

(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.)

Suttles – Smyslov
9th round, Venice 1974

1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.exd5

White leads the game into variations more characteristic of the King's Gambit.

4...exf4

A possible reply, ceding nothing at all in strength to 4...e4.

5.Bb5+ c6 6.dxc6 bxc6 7.Be2

From the very first moves D. Suttles has aimed at an original treatment of the variation. More natural appears the retreat of the bishop to c4.

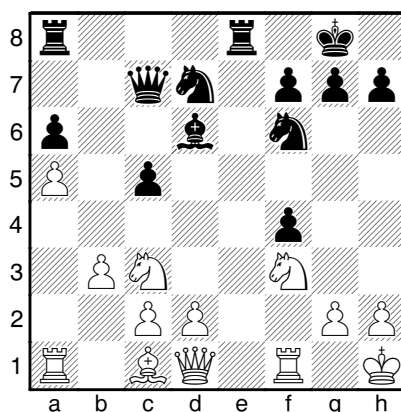
7...Bd6 8.Nf3 0–0 9.0–0 Nbd7 10.Kh1

White not only removes his king from the dangerous diagonal g1–a7, but also frees the g1–square for a minor-piece regrouping by means of Nf3–g1 and Be2–f3.

10...Re8 11.b3 Bb7 12.a4 a6

A useful move with the aim of taking the b5–square under control and preparing the advance ...c6–c5.

13.a5 c5 14.Ng1 Qc7 15.Bf3 Bxf3 16.Nxf3



16...c4!

The beginning of active play on the queen's flank. Black opens lines, aiming at lively piece play.

17.bxc4 Qxc4 18.Ra4 Qc7 19.Bb2 Rab8 20.Ba1 Rb4

With the exchange of rooks the a5–pawn is left without defence, but the retreat of the rook to a2 would have been very passive.

21.Rxb4 Bxb4 22.Ne2 Bxa5

Black’s first achievement: the material equilibrium has been broken.

23.Nfd4 Nd5 24.Nf5 f6 25.Ned4 Ne5

It is curiously, how all of the knights are grouped in the centre. White is aiming at an attack in the king’s flank, but Black’s position is solid, while the f4–pawn, which is hanging on to life, is very unpleasant for White.

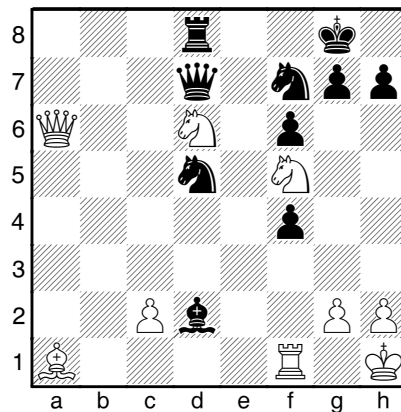
26.Qe2 Qd7!

A good defensive move, not only consolidating the position of his pieces, but also bringing the f5–knight under fire and in addition feigning the c7–square for the black knight.

27.Qxa6 Bxd2 28.Nd6

In pursuit of complications. Otherwise Black could have developed his initiative without difficulty. 28.Rd1 is bad on account of 28...Ng4.

28...Rd8 29.N4f5 Nf7



With the exchange of minor pieces Black diffuses the tension. If now 30.Nxf7, then 30...Kxf7 31.Qd3 Nb4 32.Qxd7+ Rxd7 33.Rd1 Nxc2 34.Bc3 Rd3 35.Bxd2 Ne3, and Black regains the piece, remaining a pawn up. If instead 30.Qd3, then 30...Nxd6 31.Qxd5+ (31.Nxd6 Qxd6 32.Qxd2 Ne3 33.Qxd6 Rxd6 34.Rc1 Nxc2) 31...Nf7 32.Qxd7 Rxd7 33.Rd1 Ng5 and on 34.Bc3 – 34...Ne4!.

30.Rd1 Nxd6 31.Nxd6 Qxd6 32.Qxd6 Rxd6 33.Rxd2 Rb6!

After all of the adventures the play has passed into an endgame with an extra pawn for Black; this

is sufficient for the win.

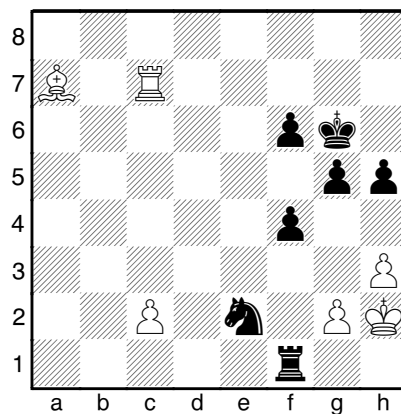
34.Bd4

If 34.Kg1, then 34...Rb1+ 35.Kf2 Ne3 36.Bd4 Nf1!, winning the h2-pawn.

34...Rb1+ 35.Bg1 Nc3

Blocking the passed pawn, Black deprives the opponent of any counter-chances.

36.h3 Kf7 37.Kh2 g5 38.Rd7+ Kg6 39.Rc7 Ne2 40.Bf2 Rf1 41.Ba7 h5



The white king is in a mating net. 42...g4 is threatened.

42.g4 fxg3+ 43.Kg2 Re1

White resigned.