

# The joy of swindling

IN A LIGHT-HEARTED questionnaire once, chess players were asked what they would do if chess had never been invented. The choice was between (a) invent it, (b) play backgammon, and (c) curl up and die. I imagine that in reality variation (c) would sweep the board.

Your chess enthusiast is a pretty predictable bloke. Once he graduates beyond pottering around with his pawns at home, and goes to the local club, a swift metamorphosis occurs. In what is by some misguidedly branded as (hard though it is to believe) fanaticism, he is soon eating, breathing and living chess — at home, at work, in prison, in bed and while dreaming. Not by accident was the term "chess widow" coined.

There are only three deeply satisfying activities for a chess player — winning, winning and winning. The actual method by which the opponent is ground into the dust is of secondary importance. A victory may be enhanced, however, if the psychological torture applied is particularly gruesome — trapping the queen, sniping off pawns, or hounding the victim's king around the board for a glorious checkmate.

Best of all is the swindle. The more pieces one is down at the time, the more pleasure one gets from annotating the game in magazines, preferably using the "White was winning all the time" technique so beloved of chess columnists.

That is not to say that the winner of this week's game would do any such thing (he was Black after all), but it is a beautiful example of a high-class victory against the odds. The winner, Ray Keene, eventually won the tournament, the Lloyd's Bank Masters in London (see last week's *Listener*), and is among the most prominent grandmasters in the world. He is a supremely successful chess writer and is also happily married, despite his hobbies which include smoking cigars and drinking cognac.

## MODERN DEFENCE

<b>J. ARNASON</b> (Iceland)	<b>R. KEENE</b> (England)
1. e4	g6
2. d4	Bg7
3. Nc3	d6
4. f4	Nc6
5. Be3	Nf6
6. h3	0-0
7. g4	

This aggressive counter to Black's fianchetto defence was introduced by Fischer in a game against Udovic in 1970. Black must strike back in the centre quickly to avoid being crushed by the massive wall of pawns.

7. ...	e5
8. dxe5	dxe5
9. f5	gx15
10. exf5!	

A new ploy to maintain the kingside pawn roller. Fischer recaptured by 10.gxf5 and gained the advantage after 10...Nd4 11.Nf3 c5 12.Bg5, but Black can improve — eg 10...Qxd1 ch

11.Rxd1 Nd4! as suggested by John Nunn in his *Batsford Book*.

10. ...	Nd4
11. Bg2	Qe7
12. Qd2!	

On 12.g5, Black has a strong piece sacrifice in 12...Bxf5.

12. ...	Rd8
13. Qf2	h6
14. 0-0-0	c5
15. Nge2	a5
16. Ng3	a4
17. g5	h×g5
18. B×g5	a3

Arnason's opening must be classed as a complete success. In the clear-cut race that has developed between the relative kingside and queenside assaults, it seems that he holds all the trumps. The open g-file is a direct route to the black monarch, and with 19.Nh5 he could now have placed unbearable stress on Keene's position.

The move played should serve as a lesson of the dangers involved, in such situations, of winning material — but losing the attack.

19. Nd5?	a×b2 ch
20. Kb1	R×d5!

A promising transaction, considering what had been a desperate situation. The relatively idle black rook willingly gives his life for the knight — former chief guardian of White's king.

21. B×f6	Q×f6
22. B×d5	Qa6
23. c3	c4
24. Q×b2	N×f5
25. N×f5?	

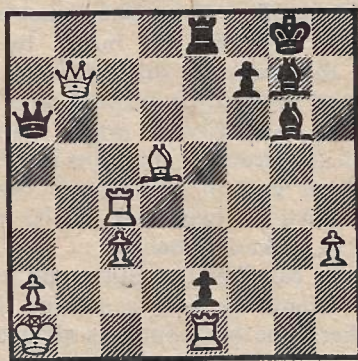
After this Black's bishops go on the rampage. 25.Rdg1! still gave White the better of things.

25. ...	B×f5 ch
26. Ka1	e4!
27. Rhg1	Bg6
28. Rg4?	

This stops the threat of 28...B×c3 (29.R×g6 ch!) but fails to anticipate the sudden sprint of Black's e-pawn. 28.Rg3 was the last drawing chance.

28. ...	e3!
29. R×c4	Re8
30. Q×b7	e2
31. Re1	

I arrived at this point to see the demonstration board set for the most attractive combination of the tournament...



31. ...	Q×c4!
32. B×c4	B×c3 ch
33. Qb2	B×e1!
34. B×e2	Bg3
35. Resigns	

White is helpless against the threat of ...Be5, regaining the queen and leaving Black a rook up.

MURRAY CHANDLER