

1 g4?!

Grob's opening which, to be realistic, is probably too loosening for a serious correspondence game.

1 ... d5

2 Bg2 c6

2 ... Bxg4?! Is risky in view of 3 c4 c6 4 cxd5 cxd5 5 Qb3, but the text move is strong and simply threatens to capture on his next move.

3 h3 e5

4 d3

White has only succeeded in confusing himself with his unusual opening. He wants to play either 4 d4 or 4 Nf3, but both would be answered with 4 ... e4. Therefore he decides to surrender a tempo in order to get both moves played.

4 ... Bc5

5 Nf3 Qe7

6 d4

As per his plan. If 6 c3 then 6 ... Bb6 7 d4 e4 leaves Black slightly better.

6 ... exd4

7 Nxd4 Nf6

Already Black is ahead in development, and he has greater influence over the central squares.

8 Nc3 O-O

9 g5?

This is a liberty too many, as the pawn will be vulnerable from now onwards. I would suggest 9 Bg5 instead, intending to move his queen up to d2 and then castle on the queenside.

9 ... Ne4

10 Nxe4

If White carries out remedial work on his kingside pawns by 10 h4, then 10 ... Nxc3 11 bxc3 Bg4 is very strong for Black. Therefore he is coerced into opening the d-file.

10 ... dxe4

11 Nb3??

He has a lost position after this.

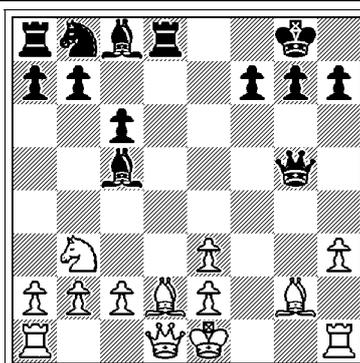
It was necessary to play 11 Bf4 and meet 11 ... Rd8 with either 12 e3 or 12 c3. Black would keep up the pressure with 12 ... Bb6 (threatening 13 ... c5) but White would still be in the game.

11 ... Rd8

12 Bd2 e3!

Of course!

13 fxex3 Qxg5



(position after 13 ... Qxg5)

14 Nxc5?

White gives up.

He could have struggled on with 14 Kf1 Bxe3 15 Bxe3 Rxd1+ 16 Rxd1 Qf6+ (not 16 ... Qxe3?? 17 Rd8+) 17 Bf3 or 14 Kf2 Bxe3+ 15 Bxe3 Qf6+ 16 Bf3 Rxd1 17 Raxd1, but in both cases he would be queen and pawn versus rook and bishop behind.

14 ... Qxg2

15 e4

White does not wish to resign this early in the game, and 15 Rf1 allows 15 ... Bxh3 and mate in two more moves. He therefore plays the text move which allows his bishop to go to f4 (see the note to White's 16th move for an explanation of his reasoning).

15 ... Bxh3(!)

More accurate than 15 ... Qxh1+

16 Rxh3

The only way to avoid mate in three moves or less is to play the ridiculous 16 Bf4 which loses a rook and then a queen. Therefore White bites into the cyanide capsule.

16 ... Qg1 mate