Chess

Adding injury

RARELY has such a disastrous start been made in a world championship bid as challenger Viktor Korchnoi's against champion Anatoly Karpov in Merano. It was not just the two losses in the first two games suffered by selfexiled Soviet dissident Korchnoi, who at 50 is some 20 years Karpov's senior. It was his tired and lack-lustre handling of both games, culminating in two terrible middlegame blunders ominously symptomatic of middle-age fatigue.

As in the 1978 K-K world championship battle in Baguio City - in which Karpov narrowly held his title by six wins to five with 21 draws the rival entourages exchanged insults before the start. Korchnoi personally, however, was more subdued, even after a venomous personal attack launched on him by Tass on the eve

of the first game. This could have been taken as a sign that this time he intended to concentrate solely on realising his one burning ambition - relieving the Soviets of their world crown - rather than formulating endless protests. But it soon became apparent that Karpov, the Russian golden boy, was probably the better prepared as well as in excellent form. In contrast with the challenger's oversight in game one, Karpov's play was forthright and flawless. Even after a draw in game three, Korchnoi's chances of being first to win six games were looking very slim.

Here is the first game of the match.

QUEEN'S	GAMBIT DECLI
V. KORCHNOI	A. KARPOV
1. c4	e6 .
2. Nc3	d5
3. d4	Be7
4. Nf3	Nf6
5. Bg5	h6
6. Bh4	0-0
7. e3	b6
8. Rc1	Bb7
9. Be2	Nbd7
10. c×d5	e×d5
11. 0-0	c5
12. dxc5	

Black is given "hanging pawns" strong if they can be maintained and advanced under favourable terms; weak if they can be attacked and under-

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12	b×c5
13. Qc2	Rc8
14. Rfd1	Qb6
15. Qb1	Rfd8
16. Rc2	Qe6
17. Bg3	Nh5
18. Rcd2	N×g3
19. h×g3	Nf6
20. Qc2	g6
21. Qa4	a6
22. Bd3	

Having made little impact on Karpov's central pawns so far, Korchnoi embarks on a somewhat laborious manoeuvre to bring his bishop into play.

22. . . . 23. Bb1 Kg7 Qb6

This is the moment when Korchnoi blundered through blindly following his plan of bringing the bishop to a2. d41

24. a3?



A tremendously strong thrust. To stay in the game strategically White must capture the pawn. But he can't -25.e×d4 Bc6! (the in-between move that Korchnoi missed) 26.Qc2 B×f3! 27.g×f3 c×d4 and now that White's queen has been forced to the c-file, his attacked knight is pinned - and lost (28. Na4 Ob5).

Thus Korchnoi was compelled to accept the game, continuation, and a busted kingside pawn formation.

25. Ne2 d×e3 26. f×e3 27. Ned4 Qc7 28. Nh4 Qe5

Karpov avoids the trap 28...Q×g3 29.N(either)f5 ch forking king and queen.

29. Kh1 Kg8!

Now the crippled pawns on e3 and g3 really are threatened.

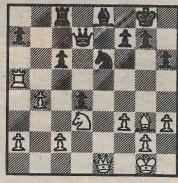
30. Ndf3 Q×g3 B×d8 R×d8 ch 32. Qb4 Be4 33. B×e4 N×e4 Nf2 ch 34. Rd4 Nd3 Rb8 Bc7

Setting a cute trap which Korchnoi side-steps: if 38.R×c4 Qf2 ch 39.Kh1 Qfl ch 40.Ngl Nf2 with a smothered

38. Kh1 39. R×d3 R×b2 c×d3 40. Q×d3 41. Qe4 Qd6 Qd1 ch 42. Ng1 43. Nhf3 Qd6 Rb5 44. Resigns

Korchnoi's error in the second game was even worse.

KORCHNOI



KARPOV

Black to play.

Karpov has a clear positional edge, but Korchnoi has defended such positions successfully in the past. Instead in this position he played 34...f6? overlooking a threat even beginners might see. There followed 35. RXa7! winning a key pawn - as 35...Q×a7 36.Q×e6 ch followed by queen takes rook would win White a piece. Once again Karpov converted his advantage with no real diffi-

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