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Anand vs Topalov 2010

An Amateur's View of the World Chess Championship Final

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UMESH P. N.

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# Preface

Every time a world chess championship concludes, we see a flurry of books and web pages with annotations, computer analysis and background information. Most of them are written by grandmasters and very strong players. Some contain detailed analysis and some have only superficial comments.

While in-depth reports from grandmasters who attended the championship in person (like RAYMOND KEENE's book on KARPOV–KORCHNOI and KARPOV–KASPAROV matches) are valuable with anecdotes, psychological notes and insider information, I always felt that a grandmaster is an overkill to annotate world championship games. Even an amateur player, with sufficient theoretical knowledge and patience, can analyze and annotate a grandmaster game. That is the motivation behind this book.

In 2008, I published a Malayalam blog post with a brief analysis of the ANAND–KRAMNIK match. While the 2010 match was in progress, I had discussed the games with a few of my friends using Google buzz. Some people found my analysis good and suggested to compile that effort as book. This is the result of that work.

Even though I was never better than a state-level player in India and class A level (USCF rating 1800-2000) in the United states, I believe my 18 years of over-the-board tournament experience and 7 years of correspondence chess experience make me qualified to understand the games between ANAND and TOPALOV in the world championship match 2010.

I hope this book will be useful to chess lovers. Please let me know your comments about this book.

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Notation	
Symbol	Meaning
+	Check
#	Checkmate
!	Good move
!!	Excellent move
?	Bad move
??	Blunder
!?	Interesting move
?!	Dubious move
±	White is slightly better
∓	Black is slightly better
±	White is clearly better
∓	Black is clearly better
+−	White has a decisive advantage
−+	Black has a decisive advantage
=	Even position
∞	Unclear position

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# Chapter 1

## Prologue

### 1.1 World chess championship - A short history

Until the end of the nineteenth century, chess matches were done like gladiator fights or cowboy duals. Strong players trotted the globe, challenging other players for big prize money and thus creating legends about their playing skills. It was hard to determine who the best player was.

The first world chess championship in its modern form was conducted in 1886<sup>1</sup>, when WILHELM STEINITZ became the first official world champion after defeating JOHANN ZUKERTORT in a match<sup>2</sup>. WILHELM STEINITZ (1886–1894), EMMANUEL LASKER (1894–1921), JOSÉ RAÚL CAPABLANCA (1921–'27), ALEXANDER ALEKHINE (1927–'35, 1937–'46) and MAX EUWE (1935–'37) were the world champions until the death of Alekhine in 1946.

These matches were not much different from gladiator fights and cowboy duals. The reigning champion dictated the rules and the prize money. The challenger had to raise funds and defeat the champion in the match the rules of which was fixed by the champion.<sup>3</sup> Because of this, many strong players of that time could never challenge the title.

After the death of ALEXANDER ALEKHINE in 1946, International Chess Federation (FIDE) was formed and world championship matches and tournaments were conducted by them, giving a fair chance to all chess players in the world. In 1948, the world champion was determined by a tournament<sup>4</sup> and MIKHAIL

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<sup>1</sup>Some people believe the first World Chess Championship match was between WILHELM STEINITZ and ADOLF ANDERSSON, which Steinitz won +8-6=0.

<sup>2</sup>ZUKERTORT(22/26) and STEINITZ (19/26) won the first and second places in 1883 London Chess tournament, so they were considered as the strongest players in the world.

<sup>3</sup>EMMANUEL LASKER once came up with a rule that the challenger has to beat him with a margin of two points to claim the title!

<sup>4</sup>Later in the first decade of the twentieth century, VESELIN TOPALOV and VISWANATHAN ANAND became world champions through tournaments. All other world championships were conducted as a match between the existing champion and the challenger, the only exception being ANATOLY KARPOV becoming World champion in 1975 because BOBBY FISCHER refused to defend his title.

BOTVINNIK became world champion. Botvinnik (1948–57, 1958–’60, 1961–’63), VASSILY SMYSLOV (1957–’58), MIKHAIL TAL (1960–’61), TIGRAN PETROSIAN (1963–’69), BORIS SPASSKY (1969–’72) and BOBBY FISCHER (1972–’75) became the world champions in the next quarter century.

World championship matches generally consisted of  $2n$  games, with the first player scoring  $n\frac{1}{2}$  being the winner. If the match tied at  $n-n$ , the existing champion would retain the title.<sup>5</sup> In 1975, FIDE changed this rule in favor of an unlimited number of games where the first player who scores 6 wins would be declared as the winner. BOBBY FISCHER didn’t agree with this new rule and ANATOLY KARPOV became the World champion by forfeit in 1975.

KARPOV defended his title until 1985. In 1984, a match with GARRY KASPAROV revealed the problem with the system: They played 48 games (KARPOV won 5, KASPAROV 3, and 40 games were drawn.) and the match was unfinished. FIDE canceled that match and reintroduced the “best of  $2n$ ” rule. KASPAROV won the match in 1985 and held it till 1993.

In 1993, several players, including KASPAROV, split from FIDE and started a parallel organization called *Professional Chess Association* and conducted their own world championships. KASPAROV (1993–2000) and VLADIMIR KRAMNIK (2000–’06) were the PCA world champions. At the same time, FIDE continued with their championships, and KARPOV (1993–’99), ALEXANDER KHALIFMAN (1999–2000), VISWANATHAN ANAND (2000–’02), RUSLAN PONOMARIOV (2002–’04), RUSTAM KASIMDZHANOV (2004–’06) and VESELIN TOPALOV (2005–2006) became FIDE World champions.

When FIDE and PCA were reunified, their champions – KRAMNIK and TOPALOV – played a match and KRAMNIK became the World Champion.

In 2007, World Championship was conducted as a tournament, and ANAND became the world champion. Subsequently, the match system with  $n = 6$  was reintroduced, and ANAND has defended his title since then.

## 1.2 World Chess Championship 2010

The World Championship 2010 match was held between VISWANATHAN ANAND (India) and VESELIN TOPALOV (Bulgaria) at Sofia, Bulgaria.

### 1.2.1 Anand’s adventurous journey to Sofia

TOPALOV had the *home game* advantage, because the match was conducted in his home country, but the home game advantage is not that significant in chess, other than the fact that TOPALOV didn’t have to travel to the venue.

Under regular circumstances, traveling from one European country to another is not a big deal these days. But that was not the case during this championship.

On April 15, ANAND took a flight from Madrid, Spain, where he resides, to Sofia, Bulgaria, where the match would start six days later. The flight landed

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<sup>5</sup> $n$  was typically 12. 6 and 3 also were used in qualifying rounds of the championship.



at Frankfurt, Germany, for its scheduled stopover, but could not resume the journey because of the volcano eruption in Iceland. Since all European flights were canceled, it was difficult to get alternate transportation by road either. ANAND requested a three-day postponement of the match, which was refused.

All trains were booked, and rental cars were not easily available. Finally, the team managed to get a rental car and two expert drivers, but there was another problem: ANAND needed a visa to pass through Serbia on the way, and it was not possible to get it at such a short notice, so they had to take a route via Austria, Hungary and Romania. They crossed around 1800 kilometers, through traffic jams in Budapest, bad roads in Romania and even a ferry at the Romania-Bulgaria border. In two days they reached Sofia on April 20. The games were postponed by a day and ANAND got some rest before the first game.

Earlier, there was a suggestion to conduct half of the match in India, but that didn't work out. TOPALOV had criticized ANAND for not trying for conducting a part in India.

### 1.2.2 The *no-draws* policy

TOPALOV declared a “no draws” policy in the match, following the Mtel Masters Tournament conducted in Sofia. According to that

1. The players should not offer draw to the opponent; instead, they will contact the chief arbiter.
2. A draw can be offered only in the following circumstances:
  - (a) A triple repetition of position.
  - (b) A perpetual check.
  - (c) A theoretically drawn position.

These rules are enforced in Mtel Masters Tournament to minimize draws and encourage fighting chess.

ANAND made it clear he was not obliged to follow the “Sofia rule”; instead he wanted to follow FIDE official rules. TOPALOV declared he would stick to this rule and would not offer ANAND a draw or will agree to a draw if ANAND offered one.

Definitely, this gave a new dimension to the match. For a detailed discussion, check Section 3.1 (Page 65), “The results”.

## 1.3 The players

### 1.3.1 Anand

VISWANATHAN ANAND is the current undisputed world chess champion and one of the strongest chess player of our times. He is the only player who has won the world championship in three different formats – match, knockout and tournament.

Born on December 11, 1969, ANAND was the strongest player in India since early eighties. He became an International Master in 1984 (age 15) and Grandmaster in 1988 (age 18). He became the Indian national sub-junior champion in 1983 (age 14), Indian National champion in 1986 (age 16) and World Junior champion in 1987 (age 17). He was one of the fastest players in the world from early days.

By the end of the eighties, ANAND had already become one of the strongest players in the World, winning tournaments ahead of many strong players. In 1991, he won the tournament in Reggio Emilia ahead of KARPOV and KASPAROV.

ANAND's fight for the world title started in 1993, when he qualified for the candidate cycle. He lost to Anatoly KARPOV in 1993 quarter-finals and to GATA KAMSKY in 1995 quarter finals. In 1995, he won the candidates final in the PCA world championship and took part in his first World championship match, losing to the then world champion GARRY KASPAROV. He was the challenger of the FIDE world championship in 1998, drawing the match with KARPOV but losing the tie-break.

ANAND became the FIDE World champion in 2000. He became the world champion in 2007, this time through a tournament. In 2008, he defended the title against the former FIDE world champion VLADIMIR KRAMNIK.

ANAND is one of the five players who crossed the elo rating 2800 ever since the elo system was introduced in 1971. He was #1 in the FIDE rating list for 15 months.

ANAND is an expert in using computers for his preparations, and is considered as the strongest player in *Advanced chess*, where players can consult a computer for analysis during the game.

ANAND has won the Chess Oscar Award six times – 1997, 1998, 2003, 2004, 2007 and 2009.

### 1.3.2 Topalov

VESELIN TOPALOV is one of the strongest chess Grandmasters in the world. He is the second highest rated player as of May 2010, behind MAGNUS CARLSEN and ahead of the World champion VISWANATHAN ANAND and former world champion VLADIMIR KRAMNIK.

Born on March 15, 1975, TOPALOV showed exceptional talent in chess as a small child. He won the World under-14 Championship in 1989 and World under-16 Championship in 1990. He became a Grandmaster in 1992 (age 17). In the second half of the nineties, he won several tournaments ahead of famous players like KASPAROV, KARPOV, ANAND, KRAMNIK.

TOPALOV has been in the World Championship candidate cycle since 1999. He lost the FIDE (Classical) candidates' final to PETER LEKO in 2002.

TOPALOV became the FIDE (classical) World chess champion by winning a tournament in 2005. Later, when FIDE and PCA were reunified, he lost to VLADIMIR KRAMNIK in the match to decide the *undisputed* world champion.

TOPALOV is one of the five players who crossed the elo rating 2800 ever since the elo system was introduced in 1971. He was #1 in the FIDE rating list for 27 months. His highest rating, 2813, is the second highest<sup>6</sup> ever achieved by a chess player.

TOPALOV won the Chess Oscar Award in 2005.

### 1.3.3 Comparison

ANAND and TOPALOV are equally strong, and it was hard to determine a favorite before the match.

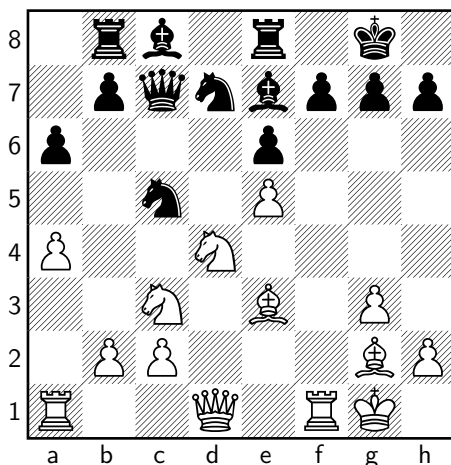
ANAND is the current world champion, has more experience and a proven track record, and has won a World Championship match over VLADIMIR KRAMNIK, to whom TOPALOV lost the previous World Championship match. On the other hand, TOPALOV has 18 more elo points than ANAND in the FIDE rating system, and his recent tournament victories have been spectacular.

It is very rare that two people of the same style and strength meet at the World Championship. CAPABLANCA and ALEKHINE were of different styles, and so were SPASSKY and PETROSIAN, as well as KARPOV and KASPAROV. Here, both are very fast, aggressive players with encyclopedia-like knowledge of opening and end game theory and superb tactical skills.

The following game demonstrates ANAND's aggressive style.

ANAND, V. – SOKOLOV, I.  
Bruxels: S.W.I.F.T. 92: 1992  
B43: Sicilian, Kan, 5. Nc3

1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 a6 5 ♘c3 d6 6 a4 ♘f6 7 ♙e2 ♘bd7  
8 O-O ♘c5 9 ♙f3 ♙e7 10 g3 O-O 11 ♙g2 ♖c7 12 ♙e3 ♗b8 13 f4 ♗e8  
14 e5 dxe5 15 fxe5 ♘fd7



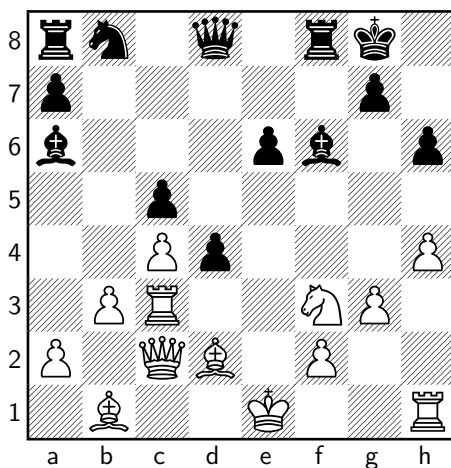
<sup>6</sup>The highest rating – 2849 – was achieved by Garry KASPAROV in 2000.

16 ♖xf7! ♜xf7 17 ♞h5+ ♜f8 18 ♖f1+ ♜f6 19 exf6 ♙xf6 20 ♜db5!  
 a×b5 21 ♜xb5 ♞d7 22 ♞×h7 ♞e7 23 ♖xf6+! ♞xf6 24 ♙xc5+ ♖e7 25  
 ♞h8+ ♜f7 26 ♜d6+ 1–0

The following game demonstrates TOPALOV's aggressive style.

TOPALOV, V.– PONOMARIOV, R.  
 Sofia BUL: Mtel Masters: 2005.05.21  
 E15: Queen's Indian 4.g3

1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 g3 ♙a6 5 b3 ♙b4+ 6 ♙d2 ♙e7 7 ♜c3 O-O  
 8 ♖c1 c6 9 e4 d5 10 e5 ♜e4 11 ♙d3 ♜xc3 12 ♖xc3 c5 13 dxc5 bxc5 14  
 h4 h6 15 ♙b1 f5 16 exf6 ♙xf6 17 ♞c2 d4



18 ♜g5!! hxg5 19 hxg5 dxc3 20 ♙f4 ♜f7 21 ♞g6+ ♜e7 22 gxh6+  
 ♖xf6 23 ♞xg7+ ♖f7 24 ♙g5+ ♜d6 25 ♞xf7 ♞xg5 26 ♖h7 ♞e5+ 27 ♜f1  
 ♜c6 28 ♞e8+ ♜b6 29 ♞d8+ ♜c6 30 ♙e4+ 1–0

### 1.3.4 Previous encounters

According to <http://www.anand-topalov.com>, ANAND and TOPALOV have played 44 games in the classic chess (normal time limits and rules), among which ANAND won 10, TOPALOV won 11 and 23 games were drawn.<sup>7</sup> Thus TOPALOV has a slight edge in previous history.<sup>8</sup>

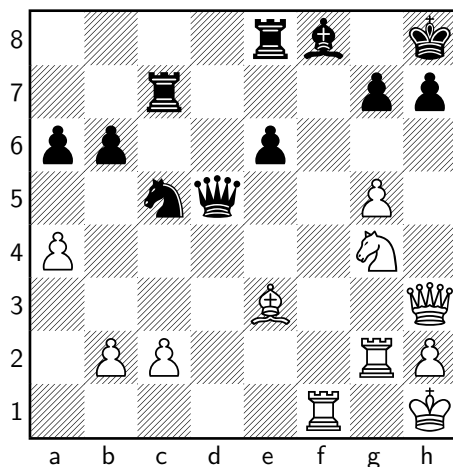
The following is one of the earliest games between ANAND and TOPALOV, which ANAND won.

<sup>7</sup>According to <http://www.chessbase.com>, ANAND has an edge with 23 wins, 14 losses and 49 draws prior to the match, but this includes rapid and blindfold games.

<sup>8</sup>In the match, ANAND won 3 games, TOPALOV won 2, and 7 games were drawn, making their score perfectly level: 13 wins each and 30 draws.

ANAND, V.– TOPALOV, V.  
 Dortmund GER: Dortmund (Cat 18): 1996  
 B46: Sicilian, Taimanov

1 e4 c5 2 ♘f3 e6 3 ♗c3 a6 4 d4 cxd4 5 ♗xd4 ♗c6 6 ♖e2 d6 7 O-O ♗f6  
 8 ♙e3 ♙e7 9 f4 O-O 10 a4 ♖c7 11 ♔h1 ♚e8 12 ♙f3 ♗a5 13 g4 ♗d7  
 14 ♙g2 ♙f8 15 ♖e1 b6 16 ♚d1 ♙b7 17 ♖h4 ♗c6 18 ♗de2 ♗b4 19 ♚d2  
 ♖d8 20 g5 f6 21 ♗d4 fxg5 22 fxg5 ♗c6 23 ♚df2 ♚c8 24 ♗ce2 ♗c5 25  
 ♗xc6 ♙xc6 26 ♗d4 ♙d7 27 e5 dxe5 28 ♗f3 ♙c6 29 ♗xe5 ♙xg2+ 30  
 ♚xg2 ♚c7 31 ♗g4 ♔h8 32 ♖h3 ♖d5

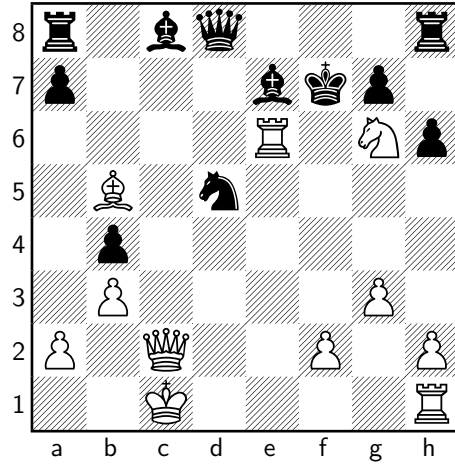


33 g6 h6 34 ♙xh6 gxh6 35 g7 ♙xg7 36 ♗xh6 ♖xg2+ 37 ♖xg2 ♙xh6  
 38 ♖g6 1–0

The following game is pretty recent, played in the same city as the current match. TOPALOV shows exceptional technique in winning this game.

TOPALOV, V.– ANAND, V.  
 Sofia BUL: Mtel Masters: 2005.05.21  
 D87: Queen's Indian 4.g3

1 d4 ♗f6 2 c4 e6 3 ♗f3 b6 4 g3 ♙a6 5 b3 ♙b4+ 6 ♙d2 ♙e7 7 ♗c3 c6  
 8 e4 d5 9 ♖c2 dxe4 10 ♗xe4 ♙b7 11 ♗eg5 c5 12 d5 exd5 13 cxd5 h6  
 14 ♗xf7 ♔xf7 15 O-O-O ♙d6 16 ♗h4 ♙c8 17 ♚e1 ♗a6 18 ♚e6 ♗b4 19  
 ♙xb4 cxb4 20 ♙c4 b5 21 ♙xb5 ♙e7 22 ♗g6 ♗xd5



23 ♖xe7+ ♜xe7 24 ♙c4+ ♜f6 25 ♜xh8 ♞d4 26 ♞d1 ♞a1+ 27 ♜d2  
 ♞d4+ 28 ♜e1 ♞e5+ 29 ♞e2 ♞xe2+ 30 ♜xe2 ♜f5 31 ♜f7 a5 32 g4 ♜h4  
 33 h3 ♞a7 34 ♞d6+ ♜e7 35 ♞b6 ♞c7 36 ♜e5 ♜g2 37 ♜g6+ ♜d8 38 ♜f1  
 ♙b7 39 ♞xb7 ♞xb7 40 ♜xg2 ♞d7 41 ♜f8 ♞d2 42 ♜e6+ ♜e7 43 ♜xg7  
 ♞xa2 44 ♜f5+ ♜f6 45 ♜xh6 ♞c2 46 ♙f7 ♞c3 47 f4 a4 48 bxa4 b3 49  
 g5+ ♜g7 50 f5 b2 51 f6+ ♜h7 52 ♜f5 1-0

## Chapter 2

# The games

The time control for the match was as follows:

**Moves 1–40:** Total 120 minutes per player.

**Moves 41–60:** Total 60 minutes per player and any leftover time from the first 40 moves.

**Rest of the game:** Any leftover from the first 60 moves + 15 minutes per player till the end of the game + half minute for each move made after move 60.

The games were played from April 24 to May 11. It was a 12-game match, and the first person scoring  $6\frac{1}{2}$  would be the winner. After 6 games, the colors would be reversed, i.e., the player who got White in Game 1 would have Black in Game 7.

If the score tied at 6 – 6, there would be the following tie break matches after a fresh draw of colors, until the winner is decided.

1. 4 games, 25 minutes per player for the entire game + 10 seconds per move. The first one to score  $2\frac{1}{2}$  will be the winner. If the match ties at 2–2, next round will be played.
2. 2 games, 5 minutes per player for the entire game + 3 seconds per move. The first one to score  $1\frac{1}{2}$  will be the winner. If the match ties at 1–1, next round will be played.
3. 2 games, 5 minutes per player for the entire game + 3 seconds per move. The first one to score  $1\frac{1}{2}$  will be the winner. If the match ties at 1–1, next round will be played.
4. 2 games, 5 minutes per player for the entire game + 3 seconds per move. The first one to score  $1\frac{1}{2}$  will be the winner. If the match ties at 1–1, next round will be played.

5. 2 games, 5 minutes per player for the entire game + 3 seconds per move. The first one to score  $1\frac{1}{2}$  will be the winner. If the match ties at 1-1, next round will be played.
6. 2 games, 5 minutes per player for the entire game + 3 seconds per move. The first one to score  $1\frac{1}{2}$  will be the winner. If the match ties at 1-1, next round will be played.
7. A sudden death game, with White having 5 minutes and Black having 4 minutes for the entire game. The players will get 3 seconds for each move made after move 60. The winner is the winner of the match. If the game ends in a draw, Black is the winner. The player who wins the drawing of lots can choose the color.



## 2.1 Game One: Topalov, V. – Anand, V. (1–0)

○ TOPALOV, V. 2805 Sofia BUL: WCh  
 ● ANAND, V. 2787 2010.04.24

D87: Grünfeld, Exchange, Spassky

*The “no draw” rule in Sofia would definitely improve the fighting spirit, but nobody expected that the world champion would lose in less than forty moves in the very first game. That is exactly what happened.*

*Even though most world championship matches start with a few draws, it is not very unusual that the first game draws blood. In two occasions – Bronstein against Botvinnik in 1951 match (ended in 12-12, Botvinnik retained the crown) and Tal against Botvinnik in the 1960 match –, the challenger has won the first game.*

*Th players played a rare line of Grünfeld defense, playing at lightning speed till move 23. TOPALOV managed to get a strong attack, and ANAND made a mistake on the 23<sup>rd</sup> move, which TOPALOV materialized.*

1      d4      ♖f6  
 2      c4      g6  
 3      ♗c3      d5

Other popular ways to deal with this defence are the Smyslov System (4. ♗f3 ♗g7 5. ♖b3 ), the Stockholm variation (4. ♗g5 , Russian variation(4. ♖b3 ) and the 4. ♗f4 system (4. ♗f4 ♗g7 5. e3 ).

Grünfeld Defence, first employed by ERNST GRÜNFELD in 1922 to defeat ALEKHINE, was one of the earliest openings in the hypermodern school.<sup>1</sup> Many eminent players including SMYSLOV, FISCHER, KORCHNOI, KASPAROV and ANAND have successfully employed it in tournaments and matches.

5      ...      ♗xc3  
 6      bxc3      ♗g7  
 7      ♗c4

The classical exchange variation, where the King-knight will be developed to e2 instead of f3, so that ...♗g4 can be met by f3, and the ♗ provides extra support to c3. The modern treatment continues with 7. ♗f3 c5 8. ♗e2.

4      cxd5      ♗xd5  
 5      e4

The exchange variation os the Grünfeld.

<sup>1</sup>The *classical* chess theory, along with open lines and piece development, gave lot of importance in *pawn center*. A massive pawn center was considered to be an asset. *Hypermodern* theory, popularized by RICHARD RÉTI, ARON NIMZOWITSCH and others, allows the opponent to build a massive pawn center, then attack them by pieces from a distance, assisted by later pawn moves that undermine opponent’s pawn structure. Many of the hypermodern openings involve *fianchettoing* the bishop, i.e., putting the Bishop on the long diagonal, to exert pressure on the pawn center created by the opponent. King’s Indian defence, Réti opening, Pirc Defence are some other openings in this school.

7	...	c5
8	♘e2	♘c6
9	♙e3	O-O
10	O-O	♘a5

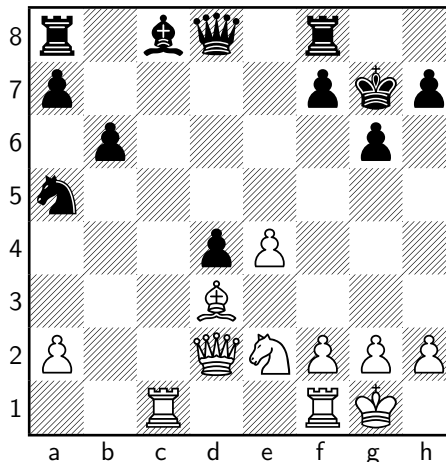
Another popular line is 10... ♙g4 11. f3 ♘a5 12. ♙d3 (KARPOV played 12. ♙x7+!? ♚xf7 13. f×g4 against KASPAROV several times in 1987 World championship final.) 12... ♙e6. In this line, TOPALOV has played the exchange sacrifice 13. d5 ♙xa1 14. ♚xa1 with success in the past.

ANAND repeated this opening in Game ten (Page 53) of this match, but perhaps due to the setback in this game, he deviated to 10... b6 .

11	♙d3	b6
12	♚d2	e5
13	♙h6	c×d4
14	♙×g7	♙×g7
15	c×d4	exd4
16	♚ac1	

The only game in which this move occurred before is KARJAKIN,S – CARLSEN, M 2008. TOPALOV himself played 16. f4 against KAMSKY in the World Championship candidates final, 2009, which ended in a draw after 16.f4 f6 17.e5 ♙d7 18.exf6+ ♚×f6 19.♘g3 ♙h8 20.f5 g×f5 21.♙×f5 ♙×f5 22.♚×f5 ♚d6 23.♚af1 ♘c6 24.♘e4 ♚e7 25.♚h6 ♚×f5 26.♚×f5 ♘e5 27.h3 ♘g6 28.♚h5 ♚g8 29.♘f6 ♚g7 30.♘×h7 ♚×h7 31.♚×g6 ♚e3+ 32.♙f1 ♚c1+ 33.♙f2 ♚d2+ 34.♙g3 ♚e3+ 35.♙h2  $\frac{1}{2} - \frac{1}{2}$  .

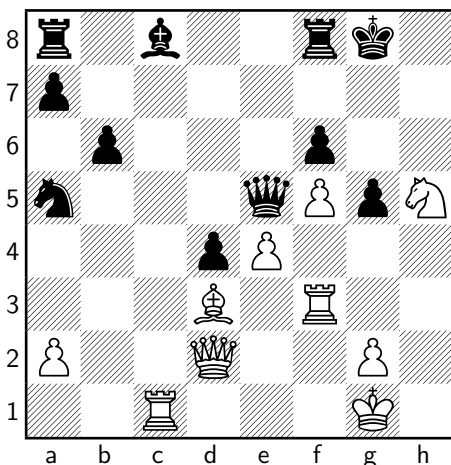
In addition to 16. f4 and 16. ♚ac1, ♚fd1 also was tried before.



16 ... ♚d6

Novelty. KARJAKIN,S – CARLSEN, M 2008 continued 16...♙b7 17.f4 ♚c8 18.♚xc8 ♚xc8 19.f5 ♘c6 20.♚f3 ♘e5 21.♚h3 ♚h8 22.f6+ ♙g8 23.♚h6 ♚f8 24.♚×f8+ ♙×f8 25.♘d4 ♙e8 26.♙b5+ ♙d8 27.♚c3 a6 28.♙a4 b5 29.♙b3 ♚e8  $\frac{1}{2} - \frac{1}{2}$

17	f4	f6
18	f5	♚e5
19	♘f4	g5
20	♘h5+	♙g8
21	h4	h6
22	h×g5	h×g5
23	♚f3	



White is preparing the knight sacrifice  
 24. ♖×f6 ♗×f6 25. e5 ♗×e5 26. ♗×g5+  
 ♕f7 (26... ♗g7 27. ♗f4 ♖△ 28. ♖g3) 27.  
 ♖h3, with a crushing attack.

Reports show that both the players were  
 playing at lightning speed until now,  
 and ANAND blunders. Was his computer  
 analysis faulty?

23 ... ♕f7??

The losing move. Possible were:

A) 23... ♕d7, and now the knight-sac  
 won't work, because Black can defend  
 with 27... ♖h8 in the previous varia-  
 tion.

B) 23... ♕b7, and now also the sac won't  
 work: 24. ♖×f6 ♗×f6 25. e5 ♗×e5  
 26. ♗×g5+ ♗g7! (26... ♕f7? 27. ♖h3  
 ♖h8?? 28. ♖c7+! ♗×c7 29. ♗g6+  
 checkmates.) 27. ♗×g7+ ♕×g7 28.  
 ♖g3+ ♕f7 29. ♖c7+ ♕e8 30. ♖gg7  
 with perpetual check.

Looks like ANAND has seen the threat of  
 the Knight-sac, but 23... ♕f7 was not  
 sufficient to refute it.

24 ♖×f6!

White is winning.

24 ... ♕×f6

After 24... ♗×f6 also, 25. ♖h3! is effec-  
 tive, e.g.,

A) 25... ♖h8 26. ♖×h8 ♗×h8 27. ♖c7+  
 ♕e8 (27... ♕f6 28. e5+ ♕×e5 29.  
 ♗e2+ mates.) 28. ♕b5+ ♕d8 29.  
 ♖f7, and Black cannot defend d4  
 and g5 simultaneously.

B) 25... ♕d7 26. ♖h7+ ♕e8 27. e5 wins.

25 ♖h3 ♖g8

25... ♕d7 is no better: 26. ♖h6+ ♕f7 27.  
 ♖h7+ ♕e8 28. ♗×g5 ♗f6 29. ♗g3 △ 30.  
 e5 +-.

26 ♖h6+ ♕f7

Here, and in other variations mentioned  
 here, B♕ cannot go to e7 due to ♗b4+.

27 ♖h7+ ♕e8

27... ♖g7 28. ♖×g7 ♕×g7 (28... ♗×g7 29.  
 ♖c7+) 29. ♗×g5+ ♕f8 30. ♗d8+ ♗e8  
 31. ♗×d4 +-.

28 ♖cc7



## 2.2 Game Two: Anand, V. – Topalov, V. (1–0)

○ ANAND, V. 2787 Sofia BUL: WCh  
 ● TOPALOV, V. 2805 2010.04.25

E04e: Catalan, Open

*A spectacular comeback by ANAND, leveling the score. ANAND played an interesting but risky novelty on the 15<sup>th</sup> move to snatch the initiative, and kept the advantage till the end of the game.*

1 d4 ♘f6  
 2 c4 e6  
 3 ♘f3 d5

8... ♖a7, intending ... b6 and ... ♗b7, is another popular continuation here.

Transposed to Queen's Gambit declined.

9 O-O O-O  
 10 ♗d2

4 g3

ANAND prefers a Catalan set up to a normal QGD played over and over in World Championships. It is understandable that ANAND chose this opening against TOPALOV, because KRAMNIK won two games in the 2006 World Championship against ITopalov out of three in which he played Catalan.

The most popular move in this position. In game six (Page 33), ANAND chose the less popular move 10. ♗g5. In addition to these moves, 10. e3, 10. ♘d3 and 10. ♖b3 also have been played.

10 ... ♘d5  
 11 ♖c1 ♘d7

Catalan, with a lot of similarity to the Réti Opening, is one of the *hypermodern* openings that got popular in the 1920s.

The most popular continuation. 11...b6, 11...♖f6 and 11...b5 are the other continuations.

4 ... dxc4  
 5 ♗g2

12 ♘d3 ♗a7

The Open Catalan. 5...c5 is the most popular continuation here. TOPALOV uses his favorite line.

5 ... a6  
 6 ♘e5 c5  
 7 ♘a3 cxd4  
 8 ♘axc4 ♗c5

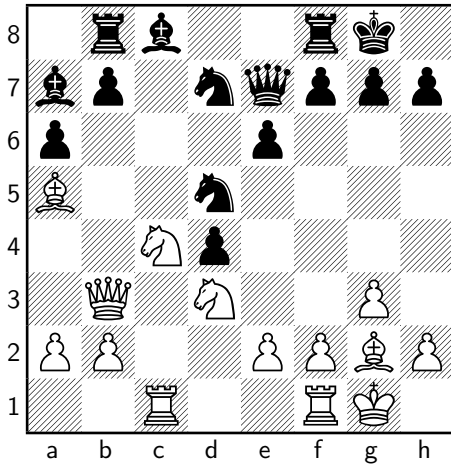
12...b6 is the other main continuation. 13.♖b3 ♖b8 14.♘ce5 ♗b7 15.♘xd7 ♖xd7 16.♖c4 ♘f6 17.♗xb7 ♖xb7 18.♖fc1 ♖d5 19.♗f4 ♘d7 20.♖a4 ♖xb3 21.axb3 a5 22.♖ac4 ♖a8 23.♗e5 ♘xe5 24.♘xe5 f6 25.♘d3 ♖aa7 26.f4 ♖f7 27.♖f2 ♖e7 28.♖f3 ♖d6 29.♖e4

$\text{♞c7}$  30.  $\text{♞4c2}$  h5 31.  $\text{♞c4}$   $\text{♞a8}$  32. b4 axb4  
 33.  $\text{♟xb4}$   $\text{♞a4}$  34.  $\text{♞d3}$   $\text{♞xc4}$  35.  $\text{♞xc4}$   
 f5+ 36.  $\text{♟f3}$  b5 37.  $\text{♞c1}$   $\text{♞b6}$  38.  $\text{♞a1}$   $\text{♞a7}$   
 39.  $\text{♞c1}$   $\text{♞c7}$  40.  $\text{♞a1}$   $\text{♞a7}$   $\frac{1}{2} - \frac{1}{2}$ , HEN-  
 RICHES, T – SCHLOSSER, P, Kaupthing  
 Open, 2007.

13  $\text{♞a5}$

VIDIT, S – VENKATESH, M, Common-  
 wealth Ch. 2008 continued 13.  $\text{♞a5}$   $\text{♞7f6}$   
 14.  $\text{♞b3}$   $\text{♞b8}$  15.  $\text{♞c2}$   $\text{♞d7}$  16.  $\text{♞fc1}$   $\text{♞b5}$   
 17. a4  $\text{♞xd3}$  18. exd3  $\text{♞e8}$  19.  $\text{♞c4}$   $\text{♞e7}$   $\frac{1}{2}$   
 –  $\frac{1}{2}$ .

13 ...  $\text{♞e7}$   
 14  $\text{♞b3}$   $\text{♞b8}$



15  $\text{♞a3!?$

A novelty, played after a long thought.  
 Previously, 15.  $\text{♞ce5}$  has been played,  
 but White obtained no advantage.

15 ...  $\text{♞xa3}$   
 16  $\text{bxa3!?$

Another surprise. ANAND is going for  
 isolated double pawns<sup>2</sup> on the a-file, hop-  
 ing some counter-play in the open files.  
 Now the pawn at d4 has potentially be-  
 come very dangerous.

16 ...  $\text{♞7f6}$

Black clears the d7 square for the  $\text{♞}$ ,  
 and protects the d5  $\text{♞}$  to avoid double  
 pawns by  $\text{♞xd5}$ . However, much better  
 will be 16...  $\text{♞c5}$ ! The weakened pawn  
 structure is not a problem, e.g., 17.  $\text{♞fd1}$   
 $\text{♞d7}$  18.  $\text{♞xc5}$   $\text{♞xc5}$  19.  $\text{♞xd5}$  exd5 20.  
 $\text{♞b6}$   $\text{♞xb6}$  21.  $\text{♞xb6}$   $\text{♞fe8}$  22.  $\text{♞d2}$   $\text{♞b5}$   
 23.  $\text{♟f1}$   $\text{♞e4}$  with initiative.

17  $\text{♞ce5}$   $\text{♞e8}$   
 18  $\text{♞c2}$  b6  
 19  $\text{♞d2}$   $\text{♞b7}$   
 20  $\text{♞fc1}$

White has some compensation for the  
 pawn and the weakened pawn structure  
 in terms of the control of the c-file. Note  
 that Black cannot consolidate with 20...  
 $\text{♞bc8??}$  21.  $\text{♞xc8}$   $\text{♞xc8}$  (21.  $\text{♞xc8}$  22.  
 $\text{♞c6} +$ .) 22.  $\text{♞xc8}$   $\text{♞xc8}$  23.  $\text{♞c6}$  trap-  
 ping the Bishop.

20 ...  $\text{♞bd8}$   
 21 f4  $\text{♞b8}$   
 22 a4 a5?!

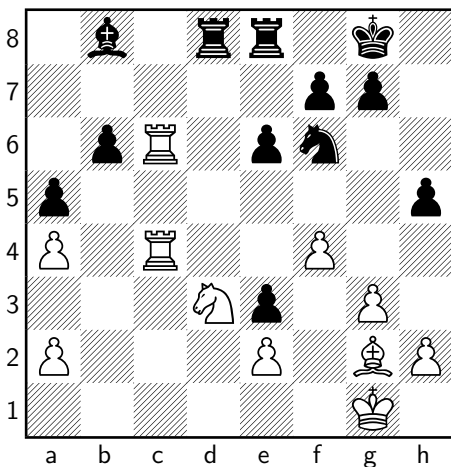
<sup>2</sup>A similar move was played by FISCHER in the third game of his match against SPASSKY on the h-file. But unlike this game, FISCHER could eliminate the disadvantage of double isolated pawns in a few moves. FISCHER too had lost the first game, forfeited the second game, and won the game in which this daring move was played.

Leaving a backward pawn on an open file looks suicidal. TOPALOV must be trying to prevent 22. a5.

23 ♖c6 ♗xc6  
24 ♜xc6 h5  
25 ♜1c4 ♖e3?

Too committing. Instead, 25... ♖g4! 26. ♗f3 (26. ♜xd4? ♗a7! ♖) ♗a7 would have given Black better chances.

26 ♗xe3 dxe3



27 ♗f3!

Avoiding all complications arising from 27. ♜xb6 ♜xd3!? 28. exd3 e2 29. ♜b1 (29. ♗f2?? ♗a7) ♗a7+ 30. d4 e5.

Even now, Black must give back a pawn. For example, 27... ♗a7 28. ♜c7 ♗b8 29. ♜b7.

27 ... g6  
28 ♜xb6 ♗a7  
29 ♜b3

White has regained the pawn, and has a better position thanks to his active pieces.

29 ... ♜d4?

Bad, but Black doesn't have a constructive plan. 29... ♜b8 30. ♜b5! and the exchange gives White a strong passed pawn.

30 ♜c7! ♗b8  
31 ♜c5 ♗d6

Not 31... ♜xa4? 32. ♗c6.

32 ♜xa5

White won a pawn, and unless Black should get some counterplay, he will simply march his a-pawns to victory.

32 ... ♜c8  
33 ♗g2 ♜c2  
34 a3

34. ♜b2? is a mistake, due to 34... ♜d2! △ 35... R3xd3.

34 ... ♜a2





## 2.3 Game Three: Topalov, V. – Anand, V. ( $\frac{1}{2} - \frac{1}{2}$ )

○ TOPALOV, V. 2805

Sofia BUL: WCh

● ANAND, V. 2787

2010.04.27

D17i: QG, Slav, Czech, Wiesbaden

ANAND, with Black pieces, got a cramped position, with his light-squared Bishop shut out of the game. After he managed to get it out and co-ordinated the pieces, the game was level. The game ended in a draw through perpetual check.

1 d4 d5  
2 c4 c6

Rather than repeating the Grünfeld that led him to TOPALOV's prepared opening variation in the first game, ANAND chooses the solid slav, another defense he has been playing for many years.

The Slav, with an earlier ...c6 instead of ...e6, solves the problem of Black's paralyzed light-squared Bishop in the Queen's Gambit Declined, by delaying ...e6 until the Bishop is out. The downside is that it has to waste a move for the ...c5 break.

3 ♘f3 ♘f6  
4 ♘c3 dxc4  
5 a4 ♙f5  
6 ♘e5

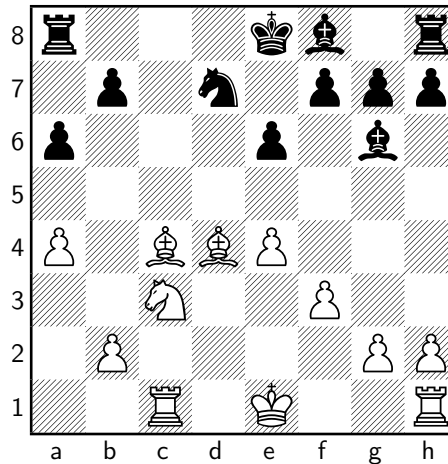
TOPALOV normally prefers this active line to 6. e3 e6 7. ♙xc4 ♙b4 8. O-O, which leads to a balanced game.

6 ... e6  
7 f3

The Wiesbaden variation of the Slav defense.

7 ... c5  
8 e4 ♙g6  
9 ♙e3 cxd4  
10 ♙xd4 ♙xd4  
11 ♙xd4 ♘fd7  
12 ♘xd7 ♘xd7  
13 ♙xc4 a6  
14 ♙c1

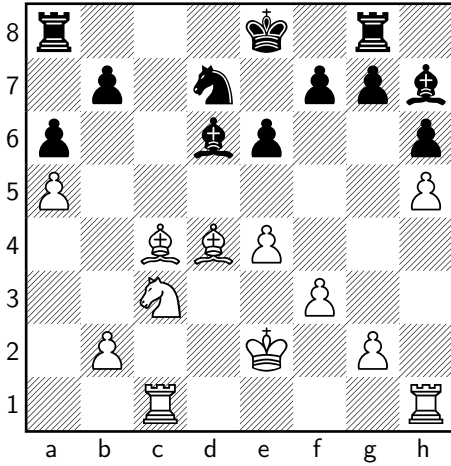
Other continuations are 14. ♙e2 and 14. h4.



14 ... ♙g8!?

Novelty. Looks like one of the moves normally a computer plays but a human will be nervous to play. Black supports the g-pawn so that the ♖f8 can be freed, and ANAND assesses that losing the right to castle is not a big issue in this Queen-less middlegame.

15	h4	h6
16	♖e2	♗d6
17	h5	♗h7
18	a5!?	



18	...	♗e7!?
----	-----	-------

I am yet not sure how White will refute the simple 18...♗b4. White cannot afford to give up the pawn on e5, so 19. ♖a1 ♖c8 20. ♗b3 ♖e7 =.

19	♖a4	f6
20	b4	♖gc8

20... ♗xb4 may be risky: 21. ♖b1 ♗xa5 22. ♖xb7 ♖gb8 23. ♗c5+ gives

White the initiative that compensates the pawn.

21	♗c5	♗xc5
22	bxc5	♖c7
23	♗b6	♖d8
24	♗xd7	♖dxd7
25	♗d3	

White has a better position, thanks to Black's ♗ that is shut off from the game at h7. It will take time to make it alive by ...♗g8 and ...e5. Meanwhile, White is planning c6 and then attack the weak a6 pawn.

25	...	♗g8
26	c6	♖d6
27	cx b7	♖xb7
28	♖c3	♗f7
29	♖e3	

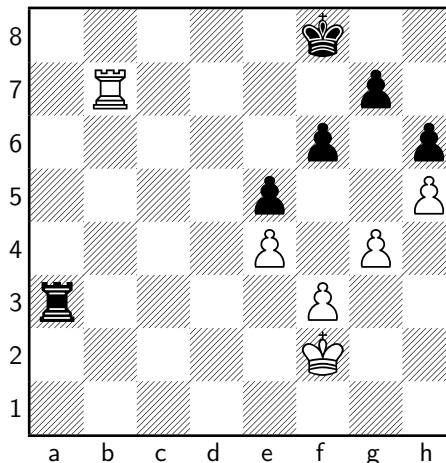
Black's last move was apparently to prevent 29. ♖hc1, but I think it is still playable. After 29... ♗xh5 30. ♖c7+ ♖xc7 31. ♖xc7+ ♖d7 32. ♖c8 (32. ♖c6? ♗e8! 33. ♖xa6 ♖xd3 34. ♖xd3 ♗b5+ -) followed by ♖a8.

But it seems ANAND played 28... ♗f7 not to attack h5, but for ...♗e8 as well, bringing the ♗ into play and providing support for a6.

29	...	♗e8
30	g4	e5
31	♖hc1	♗d7
32	♖c5	♗b5

Black successfully activated all his pieces and defended all his weak points, and the game is heading for a draw.

33 ♔xb5 axb5  
 34 ♖b1 b4  
 35 ♖b3 ♖a6  
 36 ♘d3 ♖ba7  
 37 ♖xb4 ♖xa5  
 38 ♖xa5 ♖xa5  
 39 ♖b7+ ♘f8  
 40 ♘e2 ♖a2+  
 41 ♘e3 ♖a3+  
 42 ♘f2 ♖a2+  
 43 ♘e3 ♖a3+  
 44 ♘f2 ♖a2+  
 45 ♘e3 ♖a3+  
 46 ♘f2



Drawn by perpetual check and triple repetition of position.

$\frac{1}{2} - \frac{1}{2}$

The match is level at  $1\frac{1}{2} - 1\frac{1}{2}$  after 3 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
ANAND	0	1	$\frac{1}{2}$										$1\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$										$1\frac{1}{2}$

## 2.4 Game Four: Anand, V. – Topalov, V. (1–0)

○ ANAND, V. 2787  
 ● TOPALOV, V. 2805

Sofia BUL: WCh  
 2010.04.28

E04b: Catalan, Open

ANAND played an interesting novelty on move 10 and the game was almost level, when TOPALOV made the mistake of moving his Queen to the queenside instead of the kingside to resist the king-side attack. ANAND won by powerful knight sacrifice followed by a violent kingside attack.

1	d4	♘f6		15	d5	♚d6
2	c4	e6		16	♘g4	♚c5
3	♘f3	d5		17	♘e3	♘8a6
4	g3	dxc4		18	dxc6	bxa4
5	♙g2	♙b4+		19	♘axc4	♙xc6
				20	♚ac1	

TOPALOV deviates from the second game, which he lost, and adopts a line he has been successful in the past.

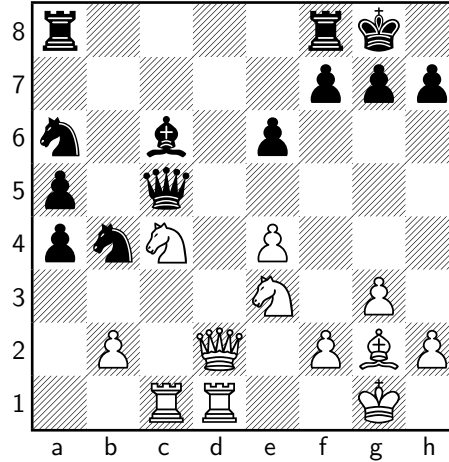
6	♙d2	a5
7	♚c2	

7. O-O is the other main continuation.

7	...	♙xd2+
8	♚xd2	c6
9	a4	b5
10	♘a3	

Novelty. 10. axb5 axb5 11. ♚g5 O-O 12. ♚xb5 ♙a6 13. ♚a4 ♚b6 14. O-O was played before in this position.

10	...	♙d7
11	♘e5	♘d5
12	e4	♘b4
13	O-O	O-O
14	♚fd1	♙e8



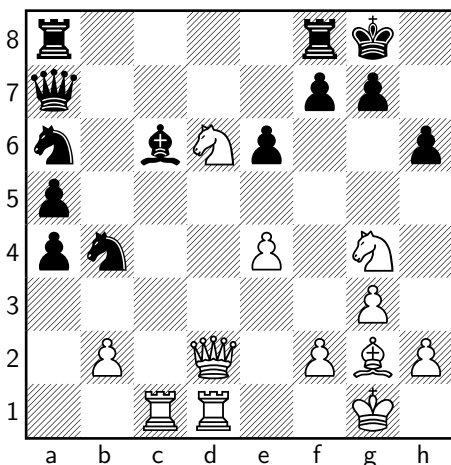
20 ... h6?!

Black should play 20...♚e7, from where the ♚ can provide sufficient resistance for any kind of K-side attack.

21 ♘d6 ♚a7?

After creating a weakness with 20...h6, this is suicidal. 21... ♖g5 was necessary.

22 ♘g4!



22 ... ♖ad8?

It is surprising that TOPALOV underestimated the knight-sacrifice. 22...f6 was necessary, after which 22. ♘h6+? g×h6 23. ♖×h6 will lose to 23... ♖h7! .

23 ♘h6+! g×h6

23... ♖h8 24. ♘d×f7+ is even worse, but 23... ♖h7! 24. ♘g4 f6 will hang on. White has won a pawn, but he is far from winning the game.

24 ♖×h6

The classic King-side attack, not often seen in World championship finals!

White threatens e5, ♖d4 followed by transferring the Rook to the Kingside with a mating attack. Black cannot defend with 24... e5, because of 25. ♖g5+ ♖h7 26. ♕h3! f5 27. ♕×f5+ ♖×f5 28. ♘×f5, and White's threats are irresistible. For example, 28... ♖d7 29. ♖h6+ ♖g8 30. ♖g6+ ♖f8 31. ♖f6+ ♖g8 32. ♖×d7 ♖×d7 33. ♘e7+ ♖h7 34. ♖g6+, mating.

24 ... f6  
25 e5! ♕×g2

25... ♖h7 is too late: 26. ♖×h7+ ♖×h7 27. ♕×c6 ♘×c6 28. ♖×c6 +-. For example, 28... ♘b8 29. ♖c5 f×e5 30. ♖×e5 ♖f6 31. f4, and the extra pawn and Black's weak pawns give White a winning advantage.

26 exf6

Not 26. ♖×g2? ♖g7 ±.

26 ... ♖×d6

After 26...♕d5 27. ♖g6+ ♖h8 28. ♖d4 +-.

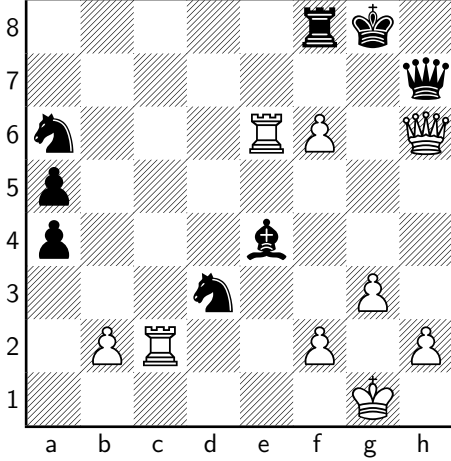
27 ♖×d6 ♕e4

After 27... ♘d3, the simplest is 28. ♖g6+ ♖h8 29. ♖×d3.

28 ♖×e6! ♘d3

The last straw. Black is not only attacking the ♖, but threatening mate with ...♖×f2+ as well.

29 ♖c2 ♔h7



30 ♜f7+

The final blow. Even better is 30. ♜g5+ ♘h8 (30... ♜g6 31. f7+ +-.) 31. ♜xe4 ♜h4.

30 ... ♜xf7

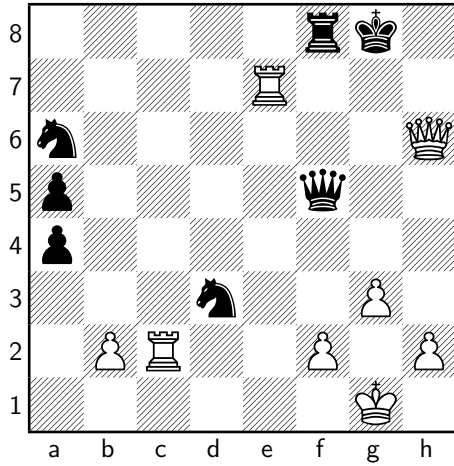
Forced. 30... ♜xf7 31. ♜f8+ and mates next move. 30... ♘xf7 31. ♜f6+ followed by 32. ♜xf8 ♯.

31 ♜xe4 ♜f5

Black prevents 32. ♜g4, but the ♜ penetrates through the other direction.

Black could try 31... ♘xf2, but after 32. ♜f4 ♘h3+ 33. ♜xh3 ♜g7 34. ♜e6+, White wins.

32 ♜e7



Black resigns. He cannot prevent the threatened mate on g7 and h7. 32... ♜f7 will be met by 33. ♜c8+ ♜xc8 34. ♜g6+ ♘h8 35. ♜h5+ ♘g7 (35... ♘g8 36. ♜xf7+ mates.) 36. ♜xf7+ followed by checkmate.

1-0

ANAND leads  $2\frac{1}{2} - 1\frac{1}{2}$  after 4 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
Anand	0	1	$\frac{1}{2}$	1									$2\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$	0									$1\frac{1}{2}$

## 2.5 Game Five: Topalov, V. – Anand, V. ( $\frac{1}{2} - \frac{1}{2}$ )

○ TOPALOV, V. 2805

Sofia BUL: WCh

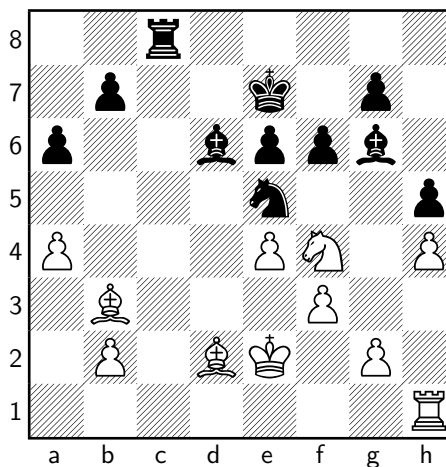
● ANAND, V. 2787

2010.04.30

D17i: QG, Slav, Czech, Wiesbaden

*A calm game without much excitements. The game ended in a draw through triple repetition.*

1	d4	d5
2	c4	c6
3	♘f3	♘f6
4	♘c3	dxc4
5	a4	♙f5
6	♘e5	e6
7	f3	c5
8	e4	♙g6
9	♙e3	cxd4
10	♖xd4	♖xd4
11	♙xd4	♘fd7
12	♘xd7	♘xd7
13	♙xc4	a6
14	♚c1	♙g8
15	h4	h5



Deviating from 15... h6 played in Game 3, where ANAND had some difficulty in bringing the Bishop into play.

23 ♘xg6+

16	♘e2	♙d6
17	♙e3	♘e5
18	♘f4	♚c8
19	♙b3	♚xc1+
20	♙xc1	♙e7
21	♙e2	♚c8
22	♙d2	f6

The e6-pawn is untouchable. 23. ♙xe6 ♚c2 24. b3 ♘c6 25. ♘xg6+ ♙xe6 26. g3 ♚b2 27. ♘f4+ ♙f7 (27... ♙xf4 28. gxf4 ♚xb3 also is good.) 28. ♘xh5 ♚xb3, with compensation. 23. ♘xe6 ♙f7 24. ♘d4 ♙xb3 25. ♘xb3 ♚c2 =.

23	...	♘xg6
24	g3	♘e5
25	f4	♘c6
26	♙c3	♙b4
27	♙xb4+	♘xb4
28	♚d1	♘c6





## 2.6 Game Six: Anand, V. – Topalov, V. ( $\frac{1}{2} - \frac{1}{2}$ )

○ ANAND, V. 2787

Sofia BUL: WCh

● TOPALOV, V. 2805

2010.05.01

E04e: Catalan, Open

*An interesting feature of this game is the long knight-manœuvre ANAND did (He moved a knight for 13 continuous moves!) to regroup his pieces. TOPALOV appeared to have an initiative, but ANAND defended it well and the game ended in a draw through triple repetition.*

1	d4	♞f6
2	c4	e6
3	♞f3	d5
4	g3	dxc4
5	♙g2	a6

RAETSKY, A – CHANDRAN, P. M., Biel  
2004 continued 11... gxf6 12.♞d3 ♙e7  
13.♙d2 ♖h7 14.♞ac1 ♞a7 15.♙f4 =.<sup>3</sup>

12	♞d3	♙a7
13	♙a4	♞c6
14	♞ac1	e5
15	♙xc6	b5

TOPALOV deviates from the fourth game where he was defeated badly and goes back to the continuation in the second game, which also he lost.

6	♞e5	c5
7	♞a3	cx d4
8	♞axc4	♙c5
9	O-O	O-O
10	♙g5	

An intermezzo to prevent disruption of the pawn structure.

16	♙c2	♙xc6
17	♞cxe5	♙e4
18	♙c6	♙b7
19	♙xe4	♙xe4
20	♞c2	♞fe8
21	♞fc1	f6
22	♞d7	

It is ANAND who deviates from 10. ♙d2 played in the second game that gave him victory.

10	...	h6
11	♙xf6	♙xf6

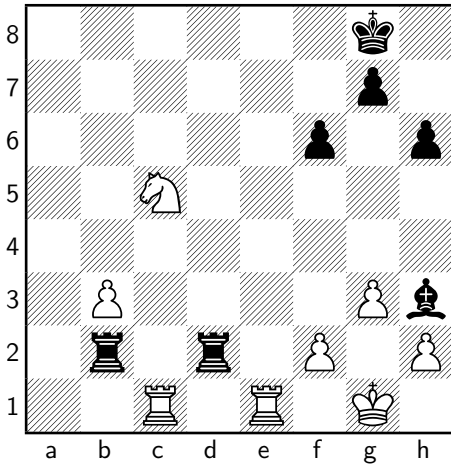
The Knight starts a long tour but doesn't achieve anything from the voyage.

<sup>3</sup>The game continued 15... ♞c6 16.♙xc6 bxc6 17.♙e4+ ♖g7 18.♙g4+ ♖h7 19.♙e4+ f5 20.♙xc6 ♞c7 21.♙a4 ♙b7 22.♞a5 ♙a8 23.♞xc7 ♙xc7 24.♞c1 ♙d6 25.♞c6 ♙g5 26.f4 ♙f6 27.♙b4 ♙xb4 28.♞cxb4 a5 29.♞c6 a4 30.b4 axb3 31.axb3 ♞c8 32.♞ce5 ♞xc1+ 33.♞xc1 ♖g7 34.♞cd3 ♙d8 35.♖f2 f6 36.♞c4 ♖f7 37.e3 dxe3+ 38.♖xe3 ♖e7 39.♖d4 ♙c7 40.b4 ♙b8 41.b5 ♙d5 42.♞b4 ♙xc4 43.♖xc4 ♙c7 44.♞a6 ♙b6 45.♞c5 ♖d6 46.♞b7+ ♖e7 47.♞c5 e5 48.♞a4 ♙g1 49.fxe5 fxe5 50.♖d5 ♖f6 51.b6 e4 52.♞c5 ♙xc5  $\frac{1}{2} - \frac{1}{2}$ .

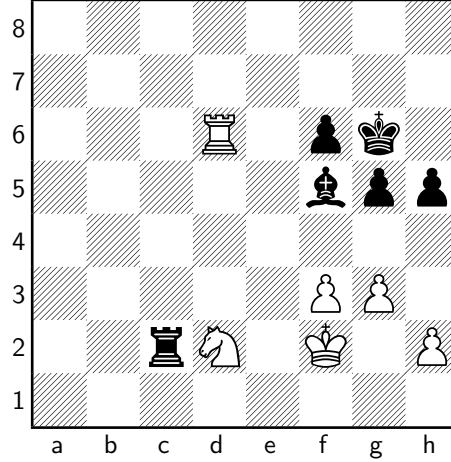
22	...	♘f5
23	♗7c5	♘b6
24	♗b7	♘d7
25	♗f4	♖ab8
26	♗d6	♖e5
27	♗c8	♘a5
28	♗d3	♖e8
29	♗a7	♘b6
30	♗c6	♖b7
31	♗cb4	a5
32	♗d5	a4
33	♗xb6	♖xb6
34	♗c5	♘f5
35	♖d2	♖c6
36	b4	axb3
37	axb3	b4
38	♖xd4	♖xe2
39	♖xb4	♘h3
40	♖bc4	♖d6
41	♖e4	♖b2
42	♖ee1	♖dd2

tive, but ANAND's accurate defense neutralizes it.

43	♗e4	♖d4
44	♗c5	♖dd2
45	♗e4	♖d3
46	♖b1	♖dxb3
47	♗d2	♖b4
48	f3	g5
49	♖xb2	♖xb2
50	♖d1	♗f7
51	♗f2	h5
52	♗e3	♖c2
53	♖a1	♗g6
54	♖a6	♘f5
55	♖d6	♖c3+
56	♗f2	♖c2
57	♗e3	♖c3+
58	♗f2	♖c2



TOPALOV appears to have some initia-



$\frac{1}{2} - \frac{1}{2}$

ANAND leads  $3\frac{1}{2} - 2\frac{1}{2}$  after 6 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
Anand	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$							$3\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$							$2\frac{1}{2}$

## 2.7 Game Seven: Anand, V. – Topalov, V. ( $\frac{1}{2} - \frac{1}{2}$ )

○ ANAND, V. 2787

Sofia BUL: WCh

● TOPALOV, V. 2805

2010.05.03

E11h: Bogo-Indian

At half time, ANAND is leading  $3\frac{1}{2} - 2\frac{1}{2}$ . ANAND got a White again in this game. TOPALOV chose a risky line where he sacrificed a piece to create a pawn roller in the center. Both players tried to win the game, and after an interesting struggle, it ended in a draw by triple repetition.

1	d4	♘f6
2	c4	e6
3	♘f3	d5
4	g3	♙b4+
5	♙d2	♙e7

8 ♙f4

A comparatively rare line. More popular is 8. ♖c2, but 8. ♖b3, 8. b3 and 8. ♘c3 also have been seen in tournament practice.

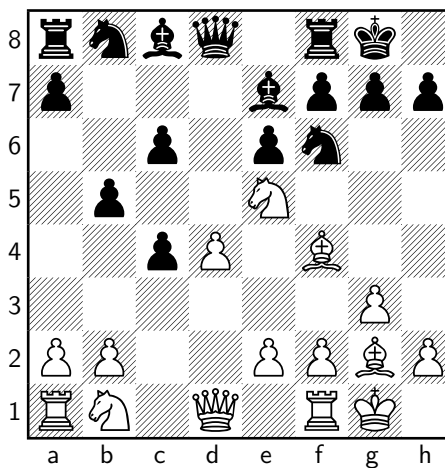
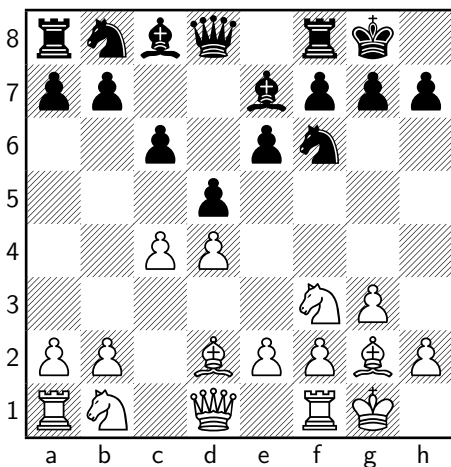
TOPALOV deviates again. In the fourth game, he played 5... a5.

6	♙g2	O-O
7	O-O	c6

8 ... dxc4

Rarely seen. 8...♘bd7 and 8...b6 are normally seen here.

9 ♘e5 b5!?



This risky line is not very old. The only time it was played before is in a blindfold game between Gelfand and Ivanchuk in the Amber Blindfold/Rapid tournament less than two months back. More common and less risky is 9...♘d5 10. ♘xc4 ♘xf4 11. gxf4, and 11...♙f6, 11...♘d7 and 11...♖c7 are possible here.

10	♘xc6	♘xc6
11	♙xc6	♙d7

TOPALOV deviates from the GELFAND – IVANCHUK Blindfold game which continued 11... ♙a6 12. ♙xa8 ♖xa8 13. ♖c2 ♖c6 14. ♙g5 ♙b7 15. f3 e5 16. ♙xf6 ♖xf6 17. d5 ♙xd5 18. ♘c3 ♙c6 19. ♖ad1 ♖e6 20. e4 f5 21. exf5 ♖xf5 22. ♘e4 ♖f8 23. ♖e2 a5 24. ♖e3 ♖c8 25. ♖fe1 h6 26. ♘f2 ♖f5 27. ♘e4 b4 28. ♖g2 ♖f8 29. ♖f1 ♖h8 30. ♖c1 ♙d5 31. ♖cd1 ♙c6 32. ♖c1 ♙d5 33. ♖cd1  $\frac{1}{2} - \frac{1}{2}$ .

12	♙xa8	♖xa8
13	f3	

This is necessary because Black is threatening ...e5 followed by ...♙h3. A similar situation occurs in a well-known variation of the Grünfeld defense: 1. d4 ♘f6 2. c4 g6 3. ♘c3 d5 4. cxd5 ♘xd5 5. e4 ♘xc3 6. bxc3 ♙g7 7. ♙c4 c5 8. O-O O-O 9. ♙e3 cxd4 10. cxd4 ♙g4 11. f3 ♘a5 12. ♙d3 ♙e6, and now 13. d5!? ♙xa1 14. ♖xa1 f6.

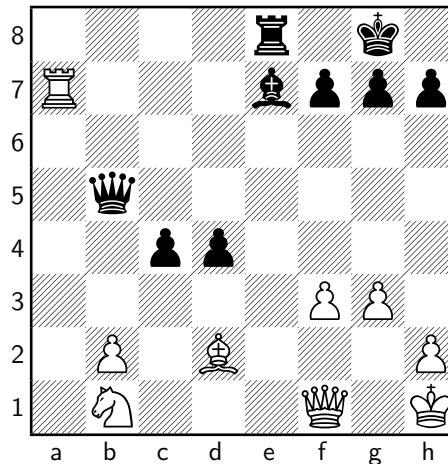
13	...	♘d5
14	♙d2	e5
15	e4	♙h3
16	exd5	♙xf1
17	♖xf1	exd4
18	a4	♖xd5
19	axb5	♖xb5
20	♖xa7	♖e8

This was TOPALOV's opening preparation. He took a mere three minutes for twenty moves, while ANAND took more than an hour. Black has sacrificed a full piece for a pawn, and he has adequate compensation. Now, White cannot support the b-pawn. For example,

- A) 21. ♙c1 ♙c5 22. ♖a1 d3+ 23. ♖h1 ♖c6, followed by 24...♖e2 –+.
- B) 21. ♖c1 ♙c5 22. ♖a5 d3+, followed by 23... ♖c6 ♣.

21 ♖h1

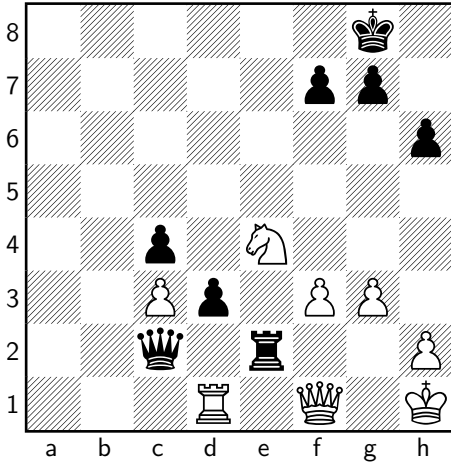
Moving away from the a7-g1 diagonal, that may become vulnerable soon.



21 ... ♙f8

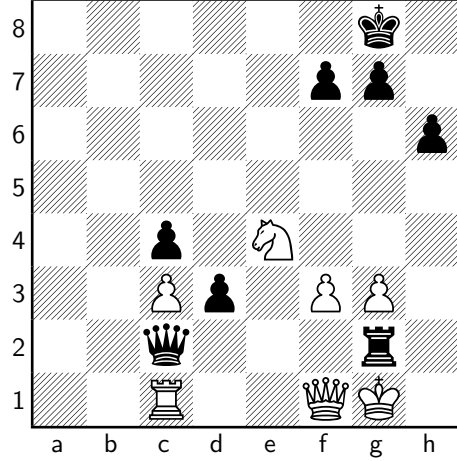
TOPALOV is trying to win. At first sight, 21...♖xb2 looks winning, but White can just escape: 22. ♖e1 h6 23. ♘a3 c3 24. ♙xh6 g×h6 25. ♖xe7 ♖xe7 26. ♖xe7, and Black's exposed King allows perpetual checks.

- |    |      |      |
|----|------|------|
| 22 | ♖c7  | d3   |
| 23 | ♘c3  | ♘d6  |
| 24 | ♜a7  | h6   |
| 25 | ♞d2  | ♘b4  |
| 26 | ♜a1  | ♘xc3 |
| 27 | bxc3 | ♜e2  |
| 28 | ♜d1  | ♚a4  |
| 29 | ♞e4  | ♚c2  |



TOPALOV's opening preparation and the willingness to take extra risk have reaped the rewards: he seems to have an overwhelming initiative. What follows is an instructive illustration of how the world champion defends accurately a difficult position in time pressure.

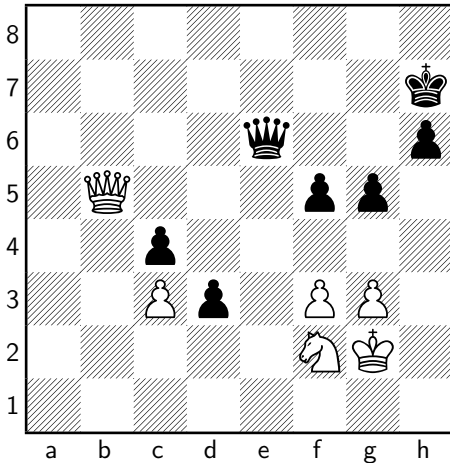
- |    |      |       |
|----|------|-------|
| 30 | ♜c1! | ♜xh2+ |
| 31 | ♞g1  | ♜g2+  |



32 ♚xg2!

That is it! ANAND could have continued 32. ♞h1 to ensure a draw, leaving TOPALOV to find a way to improve his attack. Instead, ANAND tries his best to materialize the extra material he has while defending against Black's threats.

- |    |     |       |
|----|-----|-------|
| 32 | ... | ♚xc1+ |
| 33 | ♚f1 | ♚e3+  |
| 34 | ♚f2 | ♚c1+  |
| 35 | ♚f1 | ♚e3+  |
| 36 | ♞g2 | f5    |
| 37 | ♞f2 | ♞h7   |
| 38 | ♚b1 | ♚e6   |
| 39 | ♚b5 | g5    |



40 g4!

40. ♖xd3 cxd3 41. ♕xd3 ensures a draw, but having crossed the first time limit successfully, ANAND is pressing for a win.

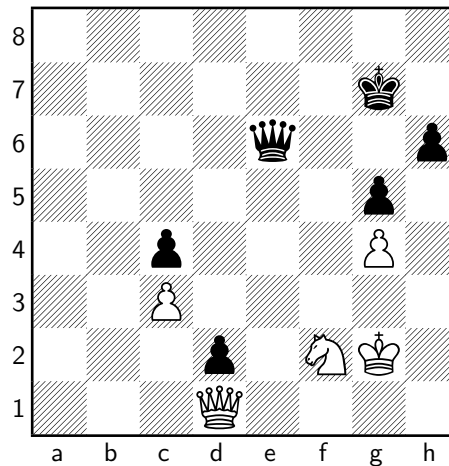
40	...	f×g4
41	f×g4	♙g6
42	♖b7	d2
43	♖b1+	♙g7
44	♙f1	♖e7
45	♙g2	♖e6
46	♖d1	♖e3
47	♖f3	♖e6
48	♖b7+	♙g6
49	♖b1+	♙g7

A threefold-repetition has occurred here. This position occurred after Black's 43<sup>rd</sup> and 45<sup>th</sup> moves before. According to the rules, TOPALOV can claim a draw before making this move. Did he just overlook it?

50	♖d1	♖e3
51	♖c2	♖e2
52	♖a4	♙g8
53	♖d7	

ANAND is trying all means to force a win, but Black's advanced d-pawn is too troublesome.

53	...	♙f8
54	♖d5	♙g7
55	♙g3	♖e3+
56	♖f3	♖e5+
57	♙g2	♖e6
58	♖d1	



This is again a three-fold repetition (same as the position after White's 46<sup>th</sup> and 50<sup>th</sup> moves), and the game ended in a draw. A very exciting game!

$\frac{1}{2} - \frac{1}{2}$

ANAND leads 4 – 3 after 7 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
Anand	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$						4
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$						3



## 2.8 Game Eight: Topalov, V. – Anand, V. (1–0)

○ TOPALOV, V. 2805

Sofia BUL: WCh

● ANAND, V. 2787

2010.05.04

D17i: QG, Slav, Czech, Wiesbaden

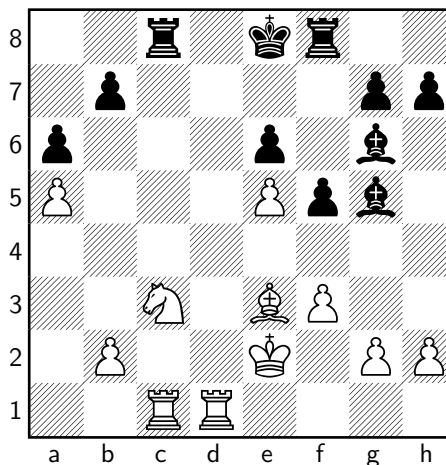
TOPALOV *outplayed* ANAND in this game and won a pawn, but ANAND managed to achieve a drawn ending with bishops of opposite colors, only to lose the game by blunder on the 54<sup>th</sup> move. TOPALOV cashed ANAND's blunder easily.

1	d4	d5	18	a5	♙e7
2	c4	c6	19	♙b6	♖f8
3	♘f3	♘f6	20	♖ac1	f5
4	♘c3	dxc4	21	e5	♙g5
5	a4	♙f5	22	♙e3	
6	♘e5	e6			
7	f3	c5			
8	e4	♙g6			
9	♙e3	cxd4			
10	♖xd4	♖xd4			
11	♙xd4	♘fd7			
12	♘xd7	♘xd7			
13	♙xc4	♖c8			

13...a6 is more popular.

14 ♙b5

14. ♙a2 is another possibility: 14... a5  
15. ♖e2 ♖g8 16.h4 h5 ±POGORELOV, R  
– SERNA LARA, S, Albacete 2008.<sup>4</sup>



22 ... f4?!

14	...	a6
15	♙xd7+	♙xd7
16	♖e2	f6
17	♖hd1	♖e8

Too committal, probably overlooking White's next move. After 22... ♙d8 also, White can continue 23. ♘e4! ♖xc1 24.

<sup>4</sup>The game continued 17. ♘b5 ♙c5 18. ♙xc5 ♖xc5 19. ♘c3 ♖e7 20. ♖hd1 ♘b6 21. ♖d4 ♖d8 22. ♖xd8 ♖xd8 23. ♖d1+ ♖e7 24. ♖e3 f6 25. ♖d4 ♖c8 26. ♙b3 ♙e8 27. ♖e3 ♘d7 28. f4 ♘c5 29. ♙c2 ♙c6 30. g3 b6 31. ♖d2 ♖d8 32. ♖xd8 ♖xd8 33. ♙d1 ♙e8 34. ♖d4 ♖e7 35. e5 f5 36. ♖c4 g6 37. ♙c2 ♖d8 38. b4 axb4 39. ♖xb4 ♘a6+ 40. ♖c4 ♘c7 41. ♖d4 ♙c6 42. ♙b3 ♖d7 43. ♙c4 ♖e7 44. ♖d3 ♙d7 45. ♖c2 ♙e8 46. ♖b3 ♙d7 47. ♖b4 ♙c6 48. a5 bxa5+ 49. ♖xa5 ♙f3 50. ♖b6 ♘a8+ 51. ♖b5 ♘c7+ 52. ♖c5 ♙g2 53. ♘e2 ♙f1 54. ♘d4 ♙xc4 55. ♖xc4  $\frac{1}{2}$  –  $\frac{1}{2}$ .

♘d6+ ♔d7 25. ♕xc1, but White will not win the pawn as in this game. 22... ♕xe3, ceding the Bishop pair and leaving himself with a bad Bishop, also is not good for Black. A possibility is 22... ♕e7, and White has only a small advantage.

23	♘e4!	♖xc1
24	♘d6+	♔d7
25	♕xc1	♔c6
26	♕d2	

Stronger is 26. ♖d4! b5 27. a×b6 ♔×b6 28. g3 or 28. ♖c4. TOPALOV has a different plan, to move the Bishop to the long diagonal.

26	...	♕e7
----	-----	-----

Black cannot hang on to the f4-pawn. For example, after 26... b5 27. a×b6 ♔×b6 28. ♖c1, intending 29. ♕e1, White's pieces are so much active on the Q-side that it is sufficient to win.

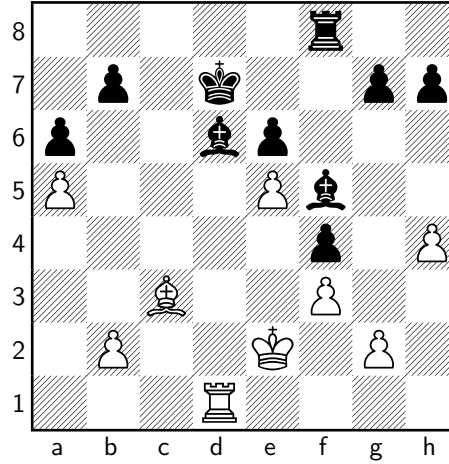
27	♖c1+	♔d7
28	♕c3	

Everyone was surprised why Topolav didn't play 28. ♕b4!, with a strong grip over the position.

28	...	♕×d6
29	♖d1	♕f5

Black is supporting e6, because otherwise 30. ♖×d6+ ♔e7 31. ♕b4 will be troublesome.

30 h4



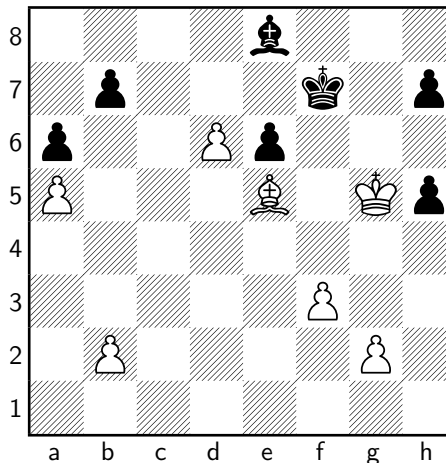
30 ... g6?!

Black will be left with only the light-squared Bishop, and putting the pawns on the same color makes it weaker. However, the game is heading towards an opposite-color Bishop ending, and it makes sense to keep his pawns the other Bishop cannot attack. But the move played shuts the Bishop in. It was better to wait till committing this pawn move.

31	♖×d6+	♔c8
32	♕d2	

Coming back for the f4-pawn, and now Black is helpless in defending it. White has clear advantage.

32	...	♖d8
33	♗xf4	♖xd6
34	exd6	♖d7
35	♖e3	♗c2
36	♖d4	♖e8
37	♖e5	♖f7
38	♗e3	♗a4
39	♖f4	♗b5
40	♗c5	♖f6
41	♗d4+	♖f7
42	♖g5	♗c6
43	♖h6	♖g8
44	h5	♗e8
45	♖g5	♖f7



Not 45... g×h5?? 46. ♖f6! followed by 47. ♖e7.

46	♖h6	♖g8
47	♗c5	

TOPALOV wisely decides to try for a win, utilizing his positional advantage, in spite of the opposite color Bishops.

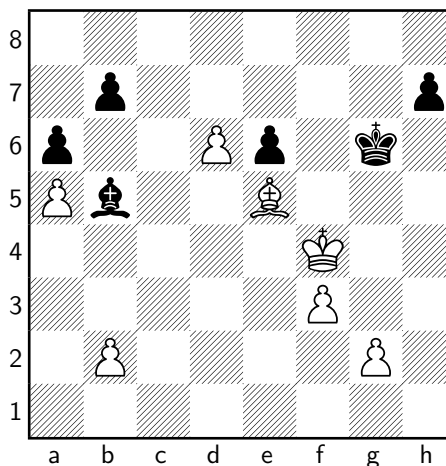
It is tempting to play 47. h×g6 h×g6 48. ♖g5 ♖f7 49. ♗f6, but Black can easily defend the endgame. The ♖ will stay at f7, and the ♗ will move along the a4-e8 diagonal. If the W♖ goes to the Queenside, the B♖ will move to the Queenside via e8-d7 in time.

47	...	g×h5
48	♖g5	♖g7
49	♗d4+	♖f7
50	♗e5	

50	...	h4!
51	♖×h4	♖g6!

By giving back the pawn, ANAND ensures a draw. White is forced to take the pawn now, else ...h3 will disrupt the pawn structure, avoiding any White attempt to win.

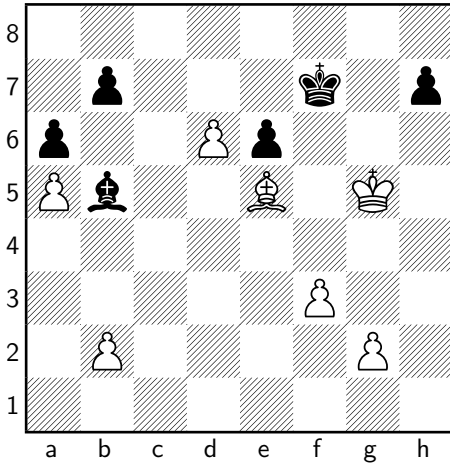
52	♖g4	♗b5
53	♖f4	



53 ... ♖f7

Even though this is not a mistake, ANAND could have just continued with the Bishop on the a4-e8 diagonal. The B♖ needs to go to the Q-side only if the W♖ goes there. For example, 53 ♗c6 54. ♖e3 ♖f7 55. ♖d4 (55. f4 ♗d7 56. g3 ♗c6 57. g4 ♗d7 58. ♖d4 ♖e8 59. ♖c5 ♗c6 60. ♖b6 ♖d7 =) ♖e8 56. ♖c5 ♖d7 57. ♖b6 ♗d5 =

54 ♖g5



54 ... ♗c6??

This blunder costs the game. Ironically, this is one of the very few moves that will lose in this position! ANAND thinks that the h7 pawn can be supported by

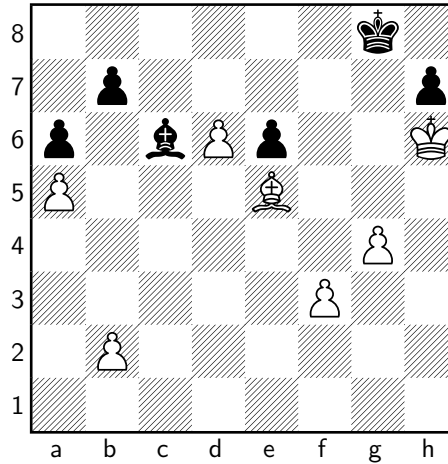
The game is level 4 – 4 after 8 games.

the King, while the ♗ can guard the d6. What he missed is the fact that the W♖ can penetrate e6 and win.

Instead, ANAND should have switched roles: defend h7 by the ♗, and guard d7 by the ♖. Either 54...♗d3 55. ♗f6 ♖e8 or 54...♖e8 55. ♖h6 ♗d3 will draw.

TOPALOV snatches the opportunity and wins elegantly.

55 ♖h6! ♖g8  
56 g4!



ANAND resigned at this position, leaving many spectators puzzled. After 56... ♗e8 57. g5 ♗d7 58. ♗g7! <sup>5</sup> ♗e8 59. f4! ♗d7 60. g6 h×g6 61. ♖×g6, the B♖ is helpless in preventing W♖ from supporting d7 by ♖f6, ♗h6 and ♖×e6/♖e7.

1–0

<sup>5</sup>After 58. g6? h×g6 59. ♖×g6 ♖f8 60. ♖f6 ♖e8, Black hangs on.

## 2.8. GAME EIGHT: TOPALOV, V. – ANAND, V. (1–0)

45

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
ANAND	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0					4
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1					4

## 2.9 Game Nine: Anand, V. – Topalov, V. ( $\frac{1}{2}$ – $\frac{1}{2}$ )

○ ANAND, V. 2787 Sofia BUL: WCh  
 ● TOPALOV, V. 2805 2010.05.06

E54: Nimzo-Indian, 4. e3, Gligoric, ...dxc4

ANAND missed several winning moves and the game ended in perpetual check after 83 moves. An exciting draw!

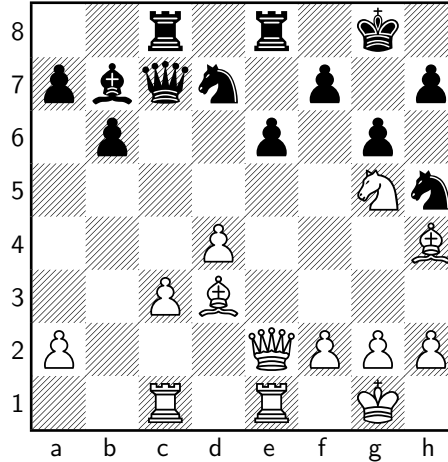
1	d4	♘f6
2	c4	e6
3	♘c3	♙b4

Inferior is 15...♘f8 16.♘e5 ♖d5 17.f3 ♗a5 18.♙b5 ♜ed8 19.a4 a6 20.♙xf6 gxf6 21.♘c4 ♞xc4 22.♙xc4 ♗xa4 23.♙d3 b5 24.♗d2 ♗a3 25.♗h6 f5 26.♗g5+ 1–0. SALO, H – KANKO, I, Finland 2005.

The Nimzo-Indian defence, introduced by ARON NIMZOWITSCH in early 20<sup>th</sup> century, is one of the most popular openings against 1. d4. It allows White to get a massive pawn center and parts with the Bishop-pair so early in the game, to get King-side play and attack against weakened pawn structure.

4	e3	O-O
5	♙d3	c5
6	♘f3	d5
7	O-O	cxd4
8	exd4	dxc4
9	♙xc4	b6
10	♙g5	♙b7
11	♞e1	♘bd7
12	♞c1	♞c8
13	♙d3	

16	♙h4	♘h5
17	♘g5	g6



More popular is 13. ♗b3.

13	...	♞e8
14	♗e2	♙xc3
15	bxc3	♗c7

All these have occurred before in Grand-master chess, and ANAND deviates first with a novelty.

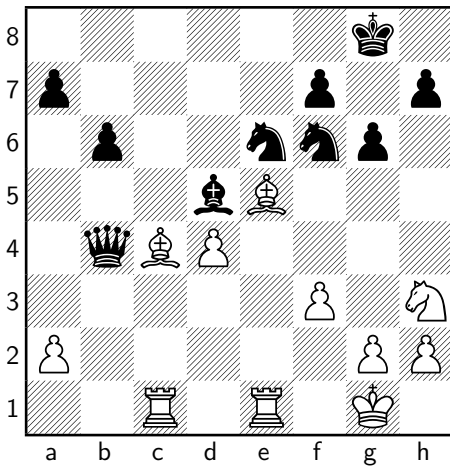
18	♘h3	e5
19	f3	

ANAND is ready to exchange his Queen for two rooks. Also interesting is 19. ♖b5!? and now 19... exd4 is bad because 20. ♖xe8+ ♜xe8 21. ♜xe8+ ♖g7 (21... ♗f8 22. ♙e7 is worse.) 22. ♜e7 ♖c5 23. ♙xd7 ♗f6 24. ♜ce1 ♗xd7 25. ♗g5 ♙d5 26. ♜xd7, winning. But 19... ♙c6 20. ♙a6 ♙b7 is a sufficient defense.

19	...	♖d6
20	♙f2	exd4
21	♖xe8+	♜xe8
22	♜xe8+	♗f8

22... ♖g7 23. ♙xd4+ gives White a strong initiative.

23	cxd4	♗f6
24	♜ee1	♗e6
25	♙c4	♙d5
26	♙g3	♖b4
27	♙e5	



27 ... ♗d7

27... ♙xc4 28. ♙xf6 b5 29. ♗g5 ♗g7 ♗e4 ♗e8 =.

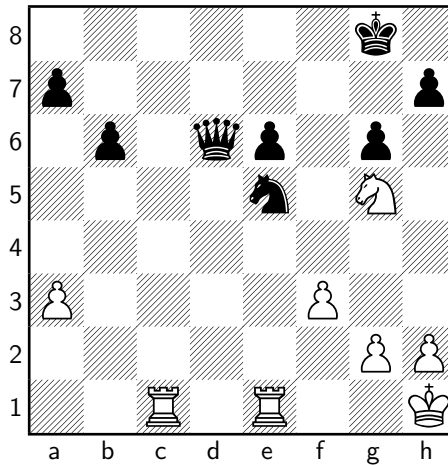
28 a3

After 28. ♙xd5, Black regains the piece by 28... ♗xe5 29. ♙xe6 (29. dxex5 ♖d4+) ♖xd4+ (29... ♗d3 30. ♜c8+ ♖g7 31. ♜d1 fxe6 32. ♜c7+ ♖h6 33. ♜xa7 =) 30. ♖h1 f7xe6 31. ♗g5 ♖d2 32. h4 ±.

28	...	♖a4
29	♙xd5	♗xe5
30	♙xe6	♖xd4+

A better way to equalize was 30... ♗d3! 31. ♜c4 ♖xa3 32. ♙xf7+ ♖xf7 33. ♗g5+ ♖f6 34. ♗e4+ ♖e6 35. d5+ ♖e5 =(35... ♖xd5?? 36. ♜c3! +-).

31	♖h1	fxe6
32	♗g5	♖d6



33 ♗e4?!

White could have continued with 33. ♖xe6!. Both 33... ♜xe6 34. f4 ± and 33... ♜xa3 34. f4 ♘d7 (34... ♘d3?? 35. ♜c8+ ♖f7 36. ♘g5+ ♖f6 37. ♜c7 +-) 35. ♜c8+ ♖f7 36. ♜c7 ♜d6 37. ♜xa7 ± are better for White.

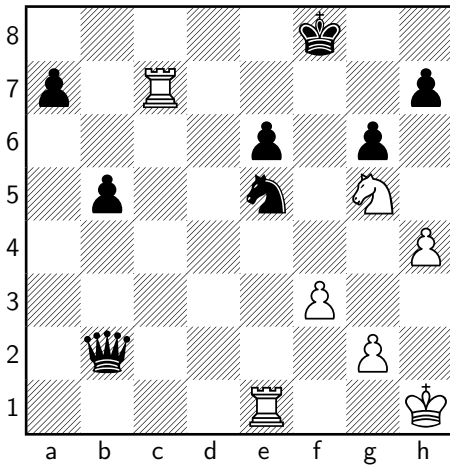
33 ... ♜xa3  
34 ♜c3

34. ♜c8+ ♖g7 35. ♜c7+ ♖h6 36. ♘f6 ♜a5 37. ♜xh7+ ♖g5 38. ♘e4+ ♖f5 =.

34 ... ♜b2  
35 h4 b5

No better was 35... ♜b4 36. ♜ec1 a5 36. ♜c7 ♘f7 37. ♜d7 b5 38. ♖h2 △ 39. ♜cc7 ±.

36 ♜c8+ ♖g7  
37 ♜c7+ ♖f8  
38 ♘g5

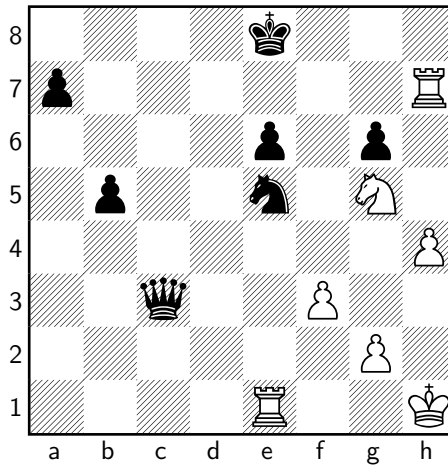


White has clear advantage.

38 ... ♖e8  
39 ♜xh7

Also possible, and probably better, is 39. ♖xe6! ♘xf3 (39... a5 40. ♜xh7 ♜c3 41. ♜e4) 40. ♜d1! (40. gxf3? ♜f2! =) ♘d2 41. ♜xa7 +-.

39 ... ♜c3



40 ♜h8+?

On the last move of the first time control, ANAND throws away the win. 40. ♜e4! keeps the B♖ in the back rank and White has all chances to win. For example, 40... b4 41. ♜xa7 (41. ♖xe6 b3 42. ♜b7 b2 43. ♖h2 b1♜! 44. ♜xb1 ♘xf3+! 45. ♖h1 ♘d2 =.) b3 42. ♜b7 b2 43. ♖h2 ♜c1 44. ♜a4 (44. ♖g3!? is interesting: 44... b1♜ 45. ♜xb1 ♜xb1 46. ♜xe5 ±.) ♜a1 (46... ♘d7 47. ♜bb7 ♜e1 48. ♜xb2 ♜xh4+ 49. ♘h3 +-.) 47. ♜ab4 ♜e1 48. ♜xb2 ♜xh4 49. ♘h3 +-.



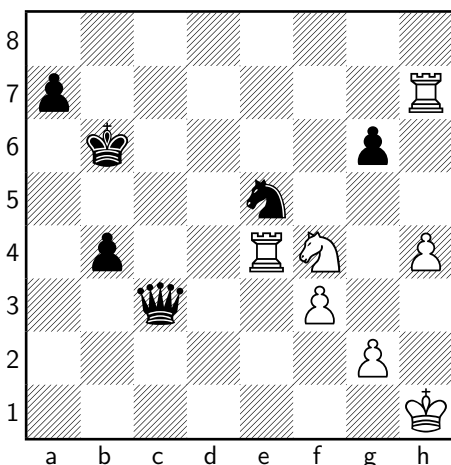
40 ... ♔d7  
41 ♖h7+ ♕c6

TOPALOV is not stupid to go back to the back rank. Now it is difficult for White to obtain any advantage.

42 ♖e4 b4  
43 ♗xe6 ♖b6

Not 43... b3?? 44. ♖c7+.

44 ♗f4



44 ... ♖a1+?!

According to some, 44... ♖c1+ 45. ♖h2 ♗c6 would have offered more resistance, but after 46. ♖g7! (46. ♗xg6? b3 47. ♗f4 ♖d2 48. ♖h6 b2 49. ♖c4 b1 ♖ 49. ♖hxc6+ =.) b3 47. ♖xg6 b2 48. ♖b4+ ♖a5 49. ♖xc6 ♖xc6 (49... ♖xb4?? 50. ♗d3+ +-.) 50. ♖xb2 offers White some chances.

45 ♖h2 a5

Still, Black cannot advance the b-pawn: 45... b3?? 46. ♖b4+.

46 h5 g×h5  
47 ♖xh5 ♗c6  
48 ♗d5+ ♖b7  
49 ♖h7+ ♖a6  
50 ♖e6 ♖b5  
51 ♖h5

White again has a winning advantage.

51 ... ♗d4  
52 ♗b6+ ♖a6  
53 ♖d6 ♖b7  
54 ♗c4

This wins, but analysis shows 54. ♗d5! is stronger.

54 ... ♗xf3+

Black tries to obtain perpetual check by sacrificing the knight. White was threatening checkmate by 55. ♖h7+ ♖c8 56. ♗b6+ ♖b8 57. ♖d8#.

55 gxf3 ♖a2+  
56 ♗d2!

ANAND played the last few moves with the accuracy of a computer. This knight shields W♖ from checks and guards b1 so that the rooks can go hunting the B♖.

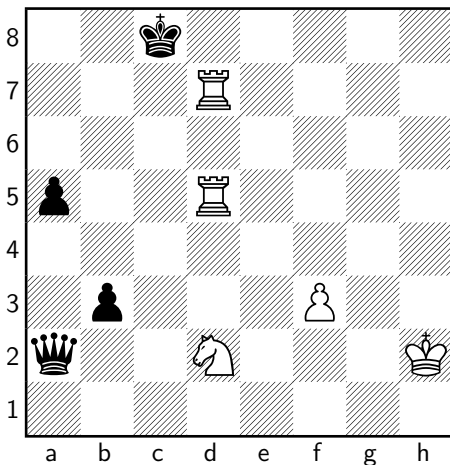
56 ... ♖c7  
57 ♜hd5?!

57. ♜hh6, followed by ♖g3 would have been stronger.

57 ... b3  
58 ♜d7+ ♖c8

58... ♖c6 is worse. After 59. ♖g3, the Knight can join the battle to checkmate the B♖.

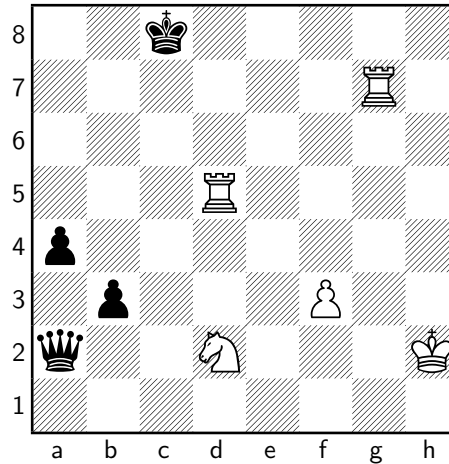
59 ♜d8+ ♖c7  
60 ♜8d7+ ♖c8



61 ♜g7!

ANAND decides to go for the win. It is the wise decision, because he has the perpetual check at his disposal even in the riskiest line. His plan is to move the King to g3 (hence the ♜ to the g-file) then move the other ♜ along the rank to threaten checkmate by rook rolling.

61 ... a4  
62 ♜c5+? ♖b8  
63 ♜d5 ♖c8



64 ♖g3!?

Appeared to be the strongest move when played, but 64. ♜dd7! is stronger, e.g.,

- A) 64... b2 65. ♜c7+ ♖d8 (65... ♖b8 66. ♜ce7! wins.) 66. ♜gd7+ ♖e8 67. ♜h7 +-.
- B) 64... a3 65. ♖g3 ♖a1 (65... b2 66. ♜c7+ ♖d8 67. ♜a7 ♖d5 68. ♜a8+ ♖xa8 69. ♜g8+ ♖c7 70. ♜xa8 +-.) 66. ♜c7+ ♖d8 (66... ♖b8 67. ♜b7+ ♖c8 68. ♖xb3 +-.) 67. ♜a7, and escapes from perpetual check, e.g., 67... ♖e1+ 68. ♖g4 ♖e6+ 69. ♖f4 ♖d6+ 70. ♖e3 ♖c5+ 71. ♖e2 ♖e5+ 72. ♖f1.

64 ... ♖a1  
 65 ♜g4?!

White has sufficient material to win, but Black has perpetual check.

ANAND is trying to check on the file. But 65. ♜dd7! is still playable, transposing to the previous note.

65 ... b2  
 66 ♜c4+ ♖b7  
 67 ♖f2

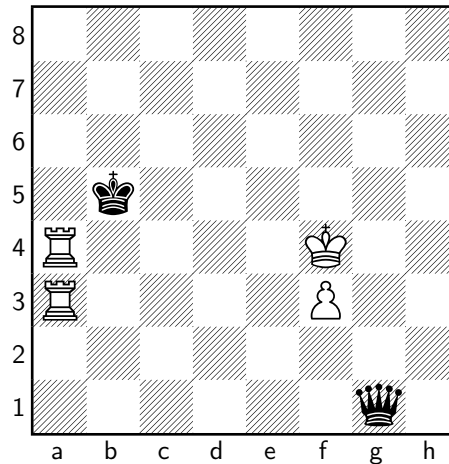
74 ... ♔g1+  
 75 ♖f4 ♔c1+  
 76 ♖f5 ♔c5+  
 77 ♖e4 ♔c2+  
 78 ♖e3 ♔c1+  
 79 ♖f2 ♔d2+  
 80 ♖g3 ♔e1+  
 81 ♖f4 ♔c1+  
 82 ♖g3 ♔g1+  
 83 ♖f4

ANAND's King is too exposed to force a win. His plan is to sacrifice the ♖ for the b-pawn, win the a-pawn, and win the 2♜+P vs ♔ endgame. But unfortunately, he cannot avoid perpetual checks.

67 ... b1♔  
 68 ♖x♖b1 ♔x♖b1  
 69 ♜dd4 ♔a2+  
 70 ♖g3 a3  
 71 ♜c3 ♔a1

71... ♔g8+ gives an easy perpetual check.

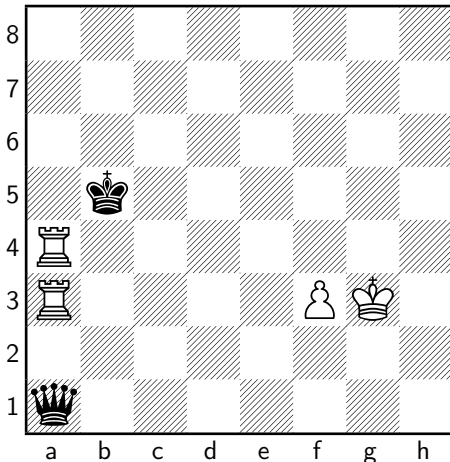
72 ♜b4+ ♖a6  
 73 ♜a4+ ♖b5  
 74 ♜cxa3



No better is 74. ♜axa3 ♔g1+ 75. ♖f4 ♔d4+ with perpetual check.

Drawn by perpetual check.

$\frac{1}{2} - \frac{1}{2}$



The match is level  $4\frac{1}{2} - 4\frac{1}{2}$  after 9 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
ANAND	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$				$4\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$				$4\frac{1}{2}$

## 2.10 Game Ten: Topalov, V. – Anand, V. ( $\frac{1}{2} - \frac{1}{2}$ )

○ TOPALOV, V. 2805

Sofia BUL: WCh

● ANAND, V. 2787

2010.05.07

D87g: Grünfeld, Exchange, Spassky

TOPALOV could obtain a clear advantage but ANAND could draw the game in 60 moves.

1	d4	♘f6
2	c4	g6
3	♘c3	d5

any more value than already played moves, other than dragging TOPALOV out of his opening preparation.

ANAND comes back to Grünfeld, which he had given up after the loss in the first game.

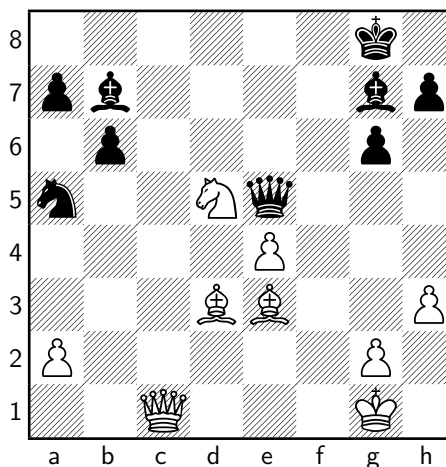
4	cxd5	♘xd5
5	e4	♘xc3
6	bxc3	♙g7
7	♙c4	O-O
8	♘e2	c5
9	♙e3	♘c6
10	O-O	b6

14	...	♙d6
15	d5	♘a5
16	♙b5	♙xc1
17	♙xc1	♙c8
18	h3	♙xc1+
19	♙xc1	e6
20	♘f4	exd5
21	♘xd5	f5
22	f3	fxe4
23	fxe4	♙e5
24	♙d3	

Deviating from the first game, where ANAND played 10... ♘a5 and ran into TOPALOV's prepared analysis. Normally, Black plays ...b6 only after exchanging on d4.

11	♙d2	♙b7
12	♙ac1	♙c8
13	♙fd1	cxd4
14	cxd4	

Transposed into a well-known position. Instead of already known ...♙c7 or ...h5, ANAND tries a novelty. It doesn't have



24 ... ♖c6

It is not clear to me why ANAND didn't play 24... ♗xd5 25. exd5 ♖xd5. After 26. ♖c8+ ♗f8 27. ♗h6 ♖c5+ 28. ♖xc5 ♗xc5+ 29. ♖f1 ♖f7, Black keeps the extra pawn.

25 ♗a6 ♗d4

After 25... ♗a6 26. ♖xc6, Black can force a draw by 26... ♖a1+ 27. ♖h2 ♗e5+ 28. ♗f4 ♗xf4 29. ♗xf4 ♖e5 30. g3 (30. ♖g3 g5 and White should take perpetual with 31. ♖a8+ ♖f7 32. ♖xa7+.) 30... ♖b2+ 31. ♗g2 ♗f1.

26 ♖c4 ♗xd5  
27 ♖xd5+ ♖xd5  
28 exd5

With the Bishop-pair and the passed pawn on d5, White has a superior endgame.

28 ... ♗e5  
29 ♖f2 ♖f7  
30 ♗g5 ♗f5  
31 g4 ♗d6  
32 ♖f3 ♗e8  
33 ♗c1 ♗c7  
34 ♗d3

White has a clear advantage. Black cannot capture 34... ♗xd5 because of 35. ♖e4 or 35. ♗c4 ♖e6 36. ♖e4.

34 ... ♗d6  
35 ♖e4 b5  
36 ♖d4 a6

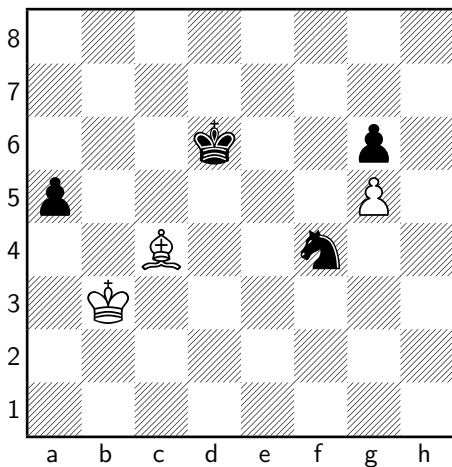
37 ♗e2 ♖e7  
38 ♗g5+ ♖d7  
39 ♗d2 ♗g3  
40 g5 ♗f2+  
41 ♖e5 ♗g3+  
42 ♖e4 ♗e8  
43 ♗g4+ ♖e7  
44 ♗e6 ♗d6+  
45 ♖f3 ♗c4  
46 ♗c1 ♗d6

After a series of manoeuvres, finally ANAND can hope for a draw.

47 ♖e4 a5  
48 ♗g4 ♗a3!

Now White cannot keep the Bishop pair. 49. ♗f4 ♗d6 50. ♗c1 ♗a3 =.

49 ♗xa3+ ♗xa3  
50 ♖e5 ♗c4+  
51 ♖d4 ♖d6  
52 ♗e2 ♗a3  
53 h4 ♗c2+  
54 ♖c3 ♗b4  
55 ♗xb5 ♗xa2+  
56 ♖b3 ♗b4  
57 ♗e2 ♗xd5  
58 h5 ♗f4  
59 hxg6 hxg6  
60 ♗c4



Draw agreed. After 60... ♔c5 61. ♙f7, White will win one more pawn and can sacrifice the Bishop for the last pawn to obtain the draw. If Black wants a draw, that can be achieved by ...♘h3 and ...♙xg5.

$\frac{1}{2} - \frac{1}{2}$

The match is level at 5 – 5 after 10 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
ANAND	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$			5
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$			5

## 2.11 Game Eleven: Anand, V. – Topalov, V. ( $\frac{1}{2}$ – $\frac{1}{2}$ )

○ ANAND, V. 2787

Sofia BUL: WCh

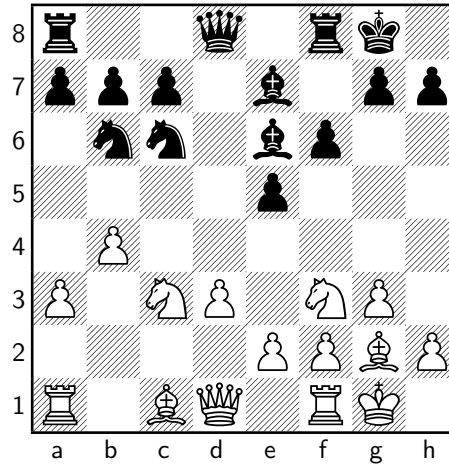
● TOPALOV, V. 2805

2010.05.09

A29: English Opening, Four Knights, Kingside Fianchetto

ANAND played 1. c4 instead of 1. d4 in his last game with White pieces. Game was even and ended in a draw.

1	c4	e5
2	♘c3	♘f6
3	♘f3	♘c6
4	g3	d5
5	cxd5	♘xd5
6	♙g2	♘b6
7	O-O	♙e7



This opening looks like Classical Sicilian Dragon with colors reversed, with White having an extra tempo. Black normally continues with ...♙e7 with a classical Dragon setup where one tempo is not that critical, instead of ...f6 with a Yugoslav attack reversed, where loss of a tempo can be very dangerous.

It has been a puzzle how White can materialize the extra tempo when compared to the classical Dragon, something better than equalizing. It is the general practice to continue with a3 and b4, whereas a similar plan (...a6 and ...b5) is playable but slow in Dragon.

8	a3	O-O
9	b4	♙e6
10	d3	f6

11 ♘e4

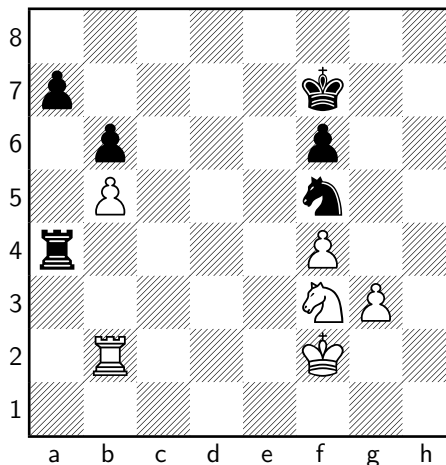
11. ♙b2 is almost always played at this position, but the move played is not unknown.

11 ... ♙e8?!

A novelty, but a questionable one. 11...♙d7 is more popular and better here, though 11...♙d5 and 11...a5 also have been tried.



12	♖c5	♗xc5
13	bxc5	♘d5
14	♙b2	♙d8
15	♞c2	♘de7
16	♞ab1	♙a2
17	♞bc1	♞f7
18	♙c3	♙d7
19	♞b2	♞b8
20	♞fd1	♙e6
21	♞d2	h6
22	♞b1	♘d5
23	♞b2	b6
24	cxb6	cxb6
25	♙d2	♙d6
26	♞bc2	♞d7
27	h4	♙d8
28	♞b5	♘de7
29	♞b2	♙d5
30	♙b4	♘xb4
31	axb4	♞c6
32	b5	♞xc2
33	♞xc2	♙e6
34	d4	e4
35	♘d2	♞xd4
36	♘xe4	♞xb2
37	♞xb2	♞f7
38	e3	g5
39	hxg5	hxg5
40	f4	gx f4
41	exf4	♙d4
42	♞f2	♘f5
43	♙f3	♙d5
44	♘d2	♙xf3
45	♞xf3	♞a4



46 g4!?

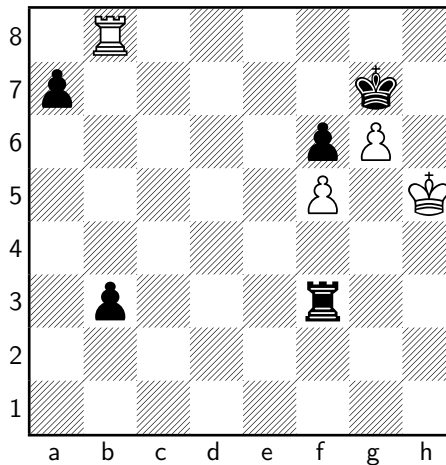
Unnecessary. 46. ♞d2 will be solid. The move played will cost White a pawn in some variations, even though the resulting position is still drawish. Looks like ANAND is in a risk-taking mood: He avoids all lines that will lead to a dead draw.

46 ... ♘d6?!

46... ♘e7! would have won a pawn: 47. ♞g3 ♘d5 48. f5 ♘e3 49. ♘h2 ♘c4 50. ♞b3 ♞a3! However, the game is most likely to end in a draw.

47	♞g3	♘e4+
48	♞h4	♘d6
49	♙d2	♘xb5
50	f5	♞e4
51	♞h5	♞e3
52	♘h4	♘c3
53	♙d7+	♞e7

54 ♖d3 ♘e4  
 55 ♘g6 ♘c5  
 56 ♜a3 ♜d7  
 57 ♜e3 ♝g7  
 58 g5 b5  
 59 ♘f4 b4  
 60 g6 b3  
 61 ♜c3 ♜d4  
 62 ♜xc5 ♜xf4  
 63 ♜c7+ ♝g8  
 64 ♜b7 ♜f3  
 65 ♜b8+ ♝g7



Drawn by perpetual check and triple repetition can be forced now.

1-0

The match is level at  $5\frac{1}{2} - 5\frac{1}{2}$  after 11 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
ANAND	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$		$5\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$		$5\frac{1}{2}$

## 2.12 Game Twelve: Topalov, V. – Anand, V. (0–1)

◦ TOPALOV, V. 2805 Sofia BUL: WCh  
 • ANAND, V. 2787 2010.05.11

D56: QGD, Lasker Defense

*The match is level and the winner of this game will be the champion. It was generally believed that the match is heading to tie-break. But, surprising everyone, ANAND won the last game with Black pieces (all other wins in this match were with white pieces.) The most interesting game in the match, this game features splendid play by ANAND with some moves with computer-like accuracy.*

1	d4	d5	8	♙xe7	♚xe7
2	c4	e6	9	♖c1	c6
3	♗f3	♗f6	10	♙e2	♗xc3
4	♗c3	♙e7	11	♖xc3	dxc4
			12	♙xc4	♗d7
			13	O-O	b6
			14	♙d3	c5
			15	♙e4	♖b8
			16	♖c2	

The Queen's Gambit declined – probably, the most popular opening in World Championships. KARPOV played it almost always against 1. d4 and 1. c4, and most of the KARPOV–KASPAROV matches were in this opening.

It is ironical that this opening employed by grandmasters to *draw with black* is employed by ANAND in the last game to win!

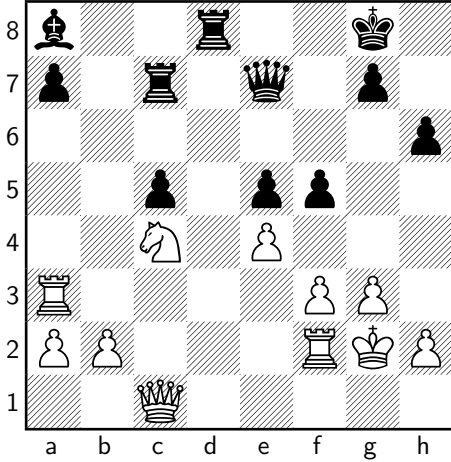
5	♙g5	h6
6	♙h4	O-O
7	e3	♗e4

Well, this is the old Lasker defence, not very common<sup>6</sup> in World championships. It has never played in World championship matches, and it is rarely seen in World Championship candidate cycles also, except a couple of games between ANATOLY KARPOV and ARTHUR YUSUPOV, Candidates' match semifinals, London 1989.

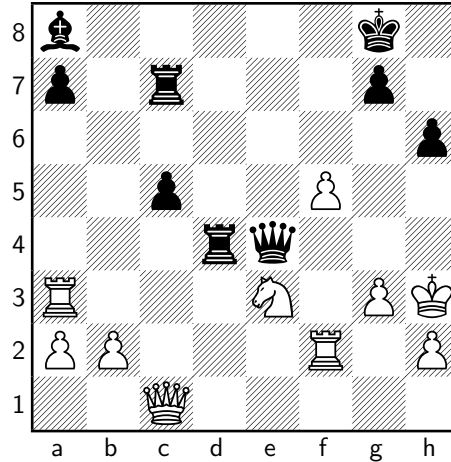
A well-known position for a long time. 16...a5 or 16...♙a6 is normally played here.

16	...	♗f6
17	dxc5	♗xe4
18	♖xe4	bxc5
19	♖c2	♙b7
20	♗d2	♖fd8
21	f3	♙a6
22	♖f2	♗d7
23	g3	♖bd8
24	♙g2	♙d3
25	♖c1	♙a6
26	♖a3	♙b7
27	♗b3	♖c7
28	♗a5	♙a8
29	♗c4	e5
30	e4	f5

<sup>6</sup>7... b6, the Tartakower variation, was KARPOV's and KASPAROV's favorite.



31     $\text{exf5?}$



34    ...     $\text{♙e8!}$

The start of TOPALOV's problems. 31.  $\text{♞d2}$  is essential, e.g., 31...  $\text{fxe4}$  32.  $\text{♞xe4}$   $\text{♙xe4}$  33.  $\text{fxe4}$   $\text{♞d4}$  34.  $\text{♙e3} =$ .

ANAND finds a stunning move from a position which appeared to be just defended.

31    ...     $\text{e4}$   
32     $\text{fxe4?}$

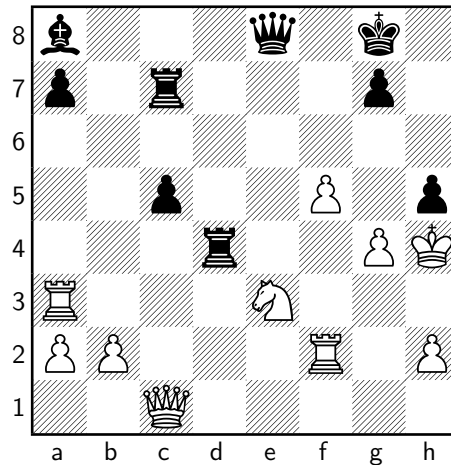
35     $\text{g4}$      $\text{h5!}$   
36     $\text{♞h4}$

Opening the long diagonal is disastrous. Safer is to use the Black pawn as a shield by 32.  $\text{♞e3}$   $\text{exf3+}$  33.  $\text{♞g1}$ , but White's position is worse here also.

32    ...     $\text{♙xe4+}$   
33     $\text{♞h3}$

The only move. 33.  $\text{♞g1}$   $\text{♙h1} \#$ , 33.  $\text{♞f1}$   $\text{♙h1} \#$  and 33.  $\text{♞f3}$   $\text{♙e2+}$  lose immediately, while 33.  $\text{♞af3}$   $\text{♞d3!}$  34.  $\text{♞d2}$   $\text{♙xf5}$  loses material.

33    ...     $\text{♞d4}$   
34     $\text{♞e3}$



36 ... g5+

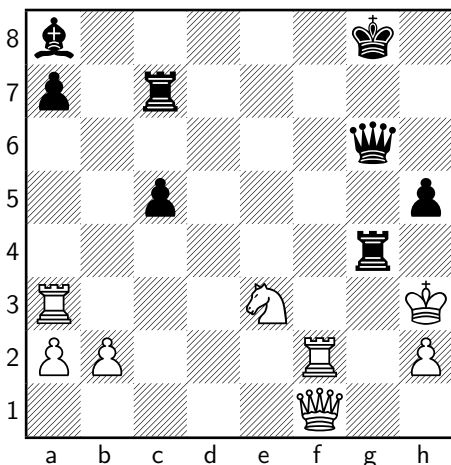
This wins, but 36... ♖d8+ looks stronger.

37 f×g6

The en-passant capture is forced.

- A) 37. ♖×g5 ♖g7+ 38. ♖h4 ♖g×g4+ 39. ♖×g4 ♖×g4+ 40. ♖h3 ♖d8 41. f6 ♖c8 42. f7+ ♖f8 and everything is over.
- B) 37. ♖h3 h×g4+ 38. ♖×g4 (38. ♖g3 ♖e5+) ♖h5+ 39. ♖g3 ♖×g4 ♯.
- C) 37. ♖g3 ♖e5+ 38. ♖h3 h×g4+ 39. ♖×g4 ♖h7+ mates.

37 ... ♖×g6  
38 ♖f1 ♖×g4+  
39 ♖h3



39 ... ♖e7

Threatening 40... ♖×e3! 41. ♖×e3 ♖h4+! 42. ♖×h4 ♖g4♯ as well as 40... ♖e4. TOPALOV needs to act immediately.

There were at least two other moves ANAND could consider.

- A) 39... ♖g5 with the threat ... ♖h4♯. After 40. ♖f8+ ♖g7 41. ♖f2 ♖e4 (41... ♖e4!?) 42. ♖×a8 ♖×e3 43. ♖g3 ♖×g3+! 44. h×g3 ♖×a3 45. b×a3 c4 and the c-pawn marches to victory.
- B) 39... ♖c6, intending ... ♖d7. The game may continue 40. ♖f6 ♖g5 (Black can continue 40... ♖g2+ 41. ♖×g2 (41. ♖×g2 ♖h4+!) ♖×g2 42. ♖×g6 ♖×g6, but White can avoid this line by selecting the variation 40. ♖f8+ ♖g7 41. ♖f6+ directly.) 41. ♖f8+ ♖g7 42. ♖f6+ ♖×f6 43. ♖×f6 ♖×f6 44. ♖×g4+ h×g4 45. ♖×g4 and Black has enough material advantage to win.

TOPALOV finds an ingenious way to defend this difficult position, but that was just not enough, as the following moves show.

40 ♖f8+ ♖g7  
41 ♖f5+! ♖h7

Of course, not 41... ♖×f8 42. ♖×e7+ ♖f7 (42... ♖×e7 43. ♖×a7+) 43. ♖g6+! ♖×g6 44. ♖×f7+ ♖×f7 45. ♖×a7+ ♖e6 46. ♖×a8 and White wins.

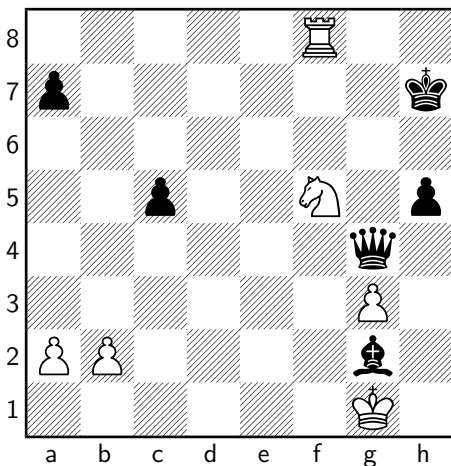
42 ♖g3

Looks like White has defended everything, but the game is not over yet. ANAND plays precisely to gain the advantage. The next several moves by White are forced.

42	...	♖xg3+
43	h×g3	♗g4+
44	♕h2	♖e2+
45	♕g1	♖g2+
46	♗×g2	

46. ♕h1 ♗h3 is immediate checkmate.

46	...	♗×g2
----	-----	------



While watching this game online, I thought TOPALOV has a draw here. 47. ♖f7+ and now:

- A) 47... ♕g8? 48. ♗h6+ ♕h8 49. ♗×g4 +-.
- B) 47... ♕h8 48. ♖f8+ with perpetual check.

C) 47... ♕g6 48. ♖g7+ levels the material.

Only after TOPALOV made his next move I realized that the third line wins for Black: 47... ♕g6! 48. ♖g7+ ♕×f5 49. ♖×g4 h×g4 50. ♕×g2 ♕e4 and the ♕+P ending is clearly won for Black. 51. ♕f2 ♕d3 and the ♖ is too restrained to go to the queenside to support his b-pawn or to go around to capture the black pawn at g4 in time before Black captures b2 and marches the c-pawn to victory.

Instead, TOPALOV decided to fight a ♖+♗+3P against ♗+3P endgame. But, unfortunately for him, the ♖ and ♗ cannot support each other at the same time and so co-ordination is difficult. ANAND plays the endgame with great mastery.

47	♕×g2	♗e2+
48	♕h3	c4
49	a4	a5

ANAND shuts out all possibilities for TOPALOV before taking b2. White cannot effectively support b2 because his ♖ will be loose at b6 and the *zugzwang* in between will force it back.

50	♖f6	♕g8!
----	-----	------

ANAND avoids 50... ♗×b2 51. ♖h6+ ♕g8 52. ♖×h5, with the White pieces coordinated a little better. The ♖ can support the a4-pawn on the fourth rank, supported by the ♕ and the Pg3, while the ♗ can be sacrificed for the c-pawn. If White can achieve that, even though difficult because the ♗ may not be able

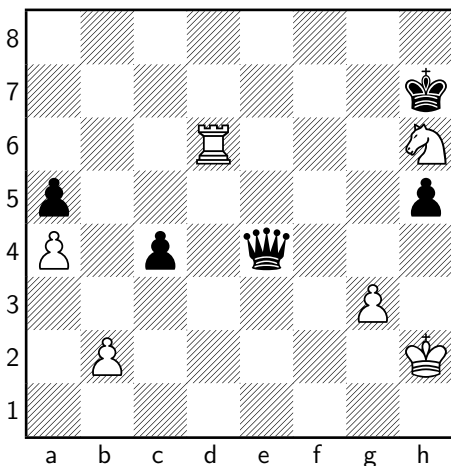
to take the c-pawn without blocking the fourth rank, the game will end in a draw. Now, Black is again left with pieces that are not co-ordinated well.

51 ♖h6+ ♔g7  
52 ♜b6 ♚e4

ANAND is trying to create as many threats as possible. Now the threat is 53... ♚h1#.

53 ♔h2 ♔h7  
54 ♜d6

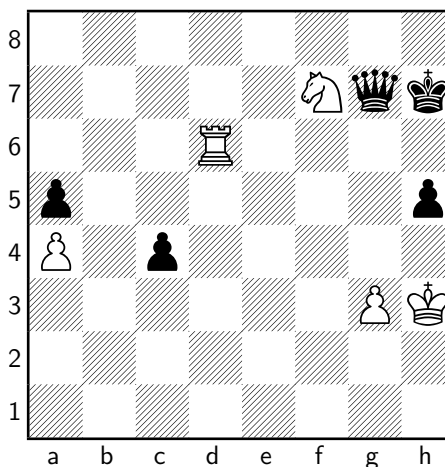
Because of the *zugzwang*, White cannot keep on supporting b2.



54 ... ♚e5!

It is interesting to note how ANAND tries to exploit White's pathetic situation. Now, if 55. ♜b6, a completely new attack will start with 55... h4! , while not allowing White to improve his pieces' co-ordination.

55 ♖f7 ♚xh2+  
56 ♔h3 ♚g7



Black can now give up his Queen for the Rook and Knight (and in some cases, just for the Rook) because the c-pawn can queen of it own, there is no way White can defend. For example, 57. ♖d8 ♚g4+ 58. ♔h2 h4 will expose the W♔ for checks that will cost him the ♜ soon. TOPALOV resigns, and ANAND retains his crown.

0–1

ANAND wins the match by winning  $6\frac{1}{2}$  in 12 games.

Player	1	2	3	4	5	6	7	8	9	10	11	12	Points
Anand	0	1	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	$6\frac{1}{2}$
TOPALOV	1	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	1	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	0	$5\frac{1}{2}$



## Chapter 3

# Epilogue

World chess championship games are notorious for boring games. Short draws, passive, repeated openings, level positions, defensive play and unexciting manoeuvres are characteristics of many world championship games. With the exception of the Spassky–Fischer match in 1972, none of the world championship matches in old days is an exception.

Things have changed a lot in recent years. Now there is no adjournments, ignored draws and slower time limits. With the advent of computers, opening theory is analyzed in such depth that interesting ideas are discovered in rare lines also.

The following sections discuss the overall theoretical aspects of this match.

### 3.1 The results

In addition to the modern rules that encourage the fighting spirit, this match had an unofficial “no-draws” policy, advocated by TOPALOV. Even though ANAND didn’t approve it, the match actually followed the policy.

This didn’t reduce the draws considerably – 7 out of 12 games (58.3%) ended in draws. However, these draws were not the typical “Grandmaster draws” we see in matches and tournaments. Games three and six ended by triple repetition in perfectly level position. Game seven was an unbalanced game where both players tried hard to win but failed, and it ended in triple repetition. In game nine, ANAND had a winning advantage, and TOPALOV managed to take advantage of ANAND’s mistakes and obtain perpetual checks. Game ten ended when it was clear that soon there would be insufficient resources to win for both players. Game eleven was a level game, and both players tried to introduce complications and the game ended in triple repetition.

### 3.2 Openings

Six different major opening systems have been employed in this match.

When ANAND played White, he used Catalan opening in the first four games (2, 4, 6, 7: even though Game 7 is technically Bogo-Indian). When the match was level and ANAND needed a win desperately, he chose Nimzo-Indian in Game 9 and English Opening (Reversed Sicilian) in Game 11.

When TOPALOV played White, ANAND chose Grünfeld in the first and the 10<sup>th</sup> games, Slav in 3, 5 and 8 and the old Queen's Gambit Lasker in the final game.

There was something common in the choice of openings: Both chose rarely played variations with very risky, unbalanced game – a good trend compared to old Karpovian matches where both players chose Queen's Gambit Taratakower and played twenty or so moves to agree to a draw. Instead, every game introduced a novel idea in the opening, backed by hours of computer analysis.

There is a negative aspect of this: The effect of computer analysis in top level chess is getting scary. KASPAROV once said he lost the World Championship match against KRAMNIK in 2000 because of KRAMNIK's superior opening preparation. In this match also, TOPALOV won the first game due to a superior opening preparation. Both players had analyzed the variation in such depth that they played the first 23 moves in lightning speed, and there was a mistake in ANAND's preparation!

The distinction at which move opening ends and middle game starts is moving forward every year and every match. Also, the games and analysis are updated in databases and we can see that a variation that was used only once before (that too in late last year!) was used in two games.

Some of the novelties employed in the match were surprising and risky. ANAND's 15. ♖a3 in Game two (Page 21) is an example.

Like any other world championship, this match has contributed significantly to the theory of chess openings.

### 3.3 Middle game

Both ANAND and TOPALOV are aggressive, attacking players with ingenious tactical sense coupled with strong positional understanding, so almost all games were double-edged.

This match shows that fighting spirit no other World championship has witnessed: Game seven (Page 36) gives an excellent example where both players trying to win the game avoiding drawing chances. ANAND's 46<sup>th</sup> move in Game eleven (Page 56) is an example of trying all chances to win the game at the cost of losing a pawn and making even the draw a difficult task.

The final game (Page 59) is really spectacular. After committing two serious mistakes in moves 31 and 32, TOPALOV's King came under a fierce attack, and then onwards, both players played their best moves. TOPALOV showed the best resistance (his moves 40 through 42 appeared to be drawing, but the resulting endgame was losing. Instead of capturing the pawn on b2 on the 48<sup>th</sup> move, ANAND improved his position and prevented his opponent's pieces from getting

co-ordinated seven moves. His 34... ♖e8!, 39... ♚e7 and 54... ♗e5! are really wonderful moves. This is definitely the best game in the match.

Two games – Games one (Page 17) and four (Page 28) – showed classical King-side attacks.

However, except the last game, this match didn't have any spectacular combinations to find a place in *Encyclopedia of Chess Combinations* or any similar reference.

Like every match, this also is not free from blunders. While the worst single-move blunder is ANAND's 54... ♗c6 in Game eight (Page 41), the biggest blunders happened in Game nine (Page 46), where ANAND missed a win in as many as four times. In spite of that, I believe that is the second best game in the match.

### 3.4 End game

This match didn't see any spectacular end games where one side won or drew with a spectacular combination or technique. Most of the games that reached the end game had their fate already clear. Game eight (Page 41) is the only exception, where ANAND's blunder helped TOPALOV to create an unexpected twist in the opposite color Bishop ending.

### 3.5 The conclusion of the match

This was one of the most exciting matches in the history of world chess championships. The players were of the same strength and style, and the match tied at  $5\frac{1}{2} - 5\frac{1}{2}$  with only one game to spare, and the last game was the most interesting in the match!

One can see that the new rules of tie-breaking had a definite role in the quality of the last game. Some time back, the champion retained the crown after a tie. If that were the case, ANAND would have tried for a draw in the last game. It is not clear who would be better in tie break games with shorter time controls, so TOPALOV also didn't play for a draw (Of course, that is against his *Sofia rules* of chess, anyway!).

Black didn't win any of the previous games in the match, so most people thought it would be highly unlikely for ANAND to win the final game, but the surprise choice of a rare opening variation and effort from both sides to win the game avoided the draw.

It is not very uncommon that such a surprise happen in the last game of a World Championship match. In the 1978 match between KARPOV and KORCHNOI, where draws were not counted and the first player to win 6 games was the winner, KARPOV was leading 5-2 after the 27<sup>th</sup> game, when KORCHNOI won three of the next four games to level the match 5-5. Then KARPOV won the last game too.

This happened in many matches KARPOV played. Against KASPAROV in 1985, KASPAROV was leading with  $11\frac{1}{2} - 9\frac{1}{2}$  when KARPOV won the 22<sup>nd</sup> game and needed only one more win in the last two games to level 12–12 and retain the crown. He drew the 23<sup>rd</sup> game with Black. In the 24<sup>th</sup> game, he used a variation discovered by Sokolov only a few days back in a game. However, KASPAROV's team had seen that game and found an improvement. KARPOV had drawing chances but he wanted to win, and finally lost.<sup>1</sup> In the 1987 match, the match was level at 11–11 after 22 games (KASPAROV would retain the crown if the match ends in a tie.) when KARPOV won the 23<sup>rd</sup> game. Now, the match was at 12–11 in favor of KARPOV, and KASPAROV had to win the last game, like KARPOV in the 1985 match. KASPAROV opened with a bizarre opening and KARPOV was desperately trying for a draw. KASPAROV patiently accumulated his small advantages and won in 45 moves. One of the most exciting games<sup>2</sup> in the World championship history.

The 12<sup>th</sup> game in this match also was similar. Both players had to win that game to win the match or go to tie-break. That way, it was a great memorable game.

Overall, this match is the most memorable world championship match ever. Even the legendary FISCHER – SPASSKY comes only second.

<sup>1</sup>That game: KARPOV – KASPAROV, WCh G24, Moscow 1985: 1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e2 e6 7.O-O ♗e7 8.f4 O-O 9.♖h1 ♜c7 10.a4 ♘c6 11.♗e3 ♞e8 12.♗f3 ♞b8 13.♞d2 ♗d7 14.♘b3 b6 15.g4 ♗c8 16.g5 ♘d7 17.♞f2 ♗f8 18.♗g2 ♗b7 19.♞ad1 g6 20.♗c1 ♞bc8 21.♞d3 ♘b4 22.♞h3 ♗g7 23.♗e3 ♞e7 24.♖g1 ♞ce8 25.♞d1 f5 26.gxf6 ♘xf6 27.♞g3 ♞f7 28.♗xb6 ♞b8 29.♗e3 ♘h5 30.♞g4 ♘f6 31.♞h4 g5 32.fxg5 ♘g4 33.♞d2 ♘e3 34.♞xe3 ♘xc2 35.♞b6 ♗a8 36.♞xd6 ♞b7 37.♞xa6 ♞xb3 38.♞xe6 ♞xb2 39.♞c4 ♖h8 40.e5 ♞a7+ 41.♖h1 ♗xg2+ 42.♖xg2 ♘d4+ 0–1.

<sup>2</sup>That game: KASPAROV – KARPOV, Wch G24, Seville 1987, 1.c4 ♘f6 2.♘c3 e5 3.♘f3 ♘c6 4.g3 ♗b4 5.♗g2 O-O 6.O-O e4 7.♘g5 ♗xc3 8.bxc3 ♞e8 9.f3 exf3 10.♘xf3 ♞e7 11.e3 ♘e5 12.♘d4 ♘d3 13.♞e2 ♘xc1 14.♞axc1 d6 15.♞f4 c6 16.♞cf1 ♞e5 17.♞d3 ♗d7 18.♘f5 ♗xf5 19.♞xf5 ♞e6 20.♞d4 ♞e7 21.♞h4 ♘d7 22.♗h3 ♘f8 23.♞5f3 ♞e5 24.d4 ♞e4 25.♞xe4 ♞xe4 26.♞xf7 ♞xe3 27.d5 ♞ae8 28.♞xb7 cxd5 29.cxd5 ♞3e7 30.♞fb1 h5 31.a4 g5 32.♗f5 ♖g7 33.a5 ♖f6 34.♗d3 ♞xb7 35.♞xb7 ♗e3 36.♗b5 ♞xc3 37.♞xa7 ♘g6 38.♞d7 ♘e5 39.♞xd6+ ♖f5 40.a6 ♞a3 41.♞d8 ♞a2 42.♞f8+ ♖e4 43.d6 ♘f3+ 44.♞xf3 ♖xf3 45.♗c6+ 1–0.

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