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1997 Rematch:

Garry Kasparov

vs.

Deep Blue

Game 5

White: *Garry Kasparov*

Black: *Deep Blue*

The fifth game was in many ways typical of games three and four. In those games the computer had made some dubious (strange) decisions, gotten into trouble and Garry had failed to gain ultimate victory. Again in game five Garry had an opening advantage which he squandered, a bad decision by Deep Blue and Garry was close to riding his advantage to victory when a well calculated repetition saved the day and a draw resulted. The effect of these last three games is again making me appreciate the many wonders of chess. Are bad moves possible? How many before a game is lost? I dare say very few players could have saved this the fifth game.

After Game four, IBM's CEO Louis Gerstner visited the site and was asked to comment on why the world's media was so taken with the match. Commented the big boss, "What we are witnessing is the world's strongest player versus Garry Kasparov." Ahh, a little locker room bravado is good for the soul.

1.Nf3 d5 2.g3 Bg4 3.Bg2

Garry repeats his opening of game one. Now he plays 3.Bg2 instead of 3.b3 as we saw in that game.

3...Nd7 4.h3 Bxf3

The test was a surprising decision indeed. Throughout the match, Deep Blue has jealously guarded or kept its Bishops. This voluntary trade was quite unexpected. It is conceivable that Deep Blue's trainers had prepared this capture as a response to 3.b3 and so there was some kind of spillage in case of 4.h3 attacking the Bishop. It is by no means a bad move as Black gains control over the center.

5.Bxf3 c6 6.d3 e6?!

In conjunction with trading off White's f3-Knight, this move makes no sense. Black should certainly play 6...e5 taking control of the center and justifying his previous trade.

7.e4 Ne5!? 8.Bg2 dxe4 9.Bxe4?!

This is just plain silly as well. Garry has the long-term advantage of the two Bishops and should quickly steer the game into a superior ending. White is doing great after 9.dxe4 Qxd1+ 10.Kxd1 O-O-O+!? 11.Ke2 Nf6 12.f4 Ng6 13.e5 Nd5 14.Nd2 Nb4!? 15.c3 Nd3 16.Ne4 with a nice space advantage for White. It is clear that in his pre-match preparations Garry was eager to embrace endings. So why did he change his mind?

9...Nf6 10.Bg2

In his first ten moves, Garry has moved his Bishop five times! The result is that White has not mobilized his army and Black has a decent game.

10...Bb4+?!

As chess is a game that has been played for over 1400 years, it is natural to expect that many principles and quotes have stood the test of time. A good one is, "Patzner (weak player) sees check, patzner plays check." This move is a case in point. The check is useless and just allows White to gain a tempo against this piece. Best was 10...Bc5 playing to complete his development.

11.Nd2 h5(?!)

A controversial move. Kasparov praised the move as good, whereas GM Arthur Bisguier opined that it was the only way to follow the previous moves. Black's problem is trying to find

outposts for his Knights. The idea is to play 12...h4 13.g4 Ng6 trying to clamp down on the f4-pawn. A worthy enough idea it just doesn't work! I don't care for the move.

12.Qe2 Qc7 13.c3

The point, White gains a tempo and drives away the b4-Bishop. Now we can see why the check was a poor move.

13...Be7 14.d4 Ng6



15.h4!

Stopping Black's idea of earning the f4-square. Black is faced with the same problem as before what to do with his Knights? They need support points to be effective and there are no visible squares to play for. The g4-square is a good one, but, it is only one and White can chase

the intruder away by Bg2-f3 or in some cases f2-f3. Despite Garry's fumbling his two Bishops give him a long-term advantage.

15...e5

A necessary counter. White is ready for 16.Nf3 when the outposts on e5 and g5 are compelling squares for White's Knight. The text seeks freedom for Black's Knights and fights for control of the e5-square. The only draw back is that as the position is opened White's Bishops have more diagonals to flex themselves.

16.Nf3 exd4 17.Nxd4 O-O-O

A prelude to an exciting middlegame. The most difficult battles in chess occur when the players castle on opposite wings. White is ready to castle Kingside when both players will target one another King.

18.Bg5?

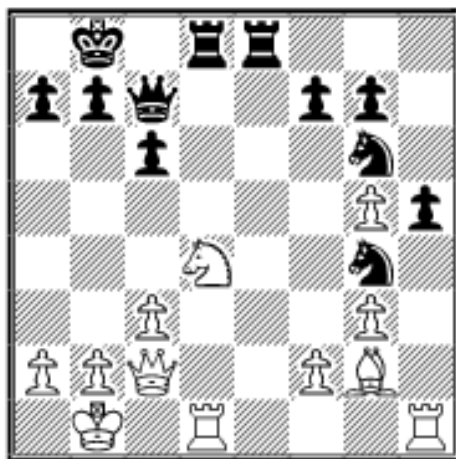
An annoying decision as White prepares to give up his trumps:

the two Bishops. Garry tries to play the position without risking anything and as a result throws away the advantages that the position offers. With 18.Nf5 Bc5 19.O-O White's King is safe and he is ready for Bc1-g5 and Qe2-c4 gaining fine squares for his pieces. The move ...Nf6-g4 can be met by Bg2-h3 with a potential pin on the h3-c8 diagonal. By ducking this position the game quickly becomes balanced.

18...Ng4 19.O-O-O Rhe8 20.Qc2 Kb8 21.Kb1 Bxg5!

Well played as Black extracts the two Bishops from the position. The attack on the h5-pawn is illusory.

22.hxg5



22...N6e5!

This is Black's well timed point as he brings his Knight's into play. Black welcomes 23.Rxh5? c5! 24.Nf3 Rxd1+ 25.Qxd1 Nxf2 regaining the pawn with a fine position.

23.Rhe1?!

Kasparov had been using gobs of time and is drifting around for a plan. The text wastes a tempo as we shall see. Far more useful was 23.Be4 activating the Bishop. A likely continuation is 23...c5 24.Nf3 Rxd1+ 25.Rxd1 when the Bishop is better placed than in the game.

23...c5 24.Nf3 Rxd1+ 25.Rxd1 Nc4!

Now that White has blocked his Bishop, Black's Knight is getting ever more frisky. Now White's position has certain dangers that need to be contained. The threat of 26...Qb6 planning ...Nc5-a3 will allow Black to seize the initiative. Garry's careful play has not been a success.

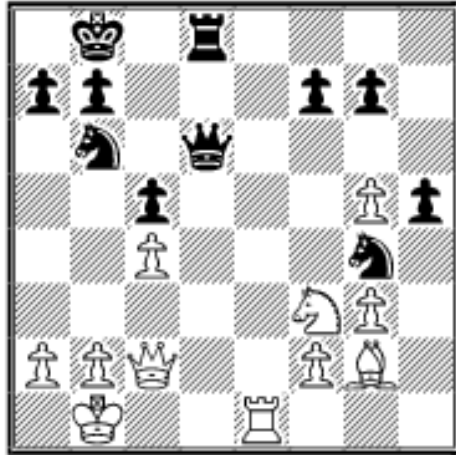
26.Qa4 Rd8 27.Re1

Naturally White avoids 27.Rxd8+ Qxd8 28.Qxc4?? Qd1 Checkmate!

29...Nb6 28.Qc2 Qd6

Activating the Queen. White is facing problems guarding the f2-pawn.

29.c4!



An important strategic motif that we've seen earlier. White does his utmost to control the activity of Black's b6-Knight. A crucial point as we see that a Knight without support squares in the center is out of play. Afterwards Garry felt that the text solves his problems and he was much more concerned about 29...Nc4 bringing the Knight

into the game.

29...Qg6?

An exceedingly bad move that not only doubles Black's Kingside pawns but has the unintended result of weakening his entire structure. The text also gives up control of the e6-square. During the game the commentary team felt that 29...Qd3 30.Qxd3 Rxd3 was fine for Black. After the further moves, 31.Ne5 Rd2 32.Nxg4 fxg4 33.Re8+ Kc7 34.Re7+ Rd7 a draw was the likely result.

30.Qxg6 fxg6 31.b3!

Securing the prison of the b6-Knight. White is now enjoying a considerable advantage.

30...Nxf2 32.Re6 Kc7 33.Rxg6 Rd7 34.Nh4

White's game makes a powerful impression. With Bg2-f3 and Nh4-f5 Black's Kingside structure is gone. At this point I was convinced Garry was going to win!

34...Nc8! 35.Bd5!?

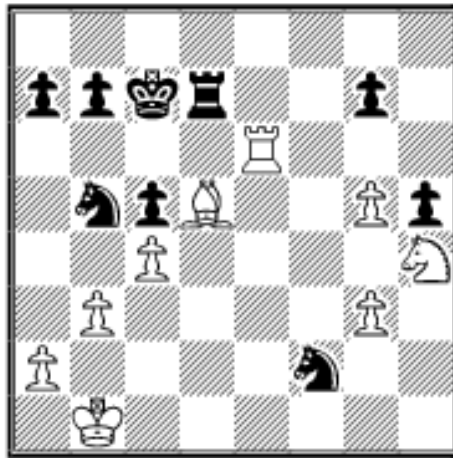
In an annoying way White is somehow unable to land a shot. After 35.Nf5 Ne7 36.Nxe7 Rxe7 37.Bf3 Nd3 38.Bxh5 Ne5

White's Rook is trapped and he isn't able to pick off a Kingside pawn. Also, 35.Bf3 Nd6 36.Bxh5 Nde4 37.Nf5 Rd2 Black has plenty of counterplay against White's King.

35...Nd6 36.Re6

In order to prevent ...Nf2-e4 with counterplay. White still has hopes of using his more active pieces to keep control of the position.

36...Nb5!



Impressive positional play by Deep Blue. The computer recognizes that White's d5-Bishop is much more powerful than his d6-Knight and seeks a trade. Years ago such positional recognition would be unthinkable for a computer.

37.cxb5 Rxd5 38.Rg6

White can't force a win in the Knight ending: 38.Re7+ Rd7 39.Rxd7+ Kxd7 40.Nf5 g6 41.Nh4 Ne4 41.Nxg6 Nxg3 with a draw in view.

38...Rd7

The commentators were all ready speculating about possible repetitions by 38...Rd2 and combining Rook and Knight with ...Nf2-d3 to create drawing possibilities.

39.Nf5 Ne4 40.Nxg7 Rd1+ 41.Kc2 Rd2+ 42.Kc1 Rxa2!

A well calculated decision. Both Kasparov and Deep Blue now calculated the further course of the game to a draw. We also felt that 42...Rg2 43.Nxh5 Nc3 might be good enough for the draw also.

43.Nxh5 Nd2!

Impressive play. Deep Blue ignores the obvious intent of pushing the g5-pawn for a touchdown and instead concentrates on

creating his own threats. Black wants his c-pawn to be a factor in the game.

44.Nf4 Nxb3+ 45.Kb1

This makes the draw a snap as White's King returns to the box where a repetition is easy. Much more intriguing was 45.Kd1 Rd2+ 46.Ke1 c4 47.Re6 c3 48.Re3 c2 49.Rc3+ Kd6 50.Ne2 but I have to admit that 50...Rd1+ 51.Kf2 Nd4 is in Black's favor.

45...Rd2 46.Re6 c4 47.Re3 Kb6 48.g6 Kxb5 49.g7 Kb4 1/2-1/2

A stunning conclusion. After 50.g8=Q Rd1+ 51.Kb2 Rd2+ 52.Kb1 Rd1+ is a perpetual check. Garry was visibly shaken by this result. He stayed on stage at the board following the game for quite some time. He was immediately protesting about something and was quite animated. Following game two, Garry was concerned about "intervention." He had wanted to see the printouts of Deep Blue's thought processes. IBM refused and instead offered to put the printouts into a sealed envelope and to give him the envelopes following the game. Garry wanted this to be done immediately, which it was.

Garry wanted to win this game badly and I think he expected victory. When it wasn't achieved his agitation increased. He will be very tense for game six with so much at stake. As he himself joked, "I hope I won't resign in advance."

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