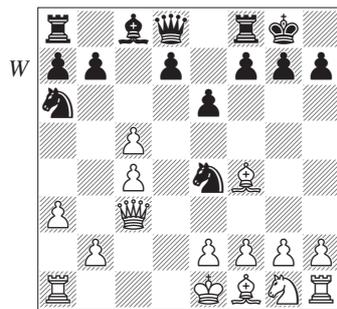
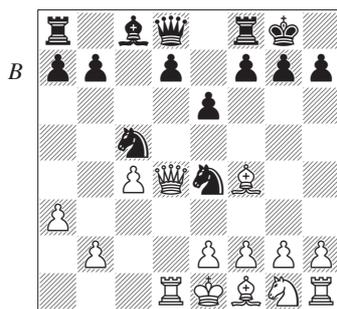


10a: After 6...f4



10b: After 8...e4



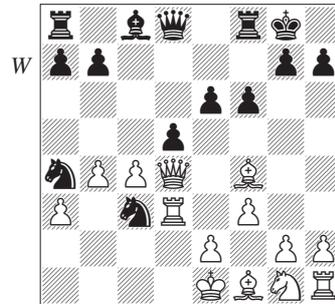
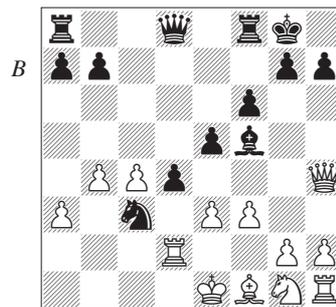
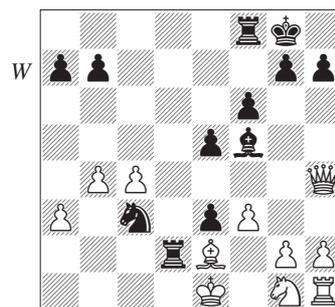
10c: After 10...d1?!

10 Quinteros – Ribli Montilla 1974

Nimzo-Indian Defence, Classical Variation

1 d4 ♖f6 **2 c4** e6 **3** ♗c3 ♙b4 **4** ♚c2 The Classical Variation, by which White prepares 5 a3 ♙xc3+ 6 ♚xc3, thereby avoiding doubled c-pawns. The cost is a loss of time; White has to move his queen twice, and on c3 it is exposed to further attack by ...♗e4. The theme of positional advantage versus lead in development is central to this game. **4...c5** **5 dxc5** **0-0** **6** ♙f4 (10a) An unusual move which has now largely disappeared from practice. 6 a3 ♙xc5 7 ♗f3 ♗c6 is currently preferred, with a slight advantage for White. **6...♗a6** Better than 6...♙xc5 7 ♗f3 ♗c6, which is similar to the last note except that White has even managed to avoid playing a3. **7 a3** 7 ♙d6 is tempting, but White cannot maintain his extra pawn after 7...♙e8 8 a3 ♚a5 9 ♚c1 ♙xc3+ 10 ♚xc3 ♚xc3+ 11 ♚xc3 ♗e4. The continuation 12 ♚c2 ♗axc5 13 ♙xc5 ♗xc5 leads to an equal endgame. **7...♙xc3+** **8** ♚xc3 ♗e4 (10b) Black can also play the safer 8...♗xc5 9 b4 ♗ce4, followed by ...d5, with comfortable equality. The text-move is more double-edged, but probably about equally strong. **9 ♚d4** ♗axc5 **10** ♚d1?! (10c) This is too slow and allows Black to take the initiative in the centre. 10 b4 is the best move, when the critical line runs 10...♗b3 11 ♚xe4 ♗xa1 12 ♙e5 (White must round up the knight quickly, or else Black may rescue it by ...a5-a4; if 12 ♚b1, then 12...♚f6 and it is not clear how White will catch the knight) 12...a5 13 ♙xa1 (13 ♚b1 axb4 14 axb4 ♚b6 15 ♙xa1 ♚xa1 16 ♚xa1 ♚xb4+ 17 ♙d1 ♚b3+ 18 ♙d2 d5 gives Black enough for the piece) 13...axb4 14 ♚d4. In this key position either 14...f6 or 14...♚g5 leads to an unclear situation.

10...d5 The rest of the game centres around the black knights. If White can drive them back and complete his development, then the two bishops will give him a clear advantage. Black's aim is to strike before White's remaining pieces enter the game. This is another example of the quite common situation in which it is the owner of the two knights who has to open up the position. **11 b4?!** White ambitiously attempts to drive the knights away before completing his development, but the result is that they occupy even more advanced posts. **11 cxd5** (not **11 f3?** $\text{c}3$ followed by **12...a5+** and Black wins) **11...exd5** **12 e3** (**12 cxd5 e6** **13 cxd8 fxd8** gives Black good play for the pawn) is the best chance. Without being too ambitious, White just prepares to develop his kingside. This would lead to approximate equality. **11...a4** **12 f3** Forcing the other black knight forwards! **12...ec3** (10d) **12...f6?** **13 e4** would be excellent for White. **13 d3** **13 c1 dxc4** **14 xc4 d7** followed by **...c8** only increases Black's lead in development. **13...f6** Black once again foils White's attempts to get rid of the intrusive knights; if now **14 xc3**, then **14...e5** wins the exchange. **14 d2 e5** **15 h4 d4** Threatening **16...f5**. **16 e3** At last the e-pawn moves, but too late. **16...f5** **17 xc3** **17 exd4** loses material to **17...xd3** **18 xd3 e4**. **17...xc3** Not **17...xd3?** **18 xd3** and White has at least a draw. **18 d2** (10e) **18...dxe3!** **18...b1** is also very good, but is not as forcing as the text. **19 xd8 axd8** Black's queen sacrifice is decisive. **20 e2 d2** (10f) With the deadly threats of **21...fd8**, followed by **22...d1+**, and **21...d3**. **21 g4 d3** Now the e2-bishop falls. **22 f1 xe2** **23 xe2 xe2** **24 g1 d8** **0-1** There is no answer to the threat of moving the bishop, followed by **...d1#**.

10d: After 12... $\text{e}c3$ 10e: After 18 $\text{d}2$ 10f: After 20... $\text{d}2$