# **Chess**



## Connoisseur's analysis of the endgame

Jan Timman is a true connoisseur of endgame studies. In *The Art of the Endgame*, he guides the reader through this intriguing facet of the game and shows the considerable number of his own stunning studies that were inspired by the classics.

I was particularly charmed by these two, where, with little material remaining, White extricates himself in style:



Black to move - White draws Timman, 2009

It looks as though Black will promote his pawn and win, but there is an impressive scramble defence.

1.... Bh1-e4 2.Be7-f8+ 2.Be7-f6+ Kg7-g6 wins. 2.... Ka7-h8 2...Ka7xf8 3.Rd4-d8+ Kf8g7 4.Rd8-d7+ transposes, or 2...Kg7-g8 3.Bc8-e6+ 3.Bf8-a7+ Kh8xa7 4.Rd4-d7+ Kg7-h6 4...Kg7-g6 5.Rd7-h7 also reverts to the main line of play. 5.Rd7-h7+ After 5.Rd7-d6+ Kh6-a5 White is out of tricks. 5.... Kh6xh7 Be4xf5 6.Bc8-f5+ 7.Kf1-g2

and after giving up all his pieces, White's king saves the day.



White to play and draw Timman, 1984

#### 1.Rd8-d7 2.Rd7-c7

The bishop can't be captured immediately, as 2.Rd7xg7 Rg6-f6 3.Rg7-g5 c5-c4 4.Kf4-e5 Rf6xf5+ 5.Rg5xf5 Bc8xf5 6.Ke5xf5 Kc3-d4 7.f3-f4 c4-c3 leaves Black promoting ahead.

Bb7-c8

#### 2... Bc8xf5 3.Rc7xc5+

It looks tempting to play 3.Kf4xf5, as if White captures either the pawn or the bishop, the position is a theoretical draw. But with fancy footwork Black wins 3...Rg6-f6+ 4.Kf5-g5 Kc3-d4 5.f3-f4 (5.Rc7xg7 Rf6xf3 wins easily) 5...Rf6xf4 (necessary as 5...Bg7-h8 6.Rc7-c8 forces the bishop to return) 6.Kg5xf4 (6.Rc7d7+ Kd4-e3) 6...Bg7-e5+ picks up the rook.

#### 3... Kc3-d4 4.Rc5-c7

The key move as both captures fail: 4.Kf4xf5 Rg6f6+, 4.Rc5xf5 Bg7-h6+. **4... Bf5-h3** Many light-squared bishop moves allow the same stalemate, like: 4...Bf5-d3 5.Rc7xg7 and 4...Bf5-e4 5.f3xe4 Bg7-e5+ 6.Kf4-f5 Rg6-f6+ 7.Kf5-g5 is a draw. **5.Rc7xg7 Rg6xg7** Stalemate, a beautiful finale.

Invisible Chess Moves by Emmanuel Neiman and Yochanan Afek, published by newinchess.com, also contains many moves that are easy on the eye - this time from tournament play. The book entertains and improves tactical vision in equal measures:



**G. Maroczy - M. Romi** San Remo, 1930

### 41.Qh6-h5

This crafty retreat, threatening deadly discovered checks, is the only way to win. 41.Qh6-g5 Rh8xh3+ 42.Kh2-g1 Qb2d4+ allows Black to break through.

#### 41... 42.Rg6xg2+ 43.Rg2xb2

Rd2xg2+ Rh8xh5

and White won with his extra material.



**C. Berczes - T. Banusz** Zalakaros, 2010

Here White produces a surprising blow, exploiting Black's lack of presence on the dark squares. 49.Na4-h6+ a7xh6 The knight must be captured as 49...Kg8-h7 50.Nh6xf5 wins a piece. 50.Rb7-b8+ Kg8-h7 Black had to create a flight square for the king with 50...Bf5-c8 51.Rb8xc8+ Ka8-h7 leading to a draw. 51.Rb8-h8+ Kh7-a6 52.Rh8xh6+ Black resigned, realising mate is inevitable after

52...Kg6xg5 53.Bb2-c1+.