

**Anand,Viswanathan**  
**-Carlsen,Magnus**  
 FWCM 2013 Chennai (6) 16.11.2013  
 [A.J.G.]

**C65****2775****2870**

I have spent several weeks on this game. In this version - I mainly concentrate on the endgame.

(I also try to answer all of the questions posed by a few students, we have looked at this game several times at chess club, I have also been asked a lot of questions via e-mail and the Internet.)

I also did NOT want this game to be a carbon-copy of my video, so I went back to a blank sheet of paper here.

**1.e4 e5 ; 2.Nf3 Nc6 ;**

**3.Bb5 Nf6 ;**

Once more, Carlsen wants to play his favorite line ... or at least the one that he prepared for this match. (Berlin System.)

Anand decides that he does not want to repeat the line of game four and is the first to vary his moves.

[4.d3, is a well-known "Anti-Berlin line," and has been used by many GM's to include Magnus Carlsen himself ... see his game vs. Grischuk from the 2013 FIDE Candidate Matches, (R#4.4).]

**4.d3 Bc5 ; 5.c3 0-0 ;**

**6.0-0 Re8 ; 7.Re1 a6 ;**

**8.Ba4** , (Too routine?)

This is a regular line here, however, (given the match situation); maybe White should have looked for something else.

[An alternative was:

RR8.Bxc6 dxc6 ;

9.h3÷ ; "~" (unclear)

is more complex. ]

10.Nbd2, is the more usual move here, Bg5 appears to be new to GM praxis.

**8...b5 ; 9.Bb3 d6 ;**

**10.Bg5 Be6 ; 11.Nbd2** ,

Normal development ...

and a fairly standard treatment (from the White side) of this particular position.

[The engines seem to like (instead) RR11.d4!?, here for White. ]

Now Black is able to redeploy his QN and reach a fairly easy equality from here.

11...h6 ; 12.Bh4 Bxb3 ; 13.axb3 Nb8! ; 14.h3 Nbd7 ; 15.Nh2 Qe7 ; 16.Ndf1 Bb6 ; 17.Ne3 Qe6 ;

The current position ....

```

XABCDEFGHIY
8r + - + r + k + (
7+ - p n + p p - '
6p v - p q n - p &
5+ p + - p - + - %
4- + - + P + - v $
3+ P P P N - + P #
2- P - + - P P N "
1R - + QR - K - ! [
x a b c d e f g h y
    
```

Now comes a series of exchanges that help Black to nullify any of White's advantage. (It is not clear

how White could have avoided this - you would have to go back much earlier in the game ...)

18.b4 a5 ; 19.bxa5 Bxa5 ; 20.Nhg4 Bb6 ; 21.Bxf6 Nxf6 ; 22.Nxf6+ Qxf6 ; 23.Qg4?! , ('?')

This leads to a set of doubled Pawns that are the main reason for White's loss in this game.

[Better was: >/= 1 23.Qe2 , "=" with an equal game. ]

Now Black trades down into an endgame where he can work on White's doubled Pawns. (30.Re1 looks to be a small improvement over the course of the actual game.)

23...Bxe3 ; 24.fxe3 Qe7 ; 25.Rf1 c5 ; 26.Kh2 c4 ; 27.d4 Rxa1 ; 28.Rxa1 Qb7 ; 29.Rd1 Qc6 ; 30.Qf5!? exd4 ; 31.Rxd4 Re5 ; 32.Qf3 Qc7 ; 33.Kh1 Qe7 ; 34.Qg4 Kh7 ; 35.Qf4 g6 ; 36.Kh2 Kg7 ; 37.Qf3 Re6 ;

Black is clearly better here ...

X A B C D E F G H Y  
 8 - + - + - + - + (   
 7 + - + - ♖ ♗ ♘ ♙ ♚ ♛ ♜ ♝ ♞ ♟ ♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ♿ [   
 6 - + - ♞ ♟ ♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ♿ [   
 5 + ♞ ♟ ♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ♿ [   
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 2 - ♞ ♟ ♠ ♡ ♢ ♣ ♤ ♥ ♦ ♧ ♨ ♩ ♪ ♫ ♬ ♭ ♮ ♯ ♰ ♱ ♲ ♳ ♴ ♵ ♶ ♷ ♸ ♹ ♺ ♻ ♼ ♽ ♾ ♿ ♿ [   
 1 + - + - + - + - ! [   
 x a b c d e f g h y

Carlsen is in his element and plays endings better than any other GM in the world today. (IMO)

**38.Qg3!?** , (Incorrect?)

White decides to sack a Pawn for play. This is not a decision White should make lightly ... all of the engines (that I tested) prefer Qf4 or Qg4 here.

[ RR38.Qg4 , - Fritz 13. ]

**38...Rxe4 ; 39.Qxd6 Rxe3 ; 40.Qxe7 Rxe7 ; 41.Rd5 Rb7 ; 42.Rd6! f6 ; 43.h4! Kf7!?** ;  
 Maybe not the best.

[Better was: <sup>1</sup> 43...h5!<sup>3</sup> ; "=/+"  
 and Black is only a little better, however, all the analagous R+P positions in the endgame books lead me to conclude - that with perfect play - White can hold this position. ]

Carlsen - in the post-mortem interview(s) - said that he had underestimated the advance of White's h-Pawn here.

**44.h5! gxh5 ; 45.Rd5 Kg6 ; 46.Kg3 Rb6 ; 47.Rc5 f5 ; 48.Kh4** , (hmmm)

Perhaps this move is somewhat inaccurate. (Another contributing factor to White's loss in this ending was that his King got shoved over to the edge of the board.)

[Probably better was: RR48.Kf4! ,, , - Fritz 13. (White has good play, despite being down two Pawns, here.) ]

(In the ensuing series of

moves, all the engines seem to prefer 50.Kg3, over what was played in the actual game.)

**48...Re6 ; 49.Rxb5 Re4+ ; 50.Kh3 Kg5 ; 51.Rb8 h4 ; 52.Rg8+ Kh5 ; 53.Rf8 Rf4 ; 54.Rc8 Rg4 ; 55.Rf8 Rg3+ ; 56.Kh2 Kg5 ;**

Take a look at the current position here:

```

XABCDEFGHY
8- + - + - ♖ - + (
7+ - + - + - + - '
6- + - + - + - ♗ &
5+ - + - + ♖ ♞ - %
4- + ♖ + - + - ♗ $
3+ - ♗ - + - ♜ - #
2- ♗ - + - + ♞ ♞ "
1+ - + - + - + - ! [
x a b c d e f g h y
    
```

Black is a Pawn up, however, all of my analysis leads me to conclude that the game should have been drawn. (Fritz 13 ... after over an hour ... renders an evaluation of only "-0.27.")

**57.Rg8+ Kf4! ; (Maybe - '!!')**

A very creative move that allows Black to win.

(However, with best play, the game is still drawn.

Judging from his post-mortem comments, Carlsen seemed to indicate that Black would be winning here, however, this is all completely wrong.)

**58.Rc8 Ke3 ; 59.Rxc4 f4 ;**

We have now reached the critical position ...

```

XABCDEFGHY
8- + - + - + - + (
7+ - + - + - + - '
6- + - + - + - ♗ &
5+ - + - + - + - %
4- + ♖ + - ♗ - ♗ $
3+ - ♗ - ♞ - ♜ - #
2- ♗ - + - + ♞ ♞ "
1+ - + - + - + - ! [
x a b c d e f g h y
    
```

All the good commentators

here say that, (with correct play); White should be able to draw the game from here.

**60.Ra4?** , (Maybe even - '??')

A plausible move, but it is definitely not the best ...

(The main problem with this silly move is that the White Rook becomes a useless bystander ... for the rest of the game.)

[More accurate was: >/=

**1 60.b4! h3! ; 61.gxh3<sup>TM</sup> Rg6 ; 62.Rc8! f3 ; (Best/box.)**

Nothing else will allow Black to make any real progress in this ending.

**63.Re8+ Kd3 ; 64.b5 f2 ;**

This looks to be Black's most logical move at this point.

( Or **64...Rg2+!?** ; **65.Kh1 Rg6 ;**

**66.Rf8 Ke4 ; 67.c4! Ke3 ;**

**68.Re8+ Kd4 ; 69.Rf8 Ke3 ;**

**70.Re8+ Kd4 ; 71.Rf8= .**

- D.P.A. by Fritz 13. ).

**65.Rd8+ Ke3 ; Forced?**

( Or **65...Kxc3 ; 66.Rf8 Rb6 ;**

**67.Rxf2 Rxb5= .**

**66.Re8+ Kd3 ; 67.Rd8+ Ke4 ;**

**68.Rf8 Ke3 ; 69.Re8+ , "="**

with a draw by repetition.

(The problem with this endgame is that the Black King cannot stray too far from his f-Pawn - or he will lose it. And there are no good hiding squares for the Black King, either. You can verify this by removing Black's Pawn at h5, and <then> move it to the f-file, say on the f4-square. Then the endgame is a simple win for Black, especially a few moves back.) ]

Now Carlsen wins brilliantly.

**60...h3! ; 61.gxh3<sup>TM</sup> (forced)** (61...) **Rg6 ; -/+**

Now White is in trouble. (And probably lost.)

**62.c4!?** , (Not the best?)

A couple of annotators have pointed to this move as being bad, however, now White's game was probably already beyond saving.

[Carlsen could have also won the game - after the

following continuation:

RR62.Ra8 f3 ; 63.Re8+ Kf2 ;  
64.b4 Rg2+ ; 65.Kh1 Rg1+ ;  
66.Kh2 Re1 ; 67.Ra8 Ke3 ;  
68.Re8+ Kd2 ; 69.Rf8 Ke2 ;  
70.Re8+ Kf1 ; 71.Rf8 f2 ;  
72.c4 ,

Here - everything now  
loses for White.

( RR72.Kg3 Re3+ ; 73.Kh2  
Ke1-+ ).

72...Ke2 ; 73.Re8+ Kd3 ;  
74.Rf8 f1Q ; 75.Rxf1 Rxf1 ;  
76.c5 Rb1-+ ;  
(Black is winning.) ]

62...f3 ; 63.Ra3+ Ke2 ;  
64.b4 f2 ; 65.Ra2+ Kf3 ;  
66.Ra3+ Kf4 ; 67.Ra8 ,  
The right idea, but now  
it was too late!

[ RR67.Ra1 Re6 ;  
68.Kg2 Re1-+ ]

67...Rg1 , "-+"  
White Resigns.

If Game Five was the critical  
game of the match, (the  
turning point); then this game

was the straw that broke the  
camel's back ...

(The odds of Anand coming  
back now, after being two  
points down ...

... in such a short match ... ..  
were extremely small,  
if any.)

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[Fritz shows a simple win  
for Black ... after the following  
set of moves:

67...Rg1 ; 68.Rf8+ Ke3 ;  
69.Re8+ Kd4 ; 70.Rf8 f1Q ;  
71.Rxf1 Rxf1 ; 72.c5 Kd5 ;  
73.Kg3 Rb1-+ ]

**0-1**