

**Richard Shorman****Chess****A MASTERPIECE WORTHY OF A CHAMPION**

White: Robert Fischer.

Black: Boris Spassky.

World Championship, Match Game No. 6.

Reykjavik, July 23, 1972.

Queen's Gambit Declined

1 P-QB4(a)	P-K3 (b)	22 P-K5(j)	R-N1(k)
2 N-KB3	P-Q4	23 B-B4	K-R1(l)
3 P-Q4	N-KB3	24 Q-R3	N-B1(m)
4 N-B3	B-K2	25 P-QN3	P-QR4
5 B-N5	0-0	26 P-B5!(n)	PxP
6 P-K3	P-KR3	27 RxP	N-R2
7 B-R4	P-QN3	28 R-1-B1(o)	Q-Q1
8 PxP	NxP	29 Q-N3	R-K2
9 BxB	QxB	30 P-KR4(p)	R-1-N2
10 NxN	PxN	31 P-K6(q)	R-N2-B2
11 R-B1	B-K3	32 Q-K5	Q-K1
12 Q-R4(c)	P-QB4	33 P-R4(r)	Q-Q1
13 Q-R3	R-B1	34 R-1-B2(s)	Q-K1
14 B-N5(d)	P-R3	35 R-2-B3	Q-Q1
15 PxP	PxP	36 B-Q3(t)	Q-K1
16 0-0	R-R2(e)	37 Q-K4	N-B3
17 B-K2	N-Q2(f)	38 RxN	PxR
18 N-Q4	Q-B1(g)	39 RxP	K-N1
19 NxB	PxN	40 B-B4	K-R1
20 P-K4!(h)	P-Q5(i)	41 Q-B4	Resigns
21 P-B4	Q-K2		

(Annotations by former world champion Mikhail Tal, translated from "64," No. 30, July 28-August 3, 1972, pp. 9-10)

(a) Probably only the second occasion Fischer has ever played this move. He used it for the first time against Polugaevsky at the last interzonal tournament, but that particular game took place during the middle of the event, when the race was still relatively hot. As a rule, Fischer abandons 1 P-K4 only in games without competitive significance. In all three candidates' matches, for example, Fischer consistently opened with the KP.

(b) Unfortunately, we do not know how much time on his clock Spassky expended over this response and whether he was surprised by Fischer's change of opening. Objectively speaking, after Black's successful play in the preceding, fourth match game, in which the world champion achieved an advantage in the challenger's favorite opening, the Sicilian Defense, a new first move was theoretically predictable. Spassky's move, or, more accurately, defensive system, could not have been the least bit unexpected for Fischer. It is sufficient to note that Spassky employed this system in two world title bouts. Understandably, then, Fischer must have considered the strong possibility of Spassky choosing the Tartakover - Bondarevsky - Makagonov variation when he prepared 1 P-QB4.

(c) All of these moves are common enough and have been treated at length in opening manuals.

(d) As usual, the American grandmaster is up on the latest theoretical wrinkles. Furman played this line against Geller in an armed forces tournament. White entices Black's GRP forward in hopes of proving it weak later on.

(e) Geller continued the same way in his game. Another idea is to bring the queen over to QN3 via 16 . . . Q-N2, which breaks the pin that, in this game at least, causes Black so much trouble.

(f) Not very precise. The more circumspect 17 . . . Q-B1 prevents White's next knight move. The Furman-Geller game left White in control after 17 . . . P-QR4 18 R-B3! N-Q2 19 R-1-B1. Petrosian's suggestion of 17 . . . P-B' deserves attention, since White cannot exploit the hole in his Q4 with 18 QxQ RxQ 19 N-Q4 because of 19 . . . N-B3.

(g) Spassky must have underestimated the power of White's 20th move. In my opinion, 18 . . . N-B3 is preferable, as capturing the bishop promises little and 19 N-N3 permits the modest reply 19 . . . N-Q2, although after 20 R-B3 White stands somewhat better.

(h) This pawn offer can be termed a sacrifice only with much reservation. Certainly, after 20 . . . PxP one of the pawns (and perhaps both of them) on the king file must fall in short order. White wants to liquidate the tension in the center so as to launch an attack without interference wherever he chooses.

(i) A pity that Spassky plays into his opponent's hands. Black could have continued with 20 . . . N-B3 or even 20 . . . P-B5, after which his position looks dangerous, but it is hard to find anything concrete. One variation might run 20 . . . P-B5 21 Q-R3 Q-B2 22 B-N4 R-K1 23 PxP PxP 24 KR-K1. Then on 24 . . . N-K4 25 B-R5 P-N3 26 Q-KN3 R-2-K2 27 P-B4 N-Q6 28 RxR RxR 29 BxP QxP 30 B-Bch! KxB 31 R-KB1 QxRch 32 KxQ R-K8ch 33 QxR NxQ 34 KxN White has reached a favorable king and pawn ending. This line is not compulsory, however, as Black can substitute 27 . . . K-R2 for 27 . . . N-Q6 or, even earlier, vary with 24 . . . RxRch 25 RxR N-B1, securing a fairly solid position. After Spassky's actual move the game takes on a technical character that increasingly answers Fischer's tastes: a better position with no counter play for his opponent. All chess players like such positions, of course, but Fischer relishes them especially.

(j) White makes sure that the weak enemy pawn on K3 is immobilized. Black's passed pawn threatens absolutely nothing, white White's bishop stands noticeably stronger than Black's knight. In addition, White has prospects for a kingside attack.

(k) If 22 . . . N-N3 immediately, then the very unpleasant 23 P-B5 follows, since 23 . . . PxP cannot be played in view of 24 Q-N3ch.

(l) Black is probably lost. In response to Black's desperate attempt to free himself by 23 . . . N-N3, White, in all probability, would pass up the "effective" 24 QxBP Nx B 25 QxN RxP 26 QxP (or 26 P-B5? Q-N4 with counterplay) R-2-N2 (not 26 . . . RxRP? 27 P-B5! R-Q2 28 P-B6!, winning) and Black has some hope. Instead, he would continue quietly with 24 Q-QN3!, picking off Black's KP.

(m) Perhaps the rook should capture the QNP after all . . .

(n) Black has failed to produce counterchances. The final phase of the game could serve as a model of attack against the king. White's further play is simple and logical, requiring little commentary.

(o) Avoiding the trap, 28 R-B7? N-N4.

(p) Takes away virtually the last available square from the knight.

(q) The end is near. Under cover of his KP, White can proceed as he pleases, with plenty of time to organize an assault against Black's weakest point, KR2.

(r) More or less typical for Fischer. He does not even allow Black to play P-R5, although in this case it would not amount to much.

(s) White need not rush . . .

(t) The bishop has done its work on the QR2-KN8 diagonal and retires to a new post. Of course, 36 R-B7 also wins.