

1 e4 c6
 2 d4 d5
 3 Nc3 dxe4
 4 Nxe4 Nd7
 5 Bc4 Ngf6
 6 Ng5 e6
 7 Qe2 Nb6
 8 Bd3 h6
 9 N5f3 Nbd5?
 10 a3!

With this move White obtains a clear advantage.

Black should have played 9 ... c5.

10 ... b5
 11 Ne5 Bb7
 12 Ngf3 a6?

Too passive. 13 Bxb5 was not a threat since Black has 13 ... Qa5+. 12 ... Be7 followed by 13 ... O-O was therefore better.

13 O-O Be7
 14 Re1

With the threat of 15 Nxf7. However, since Black could now have castled, an immediate 14 Bd2 would have been more accurate.

14 ... Qc8?
 15 Bd2 O-O
 16 b4!

Preventing the ... c5 break forever. White now has plenty of time to prepare to push his pawn to c4.

16 ... Bd8
 17 c3 Nb6
 18 Rec1 Bc7
 19 Ra2 Nbd7
 20 c4 Qb8

White has a totally won game. Black can never exchange on e5 since after White recaptures with the pawn and then plays his pawn to c5, the black pieces cannot escape from their queenside prison before White destroys the black kingside defences.

21 Rac2 Rc8
 22 h3!

Preparing the kingside assault.

22 ... Bd6
 23 Re1

Renewing the threat of 24 Nxf7 (when if 24 ... Kxf7, then 25 Qxe6+ Kf8 26 Bg6 wins).

23 ... Nf8
 24 c5

This move totally locks up the black pieces on the queenside. Black could not have captured on c4 earlier due

to the weakness of his c-file. Nonetheless, White should probably have played his pawn to c5 earlier on (perhaps instead of 23 Re1).

24 ... Bc7
 25 g4!

The kingside assault gets underway.

25 ... Rd8
 26 Kh1

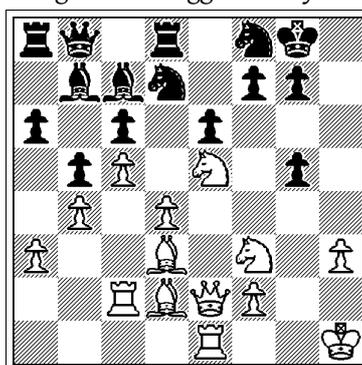
Making way for a rook to come to g1.

Black's next move, however, allows a beautiful finale which does not involve that move.

26 ... N6d7
 27 g5! hxg5

Black is, of course, totally lost anyway.

27 ... Nxe5 28 dxe5 would not have prolonged the struggle unduly.



(position after 27 ... hxg5)

28 Nxf7! Kxf7
 29 Nxe6+ Kg8

29 ... Ke7 loses to 30 Nxe6 when 30 ... Kf7 31 Ng5+ transposes into the game continuation and 30 ... Nxe6 allows 31 Qxe6+ Kf8 32 Bg6. 29 ... Kf6 allows the neat 30 Qxe6+ Nxe6 31 Rxe6 mate, while 29 ... Ke8 allows mate by 30 Qh5+ g6 31 Rxe6+! etc.

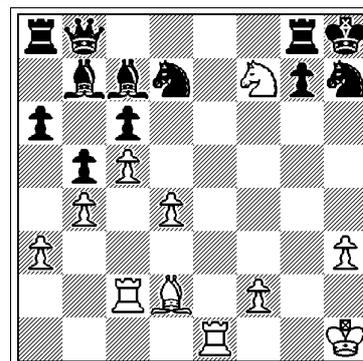
30 Bh7+!

The rest of the game was given by conditional continuation.

30 ... Nxe7

The alternative line, 30 ... Kh8 31 Qh5 g6 32 Bxe6+ Kg8 33 Bf7+ Kg7 34 Nxe6+ etc is much less artistic.

31 Qxe6+ Kh8
 32 Nf7+ Kg8
 33 Nh6++ Kh8
 34 Qg8+! Rxe8
 35 Nf7 mate!



(final position)

The Read immortal game!...

... or so I thought for about ten years.

Because when playing through the game one day, it suddenly dawned on me that the queen sacrifice was totally unnecessary!

Instead of 33 Nh6++, White had 33 Ne5+ which, although far less beautiful, mates one move quicker!

Oddly enough, this game had been published in lots of magazines and nobody had ever written to point the quicker mate out!