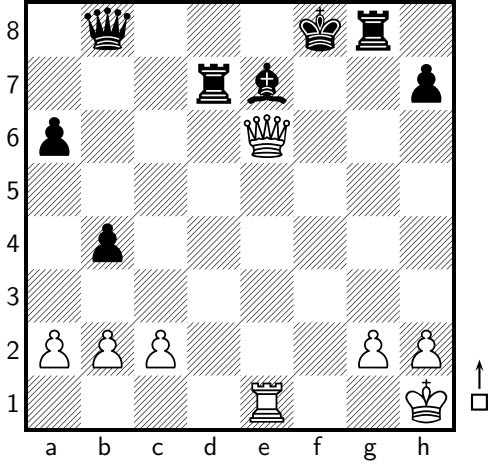


Example of the LaTeX-input and output of an annotated chess game using **skak.sty**

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Fischer–Tal after 25... ♔f8!

26 ♙×d7

Not 26 ♜f1+ ♔g7 27 ♜f7+ ♔h8 and if
28 ♙×d7 ♜d8 29 ♙g4 ♙e5 wins.

26 ... ♙d6
27 ♙b7 ♜g6

Within a handful of moves the game has
changed its complexion.
Now it is White who must fight for a draw!

28 c3

Black's extra piece means less with each pawn
that's exchanged.

28 ... a5

On 28... bxc3 29 ♙c8+ ♔d8 30 ♙×c3=.

```

1 \fenboard{1q3kr1/3rb2p/p3Q3/8/1p6/8/%
2 PPP3PP/4R2K w -- 0 26}
3
4
5 $$\showboard$$
6
7 Fischer--Tal after \movecomment{25... Kf8!}
8
9 \mainline{26. Qxd7}
10
11 Not \variation{26. Rf1+ Kg7 27. Rf7+ Kh8} and if
12 \continuevariationcurrent{28. Qxd7 Rd8 29. Qg4 Qe5} wins.
13
14 \mainline{26...Qd6 27. Qb7 Rg6}
15 Within a handful of moves the game has changed its complexion
16 Now it is White who must fight for a draw!
17
18 \mainline{28. c3}
19 Black's extra piece means less with each pawn that's exchanged
20
21 \mainline{28...a5}
22 On \variation{28...bxc3 29. Qc8+ Bd8 30. Qxc3}=.
```

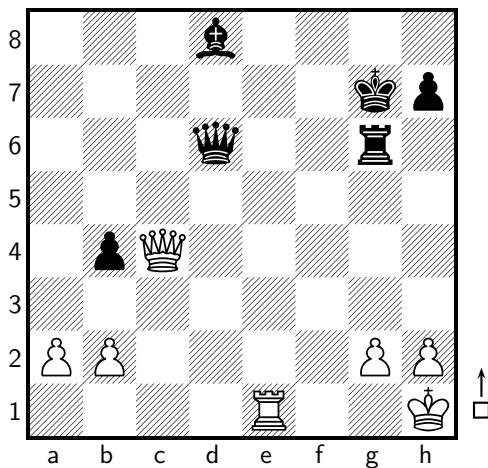
29 ♔c8+

On the wrong track. Right is 29 cxb4 ♕xb4 (if 29... axb4 30 a3! bxa3 31 bxa3 ♕xa3 draws)

♕f3+ ♔g7 ♕e2 draws, since Black can't possibly build up a winning K-side attack and his own king is to exposed.

29	...	♔g7
30	♕c4	♔d8
31	cxb4	axb4

On 31... ♕xb4 32 ♕e2
White should draw with best play.



```

1
2 \storegame{mainline}
3 \mainline{29. Qc8+}
4 On the wrong track. Right is \variation{29. cxb4 Qxb4}
5 (if
6 \continuevariation {29... axb4 30. a3! bxa3 31. bxa3 Qxa3}
7 draws)
7 \restoregame{mainline} \hidemoves{29. cxb4 Qxb4}
8 \variationcurrent{30. Qf3+ Kg7 31. Qe2} draws,
9 since Black can't possibly build up a winning K-side
10 attack and his own king is to exposed.
11
12 \restoregame{mainline} \hidemoves{29. Qc8+}
13
14 \mainline {29...Kg7 30. Qc4 Bd8 31. cxb4 axb4}
15 On \variation {31... Qxb4 32. Qe2}
16 White should draw with best play.
17 $$\showboard$$

```