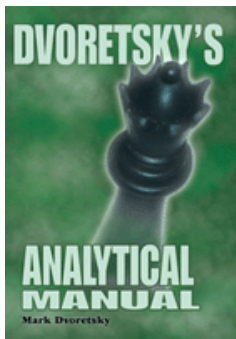




COLUMNISTS

The Instructor

Mark Dvoretsky



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A Battle of Equals

Drawn games can sometimes be just as interesting as decisive ones. This statement applies in full measure to the absorbing encounter that opened the Candidates' Match in what is now the distant year 1994. The two opponents proved worthy of one another – hence, the title of this column. But they played as equals only for this one game. As far as I can recall, on the whole, Viswanathan Anand appeared much superior to Gata Kamsky, and outplayed him clearly and convincingly more than once. But he still lost the match – such paradoxes do happen! The Indian grandmaster was let down by poor technique in the realization of the advantages he achieved; and of course, his opponent's dogged defense and outstanding sporting qualities eventually told.

This game was commented upon by Anand in *Chess Informant* (#61/345). Upon studying it, I managed to find a number of new ideas, which corrected and added to previous analyses, and sometimes even forced the reevaluation of some key moments in the battle.

I invite my most highly qualified readers to test themselves by attempting to answer a number of questions, most of them rather difficult. The answers to those questions form the second half of this publication. There also you will find a number of additional questions – at the diagrams with the move number and a question mark under them.

Anand – Kamsky

Candidates' Match (1), Sanghi Nagar 1994

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 0-0 8 c3 d5 9 ed Nxd5 10 Nxe5 Nxe5 11 Rxe5 c6 12 d4 Bd6 13 Re1 Qh4 14 g3 Qh3 15 Be3 Bg4 16 Qd3 Rae8 17 Nd2 Re6 18 a4 Qh5 19 ab ab



20 Nd2-e4!?

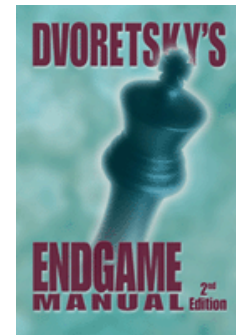
20 Nf1 and 20 Qf1 had been previously played.

20...Bd6-c7?!

When I examined this game, the improvement 20...Bb8! immediately sprang to mind. In many lines, the bishop on b8 neutralizes an eighth-rank incursion by the enemy rook. Later, this novelty was used once in the semi-finals of the Polish Championship of 1997.

An accurate path to equality was soon demonstrated in the game Svidler –

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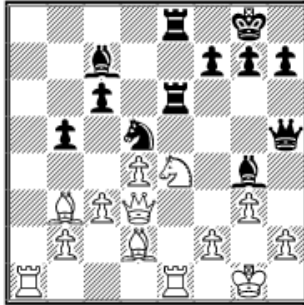
Kamsky, Groningen 1995: 20...Bf5! 21 Bd2 Rxe4 22 Rxe4 Nf6 23 f3 Qg6 24 Qf1 (24 Rae1? Bxg3! 25 hg Qxg3+; 24 Bc2 Bxg3! 25 hg Qxg3+ 26 Kf1 Nxe4 27 fe Bh3+ 28 Ke2 Bg4+ =) 24...Nxe4 25 fe Bxe4 26 Bf4 Bd3 27 Qf2 Bxf4 28 Qxf4 h6 = 29 Qf2 Re8 30 Re1 Rxe1+ 31 Qxe1 Be4 32 Qf2 ½-½.

21 Be3-d2

Another possibility was 21 Nc5!?

21...Rf8-e8

Threatening 22...Bf3.



1) Evaluate 22 Nc5.

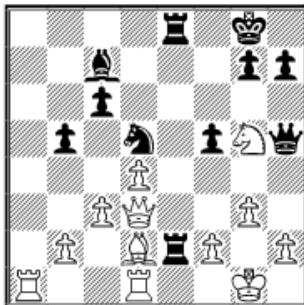
After this move, those so inclined may play this position out for Black – you will find your opponent’s responses in the “Answers” section. Otherwise, you have a task to solve, in the position that arises after a few forced moves.

2) How should Black continue his attack after 22 Nc5 Rxe1+ 23 Rxe1 Rxe1+ 24 Bxe1 Nf4 25 gf Bxf4 26 h4?

3) And what would you suggest for White after 21...Rfe8?

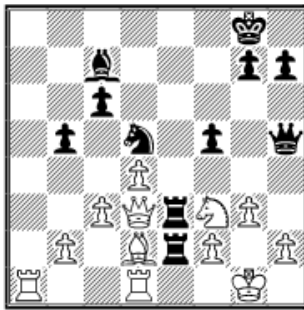
22 Bb3-d1 Bg4xd1 23 Re1xd1 f7-f5 24 Ne4-g5 Re6-e2

If 24...Rh6, then 25 h4 (25 Nf3 f4 would be worse) 25...f4 26 Re1 fg 27 fg, with advantage to White, thanks to the rook’s unfortunate position at h6. For example, 27...Rf8 28 Ne6 Rg6 (28...Rxe6 29 Rxe6 Qg4 30 Re4 Qh3 31 Rf1+) 29 Bg5 h6 30 Nxf8 Kxf8 31 Ra8++ (S. Klimov).



4) What should White do now?

25 Ng5-f3 Re8-e3



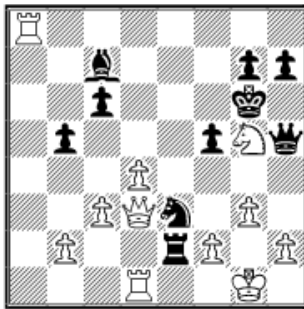
This spectacular counterstroke sharply altered the situation on the board, making the game's outcome unpredictable. 26 Bxe3? would lose to 26... Qxf3, with the unstoppable threat of 27...Nxe3. White has little choice; he can either play 26 Ra8+ Kf7 27 Ng5+!, which he did, or 26 Ne5.

5) Evaluate 26 Ne5.

26 Ra1-a8+ Kg8-f7 27 Nf3-g5+ Kf7-g6

Of course not 27...Qxg5? 28 Qxe2! Rxe2 29 Bxg5+-.

28 Bd2xe3 Nd5xe3

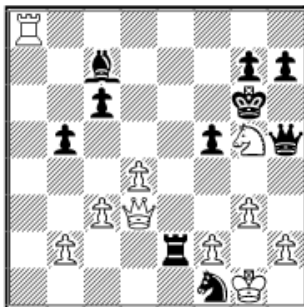


6) Now what should White play?

29 Rd1-f1

Now it is Black who must come up with the right choice. Besides the planned capture of the knight, there are other possibilities as well. The task facing Kamsky was quite difficult, so I do not offer it as a separate question. Instead, we will do something a little bit different and divide the problem into several separate parts. *Nothing is particularly hard if you divide it into small jobs* – Henry Ford.

A) 29...Nxf1



7) How should White play?

B) 29...h6



8) How does White continue?

C) 29...Bf4

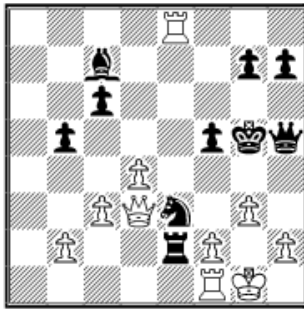


9) With best play by both sides, what should be the outcome?

The move made in the actual game led to a position of dynamic equality.

29...Kg6xg5!? 30 Ra8-e8!

After 30 h4+ Kh6, 31 fe? Qg4 32 e4 Bxg3 (or 32...fe++) would lose for White. He would have to play 31 Re8!

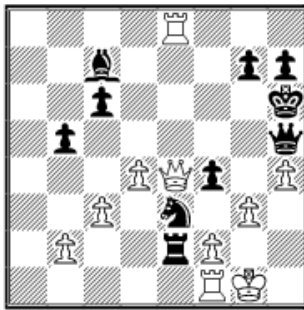


Now Black cannot play either 30...Qf3 31 Rxe3 (the f2-square is defended) or 30...Qxe8 31 Qxe2; while on 30...Nxf1 (or 30...Ng4) 31 h4+! wins. But Black still has a defense.

30...f5-f4!

Again White must defend against 31...Qf3 (and also against 31...fg 32 hg Nxf1). Moving the queen to e4 seems obvious – the question is whether to play it at once, or after checking with the h-pawn.

First let's examine 31 h4+!? Kh6 32 Qe4! (32 fe? loses to 32...Qg4, while after 32 Rxe3 fe 33 f3, Black has various ways to make a draw, such as 33...Qg6 34 Qxe2 Qxg3+ 35 Kh1 only move 35...Qxh4+).



10) How does Black continue?

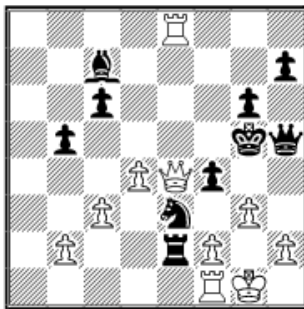
If we hold off on playing the move h2-h4+, we get completely different variations.

31 Qd3-e4 f4xg3!

The simplest and best decision! To make sure of this, we shall examine the alternative possibilities.

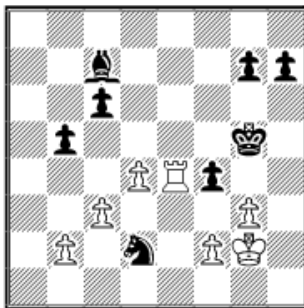
31...Nxf1? loses to 32 h4+ Kh6 33 Qxe2.

And **31...g6** (which would save Black if White had included 31 h4+ Kh6) doesn't work too well here.



11) How should White play?

The exchanging combination 31...Qxh2+!? 32 Kxh2 Nxf1+ 33 Kg2 Rxe4 34 Rxe4 Nd2 leads to an endgame that is difficult to assess.



In Anand's opinion, after 35 Re6, White would retain a considerable advantage. That's debatable; in my view Black has enough counterplay. He could choose either 35...fg 36 fg Bb8 37 Kh3 (37 Rxc6 Kg4) 37...g6!? 38 Rxc6 Ne4 39 Rb6 Bxg3 40 Rxb5+ Kf4 unclear or 35...f3+!? 36 Kg1 (if 36 Kh3, then 36...Bb8!?, when 37 Rxc6?? would lose to 37...Ne4+) 36...g6!? (not 36...Kg4 right away, because of 37 Re7) 37 Rxc6 Bxg3! 38 fg Kg4 =, with dangerous kingside threats.

I also see no advantage after 35 Re7!? Bd6 36 Rxc6+ Kf6 37 Rxc7 fg 38 fg Nc4.

Let's go back to the game.

32 h2-h4!

White can't do without the pawn check here. 32 hg? loses to 32...Bxg3!, and 32 Re5+? to 32...Bxe5 33 Qxe5+ Nf5.

32...Qh5xh4!

32...Kh6? 33 fe+- would be a mistake. We studied this position already, when we examined the variation 31 h4+!? Kh6 32 Qe4 fg? 33 fe.

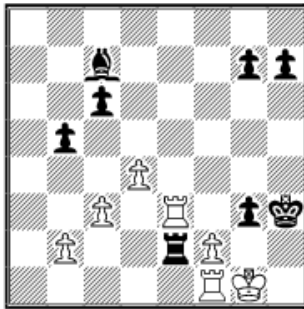
33 Qe4xh4+ Kg5xh4 34 Re8-e4+!

Of course not 34 Rxe3?? gf+. On 34 fe? Kh3 35 Re7 (the only move that might let White make a draw after 35...g2?! 36 Rf3+ Bg3 37 Rxc3+ Kxc3 38 Rxc7+) 35...Rg2+! 36 Kh1 Rxb2, White ends up in a difficult rook endgame.

34...Kh4-h3

Of course there's no point in playing 34...Kg5?! 35 fe – the king must take part in the attack. But along with the move in the game, Black could also quite well have played 34...Bf4!? 35 Rxf4+ Kh3, forcing his opponent to accept the perpetual after 36 fe.

35 Re4xe3



12) How should Black continue?

35...Re2xb2 36 Re3-e7! Bc7-f4 37 f2xg3

37 Rxc7 would not work: 37...gf 38 Rxf2 Rb1+ 39 Rf1 Be3+ and mates, or else 38 Kh1 h5+-.

37...Rb2-g2+ 38 Kg1-h1 Rg2-h2+ 39 Kh1-g1 Rh2-g2+ 40 Kg1-h1 Rg2-h2+ 41 Kh1-g1 Bf4-g5 42 Re7-e5 Rh2-g2+ 43 Kg1-h1 1/2-1/2

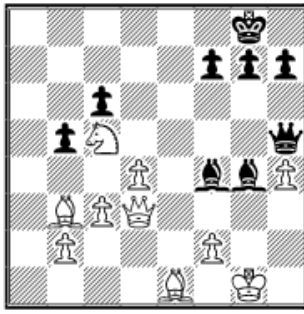
A sharp and warlike struggle, in which both sides played resourcefully and accurately. There were, of course, a few gaffes; but in such complex situations, playing error-free chess would be beyond the ability of any contemporary player.

Answers

1) 22 Nc5? would be bad, since after 22...Rxe1+ 23 Rxe1 Rxe1+ 24 Bxe1, Black lands the terrible blow 24...Nf4! 25 gf (25 Qe4 Ne2+ 26 Kg2 Qh3+ and mates) 25...Bxf4 +- (if 25...Bf3?, not 26 Ne4? Qg6+, but 26 Bxf7+! Kxf7 27 Ne4 unclear).

26 h3 Bf3 27 Ne4 Qg6+ would lose immediately. White's best chance is 26 h4!? – for which, see the next question.

2) This position occurred in an earlier Anand – Kamsky game (Monaco 1994, rapid chess).

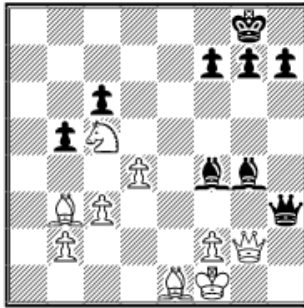


1...?

White's last move set up a clever trap, laid out in a difficult situation by the resourceful Anand. Which of the two tempting continuations (26... Bf3 or 26... Qxh4) should Black choose? Kamsky failed to solve this test.

26...Bf3? 27 Bxf7+! Kxf7 28 Ne4 =. Now 28... Qg6+ only leads to a draw: 29 Ng5+ (with check! – this is what White sacrificed his bishop for; and the g5-square is defended by a pawn, which is why it went to h4) 29...Bxg5 30 Qxg6+ Kxg6 31 hg =. Black gains nothing by 28...Bh2+ 29 Kf1 h6 30 Nd2, or by 28...g5!? 29 Ng3! The game continued 28...Qg4+ 29 Ng3 g6 30 b3 Bd5 31 c4 bc 32 bc Qf3 33 Qxf3 Bxf3 34 Nf1 Be2 35 Bd2 Bc7 36 d5 =, and ended in a draw.

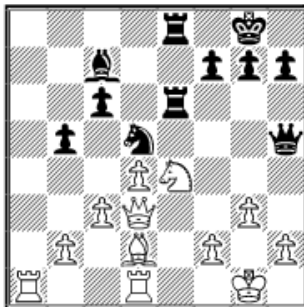
As Anand pointed out, Black could have won by **26...Qxh4! 27 Qe4 Qh2+!** (27...Bh2+ 28 Kh1! would only delay the conclusion) **28 Kf1 Qh3+! 29 Qg2** (29 Kg1 Bh2+ 30 Kh1 Bf3+ 31 Qxf3 Qxf3+ 32 Kxh2 Qe2+)



29...Be2+! (29...Qh5? 30 Ne4! Bh3? 31 Nf6+) **30 Kg1 Bh2+! 31 Kh1** (31 Qxh2 Qf1#) **31...Bf3 32 Qxf3 Qf3+ 33 Kxh2 Qe2+.**

3) So 22 Nc5? doesn't work. And 22 Bc2? f5 23 Nc5 Rxe1+ 24 Rxe1 Rxe1+ 25 Bxe1 Nf4! 26 gf Bxf4 27 h3 Bxh3+ would be wrong as well.

White can solve all his problems by trading light-square bishops: **22 Bd1!! Bxd1** (22...f5 23 Bxg4 Qxg4 24 Nc5 Nf4 25 Rxe6!+, or 24... Rxe1+ 25 Rxe1 Rxe1+ 26 Bxe1 Nf4 27 Qe3) **23 Rxd1!** (23 Raxd1? Rxe4 24 Rxe4 Rxe4!+ – but not 24...Qxd1+? 25 Be1! Qxe1+ 26 Rxe1 Rxe1+ 27 Kg2 g5 28 b3 unclear.



The weakness of Black's back rank betrays him; he can't play **23...Rxe4?** because of **24 Qxe4! Qxd1+ 25 Kg2!+–** (25 Be1? Qxe1+ unclear would

not be as good).

4) The enticing move 25 Nf3?, as actually played, allowed Black to create powerful counterplay by 25...R8e3!! (25...f4 26 Re1 would be weaker).

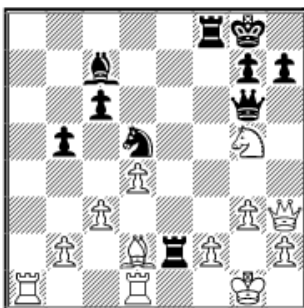
White had two ways to gain a great advantage:

A) 25 Qf3! Qg6 (threatening 26...Rxd2 or 26...h6).



26 Ra8! Rxd2 (objectively, 26...Rxa8 27 Qxe2+/-/+ would be better)
27 Rxe8+ Qxe8 28 Rxd2 Qe1+ 29 Kg2 Qxd2 30 Qh5!+- Anand.

B) 25 Qxf5! Rf8 26 Qh3 Qg6

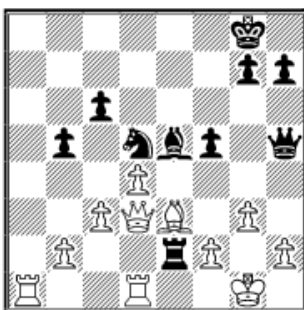


27 Qg4! Another strong line is 27 f4!? h6 28 f5! Qxf5 (28...Rxf5?? 29 Ra8+ Rf8 30 Rxf8+ Kxf8 31 Qf1+; 28...Qf6 29 Qf1! Rxd2 30 Ne4!) 29 Qxf5 Rxf5 30 Ra8+ Rf8 31 Rxf8+ Kxf8 32 Nf3+/-, with 33 Kf1 to follow – A. Motylev.

27...Ree8 (27...Rxf2? 28 Ra8+; 27...Rexf2? 28 Qe6+ Qxe6 29 Nxe6)
28 f3!+/- O. Borik.

Instead of 25...Rf8, a correspondence game Joao – Tavares, 2000, tested 25...Nf6!? 26 Qf3 Qxf3 27 Nxf3 Ne4 28 Bc1 (28 Be1!+/- Dvoretzky) 28...Rxf2 29 Ng5! Re2 30 Nxe4+/-.

5) The move 26 Ne5! went unmentioned in previous commentaries to this game. It creates two threats: 27 Ra8+ and 27 Be3. Black has no choice: 26...Bxe5 27 Bxe3.



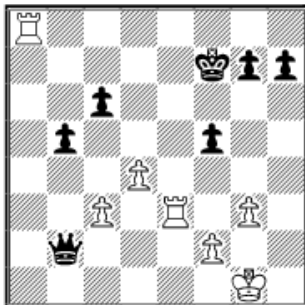
1...?

Black can no longer play either 27...Nxe3?? or 27...Qf3?!, because of 28 de. On 27...f4?, White can reply either 28 Bc1!+ or 28 Bxf4 Bxf4 (28... Nxf4 29 gf Bxf4 30 Kf1+) 29 Re1!+.

27...Bxg3!! 28 hg Nxe3

This threatens either 29...Qf3 or 29...Ng4. Black could also play 28... Qf3, leading to an approximately equal position after 29 Re1 Rxf2! 30 Ra8+ Kf7 31 Qxf5+ (31 Ra7+) 31...Qxf5 32 Bxf2.

29 Qxe2! Qxe2 30 Re1! Qxb2 31 Ra8+ Kf7 32 Rxe3



Material is about equal: queen and pawn vs. two rooks. The most likely outcome would be a draw.

Anand played differently, aiming for a considerably sharper game, whose outcome would be impossible to predict. Objectively, the path he chose was weaker, and put him on the brink of losing.

6) Black's main threat is 29...Kxg5, followed by 30...Qf3. 29 Rc8? Kxg5 30 Rxc7 Qf3, or 29 h4? Bxg3 30 fg Rg2+ (30...Qg4) 31 Kh1 Rxc3 would both be bad. And he doesn't have the time to try to bring his attack home first: 29 Re8? Ng4! 30 h4 (or 30 Nf3) 30...Rxe8+. If 29 Ra6?, Black wins either by 29...Kxg5 30 h4+ (30 Rxc6 Qf3+) 30...Kh6! 31 Rxc6+ g6, with the unstoppable threat of 32...Qf3, or by 29...Bxg3 30 hg Kxg5.

Anand finds an outstanding tactical defense.

29 Rf1!

The rook has to go here; it's vital that the f2-square be defended. In the variation 29 Rda1? Kxg5 30 Re8 Qf3, White can't take on e3 with the rook, so after the forced 31 Qxe3+ Rxe3 32 Rxe3 Qd5-/, Black comes out a piece up.

7) 30 Kxf1 would be met, not by 30...Re7? 31 h4 h6 32 Rf8 Qg4 33 f3 Qxg3 34 Qxf5+ Kh5 35 Ne4+/-, and not by 30...Rxb2? 31 h4+/- (or 31 Nf3+/-) either, but by 30...Rxf2+! 31 Kxf2 Qxh2+ 32 Kf1 Bxg3 33 Qf3 Kxg5, with a double-edged position in which White would find it difficult, if at all possible, to demonstrate his advantage. For example, there is the following variation, which is by no means forced: 34 Rc8 Qh3 + 35 Qg2 Qg4 36 Qe2 Qh3+ 37 Kg1 g6 38 Rxc6 Kh6, followed by 39... f4 with compensation.

The move **30 Nf3!** sets up threats of 31 Kxf1 and 31 Qxe2; however, Black has a worthy reply in **30...Nxb2!**



1.?

After 31 Nxh2 Rxf2 32 Kxf2 Qxh2+ 33 Ke1 Bxg3+ 34 Kd1, an unclear position is reached, similar to the one reached in the 30 Kxf1 variation – except perhaps even less dangerous to Black. But White has better: **31 Qxe2! Nxf3+ 32 Kg2 Nh4+** (the knight sacrifice 32...Qh2+ 33 Kxf3 Qh1 + 34 Ke3 Qc1+ doesn't give Black a perpetual) **33 Kf1 Nf3 34 Qe8+ Kh6 35 Qxh5+ Kxh5 36 Ra7!?** (36 Rc8+/-) **36...Bd6 37 Rxg7**, with an obvious endgame advantage for White. And 43...Ng5 (instead of 32...Nh4+) 33 Qxh5+ Kxh5 34 Ra6+/- changes little.

8) 30 Re8? loses to 30...Ng4, threatening both mate and the rook.

30 Ra6? would lead to a draw in the variation 30...hg 31 Rxc6+ Kh7 32 Rxc7 Qf3 33 Qxe3 Rxe3 34 fe Qxe3+. But Black has better: 30...Bxg3! 31 hg Kxg5 32 Qxe3 (32 Rxc6? Qf3+!) 32...Rxe3 33 fe Qe2-/+.

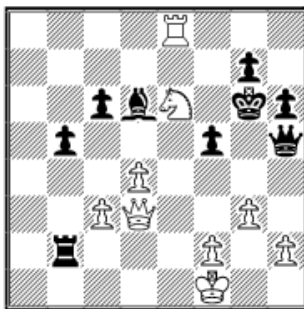
White achieves a decisive advantage in a most unexpected way.

30 h3!! Nxf1 (on 30...Bxg3 or 30...hg, there follows 31 fe+–) **31 g4!** (31 Nf3! would be strong, too) **31...Qxg5 32 Qxe2 Nd2 33 Rf8!** (threatening 34 Qe8+) **33...Ne4 34 Rxf5**.

The move 30 h3!! is unquestionably strongest, and convincingly refutes the 30...h6?! try.

I also looked at one more promising continuation: 30 Rh8!?. On 30...Nxf1, White does not play 31 Kxf1?! Rxf2+ 32 Kxf2 Qxh2+ 33 Kf1 Bxg3 34 Qf3 Kxg5, with an unclear position, but 31 Nf3! Nxh2 32 Qxe2! +/-, reaching approximately the same favorable endgame for White that we reached in the 29...Nxf1?! 30 Nf3! variation – the inclusion of the moves h7-h6 and Ra8-h8 doesn't change much of anything.

It would be harder for White to demonstrate his advantage after 30...Bf4! 31 Ne6 Bd6 32 Re8! Nxf1 33 Kxf1 Rxb2

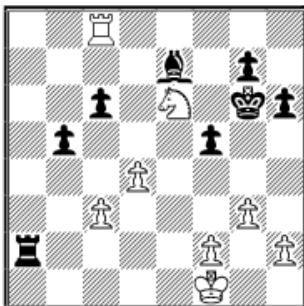


White has two ways to try to play for the win.

a) 34 Nd8!? Kh7 35 Re6, to which Black responds, not with 35...Bf8 36 Kg2! c5 37 Re5+/-, but with 35...c5!! 36 Kg2 (36 Rxd6? c4!+–) 36...c4 37 Qe3 Bc7+/-.

b) 34 h4!? Qg4! (just not 34...Kf6?, in view of 35 Rd8! Kxe6 36 Qe3+

Kd5 37 c4+! Kxc4 38 Rxd6+—) 35 Rd8 (if 35 Nd8 Qh3+ 36 Kg1, then Black is rescued by 36...Rb1+!! 37 Qxb1 Bxg3 =) 35...Qh3+ (35...Ra2 36 Kg2 Be7 37 Rd7 Bf6 38 d5!+/- would be weaker) 36 Kg1 Ra2 37 Qf1 Qxf1+ 38 Kxf1 Be7 39 Rc8



1...?

The “automatic” 39...Ra6?! 40 Rc7 allows White to keep a solid positional advantage in the endgame. Active defense should be preferred: 39...Kf7! 40 Rxc6 Rc2 (or 39...Rc2! 40 Rxc6 Kf7). Considering the threat of 41...b4, White has nothing better than 41 Rb6 Rxc3+/-.

9) 30 Ra6 Bxg5 holds no prospects, so White plays **30 Ne6**. Here, it’s important that Black select the right square for his bishop retreat.

After **30...Bh6!**, the bishop controls the e3-square, which is important in the variation 31 Re8 Qf3 32 Nf8+ Kf7+—. On **31 Nf8+**, Black does not play 31...Kf6 32 d5!? =, when the queen is ready to check on d4, but **31...Kf7!**



And there seems to be no satisfactory defense against the threats of 32...Qf3 and 32...Qh3. All attempts to create counterplay against the black king fail even to create perpetual check.

32 Nd7 Qh3 33 Ne5+ Ke7 34 Ra7+ Kd6! (but not 34...Ke6? 35 d5+! cd 36 Ra6+, with a draw) 35 Nf7+ Kd5 36 Rd7+ (36 c4+ bc 37 Ra5+ Ke6+—) 36...Ke6 37 d5+ Kxd7 38 dc+ Ke8 39 Qd7+ Kf8 40 Qd8+ Kxf7 41 Qd7+ Kg6 42 Qe8+ Kg5+—.

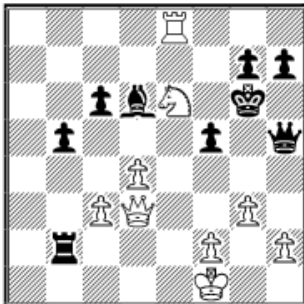
32 Ra7+ Kxf8 44 c4 Qf3 34 Qa3+ Kg8! 35 Ra8+ Kf7 36 Qf8+ Kg6 37 Qe8+ Kg5 38 Qe7+ Kh5 39 Qh4+ Kg6+—.

32 Qb1!? Nxf1! (it’s drawn after 32...Qf3 33 Qa2+ Nc4! 34 Nd7 Kg6! or 34 Qa7+ Re7) 33 Qa2+ (nothing changes after 33 Kxf1 Qf3 34 Qa2+ Kf6) 33...Kf6 34 Nxh7+ (34 Nd7+ Kg5) 34...Kg6 35 Nf8+ Kg5 36 h4+ Kg4 37 Kxf1 Kh3+—.

We can conclude that Black would have won, had he played 29...Bf4!! 30 Ne6 Bh6!, which means that, instead of 26 Ra8+?!, White should have played 26 Ne5!, and settled for a roughly equal position. This winning plan for Black was not mentioned in previous commentaries, so the game never received a proper assessment.

To get the full picture, let's look at what happens if the bishop retreats to some other square than h6.

30...Bd6? 31 Re8! (31 Qxe3 Rxe3 32 fe Qe2 =) 31...Nxf1 32 Kxf1 Rxb2



1.?

Now 33 Kg2? would lose, in view of 33...Kf6!

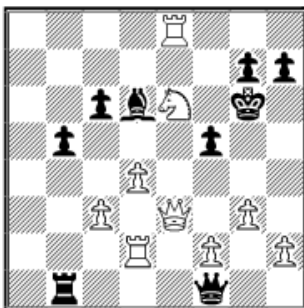
But White would win quickly after 33 Nd8!!, with the idea of 34 Re6+. For example, 33...Qh3+ 34 Kg1 Kh5 35 Re6 Bc7 36 Qd1+ (36 Nxc6+— would also be sufficient) 36...Qg4 37 Qf1! +—, with the deadly threat of 38 f3.

Everything else is considerably less convincing.

On 33 Qe3?! Qh3+! 34 Ke1, White only draws, and that after considerable effort.

34...Qxh2 35 Nf4+ (35 Nf8+? Bxf8 36 Qe6+ Kg5 37 Qe3+ Kh5 38 Qf3+ Kg6! 39 Re6+ Kf7 40 Qxf5+ Kg8—) 35...Kf6 (35...Bxf4? 36 Re6+ Kf7 37 Re7+) 36 Re6+ Kf7 37 Re7+! Bxe7 38 Qe6+ Ke8 39 Qxc6+, with perpetual check.

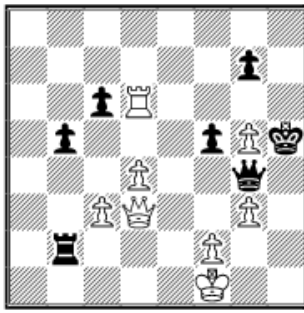
34...Rb1+!? 35 Kd2 Qf1



1.?

36 Qg5+ (36 Nf8+? would not work; after 36...Bxf8 37 Qe6+ Kg5 38 Qe3 + Kg4, the king will escape from its pursuer inside the enemy camp) 36...Kf7 37 Rf8+!! Bxf8 38 Qxf5+ Ke7 39 Qxf8+ Kxe6 40 Qe8+ Kf6 41 Qe5 + here, the king cannot hide from checks.

33 h4!? isn't bad, but it's much less convincing than 33 Nd8!!. The variation 33...Kf7(f6)?! 34 Rd8! Kxe6 35 Qe3+ Kd5 36 c4+! Kxc4 37 Rxd6+— is one we already know, from our analysis of the move 29...h6. There, Black held on by 33...Qg4 34 Rd8 Qh3+ 35 Kg1 Ra2. Here, White has the g5-square at his disposal, and he could very well replace 34 Rd8 with the try 34 Ng5!? h6 35 Re6+ Kh5 36 Rxd6 hg 37 hg.



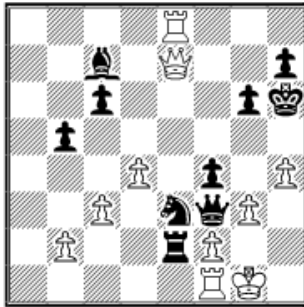
But it's unclear whether his advantage would be enough to win after 37... b4!

10) 32...Nxf1? is hopeless; after 33 Qxe2, the knight is lost.

After 32...fg? 33 fe, Black cannot work up any serious threats, so White's material advantage will decide; for example, 33...g2 34 Rf3+- (34 Rf5!? Re1+ is less convincing), or 33...Rg2+ 34 Qxg2 Qxe8 35 e4+-, or 33...Rh2 34 Qxc6+ g6 35 Qxc7 Rxh4 36 Qxh7+! Kxh7 37 Rf7+ Kh6 38 Rh8+ Kg5 39 Rxh5+-.

And the outcome of 32...Rxb2?! 33 Qxc6+ g6 34 Qxc7 Qf3 35 Qxf4+ Qxf4 36 gf Nxf1 37 Kxf1 is a rook ending with an extra pawn for White.

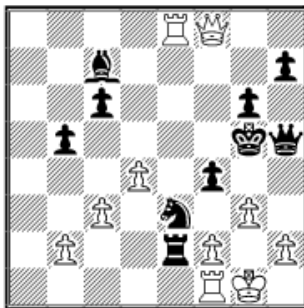
The best defense is **32...g6!**. In the variation 33 fe?! Rxe3 34 Qxc6 Rxg3 + 35 Kf2 Rd3! 36 Rg1! (the only defense) 36...Bd6! (meeting the threat of 37 Rxg6+!), White's position looks shaky. So he continues **33 Qe7 Qf3**



Here, as Anand noted, White must accept the perpetual check: **34 Qg5+ Kg7 35 Re7+ Kg8 36 Re8+**, since 34 Qf8+? Kh5 35 Rxe3 Rxe3 36 Qg7 fg! 37 Qxh7+ Kg4 38 Qd7+ (38 Qxg6+ Kh3!) 38...Kxh4 39 Qh7+ Kg5 40 fe Qxe3+ 41 Kh1 Qe4+ 42 Kg1 Bf4!+- doesn't work for him.

11) Picking the right move requires accurate calculation of some rather difficult variations, and the proper assessment of the resulting positions.

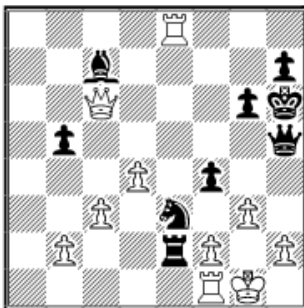
A series of checks won't work: 32 Qe7+?! Kh6 33 Qf8+ Kg5



34 h4+ Kg4 35 Qf7! (35 gf? Kh3! 36 Rxe3+ Rxe3 37 Qc8+ Kxh4 38 fe Kg3+-) 35...Kh3!? 36 Qd7+ Qf5 (but not 36...Nf5? 37 Qxc6+-) 37 Qxf5 + gf 38 gf Bxf4 =.

Instead of 34 h4+, White should consider 34 Qc5+!? Nf5 35 h4+ Kh6 36 Qf8+ Ng7 37 Re7! Rxe7 38 Qxe7. After 38...Bb6 39 Ra1 Qf5!+/-, the outcome remains unpredictable.

The cool **32 Qxc6!** is much stronger. On 32...Nxf1?, White wins by 33 Qxb5+ Kh6 34 Qxh5+ Kxh5 35 Rxe2+-. So Black must reply **32...Kh6!** (when 33...Nxf1 is threatened).



Now either 33 Qxc7!? Rxf2! 34 Kxf2 Qxh2+ 35 Ke1 Qxg3+ 36 Ke2 Qh2 + 37 Rf2 f3+ 38 Kxe3 Qxc7+/- (here two rooks appear to be stronger than the queen), or 33 Rxe3 fe 34 Qxc7 ef+ 35 Rxf2 Rxf2 (35...Re1+ 36 Rf1 Rxf1+ 37 Kxf1 Qf3+ 38 Ke1 hardly changes anything) 36 Kxf2 Qxh2 + 37 Kf3, with White having the upper hand in the queen ending, would be good.

12) “Playing for the brilliancy” with 35...Bf4? is out of place here: 36 Rxe2 g2 37 Re3+! (37 f3? Bh2+ 38 Kf2 Bg3+ =) 37...Bxe3 38 Rd1+-.

The simple **35...Rxb2!** leads to a position in which the activity of Black’s pieces provides full compensation for his exchange minus; now White will have to play accurately in order to stay out of trouble.