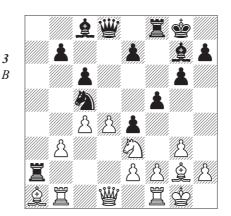
## Contents

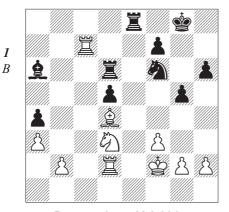
Symbols	4
Preface	5
Introduction	6
Make a Move	8
Examples from the Play of Andrei Volokitin	9
100 Graded Examples	13
Solutions for 'Make a Move'	30
Find the Win	59
Examples from the Play of Andrei Volokitin	59
100 Graded Examples	63
Solutions for 'Find the Win'	81
Answer a Question	106
Examples from the Play of Andrei Volokitin	107
100 Graded Examples	111
Solutions for 'Answer a Question'	128
Afterword	156
Index of Players	157

# Examples from the Play of Andrei Volokitin

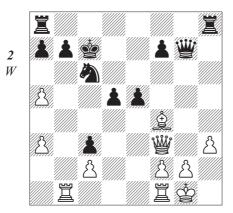
We begin our journey with the match which first opened Andrei Volokitin's path into top-level chess. In this, he beat the future FIDE world champion and Ukrainian Olympiad team-mate, Ruslan Ponomariov, by a score of  $1^{1}/_{2}$ - $1/_{2}$ .



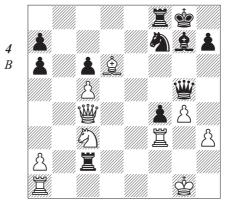
**Ribli – Volokitin** Slovenian Cht (Celje) 2004



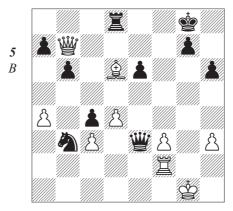
Ponomariov – Volokitin Lausanne 2001



Volokitin – Jedynak Plock rapid 2003



Volkov – Volokitin Kallithea ECC 2002



**Korobov – Volokitin** Ukrainian Ch (Kharkov) 2004

### Solutions for 'Make a Move'

Remember that your primary task in this chapter was just to find the correct first move, so if your choice matches that in the solution, you can consider that you have been successful. Naturally we provide full solutions, as we are sure you will want to see the supporting variations, and to see if the follow-up you had in mind when making your selection was the right one too.

## Examples from the Play of Andrei Volokitin

1)

Ruslan has placed his pieces on good blockading squares, but in chess, the important thing is not the outward appearance, but the inward reality. There followed a quite unexpected combinative blow which led to an equal position:

31.... (2)e4+!! 32 fxe4 dxe4 33 (2)e1

33...e3+! 34 ≜xe3 ≣xd2+ 35 ≜xd2 ≣e2+ 36 ∲g3 ≣xd2 ½-1/2

2)

By the move ...e5, Black planned to drive his opponent out of the centre. But as the world of biophysics knows, the effect of pressure depends on the material concerned. Some substances shrink under pressure, while others rebound. It is wiser not to press on the latter!

21 \#xd5! exf4??

21...罩ad8 22 響b5 ±.

22 **Ξxb7+!** 

Destroying the black king's defences.

22...\$xb7 23 \$\end{d}\$d7+ \$\end{d}\$a6 24 \$\end{d}\$xc6+ \$\end{d}\$xa5 25 \$\end{d}\$c5+ \$\end{d}\$a6 26 \$\end{d}\$d6+ \$\end{d}\$a5 27 \$\end{d}\$d1

The same result follows from 27 營b4+ 當a6 28 罩b1 +-.

1-0

3)

16...**äxa**1!

As Kasparov has said, such exchange sacrifices are a part of a player's chess 'culture'.

17 🖾 xa1 🚊 xd4 18 🖾 a8?

A mistake, after which White's disadvantage becomes yet more serious. But in any case, one has to feel sorry for the bishop on g2, for whom the kingside has become like a cage in a zoo, from which there is no escape. The most resilient course is 18  $\exists a3! \& xe3 19 fxe3 @xd1 20$  $\exists xd1 \& e6 \mp$ .

**18...ዿxe3 19 fxe3** <sup>w</sup>**xd1 20 <sup>z</sup><b>xd1 <sup>2</sup>xb3 ∓** Black went on to win.

4)

This is not the time for elegantly working up complicated patterns on the chessboard. One must just be a man, bang one's fist on the table, and plunge forward!

27...h5!! -+ 28 **∐**e1

Or: 28 豐xf4 豐xf4 —+; 28 拿xf4 豐f6 -+; 28 拿xf8 hxg4 29 h4 豐xh4 30 豐xf4 拿d4+! 31 豐xd4 豐h2+ 32 當f1 豐h1+ 33 豐g1 豐xf3+ 34 當e1 豐xc3+ 35 當f1 豐xa1#.

28...hxg4 29 兔e7 gxf3+! 30 兔xg5 f2+ 31 雪f1 fxe1響+ 32 當xe1 邕xc3 33 響xf4 色e5 34 響e4 色f3+ 35 當d1 包xg5 36 鬱xc6 邕d8+ 37 當e2 色f3 38 響e6+ 當h8 39 當f2 邕d2+ 0-1

#### 5)

Numerous people devote their lives to chess, but nobody ever fully uncovers all of its secrets. One of the game's subtleties is the 'floating value' of the pieces, i.e. in every position, the value of a given piece can vary from a minimum to a maximum. At such moments, there is a disparity between the permanent value of the pieces and their combined effectiveness at the given moment. Such 'chameleon' effects can deceive players of all levels. Even if one exchanges an overpriced rook for an under-valued bishop, this does not always guarantee success on the chessboard stock market.

Thus 32...罩xd6!! is a favourable transaction here. After 33 響b8+ 會h7 34 響xd6 公c1! ∓ Black's idea is shown by the line 35  $e^{5?!}$  $e^{5?!}$  $e^{5?!}$  $e^{5}xf2+!$  36  $e^{5}xf2$  $e^{5}d3+37$  $e^{5}a3$  $e^{5}d4$  $e^{5}f30$  $e^{5}d4$  $e^{5}f30$  $e^{5}d5$  $e^{5}$ 

The game itself was less profitable for Black: 32... \$h7? 33 \$e5 \$\Box\$g8 34 \$\Box\$e4+

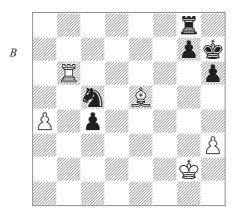
Forced.

34...≝xe4 35 fxe4 ④c1 36 嘼f7! ④e2+ 37 啥g2 ④xc3 38 d5 ④xe4

38...②xa4 39 dxe6 ②c5 40 e7 ②e6 41 皇d6 a5 42 罩f8 罩xf8 43 exf8豐 ②xf8 44 皇xf8 is unclear.

#### 39 dxe6 🖄 g5

39... 堂g6 40 邕xa7 堂f5 41 創d4 堂xe6 42 創xb6 gives White counterplay.



#### 40 罩xa7 ②xe6 41 罩b7 ②c5 42 罩xb6 (D)

#### 42...**¤e**8?

Black should prefer 42...②d3! 43 罩b5 (only move) 43...罩e8 44 ዿa1 罩e2+ 45 �af3 罩h2 46 �ag3 罩a2 47 ዿd4 罩xa4 48 罩b7 ∓.

#### 43 **≜**d4 <sup>€</sup>∆xa4?

An error, although after 43... 创b3 44 单f2 White has counterplay.

44 \Begin{aligned} 45 \Begin{aligned} 45 \Begin{aligned} 45 \Begin{aligned} 45 \Begin{aligned} 46 \Begin{aligned} 56 46 \Begin{align

#### 6)

In such positions, the e5-knight is the key piece, so Black's next move is entirely logical, as it guarantees the knight an 'eternal' outpost.

25...g5! ∓ 26 ₩e3 hxg3 27 ₩xg3

The attempt to break the blockade by 27 f4?! fails: 27...gxf4 28 豐xf4 公g6 29 豐xg3 豐e5 ∓. 27...營f6 28 罩e3 含f8?!

#### 27...曾10 28 基63 岁18.1

The idea, on a full board, of marching the king across from one flank to another was

common in the games of Tigran Petrosian. Unfortunately, in this case the journey would have been more like the Paris-Dakar rally than a comfortable tourist trip if had White reacted correctly. Black should prefer  $28...\&c8!? \mp$  or  $28...\&g?! 29 \&c2 \&c4 \mp$ .

29 b4! c4 30 @e2?

It was essential to disrupt the black king's intended new home by 30 a4! 當e7 31 axb5 axb5 32 公xb5 單h8 33 f3 罩a2 34 罩e2, when White has definite counterplay.

30... 當 e7 31 创 d4 單 h8 32 创 f5+ 當 d7 33 罩 c3 當 c7 34 響 e3 盒 c8! 35 f3 盒 xf5 36 exf5 響 xf5 37 罩 d4 響 b1?!

Better is 37...**≝**h6 with the idea ...**≝**ah8. 38 **<sup>1</sup>**w**x**g5 **<sup>1</sup><sup>2</sup>**ag8 39 <sup><sup>1</sup></sup>/<sub>2</sub>e7+ <sup>4</sup>c8 40 <sup>1</sup>**<sup>2</sup>**d2?!

The last chance for White to make a fight of it was 40 邕h4 邕xg2+! 41 會xg2 豐b2+ 42 會h1 邕xh4+ 43 豐xh4 豐xc3 44 創h3+ 创d7 45 豐g4 王.

#### 7)

The black army was taken completely by surprise, by the appearance in its ranks of the Trojan horse.

14 🖄 e4! ± fxe5

If the sacrifice is not accepted, the knight will prove extremely intrusive:  $14...15 \times 23!$  h4 16  $\times 15 \times 23!$  h4 16 h5 with the idea of 17 g4.

15 fxe5 dxe4 16 <sup>₩</sup>xe4 **2**g5+ 17 <sup>☆</sup>b1 **2**d7 18 <sup>ℤ</sup>xd7!

'Inviting' the king to come for a royal walkabout.

It is polite to come out to greet guests, but it would be better to stay indoors on this occasion: 19...  $28 ext{ } 20 ext{ } 23 ext{ } 48 ext{ } 21 ext{ } 66 ext{ } 21 ext{ } 67 ext{ } 21 ext{ } 88 ext{ } 88 ext{ } 21 ext{ } 88 ext{ } 8$ 

20 邕xd8 邕axd8 21 急f3 +- 営d7 22 豐c6+ 堂e7 23 豐c5+ 1-0

8)

15 c5! ±

Knocking out the support from under the black knight and suddenly exposing the bishop on d7 to attack.

#### 15...**£e**6?!

Not the most critical continuation, although it takes a computer to come up with 15...dxc5