



---

# Makogonov Variation

A ruthless King's Indian killer

---

by  
Cyrus Lakdawala & Carsten Hansen



2022  
CarstenChess

# Contents

Introduction:.....	3
Chapter 1: Our Founding Fathers.....	5
Part 1: Black plays ...e7-e5.....	28
Chapter 2: Black opts for a Traditional ...e7-e5 Structure.....	29
Chapter 3: Set-ups involving ...Nfd7 .....	58
Chapter 4: Variants Where Black Plays ...Na6 before...a7-a5 .....	77
Chapter 5: Miscellaneous Minor Setups with ...e5 .....	96
Part 2: Black plays ...c7-c5.....	139
Chapter 6: Mako Versus Benoni.....	140
Chapter 7: Mako versus Benko Gambit .....	178
Part 3: Alternatives & Minor Lines.....	197
Chapter 8: Minor Set-ups for Black .....	198
Chapter 9: White Posts the Bishop on g5.....	236
Quick Repertoire .....	257
Index of Complete Games.....	259
Other Books By Cyrus Lakdawala.....	261
Other Books By Carsten Hansen.....	263

# Chapter 1: Our Founding Fathers

This is the "You look good...for your age!" chapter, where we look at some of the early games played with the Makogonov System. We start with a game from Russian GM Vladimir Makogonov.

## Game #1 V.Makogonov– D.Bronstein Kiev 1944

### 1.d4 Nf6 2.c4 g6 3.Nf3

The Makogonov can be played with or without an early Nf3. What is the benefit of holding back on Nf3? White has the option of playing a future g2–g4 and then clamping down upon the f5–square with Nge2, followed by Ng3. Yet the knight on f3 is also highly useful. A more normal move order runs: 3.Nc3 Bg7 4.e4 d6 5.h3 0–0 6.Be3.

### 3...Bg7 4.Nc3 d6 5.e4 0–0 6.h3



Here we are in one of our main starting positions. The other key version is with White's knight still on g1 and White's bishop on e3.

### 6...c6

Later in the book we examine 6...c5 7.d5 e6 (7...b5 is Mako versus Benko Gambit) 8.Bd3 exd5 9.exd5 Mako versus Benoni.

### 7.Bd3

Today, we usually hold back on the development of the light-squared bishop and play 7.Be3.

### 7...e5

Later in the book, we look at structures involving 7...a6 intending to expand with ...b7–b5.

### **8.d5**

One trait of the Makogonov is that we DO NOT generally allow any central tension, in that ...e7–e5 is pretty much always met with d4–d5, locking the central pawns. The one nice point of this pawn advance is that it deprives King's Indian ...exd4 specialists of their favored open position structures.

### **8...cxd5 9.cxd5 Nh5**

The knight eyes f4 while opening the path for ...f7–f5.

9...Nbd7 10.Be3 a6 11.Nd2 b5 12.b4! Bb7 was played in H.Tikkanen-J.Lind, Malmo 2014. Here 13.a4! offers White a clear advantage.

### **10.g3**

Makogonov prevents ...Nf4.

Alternatively, 10.Bg5 f6 11.Be3 f5 (11...Nf4 12.Bxf4 exf4 13.0–0 f5 14.Re1 is in White's favor) 12.exf5 gxf5 13.Nxe5 (the engine suggests 13.0–0!?) 13...Qe8 14.Bb5! Qxe5 15.Qxh5 and Black gets compensation for the pawn from control over the e5–square. Full compensation? We aren't so sure, J.Chabanon-L.Gutman, Bad Endbach 1995.

### **10...Nd7**

10...f5 11.exf5 gxf5 12.Ng5! Nf6 13.Ne6! (this maneuver weakens Black on the light squares) 13...Bxe6 14.dxe6 d5 (Black is strategically lost if White is allowed to play Bc4) 15.Bxf5 when White's light squares and bishop pair are more important than Black's center.

### **11.Be3 a6 12.Be2**

Makogonov takes aim at the h5–knight. Now, we see why it was better for him to reserve the development of his light-squared bishop earlier in the game and replace it with Be3 since he lost a tempo by moving his bishop to e2.

### **12...b5 13.Nd2 Nhf6**

Stronger was 13...b4! 14.Na4 f5! 15.exf5 gxf5 16.Bxh5 f4 Black regains the lost material with enhanced piece activity.

### **14.a3 Nb6 15.g4! (D)**

En garde! This push to g4, which would have warmed Henri Grob's heart, is actually the standard operating procedure in the Makogonov. The move achieves the following:

1. It prevents a future ...Nh5.
2. It discourages Black's natural King's Indian break, ...f7–f5.
3. By tossing in g2–g4, White gives notice to the black king: "Be careful. I may be coming after you." White can later go for direct attacks with g4–g5, h3–h4, and h4–h5, ensuring that the h-file opens.
4. If Black feels claustrophobic from White's g2–g4 push, our opponents, will be sorely tempted to play ...f7–f5, anyway. We can respond in two ways to Black's break on f5:



a) We can double exchange on f5, which opens the g-file, enhancing our attacking chances. Also, by double exchanging on f5, the e4 square opens for our knights. So, we often get control over a juicy hole in mid-board on e4.

b) We also have the option of non-reaction and, in many cases, can simply meet Black's ...f7–f5–break with the reinforcing f2–f3 push, maintaining our territorial advantage and denying Black counterplay. Black often finds him or herself frustrated from a lack of kingside counterplay which is customary for Black in so many other King's Indian lines.

**15...Nfd7 16.h4**

He wants to deny Bronstein ...Qh4 ideas while preparing an attack.

16.b4 can be met with 16...f5 and if 17.gxf5 gxf5 18.exf5 Nf6 offers Black active play.

**16...f5!**

Black must play this move at some time or risk getting squeezed.

**17.gxf5 gxf5 18.exf5 Nf6 19.h5!**

Intending h5–h6, which Black can't afford.

**19...h6 20.Rg1**

Threat: Bxh6.

**20...Kh8 21.Nf1?!**

Heading for g3. Strongest was 21.Nf3! Nxh5 (21...Bxf5? 22.Nh4 is heavily in White's favor since he will soon dominate the light squares with the f5–bishop's removal from the board.) 22.Ng5! Nf4 23.Ne6 Bxe6 24.fxe6 is clearly in White's favor.

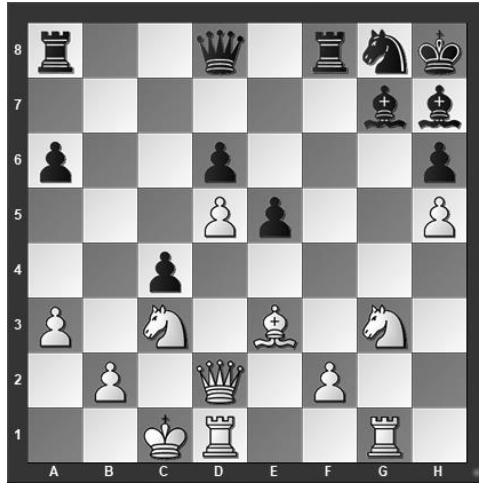
**21...Bxf5 22.Qd2 Ng8**

Covering h6. This retreat of a well-placed piece is necessary; for instance, 22...Kh7?? 23.Ng3 Bd7 24.Bd3+ Kh8 25.Bxh6 and Black is busted.

**23.Ng3 Bh7 24.Bd3?!**

24.Nge4 looks better since it saves a tempo from the game's continuation.

**24...Nc4! 25.Bxc4 bxc4 26.0–0–0!?**



Makogonov's message: "Come and get me!" Bronstein outplayed the original Mako shark and stood slightly better since his king looks a shade safer and his domination of the light squares is difficult for White to deal with.

**26...Rb8 27.Nge4 Rf7!**

Dual purpose, reinforcing g7 while preparing to swing the rook over to b7 to hammer b2.

**28.Rg3?!**



Correct was 28.Rg2 Rfb7 29.Rdg1.

**28...Nf6!**

Bronstein wants to open the b1–h7 diagonal for his light-squared bishop.

**29.Nxf6**

29.f3 is the unappealing alternative due to 29...Nxf5 (now we see why White's rook should have been lifted to g2, rather than g3, where it loses a tempo) 30.Rh3 Nf4 and Black wins a pawn and retains the superior position.

**29...Qxf6 30.Rdg1 Qf5!**

Black's queen announces her annoying presence on the diagonal. That is a scary-looking battery. For now, White has c2 and b1 covered. This state may not last forever since Black can play ...Rb3, and then White must watch out for ...Rxc3+ tricks.

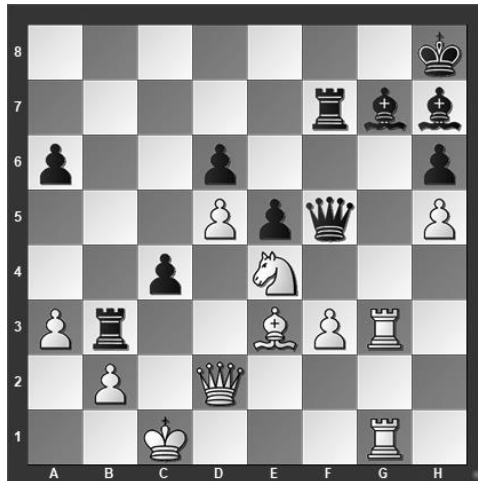
**31.f3**

Maybe it was time for desperation mode with 31.Rg6!?.

**31...Rb3**

31...Rfb7! is even stronger.

**32.Ne4**



**Exercise (planning):** How should Black continue his attack?

**Answer:** Line opening.

**32...c3!**

Bronstein, on the attack, had the temperament of a freshly bathed cat, just itching to scratch until blood is drawn.

**33.bxc3**

33.Nxc3 Bf6! 34.Bxh6 Rfb7 is lost for White.

**33...Rfb7**

Threatening to win White's queen with a pair of rook checks.

**34.Qc2 Rxa3?!**

34...Bf8!, depriving White of the exchange sacrifice, leaves him busted.

**35.Rxg7!**



This exchange sacrifice is White's best chance.

**Exercise (critical decision):** Black has a choice of three moves:

- a) 35...Rxc7.
- b) 35...Ra1+.
- c) 35...Qxf3.

Two of them are in Black's favor, while the other loses. Which one would you play?

**Answer:** Line c) loses.

**35...Qxf3??**

You see smoke and flames curling up from another portion of your house. You call the fire department. They respond: "The Chargers and the Packers are tied at 12–12 at halftime. We will come and take care of the fire after the game ends." We just described Bronstein's last move, which is too slow a response for his position's requirements.

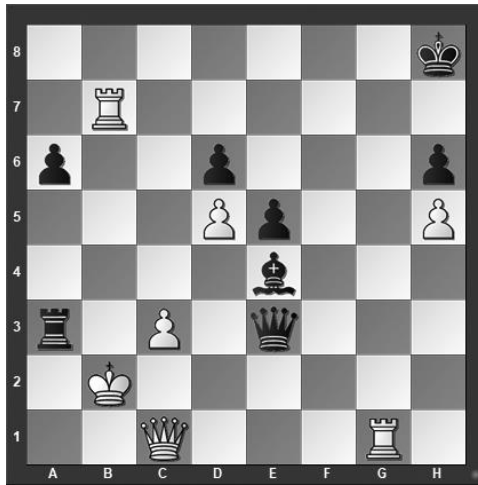
- a) 35...Rxc7! 36.Rxc7 Kxc7 37.Qg2+ Kh8 38.Bxc6 Qf7 39.Qb2 Bxe4! 40.Qxa3 Qxf3 leaves White fighting for his life.
- b) 35...Ra1+! is also strong. 36.Kd2 Rxc7! 37.Rxc7 (37.Rxa1?? loses to 37...Rg2+ and if 38.Bf2 Rxf2+ wins.) 37...Kxc7 38.Qb2! Qxf3! 39.Qxa1 Qxe4 40.Qxa6 Qxd5+ White is fighting for the draw.

**36.Rxb7 Qxe3+**

36...Bxe4 37.Rb8+ Kh7 38.Qd2 White will consolidate the extra rook.

**37.Kb2 Bxe4 38.Qc1!**



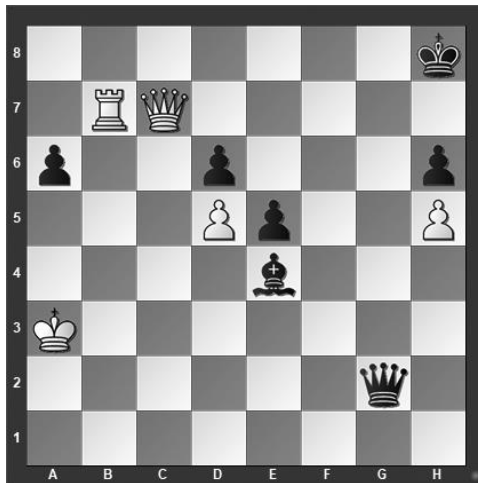


Simplification. Black is forced into a hopeless exchange down ending.

**38...Rxc3**

Imaginative yet ineffective.

**39.Qxc3 Qxg1 40.Qc8+ Qg8 41.Qc7! Qg2+ 42.Ka3**



42.Ka3 Qf3+ 43.Rb3 with the deadly dual threat of Rxf3 and Rb8+. Black resigned.

**1-0**

## Chapter 4: Variants Where Black Plays ...Na6 before...a7–a5

The main idea behind Black's move order is a quick gang-up on our e4–pawn, which forces us to protect it, either with Qc2, which places our queen on a potentially open c-file or commit to f2–f3. The writers of this book prefer the latter option.

### Game #13 A.Salem (2690) – B.Amin (2680) Dubai (Rapid) 2021

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.h3 0–0 6.Be3 e5 7.d5 Na6



This is Black's best scoring move and only second in popularity to 7...a7–a5.

#### 8.g4

a) 8.Nf3 Nh5 9.Nd2 Qe8! (this way, Black can play ...f7–f5 and if exf5 then Black can recapture with the g6–pawn and the queen on e8 continues to cover the h5–knight) 10.Nb3 f5 11.exf5 gxf5 and Black looks active, with play coming on the kingside, F.Izeta Txabarri-G.Milos, Pamplona 1991.

b) 8.Bd3 Nc5 9.Bc2 a5 10.Nge2 c6 11.a3 with b2–b4 coming, we prefer White, I.Sokolov-P.Thipsay, Moscow ol 1994.

#### 8...Nc5 9.f3

As mentioned earlier in the book, we are not big fans of placing our queen on c2 since Black can open the c-file and oppose our queen with a rook on c8. 9.Qc2 We don't recommend this move since White's queen isn't well placed on

the c-file since Black can open it with a future ...c7-c6, ...c6xd5 ...Bd7 and ...Rc8.

### 9...c6

9...a5 to lock in the knight on c5 can also be played, but 10.Qd2 c6 11.Nge2 cxd5 12.cxd5 followed by Ng3 and h3-h4-h5 is better for White.

### 10.Qd2

The engine slightly prefers White after 10.b4 cxd5 11.cxd5 Ncd7, but we like keeping the option open to castle queenside. With the pawn on b4, that is pretty much out of the question.

### 10...cxd5 11.cxd5 h5!?



Black dreams of a future involving ...h5-h4, ...Nh7, ...Bf6 and ...Bg5, swapping away White's good bishop and freezing the kingside pawns. Of course, this is not so easy to implement.

Another option is 11...Bd7 12.h4 h5 13.g5 Ne8, N.Batsiashvili-G.Mammadova, Lasi 2021; White looks slightly better after 14.b4 and if 14...Na4 15.Nxa4 Bxa4 16.b5! a6 17.b6.

### 12.0-0-0

White's king will be safer on the queenside.

### 12...Bd7 13.Kb1

A new move and a natural one, getting the king off the open c-file while enabling a future Rc1.

13.Nge2 as seen in J.Schweitzer-B.Chiffelle Becerra, Santiago de Chile 1997, can be met with 13...a5 and Black is doing fine.

### 13...a6 14.Nge2 b5?!

This proves to be a strategic inaccuracy, although it doesn't look like one right now. 14...Rc8 was more accurate.

### 15.b4!



You say: "This is a line I won't cross," and then you find yourself placing your toe over it. Seeing that you won't get mated after a structural outburst of this magnitude takes excellent judgment. White - in this case, correctly - gambles that his superior structure outweighs his aired-out king position.

**15...Na4!?**

You can't lay out furniture without the foundation of a floor. Optically, this appears to be prying open lines against White's king, and the problem is that White's king is relatively safe, and Black has shredded his pawns. The knight has no scope after 15...Nb7 16.Nc1 a5 17.a3.

**16.Nxa4 bxa4 17.Nc3 a3**

17...Rb8 18.a3 a5 doesn't bother White at all. 19.b5 is a strategically won game for White.

**18.Ka1 Qc7 19.Be2 Rfc8 20.Rc1 Qb7 21.g5!**

More accurate than 21.Rb1 Rxc3 22.Qxc3 Nxd5! 23.Qxa3 Nf4 when Black gets dangerous play for the sacrificed exchange.

**21...Ne8 22.Nb1! Rcb8 23.Nxa3 Qxb4 24.Qxb4 Rxb4**



As happens so often in the Mako, White stands better in the ending due to Black's vulnerability on the queenside. This time the culprit is Black's a6 and d6-pawns.

**25.h4 f5 26.Rc4 a5 27.Rhc1 Bf8 28.Bd2 Rb7 29.R4c2 Be7 30.Rb2 Rxb2 31.Kxb2 Bd8 32.Be3!**

Preventing Black's lousy bishop from being activated.

**32...Rb8+ 33.Ka1 f4**

33...Bb6?? fails miserably to 34.Rb1 Bc7 35.Rxb8 Bxb8 36.Bb5 Bxb5 37.Nxb5 Black's a-pawn won't survive for long since White's king will soon march up the board.

**34.Bf2 Kf7**

34...Bb6?? is once again met with 35.Rb1 Bc7 36.Rxb8 Bxb8 37.Bb5! with an easily won ending for White.

**35.Rb1!**



Black will have a tough time hanging on to the a-pawn if rooks are removed from the board.

**35...Rxb1+**

35...Rc8?! 36.Nc4 Ke7 37.Rb7 also loses.

**36.Kxb1 Ke7 37.Kc2 Ba4+ 38.Kd2!**

He will eventually move his e2-bishop, so White's king disallows a future ...Bd1.

**38...Nc7 39.Nc4 Na8**

You know matters have gone wrong when your knight is sent to a gulag on a8.

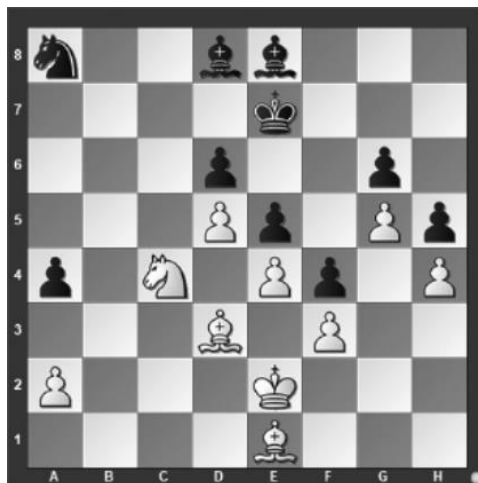
**40.Bd3 Bd7 41.Ke2!**

Making room for Bd2, targeting a5.

**41...Be8**

41...Bb5?? is a blunder that falls to 42.Nxe5!.

**42.Be1 a4**



**Exercise (planning):** Black's position is unable to endure the lengthy siege. Work out a sequence that wins material.

**Answer:** Step 1: Add a second attacker to d6.

**43.Bb4! Bc7 44.Nxe5**

Step 2: Exploit the pin of the d6-pawn.

**44...Nb6 45.Nc6+ Bxc6 46.dxc6 Ke6 47.Bd2 d5!?**



Lost cause, meet faithful adherent. This is complete desperation, with a clear message: "If I am to die, then it will be on my feet."

47...Ke5 48.Bc2 is also hopeless for Black.

**48.exd5+ Kxd5 49.Bxg6 Kxc6 50.Bxh5 Kd7 51.Bg4+ Ke7 52.h5 Nc4**

**53.h6**

**1-0**

## Chapter 6: Mako Versus Benoni

In this chapter, we operate under the assumption that our position arose from a traditional King's Indian move order. If we get the move order 1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 e6xd5 5.c4xd5, you need to play your normal Benoni lines since, in our preferred move order against the KID versions, we recapture on d5 with our e-pawn, rather than our c-pawn.

### Game #24

**A. Shirov (2700) – A. Kovacevic (2525)**

Belgrade 1997

#### 1.d4 c5

Our move order would likely run 1...Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.h3 c5 6.d5.

#### 2.d5 Nf6 3.c4 g6

An important note: as mentioned just above, if Black plays a traditional Benoni move order, such as 3...e6 4.Nc3 exd5 5.cxd5, we CANNOT reach the positions covered in this chapter since we operate under the assumption that your opponent is a King's Indian player and uses that move order. On the c4xd5 move order, you need to play your normal Benoni lines.

#### 4.Nc3 Bg7 5.e4 0–0 6.Nf3 d6 7.h3

Mako achieved!

#### 7...e6

This indicates he wants a Benoni setup.

a) After 7...a6, Black wants a Benko Gambit with ...b7–b5, which we won't allow. 8.a4 e6 9.Bd3 exd5 10.exd5 Re8+ 11.Be3 Bh6 12.0–0 leads to positions we look at in this chapter, with the inclusion of a2–a4 and ...a7–a6, which shouldn't alter anything. We should mention that (Stockfish 15 suggests the bizarre 12.Kd2!?). There are two games in the database, with White winning one and drawing the other!

b) 7...e5 transposes to a line covered in Chapter 2. After 8.g4, we already looked at this structure earlier in the book and concluded that it favors White.

c) 7...Na6 8.Bd3 Nc7 9.0–0 a6 10.a4, Black's c7–knight is obviously misplaced, A.Chernin-T.Reich, Austria 2009.

d) 7...b5 8.cxb5 a6 9.a4 transposes to the next chapter in the book, Mako versus Benko Gambit.

#### 8.Bd3

We reinforce e4.

#### 8...exd5 9.exd5





As Caissa's appointed shepherds commanded to lead all humanity to chess safety, we must buy ourselves staff. To our mind, this is White's best recapture for the following reasons:

1. Capturing symmetrically with the e-pawn, while not the Blitzkrieg version, dramatically reduces Black's normal dynamic counterplay. Players who prefer the black side of Benoni structures tend to want a tactical fight. Instead, we leave them in a strategic desert, with little counterplay and a goal of dull equality.
2. White obtained with a nagging space edge.
3. It tends to be one of those positions where White plays for two results: a draw or a win for our side, and rarely a loss for White.

We are NOT afraid of Black's coming rook check on the e-file. In this book, we decided not to dilute the chapter by covering the also played, standard issue model Benoni with 9.cxd5.

**9...Re8+ 10.Be3!**

Nope. Neither are we afraid of ...Bh6.

Notably. 10.Kf1 is also playable and could transpose to the last game in the book, Lakdawala-Wang.

**10...Bh6**

This is Black's main move. We will also examine various alternatives within the chapter.

**11.0-0!**

This is not a real pawn sacrifice since Black gets killed on acceptance, which alters the structure; we believe it is favorable for White.

**11...Bxe3 12.fxe3**

The f-file has been opened, and already we sense coming pressure on f6-knight and f7-pawn.

**12...Qe7**

Black's main response.

12...Rxe3? is known to be horrible for Black, who scores just above 10% from this position in my database. One example is 13.Qd2 Re7 14.Ng5 Nbd7 15.Qf4 Re5 as seen in B.Csonka-H.Kjoita, Durban 2014; Black's position collapses after 16.Nge4 Kg7 17.Nxd6.

**13.e4 Nbd7 14.Qd2**



This is a key tabiya position for this line. Let's examine the position deeper:

1. White's f-file has been opened, and we can easily envision Black's f6-knight and f7-pawn coming under future attack.
2. White owns a considerable space advantage.
3. Black's main trump in the position is the hole on e5. This is not as wonderful as it first appears since when Black plays ...Ne5, our opponent automatically undermines support for the f6-knight and the f7-pawn.
4. Technically speaking, White has a bad light-square bishop, with three central pawns fixed on the same color, while Black's remaining bishop is the "good bishop." But is it? Black's bishop is hemmed out and has no good post but d7, which isn't all that impressive. White's bishop often finds a way out later, via either a4 or even g4. So, don't let our "bad bishop" status fool you.
5. Believe it or not, d6 is a weak point, and later on, White can coordinate Qf4 and Nb5 tricks to go after, as displayed in the following game in the book. Stockfish 15 assesses at around a half-point up, a healthy edge for White. As you will see in the coming games, it is not at all easy for Black to equalize from this position.

**14...Kg7**

In the next game, we look at 14...Ne5, which is Black's main line.

**15.Rf2 Rf8**

15...Ng8? scores less than 10% for Black. 16.Raf1 Rf8 17.Nb5 (threatening to fork on c7) 17...Ne5 18.Nxe5 dxe5 19.d6 Qd7 20.Be2! Qc6 21.Nc7 Rb8 22.Bg4 Nh6 (22...Bd7 23.Bxd7 Qxd7 24.Qd5 leaves Black busted) 23.d7 Qxc7

24.dxc8Q Rbxc8 25.Bxc8 Rxc8 26.Rd1 and Black had no chance to survive, Le Quang Liem-S.Megaranto, Istanbul ol 2012.

**16.Raf1 Ne8 17.Bc2 Ne5 18.Nxe5 dxe5?!**

If Black is going to suffer in this line, he may as well be rewarded for it with a superior structure. This recapture does the opposite, offering White a supported, passed d-pawn. Black envisions a setup involving ...Nd6 and ...f7–f6. As it turns out, he doesn't have time for this.

18...Qxe5 19.Ba4! Nc7 20.Ne2! f6 (20...Qxe4 21.Ng3 Qe5 22.Kh2 f5 23.Re1 Qf6 24.Rfe2 Rf7 25.Be8 Nxe8 26.Rxe8 b6 27.Qf4 and Black is unable to unravel since 27...Bb7? is met with 28.R8e6 Qd8 29.h4! with a winning attack for White) 21.Nf4 Rb8 22.b4! with some advantage to White, although not as much as in the game's continuation.

**19.Ba4!**

Black doesn't have time for his planned ...f7–f6 and ...Nd6.

**19...Nd6**

Black may originally have planned

a) 19...f6? but then saw 20.Bxe8 Qxe8 21.Nb5 Qd8 22.d6! b6 23.Nc7 Rb8 24.Nd5 when f6 can no longer be defended. Nor can Black afford 24...f5 25.exf5 Bxf5 26.Ne7 Qd7 27.Qd5! wins.

b) 19...Bd7 20.d6! Qe6 21.Bxd7 Qxd7 22.Qd5 f6 23.Na4! Qxd6 24.Nxc5 Rf7 25.g4! with a monster bind for White.

**20.Rf6!**

Let us tell you something about your humble authors' mutual Facebook friend and noted philosopher, GM Mohandas Shirov, who does NOT believe love is the answer. Instead, his mission in life is to preach the benefits of chessboard violence over any non-violent solution to our problems. His last powerful move offers Black options of both ...Qxf6 and the interference combination ...Nf5, and neither one works.

**20...h6**

a) 20...Nf5? 21.R6xf5 gxf5 22.d6 is similar to the game's continuation.

b) 20...Qxf6? 21.Rxf6 Kxf6 22.Qf2+ Kg7 (22...Ke7 23.Qxc5 Bd7 24.Qc7 Rfd8 25.c5 wins) 23.Qxc5 Ne8 24.Qe7 e5 falls, and Black is completely busted.

**21.Qf2! Nf5?**



**Principle:** Just because you correctly calculate a combination doesn't mean you should play it since we must also accurately assess its aftermath. Black's last move wins the exchange at the cost of decimating his king position. He should have settled for 21...b6 22.Qh4 (threatening Rxc6+, followed by Qxe7) 22...Qd8 23.Bc6 Rb8 24.Qg3 Qe7 25.b3 with a big bind for White.

**22.Rxf5**

Forced moves can be good ones. Black's position is about to erupt into an earthquake with a San Francisco, 1906 intensity level.

**22...gxf5 23.exf5**

Threat: f5-f6+.

**23...f6 24.Ne4**

Threatening the c5-pawn.

**24...b6 25.Qh4**

From this point on, White's pieces walk on water. Next comes a rook lift to f3.

**25...Kh7 26.Rf3 Rf7**



*Exercise (planning):* What is White's deadliest attacking plan?

*Answer:* Step 1: Push to d6, clearing d5.

**27.d6!**

The push clears d5, allowing White's bishop to participate in the attack.

**27...Qf8 28.Bc6!**

Step 2: Boris Karloff leaves Frankenstein Castle with bolts jutting from his neck and oversized shoes, shuffling forward in search of a victim. White's formally bad bishop is about to turn into a monster on d5.

**28...Rb8 29.Bd5**

Step 3: Mission accomplished. Black cannot move the f7-rook since he can't afford to allow f6 to fall.

**29...Rbb7**

This is the only way Black can continue to cover f6.

29...Bb7 fails miserably to 30.Bxf7 Bxe4 31.Bg6+ Kg7 32.Qxe4 and White has won a piece.

**30.Be6!**

It's rude when the opponent offers you material, and you disdainfully decline it.

**30...Rbd7 31.Rg3**

Threat: Rg6, after which Black collapses on f6.

**31...Bb7**

31...Rg7 32.Nxf6+ is pretty awful for Black.

**32.Bxd7!**

32.Bxd7! Bxe4 33.Be6! leaves two black pieces attacked simultaneously. Black resigned.

**1-0**

# Index of Complete Games

- Game 1: Makogonov-Bronstein**
- Game 2: Makogonov-Taimanov**
- Game 3: Bronstein-Gligoric**
- Game 4: Makogonov-Veresov**
- Game 5: Anand-Ponomariov**
- Game 6: Lakdawala-Baker**
- Game 7: Lakdawala-Baker**
- Game 8: Kharlov-Glek**
- Game 9: Olsen-Hillarp Persson**
- Game 10: Le Quang Liem-Carlsen**
- Game 11: Karpov-Sepp**
- Game 12: Lakdawala-Bisgaard**
- Game 13: Salem-Amin**
- Game 14: Lakdawala-Wang**
- Game 15: Blübaum-Piorun**
- Game 16: Lakdawala-Kishnevsky**
- Game 17: Banikas-Bakhtadze**
- Game 18: Nestorovic-Mozetic**
- Game 19: Karpov-Reizniece**
- Game 20: Karpov-Miroshnichenko**
- Game 21: Lakdawala-Baker**
- Game 22: Karpov-Golubev**
- Game 23: Giri-Iordachescu**
- Game 24: Shirov-Kovacevic**
- Game 25: Lakdawala-Vichare**
- Game 26: Moiseenko-Lupulescu**
- Game 27: Wang Yue-Liu Chang**
- Game 28: Gelfand-Morozevich**
- Game 29: Portisch-Tatai**
- Game 30: Polugaevsky-Kavalek**
- Game 31: Amin-Fedorov**
- Game 32: Ivkov-Gheorghiu**
- Game 33: Tal-Mochalov**
- Game 34: Dziuba-Ciruk**
- Game 35: Dobosz-Rausis**
- Game 36: Galyas-Minko**
- Game 37: Bruzon Batista-Escobar Forero**
- Game 38: Miroshnichenko-Weiss**

**Game 39: Akobian-Matikozyan**  
**Game 40: Parligras-Ungureanu**  
**Game 41: Zvjaginsev-Davies**  
**Game 42: Izoria-Georgiev**  
**Game 43: Caruana-Firouzja**  
**Game 44: Rhine-Guseinov**  
**Game 45: Lakdawala-Griffith**  
**Game 46: Lakdawla-Wang**