Going for the Throat

One day, I was watching a group of English GMs (Jonathan Speelman, Daniel King, and someone else) analyzing a game one of them had just played. Black had an obvious endgame advantage; the problem was – how to do the most efficient job of converting it. Some very involved variations were examined; but at some point, Speelman would announce that the game was "out of control", and the GMs would return to their starting position. And in fact, when you have a great advantage, you should never let events on the board get out of your control – that is, enter complications where any result is possible.

Yet striving to keep everything under control from the very beginning of the game, although psychologically quite understandable (because, after all, it decreases the risk of losing), often leads, when two strong players are involved, to a rapid cooling of the struggle, and a lot of short draws – as happens, for example, in Linares, one of today's most boring tournaments. I believe that referring to today's tremendous opening preparation, which leaves nothing to independent creativity, can only partly explain what's going on. After all, Alexander Morozevich is one player who regularly succeeds in stirring up the most complicated struggles, even when playing the world's leading grandmasters.

The game I am now bringing to your attention involved a well-known opening variation, even though it might not have been the "latest word in theory", and led to a rather standard position. Yet it was enough for each player to find one moment, move 17 to be exact, to play forthrightly, consciously letting the game "get out of control" – when immediately there began an engrossing battle, whose outcome could not be predicted until deep in the endgame.

Robert J. Fischer has a well-deserved reputation as an outstanding annotator, forthright and exceptionally honest. Still there is no such thing as mistake-free annotation; and his notes from My 60 Memorable Games, on which I shall rely, will have to be added to or corrected in several places.

Reshevsky - Fischer
5th Match Game, Los Angeles 1961
(Fischer's notes appear in italic)

1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 d7-d5 4. c4xd5 Nf6xd5 5. Ng1-f3 c7-c5
6. e2-e3 Nb8-c6 7. Bf1-d3 Bf8-e7 8. 0-0 0-0 9. a2-a3 c5xd4 10. e3xd4 Nd5-f6 11.
Bd3-c2 b7-b6 12. Qd1-d3 Bc8-b7 13. Bc1-g5

13. Re1 was more accurate, the point being that Black will still have to play 13...g6
(13...Rc8? is met very strongly by 14. d5! ed 15. Bg5), when White could develop the bishop, not just to g5, but to h6 or f4 also; he might even leave it at home on c1, and play 14. h4!! instead.

13...g7-g6 14. Rf1-e1 Rf8-e8 15. h2-h4!!

Evans criticized this "blatant aggression", while Barden praised it to the skies. I
don't see any other way for White to make progress. He has to create some threats on the kingside, before Black consolidates and puts pressure on the d4-pawn.

Fischer's right – the advance of the h-pawn in this position has become one of the standard attacking plans.

15...Ra8-c8 16. Ra1-c1

This move is arguable – in such positions, the queen's rook usually goes to d1.

16...Nf6-d5

17. Ne3-e4!?

Obviously, Black would prefer simplification after 17. Qd2 Bxg5 18. hg Nxc3 19. bc Na5, or 17. Bxe7 Nxe7, followed by Nf5. Fischer doesn't even comment on the text; but it, along with Black's reply, is in fact the move that sets the stage for the battle that follows.

In May, I held a training session for a group of young GMs in Dagomys, where the diagrammed position was replayed several times. In two games, the really combative players with White chose 17. Nxd5!? And not by accident, either. White's further play is pretty understandable: he opens the center by d4-d5, retaining some positional advantage. There's no risk in this line, and it's comparatively simple to control what follows; therefore, I am sure, the majority of today's grandmasters would have played the same. Let's examine some sample variations:


B) 17...Qxd5 18. Bb3 Qd7! 19. d5 (19. Ba4 Qd5) 19... Bf8! 20. Red1 (20. Ba4 ed 21. Rxe8 Qxe8 22. Qxd5 Ne7 23. Qxb7 Rxc1+ 24. Bxc1 Qxa4 is not dangerous for Black) 20... ed 21. Bxd5 (perhaps the endgame after 21. Qxd5!? Qxd5 22. Bxd5 offers White more here) 21... Bg7, followed by 22...Ne5 or 22...Na5, when Black will most likely hold the balance.

The text is more principled: in view of his forthcoming attack, Samuel Reshevsky wanted to keep as many pieces on the board as possible.

17...f7-f5!?

This is the principled answer. Black makes weaknesses in his own camp (the dark squares and the backward e6-pawn), but in return, gets interesting dynamic possibilities. Of course, Fischer was taking a risk – after all, the dynamics could fade out, when the weaknesses would remain.

I knew this was a "terrible positional mistake"; but I had only figured on 18. Nc3 Bxg5 19. hg Nxc3 20. bc (20. Qxc3? Ne5) 20...Na5!, threatening 21...Bxf3 and 22...Qxg5. One might add two more moves: 21. Ba4 Re7 22. Ne5 Rec7, and Black stands excellently.
The position after **18. Nc3 Bxg5 19. hg!?** occurred in one of those training games in Dagomys. Alexander Motylev, playing Black against Vladimir Potkin, of course understood that 19...Nxc3 would give him good play. Yet his attention was drawn to a brave combination, whose consequences could not be calculated. So the grandmaster allowed events to spin out of control. Look what happened:

19...Nf4!? 20. Qe3

20...e5!


23. Red1 was tempting, but after 23...Bxe4+ 24. Qxe4 Nxe5 25. Rxe5 Nh4+ 26. Kg3 Rxe5! (26...Rxc4 was less exact, in view of 27. Bb3+ Kg7 28. Bd5!! 27. Rd1! Kg7 28. Kxb4 Re4+ 29. Kh3 Rxd4, we reach an ending in which Black's rook and pawn are no weaker than the two minor pieces.

23...Rc4!!


24. Bb3!?


With the text, White neutralizes the active rook on c4. He might have removed the other rook, which is no less dangerous, by 24. Bxe8. After 24...Bxf3+ (just not 24...Nxf3? 25. Red1 and wins), White gets into an unclear situation after 25. Kh3 Qa8! (threatening 26...Bxg2+ or 26...Bc8+ 26. Ne4!! Rxe4 27. Qb3+ Kh8 28. Bc6! Nxc6 29. Qxf3. And there are also interesting variations after 25. Kf1 Rh4 26. Ne2. 26...Qd5 is not a good choice: after 27. Ng3 f4 (expecting 28. Qxe5!! Be2+! 29. Nxe2 Qxe5) 28. Bc6! Bg2+ 29. Kg1 f3 30. Bxg5+ Kxg5 31. Rxe3 Nf3+ 32. Kf1 Be4+ 33. Kg2 Nxec5. Re7, Black will most likely lose. But there is 26...Ng4! 27. Qb3+ Bxd5 28. Red1! Rh1+ 29. Ng1 Nhxg1+ 30. Ke2 Qxe5+ 31. Qe3 Be4!, and the chaos continues.

24...Kg7!
Removing the king from the 8th rank, Black prepares to take the knight at f3.


Of course not 26. Qxe8?? Nxe1 - double check!

Here, Motylev saw that he could force the draw by 26...Nd2+ 27. Ne4! Rxe4 28. Qc3+ Rd4+ 29. Kh3 Bg2+! 30. Kxg2 (30. Kh2 Nf3+ 31. Kxg2 Qxg5+ 32. Kf1 Nh2+ 33. Ke1 Qg1+ 34. Ke2 Qg4+ 35. Ke1 is also perpetual check) 30...Qxg5+ 31. Kh1! Qh4++; but, despite his shortage of time, decided to keep playing for the win.

26...Nd4+ 27. Kf1 Rxe3

The game ends in a draw after 27...Bg2+!? 28. Kxg2 Rxe3 29. fe Qxg5+ 30. Kf1 (or 30. Kf2 Qh4+) 30...Qxe3 31. Ne2 Qh3+. In the concluding phase of the game, marked by mutual time-pressure, Potkin succeeded in wrestling the initiative.

28. fe Qxg5 29. Rxd4! Qxe3

29...Qg2+ 30. Ke1 Qxb2 was better.

30. Ne2 Qh3+ 31. Ke1 Bf3 32. Rc3! h5 33. Kd2 Qg2 34. Re3 Kh6 35. Rd6 f4?

On 35...h4 36. Bf7 Bh5 37. Bxg6 decides; however, 35...Bxe2 would have held out longer.


Black resigned. Too bad we didn't see any games like this in Linares!

And now it's time to return to Reshevsky - Fischer.

18. Ne4-c3!


And 18. Ned2 could have ended in a draw: 18...Bxg5 19. hg Nf4 20. Qe3 Nd5 21. Qb3 Nf4 22. Qe3, etc.

18...Be7xg5 19. Nf3xg5!

The knight capture is considerably stronger than the 19. hg!? we have already looked at.

19...Nd5-f4
20. Qd3-e3

As Fischer pointed out, 20. Qg3? Nh5 21. Qe3 Nxd4 leads to an advantage for Black.

But 20. Qf3!, which Fischer did not mention, appears to be strongest. White attacks the knight on f4, just as in the game; but this way, he pins the other knight, so that it can't take on d4. Capturing the pawn with the queen can be refuted; after 20...Qd6, the long-diagonal pin is still operative, and White has time to reinforce his center pawn by 21. Rcd1!; and finally, 20...Qc7 is met by 21. Qe3!, which is an improvement over the game, in that the black queen no longer attacks d4. As a result, White successfully consolidates, with prospects of exploiting the weaknesses created by Black's ...f7-f5. This is the logical explanation of the point behind moving the queen to f3; now, let's look at some concrete variations.

I. 20...Qxd4 21. Rcd1 Qc4 22. Rd7 Ba8 23. Nce4!, and White's advantage is obvious, I will not bore the reader with further analysis demonstrating this conclusion;

II. 20...h6 21. Qxf4 hg 22. hg Qxd4 (22...Nxd4 23. Rcd1) 23. Qg3, or 23. Qh2 Qg4 24. Rcd1 Qxg5 25. Nb3 Kg7 26. Bxe6 Rcd8 27. Nd5 – in both cases, with advantage to White;

III. 20...Qd6 21. Rcd1 Less convincing is 21. g3 Nd5 22. Nxd5 ed! (but not 22...Qxd5? 23. Bb3 Qxf3 24. Nxf3, with great advantage), and although structurally speaking, Black's position is bad, the weakness of the d4-pawn affords him considerable counterplay. For example, 23. Rxe8+ Rxe8 24. Rd1 Ba6 or 24. Qc3 f4! 21...h6 (if 21...Re7, then 22. g3, with great advantage) 22. Nh3 Nhx3+ 23. Qxh3

This was the position reached in the training game Inarkiev - Najer. Black has a difficult defensive task. 23...Nxd4? is bad, because of 24. Nb5. The attempt to prepare the capture on d4 by 23...a6 is met by 24. Qe3! (but not by 24. h5?! Nxd4 25. hg Qxd4 26. Ne2 Nxe2+ 27. Rxe2 Bd5, with unclear play) 24...Qg5 25. Bxe6 Rcd8 26. Nd5 – in both cases, with advantage to White;

Evgeny Najer played 23...Rcd8 24. h5! Nxd4 (on 24...g5, the standard central break 25. d5! would be decisive) 25. Ba4! Rf8 26. Nb5 (26. Bb3?! isn't bad) 26...Qf4 27. Nxd4 Rxd4, and now 28. Rxe6! Rxd1+ 29. Bxd1 would have won. Ernesto Inarkiev was distracted by the line 28. Rxd4? Qxd4 29. hg Qxa4? 30. Qxh6 Qd7 31. Rxe6, with the decisive threat 32. g7. However, his opponent coolly replied 29...Bd5!, and after 30. Qxd4 Qg7 31. Qh5 Qh8!, it was clear that White's advantage was not enough to win: 32. Qe2 Qf6, or 32. Qg5 Qxb2 33. Bd7 Qf6 34. Qh6 Qg7 35. Bxe6+ Bxe6 36. Qxg7+ Kxg7 37. Rxe6 Rc8 (37...Rf6).
Not a bad game, either! Inarkiev improved on Reshevsky's play, continued excellently and stumbled only just before achieving his goal.

IV. 20...Qc7 At first, I thought that this was the move to neutralize the try 20. Qf3!; the continuation I had in mind was 21. g3?! (White also gets an inferior position after 21. d5?! Nd4 22. Qe3 Nxe2 23. Rxe2 Qb8!, with a slight edge to Black) 21...Nh3+! (21...Nxd4 is weaker: 22. Qxf4 Qxf4 23. gf h6) 22. Nhx3 Nxd4 23. Qe3 Qe6! (23...Nf3+ 24. Kf1 is enough to draw) 24. Be4 fe 25. Qxf4 e3 26. Ne4 Qxe4 27. Qxe4 Bxe4 28. fe, with a small endgame advantage for Black. But then the consolidating move 21. Qe3!


And once again, after another long digression, we return to our stem game.

20...Qd8xd4

Worth examining is 20...Nxg2?! 21. Kxg2 Nxd4+


B) 22. Kh3 e5 (but not 22...h6? 23. Nxe6! Nxe6 [or 23...Rxe6] 24. Bb3 and wins) - in this complex position, Black's activity may compensate for his missing piece;


21. $\text{Nc3-b5! Qd4xe3?!}$

Fischer considers the move he made to be the best. After the game, he and his opponent analyzed $\text{21...Qd5 22. Qxf4 Qxb5}$ (22...Nd4? 23. Be4! Rxc1 24. Qxc1! fe 25. Qc7 and wins) $\text{23. Nx6e Qxb2}$ (Black's position remains dangerous after 23...Qd5 24. Nc7 Rxe1+ 25. Rxe1 Qf7 26. Ne6 or 25...Qd4 26. Bb3+ Kh8 27. Qg5) $\text{24. Qh6!}$ (threatening 25. Bb3), continuing:

24...Rxe6? 25. Rxe6 Nd4 26. Re7, and wins;


More important still, however, is that Black had, in addition to the move he played in the game, and 21...Qd5?! the courageous capture of the pawn at b2, which does not seem to be refutable.

21...Qxb2! 22. Nd6

22...Nxc2! 22...Nd4? (threatening 23...Nf6+ and 24...Nxc1) does not work, in view of 23. Qxf4 Rxc2 24. Rxc2 Nxc2 25. Nxe8 Nxe1 26. Qc7, winning.


Whereas the text lands Black by force in a difficult endgame.

22. f2xe3

22...Nf4xg2! 23. Kg1xg2 Nc6-d4+


24. Be2-e4!

This game was played in the Beverly Hilton Hotel in Los Angeles; and I will never forget the reaction of the spectators, who all thought that we had both blundered in turn. You could hear them in the hall, whispering: "Fischer's winning!" "No, Reshevsky's winning!" The true state of affairs would become evident in a few moves.

According to the American grandmaster's commentary, although Black stands worse here, he ought to be able to draw, but the truth is that White has excellent winning chances.

24...Bb7xe4+


25. Ng5xe4 Nd4xb5 26. Ne4xf6+ Kg8-f7 27. Nf6xe8 Rxc8xe8

28. a3-a4!

28. Red1?! would have been inaccurate, owing to 28...Re7!, when the Black knight once again comes into play by Nb6-c7-d5.

White must play this endgame most alertly: the tiniest inaccuracy will give his opponent time to co-ordinate his forces and equalize, or even to seize the initiative.

28...Nb5-d6 29. Rc1-c7+

After 29. Red1!? Ne4 30. Rd7+ Kf6 31. Rxh7 (31. Rxh7? is less accurate: 31...Rd8 32. Rc2 a5 33. Rb7 Rd6) 31...h6 (31...Rd8?!), we reach the same position as in the game.

29...Kf7-f6!

29...Re7 30. Rec1 was no good for Black. The rook must help Black advance his kingside pawns.

30. Re1-c1!

30. Rxa7 (or 30. Rxe7) would not work, because of 30...Re8. One line is 31. Re2
Rc4, with counterplay.

30...h7-h6

30...Ne4!? 31. Rxa7 Rd8 was worth considering.

31. Rc7xa7

An interesting plan, starting with 31. b4!? , was found by Artur Yusupov. White is in no hurry to grab pawns, preferring instead to strengthen his position as much as possible first, in order to limit his opponent's counterplay. Black loses after 31...Ne4 32. Rc8 Re7 33. Rbc7, trading a pair of rooks – which is usually good for the side that is the exchange ahead. And 31...Nd6 32. Rd1 Nb5 33. Rxd7 Rxd7 34. Rxd7 is bad for Black, too. If 31...b5, then White has either 32. Rxa7 or 32. ab!? Nxb5 (32...Rb8 33. R1c6! Nxb5 34. Rd7+ ) 33. Rd7+ - domination! And finally, White meets 31...g5 with 32. h5! g4 33. b5 Ra8 34. Rh7 a6 35. a5! ab 36. ab Ne4 37. b7 Rb8 38. Rb1 Nxe3+ (38...Nd6 39. Rxb6+ 38. Kf2 Ne4 (39...f4 40. Rxb5) 40. Rxb6+ Kg5 41. Rh7 Nd6 42. Kg7+ Kh6 43. Rd7, with a winning position.

31...Nd6-e4 32. Ra7-a6

32. Rb7 is the same thing.

32...Re8-d8!

32...Rb8? would have been hopeless, in view of 33. Rc6.

33. Rcl-c2

In Fischer's opinion, this was the only way to retain winning chances. This is not true: taking the pawn would not only have won, there were different ways to do so. Fischer's variations contain inaccuracies.

33. Rxb6!? Rd2+ 34. Kg1 g5 (see next diagram)

Now, A) 35. a5? gh 36. a6? fails to 36...h3 37. a7 h2+ 38. Kh1 Ng3 mate.

B) 35. Rcc1! (this may even be a simpler winning method than the exchange of pawns on g5) 35...gh 36. Rxe6+ Kg5 37. Rg6+ Kh5, and Fischer only continues 38. Rxe6+ Kg4, with counterplay, while after 38. a5!, the draw has disappeared. Nor does 35...Rd1+ save Black: 36. Kg2 Rd2+ 37. Kf1 Ng3+ 38. Ke1 Re2+ 39. Kd1 Rxe3 40. hg+ hg 41. a5 f4 42. a6 f3 43. Rxe6+! Rxe6 44. Rxe6+ Kxe6 45. Ke1, and Black loses by a tempo.

C) 35. hg+ (Fischer's main line) 35...hg. Black does no better with 35...Nxg5 36. Rf1 Nh3+ (36...Ke5 37. a5 Ke4 38. Rb4+!) 37. Kh1 Nf2+ 38. Rxf2! Rxg5 39. a5, when he'll have a hard time saving the rook endgame. Besides, he doesn't have to give
back the exchange. I also examined 38. Kg2 Ng4+ 39. Kg3 Nxe3 40. Rh1 (40. Re1 f4+! 41. Kf3 Kf5) 40...Ng4 41. a5 Kg5! 42. Rxe6 h5, with plenty of counterplay for Black. However, as Dmitry Plisetsky told me, in the 3rd volume of *My Great Predecessors*, now going to the printers, Garry Kasparov demonstrates that White keeps his won position by retreating his king to g1. For example: 39. Kg1! Nxe3 40. Rh1 f4+! 41. Kf3 Kf5 42. Kg5 43. a6 Ra5 44. b4 Ra3 45. b5 f3 46. Kg1 Ng4 47. Rf1 f2+ 48. Rxf2 Nx f2 49. Kxf2, and wins.

36. Rc6 (of course not 36. a5? g4 37. a6? Ng5 38. a7 Nf3+ 39. Kf1 g3, and wins) 36...g4 Not the most obvious move.

In the sharp variation we are already familiar with, 36...Rd1+ 37. Kg2 Rd2+ 38. Kg1 Ng3+ 39. Kf1 Nxe3 40. Kg1 Rd1+ 41. Kf1 Rd2+ 42. Kf1 Ng3+ 43. Ke1 Re2+ 44. Kd1 Rxe3, Black loses: 41. a5 f4 42. a6 f3 43. Rxe6+! Rxe6 44. Rxe6+ Kxe6 45. Ke1. Yet the following continuation of Inarkiev's is interesting: 36...f4?! 37. Rxe6+ Kf5. The trade of pawns by 38. ef only leads to a draw: 39. Be8 Rd1+ 40. Kg2 Rd2+ 41. Kg1 Rd1+ 42. Ke2 Rd2+ 43. Ke1 Rd3 44. a5 Rd2+ 45. Kd1 Rxe3 46. Kc1 Kg4 47. Kd1 f4 =, or 39. a5 f4 40. Kf1 Rd1+ 41. Ke2 Rd2+ 42. Kf1 Rd3 43. a6 Rd2+ 44. Kf2 Ra1 45. b4 Ra2+ 46. Kf3 Rg2+ 47. Kg4 f3 48. Kg5 f2+ 49. Kf6 Kg3 50. Ke7 Kf3 =. But after the immediate 38. Rc6, there seems to be no salvation: 38...f3 39. Rb5+; or 38...f4 39. Kf5 Kg3 40. Kg4 Rd1, or 38...Rd1+ 39. Kg2 Re1+ 40. Kf1 Kg3 41. Kf2 Rd1+ 42. Kf1 Rg2+ 43. Kf2 Kg3 44. Kf3 Kf2 =.

Fischer erroneously claims that *Black holds on.* Let's continue: 39. Rhg6+ (39. ef+ Kxf4 40. Kg1 Rd1+ 41. Ke2 Rd2+ 42. Ke1 Rd3 43. Rh2!=? is probably also enough to win) 39...Kf5 (39...Kh4 40. ef Kf3 41. Rh3+ Kxe4 42. Rg8 changes nothing) 40. ef Kxf4, and now White wins either by 41. Rg8 Ng5 42. Rh4+ Kf3 (42...Kg3 43. Kf1) 43. Rb3+ Kf4 44. Rf8+ Ke4 45. Kf1 Ng3 46. Rb4+, or by 41. a5 Ng5 42. Rb6+! (but not 42. Rb4+ Kf5 43. Rxe5+ Kxe5 44. Rb3 Rd6!=, or 44. a6 Rd1+ 45. Kf2 Ra1 46. Rb6 Ke4=) 42...Kf5 43. a6 Nf3+ 44. Kf1.

37. Rxe6+ Kg5 38. Rh6 (Kasparov claims 38. Rb5! wins) 38...f4!

doesn't throw away the win, either.

33...Rd8-d3 34. Ra6xb6

*If 34. Kf3 Rb3, and Black has a great game.*

34...Rd3xe3 35. a4-a5 f5-f4

36. Rc2-f2?

*In time-pressure, Reshevsky probably overlooked that Black's rook could get back in time to stop the a-pawn. Now, even the draw is problematic.*

Fischer thinks that White should have taken the drawing line 36. a6 f3+ 37. Kf1 (37. Kh2? Re2+) 37...Rd3! 39. Kf1 Re3+ 39. Kf1 Rd3,
and 40. Kg1 Rd1+ 41. Kh2 f2 42. Rxf2+ Nxf2 43. Rb3 (43. a7 Ra1) 43...Rd7 44. Rf3+ Kg7 45. Rxf2 Ra7 = is useless.

However, White was right to expect more from his position! The fine move 36. Rb4!! wins. White targets the enemy knight, preparing to exchange it at the right moment for his rook. For example, 36...f3+ (36...g5 37. hg+ hg 38. a6 g4 39. a7 wins) 37. Kf1 Kf5 (37...f2 38. Rxf2+ Nxf2 39. Kxf2 is hopeless for Black) 38. a6 Rd3 39. Rc1 Rd2 40. Rx4 Kxe4 41. a7 Rd8 42. b4 Ra8 43. Rc7! (on 43. Ra1?, Black's king gets to the queenside) 43...Rd8 44. b5, and White wins.

Fischer's notes to the remainder of the game appear error-free, so I will do very little interfering with his commentary the rest of the way.

36...Ne4xf2 37. Kg2xf2 Re3-e5! 38. b2-b4 Re5-e3!

This maneuver allows the Black rook to get behind the passed pawn.

39. a5-a6 Re3-a3

Now the White pawns are stymied. In order to get them moving again, White will have to play b5, Rb7, a7, b6, etc. But a half-dozen moves is a whole lifetime in chess.

40. Rb6-c6?

The last move before the time-control loses. His best chance was 40. b5, intending Rb8 and b6 (giving up the a6-pawn), followed, in some lines, by b6-b7. In that event, the game would have ended in a draw. Here's an approximate line: 40...g5 41. hg+ hg 42. Rb8! g4 43. b6 g3+

40...g6-g5 41. h4xg5+ h6xg5 42. b4-b5 g5-g4 43. Rc6-e8

As Fischer pointed out, 43. Rc1 (with the idea Rb1) isn't enough to save White after 43...g3+ 44. Kg1 (44. Kg2 Ra2+ 45. Kf3 Kf5) 44...Ra2! 45. Rb1 (if 45. b6 Rx6 46. Rb1 Ra8 47. b7 Rb8 48. Kg2 e5 49. Kf3 Ke6, with an easy win - Dvoretsky) 45...f3 46. b6 Rg2+ 47. Kf1 Rh2! 48. Ke1 Rh1+ 49. Kd2 Rxb1 50. a7 f2 51. a8Q f1Q, and Black wins, since White has no perpetual check.

43...Kf6-f5 44. b5-b6 g4-g3+ 45. Kf2-e1

Reshevsky would rather see the pawns advance than get mated after 45. Kg2 Ra2+ 46. Kg1 f3, etc.

45...Ra3-a1+ 46. Ke1-e2 g3-g2 47. Rc8-f8+

Or 47. Rg8 Rx6 48. b7 (48. Rxa2 Rxb6) 48...Rb6, with a decisive advantage to Black.

47...Kf5-e4 48. Rf8xf4+ Ke4xf4 49. b6-b7

49...g2-g1Q
Hasty play, which fortunately doesn't blow the win. As Isaac Kashdan noted after the game, 49...Ke4! would have won immediately. For example, 50. b8Q Ra2+ 51. Ke1 g1Q mate. "What will the Russians say, when they see this match?" he asked, smiling ironically.

50. b7-b8Q+ Kf6-f5 51. Qb8-f8+ Kf5-e4 52. Qf8-a8+

White has no perpetual. Fischer gives the variation 52. Qf3+ Ke5 53. Qc3+ (53. Qh5+ Kd6) 53...Qd4 54. Qg3+ Kd5 55. Qf3+ Qe4+.

52...Ke4-d4 53. Qa8-d8+

More stubborn than 53. Qh8+ Ke4 54. Qc8+ Qe5 55. Qxe6+ Kb4 56. Qe4+ Qe4+.

53...Kd4-c4 54. Qd8-d3+ Kc4-e5 55. Qd3-c3+ Kc5-d6 56. Qc3-d2+ Kd6-e5 57. Qd2-b2+ Ke5-f5

White resigned, in view of 58. Qb5+ Kf6 59. Qb2+ e5.

It is just this kind of game, in which both players "go for the throat," which becomes the sort of event that is still interesting to look at half a century later!