

# CROSSWORD

by VFW *RWH is taking a break*

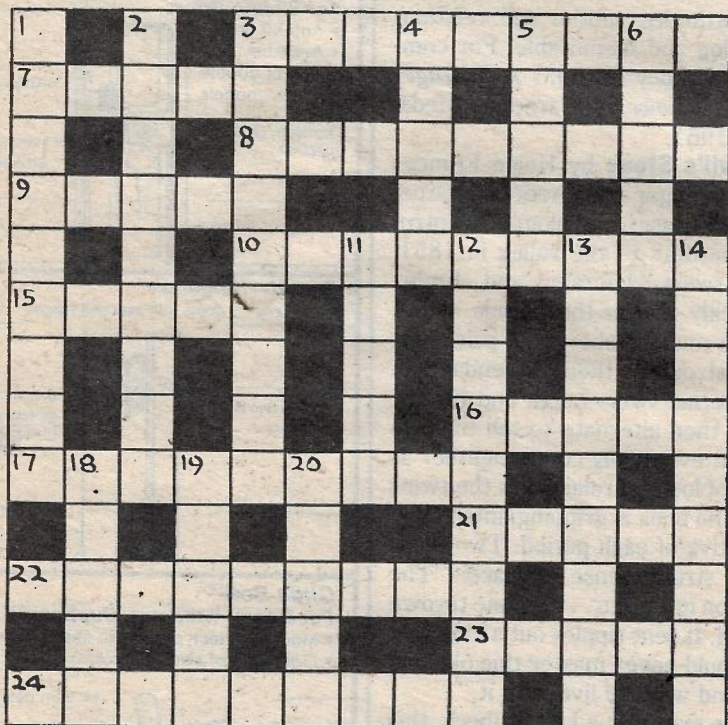
Puzzle No 2367

### Clues across

3. Glorious exhibition of age in a kitchen closet (9).
7. Quite enough for a member in drink (5).
8. The function of a radio fence (9).
9. A vague pain approaching a hundred might cause it (5).
10. A holy man would scarcely do this with a halo of old, however unusual it might be (4,5).
15. A Roman girl (5).
16. Remains, for example, in medical men (5).
17. Shouted a drink again, and then went back on it! (9).
21. Drive someone back, he's not well back (5).
22. Put in a strange desire, and create a bad odour (9).
23. Played apart? Not often (5).
24. Sick motors around, yet spent too much time in the cellar (5,4).

### Clues down

1. Oyster-eater who sounds as if he would work (9).
2. What a badly arranged trip finds if the sea turns stormy (9).
3. "— to dream" (Shakespeare) (9).
4. Improve me in the end (5).
5. A book for five in the middle of Christmas (5).
6. He sounds like the star of the Beatles (5).
11. Very small, when located among the azaleas (5).
12. What one enjoys waking up from (1,3,5).
13. A poet's back in the grip of an oath, find a bone doctor (9).
14. Eve, or Elizabeth II, or Nancy Reagan (5,4).
18. Predicted the middle order (5).
19. Truly this is a test of sobriety (5).
20. A broken spear in the Latin manner (2,3).



### Solution No 2366

S	A	L	I	E	N	T		A	N	G	L	E	
T	O	N		H		W	R		A				
A	S	C	O	T		E	L	E	G	A	N	T	
I	U	R		N		D		N		O			
D	I	S	T	A	N	C	E		S	T	U	N	
I	N	S	E	C	T		T	H	I	N	G	S	
N													
T	O	W	N		D	E	P	A	R	T	E	D	
R	O	E	S										
U	P	R	I	G	H	T		E	M	B	E	R	
D	D												
E	A	S	E	L		D	E	S	C	E	N	T	

# CHESS

## Glorious confusion

by Murray Chandler

**T**HE MAJORITY of top grandmaster games are relatively smooth affairs. Few moves come as a real surprise to either player, and normally a mistake results from the underestimating of an opponent's reply — not missing it completely. In the traditional post-mortem examination after each game, the participants can usually pinpoint the decisive moments of each struggle. When they leave the tournament hall, both sides think they know exactly which moves were inaccurate, and where improvements could have been tried.

This week's game, played in Holland in 1983, is the exception. Describing the middle stages of it, the loser, American number one Yasser Seirawan, said: "After each of my moves I thought I was winning. After each of his I thought I was lost!" The action begins on move 12 when, instead of maintaining an opening advantage by positional means, Lubomir Ljubojevic embarks on a speculative knight sacrifice. The Yugoslav grandmaster is renowned for his tactical vision, but even he had not foreseen the amazing complexity of the subsequent skirmishing. For his piece, Ljubojevic wins several pawns and soon after a rook — but at a cost. His queen, perilously cornered, is in perpetual danger of being trapped.

The way her majesty survives, and the alternatives rejected by both players along the way, require considerable explanation. If you have a second chess set, I recommend that you use it to play over the variations in the notes without losing your place in the game. Find a quiet corner and put aside a spare hour. This is a battle that stretched two of the world's most brilliant chess stars to their limits.

### FRENCH DEFENCE

<b>L LJUBOJEVIC</b>	<b>Y SEIRAWAN</b>
1. e5	e6
2. d4	d5
3. Nc3	Bb4
4. e5	Qd7
5. Qg4	f5
6. Qg3	b6
7. Nh3!?	a5?

Better is 7... Ba6 8. Bxa6 Nxa6 9. Nf4 0-0-0 10. a3 Bxc3 ch 11. Qxc3 with only a small edge for White.

8. Nf4	Qf7
9. a3	Bxc3 ch
10. Qxc3	Ba6
11. Bxa6	Rxa6
12. Nxe6!?	

This is the knight sacrifice that sparks off the tactics. Considerably safer, probably stronger (but certainly less interesting!) is 12.b4 with a clear advantage.

12. ... Qxe6  
13. Qxc7 Nc6  
14. Qxg7 Qg6!  
The first shock — this one for Ljubojevic, who now sank into deep thought. After 15. Qxh8 Qxg2 16. Rf1 Nxd4 17. Be3 Nf3 ch 18. Ke2, Seirawan's idea was 18... Qg4 with a decisive discovered check looming.

15. Qxh8!  
Nevertheless! Now it was Seirawan's turn to think. "I smelt a rat," he told me later, "but even after 20 minutes' study I couldn't find White's idea. Just as I was reaching my hand out to take the pawn on g2, I spotted it: 15... Qxg2 16. Bg5!! Qxg5 (if 16... Qxh1 ch 17. Kd2 Qxa1 18. Qxg8 ch wins) 17. Kf1 with the crushing 18. Rg1 to follow."

15. ... Nd8!  
Highlighting the precarious position of

White's queen. Black threatens 16... Nf7, and 16. e6 fails to 16... b5! intending ... Rxe6 ch and ... Nf7.

16. Bh6!

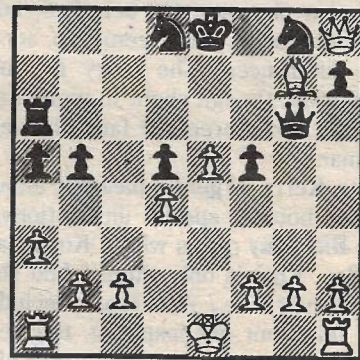
Further remarkable defence. After 16... Nf7 17. Qg7 Ngxh6 18. Qxg6 hxg6 19. c4! dxc4 20. f4! Black has no defence to 21. d5 when the connected central passed pawns must decide.

16. ...

b5

17. Bg7!

SEIRAWAN



LJUBOJEVIC

Another shock for Yasser — Lubo saves his queen by himself incarcerating it in the corner! The point is that Black's next move (essentially forced) takes away the f7 square from his own knight.

17. ...	Kf7
18. Bf6	Ne6
19. h4	Rc6
20. h5	Qh6
21. c3	Rc8

"Now I must have him!" thought Seirawan. Indeed there seems to be no escape imaginable from the threatened 22... Ne7, winning the White queen.

24. f4! Nxf4

The point was 22... Ne7 23. Bg5! Qxg5 24. Qxh7 ch Qg7 25. Qxg7 ch with a winning endgame ... but what is White's move now?

23. 0-0!	Ne2 ch
24. Kf2	Nf4
25. g4!	

No draw by repetition says Lubo! Now 25... Ne7 fails to 26. g5.

25. ...	fxc4
26. Bg5	Qxg5
27. Kg3!	

The final touch, forcing the shattered Seirawan into a lost endgame.

27. ...	Nf6
28. Qxf6 ch	Qxf6
29. exf6	Nxh5 ch
30. Kxg4	Nxf6 ch
31. Kf5	a4
32. Rae1	Rc6
33. Kg5	Rd6
34. Re5	h6 ch
35. Kxh6	Kg8
36. Rg5 ch	Kf7
37. Rg5	Ke7
38. Kg5	Ne4 ch
39. Kf4	Nd2
40. Re1 ch	Kd7
41. Rf7 ch	Kc6
42. Re8	Nc4
43. Rc8 ch	Kb6
44. Rb8 ch	Kc6
45. Rfb7	Nxb2
46. Rxb5	Nc4
47. Rc5 ch	Resigns

White liquidates to an easily won rook endgame after 47... Kd7 48. Rxc4 dxc4 49. Rb4.