

(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.)

### Smyslov – Bilek

6<sup>th</sup> round, Chigorin Memorial Tournament, Sochi 1963

1.d4 g6 2.e4 Bg7 3.Nf3 c5 4.d5 d6 5.Be2 Bg4

An original system of development. Black wants to eliminate the knight on f3, so as to subsequently make use of convenient squares in the centre (e5 and d4) for his minor pieces.

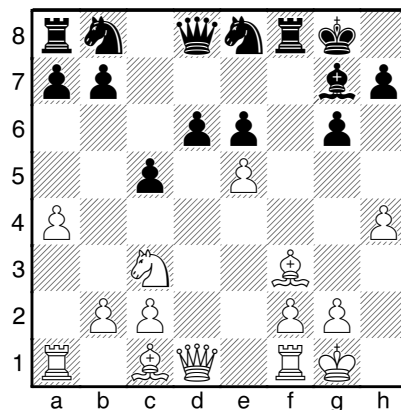
6.a4 Nf6 7.Nc3 Bxf3 8.Bxf3 0–0 9.0–0 Ne8 10.h4

The beginning of active operations on the King's Flank. Into White's plan comes the advance of the h-pawn to open lines for attack, followed by playing g2–g3 and Kg1–g2.

10...e6?

Very incautiously played. Better was 10...Nd7. Now interesting tactical complications arise.

11.dxe6 fxe6 12.e5!



The pawn sacrifice serves as the entry to a far-calculated combination. It is unfavourable to reply 12...Bxe5 on account of 13.Bxb7 Qxh4 14.g3 Bxg3 15.fxg3 Qxg3+ 16.Bg2; or 12...Nc6 13.Bxc6 bxc6 14.Bg5 Qc7 15.exd6 Nxd6 16.Qe2, and White's superiority is unquestionable.

12...d5 13.Bg5

This manoeuvre prepares the blow on d5, destroying the pawn barrier in the centre. On 13...Qd7 there follows 14.Nxd5 Rxf3 (or 14...exd5 15.Qxd5+ Rf7 16.e6 Qxd5 17.Bxd5 Rc7 18.Bd8 Nc6 19.e7+ Kh8 20.Bxc7 Nxc7 21.Bxc6 bxc6 22.Rad1 Nd5 23.Rfe1 Re8 24.c4 with the advantage in the endgame) 15.Ne7+ Kh8 16.Qxf3. The immediate 13.Nxd5 is refuted with 13...Rxf3! 14.Nf6+ Bxf6, and the queen is defended on d8.

### 13...Qb6 14.Nxd5!

The knight sacrifice is quite correct. Now a fearsome diagonal is opened for the light-squared bishop and its 'X-ray' action begins to be felt (through the b7-pawn) against the rook on a8.

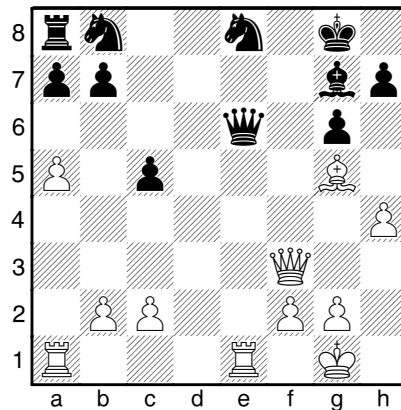
### 14...exd5 15.a5!

An important intermediate move. Its significance is soon revealed by an examination of the variations in the course of the game.

### 15...Qa6 16.Qxd5+ Rf7 17.e6 Rxf3

A forced measure, since on 17...Rc7 decisive is 18.Qd8 Qb5 19.c4. White regains the lost material with interest and in so doing retains a dangerous initiative.

### 18.Qxf3 Qxe6 19.Rfe1



The offensive continues unabated. Interesting variations arise after 19...Qc6 20.a6!. For instance: 20...bxa6 21.Rxe8+ Qxe8 22.Qxa8; or 19...Qc6 20.a6 Nd6 21.Re6 Bf8 22.Rxd6 Bxd6 23.axb7, and the pawn promotes to a queen. In the case of 19...Qc8 there could follow 20.Re7 Nc6 21.Qf7+ Kh8 22.Rae1 Nxe7 23.Rxe7 Qd8 24.Bh6 Qd1+ 25.Kh2 Qd6+ 26.g3, winning.

Black has nothing better remaining than to offer an exchange of queens and to go into a difficult endgame.

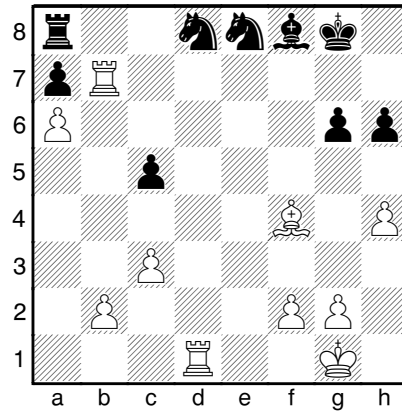
### 19...Qf7 20.Qxf7+ Kxf7 21.Re7+ Kf8 22.Rxb7

After a stormy middlegame there has arisen an endgame that is advantageous for White. He has obtained an active rook on the 7th rank and a pair of pawns in exchange for Black's two knights.

### 22...Nc6 23.c3 Kg8 24.a6!

The mobility of the enemy pieces is gradually being limited. Fixing the pawn on the square a7, White wants to tie down Black's forces to the defence of the isolated pawns on the queen's flank.

24...Bf8 25.Rd1 h6 26.Bf4 Nd8 27.b4!



Now the threat to capture the rook is imaginary, since in the case of 27...Nxb7 28.axb7 the square b8 is controlled by the bishop. At the same time White forces the successful advance of his pawns.

27...g5 28.hxg5 hxg5 29.Bg3 Ne6 30.b5 Nf4 31.Bxf4 gxf4 32.Rdd7 Nd6 33.Rxa7 Re8 34.Rxd6

Leading most simply of all to the goal. Now there is nothing to stop the pawn offensive, and further resistance soon becomes pointless.

34...Bxd6 35.Rd7 Bb8

Or 35...Be5 36.a7 Bxc3 37.b6 and so on.

36.a7 Bxa7 37.Rxa7 Re1+ 38.Kh2 Rb1 39.c4 Rb4 40.Rc7  
Black resigned.