

**Michael Adams**



## Brilliance at the board

Every player likes to imagine that when they sit down at the board they will win in style. But often, not least due to your opponent's resistance, victories turn out to be more prosaic.

In contrast below, everything flows smoothly. Gawain Jones gets creative very early on and decimates his opponent on the light squares. And Hikaru Nakamura, after a lengthy theoretical duel, sets the board alight with great flair.

**G. Jones - K. Stokke**  
Gibraltar Masters 2011

**1.e2-e4 c7-c6**  
**2.d2-d4 d7-d5**  
**3.e4-e5 Bc8-f5**  
**4.h2-h4 Qd8-b6**  
**5.Ng1-e2 h7-h6**  
**6.c2-c4 d5xc4**

A lot of Black's troubles stem from this capture. 6...e7-e6 was better.

**7.Nb1-d2 Bf5-d3**  
7...e7-e6 8.Nd2xc4 is very pleasant for White, but now Gawain throws a permanent spanner into Black's prospects of development.

**8.e5-e6 Ng8-f6**  
**9.Ne2-f4 Qb6xd4**  
9...Bd3xf1 looks more prudent.

**10.Nf4xd3**  
10.e6xf7+ Ke8xf7  
11.Bf1xd3 c4xd3 12.Qd1-b3+ Nf6-d5 was possible, but White is well-rewarded for his more ambitious plan to mobilise his forces with Black's still bottled up.

**10... c4xd3**  
**11.Rh1-h3**

The rook emerges laterally.

**11... f7xe6**  
**12.Rh3xd3 Qd4-b6**  
**13.Nd2-c4 Qb6-c7**  
**14.g2-g3 Nb8-d7**

It was necessary to play 14...e6-e5 immediately as the doubled pawns impede Black's forces.

**15.Bc1-f4 e6-e5**  
**16.Bf1-h3**

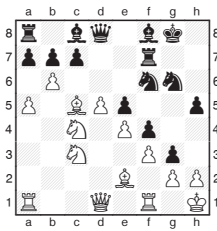
A very powerful attacking idea, exploiting the vulnerable light squares.

**16... e5xf4**  
16...e7-e6 17.Bh3xe6 Bf8-b4+ 18.Ke1-f1 was the last chance, although White is in the driving seat.

**17.Rd3xd7 Qc7-b8**  
17...Nf6xd7 18.Qd1-h5+ Ke8-d8 19.O-O-0 leaves Black powerless.

**18.Qd1-d3 Nf6xd7**  
18...Ke8-f7 19.Nc4-d6+ Qb8xd6 20.Qd3xd6 picks up the queen.

**19.Qd3xd7+ Ke8-f7**  
**20.Qd7-f5+ Kf7-e8**  
**21.O-O-O**  
Black resigned, as Gawain completed his development and will deliver mate in two.



**B. Gelfand - H. Nakamura**  
World Team Bursa 2010

The chaotic position above had been reached before, and Gelfand is the first to deviate.

**21.d5-d6**  
White went down to defeat after 21.Bc5-g1 in the stem game.

**21... a7xb6**

**22.Bc5-g1**  
If 22.a5xb6 Ra8xa1 23.Qd1xa1 c7xd6 24.Rf1-d1 Nf6-g4 25.f3xg4 Qd8-h4 26.Bc5-g1 h5xg4 looks very appealing for Black, so Gelfand withdraws his bishop for defensive duties.

**22... Ng6-h4**  
Nakamura keeps his attention firmly focused on White's king.

**23.Rf1-e1**  
If 23.Nc4xe5 Bc8-h3 when the bishop can't be captured due to 24.g2xh3 g3-g2 mate is very strong. The best defence despite its illogical appearance was 23.h2xg3 f4xg3 24.Bg1-e3.

**23... Nh4xg2**  
**24.d6xc7**  
Shocked by the audacity of Hikaru's play, Gelfand slips 24.Kh1xg2 Rf7-g7 25.d6xc7 g3xh2+ 26.Kg2-h1 h2xg1Q+ 27.Re1xg1 Qd8xc7 28.a5xb6 is quite unclear.

**24... Ng2xe1**  
**25.Qd1xe1**  
White's two queens are irrelevant after 25.c7xd8Q g3-g2 mate.

**25... g3-g2+**  
Nakamura allows no respite.

**26.Kh1xg2 Rf7-g7+**  
**27.Kg2-h1 Bc8-h3**  
**28.Be2-f1 Qd8-d3**  
This beautiful queen-thrust causes a big short circuit.

**29.Nc4xe5**  
If 29.Bf1xh3 Qd3xf3+.

**29... Bh3xf1**  
**30.Qe1xf1**  
The queen is untouchable: 30.Ne5xd3 Bf1-g2 mate.

**30... Qd3xc3**  
Gelfand is out of ammo.

**31.Ra1-c1 Qc3xe5**  
**32.c7-c8Q Ra8xc8**  
**33.Rc1xc8 Qe5-e6**  
**O-1**