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D97

1956

A 13-year-old Bobby Fischer produces one of the best games in history. Let's go see it. **1.♟f3 ♞f6 2.c4 g6 3.♞c3 ♟g7 4.d4 0-0 5.♟f4 d5!** The active and dynamic Gruenfeld defense! A defense of pure counterattack. **6.♞b3!?** The Russian variant! White almost forces black to capture on c4, but in return his queen is exposed. **6...dxc4 7.♞xc4 c6 8.e4 ♞bd7** A Fischer improvisation, which must not be the best move in this particular position.

[8...♟g4!?

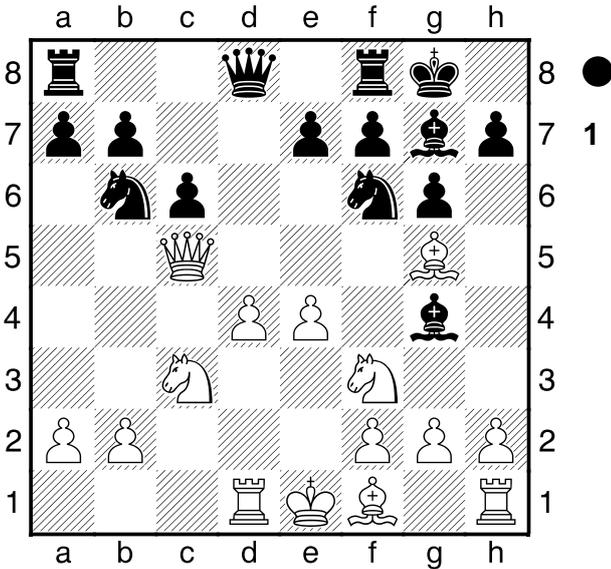
[8...b5! It was discovered later, and it must be the strongest. 9.♞b3 ♞a5 Δ b4/ 10.♟d3 ♟e6 11.♞d1 c5!?

9.♟d1 ♞b6! 10.♞c5?! The queen is very active, but is somewhat exposed in this position.

[Δ10.♞b3 ♟e6 11.♞c2 ♞h5 12.♟e3 ♞c7±]

10...♟g4 11.♟g5?

[Δ11.♟e2 ♞fd7 12.♞a3 ♟xf3 13.♟xf3 e5 14.dxe5 ♞e8 15.♟e2 ♞xe5 16.0-0± Flear,G-Morris,P/Dublin/ 1991/1:0/46/And white has an advantage in the middle and a good pair of bishops.]



The only clear mistake the white player makes in this game. An already developed piece is moved again, and this slows down the development of white very severely. But to take advantage of that as Fischer does requires a great deal of imagination. **11...♞a4!!** Surprising and unexpected! Black has to attack before White can complete his development and get in, because in that case he would have a good centre, which would give him an advantage. **12.♞a3** Surprisingly, the knight cannot be captured unharmed.

[12.♞xa4? ♞xe4 13.♞c1 (13.♞xe7 ♞a5+ 14.b4 ♞xa4 15.♞xe4 ♞fe8 16.♟e7 ♟xf3 17.gxf3 ♟f8--) 13...♞a5+ 14.♞c3 ♟xf3 15.gxf3 ♞xg5±]

12...♞xc3 13.bxc3 ♞xe4 14.♟xe7 ♞b6± Black poses

threats, and white is two moves away from castling, which will seem eternal. **15.♟c4**

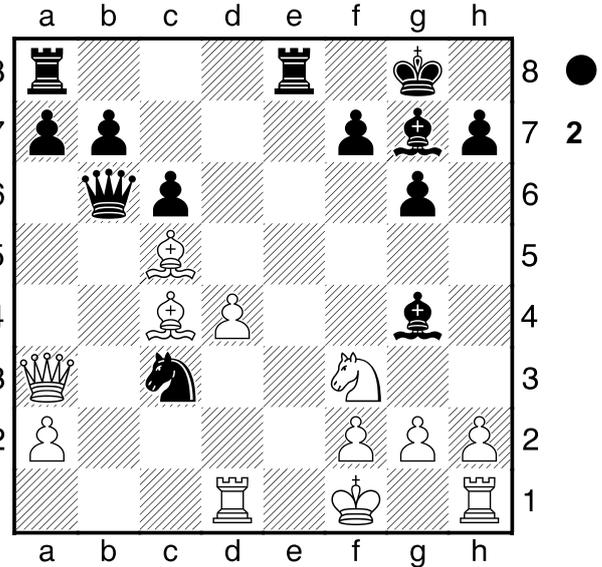
[15.♟xf8 ♟xf8 16.♞b3 ♞xc3!±]

15...♞xc3! Another sledgehammer! Not a moment's respite is granted to white, so that he can't castle himself. **16.♟c5**

[16.♞xc3 ♞fe8 17.♟xf7+ (17.♞e3 ♞c7--)

17...♟xf7 18.♞g5+ ♟xe7 19.0-0 ♟xd1 20.♞xd1 ♞b5--]

16...♞fe8+ 17.♟f1



♟e6!! The finishing touch to this marvel. White perishes in a very original way. FOR THIS MOVE THE GAME PASSED INTO IMMORTALITY. Unexpectedly, black delivers his queen with great originality.

[17...♞b5? 18.♟xf7+! ♟xf7 (18...♟h8 19.♟xb6 ♞xa3 20.♟xe8±) 19.♞b3+ ♟e6 20.♞g5++-]

18.♟xb6 He captures the queen, but he enters a "discovery mill"

[18.♟xe6 ♞b5+ Iniciando el famoso "mate de la coz" 19.♟g1 ♞e2+ 20.♟f1 ♞g3+ 21.♟g1 ♞f1+! 22.♞xf1 ♞e2#]

[18.♞xc3 no sirve ♞xc5! 19.dxc5 ♟xc3 20.♟xe6 ♞xe6--]

[18.♟d3 ♞b5±]

18...♟xc4+ 19.♟g1 ♞e2+ 20.♟f1 ♞xd4+ 21.♟g1

[21.♟d3 axb6 22.♞c3 ♞xf3--]

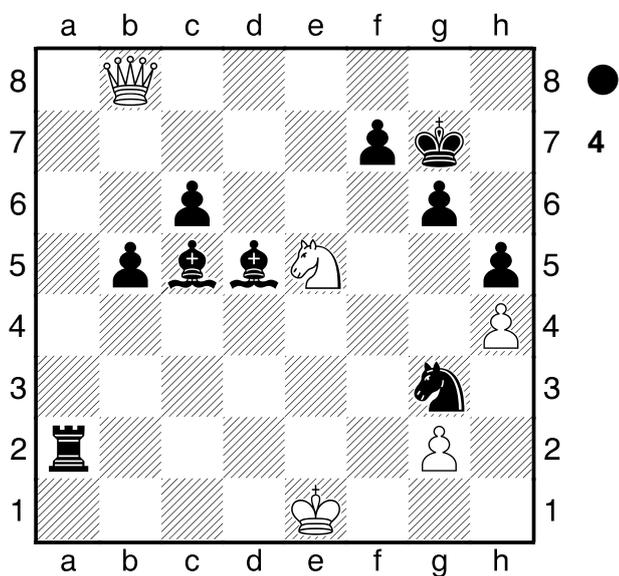
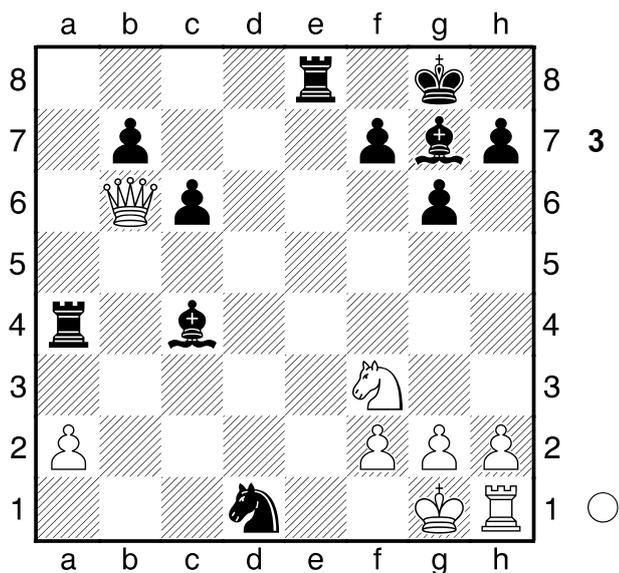
21...♞e2+ 22.♟f1 ♞c3+ 23.♟g1 axb6 24.♞b4 ♞a4!

An intermediate in the "uncovering mill" that will be decisive. **25.♞xb6 ♞xd1--**

(Diagrama 3)

As a product of Fischer's well-calculated combination, black has many pieces for the queen, and the king perfectly safe. White continues to play the game of despair. **26.h3 ♞xa2 27.♟h2 ♞xf2 28.♞e1 ♞xe1 29.♞d8+ ♟f8 30.♞xe1 ♟d5** The black pieces match perfectly, and your king is safe. The material in exchange for the white queen is overwhelming. **31.♞f3 ♞e4 32.♞b8 b5 33.h4 h5 34.♞e5 ♟g7 35.♟g1 ♟c5+ 36.♟f1 ♞g3+ 37.♟e1**

(Diagrama 4)



BLACK PLAYS AND GIVES MATE IN 5 MOVES. Solve it, please. 37...♖b4+! 38.♔d1 ♗b3+ 39.♔c1 ♜e2+ 40.♔b1 ♜c3+ 41.♔c1 ♝c2# A wonderful creative game, made at the early age of 13! This game is considered to be the most brilliant of Fischer's career. 0-1