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Game 78 Alexander Beliavsky – John Nunn *Wijk aan Zee 1985* King's Indian Defence, Sämisch Variation

The Players

Alexander Beliavsky (born 1953) is a Ukrainian grandmaster who made an impact on the international scene at a relatively early age by winning the World Junior Championship in 1973. The following year saw another major success – joint first with Tal in the USSR Championship. Thereafter he became one of the regulars on the international circuit, achieving consistently good results and participating in many top tournaments, but without breaking into the very highest level of world chess. He has never achieved any particular success in world championship cycles, and is stronger in tournaments than in match play. After a few years of (for him) modest results in the early 1990s, he regained his form and he occupied joint 9th position on the January 1998 rating list.

John Nunn (born 1955) won several junior titles in Britain before his first international success – winning the European Junior Championship in 1974/5. He gained his grandmaster title in 1978 and won the British Championship in 1980. In 1981 he became a professional player, having previously been a mathematics lecturer at Oxford University. Since then he has won a number of international tournaments, including three victories at both Wijk aan Zee (one shared) and Hastings (twice shared). His best tournament results were in the 1988/9 World Cup cycle, in which he finished sixth. He has played for England in ten Olympiads, his best result being at Thessaloniki 1984 where he gained three individual gold medals. In the 1990s, he turned his energies more to writing and twice won the British Chess Federation Book of the Year Award.

The Game

Black adopts a slightly unusual line against White's Sämisch King's Indian. Beliavsky, never one to shirk a confrontation, tries to refute it directly. Black's response is a surprising piece sacrifice which traps White's king in the centre of the board. Detailed analysis shows that the position is roughly level but, as so often, the defender is under more psychological pressure and is the first to crack. Black sacrifices another exchange and his pieces are soon swarming around White's hapless king.

1	d4	☑f6	5	f3	0-0
2	c4	g6	6	≜e3	②bd7
3	Дс3	<u></u> ⊈ g7	The me	ost commor	n moves are 6c5,
4	e4	d6	6e5 and	l 6@c6, b	ut after this game

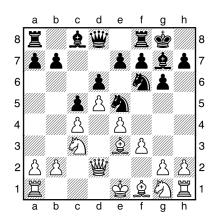
the 6...切bd7 line became established as a genuine alternative, although it has never become as popular as the three main continuations. c5

7 **営**d2

8 d5

8

A Benoni pawn-structure has arisen, in which Black's usual plan would be to chip away at White's centre by ...e6. However, this cannot be played immediately because the d6-pawn is hanging after the reply dxe6.

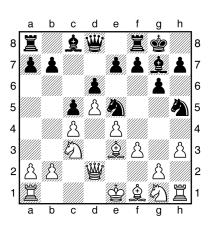


Not only covering d6 in anticipation of ... e6, but also preventing $\textcircled{}{}^{\bigcirc}$ h3 and ge2 and so obstructing the development of White's kingside pieces.

9 h3?!

White cannot play 9 f4 because of 9... Deg4, but now he threatens to drive the knight back with 10 f4. If White were to achieve this aim, then Black's plan would be exposed as a waste of time. However, it turns out that Black has adequate resources against this direct attempt to drive the e5-knight away. White soon turned to 9 \$\u00e9g5, again preparing f4, and this is considered the critical continuation today.

9 **∂h5**



Taking aim at g3 and so immediately exploiting the slight dark-square weaknesses created by h3.

10 *鼻*f2

Probably best. 10 \$\proventext{\$\roventext{\$\roventext because of 10...e6, when ... 響h4+ is hard to stop, while after 10 ₩f2 e6! (the safest move, which enables Black to maintain the position of his knights) 11 f4 (11 g4 exd5 12 cxd5 \$\$f6 13 h4 âxg4 14 fxg4 2xg4 leaves Black quite favourably placed, with three pawns and domination of the dark squares in return for his piece) 11... 算f6! and White has no good move, e.g. 12 g3 ②xg3 13 fxe5 創h4 14 ②f3 ②xf1 15 الأي المعالم ال ②xf3+13 營xf3 ②g3.

10 ...

Other moves are too slow, for example after 10...e6 11 g4 Black's knights are driven back.

f5

11 exf5

Better than 11 f4 \$h6 12 g3 fxe4 13 🖄 xe4 🚊 f5 14 🖄 g5 🚊 xg5 15 fxg5 拿e4 16 罩h2 罩f3 with advantage for Black.

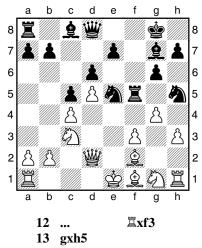
> 11 ... äxf5!

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After 11... \$xf5? 12 g4 Black simply loses a piece for nothing, while 11...gxf5 12 f4 \$\overline\$h6 13 g3 does not provide the necessary activity: here the c8-bishop is shut in, and the threat of \$\overline\$e2 forces an immediate knight retreat.

12 g4

If the piece is declined, then ... (2)f4 and ... (2)h6 can follow and Black gets an aggressive position all the same.



Again White cannot do better. If 13 0-0-0, then 13...罩f7! 14 gxh5 營f8 and Black regains his piece favourably, for example 15 ②e4 皇h6 16 皇e3 皇xe3 17 營xe3 罩xf1.

13 ... 響f8

Black's strong initiative and White's poor king position provide sufficient compensation for the piece, but no more. Now Beliavsky finds an excellent defensive plan.

14 De4!

The alternatives are inferior:

1) 14 罩h2 兔h6 15 彎d1 (15 響e2 公d3+ 16 彎xd3 罩xd3 17 兔xd3 彎f4 and 15 彎c2 彎f4 16 罩g2 兔f5 17 彎d1 黨xf2! 18 黨xf2 豐e3+ are also good for Black) 15...豐f4 16 黨g2 拿f5 with a strong attack, for example 17 拿e2 黨xf2 18 黨xf2 豐g3 or 17 ②ge2 豐xc4 18 ②g1 豐f4 and the loss of the cpawn has only made White's situation worse.

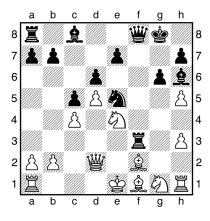
2) 14 Ξ d1 &f5 with the awkward threat of 15...&h6. After 15 b3 (15 e2&d3 also wins) 15...cd3+ 16 &xd3 Ξ xd3 17 exd3 &xd3 18 Ξ xd3 ef5, followed by ...&xc3+ and ...ee4+, White loses too much material.

3) 14 hxg6 兔f5 (14...hxg6 is less good because a little later the queen comes to bear on g6 – see the note to Black's 18th move) 15 gxh7+ 兔xh7! 16 罩d1 (16 罩h2 兔h6 17 營d1 營f4! 18 罩g2+ 容h8 19 兔e2 罩xf2 20 罩xf2 營g3 21 含f1 罩g8 favours Black) 16... 兔h6 17 營e2 兔d3 18 營xe5 (18 罩xd3 ㉒xd3+ 19 營xd3 罩xd3 20 兔xd3 營f4 is very good for Black) 18...dxe5 19 ㉒xf3 ೩xf1 20 ㉒xe5 ೩g7 21 ㉒g6 營f6 22 罩xf1 營xg6 23 罩g1 offers White some drawing chances.

4) 14 $ee^2 add = 15 exdd zdd = 15 exdd zdd = 15 exdd zdd = 17 zdd (17 ee 2 exc = 18 bxc3 ee 4 19 zdd = 17 exf5 exc = 18 bxc3 exd = 19 add = 2 zdd = 21 zdd$

These lines indicate the problems facing White: Black's enormously active pieces both prevent queenside castling and interfere with his normal development. White has no counterplay and must restrict himself to purely defensive moves, always a difficult situation in over-the-board play.

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15 **鬯c2?**!

White is the first to slip up in the tactical mêlée. The best continuation is 15 $rac{1}{2}e2!$ (2)d3+ 16 $rac{1}{2}xd3$ $rac{1}{2}xd3$ $rac{1}{2}f4$ 18 $rac{1}{2}d1!$ (the only move as 18 $rac{1}{2}e2$? loses to 18... $rac{1}{2}f3$ 18... $rac{1}{2}f5$ 19 $rac{1}{2}e2$ $rac{1}{2}f3$ 20 $rac{1}{2}2g3$ (again forced) 20... $rac{1}{2}e3$ 21 $rac{1}{2}f1$ $rac{1}{2}xe4$ (this is the best Black can do) 22 $rac{1}{2}xe4$ $rac{1}{2}xf2$ $rac{1}{2}xf2$ $rac{1}{2}xf3$, and the game is roughly level.

15 豐c2 is inferior because 全f5 will later be a pin and so Black can leave his rook *en prise* for one more move.

₩f4!

Sacrificing the exchange once again. A whole rook may seem like a large investment, but White's forces, which

15 ...

are mostly still on their original squares, are not able to cover important squares in White's own camp. This means that Black's knight can hop in and out of White's ranks with impunity, wreaking havoc at every jump.

16 🖗e2

Or 16 2xf3 2xf3+17 2d1 (17 2e2 loses at once, to 17...2f5 18 2g3 2d4+) 17...2f5 18 2g3 (the countersacrifice 18 2d3 leads to nothing after 18...2d4! 19 2xd4 2f3+20 2e2 2xh1+21 2e2 2xa1) 18...2e3 19 2f2 2xe4 20 2xe4 2xe4 21 2g2 2f8 and Black already has one pawn for the exchange while the clumsy white rooks will be no match for his energetic bishops.

16 ... **Xf2**

Black cannot go backwards now; after 16... If 8 17 22g3 White is ready to exchange on f5 if necessary, and the attack is on the wane.

17 🖄 xf2 🖄 f3+

17...豐h4? 18 豐e4 and 17...豐e3? 18 食g2 象f5 19 豐c1 are both bad.

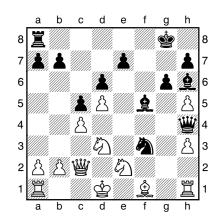
18 **∲d1 ₩h4!**

Again not 18...e3?, this time due to 19 og4 axg4 20 hxg4 ef2 21 ah3.

Here we can see the relevance of the comment in line "3" of the note to White's 14th move: had 14 hxg6 hxg6 been interposed before 2e4, the black g-pawn would now be *en prise* with check!

19 🖄d3

The only way to save the knight without allowing mate at e1, as if the e2-knight moves, for example 19 ②c3, then 19...②d4 wins. The only other possibility is the counterattacking attempt 19 hxg6, but then 19...豐xf2 20 gxh7+ 含h8 21 豐g6 (21 營d3 힕d7 22 罩b1 罩f8 wins) 21...溴d7 (threatening 22... 響e1+ 23 會c2 響d2+ 24 會b3 響xh6 響e1+ 23 當c2 鼻f5+ 24 當b3 營b4#) 22...公d4 23 營d3 (23 邕e1 營e3) 23... 響xg2 24 罩g1 響f2 and Black wins easily.



This time the threat is 20... ②e1 21 Oxe1 gxc2+ 22 Oxc2 Wg5 and wins, because White's pieces are unable to defend d2.

20 Øec1?

It is only at this point that White's position becomes definitely lost, although finding the following saving line over the board would be little short of a miracle. White should have played 20 營c3! 拿g7 21 營b3 拿xd3 22 豐xd3 豐e1+ 23 當c2 豐xa1 24 豐xf3 響xb2+ 25 當d1 響a1+ (25... 響e3 響xa2 27 ④c1 is unclear) 26 ④c1 (if the king moves, two more pawns go, leaving Black with four against a 拿e2 (absolutely forced) 28... 罩f2 29 In International Internationa 會c2 拿xc1 31 響xc1 響xa2+ 32 會d1 (32 營b2 營xc4+) and now:

1) Following 32... Zxh3 White survives with the amazing defence 33 hxg6! hxg6 (33..., 34 gxh7+ \$h8 35 菖f1) 34 菖f1!! 菖b3 35 盒g4 菖b1 36 ≜e6+, drawing by perpetual check as the pinned queen covers h6!

2) After 32... 響b3+ 33 響c2 響xc2+ 34 🖄 xc2 gxh5 Black has five pawns for the bishop, but his pawns are so widely scattered that he cannot hang on to them.

Thus it seems that, thanks to an astounding defence, 20 ₩c3 would have kept the game alive. After the textmove Black's task is easier.

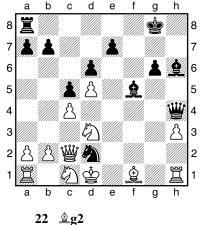
20 ... ∅**]**d2!

A strangely powerful move, threatening above all 21... 營e4 22 罩g1 營e3, and if 23 邕h1, then 23... 響f3+.

21 hxg6 hxg6

Not 21... 響e4? as White gets counterplay by 22 gxh7+ 當h8 (22...違xh7 also good for White) 23 營c3+ 當xh7 24 ②f2! 響f4 25 ②cd3 and suddenly White's knights have come alive.

The text-move renews the threat of 22...營e4.



Despite White's extra rook, there is no defence:

1) 22 響xd2 拿xd2 23 拿xd2 響xc4, and with no knight at c3 the d-pawn disappears at once, since attempting to hold it by 24 拿g2 loses to 24... 營d4 25 拿e2 c4.

2) 22 罩g1 is refuted by 22...豐d4 23 罩h1 (23 ②e2 響e3 24 響c3 ②e4 wins) 23...豐e4 24 罩g1 響e3.

3) 22 兔e2 ②xc4 23 響b3 ③e3+24 當d2 c4 25 響xb7 ③xd5+ 26 當c2 ②e3+, followed by 27... 兔e4, is catastrophic for White.

4) 22 營c3 毫e4 23 罩g1 公xc4 24 公f4 (24 罩g3 營xg3 25 營xc4 營g5 26 營c3 罩f8 27 毫e2 c4 and Black wins) 24...營f2 25 營xc4 營xg1 26 公e6 毫g2 27 含e1 毫xh3 28 公b3 (White is paralysed) 28...毫e3 wins for Black.

5) 22 $2e^2$ and 22 $2b^3$ are both met by 22...2xc4, when the knight is heading for e3.

22 ... 谷xc4 23 誉f2

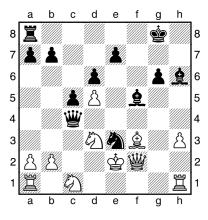
The only other possible attempt, 23 罩e1, loses to 23...營h5+ followed by 24...②e3+.

23 ... $\triangle e3+$ Black is justified in playing for more than just a favourable endgame by 23... $\bigotimes xf2$ 24 $\bigotimes xf2$ $\bigotimes e3+$.

24 ģe2 ₩c4!

Now that the white queen has managed to crawl painfully across to f2, Black switches his own queen to the unguarded queenside. The chief threat is $25... \& xd3 + 26 \bigotimes xd3$ @c2+27 @e1@xd3, etc.

25 豐xe3 is met by 25...豐c2+ 26 堂f3 拿xe3.



25 ... **\Zf8**

There are now several routes to victory. 25....拿xd3+ 26 公xd3 豐c2+ 27 啥e1 豐xd3 28 拿d1 邕f8 is equally effective.

 $\begin{array}{cccc} 26 & \boxed{2}g1 & \textcircled{0}c2 \\ \text{Even stronger than } 26... & \boxed{2}xd3+, \text{ because } ... & \boxed{0}d4+ \text{ will win two pieces.} \\ 27 & \boxed{2}d1 & \boxed{2}xd3 \\ & 0-1 \end{array}$

Lessons from this game:

1) If your opening strategy depends on keeping the initiative, then you must keep going even at the cost of material sacrifice.

2) If you have sufficient attacking forces in play, it can be worth a piece to trap your opponent's king in the middle of the board.

3) If you play a game such as this, thinking of it will give you a warm glow for at least the next 25 years.