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

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June 5, 2002

1 The Input

```
\fenboard{1q3kr1/3rb2p/p3Q3/8/%
1p6/8/PPP3PP/4R2K w - - 0 26}

\begin{figure}[htbp]
  \begin{center}
    $$\showboard$$
    \caption{Fischer--Tal after
      \protect\variation{25... Kf8!}}
    \label{fig:after-25...Kf8}
  \end{center}
\end{figure}


(See figure~\ref{fig:after-25...Kf8}.)

\mainline{26. Qxd7}

Not \variation{26. Rf1+ Kg7 27. Rf7+
Kh8}
and if \variation{28. Qxd7 Rd8 29. Qg4
Qe5}
wins.


\mainline{26...Qd6 27. Qb7 Rg6}
Within a handful of moves the game
has changed its complexion. Now it
is White who must fight for a draw!

\mainline{28. c3}
Black's extra piece means less with
each pawn that's exchanged.

\mainline{28...a5}
On \variation{28...bxc3 29. Qc8+ Bd8
30. Qxc3}=.


\mainline{29. Qc8+}
On the wrong track. Right is
\variation{29. cxb4 Qxb4} (if
\variation{29... axb4 30. a3! bxa3
31. bxa3 Qxa3} draws)
\variation{30. Qf3+ Kg7 31. Qe2} draws,
since Black can't possibly build up a
winning K-side attack and his own
king is to exposed.

\mainline{29...Kg7 30. Qc4 Bd8
31. cxb4 axb4}
On \variation{31... Qxb4 32. Qe2}
White should draw with best play.
$$\showboard$$
```

2 The Output

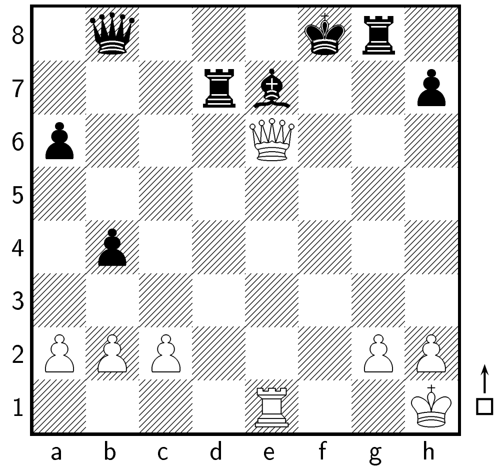

Figure 1: Fischer–Tal after 25. . . ♔f8!

(See figure 1.)

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. . . b×c3 29 ♕c8† ♗d8 30 ♕×c3=.

29 ♕c8†

On the wrong track. Right is 29 c×b4 ♕×b4 (if 29. . . a×b4 30 a3! b×a3 31 b×a3 ♕×a3 draws) 30 ♕f3† ♔g7 31 ♕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 c×b4 a×b4

On 31. . . ♕×b4 32 ♕e2 White should draw with best play.