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

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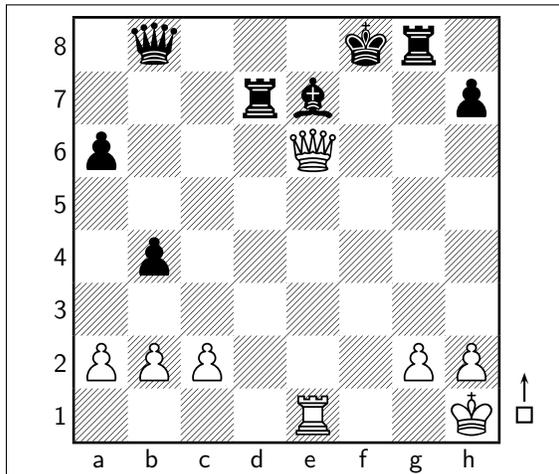
Fischer–Tal after 25... ♔f8!

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. . . b×c3 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 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.
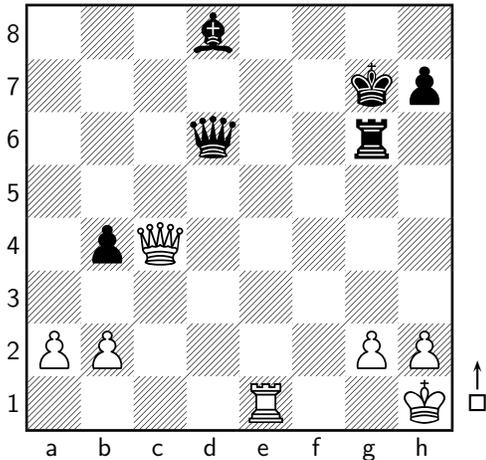
1

2 \storegame{mainline}

3 \mainline{29. Qc8+}

4 On the wrong track. Right is \variation{29. cxb4 Qxb4}
  (if

5 \continuevariation {29... axb4 30. a3! bxa3 31. bxa3 Qxa3}

6 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 $$\showboard$$