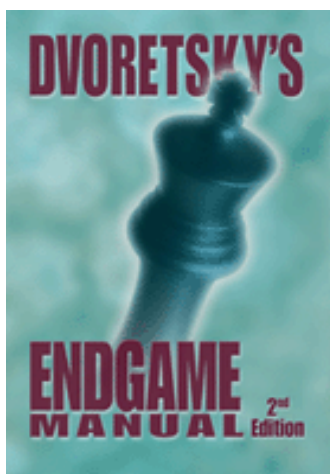




COLUMNISTS

## The Instructor Mark Dvoretsky



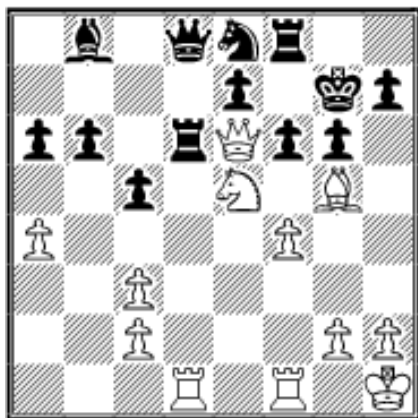
## An Ideal Game

Not long ago, I re-examined an exercise from my notebook, in which White won thanks to a beautiful attack. I ran it through *Fritz*, which told me the attack was refuted in several different ways. I couldn't believe that, as Black's king position looked way too dangerous. And in fact, soon the computer "changed its mind" and began showing equality in lines that it had previously considered won for Black. This was more believable; but I am not a fan of situations in which there are a number of equivalent ways to play (even though, in practice, such situations occur all the time). I continued searching; and finally, all the defensive tries went down, save one – now this result, I could live with. And in the end, we found a difficult win here, as well.

The course of analysis uncovered more and more subtleties, some of them utterly fantastic, even "non-human." People can't play chess at this level yet – in fact, I hardly think they'll ever be capable of learning how, especially taking into account the current tendency toward faster time-controls, and the ever-growing predominance of sporting (or should I say "financial") aspects over the creative side of chess life.

And so, you have before you an "ideal game," which you may employ as an exercise (perhaps more than once!) for training play between two strong opponents, during which they can work on their abilities in attack or defense, in resourcefulness and the exactness of their calculations. A different training approach would be to solve the numerous problems illustrated in the diagrams that have an accompanying question mark.

*Lelchuk – Voronova*  
USSR 1983



W?

White's a pawn down; what's more, she has four (!) pieces *en prise*. She could minimize her losses by playing 1 Rxd6? Qxd6 2 Bh6+ (or 2 Qxd6 Bxd6 3 Nd7 fg) 2...Kxh6 3 Nf7+ Rxf7 4 Qxf7 Ng7; but this is completely hopeless, of course. So finding a combination that will set the opponent problems is a matter of sheer survival; there's no point in even thinking about checking its correctness.

**1 Bg5-h6+! Kg7xh6 2 Qe6-f7!! Rf8-h8!**

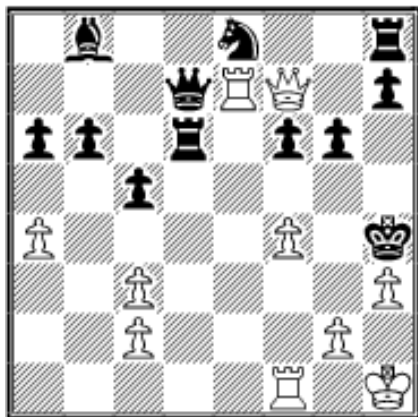
The careless 2...Rxd1?? ends in mate after 3 Ng4+ Kh5 4 Qxh7+ Kxg4 5 Qh3, or 2...fe?? 3 Qxf8+ Kh5 4 g4+! Kxg4 5 Rg1+ (5 Qh6!) 5...Kf3 6 fe+ (or 6 Rxd6 first).

And 2...Rxf7?! 3 Nxf7+ would leave White the exchange up after either 3...Kg7 4 Nxd8± or 3...Kh5 4 Nxd8 Rxd1 5 Rxd1 Bxf4 6 Rb1± (6 Rd7±). Of course, such an endgame could not appeal to Black; thus, Tatiana Voronova decided to go for a position in which her king would stand out in front of its whole army.

When warding off a dangerous onslaught, sometimes we find ourselves confronting a difficult dilemma: should we attempt to cast doubt on our opponent's idea in the most principled variations (usually involving the win or retention of material), or should we avoid them and select a "roundabout" path that involves significant concessions? Both approaches have a right to exist – the choice between one and the other is determined by our assessment of the situation occurring on the board, and by concrete calculation of variations – and sometimes, by intuition.

**3 Ne5-g4+ Kh6-h5**

Now the hyperaggressive **4 Rde1?** does not work: **4...Kxg4! 5 Re3** (the line 5 Rxe7 Kh5 6 Re3 Qd7! 7 Rh3+ Qxh3 8 gh Kh6 leaves Black with great winning chances) **5...Qd7! 6 h3+** (6 Rg3+ Kh5 7 Rh3+ Qxh3 8 gh Kh6+–) **6...Kh4! 7 Rxe7**

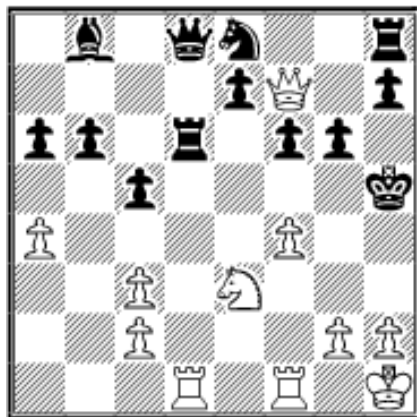


B?

**7...Qf5!** (7...Rd1 8 Kh2! Qxe7! 9 g3+ Kxh5 10 Qxe7 Rxf1 11 Qe2+ Kh6 12 Qxf1=/+ is less convincing) **8 Rxe8 Rd7!** (a necessary insertion, as 8...Rxe8? 9 Qxe8 offers Black no advantage) **9 Re7 Rxe7 10 Qxe7 Bxf4!** and White cannot withstand Black's considerable advantage in material.

The knight must be preserved – it will prove useful in the attack.

**4 Ng4-e3!**



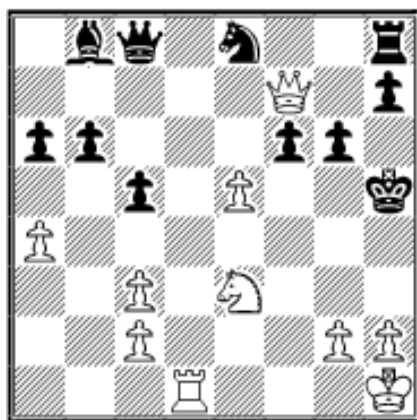
B?

Defending such a position is not at all easy. If Black plays 4...Kh6?, for example, White won't repeat moves, but play 5 Rde1! instead, with the terrible threat of 6 Rf3.

On 4...f5?, 5 Rde1? Rf6 6 Rf3 Bxf4! doesn't work; and the consequences of 5 Rxd6 Bxd6 6 Nxf5! (6 Rf3 would meet the same reply) 6...Bxf4! or 5 h3!? e6! 6 g4+ Kh6 (6...Kh4? 7 Kh2!±) 7 g5+ Kh5 8 Qb7! Rd5! are unclear.

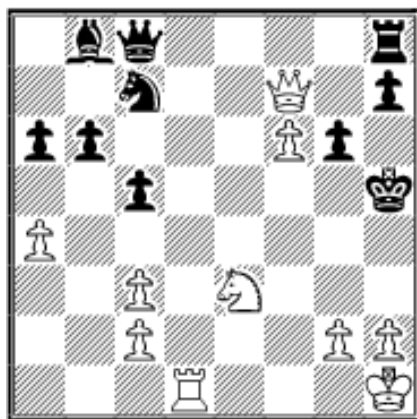
However, she wins spectacularly with **5 Nxf5!! Rxd1 6 g4+ Kxg4 7 Ne3+ Kh5 8 Rxd1 Qc8** (8...Qc7? 9 Rd5+) **9 Qd5+ e5 10 Qg2! Kh6 11 Qg5+ Kg7 12 Qe7+ Kh6 13 Rd7 Qxd7 14 Qxd7 e7 15 Ng4+ Kg5 16 Nf2** – White has both material and the attack.

And finally, Black is also unable to survive the line **4...e5?! 5 fe Rxd1 6 Rxd1 Qc8** (6...Qc7 7 Qc4+-).



W?

True, after 7 Rd7?! Qc6 (7...Bxe5? 8 Qe6!) 8 h4! (threatening 9 Qxh7+!) 8...Kh6 9 Ng4+ Kh5 10 Nf2(e3) Kh6, it looks like White has to settle for the repetition. But **7 ef!** (threatening 8 Rd5+ or 8 Qd5+) **7...Nc7**



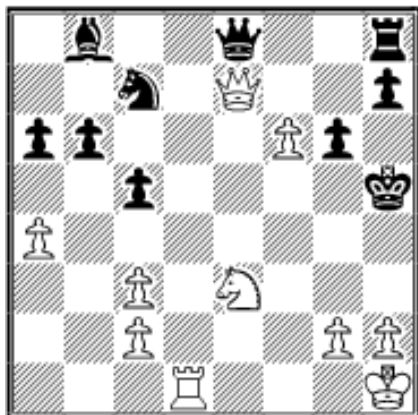
W?

Black's king is not to be envied; the only question is, how to mate him? 8 Qc4 is met by 8...Qe6! 9 Qe2+ Kg5. If 8 Rf1 (intending 9 Rf5+), then 8...Ne6! 9 Rf5+ Ng5, and the threat of 10...Qxf5 11 Nxf5 Nxf7 leaves White no time to press her attack.

The solution lies in the hidden quiet move **8 g3!!**, which strengthens all of White's threats.

For example: 8...Qe8 (8...Qe6 9 Rd5+!; 8...Qb7+ 9 Rd5+ Nxd5 10 Qb7; 8...Qg8 9 Qd7 Qc8 10 Qc6) 9 Qc4!, when the only way to prevent mate by Qh4 is 9...g5, then there follows 10 Qg4+ Kh6 11 Qh3+ Kg6 12 Qf5+, etc. And if **8...b5**, then **9 Rff1! Ne6 10 Rf5+ Ng5 11 Rxc5+! Kxc5 12 h4+ Kh6** (12...Kh5 13 Qd5+) **13 g4!** and Black can't parry the twin threats of 14 Qg7 mate and 14 Nf5+! gf 15 g5 mate.

There's a second solution that is also very pretty: **8 Qe7! Qe8** (on 8...Qe6, simplest is 9 Qg7 Qg8 10 g4+ Kg5 11 h4+ Kf4 12 Qh6+).



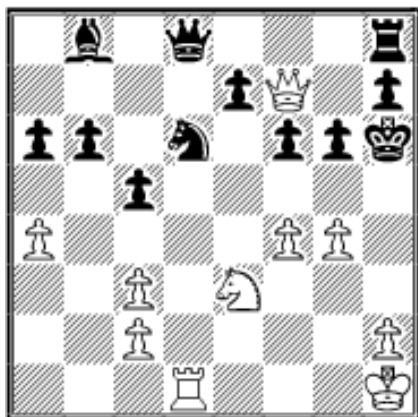
W?

Here, White delivers the brilliant **9 Rd8!!**. For example, **9...Qxd8 10 g4+ Kg5 11 h4+ Kxh4** (11...Kf4 12 Ng2+ mates quickly) **12 Ng2+ Kg5 13 Qe5+ Kxg4 14 Qf4+ Kh5 15 Qh4 mate** – queen and knight, united against the opposing king, demonstrate once more the power of this particular tandem. Or **9...Qxe7 10 fe Re8 11 Nd5! Nxd5** (11...Kg5 12 Rxb8!) **12 Rxe8 Bd6** (12...Be5 13 c4) **13 Rd8**, with an easy win.

Voronova traded rooks at once, which somewhat reduced her opponent's attacking potential, but mainly allowed her to develop her inactive knight.

**4...Rd6xd1! 5 Rf1xd1 Ne8-d6 6 Rd1-d5+**

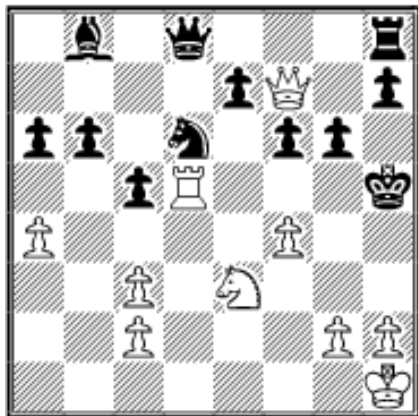
Another tempting way to attack was **6 g4+!? Kh6** (but not 6...Kh4? because of 7 Ng2+ Kxg4 8 Qe6+ Nf5 9 Qe2+ forcing mate)



W?

**7 Nf5+! gf** (a complex, but apparently equal position arises after 7...Nxf5 8 Rxd8 Rxd8 9 gf) **8 g5+! fg 9 fg+ Kxg5**. Now after **10 Rg1+? Kf4! 11 Qe6 Ne4! 12 Rf1+ Ke3 13 Qxf5 Rf8!? 14 Re1+ Kd2 15 Qxe4 Bf4**, Black's king penetrates deep into the enemy position and successfully eludes pursuit. White has to continue **10 Qg7+** (10 Qe6!?, preparing 11 Rg1+, also maintains the

balance) **10...Kf4 11 Qg3+ Ke4 12 Qe1+ Kf4**, with a perpetual check.



B?

Unfortunately, after 6 Rd5+, Black was unable to bear the tension in the game and played **6...f5?**, which lost quickly: **7 g4+ Kh6** (on 7...Kh4, 8 Qe6!+- is the most precise) **8 Rxd6! ed 9 Nxf5+ gf 10 g5+** Black resigned.

Zoya Lelchuk conducted the attack in outstanding fashion. But what would have happened if Black had pushed a different

pawn?

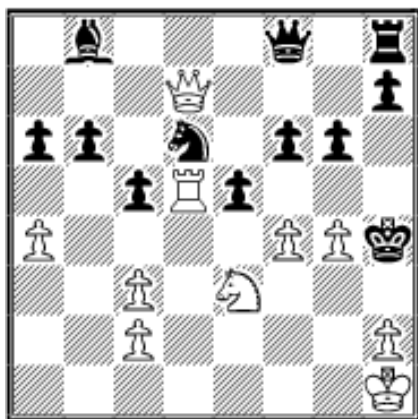
**6...e6-e5! 7 Qf7-g7!**

It's vital to cut off the king's retreat. Much weaker would be 7 Qe6? Kh6 8 fe Kg7 9 ed Re8 10 Qh3 Bxd6, or 7 g4+? Kh6 8 g5+ Kh5, when Black must win.

**7...Qd8-f8! 8 g2-g4+**

Not 8 Qd7? at once, in view of 8...f5! 9 g4+ Kh6 10 fe Qe8!? 11 Rxd6 Bxd6 12 Qxd6 Qd8!?!+-.

**8...Kh5-h4 9 Qg7-d7!**



B?

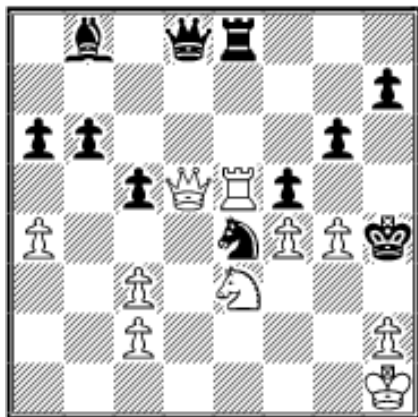
Threatening 10 Ng2+ Kh3 11 Rd3 mate. How should Black defend?

9...c4? loses quickly: 10 Ng2+ Kh3 11 g5+ f5 12 Rxe5.

**9...f5?! is not as simple to refute.** White continues **10 Rxe5** (10 fe? Ne4 11 gf gf would be considerably weaker)

Now if 10...Qf6?! 11 gf, Alexander Motylev continued the line as follows: 11...Nc4 12 Ng2+ Kh5 13 Qd3 Kh6 14 Re6 Qd8 15 Qh3+! Kg7 16 f6+, or 11...Nf7 12 Re7 Qd6 (12...Rd8 13 Qxd8!) 13 Qb7! and wins.

**10...Qd8 11 Qe6 Re8** (11...Ne4 12 Rxe4! Qd6 13 gf+) **12 Qd5 Ne4**



**13 Rxe8 Nf2+!** (the d1-square must be covered – 13...Qxe8? fails to 14 Ng2+ Kxg4 15 Qd1+ and mates) **14 Kg1(g2) Qxe8 15 Kxf2 Qe4!** (the only defense to the mating threats) **16 Qd8+ Kh3 17 Qxb8 fg 18 Qe5! Qf3+ 19 Ke1**, when the extra knight ought to be enough to win for White. She has the consolidating 20 Nf1 at her disposal, when capturing the h-pawn loses quickly: 19...Kxh2? 20 f5+ g3 (20...Kg1 21 f6) 21 Nf1+ and 22 Nxg3.

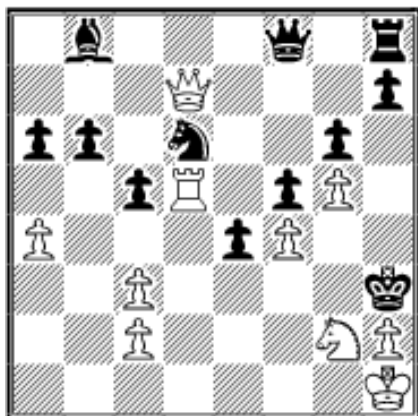
Things are even more complicated with the other two defensive tries, 9...e4!? and 9...Kh3!?. In both these cases, achieving success would require White to find a series of difficult, only moves, while avoiding a number of temptations along the way. It is hard to say which variation is the main line, so we'll examine both paths carefully.

### I. 9...e5-e4!?



W?

When we attack after sacrificing material, we generally try to force the issue; in particular, we give check at the first opportunity. Here, too, **10 Ng2+?! Kh3 11 g5+ f5** (but of course not 11...Nf5? 12 Rd3+! ed 13 Qxd3+ Kg4 14 h3+ Kh5 15 Qf3 mate) suggests itself:



W?

**12 Qc6!**

A subtle move – now Black must consider 13 Rd3+.

**12...Nc4!**

12...Kg4 is riskier: 13 Qxb6 (the queen wants to approach the enemy king via b1) 13...Nb5!! (the only defense) 14 ab Bxf4 15 Nxf4 Kxf4 – White can either give perpetual check: 16 Qc7+ Kxg5 17 Qg3+ Kh5 18 Qh3+, or carry on the fight with 16 ba!? Kxg5, which is unclear.

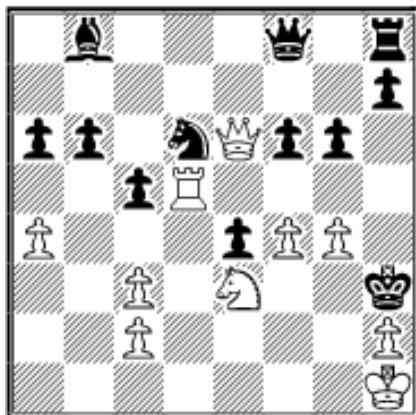
13 Rd3+! Kg4! 14 Rg3+ Kh5 15 Qd5 Qd6 16 Rh3+ (16 Qxc4?? Qd1+) 16...Kg4

17 Rg3+ Kh5, with perpetual check

White must play differently.

**10 Qd7-e6!!**

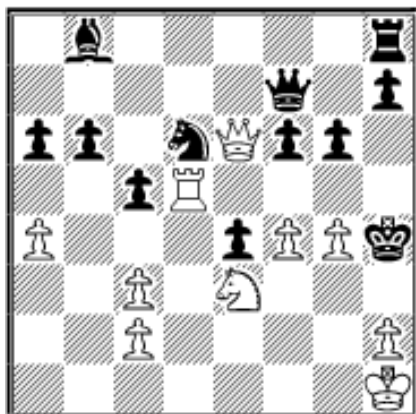
A quiet move that decisively strengthens the attack. White's main threat is not at all obvious. She will execute it; for example, after **10...Kh3** (or 10...c4).



W?

**11 Rh5+!! gh 12 g5+! f5 13 Qd5**, followed by 14 Qd1(d2), and Black's king is defenseless. I note that 11 Rd3!! also accomplishes this, although by a much more complicated route. We shall examine this position further, when we analyze 9...Kh3!?

White also has a pretty mate after **10...Qf7?**

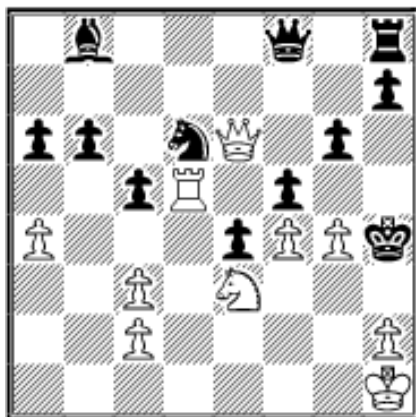


W?

**11 Ng2+ Kh3 12 Rd3+!! ed 13 Qe3+ Kxg4 14 Qg3+ Kf5 15 Qh3+ Ke4 16 Qxd3 mate.**

The only acceptable defense remaining does not, however, save Black from the storm of combinations.

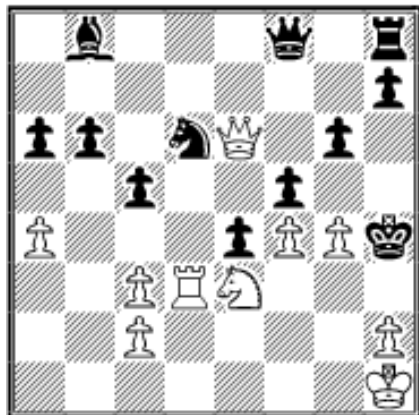
**10...f6-f5!**



W?

Black counts on 11 gf? Qf7! 12 Rxd6 Qxe6 13 Rxe6 Bxf4 14 Rxe4 g5, with about even chances. 11 Rd1 isn't dangerous either – the simplest reply is 11...b5, preparing 12...Nc4.

**11 Rd5-d3!!**



B?

The rook is immune: 11...ed? 12 Ng2+ Kxg4 13 Qe1 and Black's king will be mated in 2 or 3 moves. On 11...Qf7?, White decides with 12 Ng2+ Kxg4 13 Rg3+ Kh5 14 Ne3! Kh6 (14...Kh4 15 Kg2) 15 Qe5. In order to break up the mating net, Black has to capture the f4-pawn with her bishop as quickly as possible. For this, she must retreat the knight – to a square that's twice attacked!

### 11...Nd6-c4!!

It's important to attack the enemy knight, or else White has time for the decisive strengthening of her attack by 12 gf!. Here are some sample variations:

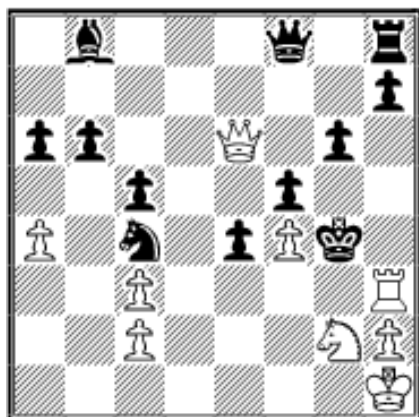
11...Nc8 12 gf! Qe7 (12...ed 13 f6+-) 13 Ng2+ Kh5 14 Rh3+ Kg4 15 Rg3+ Kh5 15 Rg5+ Qxg5 (15...Kh6 16 Rxg6+) 16 fg;

11...Nb7 (11...Nb5 is hardly different) 12 gf! ed 13 fg! (13 f6? Qc8) 13...Qxf4 (13...Qc8 14 Qf6+ Kh3 15 Qg5 Qc6+ 16 Ng2+-; 13...Kh5 14 Qg4+ Kh6 15 g7+-) 14 Ng2+ Kg5 15 Nxf4 dc (15...Bxf4 16 g7+-) 16 Nh3+! Kh5 (16...Kh4 17 Qe3!? c1Q+ 18 Qxc1 Kxh3 19 g7+-; 16...Kh6 17 gh+ Kg7 18 Qe7+ Kg6 19 Qe4+ and 20 Qxc2+-) 17 Qf5+ Kh6 (17...Kh4 18 Qg5+ Kxh3 19 Qh5 mate) 18 Qxc2+-.

### 12 Ne3-g2+!

The knight is immune, neither 12 Qxc4? ed nor 12 Nxc4? Bxf4 works.

### 12...Kh4xg4 13 Rd3-g3+ Kg4-h5 14 Rg3-h3+ Kh5-g4

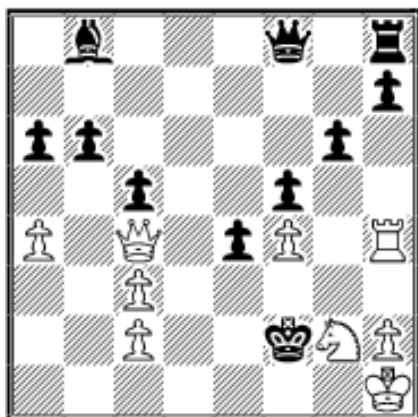


W?

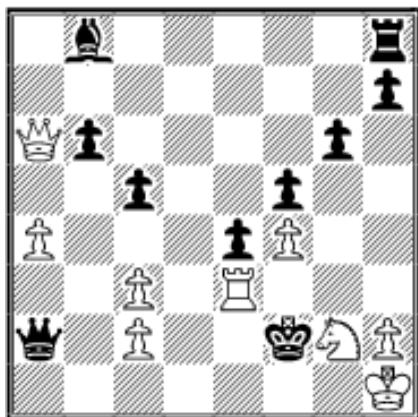
### 15 Qe6xc4!!

This is precisely the proper moment to remove the knight – while the rook at h3 is hanging (since its capture results inescapably in mate: 15...Kxh3 16 Qe2!, threatening 17 Qe3+). After the superficial **15 Rh4+? Kf3 16 Qxc4 Kf2!!**, the game takes a 180-degree turn.





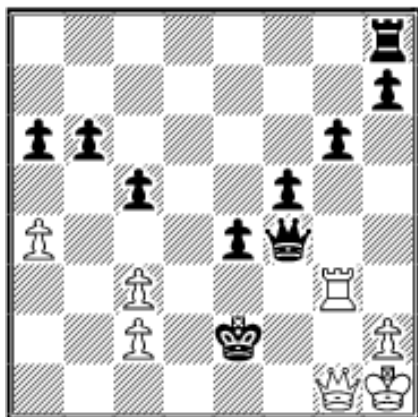
A fantastic situation! The king, having made its way deep into the enemy camp, not only defends itself successfully against an entire army of hostile pieces, but also aids in the counterattack, as may be seen from the variation **17 Rh3 Qg8! 18 Qxa6 Qa2! 19 Re3**



B?

**19...Qb1+ 20 Re1 Qxe1+! 21 Nxe1 Rd8!!**  
and Black wins.

Moving the white queen to the 1st rank doesn't help: 17 Qb3 Qd6 18 Qb1 Qd2 19 Rh3 Bxf4 20 Qg1+ (on 20 Nxf4, simplest is 20...Qe1+! 21 Qxe1 Kxe1 and the black pawns decide) 20...Ke2 21 Nxf4+ Qxf4 22 Rg3



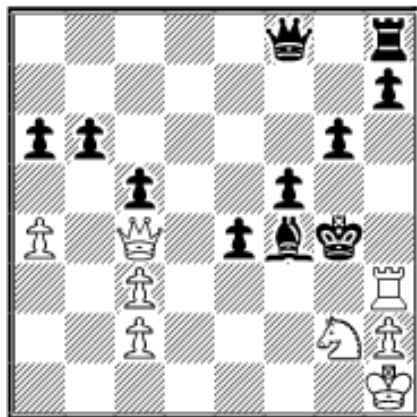
B?

22...e3! (22...Kd2 is weaker: 23 Rg2+ Kxc3 24 Qa1+) 23 Qg2+ (Black's task would be simpler after 23 Rg2+?! Qf2!) 23...Qf2 (23...Ke1!? 24 Rf3! Qxf3! 25 Qxf3 Re8! would also be very strong) 24 Qd5! Re8!? (24...Qf1+? doesn't work: 25 Rg1 Qf3+ 26 Rg2+; however, 26...Rd8!? 27 Qxd8 Qf1+ 28 Rg1 Qf3+ 29 Rg2+ Ke1 30 Qd3 c4! 31 Qxc4 e2 32 Qd4! Qe4 is worth considering. Despite

the extra rook, White has a difficult defense) 25 Qd3+ Ke1 26 Rg1 Qxg1+ 27 Kxg1 e2 28 c4 Re4! and Black appears to be winning.

### 15...Bb8xf4

There's nothing else – Black must shed a piece. Once it's taken, the king returns home and Black's strong central pawns secure her good saving chances. So White must be accurate to the very end.



W?

**16 Qc4-f1!!**

Stronger than 16 Rh4+ Kg5 17 Rxf4 Qd6 or  
 16 Qe2+ Kg5 17 Qf2 Kf6 18 Nxf4 Qd6 19 c4  
 Qd1+ 20 Kg2 Rd8 21 Nd5+ (21 Qh4+ g5!)  
 21...Kg7.

**16...Kg4-g5**

Black can neither take the rook (16...Kxh3?  
 17 Qxf4) nor save her bishop: 16...Be5 17 Nf4!! Kg5 (forced) 18 Ne6+.

**17 Ng2xf4!**

More accurate than 17 Qxf4+ Kf6 18 Ne3 Qb8.

**17...Qf8-d6 18 c3-c4!**

The knight obtains the excellent central post d5 and the queen obtains the a1-h8 diagonal. Black cannot take on f4, because of 19 Rg3+. White has a winning position.

**II. 9...Kh4-h3!?**

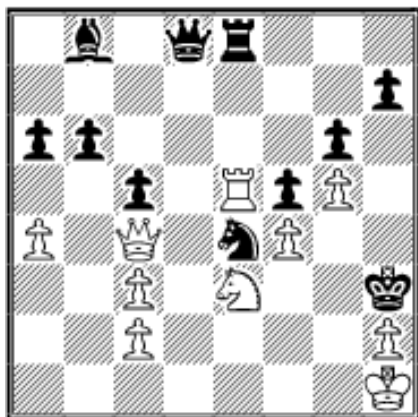
The king runs away from the knight check on g2 – although, of course, he renders himself vulnerable to other checks, such as g4-g5 or Rd3. I began to study this move after completing the analysis of the 9...e4!? variation; and for a while, I thought that this cheeky king sortie, deep into the heart of the enemy position, allowed Black to save the game.



W?

After **10 Ng2?! e4**, the game transposes into the drawing variation 9...e4 10 Ng2+?! Kh3 that we examined earlier. Black also has another way to maintain the balance: **10...f5!?** **11 gf Qf7!** (but not 11...Qe8? 12 Rd3+ Kg4 13 Rg3+ Kh5 14 Qg7+-) **12 Rd3+** (12 Rxd6? Qxd7 13 Rxd7 ef would be bad for White) **12...Kg4 13 Rg3+ Kh5 14 Rg3+ Kg4**, with perpetual check.

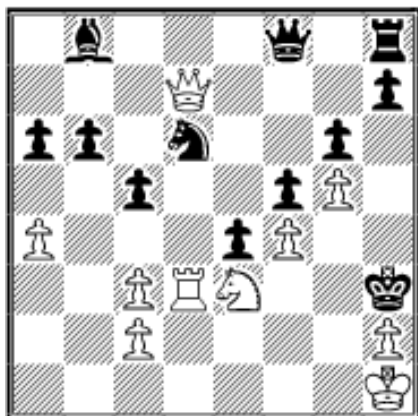
**10 g5+?! f5** leads to amusing complications. Taking the pawn by 11 Rxe5? puts White on the edge of disaster: 11...Qd8! 12 Qe6 (12 Qg7 Nf7! -+) 12...Re8 13 Qd5 Ne4 14 Qc4 (14 Qb7 Bc7 15 Qxa6 Nd2!, intending 16...Qa8+).



B?

14...Ng3+!! (14...Qd2 15 Qf1+ Kh4 is only enough to draw) 15 hg Bxe5 16 Qf1+ Kxg3 17 Qg2+ Kxf4 18 Nd5+ Qxd5-/+ or 16 Nd5 Kxg3 17 Qd3+ (17 fe Qxg5!-+) 17...Kh4! 18 Qd2 Qxd5+! 19 Qxd5 Bxf4-/+.

So **11 Rd3 e4** must be played.



W?

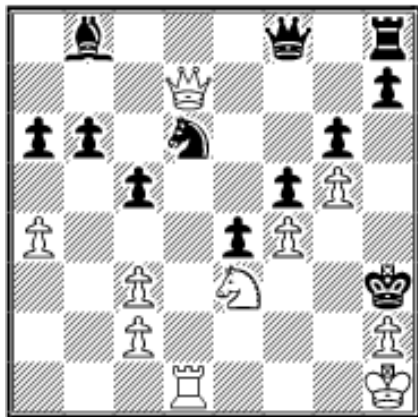
Now what? 12 Nxf5+? fails to 12...ed 13 Nh6+ (13 Nxd6+ Kh4-+) 13...Nf5 14 Qxd3+ Kh4 15 Qf3



B?

15...Qxh6!! 16 gh Re8, with a winning position for Black.

Retreating the white rook by 12 Rd1? also meets with a pretty refutation.



B?

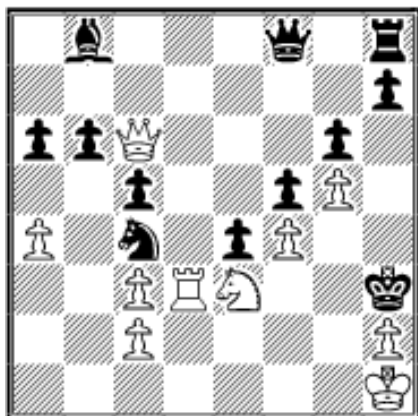
The heedless 12...Qf7?? allows White to conclude the game with a spectacular mate: 13 Rg1!! Qxd7 14 Rg3+ Kh4 15 Kg2, with the unstoppable threat of 16 Rh3 mate. On 12...Qd8?, White plays the same queen sacrifice, except that now it's only good enough for perpetual check: 13...Rg1!! Nc4! 14 Rg3+ Kh4 15 Qg7 Qf8 16 Ng2+ Kh5=. Another drawing line is 12...Nf7? 13 Qd2

Bxf4 14 Qf2 Qb8!! 15 Rg1!.

The winning move is 12...Nc4!! 13 Nxc4 (13 Ng2 Kg4) 13...Bxf4.

**12 Qc6!!**

The only way for White to avoid losing.

**12...Nc4!?**

Black isn't worried about losing the knight here: 13 Nxc4+? Kh4, followed by 14...Bxf4.

**13 Nxf5+** (or 13 Ng2+ Kg4 14 Rg3+ Kh5, with our familiar perpetual check) **13...Kg4**  
**14 Qxe4 Qxf5.**

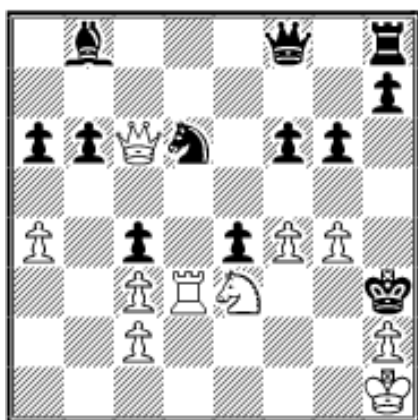
White can check in many different ways, but can't mate the black king.

White has one more attacking line at her disposal: 10 Rd3. I thought that after 10...e4

11 g5+ f5, it would transpose into our last line. But Grandmaster Alexander Motylev, to whom I showed my analyses, disagreed with my conclusion and found a difficult path to victory. I present his variations (with some retouching) herewith.

**10 Rd5-d3! e5-e4**

**10...c4 11 Qc6! e4** encounters a refutation that is quite difficult to see.



W?

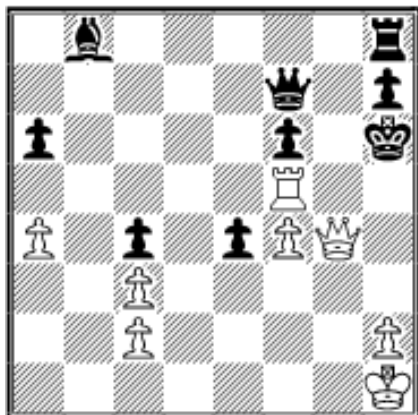
White only gets a draw from 12 Nxc4+? Kxg4  
13 Nxd6 Bxd6 14 Qxe4 (14 Rxd6 Qa8)  
14...Qa8 (14...Bxf4 isn't bad, either) 15 Rd5  
Re8 16 Qg2+ Kxf4.

**12 Qxb6!!**

We saw this idea in an earlier variation. The queen takes a roundabout path to get to the enemy king – via the 1st rank. Taking the

rook with either pawn allows 13 Qb1!, forcing mate. If Black blocks the queen's path by 12...Nb5, 13 Nd5+ Kxg4 (13...ed 14 Qg1!) 14 Nxf6+ Kxf4 (14...Kf5 15 Rd5+) 15 Qf2+ Ke5 16 Nd7+ decides.

**12...Nf5!?** **13 Nxf5+ Kxg4** (13...cd 14 Qg1!) **14 Rd5! gf 15 Qg1+ Kh5 16 Rxf5+ Kh6 17 Qg4 Qf7**



W?

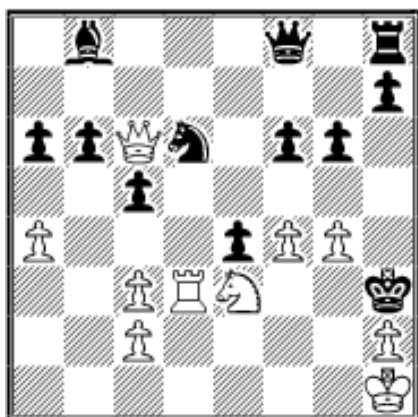
**18 Rg5! Qg6** (the only way to prevent an immediate mate) **18 Rxc6+ hg 20 Qh3+ Kg7 21 Qd7+ Kh6 22 Qd4 Re8 23 Qxf6** (with the terrible threat of 24 f5) and White wins.

**11 Qd7-e6!**

Just so – without the insertion of 11 g5+?! f5. As we have seen more than once in this game, a quiet move brings far greater dividends than

a tempting check.

Equally valid is **11 Qc6!**



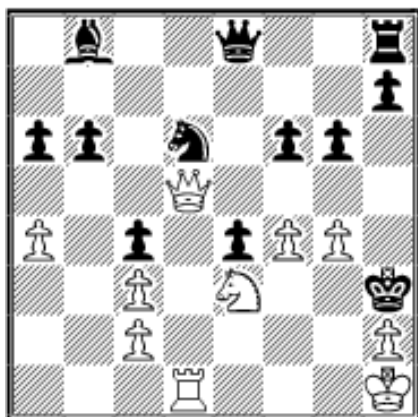
After 11...c4, play transposes into our familiar line. 10 Rd3 e4 11 Qc6 c4 (in which, let me remind you, White wins by 12 Qxb6!!).

On 11...g5, White replies, just as she would after 11 Qe6 – with 12 Qd5.

Black could still try **11...Qe8**. Once again, checks lead nowhere: 12 Ng2+? Kxg4 13 Rg3+ Kh5 14 Rh3+ Kg4 15 Rh4+ Kf3 16 Qd5 (16 Rh3+ Kg4=) 16...Ke2! (the only defense) 17 Ne3! (after White's slightly risky

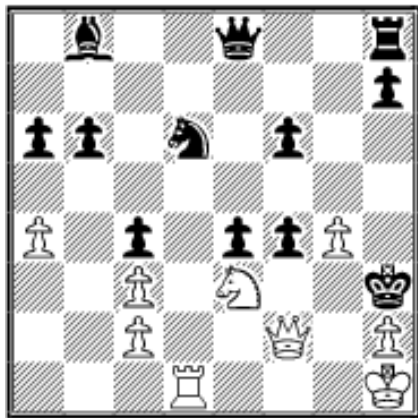
refusal of the repetition, she finds she has but one means of escaping defeat) 17...Kxe3 18 Qd1, forcing perpetual check.

**12 Qd5! c4 13 Rd1**



On 13...Nf5 14 gf Bxf4, the quickest way to win is 15 Rg1! Bxe3 16 Rg3+ Kh4 17 Qd1.

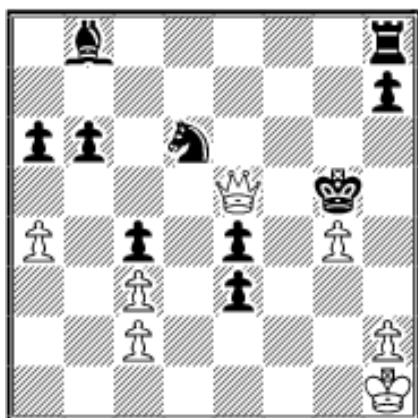
Now, we really should take a closer look at the line **13...g5 14 Qd2 gf 15 Qf2**, since this position could also arise after 11 Qe6.



On 15...Nc8, White wins by 16 Rg1! (threatening 17 Nf5) 16...Ne7 17 g5!. And mate soon follows after 15...h5 16 Rg1 as well.

But after **15...Qe5!** this recipe no longer works: 16 Rg1? Rg8 17 Rg3+! Kh4! and Black wins. But in that case, White has **16 Rd5! fe** (16...Qxd5 17 Qxf4 Nf7 18 Qf1+ Kh4 19 Nxd5) **17 Qg2+** (but not 17 Qxe3+? Kxg4 18 Rxe5 fe-) **17...Kh4 18 Rxe5 fe 19**

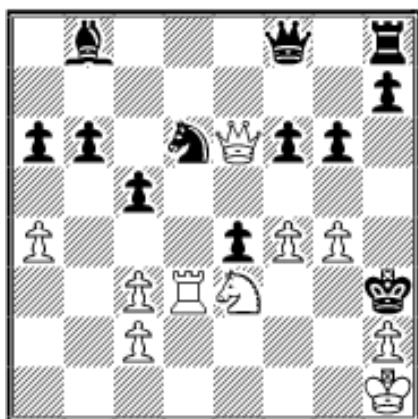
**Qg3+ Kg5 20 Qxe5+**



White's queen has time to take the rook and still get back home in time to stop the passed e-pawn.

**20...Kxg4** (20...Kg6 21 Qxh8 e2 22 Qg8+ Kf6 23 Qd8+ Ke6 24 Qh4+-) **21 Qxh8 e2 22 Qg7+ Kf4** (22...Kf5 23 Qxh7+ Kg5 24 Qg7+ Kf5 25 Qf8+ Ke5 26 Qf2+-) **23 Qg3+ Kf5 24 Qf2+ Ke5 25 Qxe2** and White's material advantage must tell.

And now, let's return to **11 Qe6**:



B?

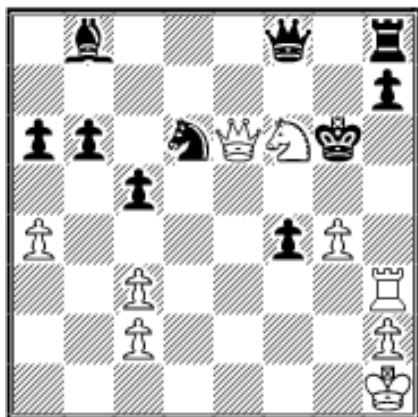
11...ed? 12 Qd5! loses at once for Black. And 11...c4 leads to unstoppable mate after 12 g5+ f5 13 Nxc4+ Kh4 14 Ne3 Kh5 15 Ng2 Qf7 16 Rh3+ Kg4 17 Rg3+ Kh5 18 Ne3! Kh4 19 Kg2.

**11...g6-g5!**

The only defense.

**12 Qe6-d5!**

**12 Nd1+? Kh4 13 Nf2 gf 14 Rh3+ Kg5 15 Nxe4+ Kg6 16 Nxf6** (White doesn't have enough for the exchange after 16 Rd3 Qf7 17 Rxd6 Bxd6 18 Qf5+ Kg7 19 Nxd6 Qe7).



B?

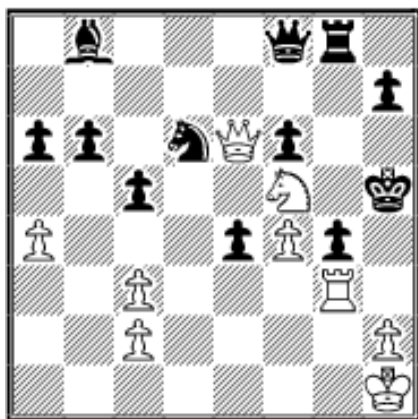
Black unexpectedly goes on the counterattack by **16...Qf7! 17 Qe5 Qa2!!**, intending 18...Qb1+ and 19...Qxc2+.

**12...c5-c4**

12...Qg8 13 Nf5+ Kxg4 14 Nh6+ Kxf4 15 Nxc4 ed 16 cd is hopeless for Black.

**12...Rg8 13 Nf5+ Kxg4 14 Rg3+ Kh5 15**

**Qe6 g4** allows White a tactical resource to finish off the attack.



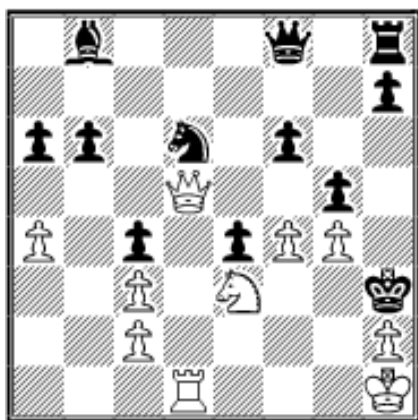
W?

**16 Ne7! Rg7** (16...f5 17 Nxc4+) **17 Rh3+! gh 18 Qxh3 mate.**

**13 Rd3-d1**

13 Nxc4+? would lead to a draw after 13...Kh4 (but not 13...Kxg4? 14 Rg3+ Kh5 15 Rxc4+!) 14 Kg2 Nxc4 15 Qxe4 Qe8 16 Rh3+ Kxg4 17 Rg3+ Kh4 – White has no time to

take the knight, in view of the threatened Bxf4.



Stuck in the opposing camp, Black's king needs the help of its pieces – but they're not ready to give it. 14 Qd2 is threatened, and Black cannot capture on f4 for the moment, because of the queen mate at h5.

If 13...Kh4 (to answer 14 Qd2 with 14...gf), 14 Rg1!, threatening 15 Rg3 and 16 Ng2 mate, is decisive.

On 13...h5, the most convincing way to win is: 14 Rf1 gf (14...hg 15 Qd1 f5 16 Qe1+–) 15 Rxf4 followed by 16 Qd1 (15 Ng2 is also good, with its threat of 16 Nxf4+ Kh4 17 Ng6+).

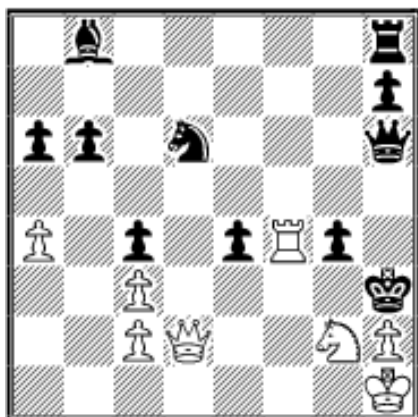
On 13...Qf7, there follows 14 Qd2 gf 15 Qf2 and Black is helpless. If Black plays 13...Qe8 (instead of 13..Qf7), then in the concluding position, she could defend herself by 15...Qe5 – however, she would still be doomed, since this would be the same situation we analyzed when we looked at 11 Qc6.

**13...f6-f5**

A last attempt, but this also fails Motylev shows two ways to win.

### 14 Qd5-d2

Another good way is **14 Rf1 g1** (14...Rg8 15 Qd2 g1 16 Rxf4 Kh4 17 Ng2+ Kg5 18 Rxf5+ Kxg4 19 Qf4+ Kh3 20 Qh4 mate) **15 Rxf4 Qh6 16 Ng2 f1 17 Qd2**

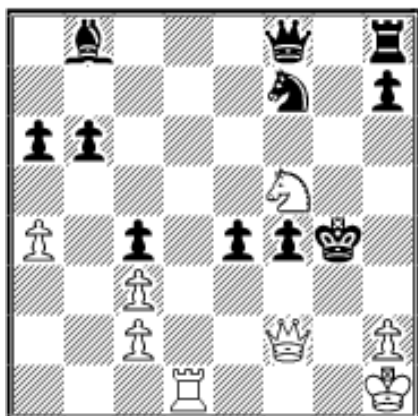


The quickest and most elegant way to win after **17...g3** is **18 Rxe4!**; and to **17...Qg5** – **18 Rf5!**

**14...g5xf4 15 Qd2-f2 Nd6-f7**

If **15...Ne8**, then **16 Nxf5 Kxg4 17 Rd5! Kg5 18 Nd6+ Kg6 19 Qg2+ Kf6 20 Qg5+ Ke6 21 Qe5+ Kd7 22 Nxe8+**.

**16 Ne3xf5 Kh3xg4**



W?

One last effort:

**17 Nf5-g7!!+–**

Far be it from me to consider my analysis error-free. I have seen Bent Larsen's old maxim, "long analysis, wrong analysis," proven many times. Experience tells us that any serious new immersion in a position is capable of introducing fresh ideas, corrections and additions to those previously found. In fact, the note to Black's third move (concerning the attempt 4 Rde1?) came about after the position had been played over by two strong grandmasters – to say nothing of Motylev's contribution to the analysis of the important variation 9...Kh3!?.

I would be grateful to my readers for any notes they might contribute – perhaps then we might actually arrive at an ideal game; one that is simultaneously spectacular and error-free. Of course, we might also arrive at the opposite result, wherein our pretty story falls completely apart – but then, we would still have many glittering fragments.





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