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# **The World Chess Crown Challenge**

**D. Bronstein**

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**Author: D. Bronstein**

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## FROM THE EDITORS

Garri Kasparov was born in 1963. He became an International Grandmaster in 1980, Soviet Champion in 1981 and World Champion in 1985. He is the winner of four "Chess Oscars", his FIDE rating as of 1st July, 1987, is 2740.

Anatoly Karpov was born in 1951. He became an International Grandmaster in 1970, Soviet Champion in 1976 and 1983. Karpov held the world title from 1975 to 1985. He has won nine "Chess Oscars", his FIDE rating as of 1st July, 1987, being 2700.

Kasparov's seconds: Alexander Nikitin, USSR Merited Coach, Iosif Dorfman and Sergei Dolmatov, both International Grandmasters, and also Zurab Azmaiparashvili, International Master.

Karpov is seconded by the International Grandmasters Igor Zaitsev and Konstantin Lerner and the International Masters Mikhail Podgayets and Elizbar Ubilava.

The competitor who scores at least 12.5 points or wins six games is the winner of this 24-game match. If the score of the match is even (12:12), the World Champion retains his title.

The prize fund of the match amounts to two million eight hundred thousand Swiss francs.

This is the fourth match for the world title between these two players. Their first (unlimited) competition (September 1984–February 1985) was interrupted by FIDE President Florencio Campomanes without declaring a winner, when the score was +5 –3=40 in favour of Karpov. The second and third contests were won by Kasparov, the scores being +5 –3=16 and +5–4=15 respectively. Before the Seville Match the players had met each other over the chess-board one hundred times exactly, the total score being +13–12 =75 in favour of Kasparov.

David Bronstein, an outstanding International Grandmaster, once a Challenger himself, illuminates the underlying philosophy of each game of this exciting contest.

For the benefit of our readers, we also present notes by eminent Grandmasters who covered the match in the chess media, some notes (marked *Ed.*) have also been added by the editors expressly for the benefit of beginners.

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## GAME ONE

### Gruenfeld Defence

A. Karpov

G. Kasparov

The first encounter in a World Chess Championship Match invariably arouses an especially great interest among the followers of this ancient game. What will White's first move be? Which defensive method will Black choose? And will the opening adopted for the first battle endure throughout the entire contest, or will the opponents vary their openings, trying to surprise each other in every game?

1. d2-d4

Ng8-f6

2. c2-c4

g7-g6

3. g2-g3

...

In the 13th game of their re-match (Leningrad, 1986) Karpov played 3. Nf3.—*Ed.*

3. ...	c7–c6
4. Ngl–f3	Bf8–g7
5. Bfl–g2	d7–d5
6. c4xd5	c6xd5
7. Nbl–c3	0–0
8. Nf3–e5	e7–e6
9. 0–0	Nf6–d7
10. f2–f4	Nb8–c6

This move, though already seen in grandmaster play (e. g. Karpov-Chiburdanidze, Bilbao, 1987), has never before occurred in a World Championship game. Kasparov, however, has a new plan.—*Ed.*

11. Bcl–e3	Nd7–b6
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The point of Black's idea. He intends to counter-play on the Q-side.—*Ed.*

12. Be3–f2	Bc8–d7
13. e2–e4	Nc6–e7

After 13. ... de 14. Bxe4, Black would find it difficult to equalize.—*Ed.*

14. Ne5xd7	Qd8xd7
15. e4–e5	... (No. 1)

The line of the Gruenfeld Defence adopted in this game has led to the complicated position that is shown in the diagram (No. 1). The pawn chains are stopped and the time has come for the pieces to start manoeuvring. At this moment, Kasparov takes a rather unconventional decision—not fearing a possible advance of the White Pawns on the K-side, he begins to concentrate his heavy pieces on the open c-file.

15. ...	Rf8–c8
16. Ral-cl	Bg7-f8
17. Bg2–f3	...

The suggestion has been made that White should

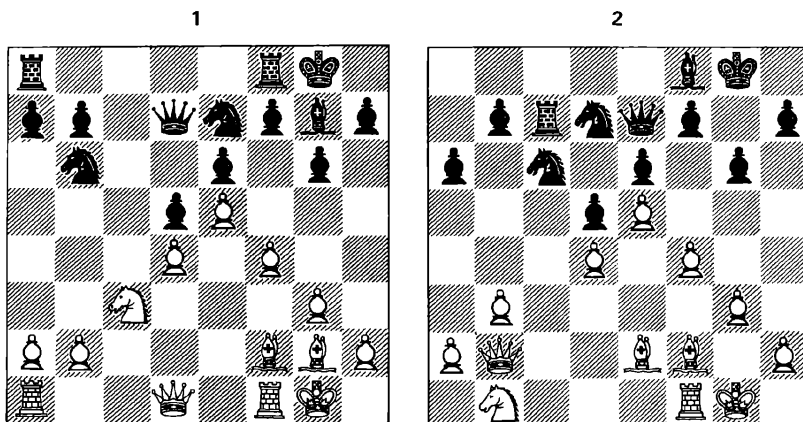
now open hostilities on the K-side by advancing his g-Pawn. This, however, would be too risky, for after 17. g4 Rc7, followed by Rac8, Black would threaten 19. ... Na4. Also, the preparation of f4–f5 requires considerable time—hence Karpov’s restrained move in the text.

- |            |        |
|------------|--------|
| 17. ...    | Rc8–c7 |
| 18. b2–b3  | Ra8–c8 |
| 19. Qd1–d2 | Ne7–c6 |
| 20. Qd2–b2 | ...    |

The attempt to gain material by 20. Nb5? would merely result in a disaster for White after 20. ... Nxe5!, Black winning at least a Pawn. By playing the cautious move in the text White strives to cover the vulnerable dark squares in his Q-side camp.—*Ed.*

- |            |        |
|------------|--------|
| 20. ...    | a7–a6  |
| 21. Bf3–e2 | Qd7–e7 |
| 22. Nc3–b1 | ...    |

Aimed at preventing 22. ... Qa3, by which Black would seize the control of the c-file. White cannot of course allow this, and he takes the necessary precautions. As a result, the position becomes rather



dull. First a couple of Rooks are exchanged, then the repetition of moves appears to be unavoidable.

22. ... Nc6–b4

Threatening 23. ... Rc2.—*Ed.*

23. Nbl–c3 Nb4–c6

24. Nc3–bl Nc6–b4

25. Rcl–c5 ...

A last attempt to avoid the repetition of moves.—*Ed.*

25. ... Nb6–d7

26. Rc5xc7 Rc8xc7

27. Nbl–c3 Nb4–c6

28. Nc3–bl Nc6–b4

29. Nbl–c3 Nb4–c6

30. Nc3–bl ... (No. 2)

Here Kasparov motioned to the Referee and claimed the draw, because after his intended 30. ... Nb4 the same position would occur for a third time.—*Ed.*

The first game of the Seville Match has thus revealed that the rivals, who are well aware of the long hard struggle awaiting them, are unwilling to take chances—at least, at this stage.

The score is +0–0=1.

## GAME TWO

### English Opening

G. Kasparov

A. Karpov

1. c2–c4

Ng8–f6

2. Nbl–c3

e7–e5

3. Ng1–f3

Nb8–c6



- |           |        |
|-----------|--------|
| 4. g2—g3  | Bf8—b4 |
| 5. Bf1—g2 | ...    |

This natural developing move has recently been looked upon as insufficient for White to gain an advantage, and it has given way to 5. Nc3—d5. The World Champion disagrees with the verdict of the theoreticians and makes an attempt to infuse new life into the old line.—*Ed.*

- |           |       |
|-----------|-------|
| 5. ...    | O—O   |
| 6. O—O    | e5—e4 |
| 7. Nf3—g5 | ...   |

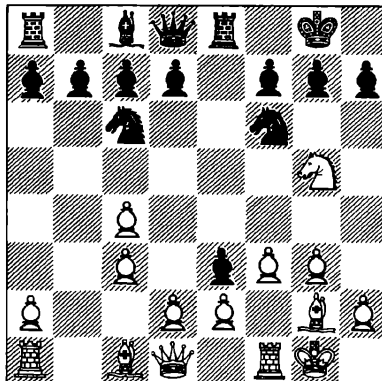
The solid 7. Ne1 Bxc3 8. dc h6 has been considered the main line, though it would result in a rather dull game.—*Ed.*

- |          |        |
|----------|--------|
| 7. ...   | Bb4xc3 |
| 8. b2xc3 | Rf8—e8 |
| 9. f2—f3 | ...    |

So far, the second game has proceeded rather quietly. All of a sudden complications arise on the chess-board, for on his next move the ex-Champion offers a Pawn.

- |        |               |
|--------|---------------|
| 9. ... | e4—e3 (No. 3) |
|--------|---------------|

3





12. Ne4 f5 13. c4 Nf6 14. Nc3 Nd4 15. f4 c6 is weaker.—*Ed.*

11. ...	Nc6—a5
12. Qb3—a3	c7—c6
13. c4xd5	c6xd5
14. f3—f4	Na5—c6
15. Ra1—b1	Qd8—c7

The commentators are far from unanimous about this move, their appraisals ranging from a “?” to a “!”.—*Ed.*

16. Bc1—b2	Bc8—g4
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Whereas Karpov counts on the speedier development of his pieces to active posts Kasparov’s hopes are pinned on the inevitable activation of White’s two strong Bishops.

17. c3—c4	...
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The opinion has been expressed that this straightforward attempt to bring the White dark-squared Bishop into play is premature, White losing his slight advantage as a result.—*Ed.*

17. ...	d5xc4
18. Bb2xf6	g7xf6
19. Ng5—e4	... (No. 4)

When White’s dark-squared Bishop appeared on the long diagonal and, having captured the Black Knight, shattered the pawn shelter of the Black King, it seemed at first glance that the World Champion had a strong attack.

19. ...	Kg8—g7
20. d3xc4	...

At this moment, White should perhaps have rushed his Knight to d6, although the consequences of this attack are hard to estimate without long meditation.

Some commentators criticize White's last move, suggesting, apart from Bronstein's recommendation 20. Nd6, that White should continue 20. Qc3. This immediate threat to the Pawn on f6 can, however, be parried by the subtle 20. ... Qd8, followed by 21. ... Qd4 or Nd4, whereas the obvious 20. ... Qe7 would be much weaker, because of 21. Rxb7! Qxb7 22. Nxf6! Kf8 23. Nxc4, giving White a crushing attack.—*Ed.*

20. ... Ra8—d8

Taking advantage of the slowed-down pace of White's attack, Karpov immediately brings into play his Queen's Rook, which seemed to be stuck to its corner, and thus makes his position quite safe. The scale is now being more and more tipped in Black's favour. Moreover, Kasparov is already hard pressed for time. One should be just, however, and mention that Karpov is also in time trouble. From now on, Black's initiative grows stronger with each move.

21. Rb1—b3 ...

Grandmasters Alexei Suetin and Eduard Gufeld both recommend 21. Nc3 here. White cannot capture

