

Richard Shorman**Chess****DELICATE MANEUVERING, SLASHING ATTACK ...**

White: Robert Fischer. Black: Boris Spassky.

World Championship, Match Game No. 10.

Reykjavik, August 3-4, 1972.

Ruy Lopez

1 P-K4(a)	P-K4(b)	29 QR-Q1!(n)	R-K2
2 N-KB3	N-QB3	30 BxPch	RxB
3 B-N5	P-QR3	31 QxRch	QxQ
4 B-R4	N-B3	32 NxQ	BxP(o)
5 O-O	B-K2	33 RxB	KxN(p)
6 R-K1	P-QN4	34 R-Q7ch	K-B3
7 B-N3	P-Q3	35 R-N7	R-R8ch
8 P-B3	0-0	36 K-R2	B-Q3ch
9 P-KR3(c)	N-N1(d)	37 P-N3	P-N5
10 P-Q4	QN-Q2	38 K-N2	P-R4
11 QN-Q2	B-N2	39 R-N6	R-Q8
12 B-B2	R-K1	40 K-B3	K-B2(q)
13 P-QN4	B-KB1	41 K-K2	R-Q4
14 P-QR4(e)	N-N3	42 P-B4! (r)	P-N3
15 P-R5	QN-Q2(f)	43 P-N4	PxP
16 B-N2	Q-N1	44 PxP	P-N4
17 R-N1	P-B4(g)	45 P-B5	B-K4
18 NPxP(h)	PxBP	46 R-N5(s)	K-B3
19 PxKP	QNxP	47 R-4xP	B-Q 5
20 NxN	QxN	48 R-N6ch	K-K4
21 P-QB4	Q-B5	49 K-B3	R-Q1
22 BxN	QxB	50 R-N8	R-Q2
23 PxP	KR-Q1(i)	51 R-4-N7	R-Q3
24 Q-B1	Q-QB6	52 R-N6	R-Q2
25 N-B3	Q-xQRP(j)	53 R-N6	K-Q4
26 B-N3!(k)	PxP	54 RxP	B-K4
27 Q-KB4	R-Q2(1)	55 P-B6	K-Q5
28 N-K5	Q-B2(m)	56 R-N1	Resigns

(Annotations by former world champion Vasily Smyslov, translated from "Sovetsky sport," Aug. 5, 1972; last two notes by IGM Lev Polugaevsky from "64", No. 32, Aug. 11-17, 1972, pg. 9)

(a) In the intervening days Fischer probably found an improvement against the Sicilian Defense, and so begins again with the king's pawn.

(b) Taking the score of the match into account, the world champion tries for a steady game, avoiding possible "Sicilian surprises" by the challenger after 1... P-QB4.

(c) One of the most popular variations of the Ruy Lopez. This position has been played over for decades. Both Fischer and Spassky are great experts on the Ruy Lopez, which they have thoroughly studied in depth. Not unexpectedly, this stage of the game was played very quickly.

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(d) The classical Tschigorin formation involves 9... N-QR4 followed by 10... P-B4. The text move was suggested by the prominent theoretician Julius Breyer. In modern times this defense has received universal acceptance, largely due to the research of Soviet analysts, and now is considered to be one of the most reliable systems in the Ruy Lopez.

(e) Usually played here is 14 B-N2 N-N3 15 P-R3 and then P-B4, opening the long diagonal for the black - squared bishop. Fischer selects another, more active plan, hoping to get an initiative on the queen side.

(f) By provoking White's P-R5 Black has stabilized the situation on the queen side. The small loss of time by the knight is not dangerous because of the closed nature of the position.

(g) An interesting moment! Spassky chooses a sharp continuation with a possible pawn sacrifice in order to obtain free play in the center.

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(h) That the first capture of the game takes place on the 18th move testifies to the tension of the opening struggle. Fischer accepts the challenge and plays into Spassky's forced variation, winning a pawn in the process. As a result, Fischer's bishops increase their range and the position becomes very complex.

(i) Imprecise. Better to bring the other rook to Q1, with a good position for Black. Chess players often have to resolve the vexing question of which rook to place on an open file, and their choice is not always correct. After 23... QR-Q1 White's initiative is harmless, since the other rook controls Black's K4 square. In that case Black need not fear either 24 PxP BxRP 25 B-R4 R-K3 or 25 R-N6 Q-B3, with fully satisfactory counterchances.

(j) One gains the impression that both players are following the same forced variation, but hold opposite opinions regarding the final position. Here 25... P-B5 26 P-K5 P-N3 deserved consideration.

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(k) A strong move, part of a deep plan of attack on the king side. Fischer has accurately calculated resultant complications.

(l) Of course not 27... P-B5 in view of 28 BxP.

(m) At first glance, Black's position looks quite good, his two connected passed pawns seemingly a powerful force. But Fischer's next move unveils White's rich attacking possibilities.

(n) Suddenly Black has a difficult game to defend. The rook cannot be taken because of 30 BxPch K-R1 31 N-N6ch, while 29... R1-Q1 is met by 30 BxPch RxB 31 QxRch QxQ 32 NxQ RxR 33 RxR KxN 34 R-Q7ch.

(o) If 32... KxN, then 33 R-Q7ch.

(p) In balance, Black's loss does not seem great, for he has a pawn in return for the exchange, but the decisive factor in evaluating the end game that has arisen is the activity of White's rooks.

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(q) The game was adjourned here. Black's pawn cannot move forward, while at the same time White threatens to increase his influence on the king side.

(r) Overnight analysis proved that with correct play Black cannot avert defeat. His saving chances lie in the variation 42 R-N7ch K-B3 43 R-Q7 K-B4 44 P-B3 P-N4! 45 P-N4ch PxP 46 PxPch K-B3, and White has no useful move. Nor does 44 K-K3 P-B5! succeed. But White plays the most accurate line and avoids all the traps.

(s) The final finesse. Loss of a pawn brings Black's hopes for a draw to an end once and for all.