

This game is annotated by Yuri Averbakh in *Shakhmaty v SSSR* (№ 10, 1978). The translation from the original Russian is by Douglas Griffin.

Korchnoi – Karpov

5th match-game, World Championship, Baguio City, 27th July 1978

1.c4 Nf6 2.d4 e6 3.Nc3 Bb4 4.e3 c5 5.Nge2 d5

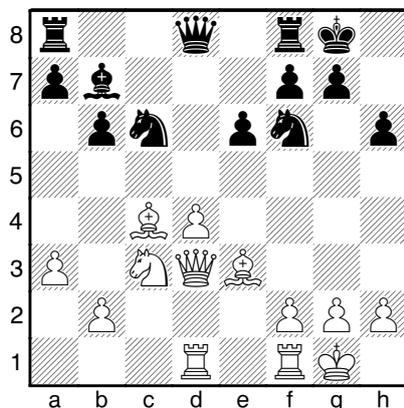
In the 3rd match-game 5...cxd4 6.exd4 d5 7.c5 Ne4 was played.

6.a3 Bxc3+ 7.Nxc3 cxd4 8.exd4 dxc4 9.Bxc4 Nc6 10.Be3 0–0 11.0–0

The position that has arisen is a frequent guest in modern chess. White has the two bishops and a free development, but has achieved this at the cost of the weakening of the central pawn. The further plans of the sides are clear - before beginning active operations, White reinforces the d4–pawn in advance; Black, however, strives to take control of the d5–square.

11...b6 12.Qd3 Bb7 13.Rad1 h6

A useful prophylactic move - Black forestalls the threat of Bg5. However, it has a shortcoming - the weakening of the diagonal b1–h7. The following efforts by White are directed at the exploitation of this weakness.



14.f3

A relatively new idea, already encountered in the games of English masters, whereby White prepares the transfer of the bishop to h4 or to g3.

14...Ne7 15.Bf2 Nfd5

Prior to proceeding with active play on the queen's flank, it is necessary for Black to transfer the knight to f8, in order to insure himself against the threats on the diagonal b1–h7.

Deserving attention is 15...Qd7, and if 16.Ba2, then 16...Rfc8 17.Bb1 Ng6 18.h4 Nd5 with a fully equal game.

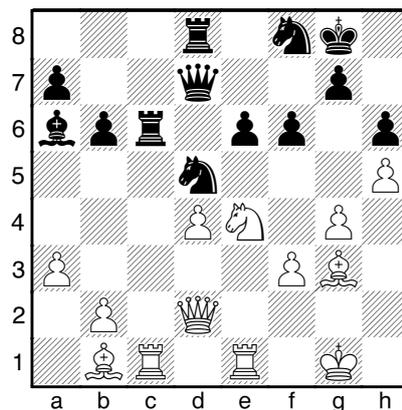
16.Ba2 Nf4

Here too I prefer 16...Qd7.

17.Qd2 Nfg6 18.Bb1 Qd7 19.h4 Rfd8 20.h5 Nf8 21.Bh4 f6 22.Ne4 Nd5

White has the initiative. He has somewhat restricted Black, and provoked a weakening of his position.

23.g4 Rac8 24.Bg3 Ba6 25.Rfe1 Rc6 26.Rc1



26...Ne7

The World Champion tries to exert pressure on the d4-pawn, but the manoeuvre of the knight proves to be mistaken and puts Black in a difficult position. As Tal pointed out, more accurate was 26...Bb5.

(Translator's note: Indeed, Tal, annotating this game in '64' (№ 31, 1978) indicates that after 26...Bb7 or 26...Bb5, Black would have retained an "excellent" position.)

27.Rxc6 Qxc6

If 27...Nxc6, then the white knight immediately invades at d6, since on 28...Qc7 there is the reply 29.Qf4.

28.Ba2

28.Rc1 Qd5 29.Rc7 was a 'shot into the void' on account of 29...Rd7.

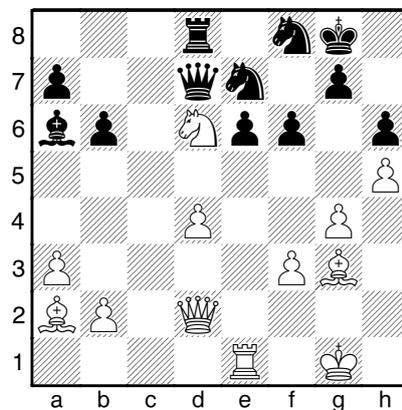
Now, however, the invasion of the rook has become a threat.

28...Qd7 29.Nd6

White's bishops have mastery of the important diagonals, and the knight has taken up an active position. Black must defend accurately, since various tactical threats are already hanging in the air.

On 29...Nc8 , for example, promising-looking is the exchange sacrifice 30.Rxe6! Nxe6 31.Qe3 Kf8 32.Bxe6, and if 32...Qe7, then 33.Nf5 Qe8 34.Be1 with the irresistible threat of 35.Bb4+. Of course, Black can play more strongly - 32...Qa4, since the attempt to achieve a material advantage with 33.Bxc8 Bxc8 34.Nxc8 Rxc8 35.Bd6+ Kf7 36.Qe7+ Kg8 37.Qe6+ Kh7 38.Qf5+ and 39.Qxc8+ does not succeed on account of the preliminary 34...Qd1+ and 35...Qc2+. However, after 32...Qa4 33.Nf5! White has a strong attack.

If an attempt is made to close the diagonal of the a2–bishop with 29.Nd6 Nd5, then possible is 30.Bxd5 exd5 31.Qe3 and, having securely seized the file, White prepares the invasion of the queen at e7.



29...Bb7

A committal decision. However, only in this way, giving up bishop for knight, does Black succeed in forestalling the threat of 30.Qe3.

30.Nxb7 Qxb7 31.Qe3 Kh8

In a difficult position the World Champion resourcefully seeks counter-chances. If White takes with the bishop at e6, there follows 32...Nxe6 33.Qxe6 Qxf3, and on 34.Bd6 good is 34...Nc6, while on 34.Bc7 there is 34...Rxd4 with complications that are favourable for Black. However, White is not forced to take at e6.

Therefore deserving serious attention is 31...Nd5 32.Qe4 Qc6 33.Re2 Rc8, not giving up the c-file. On 34.Bb3 Black has the reply 34...Qb5, while after 34.Bxd5 exd5 35.Qe7 possible is 35...Qc4, attacking the d4–pawn.

32.Rc1 Nd5 33.Qe4 Qd7 34.Bb1

Waiting until the time control has passed, White limits himself to manoeuvring tactics, in order to establish the best plan of play once the game is adjourned.

34...Qb5

Clever. Black invites the opponent to enter the path of combinational complications. Now the bishop sacrifice 34...Qb5 35.Bd6, and if 35...Rxd6, then 36.Rc8, appears favourable. For example, 36...Kg8 37.Qh7+ Kf7 38.Qh8. Nor is Black saved by 36...f5 37.Rxf8+ Kh7 38.gxf5 Nf6 on account of 39.Qa8, although also possible is the less decisive 39.Rxf6 gxf6 40.Qb7+ Kh8 (40...Qd7 41.Qxd7+ Rxd7 42.fxe6+) 41.Qb8+ and 42.Qxd6.

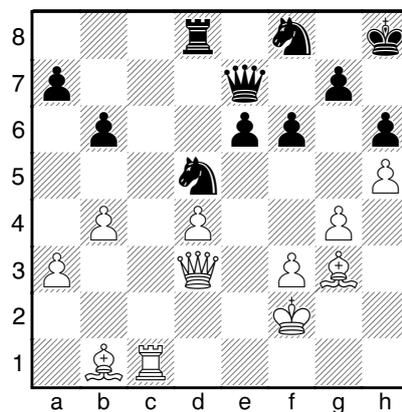
However, on 35.Bd6, good for Black is 35...f5! 36.gxf5 Qxb2 37.Rc6 Ne3! (but not 37...Nc3 on account of 38.Rxc3! Qxc3 39.fxe6).

35.b4 Qd7

Commenting on this game in the Yugoslav newspaper *Politika*, grandmaster Velimirović recommended here 35...a5. However, precisely in this case White can reply 36.Bd6!, on which, as earlier, 36...Rxd6 is bad on account of 37.Rc8, while if, for example, 36...f5, then 37.Qe5 (or 37.gxf5 Nf6 38.Qe5) and the complications are in White's favour.

Therefore, having provoked a weakening of White's position, Karpov returns the queen to the defence.

36.Qd3 Qe7 37.Kf2



37...f5

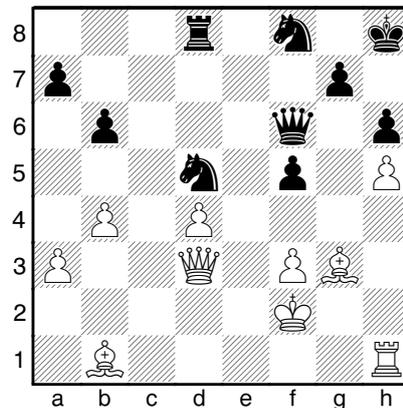
Of course, this move appears to be at least double-edged, but in this way Black abruptly changes the character of the struggle, opening the game and sharpening the position. Evidently, the World Champion considered that after passive play it was unlikely that he would have held the game.

38.gxf5 exf5 39.Re1 Qf6

Tempting the opponent into a trap. If 40.Re5 f4 41.Rf5, then 41...fxg3+ 42.Kg1 Nf4! 43.Qe4 Rxd4, and in view of the threat of mate at d1 Black even wins.

40.Be5 Qh4+ 41.Bg3 Qf6 42.Rh1

Here the game was adjourned. Although Black has definite counter-chances associated with the unsecure situation of the white king, the position should be assessed as favourable to White. His pieces are placed significantly more actively, promising good chances both in attack and in the endgame.



42...Nh7!

A fine defensive move, sealed by the World Champion. After the natural 42...Qg5 43.Bh4 Qxh5 44.Qxf5 Qxf5 45.Bxf5 White has every chance of victory in the endgame. Black prefers to part with a pawn, but retains the queens and improves the position of the knight.

43.Be5 Qg5 44.Qxf5 Qd2+ 45.Kg3 Nhf6 46.Rg1 Re8

On 47.Kh3 Karpov had prepared 47...Rxe5! with an immediate draw.

47.Be4 Ne7 48.Qh3 Rc8

The attempt to regain the pawn - 48...Qg5+ 49.Kh2 Qxh5 - led after 50.Qxh5 Nxe5 51.Rc1 to a difficult endgame for Black. The World Champion correctly aims to activate this rook as well.

(Translator's note: - In '64', Tal points out that the endgame arising after 48...Rf8 49.Rg2 Nxe4+ 50.Kh2! (50.fxe4 Qe1+ 51.Kh2 Rf1) 50...Ng5 51.Rxd2 Nxe3 52.Kxe3 Rxf3+ 53.Kg4, despite the material equality, is favourable to White.)

49.Kh4 Rc1

Since White's rook fulfills an active role both in attack and in defence, it seems useful to exchange it.

50.Qg3

White prepares a trap. If 50...Qg5+ 51.Qxg5 hxe5+ 52.Rxe5 Rh1+ 53.Kg3 Rg1+ 54.Kf4 Nfd5+ 55.Bxd5 Nxd5+ 56.Kf5 Ne7+, then 57.Ke6 Rxe5 58.Kxe7 Rxe5 59.f4, and the black d-pawn will cost Black the rook.

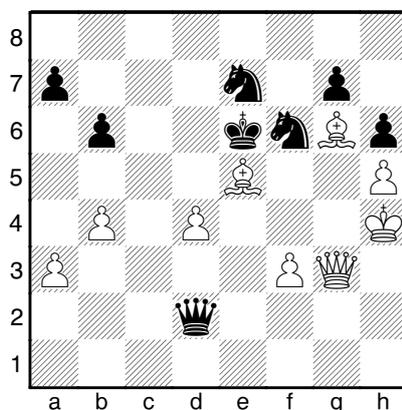
Deserving attention is 50.Qg2, exchanging queens.

50...Rxf1 51.Qxf1 Kg8

Exploiting the fact that on 52.Bxf6 there is the reply 52...Qf4+, Black brings the king nearer the centre.

52.Qg3 Kf7 53.Bg6+ Ke6

Something that only happens in time trouble. The idea of activating the king is tempting, but in the given position it proves to be too dangerous. Retreating the king to f8, Black retained every chance of a tenacious resistance.



54.Qh3+ Kd5 55.Be4+

A reciprocal mistake. After 55.Bf7+ Kc6 56.Qe6+ the game is concluded within a few moves.

55...Nxe4 56.fxe4+ Kxe4

Although Black has re-established material equality and activated his king, his difficulties are still not completely over, since his knight is isolated from his main forces and can easily fall under attack.

57.Qg4+ Kd3

(Translator's note: Tal mentions that Korchnoi spend 40 minutes over his next move.)

58.Qf3+

On 58.d5, leading to a draw is not only Tal's indication of 58...g5+ 59.hxg6 Qe1+ 60.Qg3+ Qxf3+ 61.Bxf3 Nxf6+ 62.Kh5 Nf8 63.Kxh6 Ke4, but also 58...Qe1+ 59.Qg3+ Qxf3+ 60.Kxf3 Nxd5 61.Bxf7 Ke4! 62.Bxh6 Nf6 63.Kh4 Kd3! and Black is in time, giving up the knight for the pawn, to reduce the game to approximately the same ending as in the text.

58...Qe3

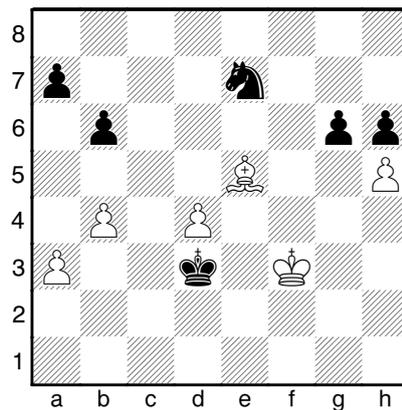
Perfectly possible too was 58...Kc4, since after 59.Qf7+ Kd3 60.Qxe7 Black forces perpetual check with the move 60...Qe1+.

59.Kg4

Little is promised too by 59.Qxe3+ Kxe3 60.Kg4 on account of 60...Ke4! 61.Bxg7 Nf5 62.Bf8 Ne3+ 63.Kh3 Nf5.

59...Qxf3+ 60.Kxf3 g6

Black intends to carry out an absolutely correct plan. He exchanges all of the king-side pawns and, although after this he has to part with a piece, he steers this endgame to a draw.



61.Bd6 Nf5

An inaccuracy. After 61...gxh5! 62.Bxe7 Kxd4 a theoretically drawn position arises by force.

62.Kf4

It transpires that bad is 62...Nxd6 on account of 63.hxg6 Ne8 64.d5, and one of the pawns becomes a queen.

62...Nh4 63.Kg4 gxh5+!

The only path to salvation. On 63...Nf5 decisive is 64.hxg6 Nxd6 65.d5 .

64.Kxh4 Kxd4 65.Bb8

Otherwise the draw is achieved very simply.

65...a5 66.Bd6 Kc4 67.Kxh5 a4 68.Kxh6 Kb3 69.b5 Kc4 70.Kg5 Kxb5 71.Kf5 Ka6 72.Ke6 Ka7

For the time being Black's king is perfectly able to keep to the corner.

73.Kd7 Kb7 74.Be7 Ka7 75.Kc7 Ka8 76.Bd6 Ka7 77.Kc8 Ka6

Leading to mate was 77...Ka8?? 78.Bb8 b5 79.Bc7 b4 80.axb4 a3 81.b5 a2 82.b6.

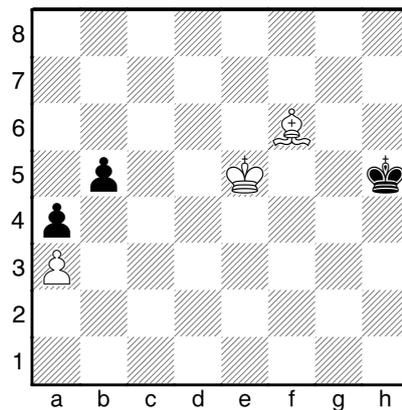
78.Kb8 b5

Threatening 79...b4 80.Bxb4 Kb5 with an easy draw.

79.Bb4 Kb6 80.Kc8 Kc6!

Only by removing the king from the corner does Black save the game. For detail on this endgame, see the theoretical article below.

81.Kd8 Kd5 82.Ke7 Ke5 83.Kf7 Kd5 84.Kf6 Kd4 85.Ke6 Ke4 86.Bf8 Kd4 87.Kd6 Ke4 88.Bg7 Kf4 89.Ke6 Kf3 90.Ke5 Kg4 91.Bf6 Kh5



In this position the game was adjourned for a second time. Further play was, of course, completely pointless, but White for a long time tried to refute the conclusions of theory. And, of course, in vain...

92.Kf5 Kh6 93.Bd4 Kh7 94.Kf6 Kh6 95.Be3+ Kh5 96.Kf5 Kh4 97.Bd2 Kg3 98.Bg5 Kf3 99.Bf4 Kg2 100.Bd6 Kf3 101.Bh2 Kg2 102.Bc7 Kf3 103.Bd6 Ke3 104.Ke5 Kf3 105.Kd5 Kg4 106.Kc5 Kf5 107.Kxb5 Ke6 108.Kc6 Kf6 109.Kd7 Kg7 110.Be7 Kg8 111.Ke6 Kg7 112.Bc5 Kg8 113.Kf6 Kh7 114.Kf7 Kh8 115.Bd4+ Kh7 116.Bb2 Kh6 117.Kg8 Kg6 118.Bg7 Kf5 119.Kf7 Kg5 120.Bb2 Kh6 121.Bc1+ Kh7 122.Bd2 Kh8 123.Bc3+ Kh7 124.Bg7

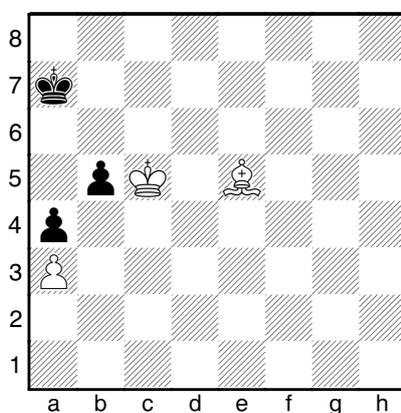
Stalemate.

The following article by Yuri Averbakh appears in the same issue of *Shakhmaty v SSSR* (№ 10, 1978). The translation from the original Russian is by Douglas Griffin.

Where Will the King Go?

The unusual endgame arising in the 5th match-game of the World Championship has attracted a lot of attention. Despite the extra piece White cannot win it, since Black manoeuvres accurately with his king. In the present article we will familiarise the reader with the basic theory of this endgame.

At the very beginning of the 1950s, selecting material for what would later be published as “Chess Endgames”, I came across the following position:



It was published in 1885 by the German theoretician, then living in England, B. Horowitz. The task – White to play and win. Clearly, the immediate capture of the pawn at b5 leads to a draw, since the black king cannot be driven from the saving corner a8. On the contrary, to win, it is necessary to exploit Black’s second pawn. To achieve success White must manage to stalemate the black king, thereby forcing the suicidal advance ...b5-b4 by Black. To solve this problem presents no difficulty.

1.Kc6 Ka6 (after 1...Ka8 2.Kb6 the aim is achieved immediately) **2.Bb8** (or 2.Bd4) **Ka5 3.Bc7+ Ka6 4.Bb6 b4 5.axb4 a3 6.b5#.**

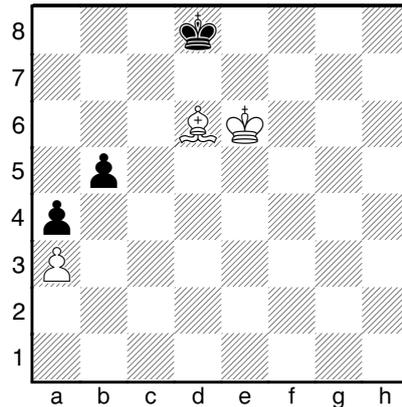
I became interested in establishing what the result would be with Black to move. After all, in this case White’s task is more complicated, since the opponent can try to fight against the threat of stalemate, evacuating his king from the dangerous zone.

1...Kb7 2.Kd6! Kc8

The attempt to exchange the pawn does not succeed. If 2...b4 3.axb4 Kb6, then 4.Bb2! Kb5 5.Ba3 Kc4 6.Kc6 Kb3 7.b5, and wins.

3.Bd6! (stop! the king is forced back) **Kb7 4.Bd8 Kc8 5.Bb6 Kb7 6.Kc5 Kc8 7.Kc6 Kb8 8.Ba5 Ka8** (8...Ka7 9.Bc7 etc.) **9.Kc7 Ka7 10.Bb6+ Ka6 11.Kc6.**

Thus, in this case too Black does not manage to avoid the stalemate. The ensuing question, which must be solved, is: what happens if the black king succeeds in leaving the dangerous corner? Say that instead of **2.Kd6!** White plays **2.Kd5.** Then possible is **2...Kc8 3.Ke6 Kd8 4.Bd6.**



It transpires that the king cannot proceed directly (on **4...Ke8, 5.Be7** decides), and has to go back.

4...Kc8 5.Ke7

It seems that White again achieves success, but this is not so!

5...b4!

Also possible is **5...Kb7 6.Kd7** and only now **6...b4!** **7.axb4 Kb6 8.Ke6 Kb5 9.Kd5 a3** with a draw.

6.axb4 Kb7 7.Ke6 Kc6!

Necessary accuracy. After **7...Kb6 8.Kd5 Kb5 9.Kd4 a3 10.Kc3** White wins.

8.Be5 Kb5

Drawn.

Instead of **5.Ke7** White can continue **5.Be5 Kd8 6.Bf6 Kc7! 7.Be7**, but here too possible is **7...b4! 8.axb4 Kc6** with the same result.

In the present case White manages to force the return of the opponent's king to the corner, but worsens the position of his pieces, which leads to a draw. But what if Black's king is allowed to escape? Playing instead of **3.Ke6, 3.Kd6** and after **Kd8** pursuing the king to the h8 corner.

4.Bf6+ Ke8

As previously, leading to a loss is 4...Kc8 5.Be7 Kb7 6.Bd8 etc.

5.Be7 Kf7 6.Kd7

In this way the king is driven still further.

Kg6 7.Ke6 Kg7 8.Bh4 Kg6 9.Ke7 Kg7 10.Bf6+ Kg6 11.Ke6

Thus, the black king has to withdraw to the edge of the board.

11...Kh6 12.Kf5 Kh7

Naturally, not 12...Kh5 on account of 13.Bg5.

13.Bc3 Kg8 14.Ke6

Playing 14.Kf6, White can return the opponent's king to the a8 corner, but after Kf8! 15.Bb4+ Ke8! 16.Ke6 Kd8 17.Bd6 Kc8 there arises a position that we already know to be drawn

In contrast, bad is 14...Kh7 on account of 15.Bd2! Kg8 16.Bh6, as well as 15...Kg8 (after 15.Bb4+) on account of 16.Be7 Kh7 17.Bf8, and Black's king is stalemated.

14...Kf8 15.Bf6 Kg8 16.Ke7 Kh7 17.Kf7 Kh6 18.Be7 Kh5!

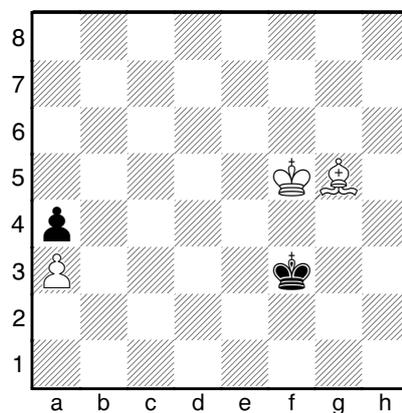
Again the only reply. Bad is 18...Kh7 on account of 19.Bf8 (or 19.Bg5).

19.Kf6 Kg4 20.Ke5 Kf3

Leading to the same thing is 20...Kh5 21.Kf5 Kh6 22.Bf8+ Kh5 23.Bg7 Kh4 24.Bh6 Kg3 25.Bg5 Kf3.

21.Bg5 Kg4 22.Bf4 Kh5 23.Kf5 Kh4 24.Bh6 Kg3 25.Bg5 Kf3

Such a position, but without the pawn at b5, was already long-known to theory.



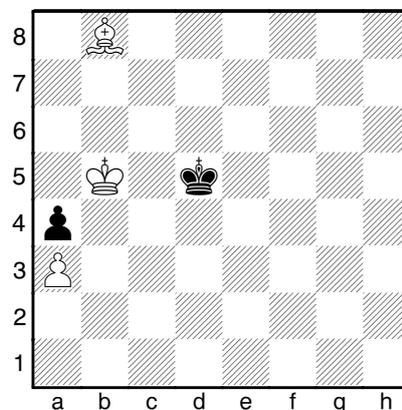
It was published as early as 1851 by I. Kling and B. Horwitz, in which connection the authors considered that White wins only if he has the move.

Here is the main line of Kling and Horowitz:

1.Bf4! Kg2! 2.Kg4! Kf2 3.Bc1!

The bishop manoeuvres follow the aim of winning a tempo and achieving the set-up Kg4–Bf4–Kg2, but with White to move. Then after the move of the bishop to g3 Black's king is forced to withdraw to the 1st rank.

3...Ke2 4.Kf4 Kf2 5.Be3+ Kg2 6.Kg4 Kh2 7.Bf4+ Kg2 8.Bg3 Kg1 9.Kf3 Kh1 10.Bb8! Kg1 11.Ke3 Kg2 12.Kd3 Kf3 13.Kc4 Ke4 14.Kb5 Kd5



The achievement of this position represents the culmination of White's plan. After a waiting move by the bishop, Black is in zugzwang.

15.Bh2 Ke6 16.Kxa4 Kd7 17.Kb5

and, not allowing the opponent's king to a8, White achieves his aim.

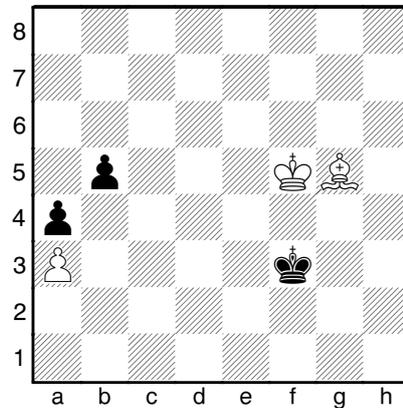
Black could direct the king to the other side: **4...Kd3** (instead of 4...Kf2) **5.Be3! Kc4 6.Ke5 Kb3 7.Bc5 Kc4 8.Kd6 Kb5 9.Kd5 Ka5 10.Kc6 Ka6** (the king cannot get through to a8, and now it is driven back) **11.Bg1 Ka5 12.Kb7 Kb5 13.Bb6! Kc4 14.Kc6 Kb3 15.Bc5 Kc4 16.Bd6 Kd4 17.Kb5 Kd5 18.Bh2** and White wins.

If in the Kling & Horwitz position it is Black's move, then White's task is more complicated. In 1928, V. Rauzer demonstrated that White manages to win a tempo, and to reach the same position, but with White to move. Here is his main line:

1...Kg3 2.Bf6! Kf3 3.Be5 Ke3 4.Bb2! Kd3 (4...Kf3 5.Bc1 Kg3 6.Bg5) **5.Ke5 Ke3 6.Bc1+ Kf3 7.Kf5 Kg3 8.Bg5 Kf3**, and White achieves his aim.

Thus, in the Kling & Horowitz position White wins, irrespective of whose turn it is to move.

But what happens in our position?



26.Bf4 Kg2 27.Kg4

Moving the king immediately towards the b5-pawn does not bring success - 27.Ke4 Kh3! 28.Kd4 Kg4 29.Bh2 Kf5 30.Kc5 Ke6 31.Kxb5 Kd7 with a draw.

27...Kf2 28.Bc1

White carries out the same plan as in the Kling & Horowitz position.

28...Ke2 29.Kf4 Kd3!

Only thus! Bad is 29...Kf2 on account of 30.Be3+ Kg2 31.Kg4 Kh2 32.Bf4+ Kg2 33.Bg3 Kf1 (33...Kg1 34.Kf3 Kh1 35.Kf2) 34.Kf3 Kg1 35.Bh4 Kh2 36.Bf2 Kh1 37.Kg3, and White wins. Or 30...Ke2 31.Ke4 Ke1 32.Kd3 Kf1 33.Kc3 Ke2 34.Bg1 Kf3 35.Bh2! Ke4 36.Kb4 Kd4 37.Kxb5 Kd5 38.Bg3 etc.

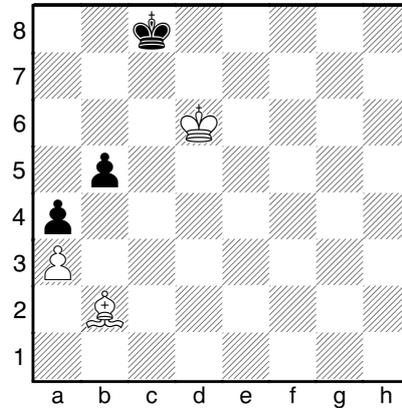
30.Ke5 Kc4 31.Bd2

Defending against the threat of 31...b4, but there all the same follows:

31...b4! 32.Bxb4 Kb5

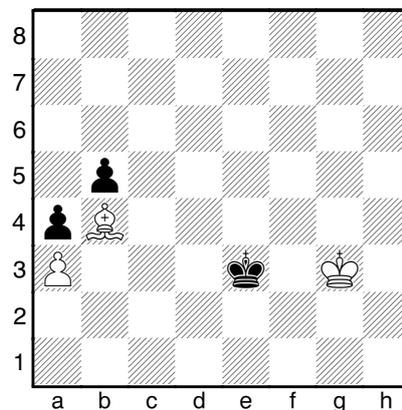
and the black king gets through to the saving corner a8.

As a result, in the book published in 1956, 'Chess Endgames (Pawn, Bishop & Knight)', p. 294, there appeared the following position, summarising the results of the study.



With the move White wins, with Black to move – drawn. A dashed line indicated the zone in which the black king find itself, in order to achieve success – the squares a8, b8, c8, a7, b7 and a6.

Soon the theoretical conclusions obtained a practical testing:



This position arose in the game **Potapov – Volovich** (Moscow Team Championship, 1958). Play continued as follows:

1.Kg4 Ke4 2.Kg5 Ke5 3.Kg6 Ke6 4.Kg7 Kd7

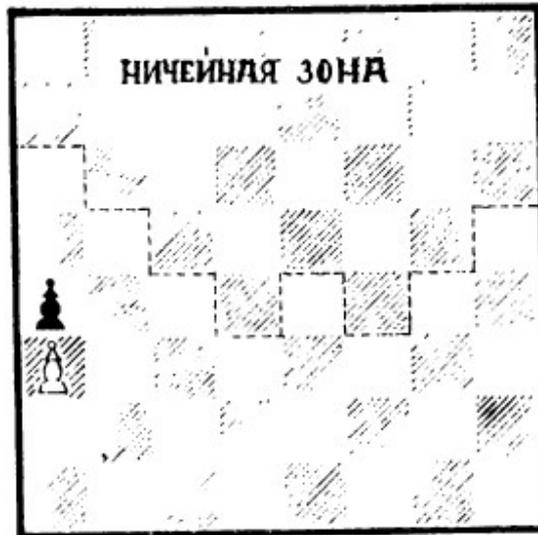
It would have been good to change places with the kings, but Black is 'wandering in the dark'. However, as is known to us, the black king has still not reached the danger zone.

5.Kf7 Kc6 6.Ke6 Kc7 7.Kd5 Kd7 8.Bd6 Ke8 9.Ke6 Kd8 10.Bf8 Kc8?

But this is a decisive mistake! Correct is 10...Kc7 , and if 11.Be7, then 11...b4! 12.axb4 Kc6 with a draw.

11.Kd6! Kd8 12.Be7+ Kc8 13.Kc6
, and White won.

In summarising the results of his study, Rauzer published a general rule, simplifying the assessment of the position.



White wins if the black king proves to be outside the drawing zone, and cannot return. A similar drawing zone can be also be defined with the black pawn at b5.

