

**Carlsen, Magnus** **D31**  
**• Anand, Viswanathan** **2870**  
**2775**  
 FWCM 2013 Chennai (5) 15.11.2013  
 [A.J.G.]

120'/40+60'/20+15'+30" .

The first decisive game of the FIDE WC match.

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It has proven to be one of the most interesting endgames that I have analyzed in a long time, even GM's missed the many resources of Black's position in this endgame. (One for the history books!)

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**1.c4!** , (Change of pace.) Magnus, after failing to impress with 1.Nf3, changes to the English Opening.

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The first two games (of this match) saw Magnus try his hand at the Reti Opening, and these (IMO) were a total failure for the challenger ... he failed to obtain any edge from his opening set-up, and even stood slightly worse in the third game.

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[The third game of the match saw the following opening:

1.Nf3 d5 ; 2.g3 g6 ;  
 3.c4!? , (P-structure.)

An attempt - I think - to try and turn the game into a kind of a reversed Sicilian.

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( The first game - instead - took a different path: **3.Bg2 Bg7** ;  
**4.d4 c6** ; **5.0-0 Nf6** ;  
**6.b3!? 0-0=** ;

and Black had no real problems during the opening phase of the very first game.

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Drawn, ½-½, (16 moves).

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GM Magnus Carlsen (2870) -  
 GM Viswanathan Anand (2775);  
 / FIDE WCM, Game # 1 /  
 Chennai, IND, 2013 ).

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3...dxc4 ; 4.Qa4+!? Nc6 ;  
 5.Bg2 Bg7 ; 6.Nc3 e5= ;  
 when Black was OK here, and probably had some winning chances - later in the game.

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Draw, ½-½, (51 moves).

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GM Magnus Carlsen (2870) -  
 GM Viswanathan Anand (2775);  
 / FIDE WCM, Game # 3 /

Chennai, IND, 2013. ]

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**1...e6** ; (Center.)

Anand does not try to force things early on, but keeps his opponent guessing as to what kind of opening formation he will choose.

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1...Nf6; is the move that seems to be the favorite of most GM's. (It can transpose to many different openings.)

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[One of Black's most dynamic set-ups can be reached after:

1...e5 ; 2.Nc3 Nc6 ;  
3.g3 g6 ; 4.Bg2<sup>2</sup> Bg7 ;  
when Black can continue  
with an early ...f7-f5.

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I played through dozens of clashes ... the most interesting, (and relatively recent) game that I could find was:  
GM A. Czebe (2479) -  
GM L. Van Wely (2684);  
[A25] / International Open  
Sydney, AUS; (3.2) / 04,04,2013.

{White won a very nice game,  
1-0 in 44 total moves.} ]

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**2.d4** , (Transposition.)

Magnus - having laid an egg in the first two games with the Reti - (now) seems happy to allow Black to steer the game into a kind of QP/QGD opening.

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[ 2.Nf3 , (Transposing.)

This would attempt to steer things back to the Reti ... (see the note after White's first move). ]

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**2...d5 ; 3.Nc3 c6!?** ; (Maybe - '!')

Is Anand daring Magnus here?

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This move might not be as solid as 3...Nf6. However, it does allow White more latitude with his opening set-up.

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Perhaps the only thing that I want to add here is that if White were to play 4.e3, then Black might try 4...f5! and aim for a Dutch Stonewall.

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**4.e4** , (Maybe - '!')

White hits hard ...

right in the middle of the chess board here.

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After this move, White might be able to play The Marshall Gambit (to the Slav); a heavily analyzed line that seems to favor White.

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[White could also play:  
RR4.Nf3 Nf6 ; 5.e3<sup>2</sup> ,  
GM Magnus Carlsen (2776) -  
GM Viswanathan Anand (2791)  
[D45]  
26th Super-GM  
Linares, ESP; (R#6) / Feb, 2009.

{White won an interesting game,  
1-0 in 61 total moves.} ]

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**4...dxe4 ; 5.Nxe4 Bb4+ ;**  
We now have reached a crucial position, White now has a very important decision to make.

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[A sensible alternative is:  
RR5...Nd7 ; 6.Nf3<sup>2</sup> Ngf6 ; etc.  
when White maintains a slight advantage, but Black's position is also fully playable. ]

X	A	B	C	D	E	F	G	H	Y
8	r	n	l	w	k	+	n	t	(
7	p	p	+	-	+	p	p	p	'
6	-	+	p	+	p	+	-	+	&
5	+	-	+	-	+	-	+	-	%
4	-	v	P	P	N	+	-	+	\$
3	+	-	+	-	+	-	+	-	#
2	P	P	-	+	-	P	P	P	"
1	R	-	v	Q	K	L	N	R	!
	x	a	b	c	d	e	f	g	h
									y

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The first player can play Bd2, and gambit a Pawn, or he can avoid the gambit and try something else.

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**6.Nc3** , (Common sense.)  
Either Carlsen had not come prepared to debate the main lines of this sharp variation, or he sensed that his opponent had something specifically prepared. (Maybe - '!')  
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Whatever the reason, the challenger  
  
bypasses the sharpest lines and instead chooses a quieter option

that perhaps fits in with his overall match strategy.

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[The main line of "The Marshall, Anti-Slav Gambit," continues:

6.Bd2 Qxd4 ; 7.Bxb4 Qxe4+ ; 8.Be2! Na6÷ ; (Unclear.)

and it is not entirely clear what the best ninth move is (here) for White. (The first player has several interesting choices, and they all look fairly promising.)

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[ See MCO-15, page # 486; column #68, and all notes that relate to this line ... notes # (e.) through # (j.). ]

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The most meaningful (recent) encounter that I could find was the following game:

GM H. Nakamura (2772) - GM E. Tomashevsky (2703); [D31]

FIDE Grand Prix (GP) (R#1) Paris, FRA; / 22,09,2013.

{This game was drawn 1/2; in a total of 30 moves.} ]

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**6...c5!** ; (Center, P-struc.) Black immediately tries to

clarify the center, this is (by far) the most important variation for the second player. (Slower moves probably just leave Black with a bad or a cramped position.)

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[Or RR6...Nf6 ; 7.Nf3 c5= ; transposing back to the game. ]

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**7.a3 Ba5** ; (hmmm)

This seems to be the first choice of most of the masters here, although taking on c3 is also an idea worthy of some consideration.

(See the analysis below.)

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[Probably less accurate was:

RR7...Bxc3+!? ; 8.bxc3 Nf6 ;

9.Nf3 Qa5 ; 10.Bd2 Ne4 ;

11.Bd3 Nxd2 ; 12.Qxd2 , "+/="

when White is better.

(Analysis line - Fritz 13.) ]

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Black could have also played:

<7...cxd4?! ; (Dubious/inferior.)

8.axb4 dxc3 ; 9.Qxd8+ Kxd8 ;

10.bxc3 b6 ; 11.Nf3 Nf6 ;

12.Nd4± , (Nice edge.)  
however, I would not  
recommend this line,  
as White is clearly better.  
(Analysis - Fritz 13.) ]

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**8.Nf3** , (The 4 Principles.)  
Magnus opts for a simple move,  
and it may not matter if you play  
this or Be3 first. (transposition)

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[The "book" continuation is:  
RR8.Be3 Nf6 9.Nf3 Nc6= ;

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[ See MCO-15, page # 486;  
column # 68; & note # (f.). ] ]

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**8...Nf6 ; 9.Be3 Nc6 ;**  
We have reached the key position  
for the whole of this opening.

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**10.Qd3** , (TN)  
This is the first time that this  
move has been used in  
master-level praxis, it is also  
the first choice of several  
strong chess engines, (to  
include Fritz 13); which indicates  
that this is exactly the line that  
Carlsen wanted to play.  
(10.Qd3 has been played by

non-GM's and amateurs.)

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[The main alternative here  
was the following continuation:  
10.dxc5 Qxd1+ ;

This is what opening theory  
recommends, although it  
is not Black's only decent  
try here.

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( The second player might  
also try:

**10...Bxc3+ ; 11.bxc3 Qa5 ;**  
**12.Qc2 Ng4! ; 13.Bc1 Qxc5 ;**  
**14.a4!©** , ("comp")

White has active play and  
control of the dark squares  
to offset his doubled QBP's.  
(Analysis line, mostly ...  
---> Fritz 13.) ).

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**11.Rxd1 Ne4 ; 12.Rc1!? Nxc3 ;**  
**13.bxc3 e5÷ ; (Unclear.)**

Black is OK, maybe even  
slightly better here.  
- The "Power Book." ]

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**10...cxd4 ; 11.Nxd4 Ng4 ;**  
Black goes after the DSB, but  
loses some time in the process.

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(I think that this is certainly

playable, as Black also degrades White's pawn structure, as well. I should note - for the sake of both accuracy and clarity - that several on-line pundits praised this play and also awarded Black's eleventh move an exclamation, as well.)

[ RR11...Ne5 ; - Fritz 13. ]

**12.0-0-0 Nxe3** ; (Skeleton.)

Again - Black continues with the idea of getting rid of one of White's Bishops, and also compromising Carlsen's Pawn formation in the bargain.

The machine prefers 12...Nxd4; here for Black, I analyze that continuation - just below.

[A fully playable line was: (>=)  
RR12...Nxd4 ; (!) 13.Bxd4 e5 ;  
14.Bc5 Qxd3 ; 15.Rxd3 b6 ;  
16.Be3 Nxe3 ; 17.Rxe3 Bxc3 ;  
18.bxc3 f6 ; 19.f4 Kf7 ;  
20.fxe5 Re8÷ ; (Unclear.)  
Analysis line - Fritz 13. ]

**13.fxe3™** , (Forced!)

White definitely had to play this, as taking with the WQ simply was not a viable option for Magnus.

[</= < 13.Qxe3?! , (?) Bb6<sup>3</sup>  
; ("/+") ]

**13...Bc7!?** ; (Why?)

Anand 'saves' his DSB, although it did not appear to be in any immediate trouble.

This does not look like Black's most accurate move, most of the engines are leaning toward Black simply castling here.

**14.Nxc6** , (Pawn structure.)

Carlsen is content with a very tiny edge, and with White having a slightly better arrangement of the infantry.

[ RR14.Ndb5<sup>2</sup> , (slight plus);  
- Fritz 13. ]

[ RR14.Qe4!?, , (w/attack)  
- many, various. ]

X A B C D E F G H Y  
 8 r + l w k + - t ( {  
 7 p p v - + p p p '  
 6 - + N + p + - + &  
 5 + - + - + - + - %  
 4 - + P + - + - + \$  
 3 P - N Q P - + - #  
 2 - P - + - + P P "  
 1 + - K R + L + R !  
 x a b c d e f g h y

.  
 This is the kind of stuff that  
 seems to typify what the young  
 GM seems to be best at, i.e.,  
 getting a small edge and then  
 nursing it to victory.

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 If Vishy repeats this line ...  
 which I strongly doubt ...  
 Carlsen might find the stronger  
 move of >/= Nbd5! "+/="

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**14...bxc6 ; 15.Qxd8+ , (Endgame.)**

Once more, Magnus Carlsen swaps  
 the ladies and is content with just  
 squeezing Anand in the endgame.  
 To me, this is one of Carlsen's

big strengths and where he seems  
 to separate himself from other  
 players of his generation.

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 [ RR15.Qe4 Bd7 ; 16.g4<sup>2</sup> ,  
 - Fritz 13. ]

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**15...Bxd8 ; 16.Be2 ,**  
 A good practical move.  
 (It is flexible, and allows  
 White to keep just about  
 all of his options open.)

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 [ RR16.g3<sup>2</sup> , - Fritz 13. ]

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**16...Ke7!?** ; [Unwieldy ...]  
 (Probably an inferior move.)  
 Anand centralizes his King  
 and also clear the way for  
 his KR to join the fracas.

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 Yet this move has got to be  
 a bad idea for Black and seems  
 to lead to long-term difficulties  
 for the second player.

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 [Both Fritz and Houdini prefer:  
<sup>1</sup> 16...Bb6÷ ; (Maybe - '!')  
 when Black will have almost



no real problems out of the  
opening phase of the game. ]

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X A B C D E F G H Y
8 r + l v - + - t (
7 p - + - m p p p '
6 - + p + p + - + &
5 + - + - + - + - %
4 - + P + - + - + $
3 P - N - P - + - #
2 - P - + L + P P "
1 + - K R + - + R! [
x a b c d e f g h y

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What was really sad was that  
Anand had a much simpler  
move which seemed to give  
nearly Black full equality.

**17.Bf3 Bd7 ; 18.Ne4 Bb6!?** ;

This might be OK, although I  
should note that just about  
all of the engines prefer  
playing the Bishop to c7,  
instead.

[>= 1 18...Bc7 ; - Fritz 13. ]

**19.c5 f5!?** ; (Maybe - '!')

All the engines seem to indicate  
that Black must play in this  
fashion or risk getting perhaps  
a permanently cramped position.

[The alternative of:

</= RR19...Bc7!?

20.Rd2 Rab8 ; 21.Rhd1<sup>2</sup> , ('±')

leaves White in strong control  
of the position, and Black has  
no good way of finding any  
meaningful conterplay. ]

**20.cxb6 fxe4 ; 21.b7! Rab8 ;  
22.Bxe4 Rxb7 ;** (Evaluation.)

The dust has settled and it is  
time to try and draw some  
conclusions about what this  
position holds for both  
players here.

(Diagram)

While White has a solid edge  
here, Black is far from lost.



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X A B C D E F G H Y
8 - + - + - + - t (
7 p r + l m - p p '
6 - + p + p + - + &
5 + - + - + - + - %
4 - + - + L + - + $
3 P - + - P - + - #
2 - P - + - + P P "
1 + - M R + - + R ! [
x a b c d e f g h y

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One should note that this is one of those positions where it is easier to play White's side of the board. (The first player can try anything that he likes, while Black must defend with great precision.)

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**23.Rhf1 Rb5** ; (Rook luft.)

This is not terrible, however, the box prefers simply 23...e5; here. (Anand may have been worried that his e-pawn might fall under an attack of some kind.)

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All the engines show that White has a very small advantage in this position, however, Black's case is still far from being terminal.

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I think one of the things that

Anand should have considered here was something called ...  
"THE CAPABLANCA PRINCIPLE."

It is a pretty simple idea, the great Cuban genius stipulated that Black - the majority of the time - should simply try to move as many of his Pawns OFF the light squares, so that they would not continue to inhibit his only minor piece. (Of course, Anand may have had other ideas, and may have even been trying to keep the position alive for as long as possible. I am sure both players read the social media and knew how unhappy some of the fans were after the quick draws in the first two games.)

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**24.Rf4!?** , (hmmm)

Carlsen activates his Rook, (getting it off the last rank); and possibly prepares to double on the f-file.

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However, this move makes no sense to me, and even seems to lose tempo, Black can now play (the much needed) pawn advance of

...e7-e5; (or even ...g7-g5);  
and even gain time doing  
it.

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[>/= 1 24.Rf2<sup>2</sup> , - Fritz 13. ]

[>/= 1 24.Rd4<sup>2</sup> , - Josh Freidel. ]

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**24...g5!?** ; (K-side expan?)

I am not sure what Anand is  
trying to accomplish here, but  
the logic of the position seems  
to demand that Black push a  
CENTER pawn ... and get this  
key foot-soldier off the light  
squares! (I should note that  
24...g5; is the first choice of  
Houdini here.)

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[Much simpler was:

>/= 1 24...e5!÷ ; (tempo)

followed by ...B/d7-e6; and

Black looks to have a fairly  
solid position. - Fritz 13. ]

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**25.Rf3** , (Lateral activity.)

Carlsen finds the best square  
for his Rook, and it probably  
took some thought here.

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[ <25.Rff1?! Re5= ]

X A B C D E F G H Y

8 - + - + - + - ♖ ( {

7 ♙ - + ♙ ♚ - + ♙ ' {

6 - + ♙ + ♙ + - + &

5 + ♖ + - + - ♙ - %

4 - + - + ♙ + - + \$

3 ♙ - + - ♙ ♖ + - #

2 - ♙ - + - + ♙ ♙ "

1 + - ♚ ♖ + - + - !

x a b c d e f g h y

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Once more, Anand has a choice  
to make here, and it is becoming  
critical that he make the best  
moves for his defense.

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**25...h5!?** ; (A dubious concept?)

It is not clear what the ultimate  
goal of this pawn foray is.

(It definitely loosens Black's

Pawns and makes them easier  
for Carlsen to attack.)

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[>/= 1 25...e5! ; - Fritz 13. ]

[>/= 1 25...Re5 ; - Houdini 1.5 ]

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**26.Rdf1 Be8 ; 27.Bc2 Rc5!?** ;  
Anand pins the LSB. However,  
...Re5; probably made more  
sense, and would have  
discouraged the Rook  
intrusion that (now) occurs  
in the actual game.  
(27...Re5; 28.Rf6, RXP/e3.)  
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[(>/=) RR27...Re5 ;  
28.Kd2<sup>2</sup> , (w/an edge)  
when White is only slightly  
better here. (This is definitely  
an improvement over the  
course of the actual game.) ]  
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**28.Rf6 h4 ;** (Dark squares.)  
One of the facets of Anand's  
whole defensive concept has  
been revealed.  
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He has worked to gain space, get  
his K-side Pawns to dark squares  
and he is also attempting to restrict  
the activity of White's pieces, as  
well. In addition, the KNP is near  
the Black King, so that - if it is  
needed - Anand's Monarch can  
quickly defend it.  
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Normally, it would be bad to  
place the White KP on a light  
square, as it blocks in his KB.  
However, here Carlsen realizes  
that it is good because it  
cramps Black and it also  
takes a number of good squares  
away from the Black pieces.

**29.e4! a5!?** ; (Space.)  
Anand is pushing a lot of his  
Pawns here, which is a bad  
example for a beginner to  
follow. However, here the  
idea has a lot of merit, and  
possibly discourages White  
from playing b2-b4, gaining  
space and driving Black's  
Rook off the cozy c5-perch.  
(To be fair and accurate,  
I should note that pushing  
button to a5 was the first  
choice of many of the  
better chess engines.)  
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[Also to be considered  
was: 29...Bh5!? ; (redeploy)  
which puts the Black LSB  
on a slightly better square.  
(This move was looked at  
by several different engines  
here.) ]

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Now Carlsen moves his King nearer to the center and also gets his Bishop out of the pin. (This move was also the 1st choice of Fritz 13.)

**30.Kd2 Rb5!?** ; (Why?)

This is not a bad move, but I am not at all sure what Anand's idea was here, other than the obvious attack on the White QNP. Long-term, it made a lot of sense to keep the Black Rook on a key dark square ...

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[(>/=) RR30...Bh5 ; - Fritz 13. ]

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**31.b3** , (Necessary.)

If Carlsen wanted to continue to play this game, sooner or later, he was going to have to make this move.

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[If the players had wanted it, a draw by repetition could be made with:

31.Kc3 Rc5+ ; 32.Kd2 Rb5 ;  
33.Kc3 Rc5+ ; "=" etc. ]

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**31...Bh5** ; (Finally.)

Now this play is the first move choice of Fritz 13, and Anand gets around to it at last.

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X A B C D E F G H Y
8 - + - + - + - t (
7 + - + - k - + - '
6 - + p + p R - + &
5 p r + - + - p l %
4 - + - + P + - p $
3 P P + - + - + - #
2 - + L k - + P P "
1 + - + - + R + - ! [
x a b c d e f g h y

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White still has a pull, but the game is far from being over. (However, now the clock began to become a factor in the game, with both sides trading "thinks" and using up a decent amount of the allotted time on the control timer.)

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Now Fritz 13 likes Ke3.

(Carlsen probably wanted to keep his pieces together

and his lead piece out of the way of his Rooks.)

**32.Kc3 Rc5+ ; 33.Kb2 Rd8!?** ;

Anand has the obvious threat of ...Rd2; however, it is easy for White to prevent this.

(All the engines - that I tested - prefer that Black play 33...g4.)

[ RR33...g4 ; - Fritz 13. ]

**34.R1f2 Rd4** ; (Foward!)

Anand did not become World Champion by moving his pieces backward. (This move is the top choice of Fritz 13. 34...g4!?!; also had to be seriously considered - here - for Black. )

Now Fritz likes the simple Bb1 (here) for White. (The next few moves look to be best.)

**35.Rh6 Bd1 ; 36.Bb1 Rb5 ;**

**37.Kc3 c5** ; (Anchors d4.)

Anand had to push one of two Pawns here ...

(Houdini also likes ...c7-c5.)

[>/= 1 37...e5!= ; - Fritz 13. ]

**38.Rb2 e5** ; (Locking down d4.)

Anand pushes his KP forward to help protect his Rook and get another Pawn off the light squares.

[One of my {former} students suggested (in an e-mail)

that Black play: 38...a4!?.

(This is similar to what happens in the actual game.) ]

X A B C D E F G H Y

8 - + - + - + - + (

7 + - + - ~~k~~ - + - '

6 - + - + - + - R &

5 p r p - p - p - %

4 - + - t P + - p \$

3 P P ~~k~~ - + - + - #

2 - R - + - + P P "

1 + L + l + - + - ! [

x a b c d e f g h y

Now virtually all of the engines agree that this (... e7-e5;) was Black's best move in this position.

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### 39.Rg6 a4?! ; (Miscalculation?)

Either nerves, or the clock caused Anand to play this move.

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It seems a terrible error to let the Pawn go so easily, when there was a much simpler move here.

(See the analysis below.)

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[Much better was:

>/= 1 39...g4! ; - Fritz 13.

("The simpler path."

- Josh Freidel.)

Now just following the first move of the engine(s) gives us the following line:

40.Bd3 Rxb3+! ; 41.Rxb3 Bxb3 ;

42.Rxg4 c4! ; 43.Be2 Kd6! ;

44.Rxh4 Kc5© ; ("comp")

when Black has good play for the Pawn, even the mighty Fritz considers this an equal position. ]

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### 40.Rxg5 Rxb3+!? ; (Wrong?)

This might have been a critical move, yet Friedel is strangely

silent here. (Taking with the Pawn - instead - may represent an improvement over the course of the actual game, see my analysis - just below.)

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[Maybe a better line was:

1 40...axb3! ; 41.Rxe5+ Kd6 ;

42.Rg5 , (Best?)

The most aggressive try.

( The check on d5 might, at first glance, to unsettle Black, but its all smoke and mirrors:

42.Rd5+!? Rxd5 ; 43.exd5 Ra5 ;

44.Kd2 Bc2 ; 45.Bxc2 bxc2 ;

46.Rb6+ Kxd5 ; 47.Rb3 c4 ;

48.Rh3 Ra7 ; 49.Kxc2 Rg7© ;

{Black has play for the P.}

and we are close to a position that is a known book draw. ).

42...Ra5 ; 43.Rd2 Bc2! ;

44.Rd5+ Rxd5 ; 45.Rxd5+ Kc6 ;

46.Bxc2 bxc2 ; 47.Kxc2 Rxa3 ;

48.Rh5 , This looks best.

( RR48.Kb2 Re3 ; 49.Kc2 Ra3!= ).

48...Ra2+ ; 49.Kc3 Rxg2 ;

50.Rxh4 Kd6!„ ;

Centralizing the BK and enabling the second party's King to be able to attack White's KP.

. Both Fritz and Houdini consider this to be a nearly equal position. (I spent several hours of analysis,

sliding around and trying to be sure that White could not win this particular position. The main difference between this line ... ..

and the continuation in the actual game ... is the play that Black gets, and that the BK never gets shunted out of the way or over to a bad square.) ]

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The next few moves look to be best/forced ... for both sides, here. (43...Rd1!; is much better than the pawn grab on e4.)

**41.Rxb3 Bxb3 ; 42.Rxe5+ Kd6 ; 43.Rh5 Rd1! ; 44.e5+ Kd5 ;**  
Black is down a Pawn here.

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(Diagram)

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X A B C D E F G H Y

8 - + - + - + - + (

7 + - + - + - + - '

6 - + - + - + - + &

5 + - p k P - + R %

4 p + - + - + - p \$

3 P I K - + - + - #

2 - + - + - + P P "

1 + L + r + - + - ! [

x a b c d e f g h y

However, all of Black's pieces are on very good squares, and the simplified nature of the position must mean that many 'book' draws are possible.

.

**45.Bh7!** , (Nice!)

Magnus continues to pressure his opponent and find the only move to keep the game going.

.

[ RR45.Rxh4?? Rxb1-+ ]

(Diagram)

.

In the age-old argument, (of ... "Did he fall? Or was he pushed?");



X A B C D E F G H Y  
 8 - + - + - + - + {  
 7 + - + - + - + L '  
 6 - + - + - + - + &  
 5 + - p k P - + R %  
 4 p + - + - + - p \$  
 3 P I K - + - + - #  
 2 - + - + - + P P "  
 1 + - + r + - + - !  
 x a b c d e f g h y

I always favor the latter.

.

.

45...Rc1+? ; (Maybe - '??')

I saw the last part of this game,  
and I know - for a fact - that  
time became a factor.

.

It is really a shame that this  
one errant check - which,  
at first glance looks pretty  
good - is what caused  
Anand's position to unravel  
so completely.

.

[A much better defense was:  
>/= 1 45...Ra1! ; 46.Bg8+ ,  
This looks to be the best

line here for White.

( RR46.Kb2!? Ra2+ ; 47.Kc3  
Rxc2 ;  
48.Rxc4 Kxe5= ).

46...Kc6! ;

A) . White could try:

47.Rh6+ Kb5 ; 48.Bxb3 Rxa3 ;  
49.Rxc4 Rxb3+ ; 50.Kc2 Re3=  
;

but this is also a draw. ;

B) . Or White could (instead)

play: 47.Bxb3 Rxa3 ;

B1) Another interesting  
alternative

was the following continuation:

48.Rxc4 Rxb3+ ; 49.Kc2 ,

The first choice of Fritz and  
almost assuredly the best.

( < 49.Kc4?? Rb4+ ; 50.Kc3  
Rxc4+ ).

49...Rb4 ; (hmmm)

This might be best.

( Or 49...Ra3!?= , - J. Freidel)

.

50.Rh6+ , (Forcing?)

Trying to drive the BK  
to a worse position?

( RR50.Rxb4!? cxb4 ; 51.h4  
Kd5 ;

52.g4 Kxe5= ).

50...Kd5 ; 51.e6 Kd6 ;

52.e7+ Kxe7 ; 53.Rh7+ Ke6=

;

when it should become

obvious that neither side  
can win from here. ;

**B2)** 48.Rh6+ ,

The first choice of Fritz ...  
and many other engines,  
as well.

.  
. .

Kb5= ; transposes.

[We are back to the same  
positions of line (a.) ...  
just above here.] ;

**C)** 47.Rg5 ,

This looks to be one of the  
most promising moves here  
for White.

.

(I analyze two alternatives ...  
just below.)

.

\*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*

.

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\*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*    \*\*\*\*\*

Bxg8 ; 48.Rxg8 Rxa3+ ;  
49.Kc4 Re3 ; 50.Rc8+ Kb6 ;  
51.Rb8+ , (Best?)

White may as well play this.

( A terrible mistake was:

</= < 51.Rxc5?? Re4+ ;

52.Kd5 Rxe5+ ; 53.Kxe5 Kxc5

;

54.Ke4 a3+- ; (Decisive advan.)

when Black should win ...  
without any real difficulty. ).

51...Kc6 ; 52.Rc8+ Kb6 ;

53.Kd5 Rd3+ ; 54.Ke4 Rd4+ ;

55.Kf5 Rd2 ; "=" (Dead level.)

All the engines show an  
assessment of "0.00" ...  
with neither side having a  
trace of an advantage. ]

.

.

**46.Kb2 Rg1?! ;** (Urgh.)

This (also) looks imprecise, here  
the iron monster prefers ...Re1;  
which looks to be an improvement  
over the game.

.

[After the continuation: (>/=)

RR46...Re1 ; 47.Bg8+ Kc6 ;

48.Bxb3 axb3 ; 49.Rxh4+- ,

Black is also lost.

(Maybe, maybe not ...

see the note after Black's

48th move here. If the

note after the 48th is correct,

Black could <again>

transpose into that ending

with >/= 1 46...Re1!)]

.

.

**47.Bg8+ Kc6 ;** (Safe?)

I think Anand wanted to use his King to keep an eye on White's passer on e4.

.

[ RR47...Kd4 ; 48.Bxb3 axb3 ; 49.Rxh4+ Kxe5 ; 50.g3 Kd5 ; 51.Kxb3+- ]

.

.

\*\*\*\*\*

<< In the game line, Fritz prefers 48...Kc7. However, in the end, it makes no difference, and White will still lose. >> (I wrote the above words, and then discovered that this was completely incorrect!)

.

Initially, I thought that the rest required no comment, and that it was simply a matter of Carlsen capitalizing on his magnificent technique. However, further research reveals that Black missed yet another drawing resource in this incredible endgame.

**48.Rh6+! Kd7!?** ; ('?')

Initially, I thought that this was OK, and even though the engines prefer 48...Kc7; the eval's did not show much difference between

the two moves.

.

Apparently, this is the real losing move here. (Black had a absolutely astounding drawing resource here ... see the analysis - just below.)

.

[It is almost unbelievable, but Black may have had a draw with an endgame that is really amazing, almost like a composed study. (It is based on the endgame with two Rook-Pawns, the side with the extra Pawns cannot win.)

.

Much better was:

>/= <sup>1</sup> 48...Kc7!! ;

A drawing resource missed by me, (using several engines); and just about everyone else.

.

We now follow a DPA by Fritz:

49.Bxb3 axb3 ; 50.Rxh4 Rxg2+!

;

This is the most accurate, Black has to get as many Pawns off the board as possible.

.

( Probably worse was:

< 50...Kc6?! ; 51.Rg4 Kd5 ;

52.Kxb3+- , "+/-"

when White should win, he

will have two, connected  
passed pawns in the endgame. ).

.  
51.Kxb3 Re2 ; 52.a4 Rxe5 ;  
53.Kc4 Kb6 ; 54.Rh6+ Kc7 ;  
55.a5 Kb7 ; 56.h4 Re4+! ;  
57.Kxc5 , "+4.73" - Fritz 13.  
Despite the winning evaluation  
by Fritz, (and many other  
engines!); its a draw ... see  
any tablebase for confirmation.  
[ <http://www.shredderchess.com/online-chess/online-databases/endgame-database.html>. ] ]

.  
The rest looks to be fairly  
well played and does not  
need a lot of explanation.  
(I went back and re-analyzed  
the last part of the game ...  
looking for any drawing  
resources like the one found  
after Black's 48th move.  
However, it does not appear  
that Black can save the game.  
In order to draw, the BK has  
to get back to the second  
rank, Carlsen's Rh7! prevents  
this from happening.)

**49.Bxb3 axb3 ; 50.Kxb3 Rxb2 ;**  
**51.Rxb2 Ke6 ; 52.a4 Kxe5 ;**  
**53.a5 Kd6 ; 54.Rh7! Kd5 ;**  
**55.a6 c4+ ; 56.Kc3 Ra2 ;**

**57.a7 Kc5 ; 58.h4 ,**  
"+/-" Black Resigns.

.  
Anand calls it quits, he seemed  
rather dazed after the game  
and unsure of exactly how  
he lost this complicated WCM  
struggle.

	X	A	B	C	D	E	F	G	H	Y	
8	-	+	-	+	-	+	-	+	-	{	
7	<del>P</del>	-	+	-	+	-	+	-	R	'	
6	-	+	-	+	-	+	-	+	-	&	
5	+	-	<del>K</del>	-	+	-	+	-	+	%	
4	-	+	p	+	-	+	-	<del>P</del>	+	\$	
3	+	-	<del>K</del>	-	+	-	+	-	+	#	
2	r	+	-	+	-	+	-	+	-	"	
1	+	-	+	-	+	-	+	-	+	!	
	x	a	b	c	d	e	f	g	h	y	

.  
Carlsen did a good job of just  
massaging his position, he  
slowly worked his way to the  
eventual win. (I also must  
note that without Black's  
faulty 45th move, Carlsen  
would have been frustrated  
in all of his attempts.)

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