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 seamail copy is going to take six months to arrive.

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

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

Basically this muchrespected 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-todate 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 91/2 actionpacked 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, Ruzuvajev 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

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

3. . . . a6 4. Ba4 Nf6 5. 0-0 Be7 6. Re1 b5 7. Bb3 0-0

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 as Black has almost invariably played up to this game.

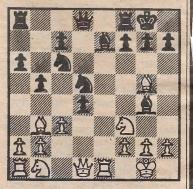
11. e×d5 e×d4 12. Bg5

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 cpawn 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 f31
27. N×c7
27.R×c7 Re6 is no better.

28. Rc1

b4

If 28.Rc2 then 28. 28. ... 29. d5 Re2 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.Khl Nf2 check-mate, or 38.Kfl 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.

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