



MASTERCLASS

**GARRY KASPAROV**

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TEACHES CHESS





## ABOUT **GARRY KASPAROV**

Garry Kasparov, known by many as the greatest chess player of all time, became the under-18 chess champion of the USSR at the age of 12 and the World Junior Champion at 17. He then became the youngest World Chess Champion in history in 1985 at the age of 22. His 1984 World Championship match against Anatoly Karpov was controversially ended after 48 games with no clear victor. Kasparov clinched the rematch in 1985 and secured his place in chess history. He held on to the title of world's highest-rated player until his retirement from professional chess in 2005. His book *Deep Thinking: Where Machine Intelligence Ends and Human Creativity Begins* details his highly publicized matches against IBM supercomputer Deep Blue and his research on human and machine competition. While his rematch with Deep Blue ended in defeat, Kasparov believes these matches were key to bringing chess into the mainstream.





## HOW TO USE THIS MASTERCLASS

### CLASS WORKBOOK

The Chapter Reviews provide additional context and definitions for more advanced chess terminology that Garry uses. In Garry's Double Check sections, he elaborates on some of the principles he discusses in each chapter, and provides more personal perspective. The Learn More sections offer additional information and opportunities for learning beyond our lesson videos. Finally, we've included additional practice positions for you to study.

### SUPPLIES AND MATERIALS

While we've included a notes page after each chapter, you may want to have a notebook nearby. We've also provided downloadable portable game notation (PGN) files to view with your favorite chess software. Use these files and the provided chess studies to follow along and hone your skills.

## INTERACT WITH THE LESSON VIDEOS

We have built an exciting new feature into the MasterClass video player. See the action up close with three viewing options on desktop and two on mobile. When Garry makes a move, you can follow along in real time, no matter the angle.

## THE MASTERCLASS COMMUNITY

Use the discussion section under each lesson video to discuss with your MasterClass peers. If you have strategies or moves you'd suggest to your fellow students, this is a great place to do it. Continue connecting with your MasterClass peers by using our online community, [The Hub](#).

## GARRY'S CHESS FUNDAMENTALS

### CHAPTER REVIEW

*"If you don't feel that this game can unleash your creative potential, then you're already on the losing side."*

—Garry Kasparov

#### SUBCHAPTERS

- Strategy and Tactics
- Your Personal Playing Style
- Pattern Recognition
- Even in Chess, Timing Is Everything
- Sensing the Important Moments
- A Game With Two Players
- Make Your Opponent Squirm
- Solve Using a Board

A key component to Garry's mastery of chess is the way he views each game as an exercise in psychology. Garry has developed a keen sense of observation to assess his strengths, and design a game that best benefits his instincts while exploiting his opponent's psychological deficiencies. Chess has no universal strategy. Tactics abound, with opportunities and pitfalls for both players. A sharp position is one with a narrow path forward, often with just one move on each turn to avoid disaster. In contrast, quiet positions might have three or four reasonable moves and strategic maneuvering is paramount. Like everything in life, the game is about making decisions.

While you may have limited knowledge of your opponent, you have unrestricted access to yourself and your own style of play. To begin, examine your instincts, and discover what type of game best suits your creativity. Practice pattern recognition by repeatedly reviewing common themes. Strong players use their experience to inform their tactical and strategic decisions. You might see what looks like a strong and natural continuation, but remember that a formidable opponent will expect these logical moves. Look for opportunities to embrace creativity and surprise, as an uncomfortable opponent is more likely to make mistakes. Garry recommends preparing regularly with a physical chessboard if you're going to be playing in tournaments, even if you do most of your study and practice on a computer. Otherwise, your ability to visualize "OTB" (over the board) can be negatively affected.

Don't forget that chess is a two-player game. Your strategy may be undone by your opponent if you don't disguise your true intentions and create multiple threats. Even if your opponent reacts to your main threat, it may give you the opportunity to make progress elsewhere.



## GARRY'S CHESS FUNDAMENTALS

### GARRY'S DOUBLE CHECK

- “I mean no insult by calling great positional players ‘inaction heroes,’ because winning is what matters and there are no extra points for swashbuckling style. World Champions like Karpov, and especially the 9th World Champion, Tigran Petrosian, were brilliant at playing quietly until their opponents slipped up.”
- “Playing a game of chess is like trying to paint a masterpiece while someone is tugging at your sleeve. It’s a sport at the end of the day, a competition. You can’t expect everything to go just as you like.”

### LEARN MORE

- One of Garry’s first mentors was Mikhail Botvinnik, a Soviet and Russian International Grandmaster and World Chess Champion for three different periods from 1948 to 1963. Working as an electrical engineer and computer scientist at the same time, he was one of the very few professional chess players who achieved distinction in another career while playing top-class competitive chess. Known as the “Patriarch of Soviet chess,” Botvinnik believed the more patterns you learn, the more tools you have at your disposal as a competitive player. Garry applied Botvinnik’s disciplined research and rigorous training methods throughout his career. Read up on some of Botvinnik’s famous games and play along [here](#).
- Boris Spassky, the tenth World Chess Champion, held the title from 1969 to 1972. Garry says Boris theorized that the strength of a player could be determined by his/her ability to identify the climax of a game. This means sensing the most critical moments of the game, when an opportunity or threat is hidden and the position deserves extra time and concentration.
- Garry lost the 2000 World Championship match in London to Russia’s Vladimir Kramnik with a score of 6.5–8.5, with two losses and thirteen draws.

## GARRY'S CHESS FUNDAMENTALS

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- Have you ever wondered why we time chess matches? In the early days of the game, chess could be a game of physical endurance with some players making their moves quickly while others pondered for hours. Chess clocks became part of the game in the 19th century, although primarily used in tournament chess, to ease the strain on players and bring tournaments to an exciting close. Read about the first chess clock and other important moments in chess history [here](#).
- For a real test of your wits, and your hand speed, try blitz chess. In blitz, or speed chess, the players start with as little as five minutes on the clock for the entire game. Learn more about speed chess [here](#). Bullet Chess is even quicker at just 1 minute per game. To learn more about bullet chess, read Hikaru Nakamura and Bruce Harper's [Bullet Chess: One Minute to Mate](#).
- German mathematician, philosopher, and 27-year World Chess Champion Emanuel Lasker believed every match was a psychological struggle. Lasker's insight enabled him to understand his opponent's weaknesses even better than they did, and to shift the game into positions where those weaknesses would be exposed. Garry says the goal of this approach is to strategically make your opponent increasingly uncomfortable by playing to their "psychological deficiencies." Learn more about Lasker, the [great German cerebral warrior](#).



2.

## NOTES

3 & 4.

## DOUBLE ATTACK PARTS ONE AND TWO

*"[C]hess is a game of unlimited beauty. But I hope that this combination of studies...will help you appreciate the concept of double attack."*

—Garry Kasparov

### SUBCHAPTERS

- A Simple Attack Can Be Deadly
- Double Attacks With Pawns and Knights
- Don't Panic When Under Attack
- Defending Against Double Attacks
- Kasparov vs Beliavsky, 1991
- The Purity of Patterns
- A Miraculous Escape
- A Study to Make You Happy
- Challenge: A Double Attack Study

### GARRY'S DOUBLE CHECK

- "You cannot develop intuitive pattern recognition just by studying a few key examples. You need practice and repetition. Solving dozens, even hundreds, of tactical positions is a most effective way to build up your memory bank of tactical themes and patterns."
- "A few of the more elaborate studies and examples may not seem practical, but that is not their only purpose! Chess compositions often possess great beauty that is worthy of admiration in its own right, not solely for instructive purposes. We should all hope to create something beautiful on the board every time we play."

### LEARN MORE

- Grandmaster Alexander "Big Al" Beliavsky won the World Junior Chess Championship in 1973 and was one of the world's top players for decades, winning the Soviet title four times. He now represents Slovenia.
- The Linares, Spain, super-tournament was for many years the world's premier event, often called "the Wimbledon of chess." Garry won Linares a record nine times, including his last official event before retiring in 2005.
- You cannot castle if the king has already moved, or if the rook in question has moved. Nor can you castle while in check. However, you can castle with a rook that is under attack at the time, and the rook can pass through an attacked square when castling while the king cannot. Amusingly, this was once called into question at the highest level, when a top Grandmaster, Viktor Korchnoi, went to confirm with the arbiter that he could castle with his rook under attack during a game with Karpov in 1974.

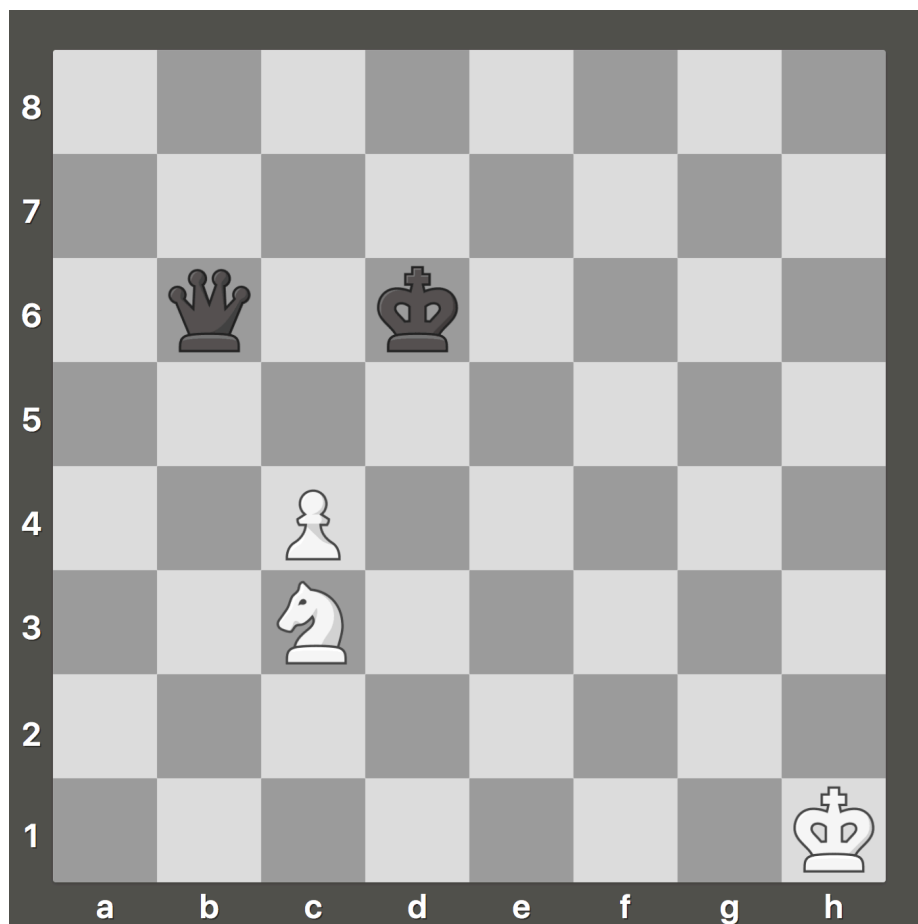


3 & 4.

## DOUBLE ATTACK PARTS ONE AND TWO

### ADDITIONAL POSITIONS

A double attack is when two targets in the enemy camp are attacked at the same time. This often happens when pieces are “loose” or undefended. Kasparov had a keen eye for tactical possibilities arising from loose pieces.



White wins material with two double attacks. 1. c5+ Kxc5 (1...Qxc5 Ne4+) 2. Na4+

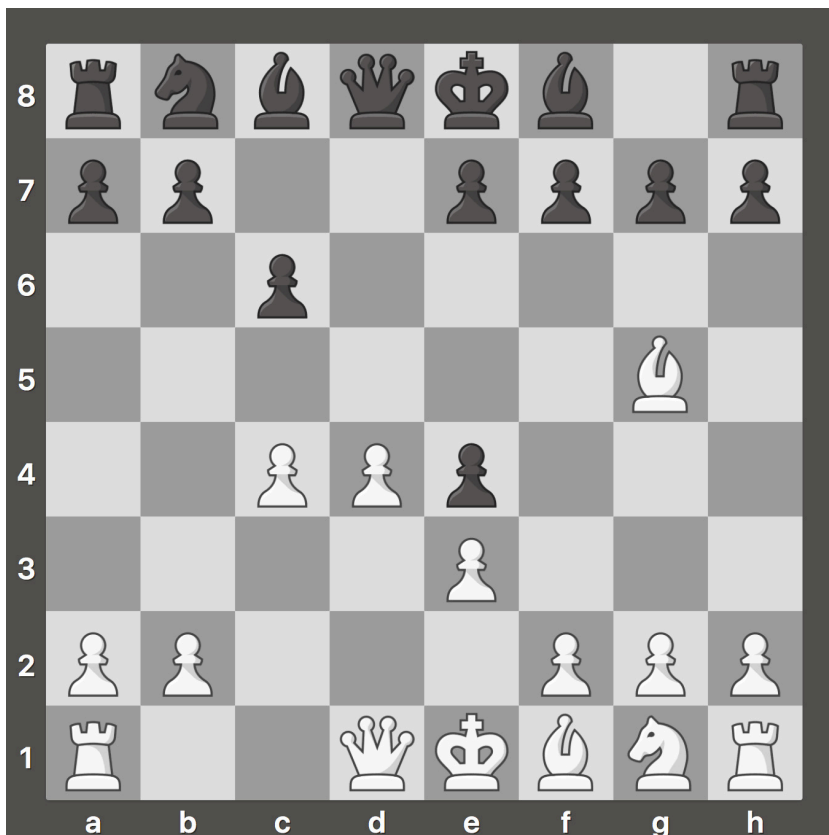
3 & 4.

## DOUBLE ATTACK PARTS ONE AND TWO

### PRACTICE POSITIONS

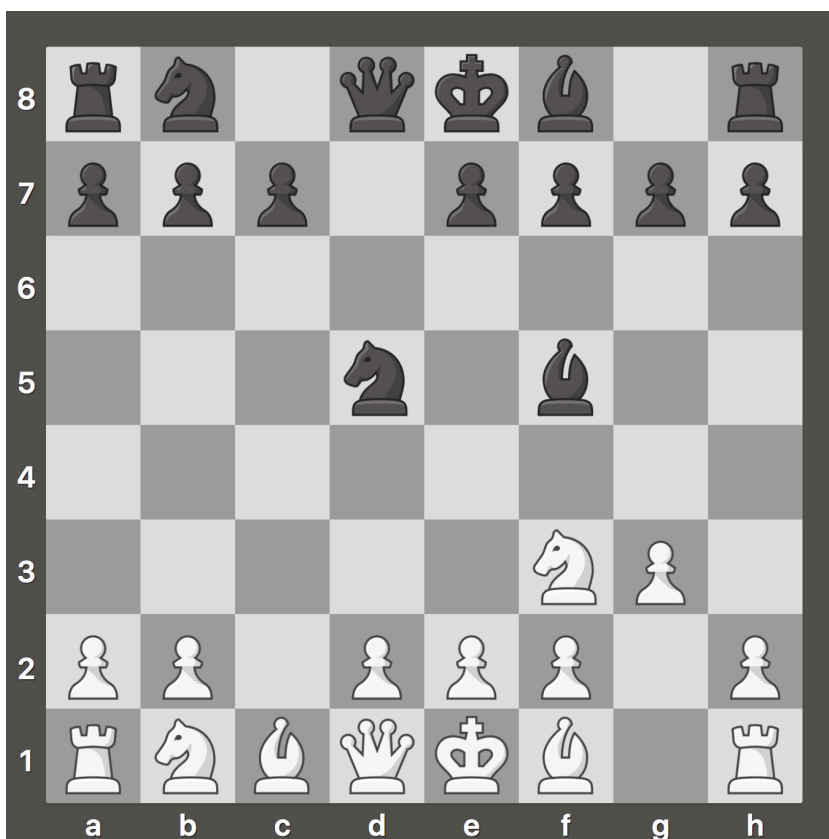
Now you try!

1.)



Black to move

2.)



White to move

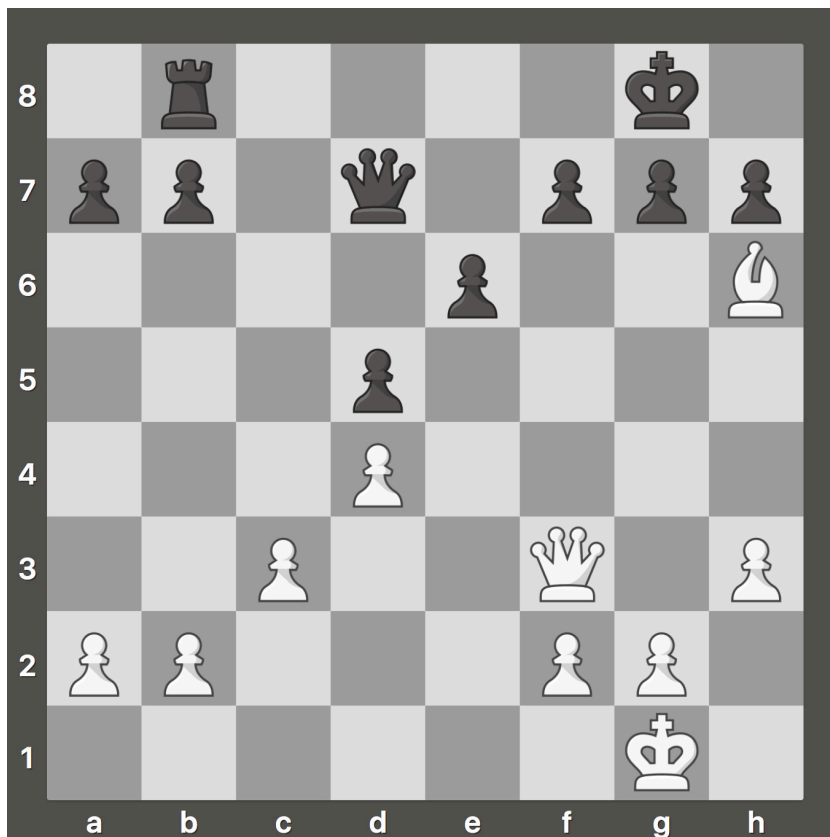


3 & 4.

## DOUBLE ATTACK PARTS ONE AND TWO

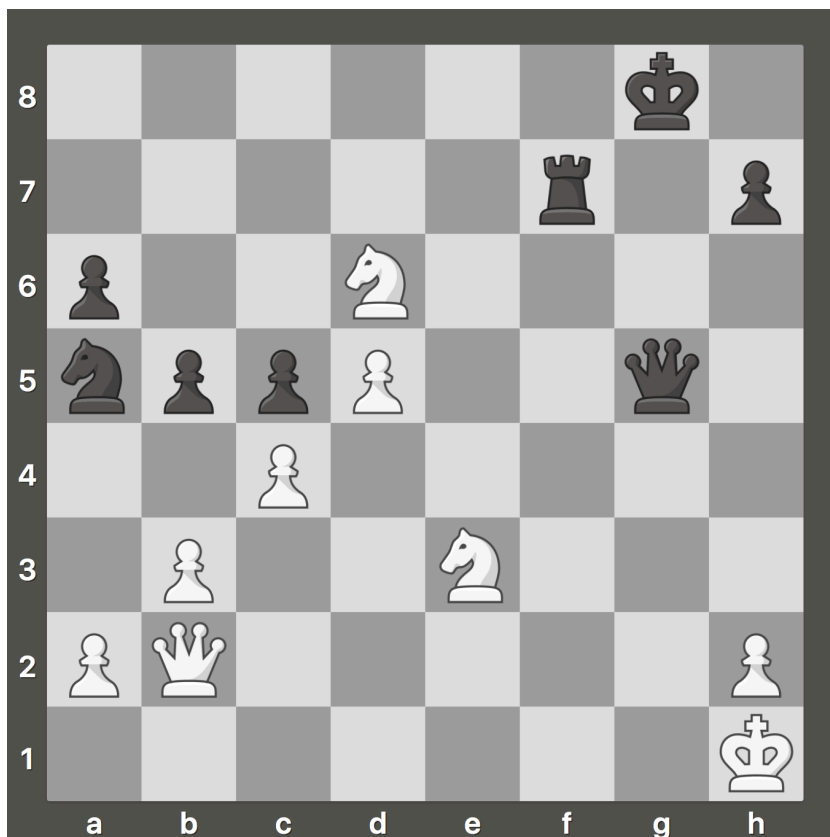
PRACTICE POSITIONS

3.)



White to move

4.)



White to move

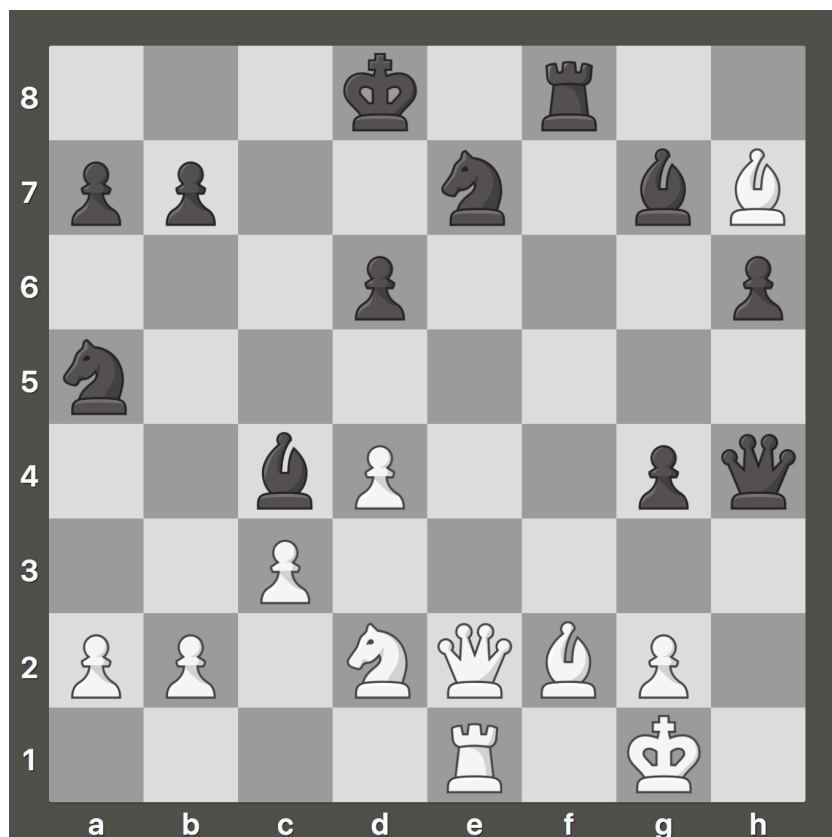
3 & 4.

## DOUBLE ATTACK PARTS ONE AND TWO

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PRACTICE POSITIONS

5.)



Morozevich-Kasparov – Paris, 1995. Black to move



3 & 4.

## NOTES

## 5.

# SKEWERS

LEARN MORE

*“Between [a] skewer and double attack, you have some of the most basic but very deadly means of creating damage to your opponent and reaching the desired result.”*

—Garry Kasparov

## SUBCHAPTERS

- X-Ray Attack
- Classical Skewer
- Skewers in Endgames
- Kasparov vs Beliavsky, 1992
- Understanding Geometry
- Challenge: A Skewer Study

- Chess has a rich vocabulary in many languages, and English chess lingo contains many terms from French, Russian, and German. Considering the popularity of chess in the Russian-speaking world, it’s no surprise that Russian has many specific chess terms that don’t translate so easily into English. Garry says the Russian “линейный удар” (“lineynyy udar”) for x-ray, or skewer, could be literally translated as “linear impact!”
- A “poisoned” pawn or piece is one that looks like it can be won freely, but in fact cannot be captured without suffering consequences. There is even a famous line in Garry’s beloved Najdorf Sicilian Defense called the “Poisoned Pawn Variation,” popularized by American World Champion Bobby Fischer.

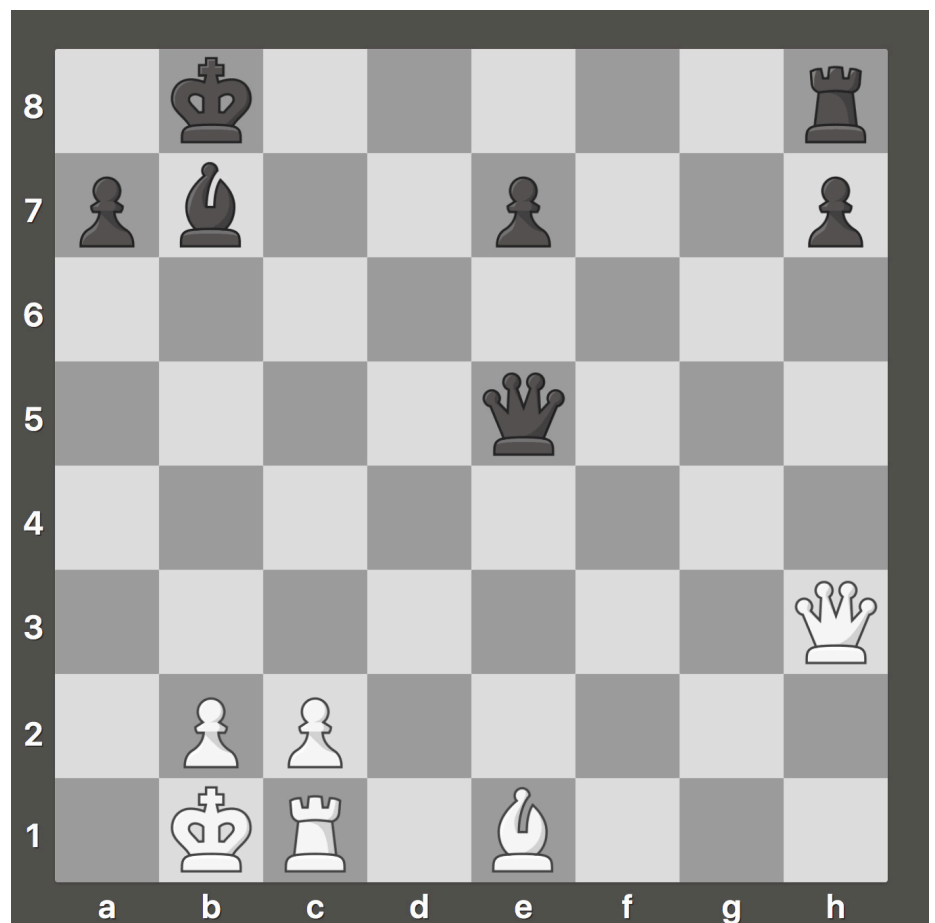
5.

## SKEWERS

### ADDITIONAL POSITIONS

Skewers, also called “x-ray attacks” are performed on a line with a queen, rook, or bishop. The more valuable piece on the line is attacked and when it moves aside, the piece behind it is lost. Garry suggests to think of it as the opposite of a pin, which is when the less valuable target is in front.

White to move and find two winning tactics. One is a pin, not a skewer.



Both 1. Bc3 (skewering the queen and rook) and 1. Bg3 (a close cousin of skewer, a “pin”) work. 1. Bg3 is better since you will win the queen instead of a lesser piece.

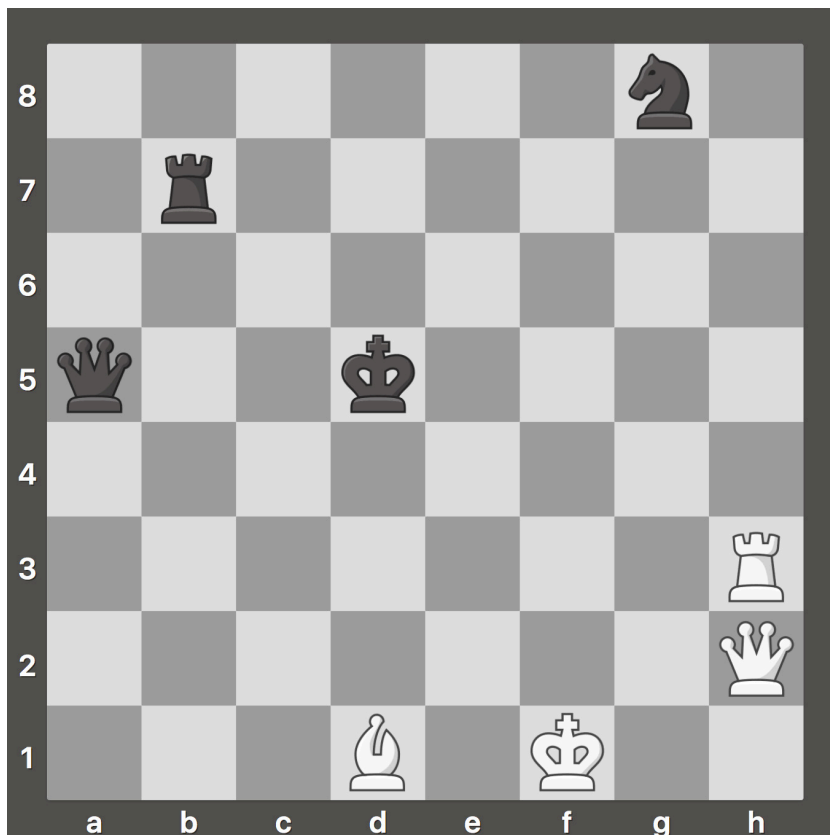
“You have to look for the maximum outcome,” Garry reminds.

## 5. **SKEWERS**

### PRACTICE POSITIONS

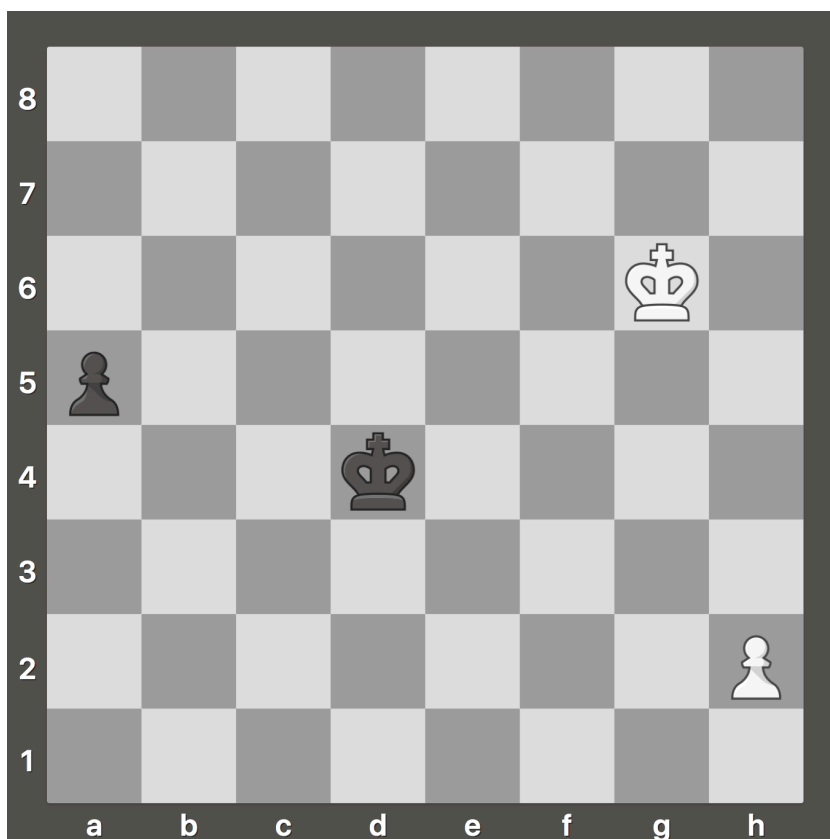
Now you try!

1.)



White to move: Find five skewers

2.)



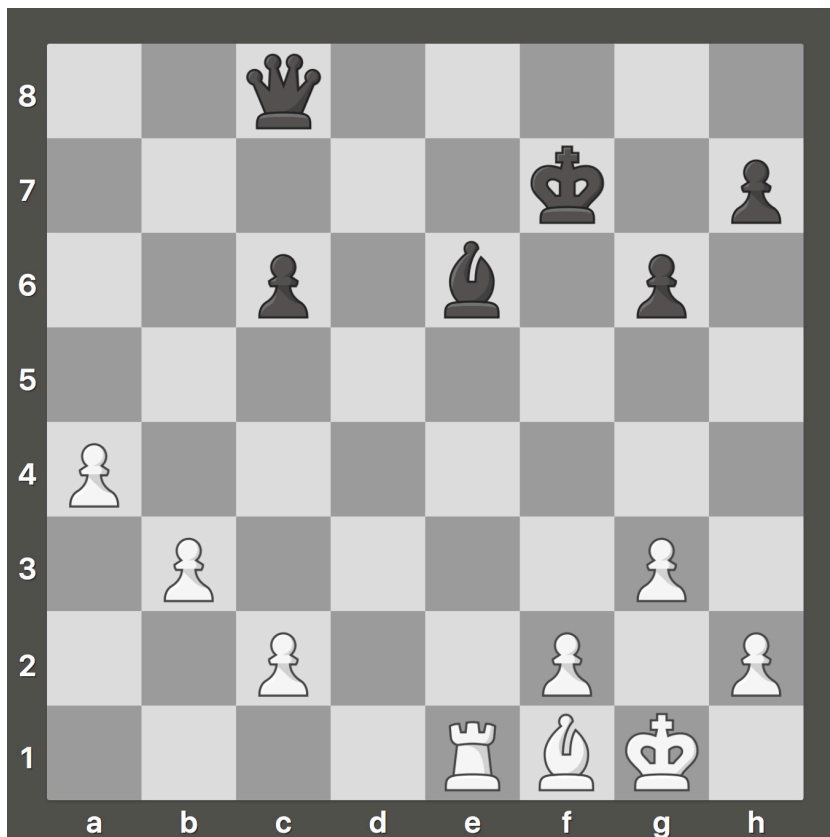
White to move



## 5. **SKEWERS**

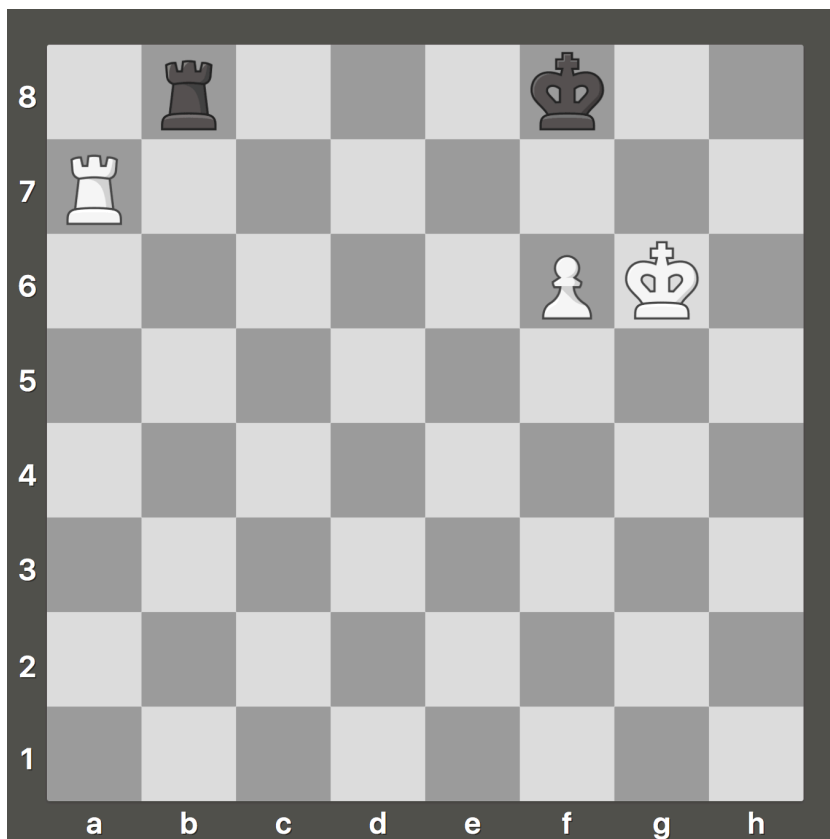
### PRACTICE POSITIONS

3.)



White to move

4.)



White to move

5.

NOTES

## DISCOVERED ATTACKS

[LEARN MORE](#)

*“Discovered attack is always a surprise. I like it because it empowers many pieces at the same time. That’s [the] real power behind this concept, because you have [multiple] pieces immediately being activated and [creating] multiple threats.”*  
—Garry Kasparov

- Israeli Grandmaster Boris Gelfand has been one of the top players in the world since he was a teenage Soviet star. Gelfand challenged Viswanathan Anand in a World Championship match in 2012. After sixteen classical games, they were even; Gelfand only lost in rapid tiebreak games.
- Garry became World Champion by beating Anatoly Karpov in their 1985 match. Game 11 concluded with this dramatic example of discovered attack.
- The famous “windmill” attack was played in 1925 against former World Champion Emanuel Lasker by Mexican Grandmaster Carlos Torre Repetto.

### SUBCHAPTERS

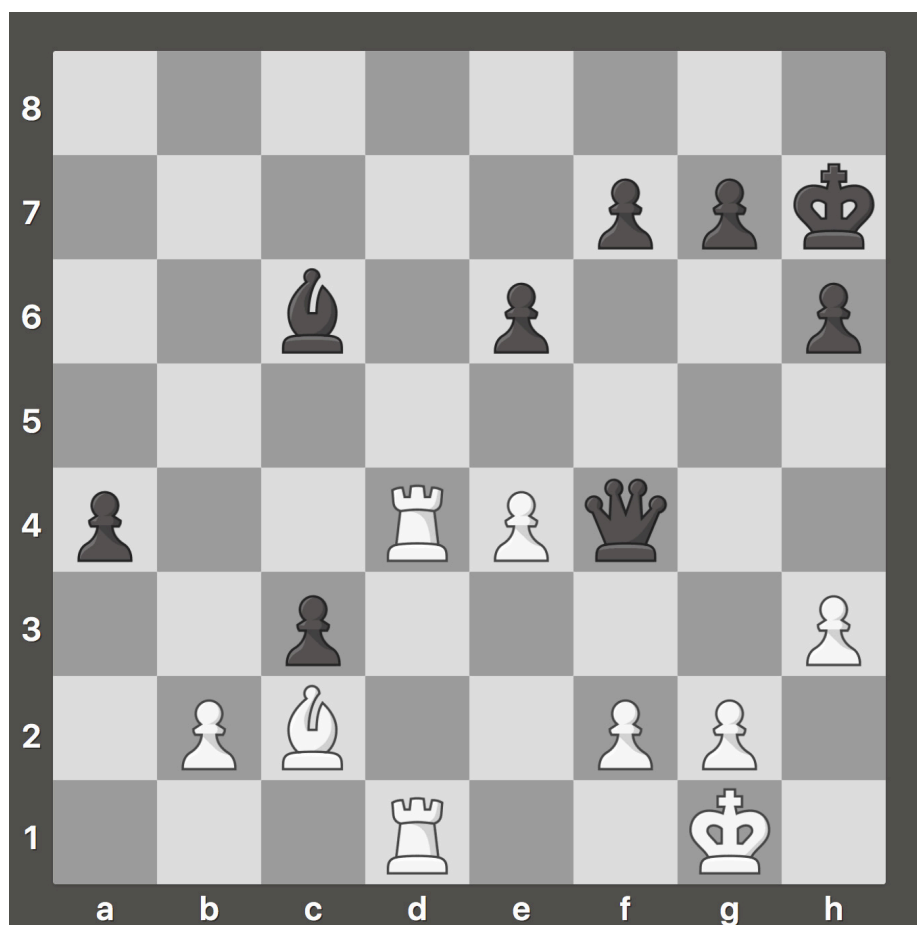
- Watch for Opponents Discovering Their Power
- Kasparov vs Gelfand, 1991
- Double Check: The Most Deadly Discovered Attack
- How to Deliver the Final Blow
- Kasparov vs Karpov, 1985
- The Windmill: Torre vs Lasker, 1925
- Challenge: A Discovered Attack Study

6.

## DISCOVERED ATTACKS

### ADDITIONAL POSITIONS

Missing a discovered attack can have dramatic consequences. Garry's examples reveal how even top players can miss this often-surprising move—including double check, the deadliest form of discovered attack.



White wins with 1. e5+, a discovered attack on the queen on f4 and also a discovered check on the king on h7.



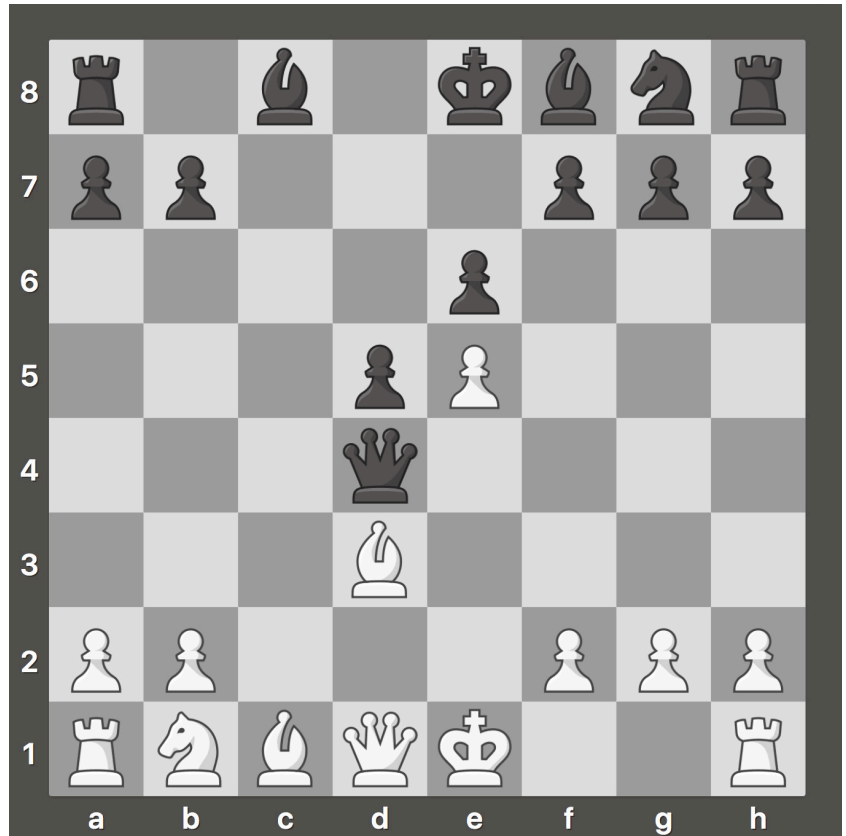
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## DISCOVERED ATTACKS

### PRACTICE POSITIONS

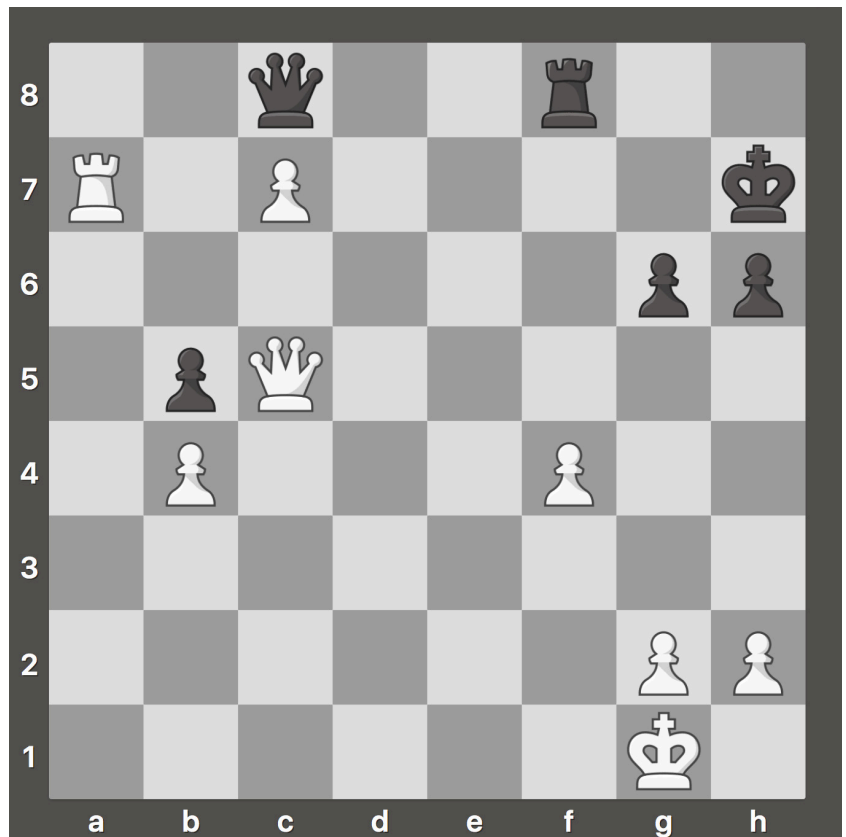
Now you try!

1.)



White to move

2.)



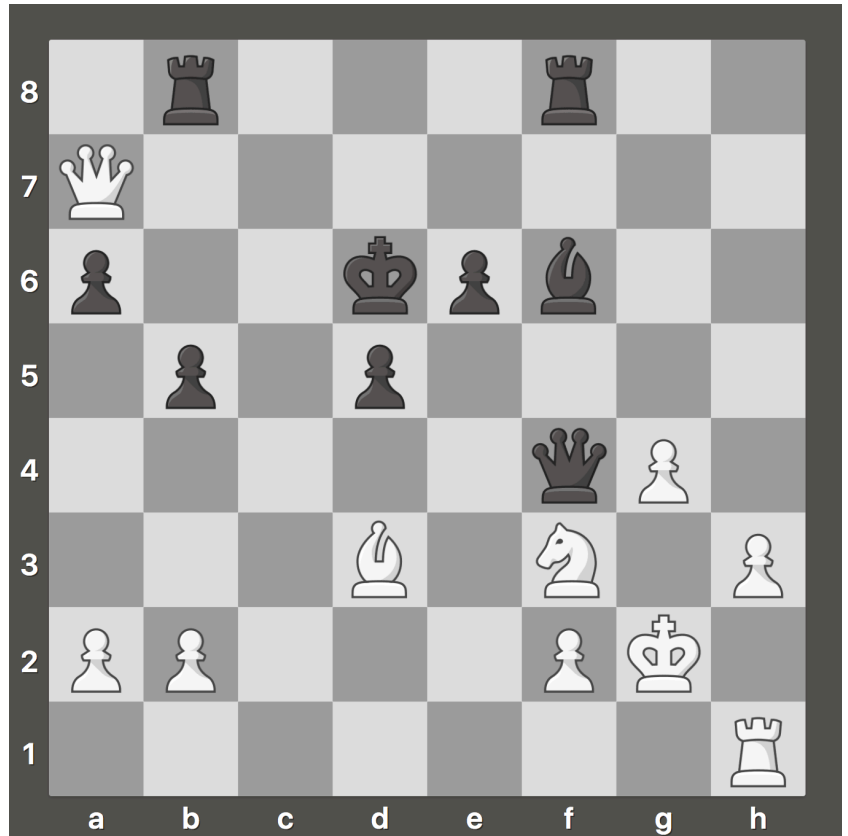
White to move

6.

## DISCOVERED ATTACKS

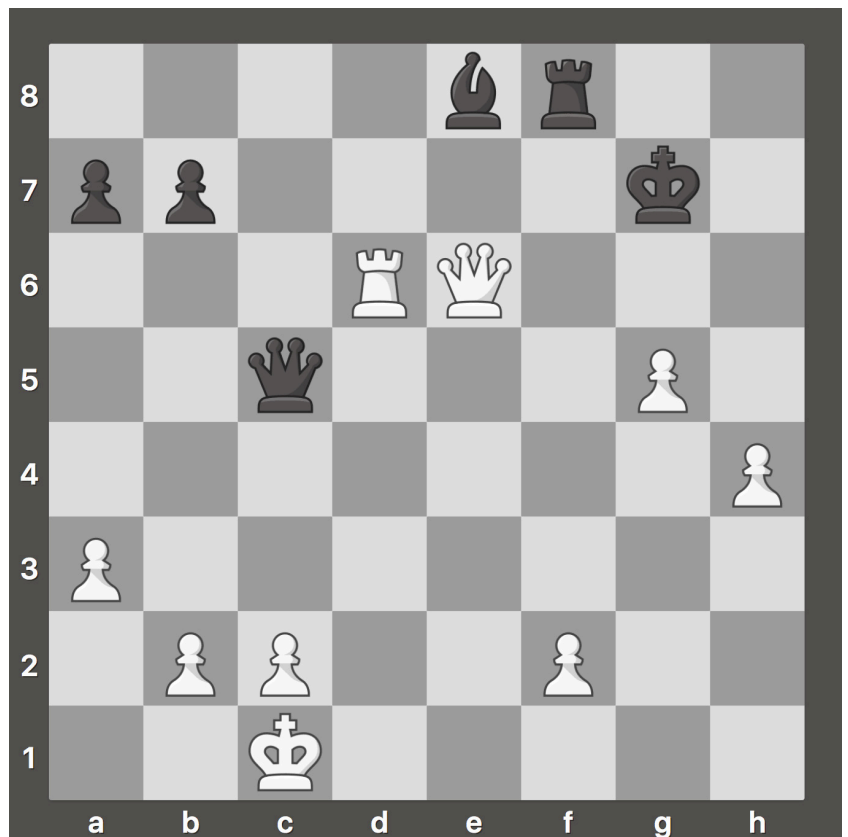
PRACTICE POSITIONS

3.)



Black to move

4.)



Kasparov-Shirov – Frankfurt, 2000. White to move

6.

## NOTES

## 7.

# PINS

## LEARN MORE

*“I can hardly imagine another element of the game that could be employed in the openings and the middle game, in the end game...that’s one of the important secrets of success, because it’s not just about [the] activity of your pieces, but you also have to make sure [the] opponent [is limited] in their ability to operate and to cause damage to you.”*  
—Garry Kasparov

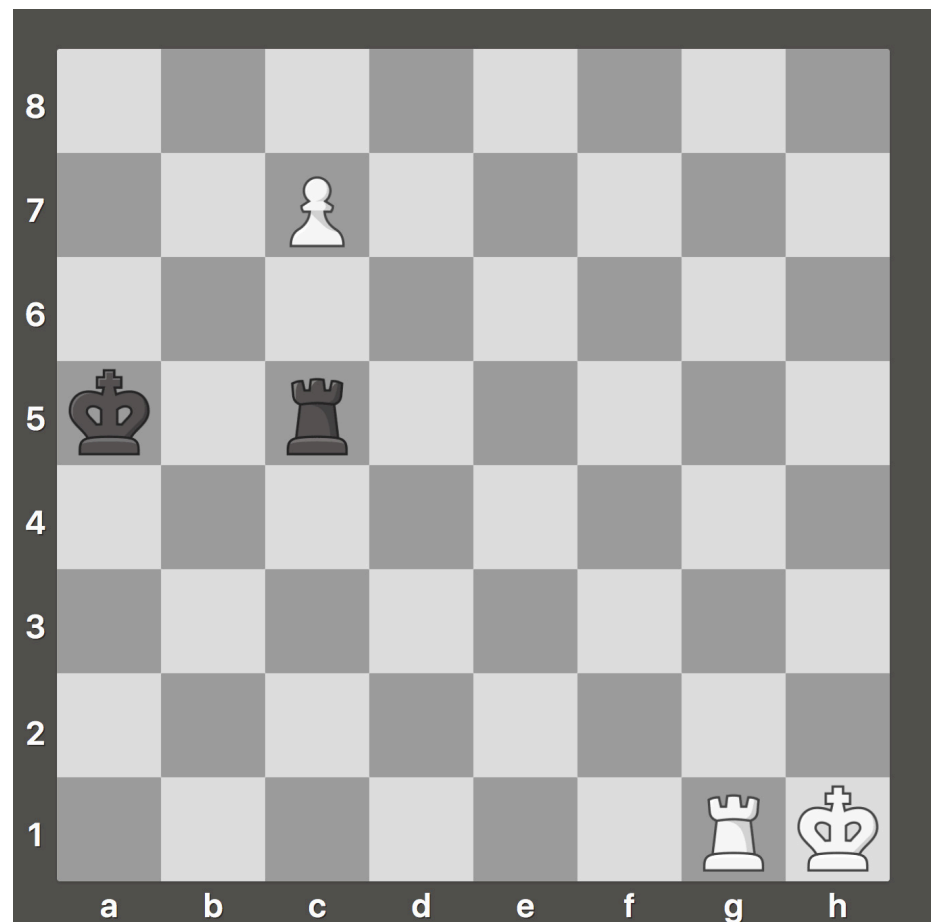
## SUBCHAPTERS

- Structure of Pins
- The Power of the Pin
- Kasparov vs Bareev, 1997
- Pins in the Endgame
- Raging Elephant
- Challenge: A Pin Study

- An “absolute pin” is when the piece is pinned against the king, so it literally cannot move. Other pins are often called “relative pins,” since the piece can legally move. Garry points out that relative pins can occasionally provide the opportunity for a surprising counterattack by moving the pinned piece to create an even stronger threat.

## ADDITIONAL POSITIONS

Kasparov says that pins aren’t as deadly as skewers, but they are much more common, usually happening in every single game for both sides. Not all pins are created equal. Understanding the effectiveness of pins means understanding the power of paralyzing your opponent’s pieces—especially in the endgame, when fewer pieces are around to come to the aid of the pinned piece.



White plays 1. Rg5, pinning the black rook to the king and making sure that White can safely promote c8=Q on the next turn.

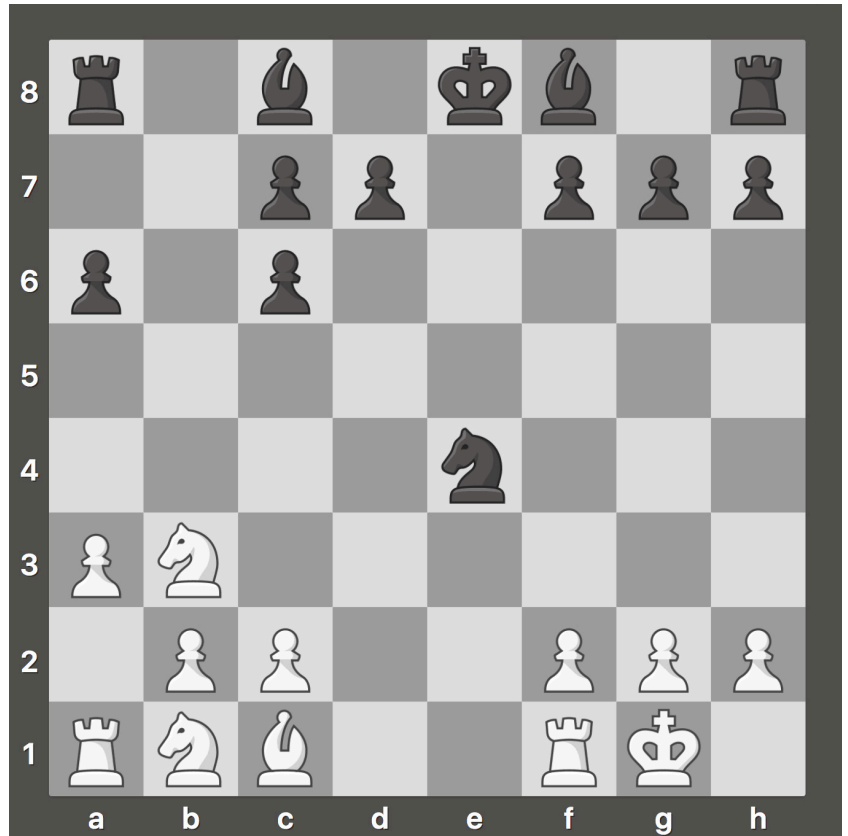


## 7. PINS

### PRACTICE POSITIONS

Now you try!

1.)



White to move

2.)

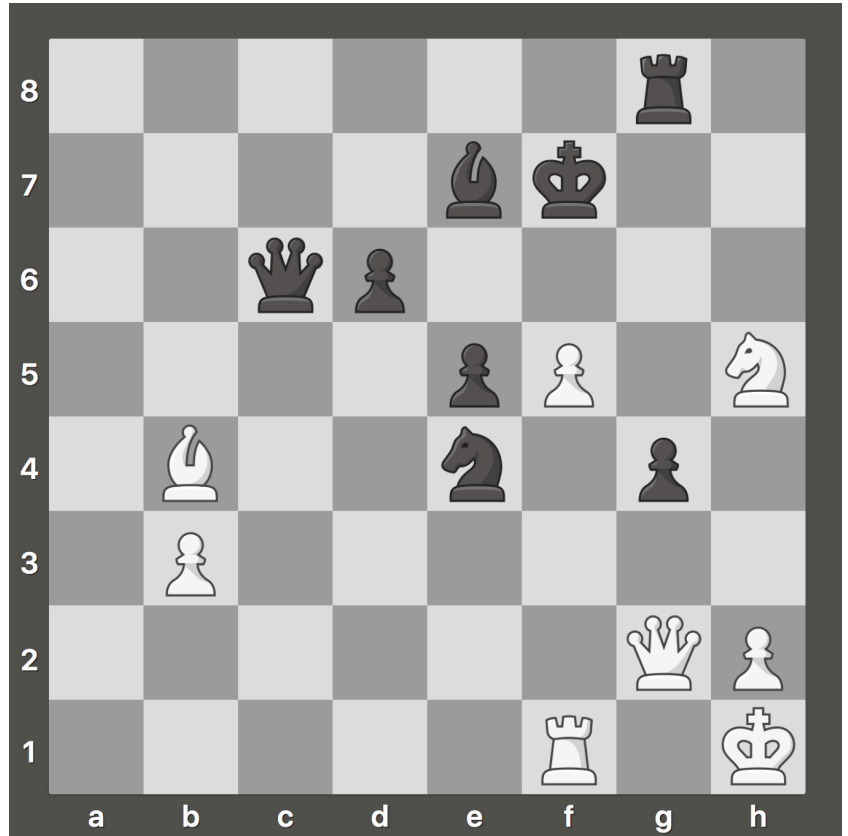


White to move

## 7. PINS

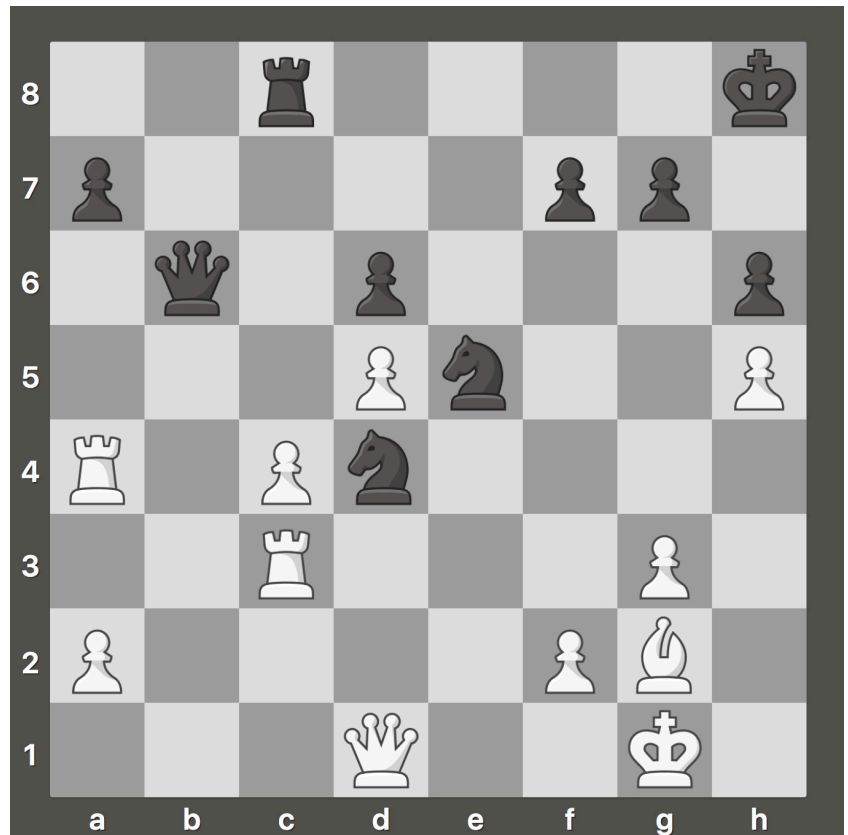
### PRACTICE POSITIONS

3.)



Anand-Kasparov – Linares, 1997. Black to move

4.)



Kasparov-Gelfand – Novgorod, 1997. White to move

## 7. NOTES

## DEFLECTION/ ATTRACTION

*“The tiny pawn giving the check...creates total havoc. The coordination is lost. What damage can one pawn do? But it does everything.”*

—Garry Kasparov

### SUBCHAPTERS

- Simple but Destructive
- Reshevsky vs Fischer, 1970
- Deflection/Attraction in a Queen Ending
- Skewer and Attraction
- One Position, Three Themes
- Kasparov vs Karpov, 1986
- Kasparov vs Anand, 1993
- Deflection Limits a Piece's Potential
- Pawns in Endgame
- Challenge:  
A Deflection/Attraction Study

### GARRY'S DOUBLE CHECK

- “The final study, what I call ‘the ultimate deflection,’ is a famous 1967 problem by Soviet-Russian composer Leopold Mitrofanov, known simply as ‘Mitrofanov’s Deflection.’ A flaw was found in the original composition, but it was later corrected and its tremendous beauty preserved.”

### LEARN MORE

- Winning this remarkable 16th game gave Garry a big lead in his 1986 World Championship title defense against Karpov. He’d won four games against only one loss. Incredibly, Garry then lost the next three games in a row and the match was tied with five games remaining. Garry retook the lead by winning game 22 and the final two games were drawn.

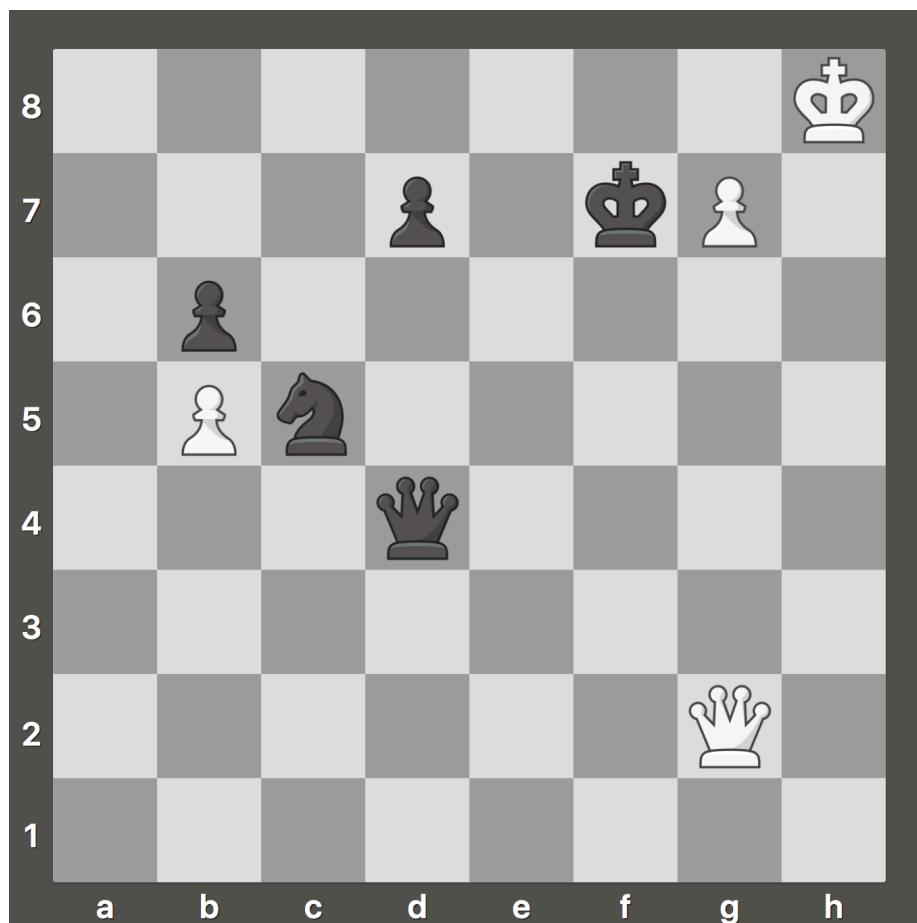


8.

## DEFLECTION/ ATTRACTION

### ADDITIONAL POSITIONS

There's a push and pull in chess, which can be figurative or literal. Sometimes you need to use chess magnetism and induce a piece to move to a square that it might not want to occupy.



White needs the Black queen pulled away from the pin on the g7 pawn, so he deflects her while attracting her to an unfavorable square! 1. Qd5+ Qxd5 2. g8=Q+ and White gets the queen back thanks to the skewer.

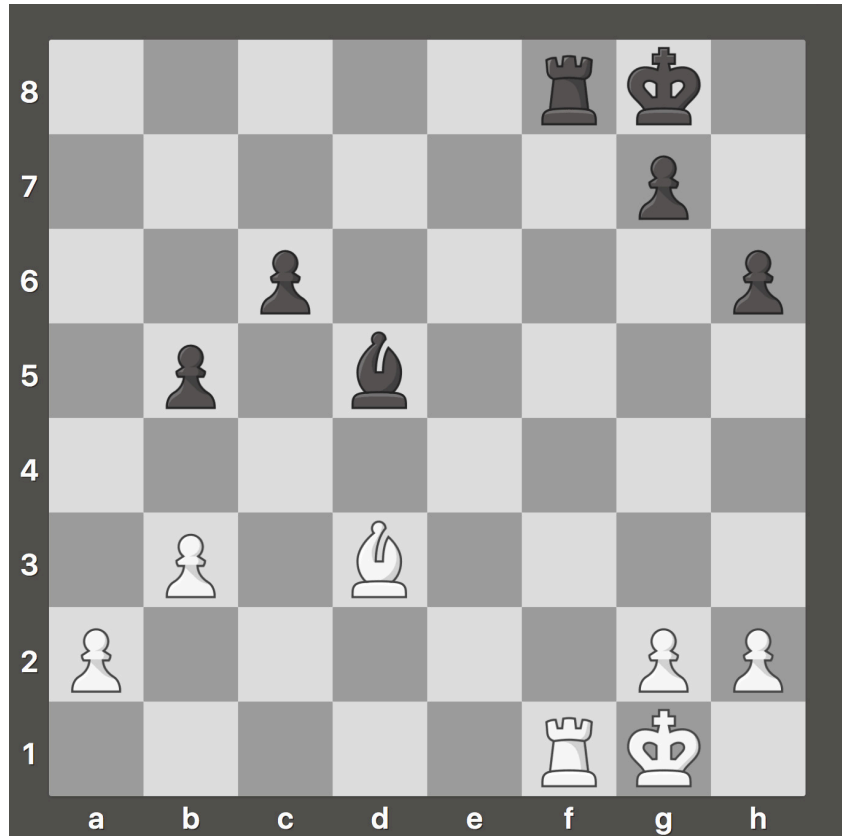
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## DEFLECTION/ ATTRACTION

### PRACTICE POSITIONS

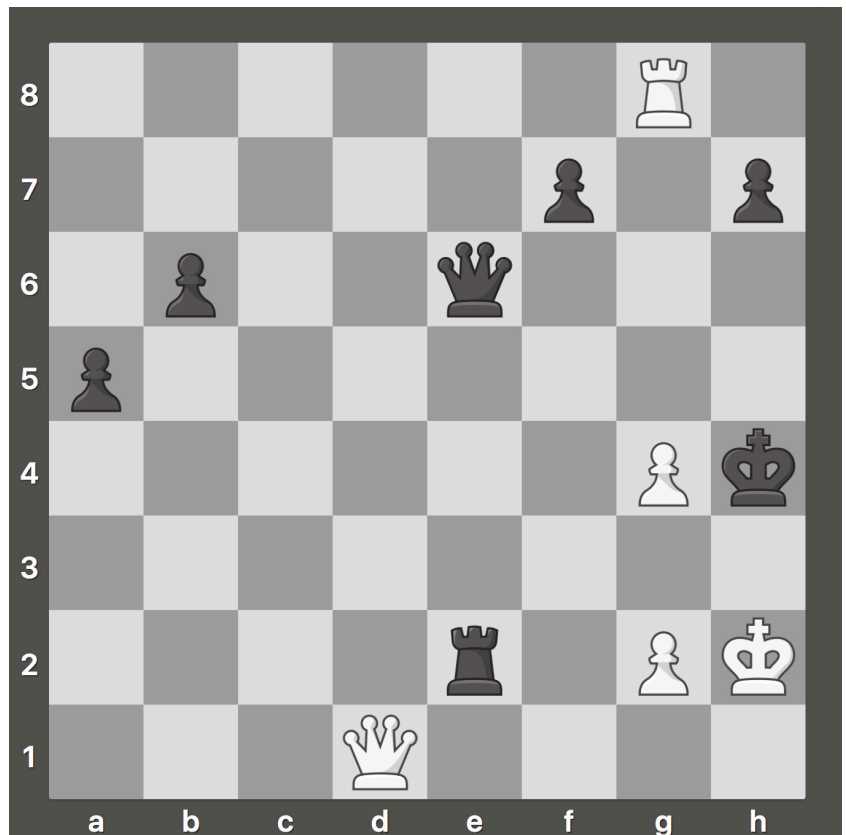
Now you try!

1.)



White to move

2.)



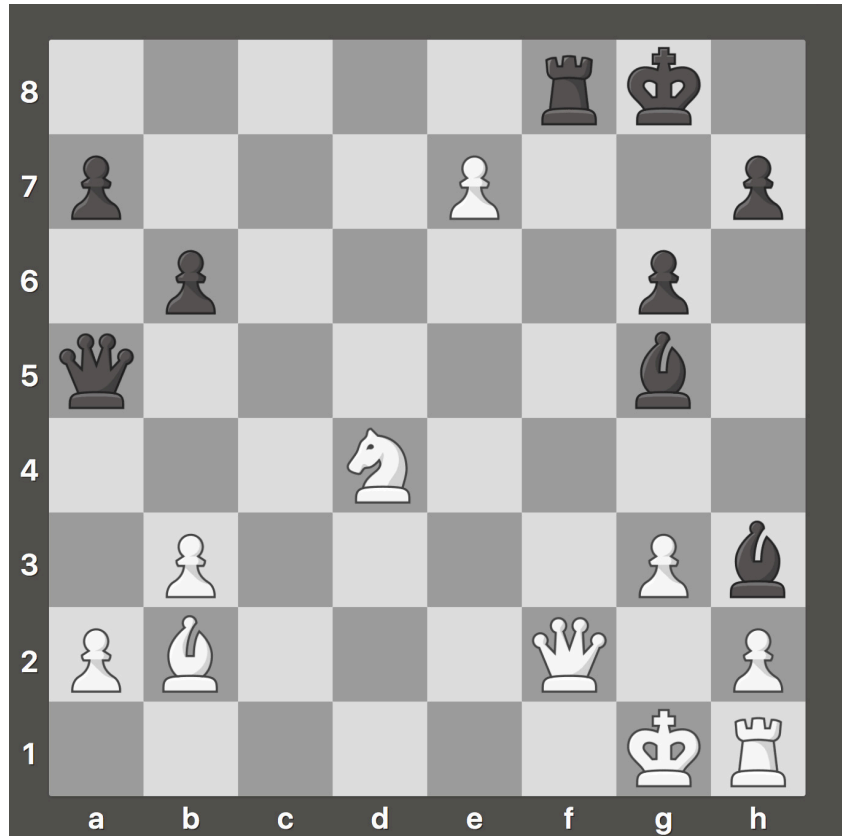
White to move

8.

## DEFLECTION/ ATTRACTION

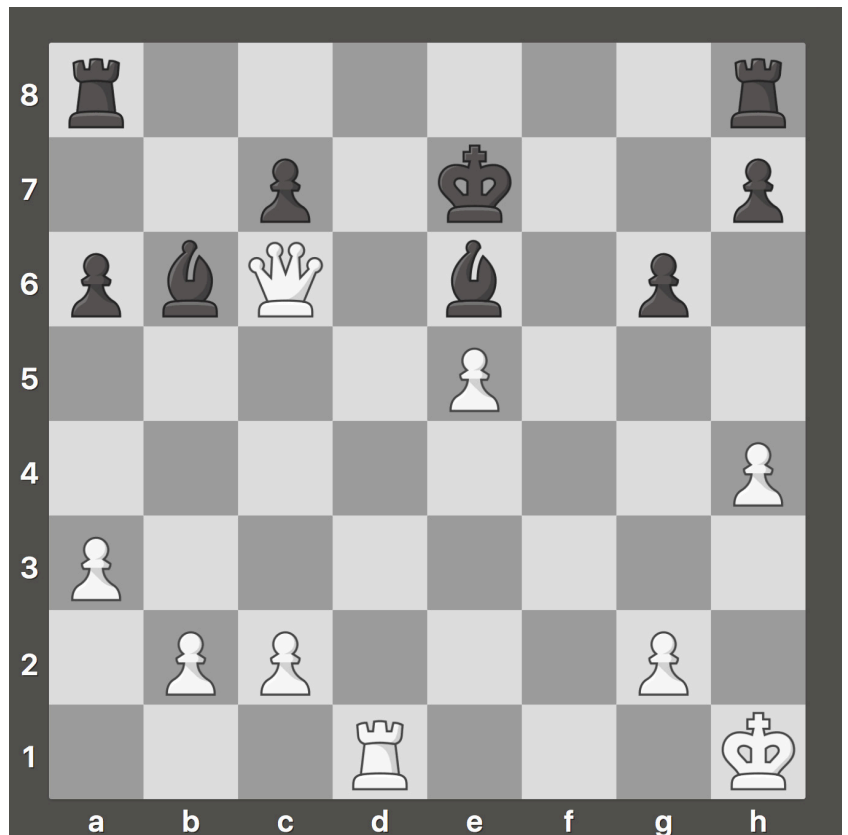
PRACTICE POSITIONS

3.)



Black to move

4.)



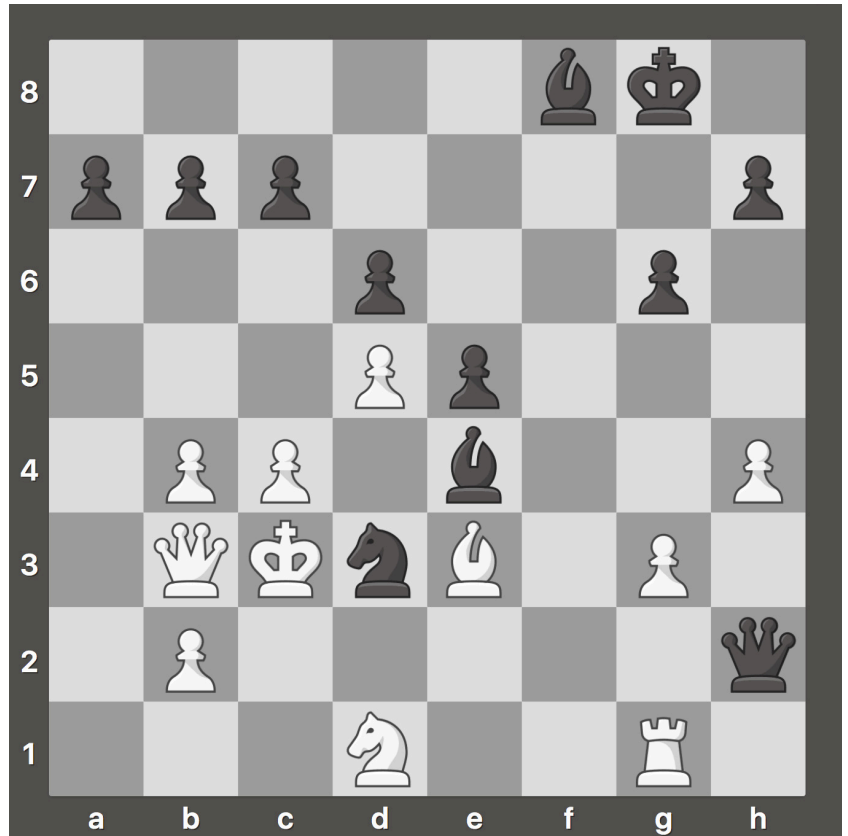
White to move

8.

## DEFLECTION/ ATTRACTION

PRACTICE POSITIONS

5.)



Kavalek-Kasparov – Bugojno, 1982. Black to move

8.

## NOTES

## INTERFERENCE

### GARRY'S DOUBLE CHECK

*“Interference is a category of deflection, but it’s also based on our ability to use opponent’s pieces to create obstacles and...could be quite a deadly weapon.”*

—Garry Kasparov

- “Don’t take winning queen versus rook for granted! Even Grandmasters have failed to win this in tournaments; and against a computer, it’s quite a test indeed. Learn the method and practice it to avoid an embarrassing draw with such a significant material advantage. You should also learn how best to defend in case you are on the rook side. Don’t resign, make your opponent prove they know how to win it.”

### LEARN MORE

#### SUBCHAPTERS

- Cutting Communication Between Enemy Pieces
- Classic Case of Interference
- Kasparov vs Kamsky, 1993
- Fischer vs Benko, 1963
- Interference in Endgames
- Challenge: An Interference Study

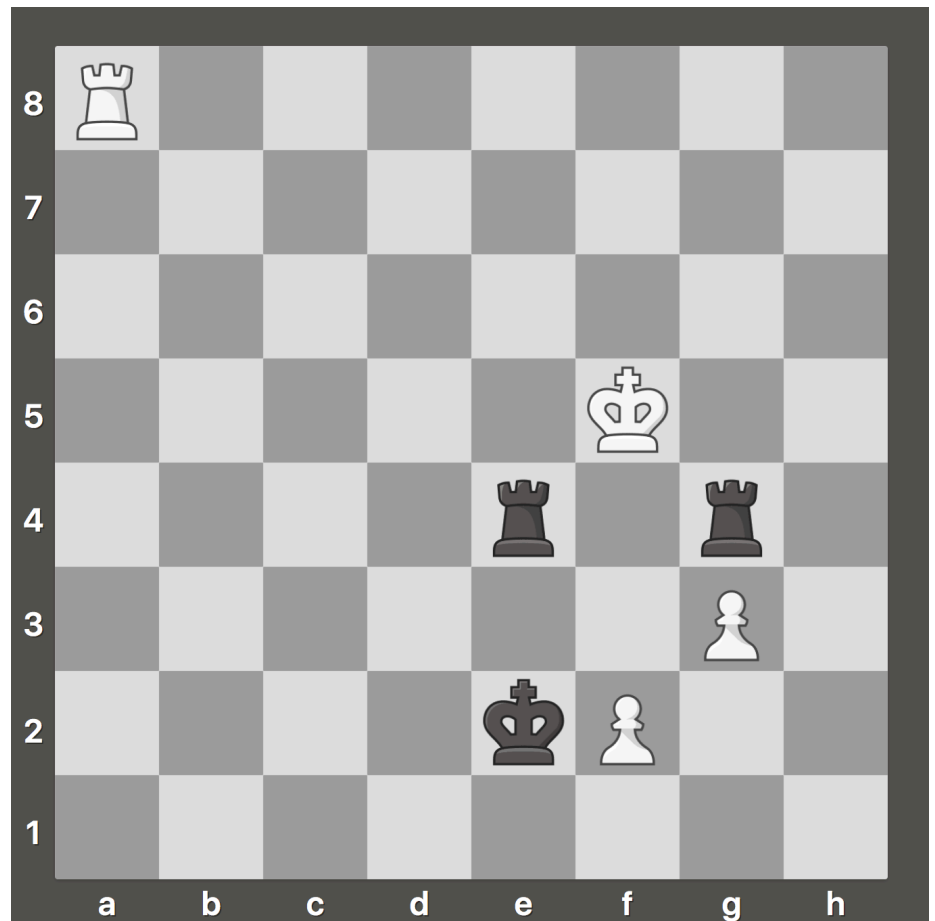
- Gata Kamsky was born in the USSR in 1974 and moved to the USA as a teen. He won the US championship five times and reached the top five in the world. He stunned the world in 1997 by retiring from chess to pursue a law career, but he returned in 2004 and resumed his chess career with excellent results.

9.

## INTERFERENCE

### ADDITIONAL POSITIONS

Essentially another category of “deflection,” interference “disrupts harmony,” according to Garry. If your opponent’s pieces aren’t talking to each other, they can’t help each other!



The two black rooks are currently “chatting” but after 1. f4, White’s pawns block communication and White’s king will win one of the two rooks on the next turn, leading to a winning rook ending.



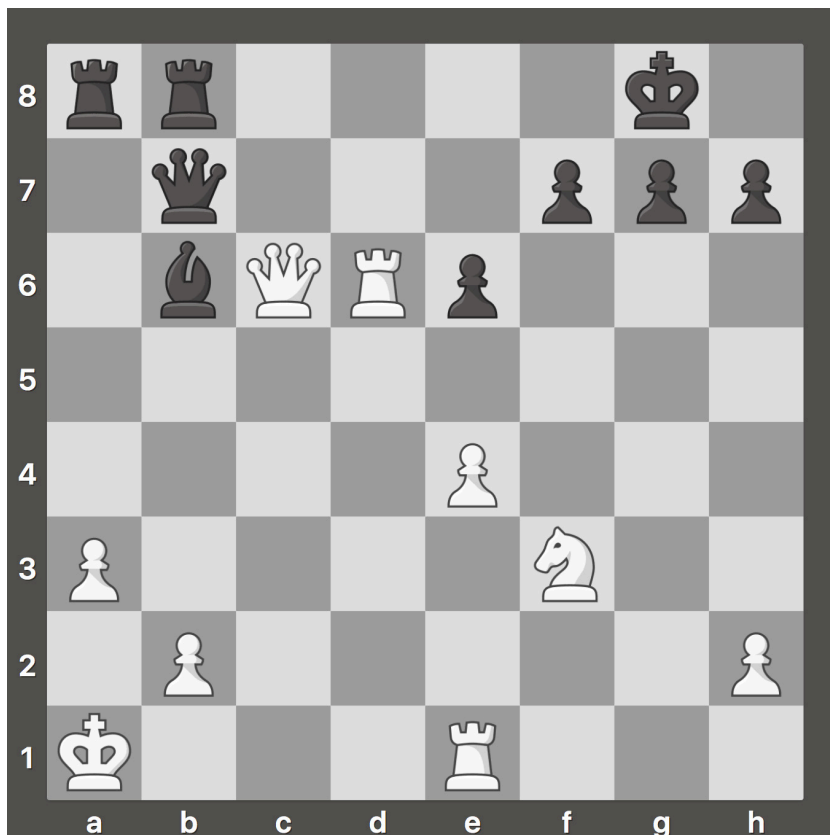
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## INTERFERENCE

### PRACTICE POSITIONS

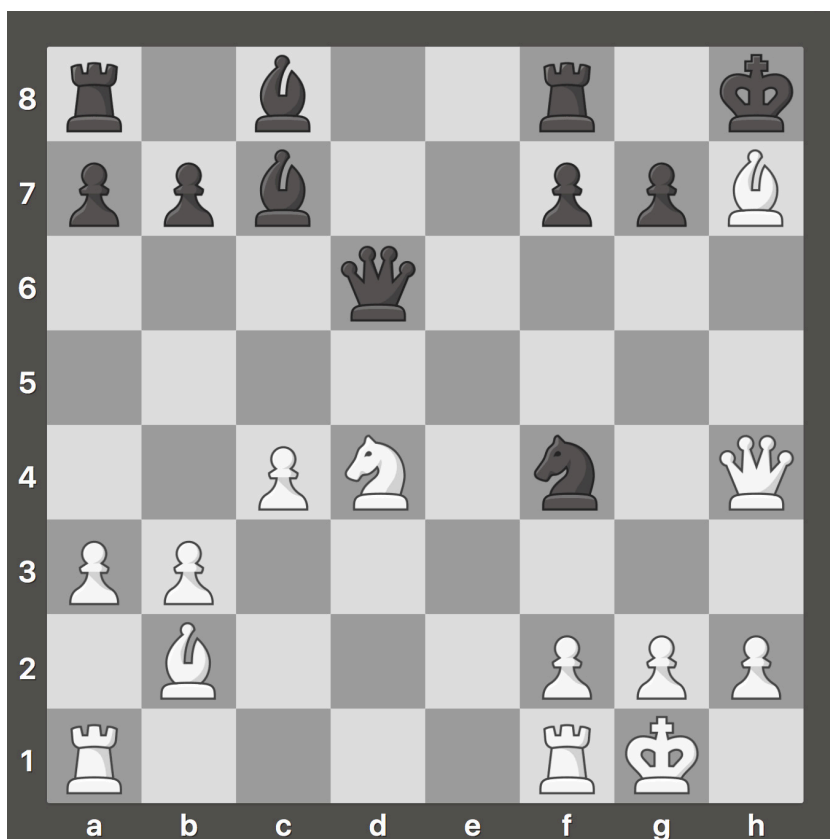
Now you try!

1.)



White to move

2.)



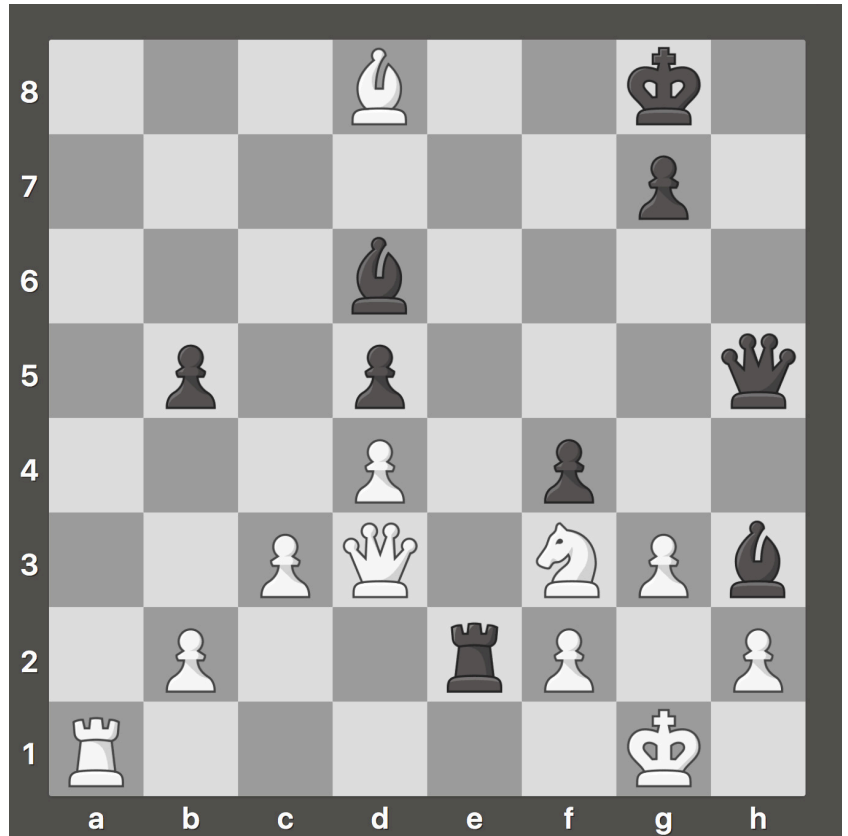
Black to move

9.

## INTERFERENCE

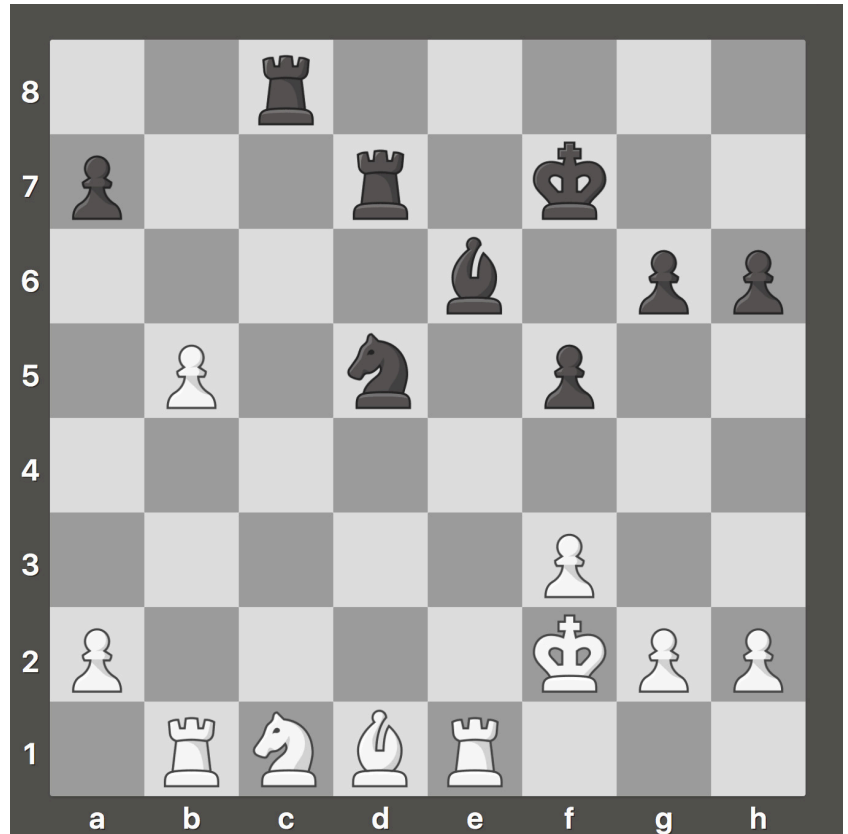
PRACTICE POSITIONS

3.)



Black to move

4.)



Timman-Kasparov – Reykjavik, 1988. Black to move

9.

## NOTES

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## OVERLOAD

### LEARN MORE

*“The most effective form of using overload and the deadliest, is when the mate is one of the options and one piece has to watch for different threats coming from opposite directions.”*  
—Garry Kasparov

- Ukraine’s Vassily Ivanchuk has been one of the top Grandmasters in the world since the late 1980s. He won the Linares supertournament three times and Garry once called him “the player who has most surprised me over the board.”

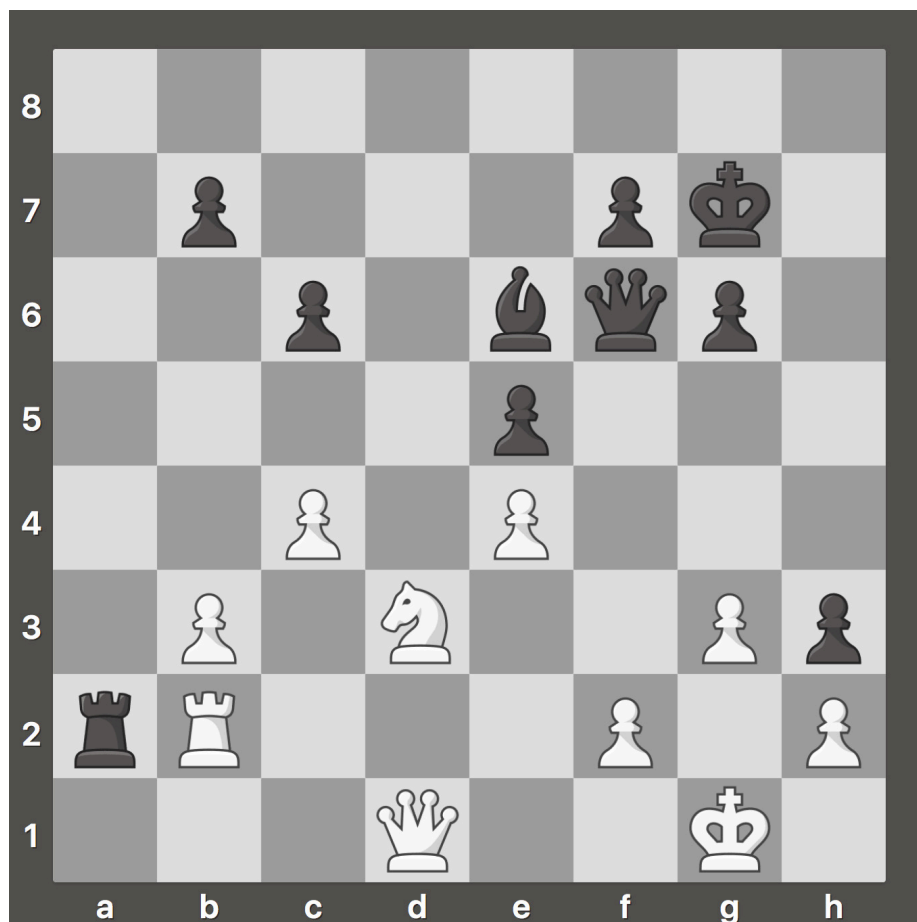
### ADDITIONAL POSITIONS

When one piece has two jobs, like defending two pieces, it is “overloaded” with too much work. Often to take advantage of this, you need to choose the right move order. If possible, force the overloaded piece to abandon one of its responsibilities.

Here the white queen is trying to safeguard the back rank against 1...Ra1, and she is also trying to ensure Black can’t invade with 1...Qf3 and then mate on g2.

### SUBCHAPTERS

- Too Many Jobs at Once
- Classic Case of Overload
- Mechkarov vs Kaikamdzhov, 1969
- Botvinnik vs Petrosian, 1966
- Challenge: An Overload Study



Black wins with 1...Qf3 2. Qxf3 Ra1+ and it will be mate once White puts all three pieces in the way. Note that the move order matters since 1...Ra1 does not work after 2. Qxa1 Qf3 3. Ne1 guarding g2.

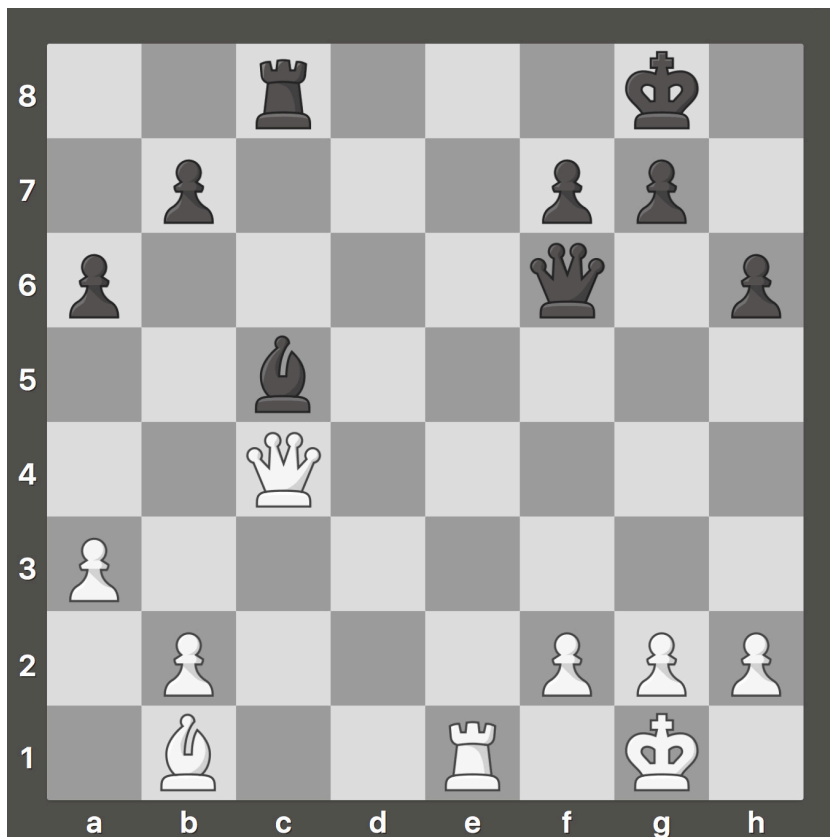
10.

## OVERLOAD

### PRACTICE POSITIONS

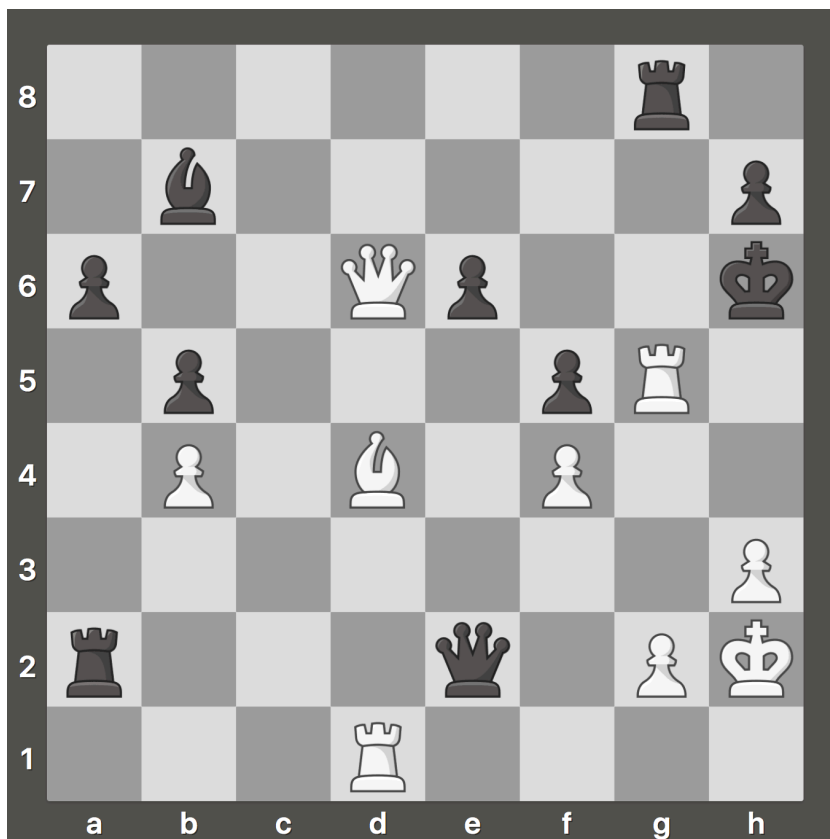
Now you try!

1.)



White to move

2.)



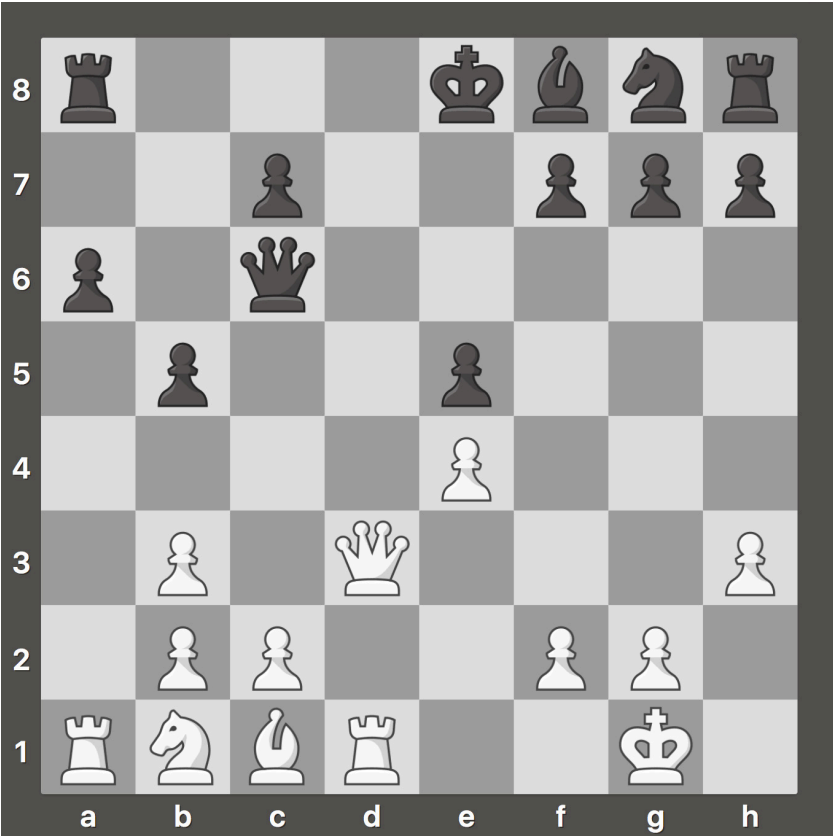
White to move

10.

OVERLOAD

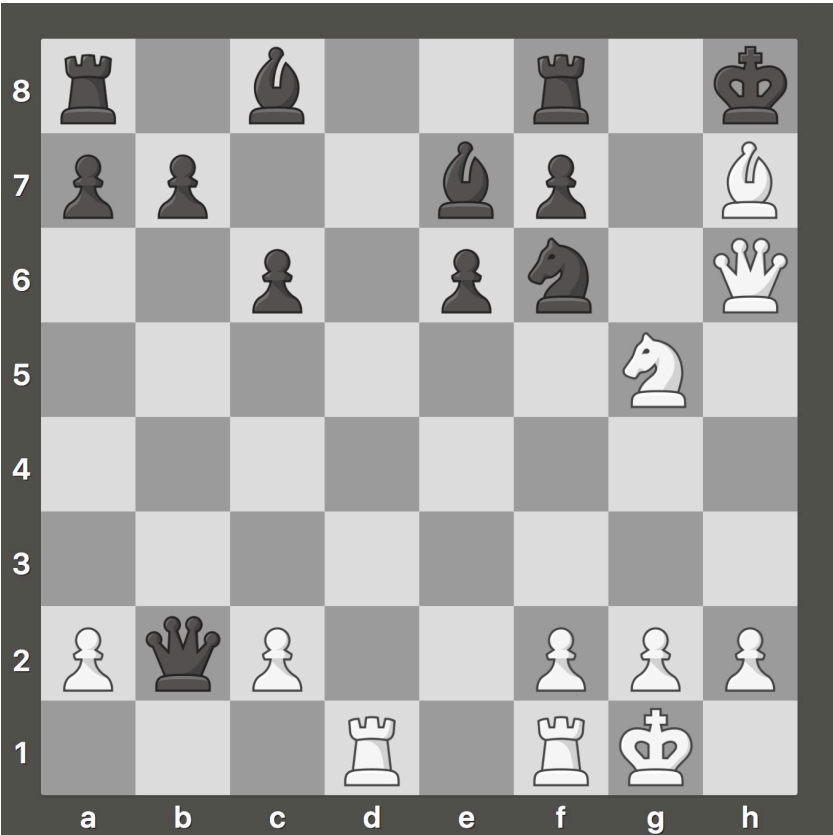
PRACTICE POSITIONS

3.)



White to move

4.)



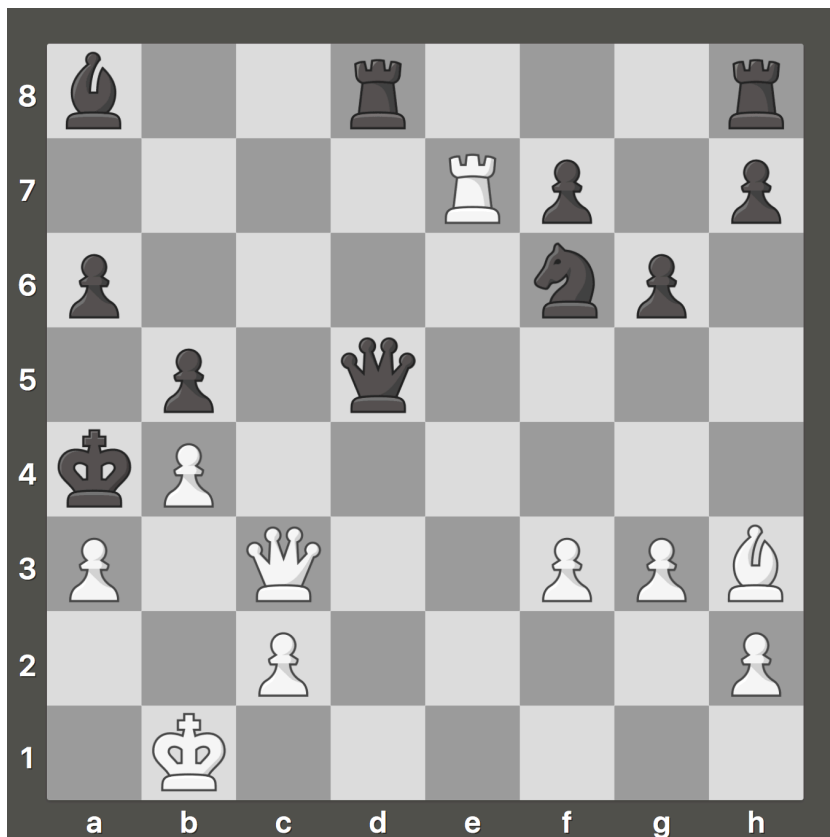
White to move

10.

## OVERLOAD

PRACTICE POSITIONS

5.)



Kasparov-Topalov – Wijk aan Zee, 1999. White to move



10.

## NOTES

11.

## WINNING TRADES

*“I just want you to remember that in experienced hands, a good trade could be a very powerful tool to advance your cause, to improve your position, and to cause sudden damage for your opponent.”*  
—Garry Kasparov

### SUBCHAPTERS

- Exchanging Favors One Side or the Other
- Kasparov vs Adams, 1999
- Winning Trades in the Endgame
- Queen's Endgame
- Challenge: A Winning Trades Study

### GARRY'S DOUBLE CHECK

- “As with pawn moves, captures cannot be undone and so should be given extra consideration. Always consider what you are gaining and what you are giving up with every potential trade. Seeking exchanges without clear motives is just as bad as avoiding exchanges without purpose.”

### LEARN MORE

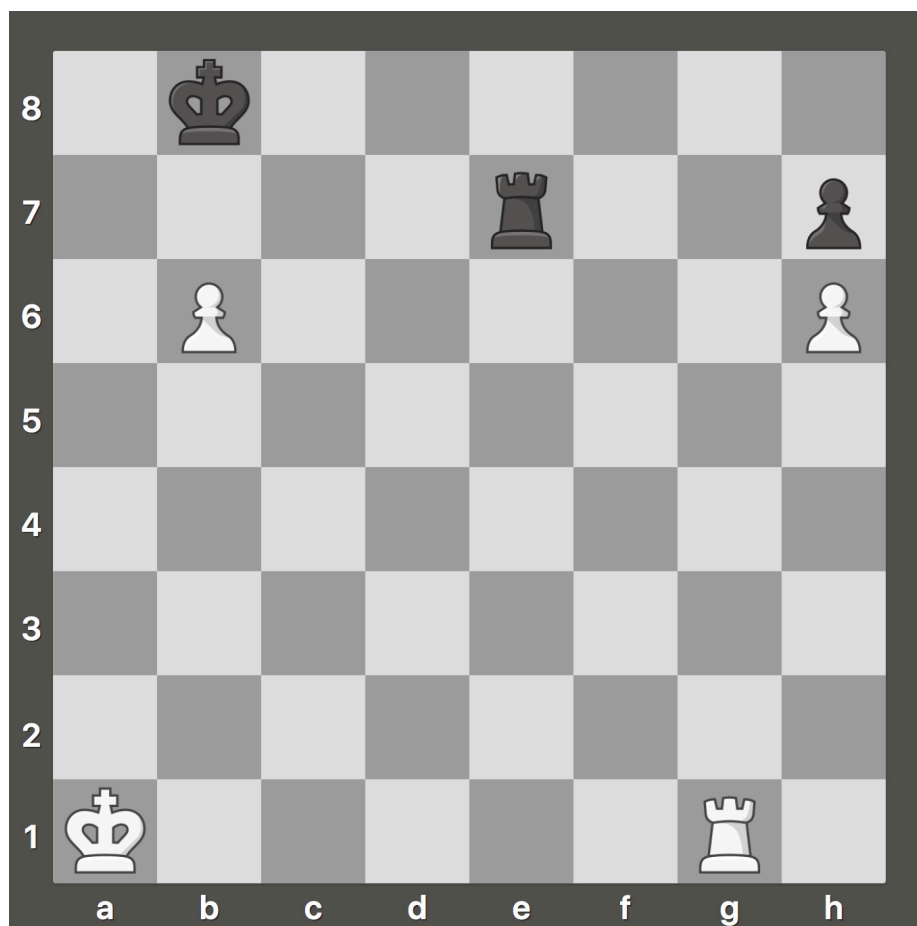
- English Grandmaster Mickey Adams has been England's top player for two decades. Although he never reached a World Championship match like his countryman Nigel Short, who faced Garry in 1993, Adams boasts a stellar tournament and league career.

11.

## WINNING TRADES

### ADDITIONAL POSITIONS

Trading pieces doesn't mean simply swapping pieces of equal value. Exchanging pieces almost always favors one side or the other. Especially in the endgame, exchanging pieces can create a decisive advantage—or saving a game that appears hopeless.



White clearly would love to have the rooks gone from the board, AND create a second passed pawn. He can do this with 1. Rg8+ Kb7 2. Rg7 and since Black has to trade rooks with 2...Rxc7 then 3. hxg7 and White promotes easily.

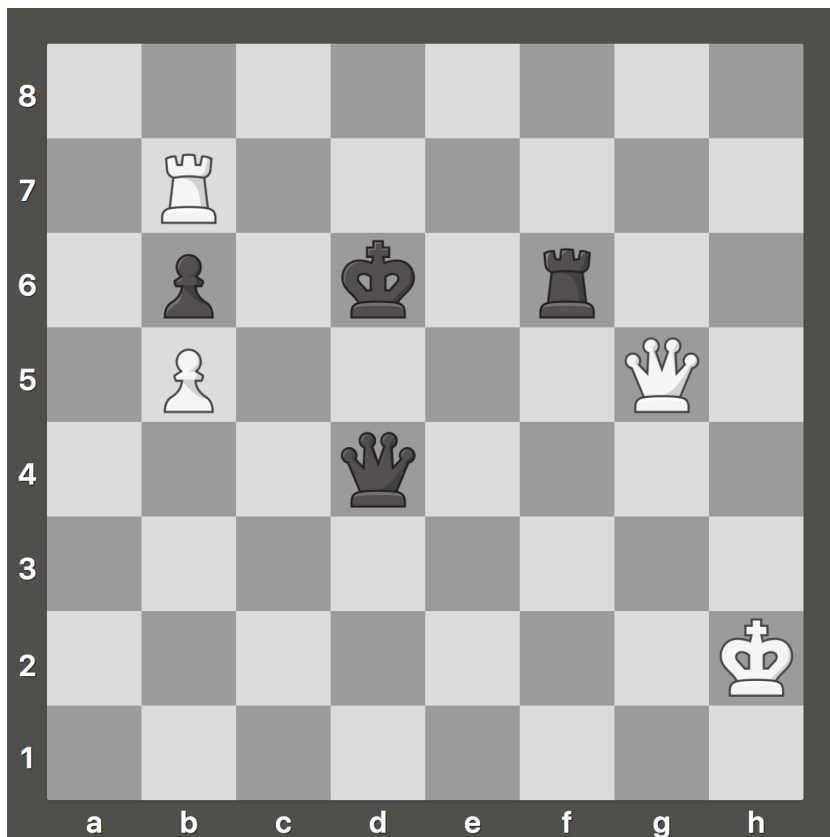
11.

## WINNING TRADES

### PRACTICE POSITIONS

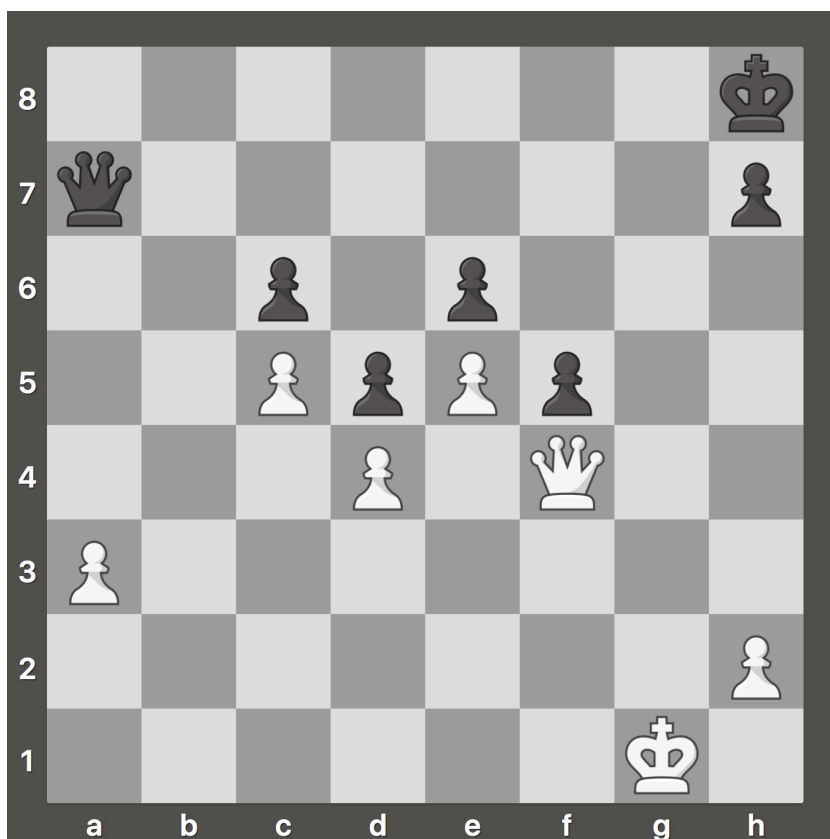
Now you try!

1.)



White to move

2.)



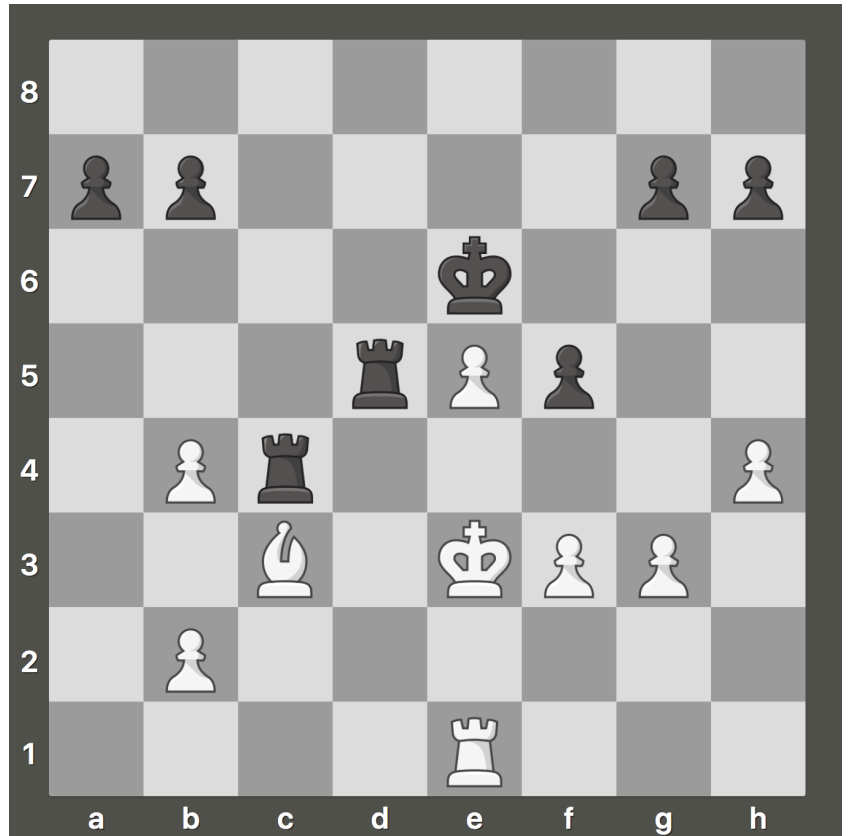
White to move

11.

## WINNING TRADES

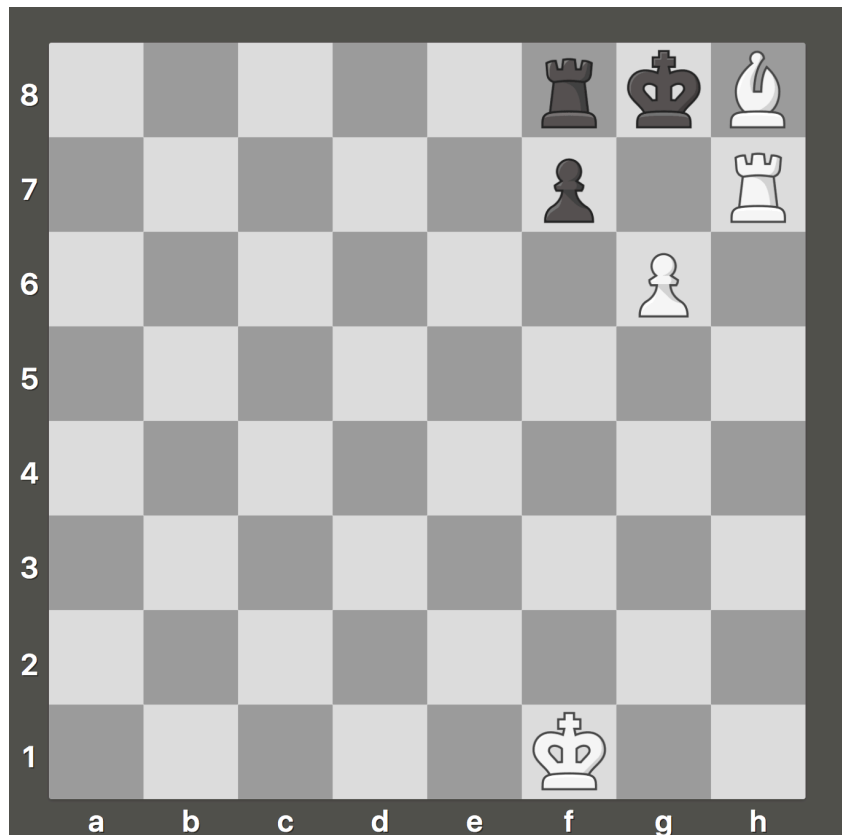
PRACTICE POSITIONS

3.)



Black to move

4.)



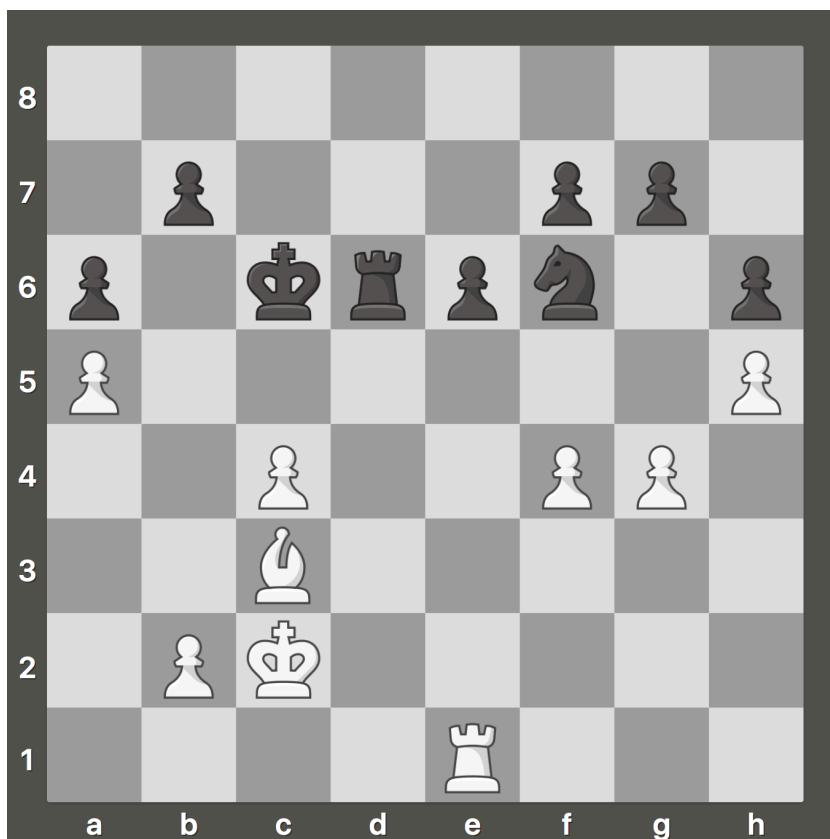
White to move

11.

## WINNING TRADES

PRACTICE POSITIONS

5.)



Kasparov-Vukic – Milan, 1980. White to move

11.

## NOTES



12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

*“Endgame technique could benefit you dramatically because more people spend time in the openings...study the end games and I bet it will be time well spent.”*

—Garry Kasparov

### SUBCHAPTERS

- Purity of the Endgame
- Reti, 1921
- Drama in the Endgame
- Shouldering
- Precision of Endgames
- Opposition
- Zugzwang
- Zugzwang and Stalemate
- Tactical Elements in Pawn Endgames
- Rook Endgames
- Queen versus Pawn
- Role of the King
- Endgame Paradoxes
- Domination in the Endgame
- Bishop and Knight Mate
- Making Mistakes in the Endgame

### GARRY'S DOUBLE CHECK

- “Many Soviet chess trainers emphasized endgame study very early on because it teaches the power of the pieces. It makes sense because how do you know where you are going if you don’t understand your destination?”

### LEARN MORE

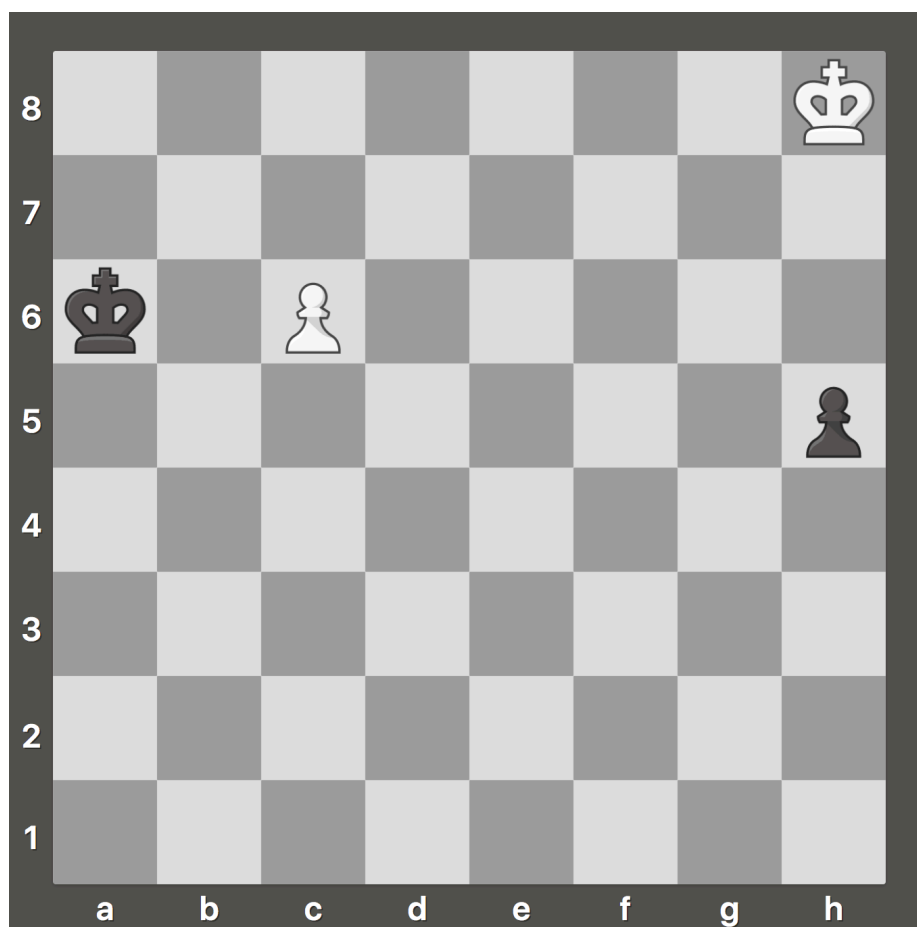
- Russia’s Alexander Alekhine (later naturalized French) took the world title from Cuba’s José Raúl Capablanca in a legendary World Championship match held in Buenos Aires, Argentina, in 1927. It lasted 34 games, the longest until Garry’s first match with Karpov lasted a record 48. Garry recalls visiting the Buenos Aires chess club where the board and set Alekhine and Capablanca used is preserved in a place of honor.
- Chess computers employ massive databases of endgame positions called tablebases (similar to how they also employ opening books composed of databases of opening moves). First used in 1977, endgame tablebases have kept expanding to include every possible position with seven total pieces on the board. Seven-piece tablebases require around 140 terabytes of storage! Tablebases don’t ‘think’ the way chess programs calculate their moves using an algorithm, they simply look up the best move. Such machine perfection has led to many fascinating discoveries and refuted quite a few endgame studies, but they are usually too long and too complex for humans to learn to use in practice.

12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

### ADDITIONAL POSITIONS

In Kasparov's experience, the endgame doesn't have to mean the end of the excitement. There's room for creativity and drama in the endgame—and important techniques like shouldering and zugzwang.



In this famous study by Richard Reti, White can save a draw miraculously by 1. Kg7 h4 2. Kf6 h3 3. Ke7 and both sides will promote, leading to a drawn queen ending. If Black tries something different like 1. Kg7 h4 2. Kf6 Kb6, then White continues his diagonal march with 3. Ke5 and he simultaneously threatens to go to f4 to pick up the pawn, or to d6 and assist his own pawn promoting. It's again a draw.

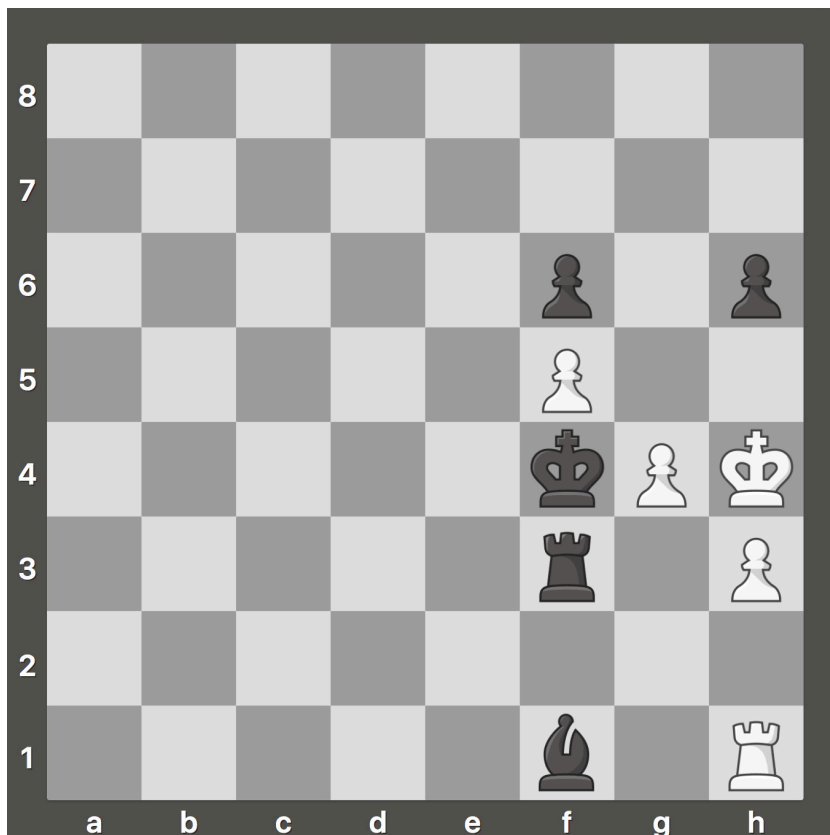
12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

### PRACTICE POSITIONS

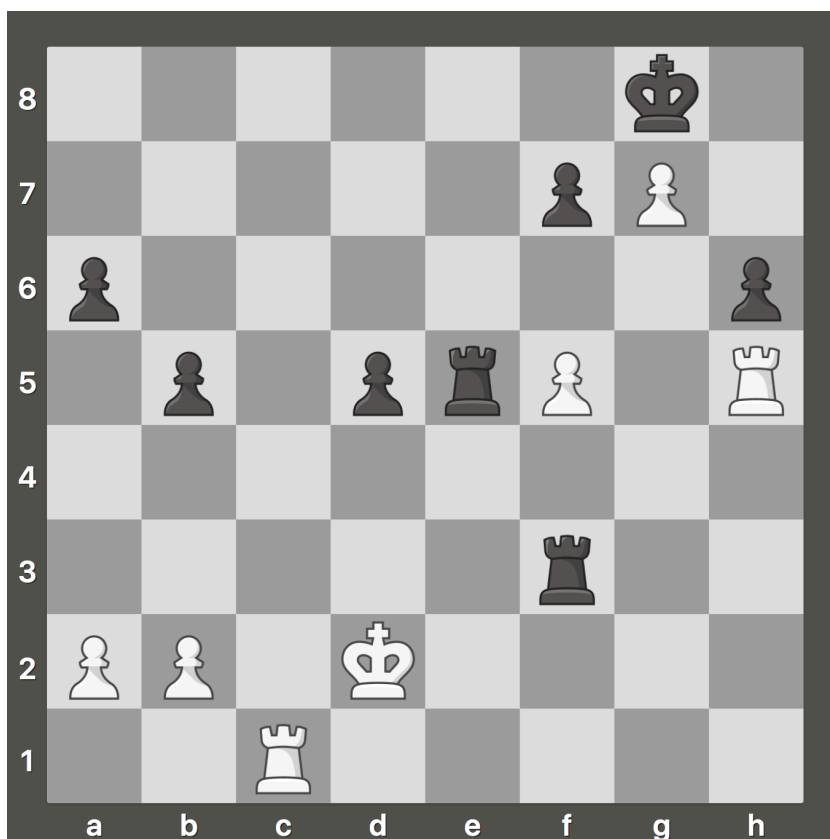
Now you try!

1.)



Yusupov-Kasparov – Linares, 1990. Black to move

2.)



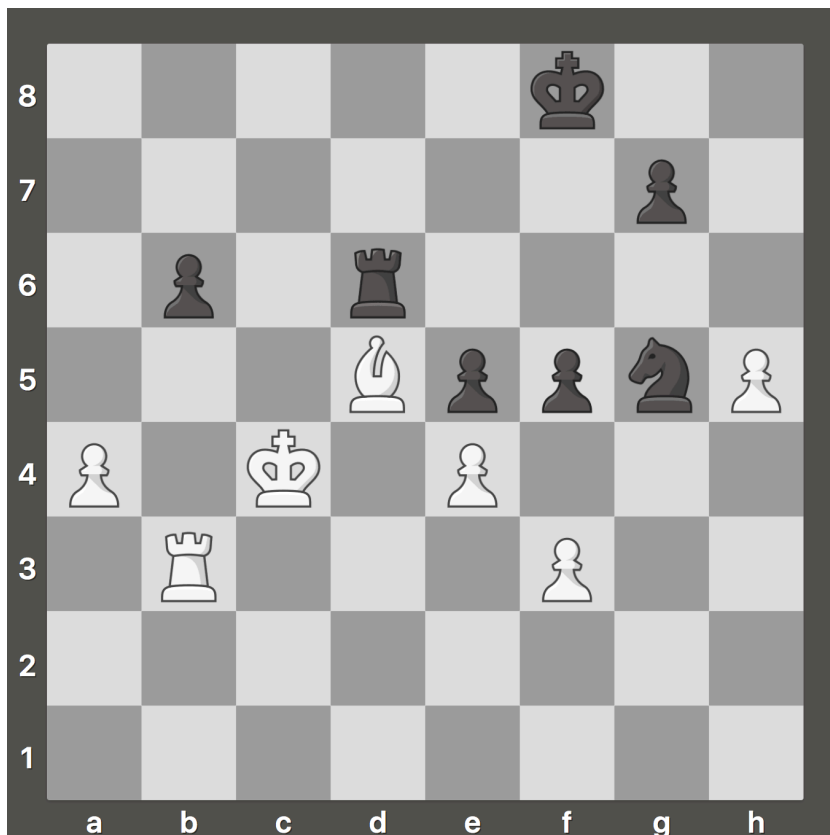
Kasparov-Polugaevsky – Moscow, 1979. White to move

12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

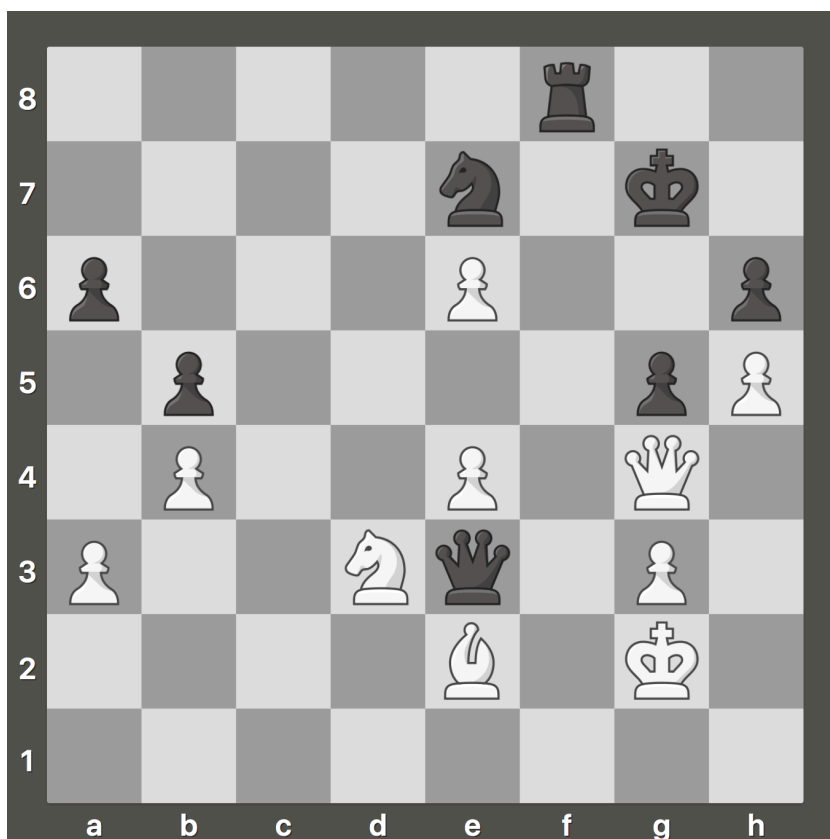
PRACTICE POSITIONS

3.)



Kasparov-Beliavsky – Frunze, 1981. White to move

4.)



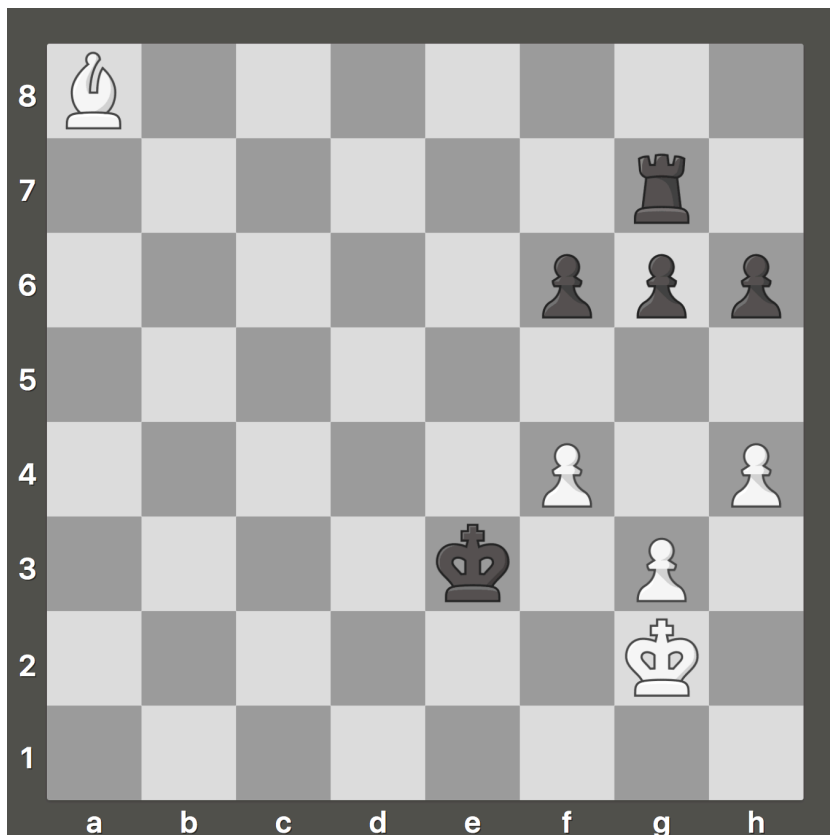
Smyslov-Kasparov – Moscow, 1984. Black to move

12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

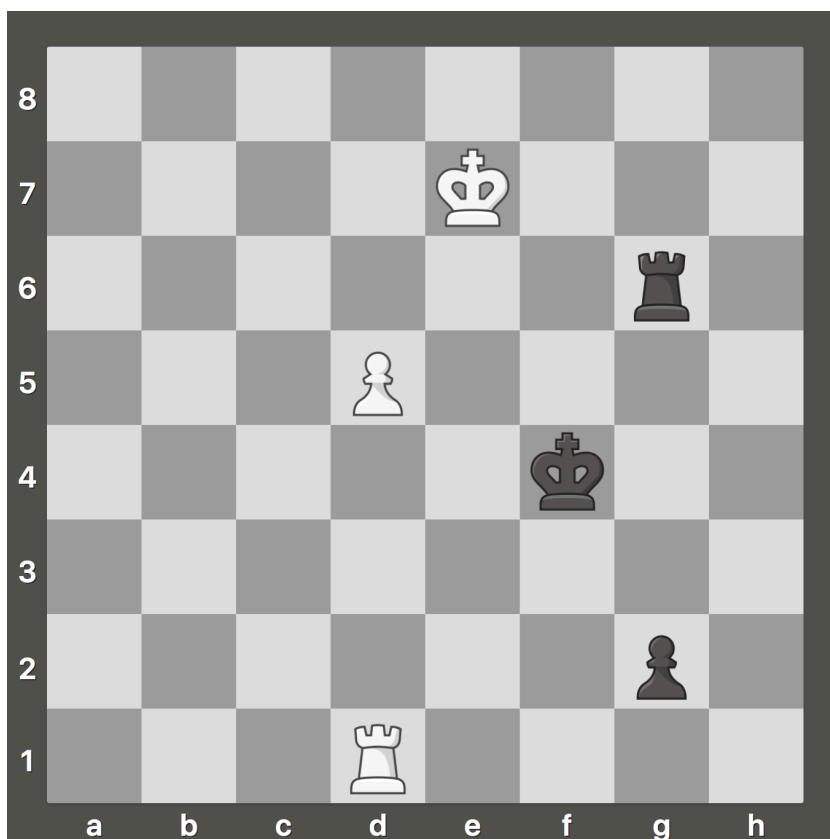
PRACTICE POSITIONS

5.)



Speelman-Kasparov – Graz, 1981. Black to move

6.)



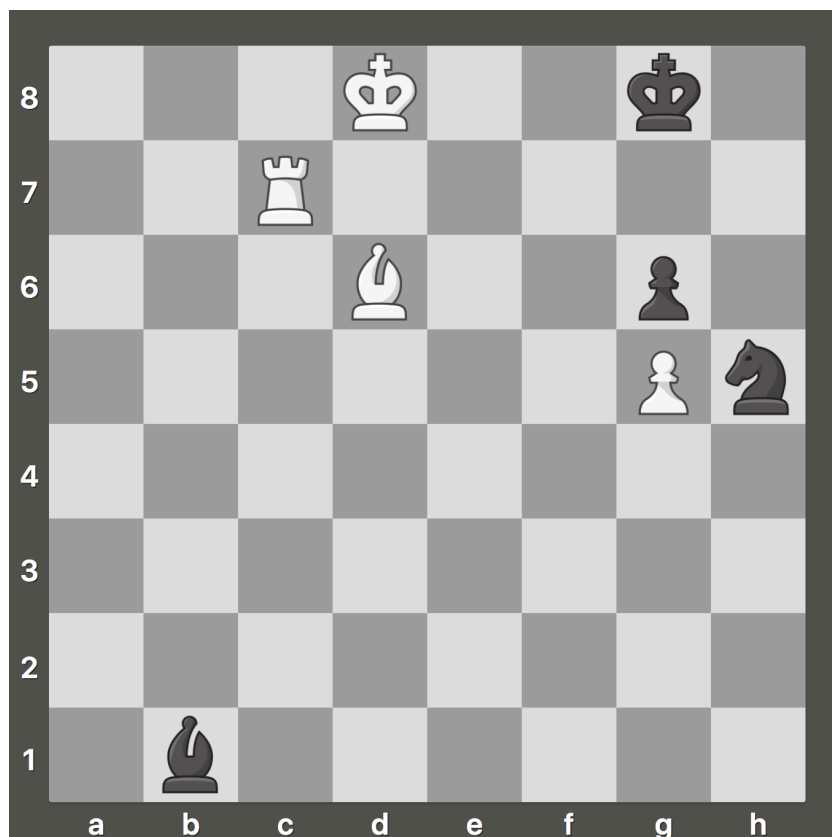
Korchnoi-Kasparov – London, 1983. Black to move

12-14.

## ENDGAMES PARTS ONE, TWO, AND THREE

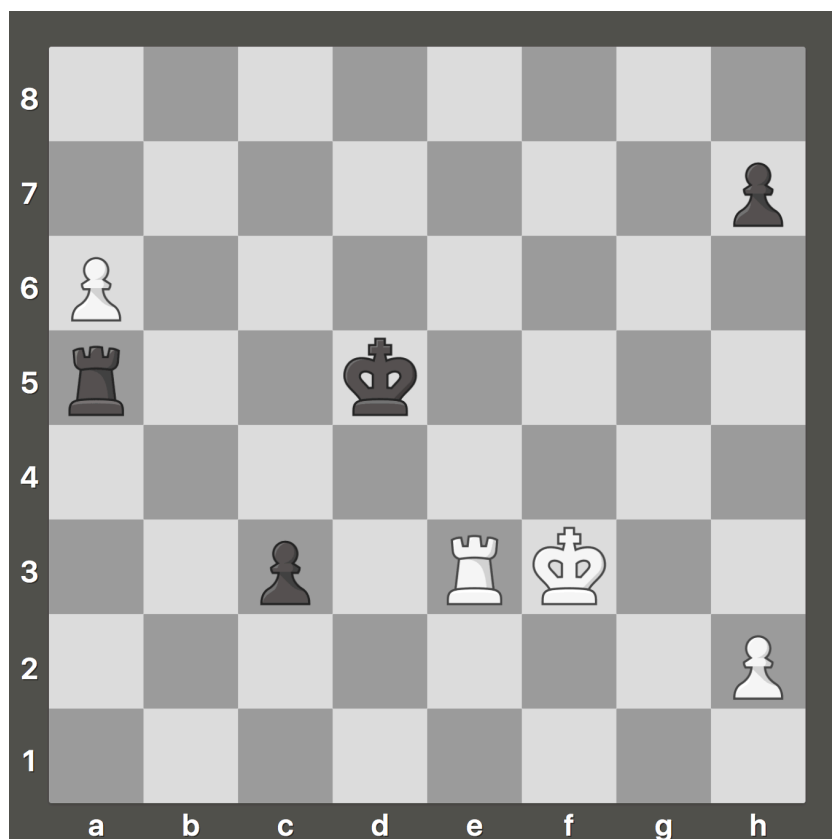
PRACTICE POSITIONS

7.)



Kasparov-Karpov – Lyon, 1990. White to move

8.)



Topalov-Kasparov – Las Palmas, 1996. Black to move

12-14.

## NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.







15-17.

## OPENINGS PARTS ONE, TWO AND THREE

*"I studied many openings. My [personal] database included nearly 20,000 different [variations]... [and] you should realize everybody today has access to the same computers and the same databases. I recommend [studying] the history of the openings just to know all the nuances that could help you to avoid traps or collapsing if your opponent throws [a] new idea at you."*  
—Garry Kasparov

### SUBCHAPTERS

- Garry's Openings Journey
- Expanding His Opening Repertoire
- When Your Opponent Plays Your Opening
- Is There Universal Opening Advice?
- Always Room for New Ideas
- Creativity in Openings

### CHAPTER REVIEW

There are literally thousands of opening combinations in chess, but Garry insists that there is only one major factor that should inform how you choose your openings: make moves that you're comfortable making. Many chess players, even Grandmasters, can fall into the trap of playing outside of their comfort zones, and Garry has bested many who made this mistake. By choosing opening lines that suit your style, you can reach middlegame positions that also play to your strengths.

To make the most of your opening study, don't limit yourself too much. You'll never discover which style suits you best if you don't experiment with different openings. Do you prefer sharp, open lines or quiet, maneuvering positions? You won't know until you try both. Once you have developed a repertoire, you can focus more on preparing specific lines.

### GARRY'S DOUBLE CHECK

- "When I use the word 'sharp' to describe an opening, it doesn't always have the same life-or-death connotation as a sharp tactical middlegame position—although it might! Sharp openings are concrete, subject to rigorous analysis and preparation to find the very best moves at every point. If you don't have the time to study, sharp openings like the Sicilian and the Grunfeld aren't for you!"
- "I'm really not superstitious, but like many players I enjoy a sense that the goddess of chess, Caissa, is watching over us players and punishing those who betray her traditions and precepts!"
- "When I retired in 2005, there were jokes among my colleagues about what would happen to my legendary database of opening preparation. One columnist suggested that should I need some cash, I could auction my laptop for a considerable sum! But I held on to it, and made use of some of my stockpile of preparation while coaching Magnus Carlsen in 2009."

15-17.

## OPENINGS PARTS ONE, TWO AND THREE

LEARN MORE

- Ukrainian-Soviet Grandmaster David Bronstein came as close as one can get to becoming world champion without achieving the highest title. He drew a world championship match against the mighty Botvinnik in 1951, but the champion retained the title with a draw. Bronstein would remain one of the strongest and most creative players in the world for many years. He was also fascinated by the early chess computers and is likely the first Grandmaster ever to play a real game against one, on a Soviet M-20 mainframe computer in 1963. Garry discusses Bronstein and this game in his 2017 book *Deep Thinking*.
- While his passion for the game of chess was still developing, Garry read and was inspired by Soviet Grandmaster David Bronstein's *200 Open Games*. You can find this book [here](#).
- Learn more about Garry's theories on openings by reading his *Garry Kasparov on Modern Chess, Part 1: Revolution in the 70s*. You can find this book [here](#).
- "Tabiya" is a Russian term that loosely means a "starting point" in a chess opening. Both players know the opening line and are content to play the known moves until the tabiya is reached. In some of the more deeply analyzed openings, like some lines of the Sicilian or Ruy Lopez, this might be well beyond move 20.
- Garry refers to "Fischer's 960," a chess variant also known as Fischerandom Chess or shuffle chess. The pawns stay in their usual places, but the pieces are scrambled for each game, which eliminates traditional opening preparation. (There are 960 possible starting positions in this version.) Chess960 maintains some popularity, but has failed to replace classical chess, as Bobby Fischer hoped it would when he promoted his version of the variant in 1996.
- Beginners can learn more opening basics [here](#). The author discusses control of the center, king safety, development, and common mistakes you should avoid.

15-17.

## NOTES



18-21.

## SIMUL

Pay attention to the moves of the players during the Simul in chapter 18. Notice the way Garry controls the board and consider how you would have played differently. Refer to lesson videos for individual game analysis in chapters 19-21.

### GARRY'S DOUBLE CHECK

- “When I was a young and up-and-coming player in Baku, I participated in quite a few simul events against Soviet Grandmasters, an important part of our training. My first-ever game against my great rival Karpov was in such an event when I was just 12 years old. I lost after a complicated struggle, and the Soviet sports magazine wondered if there might not be many more encounters between us in the future. Prophetic words!”

### LEARN MORE

- Garry played 3. b3 in a 2016 blitz event in Saint Louis against US star Wesley So. [Review the moves made by Garry and Wesley So.](#) What would you have done differently?
- Dennis jokes about the checkmate in Molly’s game looking like a “Bughouse mate.” “Bughouse” is a wild team chess variant in which players can give captured pieces to a partner, often resulting in surprising checkmates like this one with the pawn.

18-21.

## NOTES

[illegible]



## CASE STUDY: OPENING

*“You have to start with gambits, you have to start with open chess...because that’s how you can learn about tactics. Obviously you have to learn about strategy but...you need to do more...aggressive chess while learning.”*

—Garry Kasparov

### SUBCHAPTERS

- Kasparov vs Anand, 1995

### CHAPTER REVIEW

Garry shows the students the mechanics of Evans Gambit, the aggressive opening he used against his opponent, Viswanathan Anand, in their 1995 tournament game in Riga, Latvia. Chess borrows the terms “tempo” and its plural “tempi” from music to define the concept of a “beat” in time on the board (not time on the clock). That is, the number of moves, or tempi, required to achieve a goal, or get a piece or pawn to a certain square. When Garry says Anand was “one tempo short,” it means Anand could have defended if he had just one extra move. Garry encourages the students to study and practice gambits in order to sharpen their tactical knowledge and to play for victory right from the start.

### GARRY’S DOUBLE CHECK

- “The Romantic Era of chess in the second half of the 19th century was all about gambits, sacrifices, open lines, and active pieces. Attack at all costs! Defense is for cowards! This swashbuckling style fell into decline as its failures mounted against the more pragmatic and dogmatic teachings of Wilhelm Steinitz and Siegbert Tarrasch in the late 19th and early 20th centuries. But it’s still a delight to play over the wild cut-and-thrust battles of players like Mikhail Chigorin his fellow “knights of the Evans Gambit”, who played it and the less sound King’s Gambit almost exclusively. It was a matter of honor!”

### LEARN MORE

- Viswanathan “Vishy” Anand, the Tiger of Madras, faced Garry in the 1995 World Championship match in New York City. Garry won 10.5–7.5, but Anand would eventually take the unified world chess crown in 2008 by beating Kramnik. He held the title until 2013, when he was unseated by the current champion, Norway’s Magnus Carlsen. The Indian star was famed for his ultra-rapid play in his early years, often finishing with an hour more on his clock than his Grandmaster opponents.
- Study the [opening strategy](#) Garry used in his game with Anand and reproduce the moves on your chess board at home. Can you see the opportunities Garry took advantage of to defeat his opponent?

22.

## NOTES

## CASE STUDY: ENDGAME

*"If you have an appetite for the beauty of the endgame, I would say it's one of the best ways to improve your chess playing strength."*

—Garry Kasparov

### SUBCHAPTERS

- Pawn Endgames

### CHAPTER REVIEW

Garry walks the students through endgame tactics and strategies. He encourages you to regularly review essential endgame positions and compositions in order to develop your understanding of this essential phase of the game.

### LEARN MORE

- The best way you can sharpen your endgame is to study and practice. Pick up a book on endgame tactics and grab your chess board. There are plenty of study resources online as well, but remember to set up the positions on a board when possible to improve visualization and retention. Find a worthy opponent and play! Here are some books that you might consider reading:
  - *Van Perlo's Endgame Tactics* by Ger van Perlo
  - *Fundamental Chess Endings* by Frank Lamprecht and Karsten Müller
  - *Nunn's Chess Endings* by John Nunn



23.

## NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## JOURNEY

*"I was lucky because I found the game of chess. It's something that perfectly fits my personality."*

—Garry Kasparov

### SUBCHAPTERS

- Garry's First Moves
- Number 13 Destiny
- Intuition as a Muscle
- Leaving Chess for Politics

### CHAPTER REVIEW

Garry's father, Kim Weinstein, passed away when Garry was seven. Garry, an only child, moved in with his mother's family and soon took her family name, Kasparov. In the very first Western press reports on a new Soviet chess prodigy, it was his first name that caused confusion. The Cyrillic letter can be transliterated as "H" or "G" and most assumed incorrectly that it was the more common "Harry." (Long after that was sorted out, there was the issue of "Gary" vs "Garry.")

Garry didn't become a Grandmaster overnight, but as a child he demonstrated a remarkable gift for the game of chess. He learned by watching his parents play and was soon challenging his uncle and solving chess problems in the newspaper, much to his family's surprise. "Chess matched my natural abilities," says Garry, "it was like discovering I had a second native language." His talent quickly drew the attention of local chess coaches, who reinforced the study habits and discipline he credits to his mother. "It wasn't exactly that she pushed me, but that she pushed me to push myself," he said.

### LEARN MORE

- Beginning with Mikhail Botvinnik taking the world title in 1946, players from the Soviet Union dominated world chess for decades—with the sensational exception of American Bobby Fischer's conquest of the World Championship in 1972. The USSR officially promoted the game to tout the supposed superiority of the Communist system, and recruited and trained promising players from a very young age, including Garry. Read an academic take on the political history of chess in the Soviet Union [here](#).
- Many still wonder, why are the Russians and their neighbors so good at chess? Christopher Beam of *Slate* writes about the ways the Soviet Union subsidized the game of chess and helped make it a national pastime. You can read more about how chess became a vital part of Soviet culture [here](#).

24.

## NOTES

25.

## HOW TO ANALYZE

*"You have to be very honest, brutally honest, even relentlessly honest with your own games."*

—Garry Kasparov

### SUBCHAPTERS

- Analyze Your Own Games
- Find Your Mistakes Immediately
- Analyze the Masters

### CHAPTER REVIEW

Persistent self-improvement is a mark of Garry's mastery, even if acknowledging his own blunders is a gut-wrenching affair. Analyzing your own games and finding your weaknesses is the best way to show yourself what exactly you need to work on to improve your game.

Break down your games immediately after "checkmate." If you lost, note your mistakes and own up to them. If you won, it's still more than likely you erred along the way. Don't fall into what Garry calls the "gravity of your past success" trap; treat your victories as you would your losses, find your errors and consider the flawed decision-making process that produced them, and work on those areas in your next study session.

### GARRY'S DOUBLE CHECK

- "I cannot emphasize enough how important it is to analyze your games, and as soon as possible. Only you know why you made each decision, why you made each move. And if you don't know, that's a big problem! Even if it doesn't turn out the way you hoped, each move should have a purpose."

### LEARN MORE

- In his book, *Excelling at Positional Chess*, Scottish chess Grandmaster Jacob Aagaard suggests immediately recording three things you learned after a game. Did you assess your opponents moves correctly? Were you ever caught off guard? What moves would you make again, and where would you have improved? You can grab the book [here](#).
- Do you like to use computer to analyze your games? Use this [chess board and PGN editor](#) to review your games, move by move.

25.

## NOTES

## COMPUTERS AND CHESS

### CHAPTER REVIEW

*“Deep Blue was as intelligent as your alarm clock. Though, of course, losing to a ten million dollar alarm clock was not the most pleasant experience.”*  
—Garry Kasparov

#### SUBCHAPTERS

- Playing Deep Blue
- Computers Limiting Creativity

Garry’s matches in 1996 and 1997 with IBM’s Deep Blue chess computer rocked the chess and computer science communities to their cores, but Garry insists that this impact is irrelevant to the game’s value and popularity for human players. Computers are invaluable study aids, but at the board between two human players, chess is a psychological game and a competitive sport, not an equation to be solved. Chess is not wholly mathematical, and there’s no such thing as “a perfect game” despite the computer’s best efforts. World championship matches are riddled with human inaccuracies as the players’ emotions fluctuate with increased stress or emotion. While a computer can calculate its path through a game of chess via brute force, it’s not really playing the same game since the tenets of psychology don’t apply to it.

Garry admits that computers have become entangled in the lives of chess players today, and it troubles him. Developing technique no longer requires players to spend decades closely studying the game, as the presence of the computer makes cheap experience infinitely attainable. Garry believes that the newest generation of chess enthusiasts are at risk of diminishing their creative thinking abilities since they are often content to accept the machine’s recommendations blindly, without reviewing them with a coach or even their own brains. You have to turn off the chess engine sometimes to exercise your mind. After all, unless you’re cheating you won’t have any silicon assistance during your games!

### GARRY’S DOUBLE CHECK

- “It took me 20 years to go over my matches against Deep Blue in depth for my 2017 book *Deep Thinking*, and it was still a painful task! What helped was that I came to understand that my experiences with chess machines formed a useful template for many other areas where human cognition is competing and cooperating with increasingly intelligent machines. I wasn’t interested in writing only about Deep Blue, but as part of the much bigger picture about the future of human-machine collaboration, it was a fascinating project.”

## COMPUTERS AND CHESS

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### LEARN MORE

- While not mathematically infinite, chess could be said to be limitless for practical purposes. The Shannon Number of possible chess games is  $10^{120}$ !
- [Learn how your computer plays the game](#), then challenge it. Were you able to adapt your playing style to successfully compete with the computer?
- In this 2010 *New York Review of Books* [article](#), Garry further examines the computer's place in the game of chess.
- Garry gave a TED Talk on his matches with Deep Blue and human-machine collaboration in 2017. [Watch the talk](#) and leave a comment in the discussion.

26.

## NOTES



## MENTAL TOUGHNESS

*“It’s kind of a chicken and egg problem whether your character helps you to improve your chess or your chess eventually shapes your character.”*

—Garry Kasparov

### SUBCHAPTERS

- Karpov Matches
- Competing Against Your own Greatness
- Realize Your Potential
- Recovering From a Loss
- Garry’s Winning Routine

### CHAPTER REVIEW

Garry credits his 20 years as the world’s top-rated player to his ability to endure and thrive under intense psychological pressure for prolonged periods, a point illustrated by the 1984 World Chess Championship. Garry was 27 games into challenging the then-world title holder Anatoly Karpov, and was the presumptive loser after five defeats, 22 draws, and zero wins. Nevertheless, he held on. Garry’s fortitude propelled the match well into 1985 before it was abandoned with no decisive winner after 48 games. Garry would go on to seize the title from Karpov during a rematch in the 1985 World Chess Championship.

Garry believes that everyone can unlock his/her untapped cognitive potential with the right keys. He first learned how to release his full potential from his mother, who taught Garry that playing chess wasn’t about winning, but about making a difference, creating new ideas, and challenging his own excellence. Garry galvanized his mental toughness by devoting himself to coming up with new ideas and striving to stay ahead of the curve.

A loss will shake your confidence, but it is essential that you recover your strength for the next game. You can improve your mental endurance through physical exercise, nutrition, and a willingness to learn from your mistakes while also putting them behind you.

### LEARN MORE

- Garry’s first World Championship match, against Anatoly Karpov in 1984, was scheduled to be played until one player won six games. After 27 games, the score was five wins for Karpov and 22 draws. Garry hung on to win game 32 and then draw another 14 games before winning games 47 and 48. The International Chess Federation chose that moment to abort the marathon match that ran from September 10, 1984 to February 8, 1985. After the scandal settled, a new match, limited to 24 games and starting at 0-0, was scheduled for later in the year.

27.

## MENTAL TOUGHNESS

- Karpov got an automatic rematch in 1986 only to lose again. He qualified to face Garry again in 1987 in Seville, Spain, in the most dramatic encounter yet. With the score tied after 22 of 24 games, and a drawn match meaning Garry would keep his title, Karpov won game 23 to take the lead. This meant game 24 was do-or-die for Garry, win or lose his title to his arch-enemy. He won the game to tie the match and retain the world title. Incredibly, Karpov would again qualify to challenge Garry in the next cycle, setting up their final World Championship match in 1990, their fifth in six years. It was another narrow victory for Garry. [Learn more about the match here.](#)
- Garry's 1984 World Championship match with Karpov took its toll on both players, with Karpov losing nearly 18 pounds before officials ended the match. Read some [original reporting](#) on the match and consider how important physical condition can be for peak mental performance.
- Maintaining healthy mental stamina isn't just important for your chess game, it will also help every aspect of your life in strategic and tactical ways. Learn how you can [build your mental toughness.](#)

27.

## NOTES

## CLOSING

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### CONGRATULATIONS

You've finished your MasterClass with Garry Kasparov!

Garry says that chess is a game of infinite possibilities, which means there are limitless ways to improve your game. This won't happen on its own, however. It requires study, self-awareness, and, most of all, lots of practice.

We want to make sure that your experience with Garry and your peers in the MasterClass community doesn't end when you finish watching the video chapters. Here are a few ways to stay in touch:

- Join the Garry Kasparov community in [The Hub](#) to connect with your peers
- Contribute to the lesson discussions after each video lesson and read what others have to say
- Submit an Office Hour question to Garry

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## NOTES

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## BONUS! SECRET NOVELTY

*"I think you realize that having [an] extra queen may not be a solution, but actually could be a part of a problem."*

—Garry Kasparov

### CHAPTER REVIEW

The foundation of Garry's success as a chess player is his craving for creativity at the board. As a bonus, Garry shares an opening novelty he developed in the King's Indian Defense in the Sämisch Variation. It's a surprising twist in a queen sacrifice line that has been played at the highest levels. A "novelty" or "theoretical novelty" is an important new move in a known opening position. It's intriguing to consider that nearly every chess game, from a world championship match to the first game between a parent and child, eventually reaches a position that has never been reached before.

Upon his queen sacrifice, Garry activates his knight. Instead of using the knight to capture a pawn (and restore some material balance), he moves to attack his opponent's rook, forcing his opponent to move the rook to safety, and effectively opening up the board for black to gain the strategic advantage.

It's important to consider that when you sacrifice material, you shouldn't necessarily rush to restore the material balance. Commit yourself to the spirit of the sacrifice, and use your superior activity to seek a decisive advantage.

### LEARN MORE

- Grandmaster Yasser Seirawan is a four-time US champion who became one of America's top international players in the post-Fischer era.
- Read Garry's [philosophy on making moves](#) that best suit your style of play.

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## NOTES

# RESOURCES



## GET INTO THE GAME

Home study, playing against your computer, and especially playing online are great, but there's no substitute for face-to-face, over-the-board chess both for fun and for learning. Your heart races, your concentration fully engages, and the moves and patterns engrave more deeply. Club and tournament play also bring you into a wonderful global community of chess players. You'll also get a rating to mark your progress.

Nearly every national chess federation's website maintains calendars of tournaments and club directories. For example, the [US Chess Federation's site](#) lists prominent clubs, upcoming national tournaments, and has [subdirectories for state events](#).

Playing online is a wonderful resource, just remember to follow Garry's maxim about not playing only blitz games if you're serious about improving. It's one thing for a Grandmaster to play a little blitz to stay sharp. For mere mortals, it's more entertainment than real training. Here are some of the most popular playing zones; your favorite search engine can help you find more. Try out a few to see which one is right for you before you subscribe. Many also offer online training programs and coaching. You can also watch professional events live, often with expert commentary.

[Chess.com](#)

[Internet Chess Club](#)

[Playchess.com](#)

[Chess24.com](#)

There are also dozens of great chess apps out there for every kind of phone and tablet. You can play against other people or against an engine, or download training positions to solve whenever you have a free moment. Some are designed especially for kids, like the adorable [MiniChess app](#) that Garry helped develop for a youth chess program first launched in South Africa.

## A LIFETIME OF LEARNING

If you prefer paper to pixels, chess has one of the broadest and deepest literatures of any sport or pastime. Your local bookstore and library will have a selection you can browse, and of course online booksellers and chess shops will have thousands of new and old books. These include training manuals on every phase of the game, tactics and endgame puzzles, and game collections of the greatest players, tournaments, and matches of the past and present.

Garry has written three acclaimed series of books that combine biography and history with very deep game analysis, including his own greatest games. The *My Great Predecessors* series is an in-depth examination of every world champion and other greats of the game. The *Modern Chess* series includes all of Garry's world championship matches and other games against Anatoly Karpov. The *Kasparov on Kasparov* series deeply annotates many dozens of Garry's best and most instructive games. You can read more about them on the [publisher's site](#).



# RESOURCES

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Below are a few classic chess books that Garry enjoyed and recommends. Make sure it's at your level by skimming a little first or reading the reviews. Subscribing to a print or digital chess magazine is another way to keep you supplied with fresh training material.

- *200 Open Games* by David Bronstein
- *Zurich International Chess Tournament, 1953* by David Bronstein
- *Endgame Manual* by Mark Dvoretsky
- *Lasker's Manual of Chess* by Dr. Emanuel Lasker
- *My 60 Memorable Games* by Bobby Fischer
- *The Life and Games of Mikhail Tal* by Mikhail Tal

Aside from game collections and instruction books, Garry recommends books that have very little text all, just diagram after diagram of positions to solve. Going through dozens, even hundreds, of tactical positions on a regular basis is a great way to build pattern recognition. They might also include endgame studies and composed checkmate puzzles that will help you sharpen your game. As mentioned, there are many mobile and PC apps that provide this type of training.

## THOSE WHO CAN, TEACH!

You don't have to be a world champion to teach chess. Teaching others is a great way to keep your own game sharp while sharing the Royal Game with others. There are plenty of resources out there for individual and classroom instruction. The Kasparov Chess Foundation, which promotes chess in education around the world, helped produce the [Step by Step series](#) that includes a Teacher's Manual, Exercises, and Activities aimed at teaching the game to kids.

# PRACTICE POSITION

## ANSWER KEY

### 3+4. Double Attack

- 1) 1...Qa5+ 2. Qd2 Qxg5 wins a bishop.
- 2) 1. e4 (double attack #1) Bxe4 2. Qa4+ (double attack #2) and 3. Qxe4 wins a bishop.
- 3) 1. Qg3 is a double attack, threatening checkmates with Qxg7 and Qxb8.
- 4) 1. Qh8+ Kxh8 2. Nxf7+ Kg7 3. Nxe5 and White has won a rook.
- 5) 1...Rxf2 2. Qxf2 g3 is a double attack (on the queen and threatening mate with ...Qh2).

### 5. Skewers

- 1) Qg2+, Qh1+, Rh5+, Bf3+, Bb3+
- 2) 1. h4 a4 2. h5 a3 3. h6 a2 4. h7 a1=Q 5. h8=Q+ skewers the king and queen.
- 3) 1. Rxe6 Kxe6 (1...Qxe6 2. Bc4 is a pin) 2. Bh3+ skewers the king and queen.
- 4) 1. Rh7 Kg8 2. f7+ Kf8 3. Rh8+ skewers the king and rook.

### 6. Discovered Attacks

- 1) 1. Bb5+ and White discovers an attack and wins the queen with Qxd4.
- 2) 1. Qxf8 Qxf8 2. c8=Q+ and White has won a rook.
- 3) 1. Qxf3+ 2. Kxf3 Bd4+ wins the white queen.
- 4) 1. Qe7+ Rf7 2. Rg6+ Kxg6 3. Qxc5

### 7. Pins

- 1) 1. Re1 (pinning the knight against the king) d5 2. f3 (piling on the pin)
- 2) 1. Rd8+ (taking advantage of the Nc6 being pinned) Kxd8 2. Qxe4 (and now the Nf6 is pinned)
- 3) 1. Rh8 wins the knight since 2. Ng3 Nxe3+ wins a piece -- both the Qg2 and pawn on h2 are pinned.
- 4) 1. c5 (an interference tactic, which is in a future chapter) dxc5 2. Rxd4 wins a knight since now the black c-pawn is pinned: 2... cxd4 3. Rxc8+

### 8. Deflection/Attraction

- 1) 1. Bh7+ (deflecting the king away from defending his rook) Kxh7 2. Rxf8
- 2) 1. Qe1+ (deflecting the black rook away from pinning the g2-pawn) Rxe1 2. g3#
- 3) 1...Qe1+ (deflecting the white queen off of the f-file) 2. Qxe1 Be3+ (deflecting her again, this time away from guarding f1) 3. Qxe3 Rf1#
- 4) 1. Rd7+ (deflecting the Bf6 off the 6th rank) Bxd7 2. Qf6+ Ke8 3. Qxh8+ -- White has won back the rook and, thanks to the skewer, will win a second rook on the next move.
- 5) 1...Nc1 2. Qa4 (guarding the mate on c2. If 2. Bxc1 Qxg1 because the white bishop has been deflected from protecting the rook. Now Black threatens mate with Qd4 and White is lost after 3. b5 Qe1+ 4. Bd2 Qe2 and White can't save the bishop.) and now two deflections both win. Either 2...Na2+ deflecting the queen away from c2 (3. Kb3 Bc2+ skewer). Or, harder to see but even better: 2...b5, again deflecting the queen away from c2. And if 3. cxb5 then 3...Qe2 forces mate since White can no longer create luft with b5 (an interference tactic, another MasterClass chapter).

### 9. Interference

- 1) 1. Rd8+ either deflects the black rook away from the queen's protection, or interferes with the back-rank protection after 1...Bxd8 2. Qe8#
- 2) 1...Nh3+ either wins the queen after 2. Qxh3 Bxh3 or mates after 2. g3 Qxh2# since the pawn interferes with the white queen's protection of h2. (If 2. Kh1 then 2...Qxh2# and this time the knight interferes).
- 3) 1...Re3 interferes with the white queen's protection of the knight. 2. fxe3 Qxf3 3. Qd2 fxe3 (3...fxg3 also wins equally fast) 4. Qc2 e2 interferes again, this time blocking the protection on g2. Black's ...Qg2# is coming.
- 4) 1...Nc3 double attacks the Rb1 and Bd1, and after 2. Bb3 (forced) Bxb3 (2...Nxb1 3. Bxe6+ saves White) 3. Rxb3 Nd1+ interferes with the rook's protection of the Nc1.

# PRACTICE POSITION

## ANSWER KEY

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### 10. Overload

- 1) The rook on c8 is overloaded guarding the bishop and the back rank, so 1. Qxc5 Rxc5 2. Re8#
- 2) The rook on g8 is guarding mates on f8 and g7, so 1. Qf8+ Rxf8 2. Bg7#
- 3) The rook on a8 is guarding the pawn on a6 and the d8-square, so 1. Rxa6 Rxa6 (1...Qxa6 2. Qd7#) 2. Qd8#
- 4) The rook on f8 is guarding the pawn on f7 and the back rank. Also, the bishop on e7 is guarding the rook and the back rank, so 1. Rd8 Rxd8 (1...Bxd8 2. Qxf8#) 2. Nxf7#
- 5) Kasparov played 1. Ra7 and now there are several overloaded pieces. If 1...Rd6, then that rook is guarding both the pawn on a6 and is responsible for answering 2. Kb2 with 2...Qd4, trading queens to prevent 3. Qb3#. So after 1...Rd6 then 2. Rxa6+ Rxa6 3. Kb2 and Black must give away much material to prevent 4. Qb3+ Qxb3 5. cxb3#. In the game, after 1. Ra7 Black played 1...Bb7 but now the queen is overloaded, guarding the bishop and the mate on b3, so 2. Rxb7 wins a piece since 2...Qxb7 3. Qb3#.

### 11. Winning Trades

- 1) 1. Qxf6+ Qxf6 2. Rxb6+ Ke7 3. Rxf6 Kxf6 4. b6 and the pawn queens. Note that you cannot begin with 1. Rxb6+ since at the end, Black's king will catch the pawn.
- 2) White is better but by far the easiest finish is 1. Qh6, threatening both Qf8# and Qxe6. After 1...Qf7 then 2. Qf6+ trades queens, and White's a-pawn promotes.
- 3) Black's small lead in material isn't easy to win with, until Bobby Fischer found 1...Rxc3+ 2. bxc3 Rxe5+ 3. Kf2 Rxe1 4. Kxe1 Kd5 5. Kc2 Kc4 6. Kc2 and Black wins due to the outside passed pawn he can create on the a-file.
- 4) White's pieces are jumbled, but the winning trade is to get rid of the extra bishop. 1. Rg7+ Kxh8 2. Rh7+ Kg8 3. g7 and if 3...Kxh7 4. gxf8=Q or if the rook moves anywhere, for example 3...Re8, then 4. Rh8+ skewers the king and rook.
- 5) Kasparov found the winning trade 1. Bxf6 gxf6 2. Rd1. Black resigned since the point

is 2...Rxd1 3. Kxd1 and White can make a passed pawn on the kingside. If 3...Kd6 4. g5 fxe5 5. fxe5 Ke7 6. gxe6 Kf8, then White makes a passed pawn with his three versus two on the queenside, and Black can't stop both white passed pawns with a lone king.

### 12-14. Endgames

- 1) Kasparov was up material but needed to use zugzwang to break through White's fortress. 1...Bg2 2. Rh2 Rg3 and White has no good moves since 3. Kh5 Rxh3+ is winning for Black.
- 2) Proving that tactics also occur in the endgame, Kasparov played 1. f6, with a discovered attack on the rook. Black played some checks and lost due to the powerful protected passed pawn on g7. The point was 1...Rxh5 loses to 2. Rc8+ Kh7 3. g8=Q#.
- 3) Showing the importance of the active king, Kasparov played 1. Kb5 f4 2. Ka6 Ke7 3. Kb7 (continuing his invasion instead of prematurely grabbing the b-pawn and giving up the f3 pawn too soon. Black is out of moves.). Then White won the b-pawn and his a-pawn was too strong.
- 4) Black can win with active moves, but zugzwang is again the key. Kasparov chose 1...Kh7 (other king moves are fine too) and White only has losing moves. For example: moving the knight allows 2...Rf2+; moving the bishop either hangs the knight or after 2. Bf1 Rxf1; moving the queen hangs the queen or the bishop. Finally, moving the king with 2. Kh2 allows 2...Rd8 and when the knight moves 3...Rd2 is winning.
- 5) Kasparov was gradually breaking down the fortress, and now the win is 1...g5 2. hxe5 hxe5 3. fxe5 Rxe5. White can't prevent the idea of piling on the pin with ...f5 and ...f4, except if he moves the king to h2, but then Black invades with ...Kf2, winning the pawn anyway.
- 6) Kasparov's active king wins again after 1... Ke5 2. d6 Re6+ 3. Kd7 (3. Kf7 Rxd6 4. Rg1 Rd2 wins for Black) 3...Rxd6+ takes advantage of the overworked rook.

# PRACTICE POSITION

## ANSWER KEY

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- 7) Kasparov had again been breaking down the fortress, and on his 102nd move played 1. Ke7 (1. Be5 first also wins), when Black resigned in view of Rc8+ and Be5 ideas. One way the game could have played out would be 1. Ke7 Ng7 2. Rc8+ Kh7 3. Kf6 Nh5+ 4. Kf7 Ba2+ 5. Kf8 and then finally White executes his plan of attacking on the dark squares. 5...Ng7 fails to the pin 6. Rc7.
- 8) Kasparov won after 1...c2 and if 2. Rc3 Rc5 is by far the easiest. The 2...Ra3 pin also wins, but there's some work left to win after 3. Rxa3 c1=Q. Instead, after 2...Rc5, then 3. Rxc5+ Kxc5 4. a7 c1=Q 5. a8=Q Qh1+ skewers the king and queen.





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