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## COLUMNISTS



## Chess Informant

Subscription Service

## The Ten Best Games

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Chess Informant  
President

Selection of the best games from all the important chess events worldwide, original classification of the openings and the “chess language” – that’s what Chess Informant is all about. And that’s how it all began 37 years ago.

The next logical step was to make a selection of the best ten games chosen among the several hundred games filtered into each volume of the Informant – the task performed by a jury of leading grandmasters; many an expert of outstanding integrity yet highly individual preferences have been voicing their support for their personal favorites among the nominees throughout the years. I remember asking grandmaster Schmid to become a member of the jury; in reply, he asked me: “I tried to do my best, but as in previous volumes I found the selection criteria troublesome. What does “best games” really mean: beautiful, brilliant, correct throughout, fine, ingenious, original or what?”

Members of the jury keep facing the same dilemma over and over again: how to determine which one stands out as the most gracious among the thirty ravishing beauties? Basically, they seem to rely upon widely accepted standards; however, there is always a matter of individual taste: an old saying claiming that “of taste, there is no argument” actually implies that there are no exact parameters to weigh the abstract quality of beauty – there is always a human touch behind it. Therefore, I replied: “Various criteria can be used to select top games: correctness, new ideas, exceptional positions which defy the usual logic of the game, and so on. The panel had to juggle these according to their taste and naturally come up with different lists. Just as in a beauty contest, one can’t merely use a calculator, nor can one hope to please everybody. A beauty contest, after all, led to the Trojan War.”

Apart from the universal standards and their own affinities, other factors can also influence the final choices of the jury. In chess, the players’ reputation is certainly of great significance: members of the jury often display a strong inclination towards “big” names. Therefore it is no wonder that if players of modest reputation appear among the top picks their games usually possess an extraordinary quality.

Decades have passed! Chess Informant has withstood the test of time and



computers, and the idea of selecting the best among the best seems fully justified as ever. Among the millions of games played throughout the years, only the best could make it to the 84 volumes of the Informant; we have thus singled out 840 true beauties to offer all the chess connoisseurs an opportunity to enjoy the pearls of chess creativity.

**DESET NAJBOLJIH PARTIJA PRETHODNOG TOMA • ДЕСЯТЬ ЛУЧШИХ ПАРТИЙ ПРЕДЫДУЩЕГО ТОМА • THE BEST TEN GAMES OF THE PRECEDING VOLUME • DIE ZEHN BESTEN SCHACHPARTIEN AUS DEM VORIGEN BAND • LES DIX MEILLEURES PARTIES DU VOLUME PRÉCÉDENT • LAS DIEZ MEJORES PARTIDAS DEL TOMO PRECEDENTE • LE DIECI MIGLIORI PARTITE DEL VOLUME PRECEDENTE • DE TIO BÅSTA PARTIERNÄ I FÖREGÅENDE VOLYM • 上一卷最优秀的十盘棋 •**

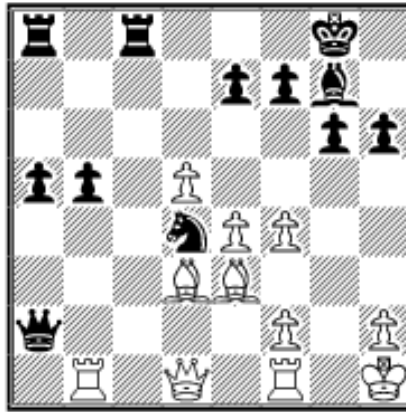
الأشواط العشرة الأهم الواردة في العدد السابق

		MURRAY CHANDLER	LARRY CHRISTIANSEN	MIKHAIL GUREVICH	VIKTOR KORCHNOI	ALEKSANDAR MATANOWIC	JEROEN PIKET	ZOLTÁN RIBLI	ALEXEI SHIROV	JONATHAN SPEELMAN	
<b>PREDLOG REDAKCIJE</b> <b>ПРЕДЛОЖЕНИЕ РЕДАКЦИИ</b> <b>EDITORIAL SELECTION</b> <b>VORSCHLAG DER REDAKTION</b> <b>PROPOSITION DE LA RÉDACTION</b> <b>PROPOSICION DE LA REDACCIÓN</b> <b>PROPOSTA DELLA REDAZIONE</b> <b>REDAKTIONENS FÖRSLAG</b> <b>编辑部的建议</b> <b>قترح هيئة التحرير</b>											
1. <b>E. AGREST</b> — BACROT	467	8	8	8	4	6	5	2	8	10	<b>59</b>
2. <b>LÉKÓ</b> — GRISCHUK	295	2	10	10	5	2	8	7	4	6	<b>54</b>
3. <b>LÉKÓ</b> — GHAEM MAGHAM	234	—	9	9	10	—	4	—	—	9	<b>41</b>
4. GRISCHUK — B. GELFAND	285	3	4	5	—	10	9	3	6	1	<b>41</b>
5. ANAND — TKACHIEV	326	4	1	—	—	9	10	—	9	3	<b>36</b>
6. SAKAEV — <b>BAREEV</b>	83	—	5	7	—	3	1	10	—	8	<b>34</b>
7. <b>R. PONOMAREV</b> — MOROZEVICH	264	7	6	—	—	1	3	9	7	—	<b>33</b>
8. ANAND — <b>IVANCHUK</b>	112	—	7	—	1	—	7	—	10	7	<b>32</b>
9. <b>B. GELFAND</b> — VAN WELY	459	10	2	—	—	—	2	—	5	4	<b>23</b>
10. <b>MACIEJA</b> — IVANCHUK	305	—	—	6	2	—	6	8	—	—	<b>22</b>
11. BRUZÓN — KI. GEORGIEV	223	—	—	—	8	7	—	—	—	—	<b>15</b>
12. M. GUREVICH — <b>B. GELFAND</b>	436	9	—	—	—	—	—	5	—	—	<b>14</b>
13. <b>ANAND</b> — SHIROV	294	—	3	—	9	—	—	—	2	—	<b>14</b>
14. <b>KRAMNIK</b> — P. TREGUBOV	63	—	—	—	6	—	—	4	3	—	<b>13</b>
15. CULPERS — <b>I. SOKOLOV</b>	328	—	—	—	7	5	—	—	—	—	<b>12</b>
16. <b>N. SHORT</b> — STEFANSSON	108	5	—	—	—	—	—	—	—	5	<b>10</b>
17. G. KASPAROV — <b>KRAMNIK</b>	537	—	—	—	—	8	—	—	—	—	<b>8</b>
18. <b>MOROZEVICH</b> — VAN WELY	254	6	—	—	—	—	—	—	—	—	<b>6</b>
19. PET. NIELSEN — <b>ANAND</b>	493	—	—	—	—	—	6	—	—	—	<b>6</b>
20. <b>MOTYLEV</b> — GRISCHUK	309	—	—	4	—	—	—	1	—	—	<b>5</b>
21. <b>SVIDLER</b> — JUSSUPOV	288	1	—	1	3	—	—	—	—	—	<b>5</b>
22. SHIROV — STURUA	82	—	—	—	—	4	—	—	—	—	<b>4</b>
23. T. NEDEV — <b>Z. ILINČIĆ</b>	206	—	—	3	—	—	—	1	—	—	<b>4</b>
24. <b>G. KASPAROV</b> — V. BABULA	111	—	—	2	—	—	—	—	—	—	<b>2</b>
25. <b>M. ADAMS</b> — NARCISO DUBLAN	321	—	—	—	—	—	—	—	—	2	<b>2</b>
26. G. KASPAROV — KRAMNIK	137	—	—	—	—	—	—	—	—	—	<b>0</b>
27. YAGUPOV — <b>KOBALIA</b>	145	—	—	—	—	—	—	—	—	—	<b>0</b>
28. <b>AND. VOLOKITIN</b> — CHEPARINOV	215	—	—	—	—	—	—	—	—	—	<b>0</b>
29. GOLOSHCHAPOV — P. TREGUBOV	398	—	—	—	—	—	—	—	—	—	<b>0</b>
30. JE. PIKET — VAN WELY	420	—	—	—	—	—	—	—	—	—	<b>0</b>

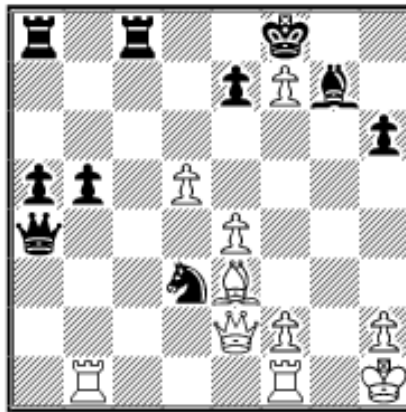
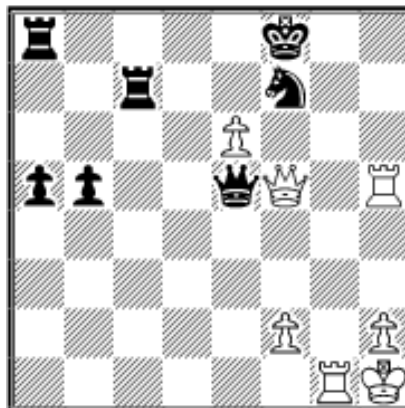
## E. AGREST 2563 — BACROT 2653

Leon 2001 – 83/467

1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. cd5 Nd5 5. e4 Nc3 6. bc3 Bg7 7. Nf3 c5 8. Rb1 0-0 9. Be2 cd4 10. cd4 Qa5 11. Bd2 Qa2 12. 0-0 Bg4 13. Bg5 h6 14. Be3 Nc6 15. d5 Bf3 16. gf3 Nd4 17. Bd3 a5?! N [17...Qa3 – 79/444] 18. f4 [with the idea Rb7 and White is superior; 18. Rb7 e6 with counterplay] b5 [18...e6 19. d6 Rfd8 (19... e5?! 20. fe5 Be5 21. f4 Bg7 22. e5) 20. e5] 19.

**Kh1!** [file g, weak point f3] **Rfc8**

Qh5 (25. Bh6!?) Kg8 (25...Kf8 26. Qf5 Kg8 27. Rg1 with the idea Rg7! and White is winning) 26. f3! Rf8 27. Rg1 Rf7 28. Rg2 with the idea Rbg1 with attack]

**Rc7 34. Rh5 Qe5**

**20. f5! Qa4! 21. Qd2!** [21. fg6? Qd1 22. gf7 Kf7 23. Rfd1 b4; 21. Qg4?! Nf5 22. Bb5 Ne3 23. fe3 (23. Qc8 Rc8 24. Ba4 Nf1 25. Rf1 Rc4 and Black is winning) Qc2 24. Qf4 Kh7! and Black is superior; 21. Qa4 ba4 22. fg6 fg6 23. Rb7 Rc3! with counterplay] **Nf3 22. Qe2 Ne5** [22...Nd4 23. Bd4 Qd4 24. fg6 fg6 25. Bb5 and White is superior, weak point Kg8] **23. fg6 Nd3 24. gf7 Kf8** [24...Kh8 25. Qd3 Rc3 26. Qb5 Qe4 27. f3 Qg6 28. Qb6 and White is superior; 24...Kf7 25.

**25. Qg4!!** and White is winning [25. Qd3? Rc3 26. Qb5 Qe4 and Black is superior] **Ne5** [25... Qc2 26. Bd4! Nf2 27. Rf2 Qb1 28. Kg2; 25... Qc4 26. Rg1 Qc3 27. Rb3! h5 (the only move) 28. Qh5 Qb3 29. Rg7! Kg7 (29...Qb1 30. Kg2) 30. Bh6 Kh7 31. Bf8 mate] **26. Qf5 Nf7 27. Rg1** [with the idea Rg7!] **Bf6** [27...Rc2 28. Rg7! Kg7 29. Rg1 Kh8 (29...Kf8 30. Bh6 Ke8 31. Rg8 mate) 30. Qg6] **28. Rg6 Bg5 29. Bg5 hg5 30. Rg5 Qd4 31. Rbg1 Qh8 32. e5! e6 33. de6**

**35. Rg8! Ke7** [35...Kg8 36. ef7] **36. Qf7 Kd6 37. Re5 Rg8 38. Qg8 1 : 0** [E. Agrest]



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