

All you need to know . . .

GOOD NEWS and bad news for our typical New Zealand championship player. The good news is that *Informator* (24) is on the bookstalls in Europe — the bad is that his seamount copy is going to take six months to arrive.

What is *Informator*, the very mention of which can silence a rowdy bunch of

arguing theoreticians, or which allows a player to excuse a loss when he learns that his opponent has the latest number?

Basically this much-respected half-yearly publication is a collection of the most important master games played in the world during the previous six months. It is

annotated in symbol language by fairly competent and active players. For example this latest *Informator* contains 660 games, 45 problem positions from actual play and 27 endgame diagrams.

The reason *Informator* is so widely respected is that the moves are in current tournament praxis, and if such-and-such a grandmaster is actually playing the Pelikan vari-

ation he really believes it is sound — no matter what he said when he needed some money and wrote that article refuting it!

From my point of view, though, the annotations on games, particularly when they are not supplied by the players themselves, must be taken with a grain of salt. More than once I have been caught out because I have blindly

followed a "suggestion" which had a gaping hole in the middle.

Apart from being one of the best collections of up-to-date games available, *Informator* is also the carrier of official FIDE (World Chess Federation) news, rating lists and crosstables. At the risk of breaking our TNZCP's heart, *Informator* (24) has, for example, a three-page report on last September's Caracas meeting of the FIDE central committee, the entire men's and women's International ELO grading list (nearly 2000 rated players) and 9½ action-packed pages of tournament results and crosstables. The crosstables range from the Philips Asian teams Championships, Auckland 1977, to the results of Korchnoi-Spassky in Belgrade, 1978.

Another useful section has the best games selected from the previous issue. For example, in number 24 a points tally among nine commentators (Botvinnik, R. Byrne, Florian, Keene, Larsen, Parma, Polugaevsky, Ruzvajevev and Uhlmann) resulted in game 305 from *Informator* (23) being selected as that issue's most important theoretical novelty. So, risking the wrath of Kai Jensen ("Don't use *Informator* games I've already seen!") . . .

GAME 305 (C 91) E 39/B HUNGARY 1977

TOTH	PERENYI
1. e4	e5
2. Nf3	Nc6
3. Bb5	
3. . . .	a6
4. Ba4	Nf6
5. 0-0	Be7
6. Re1	b5
7. Bb3	0-0
8. d4	

This is the popular Ruy Lopez (sometimes called the Spanish game).

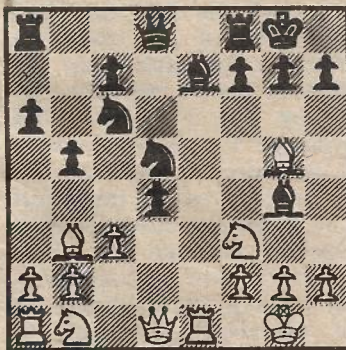
More usual is 8.c3 d6 9.h3, but lately there has been an increasing tendency for White to allow 9. . . . Bg4. A major example is the game Tal-Portisch, Biel 1976, which continued as in the text.

8. . . .	d6
9. c3	Bg4
10. Be3!?	d5!?
Tal-Portisch	proceeded
10. . . . e×d4	11. c×d4 Na5
11. e×d5	e×d4
12. Bg5	

Now if one is researching a game (or writing a chess column in a hurry) this is where those funny symbols at the start of the game come in. E 39/b is the *Informator* classification, meaning you can pick up back numbers of *Informator*, look up E 39/b for any games in the same line. In this instance more useful is the *Encyclopaedia* reference of C 91, referring to the ECO vol-

ume C. Ten seconds later you can see that this line has been played in the past, but up until now Black has continued 12. . . . d×c3 13. N×c3 Na5 14. Bc2 leaving White with the advantage. Instead of this, Perenyi plays his winning novelty.

12. . . . N×d5!!
Simply given an "N" (for Novelty) in *Informator* sign language notation.



13. B×d5 Q×d5
14. B×e7

If 14. R×e7 B×f3 15. Q×f3 N×e7 16. B×e7 Qe6! and the back rank mate threat costs White his bishop.

14. . . . B×f3
15. Q×f3

And White concedes the second tactical justification of Black's novelty in the variation 15. g×f3 N×e7 16. R×e7 Qg5 ch and again Black snatches back the piece on e7.

15. . . . Q×f3
16. g×f3 Rfe8

Simple and highly effective. Black recovers his piece with a substantial plus.

17. c×d4 N×e7
18. Nd2 Nf5
19. Nb3 Nh4
20. R×e8 ch R×e8
21. Rc1 g5!

Indirectly protecting the c-pawn by the 1st rank mate threat. Now, since Black is going to capture it next move anyway, Toth decides to donate his f-pawn in the least advantageous manner.

22. f4 g×f4
23. Kf1 Re7
24. Rc3 Kg7
25. Nc5 a5
26. Na6 f3!
27. N×c7

27. R×c7 Re6 is no better.

27. . . . b4
28. Rc1

If 28. Rc2 then 28. . . . Ng2.

28. . . . Re2
29. d5 Nf5!
30. Nb5 Rd2
31. a3 R×d5
32. Nc7 Rd2
33. a×b4 a×b4
34. Rb1 Nd6
35. Na6 Ne4!
36. N×b4 R×f2 ch
37. Kg1 Rg2 ch

Leaving White an unhappy choice of 38. Kh1 Nf2 checkmate, or 38. Kf1 Nd2 ch forking king and rook.

38. Resigns

Information about buying *Informator* can be obtained from the New Zealand Chess Association, PO Box 8802, Auckland.