



# HOW TO PROPERLY EVALUATE A POSITION

# **Material Imbalance**

Big goals are usually achieved through many small steps. Material imbalance can often prove deceptive if you fail to correctly assess "the bigger picture" and just go for material gain or sacrifice, without detecting bigger goals.

By GM Illia Nyzhnyk

A materialistic mindset is no stranger to many people, and while it is only natural to experience short-term gains (and sometimes losses), there is usually a bigger goal along the road. Whether one is trying to increase funds to make a large purchase (in which small consistent gains are seen as a good thing, because it brings that individual closer to completing his/her goal), or spend their time and resources to accumulate knowledge and information (in which case losses are to be expected along the way), at the end of the day there is always something that all of us are striving for. In this regard, chess is not that much different, because the game allows for what I call a "goal breakdown" in which big goals (e.g. checkmating, winning a queen, controlling the queenside, etc.) can usually be achieved by completing smaller tasks along the way.

Hello fellow readers, and welcome once again to the series on position evaluation, where we discover techniques that help us evaluate positions correctly. This time, I would like to expand on our previous topic. Some of you may remember that previously we talked about piece activity as it relates to material gains and losses. This time, however, we will focus more on the actual material gains and losses themselves, and how they can help us achieve bigger goals.

M. Amin Tabatabaei	2689
Vincent Keymer	2690

World Cup, Baku 2023



The first example in this article may look deceptively easy

— we have a rook endgame where Black has an extra pawn to work with. At the same time,

White has a serious problem with his king currently stuck on the edge of the board. One might say that this is one of the best case scenarios — we have a material advantage, as well as positional advantage to make progress. The

only problem Black is facing right now is his inability to keep both pawns on the b-file alive. However, as you will be able to see shortly, those pawns are not as important as the bigger goal, which is to win White's h5 pawn.

**43... De6!** The king is going on a walk of glory, trying to get to f4, but also keeping open the option of going after White's queenside pawns.

43... \$\dot{\psi}\$f6? would have been a serious mistake, as now White plays 44.\$\dot{\psi}\$d5!, completely cutting off the black king. Then, after 44...\$\dot{\psi}\$5 45.\$\dot{\psi}\$xg5 hxg5+

**44. 造8 空e5** Unfortunately, going after the queenside pawns immediately by 44... **空**d5? fails due to 45. **三**xb6 **空**c4 46. **三**c6+ **空**b3 47. **三**c5!=.

**45.Bb7** 45.**Exb6** would lead to the position that Black is looking forward to — after 45... 位f4 46. 位h3 **Eg5** 

47.党h4 罩g1! 48.党h3 罩h1+ 49.党g2 罩xh5-+.

This endgame becomes much more straightforward, as Black now has two connected passed pawns, which are usually more than enough to win the game.

45...罩g1 46.堂h3 罩g5 47.堂h4



Born in 1996 in Ukraine, Illia Nyzhnyk earned his Grandmaster title in 2011 and subsequently moved to the United States. Since joining Webster University's SPICE program in 2014, he has been instrumental in securing multiple championship wins. In addition to team successes, Illia has claimed various individual titles, such as the 2020 Spice Cup Open and four World Opens. After completing his MBA in December 2021, he has fully committed himself to further developing his chess abilities.



**47...g6** Keymer's choice is definitely

good enough to achieve victory, but

I believe that the simple 47... ⊈f4!?

 $48. \pm 17+$   $(48. \pm xb6)$  transposes after

48...⊈e4 49.\Bb7 (49.\Bd7 q6 50.hxq6

\(\begin{align\*} \preceq xg6 51.\preceq d4+ \\ \preceq e5 52.\preceq d3 \\ \preceq d6 53.\preceq e3+ \end{align\*}

Фf4 54.Ще7 Щс6−+) 49...Фd3 50.Щс7 g6

51.hxg6 \( \mathbb{Z}\xg6-+\) would have been a much

easier way to win, as all Black has to do now

is to use his rook to pick up both White's

queenside pawns.

**53... 罩g1?** A kind of "mistake" that makes most people (including myself) go "Yeah, this is why rook endgames are so difficult", as this move makes perfect sense, getting Black's pawns ready to advance.

53... 置h5+! was necessary, when after 54. 堂g4 堂d3 55. 置c5 堂e4 56. 置c6 置e5 was winning for Black. However, it is definitely not easy to understand that the way Black wins here is by bringing his king back to f5! **54.c4!** Now, White creates a passed pawn of his own, but that is not the only counterplay that becomes available for him! **54...g**5+





Vincent Keymer

Photo: FIE

55. **†h**5?? An extremely unfortunate miscalculation by White (or maybe he just did not realize how powerful his counterplay becomes!).

55.党h3! was a must, because after 55...bxc4 56.鼍xc4 h5 (56...鼍b1!? 57.党g4 鼍b2 58.鼍c3+ 堂f2 59.鼍c4 鼍b3 60.鼍c2+ 堂e3 61.鼍c4= does not do anything for Black's bigger goal of promoting the pawns.) 57.鼍c5 Now all of a sudden there is no way for Black to keep the pawns moving, and if he tries to bring in his king to help, then White begins giving checks from the side: 57...堂f4 58.鼍c4+ 堂e5 59.鼍c5+ 堂d6 60.党h2 鼍g4 61.堂h3=.

55... **语h1**+ **56. 空g6 g4** It appears that Black is simply faster with promoting his g-pawn.

57.cxb5 g3 58.鼍c3+ 堂f4 59.鼍c4+ 堂f3 60.鼍c3+ 堂g4 61.b6 鼍d1 62.鼍c6 g2 63.b7 g1營 64.b8營



**64... 堂h4**+ Good enough to win, but 64... **罩**d7! would have been a nice find that ends the game immediately, as the white king has nowhere to run from the mating net. For example, 65. **堂**b5 **堂**f4+ 66. **堂**h5 **世**g4+-+.

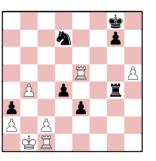
65. 空f7 罩d7+ 66. 空e8 豐g8+ 67. 空xd7 豐xb8 68. 罩xh6+ 空g5 69. 罩d6 豐xb4 70. 空c6 空f5 It now took Black an additional 30 moves or so to win this endgame. Black won The previous example demonstrated a rather

The previous example demonstrated a rather simple case of us having both material and positional advantages which works great

for the purpose of accomplishing bigger goals. However, what happens when we have a material advantage, but also some immediate problems to deal with?

Nataliya Buksa	2286
Meruert Kamalidenova	2162

World Women's Team Championship, Bydgoszcz 2023



**49.\mathbb{B}e7?** White is claiming that Black's e3 pawn is here main concern and needs to be stopped by any means possible. Unfortunately, it is not the case, as White seems to have a bigger problem that she failed to recognize.

49. $\Xi$ a5! would have been correct, helping White solve the problem of her king safety. 49... $\triangle$ b6! is essential for Black to make good use of her knight. (49...e2? is premature, and loses immediately after 50. $\Xi$ e1  $\triangle$ b6 51. $\triangle$ c1  $\triangle$ c4 52. $\Xi$ c5, with the white king successfully escaping dangers along the back rank.) 50. $\Xi$ xa3  $\triangle$ c4 (50... $\triangle$ d5 The black knight would not be as good on d5 without controlling the white king's key escape routes. 51. $\Xi$ b3  $\triangle$ c3+52. $\triangle$ b2+-)



A) 51.置d3? would have been a logical move to make, but it appears that the rook does not belong on d3 at all. 51...e2! 52.量h3 (Not 52.置e1? 置f4 53.置g3 置f1 54.置g1 置xg1 55.置xg1 ②d2+ 56.空c1 ②f1-+ when White would have actually lost the game.) 52...②e3 53.置hh1 d3! 54.cxd3 置xb4+ 55.空a1 置f4∞, with annoying compensation, strong enough to give Black significant drawing chances.

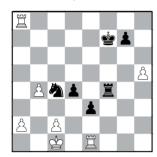
**B)** 51.≌a8+! ⊈f7

**B1)** While analyzing this position for the

38 AMERICAN CHESS MAGAZINE #36 • 2023 — AMERICAN CHESS MAGAZINE #36 • 2023 — 39

first time. I thought that White's most effective way of winning is to ignore Black's e3 pawn from now on, and focus on her own connected passed pawns on the queenside, but I was wrong, because after 52.a4?! \( \mathbb{Z}\)g2!, a win for White becomes a much more difficult task after 53.\(\mathbb{I}\)d8 \(\mathbb{I}\)d2 54.\(\mathbb{I}\)d7+! \(\dot{\phi}\)f6 55.\(\mathbb{I}\)g1 ②e5 56.\(\begin{array}{c}\delta\end{array}\delta\end{arr 

**B2)** 52.\mathbb{\mathbb{E}}e1! \mathbb{\mathbb{E}}f4 (Worse is 52...e2?! 53.\(\mathbb{Z}c8\)\(\mathbb{Z}f4\)\(54.\mathbb{Z}xc4\)\(\mathbb{Z}f1\)\(55.\mathbb{\phi}c1\)  $\exists xe1 + 56. \stackrel{\triangle}{\oplus} d2 + -) 53. \stackrel{\triangle}{\oplus} c1$ 

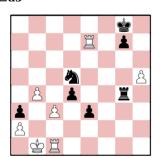


**B21)** 53... 2e5 54.b5 2f3 55.b6 2xe1  $\triangle f7$  59. $\triangle c7+$   $\triangle f6$  60. $\triangle d6+$   $\triangle g5$ 61.\(\mathreal{\psi}\)g3+\(\psi\)f6 62.\(\mathreal{\psi}\)g6++-) 57.\(\psi\)d2+-.

B22) 53... \( \bar{\text{E}}\) f2 54. \( \bar{\text{E}}\) d8 \( \bar{\text{D}}\) a3 55. \( \bar{\text{E}}\) c8+-. **49...②b6!** At this point, White has no real way of dealing with both knight jumps ...ව්d5 and ...ව්c4. The compensation Black obtains as a result of improving the knight is strong enough to survive.

**50.c3** 50.c4 **\mathbb{\mathbb{g}}** 2∞

50...€\d5



**51.\Zd7**?? A blunder that could have cost White the game.

Either 51.\( \mathbb{E}\)e8+!? \( \dot{\phi}\)f7 52.\( \mathbb{E}\)e5 \( \delta\)xc3+ 56.\mathbb{\mathbb{Z}}e5:

Or 51.\(\mathbb{Z}\)e5!? would have been enough for White to survive as well. 51...\(\Delta\)xc3+ 52.\(\mathbb{Z}\)xc3 dxc3 53.\(\mathbb{Z}\)xe3

**A)** 53...≅xb4+ 54.⊈c1 ≌b2

\mathbb{\math

**B)** 53.b5 \( \bar{2}\) b4+ 54.\( \dot{2}\) \( \ar{2}\) \( \bar{2}\) b2+ 55.\( \dot{2}\) xc3 59.\(\bar{\Pi}\)e8+\(\phi\)h7\(60.\bar{\Ba}\)a8\(\bar{\Bar{\Bar}}\)b3+\(61.\bar{\Pi}\)e4\(\phi\)h6



Nataliya Buksa

62.∲f5=.

51...②xc3+ 52.Φc2 ②xa2 53.\bar{2}b1 **②xb4**+? It is not unusual for players to miss amazing opportunities based upon their previous experience during the game. In this case, Black decided to simplify the position into something they knew they cannot possibly lose. However, Black already has an overwhelming advantage due to her passed pawns, and the simple 53... \( \mathbb{Z} g2+! \) would overwhelm White's defense and guarantee a pawn promotion.



A) 54.\$\dip\$b3 \$\mathref{\pi}\$b2+ 55.\$\mathref{\pi}\$xb2 axb2 56.\$\dip\$xa2 (56.\\dot{\psi}xb2 \ e2 \ 57.\\dot{\dot{\dot{e}}}e7 \ d3-+\) 56...e2 57.\2e7 d3-+.

**B)** 54.\$\dd\$d3 \$\dd\$d2+ 55.\$\dd\$c4 \$\dd\$c2+ 56.\$\dd\$d3 \(\begin{align\*}
\begin{align\*}
\be 58. Фc4 e2 59. Ee7 e1 ₩ 60. Exe1 Exe1 61.\(\Pi\xa3\)\(\Pi\c1+\62.\(\Pi\xd4\)\(\Pi\xb4-+.\)

54.\(\mathbb{Z}\)xb4 d3+ 55.\(\mathbb{Z}\)xd3 \(\mathbb{Z}\)xb4 56.\(\mathbb{Z}\)xa3 As it stands, Black does not have enough to win this rook endgame.

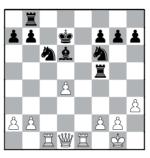
56...罩e4 57.蛰d1 罩e5 58.蛰e2 蛰h7 59.\(\mathbb{Z}\)a6 \(\mathbb{Z}\)xh5 60.\(\mathred{\Phi}\)xe3 \(\mathred{\Phi}\)f5 61.\(\mathred{\Phi}\)e4 置f1 62.罩a3 g5 63.罩f3 罩g1 64.垫f5 g4 68. \( \bar{B}\_{a} \) \( \bar{D}\_{f} \) \( \bar{

55.h6!! gxh6 56.\(\mathbb{Z}\)xc3 \(\mathbb{Z}\)xa2 57.\(\mathbb{D}\)b1 In the previous example, the extra material was meant to be used to help us solve our immediate problems that are easily identifiable - king safety, piece activity, etc.

Pentala Harikrishna Dommaraju Gukesh

Tata Steel India (rapid), Kolkata 2023

However, in the case of the following example, White's main problem is rather unique - Black's position is so solid that White simply does not have a clear target. Black's minor pieces are controlling all of the key squares that White might exploit to infiltrate Black's position, and the outpost on d5 will ensure that White's \(\mathbb{\text{\pi}}\)b3 is ineffective.



In the game, White tried to artificially create a target in Black's position by sacrificing one of his rooks. Unfortunately, that kind of sacrifice significantly tilts the material scale in Black's favor, and White ended up losing as a result of his risky decision.

**21. ⊆c3** In the case of 21. **©**b3, White's main idea is still to target f7, but now it is actually possible to make the dreaded 21... \dagged d5 move, with an unclear position.

But 21.d5! was an amazing opportunity missed by both players! This positional sacrifice ensures that White additionally opens the d-file, enabling him to apply pressure on any black piece positioned on that file. 21...\(\mathbb{Z}\)xd5?? would lose on the spot to 22.q4 \( \mathbb{I} \)q5 23.h4 \( \mathbb{I} \)e5 



A) 22...\$\dot\dot\cop c7\$ would have been a natural response, after which White would end up winning back one of the pawns. 23.\( \mathbb{I}\) ed1 \( \mathbb{I}\)d8 (23...\( \mathbb{I}\)xd1+ 24.\( \mathbb{I}\)xd1 \( \mathbb{I}\)d8 25. ₩xf7+ \( \mathbb{\text{d}} d7 \( 26. \mathbb{\text{\text{b}}} b3\) \( 24. \mathbb{\text{x}} xd5 \( \alpha xd5 \) 27.₩c2+ ᡚc6 28.₩xh7+-) 26.\(\mathbb{E}\)c5 ②de7 27. ₩xf7 \( \frac{\pi}{2}\)dr 28.b4 a6 29.b5 axb5

to assess, but we can safely argue that White is the one trying to win at this point, as the position is open, making the 

**B)** 22...Ød4, forcing the white queen away for a move or two, would not make much difference. 23.₩a4+ ②c6 24.\alphacd1 \alphaxd1 25.\alphaxd1 \dotre{\phi}e7 (25...\dotre{\phi}c7 26.₩b5! a6 27.₩e2+ \$\ddot d7 28.₩d3 \$\ddot d8\$ 29.₩b3 Φc7 30.₩xf7+ \decide d7 31.\\decide b3. reaching an almost identical position to that in the 22...  $^{\circ}$ c7 line.

**21...⊈d5** 21...**≜**b4? does not work, because of the nice 22.\(\mathbb{Z}\)e5! \(\Delta\)xe5 23.dxe5++-.

**22.**\mathbb{E}**f3** \mathbb{E}**d8 23.**\mathbb{E}**xf6**? It was not too late to turn back and switch to defensive mode, but obviously this is not the kind of strategy White had in mind. After 23.\mathbb{Z}c3 \daggerb4 Black is the one pushing, as his minor pieces would be outperforming the queen.

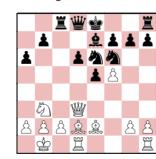
23...gxf6 24.\dongreendf3 \dongreendfc 25.\dongreendfc 26. 26.g3 ②xd4 27.⊈g2 ②c6 28.ℤe2 ②e5 etc. And it took Black 30 or so moves to finish off his opponent, in a situation where White has been trying his best to survive, but by this point the material advantage was too much to deal with. Black won

As you can probably see the pattern, every example we have analyzed so far involved one of the sides having some kind of material advantage. That side was able to use it either to make progress, or solve a problem.

The next example is no exception -Black is currently up a pawn, but behind in development.

Evgeniy Najer	2579
Samvel Ter-Sahakyan	2550

World Rapid Team Championship, Dusseldorf 2023



Moreover, White has the advantage of a bishop pair, and a relatively simple and straightforward plan of going g4-h4-g5, attacking the kingside. Since Black's king is still in the center, as well as his rook



Evgeniy Najer

being stuck on h8, it is safe to assume that Black would want the capability to castle at some point. However, as things stand right now, castling would likely become the black king's death sentence after White breaks through with the pawn march.

**16...②c5?!** saw Black attempting to preserve his extra pawn, but in light of his problems, a single extra pawn is definitely not enough.

Instead, Black should have played 16... 包f4!, removing White's bishop pair advantage at the cost of an extra pawn. 17.\(\hat{\omega}\)xf4 exf4 18.\(\overline{\omega}\)hf1 0-0 19.\(\overline{\omega}\)xf4 d5∞. and White has a really difficult time trying to go for the same plan, since he no longer has his dark-squared bishop: 20.g4?! ₩c7 21.ቯff1 ᡚe4!∓.

17.∮∑xc5



17...dxc5?! might have been the result of a miscalculation, but Black's position was not that great anyway.

17... \(\mathbb{Z}\) xc5 would have been sturdier, but here White can comfortably go for the pawn advance, and Black does not have a good response to it. 18.g4! h6 19.h4 d5 20.g5 2e4 21. e3 a5 22.c4 2g3 23. he1 ②xe2 24. ₩xe2+-.

18.\(\mathbb{@}\)g3!\(\Delta\)e4 19.\(\mathbb{@}\)xg7\(\Delta\)xd2+ 20.\(\mathbb{Z}\)xd2 ₩xd2 21.₩xh8+ Фd7 22.₩xe5 etc. White won shortly after.

Clearly, Black's attempt to save material was suboptimal in the light of other, bigger problems that needed to be solved immediately.

# **EXERCISES FOR SOLVING**

In an ideal world, we would always have extra material to help us solve bigger or immediate problems. However, oftentimes we do not really need to be up anything in order to utilize the strength of our pieces properly, even if it means having to sacrifice material.

From this point on, I challenge you to solve a few puzzles that closely relate to the topics of piece activity, king safety, and material imbalance!

Illia Nyzhnyk

Advay Bansal	2279
Nikolas Theodorou	2586
1000GM Silicon Valley Fall Super S	wiss,



Black to move

David Brodsky	2493
Ashton Jin	2173

Washington International, Rockville 2023



Black to move

Dambasuren Batsuren	2519
Justin Wang	2488
Summer Chess Classic - Group B. 9	St Louis 202



White to move



40 AMERICAN CHESS MAGAZINE #36 • 2023 AMERICAN CHESS MAGAZINE #36 · 2023 41





# Nikolas Theodorou



**19...g5!** Black's position is quite solid as it is, but this move takes it to a whole new level! All of a sudden, at the small cost of a single pawn, Black will obtain a long-lasting attack against the white king.

20.hxg5 hxg5 21.\\ xg5 \( \Delta \)f5 21...\deltad8!? would have also been good, as Black needs to bring his queen over to the kingside anyway, so he might as well do it now. 22.\mathbb{E}e1 \mathbb{E}g8 23.\mathbb{E}f4 ପ୍ରିg6 24.ୱାଁ f6 ୱାଁ xf6 25.exf6 ସାଧ 26.\alpha = 3 \alpha h6\alpha .

24.\dongdef{\dongdef}f4 \dongdef{\dongdef}d8 25.\dongdef{\delta}e1 \dongdef{\dongdef}g8 **26.№f1** An inaccuracy. 26.a4 was best.



26...\$a4 Black's attack is so strong and long-lasting that even this slow-looking move does not change the fact that Black is completely winning.

There were a couple of other ways to win at once:

26... \begin{align\*}
26... \begin{align\*}
27. \displice{1} g1 \begin{align\*}
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27. \displice{1} g1 \begin{align\*}
\begin{align\* 28.⊈xg2 \(\begin{aligned}
\text{g4} ends it right
\end{aligned} away, since 29.\displayf3 runs into 29...Øh4+-+.

32.豐g1 罩gxg2 33.罩xg2 罩h1 34.並f2 豐f5+ 35.並e2 罩xg1 36.\axg1\suxc2−+.

**27.\$\delta\$f3** 27.**\$\delta\$e3 \Beta\$h2** 28.**\$\delta\$f3** 

**27...≅h2** 27...**⊴**xg3+ also wins

easily. For example, 28.fxg3 \( \text{\mathbb{Z}} \) \( \t 31. Ee1 Egg3 32. Eh1 Exf3+ 28.g4 **\( \Delta\) h4 29.\( \mathbb{Z}\)e3 <b>\( \Delta\)**xf3 30.萬xf3 萬h1+ 31.中e2



33.**≜e1 ≅**xe1+ White resigned

#### David Brodsky Ashton Jin



This position is a good example of how first impressions can be deceptive. Initially it may seem that Black has a material advantage - (two rooks + two pawns) vs. two minor pieces, and the position is nearing the endgame, where the strength of the rooks will be amplified. However, White is threatening both \$\alpha\$c5 and \$\alpha\$e5, which are difficult to deal with.

In the game, Black tried 33... d4?! which leads to a difficult position by force.

The correct way was to switch the move order, and play 33...e3! first, since now. due to invulnerability of the e3 pawn, White will have to allow it to slide over to the third rank, making the pawn promotion all the more possible.

A) The flabby 34. 2xe3?! is met by 34...d4 35.cxd4 cxd4 36.�f5 \( \bar{2}\) \( \bar{2} 38.Øbxd4 &e4∓ and White needs to start fighting for a **B)** 34.60e5 d4! is where the pawns begin to shine. Well, sort of, since it is only enough to draw: 35.42xg6 dxc3 36.42e7+ Фf8 37.Фg6+ Фg8 38. Дс8 Дхс8 39.Фe7+ Фf8 40.Фхс8 e2! 41.\(\delta\)xe2 cxb2 42.\(\delta\)d3 c4 43.≜b1 cxb3 44.∕∆d6 ⊈e7∞. and Black should survive.

C) 34.∅xc5 would likely be my first choice. Luckily for him, Black manages to escape after 34...≣e8 35.ᡚd3 (*35*.Ձ*e2 h5*³) 35...e2 36.≜xe2 ∃xe2 37.₺f4 \(\bar{2}\) = 1+ 38.\(\bar{2}\)f2 \(\bar{2}\)xg4 39.\(\bar{2}\)xe1 d4 40.g3 dxc3 41.bxc3 \( \hat{\pm} e8=. \) 34.cxd4 e3 35.\(\Delta\)xc5 \(\mathbb{Z}\)xd4



36. \(\dagger)b3+?\) Letting the win slip away. Correct was 36.\mathbb{\mathbb{Z}}c8+! (38...\$d5 39.\$\ddot\d7+-) 39.\$\pi\xg6+ Фg4 42.Фe2 Фh3 43.Фxe3 Фхh2 44.g4 Фh3 45.b3 🖺хg4 46.₺e4+-.

36...\(\daggerd\) d5! 37.\(\daggerd\) xd5+ \(\mathbb{Z}\) xd5 Black's rooks are way too active for White's knights to handle. 40.鼍e7 鼍gxg2+ 41.②xg2 鼍xe7 42.堃f2 g5 43.塋f3

፮a7 44.ᡚe3 ⊈f7 45.h3 ፟፟ቜg6 46.0c2 Za2 47.0d4 Za3+ 48.堂g2 罩a2+ 49.堂f3 罩a3+ 50.⊈g2 \a2+

Draw

### Dambasuren Batsuren Justin Wang



Sometimes we get our minds fogged by a seemingly easy way to gain extra material, which also looks like a quick way to bring us closer to completion of a bigger goal. In the game White continued 28.\(\delta\xc5\)? winning a pawn and intending to attack the black king with \(\frac{1}{2}\)d4. However, this allowed a unique opportunity that was missed by Black.

28.\(\exists f2!\) was the way to go. with the similar idea of attacking f6, but without exposing more pieces to the opponent's potential counterattack. 28...\(\exists a4\) (28... ©c8 no longer works because of  $29.\Xi xc6!$ ₩*xc*6 *30*.**\$***d*5+−) 29.**□**1d2 ©c8 30. 2xc8 Zexc8 31. 2h4 Zg8+ 34.\(\mathbb{Z}\)xf8\(\mathbb{Z}\)xf8\(\mathbb{Z}\)xf8\(\mathbb{Z}\).

28...\$d5? Looks nice and "confusing", but in reality does nothing more than bringing the game into a lost endgame.

28...♠c8! was a must, as now way too many of White's pieces are being attacked/pinned. All of a sudden, it turns out that White underestimated the change in dynamics/piece activity, as may often happen with tricky retreating moves. After 29.f5 ∆xd6 30.\(\delta\)xd6 \(\delta\)a7+ 31.\(\delta\)f2 White is the one trying to save himself.

White eventually managed to win this endgame.



Фе7 41.\(\mathbb{E}\)f6 \(\mathbb{L}\)d3 42.\(\mathbb{E}\)xa6 Фd7 49.\daggedd+ Фc7 50.\daggedd **Ee2+53.⊈**f3 Black resigned

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- Dozens of detail improvements for improved usability, e.g. automatic loading of the last edited game.
- Control via One-Drive: all database paths can be set in the options dialogue.
- Newly structured game notation: with intelligent folding and symbols.
- Modern integrated browser for all database texts.
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- Dark Mode: darkened program interface.



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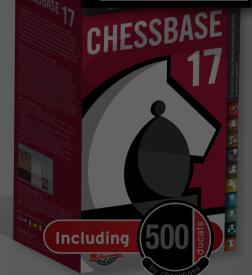
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