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## 4 A Feeling for Danger

Throughout the whole length of a game, a player has to cope with the most varied possibilities that events will take a new direction which is unwelcome to him. A diligent watch on the situation enables him to avoid the majority of awkward surprises, and yet the selectivity of the human mind, or else inertia, can lead to oversights. In these circumstances it is valuable to have a good sense of danger, which may be aroused even in positions that look perfectly harmless at first sight. For instance, in order to notice a threat that suddenly crops up, it may be sufficient just to have thought about it as a potential possibility. Unfortunately this can be subject to many hindrances – other momentary considerations, problems, strategic plans for the present and future, or even someone else's ideas about a similar position.

**Eingorn – Onishchuk**  
*Cuxhaven 1994*

1 d4 d5 2 c4 c6 3 ♘f3 ♘f6 4 ♘c3 e6 5 ♙g5 dxc4 6 e4 b5 7 e5 h6 8 ♙h4 g5 9 ♘xg5 hxg5 10 ♙xg5 ♘bd7 11 g3 ♗g8

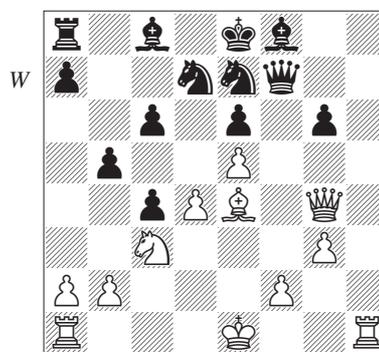
The main variation is 11...♙b7 12 ♙g2 ♗b6 13 exf6. When Black gets fed up with the complex theoretical debate about this line, he has several

ways to deviate, such as this. In the present case both players are copying the same precedent, to guard themselves against shocks in the opening.

12 h4 ♗xg5 13 hxg5 ♘d5 14 g6 fxg6 15 ♗g4 ♗e7 16 ♙g2 ♗f7?!

If general considerations can be said to apply to this kind of position, then Black's last move – in conjunction with the knight's subsequent retreat from the centre – gives rise to some doubts. In principle, counter-attack rather than defence is in the spirit of this whole variation.

17 ♙e4 ♘e7 (D)



Black's entire plan received a stamp of approval in the detailed notes to the game Beliavsky-Kramnik, Linares 1993, which was played shortly before the present one. In that game the

continuation was 18 0-0-0?! ♔a6! 19 ♖e2 ♗g7 20 ♖f4 ♖f8 21 ♖h3 0-0-0, and White's initiative gradually fizzled out. As an improvement, 18 ♖xb5 was recommended, leading to unclear play after 18...cxb5 19 ♗xa8 ♖b6; but overall the notes gave the impression that Black's affairs were in good order. The importance of answering 18 0-0-0 with 18...♗a6 was specially emphasized; instead, 18...♗b7 19 ♖xb5 cxb5 20 ♗xb7 and 18...♖b6 19 ♗c2 (with 20 ♖e4 to follow) were assessed as distinctly worse for Black. This may explain why, in the present game, Black almost instantly played 18...♗a6 in reply to the next move – the move chosen by White to replace queenside castling, which indeed is ineffective.

#### 18 ♗h8 ♗a6?

In the present case Black shouldn't on any account have played this way. He unthinkingly passes over the most critical moment in the game. The faulty bishop move is the unfortunate consequence of inadequate acquaintance with the peculiarities of the position.

#### 19 a4 b4 20 ♖b5(!)

The difference now becomes clear. After the forced capture of the knight, White's second rook will come into the attack via the a-file. Another powerful enemy piece unexpectedly joining in the play is extremely disturbing for Black. The next phase of the game, to be sure, demands quite a vigorous effort from White.

#### 20...♗xb5

20...cxb5 21 ♗xa8 was worth considering merely because White now

acquires a passed pawn, and its advance will threaten Black with even more trouble. Black's decision is understandable: his extra material is his only security for the future, and he intends to surrender it only in case of extreme necessity.

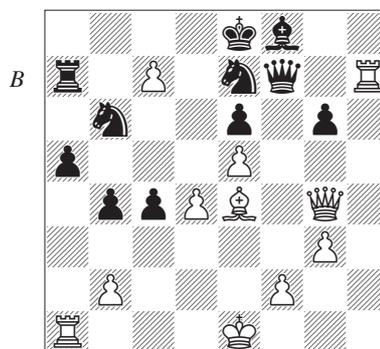
#### 21 axb5 ♖b6 22 bxc6 a5

The natural continuation, but holding up the opponent's attack is not so easy; the black pieces are most awkwardly placed for defence.

#### 23 c7

White's simplest possibility is definitely 23 ♖e2, aiming to follow up with ♗ah1-h7. White continues with greater urgency and finds a different way to develop his initiative.

#### 23...♗a7 24 ♗h7! (D)



The c7-pawn receives essential support. Now the variation 24...♗xh7 25 ♗xe6 ♗xc7 26 ♗xb6 ♖c8!? (not 26...♗c8 27 ♗xa5 with a mating attack) is far from being the most attractive that Black could wish for, but does allow him more or less to hold on. It makes sense to take the rook if only to

secure a little living space for Black's major pieces. His front line cannot be held in any case.

**24...♖g8 25 ♜xe7+(?)**

By simply playing 25 d5, White could dispense with any unnecessary stunts. There could follow:

a) 25...exd5 26 ♗xg6+.

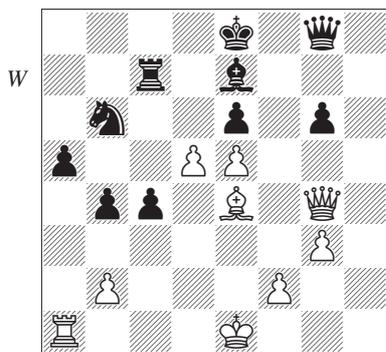
b) 25...♟bxd5 26 ♗xg6+ ♞d7 27 ♙e8+ ♚c8 28 ♜xg8 ♝xg8 29 ♙d7+ ♚xc7 30 ♙xe6+.

c) 25...♜xh7 26 ♜xe6 ♝xc7 27 ♜xb6, and the insertion of the d5 advance has only made matters worse for Black.

d) There only remains 25...♝xc7 26 d6 ♜xh7 27 dxc7, but after the exchange of rooks the crisis for the defence comes very quickly; for instance: 27...♞d7 28 ♝d1+ ♚xc7 29 ♜xe6.

White's new sacrifice greatly complicates the play and hence the accomplishment of his own task.

**25...♙xe7 26 d5 ♝xc7 (D)**



**27 ♗xg6+**

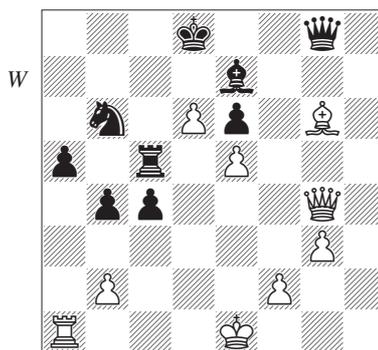
Not 27 d6 at once, as a lot depends on where the black king goes now.

**27...♞d8**

On 27...♞d7 White plays 28 ♝xa5, with the possible continuation 28...c3 29 ♙e8+ ♜xe8 30 ♜xe6+ ♞d8 31 ♜xb6 or 28...♙c5 29 dxe6+ ♞d8 30 ♝xc5 ♝xc5 31 ♜g5+. In other lines too, Black would scarcely be able to hold on (28...♝b7 29 d6 ♙d8 30 ♜f3), but it was worth trying his luck with 27...♞d7 all the same.

**28 d6 ♝c5 (D)**

28...♙xd6 is a slightly better chance, although White's attack would still be too strong after 29 ♝d1; for instance: 29...♟d5 30 exd6 ♝g7 31 ♜xc4 ♝xg6 32 ♝xd5, or 29...♝c6 30 exd6 ♞d7 31 ♜g5 ♟c8 32 ♜b5 ♟xd6 33 ♙e4.



Black is counting on defending himself after 29 dxe7+ ♚xe7, but his position is wrecked for good by an intermediate move by the white queen.

**29 ♜d4 ♟d7**

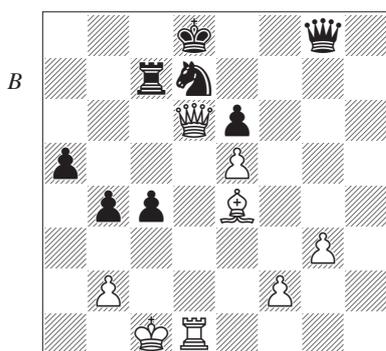
29...♙xd6 30 ♜xd6+ ♟d7 transposes into the game.

**30 dxe7+ ♚xe7 31 ♜d6+**

White already has the option of emerging with an extra piece after 31

0-0-0 ♖d5 32 ♔h4+ ♕f8 33 ♗xd5  
exd5 34 ♗d8+ ♕g7 35 ♗xg8+ ♕xg8  
36 e6. But then, what he plays is every  
bit as good.

31...♕d8 32 0-0-0 ♗c7 33 ♕e4 (D)



Black is defenceless; 33...♗g5+ 34  
f4 ♗e7 35 ♗h1 makes no difference.

33...c3 34 bxc3 ♗xc3+ 35 ♕b2  
♗f7 36 f4 ♗e7 37 ♗b8+ ♗c8 38  
♗b6+ ♗c7 39 ♕c6 1-0

It goes without saying that the assessments and judgements of strong grandmasters carry great weight. These players possess well-deserved authority; numerous opening and middle-game schemes are based on their games or recommendations. Nonetheless you also need to form your own opinion of the position you are going to play; any chess-player does well to make this a rule. In a largely unfamiliar situation it is unsafe to follow someone else's promptings, even if – as in the following example – they have long been part of official chess theory.

### Z. Almasi – Eingorn

Olympiad, Istanbul 2000

1 e4 e5 2 ♘f3 ♘c6 3 ♕b5 a6 4 ♕a4  
♘f6 5 0-0 ♕e7 6 ♗e1 d6 7 c3 ♕g4 8  
h3

The original game with this system was Em.Lasker-Janowski, New York 1924. Thanks to that game (or more exactly, thanks to Alekhine's severe comments in the tournament book) White's last move was judged to be an opening inaccuracy, and theory dutifully began to develop along the lines of 8 d3 0-0 9 ♘bd2 ♗e8 (e.g., 10 h3 ♕d7). This traditional assessment is not entirely correct.

8...♕h5 9 d3 ♗d7

This move is considered strongest. When playing it, I tried to recall everything I knew about the complications following 10 ♘bd2 g5. White, however, prefers to follow the classic example (with one small adjustment).

The source game went 10 ♕xc6 ♗xc6 11 ♕g5 ♕g6(!) 12 ♘bd2 h6 13 ♕xf6 ♕xf6, when Black's chances already look somewhat better. According to Alekhine, Black's simplest method was 11...h6 at once, forcing an exchange on f6. It is only to be regretted that the note to move 11 wasn't written by Janowski himself. It might have read: "Black doesn't see a better way to defend against the tactical threat that has arisen for his opponent; for instance: 11...h6 12 ♕xf6 ♕xf6? (12...♕xf3 13 ♗xf3 ♕xf6 equalizes) 13 ♘xe5 ♕xd1 14 ♘xc6, and White emerges with an extra pawn."

10 ♕g5!?! (D)