

# **Chess Evolution 1**

The Fundamentals

By

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# CHAPTER 3

## Contents

- ✓ Forcing the play after a queen sacrifice
- ✓ Material compensation
- ✓ Attacking the opposing queen

## Queen sacrifices

In this chapter we shall study combinations in which the strongest piece is sacrificed. Such queen sacrifices are relatively rare, because it takes extremely well-coordinated pieces to be able to mount a mating attack without the queen. If we are contemplating a queen sacrifice, we have to check the variations very carefully. We must try to make the play as forcing as possible, in order to prevent the opposing queen from successfully leading a counter-attack. We should be aware that although the queen is very strong, it does not show itself at its best in defence; to a certain extent this is because it is so valuable.

Diagram 3-1

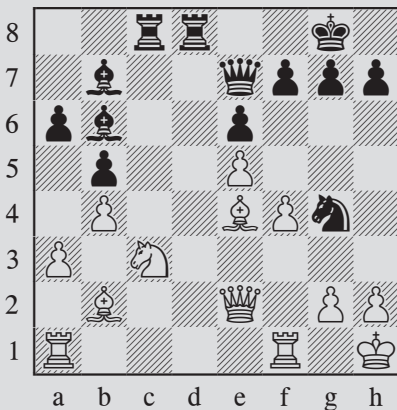


Diagram 3-1

G.Rotlewi – A.Rubinstein

Lodz 1907

### 1...♞h4!

Black brings his queen into the attack.

1...♖xh2! is also very strong. If 2.♞h5 then simply 2...♙e4+ kills all hope.

### 2.g3

2.h3 is met by 2...♞xc3! and now:

a) 3.♙xb7 ♞xh3† 4.gxh3 ♞xh3† 5.♞h2 ♞xh2#  
 b) 3.♞xg4 ♞xh3† 4.♞xh3 ♞xh3† 5.gxh3 ♙e4† 6.♙h2 ♞d2† 7.♙g3 ♞g2† 8.♙h4 ♙d8† 9.♙h5 ♙g6#

c) 3.♙xc3 ♙e4 4.♞xg4 (or 4.♞xe4 ♞g3!-+) 4...♞xg4 5.hxg4 ♞d3! The threat of mate on h3 nets Black a material advantage. 6.♙h2 ♞xc3+

### 2...♞xc3!

All of Black's pieces are attacking. To speed up his attack along the long diagonal, Black sacrifices his queen.

### 3.gxh4

White cannot really decline the sacrifice:

a) 3.♙xc3 ♙e4† 4.♞xe4 ♞xh2#  
 b) 3.♙xb7 ♞xg3 4.♞f3 (4.♙f3 ♖xh2-+) 4...♞xf3 5.♙xf3 ♖f2† 6.♙g1 (nor is 6.♙g2 any better, in view of 6...♞h3† 7.♙g1 ♖e4† 8.♙h1 ♖g3#) 6...♖e4† 7.♙f1 ♖d2† 8.♙g2 ♖xf3 9.♞xf3 (9.♙xf3 ♞h5†-+) 9...♞d2† White's situation is hopeless.

3...♙d2!

With this new sacrifice, the white queen is deflected from the defence of the e4-bishop.

4.♙xd2

White loses in all variations:

- a) 4.♙xg4 ♘xe4† 5.♙f3 ♙xf3→
- b) 4.♘xc3 ♙xe2 5.♙f2 ♘xe4† 6.♔g1 ♘xf2† 7.♔f1 ♘f3 8.♙d1 ♔xh2#
- c) 4.♘xb7 ♙xe2 5.♘g2 ♙h3→
- d) 4.♙ae1 ♘xe4† 5.♙xe4 ♙xh2#

4...♘xe4† 5.♙g2 ♙h3!!→

Diagram 3-2

0-1

Rubinstein's Immortal Game! White resigned because of mate in three: 6.♙f3 (or 6.♙f2 ♘xf2 7.♙xe4 ♙xh2#) 6...♘xf3 7.♘d4 ♘xd4 8.♙xf3 ♙xh2#

Very interesting situations can arise when in return for the sacrificed queen a player obtains some material compensation (often a rook plus a minor piece), along with an attack on the opposing king. This attack can sometimes be combined with threats against the opposing queen.

Diagram 3-3

E.Geller – B.Spassky

Moscow 1964

1...♘g5!

This move prepares a queen sacrifice. Spassky has accurately calculated the required variations and correctly evaluated the position.

2.♙c7

2.♙xf8† ♙xf8 3.♙c7 is even worse for White: 3...♘e3† 4.♔h2 ♙f2† 5.♔h1 ♔xd2 6.♙xd7 ♘e4† 7.♔g1 ♙e2#

2...♙xc7!! 3.♘xc7 ♘e3† 4.♔g2

The other king move is no better: 4.♔h2 ♔xd2 5.♙xf8† ♙xf8 6.♘xd5 ♙f2† 7.♘g2 (7.♔g3 transposes to the game) 7...♘e4→

4...♔xd2 5.♙xf8† ♙xf8

Spassky has only got a rook and knight for the queen. However, his forces are very well coordinated and are attacking the white king, which has been stripped of defenders.

Diagram 3-2

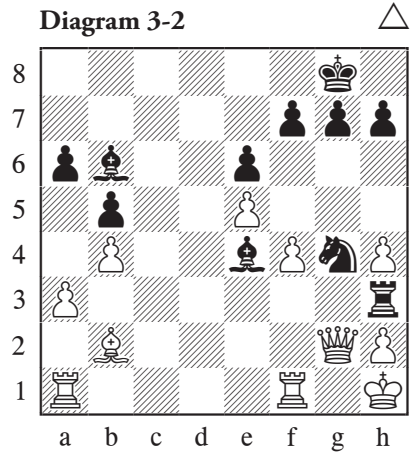


Diagram 3-3

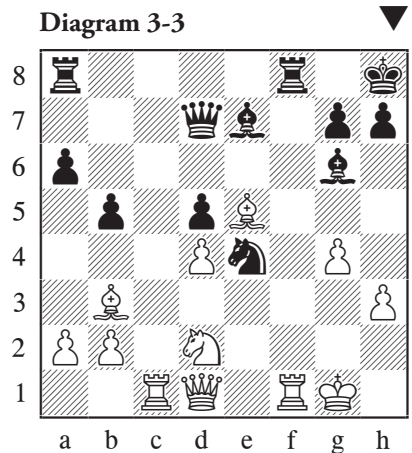


Diagram 3-4 ▼

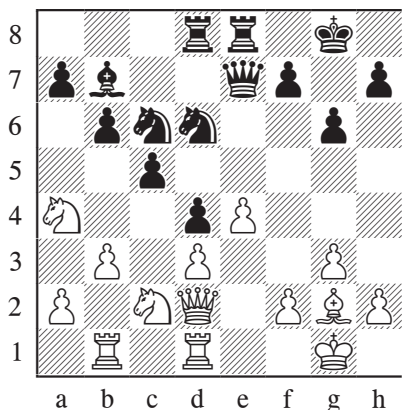


Diagram 3-5 ▼

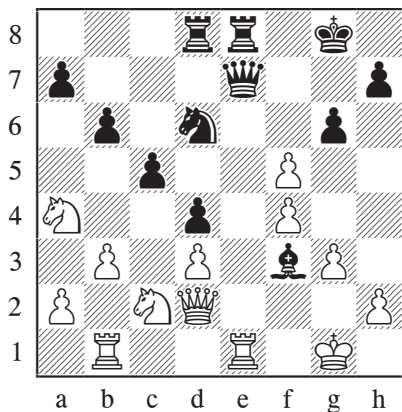
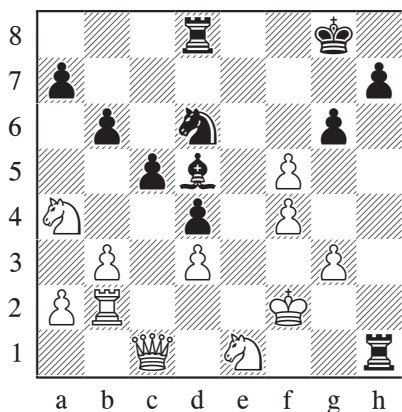


Diagram 3-6 (analysis) ▼



6. ♙xd5 ♜f2† 7. ♚g3 ♞f1† 8. ♜h4 h6 9. ♙d8 ♜f8 0-1

White has no sensible way to defend against the threat of ...♙f2#.

Diagram 3-4

V.Smyslov – M.Tal

Moscow 1964

1...f5!

Black opens up the game and prepares a combination.

2.exf5 ♞e5! 3.f4

After 3.♙xb7? ♜xb7, the threat of ...♞f3† gives Black the advantage.

3...♞f3† 4.♙xf3 ♙xf3 5.♞e1

Diagram 3-5

5...♞e2!!

A positional queen sacrifice! Tal only gets a rook for the queen, but he has faith in the strength of his active pieces.

6.♞xe2 ♞xe2 7.♞xe2

Hoping to survive in a worse endgame.

If Smyslov had dared to hang on to the queen with 7.♞c1, then Tal intended to play 7...♞g2† 8.♜f1 ♞xh2. Black has a very dangerous initiative, and will have at least a perpetual check with ...♞h1-h2† in reserve. A possible continuation is: 9.♞e1 ♙d5 10.♞b2 ♞h1† 11.♜f2

Diagram 3-6

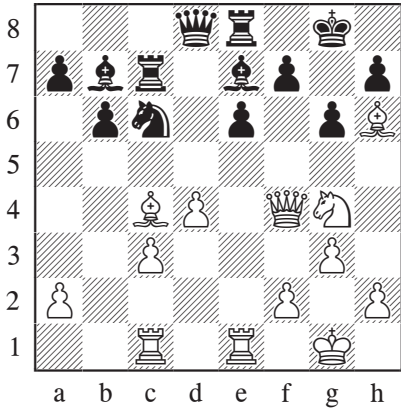
11...♞xf5! 12.g4 ♞c3 13.♚g3 h5 14.gxh5 gxh5 Black's threats to the white king (such as ...h4† followed by ...♞f8) are overwhelming.

8...♙xe2 9.♞b2 gxf5!

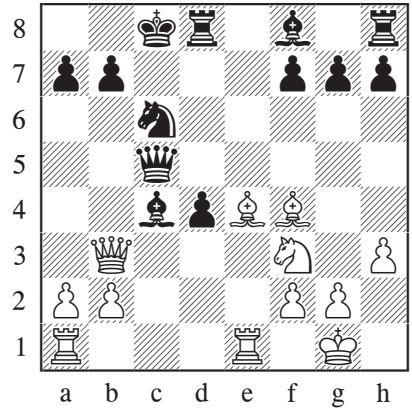
Black is better (see *Boost Your Chess 2*, Ex. 17-5).

# Exercises

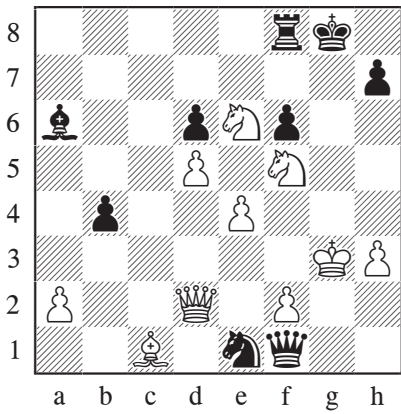
► Ex. 3-1 ◀ ★ ◻



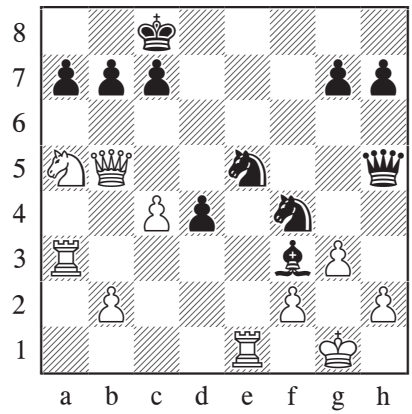
► Ex. 3-4 ◀ ★★ ◻



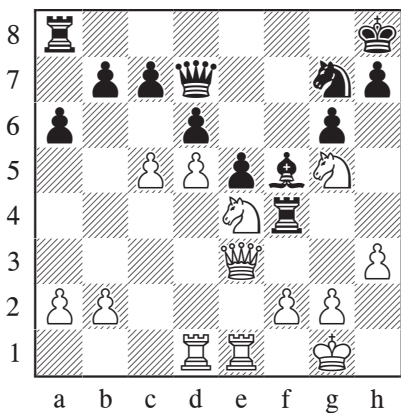
► Ex. 3-2 ◀ ★ ◻



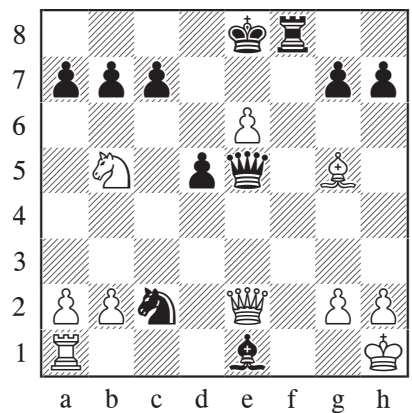
► Ex. 3-5 ◀ ★ ▼



► Ex. 3-3 ◀ ★★ ◻

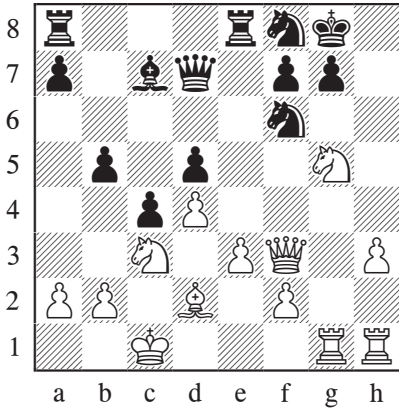


► Ex. 3-6 ◀ ★★★★★ ◻

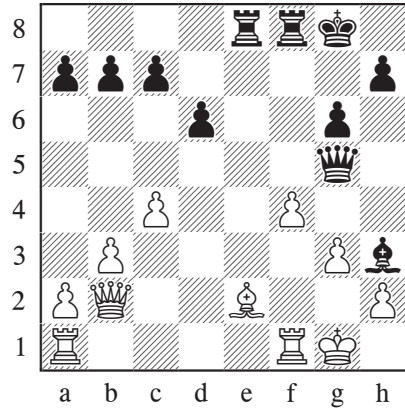


# Exercises

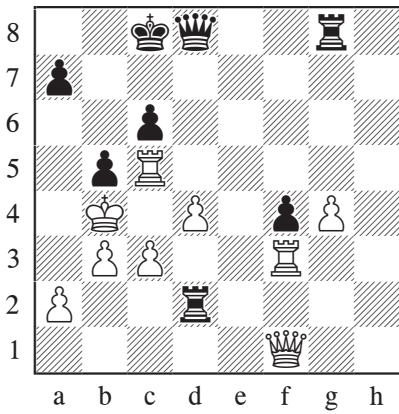
► Ex. 3-7 ◀ ★ △



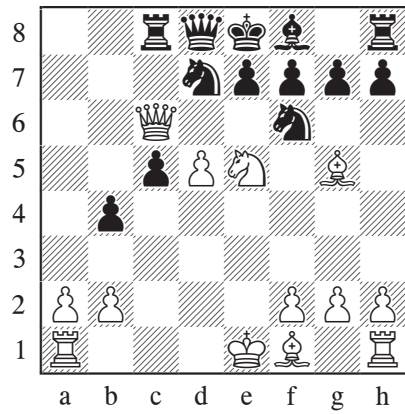
► Ex. 3-10 ◀ ★★★ ▼



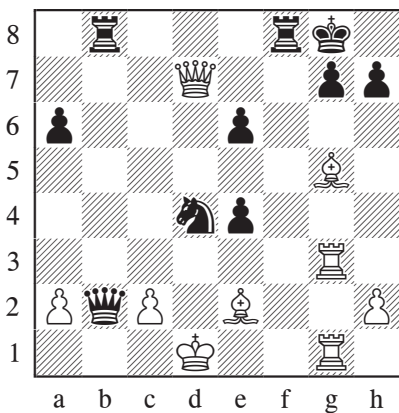
► Ex. 3-8 ◀ ★ ▼



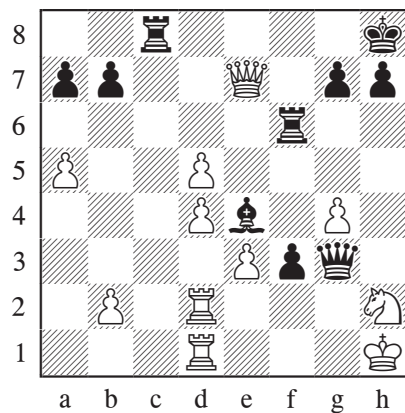
► Ex. 3-11 ◀ ★★ △



► Ex. 3-9 ◀ ★★ △



► Ex. 3-12 ◀ ★★ ▼





# Solutions

## Ex. 3-1

**J. Bolbochan – L. Pachman**

Moscow Olympiad 1956

1. ♖xf7†! ♜xf7 2. ♙xe6#

(1 point)

## Ex. 3-2

**S. Urusov – Kalinovsky**

St Petersburg 1880

1. ♖g5†!! fxg5

1... ♜f7 2. ♖g7† ♜e8 3. ♖e7#

2. ♜h6†! ♜h8 3. ♙b2† ♖f6 4. ♙xf6#

(1 point)

## Ex. 3-3

**Em. Lasker – W. Steinitz**

St Petersburg 1895

1. ♖xf4!!

White can play his moves in a different order. You also get 1 point for: 1. ♜f6! ♖e7

2. ♖xf4 ♖xf6 3. ♖h4+–

1... exf4 2. ♜f6!

(1 point)

2... ♜e6

The black queen cannot flee: 2... ♖b5?

3. ♜f7#

(another 1 point for this variation)

If 2... h6 then 3. ♜xd7 hxg5 4. ♜f6+–.

3. ♜xd7+–

## Ex. 3-4

Variation from the game

**S. Tarrasch – S. Tartakower**

Berlin 1920

1. ♖xc4!!

(1 point)

1... ♖xc4 2. ♙f5† ♖d7

2... ♖e6 is more resilient: 3. ♖xe6 fxe6

4. ♙xe6† ♖d7 5. ♜e5 ♜xe5 6. ♙xe5 ♜d8

7. ♙xd7 ♜xd7 8. ♙xd4+–

3. ♖e8† ♜d8 4. ♜e5

(another 1 point)

4. ♖xf8 is just as good: 4... ♖xf8 5. ♙xd7† ♜xd7 6. ♜e5†+–

4... ♖b5

4... ♖c7 5. ♙xd7† ♜b8 6. ♖xd8† ♖xd8

7. ♜c6† ♜a8 8. ♜xd8+–

5. ♖c1† ♙c5 6. ♜xd7+– ♖xe8 7. ♜b6#

## Ex. 3-5

**K. Emmrich – B. Moritz**

Germany 1922

In the game, Black went on to lose after missing the forced mate:

1... ♖xh2†!! 2. ♜xh2 ♜g4† 3. ♜g1 ♜h3†

4. ♜f1 ♜h2#

(1 point)

## Ex. 3-6

**M. Tal – Miller**

Los Angeles 1988

1. h4!!

(2 points)

Of course not 1. ♖xe5?? ♖f1#.

1... ♖g3

If 1... ♖xe2 then 2. ♜xc7#.

2. ♖d1!

(another 1 point)

Threatening both ♖xd5 and ♖d3.

2... ♖f2

2... c6 is met by 3. ♖d3 ♖b8 4. ♖f3!+–.

3. ♖xf2!!

(another 1 point)

3. ♜xc7† also wins: 3... ♖xc7 4. ♖b5† ♖c6

5. ♖xd5 ♖f6! 6. ♙xf6 gxf6 7. ♖d3 ♜b4 8. ♖d8†

♜e7 9. ♖xh7†!! ♜xd8 10. e7† ♜e8 11. ♖g7+–

3... ♙xf2

3... ♖xf2 4. ♜xc7† ♜f8 5. e7†+–

4. ♖xd5+–

## Solutions

## Ex. 3-7

**A. Tolush – G. Mititelu**

Warsaw 1961

1. ♖xf6!! gxf6 2. ♗ge4†

(1 point)

2...♗h8 is met by 3.♗xf6, not only threatening mate on g8, but also attacking the queen on d7.

1-0

## Ex. 3-8

Based on the game

**Syversen – J. Podgorny**

Correspondence game 1933

1...♖a5†!! 2.♗xa5 ♖xa2† 3.♗b4 a5#

(1 point)

## Ex. 3-9

**H. Westerinen – G. Sigurjonsson**

New York 1977

1. ♖xg7†!! ♗xg7 2. ♗d8†!

(1 point)

2...♗h8

2...♗f7 3.♗h5# or 2...♗h6 3.♖h3#.

3. ♖g8†!

But not 3.♗f6†?? ♖xf6 4.♖g8† ♖xg8-+.

3...♖g8 4.♗f6† ♖g7 5.♗xg7† ♗g8

6. ♗xd4†+-

(another 1 point)

## Ex. 3-10

**V. Alatortsev – I. Boleslavsky**

USSR Ch, Moscow 1950

1...♗xf1!

(1 point)

2. fxc5 ♖xe2 3. ♖c3 ♗g2-+

(another 1 point)

The bishop is very well placed on the long diagonal.

3...♗h3 (also 1 point) is not bad either, although White can struggle on with 4.g4†.

## 4. ♖d3

4.♖e1 is followed by: 4...♖xe1† 5.♖xe1 ♖f1† 6.♖xf1 ♗xf1-+ Effectively Black has an extra pawn in this ending.

(another 1 point for this variation)

## 4...♗f3 5. ♖f1

No better is 5.♗f1 ♖xh2 6.♖d4 c5 and now:

a) 7.♖c3 ♗e2† 8.♗g1 (or 8.♗e1 ♖f1† 9.♗d2 ♗xc4† 10.♗e3 ♖e2#) 8...♖f2-+

b) 7.♖xd6 ♗c6† 8.♗e1 ♖e8† 9.♗f1 ♖h1†-+ 5...♖g2† 6.♗h1 ♗c6! 7.♖xf8† ♗xf8 8.♖f1† ♖f2†

0-1

## Ex. 3-11

**Vogel – Barlow**

West Germany 1981

1. ♗b5!

(1 point)

1.♖b5± is less clear.

1.♖a4 ♖a8 2.♖c6 ♖c8 leads to a repetition of moves.

1...♖xc6 2. dxc6!

(another 1 point)

2...♗xe5

2...♖c7 is met by: 3.cxd7† ♗xd7 (3...♗d8

4.♗xf7#) 4.♗xd7† ♗d8 5.♗f4 ♖b6 6.♖d1+-

3. c7†+-

## Ex. 3-12

**G. Salwe – A. Rubinstein**

Lodz 1907

1...♖e1†!!

(1 point)

The less spectacular 1...♗xd5 (1 point) also wins.

2. ♖xe1

2.♗f1 ♖h6† 3.♗g1 (3.♖h2 ♖f2!-+) 3...f2†! 4.♖xf2 ♖h1#

2...f2† 3. ♖xe4 fxe1 ♖† 4. ♗g2 ♖xd2†

(1 point)

White will quickly be mated.

0-1

## Scoring

Maximum number of points is **22**

- **19** points and above.....> **Excellent**
- **15** points and above.....> **Good**
- **11** points.....> **Pass mark**

*If you scored less than **11** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*