

More haste, less lead

WORLD CHAMPION
Anatoly Karpov moved quickly, made several mistakes, and challenger Viktor Korchnoi won. That just about explains the 28th game of the World Chess Championship.

What it doesn't explain is how — by using the same tactic of playing as fast as possible — Karpov was still leading by five wins to three, even after that defeat.

Throughout the first 28 games of the match, Karpov

hardly varied his strategy of moving quickly with the sole intention of getting the challenger into time trouble. Invariably Korchnoi responded by gaining a good position — only to throw it away in a hectic scramble in the last few minutes before the time control.

Karpov is alert and destructive. He is one of the greatest practical players the world has seen. Here we have a world champion who doesn't play to find the best

move, but instead the one he thinks is most likely to disturb his opponent. At times he moves instantaneously, and sometimes even seems to make deliberately inferior moves just to confuse his opponent — and to lure him into time trouble.

Korchnoi fell for this tactic hook, line and sinker. The 47-year-old challenger views chess as a science, an art, and in every position the romantic in him strives to find the best move. Often, when puzzled

by an inexplicable Karpov move, he would spend 30 to 45 minutes pondering his reply. And at least three of the games he lost were caused solely by blunders he made while rushing to complete his last few moves.

It seems to me that after two decades of fighting for a chance to play a World Championship final, Korchnoi was helpless against a cunning opponent who exploited the challenger's very outlook on the game he has

made his life.
In the 28th game Karpov played more carelessly than usual. Korchnoi seized the initiative and bravely played a win — all the time knowing that just one error could lose him the match. But for once he didn't go astray under pressure, and after a brilliant temporary pawn sacrifice challenger narrowed champion's lead to five wins to three.

WORLD CHESS CHAMPIONSHIP Baguio City, Game 28 RUY LOPEZ

KARPOV	KORCHNOI
1. e4	e5
2. Nf3	Nc6
3. Bb5	a6
4. Bx4	Nf6
5. Q-O	Nxe4

And yet again Korchnoi chooses to experiment with pet Open variation of Lopez.

6. d4	b5
7. Bb3	d5
8. dxe5	Be6
9. c3	Nc5

Korchnoi's ninth move is an interesting deviation from the 24th match game, and allows him to play a line Karpov avoided on that occasion. 9... Be7 10. Bc2 Nc5 11. This way White has a choice on the matter of bishop pin, or, as Michael Stean put it: "The idea is to ram 10... Bg4 up his throat."

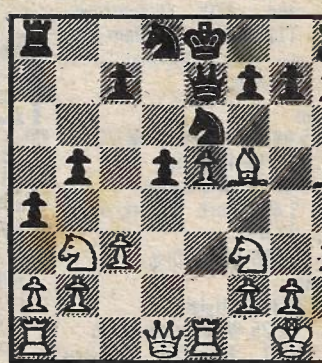
10. Bc2	Bg4
11. Re1	Be7
12. Nbd2	Qd7

Also possible is 12... but Korchnoi, though knowing that a single error on his part could spell the end, wanted to maintain the tension. His idea is to consolidate a knight on e6.

13. Nb3	Ne6
14. h3	Bh5
15. Bf5	Ncd8
16. Be3	a5

Karpov, playing aggressively, could now seize an advantage with either 17.a4 or 17.g4. Instead he elects for a passive bishop exchange which eases the pressure, and follows it up with a pathetic knight retreat.

17. Bc5?!	a4
18. Bxe7	Qxe7



19. Nbd2?!

Obviously 19.Nd4 is best. It is now apparent that Karpov is playing a sit-and-wait game and moving as fast as possible in order to lure Korchnoi into time trouble.

19. ...	c6
20. b4	Ng5

21. Qe2 g6
22. Bg4 Bxg4
If instead White plays 22. Bc2 Black can reach a comfortable position after 22... Nde6 23. Qe3 Nxf3 ch 24. Nxf3 Bxf3 25. Qxf3 Qh4.
23. hxg4 Nde6
24. Qe3 h5
25. Nxf3 Qxf3
26. Qxf3 Nxf3
27. gxf3 Rxf3
28. Nf1 Rh4
29. Rad1 Ke7

The double-rook and knight ending is good for Black — but Karpov 90 minutes, Korchnoi 120.

30. f3 Ne6
31. Ne3 Rd8
32. Ng4 Ng5
33. Ne3 Ne6
34. Ng4 Ng7!

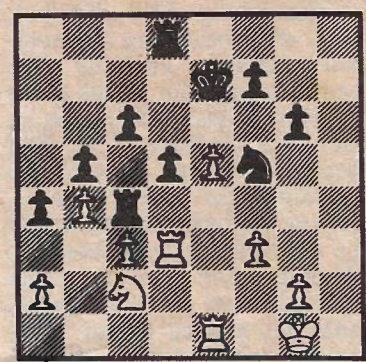
A courageous move, in effect declining a draw by repetition. A calculated risk that in this game pays off.

35. Ne3 Nf5!
36. Nc2?

Best is 36. Ng4! blocking the Black rook's entry to c4. Karpov is most probably banking on the position arising after his 37th move.

36. ... Rc4
37. Rd3

With less than five minutes on his clock Korchnoi seems stuck for a move, as 37... d4, which he appears to have depended on, will lose a pawn. But he dramatically dashes out the move nonetheless.



37. ... d4!!
38. g4 Ng7
39. Nxd4 Ne6
40. Red1 Nxd4
41. cxd4 Rxb4

Phew! Time trouble passes, and Korchnoi's 37th move "blunder" turns out to be an imaginative temporary pawn sacrifice to increase his advantage. When they adjourn, the challenger is left with a workable queenside pawn majority.

42. Kf2 c5! (sealed)
43. d5 Rb2 ch
44. Kg3! Rxa2?

Greed! 44... c4!, throwing into action the three-pawns-to-one queenside majority, wins easily. For example, 45. Rd4 g5! squashes any counterplay based on 46. Rf4.

But yet again Korchnoi is short of time, having used 38 minutes (???) over his sealed move.

45. Re3! b4
46. e6 Ra3

And now Karpov, moving almost instantaneously, misses a simple draw by busting up Black's pawns with 47. Rxa3 bxa3 48. Kf4 — and Black

cannot hold his split queenside pawns.

47. Re2? fxe6
48. Rxe6 ch Kf7
49. Rde1

Even 49.g5 gives good chances of a draw, but Karpov is determined to break some speed record before Korchnoi passes the time control at move 56.

49. ... Rd7
50. Rb6 Rd3
51. Ree6 R3xd5
52. Rxf6 a3

Any chance of perpetuals has evaporated and Black's three

connected passed pawns wins automatically.

53. Rgf6 ch Ke7
54. Rfe6 ch Kf8
55. Rf6 ch Ke7
56. Rbe6 ch Kd8
57. Ra6 Rb7
58. Rf8 ch Kc7
59. Rf7 ch Rd7
60. Rf5 b3
61. Rxc5 ch Kb8
62. Resigns.

This was Korchnoi's first win with Black against Karpov since he won in a training match in Moscow in 1971.

MURRAY CHANDLER



Anatoly Karpov, who eventually retained his world championship six wins to five when challenger Viktor Korchnoi conceded in the 32nd game at Baguio City last month.