

About the Authors

Richard Palliser is an International Master and the editor of *CHESS Magazine*. In 2006 he became Joint British Rapidplay Champion and in 2019 finished third in the British Championship. He has established a reputation as a skilled chess writer and written many works for Everyman, including the bestselling *The Complete Chess Workout*.

Simon Williams is a Grandmaster, a well-known presenter and a widely-followed streamer, as well as a popular writer whose previous books have received great praise. He is much admired for his dynamic and spontaneous attacking style.

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Preface

This book is the first collaboration between Chessable and Everyman, a collaboration that aims to help the chess lover learn chess in the way they want to. That might be through the revolutionary Chessable MoveTrainer and video tools, or via a more traditional book format. This book is the essence of The Iron English course on Chessable. Chessable have quickly become the leading online resource for the aspiring player who is keen to improve, as well as master the important chess concepts. Now by teaming up with Everyman Chess, a premier and long-standing publisher, Chessable are helping to spread their love of chess and studying it to a wider audience.

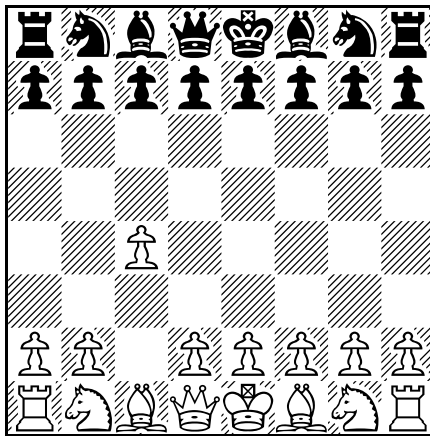
This book, like its sister Chessable course, is the brainchild of not just myself, but renowned openings expert IM Richard Palliser, who I really enjoyed working with. I used the English Opening pretty much exclusively to rise to the level of strong IM, and our aim is to show you how you too can greatly improve your chess with the help of a dynamic but easy-to-play opening.

The lines which make up our repertoire are centred around the Botvinnik formation. Unsurprisingly we owe a huge debt of thanks to Mikhail Botvinnik, as well as his fellow seven world champions who have deployed the main lines of our repertoire. It is ideal for the club and tournament player, and very much a serious weapon. Richard has painstakingly gone through not just the key ideas behind it, but also all the latest theory to present a brilliant opening weapon for life.

Simon Williams,
Godalming, October 2020

Introduction

1 c4



Welcome to the world of the English Opening! It's an opening which can be traced right back to that great English player of the Victorian era, Howard Staunton. Wherever possible we'll also be looking to put to good use a set-up within the English favoured by the legendary fifth world champion, 'the Patriarch', Mikhail Botvinnik.

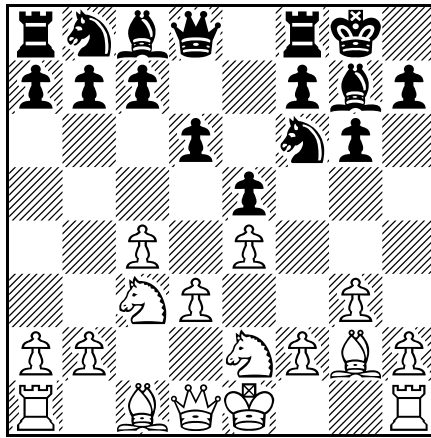
The world hasn't been an amazing place of late, but lockdown allowed time for plenty of filming, streaming...and internet blitz. Simon even did a spot of a chess work for himself, realising that while some of his old favourites were in need of an overhaul, they were very much still as dangerous as back when he first started playing them many years ago.

In recent years Simon has played a lot of 1 d4, but he will most certainly once again be employing his old love, the English, a fair bit more from now on. Let's see why!

1...e5

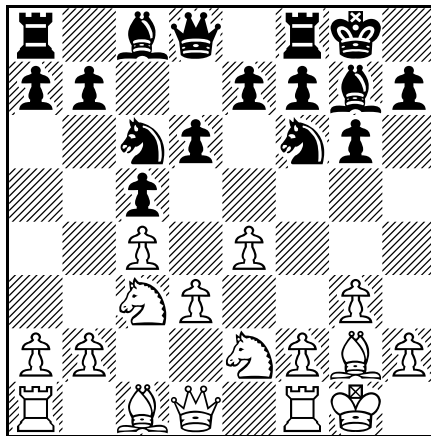
Black's main move. Play transposes after 1...♘f6 2 ♘c3 if Black now pushes his e-pawn two squares, but a very popular alternative is 2...g6, going for a King's Indian-style set-up. We too have our own favourite set-up and the Botvinnik is very handy for countering the King's Indian, which remains an extremely popular choice at club level: 3 g3 ♕g7 (3...d5 4 cxd5 ♜xd5 would be Grünfeldy, but 5 ♕g2 is quite dangerous; White can even deploy one

of our favourite early advances, pushing Harry!) 4 ♖g2 0-0 5 e4 d6 6 ♜ge2 e5 7 d3.



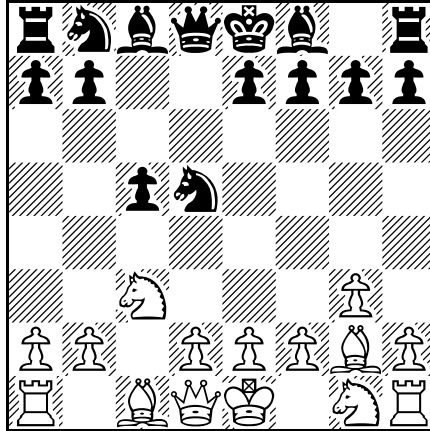
This is the Botvinnik set-up, giving White a firm central grip and control over d5. White will castle next and may then aim to cramp Black with a quick f4-f5.

An important and super-solid alternative for Black is 1...c5, the Symmetrical English. Here too we can aim for our favourite set-up: 2 ♘c3 ♘c6 3 g3 g6 4 ♖g2 ♖g7 5 e4 ♘f6 6 ♜ge2 0-0 7 0-0 d6 8 d3.



This position can come about via a great many move orders, including a King's Indian one, but once again White's central grip is obvious to the eye. Key pawn levers to bear in mind are f4-f5, b4 and d4.

After 1...♘f6 2 ♘c3 Black can be a little annoying with 2...c5 (2...e6 is another important line, beloved of Nimzo-Indian players, but we don't have to allow their fun and can go 3 e4, the dangerous Mikenas Attack) 3 g3 d5, which denies us a Botvinnik set-up, but after 4 cxd5 ♘xd5 5 ♖g2 it's hard to complain about White's lovely bishop.



Just look at that bishop on g2 swooping down the long light-square diagonal!

We'll also look at a few tricky initial moves, including Simon's old favourite, 1...f5, as well as 1...b6, 1...c6 and especially 1...e6, all of which aim to deny us our Botvinnik formation, but do little to prevent a quick e4 from White.

2 ♖c3 ♜f6

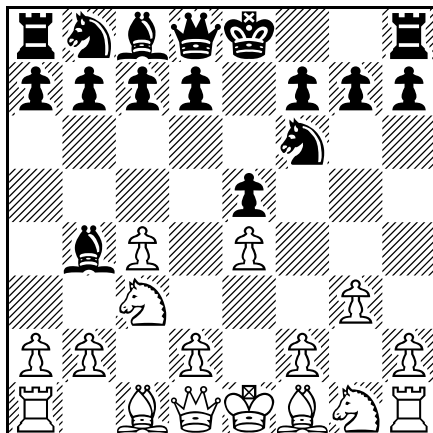
2...♗b4 is a creative line and can lead to some very fun positions after 3 ♘d5. It's also possible to go 3 g3 ♕xc3 4 bxc3 d6 5 ♕g2 when, yes, you guessed it, a Botvinnik formation is on the cards, but our recommendation is actually 3 e4!?, mirroring our main line below.

Instead, 2...♖c6 3 g3 g6 4 ♕g2 ♕g7 5 e4 sees our ideal set-up once again in action. Black doesn't have to go King's Indian style with 5...d6 6 ♜ge2 ♜f6 here, but in any case White has his central grip and may break with f4.

3 g3 ♕b4

A big alternative is 3...d5 4 cxd5 ♜xd5 5 ♕g2 ♜b6 when we're suggesting that White avoids the main lines of the reversed Dragon with 6 e3, again bringing the king's knight to its favourite English square, e2. The resulting positions are relatively unexplored, but certainly dynamic – and fun! Not only may White break with d4, but also f4.

4 e4!?



This idea championed by the champ himself, Magnus Carlsen, is likely to surprise your opponent and is actually a pretty decent choice. Once again, a Botvinnik set-up is White's plan and 4...♗xc3 5 dxc3 ♞xe4 doesn't win a pawn due to 6 ♖g4, hitting the knight and g7.

Before we get to tackle this line and all Black's possibilities in detail, it's time to learn some of White's key ideas. Read on!

Richard Palliser,
York, October 2020

Chapter One

Key Ideas for White

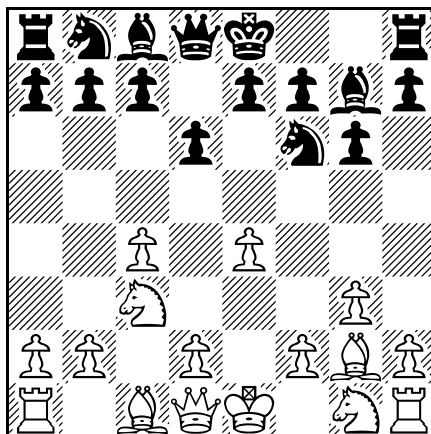
Cramping the King's Indian

Game 1
S. Williams-V. Locatelli
Cappelle-la-Grande 1995

1 c4 ♘f6 2 ♘c3 d6 3 g3 g6

Black decides to go for a King's Indian set-up after all. Instead, 3...e5 4 ♙g2 ♞bd7 5 d3 ♙e7 would resemble the Old Indian. After 6 e4 Black looks a little cramped and our favourite f4 advance might well occur.

4 ♙g2 ♙g7 5 e4



There are several different ways of handling the English, but naturally we advocate set-

ting up that Botvinnik formation.

5...e5 6 ♘ge2 ♗c6 7 0-0 0-0 8 f4!?

8 d3 is our recommended move order, but the young Simon liked the immediate, bold advance of Freddie.

8...♙e6

Routine development, just as you might expect at club level. 8...exf4! 9 gxf4 ♗h5 is somewhat more challenging. Black prepares to gain space of his own with ...f5 and 10 f5? ♗h4 would leave White looking rather overextended.

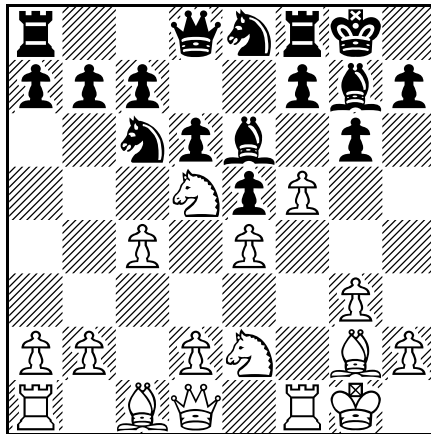
9 ♗d5?!

White should still go 9 d3 when Black might well elect to prevent f5 with 9...♗d7. Now 10 ♗d5 looks sensible, but we also can't resist pointing out that 10 f5! gxf5 11 ♙g5 is a very interesting pawn sacrifice. If Black takes on e4, White wins material, so 11...♗e8 seems necessary (11...h6? 12 ♙xf6 ♙xf6 13 exf5 ♙xf5 14 g4! wins a piece – a tactical motif worth remembering), when 12 exf5 ♙xf5 13 ♗d5 leaves White with a certain grip and compensation for the pawn; ♗d2 will follow and quite possibly ♗e2-c3-e4.

9...♗e8?

Far too meek. King's Indian players always want to free their f-pawn to go ...f5, but Black won't be able to because of our set-up. Much better was 9...♙g4, making good use of Black's grip on the d4-square, which is the one downside to the Botvinnik formation.

10 f5!



Put that in your pipe and smoke it!

10...♙d7

10...♙d5 11 cxd5 is almost never a trade to worry about. After 11...♗d4 (or 11...♗e7 12 d3 when 12...c6 is a break for freedom, but after 13 dxc6 bxc6 14 g4! White is much better; ♗g3 follows and Black is in grave danger of being squashed to death on the kingside) 12 ♗xd4 exd4 13 d3 White has a pleasant advantage. Black's pawn on d4 is something of a dead point, merely blunting his own bishop, in contrast to which White has control, a

space advantage, the two bishops and, yes, g4-g5 may follow.

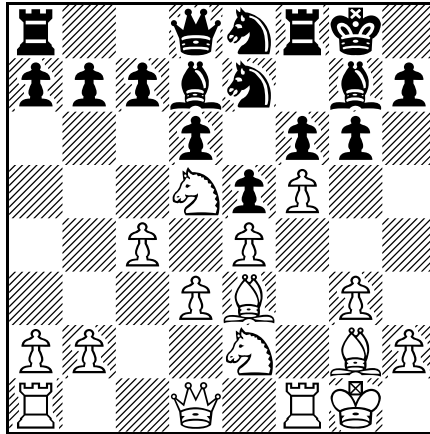
11 d3

Having made such a gain of space, it's high time to develop the remaining pieces.

11...f6

This is ugly, but so is the best the engines can suggest, 11...h6 12 ♖e3 g5. Just look at that bishop on g7! Indeed, with Black devoid of counterplay and so cramped it might make sense for White to switch operations and expand with 13 b4. Note that while our Botvinnik set-up does leave the f-pawn free to advance, we are by no means committed to kingside play, but can also advance on the queenside and sometimes even in the centre.

12 ♖e3 ♞e7



13 ♞xe7+

Simon remembers also being tempted by 13 g4 and 13 d4!? looks very nice too for White with ♖b3 next up.

13...♖xe7 14 ♖d2 g5?

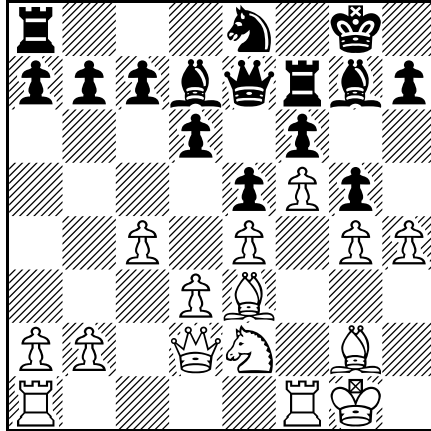
Black wrongly thinks that ♖h6 is a threat. That is often a plan to swap off one of Black's best pieces, but here the entombed bishop on g7 cannot be seen as one.

14...c6 was a try for some counterplay, but after 15 g4 ♖c7 16 ♞g3 White retains control and might even ready Harry, while 14...c5 15 g4 (a good case can even be made for 15 b4!?) 15...a6 16 h4! b5 17 ♞g3 ♖b8 18 g5 is a very instructive line. Naturally Black doesn't want to take on f5 or g5, but he is just in huge trouble in any case, as shown by 18...♖c7 19 ♖f2 ♖b7 20 ♖af1. The pressure grows against f6 and 20...♞e8 21 fxg6! (only now, with all White's pieces perfectly aligned) 21...hxg6 22 h5 decisively rips open lines: for example, 22...fxg5 (or 22...gxh5 23 g6 followed by ♞xh5 or even ♞f5 and ♖e2) 23 ♖xf8+ ♖xf8 24 hxg6 ♖g7 25 ♖f2 ♖e7 26 ♞f5 ♖xf5 27 ♖xf5 and Black collapses on the light squares.

15 g4!

Preventing any notion of ...h5 while freeing g3 for the knight.

15...♖f7 16 h4!



It was again possible to switch focus with 16 b4, but with Black so tied up, Simon couldn't resist involving Harry.

16...h6

16...gxh4? 17 ♖f3 will regain the pawn with a mighty attack after ♗h3.

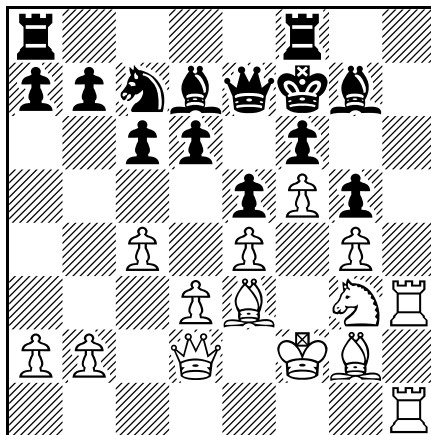
17 hxg5 hxg5

17...fxg5 might have been more obstinate, but still looks great for White after 18 ♙f3 ♘f6 19 ♘g3. Bolder readers will no doubt be looking at ideas of ♙g2, ♗h1 and a sacrifice on g5 here; calmer ones will notice how tied up Black is, so why not open a second front on the queenside as White?

18 ♙f2!

Centralising the king, not for the endgame, but to allow the rooks access to the h-file.

18...c6 19 ♗h1 ♘c7 20 ♗h3 ♖ff8 21 ♗ah1 ♙f7 22 ♘g3



This is a dream Botvinnik position. White has a handy space advantage and just look at

Black's lack of coordination and counterplay. Simon recalls he was very happy here, and no wonder.

22...♖h8 23 ♗h5!

Keeping pieces on and Black bottled up.

23...♙h6 24 d4

Levering open the second front, but we're not sure now how Simon resisted 24 ♗xf6!, and if 24...♗xf6 25 ♖xh6 ♖xh6 26 ♙xg5 and it's all over.

24...c5?

Desperation. 24...exd4 25 ♙xd4 ♗e8 26 ♗f4! is one neat way to invade, and 24...♙g7 actually fails to prevent 25 ♗xf6! and – boom! After 25...♙xf6 (25...♗xf6 26 ♙xg5 traps the black queen) 26 ♖h7+ ♙g7 27 ♙xg5 ♗e8 28 f6 White wins material while decisively opening lines.

25 dxc5 dxc5 26 ♗xf6!

Simon was never going to miss this for long.

26...♙xf5 27 exf5 ♖ad8 28 ♗d5 e4 29 ♗xe7 ♖xd2+ 30 ♙xd2 1-0

Attacking on the Kingside

Game 2

S. Williams-A. Dyce

European Under-16 Championship, Zagan 1995

1 e4 g6 2 c4 ♙g7 3 ♗c3 d6 4 g3 ♗f6 5 ♙g2 0-0 6 ♗ge2 e5 7 0-0 ♗c6 8 f4

Once again we see Simon's old favourite, but you should really prefer 8 d3.

8...♗d4?!

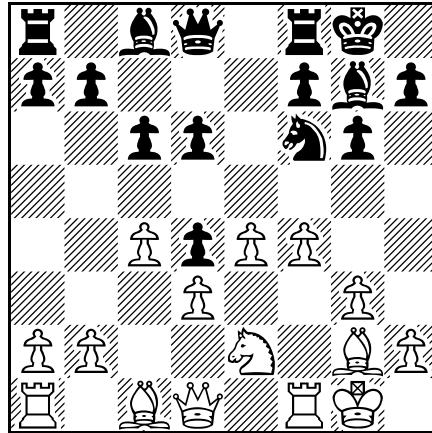
This leap is a fairly common reaction from Black in this structure, but White should rarely mind it as Black will likely be hampered by his resulting dead point on d4.

Once again, Black should prefer 8...exf4!, and if 9 gxf4 ♗h5 to free his position.

9 d3 c6 10 ♗xd4

Creating the aforementioned dead point. 10 h3 is also reasonable enough, but after 10...♗xe2+ 11 ♗xe2 exf4 12 ♗xf4 (12 ♙xf4 ♗h5 is a bit annoying, as is 12 gxf4?! ♗h5 followed by ...f5 and/or ...♗h4) 12...♖e8 Black may be OK.

10...exd4 11 ♗e2



11...♘d7?!

The wrong way. Black needed to exploit the absence of one our favourite moves, h3, with the brave 11...♘g4! and after 12 h3 ♘e3 13 ♙xe3 dxe3 14 d4 (if 14 ♖c1 ♗b6) 14...c5 matters would have been extremely murky.

12 f5!

Giving up control of e5 should never be done lightly, but here White is well placed to expand on the kingside before Black can organise any real counterplay.

12...g5!?

A bold but by no means bad reaction. Black wants to keep lines closed and be able to exploit his control of e5. The downside is that he's created a hook on g5 for White's attack.

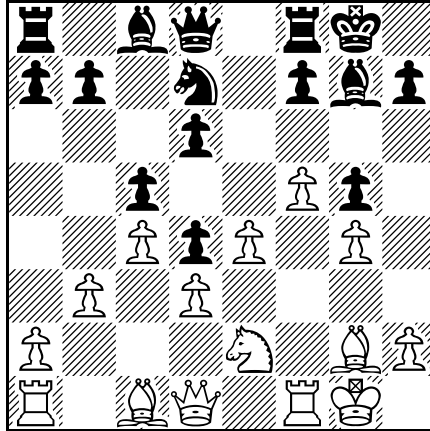
Instead, 12...♗e5 13 h3 looks quite pleasant for White, and it's also possible to be bold and grab: 13 ♘xd4!? ♗b6 14 ♙e3 ♗xb2 (or 14...♘g4?! 15 ♗xg4 ♙xd4 16 ♙xd4 ♗xd4+ 17 ♔h1 ♗xb2 18 ♗h4 when Black's dark squares are creaking quite badly) 15 ♚b1 ♗xa2 16 f6 ♙h8 17 h3 and that's one unhappy bishop on h8.

The knight might also come out via 12...♘c5, but then White might simply sound the charge: 13 h4! when 13...a5 (13...d5!? would classically counter the flank attack in the centre; it is an improvement, although White is still slightly for choice after 14 cxd5 cxd5 15 ♙g5) 14 ♙g5 f6 (14...♙f6 15 ♗d2 looks like a nice attacking set-up) 15 ♙c1! leaves Black with not just one, but two rather restricted bishops.

13 b3

Simon decides to remind Black that d4 can become weak. 13 ♔h1!? is another very interesting idea, preparing to regroup the knight with ♘g1-f3.

13...c5 14 g4



Here we go...

14...h6 15 ♖g3 ♜b8

A little slow perhaps. Black should have preferred 15...♙e5!? or 15...♘e5, and if 16 h4 b5! 17 cxb5 a6 with Benko Gambit-like counterplay.

16 h4! gxh4?

Far too greedy. 16...b5 was still indicated when we slightly prefer White after 17 hxg5 hxg5 18 cxb5 ♜xb5 19 ♘h5, but it is, of course, very much a case of game on.

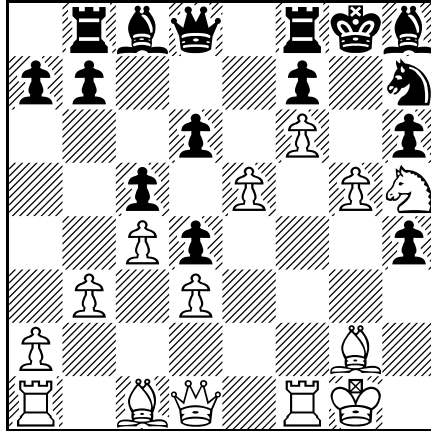
17 ♘h5 ♘f6?

This only encourages White's attack. If 17...♘e5 there's 18 f6!, based on the point 18...♙xg4 19 ♚d2! ♙xh5? 20 fxg7 ♙xg7 21 ♚xh6+ and wins, while after 17...b5 Simon was ready with 18 cxb5 ♜xb5 19 g5!, crashing through in view of 19...hxg5 20 ♘xg7 ♙xg7? 21 f6+ ♙g6 22 ♚g4 with a winning attack.

18 g5! ♘h7

The best of a bad bunch. 18...hxg5 19 ♙xg5 creates a fatal pin and 18...♘xh5 19 ♚xh5 hxg5 20 ♙xg5 is already all over in view of 20...f6 (or 20...♙f6 21 ♙h6) 21 e5! fxg5 22 ♙d5+ followed by mate.

19 f6 ♙h8 20 e5!



Bringing the Botvinnik bishop on g2 into play, although there was nothing much wrong with the immediate 20 gxh6.

20...hxg5

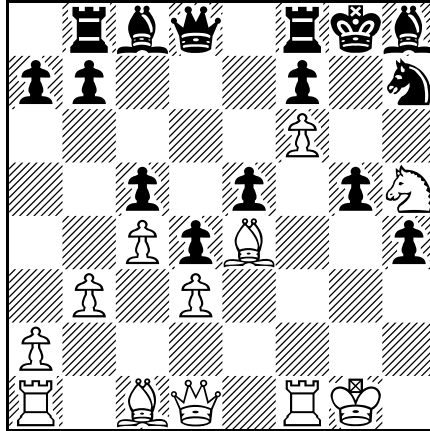
After 20...dxe5 21 gxh6 White threatens ♖e4 and there doesn't appear to be any defence, as shown by 21...♜xf6 (or 21...♚d7 22 ♖h2! ♚g4 23 ♚xg4+ ♖xg4 24 ♖d5! ♖xh5 25 ♚g1+ ♖g7 when the computer's 26 ♖g5! is both neat and deadly) 22 ♖g5 ♖g4 (what else?) 23 ♜xf6+ ♖xf6 24 h7+ ♖h8 25 ♖xf6+ ♚xf6 26 ♚xf6 ♖xd1 27 ♚xd1 ♖xh7 28 ♚df1 ♖g7 29 ♖d5 with an extra piece and easy win.

21 ♖e4

The 2020 version of the Ginger GM would surely have spotted 21 ♖xg5!, having studied so many games by his favourite player, Mikhail Tal, as well as *The Art of Attack in Chess*. Black is simply getting crushed as after 21...♜xg5 22 ♚d2 the attack is overwhelming: 22...♜h7 (22...♜e6 23 ♖e4 dxe5 24 ♚h6 mates and 22...♜h3+ 23 ♖h1 will also be followed by ♚h6) 23 ♖e4 ♚d7 24 ♚h6 ♚g4+ 25 ♖f2! ♜g5 26 ♖h7+! (and not 26 ♚g1?? ♜h3+) 26...♜xh7 27 ♚g1 when the attack down the g-file is clearly a decisive one.

21...dxe5?

He would still have been facing a strong attack, but Black needed to take his chances in 21...♚e8 22 ♜f4! (22 ♖xh7+ ♖xh7 23 ♜f4 g4! keeps lines relatively closed) 22...♜xf6! (22...gxf4 23 ♖xh7+ ♖xh7 24 ♚h5+ ♖g8 25 ♖f2 is another decisive clearing of the g-file) 23 exf6 gxf4 24 ♚xf4.



22 ♖xh7+

Unfortunately Simon missed this blow and 22 ♔f3? ♕d7! began a cruel turning of the tables, with Black winning in 50 moves.

22...♔xh7 23 ♜g7! ♖g8

23...♕xg7 24 ♔h5+! is an important check followed by ♕xg5 or 24...♔g8 25 ♔xg5 and wins.

24 ♔h5 ♕d7 25 ♜f5

And naturally not 25 ♔xg5?? ♔g4+.

25...♕xf6 26 ♕xg5

The attack is clearly overwhelming and would leave Black with nothing better than resigning or allowing a fairly pretty finish with **26...♕g7 27 ♜e7+**.

Light-Square Control

Game 3

R.Palliser-S.Haslinger

British Rapidplay Championship, Leeds 1999

1 c4 e5 2 g3

In this game Richard fianchettoed immediately, but we would recommend the move order 2 ♘c3 ♘c6 3 g3 g6 4 ♕g2.

2...♘c6 3 ♕g2 g6 4 ♘c3 ♕g7 5 e4 d6 6 ♘ge2 f5

Black decides to exploit his move order to break straight away, not transpose into King's Indian lines with 6...♘f6.

7 d3 ♘f6 8 0-0 0-0 9 ♘d5

Black has succeeded in exchanging a pair of pieces, but not equalised. White's pawn centre is again a useful asset and he might retain control with ♖c2 and ♔ae1, possibly followed by ♗e4-c5.

Game 27
G.Ziese-S.Lindh
French Correspondence Championship 2017

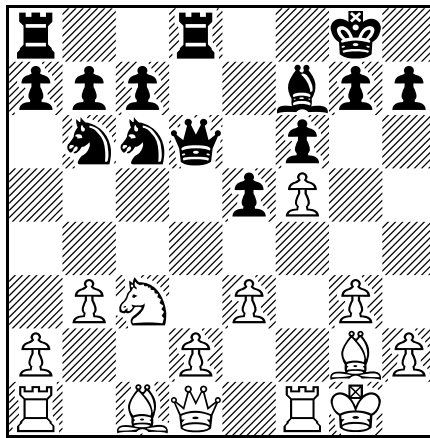
1 c4 e5 2 g3 ♘f6 3 ♙g2 d5 4 cxd5 ♗xd5 5 ♘c3 ♗b6 6 e3 ♗c6 7 ♗ge2 ♙d6 8 0-0 0-0 9 f4 f6 10 f5!

Our favourite advance whenever Black has shored up the defence of e5 by weakening his own king slightly with ...f6.

10...♙d7 11 ♗e4 ♙e8 12 ♗xd6 ♖xd6 13 ♗c3 ♙f7 14 b3

Yet another thematic move from White, creating some options for the bishop on c1, as well as usefully keeping Black's pieces out of c4.

14...♖fd8



Black's lead in development and pressure down the d-file might worry someone unfamiliar with this variation, but White can send a second knight to e4 and don't forget about the kingside attack!

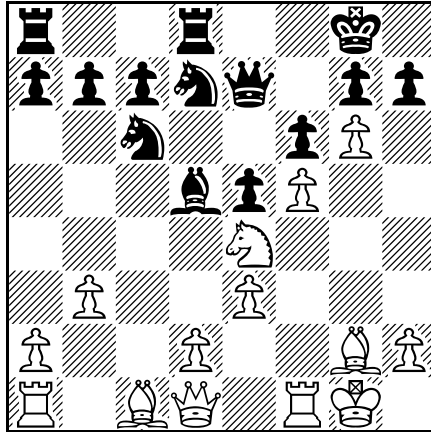
15 ♗e4 ♖e7 16 g4! ♙d5

Black might have done better to rule out g5 with 16...♗d7 when 17 ♙b2 (17 g5? fxg5 doesn't really lead anywhere as Black has too many pieces controlling f6) 17...a5 18 ♖c1! ♙d5! (18...a4?! 19 ♙a3 ♖e8 20 ♖b2 holds the queenside together, since Black doesn't really want to allow 20...♗a5?! 21 ♖ac1! axb3? 22 ♖xc7 bxa2? 23 ♗d6) 19 ♙a3 ♖f7 when there would have been everything to play for after, say, 20 ♖c2 a4 21 bxa4 ♗b6 22 d3 ♗xa4 23 g5, even if we must admit here to a bias in favour of White's attacking chances.

17 g5! ♖d7

Black is forced on the defensive as 17...fxg5? 18 f6 gxf6 (or 18...♖f7 19 ♖g4 ♕xe4 20 fxg7 ♖d7 21 ♖xe4 ♖xg7 22 ♖g4 when only one king is looking rather exposed) 19 ♖xf6+ ♗h8 20 ♖xd5 ♖xd5 21 ♖e2 would see White's mighty bishops totally outweigh Black's extra pawn, with ♕b2 possibly followed by ♖f5 on the way.

18 g6



An advance every King's Indian player will know can pack a certain punch.

18...hxg6?

Very risky. Black would have done better to defend with 18...a5 19 ♖h5 h6 when 20 d3 ♖c5 21 ♖e2 ♖b4 22 ♕a3 is still just rather unclear, even if Black's back-rank problems might well become a problem one day.

19 fxg6 ♖f8 20 ♖h5 a5 21 ♕b2

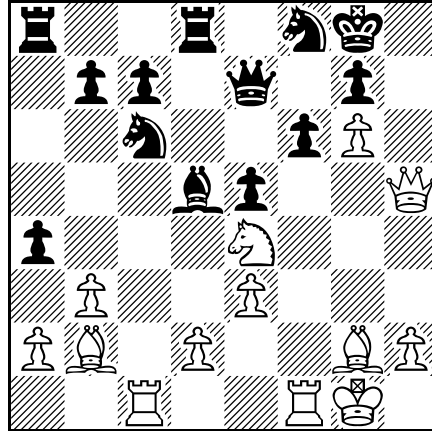
Simple development and probably a better choice than 21 d4 ♖b4 when Black might be able to defend with 22 ♕a3 ♕c6! 23 ♖ae1 ♕e8.

21...a4

Now 21...♖b4? would be rebuffed by 22 ♖f5!, and if 22...♕c6? 23 ♖af1 ♕e8 24 ♖xf6+! gxf6 25 ♖xf6 when Black is just getting bulldozed: 25...♕xg6 26 ♖xg6+ ♖xg6 27 ♖xg6+ ♖g7 28 ♖e6+ ♗h8 and here 29 ♖f4! would be a pretty way to end the game.

22 ♖ac1!

Offering the b-pawn and you can just imagine that this was a carefully worked out decision at such a slow time control.



22...axb3 23 axb3 ♖a2

Firstly, we should note that 23...♙xb3? simply fails to 24 ♜f3, and that, secondly, Ziese's lovely main point was 23...♘b4 24 ♜c4!, and if 24...♙xc4 25 bxc4 ♘d3 26 ♘g5!! ♘xb2 (26...fxg5? 27 ♜xf8+! mates next move) 27 ♙e4 when Black has no better defence to White's slow-motion threat than 27...♜d7 28 ♘f7 ♘xg6 29 ♙xg6 ♜xf7 30 ♙xf7+ ♜xf7, but after 31 ♜e2 he shouldn't be able to save the game, up against an extra queen on such an open board.

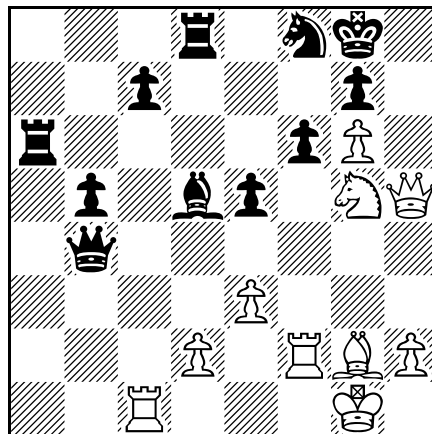
24 ♙c3 b5 25 b4!

Maintaining control and quite possibly Black is already just lost due to White's long-term attacking potential.

25...♜a6 26 ♜f2!?

Ziese is determined to sacrifice his b-pawn...

26...♘xb4 27 ♙xb4 ♜xb4 28 ♘g5!



...and this is why.

28...♖e7

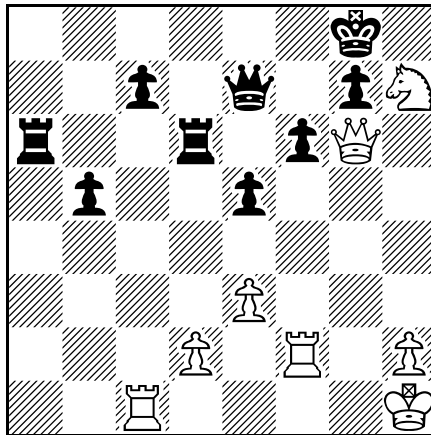
The best try.

Once again, 28...fxg5? 29 ♔xd5+ ♚xd5 30 ♚xf8+ would be most unwise for Black, and if 30...♙xf8 31 ♚h8+ ♙e7 32 ♚xg7+ ♙d6 (or 32...♙e8 33 ♚f7+) 33 ♚xc7+ ♙e6 34 ♚f7+ ♙d6 35 ♚f8+ ♙e6 36 ♚xb4, while 28...♔xg2? fails to 29 ♖f7! ♗xg6 30 ♗h6+! ♙f8 (30...gxf6 31 ♚xg6+ ♙h8 32 ♚xh6+ ♙g8 33 ♚g6+ ♙h8 34 ♚xc7 would be terminal) 31 ♚xg6 ♚d7 32 ♚xg2 when White is winning as the knight is immune: 32...gxf6 33 ♚g8+ ♙e7 running into, amongst others, the neat 34 ♚c8, and if 34...♚ad6 35 ♚g7+ ♙e6 36 ♚g8+ ♙f5 37 ♚f1+ ♙e4 38 ♚g4+.

29 ♔xd5+ ♚xd5 30 ♗h7 ♗xg6

Desperation with White threatening to take on f8 and even doing so after 30...♚c5, i.e. 31 ♗xf8! ♚xc1+ 32 ♙g2 ♚d6 33 ♗d7! when 33...♚xd7 34 ♚h7+ ♙f8 35 ♚h8+ ♙e7 36 ♚xg7+ ♙d8 (if 36...♙d6 37 ♚xf6+) 37 ♚f8+ ♚e8 38 ♗g7 would not be that hard a win to calculate, not least in a correspondence game.

31 ♚xg6 ♚dd6 32 ♙h1



White still wants to attack.

32...♚d7 33 ♚h5 ♚f7

Unfortunately for Black, 33...♚xd2? fails to 34 ♚xd2 ♚xd2 35 ♚d1, and 33...c5 34 ♚cf1! would threaten ♗g5.

34 ♚xf7+ 1-0

Resignation might seem a little premature, but after 34...♙xf7 35 ♗g5+ ♙e8 36 ♗e4 ♚dc6 37 ♚b1 White wouldn't have needed too many more emails (or moves inputted into the server) to have demonstrated that the extra piece is decisive.