(The annotations to this game, by V. V. Smyslov, are from his autobiographical work *V poiskakh garmonii* (Fizkultura i Sport, 1979). The translation from the original Russian is by Douglas Griffin.)

Forintos – Smyslov

3rd round, Monte Carlo, 26th March 1967

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.f3

A rarely-encountered variation, which in this game soon comes down to the usual Sämisch System.

4...d5 5.a3 Bxc3+ 6.bxc3 c5 7.cxd5 Nxd5 8.dxc5 Qa5

Another continuation here is 8...f5, striving the maintain the knight on the central square. I prefer the move in the game.

9.e4 Ne7

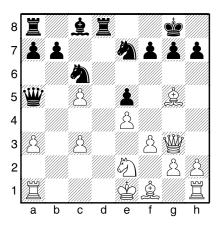
Deserving attention is the retreat of the knight to c7. A little later that year my encounter with the master V. Ageichenko, in a tournament in Moscow, continued: 9...Nc7 10.Qd4 f6 11.Bc4 (11.Qb4 Nc6!) 11...e5 12.Qd3 Be6 13.Rb1 Nd7 14.Bxe6 Nxe6 15.Qc4 Ndxc5 16.Ne2 b6 with a comfortable game.

10.Ne2

Played in calculation of the variation 10...Qxc5 11.Qd4, forcing the exchange of queens in view of the attack on the g7–pawn. However, deserving preference is 10.Be3 Qxc3+ 11.Kf2 with good play for White.

10...0-0 11.Qd6 Nbc6 12.Be3 Rd8 13.Qg3 e5 14.Bg5

White is experiencing difficulties with piece development and therefore seeks chances on the king's flank. On 14.Kf2 there could have followed 14...f5! with the threat of 15...f4.



14...Rd3! 15.h4 Kf8 16.h5 h6 17.Bxe7+ Nxe7 18.Qxe5 Nc6 19.Qh2 Qxc5

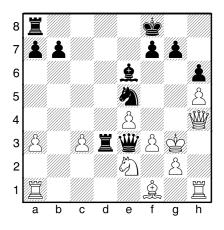
White's activity on the king's flank has been liquidated. The white king is stranded in the centre and cannot find a safe shelter. For the sacrificed pawn Black has obtained an advantage in development and a serious initiative.

20.Qg1 Qa5

Instead of the prosaic transposition to an endgame with 20...Rxc3 21.Qxc5+ Rxc5 Black retains the queens for the attack.

21.Kf2 Be6 22.Qh2 Qc5+ 23.Kg3 Qg5+ 24.Kf2 Qe3+ 25.Kg3 Ne5 26.Qh4

25...Nxf3 was threatened (it was impossible to play 26.Nd4 on account of 26...Qg5+ 27.Kf2 Ng4+ 28.fxg4 Qe3#).



26...Ng4!

The knight manoeuvre is associated with a combinational continuation of the attack. On 27.Nf4 there follows 27...Qf2+ 28.Kh3 Rxf3+ 29.gxf3 Qxf3+ 30.Qg3 Qxh1+, and mate on the following move.

27.Nd4 Rxd4! 28.cxd4 Qf2+ 29.Kf4

If 29.Kh3, then decisive is 29...Ne3+ 30.g4 Qxf3+ 31.Kh2 Nxg4+ 32.Kg1 Qe3+ 33.Kg2 Qxe4+ etc.

29...Qd2+

A repetition of moves to gain time.

30.Kg3 Qf2+ 31.Kf4 Qxd4

Now on account of the threat of 32...Qe5# White does not have time to remove his rook from attack.

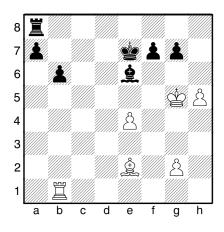
32.fxg4 Qxa1 33.Ba6 Qc3 34.Be2

It is impossible to take the pawn or to reply 34.Rd1 on account of the loss of a piece after 34...Qc7+.

34...Qxa3

Black's offensive has been crowned with success: he has an extra pawn and the better position.

35.Rd1 Qe7 36.Qxe7+ Kxe7 37.Rb1 b6 38.g5 hxg5+ 39.Kxg5



39...a5!

A bold plan of realisation. Giving back the pawn, Black aims to promote his a-pawn to a queen.

40.Rxb6 a4 41.e5 a3 42.Rb7+ Kf8 43.Rb1 a2 44.Ra1 Ra4!

The concluding manoeuvre. The manoeuvre ...Ra4–b4–b1 is threatened, while in the event of 45.Bd3 there follows 45...Rg4#.

45.h6 gxh6+ 46.Kxh6 Re4 47.Bf3

No better is 47.Bd3 on account of 47...Rxe5, and there is no escape from mate (48...Bg4 and 49...Rh5).

47...Rb4

White resigned.