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1.e4 Bobby Fischer's favorite opening move. Opening with a center pawn. Controlling e4 and d5, and developing the bishop and queen. **c5** The Sicilian Defense. One of the two sharpest moves against 1. e4. This is also only one of two moves that prevents white from getting a pawn center with 2.d4 **2.Nf3** Develops a piece. knights before bishops, controls two center squares (e5 and d4), gets white closer to castling and attacks a pawn! The best move on the board! **d6** Completely normal in the Sicilian. Takes control of the e5 square so that black can play Nf6 without being pushed on by the white e pawn and develops the light squared bishop. **3.d4** The most aggressive and common move here in the sicilian. Challenges the center and opens lines for the bishop and queen. **cx d4** The best move. **4.Nxd4** Of course better than taking with the queen. Now the knight is aggressively placed. Black can kick the knight with 4. ...e5, but then black will be stuck with a backwards d pawn. **Nf6** Developing a piece with a threat and controlling the center. **5.Nc3** Developing a piece, controlling the center, and defending the e4 pawn. **a6** Common in the Sicilian. Takes possession of the b5 square (white has three different pieces eyeballing that square), prepares a possible pawn storm starting with b5, and enables black to play Nc6 without the annoying Bb5 pin. **6.Bc4** Developing the bishop, controlling the center square d5, biting down on the weak square f7, and preparing white for castling. Remember the best opening moves achieve multiple objectives! **e6** Takes the pressure off of Alfred. Puts important counter pressure on the square d5, and makes a square for the dark squared bishop. **7.0-0** Castle often castle early. **b5** Usually it is not a good idea to do pawn moves in the opening, but remember, the rule is pawn moves with no purpose. 7. ...b5 attack the

bishop and forces an answer, and prepares an attack on the queen side. **8.Bb3** The most aggressive choice. Play like a tiger whenever possible. **b4** A sharp move that attacks the knight that protects a center pawn. Fischer will have to move the knight to a worse square, and when he does, black will be able to take the pawn. **9.Nb1** An awkward move, but Fischer had no better. **Bd7** Black should have taken the e pawn...an important center pawn. Why didn't he take it? He was probably afraid of opening the e-file with his king still in the center...but taking the pawn is probably more than playable. **10.Be3** Still daring black to take the pawn! **Nc6** What a chicken. **11.f3** Fischer now takes the offer away. **Be7** Developing a piece and preparing to castle. A wise intention. **12.c3** Fischer wants to develop his knight to its most potent square...c3. To facilitate this, he offers a pawn trade. **bx c3** Accepting the trade. **13.Nxc6** An in-between move. **Bxc6** **14.Nxc3** Now all of Fischer's minor pieces have been developed to powerful squares. Now to finish his development he must position his major pieces...that is his rooks and queen. **0-0** Castling is a good idea. **15.Rc1** Developing the rook to its most effective position...on the open file. **Qb8?** Black would have been better off with more normal moves like 15. ...Rc8 challenging the open file, or 15. ...d5 breaking apart white's powerful pawn structure. **16.Nd5** Takes advantage of the queen's bad positioning. **ex d5** **17.Rxc6** **dx e4** **18.fxe4** Notice when white recaptures he opens the f file. Now both of white's rooks are activated and applying pressure. **Qb5** Trying to get his queen into play while attacking the rook on c6. **19.Rb6** Defending the rook with TEMPO. **Qe5** Seems like a good square...centralized queen...attacking the e4 pawn...but black will not stay there long. **20.Bd4** Asking the enemy queen to leave. Do you see why black can not play 20. Qxe4? Do not play forward until you see why. **Qg5** If black would have played 20.Qxe4, he would have been SKEWERED with Rc1. **21.Qf3** Transplanting the queen to a more aggressive position. **Nd7** Offering the f7 pawn but with

