 ♞xa2



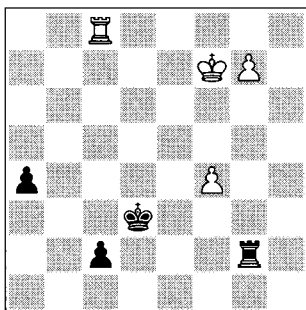
analysis diagram

46.♙g6!! – White wins the f4-pawn in a remarkable way and scores the point;

B122) 42...♞xb2 43.♞xc4 ♞xa2 44.♞c5+ ♙e6 45.f4 ♞a3+ 46.♙h4 ♞f3 47.♞e5+ ♙d6 48.♞xf5 – White wins;

B123) 42...♙d5 43.♞c8 (in the event of 43.♞a6 ♞xb2 44.g6 c3 45.♞xa5+ ♙d4 46.g7 ♞b8 Black holds) 43...♞xb2 44.♙f4 ♞xa2 45.g6 ♞g2 46.♙xf5 ♙d4 47.f4 c3 48.♙f6 c2 49.g7 ♙d3 50.♙f7 a4 and Black is not worse in the race.

B2) 41...♙d5 42.♞g8 (42.♞a6 ♞xb2 43.g6 c3 44.g7 ♞b8 45.♞xa5+ ♙d4 46.♞a7 c2 (46...♞c8 47.♞c7) 47.♞c7 ♙d3 48.♙f4 ♞g8 draws) 42...♞xb2 43.♙f4 ♞xa2 (but not 43...c3 44.g6 ♞g2 45.♙xf5 c2 46.♞c8 ♙d4 47.f4 ♙d3 48.♙f6 ♞g4 49.f5 ♞c4 50.♞xc4 ♙xc4 51.g7+-) 44.♙xf5 (after 44.g6 ♞g2 45.♙xf5 c3 46.g7 c2 47.♞d8+ ♙c4 48.g8♙+ ♞xg8 49.♞xg8 ♙c3 50.♞c8+ ♙b2 51.♙e4 c1♙ the race is undecided) 44...♞f2 45.f4 c3 46.g6 c2 47.♞c8 ♙d4 48.g7 ♞g2 49.♙f6 ♙d3 50.♙f7 a4



51. ♖d8+! is equal.

Back to the game.

#### 40. ♖f4 ♖d2

After 40... ♖d5 41. ♖a8 ♖b7 42. b3 ♖b4+ 43. ♖e3 White has good chances.

#### 41. ♖e6+ ♖d7!

Karpov's king keeps an eye on the g-pawn. He seizes the best tactical chance. Not 41... ♖d6?? 42. ♖e5; or 41... ♖d5? 42. ♖xg6 ♖xb2 43. ♖a6 ♖xa2 44. g6 c4 45. ♖xf5 c3 46. g7 ♖g2 47. ♖g6 and White wins.

#### 42. ♖xg6 ♖xb2 43. ♖xf5?

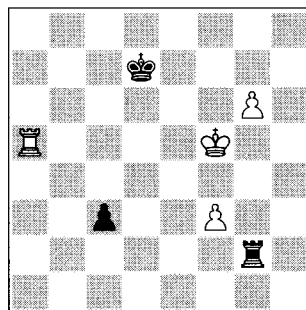
White has played the endgame powerfully but now he commits a mistake, probably throwing away the win. It was not urgent to take the f-pawn – it wastes a tempo in the pawn race. Better was 43. ♖a6!, opening the route for the g-pawn. It also attacks a pawn:

A) 43...c4

A1) 44. ♖xa5! ♖d6 45. ♖a8 wins;

A2) 44. g6 c3 45. ♖xa5 ♖b4+ (45... ♖d6 loses to 46. ♖a3! ♖b4+ 47. ♖g3 ♖b1 48. ♖xc3) 46. ♖g3 ♖b1 47. ♖c5 ♖g1+ 48. ♖f4 ♖xg6 49. ♖xc3 ♖a6 50. ♖xf5 ♖xa2 and now 51. ♖e3! is the only road to victory.

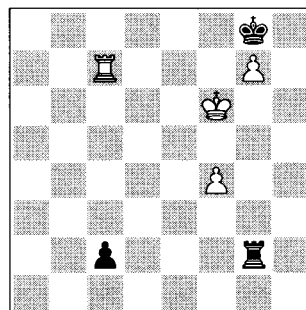
B) 43... ♖xa2 44. g6 (44. ♖xf5 c4 45. f4 c3 draws) 44... ♖g2 45. ♖xf5 c4 46. ♖xa5 c3



analysis diagram

Now, less compelling is 47. ♖c5? – a natural move, yet second best: 47...c2 and now:

B1) If 48. f4? ♖d6 49. ♖c4 (49. ♖c3 ♖e7 50. ♖e3+ ♖f8 draws) 49... ♖e7 (one should never forget about zugzwang in endings:) 50. ♖c3! (can Black move now or not?) 50... ♖f2 (or also 50... ♖d2 51. g7 ♖f7 52. ♖c7+ ♖g8 53. ♖e6 (53. ♖g5 ♖d7 draws as well) 53...c1 ♖ 54. ♖xc1 ♖xg7=) 51. g7 (in case of 51. ♖g5 ♖g2+ 52. ♖h6 ♖f6 53. ♖c6+ ♖f5 Black draws) 51... ♖f7 52. ♖c7+ ♖g8 53. ♖g6 ♖g2+ 54. ♖f6 – Black seems to be in huge trouble, but...

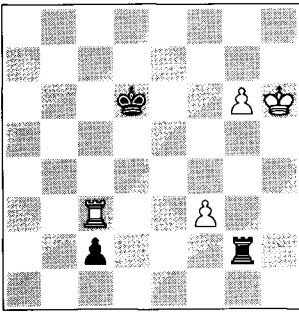


analysis diagram

54... ♖g6+!! 55. ♖xg6 c1 ♖ draws elegantly.

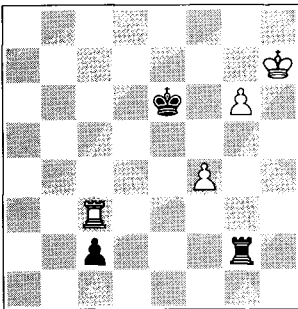
Nor should one ever forget about stalemate when it comes to playing endings!

B2) 48.♔f6! (White's king invades) 48...♖f2 49.♔g5 ♖g2+ 50.♔h6 ♔d6 51.♖c3 and now:



B21) 51...♖h2+ 52.♔g7 ♖f2 53.f4 ♔e6 54.♔g8 wins;

B22) 51...♔e6?! (this does not spoil the position but makes it harder to defend) 52.♔h7 ♔f6 (52...♔e5! 53.f4+ ♔f5 still draws) 53.♖c6+ ♔e7 54.f4 ♔d7 55.♖c3 ♔e6



analysis diagram

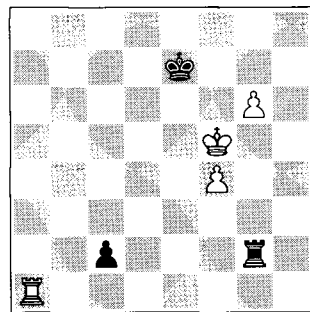
56.♔g7!! and Black is in zugzwang! 56...♖d2 (56...♔f5 57.♔f7) 57.♔g8 ♖g2 (or 57...♖d8+ 58.♔h7 ♖d2 59.g7) 58.g7 ♖f2 59.♖c8 ♔d7 (59...♖g2 60.f5+) 60.♖c4 ♔e7 61.f5 ♔d6 62.f6 and Black cannot resist anymore.

If 56.g7 ♔f7 57.♖c7+ ♔f6 58.g8♔+ ♔f5 59.♖c4 ♔e6!! (surprisingly the black king has time to approach the

c-pawn and draw. Not 59...♔g4 60.♔f6+ ♔f3 61.♔d5 ♖d2 62.f5! and Black's king stands so awkwardly that he cannot save the game: on 62...♖xd5 63.f6 wins) 60.♔h6 (after 60.♖c5 Black can also win the rook for his c-pawn: 60...♔d6 61.♖c8 ♔d5 62.♔e7+ ♔e4 and Black holds) 60...♔d5 61.♖c7 ♔e4 62.f5 ♔d3 draws;

B23) 51...♔e5! (the black king approaches the c2-pawn, which looks so far away) 52.♔h7 (in case of 52.♔g7 ♔d4 53.♖c8 ♔d3 54.f4 ♖f2 Black reaches the draw) 52...♔d4 53.♖c7 ♖h2+ (53...♔d3?? 54.g7) 54.♔g8 ♔d3 55.g7 ♖f2 with a draw.

Back to the analysis diagram after 46...c3 (line B previous page). Instead of 47.♖c5 White should play 47.f4! (quite amazingly, here the rook works more efficiently on the first rank, in front of the enemy pawn. Exceptions to the rule make the game of chess wonderfully intriguing) 47...c2 48.♖a1 ♔e7 (48...♖g3 49.♔f6 ♖a3 50.♖c1; or 48...♖d2 49.g7)



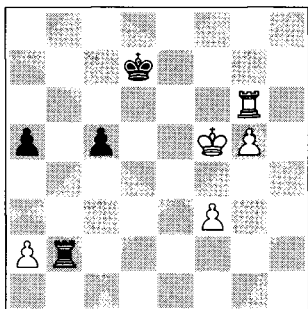
analysis diagram

49.♖e1+. The advantage of having the rook on the first rank is that it can control both the e-file and the pawn from

## Endgame Virtuoso Anatoly Karpov

the e1-square; 49...♔f8 50.♔f6 ♖g3 51.♞a1 ♕e8 52.g7 and White wins.

Back to the game.



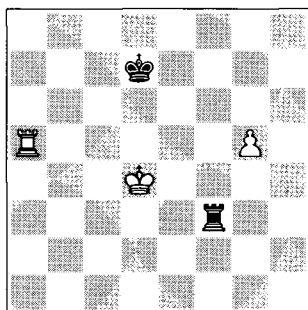
### 43...c4 44.♔e4

After 44.♖g7+ ♔d6 45.g6 c3 46.♞g8 ♕d7 Black draws.

### 44...♞d2

Also a draw is 44...c3 45.♔d3 ♞xa2 46.f4 ♞f2; or 44...♞xa2 45.♔d4 c3.

**45.♞a6 ♞xa2 46.♔d4 c3! 47.♔xc3 ♞a3+ 48.♔d4 ♞xf3 49.♞xa5**

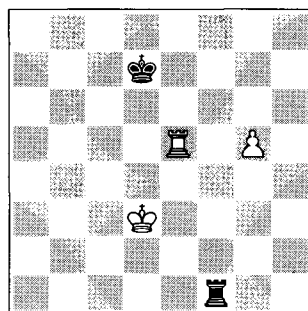


### 49...♔e7!

The rest is evident. Kalashnikov would probably not have tried to win this position against an adult.

What would have happened if Karpov had played 49...♞f1 instead? Surprisingly, the game can end with a most interesting mutual zugzwang position.

50.♞e5 ♞f4+ 51.♔d3 ♞g4 is the simplest draw. 51...♞f2 also draws after 52.♔e4, if Black finds the only move 52...♞f1!! 51...♞f1, however, loses to



analysis diagram

52.♔e4! – incredibly, a mutual zugzwang position is reached.

**50.♔e5 ♔f7 51.♞a6 ♔g7 52.♞h6 ♞f2 53.♞d6 ♞f1 54.♔e4 ♞f2 55.♞h6 ♞f1 56.♔e5 ♞f2 57.♔e6 ♞f3 58.♞f6 ♞e3+ 59.♔f5 ♞f3+ 60.♔e6 ♞e3+ 61.♔f5 ♞f3+ 62.♔e5** 1/2-1/2

This game, which seemed boring on the surface when it was selected, in reality proved to be an entertaining and fascinating battle crediting both players. This is a remarkable game from a player who was just starting out on his career, more than four decades ago. There are mistakes, and yet one can see positive signs and the qualities of the future endgame maestro.

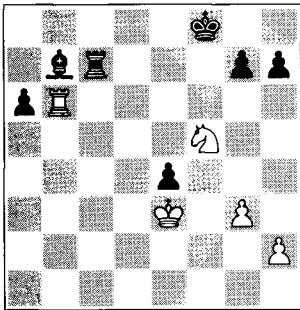
## GAME 2

### Karpov, Anatoly Mukhudulin

Zlatoust 1961

**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♙e3 e5 7.♘b3 ♙e7 8.f3 0-0 9.♙c4 a6 10.♙d2 ♙c7**

11.♔d5 ♘b4 12.♖c1 ♘fxd5 13.♘xd5  
 ♘xd5 14.♚xd5 ♙e6 15.♚d2 f5  
 16.exf5 ♜xf5 17.0-0 ♜af8 18.c4 ♚d8  
 19.♘a5 ♙g5 20.♙xg5 ♜xg5 21.♖h1  
 ♜h5 22.g3 ♚c7 23.♜fd1 ♙h3  
 24.♚d5+ ♜f7 25.b4 ♚b6 26.c5 ♚b5  
 27.♚c4 ♚xc4 28.♜xc4 dxc5 29.♜d8+  
 ♜f8 30.♜xf8+ ♖xf8 31.bxc5 ♙e6  
 32.♚b4 ♙xa2 33.♜xb7 ♔d5 34.c6  
 ♙xf3+ 35.♖g1 ♙g4 36.c7 e4 37.♘b3  
 ♜b5 38.♚b8+ ♖e7 39.♘d4 ♖c5  
 40.♚b6 ♙c8 41.♖f2 ♜xc7 42.♖e3  
 ♙b7 43.♘f5+ ♖f8



**44.♘d6**

White is two pawns down, but his pieces are active. In particular, his king is better, and moreover there is not that much material left on the board.

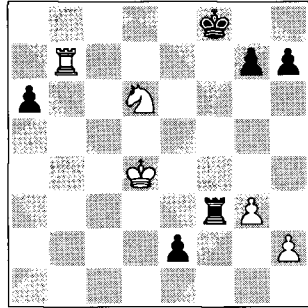
**44...♜c3+**

The simplification with 44...♜c6 would secure a 'pawn-up' position, but White safely reaches a draw with 45.♜xb7 ♜xd6 46.♖xe4 and Black can do nothing with his extra material, as his king is isolated.

**45.♖e2!?**

After 45.♖d4 ♜d3+ 46.♖e5 (in case of 46.♖c5 ♔d5 47.♜xa6 e3 White's active king will be cut off, and Black wins) 46...e3 (after 46...♔d5 47.♘xe4 ♙xe4 48.♖xe4 ♜a3 49.♚b7 White holds) 47.♜xb7 e2 48.♚b8+ ♖e7 49.♚e8+

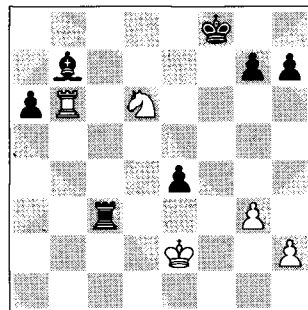
♖d7 50.♖f4 ♜xd6 51.♚xe2 a5 Black gets his rook behind the pawn and wins. Or 45.♖f4 ♜f3+ 46.♖e5 e3 47.♜xb7 e2 48.♖d4 (48.♖d5 loses to 48...♜d3+ 49.♖c5 ♜xd6) and now:



analysis diagram

A) In the event of 48...e1 ♚ 49.♚b8+ ♖e7 50.♚e8+ ♖xd6 51.♚xe1 ♜f8 (with 51...♜f5 Black gets winning chances, but it is far from over after 52.♚e8 a5 53.♜a8) 52.♜a1 ♜a8 53.♜a5 ♖c6 54.♖c4 ♖b6 55.♖b4 it is not clear whether Black can win;

B) 48...a5!! – interestingly, White has no useful move now. By bringing the a-pawn one rank closer to promotion Black wins, as all white pieces are tied to the e-pawn: 49.♚b8+ ♖e7 50.♚e8+ ♖xd6 51.♚xe2 a4 52.♜a2 a3 53.♖e4 ♜b3 54.♖d4 ♖e6 55.♖c4 ♜f3 and Black wins.

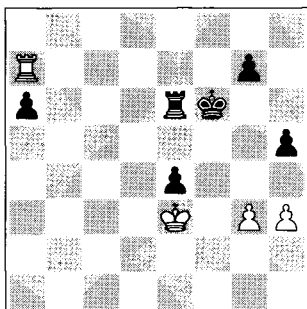


**45...♙c6?**

Black misses an interesting winning simplification: 45...♖c6! 46.♜xb7 ♜xd6 47.♚e3 ♞e6 and now:

A) 48.g4?! allows Black's rook to get behind his a-pawn: 48...♞e7! 49.♜b4 ♞a7 50.♚xe4 a5 51.♞a4 ♚e7 52.♚e5 ♞a8 and White is simply forced into zugzwang: 53.g5 ♞a6 54.h4 ♞a8 55.♚d5 (or 55.h5 ♞a6 56.♚d5 h6 57.gxh6 ♜xh6--+) 55...♚f7 56.♚c6 ♚g6 57.♚b7 ♜f8 58.♞xa5 ♜f4 and Black wins;

B) 48.♞a7 h5 49.h3 ♚g8 (Black can nicely cross the seventh rank and activate his king. In case of 49...g5 50.♜h7 White holds) 50.♞a8+ ♚h7 51.♞a7 ♚g6 52.♞c7 ♚f6 53.♞a7



analysis diagram

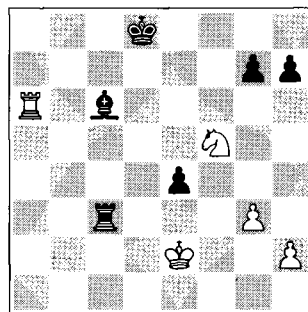
53...g6! (protecting all his pawns) 54.♜h7 (54.♞c7 ♚e5 55.♞c5+ ♚d6 56.♞c4 ♚d5 also loses) 54...♚e5. Now Black just transfers his king to the queenside and wins: 55.♞d7 ♞b6 56.♞e7+ ♚d5 57.♞d7+ ♚c4 58.♚xe4 a5 etc.

**46.♞xa6 ♚e7**

After 46...g6 47.♞a7 ♞c2+ (47...h5 48.♞f7+ ♚g8 49.♞c7 g5 50.♞e7 and White holds) 48.♚e3 ♜xh2 49.♚xe4 ♞h3 50.♚g5 White can avoid being two pawns down and draws.

**47.♚f5+ ♚f7**

47...♚d8 creates more problems for Black.



analysis diagram

A) Cutting the king off with 48.♞a7 is not effective this time: 48...♙b5+ 49.♚d2 (after 49.♚e1 e3 White is in trouble) 49...♞d3+ 50.♚e1 g6 51.♚h4 ♞b3;

B) 48.♞a5! – this is not at all a simple move to find. Would little Tolya have spotted it? We may never know. White prevents the bishop from becoming strong and the rook has two not very obvious roles to play on a5. 48...g6 (in case of 48...♚d7 49.♞a7+ ♚e6 50.♚xg7+ ♚e5 51.♞a5+ ♙d5 52.♚f5 White holds) 49.♚d4 ♙b7 50.♚e6+! (White goes after the e4-pawn, the tactics work for him) 50...♚e7 51.♚c5 (the rook has made the c5-square available for the knight and makes another tactic possible) 51...♙d5 52.♚xe4! ♙xe4 53.♞e5+ and White draws.

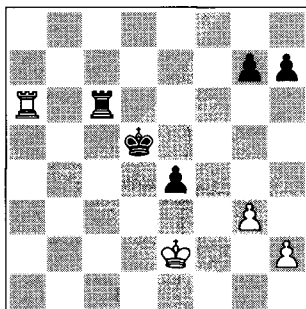
**48.♚d6+ ♚e7 49.♚f5+ ♚e6 50.♚d4+**

Also possible is 50.♚xg7+ ♚e5 51.♞a5+ ♙d5 52.♚f5 which saves the game as well.

**50...♚d5 51.♚xc6!**

Rook endings give good drawing chances.

**51...♞xc6**



**52. ♖a7!**

Now White defends without trouble.

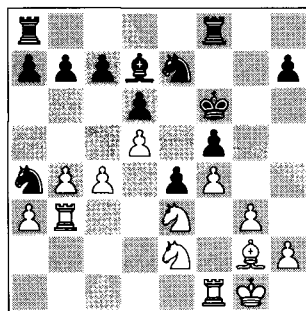
**52... ♗d4 53. ♜d7+! ♕e5 54. ♜xg7 ♜c2+ 55. ♖e3 ♜xh2 56. ♜e7+ ♖f5 57. ♜xe4 ♜h3 58. ♜f4+ ♖g5 59. ♖f3 ♜h6 60. ♜g4+ ♖f5 61. ♜g7 ♖f6 1/2-1/2**

GAME 3

**Kirillov, Vladimir  
Karpov, Anatoly**

Zlatoust 1962

**1.c4 e5 2.g3 g6 3. ♖g2 ♖g7 4. ♗c3 ♗e7 5.b3 0-0 6. ♖b2 ♗bc6 7.e3 f5 8. ♗ge2 ♖h8 9.0-0 d6 10.d4 ♖d7 11.d5 ♗b4 12.a3 ♗a6 13. ♜b1 ♖e8 14. ♖c2 g5 15.f4 gxf4 16.exf4 e4 17. ♗d1 ♖g6 18. ♖xg7+ ♖xg7 19. ♖b2 ♗c5 20. ♖xg7+ ♖xg7 21. ♗e3 ♖f6 22.b4 ♗a4 23. ♜b3**

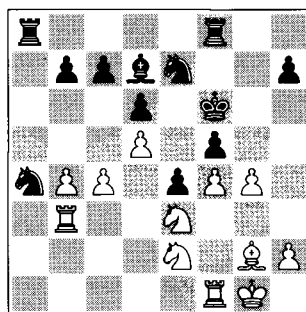


**23...a5!**

The type of move which would later characterize Karpov as a great player. He intends to open the a-file and fights for its control. 23...h5 was an alternative.

**24. ♜c1**

Kirillov was an experienced player: he had played Botvinnik in 1931. He had lost to the first Soviet World Champion without much resistance, yet he played at a reasonable standard in general. With 24.g4 White could have tried to undermine Black's pawn centre. After 24...axb4! (after 24...♜g8?! 25. ♗g3 axb4 (25...fxg4 26. ♗xe4+ ♖g6 27.c5 gives White a big advantage) 26.axb4 ♜ae8 27. ♖f2 White is better) 25.axb4



analysis diagram

Now Black disrupts White's pawn structure with 25...b5!, e.g.:

A) 26.cxb5 ♖xb5 27. ♜e1 ♖xe2 28. ♜xe2 ♗b6 29. ♜d2 ♜a1+ 30. ♖f2 ♜fa8 31.gxf5 ♜8a2 32. ♜bb2 ♜xb2 33. ♜xb2 ♗exd5 and Black has obtained an active position;

B) 26.gxf5 bxc4 (not 26...♗b6 27.c5 ♗bxd5 (after 27...dxc5 28. ♗g4+ ♖f7 29.bxc5 ♗bxd5 30. ♖xe4 ♜a2 31. ♗e5+ White is also rather active) 28.cxd6 cxd6 29. ♗g3 and Black has problems) 27. ♗xc4 ♗xd5! 28. ♖xe4

♖ae8! 29.♙xd5 ♖xe2 and with his active play Black would equalize fully.

**24...axb4 25.axb4 ♘b6 26.♘c3 ♖a7 27.c5 ♘bc8**

27...♘a4 would involve much risk in view of the pin: 28.♖a1 ♖fa8 (or 28...♘xc5 29.♖xa7 ♘xb3 30.♖xb7 and Black is in trouble) 29.♖ba3 dxc5 30.bxc5 ♖a6 31.c6 bxc6 32.♖xa4 ♖xa4 33.♖xa4 ♖xa4 34.♘a4 cxd5 35.♘c5 ♙e6 36.♘c2 ♘c6 37.♘b3 and the two pawns are no full compensation for the piece.

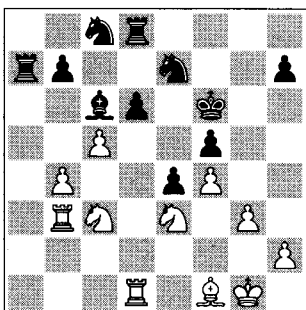
**28.♙f1**

After 28.g4 fxg4 29.♙xe4 h5 White is a little better.

**28...c6 29.♖d1 ♖d8**

In the database the move indicated is 29...♖a8 but that would lose by force after 29...dxc6. It is almost certain that the text was Karpov's actual move. He was already too accomplished a player to commit a mistake like that.

**30.dxc6 ♙xc6**

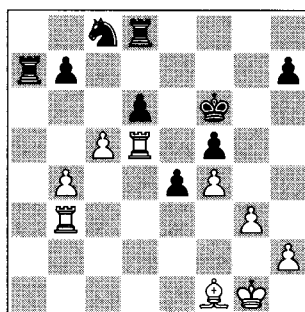


**31.♘ed5+?**

An impatient move. Better was 31.♙c4!, maintaining his grip: 31...♙a4 (after first 31...h5 32.♙f2 ♙a4 33.♘a4 ♖xa4 34.♖b2 ♘c6 35.b5 Black is in trouble) 32.♘xa4 ♖xa4 33.♖b2 ♘c6 34.b5 (in the event of

34.♙f2 dxc5 35.♖xd8 ♘xd8 36.bxc5 ♖a5 Black escapes) 34...♘a5 35.♙e2 (35.♙a2 ♖a3 36.♙f2 is testing as well) 35...♙e6 36.g4 and Black is struggling to create harmony between his pieces.

**31...♙xd5 32.♘xd5+ ♘xd5 33.♖xd5**



**33...♖a1!**

Another move that reveals signs of the future champion. Already at this very early age he goes for the pin, thus restricting the movement of his opponent's pieces.

**34.♙f2 ♖a2+ 35.♙e2 ♙e6! 36.♖d4 d5**

Suddenly White is in big trouble. Black threatens to mobilize his two central pawns.

**37.b5**

After 37.♖b1 ♘e7 38.♙e1, 38...♖da8 may be the simplest. With 38...♘c6 39.♖dd1 ♖c2 Black would also obtain an overwhelming position.

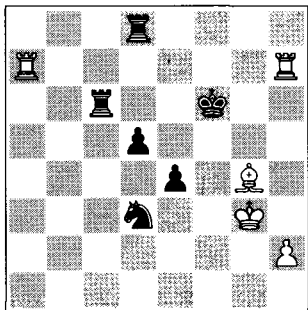
**37...♖c2**

Now that Black conquers the c-pawn, he is winning.

**38.c6 bxc6 39.bxc6 ♖xc6 40.♖b7 ♘e7 41.g4**

Or 41.♖a4 d4 42.♖aa7 ♘c8.

**41...fxg4 42.♙xg4+ ♙f6 43.♖a4 ♘g6 44.♖aa7 ♘xf4 45.♙g3 ♘d3 46.♖xh7**



**46...♔e5!**

Another characteristic of the later end-game virtuoso can be seen in the excellent usage of his king. Admittedly, Black's position is completely winning and this move is a very natural one.

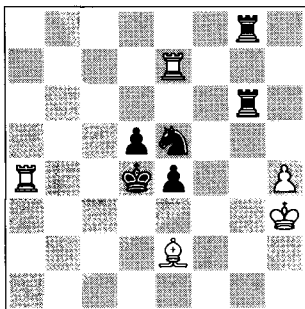
**47.♖he7+ ♔d4 48.h4 ♘e5 49.♙e2 ♗g6+**

49...♞c3+! would almost force immediate resignation: on 50.♔f2 (50.♔g2 ♞c2) 50...♘d3+ wins.

**50.♔h3 ♞dg8**

Even if the game were played with 29...♞a8 instead of 29...♞d8, which is doubtful, now they transpose to the same position. An alternative was 50...♘c6 51.♗g7 ♞xg7 52.♞xg7 ♔e3.

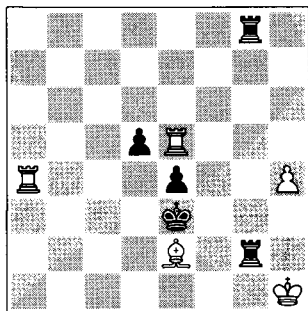
**51.♞a4+**



**51...♘c4?!**

Black allows his opponent to separate the passed pawns. With 51...♔e3! he

could successfully pursue White's king: 52.♞xe5 ♞g3+ 53.♔h2 ♞g2+ 54.♔h1

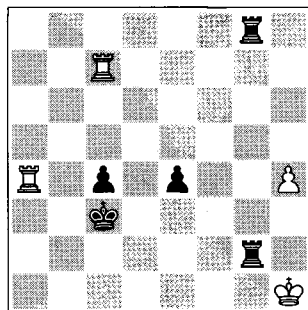


54...♔f4! 55.♞e7 (55.♞xd5 ♞g1+ 56.♔h2 ♞8g2+ 57.♔h3 ♞xe2 and White gets checkmated; or 55.♞g5 ♞8xg5 56.hxg5 ♞xe2) 55...♞g1+ 56.♔h2 ♞8g2+ 57.♔h3 ♞xe2 58.♞f7+ ♔e5 and Black wins.

**52.♙xc4 dxc4 53.♞d7+ ♔c3**

Moving in the other direction with 53...♔e3 54.♞xc4 ♞g3+ 55.♔h2 ♞g2+ 56.♔h1 ♞2g4 would have given Black excellent winning chances.

**54.♞c7 ♞g3+ 55.♔h2 ♞g2+ 56.♔h1**



**56...♞2g4**

All available sources give the bizarre move 56...♞2g7, but considering what happens next, it seems more logical that the text move was actually played. This is also suggested by O'Connell, Levy and

Adams in their 1976 book *The Complete Games of World Champion Anatoly Karpov*.

57. ♖axc4+ ♔d3 58. ♖c3+ ♔d4  
59. ♖7c4+ ♔e5 60. ♖c5+ ♔f4 61. ♖h5  
♖g1+! 62. ♖h2 ♖8g2+ 63. ♖h3 ♖d2  
0-1

GAME 4

**Kolishkin**  
**Karpov, Anatoly**

Zlatoust 1962

1.e4 e5 2. ♖f3 ♖c6 3. ♖b5 a6 4. ♖a4  
♖f6 5. 0-0 ♖e7 6. ♖e1 b5 7. ♖b3 d6  
8. c3 0-0 9. h3 ♖a5 10. ♖c2 c5 11. d4  
♖c7 12. ♖bd2 ♖c6 13. dxc5 dxc5  
14. ♖f1 ♖d8 15. ♖e2 ♖e6 16. ♖g5 ♖d7  
17. ♖e3 h6 18. ♖xf6 ♖xf6 19. ♖ed1  
♖ad8 20. ♖xd7 ♖xd7 21. a4 c4 22. axb5  
axb5 23. ♖d2 ♖a5 24. ♖b1 ♖d8  
25. ♖df1 ♖e7 26. ♖d1 ♖c5 27. ♖xd7  
♖xd7 28. ♖g3 g6 29. h4 h5 30. ♖gf1



**30...b4!**

Gaining space.

**31. ♖d2**

Another option is 31. ♖d1 ♖a7 (the ending after 31...b3 32. ♖xd7 ♖xd7 33. ♖d1 is tenable) 32. cxb4 ♖xb4 33. ♖d8+ and White has more breathing space than before, but Black is still better.

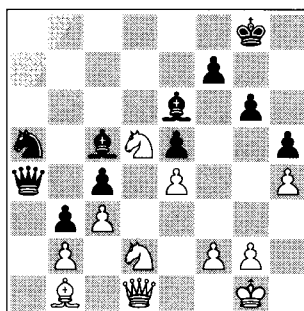
**31...b3!**

This fixes the b2-pawn and also it is nice to have a pawn so close to the promotion square.

**32. ♖b1 ♖b5**

The immediate 32...♖a4 looks even more accurate.

**33. ♖d5 ♖a4 34. ♖d1**



**34...♖g7!**

This is a typical Karpov move. It improves his king's position and makes sure that White will not get random chances against his king with ♖h6.

**35. ♖f3 ♖g4!**

Karpov pins again, this time restricting the white knight's movements.

**36. ♖d2 ♖a1**

Should one miss a chance to pin?

**37. ♖c1 f6**

White is almost completely paralysed.

**38. ♖d2**



**38...♖e2!**

improving the bishop and threatening to win its counterpart on b1 at some stage with ...♙d3.

**39.♖c7 ♗f7 40.♘a6 ♖b7**

40...♙f8!? probably wins more quickly, e.g. 41.♚e1 (or 41.♘b4 ♙h6) 41...♙h6 42.♚xe2 ♚xb2.

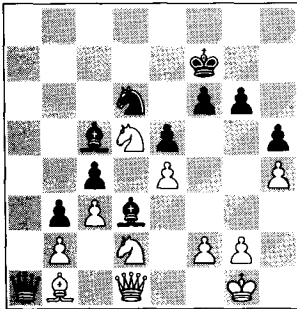
**41.♘c7**

After 41.♘xc5 ♘xc5 42.♚e1 ♙d3 43.♚c1 ♘xe4 Black also wins.

**41...♘d6**

White is lost now. Black's pieces dominate beautifully.

**42.♘d5 ♙d3 43.♚d1**



**43...♘xe4**

The rest of the game holds little interest. White should have resigned as he loses a piece.

**44.♘xe4 ♙xe4 45.♘e3 ♚xb1**

**46.♚xb1 ♙xb1 47.♘f1 ♗e6 48.♘d2**

**♙c2 49.♗f1 ♗f5 50.♗e2 g5 51.hxg5**

**fxg5 52.♘f3 g4 53.♘e1 h4 54.f3 g3**

**0-1**

## GAME 5

### Ziuliarkin

### Karpov, Anatoly

Zlatoust 1963

**1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.♙g5**

**♘bd7 5.e3 ♙e7 6.♘f3 0-0 7.♚c2 b6**

**8.cxd5 exd5 9.♙b5 ♙b7 10.♚f5 c6**

**11.♙d3 h6 12.♙f4 ♙c8 13.♙b1 ♙b4**

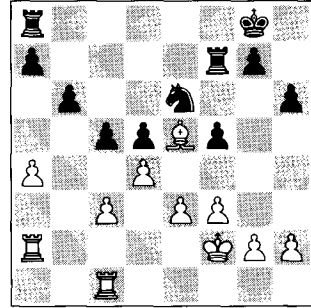
**14.♚c2 ♘e4 15.0-0 ♙xc3 16.bxc3**

**♙a6 17.♚e1 f5 18.♘e5 ♘xe5 19.♙xe5**

**♚h4 20.♚c1 ♚f7 21.a4 ♙c4 22.f3**

**♘g5 23.♚f2 ♚xf2+ 24.♗xf2 ♘e6**

**25.♙a2 ♙xa2 26.♚xa2 c5**



**27.c4!**

White wants to invade along the c-file. The position sharpens up and a single mistake may prove fatal. Both sides have their pluses and minuses here.

A) With 27.♚b1 White had another way to press for an advantage: 27...♚c8 28.a5 bxa5 (in case of 28...♚c6 29.axb6 Black has problems with his queenside pawns. The e5-bishop is very strong as well) 29.♚b5 a4 30.♚a5 and Black has an unattractive ending ahead;

B) Forcing a weakening of the b6-pawn was possible at once with 27.a5!?. After 27...♚c8 (27...b5 28.a6 makes the b5-pawn vulnerable) 28.axb6 axb6 29.♚b1 ♚c6 30.♚a8+ (with 30.c4 ♘c7 31.♙xc7 White can gain a pawn) 30...♗h7 31.♚b8 cxd4 32.cxd4 ♚c2+ 33.♗f1 White's advantage is more telling with the minor pieces on the board.

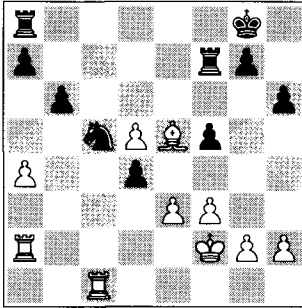
**27...cxd4 28.cxd5**

White keeps an edge with 28.exd4 ♚c8

29.♚ac2 ♚d7 30.♗e3 ♗f8 31.cxd5

(31.g4!?, maybe 31.h4 is the most attractive, as White can play some preparatory moves before taking on d5) 31...♖xc2 32.♗xc2 ♜xd5 33.g4 fxg4 34.fxg4 ♗a5 35.♞c4 ♕e7 36.h4 and Black has to wait passively.

**28...♖c5**



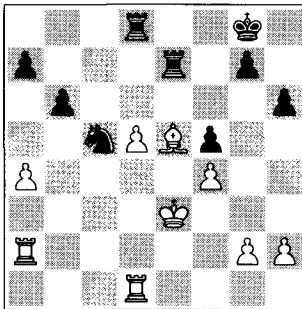
**29.♞d1!**

In case of 29.♞a3 dxe3+ 30.♕xe3 ♞d8 31.d6 ♞fd7 Black gets rid of the d6-pawn.

**29...dxe3+ 30.♕xe3 ♞e7**

Although Black's pawn is on g7, the endgame reminds us of the Grünfeld Defence, where Black often fights against the passed d-pawn.

**31.f4 ♞d8**



**32.♕f3!**

This is a strong move. It opens a second front, and sets up g7 as a target. If 32.♕d4 ♖e4 33.♕c4 ♞ed7 34.a5

♞c8+ 35.♕b4 ♞c5 36.axb6 axb6 37.d6 ♕f7 38.♞a6 ♞c2 Black is safe.

After 32.a5 ♖e4 (with 32...♞ed7 33.axb6 axb6 34.♞b2 (34.♞ad2 ♕f7 ties White to the d5-pawn) 34...♞xd5 35.♞xd5 ♞xd5 36.♞xb6 ♖d7 Black also holds) 33.♞a3 (33.axb6 ♖c3) 33...♞ed7 34.axb6 axb6 35.♞ad3 ♕f7 Black holds.

**32...♞ed7 33.d6**

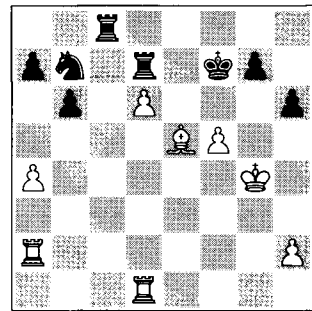
Sacrificing the a-pawn with 33.♞ad2 was no fun: 33...♖xa4 34.g4 fxg4+ 35.♕xg4 b5! (vacating the b6-square for the knight) 36.d6 ♖b6 37.♞b1 ♖c4 38.♞d3 a6 and Black has decent winning chances.

**33...♖b7 34.g4!**

White keeps playing excellent moves. He opens up the kingside for his king and his rook.

**34...fxg4+ 35.♕xg4 ♕f7 36.f5 ♞c8**

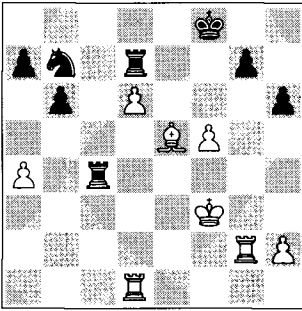
After 36...g6 37.fxg6+ ♕xg6 38.♞f2 White invades.



**37.♞d4?**

White should have gone after the g7-pawn with 37.♞g2!! – no hesitation. After 37...♞c4+ 38.♕h5 ♕f8 he has 39.♞g6!, which is not an easy move to foresee. After 39...♞c5 (39...♖c5 loses to 40.♞dg1 ♞f7 41.f6) 40.♞e6 ♖d8 41.♞e7 wins.

The alternative after 37.♞g2 is 37...♞c5 38.♕f4 ♞c4+ 39.♕f3 ♕f8 and now:



analysis diagram

40. ♖g6! (rooks like to be active, and this is an imaginative way to involve the white rook) 40... ♗xa4 41. ♗d3 ♗f7 42. f6 and Black is in trouble.

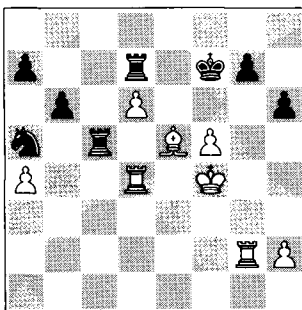
**37... ♗c5 38. ♖f4**

After 38. ♗e2 ♗a5 39. ♖f4 ♗c6 40. ♗de4 a6, the game would probably end in a draw.

**38... ♗a5 39. ♗g2??**

An unfortunate blunder which loses the game. It was probably made in time-trouble. Karpov was a very fast player in his youth; giving his opponent little time to calculate may have contributed to the error.

Better was 39. ♗e2 ♗c6 40. ♗d3 ♗a5 41. ♖c3 ♗xa4+ 42. ♗e4 ♗a2, when White has compensation for the pawn.



**39... ♗xe5!**

Black wins a pawn and creates winning chances.

**40. ♖xe5 ♗c6+ 41. ♖d5 ♗xd4 42. ♖xd4 ♗xd6+ 43. ♖e5?**

This either loses another pawn or results in the exchange of rooks. More resilient was 43. ♖c4, but this would ultimately lose as well: 43... ♗c6+ 44. ♖b3 ♗c5 45. ♗d2 a5 46. ♗d7+ (46. ♗d6 b5) 46... ♖f6 47. ♗d6+ ♖xf5 48. ♗xb6 ♖g4 49. ♗b5 ♗g5 and Black wins any pawn race.

**43... ♗c6! 44. ♗d2 ♗c5+ 45. ♗d5**

Throwing in the towel, but White was losing anyway.

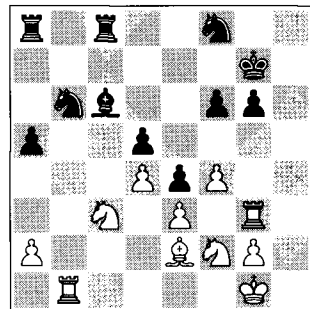
**45... ♗xd5+ 46. ♖xd5 a6 47. ♖c6 b5 48. ♗xb5 ♗xb5 49. ♖xb5 ♖f6 50. ♖c4 ♖xf5 51. ♖d3 ♖g4 0-1**

GAME 6

Sazontiev, Sergey  
Karpov, Anatoly

Vladimir 1964

**1.d4 ♗f6 2. ♗f3 e6 3. ♖g5 d5 4.c4 ♖e7 5. ♗c3 0-0 6.e3 ♗bd7 7. ♖d3 ♗e8 8.0-0 ♖f8 9. ♗e5 c6 10.f4 ♗d6 11. ♖xe7 ♗xe7 12. ♗f3 f6 13. ♗g4 ♗b6 14.c5 ♗bd7 15. ♗g3 ♖h8 16. ♗f2 e5 17. ♗h5 e4 18. ♖e2 g6 19. ♗h6 b6 20.b4 a5 21.b5 ♖b7 22.cxb6 ♗xb6 23.bxc6 ♖xc6 24.h4 ♗ec8 25.h5 ♗g7 26. ♗xg7+ ♖xg7 27.hxg6 hxg6 28. ♗b1**

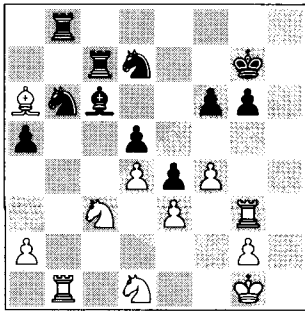


**28... ♗ab8!**

Karpov promptly turns his attention to the zone where he is stronger. Black is interested in exchanging pieces on the queenside, where his superior forces will ensure an advantage. A simple comparison: three boys can beat one boy more easily than sixteen boys can beat fourteen. The exchange with 28...♖a4? 29.♗xa4 ♕xa4 would be too hasty because of the strong invasion 30.♞b7+ ♗d7 (30...♕d7 31.♕h5) 31.♕h5! ♞c1+ 32.♖h2 ♞h8 33.♞xg6+ ♖f8 34.g4 and White even takes over.

**29.♕a6 ♞c7 30.♗fd1 ♗fd7!**

Defending the b8-rook.



**31.♞h3?!**

The subtle move 31.♕e2! would have kept White in the game. Then, Black has three main options:

A) 31...♖f7 32.♞h3 and the White rook enters the game;

B) 31...♕a4 32.♕h5 and now:

B1) 32...♖h6 33.♞xg6 ♕c2 34.♞a1 and White is not worse;

B2) 32...g5 33.fxg5 f5 34.♗xa4 ♗xa4 35.♞xb8 ♗xb8 36.♞h3 (White creates play of his own on the kingside) 36...♗c3 (after 36...♞c2 37.♕e8 ♗b6 38.g6 White has some nasty threats) 37.♗xc3 ♞xc3 38.♕e8 and White may start to press soon.

C) 31...♞h8 32.♖f2 ♗a4 33.♞b3 ♗db6 34.♞h3 ♞hc8 35.♞h1 and White is doing much better than in the game.

**31...♕a4!**

He persists on the idea of exchanges, and nicely executes his plan. With 31...♗a4 32.♗b5 (after 32.♞c1 ♕b5 33.♞xb5 ♞xb5 34.g4 ♗xc3 35.♗xc3 ♞b6 White really misses the second rook on the queenside) 32...♞xb5 33.♞xb5 ♗ab6 Black would be better as well.

**32.♞h2**

White plans to lend support to the queenside in an original way. After 32.♗xa4 ♗xa4 33.♞xb8 ♗xb8 34.♕b5 ♗b6 Black's rook is about to invade.

**32...♕xd1 33.♗xd1 ♗a4**

33...♗c8 was very promising as well: 34.♞xb8 (34.♞a1 ♗d6) 34...♗xb8 35.♞xc8 ♞xc8 and Black is much better, probably even winning.

**34.♞a1**

After 34.♕b5 ♗c3 35.♗xc3 ♞xc3 36.♞h3 a4 37.g4 a3 Black wins.

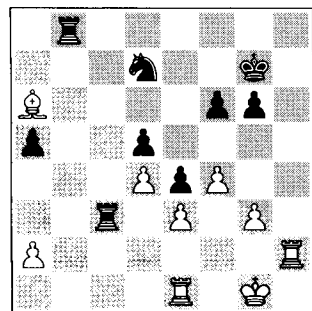
**34...♗c3!**

All according to plan; exchanging in order to penetrate White's position.

**35.g3 ♗xd1 36.♞xd1 ♞c3**

It has taken Black some 11 moves to create his first direct threat.

**37.♞e1**



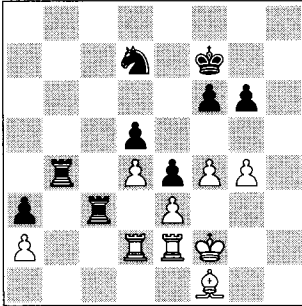
**37...a4!**

Exemplary positional play again. This pawn prepares the arrival of the other rook at b2.

**38.♖d2 ♖b6 39.♙f1 ♙f7**

Improving the king's position as well. The position is probably winning without this move, but why not complete all possible improvements first?

**40.♖ee2 a3 41.♙f2 ♖b4 42.g4**



**42...♗b6!**

Bringing the last non-playing piece into the game.

**43.♖c2**

Other moves lose as well.

**43...♖xc2 44.♖xc2 ♖b2 45.♖e2 ♗a4!**

**46.♙e1 ♗c3**

As a reward for great positional play Karpov arrives at a picturesque position.

**47.♖d2 ♗xa2 0-1**

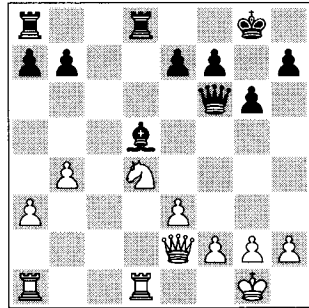
GAME 7

**Drizgalovich, Mikhail  
Karpov, Anatoly**

Tula 1965

**1.d4 ♗f6 2.c4 g6 3.♗c3 ♙g7 4.♗f3  
0-0 5.e3 d5 6.cxd5 ♗xd5 7.♗xd5  
♖xd5 8.♖c2 ♗c6 9.♙c4 ♖d6 10.0-0  
♙g4 11.♙e2 ♗b4 12.♖d2 c5 13.a3  
♗c6 14.dxc5 ♖xc5 15.b4 ♖b6**

**16.♙b2 ♖fd8 17.♖c2 ♙f5 18.♖b3  
♗a5 19.♖a2 ♙e6 20.♖b1 ♙xb2  
21.♖xb2 ♗c4 22.♙xc4 ♙xc4 23.♖fd1  
♙d5 24.♗d4 ♖f6 25.♖e2**



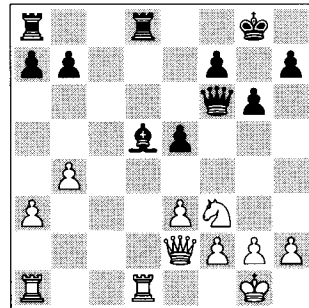
The position is obviously equal. However, Black shows signs of his intentions to test White's endgame skill.

**25...e5!**

Removing the knight from its stronghold. The position is still equal, but this advance is not pleasant for White.

**26.♗f3**

After 26.♗b5 ♖a6 27.♗c3 White is a fraction worse, but he should be able to hold this endgame easily.



**26...a6!!**

This is a sneaky move. You would almost think that he just moved the a-pawn with no particular intention.

**27.♖ac1?!**

White already has to choose between several slightly inconvenient endgames. This move does not spoil anything, but neither does it improve his chances.

A) Trying to double the rooks with 27.♖d2? seems like a good idea, but it actually loses control of this file. After 27...♙xf3 28.♖xd8+ ♜xd8 29.♚xf3 ♚xf3 30.gxf3 ♞d3 White has a gloomy endgame with his passive rook on a1;

B) 27.e4 – this is close to equalizing fully, but after 27...♙c6 28.♚e3 ♞d6! (not 28...♚f4 29.♚xf4 exf4 30.♔g5 h6 31.♔h3 ♙xe4 32.♔xf4 and the bishop is stronger than the knight, but Black is unlikely to be able to exploit this) 29.♖xd6 ♚xd6 30.♞c1 ♞d8 31.h3 f6 Black is slightly better;

C) 27.♔e1 ♞ac8 (with 27...b5 28.e4 ♙c4 29.♚e3 ♞d6! Black can gain control of the d-file) 28.e4 ♙c6 29.♚e3 ♞d4 30.f3 ♙b5 31.♞ac1 ♞xc1 32.♞xc1 ♚d6 and with the d-file securely in his grip, Black can exert pressure;

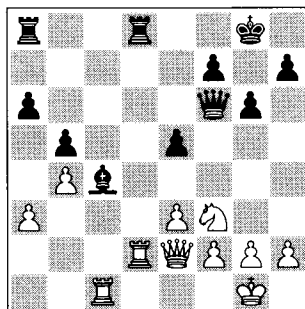
D) 27.♔d2! – this is the right move as it prepares to block the bishop's diagonal: 27...♞ac8 and now:

D1) 28.e4 ♙e6 29.♞ac1 (29.♚e3 ♞c2 30.♔f3 (30.h3!?) 30...♖xd1+ 31.♞xd1 ♙g4 and White is not in big trouble, but he has a bit of problem here) 29...♙g4!? 30.f3 (after 30.♚xg4 ♞xc1 31.♞xc1 ♖xd2 32.f3 ♔g7 White has to be careful) 30...♚b6+ 31.♔h1 ♙e6 32.♔f1 ♞xc1 33.♞xc1 ♚d4 and again this is not fully equal;

D2) 28.♞ac1!? ♚g5 (in case of 28...♞xc1 29.♞xc1 ♚g5 30.f3 White is not really worse) 29.f3 and it is hard to improve Black's position.

**27...b5 28.♖d2 ♙c4**

Now the point of the subtle 26...a6 becomes clear. Black has created an outpost on c4 for his bishop. If 28...♙xf3 29.♖xd8+ ♜xd8 30.♚xf3 ♚xf3 31.gxf3 ♞d3 32.♞c5 f6 33.♞c6 ♞xa3 34.♖xf6 ♔g7 35.♞b6, White holds.



**29.♖xd8+?**

Mistakenly giving up the d-file. Better was 29.♚e1! e4 (or 29...♔g7 30.♞cd1 – this time White gains control of the d-file and he is safe) 30.♖xd8+ (30.♔d4 ♞d5) 30...♖xd8 31.♔d4 ♞d5 (if 31...♚g5 32.a4) and Black can play on the kingside with his heavy pieces. However, White is better than in the game, e.g. 32.a4! (opening the a-file for his rook) 32...♞g5 (after 32...♚g5 33.axb5 axb5 34.♞a1 Black cannot reinforce his attack on the kingside) 33.axb5 axb5 34.♞a1 and with his active rook White is safe.

**29...♖xd8 30.♚b2**

With 30.♚e1 White cannot exchange the other rook pair because of 30...♚d6.

**30...♚d6!**

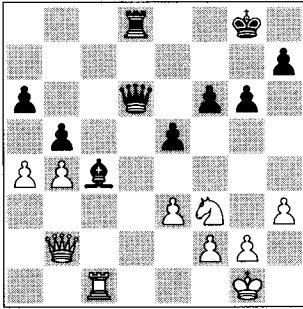
Making use of the mating threat on the back rank, Black occupies the d-file and defends his e-pawn.

**31.h3 f6!**

White is prevented from generating play against the e5-pawn.

**32.a4**

At the end of the game the b-pawn will fall, but waiting absolutely passively was bad as well. Black would still build up the pressure as he does in the game.



**32...♔g7!**

This is very typically Karpov. He devotes time to tiny improvements.

**33.axb5 axb5 34.♖a1 ♜d7**

Allowing no counterplay on the seventh rank either.

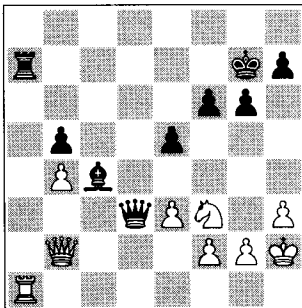
**35.♞c1?**

This is unattractive, but it is not easy to find a useful alternative. Still, leaving the open file was not correct. One possibility was 35.♞c3 when, after ...h5! and some preparation, Black plays ...♞d3.

**35...♞d3 36.♔h2?!**

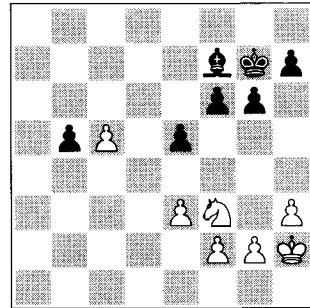
Provoking a tactical skirmish, but it was already hard to find anything better.

**36...♞a7 37.♞a1**



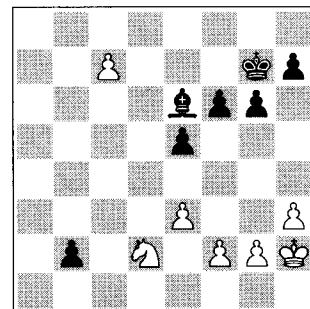
**37...♞d7?!**

Karpov's tactical vision is not as sharp as it would grow later on. With 37...♞xa1! Black had a winning simplification: 38.♞xa1 ♞d6! (a nice and slightly surprising double attack) 39.♞a7+ ♔f7 40.♞c5 (White has no other way to avoid losing material) 40...♞xc5 41.bxc5 and now:



analysis diagram

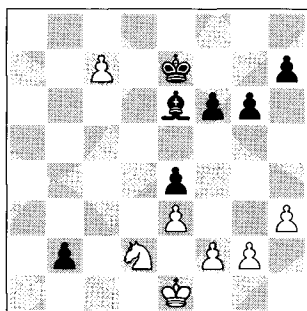
A) Please note that the pawn advance 41...b4 looks winning, but looks can be deceiving: 42.c6 (after 42.♞d2 b3 43.c6 b2 or 42.♞e1 e4 43.♞c2 b3 44.♞a3 b2 45.c6 ♔f8 Black wins) 42...b3 43.c7 ♔e6 44.♞d2 b2



analysis diagram

45.♔g1!! (quite incredibly, the white king will reach the b-pawn in time)

45...♖f7 46.♖f1 e4 (in case of  
46...♖e7 47.♖e2 ♖d7 48.♖d3  
♖xc7 49.♖c2 White will survive)  
47.♖e1 ♖e7



analysis diagram

48.c8♚! (it is anything but easy to see  
this surprise move in advance; 48.♖b1  
would hold as well, whereas 48.♖d1??  
would lose to 48...♗b3+! 49.♖e1  
♖d7) 48...♗xc8 49.♖d1 and White  
can defend.

B) After 41...♗d5! 42.♖d2 e4 (also  
possible was 42...f5 43.f3 e4 44.♖g3  
♖f6 45.fxe4 (45.h4 loses to 45...♖e5)  
45...fxe4 46.♖f2 b4 47.♖e2 ♖e6  
48.♖d1 ♖d7 and Black collects the  
pawn) 43.f3 (43.♖g1 ♖f7 44.♖f1  
♖e7 45.♖e2 ♖d7 and again Black col-  
lects the lonely pawn) 43...exf3  
44.gxf3 b4 (44...♖f7 may be even sim-  
pler) 45.e4 ♗e6 46.c6 ♖f7 47.h4  
(47.c7 ♖e7) 47...♖e7 48.♖g3 ♖d6  
Black wins.

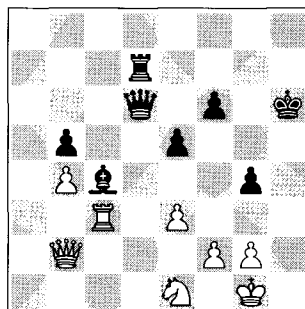
**38.♖a3 ♚d6 39.♖g1 h5!**

Black gains space and prepares to open  
up White's kingside.

**40.♖a1 ♚d3 41.♖h2 g5! 42.♖c1 ♖h6!**

Preventing knight sacrifices and back-  
ing up his own pawns.

**43.♖c3 ♚d6 44.♖g1 g4! 45.hxg4  
hxg4 46.♖e1**



**46...♖g5!**

A majestic way to use the king. Karpov  
improves all his pieces to their opti-  
mum potential.

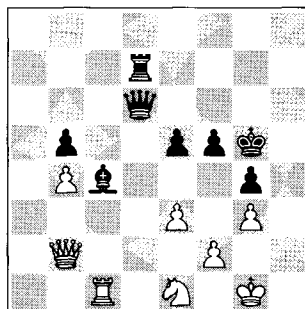
**47.♖c1 f5**

47...♚d2 was also strong.

**48.g3?**

White prepares to close the h-file but  
opens the long diagonal.

The only chance to survive was to im-  
prove the rook with 48.♖a1. There fol-  
lows 48...♖h7! (48...e4 49.g3!) 49.f3  
and White can resist after 49...g3  
50.f4+ exf4 51.♖f3+ ♖h5 when Black  
has to be careful with his king, al-  
though he is still winning.



**48...♚d5!**

Karpov changes the direction of the in-  
vasion, as he has noticed an opportu-  
nity to go after the enemy king, made  
possible by White's previous move.

49. ♖g2 ♜e4!

Threatening to put the bishop on the long diagonal, which would be lethal for the white king.

50. ♜c2 ♜xc2

Black collects the pawn and does not look for checkmates. A professional approach.

51. ♖xc2 ♖d1+ 52. ♖h2 ♖b1 53. ♖d2 ♖xb4 54. ♖e1 ♖b1 55. ♖g2 b4 56. ♖h4 b3 57. ♖g2 b2 0-1

## International Debut (1966-1968)

In 1966, Karpov started to achieve some remarkable results and he had clearly reached a higher level. He won his international debut tournament in Trinec and shared 4th-5th place in the All-Union schoolboys championship. Often his games were decided in the endgame. He probably had solid assistance at adjournments, but his wins were obtained mainly because of his understanding and his sporting qualities.

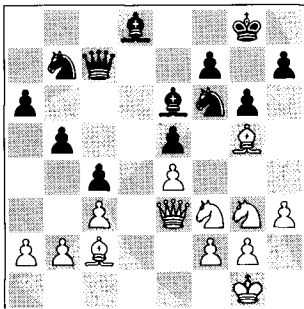
In 1967, Karpov played in four significant events and at the start of 1968 he became the European Junior Champion. His statistics show that he already won many long games and in most cases this means that the decision fell in the endgame.

### GAME 8

**Ravinsky, Grigory  
Karpov, Anatoly**

Leningrad 1966 (4)

1.e4 e5 2.♖f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♙e7 6.♜e2 b5 7.♙b3 d6 8.c3 0-0 9.♖d1 ♘a5 10.♙c2 c5 11.d4 ♜c7 12.h3 ♜e8 13.dxe5 dxe5 14.♘bd2 ♖d8 15.♘f1 ♜xd1 16.♜xd1 c4 17.♙g5 ♙e6 18.♜e2 ♘b7 19.♘g3?! g6 20.♖d1 ♖d8 21.♖xd8+ ♙xd8 22.♜e3



The position is equal, and yet there is plenty of reason to play on.

22... ♘d7!

The improvement of this knight and the exchange of the dark-squared bishops is a thematic concern in the main Ruy Lopez.

23. ♙xd8 ♘xd8 24. ♜h6?

This loses some tempi. It provokes ...f6, but that will be a very useful move for Black.

A) Hindering Black's space-gaining manoeuvres with 24.b4 was better: 24...cxb3 25.axb3 b4 26.♘e2 and the position is equal;

B) Even 24.a4 ♘c5 25.axb5 axb5 26.♘f1 looks equal.

24...f6 25.♜e3 a5!

Starting to push White back on the queenside.

26.h4 b4 27.h5 ♙g7!

This king move stops any invasion.

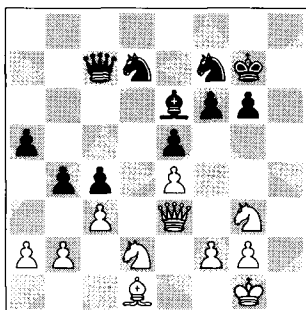
28. ♙d1 ?!

Unfortunately, the bishop will not achieve much on d1. With 28.hxg6 White should be able to improve one of his other pieces after 28...hxg6. For example, 29.♖d2, 29.♗d2, or even 29.♗f1 looks better than the text.

**28...♗f7**

Black nicely improves his pieces one by one.

**29.hxg6 hxg6 30.♗d2**



**30...♗c5!**

White has to reckon with ...♗d3 and ...♗a4 now. Both knight sallies will be unpleasant.

**31.b3**

White finally stops Black gaining space on the queenside, but it doesn't solve all his problems.

**31...cxb3 32.axb3 ♖b6 33.♗gf1?!**

The knight does not really help keeping the queenside together from this square. White would have been worse anyway, but 33.♗e2!?! not only puts up tougher resistance, it may well produce a defensible position: 33...♗d6 (after 33...bxc3 34.♖xc3 Black has to work hard to break open the position, though obviously he is better) 34.f3 (here White has a tough choice between several unsavoury options. If 34.♗f1 bxc3 35.♗xc3 ♖b4

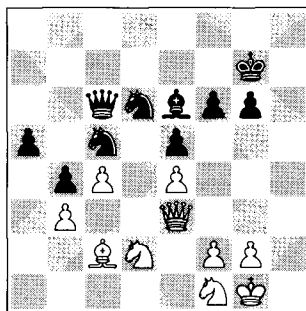
is troublesome for him. After 34.c4 a4 35.♗c1 it is hard to tell how much better Black is) 34...bxc3 35.♗xc3 ♖b4 36.♗a4 and White's position doesn't collapse.

**33...♗d6 34.c4 ♖c6 35.♗c2?**

Other moves were not attractive either:

A) 35.f3 a4 36.bxa4 ♗xc4 37.♗xc4 ♗xc4 38.♖e2 ♗a5 is ugly for White;

B) 35.♗e2!?! (maybe defending the c4-pawn was best, as 35...a4 will allow the white queen some play: 36.bxa4 ♗xa4 37.♖a7+ ♗f7 and Black is still somewhat better. Alternatively, after 35...♗dxe4 36.♗f3 f5 37.♗xe4 White would hold, but Black could also attempt to regroup with 35...♗db7!?.



**35...a4!**

After this thrust, which clears the way for the b-pawn, there is probably no way for White to save the game.

**36.bxa4 ♗xc4 37.♗g3**

After 37.♗xc4 ♗xc4 38.♖e2 ♗a3 39.♗d1 ♗xa4 White is lost.

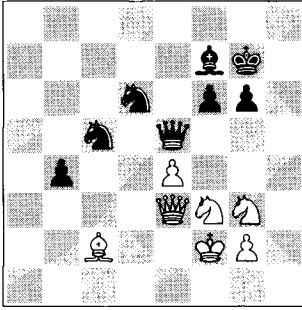
**37...♗f7!**

The bishop protects the king against checks from a7. White is simply lost now.

**38.a5 ♖b5 39.f4 ♖xa5**

Black takes the pawn, but the queen can return to the centre in good time.

40.fxe5 ♖a1+ 41.♔f2 ♜xe5 42.♗f3



42...♜b2!

The pin is the simplest method.

43.♜xc5 b3 44.♗d4

If 44.♗e1, 44...♗c4 wins.

44...bxc2

0-1

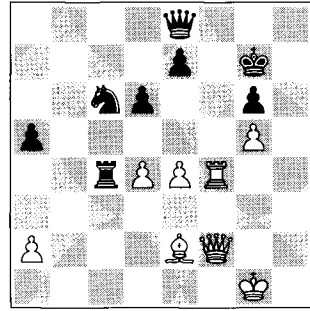
## GAME 9

**Karpov, Anatoly**  
**Tsamriuk, Alexander**

Leningrad 1967 (1)

1.e4 c5 2.♗c3 ♗c6 3.g3 g6 4.♗g2  
♗g7 5.♗ge2 d6 6.0-0 ♗f6 7.d3 0-0  
8.h3 ♗d7 9.♗e3 ♜b8 10.♜d2 b5  
11.♗d1 ♜a5 12.c3 ♜fc8 13.♗h6 ♗h8  
14.g4 ♗e8 15.f4 b4 16.f5 bxc3  
17.bxc3 ♗e5 18.♗f4 ♜d8 19.♗e3  
♗c7 20.♜f2 ♜e8 21.♜ad1 ♜b6 22.h4  
♜cb8 23.♜d2 ♜b1 24.d4 cxd4  
25.cxd4 ♜xf1+ 26.♗xf1 ♗c6  
27.♗ed5 ♗xd5 28.♗xd5 ♗b4 29.♗f4  
♗c6 30.h5 ♜b4 31.♗e2 a5 32.♜d3  
♜c4 33.hxg6 fxg6 34.fxg6 hxg6  
35.♜f3 ♗g7 36.♗xg7 ♔xg7 37.g5  
♗g4 38.♜f4 ♗xe2 39.♗xe2

In a position where both kings are slightly exposed and both sides have their pluses, Black becomes over-optimistic.



39...♜xd4??

There were two main alternatives.

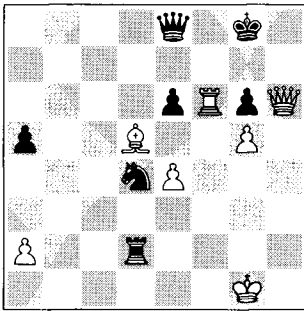
Already better than the text was 39...♜c2!, when Black 'kills two birds with one stone' – i.e. the rook. It pins the bishop and simultaneously occupies the second rank. Both effects would be representative of Karpov's style in endgames.

A) Now, if 40.♔f1 e5 41.dxe5 ♗xe5! (on 41...dxe5, 42.♜f6 ♗d4 43.♜h4 wins) 42.♜a7+ (with the knight on e5 there is no attack: 42.♜h2 ♜xa2; or after 42.♜f6 ♜e7, Black is somewhat better) 42...♜d7 and White will have to struggle in the endgame;

B) White's best reply would be 40.♜f3!, fuelling the attack by transferring to the h-file:

B1) After 40...e5 41.♜h3 White wins;

B2) 40...♜d2 41.♜h2! creates a very scary threat (incidentally, 41.♜h3? loses to 41...♗xd4, and 41.♜h4 ♜xe2 42.♜h6+ ♔g8 43.♜h3 (43.♜f8+ ♜xf8 44.♜xg6+ is a perpetual) 43...♔f7 44.♜f3+ ♔g8 45.♜h3 is a repetition): 41...♗xd4 42.♜h6+ ♔g8 43.♗c4+ (this looks like a win) 43...d5! 44.♗xd5+ e6 45.♜f6 (45.♜h3 ♗e2+ 46.♔f1 ♗g3+ 47.♔g1 is a draw)



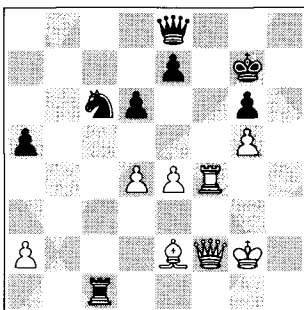
analysis diagram

45...♖e2+! (this saves Black) 46.♔f2  
 ♕f4+ 47.♔e3 ♖d3+ 48.♔xf4 ♗b8+  
 49.e5 ♗b4+ 50.♙e4 ♗d2+ 51.♔g4  
 ♗d1+ and Black has a perpetual;

B3) 40...♖xa2 41.♖h3 (41.♗h2  
 ♕xd4 42.♗h6+ ♔g8 43.♙c4+ d5  
 44.♙xd5+ e6 45.♖h3 ♕f3+! 46.♔h1  
 ♖h2+ leads to a draw) 41...♗g8  
 42.♗h4 ♖xe2 43.♖f3 ♗e8 (43...♗h8  
 44.♖f7+) 44.♗h6+ ♔g8 45.♖h3 ♔f7  
 46.♖f3+ ♔g8 and White again has a  
 choice between drawing by repetition or  
 by a perpetual: 47.♖h3 ♔f7 48.♖f3+.

The second possibility is 39...♖c1+!,  
 which sets White a tough task:

A) 40.♔g2?



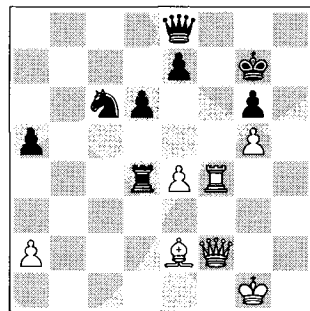
analysis diagram

A1) In case of 40...e5 41.dxe5 ♕xe5  
 (after 41...dxe5 42.♖f6 ♖c2 43.♗h4

♕e7 44.♖f2 the position is balanced)  
 42.♗a7+ ♕f7 (after 42...♗d7  
 43.♗xa5 ♖c2 44.♗a6 White is a pawn  
 up but also tied up – the position is  
 probably equal) 43.♗xa5 ♖c2 44.♔f1  
 ♗e5 Black is safe;

A2) 40...♖c2! – now the rook kills  
 three birds with one stone; it also at-  
 tacks the king. 41.♔f1! (41.♖f3 ♖xa2  
 42.♖h3 ♗g8 43.♗h4 loses to  
 43...♕xd4) 41...e5 42.dxe5 ♕xe5 and  
 Black is somewhat better;

B) 40.♙f1! – the bishop steps into a  
 pin in order to clear the second rank:  
 40...e5 41.dxe5 ♕xe5 (41...dxe5  
 42.♖f6 ♕d4 43.♗h2 is dangerous)  
 42.♗d2 ♗c6 with a balanced position.



### 40.♙b5!

If the bishop isn't pinned, it can create a  
 pin of its own. Black actually loses the  
 knight now. The fact that Karpov noticed  
 this tactical possibility underlines what  
 we already know. He had grown into  
 such a great endgame player not just by  
 understanding positional finesses, but  
 also through his exceptional tactical  
 vision in endgames. His alertness  
 contributed significantly to his success.

### 40...♖d1+

After 40...♖b4 41.♙xc6 ♗xc6  
 42.♖f7+ White mates in two.

41.♔g2 ♖c1

Defending the knight, but in vain.

42.♜b2+ e5 43.♜xc1 exf4 44.♜xc6

White collects the fruit of the pin – the bruised knight.

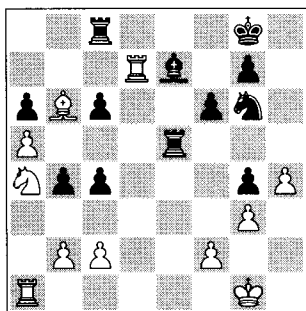
44...♜e5 45.♜d7+ ♔h8 46.♜e8+ 1-0

## GAME 10

**Popov, Nikolay**  
**Karpov, Anatoly**

Leningrad 1967 (6)

1.e4 e5 2.♟f3 ♘c6 3.♙b5 a6 4.♙xc6  
dxc6 5.0-0 f6 6.d4 exd4 7.♟xd4 c5  
8.♟b3 ♜xd1 9.♞xd1 ♙d6 10.♟a5 b6  
11.♟c4 ♙e7 12.♙f4 ♙e6 13.♟e3 ♙d8  
14.♟c3 h5 15.♟cd5 ♞c8 16.h4 c6  
17.♟c3 c4 18.a4 ♟e7 19.♙d6 0-0  
20.a5 b5 21.♙c5 ♞e8 22.♟e2 ♟g6  
23.g3 ♙g4? 24.♟xg4 hxg4 25.♞d7!  
♞xe4 26.♟c3 ♞e5 27.♙b6 b4 28.♟a4  
♙e7



29.♞ad1?!

White should have gone after the a-pawn with 29.♞a7!. This gives rise to a double-edged position; however, White's passed pawn seems stronger than Black's activity after 29...♞e8 30.♞xa6 ♞e2 and now:

A) 31.♙c7 ♞xc2 (31...c5? loses to 32.♞b6 ♞xc2 33.a6) 32.♞xc6 c3 33.bxc3 b3 34.♞b1 ♙a3 35.a6 b2 36.♟xb2 and White is somewhat better;

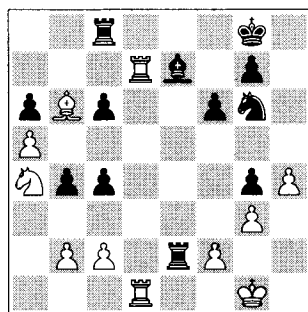
B) 31.c3 ♟e5 32.♟f1 ♞c2 33.♙d4 bxc3 (or 33...♙f8 34.♟g2 c5 35.♙xe5 ♞xe5 36.♞c6 ♞ee2 37.♞f1 and the a-pawn is very dangerous) 34.bxc3 ♟f3 35.♞xc6 ♙a3 36.♞d1 ♞d2 37.♞a1 ♞a2 and Black at least draws;

C) 31.♞c1 White keeps the pawn on c2, denying the knight entrance:

C1) 31...♟e5 32.♟f1 ♞d2 33.♙e3 ♞dd8 34.♟b6 and White's distant passed pawn is about to cause problems for Black;

C2) 31...♙d6 32.♟f1 ♞d2 33.♞a7.  
29...♞e2?

This is an unfortunate moment to occupy the second rank. 29...♙f8 was better.



30.c3?

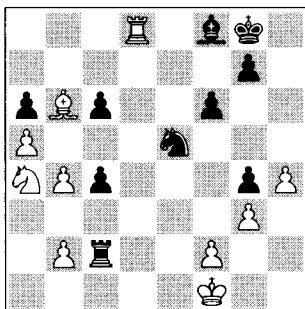
There was a much better move. Maybe Karpov missed something in the line that starts with 30.♟f1!! ♞xc2 (after 30...♞e5 31.♞a7 ♞e8 32.♞xa6 ♞d5 33.♞xd5 cxd5 34.♙c7 ♞c8 35.♞a7 White's a-pawn is decisive) 31.h5! ♟e5 (31...c3 loses to 32.hxg6 cxb2 33.♞xe7 ♟d3 33.♞e2 b3

34. ♖c5 ♜xb2 35. ♖xc2 ♜xd1 36. ♖xc4 and White wins.

**30... ♖f8 31. cxb4 ♜e5 32. ♖f1**

Here and on the next move, White should still have taken the a-pawn with 32. ♖a7 ♜d3 33. ♖xa6.

**32... ♖c2 33. ♖d8? ♖xd8 34. ♖xd8**



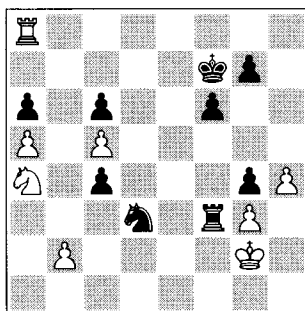
**34... ♖f7!**

Karpov steps away from the pin. His rook is now very strong indeed.

**35. ♖d1?!**

White goes down without much resistance.

A) After 35. ♖c5 ♖xc5 36. bxc5 ♜d3 37. ♖a8 ♖xf2+ 38. ♖g1 ♖f3 39. ♖g2



analysis diagram

39... ♜xb2!! would have won.

B) 35. ♖a8 offers more practical chances, as Black might not find the best way to pursue the king.

With 35... ♖c1+ (35... ♖xb4! 36. ♖e3 (36. ♖xa6 ♖c1+ and Black mates) 36... ♖xa5 37. ♖xa6 ♖d2! weakens the white king as well) 36. ♖e2 ♖xb4 37. ♖e3 ♖e6 38. ♖f4 (38. ♖xa6 ♖f5 catches White's king) 38... ♖e1 White's king would be in big trouble.

**35... ♜d3 36. ♖d4**

After 36. b3 ♖xb4 37. bxc4 ♜e5 38. ♖c5 ♖xc5 39. ♖xc5 ♜xc4 Black's extra pawn should be decisive.

**36... ♖xb4**

Black is now winning, Karpov's rook on the second rank is too powerful and he has an extra pawn to boot.

**37. ♜b6 c5 38. ♖c3 ♖xc3 39. bxc3 ♖xf2+ 40. ♖g1 ♖f3 41. ♖g2 ♜e5 42. ♜a4 ♖d3 43. ♖c1 ♖d2+ 44. ♖f1 ♖a2 45. ♜xc5 ♖xa5 46. ♜e4 ♖e6 47. ♖e2 ♜d3 48. ♖b1 ♖e5 0-1**

## GAME 11

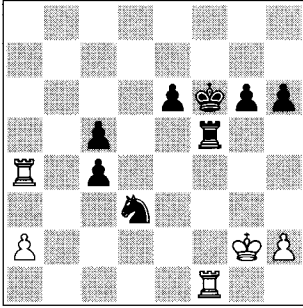
**Lukin, Andrey  
Karpov, Anatoly**

Moscow USSR Junior Ch sf 1967 (3)

1. d4 ♜f6 2. c4 e6 3. ♜c3 ♖b4 4. ♖g5 h6 5. ♖h4 c5 6. d5 d6 7. f3 0-0 8. e4 ♖e8 9. ♖d3 ♖xc3+ 10. bxc3 ♜bd7 11. dxe6 fxe6 12. f4 ♖c7 13. ♜f3 b5 14. ♖xf6 ♜xf6 15. e5 dxe5 16. fxe5 ♜d7 17. 0-0 ♖b7 18. ♖c2 bxc4 19. ♖e2 ♖d5 20. ♖ae1 ♖a5 21. ♜g5 ♖xc3 22. ♖h7+ ♖h8 23. ♖b1 ♖e7 24. ♖h5 ♖d4+ 25. ♖h1 ♖xg2+ 26. ♖xg2 ♖d2+ 27. ♖h1 ♖xg5 28. ♖f3 ♖b8 29. ♖e4 g6 30. ♖g1 ♖f5 31. ♖e3 ♖xb1 32. ♖xb1 ♖g7 33. ♖be1 ♖f7 34. ♖e2 ♖d3 35. ♖g3 ♖d5+ 36. ♖g2 ♖xg2+ 37. ♖xg2 ♖f5 38. ♖a3 ♜xe5 39. ♖xa7+ ♖f6 40. ♖f1

**♟d3 41.♞a4 ♟b2 42.♞a5 ♟d3  
43.♞a4**

Black has three pawns for the exchange and a strong knight.



**43...♞e5!**

In endgames it is important to use the king well. Karpov's king becomes a dominating force. With 43...c3 44.♞c4 ♞e5! 45.♞xc3 ♟d4 Black could also have won.

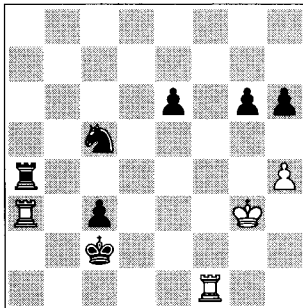
**44.♞xc4 ♟d5 45.♞c2 ♞g5+ 46.♞f3  
♟d4 47.h4 ♞e5 48.♞d1 c4 49.a4  
♞f5+ 50.♞g3 ♞a5 51.♞a2 c3 52.♞f1  
♟c5 53.♞f4+ ♟d3 54.♞a3 ♞xa4!**

This is a cute move, although 54...e5 55.♞f3+ ♟d4 wins as well.

**55.♞f3+ ♟d2 56.♞f2+**

After 56.♞axc3 ♟e4+ 57.♞h3 ♟xc3 wins.

**56...♟d1 57.♞f1+ ♞c2**

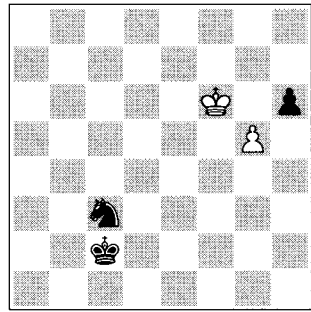


**58.♞c1+**

Alternatively, 58.♞xa4 ♟xa4

A) If 59.♞f6 ♟b2 (the most instructive, though 59...♟c5 60.♞xg6 ♟b1 61.♞f2 c2 is simpler) 60.♞xe6 c2 61.♞e1 (61.♞e2 loses to 61...♟c3 62.♞h2 ♟b1 63.♞xc2 ♟xc2 64.♞f4 ♟d3 65.♞e5 ♟e4) 61...c1♙ 62.♞xc1 ♟xc1 63.♞f4 ♟c5 64.♞e5 g5 65.hxg5 hxg5 66.♞f6 ♟e6 Black wins;

B) 59.♞f4 ♟b2 60.♞e5 c2 61.♞xe6 ♟c3 62.♞f2 (in case of 62.♞f6 ♟d1 Black gets a queen) 62...♟b1 63.♞xc2 ♟xc2 64.♞f6 g5 65.hxg5



analysis diagram

65...♟e4+ 66.♞f5 ♟xg5 67.♞g6 ♟f7 and Black wins.

**58...♟b2**

**0-1**

Vujakovic was a strong Yugoslav junior player who stopped playing chess in 1969 for a period of 17 years. This was their second game from a national team match. Karpov had won the first.

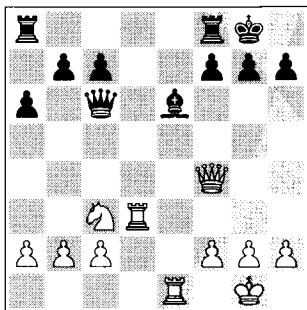
GAME 12

**Vujakovic, Branko  
Karpov, Anatoly**

Sochi USSR-Yugoslavia 1968 (2)

**1.e4 e5 2.♟f3 ♟c6 3.♟b5 a6 4.♟a4  
♟f6 5.d4 exd4 6.0-0 ♟e7 7.e5 ♟e4**

8. ♖xd4 ♗xd4 9. ♕xd4 ♘c5 10. ♗c3 0-0  
 11. ♙e3 ♘xa4 12. ♗xa4 d5 13. exd6  
 ♙xd6 14. ♙f4 ♙xf4 15. ♗xf4 ♙e6  
 16. ♗fe1 ♕d7 17. ♖ad1 ♗c6 18. ♖d3



18... ♖ae8

Black is behind in development, so it is natural that he wants to catch up.

19. ♗de3 f6

Black is very cautious as he has no pieces in the vicinity of his king. The text ensures that the g7-pawn can be defended along the seventh rank.

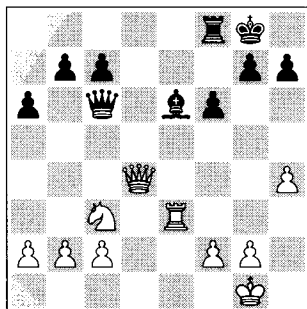
20. h4

White is ambitious. He wants to gain benefit from his better development. With 20. ♗e4 he could have simplified to a draw. After 20... ♗xe4 21. ♗xe4 ♙f7 22. f3 the position is equal.

20... ♙d7!

Karpov nicely neutralizes White's pluses.

21. ♗d4 ♗xe3 22. ♖xe3 ♙e6

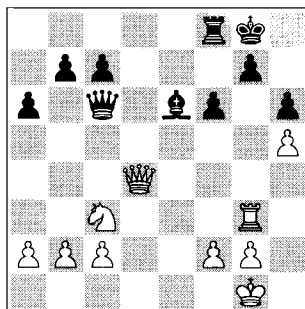


23. h5?!

White is still trying to put pressure on the black position, but this is not justified as the bishop's slight superiority over the knight gives Black an equal game. The more pieces come off the board, the more one should avoid placing pawns on the colour of the opponent's bishop. In this game it just becomes a headache to defend this pawn.

23... h6 24. ♖g3

Maybe White should have considered restructuring his pawns with 24. a3.



24... ♗f7!

This is another slight improvement of the position.

25. ♗d8+ ♙h7

Now he plays for a win.

26. ♗d3+ f5 27. ♖g6

The rook moves too far away from its camp. White's sense of danger lets him down.

27... ♗d7! 28. ♗xd7 ♙xd7 29. ♗d5?

Still moving forward and this is a bad mistake. After 29. ♖g3 f4 30. ♖d3 ♙g4 31. ♖d5 f3 Black is slightly better.

29... f4!

Karpov feels fine – after defending for some time, now it's time to counter. His first blow hits White right in the face.

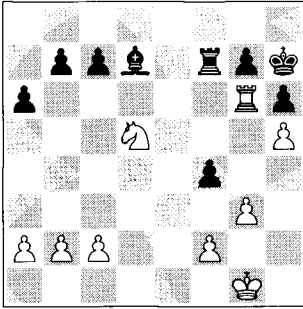
30. g3?

A) 30.g4 would have been bad for another reason: 30...♙c6! 31.♘c3 ♜d7 and White is lost;

B) 30.a3 ♖g8!! (this prepares ...♙f5, which would not be possible immediately on account of 31.♘xf4. Now we can see how unfortunate the game continuation was, as it deprives the white rook of the g3-square) 31.g4 (31.♘xc7 ♙f5 wins) 31...fxg3 32.♞xg3 ♙e6 and Black is clearly better.

**30...fxg3?!**

Karpov probably saw that the text move wins and missed a very nice and simpler win.



Instead of 30...fxg3, 30...♙f5!! traps the rook. 31.♘xf4 – or does it? 31...♞d7 – yes it does, Black has to resign.

**31.♞xg3 ♞f5 32.♘xc7**

After 32.c4 ♞xh5 33.♘xc7 ♞c5 Black wins.

**32...♞c5 33.♞c3**

33.♘a8 would be equally hopeless: after 33...♞xc2 34.♞b3 ♙c6 it may take a little time, but Black will surely win.

**33...♞xc3 34.bxc3 ♙g4 35.♖g2?!**

This protects the b7-pawn! But White is lost anyway.

**35...♙xh5 36.♘e6?**

If 36.♘d5 ♙f7 37.c4 ♖g6 (bringing in the king is more convincing than winning the pawn with 37...b5 38.♘c7 ♙xc4 39.♘xa6 ♙xa2, although Black should win this without any problem as well) 38.♖f3 ♖f5 Black wins.

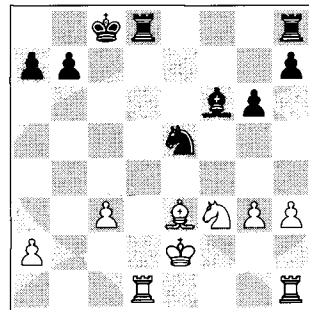
**36...♙f7 37.♘c5 ♙xa2 0-1**

GAME 13

**Karpov, Anatoly  
Sukhanov, V.**

Moscow University Ch. 1968/69 (7)

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♙g2 ♙g7 5.d3 ♘f6 6.♙e3 d6 7.h3 ♘d4 8.♘ce2 ♖b6 9.c3 ♘xe2 10.♞xe2 ♙d7 11.♘f3 ♖a6 12.♘h4 ♙c6 13.♞c2 d5 14.e5 ♘d7 15.f4 ♙b5 16.♙xd5 ♙xd3 17.♞g2 0-0-0 18.♞d1 c4 19.b3 e6 20.♙xc4 ♙xc4 21.bxc4 ♖xc4 22.♞e2 ♖xe2+ 23.♖xe2 f6 24.exf6 ♙xf6 25.♘f3 e5 26.fx5 ♘xe5



**27.♙xa7**

White has to take this pawn if he wants to play on.

**27...♞de8**

Black's position is good enough to draw, as the white king has no shelter and his pawns are separated. However,

he has to find counterplay to compensate for the pawn deficit.

**28. ♖xe5**

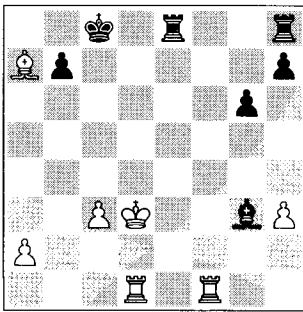
White can't consolidate the extra pawn with 28. ♖d4 because after 28... ♖xf3+ 29. ♕xf3 ♖hf8 (sometimes the margin is small between a strong king in the centre and a vulnerable one caught in the crossfire) 30. ♖g4?? – this would make the king a tragic figure after 30... h5+ 31. ♖f3 ♖xd4+ 32. ♖g2 ♖e2+.

**28... ♖xe5**

Going after the a-pawn with 28... ♖xe5+ was good enough: 29. ♖d3 ♖a5 30. ♖d4 ♖xd4 31. cxd4 ♖xa2 (after 31... ♖a3+ 32. ♖c4 ♖xg3 Black is also safe) 32. ♖a1 ♖xa1 33. ♖xa1 ♖c7 and Black can draw fairly easily.

**29. ♖d3 ♖xg3 30. ♖hf1**

The rook naturally moves to an open file.



**30... ♖e6?**

This is a careless move. It is hard to understand why Black played it. It would be very naive to think that White would allow him to trap the bishop. Black could have reached comfortable equality by contesting the f-file with 30... ♖hf8!. After 31. ♖c5 ♖xf1 32. ♖xf1 ♖e5 33. ♖d4 ♖f5 (after 33... ♖h5

34. ♖f3 ♖d6 Black has no problems either) White would soon have to settle for the draw.

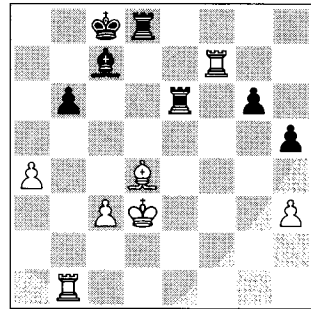
**31. ♖d4 ♖d8 32. ♖f7 h5**

Better was 32... ♖d7!, neutralizing the rook on the seventh rank: 33. ♖df1 g5 (after 33... ♖ee7 34. ♖xe7 ♖xe7 35. ♖c5 ♖d7+ Black has nothing to worry about either) 34. ♖xd7 ♖xd7 35. ♖f7+ ♖e7 36. ♖f5 ♖f4 and Black cannot lose.

**33. ♖b1 b6**

In case of 33... ♖a6 34. ♖bxb7 ♖xa2 35. ♖c4 it would be threatening for Black to see the opponent's king positioned so strongly.

**34. a4 ♖c7**



**35. ♖c4**

The king has become a strong piece.

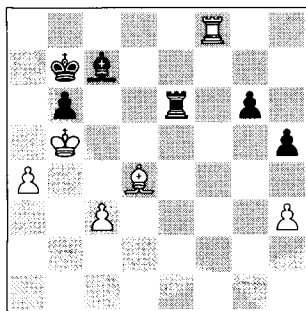
**35... ♖c6+**

Chasing away the white rook from the seventh rank at once with 35... ♖d7 was possible:

A) 36. ♖bf1 g5!/? (Black can consider giving up his two kingside pawns for the white h-pawn. When pawns are on one and the same side, many positions can be defended with relative ease despite a material deficit. Karpov would later hold a rook endgame with 3 pawns against 4 against Kortchnoi)

37.♖f5 ♜xf7 38.♖xf7 g4 39.hxg4 hxg4 40.♗g7 g3 and Black is safe even if the g-pawn falls;

B) 36.♖f8+ ♖d8 37.♖bf1 ♜xf8 38.♖xf8+ ♖b7 39.♖b5



analysis diagram

39...g5! (39...♖e1 40.♖f7 ♖b1+ 41.♖c4 ♖e1 42.♖d5 is unpleasant) 40.♖g8 g4 41.hxg4 hxg4 42.♖xg4 ♖e1 (with 42...♖h6 43.♗g5 ♖h1 Black also holds) 43.♗g1 ♖xg1 (simplest) 44.♖xg1 ♖d8 and Black draws.

### 36.♖b5!

Karpov's pressure is getting more and more annoying.

### 36...♖b7 37.♖e1 ♖d5+

It was a little late for 37...g5 now: 38.♖ee7 ♖d5+ 39.♖b4 ♖c8 40.♖e8+ ♖d8 (or 40...♖b7 41.♖e5 ♖dc5 42.♖b3 and Black is tied up) 41.♖xd8+ ♖xd8 42.♖g7. As White's king is active now, Black cannot easily reach a drawn endgame by exchanging the kingside pawns: 42...g4 (42...♖d6 43.♖b5) 43.hxg4 hxg4 44.♖xg4 ♖b7 45.♖b5 (45.♗g7+ ♖c7) 45...♖e6 46.♗g7+ ♖c7 (notably, the endgame after 46...♖e7 47.♖xe7+ ♖xe7 48.♖xb6 is winning for White even with the wrongly-coloured bishop and the rook pawn!) 47.♖f2! (47.c4? ♖e1!)

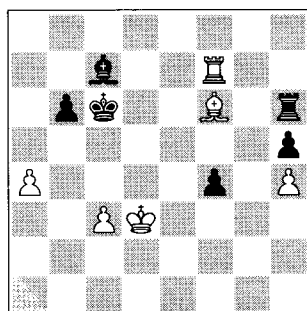
47...♖f6 48.♖g3 ♖f5+ 49.♖b4 ♖c5 50.a5 and White wins.

### 38.♖b4 ♖f5 39.♖xf5 gxf5 40.♖b5 ♖d6 41.♖c4!

After 41.♖e5, 41...♖xd4! 42.cxd4 ♖xe5 43.dxe5 f4 44.♖c4 ♖c6 45.♖d4 f3 46.♖e3 ♖d5 draws.

### 41...♗g6

Passively defending the pawn with 41...♖c6 was an option, but it is hard, if possible at all, to defend: 42.♖e5 ♖f6 43.♖e8 ♖h6 (or 43...♖f7 44.♖h8 f4 45.♖h6+ ♖b7 46.♖xh5 f3 47.♖f2 and White has good winning chances) 44.♖f8 f4 45.h4 ♖d6 46.♖f5 ♖c7 47.♖d3 (also after 47.♖f6 ♖d7 48.♖d5 White is better) 47...♖d7 48.♖f7+ ♖c6 49.♖f6



analysis diagram

... and Black is very passive.

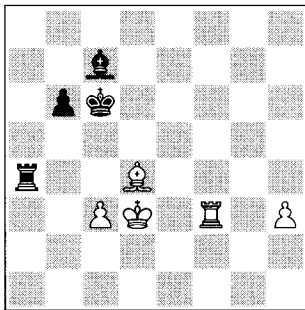
### 42.♖e7

Karpov pins the bishop on the queenside, but he is actually considering kingside operations.

### 42...♖c6 43.♖h7 f4 44.♖xh5

Collecting the h-pawn. Now Black pays a high price for failing to destroy White's h-pawn when he had the opportunity.

### 44...f3 45.♖d3 ♗g2 46.♖f5 ♖a2 47.♖xf3 ♖xa4



**48.h4**

White's h-pawn is the decisive factor. Look how strong his bishop is on d4.

**48...♖a5 49.♗f6+**

Sometimes general principles do not work. In case of 49.♗h3?! the rook is not so effective after 49...♗h5 50.♖e4 ♕d8 and Black can resist for longer than in the game.

**49...♖b7 50.♗h6 ♗f5 51.♖e4!**

With the help of the king, the h-pawn is unstoppable.

**51...♗f1 52.♖d5 ♗f5+ 53.♖e6 ♗f3 54.h5 ♖c6**

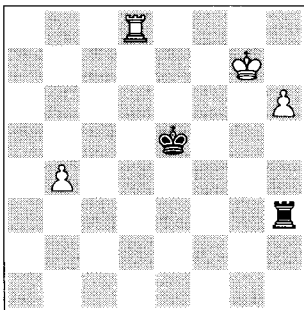
Interestingly, Black sets up a battery for White, but this is the only way for him to seek counterplay.

**55.♗f6 ♗h3 56.h6 ♕d8 57.♗g6 b5 58.♖f7+ ♖d5 59.♖g7 b4 60.cxb4!**

The easiest road to victory.

**60...♖xd4 61.♗d6+ ♖e5 62.♗xd8**

This is now an elementary win.



**62...♗g3+**

One of the motivations for publishing this book was to help juniors learn from Karpov's endgame masterpieces. If White had no b-pawn, this position would be a draw and this check would be Black's only move.

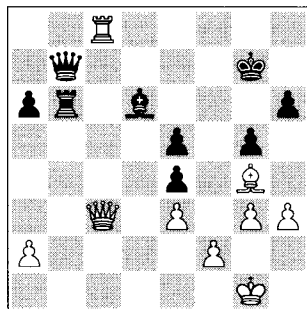
**63.♖h8 ♖f6 64.h7 ♖f7 65.♗d1 ♗b3 66.♗f1+ ♖e7 67.♗f4 1-0**

GAME 14

**Karpov, Anatoly  
Romanishin, Oleg**

Riga USSR Team Ch. 1968 (9)

**1.d4 d5 2.♖c3 ♖f6 3.♖g5 c6 4.♖f3 ♖bd7 5.e3 g6 6.♕d3 ♖g7 7.0-0 0-0 8.♗e1 ♗e8 9.h3 ♖b6 10.♗b1 e5 11.♕e2 ♖e4 12.♕h4 exd4 13.♖xe4 dxe4 14.♖xd4 ♖e5 15.c4 c5 16.♖b5 ♕e6 17.♖a4 ♖c6 18.♗ec1 h6 19.♗c2 g5 20.♕g3 ♗ed8 21.b4 cxb4 22.♖xb4 ♖d3 23.♖a3 a6 24.♖c7 ♗ac8 25.♖a5 b5 26.♖xe6 fxe6 27.♕g4 ♖e5 28.♕xe5 ♕xe5 29.♗bc1 ♗d6 30.g3 ♖b6 31.♖e1 bxc4 32.♗xc4 ♗xc4 33.♗xc4 ♖b7 34.♖c1 ♗b6 35.♗c8+ ♖g7 36.♖c5 ♕d6 37.♖c3+ e5**



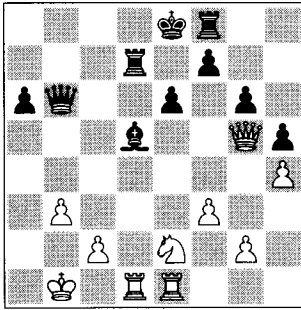
**38.♖g2!**

This is a typical Karpov move as it prevents any black checks. It is also unpleasant because Black now has to work out the nature of any concealed white threats.

Interestingly, Garry Kasparov has learned from Karpov simply by playing him so often. In a famous rapid game with Kramnik the 13th World Champion employed a similar move.

### Kasparov-Kramnik

Frankfurt rapid 1999 (8)



**33.♙b2!**

Preventing all counterchances with ...♙xb3 before launching his attack.

**33...♙d8 34.♚f4 ♜c7 35.♞d5 ed5 36.♘d4** **1-0**

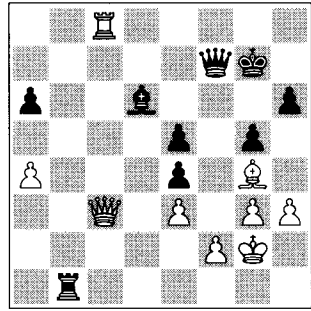
Back to Karpov-Romanishin.

**38...♞b1?!**

After 38...♙d5 39.♞d8 ♜c5 40.♙d2 Black is struggling.

**39.a4 ♚f7**

39...♞b6 40.♙c4 would be hopeless as well.



**40.♞d8**

**1-0**



## Chapter 2

### Rise to the Top

At the end of the 1960s, Karpov became a contender for the Junior World Championship, which he was to win in 1969. 1970 was the year that Bobby Fischer started his magical three-year run, which must have had a strong effect on Karpov's career. Starting in 1969, he worked hard with his trainer Semen Furman and became the greatest young promise and a 'superstar' in the Soviet Union. Karpov started to compete in the semi-finals and the extremely strong finals of the USSR championships. His shared win with Stein at the Alekhine Memorial in Moscow, 1971, ahead of four World Champions, was a tremendous feat.

In 1973 Karpov set out on his quest for the world crown, qualifying in the Leningrad Interzonal, beating Lev Polugaevsky in the Candidates' quarter-final, Boris Spassky in the semi-final and, finally, Viktor Kortchnoi in the final, thus becoming the challenger of Fischer.

### World Class Results (1969-1972)

The year 1969 was a very successful one for Karpov, who won two individual tournaments and qualified for the Junior World Championship. Game 19, against Eugenio Torre, was crucial for this qualification. His concept against Rashkovsky from the RSFSR Championship in Kuibyshev (Game 23) is also very deep.

Rafael Vaganian was Karpov's closest rival as a junior. Vaganian has very original ideas over the board as a player and was predestined for great successes. But Karpov's superiority is reflected in their lifetime record so far: 6:2 with 14 draws.

#### GAME 15

Vaganian, Rafael

Karpov, Anatoly

Leningrad Qualifier 1969 (1)

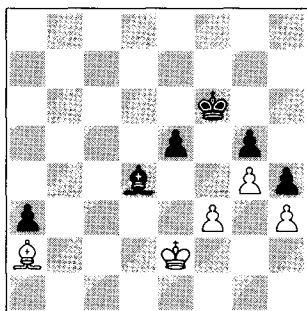
1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.e3 ♘b7  
5.♙d3 ♙e7 6.0-0 c5 7.♘bd2 ♘c6  
8.a3 cxd4 9.exd4 d5 10.cxd5 ♙xd5  
11.♙c4 ♙d6 12.♘b3 0-0 13.♙e2 h6  
14.♙d1 ♙fd8 15.♙e3 ♙ac8 16.♙ac1  
♘d5 17.♙d2 a5 18.♙c2 ♙b8 19.♘c1  
♘f4 20.♙xf4 ♙xf4 21.♙cd2 ♙f6  
22.♘d3 ♙c7 23.♘de5 ♘xd4 24.♙xd4

♙xd4 25.♘xd4 ♙xe5 26.♘b5 ♙xb2  
27.♘d6 ♙xe2 28.♙xe2 ♙c7 29.♘xb7  
♙xb7 30.a4 ♙c7 31.♙b5 ♙c2 32.h3  
g6 33.♙d6 ♙c1+ 34.♙f1 ♙a1  
35.♙xb6 ♙xa4 36.g3 ♙d4 37.♙b8+  
♙g7 38.♙e2 ♙a2 39.♙f1 a4 40.♙b4  
e5 41.♙b7 a3 42.♙xf7+ ♙h8 43.♙f8+  
♙g7 44.♙f7+ ♙xf7 45.♙c4+ ♙f6  
46.♙xa2 g5

Fixing the pawn on f2 and keeping the white king in the defence with 46...e4 was a winning plan, as White is defenceless against the king march to b2.

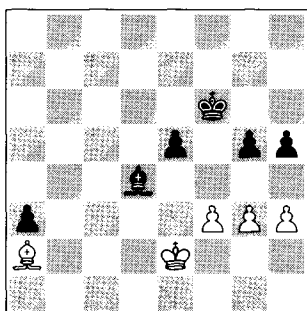
**47.f3 h5 48.♖e2**

After 48.g4 h4 49.♖e2



analysis diagram

49...e4! opens the passage for the invasion. In opposite-coloured bishop endings you often have to play aggressively. 50.fxe4 ♖e5! (White must go one way with the king, then the Black king invades in the other direction. Just like taking a penalty in soccer) 51.♖f3 (on 51.♖d3 ♖b2 52.♖b3 ♖f4 53.♖a2 ♖g3 54.♖e2 ♖xh3 55.♖f3 ♖h2 wins) 51...♖b6 52.♖b3 ♖d4 53.♖a2 ♖c7.



**48...e4!!**

Black has to clear the way for his king. The white e-pawn will have no value.

**49.fxe4**

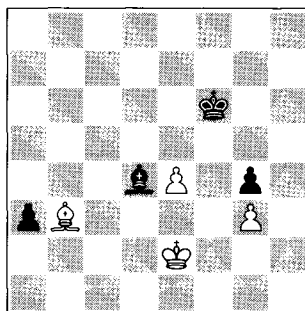
After 49.g4 hxg4 (49...h4 wins as well) 50.hxg4 e3 Black has the two passed pawns necessary for the win: 51.♖d3

♖e5 52.♖b3 ♖d6 53.♖a2 ♖c5 54.♖g8 ♖b4 55.♖a2 ♖e5 56.♖f7 e2 57.♖xe2 ♖c3 and Black breaks through.

**49...g4!**

Black fixes the pawn on g3, which becomes the key factor.

**50.hxg4 hxg4 51.♖b3**



**51...♖e5!**

Black ties the king to the defence of the g3-pawn.

**52.♖f2 ♖e7 53.♖e3**

White doesn't wait till the black king wins the bishop, but gives up the pawn. Sadly for him it's all in vain.

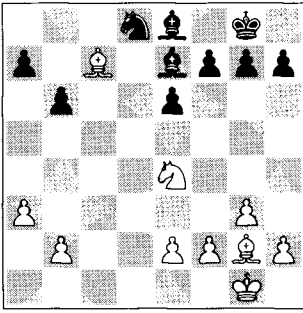
**53...♖xg3 54.♖d4 ♖e5+ 0-1**

## GAME 16

**Steinberg, Mikhail  
Karpov, Anatoly**

Leningrad Qualifier 1969 (8)

1.c4 e6 2.g3 ♘f6 3.♖g2 c5 4.♘f3 ♘c6 5.0-0 d5 6.cxd5 ♘xd5 7.d4 ♖e7 8.dxc5 ♖xc5 9.♘g5 ♖e7 10.♘e4 0-0 11.♘bc3 ♘xc3 12.♘xc3 ♖b6 13.♖b1 ♖d8 14.♖a4 ♖d7 15.♖e3 ♖b4 16.♖xb4 ♖xb4 17.♘e4 ♖e8 18.a3 ♖e7 19.♖fd1 b6 20.♖f4 ♖xd1+ 21.♖xd1 ♖d8 22.♖xd8 ♘xd8 23.♖c7

**23...♙c6!**

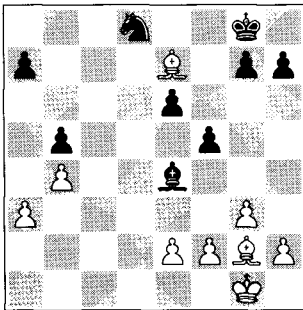
Karpov was leading the event and so he was content with a draw. Nevertheless this is a very lively move.

**24.b4 b5 25.♙b8**

Steinberg had to play for a win, which is why he did not force a draw with 25.♙xd8 ♙xd8 26.♘f6+ ♙xf6 27.♙xc6 ♙b2 28.a4.

**25...f5 26.♙d6?!**

Better was 26.♘d6 ♙xg2 27.♙xg2 ♘c6 which, however, would leave White with very little to play for.

**26...♙xe4 27.♙xe7****27...♙c6!!**

Probably at this point Karpov started to think about actually winning. This is a very good quality of his. Not only does he make very strong moves, but he also controls the fight and can quickly adapt to new situations.

The principle for Black here is to build up his position rather than take the opponent's bishop and develop his king. This often constitutes just a slight difference, but out of such small gains one can sometimes build enough to win. 27...♙xg2 would have secured a draw after 28.♙xg2 ♘c6 29.♙c5 ♙f7 (29...a6 30.f4) 30.f4 and both sides have no route by which to penetrate.

**28.♙xe4?**

This looks like a small inaccuracy, as he takes voluntarily instead of building up his own position. White should try to create a fortress as well. After 28.♙c5! a6 29.f4! the black knight is kept away from c4. The game should end in a draw.

**28...fxe4**

Postponing the exchange had a price; Black has to accept the doubled pawns.

**29.♙c5?!**

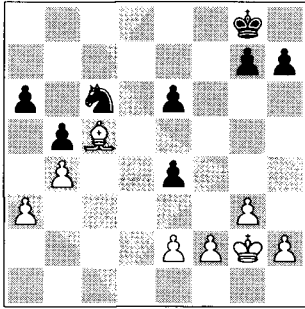
White should have given up a pawn with 29.♙d6! after which the position would be still equal: 29...♘d4 (in case of 29...a6 30.e3 White can keep the knight away from c4, and after 29...♙f7 30.♙f1 White is also safe) 30.♙e5! ♘xe2+ 31.♙f1 ♘c1 32.♙b2 ♘d3 33.♙d4 a6 34.♙e2 and White is not worse despite the pawn deficit.

**29...a6 30.♙g2**

A) 30.♙f1 at once would have been better;

B) White cannot control the key e5-square with 30.f4? because of 30...exf3 31.exf3 ♘e5 32.♙f2 ♘c4 33.f4 ♘xa3 34.♙f3 ♘c4 and he is a pawn down;

C) 30.♙d6! still holds: 30...♘d4 31.♙e5 ♘xe2+ 32.♙f1 ♘c1 33.♙b2 ♘d3 34.♙d4 followed by ♙e2 and White is in the game.



**30...d5!**

Now Black's domination becomes obvious. He has accomplished a great deal by visualizing the idea of putting the knight on c4.

**31. e3 f7 32. c1 d4 33. f1**

There are two main alternatives, both of which favour Black.

A) 33.f4 g6 34.g4 e5 35.e3 exf4 36.exf4 e6 37.h3 d5 38.f2 h5 39.e2 hxg4 40.hxg4 d4 and White is in zugzwang;

B) 33.f3 f6 34.fxex4 e5 35.f3 d4 36.f4 (or 36.h4 c3 37.g4 b3 38.f4 xa3 39.d2 e5+) 36...c3 37.h4 c2 38.e3 e5+ 39.f3 xe3 40.xe3 b3 and Black wins.

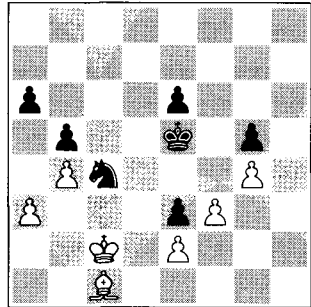
**33...f6 34.e1 f5 35.h3 h5 36.d1 g5 37.f3**

There is not much hope either after 37.c2 e3 38.xe3 (38.f3 h4 and Black gets the h3-pawn, or 38.fxe3 e4) 38...xe3+ 39.fxe3 e4 40.d2 e5 41.g4 (41.d1 xe3 42.e1 e4 or 41.h4 g4 42.e1 xe3) 41...h4 42.d1 xe3 43.e1 e4 44.d1 (44.f1 loses after 44...f4 45.f2 e3+ 46.g2 e4 47.f1 d4 48.g2 c3 wins) 44...f4 45.d2 g3 46.e3 xh3 47.xe4 g2 and Black wins.

**37...e3 38.g4+**

After 38.c2 h4 Black gets the h3-pawn and wins.

**38...hxg4 39.hxg4+ e5 40.c2**



**40...d4**

According to the database 40...d5 – a horrible mistake – was played. This was probably an error when the game was entered into the computer. At this age Karpov was such a good player, he would not have done something like this. With 41.d3 White would at least be back in the game.

**41.b3**

White resigned, as 41...e5 followed by ...e4 will win very easily.

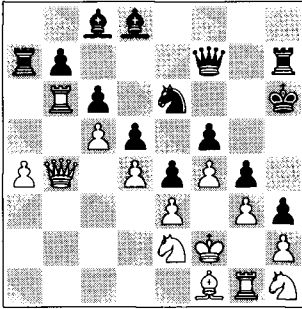
## GAME 17

### Karpov, Anatoly Evrosimovski

Moscow USSR-Yugoslavia U-18 1969 (3)

**1.c4 f5 2.d3 f6 3.g3 e5 4.g2 d6 5.f3 e7 6.d4 e4 7.g5 0-0 8.0-0 e8 9.c5 h6 10.d3 d5 11.b1 d8 12.b4 c6 13.f4 g5 14.e5 h5 15.f4 g4 16.f2 g6 17.b3 h5 18.xf6 xf6 19.e3 h4 20.f1 g7 21.b5 h8 22.a4 h5 23.e2 e6 24.d1 h7 25.f2 d7 26.a2 f7**

27.♖g1 h3 28.♗f1 ♔h6 29.b6 axb6  
30.♞xb6 ♞a7 31.♚b3 ♛c8 32.♚b4!  
White protects the a5-square and also  
prepares to astonish his opponent.  
32...♛d8



**33.a5!!**

Karpov builds a fortress with the aid of an exchange sacrifice. Fortresses are easy to visualize, once you conceive of them. With all the pawns on one side they tend to occur much more often.

33...♛xb6 34.axb6! ♞a2 35.♚e1

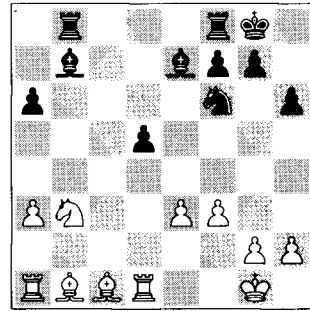
Black vainly tried to win for another 36 moves. Karpov's fortress withstood the pressure and the game was drawn.

GAME 18

**Karasev, Vladimir  
Karpov, Anatoly**

Leningrad Armed Forces tt 1969 (7)

1.d4 ♘f6 2.c4 e6 3.♘c3 ♛b4 4.e3 0-0  
5.♗e2 d5 6.a3 ♛e7 7.cxd5 ♘xd5  
8.♚c2 b6 9.♘xd5 exd5 10.♗c3 ♛b7  
11.♛d3 h6 12.0-0 ♘d7 13.b4 a6  
14.♚b3 ♗f6 15.f3 ♞b8 16.♛b1 c5  
17.♞d1 ♚d6 18.bxc5 bxc5 19.dxc5  
♚xc5 20.♗e2 ♚c4!? 21.♗d4 ♚xb3  
22.♗xb3



22...♛c6!

A subtle move. The bishop will exert pressure from the edge of the board. This is an unusual realignment.

23.♗d4 ♛a4 24.♞d2 ♗d7!

Improving the knight as well, and now we can see the justification of the exchange of queens: Black hopes to gain access to the c4-square. Without b-pawns this idea has even greater merit.

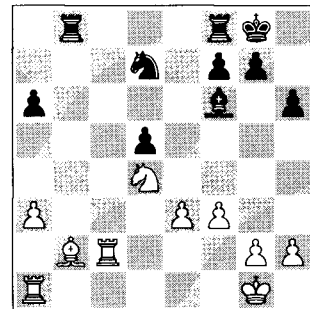
25.♛c2

It is hard to choose between 25.♛a2 and the text. Both are unpleasant to play. After 25...♗b6 26.♛b2 g6 27.♞c1 ♞fc8 Black would be somewhat better.

25...♛xc2 26.♞xc2 ♛f6 27.♛b2

After 27.♞c6!? ♞b6 (in case of 27...a5 28.♛d2 a4 29.♛b4 White's pieces are active enough) 28.♞xb6 ♗xb6 29.♞b1 ♗c4 30.♚f2 White should not lose.

27...♞fe8 28.♚f2



28...♗e5!

The knight is getting closer to the soft spot c4.

**29.♖d1 ♜ec8**

Black exchanges in order to have better prospects to invade. In the event of 29...♖c4 30.♙c1 ♜b1 31.♞d3, White is just a fraction worse.

**30.♞xc8+ ♜xc8 31.♙e2 ♖c4**

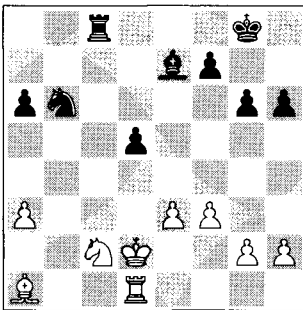
It has taken Black 11 moves and some effort to plant the knight on this square. It will grow very, very tall here.

**32.♙c1 ♖b6 33.♙b2**

33.♙d3 ♖a4 ties White up.

**33...♖a4 34.♙a1 g6 35.♙d2 ♙e7 36.♖c2 ♖b6**

This shows that he is not thinking too rigidly. The knight leaves the fertile c4-square – but only temporarily.



**37.♙d4?**

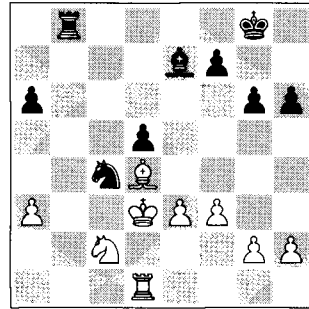
Karasev, who was a well-known master in the Soviet Union, commits a serious though not decisive mistake. He gives up the b-file free of charge.

A) Better was 37.♙d3! a5 (37...♖c4 38.♖b4) 38.♜b1 ♖c4 39.♜b5 and White is not at all worse;

B) Also after 37.♜b1! ♖c4+ 38.♙d3 ♙xa3 39.♖xa3 ♖xa3 40.♜b6 ♖c2 (after 40...♜a8 41.♞d6 White is safe) 41.♙f6 a5 42.♜b5 a4 43.♙d2 a3 44.♜a5 Black is so tied up that he cannot win.

**37...♖c4+ 38.♙d3 ♜b8!**

Karpov occupies the only open file, this is another device he likes to employ in endgames.



**39.a4?**

White misses the surprising pawn sacrifice 39.♖b4!, which would have allowed him to escape because White's king is much more active than Black's. There is sometimes a fine line between a strong, centralized king and a vulnerable one: 39...♙xb4 40.axb4 ♜xb4 41.e4 (after 41.♜a1 ♜b3+ 42.♙c2 ♜a3 43.♜xa3 ♖xa3+ 44.♙b3 ♖b5 45.♙b4 White is not losing either):

A) Now, taking the pawn with 41...dxe4+ turns the White king into a hero: 42.♙c3! a5 (after 42...♜a4 43.♙b3 Black drops the knight, which is also trapped after 42...♖b2 43.♙xb4 ♖xd1 44.fxe4) 43.♙c5 ♜h4 44.♙b3 winning a piece;

B) Or 41...♜b3+ 42.♙c2 ♜b5 43.♙c3 ♖a5 44.♙f6 and White is absolutely safe.

**39...f5**

Stopping e3-e4 and preparing a passage for his king towards the centre.

**40.♙e2 ♙f7!**

It took a while to bring up the king, but other aspects were more important up

till now. Sooner or later, though, it must happen.

**41. ♖a1 ♜e6 42. h3 h5**

This stops g2-g4 and removes his last pawn from a vulnerable black square.

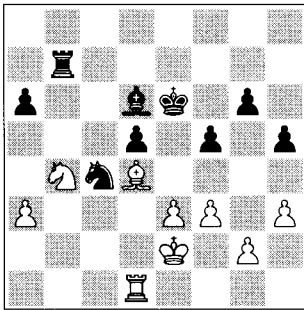
**43. ♙d4?**

Waiting with 43. ♜d4+ was better. After 43... ♜d6 44. ♜c2 Black cannot easily swap the bishops.

**43... ♙d6 44. ♞d3 ♞b7**

Again Karpov occupies himself with positional improvements.

**45. ♞d1**



**45... ♙e5!**

There are no more improvements to be made, so Black exchanges in order to invade.

**46. h4 ♙xd4!**

And again in a way that makes White's position fall apart.

**47. ♜xd4+ ♜e5 48. f4+ ♜d6**

Black has reached a winning position. Not 48... ♜e4?? 49. ♜b5 with mate next move. One has to acknowledge the limits of an active king.

**49. ♞a1 ♞b2+ 50. ♜f3 ♞d2 51. a5**

White cannot really occupy the open file with 51. ♞b1 because 51... ♞xd4 wins. After 51. ♞e1, 51... ♞a2 wins as well.

**51... ♞d3 52. ♜c2 ♜c5**

Black still has time to collect material later. His domination grows unbearable.

**53. ♞a4 ♞c3 54. ♞a2 d4 55. ♜f2 d3**

**56. ♜d4 d2 57. ♞a1 ♜xe3 0-1**

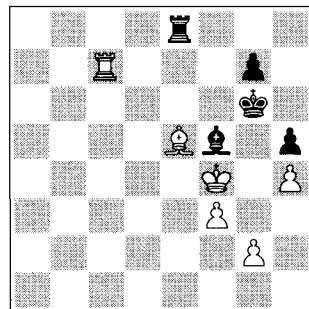
Karpov called the next game the most important of his life until that moment.

## GAME 19

### Torre, Eugenio Karpov, Anatoly

Stockholm Wch-jr prel-B, 1969 (3)

**1. e4 e5 2. ♜f3 ♜c6 3. ♙b5 a6 4. ♙a4 ♜f6 5. 0-0 ♙e7 6. d4 exd4 7. e5 ♜e4 8. b4 ♜c3 9. ♜xc3 dxc3 10. a3 0-0 11. ♞d5 b5 12. ♙b3 a5 13. ♙e3 ♙b7 14. ♞ad1 axb4 15. ♞xd7 ♞c8 16. e6 fxe6 17. axb4 ♜h8 18. ♙xe6 ♞xd7 19. ♞xd7 ♙c8 20. ♞xc7 ♙xe6 21. ♞xc6 ♙c4 22. ♞b1 ♙a2 23. ♞d1 ♙xb4 24. h3 ♞fc8 25. ♞xc8+ ♞xc8 26. ♞a1 ♙c4 27. ♜e5 ♙d5 28. ♞b1 ♙a3 29. ♞xb5 ♙e4 30. ♙d4 h6 31. ♞b3 ♙b2 32. ♜d3 ♙a1 33. ♞a3 ♙xd3 34. ♞xa1 ♙xc2 35. ♞a7 ♞g8 36. h4 ♜h7 37. ♙xc3 h5 38. f3 ♙f5 39. ♜f2 ♜g6 40. ♜e3 ♙e6 41. ♜e4 ♙c8 42. ♞c7 ♞e8+ 43. ♙e5 ♙f5+ 44. ♜f4**



Torre's own words paint a poignant picture of what unfolds.

'During the endgame I felt I was on the verge of scoring the full point, but at the same time I was not sure if the game was winning or saveable for Black. I tried to play what I thought then were the best moves but somehow towards the end I sensed that my advantage was disappearing.'

**44...♙e6**

Karpov is actually in deep trouble. He is already one pawn behind and he is about to lose a second one. However, there is a problem for White – if the rooks are exchanged the opposite-coloured bishop endgame is a draw. That fact alone gives Karpov chances to survive. 44...♖g8 would not save the pawn in view of the instant reply 45.♙xg7.

**45.♖xg7+ ♘h6 46.g4?**

There is no definitive evaluation of the position after this move, but in a few years computer programs will be able to dissect the position. The present evaluation can be questioned, but what is clear is that the g4-pawn is so much in trouble that Eugenio could not win the game. His rook can never really avoid being shackled to the g-pawn.

Very promising was 46.♖a7 and now:

A) After 46...♖g8 47.♖a6 ♖g6 White has a lovely win with 48.♙f6 ♙c4 49.♙g5+ and White safely covers the g-file – he should be winning;

B) 46...♖f8+ 47.♙e4 ♖g8 48.♙f4+ ♙g6 49.♙g5 and White wins after carrying through g2-g4.

**46...hxg4 47.fxg4 ♖f8+!**

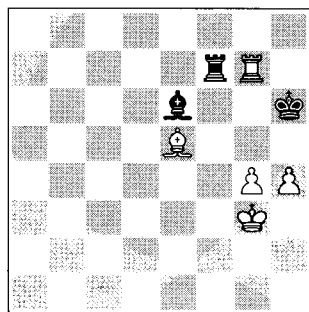
Karpov diverts the king from the defence of the g4-pawn.

**48.♙g3**

If 48.♙e3 ♖g8 49.g5+ ♙h5 50.♖h7+ ♙g4 51.♖h6 ♙f5 52.♙f6 ♙g6 White's rook is trapped, saving Black.

**48...♖f7!**

Karpov seizes his chance.



**49.♖g5**

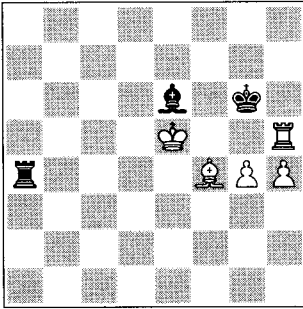
This is the only way to keep the rooks on the board. If 49.♖xf7? ♙xf7 Black easily holds the position, while 49.♖g8? ♖f3+ 50.♙xf3 ♙xg8 is a draw as well.

**49...♖a7 50.♙d4!**

Improving the scope of the bishop is a good preparation for the advance of the king. 50.♖h5+ looked promising; however, it was premature to free the rook: 50...♙g6 51.♙f4 ♖a3+ 52.♙f2 and now:

A) 52...♖a4 53.♖g5+ ♙f7 54.♙f3 ♖a3+ 55.♙e3 ♙f6 56.♙e4 ♙f7 57.♙d4 (57.h5 ♖a8! 58.♙f4 ♖g8 59.♖xg8 ♙xg8 60.g5 ♙h7 and Black draws) and White has improved his position: 57...♖h3 58.♙f2 (58.h5? ♙xg4) 58...♖a3 59.h5 ♖a8 60.♙f4 (on 60.♙d4 there again follows 60...♖g8 61.♖xg8 ♙xg8 and now 62.g5 ♙g4! and Black holds) 60...♖g8 61.♖xg8 ♙xg8 62.g5 ♙h7 and again, Black saves the day;

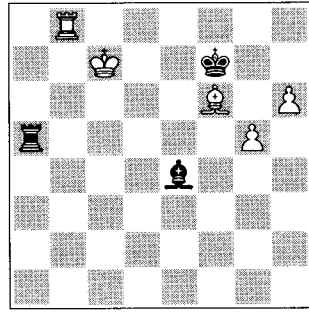
B) 52...♖a2+ 53.♔e3 (not 53.♔f3 when the lovely shot 53...♗xg4+! saves Black) 53...♖a3+ 54.♕e4 ♖a4+ 55.♕e5



analysis diagram

Black now has a nice tactical simplification, but first let's look at some winning motifs for White in this position.

B1) If 55...♗c8? 56.♖h6+ ♕g7 57.g5! (interestingly, most of the time in this endgame, the g-pawn has to be pushed; 57.h5? ♗xg4 58.♖g6+ ♕f7 59.♖xg4 ♖a5+ 60.♕d6 ♖xh5 is a draw) 57...♖a5+ (if instead 57...♗g4 58.♗e3 and White will transfer the bishop to d4, with real winning chances) 58.♕d6 ♗f5 59.♗e5+ ♕g8 60.♖h8+ ♕f7 61.h5 (this looks dangerous for Black. White plans to put the bishop on f6 and give a check from the seventh rank on the queenside. If Black places his rook on the seventh rank, then the white rook goes to a6 and he removes the bishop from f6 to prepare g5-g6+) 61...♗e4 (after 61...♖a6+ 62.♕d5 ♖a5+ 63.♕d4 ♖a4+ 64.♕c3 ♖a5 65.♗f6 ♖a3+ 66.♕b4 ♖d3 67.♖b8 ♖d1 68.♖b7+ ♖d7 69.♖b6 ♖d1 70.♗b2 White wins) 62.♗f6 ♖d5+ (62...♗d3 63.♖d8) 63.♕c7 ♖a5 64.♖b8 ♗f3 65.h6 ♗e4



analysis diagram

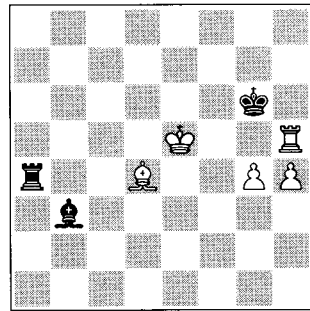
66.h7! ♗xh7 67.♕b6 wins;

B2) 55...♗xg4! (Black can reach a drawn position with the help of some cute tactics) 56.♖g5+ ♕h6 57.♖xg4+ ♕h5 58.♖g8 (58.♖g1 ♖a5+) 58...♖a5+! (this check is important – 58...♕xh4 loses to 59.♕f5) 59.♕e4 ♕xh4 and Black holds.

**50...♖a3+ 51.♕f4 ♖a4 52.♕e5 ♗b3**

Karpov wants to retain the option of attacking the g4-pawn. White's king might win a tempo by attacking the bishop, but the c2-square is far enough to be safe.

**53.♖h5+ ♕g6**



**54.♖g5+?!**

Torre abandons the idea of freeing his rook. The most direct was 54.♖h8! which almost certainly wins after 54...♗d1 (54...♖a5+ 55.♕f4 ♖a4 56.h5+ ♕f7 57.♕e3 ♗d1 58.g5, or 57...♗c2 58.♖c8 ♗b1 59.g5 may well be winning for

White) 55.g5 (after 55.h5+ ♖g7 56.♖d8 ♙xg4 57.♗f4 ♖xd4+ Black survives) 55...♖a5+. Now the question is if the rook can cause enough trouble to escape with a draw. 56.♗f4 and now:

A) 56...♙c2 57.h5+ ♗f7 58.♖h6 – White carries out g6 and wins;

B) 56...♖a4 57.♖h6+ ♗f7 58.g6+ and White wins;

C) 56...♖f5+ 57.♗e3 ♖f3+ 58.♗e4 ♖g3 59.♙f6 ♖h3 60.♙e5 ♗f7 61.♖h7+ ♗g8 62.♖h6 ♙c2+ 63.♗f4 ♗f7 64.h5 and White wins.

**54...♗h6 55.♗f6 ♖a6+ 56.♗f5**

White can't hide on the seventh rank: 56.♗e7 ♖a4 57.♙g7+ ♗h7 58.♙f6 ♖a7+.

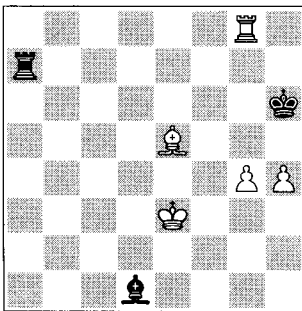
**56...♖a5+ 57.♙e5 ♙c2+ 58.♗f6**

The king is exposed to checks on the fifth and sixth ranks. It was simpler to search for shelter on his own half of the board with 58.♗f4!? ♖a4+ 59.♗e3

A) 59...♖a7 60.♖g8 and now:

A1) 60...♖f7 61.♖h8+ ♖h7 (or 61...♙h7 62.♖e8 ♙b1 63.♖e6+ ♗h7 64.h5, and g5 and g6 soon follows) 62.♖d8 ♖e7 63.♖d6+ ♗h7 64.♗f4 ♖f7+ 65.♗g5 and White wins as he threatens both ♖h6 and ♖d8. If Black parries, h4-h5 and ♗h4 decides;

A2) 60...♙d1

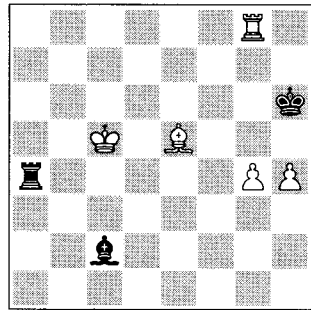


analysis diagram

61.♙d4! – the bishop covers the d-file and the fourth rank. It turns out that the bishop on d1 is short of squares on the diagonal: 61...♖e7+ 62.♗d2 ♙f3 63.g5+ ♗h5 64.g6 ♗xh4 (64...♖d7 loses to 65.g7) 65.g7 ♙d5 66.♖d8 and Black loses the rook.

B) 59...♖e4+ 60.♗d2 ♙b1 61.♗c3 ♖e3+ 62.♗d4 ♖e4+ 63.♗d5 ♙c2 64.♙g7+ ♗h7 65.♙d4 ♙d3 66.♖g7+ ♗h6 67.♖g8 ♖f4 68.♖h8+ ♗g6 69.g5 ♖f5+ 70.♗d6 ♖a5 71.♙f6 and White probably wins with h4-h5 and a rook check from the queenside.

**58...♖a6+ 59.♗e7 ♖a7+ 60.♗d6 ♖a6+ 61.♗c5 ♖a4 62.♖g8**



**62...♙h7!**

This is a very strong move that keeps the young Filipino busy.

**63.♖g5**

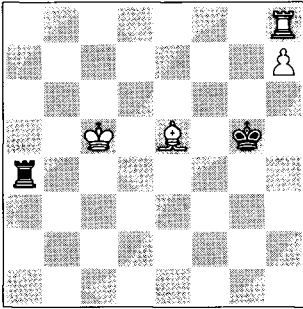
The alternative was 63.g5+ ♗h5 64.♖h8 and now:

A) After 64...♗g6 White does not seem to have a convincing winning method – maybe it does not even exist.

One try is 65.♙d4 (or 65.♙g3 ♖g4 and the rook keeps harassing the bishop) 65...♖a5+ 66.♗b4 (in the event of 66.♗d6 ♖a6+ 67.♗e5 ♖a4 the rook keeps causing problems) 66...♖a2 67.♖f8 ♗h5 68.♙e3 ♖h2 69.♙f2 ♙g6

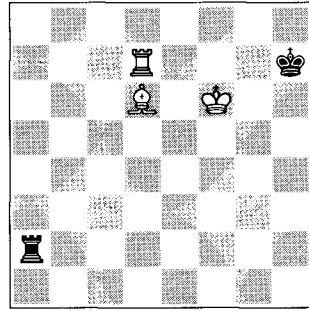
(69...♖g4 70.♞f6) 70.♞f6 (after 70.♖c5 ♗g4 71.♞f6 ♘f5 Black eases his game) 70...♞h1 71.♖c5 ♞d1 72.♞f4 ♞d3 and Black has blocked the white pawns well.;

B) Black can choose 64...♖xh4 as an interesting way of forcing matters: 65.g6 ♗g5 66.gxh7 (66.g7 ♗g6)



analysis diagram

66...♗g6 – this position brings to mind the fourth game of the Kramnik-Kasparov World Championship match in 2000. White had an h-pawn and an extra knight, but still Black was able to hold. That time the knight was constricted to defensive duties, this time the rook is: 67.♖d5 (White could stop the black rook reaching the seventh rank with 67.♖b6, but only temporarily: 67...♞e4 68.♘c3 ♞e7 wins the h-pawn after all) 67...♞a7 68.♖e6 ♞a6+ (Black cannot take the pawn and simplify to a rook and bishop versus rook ending with 68...♞xh7? because of 69.♞g8+ and White wins) 69.♘d6 ♖g7 – remarkably, with the rook on a6 this is a draw, whereas White would win with the rook on b6, viz. 69...♞b6? 70.♞d8 ♖xh7 71.♖f6 and White wins) 70.♞d8 ♖xh7 71.♖f6 ♞a2 – now White cannot win: 72.♞d7+



analysis diagram

72...♖h8!! (the only move that draws. If the rook had moved to a1 on move 71, then 72...♖g8 would draw here as well) 73.♘c5! (73.♖g6 ♞g2+ 74.♖h6 ♖g8 and the black king leaves the danger corner in time) 73...♞a6+! – and here we see the difference between the rook going to the a- or the b-file on move 69.

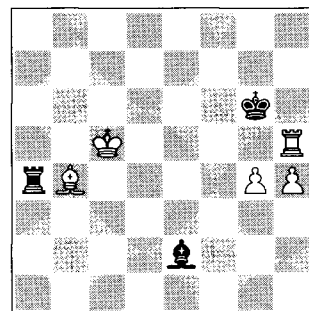
Back to the game.

**63...♘c2 64.♘c3**

After 64.♘g7+ ♖h7 65.♘c3 ♘g6 (not 65...♘d1? 66.♞g7+ ♖h6 67.g5+ ♖h5 68.♞h7+ ♖g6 69.♞h6+ ♖f5 70.g6 ♘b3 71.♘b4) 66.♘b4 (66.h5 ♘d3) 66...♞a7 67.♖d4 ♞d7+ Black can put up some resistance.

**64...♘d1 65.♘b4 ♘e2 66.♞h5+ ♖g6**

With another patient waiting move Karpov restricts White's pieces even more.



**67.♞e5**

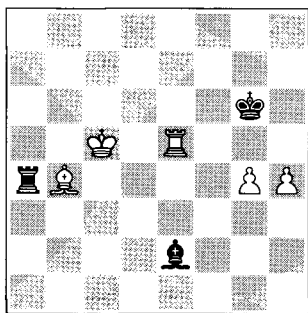
Torre tries to improve his rook, but soon it has to return to the g-file.

With 67.♞d5!? White could have attempted to bring the rook back in a devious way. It places Black in a zugzwang-like situation:

A) 67...♙f3? (the bishop indeed cannot move) 68.h5+ ♖h7 69.♞d7+ ♖g8 70.h6 ♙e4 71.♞g7+ ♖h8 72.♙c3 and the battery wins;

B) 67...♞a1? 68.h5+ ♖h7 69.♞d7+ ♖g8 70.♞d8+ ♖f7 71.h6 ♖g6 72.♙d2 ♞a7 73.g5 ♙h5 74.♞d6+ ♖h7 75.♙c3 and White wins;

C) 67...♞a7 (Black has to defend the seventh rank) 68.♞d6+ ♖f7 (in case of 68...♖h7 69.g5 ♞a6 70.♞d2 ♞e6 71.♙c3 ♖g6 72.♞d8 White is close to obtaining a winning position) 69.g5 (throughout this endgame, pushing this pawn gives the best practical chances) 69...♞a6 70.♞d8 (Black's position remains very difficult) 70...♖g6 71.♙c3 ♖f5 72.♞h8 ♙f3 73.♙f6 and White should win as he can now push his h-pawn closer to promotion.



### 67...♙f3 68.h5+?!

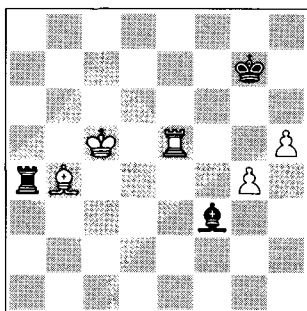
So finally he pushes one of the pawns, but this is an unfortunate moment. Now White no longer has a winning

position. He could still have created enormous obstacles for Black, but then Torre would have had to come up with spectacular moves. Maybe he had missed something, or he felt that there was no point trying to go on squeezing and wait for a mistake. With hindsight it is easy to say that pushing the other pawn was better.

A) After 68.♞f5 ♙e2 69.h5+ ♖g7 70.♞f4 ♞a7 71.♖d6 ♖h7 72.♙c3 ♖h6 73.♙d2 ♖h7 Black is still alive;

B) 68.♖b5 ♞a7 69.♙c3 ♖h7 and Black is living very dangerously, but the game is not over yet.

### 68...♖g7



### 69.♞e6?!

This probably doesn't spoil the win, as it may not even exist, but certainly he could have done better than this.

After 69.♖b5 ♞a7 (69...♞a8 loses to 70.♙c3) 70.♞g5+ ♖h7 71.♙c3 ♙e2+ White is tied to the defence of the g4-pawn.

Amazingly there was a tremendous alternative to these rook and king moves.

69.♙d2!! . A study-like move. White sacrifices material in order to create the best chances of victory. We love endgames anyway, but this kind of magic moves enhance this feeling.

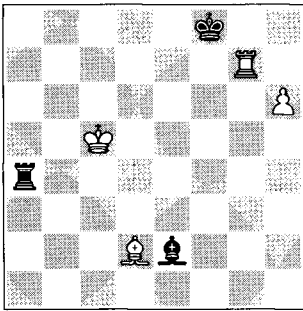
White allows Black to take his precious g4-pawn with either of the two pieces.

The alternatives for Black are:

A) Waiting passively with 69...♖a7 is insufficient: 70.h6+ ♖h7 71.g5 and White will invade on the eighth rank: 71...♙h5 72.♞d5 ♙g6 (72...♞b7 73.♞d8) 73.♞d8 ♙f5 74.♙d6 ♖g6 75.♞g8+ ♖h7 76.♞f8 and White wins;

B) 69...♙xg4? looks like the logical move. However, it allows a fabulous win: 70.h6+ and now:

B1) 70...♙f7 71.♞g5 ♙e2 72.♞g7+ ♙f8



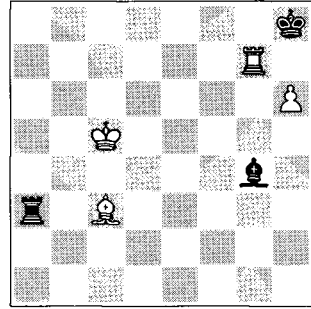
analysis diagram

B11) With 73.♞d7! White has an 'ordinary' win at his disposal: 73...♞c4+ 74.♙d5 ♞c2 (74...♞h4 75.h7; or 74...♙g8 75.♙g5 ♙d3 76.h7+) 75.♙f4 ♙c4+ 76.♙d4 ♙g8 77.♙d6+ ♙e8 78.♞e7+ ♙d8 79.♞g7 and White wins;

B12) 73.♙b4!! (what a wonderful battery!) finishes Black off: 73...♙d3 (now after 73...♞a1 74.♙d4+ ♙e8 75.h7 wins, and after 73...♞xb4 74.♙xb4 ♙d3 it makes all the difference that Black's king is not in the corner. White's king marches to f6 and then h6-h7 wins) 74.♞g3 wins the ex-

change or the bishop outright, as well as the game.

B2) 70...♙g6 71.♞g5+ ♖h7 72.♞g7+ ♖h8 73.♙c3 ♞a3

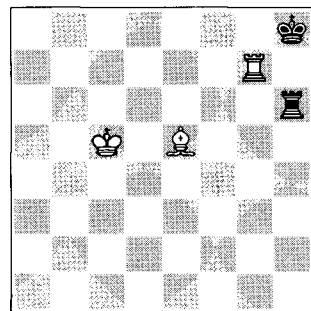


analysis diagram

White now has a lot of tempting moves that do not work:

B21) 74.♙b4 ♞xc3 75.♙xc3 is a draw. If the white pawn was on h5 and the king on h6, White would win;

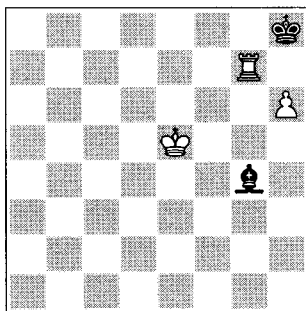
B22) 74.♙f6 ♞a6 75.♙d4 (in case of 75.♞f7+ ♖g8 76.h7+ ♙xf7 77.h8 ♞xf6 Black holds, e.g. 78.♞h7+ ♙f8!) 75...♞xh6 76.♞xg4+ ♖h7 77.♞g7+ ♖h8 78.♙e5



analysis diagram

78...♞c6+!! and Black escapes in a magical way with the aid of the stalemate motif;

B23) 74.♙e5 ♞a5+ 75.♙d4 ♞xe5 76.♙xe5

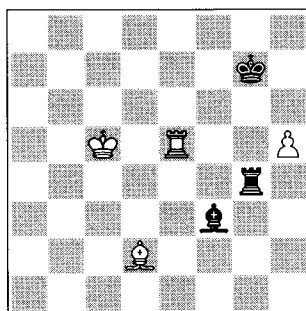


analysis diagram

76...♙f5!!— this is the only move that brings salvation for Black;

B24) 74.♙d4!! (saving the bishop) 74...♖a8+ 75.♗b4 and finally White wins.

C) Best is 69...♖xg4!. Only this capture of the pawn saves Black.

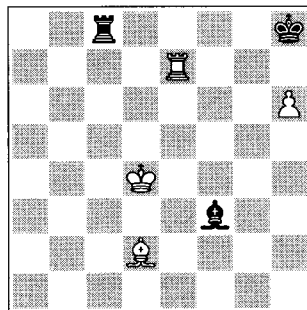


analysis diagram

70.h6+ ♖h8 (70...♔g8 71.♞e8+) 71.♞e8+ (White can also play on with 71.♞e7 ♙e4 72.♙c3+ ♔g8, but Black can hold) 71...♞g8 72.♞e7 (threatening to win with ♙c3+ and h6-h7) 72...♞c8+ (it looks as if Black has a few checks and that's all. But life is full of painful surprises) 73.♗b4 ♞b8+! (this is the way to hold the position by force. 73...♙d5 74.♙c3+?! ♞xc3!! (the only move. The defensive plan is remarkable, even though it has been known for a

long time) 75.♔xc3 and now 75...♔g8 loses, but 75...♙a2 draws) 74.♗a3 ♞a8+ 75.♗b2 ♞b8+ 76.♗c2 ♞c8+ and remarkably, White cannot run away from the checks without allowing the rook to take the bishop.

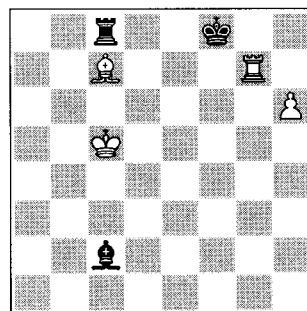
So White cannot make it without stepping onto the d-file: 73.♙d4.



analysis diagram

C1) 73...♙h5 74.♙f4!;

C2) With 73...♙d1 Black would make his own life extremely hard: 74.♙f4! (saving the bishop) 74...♙c2 75.♙e5+ ♔g8 76.♞g7+ ♔f8 77.♙d6+ ♔e8 78.♙c7! (a marvellous way to stalemate the black rook. Now the white king plans to walk to b7 and capture it) 78...♗f8 79.♗c5.



analysis diagram

This wins after 79...♙d3 (79...♞e8 80.♙d6+; after 79...♞a8 White wins

the rook with 80. ♖d6+ ♔e8 81. ♜g8+) 80. ♖b6 ♖e4 (after 80... ♜a8 81. ♖d6+ Black loses the bishop, and in case of 80... ♜xc7 81. ♖xc7 the black king does not reach the corner, so he loses) 81. ♖d6+ and this time the bishop goes. It all looks beautiful, or is it too good to be true? Indeed there is a flaw – on move 79 or 80 Black could play ... ♜xc7 followed by ... ♖g8! and he draws again.

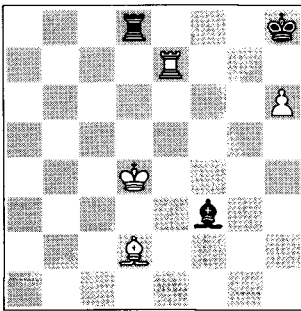
The alternative to 79. ♖c5 is 79. ♖d5 ♖b1 and now:

C21) 80. ♖d6 ♜e8;

C22) 80. ♖d6+ ♔e8 81. ♖e6 ♖a2+ 82. ♖f6 ♖b1 (82... ♜c6 83.h7) and Black has not yet lost;

C23) 80. ♖c6 ♜a8! 81. ♖d6+ ♔e8 and although Black is living very dangerously, there is no win.

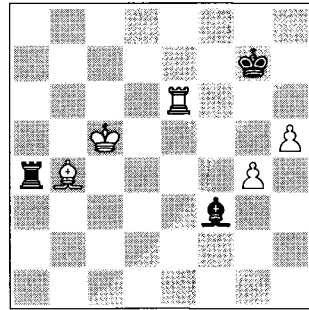
C3) But instead of 73... ♖d1, 73... ♜d8+ is clearly simpler.



analysis diagram

74. ♖e3 ♜xd2! 75. ♖xd2 ♖g4 and Black draws, as White's king is too far removed from the action and the bishop can be transferred to the b1-h7 diagonal. Please note, if White could play 76. ♖f4 now he would win!

Back to the game.

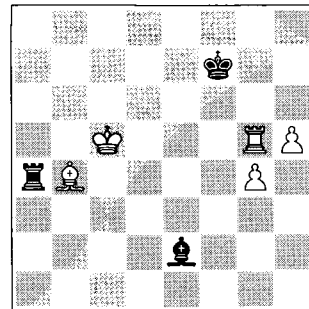


### 69... ♖f7 70. ♜g6 ♖e2!

Karpov defends this position extremely patiently. This move ties all White's pieces up. It would have been premature to play for the rook exchange with 70... ♜a8? because 71. ♖c3! wins a vital tempo: 71... ♖e2 (71... ♜g8 72. ♜f6+) 72. ♜g7+ and White wins.

### 71. ♜g5

Or did White have a more useful move?



### 71... ♜a8!

It would not have helped White because of this superb defensive resource. Karpov played patiently when he had to, but acted when the position required this. The rook is not only protecting the eighth rank, it also creates a threat.

### 72. ♖d5

White cannot do anything against Black's threat. If 72.h6 ♜g8, or 72. ♖d6 ♜g8 73. ♜f5+ ♖g7 74. ♖c3+ ♖h6

75.♙d2+ ♖h7; or 72.♙d2 ♖g8  
73.♞f5+ ♖e6 and Black easily holds in  
all of these lines.

**72...♞g8!**

The rook exchange secures the draw.

**73.♞f5+ ♖g7 74.♙c3+ ♖h6 75.♞f6+**

After 75.♙d2+ ♖h7 76.♞f7+ ♖g7  
77.♞xg7+ ♖xg7 it is also a draw.

**75...♖g5**

Not 75...♖h7?? 76.♞f7+.

**76.h6 ♞d8+**

Catastrophic would be 76...♖xg4??  
which would spoil the fruits of many  
hours of intrepid defence: 77.h7 ♞h8  
(77...♞d8+ 78.♞d6) 78.♞f4+ ♖xf4  
79.♙xh8 ♙d3 80.♙e5+ and White  
wins.

**77.♞d6** 1/2-1/2

Torre gave up trying to win and offered  
a draw, which of course was accepted.  
Karpov showed superb resilience, Of  
course, the assistance of Furman at this  
World Championship certainly helped,  
especially in this game, which was ad-  
journd twice. Let's have a quick look at  
the moves if Torre had tried to con-  
tinue!

If 77.♖e5 ♞e8+ 78.♖d6, 78...♙d3 is  
the simplest as Black doesn't have to  
suffer in the rook versus rook and  
bishop endgame. 78...♙xg4 79.h7 ♙f5  
80.♞f7 ♙xh7 is of course a draw, too,  
but in practice many players lose.

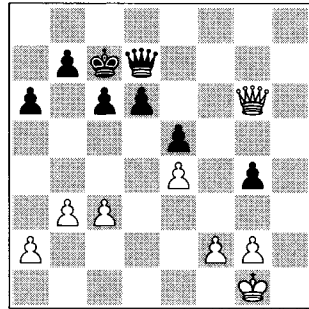
## GAME 20

**Adorjan, Andras**  
**Karpov, Anatoly**

Budapest Hungary-RSFSR, 1969 (2)

**1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙xc6**  
**dxc6 5.0-0 f6 6.d4 ♙g4 7.c3 ♙d6**

**8.♙e3 ♖e7 9.♘bd2 0-0-0 10.♖c2 h5**  
**11.h3 ♙xf3 12.♘xf3 g5 13.dxe5 ♙xe5**  
**14.♘xe5 fxe5 15.♞ad1 ♞xd1 16.♞xd1**  
**g4 17.♖d3 ♘h6 18.♙xh6 ♞xh6**  
**19.♖e3 ♞d6 20.♞xd6 cxd6 21.hxg4**  
**hxg4 22.♖h6 ♖f7 23.b3 ♖c7 24.♖g5**  
**♖d7 25.♖g6**

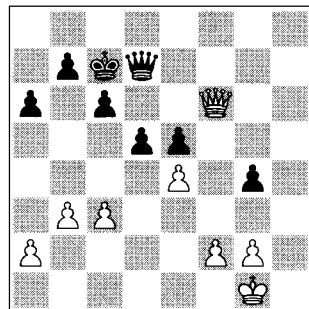


Black's play is slightly restricted because  
the g4-pawn requires attention.

**25...d5!**

Karpov is not just waiting and hoping  
that he can keep his position together.  
Instead, he responds actively. White was  
going to go after the g4-pawn with  
♖h2 and ♖g3.

**26.♖f6**



**26...♖d6!**

Black sacrifices a pawn to create a  
passed pawn. Remember, passed pawns  
are particularly dangerous in queen

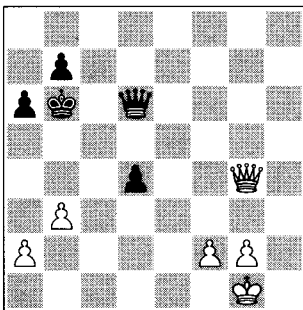
endings and usually they have great value there. Why? Because in a knight or bishop ending the piece can be sacrificed for the passed pawn. This is sometimes also possible in a queen ending, but it is much rarer.

**27. ♖g7+ ♜b6 28. exd5**

The Hungarian player, who had finished second behind Karpov in the Junior World Championships, goes for a better try than 28. ♖xg4. Then, after 28...d4 29. cxd4 exd4 30. ♖d1 d3 31. ♜f1 ♖d4 32. f3 Black has time to create another passed pawn with 32...c5!. When both sides have passed pawns, extra pawns are a less important factor than speed, e.g. 33. g4 (in case of 33. ♖d2 ♜c6 34. g4 b5 35. g5 c4 Black is not worse) 33...♜c7 34. g5 b5 35. g6 c4 36. bxc4 bxc4 37. ♖a4 d2 38. ♜e2 ♖d3+ and Black is safe.

With 32...♖c3! the queen can try forcing matters as well. This line is also convincing, but it requires more precision: 33. g4 ♜c5 34. e5 ♜d4! (activating the king is important here) 35. e6 ♖c2! 36. ♖a1+ (on 36. ♜e1??, 36...♜e3 checkmates) 36...♜e3 37. ♖e5+ and the game ends in a draw.

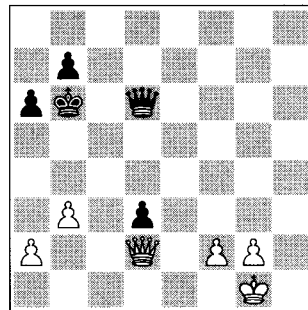
**28...cxd5 29. ♖xg4 d4 30. cxd4 exd4**



**31. ♖e2?!**

Allowing Black's pawn to advance one rank further than was wise. With 31. ♜f1! the king should have tried to block the pawn at once. Then, after 31...♖e5 (31...d3?! 32. ♜e1! d2+ (in case of 32...♖f6 33. ♖b4+ ♜a7 34. ♖c5+ ♜a8 35. ♜d2 Black is in trouble) 33. ♜d1 the d-pawn falls: 33...♖c5 34. ♖g6+ ♜a7 35. ♖c2 is no fun for Black) 32. ♖e2 (or also 32. ♖g6+ ♜c5 33. ♖d3 ♜b4 and here, unlike in the game, White has chances to do something with his f- and g-pawns) 32...♖d5 (32...♖c5 33. ♖d3) 33. ♖d3 ♜a5, it is hard to say whether White would have gained an advantage by blocking the pawn earlier, but he would have had some chances for sure.

**31...d3 32. ♖d2**



**32...♖d4**

Black's d-pawn is strong, being so close to the promotion square. This compensates for the pawn deficit. This must have been the sort of position Karpov had envisaged when he sacrificed the pawn.

**33.g3**

1/2-1/2

Adorjan just offers a draw with a move that indicates he is not trying to win. With 33. ♜f1 White could still try to get in front of the pawn with his king and

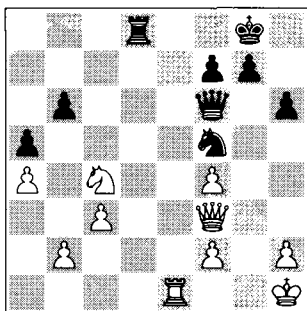
push his kingside pawns. After 33...♔c6 34.f4 (in the event of 34.f3 ♕d5 35.g4 b5, Black should hold) 34...♕d5 35.g4 ♕e4 36.f5 ♖g7 37.♗e1+ ♕f4 38.♗f2+ ♕e4 Black is safe.

GAME 21

**Karpov, Anatoly  
Krogius, Nikolay**

Kuibyshev RSFSR Championship 1970 (1)

1.e4 e6 2.d4 d5 3.♘d2 c5 4.♘gf3 ♘c6 5.exd5 exd5 6.♙b5 ♙d6 7.0-0 ♘e7 8.dxc5 ♙xc5 9.♘b3 ♙b6 10.♞e1 0-0 11.♙e3 ♙g4 12.♙xb6 ♗xb6 13.♙xc6 ♘xc6 14.♗xd5 ♘b4 15.♗e4 ♙xf3 16.gxf3 a5 17.a3 ♘c6 18.♗e3 ♗b5 19.a4 ♗h5 20.♗e4 ♗g5+ 21.♕h1 ♗f6 22.♘c5 ♞ad8 23.c3 b6 24.♘d3 h6 25.f4 ♞d7 26.♞e3 ♞fd8 27.♞g1 ♘e7 28.♘e5 ♞d1 29.♞ee1 ♞xe1 30.♞xe1 ♘f5 31.♘g4 ♗g6 32.♘e5 ♗h5 33.♗f3 ♗h4 34.♘c4 ♗f6



**35.h3!**

Karpov makes room for his king and marks time, essentially putting the ball back in his opponent's court.

**35...♘h4**

Black doesn't want to wait and do nothing.

In case of 35...♕h7 36.♕h2 ♕g8! (36...♞d7 37.♞e8) 37.♞e5 ♘h4 38.♗e4 ♘g6 39.♞e8+ (39.♞b5 ♗h4) 39...♞xe8 40.♗xe8+ ♕h7 41.♗e3 ♘xf4! White keeps an extra pawn, but his damaged pawn structure on the kingside makes it difficult to exploit this.

**36.♗e4 ♘g6?**

Now Black gets pushed back. He should have played 36...♘f5 and attempted to exchange knights:

A) 37.♗e5 ♗c6+;

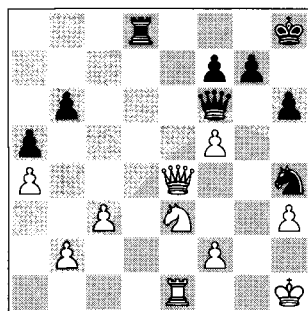
B) 37.♕h2 allows the knight exchange with 37...♘d6! 38.♘xd6 ♗xd6 39.♗e5 ♗d2 40.♞e2 ♗d1 and it is not easy for White to convert his extra pawn;

C) With 37.♘e5! White could avoid the swap: 37...♕h7 38.♕h2 ♞d6 39.♘g4 ♗g6 40.♗c2 ♞d5 41.♞e5 and White keeps his winning chances alive.

**37.f5! ♘h4?**

The knight attacks the f5-pawn, but it gets stuck on the h-file. Even after 37...♘f8!? 38.♕h2 ♞d7 39.♞e3 White's pressure would still be there.

**38.♘e3 ♕h8**



**39.♞e2!**

The typical Karpovian small improvement.

**39...♖g5 40.♔h2**

Yet another one.

**40...h5?**

A mistake, as the pawn occupies a square that the queen could have used.

Better was 40...♔g8! 41.♖g4 (in case of 41.f4 ♖h5 White's advantage is not convincing; even less so after 42.♞f2 ♞d6) 41...♞e8! (after 41...♞d3 42.♖xg5 hxg5 43.♔c4 White would be much better) 42.♞c2 ♞e5 and Black is alive.

**41.f4! ♖h6**

On 41...♖f6 White wins with 42.♔d5 ♖d6 43.c4.

**42.♔g3!**

Reminiscent of the famous Alekhine-Capablanca game (AVRO 1938), where the white king threatened to catch the knight.

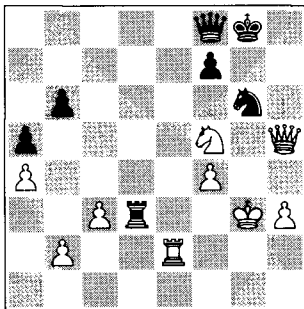
**42...g5**

This saves the knight, but White can now dissolve his doubled pawns.

**43.fxg6 ♔xg6 44.♔f5 ♖f8 45.♖f3**

Collecting a second pawn.

**45...♔g8 46.♖xh5 ♞d3+**



**47.♔g4!**

White has to make cautious moves, but these are not difficult to find. It shows Karpov's confidence.

**47...♖a8 48.♔d4! ♞d1 49.♔f3** ♘

It looks as though Karpov is just defending. In reality he is slowly but surely building up an attack.

**49...♞d5**

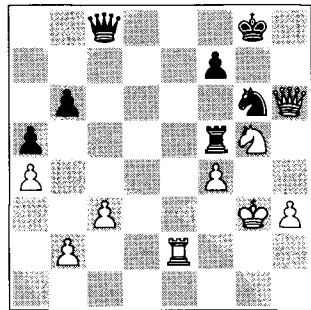
With 49...♞f1 ♔g3 he maintains the advantage.

**50.♔g5**

White suddenly catches the black king.

**50...♖c8+ 51.♔g3 ♞f5 52.♖h7+ ♔f8**

**53.♖h6+ ♔g8**



**54.♔e6!**

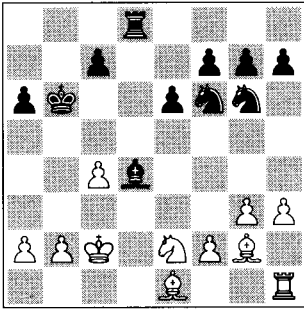
**1-0**

## GAME 22

**Karpov, Anatoly**  
**Sergievsky, Vladimir**

Kuibyshev RSFSR Championship 1970 (3)

1.e4 d6 2.d4 ♔f6 3.♔c3 ♔bd7  
4.♔ge2 b5 5.e5 dxе5 6.dxe5 ♔xe5  
7.♖xd8+ ♔xd8 8.♔xb5 a6 9.♔bd4  
♙b7 10.♙f4 ♔g6 11.0-0-0 ♔c8  
12.♙d2 e6 13.♔b3 ♔g4 14.♙e1  
♙d6 15.h3 ♔f6 16.♔a5 ♞d8 17.c4  
♔f4 18.♔xb7 ♔xb7 19.♔c2 ♙e5  
20.♔c3 ♞xd1 21.♔xd1 ♞d8 22.g3  
♔g6 23.♙g2+ ♔b6 24.♔c3 ♙d4  
25.♔e2



**25...♙e5?**

Black preserves the bishop, but allows himself to be pushed further back.

A) After 25...c5 26.♘xd4 cxd4 (or 26...♞xd4 27.♙c3 ♞xc4 28.♞d1 and White is almost winning; he can trap the rook next move) 27.b4 ♘e5 28.c5+ ♔c7 29.♙d2 White has an edge because of the two bishops;

B) 25...e5 and now:

B1) If 26.b4 c5 (after 26...c6, 27.c5+ ♔c7 28.♘xd4 exd4 29.b5 is strong) 27.a3 (in case of 27.♘xd4 exd4 28.a3 ♘e5 Black is active enough) 27...♞e8 28.♘c3 e4 Black is in the game;

B2) 26.♘xd4 exd4 27.♙d2 ♞e8 (better than 27...c5 28.♞e1 ♞e8 (in case of 28...a5 29.♔b3! ♞d7 30.♔a4 White's king will cause trouble) 29.♞xe8 ♘xe8 30.f4 ♘d6 31.♔d3 and White's two bishops give him the better endgame) 28.b4 ♞e2 29.c5+ ♔a7 30.♞f1 ♘e5 and Black's pieces are active enough to create a balanced position.

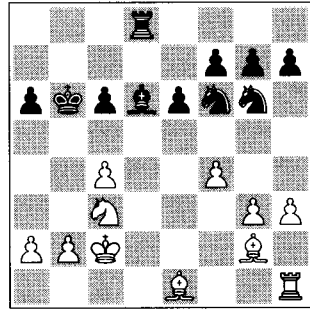
**26.f4!**

Karpov is not only good at 'massaging' the position in endgames, he can play sharply too.

**26...♙d6 27.♘c3!**

Threatening to push Black further back with 28.♘a4.

**27...c6**



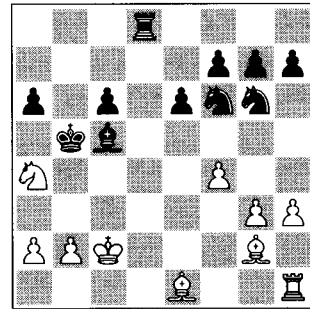
**28.c5+!!**

To play endgames at this exceptional level, one has to handle endgame tactics superbly as well.

**28...♙xc5**

28...♙xc5 leads to a forced checkmate: 29.♙f2+ ♔b4 30.a3+ ♔a5 31.b4+ ♙xb4 32.axb4+ ♔xb4 33.♞b1+ ♔c4 34.♙f1+ and Black can only postpone the mate for one more move.

**29.♘a4+ ♔b5**



**30.♔b3!**

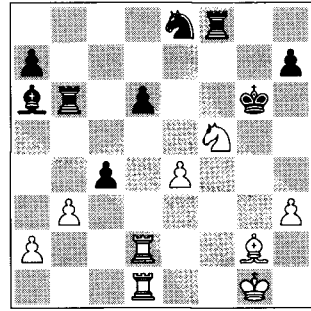
Suddenly Black's king is caught.

**30...♞d3+ 31.♙c3 ♞xc3+**

This allows Black to avoid immediate resignation, but it cannot avert the loss.

**32.♘xc3+ ♔a5 33.♘a4 ♙f2 34.♞c1 ♘e7 35.♞c2 ♙e3 36.♙xc6 ♘h5**

37.♙e8 ♘g3 38.♚c4 ♖d5 39.a3  
 ♗b6+ 40.♚d3 ♗xa4 41.♙xe3 ♖f5+  
 42.♚d3 1-0

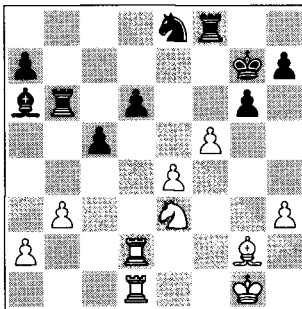


GAME 23

**Karpov, Anatoly**  
**Rashkovsky, Nukhim**

Kuibyshev RSFSR Championship 1970 (8)

1.c4 ♖f6 2.g3 g6 3.♙g2 ♙g7 4.d4 0-0  
 5.♗c3 d6 6.♗f3 ♗c6 7.0-0 ♙f5 8.d5  
 ♗a5 9.♗d4 ♙d7 10.b3 c5 11.dxc6  
 bxc6 12.♙b2 c5 13.♗c2 ♖b8 14.♗e3  
 ♗c6 15.♚d2 ♗b4 16.h3 ♙c6  
 17.♗cd5 ♗bxd5 18.cxd5 ♙b5 19.♙c3  
 ♗e8 20.♙a5 ♚d7 21.♖ac1 ♙a6  
 22.♖fe1 ♖b7 23.♙c3 ♙xc3 24.♚xc3  
 ♗g7 25.♗c2 ♖b6 26.e4 e5 27.dxe6  
 fxe6 28.♖cd1 ♚f7 29.f4 ♗h5 30.♖d2  
 ♚g7 31.♚e3 e5 32.♖f2 exf4 33.gxf4  
 ♚h6 34.f5 ♚xe3 35.♗xe3 ♗f6  
 36.♖d1 ♗g7 37.♖fd2 ♗e8



**38.fxg6!?**

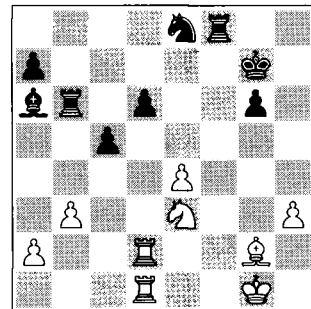
This time Anatoly finds no time for the improving move 38.♗h2.

**38...hxg6**

With 38...♗xg6 39.♗f5 c4 Black could try to exchange as many pawns as possible, and now:

- A) Not 40.♗xd6?? c3! – oops!;
- B) Better is 40.bxc4 ♙xc4 41.♗xd6 ♗xd6 42.♖xd6+ ♖xd6 43.♖xd6+ ♖f6, but Black probably holds after 44.♖d4 ♙xa2 45.♖a4 ♙b1 46.♖xa7 ♙e6;

C) 40.♗e7+!! – the knight goes after the bishop! According to Ashot Nadianian, this is reminiscent of Capablanca’s famous pawn winning manoeuvre against Yates in New York 1924. 40...♗g7 41.♗d5 ♖c6 (41...♖b8 42.♙f1) 42.♗b4 ♖b6 43.♗xa6 ♖xa6 44.♙f1. Moreover, Black still has a weak d-pawn and the white bishop is superior to the black knight.



**39.e5!**

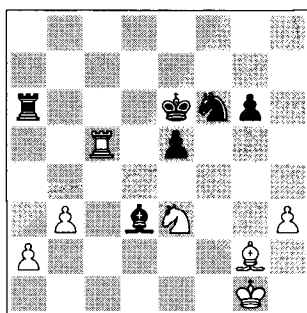
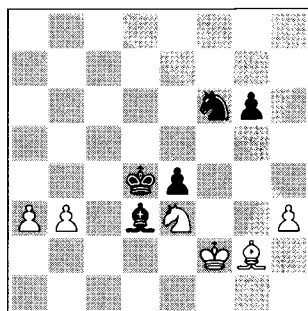
Another typical Karpov idea: invading the seventh rank. This temporary pawn sacrifice prepares the passage.

**39...dxe5 40.♖d7+ ♖f7 41.♖xf7+ ♗xf7 42.♖d7+ ♗e6 43.♖xa7 ♗f6 44.♖c7 ♙d3 45.♖xc5**

White has won a pawn, but the game is not over by far. Black's king is better placed and his pieces are more active.

**45...♖a6**

After 45...e4 46.♖g5! (46.♔f2 ♖a6 47.a4 ♖b6 48.♞c3 is a little passive) 46...♖a6 47.a4 ♖b6 48.♞xg6 ♔f7 (48...♞xb3 loses to 49.♔g4) 49.♖g5 ♞xb3 50.♔f2 and the white king will soon reach f4, assuming greater power.



**46.♞c6+?!!**

After the exchange of rooks, White's queenside pawns will have freer passage, but Black's king also becomes more active in the centre. The fact that he makes an extremely hard and responsible decision just before sealing a move shows Karpov's self-confidence. His deep concept will prevail and win the game 24 moves later.

Objectively however, this was not best. After 46.a4 ♖b6 47.♞c3 e4 48.a5! (48.♔f2 transposes to the position analysed on move 45) 48...♞b5 49.b4 ♞xb4 (on 49...♔e5 50.a6 ♞xb4 White wins with 51.♞a3) 50.♞c6+ ♔e5 51.♞xf6 ♖b1+ 52.♞f1 ♔xf1 53.♔xf1 ♞a1 White is, of course, clearly better, though it is not easy to support the a-pawn.

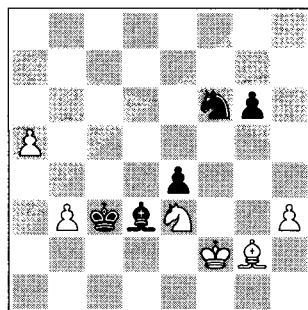
**46...♞xc6 47.♔xc6 ♔d6 48.♔g2 ♔c5 49.a3 ♔d4 50.♔f2 e4**

**51.a4!**

Karpov sealed this move. Particularly if it is not obvious, such a situation puts the pressure on the opponent, who has to analyse positions with pawns on several different squares. The text seems to violate the principle of avoiding the colour of the opponent's bishop. Sometimes principles clash in chess. Karpov lays the emphasis on his passed pawn.

**51...♔c3 52.a5!**

Diverting the black pieces from the kingside. In case of 52.♔f1 ♔d7 53.a5 ♔c5 Black would hold.



**52...♔d7?**

Black wants to stop the a-pawn with the knight and collect the b-pawn with the king. But this loses.

A) After 52...♔xb3 53.♔f1 ♔e8 54.a6 ♔c7 55.a7 ♔a4 (55...♔xf1 loses: 56.♔xf1 ♔a4 57.♔d5 ♔a8 58.h4 ♔a5 59.♔e7 ♔b6 60.♔xg6 ♔xa7 61.h5

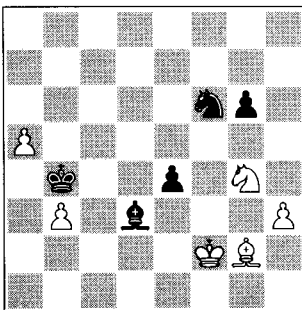
♭c7 62.h6) 56.♭d5 ♭a8 57.♙g2 ♖b5 58.♭f4 ♙c2 59.♭xg6 ♖b6 60.♗e3 ♗xa7 61.♙xe4 ♙xe4 62.♗xe4 White's h-pawn is not to be stopped;

B) Putting the pawn on a dark square and keeping the bishop on d3 does not help either: 52...g5 53.♙f1 and now:

B1) 53...♙xf1 54.♭xf1 ♖xb3 55.a6 ♭d5 56.a7 ♭c7 57.♭g3 ♖c4 58.♭xe4 ♖b5 (58...♭d5 loses after 59.♭xg5 ♖c6 60.h4 ♖b7 61.h5 ♭e8 62.h6 ♭f6 63.♗f3 ♗xa7 64.♗f4) 59.♭xg5 ♖b6 60.♭e6 ♭a8 61.h4 ♗xa7 62.h5 and White wins;

B2) 53...♗xb3 54.a6 ♭e8 55.a7 ♭c7 56.♭d5 ♭a8 57.♙xd3 exd3 58.♗e3 ♖c4 59.♭f6 ♖c3 (or 59...♖b5 60.♭e4 ♖b6 61.♭xg5 ♭c7 62.h4 ♭d5+ 63.♗xd3 ♗xa7 64.♗e4 ♭f6+ 65.♗f5 ♭h5 66.♗g6 ♭g3) 60.♭e4+ ♖c2 61.♭d2 ♖c3 62.♭f3 ♖c4 63.♭e5+ ♖c5 64.♗xd3 ♖b6 65.♭f7 ♗xa7 66.♭xg5 and White wins.

C) 52...♖b4! – it is a bit of a surprise that Rashkovsky made a fatal mistake right after the adjourned position. Maybe he had not anticipated Karpov's sealed move in the first place. Maybe, as a young and inexperienced player, he had misjudged the difficulty of eliminating White's h-pawn. 53.♭g4



analysis diagram

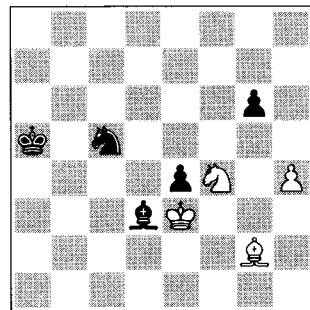
C1) Interestingly, now the most natural move 53...♭d5? runs into trouble after 54.♭e5! (threatening to take on d3. After 54.a6 ♙xa6 55.♙xe4 ♭f4 56.h4 g5! 57.hxg5 ♭h3+ 58.♗e3 ♭xg5 Black would draw) 54...♭c7 (54...e3+ 55.♗g3; 54...♭f4 55.♭xd3) 55.♗e3 ♗xa5 (after 55...♗xb3 56.♙xe4 ♙xe4 57.♗xe4 ♖a4 58.♭xg6 White wins) 56.♙xe4 ♙xe4 57.♗xe4 ♭e6 (57...♖b4 58.♭xg6) 58.h4 ♭f8 59.♗f4 ♖b4 60.♗g5 White wins as the black king is too far away;

C2) The simplest is 53...♭h5! as after 54.♗e3 (54.♭e5 ♗xa5) 54...♗xa5 55.♙xe4 ♙xe4 56.♗xe4 g5 Black holds.

### 53.h4!

Getting closer to promotion and fixing the g6-pawn on the bishop's colour.

**53...♗xb3 54.♭d5 ♭c5 55.♗e3 ♖a4 56.♭f4 ♗xa5**



### 57.♭xg6

White has only one pawn left, but that is sufficient. A rook pawn is usually to the advantage of the defender, but not when the latter must sacrifice a piece for it. Both for the knight and the bishop it is harder to sacrifice, and Black does not manage it here.

### 57...♭d7

In case of 57...♖b6 58.♙h3 ♘c4 (58...♙b5 loses to 59.h5 ♙e8 60.♙f5) 59.h5 ♙g8 60.h6 ♖c7 61.♗e7 ♙h7 62.♙f5, White has a decisive advantage.

**58.♙xe4 ♘c4**

If 58...♙xe4 59.♖xe4 ♗f6+, 60.♖f5 ♗h5 61.♗f4 ♗g7+ 62.♖g6 wins.

**59.♖d4 ♙e2 60.♙f5 ♗f6 61.♖e5 ♗e8**

Or 61...♗h5 62.♗f4, or 61...♗g4+ 62.♖f4 ♗f6 (62...♗h6 63.♙e6) 63.♖g5 ♗h7+ 64.♖h6 ♗f6 65.♗f4 and White wins.

**62.♗f4 ♙d1 63.♙g6 ♗c7 64.♙h5 ♙xh5**

The main alternative is 64...♙b3 (64...♙c2 65.♙f3 ♗e8 66.h5 wins for White) 65.♙f3 ♙f7 66.♖f6 ♙e8 67.♗g6 when White has prepared the passage of the pawn perfectly.

**65.♗xh5**

Black cannot to stop the h-pawn.

**65...♖b6 66.♗f4 ♗e8 67.h5 ♖c7 68.h6 ♗d6 69.h7 ♖d7 70.♖f6 1-0**

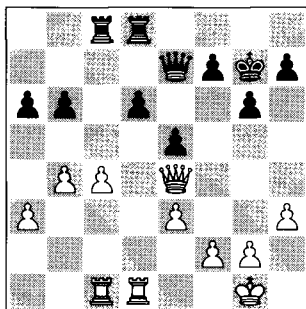
In Caracas Karpov made his debut on the international scene.

GAME 24

**Karpov, Anatoly  
Parma, Bruno**

Caracas, 1970 (3)

**1.c4 ♗f6 2.♗c3 e6 3.d4 ♙b4 4.♖c2 0-0 5.♗f3 c5 6.dxc5 ♗a6 7.♙d2 ♗xc5 8.e3 b6 9.♙e2 ♙b7 10.0-0 d6 11.♙fd1 a6 12.b3 e5 13.a3 ♙xc3 14.♙xc3 ♖e7 15.♗e1 ♙ac8 16.♙ac1 ♗fe4 17.b4 ♗xc3 18.♖xc3 ♗e6 19.♖d3 ♙fd8 20.♙f3 ♙xf3 21.♗xf3 g6 22.♗d2 ♗c7 23.♗e4 ♗e8 24.♖d5 ♖g7 25.h3 ♗f6 26.♗xf6 ♖xf6 27.♖e4 ♖g7**



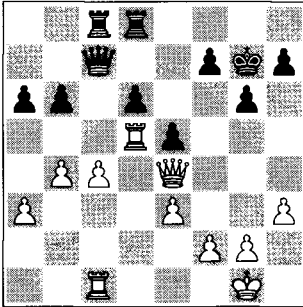
**28.♙d5 ♖c7?!**

Black decides to wait and see how White is going try to crack his position. The freeing move 28...b5!? was possible. It probably leads to an ending where Black is a pawn down, but which can be defended:

A) 29.♙dd1 f5 30.♖d5 ♖f7 31.♖xf7+ ♖xf7 32.cxb5 ♙xc1 33.♙xc1 axb5 34.♙c7+ ♖g8 (Black's king is passive, but he holds the material balance. Also, 34...♖e6 35.♙xh7 ♙a8 36.♙b7 ♙xa3 37.♙xb5 ♙b3 gives good drawing chances) 35.♙b7 ♙a8 36.♙xb5 ♙xa3 37.♙b8+ ♖f7 38.♙b7+ ♖g8 39.b5 ♙b3 and Black probably holds;

B) 29.c5 f5 30.♖d3. In his analysis Borislav Milic stops here as White appears to win. Matters are not that clear, however. After 30...dxc5! 31.♙cxc5 ♙xd5 (in case of 31...♙xc5 32.♙xd8 ♙c7 33.♙d6 Black has an unpleasant position, though it is hard to tell whether White can win, e.g. 33...♙a7 34.♖d5 e4 and Black must suffer) 32.♙xd5 ♖e6 33.♙d6 ♖c4 34.♙d7+ ♖f6 35.♖d6+ ♖e6 and White is better, but his advantage is not winning, e.g. 36.f4 (or 36.h4 h5 37.f3 ♖xd6 38.♙xd6+ ♖f7 39.♙xa6 ♙c3 and Black has decent drawing chances) 36...♖xd6 37.♙xd6+ ♖f7 38.♙xa6 ♙c3 39.♖f2 ♙c2+ (also,

39...exf4 40.exf4 h5 41.♖a5 h4 gives Black better chances of drawing than White of winning) 40.♔f1 e4 41.♖a5 ♖c3. Even if White can do something with his extra pawn, it won't be easy.



### 29.f4! ♖e8

Considering the prolonged agony that Black will now suffer, Parma should have tried 29...exf4. A more open type of position would have given him better chances to defend, as White's king has little shelter. But it would not give Black a joyful position:

A) If 30.♖xf4 ♔g8:

A1) After 31.a4 ♖c6 32.♖cd1 ♖xa4 33.c5 bxc5 34.bxc5 ♖xf4 35.exf4 ♖d7 Black holds;

A2) 31.♖f6 b5 32.c5 dxc5 33.♖dxc5 ♖d7 34.♖xa6 ♖xc5 35.♖xc5 ♖e7 and Black has real drawing chances because of White's exposed king;

A3) 31.e4 ♖e7 32.e5 (32.a4 ♖c6) 32...dxe5 33.♖xe5 ♖d7 and White has a small advantage.

B) 30.♖d4+ ♔g8:

B1) 31.exf4?! – Karpov stops his analysis here, claiming the position is plus/minus. It seems that he just put into his analysis what he had considered during the game. There was in fact a surprising rejoinder. 31...b5! would save Black:

32.c5 dxc5 33.♖cxc5 ♖xd5 34.♖xd5 ♖b6 and Black escapes;

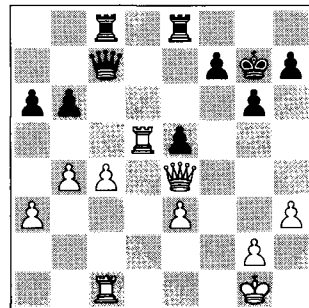
B2) 31.♖xf4 b5 32.c5 ♖e7 33.c6 ♖e8 34.c7 ♖d7:

B21) 35.♖d4 ♖e7 (35...♖dxc7 36.♖xc7 ♖xc7 37.♖xd6 ♖c8 38.♖xa6 ♖c4 39.♖d2 ♖e5 gives Black an active position, probably good enough for a draw) 36.♖c6 ♖dxc7 37.♖cx6 ♖c1+ 38.♔h2 ♖c7 and Black is able to hold;

B22) After 35.♖c6 ♖dxc7 36.♖xa6 ♖e7 37.♖axd6 ♖xe3 38.♖f6 ♖e7 39.♔h2 ♖b8 White is somewhat better.

### 30.fxe5 dxe5

30...♖xe5 was not clearly better. It does not lose, but neither does it allow Black to force a draw: 31.♖d4 ♖d8 32.c5 bxc5 33.bxc5 f6 34.c6! (after 34.♖xd6 ♖xd6 35.♖xd6 ♖xd6 36.cxd6 ♖d5 Black has drawing chances) 34...♖xd5 35.♖xd5 and White can press for more.



### 31.c5!

This pawn ties Black's heavy pieces to the task of preventing its advance.

### 31...♖e6 32.♖d3!

White makes sure that he remains in control of the d-file.

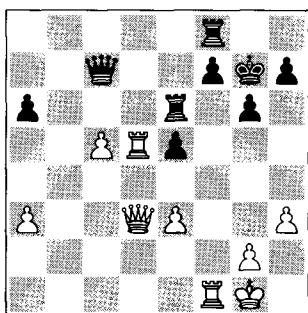
### 32...bxc5

32...♖c6?? loses to 33.♖d7 ♖b8 34.♖f1.

### 33.bxc5

Not 33.♖dxc5?! ♖d8! and Black has almost equalized.

33...♖c6 34.♜b1 ♚c7 35.♜f1 ♜f8



36.♞h1

Typically, Karpov improves his king first, making sure Black will have no checks.

36...♖c6 37.♜b1 ♚c7 38.e4 ♜b8  
39.♜f1 ♜b7 40.♚c3 ♜b5 41.a4

Karpov gradually pushes his pawns further.

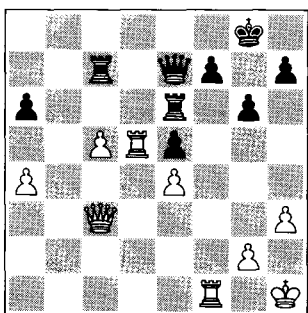
41...♜b8 42.♜c1

In case of 42.a5 ♜b5 43.♚d3 ♜e7, Black survives.

42...♜c8

After 42...a5 43.♞h2 ♜b4 (with 43...♜c6 44.♜cd1 ♜b7 45.♜1d3 Black's position remains unpleasant) 44.c6 ♜b6 45.♜c5 ♜b4 46.♜b5 f6 (or 46...h6) 47.♚c5, White can still press very hard.

43.♜b1 ♞g8 44.♜bd1 ♚e7 45.♜f1 ♜c7



46.a5

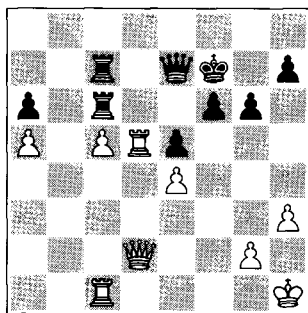
Karpov has made three pawn moves in the preceding part of the game, which has improved his position considerably.

46...♜ec6 47.♜c1 f6

This opens the seventh rank near the king. 47...♜e6 would have led to an almost losing position: 48.♜b1 ♜ec6 49.♜xe5 ♚f6 50.♜e8+ ♞g7 51.e5 ♚f5 52.e6+ f6 53.♜e1 ♜xc5 54.♚b4 ♚f2 55.♜d8 ♞h6 56.e7 ♜c2 57.♜g1 ♜c1 58.♜dd1 ♜xd1 59.♜xd1 ♚e2 60.♚f4+ ♞g7 61.e8♘+ and White wins.

48.♚d2 ♞f7

Not 48...♜xc5?? 49.♜cxc5 ♜xc5 50.♜d8+.



49.♞h2!

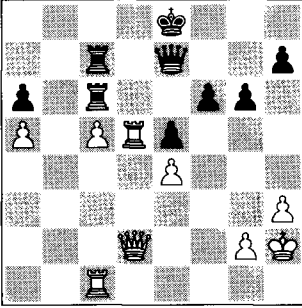
Karpov makes his small improving king move even now. It not only improves his position, but it puts the ball in Black's court and keeps him guessing.

49...♞e8?

This loses at once. Of course if one has had to defend for so long, sooner or later a mistake will occur. The king is more vulnerable on e8 than it was on the kingside.

One gets the impression that Black is losing anyway. After 49...♞g7 50.♜d6 (or 50.♚d3 ♚e6 51.♜c3 (not 51.♜d6? ♜xd6 52.cxd6 ♜xc1 53.d7 ♜c8 and Black stops the passed pawn) 51...♞f7 52.♜b3 and Black is in trouble)

50...♙f7 51.♖c3 (also after 51.♖f1 ♜xc5 52.♞dxf6 ♙xf6 53.♞xf6 ♚xf6 54.♙d6+ ♚f7 55.♙xa6 White is better) 51...f5 52.exf5 ♙xf5 53.♞f3 ♙c8 54.♙g5 White wins.



**50.♞d6!!**

This opens up the position decisively.

**50...♞d7**

Even now Black cannot remove the c-pawn with 50...♞xc5; after 51.♞xc5 ♜xc5 52.♞xa6 his king will be caught.

**51.♞d1 ♜cxd6**

51...♞dxd6 loses prettily after 52.cxd6 ♙d7 53.♙d5 ♚f8 54.♙xc6.

**52.cxd6 ♙e6 53.♙d3 ♙a2 54.♙xa6**

White wins a pawn and the d6-pawn is still choking Black. The rest is simple.

**54...♙c2 55.♙a8+ ♚f7 56.♙d5+ ♚g7 57.♞d2 ♙c3 58.♞a2 h5 59.♞d2 h4 60.♞d1 ♙c2 61.a6 ♙a4 62.♙d3 g5 63.♞b1 f5 64.♞b7 g4 65.hxg4 fxg4 66.♙e2 1-0**

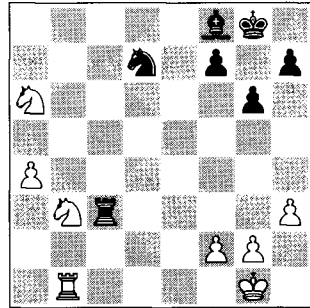
GAME 25

**Karpov, Anatoly**  
**O'Kelly de Galway, Alberic**

Caracas 1970 (7)

**1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♙e7 6.♞e1 b5 7.♙b3 d6**

**8.c3 0-0 9.h3 ♘b8 10.d4 ♘bd7 11.♘bd2 ♙b7 12.♙c2 ♞e8 13.♘f1 ♙f8 14.♘g3 g6 15.a4 ♙g7 16.♙d3 d5 17.♙g5 dxe4 18.♙xe4 ♙xe4 19.♘xe4 exd4 20.♘xd4 c5 21.♙xf6 ♘xf6 22.♘xc5 ♞xe1+ 23.♙xe1 b4 24.♞c1 bxc3 25.bxc3 ♙d5 26.♘db3 ♙f8 27.♙d1 ♙xd1+ 28.♞xd1 ♞c8 29.♘xa6 ♞xc3 30.♞b1 ♙d6 31.♞d1 ♙f8 32.♞b1 ♘d7**



The Belgian grandmaster has refused to repeat moves and he tries to trap the a6-knight. Karpov is a pawn up; if he can find a way to solve the problem of the a6-knight he has good prospects of winning.

**33.a5!**

White takes the opportunity to push the pawn. Time and again Karpov recognizes the tactical potential within an endgame.

**33...♞c6?**

The Belgian grandmaster chooses the right square, but the wrong piece. He should have aimed to move his knight to c6.

Some commentators have missed it, but Black still had a way to lock up the a6-knight with 33...♘e5! 34.♘b8 (34.♚f1 ♘c6) 34...♙d6 35.♘d4 ♞c8 36.♘a6 ♞d8 and White is tied up. Black

has a good enough grip on the queen-side with his better pieces.

**34.♖d1!**

If your opponent attacks your piece, one way of handling this problem is to attack one of his.

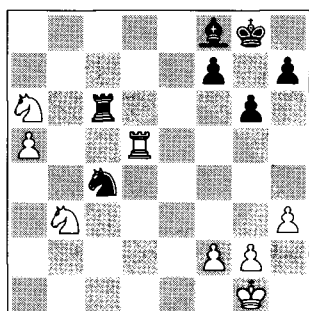
**34...♗e5**

After 34...♖xa6 35.♖xd7 ♗b4 36.♖d5 White wins slowly with the help of the knight and rook. He simply pushes the a-pawn.

**35.♖d5!**

He keeps attacking the knight.

**35...♗c4**



**36.♗b8!**

This now clears the way for the advance of the a-pawn with tempo.

A) Incorrect would have been 36.♖d4? because of 36...♗xa5! and Black gets the pawn back;

B) Getting closer to his pieces with 36.♗ac5? would not work either because of 36...♗xa5!.

**36...♖c8 37.♗d7 ♗e7 38.♗b6**

It is simpler to win with one minor piece on the board.

**38...♖c6 39.♗xc4 ♖xc4 40.a6 ♖a4**

After 40...♖c8 41.♖d7 ♗f8 42.a7 ♗e8 43.♖b7 ♗d6 44.g3 White wins by putting the knight on c6 and then the rook on b8.

**41.♖a5**

**1-0**

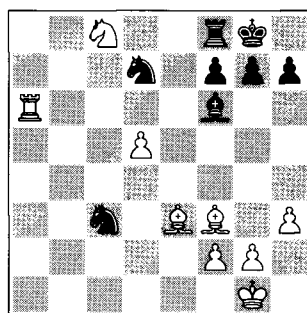
In 1970, Karpov played for the first time in a USSR Championship final. He was on plus one when he encountered Mikenas in round 18. Karpov was to finish 5th-7th on plus three.

GAME 26

**Karpov, Anatoly  
Mikenas, Vladas**

Riga USSR Championship 1970 (18)

1.e4 ♖f6 2.e5 ♗d5 3.d4 d6 4.♗f3  
 ♗g4 5.♗e2 ♗c6 6.exd6 exd6 7.c4  
 ♗f6 8.0-0 ♗e7 9.h3 ♗h5 10.d5 ♗xf3  
 11.♗xf3 ♗e5 12.♗e2 0-0 13.♗c3  
 ♗ed7 14.♗e3 a5 15.♖c2 ♗c5 16.a3  
 ♗fd7 17.b4 axb4 18.axb4 ♖xa1  
 19.♖xa1 ♗a6 20.♖d2 ♗xb4 21.♖b1  
 ♗a6 22.♖xb7 ♗ac5 23.♖a7 ♖b8  
 24.♗b5 ♗d8 25.♖a2 ♖b6 26.♖a8 c6  
 27.♗xd6 cxd5 28.♗c8 ♖b7 29.♗f3  
 ♗e4 30.cxd5 ♗c3 31.♖a6 ♖xa6  
 32.♖xa6 ♗f6



White is a pawn up, which ensures him of an advantage. Nevertheless Karpov finds an uncompromising way of demonstrating a forced win.

**33.♖a8!**

White is going to harass Black on his back rank.

**33...♖e5 34.♙c5!**

This forces the win.

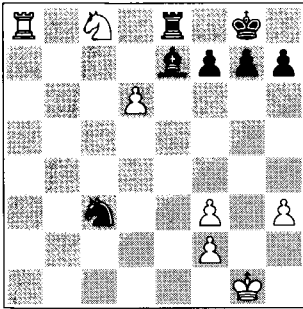
**34...♜d8 35.♙b6 ♘xf3+ 36.gxf3 ♜f8**

In the event of 36...♞e8, 37.d6 h5 38.d7 ♜f8 39.♘e7+ is the final touch.

**37.♙c5 ♜d8 38.♙e7 ♞e8 39.d6**

The preceding couple of moves demonstrate Karpov's impressive handling of his pieces.

**39...♙xe7**



**40.d7**

Winning an exchange, and now it is all over.

**40...♙f8 41.dxe8♖+ ♙xe8 42.♘d6+ ♙d7 43.♘xf7 ♙e6 44.♘d8+ ♙d7 45.♘b7 ♘e2+ 46.♙h2 ♙e6 47.♞a4 ♙f6 48.♘c5+ ♙f5 49.♘d3 ♙g5 50.♞a5+ ♙h6 51.f4 ♙g6 52.♙g2 h6 53.♙f3 ♘d4+ 54.♙g4 ♙f7 55.♞a7+ ♙e6 56.f5+ ♙d6 57.♞a6+ ♙e7 58.♘f4 ♙f7 59.♞a7+ ♙g8 60.♘h5 1-0**

Karpov also played in three minor Soviet team events in 1970. Altogether he played 10 games, winning 4 and drawing 6. He performed respectably but not spectacularly in these events.

In 1971 Karpov recorded an official ELO rating of 2540. This was one of his most active years. He tied a match with Kortchnoi 3-3 and won the semi-finals of the USSR Championship with an im-

pressive +9 =8. On the 18th Student Olympiad in Puerto Rico he scored a superb 7½ out of 8. In the USSR Championship final he ended on plus four. The games with Taimanov and Tukmakov are taken from this event.

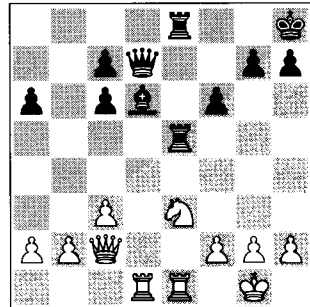
Karpov shared a magnificent first place with Stein at the Alekhine Memorial in Moscow, but he played no endings there that are suitable for this book.

## GAME 27

**Karpov, Anatoly  
Klovans, Janis**

Daugavpils USSR Ch. sf 1971 (4)

**1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙xc6 dxc6 5.0-0 f6 6.d4 exd4 7.♘d4 ♘e7 8.♙e3 ♘g6 9.♘d2 ♙d6 10.c3 0-0 11.♖b3+ ♙h8 12.♘f5 ♙xf5 13.exf5 ♘h4 14.♖xb7 ♖d7 15.♖b3 ♘xf5 16.♘c4 ♞fe8 17.♞ad1 ♞ab8 18.♖c2 ♞b5 19.♞fe1 ♘xe3 20.♘xe3 ♞be5**



**21.g3!**

Black has a seriously damaged pawn structure on the queenside. However, his rooks are highly effective on the e-file. The text move creates a *luft* and prepares to ease the pressure on the e-file. White places a fifth pawn on the colour of the opponent's bishop. In

this case this constitutes no real danger as, rather than becoming targets, they restrict the bishop in its movements.

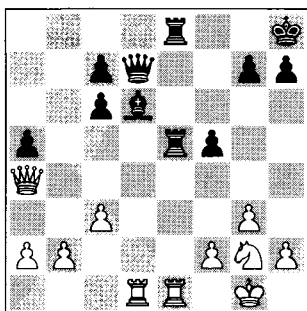
**21...♖e6?!**

Black's situation is not easy. He has to make an important decision: what is the best way to create counterplay to compensate for his damaged pawn structure? It is hard to see the consequences of this queen move. Black wins a tempo by hitting the a-pawn, and if he can open the e-file he hopes to invade on e2.

A) Black could have tried to open up the kingside with 21...f5, and now:

A1) In case of 22.♘g2 ♜xe1+ 23.♙xe1 ♖e6 24.b3 f4 25.♘f3 fxg3 (25...♖e2?? 26.♞e1 wins) 26.hxg3 ♖f6 Black can open up the position enough to equalize;

A2) 22.♖a4! keeps an eye on the queenside and prevents 22...f4, e.g. 22...a5 (22...♖f7 23.♘g2) 23.♘g2



analysis diagram

... and White keeps the better prospects.

B) With 21...c5! Black could aim to gain further space with ...c4 and then possibly exert pressure on the b-file. This move raises the stakes. Black either achieves what he wants on the queenside or he weakens his pawns further:

B1) 22.c4 f5 23.♘g2 ♜xe1+ (after 23...♞e4 Black's position also looks ten-

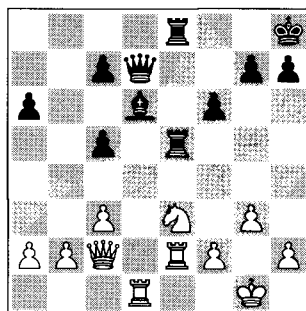
able) 24.♞xe1 ♜xe1+ 25.♙xe1 ♖e6 and Black should hold, as White's king will be exposed to checks;

B2) 22.b3 and now:

B21) 22...c4 23.b4 (in the event of 23.bxc4 ♖c6 Black easily has enough compensation for the pawn) 23...a5 (after 23...♞e4 24.♞d5 ♖e6 25.♞ed1 ♝g8 26.♞5d4 White consolidates) 24.♞d4 (or also 24.a3 ♖e6 25.♞d4 c5 26.♞xc4 and Black has little for the pawn) 24...axb4 25.cxb4 ♖e7 26.♞h4 and by finding this surprising new target White keeps the advantage;

B22) 22...a5 23.c4 (23.a4 c4 24.b4 f5 (after 24...axb4 25.cxb4 ♞e4 Black's pieces are also active) 25.♞d4 ♖e6 26.♞ed1 axb4 27.cxb4 ♙xb4 28.♞xc4 ♙c5 29.♖xe6 ♞5xe6 30.♞c4 ♙xe3 and Black holds) 23...a4 (also with 23...♖c6 24.♞d5 ♞5e6 25.♞ed1 ♙e5, Black's chances would be better than in the game) 24.bxa4 ♞a8 25.♞b1 (in case of 25.f4 ♞ee8 26.♘d5 ♞xa4 27.♞e2 ♞xe2 (27...♞ea8? 28.♘xc7) 28.♖xe2 ♞a8 Black is just a little worse) 25...♞ee8 26.♞b5 c6 27.♞b6 ♙e5 28.♞eb1 ♙d4 29.♞b7 ♖e6 and it is difficult for White to do something constructive with his extra pawn.

B3) 22.♞e2



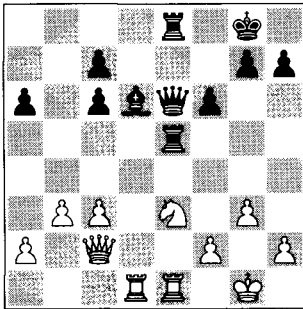
analysis diagram

B31) The thematic idea here is to push the pawn: 22...c4 23.♖e2 (after 23.♗de1 ♔e6 24.♕f1 ♘c5 25.♘g2 ♗d5 Black's pieces are working nicely) 23...♔c6 24.♗d5 ♖xd5 25.♘xd5 ♗b5 and Black is not at all worse;

B32) Another option is 22...f5 23.♗d5 (23.♗de1 ♔e6) 23...f4 24.♖xe5 ♖xe5 25.♘c4 ♖xe2 26.♗xe2 fxg3 27.hxg3 h6 and White is slightly better.

**22.b3 ♖g8**

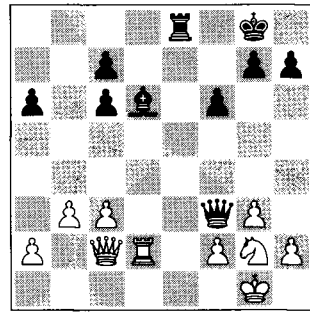
Black just prepares to centralize his king. However, this allows White to liquidate on the e-file. Active play with 22...♘c5 would not be convincing either: 23.♘g2 a5 (in case of 23...♖g8 24.♖xe5 fxg3 25.♗e4 ♖f8 26.♗d2 White neutralizes Black's direct play and slowly builds up the pressure on Black's pawns) 24.♖xe5 ♗xe5 25.♖e1 ♗h5 26.♖xe8+ ♗xe8 27.♗f5 ♘b6 28.c4 and the ending is unpleasant for Black.



**23.♘g2!**

Karpov has rightly envisaged that what is often a deadly weapon – heavy artillery on an open file – can be easily defused this time. This is not the last time that Karpov plays a revelatory ♘g2.

**23...♗e2 24.♖xe2 ♗xe2 25.♗d2 ♗f3**



**26.♕f1!!**

This is a very subtle move. In endgames, centralization of the king is a common event. At first glance it seems premature here, with so many pieces on the board. In fact, the text has a most unusual purpose.

**26...♖e5**

A) 26...c5 27.♗d3 ♗xd3+ 28.♖xd3 c4 29.bxc4 ♖b8 30.♕e2 ♕f7 31.♘e3 and White is better in spite of the fact that his extra pawn is a doubled one;

B) 26...♗h5 27.h4 (after 27.♖e2 ♖e5 28.h4 ♗f3 White is tied up) 27...♖e5 28.♗d3 and White is slowly putting Black's pawns under close scrutiny.

**27.♗d3!**

Now we can see the depth of Karpov's king move. The second rank has been protected from being invaded.

**27...♗xd3+**

After 27...♗h5 28.♗xa6 ♗xh2 29.♗c4+ ♕f8 30.♗h4, despite the fact that the pawns are on both sides of the board and Black possesses the bishop, the endgame still favours White as he already has a passed pawn and Black has the doubled c-pawns.

**28.♖xd3**

With very neat play White has neutralized Black's activity. Now he can concentrate on Black's queenside pawns.

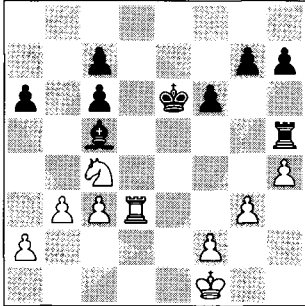
**28...♟f7 29.♞e3**

Karpov starts looking for the best square for his knight.

**29...♟e6 30.♞c4 ♞h5 31.h4**

Four white pawns are on the Black bishop's colour, but they are not really vulnerable.

**31...♞c5**



**32.♞b2!?**

Karpov improves his knight and consolidates his position before he launches his initiative.

Going for the win of the a-pawn with 32.♞d8!?

A) 32...♞d5 33.♞e8+ ♟f7 34.♞a8 ♞d3 35.♞xa6 ♞b6 (35...♞xc3 36.♞xc6) 36.♞xb6 cxb6 37.♞xb6 ♞xc3 38.♟e2 ♞c2+ 39.♟e3 ♞xa2 40.♞xc6 and White has decent winning chances;

B) 32...♞f5 33.f4 g5 34.♞e8+ ♟f7 35.♞c8 ♞b6 36.♞xb6 cxb6 37.♞c7+ and White wins;

C) Black's best option is to look after the queenside first: 32...a5! 33.♞a8 ♞f5 34.f4 ♞b6 (not 34...g5? 35.♞xa5 gxh4 36.b4 ♞e7 37.♞xf5 ♟xf5 38.a4 and the a-pawn promotes) 35.♟e2 and White is better, but Black is not yet lost.

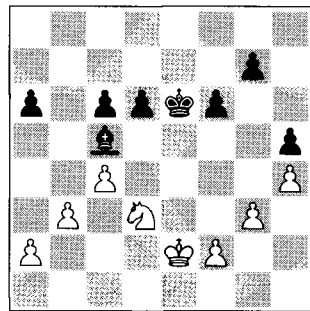
**32...♞f5!?**

Black doesn't smell a rat. The rook looks so active on the fifth rank...

Black could have 'freed' the rook from the fifth rank with 32...♞d5!?. There could follow 33.c4 ♞d6 34.♟e2 and now:

A) With 34...♟f5 35.♞f3+ ♟g4 – or alternatively 35...♟e6!? 36.♞d3 ♞d4, and now the black pieces are rather active – the king becomes active, but it also becomes too much of a target: 36.♞f4+ ♟h3 37.♞d3 ♞d4 38.h5 g5 39.hxg6 hxg6 40.♞h4+ ♟g2 41.♞e1+ ♟g1 42.♞f3+ ♟g2 43.♞h2 mate;

B) 34...h5!? 35.♞xd6+ (after 35.♞d1 ♟f5 Black obtains some counterplay) 35...cxd6 36.♞d3



analysis diagram

36...♟f5 and Black is not in danger in this ending.

**33.♞d2 h5**

Black gives up the a7-g1 diagonal. It was possible to maintain the bishop on the diagonal with the aid of 33...♞d5, e.g. 34.♞d3 ♟f5 35.♟e2 ♞b6 36.b4! (not 36.♞b4? ♞xd2+ 37.♟xd2 ♞xf2; or 36.c4 ♞d4) 36...♞d6 (White keeps an extra pawn after 36...c5 37.bxc5 ♞a5 38.♞b4 ♞xc5 39.♞xa6, although it is not easy to convert it into a win) 37.c4

♙d4 38.c5 ♖d7 39.♔f3 and White is somewhat better.

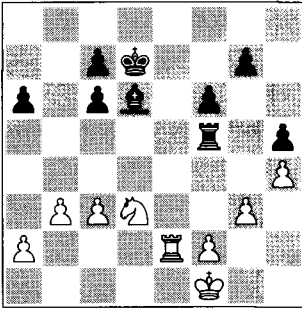
**34.♘d3!**

It was not that difficult to position the knight here, but to understand fully the power it will wield in the remainder of the game required very subtle judgement.

**34...♙d6**

Not 34...♙b6? 35.♘b4.

**35.♞e2+ ♔d7**



**36.♞e3!**

It appears that White is simply defending his pawn. However, there is more to the text than that. Karpov sets up a most wicked trap at the same time.

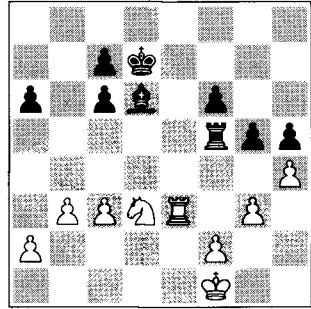
**36...g5?**

Black is still harbouring dreams of activity on the kingside.

A) After 36...♖d5 37.♔e2! (37.c4?! ♖d4) 37...g5 38.♞e4 Black's rook would be in danger;

B) Better would have been 36...♞b5! (Black's rook must leave the fifth rank at some stage) 37. ♞e4! (after 37.c4 ♞b8 White is obviously better, but Black is not without defensive chances) 37...c5 38.♔e2 and White will cause a lot of problems on the queenside with his rook and knight. It is hard to tell whether he has a clear

win, but it is easy to see that Black will be made to suffer.



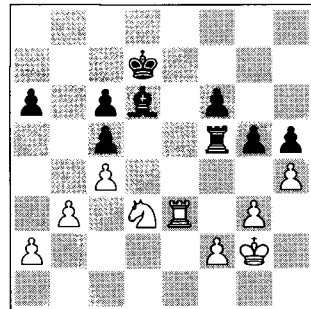
**37.c4!!**

Out of the blue White prepares to trap Black's rook. This is a fantastic idea. Black still has squares on the fifth rank, but not for too long.

**37...c5**

This stifles the rook further, but the white moves b4 and a3 would have had the same effect anyway. If 37...gxh4 38.gxh4; or 37...g4 38.♔e2 ♞a5 39.a4 f5 40.f4 and Black's rook will be hunted down by ♞a2 and b3-b4.

**38.♔g2 c6**



**39.f3!**

Suddenly the threat is 40.g4, trapping the rook.

**39...gxh4 40.gxh4 ♔f4**

This merely postpones f3-f4 with the king's inevitable march to e4.

**41.♞e4 ♙d6 42.f4**

**1-0**

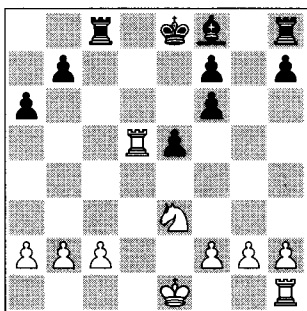
Black loses the rook with ♖f3 after which the white knight attacks the rook. Karpov released Black's grip by the rooks and the queen beautifully. His entrapment of the rook was accomplished with a stunning idea. This game is a true masterpiece!

GAME 28

**Karpov, Anatoly**  
**Taimanov, Mark**

Leningrad USSR Championship 1971 (1)

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♗xd4  
♘c6 5.♗b5 d6 6.♙f4 e5 7.♙e3 ♗f6  
8.♙g5 ♙e6 9.♗1c3 a6 10.♙xf6 gxf6  
11.♗a3 ♗e7 12.♗c4 d5 13.exd5  
♗xd5 14.♗xd5 ♙xd5 15.♗e3 ♙c6  
16.♙c4 ♔xd1+ 17.♗xd1 ♖c8 18.♙d5  
♙xd5 19.♗xc2



**19...♙e7!?**

Taimanov centralizes his king with a remarkable plan. Black would still have been somewhat worse if he had played 19...♙c5. One has to praise Taimanov for adopting this positive approach. Before this game he had lost 6 times in a row to Fischer during the World Championship Candidates' match and ac-

ording to the database he had lost one against Spassky in USSR and one to Stein before that, before drawing with Smyslov. He had faced some really great players, yet all these losses must have been hard to take.

**20.♙e2**

White has no time to fix the f6-pawn with 20.g4, because of 20...♙e6 21.♗d2 h5 and Black becomes very active.

**20...♙e6! 21.♗hd1 f5!**

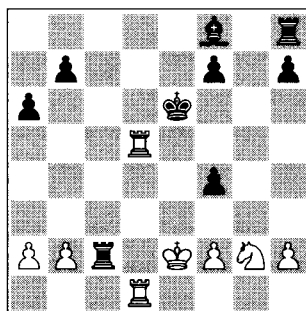
Black has activated his king and he has play in the centre.

**22.g3 f4!**

Opening up the position for his bishop. 22...♗g8 would have allowed White time to consolidate with 23.c3, and Black does not manage to get rid of the doubled pawns. Also after 23.f4 f6 24.c4 b6 25.b3 White would be slightly better.

**23.gxf4 exf4 24.♗g2 ♗xc2+**

Black discards the weak pawn and manages to open up the position. But it has cost him many tempi.



**25.♙f3!**

Karpov has brought his pieces into the fray. He can now press, as he is better developed.

**25...♙c5**

Taimanov keeps playing actively and catches up with his development. However, it was possible to grab the pawn as well: 25...♖xb2 26.♘xf4+ ♕f6 27.♞e1! and now:

A) 27...♞xa2?? – taking the second pawn is cruelly punished. With 28.♘h5+! ♕g6 29.♞g1+ ♕h6 30.♘f4 White catches Black's king;

B) 27...♞c2 (Black holds by improving this rook) 28.♘h5+ ♕g6 29.♞g1+ ♕h6 30.♘f4 ♞c5! 31.♞d7 ♞c3+ 32.♕e4 ♞c4+ and Black can keep checking;

C) 27...♞b5 28.♘h5+ ♕g6 29.♞g1+ ♕h6 and White cannot catch Black's king.

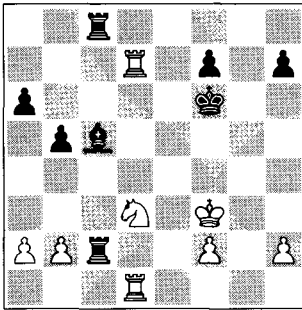
### 26.♘xf4+ ♕f6 27.♘d3

This placement of the knight is typical for Karpov.

### 27...♞c8 28.♞d7!

Rooks to the seventh!

### 28...b5



### 29.♞e1!

Karpov improves his second rook as well. This makes two moves extremely unpleasant to deal with for Black. White's main idea is ♞e4, but the text also enables ♘e5 in certain cases. The position is extremely rich in tactical motifs.

### 29...♕g7?

Karpov's powerful moves have generated enough pressure to force a mistake from Taimanov. Black wants to avoid the harassment of his king, but he achieves this aim only temporarily. Having brought his king into the centre, he retreats and now his downfall is imminent. The punishment for this mistake is surprisingly harsh. The legacy of recent defeats by Taimanov may have played a role. One ending against the great American, for example, had been very unfortunate.

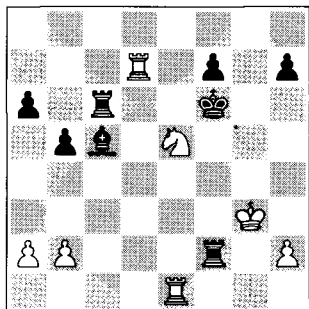
A) Preventing ♞e4 with 29...♞c4 would not have solved the problems, because 30.♘e5 doesn't work at once; after 30...♖b4! 31.♞xf7+ (or 31.♞e2 ♞4c7 and Black is safe) 31...♕e6 32.♞e2 (32.♞e3 ♞4c5!) 32...♞c2! (32...♞4c5 33.♞f4!) 33.♞e4 ♖c5 34.♞xh7 ♞xf2+ 35.♕g3 ♕d5 36.♘d3 ♕xe4 the position is drawish. But 30.a3!, preparing 31.♘e5, gives White an edge.

B) Moving the pawn from the seventh rank with 29...h6 was possible as well. After 30.♞e4 ♞c4 Black holds;

C) Black can also improve his rook with 29...♞c6, which enables the bishop to help. Most importantly, it keeps the king in the centre as well.

C1) Now, after 30.♞e4 ♖d6! (not 30...♞c4 in view of 31.♘e5!, forking the rooks) 31.♞h4 ♕g7 (it is very hard to spot why the pawn has to be defended from this square, but after 31...♕g6? 32.♞d4! ♖xh2 33.♕g2 ♖b8 34.♘b4 White would win the exchange) 32.♞d4? (32.♞g4+ is equal) 32...♖xh2 33.♕g2 ♖b8 34.♘b4? and this is the difference: here, 34...♞g6+! is possible.

C2) 30. ♖e5 ♜xf2+ 31. ♔g3



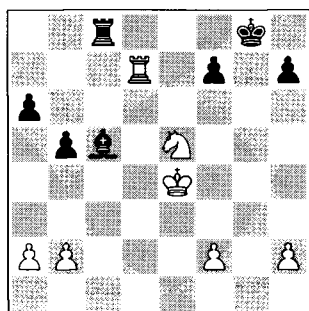
analysis diagram

C21) After 31... ♜xb2 32. ♜xf7+ ♔e6 33. ♜f4! White wins an exchange by brilliantly protecting the king from the bishop with the rook;

C22) 31... ♜c2!! 32. ♜xf7+ (32. ♔f3 ♜f2+=) 32... ♔e6 33. ♜f4 ♜c7 (now it becomes clear that 31... ♜c2 was played to reduce the power of the discovered knight check) 34. b4 ♔d6 35. ♖f7+ ♔d7 36. ♜d1 ♜7c6. Both sides have pinned pieces and neither player can take charge in this remarkable position.

**30. ♜e4 ♜c4 31. ♖e5 ♜xe4 32. ♔xe4 ♔g8?!**

As we have seen before, Taimanov is looking for active play. After 32... ♜f8 33. f4 ♔g8 Black's position would have become passive. However, this might well have been better than the text.



**33. f4!!**

Karpov postpones the pawn capture and avoids the exchange of the knight for the bishop. Why does he want to keep the knight when the pawns are far apart and the bishop is usually superior in such an endgame? Soon we will see. After 33. ♜xf7 ♔d6! 34. ♜a7 ♔xe5 35. ♔xe5 ♜c2 Black has excellent chances to draw the rook ending.

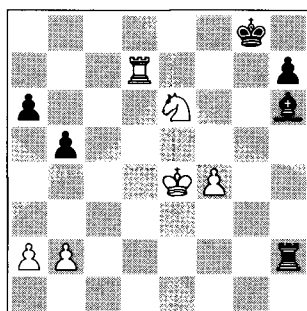
**33... ♖f8 34. ♖xf7 ♜c2 35. ♖g5!**

Karpov needs the knight for a successful attack on the black king.

**35... ♔h6**

In case of 35... ♜xh2, the pinning 36. ♜d8 wins.

**36. ♖e6 ♜xh2**



**37. ♔f5!**

Now White catches Black's king.

**37... ♔xf4**

This only postpones the end. Materially speaking, Black has a chance as he has hopes of removing all the pawns, but his king only enjoys a brief respite. If 37... ♜g2, 38. ♔f6 ♜g6+ 39. ♔e7 wins.

**38. ♔xf4**

This is not the most direct win. The more accurate recapture 38. ♖xf4! would have been much faster, as Furman, Karpov's trainer at the time, has pointed out.

After the capture with the knight, White checkmates after 38... ♜xb2

39. ♖f6 h6 40. ♖g7+ ♖f8 41. ♗e6+ ♖e8 with 42. ♖e7.

**38... ♖xb2 39. ♖g7+!**

With the help of the mating net White gains an important tempo.

**39... ♖h8 40. ♖a7 h5 41. ♖xa6 b4 42. ♗d4**

Going after the king with 42. ♖g5 b3 43. axb3 ♖xb3 44. ♖g6! (not 44. ♖a8+ ♖h7 45. ♖a7+ ♖g8 46. ♖g6 ♖g3+ 47. ♗g5 ♖f8 and Black holds) 44... ♖b8 (44... ♖g3+ 45. ♗g5) 45. ♖xh5 wins immediately, as computer programs demonstrate. But Karpov understandably wants to keep the pawns on the board.

**42... ♖g2 43. ♖f3 ♖d2 44. ♖e3 ♖b2 45. ♖f4 ♖d2**

45... ♖g2 would have prolonged the resistance.

**46. ♗f5 ♖b2?**

46... ♖g2 would have avoided immediate collapse.

**47. ♖g5 b3 48. ♖h6+!**

By 48. axb3 White could also win without the pawn: 48... ♖xb3 49. ♖g6 ♖b8 50. ♗e7! h4 (50... ♖e8 51. ♖f7) 51. ♖h6 h3 52. ♗g6+ ♖g8 53. ♖a7 and Black gets checkmated.

**48... ♖g8 49. ♖f6 1-0**

Taimanov played very imaginatively with his king for quite some time. One mistake with the king, however, brought about disaster.

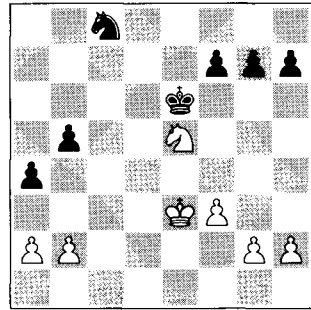
## GAME 29

### Karpov, Anatoly Tukmakov, Vladimir

Leningrad USSR Championship 1971 (18)

**1.e4 c5 2. ♗f3 e6 3. d4 cxd4 4. ♗xd4 ♗c6 5. ♗b5 d6 6. c4 ♗f6 7. ♗1c3 a6**

**8. ♗a3 ♖e7 9. ♖e2 0-0 10. 0-0 b6 11. ♖e3 ♖b7 12. ♖c1 ♗e5 13. ♗d4 ♗ed7 14. f3 d5 15. exd5 ♖c5 16. ♗d2 ♖xe3+ 17. ♖xe3 exd5 18. ♖fd1 ♖e8 19. ♖f2 ♖c8 20. ♖c2 ♖e7 21. ♖f1 ♗d6 22. ♖cd2 b5 23. ♗xd5 ♗xd5 24. cxd5 ♗f6 25. ♖d3 ♖xd5 26. ♖e4 ♖e5 27. ♖xd5 ♖xd5 28. ♖xd5 ♗xd5 29. ♗d4 ♖b6 30. ♖xb6 ♗xb6 31. ♖d6 ♖b8 32. ♖c6 ♖f8 33. ♗c2 ♖c8 34. ♖xc8+ ♗xc8 35. ♗b4 a5 36. ♗c6 a4 37. ♖f2 ♖e8 38. ♖e3 ♗d7 39. ♗e5+ ♖e6**



**40. ♗d4**

White's king is stronger than Black's, but it is a very hard task to exploit this advantage. Actually White will need a bit of help.

**40... f6**

If 40... ♗e7 41. f4, and Black has to move the f-pawn at some stage.

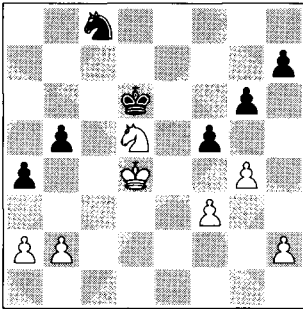
**41. ♗d3 ♗d6 42. ♗f4 g6**

Black could have done without ...g7-g6, but he cannot solve all of his problems. After 42... f5 43. ♗d5 ♗a7 44. ♗b4 the position is still unpleasant for him, for example 44... g5 45. g4 fxg4 (after 45... f4 46. ♖e4 ♖e6 47. ♗d5 White is still pressing) 46. fxg4 h6 47. h3 ♗c6+ 48. ♗xc6 ♖xc6 49. b4 and White wins. Of course Black can

play differently, but this variation shows that it is not easy for him.

**43. ♖d5 f5 44. g4!**

The pawn moves closer to the promotion square and plans to fix the h7-pawn on its square. It certainly puts the pressure on Black.



**44... ♖e7?**

One might think this was not actually played in the game – just a mistake with the entering of the moves. It is very likely that Tukmakov played 44... ♖a7 here. We'll make that assumption.

**45. ♖b4**

If Black had actually played 44... ♖e7, then 45. ♖xe7! would have brought an elementary win. Players of this calibre hardly ever miss something as simple as this. After 45... ♗xe7 46. ♗c5 (or also 46. gxf5 ♗f6 (46... gxf5 47. ♗e5) 47. fxf6 hxf6 48. ♗c5 and wins) 46... fxf4 47. fxf4 ♗f6 48. ♗xb5 White would easily win the race.

**45... fxf4 46. fxf4 ♗c8**

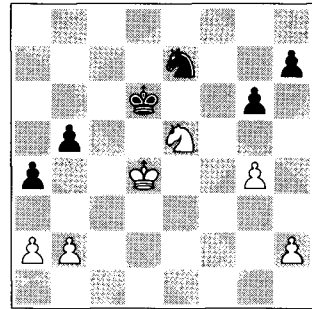
The knight probably went here from a7; if it had been on e7, 46... h5 or 46... g5 would have equalized.

**47. ♖d3 ♖e7**

With 47... ♖b6 48. b3 axb3 49. axb3 ♖d5 50. ♖e5 ♖f4 51. ♖f7+ ♗e7

52. ♖g5 h6 53. ♖e4 ♗e6 54. ♗c5 ♗e5, Black should hold as well with his active king.

**48. ♖e5**



**48... ♗e6**

48... h5 probably draws, as it reduces the material in Black's favour. However, the prospects were not pleasant either, as it is hard to calculate the lines with the clock ticking: 49. h3 (after 49. g5 ♗e6 50. ♗e4 ♖d6 51. ♖f3 ♖d5 52. a3 ♖c7 53. ♖e5 (53. h4 ♖e6) 53... ♖e6 54. h4 ♖c5+ Black keeps a perpetual) 49... hxf4 50. hxf4 ♗e6 51. a3 (51. ♖xg6 ♖xg6 52. ♗c5 ♖e5; and in case of 51. ♖f3 ♖d6 52. ♖g5 ♖c6+ 53. ♗e3 ♖d5 Black is safe) 51... ♖d6 52. ♖f7+ ♗e6 53. ♖g5+ ♖d6 54. ♖e4+ ♗c6 55. ♗e5 ♖d5 56. g5 b4 (not 56... ♖e3 57. ♗f6 ♖c4 58. ♗xg6 and Black is in trouble) 57. axb4 ♖xb4 58. ♖c3 (58. ♗f6 ♖d3) 58... ♖d3+ 59. ♗f6 ♖xb2 60. ♗xg6 a3 61. ♗f5 (61. ♗f7 ♖d1 62. ♖a2 ♖e3 63. g6 ♖f5 is a draw) 61... ♖d1 62. ♖a2 ♖e3+ and Black holds.

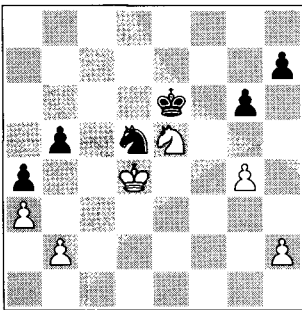
**49. a3 ♖d5?**

This loses, but Black's position is not easy to handle.

A) Better was 49... h5 and because of the limited material on the board,

Black can survive this unpleasant ending: 50.h3 (50.g5 ♖f5) 50...hxg4 51.hxg4 ♖d6 52.♗f7+ ♖e6 53.♗g5+ ♖d6 54.♗e4+ ♖c6 (in case of 54...♖e6 55.♖c5 ♖e5 56.♗f2 ♖f4 57.♖xb5 White obtains winning chances) 55.♖e5 ♗d5 (not 55...b4 56.axb4 ♖b5 57.♖f6 ♗d5+ 58.♖xg6 ♖xb4 59.g5 ♖b3 60.♗c5+ ♖xb2 61.♗xa4+ and White wins) 56.g5 b4 57.axb4 ♗xb4 58.♗c3 ♗d3+ 59.♖f6 ♗xb2 60.♗xa4 ♗xa4 and Black holds;

B) 49...♖d6 50.♗f7+ (in the event of 50.g5 ♗f5+ 51.♖e4 ♖c5 Black's king is also active) 50...♖c6 51.♖e5 (51.h4 h5; and after 51.h3 ♗d5 52.♗e5+ ♖d6 53.♗d7 ♗f4 Black holds) 51...♖c5 52.♖f6 ♗c8 53.♖g7 ♖c4 and Black is not slower in the pawn race.



**50.♗d7!!**

Suddenly White's advantage can be transformed into a win. Tukmakov may have missed this nice move.

**50...♖d6**

The attempt to trap the knight with 50...♗f4 51.♗f8+ ♖f7 is not effective: 52.♗xh7 ♗h3 53.♖c5 ♖g7 54.♖xb5 ♖xh7 55.♖xa4 ♗f2 56.♖b5 and White's pawns decide the issue.

**51.g5!**

Fixing the h7-pawn.

**51...♗e7**

The alternative 51...♗e3 52.♖xe3 ♖xd7 53.♖d4 ♖d6 54.h4 would force Black into zugzwang: 54...♖c5 54...♖e6 55.♖c5) 55.♖e5 and White wins the race.

**52.♗f8**

This wins the pawn and proves to be decisive.

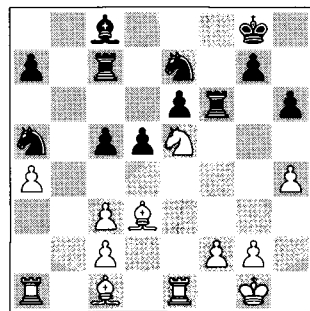
**52...♗c6+ 53.♖c3 ♗e5 54.♗xh7 ♗f3 55.♖b4 1-0**

GAME 30

**Karpov, Anatoly  
Markland, Peter**

Hastings 1971/72 (15)

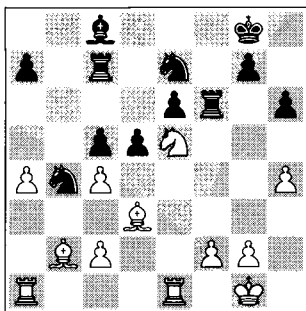
1.e4 e6 2.d4 d5 3.♗c3 ♖b4 4.e5 c5 5.a3 ♖xc3+ 6.bxc3 ♗c7 7.♗f3 ♗e7 8.a4 b6 9.♖b5+ ♖d7 10.♖d3 ♗bc6 11.0-0 h6 12.♖e1 ♗a5 13.♗d2 ♖c8 14.h4 0-0 15.♗f4 f5 16.exf6 ♖xf6 17.♗xc7 ♖xc7 18.dxc5 bxc5 19.♗e5 ♖c8



**20.c4!**

As usual Karpov plays consistently, he opens the position further.

**20...♗ac6 21.♖b2 ♗b4**



**22.a5!**

Did Karpov already anticipate the glorious role of this pawn, or did he just want to prevent ...a7-a5? Who knows? We have already seen the Sazontiev game, where he employed the same plan, but here it is even less automatic.

**22...♠f8 23.♙a3!**

White sacrifices a pawn. The reason is not immediately obvious.

**23...dxc4 24.♗xc4 ♠f4 25.♗d6**

After 25.g3 ♠xc4 26.♙xc4 ♗xc2 Black is safe.

**25...♗xd3 26.cxd3 ♠xh4 27.♗e4 ♠h5 28.♠ec1 ♙b7?**

With 28...♠d5 Black could bring back his rook, e.g. 29.♠c3 a6 (in some cases Black must put the pawn on his own bishop's colour; also in case of 29...♗f5 30.♠xc5 ♠cxc5 31.♙xc5 a6) 30.♙xc5 ♗g6 31.g3 e5. In both these lines White has a very small, if any, advantage.

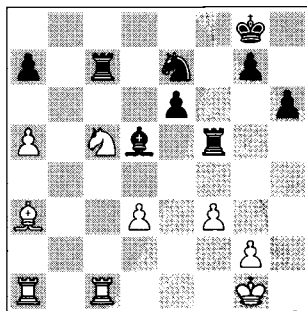
**29.♗xc5 ♙d5**

The bishop appears to be more active on d5 than on c8, but in fact it would have been better to keep it on the back rank.

**30.f3 ♠f5**

The rook has to return from the edge sometime.

After 30...♗c6 31.a6 ♗d4 32.♗f2 e5 33.♠ab1 ♠f5 34.♠b8+ ♗h7 35.♠d8 White would be slightly better.



**31.a6!!**

This is the introduction of a very deep plan. White fixes the a7-pawn on the colour of his bishop.

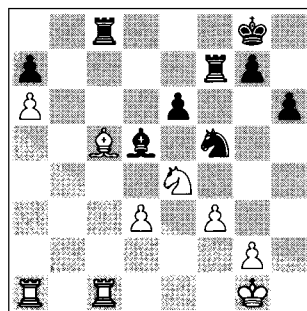
**31...♠f7**

A) 31...♠f8 32.♗xe6 ♠xc1+ 33.♠xc1 ♙xe6 34.♙xe7 is also difficult for Black;

B) After 31...♗c6 32.♗e4 ♠ff7 33.♠ab1 (33.♙d6 ♠cd7 34.♙c5 slightly favours White) 33...♗d4 34.♗f2 White is better, as he will gain control of the c-file with ♙d6. The a6-pawn is strong.

**32.♗e4 ♗f5 33.♙c5 ♠c8**

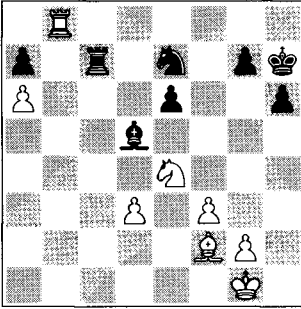
Black can try to bring his knight to d4 in order to support the queenside, by playing 33...e5. Now, 34.♗d6 ♗xd6 35.♙xd6 ♠xc1+ 36.♠xc1 ♠f6 37.♙xe5 ♠xa6 38.♠c7 ♙f7, or 34.♗f2 ♗d4!, is OK for Black. But with 34.♙b4! White uncovers a surprising weakness: 34...♠fc7 35.♠xc7 ♠xc7 36.♠a5 and Black is in trouble along the fifth rank.



**34. ♖f2!**

The continuation of an extremely deep plan. Karpov exchanges a pair of rooks in order to approach the weak a7-pawn.

**34... ♜fc7 35. ♝xc7 ♜xc7 36. ♝b1! ♘e7 37. ♝b8+ ♖h7**



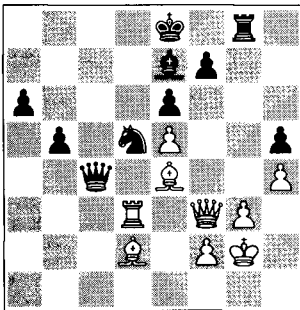
**38. ♖h2!**

Not only is the plan subtle, its execution is clever as well. Again Karpov makes use of a tool that is typical for his style. Anatoly improves his king, after which Black cannot gain a tempo by giving check and then attacking the a6-pawn.

Kasparov learned a lot about the end-game by playing against Karpov. A nice echo of the text features in the following game, though Kasparov's sidestep with the king has a tactical motivation.

**Kasparov- Jobava**

Rethymnon tt 2003 (3)



**41. ♖h2!** (as Jeroen Bosch has indicated in *Yearbook 70*, the immediate 41. ♝d5 would fail to 41... ♜g4!; and 41. ♖d5 ed5 42. ♝c3 to 42... ♜e4 43. ♜e4 de4 44. ♝c8 ♖d8) **41... b4 42. ♖d5 ed5 43. ♝d5 ♜g6 44. ♝d3 ♝c6 45. e6?!** (45. ♖b4! ♖b4 46. e6+- Kasparov) **45... ♜e6 46. ♝e3 ♜c4 47. ♖b4 ♝e6 48. ♖e7 ♖e7 49. ♝c3 ♜g4 50. ♝c7 ♖d6 51. ♜c6 ♖e5 52. ♜c3 ♖d5** 1-0

Back to the Karpov-Markland game.

**38... ♖g6?**

Black is helping by diverting his own knight from the queenside.

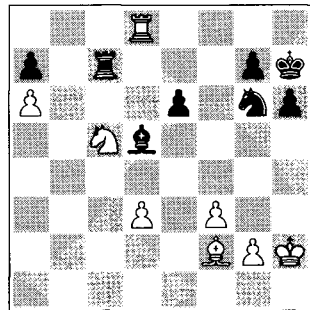
After 38... ♖g6!? Black's position would have been unpleasant anyway. Still, this looks better than the text: 39. ♘c5 (just one of the ways to squeeze) 39... e5 40. ♝d8! (not 40. ♝b7?! ♖xb7 41. axb7 ♘c6 42. ♖g3 ♝f7 43. ♖xe5 ♝xb7 and Black is safe) 40... ♖f5 41. ♝d6 and White is controlling the entire board.

**39. ♘c5 ♝c6**

This loses a tempo, but Black can do nothing useful. If 39... ♘e7 40. ♝b7! ♖xb7 41. axb7 and the passed pawn provides White with excellent winning chances, for example 41... ♘c6 42. d4, or 42. ♖g3 e5 43. d4.

Alternatively, 39... ♘e5 40. ♝b7!

**40. ♝d8 ♝c7**



41.♖d7!

This is the final exchange of pieces in a remarkable series.

41...♖xd7 42.♗xd7 ♘c6 43.♗b8 ♘b5  
44.♙xa7

Mission accomplished. The ripe apple falls from the tree. The cultivation of the orchard reveals the hand of the endgame maestro. The rest is simple.

44...♗e7 45.♙b6 ♗c8 46.♙c5 ♖g6  
47.a7 ♗xa7 48.♙xa7

Black's bishop traps the knight, which is usually devastating. White cannot rescue it, but the bishop is there to protect it.

48...e5 49.d4 exd4 50.♙xd4 ♖f7 51.f4  
g5 52.fxg5 hxg5 53.♖g3 ♖g6 54.♖f3  
♖f5 55.g3 1-0

Black finds himself in zugzwang.

Karpov, who had by now achieved an Elo rating of 2630, played little in 1972. At the Skopje Olympiad he showed his endgame class several times, as well as in San Antonio, where he shared the tournament victory with Petrosian and Portisch.

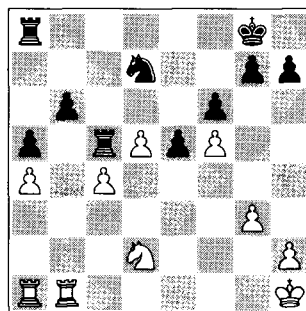
## GAME 31

**Karpov, Anatoly**  
**Wirthensohn, Heinz**

Skopje Olympiad Final-A 1972 (8)

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4  
♗f6 5.♗c3 a6 6.f4 e5 7.♗f3 ♗bd7  
8.♙c4 ♙e7 9.a4 0-0 10.f5 b6 11.♙e3  
♙b7 12.♗d2 d5 13.♗xd5 ♗xd5  
14.♙xd5 ♙xd5 15.exd5 ♙c5 16.♖e2  
♖h4+ 17.g3 ♖b4 18.0-0 ♖xb2 19.c4  
f6 20.♖h1 ♖fc8 21.♖d3 ♙xe3

22.♖xe3 a5 23.♖fc1 ♖b4 24.♖cb1  
♖c5 25.♖xc5 ♖xc5



26.♖g2! ♖f8

The Swiss player decides to sit and wait. Such a plan seldom works against a world-class player. 26...g6! would have given Black some space and kept White more busy on the kingside as well. However, White has an edge anyway: 27.g4 h5 28.h3 ♖g7 (or 28...hxg4 29.hxg4 ♖g7) 29.♖f1 and Black is slightly worse.

27.♖f3 ♖e7 28.g4 ♖h8?!

Black is consistent in the way he rejects to search for counterplay. The more active 28...h5 29.gxh5 ♖h8 30.♖g1 ♖f8 would have been better.

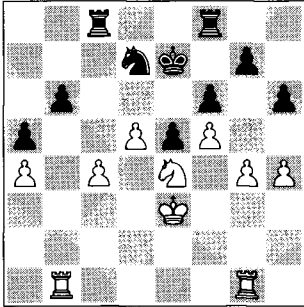
29.h4 ♖f8?!

Black hopes to stop g4-g5 this way. It is not obvious at this stage that Karpov will ultimately force the rook away from this square and create a zugzwang. In case of 29...h5 30.g5! (White would almost overpress with this move; 30.♖g1 is also better for him) 30...fxg5 31.hxg5 ♖cc8!, suddenly it looks as though Black can obtain play against the f5-pawn, but 32.♖g3! (32.♖h1 ♗c5) 32...♖cf8 33.♖f1 ♖f7 34.♖a3! gives White the edge. He can also play actively with his king, i.e. 34.♖h4!.

30.♔e3

As usual, Karpov starts with small improvements.

30...h6 31.♖g1 ♜cc8 32.♞ab1 ♞b8  
33.♘e4 ♞bc8



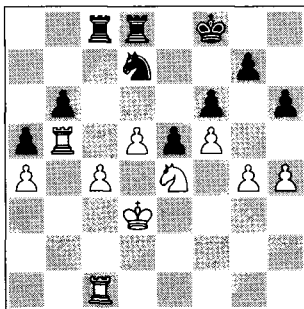
34.♞g1!

Hereby White signals that c4-c5 may be played at any moment. But that is not the only problem for Black in this position.

34...♞fe8

If Black wants to retain the rook on f8, the king is the only piece he can move, e.g. 34...♔d8 35.♞b5 ♔e7 36.c5 and Black is in trouble.

35.♞b5 ♞ed8 36.♔d3 ♔f8



37.g5!

This is an exemplary demonstration of how to exploit space. Karpov has first made improvements on the queenside

and now he breaks through on the kingside. With little manoeuvring space, the chances of the defender are much better if there is only one wing to guard.

37...hxg5 38.hxg5 ♔e7 39.♞g1 ♞h8

In the event of 39...♞g8 40.d6+ ♔f8, with his space surplus White attacks on the queenside again: 41.c5! bxc5 42.♔c4! ♞h8 43.♔d5 and White wins.

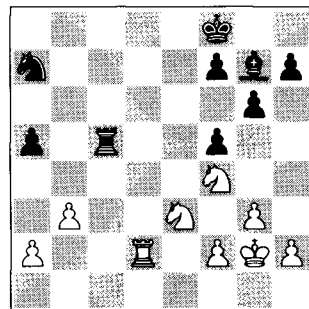
40.gxf6+ gxf6 41.♞g7+ ♔d8 42.♘d6 ♞h3+ 43.♔e2 ♞h2+ 44.♔e3 1-0

GAME 32

Karpov, Anatoly  
Browne, Walter

San Antonio 1972 (2)

1.c4 c5 2.b3 ♘f6 3.♔b2 g6 4.♔xf6  
exf6 5.♘c3 ♔g7 6.g3 ♘c6 7.♔g2 f5  
8.e3 0-0 9.♘ge2 a6 10.♞c1 b5 11.d3  
♔b7 12.0-0 d6 13.♞d2 ♞a5 14.♞fd1  
♞ab8 15.♘d5 ♞xd2 16.♞xd2 b4  
17.d4 ♞fd8 18.♞cd1 cxd4 19.exd4  
♔f8 20.c5 ♘a7 21.♘e3 ♔xg2  
22.♔xg2 dxc5 23.dxc5 ♞xd2  
24.♞xd2 ♞c8 25.♘d5 ♞xc5 26.♘xb4  
a5 27.♘d5 ♞c6 28.♘e3 ♞c5 29.♘f4

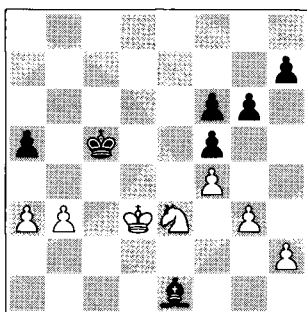


29...♔h6?

This is an ill-fated move. Black should have kept as many pieces on the board as he could, to reduce the role of White's queenside majority.

A) After 29...♖b5 30.♞d5 ♞xd5 31.♜fxd5 ♕e8 32.♜c4 ♜c3 33.♜xc3 ♞xc3 34.♖f3 ♜d7 35.♖e3 ♖e6 36.♖d3 ♞e1 37.f4! Black would also suffer. White puts the pawn on the bishop's colour. Normally this should be avoided, but here it restricts the bishop:

A1) 37...♖d5 38.a3 f6 39.♜e3+ ♖c5



analysis diagram

40.♜d1! and White traps the bishop in an unusual way;

A2) 37...h5 38.a3 f6 39.♜d2 ♖d5 (after 39...h4 40.gxh4 ♞xh4 41.♖e2 the bishop is trapped again) 40.♜f3 ♞f2 and now:

A21) 41.♜h4 ♞g1 (41...♖e6 42.♜xg6 ♞g1 43.♖e2!) 42.h3 ♞f2 43.♜xg6 ♞xg3 44.♜e7+ ♖e6 45.♜c6 ♞xf4 46.♜xa5 and it is hard to tell whether White can win this or not;

A22) 41.b4 axb4 42.axb4 ♖e6 and White is pressing.

B) 29...♜c6! (Black defends the a5-pawn and keeps the bishop on the board) 30.♞d5 ♞d4 31.♞xc5 ♞xc5 32.♜fd5 ♖e8 and it is quite possible that Black can hold.

### 30.♞d5!

Obviously, White gladly exchanges the rooks.

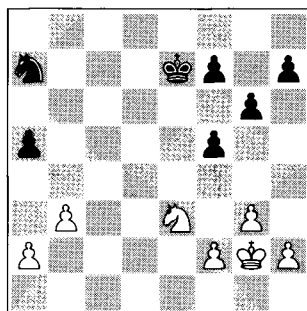
### 30...♞xd5 31.♜fxd5 ♞xe3?

The American grandmaster wants to bring his king into play. He achieves this, but giving up the bishop is too high a price. 31...♜c6 was clearly superior.

### 32.♜xe3

Now it is very hard to obtain compensation for White's extra pawn on the queenside.

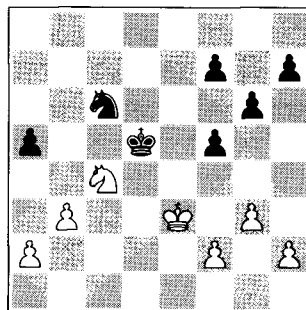
### 32...♖e7



### 33.♜c4!

Karpov pins Black's knight to the defence of the a-pawn. It has been said that a good way to evaluate a knight endgame is to remove the knights. In this case, without knights White would win easily.

### 33...♜c6 34.♖f3 ♖e6 35.♖e3 ♜d5



**36.a3!**

Maybe at this point Browne realized the problem with his strategy. He either has to give up the excellent placement of his king or move his pawns.

**36...♖e6**

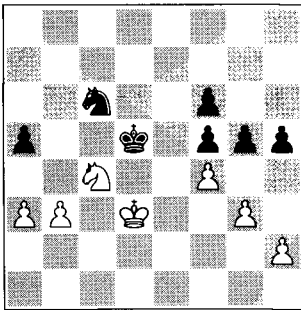
Not 36...a4? 37.♘b6+.

**37.♗d3 ♕d5 38.f3 h6?!**

Black decides to move a kingside pawn. Marking time with 38...♖e6 was no fun either. However, it may well have been preferable; after 39.♖c3 ♕d5 40.b4 axb4+ 41.axb4 ♘a7 42.♗d3 ♘b5 43.♘e3+ it is hard to say how good White's prospects really are.

**39.♖c3 h5 40.♗d3 f6 41.f4 g5**

Now we see what the problem is with moving the pawns on the kingside: eventually the barrel runs dry. With this move Black weakens himself terminally. In case of 41...♖e6 42.♘e3, White will invade decisively.



**42.♘e3+!**

Now the black king is tied to the defence of the f5-pawn and diverted from the centre. Perhaps now Browne regretted giving up the bishop to reach d4 quickly.

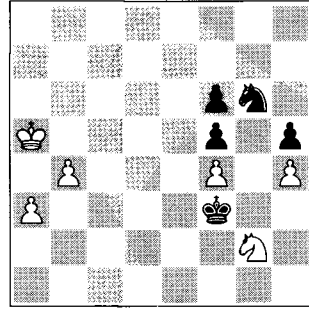
**42...♖e6 43.h4!**

This blocks the kingside and prevents the exchange of too many pawns.

**43...gxf4 44.gxf4 ♘e7 45.♖c4 ♘g6 46.♘g2 ♕d6 47.♖b5 ♕d5 48.♖xa5 ♖e4**

Black has counterplay, but it is not sufficient to save the game.

**49.b4 ♖f3**



**50.b5!**

Now White's passed pawns are triumphant.

**50...♖xg2 51.b6 ♘f8 52.♖b5 ♘d7 53.a4 ♘xb6 54.♖xb6 ♖f3 55.a5 ♖xf4 56.a6 ♖e3 57.a7 f4 58.a8 ♖ f3 59.♖e8+ 1-0**

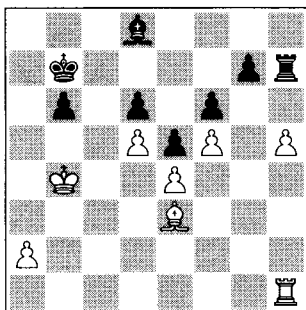
GAME 33

**Karpov, Anatoly  
Smith, Kenneth**

San Antonio 1972 (10)

**1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 e6 6.g4 h6 7.g5 hxg5 8.♗xg5 a6 9.♖d2 ♗d7 10.0-0-0 ♖c6 11.h4 ♖c7 12.♗e2 0-0-0 13.f4 ♗e7 14.h5 ♖b8 15.♖b1 ♗e8 16.♗f3 ♘a5 17.♖e2 ♖c4 18.♞he1 ♞c8 19.♞d3 ♘g8 20.♖g2 ♗f8 21.♞h1 ♘e7 22.b3 ♘a3+ 23.♖b2 ♘b5 24.♖cxb5 axb5 25.♖d2 ♖b6 26.♗h4 b4 27.♗f2 ♖a5 28.♗e1 e5 29.♘e2 ♖c6 30.f5 f6**

31.♖d5 ♔a3+ 32.♕b1 ♘f7 33.♖d3  
 b6 34.♘f2 ♕b7 35.c3 bxc3 36.♗xc3  
 ♘e7 37.♗g1 ♖hg8 38.♗b2 ♗xb2+  
 39.♕xb2 ♘a7 40.♗xc8 ♘xc8 41.♘c3  
 ♘d8 42.♘e2 ♘e7 43.♘c4 ♘xc4  
 44.bxc4 ♖h8 45.♖h1 ♕c6 46.♕b3  
 ♖h7 47.♘e3 ♖h8 48.♕b4 ♖h7  
 49.♘d5 ♘xd5+ 50.cxd5+ ♕b7



**51.♕b5**

White pushes Black further back. Not only does Black have little room to move, but all his pawns are on the same colour as Karpov's bishop.

**51...♘c7 52.a4 ♖h8 53.♘d2**

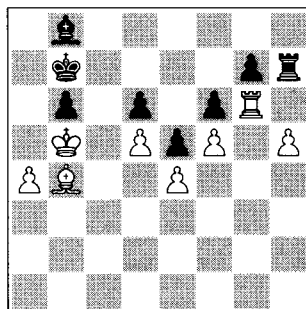
Karpov keeps improving his position and putting the squeeze on Black.

**53...♖h7 54.♕b4 ♖h8 55.♗g1**

There is nothing more to improve, so White starts to prise open the position.

**55...♖h7 56.♗g6 ♘b8**

This is the only move, which still resists, though not for long.



**57.h6!**

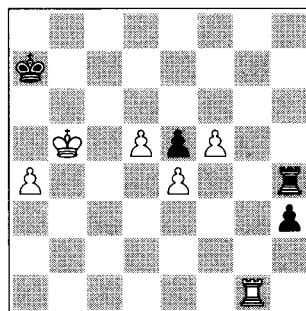
Removing the cornerstone.

**57...gxh6 58.♖xf6**

White has enough pawns, so he can allow Black to push his passed h-pawn.

**58...h5 59.♘xd6 ♘xd6 60.♖xd6 h4  
 61.♖xb6+ ♕a7 62.♗g6 h3 63.♗g1 ♖h4**

After 63...h2 64.♖h1 ♖h4 65.d6 ♖xe4  
 66.♖xh2 White wins.



**64.♗g7+ ♕a8 65.f6**

White's f-pawn is not weaker than Black's h-pawn.

**65...♖f4 66.f7 h2 67.♖h7 ♖xf7 68.♖xh2  
 ♖f4 69.d6 ♖xe4 70.♖h8+ 1-0**

## The Road to the World Title (1973-1974)

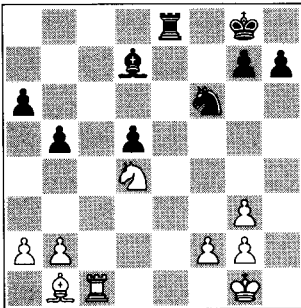
Before he set out on his quest for the world crown, Karpov took second place in a super strong tournament in Budapest. At the Leningrad Interzonal he shared first place with Kortchnoi, producing a fine endgame against Smejkal which features as Game 36. In the strong Soviet Championship final he came 2nd-6th behind Spassky. In the Candidates' matches in 1974, Karpov played superbly. He showed that he was already superior to Polugaevsky (+3 =5) and next he overcame Spassky, whose style suited Karpov very well, with the best result ever made against a former World Champion: +4 =6 -1. This match was one of the peaks of Karpov's career. In the final he jumped to 3-0. Then he got tired, as he would in later long matches, where this would show especially in his endgames. Kortchnoi came back to 3-2, but in the end Karpov won by this narrow margin and became Fischer's challenger.

### GAME 34

**Karpov, Anatoly**  
**Hort, Vlastimil**

Budapest Tungsram 1973 (2)

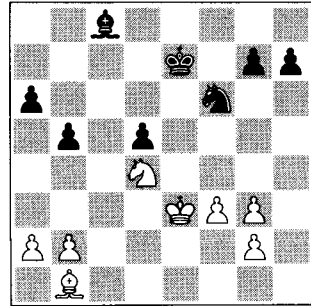
1.e4 e6 2.d4 d5 3.♘d2 ♘f6 4.e5 ♗fd7  
5.c3 c5 6.♙d3 ♗c6 7.♗e2 ♚b6 8.♗f3  
cxd4 9.cxd4 f6 10.exf6 ♗xf6 11.0-0  
♙d6 12.♗c3 0-0 13.♙e3 ♚d8  
14.♙g5 ♙d7 15.♚e1 ♚b8 16.♙h4 a6  
17.♚c1 b5 18.♙b1 ♙f4 19.♙g3 ♙xg3  
20.hxg3 ♚b6 21.♗e2 ♚ae8 22.♗f4  
♗xd4 23.♚xd4 ♚xd4 24.♗xd4 e5  
25.♗fe6 ♙xe6 26.♚xe5 ♙d7 27.♚xe8  
♚xe8



**28.f3!**

Simple and very strong. White prepares to bring his king to the centre and covers the e4-square at the same time.

**28...♚c8 29.♚xc8+ ♙xc8 30.♙f2 ♙f7**  
**31.♙e3 ♙e7**



**32.b4!**

Black had no chance to prevent this fixture of his queenside pawns by playing 31...b4 himself, as White would have collected the pawn with 32.♗c6.

**32...g6?**

This is a mistake, and a surprising one for a player of Hort's calibre. He should not have put more pawns on the colour of his opponent's bishop.

**33.g4!**

Karpov does the same, but his move gains space and aims to fix Black's pawns.

**33...♖d7 34.f4 ♘f8?**

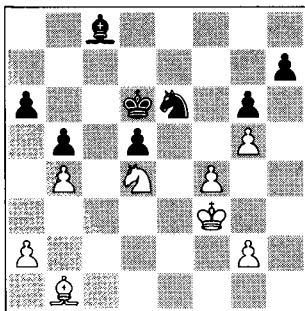
The winner of the game gives this move a question mark.

A) Better was 34...♖b6 35.♖c6+ ♘d6 36.♖e5 ♖c4+ when after 37.♖d4 White's advantage is smaller than in the game. Karpov evaluates the position as plus/minus;

B) If 34...♖d6! 35.g5 (35.f5 ♖e5 36.♖f4 ♖d7) 35...♖b6 36.♖b3 (Karpov evaluates the position after 36.♖d3 as slightly better for White. It would also be possible to move the knight to e5 by means of 36.♖f3, e.g. 36...♖c4+ 37.♖d4 a5 38.bxa5 ♖xa5 39.♖e5 ♖e6 40.g4 ♖c4 41.♖xc4+ dxc4 42.f5) 36...♖c4+ 37.♖d4 ♖b6 38.♖c5, White is pressing in all lines.

**35.g5 ♖d6 36.♖f3 ♖e6?**

This mistake confirms that Black will lose. Black has too many pawns on white squares. Ironically, if he had more pawns he might have been able to hold, as White would have problems invading.



**37.♖xe6!**

Naturally, White exchanges knights.

**37...♖xe6 38.♖e3 ♖g4 39.♖d3 ♖e6 40.♖d4**

It is clear that very soon White will set up a zugzwang.

**40...♖g4 41.♖c2 ♖e6 42.♖b3**

Here is the first zugzwang.

**42...♖f7 43.♖d1 ♖e6 44.♖f3**

Setting up the second, and Black has no hope of survival.

**44...♖f7 45.♖g4**

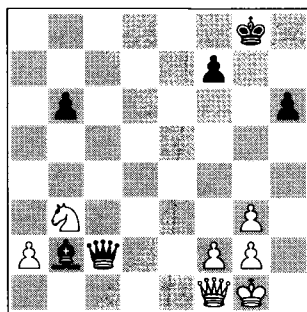
**1-0**

## GAME 35

**Karpov, Anatoly  
Vaganian, Rafael**

Budapest Tungsram 1973 (12)

**1.e4 e6 2.d4 d5 3.♖d2 c5 4.♖gf3  
♖c6 5.exd5 exd5 6.♖b5 ♖d6 7.dxc5  
♖xc5 8.0-0 ♖e7 9.♖b3 ♖b6 10.♖e1  
0-0 11.♖g5 h6 12.♖h4 g5 13.♖g3  
♖f5 14.♖d2 ♖xg3 15.hxg3 ♖f6  
16.c3 ♖f5 17.♖xd5 ♖ad8 18.♖c4  
♖d3 19.♖a4 ♖xb5 20.♖xb5 g4  
21.♖fd4 ♖xd4 22.cxd4 a6 23.♖h5  
♖xd4 24.♖xg4+ ♖g7 25.♖f3 ♖xb2  
26.♖ad1 b6 27.♖b7 ♖xd1 28.♖xd1  
♖g4 29.♖b1 ♖d8 30.♖xa6 ♖d1+  
31.♖xd1 ♖xd1+ 32.♖f1 ♖c2**



**33.♖b5**

White is a pawn up and Black's kingside pawns are disjointed. However, White has the problem of how to create a passed pawn.

**33...♙a3**

After 33...♖b1+ 34.♔h2 ♗xa2 35.♖xb6 ♙c3 White has to bring the knight to the kingside: 36.♘c1 ♗d2 37.♖b8+ ♔g7 38.♖f4 with winning chances.

**34.♗d5 ♙f8**

Karpov recommends 34...♙c5! – an excellent move – as the best option for Black, e.g. 35.♗d2 (in case of 35.♘xc5 bxc5 36.a4 ♗xa4 37.♖xc5 Black can hold) 35...♖f5 (35...♗e4 36.♔h2) 36.♖e2 (after 36.♘xc5 bxc5 37.♖xh6 c4 38.♖c1 ♗d3 Black can draw despite the two pawns' deficit) 36...♗d5 37.g4 ♙d6 38.g3 and White can still press. It is an open question whether he can win, though.

**35.♗d2 ♖e4 36.♔h2!**

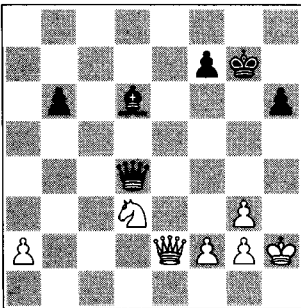
The typical Karpovian 'side-step' with the king.

**36...♙c5 37.♘c1!**

White brings the knight to the kingside.

**37...♔g7 38.♘d3 ♗d4 39.♖e2 ♙d6**

Karpov recommends 39...♗c4!? – a motif he likes to employ himself: setting up a pin.



**40.♔h3!**

White threatens to exchange queens in an unusual way.

**40...♗d5 41.♘f4 ♙xf4**

Hanging on to the bishop with 41...♗a5 would have given Black a hard time. After 42.♖g4+ ♔f8 43.a4 ♗c5 (43...♔e7 44.♖h4+) 44.♖f3 ♖b4 (in case of 44...♔g7 45.♘d5 ♙e5 46.♘e3 the knight reaches the f5-square, which should be decisive) 45.♖a8+ ♔g7 46.♘h5+ ♔h7 47.♘f6+ ♔g6 48.♘d5 the black king is too exposed.

**42.gxf4**

The queen ending offers decent winning chances.

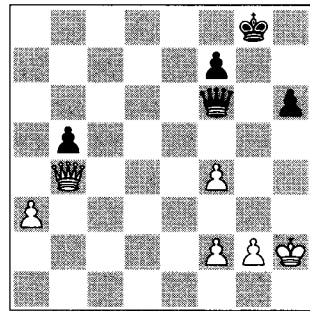
**42...♔f8 43.♔g3 b5 44.♖b2 ♗d3+**

**45.♔h4 ♗d8+ 46.♔g3 ♗d3+**

**47.♔h2**

The king needs a shelter.

**47...♔g8 48.a3 ♗d6 49.♖b4 ♖f6**



**50.f3!**

From now on White must guard against perpetual checks. The text has its merits, though. He may be able to exchange queens from the e4-square.

**50...♖h4+**

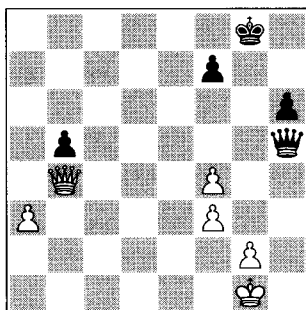
The Armenian grandmaster moves the queen to the edge of the board. The move is feasible, but there must be a particular reason for playing it. Also, he must ensure that the lady can return in time.

A) There is no clear-cut path to victory for White after 50...♚f5 51.♚d6 ♘h7 (51...♚h5+ 52.♙g3 ♘h7 53.♚e5 ♚g6+ 54.♙h3 ♚a6 does not give White a forced win) 52.g4 ♚c2+ 53.♙g3 ♚e2 54.♚b4 ♚f1 55.♚e4+ ♙g8 and Black is struggling, but he is not swept away;

B) After 50...♚c6 51.♚e7 ♚c4 52.♚e8+ ♙g7 53.♚e5+ ♘h7 54.f5 (54.♚e4+ ♙g7) 54...♚h4+ (in case of 54...b4 55.♚g3 ♚c5 56.axb4 ♚xb4 57.f6 ♚f8 58.♙h3 White wins, I think) 55.♙g1 ♚c4 White can press on.

### 51.♙g1 ♚h5?

Black finds an awkward location for the queen. It was best to keep it where it was. In case of 51...♚f6 White has no forced win; after 52.♚xb5 ♚a1+ 53.♙f2 ♚xa3 Black holds.



### 52.♚e7!!

Karpov tightens the noose around the black king, but that is not the only idea behind this perceptive incursion.

### 52...♙h7?

A) If he chooses 52...♚d5 White can swap queens with 53.♚e8+;

B) 52...♚g6 53.♚e8+ ♙g7 54.♚xb5 would lose a second pawn;

C) But there was still a chance to stay in the game after Karpov's magical idea

with 52...♚f5!. Karpov gives a precisely calculated win in his *Informant* analysis, but Black is not forced to follow his line all the way: 53.♚e8+ ♙g7 54.♚e5+ ♙g6! and Black is living dangerously as he is on the ropes now.

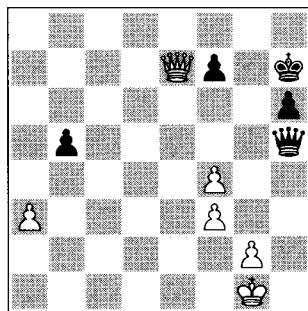
After 54...♚xe5 55.fxe5 ♙g6, on the other hand, White wins the pawn ending, for instance 56.f4 ♙f5 57.g3 h5 58.♙f2 ♙g4 59.♙e3! ♙xg3 60.f5 h4 61.e6 fxe6 62.fxe6 h3 63.e7 h2 64.e8♚ h1♚ 65.♚g8+.

After 54...♙g6! there is:

C1) Going for the pawn ending straight away with 55.♚xf5+ does not win: 55...♙xf5 56.g3 ♙e6 57.♙f2 (or 57.g4 ♙d5 58.♙f2 ♙c4 59.g5 hxg5 60.fxg5 ♙b3) 57...♙d5 58.♙e3 ♙c4 59.g4 ♙b3 60.g5 hxg5 61.fxg5 ♙xa3 62.f4 b4 and the race is even;

C2) 55.♚d6+ ♘h7 and White is unlikely to have a forced win. The alternative 55...♚f6 is difficult for Black, but it certainly creates an obstacle for White;

C3) It is possible that White has a forced win after 55.♚e4, but it is not guaranteed.



### 53.g4!!

Karpov virtually traps the queen, even though it doesn't look as though it is in a cage without an escape.

**53...♖h3**

Black can hold on to the queen but not to the game – at least not for long.

After 53...♖g6 54.♖e4 f5 (after 54...♔g7, 55.♖e5+ is the simplest win) 55.♖d3! ♖b6+ 56.♔g2 ♖c5 57.♖d7+ ♔g6 58.♖e6+ ♔h7 59.g5 White wins.

**54.♖xf7+**

Two pawns are two too many.

**54...♔h8 55.♖e8+ ♔h7 56.♖e4+**

Nicely centralizing the queen.

**56...♔g8 57.f5 ♖g3+ 58.♔f1 ♖h3+**

**59.♔e2 ♖g2+ 1-0**

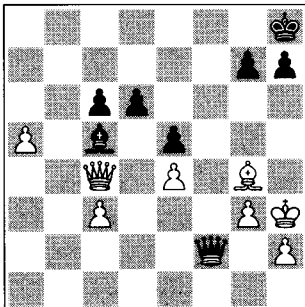
GAME 36

Smejkal, Jan

Karpov, Anatoly

Leningrad Interzonal 1973 (16)

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4  
 ♘c6 5.♘c3 ♖c7 6.♙e2 a6 7.0-0 ♘f6  
 8.♙e3 ♙b4 9.♘a4 0-0 10.♘xc6 bxc6  
 11.♘b6 ♖b8 12.♘xc8 ♖xc8 13.♙xa6  
 ♖d8 14.♙d3 ♙d6 15.♔h1 ♙e5 16.c3  
 ♖xb2 17.♖c1 ♘g4 18.f4 ♘xe3  
 19.♖xb2 ♙xf4 20.♖f2 ♘xf1 21.♖xf1  
 e5 22.g3 ♖d6 23.♙e2 ♙g5 24.♖xf7+  
 ♔h8 25.a4 ♙e7 26.a5 ♖f8 27.♖c4  
 ♖xf1+ 28.♙xf1 ♖f6 29.♔g2 ♖f8  
 30.♙e2 ♙c5 31.♙g4 ♖f2+ 32.♔h3 d6

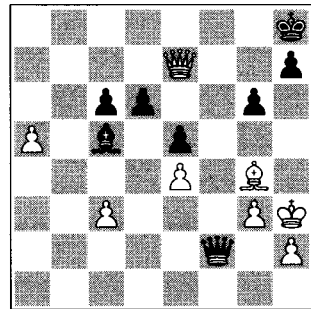


**33.♙d7**

White can try to go after Black's king with 33.♖e6!. However, this would require great alertness and precision. In his analysis of his best games, Karpov has corrected some of the commentators who assessed this position as winning for White. He also mentioned that with so little time left on the clock, it was impossible for Smejkal to play such a complicated position.

The position is so complicated that a mistake, which changes the evaluation, also appeared in Karpov's analysis.

After 33...g6 34.♖e7



analysis diagram

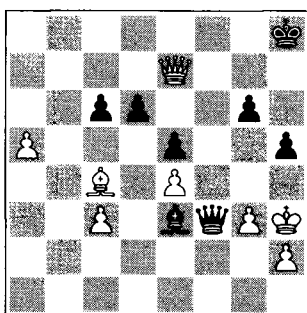
A) In the event of 34...h6 35.♙e6 d5 (35...♖f1+ loses to 36.♔h4 d5 37.♖e8+ ♖f8 38.♖xg6) 36.♖e8+ ♖f8 37.♖xg6 Black is in trouble;

B) The natural 34...♙e3? loses:  
 B1) 35.♖xd6 ♖f1+ 36.♔h4 g5+ 37.♔h5 ♖f7+ 38.♔h6 ♖g7+ 39.♔h5 ♖f7+ is a perpetual check;

B2) 35.♙e6 ♖f1+ 36.♔g4 (36.♔h4 g5+ 37.♔g4 (37.♔h5? ♖e2+ 38.♙g4 ♖xh2+ 39.♙h3 ♖xh3 mate) 37...♖e2+ 38.♔h3=) 36...♖e2+ (36...h5+?? 37.♔h4) 37.♔h3 ♖f1+ and the white king cannot escape from the checks;

B3) 35.a6 ♖f1+ 36.♔h4 h6  
37.♖e8+ ♔g7 38.♗d7+ ♔h8  
39.♗c8+ ♔g7 40.♗c7+ and this time  
it is White who keeps a perpetual check  
in hand;

B4) 35.♙e2!! (White is going to place  
the bishop on c4, where it defends the  
f1-square and attacks the enemy king as  
well. In those days there were no com-  
puter programs, and even the endgame  
maestro Karpov misses this very subtle  
move in his analysis. Karpov is much  
more a player than a scientist. He proba-  
bly analysed the game for his own bene-  
fit, rather than to draw conclusions. In  
his 2006 book he does consider this  
bishop move. All he has to say is 'the  
fight begins again') 35...h5 (35...♙c5  
loses to 36.♙c4 ♖f3 37.a6 ♙e3  
38.♗xd6) 36.♙c4 ♖f3 (in the event of  
36...g5 37.♗e8+ ♔g7 38.♗xh5 d5  
39.♙e2 White probably wins)



analysis diagram

37.♙e6! (this makes it very hard for  
Black to avoid an immediate loss. Instead,  
with 37.♖e8+ ♔g7 38.♗g8+ ♔h6  
39.♗h8+ White cannot force a win):

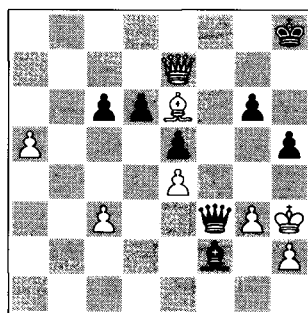
B41) The black queen cannot move  
now: 37...♗f1+ loses to 38.♔h4 ♙h6  
39.♖e8+ ♖f8 40.♗xg6;

B42) On 37...♙g1, 38.♔h4 wins;

B43) 37...♙c5 38.♔h4 ♖xe4+  
39.♔g5 ♙e3+ 40.♔f6 and Black gets  
checkmated;

B44) 37...♙d2 (this prevents ♔h4,  
but loses anyway) 38.a6 g5 (38...♙e3  
loses to 39.a7 ♙xa7 40.♔h4) 39.♖e8+  
♔g7 40.♗g8+ ♔h6 41.♗h8+ ♔g6  
42.♙f5+ ♔f7 43.♗h7+ ♔f8 (43...♔f6  
44.♗g6+) 44.♗h6+ ♔e7 (44...♔f7  
45.♖e6+ ♔g7 46.♗g6+ ♔f8  
47.♖f6+) 45.♖e6+ ♔f8 46.♗f6+ and  
White wins the queen;

B45) 37...♙f2



analysis diagram

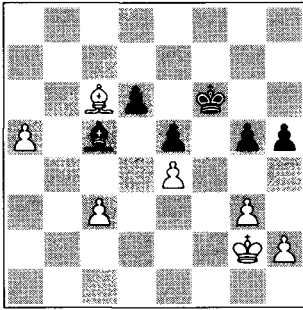
B451) If now 38.♔h4 ♖f4+ and  
Black holds – this is the point of putting  
the bishop on f2;

B452) 38.a6 ♙xg3! 39.♖e8+ ♔g7  
40.♖f7+ ♖xf7 41.♙xf7 ♙f2 42.♙e8  
d5 and Black holds again;

B453) If White tries to set up a mat-  
ing net with 38.♙f7, there is time for a  
perpetual check: 38...♖g4+ 39.♔g2  
♖xe4+ 40.♔xf2 ♖c2+;

B454) White has to exchange queens  
with 38.♖f7! in order to win. These  
positions are hard to evaluate. Even a  
player of Smejkal's calibre had no  
chance to calculate this deep during  
time-trouble. There follows 38...♖xf7  
39.♙xf7 and Black loses because he has  
no time to put his h-pawn on h4. White

fixes it and as Black king has to guard it, White's counterpart can invade on the queenside: 39...♖g7 40.♙e8 d5 (40...♖f6 41.♙xc6 g5 42.♖g2 ♙c5

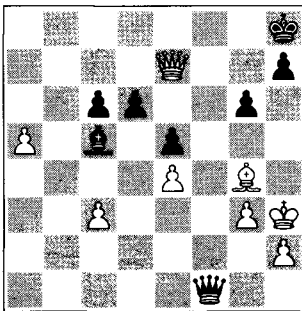


analysis diagram

43.h4! – fixing the pawn on h5 is the way for White to win this position) 41.♙xc6 dxe4 42.♙xe4 ♖f6 (42...♙e1 loses to 43.a6 ♙f2 44.♖g2 ♙a7 45.h4, and 42...g5 to 43.♖g2 ♙c5 44.h4) 43.♖g2 ♙c5 44.h4 and White wins.

Back to the position after 33.♚e6! g6 34.♚e7:

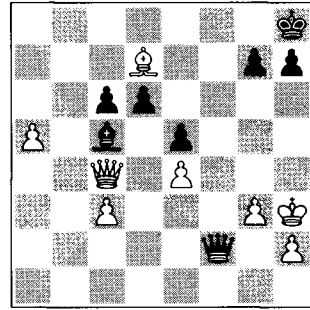
C) 34...♚f1+!! – the black queen has to occupy the f1-square. It appears that Black can achieve this at any stage, but chess – as we all know – can be very surprising and, fortunately for us, entertaining as well. Karpov misses this check in his 2006 book *My Best Games*.



analysis diagram

35.♖h4 ♙e3 36.♚xd6 (the pawn capture allows a perpetual, but after 36.a6 h6! the checkmate threat would force White to give perpetual check by 37.♚e8+ ♖g7 38.♚d7+ ♖h8 39.♚e8+) 36...g5+ 37.♖h5 ♚f7+ 38.♖h6 ♚g7+ and the White king has no way to escape from the checks.

Back to the game.

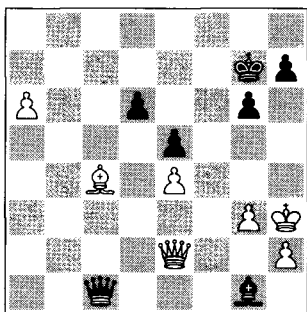


**33...g6 34.♙xc6 ♖g7 35.♙b5 ♚b2 36.a6 ♙g1 37.♚e2 ♚xc3**

Keeping the queens on gives better practical chances. Czech grandmaster Smejkal was a very fine player, but he often got into time-trouble. The importance of this particular game was extremely great – an almost certain place in the Candidates' matches was at stake. Maybe the added tension made it more difficult to play well in *zeitnot*.

Alternatively, 37...♚xe2 38.♙xe2 ♖f6 39.♖g2 ♙c5 40.♙c4 ♖e7 41.♖f3 ♖f6 (after 41...♖d7 42.♙g8 h6 43.♙h7 g5 44.♖g4 the white king penetrates) 42.♖e2 ♖e7 43.♖d3 ♖f6 44.♙d5 ♖e7 45.♖c4 ♖d7 46.♙b7 and White invades on one of the wings after ♖d5.

**38.♙c4 ♚c1**



**39. ♖f1?**

This blunder betrays that White was indeed in time-trouble. After 39. ♖g2 Black would have faced prolonged torture, but he would have had realistic drawing chances.

**39... ♜h6+ 40. ♖g2 ♜xh2+**

Black takes the free pawn.

**41. ♖f3 ♜h5+**

Black is a pawn up now, but winning still requires true endgame skill.

**42. ♖g2 ♜h2+**

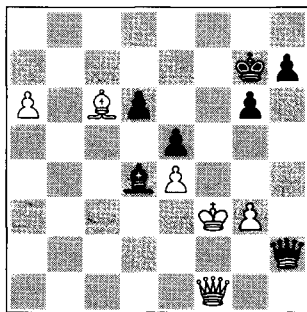
The game was adjourned at this point, and there is no doubt that many Soviet players helped Karpov. The position is very hard to analyse, especially without a computer. Karpov wrote that he was by no means certain of the win, while Smejkal, in a conversation with a certain master, asserted that at any rate he would not lose the game.

Incidentally, Karpov was late for the next session, as his car had broken down and he had to take the metro and then walk.

**43. ♖f3 ♖d4 44. ♖d5 ♖c5 45. ♖c6 ♖d4**

Karpov was probably looking to adjourn the game for a second time. There is no doubt that several Soviet grandmasters were analysing the position. So-

viet chess needed the young player to take on the mighty Fischer.



**46. ♖b7?**

It is not easy to see what is wrong with this move.

Better was 46. ♖d5!! g5 (after 46...h5, 47. ♜g2 holds easily) 47. ♖g4 h5+ 48. ♖f5 ♜xg3 49. ♖e6 and now:

A) 49... ♜f4 50. ♜xf4 exf4 (after 50...gxf4 51. ♖f5 White holds easily) 51. ♖xd6 ♖f6 (in the event of 51...f3 52.e5 f2 53. ♖g2 White even wins) 52.e5+ (52.a7 ♖xa7 53.e5+ ♖f5 54.e6 ♖f6 55.e7 ♖c5+ 56. ♖xc5 ♖xe7 57. ♖d4 also draws) 52... ♖xe5+ 53. ♖c5 ♖b8 54. ♖b6 ♖e5 55. ♖c5 and both sides are forced to repeat moves;

B) 49... ♜f2 50. ♜xf2! (50. ♜b5 loses: 50...g4 51. ♜d7+ ♖g6 52. ♜e8+ ♖g5 53. ♜e7+ ♖f4 54. ♜f7+ ♖e3 55. ♜xh5 g3) 50... ♖xf2 51. ♖f5 g4 52. ♖c4! and now there is no pawn blocking the way of the bishop, so it can stop the g-pawn.

**46...g5!**

This is an excellent idea. Black aims to expose White's king.

**47. ♖g4**

If 47. ♖d5 h5!.

**47...h5+ 48. ♖f5**

White can consolidate his king, but it costs him a second pawn.

Not 48. ♖xg5?? ♜xg3+ 49. ♖xh5 ♙f2 and White must give up his queen to avoid the mate.

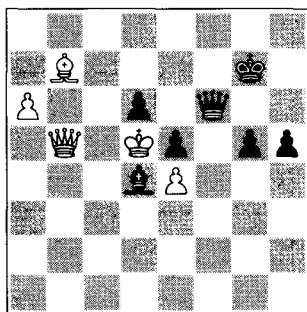
**48... ♜xg3**

From now on White is clearly losing in all opposite-coloured bishop endings because of Black's two connected passed pawns.

**49. ♙e6**

White still has hopes of a perpetual.

**49... ♜f2 50. ♜b5 ♜f6+ 51. ♙d5**



**51...g4!**

Taking another step towards promotion and opening a route for his king to move forward.

**52. ♙c8 ♜e7 53. ♙f5 ♖h6 54. ♜f1 ♜c7 55. ♜e2 ♜c5+**

Thus, Black nicely blocks the check on the c1-h6 diagonal.

**56. ♙e6 ♙g5!**

The black king becomes active.

**57. ♜f1 ♜a3 58. ♜e2 ♙c5 59. ♜d2+ ♜e3 60. ♜a5 ♙b6 61. ♜a2 ♜f2 62. ♜b1 g3 63. ♙h3 ♖h4 64. ♙g2 ♜g1!**

Exchanging the queens forces the win.

**65. ♜xg1 ♙xg1 66. ♙xd6 ♙d4 67. a7 ♙xa7 68. ♙xe5 ♙g4 69. ♙d5 h4**

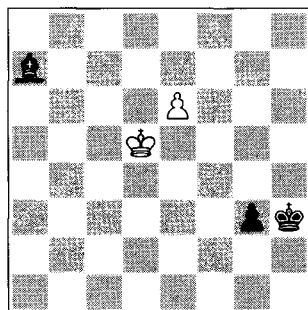
With 69... ♙b8 70. e5 ♙c7! (70... ♙xe5 was not winning; after 71. ♙xe5 h4 72. ♙e4 h3 73. ♙f3+! White holds)

71. e6 ♙d8 72. ♙e4 h4 73. ♙e3 h3 Black would also win.

**70. e5 h3 71. ♙xh3+**

After 71. e6 hxg2 72. e7 g1 ♜ 73. e8 ♜ ♜c5+ forces the queen exchange and wins.

**71... ♙xh3 72. e6**



**72... ♙c5!!**

**0-1**

This is a very neat win. The g-pawn will promote with check. Black badly needed this one tempo. This win was highly significant for Karpov's blossoming career.

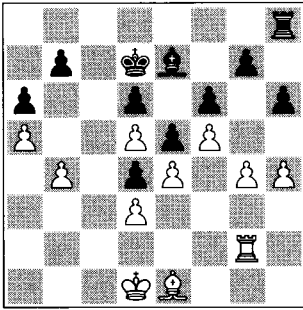
## GAME 37

**Karpov, Anatoly  
Ribli, Zoltan**

Bath Eur. Team Championship 1973 (7)

**1. e4 c5 2. ♘f3 d6 3. ♙b5+ ♙d7  
4. ♙xd7+ ♜xd7 5. c4 e5 6. ♘c3 ♘c6  
7. 0-0 ♘ge7 8. ♘d5 ♘xd5 9. cxd5 ♘d4  
10. ♘xd4 cxd4 11. d3 ♙e7 12. ♜b3 0-0  
13. f4 ♝ac8 14. ♙d2 f6 15. h3 ♝c7  
16. ♝f2 ♝fc8 17. ♝af1 ♝c2 18. g4 a6  
19. a4 ♝8c5 20. ♙b4 ♝xf2 21. ♙xf2  
♝c7 22. ♙d2 ♜c8 23. ♙e2 ♝c5 24. f5  
♙d8 25. ♜a3 ♖f7 26. ♝b1 ♖e7  
27. ♙d1 ♜d7 28. b4 ♝c8 29. ♜a2 ♙b6  
30. ♙e1 ♖f7 31. ♝a1 ♙d8 32. ♙d2 ♙b6  
33. a5 ♙d8 34. ♜a4 ♜xa4+ 35. ♝xa4**

**♙e8 36.h4 h6 37.♖a2 ♚d7 38.♙e1  
 ♙e7 39.♗g2 ♙d8 40.♙d2 ♙e7  
 41.♗g3 ♗h8 42.♙c2 ♖c8+ 43.♙b2  
 ♗h8 44.♗g2 ♖c8 45.♗g1 ♗h8 46.♙c2  
 ♖c8+ 47.♙d1 ♗h8 48.♙e1 ♖c8  
 49.♗g2 ♗h8**



**50.♖b2!**

Karpov returns to the queenside without having achieved anything significant on the kingside. But his threats have not been in vain, they have tired the opponent.

**50...♖c8 51.♙d2 ♙d8 52.b5!**

Karpov again assesses that exchanging in order to invade is more effective than squeezing the opponent.

**52...axb5 53.♖xb5 ♙c7 54.♙e2  
 ♙b8?!**

Black's position is very difficult, if not losing, and allowing the exchange of rooks gives White fewer chances to go wrong. Normally, same-coloured bishop endings should be avoided by the player who is at a disadvantage.

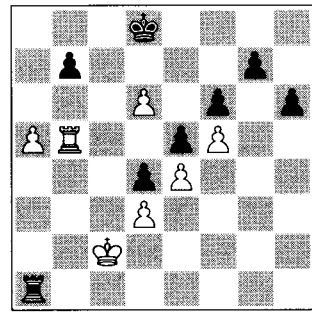
However, 54...♖a8 55.♙f3 would not be a great improvement either.

**55.♙b4**

Karpov allows the black rook to invade, but not for free. The d6-pawn has more value than the h- and g-pawns together.

**55...♙c7**

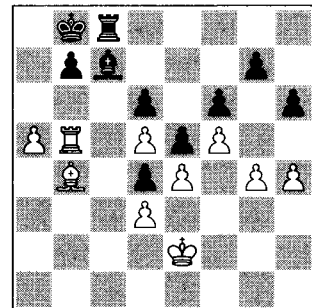
Ribli keeps playing passively, hoping that White cannot crack his position. Active play would also have led to a loss eventually. After 55...♖c2+ 56.♙d1 ♗g2 57.♙xd6+ ♙c8 58.♙f8! ♗xg4 59.d6! ♗xh4 60.♙e7! (with these two moves White conquers the b7-pawn) 60...♗h1+ 61.♙c2 ♖a1 (61...h5 loses to 62.♙b2! h4 63.♙xd8 ♙xd8 64.♖xb7) 62.♙xd8 ♙xd8



analysis diagram

Now Black would hold in the event of 63.♖xb7 ♖xa5 64.♖xg7 ♖a6. Therefore: 63.♙b2!! – Karpov had to see this subtle *zwischenzug* in advance. It wins a vital tempo for the invasion of his king, e.g. 63...♖a4 64.♙b3 ♖a1 65.♙c4 and on e6 the king will decide the issue swiftly.

Back to the game.



**56.a6!**

Here is another example of the fascinating versatility of the game of chess. Limiting the pawns to one part of the board usually helps the weaker side, as the latter's chances to build a fortress grow significantly. However, in this case the a5-pawn was a target for Black. That is why White exchanges it.

**56...♖a7 57.axb7 ♜b8 58.♗d2 ♝xb7 59.♝xb7+**

Same-coloured bishop endings contain excellent winning chances for the side that already has the advantage.

**59...♝xb7 60.g5**

White refocuses on the kingside once again.

**60...hxg5**

Not 60...h5? in view of 61.g6 ♗d8 62.♗h6.

**61.hxg5 ♗d8**

Otherwise g5-g6 and ♗h6 would win.

**62.♖f3 ♘c8 63.♖g4 ♗d7 64.♗h5 ♘e8 65.♗b4**

The knock-out blow falls on the queenside.

**65...fxg5**

After 65...♗e7 66.gxf6 gxf6 67.♖g6 White wins the f6-pawn.

**66.♗xd6 ♗f6 67.♗b4 ♖f7 68.♗d2 ♗e7 69.♗xg5 ♗a3 70.♗d8 ♗d6 71.♖g5 1-0**

White can invade after playing f5-f6 on the next move.

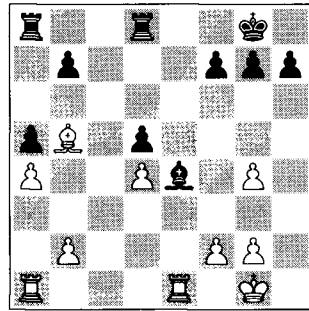
Ribli was especially strong in endgames, nothing can emphasize this more than the fact that he beat Karpov twice in the endgame. This game is reminiscent of Tarrasch or Rubinstein endgames where the hapless opponents went for desperately passive positions against the old masters.

## GAME 38

**Karpov, Anatoly  
Uhlmann, Wolfgang**

Madrid 1973 (12)

**1.e4 e6 2.d4 d5 3.♗d2 c5 4.exd5 exd5 5.♗gf3 ♗c6 6.♗b5 ♗d6 7.dxc5 ♗xc5 8.0-0 ♗e7 9.♗b3 ♗d6 10.♗g5 0-0 11.♗h4 ♗g4 12.♗e2 ♗h5 13.♞e1 ♜b6 14.♗fd4 ♗g6 15.c3 ♞fe8 16.♗f1 ♗e4 17.♗g3 ♗xg3 18.hxg3 a5 19.a4 ♗xd4 20.♗xd4 ♗c6 21.♗b5 ♞ed8 22.g4 ♗xd4 23.♜xd4 ♜xd4 24.cxd4**



**24...♞ac8?!**

Rooks belong on open files, yet this may not be the best, as White manages to double his rooks fairly easily.

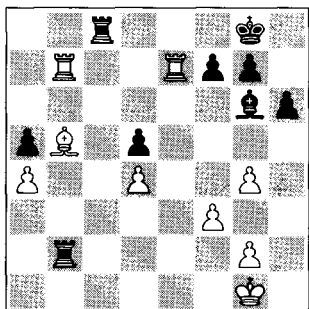
24...♖f8!? would have postponed the invasion, but not really stopped it: 25.♞e2 f6 26.♞ae1 and now:

A) If 26...♞ac8 27.f3 ♗g6 28.♞e7 b6 (exchanging the bishop with 28...♗e8 is too high a price to pay: 29.♞xb7 ♗xb5 30.axb5 ♞b8 31.♞ee7 and Black is in trouble) 29.♞b7 ♞c2 30.♞ee7 ♞xb2 31.♞xg7 ♞d2 32.♞gc7 ♞xd4 33.♞xb6 and White wins;

B) 26...♗g6 27.♞e7 ♞ab8 28.♞c7 ♞dc8 29.♞ee7 ♞xc7 30.♞xc7 b6 and Black's position is passive and unattractive, yet probably this was his best bet.

**25.f3 ♗g6 26.♞e7! b6**

Karpov mentions that it was time to play actively with 26...♖c2. However, Kasparov suggests a nice variation that enables White to keep his advantage. 27.♖ae1! h6 28.♖xb7 ♖xb2 29.♖ee7 ♖c8



analysis diagram

30.♖h2!! (the right moment to improve the king) 30...♖d2 (after 30...♖cc2?! 31.♖g3 ♖xg2+ 32.♖f4 White is clearly better) 31.♖e8 (31.♖g3 ♖xd4 32.♖e8 ♖h8 is less convincing) 31...♖h8 32.♖xf7 ♖xf7 33.♖xf7 ♖g8 34.♖b5 ♖xd4 35.♖xa5 ♖c4 36.♖aa7 and White has excellent chances to win.

**27.♖ae1 h6?**

After 27...♖f8 28.♖b7 ♖b8 29.♖ee7 ♖xb7 30.♖xb7 ♖d6 31.♖f2 White also has excellent winning chances.

**28.♖b7 ♖d6**

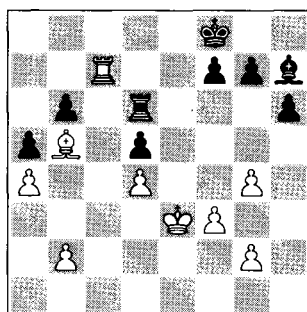
According to Dragoljub Minic, 28...♖c2 was slightly better.

A) Now, going for the kill with 29.♖ee7 is very dangerous for Black, but he can manage to stabilize his position: 29...♖xb2 (29...♖f8 30.f4) 30.♖e8 ♖d6 31.f4 (in the event of 31.♖xf7+ ♖xf7 32.♖xf7 ♖g6 Black probably escapes) 31...♖e4 32.♖xf7+ ♖h7 and now, after 33.♖h5 ♖c6 34.♖xg7+ ♖h8 35.♖gc7 ♖xg2+ 36.♖f1 ♖xc7 37.♖xc7 ♖d2 the f-pawn will be strong, but Black

can live with it. In case of 33.♖e6, Black will not be worse after the exchange sacrifice 33...♖xe6 34.♖xe6 ♖xg2+ 35.♖f1 ♖xg4;

B) 29.♖e2! offers the simplest and best practical chance. It prevents Black from obtaining counterplay, even though White loses the opportunity to create a double rook invasion on the seventh rank, e.g. 29...♖xe2 30.♖xe2 ♖d6 and now:

B1) After 31.♖b5 White has a very nice advantage, as Black has no counterplay. Kasparov noticed, however, that Black has chances to build a fortress: 31...♖f8 32.♖f2 ♖c2 33.♖c7 ♖h7! 34.♖e3



analysis diagram

34...g5 and Kasparov thinks that Black can survive;

B2) 31.♖b8+!?, sending the black king to the edge of the board instead of allowing it access to the centre, is a small improvement on Kasparov's line. Nevertheless, his superb fortress idea may still be good enough for a draw: 31...♖h7 32.♖f2 ♖b1 33.♖e3 g5 and Black's position is not an easy nut to crack.

**29.♖ee7 h5?**

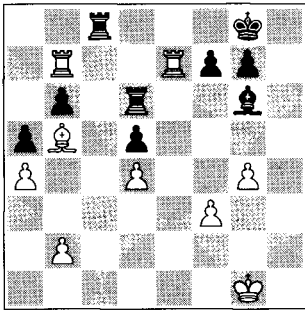
This accelerates White's play on the seventh rank and, interestingly, removes

the white g2-pawn which could sometimes have become a target.

A) Karpov mentions 29...♖c2 as a possibility that might resist more effectively, for example 30.♜b8+ ♔h7 31.♞e8 ♞c1+ 32.♔h2 ♙b1 33.f4 ♔g6! 34.♞e7 and White is still much better;

B) 29...♞c1+, driving away the king, looks like Black's best chance to survive: 30.♔h2 ♔h7 31.f4 ♙e4 32.f5 ♞f6 33.♙e8 h5 34.♙xf7 hxg4 35.♙e6 ♙xf5 36.♞xg7+ ♔h6 37.♙xf5 ♞xf5 38.♞xg4 ♞f6 and White is a pawn up, but it is hard to tell whether it is enough for a win.

**30.gxh5 ♙xh5 31.g4 ♙g6**



**32.f4!**

This demonstrates that Black's position has become hopeless. The domination of the white rooks along the seventh rank becomes unbearable.

**32...♞c1+ 33.♔f2 ♞c2+ 34.♔e3 ♙e4 35.♞xf7**

This wins, but he had other choices, e.g. 35.f5 ♞f6 36.♙e8 ♔h7 37.♙xf7.

**35...♞g6 36.g5 ♔h7**

This obliges White to take some care, but it loses anyway.

**37.♞fe7 ♞xb2 38.♙e8 ♞b3+ 39.♔e2 ♞b2+ 40.♔e1 ♞d6 41.♞xg7+ ♔h8 42.♞ge7** **1-0**

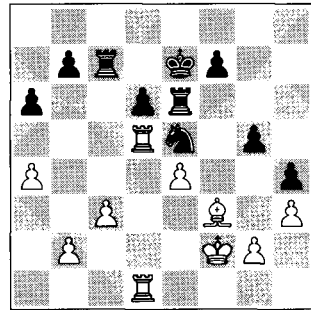
The year that Karpov effectively earned the title of World Champion through his efforts over the chess board was 1974. He just tied up the loose ends in 1975.

GAME 39

**Karpov, Anatoly  
Polugaevsky, Lev**

Moscow Candidates Quarter Fin 1974 (4)

**1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♙e2 e5 7.♘b3 ♙e7 8.0-0 ♙e6 9.f4 ♔c7 10.a4 ♘bd7 11.♔h1 0-0 12.♙e3 exf4 13.♞xf4 ♘e5 14.♘d4 ♞ad8 15.♔g1 ♞d7 16.♞d1 ♞e8 17.♘f5 ♙d8 18.♘d4 ♘g6 19.♞ff1 ♘e5 20.♙f4 ♔c5 21.♘xe6 ♔xg1+ 22.♞xg1 ♞xe6 23.♙f3 ♘eg4 24.♞gf1 ♙b6 25.♞d2 ♙e3 26.♙xe3 ♘xe3 27.♞b1 ♔f8 28.♔g1 ♞c7 29.♔f2 ♘c4 30.♞d3 g5 31.h3 h5 32.♘d5 ♘xd5 33.♞xd5 ♘e5 34.c3 h4 35.♞bd1 ♔e7**



**36.♞1d4 f6**

This buries the rook on e6 for a while. Most commentators criticized this move; however, there is logic behind it. Black wants to exchange the e-rook for the d5-rook. Black's position is still all right. Interestingly, various chess giants

have recommended different solutions to the problem.

A) Botvinnik suggested 36...b6!? in order to gain space on the queenside before White does, e.g. 37.♖b4 ♖c6 38.♙e2 a5 39.♖b3 ♘d8 and Black has nothing to worry about;

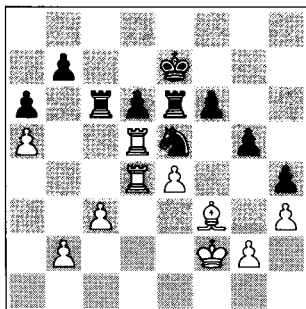
B) According to Kasparov in the *My Great Predecessors* series, 36...♖c5!? was best. It eases the pressure applied by the two white rooks: 37.♙e2 ♖xd5 38.♖xd5 ♘d7 39.♖xg5 ♘c5 40.♖g4 ♘xe4+ 41.♙f3 ♘d2+ 42.♙f2 ♘e4+ and Kasparov's move leads to a perpetual;

C) Polugaevsky considered 36...♖g6, attaching the marks '!'. Kasparov does not like his move and recommends 37.♙e2 in reply. However, Garry stops there and doesn't mention what White should do against his own medicine – the exchange of the rooks, easing the pressure: 37...♖c5!? 38.♖xc5 (in case of 38.♖b4 ♖c7 39.a5 ♖g8 40.♖b6 ♖d8 this rook stands better here than in the game) 38...dxc5 39.♖d5 ♘d7 and Black is not worse at all. This is what was considered before looking at Kasparov's analysis.

**37.a5!**

The beginning of a plan which gains a lot of space on the queenside.

**37...♖c6**



**38.♙e2!**

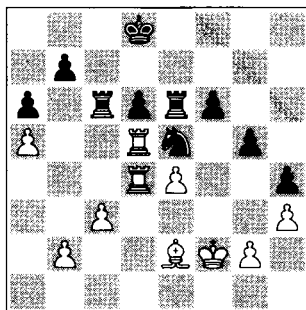
Once Karpov finds the right plan, he hardly ever loses focus. Polugaevsky gives 'plus/minus' here. It seems he just sent to the *Informant* what he had calculated during the game. Actually, Black is not in trouble yet.

**38...♘d8?!**

It takes too much time to move the king to c7, and this is not necessarily a better location!

A) With 38...♘g6! followed by the exchange of the e-rook, Black could and should have eased his difficulties. According to Botvinnik, Black consolidates his position: 39.♖b4 (the plan with 39.c4 that Karpov employs in the game would not work so well here; after 39...♖e5! Black stands well) 39...♖c7 40.♙g4 (40.♖b6 ♘f4) 40...♖e5 and Black eases his position;

B) 38...b5! is Botvinnik's suggestion. It is remarkable how highly the former World Champion valued the need to gain space: 39.axb6 ♖xb6 40.b4 ♖c6 41.♖a5 (after 41.c4 ♖c7 42.b5 a5 Black has a fortress) 41...♖xc3 42.♖xa6 ♖c2 43.♖a7+ ♘d8 44.b5 ♘d7 45.♙e3 f5 and the position is equal, as the first Soviet World Champion has pointed out.



**39.c4 ♘c7??**

Interestingly, the king is neither protecting the pawns, nor is it keeping the position together, but it is more of a target itself now. Polugaevsky was already extremely short of time here.

A) Better was 39...b6!. Polugaevsky also attaches an exclamation mark to this move, but doesn't analyse any further. After 40.b4 bxa5 41.♖xa5 ♔c7 42.b5 axb5 43.cxb5 ♜c2 44.♔e3 ♜c3+ 45.♔d2 ♜g3 46.♙f1 ♘d7 47.♞a7+ White is better;

B) With 39...♔d7 Black could think of consolidating, but of course this doesn't prevent White from enjoying the better game. Also, it is hard to admit a mistake when the limitations of the plan are not obvious. 40.b4 ♔e7 41.♔e3 gives White a slight initiative, but Black is still very much in the game.

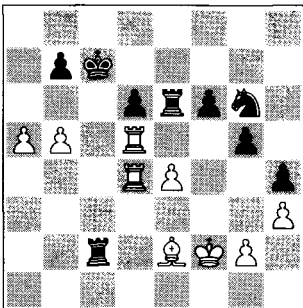
**40.b4 ♘g6 41.b5**

With 41...♙d1 White could almost exploit the traffic jam on the queenside: 41...♔b8 42.♙a4 (42.b5 ♜c5 43.bxa6 bxa6 44.♞xd6 ♞xd6 45.♞xd6 ♜xa5 46.♞xf6 ♘f4 gives Black compensation for the pawn) 42...♜c7 43.♙b3 ♘e7! 44.♞xd6 ♘c6 and Black can still resist.

**41...axb5**

After 41...♜c5, 42.b6+ ♔c6 43.♙h5 wins.

**42.cxb5 ♜c2**



**43.b6+**

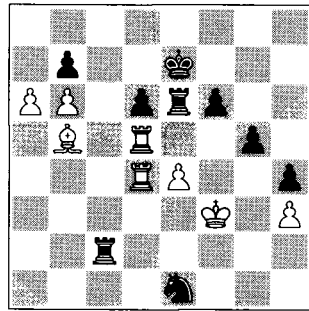
Black's unfortunate king transfer allows this huge gain of tempo.

**43...♔d7**

After 43...♔c6 44.♔e3 Polugaevsky assesses the position as a clear win for White. 44...♞xe4+!? still creates an obstacle, but after 45.♞xe4! (in the event of 45.♔xe4 ♞xe2+ 46.♔f3 ♞e6 Black still resists) 45...♔xd5 46.♞e8! and Polugaevsky turns out to be correct after all. This move wins – it is followed by a5-a6.

**44.♞d2!**

Karpov removes the pin in the most effective way, initiating a straightforward win. Polugaevsky asks what is wrong with stepping aside by 44.♔e3. But once again a mistake emerges in his analysis: 44...♘f4 45.♙b5+ ♔e7 46.a6 ♘xg2+ 47.♔f3 ♘e1+. Here Polugaevsky stops, evaluating the position as equal.



analysis diagram

But with 48.♔g4! ♔f7 49.♔h5! (after 49.axb7? ♔g6 White gets caught in a mating net) 49...♜c8 50.♞xd6 ♞h8+ 51.♔g4 ♘c2 52.♞xe6 ♔xe6 (52...♘xd4 53.♞e8!) 53.♞d2 White wins.

**44...♞xd2 45.♞xd2 ♞e5**

After 45...♖xe4 46.♙b5+ ♔c8 47.♞c2+ (47.♞xd6 ♞e5 48.♙c4 also wins) 47...♙b8 48.a6 bxa6 49.♙xa6 ♞e8 50.b7 ♘e7 51.♞e2 wins according to Polugaevsky.

**46.a6 ♙c6**

46...bxa6 47.♙xa6 ♘e7 48.♞b2 ♘c6 loses to 49.♙b5! ♞e8 50.♞c2.

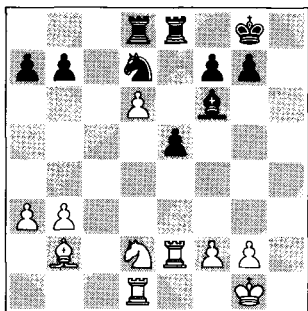
**47.♞b2 ♘f4 48.a7 ♞a5 49.♙c4 1-0**

## GAME 40

**Spassky, Boris  
Karpov, Anatoly**

Leningrad Cand. Semi-Final 1974 (6)

**1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4  
♙f5 5.♘g3 ♙g6 6.♘f3 ♘d7 7.♙d3 e6  
8.0-0 ♘gf6 9.c4 ♙d6 10.b3 0-0  
11.♙b2 ♚c7 12.♙xg6 hxg6 13.♚e2  
♞fe8 14.♘e4 ♘xe4 15.♚xe4 ♙e7  
16.♞ad1 ♞ad8 17.♞fe1 ♚a5 18.a3  
♚f5 19.♚e2 g5 20.h3 g4 21.hxg4  
♚xg4 22.d5 cxd5 23.cxd5 e5 24.d6  
♙f6 25.♘d2 ♚xe2 26.♞xe2**



**26...♞c8!**

Karpov moves the rook to the open file. This is not just a case of occupying a file, but it also represents the initiation of a very forceful regrouping. The d7-knight can't be removed and as such

it represents the key element of the position, as Karpov has pointed out.

**27.♘e4**

Kasparov prefers a different deployment of the knight with 27.♘c4. After 27...♙g5 28.a4 f6 29.g3 the position is equal.

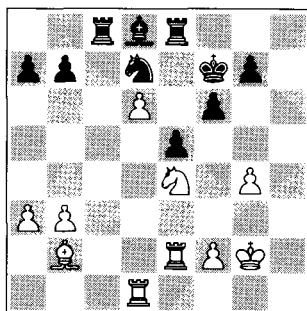
**27...♙d8!**

He improves the bishop and prepares to get closer to the centre with his king.

**28.g4**

With 28.♞d5 White can initiate an active plan on the queenside: 28...f6 29.♞b5 (if 29.b4, considering to remove the superbly blocking d7-knight, Black has 29...♙f7 (after 29...b6 30.g4 ♙f7 31.♙g2 the position is balanced) 30.♘c5 ♘xc5 31.♞xc5 (after 31.bxc5 ♞h8 32.♞ed2 White is tied up to defend his centre, but it is hard for Black to crack the defence) 31...♞xc5 32.bxc5 ♙e6 and Black has stabilized his centre) 29...♙b6 (29...b6 would restrict his own bishop; 30.g4 and the position is balanced) 30.a4 a6 31.♞b4 ♙f7 32.a5 ♙xa5 33.♞xb7 and the position is equal, even though the a6-pawn is vulnerable.

**28...f6 29.♙g2 ♙f7**



**30.♞c1?**

With this unfortunate mistake Spassky's problems start. From now on he will be

on the defensive – the one who has to watch out. The way Karpov uncovers the drawbacks of this move betrays the hand of the endgame virtuoso. Interestingly, no other commentators have attached a question mark to this innocent-looking rook move. It would be quite interesting to know why Spassky exchanged the rook. There may be two reasons. One is that he thought he was still pressing and wanted to exchange, to have a chance to invade. Alternatively, he may have been already short of time and wanted to ease his position with an exchange. However, by playing this he facilitates the passage of Black's king to the centre. He will miss the force of his rook restricting Karpov's king. White could probably still have reached a draw on the way, though. While we were writing this text, Kasparov's book on Karpov became available. Garry assigns a ?! to 30.♖c1 and quotes Tal, who pointed out there was no square to invade on the c-file – a perceptive comment.

After 30.♔g3 ♕b6 (30...g6 31.♖h1 – White's rooks are active, his position is fine) 31.f4 White is in no way worse.

### 30...♕b6 31.♖ec2?!

The rook looks as though it is correctly positioned on the c-file, but actually it does very little there. Better was 31.♖xc8 ♖xc8 32.b4 (32.♔g3 ♘c5!) 32...♔e6 33.♔g3 and though White is slightly worse he can probably keep the balance.

### 31...♖xc2 32.♖xc2 ♔e6 33.a4?!

It is understandable that Spassky wants to have the option of defending the pawn from a3. But this has a hidden drawback.

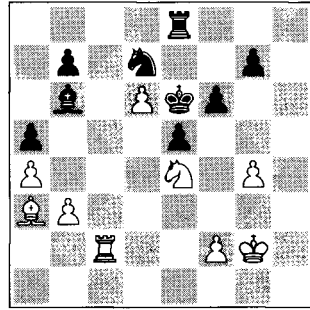
A) If 33.♔g3 ♔d5 34.♔f3 ♘c5 Black gains access to the d6-pawn;

B) If 33.b4 in order to stop ...♘c5, then 33...♔d5 34.♔f3 g6. Kasparov considers this worse than the game continuation.

### 33...a5!!

Karpov not only stops b4, but he is planning a surprising manoeuvre.

### 34.♕a3



### 34...♖b8!!

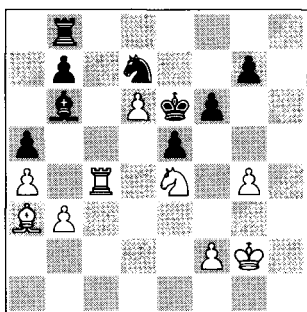
This is vintage Karpov! It is another magnificent injection of power into the game. Black intends to open the b-file for his rook.

### 35.♖c4?!

Spassky wants to redirect his knight to b5, but he cannot accomplish this plan immediately. 35.♘c3 would be bad because of 35...♖c8 with an annoying pin. Interestingly, Karpov gives this move an exclamation mark. However, White still has to suffer if he wants to save the game.

An alternative plan was to play 35.b4!? in order to reduce the number of pawns on the queenside. However, Black retains the upper hand: 35...axb4 36.♕xb4 ♖a8 (in case of 36...♕d4 37.a5 White stabilizes his slightly worse position) 37.♖a2 ♔d5. Black's king is menacing; however, it looks as if White has enough pieces to withstand it: 38.♔f3 ♕d4 (38...♔c4 39.♕e1 ♔b3 (39...♕d4 40.♖c2+ ♔d5 41.♖c7

and White holds) 40.♖a1 ♜xa4 41.♟d2+ ♖b4 42.♟e4+ ♖b3 43.♟d2+ and White has a perpetual) 39.a5 ♖c4 (or 39...b6 40.♖a3. White is just a bit worse here: 40...b5 41.♞b3 g6 and Black can exert pressure, but White has decent chances to survive) 40.♙e1 ♟c5 41.♞c2+ ♟d5 42.♟xc5 ♙xc5 43.♞b2 ♖c6 44.♙e4 ♞d8 (44...♙xd6 45.♙f5) 45.♙f5 ♞xd6 46.♙g6 ♞d7 47.♙b4 and White's active king gives him good drawing chances.



### 35...♙d4! 36.f4

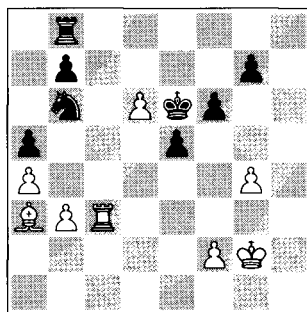
Spassky plays actively, but his position is already unpleasant to defend – it might even be lost. The text move keeps Black busy but, like the alternatives, it has a drawback. It isolates the g-pawn. This is a rather obscure factor which needs the touch of a maestro to exploit.

A) 36.♟c3 would produce a position in which White has chances to draw, but it would be unpleasant to play:

A1) If 36...♙xc3 37.♞xc3 b5 38.axb5 ♞xb5 39.f3 (if White puts his king on the third rank with 39.♙f3 the rook must defend the b3-pawn: 39...♟b6 40.♙e2 ♟d5 41.♞c5 ♟d7 and Black is better) 39...♟b6 40.♞c7 (after 40.♙f2 ♟d5 41.♞d3 ♟d7 White is having a hard time) 40...♞xb3 41.♞e7+ ♟d5

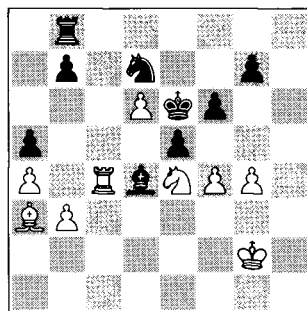
42.d7 ♟xd7 43.♞xd7+ ♖c6 44.♞xg7 ♞xa3 45.♞f7 and Black is ahead in the race but White should not lose;

A2) 36...♟b6!. Black improves his knight, which has accomplished great deeds on d7 but now finds a better square. 37.♞c7 ♙xc3 38.♞xc3



38...♟d5 (the knight not only prevents ♞c7, but also intends to threaten White's king) 39.♞c5 b6 40.♞c6 ♟d7 41.♞c2 ♞h8! (if 41...b5 42.axb5 (42.♞c5 ♟f4+ 43.♙f1 bxa4 44.bxa4 ♞b3 45.♞c7+ ♟d8 46.♙c1 ♞b1 wins) 42...♞xb5 43.♞c5 ♟f4+ 44.♙h2 ♞xc5 45.♙xc5 ♟d3 46.♙b6 ♖c6 47.♙xa5 ♟xf2 Black has excellent winning chances) 42.♙g3 ♞h1 43.♞d2 ♟f4 44.f3 ♞e1 45.♙f2 ♞b1 and Black wins;

B) After 36.b4 axb4 37.♙xb4 b6 38.♙c3 ♙xc3 39.♞xc3 ♞a8 40.♞c4 g6 White has a difficult position.



**36...g6!**

Not 36...b5? 37.axb5 ♖xb5 38.f5+ ♔d5 39.♗c3+ when the position is equal.

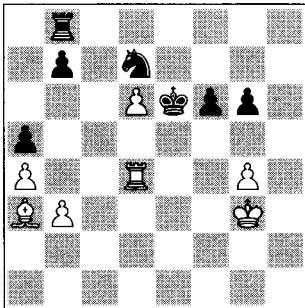
**37.♗g3**

The interesting 37.fxe5!? has been neglected by all commentators except Kasparov. He demonstrates a remarkably long line: 37...♙e5 38.♖c7 b6 39.g5 f5 40.♗d2 b5 (40...♙f4!? 41.♗f3 ♙e3 – Kasparov says Black can play for a win like this. We think that White's chances to hold are not bad) 41.♗f3 b4 42.♖xd7 bxa3 43.♙e7+ ♔xd6 44.♖xe5 a2 45.♙e1 ♖xb3 46.♙a1 ♖b2+ 47.♔g3 ♔c5 48.♗e5 ♔b4 49.♗xg6 ♔b3 50.♗f4 ♖b1 51.♖xa2 ♔xa2 52.g6 ♔a3 53.g7 ♖b8 54.♗e6 ♖g8 55.♔f4 ♔xa4 56.♔xf5 ♔b4 57.♔f6 ♔c4 58.♗f4 a4 59.♗e2 ♔d3 60.♗c1+ ♔c2 61.♗a2 ♔b2 and White draws.

**37...exf4!**

Less promising is 37...b5 38.f5+ gxf5 39.gxf5+ ♔d5 40.♖c7 bxa4 (40...b4 41.♙xb4 ♖xb4 42.♖xd7 ♖xb3 43.♗h5 e4 44.♙e7 ♔xd6 45.♖xe4 and White has exchanged almost everything) 41.bxa4 ♖b3 42.♖xd7 ♖xa3 43.♗h5 e4 44.♙e7 ♖a2+ 45.♔h3 ♔xd6 46.♖xe4 and White has avoided the worst.

**38.♖xd4 fxc3 39.♔xg3**



**39...♖c8!**

Karpov shows his flexibility, now he activates the rook without exchanging the b-pawns.

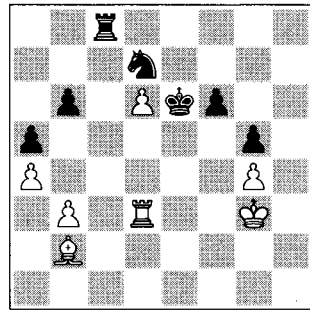
**40.♖d3 g5!**

For the second time in the game Karpov puts his pawn on the bishop's colour. This time he fixes the g4-pawn. All the time the f6-pawn (or 'root' pawn) remains well-protected!

**41.♙b2 b6?!**

This pawn move doesn't spoil the position; however, it is probably not the best continuation. Karpov's concentration slips for a moment.

With 41...♖c6!? – going for an immediate win – he could have been even more accurate. Interestingly, nobody mentions the possibility of 42.♙a3 ♗e5 43.♙e3 ♖c2 44.♔h3 ♔d7 45.♔g3 b6 46.♔h3 ♖a2 when White is in deep trouble.

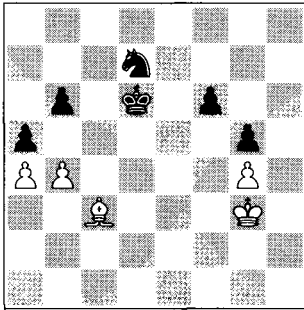


**42.♙d4?**

White has to give up the d6-pawn one way or the other. It is very hard to choose between candidate moves – even for an exceptional player like Spassky. This was probably White's final opportunity to save the game.

With 42.♖c3 White could try to exchange as many pawns and pieces as he can. It gives good practical chances but

ultimately it looks as if White will go down if Black plays precisely. 42...♖xc3+ (Karpov mentions that Black can keep the tension with 42...♖h8. Kasparov was not impressed by this move. Unfortunately he gives no alternative. It doesn't look that easy for White) 43.♙xc3 ♘xd6 (after 43...♘c5 44.♗f3 ♘xb3 45.d7 ♘xd7 46.♙xf6 ♘c5 47.♙xg5 ♘xa4, according to Botvinnik White has good drawing chances) 44.b4 (Karpov could opt for this endgame later on, but he did not. 44.♗f3 ♘e6 45.♙d4 f5 46.gxf5+ ♗xf5 wins for Black) and now:

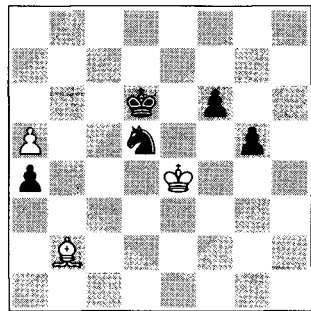


A) 44...axb4 45.♙xb4+ ♘d5 (45...♘c5 46.♗f3) 46.a5 (Kotov evaluates this position as a little better for Black) 46...b5 47.♗f3 (White has decent drawing chances here. Not 47.a6? when White cannot force matters anymore: 47...♗c6 48.♙a5 (48.♗f3 ♘e5+) 48...♘c5 49.a7 ♗b7 50.♙b6 ♘d7 51.♙d4 b4 52.♗f3 ♘e5+ 53.♗e4 (after 53.♗g3 b3 54.♗h3 ♘d3 55.♙xf6 b2 56.♙xb2 ♘xb2 57.♗g3 ♘d3 58.♗f3 ♘f4 Black wins) 53...♘xg4 54.♗f5 ♘e5 55.♗xf6 ♘f3 56.♙b2 g4 and Black wins) 47...♘e5+ (or 47...♘b8 48.♙c3 ♗e6 49.♗e4

♘a6 50.♙d4 b4 51.♙f2 b3 52.♗d3 and White saves the game) 48.♗g3 ♘d3 (after 48...♗c6 49.♙e7 White resists. Or 48...♘c6 49.a6 ♗c4 50.♙e7 b4 51.♙xf6 b3 52.♗f3 ♘d3 53.♙g7 and White holds) 49.a6 ♗c6 50.♙e7 b4 51.♙xf6 b3 52.♗f3 ♗b6 53.♗e3 ♘c5 54.♙d4 ♗xa6 55.♗d2 ♗b5 56.♗c3 ♘e6 57.♙f6 and White can hold the draw;

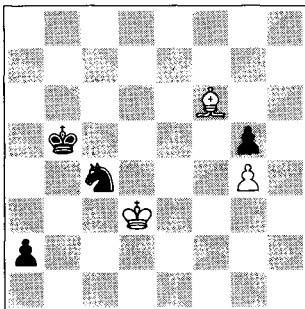
B) 44...b5!! (a lovely breakthrough. Commentators, including Botvinnik, missed this at the time. Black creates a passed a-pawn and obtains a winning position. It would have been a thrill to think we had presented this lovely move to the readers first, but Kasparov also analyses it) 45.bxa5. We will first make a significant diversion to Kasparov's analysis;

B1) He pays more attention to 45...bxa4 46.♙b4+ (White temporarily stops the a-pawn. Alternatives are 46.a6 ♗c6 47.♗f3 (47.♙b2 ♘e5) 47...♘e5+ 48.♗e4 ♘xg4 49.♗f5 ♘h6+ 50.♗xf6 g4 51.♙d4 a3 52.♗g5 a2 53.♗f4 g3 54.♗f3 ♘f5 and Black wins and 46.♗f3 ♘e5+ 47.♗e4 ♘xg4 48.♗f5 (48.a6 ♗c6 49.♗f5 ♘h6+ 50.♗xf6 g4 loses) 48...♘e3+ 49.♗e4 ♘d5 50.♙b2



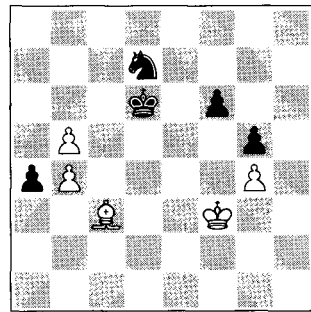
analysis diagram

50...♖e6 51.a6 f5+ 52.♗f3 ♘c7 53.a7 ♗d5 54.♙c1 f4 55.♙b2 ♘a8 56.♙a3 ♗e5 57.♗g4 ♗e4 58.♙c5 f3 59.♗g3 g4 60.♗f2 ♗d5 wins according to Kasparov) 46...♗c6 47.♗f3 ♘e5+ 48.♗g3 ♘c4 49.♙e7 a3 50.a6 a2 51.♙xf6 ♗b6 52.♗f3 ♗xa6 53.♗e2 (53.♗e4 ♗a5 54.♗f5 ♗a4 55.♗xg5 ♗b3 56.♙a1 ♗c2 57.♗f4 ♗b1 58.g5 ♗xa1 59.g6 ♘e5 (Kasparov gives this move an exclamation mark for its beauty. He does not mention that it is not the only way to win. There is also 59...♘b6 60.g7 (60.♗f5 ♗b1 61.g7 ♘c8 wins) 60...♘d5+ 61.♗f5 ♘e7+ 62.♗e6 ♘g8! 63.♗f7 ♗b1) 60.g7 ♘g6+ 61.♗f5 ♘e7+ 62.♗e6 ♘g8 63.♗f7 ♗b1 – Kasparov) 53...♗b5 54.♗d3 (54.♗d1 ♘e3+ 55.♗c1 ♘xg4 56.♙g7 ♘f2 57.♗b2 g4 58.♗xa2 g3 59.♙e5 g2 60.♙h2 ♗c4 61.♗b2 ♗d3 62.♗c1 ♗e2 63.♗c2 ♗f1 and Black wins)



analysis diagram

Kasparov had found another win, which had taken quite some time to be found. Interestingly, he doesn't discuss (after 44...b5!! 45.axb5) the natural moves 45...a4 46.♗f3 (see diagram below). Playing, instead, 46.b6?!, White constrains the king: 46...a3 47.b5 a2 48.♗f3 ♘e5+ 49.♗g3 and the king remains passive, allowing White few chances (49.♗e4 ♘xg4 50.♗f5 ♘e3+ loses). 49...♗d7 50.♙b2 ♗c8 51.♙a1 ♗b7 52.♙d4 ♘d3 53.♙xf6 ♗xb6 54.♗f3 ♘c5 55.♙b2 ♗xb5 wins as Kasparov has pointed out. With ...♗c4-♗d5 the king 'shoulders' his way through and the knight wins the bishop from b3.



analysis diagram

54...♘a3!! (Kasparov quite rightly gives this move a double exclamation mark) 55.♗d2 (55.♗e4 ♗c4 56.♗f5 ♗d3 57.♗xg5 ♘c4 58.♗h6 ♗c2 wins) 55...♗c4 56.♗c1 ♗b3 57.♙g7 ♘c4 58.♙f6 ♘e3 wins;

B2) When I saw Kasparov's book about Karpov I was wondering whether

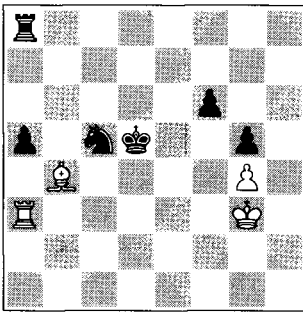
Black has several ways to try for a win here. Despite his material advantage it took me quite some time to find the right plan:

A) 46...♘e5+ 47.♗e4 ♘xg4 48.b6 a3 49.♗f5 ♘e3+ 50.♗e4 ♘d5 51.♙d4 looks like a win, but I have not been able to find a decisive continuation;

B) 46...♗d5! 47.b6 ♗c4 48.♙b2 ♘xb6 49.♙xf6 a3 50.♗e4 (50.♙xg5 ♘a4! and the knight will block the bishop on c3) 50...♘d5 51.♙a1 ♘f4! 52.b5 ♗xb5 53.♗e3 (53.♙f6 ♗c4

54. ♖xg5 ♜e2 loses. Also, 53. ♖d4 ♖b4 should win for Black) 53... ♖c4 54. ♖d2 ♖b3 55. ♖f6 a2 56. ♖e5 ♜h3 57. ♖e2 ♖c2 and Black wins.

Instead of the game move 42. ♖d4 or 42. ♖c3, White could also consider 42. ♖e3+!? and exchanging on the queenside. His position is really hard to defend, but it might not be lost by force: 42... ♖xd6 43. ♖a3+ ♜c5 44. b4 (44. ♖b2 ♖d5) 44... axb4 45. ♖xb4 ♖a8 (45... ♖d5 46. a5) 46. a5 bxa5 47. ♖a3 ♖d5 (47... a4? 48. ♖d3+)



analysis diagram

48. ♖xa5 and in this line it is difficult to prove either a draw or a win for Black.

**42... ♖c6 43. ♖c3**

If 43. ♖e3+ ♖xd6 44. ♖d3 ♖e6 45. ♖e3+ ♖d5 Black remains a pawn up.

**43... ♖c5!?**

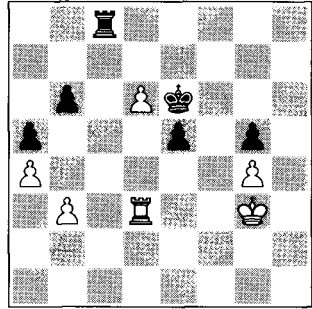
It is often tempting to go ahead in material. Taking the pawn with 43... ♖xd6 was winning. Because of the text, Spassky could have forced a study-like draw later on.

**44. ♖g2 ♖c8 45. ♖g3**

If 45. ♖f3 ♖d8 46. ♖e2 (46. ♖d2 ♜e5+ 47. ♖xe5 fxe5 48. ♖e4 ♖xd6 transposes to a later possibility in the game) 46... ♜e5 47. ♖xe5 fxe5 48. ♖f3 ♖xd6

49. ♖f5 ♖d4 50. ♖xg5 ♖b4, Black probably wins.

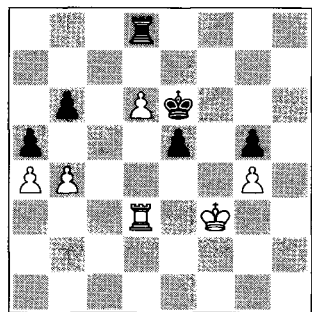
**45... ♜e5 46. ♖xe5 fxe5**



**47.b4?**

This is the losing mistake.

Commentators at the time, including Karpov, thought that White could have saved himself with 47. ♖f3!?. Karpov is both right and wrong, as the draw can be achieved but not with this move: 47... ♖d8 48. b4 (Alexander Kotov shows what is wrong with entering the pawn ending: 48. ♖e4? ♖xd6 49. ♖xd6+ ♖xd6 50. ♖f5 ♖d5 51. ♖xg5 e4 52. ♖f4 (52. ♖h4 ♖d4 53. g5 e3 54. g6 e2 and Black promotes with check) 52... ♖d4 53. g5 e3 54. g6 e2 55. g7 e1 ♖ 56. g8 ♖ – White doesn't lose the race, but the position gives him no reason to be happy: 56... ♖f1+ 57. ♖g4 ♖g2+ winning the queen)



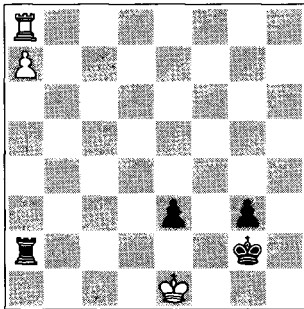
analysis diagram

48...♖xd6?! is the only move the World Champion analyses. For some time I thought that Black is winning, but my final evaluation is that White holds. The endgame is like a 'delicateness' – it is surprisingly rich in ideas. It is really worth going into in some detail, even though it is irrelevant to the evaluation of the position as the alternative given on page 121 wins outright: 49.♖b3 ♖d4!. Karpov now gives an interesting variation: 50.bxa5 ♖f4+ and now two king moves can transpose with one another. It appears the position is lost in a study-like way, but White has a very sophisticated defence:

A) 51.♔g3 (White drops the g4-pawn) 51...bxa5 52.♖b6+ ♔d5 53.♖b5+ ♔e4 54.♖xa5 ♖f3+ 55.♔g2 ♖a3 56.♖a8 ♔f4 (Karpov says that White has to be very careful here) 57.a5 ♔xg4 and now:

A1) Not 58.a6? ♖a2+ 59.♔f1 ♔g3:

A11) 60.a7 g4 61.♔e1 e4 62.♔f1 e3 63.♔e1 ♔g2 64.♖g8 (or 64.♔d1 g3 65.♔e1



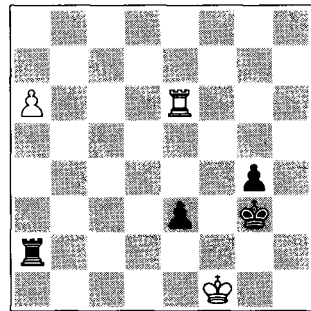
analysis diagram

65...e2 and Black wins) 64...♖xa7 65.♖xg4+ ♔f3 and Black wins.

It seems that Black can win this interesting endgame, which occurred

at move 51 in the analysis of this game. We are not far from the time when this type of position will be dissected completely by computers. It is almost certain that Karpov analysed the position after this match. It would be nice to know how far he got and also why he did not write about it. In chess, knowing more than your opponents can be a key element of success. Karpov is a player who always wanted to win very much. He succeeded like very, very few in the history of chess.

A12) 60.♖g8 g4 61.♖g6 e4 62.♖f6 (62.♔e1 ♔f3 and 62.♖e6 ♔f4 63.♖f6+ ♔g5 64.♖b6 e3 lose) 62...e3 63.♖e6.

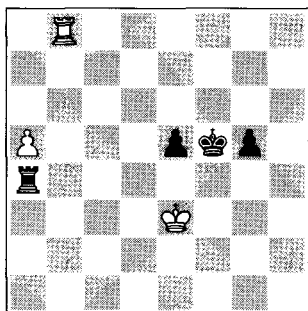


analysis diagram

Now Black wins with 63...e2+ (63...♖a1+ 64.♔e2 ♔g2 65.♖g6 g3 66.♔xe3=) 64.♔e1 ♔h3 65.♖h6+ ♔g2 66.♖g6 g3 67.♖e6 ♔f3 68.♖f6+ ♔e3 69.♖e6+ ♔d3 70.♖d6+ ♔e4 71.♖e6+ ♔f5 72.♖e8 g2 73.♖g8 ♖a1+ and White loses the rook;

A2) 58.♔f2! e4 (58...♔f4 transposes to Harold van der Heijden's analysis later on) 59.a6 e3+ 60.♔e2 ♔g3 61.♖g8 g4 62.♖g6 will be discussed in the line with 51.♔e3 below;

B) 51.♔e3 ♖xg4 52.♜xb6+  
(52.axb6?? ♜g3+) 52...♙f5 53.♜b8  
♜xa4 and now:



analysis diagram

B1) 54.♜f8+ ♔g4 55.♞a8 ♔g3 looks really tough for White: 56.a6 g4 57.♔d3 (57.a7 e4 58.♔e2 ♞a3 59.♔d2 ♔g2 60.♞g8 ♜xa7 61.♜xg4+ ♔f3 62.♞h4 e3+ wins for Black) 57...♔g2 58.a7 (58.♞g8 ♜xa6 59.♜xg4+ ♔f3 60.♞h4 e4+ (60...♜d6+ wins as well) 61.♔c2 (61.♔d4 e3 wins) 61...♜d6 62.♞h3+ ♔f2 63.♞h2+ ♔g3 64.♞e2 ♔f3 wins for Black) 58...g3 59.♔e3 e4 and now:

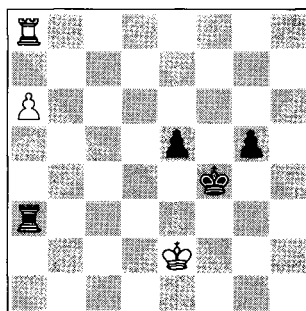
B11) 60.♔f4 ♔f2;

B12) 60.♔d2 ♞a3 61.♔e2 e3 62.♔e1 ♞a2 63.♔d1 ♔g1 64.♔e1 g2 65.♔d1 ♜d2+ (65...♔f1 66.♞f8+ ♞f2 67.♞xf2+ ♔xf2 68.a8 ♚ g1 ♚+ or 68...e2+ 69.♔c2 e1 ♚ wins) 66.♔e1 ♜d7 67.♔e2 ♞h7 68.♔xe3 ♔h2 wins;

B13) 60.♔e2 ♞a3 61.♔d2 ♔g1 62.♔e2 g2 63.♔d2 ♜d3+ 64.♔e2 (64.♔e1 ♜d7 65.♔e2 ♞h7 66.♔e3 ♔h2 loses) 64...♜d7 65.♔e3 ♞f7 (or 65...♞h7) 66.♔xe4 ♔f1 and Black wins.

B2) 54.♞a8! ♞a3+;

B21) 55.♔e2 ♔f4 56.a6



analysis diagram

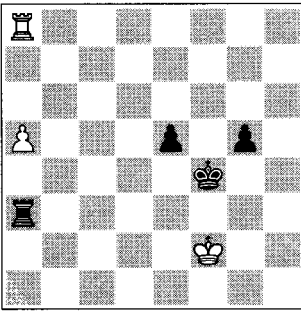
B211) 56...e4? White can escape after this mistake: 57.a7 ♞a2+ 58.♔f1 ♔e3 (58...♔g3 59.♞g8 ♜xa7 60.♜xg5+ draws) 59.♔g1 (59.♞g8 ♜xa7 60.♜xg5 ♞a1+ 61.♔g2 ♔e2 wins, e.g. 62.♞b5 e3 (62...♞a2 63.♞b1 e3 puts White in zugzwang) 63.♞b2+ ♔d3 64.♞b3+ ♔d2 65.♞b2+ ♔c3) 59...g4 60.♔f1 ♞f2+ 61.♔g1 ♞f7 62.♔g2 ♔f4 (after 62...♞h7 63.♔g3 ♞g7 64.♔h2 g3+ 65.♔g2 ♞e7 66.♔xg3 White escapes) 63.♔f2 e3+ 64.♔g2 g3 65.♞b8! (65.♔f1? ♔f3 66.♔g1 e2; 65.♞e8? ♜xa7 66.♞f8+ ♔e4) 65...♜xa7 66.♞b4+ ♔e5 (66...♔f5 67.♔xg3) 67.♔xg3 ♞f7 68.♞a4 draws;

B212) 56...♞a2+. This is the simpler win: 57.♔d3 (57.♔f1 ♔g3) 57...e4+ 58.♔d4 e3 59.♞f8+ (59.a7 e2 60.♞f8+ ♔g3 and Black wins) 59...♔g3 60.♔xe3 ♜xa6 61.♞f3+ ♔g2 62.♞f2+ ♔g1 63.♞f3 ♞g6 64.♔e4 g4 65.♞g3+ ♔f2;

B213) 56...♔g3. This serves to illustrate how Black wins if he avoids pushing the e-pawn: 57.♞g8 (57.a7 g4 58.♔d2 e4 59.♔e2 e3 60.♔f1 ♞a2 61.♔e1 ♔g2 and Black wins) 57...g4 58.♞g6 e4 59.♞e6 (59.♔d2 ♔f3 60.♞f6+ ♔g2 wins) 59...♔h3 60.♞g6 g3 61.♞h6+ ♔g2 62.♞g6 ♔h2

63. ♖h6+ ♔g1 64. ♜e6 g2 65. ♖h6 ♜a2+ 66. ♕e1 e3 67. ♞g6 ♕h2 68. ♖h6+ ♔g3 69. ♞g6+ ♕f3 70. ♞f6+ ♕e4 wins;

B22) 55. ♕f2 ♕f4 (White will be able to get the critical position against 55... ♕g4 as well: 56. a6 ♜a2+ 57. ♕e3 ♜a4 58. ♕f2 (58. ♜e8 ♜xa6 59. ♞xe5 ♞f6) 58... ♜a3 (58... e4 59. ♕e3 ♔g3 60. ♞g8 g4 61. ♞g6 looks drawish) 59. ♜a7 e4 60. ♜a8 e3+ 61. ♕e2 ♕f4 62. ♞f8+ ♔g3 63. ♞f6 g4 transposes to 55... ♕f4) and we are at a crossroads again.



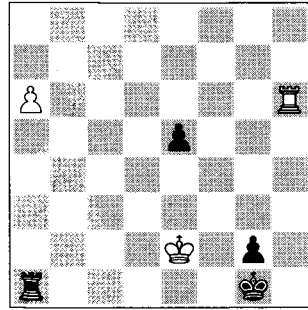
analysis diagram

My original analysis went 56. a6? ♜a2+ 57. ♕f1 g4 58. ♞f8+ ♔g3 59. ♞f6 ♜a1+ 60. ♕e2 ♔g2 and here I stopped without daring to reveal my opinion as to whether this was a draw or not. Dutch endgame study specialist Harold van der Heijden showed that there was a beautiful win for Black: 61. ♞g6 g3 62. ♖h6 ♔g1 63. ♞g6 g2 and now:

B221) 64. ♞f6 ♜a2+ 65. ♕e3 ♕h2 66. ♖h6+ ♔g3 67. ♞g6+ ♕h3 68. ♖h6+ (68. ♕f3 e4+ 69. ♕xe4 ♕h2 wins, but not 69... ♜a1? 70. ♕d3!! with a draw) 68... ♕g4 69. ♞g6+ ♕f5 70. ♞g8 ♜xa6! 71. ♞xg2 ♜a3+ 72. ♕f2 ♜a2+ 73. ♕f1 ♞xg2 74. ♕xg2 ♕e4 and

Black easily collects the full point in this pawn ending;

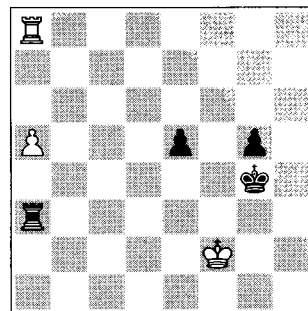
B222) 64. ♖h6



analysis diagram

64... ♜a2+! (Lasker would have enjoyed seeing his motif, the ladder, in practice) 65. ♕e3 (65. ♕e1 e4 66. ♞g6 ♕h2—+) 65... ♕f1 66. ♞f6+ ♕e1 67. ♞g6 ♜a3+! 68. ♕e4 ♕f2 69. ♞f6+ ♕e2 70. ♞g6 ♜a4+ 71. ♕xe5 ♕f3 72. ♞f6+ ♕e3 73. ♞g6 ♜a5+ and White loses as in the famous Lasker study.

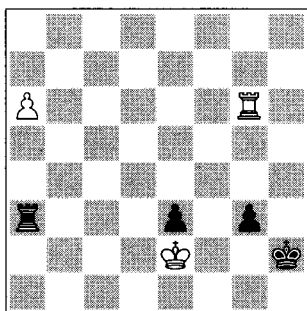
56. ♞f8+!! instead of 56. a6 in the previous line B22 (see diagram left) doesn't look that exceptional, but White's drawing plan is really a particularly deep concept. This move stems from Antonio Palma, who had seen Harold's line on the Internet. After 56... ♔g4 57. ♜a8



analysis diagram

the move 57...e4 is a sad necessity for Black, yet it gives the best winning chances. If 57...♖a2+ 58.♔e3 ♕g3 59.♔e4 g4 60.♔xe5=; or 57...♞f3+ 58.♔g2 ♞f6 59.♞b8 ♔f4 60.♞b4+ e4 61.♞a4 and White is safe.

Now, 58.a6 e3+ (quite incredible: once the e-pawn reaches the third rank and White's king is not restricted to the first rank, he can hold) 59.♔e2 ♕g3 60.♞g8 g4 61.♞a8 (White can also occupy the sixth rank with 61.♞g6 as the pawn is already on e3: 61...♔f4 (61...♔h3 62.♞h6+ ♕g2 63.♞f6 (or 63.♞g6 g3 etc.) 63...g3 64.♞g6 transposes to 61.♞a8) 62.♞f6+ ♕g5 (62...♔e4 63.♞e6+ ♔f5 64.♞xe3 ♞xa6 65.♔f2=) 63.♞f8 ♞xa6 64.♔xe3 ♞a2 (64...♔h4 65.♔f2=) 65.♞h8! (65.♞f2 ♞a1 66.♞g2 ♔h4 67.♔f2 g3+ loses) 65...♞g2 66.♞h7!=) 61...♕g2 62.♞g8 g3 63.♞g6 ♔h2



analysis diagram

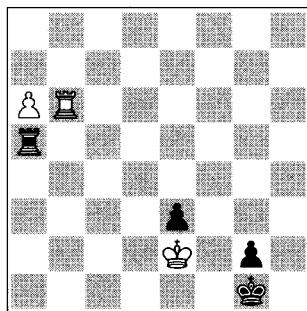
64.♔f3! The disadvantage of Black having the pawn on the third rank is that White can play this key king move. 64...♕g1!. Black leaves his g3-pawn unprotected. Both white pieces can take it, but either capture would lose simply.

Here White has two drawing moves, both of which require precision:

I) 65.♔e2! g2

IA) 66.♞h6? ♞a2+ 67.♔xe3 ♔f1 loses;

IB) 66.♞b6! (the rook has a new function on the b-file) 66...♞a5 (66...♔h2 67.♞h6+ ♕g3 68.♞g6+ ♔f4 69.♞xg2 ♞xa6 70.♞g8=)

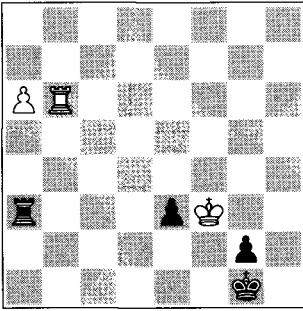


analysis diagram

67.♔f3!! (67.♞h6 ♞a2+ 68.♔xe3 ♔f1 69.♞f6+ ♔e1-+; 67.♞f6 ♔h2 68.♞h6+ ♕g3 69.♞g6+ ♔h3 70.♞h6+ ♕g4 71.♞g6+ ♞g5 72.♞xg5+ ♔xg5 73.a7 g1♙ 74.a8♙ ♙f2+ 75.♔d3 ♙d2+! 76.♔c4 e2 and Black wins) 67...♞f5+ (67...♞g5 68.a7 ♞a5 69.♞g6 ♞xa7 70.♞xg2+ ♔f1 71.♞h2=) 68.♔xe3 ♞h5 (68...♞g5 69.♔f3= ♞g7 70.♞b7! and White draws) 69.a7 ♔h2 70.♞g6 ♞h8 71.♔d4 draws;

IC) 66.♞f6! (this is a difficult move to understand, but the rook has a special role on the f-file) 66...♞a5 67.♔xe3 ♞g5 68.a7 ♔h2 69.a8♙ g1♙+ (Black promotes with check; this almost always brings the win with an open king and heavy pieces on the board; *almost* always!) 70.♞f2+ and the check is blocked by a countercheck;

II) 65. ♖b6! g2



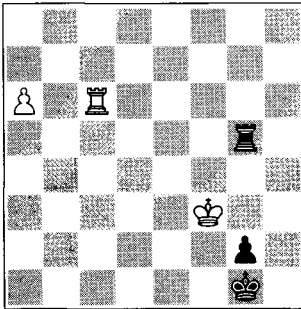
analysis diagram

IIA) 66. ♖c6 ♖a5

IIA1) 67. ♖d6? ♖h5 68.a7 ♔h2 69.a8♖ g1♖ wins;

IIA2) 67. ♔e2? ♔h2 68. ♖h6+ ♔g3 69. ♖g6+ ♔h3 70. ♔f3 (70. ♖h6+ ♔g4 71. ♖g6+ ♖g5--+) 70... ♖f5+ 71. ♔e2 and now 71... ♖f6 or 71... ♖f2+ 72. ♔d3 e2 73. ♖h6+ ♔g4 74. ♖e6 ♔f5 75. ♖e8 g1♖ 76. ♖f8+ ♔e5 77. ♖e8+ ♔d6 and Black wins, or;

IIA3) 67. ♔xe3? ♖g5!! (67... ♖h5? 68.a7 ♖h8 69. ♖g6 ♔h2 70. ♔d4=) 68. ♔f3

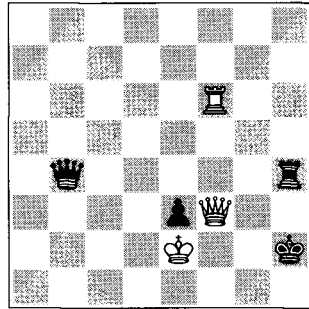


analysis diagram

68... ♖g7!!. Remarkably, if the White rook were on b6 the position would be a draw.

IIA4) 67. ♖f6?! (objectively this might draw, but it's hard) 67... ♖h5 (67... ♖e5?

68.a7 e2 69.a8♖ e1♖ 70. ♖a7++-) 68.a7 ♔h2 69.a8♖ g1♖ 70. ♔e2 ♖g4+ 71. ♖f3 ♖c4+ 72. ♔e1 (72. ♔xe3 ♖e5+ loses) 72... ♖c3+ and Black has winning chances; however, I have not been able to find a forced win: 73. ♔e2 ♖d2+ 74. ♔f1 ♖c1+ 75. ♔e2 ♖b2+ 76. ♔e1 ♖b4+ 77. ♔e2 ♖h4



analysis diagram

78. ♖f7 and it is difficult to see how Black can force a win;

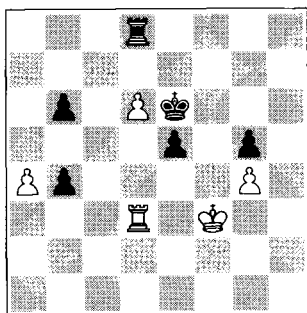
IIA5) 67. ♖b6! ♖f5+ (67... ♖a1 68. ♔e2; 67... ♖a2 68. ♔xe3=) 68. ♔xe3 ♖h5 69.a7 ♔h2 70. ♖g6 ♖h8 71. ♔d4=.

IIB) 66. ♖f6! ♖a5 (66... ♖a4 67. ♔xe3 draws, or 66... ♔f1 67. ♔g3+=) 67. ♔xe3!!= ♖g5 (67... ♖h5 68.a7 ♖h8 69. ♖h6= or 69. ♖g6 ♔h2 70. ♔d4=) 68.a7 ♔h2 69.a8♖ g1♖+ 70. ♖f2+ and White holds because of this countercheck; this is the reason why 66. ♖f6 is the saving move.

Let's return to the analysis position after 47. ♔f3 ♖d8 48.b4 (see diagram on page 116).

When I shared my concerns with Harold van der Heijden, that the evaluation of Karpov's line might be in doubt, he came up with a subtle win for Black: 48... axb4!!.

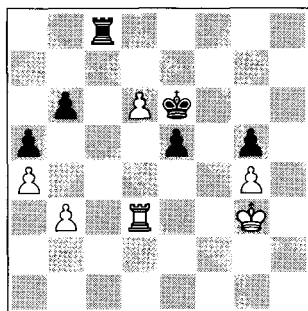
This move is in itself not spectacular, yet the win is quick.



analysis diagram

49. ♖b3 ♜f8+!! 50. ♔e3 (50. ♔g3 ♜f4 51. ♞d3 ♞d4 is the end for White) 50... ♜f4 51. ♞d3 ♞xg4! wins as Black threatens to exchange the rook.

We have learned from Kasparov's *My Great Predecessors* that Spassky had also found this subtle tactical road to the win.



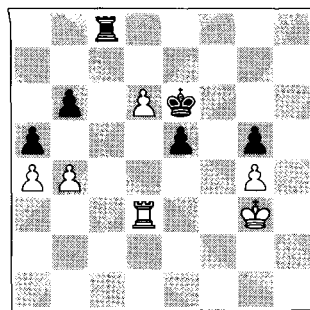
analysis diagram

His study-like saving move is 47. ♔f2!! . White approaches the centre and at the same time clears the way for his rook to go after the g5-pawn. Kasparov writes that Spassky mentions this absolutely brilliant move in his analysis. Unfortunately Spassky's analysis was not avail-

able to us for examination. In case of 47... ♞d8 48. ♜f3 ♞xd6 49. ♜f5 ♞d3 50. ♞xg5 ♞xb3 51. ♞g6+ ♔d5 52. g5 (thus far Spassky) 52... ♞b4 53. ♔e3 ♞xa4 54. ♞xb6 White draws without any problem.

Spassky's move triggered the idea to go after the g5-pawn at once: 47. ♜f3!?. This gives chances, though not as clear-cut as 47. ♔f2!! . However, it helps us to appreciate Spassky's moves even more, e.g. 47... e4 48. ♜f5 ♞c5 (Spassky has driven the rook away from the eighth rank) 49. ♜f8 ♞c3+ 50. ♔f2 ♔xd6 51. ♞g8 ♞xb3 52. ♞xg5 ♞b4 53. ♔e3 and White still resists.

Let's return to the game.



### 47...e4!

Black wins a big tempo by attacking the rook.

After 47...axb4 48. d7 ♞d8 49. ♞b3 ♞xd7 50. ♞xb4 ♞d6 51. ♔f3 White holds.

### 48. ♞d4?

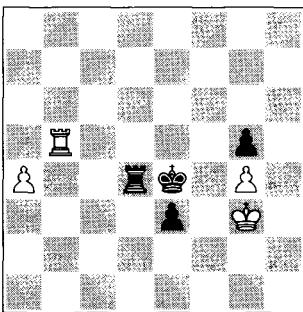
The long, fruitless defence takes its toll and with White's next two moves he goes down without a fight.

A) After 48. ♞b3 ♔xd6 49. bxa5 bxa5 50. ♔f2 (50. ♞b5 ♞c5 – Black keeps as

many pawns as he can) 50...♔d5  
 51.♕e3 ♚c5 52.♞a3 ♕e5 53.♞b3 ♞d5  
 54.♞c3 ♞d3+ and Black wins as Karpov  
 has pointed out;

B) 48.d7 would have obliged Karpov  
 to calculate accurately. The move loses  
 and Karpov would have overcome this  
 gesture as well. However, some of the  
 ensuing positions are interesting and  
 instructive: 48...♞d8 49.♞d4 ♕e5  
 50.♞d2 e3 (50...axb4 51.♞d1 b3  
 brings White into zugzwang: 52.♞d2  
 e3 (52...♕e6 53.♞d4 b2 54.♞xe4+  
 (or 54.♞b4 ♞xd7 55.♞xb2 ♞d3+  
 56.♕f2 ♕e5 and the black king  
 invades) 54...♕xd7 55.♞b4 ♕c6  
 56.♞xb2 ♞d3+ 57.♕f2 ♞d4 and Black  
 should be winning with his extra  
 pawn) 53.♞d3 ♕e4 54.♞xb3 ♞xd7  
 55.♞xb6 ♞d1 56.♞b4+ (56.♞e6+  
 ♕d3 57.♞d6+ ♕c2 58.♞c6+ ♕d2  
 59.♞d6+ ♕e1 60.♞e6 e2 and Black  
 wins) 56...♕d3 57.♞b3+ ♕d2  
 58.♞b2+ ♕c3 59.♞a2 ♕d3 60.♞a3+  
 ♕e4 and Black wins – interestingly,  
 the existence of the a4-pawn helps  
 him here as White can give no check  
 and his king will be caught with  
 ...♞g1+):

B1) 51.♞d3 ♕e4 52.♞d6 axb4  
 53.♞xb6 ♞xd7 54.♞xb4+ ♞d4 55.♞b5

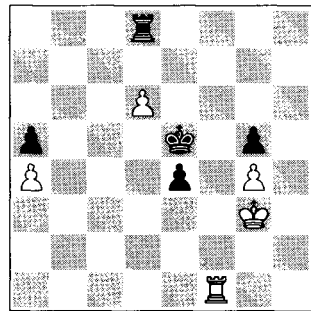


analysis diagram

55...♞xa4 (the position wins without the  
 g-pawns, the method would be the same  
 if they were on the board. With 55...♞d1  
 56.♞b4+ ♕d3 57.♞b3+ ♕d2 58.♞b2+  
 ♕c3 59.♞a2 ♕d3 Black wins as we have  
 already seen) 56.♞b2 (56.♞xg5 ♞a1  
 57.♞g8 e2 wins for Black) 56...♞a1  
 57.♞b4+ ♕d3 58.♞b3+ ♕d2 59.♞b2+  
 ♕c3 60.♞h2 ♕d3 and Black soon pro-  
 motes the pawn;

B2) 51.♞d1 e2 (maybe this is the  
 simplest win. Not 51...♕e4?? 52.bxa5  
 e2 (52...bxa5 53.♞d6) 53.♞e1 ♕e3  
 54.axb6 ♞xd7 55.a5=) 52.♞e1 axb4  
 53.♞xe2+ ♕d4 54.♞e6 b3 55.♞xb6  
 ♕c3 56.♞b7 b2 57.a5 ♕c2 and Black  
 wins. The existence of the a-pawn again  
 helps Black as his king can hide on a2.

C) About 48.♞d1 the same can be  
 said as about 48.d7. In addition, White  
 can hope to take enough pawns and  
 sacrifice his rook under the most fa-  
 vourable circumstances. Karpov would  
 likely have avoided such minefields.  
 48...♞d8 49.♞e1 ♕e5 50.bxa5 bxa5  
 51.♞f1.



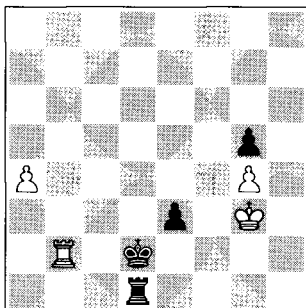
analysis diagram

If White can take the g5- and a5-pawns  
 and then sacrifice the rook, Black will  
 not necessarily win. Black has two in-  
 structive winning moves:

C1) 51...e3 52.♙f5+ ♔e4 (52...♔d4 53.♚f3 ♜xd6 54.♞xg5 ♚d3 55.♞xa5 ♜f6+ 56.♚g3 e2 also wins) and now:

C11) 53.♞f6 ♚d3 54.♞e6 e2 wins;

C12) 53.♞xa5 ♜xd6 (53...♞f8 54.♞f5) 54.♞b5 ♜d1 55.♞b4+ ♚d3 (55...♞d4) 56.♞b3+ ♚d2 57.♞b2+



analysis diagram

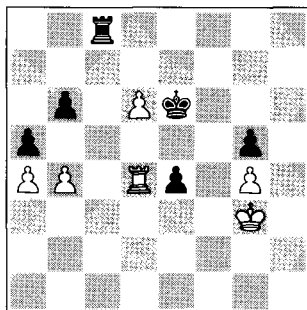
57...♚c3 (interestingly, with this move the king goes after its opposite number!) 58.♞a2 ♚d3 59.♞a3+ ♚e4 60.♞a2 ♜g1+ 61.♚h2 ♜xg4 62.a5 ♚f3 63.a6 e2-+;

C13) 53.♞xg5 ♜xd6 54.♞xa5 (54.♜g8 ♜d1 55.♞e8+ ♚d3 56.♞d8+ ♚c2 57.♞e8 ♚d2 58.♞d8+ ♚e1 wins for Black) 54...♞d1 55.♞a8 e2 56.♞e8+ ♚d3 57.g5 (57.♞d8+ ♚c4) 57...e1♚+ 58.♞xe1 ♞xe1 59.♚f4 ♚d4 and Black wins.

C2) 51...♜xd6 52.♙f5+ ♔d4 53.♞xa5 (53.♞xg5 e3 54.♞b5 (54.♚g2 ♚d3 55.♞b5 e2 56.♞e5 ♚d2) 54...♞f6 55.♞b8 e2 56.♞e8 ♚d3) 53...e3 54.♞b5 (54.♞xg5 ♞e6-+; or 54.♚f3 ♚d3 55.♞xg5 ♞f6+ 56.♚g2 e2 57.♞e5 ♞f1 58.♚g3 e1♚+ 59.♞xe1 ♞xe1 60.♚f4 ♚d4-+) 54...♚d3! 55.♞b3+ ♚d2 56.♞b2+ ♚d1 57.♚f3 (57.♞a2 e2;

57.♞b1+ ♚c2 58.♞a1 ♞d1) 57...e2 58.♞b1+ ♚d2 59.♞b2+ ♚d3 60.♞b3+ ♚c2 61.♞e3 ♚d1 and Black wins.

Let's return to the game!



**48...♚e5 49.♞d1?!**

White is lost anyway, but after this Black doesn't even have to calculate.

49.d7 ♞d8 would transpose to 48.d7.

**49...axb4 50.♞b1 ♞c3+**

This provides the opportunity for Black's king to invade. It is all over now.

**51.♚f2 ♞d3 52.d7 ♞xd7 53.♞xb4 ♞d6 54.♚e3 ♞d3+ 55.♚e2 ♞a3**

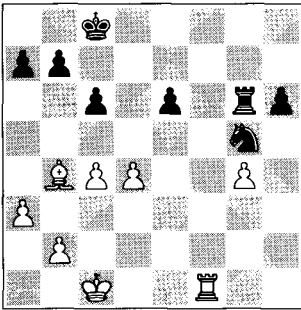
White resigned as he will soon be two pawns down. An e- and g- pawn with one rook on each side produces a draw only if the king of the stronger side is cut off from the pawns.

#### GAME 41

**Karpov, Anatoly**  
**Pomar Salamanca, Arturo**  
 Nice Olympiad Final-A 1974 (13)

**1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♙f5 5.♘g3 ♙g6 6.♘f3 ♘d7 7.h4 h6 8.h5 ♙h7 9.♙d3 ♙xd3**

10. ♖xd3 ♜c7 11. ♙d2 e6 12. ♚e2  
 ♜gf6 13. c4 ♙d6 14. ♜f5 0-0-0  
 15. ♜xd6+ ♜xd6 16. ♙a5 ♜de8  
 17. ♜e5 ♚e7 18. ♙c3 ♜d8 19. f4  
 ♜xe5 20. fxe5 ♜h7 21. 0-0-0 ♜g5  
 22. a3 f5 23. exf6 gxf6 24. ♜hf1  
 ♜he8 25. ♜de1 ♚f7 26. g4 ♜f8  
 27. ♚c2 ♚g8 28. ♙b4 ♜f7 29. ♚g6  
 ♚xg6 30. hxg6 ♜g7 31. ♜xf6 ♜dg8  
 32. ♜ef1 ♜xg6 33. ♜xg6 ♜xg6



### 34. ♜f8+ ♚c7?!

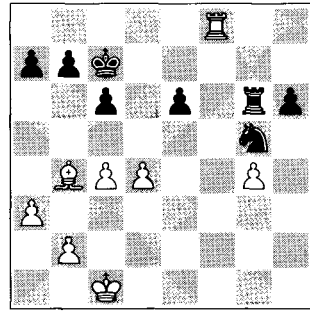
As it turns out, this was careless, but it was hard to foresee the consequences.

If 34... ♜d7:

A) 35. ♚c2 ♜e4 36. ♜f7+ ♚c8  
 37. ♜e7 ♜xg4 (37... ♜f2 38. ♙d6 ♜xg4  
 39. ♙e5 c5 40. ♜c7+ ♜d8 41. ♜xc5  
 ♜g2 42. ♜b5 White is somewhat better)  
 38. ♜xe6 c5 39. dxc5 ♜xc5 and Black  
 holds;

B) 35. b3 ♜e4 36. ♜f7+ ♚c8 37. ♚c2  
 ♜xg4 and Black probably holds;

C) 35. ♜f4 ♜h3 36. ♜f7+ ♚c8  
 37. ♙d6 ♜xg4 38. ♙e5 (after 38. ♜c7+  
 ♜d8 39. ♜xb7 ♜xd4 40. c5 ♜f2  
 41. ♜xa7 ♜e4 Black's pieces arrive in  
 time) 38...c5 (38... ♜g2 39. ♜c7+ ♜d8  
 40. ♜xb7 ♜f2 41. ♚c2 ♜g4+ 42. ♚c3  
 ♜xe5 43. dxe5 and White is pressing)  
 39. ♜c7+ ♜d8 40. ♜xc5 and White is  
 slightly better.



### 35. ♙a5+!! b6

After 35... ♜d7

A) 36. ♜d8+ ♚e7 37. ♜a8 (37. ♜b8  
 b6 38. ♙b4+ ♚f6 and Black's king is  
 better than in the game) 37...a6 38. ♜a7  
 ♜f3 39. ♜xb7+ ♚e8 40. ♙c3 ♜xg4 and  
 the position is messy;

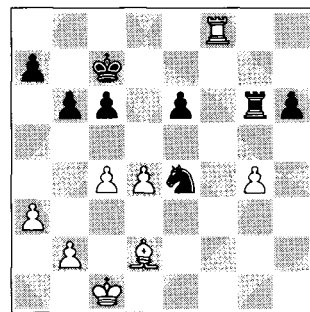
B) 36. b3 ♜e4 37. ♜f7+ ♚c8 38. c5  
 ♜f6 39. ♜c7+ ♚b8 40. ♜e7 ♜g8  
 41. ♙c7+ and Black's position is un-  
 comfortable.

### 36. ♙d2!

Karpov increases the pressure on Black's  
 position.

### 36... ♜e4

After 36... ♚b7 37. ♙f4 ♜h3 38. ♜f7+  
 ♚c8 39. ♙e5 White maintains his grip.



### 37. ♙f4+!

Here the point of the check on a5 be-  
 comes apparent – the king is trapped.  
 Karpov creates surprisingly big trouble

with surprisingly little material.

**37...♖b7 38.♞f7+ ♔a8**

Not 38...♖a6?? when 39.♙b8 wins.

**39.♞f8+ ♖b7 40.b4 ♞xg4 41.♞f7+ ♔a8?**

Efim Geller has pointed out that 41...♖c8! was one way to stay in the game: 42.♙e5 ♞g1+! (interestingly, the great player Geller, who contributed significantly to chess culture, misses this possibility in his *Chess Informant* analysis. He only mentions 42...c5, but after 43.♞c7+ ♔d8 44.♞xa7 ♘g5 45.♙c7+ ♖c8 46.♙xb6 White's pawns are dangerous) 43.♖c2 ♞g2+ 44.♔d3 ♘f2+ 45.♖c3 (after 45.♖e3 ♘g4+ 46.♔d3 ♘xe5+ Black's problems are behind him) 45...♘e4+ 46.♖b3 ♘d2+ and White cannot run away with the king.

**42.♖c2! h5 43.a4!**

Karpov draws the mating net tighter and tighter.

**43...h4 44.♔d3!**

The king diverts the knight from the centre.

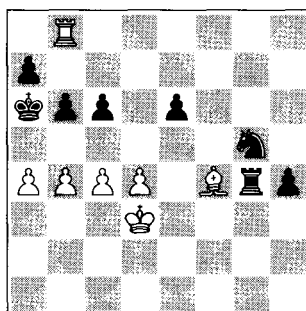
**44...♘g5**

After 44...♘f2+ 45.♖e2 ♘h3 46.♞f8+ ♖b7 47.♞b8+ ♔a6 48.♙d2 White wins.

**45.♞f8+!**

White catches the king.

**45...♖b7 46.♞b8+ ♔a6**



**47.♙d2! ♞g3+ 48.♖c2**

Black cannot avoid the checkmate.

**1-0**

## Chapter 3

# World Champion

Fischer forfeited his title when he refused to play the match against Karpov under the prevailing FIDE regulations. In March 1975, the FIDE congress had agreed to Fischer's demand to abolish a set number of games, but did not agree that the Champion would retain his title if the score was tied at nine wins each.

Decades later Karpov was to declare that he considered the match that never took place to be a gap in his career. His former second Razuvaev later told me that he had expected that Fischer might have beaten Karpov, but no way by more than a two-point margin. I think that if the match had taken place, it would have forced Karpov to work very hard and maybe raised his level just like his matches with Kasparov did with the latter.

Be that as it may, Karpov fully lived up to the expectations of a World Champion by winning the vast majority of his tournaments, especially in the second half of the 1970s. All in all he competed in 34 tournaments during his reign from 1975 to 1985, winning 29 of them, four of which with a tie. Of his 617 games in this period, he won 227, drew 353 and lost 37, a percentage of 65,4.

In 1978 he successfully defended his title against Kortchnoi in Baguio City. This match was highly political and close. In Merano in 1981, Kortchnoi was beaten much more convincingly in a rather one-sided match.

### First Reign (1975-1977)

In the USSR Team Championships (Spartakiad) in Riga Karpov scored  $+4 =3$ . The first two games are taken from this event. In Milan, all the world's top players except Fischer competed. Karpov won the event after a very close play-off with Portisch ( $3\frac{1}{2}-2\frac{1}{2}$ ). In 1976, the year he turned 25, Karpov played an impressive and much-analysed endgame against former Junior World Champion Bojan Kurajica.

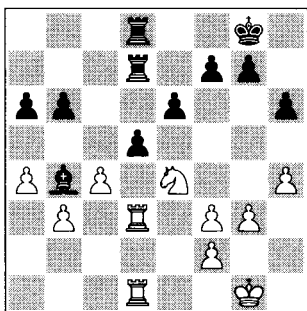
Karpov began his schedule in 1977 with a convincing victory in the German holiday resort of Bad Lauterberg. His game against Timman, where the Dutch grandmaster tried bravely but Karpov took over and won, is not included here. Semen Furman came third in what was to be his last tournament. Maybe Karpov's trainer was already ill at that time. Furman had been a very strong grandmaster who had defeated seven World Champions in his career. He had made a major contribution to Karpov's meteoric rise and his standing as a great champion, during ten years.

GAME 42

**Grigorian, Levon**  
**Karpov, Anatoly**

Riga Spartakiad preliminaries 1975 (3)

1.c4 c5 2.♟f3 ♞f6 3.♞c3 e6 4.g3 b6  
5.♙g2 ♙b7 6.0-0 ♙e7 7.d4 cxd4  
8.♞xd4 d6 9.♙g5 a6 10.♙xf6 ♙xf6  
11.♞d3 ♙e7 12.♞fd1 ♞a7 13.♞e4 0-0  
14.♞ac1 ♙a8 15.♞e3 ♞c6 16.♞c3  
♞b8 17.♞d4 ♞e5 18.b3 ♞c8 19.♙xa8  
♞xa8 20.♟f3 ♞xf3+ 21.exf3 ♞c6  
22.a4 ♞d7 23.♞d3 ♞c5 24.♞cd1 ♙f8  
25.♞e4 ♞c6 26.♞c3 ♞cd8 27.♞d2  
h6 28.h4 ♞c5 29.♞e4 ♞a3 30.♞c1  
♞xc1 31.♞xc1 d5 32.♞cd1 ♙b4



**33.♞c3**

Another idea is 33.f4!?, which prevents Black from playing ...e5. After 33...f6 34.♙g2 ♙f7 35.♞c3 d4 36.♞e2 or 33...f5 34.♞c3 g6 35.cxd5 ♙xc3 36.♞xc3 exd5 37.♙f1 White is OK. And in the event of 33...♙f8 34.♞c3 ♙xc3 35.♞xc3 d4 36.♞cd3 Black cannot follow up by pushing the central pawns.

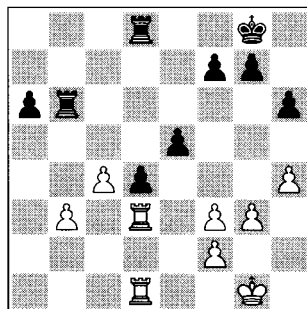
**33...♙xc3**

After 33...d4 34.♞e2 e5 35.f4 f6 36.fxe5 fxe5 37.♙g2 White maintains his pawns in the centre.

**34.♞xc3 d4 35.♞c2**

Blocking the d-file with 35.♞cd3!? leads to 35...e5 36.a5!? ♞d6 (after

36...bxa5 37.♞a1 ♞d6 38.♞xa5 f6 39.h5 (39.♙f1!? ♙f7 40.♙e2) 39...♙f7 40.g4 ♙e6 41.♙f1 White is somewhat worse but he should be able to hold) 37.axb6 ♞xb6



analysis diagram

38.f4 (or 38.♞e1 f6 39.f4 exf4 40.gxf4 and White is very close to equalizing. He is likely to remove all the queenside pawns and then it is easier to hold the position) 38...exf4 39.♞xd4 ♞xd4 40.♞xd4 fxg3 41.fxg3 ♞xb3 42.♞d8+ ♙h7 43.♙f2 ♞c3 44.♞d6 and White manages to simplify to a rook endgame with 3 pawns against 2 on the same side, which is drawish.

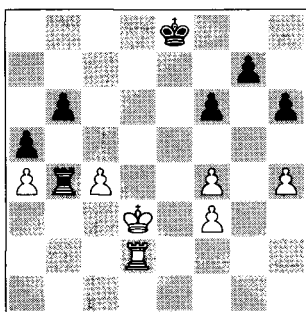
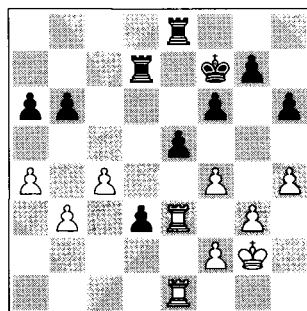
**35...e5 36.♞e2**

36.a5 is less effective here than with the rook on d3: 36...bxa5 37.♞a2 ♞b8 38.♞d3 f5 39.♞e2 ♞e8 40.♞a2 e4 and Black is better.

**36...♞e8 37.♞de1 f6 38.♙g2**

White can try to break up the pawn chain right away with 38.f4!?. It is very hard to judge the complications that result. For example, 38...d3 (after 38...♙f7 39.fxe5 ♞xe5 40.♞xe5 fxe5 41.♞xe5 d3 42.♞e1 White holds) 39.♞e3 ♙f7 (if 39...e4 40.f3 (or 40.f5 ♞e5 41.f3 exf3 42.♙f2 ♞xf5 43.♞d1 d2 44.♞xf3 ♞xf3+ 45.♙xf3 ♞d3+

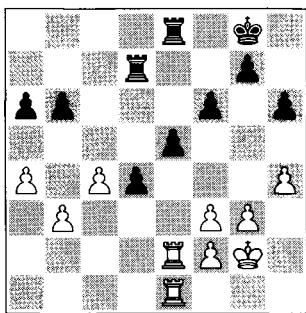
46. ♖f2 a5 and Black has good winning chances) 40...f5 41.h5 (41.g4 g6 42.h5 fxg4 43.fxe4 gxh5 and it is not easy to tell how much value Black's extra pawn has) 41...♞d4 42.g4 ♕f7 43.gxf5 d2 44.♞d1 exf3 45.♕f2 and White holds) 40.f3 d2 (40...♞d4 41.fxe5 fxe5 42.♕f2 and White is safe) 41.♞d1 exf4 42.♞xe8 ♖xe8 43.gxf4 ♞d3 44.♕f2 a5 45.♕e2 ♞xb3 46.♞xd2 ♞b4 47.♕d3



analysis diagram

47...♞xa4. This endgame is troublesome for White: 48.♞b2 ♞b4 49.♞xb4 axb4 50.♕c2 g6! 51.♕b3 h5 52.♕xb4 g5 and Black wins.

Back to the game.



**38...♕f7 39.f4**

White decides to try and break the pawn chain after all.

**39...d3 40.♞e3**

**40...e4 41.f3**

Otherwise the pressure of Black's pawns will be too much to bear.

**41...f5 42.h5**

Not 42.g4? exf3+ 43.♕xf3 ♞xe3+ 44.♕xe3 fxg4.

**42...g6 43.hxg6+ ♕xg6 44.♕f2**

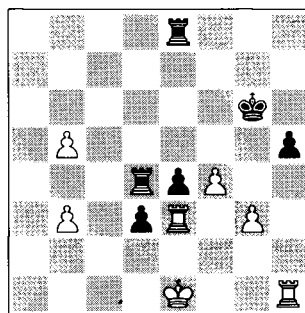
Black is a pawn up, but it is not so simple to create a winning position.

**44...h5!**

This stops g3-g4, but that is not all.

**45.♞d1?!**

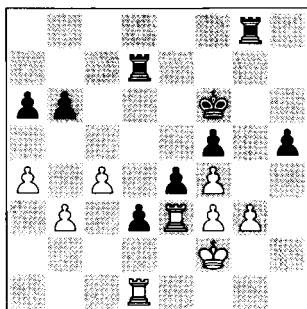
The Armenian player wants to transfer the king to d2, but he simply will not be able to do it. Better practical chances for White arise after 45.♞h1. Then 45...♞d4 46.♕e1 b5 47.axb5 (47.fxe4 loses to 47...fxe4 48.f5+ ♕g5) 47...axb5 48.fxe4 fxe4 49.cxb5 (49.♕d2 bxc4 50.♕c3 ♞ed8 51.bxc4 d2 52.♞d1 ♕f5 53.c5 h4 54.c6 ♞d6 wins for Black)



analysis diagram

49...♖c8! is the subtle move that catches White's king (not 49...♖a8 50.♔d2!): 50.♔d1 ♖c2 51.♖he1 ♖b4 52.♖xe4 ♖xb3 and Black wins.

**45...♔f6 46.♔e1 ♖g8! 47.♔f2**



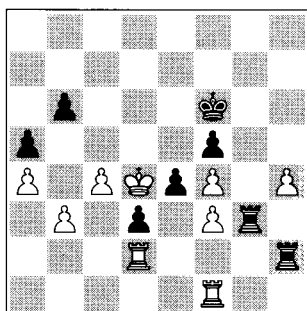
**47...h4!**

White is too tied up defending against the central pawns to deal with threats on the kingside.

**48.fxe4**

The rooks invade decisively after 48.gxh4 ♖dg7! 49.♖ee1 ♖g2+ 50.♔e3 ♖8g3 51.♖f1 a5 and White cannot release the grip. Black wins in all lines:

- A) 52.b4 axb4 53.♖b1 d2 54.♖bd1 ♖h2 55.♖xd2 ♖xf3+ 56.♖xf3 ♖xd2;
- B) 52.♔d4 ♖g8! 53.fxe4 ♖d8+;
- C) 52.♖d2 ♖xd2 53.♔xd2 ♖g2+ 54.♔c3 d2;
- D) 52.h5 ♖h2 53.♔d4



analysis diagram

53...♖g8! 54.fxe4 ♖d8+ 55.♔e3 ♖e2+.

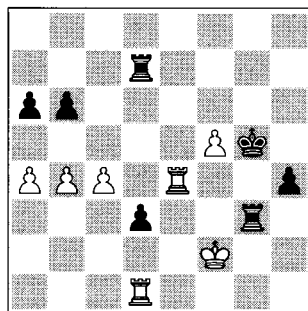
**48...fxe4 49.♖xe4 ♖xg3**

Black is threatening 50...♔f5.

**50.f5**

After 50.♖e3 ♖xe3 51.♔xe3 h3 Black wins.

**50...♔g5 51.b4**



**51...♖f7!**

Now Black is winning easily.

**52.♖e5 ♖xf5+ 53.♖xf5+ ♔xf5 54.c5 bxc5 55.bxc5 ♔e6 56.♖h1 ♖g4 57.♖d1?**

There were chances to put up stiffer resistance with 57.♔e3 ♖xa4 (or 57...♔d5 58.♔xd3 ♔xc5 and Black takes the a-pawn and wins here as well) 58.♔xd3 ♔d5 59.♖c1 ♖a3+ 60.♔d2 ♔c6 61.♖g1 ♔xc5 and according to the computer program Black wins with the two rook pawns.

However, one should be careful playing with a- and h-pawns when there is only a single set of rooks left on the board. Some positions in which the rook of the stronger side is passive are drawn.

**57...♖d4!**

This finishes off quickly. Karpov doesn't even allow White to reach the two rook pawns' ending.

**58.♔e3 ♖d5 59.♔d2 ♖xc5 60.♖h1 ♖h5 61.♔xd3 h3** **0-1**

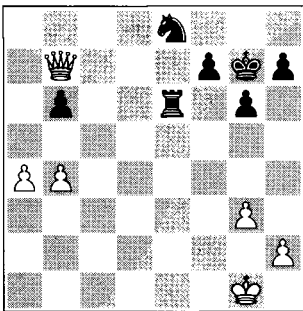
Karpov beat Gurgeni and Kupreichik and drew quickly with Tal and Petrosian. His game against Spassky was voted the best game of 1975. The endgame is an excellent educational example.

GAME 43

**Karpov, Anatoly**  
**Spassky, Boris**

Riga Spartakiad preliminaries 1975 (2)

1.d4 ♖f6 2.c4 e6 3.♟f3 b6 4.g3 ♖b7  
5.♙g2 ♙e7 6.♞c3 0-0 7.♚c2 d5  
8.cxd5 ♞xd5 9.0-0 ♞d7 10.♞xd5 exd5  
11.♞d1 ♖f6 12.♞e5 c5 13.dxc5 ♙xc5  
14.♞d3 ♙d6 15.♙f4 ♞e8 16.e3 ♞e4  
17.♙xd6 ♚xd6 18.♞f4 ♞ac8 19.♚a4  
♚e7 20.♚xa7 ♞xf2 21.♞xd5 ♙xd5  
22.♚xe7 ♞xd1 23.♞c1 ♞b8 24.♚b4  
♙xg2 25.♙xg2 ♞xe3+ 26.♙g1 ♞e6  
27.♚f4 ♞d8 28.♚d4 ♞de8 29.♚d7  
♞g4 30.♞c8 ♞f6 31.♞xe8+ ♞xe8  
32.♚b7 ♞e6 33.♚b8+ ♞e8 34.a4 g6  
35.b4 ♙g7 36.♚b7



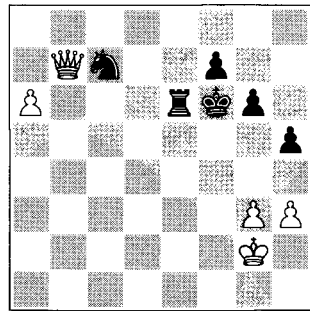
**36...h5?**

Karpov has played superbly in this game and now Spassky is lost. Interestingly, this move reveals that Spassky did not know that the position with queen and two pawns against rook and three pawns is a

draw with the pawn on h6. After 36...h5? White's king can invade via g5 and win. Therefore, stronger was 36...h6 as it gives drawing chances and Black may well reach a draw if he can sacrifice his knight for the queenside pawns.

**37.h3 ♙f6 38.♙g2 ♞d6 39.a5 bxa5 40.bxa5 ♞e6 41.a6 ♞c7!?**

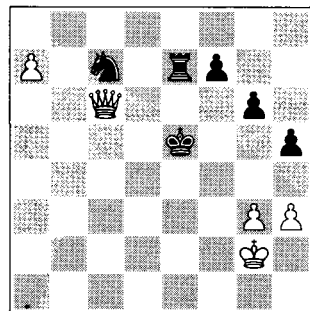
At a lower level of performance players often forget about fortresses. Maybe in this position just very few would take the knight, but people tend to forget about this motif.



**42.a7!**

Karpov finds the fastest way to win. Taking the knight would prolong the game. After 42.♚xc7 ♞xa6 43.♚c3+ ♙e6 44.♚g7 White does win, and it would be a win even if Black's king was on h7 as White can invade via g5.

**42...♞e7 43.♚c6+ ♙e5**



**44.♙f3!**

**1-0**

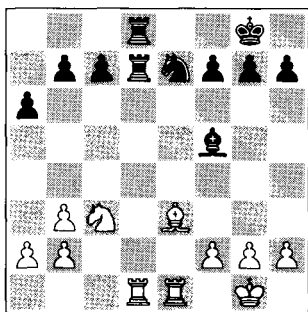
Here Karpov reveals the major problem associated with fortresses – zugzwang. It is possible to build a fortress but one must have a spare move to be able to play. Fortresses and zugzwangs are similar to exchange sacrifices, they are often not that difficult if the idea occurs to you, but they do not spring to mind easily!

GAME 44

Ljubojevic, Ljubomir  
Karpov, Anatoly

Milan 1975 (3)

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4  
♘f6 5.0-0 ♙e7 6.d4 exd4 7.e5 ♘e4  
8.♘xd4 0-0 9.♘f5 d5 10.exd6 ♙xf5  
11.dxe7 ♘xe7 12.♙b3 ♚xd1 13.♞xd1  
♞ad8 14.♞e1 ♘c5 15.♘c3 ♞d7  
16.♙e3 ♘xb3 17.cxb3 ♞fd8 18.♞ad1



18...f6

Karpov prepares the centralization of his king.

19.♞xd7 ♞xd7 20.♞d1?!

White chooses the wrong path to achieve the draw he wants. Maybe Ljubojevic felt uneasy because Karpov was prepared to carry on playing a

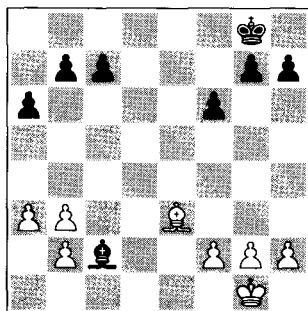
drawish endgame. One should never get upset just because the opponent insists on playing on, as long as he does so within the rules. Needless to say, full concentration is required even if the position appears to suggest a tedious draw. The Yugoslav number one player should have followed Karpov's example and brought his king to the centre with 20.f3.

20...♞xd1+ 21.♘xd1 ♘d5 22.♙d2?!

The Serbian grandmaster gives up a pawn to reach an opposite-coloured bishop ending. His position will not be lost, but it's not easy to defend either.

A worthwhile alternative was 22.♘c3 ♘b4 (22...♘xe3 23.fxe3), when Matanovic recommends forcing the a-pawn to the 4th rank: 23.♙f1 (23.a3 ♘d3 24.♘d5 ♙e6 25.♘xc7 ♙xb3 draws: 26.♙d4 ♙f7) 23...♙f7 (with 23...♘d3 24.♘d5 ♙f7? Black can even overpress: 25.♘xc7! ♘xb2 26.♙e2 and White wins a piece) 24.♙e2 ♙e6 and White should hold (24...♘d3? 25.g4 ♙g6? 26.f4) 25.a3 ♘c6 (25...♘d3? loses to 26.g4 ♙g6 27.f4) 26.b4! ♘e5 and Black is still a little better.

22...♙b1 23.a3 ♙c2 24.♘e3 ♘xe3  
25.♙xe3



25...♙xb3

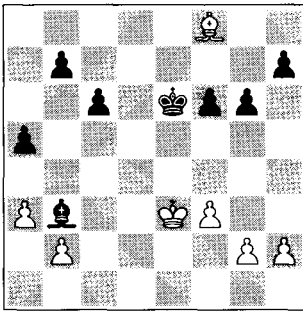
The pawn is in the pocket, yet one plus pawn is often not enough to win an opposite-coloured bishop ending.

**26.f3 ♖f7 27.♗f4 c6 28.♗d6 ♖e6 29.♗f8**

Marin, who in his excellent book *Learn from the Legends* devotes a chapter to Karpov's opposite-coloured bishop ending, writes that it was more natural to defend b2 with the king after 29.♗c7!? ♗d5 30.♖f2 ♖c4 31.♖e2 ♗a4 32.♖d2 ♖b3 33.♖c1. This is a draw according to the Romanian grandmaster.

**29...g6 30.♖f2 a5 31.♖e3**

If 31.♗c5 ♗d5 32.♗b6 a4, White probably holds after 33.♖e3.



**31...b6!!**

Karpov sets Ljubojevic problems just as he did Spassky. He places the pawns on the colour of the opponent's bishop. Unfortunately my pupils sometimes like to do the same thing. But they do not feel as comfortable as Karpov when they have to assess whether the pawns are targets or whether they restrict the opponent's bishop.

**32.h4 c5 33.g4?!**

If 33.♗h6 a4 and the black king can move to the queenside in time, indeed faster than in the game. But after

34.♗f4 ♗d5 35.♗c7 b5 the black king is unable to shoulder away the white king. Matanovic recommended harassing the queenside pawns with 36.♗d8. Then 36...f5 37.♗e7 (37.♖d2; 37.g4) 37...♗c4 38.g4 and White should hold.

**33...♗d1!**

Karpov temporarily forces Ljubojevic's king to keep defending the f3-pawn.

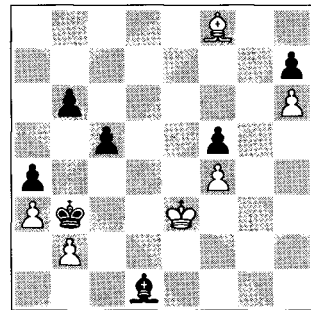
**34.♖e4?**

Losing a tempo. Better would have been 34.h5 gxh5 35.gxh5 ♗d5 36.♗g7 f5, for instance 37.h6! ♖c4 38.f4 ♖b3 39.♖d2 ♗f3 40.♖c1 and the white king gets to defend the queenside. The position is not clear.

**34...a4 35.h5**

Marin prefers to defend with 35.g5!. Then, if 35...f5+ 36.♖e3, White's bishop defends the kingside while the king can look after the b2-pawn if need be.

**35...gxh5 36.gxh5 f5+ 37.♖e3 ♗d5 38.h6 ♖c4 39.f4 ♖b3**



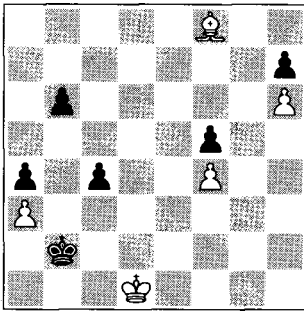
**40.♗g7?**

This is a losing move as White's king will be too far removed from the real action. Necessary was 40.♖d2!, approaching with the king and attacking the bishop. Then the piece sacrifice with 40...♖xb2! (if 40...♗f3 41.♖c1!)

offers good practical chances, although White can hold the position with precise defence. He replies 41. ♖xd1 and now:

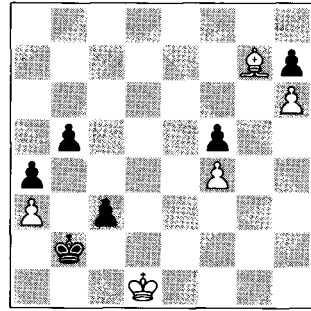
A) 41... ♗xa3 42. ♖c2 ♗b4 43. ♗b2 b5! (the piece sacrifice causes White a headache; however, he can save the game) 44. ♗e7 ♖c4 45. ♗a3! (it is necessary to stop the pawn as soon as possible. If there were no kingside pawns White could allow the pawns to advance further and still draw, but with these pawns on he does not have this possibility. If 45. ♗d6 b4 and Black takes over) 45... ♗d5 46. ♗f8 and White is safe;

B) 41...c4!



analysis diagram

B1) Not 42. ♗e7? as he will be denied the opportunity to sacrifice the bishop to stop the pawns. If 42...b5 43. ♗f8 (it is too late to occupy the diagonal now with 43. ♗f6+ because of 43...c3 44. ♗e2 ♖c2! (after 44...b4 45.axb4 (45. ♗d3 ♗b3+) 45...♖c2 46.b5 a3 47.b6 a2 48. ♗xc3! ♗xc3 49.b7 a1 ♔ 50.b8 ♚ the queen ending is a draw) 45. ♗e7 (45. ♗e3 b4 46. ♗d4 b3 and Black wins) 45...♗b1 wins. A triangulation with the king for this purpose is quite rare) 43...c3 44. ♗g7

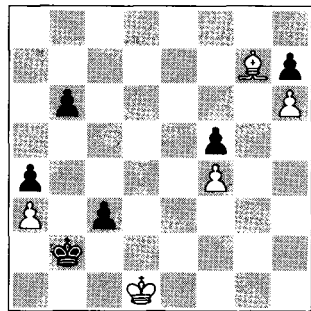


analysis diagram

If Black plays 44... ♖xa3 45. ♖c2 ♗b4 (not 45...b4? 46. ♗f8 and White even wins) 46. ♗xc3+ ♖c4 White is not in danger of losing. Black can also hold the position as all he has to do is capture f4 and take his king back to f7.

But with 44...b4! Black can create a winning passed pawn. Matanovic misses this win in his *Chess Informant* analysis. 45. ♗e2 ♖c2 Black wins with another 'barge';

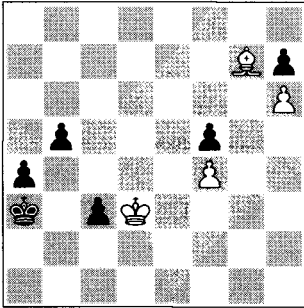
B2) 42. ♗g7+!. White must play this at once. He cannot waste time improving the positions of his bishop and king. Even so he achieves no more than a drawn position: 42...c3 (in case of 42...♖xa3 43. ♖c2 b5 44. ♗f8+ ♗a2 45. ♗d6, Black can make no progress)



analysis diagram

43. ♗e2! (White's king must waste no time) 43... ♖c2 (43... ♖xa3 44. ♗xc3

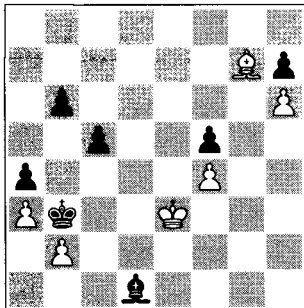
♖b3 (44...b5 45.♙e5 b4 46.♙d6=) 45.♜d3 b5 46.♙e5 a3 47.♙f6 b4 48.♙e7=) 44.♜e3 b5 45.♜d4 and now:  
B21) 45...♜b3 46.♜d3 ♜xa3



analysis diagram

47.♜c2!! The only move to save White. (47.♜xc3? b4+ 48.♜c2 ♜a2, or 47.♙xc3 b4 48.♙f6 b3, and Black wins) 47...♜b4 48.♙xc3+ ♜c4 (the position is equal) 49.♙d2 a3 (49...b4 50.♜b2 ♜c5 51.♜c2 ♜c4) 50.♙e1 b4 51.♙h4 b3+ 52.♜d2 ♜d5 53.♜c3 ♜e4 and again, Black soon takes the f4-pawn and returns to f7;

B22) 45...♜d2 46.♜c5 c2 47.♙b2 c1♚+ 48.♙xc1+ ♜xc1 49.♜xb5 ♜d2 50.♜xa4 ♜e3 51.♜b5 ♜xf4 52.a4 ♜g3 53.a5 f4 54.a6 f3 55.a7 f2 56.a8♚ f1♚+. The queen ending is drawish as Black cannot win even if he takes the h-pawn. Of course, Karpov would have played on for a long time.



**40...♜c2!!**

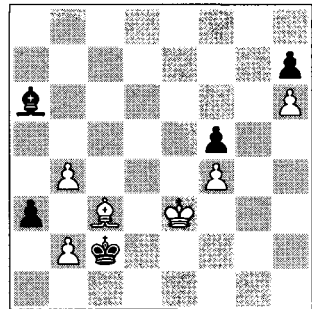
The Black king 'shoulders away' his counterpart and his domination suffices for the full point. The move itself is not so spectacular that it deserves the double exclamation mark. It was the beauty and the effect that justified this award.

**41.♙e5 ♙h5 42.♙f6**

White decides to wait and see how his opponent will deliver the final blow. He could try to do something with 42.♙c7!/? but the result is the same – White is lost:

A) Not 42...b5? when there is no tactical win at Black's disposal; there is one difference in comparison to the game: 43.♙b6 c4 44.♙d4 b4! 45.axb4 ♙e8 46.♙e5 (46.♜f2? c3 47.bxc3 ♜d3 48.♙e3 (48.♙e5 ♜c4) 48...a3 49.♙c1 a2 50.♙b2 ♜c2 and Black wins) 46...♙b5 47.♙f6 and now:

A1) Improving the bishop with 47...♙a6 doesn't help: 48.♙e5 c3 49.♙xc3 a3 and giving up two pawns doesn't bring Black a win:



analysis diagram

50.♜d4! a2 (in the event of 50...axb2 51.♙xb2 ♜xb2 52.♜e5 ♜c3 53.♜xf5 White easily reaches the h1-corner) 51.b3 ♜xb3 52.♙a1 ♜c2 53.♜e5 and White is safe.

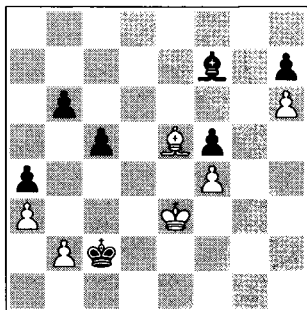
A2) 47...c3 48.♙xc3! (48.bxc3 ♙c4 49.b5 a3 50.b6 a2 51.b7 a1♚ 52.b8♚ ♚g1+ and mate) 48...a3 49.♚d4! a2 50.b3 ♙e2 51.♙a1 and White won't lose.

B) 42...♙xb2! (this wins prosaically) 43.♙xb6 c4:

B1) 44.♙d4+ (White loses if he is two pawns down) 44...♙xa3 45.♚d2 ♙b3 46.♙e5 a3 47.♙f6 a2 48.♙e5 ♙f3 49.♙f6 ♙e4 50.♙e5 ♙b4 51.♙f6 ♙c5 52.♙e3 ♚d6 53.♙e5+ ♙e6 54.♚d2 ♙f7 55.♙e3 ♙g6 56.♙g7 c3 57.♙xc3 ♙xh6 58.♙f2 ♙g6 59.♙g3 h5 60.♙h4 ♙f3 61.♙g3 ♙g4 and the black king returns to the queenside;

B2) 44.♙c5 c3! (I believe 44...♙f7!? is another way to win: 45.♙e2 ♙d5 46.♙e3 ♙e4 47.♙e2 c3 48.♙d4 ♙b3 49.♚d1 (in case of 49.♙c5 Black can win by tactical means: 49...c2) 49...c2+ 50.♙c1 ♙xa3 and the black king goes to the kingside, wins the h-pawn by diverting the bishop and returns to the queenside to win the bishop. But Marin's method is faster) 45.♙d4 ♙b3 46.♚d3 c2 47.♚d2 ♙d1! (if 47...♙f3? 48.♙c1 White maintains the one pawn deficit, which is quite an achievement for him) 48.♙c1 ♙xa3 and White is obliged to give up a kingside pawn for the a-pawn, so he loses.

**42...♙f7 43.♙e5**

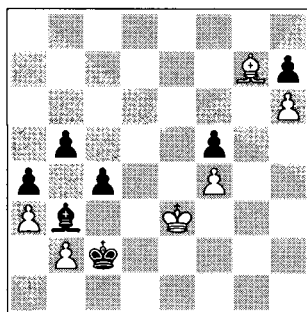


**43...♙b3!!**

It is not immediately obvious why this is such an important move.

**44.♙g7 b5 45.♙f8 c4 46.♙g7**

After 46.♙b4 ♙xb2 47.♚d2 c3+ 48.♙xc3+ ♙xa3 wins, as Marin has pointed out.

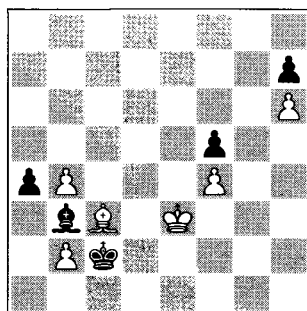


**46...b4!!**

Such moves can be missed when one calculates opposite-coloured bishop endings over the board.

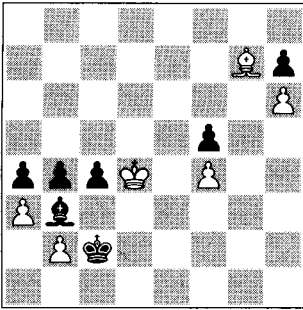
**47.♚d4**

Ljubo denies Karpov the opportunity to win nicely. This move signifies resignation. The game would have reached a more attractive conclusion if he had played 47.axb4 c3!! (two exclamation marks for beauty) 48.♙xc3 (48.bxc3 ♙c4 49.b5 a3 50.b6 a2 51.b7 a1♚ 52.b8♚ ♚g1+ 53.♙f3 ♙d5+ and mates in 3)



analysis diagram

48...a3!. Here is the point of 43...♙b3 – White cannot play 49.♜d4 and 50.b3 as the bishop blocks that square. If 49.bxa3 ♜xc3 50.b5 ♙d5 51.a4 ♙e4 (Black would allow unnecessary counterchances if he tried to capture the queenside pawns immediately, as White's king would be free on the kingside) 52.b6 (52.a5 ♙d3 53.b6 ♙a6) 52...♜c4 53.a5 ♙b7 54.♜f2 ♜d4 and Black wins the f4-pawn and the game.



**47...c3**

The rest is simple.

**48.bxc3 bxa3 49.c4 a2 50.♜c5 ♜b1 51.♜b4 a1 ♙ 52.♙xa1 ♜xa1 53.c5 ♜b2 54.c6 a3 55.c7 ♙e6 56.♜c5 a2 57.♜d6 ♙c8 0-1**

Ljubojevic played carelessly, but Karpov's relentless endgame play contributed to his punishment.

Against Uhlmann Karpov refused a draw offer, perhaps sensing Fischer's spirit.

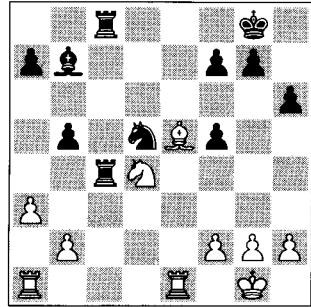
**GAME 45**

**Uhlmann, Wolfgang  
Karpov, Anatoly**

Skopje 1976 (15)

**1.c4 ♘f6 2.♘c3 e6 3.♘f3 b6 4.e4 ♙b7 5.♙e2 ♙b4 6.e5 ♘g8 7.d4 ♘e7**

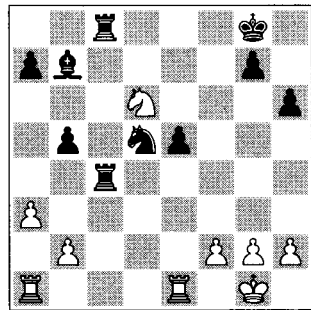
**8.♙d3 d5 9.exd6 cxd6 10.a3 ♙xc3+ 11.♙xc3 ♘d7 12.♙e2 ♙c8 13.0-0 0-0 14.♙g5 h6 15.♙h4 ♙e8 16.♙g3 ♘f5 17.♙f4 b5 18.♙d3 ♙e7 19.♙xf5 exf5 20.♙f1 ♙f6 21.d5 ♙xc4 22.♙xf6 ♘xf6 23.♙xd6 ♙fc8 24.♙e5 ♘xd5 25.♘d4**



**25...f6! 26.♘xf5**

After 26.♘xb5 fxe5 27.♘d6 ♙8c7 28.♘xc4 ♙xc4 29.♙xe5 ♘f4 Black is better.

**26...fxe5 27.♘d6**



**27...♘f4!**

Three Black pieces are under attack, yet Karpov moves the fourth. This is the start of some remarkable play with the knight.

An interesting alternative is 27...♙8c7!? 28.♘xc4 bxc4 29.♙xe5 ♘f4 30.f3 ♙d7, which Uhlmann evaluates as

equal and Karpov says is insufficient. However, it looks as if this gives Black a very clear advantage.

**28. ♖xb7**

After 28. ♖xc8 ♜xc8 29. ♜xe5 ♘g2 (or 29... ♗xg2 30. ♜f5 ♘g6 – this little tactical move keeps the advantage) 30. ♜xb5 ♙f3 Black wins.

**28... ♗d3! 29. ♗d6 ♗xe1 30. ♗xc4 ♗c2 31. ♗d6 ♜d8!**

The only move to keep the advantage. 31... ♜c6? allows 32. ♗f5.

**32. ♗b7 ♜d2!**

Classical endgame play; the rook goes to the second rank. It will cause serious damage there.

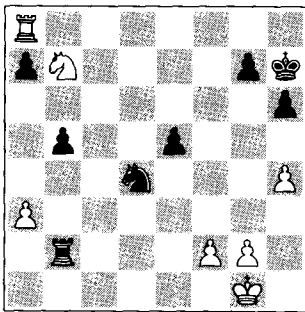
**33. ♜c1**

After 33. ♜b1 e4 34. ♗c5 e3 35. ♗e4 exf2+ 36. ♗xf2 ♗e3 Black has a clear advantage. Actually White loses a pawn, and probably the game.

**33... ♗d4**

Karpov makes a fifth move with the knight. The reward for this attractive sequence is a pawn.

**34. ♜c8+ ♔h7 35. h4 ♜xb2 36. ♜a8**



**36... ♗e2+**

Karpov goes after White's king. Also winning was 36... ♜a2 37. ♜xa7 b4. However, Black is not able to win more material immediately in that case.

**37. ♔h2 ♗f4 38. ♔g1 ♗d3 39. ♗d6 ♗xf2 40. ♜xa7 ♗g4**

The knight is doing a great job in this game.

**41.g3**

Stopping the checkmate but losing another pawn.

After 41. ♜f7 Karpov shows one of the many wins in the position; probably he had planned to follow up with 41... ♗e3 42. ♗f5 ♜xg2+ 43. ♔h1 ♜f2 44. ♗xh6 ♜f6 45. ♜xf6 gxf6 46. ♗f7 ♗c4 and Black wins.

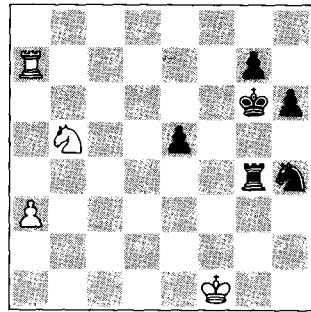
**41... ♗e3 42. ♔h1 ♔g6 43. ♜b7 ♜d2 44. ♗xb5**

After 44. ♜b6 ♔h5 45. ♗xb5 ♔g4 Black is about to checkmate.

**44... ♗f5 45.g4 ♗xh4 46. ♔g1**

White stops the well-known mate threat with ... ♗f3.

**46... ♔g2+ 47. ♔f1 ♜xg4 48. ♜a7**



**48... ♗f5**

The knight has made a glorious series of leaps in this game and now it clears the way for the h-pawn.

**49.a4 h5**

Karpov has last moved a pawn on his 25th move. His remarkable handling of the knight in this game (14 moves from the first diagram – 17 moves in the entire game) shows he is not only ex-

tremely strong at endgames, but also versatile. Amusingly, all his remaining moves in this game are with pawns...

**50.a5 h4 51.♖a8 h3**

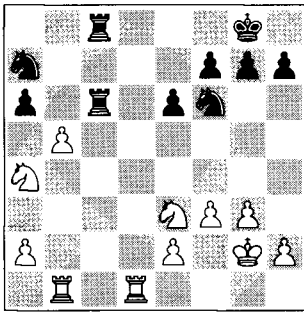
**0-1**

#### GAME 46

**Pfleger, Helmut  
Karpov, Anatoly**

Montilla 1976 (6)

**1.c4 ♘f6 2.♘c3 e6 3.♘f3 c5 4.g3 b6  
5.♙g2 ♙b7 6.0-0 a6 7.b3 d6 8.♙b2  
♙e7 9.d4 cxd4 10.♘xd4 ♙xg2  
11.♙xg2 0-0 12.♖d3 ♖c7 13.♖f3  
♖a7 14.♗fd1 ♗c8 15.♗ac1 ♖b7  
16.♖xb7 ♗xb7 17.f3 ♘c6 18.♙a3 ♘a7  
19.♘c2 d5 20.♙xe7 ♗xe7 21.♘e3  
♗ec7 22.♘a4 ♗c6 23.♖b1 dxc4  
24.bxc4 b5 25.cxb5**



#### **25...♘xb5!**

It is hard to imagine that Black could possibly win from such a seemingly equal position. The queenside pawn is much less prone to exchange on a6 than on b5. Black desperately has to keep it to have winning chances. In the event of 25...axb5 26.♘b2 ♖a6 27.♖a1 ♙f8 (after 27...b4 28.♘d3 (28.♗d3 ♘c6 29.a4) 28...♘c6 29.♗db1 ♖a4 30.♖b2 White exerts pressure on b4)

28.♘d3 (28.a4 b4 29.♘d3) 28...♘c6 29.♙f2 White holds.

#### **26.♙f2**

This is one way to play the position. It was also possible to handle it with 26.f4! ♘e4 (after 26...h5 27.♙f3 ♙f8 28.h3 (or 28.♗d3 ♙e7 29.♖bd1 and the rooks have a strong grip on the d-file) 28...♙e7 29.g4 hxg4+ 30.hxg4 ♖h8 31.♖b3 ♘d6 32.♗d4 ♖h3+ 33.♙g2 White is not worse) 27.♖b4 (27.♗d7 ♙f8 28.♙f3 ♙e8; 27.♗d3 f5 28.♖bd1 h5 29.h3 and White is in the game) 27...f5 28.g4 g6 29.♙f3 and White has not killed all the play in the position, but he is not worse.

#### **26...g5!**

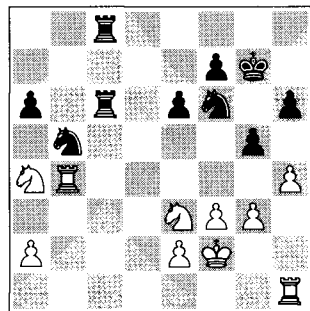
Karpov makes a *luft* and gains space.

#### **27.♖b4 ♙g7!**

Karpov likes to improve his king. This is only a small addition to the position, but every addition counts.

#### **28.h4 h6 29.♖h1?**

A waste of a tempo. Better was 29.hxg5 hxg5 30.♗d2 ♗c1 (in case of 30...♗8c7 31.♘b2 ♘c3 32.♘d3 Black has no edge) 31.g4! ♗h8 32.♗c4! ♗ch1 33.♗c6. Now White has a target as well, and Black seems to have no more than a perpetual on the kingside.



#### **29...♗8c7!**

Here is another small improvement.

**30.hxg5 hxg5 31.♖a1**

31.g4 ♖d6 32.♞c4 is equal.

**31...♖d6**

Karpov looks to the d-file and the second rank. An interesting move was 31...♖d5!. By simplification he could already have tried to invade: 32.♖xd5 exd5 33.♖d1 (33.♖b2? ♞c2; or 33.f4 g4 34.♞h1 ♞c2 and White is worse) 33...d4! (White's position is fixed and not easy to defend) 34.♖d2 (in case of 34.♖b2 ♞c2, Black's rook is menacing) 34...♞h6 35.g4 ♞c1 36.♖b2 ♞ch1 Black has a very dangerous attack. For example, the knight has good chances to help the rooks against the king: 37.♖d1 (or 37.♖d3 ♖c3! 38.♞xd4 ♖d1+ and White must give up the exchange) 37...f5! 38.gxf5 ♖d6 and White loses an exchange.

**32.♖b2**

White should have eased the pressure on his position with 32.♞c4!. This would clear the way for the a1-rook:

A) 32...♖d5 33.♞ac1;

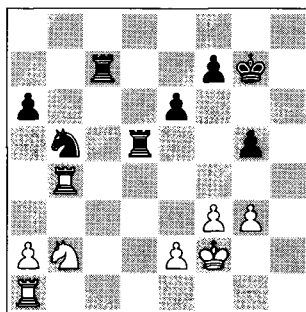
B) 32...♖d2 33.♞xc7 ♖xc7 34.♞e1 ♖d4 35.♖c5 – White soon activates his rook and holds;

C) 32...♞xc4 33.♖xc4 ♞c6 34.♖ab2 g4 35.a4 ♖c3 36.a5 – White is safe as the a-pawn and the knights are protected and his rook will arrive on the scene soon.

**32...♖d5 33.♖xd5?!**

This keeps the rook on a1 passive. Again, with 33.♞c4! there was the possibility of improving the a1-rook fairly quickly: 33...♞dc6 (33...♖bc3 34.♞c1!) 34.♞ac1 ♞xc4 35.♞xc4 ♖bc3 36.a3 f5 37.♞xc7+ ♖xc7 38.♖d3 ♞f6 39.♖c4 and White has solved his problems.

**33...♞xd5**



**34.♞c4**

White still had a chance to improve the a1-rook, this time with 34.a4!. Then 34...♖c3 (after 34...♖d4 35.♖d1 e5 36.♞c4 White is freed) 35.♖d3 a5 (35...e5 36.♞c1) 36.♞b8 and now the other rook is freed: 36...♞c4 (other moves fail to keep the tension: 36...♖d4 37.♞a8 or 36...♞f6 37.♞e3 ♞c4 38.♞c1=) 37.♞c1 ♖dd4 38.♞a8 and White is holding easily.

**34...♞xc4 35.♖xc4 ♖c3! 36.♞e1 ♖d4 37.♖e3**

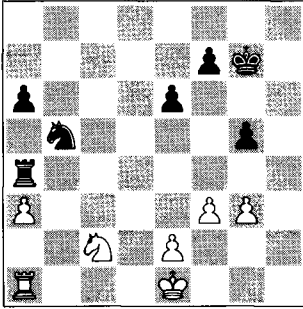
White would have done better to cover the a4-square with 37.♖b2!. Then, after 37...f5 (or 37...♞b4 38.♖d3 (with 38.♖d1 ♖b5 39.♞c1 f5 40.♖c3 ♖d4 41.♞b1 White holds) 38...♞a4 39.♖d2! and White wittily keeps the balance: 39...♞xa2+ 40.♞xa2 ♖xa2 41.♞c2 a5 42.♞b3 ♖b4 43.♖xb4 axb4 44.♞xb4 and his king arrives back in time) 38.♖d3 (after 38.♖d1 ♖d5 39.♞b1 ♞a4 40.♞b2 g4 Black has similar pressure as in the game) 38...♞f6 (38...♞a4 39.♖c5 and White takes a pawn), improving the rook with 39.♞c1! forces a draw: 39...♖xa2 40.♞a1 (or 40.♞c6 a5 41.♖c5 and White is safe)

40...♖a4 41.♘b2 ♖a3 42.♘c4 and White holds the position.

**37...♖a4! 38.a3 ♘b5**

Tying up White's pieces.

**39.♘c2**



**39...g4 40.fxg4?**

This reduces the number of pawns but isolates two of them.

A) With 40.♗f2 White could prevent Black from using the ensuing motif. If the knight takes on a3, he cannot follow up by taking on c2 with a check. Therefore the rook is allowed to move: 40...♗f6 (or 40...e5 41.♖b1 gxf3 42.exf3 ♖c4 43.♘e3 and White is just a little worse) 41.♖d1 e5 42.♖d3 ♗e6 and Black is slightly more active;

B) The king can also come to the rescue of the rook with 40.♗d2! e5 41.♗c1! (waiting passively with 41.♗e3 brings no joy: 41...f5 42.♗f2 ♗f6 43.♖b1 ♗e6 and Black has some chances) 41...♖c4 (41...f5 42.♗b2 ♘d4 (not 42...♗f6?? as 43.♗b3 traps the rook) 43.♘xd4 ♖xd4 44.♗c3 and White holds) 42.♗b2 gxf3 43.exf3 ♘d4 44.♘xd4 exd4 45.♖c1 (45.g4 ♗f6 46.♖e1 ♖c3 47.♖e4=) 45...♖xc1 46.♗xc1 ♗f6 47.♗d2 ♗e5 48.♗d3 ♗d5 49.g4 ♗e5 50.g5 and White draws.

**40...♗xg4 41.♗f2 f5 42.♗f3?!**

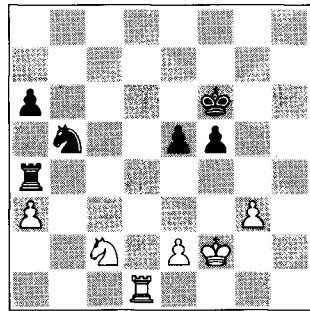
The king will be unfortunately placed on the third rank, as the g3-pawn cannot be protected by the white rook and checks on the third rank may cause problems.

Freeing the rook with 42.♖d1 was still an option: 42...♖c4 (42...♖a4 43.♖d3 ♖c4 44.♘e3 is not that bad for White; or 42...♘c3 43.♖d3 ♘e4+ 44.♗g2 ♗f6 and White is not exactly having fun, but he is not completely out of it either. Indeed, he has real chances to hold) 43.♘e3 ♖a4 44.♘c2 ♗f6 45.♖d3 and it is hard to tell whether or not Black can win this.

**42...♗f6 43.♖d1 ♖c4 44.♘e3 ♖a4 45.♘c2 e5!**

Even with limited material White is pushed back.

**46.♗f2**



**46...♗e6!**

Karpov keeps improving his pieces.

**47.♖d3 ♖c4 48.♘e3 ♖c3!**

As the black king is superior, exchanging the rooks wins for him.

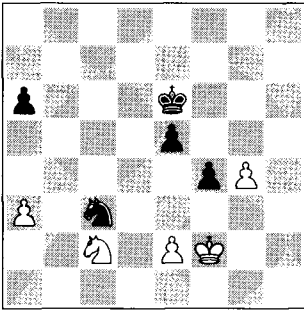
**49.g4?**

After some inaccuracies the German grandmaster commits his final clear, possibly decisive, mistake. The pawn becomes weak on g4 and Black's central

pawns cannot be attacked by the white king.

A better option was 49.♖xc3 ♘xc3 50.♔f3 a5 51.♘c4 (in case of 51.g4 e4+ 52.♔g3 (or 52.♔f2 f4 53.♘c4 a4 54.♘b2 ♔f6 55.e3 f3 56.♔g3 ♔g5 57.♘c4 and White is still alive) 52...♘xe2+ 53.♔f2 ♘d4 54.gxf5+ ♘xf5 55.♘c4 White holds) 51...a4 52.♔e3 and White still seems to be able to hold.

49...f4 50.♖xc3 ♘xc3 51.♘c2



51...e4!

Cutting the enemy king out of the game.

52.a4

After 52.♘b4 a5 53.♘c6 (or 53.♘c2 ♔f6 54.♔e1 e3 55.♔f1 ♔g5 and Black invades) 53...a4 54.♘a5 ♔d5 Black wins. He can also go after the g5-pawn.

52...♘xa4

Finally the weak a-pawn falls.

53.e3 f3 54.♘d4+ ♔e5 55.♘c6+ 0-1

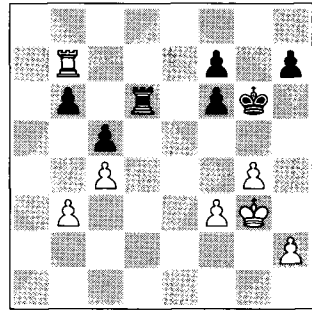
In the Soviet Championship Karpov suffered a loss against Geller in the third round, but nevertheless managed to take the lead and eventually win the tournament. The fact that he saved the following endgame was important.

GAME 47

Petrosian, Tigran  
Karpov, Anatoly

Moscow USSR Championship 1976 (5)

1.♘f3 ♘f6 2.c4 b6 3.g3 ♘b7 4.♘g2 e6 5.d4 ♔e7 6.0-0 0-0 7.♘c3 ♘e4 8.♖c2 ♘xc3 9.♖xc3 c5 10.♞d1 d6 11.b3 ♘d7 12.♘b2 ♘f6 13.d5 e5 14.♘xe5 dxe5 15.d6 ♘xg2 16.♖xe5 ♞e8 17.dxe7 ♖xe7 18.♖xe7 ♞xe7 19.♔xg2 ♞xe2 20.♔xf6 gxf6 21.♞d7 ♞b2 22.♞e1 ♞xa2 23.♞ee7 ♞f8 24.♞xa7 ♞xa7 25.♞xa7 ♞d8 26.♞b7 ♞d6 27.g4 ♔g7 28.f3 ♔g6 29.♔g3



29...h5!

Black gives up a pawn but, in return, devours all of White's pawns on the queenside. It was already long known that an ending of rook and h- and f-pawns versus rook is drawn if the weaker side's king is not cut off and the stronger side's pawns are not too close to promotion.

30.gxh5+ ♔xh5 31.♞xf7

Petrosian chooses the best practical chance. After 31.h4 ♔g6 32.♔f4 ♞d4+ 33.♔e3 ♞d6 White can't make progress.

31...♞d3!

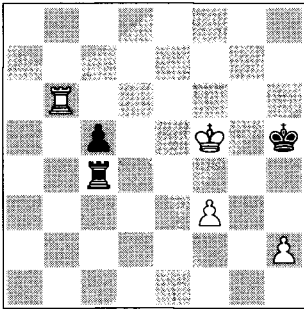
Black must get rid of the queenside pawns.

**32. ♖xf6 ♗xb3 33. ♔f4 ♖b4**

Karpov decides to retain the c-pawn. It was possible to simplify into the h- and f-pawn rook ending with 33...b5.

**34. ♕f5 ♗xc4 35. ♖xb6**

The position would be a draw without Black's c-pawn. The black king is cut off on the sixth rank but it can't be kept there. Computer programs give a definitive evaluation of this kind of position.



**35... ♖c1**

Karpov insists on keeping his last pawn, thus experiencing the difficulties of the ensuing endgame. It is recommended, in an over-the-board game, to free the rook quickly and defend from the a-file early. Two options were 35...♖c2!? and 35...♖a4!?

**36. ♖c6 c4**

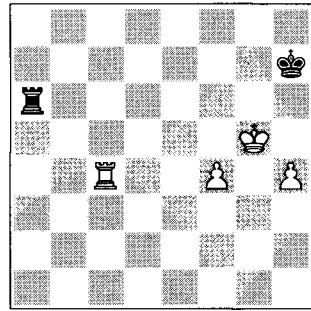
At this moment Black could again have liberated his rook with 36...♖d1. If White takes the pawn, 37. ♖xc5 ♕h6 draws. One of Karpov's best qualities, if not his best, in the endgame, is that he picks up a plan and sticks to it very consistently. If one overdoes this, one's best quality may temporarily become a bad quality. Here Karpov nearly pays for persisting too long on the chosen path of keeping the c-pawn.

**37. ♖c8 ♕h6 38. ♕f6 ♕h7 39. f4 ♖c2**

After 39...♖a1 40. ♖xc4 ♖a6+! (other black moves lose) 41. ♕g5 ♖g6+! (only move) 42. ♕f5 ♖a6 Black holds.

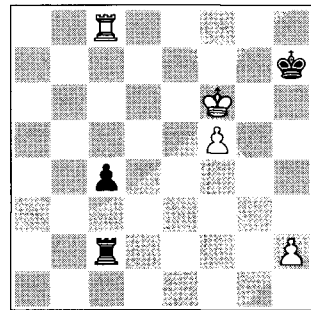
**40.f5**

After 40.h4 Black can defend as in the game: 40...♖a2 41. ♖xc4 (on 41. ♖c7+ ♕h6 42. ♖xc4 ♖a6+! draws) 41...♖a6+! 42. ♕g5



analysis diagram

Now, with 42...♖g6+! Black draws. His last two moves were 'only' moves.



**40...c3**

Karpov could have drawn with 40...♖xh2!.

**41.h3 ♖c1!**

This was a not the right moment to give up the c-pawn by playing 41...♖a2? since after 42. ♖xc3 ♖a6+ 43. ♕g5 ♖a7 44.h4 ♖b7 45.h5 ♖a7 46.f6 ♖a5+

47.♔g4 ♖a4+ 48.♔g3 ♖a7 49.♞c4  
White wins.

#### 42.h4

After 42.♔f7 ♞f1 43.f6 ♖a1 Black can successfully defend with side checks. 44.♞xc3 ♖a7+! (the only move to draw) 45.♔e6 ♖a6+ 46.♔e7 ♖a7+ 47.♔d6 ♖a6+ 48.♞c6 ♞xc6+. This is the trivial and, interestingly, also the only way to hold the position. After 49.♔xc6 ♔g6 Black draws as Matanovic has pointed out.

#### 42...♞c2

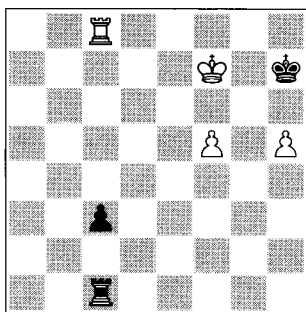
After 42...c2, 43.h5 wins according to Matanovic's *Informant* analysis. However, computer analysis proves he was incorrect: 43...♖a1 44.♞xc2 (44.♞c7+ ♔h6) 44...♔h6! with a draw, while 44...♖a7? 45.♞c8 ♞b7 46.♞e8 loses.

#### 43.h5 ♞c1

Karpov sealed this move. He and his seconds must have analysed the endgame very deeply, maybe even to perfection. However, Karpov has kept the knowledge of that consultation to himself – he never published the analysis. The precision with which he continues suggests that his team did a good job.

With 43...♖a2 44.♞xc3 ♔h6! Black would also draw.

#### 44.♔f7



#### 44...♞c2!

Not 44...♖a1? when 45.♞xc3 wins: 45...♖a7+ (45...♔h6? 46.♞e3) 46.♔e6 (after 46.♔f6?? ♔h6 Black survives) 46...♖a6+ 47.♔d7! ♔g7 48.♞c6!.

#### 45.f6 ♞c1 46.♔e7 c2

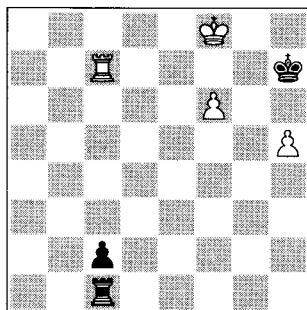
This makes the rook passive; but Black still has a king move. Again not 46...♖a1? as 47.♞xc3 wins for White: 47...♖a7+ 48.♔d6 ♖a6+ 49.♞c6.

#### 47.♔f7 ♔h6 48.♞c5 ♔h7 49.♞c6 ♔h6 50.♔f8 ♔h7!

As before, 50...♖a1? loses to 51.♞xc2.

#### 51.♞c7+

In the event of 51.f7 ♖a1 52.♞xc2 ♖a8+ 53.♔e7 ♖a7+ Black holds as his king can go to g7. White can interpose his rook and win if the black king can be held off from the f-pawn after that. If not, Black draws.



#### 51...♔h8!!

Karpov defends with the required precision. He has built a stalemate motif into his strategy. Even if Razuvaev did not mention it, one suspects that Anatoly and his team had probably gotten this far in their home analysis.

With 51...♔h6? Black could still resist, but he cannot save the game after some remarkable moves by White: 52.f7 ♔h7 53.h6 (after 53.♞c6 ♖a1 54.♞xc2 ♖a8+ Black holds) and now, remark-

ably, with the pawn on h6, White wins – with the pawn on h5 it is a draw:

A) 53...♖a1 54.♗xc2 and White wins;

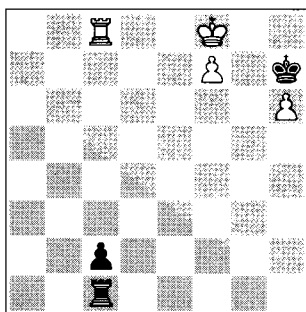
B) 53...♔xh6 54.♔g8 ♖g1+ 55.♔h8 – both Dvoretzky and Matanovic show that here the famous motif of the Lasker ladder wins again: 55...♗f1 56.♖c6+ ♔h5 57.♔g7 ♖g1+ 58.♔h7 ♗f1 59.♖c5+ ♔h4 60.♔g7 ♖g1+ 61.♔h6 ♗f1 62.♖c4+ ♔h3 63.♔g6 ♖g1+ 64.♔h5 ♗f1 65.♖c3+ ♔g2 66.♗xc2+ (finally, with check);

C) 53...♔h8(!). This move is not mentioned in any available analysis. It loses, but only to a very subtle idea. In adjournment analysis at this level such a line would offer little hope, but over the board it would set up a real obstacle:

C1) 54.h7 ♔xh7 55.♖c6 ♖a1 and Black draws;

C2) 54.♔e7 ♖e1+ 55.♔d7 (55.♔f6 ♗f1+) 55...♗f1 56.♔e8 ♖e1+ – White can make no progress this way;

C3) 54.♖c8! ♔h7 (54...♖a1 55.♗xc2)

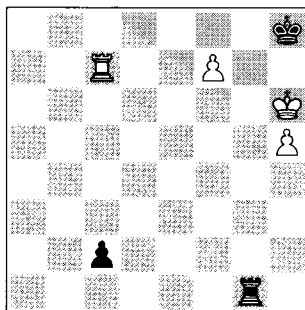


55.♖c6!! (this thrusts Black into a zugzwang. After 55.♔e7 ♖e1+ 56.♔d6 ♗f1 Black would be safe) 55...♔h8 (this allows White to promote with check, but 55...♖a1 56.♗xc2 loses as

well) 56.♔e7 ♖e1+ 57.♖e6! ♗f1 58.♗f6 ♖e1+ 59.♔d7 ♗d1+ 60.♔e6 ♖e1+ 61.♔d5 ♗d1+ 62.♔e4 ♖e1+ 63.♔d3 and White wins.

### 52.f7 ♖a1! 53.♗xc2

There is a stunning possibility after 53.♔e7 ♖e1+ 54.♔f6 ♗f1+ 55.♔g6 ♖g1+ 56.♔h6:



analysis diagram

56...c1♔+!! 57.♗xc1 ♖g6+!! and the stalemate saves Black.

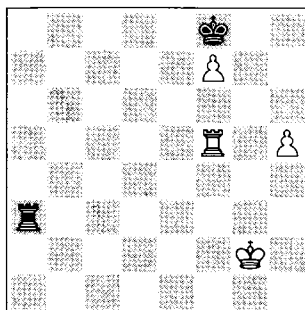
53...♖a8+! 54.♔e7 ♖a7+ 55.♔f6 ♖a6+ 56.♔g5 ♖a5+

Here 56...♔g7 was a draw, too.

57.♔g4 ♖a4+ 58.♔g3 ♖a3+ 59.♔g2 ♔g7! 60.♗f2 ♔f8!

60...♖a8?? 61.h6+ would be disastrous.

61.♗f5



61...♖a6!

Black has to take a longer route via the h-file to collect the f7-pawn. Not 61...♖a7? 62.h6.

**62.♗g3 ♖h6**

The most clinically precise way to draw.

**63.♗g4 ♖h7** 1/2-1/2

Black wins the f7 pawn, so there is no point playing on.

Razuvaev told me that the Karpov team had worked very hard on the adjourned position. At that time it had long been known that rook endings with f- and h-pawn are drawn. However, the closer the pawns are to promotion the better the chances for the stronger side. According to the Russian grandmaster, what made the adjourned position difficult was that in the examples they knew, when a passive rook defended the bishop pawn as in the game, the stronger side won. Then they found the saving stalemate idea.

Even modern analytical tools cannot find fault with Karpov's play. During the game he never had a lost position, even though he was stepping through a minefield. This display shows the superb level of Karpov's analysis team.

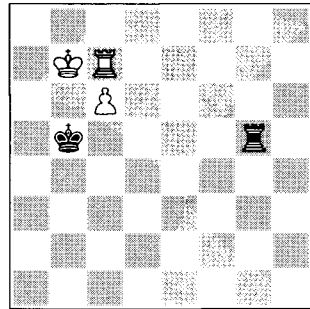
Tigran Gezalian told me that he was studying in Moscow at that time and that he has warm memories of Petrosian. The Armenian community in Moscow sensed that their hero would score a win against the World Champion and quite a number of Armenians went to see the adjournment hoping for a celebration afterwards. Petrosian himself was optimistic about the outcome. It was said that even a news report on Soviet television was predicting a Petrosian win.

Many have compared Karpov's style to that of the Armenian ex-World Champion. And not without reason: both were equally profound in their understanding of the game and both of them were certainly not flashy in style. One must also venture deeply to see the beauty of their play.

Interestingly, Karpov later found himself on the stronger side of a c- and a-pawn ending against Bareev. After 14 further moves the following position arose.

### Karpov - Bareev

Tilburg (1), 1991



**82...♖g6!**

Evgeny draws with an unusual motif, one which can occur with a g-pawn as well.

**83.♖c8 ♖h6**

1/2-1/2

If the pawn moves Black keeps giving checks on the sixth rank.

This game was also played with an adjournment.

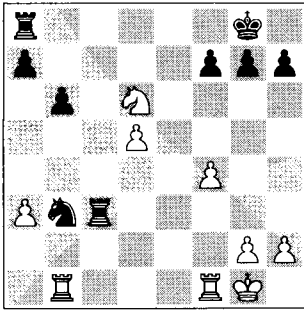
The following ending is remarkable even by Karpov's standards, yet there seems to be no published analysis of it.

## GAME 48

**Zakharov, Alexander  
Karpov, Anatoly**

Moscow USSR Championship 1976 (11)

1.d4 ♘f6 2.c4 e6 3.♗c3 ♖b4 4.a3  
 ♙xc3+ 5.bxc3 c5 6.f3 d6 7.e4 ♗c6  
 8.♗e2 b6 9.♗g3 0-0 10.d5 ♗a5  
 11.♙d3 ♙a6 12.♚e2 ♗d7 13.f4 exd5  
 14.cxd5 ♙xd3 15.♚xd3 c4 16.♚f3  
 ♗b3 17.♖b1 ♖e8 18.0-0 ♗dc5  
 19.♙e3 ♗xe4 20.♗xe4 ♚e7 21.♗d2  
 ♚xe3+ 22.♚xe3 ♖xe3 23.♗xc4  
 ♖xc3 24.♗xd6



**24...♗d2 25.♖bc1 ♖d3!?**

Karpov calculates correctly that he can subject himself to the pin and even take the pawn. If 25...♖xa3 26.♖fe1 ♖d3 27.♗c8 White has compensation for the pawn.

**26.♖fd1 ♖xd5 27.♗e4 ♗b3 28.♖xd5  
 ♗xc1**

White has lost a pawn, but his pieces are much better developed. The position is dynamically balanced.

**29.♙f2 ♗b3**

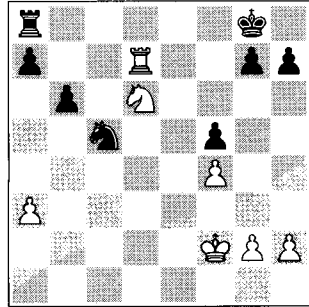
It is safer to bring the knight back – it might get hunted down far from camp.

**30.♖d7 f5**

With 30...♗c5 Black could have forced a draw: 31.♗xc5 bxc5 32.♖c7 g6

33.♖xc5 ♖e8 34.♖c7 (34.♖a5 ♖e7) 34...♖e4 35.♖xa7 ♖xf4+ 36.♙e3 ♖f1 and Black holds this endgame.

**31.♗d6 ♗c5**



**32.♖e7!?**

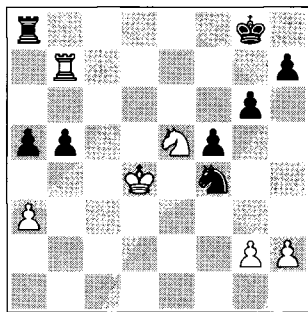
To all appearances it makes no difference whether White plays this or 32.♖c7. The text move indeed stops 32...♗e6, but it has a drawback. Remarkably, this slight inaccuracy allows Karpov to create problems, which in turn cause Zakharov to lose the game.

White should have kept the rook away from the king with 32.♖c7!. Then, 32...♗e6 (after 32...g6 33.♖c8+ ♖xc8 34.♗xc8 Black loses his extra pawn) 33.♖e7 ♗xf4 34.♗xf5 ♖f8 (after 34...g6 35.♙f3 ♗d3 36.♗h6+ ♙h8 37.♙e4 (37.g4 – Black cannot even think of winning the game with a king position like this) 37...♗c5+ 38.♙e5 White's activity balances the pawn deficit) 35.g4 ♖f7 36.♖e8+ ♖f8 37.♖e7 is a draw.

**32...g6 33.♗f7**

It is difficult to judge the alternative 33.♗c4 as it leads to a slightly worse position: 33...b5 (if 33...♗e4+ 34.♙f3 ♖c8 35.♗e3 a5 36.♖b7 (with 36.g4 ♖c3 37.gxf5 gxf5 38.a4 White can also hold) 36...♖c3 37.♖xb6 ♖xa3 38.g4

♠d2+ 39.♙e2 ♜xe3+ 40.♙xd2 White holds) 34.♘e5 a5 35.♞c7 ♘e4+ 36.♙e3 ♘f6 37.♞b7 (37.♙d4 ♞d8+ 38.♙c5 b4 39.axb4 axb4 40.♞b7 ♞d2 is unpleasant for White) 37...♘d5+ 38.♙d4 ♘xf4



analysis diagram

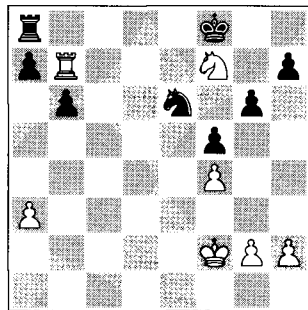
39.♘d7! ♘h5 40.♞xb5 ♞d8 41.♞d5 and White has enough resources. But these tactics were not easy to calculate during the game.

**33...♙f8!**

Exploiting the drawback of White's 32nd move. The king gets one square closer to the centre.

**34.♞c7 ♘e6 35.♞b7**

If 35.♞d7 ♞e8.



**35...♞e8!!**

Karpov prefers to return the pawn in order to remove the enemy rook from

the seventh rank. The game is reminiscent of the legendary Muhammad Ali-George Foreman heavyweight boxing match. Ali was only shielding his body and face in the first couple of rounds, then suddenly knocked out Foreman who was tired from delivering so many punches.

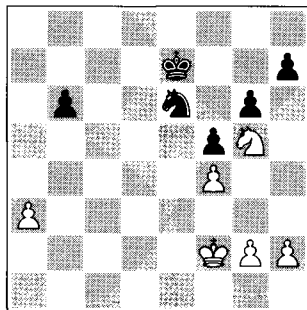
Here the rook makes one active move and decides the outcome of the game.

A) With 35...♘xf4 Black could have won another pawn, but he would have remained disorganized. After 36.♘g5 h6 37.♘h7+ ♙e8 38.♘f6+ ♙d8 39.♞g7 White is very active, therefore he should not lose this position;

B) Black could have freed the rook with 35...♞c8. Then, after 36.♞xa7 ♞c2+ 37.♙f3 ♞c3+ 38.♙f2 ♘xf4 39.♘e5 ♞c2+ (39...h5 40.g3) 40.♙f3 ♘xg2 41.♞xh7 there is little material left on the board, giving White good drawing chances.

**36.♘d6?**

White was probably in time-trouble and did not dare to enter a pawn ending which looks so difficult. The following variation must have upset Zakharov afterwards, as he had indeed missed a very narrow way to escape: 36.♞xa7! ♞e7 37.♞xe7 ♙xe7 38.♘g5



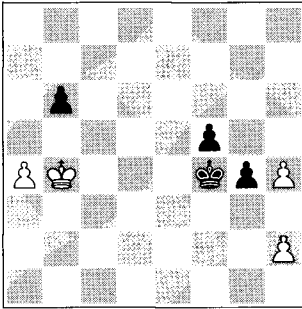
analysis diagram

Out of three tempting moves, 38...♖xg5! looks like the simplest win, but endings can be very tricky. Actually none of the moves provide Black with a clear win.

Here is the second attempt first. Black could give White a chance to go wrong with 38...h6, but the draw is less hidden than in the other line: 39.♖xe6! (after 39.♖f3? ♖xf4 the extra pawn is enough to win; not 39.♖h3? ♖d4 40.♖g1 (or 40.a4 ♖e6) 40...♖b5 when Black wins the pawn and the game) 39...♗xe6 40.♗e3 ♗d5 41.♗d3 g5 (41...b5 42.h4) and now:

A) 42.g3? would be a losing mistake. The win is instructive, so we will examine it: 42...g4! 43.a4 h5 44.♗c3 ♗e4 45.♗b4 ♗f3 (see later diagram).

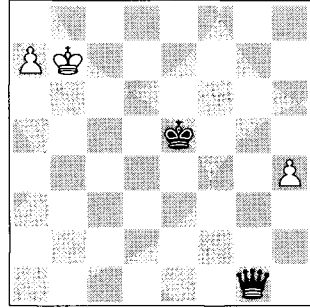
If 45...h4 46.gxh4 (Black wins the queen ending after 46.♗b5 hxg3 47.hxg3 ♗f3 48.♗xb6 ♗xg3 49.a5 ♗xf4 50.a6 g3 51.a7 g2 52.a8♗ g1♗+) 46...♗xf4:



analysis diagram

A1) 47.♗c3 (keep in mind that the king can also move backwards and try to stop the enemy pawns. In this case it does not help, but sometimes it does) 47...♗e5 48.♗d3 f4 49.h5 ♗f5 50.h6 ♗g6 51.♗e4 f3 52.♗e3 ♗xh6 53.h3 ♗g5 54.hxg4 ♗xg4 and Black wins;

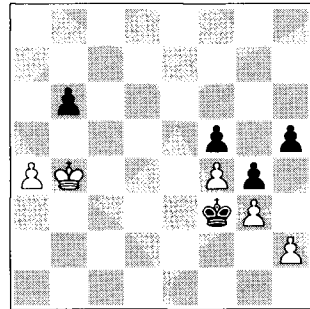
A2) 47.♗b5 ♗e5 48.♗xb6 f4 49.a5 g3 50.hxg3 fxg3 51.a6 g2 52.a7 g1♗+ (promoting with check is a key element now) 53.♗b7



analysis diagram

53...♗g2+ and Black wins as he can checkmate or win the a-pawn. He can also win by stalemating the white king and then checkmating him, as White still has a pawn on h4. Please note that if White had no h-pawn and Black's king stood on e4, it would be a draw.

Back to the position after 45...♗f3.



analysis diagram

46.♗b5 ♗g2 47.♗xb6 ♗xh2 48.a5 h4 49.a6 (or 49.gxh4 g3 50.a6 g2 51.a7 g1♗+ (the promotion with check helps) 52.♗b7 ♗b1+ 53.♗a8 ♗b6 54.h5 ♗c7 55.h6 ♗c8 mate) 49...hxg3

50.a7 g2 51.a8♔ g1♔+ – Black wins a second pawn and the game;

B) Instead of 42.g3?, the simple 42.fxg5 leads to a draw. After 42...hxg5 43.a4 the position is equal.

Here is the second attempt to get something out of this position (see analysis diagram after 38.♟g5 on page 148).

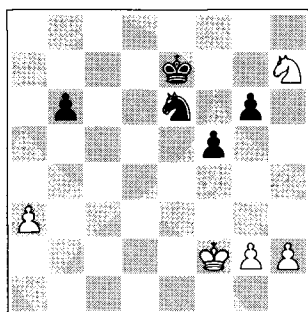
By not aiming for a direct win with 38...♟xf4!? Black can keep the upper hand. White should be able to hold the position. He can exchange the pawns and rescue the knight if Black tries to trap it.

The lines presented are just illustrations. Probably Black can try to win this knight ending in different ways. Karpov could possibly have pressed as follows: 39.♟xh7 and now:

A) 39...♞d5 40.♞g5 b5 (or 40...♞c3 41.♞f3 ♞b1 42.♞e5 g5 43.♞c4 b5 44.♞e3 f4 45.♞c2 and White holds) 41.♞f3 ♟d6 42.♞h4 ♞e7 43.♟e3 and White is not worse;

B) 39...b5 40.g4 ♞e6 41.h4 – again White holds, see the line with 39...♞e6;

C) 39...♞e6!. Suddenly the h7-knight is under pressure. White can rescue it in two ways:

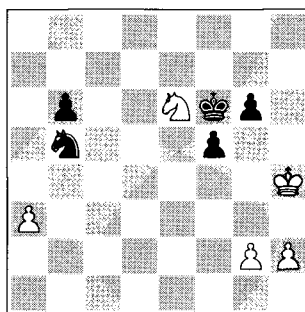


analysis diagram

C1) 40.g4 ♟f7!? (with the frightening threat of trapping the knight) 41.g5 (in the event of 41.h4? ♟g7 42.♞g5 ♞xg5 43.hxg5 ♟f7 Black wins) 41...♟g7 42.♞f6 ♞xg5 43.♞d5 ♞e4+ 44.♟e3 b5 45.♞c7 ♞d6 46.♟d4 ♟f6 47.♞d5+ ♟g5 48.♟c5 ♞e4+ 49.♟xb5 f4 50.♟c4 and White holds;

C2) After 40.♟g3 comes 40...♟f7 (if 40...g5 41.h4 gxh4+ (or 41...f4+ 42.♟g4) 42.♟xh4 b5 43.♞g5 ♞d4 44.♞f3 ♞c2 45.♟g5 ♟e6 46.♟f4 White sails home safely) 41.♟h4 and now:

C21) 41...♞d4 42.♞g5+ ♟f6 43.♞h7+ ♟g7 44.♞g5 ♞b5 45.♞e6+ ♟f6



analysis diagram

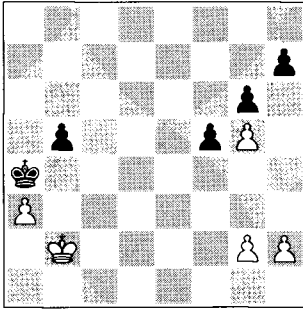
46.♞f8 and White is safe;

C22) 41...♟g7 42.♞g5 ♞c7 43.♞f3 ♞b5 44.♟g5 ♞xa3 45.♞e5 b5 46.♞xg6 b4 47.♞f4 and Black's b-pawn is no longer dangerous;

C23) 41...♞c7 42.g4 ♟g7 (or 42...fxg4 43.♞g5+ ♟f6 44.♟xg4 ♞b5 45.♞e4+ ♟e5 46.a4 and White is home and dry) 43.♞g5 ♞b5 44.gxf5 gxf5 45.♟g3 ♞xa3 46.♟f4 ♟g6 47.♞f3 and Black can do nothing to keep the f-pawn.

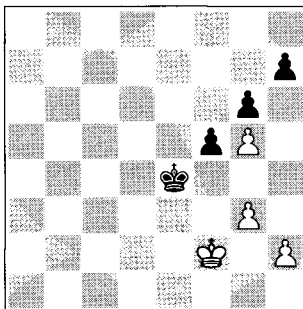
Let's return to Black's winning attempt, which is the hardest to judge properly in advance (position after 38. ♖g5).

38... ♗xg5 39. fxg5 ♕d6 40. ♖e3 ♕c5 41. ♕d3 ♖b5 42. ♕c3 ♗a4 43. ♖b2 b5!



analysis diagram

44.g3! (otherwise 44...b4 wins) 44...b4 (by exchanging, Black clears the way for the king. Kasparov beat Sveshnikov with this motif once. Of course the most classical example is Cohn-Rubinstein, St Petersburg 1909) 45.axb4 ♕xb4 46. ♕c2 ♕c4 47. ♕d2 ♕d4 48. ♕e2 ♖e4 49. ♖f2



analysis diagram

49...f4 and Black wins, or so I thought. But when I showed this fascinating endgame to my trainer colleague in Singapore Tigran Gezalian, he suggested I should check it again as White can give

up a pawn, and the ending of two pawns against one could be a draw.

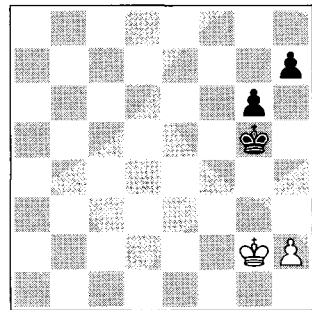
His suspicion turned out to be fully justified:

A) Not 50.h3? ♖f5 51.gxf4 ♖xf4 52. ♕g2 ♖xg5 and Black wins;

B) 50. ♖e2? fxg3 (50...♖f5 51. ♖f3 fxg3 52. ♖xg3 ♖xg5 and Black wins on account of mutual zugzwang) 51.hxg3 ♖f5 52. ♖f3 ♖xg5 and Black wins;

C) 50. ♕g2 ♖e3 51.gxf4 ♖xf4 52. ♖f2 ♖xg5 53. ♕g3 and White holds;

D) 50.gxf4! ♖xf4 51. ♕g2 ♖xg5 and now the computer can provide a definitive evaluation.



analysis diagram

52. ♕g3! – reaching the crucial position with Black to move. If the black pawn were on h6 it would also be a draw, as later when the king gets to h3 there would no longer be the choice between pushing the pawn one or two squares. Of course it is extremely difficult to get this far in calculation over the board and even harder to evaluate it properly.

Back to the game.

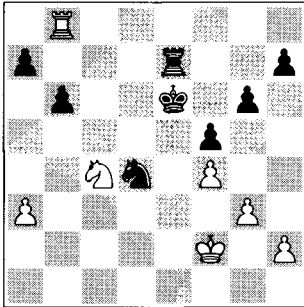
**36... ♖e7 37. ♖b8+ ♕g7 38.g3**

If 38. ♕g3 ♗c5.

**38...♖d4 39.♗e8+?!**

Accelerating the end, but Black is winning anyway.

**39...♙f7 40.♗d6+ ♔e6 41.♗c4**



**41...♙d5**

Karpov centralizes his king, but it does not look as though he is going to cross the seventh rank.

**42.♗e5**

This move was sealed.

**42...♗c6!**

White's king is cut off, and so Black wins the rook endgame easily. The rest is not so interesting. Black probably did not want to resign right after the resumption.

**43.♗xc6 ♙xc6 44.♖g8 ♙b5 45.h4 ♖f7 46.♙e3 ♙a4 47.h5 gxh5 48.♗d4 ♙xa3 49.♙e5 b5 50.♖b8 b4 51.♙e6 ♖g7 52.♖b5 ♙a4**

And White finally resigned.

I remember how international soccer has been caricatured by the English goalgetter Gary Lineker: 22 men run around after the ball and the Germans win in the end. It's like that in chess: whoever occupies the second rank with a rook, it makes no difference, Karpov wins the endgame anyway. With some exaggeration we can draw a general

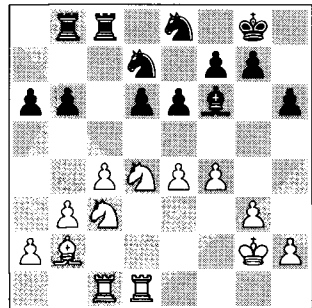
conclusion: two chess players move a limited number of pieces around, Karpov wins.

## GAME 49

### Karpov, Anatoly Gheorghiu, Florin

Moscow European Team Ch. 1977 (3)

**1.c4 c5 2.♗f3 ♗f6 3.♗c3 e6 4.g3 b6 5.♙g2 ♙b7 6.0-0 ♙e7 7.d4 cxd4 8.♖xd4 d6 9.b3 0-0 10.♖d1 ♗bd7 11.♙b2 a6 12.♖e3 ♖b8 13.♗d4 ♙xg2 14.♙xg2 ♖b7+ 15.♖f3 ♖xf3+ 16.♗xf3 ♖fc8 17.♗d4 ♖ab8 18.♖ac1 h6 19.e4 ♗e8 20.f4 ♙f6**



**21.♙f3!**

The king stands well on f3.

**21...♖b7**

Boris Gulko recommended bringing the king to the centre with an immediate 21...♙f8. Now after 22.e5 Gulko's move is tactically justified: 22...dxe5 23.♗xe6+? ♔e7 is good for Black.

**22.♙a3 ♖bc7 23.♗ce2 ♗c5 24.♖d2!?**

The usual little improving move by Karpov!

**24...g6 25.♗c2!?**

Karpov finds a better place for the knight.

**25...♙g7**

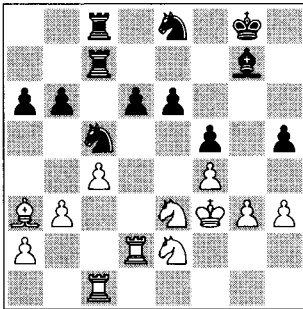
With 25...b5 Black could have tried to become active. Then, after 26.cxb5 axb5 27.♘ed4 ♙xd4 28.♘xd4 b4 (28...♘xe4 29.♙xe4 ♖xc1 30.♙xc1 ♖xc1 31.♘xb5 gives White a small edge) 29.♙xb4 ♘xe4 30.♖dc2 ♖xc2 31.♖xc2 ♖xc2 32.♘xc2 f5 the endgame is balanced.

**26.♘e3**

If 26.g4 g5.

**26...f5?!**

It turns out that Black will lose the battle on this part of the board. 26...b5!? 27.cxb5 axb5 28.♖dc2 ♘a6 looks playable.

**27.exf5 gxh5 28.h3 h5****29.♖g1!**

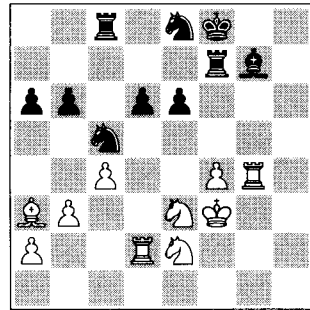
This is an unpleasant move to face. It is hard for Black to appreciate exactly how much power White has on the kingside.

**29...♖f7**

After 29...♙f7, 30.g4 hxg4+ 31.hxg4 ffg4+ 32.♖xg4 followed by f4-f5 gives White a good game.

More productive might, again, be 29...b5 and Black has time to ease White's grip: 30.g4 (30.♙xc5 ♖xc5 31.g4 (after 31.♘d4 ♙f7 32.cxb5 ♙xd4 33.♖xd4 axb5 34.♖b4 ♘c7 Black is not worse) 31...bxc4 32.♘xc4 ffg4+ 33.hxg4

hxg4+ 34.♖xg4 ♖d8 35.♘d4 ♙f7 and Black is in the game) 30...hxg4+ 31.hxg4 ffg4+ 32.♖xg4 bxc4 33.bxc4 ♙f8 (or 33...♙f7 34.f5 ♙e5 35.♘f4 and if White has an edge it is just a small one) 34.♘g3 (in case of 34.f5 ♖f7 Black can exchange enough pawns to equalize) 34...♙c3 35.♖g2 ♙d4 36.f5 ♙xe3 37.♙xe3 ♖e7 38.fxe6 ♖xe6+ 39.♙d4. Here, White still has some pressure, but with so few pawns left on the board Black has good drawing chances.

**30.g4 hxg4+ 31.hxg4 ffg4+ 32.♖xg4 ♙f8****33.♘g3!**

Karpov makes a move the point of which is easy to miss.

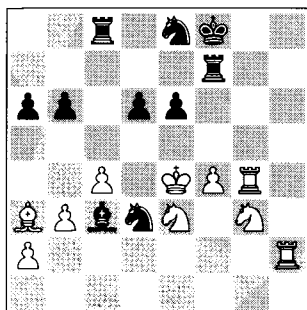
**33...a5?**

The former Romanian number one wants to stabilize the queenside, but the real danger is on the other side.

Moving the king away by 33...♙e7 would have been safe for Black: 34.f5 (34.♖g6 ♖f6) 34...♙e5 35.♙g2 (not 35.♙e2 ♘f6 36.♖g6 ♙xg3 37.fxe6 ♖h7 and Black suddenly becomes active) 35...♘f6 36.♖g6 ♙xg3 37.fxe6 ♙xe6 38.♙xc5 ♖xc5 39.♙xg3 ♙d7 and Black holds easily;

By counterattacking with 33...♙c3!? Black could also defend himself: 34.♖h2 (34.♖d1 ♙e7 35.f5 ♘g7

36. ♖g6 ♜cf8 and times will not be so hard for Black) 34... ♗d3! 35. ♖e4



analysis diagram

35... ♗e1! 36. ♜h6 ♗f6+ and Black is kicking. The position after 37. ♜xf6 ♜xf6 38. ♗e2 ♗d2 39. ♗xd6+ ♖f7 is extremely unclear.

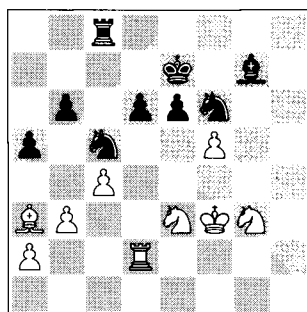
**34. ♖g6 ♖e7**

If the rook leaves the seventh rank with 34... ♜f6, there follows 35. ♜xf6+ ♗xf6 36. f5 ♗e5 37. fxe6 ♗xg3 38. ♗xc5 dxc5 39. ♖xg3 ♜c6 40. ♜f2+ ♖e7 41. ♗d5+ ♖xe6 42. ♜e2+ ♗d7 43. ♜e7+ ♗d8 44. ♜b7 ♗f6 45. ♜xb6 ♜xb6 46. ♗xb6 and although Black has chances to hold, he will certainly suffer.

**35. f5**

The point of 33. ♗g3 was to weaken the d5-square.

**35... ♜f6 36. ♜xf6 ♗xf6**



**37. ♜e2**

Karpov targets the king on principle. Alternatively, 37. fxe6 ♖xe6 38. ♗gf5 ♗f8 39. ♗b2 would have given a good endgame with decent chances.

**37... ♜f8??**

After 37...e5 38. ♗xc5 dxc5 39. ♗e4 Black's position is unenviable, yet this would have avoided immediate collapse.

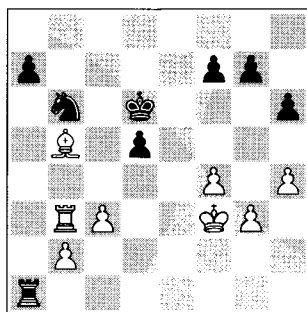
**38. ♗xc5! bxc5 39. fxe6 ♖xe6 40. ♗ef5+ 1-0**

GAME 50

**Karpov, Anatoly  
Debarnot, Roberto Luis**

Las Palmas 1977 (3)

- 1.e4 e6 2.d4 d5 3.♗d2 c5 4.exd5 exd5
- 5.♗gf3 ♗c6 6.♗b5 ♗d6 7.dxc5 ♗xc5
- 8.0-0 ♗e7 9.♗b3 ♗d6 10.♜e1 0-0
- 11.♗g5 ♗g4 12.♗e2 ♖c7 13.h3 ♗d7
- 14.♗fd4 ♗xd4 15.♗xd4 h6 16.♗e3
- ♗h2+ 17.♖h1 ♗f4 18.♗f3 ♜fe8 19.c3
- ♜ad8 20.♖b3 ♗xe3 21.♜xe3 ♖b6
- 22.♜e5 ♗c6 23.♜ae1 ♖xb3 24.axb3
- ♖f8 25.b4 ♗g6 26.♗xc6 bxc6
- 27.♜xe8+ ♜xe8 28.♜a1 ♜e7 29.g3
- ♗e5 30.♗e2 ♜c7 31.♖g2 ♖e7 32.f4
- ♗d7 33.♜d1 ♗b6 34.♖f3 c5 35.bxc5
- ♜xc5 36.♖e3 ♜a5 37.♜d4 ♜a1 38.♜b4
- ♗d6 39.h4 ♜g1 40.♖f3 ♜a1 41.♗d3
- ♜d1 42.♗b5 ♜b1 43.♜b3 ♜a1



**44.♔g4**

The players had reached this ending – with this particular pawn structure – roughly ten moves earlier. After some manoeuvring, the king now starts to create problems for Black on the king-side. Any particular threat is hard to distinguish; however, the text provokes a pawn move.

**44...g6**

On 44...♞b1, 45.♔f5!? may be troublesome.

**45.f5!**

Karpov forces an enemy weakness on the kingside.

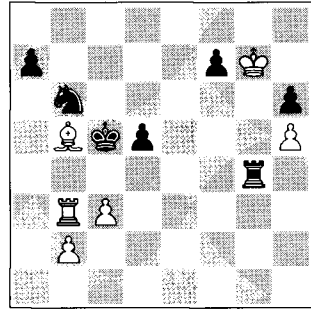
**45...♔e5**

It is not easy to find the best way for Black to defend the position. There are other reasonable options as well. Black has to be careful in all cases, but his chances to hold are not bad at all.

After 45...h5+ 46.♔f4 (in the event of 46.♔g5 ♞g1 47.fxg6 ♞xg3+ 48.♔xh5 fxg6+ (or 48...♞xg6 49.♞a3) 49.♔h6 ♞g4 50.♞b4 ♘c4 51.b3 ♞xh4+ 52.♔g5 ♞h3 53.bxc4 ♞xc3 Black can take all the white pawns and draw) 46...♘a4 47.fxg6 fxg6 48.♙e8 ♘c5 49.♞a3 ♘d3+ (after 49...g5+ 50.♔xg5 ♘e4+ 51.♔xh5 ♞xa3 52.bxa3 ♘f6+ 53.♔g6 Black is in trouble, or 49...♘e6+ 50.♔e3 ♞xa3 51.bxa3 ♘f8 52.♙f7 and White is a little better) 50.♔e3 ♞xa3 51.bxa3 ♘e5 52.♔f4 and White has the advantage as the bishop is now stronger now than the knight.

Alternatively, the line 45...gxf5+ 46.♔xf5 (46.♔h5 ♞g1) 46...♔c5 (or 46...♞g1 47.♔f4 ♞g2 and the rook ties White up) 47.g4 (47.♔f6 ♞g1) 47...♞h1 48.h5 ♞h2 (48...a5 49.♙a6 a4 50.♞b5+ ♔c6 51.♞b4 and White is

somewhat better) 49.♔f6 (49.♞b4 ♞f2+) 49...♞g2 50.♔g7 ♞xg4+



51.♔xh6. This position is hard to judge, but perhaps a 'human' would prefer to play with the white pieces.

**46.fxg6 fxg6 47.♞b4!? ♞e1?!**

This is the first step that Black allows White to push him back. Better was the forcing 47...a5! and now:

A) 48.♞f4 ♞b1 (48...♞a2 49.♞f2 a4 50.h5 a3 51.♞e2+ ♔f6 52.bxa3 gxh5+ 53.♔xh5 ♞xa3 also holds) 49.♞f2 ♘c4 50.♙xc4 dxc4 51.h5 gxh5+ 52.♔xh5 ♞h1+ 53.♔g6 ♞g1 with equality;

B) 48.♞b3 a4 49.♞a3 ♞xa3 50.bxa3 ♘c4 51.♙xa4 ♘xa3 52.♙e8 ♔f6 53.♙c6 ♘b1 with nothing left to play for.

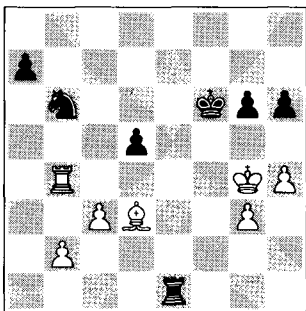
**48.♙d3 ♔f6?**

It was hard to foresee the consequences of this retreat. Black should have played the brave 48...g5! which looks as though it holds: 49.hxg5 hxg5:

A) 50.♔xg5? ♞e3;

B) 50.♞d4 ♞e3 51.♙b5 ♔f6 and the feeling is that Black should not lose (with 51...a5 52.♞d1 ♔f6 Black should also hold);

C) 50.♔f3 ♘d7 51.♞b7 ♔d6 52.♔f2 ♞a1 – White is better but it seems much closer to a draw than to a win.



**49. ♖f4+!**

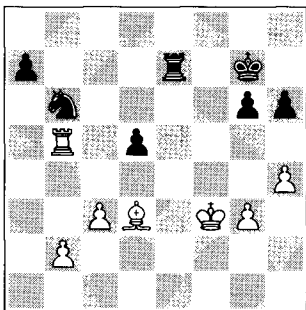
Now the black king gets pushed back.

**49... ♖g7 50. ♔f3!**

White gets closer by centralizing his king.

**50... ♗e5 51. ♖b4 ♗e7 52. ♖b5!**

Karpov once again makes the shortest possible move. It has a big effect on the outcome of the game. White intends to improve the rook via c5.

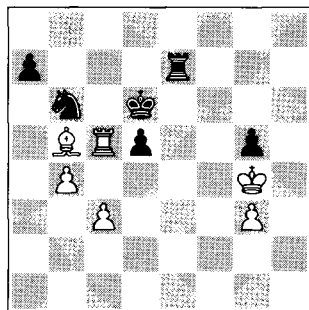


**52... ♖c7?**

Black prevents the rook move, but allows another force to fight in the centre, and this turns out to be decisive. Black should have kept the white king away from the centre with 52... ♖f6. Although after 53. ♖c5 the rook will cause a headache, it seems unable to force the win on its own:

A) with 53...g5 Black can wait. His position is very hard to crack: 54.b4

♔e5 55.hxg5 (55. ♔g4 ♖d7) 55...hxg5 56. ♔g4 (56. ♔e3?! ♖a4 57. ♖c6 ♖xc3) 56...♔d6 57. ♖b5 (in the event of 57. ♔xg5 Black gets rid of the last kingside pawn with 57... ♖e3, which is a relief for him)



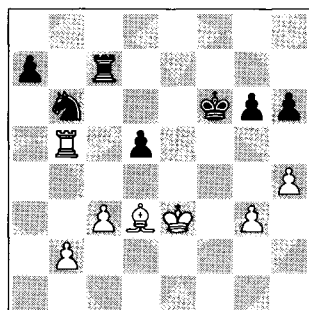
57... ♖e3 and Black is safe as the rook keeps the enemy king and rook busy defending their pawns;

B) 53... ♖a4 54. ♖xd5 (in case of 54. ♖b5 ♗e6 or 54. ♖c6+ ♗e6 55. ♖xe6+ ♔xe6 White has no advantage) 54... ♖xb2 55. ♖e4 (55. ♖d6+ ♔e5) 55... ♖c7 56. ♖d6+ ♔e5 57. ♖d5+ ♔f6 and Black cannot be pushed aside.

**53. ♔e3!**

The block is removed and so the white king gets to the centre, where it will be highly influential.

**53... ♔f6**



**54. ♔d4**

This is an effective square for the king.

**54...g5**

Creating a weakness, but he has no better option. After 54...♖e7 55.♙c5 g5 56.b4 Black is struggling. With the passive 54...♙c8 he achieves nothing, e.g. 55.b4 ♙c7 56.♙c5.

**55.hxg5+ hxg5**

If 55...♙xg5 56.c4 ♙g4 57.c5 (or 57.cxd5 ♙xg3 58.d6 ♗d7 59.♙e5 and White is about to win) 57...♘c8 58.♙xd5 ♗d7+ 59.♙c4 ♙xg3 60.♙f5 ♙c7 61.♙d5 White wins.

**56.♙a5**

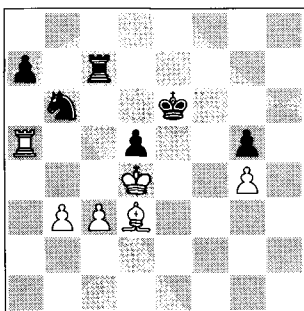
Karpov keeps improving the potential of his rook and again, it just requires a short move.

**56...♙e6 57.b3 ♙f6 58.♙a1 ♘d7 59.♙a5 ♘b6 60.g4!**

White has a threat, and moreover Black is in zugzwang.

**60...♙e6**

Moving the king causes less problems than moving the rook. After 60...♗d7 61.♙c5!? ♗e7 62.c4 dxc4 63.♙f5+ ♙g6 64.bxc4 Black is losing.



**61.c4!**

This creates a strong passed c-pawn and also lays bare Black's weakness on g5. Despite the limited amount of material on the board White is winning, as Karpov points out.

**61...dxc4 62.bxc4 ♗d7+ 63.♙c3 ♙g7 64.♙f5+ ♙f6 65.♙d4 ♗e7**

If 65...♙c7 66.c5.

**66.c5 ♗e5 67.♙e4! ♘d7 68.♙a6+ ♗e6 69.♙xe6+ ♙xe6 70.♙f5+ ♙e7 71.c6 1-0**

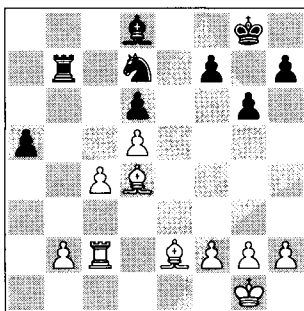
Another endgame from Las Palmas, where Karpov scored a fabulous +12 =3.

GAME 51

**Karpov, Anatoly  
Visier Segovia, Fernando**

Las Palmas 1977 (14)

**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.c4 ♙g7 6.♙e3 ♘f6 7.♘c3 0-0 8.♙e2 d6 9.0-0 ♘d7 10.♙d2 ♘c5 11.♙fd1 ♙a5 12.♘b3 ♙b4 13.♙c1 ♙e6 14.♘d5 ♘xb3 15.axb3 ♙xb3 16.♗d2 ♙xd5 17.exd5 ♘e5 18.♙a3 ♙b4 19.♙c2 b5 20.♙b3 ♙a4 21.♙xb5 ♙xc2 22.♙xc2 a5 23.♙b7 ♙fb8 24.♙xe7 ♙f6 25.♙c7 ♙d8 26.♙a7 ♙xa7 27.♙xa7 ♙b7 28.♙d4 ♘d7**



**29.♙f3!?**

Black is playing to exchange the dark-squared bishops and then to try and build a fortress on the dark squares with the knight. Karpov finds a very interesting and original way to fight against

this imaginative plan. In case of 29.♔f1 ♕f6 30.♙xf6 ♖xf6 31.♗e1 ♘d7 32.♗d2 ♘c5 Black gains control of the queenside. In the event of 29.♙c3 ♙f6 30.♙xa5 ♙xb2 the position is not easy to break open.

**29...♙f6?!**

Black doesn't adjust to White's move and continues as planned. 29...f5 was one way to cover the g4-square. After 30.g4!? ♙f6 31.♙xf6 ♖xf6 32.gxf5 gxf5 White would have decent winning chances.

If 29...h5!?:

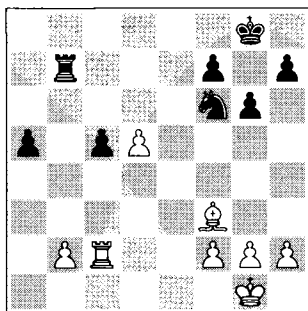
A) 30.♙c3 ♙f6;

B) 30.h3 h4 – Black has a strong grip here;

C) 30.♗f1 ♙f6 31.♙xf6 ♖xf6 32.c5 (32.♗e2 ♘d7) 32...dxc5 33.♞xc5 ♞xb2 34.♞xa5 and Black also has real drawing chances.

**30.♙xf6 ♖xf6 31.c5! dxc5**

Now the c5- and a5-pawns are not to be taken because of the back rank mate.



**32.d6!**

This move requires some exact calculation.

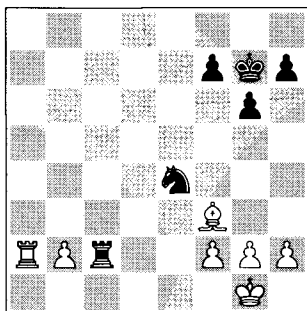
**32...♞b6**

Alternatively, 32...♞d7?! would place Black in some difficulty:

A) 33.♞d2 ♘e8 34.♞d5 ♞xd6 35.♞xc5 ♞d2 36.b3 ♞a2 37.g4 ♗g7 and Black holds;

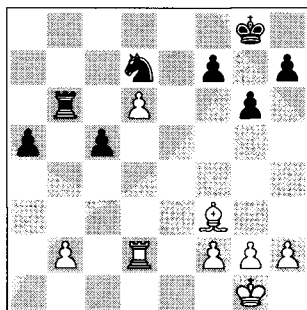
B) 33.g4 ♞xd6 34.♞xc5 a4 35.♞c4 ♞a6 and Black is safe;

C) But 33.♞xc5! ♞xd6 34.♞xa5 ♞d2 35.♞a2 (35.b4 ♞b2, or 35.♞b5 ♘e4 36.b4 ♖xf2 and White has winning chances) 35...♘e4! (this had to be foreseen, as 35...♗g7 gives White time to chase the rook away from the second rank: 36.♗f1! ♞c2 (36...h5 37.♗e1 ♞c2 38.♙d1) 37.♙d1)



36.♞a1! ♖xf2 (36...♘g5 37.♞b1) 37.♞b1! ♘d3 38.b4 and White has reasonable winning chances.

**33.♞d2 ♘d7**



**34.g4!**

This is the subtle continuation of Karpov's deep plan. He gains space

and fixes Black's pawns on the king-side at the same time.

**34...h6**

Blocking the g-pawn with 34...g5? is not recommended as it gives up control of the f5-square after 35.♙e4.

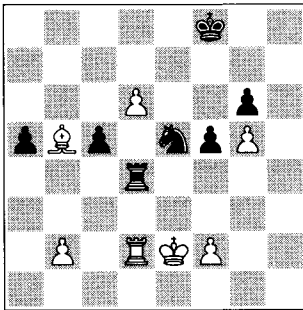
**35.h4 ♜f8 36.g5 hxg5**

36...h5 covers the g4-square, but in vain: 37.♙g2 ♜b4 38.♙h3 ♚e8 39.♜e2+ ♜d8 40.♜e7 is very promising for White.

**37.hxg5 ♜b4 38.♜f1 ♜d4 39.♜e2 ♜e8**

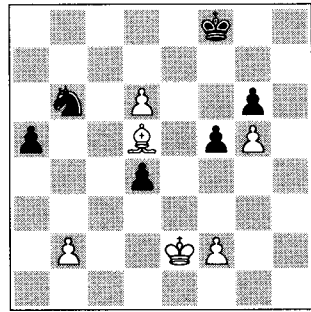
It is hard to tell whether the text move or 39...f5! presents White with more problems:

- A) 40.gxf6 ♜f7!;
- B) 40.♙c6 ♜e5 41.♙b5



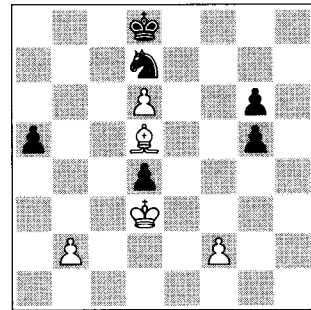
41...♜f3!! (a very pretty move) 42.♜c2 (42.♜d3 ♜xg5 43.♜xd4 cxd4 44.♜d3 ♜e4 45.d7 ♜e7 and the d-pawn will soon fall) 42...♜xg5 43.d7 ♜e6 and Black soon gets the d7-pawn;

C) After 40.♙d5! ♜b6 (in case of 40...♜xd2+ 41.♜xd2 ♜e8 42.♜c3 ♜b6 43.♙e6 it is not easy for Black to make a move; or 40...♜g4 41.♙c6 ♜e5 42.♙b5 ♜e4+ 43.♜f1 ♜d4 44.♜e2 ♜e4 45.♜c2 c4 46.♜d2 and White has a dangerous initiative) 41.♜xd4 cxd4



42.♙a2! (after 42...♙e6 ♜a4 43.d7 ♜e7 44.♙f7 ♜xd7 Black is safe) 42...♜a4 (42...♜e8 43.♜d3) 43.♜d3 ♜xb2+ 44.♜xd4 Black is in dire straits.

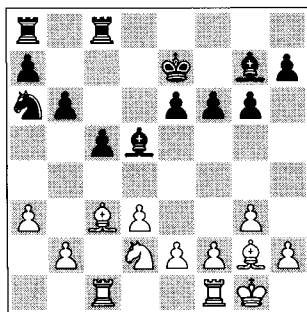
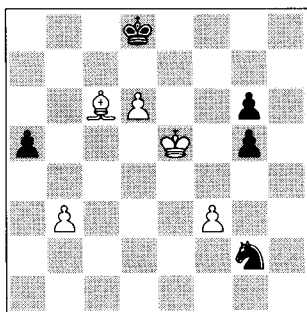
**40.♜xd4 cxd4 41.♙c6 ♜d8 42.♙d5 f6 43.♜d3 fxg5**



**44.♜xd4**

Black's position is extremely hard to defend. Even if objectively he might be able to draw, White can play on forever.

44...♜f6 45.♙e6 ♜h5 46.f3 ♜f4 47.♙c4 ♜g2 48.♙d5 ♜d7 49.♜e5 ♜d8 50.♙e4 ♜e3 51.♜d4 ♜f5+ 52.♜c5 ♜d7 53.♙c6+ ♜d8 54.♙b5 ♜h4 55.♙e2 ♜g2 56.♜d4 ♜d7 57.♜e5 ♜e3 58.♙b5+ ♜d8 59.b3 ♜f5 60.♙c4 ♜h4 61.♙d5 ♜g2 62.♙e6 ♜f4 63.♙c4 ♜g2 64.♙b5 ♜e1 65.♙c6 ♜g2



**66. ♖f6**

Finally, after very cautious preparations and avoiding all the knight tricks, Karpov's king approaches the g-pawns.

**66... ♖f4 67. ♗b5 ♖c8 68. ♗e7**

Now the d-pawn becomes unbearably strong.

**68... ♗d5+ 69. ♗e8 1-0**

Black resigned: after 69... ♗f6+ 70. ♗f7 ♗d5 71. ♗c4 ♗b4 (if 71... ♗b6 72. ♗e8) 72. ♗e8 ♗c6 73. ♗e6+ ♗b8 74. ♗d5 White wins.

GAME 52

**Hübner, Robert  
Karpov, Anatoly**

Tilburg 1977 (7)

**1.c4 c5 2. ♗f3 ♗f6 3. ♗c3 d5 4.cxd5  
♗xd5 5.g3 g6 6.d3 ♗g7 7. ♗d2 b6  
8. ♖a4+ ♗d7 9. ♖h4 ♗c6 10. ♗g2 e6  
11. ♖xd8+ ♗xd8 12. ♖c1 ♗a6  
13. ♗xd5 ♗xd5 14. ♗c3 f6 15.a3 ♗e7  
16.0-0 ♖hc8 17. ♗d2**

According to Karpov his positional advantage was gradually crystallizing, while Hübner, in reply, indicated that he could not find any advantage for Black.

**17... ♗c7 18.b4?**

He opens up the queenside, but Black simply has more pieces in that area. Interestingly, Hübner gives the text a double question mark, while Karpov gives none. Timman wrote in his article on Kasparov's book that stronger players analyse better. It seems to me that the present example contradicts the Dutch grandmaster's statement. White's position may well be lost after this serious mistake.

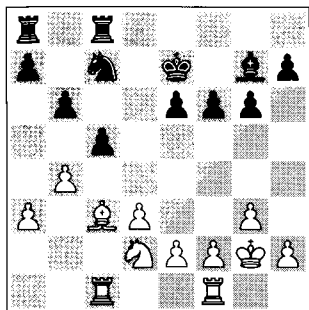
A) After 18.b3 ♗b5 (18...e5 19. ♗c4) 19. ♗b2 ♗d4 20. ♖fe1 (in case of 20. ♗xd4 cxd4 21. ♗xd5 exd5 Black will put his rook on c3) 20... ♗xg2 21. ♗xg2 f5 Black is a little better, but White should not panic;

B) With 18. ♗c4! the former World Championship candidate shows the way to full equality: 18... ♗b5 19.a4! ♗xc3 20.bxc3 f5 21. ♗e3 (there is nothing serious for White to worry about according to Hübner) 21. ♗xd5 exd5 22. ♗e3 ♗e6 23.c4 dxc4 24.dxc4 is balanced.

**18... ♗xg2!**

According to Karpov this coaxes the king to g2. Another, maybe more important factor of the position is that Black opens up the queenside where he is stronger and has a good chance to invade.

19. ♖xg2



19... cxb4! 20. ♖xb4+ ♔d7

Hübner stops analysing and commenting on the game from this point, I think this says enough about his opinion on the rest of the game. He believes it is an easy win for Black, and at this level it is. Karpov, on the other hand, keeps analysing the details as though it is still a fight. One even senses that Hübner was somewhat upset about the additional attention. In our opinion the truth lies somewhere in the middle. The game deserves some additional comments, though maybe fewer than were provided by the winner.

21. ♖c3

According to Karpov 21. ♖c4 was stronger, but Black's advantage is beyond doubt here as well: 21... ♖d5 22. ♖d2 b5 23. ♖a5 ♖f8 24. e4 ♖xc1 25. ♖xc1 (25. ♖xc1 ♖c3) 25... ♖xa3 26. exd5 ♖xc1 27. dxe6+ ♔xe6 28. ♖xc1 ♖c8 and Black is clearly better because of the c-file and his better king.

21... ♖d5 22. ♖b2 ♖h6! 23. e3

After 23. ♖fd1 ♖xc1 24. ♖xc1 ♖c3 (24... ♖c8 wins as well) 25. ♖e1 ♖a2 26. ♖b3 ♖xc1 27. ♖xc1 ♖c8 White loses.



23... ♖xe3!

Thus, White gains a clear advantage as his rook controls the c-file and he has the distant passed pawn as well.

24. fxe3 ♖xe3+ 25. ♖f3 ♖xf1 26. ♖xf1 ♖xc1 27. ♖xc1 ♖c8 28. ♖b2 ♖c2!

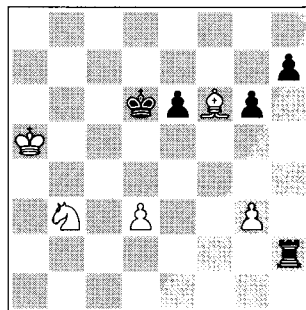
Karpov would also have found this 15 years earlier as a teenager.

29. ♖xf6 ♖a2 30. ♖e3 ♖xa3 31. ♖d2 b5 32. ♖e4 b4?!

A small error which cedes control of the c4-square. According to Karpov 32... a5 was more accurate.

33. ♖d4 a5 34. ♖c4 ♖a2 35. h4

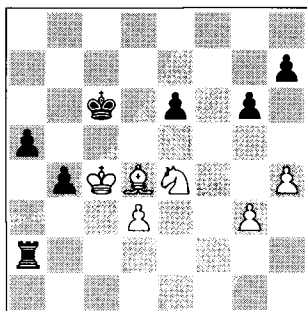
White misses 35. ♖b5! which would force Black to find good moves to keep his advantage: 35... ♖xh2! 36. ♖xa5 b3 37. ♖c5+ ♔d6 38. ♖xb3



38... ♖f2! (collecting the g-pawn in an indirect manner; 38... ♖g2 39. d4!) 39. ♖c3 ♖f3 40. ♖b4 ♖d5 and Black's advantage should be enough for the win.

**35...♖c6 36.♙d4**

White has slightly stabilized his position.

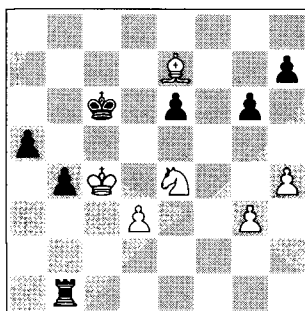


**36...♞e2!**

Karpov improves his rook nicely by transferring it to the first rank.

**37.♙e5 ♞e1! 38.♙f6 ♞b1 39.♙e7!**

After 39.♗g5 a4 (or 39...♞c1+ 40.♖b3 ♖b5) 40.♗xh7 a3 41.♗g5 b3 42.♖b4 a2 43.♖a3 ♖d5 Black also wins.



**39...e5!**

Karpov prepares a check on c1, when the king can only go back to the b-file.

**40.g4 ♞c1+ 41.♖b3 ♖d5 42.♙g5**

In case of 42..♙d8 ♖d4 43.♙xa5 ♖xd3 44.♗f6 ♞b1+ 45.♖a2 ♖c2 wins.

**42...♞b1+ 43.♖c2 ♞h1 44.♖b3 ♞h3!**

**45.♗f6+ ♖d4 46.♗xh7 ♞xd3+**

**47.♖c2 a4 48.♙e7 ♞c3+ 49.♖b1 ♞c7**

**0-1**

## Second Reign (1978-1980)

In the year 1978, before his title match with Kortchnoi, Karpov played only one tournament, in Bugojno, sharing first place with Spassky. In the Baguio match, Karpov missed Furman and Razuvaev, but he had the excellent grandmasters Balashov, Zaitsev and Tal helping him. Karpov started well and took a 5-2 lead, but then he ran out of energy, losing a lot of weight as well, whereas Kortchnoi started to play very strongly. Interestingly, Karpov broke down in endgames especially. Finally he managed to win this match, which could have gone either way, by 6-5. We have selected three endgames, in two of which Karpov had to defend for a long time.

In 1980, Karpov had to withdraw after five rounds in the Bad Kissingen tournament because his father had passed away. Later on, Karpov shared first prize in the Montreal tournament of stars with Tal, who experienced one of the most inspired periods of his career; he had won the Riga Interzonal with the highest ever percentage in the previous year.

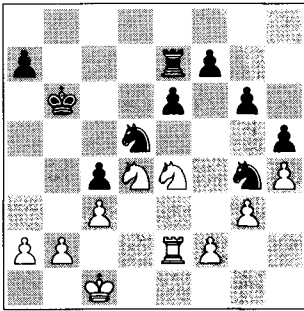
Karpov's tournament record in 1980 was less impressive, but his endgame remained very strong, as several games in this section show. And he did attain an Elo rating of 2725.

## GAME 53

**Karpov, Anatoly**  
**Larsen, Bent**

Bugojno 1978 (1)

1.e4 c6 2.d4 d5 3.♘d2 dxe4 4.♗xe4  
 ♙f5 5.♗g3 ♙g6 6.♗f3 ♘d7 7.h4 h5  
 8.♙d3 ♙xd3 9.♖xd3 e6 10.♗e4  
 ♗a5+ 11.♙d2 ♗f5 12.0-0-0 0-0-0  
 13.♙e3 ♗h6 14.♗eg5 ♗xd3 15.♙xd3  
 ♙e7 16.♗e1 ♗hf8 17.♗h3 ♗g4  
 18.♙g5 ♗fe8 19.♗xe7 ♗xe7 20.♗fg5  
 ♗df6 21.♙d2 ♗ed7 22.♗ee2 g6 23.c3  
 b6 24.♗f3 c5 25.dxc5 bxc5 26.♗hg5  
 ♗c7 27.♙xd7+ ♙xd7 28.♗d2 ♗d5  
 29.g3 ♗e7 30.♗ge4 ♗c6 31.♗b3 c4  
 32.♗d4+ ♗b6

**33.♗c2!**

It is hard to appreciate exactly what Karpov is aiming to achieve. Larsen actually misses that there already is a threat.

**33...f5?**

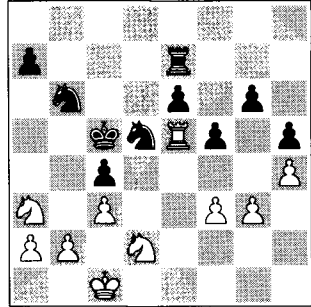
This not only helps White to find the target at c4, it also weakens the e5-square. Black had no time to do anything else than defend the pawn with 33...♗c6!. After 34.♗a3 ♗b6 35.♗d2 (in case of 35.f3 ♗h6 36.♗d2 ♗f5 Black also has his target) 35...♗d5 White will sooner or later play b2-b3 and he is just a fraction better.

**34.♗d2 ♗c5 35.♗a3**

It has taken six knight moves to put maximum pressure on the c-pawn.

**35...♗b6 36.f3 ♗f6 37.♗e5+!**

White could not hide his intentions with 37.♗c2 because of 37...e5.

**37...♗fd5****38.♗c2!**

Here is another superb king move in the endgame by Karpov. It looks like just another little improving move, but actually it has an instant function – it protects the c-pawn.

After 38.♗dxc4 ♗xc4 39.b4+ ♗c6 40.♗xc4 ♗xc3 41.a3 White would also have some advantage.

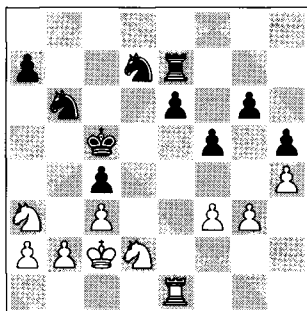
**38...♗d7**

In case of 38...a5 39.f4 (or 39.b3 cxb3+ 40.♗xb3+ ♗d6 41.f4 a4 42.♗d4 and Black is also slightly worse – it is easy for him to go wrong) 39...a4 (39...♗d7 40.♗e2 ♗7b6 41.b3 nets a pawn) 40.b4+ axb3+ 41.axb3 cxb3+ 42.♗xb3+ ♗c6 43.c4 ♗f6 44.♗d4+ ♗d7 45.♗b5 the endgame is rather unpleasant for Black.

**39.♗e1 ♗5b6?!**

Moving the other knight with 39...♗7b6 40.f4 ♗e8 41.♗f3 (41.b4+ cxb3+ 42.axb3 would be tough for Black, too) 41...♗d7 42.b4+ cxb3+

43.axb3 a5 44.♗e5 finds White not much better than in the game.



**40.♗dxc4!**

Karpov started to play against the c-pawn on move 30, now thanks to this neat tactical shot the ripened fruit falls from the tree. If 40...♗xc4, 41.b4+ and Black has to return the knight.

**40...e5 41.♞d1**

41.b4+ also wins: 41...♝c6 (41...♝d5 42.♗a5) 42.♗a5+ ♝c7 43.♗b5+.

**41...♗xc4 42.b4+ ♝c6 43.♗xc4**

The rest requires no comment. White easily converts his winning advantage.

**43...♗g7 44.♞d6+ ♝c7 45.♞a6 g5 46.hxg5 ♞xg5 47.♞xa7+ ♝d8 48.f4! exf4 49.gxf4 ♞g2+ 50.♝b3 ♞f2 51.♗e3 ♗f6 52.♗xf5 ♞xf4 53.♗d4 ♞f1 54.♞a8+ ♝e7 55.a4 ♝f7 56.a5 ♝g7 57.a6 ♗d5 58.♞d8 1-0**

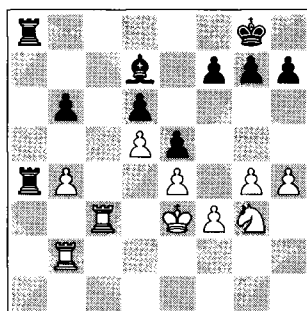
GAME 54

**Karpov, Anatoly  
Miles, Anthony**

Bugojno 1978 (3)

**1.c4 b6 2.d4 e6 3.d5 ♞h4 4.♗c3 ♗b4 5.♗d2 ♗f6 6.e3 ♗xc3 7.♗xc3 ♗e4 8.♞c2 ♗xc3 9.♞xc3 0-0 10.g3 ♞e4 11.f3 ♞g6 12.♗e2 ♗b7 13.0-0-0 d6**

**14.g4 ♗d7 15.h4 ♞f6 16.♞xf6 ♗xf6 17.e4 ♗d7 18.♗c3 ♗e5 19.♗e2 ♗g6 20.♝d2 ♗f4 21.♗d3 ♗a6 22.♝e3 ♗g2+ 23.♝d2 ♗f4 24.♞h2 ♞ae8 25.b3 ♞e7 26.♝e3 e5 27.♗e2 ♗xd3 28.♞xd3 ♞a8 29.♗g3 ♗c8 30.b4 a5 31.a3 axb4 32.axb4 ♞a4 33.♞b2 ♞e8 34.♞c3 ♗d7 35.c5 ♞ea8 36.cxd6 cxd6**



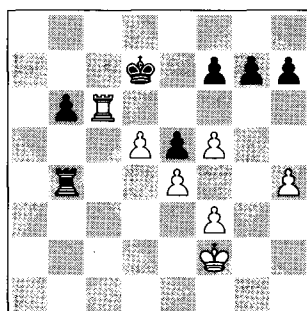
**37.♗f5!**

This forces Black to give up the bishop, and it opens the way for the rook to reach the c6- or the c8-square.

**37...♗xf5 38.gxf5 ♞a3 39.♞c2 ♗f8 40.♞xa3 ♞xa3+ 41.♝f2**

White's rook gets to the key d6-pawn.

**41...♞b3 42.♞c6 ♞xb4 43.♞xd6 ♝e7 44.♞c6 ♝d7**



**45.h5!**

It is not hard to see it now, but Karpov had seen this nice break well in advance. It is possible that he had even seen the

key position with the zugzwang in the possible pawn ending in advance.

**45...♖b2+ 46.♔g3 ♜b1**

After 46...h6 47.f6 g6 48.hxg6 fxg6 49.♞c8 White promotes his f-pawn.

**47.h6 g6 48.fxg6 hxg6**

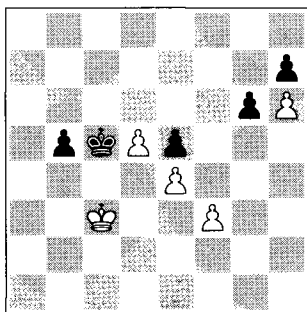
Better than 48...♞g1+!? which can lose in an instructive way: 49.♔f2 ♞xg6 50.♞xg6 fxg6 51.♔e3 ♔d6 52.♔d3 and now:

A) 52...g5? 53.♔c4;  
 B) 52...b5 53.♔c2 (for 53.♔c3 ♔c5 see 52...♔c5) 53...♔c7 (53...♔c5 54.♔c3 b4+ (once Black plays 54...g5, he is doomed as he will not have a spare move: 55.♔b3 b4 56.d6 ♔xd6 57.♔xb4 ♔c6 58.♔c4 and White gets the opposition) loses to 55.♔b3 ♔b5 56.d6 ♔c6 57.♔xb4 ♔xd6 58.♔b5) 54.♔c3 ♔b6 (54...♔b7 55.♔b4 ♔b6 56.d6 ♔c6 57.d7 ♔xd7 58.♔xb5 wins) 55.♔b4 g5 56.d6 ♔c6 57.d7 ♔xd7 58.♔xb5+;

C) 52...♔c5 53.♔c3 – White now wants Black to move in this position:

C1) 53...♔b5 54.♔b3 ♔c5 55.♔a4 g5 (55...b5+ 56.♔a3 ♔b6 57.♔b4 wins) 56.♔b3 ♔b5 57.♔a3 ♔c5 58.♔a4 b5+ 59.♔a3 b4+ 60.♔b3 ♔b5 61.d6 ♔c6 62.♔xb4;

C2) 53...b5 and now:



analysis diagram

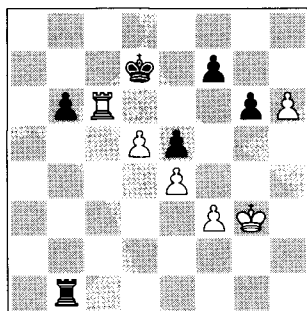
C21) 54.♔b3 b4

C211) 55.d6? ♔xd6 56.♔xb4 ♔c6 57.♔c4 g5 – Black holds as it is a mutual zugzwang with White to move;

C212) 55.♔c2 ♔b6 (55...♔b5 56.♔b2 ♔b6) 56.♔b2 ♔b5 – White will have to settle for the queen ending: 57.♔b3 ♔c5 and the position is the same as it was on the 55th move;

C213) 55.♔a4 ♔c4 (55...g5? 56.♔b3 ♔b5 57.d6) 56.d6 b3 57.d7 b2 58.d8♞ b1♞ 59.♞d5+ ♔c3 60.♞xe5+ – White probably wins this queen ending but it will take time;

C22) 54.♔b2! (this is the best time to make the triangulation as the b5-square is occupied) 54...♔b6 55.♔b3 ♔b7 (55...♔c5 56.♔c3 wins) 56.♔b4 ♔b6 57.d6 ♔c6 58.d7 and White wins.



**49.♞c2!**

The rook moves to support the h-pawn from behind.

**49...♞g1+ 50.♞g2 ♞a1 51.♞h2 ♞a8 52.♔g4 f6 53.♞b2 ♔c7**

After 53...♞h8 54.♞xb6 ♞xh6 (54...♔e7 55.h7) 55.♞xf6 wins.

**54.♞c2+ ♔b7 55.d6 b5**

If 55...♞d8 56.h7.

**56.d7**

Black resigned.

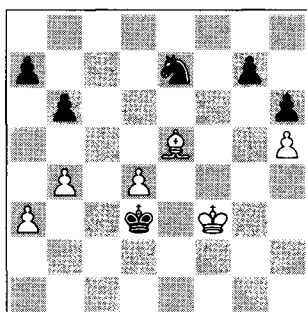
A convincing win against the British grandmaster, who was also capable of producing 'squeezing' endgames.

GAME 55

**Kortchnoi, Viktor  
Karpov, Anatoly**

Baguio City World Championship 1978 (5)

1.c4 ♘f6 2.d4 e6 3.♘c3 ♙b4 4.e3 c5  
5.♗e2 d5 6.a3 ♙xc3+ 7.♗xc3 cxd4  
8.exd4 dxc4 9.♙xc4 ♗c6 10.♙e3 0-0  
11.0-0 b6 12.♖d3 ♙b7 13.♙ad1 h6  
14.f3 ♗e7 15.♙f2 ♗fd5 16.♙a2 ♗f4  
17.♖d2 ♗fg6 18.♙b1 ♖d7 19.h4 ♙fd8  
20.h5 ♗f8 21.♙h4 f6 22.♗e4 ♗d5  
23.g4 ♙ac8 24.♙g3 ♙a6 25.♙fe1 ♙c6  
26.♙c1 ♗e7 27.♙xc6 ♖xc6 28.♙a2  
♖d7 29.♗d6 ♙b7 30.♗xb7 ♖xb7  
31.♖e3 ♗h8 32.♙c1 ♗d5 33.♖e4  
♖d7 34.♙b1 ♖b5 35.b4 ♖d7 36.♖d3  
♖e7 37.♗f2 f5 38.gxf5 exf5 39.♙e1  
♖f6 40.♙e5 ♖h4+ 41.♙g3 ♖f6  
42.♙h1 ♗h7 43.♙e5 ♖g5 44.♖xf5  
♖d2+ 45.♗g3 ♗hf6 46.♙g1 ♙e8  
47.♙e4 ♗e7 48.♖h3 ♙c8 49.♗h4 ♙c1  
50.♖g3 ♙xg1 51.♖xg1 ♗g8 52.♖g3  
♗f7 53.♙g6+ ♗e6 54.♖h3+ ♗d5  
55.♙e4+ ♗xe4 56.fx4+ ♗xe4  
57.♖g4+ ♗d3 58.♖f3+ ♖e3 59.♗g4  
♖xf3+ 60.♗xf3



**60...g6**

Black has a difficult endgame, but Karpov finds a way to rescue himself.

**61.♙d6**

White decides to win the piece, but he will be left with a solitary a-pawn and his bishop has the wrong colour. However, the game is not an automatic draw.

As there is little material on the board, it is difficult to force matters in the bishop versus knight ending. After 61.d5 gxh5 62.d6 ♗c6 63.♙f6 (or 63.♗f4 ♗b8 64.♗f5 ♗c4 65.♗e6 ♗b3 and Black takes the pawns) 63...♗b8 64.♗f4 ♗c4 65.♗e5 a5 66.bxa5 (66.♗e6 axb4 67.axb4 ♗xb4 68.♙d8 ♗c5 69.♙c7 ♗c6 and Black is safe) 66...bxa5 67.♗e6 ♗b5 68.♙d8 ♗c6 69.♙xa5 h4 White cannot win.

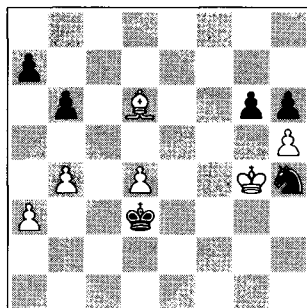
**61...♗f5**

Filip mentions 61...gxh5! which he evaluates as equal. In fact, this would have attained the draw much earlier than the game continuation: 62.♙xe7 ♗xd4 63.♗e2 ♗c4 64.♗d2 ♗b3 65.♗d3 (65.b5 ♗a4 66.♗c2 ♗xb5) 65...b5 66.♗d4 (66.♙c5 ♗xa3) 66...♗xa3 67.♗c5 ♗a4 68.♙d8 h4 and Black exchanges all the white pawns.

**62.♗f4**

After 62.hxg6 ♗h4+ 63.♗g4 ♗xg6 64.♗h5 ♗xd4 65.♗xg6 ♗c4 66.♗xh6 (66.♙b8 ♗b3) 66...♗b3 Black also draws.

**62...♗h4 63.♗g4**



**63...gxh5+ 64.♔xh4 ♕xd4!**

Karpov correctly judged this position as a draw. Anyway, he had little option but to play it.

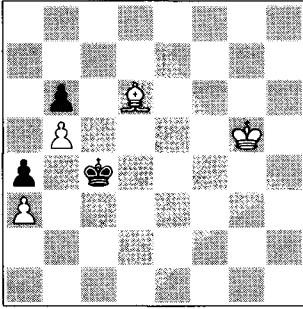
**65.♗b8!**

Otherwise Black gets rid of all the white pawns.

**65...a5 66.♗d6 ♕c4 67.♔xh5 a4 68.♔xh6 ♔b3**

Not 68...b5? which would be going for too much: 69.♔g5 ♔b3 70.♔f5 ♔xa3 71.♔e5 ♔b3 72.♔d5 a3 73.♔c5 and the white king arrives on the queenside in time to force a win.

**69.b5 ♔c4 70.♔g5**



**70...♗xb5**

An interesting twist and one of those miracles of chess. Without both his pawns Black would be able to achieve an elementary draw – without only the b-pawn as well.

**71.♔f5 ♔a6**

After 71...♔c6 72.♔e6 b5 73.♗b4 ♔c7 74.♗e7 ♔c6 75.♗d6 it looks as if Black is in zugzwang, for if he goes to the corner he becomes stalemated and the b-pawn is forced to move, and White wins. Dramatically, 75...b4!! saves the game.

**72.♔e6 ♔a7 73.♔d7 ♔b7 74.♗e7 ♔a7!**

Karpov doesn't move the b-pawn.

**75.♔c7 ♔a8 76.♗d6 ♔a7**

Not 76...b5?? when 77.♗c5 wins.

**77.♔c8 ♔a6**

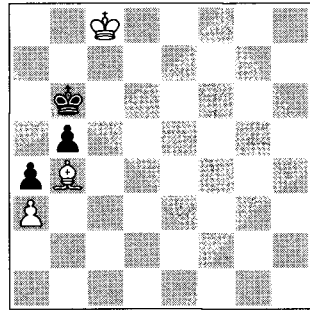
After 77...♔a8? 78.♗b8 b5 79.♔c7 b4 80.axb4 a3 White cannot hold the a-pawn but he can checkmate with the b-pawn.

**78.♔b8 b5 79.♗b4!**

Kortchnoi makes Karpov suffer, stopping the advance of the b-pawn. He can try winning the position for another 50 moves without taking the b5-pawn.

In the event of 79.♗c5 b4 80.♗xb4 ♔b6! Black draws. The other possible king move loses as Black loses the a-pawn without getting back to the corner.

**79...♔b6 80.♔c8**



**80...♔c6!**

The king cannot stay in the corner, as 80...♔a6? leads to 81.♔c7 ♔a7 82.♗c5+ ♔a6 83.♔c6 ♔a5 84.♗e3 ♔a6 85.♗b6 b4 86.axb4 a3 87.b5 mate.

**81.♔d8 ♔d5**

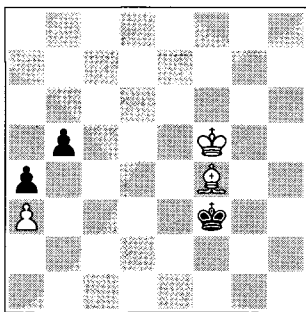
Black has reached a theoretically drawn position. It is, however, not that easy to hold as he cannot allow the king to be driven away.

**82.♔e7 ♔e5 83.♔f7 ♔d5 84.♔f6 ♔d4 85.♔e6 ♔e4 86.♗f8 ♔d4**

87.♖d6 ♔e4 88.♙g7 ♖f4 89.♗e6  
♜f3 90.♗e5 ♜g4 91.♙f6 ♖h5

At this point the game was adjourned for the second time. The Soviets could relax as Averbakh had investigated this endgame back in the mid-1950s. Interestingly, some current computer programs cannot handle the position. Yet...

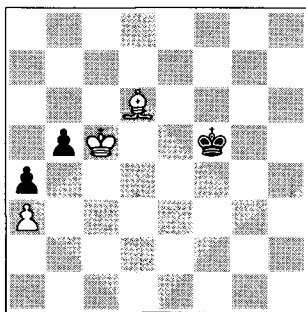
92.♜f5 ♖h6 93.♙d4 ♖h7 94.♜f6  
♖h6 95.♙e3+ ♖h5 96.♜f5 ♖h4  
97.♙d2 ♜g3 98.♙g5 ♜f3 99.♙f4



99...♜g2!

Averbakh had already pointed out in the above-mentioned article that this move leads to a draw.

100.♙d6 ♖f3 101.♙h2 ♜g2 102.♙c7  
♜f3 103.♙d6 ♔e3 104.♜e5 ♜f3  
105.♜d5 ♜g4 106.♜c5 ♜f5



107.♜xb5

Kortchnoi decides not to waste any more time and takes the pawn. From now on things are easier for Black. Yet it is better to know the 'drawing area'. According to Rauzer the king should stay in the a7-b6-c5-d4-e5-f4-g5-h6 zone. He published his analysis back in 1928. Incidentally Timman got a similar type of position against Mestel in London, 1982. Mestel's king was outside the zone and the Dutch grandmaster went on to win. In the beginning his rook pawn was on the second rank, which provides a win if the king doesn't reach the corner. However, matters take a turn – just underlining how interesting chess can be – if White has pawns on both a2 and a3. Once again this helps the weaker side. That is not the end of the twists: if the weaker side has two pawns then it serves the opponent again.

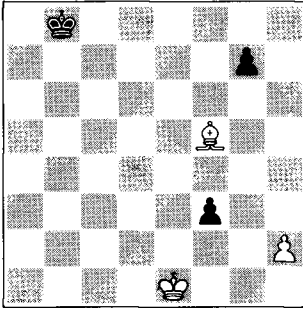
107...♜e6 108.♜c6 ♜f6 109.♜d7 ♜g7  
110.♙e7 ♜g8 111.♜e6 ♜g7 112.♙c5  
♜g8 113.♜f6 ♖h7 114.♜f7 ♖h8  
115.♙d4+ ♖h7 116.♙b2 ♖h6  
117.♜g8 ♖g6 118.♙g7 ♜f5 119.♜f7  
♜g5 120.♙b2 ♖h6 121.♙c1+ ♖h7  
122.♙d2 ♖h8 123.♙c3+ ♖h7  
124.♙g7 1/2-1/2

Kortchnoi decided to draw with a stalemate. Karpov had saved a very important game. Larsen joked that Kortchnoi has a problem pronouncing 'nichya' (it means 'nobody's' as well as 'draw'), that is why he drew in this way. The two adversaries set a record for the longest game ever in a World Championship final.

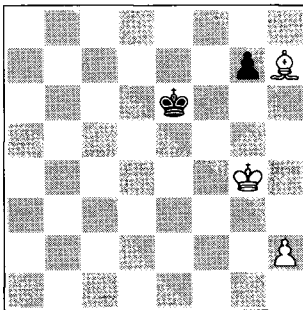
The motif of the wrongly-coloured bishop and the rook pawn has attracted

many composers. Let me show you my own favourite. This example shows where one's own pawn can stop the opponent reaching the corner. The composer is also from the Soviet Union.

Oleg Pervakov, 1989



1.♔f2! ♖c7 2.♗h7!! ♔d6 3.♕xf3 ♖e6  
4.♗g4



4...♔f7! 5.♗g5 g6 6.♗h6 g5 7.h3

And White can soon freely take the pawn.

For a long time I had been wondering about the result of a position with the wrongly-coloured bishop and rook pawn with additional queens. Computer programs gave me the answer: with queens on it's a win unless the stronger side's king is very far away on the other

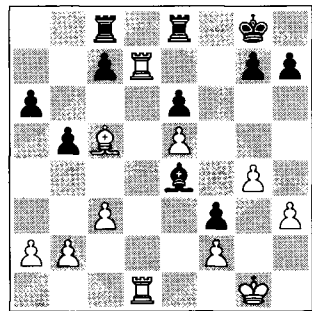
side. With additional rooks it was known to be won, and all endings are winning with an additional knight against bishop of any colour, as well as with additional rightly-coloured bishops.

GAME 56

**Karpov, Anatoly**  
**Kortchnoi, Viktor**

Baguio City World Championship 1978 (14)

1.e4 e5 2.♖f3 ♘c6 3.♗b5 a6 4.♗a4  
♗f6 5.0-0 ♗xe4 6.d4 b5 7.♗b3 d5  
8.dxe5 ♗e6 9.c3 ♗c5 10.♗bd2 0-0  
11.♗c2 ♗f5 12.♗b3 ♗g4 13.h3 ♗h5  
14.g4 ♗g6 15.♗xe4 dxe4 16.♗xc5  
exf3 17.♗f4 ♔xd1 18.♖axd1 ♗d8  
19.♖d7 ♗e6 20.♗xe6 fxe6 21.♗e3  
♖ac8 22.♖fd1 ♗e4 23.♗c5 ♖fe8



24.♖7d4!?

After 24.♗h2 ♗d5 25.b3 a5 26.♖d4  
♗c6 White would have to exchange  
one of his rooks.

24...♗d5?!

Grandmaster Larsen thinks it is quite possible that Kortchnoi had already chosen a losing plan. The recommendation of the great Danish player was to play 24...♗c6!. Then, after 25.h4 a5

26.b3 (in case of 26.♔h2 a4 27.♔g3 ♕d5 Black has nothing to worry about) 26...♞a8 27.♔h2 a4, Black probably holds.

**25.b3 a5 26.♔h2 ♞a8**

If 26...a4 27.c4.

**27.♔g3 ♞a6?!**

This is awkward.

Larsen thinks Black's endgame is tenable after 27...♕c6!. Then, after 28.c4 (or 28.h4 a4 29.b4 ♕d5 30.a3 c6 and White brings a rook to the seventh rank) 28...bxc4 29.bxc4 ♞ab8 30.♕a3 h6, of course Black has to be careful, but he probably holds on.

Kasparov mentions 27...a4, but the former World Champion holds back his opinion on whether Black can hold the position or not. There can follow: 28.c4 bxc4 29.bxc4 ♕c6 and now there are three main options:

A) On 30.a3?, 30...♞a5! wins the e5-pawn;

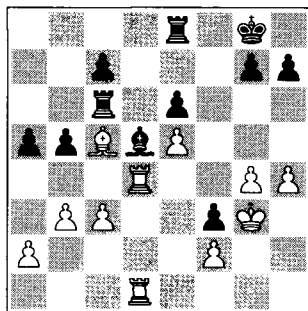
B) 30.♕a3!?. This is Marin's suggestion. He shows that Black cannot release the grip but he is also not sure whether White can win if Black defends passively: 30...♞a5 (30...♞a7!? 31.♔f4 ♔f7 – it is better to be a live chicken than a dead lion, that is the motto of this move) 31.♔f4 h6 (31...♞a7 32.h4 ♔f7 – it is still possible to remain passive) 32.h4 g5+? (32...♞a7!? is ugly but it offers a chance to hold; 32...♔f7 was also possible) 33.hxg5 hxg5+ 34.♔xg5 ♞xe5+ 35.♔f6 ♞e2 36.♞d8 and this wins according to Marin;

C) 30.♕b4. White's idea is to play 31.a3, then h4 h5 and, if Black allows, he pushes the g-pawn all the way to g6. White can follow up with ♞f4 and ♞f7. If Black plays ...g6 himself, then White

switches both rooks to the h-file. Black plays 30...h6 with the idea ...♔h7 to avoid these difficulties, and now 31.a3 ♔h7 32.♔h4 is Bent Larsen's recommendation, in order to mount the pressure. He doesn't guarantee that it will bring about Black's downfall.

**28.h4 ♞c6?**

This is a bad mistake. As White's response is the only move it seems that Viktor had missed Karpov's 33rd move.



**29.♞xd5!**

Nice, and it's not too difficult to see that it's winning.

**29...exd5 30.♞xd5 ♞ce6 31.♕d4 c6 32.♞c5**

The rook is caught in a cage, but White can blow it apart.

**32...♞f8?**

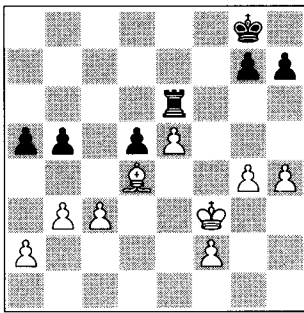
Black defends the f3-pawn instead of exchanging White's very strong rook by 32...♞d8!, which promises a tougher fight. It might even have saved the game against other opponents. Against Karpov the result is less in doubt. According to Kasparov's analysis Black still holds.

The defence of this position is a tremendous task. The position really caught Kasparov's attention and he delves deeply into it. In his analysis one

can see the hands of a genius, he demonstrates many remarkable ideas. However, in the end he made a clearly decisive mistake.

An attempt is made here to improve on Garry's critical line at certain points. The lines are so long that a definitive evaluation is not possible. However, it seems that one of the suggestions is more than just hopeful. If all lines are correct it would have been a nearly impossible task to hold the position over the board without an adjournment. Even if we consider the very special abilities of Karpov's analysis team, it would have been difficult to come with an answer within anything less than 24 hours.

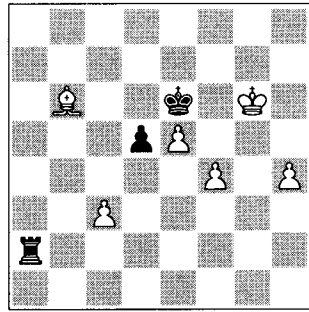
33. ♖xf3 ♔d5! 34. ♖xd5 (34. ♖e4? ♖exe5+) 34...cxd5



analysis diagram

A) 35. ♖e3 h5 (Kasparov gives this move an exclamation mark. Other commentators mention 35...♖h6 followed by 36.h5 g6 and Black is stirring up trouble, e.g. 37. ♖f4 gxh5 38. ♖g5?? h4 and Black wins) 36.gxh5 ♖h6 37. ♖f4 ♖hx5 38. ♖g4 g6 39.a4 bxa4 40.bxa4 ♖f7 41.f4 ♖e6 42. ♖b6 ♖h8 and now:

A1) 43. ♖xa5 ♖a8 44. ♖b6 ♖xa4 45. ♖g5 ♖a2 46. ♖xg6

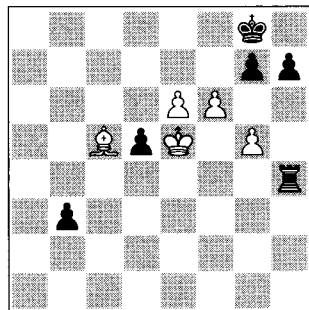


analysis diagram

46...♖g2+ and Black draws because White's king is pushed back to the edge of the board, as Kasparov has pointed out. Without the king, his pawns cannot march;

A2) 43. ♖g5 (White cannot push his pawns in a constructive way) 43...♖h5+ 44. ♖xg6 ♖hx4 45.f5+ ♖xe5 46. ♖c7+ ♖e4 47.f6 ♖g4+ 48. ♖h5 ♖g1 49.f7 ♖f1 50. ♖g6 d4 and Black holds as White's bishop is of the wrong colour;

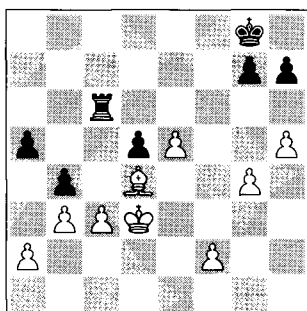
B) 35. ♖g3. Kasparov shows with an impressive line how Black draws here as well: 35...b4! 36.f4 ♖c6 37.cxb4 axb4 38.f5 ♖c2 39.e6 ♖xa2 (Black's counterplay comes in time to save the game) 40. ♖f3! ♖a3 41. ♖f4 ♖xb3 42.g5 ♖h3 43. ♖c5 ♖hx4+ 44. ♖e5 b3 45.f6



analysis diagram

45...♖e4+ (45...gxf6+? 46.gxf6 ♖e4+ loses to 47.♔f5) 46.♕xd5 gxf6 47.gxf6 ♖f4. As a reward for his accurate play Black can give up his rook for the pawns and draw;

C) 35.h5 b4 36.♔e3 (White brings on the king to stop the rook operations on the queenside) 36...♖c6 37.♕d3

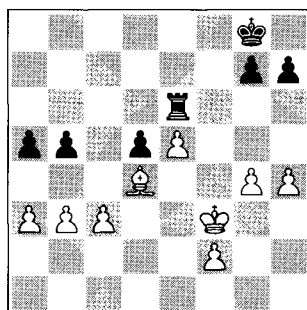


analysis diagram

37...g6! (as the White king has left the area, Black acts before the white pawns start to roll) 38.hxg6 ♖xg6 39.f3 ♔f7 40.cxb4 axb4 41.♙c5 ♖a6 42.♔d4 (42...♙xb4 ♖xa2 43.♙d6 ♖f2 44.♔e3 ♖f1 45.b4 d4+ 46.♕xd4 ♖xf3 47.b5 ♔e6 48.b6 ♖b3 and Black holds again) 42...♖xa2 43.♕xd5 ♖d2+ 44.♙d4 ♖d3 45.f4 ♖xb3 46.e6+ ♔e8 47.f5 ♖d3 48.♔e4 ♖g3 49.♔f4 ♖d3. The rook denies White the time to push the f-pawn. Kasparov has found a great role for this rook to play;

D) 35.a3!. This subtle move is Larsen's suggestion. He published his book on the Baguio World Championship match just a few weeks after it had ended. Naturally it is quite possible that Karpov saw this possibility during the game. Karpov's main tactics during the match were to play fast and bring the

creative Kortchnoi into time-trouble. He won a few games because of Viktor's time-trouble, but he spoiled some wins as well.



analysis diagram

D1) If 35...g6 36.♕g3 (with 36.h5 ♔f7 37.♔f4 White advances his pawn roller and wins according to the Dane. But with 37...h6 it looks as if Black can hold on the kingside) 36...h5 (36...♖e8 37.f4 ♖f8 38.h5 wins for White according to Kasparov) 37.f4 hxg4 38.♕xg4 ♔f7 39.♔g5 (after 39.h5 gxh5+ 40.♔xh5, cutting off the king with 40...♖g6 saves Black) 39...♖e8 40.f5 gxf5 41.♔xf5 ♖e6 42.♙e3 ♖c6 43.♙d2 b4 44.axb4 axb4 45.cxb4 ♖c2 46.e6+ wins as Kasparov has pointed out;

D2) 35...♖c6!!. Only Kasparov mentions this subtle rook move, with which Black looks for counterplay at once. He first shows three winning attempts as well as the remedy to each of them:

D21) Firstly, with 36.b4 White can stop Black's pressure on the c-pawn, but this does allow pressure on the a-pawn: 36...axb4 37.axb4 ♔f7.

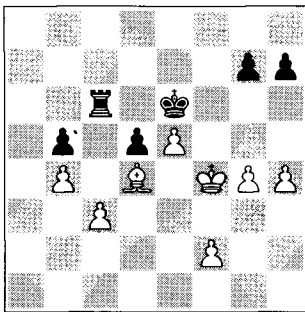
White would now like to push his pawns. With 38.♔f4 he could try to

invade the kingside with his king. 38...h6! is the way to stop this invasion (38...♖a6 39.♔f5 g6+ 40.♔g5 ♖a1 41.f4 ♖f1 42.f5 gxf5 43.gxf5 h6+ 44.♔g4 is winning for White, according to Kasparov): 39.h5 g6 40.hxg6+ ♖xg6 41.♔f5 ♖g5+ and Black holds.

Therefore the right continuation is 38.♔g3 ♔e6 and now:

D211) 39.f4 (White would like to play f4-f5, but Black can prevent this and hold) 39...g6 40.h5 ♖a6 41.♔h4 ♖a2 42.♔g5 ♖g2. Kasparov shows how the active rook can save Black with this pin;

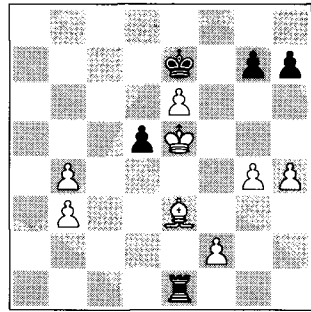
D212) 39.♔f4, combining these two plans, creates a different situation.



analysis diagram

39...♖c7! (alternatives are: 39...♖c8 40.♔g5 (40.♔c5!?) 40...♖f8 41.h5 ♖f3 and Black prevents the pawn march, or 39...h6 40.h5 ♖a6 41.♔g3 ♖a2 42.f4 ♔f7 43.f5 ♖e2 44.e6+ and Black still probably draws; however, White has created some chances. He can contemplate playing g4-g5 and ♔g4) 40.h5 ♖f7+! (in case of 40...h6 41.♔e3, the white pawns are free to go – bad news for Black) 41.♔g3 g5 and Black successfully blocks the kingside.

D22) Secondly, after 36.♔g3 Kasparov shows that White has no time to carry out f2-f4 and e5-e6: 36...b4 37.axb4 axb4 38.cxb4 ♖c1! 39.e6 ♖e1 40.♔e3 ♔f8 41.♔f4 ♔e7 42.♔e5



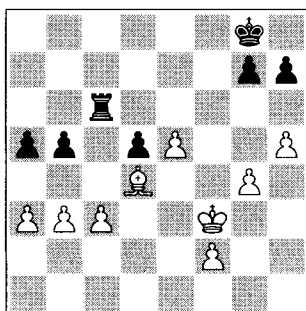
analysis diagram

42...d4 43.♔xd4 ♔xe6 and Black is in no danger of losing despite the fact that White has three pawns for the exchange. Black's rook activity is adequate compensation;

D23) Thirdly, 36.♔f4. Garry does not run out of winning attempts, but his active employment of the rook saves Black again: 36...♔f7 (36...h6? 37.h5!) 37.♔f5 g6+ 38.♔g5 b4! 39.cxb4 axb4 40.axb4 ♖c1 41.b5 (41.f4 ♖d1! 42.♔c5 d4 43.f5 gxf5 44.gxf5 h6+! 45.♔f4 d3 46.e6+ ♔e8 47.♔e3 d2 and Black captures one of the connected passed pawns, which is enough) 41...♖b1 42.f4 ♖xb3 43.f5 ♖xb5 44.e6+ ♔e7 45.h5 (45.♔h6 gxf5 46.gxf5 ♖b3 47.♔xh7 ♖g3=) 45...gxf5 46.gxf5 ♖a5 47.♔f6+ ♔e8 48.♔g7 d4. This is the most elegant draw amongst Black's options.

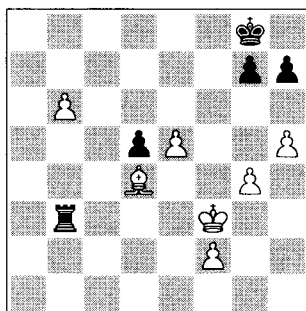
Next, Kasparov gives the fourth, and winning, alternative:

D24) 36.h5!!



analysis diagram

It is worth checking if Black can follow the same course as in the second option above (line D22 with 36.♔g3). So 36...b4 37.axb4 axb4 38.cxb4 ♖c1 39.b5! (in case of 39.e6 Black draws like in the 36.♔g3 line, as it makes no difference whether the king stands on g3 or f3) 39...♜b1 40.b6 ♜xb3+

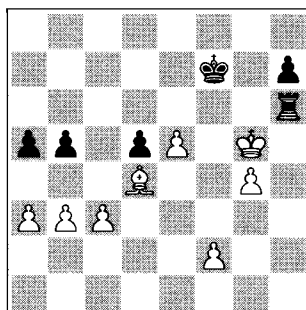


analysis diagram

41.♕e2! (this move changes the picture completely compared with the 36.♔g3 line) 41...g5 42.hxg6 hxg6 43.f4 ♕f7 (Black misses just one tempo) 44.f5 with decent winning chances.

Therefore Black's main defence would be 36...♕f7 37.♔g3 and now in the event of 37...g5, after 38.hxg6+ ♜xg6

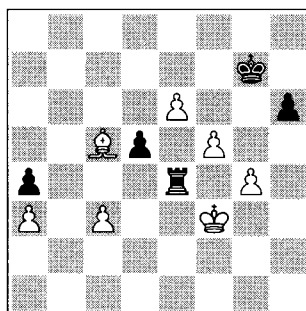
(in case of 38...hxg6 39.f4 ♕e6 40.♔h4 ♜c8 41.♕g5 ♜g8 Black is again short of one move: 42.a4! fixes the a5-pawn in time: 42...bxa4 43.bxa4 ♕e7 44.♗b6 ♕f7 45.♗xa5 ♜a8 46.♗b6 ♜xa4 47.f5 gxf5 48.gxf5 ♜c4 49.♗d4 and White wins) 39.♔h4 (39.f4 h5) 39...♜h6+ 40.♕g5



analysis diagram

A) 40...♜g6+ 41.♔h5 ♜g8 (41...h6 42.f4) 42.f4 b4 43.axb4 axb4 44.cxb4 ♜b8 45.f5 ♜xb4 46.e6+ ♕e8 (if 46...♔g8, 47.♗c5 ♜xb3 48.f6 wins) 47.♗c5 ♜e4 48.♔h6 d4 49.f6! ♜xe6 50.♔g7 spells the end for Black;

B) 40...♜h1 41.f4 a4 42.bxa4 bxa4 43.f5 h6+ 44.♔f4 ♜e1 45.e6+ ♕f8 46.♔g3 ♜e2 (46...♜e4 loses to 47.♔f3 ♜e1 48.♗e3 ♔g7 49.♔f2 ♜b1 50.♗d4+) 47.♔f3 ♜e4 48.♗c5+ ♔g7

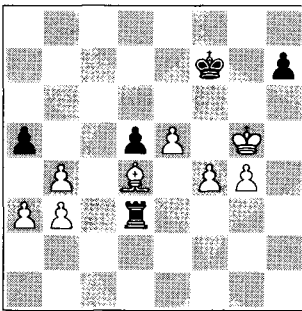


analysis diagram

49. ♖e7 ♜e1 and White's f-pawn grows too strong;

C) 40... ♜h3 (an interesting moment. This time the activation comes too late) 41.f4 b4 42.cxb4!! (this does not give Black time to activate the rook. The prosaic 42.axb4 may work as well: 42...axb4 43.cxb4 ♜d3 (43... ♜xb3 loses to 44.♖f5 ♜xb4 45.e6+ ♖e8 46.♖e5) 44.♖c5 ♖e6 45.b5! (45.♖d6 d4 46.f5+ ♖d5 47.♖f6 and in this extremely unusual situation the position may well be balanced) 45... ♜xb3 46.b6 d4 47.♖xd4 ♖d5 48.♖f2 ♜b2 (the rook harasses the bishop) 49.f5! (this still looks winning) 49...♖xe5 50.♖g3+ ♖d5 51.♖c7 ♖c6 52.♖h6 and White wins) and now 42...h6+ 43.♖f5 ♜xb3 44.e6+ ♖e8 45.♖e5 wins for White.

Alternatively, 42... ♜d3

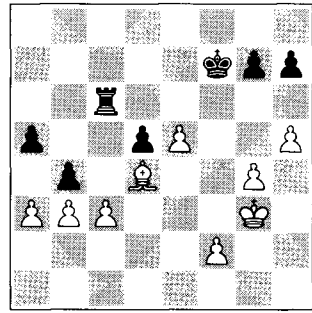


analysis diagram

43.bxa5!! ♜xd4 44.a6 – it is difficult to recall another game where pawns dominate a rook like this.

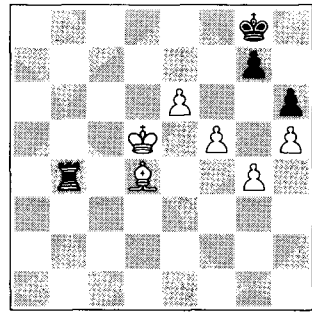
Finally, 42...axb4 43.f5! ♜d3 (43...bxa3 44.e6+ ♖e8 45.f6 ♜f3 46.♖c5) 44.e6+ ♖g8 45.♖c5 bxa3 46.f6 spells the end.

Black's alternative to 37...g5 is 37...b4.



analysis diagram

38.axb4 axb4 39.cxb4 ♜c1 40.f4 ♜b1? (this is the line Kasparov has examined thoroughly) 41.f5 ♜xb3+ 42.♖f4 ♜xb4 43.e6+ ♖g8 44.♖e5 h6 45.♖xd5



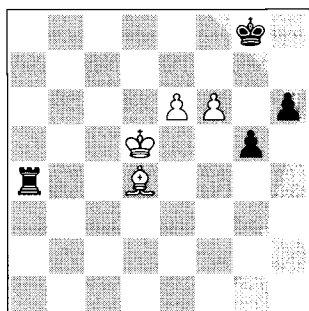
analysis diagram

A) 45... ♜b8 46.♖c5 (46.g5!?. does the trick as well) 46... ♜d8+ 47.♖c6 ♜d1 48.♖d6 ♜a1 49.♖d7 ♜a7+ 50.♖c7 ♜a8 51.g5 hxg5 52.h6 g4 53.hxg7 ♖xg7 54.♖e5+ wins for White, as Kasparov has pointed out;

B) 45... ♜b3 (this is the only square that Black can use to go after the g-pawn) 46.g5! (46.e7 ♖f7 47.♖xg7 ♖xe7 48.♖xh6 ♜b4 49.g5 ♜b5+ 50.♖e4 ♜b4+ 51.♖e3 ♜b5 52.f6+ ♖e6 may be a draw because of White's very passive bishop) 46...hxg5 47.h6 gxh6 48.f6 ♜b7 49.♖c5 (this is the

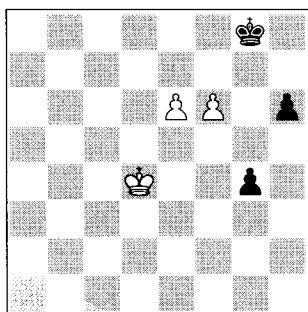
most accurate win. The white king has to go to g6) 49...g4 (49...♖h7 50.♔e4) 50.♔e4! g3 (50...♖c7 51.♗d6) 51.♔f5 ♖c7 52.♗e3! and the king reaches g6 safely;

C) 45...♖a4. Black tries to pin the bishop, but... 46.g5! (this breakthrough finally subdues Black) 46...hxg5 47.h6 gxh6 48.f6



analysis diagram

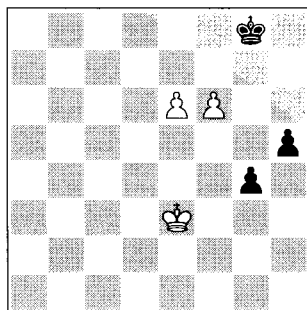
48...♖xd4+. Was it possible that Kasparov had found a new motif when he wrote that this sacrifice saves Black? When I checked with the computer it turned out he had not: 49.♔xd4 g4 (after 49...h5 50.♔d5 White is faster)



analysis diagram

C1) Kasparov analyses only 50.♔e5?. This move is a mistake: 50...g3 51.f7+ ♔g7 52.♔d6 g2 53.♔e7 g1♚

54.f8♚+ ♔h7 and Black should be able to hold this unpleasant ending; C2) 50.♔e3 (the least convincing winning move; Black reaches a lost queen ending) 50...h5

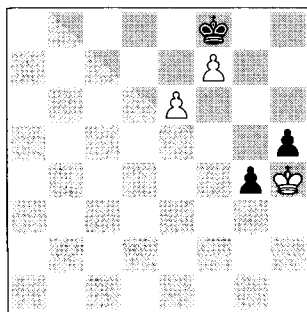


analysis diagram

51.e7! (now this is the only move; Black must be prevented from reaching f8) 51...♔f7 52.♔f4! ♔e8! 53.♔e5 ♔d7 54.♔f5 g3 (54...♔e8 55.♔e6) 55.♔g6 g2 56.♔f7 g1♚ 57.e8♚+ and the queen ending is lost;

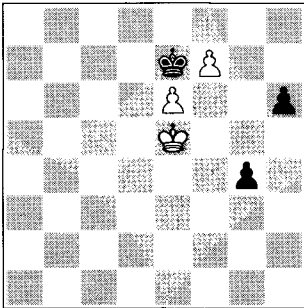
C3) 50.♔e4! is the simplest solution. The white king runs to help the pawn without hesitation: 50...h5 51.♔f5 ♔f8 (51...g3 52.♔g6 g2 53.f7+) 52.♔g6 g3 53.f7 and it is all over;

C4) 50.f7+! (this is the nicest and the most instructive win) 50...♔f8 (Black's best try. After 50...♔g7 51.♔e4 h5 52.♔f4 ♔f8 53.♔g5 ♔g7 54.♔h4 ♔f8



analysis diagram

55. ♖xh5! g3 56. ♖g6 g2 57. ♖f6 g1 ♔  
 58.e7 he gets checkmated) 51. ♖e5!  
 ♖e7

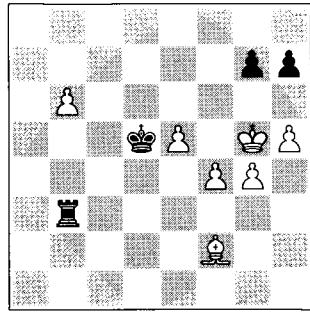


analysis diagram

52. ♖e4! (the final move of the triangulation brings Black into zugzwang. White has no other win) 52...h5 53. ♖f4 (this is a mutual zugzwang) 53...♖f8 54. ♖g5 ♖e7 55. ♖h4 ♖f8 56. ♖xh5 wins.

Instead of 40...♖b1, 40...♖d1!? is a last attempt to save Black. This position may well be extremely important for the assessment of Black's entire defensive plan starting on move 32 in our analysis.

According to my analyses Black can hold with this move: 41. ♖c5 ♖d3+ 42. ♖h4 (in case of 42. ♖f2 ♖e6 43. ♖d6 g6 44. ♖e2 ♖xb3 Black is safe) 42...♖e6 43.b5 (43. ♖g5 d4 44.b5 ♖xb3 45. ♖xd4 ♖xb5 46.h6 g6 47.f5+ gxf5 48.gxf5+ ♖d5 and Black keeps attacking the bishop; or 43. ♖f8 ♖xb3 44. ♖xg7 ♖f7 and the position is probably equal) 43...♖xb3 44.b6 d4 (44...h6 45. ♖d4 ♖f7 46.f5 ♖g8 47.e6 ♖b4 48. ♖c5 ♖b5 49. ♖f2 ♖b4 and Black resists) 45. ♖xd4 ♖d5 46. ♖g1 ♖b1 47. ♖f2 ♖b3 48. ♖g5



analysis diagram

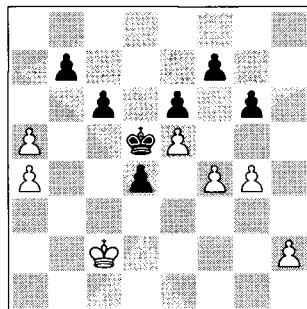
48...♖b2. It looks as though Black draws despite the considerable material deficit.

I expect there will be further developments in the understanding of this fascinating endgame. The foundation was laid by Bent Larsen, it was enriched by Karpov and Marin and topped by a huge contribution from Kasparov. To wager on an objective evaluation would be difficult, but it appears to be a draw.

Finally, let me show you my favourite study with this motif. The build-up to the climax is equally attractive. The name of the author as well as the source suggests he was a Hungarian.

### I. Denes

Magyar Sakkvilág 1930



**1.h4**

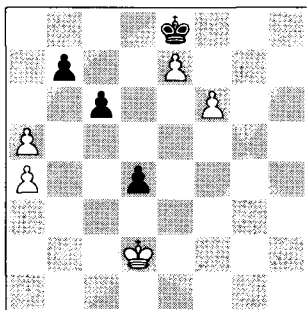
White creates a passed pawn.

**1...♖e4 2.h5 gxh5 3.gxh5 ♕f5 4.♖d2!**

White wants to arrive at e3 at exactly the right time.

**4...c5**

Black cannot break the grip of White's pawns with 4...f6 5.h6 ♖g6 because of the breakthrough 6.f5+! ♖xh6 7.fxe6 ♖g6 8.e7 ♖f7 9.fxe6 ♖e8



10.♖c2! (White intentionally loses the right to move) 10...c5 11.♖d3 ♖d7 12.♖c4 (Black is in zugzwang) 12...♖e8 13.♖xc5 d3 14.♖d6 and White wins.

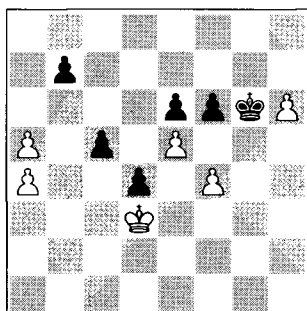
**5.♖d3**

The c-pawn cannot be stopped on the fifth rank.

**5...f6**

Black has no other move.

**6.h6 ♖g6**

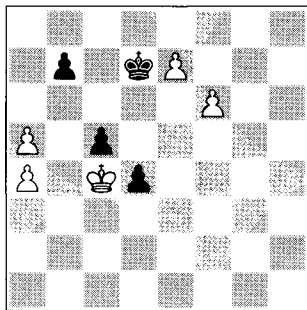


**7.f5+! ♖xh6 8.fxe6 ♖g6 9.e7 ♖f7**

Black seems to stabilize his position.

**10.fxe6 ♖e8 11.♖c4 ♖d7**

Now it looks as if White is in zugzwang.



**12.a6!**

However, he loses the right of move by sacrificing a pawn.

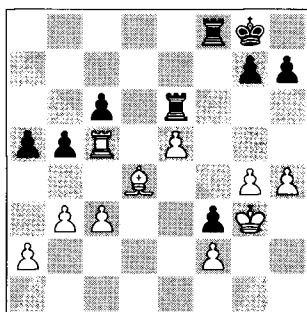
**12...bxa6 13.a5**

Thanks to the twofold tempo loss, it is Black who is in zugzwang.

**13...♖e8 14.♖xc5 d3 15.♖d6**

White wins.

Returning to the game.



**33.a4!**

White wins the second pawn and keeps all the positive elements of his position.

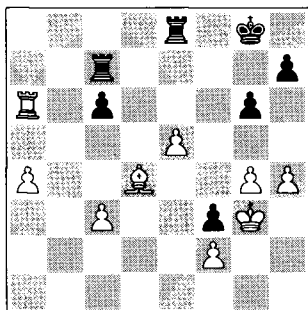
**33...bxa4 34.bxa4 g6**

If 34...♖a8 35.♔xf3.

**35.♖xa5 ♖ee8 36.♖a7 ♖f7 37.♖a6!**

With the help of a small finesse White improves his bishop. Not 37.♖xf7?, which would help Black's king: 37...♔xf7 38.a5 ♔e6 and Black has become active.

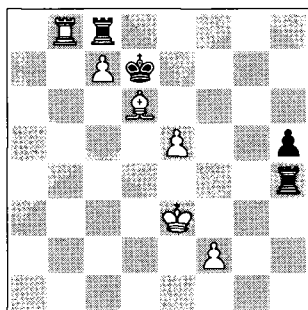
**37...♖c7**



**38.♔c5! ♖cc8 39.♔d6 ♖a8 40.♖xc6 ♖xa4 41.♔xf3 h5**

At this point the game was adjourned. Kortchnoi had no real hope of survival.

**42.gxh5 gxh5 43.c4 ♖a2 44.♖b6 ♔f7 45.c5 ♖a4 46.c6 ♔e6 47.c7 ♔d7 48.♖b8 ♖c8 49.♔e3 ♖xh4**



**50.e6+**

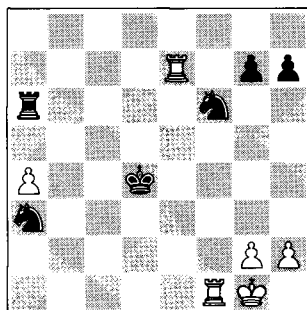
Kortchnoi resigned on account of 50...♔xe6 51.♔g3! or 50...♔xd6 51.♖xc8 ♖c4 52.♖d8+ ♔xc7 53.e7.

## GAME 57

**Kortchnoi, Viktor  
Karpov, Anatoly**

Baguio City World Championship 1978 (17)

**1.c4 ♖f6 2.♔c3 e6 3.d4 ♖b4 4.e3 0-0  
5.♔d3 c5 6.d5 b5 7.dxe6 fxe6 8.cxb5  
a6 9.♔e2 d5 10.0-0 e5 11.a3 axb5  
12.♔xb5 ♔xc3 13.bxc3 ♔a6 14.♖b1  
♖d6 15.c4 d4 16.♔g3 ♔c6 17.a4 ♔a5  
18.♖d3 ♖e6 19.exd4 cxd4 20.c5  
♖fc8 21.f4 ♖xc5 22.♔xa6 ♖xa6  
23.♖xa6 ♖xa6 24.♔a3 ♖d5 25.♔f5  
♔f7 26.fxe5 ♖xe5 27.♖b5 ♔c4  
28.♖b7+ ♔e6 29.♔xd4+ ♔d5 30.♔f3  
♔xa3 31.♔xe5 ♔xe5 32.♖e7+ ♔d4**



**33.♖xg7?!**

The king could have been driven far away with 33.♖d1+ ♔c3 34.♖c7+ ♔b3 35.♖xg7 ♖xa4 (with 35...♔xa4 Black probably draws, but it is quite a task) 36.♖f7 ♖a6 37.♖f1 ♔d5 38.♖xh7 and Black's pieces should be able to get back in time to the kingside to draw.

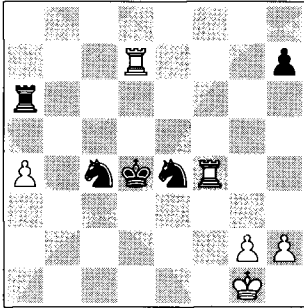
Kasparov shows that the best move is 33.♖f4+! (holding on to the a-pawn for a while is more important than driving the king away) 33...♔c5 34.♖xg7 and according to Kasparov, White has chances to win.

**33...♖c4 34.♜f4+ ♘e4**

After 34...♗d3 35.h3! ♘e3 36.a5 ♘fd5 37.♞a4, again according to Kasparov, the draw is still a long way off.

**35.♞d7+**

Not 35.♞xh7!? ♞xa4 36.♞e7 ♞a1+ 37.♞f1 ♞a2 and Black probably draws.

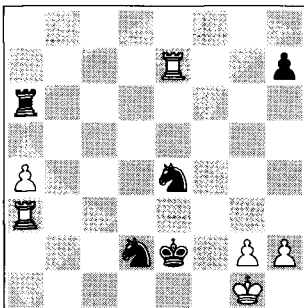


**35...♙e3!**

Karpov has attacking ideas on his mind. After 35...♙e3 36.g3 (in case of 36.♞h4 ♘cd6 Black is safe) 36...♘cd6 37.♞xh7 ♞xa4 38.♞e7+ ♗d5 39.g4 Black probably holds.

**36.♜f3+ ♙e2 37.♞xh7**

Kasparov shows that Kortchnoi still had a reasonable chance to play for a win with 37.♞e7! ♘d2 38.♞a3



38...♞a5! (Black will have more problems if White can push the pawn to a5) 39.♞a2 ♙d1 40.♞xh7 ♘c3! – Black

will escape, but only with the aid of consistently good moves.

**37...♘cd2**

After 37...♞xa4 Black draws as well.

**38.♞a3**

Kasparov suggests that 38.♞ff7 would really have made Black work for the draw: 38...♞xa4 (38...♞c6 39.♞c7) 39.h4.

**38...♞c6!**

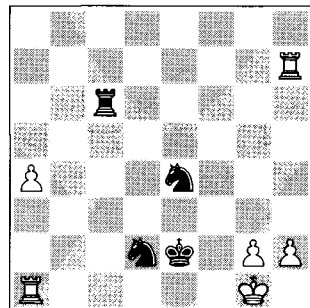
With one move Karpov sets up two different checkmates.

**39.♞a1??**

Kortchnoi prevents the obvious one, but misses the other. Creating a *luft* with 39.h4?? does not help: 39...♞c1+ 40.♙h2 ♘f1+ 41.♙h1 ♘fg3+ 42.♙h2 ♞h1 mate. White has to free the g2-square for the king to avoid checkmate:

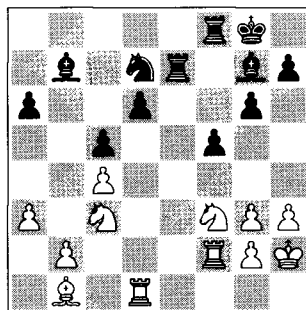
A) 39.g4 ♘f3+ 40.♙g2 ♘e1+ 41.♙g1 ♞c1 42.♞a2+! and White escapes;

B) With 39.g3! ♘f3+ 40.♙g2 ♘e1+ 41.♙h1 White can still try; 41...♞f6! 42.h4 (White has a perpetual with 42.♞a2+) 42...♘f2+ 43.♙g1 ♘f3+ 44.♙g2 (44.♞xf3 ♙xf3 gives White no real winning chances) 44...♘e1+ and this time it is Black who holds the perpetual.



**39...♘f3+!!**

White resigned. Black traps the king in the corner with this beautiful tactical shot. Kortchnoi paid a high price for getting himself caught into zugzwang. There could have followed: 40.gxf3 (40.♖h1 ♖f2 mate would hasten the end) 40...♗g6+ 41.♖h1 ♖f2 mate.

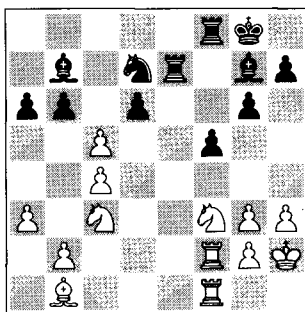


## GAME 58

**Spassky, Boris**  
**Karpov, Anatoly**

Montreal 1979 (13)

1.d4 ♖f6 2.c4 e6 3.♘f3 b6 4.♙f4 ♙b7  
5.e3 ♙e7 6.♘c3 ♘h5 7.♙g3 d6  
8.♙d3 ♘d7 9.0-0 g6 10.h3 ♘xg3  
11.fxg3 0-0 12.♖c1 ♙f6 13.♖c2 ♙g7  
14.♖cf2 ♖e7 15.♙h2 a6 16.♖e2  
♗ae8 17.♙b1 c6 18.a3 f5 19.e4 c5  
20.exf5 exf5 21.♖xe7 ♗xe7 22.dxc5

**22...bxc5!**

A surprising recapture. But it has its logic. It fixes c4 and opens the b-file. As the b1-bishop is restricted, Black hopes to get some play. On 22...♘xc5 White would play 23.♘d5 ♙xd5 24.cxd5.

**23.♗d1**

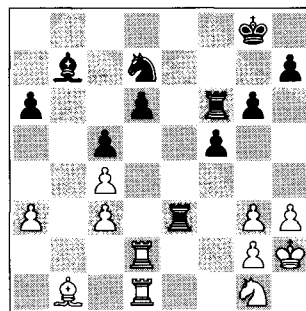
In case of 23.♘d5 ♙xd5 24.cxd5 ♖b8 Black's play on the b-file wins the b2-pawn.

**23...♙xc3!**

This is another subtle move that gives up the strong bishop. Why? Karpov transfers from one advantage into a different one. Black removes an enemy piece so that he can invade. In addition he saddles White up with doubled pawns.

**24.bxc3 ♖f6 25.♗fd2 ♗e3! 26.♙g1**

White's minor pieces are impotent. Not 26.♗xd6? ♗xd6 27.♗xd6 ♙xf3 28.gxf3 (28.♗xd7 ♗e2 wins) 28...♘e5 and Black is winning. After all these exchanges the pitiful role of the b1-bishop can be felt.

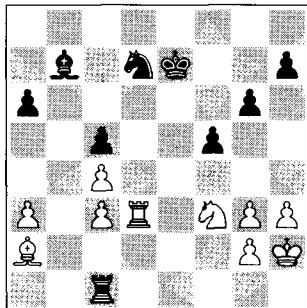
**26...♙f7!**

Karpov chooses the best moment to centralize his king.

**27.♗xd6 ♗xd6 28.♗xd6 ♙e7 29.♗d3 ♗e1 30.♙a2 ♖c1!**

This pins the white rook down to the defence of the c-pawn and threatens to kill White on the second rank.

31. ♖f3



31... ♙xf3!

The fewer pieces on the board, the greater the difference between the knight and bishop.

32. ♖xf3 ♘e5 33. ♖e3 ♙f6 34. ♙b3 a5

Spassky is in zugzwang.

35. ♙a4

Giving up a pawn, but it doesn't help. After 35. a4 h6 36. ♙a2 ♖c2 37. ♙b3 ♖b2 (37... ♖d2 paralyzes White as well) 38. ♙d1 ♖b1 39. ♙c2 ♖c1 40. ♙b3 g5 White is in deep trouble.

35... ♘xc4

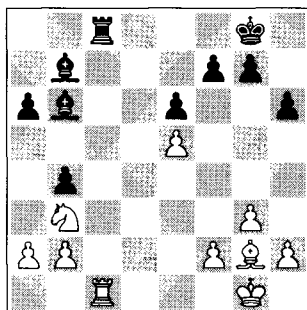
Karpov starts collecting the pawns. Black is lost.

36. ♖e8 ♖xc3 37. ♖c8 ♘e3

A perfect location for the knight to attack g2 and to escort the c-pawn on its march.

38. ♙b5 c4 39. ♙g1 ♖c2 40. ♙c6 c3  
41. ♙f3 g5 42. g4 f4 0-1

11. ♖c1 b4 12. ♙g5 h6 13. ♙xf6 ♙xf6  
14. ♖bd2 ♙d5 15. ♖c2 ♘d7 16. e4  
♙b7 17. ♖fd1 ♙e7 18. ♖c4 c5 19. dxc5  
♖c7 20. ♖xd7 ♖xd7 21. ♖b6 ♖b5  
22. ♘xa8 ♖xa8 23. ♖c1 ♖c8 24. ♖d4  
♖xc5 25. ♖xc5 ♙xc5 26. ♖b3 ♙b6  
27. e5



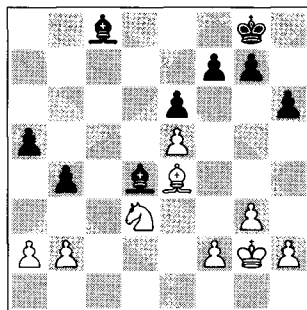
27... ♖xc1+!

Karpov saves the bishop pair.

28. ♖xc1 ♙c8! 29. ♙e4

If 29. ♙f1 a5.

29... a5 30. ♙g2 ♙d4 31. ♖d3



31... f5!

Karpov now opens up the position, reducing the chances of having to face a solid fortress. Interestingly, with 31... ♙a6?! 32. b3 ♙xd3? 33. ♙xd3 ♙xe5 Black would win a pawn but not the game.

32. exf6

GAME 59

Sosonko, Genna

Karpov, Anatoly

Waddinxveen 1979 (1)

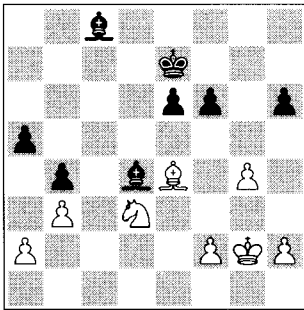
1. d4 ♖f6 2. c4 e6 3. g3 d5 4. ♙g2 ♙e7  
5. ♖f3 0-0 6. 0-0 dxc4 7. ♖c2 a6  
8. ♖xc4 b5 9. ♖c2 ♙b7 10. ♙d2 ♙e4

White cannot give up a pawn with 32.♙f3 to reach an opposite-coloured bishop ending because 32...♙a6 33.♙e2 ♙xb2! wins.

**32...gxf6 33.g4 ♖f8**

Karpov probably intentionally removes his king from the colour of the white bishop. In this case it makes no difference.

**34.b3 ♗e7**



**35.♗g3?!**

The king aims for f4, hoping to tie Black's hands, but fails to achieve this.

A) With 35.♖f3 White could have tried to transfer the king to e2 as Matanovic has recommended. 35...f5!? denies him this opportunity. 36.gxf5 exf5 37.♙a8 ♙a6 38.♗f4 (38.♖e2 ♙xf2!) 38...♗d6 and Black is still much better;

B) With 35.f4!? White could have removed the f-pawn first and only then moved to e2 with the king. This was his best chance. White may survive 35...♗d6 36.♖f3 e5 37.h4 ♙e6 38.fxe5+ fxe5 39.g5 hxg5 40.hxg5 ♙c3 41.g6, and in the event of 35...f5 36.gxf5 exf5 37.♙f3 ♙a6 (after 37...♗d6 38.♖f1 ♙a6 39.♖e2 White has a kind of fortress) 38.♗f2 ♗d6 39.♙d1 ♙e3 (in case of 39...♙b2

40.♙c2 ♙c8 41.♖f3 it requires an all-out effort to squeeze a win out of it. In fact, White just might hold) 40.♖f3 ♙c1 41.♙c2 White still resists.

**35...♗d6 36.♖f4 ♙d7 37.h3?!**

After 37.h4 ♙c3 38.h5 e5+ 39.♖g3 ♙e6 40.♗c1 (40.♖f3 a4) 40...♙d2 41.♗d3 a4 42.bxa4 ♙xa2 43.a5 ♙c4 White is struggling on.

**37...♙b5 38.f3?!**

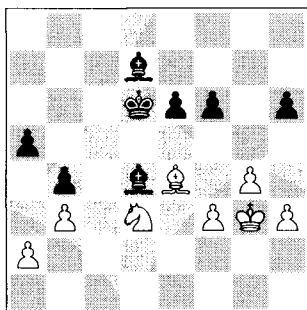
White doesn't know what to do. It is very hard to defend such passive positions. Matanovic prefers 38.♖f3.

**38...♙d7 39.♖g3?**

Sosonko probably anticipated ...e5, ...♙e6, ...♙c3, with ...a4 to come, and voluntarily steps out of the check.

39.h4 would have been useful in case a pawn race should occur. The direct attempt to obtain an advantage with 39...e5+ is not convincing: 40.♖g3 ♙e6 41.f4 ♙c3 (41...exf4+ 42.♗xf4 ♙g8 43.♙b1 and White's position is solid) 42.fxe5+ fxe5 43.g5 (it is better to push the pawn quickly, keeping Black occupied) 43...hxg5 44.hxg5 a4 45.bxa4 ♙xa2 46.g6 (46.a5 ♙c4) 46...♖e7 47.a5 ♙c4. Here, Black has an advantage; however, there are very few pawns left on the board. That provides White with a realistic chance to hold.

With 39...♙c3 Black could postpone his action and play for ...f5, for example 40.♙h7 (40.♙b7 ♙d2+ 41.♖g3 f5 and Black is somewhat better) 40...♙d2+ 41.♖g3 ♖d5 42.♖f2 ♙b5 (the direct invasion with 42...♖d4 can be met by 43.♖e2 ♖c3 (43...♙c3 44.♗f4) 44.♗c5 ♙b5+ 45.♙d3 ♙xd3+ 46.♗xd3 e5 47.♗c5 ♙f4 48.♗b7 and White is still in the game) 43.♖e2 ♙f4 and White has to suffer.



**39...f5!**

Karpov invades from another angle.

**40.gxf5 exf5 41...b7 b5 42. d1 e1**

After 42. d1f4 e5 the pin wins.

**42...e3 43. c2** **0-1**

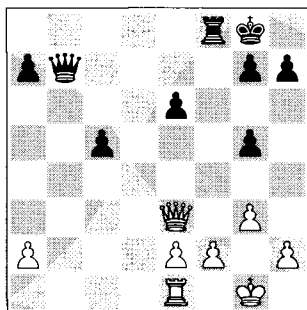
43...e3d3 may have been Karpov's sealed move. After 44. d1e3 e1b1 45. d1c4+ e1c5 wins.

GAME 60

**Karpov, Anatoly  
Hort, Vlastimil**

Waddinxveen 1979 (6)

**1.c4 d1f6 2. d1f3 e6 3. d1c3 c5 4.g3 b6  
5. e2 g2 b7 6.0-0 d5 7.cxd5 d1xd5 8.d4  
d1xc3 9.bxc3 d1d7 10. e1 e1 cxd4  
11.cxd4 e1b4 12. e2 g5 f6 13. e1d2 e1xd2  
14. e1xd2 e1c8 15. e1d3 e1e7 16. e1ac1  
0-0 17. d1g5 f1g5 18. e1xb7 d1c5 19.dxc5  
e1xb7 20. e1e3 e1xc5 21. e1xc5 bxc5**



**22. e1c1! e1d5**

Understandably, the Czech-born grandmaster wants to remove Karpov's only queenside pawn.

A) The most natural defence 22...e1c8? would have failed because of the weak back rank: 23. e1xe6+ e1h8 24. e1xc5! and White chops off the pawn;

B) Protecting the pawn from the side with 22...e1f5 would have led to 23. e1xe6+ e1f7 24. e1c8+ e1f8 25. e1xf8+ e1xf8 26. e4 e1e5 27. e1c4 (27.f3 e1e7) 27...e1e7 (it seems that 27...g4!? is the simplest) 28.f4 gxf4 29.gxf4 e1h5 30. e1g2 e1d6 31. e1a4 e1c6 32. e1xa7 g6 and according to Timman Black has reasonable drawing chances;

C) A third option, 22...e1d7!?, has not been considered before. It is slightly passive, but keeping both heavy pieces on the board makes it very hard for White to use his king. That will become a key factor in the game. After 23. e1xc5 h6 24. e1a5 e1f7 White is better, but it looks really hard to use the king even for a 'wizard with monarchs' like Karpov. Black should hold.

In the event of 23. e1xg5 Black has a choice:

C1) 23...e1c8?! 24. e1xc5 e1xc5 25. e1xc5 e1d1+ 26. e1g2 e1xe2 27. e1xa7 e1e4+ 28.f3 e1e2+ 29. e1f2 e1c4 and it is not an easy task to convert the extra pawn into a win. It looks no worse for Hort than the game;

C2) 23...c4 24. e1g4 (in case of 24. e1xc4? e1d1+ 25. e1g2 e1xe2 Black has no problems at all) 24...c3 25. e1xc3 e1d1+ 26. e1g2 e1d5+ 27.f3 e1xa2 28. e1e4 and this position is very similar to the game;

C3) 23...♙f5!? 24.♚e3 ♜d6. This is a pleasant endgame for White. It is easy to believe that Karpov would have been able to squeeze an advantage and he could have worn down many an opponent in such a position.

### 23.♙xc5 ♜xa2

It is usually a relief to reduce the opponent's pawns to one side when trying to hold a position. However, Black still has a problem pawn on e6.

### 24.♙xg5 ♜b1+?!

Better was 24...♙f5! 25.♙g4 (25.♙xf5 ♜b1+ 26.♙g2 ♜xf5 27.♜xa7 ♜e4+ =) 25...a5 26.♙d4 ♜b1+ 27.♙g2 ♜b6 and according to Timman the a-pawn provides Black with sufficient counterplay.

### 25.♙g2 ♜b6

Again, many annotators have not been interested to state an opinion about the ending with queens on the board after 25...♜b7+. It would have given Black less problems than in the game. After 26.f3 ♜d7 27.♙a5 ♙f7 he is passive, but as White's king will be vulnerable to checks when he pushes the pawns, it may well be tenable.

### 26.♙e5

It is probably better for Black to have the queenside pawn on b6 (after 26.♜xb6!? axb6) than on a7, as the rook has a spare move (...♙b7) at its disposal and the king has more chances to assist as the pawn is closer: 27.♙b5 ♙b8 28.♙f3 ♙f7 29.♙e4 ♙e7 30.♙e5 ♙b7 and Black is passive but he has drawing chances. Black can try to keep moving the rook to and fro on the b-file. Also the plan of ...♙d7-c6 followed by ...♙e7 looks better with the rook on the seventh rank.

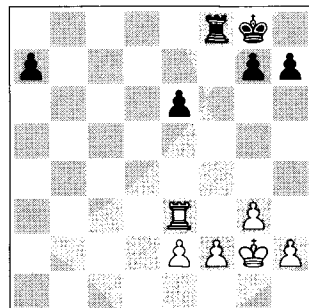
If 30...♙d7 31.f4 ♙c6 32.♙b2!, the rook defends e2 and now e6 is hanging (32.♙b1 b5! 33.e4 ♙d7 is a better version for Black): 32...♙e8 33.♙c2+ ♙b7 (33...♙d7 34.♙a2 and the endgame is really hard for Black) 34.♙d6 and White's king domination is more important than the passed pawn, which is why White has a clear advantage.

### 26...♜xe3

Commentators have been so excited about the ensuing endgame that they have neglected to consider the alternative 26...♙f7. White should not settle for the ending with the pawn on b6, as 26...♙f7 has even provided Black with an extra tempo compared to the above.

So White should keep the queens on the board now with 27.♙d3! as Black's king is not safe: 27...♙g8 (after 27...♜c7 28.♜f3+ ♙g8 29.♜e4 White's heavy pieces have improved) 28.f3 ♙f6 (28...♙d8 29.♜c4) 29.♙b5 ♜c7 30.♜e4 and White has an advantage.

### 27.♙xe3



### 27...♙e8?!

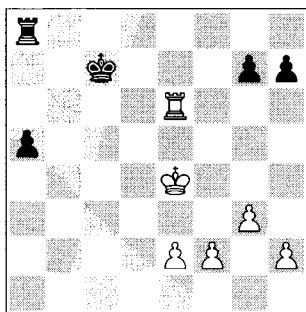
This may be a losing mistake. If it is, what other possibilities could Black consider?

27...a5 is an interesting idea. Black has chances to create a weakness or obtain enough counterplay while the white king marches to win the a-pawn: 28.♖xe6 ♖a8 29.♖e3 a4 30.♖a3 ♖f7 and Black has chances to draw.

Many commentators felt that 27...♖f7!? should have led to a draw. It is known that this position is drawn if Black has the f-pawn. Karpov drew such a position against Kortchnoi at their World Championship match in Baguio in 1978. He also had a similar position with the extra pawn on his side against Olafsson in Bad Lauterberg in 1977. Even Karpov was not able to grind down the Icelandic grandmaster.

The commentators have different opinions on how hard it is for Black to attain a draw with a weak pawn on e6. Timman goes impressively deep in his analysis of this endgame of 4 pawns against 3 in his book *The Art of Chess Analysis*. He fully lives up to the high expectations he sets with the book's title.

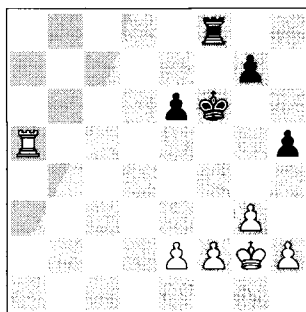
28.♖a3 h5!? (hanging on to the a-pawn with 28...♖a8 looks insufficient, e.g. 29.♖a6 ♖e7 30.♖f3 ♖d7 31.♖e4 ♖c7 32.♖xe6 a5



analysis diagram

33.♖d3! (the king is a more efficient piece for blocking the a-pawn. 33.♖e7+ ♖b6 34.♖xg7 a4 35.♖d7 a3 36.♖d1 a2 37.♖a1 ♖c5 is not convincing) 33...a4 34.♖c2 a3 35.♖b1 and Black is in trouble) 29.♖xa7+.

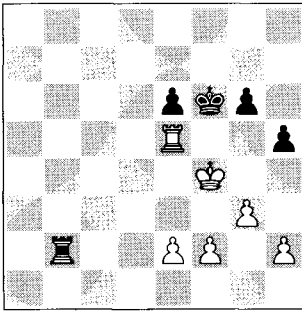
From now on we follow Timman's superb analysis: 29...♖f6 30.♖a5



analysis diagram

Now Polugaevsky suggested the active move 30...e5! with which Black increases his space, not relinquishing any to White: 31.f4 (after 31.♖a6+ ♖f7 32.♖f3 ♖b8 33.h4 ♖b2 Black's rook is active enough on the second rank to hold) 31...exf4 32.gxf4 g6 33.e4 ♖g7! (Timman explains that in this situation the king stands much better on the eighth rank than on the sixth. Who said that endgames are boring? 33...♖b8 34.♖a7!) 34.♖g3 ♖b8 35.e5 ♖b4 36.♖a7+ ♖g8 and Black holds as the Dutch grandmaster has pointed out.

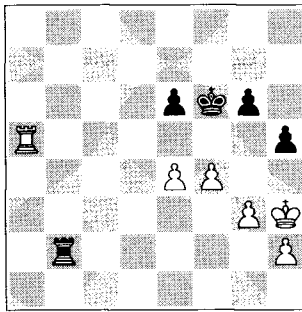
30...g6 (this leads to a troublesome defence, but some of Timman's lines are so nice that they are worth a look) 31.f4 (31.h4 ♖b8 32.♖f3 ♖b2 and Black gets counterplay; 31.♖f3 ♖b8 32.♖f4 ♖b2! (Black must play actively) 33.♖e5



analysis diagram

Now, waiting passively with 33...Ra2? would lead to disaster: 34.h4 Bb2 35.f3 Ra2 36.e4 Bb2 37.Ra5 Bb4 38.g4! hxg4 39.fxg4 Rxc4 40.g5+ Qf7 41.Ra7+ Qf8 42.Qe5 wins.

Better is 33...Rb4+! 34.e4 Bb2 and now White misses the pawn on h4 to set up Timman's winning position) 31...Rb8 32.e4 Bb2+ 33.Qh3 (threatening e4-e5)

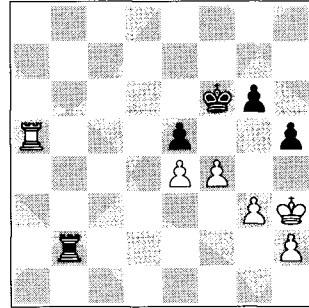


analysis diagram

A) First, a look at 33...Rf2!?. This seems to neutralize White's e4-e5 threat... (not 34.e5+? Qf5 35.Ra8 g5 36.fxg5 (36.Rf8+ Qe4=) 36...Qxg5 37.Rg8+ Qh6 38.Re8 Re2 39.Rxe6+ Qg5 40.Re8 Qg6 41.e6 Qg7=)... but it does so only temporarily as after 34.Rb5!! Black is in zugzwang: 34...h4 (Black can still play 34...e5) 35.Qxh4

Rhx2+ 36.Qg4 Rg2 37.e5+ Qf7 38.Rb7+ Qf8 39.Rb3 and White wins;

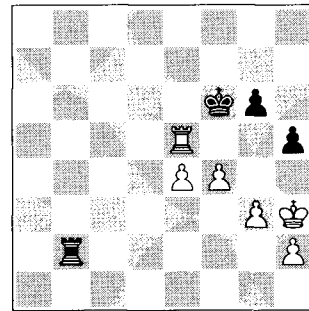
B) Black can save the game with the magical 33...e5!!. My evaluation of the move is different from Timman's.



analysis diagram

Quite remarkably, the Dutch grandmaster had almost the same position against Meulders in the 1978 Amsterdam zonal tournament after 43 moves.

B1) 34.Rxe5! In the game with Meulders, Jan did not have this option as his rook was not on a5.



analysis diagram

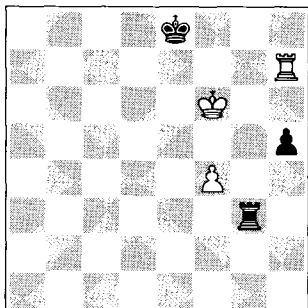
34...Re2 and quite amazingly we have a case of reciprocal zugzwang here! 35.Re8 (35.g4 hxg4+ 36.Qg3 Qg7 37.Qxg4 Rxh2 leads to a well-known drawish position) 35...Qf7 36.Ra8 Rxe4 37.Qh4 and now:

B11) 37...♖b4? 38.♔g5 ♖b5+ 39.♕h6 loses;

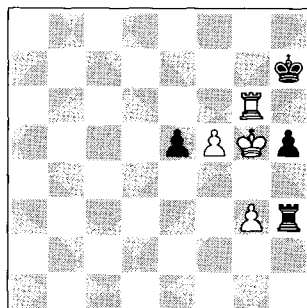
B12) 37...♕f6? 38.♞a6+ ♕f5 39.h3 ♞e1 (39...g5+ 40.♕xh5 gxf4 41.g4+ ♕e5 42.♕g5+-) 40.g4+ hxg4 41.hxg4+ ♕xf4 42.♞f6+ also loses;

B13) 37...♞e2! 38.♔g5 (38.h3 ♞h2=) 38...♞xh2 39.♞a7+ ♕e8 40.♕xg6 ♞g2 41.♞h7 ♞xg3+ 42.♕f6

B21) 34...♔g7? actually results in a lost position: 35.f5 gxf5 36.exf5 ♞f2 37.♞g6+! (this check makes the difference) 37...♕h7 (37...♕f7 38.♞g5 e4 39.♞xh5 e3 40.♞h4+-). White can now catch Black's king with Timman's remarkable line 38.♕h4!! ♞xh2+ (38...♞xf5 39.♞g5 ♞f2 40.h3+-) 39.♔g5 ♞h3



analysis diagram

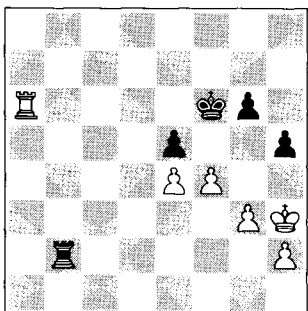


analysis diagram

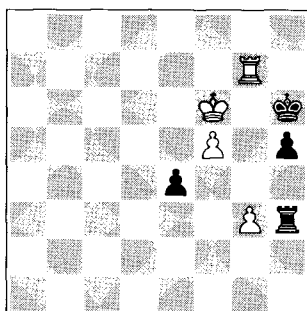
Here the Dutch grandmaster commits a clear mistake in his analysis by only looking at 42...♞g4? 43.f5 h4 44.♞h8+ ♕d7 45.♕f7 and Black loses as his pawn only reaches the 4th rank; 42...♞h3! is the only move that draws, for instance 43.f5 h4 44.♞h8+ ♕d7 45.♕f7 ♞f3 46.f6 h3 and Black holds.

B2) 34.♞a6+

B211) 40.♕f6!. For a long time it seemed as if this variation, proposed by Timman, contained a hole, but it does win. It would have been sad if it did not, as Timman has presented such compelling analysis and found a great idea. However, White has to find some difficult moves: 40...e4 41.♞g7+ ♕h6! (on 41...♕h8 42.g4 ♞a3 (in case of 42...hxg4 43.♔g6 White wins) 43.♞e7 wins)



analysis diagram



analysis diagram

Now with 42.♔f7 White sets up a nice checkmate with 43.♖g8 and 44.♞g6. Timman stops his analysis here, but the position merits further attention.

I) The advanced f-pawn allows White another winning attempt, leaving his rook unprotected: 42.♖e7!? and now:

IA) 42...♖xg7? 43.f6+ ♖g6 44.f7 ♞xg3 45.f8♖ and White wins;

IB) 42...♞h1! still draws but, interestingly, there are fewer options to hold: 43.f6 (43.♞g6+ ♖h7 44.g4 hxg4 is a draw) 43...♞a1 (43...e3? 44.f7 e2 45.f8♖ e1♖+ (if Black's rook was on h2 it would be a draw) 46.♔d7 ♖d2+ 47.♖c8 and White wins) 44.♞g8 ♞a7+ 45.♖e6 ♞a6+ 46.♖f5 ♞a5+ 47.♖xe4 ♞a4+=;

IC) 42...♞h2!! 43.♞g6+ (after 43.f6 e3 44.f7 (in case of 44.g4 hxg4 45.♞xg4 e2 46.♞e4 ♞f2 Black holds) 44...e2 45.f8♖ e1♖+ 46.♔d8 ♖a5+ 47.♞c7+ ♖g5 White cannot win) 43...♖h7 and now:

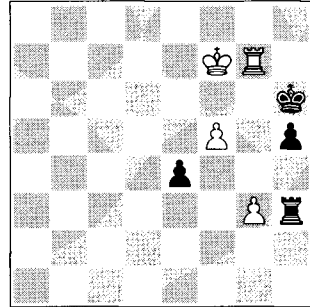
IC1) 44.g4 hxg4 draws;

IC2) 44.♞e6 ♞f2 45.♖f6 (45.f6 ♖g6=) 45...♞f3 46.♞xe4 ♞xg3 and Black obtains the draw;

IC3) 44.♖f7!? (White can still go after the king) 44...♞f2 (not 44...e3?? 45.♞g7+ ♖h6

46.♖g8!! h4 47.♞g6+ ♖h5 48.g4 mate) 45.f6 e3 46.♞g7+ ♖h6! 47.g4 hxg4 48.♞xg4 e2 and Black finally finds redemption.

II) Back to the position after 42.♔f7 (instead of 42.♖e7).



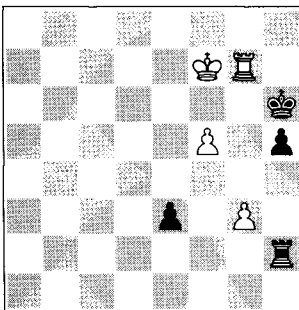
analysis diagram

42...h4!. This is the moment to jettison the pawn. It forces White to re-orientate to find the win:

IIA) 43.♖g8 ♞xg3 44.f6 ♞f3 45.f7 ♖h5 46.f8♖ ♞xf8+ 47.♖xf8 and Black can draw by pushing either of his pawns;

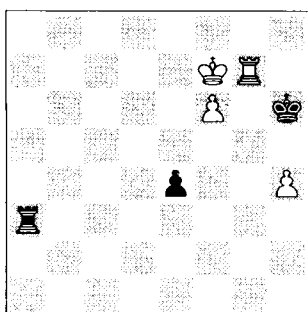
IIB) 43.gxh4 ♞xh4 44.♞g6+ (in case of 44.♞g3 e3 45.♞xe3 ♞a4 Black draws; or 44.f6 e3 45.♖g8 e2 and Black is safe) 44...♖h5!. Black draws by moving his king forward;

IIC) 43.g4 ♞a3! (Black must rely on his rook checks, so inadequate would be 43...♞g3?? 44.♞g6+ ♖h7 45.♞g5, which produces an attractive checkmate) 44.♞g6+ ♖h7 45.♞e6 h3 46.♞xe4 ♖h6 (or 46...h2 47.♞e1 ♖h6 48.♞h1 ♖g5 49.♞xh2 ♞a7+ and White cannot hide from the checks) 47.♞e6+ ♖g5 48.♞g6+ ♖f4 49.f6 ♞a7+ 50.♖g8 h2 51.♞h6 ♖g5 and Black escapes;



analysis diagram

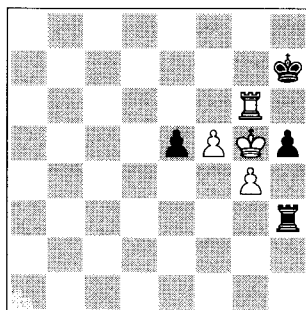
IID) 43.♖g6+!! (at first, I thought the position was a draw, but during the proof-reading this move suddenly came to my mind – it wins! Did Timman miss 42...h4, or did he have an answer to it? Whatever the answer, this subtle check makes a difference as, compared to line IIB above (43.gxh4), the Black king now cannot escape via h5) 43...♔h7 44.gxh4 ♖f3 (in case of 44...♖xh4 45.♖g3 the king is unfortunately positioned on h7. Alternatively, 44...♖a3 45.♖e6 e3 46.♖e8!? (the white king goes to g5) 46...♖a4 47.♖xe3 wins) 45.f6 ♖a3 (45...e3 46.♖g5 ♔h6 47.♖e5 ♖f4 48.♖xe3 ♖xh4 49.♔f8 and White wins) 46.♖g7+ ♔h6



analysis diagram

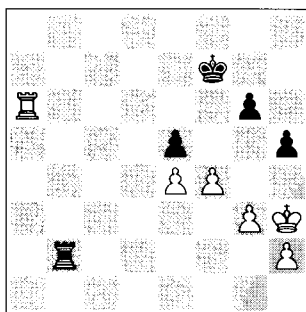
47.♖g8! and White wins because the black e4-pawn shields the white king – without it Black would draw: 47...♖a7+ (47...♔h7 48.♖e8 ♖a7+ 49.♖e7 ♖a4 50.♔f8+ ♔h8 51.f7 ♔h7 52.♖e8 ♖a7 53.♖xe4+-) 48.♔e6 ♖a6+ 49.♔f5 ♖a5+ 50.♔g4! ♖a7 51.h5 ♔h7 52.♖e8.

B212) 40.g4!!. This is an even more efficient way to hunt down Black's king than Timman's 40.♔f6!.



40...hxg4 41.f6! g3 (41...♖f3 42.♖g7+ ♔h8 43.♔g6 – remarkably, if Black had no e5-pawn he could save the game. One of those wonderful paradoxes that illuminate the game of chess!) 42.♖g7+ ♔h8 43.♔f5! g2 44.♖xg2 and the f-pawn is unstoppable: 44...♖f3+ 45.♔e6!. White hurries with the king. This position would be winning even if Black had no e-pawn (but if now 45.♔xe5? ♔h7 Black draws).

B22) 34...♔f7!. This is the move which draws. It transposes to the Timman-Meulders position, in which nine more moves had been played (hence the altered move numbering below).

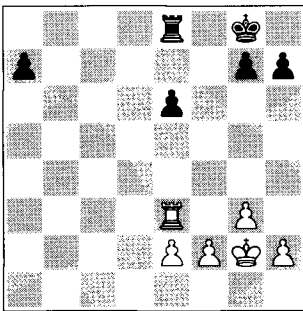


After 39...e5!, White had given a few checks and in the diagram position he

played 44.fxe5 (44.f5 gxf5 45.exf5 ♖f2) 44...♗e2? (it is not known to me whether this mistake occurred before or after the adjournment) 45.♖a7+ ♕f8 46.♖h4 ♗xe4+ 47.♖g5 ♗xe5+ 48.♖xg6 ♗e2 49.♗f7+ ♕e8 50.h3 ♗g2 (50...♗e3 51.g4 ♗xh3 52.g5 h4 53.♗f4 and White wins) 51.♗f3 h4 52.g4 ♗g3 53.♗f4 ♗xh3 54.g5 ♕e7 55.♖g7 ♕e6 56.g6 ♕e5 57.♗f1 ♗g3 58.♖f7 and here the Belgian player resigned.

As Timman has indicated, Black should have gone 44...g5! 45.♗h6 g4+ 46.♖h4 ♗xh2+ 47.♖g5 ♗g2 48.e6+ ♕e7 49.♖f4 ♗f2+ 50.♖e5 ♗a2 51.♗h7+ ♕e8 and White cannot make any progress.

After this wonderful excursion, let's return to the original game after 27...♗e8?!



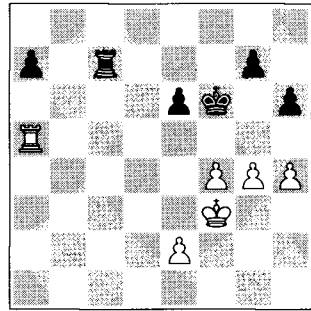
### 28.♖a3 ♗e7 29.♖a5!

Karpov plays more prosaically, and still it is very powerful chess – he stops ...h7-h5.

### 29...♖f7 30.h4 h6 31.g4 ♖f6 32.f4!

With his last three moves Karpov has gained space and prevented any pawn exchanges on the kingside.

### 32...♗b7 33.♖f3 ♗c7



### 34.♖a6!?

Karpov forces Hort to play 34...g6. This is subtle indeed.

### 34...g6

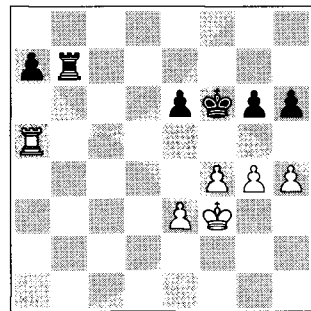
If 34...♖f7, White plays 35.f5 and his king will invade via h5.

After 34...♗b7, 35.e3!?! keeps up the pressure. In case of 35.f5 ♗b6 Black escapes, as Cvetkovic has pointed out.

### 35.♖a5 ♗d7 36.e3!

This is a typical Karpov preparation move.

### 36...♗b7



### 37.h5!

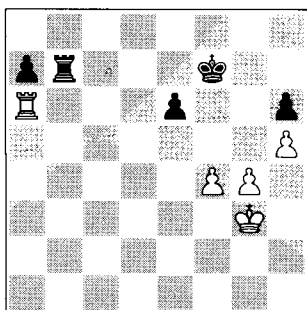
As Black has played ...g7-g6, Karpov now threatens 38.hxg6 and White will soon have two connected passed pawns, as the Dutch grandmaster explains.

### 37...g5 38.♖a6 gxf4

In case of 38...♗b3 39.fxg5+ (39.f5 ♗b6 40.♗xb6 axb6 41.e4 ♕e5 42.♖e3

exf5 43.exf5 ♖d5 44.♖d3 b5 45.♖c3  
 ♖c5 46.♖b3 ♖d5 47.♖b4 ♖c6 48.f6  
 ♖d6 49.♖xb5 ♖e6 50.♖c5 ♖xf6  
 51.♖d6 ♖f7 52.♖e5 ♖e7=) 39...hxg5  
 40.♞xa7 ♞b4 41.♞h7 e5 42.♞h6+ ♖f7  
 43.♞g6 e4+ 44.♖e2 ♞b5 45.♖d1 ♞c5  
 46.♖d2 (zugzwang) 46...♞d5+  
 47.♖c2 ♞d3 48.♞xg5 ♞xe3 49.h6  
 White wins.

**39.exf4 ♞b3+ 40.♖g2 ♞b7 41.♖g3  
 ♖f7**



**42.♞a4! ♖g7 43.g5**

Now the point of Karpov's 42nd move can be seen. There are no checks to cause problems on the fourth rank.

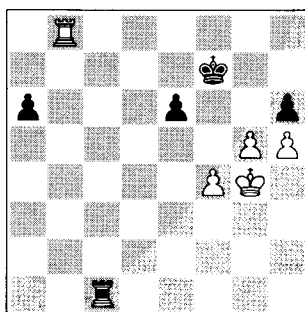
**43...♞c7 44.♞a5**

This was the sealed move.

**44...♖g8 45.♞b5 ♖f7 46.♖g4 a6  
 47.♞b8! ♞c1**

Another Dutchman, Cor van Wijgerden, has shown how White wins if Black inserts the exchange on g5. His lines are instructive. Black's pawns are far from their promotion squares and that gives White time to improve his king decisively: 47...hxg5 48.fxcg5 ♞c4+ 49.♖f3 ♞c3+ 50.♖e4 ♞c4+ 51.♖e3 ♞g4 (51...♞h4 52.g6+ ♖g7 53.♞b7+ ♖g8 54.♞h7 a5 55.♖f3 a4 56.♖g3 ♞h1 57.♖g4 a3 58.♞a7 ♞a1 59.♖g5

and Black's king is caught) 52.g6+ ♖g7 53.♞b7+ ♖g8 54.♖f3 ♞g5 55.♞h7 e5 56.♖e4 a5 57.♖d5 a4 58.♖e6 and White wins.



**48.g6+!**

White's win becomes clear after this pawn advance, the rest is simple.

**48...♖g7 49.♞b7+ ♖f8 50.♞b6 ♞g1+  
 51.♖f3 ♞f1+ 52.♖e4 ♞e1+ 53.♖d4  
 ♖e7 54.♞xa6 ♖f6 55.♞a7 e5+  
 56.fxe5+ ♞xe5 57.♞a6+ 1-0**

Hort resigned. This was a grand endgame by the champion.

White does not check with 57.♞f7+? ♖e6 58.♞e7+ ♖xe7 59.♖xe5 as this is a theoretical draw.

After the text, if 57...♞e6 (57...♖f5 58.g7) 58.g7, Black has no chance to reach the corner with his king and rook. Even if he managed this, he would lose after the white queen is brought to e6 and the king to d6. This puts Black into zugzwang and the white king would approach safely to ensure the win.

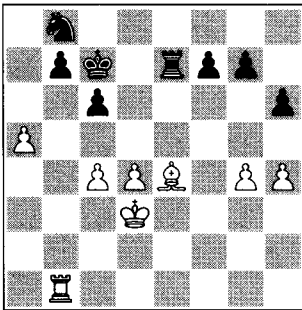
At the Interpolis tournament in Tilburg, Karpov drew more games than usual, but after beating Vasily Smyslov in the final round he still came first, half a point ahead of Romanishin.

## GAME 61

**Karpov, Anatoly**  
**Hort, Vlastimil**

Tilburg 1979 (9)

1.e4 c6 2.♘c3 d5 3.♗f3 dxe4 4.♗xe4  
♗f6 5.♗xf6+ exf6 6.♙e2 ♙d6 7.0-0  
0-0 8.d4 ♞e8 9.♞e1 ♙f5 10.♙e3 ♗d7  
11.h3 ♙e4 12.♗d2 f5 13.♗xe4 fxe4  
14.c4 ♖c7 15.♙f1 ♙h2+ 16.♖h1 ♙f4  
17.♗d2 ♙xe3 18.♗xe3 ♗f6 19.♞ad1  
♞ad8 20.♞d2 h6 21.g3 ♗a5 22.b3  
♞d7 23.♙g2 ♞ed8 24.♞ed1 ♖g5  
25.♖g1 a6 26.♞e2 ♖f8 27.♖c3 ♗f5  
28.a4 ♖g8 29.♖e3 ♞e8 30.♖f1 ♗a5  
31.♖d2 ♖xd2 32.♞exd2 e3 33.♞e2  
exf2 34.♞xe8+ ♗xe8 35.♖xf2 a5  
36.♖e3 ♖f8 37.♞b1 ♖e7 38.g4 ♖d8  
39.b4 ♞e7+ 40.♖d3 axb4 41.♞xb4  
♖c7 42.♞b1 ♗f6 43.a5 ♗d7 44.♞a1  
♗b8 45.h4 ♗a6 46.♞b1 ♗b8 47.♙f3  
♗d7 48.♞a1 ♞e8 49.♞f1 ♞e7 50.♙g2  
♗b8 51.♞f4 ♗d7 52.♞f1 ♗b8 53.♙e4  
♗a6 54.♞b1 ♗b8

**55.♙f5!?**

The same opponents had reached a position with these basic contours some time earlier, but then Karpov had not been able to make any progress. Now he comes up with a new try.

**55...♗d7**

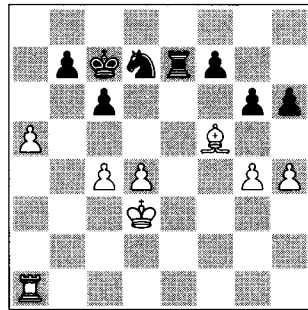
After 55...♗a6 56.h5 (56.♞f1?! allows a draw after 56...g6 57.♙e4 ♗b4+ 58.♖c3 ♗a2+) 56...♗b8 57.♞g1 White maintains some pressure.

**56.♞a1 g6?**

Black finally loses patience.

He should have waited passively with 56...♗b8 to see how White would try to break open the position. His chances of holding remain good. It would have been interesting to see how Karpov was going to put pressure on Black's position by playing 57.g5 or 57.h5 with ♞g1.

Also possible was 56...♗f6 57.♞f1 and it seems that Black has better drawing chances than White has winning ones.

**57.♙xd7!**

White exchanges in order to clear the way for the rook to invade. Surprisingly, this move is powerful enough to bring Black down.

**57...♞xd7**

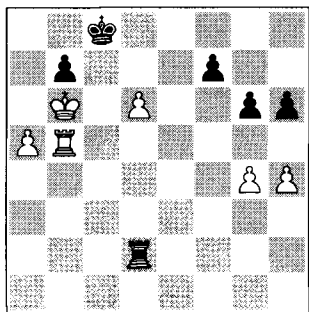
Black hopes to get counterplay on the queenside.

In case of 57...♖xd7, helping with the king on the kingside would have been very tough as well: 58.♞f1 and now:

A) 58...♖e8 59.d5

A1) 59...cxd5 60.cxd5 ♞c7 61.♖d4 ♞c2 62.♞b1! ♞a2 63.♞b5! ♖d8 64.♖c5

A11) 64...♔c7 65.d6+ ♔c8 66.♖b6 ♜d2



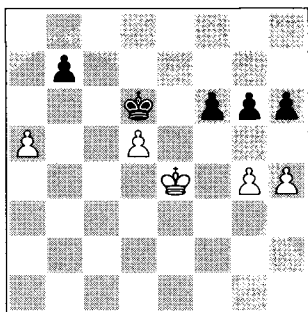
analysis diagram

67.♕a7 – White would have obtained extremely good winning chances with this subtle king manoeuvre;

A12) 64...♔c8 65.♔d6 f5 66.gxf5 gxf5 67.h5 and White's advantage is so convincing, it is almost certainly winning.

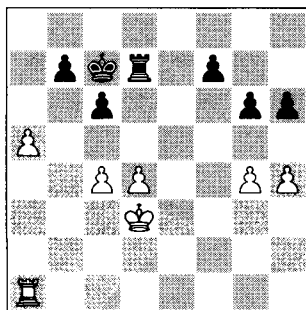
A2) 59...♞d7 60.♔d4 cxd5 61.cxd5 ♞d6 62.♞b1 ♞a6 63.♞b5 ♔d8 64.♔e5 – White's advantage is clear, yet it requires some effort to convert it into a win.

B) 58...♔e6 59.♞e1+ and White wins the pawn ending: 59...♔d7 60.♞xe7+ ♔xe7 61.♔e4 ♔e6 (61...f6 loses to 62.d5 ♔d6 63.h5) 62.d5+ cxd5+ (62...♔d6 63.g5) 63.cxd5+ ♔e7 64.♔e5 f6+ 65.♔e4 ♔d6



analysis diagram

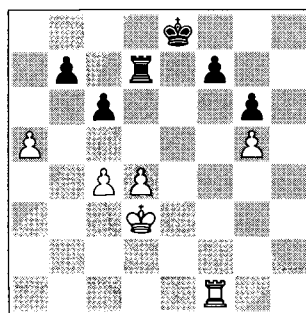
And now 66.h5! wins just like in the famous game Botvinnik-Flohr, Moscow 1944.



### 58.♞f1! ♔b8?

Hort looks for activity for his king on the queenside, but his play there is simply too slow compared to Karpov's on the kingside.

Better was 58...♔d8. Even though staying in the centre was very unpleasant, this should have been tried: 59.g5 hxg5 60.hxg5 ♔e8

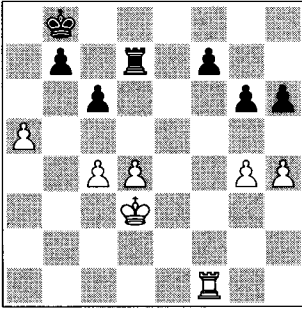


analysis diagram

Now if 61.♞f6 ♔e7 62.a6 bxa6 63.♞xc6, Black struggles.

Planning to defend the d4-pawn with the rook and to march to b6 with 61.♔c3 can lead to an advantageous queen ending: 61...♔e7 62.♞f4 ♞d6 63.♔b4 f6 64.gxf6+ ♞xf6 65.♞xf6

♙xf6 66.♙c5 g5 67.♙b6 g4 68.♙xb7 g3 69.a6 g2 70.a7 g1 ♚ 71.a8 ♚ and White wins.

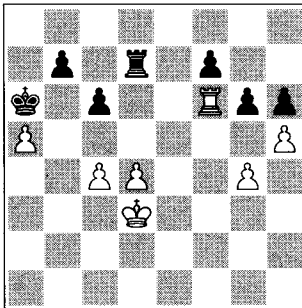


**59.♖f6!**

Making Black aware of the weakness of the h6-pawn.

**59...♙a7 60.h5! ♙a6**

In the event of 60...gxf5 61.gxf5 ♙a6 62.♖xh6 ♙xa5 63.♖h8 b5 (or 63...♙b6 64.h6 f5 65.h7 f4 66.♙e4 ♖f7 67.♙f3) 64.h6 ♙b4 65.c5 White has a decisive advantage.



**61.g5!**

Pushing the pedals hard. This breakthrough puts an end to Blacks resistance.

**61...hxg5 62.h6 ♙xa5 63.h7 ♖d8 64.♖xf7 b5 65.cxb5 ♙xb5 66.♖b7+! ♙a6 67.♖g7 ♖h8 68.♙e4**

White just marches towards the g-pawns and wins.

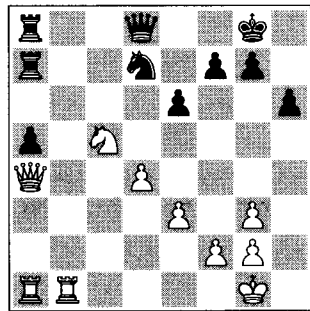
**68...♙b5 69.♙f3 ♙c4 70.♖d7 ♙d3 71.♙g4 ♖xh7 72.♖xh7 ♙xd4 73.♖d7+ 1-0**

GAME 62

**Karpov, Anatoly  
Unzicker, Wolfgang**

Bad Kissingen 1980

**1.c4 e6 2.♖c3 d5 3.d4 ♗f6 4.♗f3 ♘e7 5.♘g5 0-0 6.e3 h6 7.♘h4 b6 8.♚b3 dxc4 9.♘xc4 ♘b7 10.0-0 ♗bd7 11.♖fd1 ♗e4 12.♘g3 ♗xc3 13.bxc3 ♘d6 14.a4 ♘g3 15.hxg3 ♚f6 16.♗d2 c5 17.a5 ♚e7 18.♘b5 ♖fc8 19.axb6 ♗xb6 20.♘a6 ♖c7 21.♘b7 ♖xb7 22.♗e4 cxd4 23.cxd4 ♗d5 24.♚d3 a5 25.♗c5 ♖ba7 26.♚b3 ♗f6 27.♚b5 ♚d8 28.♖db1 ♗d7 29.♚a4**



**29...♗b6?**

When a player is worse and has the choice between playing a rook or a knight ending, most of the time he or she should aim for the former. This game is no exception.

Better was 29...♗xc5! reducing the pressure on the queenside: 30.dxc5 ♖c8! (planning to eradicate White's queenside pawn) and now:

A) 31.♖c1 ♖ac7 32.♚b5 (after 32.♚xa5 ♚f8 White cannot hang on to the c-pawn):

A1) With 32...♚d5 Black can probably hold the position by directing all his firepower to c5: 33.♖xa5 ♚d2 34.♖aa1 ♚d5 35.♚a6 ♖h7 36.♖c2 ♖c6 and White is probably unable to do more than hang on to the pawn;

A2) 32...a4! – this delightful pawn move makes sure Black is not losing, e.g. 33.c6 ♚d6 34.♚a6 ♖h7 and Black is safe, or 33.♖xa4 ♖xc5! and the position is a dead draw.

B) 31.♖b5 ♚d2! 32.♖xa5 ♖xa5 33.♚xa5 ♚c2 and the c5-pawn drops.

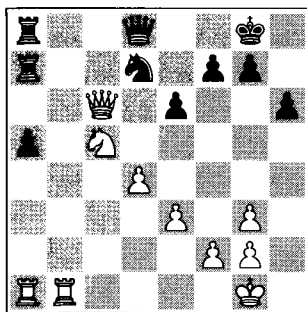
### 30.♚c6

Karpov keeps up the pressure on the queenside.

### 30...♘d7?

Black is impatient. He wants to end the game too quickly. He will not be successful with this aim...

30...♘d5! was clearly better.



### 31.♘b7!

Karpov doesn't miss such tactical resources in the ending.

### 31...♚e7

The alternative 31...♚e8 defends the a8-rook, yet it doesn't solve Black's problems: 32.♘d6! (32.♘xa5? would

not work now: 32...♖xa5 33.♖xa5 ♖xa5 34.♖b7 ♘f6 and Black wins) 32...♚d8 33.♖b7! (this subtle move gains material)

A) 33...♘f6 34.♘xf7 ♚d5 35.♚xd5 exd5 36.♖xa7 ♖xa7 37.♘e5 should do;

B) If 33...a4 34.♖xa7 ♖xa7 35.♘b7 ♚a8 36.♚xd7 ♖xb7 37.♖xa4 ♚b8 38.♚c6 – practice shows that the stronger side has better chances with 5 pawns against 4 rather than 4 pawns against 3. This position is winning for White;

C) 33...♘b8 34.♚c5 ♖xb7 35.♘xb7 ♚d7 36.♘a5 ♘c6 37.♘b3. It is almost impossible to prove, but White should be winning here as well.

### 32.♘xa5

Karpov chops off a pawn, which spells Black's doom as after 32...♖xa5, 33.♚xa8+ ♖xa8 34.♖xa8+ wins back the knight.

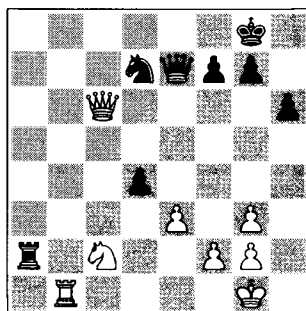
### 32...e5 33.♘b3 ♖xa1 34.♘xa1 ♖a2

It was bad luck for Black that he had no time to isolate the white d-pawn, as his rook was hanging. Of course, even if he had had the time, his defensive task would have been daunting.

### 35.♘c2

Karpov's pieces are slightly disorganized, so he improves the knight and then creates a passed pawn.

### 35...exd4



**36. ♖c8+!**

This is very typical of Karpov. First he prevents any activity from his opponent, then he initiates the execution.

**36... ♟h7 37. ♖c4!**

Pushing back Black's only active piece.

**37... ♜a8**

Or 37... ♖e6 38. ♖xe6 fxe6 39. ♟xd4.

Unzicker probably knew the Karpov-Hort game from the previous year. One can appreciate he did not want to play with the same pawn structure.

**38. ♖d3+!**

He even takes the opportunity to push back the king.

**38... ♟g8**

Avoiding 38...g6, which would weaken Black's structure.

**39. ♟xd4**

The position is known to be winning for the stronger side when the heavy pieces have disappeared. It should be the same with them on the board.

**39... ♟f6 40. ♜c1 ♖e4 41. ♖e2 ♜d8**

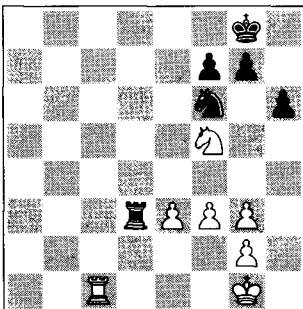
**42. ♖f3 ♖e5 43. ♖f4 ♖h5 44. f3 ♟d5**

**45. ♖e4 ♟f6 46. ♖f5 ♖xf5 47. ♟xf5**

After exchanging the queens White can push his pawns and his rook is stronger than Black's.

**47... ♜d3**

Maybe 47...h5!? would have put up a better fight.



**48.g4!**

White starts gaining space with his pawns.

**48... ♟d7 49. ♟f2**

In 1980 Unzicker was already an ageing veteran. It was taxing to defend such a long game. Even if he had been younger, though, his position would still be fundamentally lost.

**49... ♟e5 50. ♜c5!**

Pushing back the slightly active knight.

**50... ♟g6 51. ♜c8+ ♟h7 52. f4 ♜d5**

**53. g3 ♜a5 54. ♜c7 ♟g8 55. ♟d6 ♟h8**

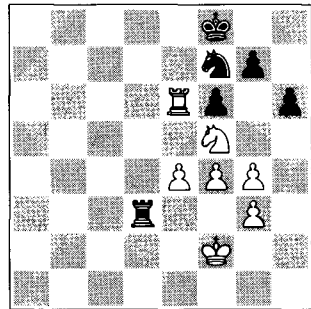
White can be more relaxed with the black knight forced into passivity.

**56. e4 ♜a2+ 57. ♟f3 ♜a3+ 58. ♟g2 f6**

Black's position would deteriorate further if White were allowed to play e4-e5.

**59. ♜e7 ♜d3 60. ♜e8+ ♟h7 61. ♟f5**

**♟f7 62. ♜e6 ♟g8 63. ♟f2 ♟f8**



**64. ♜a6**

Karpov pushes back the rook and he can start improving his king as well. It takes a few moves, but the conclusion cannot be altered.

**64... ♜d8 65. ♟e3 ♜b8 66. ♜a7 ♜d8**

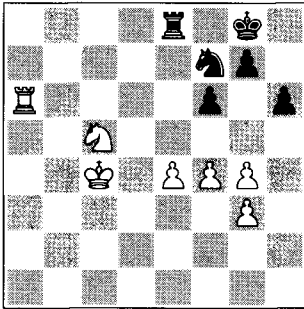
**67. ♟d4 ♜e8 68. ♜a6 ♜b8 69. ♟d3**

**♜d8 70. ♟c3 ♜c8+ 71. ♟b4 ♜e8**

**72. ♟e6+ ♟g8 73. ♟c4!**

This is a clear sign that Karpov is not interested in swapping knights. If 73. ♖c5 ♜d8.

**73... ♜d8 74. ♜c5! ♜f7**



**75. ♖d5!**

Karpov has improved his king beautifully.

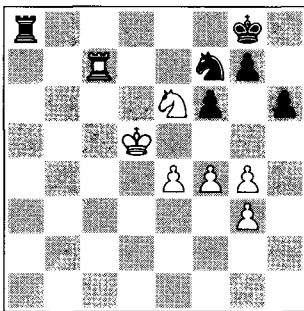
**75... ♞c8**

Or 75... ♞d8+ 76. ♖e6.

**76. ♜d7 ♜d8 77. ♜c5 ♜f7 78. ♞c6 ♞a8**

Alternatively, 78... ♞d8+ 79. ♖e6 ♞a8 80. ♞c7 loses as well.

**79. ♞c7 ♖f8 80. ♜e6+ ♖g8**



**81.e5!**

White has optimized the potential of his pieces. Now it is time to create the passed pawn.

**81... fxe5 82. fxe5 ♞e8 83. ♞d7 ♞a8**

**84. ♜c5 ♞e8 85. e6 ♜g5 86. ♖d6 ♖f8**

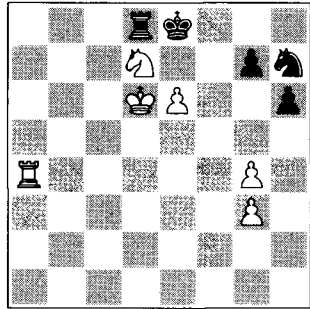
After 86... ♜h7 87. ♜e4 ♜f8 88. e7 ♜g6 89. ♜c3 wins.

**87. ♞a7 ♞d8+ 88. ♜d7+ ♖e8 89. ♞a4!**

Preventing a check and seeking to invade on the f-file.

**89... ♜h7**

After 89... ♜xe6 90. ♖xe6 ♞xd7 91. ♞a8+ the pawn ending is hopeless for Black.



**90. ♖e5!**

Karpov uses his king in majestic style. He changes the angle of his attack and invades on the weakened kingside.

**90... ♜f8 91. ♖f5 ♜xd7**

At this point, Unzicker may well have reflected on the missed opportunity to exchange knights on move 29. The circumstances have changed considerably.

**92. exd7+ ♞xd7**

After 92... ♖f7 93. ♞d4 g6+ 94. ♖e5 ♖e7 95. ♞d1 Black loses because of zugzwang.

**93. ♖g6!**

The exclamation mark is not for subtlety, but for his correct assessment of the ending.

**93... ♖f8**

After 93... ♞d3 94. ♖xg7 ♞xg3 95. ♞e4+ ♖d7 96. ♖xh6 Black is hopelessly cut off.

94. ♖a8+ ♔e7 95. ♗xg7 ♜d4 96. ♖a7+ ♔e8

If 96... ♔e6 97. ♖a6+ (not 97. ♗xh6?? ♜xg4 98. ♜g7 ♜xg7 99. ♗xg7 ♔f5 and White loses his pawn) 97... ♔e7 98. ♗xh6 ♜xg4, 99. ♜g6 wins after 99... ♖a4 100.g4. 99. ♖a3 ♔e6 100. ♗h5 ♜g8 would be a well-known draw.

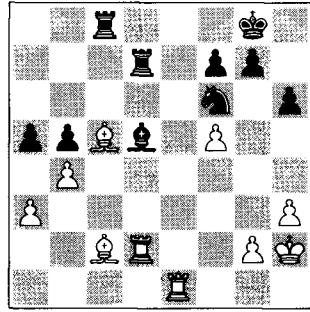
97. ♗xh6

White's g-pawn reaches the fifth rank and the frontal attack no longer works with the black king cut off. There is no escape.

97... ♜xg4 98. ♜g7 ♖a4 99.g4 ♔f8 100.g5 ♜g4

If his king were on the rook file here, Black would still have had drawing chances.

101. ♖a7 ♜g1 102. ♔g6 ♜g2 103. ♖a8+ ♔e7 104. ♜g8 1-0



37.g4!

Gaining space.

37...axb4 38.axb4 ♖c4 39.♜ed1 ♜cd8?

Maybe the Yugoslav grandmaster was short of time. 39... ♜xd2+ would have been better. With the rooks on the board White would not be able to move his minor pieces as freely as in the game. White's advantage is smaller in this line. With 40. ♜xd2 ♖a8 Black saves one rook.

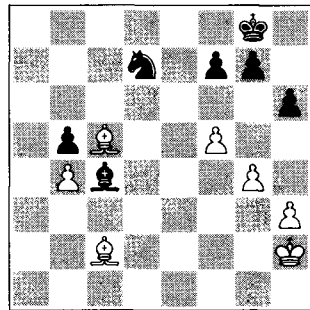
40. ♜xd7! ♜xd7 41. ♜xd7 ♔xd7

## GAME 63

Karpov, Anatoly  
Ivkov, Borislav

Bugojno 1980 (5)

1.e4 e5 2. ♖f3 ♗c6 3. ♖b5 a6 4. ♖a4 ♗f6 5. 0-0 ♖e7 6. ♖e1 b5 7. ♖b3 d6 8.c3 0-0 9.h3 ♗d7 10.d4 ♗b6 11. ♗bd2 exd4 12.cxd4 ♗b4 13. ♗f1 c5 14.a3 ♗c6 15. ♖e3 ♗a5 16. ♖c2 ♗bc4 17. ♖c1 cxd4 18. ♗xd4 ♖f6 19. ♖b1 d5 20.exd5 ♖b7 21. ♗f5 ♗xd5 22. ♗xd5 ♖xd5 23.b3 ♗b6 24. ♖e3 ♖ab8 25. ♗1g3 ♖e6 26. ♗e4 ♗d5 27. ♗xf6+ ♗xf6 28. ♖c5 ♖fe8 29. ♗d6 ♖ed8 30.f4 ♗b7 31. ♗xb7 ♖xb7 32.f5 ♖d5 33. ♖bd1 ♖bd7 34. ♖d2 h6 35. ♗h2 ♖c8 36.b4 a5



42. ♖d6

Now nothing disturbs the domination of the two bishops.

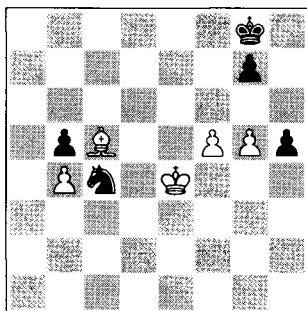
42... ♗b6 43. ♗g3 ♖d5

According to Ivkov 43... ♖f1! was better, although it doesn't change matters much.

44. ♗f4 ♗c4 45. ♖c5 ♖g2 46. ♖d3?!

The Yugoslav grandmaster suggests 46.h4! as a winning continuation: 46...f6 47.♙e4 ♙xe4 48.♜xe4 h5! and now:

A) If 49.g5 fxg5 50.hxg5



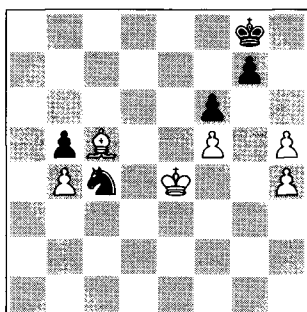
analysis diagram

50...g6!! is a surprising blow:

A1) 51.fxg6 h4 52.♙d4 h3 53.♜f3 ♖d2+ 54.♜g3 h2 55.♜g2 ♖f3 56.♙f6 ♜f8 57.g7+ ♜f7 58.g6+ ♜g8 59.♙c3 (59.♜h1 ♖e5) 59...♖e5 60.♜xh2 ♖xg6 61.♜g3 ♖e7 62.♜g4 ♖d5 draws;

A2) 51.f6 h4 52.♜f4 ♜f7 53.♜g4 ♜e6 54.♜xh4 ♖e5 – the knight goes to f7. Black holds the draw by creating a fortress, as Ivkov has pointed out.

B) 49.gxh5!



analysis diagram

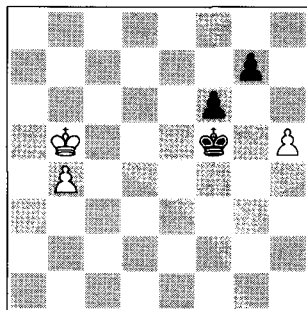
49...♜h7 50.♙e3 (50.♜d5 ♜h6 51.♜c6 ♜xh5 52.♜xb5 ♖e5 53.♙d6 or 53.♜a6 ♖d3=) and now:

B1) With some nice variations Ivkov demonstrates what is wrong with 50...♖d6+. After 51.♜d5 ♖xf5 52.♙f2 ♜h6 53.♜c5 ♜xh5 54.♜xb5 ♜g6 55.♜c6 ♜f7 56.b5 ♜e6 (56...♖e7+ 57.♜d7 ♖d5 58.♜d6 ♖e7 59.h5 ♜e8 60.♙c5 and White wins) 57.♙c5! (57.b6!? ♖e7+ 58.♜c5 ♜d7 59.♜b5 ♖c8 (59...♖c6 60.b7 ♜c7 61.♜a6 ♜b8 62.♙g3+) 60.♙c5 ♖xb6 61.♜xb6 ♜e6) 57...♖xh4 58.b6 ♖g6 59.♙d6 White promotes the b-pawn;

B2) 50...♖xe3! was the best practical chance: 51.♜xe3 ♜h6 52.♜d4 ♜xh5 53.♜c5 ♜g4 54.♜xb5 ♜xf5 and now:

B21) 55.♜c6 g5;

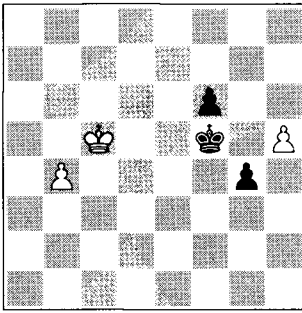
B22) 55.h5? Ivkov gives an exclamation mark to this move, but actually it is a mistake that squanders the win.



analysis diagram

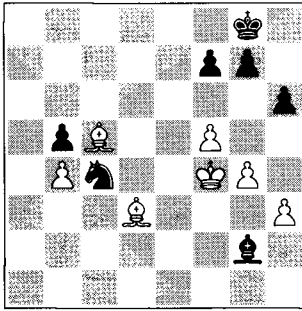
He missed the saving move 55...♜e4!! (Ivkov finishes after 55...♜e6 56.♜c5, correctly evaluating the position as losing) 56.♜c5 f5 57.b5 f4 58.b6 f3 59.b7 f2 60.b8♖ f1♖ 61.♖e8+ ♜f3 (with the king on e6 Black would lose his queen here) 62.♖f7+ – both the pawn and the queen endings are drawn;

B23) 55.♜c5! g5 (55...♜e6 56.h5) 56.h5 g4



analysis diagram

57.♔d4!! ♕f4 58.♔d3! (driving the black king to a losing square) 58...♕f3 59.h6 g3 60.h7 g2 61.h8♖ g1♗ 62.♗xf6+ and White wins.



**46...f6**

If 46...♗xh3, 47.♔g3 traps the bishop.

**47.h4 ♗c6**

Ivkov provided the following evaluation of 47...♕h7!?: Black might survive in analysis, but in an over-the-board game he has little chance:

A) 48.♗e4 ♗e4 49.♕xe4 h5 50.g5 fxg5 51.hxg5 g6 52.f6 ♕g8 53.♔d5 ♕f7 (if 53...h4?? 54.♕e6 wins) 54.♗f2 (54.♕c6 h4) 54...♗d2 55.♕c6 ♗f3 56.♕xb5 h4! and now:

A1) 57.♗xh4 ♗xh4 58.♕c5 (58.♕c6 ♗f3 59.b5 ♗xg5 60.b6 ♗e6=) 58...♗f3 59.b5 ♗xg5 60.b6 ♗e6+ 61.♔d6 ♗d8 62.♕c7=;

A2) 57.♕c6 h3 58.♗g3 ♗xg5 59.b5 ♗e6 60.b6 ♕xf6 61.♗d6 g5 62.♕d7 ♗c5+ and Black holds;

B) 48.h5 ♕g8

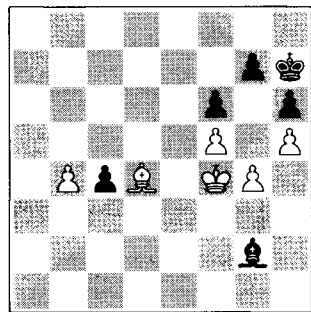
B1) 49.♗e4 ♗f1 (49...♗xe4 50.♕xe4 ♗e5 loses to 51.♔d5 ♗xg4 52.♕c6) 50.♗d5+ ♕h7 51.♗d4 ♗e2 52.♗c6 ♗e5 and according to Ivkov, Black holds;

B2) 49.♗d4

B21) 49...♕f7 50.♗e4 (50.♗xc4+? bxc4 51.b5 ♕e8 52.♗c3 ♗d7 53.♗b4 ♗f1! (53...♗h3 54.♕f3 wins) 54.♗f8 (54.♕e3 c3) 54...c3 and Black escapes) 50...♗f1 51.♗d5+ ♕e7 52.♗c5+ ♗d6 and Black is living very dangerously;

B22) 49...♕h7 – this is Ivkov’s recommendation, but moving away from the centre seems awkward. Black manipulates his king as though he were playing a queen ending – he just puts it aside in a convenient shelter. It was not possible to crack Ivkov’s move, yet it remains suspect:

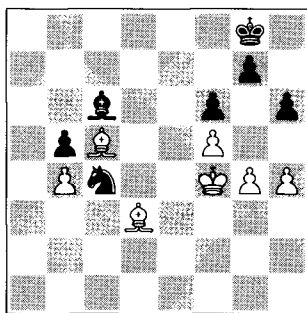
B221) 50.♗xc4?! bxc4



analysis diagram

51.b5. The opposite-coloured bishop ending looks lost. However, Black can save himself despite the presence of the dangerous b6-pawn and despite the fact

that all his kingside pawns are fixed on the colour of White's bishop. One needs to look deeply when it comes to assessing these endings: 51...♖g8 52.b6 ♜f7 53.♞e3 (in case of 53.♞c3 ♜e8 54.♞b4 ♞d5 55.♞e3 ♞g2 56.♞d4 ♞f3 (or 56...♞d7 57.♞f8 (57.♞xc4 ♞c6) 57...♞f3 58.♞xg7 ♞xg4 59.♞xh6 ♞xh5 and Black also takes enough material) 57.♞xc4 ♞d7 58.♞b5 (58.♞f8 ♞c6) 58...♞c8 59.♞a6 ♞b8! 60.♞d6+ ♞a8 61.♞f8 ♞e2+ 62.♞a5 ♞b7 Black is safe) 53...♞e8 54.♞c5 ♞d7 55.♞f8 c3 (55...♞h3? 56.♞f3 c3 57.♞xg7 and it's all over) 56.♞xg7 (56.♞d3 ♞f3=) 56...c2 57.♞d2 ♞f3 58.♞xf6 (58.g5 fxg5 59.f6 ♞xh5=) 58...♞xg4 59.♞g7 ♞xf5 60.♞xh6 ♞g4=; B222) 50.♞e4 ♞f1 51.♞c6 ♞e5 52.♞xe5 fxe5+ 53.♞xe5 ♞e2 and according to Ivkov, Black can hold.



**48.h5!!**

Karpov wants to grind down his opponent. He does not simply wait for a mistake but carries out his own plan. What then is the point of this move? The disadvantages are clear. It puts one more pawn on the colour of the black bishop and loses flexibility by giving up the possibility of g4-g5. However, as

the game continues the positive elements of this very deep move are revealed.

In case of 48.♞e4 ♞xe4 (48...♞d7 49.♞d5+ is an even better version of the game) 49.♞xe4 White wins after 49...♞f7 50.♞d5 g6 51.♞c6 ♞a3 52.h5, but Black can try 49...h5!?. Karpov likes to deny his opponent any chances, but this probably wouldn't solve Black's problems as the line transposes to the analysis of 46.h4, which wins for White after he has overcome some obstacles.

But why play this move with the h-pawn? For one, Karpov's text move stops all black pawn moves for once and for all.

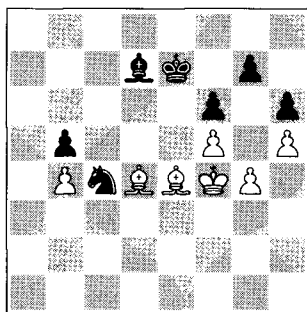
**48...♞f7 49.♞e4 ♞d7**

After 49...♞xe4 50.♞xe4 ♞e5 51.♞d5 ♞xg4 52.♞c6 Black has no passed pawn, and White's b-pawn will decide.

**50.♞d4!**

Karpov now prevents ...♞e5 as well.

**50...♞e7**



**51...♞a8!!**

This is a very pleasing move aesthetically. The bishop goes to the only square on the diagonal that leaves a path open along which the white king can penetrate.

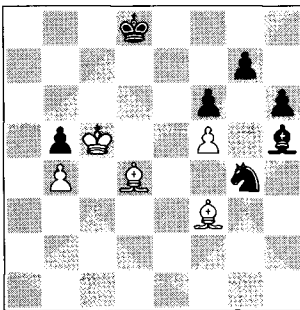
**51...♞e8 52.♞e4 ♞f7**



**53. ♖a7!?**

The other bishop follows suit. This turns out to be good enough to create winning chances, yet it is not the best continuation. It provides Black with the chance to survive by finding some difficult moves.

Best was 53. ♖g1!! . The bishop should move to the other corner. This guarantees the win: 53... ♗d7 54. ♗d4 ♜e5 55. ♙d5 ♙e8 (after 55... ♙xd5 56. ♗xd5 ♜xg4 57. ♗c5 ♜e5 58. ♗xb5 White wins) 56. ♗c5 ♗e7 (56... ♜xg4 57. ♙c6+ ♗e7 58. ♙xe8 ♗xe8 59. ♗xb5 and White wins) 57. ♙d4 ♜xg4 58. ♙c6 ♙xh5 59. ♙f3 ♗d8 (59... ♗f7 60. ♗xb5 g6 61. fxg6+ ♗xg6 62. ♗c5 and the b-pawn looks unstoppable).



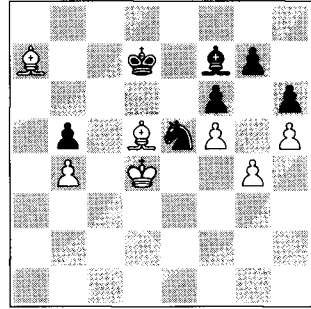
analysis diagram

Now 60. ♗xb5 ♙e8+ 61. ♗a6 ♜e5 is just a draw, but after 60. ♗b6!, avoiding

possible checks and preparing to play ♙c5-f8 Black is in trouble, for example 60... ♗c8 61. ♗a6! ♗c7 62. ♙c5 ♗d8 63. ♙f8.

**53... ♗d7 54. ♗d4 ♜e5 55. ♙d5!**

Another preventive move, this time guarding against ... ♙c4.



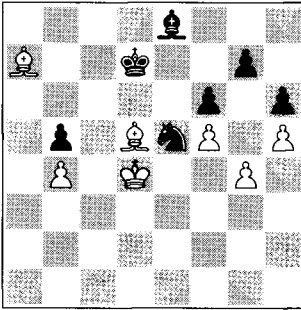
**55... ♜c6+??**

In olden days the second time control came at move 56. The Yugoslav grandmaster, a subtle player, would have benefited from that option had it existed. He makes a bad mistake.

Ivkov shows with some impressive analysis what is wrong with 55... ♙xd5. There would follow 56. ♗xd5 ♜xg4 57. ♙g1 ♜e5 58. ♗c5 ♜f3 (58... ♜c4 59. ♗xb5 ♜d6+ 60. ♗a6 ♜xf5 61. ♙c5) 59. ♙f2 ♜d2 60. ♗xb5 ♜e4 61. ♙e1 ♜d6+ 62. ♗a6! (62. ♗c5? ♜xf5 63. b5 ♗c7=) 62... ♗c6 (on 62... ♜xf5 63. b5 ♜d6 64. b6 ♗c6, 65. ♙b4 with the idea ♙f8 wins) 63. ♙f2 ♜b5 64. ♙b6 ♜d6 65. ♙c5 ♜b5 (65... ♜xf5 66. ♙f8) 66. ♙f8 ♜c7+ 67. ♗a5 ♜d5 68. ♙xg7 ♜f4 69. ♙xh6 (or 69. ♙xf6 ♜xh5 70. b5+ ♗b7 71. ♙e5!+-) 69... ♜xh5 70. ♗a6 ♗c7 71. b5 and White wins.

It would be interesting to know how Karpov would have reacted to

55...♙e8!. This was a resilient option, leaving White no clear way to win.



analysis diagram

A) First, we look at 56.♙b8 ♖xg4 57.♙f3 and now:

A1) 57...♙xh5? 58.♖c5 ♖c8 59.♙d6 (59.♙g3 ♖f2!!) 59...♖d8! (in case of 59...♖d7 60.♙f8 (60.♙e2 ♖f2) 60...♖e8 61.♙xg7 ♖f7 62.♙xh6 ♖xh6 63.♙xh5+ ♖e7 64.♙g6 ♖g4 65.♖xb5 White wins) 60.♖b6! (White first removes his king from the knight checks before the bishop gets to f8. 60.♖xb5 ♙e8+ 61.♖a6 ♖e3; or 60.♙f8 ♖e5!. Here is the point of 54...♖d8: the d7-square is vacant. 61.♙xh5 ♖d7+ 62.♖xb5 ♖xf8 63.♖c6 ♖c8!= rather than 63...♖d7 64.♖b7!?) 60...♖c8 (this keeps the e8-square available for the bishop. After 60...♖d7 61.♙f8 ♖e8 62.♙xg7 ♖f7 63.♙xh6 ♖xh6 64.♙xh5+ ♖e7 65.♙g6 or 60...♖e8 61.♖xb5 ♖f7 62.♖c5 ♖g6 63.b5, White wins) 61.♖a6! ♖d7 62.♙f8 ♖c7 63.♙xg7 ♖d6 64.♖xb5 ♖e5 65.♖c5 ♖xf5 66.b5 ♖g6 67.b6 ♖e5 68.♙xh5+ ♖xh5 69.b7 and White wins;

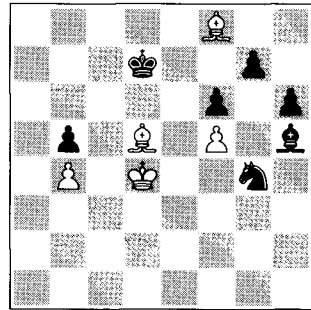
A2) 57...♖f2 58.♙g3 ♖h3 59.♖c5 ♖d8 60.♙d6 ♖g5 61.♙d5 ♙xh5 62.♙f8 ♖g6 and Black gets away with it;

A3) 57...♖e5!? is probably the simplest: 58.♙xe5 ♖xe5+ 59.♖xe5 ♖e7=;

B) 56.♖c5 ♖c7 57.♙b6+ ♖b8 58.♖d6 ♖xg4 59.♖e7 (59.♙c6 ♙xh5 60.♙xb5 ♖e5=) 59...♙xh5 60.♙f3 ♖e3 61.♙xh5 (61.♙xe3 ♙xf3 62.♖f7 ♙e4 63.♖g6 h5=) 61...♖d5+ 62.♖f7 ♖xb6 63.♖xg7 ♖d5 64.♙f3 ♖xb4 65.♖xf6 ♖c7 66.♙e4 (66.♖e7 ♖d3 67.♙e2 ♖f4=) 66...♖d6 67.♖g7 (67.♖g6 ♖a6 68.f6 ♖c7 69.♖xh6= or 69.♙f5 ♖e8 70.f7 ♖e7=) 67...♖a6 68.f6 ♖c7 69.♖xh6 (69.f7 ♖e6+ 70.♖xh6 ♖e7=) 69...♖e8 70.f7 ♖e7=;

C) 56.♙c5! (this shows another point of 53.h5: Black pawns are fixed on the kingside. Likewise there is little scope for the g-pawn) 56...♖xg4 57.♙f8:

C1) 57...♙xh5

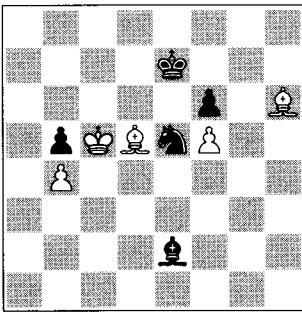


analysis diagram

58.♙f3! (this is such an attractive pin) 58...♖e8 59.♙d6 (59.♙xg7 ♖f7 60.♙xh6 ♖xh6 61.♙xh5+ ♖e7 62.♖e4 ♖d6 63.♙e8 ♖g4 64.♙xb5 ♖e5 gives Black decent drawing chances) 59...♖f7 60.♖c5 ♖g6 (60...♖g8 loses to 61.♖xb5 ♙e8+ 62.♖c5 ♖e3 63.♙e4 ♙d7 64.b5 ♖xf5 65.b6) 61.♖xb5 (61.♙d5+ ♖g7 62.♖xb5 ♖e3 63.♙c6 ♖xf5 64.♙c5

♙e2+=) 61...♘e3 62.fxc6+ ♔xc6 (in case of 62...♙xg6 63.♖c5 ♙d3 64.b5 ♙xb5 65.♗xb5 White can chop off one of the pawns, with a likely win) 63.♙xh5+ ♔xh5 64.♖c5 ♘d1 65.♖d4 ♘b2 66.b5 ♘a4 67.♙c5 f5 68.♖c4 ♘xc5 (68...f4 69.♙d4) 69.♖xc5 f4 70.♖d4 ♔g4 71.b6 f3 72.♖e3 ♔g3 73.b7 and White wins;

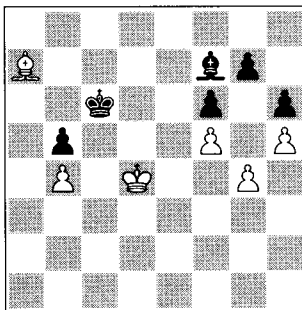
C2) 57...♘e5!/? (maybe this is the best Black can hope for) 58.♙xg7 ♖e7 59.♙xh6 ♙xh5 60.♖c5 ♙e2



analysis diagram

61.♙e6 – Black is clearly worse, but he has chances to draw.

56.♙xc6+! ♖xc6



57.♙c5

Fixing the pawns now pays off. Black's pawns are going to fall.

57...♙c4

How about White's pawns? They will remain unharmed:

58.♖e4

1-0

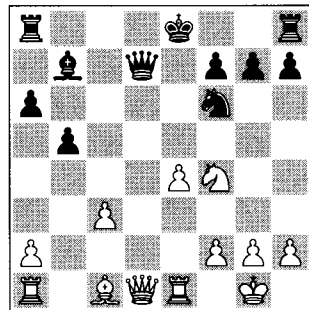
A reborn Tal was the sensation of 1979 and 1980. The next game was the only decided one Karpov played with him.

GAME 64

**Karpov, Anatoly  
Tal, Mikhail**

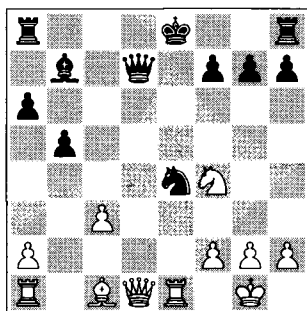
Bugojno 1980 (8)

1.c4 e6 2.♘c3 d5 3.d4 c6 4.e3 ♘f6  
5.♘f3 ♘bd7 6.♙d3 dxc4 7.♙xc4 b5  
8.♙d3 a6 9.e4 c5 10.d5 c4 11.dxe6  
cxd3 12.exd7+ ♖xd7 13.0-0 ♙b7  
14.♞e1 ♙b4 15.♘e5 ♖e6 16.♘d3  
♙xc3 17.♘f4 ♖d7 18.bxc3



18...♘xe4

18...♖xd1, the other way to restore the material balance, was less attractive: 19.♞xd1 ♘xe4 20.♙a3 ♞d8 21.♙b4!/? (thus, White can keep up the tension around the enemy king. With 21.♞e1 White could have aimed for a rook + opposite-coloured bishops ending with an extra pawn, as in the note to 20...♞he8 further on) 21...♞d7 22.♘d3! (22.♞e1 ♘d8!) and Black is under heavy pressure as f2-f3 and ♘c5 will come.

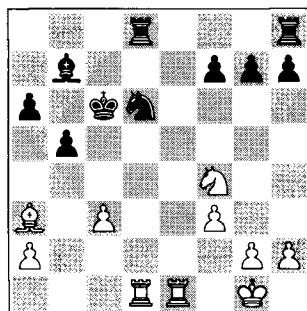


**19. ♖xd7+!**

Karpov centralizes Tal's king. But seriously; he wants to drive the king out into the danger zone. Alternatively 19. ♕a3 0-0-0 20. ♖h5 (20. ♖xd7+ ♜xd7) 20...g6 would be unclear.

**19... ♜xd7 20. ♕a3 ♜he8**

It would have been more natural to clear a passage for the king to safety via c8 with 20... ♜ad8. Unfortunately, this loses a pawn: 21.f3! ♘d6 (21...g5? 22. ♘d3! would give White a great advantage, whereas after 22. ♘h3?! g4 23.fxg4 ♜hg8 Black would get dangerous counterplay) 22. ♜ad1 ♜c6



analysis diagram

23. ♘e6! (this neat tactical shot nets a pawn) 23...fxe6 24. ♜xe6 ♜he8 25. ♜dxd6+ ♜xd6 26. ♜xd6+ ♜c7 27. ♜f2. Karpov has won many endgames with less advantage than this.

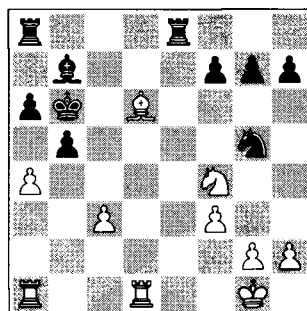
**21. ♜ed1+!**

Why not bring out the other rook, which has not been developed yet, you may ask. White wants to avoid the exchange of rooks in order to keep the heavy artillery to attack Black's king. On the e-file Black could possibly force exchanges.

**21... ♜c7 22.f3 ♘f6**

Interestingly, no commentator mentions 22... ♘g5!?. The point would be that Black wants to exchange an attacking piece, i.e. the white knight. Opposite-coloured bishops can increase the domination of the attacker, but this time there are no queens and it looks as though Black's king can survive:

A) 23. ♕d6+ ♜b6 24.a4



analysis diagram

24... ♜ad8! – the rook comes into play before Black plays 24... ♘e6, as then after 25.a5+ ♜c6 26.c4! the black king would be in danger: 25.c4 bxc4 26. ♜ab1+ ♜a7 and Black is no longer in real danger;

B) 23.c4 and now:

B1) 23... ♜ad8 24.cxb5 ♜xd1+ 25. ♜xd1 axb5 26. ♜c1+ ♕c6 27. ♘d5+ ♜b7 28. ♘e7 ♕d7 (or 28... ♜a8 29. ♕b4 ♜a6 and White's advantage is about to evaporate) 29. ♜d1 ♕c6 30. ♘xc6 ♜xc6 31. ♜d6+ ♜c7 32. ♜d5 ♜a8 33. ♕b4 ♘e6 and Black escapes;

B2) 23... ♘e6 24.cxb5 axb5 (with

24...♖xf4 25.♙d6+ ♘b6 26.♙xf4 axb5 27.♞d7 ♞e2 Black could create counterplay) 25.♞ac1+

B21) 25...♗b8 26.♙d6+ ♘a7 27.♖xe6 ♞xe6 28.♞c7 ♗b6 29.♞xf7 ♞xa2 30.♞xg7 ♞g6 31.♞xg6 hxg6 gives enough counterplay for the pawn;

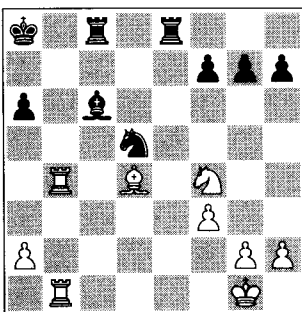
B22) 25...♙c6 26.♞d6 ♞xa3 (26...♖d8 keeps the position together as well) 27.♞dxc6+ ♗b7 and Black is just a fraction worse.

**23.♙d6+ ♗b6**

If 23...♗c6!? 24.c4 (after 24.a4 ♞ad8 25.axb5+ axb5 26.♙b4 ♖d5 Black's problems are over) 24...bxc4 (24...♞ad8?? loses to 25.cxb5+ ♗xb5 26.♞ab1+) 25.♞ac1 ♞ac8 26.♞xc4+ (in case of 26.♞d4 ♗b6 27.♞dxc4 ♞xc4 28.♞xc4 ♖d5 Black survives) 26...♗b6 27.♞b1+ ♘a7 28.♞cb4 White has unpleasant pressure, yet Black has chances to hold. You would not normally welcome this position with Black unless you had given it some careful analysis beforehand;

A) 28...♙a8 29.♖d3 ♖d7 30.♞1b2 ♙c6 (30...♞e6 31.♙g3) 31.a4 ♞e6 32.♙g3 ♘a8 33.♗f2 and White still has some pressure;

B) 28...♙c6 29.♙c5+ ♘a8 30.♙d4 ♖d5



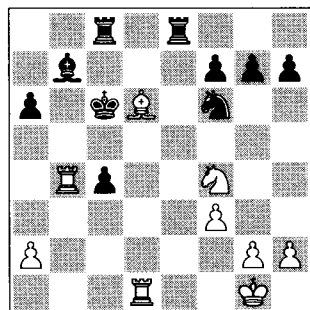
analysis diagram

31.♞a4! (after 31.♖xd5 ♙xd5 32.♞a4 ♞e6 White's edge would evaporate) 31...♖c7 (31...♙xa4 32.♖xd5) 32.♞a5 f6 33.♗f2. Black is still a bit worse. And the position would suit Karpov much better than the Magician from Riga.

**24.c4 ♞ac8**

Karpov recommends 24...♞ad8, but I think he would not have minded much: 25.c5+ ♗c6 (after 25...♗a7 26.a4 b4 27.a5 b3 28.♞ab1 ♙c6 29.♞d4 wins the pawn) 26.♖d3 ♖d7 27.♖e5+ and Black's king has yet to find an opportunity to relax.

24...bxc4 is a much better try: 25.♞ab1+ ♗c6 (maybe this line is objectively better than the text, maybe this can even be proved with the help of a computer. However, very few players would like to find their king in the centre like this) 26.♞b4 (Kasparov prefers 26.♞d4, e.g. 26...♞ed8 27.♞b4 ♞xd6 28.♞dxc4+ ♖d7 29.♞xb7+ ♗e8 30.♞cc7 ♞d7 and Black exchanges this rook and frees his other rook. To a human this looks less promising than his next improvement on Karpov's line) 26...♞ac8



analysis diagram

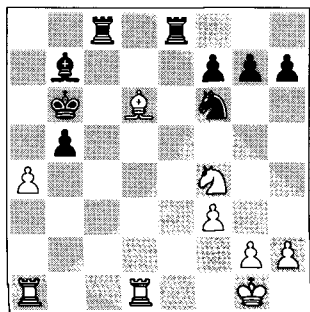
A) If now 27.♞xc4+ ♗b6 (after 27...♗b5?! 28.♞b4+ ♗c6 29.a4! Black's king is in serious danger. Maybe

not too long, though, as it will be mated) 28. ♖b1+ ♔a7 29. ♖cb4 ♕a8 – this probably looks worse for Black than it actually is;

B) Kasparov examines 27.a4!. This move aims to keep up the pressure against the black king. Kasparov would know, he has proved this in so many of his games; 27...g5 28. ♖xc4+ ♔b6 29. ♕c7+ ♔a7 30. ♖d6 ♕e4 31. fxe4 gxf4 32. ♖d7 ♖xe4 33. ♖xe4 ♕xe4 34. ♖xf7 ♔b7 35. ♕xf4+ – according to Kasparov Black has good chances of a draw here. Let me add that a professional player may play on forever in such a position and still not win.

**25.cxb5 axb5 26.a4!**

He keeps going after the king, leaving Black no time to get organized.



**26...♖cd8?**

Tal wants to ease his troubles by swapping a rook. This loses in a number of ways. Most commentators, at this point, have no longer looked for improvements. However, the game should not have been over yet. Black should have tried to double rooks on the second rank:

A) 26...bxa4 is a risky way to accomplish the doubling:

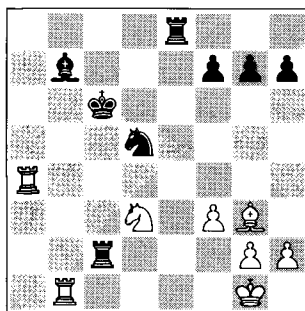
A1) 27. ♖db1+ helps the black king to reach the kingside: 27...♔c6

28. ♖xa4 ♔xd6 29. ♖xb7 ♖f8 30. ♖a7 ♔e5 and Black holds;

A2) 27. ♖xa4 ♖c2 (of course Black is living dangerously, but he can still resist) 28. ♕d3 and now:

A21) 28...♕c6 29. ♖b4+ ♕b5 30. ♕e5 ♖e2 31. ♕xf7 ♖e1+ 32. ♖xe1 ♖xe1+ 33. ♔f2 ♖e2+ 34. ♔g3 – Black is a pawn down and his king is far away; that is too much trouble;

A22) 28...♕d5 29. ♖b1+ ♔c6 30. ♕g3

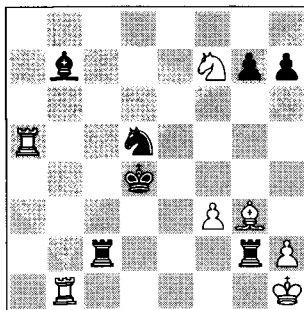


analysis diagram

30...♖ee2

A221) 31. ♖a7 ♕c8 32. ♕e1 ♖c4 33. ♖xf7 ♖e7 34. ♕d3 ♖xf7 35. ♕e5+ ♔d6 36. ♕xc4+ ♔e6 37. ♕d6 ♖f8 38. ♖b8 ♕e7 and Black stabilizes his position in an endgame with 2 against 3 pawns. Quite torturous for Black!;

A222) 31. ♕e5+ ♔c5 32. ♖a5+ ♔d4 33. ♕xf7 ♖xg2+ 34. ♔h1



analysis diagram

Now 34...♖g2? 35.♖a4+ ♔c5 36.♘d6 loses. The entire line looks very dangerous for Black, but with the counter-thrust 34...♘e3! he may escape as it does not give White much time to build up his attack. His king can also come under fire.

B) Keeping the b-file closed with 26...♞c2!? is the safer way to get to the second rank:

B1) 27.a5+ ♔a7 and Black has reached a higher level of safety than ever in this game;

B2) after 27.♞db1 ♘c6 28.♘d3 (28.axb5 ♘xb5) 28...♞ee2 Black is also still kicking;

B3) 27.♞ab1 ♘c6 (27...♘a6 28.♘a3) 28.h4 and White keeps up the pressure, but this is much better for Black than the game; in fact he has chances to hold.

**27.axb5!**

At this point Karpov most probably saw the winning plan and he now carries it out with his usual admirable purposefulness.

Also good was 27.♞ac1!, which is Kasparov's way to introduce the rook. One can see the differences in approach. Both methods are extremely effective. In Karpov's line, his opponent feels there is some breathing space, but not for long. In Kasparov's case, the opponent has no time to feel much as the blows are coming too quickly, viz. 27...♞d7 (27...♞c8 28.♘c7+) 28.♘c7+ ♔a7 29.♞xd7 ♘xd7 30.axb5.

**27...♞d7**

If 27...g5 28.♞ac1 ♞d7, 29.♘c7+! wins as Karpov points out.

**28.♞d4 ♞ed8 29.♞ad1 ♞c8**

29...g5 would lose to 30.♘e7! ♞xd4 31.♘xd8+.

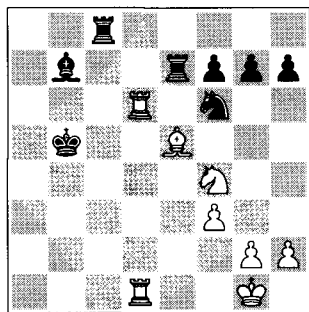
**30.♘e5!**

This is the final move of Karpov's plan. It leaves Black without any chance. Now White exchanges and he either wins further material or ensnares the king.

**30...♞e7**

In case of 30...♞xd4, 31.♘xd4+ ♔xb5 32.♘xf6 gxf6 33.♞d7 wins two pawns.

**31.♞d6+ ♔xb5**



**32.♞b1+!**

Karpov could have won by collecting the pawn, but he starts an easy mating attack instead.

**32...♔c4**

If 32...♔c5 33.♘d3+ ♔c4 34.♞b4 mate, and if 32...♔a5 33.♞d2 ♞c4 34.♞a2+ ♞a4 35.♘c3+ ♔a6 36.♞xa4 mate.

**33.♞d4+**

33.♞d2 leads to a quicker checkmate: 33...♞xe5 34.♞c2+ ♔d4 35.♞b4+.

**33...♔c5 34.♘d3+ 1-0**

Black cannot avoid the mate: 34...♔c6 35.♞c1+ ♔b6 36.♞b4+ ♔a7 37.♞a1+ ♘a6 38.♘d4+. Once again, Karpov has shown how well he can organize an attack on the opponent's king in the endgame.

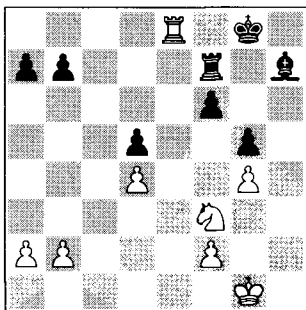
At the Amsterdam IBM tournament, Karpov beat Van der Wiel by keeping an equal position alive and when the chance presented itself, he didn't let it slip. Despite his loss against Ribli, Karpov won the event.

GAME 65

**Van der Wiel, John  
Karpov, Anatoly**

Amsterdam IBM 1980 (1)

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♙c5 4.c3  
 ♘f6 5.d4 exd4 6.cxd4 ♙b4+ 7.♙d2  
 ♙xd2+ 8.♘bxd2 d5 9.exd5 ♘xd5  
 10.♚b3 ♘ce7 11.0-0 0-0 12.♞fe1 c6  
 13.♘e4 h6 14.♘e5 ♚b6 15.♘d6  
 ♚xb3 16.♙xb3 ♞b8 17.♞e2 ♘f5  
 18.♘xf5 ♙xf5 19.♙xd5 cxd5 20.g4  
 ♙h7 21.♞ae1 ♞bd8 22.h4 f6 23.♘f3  
 g5 24.♞e7 ♞f7 25.hxg5 hxg5  
 26.♞e8+ ♞xe8 27.♞xe8+



**27...♙g7**

Karpov plays for a win by simply maintaining the status quo. With this pawn formation, the knight should be better. However, the g-pawn is fixed on the bishop's colour.

**28.♘e1 ♞c7 29.f3 ♙f7 30.♞b8**

John ties Karpov's rook to the defence of his pawns.

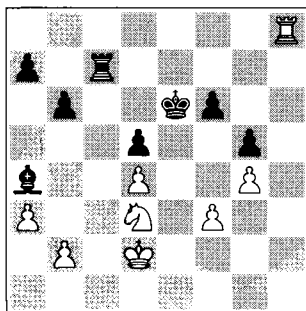
**30...♙e6 31.♙f2 b6**

The position is equal, but the opponents just keep on playing.

**32.♞a8 ♙b1 33.a3 ♙a2 34.♙e3 ♞h7  
 35.♞e8+ ♘d7 36.♞f8 ♞e7+ 37.♘d2  
 ♙e6 38.♞h8 ♞c7 39.♞e8+ ♙f7  
 40.♞a8 ♙b3 41.♘d3**

Black has not been able to make any real progress.

**41...♙a4 42.♞h8 ♙e6**



**43.f4**

Just like Hort in Game 61, Van der Wiel runs out of patience doing nothing and changes the inherent structure of the position. After 43.♞a8 it would have been interesting to know how long Karpov would have kept trying.

**43...♞c2+ 44.♙e3 ♞g2!**

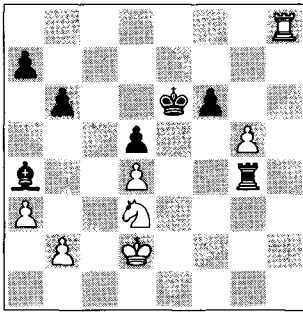
Karpov spots the new target and attempts to exploit the weakness.

**45.f5+**

White has several safe ways to continue:

A) 45.♙f3 – this is one of them. After 45...♞g1 46.f5+ ♘d6 47.♘f2 ♙d1+ 48.♘xd1 ♞xd1 49.♙e3 ♞b1 50.♞h6 White cannot lose;

B) 45.fxg5 ♞g3+ 46.♙d2 ♞xg4 looks frightening for White, but...



analysis diagram

B1) After 47.g6 ♟b5 48.♟f4+ ♟f5 49.g7 ♜xg7 50.♟xd5 the position is equal;

B2) 47.♜h6! (from the famous Karpov-Kasparov game, World Championship final 1984, we know that with the d4-pawn and a knight against d5-pawn and a light-squared bishop, White can consider sacrificing pawns) 47...♜xg5?! 48.♟f4+ ♟e7 49.♜h7+ ♟d6 50.♜xa7. Now maybe White can start squeezing.

**45...♟d6 46.♜h6 ♜g3+ 47.♟d2 ♟e7 48.♟b4?**

White opens up the position, but this very much favours Black. With 48.♟f2! White could still tie Black's hands and gain a draw: 48...♜b3 49.♜h7+ ♟e8 50.♜xa7 ♜xb2+ 51.♟e3 ♜b3+ 52.♟d2 ♜xa3 53.♜a8+ ♟e7 54.♜a7+ with a perpetual check.

**48...♜xg4 49.♟xd5+?**

There was a possibility to stop his free-fall with 49.♟c3 ♜h4 (49...♜g3+ 50.♟d2) 50.♜g6 ♜h3+ 51.♟d2 ♟b3 52.♟c6+ ♟e8 (52...♟f7 53.♟d8+) 53.♟xa7 and White is still very much in the game.

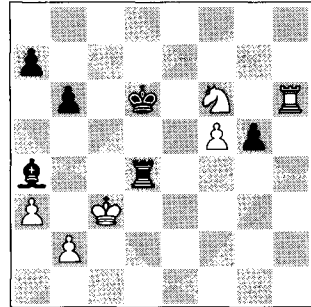
**49...♟d6 50.♟xf6**

50.♟e3 would be troublesome for White: 50...♜xd4+ 51.♟c3 ♜e4 (or

51...♟e5 52.♜xf6 ♟xf6 53.♟xd4 ♟c6 and White may run out of moves fairly soon) 52.♜xf6+ ♟e5 53.♜e6+ ♟f4 54.b3 ♟b5 55.♜xe4+ ♟xe4 56.f6 ♟e8 and Black is likely to win.

**50...♜xd4+ 51.♟c3**

If 51.♟e3 ♟e5 52.♟h7 ♜e4+ 53.♟f3 ♟d1+ 54.♟f2 ♟xf5 Black wins.



**51...♜h4!**

John had probably overestimated the power of his battery. This move pulls out the sting.

**52.♟e4+**

After 52.♜xh4 g4 53.♟d4 h3 54.♟g4 ♟c2 Black wins, as he does after 52.♜g6 ♟e5.

**52...♟d5 53.♜xh4 g4**

The distant passed pawn decides the outcome.

**54.♟g5 ♟d7! 55.f6 ♟d6 56.♟d4**

56.♟h7 ♟e6 wins after 57.♟f8+ ♟xf6 58.♟xd7+ ♟f5. The h-pawn needs three moves to promote, but White can do nothing to stop it.

**56...h3 57.f7 ♟e7 58.♟xh3**

A desperate attempt. But despite the wrong colour of the bishop, Black wins effortlessly.

**58...♟xh3 59.♟e5 ♟d7 60.f8♞+**

**♟xf8 61.♟d6 ♟a4 62.♟c7 ♟e7 63.♟b7 ♟d6 64.♟xa7 ♟c5 0-1**

The following endgame is an exception. When René Olthof offered his opinion on my proposed Judit Polgar book, he mentioned that a loss by Judit might be included in the collection. I also selected a loss for my Kasparov books and now this idea is repeated with Karpov. I wanted to select an endgame in which Karpov lost as a World Champion, to show that he is, after all, human. He who lives by the sword dies by the sword.

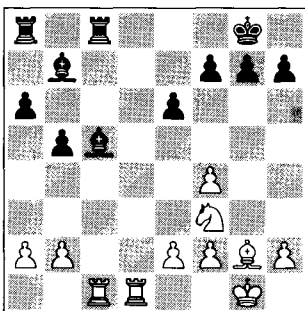
My other candidate games were three endgames won by Kortchnoi at Baguio or Timman's win in the Buenos Aires tournament, 1980. Finally I went for Ribli's victory, as this reminded me of Karpov's own play when he squeezed a win out of virtually nothing.

GAME 66

**Ribli, Zoltan**  
**Karpov, Anatoly**

Amsterdam IBM 1980 (6)

1.d4 ♘f6 2.c4 e6 3.g3 d5 4.♙g2 ♙e7  
5.♘f3 0-0 6.0-0 dxc4 7.♚c2 a6 8.♗xc4  
b5 9.♗c2 ♙b7 10.♙f4 ♘d5 11.♘c3  
♘xf4 12.gxf4 ♘d7 13.♞fd1 ♚c8  
14.♘e4 c5 15.dxc5 ♘xc5 16.♘xc5  
♗xc5 17.♗xc5 ♙xc5 18.♞ac1 ♞fc8



**19.♘e5!**

Ribli goes for simplification in order to invade with a rook along the seventh rank. His king will be slightly better and the e5-knight will be strong. It is easy to underestimate the danger Black will soon face.

**19...♙xg2 20.♚xg2 f6**

A small move, yet it is hard to assess all the consequences it conceals. It opens a route to the centre for the king, but it also opens the seventh rank for a white rook. Furthermore, it chases the knight away but weakens the e6-pawn.

20...♞c7?! is Dragan Ugrinovic's suggestion in *Chess Informant*. It looks right to fight for the open file; however, the plan has tactical drawbacks: 21.b4! ♙d6 22.♞xc7 ♙xc7 23.♘xf7! ♙xf4 24.♘d8! and White is clearly better.

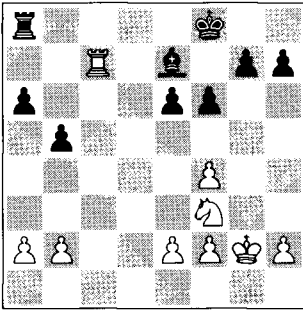
**21.♘f3**

After 21.♘d3 the knight would block any invasion along the d-file. This can be an important element.

**21...♙f8**

Ugrinovic gives 21...♚f7 a question mark. However, things are not that simple: 22.♞d7+ ♙e7 23.♞cc7 ♞xc7 24.♞xc7 ♞d8! (rooks belong on open files) 25.e3 ♞d6 26.♘d4 ♚e8 and Black may not have too big a problem. However, one normally doesn't like to calculate such positions, even though a player may possess Karpov's special calculating abilities. Here White can try to play f4-f5 at once or mount the pressure with 27.♚f3.

21...♚f8! was found to be the simplest way to neutralize White's initiative: 22.♞d7 ♙e7 23.♞cc7 ♞xc7 24.♞xc7



analysis diagram

24...♙d6! (this is the point of approaching along the 8th rank) 25.♖d7 ♙xf4 26.e3 (26.♘d4 ♖e8) 26...♙e5 27.♘xe5 fxe5 28.b3. Now, in Novak-Prandstetter, Prague 1981, White played 28.♖b7 and a draw was agreed. Black is a pawn up and wants to bring the rook to the second rank via the c-file. By moving the b-pawn from the second rank White could keep the tension, but I think that Black's extra pawn should be sufficient for the draw.

**22.e3!**

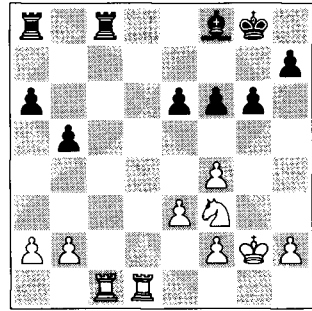
This is a simple and strong improving move in Karpov's style. It removes a pawn from the second rank and defends f4. It will also protect the knight on d4.

**22...g6?**

This is a mysterious move; maybe it is a waiting move. Quoting Ribli: 'Karpov offered a draw, I did not accept it.' That is all the Hungarian grandmaster shared with the readers. This move shows that Black doesn't clearly see what he should do. Karpov commits a common error. Players tend to make a bad move when they offer a draw, as they are thinking about the latter and that diverts their concentration from the moves they should play. Be careful with your move when you offer a

draw; also check the opponent's move when he offers!

After 22...♙f7!? 23.♖d7+ ♙e8 24.♖xc8+ ♖xc8 25.♖a7 ♖c6 26.♘d4 White would also be better. Obviously, it would not be a simple task to exploit the advantage.



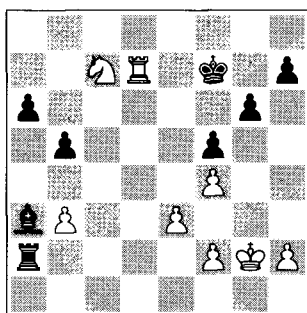
**23.b3!**

Ribli doesn't hide his intentions but starts his subtle plan on the queenside. Ugrinovic mentions 23.h3, which would be a waiting move.

**23...♙b4**

Blocking the a-pawn with 23...♙a3 does not promise much. After 24.♖xc8+ ♖xc8 25.♖d7 it is unpalatable for Black to have his king restricted to the eighth rank. After 25...♙c5 26.♘d2 ♙f8 27.♘e4 White presses.

Alternatively, 25...♖c2 26.♘d4 would also give White an edge (only not 26.♖a7, when 26...♙c1!? (26...♖xa2 27.♖xa6, or 26...♖c6 27.♘d4 ♖b6 28.♙f3 and White is a bit better) 27.♘d4 ♖xa2 28.♙f3 ♙d2 gives Black enough counterplay): 26...♖d2 27.♖d8+ (27.♖a7 ♙c5) 27...♙f7 28.♘xe6 ♖xa2 (in case of 28...♖xd8 29.♘xd8+ ♙e7 30.♘c6+ ♙d6 31.♘d4, White hangs on to the extra pawn) 29.♘c7 f5 30.♖d7+



analysis diagram

30...♙e7. No-one likes to invite a pin like this unless it is necessary. However, Black has good drawing chances here: 31.♘d5 ♖e6 32.♞xe7+ ♕xd5 33.♞xh7 a5 and Black's queenside pawns are quick.

**24.h3!?**

In case of 24.♞xc8+ ♞xc8 25.♞d7 ♞c2 26.♘d4 ♞xa2 27.♘xe6 ♞a3 28.♞g7+ ♖h8 29.♞a7 ♖g8 it is not easy to extract more from the position.

**24...♖f8**

Everything looks a bit worse, so it is hard to choose which disadvantage is the least damaging.

24...♙e7 gives reasonable chances as well: 25.♞xc8+ ♞xc8 26.♞d7 (once again things look frightening from Black's point of view) 26...♖f7 27.♞a7 ♞c6 28.♘d4 and Black has to be very careful.

**25.♘d4 ♖f7 26.a4!**

Ribli softens up Black's queenside nicely.

**26...bxa4**

Not 26...♙c5? 27.axb5 ♙xd4 28.♞xc8 ♞xc8 29.bxa6! when White can go for more than just a superior rook endgame (as after 29.♞xd4 axb5 30.♞d7+ ♖g8 31.♞b7 ♞c5 32.b4): 29...♙b6 30.♞d7+ ♖e8 31.♞b7 ♙c7 32.b4 and Black is in trouble.

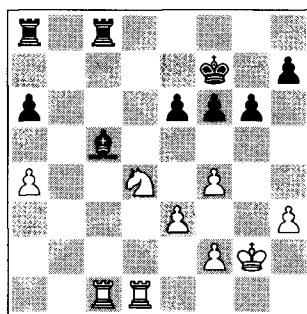
**27.bxa4 ♙c5?!**

Karpov wants to get rid of the knight.

A) 27...♙c3 would not allow the game continuation and it serves the same purpose, yet it is still not appetizing: 28.♘e2 ♙b4 29.♞d7+ ♙e7 30.♞cc7 ♞xc7 31.♞xc7 and Black is kept very passive;

B) 27...a5!? 28.♖f3 ♖e7 29.♘c6+ ♖e8 30.♞c4 (after 30.♖e4 ♞a6 31.♘d4 ♞xc1 32.♞xc1 ♘d7 Black is safe) 30...♞c7 31.♞dc1 ♞ac8 32.e4 ♘d7 and Black is likely to survive;

C) With 27...♞c5!? Black could have tried to double rooks on the c-file.



**28.♞c4!**

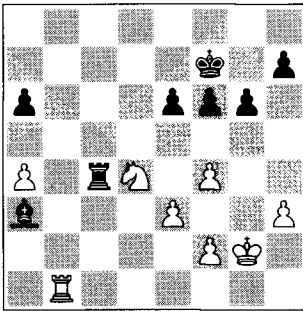
White improves his rook.

**28...♙a3**

In case of 28...♙xd4 29.♞cx4 ♞e8 30.♞b4 ♞e7 31.a5 Black's position remains rather passive.

**29.♞xc8 ♞xc8 30.♞b1! ♞c4**

Karpov is looking to activate his rook. He probably anticipated that he would lose a pawn, but hoped that his bishop would function better than the knight. After 30...♞c7 31.♞b6 (with 31.♞b8!? the White rook could cause a lot of headaches on the eighth rank, yet Black might not be lost) 31...♙c5 32.♞xa6 ♙xd4 33.exd4 ♞d7 Black has decent drawing chances.



**31. ♖b7+**

Finally Ribli's rook gets to the seventh rank, even with a check.

**31... ♗e7 32. ♖a7 e5**

Black had no choice but to weaken his pawn structure.

**33. fxe5 fxe5 34. ♘f3 ♖xa4 35. ♘xe5+ ♔f6**

Karpov overestimates his chances. He probably missed that his king can still be vulnerable here.

With 35... ♗e6!? he would have moved further away from g6 but, more importantly, he would have kept the f6-square vacant for the bishop: 36. ♘c6 (36. f4 ♗f6) 36... ♗f6! (the bishop will support the a-pawn from the diagonal) 37. ♖xh7 ♖c4 38. ♘a5 ♖c5 39. ♘b3 ♖b5 40. ♘d2 ♗e7 41. ♖g7 ♔f6 42. ♖g8 a5 and White is better, but it is hard to tell whether he can win.

**36. ♘c6 ♗c5?**

It seems that after this move, Black is clearly lost. Karpov probably missed Ribli's finesse and got over-optimistic. He might have started to think about winning the game. He had recorded so many successes in endgames that this would not be a miracle. After 36... ♗d6!? 37. ♖xh7 ♖c4 38. ♘d4 ♗e5 39. ♘f3 ♗c3 40. ♖a7 ♖c6 41. e4

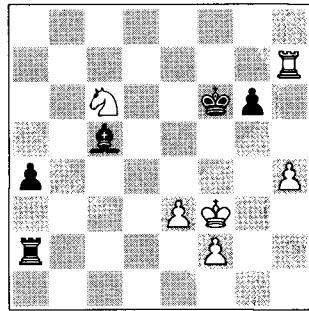
(41. ♔g3 ♔f5) 41... a5 42. ♔g3 White has decent winning chances.

**37. ♖xh7 ♖a2 38. ♔f3**

White is not only stepping away from ... ♗xe3.

**38... a5 39. h4! a4**

If 39... ♗e6 40. ♘d8+ ♔f5 41. h5 ♗b4 42. h6 and White wins.

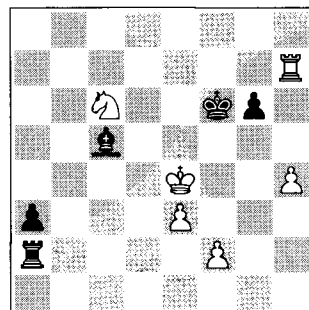


**40. ♗e4!!**

Karpov is faced with his own recipe for success. Ribli not only does a good job exerting pressure, but he also seizes his tactical chances superbly, just like Karpov often does so well. I am certain that Karpov did not fully appreciate the power of this move.

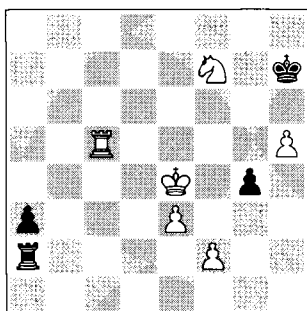
**40... ♗f8?!**

Karpov goes down without giving Ribli the opportunity to go wrong. 40... ♖xf2 (41. ♘d8!) or the pawn push 40... a3 would have created more obstacles.



analysis diagram after 40... a3

41.♔d8!!. Karpov must have missed this lovely study-like tactic somewhere in his calculations. It exploits the fact that Black's rook is out of the game. However the a3-pawn is close to promotion, and Black can try pushing it further: 41...g5 42.h5! (in case of 42.♖h6+ ♔e7 43.♕e6 ♖b6 44.♕xg5 ♖b2 the a-pawn suddenly becomes very strong) 42...g4! (Black tears open the mating net and he will have two pawns on the second rank) 43.♖f7+ ♔g5 44.♖f5+ ♔h6 45.♕f7+! (in the event of 45.♖xc5? ♖xf2, the g-pawn saves Black) 45...♔h7 (45...♔g7 46.h6+) 46.♖xc5

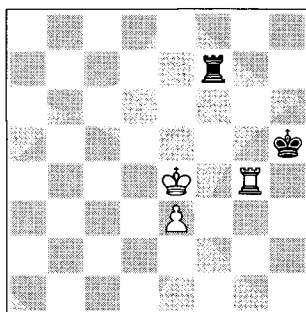


analysis diagram

46...♖xf2. The rook clears the way for the g-pawn and cuts off the white king. It is a frightening prospect to allow two black pawns to get so close to promotion, yet White has enough resources to win the game. In an over-the-board game the two passed pawns could confuse the opponent, especially if he were taken by surprise:

A) 47.♕g5+? ♔h6 48.♕e6 a2 49.♖a5 (49.♖c1 g3 50.♕f4 g2) 49...g3 50.♖a8 (50.♕f4 ♖xf4+!) 50...♔xh5 51.♕f4+ ♔g4 is equal;

B) 47.♖c7 a2 48.♖a7 g3! (48...a1♖ 49.♖xa1 ♖xf7 50.♖g1 ♖g7 (in the event of 50...♔h6 51.♖xg4 ♔xh5 52.♖g8! White also wins) 51.♔f5 ♖f7+ 52.♔g5 ♖e7 53.♖g3 ♖g7+ 54.♔f4 ♔h6 55.♖xg4 ♖f7+ 56.♔e4 ♔xh5



analysis diagram

57.♖g8!!. This is the only move to win as the eighth rank must be withheld from the black rook. Otherwise White cannot start a frontal attack successfully) 49.♕g5+ ♔h6 50.♕h3 g2 51.♖a8 transposes to C) 47.♕e5;

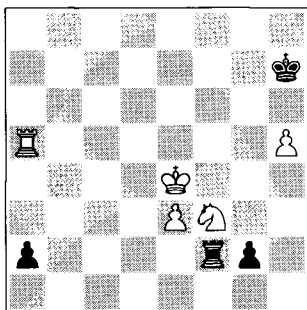
C) 47.♕e5 a2 and now:

C1) 48.♖c1 g3 49.♕d3 ♖d2 50.♕f4 ♖f2 (50...♖b2 51.♖a1 g2 52.♕h3 ♔h6 53.♔f3 and White wins) 51.♕h3 ♖h2 52.♕g1 ♖f2 53.♖a1 and White probably wins, but not automatically)

C2) 48.♖a5!? g3

C21) Now, in case of 49.♖a7+ ♔h6 50.♕g4+ ♔g5! (after 50...♔xh5 51.♕xf2 gxf2 52.♖h7+ ♔g4 53.♖h1 ♔g3 54.♖a1 White wins) 51.h6 ♔xg4 (51...♖f7 52.♖xf7 a1♖ 53.♖g7+ ♔h4 is equal as well) 52.h7 ♖f8 53.♖xa2 ♖e8+ 54.♔d5 ♖h8 Black will not lose;

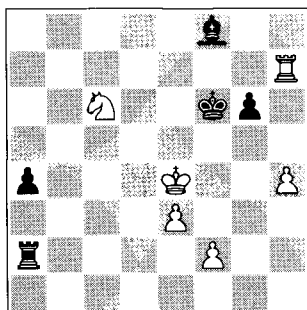
C22) 49.♕f3! g2



analysis diagram

50. ♖g5+ (this position would have been hard for White to evaluate objectively. Black's two pawns on the second rank are very threatening) 50... ♖h6 (the triangulation with 50... ♖g7 does not help: 51. ♘h3 ♖h6 52. ♖a8! ♖h7 (52... ♖xh5 53. ♘xf2; 52... ♖d2 53. ♖f3) 53. ♖a6 and White wins) 51. ♘h3 ♖g7 52. ♖a6 ♖g8 (after 52... ♖f1 53. ♖xa2 g1 ♖ 54. ♘xg1 ♖xg1 55. ♖a5 White wins) 53. ♖a7 – White pushes his pawn to h6 and then starts pushing the e-pawn, which wins.

Back to the game.



**41. ♖a7 ♖d6 42. f4 ♖h2 43. ♖a6**

Just as Karpov likes to do, Ribli pins the piece.

**43... ♖f7**

After 43... ♖xh4?, 44. ♘e5 ♖e6 45. ♘c4 wins.

**44. ♘e5+ ♖xe5 45. ♖xe5**

The rook ending is hopeless for the champion.

**45... ♖g7 46. ♖a7+**

The position was adjourned here. It was somewhat surprising that Karpov continued.

**46... ♖h6 47. ♖xa4 ♖xh4**

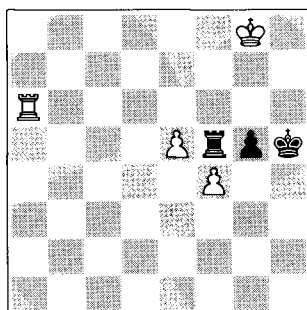
Black is not far from the other side of the river, but he never gets there. If his rook was on the queenside he would draw, but both his king and his rook are now out of the game. If 47... ♖b2, 48. ♖a8 wins.

**48. ♖f6! ♖h5**

Black's next two moves serve to keep White busy and give him no time for ♖a8. After 48... ♖h1 49. ♖a8! ♖h7 50. ♖a7+ ♖h6 51. ♖g7 ♖g1 52. f5 g5 53. e4 wins easily.

**49. e4 ♖h4 50. e5 ♖h5 51. e6**

With 51. ♖f7 Ribli could win in a more fancy way, but the game continuation is the safer method. Why choose a winning line which depends on a promotion with check? There follows 51... ♖f5+ 52. ♖g8 g5 53. ♖a6+ ♖h5



analysis diagram

54. ♖f6! ♖xf4 (or 54... ♖g4 55. ♖xf5 ♖xf5 56. fxg5) 55. ♖xf4 gxf4 56. e6 f3 57. e7 f2 58. e8 ♖+ and White wins.

**51...♖f5+ 52.♔e7 ♕g7**

After 52...♖b5 53.♔f7 ♖f5+ 54.♔g8 wins.

**53.♔d6 ♖f8**

The rook has no time to get to the queenside. After 53...♖b5, 54.♖a7+! ♔h6 55.e7 wins.

**54.♖a7+ ♔f6 55.♖d7 1-0**

Black is in a lethal zugzwang. Karpov resigned.

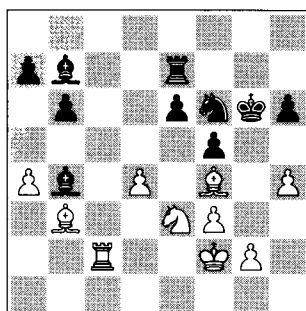
**39.♖b3!**

Now the rook becomes a little stronger.

**39...♗e7**

After 39...♔d5 40.♖e5 White keeps up the pressure.

**40.h4 h6**



GAME 67

**Karpov, Anatoly  
Hübner, Robert**

Tilburg 1980 (5)

1.d4 ♘f6 2.c4 g6 3.♔c3 d5 4.cxd5  
 ♘xd5 5.e4 ♘xc3 6.bxc3 ♔g7 7.♔f3  
 c5 8.♖e3 ♖a5 9.♗d2 0-0 10.♖c1  
 cxd4 11.cxd4 ♗xd2+ 12.♔xd2 e6  
 13.♔b3 ♖d8 14.♖g5 f6 15.♖e3 f5  
 16.exf5 gxf5 17.♖b5 ♔d7 18.0-0 ♔f6  
 19.♖g5 ♖d7 20.♖c4 b6 21.♔d2 ♖e8  
 22.♔f3 ♖c6 23.♔e5 ♖d5 24.♖b5  
 ♖ec8 25.a4 ♔e4 26.♖f4 ♖f8 27.f3  
 ♔f6 28.♖g5 ♔g7 29.♖a6 ♖xc1  
 30.♖xc1 ♖d6 31.♔c4 ♖b4 32.♔e3  
 ♖e8 33.♖b5 ♖f8 34.♖f4 ♔g6 35.♔f2  
 ♖b7 36.♖c7 ♖f7 37.♖c2 ♖f8 38.♖c4  
 ♖e8

**41.g3**

Karpov also improves his pawn structure. He is exceptionally strong at tying up opponents, but this is a remarkable example even by his standards!

**41...♖a3?**

In *Chess Informant*, Zdenko Krnic recommends 41...♔h7 as the least damaging move to Black's position. The king simply moves away from the centre. Black has many options, but no useful one.

**42.♔c4 ♖d5**

After 42...♖b4 43.♔e5+ ♔h7 44.♔c6 wins.

**43.♖a2 ♖xc4 44.♖xc4 h5 45.♖b3**

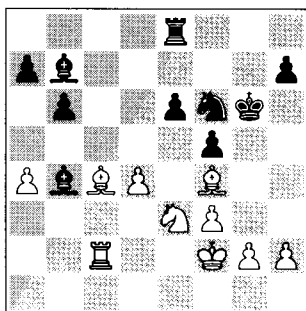
Taking control of the c-file. It is just another significant 'little' move.

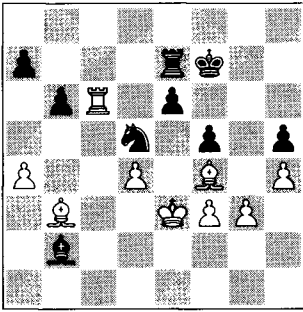
**45...♔f7 46.♖c6 ♖b2 47.♔e3**

Further improving his king's position.

**47...♔d5+**

This loses material in a lost position. If 47...♖e8 48.♖e5.





48. ♖xd5!

Now the time has arrived to take direct action.

48...xd5+ 49. ♖e5 ♖e6 50. ♖c7+ ♖e7  
51. ♖c2 ♖a3 52. ♖f4

This final improving move already wins material. Hübner makes a few moves out of inertia, but his fate is sealed.

52...a6 53. ♖xf5 b5 54. ♖c6 b4 55. ♖b6  
♖e8 56.g4

Karpov doesn't bother to win further material.

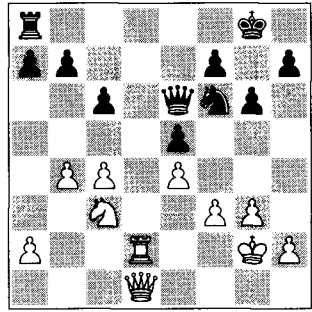
56...♖d7 57.gxh5 ♖f7+ 58. ♖g4 1-0

## GAME 68

**Karpov, Anatoly**  
**Quinteros, Miguel**

La Valetta Olympiad 1980 (12)

1.d4 ♘f6 2.c4 g6 3. ♖c3 ♖g7 4.e4  
d6 5. ♘f3 0-0 6...♖e2 e5 7. ♖e3 ♖e7  
8.dxe5 dxe5 9.0-0 c6 10. ♖c2 ♖g4  
11. ♖fd1 ♘a6 12. ♖d2 ♖xf3 13. ♖xf3  
♘c5 14. ♖ad1 ♘e6 15.g3 ♖fd8  
16. ♖xd8+ ♘xd8 17. ♖d2 ♘e6  
18. ♖d1 ♖f8 19. ♖g2 ♖e8 20. ♖h3  
♖b4 21.f3 ♖e7 22. ♖g2 ♖c5  
23. ♖xc5 ♘xc5 24.b4 ♘e6 25. ♖xe6  
♖xe6



26.c5

White takes firm control of the d-file and gains an edge. Black has no weaknesses, though.

26...♖c4

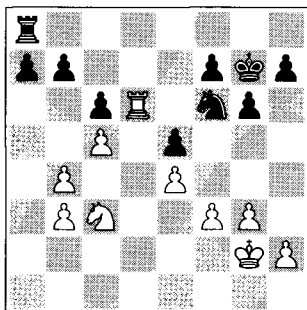
Black quickly forces the queen exchange. His position requires careful play.

A) 26...a5?, trying to open the a-file, would have failed to 27. ♖d8+ ♖xd8  
28. ♖xd8+ ♖g7 29. ♖xa5 ♖d7  
(29...♖c4 30. ♖a3; Black hopes to take advantage of White's absent queen and slightly airy king) 30. ♘e2! (but White can prevent the invasion and then return with the lady) 30...♖d3  
(30...♖d1 31. ♖f2 ♖h1 32.h4)  
31. ♖f2 g5 32.g4 and Black gets nowhere;

B) With 26...♖f8 Black can involve the king, even if it is somewhat risky: 27. ♖d6 (or 27. ♖e2 ♖e7 28. ♖d3 ♖e8 and ...♖d8 to follow) 27...♖c4  
28. ♖b3 (28. ♖xf6 ♖g7! 29. ♖d6 (or 29. ♖d6 ♖xc3 and the White king is exposed to a perpetual) 29...♖xc3  
30. ♖d2 ♖xd2+ 31. ♖xd2 a5 32.a3  
axb4 33.axb4 ♖a4 and all White's advantage has evaporated) 28...♖xb3  
29.axb3 ♖e7 (the endgame is harmless for Black) 30.b5 cxb5 31. ♘xb5 ♖c8  
32.b4 a6 33. ♘c3 a5 – Black exchanges

all the queenside pawns and gains the draw;

C) Finally, 26...♔g7, preparing ...a5, looks like a reasonable option: 27.♞d6 ♚c4 (the inserted moves favour Black. He can try 27...♚e7 with the idea of ...♞c8, ...♞c7 and ...♞d7 as well) 28.♚b3 ♚xb3 29.axb3



analysis diagram

29...a5! (again the rook does not stand really well on d6) 30.b5 cxb5 31.♗xb5 ♞c8 and Black has absolutely nothing to worry about.

### 27.♚b3 ♚xb3 28.axb3 ♔f8

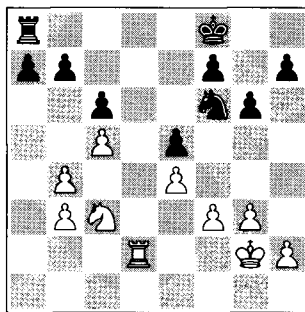
A) After 28...a6:

A1) Grandmaster Geller considers 29.♞d6. This leads to an advantage, e.g. 29...♔g7 30.f4 (30.♗a4?! a5 may provide a kick) 30...♞e8 31.♔f3 and this is plus/minus according to Geller;

A2) 29.♗a4 (to transfer the knight to c4) 29...a5 30.♗b6 ♞a6 31.bxa5 ♞xa5 32.b4 ♞a1 (32...♞b5 33.♞b2 traps Black's rook) 33.♗c4 ♞b1 34.♗xe5 ♞xb4 35.♞d8+ ♔g7 36.♞c8 and Black is in trouble as he will lose the f7-pawn;

B) With 28...a5! Black could get rid of the pressure on the queenside, e.g. 29.♞a2 (29.b5 cxb5 30.♗xb5 ♞c8 or 29.bxa5 ♞xa5 30.b4 ♞a3 and Black obtains counterplay) 29...♗d7 30.f4 (in

case of 30.♞xa5 ♞xa5 31.bxa5 ♗xc5 32.b4 ♗a6 33.♗a4 ♔f8 Black holds the knight ending without any special difficulty) 30...f6!? and Black will bring the king to the centre and attain the draw. 30...♞a6 is also reasonable.



### 29.b5!

Karpov usually achieves what he wants on the other side of the board or in the centre first, and only then brings his king across.

### 29...♔e7!

In some previous games, Karpov's opponents missed chances to equalize by temporarily sacrificing a pawn or by becoming aggressive and exploiting the fact that their king was already in the centre. Here I have tried to find play for Black based on 29...♞c8. Then, after 30.b4 cxb5 (30...♔e7 31.♞a2) 31.♗xb5 a6 32.♗d6 ♞c7 33.f4 White is clearly better.

Alternatively, 29...cxb5 30.♗xb5 a6 31.♗d6 ♞b8 32.f4! ♔e7 33.fxe5 ♗d7 34.♞d5 and White dominates, e.g. 34...♔e6? 35.♗xf7!.

### 30.♞a2

Karpov's play is sometimes likened to the embrace of a boa constrictor. Here he starts encircling his opponent with fatal constriction in mind.

**30...♖e8?!**

A) If 30...♗d7 31.b4 a6 32.bxc6 (32.b6 ♖d8 33.♖d2 (not 33.♗a4 ♗f8, when Black's control of the d-file is important) 33...a5! 34.bxa5 ♗xc5 35.♖xd8 ♗xd8 is nice for Black) 32...bxc6 33.♗f2 and White is better, but it may not be enough for a win;

B) With 30...cxb5! it was still possible to loosen the suffocating grip, but Black has only a small window of opportunity: 31.♗xb5 (31.b4 a6 32.♗xb5 ♗e8) and now:

B1) 31...a5 32.b4 a4 33.♖a3! (33.♗c3 a3) and Black cannot achieve any decent counterplay;

B2) 31...♖c8 32.♖xa7 ♖xc5 33.♖xb7+ ♗e6 34.g4 and Black does not get enough for the pawn;

B3) 31...a6! and now:

B31) 32.b4 ♗e8 33.♗c3 (after 33.♗a3 ♖d8 34.♗c4 ♖d4 Black becomes very active) 33...♖d8 34.♗d5+ ♗e6 35.b5 axb5 36.♖a5 ♗f6 and Black gets rid of the pressure;

B32) 32.♗d6 b6 33.♗c4! (33.♗b7 ♗d7 34.c6 ♗c5 35.♖d2 ♖c8 36.b4 ♗xb7 37.cxb7 ♖b8 38.♖a2 ♗d7 39.♖xa6 ♗c6 and Black has no problems) 33...bxc5 34.♗xe5 ♗d7 and Black is slightly worse, but he should hold:

35.♗c4!. White is still better and this is the type of position one doesn't really like to defend when Karpov sits on the other side of the board. Even so, it is likely to be tenable: 35...♖b8 (35...♗e6 36.♖a5) 36.♖a3 and now:

B321) 36...♗f8 37.f4 ♗e6 38.♖xa6 ♗d4 39.♖a7+;

B322) 36...♗b6 37.♗e3 ♖a8 38.♖a5;

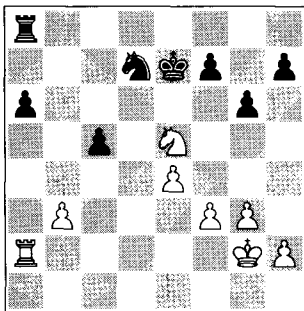
B323) 36...♖b4, intending to hold the rook ending with 3 pawns against 4. However, the rook becomes embroiled in the tactical manoeuvres of the knight: 37.♗f2 ♗b6 (of course Black can try to save the passive position with 37...♗b8, or also 37...f6 38.♗e3 ♖b7, but it remains unpleasant for him) 38.♗e5! (avoiding simplifications. After 38.♗d2 c4 39.♗xc4 ♗xc4 40.bxc4 ♖xc4 41.♖xa6 h5 Black draws) 38...♖b5 39.♖xa6 ♖xb3 40.♖a7+ is unpleasant for Black;

B324) 36...♖b5 37.♗f2 ♗b6 38.♗d2 (38.♗e3 a5) 38...a5 and Black holds, though White is still a fraction better.

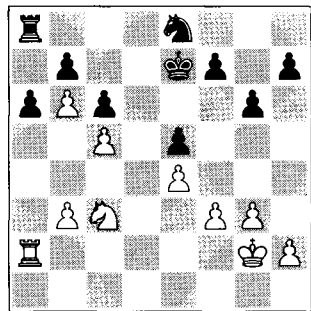
**31.b6**

Fixing b7 and the pawn gets closer to promotion itself. Black now quickly runs out of air.

**31...a6**



analysis diagram



**32.♗b1!!**

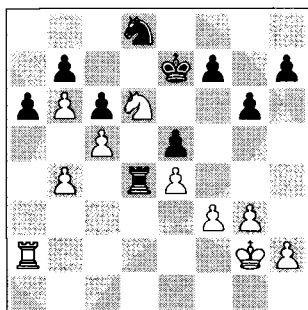
Karpov's best ever ♖b1 remains the one against Spassky on the 24th move of the 9th game of the 1974 Candidates' match (see page 240), but this one is also very effective indeed.

**32...♗g7!**

Black has better chances with the rooks on the board, as he controls the only open file. After 32...♖d8 33.♖d2 (also, in case of 33.♗a3 ♖d3 34.♗c4 ♖e6 35.♗a5 ♖d7 Black is very passive) 33...♗f6 (after 33...♖d4 34.♖xd4 exd4 35.♗d2 ♗g7 36.♗c4 ♗e6 37.b4 Black will go down, too) 34.♖xd8 ♖xd8 35.♗d2 ♗d7 36.b4 a5 37.bxa5 ♗xc5 38.♗c4 f6 (38...♗b3 also loses: 39.♗xe5 ♗xa5 40.♗xf7+ ♖d7 41.♗e5+ ♖d6 42.f4 ♖c5 43.f5) 39.♗d6 ♖d7 40.♗xb7! – this lovely tactical shot wins.

**33.♗d2 ♗e6 34.b4 ♖d8 35.♗c4 ♖d4 36.♗d6 ♖xb4?**

Black knuckles under and goes down without resistance. 36...♗d8 was necessary in order to defend the b7-pawn.



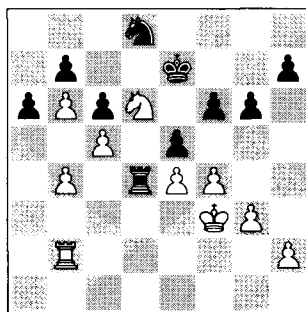
analysis diagram

A) 37.♖a4 ♖d2+ 38.♖f1 (38.♖h3 ♖d3) 38...♖xh2 39.♗xb7 ♗xb7 40.♖xa6 ♖d2 41.♖a7 ♖d7 and Black can handle the queenside problems; 42.b5 ♗d8 43.♖c7 cxb5 and Black wins;

B) White can try the very interesting sacrifice 37.♗xb7. Black must play very carefully now. However, it is hard to believe that it works for White: 37...♗xb7 38.♖xa6 ♖e6 (38...♖d7? 39.♖a7 ♖c8 40.b5 ♖d7 39.♖a7 ♗d8 40.♖c7 is slightly unpleasant) 39.♖a7 ♗d8 (after 39...♖d7 40.b5 ♗d8 41.♖c7 cxb5 42.c6 White is better) 40.b5 cxb5 41.b7 ♗xb7 42.♖xb7 b4=;

C) Geller gives 37.♖b2! an exclamation mark and evaluates the position as plus/minus. It is a pity he did not exert himself more. The rook will be tied to the defence of the b4-square for some time and should later be activated by giving up the pawn. Black is worse, but it is not easy to crack his position. It would be nice to know how Karpov would have forced a breakthrough.

There could follow: 37...♖e6 38.f4 (38.♖f2 f5 39.♖e3 fxe4 40.fxe4 (40.♗xe4 ♗f7=) 40...h6) 38...f6 39.♖f3 ♖e7

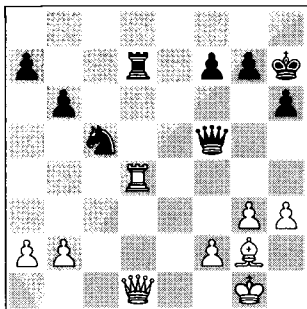


analysis diagram

40.♖e3. White is pressing, there is no doubt about it. However, Black has chances to hold as it is not easy for White to bring the b2-rook into play. If Black can hold, chess reveals one of its paradoxical faces. Karpov has played really subtly, Black has committed several inaccuracies

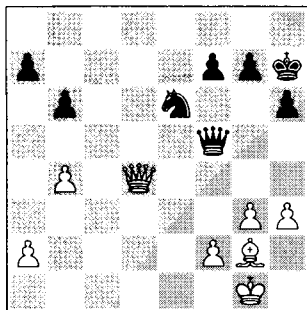


27. ♖f1 ♘e4 28. ♗xd4 ♘xd4 29. ♖xd4  
 ♘xc5 30. ♖d8+ ♔h7 31. ♖d1 b6  
 32. ♖d4 ♖d7



33. b4! ♖xd4 34. ♖xd4 ♘e6

In case of 34... ♖b1+ 35. ♔h2 ♘e6  
 36. ♖e4+ ♖xe4 37. ♙xe4+ g6 38. f4  
 White is slightly better as his bishop is  
 superior to the knight.



35. ♖d7!

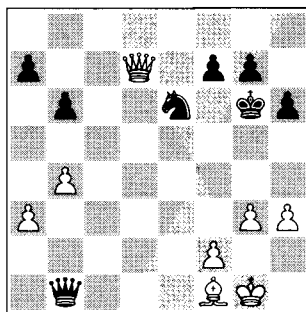
The queen on d7 causes unpleasant  
 problems and although these are not  
 unsolvable, they run deep.

35...a5

After 35... ♔g8?! 36. ♖c8+! (not  
 36. ♖xa7? ♖b1+ 37. ♔h2 ♖xb4 and  
 White has squandered most of his ad-  
 vantage, or 36. a3 ♖b1+ 37. ♔h2 ♖b2  
 38. ♖e8+ ♘f8 39. ♖e3 ♘e6 and Black  
 is worse, but he is still in the game)  
 36... ♔h7 37. ♖b7! (it would have been

hard to find this queen improvement.  
 Now the bishop is threatening some-  
 thing as well) 37... ♔g8 (37... ♖b1+  
 38. ♔h2 ♖xb4 39. ♖xf7+-) 38. a3  
 ♖b1+ 39. ♙f1 ♘d4 40. ♖d5!  
 (40. ♖xa7? one must be very cautious  
 when placing the queen off-side like  
 this: with 40... ♘f3+ 41. ♔g2 ♘e1+  
 Black has a perpetual) 40... ♖a1  
 41. ♔g2 ♖c3 42. ♙c4 ♘e6 43. ♖a8+  
 ♔h7 44. ♙xe6 fxe6 45. ♖xa7 the queen  
 ending should be winning.

It would be unconventional to defend  
 the pawn from the front with  
 35... ♔g6!? (Black must be quite alert  
 from now on) 36. ♙f1 (in case of  
 36. ♖b7 ♖b1+ 37. ♙f1 ♖xa2 Black is  
 not worse in this variety) 36... ♖b1  
 37. a3 (in case of 37. ♖d3+ ♖xd3  
 38. ♙xd3+ ♔f6 Black's king is cen-  
 tralized now: 39. f4 g5 40. fxg5+  
 ♘xg5 41. h4 ♘e6 42. ♔f2 ♔e5  
 43. ♔e3 f5 44. a3 f4+ and the position  
 is equal)



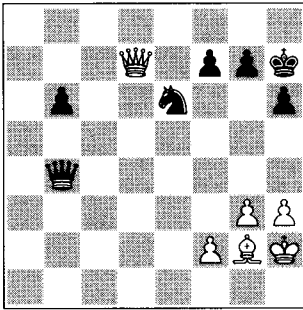
analysis diagram

37... ♘g5 38. ♖d6+ (38. h4 ♘f3+  
 39. ♔g2 ♖e4 and the battery is good  
 for a perpetual) 38... f6 is a bit daunt-  
 ing, but White is too tied up to exploit  
 the weakened king: 39. ♖d5 f5 with  
 equality.

**36.a3 axb4 37.axb4 ♖g6?**

The king wants to help the overburdened queen, but this fails to save the game. Among several unattractive moves, there was one good enough to hold the position.

A) The saving move is not 37...♖b1+, as reducing the number of pawns is no remedy in this case: 38.♔h2 ♖xb4



analysis diagram

39.♖xf7 and Black's king loses such an important brick in the wall that it cannot be saved:

A1) 39...♔f8 40.h4 ♔g6 41.♖f5! ♖f8 42.♙e4 ♖xf5 43.♙xf5 h5 44.g4 ♔h6 45.g5+ ♔h7 and Black loses the knight;

A2) 39...♔g5 40.♖f5+ ♔h8 41.♖c8+ ♔h7 42.♙d5 ♖d4 43.♖f5+ g6 44.♖d7+ ♖g7 45.♖e8 ♖h8 46.♖c6 and Black is unlikely to survive with his exposed king, despite the limited material.

B) Nor is it 37...♔g8 38.♖d6 (38.♖c8+ ♔h7 39.♖b7 ♖b1+ 40.♔h2 ♖xb4 41.♖xf7 may well be winning too) 38...♖b1+ 39.♔h2 ♖b2 40.♖xb6 ♔d4 41.♖b8+ ♔h7 42.♖f4 f5 43.b5 and White consolidates his extra pawn;

C) The only move is 37...g6!?. This barely keeps Black in the game: 38.♖b7 b5 (in case of 38...♖b1+ 39.♔h2 ♖xb4 40.♖xf7+ ♔g7 41.♙d5 Black doesn't survive the attack) and now:

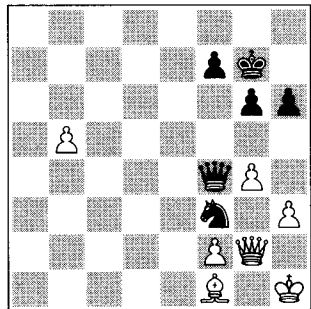
C1) 39.♙f1 ♔d4;

C2) 39.♙d5 ♔c7 40.♙a2 ♖d7 41.♖f3 ♔g7 and Black manages to get organized;

C3) 39.g4 (winning a pawn, but at the cost of a weakening of his kingside) 39...♖f4 40.♖xb5 (40.♙d5 ♔c7 41.♙c6 ♖e5) 40...♔g7!. This is a subtle move. It is not easy to see that White can make no progress once the king defends f7:

C31) 41.♙f1 ♔d4 42.♖c4 ♔f3+ 43.♔g2 ♔h4+ and Black has a perpetual because of the weakened h4-square;

C32) White can try to clear the way for the pawn: 41.♖b7 ♖c1+ (with 41...♔g5 42.♖b5 (42.b5 ♖c1+) 42...♔e6 Black could repeat moves) 42.♙f1 ♔g5 43.♖g2 and now Black can defend in an unusual way: 43...♖f4 44.b5 ♔f3+ 45.♔h1



analysis diagram

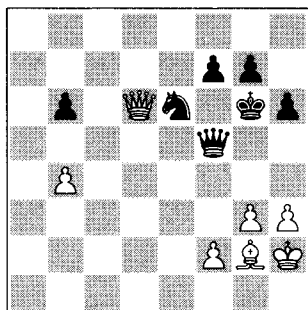
In case of 45...♔e1 46.♖g3 ♖e4+ 47.f3! ♔xf3 48.♖g2 Black is still facing

problems, but he can force a draw with 45...♔c1! (his motif seems to be unique) 46.b6 (46.♔xf3 ♔xf1+) 46...♘h4.

**38.♔d6 ♔b1+**

After 38...b5 39.♙f1 the pawn drops anyway.

**39.♖h2 ♔f5**



**40.♔xb6**

The game is over now.

**40...h5 41.h4 ♖f6 42.♙h3 ♔e4**

**43.♙xe6 fxe6 44.♔c5 e5 45.b5 ♔b7**

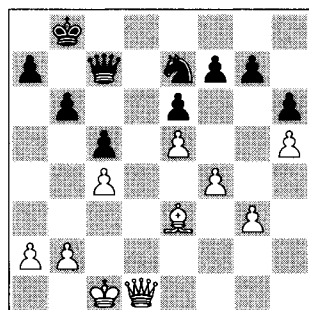
**46.♔d6+ ♖f5 47.b6 1-0**

## GAME 70

**Ljubojevic, Ljubomir  
Karpov, Anatoly**

Linares 1981 (5)

**1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♙f5 5.♘g3 ♙g6 6.♘f3 ♘d7 7.h4 h6 8.h5 ♙h7 9.♙d3 ♙xd3 10.♔xd3 e6 11.♙f4 ♔a5+ 12.♙d2 ♔c7 13.0-0-0 ♘gf6 14.♘e4 0-0-0 15.g3 ♘c5 16.♘xc5 ♙xc5 17.♔c4 ♙d6 18.♔a4 ♖b8 19.♘e5 ♘d5 20.f4 ♘b6 21.♔b3 ♙xe5 22.dxe5 ♘d5 23.c4 ♘e7 24.♙e3 c5 25.♙xd8+ ♙xd8 26.♙d1 ♙xd1+ 27.♔xd1 b6**



**28.♔d3?!**

Ljubojevic keeps the d-file. Maybe he was flirting with the idea of ♔h7. In the game the initiative will swing to Karpov.

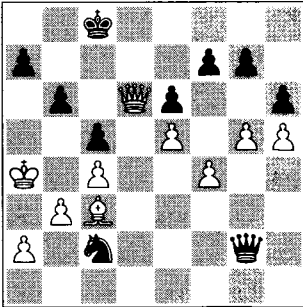
28.♔f3 ♔d7 29.♙f2 was a better plan and should have been tried immediately. Karpov mentions 28.g4! as testing for Black. White's plan is to push Black back on the kingside. Very unusual complications could occur. They are extremely hard to judge even for these specially gifted players.

Karpov now mentions only the two queen moves that occupy the long diagonal. These indeed lead to extremely interesting positions, but they are not the only moves for Black:

A) 28...♘c6! (28...♙c8 is also all right). Black can prepare for 29.♔d6 this way, as after 29...♔xd6 30.exd6 f5 Black prevents all white activity on the kingside. In case of 29.g5 hxg5 (with the retreat 29...♘e7! the knight blocks the kingside and Black has a nice endgame) 30.fxg5 ♔xe5 31.♔f3 ♘d4 32.♔f2 ♙c8 33.h6 gxh6 34.gxh6 ♔e4 Black is not worse;

B) It appears that Black can hold the game with 28...♔b7, too. Both lines are tight, but this is the shorter method, with fewer chances to lose along the

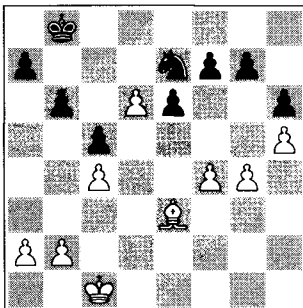
way: 29.♙d6+ ♔c8 30.b3 (30.g5? ♙e4; or 30.a3 ♙f3 31.♔d2 ♙g2+ 32.♔d3 ♙f1+ with a perpetual) 30...♙f3 (30...g6 loses to 31.g5! hxg5 32.h6 ♙h1+ 33.♔b2 ♙h2+ 34.♔a3 gxf4 35.♙c1!) 31.♙d2 (31.♙xe7 ♙xe3+=) 31...♙h1+ 32.♔b2 ♙g2 33.♔a3 (33.♔c3 ♙f3+) 33...♔c6 34.g5 ♔d4 35.♙c3 ♔c2+ 36.♔a4



analysis diagram

36...♔d4 37.♔a3 (37.♙xd4?? ♙xa2+ 38.♔b5 ♙xb3+ 39.♔c6 ♙a4 mate) 37...♔c2+ and after a few decent defending moves Black finally gets a perpetual;

C) 28...♙c6 29.♙d6 ♙xd6 30.exd6



analysis diagram

C1) Karpov doesn't mention 30...♔c6, but it is good enough to draw: 31.g5 ♔d4 32.♙xd4 cxd4

33.♔d2 f6 34.♔d3 e5 35.fxe5 fxe5 36.gxh6 gxh6 37.b4 ♔c8 38.♔e4 ♔d7 39.c5 bxc5 40.bxc5 ♔e6 – despite the d6-pawn being closer to promotion than the d4-pawn, White cannot leave Black's pawns unguarded;

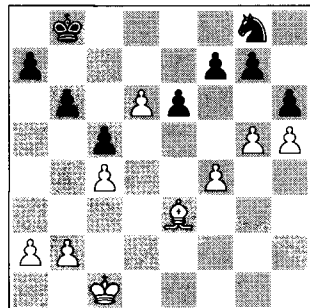
C2) 30...♔g8? – the outcome of this move is somewhat irrelevant to the position, nevertheless Karpov analyses it and some breathtaking endgame motifs arise:

C21) 31.b4!? cxb4 (if 31...♔f6 32.bxc5 bxc5 (32...♔xg4 33.cxb6!) 33.♙xc5 a6 (33...♔xg4 34.♙xa7+) 34.♙d4 wins) and now:

C211) 32.g5 ♔b7 33.c5 ♔c6 34.♙d4 g6 35.hxg6 fxg6 36.♔c2 bxc5 37.♙xc5 a5 or 36.cxb6 axb6 37.♙e5 h5 38.♔d2 and in both cases the white king must stay in the square of the black h-pawn, so it's a draw;

C212) 32.c5 ♔b7! (32...bxc5 33.g5!?) 33.♙d4 (33.cxb6 axb6 34.♙d4 g6) 33...bxc5 34.♙xg7 f6 and Black stops the onslaught.

C22) 31.g5! – fixing the knight on g8.

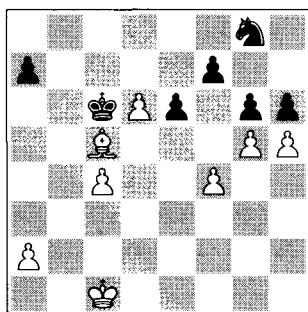


analysis diagram

C221) 31...f6?!. The champion explains what is wrong with this: 32.g6 ♔b7 33.b4 cxb4 34.f5! e5 (34...♔c6

35.c5 bxc5 36.♙xc5 exf5 37.♙xb4 loses as well) 35.c5. Karpov stops here, evaluating the position as a small plus/minus. A closer look reveals that it actually wins as Black runs out of moves: 35...♖c6 (or 35...b5 36.♖c2 ♖c6 (36...a5 37.d7 ♖c7 38.c6) 37.♗d3 a5 38.♙d2 ♗d7 39.♗e4 ♖c6 40.♙e1 – poor Black! He has to make a move) 36.♖c2 bxc5 37.♙xc5 a5 38.♗d3 ♗d7 39.♖c4 ♖c6 40.a3 and White wins because of zugzwang;

C222) 31...♗b7 32.b4! ♖c6 (if 32...cxb4 33.♙d4 f6 34.g6 ♖c6 35.c5 bxc5 36.♙xc5 a5 37.♖c2 f5 (37...e5 38.f5 ♗d7 39.♗d3 ♖c6 40.♖c4 Black runs out of moves) 38.♗b3 ♗f6 39.♙d4 e5 40.♙xe5 ♗xh5 41.♗a4 and White wins because he still has the a-pawn) 33.bxc5 bxc5 34.♙xc5 g6.



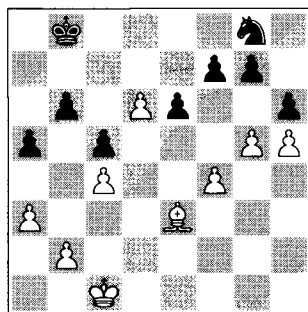
analysis diagram

Karpov gives this move an exclamation mark and calls the position unclear in his minimal *Chess Informant* analysis. In my opinion, this is a complete misjudgement.

After 35.hxg6 fxg6 36.♗d2 White simply wins by marching to e5, for example 36...h5 37.♗e3 ♗d7 38.♗e4 ♖c6

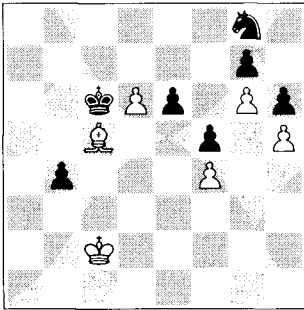
39.♙a3 ♗d7 40.c5 ♖c6 41.♙c1 ♗d7 42.♙e3 ♖c6 43.♗e5 ♗d7 44.♙f2 and Black is hopelessly lost;

C223) 31...a5! (Karpov doesn't mention this move, but it is worth considering as it slows down b2-b4. It seems the best practical chance as White has to find some spectacular moves to win) 32.a3 (if 32.♖c2 ♗b7 33.♗b3 ♖c6 34.♗a4 ♗xd6 35.♗b5 ♖c7 36.♙d2 f6 (36...♗e7 37.♙c3 ♗f5? loses to 38.♙xg7) 37.♙c3 (after 37.b3, 37...♗e7! solves Black's problems. Other moves are risky. There follows 38.gxf6 gxf6 39.♙c3 ♗f5 40.♙xf6 ♗g3 41.♙g7 ♗xh5 42.♙xh6 ♗g3 and Black is not under pressure anymore) 37...♗e7 38.gxf6 gxf6 39.♙xf6 ♗f5 White has no hopes of winning) we have arrived at another major crossroads:



analysis diagram

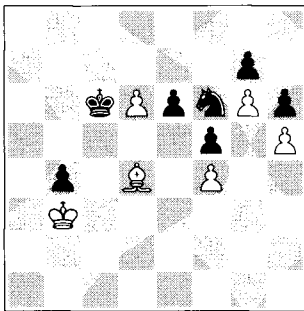
1) Not 32...♗b7? 33.b4 axb4 34.axb4 cxb4 (34...♖c6 35.bxc5 bxc5 36.♙xc5 again leaves Black without moves) 35.♖c2! ♖c6 36.c5 bxc5 37.♙xc5 f6 (after 37...g6 38.hxg6 fxg6 39.♙xb4 White's king holds the h-pawn, which would not have been possible after 35.♗b2) 38.g6 f5



analysis diagram

IA) 39.♔d4? ♖xd6 40.♔xg7 ♖d5  
41.♖b3 ♖e4 42.♙e5 ♖f3 43.♖xb4  
♖g4 44.♖c5 ♖xh5 45.g7 ♖g6 and  
Black will not lose;

IB) It looks like White can go after the  
b-pawn with 39.♖b3? ♖f6 40.♔d4!



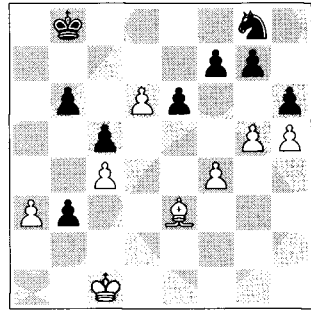
analysis diagram

40...e5!!. This is an unbelievable move,  
yet it is the only way to draw. After  
40...♞xh5 41.♙e5 ♖d7 42.♖xb4  
White wins by either invading from a5  
or carefully walking to h4 to hunt  
down the knight) 41.♙xe5 ♞xh5  
42.♖xb4 ♞g3 43.♙xg7 ♖xd6. Now  
the point of the 40...e5 pawn sacrifice  
becomes apparent – the ♙f8 check  
doesn't win as the e6-square has been  
vacated;

IC) 39.♙xb4! ♞f6 40.♙c3! ♞xh5 (in  
the event of 40...e5 41.fxe5 ♞xh5

42.♙d2 White probably wins) 41.♙e5  
wins.

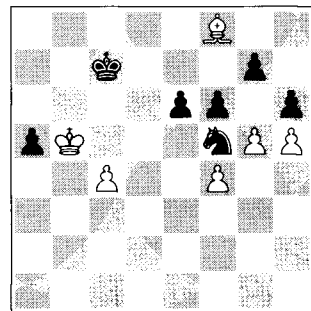
II) 32...a4 (trying to slow down  
b2-b4) 33.b4 axb3 and now:



analysis diagram

IIA) 34.♖b2 ♖b7 35.♖xb3 ♖c6  
36.♖a4

IIA1) 36...♖xd6 37.♖b5 ♖c7 38.a4  
(38.♙d2 ♞e7 39.♙c3 f6=, but not  
39...♞f5 40.♙xg7!) 38...♞e7? 39.a5  
bxa5 40.♙xc5 ♞f5 41.♙f8! f6 (Black  
vacates the f7-square for the knight, and  
as a consequence the bishop cannot  
take on g7 now)

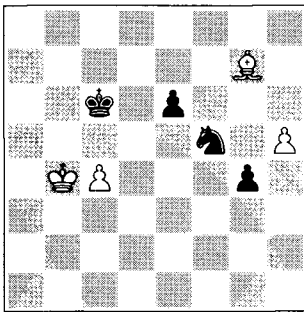


analysis diagram

IIA11) 42.c5. White covers the  
d6-square from the knight before he  
launches his threat. But Black has a  
very subtle escape: 42...e5!! (not

42...hxg5 43.fxg5 fxg5 44.♙xg7!)  
 43.♙xg7 (43.fxe5 fxg5 44.♚xa5 g4  
 45.e6 g3 46.e7 ♖d7 47.c6+ ♜e8  
 48.c7 ♗d6 and the tide has turned)  
 43...exf4 44.gxf6 f3 45.f7 f2  
 46.♙e5+ ♜d7 47.f8 ♖ f1 ♖+  
 48.♜b6 ♖b1+ and maybe White can  
 play on, but Black should be able to  
 hold;

IIA12) 42.♚xa5 (this way of step-  
 ping aside requires more skilful play  
 to win) 42...♜c6 43.♙xg7 fxg5  
 44.fxg5 hxg5 45.♜b4 (45.h6? ♗hx6)  
 45...g4



analysis diagram

46.♙e5! (or 46.h6 g3 47.h7 g2  
 48.h8 ♖ g1 ♖ 49.♖c8+ ♜d6 50.c5+  
 ♜e7 51.♖c7+ ♜e8 52.♙f6 – yes,  
 White keeps the initiative, but there is  
 so little material left that Black should  
 be able to hold) 46...♜d7 (46...♗h6  
 47.♙f4 ♗f7 48.h6 e5 49.♙e3 g3  
 50.h7 g2 51.c5 and White wins) 47.c5  
 (47.♜b5 g3) 47...♜c6 48.♙g3!  
 (48.♙f4 ♗e7) 48...♗h6 (48...♜d5  
 49.♜b5; 48...♜d7 49.♙f4) 49.♜c4  
 ♗f7 50.♙f4 e5 51.♙e3 and Black is in  
 trouble;

IIA13) 42.♚a4!! (this elegant return  
 of the king is the most effective way to  
 prevent a ...♗d6 check) 42...♜c6 (after

42...hxg5 43.fxg5 fxg5 44.♙xg7 g4  
 45.h6 ♗hx6 46.♙hx6 ♜c6 47.♙e3  
 White wins) 43.♙xg7 fxg5 44.fxg5  
 hxg5 45.h6 ♗d6 46.h7 ♗f7 47.h8 ♖  
 ♗hx8 48.♙hx8 ♜c5 49.♜b3 g4  
 (49...a4+ loses to 50.♜c3 a3 51.♙d4+  
 ♜c6 52.♜b3) 50.♙e5 a4+ 51.♜c3 a3  
 52.♙d4+ ♜d6 53.♜b3 and White  
 wins.

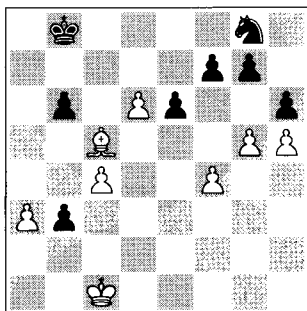


analysis diagram after 36...♚a4

IIA2) 36...f6! (keeping the white  
 king away from b5 as long as possible)  
 37.g6 e5 38.d7 ♜xd7 39.♜b5 ♜c7  
 40.a4 (40.fxe5 fxe5 41.♙f2 ♗f6  
 42.♙g3 ♗d7=) 40...♜b7 (or also  
 40...♗e7! 41.a5 bxa5 42.♙xc5 ♗f5  
 43.fxe5 fxe5 and Black is safe) 41.a5  
 bxa5 42.♙xc5 a4 43.♜b4 e4 44.♚xa4  
 ♜c6 45.♜b4 ♗e7 and Black might  
 even try to win from within his for-  
 tress.

Back to the analysis diagram after  
 32...a4 33.b4 axb3 (see previous page).

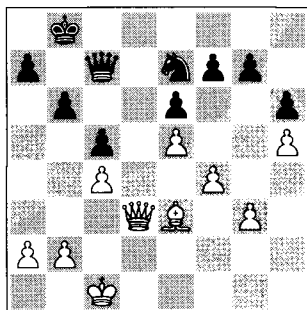
II B) As the black knight is only a  
 spectator for the moment, White can  
 lash out with a beautiful shot:  
 34.♙xc5!! White's pawn on a3 is still  
 far removed from its promotion square.  
 That is what makes this sacrifice so  
 wonderful and surprising.



analysis diagram

34...bxc5 (34...♔b7 loses to 35.d7 ♕c7 36.♙f8 f6 37.♙xg7) 35.a4 hxg5 (35...♔b7 36.a5 ♕c6 37.a6 and one of the pawns promotes) 36.fxg5 f5 37.a5 f4 38.a6 f3 39.d7 ♕c7 40.a7 f2 41.d8♖+ and White wins.

Returning to the game.



### 28...g6!

Karpov is happy to resolve the situation on the kingside.

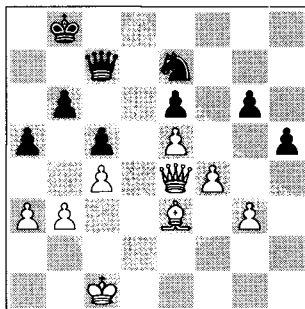
### 29.hxg6 fxg6 30.a3

White could prevent his kingside pawns from being fixed with 30.g4!?. There follows 30...h5 31.♙d2 ♖c6 (with 31...hxg4 32.♖g3 ♗f5 33.♖xg4 Black will not take control) 32.gxh5 gxh5 33.♖h3 ♗f5 34.♖xh5 ♖a4 35.♙c3!? ♖xc4 36.♖e8+ ♔b7 37.♖d7+ and White keeps a perpetual up his sleeve.

### 30...a5 31.b3

31.g4!? still looks feasible.

### 31...h5! 32.♖e4



### 32...♗f5

Black has fixed the pawns and that is good news for him, as the white bishop has limited activity.

### 33.♙f2 ♖d7 34.a4?!

Ljubojevic plans to create a fortress. He stops Black's play on the queenside, but at the same time he relinquishes any opportunity to keep Black busy on that side.

### 34...♔c7 35.♔c2

Not 35.♖a8?. As Karpov explains, White achieves nothing with the sole queen. Black plays 35...♖d3!, then interposes the knight on e7 and White's play is gone, whereas Black's is about to begin.

### 35...♖d8!

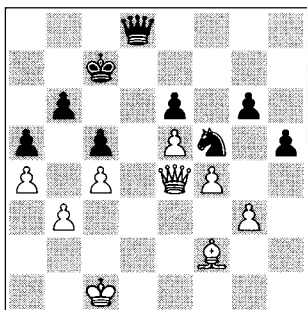
Ljubomir may either have missed this, or he did not fully appreciate all the implications.

### 36.♔c1?

This is a very unfortunate waiting move – although Karpov has no comment to make.

After 36.♖g2! Karpov would have had to look for another plan: 36...g5 37.fxg5 ♖xg5 (unlike in the game

Black now captures without check)  
38. ♖a8 and White holds.



**36...g5!**

He immediately exploits White's mistaken last move.

**37.fxg5**

White cannot just wait with 37. ♖c2? because of 37...g4 38. ♖c1 h4 39.gxh4 g3 40. ♗e1 ♖xh4 and White is brushed aside.

**37...♖xg5+ 38. ♖c2**

38. ♖b2!? might have offered greater resistance.

**38...♗e7!**

This square clearance was the manoeuvre that had escaped Ljubo's attention. White's position is already lost.

**39. ♖h7 ♖d7**

Karpov doesn't want to give the smallest of counterchances with 39... ♖g6+!?. There would follow 40. ♖xg6 ♗xg6 41. ♗e3 ♖d7 (41... ♗xe5?? 42. ♗f4) 42. ♗g5 ♗xe5 43. ♗f6 ♗c6 44. ♖d3 ♗d4 (44...e5 45. ♖e4 ♗d4 46. ♗xe5 ♗xb3 47. ♖e3 and things are not so simple) 45. ♖e4 (45. ♗xd4 cxd4 46. ♖xd4 ♖d6 47. ♖e4 ♖c5 48. ♖f4 (48. ♖e5 ♖b4) loses to 48... ♖d4) 45... ♗xb3 46. ♗c3 ♗d4 47. ♗e1 (47. ♗d2 e5) 47... ♗f5 48. ♖f4 ♗d6 and Black wins;

With 39... ♖f5+ he could exchange queens at once, just as soon hereafter in the game: 40. ♖xf5 exf5 41. ♗e3 (41. ♖d3 ♗g6) 41... ♖d7 is like the game continuation.

**40. ♖e4 ♖f5 41. ♖d3+ ♖c6 42. ♖xf5 exf5 43. ♗e3 ♗g6 44. e6 ♖d6 45. ♗g5 ♖xe6 46. ♖d2**

If 46. ♗d8 f4.

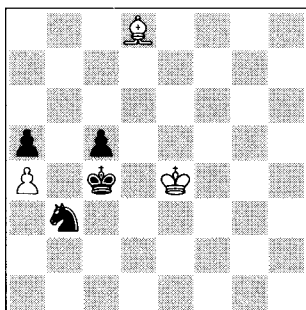
**46...f4!**

This forces the win.

**47.gxf4 h4 48. ♖e3 h3 49. ♖f3 ♖f5 50. ♖g3 ♗xf4!**

Nice little tactics can be useful in endgames.

**51. ♗d8 ♗e2+ 52. ♖xh3 ♗d4 53. ♗xb6 ♗xb3 54. ♗d8 ♖e4 55. ♖g4 ♖d3 56. ♖f4 ♖xc4 57. ♖e4**



**57...♖c3!**

Karpov plays superbly; the king shoulders his adversary away first. If 57... ♖b4?! 58. ♖d3 c4+ 59. ♖c2 ♖xa4?? (59... ♗d4+ 60. ♖d1 c3 (not 60... ♖xa4?? 61. ♗f6! =) 61. ♗f6 ♖c4 still wins) 60. ♖b2 White can draw.

**58. ♗f6+ ♖c2**

Also 58... ♖b4 59. ♖d5 c4 (59... ♖xa4?? 60. ♖c4) 60. ♖e4 ♖xa4 wins.

**59. ♗e5**

If 59. ♖d5 ♖d3.

**59...c4 60. ♖e3 c3 61. ♗f6**

61. ♖g7!? would set a trap. Black cannot use the same winning method as in the game: 61... ♖c5?? 62. ♖d4 ♗xa4 63. ♖c4! ♗b6+ 64. ♖b5 a4 65. ♖b4 and now the bishop is standing on the right square.

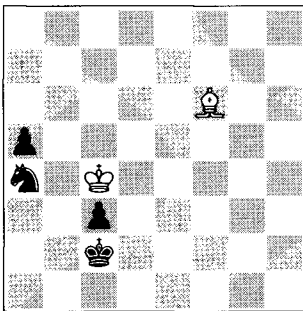
But 61... ♗d2! 62. ♖d4 ♖b3 63. ♖d3 ♗b1 64. ♖f6 c2 65. ♖g5 ♗c3 66. ♖h6 ♗a2 does win.

### 61... ♗d2

61... ♗d2 62. ♖d4 ♖b3 63. ♖d3 ♗b1 wins as well.

### 62. ♖e2

This loses right away. Karpov shows that other moves were also losing, for instance: 62. ♖d8 ♖d1 63. ♖xa5 c2 64. ♖d2 ♗b3, or 62. ♖d4 ♗xa4 63. ♖c4



analysis diagram

63... ♗b6+! (Karpov shows that Black can spoil even this position if he plays 63... ♗b2+??). Then White plays 64. ♖b5 a4 65. ♖b4 and eats up the pawns) 64. ♖b5 a4 65. ♖b4 ♗d5+ wins.

### 62... ♖b3

**0-1**

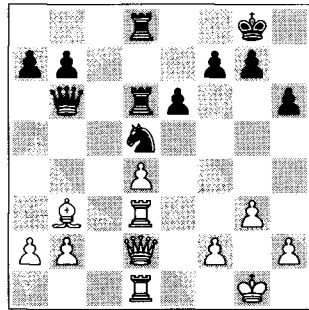
Here is a game from the match against Kortchnoi in Merano, where Karpov experienced less problems to defend his title than he had three years earlier.

## GAME 71

### Kortchnoi, Viktor Karpov, Anatoly

Merano World Championship 1981 (9)

1.c4 e6 2. ♗c3 d5 3.d4 ♖e7 4. ♗f3 ♗f6 5. ♖g5 h6 6. ♖h4 0-0 7. ♖c1 dxc4 8.e3 c5 9. ♖xc4 cxd4 10.exd4 ♗c6 11.0-0 ♗h5 12. ♖xe7 ♗xe7 13. ♖b3 ♗f6 14. ♗e5 ♖d7 15. ♖e2 ♖c8 16. ♗e4 ♗xe4 17. ♖xe4 ♖c6 18. ♗xc6 ♖xc6 19. ♖c3 ♖d6 20.g3 ♖d8 21. ♖d1 ♖b6 22. ♖e1 ♖d7 23. ♖cd3 ♖d6 24. ♖e4 ♖c6 25. ♖f4 ♗d5 26. ♖d2 ♖b6



### 27. ♖xd5?

This is a strange mistake in a World Championship final. Tension often causes blunders, but a mistake that contradicts principles is less understandable, particularly in such a well-known type of position.

In an isolated-pawn position, White should keep as many minor pieces on the board as he can, as they prevent the rook from exerting pressure on the d-pawn. In this game Kortchnoi makes this mistake for the second time: he has voluntarily exchanged a knight on move 16 as well. To make things even weirder, Polugaevsky, who was a truly

great player, doesn't give a question mark to either move in his *Chess Informant* analysis.

This second unfortunate exchange helps Black as it gives him more space to organize an attack against the d4-pawn. 27.a3 should have been played.

**27...♗xd5 28.♖b3?!**

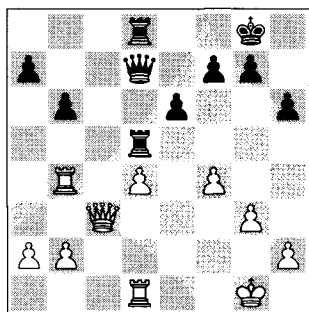
White position is critical as ...e6-e5 will come and then the d4-pawn falls, but putting the rook on the b-file makes the white king more vulnerable. After 28.f4 Black would play 28...♔d6 with ...f6 and ...e5 to follow.

**28...♔c6 29.♔c3 ♕d7 30.f4**

White is in so much trouble that he has to weaken his king in order to stop ...e5 – a move that would win a pawn.

**30...b6 31.♖b4**

This rook will now be out of the game.



**31...b5!**

And Karpov doesn't let it return.

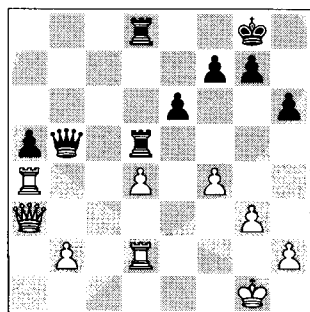
**32.a4 bxa4!**

32...a6 also looks good and was probably more in Karpov's style. Probably, he already smelled blood.

**33.♕a3 a5 34.♗xa4 ♕b5**

Karpov defends the a5-pawn before launching the knockout blow.

**35.♗d2**



**35...e5!**

For a change Karpov doesn't make any of his usual 'improving' moves. He simply checkmates his opponent. When Fischer was asked about what was required to become a great player, he mentioned several mental aspects. Chesswise he said you need to know when to press and when to dig in. Karpov knows this very well. It became apparent to me while writing this book, that Karpov often attacks the king with killer precision.

**36.fxe5 ♗xe5 37.♕a1**

In case of 37.♗f2, one rook is not enough to defend the king from the threat of the heavy pieces: 37...♗e1+ 38.♔g2 ♕c6+ 39.♔h3 ♗g1 40.♗xa5 ♕e6+ 41.♗ff5 ♗xd4 42.♕c3 ♗gd1 and Black wins.

**37...♕e8!**

Karpov creates threats on the e-file and keeps an eye on the a4-rook at the same time. This strong move blows apart White's defence.

**38.dxe5**

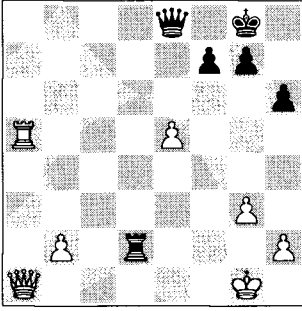
If 38.♔f1 ♕c6 39.♔g1 ♗c5 wins.

**38...♗xd2**

It is all over. Kortchnoi's king cannot escape the crossfire. He pays for putting his heavy pieces out of play on the a-file.

**39. ♖xa5**

After 39. ♖e1 ♗d8 wins.

**39... ♗c6 40. ♖a8+ ♔h7 41. ♗b1+**

Maybe Kortchnoi did not know that they had already passed the time limit. He could have resigned.

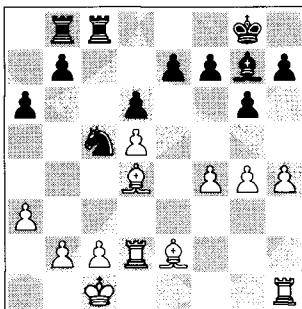
**41... ♗g6 42. ♗f1 ♗c5+ 43. ♔h1 ♗d5+ 0-1**

## GAME 72

**Karpov, Anatoly  
Miles, Anthony**

London Phillips & Drew 1982 (9)

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4  
♗f6 5.♗c3 g6 6.♗e3 ♗g7 7.f3 0-0  
8.♗d2 ♗c6 9.g4 ♗e6 10.0-0 ♗xd4  
11.♗xd4 ♗a5 12.a3 ♖ab8 13.h4 ♖fc8  
14.♗d5 ♗xd2+ 15.♖xd2 ♗xd5  
16.exd5 a6 17.♗e2 ♗d7 18.f4 ♗c5

**19. ♖h3!**

This is the most effective way to bring the rook into the game.

**19... ♖c7**

Karpov mentions 19... ♗xd4!?. An active break-up of White's centre follows after 20. ♖xd4 e5 21.fxe5!?. (21.dxe6 ♗xe6 22. ♖a4 and White is still preferable) 21...dxe5 22. ♖d1. Karpov evaluates this as slightly advantageous to White.

**20. ♖e3!**

Karpov first improves his pieces. The rook stands well on e3.

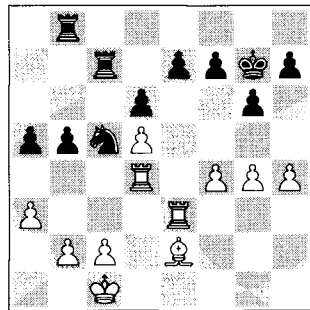
**20... b5 21. ♗xg7 ♗xg7 22. ♖d4!**

Improving his second rook as well.

**22... a5?!**

Miles wants to play ...b5-b4 and restrain White. But he weakens the b5-pawn.

Karpov mentions 22... ♗a4!?. but unfortunately stops there. What would White do with his small initiative? After 23.c3 (23. ♖de4 ♗f8) 23... ♖bc8 White has a couple of options. One of them is 24. ♖de4 (others are 24. ♗d1 ♗b6 25. ♗b3 or 24. ♗c2 h6 25. ♗f3 ♗b6) 24... ♗b6 (24... ♗f8! looks better) 25. ♖xe7 ♖xe7 26. ♖xe7 ♗xd5 27. ♖e4 and White is a little better.

**23.b4!**

Stopping ...b4 and fixing the b5-pawn.

### 23...♟a4?!

An unforced pawn sacrifice. Thus, Black puts himself in a situation where any mistake becomes expensive.

A) In case of 23...e5? 24.fxe5 dxe5 25.d6 exd4 (25...♞c6 26.♞d5 wins according to Karpov) 26.dxc7 ♞c8 (or 26...♞f8 27.♞e5 ♟e6 28.bxa5 ♟xc7 29.♞e7 ♞c8 30.♟f3 ♟f8 31.♞d7 ♟e6 32.a6 ♟c5 33.♟b7 ♟xd7 34.♟xc8 and White wins the knight) 27.♞e5 ♟e6 28.bxa5 ♞xc7 29.a6 White would have a clear advantage;

B) 23...axb4! 24.♞xb4 (if 24.axb4 ♟a4 25.♟d2 (in case of 25.♟d3 ♟c3 it looks like Black will grind White's play to a halt) 25...♞bc8 26.♟xb5 ♞xc2+ 27.♟d3 ♞8c3+ 28.♟e4 ♞h2 Black gets counterplay) and now all that Karpov says is that this is plus/minus, without any further analysis. Kasparov contradicts him and evaluates the position as balanced. But Kasparov stops after 24...♞cb7. It is possible to build up pressure with White, but it is inconclusive:

B1) 25.♟d2 – White is slightly better after 25...e6 26.♟f3 ♞b6, but Black's position is stable. There is no clear way to increase the advantage;

B2) In the event of 25.c4 bxc4 26.♞xb7 ♞xb7 27.♟xc4 ♞a7 Black is not worse;

B3) 25.g5 h6 26.♟d2 hxg5 27.hxg5 e6 28.♟g4 exd5 29.♟f3 ♟e4+ 30.♟xe4 dxe4 31.♞exe4 ♞a8 and Black holds.

### 24.bxa5!

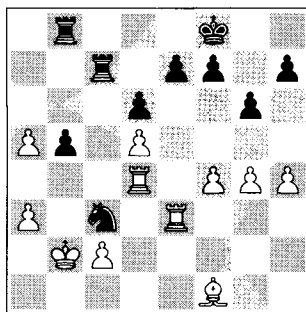
White not only wins an ordinary pawn, but in certain cases it can grow into a very strong passed pawn, backed by a light-squared bishop. The

b-pawn wasn't even an ugly duckling, yet it will turn into a handsome prince who later decides the outcome of the game.

### 24...♟c3 25.♟f1 ♟f8

Black has the option to play for a fortress with 25...♞a8 as he has no time to recapture the pawn. After 26.♟b2 the White king intervenes (Kasparov recommends 26.♞dd3 as an attempt to improve: 26...♟a4 27.♞b3 ♞ac8 28.♟d3 ♟c5 29.♞xb5 ♟xd3+ 30.♞xd3 ♞xc2+ 31.♟b1 ♞h2 unclear, according to Kasparov): 26...♟a4+ 27.♟b3 ♟c5+! – Kasparov points out that this check disturbs White's king march (after 27...♞xa5 28.♟b4! ♞aa7 29.♟xb5 the king decides the issue) 28.♟b4 ♟a6+ 29.♟xb5 ♞b7+ 30.♟c4 ♟c5 and Black's pieces firmly control the queenside.

### 26.♟b2

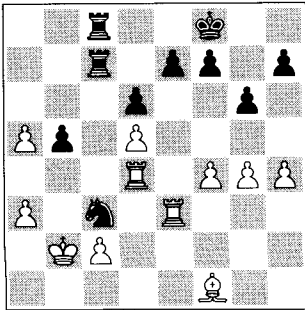


### 26...♞bc8?

It is easy to miss Karpov's next move and it is even easier to fail to appreciate its power. This move allows the white king to become more active.

Kasparov points out that Black was still able to stay in the game by annoying the king with knight checks. So: 26...♟a4+! 27.♟b3 ♟c5+ 28.♟a2

♟b7 29.a6 (29.c3 ♟xa5 30.♞b4 ♞c5 31.a4 ♞a8 32.♙xb5 ♞xd5 and Black has enough pieces on the queenside to keep White modest there) 29...♞xc2+ 30.♚b1 ♞f2 31.♙xb5 ♟c5 32.♞b4 ♞a8. White is tied up and cannot make any progress on the queenside, therefore Black is not worse.



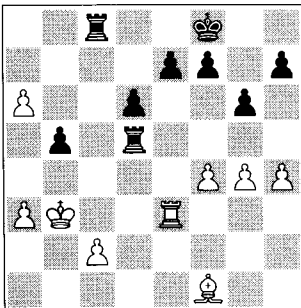
**27.♚b3!**

This is a very powerful king move, Black has a lot of forces along the c-file and that makes this advance even more beautiful.

**27...♞c5 28.a6!!**

Tony did not fully appreciate the strength of this pawn push during the game. Very soon he would realize how devastating it was.

**28...♟xd5 29.♞xd5! ♞xd5**



**30.♞c3!!**

Exchanging the c8-rook in order to clear the way for the a-pawn is the point of White's idea.

After 30.♙g2 ♞d4 31.♙b7 (31.a7 d5) 31...♞d8 32.♞d3 ♞xf4 33.♞d5 White still has the better chances, but the game continuation is more convincing.

**30...♞d8**

After 30...♞xc3+ 31.♚xc3 ♞c5+ 32.♚b4 ♞c7 White has a couple of wins. 33.♙g2 is Karpov's choice.

**31.♞c7!**

The safest way to collect the full point. Pushing 31.a7 would win as well, viz. 31...b4 32.axb4 ♞d1 33.♙a6 ♞a1 34.b5 ♞a8 35.♞c7.

**31...♞d1 32.♙xb5**

The rest is trivial, Black cannot cope with the passed a-pawn.

**32...e5 33.a7 exf4 34.♞b7 ♞b1+ 35.♚a4 ♞xb5 36.♞xb5 f3 37.♞b8 f2 38.♞xd8+ 1-0**

GAME 73

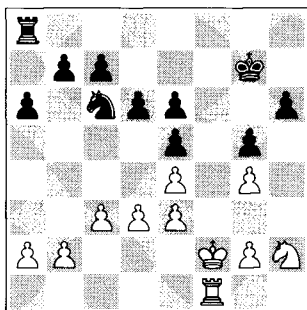
**Bouaziz, Slim  
Karpov, Anatoly**

Hamburg TV-A 1982 (5)

1.e4 e5 2.♟f3 ♟c6 3.♙c4 ♙c5 4.d3 ♟f6 5.0-0 d6 6.c3 a6 7.♙b3 ♙a7 8.♟bd2 0-0 9.♟c4 h6 10.♟e3 ♙e6 11.♞e1 ♞e8 12.♙xe6 fxe6 13.h3 ♚d7 14.♟g4 ♞f8 15.♙e3 ♟xg4 16.hxg4 ♙xe3 17.♞xe3 ♚f7 18.♚e2 ♚g6 19.♟h2 ♞f6 20.♞f3 ♞xf3 21.♚xf3 ♚g5 22.♚e3 ♚xe3 23.fxe3 g5 24.♞f1 ♟g7

As usual Karpov starts by improving his pieces. The text prevents 25.♞f6.

**25.♚f2**

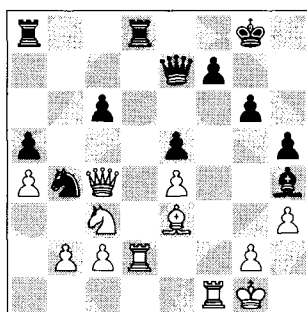


**25...♖b8!!**

It was the knight's turn to find a better square. It is heading for the outpost c5. The following example remains Karpov's best and probably most important knight manoeuvre.

### Karpov - Spassky

Leningrad Cand. Semi-final 1974 (9)



**24.♖b1!! ♔b7 25.♕h2 ♔g7 26.c3 ♘a6 27.♞e2 ♞f8 28.♘d2 ♙d8 29.♘f3 f6 30.♞d2 ♚e7 31.♞e6 ♞ad8 32.♞xd8 ♙xd8 33.♞d1 ♖b8 34.♙c5 ♞h8 35.♞xd8 1-0**

Returning to the game.

**26.♘f3 ♘d7 27.♕g3?**

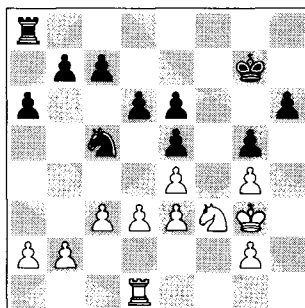
Like a goalkeeper who dives too early in one direction at a penalty, the long-time best African player defends the g4-square prematurely – before it is attacked. 27.b3! was an alternative.

**27...♘c5!**

The king has left the centre, so Karpov turns his attention there.

**28.♞d1**

The rook is known to be a poor defender.



**28...a5!**

This not only gains space but has another function too. Remember, little Tolya already played ...a5 when he was only ten.

**29.♕f2**

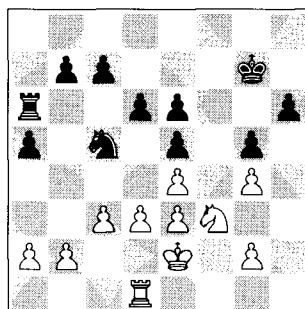
The king returns to the weakness that is under pressure.

**29...♞a6!**

Karpov employs the rook in an original way. There is already a threat.

**30.♕e2?**

Hastening to defend d3 and relieve the rook of this burden. However, he misses something. Instead 30.b3 would restrict Black's advantage to a minimum.



**30...♖a4!**

Suddenly Karpov wins a pawn. Bouaziz had not noticed that his weakness was under imminent threat.

**31.d4**

White looks for counterplay for the pawn, but this just accelerates the end. After 31.♖d2, 31...♖b6 wins the pawn. Playing 32.c4 against Karpov is unlikely to work. At a lower level it might save the half point. When something goes wrong, 'hacking' may work. However, in a position like this where there are no other problems, White has to consider acting like a hedgehog! Nowadays there are no adjournments, so the opponent must win the game with limited time. There is a chance that he goes astray during the process.

**31...♖b6**

Returning to football terminology: Black has scored the first goal. As he not only takes a pawn but improves his rook as well, he keeps on attacking to gain another pawn. 31...exd4 looks winning as well.

**32.dxe5 ♖xb2+ 33.♕f1 ♖xc3  
34.exd6!?**

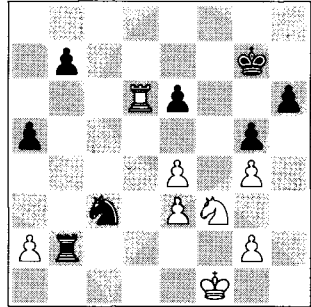
This is no doubt witty but it changes little.

**34...cxd6**

We cannot know whether Karpov saw this in advance (I think this was a one-hour game) but Black wins easily in any case.

Not 34...♖xd1? 35.d7 ♖xe3+ 36.♕e1 ♖xg2+ 37.♕f1 ♖b1+ 38.♕e2 ♖f4+ 39.♕e3 and Black has no more than a perpetual. Your author once had a similar ending against Gelfand. The young Boris showed a remarkable calculating ability, which has helped me under-

stand how important this is, during my career as a trainer.

**35.♖xd6****35...♖b1+!**

Just as he did so many times in his early years, he pins the opponent's piece to prevent it from becoming active.

**36.♖e1 ♕f6**

Activating his king and making sure the rook has no active moves. To win this position now doesn't require the ultimate in technique.

**37.♖d2 b5 38.♖c2 b4 39.♕f2 ♖a1  
40.e5+ ♕xe5 41.♖f3+ ♕e4 42.♖d4  
♕d3 0-1**

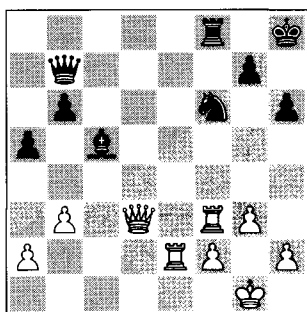
## GAME 74

**Torre, Eugenio  
Karpov, Anatoly**

Tilburg 1982 (3)

**1.d4 ♖f6 2.♖f3 e6 3.c4 b6 4.g3 ♖a6  
5.b3 ♖b4+ 6.♖d2 ♖e7 7.♖g2 0-0  
8.♖e5 c6 9.♖c3 d5 10.♖d2 ♖b7  
11.e4 ♖a6 12.0-0 c5 13.exd5 exd5  
14.♖g4 ♖d7 15.♖e5 ♖c8 16.♖e1  
dxc4 17.♖dxc4 ♖xg2 18.♕xg2 cxd4  
19.♖xd4 ♖d8 20.♖f3 ♖xd4 21.♖c6  
♖c5 22.♖xd4 ♖xd4 23.♖d6 ♖f8  
24.♖ad1 ♖c5 25.♖xf7 ♕xf7 26.♖b7+**

♙g8 27. ♖xa6 ♔h8 28. ♖e2 h6  
 29. ♖d3 ♖f7 30. ♗a4 ♖b7+ 31. ♙g1  
 a5 32. ♖f4 ♖f8 33. ♖f5 ♖c6 34. ♖g6  
 ♖c8 35. ♖f3 ♖b7 36. ♖d3



**36... ♖a8!**

Karpov will occupy the d-file with this subtle move. Black has a small material advantage; furthermore, his bishop is really strong and there is no way of removing it. However, there are relatively few pawns and White has no weaknesses. Karpov has to create one.

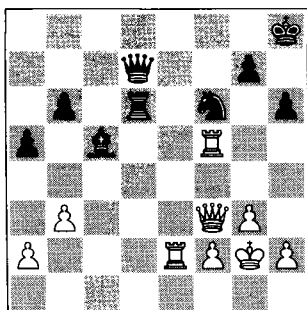
**37. ♖f4**

37. ♖d2 is no better, as it concedes another file after 37... ♖e8.

**37... ♖d8 38. ♖f3 ♖d1+ 39. ♙g2 ♖d8**

Karpov feels his chances are better with the queens on.

**40. ♖c6 ♖d6 41. ♖f3 ♖d7 42. ♖f5**



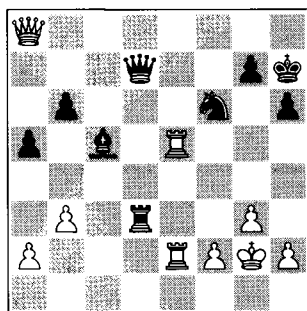
**42... ♖d3!**

Chasing the queen away from the king.  
**43. ♖a8+ ♙h7 44. ♖fe5**

Other rook moves are less resilient.

A) After 44. ♖f4? ♔d5 45. ♖f3 ♖xf3  
 46. ♙xf3 ♔c3 47. ♖e8 ♖f5+ wins;

B) If 44. ♖f3?! ♖d5! – Black wants to switch the rook to the h-file and have the queen join it there; and after 45. ♖a6 Black is clearly better. Karpov prefers 45... ♖d4 to 45... ♖c6, which also looks very promising for Black.



**44... ♖g4!**

So now we can all see the weakness that Karpov spotted. It is the white king itself.

**45. ♖b7**

If 45. ♖c6 ♔d5 wins.

**45... ♔d6**

According to Karpov he should have played 45...h5! using the pawn to soften up White's king further: 46.h3 ♖g6 47.h4 ♖g4! (this is better than Karpov's 47...♙xf2. White's position collapses) 48. ♖a8 (48.f3 ♖d4) 48...♙xf2!.

**46.h3**

White temporarily slows down the attack, but at the cost of weakening the kingside. After 46. ♖5e3 ♔d5 wins.

**46... ♖g6 47. ♖5e3 ♖d1 48. ♖e1?**

The long-time Filipino number one player wants to reduce the strength of

the attack with exchanges, but he opts for a less fortunate way of doing this. With 48. ♖f3! – Karpov gives this move without exclamation marks – White finds the only way to stay in the game. He can force the exchange of queens and put up resistance in the endgame: 48... ♗d5 (48... ♖c5 49. ♖c8 ♗e4 50. ♖f5 and White reaches the endgame) 49. ♖f7 ♖xf7 (49... ♖b1 50. ♖f5+) 50. ♖xf7 ♖c5 and Karpov indicates minus/plus. Black has good prospects of converting his advantage.

**48... ♗d5 49. ♖e6**

After 49. ♖xd1 ♗xe3+ 50. fxe3, 50... ♖c2+ wins.

**49... ♗f4+ 50. ♖h2 ♗xe6 51. ♖xd1 ♖c5 52. ♖d2**

After 52. ♖g2 ♗f4+ White sheds a pawn. If 52. ♖g2 ♖c2 53. ♖f1 ♗d4 54. f4 ♖d3 White is in big trouble.

**52... ♗g5!**

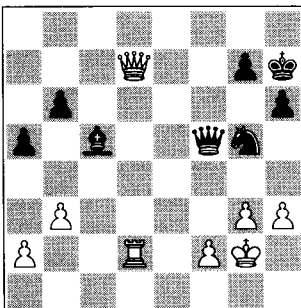
Black simply has too many pieces around White's king.

**53. ♖g2**

Perhaps the ugly 53. ♖g2 was relatively the best. 53... ♖e4 wins easily, though.

**53... ♖f5! 54. ♖d7**

Defending the h3-pawn, but leaving the king on his own. If 54.g4 ♖f4 55. ♖e2 h5!.



**54... ♖e4+**

It has taken Karpov 18 moves of streamlined play to reach a situation where he can finish off.

**55. ♖f1 ♗f3 56. ♖e2**

After 56. ♖d1 ♗d4 57. ♖g1 ♗e2+ 58. ♖f1 ♗xg3+ 59. fxxg3 ♖f3+ 60. ♖e1 ♖f2 mates.

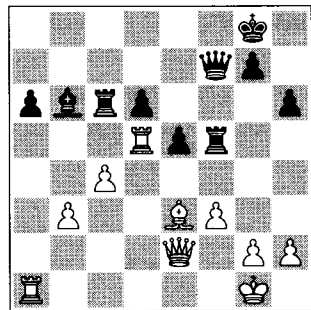
**56... ♗h2+ 57. ♖e1 ♖b4+ 0-1**

GAME 75

**Karpov, Anatoly  
Quinteros, Miguel**

Lucerne Olympiad 1982 (11)

1.e4 c5 2. ♗f3 d6 3.d4 cxd4 4. ♗xd4 ♗f6 5. ♗c3 a6 6. ♖e2 e5 7. ♗b3 ♖e7 8.0-0 0-0 9. ♖e3 ♖e6 10. ♖d2 ♗bd7 11.a4 ♗b6 12.a5 ♗c4 13. ♖xc4 ♖xc4 14. ♖fd1 h6 15. ♗c1 ♖c8 16. ♗d3 ♖e6 17. ♖b6 ♖e8 18.f3 ♗d7 19. ♖e3 f5 20.exf5 ♖xf5 21. ♗b4 ♗f6 22. ♗bd5 ♗xd5 23. ♗xd5 ♖f8 24.b3 ♖f7 25. ♗b6 ♖c6 26.c4 ♖e7 27. ♖e2 ♖d8 28. ♗d5 ♖xd5 29. ♖xd5 b5 30.axb6 ♖xb6



**31. ♖h1!**

As usual Karpov prevents as many tactical possibilities as he can. With the king

in the corner Black cannot hope for a check. White is somewhat better as he controls d5 and Black has more pawn islands. In addition, Black's king is slightly exposed to attack by the heavy pieces.

**31...♙xe3?!**

White was unlikely to take on b6. Most of the time one would advocate letting the opponent take and so build up one's own position rather than taking yourself and building up the opponent's game for him. After the text move the queen is freed earlier than it should have been. But this is probably not the decisive mistake.

Preferable was 31...♙b7!?, as White has only one weakness – the b3-pawn. Black should look for a way to attack it, tying White's hands. After 32.♖ad1 ♜f6 33.♗1d3 a5 Black can think of easing the grip with ...a5-a4 at some stage (also after 33...♙a7 34.♙d2 ♙b7 35.♙e4 ♙d4 Black's position is solid): 34.♜b5 (34.♙d2 ♙c7) 34...♙c7 35.♙xb6 ♜xb6 36.♜dd5 ♜xb5 37.♜xb5 ♜f4 38.♙a2 ♜d4 39.h3 ♙f7 and Black obtains reasonable play.

**32.♙xe3 ♙c7**

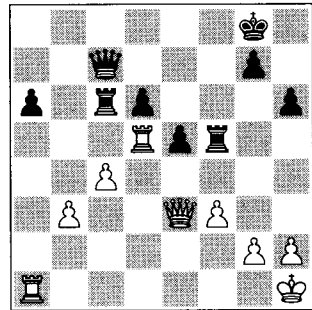
32...♙b7!? is Sasa Velickovic's suggestion in his *Chess Informant* analysis. It has its merits, as the queen exerts influence against the b3-pawn. It also saves a tempo compared to the game continuation:

A) 33.c5 dxc5 34.♙d3 (in case of 34.♖ad1 ♜f8 35.♜xe5 c4 Black exchanges the queenside pawns) 34...♜f8 35.♜xe5 ♙f7 and if White is better at all, his edge is insignificant;

B) 33.♖ad1 and now:

B1) 33...♜b6 34.♗1d3!? (34.♜xd6 ♜xb3 35.♙e2 ♜c3 36.♜6d5 (or 36.h3 ♜f7 37.♜a1 ♙c7 38.♙xe5 ♙xc4, as Black has safely taken White's last queenside pawn, he can hold the position) 36...♙c6 37.♙e4 ♜xc4 and Black is saved because of the first rank) 34...♜f6 35.h3 – it is very hard for Black to meet c4-c5;

B2) 33...♙b4!. The queen helps to carry out ...a5 and ...a4, and is well positioned on b4: 34. ♗1d3 (34.♙d3 ♜f6) 34...♜f6. Black's position is solid. It is difficult for White to make any progress.



**33.♖ad1**

Karpov starts building up pressure on d6.

**33...♜f6?!**

The Argentinian grandmaster protects d6 in advance, but this is somewhat passive and costs a tempo. The text gives Karpov free rein to break open the position.

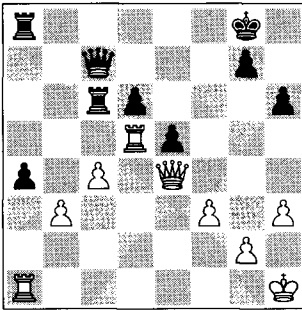
A) In case of 33...a5 34.♜a1 ♜c5 35.♙d2 White dominates the queenside;

B) Alternatively, with 33...♜f8 Black could have tried bringing this rook to the queenside to expose White's only weakness – the b3-pawn. If its defence ties White's hands, he cannot concen-

trate all his forces to break open the black position. However, this move doesn't solve all of Black's problems either: 34.♔d3!? ♖b8 35.h3 (White first creates a *luft* before he acts) and now:

B1) 35...♖cb6 36.♖xd6 transposes to line B4) 35...♔b6;

B2) 35...a5 36.♖a1! ♖a8 (36...♖cb6 37.♖a3) 37.♔e4 a4 (37...♖ca6 38.♖ad1 is very unpleasant for Black)



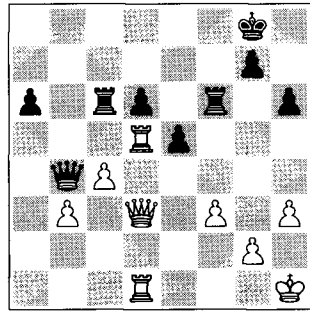
analysis diagram

38.c5! dxc5 39.♔c4 ♕h8 40.bxa4 and White has a clear edge;

B3) 35...♖bb6 36.f4 exf4 37.♖f5 ♖c5 (37...♖b8 38.♖xf4 ♖cb6 39.♔d5+ ♕h8 40.♖df1 will give Black little pleasure, even though he might survive) 38.♖xf4 ♖e5 39.♖df1 and White keeps his advantage;

B4) Black can simplify to a rook ending a pawn down with 35...♔b6 36.♖xd6 (36.c5 dxc5 37.♖xe5 ♖f6 is also unpleasant for Black) 36...♖xd6 37.♔xd6 ♔xd6 (after 37...♔xb3 38.c5, the c-pawn is more dangerous than the a-pawn) 38.♖xd6 ♖xb3 39.♖xa6 ♖c3 40.♖c6 ♕f7 and Black has real drawing chances despite White's extra pawn.

**34.h3 ♔b6 35.♔d3 ♔b4**



### 36.♕h2!

A signature move. Karpov puts the ball in his opponent's court.

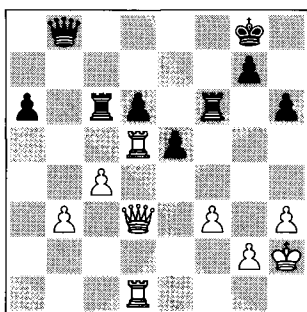
### 36...♔b8?

It is hard to tell, but it looks as though after this mistake Black can no longer save the game. It is amazing, and to exploit the error requires the touch of a maestro.

A) 36...♖b6? would have been too ambitious now: with 37.c5! White can already successfully expose Black's king: 37...dxc5 38.♖d8+ ♕f7 39.♔d7+ leads to a computer-assisted win: 39...♕g6 40.♔e8+ ♕f5 41.♔h5+ g5 42.♔e8! ♔xb3 43.♔d7+ ♕g6 (43...♔e6 44.♔h7+) 44.♖d5 and Black's kingside is taken apart.

Incidentally, 39.♔h7 also wins: 39...♔f4+ 40.♕h1 ♖b7 41.♖1d7+ ♖xd7 42.♖xd7+ ♕e6 43.♔xg7 and Black has no perpetual: 43...♔c1+ 44.♕h2 ♔f4+ 45.♕g1 ♔e3+ 46.♕f1.

B) Velickovic now recommends 36...♔b6!. This move has a point, but once again it is very hard to anticipate what Karpov was going to come up with. For instance, after 37.♖e1 ♖c5! Black eases the pressure: 38.♖xc5 ♔xc5 39.♖a1 and White is still better but his edge is smaller than in the game.



**37. ♖e1!!**

Karpov injects energy in a magnificent way. His intention is to create a direct attack on the king. His ferocity is second only to Kasparov. It is no longer possible to see how Black can save the game, and if this is true, it is simply stunning.

**37... ♜f8**

It is too late now to play Velickovic's simplifying 37... ♜b6? because of 38. ♖e4 ♜c5 39. b4! ♜xb4 (39... ♜xd5 is somewhat better, but still rather tough for Black: 40. ♜xd5+ ♔h7 41. c5 ♜b5 42. ♜c4 ♜g6 43. ♜e4 and Black is in deep trouble) 40. ♜xd6 ♜xd6 41. ♜xd6 a5 (41... ♜a5 42. f4 wins) 42. ♜g4. Velickovic evaluates this as plus/minus, but his nice line is actually winning for White.

**38. ♖e4! ♜c7**

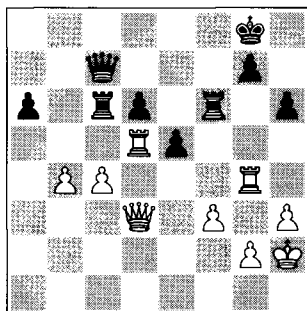
If 38... ♜b6 39. c5! ♜xc5 40. ♜xd6 ♜b5 41. ♜e3! – this time there is agreement with Velickovic's evaluation.

**39. ♜g4!**

So this is the square that Karpov wanted to transfer the rook to. The h6-pawn is hanging. Do you believe that this is the final station of the rook's journey?

**39... ♜f6 40. b4!**

A superb switch to the opposite wing.



**40... ♜b6?!**

40... ♜f8 was also devoid of hope for Black, but it would have been better than the game continuation: 41. b5 axb5 42. cxb5 ♜b6 43. ♜g6 ♜d8 44. ♜e3 (this is one of White's options to break open the position) 44... ♔f7 45. ♜e4 ♜b7 46. f4.

**41. c5 ♜c7**

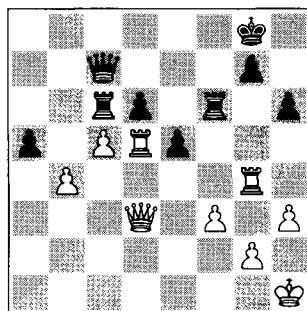
Not 41... ♜b5? 42. ♜b3.

**42. ♔h1!?**

The king leaves the diagonal of the queen. Blocking the diagonal with 42. ♜e4! was promising as well: in case of 42... ♜e6 (42... dxc5 43. ♜d7) 43. f4 wins.

**42... a5**

Black doesn't wait, as White intends to play 43. ♖e4 and go after the e-pawn.



**43. ♜c4!!**

Brilliant usage of the rook. All Black can do now is choose on which part of the board he wants to lose.

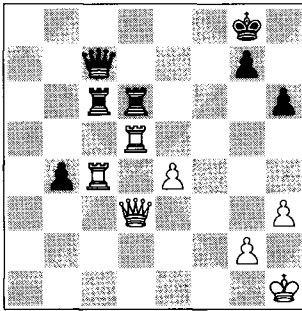
**43...♖b8**

Black decides to lose the pawn on the queenside.

A) After 43...dxc5? Black would lose on the kingside: 44.♖d8+ ♜f8 45.♖d7 ♜c8 46.♖g4 and the king is caught;

B) 43...axb4 would lose in the centre: 44.cxd6 ♜d7 45.♖xc6 ♜xc6 46.d7 and White promotes;

C) 43...e4!. Black has suffered so much in this game that he probably did not even think of any active possibility. This loses as well, but it gives White a chance to spoil his winning position: 44.fxe4! (in case of 44.♖xe4 axb4 45.cxd6 ♜fxd6 46.♖xd6 ♜xd6 Black saves the game. Also, after 44.♜xe4 axb4 45.♖xd6 ♜cxd6 46.cxd6 ♜xd6 Black escapes) 44...axb4 45.cxd6 ♜fxd6. Now the e-pawn may promote with surprising speed.



analysis diagram

46.e5! ♜xc4 47.exd6 (47.♖xd6 ♜f4) 47...♜c1+ 48.♔h2 ♜b8 (48...♜d7 49.♜b3) 49.♜a5 ♔h8 50.♜d5 ♜c8 51.♜b5 and White wins.

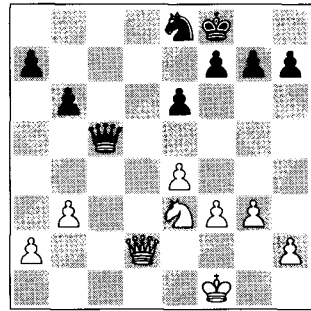
**44.cxd6 ♜cxd6 45.bxa5 ♜d8**  
**46.♖cc5 1-0**

## GAME 76

**Gheorghiu, Florin**  
**Karpov, Anatoly**

Lucerne Olympiad 1982 (12)

**1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♘a6**  
**5.b3 ♘b4+ 6.♘d2 ♘e7 7.♙g2 c6 8.0-0**  
**d5 9.♘e5 0-0 10.♙c3 ♘b7 11.♘d2**  
**♘a6 12.e3 c5 13.♜e2 ♜c8 14.♖fd1**  
**♜c7 15.e4 cxd4 16.♙xd4 dxc4**  
**17.♘dxc4 ♜a8 18.f3 ♜fc8 19.♘d3**  
**♘b8 20.♘de5 ♙a6 21.♜e1 ♘e8**  
**22.♘e3 ♙c5 23.♙xc5 ♜xc5 24.♘d7**  
**♘xd7 25.♖xd7 ♖5c7 26.♖xc7 ♜xc7**  
**27.♖c1 ♜c8 28.♖xc7 ♜xc7 29.♜d2**  
**♜c5 30.♙f1 ♙xf1 31.♔xf1 ♔f8**



## 32.♔e2

The alternative 32.♘d1 was generated by Karpov's effect on your author. The question arose: how can White improve the knight? 32...b5 33.♜e3 ♜a3 34.♜d2 and the knight goes to c3, which seems to be a better square than e3. White does all right here.

## 32...♔e7 33.♜c2 ♜h5!?

These players knew each other well. Karpov provokes his opponent, who, at this stage of his career, was mainly looking to maintain peaceful coexistence on the board and sign the score-sheet after sharing the point.

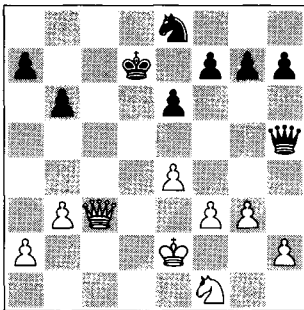
**34. ♖f1?!**

White merely tries to defend. It was healthier to play normally. After 34.h4 g5!? (or 34... ♖e5 35.f4 ♖a1 36.e5 and White has improved his position) 35.hxg5 ♖h2+ (in case of 35... ♖xg5 36. ♖b2 (36. ♔f2) 36... ♖xg3 37. ♖a3+ White is not worse) 36. ♔d3 ♖xg3 37. ♖c6 ♖xg5 38. ♖b7+ White has nothing to worry about.

**34... ♔d7 35. ♖c3**

Trying to tie the knight to the defence of g7.

If 35. ♖d3+!? – Karpov supplies these marks, as with this move White intends to do something active – 35... ♔d6 36. ♖a6 ♖b5+ 37. ♖xb5+ ♔xb5 Karpov evaluates the position as ‘equal plus’. Let me translate. The position is equal and the plus is because he is playing the position with black. This is only partly a joke.



**35...f6!**

This simple and strong move allows Karpov to bring in the knight soon.

**36.h4!**

White intends to free the knight from its burden.

**36... ♔d6 37. ♔f2**

If 37. ♖d3 ♖a5.

**37... ♔b5**

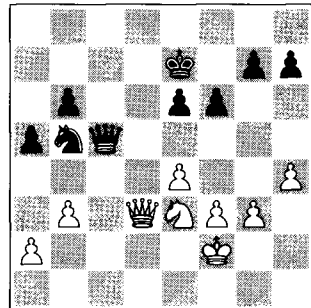
So Karpov has achieved something tangible – his knight comes into play.

**38. ♖d3+ ♔e7 39. ♔e3 ♖c5 40. ♖d2?!**

Going backwards is passive.

With 40. ♖c4! White could almost force a draw: 40... ♖e5 (otherwise White swaps queens with an easily drawn position) 41.a4! ♔c3 (in case of 41... ♔c7 42.f4 or 42. ♖c6 White is doing all right) 42. ♔g4 and White can force the queen exchange here as well.

**40...a5 41. ♖d3**



**41... ♔d4**

Karpov relentlessly improves his knight.

**42. ♔g2?**

Moving out of the pin, but leaving the centre.

A) In case of 42.a4?, 42... ♖b4 43. ♔c2 ♖xb3 wins the pawn as the champion has pointed out;

B) With 42. ♖c4! – a move which Karpov doesn't mention – the long-time Romanian number one could have obtained a playable position: 42... ♔d6 (after 42... ♖d6, 43. ♔d5+! kills all the play. And in the event of 42... ♖e5 43. ♔c2 ♔b5 44.a4 Black loses his advantage) 43. ♖a6 ♔c6 (43... ♔c2 44. ♖d3+) 44. ♖c8 (White can play adventurously, but 44. ♖d3+

should also be fine) 44...♖d4 45.♗f8+ ♕d7 46.♗xg7+ ♘e7 47.♗h6 (47.f4 ♗xe4 48.♙e2 should be OK as well) 47...♗d2+ 48.♙f1 ♗xa2 49.♘g4 with a sharp and complicated position, but White's prospects are not worse.

#### 42...♘c6 43.a4?

Not ideal, as it is easier to attack b3 than a2. Actually White may no longer be able to save the game!

With 43.♗c4 he could keep some play. In case of 43...♗xe3 44.♗xc6, White holds easily without the knights.

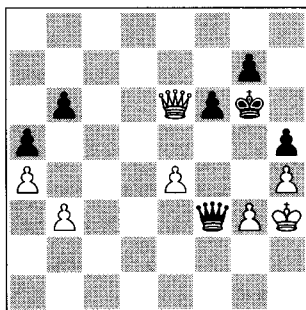
#### 43...♘e5!

Karpov knows exactly when to swap a piece and when to keep it on the board. He analyses 43...♗d4, offering the queen exchange.

A) Now after 44.♗xd4? ♘xd4 45.♘c4 ♘xb3 46.♘xb6 ♙d6 Black wins according to Karpov. The disadvantage of dispatching the king to g2 becomes clear;

B) 44.♗c2 and now:

B1) 44...♗xe3 45.♗xc6 ♗e2+ 46.♙h3 ♗xf3 47.♗c7+ ♙f8 48.♗d8+ ♙f7 49.♗d7+ ♙g6 50.♗xe6 h5



analysis diagram

51.♙h2!. This is much easier than Karpov's suggestion, for whenever the black queen moves, White keeps a per-

petual. The champion analyses 51.♗e8+ ♕h7 52.♙h2 and stops here, claiming equality. White has chances to obtain a draw but he must accept a difficult endgame: 52...♗e2+ 53.♙h3 f5 54.e5 ♗g4+ 55.♙h2 f4 56.gxf4 ♗xf4+ 57.♙g2 ♗g4+. There is no point in finding out whether White can hold this;

B2) 44...♙d7 45.♘c4 (Karpov assesses 45.♗c1? as 'equal/plus' with no further moves. After 45...♗d3! White just loses a pawn) 45...e5 46.h5 and White is just a fraction worse.

#### 44.♗d2 ♗d6!

This time Black offers the exchange. This is the correct approach as it leads to a win.

After 44...h5 45.f4 ♘c6 46.f5 White gets some play, as Karpov points out. For example: 46...♗d4 47.♗c2.

#### 45.♗c3

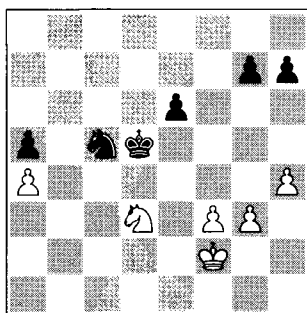
A) Karpov hints that 45.♗c2!? may have been better, but this is very tough for White as well: 45...♗d3 and now:

A1) 46.♙f2 h5! (in his analysis Karpov prevents his opponent's pawn from getting close to promotion. After 46...♙d6 47.h5! ♗xc2+ 48.♘xc2 ♘d3+ 49.♙e3 ♘c5 50.♘d4 White gets counterchances) 47.♗c7+ ♘d7 48.♘c4 (48.♗c2 ♘c5) 48...♗c2+ 49.♙g1 ♗xb3 50.♗d6+ ♙d8 51.♗xe6 ♗xf3 – the black queen's invasion probably wins; at least it yields a huge advantage, as Karpov points out;

A2) 46.f4!? ♗xc2+ 47.♘xc2 ♘d3 48.♙f3 (or 48.♘e3 ♘c5 49.♘c4 ♘xe4) 48...♘c5 and Black's advantage gives him very good winning chances.

B) Alternatively, 45.♘f1 ♗d3! 46.♗xd3 (after 46.♗e3 ♗xe3





54. ♖e3 ♜xa4 55. ♜f4+ ♖e5 56. ♜d3+  
If 56. ♜h5 g6.

56... ♜d6 57. ♜d4 ♜b6 58. ♜e5 h6!

Black could allow 59. ♜f7-♜g5-♜e4-♜c3 as well, but then his pawn is one square further removed from promotion. Both methods win, but Karpov's is more precise.

59. ♜f7+ ♖e7 60. ♜e5 a4 61. ♜c3 ♜d6  
62. ♜d3

After 62. ♜f7+ ♖c5 63. ♜d8 ♜d5+ 64. ♖b2 ♜d6 the knight soon invades to take White's kingside pawns.

62... ♜d5+ 63. ♖b2 ♜e3

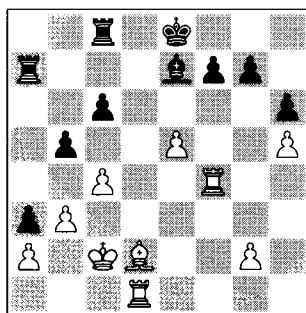
Black resigned.

## GAME 77

**Karpov, Anatoly**  
**Larsen, Bent**

Linares 1983 (9)

1.e4 c6 2.d4 d5 3.♜d2 dxe4 4.♜xe4  
♙f5 5.♜g3 ♙g6 6.h4 h6 7.♜f3 ♜d7  
8.h5 ♙h7 9.♙d3 ♙xd3 10.♙xd3 e6  
11.♙f4 ♜gf6 12.0-0-0 ♙e7 13.♖b1  
a5 14.♜e4 ♜xe4 15.♙xe4 a4  
16.♜e5 a3 17.b3 ♜xe5 18.dxe5 ♙a5  
19.♙d2 ♙c7 20.f4 0-0 21.f5 exf5  
22.♙xf5 ♙c8 23.♙xc8 ♜fxc8 24.c4  
b5 25.♖c2 ♖f8 26.♜hf1 ♖e8 27.♜f4  
♜a7

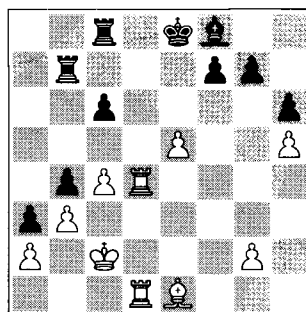


28. ♙e1!

It is not easy to see the point behind this move.

28... ♜b7 29. ♜g4! ♙f8 30. ♜gd4 b4

Karpov writes that 30... ♙c5 should have been played. After 31. ♜g4, the rook has to stay on the 4th rank because of the threat of ...bxc4 bxc4 ♜b2 with check. He stops his analysis after 31... ♙f8, claiming the position is equal. That may well be the case, but I think Karpov would have played on. For example, 32.c5!? ♜d7 (if the queens were on the board, 33. ♜d6 would cause a headache, but here Black should not be worse after this exchange sacrifice) 33... ♖xd7 34.b4 ♖e6 35. ♜g3 ♜a8 36. ♙c3 – Black's pieces are tied to the defence of their pawns, but it is hard for White to invade, or to collect the a3-pawn. However, I think Karpov would have tried something here.



31. ♙h4

So Karpov has found play against Black's king.

**31...♙e7 32.c5 ♖xh4?**

Black relinquishes a tempo. Maybe Larsen was already short of time and just wanted to play an easy move to get closer to the time control.

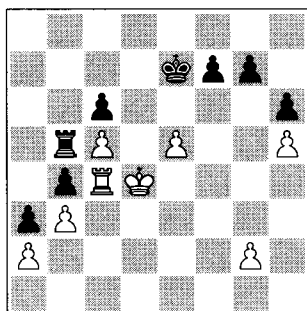
Better was 32...♜b5! 33.♙xe7 ♔xe7 after which the king would be one step closer to the centre: 34.♞c4 (34.♞d7+?!, aiming to double the rooks on the seventh rank, cannot embarrass Black: 34...♙e8 35.e6 ♜xc5+ 36.♔b1 fxe6 37.♞xg7 ♞d5 – Black prevents the doubling and stands well) 34...♙e6 35.g3 (in case of 35.♞dd4 ♔xe5 36.♞g4 ♔f6 Black is safe) 35...♞c7 36.♞d8 ♔xe5 37.♞e8+ ♔d5 (37...♔f5?? 38.♞f4+ ♔g5 39.♞e5+ produces an unusual check-mate) 38.♞d8+ – the position is balanced, for if Black avoids the perpetual by returning to d7, ♞g8 wins the g-pawn.

**33.♞xh4 ♜b5?!**

Here the rook is passive and out of play. The text ties up the white rook for a while, but it will be out of the game shorter than its adversary.

**34.♞c4 ♞c7 35.♞dd4 ♞e7**

After 35...♞d7 Black gets into trouble in an unexpected way: 36.♔d3! ♞xd4+ 37.♔xd4 ♔e7



analysis diagram

38.♞c2! (it is easy to miss this subtle regrouping) 38...♜b7 39.♔c4! ♔e6 40.♞d2 and suddenly Black is in trouble.

**36.♞e4 ♔d7**

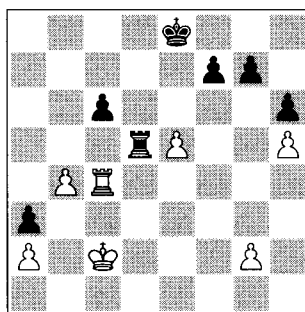
Black has to do something, and centralizing the king seems natural. However, White's two rooks are immensely powerful and the black b5-rook is excluded from the battle in the centre. So Black needs to be very careful with his plans there.

Karpov mentions the possibility of 36...♞d7 which aims to place the rook on d5: 37.♞xb4 ♜xc5+ 38.♞bc4 ♞dd5 and here he stops, evaluating the position as plus/minus. This is worth looking deeper into: 39.b4:

A) In case of 39.♔c3? ♞xe5 40.♞xe5+ ♞xe5 41.♞xc6 ♞e2 Black is active;

B) After 39.♞xc5 ♞xc5+ 40.♔d3 ♔e7 41.b4 ♞d5+ 42.♔c4 ♞d2, why should Black have any disadvantage?;

C) 39.b4 ♞xc4+ 40.♞xc4 and now:



analysis diagram

C1) 40...♞xe5 turns the game into a wild race that is hard to assess: 41.♞xc6 ♞e2+ 42.♔b3 ♞xg2 43.♔xa3 ♞g5 (43...♔d7 44.♞c3 g5) 44.♔a4 ♔d7 45.b5 ♞xh5 46.♞c2 ♞h1;

C2) With 40...♔d7 Black can handle the position quietly without running the risk of losing: 41.♖g4 (in the event of 41.♗e4 ♕e6 42.♖b3 ♗d3+ Black does all right as well) 41...♗xe5 42.♗xg7 ♕e6 43.♖b3 ♗xh5 – this is very likely to end in a draw.

**37.♔d3 ♕e6 38.♗ed4**



**38...♕xe5?!**

This makes life difficult for Black – maybe it is even a losing mistake. He allows the e7-rook to be exchanged. Best was 38...♕f5!! with which the king looks for counterplay on the kingside:

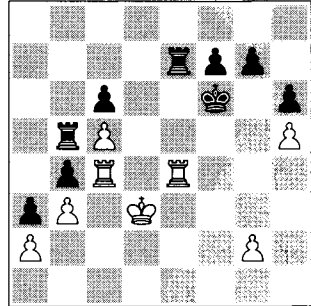
A) 39.g4+ ♕g5 40.♗d6 ♗e6 41.♗d7 ♗xe5 42.♗xf7 ♗d5+ 43.♗d4 ♗bxc5 and Black's rook is no longer passive;

B) 39.♗f4+ ♕e6! (leaving the e5-pawn be. In case of 39...♕g5? 40.♗g4+ ♕xh5? 41.♗xg7 ♗e6 (after 41...♗xe5 42.g3 Black gets checkmated) 42.g3 ♗g6 43.g4+ ♕h4 44.♗xf7 White has a solid advantage) 40.♗fd4 (40.g4?! ♗d7+ 41.♗fd4 ♗d5 – now Black will start pressing) 40...♕f5! is just a repetition;

C) 39.♗d6 ♗e6 (Karpov evaluates 39...♗xe5 40.g4+ ♕g5 41.♗xc6 as plus/minus: after 41...g6 Black is living dangerously, but it is not clear how

White should continue) 40.♗d7 ♗xe5 41.♗xf7+ ♕e6 42.♗xg7 ♗xh5 43.♗g6+ ♕d7 44.♗d4+ ♕c7 45.♗g7+ ♕c8 and Black seems to draw.

**39.♗e4+ ♕f6**



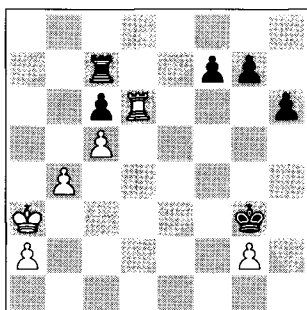
**40.♗f4+**

Karpov probably did not want to make such an important decision at his last move before the time control, but 40.♗xe7! was stronger. It is very hard, even with his special feeling and calculating ability, to assess positions in which both players can push their pawns.

Karpov evaluates 40...♕xe7 41.♗e4+ ♕f6 42.♕c4 as plus/minus. He probably wrote his evaluation based on what he was thinking during the game. To most people this position would be considered as slightly advantageous for White even though he is a pawn down without immediate compensation. This correct assessment shows Karpov's very subtle ability to evaluate an endgame position.

We can look somewhat deeper: 42...♗b7 (42...♕g5 43.♗e7!) 43.♗d4 ♕g5 44.♗d6 ♗c7 (the race after 44...♕xh5 45.♗xc6 ♗e7 46.♕xb4 ♗e2 47.♕xa3 ♗xg2 is close, White is slightly ahead: 48.b4 f5 49.b5 f4 50.♗c8 ♗g1 51.b6 ♗b1 52.♗f8 g5, and now 53.♕a4 wins) 45.♕xb4 ♕xh5:

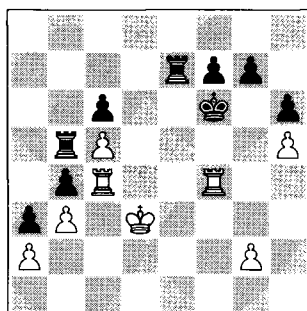
A) White even has time to take the a-pawn: 46.♙xa3 ♖g4 47.b4 (47.♙b4 h5 48.a4 ♖g3 49.♙a5 ♖xg2) 47...♙g3



analysis diagram

48.b5! (in case of 48.♞d2 f5 49.♙b3 g5 50.a4 f4 51.♙c4 ♞a7 Black is not slower) 48...cxb5 49.♙b4 ♖xg2 (49...♞a7 50.♞d2) 50.c6 h5 51.♙xb5 ♞c8 52.♙b6 ♞b8+ 53.♙a7 ♞b2 54.a4 ♞c2 55.♙b7 wins;

B) After 46.♙a5 White is faster. He can win by quickly pushing his c-pawn: 46...g5 (in case of 46...♙g4 47.♙b6 ♞e7 48.♙xc6 ♞e2 49.♙b7 ♞xa2 50.c6 ♞b2 51.c7, or 46...♞e7 47.♙xc6 ♞e2 48.♞a6 ♞xa2 49.♙b6 ♞xg2 50.c6 wins) 47.♙b6 (47.b4 ♞c8 48.b5 cxb5 49.c6 f5 50.♙b6 b4 51.c7 also wins) 47...♞c8 48.♙b7 ♞e8 49.♙xc6 ♞e2 50.♙b7 ♞xa2 51.♞a6 and White wins.



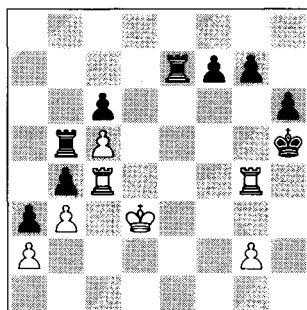
### 40...♙g5!

The king can be an attacker and a prey to be hunted down at the same time. After 40...♙e6, exchanging should be in White's best interests as the Black king is not active: Karpov gives the position after 41.♞ce4+ ♖d7 42.♙c4 a plus/minus.

### 41.♞g4+ ♖xh5

The black king's predatory role has ended. Black has won an important pawn, but at too great a cost. His king will be in great danger trapped on the h-file.

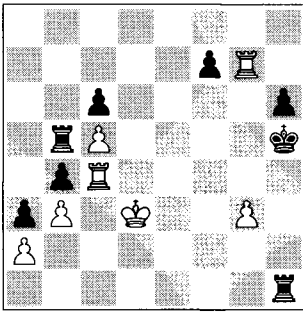
After 41...♙f5 42.♞cf4+ ♖e6 43.♞e4+ ♖d7 44.♙c4, it's tough going for Black.



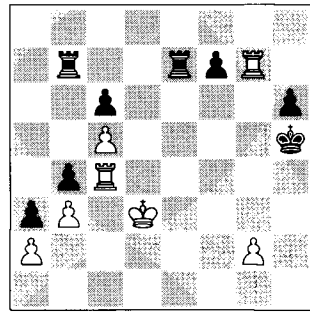
### 42.♙xg7 ♞bb??

Black walks into the proverbial minefield. He allows a forced checkmate. Tragically for Larsen, he was actually still in the game here. Not after 42...♞e5? 43.g3! ♞d5+ 44.♙e2 ♞e5+ 45.♙f3 ♞f5+ 46.♙g2, when White checkmates. But according to Karpov 42...♞e1? would be plus/minus and Black would have drawing chances in a practical, over-the-board fight. However, against a computer-aided analyst it still loses:

43.g3! ♞h1 and now:



analysis diagram

**43. ♖c1!**

Larsen resigned, not waiting for the checkmate. Karpov has again waged a superb attack on the king in an endgame.

There could have followed: 43... ♖bd7+ 44. ♖c2 (if 44. ♖c4?? ♖e4 mate) 44... ♖e2+ 45. ♖b1 ♖b2+ 46. ♖a1 ♖d4 47. ♖h1+ ♖h4 48. g4 mate.

This endgame was complicated and brimming with highly unusual motifs. Karpov orientated well in the various lines – certainly much better than his opponent.

## GAME 78

**Romanishin, Oleg  
Karpov, Anatoly**

Moscow USSR Championship 1983 (8)

1. ♖f3 ♖f6 2.g3 d5 3. ♖g2 c6 4.0-0  
 ♖g4 5.c4 e6 6. ♖e5 ♖h5 7.d4 ♖bd7  
 8. ♖c3 ♖e7 9.cxd5 ♖xe5 10.dxe5  
 ♖xd5 11. ♖c2 0-0 12.h3 ♖a5  
 13. ♖xd5 cxd5 14.g4 ♖g6 15. ♖b3  
 ♖ac8 16. ♖e3 ♖c4 17. ♖fc1 b5 18.a4  
 ♖xc1+ 19. ♖xc1 bxa4 20. ♖b7 a3  
 21. ♖a1 ♖b4 22.bxa3 ♖c3 23. ♖d1  
 ♖xa3 24. ♖xa7 ♖b3 25. ♖c1 ♖xe5  
 26. ♖d7 h6 27. ♖f3 ♖f6 28. ♖c8 ♖xc8

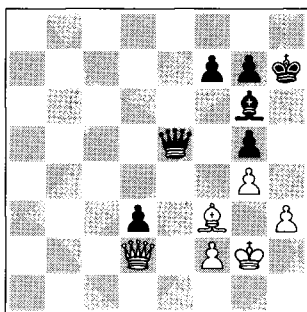
A) 44. ♖xf7 ♖d1+ (44... ♖h2 45. ♖g7!) 45. ♖e3 ♖e1+ 46. ♖f2 ♖g6 47. ♖d7 ♖e6 and Black can live with this position;

B) 44. ♖e3? ♖h2! and the rook stays on the h-file;

C) 44. ♖e2!!. The king wants to chase the rook away from h1. Black will pay heavily for having put his rook out on b5: 44... ♖b8 (44... f5 45. ♖f2 f4 46. ♖g2) 45. ♖f4!! The b5-rook no longer attacks the c-pawn, so this rook can attack from a different angle (45. ♖f2 ♖d8 46. ♖g2 ♖dd1 would give Black counterplay. But the alternative 45. ♖e4! f5 46. ♖f4 wins as well): 45... ♖e8+ (bringing the rook back in time to defend the f5-pawn) 46. ♖f2 (but the king drifts towards the other rook) 46... ♖e5 47. ♖g2 ♖g5 (Black still resists wittily) 48.g4+! (this last precise move seals Blacks fate) 48... ♖h4 49. ♖h7 and White wins.

The best continuation for Larsen was 42... ♖e6!! (Black must release the isolated king at once) 43.g4+ (after 43.g3 ♖g6 44.g4+ ♖h4 45. ♖xf7 ♖g3 Black also has play) 43... ♖h4 44.g5+ ♖h5 45.gxh6 ♖xh6 46. ♖xf7 ♖g6 and Black can draw.

29.♖xc8+ ♔h7 30.♜c5 d4 31.♙f4  
 ♜c3 32.♜d6 ♜a5 33.♜c6 e5  
 34.♙g3 ♜e1+ 35.♚g2 e4! 36.♙xe4  
 ♜xe2 37.♙f3 ♜e7 38.♜d5 d3 39.♙f4  
 ♙g5 40.♙xg5 hxg5 41.♜a5 ♜f6  
 42.♜b4 ♜e5 43.♜d2



43...♙e4!

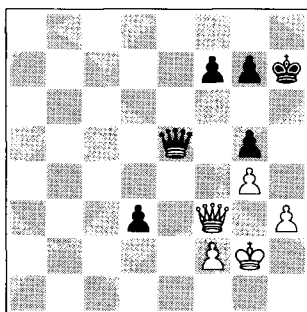
The bishop on f3 is controlling the d1-square very effectively. It will be easier to push the d-pawn now.

44.♜e3

Black was threatening with 44...♙xf3 and then ...♜f4.

44...♙xf3+ 45.♜xf3

After 45.♚xf3 ♜d5+ Black promotes the d-pawn.



45...♜b5!!

The queen both defends the pawn and covers the e8-square, beautifully preventing any perpetual without mak-

ing any concessions in the vicinity of his king.

46.♜e4+

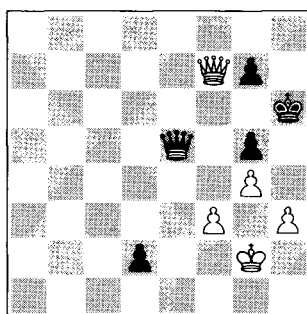
After 46.♜xf7 d2 47.♜f3 ♜b1 48.♜f7 ♜e4+ wins.

46...♚h6 47.♜d4

The pawn advance 47.f4 should also lose as White cannot find access to Black's king: 47...gxf4 48.♜xf4+ ♚h7 49.♚f2 (49.♜xf7 d2 50.♜f3 ♜c4!! 51.♜f5+ ♚g8 52.♜f3 ♜d4 53.♜d1 ♜e3 and Black wins) 49...♜b2+ 50.♚f3 ♜e2+ – this still requires skill, but Black is winning.

47...♜c6+ 48.♚g3 ♜c7+

Karpov plays it safe, but actually this move prolongs the game. Better was 48...♜c2! 49.♜d7 (49.♜e4 ♜c7+ 50.♚g2 ♜d7 51.♜f3 d2 52.♜d1 ♜c6+ 53.f3 ♜c1) 49...d2 50.♜xf7 ♜d3+ 51.♚g2 (51.♚h2 ♜d6+ 52.♚g2 ♚h7!! 53.♜h5+ ♜h6 and the d-pawn promotes) 51...♜e4+ (Karpov did not analyse this check) 52.f3 (52.♚g3 ♜f4+) 52...♜e2+ 53.♚g3 ♜e5+ 54.♚g2



analysis diagram

54...♚h7! (in a way this is a primitive move, stopping a mate in one; on the other hand it is subtle as Black had to assess the ensuing position carefully

to decide whether it is a win. And Karpov really needed to win this game) 55. ♖b3 ♜e2+ 56. ♔g3 d1 ♜ and Black wins.

**49. ♔g2 ♜c2 50. ♜e4**

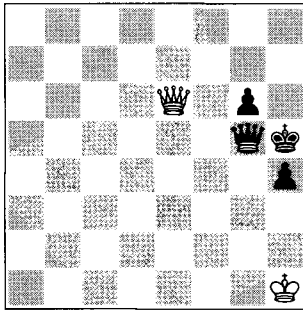
After 50. ♜d5, 50...d2 51. ♜xf7 ♜c6+ 52. ♔g3 ♔h7! 53. ♜f5+ ♜g6 54. ♜d5 ♜c2 wins as Karpov points out.

**50... ♜c3 51. ♜d5**

Computer programs have since discovered that queen endings with an extra h- and g-pawn often do not win. Had Romanishin known this, he might have opted for 51.h4!? gxf4 52. ♜f5 and now:

A) 52...h3+!;

B) 52... ♜c6+ 53.f3 ♜g6 54. ♜d5 f5 55. ♜xd3 ffg4 56. ♜e3+ ♜g5 (56... ♔h7 57.fgg4 ♜xg4+ 58. ♔h1 and White can hold) 57. ♜e6+ g6 58.fgg4 ♜f4 59.g5+ ♔h5 (all endings after 59... ♔xg5 or 59... ♜xg5+ are drawn, see below) 60. ♔h1 ♜f3+ 61. ♔h2 ♜g3+ (61... ♔xg5 draws) 62. ♔h1 ♜xg5 (62...h3 63. ♜xg6+!).



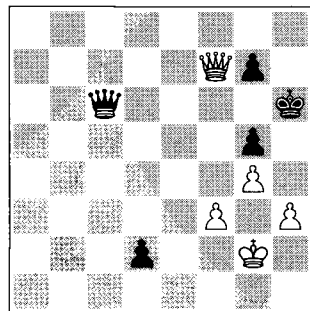
analysis diagram

(54. ♔h2 ♔g5!) 54... ♔g5 (in case of 54... ♜d6 55.f4 d2 56. ♔h3 g5 57. ♜h5+ ♔g7 58. ♜xg5+ ♔f7 59. ♜f5+ White probably draws) 55. ♔h3 ♜d6 56.f4+ ♜xf4 57. ♜d5+ (in the event of 57. ♜e7+ ♔h6 58. ♜xh4+ ♔g7 59. ♜e7+ ♜f7 wins according to Karpov. Soon computers will be able to tell for sure whether this evaluation is correct or not) 57... ♔h6 58. ♜xd3 and, knowing all these drawn positions with two extra pawns, this can probably be held as well.

**51...d2 52. ♜xf7 ♜c6+ 53.f3**

If 53. ♔h2 ♔h7! – Karpov’s win is pretty nice: 54. ♜f5+ ♜g6 55. ♜d7 ♜c2 56. ♜f7 (56. ♜e8 ♜c7+ 57. ♔g2 ♜d6) 56... ♜c8 57. ♜d5 ♜c7+ 58. ♔g2 ♜c2 59. ♜f7 ♜c6+.

The 53... ♜d6 check delivers the win too: 54. ♔g2 ♔h7 55. ♜f5+ g6! (55... ♜g6 56. ♜d5 ♜c2 57. ♜f7 ♜e4+ also wins) 56. ♜f7+ ♔h8 57. ♜e8+ ♔g7 and White runs out of checks.



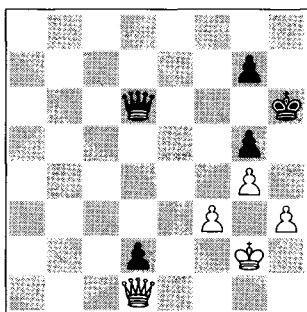
Even if Black plays the best moves he cannot win. Would you believe it? White can draw with nine different moves!

C) 52...g6 53. ♜xf7 ♜c6+ 54.f3

**53... ♔h7! 54. ♖b3 ♜d6 55. ♜c2+ ♔h6**

Black has nicely forced the enemy queen into a passive position.

**56. ♜d1**



**56...♔d3!**

Making sure the queen is fixed on d1 and that his own king can cross the e-file.

**57.♖f2 ♕g6 58.♖g2 ♖f7 59.♖f2 ♖f8**

White is in zugzwang.

**60.♖g2 ♖e7 61.♖f2 ♖d6 62.♖g2 ♖c5**

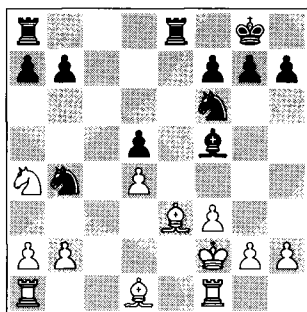
**0-1**

GAME 79

**Karpov, Anatoly  
Polugaevsky, Lev**

Tilburg 1983 (2)

**1.♖f3 ♖f6 2.c4 c5 3.♖c3 ♖c6 4.e3 e6  
5.d4 d5 6.cxd5 exd5 7.♗e2 cxd4  
8.♖xd4 ♗d6 9.0-0 0-0 10.♗f3 ♗e5  
11.♔d3 ♖b4 12.♔d2 ♗xd4 13.exd4  
♗f5 14.♗d1 ♖e8 15.♖a4 ♖c6 16.f3  
♖a5 17.♖xa5 ♖xa5 18.♖f2 ♖c6  
19.♗e3 ♖b4**



**20.♗g5**

One feels that this position must be equal. It is worth examining how Karpov gradually takes over the initiative in this transitional phase of the game.

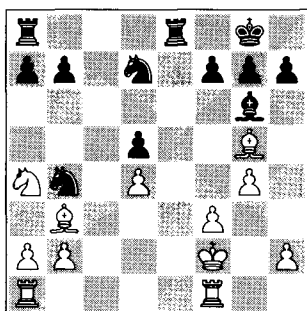
**20...♖d7**

After 20...♖d3+ 21.♖g1 (in the event of 21.♖g3 ♖h5+ 22.♖h4 ♖hf4 Black's pieces are rather active) 21...♖d7 22.♗b3 h6 23.♗h4 g5 24.♗g3 ♖f6 Black is all right.

**21.g4 ♗g6**

With 21...♗d3 Black could 'kill' the game: 22.♖e1 ♖xe1 (after 22...♖c2 23.♗xc2 ♗xc2 24.♖c3 ♖b6 25.♖ac1 White is somewhat better) 23.♖xe1 ♗c2 and Black should be safe.

**22.♗b3**



**22...♗c2?!**

After this Black becomes slightly underdeveloped. After 22...♗d3 23.♖fc1 b5 24.♖c3 ♗c4 25.♗c2 ♗d3 26.♗d1 ♗c4 he would have been fine.

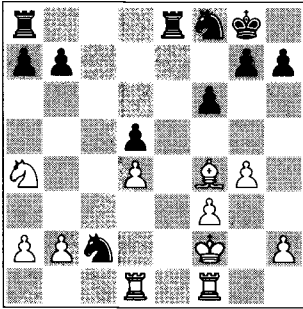
**23.♗xc2 ♖xc2 24.♖ad1 f6**

In case of 24...♖f8 25.♖d2 ♖b4 26.♖c3 ♖e6 27.♗e3 ♖ad8 28.f4 White has something to build on.

**25.♗f4 ♖f8**

25...g5!? (Karpov has made some pawn moves similar to this. The pawns find themselves on the bishop's colour but

they restrict its movement) 26.♔c1 ♖ac8 (or 26...♗b4 27.♘c3 ♗b6 28.f4 h6 29.♔g3 ♖ac8 and Black has a healthy endgame) 27.♘c3 (27.a3 ♖c4) 27...♗b6 28.f4 h6 29.♗b5 ♖e6 and Black is fully in the game.



**26.♞d2! ♗e6**

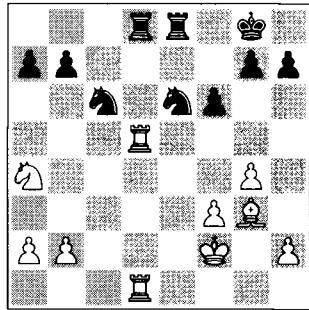
In case of 26...♗b4 27.♘c3 ♖ad8 28.♗b5 ♖d7 29.♗xa7 ♗g6 30.♔g3 ♗xa2 White's minor pieces cause problems on the dark squares.

**27.♔g3 ♗cxd4!**

It is hard to tell whether Polugaevsky had planned the ensuing endgame, hoping he would be able to hold it, or perhaps he had misjudged his chances and simply had to settle for it. At this point, the text is the right decision.

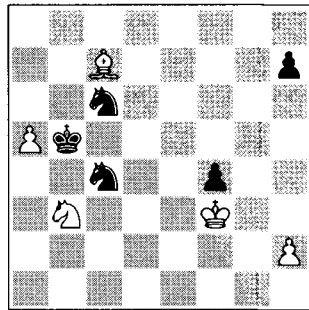
The 27...♗b4 retreat would be no fun for Black. 28.♘c3 ♖ad8 (or 28...♞ed8 29.♞e1 ♗f7 30.♗b5, causing trouble) 29.♗b5 ♗c6 (29...a6 30.♗d6 ♞e7 31.♞e1) 30.♗d6 ♞e7 31.♞e1 and Black is under pressure.

**28.♞fd1 ♗c6 29.♞xd5 ♖ad8**



Polugaevsky defended well from this point on, but on move 52 he blundered and eventually lost.

- 30.♞xd8 ♞xd8 31.♞xd8+ ♗cxd8  
 32.♗e3 ♗f7 33.f4 g6 34.f5 gxf5  
 35.gxf5 ♗g7 36.♗e4 ♗c6 37.♗d6  
 ♗e7 38.♗c5 b6 39.♗a6 ♗gxf5  
 40.♗b8 ♗e6 41.♗xa7 ♗d6+ 42.♗d3  
 ♗d5 43.a4 f5 44.b4 f4 45.a5 bxa5  
 46.bxa5 ♗d7 47.♗c5+ ♗c6 48.♗b3  
 ♗b4+ 49.♗e2 ♗b5 50.♗f3 ♗c6  
 51.♗b6 ♗c4 52.♗c7



- 52...♗4xa5 53.♗xa5 ♗xa5 54.♗xa5  
 ♗xa5 55.♗xf4 ♗b5 56.♗g5 ♗c5  
 57.♗h6 1-0

## First Two Kasparov Matches (1984-1985)

Three years had passed since Karpov's last title-defence match against Kortchnoi, so he had to put his crown at stake again. His opponent was a worthy one. Kasparov had gone through the qualifiers and was already stronger than any of Karpov's previous opponents.

In the match, which started in 1984, Karpov took a convincing 5-1 lead and was comfortable in the endings. However, by then he had already sharpened up his play. He had probably realized he would have to confront his rival in such situations and was prepared for that. The amount of sharp games would increase in their later matches. On the other hand, Kasparov also learned from Karpov and improved his endgame.

Statistics show that Kasparov has won many endgames against Karpov, but usually he had obtained a winning ending from the middlegame. Kasparov never really outplayed Karpov in an endgame, except maybe for the last Sevilla game in 1987.

In the first match, Karpov again ran out of energy when Kasparov stabilized and then won his second game. After a long series of draws, the latter won another game, and a third. Finally FIDE President Florencio Campomanes stopped the match when the score was +5 =40 -3.

In the second match, Karpov was to retain the title with a 12-12 score. After a loss in the first game, Karpov broke even in the fourth and took the lead in the fifth game, but his opponent took over in the 16th game. Karpov had trouble in the openings in this match. In Game 20 he kept playing on in an equal endgame, but without success. In the 22nd game (here presented as Game 85), he reduced Kasparov's lead to one point and in the final game Karpov attacked, but Kasparov found an excellent defence, winning the game and the title.

Earlier in 1984, London hosted a match USSR-Rest of the World.

### GAME 80

**Karpov, Anatoly  
Andersson, Ulf**

London USSR vs ROW 1984 (1.1)

1.d4 ♘f6 2.c4 e6 3.♘f3 ♙b4+  
4.♙d2 ♙xd2+ 5.♖xd2 0-0 6.♗c3  
d5 7.e3 ♗bd7 8.cxd5 exd5 9.♙d3

♙e8 10.0-0 ♗e4 11.♖c2 ♗df6  
12.b4 c6 13.♗e5 ♙f5 14.♗a4 g6  
15.♖b2 a6 16.♖fc1 ♙e7 17.♗c5  
♗xc5 18.bxc5 ♙xd3 19.♗xd3 ♖c8  
20.♖c3 ♖cc7 21.♖b3 ♗e8 22.♖e2  
f6 23.♖f3 ♖f7 24.♙f1 ♗g7 25.♙e2  
♖ce7 26.♙d1 ♖c8 27.♖ab1 h5  
28.h3 ♗e6 29.h4 ♙h7 30.♖h3 ♖e8  
31.♙c2 ♖d7 32.♙b2 ♗g7 33.♗f4  
♖fe7 34.♙a1 ♖f7 35.♖g1 ♗e6  
36.♗d3 ♗g7 37.g4 hxg4 38.♖xg4  
♗h5 39.♖b1 ♖e6 40.♖f3 ♖g7

41.♖bg1 ♔de7 42.♕b2 ♖h6 43.♕c3 ♜f7 44.♗f4 ♗xf4 45.♞xf4 ♞e6 46.♕d2 ♞e7 47.♕e2 ♖h7 48.♕f1 ♖h6 49.♞g3 ♖h7 50.♞fg4 ♜f7 51.♞f4 ♖h6 52.♕g1 ♖h7 53.♕h2 ♖h6 54.♞g2 ♖h7 55.♕g1 ♞e8 56.♞f3 ♞f8 57.♕f1 ♞e7 58.♞d1 ♞e8 59.♞b1 ♖h6 60.♕e2 ♞d8 61.♞fg4 ♞fg8 62.♕f1 ♞e8 63.♞d1 ♞e6 64.♞f3 ♞f7 65.♕g1 ♞fg7 66.a3 ♞e7 67.♕h2 ♞f7 68.♞f4 ♖h7 69.♞d1 ♖h6 70.♞d3



**70...♞e8?!**

The Swedish grandmaster moves the queen away from the centre. Black has nothing to do except wait. But Karpov suggests a better way of doing nothing: his recommendation is 70...♞ff8, establishing a connection between the rooks. After 71.e4 dxe4 72.♞xe4 ♞d5! the black queen is centralized and he has decent chances to defend.

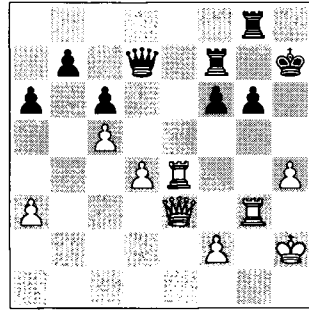
**71.e4!**

After manoeuvring for so long Karpov opens up the position.

**71...dxe4**

After 71...♞d7 72.exd5 ♞xd5 73.h5! g5 74.♞f5 ♞e6 75.♞e3 ♞d7 76.d5 cxd5 77.♞xd5, White has created some pressure.

**72.♞xe4 ♞d7 73.♞e3+ ♖h7**



**74.♞e6!**

Karpov has made sure he controls the only open file. Now he starts exerting pressure on the sixth rank.

**74...♞g7**

On 74...♞d5 75.♞d6 ♞h5 76.♞xf6 White wins a pawn.

**75.♞f3 f5?!**

Black had more chances to keep his position together with 75...♞d8, keeping the 6th rank closed.

**76.h5 gxh5 77.♞h6+**

White also keeps promising prospects with 77.♞h3. Then, after 77...♕g8 78.♞xh5 ♞e7! (78...♞f8, Karpov's suggestion, simply loses to 79.♞eh6) 79.♞xe7 ♞xe7 80.♞f4 Black's position is tough but not hopeless.

**77...♕g8 78.♞fe3 ♞c7+**

Playing 78...♞e7! at once was reasonable: 79.♞xe7 ♞xe7 80.♞g6+ ♖h8! 81.♞h3! and although Black is living dangerously, he may survive.

If 81.♞e5 ♞xd4 (in case of 81...♞f7 82.f4 Black can hardly move) 82.♞xh5+ ♞h7 83.♞e8+ ♕g7 84.♞e7+ ♖f6, according to Karpov, Black has a perpetual.

**79.♕h3 ♞e7??**

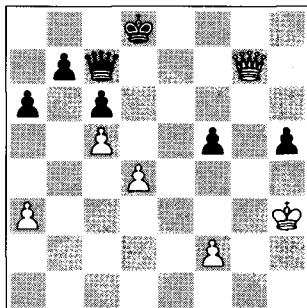
This is a bad mistake in a difficult position. Better was 79...♞d7! 80.♞e8+ ♞f8 81.♞xf8+ ♖xf8 82.♞h8+ ♖f7

83. ♖xh5+ ♔f6 84. ♖h4+ ♔f7 when Black's position is unattractive, but unlikely to be lost.

**80. ♖xe7!**

Karpov doesn't miss a forced win like this.

**80... ♖xe7 81. ♖g6+ ♔f8 82. ♖f6+ ♔e8 83. ♖h8+ ♔d7 84. ♖xe7+ ♔xe7 85. ♖g7+ ♔d8**



**86. ♖f8+ 1-0**  
Karpov will take the f-pawn with check before he swaps queens.

Exchanging at once with 86. ♖xc7+ would also have won: 86... ♔xc7 87. ♖h4 ♔d7 88. ♖xh5 ♔e6 89. ♖g5 ♔d5 90. ♖xf5 ♖xd4 91. f4 ♖xc5 92. ♖e5 when White promotes with check.

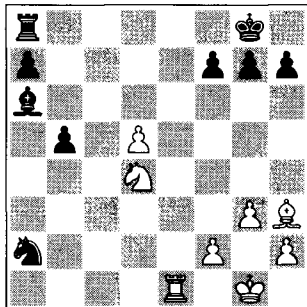
GAME 81

**Kasparov, Garry  
Karpov, Anatoly**

Moscow World Championship 1984 (6)

**1.d4 ♠f6 2.c4 e6 3.♠f3 b6 4.g3 ♠a6 5.b3 ♠b4+ 6.♠d2 ♠e7 7.♠g2 0-0 8.0-0 d5 9.♠e5 c6 10.♠c3 ♠fd7 11.♠xd7 ♠xd7 12.♠d2 ♠c8 13.e4 b5 14.♠e1 dxc4 15.bxc4 ♠b6 16.cxb5 cxb5 17.♠c1 ♠a3 18.♠c2 ♠a4 19.♠a1**

**♠xc2 20.♖xc2 ♖a5 21.♖d1 ♠c8 22.♠b3 ♖b4 23.d5 exd5 24.exd5 ♠c3 25.♖d4 ♖xd4 26.♠xd4 ♠xa2 27.♠c6 ♠c5 28.♠h3 ♠a8 29.♠d4 ♠xd4 30.♠xd4**



**30... ♔f8**

Kasparov has a dangerous passed pawn, so Karpov's king moves closer.

**31.d6 ♠c3!?**

Karpov wants to slog it out.

31... ♠d8 would have eliminated all play: after 32.d7 ♠b7 33.♠xb5 ♠c6 34.♠xa7 ♠xd7 the disappearance of the queenside pawns makes sure the game is drawn.

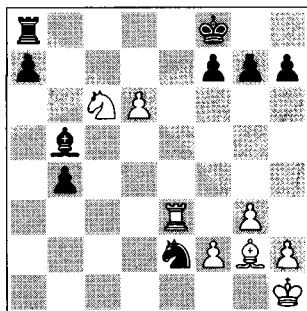
**32.♠c6?**

This move gives away a free tempo. Kasparov must have missed something along the way.

A) White could have forced a draw by winning the b5-pawn with 32.♠g2. There follows 32... ♠d8 33.♠c6 ♠c8 34.♠xb5 and there is very little left to play for;

B) White could have won a piece for two pawns and entered an interesting endgame with 32.d7 ♠b7 33.♠f5 ♠d8 34.♠e8+ ♠xe8 35.dxe8 ♖+ ♔xe8 36.♠d6+ ♔d8 37.♠xb7+ ♔c7. Black should not be worse here, as his king can help his passed pawns;

C) Other commentators do not mention 32.♖e3, which is an interesting zwischenzug, e.g. 32...b4 33.♘c6 ♙b5 34.♙g2 (34.♘xb4 ♘a4) and it looks like Black is in big trouble, but he has a tactical rescue: 34...♘e2+ 35.♙h1



analysis diagram

35...b3! 36.♖xb3 ♙xc6 37.♙xc6 ♘d4 and Black manages to simplify to a draw.

### 32...♙b7!

Karpov is suddenly able to take over.

After 32...b4 33.d7 b3 34.d8♖+ ♖xd8 35.♘xd8 ♙d3 White must soon give up his extra rook and settle for a draw.

### 33.♙g2 ♖e8!

Karpov diverts the strong white rook.

### 34.♘e5

According to Yusupov 34.♖a1 gives better chances of survival: 34...♙xc6 35.♙xc6 ♖e6 36.♖xa7 ♖xd6 and White is merely a pawn down.

### 34...f6

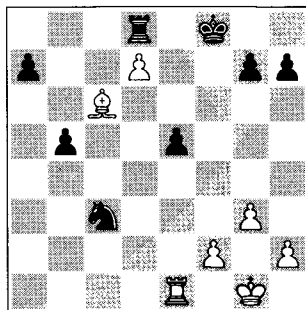
This is an 'only' move, but it wins.

### 35.d7

Kasparov offered a draw here, but his position is lost.

After 35.♘d7+, 35...♙f7 36.♖a1 ♙xg2 37.♙xg2 ♙e6 wins according to Yusupov. Alternatively, 35.♙xb7 ♖xe5 36.♖a1 b4 37.♖xa7 b3 also wins for Black.

### 35...♖d8 36.♙xb7 fxe5 37.♙c6



### 37...♙e7?

Karpov blunders in time-trouble.

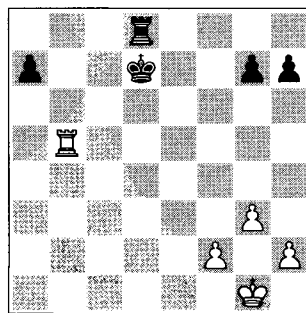
Best was 37...e4! 38.♖a1 ♙e7! 39.♖xa7 ♘d6 40.♖a6 ♙c7 and Black wins by pushing his b-pawn.

### 38.♙xb5! ♘xb5

In time-trouble Karpov goes for the simplest continuation.

In the event of 38...♘d6 39.♙d3 ♖xd7! 40.♙xh7 a5 Black is somewhat better; Yusupov prefers this idea to the game continuation.

### 39.♖xe5+ ♙xd7 40.♖xb5



### 40...♙c6

Not 40...♖a8?. This being the last move before the time control, it would have been very risky, even mistaken, to give both kingside pawns: 41.♖b7+ ♙c6 42.♖xg7 a5 43.♖xh7 a4 44.♖e7 a3

45.♖e1 a2 46.♞a1 ♔d5 47.h4 ♕c4  
48.♔g2 ♖b3 49.g4 ♖b2 50.♞e1 a1♚  
51.♞xa1 and White holds.

#### 41.♞h5?!

In rook endings, when the time comes to harvest the pawns it is better if the opponent has his pawns on the same rank, then the rook can reap them easily. Kasparov might have hoped to take the h-pawn on the sixth rank with a check, otherwise it is hard to find an explanation for this move.

Timman gives an only move mark to 41.♞e5 in *New In Chess*, and Yusupov recommends the same idea. The latter claims that 41...♞a8 42.♞e6+ (42.♔f1 a5 43.♔e2 a4 44.♔d3 a3 45.♞e1 a2 46.♞a1 ♔d5 wins for Black) 42...♔c5 43.♞e7 a5 44.♞xg7 is slightly better for White, but it looks more like a losing position: 44...a4 45.♞xh7 (45.♞c7+ ♖b4 46.♔g2 (46.♞b7+ ♖a5 47.♞xh7 a3 48.♞e7 a2 49.♞e1 ♞b8 and Black wins) 46...a3 47.♞c1 a2 48.♞a1 ♔c3 49.f4 ♖b2 and Black wins) 45...a3 46.♞c7+ ♖b4 47.♞b7+ ♖a4 48.♞b1 a2 49.♞a1 ♖b3 50.h4 ♖b2 51.♞e1 a1♚ 52.♞xa1 ♞xa1+. With the help of modern tools we can prove that the position is winning for Black (53.♔g2 ♔c3) but just by one tempo. If it were White's turn now he would be able to draw.

#### 41...h6

Black must keep his h-pawn.

#### 42.♞e5 ♞a8!

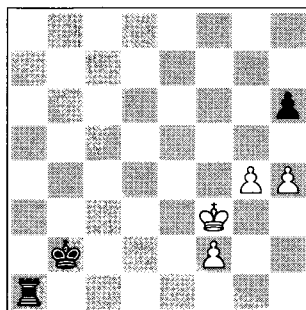
Yusupov gives 42...♞d5!? as a winning continuation. It looks like it is, very narrowly. If White misses one tempo, it is a draw. At this moment Karpov sealed his move. For him it would have been impractical to go for such a narrow path with a close race. Even with his excep-

tional calculating ability it is possible to miss an intermediate check or a finesse. Remembering his adjournment against Petrosian, one can easily imagine the Karpov team had analysed the position all the way to the end:

43.♞e7 a5 44.♞xg7 a4 45.♞a7 (45.♞g6+ ♖b5 46.♞xh6 a3 47.♞h8 ♖a4 and Black wins) 45...♖b5 46.♔g2 ♖b4 (46...♞d6 47.h4) 47.h4 a3 48.g4 ♞a5 49.♞b7+ ♔c3 50.♞b1 a2 51.♞a1 ♖b2 52.♞e1 a1♚ 53.♞xa1 and now:

A) 53...♔xa1 54.f4 (54.♔f3 ♞a4) 54...♞a3! 55.g5 (now if 55.h5 ♖b2 56.g5 ♔c3 57.♔f3 ♔d4+ 58.♔g4 hxg5 59.fxg5 (59.♔xg5 ♔d5) 59...♔e5, Black wins) 55...h5 56.f5 (56.g6 ♞a6 57.f5 ♞a4 wins) 56...♞a5 57.g6 ♞a4 wins;

B) 53...♞xa1!? 54.♔f3 (54.g5 hxg5 55.hxg5 ♔c3 loses).



analysis diagram

Now not 54...♔c3 55.♔e4 ♞a4+ 56.♔f5 ♔d3 57.f4 (57.h5 loses to 57...♞a5+ 58.♔g6 ♞g5+ 59.♔xh6 ♞xg4) 57...♔e3 58.g5 ♞xf4+ 59.♔g6 hxg5 60.♔xg5 and White draws, but 54...♞a4! wins.

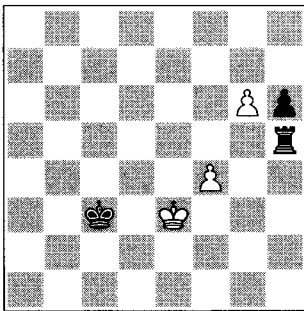
#### 43.♞a5

The rook becomes very passive, but Garry had no choice.

After 43.♖e6+ ♔c5 (Timman gives 43...♖b5. His line transposes to Yusupov's, see 44.♖g6 a5 45.♖xg7 a4 46.♖c7+ ♖b4 47.♖b7+ ♖a5 48.g4 a3 49.♖b1 a2 50.♖a1 ♖b4 51.f4 ♖b3:

A) 52.g5 hxg5 53.fxg5 ♖a5! 54.♖f2 (Yusupov doesn't mention this move. It gives some practical chances, whereas 54.h4 ♖a4 55.♖g2 ♖xh4 loses) 54...♖xg5 55.♖f3 ♖h5! (the only move to win) 56.♖g3 ♖b2;

B) 52.♖f2 ♖b2 53.♖xa2+ (after 53.♖e1 a1♔ 54.♖xa1 ♖xa1 55.♖e3 ♖c3 56.h4 ♖h1 57.g5 h5 Black wins according to Timman) 53...♖xa2 54.♖e3 ♖c3 55.h4 ♖h2 56.h5 ♖h4 57.g5 ♖xh5 58.g6



analysis diagram

58...♖h4! 59.f5 (59.♖f3 h5) 59...♖g4 wins, as Yusupov analyses.

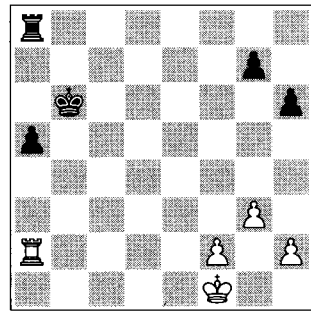
**43...♖b6 44.♖a2**

Garry still has hope, if he can manoeuvre his king under the a-pawn and his rook can defend the kingside. This rook endgame is reminiscent of the very last game of the Capablanca-Alekhine 1927 World Championship match in Buenos Aires.

After 44.♖a1 a5 45.♖f1 a4 46.♖e2 a3 47.♖d3 ♖c5 48.♖c3 (48.♖c2 ♖c4!) 48...♖d5! (getting to the king-

side pawns quickly is vital; in case of 48...a2?! 49.♖b2 ♖b4 50.f4! h5 51.♖xa2! ♖xa2+ 52.♖xa2 ♖c3 53.f5! ♖d3 54.♖b3 ♖e4 55.♖c4 ♖xf5 56.♖d4 ♖g4 57.♖e5 White's king arrives in time) 49.♖b3 a2 50.♖b2 ♖e4 51.♖e1+ ♖f3 Black wins.

**44...a5 45.♖f1**



**45...a4**

Yusupov recommends 45...♖e8!? to cut off the king. This looks like a winning idea:

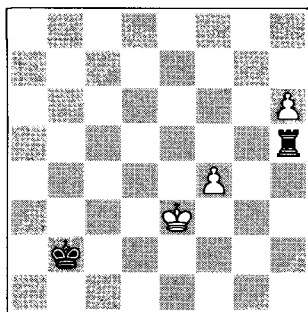
A) 46.♖a1 ♖b5 47.♖b1+ ♖c4 48.♖a1 ♖a8 49.♖e2 a4 50.♖d2 a3 51.♖c2 a2 52.♖b2 ♖d3 and Black wins;

B) 46.f4 ♖b5 47.♖b2+ ♖c4 48.♖b7 ♖a8 49.♖xg7 a4 50.♖c7+ ♖b5 51.♖b7+ ♖a5 52.g4 a3 53.♖b1 ♖a4 54.♖f2 a2 55.♖a1 ♖b3 56.♖e3 ♖b2 57.♖e1 a1♔ 58.♖xa1 ♖xa1 59.h4 and now:

B1) Not 59...♖a4? 60.h5 (or 60.g5! ♖a3+ (60...h5 61.g6) 61.♖e4 ♖h3 62.gxh6 and White is safe) 60...♖c3 (60...♖a5 61.♖e4 ♖c3 62.f5) 61.g5 hxg5 62.fxg5 ♖g4?? (62...♖h4! draws) 63.g6 – this would be a horror scenario for Black, as he is losing now;

B2) Better is 59...♖h1! and now:

B21) 60.h5 ♖h4 (in case of 60...♙c3 61.♙e4 ♖h4 62.♙f5 ♙d4 63.g5 ♖xh5 64.♙g6 hxg5 65.fxg5 ♖h1 66.♙f6 White holds) 61.g5 ♖xh5 (61...hxg5 62.fxg5 ♖xh5 63.♙f4 ♙c3 64.g6 is a draw) 62.gxh6 (62.g6 ♖h4)



analysis diagram

Now, instead of the obvious 62...♖xh6?, 62...♙c3!! wins. It is remarkable that if the rook were on h4 it would be a draw;

B22) 60.g5 h5! (keeping the h-pawn, which can protect the rook on g4, is the right way to play. 60...♖xh4 61.gxh6 would be a draw) 61.f5 ♖h3+! (this intermediate check wins the vital tempo and ensures the win) 62.♙e2 (62.♙e4 ♖xh4+ 63.♙e5 loses to 63...♖g4 64.g6 h4 65.♙f6 (65.f6 ♖g5+!) 65...h3 66.g7 h2 67.♙f7 h1♙) 62...♖xh4 63.f6 ♖f4 64.♙e3 ♖f1! 65.♙e4 h4 66.♙e5 h3 67.g6 h2 68.g7 ♖g1 and Black wins.

**46.♙e2 ♙c5 47.♙d2 a3 48.♙c1 ♙d4 49.f4**

After 49.♙b1 ♖b8+ 50.♙a1 ♖b2 51.♖xa3 ♖xf2 52.♖a6 ♖f6! 53.♖a7 g5 Black wins.

**49...♙e4 50.♙b1 ♖b8+ 51.♙a1 ♖b2 52.♖xa3 ♖xh2 53.♙b1**

If 53.♖a7 g6 54.♖a6 g5 55.♖g6 (55.♙b1 ♙f3 56.fxg5 hxg5) 55...♙f5 56.♖g8 ♖g2 Black wins.

**53...♖d2!**

Black threatens 54.♖d3.

After 53...g5 54.♙c1 gxf4 55.gxf4 ♙xf4 56.♙d1, the white king is close enough to draw.

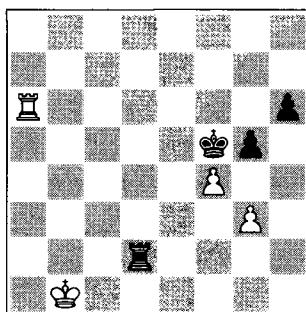
**54.♖a6**

Moving one square further with 54.♖a7 g5 55.♖h7 loses to 55...g4 56.♖xh6 ♖g2 57.♖e6+ ♙f3 58.f5 ♙xg3.

**54...♙f5 55.♖a7 g5**

When the king is cut off, the defender has little chance against a g-pawn.

**56.♖a6**



**56...g4!**

Karpov plays with a subtle touch.

However, the prosaic 56...♖h2! would also have won: 57.♙c1 ♙g4 58.♖g6! ♖h3 59.♙d2 ♖xg3 60.♖xh6 ♙xf4! – commentators at the time thought this would not work for Black, but it does.

**57.♖xh6 ♖g2 58.♖h5+**

If 58.♙c1 ♖xg3 59.♙d2 ♖f3 60.♙e2 ♙xf4! 61.♖f6+ ♙g3 wins.

**58...♙e4 59.f5 ♖f2!**

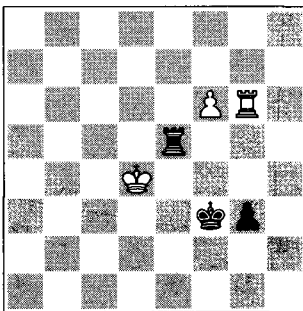
This is not the only way to win. 59...♖xg3 60.f6 ♖f3 61.♖h4 ♙f4 62.f7 (62.♙c2 ♙g5) 62...♙g3 does the job as well.

60.♔c1 ♕f3 61.♔d1

Kasparov could have set up more obstacles with 61.f6!?. However, Karpov would surely have handled the position properly: 61...♕xg3 62.♖h6 ♕g2! (the only move to win. Yusupov's analysis of 62...♖f3? stands the test of modern computers: 63.♕d2 ♕f2 64.♖h2+ ♕g1 65.♖h6=) 63.♕d1 g3! and now:

A) 64.♕e1 ♕g1 – remarkably, if Black were to move in this position, only ...♕g2 would win. 65.♖g6 g2 (a mutual zugzwang position) 66.♖h6 ♖f5 67.♕e2 ♖e5+ 68.♕f3 ♕f1 69.♖g6 ♖e6! wins;

B) 64.♖g6 ♖f5 65.♕e2 ♖e5+! 66.♕d3 ♕f3! 67.♕d4 (67.f7 ♖f5 68.♖g7 ♖f4!)



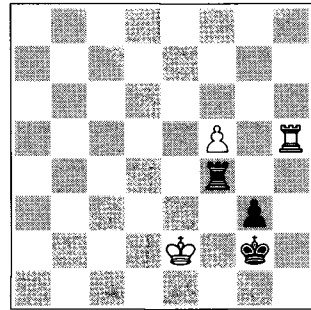
analysis diagram

67...♖h5!! – nicely losing a tempo to reach the mutual zugzwang position with the opponent to move. 68.f7 ♖f5 69.♖g7 g2 (another mutual zugzwang) 70.♕d3 (70.♕c4 ♕f2) 70...♖f4 – Yusupov mentions that this lovely piece of analysis stems from grandmaster Sergey Dolmatov.

61...♕xg3 62.♕e1 ♕g2

Not difficult to find, nevertheless this is the only winning move.

63.♖g5 g3 64.♖h5 ♖f4 65.♕e2



65...♖e4+!

Another 'only' move.

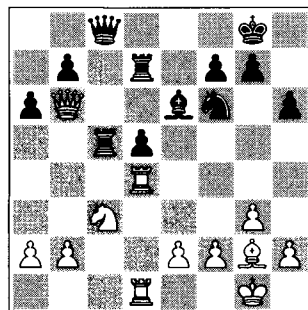
66.♕d3 ♕f3 67.♖h1 g2 68.♖h3+ ♕g4  
69.♖h8 ♖f4 70.♕e2 ♖xf5 0-1

GAME 82

Karpov, Anatoly  
Kasparov, Garry

Moscow World Championship 1984 (9)

1.d4 d5 2.c4 e6 3.♘f3 c5 4.cxd5 exd5  
5.g3 ♘f6 6.♖g2 ♖e7 7.0-0 0-0 8.♘c3  
♘c6 9.♖g5 cxd4 10.♘xd4 h6 11.♖e3  
♖e8 12.♖b3 ♘a5 13.♖c2 ♖g4  
14.♘f5 ♖c8 15.♖d4 ♖c5 16.♖xc5  
♖xc5 17.♘e3 ♖e6 18.♖ad1 ♖c8  
19.♖a4 ♖d8 20.♖d3 a6 21.♖fd1 ♘c4  
22.♘xc4 ♖xc4 23.♖a5 ♖c5 24.♖b6  
♖d7 25.♖d4

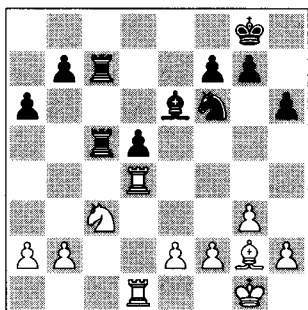


25...♖c7

Garry seems to be impatient. At this stage, he was yet to win his first game. Something like that had probably never happened to him before. He would like to play for a win; instead he has to defend a boring position.

25...♖c6 26.♚b3 ♖c4 was also possible.

**26.♚xc7 ♖dxc7**



**27.h3**

Karpov makes a little improving move.

White could not win a pawn with 27.♘xd5. After 27...♗xd5 28.♙xd5 ♙xd5 29.♖xd5 ♖xd5 30.♖xd5 ♖c2 Black has nothing to worry about.

**27...h5**

Stopping g3-g4.

**28.a3 g6**

If there were no other pieces than the white knight and the black bishop, then a good recommendation would be to put the black pawns on h5, g7, f6, b6 and a5, just as Capablanca managed against Flohr in their famous 1935 game in Moscow. Garry doesn't follow Capablanca's set-up.

**29.e3 ♔g7?!**

This is a slight inaccuracy, as the king later goes to f8, losing a tempo. However, one tempo doesn't matter much in this position.

**30.♔h2**

Karpov doesn't follow the standard patterns by centralizing his king. He starts a triangulation, not to lose a tempo but to improve his bishop and king.

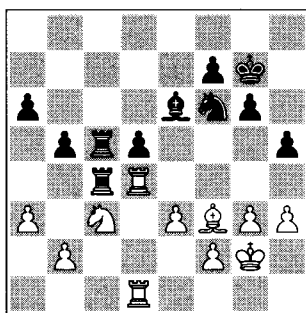
**30...♖c4 31.♙f3 b5**

Garry looks for an initiative on the queenside, running the risk that the position may get blocked. With so many black pawns on the colour of Karpov's bishop there is some cause for concern. This move has received harsh criticism from some commentators, yet others did not believe it was a mistake. I tend to go along with the latter assessment.

**32.♔g2**

This is his last improving move for the time being. However, it is not the last time in the game that Karpov uses the g2-square.

**32...♖7c5**



**33.♖xc4 ♖xc4**

Probably Kasparov was already shaken by the three losses he had suffered. He normally provokes dynamism like nobody else, but this time he goes for the static option.

Black could have neutralized White's play on the queenside by tactical means with 33...dxc4!? (even 33...bxc4 would

be possible). After 34.♖d6 a5 35.♗b6 (or 35.♘a2 ♘d5 36.♙c3 (in case of 36.e4 Black takes over with 36...c3! 37.b4 ♗xb4 38.axb4 ♙xa2 39.bxc5 c2) 36...♙xc3 37.bxc3 b4 and Black draws easily) 35...♘d7! 36.♞xb5 (in the event of 36.♞b7 ♘e5 37.♘e4 ♙d5 Black would be very active) 36...♞xb5 37.♘xb5 ♘c5 38.♘c7 ♘a4 and Black is not worse.

### 34.♖d4

Karpov stops ...b5-b4.

### 34...♙f8 35.♙e2 ♞xd4

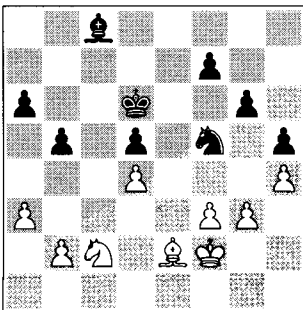
Kasparov could have replaced the rook somewhere on the c-file. Both options are slightly worse for him.

### 36.exd4 ♘e7

All black pawns are on the colour of Karpov's bishop – not a particularly happy arrangement. However, the position is rather closed, so Black should be able to stop all penetration attempts.

Geller recommends 36...♘e4!? – a move in the style of Karpov, who usually starts endgames by improving his pieces before bringing out the king. Geller evaluates the endgame after 37.♘a2 ♘d6 as equal.

### 37.♘a2 ♙c8 38.♘b4 ♘d6 39.f3 ♘g8 40.h4 ♘h6 41.♙f2 ♘f5 42.♘c2



### 42...f6?!

Geller doesn't like Kasparov's sealed move. It weakens the pawn structure slightly. However, Efim Petrovich still gives the position a plus/equal evaluation. One alternative was 42...♙d7!?

### 43.♙d3 g5

Keeping the knight on with 43...♘e7 was also reasonable.

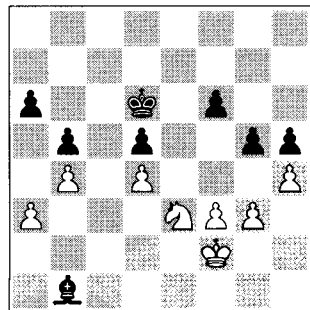
### 44.♙xf5 ♙xf5 45.♘e3

We have arrived at one of the most extensively analysed endgames ever. Many excellent commentators have worked on this position. To name a few: Averbakh with Taimanov, Dvoretzky, Marin, Mikhailchishin and Gipslis, Karsten Müller, Timman, Tisdall, and King.

### 45...♙b1

Mikhailchishin analysed 45...♘e6!, bringing the king to the part of the board where White intends to play. After 46.b4 ♙g6 47.g4 hxg4 48.hxg5 (48.♘xg4 gxh4 49.♙g2 ♙f5 50.♘e3 ♙d3 51.♙h3 ♙e2! and Black prevents all penetrations) 48...gxf3 49.gxf6 ♙e4 50.♘g4 ♙f7 51.♙g3 ♙e6 52.♘e5 ♙xf6 53.♘d7+ ♙f5 54.♘c5 f2 55.♙xf2 ♙f4 56.♘xa6 ♙d3 57.♘c5 ♙c4 White is in zugzwang, therefore Black is not worse.

### 46.b4



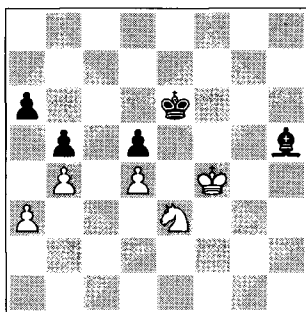
### 46...gxh4?

Kasparov and his team did not anticipate one of the most amazing moves in the history of over-the-board endgames.

A) Taimanov and Averbakh analysed 46...♖g6 first, and now:

A1) 47.hxg5 fxg5 48.f4 g4 (48...gxf4 49.gxf4 ♖e6 50.♔g3 ♖f7 51.♗h4 ♖f6 52.f5 ♖e8 53.♘xd5+ ♖xf5 54.♘c7 ♖f7 55.♘xa6 ♖e4= King) 49.f5 ♖h7 50.♘g2 ♖e7 (King) 51.♘f4 ♖f6=;

A2) 47.g4! ♖e6 48.♔g3 ♖f7 49.hxg5 (in case of 49.f4 gxh4+ 50.♗xh4 hxg4 51.♔xg4 ♖e8 White's invasion is prevented) 49...fxg5 50.gxh5 ♖xh5 51.f4 gxh4+ 52.♖xf4

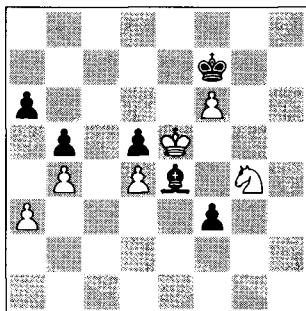


analysis diagram

52...♖f6!! (stopping White's invasion on the kingside) 53.♘xd5+ ♖e6 54.♘c7+ ♖d6 55.♘xa6 and White cannot win despite the extra material as Dvoretzky points out.

B) 46...♖e6! 47.g4 (47.hxg5 fxg5 48.f4 gxf4 49.gxf4 ♖g6 50.♔g3 ♖f7 51.♗h4 ♖f6=) 47...hxg4 48.hxg5 (after 48.♘xg4 gxh4 49.♔g2 ♖f5 50.♘e3+ ♖g5 51.♘d5 ♖f5 Black is doing all right) 48...gxf3 (Nunn) 49.gxf6 (49.♖xf3 fxg5 50.♔g4 ♖f6 51.♘d5+ ♖g6=) 49...♖e4 50.♘g4 ♖f7 51.♔g3 ♖e6 52.♖f4.

It looks like Black is in zugzwang but he can still move: 52...♖f7 53.♖e5

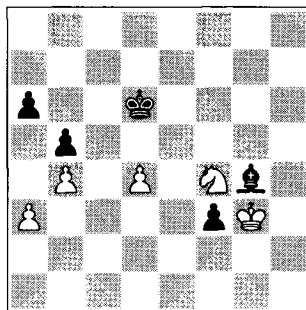


analysis diagram

53...♖g6! (thus, Black can sacrifice the d5-pawn under circumstances when he can hold) 54.♖xd5 ♖h5 55.♘f2 ♖xf6 and now:

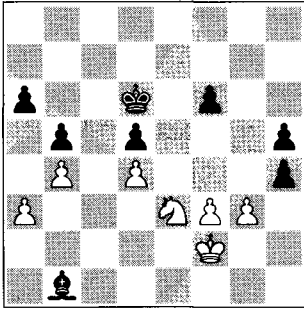
B1) If White starts the race with 56.♖d6, Black just manages to draw: 56...♖f5 57.d5 ♖f4 58.♖c7 ♖e3 59.d6 ♖e8 60.♘g4+ ♖d4! (Black must go after White's queenside pawns) 61.d7 ♖xd7 62.♖xd7 ♖c3 63.♖c6 ♖b3 64.♖b6 ♖xa3 65.♖a5 ♖b3 66.♘f2 ♖c4 (66...♖a3?? 67.♘e4) with a draw, as White cannot make any progress;

B2) 56.♖e4 (trying to win the f3-pawn) 56...♖e6 57.♘h3 ♖d6 58.♖e3 ♖c6 59.♘f4 ♖g4 60.♖f2 ♖d6 61.♔g3



analysis diagram

61...♖c6!=. Thanks to the fact that the f3-pawn is close to promotion, Black holds this endgame as Dvoretsky has pointed out on the Russian website [www.e3e5.com](http://www.e3e5.com).



#### 47.♖g2!!

This is an absolutely marvellous move, one of the few that have become a part of chess culture! There was a rumour that it was Dolmatov who found this fantastic idea after the game was adjourned, and this precious information had somehow reached Karpov's team. As it appears, the source has never been identified in print.

The idea of the text is that in this particular case, opening the position is in the interest of the side with the knight, not the bishop, as the white pieces can invade.

Kasparov's team must have hoped for 47.gxh4 ♖g6 48.♗g3 ♖e6 49.♖g2 ♖d6 50.♖f4 ♖f7 51.♖d3 ♖e6 52.♖c5 ♖c8. Black's fortress withstands the pressure in this line.

#### 47...hxg3+

If 47...h3 48.♖f4.

#### 48.♗xg3 ♖e6

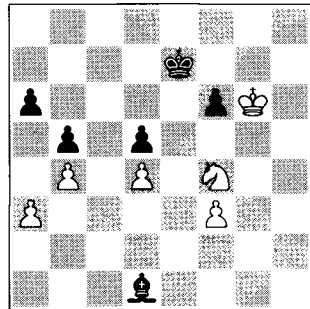
Marin reported a convincing win against 48...♖g6 in his *Learn from the Legends* book. It requires skill from

White to prepare a way for penetration: 49.♖f4 ♖f7 50.♗h4 ♖e7 51.♖xh5 ♖e6 (51...♖xh5 52.♗xh5 ♖e6 53.♗g6+-) 52.♖g7+ ♖e7 53.♗g4 ♖d6 (in case of 53...♖g6 54.♖h5 ♖d3 (54...♖f7 55.♖f4) 55.♖f4 ♖c4 56.♗h5 ♖d6 57.♗g6 ♖e7 58.♗g7, White penetrates) 54.♖h5 ♖e6+ (54...♖e6 55.♖f4+ ♖d6 56.♗f5 ♖e7 57.♖g6+-) 55.♗h4 ♖e7 56.♖f4 ♖f7 57.♗g4 ♖g8 58.♗h5 ♖f7+ 59.♗h6 ♖g8 60.♗g7 ♖f7 61.♖g6+ ♖e6 62.♖f8+ ♖e7 63.♖h7 f5 64.f4 and White wins.

#### 49.♖f4+ ♖f5 50.♖xh5 ♖e6

As Dvoretsky explains, this defends against the threat of ♖g7-♖e8-♖c7.

#### 51.♖f4+ ♖d6 52.♗g4 ♖c2 53.♗h5 ♖d1 54.♗g6 ♖e7!



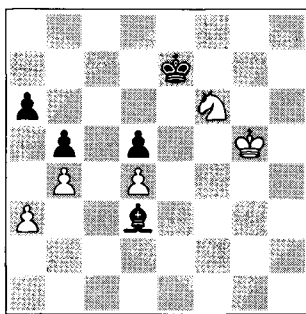
#### 55.♖xd5+?

Karpov errs by taking this pawn. White will be ahead in material, but allows the black king to 'make an impression' on White's kingside pawns. Most surprisingly, Karpov does not examine this position in detail in his 2006 book. He adds no question mark. Remember that Karpov did not hurry to take material against Ljubojevic in the 1981 game in Linares, nor in the game with Larsen

in Linares 1983, where he sacrificed a pawn to open files. This underlines that Karpov knew this kind of idea very well! Of course it is possible that this objectively better concept did not come to his mind.

But there is something else. Karpov and Kasparov already knew each other well; maybe Kasparov was already tense and Karpov realized this. He may have taken the pawn to humiliate his opponent, who was in an apparently unfamiliar situation. Even Karpov could not have been sure that the subtle invasion alternative would work. For an upset opponent, that alternative line would have been easier to play, whereas in the position after the text move, his task is more difficult. One should never forget that a regular over-the-board game is a battle that you want to win. That is quite a different thing from analysing a position without any tension and trying to find the truth. Of course, it is also possible that Karpov simply thought that capturing on d5 would win.

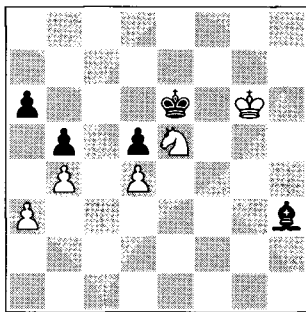
Excellent commentators have been analysing this game for two decades now, and yet in some lines improvements can still be found. But it looks as though Karpov chose the weaker continuation. 55. ♖h5!! was stronger. This is a very subtle move. White takes the f-pawn but leaves the d-pawn be, as the latter limits the scope of the already passive bishop. The king has no really active role to perform, either: 55... ♗xf3 (after 55... ♗c2+ 56. ♖g7 ♖e6 57. ♖xf6 ♖f5 58. ♖xd5 ♗b3 59. ♖e7+ White wins, as Marin points out) 56. ♖xf6 ♗e4+! 57. ♖g5 ♗d3!.



analysis diagram

Once again, taking on d5 would provide Black with counterplay too early. It would require too much effort to hold the black king off, leaving White no 'energy' to make progress: 58. ♖xd5+? ♗d6 59. ♖c3 (59. ♖e3 and 59. ♖f4 are both equal) 59... ♗f1! 60. ♖f4 ♗g2 61. ♖e3 ♗h3 62. ♖e4+ ♗d5 63. ♖c5 ♗c8 64. ♗d3 ♗f5+ 65. ♖c3 ♗c8 and White cannot do anything with the extra d-pawn. This motif makes the position hard to play for White. Actually this is what misguided Karpov in the game.

Marin shows how White can invade: 58. ♖g4! ♗f1! 59. ♖e5 ♗h3 60. ♖g6! (Marin keeps coming up with lovely moves) 60... ♖e6



analysis diagram

61. ♖c6! (thus White reveals his intentions: he goes after the a6-pawn)

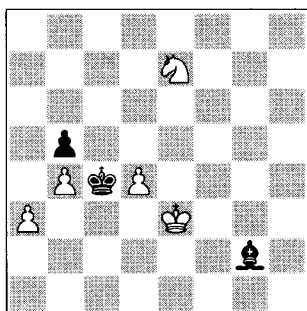


now 64.♖f4! wins the vital tempo: 64...♙b7 65.♗d3 ♘xa3 66.♗c3 and White wins.

**63.♖d3 ♗g2**

Averbakh and Taimanov came up with the idea of 63...♙e8!?. According to Dvoretzky, Black may hold because of his active king, for example 64.♗e5+ ♗d5!.

**64.♗e5+ ♗c3 65.♗g6 ♗c4 66.♗e7**



**66...♙b7?**

Kasparov retreats the bishop to an unfortunate square, missing a study-like riposte. Again no mention by Karpov in his most recent book.

No good was 66...♗b3? 67.d5 ♘xa3 68.d6 ♙h3 69.♗d5 and White wins according to Averbakh and Taimanov.

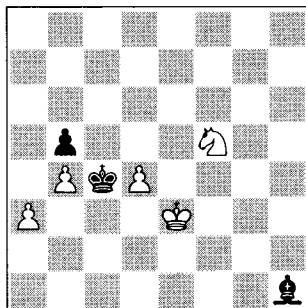
Best was 66...♙h1!! according to Gipslis and Mikhalchishin, who came up with this remarkable move. It is hard to spot the difference between their move and Kasparov's:

A) 67.♗c8 ♗d5 68.♗d3 ♙e4+ 69.♗c3 ♗c6 and White has not accomplished anything;

B) 67.d5 ♙xd5 68.♗xd5 ♗xd5 69.♗d3 (if White's a-pawn were on a2, this would win as White could lose a tempo with a triangulation) 69...♗e5 70.♗c3 ♗d5 71.♗b3 ♗c6 72.♗b2 ♗d6

73.♗c2 ♗c6 and Black is in zugzwang, but he would lose only if White's a-pawn were on its starting square: 74.♗b3 ♗b6 75.♗c3 ♗c6 76.♗d4 ♗d6 and now White doesn't have a spare move;

C) 67.♗f5 and now:



analysis diagram

C1) 67...♗c3? 68.♗f4 ♗b3 69.♗e7 ♘xa3 70.d5 ♗xb4 71.d6+-;

C2) 67...♙c6? 68.♗f4 ♗b3 69.♗e5 ♘xa3 70.♗d6 ♙e4 71.♗g3 and White wins, as Speelman and Tisdall have pointed out;

C3) 67...♗d5! – now we can see the difference that the bishop on h1 would have made: 68.♗d3 would be prevented because of the check on e4:

C31) 68.♗g3 ♗g2:

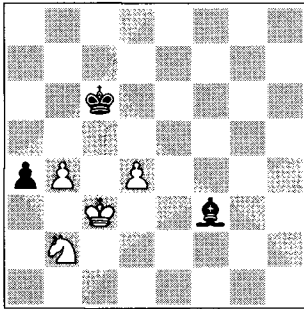
C311) Here, Timman came up with the idea 69.♗f2 to exploit the limited scope of the bishop. There follows 69...♙h3 70.♗e2 and now:

C3111) 70...♗c4 71.♗f3 (71.♗e3 ♗g2; 71.♗f4 ♙c8 72.♗e3 ♙b7=) 71...♙f1? (71...♗b3! draws according to Dvoretzky) 72.♗g3 ♙d3 73.♗e3 ♗g6 74.♗e2 wins as Timman points out, e.g. 74...♗b3 75.d5 ♘xa3 76.♗f4 ♙e8 77.♗d3 and Black is lost;

C3112) 70...♙g4! (Marin spotted this hole in the Dutch grandmaster's analysis)

71.♖e3 ♗xe2 72.♖xe2 ♖xd4 73.♖d2 ♖c4 74.♖c2 ♖d5 and Black draws.

C312) 69.♖d3 was analysed by Dvoretzky: 69...♗f3 (69...♗h3? loses to 70.♖h5 ♗f5+ 71.♖e3 ♖c4? 72.♖f6 ♖b3 73.♖d2!) 70.♖f1 ♗e4+ 71.♖c3 ♗f3 72.♖e3+ ♖e4 73.♖c4 ♖d5 (73...bxc4? 74.♖xc4+-) 74.♖b2 (White wants to create two passed pawns by exchanging the a-pawn for the b-pawn) 74...♖c6 75.a4 bxa4



analysis diagram

76.♖xa4. White has achieved his aim, but the position is not winning for him.

Back to the position after 67...♖d5! from the previous diagram.

C32) Marin came up with the witty 68.♖f4. This stops 68...♖c4 for the moment in view of 69.♖e5. Now:

C321) 68...♖e6 69.♖e3 ♗b7 70.♖g5 ♗e4 71.♖d1 ♖d5 (in case of 71...♗f3 72.♖c3 ♗c6 73.♖g6 ♗e8+ 74.♖g7 ♗c6 75.♖f8 ♖d6 76.d5 ♗d7 77.♖f7 Black loses by zugzwang) 72.♖c3+ ♖xd4 73.♖xe4! (note that Black can draw after 73.♖xb5+? ♖d3) 73...♖xe4 74.♖f6 and White wins;

C322) Black must prevent the knight reaching e3 with 68...♗e4! 69.♖d6 and now:

C3221) 69...♗g6? 70.♖xb5 ♖c4 71.♖c7! (Marin misses this move in his otherwise impressive analysis) 71...♖xd4

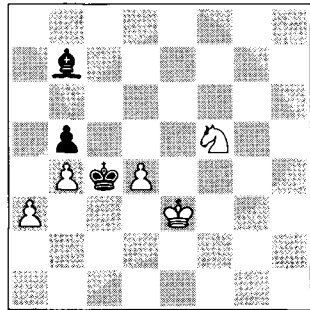
(71...♖b3 72.d5) 72.a4 and White wins; C3222) 69...♗d3 70.♖e3 ♗f1 71.♖e4 ♗g2 72.♖d2 (72.♖f6+ ♖c4) 72...♗h3 73.♖d3 ♗f5+ 74.♖c3 ♗d7 and White cannot win;

C3223) 69...♗c2! (this wins back the material at once) 70.♖xb5 ♖c4 71.♖e5 (71.♖c7 ♖xd4) 71...♖xb5 72.d5 ♗b3! and Black holds.

Back to the game.

### 67.♖f5

Karpov comes up with a threat that is easy to see, but hard to counter. 67.d5 would not work for White.



### 67...♗g2?

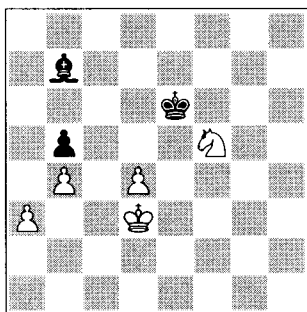
In this game Garry had no luck with the g2-square. It seems a strange mistake from Kasparov – although his previous losses must have left their mark. He possesses fabulous calculating abilities, which deserted him at this moment, making him miss a primitive win for White. One of the alternatives would have prolonged the resistance.

A) Not 67...♖b3? as Black cannot go after the a3-pawn: White wins with 68.♖d3 ♗g2 69.♖e3 ♖xa3 70.♖c3;

B) Nor does stepping out of the check on d6 with 67...♔c3? work: 68.♕f4 ♖b3 69.♗e7 ♖xa3 70.d5 and White wins, as Speelman and Tisdall point out;

C) 67...♗c6? defends b5, but this doesn't help: 68.♕f4 ♖b3 69.♕e5 ♖xa3 70.♔d6! ♗e4 71.♗g3 wins;

D) Best is 67...♔d5!, which stops the d6-check and defends the e5-square as well: 68.♔d3 ♕e6 and now:



analysis diagram

D1) 69.♗g3?! ♗g2 70.♗e4 (70.♗e2 ♗f1) 70...♗f1+ 71.♕e3 ♔d5! 72.♗c3+ ♖c4 and Black is rather active;

D2) 69.♗e3! is the first win: 69...♗f3! (this is Karsten Müller's move. Dvoretzky explains in his superb analysis that Black has to stop the manoeuvre ♗d1-c3. Black can cope with that only if his king gets to c4, but he cannot accomplish that here):

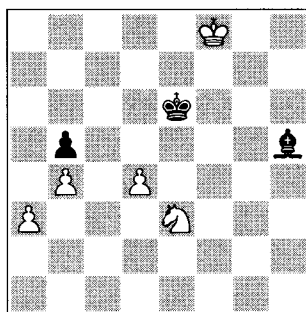
D21) 70.d5+ ♕e5! (70...♗xd5 71.♔d4 ♗f3 72.♖c5);

D22) 70.♖c3 (White tries to play ♖b3 followed by a3-a4 and taking back with the king – we have seen that recapturing with the knight is not enough) 70...♔d6 71.♖b3 ♗c6! (after 71...♖c6? 72.a4 bxa4+ 73.♖xa4, with his better-placed king White is already winning) 72.d5 ♗e8 73.♖c3 ♕e5! and Black holds;

D23) 70.♔d2!. I think that this king march brings down Karsten Müller's defensive plan: 70...♔d6 (70...♖f6? loses to 71.♗d1 ♗b7 72.♗c3 ♗c6 73.♕e3 ♕e6 74.d5+ ♗xd5 75.♗xb5) 71.♕e1 ♕e6 72.♖f2 ♗e4 73.♖g3 ♗a8 74.♖f4 ♗b7 75.♖g5 and now:

D231) 75...♗e4? 76.♗d1 ♗f3 (76...♔d5 77.♗c3+ ♖xd4 78.♗xe4 ♖xe4 79.♖f6+-) 77.♗c3 ♗c6 78.♖g6 (in case of 78.d5+? ♗xd5 79.♗xb5 ♗c4 Black draws) 78...♗e8+ 79.♖g7 ♗c6 80.♖f8 ♔d6 (80...♗d7 81.d5+ ♔d6 82.♗e4+-) 81.d5 ♗d7 82.♗e4+ (or 82.♖f7+-) wins – Dvoretzky;

D232) 75...♗f3! 76.♖g6 ♗e4+ 77.♖g7 ♗f3 78.♖f8 ♗h5. Dvoretzky claims that no progress can be made here. It seems to me he is not right this time.



analysis diagram

79.♗g2! (this knight move keeps reappearing in this game!) and now:

D2321) 79...♗f3 80.♗f4+ ♖f5 81.d5! ♖xf4 82.d6 ♗c6 83.♕e7 and White wins;

D2322) 79...♔d5 80.♗f4+ ♖xd4 81.♗xh5 ♖c3 82.♕e7 (or also 82.♗f4 ♖b3 83.♗d5) 82...♖b3 83.♔d6 ♖xa3 and now 84.♖c5 wins;

D2323) 79...♖f5 80.♕e7 ♕e4 81.d5! and White wins;

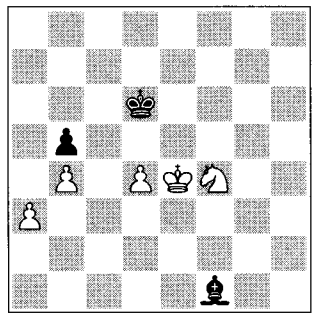
D2324) 79...♖d6 80.♟f4 ♕f3 81.♜e8 ♜e4 82.♜d8 ♜f5 (after 82...♜b7 83.d5 ♜a6 84.♟e6 ♜b7 85.♟c7 Black is in zugzwang) 83.♟g2!?! (one wonders if Garry would have appreciated the amusing side of the repeated ♟g2-move. Ultimately, the g2-square is the location for the final mistake of the game. Instead, 83.♟e2 ♜d5 84.♟c3+ ♜xd4 85.♟xb5+ wins) 83...♜e4 (83...♜e6 84.♟e3 ♜d7 85.♟d5 wins prettily for White; 84...♜h3 85.d5 is zugzwang, and 85...♜d7 loses to 86.♟d1) 84.♟e3 ♜b7 85.d5 ♜a6 (85...♜a8 86.♜c8) 86.♟f5+! ♜xd5 87.♜c7 and Black's bishop is trapped.

Back to the analysis diagram after 67...♜d5! 68.♜d3 ♜e6 (see previous page).

D3) Marin found the most stylish win: 69.♟g7+!! and now:

D31) If 69...♜f7 70.♟h5;  
 D32) After 69...♜d6, 70.♟e8+ ♜e7 (70...♜d7 loses to 71.♟f6+ ♜e6 72.♟e4) 71.♟c7 ♜c6 72.d5 spells the end for Black;

D33) 69...♜d7 70.♟h5 ♜g2 71.♟f4 (71.♟g3 ♜e6 72.♟e4 ♜f1+ 73.♜e3 ♜d5=) 71...♜f1+ 72.♜e4 ♜d6



analysis diagram

D331) 73.d5 ♜c4 74.♜d4 ♜a2 is equal;

D332) 73.♜e3! and Black is in zugzwang. This is something of a surprise: 73...♜c6 (73...♜c4 loses to 74.♟e2 ♜d5 75.♟c3+ ♜d6 76.♜e4) 74.d5+ ♜d6 75.♜d4 ♜c4 76.a4 and White wins.

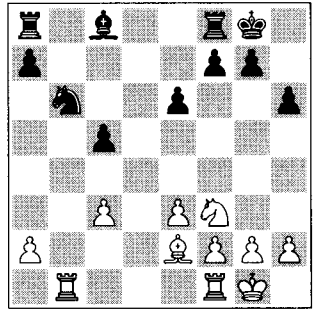
**68.♟d6+ ♜b3 69.♟xb5 ♜a4 70.♟d6**  
**1-0**

GAME 83

**Karpov, Anatoly**  
**Kasparov, Garry**

Moscow World Championship 1984 (27)

- 1.♟f3 d5 2.d4 ♟f6 3.c4 e6 4.♟c3
- 5.♜g5 h6 6.♜xf6 ♜xf6 7.e3 0-0
- 8.♜c2 c5 9.dxc5 dxc4 10.♜xc4 ♜a5
- 11.0-0 ♜xc3 12.♜xc3 ♜xc3 13.bxc3
- 14.♟d7 14.c6 bxc6 15.♜ab1 ♟b6
- 16.♜e2 c5



**17.♜fc1!!**

In a way this is an incredible move, and in a way it is just a harmless novelty. It is hard to understand why Karpov places his rook behind his pawn rather than on the open file, which would be the classical way to play. The next ten moves are somewhat reminiscent of the

Franco-Russian war in 1812, when Napoleon encircled Moscow. Kutuzov avoided the fight, thus winning the war, and Karpov's rook avoids a confrontation on the d-file. It prepares to defend the c-pawn if necessary. It doesn't pose Black unsolvable problems, but it is hard to appreciate what Karpov really meant here. According to the database this move has been played 16 more times and Black drew every time.

Alternatively, 17. ♖e5 ♘b7 18. ♘d7 ♜fc8 19. ♘xb6 axb6 is equal.

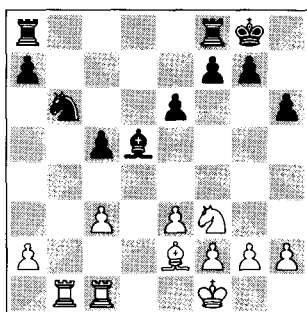
**17... ♘b7?!**

Ever since this game, players have developed the bishop to d7 and followed up with ... ♜fd8 and ... ♖f8. Black is safe.

**18. ♖f1 ♘d5?!**

Garry still doesn't fully appreciate the danger. It probably has to do with the fact that the previous 17 games of the match had ended in a draw. Then it is easy to think that all games will end that way.

Black could still have transferred the bishop to the better diagonal with 18... ♘c6!?. Then, after 19. ♖e5 ♘a4 20. ♘b5 ♘xb5+ 21. ♜xb5 ♜fc8 the loss of a tempo doesn't cause Black any trouble. He can still hold.



**19. ♜b5!**

To be able to inject energy into the position was the point of the mysterious rook move.

**19... ♘d7?!**

It is logical to defend the c-pawn with the least possible effort, but on d7 the knight stands in the way of the bishop.

A) Not 19... ♘xa2?, when 20.c4 wins;

B) Best was 19... ♜fc8! 20.c4 ♘b7 (after 20... ♘xf3?! 21. ♘xf3 ♜ab8 22. ♖e2 ♜c7 23.a4 ♜d8 24.a5 White has an edge) 21. ♖e5 ♜c7 22. ♘d3 ♜ac8 and Black seems to be able to cope with White's slight pressure;

C) 19...c4!? – even though the pawn wanders away from camp, maybe it can be defended.

**20. ♜a5**

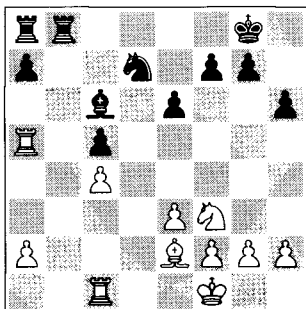
Rather like Kutuzov, the other rook also avoids contact on the open (b-)file. The rook exerts pressure on both of Black's queenside pawns, causing many problems. The fact that he played for this type of continuation in advance shows Karpov's sharp vision.

**20... ♜fb8?**

Garry is acting like Napoleon. He sees the chance to invade and he doesn't miss it. Garry seeks play on the b-file and the second rank, but it turns out that the rook cannot do enough there and will be repulsed.

Black could still consider protecting the c5-pawn with the quiet 20... ♜fc8, for example 21.c4 ♘c6 22. ♖e1 ♜c7 (or 22... ♘e4 23.f3 ♘g6 24. ♘d3 ♜c7) 23. ♘d3 ♘b7 24.f3 a6 25. ♘d1 ♜ac8 26. ♜b1. In both cases Black has chances to get away with just defending passively. He may soon be able to centralize his king.

**21.c4 ♘c6**

**22. ♖e1!**

Going backward just like Kutuzov, Kar-pov is closing in on the target.

**22... ♜b4**

Just like Napoleon, penetrating deeper into the Motherland. Not 22... ♜b2? 23.f3! (23. ♖d3 ♜xg2+) and White follows up with ♖d3. After 22... ♜e4 23.f3 ♜g6 24.e4 ♜b7 25. ♖d3 ♜c8 Black is passive, but he doesn't lose material.

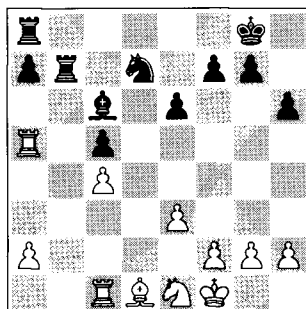
**23. ♜d1!**

Just like in 1812 the defence is retreating. Anatoly stops Garry exchanging the strong a5-rook from a4.

**23... ♜b7**

Just like the French army, he quickly abandons what has been achieved.

Maybe he should have tried to exchange a rook anyway with 23... ♜e4, but Garry no longer has pleasant options. After 24.f3 ♜b1 25. ♜xb1 ♜xb1 26.f4 White is somewhat better.

**24.f3!**

Limiting the scope of Garry's pieces further.

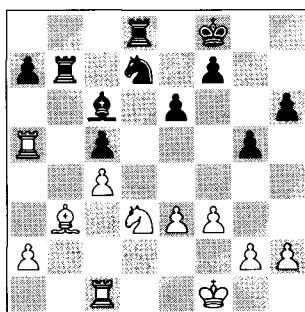
**24... ♜d8**

Giving up the pawn with 24... ♜f8 leads to a depressing ending where Black is a pawn down as well: 25. ♖d3 ♜e7 26. ♖xc5 ♖xc5 27. ♜xc5.

In case of 24... ♜c7 25. ♖d3 ♜b7 26. ♜a4 ♖b6 27. ♜xc5 ♜xc5 28. ♖xc5 ♜xf3 29.gxf3 ♜c8 30. ♖xe6 ♖xa4 31. ♖f4 White is better according to Tisdall.

**25. ♖d3 g5 26. ♜b3!**

In the spirit of 1812, he is still avoiding direct contact. The text is a nice subtle move. White postpones winning the pawn until he has closed off the b-file. Maybe Garry was hoping for 26. ♖xc5? ♖xc5 27. ♜xc5 ♜b2 28. ♜xc6 ♜dd2 after which Black's rooks on the second rank secure a draw.

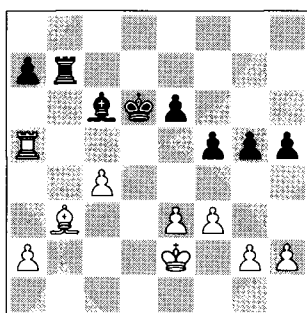
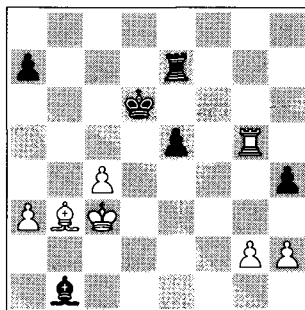
**26... ♜f8****27. ♖xc5**

Kasparov has lost a smaller portion of his army than Napoleon. However, his future in the game is equally doomed. Ten moves earlier Anatoly has started to play against c5 – now he harvests. His position is winning with the extra pawn, but the win still requires the necessary technique.

**27...♖xc5 28.♜xc5 ♖d6 29.♔e2 ♔e7  
30.♞d1 ♜xd1 31.♔xd1 ♔d6 32.♞a5 f5  
33.♔e2 h5**

Garry still goes forward; at this point it was hard to just sit and wait. Maybe 33...♔e7 was the best waiting move, but it is ugly. After 34.♔d3 ♔f6 35.♞a6 ♜c7 36.♔d4, White is much better.

Tisdall recommends 33...♞g7, but this is no better than the game move: 34.♔d3! g4 35.c5+ ♔e5 36.f4+ ♔f6 37.g3 and White is a pawn up for nothing.



**34.e4!?**

With the help of the rook on a5, Karpov opens up the position.

Geller recommends 34.♔d3 in his *Chess Informant* analysis, to prepare e3-e4. This would have given excellent winning chances as well. But Karpov is eyeing Black's kingside pawns.

**34...fxe4 35.fxe4 ♔xe4 36.♞xg5 ♔f5  
37.♔e3**

The quiet 37.g3 looks attractive as well.

**37...h4 38.♔d4 e5+ 39.♔c3**

Karpov signals that he is going to play on the queenside again.

**39...♔b1**

Aiming to reduce the material with 39...♔e6 40.♞h5 ♔e4 was another option. Regardless, Black's position is hard to play.

**40.a3 ♞e7**

**41.♞g4**

Tal preferred 41.h3.

**41...h3**

Garry hopes that White having the h-pawn with the wrongly-coloured bishop may help him. Geller mentions 41...e4, but White can easily block this pawn: 42.♔d1 ♜f7 43.♔d4 ♜f2 44.c5+ ♔e7 45.♔e3 (this is more convincing than Geller's line 45.♔b3 ♞d2+ 46.♔c3 e3!) 45...♞f1 46.♔e2 ♜c1 47.♞xh4 ♜xc5 48.♞h7+ and White wins.

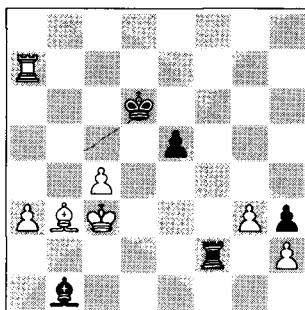
**42.g3**

Karpov prefers to keep the g-pawn rather than win another pawn. The black rook cannot go to the f-file directly.

**42...♞e8 43.♞g7!**

Karpov bases his play on his queenside pawns and lets Kasparov have his own passed pawn.

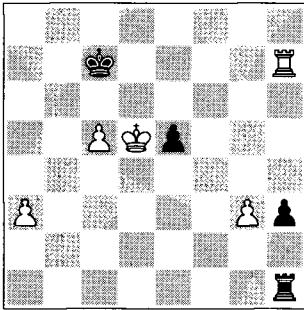
**43...♞f8 44.♞xa7 ♜f2**



**45.♖b4! ♜xh2**

Garry takes the h-pawn, but Karpov can create a mate threat.

Kasparov could have simplified to a rook ending with just a small number of pawns with 45...♞b2. This must have been checked carefully and the team probably discovered it was lost: 46.c5+ ♔c6 47.♖c4 (Karpov can hunt the king in the endgame like no other) 47...♙a2 (47...♙c2 48.♞a6+ ♖c7 49.♙xc2 ♞xc2+ 50.♔d5 ♜xh2 51.♞h6 ♞h1 52.♞h7+ transposes) 48.♙xa2 ♞xa2 49.♞a6+ ♖b7 50.♞b6+ ♖c7 (unlike in the game, Black's king can stay in front of the c-pawn, but it strays too far from the white g-pawn) 51.♞h6 ♞xh2 52.♔d5 ♞h1 53.♞h7+ and now:

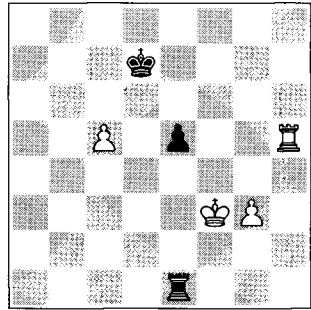


analysis diagram

A) 53...♖c8 54.♔d6! h2 55.♞h8+ ♖b7 56.c6+ ♖b6 57.c7 ♞d1+ 58.♖xe5 ♖xc7 59.♞xh2 and White wins;

B) 53...♖b8 54.♖e4! (a nice switch):

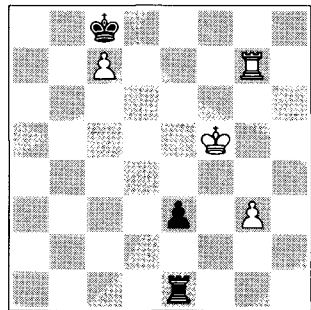
B1) 54...♖c8 55.♖f3 ♔d8 56.a4 h2 57.♖g2 ♞a1 58.♖xh2 ♞xa4 59.♞h5 ♞e4 (59...e4 60.♞e5; or 60...♞c4 61.g4 e3 62.♖g3 e2 63.♞xe2 ♞xc5 64.♖h4) 60.♖g2 ♔d7 61.♖f3 ♞e1



analysis diagram

62.♖f2!. Quite wittily White 'traps' the black rook: 62...♞e4 and now 63.♞h4! ♞d4 64.♞xd4+ exd4 65.g4 and wins;

B2) 54...h2 55.♖f3 ♞a1 (55...♞c1 56.♞xh2 ♞xc5 57.♖e4 ♞c3 58.♞g2 ♞xa3 59.♖xe5 and White wins) 56.♞xh2 ♞xa3+ 57.♖g4 ♞e3 (57...♞c3 58.♞e2 ♞xc5 59.♖f5 – the g-pawn can only rarely be stopped if the defending king is far away; this is winning as well) 58.♞h7 ♖c8 59.c6 ♖d8 60.♞d7+ ♖c8 61.♞g7 ♞e1 62.♖f5 e4 63.c7 e3.

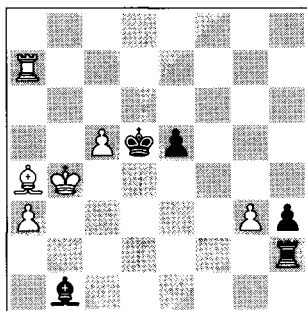


analysis diagram

Now White wins with 64.♖e4 e2 65.♖e3.

Back to the game after 45...♞xh2.

**46.c5+ ♔c6 47.♙a4+ ♔d5**



**48.♞d7+!**

Now Garry's king is cut off from White's strong c-pawn.

**48...♖e4**

On 48...♖e6 49.c6 ♜b2+ 50.♙b3+ ♜xb3+ 51.♖xb3 ♙e4 52.♞d8 ♙xc6 53.♞h8 ♙g2 54.a4 ♖f5 55.♞h4 White wins, as Karpov points out.

**49.c6 ♜b2+ 50.♖a5! ♜b8 51.c7**

The c-pawn decides the issue.

**51...♞c8 52.♖b6 ♖e3 53.♙c6 h2**

**54.g4 ♞h8**

If 54...e4, 55.♞h7 wins.

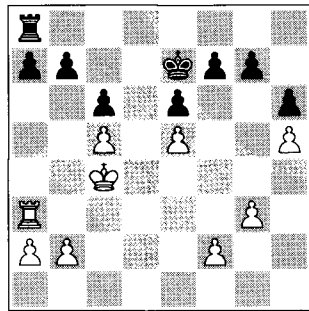
**55.♞d1 ♙a2 56.♞e1+**

Now even the e-pawn falls.

**56...♖f4 57.♞e4+ ♖g3 58.♞xe5 ♖xg4**

**59.♞e2 1-0**

♞d7 24.♞f4 ♞f8 25.♖c2 ♞xe5  
 26.dxe5 ♞d7 27.♞xd7+ ♖xd7 28.c5  
 ♖e7 29.♞a4 ♞a8 30.♖c3 ♖f8 31.♞d4  
 ♖e7 32.♞b4 ♞b8 33.♞a4 ♞a8 34.♞a3  
 ♖e8 35.♞b3 ♞b8 36.♞a3 ♞a8  
 37.♖c2 ♖e7 38.♞b3 ♞b8 39.♞a3 ♞a8  
 40.♞a4 ♖e8 41.♞b4 ♞b8 42.♞a4 ♞a8  
 43.♖c3 ♖e7 44.♖c4 ♖e8 45.♞a3  
 ♖e7 46.♞b3 ♞b8 47.♞a3 ♞a8



**48.f4**

Karpov has obtained a slightly better ending out of the opening, but he has not made a pawn move for twenty moves. Now he changes the structure.

**48...g6**

Miles wants to recover some ground. Doing nothing offers chances of survival; however, the better option seems to be to try and break out. Karpov honours the text with an exclamation mark. Black had another move in the same spirit as the game continuation – it is 48...f6!?.

**49.hxg6 fxg6 50.♖d4 h5?!**

Karpov recommends 50...a6! 51.♖e4 ♞d8 as a strategy that might hold: 52.♞b3 (after 52.g4 Black has better chances of drawing than White has of winning) 52...♞d7 53.g4 ♖e8 54.♞h3 (54.f5 exf5+ 55.gxf5 gxf5+ 56.♖xf5 ♞f7+ 57.♖g6 ♞e7 is equal) 54...♞h7 55.f5 exf5+ 56.gxf5 gxf5+ 57.♖xf5

GAME 84

**Karpov, Anatoly  
 Miles, Anthony**

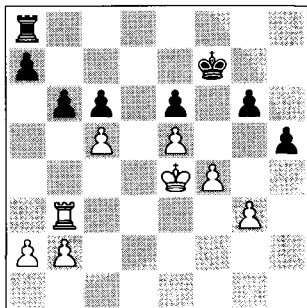
Amsterdam OHRA 1985 (4)

1.e4 c6 2.d4 d5 3.♞d2 dxe4 4.♞xe4  
 ♙f5 5.♞g3 ♙g6 6.h4 h6 7.♞f3 ♞d7  
 8.h5 ♙h7 9.♙d3 ♙xd3 10.♞xd3 ♞c7  
 11.♙d2 e6 12.0-0-0 ♞gf6 13.♞e4  
 0-0-0 14.g3 ♖c5 15.♞xc5 ♙xc5  
 16.♞e2 ♙b6 17.♙f4 ♞e7 18.c4 ♞he8  
 19.♞e5 ♙c7 20.♞xc7+ ♞xc7  
 21.♙xc7 ♖xc7 22.♞h4 ♞e7 23.♞e5

$\text{f7+}$  58.  $\text{g6 e7}$  59.  $\text{hx6 e6}$  and he evaluates this as equal.

### 51. $\text{e4 f7}$ 52. $\text{b3 b6}$

Waiting passively with 52...  $\text{b8}$  was tough as well: 53.  $\text{f3 e7}$  54.  $\text{g4 f7}$  55.  $\text{g3}$  and White gets decent winning chances by marching his king to g5.



### 53. $\text{d3!!}$

White wastes no time improving his rook with this subtle glide back to the d-file.

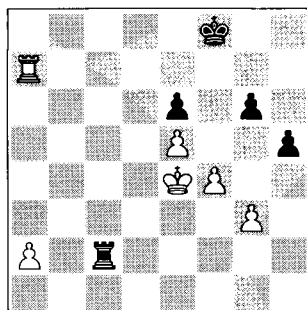
### 53... $\text{e7}$ 54. $\text{d6 bxc5}$

Waiting passively with 54...  $\text{c8}$  gives little hope because Black's rook as well as his king are tied up: 55.  $\text{d4 c7}$  56.  $\text{b4 c8}$  (in case of 56...  $\text{b5}$  57.  $\text{e4}$  the white king will invade on the king-side) 57.  $\text{a4 c7}$  58.  $\text{c4 c8}$  59.  $\text{cxb6 axb6}$  60.  $\text{a5}$  and White wins.

### 55. $\text{xc6 b8}$ 56. $\text{xc5!}$

The simplest.

### 56... $\text{xb2}$ 57. $\text{c7+ f8}$ 58. $\text{xa7 c2}$



### 59. $\text{f3!}$

White defends g3, after which pushing the a-pawn forward will decide.

### 59... $\text{g8}$ 60. $\text{a4 a2}$ 61. $\text{a5 f8}$ 62. $\text{a6 g8}$ 63. $\text{a8+ g7}$ 64. $\text{a7}$

Normally one must be careful when pushing the pawn this far when the rook is in front of it. If the king cannot create another passed pawn it is a draw. Moreover, the new passed pawn may not be a g- or an h-pawn.

### 64... $\text{a3+}$ 65. $\text{e4}$

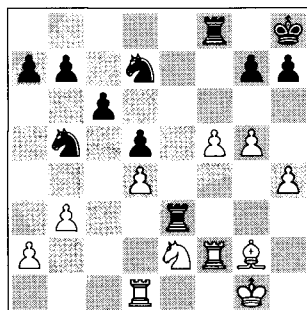
And Miles resigned, as the king simply marches over to collect the e6-pawn.

## GAME 85

### Karpov, Anatoly Kasparov, Garry

Moscow World Championship 1985 (22)

1.  $\text{d4 d5}$  2.  $\text{c4 e6}$  3.  $\text{c3 e7}$  4.  $\text{cxd5 exd5}$  5.  $\text{f4 f6}$  6.  $\text{e3 0-0}$  7.  $\text{f3 f5}$  8.  $\text{h3 c6}$  9.  $\text{g4 g6}$  10.  $\text{e5 fd7}$  11.  $\text{xg6 fxg6}$  12.  $\text{g2 b6}$  13.  $\text{0-0 h8}$  14.  $\text{e2 g5}$  15.  $\text{g3 d6}$  16.  $\text{d3 a6}$  17.  $\text{b3 e7}$  18.  $\text{xd6 xd6}$  19.  $\text{f4 gx f4}$  20.  $\text{ex f4 ae8}$  21.  $\text{f5 c7}$  22.  $\text{f2 d7}$  23.  $\text{g5 e7}$  24.  $\text{h4 e3}$  25.  $\text{d1 b5}$  26.  $\text{xe3 xe3}$



**27. ♖h2!**

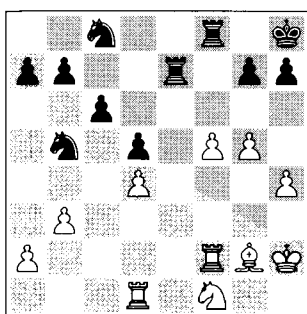
One of those fine-tuning moves.

**27... ♖b6**

Garry wants to transfer this knight to d6 and keep the other on b5 to keep an eye on d4. He could have put the other knight on d6 and kept its d7-compatriot where it was.

**28. ♖g3 ♖c8 29. ♖f1 ♖e7**

Better was 29... ♖c3! – the exclamation mark is borrowed from Karpov – where the rook is stronger, e.g. 30. ♖g3 ♖cd6 and Black does better than in the game.



**30. ♖d3!**

As usual, Karpov improves whenever he can.

**30... ♖cd6 31. ♖g3 ♖e4?**

Garry forces matters, but the exchange helps White. With fewer pieces on the board it is easier to improve the king.

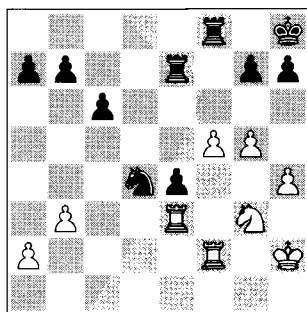
Karpov mentions 31... ♖g8 and attaches a plus/equal mark. Maybe he would have improved with something like 32. ♖h3 ♖e1 33. ♖f4!? (in case of 33. ♖g4 ♖e4 Black gets some play) 33... ♖f7 34. ♖g4. White is slightly better with his initiative on the kingside.

**32. ♖xe4**

After 32. ♖xe4 dxe4 33. ♖e3 ♖d6 34. ♖h3 ♖ef7 the d6-knight is well placed, giving Black a good game.

**32... dxe4 33. ♖e3 ♖xd4**

A knight on d6 is less effective now. Karpov evaluates 33... ♖d6 34. ♖h3 as clearly better for White. His plan is ♖g4, h4 and ♖f4. Black can do little but wait and see how White develops his plan.



**34. ♖h3!**

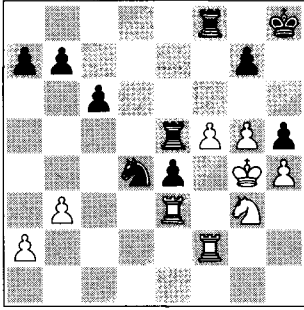
White could have started action with 34.f6, but why not improve the king first? It is hard to judge whether the immediate push is strong or whether it fails in the end: 34... gxf6 35. gxf6 ♖e6 (after 35... ♖d7 36. ♖xe4 b6 37. b4 White has only a small initiative, but it is hard to get rid of it) 36. ♖xe4 c5! 37. ♖xe6 ♖xe6 38. ♖e4 ♖g8 39. ♖d2 (this is a bit frightening for Black) 39... ♖d8!? 40. ♖xd8+ ♖xd8 41. ♖xc5 ♖f7 42. ♖e4 h6 43. ♖g3 ♖e6 44. ♖g4 ♖e5 and it looks as though Black just holds.

**34... ♖e5**

Black could have held back the white king with 34... h5?! but he would give up the g5-square in return – according to Karpov this is not worth it: 35.f6 gxf6 36. gxf6 ♖e6 37. ♖xe4 ♖xe4 38. ♖xe4 and, as Karpov mentions, ♖g5 follows. That will be strong in combination with ♖g3-♖f4.

**35. ♖g4 h5+**

After 35...♔g8 36.♖xe4 ♖xe4+ 37.♘xe4 b6 38.f6 c5 39.h5 White's space advantage on the kingside will stifle Black. After 35...c5 36.♖xe4 ♘c6 37.♗fe2 ♗d5 38.h5 Black does not have a leg to stand on.



**36.♔xh5!**

Now the white king invades with decisive force.

After 36.♔f4 ♖exf5+ 37.♘xf5 ♘xf5 38.♔xe4 ♘d6+ 39.♔e5 ♖xf2 40.♔xd6 ♔h7 Black would still be alive.

**36...♘xf5 37.♖xf5 ♖xf5 38.♘xf5 ♖xf5 39.♖xe4**

Suddenly Black is dead lost.

**39...♔h7**

In case of 39...♖f7 40.♔g6 ♔g8 41.♖e8+ ♖f8 42.♖xf8+ (this is the most instructive win; 42.♖e7 wins easily as well) 42...♔xf8 43.♔h7 c5 (43...♔f7 44.h5 c5 45.g6+) 44.h5 b5 45.g6 c4 46.h6 White wins the race by a huge margin.

**40.♖e7 b5**

If 40...♖b5, then 41.a4.

**41.♖xa7 b4 42.♔g4**

Kasparov resigned. A powerful performance by Karpov.



## Chapter 4

### Later Years

Luckily for chess, Karpov did not lean back after the loss of his title and decided to try to raise his level and beat Kasparov. His games against his successor had improved his own play, even his endgames.

Karpov's play had sharpened and his openings had improved. He did not aim straight for the endgame any more. In the return match with Kasparov in London and Leningrad, Karpov again lost with the narrowest of margins: 11½-12½. Their fourth match, in Sevilla the next year, was the most thrilling of all. It ended in a tie and Kasparov retained his title. In the 1990 match in New York and Lyon, Kasparov was already the better player. Again the final score was close (11½-12½), but Karpov was defending in many games.

### Challenging Kasparov (1986-1987)

In 1986 Karpov scored several big tournament successes. In the strong SWIFT tournament in Brussels, he left runner-up Kortchnoi two point behind. In Bugojno he finished one point ahead of Andrey Sokolov, despite losing ½-1½ to him. In the next year he was to defeat Sokolov in the Candidates' final convincingly with 7½-3½. From this match we have taken two endgames. From the fourth Kasparov match we have taken a brilliant concept against Kasparov's passed a-pawn in Game 88, and a sharp endgame in Game 89. From Sevilla we give one strong win (Game 95).

#### GAME 86

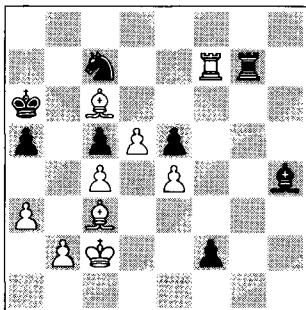
**Karpov, Anatoly  
Timman, Jan**

Brussels SWIFT 1986 (2)

1.♖f3 ♖f6 2.c4 b6 3.g3 c5 4.♙g2  
♙b7 5.0-0 g6 6.d4 ♙g7 7.♗c3 ♗e4  
8.♗xe4 ♙xe4 9.d5 e5 10.♖b3 0-0  
11.♙h3 ♙xf3 12.♖xf3 f5 13.e4 f4  
14.♖d1 d6 15.♙d2 a5 16.♖a4 ♙h6  
17.♖ac1 ♙g5 18.♖c2 ♗h8 19.a3 ♖a7  
20.♙e1 ♖e8 21.♖xe8 ♖xe8 22.♙d2  
♗a6 23.♖b1 ♖f8 24.♖c3 ♗g7 25.♙g4  
♖af7 26.♖b3 ♖b8 27.♙d1 h5 28.h4  
♙h6 29.g4 hxg4 30.♙xg4 ♗f6 31.♗f1

♖fb7 32.♗e1 ♙f8 33.♖h3 ♖h7  
34.♗e2 ♙e7 35.h5 gxh5 36.♖xh5  
♖xh5 37.♙xh5 ♖g8 38.♙f3 ♖h8  
39.♙g4 ♗c7 40.♙d7 ♗f7 41.♖a1 ♙g5  
42.♙c3 ♗e7 43.♙f5 ♙f6 44.♖d1 ♖a8  
45.♗d3 ♖h8 46.♙e1 ♖a8 47.♙d2  
♖h8 48.♖c1 ♖a8 49.♖c3 ♖h8 50.♖b3  
♗a8 51.♗e2 ♙g5 52.♙e1 ♖h1  
53.♙c8 ♙h4 54.♙d2 ♖h2 55.♙e1  
♖h1 56.♙b7 ♗c7 57.♙c6 ♗d8  
58.♙d2 ♖h2 59.♙e1 ♖h1 60.♙a4  
♗c8 61.♙c3 ♖h2 62.♖xb6 ♖xf2+  
63.♗d3 ♖f3+ 64.♗c2 ♖g3 65.♖xd6  
f3 66.♖h6 f2 67.♖h8+ ♗b7 68.♙c6+  
♗a6 69.♖f8 ♖g8 70.♖f3 ♖g3 71.♖f5

**Fig 5** 72.♖f7 ♖g7 73.♖f3 ♖g3 74.♖f5  
 ♖g5 75.♖f8 ♖g8 76.♖f7 ♖g7



**77.♖xg7**

Timman has kept attacking the white rook for quite some time. Karpov now decides to play for a win with a rook, a piece and a pawn against the queen.

**77...f1 ♖78.♖xc7 ♖xc4**

A) Maybe 78...a4 is the simplest. Black can make use of the time it takes White to capture the pawn:

A1) In case of 79.♖b5+ ♖b6 80.♖c6+ (80.d6 ♖e2+) 80...♖b7 81.♖d2 ♖e2 82.♖c1 ♖e1 White cannot find shelter for his king;

A2) After 79.♖xa4 ♖xc4 80.♖c6 ♖xe4+ 81.♖b3 ♖e1 White's king is too exposed to win this endgame.

B) 78...♖e2+! (Timman gives very interesting lines with unusual material configurations) 79.♖b3 a4+ (79...♖d1+ 80.♖a2 a4 81.♖b7 ♖d3 holds as well) 80.♖xa4 (80.♖xa4 ♖d1+ 81.♖a2 ♖xa4 82.♖xc5 ♖c2 83.♖xe5 ♖xe4 84.♖c3 ♖e1 and most probably White cannot win) 80...♖c2+ 81.b3 ♖xc3 82.♖b5+ ♖b6 83.♖c6+ ♖b7 84.♖xc5 ♖d8 and in these lines by Timman Black keeps the balance.

**79.a4! ♖xe4+ 80.♖b3 ♖e1?**

Timman is rebuilding White's shelter. Maybe objectively this is not the losing move, but Black is playing with fire.

A) Also to be considered was 80...c4+!? 81.♖a2 ♖b6!? and Black can wait and see: 82.♖b7+ (82.♖c8 ♖e1 83.d6 ♖c2 and White cannot escape the coming checks) 82...♖a6 83.♖b8 ♖f2 84.♖a8+ (84.♖e8 ♖d4) 84...♖a7 and White is also tied up – Black holds;

B) 80...♖b1 is Timman's recommendation, and now:

B1) 81.d6 ♖d1+! – this check is the point of Timman's move. It makes the difference compared with the game;

B2) 81.♖b5+ ♖b6 82.♖c6+ ♖b7 83.d6 ♖e1 84.♖xe1 (84.d7 ♖d1+) 84...♖xe1 85.d7 ♖d1+ 86.♖a2 ♖d5+ 87.♖a3 ♖f3+ and Black holds.

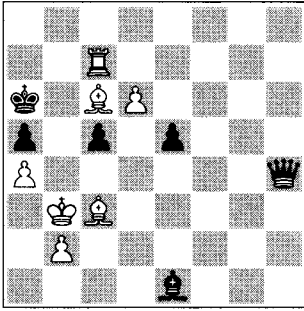
**81.d6 ♖h4?**

This removes the queen from the scene and loosens any grip he had on the enemy king.

A) Black could have engaged the king in the corner with 81...c4+ 82.♖a2 ♖c2 83.♖b5+ ♖b6 84.♖c6+ (84.♖xc4 ♖xc3 85.♖xc3 ♖g2 86.d7 (86.♖d3 e4!) 86...♖d5+) 84...♖b7 85.♖xc4 ♖xc3 86.♖xc3 ♖g2 87.d7 ♖d5+. This certainly doesn't give White an easy way to proceed; 88.♖b1 ♖h1+ 89.♖c1 ♖e4+ 90.♖a1 ♖d4 91.♖c5 ♖d1+ 92.♖a2 ♖d4 93.♖xe5 ♖c7 and it looks as though Black can survive;

B) 81...♖b1!? – it is not natural to change strategy, but this time it was the most practical choice: 82.d7 c4+ (after 82...♖d1+ 83.♖a2 ♖xc3 84.♖c8 White wins according to Timman) 83.♖xc4 ♖h4! (Timman doesn't mention this attempt to stop the d-pawn with the bishop. Now Black's position

is a hard nut to crack) 84.♔b5+ (84.♖c8 ♖a2+ 85.b3 ♗b6 86.♔b5 ♖e2+ 87.♗d5 with a perpetual) 84...♗b6 85.♖c6+ ♗b7 86.♖d6 ♔d8 and Black should be able to withstand the pressure.

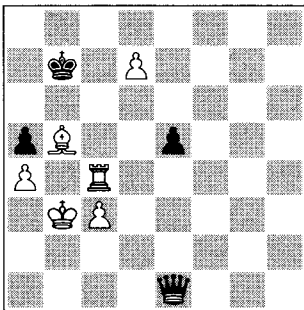


**82.♔b5+!**

Karpov exploits his tactical chances with remarkable precision.

**82...♗b6 83.♖c6+ ♗b7 84.d7 ♔xc3 85.bxc3 c4+ 86.♖xc4 ♖e1**

Trying to force a perpetual with 86...♖f6 does not work: 87.♖c8 ♖f5 88.♔c6+ ♗a6 89.♖a8+ wins.



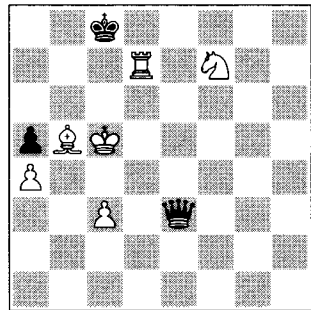
**87.d8♗+!**

81...♖h4. However, he may have missed that Karpov's accurate move sequence provides an escape for his king and Timman has no perpetual.

**87...♗a7! 88.♖c7+!**

If 88.♗c6+ ♗b6.

**88...♗b8 89.♖d7! ♖b1+ 90.♗c4 ♖f1+ 91.♗d5 ♖f3+ 92.♗d6! ♖f8+ 93.♗e6 ♖h6+ 94.♗xe5 ♖e3+ 95.♗d6 ♖f4+ 96.♗c5 ♖e3+ 97.♗c4 ♗c8 98.♗f7 ♖e4+ 99.♗c5 ♖e3+**



**100.♗c6**

Now he gives the c3-pawn, but it is not charity. The king invades and sets up a mating net.

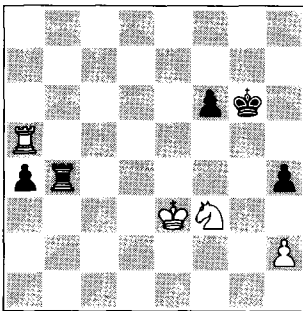
**100...♖xc3+ 101.♗b6 ♖e3+ 102.♗a6 ♖e6+ 103.♗d6+ ♗b8 104.♖d8+ ♗c7 105.♖c8+ 1-0**

GAME 87

**Karpov, Anatoly  
Timman, Jan**

Bugino 1986 (10)

14.♔xf6 ♕xf6 15.e4 ♖a5 16.♗f4  
 ♕g7 17.♞fe1 ♞ad8 18.exd5 exd5  
 19.♞e5 ♕e6 20.a3 ♗b6 21.b4 a5  
 22.b5 ♞e7 23.♕f1 ♗d6 24.♞a4 ♕c8  
 25.♗c1 ♞f5 26.♗c5 ♞fe8 27.♗xd6  
 ♞xd6 28.f4 g5 29.♕h3 gxf4 30.gxf4  
 ♞h4 31.♕xc8 ♞xc8 32.♞c1 ♞e8  
 33.♖f2 ♞f6 34.♞d3 ♞xe1 35.♞c8+  
 ♕f8 36.♖xe1 ♖g7 37.♞b8 ♞f3+  
 38.♖d1 ♞xd4 39.♞xb7 ♕xa3 40.b6  
 ♞g6 41.♞e5 ♞f6 42.♞d7 ♞c6 43.b7  
 ♞b8 44.♞d8 ♞xf4 45.♞c3 ♕e7  
 46.♞xb8 ♕d6 47.♞e8 ♞b4 48.♞f3  
 ♞xb7 49.♞d8 ♕b4 50.♞xd5 a4  
 51.♞xb4 ♞xb4 52.♞a8 ♖g6 53.♖e2  
 f6 54.♞a5 h5 55.♖e3 h4



**56.♞d4!?**

Karpov places the knight in the centre where it exerts control in both directions. Thus he restricts the movement of the black rook, and the f-pawn is not moving either. Of course Black has chances to draw, as only the h-pawn has to be eliminated.

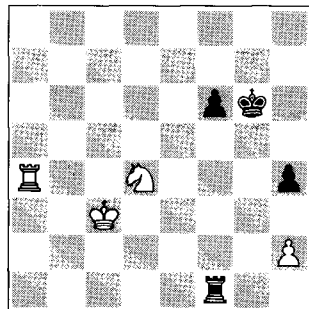
**56...♞c4?**

This is a witty move with which Black intends to attract the king to the queenside to improve the rook's chances of hunting down the h-pawn. However, time and again Karpov calculates with great precision.

Karpov suggests 56...♞b2!?! instead of the game continuation. This looks better – even 56...h3 deserved consideration.

After 56...♞b2!?, 57.♞e2 ♞b3+ 58.♖e4 (58.♖d4 ♞b4+ 59.♖c3 ♞b3+ 60.♖c4 or ♖c2 ♞f3 and Black soon gets the h-pawn) 58...f5+! (this little tactic is an improvement on Karpov's line 58...♞b4+ 59.♖f3 which the champion evaluates as plus/minus) 59.♖d4 ♞b2 60.♖e3 (60.♞f4+ ♖g5 – here the f-pawn provides cover, which is the point of 58...f5) 60...♞b3+ Black has decent drawing chances.

57.♖d3 ♞b4 58.♖c3 ♞b1 59.♞xa4 ♞f1



**60.♖c4!**

In typical fashion Karpov launches his attack against Black's king. This may have been the result of home analysis. After 60.♞a2 ♖g5 61.♞g2+ ♖f4 Karpov evaluates the position as just slightly better. It is hard to see how Black can make further improvements and White may be able to do something here.

**60...♖g5**

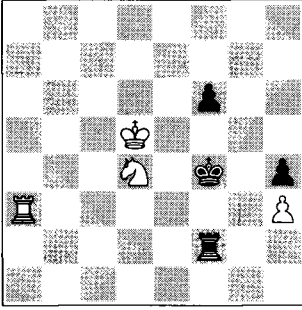
After 60...♞f2 61.h3 ♞g2 62.♞a3 ♞g3 (62...♖g5 63.♞f3 ♞g3 64.♞e6+ wins) 63.♞xg3+ hxg3 64.♖d3 ♖g5

65. ♖f3+ ♔f4 66. ♕e2 wins as Karpov points out: 66... f5 67. ♖g1.

**61. ♖a3 ♜f2 62. ♕d5!**

This is not difficult to see, but it is attractive nonetheless.

**62... ♕g4 63. h3+ ♕f4**



**64. ♕e6! ♜d2 65. ♖f5 ♕g5 66. ♜f3**

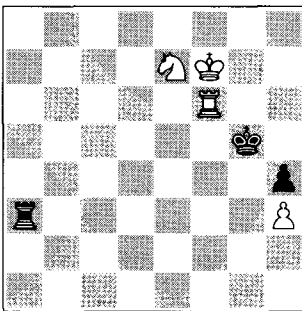
Karpov weaves his mating net. As always he goes about it quite purposefully.

**66... ♖a2 67. ♖e7 ♖a6+**

If 67... ♖a5 68. ♜f5+ wins.

**68. ♕f7 ♖a5 69. ♜xf6 ♖a3**

It looks like Black finally wins the pawn.



**70. ♜f5+!**

**1-0**

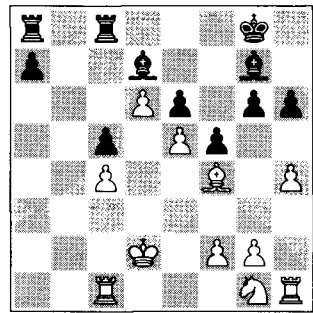
But that won't happen as Karpov checkmates first (70... ♕h6 71. ♖g8+). Karpov has kept going after the enemy king with lethal precision.

## GAME 88

**Karpov, Anatoly  
Kasparov, Garry**

London/Leningrad Wch-m 1986 (5)

1.d4 ♖f6 2.c4 g6 3.♖c3 d5 4.♗f4  
♗g7 5.e3 c5 6.dxc5 ♖a5 7.♜c1 ♖e4  
8.cxd5 ♖xc3 9.♖d2 ♖xa2 10.bxc3  
♖xd2+ 11.♕xd2 ♖d7 12.♗b5 0-0  
13.♗xd7 ♗xd7 14.e4 f5 15.e5 e6  
16.c4 ♜fc8 17.c6 bxc6 18.d6 c5 19.h4  
h6



20.♗h3!! a5 21.f3 a4 22.♜he1! a3  
23.♖f2 a2 24.♖d3 ♖a3 25.♖a1 g5  
26.hxg5 hxg5 27.♗xg5 ♕f7 28.♗f4  
♖b8 29.♜ec1 ♗c6 30.♜c3 ♖a5  
31.♜c2 ♖ba8 32.♖c1 1-0

## GAME 89

**Kasparov, Garry  
Karpov, Anatoly**

London/Leningrad Wch-m 1986 (18)

1.d4 ♖f6 2.c4 e6 3.♖f3 b6 4.♖c3  
♗b4 5.♗g5 ♗b7 6.e3 h6 7.♗h4  
♗xc3+ 8.bxc3 d6 9.♖d2 g5 10.♗g3  
♖e7 11.a4 a5 12.h4 ♜g8 13.hxg5  
hxg5 14.♖b3 ♖a6 15.♖b1 ♕f8  
16.♖d1 ♗c6 17.♖h2 ♕g7 18.c5 bxc5  
19.♗b5 ♖b8 20.dxc5 d5 21.♗e5 ♕f8

loses to 49...♖xe3+ 50.♔f2 ♜dd3!!) 49...♖xe3+ (49...♞a8 50.♙d4 ♜xa5 51.♞h8 ♘h5 52.♞g8+ ♔f7 53.♜dd8 and White has enough activity to draw) 50.♔d2 ♜xe5 51.♞xd8 and White holds.

This is Kasparov's analysis from his Two Matches book.

**44.a6?**

Maybe White can still stay in the game after this push, but it does not make his defence easy and there was a better move.

After 44.♙c5! ♘h5 (44...♞xc4 45.♙e3 ♘h5 46.g3) 45.g3 (after 45.♙e3 ♞xc4 46.a6 ♞a4 47.♞b6 f4 48.♙c1 f3+ Black wins) 45...♞xc4 46.♙e3 ♞a4 47.♞b6 White escapes according to the later World Champion.

**44...♞c2+!**

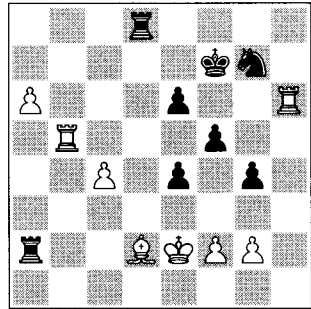
Karpov forces Garry's king to the back rank. According to Kasparov this was the best option, although Garry and his team had analysed other possibilities as well:

A) 44...♞xc4 45.a7 ♞a8 46.♞b7 ♞xb4 47.♞xb4 ♞xa7 48.g3 and White holds;

B) 44...♘h5 45.♞xh5 ♔xh5 46.a7 ♞a8 47.♙c5 ♞a1 48.♞b7 and White is safe;

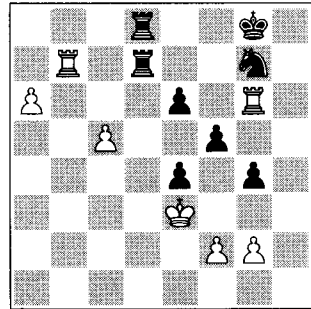
C) 44...♞a1 (in this line we can find mistakes with the aid of computer programs) 45.♙d2 (Garry considers no other moves here. He wants to improve the bishop. After 45.♙a5!? ♜d7 (45...♞a8 46.♙d2) 46.a7 ♞xa7 47.♙d2 White's pieces are active; or 45.♞b6!? ♞a2+ 46.♔e1 (46.♔e3 ♜d3+ 47.♔f4 ♞xf2+ 48.♔e5 e3 49.a7 ♞a2 50.♞b7 e2 51.♞h1 ♘h5 gives Black decent chances) 46...♜d3 47.♙c5

– it is not easy to break open White's stronghold. For example: 47...g3 48.fxg3 ♜c3 49.♜d6 and White is still alive) 45...♞a2 46.♞h6+ ♔f7



analysis diagram

C1) Kasparov only considers the natural 47.♞b7+, and now: 47...♔g8 48.♞g6 ♞axd2+ 49.♔e3 ♜2d7 50.c5

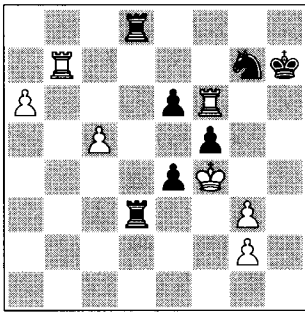


analysis diagram

C11) 50...e5 51.♜d6 ♞xd6 52.cxd6 ♘e6 53.a7 f4+ 54.♔d2 ♜xd6+ 55.♔e1 and White holds according to Kasparov;

C12) 50...♔h7!! (this intermediate move wins. Garry's brigade (this word is borrowed from Kasparov) did not notice it. Please bear in mind that they had no computer and had to cover a lot of ground) 51.♞f6 g3 (51...e5 52.♞xd7 ♞xd7 53.♜d6 ♞a7) 52.fxg3

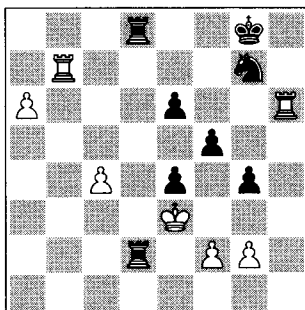
(52.♖xd7 gxf2 53.♔xf2 ♖xd7)  
52...♗d3+ 53.♔f4



analysis diagram

53...e5+ 54.♔xe5 ♖e8+ 55.♔f4 e3  
56.♖ff7 ♖e4+ 57.♔g5 ♖g4+ 58.♔f6  
♖g6+ and Black wins.

C2) 47.♔e3!! and amazingly White can create counterplay with his queen-side pawns and king: 47...♖axd2 (47...e5 48.♗d5 ♖xd5 49.cxd5 f4+ 50.♔xe4 ♖xd2 51.♔xe5 and White gets rid of Black's pawns) 48.♖b7+ ♔g8 (in case of 48...♗d7 49.c5 ♖e7 50.c6 White's passed pawns keep him in the game, thanks to Black's awkwardly placed knight)



analysis diagram

49.♔f4 ♖d2d7 (after 49...♖xf2+ 50.♔g5 ♖fd2 51.a7 ♔e8 52.♖xe6 White survives) 50.c5 e5+ (in case of

50...♖f7 51.c6 ♔e8 52.♖xe6 White holds as Black's pawns are vulnerable and the knight can't really find its place) 51.♔xe5 g3 52.fxg3 e3 53.♖xd7 ♖xd7 54.♖h1 and White can defend.

#### 45.♔e1 ♖a2 46.♖b6?

Garry doesn't like this move, but he thinks his position was troublesome anyway. He says that after he had spoiled his middlegame advantage he had resigned himself to losing this game. I think even in that kind of mood he would have saved the game against many ordinary players.

Kasparov mentions 46.♗c5 as a slight improvement. But there was a genuine improvement in 46.♗a5! ♖a1+ (in case of 46...♖a8 47.♗d2 ♔h5 48.♖b6 ♖2xa6 49.c5 White resists) 47.♔e2 ♖d7 48.a7 ♖xa7 49.♗d2 ♖1a2 (49...♔h5 50.♖b6) 50.♖h6+ ♔f7 51.♔e1 and it is not easy to brush White aside.

#### 46...♗d3!

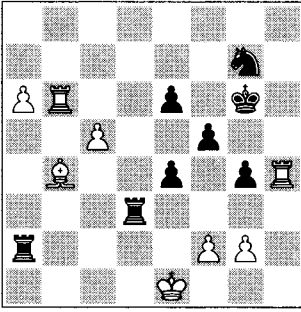
Both Makarichev and Kasparov thought this was the start of a decisive attack.

#### 47.c5

After 47.a7!? Black has real threats indeed: 47...e3! 48.fxe3 ♖xe3+ 49.♔d1 ♖b3 50.♔c1 (50.♗c5 ♖d3+ 51.♔e1 ♖xa7 52.♖xe6+ ♔xe6 53.♗xa7 ♔f4 and Black wins) 50...♖xa7 51.♖h6+ ♔xh6 52.♗d2+ ♔g6 53.♖xb3 and Black has winning chances.

Alternatively, after 47.♗c5 g3! (47...f4 48.♖b1) 48.fxg3 ♖xg3 49.♖d6 ♖gxg2 50.a7 e3 51.♖h1 ♔h5 52.♖d8 ♔f4 53.a8 ♖ ♖xa8 54.♖xa8 ♖e2+! 55.♔d1 ♖d2+ 56.♔c1 ♔d3+ 57.♔b1 ♔xc5 Black also wins.

#### 47...♖a1+ 48.♔e2 ♖a2+ 49.♔e1

**49...g3?!**

Kasparov's recommendation 49...♔g5! is clearly better than the text. The great stakes take their toll, even on a fabulous endgame player like Karpov. Let's examine:

A) 50.♖h7 ♘h5 51.♗xh5+ (51.g3 e3) 51...♔xh5 52.c6 (52.♗xe6 loses to 52...♖b3 53.♙d2 f4) 52...g3 53.fxg3 ♖b3 54.♙c5 ♗c3 and Black wins;

B) 50.c6 ♔xh4 51.c7 f4 (this is Kasparov's line. Black can win with another motif as well: 51...♖a1+ 52.♔e2 f4 53.f3 ♖a2+ and mate follows) 52.g3+ ♔h3 53.gxf4 ♘f5 and White is caught, as Kasparov points out.

**50.fxg3 ♖xg3 51.♔f1!**

Makarichev shows the win against 51.♖h2. There follows 51...f4 52.♔f1 and now:

A) 52...f3 53.a7 ♘f5 wins;

B) 52...♖d3 53.♖d6 (53.♙e1 ♖d1) 53...♘f5 54.♖xd3 exd3 55.♔e1 ♘e3 scores the point as well.

**51...♖gxg2**

Karpov liked to double rooks on the seventh rank even in his childhood.

**52.♙e1 ♗gc2 53.c6 ♖a1 54.♖h3 f4**

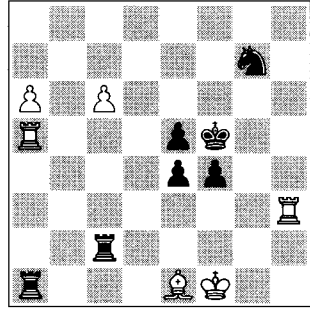
54...♘h5 55.c7 ♖xc7 56.♖xe6+ ♔g5 wins as well.

**55.♖b4**

If 55.♖hb3 ♘f5.

**55...♔f5**

According to Kasparov 55...♘f5 was simpler: 56.♖xe4 ♘g3+ 57.♖xg3+ fxg3 and Black wins.

**56.♖b5+ e5 57.♖a5****57...♖d1?!**

Makarichev says this squanders the win. Garry is right; it just forces White to find more good moves.

57...♖ac1! was more careful, as Black threatens ...e3 and ...♖f2+ and White cannot resist.

**58.a7?**

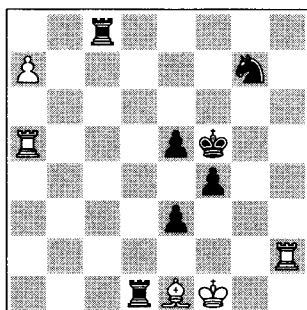
Kasparov goes down without putting up a fight.

58.c7 would have offered some practical chances, even though it would also lose: 58...e3 59.♖h2!! and now:

A) 59...♖xh2. Commentators at the time thought that White could escape after this. However, today, computer-equipped annotators can spot holes in old analyses: 60.c8♖+ ♘e6 61.♖c3 ♖f2+! (this intermediate check frees the e2-square for the black king. After 61...♘d4? 62.♖c8+ ♔e4 63.♖b7+ White has a perpetual check at his disposal) 62.♔g1 ♘d4 63.♖c8+ ♔e4 64.♖b7+ ♔d3 65.♖a3+ ♔e2 and Black wins;

B) 59...♖cc1! (the simpler way) and now:

B1) 60.c8♔+ ♖xc8 61.a7



analysis diagram

61...f3! 62.♖e2 (62.a8♔ ♖xe1+! is a lovely mate) 62...fxe2+ 63.♔xe2 ♖dd8 and Black wins;

B2) 60.♖e2 ♖e6 61.a7 ♖xc7 62.a8♔ ♖xa8 63.♖xa8 ♔e4 64.♖a3 ♖c8 and Black wins according to Kasparov.

**58...e3**

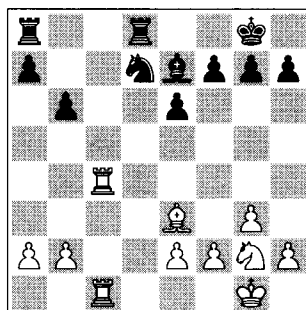
Kasparov resigned as he will be checkmated now: 59.♖f3 ♖h5 60.a8♔ ♖g3+ 61.♖xg3 ♖f2+ 62.♔g1 ♖xe1 mate.

GAME 90

**Portisch, Lajos  
Karpov, Anatoly**

Tilburg 1986 (2)

- 1.d4 ♖f6 2.c4 e6 3.♖f3 b6 4.g3 ♗b7 5.♗g2 ♗e7 6.0-0 0-0 7.♖c3 ♖e4 8.♖xe4 ♗xe4 9.♖h4 ♗xg2 10.♖xg2 d5 11.♔a4 dxc4 12.♔xc4 c5 13.♗e3 cxd4 14.♗xd4 ♔c8 15.♖ac1 ♔xc4 16.♖xc4 ♖d8 17.♗e3 ♖d7 18.♖fc1



**18...♔f8**

White controls the c-file but he cannot invade. Karpov finds no pieces to improve, so the other useful plan is to bring the king closer to the centre. It is hard to imagine that this innocent-looking position can be won by Black.

**19.♖e1 ♗d6**

According to Karpov this was a novelty. However, these two opponents had already played a game like this. Six years earlier they had drawn after 19...♖f6. Maybe Karpov was slightly worried about a deviation that would have given Portisch a position in which he could press. It is also possible that he was already toying with the idea of giving it a try to win.

Portisch-Karpov, Tilburg 1980, had continued (19...♖f6) 20.♖f3 ♖d5 21.♗d4 f6 22.e4 ♖b4 23.a3 ♖d3 24.♖1c2 e5 25.♗e3 draw.

**20.♖f3**

Interestingly, Karpov attaches an exclamation mark to this move – we are in the opening and in the endgame at the same time.

Preferable was 20.f4!?, which prevents ...♖e5 and gains some space: 20...♖f6 21.♖d3 ♖d5 22.♗d4 and objectively the position is equal. However, Black is

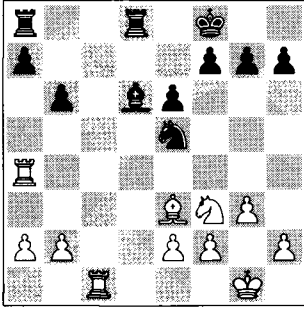
the one who has less opportunities to go astray.

### 20...♖e5

Slightly inconvenient for Black is 20...♖e7?! 21.♖d4.

### 21.♖a4

Portisch doesn't reduce the position to a dead draw by taking on e5.



### 21...♗xf3+

Karpov has achieved something by doubling the white pawns. Of course it is still far from anything real – just something.

### 22.exf3 ♜db8!?

Interestingly, Karpov calls this an 'only' move. He probably means that this was the only active move here.

### 23.♞c6

After 23.♖g2 ♖e7 24.f4 ♜b7!? (24...a5 25.♞c6!?) 25.♖f3 a5 26.♞ac4 (26.♞c6 ♜ab8) 26...b5 27.♞c6 ♖d7 Black has nothing to worry about.

Likewise, after 23.♞a6 ♜b7 24.♞c4 ♞d8 25.♞ca4 ♞dd7 Karpov claims the position is equal.

### 23...♖e7 24.b4

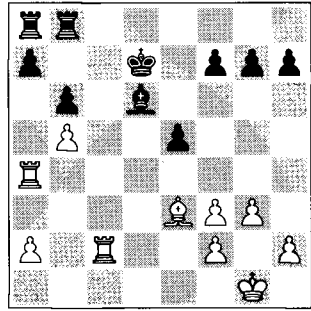
Portisch exerts pressure, but he is taking some risks as well. This pawn might become a target, especially as Karpov's king is close by.

### 24...♖d7 25.b5 e5 26.♞c2?!

Portisch makes sure Karpov cannot play against the c6-square with ...a7-a6. However, this costs time and now Karpov can solve all his problems on the queenside.

After 26.f4! Black can kill the position with 26...a6 (after 26...♞d8 27.f5 Karpov prefers White) 27.fxe5 ♖xe5 28.♞xb6 axb5 29.♞xa8 ♞xa8 30.♞xb5 ♖e6 31.♞b6+ ♖f5 32.♞b7 ♞xa2 33.♞xf7+ ♖e6. White is a pawn up and he can play on, but he cannot win.

Dramatic would be 26.♞a6 ♖b4 when Black can trap the rook in an unusual way. After 27.♞c4 ♖a5 Black must have a good game.



### 26...♞b7!

A small improving move by Karpov.

### 27.♞d2 ♖e6 28.f4 exf4 29.gxf4?!

Portisch still pins his hopes on his grip on the queenside. He voluntarily accepts the doubled pawns for this.

After 29.♖xf4 ♖xf4 30.♞xf4 ♞c8 the four-rook endgame would have been equal.

### 29...f5!

This fixes the f-pawn on the bishop's colour.

### 30.♞ad4 ♞d8 31.♖f1 ♞c7 32.♞e2?!

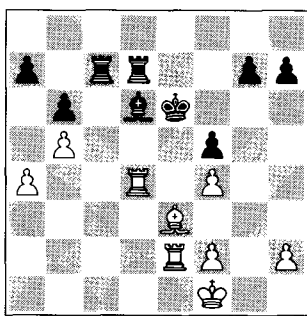
The battery is a paper tiger. There is no useful discovered check by the bishop.

According to Karpov, Portisch should have reserved this square for his king.

**32...♖dd7 33.a4?**

White has made moves that can be criticized; still up until this point the position has remained equal. Portisch now allows the exchange of a pair of rooks, after which Karpov has better chances to use his king.

It would have been hard for Black to make progress after 33.♖d3!? ♔f7 34.♖ed2.



**33...♗c5!**

After the exchange of the bishops the f4-pawn will grow weaker.

**34.♖xd7 ♕xd7 35.♖d2+ ♖e6 36.♖c2 ♕d5**

Normally, with the better king, Black would like to exchange rooks. But 36...♗d6?! would have helped the weaker side here: 37.♖xc7! (37.♖d2? ♖c4; 37.♖e2 ♕d7) 37...♗xc7 38.♔e2 ♕d5 39.♕d3 – whoever stands worse in same-coloured bishop endings usually loses, but here Black cannot invade.

**37.♕g2 ♖e7 38.♕f3 g6 39.h4 ♖c7**

Karpov plays for the exchange of rooks as White's king on f3 doesn't bother him. Black could have started playing on the queenside with 39...♖e4 40.♖d2+ ♖e6 41.♖c2 (after 41.♗xc5? bxc5 42.♖e2 ♖xe2 43.♕xe2 ♕d5 Black

wins) 41...♗d6 42.a5 bxa5 43.♖c6 ♕d5 44.♖a6 a4 45.♖xa7 a3 with an advantage.

**40.♖c1 ♗d6 41.♖d1+ ♖e6 42.h5**

White must take action on the kingside, otherwise Black's rook would invade on the c-file, e.g. after 42.♖d4 ♖c3.

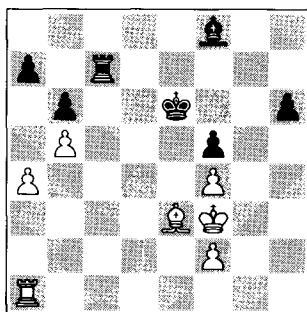
**42...gxh5 43.♖h1 ♗c5?!**

This will lose a tempo.

**44.♖xh5 ♗f8!?**

For the first time we see Karpov changing his mind. One of his most remarkable character traits in the endgame is that he almost invariably picks up a plan and sticks to it. This time he wastes a tempo before he starts executing his plan.

**45.♖h1 h6 46.♖a1**



**46...♗g7!**

Karpov knocks Portisch off-balance. The white rook stands well on a1, from where it prepares a4-a5 and can return to the h-file quickly. Now Portisch has to abandon one of these options.

The black rook could have invaded with 46...♖c3, but this would have been too hasty: 47.a5 ♗c5 48.axb6 axb6 49.♖h1 and White holds.

**47.♖g1**

After 47.♖a2 Karpov suggests 47...♗c3 to stop a4-a5; he gives the assessment minus/plus. This is worth a closer look.

White must do something about the king's invasion on the c-file:

A) 48. ♖e2 ♘d5 49. ♖d3 ♙b4 50. ♖a1 ♖c3+ (50...h5 51. ♖g1 gives White counterplay) 51. ♖e2 ♖c4 52. ♖h1 ♖a3 53. ♖xh6 ♖xa4 54. ♖f6 ♖xb5 55. ♖xf5+ ♖c4 – an unusual race. Black should be better;

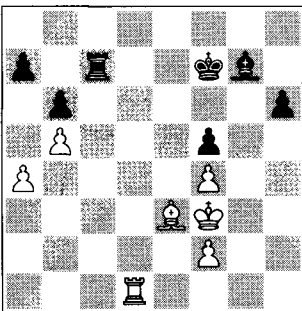
B) 48. ♖c2! ♘d5 and now:

B1) 49. a5? bxa5 50. b6 (50. ♙xa7 ♖xa7 51. ♖xc3 ♖b7 loses) 50...axb6 51. ♙xb6 ♖c6 and Black manages to keep one pawn on the queenside. This wins according to Karpov;

B2) 49. ♙d2 ♘d4 (in case of 49...♙e5 50. ♖a2 ♙d4 51. a5 (51. ♙e3 ♙c3) 51...♖c5 52. axb6 axb6 53. ♖a7 ♖xb5 54. ♙e3 White has decent chances of survival) 50. ♖c1 ♖c4 (50...♖d3 51. ♙xc3 ♖xc3 52. ♖h1) 51. ♙e3+ ♘d3 52. ♖h1 and Black is pressing, but his win is not certain;

B3) 49. ♖c1 (surprisingly, White can even wait and see. It is not easy for Black to make progress) 49...♖c4 (49...h5 50. ♖g3; 49...♖c4 50. a5) 50. a5 ♙xa5 (after 50...bxa5 51. ♙xa7 a4 52. ♖d1+ ♖e6 53. ♖c1 a3 54. b6 a2 55. b7, White holds) 51. ♖d1+ ♖e6 52. ♖h1 ♙c3 53. ♖xh6+ ♙f6 and White is still worse, but he has chances to escape.

**47...♖f7 48. ♖d1**



**48...♙f6!**

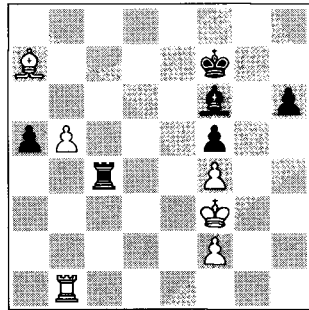
Not a sparkling move, yet a strong one. It looks like just another move, but Karpov closes the sixth rank.

**49. ♖b1?**

Karpov attaches a question mark to this move, but suggests no alternative. Portisch hopes to survive. White cannot force matters by playing 49. ♖d6 as a prelude to a4-a5. After 49...♖e7! 50. ♖d1 ♖c4 51. a5 bxa5 52. ♙xa7 a4 53. b6 ♖b4 Black is better.

Going after the h-pawn with 49. ♖h1 looks like White's best chance: 49...♖c4 (after 49...♖g7 50. ♖g1+ ♖h7 51. ♖d1! h5 52. ♖d6 White is rather active) 50. ♖xh6 ♖xa4 – Karpov would probably have settled for this slightly better ending.

**49...♖c4 50. a5 bxa5 51. ♙xa7**



**51...♖b4!**

Karpov has finely assessed the ensuing bishop ending.

**52. ♖xb4**

If 52. ♖h1 a4!.

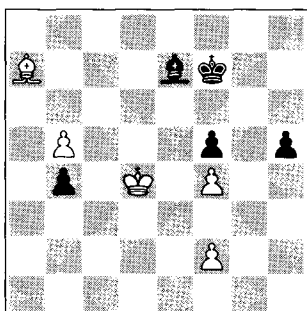
**52...axb4 53. ♖e3**

Portisch probably overestimated the power of his king.

**53...♙e7 54. ♖d4 h5!**

Karpov pushes the h-pawn quickly, before White can achieve something

with his king. Portisch probably did not fully appreciate the danger of the h-pawn.



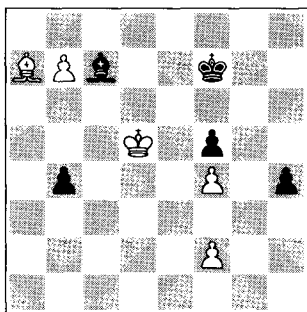
### 55.b6 b3

Karpov wins in the most straightforward manner. The champion mentions 55...h4. Interestingly, when he plays endgames he hardly makes any mistakes, but when it comes to analysing the story is a little different: 56.b7

A) 56.♖e5 ♘c5—+;

B) 56.♖d5 and now:

B1) 56...♘d8? 57.b7 ♘c7 – Karpov stops here.



58.♖c6!! (the active king forces promotion) 58...♘xf4 59.♘b6 and now Black has several ways to draw: 59...♘b8 60.♘c7 ♘a7 61.♖b5 b3 62.♖a6 b2 63.♖xa7 b1♚ 64.b8♚ ♚a2+ 65.♖b7 ♚xf2 and White loses

his last pawn, or 59...h3 60.♘c7 ♘xc7 61.♖xc7 h2 62.b8♚ h1♚;

B2) 56...h3! (the champion misses this simple win in his *Chess Informant* analysis) 57.b7 h2 58.b8♚ h1♚+ 59.♖c4 ♚e4+ 60.♖b3 (60.♖b5 loses to 60...b3) 60...♚d3+ 61.♖a4 ♚a3+ 62.♖b5 b3 and White is lost.

C) 56.b7 ♘d6 57.♖d5 ♘c7 (57...♘xf4?? 58.♖c4! h3 59.b8♚) 58.♘c5?? (here is another strange mistake in the winner's analysis of this game. 58.♖c6 would transpose to the variation 56.♖c6 ♘d8 which leads to a draw) and now:

C1) Karpov evaluates 58...h3 59.♘d6 h2 60.♖c6! ♘b8! 61.♘xb8 h1♚+ 62.♖b6 as unclear. However, White loses by force: 62...♚d5 63.♘e5 (or 63.♘c7 b3 64.b8♚ b2) 63...♚d8+ 64.♖b5 (in the event of 64.♖a7 ♚a5+ 65.♖b8 ♖e7 66.♘c7 ♚a2 wins) 64...b3;

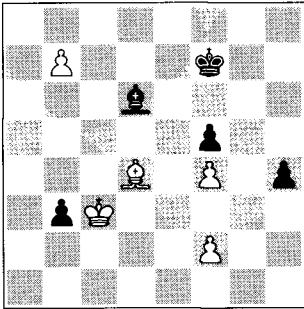
C2) 58...b3! (it was not Karpov's day when he made this analysis. He missed this relatively easy win as well) 59.♘d6 b2 60.♘xc7 b1♚ 61.b8♚ ♚xb8 62.♘xb8 h3 and Black's h-pawn is not to be stopped.

One may ask how it is possible that a genius of the endgame can produce this level of analysis. Well, the players at the very top are millionaires and the money they receive for written analysis is minimal. Another possibility is that Karpov just accepted analysis that was undertaken on his behalf.

With 55...♘d6 Black even had another win here: 56.♖d5 b3 (56...♖e7 57.b7 ♖d7 also wins) 57.♖xd6 b2 and Black will promote to two queens, of which one survives.

**56.b7 ♖d6 57.♔c3**

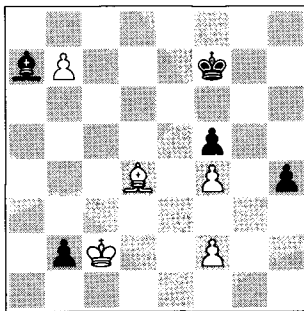
After 57...♙c5 ♘b8 58.♔c3 h4 59.f3 h3 wins.

**57...h4 58.♙d4****58...♙b8!!**

When it comes to accuracy on the board, Karpov is without equal.

**59.♙e5 ♙a7**

After 59...b2 60.♔xb2 ♙a7 61.♔c3 (or 61.♔c2 h3 62.♙d4 ♙b8! etc.) 61...h3 62.♙d4 ♙b8 63.♙e5 h2 64.♙xb8 h1 ♔ wins.

**60.♙d4 b2 61.♔c2****61...♙b8!**

Portisch resigned.

The motif is nice: Black sacrifices the bishop to block the route of the pawn. The tempo that White has to lose does the trick. Had Portisch played on, Karpov would have won another tempo

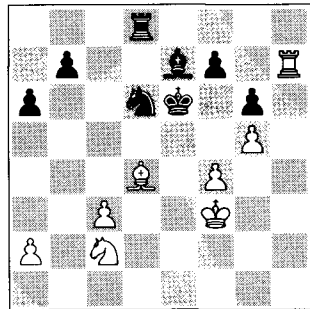
with a well-known finesse: 62.♙e5 h3 63.♙xb8 h2 64.♙e5 b1 ♔+ (here is the second tempo) 65.♔xb1 h1 ♔+.

## GAME 91

**Karpov, Anatoly  
Kindermann, Stefan**

Vienna Open 1986 (2)

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♗xd4  
♗f6 5.♗c3 d6 6.g4 h6 7.h4 a6 8.♖g1  
d5 9.exd5 ♗xd5 10.♗xd5 ♔xd5  
11.♙g2 ♔c4 12.c3 ♙e7 13.g5 ♗d7  
14.♔e2 ♔xe2+ 15.♔xe2 ♗b6 16.♙f3  
hxg5 17.hxg5 ♖h4 18.♖h1 ♖xh1  
19.♙xh1 e5 20.♗c2 ♙g4+ 21.♙f3  
♙xf3+ 22.♔xf3 0-0-0 23.♔e4 ♗d7  
24.♙e3 ♗c5+ 25.♔xe5 ♗d3+  
26.♔e4 ♗xb2 27.f4 ♗c4 28.♖h1 g6  
29.♖h7 ♗d6+ 30.♔f3 ♗d7 31.♙d4  
♔e6

**32.♙e5**

Karpov has obtained little out of the opening. Now he wants to bring out his knight.

**32...♗f5**

Black prepares to eliminate the knight. With 32...♖c8 Stefan could have put pressure on Karpov's weakness. After

33.♖d4+ ♕d5 34.♖b3 ♖c4 35.♗d4 ♕e6 Black is not at all worse.

**33.♖d4+ ♖xd4+ 34.cxd4 b5?**

The German player pins his hopes on pushing his queenside pawns. Karpov elegantly reveals the drawback of this plan.

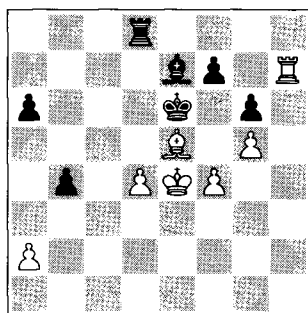
Better was 34...♗d7! when Black can keep White's king away from the centre. In case of 35.♗h8 (35.♕e4 ♗xg5!!) 35...♖d5 Black has a healthy game. If 35...f6 36.f5+!?

**35.♕e4!**

Karpov's king becomes surprisingly powerful. Actually it decides the outcome, as Black can probably no longer save the game.

**35...b4**

Not 35...♗d5? as 36.♗h6! prepares f4-f5+.



**36.♗h2!**

Neatly changing the direction of his attack. Now the rook heads for the c-file.

**36...♖d7**

After 36...♗c8 37.d5+ ♖d7 38.♗h7 ♗f8 39.f5 gxf5+ 40.♕xf5 a5 41.♗h6 Black is struggling.

**37.d5 ♗c5?!**

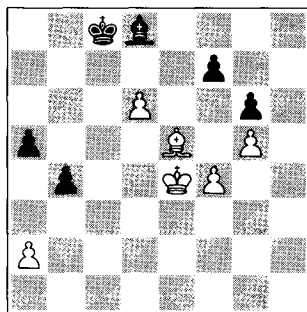
Kinderman closes the c-file, but this loses without forcing White to calculate accurately.

A) 37...♗c8 38.♗h7 ♗f8 39.f5 gxf5+ 40.♕xf5 leads to the position we have seen;

B) 37...a5, pushing the pawns, was slow as well: 38.♗c2 ♗c8 and now:

B1) 38...a4 39.♗c7+ ♕e8 40.♗xe7+! (this simplification is decisive) 40...♕xe7 41.♗f6+ ♕e8 42.♗xd8 ♕xd8 43.♖d4 ♖d7 44.♕c4 b3 (or 44...♖d6 45.♕xb4 ♕xd5 46.♕xa4) 45.axb3 a3 46.♕c3 ♖d6 47.b4 ♖xd5 48.♕b3 ♕e4 49.b5 and White wins;

B2) 39.♗xc8 ♕xc8 40.d6 ♗d8 (40...♗f8 41.♖d5 ♖d7 42.♕c5)



analysis diagram

41.♖d5. This is a nice example of domination by the king. It wins by just one tempo: 41...♖d7 42.♕c5 ♕e6 43.♕c6 a4 44.d7 b3 45.axb3 axb3 46.♗f6 ♗a5 47.♗c3 ♗d8 48.♗e5! ♗a5 (48...♗e7 49.♕c7 ♗xc7 50.♕xc7 b2 51.d8 ♖ b1 ♖ 52.♖d7 mate, or 46...♗xf6 47.gxf6 b2 48.d8 ♖ b1 ♖ 49.♖d5+ ♕xf6 50.♖e5 mate. In both lines White checkmates just in time.

**38.♗h7!**

The c-file is closed, but now the seventh rank is weakened. Karpov wastes no time in reverting to the earlier position.

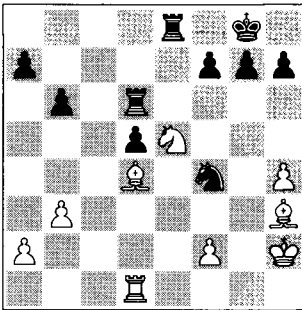
**38...♗f8 39.f5! gxf5+ 40.♕xf5 ♕e8 41.♗h6!** **1-0**

## GAME 92

**Karpov, Anatoly**  
**Sokolov, Andrey**

Linares Candidates' Final 1987 (6)

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♖a6  
5.b3 ♖b4+ 6.♙d2 ♙e7 7.♗c3 d5  
8.cxd5 ♗xd5 9.♗xd5 exd5 10.♙g2  
♗d7 11.0-0 0-0 12.♞c1 ♞e8 13.♞e1  
c5 14.♙e3 ♙b7 15.♙h3 cxd4  
16.♙xd4 ♗f6 17.♞c2 ♙b4 18.♞f1 ♙a6  
19.♗h4 ♙f8 20.♗f5 ♗e4 21.♗e3  
♚d6 22.♚c1 ♞ad8 23.♞d1 ♚h6  
24.♙g2 ♗g5 25.♚b2 ♗h3+ 26.♙f1  
♗g5 27.♙g1 ♗h3+ 28.♙f1 ♗g5  
29.h4 ♗e4 30.♗g4 ♚e6 31.♙h3 ♙a3  
32.♚xa3 ♙xe2+ 33.♞xe2 ♗xg3+  
34.♙g2 ♚xe2 35.♚c1 ♗h5 36.♙h2  
♞d6 37.♚d2 ♚f3 38.♗e5 ♚f4+  
39.♚xf4 ♗xf4



## 40.♙d7!

Karpov improves his bishop and makes Andrey's rook passive by driving it away from the e-file. White is better. He has two pieces for a rook and two pawns, whereas Black's rooks are not active and he has no passed pawns. White can improve his pieces.

## 40...♞d8

Not 40...♞e7? 41.♞c1!

## 41.♙b5 ♗e6

Maybe Black should have occupied the c-file at once with 41...♞c8!?

## 42.♙b2 a6

Karpov likes this move. He won't try to refute it, so he transfers the bishop to the other diagonal, improving it.

## 43.♙f1 ♞c8 44.♞d2 d4 45.♙g2 ♗f4

## 46.♙f3 d3 47.♗c4 ♞h6?!

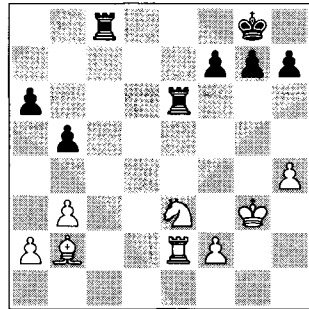
This just helps White to bring his king closer. After 47...♞dd8 48.♙g3 ♗e6 White would have had to work to get at the d-pawn.

## 48.♙g3 ♗e2+ 49.♙xe2 dxe2

Sokolov gives back a pawn to open up the position for his rooks.

## 50.♞xe2 b5 51.♗e3 ♞e6

After 51...♞d8 52.♗f5 ♞e6 53.♞c2! White keeps his edge.



## 52.♞d2!

Of course Karpov occupies the open file.

## 52...h5 53.♙f4!

This is an unpleasant move. It improves the king and forces Black to reckon with ♗f5 with an attack on his king.

## 53...♞c7 54.♞d5!

Provoking a pawn move, but the text has another aim as well.

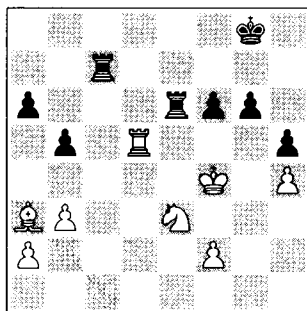
## 54...f6 55.♙a3

Kasparov points out that it would not have been smart to take the h5-pawn, as

Black's e-rook would then occupy the d-file.

**55...g6**

This prevents the enemy king from penetrating on the kingside.



**56.♔c5!**

Now we can see the other point of White's 54th move. Karpov improves his bishop and makes the black c-rook passive. At the age of 15 Karpov accomplished a similar bishop improvement similar against this pawn formation in a game with Drizgalovich (see Game 7).

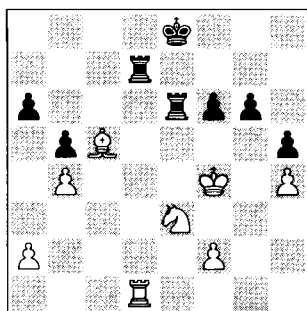
**56...♟f7 57.b4!**

Defending the bishop and fixing the a-pawn.

**57...♞e8 58.♞d1!**

Karpov changes the target.

**58...♞d7**



**59.♞a1!**

He spots and uncovers a new weakness.

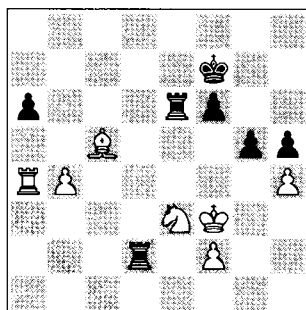
**59...♞d2 60.♟f3 ♟f7 61.a4 bxa4**

The a6-pawn is less vulnerable than the b5-pawn would have been.

**62.♞xa4 g5?!**

Sokolov looks for counterplay on the kingside. Maybe he hopes to exchange enough pawns to be able to draw.

Doing nothing would have run into the manoeuvre ♖e3-c4-b6, winning a6. However, with 62...♞d3! Black could have tied White's hands on the third rank: 63.♟f4 (63.♟g2 ♖e8!?) 63...♞d2 (Black can try to keep waiting with 63...♟g7; after 64.♖c4 ♞h3 things become unclear) 64.♖c4 ♞d5 65.♖b6 ♞f5+ 66.♟g3 ♞e4 and Black is alive. After 67.f3 ♞ef4 68.♞a3 g5 it is not clear whether White is still better.



**63.♞a3!**

Karpov prevents the rook from causing problems on the third rank. By waiting with hxg5 he improves his chances of keeping the f-pawn.

**63...♟g6 64.♟g2 gxh4?**

Karpov analyses this game with Igor Zaitsev in the *Chess Informant*. They attach a ?! here, suggesting that Black should have done nothing but wait and try to keep his position together. Their evaluation of plus/equal suggests that

this was feasible. Kasparov also thinks that Black should be able to live with his position.

**65.** ♖f1 ♙c2 **66.** ♗h2 ♚c4 **67.** ♗f3 ♕f7  
**68.** ♕h2

Karpov keeps the tension. With **68.** ♗d4 ♚e5 **69.** ♗c6 White could have forced matters at once, but after **69...** ♙g5+ **70.** ♕h2 ♙xc5 **71.** bxc5 ♚xc5 **72.** ♚xa6 ♚c2 **73.** ♕g1 h3, according to Kasparov White is unlikely to retain his last pawn.

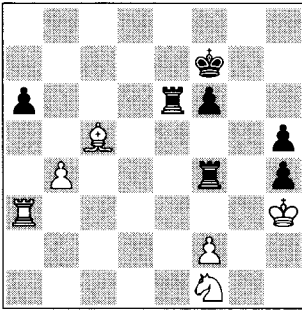
**68...** ♙f4 **69.** ♕g2 ♚ee4

Players rarely analyse their lost games. It would be interesting to know why Andrey did not repeat moves here with **69...** ♚c4.

**70.** ♗d2

Not **70.** ♚xa6? as the a6-pawn is poisoned: **70...** h3+ **71.** ♕g3 h4+ wins.

**70...** ♚e6 **71.** ♗f1 ♙g4+ **72.** ♕h3 ♙f4



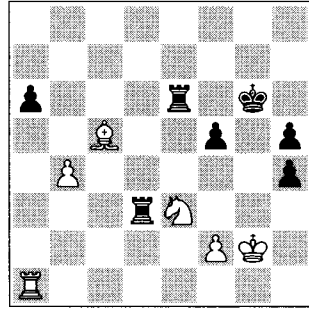
**73.** ♚a2 ♙f3+

Andrey decided to sit and wait after taking the h-pawn, and now he changes his mind. He prefers his rook to be on the third rank. He could have held the rook on the fourth rank for longer with **73...** ♕g6!?

**74.** ♕g2 ♙d3 **75.** ♗e3 ♕g6 **76.** ♚a1 f5

This move earned another '?' from Karpov and Zaitsev. The young grandmaster wants to attain the draw with ac-

tive play. One possible waiting move was **76...** ♚d7.



**77.** ♕h2!

Karpov always recognizes his chances against the opponent's king. He opens the g-file for his rook. On f3 the king would be less effectively positioned.

**77...** f4 **78.** ♙g1+ ♕f7 **79.** ♗g2! ♚c6?

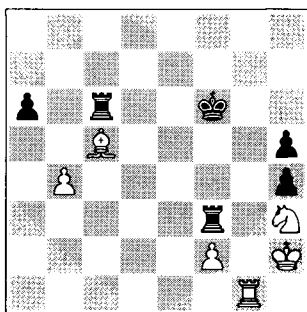
Andrey voluntarily gives up the f-pawn. He will be able to exchange his a-pawn, but still he will lose.

A) After **79...** ♙g6 comes **80.** ♚a1! (White has better chances with his rook on the board, as this allows him to pose the black king problems. In case of **80.** ♗xf4 ♙xc5 **81.** ♕xc5 ♚c3 Black would have real chances of survival) **80...** ♙g4 (**80...** ♙f6 **81.** ♗xh4) **81.** ♚xa6 ♚b3 **82.** ♚h6 f3 **83.** ♗e3;

B) Keeping the f-pawn on with **79...** ♙f6 would probably have put up more resistance, e.g. **80.** ♗xh4 ♚d5 **81.** ♚a1 ♚d3.

**80.** ♗xf4 ♙f3 **81.** ♗h3 ♕f6

Black cannot carry out ...a6-a5 with **81...** ♙f5. There follows **82.** ♗g5+ ♕f6 **83.** ♗e4+ ♕e5 (**83...** ♕e6 **84.** f3) **84.** ♗d6 ♙f6 **85.** ♗c4+ ♕d5 **86.** ♗a5 and White should gradually win by capturing the h4-pawn and pushing his f-pawn.



**82. ♖e1!**

Karpov uses his rook to create threats with great effect.

**82... ♜f5?!**

It was not Andrey's day. He should not have kept his king on the dark squares.

A) Stepping aside with 82... ♔g6 gave practical chances:

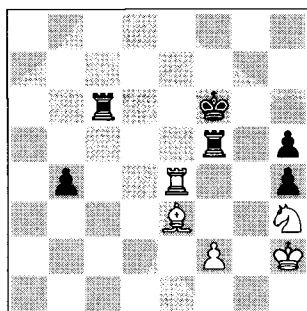
A1) 83. ♖e4 a5 84. ♙e3! (otherwise Black gets a dangerous a-pawn with ...a5-a4) 84...a4 85. ♔g2! (85. b5? ♜c2!) 85... ♜f5 86. b5 ♜xb5 87. ♖xa4 and White wins;

A2) 83. ♖e5! ♜f5 84. ♖e4 a5 85. ♙e3 a4 86. b5 ♜xb5 87. ♖xa4 – White wins;

B) With 82... ♔f5?! Black could prevent the white rook to get to the h4-pawn. After 83. ♜d1 ♔e5 White still has to work for the win.

**83. ♖e4 a5 84. ♙e3 axb4**

If 84...a4 85. b5.



**85. ♜xb4**

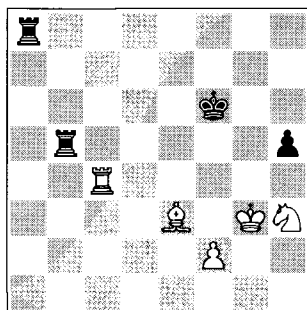
This looks like a difficult technical win. But with a few very strong moves Karpov makes it look easy.

**85... ♙a6 86. ♜xh4 ♜aa5 87. ♜c4 ♜fb5**

**88. ♔g3!**

A nice employment of the king.

**88... ♜a8**



**89. ♔h4! ♜g8**

**1-0**

The game was adjourned here. Sokolov resigned only after the seventh game of the match.

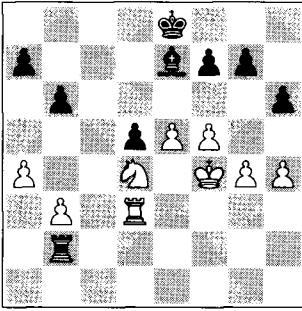
GAME 93

**Karpov, Anatoly  
Sokolov, Andrey**

Linares Candidates' Final 1987 (10)

1. d4 ♘f6 2. c4 e6 3. ♘f3 b6 4. g3 ♙a6  
5. b3 ♙b4+ 6. ♙d2 ♙e7 7. ♘c3 0-0  
8. e4 d5 9. cxd5 ♙xf1 10. ♔xf1 exd5  
11. e5 ♘e4 12. ♙e2 ♘xc3 13. ♙xc3  
♙d7 14. ♔g2 ♘c6 15. ♜he1 ♘d8  
16. ♘g1 c5 17. f4 cxd4 18. ♙xd4 ♙f5  
19. ♜ad1 ♙b4 20. ♜f1 ♘e6 21. ♙d3  
♙xd3 22. ♜xd3 ♜ac8 23. ♘f3 ♜c2+  
24. ♜f2 ♜fc8 25. f5 ♘xd4 26. ♘xd4  
♜xf2+ 27. ♔xf2 ♜c1 28. g4 ♔f8  
29. ♔f3 ♜f1+ 30. ♔g3 ♜c1 31. ♔f4 h6

32.h4 ♖e8 33.♟f3 ♜c2 34.a4 ♖b2  
35.♟d4 ♙e7



### 36.h5!?

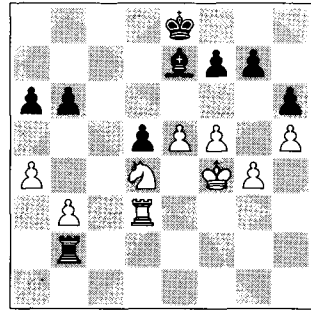
Karpov felt that this was a moment that required responsible decision-making. He had used up much of his time. It looks as though the text was not the best option. By pushing the h-pawn it can in certain situations – as in the Caro-Kann – become a dangerous passed pawn.

According to Podgaets, who worked for Karpov, 36.g5!?, gaining space with f5-f6 later on, deserved consideration as well. This position caught Kasparov's imagination and he analysed it deeply: 36...hxg5+ 37.hxg5 and now:

A) 37...♖b1 38.g6! (after 38.f6 Kasparov found a remarkable way for Black to generate counterplay: 38...gxf6 39.gxf6 ♙c5 40.♟f3 a5 41.♜f5 ♜f1 42.e6 ♙d4!) 38...fxg6 39.fxg6 ♜g1 40.♟b5 – Black has chances to hold this difficult endgame because of the limited material on the board, as Kasparov points out;

B) 37...a6 38.g6! (after 38.f6 gxf6 39.gxf6 ♙c5 40.♟f3 ♙a3 41.♜f5 ♜f2 42.e6 ♙b2 Black can hold, according to Kasparov) 38...fxg6 39.fxg6 ♜g2 40.♟e6 and Black is still suffering here.

### 36...a6



### 37.♟f3!!

It was not so easy to anticipate this witty move. Karpov energizes the position, with little time left on his clock. It may not be enough for an advantage objectively, but it was enough to defeat his opponent. In over-the-board chess this approach is practical.

Why is Karpov retreating his king? It is a square-clearing move.

### 37...♙c5?

Kasparov found that Black's best option here was to change the target with 37...♜h2!, but this move is really hard to come up with over the board, when there is another sensible move. After 38.♟c6 ♜h3+ 39.♜e2 ♜h2+ 40.♜e3 ♜h3+ 41.♜d2 ♜h2+ 42.♜c3 ♜g2 the result of the game would still be unclear according to Kasparov.

### 38.♟e2!

Maybe objectively this is not the best, but it follows the theme and it's a very unpleasant move to face in time-trouble. Karpov, also in time-trouble (which became an increasing concern for him in the mid-1980s), perhaps missed 38.♟c6!! – a lovely move suggested by Kasparov. Perhaps Karpov saw no point in sacrificing material. There can follow:

A) 38...d4 39.g5 hxg5 40.b4 ♙e7 (40...♙xb4 loses to 41.♜xd4 ♙e7

42.h6) 41.h6 gxf6 42.♖xd4 and White's central domination is too much for Black;

B) 38...♙e7 39.b4 ♙xb4 40.g5 ♙e1 41.♖xd5 ♖d2 42.♖xd2 ♙xd2 43.g6 and White wins, as Kasparov points out;

C) 38...♖f2+ 39.♔g3 ♖b2 (after 39...♖c2 40.♖xd5 ♙f2+ 41.♔f3 ♖xc6 42.♔xf2 ♖c3 43.♖d6 ♖xb3 44.f6 White wins according to Kasparov) 40.g5 hxg5 41.♖xd5 ♖xb3+ 42.♔g4 ♙e7 43.h6 gxf6 44.f6 and White wins. In all Kasparov's lines White's h-pawn plays an important role.

### 38...d4?!

Black still should have repositioned the rook to cause problems on the kingside with 38...♖b1!. This was also recommended in Kasparov remarkable analysis, e.g. 39.♘f4 ♖f1+ 40.♔g3 ♖g1+ and the rook is a nuisance.

### 39.♘f4

In time-trouble one doesn't like to make such a committing decision as 39.f6 gxf6 40.exf6 and now:

A) 40...♖b1 41.g5 hxg5 42.h6 g4+;

B) The exemplary improvement 40...♔d7! saves the game according to the 13th World Champion:

B1) The breakthrough 41.g5 is not decisive: 41...hxg5 42.h6 g4+ 43.♔f2 ♖b1! (43...g3+? 44.♔f3 g2 45.♘g1) 44.♘g3 ♖b2+ 45.♔g1 ♖b1+ 46.♘f1 ♖e1 and the active rook keeps Black in the game;

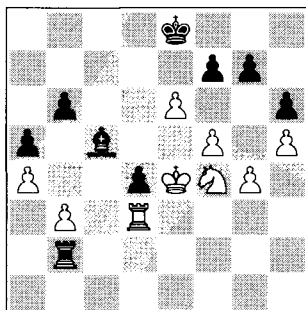
B2) 41.♘xd4 ♙xd4 42.♖xd4+ ♔e6 43.♖b4 ♔xf6 (or 43...b5 44.axb5 axb5 45.♖xb5 ♔xf6) 44.♖xb6+ ♔g5 45.a5 ♖a2 46.b4 ♖a4 (Kasparov calls this a miracle draw) 47.♔e4 ♔xg4 and Black won't lose the race.

### 39...♔d7?!

This loses a tempo, although it gains a move in order to reach the time control. 39...a5 would yield a tempo, but it would not solve Black's problem.

### 40.e6+ ♔e8 41.♔e4!

Now Karpov invades with his king. 41...a5



### 42.♖f3!!

This sealed move was the result of a 20-minute think. It is another sensational move that is hard to anticipate and also hard to understand. Karpov plays against the enemy king and tries to force matters with his passed pawn. Very original play by Anatoly, who found it pleasing and rated the text as the best move after the game.

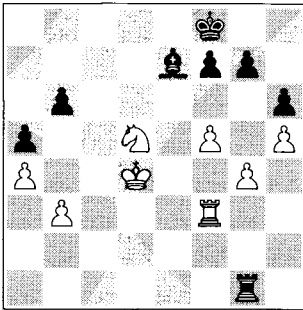
### 42...♖b1 43.♘d5 ♖g1?

Sokolov attacks when he should have defended against Karpov's threat. 43...♔f8! was the only move to stay in the game, for example:

A) 44.♘c7!?. An attractive option; this might even be better than the move given by Karpov's second in B). Interestingly, the analysis depicted below was not confirmed until Karpov's 2006 book – he had not mentioned it before: 44...♖e1+ (in the event of 44...♖g1 45.f6 ♖xg4+ 46.♔d3 gxf6 47.♖xf6

$\text{♖g7}$  48. $\text{♜d5}$  White is clearly better) 45. $\text{♚d5}!$ ? (Karpov only mentions 45. $\text{♚d3}$ , after which 45... $\text{♞e3}$  holds) 45... $\text{♞e3}$  46. $\text{♞f1}$   $\text{♚e7}$  (46... $\text{♞xb3}?$  loses to 47.f6) 47. $\text{♚c6}!$   $\text{fxe6}$  (after 47... $\text{♞xb3}$  48. $\text{♜d5+}$   $\text{♚e8}$  49.f6 Black's position is difficult) 48. $\text{fxe6}$   $\text{♞xe6+}$  49. $\text{♜xe6}$   $\text{♚xe6}$  50. $\text{♞f5}$  and White has winning chances;

B) Mikhail Podgaets gives a remarkable line with a stunning king march: 44.e7+  $\text{♚xe7}$  45. $\text{♚xd4}$   $\text{♞g1}$



analysis diagram

46. $\text{♚c4}!!$  (a surprising, lovely king invasion) 46... $\text{♞xg4+}$  47. $\text{♚b5}$ . Here Podgaets stops and calls the position plus/minus. Let's take a closer look:

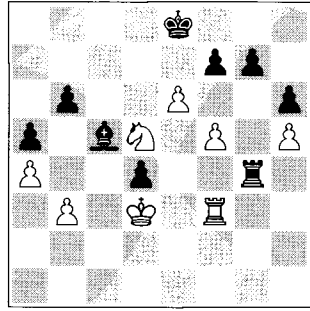
B1) 47... $\text{♚d8}$  48. $\text{♞c3}$  (or 48. $\text{♚c6}!$   $\text{♞d4}!$ ? 49. $\text{♞c3}$  and White is slightly better) 48... $\text{♞h4}$  49. $\text{♚c6}$   $\text{♞xh5}$  50. $\text{♚d7}$   $\text{♞xf5}$  51. $\text{♜xb6}$  g5 52. $\text{♚xd8}$  g4 53. $\text{♜c4}$  h5 and Black is not at a disadvantage in the race, according to Kasparov;

B2) 47... $\text{♞d4}$  48. $\text{♜xb6}$   $\text{♚b4}$  and Black is still in the game. According to Kasparov, the blockade is impregnable.

#### 44. $\text{♚d3}!$ $\text{♞xg4}$

After 44... $\text{♚f8}$  45. $\text{♞f4}$   $\text{♞d1+}$  (or 45... $\text{♞g3+}$  46. $\text{♚c4}$  d3 47. $\text{♚c3}$   $\text{♚e8}$  48.e7 and White is close to winning –

Kasparov) 46. $\text{♚e2}$   $\text{♞b1}$  47. $\text{♞e4}!$  White wins.



#### 45.f6!

The strong pawns decide the outcome. Karpov not only builds up the position well, he also controls the struggle when the pieces come into contact.

#### 45... $\text{♚d6}$

Forestalling the check on c7. In case of 45... $\text{fxe6}$ , 46.f7+  $\text{♚d7}$  47. $\text{♜xb6+}$   $\text{♚c6}$  48. $\text{♜c4}$  wins.

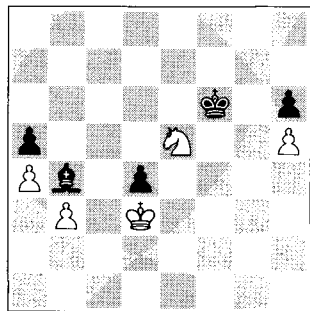
#### 46. $\text{♜xb6}!$

The strong pawns allow White time to grab a pawn on the queenside.

#### 46... $\text{♞g5}$ 47.fxg7 $\text{♞xg7}$

47... $\text{fxe6}$  loses to 48.  $\text{♞f6}$ .

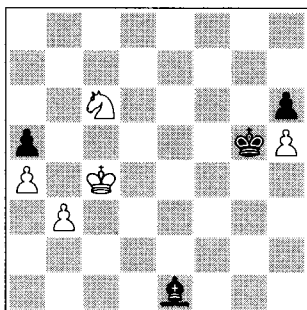
#### 48. $\text{♜c4}$ $\text{♚b4}$ 49.exf7+ $\text{♞xf7}$ 50. $\text{♞xf7}$ $\text{♚xf7}$ 51. $\text{♜e5+}$ $\text{♚f6}$



#### 52. $\text{♜c6}$

White is faster in the race.

52...♙e1 53.♘xd4 ♙b4 54.♗c6 ♙e1  
55.♚e2 ♙c3 56.♚d3 ♙e1 57.♚c4  
♚g5



58.♗xa5!

This is a cute shot to clear the way for his pawns.

58...♙xa5 59.b4 ♙d8 60.a5 ♚xh5  
61.♚b5 ♙g5 62.a6 ♙e3 63.♚c6 1-0

Because of its imaginativeness, this is a special masterpiece, even by Karpov's standards. A superb build-up rounded off with very sharp tactical shots.

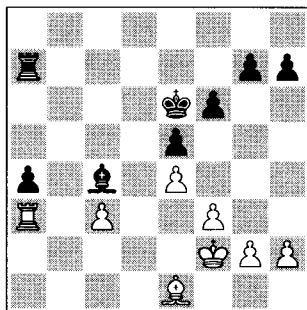
#### GAME 94

**Meulders, Richard**  
**Karpov, Anatoly**

Brussels SWIFT 1987 (3)

1.d4 ♗f6 2.c4 e6 3.♗c3 ♙b4 4.e3 c5  
5.♙d3 ♗c6 6.♗e2 d5 7.cxd5 ♗xd5  
8.a3 cxd4 9.axb4 dxc3 10.bxc3 0-0  
11.e4 ♗b6 12.♙f4 e5 13.♙e3 ♙e6  
14.♙c5 ♖e8 15.♙b5 ♚c7 16.0-0 ♗c4  
17.♚c2 b6 18.♙xc4 ♙xc4 19.♙e3  
♗d8 20.♖fd1 ♗b7 21.♗g3 ♗d6  
22.♗f5 ♗b5 23.♙d2 ♚c6 24.♗e3  
♖ec8 25.♙e1 f6 26.f3 ♙e6 27.♖dc1  
♗d6 28.♚a4 ♚xa4 29.♖xa4 ♚f7  
30.♖aa1 ♖c7 31.♚f2 ♖ac8 32.♙d2  
♙c4 33.♚e1 ♚e6 34.♚f2 ♖a8

35.♙e1 a5 36.bxa5 bxa5 37.♖cb1  
♖a6 38.♖b8 a4 39.♗c2 ♖aa7 40.♖b6  
♖ab7 41.♖xb7 ♖xb7 42.♗b4 ♖a7  
43.♗c2 ♙b3 44.♗a3 ♗c4 45.♗xc4  
♙xc4 46.♖a3



46...♚d6!

Karpov marches his king to defend the a-pawn. Thereby, he frees the rook and keeps the bishop on c4, where it cuts off White's king. Black has a winning position mainly because of his distant passed pawn.

47.♙d2 ♚c6 48.♙c1 ♚b5 49.♖a1  
♖d7!

Of course he occupies the only open file.

50.♙a3

White has to allow the invasion on the second rank.

After 50.♚e1 ♙b3 51.♙a3 ♚c4  
52.♙b4 and now:

A) 52...♙c2 53.♖a3 ♖d1+ 54.♚e2  
♖g1 (54...♖h1 55.♙f8) 55.♚f2 ♖b1  
56.♙f8 ♖b7 57.♚e2 (57.♙b4? ♖xb4!)  
– of course Black has not spoiled anything, but he has not been able to force a win either;

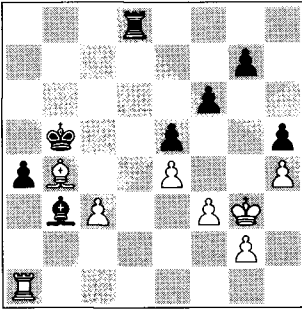
B) 52...♚d3!? 53.♖c1 ♖a7 54.♙c5  
(after 54.♙a3 ♙c2 55.c4 ♚xc4  
56.♖xc2+ ♚b3 Black wins) 54...♖a8  
55.♙a3 h5 56.♚f2 h4 57.h3 (57.♚e1

h3) 57...♙e6 58.♖b1 ♖a7 59.♙c5 ♖a6  
Black wins.

**50...♖d2+ 51.♔g3 h5! 52.h4 ♙b3  
53.♙f8 ♖d8!**

Karpov often makes use of little tactics  
in endgames.

**54.♙b4**



**54...♔c4!**

Bringing the king closer to enable his  
a-pawn to move.

Marin points out that it would have  
been premature to exchange rooks with  
54...♖d1 because of 55.♖xd1 ♙xd1  
56.♔f2 ♔c4 57.♔e1 ♙c2 58.♔d2  
♙b1 59.♔c1 ♙d3 60.♔b2 (60.♙f8  
♔b3) 60...♙f1 61.♙f8 and White  
holds.

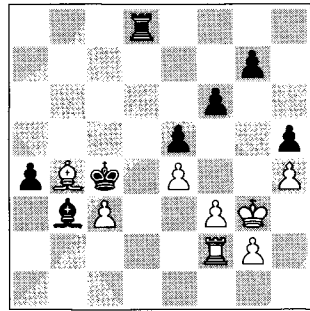
**55.♖f1 ♖d1 56.♖f2**

Compared to the previous variation,  
the extra tempo provides an easy win  
after 56.♖xd1, e.g. 56...♙xd1 57.♔f2  
♙c2! (after 57...♔b3?! 58.♔e1 ♙c2  
59.♔d2 ♙b1 60.♙a5 a3 61.c4 ♔xc4  
62.♙c3 White still resists) 58.♔e2  
♙d3+ 59.♔d2 ♙f1 60.g3 ♔b3  
61.♔c1 ♙g2 62.♔b1 ♙xf3 63.♙f8  
♙xe4+ 64.♔a1 ♙d5 65.♙xg7 e4 and  
with two passed pawns Black wins, ac-  
cording to Marin.

**56...♖d3 57.♙f8 ♖d8! 58.♙b4 ♖b8  
59.♙a3?!**

White waits passively. He should have  
tried to give up material on the  
queenside by 59.f4 and exchange  
pawns on the kingside: 59...exf4+  
60.♔xf4 ♖a8 61.♙a3 ♔xc3 62.e5  
fxe5+ 63.♔xe5 ♙d1, although Black  
should win in this case as well.

**59...♖d8 60.♙b4**



**60...♖d7!**

This waiting move is stronger than the  
one Karpov played on the 58th move,  
when they had the same position.

**61.♖f1 ♙d1!**

Preparing the king's invasion to b3.

**62.f4 ♖d3+**

**0-1**

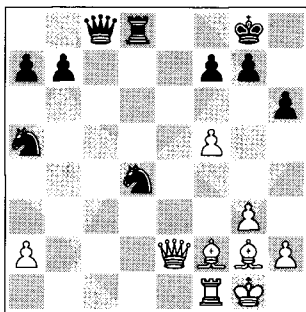
## GAME 95

**Kasparov, Garry  
Karpov, Anatoly**

Seville World Championship 1987 (16)

**1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3  
♙b4 5.♙g2 0-0 6.0-0 ♖e8 7.d3 ♙xc3  
8.bxc3 e4 9.♘d4 h6 10.dxe4 ♘xe4  
11.♖c2 d5 12.cxd5 ♖xd5 13.e3 ♘a5  
14.f3 ♘d6 15.e4 ♖c5 16.♙e3 ♘dc4  
17.♙f2 ♖e7 18.♖ad1 ♙d7 19.f4 ♖ad8  
20.e5 ♙g4 21.♘f5 ♖e6 22.♖xd8  
♖xd8 23.♘d4 ♖c8 24.f5 c5 25.♖e4**

**cx d4 26. ♖xg4 ♜xe5 27. ♖e2 ♜ec6  
28. ♝xd4 ♜xd4**



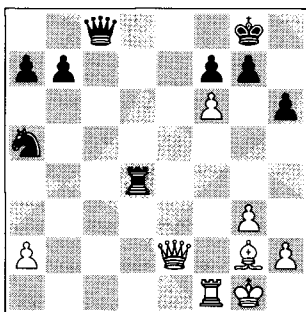
**29. ♝xd4?**

Kasparov commits a mistake. Of course he knows that being behind in material he is not supposed to exchange. He probably thought his counterplay on the kingside would come in time. He must have missed something.

A) After 29. ♖e4 ♖c4 30. ♖e1 ♜ac6 31. f6 Black's task to create something with the extra pawn is not easy;

B) With 29. ♖g4 ♜ac6 30. ♝e3 ♖d6 31. ♖e4 White might have kept his position together.

**29... ♖xd4 30. f6**



**30... ♖e6!**

Karpov brings the queen into the centre with gain of tempo.

**31. ♖b2?!**

After 31. ♖f2 ♖xf6 32. ♖xf6 gxf6 33. ♖xf6 ♝g7 White is just a pawn down. According to Karpov, 31. ♖xe6 was relatively best. After 31... fxe6 32. ♝h3 ♖d6 Karpov evaluates the position as slightly better for Black. The small advantage might have been big enough for Karpov to win.

**31... ♖e3+!**

Centralizing his queen. Karpov plays very strongly until the end of the game.

**32. ♝h1 b6 33. fxg7 ♜c4 34. ♖c2  
♜xg7 35. ♝d5 ♜d6**

Centralizing all his pieces.

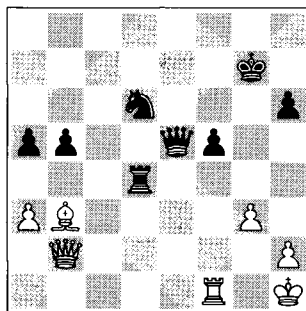
**36. ♖b2 ♖e5! 37. ♝b3 a5**

Karpov wants to drive the bishop from the diagonal.

**38. ♖f2 f5!**

The black king is not in danger at all as his pieces are quite dominant in the centre.

**39. ♖b2 b5 40. a3**



**40... ♝g6!**

By gradually improving his position with every move, Black renders White defenceless against his dominant pieces in the centre.

**41. ♖f2**

Kasparov resigned before the resumption. 41... ♖d3 would follow.

## Fruitful Years (1988-1990)

In 1988, for the first time since 1983 Karpov had no matches with Kasparov and he could think of other goals again. He used this opportunity to play more tournaments than ever before, making this the year in which he played the highest number of regular games. Objectively, he played better than ever. 1988 was an especially fruitful year with many good endgames.

Karpov performed well in the new World Cup series, culminating in a shared win with Kasparov in Skelleftea. In the overall standings Karpov came second, with a total score of 81 points, two points less than Garry.

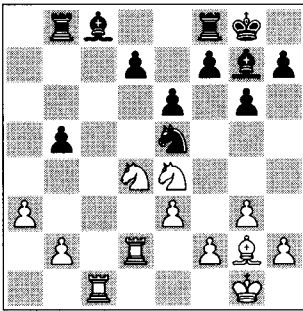
In the new FIDE cycle of 1989, Karpov first beat Johann Hjartarson 3½-1½, next he overcame Artur Yusupov by winning in the last game (4½-3½). In the final he defeated Jan Timman 6½-2½, qualifying for his fifth match with Kasparov. This was their last duel for the world title, won by Garry with 12½-11½ again.

### GAME 96

**Karpov, Anatoly**  
**Timman, Jan**

Amsterdam Euwe Memorial 1988 (4)

1.c4 g6 2.d4 ♘f6 3.♘f3 ♙g7 4.g3 c5  
5.♙g2 ♚a5+ 6.♘c3 ♘e4 7.♙d2  
♘xd2 8.♚xd2 cxd4 9.♘xd4 ♘c6  
10.e3 0-0 11.0-0 ♖b8 12.♗fd1 e6  
13.a3 a6 14.♗ac1 ♘e5 15.♘e4 ♚xd2  
16.♗xd2 b5 17.cxb5 axb5



### 18.b3!

Karpov stops ...♘c4 and keeps the option open to play either ♘c5 or ♘d6.

### 18...♖b6

After 18...d5 19.♘c5 White is better because of the weak b5-pawn. ♙f1 is in the air.

### 19.♗c7 ♙b7 20.h3!?

A typical Karpov move which now permits f2-f4.

### 20...♙xe4 21.♙xe4 d5

After 21...♗d8 White plays 22.♙g2!, allowing no opportunity for ...f5 and a knight transfer to d6 via f7. In case of 22...f5 23.♙f1, White is better.

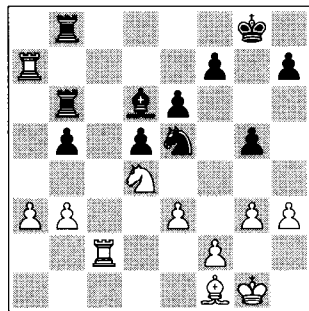
### 22.♙g2 g5 23.♙f1!

Increasing the pressure on the queenside.

### 23...♗fb8

In case of 23...♗a8 24.f4 gxf4 25.gxf4 ♘g6 26.♘xb5 d4 27.exd4 ♘xf4 28.a4 White is a pawn up.

### 24.♗dc2 ♙f8 25.♗a7 ♙d6



### 26.♗a5!

Creating a passed pawn.

**26...b4 27.a4 ♖d7 28.♖a7 ♜6b7  
29.♞a6**

Also promising was 29.♞xb7 ♜xb7  
30.a5.

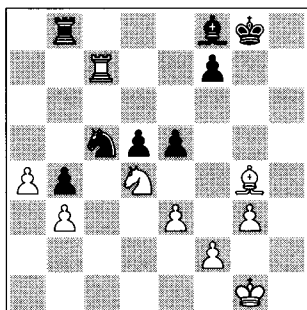
**29...♙f8 30.♞ac6 ♞a7 31.♙b5**

Tying up Black's queenside.

**31...h5 32.♙e2 g4**

Timman imaginatively sacrifices a pawn  
to free himself.

**33.hxg4 hxg4 34.♞c7 ♞xc7 35.♞xc7  
♙c5 36.♙xg4 e5**



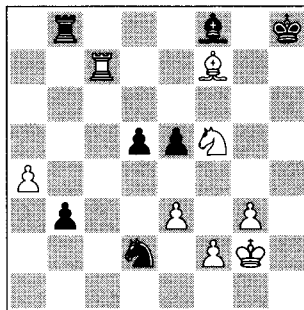
### 37.♙c6?

Karpov was probably short of time, as  
he rarely makes mistakes like this. He  
makes gestures at the enemy king but  
he will not catch it. The knight will find  
itself far removed from Black's passed  
pawn.

A) After 37.♙f3!? ♙xb3 (or  
37...♙d6 38.♞c6 ♜d8 39.♙d2, de-  
fending the b-pawn) 38.♙h5 ♙d6  
39.♞d7 ♙c5 (39...♞b6 loses to  
40.♙xf7+ ♙f8 41.♙xd5 ♙c5 42.♞f7+  
♙e8 43.♙d2 b3 44.a5 ♞b4 45.♙xb3  
♙xb3 46.a6) 40.♞xd6 b3 41.♙d2 b2  
42.♞xd5 ♙xa4 43.♙g2 ♙c3 44.♞d7  
White wins;

B) 37.♙f5 is the move Karpov and  
Zaitsev suggest in their *Chess Informant*  
analysis: 37...♙xb3 38.♙h5 and now:

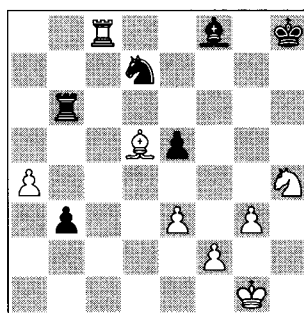
B1) 38...♙d2 39.♙xf7+ ♙h8  
40.♙g2 b3



analysis diagram

41.♞c1!! ♞b6 42.♞h1+ ♙h6 43.a5  
wins;

B2) 38...♙c5 39.♙xf7+ ♙h8  
40.♙xd5 (alternatively, 40.♙h4 ♙d6  
(40...b3! 41.♙xd5 ♞b6 transposes to  
40.♙xd5) 41.♞a7 ♞b7 (41...b3? loses  
to 42.♙xd5 with a mate threat on g6)  
42.♞xb7 ♙xb7 43.♙xd5 ♙c5 44.a5  
also wins) 40...b3 41.♙h4 ♞b6 42.♞c8  
♙d7 and now:



analysis diagram

B21) Karpov and Zaitsev mention  
only 43.♞c1, which allows Black a dan-  
gerous pawn on b2. Probably this is  
what Karpov had calculated during the  
game. We can understand that he did  
not like to live with a knife on his throat

if it could be avoided: 43...b2 44.♖b1 ♘a3;

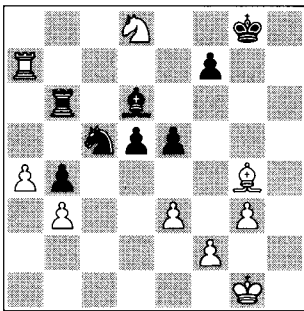
B22) 43.a5!! (this intermediate move is decisive) 43...b2 (43...♖b4 loses to 44.♘xb3! ♖xb3 45.a6 ♖a3 46.♖d8) 44.♘e4 b1♚+ 45.♘xb1 ♖xb1+ 46.♙g2 ♖b8 47.♖xb8 (47.♖c7 ♖d8 48.a6 should win as well) 47...♗xb8 48.♗g6+ ♙g7 49.♗xf8 ♙xf8 50.♙f3 ♙e7 51.♙e4 ♙e6 52.f4 and White wins.

**37...♘d6 38.♖a7**

Objectively 38.♗xb8!? was still better. After 38...♘xc7 39.♗c6 ♗xb3 40.♗b4 d4 41.♘d1 dxe3 42.♗d5 ♘a5 43.♗xe3 ♗c5 White is a pawn up and he would have more winning chances than Black drawing chances.

**38...♖b6 39.♗d8**

The knight operates originally. However, it is too far removed from the b-pawn.



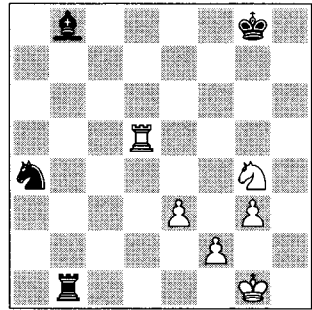
**39...♗xb3!**

Of course this is trivial now, but Timman had foreseen his chances with the b-pawn several moves earlier when he sacrificed the g-pawn.

**40.♗xf7**

Or 40.♘h5 ♘b8; in case of 40.a5? ♗xa5 41.♖xa5 b3 42.♖a1 ♘c7 Black traps the knight.

**40...♘b8 41.♖d7 ♗c5 42.♖xd5 b3 43.♗xe5 b2 44.♘f5 ♗xa4 45.♗g4 b1♚+ 46.♘xb1 ♖xb1+**



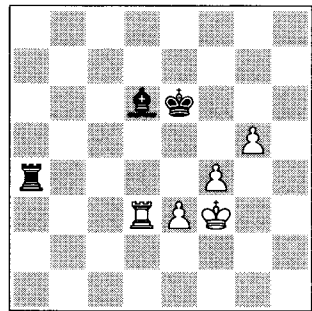
**47.♙g2**

So White has three connected passed pawns for a piece. Three pawns against a bishop or knight would be a draw, as long as they do not get much closer to promotion. With the rooks unlikely to disappear soon, the story is different.

**47...♙f7 48.f4 ♗c3 49.♖d3 ♗e4 50.♙f3 ♖b4 51.♗f2 ♗xf2**

Also unpleasant-looking would be 51...♗c5 52.♖d5 ♖c4 53.g4.

**52.♙xf2 ♙e6 53.♙f3 ♘d6 54.g4 ♖a4 55.g5**



**55...♖a3!**

The Dutch grandmaster plays actively. He does not just wait, but pins the e-pawn. Timman's job to hold this position is no fun at all. He probably

guessed that it was a draw, but in practice such positions seldom occur.

**56. ♖d4**

After 56. ♖xa3 ♙xa3 57. ♖e4 ♙c1 White cannot push his pawns. He must force the pawns closer to their promotion squares first. If all three pawns reach the fifth rank, White is likely to win.

**56... ♙b8**

Karpov mentions 56... ♖a1, attaching a plus/equal sign.

**57. ♖b4 ♙d6**

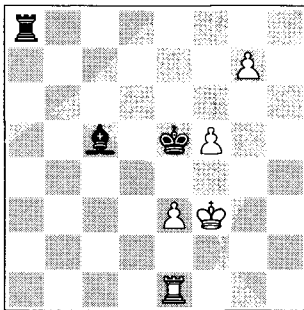
Trying to tie White to the e3-pawn with 57... ♙a7 does not solve Black's problems. After 58. ♖e4+ ♖f5 59. ♖e5+ ♖g6 60. ♖e6+ ♖g7 61. f5 it is not clear whether he can hold.

**58. ♖b5 ♖c3**

Timman keeps pinning the e-pawn. Karpov and Zaitsev suggest the active 58... ♖d7. This indeed forces matters:

A) 59. f5 ♖c6 60. ♖b1 ♙c5 61. ♖e1 ♖d5 62. g6 and now:

A1) 62... ♖e5? 63. g7 ♖a8



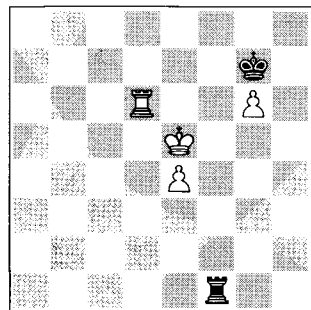
analysis diagram

64. ♖a1!! (winning the vital tempo – 64. ♖g1 ♖g8) 64... ♖g8 (64... ♖c8 65. ♖a5) 65. ♖a5 ♖xf5 66. ♖xc5+ ♖f6 67. ♖c7 and White wins;

A2) 62... ♙d4 63. ♖f4 ♙e5+ (63... ♖a1 also holds, but this rescue would not be

available if White's rook had gone to e2 via b2) 64. ♖g5 ♖a2 65. ♖g1 ♖f2 66. ♖g4 ♖f3 67. e4+ ♖d4 and Black holds.

B) The reply 59. g6!? is not mentioned. This push aims to exploit the fact that the g-pawn is unguarded. It is very scary for Black, but he should just be able to hold: 59... ♖e7 60. ♖b7+ ♖e6 61. ♖b6 (in case of 61. g7 ♖a8 62. e4 ♖g8 63. f5+ ♖f6 64. ♖b6 ♖e7 65. f6+ ♖xf6 66. ♖xd6+ ♖xg7 Black defends easily) 61... ♖d3 62. ♖a6 ♖c3 63. f5+ ♖e5 64. f6 ♖xf6 65. ♖xd6+ ♖g7 and in spite of the two-pawn deficit Black can draw: 66. ♖f4 ♖c1! (if White's pawn were on e4 he would be winning here) 67. e4 ♖g1 68. ♖f5 ♖f1+ 69. ♖e5



analysis diagram

For the draw an effort is still required, as Black cannot allow e4-e5:

B1) 69... ♖e1 70. ♖d5 ♖d1+! 71. ♖e6 ♖a1! and Black barely draws. His last two moves are 'only' moves. Black must occupy the a-file to be able to attack successfully from the side.

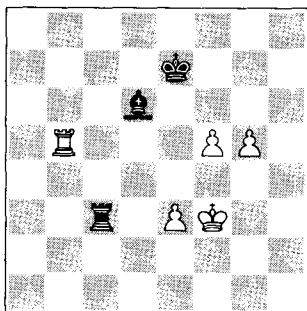
Other moves are not simple either:

B2) 69... ♖f2!? (remarkably, this rook move to the second rank draws while moving to f3 loses) 70. ♖d5 ♖d2+! 71. ♖e6 ♖a2! (the rook must be this far removed to attack successfully from the

side) 72.♔f5 ♖f2+! and Black holds after a series of 'only' moves;

B3) 69...♖f3? 70.♔d5 ♖d3+ 71.♕e6 ♖a3 72.♕f5 ♖f3+ 73.♕g5! ♖g3+ 74.♕h5 ♖h3+ 75.♕g4 and White will be able to carry out e5.

**59.f5+ ♕e7**



**60.♖b7+!**

Karpov revitalizes the position.

**60...♖c7?**

Timman releases the pin on the e-pawn for a moment and Karpov makes him pay dearly for it.

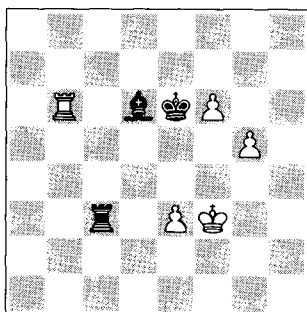
After 60...♖c7! 61.♕e4 ♖c1 62.♔d4 ♖d1+ Black is likely to hold.

**61.♖b6!**

Attacking the bishop and preventing the rook from pinning the e-pawn again.

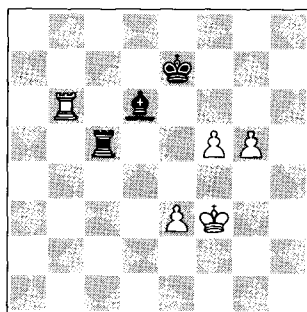
**61...♖c5**

After 61...♖c5 62.f6+ ♕e6 (62...♔d7 63.g6)



analysis diagram

63.f7!! is the way to win the bishop. It is not too difficult to see. The alternative 63.g6? was worse, leading to the difficult draw we have seen after 63...♕xf6 64.♖xd6+ ♕g7. Karpov and Zaitsev do not give any other move and only evaluate this as plus/minus. There follows 63...♕xf7 (or 63...♖c8 64.g6 ♖f8 65.♕g4) 64.♖xd6 and White wins, as the g-pawn stands much better on g5.



**62.♕g4!**

Karpov now invades decisively with the king.

**62...♖d5**

After 62...♖e5 63.f6+ ♕e6 64.g6 ♕xf6 (or 64...♖xe3 65.♖xd6+ ♕xd6 66.g7) 65.♖xd6+ ♕g7 66.♕f4 White will push his e-pawn, ensuring the win.

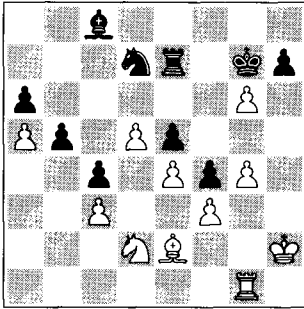
**63.♖b7+ ♕f8 64.f6! ♖a5 65.♖d7 ♕e5 66.♕f5 ♕b2+ 67.♕g6 ♕e8 68.♖b7 ♕e5 69.♖e7+ ♔d8 70.♕f7 ♕b2 71.g6 ♖a6 72.♖e6 ♖a7+ 73.♕f8 1-0**

GAME 97

**Timman, Jan**  
**Karpov, Anatoly**  
Tilburg 1988 (3)

**1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 ♕b7 5.♘c3 d5 6.cxd5 ♘xd5 7.♖c2 ♘xc3**

8.bxc3 ♖e7 9.e3 ♜c8 10.♗b2 c5  
 11.♗b5+ ♖c6 12.♗d3 c4 13.♗e2 ♗d7  
 14.a4 a6 15.0-0 0-0 16.e4 b5 17.♗a3  
 ♗xa3 18.♞xa3 ♜b7 19.♗d2 ♗b6 20.a5  
 ♗d7 21.f3 e5 22.d5 ♜a7+ 23.♖h1  
 ♗b7 24.♞aa1 f5 25.♞ad1 f4 26.g4 ♞f6  
 27.♜b2 ♞e8 28.♞g1 ♖c8 29.♞g2 ♗f8  
 30.h4 ♞h6 31.♞h2 ♜e7 32.h5 g6  
 33.♜b4 ♖g7 34.♞g1 ♗d7 35.♜xe7+  
 ♞xe7 36.hxg6 ♞xh2+ 37.♖xh2



**37...♖xg6!**

Karpov wants to keep the option of opening the kingside with ...h7-h5.

**38.♖h3?!**

And Timman wants to prevent this.

A) After 38.♖g2 ♗c5 39.♖f2 ♗b7 40.♞a1 White is only a bit worse, according to Zaitsev. He should be able to hold;

B) Zaitsev mentions 38.♞b1!? 38...♗c5 (Black can play other moves to keep things calm, for example 38...h5) 39.♗xc4 (39.♗xc4 bxc4 40.♞b6+ ♖g5 41.♗xc4 ♗d7 is unclear according to Zaitsev) 39...bxc4 40.♞b6+ ♖g5 41.♞c6 ♗d3 42.♞xc8 ♞b7 and Black obtains counterplay.

**38...♗c5 39.♖h4?**

Timman could still have gone back to g2. Karpov wrote in *New In Chess* that he had quickly calculated that

Timman's king would get into trouble. Interestingly, he uses the word 'calculated', not 'seen'.

**39...♞c7 40.♞b1 ♗b7 41.♞a1**

According to Karpov 41.♗xc4!? had to be tried. Then, with 41...♗d6! (in case of 41...bxc4 42.♞b6+ ♖g7, 43.d6! is stronger than Karpov's move 43.♞xa6, when Black is better. If 41...♗xa5 42.♗xb5!?) 42.♗f1 ♞xc3 Black can press without any risk.

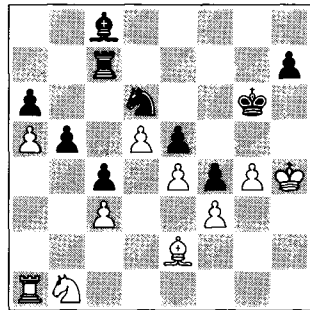
**41...♗d6**

Karpov improves his knight.

**42.♗b1?**

White believes that the kingside is fixed, so he can manoeuvre on the queenside. This turns out to be very unfortunate. Interestingly, Karpov doesn't criticize the text.

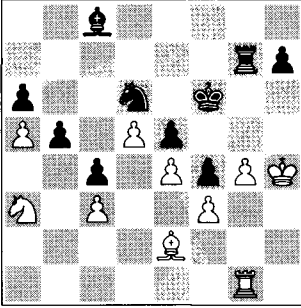
White could have tried to stay in the game with 42.♞h1, but it is no longer easy: 42...♞g7 43.♖h3 h5! (in case of 43...♗b7 the white king can still escape from the danger zone: 44.♖g2! ♗xa5 45.♞a1 ♗b3 46.♗xb3 cxb3 47.♞b1 and White is safe) 44.♖g2! ♞h7 and White has problems because of the weakness on a5.



**42...♞g7!!**

Almost out of the blue Karpov catches Timman's king with a powerful regrouping.

43. ♖a3 ♕f6! 44. ♖g1



44... ♖f7! 45. ♕h3

Avoiding the checkmate with ... ♖g6-♖h6, but it doesn't keep White in the game for long.

45... h5

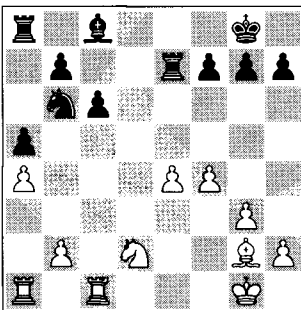
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#### GAME 98

**Karpov, Anatoly**  
**Andersson, Ulf**

Thessaloniki Olympiad 1988 (7)

1.d4 ♖f6 2.c4 e6 3.♖f3 ♕b4+ 4.♕d2  
♕xd2+ 5.♖xd2 0-0 6.g3 d5 7.♕g2  
♗bd7 8.0-0 c6 9.♖c1 ♕e7 10.♖e3  
♖e8 11.♗bd2 e5 12.dxe5 ♗xe5  
13.♖xe5 ♖xe5 14.♗xe5 ♖xe5  
15.cxd5 ♗xd5 16.e4 ♗b6 17.f4 ♖e7  
18.a4 a5



19. ♗b3!

Karpov aims to place his knight on c5.

19... ♖f6 20. ♖a3!!

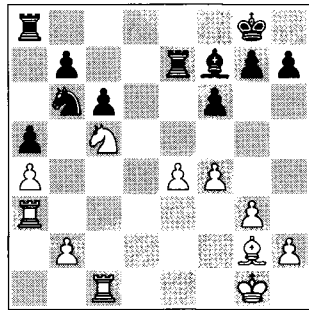
Seemingly incongruous, the rook is better here than on a1, although it looks weird to put the rook on an occupied rank. 20. ♗c5?! would have been premature because of 20... ♗d7.

20... ♕e6?!

Black can make some preparatory moves before developing the bishop, as ♗c5 can always be answered with ... ♗d7, for instance 20... ♕f7!? 21. ♕f2 (after 21. ♖c5 ♕e6 (21... ♖d7!?) 22. ♗xa5 ♗d7 23. ♗xb7 ♗xc5 24. ♗xc5 ♖d8 Black is active) 21... ♕e6 (or 21... g6 22. ♖c5 ♕e6 23. ♗xa5 ♖d7 and White must be careful) 22. ♗c5 ♖d8 23. ♖c2 ♖d4 with active play.

21. ♗c5! ♕f7

In case of 21... ♖d8 22. ♗xe6 ♖xe6 23. ♖b3 ♗xa4 24. ♖xb7 White is much better, as his rook is active and Black's pawns are vulnerable.



22. ♖d3!

This is the point of the subtle 20. ♖a3. White now occupies the d-file.

22... ♖ae8 23. ♕h3 ♗c8

Karpov recommends 23... g6!?, but White still has the advantage.

24. ♕d7 ♖d8 25. ♖cd1 ♗b6 26. ♕g4 ♖xd3

If 26... ♖de8!? 27. ♖d4!?.

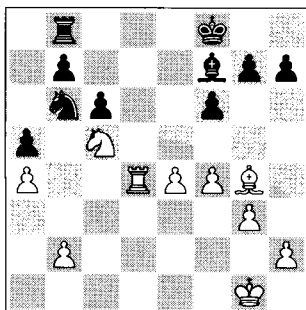
**27.♖xd3 ♜f8**

In principle this is correct; however, the move has a tactical drawback.

After 27...h5 28.♙h3 g5 29.♙f5 ♜g7 30.♜f2 White is pressing.

**28.♞d8+ ♞e8 29.♞d4! ♞b8**

On 29...♞e7, 30.b4! is strong.



**30.♞d7!**

Exploiting the unfortunate placement of the black king. The rook is strong on the seventh rank.

**30...h5 31.♙h3 ♜e8 32.♞c7 ♖a8**

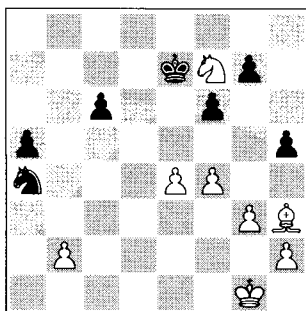
A desperate attempt to obtain some counterplay.

After 32...♞d8 33.♖xb7 ♞d1+ 34.♜f2 ♜f8 35.♖xa5 ♞d2+ 36.♜g1 ♞xb2 37.♖xc6 Black is in trouble.

**33.♞xb7 ♞xb7 34.♖xb7 ♖b6**

**35.♖d6+ ♜e7 36.♖xf7 ♖xa4**

Andersson sacrifices a piece to force a passed a-pawn. Karpov refutes this idea by accurate calculation.

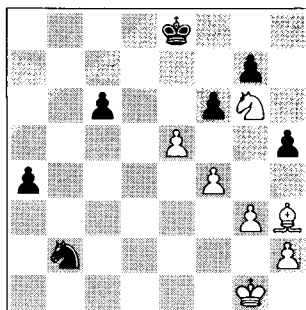


**37.♖h8! ♖xb2 38.e5!**

Karpov counts on his own passed pawn.

**38...a4 39.♖g6+ ♜e8**

After 39...♜f7, 40.e6+ ♜xg6 41.f5+ wins.



**40.♙e6**

Karpov safely stops the a-pawn and wins with his extra piece.

**40...♖d3 41.♙g8 fxe5**

On 41...♖b4, 42.e6 ♖d5 43.♙f7+ ♜d8 44.e7+ wins.

**42.♖xe5 ♖b4 43.♖c4 h4 44.♙h7**

**hxg3 45.hxg3 ♜e7 46.♙e4 ♜f6 47.g4**

**♜e6 48.♜f2 ♖d5 49.♜f3 ♖b4 50.g5**

**c5 51.f5+ ♜e7 52.♜e3 ♜f8 53.♜d2**

**♜e7 54.♜c3 1-0**

GAME 99

**Karpov, Anatoly  
Ftacnik, Lubomir**

Thessaloniki Olympiad 1988 (14)

**1.c4 c5 2.♖f3 ♖f6 3.♖c3 e6 4.g3 b6**

**5.♙g2 ♙b7 6.0-0 ♙e7 7.d4 cxd4**

**8.♙xd4 d6 9.♙g5 a6 10.♞f1 ♖bd7**

**11.♙d2 ♙c8 12.b3 0-0 13.♞ac1 ♞d8**

**14.♙b2 ♙c7 15.a4 ♞ac8 16.♖e1**

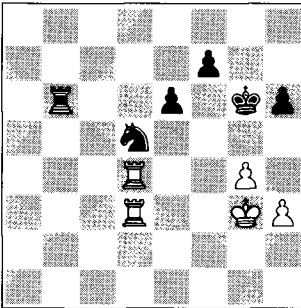
**♙xg2 17.♖xg2 ♖e5 18.♙e3 ♙b7**

**19.f3 ♖c6 20.♖f4 h6 21.g4 ♖e5**

**22.♙f2 ♖e8 23.♙g3 g6 24.♙d2 ♙f6**

**25.♖g2 ♜h7 26.♙e3 ♙g7 27.♜h1**

**28.** ♖f2 ♜b8 **29.** ♔d2 ♘e7 **30.** e4  
**31.** h3 ♘c7 **32.** ♘e2 ♘e8 **33.** ♘d4  
**34.** ♘xd4 ♘xd4 **35.** ♔xd4 ♔c6  
**36.** ♘e3 ♔c5 **37.** ♔g2 ♔xd4 **38.** ♜xd4  
**39.** ♜dd1 ♔g7 **40.** f4 ♜b7 **41.** ♜c2  
**42.** ♜a2 ♜ba7 **43.** ♜da1 ♜c8  
**44.** ♔f3 ♜b7 **45.** ♜d1 b5 **46.** ♜d3 bxa4  
**47.** ♜xa4 ♜cb8 **48.** ♜a3 ♔f6 **49.** ♘c2  
**50.** ♔e3 g5 **51.** b4 gxf4+ **52.** ♔xf4  
**53.** ♜dc3 ♜bc8 **54.** ♘e3 ♘c7  
**55.** ♜d3 ♘e8 **56.** ♜a5 ♜xc4 **57.** ♘xc4  
**58.** ♜xa6 ♜xb4 **59.** ♜a8 ♘c7  
**60.** ♜a7 ♘e8 **61.** ♜da3 ♔g6 **62.** ♜7a4  
**63.** ♜d3 ♜b6 **64.** ♔f3 ♘f6  
**65.** ♜ad4 d5 **66.** exd5 ♘xd5 **67.** ♔g3

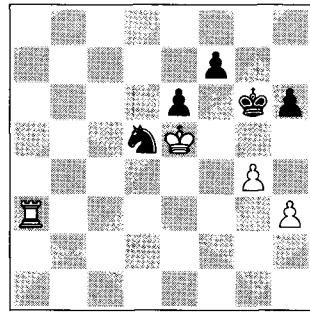


**67...♜b4?!**

Ftacnik exchanges a pair of rooks. The position is still equal, but this allows Karpov to use his remaining rook freely. Unless the two rooks can set up an attack against the king, the endgame with an exchange down tends to be more drawish with rooks or, even more so, with queens on the board. Then the stronger side cannot use his king freely.

**68.** ♜xb4 ♘xb4 **69.** ♜d7 ♘d5 **70.** ♔f3  
**71.** ♜a7 ♘h7 **72.** ♔f4 ♘f6 **73.** ♔e5  
**74.** ♜a3

Defending the h-pawn in advance and hoping to keep his pawns on the board.



**74...h5**

Ftacnik would have attained a draw by doing nothing, but he wants to force it by means of simplification.

**75.gxh5+ ♔xh5 76.♜g3!**

Fixing the king at the edge of the board.  
**76...** ♔h6 **77.** ♔d6 ♘f4 **78.** ♔e7 ♔h5  
**79.** ♔f6

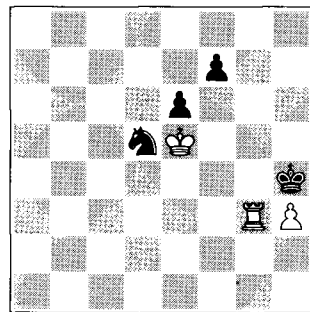
After 79. ♔xf7 e5 80. ♔f6 ♔h4 Black takes White's last pawn and his king and knight are not separated.

**79...♘d5+ 80.♔e5**

In case of 80. ♔xf7 ♔h4 81. ♜f3 e5 82. ♔e6 e4 (82... ♘f4+ 83. ♔xe5 ♘hx3 84. ♔f5 is a bit shaky, but still a draw) 83. ♜f8 ♘c3 84. ♜c8 ♘d1 85. ♔f5 ♔hx3, Black holds.

**80...♔h4?**

Black should keep his pieces close to each other. This losing mistake separates the king from its pawns and the knight won't be able to get close.



**81. ♖f3!**

Winning the pawns and leaving the knight defenceless.

**81... ♖b6**

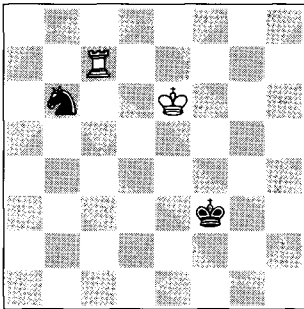
The knight is driven even further away from the king. A gloomy prospect for Black.

**82. ♖xf7 ♖xh3**

82... ♖d5 83. ♖xe6 loses as well.

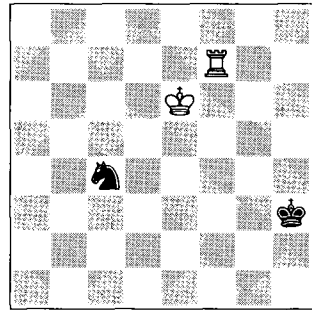
**83. ♖xe6 ♖c4**

Knights move faster than kings, so it is natural when they approach each other that the former departs. Karpov recommended 83... ♖g3, moving towards the knight. Now 84. ♖c7! is the only winning move. Karpov stops after 84... ♖f3 (84... ♖a4 85. ♖d5 ♖b2 86. ♖c1! (White has no other win) 86... ♖f3 87. ♖d4 – simple, but the only winning move), evaluating the position as equal. Computer analysis reveals more. If it were Black's turn here he would hold.



analysis diagram

85. ♖c3+!. This nice intermediate check wins. Had Ftacnik played in this fashion, Karpov would doubtlessly have found this move. After 85... ♖f2 (in case of 85... ♖f4, 86. ♖c6 wins the knight) 86. ♖c6 ♖a4 87. ♖c4 the knight falls.



**84. ♖f3+!**

This is not simply a useful intermediate check, it is the only winning move.

**84... ♖g4**

Or 84... ♖g2 85. ♖c3! ♖a5 86. ♖d5 ♖b7 87. ♖a3 ♖d8 88. ♖a7.

**85. ♖d3!**

The rook limits the movements of the knight.

**85... ♖g5 86. ♖d5 ♖b6+ 87. ♖e5 ♖c4+ 88. ♖e4 ♖b6 89. ♖d8!**

Preventing any approach towards the king.

**89... ♖c4 90. ♖d4 ♖b6**

If Black could move one more time, ... ♖c8 would draw.

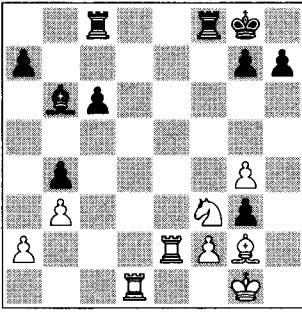
**91. ♖e5 ♖c8 92. ♖e6 ♖a7 93. ♖d7 1-0**

GAME 100

**Karpov, Anatoly  
Portisch, Lajos**

Rotterdam World Cup 1989 (6)

- 1.d4 ♖f6 2.c4 e6 3. ♖f3 b6 4.g3 ♖a6
- 5.b3 ♖b4+ 6. ♖d2 ♖e7 7. ♖g2 c6
- 8. ♖c3 d5 9. ♖e5 ♖fd7 10. ♖xd7 ♖xd7
- 11. ♖d2 0-0 12. 0-0 ♖f6 13.e4 b5
- 14. ♖e1 dxe4 15. ♖c1 ♖c8 16.c5 ♖d5
- 17. ♖xe4 ♖xc3 18. ♖xc3 f5 19. ♖xe6 ♖xd4
- 20. ♖c1 ♖xc5 21. ♖e2 ♖b6
- 22. ♖f3 ♖g4 23. ♖d1 f4 24.h3 b4
- 25.hxg4 ♖xe2 26. ♖xe2 fxg3



**27.♔f1!**

Karpov is ready to remove the pin on f2. The king unblocks the pawn and is ready to become active in the centre.

**27...♙xf2**

The Hungarian grandmaster has aimed for this position, but it is troublesome for him. Black has three pawns but only one is passed, and it is well blocked. White's rooks control the open files. However, Black's position is not an easy nut to crack.

After 27...gxf2 28.♘e5 ♖cd8 29.♞d7 ♞fe8 30.♙xc6 White would have won.

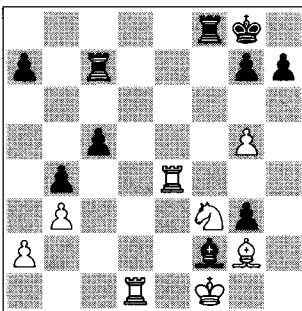
**28.g5**

Opening a diagonal for the bishop.

**28...♞c7 29.♞e4!**

A very strong move, improving the rook and preparing to improve two more pieces.

**29...c5**

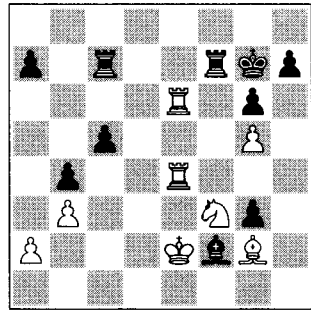


**30.♔e2!?**

White defends his knight and steps away from the influence of the rook on f8. In his subsequent *New In Chess* analysis Karpov preferred 30.♞d3 followed by ♙h3 and ♔g2.

**30...g6 31.♞d6 ♔g7 32.♞de6 ♞ff7**

Black stops the check on the seventh rank. He digs in and taunts White: try to win this if you can. He has three pawns and no weaknesses and moreover, the g3-pawn ties White's hands.

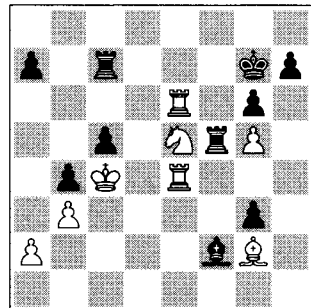


**33.♔d3!!**

Karpov is up to the tough task – first he improves his king.

**33...♞fd7+**

If 33...♞cd7+ 34.♔c4 ♞f5 35.♘e5!? (with 35.♞e8!? White can try to break through just as in the game) 35...♞c7 (after 35...♞d4+ 36.♞xd4 ♙xd4 37.♘f3 ♙f2 38.♔d3 ♞f7 39.♔e4 White's pieces are dominating)



analysis diagram

36. ♖d5!! – White can improve the king still further, so much so that it wins material by trapping Black's rook: 36... ♖xg5 37. ♖d6 ♖b7 38. ♖d7 h5 39. ♖e7+ ♖h6 40. ♖c6 ♖xd7 41. ♖xd7 and White wins with his extra rook.

**34. ♖c4**

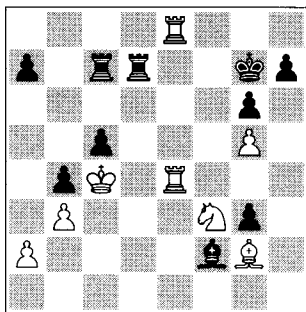
The king is nicely placed on c4.

**34... ♖f7 35. ♖e8!**

White may attack along the 8th rank.

**35... ♖f7?!**

Sacrificing a tempo in order to improve the bishop. It is hard for Black to come up with anything constructive.



**36. ♖h3!**

Karpov improves the bishop and also goes after the enemy king.

**36... ♖f7 37. ♖e6 ♖f8 38. ♖d5 ♖xe8**

**39. ♖xe8 h6 40. ♖e2?!**

This looks like a move that serves to pass the time control. Best was 40. ♖e5!! which gives White a direct assault on the black king: 40... hxg5 41. ♖g8+ ♖h7 42. ♖xg6 ♖h6 43. ♖f8 ♖e7 44. ♖f3 and White wins.

**40... hxg5?**

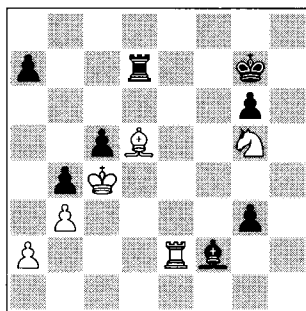
Portisch thinks he is doing well after undertaking very little in a passive position. Now he decides to open up the game. Karpov is the beneficiary.

Waiting with 40... a5 was slightly better,

but White should win eventually: 41. ♖e4!? ♖a7 (after 41... hxg5 42. ♖xg5 ♖f6 43. ♖h3 g5 44. ♖e8 ♖d4 45. ♖g8 ♖e3 46. ♖f8+ ♖g6 47. ♖f3 White wins the key g3-pawn) 42. gxh6+ ♖xh6 43. ♖h4+ ♖g7 44. ♖g4 ♖f6 45. ♖e4 ♖g7 46. ♖g5 and Black is in big trouble.

**41. ♖xg5 ♖d7?!**

Dropping the g3-pawn, as the f-file is not accessible for the rook from the seventh rank. After 41... ♖c8 42. ♖e6! (now White attacks a new target: the g6-pawn) 42... ♖h6 43. ♖f7+ ♖h7 (43... ♖h5? leads to mate: 44. ♖f3+ ♖h4 45. ♖e4+ ♖h3 46. ♖g5+ ♖h2 47. ♖h4+ ♖g1 48. ♖h1 mate) 44. ♖e5 White wins.



**42. ♖h3!**

Suddenly Karpov shifts his attention and wins the g3-pawn.

**42... ♖d4 43. ♖g2 ♖e5 44. ♖g5 1-0**

There is no point in fighting on without the g3-pawn.

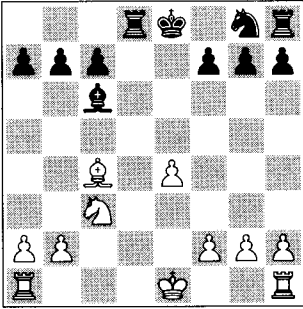
## GAME 101

**Karpov, Anatoly  
Seirawan, Yasser**

Skelleftea World Cup 1989 (8)

**1.d4 d5 2.c4 dxc4 3.e4 e5 4.♖f3  
♖b4+ 5.♖d2 ♖xd2+ 6.♗xd2 exd4**

7.♖xd4 ♖xd4 8.♘xd4 ♙d7 9.♙xc4  
 ♘c6 10.♘xc6 ♙xc6 11.♘c3 ♖d8



**12.♗e2!**

Karpov keeps his king in the centre. He has a small edge, mainly because of the passivity of Black's bishop on c6.

**12...♘f6**

In all the games with this opening-endgame, the knight is placed on f6. This is natural in a way, but the knight's movements will be limited by White pawns.

A) After 12...♘e7?! 13.♖ad1 0-0 14.♗e3 a6 15.f4 White is somewhat better;

B) Risky is 12...f5!?, but it gives Black chances to finish his development, and then he has no problems: 13.exf5 ♘e7 14.♙e6 (14.♖he1 ♙xg2) 14...♖f8 15.♖he1 (15.♖ad1 ♘xf5) 15...♙xg2 16.♖g1 (16.f3 ♙h3 17.♘b5 ♘xf5) 16...♙c6 17.♖xg7 ♘xf5 with active play.

**13.f3**

Karpov makes two enemy pieces passive with one pawn move.

**13...♗e7**

There were previous games with this position, so Seirawan had prepared this move. He hoped to be able to hold this slightly worse position.

After 13...♖d4 14.b3 ♗e7 15.♖hd1 ♖hd8 (in case of 15...♖xd1 16.♖xd1

White can gain space on both wings) 16.♖xd4 (16.♘d5+?! ♘xd5 17.♖xd4 ♘f4+ 18.♗e3 ♘xg2+=) 16...♖xd4 17.♗e3 ♖d8 18.g4 h6 19.h4 White was better and went on to win in Bagirov-Matulovic, Titovo Uzice 1978.

**14.♖hd1 a5**

Yasser prevents White from gaining space on the queenside. He could not swap both rooks because the f7-pawn is hanging.

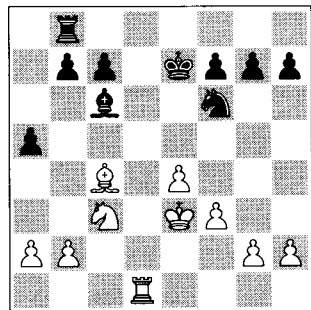
**15.♖ac1 ♖xd1**

After 15...♖he8 16.♙b5 ♙xb5+ 17.♘xb5 c6 18.♘d4 g6 19.♖c5 White still has an edge.

**16.♖xd1 ♖b8**

In case of 16...♘d7 17.♙d5 ♙xd5 18.♘xd5+ ♗d8 19.f4 ♖e8 20.♗f3 Black would still have no counterplay whereas White could build up an initiative on the kingside.

**17.♗e3**



**17...g6**

Eventually, this will turn out to be a weakening that Karpov knows how to exploit. It was very hard to choose from the many possibilities, all of which give White an edge:

A) 17...b5 would also have created a weakness in his own camp. 18.♙f1! is Zaitsev's move, which keeps the

e2-square free for the knight. After 18...♖d7 19.♞c1 ♗e5 20.♗d4 f6 21.f4 and White is better;

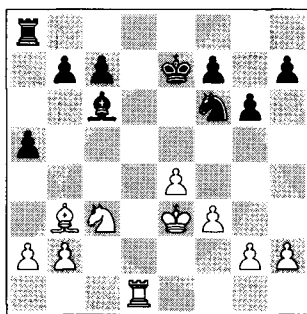
B) Improving the knight with 17...♗e8 is not trouble-free either: with 18.e5 (White can also force a doubling of pawns with 18.♗d5!?) 18...f6 19.♗d5+ ♗xd5 20.♞xd5 b6 21.f4 White keeps a pleasant advantage.

**18.♗b3**

18.h3 was interesting as well.

**18...♞a8!**

Seirawan notices that the a6-square is free.



**19.♞d4!**

The fewer pieces on the board, the more important it is to control the only open file. Karpov uses his rook for more than just occupying the d-file. As usual, he prevents any counterplay of his opponent.

**19...♗d7 20.♗d5 ♞a6! 21.f4**

Gaining space, but this seems a bit hasty. 21.h3!? was another option.

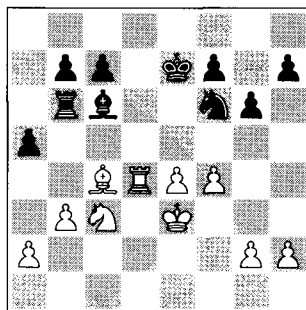
**21...f6?!**

This looks solid, but Seirawan misses a hidden chance to obtain counterplay. With 21...♗f6!? he could aim to take on d5 and equalize fully, e.g.:

A) 22.♗xc6 ♞xc6 23.e5 (after 23.♗f3 ♗d7 24.g4 f6 Black has equalized) 23...♗g4+ 24.♗f3 ♗xh2+

25.♗g3 ♗f1+ 26.♗f2 ♗h2 and Black can defend;

B) 22.♗c4!? (controlling the f1-square) 22...♞b6 23.b3 (23.♗b3 ♗g4+) and now:



analysis diagram

B1) After 23...♗g4+ 24.♗f3 f5 25.♗d5+ ♗xd5 26.♞xd5 Black would be in trouble;

B2) But the intermediate move 23...a4!! would provide counterplay for Black. This is a typical Kasparov-like move. In the middle of a forced tactical line there is a small tactical finesse, which changes the whole position. After 24.bxa4 ♗g4+ 25.♗f3 f5 26.♗d5+ ♗xd5 27.♞xd5 ♞b4 Black would be back in the game.

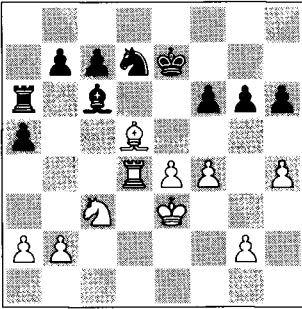
**22.h4**

Karpov gains space.

**22...h6?!**

This weakens the kingside. Seirawan is a very fine positional player, but even he misses the implications of this position. Yasser should have exchanged on d5 at once with 22...♗xd5 23.♗xd5+ ♗d8 24.g4 (Zaitsev gives this move. After 24.f5 ♞d6 or 24.♗c3 ♗e7 Black is just a touch worse) 24...h6 (this is much better than Zaitsev's 24...♞d6? 25.g5! – Karpov's second mentions this fixing move,

attaching a plus/minus evaluation) and maybe Karpov would have tried 25.♖d2 here. White is just a fraction better.



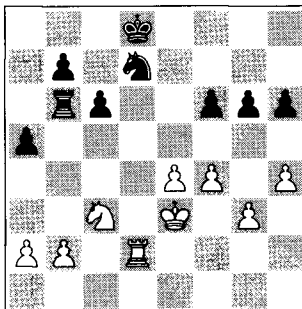
### 23.g3!!

This is a fabulously deep concept – one of Karpov’s best. Essentially he intends to weaken the f5-square in order to invade! Remarkably, Zaitsev doesn’t even give the text an exclamation mark. This is a special move – it is deep, very sly and very strong. It also opens the second rank for his rook and prepares h4-h5 with ♖d2 and maybe ♖h2.

**23...♗xd5 24.♘xd5+ ♔d8 25.♙c3 ♖b6 26.♖d2!**

Karpov leaves Seirawan little hope that he will be allowed to exchange pawns on the queenside and he wants the rook on the second rank to transfer it to the kingside.

**26...c6**



### 27.h5!

Five moves ago Black played ...h6, now we can see the drawback of this move. Its exploitation reveals the hand of an endgame virtuoso.

### 27...g5

After 27...gxh5 28.b3! (28.♖h2 h4!) 28...h4 (28...♖b4 29.♖h2) 29.gxh4, White’s rook invades on the g-file without wasting a tempo by going to the h-file first.

### 28.♔f3!

The white king threatens to invade via g4.

### 28...♗e7

The knight wants to block on e5 after f4-f5.

### 29.♘e2! c5

Black is relinquishing control of more and more squares.

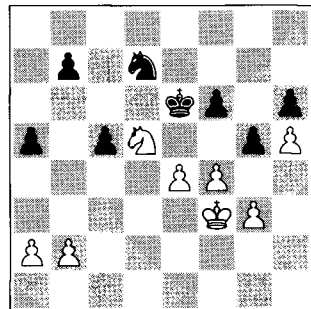
### 30.♙c3! ♖d6 31.♖d5 ♖xd5?

In principle, pure knight endings provide fewer chances to survive worse positions than rook endings.

31...♖c6! would also have led to a depressing position, but at least it wouldn’t allow a quick invasion. After 32.♗g4 ♗e6 33.b3 Black is very much paralysed, but his position doesn’t fall apart on its own, like after 33...c4? 34.♘e2!.

### 32.♘xd5+ ♗e6

After 32...♗f7 33.♘e3 ♗g7 34.♗g4 White invades.



**33. ♖e3!**

Finally, as a result of White's very subtle plan of weakening the f5-square, he is able to capitalize on his opening.

**33...b5 34. ♖f5 ♖b6**

Black gets no counterplay for the h6-pawn.

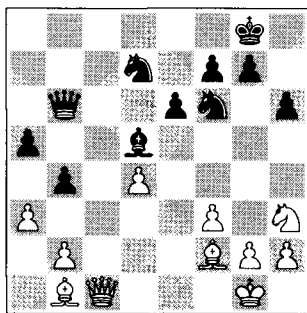
**35. ♖xh6 ♖c4 36. ♖f5 ♖f7 37. b3 ♖d2+ 38. ♖e3 ♖f1+ 1-0**

GAME 102

**Karpov, Anatoly  
Andersson, Ulf**

Skelettea World Cup 1989 (15)

- 1.d4 ♖f6 2.c4 e6 3. ♖f3 ♖b4+  
4. ♖bd2 b6 5.a3 ♖xd2+ 6. ♖xd2 ♖b7  
7. ♖g5 d6 8.e3 ♖bd7 9. ♖h4 c5  
10. ♖d3 0-0 11.0-0 cxd4 12.exd4 d5  
13. ♖e1 dxc4 14. ♖xc4 ♖c7 15. ♖c1  
♖fc8 16. ♖c3 ♖d6 17. ♖g3 ♖f8  
18. ♖d3 a6 19. ♖g5 b5 20. ♖a2 ♖xc3  
21. ♖xc3 ♖d5 22. ♖b1 ♖c8 23. ♖e3  
♖d8 24.f3 ♖b6 25. ♖d2 a5 26. ♖f2  
b4 27. ♖c1 ♖xc1+ 28. ♖xc1 h6  
29. ♖h3



**29... ♖c6?!**

Andersson makes the same mistake a number of players have committed

against Karpov. Exchanging queens doesn't bring Black closer to a draw but simply allows Karpov to use his king. This mistake is not decisive, but Andersson could have played more astutely. With 29... ♖a6 30.axb4 axb4 31. ♖e1 b3 Black could have kept the b-pawn.

Safest was 29...bxa3!? when Black defends without too much trouble: 30.bxa3 ♖a6 31. ♖f4 ♖c4.

**30. ♖xc6! ♖xc6 31.axb4!**

Karpov creates a weakness.

**31...axb4 32. ♖f4 ♖b6 33.b3 ♖fd5 34. ♖d3 ♖b5?!**

After this Karpov starts putting pressure on the b4-pawn.

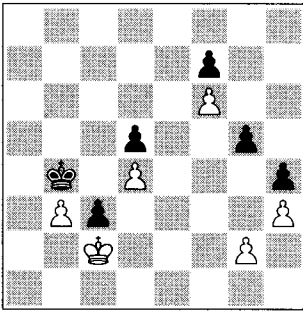
With 34... ♖c3!? 35. ♖c2 (35. ♖xb4 ♖xf3) 35... ♖bd5 36. ♖f1 ♖f8 37. ♖e1 ♖e7 38. ♖d2 ♖b5 Black could have kept a better grip on the position. White can win a pawn by taking on b4, but that simplifies into a drawn opposite-coloured bishop ending.

**35. ♖c2 ♖f8 36. ♖e1 ♖xd3**

With 36... ♖c3!? Black could have tried to employ the same defensive set-up:

- A) 37. ♖f2 ♖bd5;
- B) 37. ♖xb4 ♖e2+ 38. ♖f2 ♖xd4 39. ♖d1 and White just has a small, symbolic advantage;

C) Karpov recommends taking: 37. ♖xc3 bxc3 38. ♖b4, and stops here, assessing this as plus/minus. Indeed, White threatens to bring the king to e3 and play ♖d3: 38... ♖d5 39. ♖xd5 (39. ♖a2 f5) 39...exd5 40. ♖f2 ♖e7 41. ♖e3 ♖d6 42. ♖d3 ♖c6 43. ♖xb5+ ♖xb5 44. ♖d3 ♖b4 45. ♖c2 h5! (it is better to stop White gaining space first) 46.f4 h4 47.f5 g6 48.f6 (48.fxg6 fxg6 49.g4 g5 50.h3 ♖b5!) 48...g5 49.h3

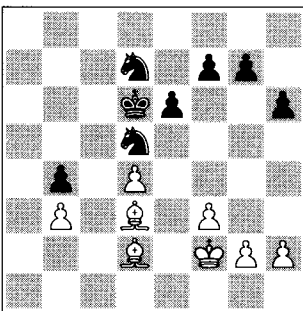


analysis diagram

49...♖b5! 50.♗xc3 ♕a5 and with this interesting fortress idea Black can draw this pawn endgame in many lines.

**37.♙xd3 ♖e7 38.♗f2 ♗d6 39.♙d2 ♖d7**

Regrouping with 39...♖c8! looks adequate for a draw: 40.♙c4 (after 40.♙e4 ♖ce7 41.♗e2 ♖c6 42.♗d3 f5 Black is safe) 40...♖ce7 41.♗e2 (or 41.♙xd5 ♖xd5 42.♗e2 ♖c6 43.♗d3 ♖b5 and Black can prevent the invasion via c4) 41...♖f5 42.♗d3 ♖h4 43.♙xd5 ♗xd5 44.♙xb4 ♖xg2 45.♙f8 g6 46.♙xh6 ♖e1+ 47.♗e2 ♖c2 and Black cannot lose.



**40.♙c4!?**

Karpov does not want Andersson to put his knight on c6.

In the event of 40.♗e2?! – Karpov attaches these marks – 40...♖b8 41.♙c4

♖c6 42.♗d3 ♖a5 Karpov thinks Black does all right.

**40...♖7b6**

A) It would be strange to open the position with 40...e5!? when the opponent has the bishop pair. However, the knights are controlling the centre very well, and the move would allow Black to get closer to the key b3-pawn:

A1) In case of 41.♙e3 ♖xe3 42.♗xe3 f5 43.dxe5+ ♖xe5 44.♙b5 ♗d5 45.♗f4 ♖g6+ Black is safe;

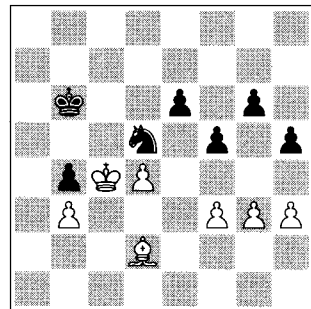
A2) 41.dxe5+ ♖xe5 42.♙e2 (42.♗e2 ♖c3+) 42...♖c6 43.♙d3 ♖d4 44.♙c4 ♖c6 45.g3 ♖a5 (45...h5!?) 46.♙xd5 ♗xd5 47.♙xb4 ♖xb3 48.♙f8 g6 49.♙xh6 ♗e6 and Black holds.

B) Black can still play 40...♖b8!?, but then he must be prepared to give up a pawn for a fortress: 41.♙xd5 ♗xd5 42.♙xb4 g6 43.♗e3 ♖c6 44.♙c3 ♖a7 – Karpov gives a plus/minus to this fortress idea.

**41.♗e2 h5 42.♗d3 ♖c6 43.g3!?**

Karpov makes all the necessary preparations first.

**43...g6 44.♙xd5+ ♖xd5 45.♗c4 f5 46.h3 ♖b6**



**47.♙xb4**

It has taken Karpov 17 moves to conquer the identified weakness.

**47...♖e3+ 48.♗d3 ♖d5 49.♙d2 ♖b5**

Andersson leaves the c6-square vacant for his knight. But this means that his king will be further removed from the kingside.

**50.g4 ♖f6**

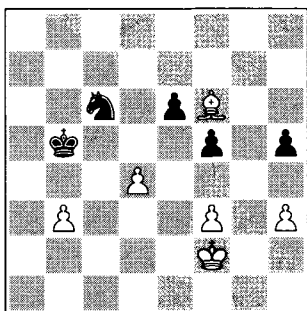
After 50...hxg4 51.fxg4 ♜f6 52.g5 ♜d5 53.h4 ♜e7 54.♙e3 ♙c6 (54...♜d5+ loses to 55.♙f3 ♙c6 56.h5 gxh5 57.g6 ♜e7 58.g7) 55.b4 ♜d5 (55...♙b5 56.♙f4) 56.♙d3, White wins.

**51.♙g5 ♜d5 52.gxh5 gxh5 53.♙d2 ♜f6 54.♙e3 ♜d5+ 55.♙f2 ♜e7 56.♙g5 ♜c6**

A) In case of 56...♜g6 57.♙e3 ♙b4 58.d5 e5 59.d6 ♜f8 60.f4 e4 61.♙d4 ♙xb3 62.♙h4 e3 63.♙xe3 ♙c4 64.♙e7 ♜d7 65.♙f3 White has decent winning chances;

B) Alternatively, 56...♜d5 loses to 57.♙g3 ♙b4 58.♙h4 ♙xb3 59.♙xh5.

**57.♙f6**



**57...f4?**

Andersson blocks the passage with his pawn, but this opens another invasion route. Chess is an interesting game. Despite a few lapses Black could still have saved himself. Surprisingly, he had time to take the b3-pawn with 57...♜a5!! and return with the knight to the kingside in time:

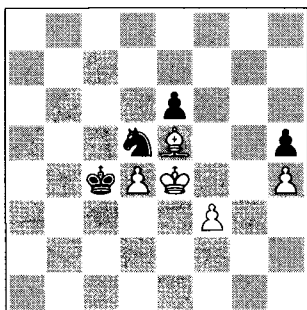
A) 58.b4 ♙xb4 (58...♜b3 59.♙g3 ♜d2 60.♙e7 ♙c4 61.♙c5) 59.♙g3 ♜b3 60.♙f4 ♙c4 61.♙g5 ♜d2 (Black would not lose either after 61...♜xd4 62.f4 ♜e2 63.♙e5 ♙d5 64.♙xh5 ♙e4 65.♙g5 ♜g1 or 65.♙g6 ♜xf4+) 62.♙xh5 ♜xf3 63.h4 ♙d5 64.♙g6 ♜xh4+ and all White's pawns disappear;

B) 58.♙g3 ♜xb3 and now:

B1) 59.♙h4 ♜d2 60.f4 (60.♙xh5 ♜xf3 61.h4 ♙c4=) 60...♜e4 61.♙e5 (61.♙xh5? ♜xf6+ 62.♙g6 ♜d5 63.♙g5 ♙c4 64.h4 ♜e3 would be going way too far) 61...♜f2 62.d5 exd5 63.♙d4 ♜d3 64.♙e3 d4 65.♙d2 ♜f2 and Black is safe;

B2) 59.♙f4 ♜d2 60.♙e5 (60.h4 ♙c4 61.♙g5 ♜xf3+ 62.♙xh5 ♙d5=) 60...♜xf3+ 61.♙xe6 ♜g1 62.d5 ♜xh3 63.d6 (63.♙e5 ♜f2 64.♙xf5 ♙c5 65.♙e6 ♜e4=) 63...♜f4+ 64.♙xf5 ♙c6 and Black is again safe.

**58.♙e2! ♙b4 59.♙d3 ♙xb3 60.♙e4 ♙c4 61.♙e5 ♜e7 62.♙xf4 ♜c6 63.♙e5 ♜e7 64.h4 ♜d5**



**65.♙h8!**

Setting up a zugzwang,

**65...♜e7 66.♙g7 ♜g6**

After 66...♜d5 67.♙e5 ♜e7 68.♙xe6 ♜g6 69.♙f6 White also wins.

**67.♙f6 ♜f8 68.♙e5**

**1-0**

1990 saw Karpov playing the Candidates' final against Jan Timman. This match became a tragedy for the Dutch grandmaster. After a blunder in the first game and a missed opportunity in the fourth, he was trailing. With 2-0 the match was maybe already over in a higher sense. Karpov showed once again that he was very good at taking his chances when he was offered them.

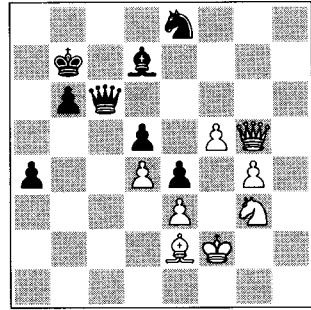
The following fascinating endgame turned out to be crucial in this match.

## GAME 103

**Karpov, Anatoly**  
**Timman, Jan**

Kuala Lumpur Candidates' Final 1990 (4)

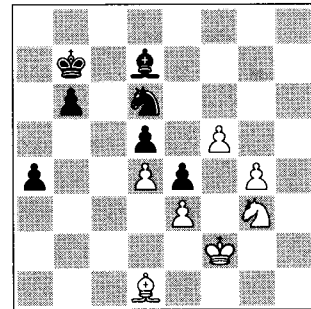
1.d4 ♟f6 2.c4 g6 3.♟f3 ♟g7 4.g3 c6  
5.♟g2 d5 6.cxd5 cxd5 7.♟e5 0-0  
8.♟c3 e6 9.0-0 ♟fd7 10.f4 ♟c6  
11.♟e3 f6 12.♟d3 ♟b6 13.b3 ♟e7  
14.a4 ♟d7 15.♟c1 ♟f8 16.e3 ♟e8  
17.♟a3 ♟f7 18.♟c1 ♟f8 19.♟xf8  
♟xf8 20.g4 ♟e7 21.♟d2 ♟ac8  
22.♟e2 ♟c7 23.♟c5 ♟c8 24.f5 g5  
25.♟g3 e5 26.♟c1 b6 27.♟c2 e4  
28.♟f2 ♟d6 29.♟d2 ♟dc8 30.♟fc1  
a5 31.♟f1 ♟b4 32.♟c3 ♟d7 33.♟d1  
♟c6 34.♟xc6 ♟xc6 35.♟xc6 ♟xc6  
36.♟c3 ♟f8 37.♟f2 ♟e7 38.♟e1 ♟f8  
39.♟d1 ♟c8 40.♟e1 ♟g7 41.♟a2  
♟xa2 42.♟xa2 ♟c7 43.♟f2 ♟f8  
44.♟b2 ♟e7 45.♟e2 ♟d8 46.♟e1  
♟c8 47.♟d2 ♟b7 48.♟c1 ♟e7  
49.♟e1 ♟d7 50.♟f2 ♟e8 51.♟h1  
♟b4 52.h4 ♟xb3 53.hxg5 fxg5  
54.♟xh7 ♟xa4 55.♟e7 ♟c6  
56.♟xg5 a4



## 57.♟e7!

In the 1960s Karpov already liked to pin pieces – this remained a useful weapon decades later. In this case the pin doesn't stop White having a lost position, yet it puts up the stiffest resistance.

## 57...♟d6 58.♟xd6 ♟xd6 59.♟d1



## 59...♟b5?

Timman wants to support the a-pawn with his bishop, but the latter achieves nothing on b5 and will soon return. This mistake costs tempi. The Dutch grandmaster should have pushed the pawn with 59...b5!. Then his edge in the pawn race would have brought him the win.

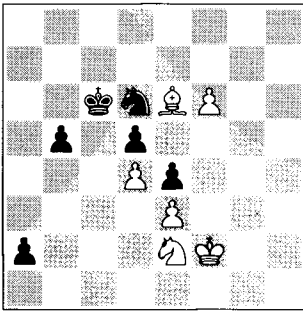
White cannot really stop the pawn with both pieces. In his remarkable analysis for *New In Chess* Timman mentions that Karpov had planned 60.♟e2. Now: 60...b4 61.♟c1 (61.♟f4 b3 62.♟xd5 ♟b5 63.♟e1 ♟e8 64.♟d2 ♟f7

65.♖c3 a3 wins for Black according to Timman) 61...♖c7 and White is in trouble according to Karpov.

White has chances to push his pawn too, with 60.f6, and now:

A) Black achieves no more than a draw if he just pushes his pawns: 60...b4 61.g5 b3 62.g6 b2 63.♙c2 a3 64.f7 ♖xf7 65.gxf7 a2 66.f8♗ b1♗ and the position is even;

B) After 60...♙xg4 Karpov shows some nice lines in which White can stop Black's pawns: 61.♙xg4! a3 62.♙e6 ♖c6 63.♖e2! (63.f7? ♖xf7 64.♖xe4 loses to 64...♖g5!) 63...a2



analysis diagram

64.♙xd5+! (this nice shot saves White) 64...♙xd5 65.♖c3+ ♖c4 66.♖xa2 and now:

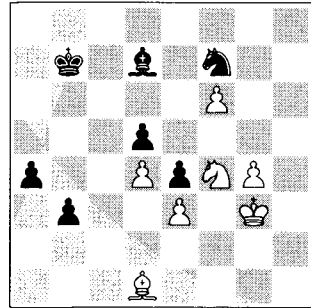
B1) 66...♖b3 67.♖c1+ ♖b2 68.♖e2 b4 (68...♖c2 69.d5) 69.d5 b3 70.♖g3 ♖c2 71.♖d4+ ♖c3 72.♖xb3 ♖xb3 73.♖f4 and there is no way White can lose;

B2) 66...b4 67.♖xb4 ♖xb4 68.♖g3 ♖c4 69.♖f4 – as Karpov pointed out White is not worse here: 69...♖d3 (69...♖d5 70.♖g5 ♖e6 71.♖g6 ♖d7!) 70.♖e5 ♖f7+ 71.♖e6 with a draw.

We can conclude that Black has to do something against the white pawns, so

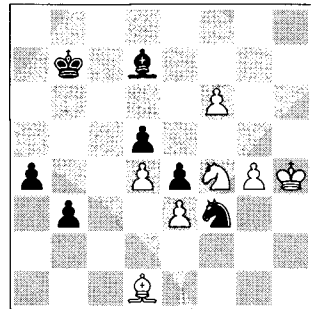
60...♖f7! is the main line. Timman analyses this very deeply, whereas Karpov doesn't even mention the move in his *Chess Informant* analysis.

61.♖h5 (there is no point in bringing the king to the queenside: after 61.♖e1? ♖c7 62.♖d2 b4 63.♖h5 ♖d6 64.♖f4 ♙b5 Black will soon push ...a3 and win) 61...b4 62.♖f4 b3 63.♖g3. The king has to defend the g4-pawn.



analysis diagram

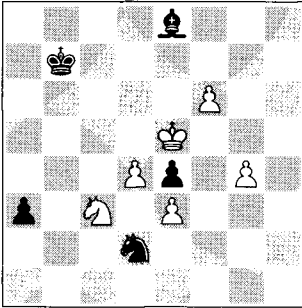
A) 63...♖g5?! (Timman believes this wins; however, White might get away) 64.♖h4 (64.♖xd5 ♙e6 65.♖c3 a3 66.♙xb3 ♙xb3 67.♖f4 ♖h7 68.g5 a2 69.♖xa2 ♙xa2 70.♖f5 ♖f8 71.g6 ♖d7 and Black wins) 64...♖f3+ and now:



analysis diagram

A1) 65.♖g3 (Timman doesn't analyse this retreat) 65...♙e8 (after 65...b2

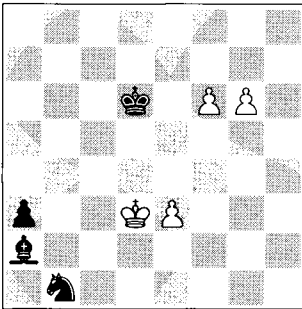
66.f7 b1♔ 67.f8♔ ♔xd1 White has a perpetual with 68.♖b4+) 66.♘xd5 ♘d2 67.♘c3 a3 68.♙xb3 ♘xb3 69.♗f4 ♘d2 70.♗e5.



analysis diagram

A11) Black can go wrong with 70...♘b1? 71.♘a2 ♙f7 72.d5 ♖c7 73.g5 ♘d7 74.♗xe4 ♘d6 75.♘d3 ♙xd5 and now:

A111) Otto Magyar came up with a remarkable idea: 76.g6!! ♙xa2



analysis diagram

77.♗c2 – despite Black's huge material advantage he must be content with a draw because of the wrong-coloured bishop: 77...♗e6 78.g7 ♗f7 79.e4 and White draws;

A112) 76.♘c3 ♙b3 77.g6 a2 (or 77...♗e6 78.♘e4! ♙d5 79.♘c3 ♙f3 80.♗c2=) 78.♘xa2! (I have never seen

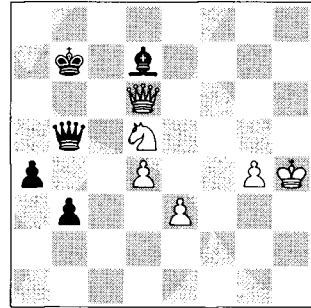
this motif before; it saves the game) 78...♙xa2 79.♗c2=.

A12) 70...♙f7?! 71.d5 ♖c8 72.♘d4 ♘d7 73.♗c5 ♘b1 74.♘a2 ♖c7 75.g5 ♘d7 76.♘d4 ♘d6? (76...♘d2) 77.♗xe4! ♙xd5+ 78.♗d3 ♙xa2 79.♗c2 and Magyar's idea saves White again;

A13) 70...♗c6!. Black's best answer. He wants to block the passage of White's king to the queenside: 71.♗e6 ♘c4 72.f7 ♙xf7+ 73.♗xf7 ♘e3 74.g5 ♘f5 and Black wins.

Back to the diagrammed position on the previous page after 64...♘f3+.

A2) 65.♙xf3 exf3 66.f7 f2 67.f8♔ f1♔ 68.♖d6! (this is stronger than 68.♖e7, after which Timman points out that Black wins by 68...♖b5 69.♘d3 ♖c7) 68...♖b5 69.♘xd5.

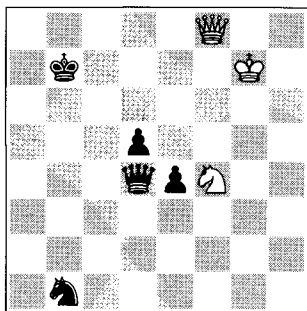


analysis diagram

The position looks scary, but Black seems to have a narrow path to the win: 69...b2 70.♖c7+ ♖a6 71.♖d6+ ♖a7 72.♖c7+ ♖b7 73.♖c5+ ♖a8 74.♘b6+ (74.♖a5+ ♖b8 75.♘c3 ♖c8 also gives Black good winning chances) 74...♖b8 75.♘xd7+ ♖xd7 76.♖b6+ ♖b7 77.♖d8+ ♖a7 78.♖a5+ ♖a6 79.♖c7+ ♖a8 80.♖d8+ ♖b7

81. ♖e7+ ♔c6 82. ♖c5+ ♔d7  
83. ♖f5+ ♔e7 and it looks like Black escapes – but there is no certainty...;

A3) White turns out to have enough ammunition to draw if he keeps pushing his pawns: 65. ♖h5!! ♕e8+ 66. ♖h6 b2 67. ♖c2 a3 68. ♖b1 ♔d2 69. ♖a2 (after 69.g5 ♔xb1 70.g6 ♔c3 71.f7 ♖xf7 72.gxf7 b1 ♖ 73.f8 ♖ ♖b6+ Black wins) 69...b1 ♖ 70. ♖xb1 ♔xb1 71.g5 a2 72.g6 a1 ♖ 73.f7 ♖xf7 74.gxf7 ♖a3 75. ♖g7 ♖xe3 76.f8 ♖ ♖xd4+. Timman stops here, claiming that Black must win, but this is not convincing. White can probably draw:



analysis diagram

77. ♖f6! and now:

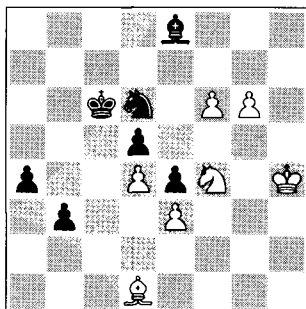
A31) 77... ♖c5 78. ♖f7+ ♔c6  
79. ♖e8+ ♔b6 80. ♖e6+ ♔b5  
81. ♖xd5 ♖xd5 82. ♔xd5 is a draw;

A32) After 77... ♖xf6+ 78. ♖xf6 d4  
79. ♖e5 d3 80. ♔d5 White draws;

A33) 77... ♖d2 78. ♖e7+ ♔c6  
79. ♔e6!! – White’s queen is not closed off and the knight on b1 is unprotected, which is why White can defend: 79... ♔c3 80. ♖c5+ ♔b7 81. ♖b4+ with a perpetual.

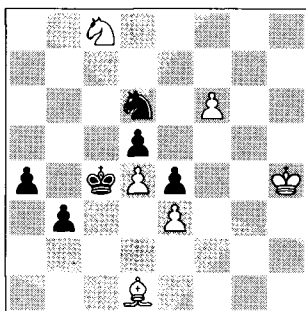
Now back to the position after 63. ♖g3 (page 332).

B) 63... ♔c6!? (this gives very good winning chances) 64. ♖h4 ♔d6 65.g5 ♖e8 66.g6 and now:



analysis diagram

B1) 66... ♖xg6 (maybe objectively Timman’s move leads only to a draw but the lines are so beautiful that they are worthy of examination) 67. ♔xg6 ♖b5 68. ♔e7 ♖c4 69. ♔c8!. Gschnitzer discovered this lovely move, but Timman came up with a remarkable retort:



analysis diagram

69... ♔d3!! 70. ♔xd6 b2 71.f7 b1 ♖ 72. ♖xa4 (72.f8 ♖ ♖xd1=) 72... ♖b8 (on 72... ♖e1+ White replies 73. ♖g4!, not 73. ♖h5? ♖f2) and now Timman analyses two knight moves:

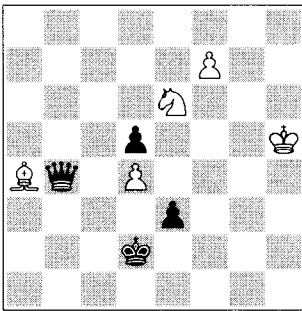
B11) 73. ♔f5 ♖d8+ 74. ♖g4 (this move by Timman leads to a more in-

structive draw; 74.♔h5 is simpler: 74...♖f6! 75.♘h6 ♖c4 76.♙d7 and White holds) 74...♖f6 75.♙e8 ♖e2 76.♗f4 ♗f2 77.♗g4 ♗g2 78.♘h4+ ♗f2 79.♙f5 and Black cannot crack this fortress according to Timman;

B12) 73.♙e8 ♖b4 and now:

B121) 74.♗g5? ♖xe3 75.♗g6 (75.♘g7? ♖d2 76.♙e6 ♖e7+!) 75...♖d2! (75...♖xd4 76.♗g7) 76.♗g7 e3 77.f8♖ ♖xf8+ 78.♗xf8 e2 79.♙c6 e1♖ 80.♙xd5 ♖f2+ 81.♖e7 ♖xd4 and White cannot reach the drawish set-up with the bishop on b7 and the knight on d5 with his king in the corner;

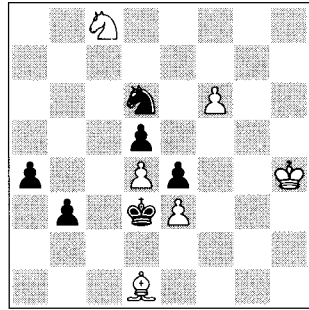
B122) 74.♗h5! (this is the better way to approach, as it avoids the check on e7. Timman did not examine this) 74...♖xe3 75.♘g7 ♖d2 76.♙e6 e3



analysis diagram

77.♙b5!! (quite a nice diversion) 77...♖xb5 78.f8♖ ♖e2+ (the underpromotion after 78...e2 79.♘g5 e1♘ doesn't cause White any problems) 79.♗g6 ♖d3+ 80.♗g5 e2 81.♖f2 ♖e3+ 82.♖xe3+ ♖xe3 83.♙f4 ♖d2 84.♘g2! and White holds.

Back to the position after 69...♖d3!!.



analysis diagram

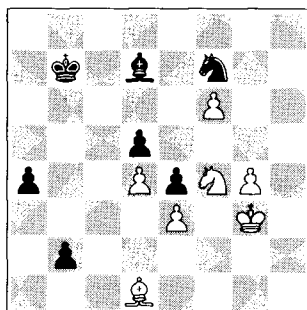
The Dutch grandmaster did not consider the sacrifice 70.♙xb3!?! axb3 (after 70...♙f5+ White shouldn't lose: 71.♗h3 axb3 72.f7 b2 73.f8♖ b1♖ 74.♖xf5 or 71.♗g5 axb3 72.f7 ♘xd4! 73.exd4 b2) 71.♙xd6 b2 72.f7 b1♖ 73.f8♖ ♖e1+ 74.♗h5 and White is not worse.

And then a final look at the position after 66.g6 (see previous page).

B2) Timman did not look at 66...♖b5!! The final position of my line is tough for Black: 67.♗g5 ♖c4 (in case of 67...b2 68.♙c2 ♖c4 69.♙b1 ♖b3 70.♙e6 a3 71.♙c5+ ♖c3 White holds with 72.♙a6) 68.♙e2+ (68.♙e6 loses to 68...a3 69.♙c5 b2 70.♙c2 ♖c3 71.♙b1 ♖d2) 68...♖c3 69.♙xd5+ ♖d2 70.♙c4 ♙xg6 71.♗xg6 ♙xc4 72.f7 b2 73.f8♖ b1♖ 74.♖f2+ ♖d3 75.♙f4+ ♖c3 76.♙d5+ ♖b3 and White is struggling. It looks like this wins for Black and if so, that means that 63...♖c6 is the winning move.

Now we reach the main line of the analysis.

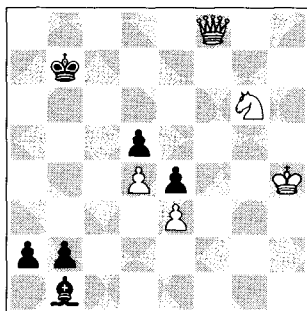
C) Black can force a win by continuing the race aggressively with 63...b2!, another move Timman doesn't mention. It wins thanks to a study-like finesse.



analysis diagram

64. ♖c2 – now Black has two moves, both leading to the same unusual position:

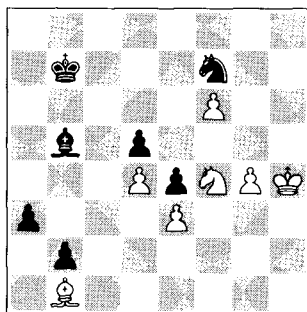
C1) 64... a3 65. ♙b1 ♙a4 66. ♖h4 ♙c2!! (a lovely shot which would also have followed after 66. ♗e6. In the event of 66... ♙b3? 67. g5 a2 68. ♙xa2 ♙xa2 69. g6 White would hold – see line C21 below) 67. g5 ♗h8! 68. g6 ♗xg6+ 69. ♗xg6 ♙xb1 70. f7 a2 71. f8 ♖



analysis diagram

71... a1 ♖ and Black probably wins as his king can find shelter behind White's pawns. Experience shows that junior players often have problems noticing such motifs. For instance: 72. ♖b4+ ♖a6 73. ♖d6+ (or 73. ♗e7 ♙d3 74. ♖d6+ ♖b5 75. ♖c6+ ♖a5 76. ♖c5+ ♖a4 and Black wins) 73... ♖b5 74. ♖xd5+ ♖b4 75. ♖c5+ ♖b3 and White will run out of checks;

C2) 64... ♙b5 65. ♖h4 a3 66. ♙b1 and now:

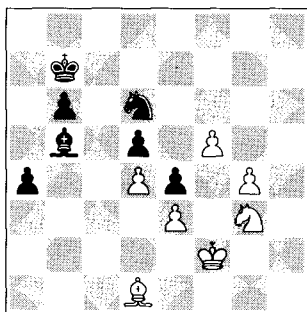


analysis diagram

C21) 66... ♙c4 does not win: 67. g5 a2 68. ♙xa2 ♙xa2 69. g6 ♗e5!? (a fancy try. If 69... b1 ♖? 70. gxf7 ♖b4 71. ♗e6 ♖e1+ 72. ♖h5 ♖e2+ 73. ♖g6 ♖g4+ 74. ♗g5 White is even winning. After 74... ♖c8 75. ♖g7! ♖g4 76. f8 ♖ ♖xg5+ 77. ♖h8 the f-pawn is unstoppable) 70. f7! b1 ♖ 71. f8 ♖ ♗xg6+ 72. ♗xg6 ♖e1+ 73. ♖g4 ♖xe3 74. ♖b4+ with perpetual check;

C22) 66... ♙d3!! (clearing the way for the pawn) 67. g5 ♗h8! 68. g6 ♗xg6+ 69. ♗xg6 ♙xb1 70. f7 a2 71. f8 ♖ a1 ♖ with the same position as in line C1 above.

Back to the game.



60. ♗e2 a3 61. ♗c1

After 61.♔b3 ♕c4 62.♔xc4 (in case of 62.♖c1 ♕xb3 63.♖xb3 a2 64.f6 ♖c6 65.g5 ♖d7 Black wins the white pawns) 62...dxc4 63.♖c3 b5 64.♖a2 ♖b6 65.f6 ♖f7 Black wins.

### 61...♖c7

Karpov evaluates 61...♔e8 62.♖a2 ♖c6 63.♔b3 as slightly better for White.

In case of 61...♔d7 62.♔b3! ♖c6 63.♖g3 ♖c4 64.♖f4 ♖b2 65.♖g5! White is better according to Karpov.

### 62.♖g3 ♖c4

Not 62...♖d7? 63.♖f4 ♕c4 64.g5 a2 (64...♖e8 loses to 65.f6 ♖f8 66.g6 b5 67.g7+) 65.♖xa2 ♕xa2 66.g6 ♖e7 67.g7 ♖f7 68.f6 ♕c4 69.♔g4 (69.♖e5 wins as well) 69...♖g8 70.♔e6+ ♖f7 71.♖f5 ♔b5 72.♖g6 and Black ends up in a lethal zugzwang.

### 63.♔e2 ♔e8

The alternative was 63...♖d6!? (Karpov gives the '!' mark) 64.♖f4 (White can still activate his king) and now:

A) 64...♖b2?? (an embarrassing mistake has crept into Karpov's analysis here) 65.♔xb5 ♖d3+. Karpov stops here, claiming that Black wins, but after 66.♔xd3! exd3 67.♖b3 a2 68.♖f3 Black is hopelessly lost;

B) 64...♔e8 65.♔xc4 dxc4 66.g5 b5 67.♖a2 c3 68.♖xe4 ♔f7 69.♖xc3 ♕c4 (after 69...b4 70.♖d3 White holds because of the wrong colour of the bishop) 70.d5! b4 71.♖d4 b3 72.♖e4+ ♖d7 73.♖c3 and White can stop the black pawns.

### 64.♖f4

Timman mentions that Karpov told him Podgaets had found an amazing line with 64.g5; however, Karpov's sense of danger hadn't let him down: 64...♖xe3 (64...♖d6 is simplest) 65.♖f4 and now:

A) 65...♖c2 66.♖e5 ♖b4 67.♖f6 ♖d6 68.g6 ♖c6 69.♔b5 e3 70.g7 ♖e7 71.♔xe8 e2 72.♖xe2 a2 73.♖c3 ♖g8+ 74.♖f7 ♖h6+ 75.♖f8 a1♖ 76.♖b5 mate!;

B) 65...♖g2+! (this is the hole in Podgaets's fantastic line) 66.♖e5 ♖h4 67.g6 ♔xg6 and Black is safe.

### 64...♖b2

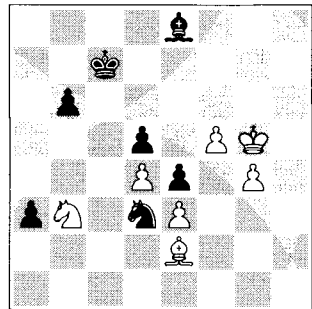
Karpov evaluates 64...b5!? 65.♖a2 ♖b2! 66.f6 ♖d3+ 67.♖f5 b4 68.♔d1 as equal.

### 65.♖g5

After 65.♖a2 ♖d3+ (65...♖d6 66.♖g5 ♖e7 67.♖h6 ♖f6 68.♔f1! b5 69.g5+ ♖xf5 70.♔h3 mate) 66.♖g5 b5 67.♔d1 b4 68.♔b3 ♖d6 69.♖f6 ♖f2 70.♖g5 ♖d3 the position is equal according to Timman.

### 65...♖d3 66.♖b3

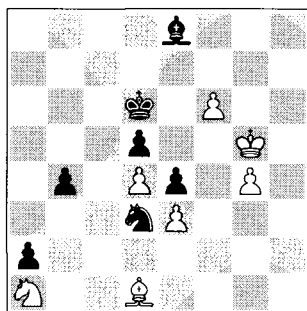
Karpov played this quickly and caught Timman unawares.



### 66...a2?

This natural move is almost losing. Black can only stay in the game with moves that usually feature in studies. Much better was 66...b5!. This forces White to come up with some moves that are hard to find.

A) Only Timman mentions 67.♖a1!? b4 68.f6 a2 69.♔d1 ♖d6 and now:

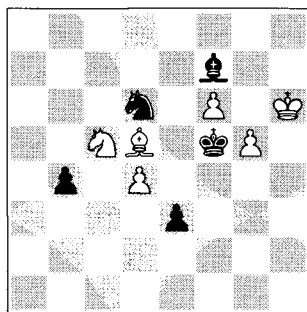


analysis diagram

A1) 70.♔f5 ♖e1 71.♙b3 ♗g2  
72.♙xa2 ♖xe3+ 73.♔f4 ♗g2+  
74.♔g3 ♖e1 75.♔f2 ♖d3+ 76.♔e3  
♔e6 77.g5 ♙f7 78.♙b1 ♖c1 79.♔d2  
♖d3 80.♙xd3 exd3 81.♔xd3=;

A2) 70.♔h6 ♖b2 71.♙b3 ♖c4  
72.g5 ♔e6 73.♙xa2 ♖xe3 74.♖b3  
♖f5+ 75.♔h7 ♖d6 76.♖c5+ ♔f5:

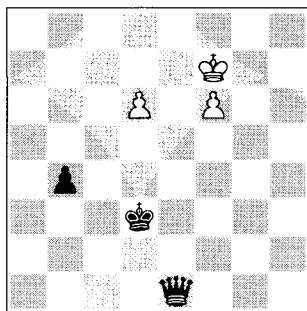
A21) 77.♙xd5? e3 78.♔h6 ♖f7+!  
(Timman's 78...♙f7 is not convinc-  
ing:



analysis diagram

79.♖b7!! e2 80.♖xd6+ ♔f4 81.♖xf7  
e1♔ 82.g6 and Black cannot win with  
his queen) 79.♔g7 e2 80.♖d3 ♖xg5  
81.♙c4 ♔e4 82.♖e1 ♔e3 83.♖c2+  
♔d2 84.♙xe2 ♔xc2 85.♙c4 ♔c3 (af-  
ter 85...b3 86.♙xb3+ ♔xb3 87.f7  
♖xf7 88.♔f8 with a study-like draw)  
86.♙a2 ♔xd4-+;

A22) 77.♔h6! ♖f7+ 78.♔g7 ♖xg5  
79.♙xd5 e3 80.♙c4 ♙f7 81.♙xf7  
♖xf7 82.♔xf7 e2 83.♖d3 ♔e4 84.d5!  
b3 (84...♔xd3 85.d6 e1♔



analysis diagram

86.d7 – quite remarkable; Black can do  
nothing with his extra queen) 85.d6  
b2 86.d7 b1♔ 87.d8♔ ♔xd3  
88.♔xd3+ ♔xd3 89.♔g8 and Black  
cannot win.

B) After 67.♔f6 Black can continue  
the race with:

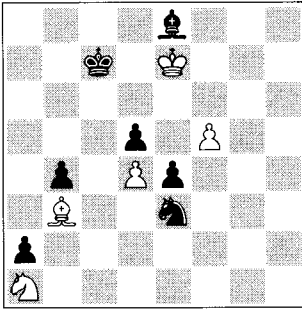
B1) 67...b4, and now:

B11) 68.♙d1? ♙a4 69.g5 a2 70.g6  
♙xb3 71.♙xb3 a1♔ 72.g7 ♔g1  
73.♙xd5 (73.♔f7 ♔xe3) 73...♔xe3  
74.g8♔ ♔xd4+ and Black wins;

B12) White must reply in spectacular  
fashion: 68.g5! ♙a4 69.g6! ♙xb3  
70.g7 a2 71.g8♔ a1♔ 72.♔e7!! (a  
lovely move – it draws where checks  
lose) 72...♔a7 73.♔d8+ ♔c6+  
74.♔e6 and White is not worse be-  
cause of his strong f-pawn and Black's  
vulnerable king.

B2) Gschnitzer wrote to *New In Chess*,  
asking important questions about  
67...a2 68.♖a1 b4 69.♙d1 (Timman  
points out what is wrong with attacking  
the bishop by 69.♔e7: 69...♙a4! 70.f6  
b3 71.f7 b2 72.f8♔ bxa1♔ and Black

wins) 69...♖f2 70.♙b3 ♜xg4+  
71.♗e7 ♜xe3.

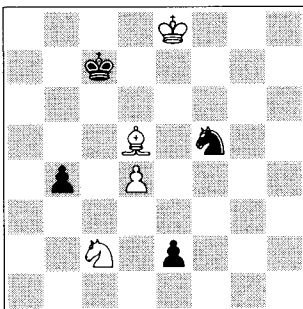


analysis diagram

Here, White can achieve the draw in two ways:

B21) 72.♗xe8?! ♜xf5 and now:

B211) 73.♙xa2? (here Gschnitzer's question came up) 73...e3 74.♙xd5 (74.♜c2 loses to 74...e2 75.♜e1 ♜d6) 74...e2 (74...♜xd4 75.♙c4 ♜d6 76.♙d3! =) 75.♜c2.

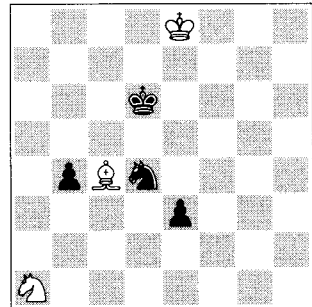


analysis diagram

Here the simple move 75...♜xd4 wins already: 76.♜e1 ♜d6 77.♙e4 (on 77.♙c4, 77...b3 78.♙xb3 ♜xb3 wins) 77...b3 78.♙g6 (78.♗f7 ♗e5 79.♙b1 ♗f4 80.♗f6 ♜f3 also loses) 78...♗e5 79.♙d3 b2 80.♗e7 ♗f4. 75...♜e3!! – this lovely winning shot was missed by the Dutch grandmaster:

76.♙f3 b3!! (76...♜xc2 77.♙xe2 b3 78.♙c4 b2 79.♙a2 ♜xd4 also wins) 77.♜e1 ♜c2 78.♙xe2 and now 78...b2 as well as 78...♜xe1 79.♙c4 b2 80.♙a2 ♜d6 81.♗f7 ♜c2 82.♗f6 ♜xd4 wins for Black;

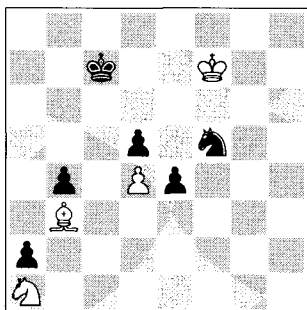
B212) 73.♙xd5! (the bishop, not the knight must stop the e-pawn) 73...e3 74.♙xa2 ♜xd4 75.♙c4 ♜d6



analysis diagram

76.♙d3! (White cannot afford the bishop to be attacked with tempo: 76.♗f7 ♗c5! (Black must win this tempo, rather than shoulder the white king. After 76...♗e5 77.♗e7!! (77.♗g6 loses to 77...e2 78.♙xe2 ♜xe2) 77...e2 78.♙xe2 ♜xe2 79.♜b3! or 77...b3 78.♜xb3 ♜xb3 79.♙f1 White holds) 77.♙d3 e2 78.♙xe2 ♜xe2 and Black wins) 76...♗c5 (76...♗d5 77.♗d7 e2 78.♙xe2 ♜xe2 79.♜b3 =) 77.♗e7 e2 (77...b3 78.♜xb3 +=) 78.♜b3+! ♜xb3 (78...♗d5 79.♙xe2 =) 79.♙xe2 =.

B22) 72.f6 – this method is relatively easy. Gschnitzer just mentions this move without any further analysis. Let's take a look: 72...♙g6 (72...♜f5+ 73.♗xe8 e3 74.♙xa2 ♜xd4 75.f7 e2 76.f8♖ is a draw) 73.f7 ♙xf7 74.♗xf7 ♜f5 and now:

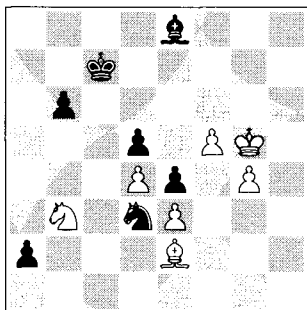


analysis diagram

B221) Timman considers only 75. ♖xa2? e3 76. ♖xd5 e2 77. ♘c2 ♘e3!! and Black wins;

B222) Better is 75. ♖xd5! e3 76. ♖xa2 and White holds in all lines: 76... ♘xd4 77. ♖c4 ♘d6 (or 77... b3 78. ♘xb3 ♘xb3 79. ♖e6) 78. ♖f6 e2 (78... ♖c5 79. ♖d3 e2 (79... b3 80. ♘xb3+=) 80. ♖xe2 ♘xe2 81. ♘b3+=) 79. ♖xe2 ♘xe2 80. ♘b3; or 76... e2 77. ♘c2 ♘xd4 78. ♘e1 ♘d6 79. ♖f6 b3 80. ♖xb3 ♘xb3 81. ♖f5.

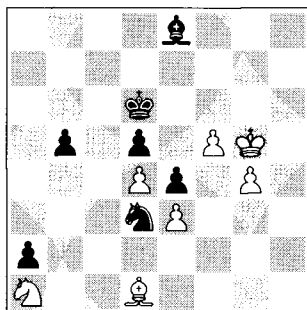
Back to the game.



**67. ♘a1 b5 68. ♖d1 b4**

The World Champion gives a question mark to 68... ♘d6? and shows a lovely checkmate. I think Karpov spotted it in the game and just put it into his analy-

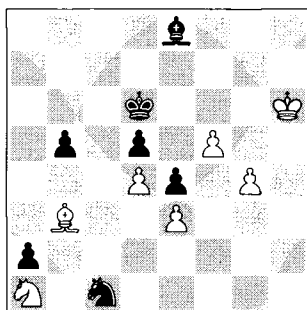
sis. If this is the case, it shows his amazing vision.



analysis diagram

A) 69. ♖b3 (Karpov's move, but it doesn't win for White) 69... ♘c1

A1) 70. ♖h6 and now:



analysis diagram

A11) 70... b4 71. f6 (71. ♖c2! is possible here – another hole in Karpov's long checkmating line):

A111) Now Karpov shows a lovely mate against 71... ♖e6?? 72. ♖g7 ♘xb3 73. ♘xb3 ♖a4 74. ♘c5+! ♘d6 75. f7 a1 ♖ 76. f8 ♖+ ♖c6 77. ♖c8+ ♘d6 78. ♖d8+ ♖c6 79. ♖d7+ ♖b6 80. ♖b7+ ♖a5 81. ♖a6 mate;

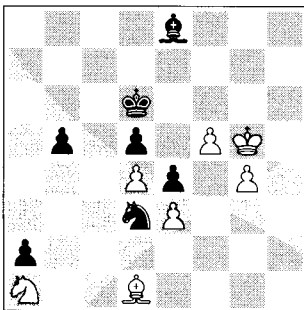
A112) However, with 71... ♘xb3 Black can take the bishop one move earlier and win, e.g. 72. ♘xb3 ♖c6 73. g5 ♖b5 74. g6 ♖c4 75. ♘a1 b3

76. ♖xb3 ♜xb3 77.f7 ♔xf7 78.gxf7 a1 ♚ 79.f8 ♚ ♜h1+ 80. ♜g6 ♚g1+.

A12) Black can even take the bishop still one move earlier: 70... ♖xb3!!, suddenly changing direction and winning the race: 71. ♖xb3 b4 72. ♜g7 ♜c6!! 73. ♜f8 ♜b5 74. ♜xe8 ♜c4 75.f6 ♜xb3 76.f7 a1 ♚ 77.f8 ♚ ♜a8+ 78. ♜e7 ♚xf8+ 79. ♜xf8 ♜c2.

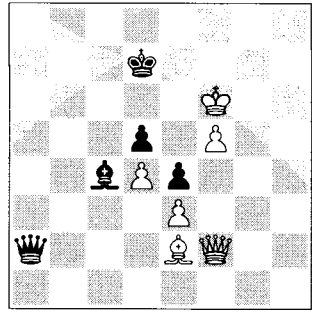
A2) Instead of 70. ♜h6, 70. ♔xa2!! achieves the draw: 70... ♖xa2 71. ♜f6 ♖b4 (or 71... ♖c3 72.g5 ♖d1 73. ♖c2 b4 74. ♖xb4 ♖xe3 75.g6 ♖g4+ 76. ♜g7 e3 77.f6 e2 78. ♖d3 ♖xf6 79. ♜xf6 ♔b5 80. ♖e1 ♔d7=) 72. ♜g7 ♖c6 73. ♖b3! (in the event of 73.f6 ♜e6 74.g5 ♔h5 75.g6 ♖d8 76. ♖c2 ♜f5 Black wins) 73...b4 74.f6 ♖d8 75.g5 ♖e6+ 76. ♜h6=.

Instead of Karpov's 69. ♔b3, White does have a win after 68... ♜d6?:



analysis diagram

B) 69. ♜f6!! (White must push his pawn without wasting any time) 69... ♖f2 (69... ♖b2 70. ♔e2 ♖c4 71.g5 ♖xe3 72.g6 ♖xf5 73. ♜xf5 ♜e7 74.g7 also wins for White) 70. ♔e2 b4 71.g5 ♔a4 72.g6 b3 73. ♖xb3 ♔xb3 74.g7 a1 ♚ 75.g8 ♚ ♔c4 76. ♚g3+ ♜d7 77. ♚xf2! ♚a2



analysis diagram

78. ♜g7! ♚xe2 79. ♚xe2 ♔xe2 80.f6 ♔h5 81.f7, winning the pawn ending.

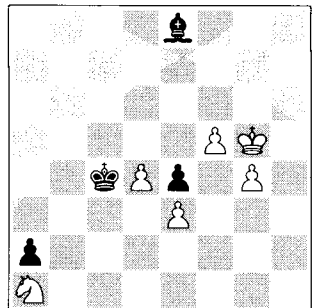
Back to the game.

**69. ♔b3 ♖c1 70. ♔xd5 ♜d6 71. ♔c4 ♔b5?**

This is a losing mistake.

A) After 71... ♔a4 72.f6 b3 73. ♜h6! b2 74.f7 b1 ♚ (74... bxa1 ♚ loses to 75.f8 ♚+ ♜d7 76. ♚f5+ ♜c6 77. ♚d5+ ♜b6 78. ♚c5+ ♜b7 79. ♚b4+ ♜c7 80. ♚a5+) 75.f8 ♚+ ♜d7 76. ♚f5+ ♜c7 77. ♚a5+ wins – Timman.

B) Best was 71... b3!! 72... ♔xb3 ♖xb3 73. ♖xb3 ♜d5 74. ♖a1 ♜c4 and now:

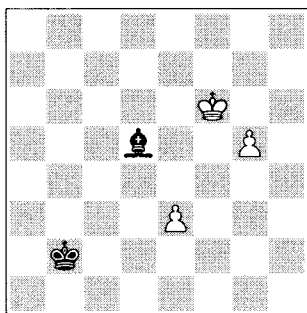


analysis diagram

B1) After 75. ♜f6 ♜c3 76. ♜e7 ♔b5 (a nice line by Timman is 76... ♜b2 77. ♜xe8 ♜xa1 78.f6 ♜b2 79.f7 a1 ♚ 80.f8 ♚ ♚a4+ 81. ♜f7 ♚b3+ 82.d5! with excellent winning chances) 77.f6

♙c4 78.f7 ♙xf7 79.♙xf7 ♖b2 80.g5 ♖xa1 81.g6 ♖b1 82.g7 a1♚ 83.g8♚ ♚a2+ 84.♙g7 ♚g2+ and Black holds;

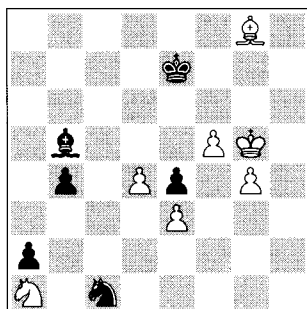
B2) Bruno Carlier found 75.d5!!.. Timman assesses 75...♙c3 76.d6 ♖b2 77.f6 ♖xa1 78.f7 ♙xf7 79.d7 ♖b1 80.d8♚ a1♚ 81.♚d1+ ♖a2 82.♚a4+ ♖b2 83.♚d4+ ♖b1 84.♚xe4+ ♖b2 85.♚d4+ ♖b1 86.♚xa1+ as a win, and rightly so. After 86...♖xa1, 87.♙f6! is the only winning move (after 87.e4 ♙e6! 88.♙f4 ♖b2! Black neatly draws: 87.♙f5 ♖b2=). Black misses the one tempo he needs to draw: 87...♙d5 (87...♙b3 88.e4+-) 88.g5 ♖b2



analysis diagram

89.♙f5! (White's 87th move was simple. This retreat is harder to find, especially when calculating towards this position) 89...♙b3 90.e4 ♖c3 91.e5 ♖d4 92.e6 ♖c5 93.e7 ♙a4 94.g6 and White wins.

**72.♙g8 ♖e7**

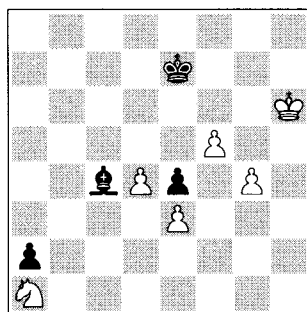


**73.♙h6?**

A mistake which could have been very expensive. It indirectly shows Karpov's respect for Timman. He was tense, as he was not certain he would win the match. Timman points out that shouldering with 73.♙g6! wouldn't allow the saving finesse found by Sax (see below). Please play endgames carefully, even if they look boring! Even an expert like Karpov can go wrong (admittedly, very rarely). You must give it all you've got.

**73...♙f8?**

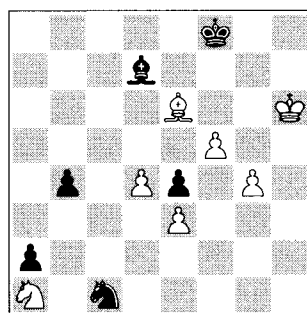
One feels for the Dutchman. He finally collapses, as his king does not really help to stop White's pawns. After 73...b3! 74.♙xb3 ♖xb3 75.♖xb3 ♙c4 76.♖a1



analysis diagram

... my countryman, grandmaster Gyula Sax, found 76...♙f6!, which draws.

**74.♙e6 ♙d7**



**75.g5!**

Karpov wins with clinical precision. Again he is about checkmate his opponent in an endgame. The mate did not appear on the board as Timman resigned.

I feel that this game justifies the effort of going through great older games with the help of the computer. There will turn out to be mistakes in the existing analysis. This does not in any way mean that the protagonists were not excellent players – just that they played in a different age.

One possible conclusion is 75...b3 76.g6 ♖xe6 77.fxe6 b2 78.g7+ and now:

A) 78...♔g8 79.e7 ♖f7 80.g8♖+ ♖xe7 81.♗g5+ ♖f7 82.♗d5+ ♖f6 83.♗d6+! (not the only move to win, but this checkmates Black nicely) 83...♖f7 84.♗d7+ ♖f6 85.d5 bxa1♗ 86.♗e6 mate;

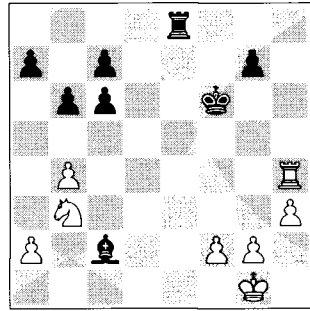
B) 78...♔e7 79.g8♗ bxa1♗ 80.♗f7+ ♖d6 81.♗d7 mate.

## GAME 104

**Karpov, Anatoly**  
**Miles, Anthony**

Biel 1990 (1)

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.0-0 ♘xe4 5.d4 ♘d6 6.♙xc6 dxc6 7.dxe5 ♘f5 8.♗xd8+ ♖xd8 9.♘c3 ♖e8 10.b3 h5 11.♞d1 ♙e7 12.♙g5 ♘h6 13.h3 ♙f5 14.♙xe7 ♖xe7 15.♘d4 ♞ad8 16.♞d2 ♙g6 17.♞ad1 h4 18.b4 ♘f5 19.♘ce2 ♘xd4 20.♘xd4 f6 21.exf6+ ♖xf6 22.♘b3 ♞xd2 23.♞xd2 b6 24.♞d7 ♞c8 25.♞d4 ♙xc2 26.♞xh4 ♞e8



### 27.♞f4+

White has a superior rook and Black has doubled pawns. On the other hand, Black's king is more active and he has a bishop that can deal with distant pawns.

### 27...♔e5

Miles, who was nevertheless a very fine endgame player, allows Karpov to invade with the rook to the seventh rank. There was no need to let this happen. 27...♔e6 was better. For instance, 28.♞g4 (in case of 28.♘d2 ♞d8 29.♘f3 ♙g6 30.♞c4 ♞d6 31.♞g4 ♖f6 Black should also be OK) 28...♙xb3 (after 28...♖f6 29.♘d4 ♙e4 Black is not worse either) 29.axb3 and now:

A) 29...♞e7 30.♞e4+ ♖d6 31.♞xe7 ♖xe7 32.h4 ♖d6. This position resembles the famous 24th game of the 1935 Euwe-Alekhine match, in which Alekhine allowed a similar king move to exchange the doubled pawns. In this case White cannot prevent it: 33.g4 c5 34.bxc5+ (or 34.b5 c6 35.bxc6 ♖xc6 36.h5 ♖d5 and again Black is doing all right) 34...♖xc5 35.h5 ♖d6 and Black is not worse;

B) 29...♖f6 30.♞c4 ♞e6 31.h4 ♖e5 (31...a6 32.♖h2) 32.♞g4 ♞e7 33.f3 ♖d5 34.♖f2 c5!? 35.♞g5+ ♖d4 36.bxc5 bxc5 37.♖g3 c4 38.♞g4+ ♖c3 39.bxc4 a5 and Black is in no way

worse. This line is not at all forced, but it illustrates that Black has chances.

**28. ♖f7 ♙xb3?!**

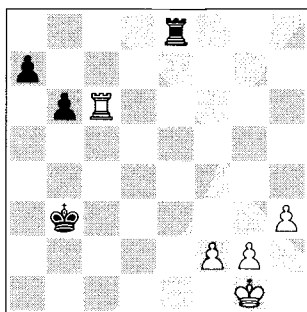
When pawns are far away, bishops are usually better than knights. The bishop could have been useful later on, to control White's h-pawn.

After 28... ♖d6 29. ♖xg7 (after 29. ♗d4 ♙b1 30. a3 ♖e1+ 31. ♖h2 ♖d1 32. ♗f3 g6 Black is very much in the game) 29... ♖e1+ (29... ♖e4 30. ♖g4) 30. ♖h2 ♖e2 31. f3 ♙b1 32. a3 (in the event of 32. ♖g4 ♖xa2 33. h4 ♖b2 Black will cause problems) 32... ♖b2 33. ♗d4 ♖d2 34. ♖g4 ♖d5 35. ♗b3 ♖d3, the position is unclear.

**29. axb3 ♖d4**

After 29... ♖d6 30. ♖xg7 ♖e1+ 31. ♖h2 ♖e4 32. g4 ♖xb4 33. h4, White is faster in the pawn race.

**30. ♖xg7 ♖c3 31. ♖xc7 ♖xb4 32. ♖xc6 ♖xb3**



**33. f4!**

Karpov pushes the f-pawn; if it arrives at f7 it will win a big tempo.

**33... ♖f8?**

Miles attacks White's pawn instead of pushing his own. He may have missed wicked idea Karpov had in mind.

This kind of endgame is very complicated and very hard to calculate for a

human – indeed, even for the computer.

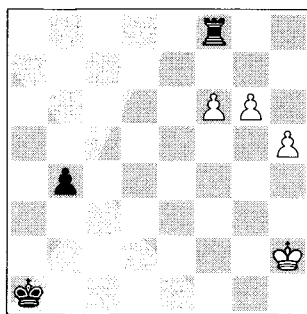
If Black defends his pawn with 33... ♖b8 before he pushes the a-pawn, this will cost a tempo. If the analysis depicted below is correct, it loses in an unbelievable manner: 34. f5 a5 and now:

A) 35. f6 a4 (35... b5? loses to 36. g4 a4 37. g5 a3 38. f7) 36. f7 – this is pushing things a bit too far: 36... ♖f8 37. ♖xb6+ ♖c3 38. ♖a6 ♖b3 39. g4 a3 40. g5 ♖xf7 41. ♖g2 a2 42. ♖g3 (42. h4 ♖f4) 42... ♖f1 43. ♖g4 a1 ♖ 44. ♖xa1 ♖xa1=;

B) 35. g4 (White pushes his pawns side-by-side) 35... a4 36. f6 a3 37. g5 a2 38. ♖c1 and now:

B1) If 38... ♖f8:

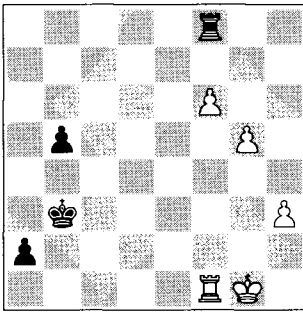
B11) 39. ♖h2 ♖b2 40. ♖g1 a1 ♖ 41. ♖xa1 ♖xa1 42. h4 b5 43. h5 b4 44. g6



analysis diagram

44... ♖xf6!! (please bear in mind when you play such endgames: rook and pawn sometimes draw against a queen! 44... b3 would lose to 45. g7 ♖b8 46. f7 b2 47. f8 ♖ b1 ♖ 48. ♖a3+-- ) 45. g7 ♖h6 46. g8 ♖ ♖xh5+ 47. ♖g2 b3 and Black can draw because of 48. ♖xb3 ♖h2+! with stalemate or perpetual check;

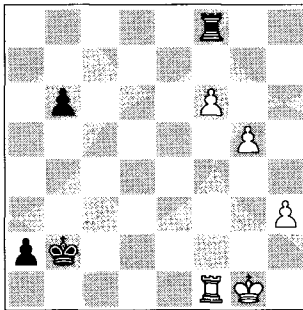
B12) 39.♖f1 b5



analysis diagram

40.♔h2!! This is a motif that seems unique. The king approaches the pawn, but the key function of the move is different: 40...b4 41.♖g1! (the king has vacated this square for the rook) 41...♔a3 (41...♔b2 42.g6) 42.g6 b3 43.g7+-.

B2) 38...♔b2 39.♖f1 ♖f8 and now:



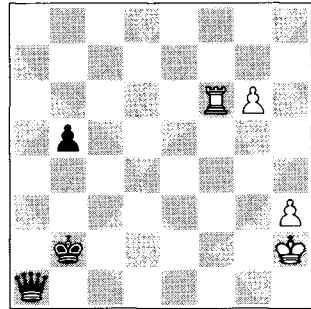
analysis diagram

B21) 40.h4? b5 41.h5 b4 42.♔h2 ♔c3-+;

B22) 40.♔g2 b5 (40...a1♔ 41.♖xa1 ♔xa1 42.h4 b5 43.h5 b4 (43...♖h8 44.♔g3!) 44.g6 b3 45.f7 b2 46.g7 b1♔ 47.gxf8♔ and Black has no perpetual checks) 41.h4 b4 42.h5 b3 43.g6 ♖xf6-+;

B23) 40.♔h2!! (chess is magic! This time the point of this king move

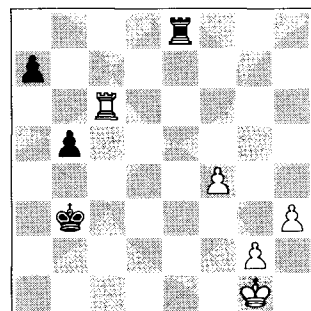
is not at all to vacate the g1-square) 40...b5 (40...a1♔ 41.♖xa1 ♔xa1 42.h4 b5 43.h5 b4 44.g6 b3 45.g7 ♖b8 46.f7+-) 41.g6 ♖xf6 42.♖xf6 a1♔



analysis diagram

43.g7!!+- . In itself this move is not so great, but the concept is superb. Here we see the point of 40.♔h2 – Black has no check. However, Black can still resist: 43...♔e1 (after 43...♔a8 44.♖f8 White promotes on the next move as Black has no checks) 44.♖g6!! (White even has time for this. It's just like a study) 44...♔e5 45.♖g3 and White wins.

Instead of 33...♖b8? or the game move 33...♖f8?, Black had to push his pawn at once with 33...b5!.

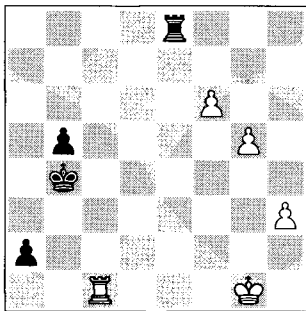


analysis diagram

Karpov gives the solution in study-like fashion:

A) 34.f5 a5 and now:

A1) 35.♖c5? (White wants to win a tempo) 35...♙b4? (35...♙a4! 36.g4 b4 37.g5 b3 38.♖c7 ♖b8 and Black wins) 36.♖c1 a4 37.g4 a3 38.f6 a2 39.g5



analysis diagram

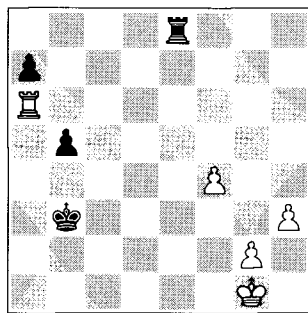
A11) 39...♙a3 40.f7 ♖c8 41.♖f1 b4 42.g6 b3 43.g7+-;

A12) 39...♖c8 40.♖f1 ♖f8 41.♙h2!! (White again clears the g1-square) 41...♙c3 42.♖g1 b4 43.g6 b3 44.g7 ♖b8 45.f7+-;

A13) 39...♖e5!! (the black rook fights the pawns in an unusual way, keeping them under control from behind) 40.h4 ♖f5 41.♙h2! ♙a3 42.♖g1 b4 (42...♙b2? 43.g6 ♖f2+ 44.♙h1! – a nice shelter, isn't it? – 44...♖f4 45.♖g2+ ♙b3 46.♖xa2 ♙xa2 47.f7+-) 43.g6 ♖f2+ 44.♙h3 ♖f3+ 45.♙g4? (45.♙h2! =) 45...♖xf6 46.h5 ♖f8 47.g7 ♖b8 48.h6 b3 49.h7 b2 50.h8 ♖b1 and if 51.♖g3+ ♙a4 or 51.♖h3+ ♖b3. White has no useful checks.

A2) 35.f6 a4 36.g4 a3 37.g5 a2 38.♖a6 ♖e5 (38...♖f8 39.♙h2+-) 39.h4 ♖f5 40.g6 ♖xf6 41.g7=.

B) 34.♖a6



analysis diagram

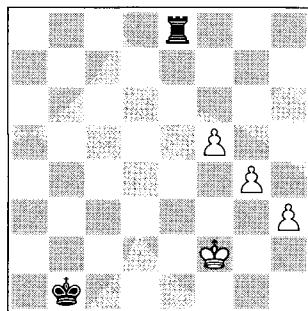
Black must be careful. These kind of endgames are especially hard to play.

B1) 34...b4 35.♖xa7

B11) 35...♖b8! (the black rook backs the b-pawn, which should be enough for a draw) 36.♙f2 ♙c2 37.f5 b3 38.♙e3 (or 38.g4 b2 39.♖a2 ♙d3) 38...b2 39.♖a2 ♙c3 40.♖xb2 ♖xb2 41.g4 with a draw;

B12) 35...♙c3?!. This has been the starting point of some original analysis. It is not the best move, but it leads to some very instructive lines:

B121) Not 36.♙f2? b3? (36...♖b8! is still fine for Black, e.g. 37.♖c7+ ♙d2 38.f5 b3), which loses in an instructive way: 37.♖c7+ ♙d3 38.♖b7 ♙c2 39.g4 b2 40.f5 b1 ♖ 41.♖xb1 ♙xb1



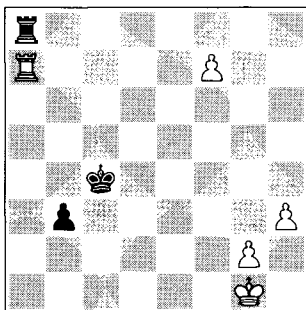
analysis diagram

42.♙f3! (the king must go forward first to win. Not 42.f6? ♙c2 (42...♖g8!

draws) 43.g5? ♖e5!! 44.h4 ♕d3 45.♕f3 ♜f5+ and Black draws) 42...♕c2 43.♕f4 ♕d3 44.f6 and White wins;

B122) 36.♜c7+! ♕d3 37.♞b7 ♕c3 38.♕f2 b3 39.g4 (39.♕f3? b2 40.f5 ♞e1 41.g4 b1♚=) 39...b2 (in case of 39...♞e4 40.f5 ♞b4 41.♞xb4 ♕xb4 42.f6 White promotes with check) 40.f5 ♕c2 (40...♞e4 loses to 41.♞xb2 ♕xb2 42.♕f3) 41.♕f3 b1♚ 42.♞xb1 and White wins.

B2) 34...♞a8!? 35.f5 ♕c4 36.f6 b4 37.f7 b3 38.♞xa7 and now:

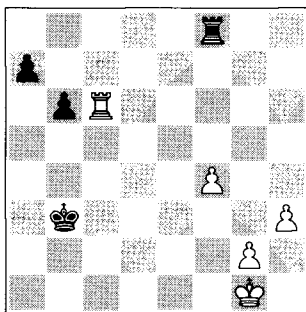


analysis diagram

B21) 38...♜f8 39.♞b7 ♕c3 40.g4 b2 41.♞c7+ =;

B22) Karpov shows a remarkable draw: 38...♞xa7!? 39.f8♚ ♞a1+ 40.♕h2 b2.

Back to the game.



**34.g4!**

In the race, the speed of the pawns matters, not the quantity. This witty idea underlines that Karpov has no weaknesses in the endgame.

**34...♞xf4?!**

Taking the pawn costs two tempi. Black simply cannot afford that.

Karpov's path to victory would have been narrower after 34...b5. Then White must push his pawns quickly with 35.f5! a5 36.f6! a4 37.g5 a3 38.♞a6 a2 39.h4 b4 (39...♕b2 loses to 40.h5 a1♚+ 41.♞xa1 ♕xa1 42.g6 ♞xf6 43.g7) 40.h5 ♕b2 41.g6 ♞xf6 42.♞xa2+ ♕xa2 43.g7, winning.

**35.g5**

The rest was easy to calculate.

**35...b5 36.g6 ♞f8 37.g7 ♞g8 38.♜c7 a5 39.h4 a4 40.h5 a3 41.h6 a2 42.♞a7** **1-0**

So Karpov faced Kasparov for the fifth time in a World Championship final. After the first half in New York the score was 6-6, but in the 18th and 20th game Kasparov took a two-point lead. Karpov won the 23rd game, but could not level the score and lost 12½-11½. This was to be their last duel for the world title. The following game was Karpov's second win in the match.

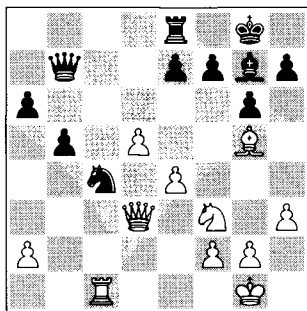
## GAME 105

**Karpov, Anatoly**  
**Kasparov, Garry**

Lyon/New York Wch-m 1990 (17)

**1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.cxd5 ♘xd5 5.e4 ♘xc3 6.bxc3 ♕g7 7.♕e3 c5 8.♚d2 0-0 9.♘f3 ♕g4 10.♘g5 cxd4 11.cxd4 ♘c6 12.h3 ♕d7 13.♞b1**

**♖c8 14.♘f3 ♘a5 15.♙d3 ♙e6 16.0-0 ♙c4 17.♞fd1 b5 18.♙g5 a6 19.♞bc1 ♙xd3 20.♞xc8 ♜xc8 21.♞xd3 ♞e8 22.♞c1 ♞b7 23.d5 ♘c4**



**24.♘d2!**

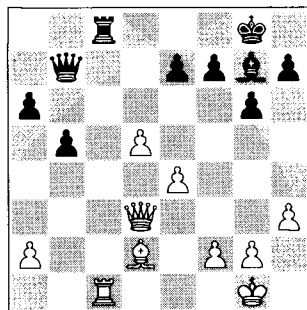
Karpov wants to exchange Black's best piece.

**24...♘xd2**

Karpov shows that inserting 24...h6!? would not solve Black's problems: 25.♙f4 e5 (taking on d2 as in the game would now mean a loss of a tempo, and 25...g5 26.♙g3 ♘xd2 27.♞c7 ♞b6 28.♞xd2 would give White an advantage thanks to the rook on c7) 26.♙e3 (26.dxe6 ♞xe6 27.♘xc4 ♞xe4!) 26...♘xe3 27.♞xe3 ♞c8 28.♘b3 ♙f8 29.♘a5 and White is better.

After 24...♘d6 25.♞c6 ♞c8 26.♞c2 White can keep up the pressure.

**25.♙xd2 ♞c8**



**26.♞c6!**

Kasparov had apparently missed this tactical finesse.

**26...♙e5**

In case of 26...♞xc6 27.dxc6 ♞c7 (27...♞xc6 28.♞d8+) 28.♞d7 ♙e5 29.♙h6 ♞xd7 30.cxd7 ♙c7 31.e5! White cages in Black's king and wins by bringing his king over to the queenside.

**27.♙c3!**

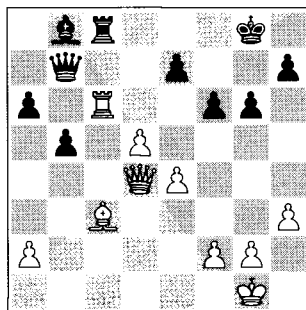
Karpov increases his domination of the c-file.

**27...♙b8**

A) In the event of 27...♞xc6 28.dxc6 ♞c7 29.♙e5 ♞xe5 30.♞d8+ ♔g7 31.c7 ♞a1+ 32.♔h2 ♞e5+ 33.g3 ♞b2 34.♔g2 Black has no perpetual;

B) Anatoly knew that Garry was unlikely to go for a passive position with 27...♙xc3 28.♞xc3 ♞xc6 29.dxc6!? (after 29.♞xc6 ♞a7 30.e5 ♞d4 Black becomes active) 29...♞c7 30.e5 and, although rather passive, Black has chances to survive.

**28.♞d4! f6**



**29.♙a5!**

This is a subtle positional move. It increases White's possibilities on the c-file.

**29...♙d6 30.♞c3**

Karpov could have won a pawn with 30.♞b6, but after 30...♞a8 (30...♞b8

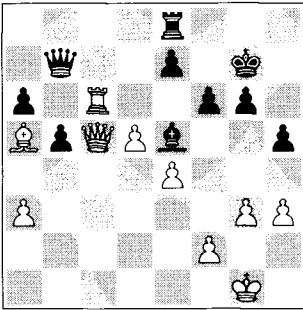
31. ♖xb7 ♜xb7 32. ♜xa6) 31. ♜xc8+  
 ♖xc8 32. ♖c6 ♖f8 33. ♖xa6 ♖h6  
 Black would get some play.

**30... ♖e8 31. a3!**

Despite the presence of the bishop on d6, Karpov still plays this move. It fixes the queenside. Here Karpov already knew what he was going to do to the bishop.

**31... ♖g7 32. g3 ♖e5 33. ♖c5 h5?**

Repelling the queen with 33... ♖d6!? was better. But White still has every chance to win after 34. ♖c1.



**34. ♖c7!**

Karpov takes control of the c7-square and prepares the decisive invasion.

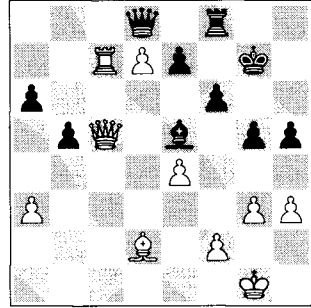
**34... ♖a1 35. ♖f4 ♖d7 36. ♜c7**

Here Garry could have resigned.

**36... ♖d8 37. d6 g5 38. d7 ♜f8 39. ♖d2**

This is not the only solution. Karpov prevents ... ♖a5 to make sure Garry cannot do anything active.

**39... ♖e5**



**40. ♜b7**

**1-0**

In case of 40... h4 (or 40... ♖g6 41. ♖a7) 41. ♖a5! Karpov would demonstrate his nicest threats: 41... ♖xa5 42. ♖xe7+ ♖g6 (42... ♜f7 43. ♖xf7) 43. ♖h7+!. Karpov is enjoying himself in his analysis. He has played so well in the earlier part, he deserves it. 43... ♖xh7 44. d8 ♖+ is the end.



# Epilogue

Before we started working on Karpov's endgames, we expected that he had played some beautiful endgames even in his childhood. Just like many other great players, he can produce, in one particular game, the highest level of creativity. This happens in music, poetry and chess, and Karpov is no exception. Indeed, in the 1960s he already created some marvellous endgames which contained some very deep concepts. What was a bit of a surprise – and I had not realized this before – was that sometimes he produced better games from an artistic point of view against lower-ranked opponents.

His style went through some slight changes, but nothing substantial. He is an all-round player in endgames and in his games we can find examples of all elements of endgame skill.

Maybe there has been a slight shift in one respect. In his early days, Karpov had a predilection for pinning his opponent's pieces. From the early 1970s onwards, he started to win games by building up an attack on the opponent's king and very often he checkmated them.

I believe that any reader who devotes time to play through this selection will experience considerable joy and certainly learn a lot. I think that many of these games leave a highly artistic impression.

I am grateful to many people for helping me during the process of writing this book. Of course, first of all I am grateful to Karpov for his unbelievably high quality of play in a great number of endgames. Several excellent commentators have facilitated my job by analysing some of Karpov's endings (most notably, in alphabetical order, Dvoretsky, Kasparov, Marin and Timman).

I also owe thanks to several other people. Antonio Palma provided me with a significant amount of material. Attila Groszpetter and Harold van der Heijden added some valuable analysis and remarks. The book itself was written in Singapore while I was working for Intchess Asia. Many of my trainer colleagues suggested ideas when I showed them my work during the process. Woman grandmaster Natalia Edzgeradze and IM Tigran Gezalian inspired and supported me with their encouragement, insisting that it was worth putting so much effort into the book. In a good part of the book they followed the process almost game by game; I am really grateful to them. Even some of my pupils have added to this book, for example the Singapore woman's national team and Ravindran Shanmugan.

*January 2007  
Tibor Karolyi*

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# Endgame Classification

This classification of Karpov's endgames may help those players who have problems in certain phases of the endgame. Is there any chess player who has never spoiled a winning endgame with a material advantage? Karpov's masterpieces are helpful in this department.

A word of caution – any one game in the classification scheme we present below may contain multiple elements. For example, it is possible that there was a zugzwang and also a mating attack, but even control of an open file could have been an important factor. In these cases the number of the game will be indicated under each of the different headings.

Often the endgames never crystallised into clear rook endings as both sides had retained a bishop or a knight. These games are not placed under a specific heading. Sometimes there is reference to opposite-coloured bishops when there were still rooks on the board. Then the reference indicates that the bishops may have had a strong effect on the outcome.

This classification may give interesting information, even in cases where some motifs only occurred in the analysis.

Karpov applied many different skills in his endgames. However, the fact that there is a balance between his implementation of these tools shows how versatile he has been.

## Endgame Types

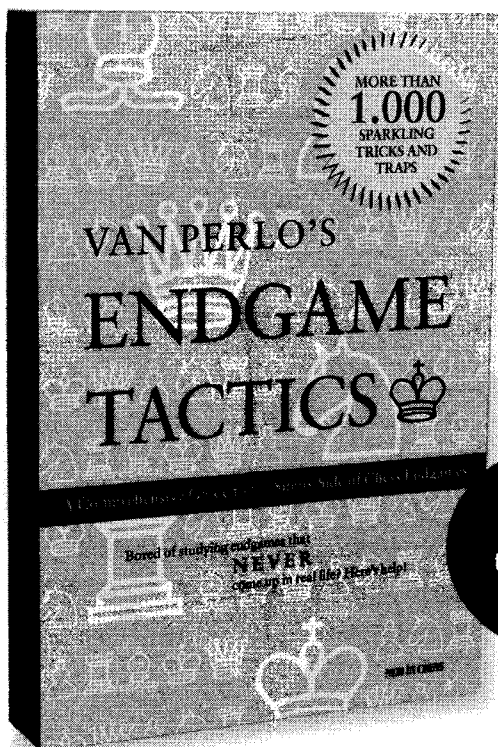
|   |   |                                       |   |
|---|---|---------------------------------------|---|
| <b>Pawns</b><br>48, 63  | <b>Knights</b><br>23, 29, 32, 46, 48,<br>76, 101                            | <b>Bishops</b><br>90, 91              | <b>Opposite coloured<br/>bishops</b><br>14, 15, 19, 44, 63,<br>64, 94 |
| <b>Bishop versus knight</b><br>7, 12, 16, 40, 50, 51,<br>65, 69, 70, 82, 93,<br>102 | <b>Rooks</b><br>1, 2, 33, 40, 47, 54,<br>60, 61, 62, 66, 81,<br>83, 84, 104 | <b>Four rooks</b><br>3, 42, 77        | <b>Exchange</b><br>11, 17, 56, 72, 99                                 |
| <b>Queens</b><br>20, 35, 78   | <b>Queens and rooks</b><br>24, 60, 71, 75, 80                               | <b>Queen against pieces</b><br>43, 86 | <b>Two pieces versus<br/>rook</b><br>52, 57, 74, 92                   |

## Endgame Themes

|   |  |  |   |
|---|--|--|---|
| <b>Open file</b><br>1, 4, 5, 6, 7, 9, 10,<br>14, 18, 21, 22, 23,<br>24, 27, 28, 38, 40,<br>41, 45, 48, 52, 58,<br>64, 66, 67, 68, 74,<br>75, 77, 80, 84, 92,<br>98, 105 | <b>Attacking the king</b><br>3, 7, 14, 21, 22, 28,<br>36, 39, 40, 41, 42,<br>45, 57, 60, 64, 66,<br>67, 71, 74, 75, 77,<br>78, 83, 86, 87, 89,<br>91, 92, 95, 96, 97,<br>100, 103, 105 | <b>Passed pawns</b><br>3, 7, 14, 21, 22, 28,<br>36, 39, 40, 41, 42,<br>45, 57, 60, 64, 66,<br>67, 71, 74, 75, 77,<br>78, 83, 86, 87, 89,<br>91, 92, 95, 96, 97,<br>100, 103, 105 | <b>Converting a material advantage</b><br>2, 3, 5, 10, 11, 13,<br>15, 17, 19, 20, 21,<br>23, 25, 26, 28, 35,<br>47, 48, 52, 53, 60,<br>62, 65, 66, 70, 76,<br>78, 83, 86, 87, 92,<br>98, 100, 102 |
| <b>King centralization</b><br>3, 11, 13, 16, 18, 27,<br>28, 31, 40, 46, 49,<br>50, 51, 58, 59, 63,<br>65, 76, 77, 82, 91,<br>93, 101                                    | <b>King manoeuvre</b><br>21, 36, 44, 50, 57,<br>60, 62, 66, 67, 87,<br>81, 84, 89, 90, 92,<br>93   | <b>Fixing pawns</b><br>1, 4, 12, 15, 16, 23,<br>29, 34, 40, 44, 62,<br>68, 70, 72, 92, 101,<br>105   | <b>Rooks on the seventh rank</b><br>10, 13, 19, 23, 24,<br>28, 38, 45, 48, 62,<br>66, 71, 73, 83, 85,<br>86, 89, 91   |
| <b>Space advantage</b><br>4, 7, 29, 31, 33, 37,<br>39, 46, 54, 60, 70,<br>72, 85, 91, 93, 101   | <b>Zugzwang</b><br>1, 16, 34, 40, 43, 47,<br>55, 56, 58, 78, 81,<br>82   | <b>Exchanging</b><br>6, 18, 23, 30, 32, 42,<br>47, 58, 66, 70, 72,<br>78, 80   | <b>Pawns versus minor pieces</b><br>44, 55, 70, 93, 96,<br>98, 100, 103   |
| <b>Pawns on one side</b><br>2, 13, 60, 62, 64, 70,<br>82  | <b>Pin</b><br>3, 4, 8, 9, 11, 19, 48,<br>63, 66, 69  | <b>Pawn race</b><br>1, 32, 40, 47, 81, 90,<br>103, 104   | <b>Pawn promotion</b><br>40, 44, 70, 72, 86,<br>103, 105  |
| <b>Two bishops</b><br>59, 63  | <b>Hunting down a piece</b><br>12, 21, 27, 99, 100   | <b>Building a fortress</b><br>16, 17, 43, 70, 82,<br>102, 103  | <b>Battery</b><br>19, 65, 69  |
| <b>Cutting off the king</b><br>2, 62, 83  | <b>Working out a square</b><br>7, 16, 18, 47, 48   | <b>Pawn as outpost</b><br>4, 6, 24, 27, 30, 54,<br>68  | <b>Isolated pawn</b><br>18, 50, 71, 102   |
| <b>Stalemate</b><br>47, 55  | <b>Doubled pawns</b><br>27, 28, 58, 90   | <b>Shouldering</b><br>1, 40, 44, 70  |   |

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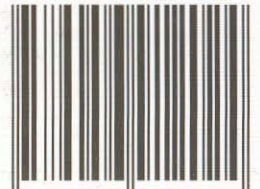
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