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

Torben Hoffmann

January 8, 2018

\begin{fenboard}
1q3kr1/3rb2p/p3Q3/8/1p6/8/
\end{fenboard}

\begin{showboard}
\hline
\begin{mainline}
26. Qxd7 \\
Not 26 Rf1 + Kg7 27 Rf7 + Kh8 and if 28 Bxd7 Bd8 29 Bg4 Be5 wins.
\end{mainline}
\begin{mainline}
26 ... Bd6 27 Bb7 Bg6
\end{mainline}
\within
\begin{mainline}
28 c3
\end{mainline}
\be
\begin{mainline}
28 ... a5
\end{mainline}
\ont 28... bxc3 29 e8+ d8 30 Bxc3=.
\end{showboard}

Fischer–Tal after 25... Kf8!

26 Qxd7

Not 26 Rf1 + Kg7 27 Rf7 + Kh8 and if 28 Bxd7 Bd8 29 Bg4 Be5 wins.

26 ... Bd6 27 Bb7 Bg6

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 e8+ d8 30 Bxc3=.
29 \texttt{Qc8+}

On the wrong track. Right is 29 \texttt{cxb4 Qxb4} (if 29...\texttt{axb4 30 a3! bxa3 31 bxa3 Qxa3} draws)
30 \texttt{Qf3+ Kg7 31 e2} draws, since Black can’t possibly build up a winning K-side
attack and his own king is to exposed.

\begin{tabular}{|c|c|}
\hline
29 & ... \texttt{Kg7} \\
30 & \texttt{Qc4 Bd8} \\
31 & \texttt{cxb4 axb4} \\
\hline
\end{tabular}

On 31...\texttt{Qxb4 32 Qe2} White should draw with best play.