

Arkadij Naiditsch
Csaba Balogh

Best fighting games of 2012–2015



Chess
Evolution

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Best fighting games of 2012–2015
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TABLE OF CONTENTS

Key to symbols	5	
Introduction	7	
Editorial preface	9	
GAME 1	▷ V. Kramnik (2801) ▶ L. Aronian (2820)	11
GAME 2	▷ E. Bacrot (2713) ▶ A. Morozevich (2770)	16
GAME 3	▷ L. Aronian (2816) ▶ V. Ivanchuk (2769)	23
GAME 4	▷ S. Mamedyarov (2729) ▶ A. Brkic (2587)	28
GAME 5	▷ S. Rublevsky (2693) ▶ V. Bologan (2712)	32
GAME 6	▷ A. Volokitin (2724) ▶ S. Mamedyarov (2748)	38
GAME 7	▷ I. Cheparinov (2710) ▶ M. Mchedlishvili (2639)	43
GAME 8	▷ B. Jobava (2711) ▶ S. Mamedyarov (2764)	47
GAME 9	▷ A. Korobov (2702) ▶ P. Negi (2641)	50
GAME 10	▷ N. Grandelius (2572) ▶ A. Ipatov (2587)	53
GAME 11	▷ P. Harikrishna (2688) ▶ Z. Efimenko (2689)	58
GAME 12	▷ D. Fridman (2667) ▶ A. Naiditsch (2716)	62
GAME 13	▷ A. Giri (2730) ▶ M. Bartel (2635)	67
GAME 14	▷ V. Ivanchuk (2757) ▶ V. Kramnik (2810)	71
GAME 15	▷ M. Carlsen (2872) ▶ P. Svidler (2747)	76
GAME 16	▷ J. L. Hammer (2608) ▶ Hao Wang (2743)	80
GAME 17	▷ S. Mamedyarov (2761) ▶ Wang Hao (2752)	85
GAME 18	▷ F. Caruana (2796) ▶ M. Adams (2740)	91
GAME 19	▷ I. Cheparinov (2678) ▶ E. Sutovsky (2660)	96
GAME 20	▷ F. Caruana (2779) ▶ Wang Hao (2733)	103
GAME 21	▷ V. Anand (2775) ▶ M. Carlsen (2870)	107
GAME 22	▷ R. Wojtaszek (2711) ▶ I. Popov (2640)	111
GAME 23	▷ R. Rapport (2691) ▶ H. Nakamura (2789)	116
GAME 24	▷ F. Caruana (2782) ▶ A. Naiditsch (2718)	120
GAME 25	▷ A. Shimanov (2649) ▶ B. Jobava (2716)	124
GAME 26	▷ V. Kramnik (2787) ▶ S. Karjakin (2766)	130
GAME 27	▷ V. Topalov (2785) ▶ V. Kramnik (2787)	135
GAME 28	▷ V. Kramnik (2787) ▶ S. Mamedyarov (2757)	139
GAME 29	▷ D. Andreikin (2709) ▶ V. Topalov (2785)	147
GAME 30	▷ S. Mamedyarov (2757) ▶ L. Aronian (2830)	151
GAME 31	▷ S. Grishchenko (2436) ▶ B. Jobava (2706)	157
GAME 32	▷ V. Fedoseev (2662) ▶ V. Zvjaginsev (2642)	162

GAME 33	▷ P. Negi (2645) ▶ R. Edouard (2679)	168
GAME 34	▷ V. Kramnik (2760) ▶ E. Inarkiev (2688)	173
GAME 35	▷ V. Anand (2792) ▶ M. Carlsen (2863)	179
GAME 36	▷ Y. Kryvoruchko (2706) ▶ P. Eljanov (2719)	184
GAME 37	▷ L. Ding (2732) ▶ F. Caruana (2820)	189
GAME 38	▷ V. Ivanchuk (2715) ▶ L. Van Wely (2667)	197
GAME 39	▷ F. Caruana (2820) ▶ M. Carlsen (2862)	201
GAME 40	▷ F. Caruana (2820) ▶ M. Vachier-Lagrave (2757)	209
GAME 41	▷ B. Jobava (2696) ▶ S. Mamedyarov (2759)	214
GAME 42	▷ V. Zvjaginsev (2658) ▶ B. Bok (2587)	218
GAME 43	▷ W. So (2788) ▶ A. Giri (2790)	222
GAME 44	▷ L. Dominguez Perez (2734) ▶ D. Jakovenko (2738)	226
GAME 45	▷ M. Carlsen (2853) ▶ V. Topalov (2816)	231
GAME 46	▷ S. Mamedyarov (2736) ▶ P. Idani (2569)	237
GAME 47	▷ A. Grischuk (2774) ▶ B. Adhiban (2674)	241
GAME 48	▷ W. So (2760) ▶ Ding Liren (2782)	244
GAME 49	▷ M. Carlsen (2850) ▶ L. Aronian (2781)	251
GAME 50	▷ M. Carlsen (2834) ▶ Chao Li (2750)	257

KEY TO SYMBOLS

=	Equality or equal chances
±	White has a slight advantage
∓	Black has a slight advantage
±	White is better
∓	Black is better
+ -	White has a decisive advantage
- +	Black has a decisive advantage
∞	unclear
∞̄	with compensation
↔	with counterplay
↑	with initiative
→	with an attack
Δ	with the idea
□	only move
N	novelty
!	a good move
!!	an excellent move
?	a weak move
??	a blunder
!?	an interesting move
?!	a dubious move
+	check
#	mate

INTRODUCTION

Useful information for our valued readers.

- »» The book contains the 50 best fighting games from 2012 to 2015.
- »» The games were selected and analyzed by the authors GM Arkadij Naiditsch and GM Csaba Balogh.
- »» Most of the games are taken from the highest-level tournaments, such as Wijk aan Zee, FIDE Grand Prix series, Olympiads etc.
- »» Most of the games are played by top Grandmasters: Carlsen, Anand, Kramnik, Aronian, Caruana and many, many more of the world's best chess-players.
- »» The games are sorted in chronological order, from 2012 through to 2015.

EDITORIAL PREFACE

We are proud to present our fourth book in a series of 5 — “Best fighting games of 2012–2015”.

It was very interesting work trying to select and analyse the 50 best fighting games from the past 4 years: the choice was so wide! We were aiming to find the most exciting, spectacular and, of course, useful attacking ideas which might also occur in our own practical games.

The main idea behind this book stands out clearly: We try to reduce the importance of opening theory, and rather get inside the workings of the best chess-playing brains on the planet in an attempt to explain the most complex attacking ideas in a simple and understandable way to any chess lover.

Another very important point of the book which we are proud of is, we have not used much ‘engine’ assistance during our commentary on the games. We try to see the game the way we would do in a practical game, which makes the commentaries very special — which in practice puts the reader fully in the shoes of the world-class players; this is exactly the best way to improve our own chess level.

Sadly, nowadays, we have more-and-more computer analyses and we can hear chess amateurs judging the play even of Carlsen. Yes, you can find tactical mistakes with an engine at home — but the question is, can you do the same during your practical game over the board?! Chess is a game where everyone is making mistakes — and this is what it is all about in the current book!

We would advise all our readers to take out a real chessboard and enjoy these beautiful masterpieces. This is how we learned to play chess and this is why we still enjoy every wonderful game, even after almost 20 years of being professional chess players!

Yours,

Arkadij Naiditsch & Csaba Balogh

■ GAME 1

- ▷ **V. Kramnik (2801)**
 ▶ **L. Aronian (2820)**
 Zurich Chess Challenge
 Zurich SUI (3)
 24.04.2012
 Annotated by Arkadij Naiditsch

We are in the 3rd game (out of 6) of the friendly match between Kramnik and Aronian; the first match in history between two players with a 2800+ ELO rating. This game was, probably, one of the most spectacular ones in the match!

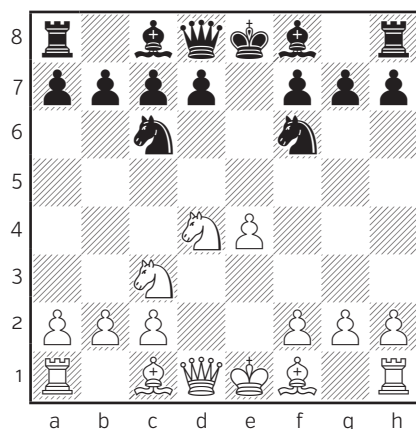
1.e4

We don't see Kramnik playing 1.e4 often, but maybe he chose to change his first move after losing a horrible game in the 1st round, when he played 1. d4.

1...e5 2.♘f3 ♘c6 3.♘c3

What a surprising choice of opening by White! Who could expect that such an opening guru as Kramnik would choose this "boring" line?

3...♘f6 4.d4 exd4 5.♘xd4



5...♘c5

This came as a huge surprise to me. Why not 5...♘b4 going into the old lines, where nobody has been able to show how to play for an advantage in the last 30 years? Usually, White chooses this line to make a draw out of the opening. In the interview after the game, Aronian said that he wanted to create some "action" — well, he achieved his goal!

6.♘e3!?

Yes, finally we see something out of Kramnik's preparation. The main choice would be 6.♘xc6 bxc6 7.♘d3

6...♘b6 7.♙d2

From here on we are in an almost totally unknown position, after only 7 moves! Sort of a main line here is: 7.♘xc6 bxc6 8.e5 ♘xe3 9.fxex3 ♘d5 with a crazy position.

7...0-0 8.0-0-0 ♖e8

Very logical play by Black.

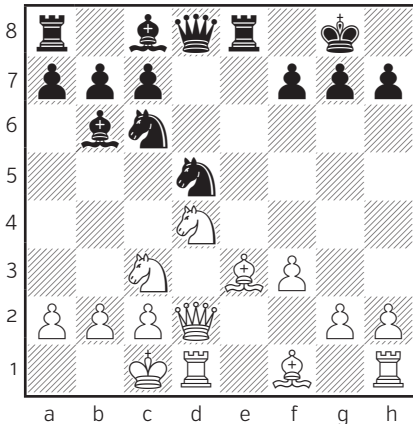
9.f3 d5!?

From here on the game becomes forced. If Black chooses a slow move, such as $9\dots d6$ then after $10.g4$ White is doing better.

10.exd5

$10.\text{♞xc6}?!$ clearly wouldn't give White any advantage $10\dots bxc6$ $11.g4$ ♙e6 Black finished his development and got active in the center — everything looks very nice for him!

10...♞xd5



11. ♙g5!

A very strong move by White! Probably the only chance to fight for the advantage.

11...♞xc3!?

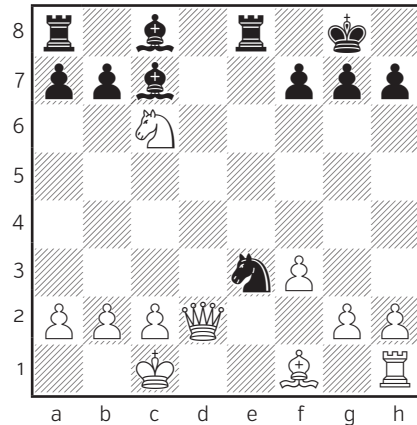
An extremely interesting move by Aronian, which leads to a very crazy position! Leading to a worse endgame was $11\dots f6$ $12.\text{♙c4}$ here a lot of pieces are hanging in the center, and all the coming moves seem quite forced $12\dots \text{♞xd4}$ $13.\text{♞xd5}$ ♙e6 $14.\text{♙xf6}$! A very nice tactical blow! $14\dots gxf6$ $15.\text{♞xb6}$

$axb6$ $16.\text{♞xd4}$ ♞xd4 $17.\text{♙xe6+}$ ♞xe6 $18.\text{♞xd4}$ ♞xa2 $19.\text{♞b1}$ and we are in an endgame where White is clearly a bit better due to the pawn structure.

12. ♙xd8 ♞xd1 13. ♙xc7!

Kramnik is showing, once again, his great calculation skills in a position that's not easy at all! $13.\text{♙h4}$ ♞xd4 $14.\text{♞xd1}$ and we are in a position where Black has at least 3 moves that make the evaluation completely unclear: $14\dots \text{♙f5}$, $14\dots \text{♙e6}$ or $14\dots \text{♞f5}$. Yes, White is a queen up, but all the Black pieces are standing in great positions, clearly giving him good counterplay. For the computer fans it is important to know that almost all engines evaluate the advantage of the queen as "too strong".

13... ♙xc7 14. ♞xc6 ♞e3



15. ♙b5!

A very important, and very strong, move by White! It is very difficult to calculate all the lines here. A mistake

would be 15. ♖d4? ♕f4! 16. ♖b5 ♖f1! and White is losing his queen!

15...bxc6!?

15... ♕f5!? This is the first choice of the engines, but it's almost impossible to make this move during a practical game. 16. ♖d4 ♕f4 and again we are facing a long, forced line. 17. ♕xe8 ♖xg2 18. ♕xf7+ ♖xf7 19. ♖xf5 ♕xd2+ 20. ♖xd2 ♖d8+ Probably Black has good chances to save this endgame. A very interesting human move would be 15...a6 16. ♕a4 ♖c4 but it seems not to work because of 17. ♖b4! b5 18. ♕b3 and it looks like White's material advantage is too big.

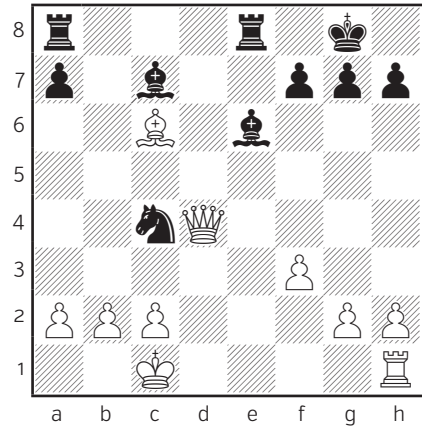
16. ♕xc6 ♖c4

[Not working is 16... ♕f4 although White needs to make 3 amazingly cool moves. 17. ♖b1! ♕f5 18. ♕xa8! ♖xa8 19. ♖e1! White is winning, but this sequence is far from obvious!

17. ♖d4

Other queen moves were also possible, but probably the move in the game is the best one — Why? Hmmm, probably it's just a feeling :)

17... ♕e6!



Good and logical

18. ♕xa8

18. ♕xe8?? ♕e5! and the White queen doesn't have any good squares. 19. ♖h4 ♕xb2+ 20. ♖d1 ♖xe8 with a mating attack!

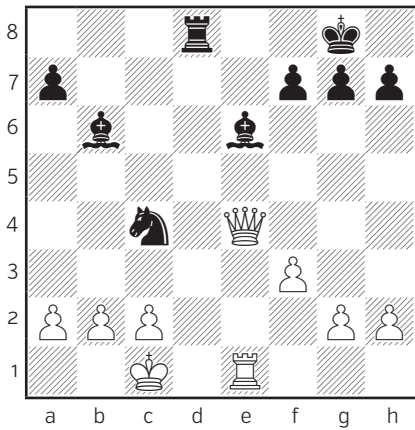
18... ♕b6

18... ♕e5 19. ♖xa7!

19. ♖d3

If White tries to hold the piece on a8, he could end up creating ugly complications for himself. 19. ♖e4 ♕e3+ 20. ♖d1 ♖xb2+ (A bit too optimistic would be 20... ♖d8+ 21. ♖e1 ♕b6 The position looks super-dangerous for White, but the computer finds great defensive resources. 22. ♕b7! An amazing move that's hard to find in a practical game. 22... ♖e3 23. ♕a6! and probably White is doing better.) 21. ♖e1 ♕d7 If somebody is better here, most likely it's Black!

19... ♖xa8 20. ♖e1 ♖d8 21. ♖e4



Somehow, the position seems to have stabilized. Black has 3 pieces for a queen and 2 pawns. All of Black pieces are standing very active, giving a lot of chances for tactical ideas. How to evaluate such a position? It's very hard to say. I would say about equal, maybe just a little bit better for White.

21...g5?

In my opinion, a terrible mistake by Black. He's weakening the king for no reason, and the g-pawn would stand much better on g6! I think 21...g6 would be the right move here! And it's hard to say what's going to be White's next move. In case of: 22.b3 ♖c5 23.bxc4 ♘a3+ 24.♔b1 ♖b8+ the position is drawn.

22.c3!

White keeps on playing great chess! 22.c3 A very important, multi-functional move. The White king gets an escape square on c2, and the b3 move becomes a potential threat from now on.

22...♖c5

Reacting against the b3 move.

23.♖e2

White keeps on improving his position.

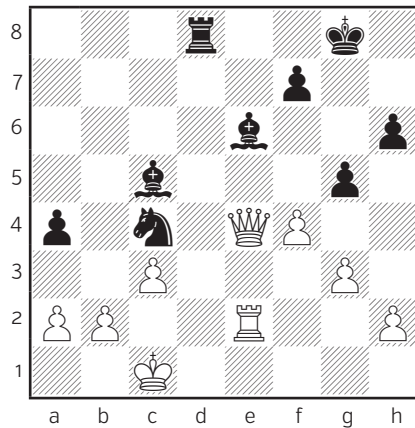
23...h6 24.g3

24.h4 was another way to weaken the pawn structure around the Black king.

24...a5

Black has nothing to improve anymore, the a-pawn is the "last hero".

25.f4 a4



26.f5!

Another important moment, which White solves in a great way.

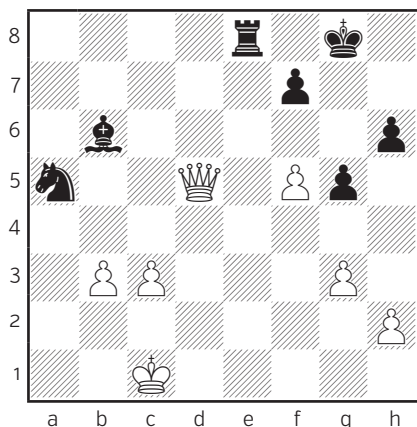
26...♘d5 27.♔d3 ♘b6 28.b3!

Finally the pawns are starting to move.

28...axb3 29.axb3 ♘a5 30.♖e8+!

White continues with his great play. The computer move: 30. ♖b5 ♜xb3+ 31. ♘b2 ♞a5 leads to a very strange position. 32. ♜e8+ ♜xe8 33. ♚xe8+ ♙h7 34. ♚d7 ♙b3 35. ♚b5 and the computer gives White a clear win, but don't ask me why! This is very strange, it's a very funny thing. Imagine the position: Black gives up his knight for the pawn on c3. Is the position winning for White?! Let's see, Black has: ♙g7, ♙f6 and ♙e4. White has: Queen, King, and pawns. Can White win this? Doesn't seem likely!

30... ♜xe8 31. ♚xd5



Now Black has only one chance to make a draw: to give up a piece for 2 pawns. Is it possible to do this?! Let's see the game.

31... ♜d8 32. ♚b5 ♜d6

Black is getting the rook to the 6th rank, more precisely to f6, where it will be protected by the King on g7. At the same time, he will try to give

one of his pieces for the 2 pawns, precisely on this 6th rank.

33. ♙c2 ♙g7 34. b4 ♞b7 35. c4 ♜f6 36. g4!

White has no reason to hurry and to risk giving away the f5 pawn. A big mistake would be 36. c5? ♙xc5 37. bxc5 ♜xf5! 38. ♚xb7 ♜xc5+ when the Black rook is going to e6, and the position becomes a theoretical draw!

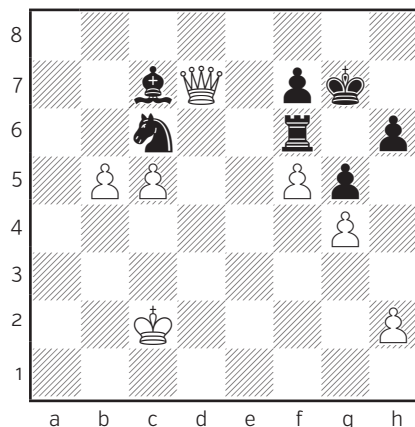
36... ♞d8

Black is trying to fight, but the position is hopeless. He can't co-ordinate his pieces correctly.

37. c5 ♙c7

The last chance to fight would have been 37... ♞c6! 38. ♚a4 ♙c7 39. b5 but it seems that here also White will probably win the game.

38. ♚d7 ♞c6 39. b5!



The last precise move!

39...♖a7 40.♔xc7 ♘xb5 41.♔e5
♘a7 42.♔d3

The White king is going to g3, then White will play h4, hxg, hxg, and ♔e3. Black is totally paralyzed against this plan. A very interesting game and a well-deserved winner!

1–0

■ GAME 2

▷ E. Bacrot (2713)

▶ A. Morozevich (2770)

Biel

24.07.2012, [D31]

Annotated by Csaba Balogh

A very complex game awaits! Morozevich introduced a novelty in a very sharp line, which seems to lead to a fine position for Black. Due to his opponent's time-trouble, he was over-pressing and instead of landing a perpetual check, he allowed Bacrot to finish the game with a fantastic combination.

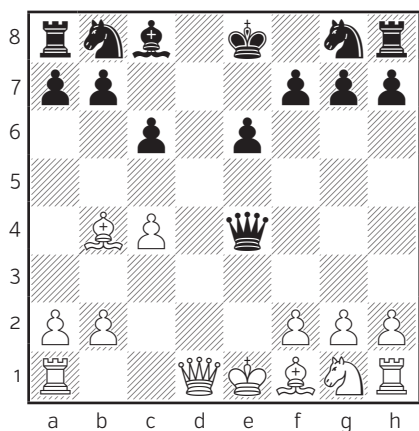
1.d4 d5 2.c4 e6 3.♘c3 c6

A complex set-up, which might transpose to many openings. Black can usually decide between playing a Stonewall structure with f5, or to transpose to the Meran with ♘f6...

4.e4!?

This is the only way for White to avoid the transpositions to the main lines, but here White has to sacrifice a pawn and agree to play for compensation. Otherwise, White should play 4.e3.

4...dxe4 5.♘xe4 ♙b4+ 6.♙d2 ♔xd4
7.♙xb4 ♔xe4+



This is the starting position of the Marshall Gambit, who played this opening for the first time in 1902! White sacrifices a pawn for the bishop pair and the Black king usually has serious difficulties to find safety, mainly because of the strong dark-squared bishop. Of course, such positions are ideal for modern 'computer' chess. We have seen many great novelties for both sides recently. The materialistic machines stubbornly help Black to hold his advantage...

8. ♖e2

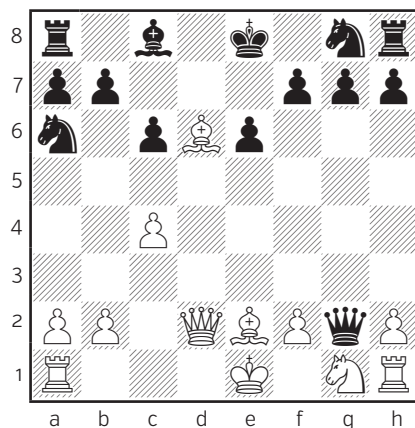
8. ♖e2 was considered to be less dangerous, but after Ian Nepomniachtchi beat the specialist of this opening, Dusko Pavasovic, this move had to be taken seriously as well. The idea is 8... ♖a6 9. ♖f8! A really nice move, but this is just the beginning of the whole story...

8... ♖a6 9. ♖d6

Bacrot goes for the second most popular continuation. The mainline is 9. ♖a5 ; 9. ♖f8?! is still nice,

but less effective here, because of 9... ♖xg2 10. ♖d6 with the idea of a quick o-o-o. Black can calmly play 10... ♖d7 11.o-o-o o-o-o and he is better.

9... ♖xg2 10. ♖d2!



10. ♖f3 ♖g5 followed by ♖e7, is known as good for Black.

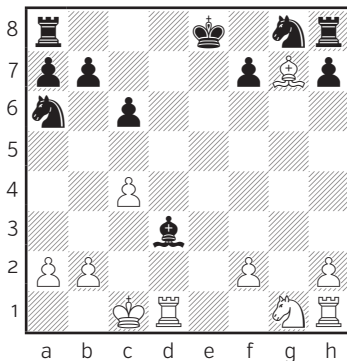
10...e5!?

This is practically a novelty, but of course one of the computer's main offers of advice! Black frees the way for his bishop in order to develop it quickly and play o-o-o. However, there have been almost a hundred games with 10... ♖f6 11. ♖f3 ♖g6 and Black's results are really good with it. It's rather White who usually avoids this line. I, unsuccessfully, tried to refute this line over many pages, but the computer holds for Black. The maximum that I could reach was a draw. It would be interesting to know what Morozevich and Bacrot knew here..? In my opinion, Morozevich just wanted to try another move (with 10...e5),

because it seems playable. The bigger question is why Bacrot went for this line, especially when he spent 40 minutes on ♔d2?! 10...♔xh1? would be too greedy. 11.0-0-0! ♕f3 threatens to trap the queen, and after 11...♔e4 12.♕e7! wins.

11. ♕xe5

11.0-0-0 is an interesting alternative, to which Black must react precisely with 11...♔e4! with two ideas. The main is to exchange the queens with ...♔f4, the other to develop ...♕f5 with tempo. 12.♕xe5 The following moves are forced. (12.♔g5 ♔f4+) 12...♕f5! 13.♕d3! ♔xd3 14.♔xd3 ♕xd3 15.♕xg7



15...♖b4! The critical position of this line. White seems to be better as he will be an exchange up after taking on h8, and the Black knight is intending to jump to a2, from where it is questionable if it will emerge again. Despite all these facts, concrete variations show that Black is OK! (15...♕xc4 16.♕xh8 ♕xa2 17.♖f3 is probably slightly better for White.) 16.b3

a) 16.a3 ♖a2+! 17.♔d2 0-0-0 Just in time! This solves all of Black problems. 18.♖f3 Otherwise ♕e4. 18...♕xc4+ 19.♔c2 ♖h6! 20.♕xh8 (20.♕xh6 does not work, because of 20...♖xd1 21.♖xd1 ♕e2!; 20.♖e5 with the idea of taking on h6, but mainly, it avoids the ♕e2 threat. 20...♕e6 21.♕xh6 f6! and the knight has no good square to retreat, since ♖d3 is met with ♕f5, while 22.♖f3 ♖xd1 23.♖xd1 ♕g4) 20...♖xh8 21.♖he1 ♕d5 White will only be able to win the knight if he sacrifices the exchange on d5, but of course, then he can't dream about an advantage.;

b) White should not hurry with 16.♕xh8 ♖xa2+ 17.♔d2 ♕xc4 getting two pawns for the exchange, and only Black can be better. The knight will be rescued via b4 later.;

16...♕e4 17.f3 ♕f5 is the easiest.

(17...♖d3+ is also possible. 18.♔d2 ♖f2 19.♖f1 ♖xh1 20.fxe4 0-0-0+ 21.♔e3 ♖e7 22.♕xh8 ♖xh8 23.♖e2 and the game should end in a draw.)

18.♕xh8 ♖d3+ 19.♖xd3 ♕xd3 = with an even position.

11... ♕f5 12. ♕f3

12.0-0-0 ♔e4 is a transposition to the 11.0-0-0 line.

12... ♔g6 13.0-0-0

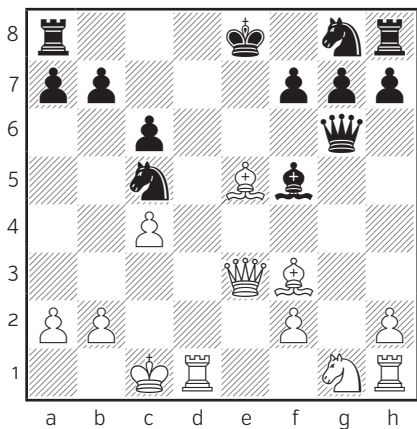
White wanted to avoid ...♖d8, but it walks into some dangerous threats after ♖c5. 13.♖e2 was possible, but it

allows 13... ♖d8 14. ♘f4 (14. ♙e3 ♘e7 15. ♘f4 ♙h6 is a transposition.) 14... ♙h6 15. ♙e3 ♘e7 Black is ready to castle kingside, and White has to force a draw with 16. ♘h5! (16. ♖g1 is refuted by 16... ♘b4!) 16... ♙xe3+ 17. fxex3 f6 18. ♘xg7+ ♔f7 19. ♘xf5 ♘xf5 20. ♙f4 ♘c5 = After a couple of only moves from both sides, a drawn position has arisen.

13... ♘c5!

Black must continue to play concretely! ... ♘d3 is the threat. Calm developing moves like 13... ♘e7? offer enough time for White to build up an attack. 14. ♘e2! f6 15. ♙d6 o-o-o 16. ♙f4 ± White is doing great here and concrete moves don't save Black anymore. 16... ♙b1 17. ♖d2 ♙xa2 ♙b1 is the threat, but 18. ♘c3!+-

14. ♙e3



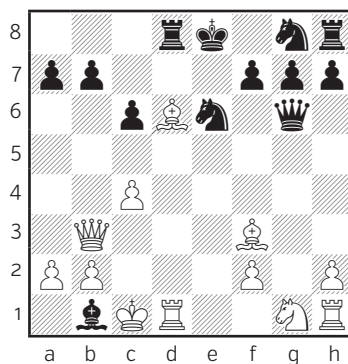
14... ♙b1!

A really spectacular move, creating the threat of ♙c2! Of course, now 14...

♘d3+? doesn't work: 15. ♖xd3 ♙xd3 16. ♙xg7+-

15. ♖d2

15. ♙d6+!? ♘e6 16. ♙b3! was a very tricky alternative, because the most logical move for Black is a mistake. It's really hard to play the position correctly with both sides. Training to calculate such positions are very useful to improve our skills. 16... ♖d8!



(I think most of us would be happy to finally depart with the king from the center, but White can get an advantage here after a couple of very strong moves. 16...o-o-o 17. ♙xc6!

(17. ♘e2 seems to win, because of the simple threat of ♖hg1, but 17... ♙xa2! An unexpected blow! 18. ♙xa2 ♙g5+ and Black wins the f3 bishop with ♙f5 check.)

17... ♘c5!

(17... bxc6 18. ♙b8+ ♔d7 19. ♙c7+-)

18. ♖xc5 ♗xd1+ 19. ♗xd1! It's very important to have the ♗g4 resource.
19... ♗xc6

(19... bxc6 20. ♗f3 ±)

20. ♗g4+! f5 21. ♗xg7 and White has the same points on both lines. 21... ♗e4!? This in-between move doesn't help.

(21... ♗xh1 22. f3! ± protecting the knight on g1, to be able to take the rook.)

22. ♗c3 ♗xh1 23. f3! White is a rook down at the moment, but he is doing better.)

17. ♗h3!?

(17. ♗e2 moves into the same trick. 17... ♖xa2! but here White has an extra option: 18. ♖xc6+!

(18. ♗xa2 ♗g5+ and ♗f5 next.; 18. ♗xb7 loses to 18... ♗b1+ 19. ♖d2 ♗xd6+ 20. ♖c3 ♗xd1)

18... bxc6 19. ♗xa2 and, for example, after 19... ♗e7 20. ♖xe7 ♖xe7 21. ♗xa7+ ♖f6 the position is about even. Both kings are equally safe now.)

17... ♗f6!

(The difference is that after 17... ♖xa2 White has 18. ♗xb7!!

(18. ♗xa2 ♗h6+ would be fine for Black.)

18... ♗b1+ 19. ♖d2 ♗xd6+ 20. ♖c3! and the d1 k is protected in comparison to the position where the knight is on e2. 20... ♗f5 21. ♗b8+! ♗d8 22. ♗xd8+ ♗xd8 23. ♗e1+ ♗e7 24. ♖xc6+!+- "Doublepin", and mate to follow.)

18. ♖a3 An interesting situation. The computer evaluates the first 4 moves as 0.00, but for human eyes, one mistake could decide the game...

(18. ♗he1 ♗xd6! 19. ♗xd6 0-0 Suddenly, the White king has become really weak.)

18...c5 seems to be the most logical to me, closing down the bishop on a3. 19. ♗xd8+ ♖xd8 20. ♗d1+ ♗d7! White can force a draw by 21. ♗f4

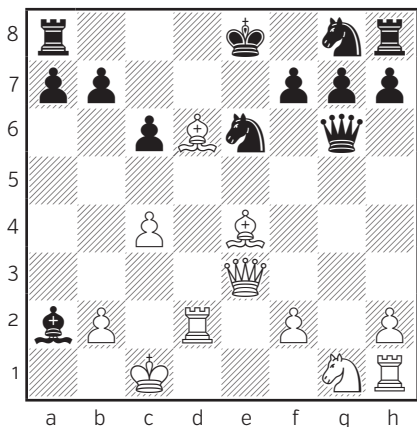
(21. ♗d2 leads to draw as well. 21... b6 22. ♗a4 ♗d4 23. ♗xa7 ♗e8 White seems to be in trouble, but he can survive with 24. ♗a8+! ♖e7 25. ♗d5! with the threat of ♗xd4! 25... ♗xf3 26. ♗f4! ♗f5 27. ♗d6+ ♖d8 28. ♗b8+ ♖e7 29. ♗d6+ =)

21... ♗xf4 22. ♗xd7+! ♖xd7 23. ♗xb7+ with perpetual check. Even after the brave attempt, White holds the draw 23... ♖e6 24. ♗c6+ ♖f5 25. ♗xc5+ ♖f6 26. ♗e7+ ♖f5 27. ♗c5+ =

15... ♖xa2!

Black creates the double-threat of ♖b1 and ♘b3. So, White has to play:

16. ♔d6+ ♞e6 17. ♔e4



17... ♖h6

Both sides have parried the concrete threats. Black is a pawn up, but his king is still in the center and o-o-o is always met with ♖xa7.

18. f4

Of course, White cannot exchange queens.

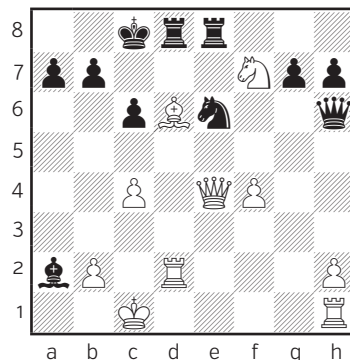
18... ♘f6 19. ♘f3!

Strong play by Bacrot, even though he had only a few minutes on the clock. He calmly starts to develop his pieces and intends to play ♖e1 and f5. The bishop could not be trapped with 19.b3? because of ... ♘xe4 20. ♖xe4 ♔xb3

19... ♔xc4

19... ♘xe4 leads to a perpetual check as well, if both players find the best moves. 20. ♖xe4 o-o-o 21. ♘e5 with

the threats of ♘xc6 and ♘xf7. 21... ♖he8! 22. ♘xf7!



(22. ♘xc6 leads to a slightly better endgame for Black after the forced line 22... ♖xd6! 23. ♖xd6 ♖xf4+ 24. ♖xf4 ♘xf4 25. ♘xa7+ ♔b8 26. ♘b5 ♔xc4↑ with some advantage.)

22... ♘d4! Another spectacular move! 23. ♖xd4

(23. ♖xe8?! ♘b3+ 24. ♔d1 ♖h5+ 25. ♖e2 ♖xf7 Black has a strong attack.)

23... ♖g6 refreshing the mate on b1 idea. 24. f5 ♖xf7!

(Black should not be too greedy with 24... ♖xf5 25. ♖f2! ♖b1+ 26. ♔d2 ♖e4! 27. ♖xb1 ♖xd4+ 28. ♔e3 R8xd6 29. ♘xd6+ ♖xd6 30. ♖f8+ ♔c7 31. ♖f7+ and White has some advantage.)

25. ♖xa7 ♖xd6! The only move, and the game ends with a perpetual

check. 26. ♖a8+ (26. ♜xd6? ♞xc4+) 26... ♕c7 27. ♞a5+ ♕c8 =]

20. ♜e1

White wants to win a piece with f5. Here both players had just a few minutes left, which increases the tension to the maximum.

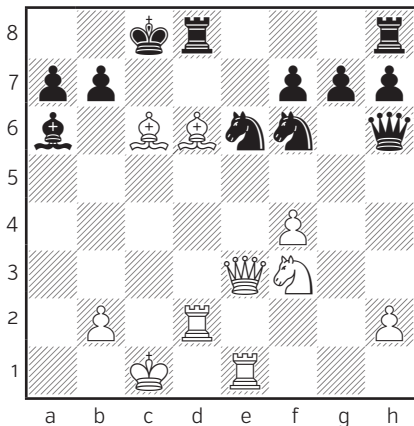
20...0-0-0!

20... ♖d5? loses to 21. ♙xd5 ♙xd5 22. ♜xd5! cxd5 23. ♞c5! and the Black pieces are unable to defend the king. For example 23... ♜d8 24. ♞b5+ ♜d7 25. ♖e5 ♞xf4+ 26. ♕b1+-

21. ♙xc6!

Excellent calculation and nerves! Now the game should end in a perpetual check again, but Morozevich became over-optimistic... On 21. ♞xa7? Black has 21... ♜xd6! followed by ♞xf4.

21... ♙a6?



21...bxc6! 22. ♞xa7 ♜xd6! 23. ♞a8+ and draw. The player who tries to

avoid that, loses... (23. ♜xd6? ♞xf4+) 23... ♕c7 (23... ♕d7? 24. ♞b7+ ♕e8 25. ♞b8+) 24. ♞a7+ ♕c8

22. ♖g5!

This extremely strong move was missed by Morozevich! White is attacking on the queenside and suddenly he makes a move on the other flank. The point is to avoid the usual ... ♜xd6 and ... ♞xf4 check ideas! White is winning now. 22. ♞xa7? ♜xd6 23. ♜xd6 ♞xf4+ was again in Black's mind!

22... ♖xg5

The final mistake, but it was over anyway. Now there are many different way to win the game, but Bacrot played the most spectacular one!

23. ♙d7+!

And mate to follow in all lines.

23... ♕xd7

23... ♜xd7 24. ♞c5+ ♕d8 25. ♙e7+ ♕e8 26. ♞c8+-; 23... ♖xd7 24. ♞c3+-

24. ♞e7+ ♕c6 25. ♞c7+

[25. ♞c7+ ♕b5 26. ♞c5+ ♕a4 27. ♞b4# An extremely hard fight with a lot of tension!

1-0

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Aronian vs Anand
16...  de5!!



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Caruana vs Gelfand

33... ♖e3!!



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Kramnik vs Tomashevsky

73. ♖xd5!!



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Carlsen vs Anand
25. ♘h3!!



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