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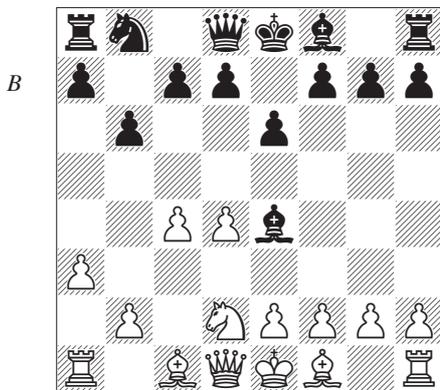
Game 15  
**Garry Kasparov – Ulf Andersson**  
*Tilburg 1981*  
 Queen's Indian Defence [E12]

1 d4      ♘f6  
 2 c4      e6  
 3 ♘f3      b6  
 4 a3      ♙b7  
 5 ♗c3      ♖e4

Especially in the opening, latent control of central squares is usually preferable to their direct occupation. Therefore a more effective way of preventing d5 and e4 is 5...d5, as in Games 10, 20, 24 and 26.

6 ♗xe4      ♙xe4  
 7 ♗d2 (D)

The most ambitious continuation: White strives for a broad pawn-centre. 7 e3 or 7 ♙f4 promises only a small edge at best.



7 ...      ♙g6?!

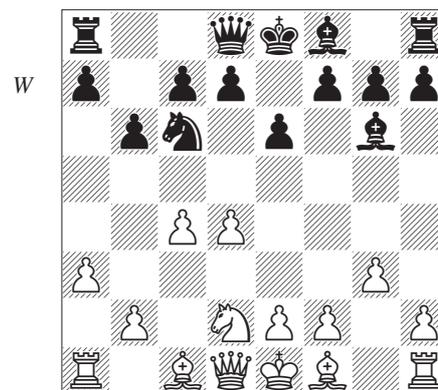
At the time of our game this was a novelty, but not a very successful one. Although time and again people return to Andersson's move, voluntarily leaving the long diagonal doesn't make a good impression. 7...♙b7 is more natural. Now after 8 e4 ♗f6 (the passive 8...d6 9 ♙d3 gives White a space advantage and a pleasant edge) 9 d5 ♙c5 10 ♗f3 ♗g6 White's best is the enterprising 11 b4!? ♗xe4+ 12 ♙e2 ♙e7 13 0-0 with a promising initiative for the sacrificed material. In the game he achieves this for free.

8 g3!

Although later White was also successful with 8 e4 ♗c6 9 d5 ♗d4 10 ♙d3, allowing Black's knight to occupy the protected central outpost on d4 seems to be an unnecessary concession. Kasparov's move is more solid and logical: White immediately wants to control the freshly deserted h1-a8 diagonal with his own bishop.

8 ...      ♗c6 (D)

Played in a similar extravagant spirit as the previous move; placing a knight in front of the c-pawn is somewhat unusual in closed games. However, after 8...c5 9 d5, followed by e4, Black's g6-bishop remains passive and White is clearly better. Recent attempts to rehabilitate the line were connected with 8...♙e7, but the energetic 9 ♙g2 d5 10 e4! favours White. Now 10...♗c6? doesn't work since after 11 cxd5 the d4-pawn is taboo, while 10...c6 11 exd5 cxd5 12 cxd5 exd5 13 ♗a4+ shows how vulnerable Black's queenside is due to the absence of the g6-bishop from its usual place. Black is practically forced to give up a pawn for insufficient compensation after 13...♗d7 14 ♗xd7+ ♗xd7 15 ♙xd5. Finally, taking on c4 or e4 gives White more space and central control.

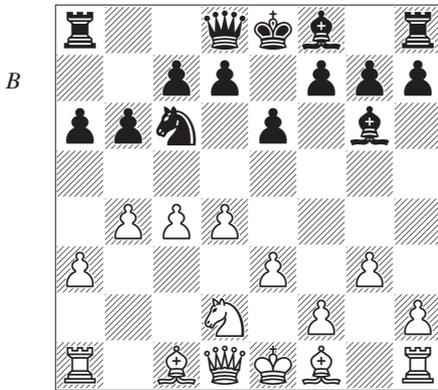


9 e3      a6?!

9...e5 10 d5 ♖b8 11 h4! h5 12 e4 a5 13 b3 ♗a6 14 ♙h3 ♗c5 15 ♖c2 ♙e7 16 ♙b2 d6 17 0-0 ♙f6 18 ♖ab1 ♗d7 19 b4 gave White a clear advantage in Psakhis-Gurgenidze, USSR Ch (Riga) 1985. The idea behind Black's move is to prepare ...d5 without having to fear a pin on the a4-e8 diagonal (9...d5? loses on the spot: 10 ♖a4 ♗d7 11 cxd5 ♗xd5 12 ♖g1). However, it is too passive. 9...a5 10 b3 ♙e7 is somewhat better, although even here 11 ♙b2 or 11 h4!? is good for White.

### 10 b4! (D)

Kasparov is his usual energetic self. 10 b3 d5 11 ♙b2 ♙e7 12 ♖c1 ♗d7 also leaves White better, but the text-move is more ambitious.



### 10 ... b5

White's 10th move not only increased his space advantage, but had additional and more concrete intentions. If Black plays as in the above note 10...d5 11 ♙b2 ♙e7 12 ♖c1 ♗d7, then after 13 ♙g2 the threat of ♗b3 forces further positional concessions.

### 11 cxb5

11 ♙b2 is also strong. The threats of cxb5 and d5 more or less force 11...bxc4 12 ♙xc4 d5 13 ♙e2 with a permanent positional advantage for White.

### 11 ... axb5

### 12 ♙b2

Weak is 12 ♙xb5? ♗xb4.

### 12 ... ♗a7

Now if Black manages to play ...d5 and finish the development of his kingside, he will be quite OK. White's advantage is dynamic, and not permanent, so he must act fast.

### 13 h4! h6?

It was not easy to foresee at this moment, but this seemingly solid move is a serious and probably decisive mistake. Black should have ventured 13...h5!?. Although the pawn is exposed on the light square, the position after 14 ♙e2 d5 remains closed and it's difficult to exploit this. Therefore Kasparov probably would have continued as in the game: 14 d5! exd5 15 ♙g2 c6 16 0-0 f6 17 ♖e1 (17 e4 dxe4 18 ♗xe4 d5 is less convincing) 17...♙e7. Now the important g4-square is inaccessible for White's queen and although he retains pressure and the initiative with 18 e4 dxe4 19 ♗xe4 0-0 20 ♗c5!, Black can still fight. In the game it will be far worse.

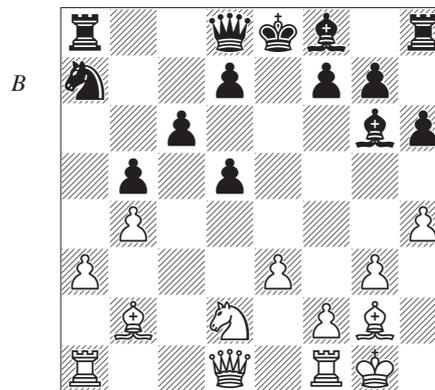
### 14 d5!

Maybe Andersson reckoned only with 14 e4?! d5!. The pawn sacrifice opens the long diagonal and Black won't get any respite until the end of the game.

### 14 ... exd5

### 15 ♙g2 c6

### 16 0-0 (D)



Suddenly White not only has a large lead in development, but also intends to open the position with e4.

### 16 ... f6

Black at least wants to develop his f8-bishop. The only way to prevent the aforementioned central thrust was 16...f5, but this creates dark-square holes all over Black's position. After 17 ♗f3 ♖e7 (17...d6 18 ♗d4 ♗d7 19 a4! is similar) 18 ♗e5 ♖e6 19 a4! White breaks through on the queenside while his opponent's kingside is still fast asleep.

### 17 ♖e1!?

Kasparov is patient. After 17 e4 dxe4 18 ♖xe4, 18...♗f7 avoids the exchange of the important light-squared bishop. Although White's attack is still very dangerous after 19 ♖e1 ♗e7 20 ♖g4 0-0 21 ♖f5 g6 22 ♖f4, at least Black has managed to castle.

17 ... ♗e7

Now 17...♗f7 18 e4 dxe4? 19 ♖xe4 loses immediately for Black, but in view of what happened in the game, 17...♗f7!? is somewhat more resilient.

18 ♖g4

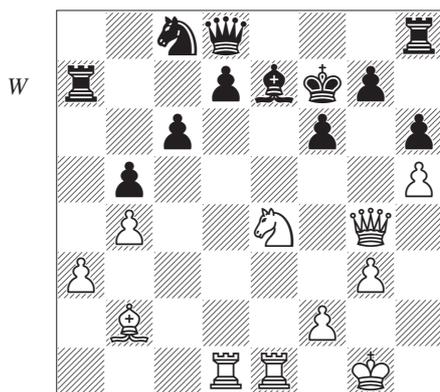
By this point Andersson must definitely have been regretting 13...h6?. The following series of moves is forced.

18 ... ♖f7  
 19 h5 ♗h7  
 20 e4 dxe4  
 21 ♗xe4 ♗xe4  
 22 ♖xe4 ♖c8

Black would like to castle by hand, but after both 22...♖f8 23 ♖ad1 d5 24 ♖xf6! and 22...♖e8 23 ♖g6+ ♗f8 24 g4!, followed by ♖g3-f5 or g5, he loses on the spot. Also 22...d5 23 ♖c5! ♗xc5 24 ♖e6+ ♗f8 25 bxc5 is hopeless: Black can't untangle his forces and White can calmly transfer the a1-rook over to the kingside.

23 ♖ad1 ♖a7 (D)

23...d5 24 ♖c5 (24 ♖xf6 is probably also good, but more complex) is similar to the above note.



24 ♖xf6!!

White's army is fully mobilized and well coordinated, while Black's rooks are still unconnected, he has glaring light-square weaknesses and his king is vulnerable. In such a situation a tactical solution is the logical outcome.

24 ... gxf6

The pretty point of White's idea is 24...♗xf6 25 ♖g6+ ♗f8 26 ♗xf6 gxf6 27 ♖e6!, winning.

25 ♖g6+ ♗f8

26 ♗c1!

Kasparov plays for mate, but even the endgame after 26 ♖xe7 ♖xe7 27 ♗xf6 ♖h7 28 ♗xh8 ♖xg6 (28...♖xh8 loses to 29 ♖e1 ♖e7 30 ♖d6) 29 hxg6 is hopeless for Black; e.g., 29...♖e7 30 ♗d4 and ♗c5.

26 ... d5

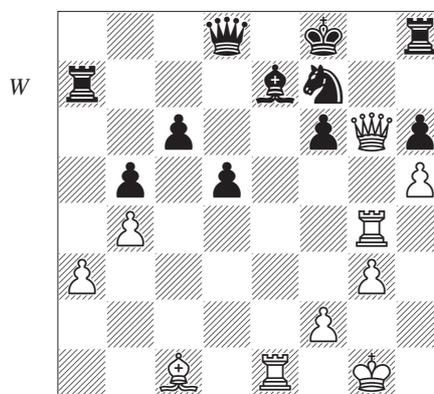
26...♖e8 27 ♗xh6+ ♖xh6 28 ♖xh6+ ♗f7 (28...♗g8 also loses: 29 ♖e4 f5 30 ♖g5+!) doesn't help. After 29 ♖h7+ ♗f8 30 h6 ♖f7 31 ♖f5 ♖d6 32 ♖f4 ♖e8 the double attack 33 ♖e3! hits both rook and bishop and wins.

27 ♖d4!

This wins by force. 27 ♗xh6+?! ♖xh6 28 ♖xh6+ ♗g8! is unconvincing.

27 ... ♖d6

28 ♖g4 ♖f7 (D)



29 ♗xh6+! ♖e8

29...♖xh6 loses both the rook and the knight: 30 ♖g7+.

30 ♗g7 1-0

After 30...♖g8 (30...f5 31 ♖f4 doesn't help) 31 h6 the passed pawn promotes.