



CHESS IN SCHOOLS



BOOK 2



INDEX

Chapter I (Mate with Two Rooks)	1-4
Chapter II (Mate with King and Queen against King)	5-7
Chapter III (Zugzwang)	8-9
Chapter IV (Checkmate with King and Rook against lone King)	10-11
Chapter V (Fork)	12-16
Chapter VI (Pin)	17-22
Chapter VII (Skewer)	23-25
Chapter VIII (Discovered attack)	26-28
Chapter IX (Double attack)	29-32
Chapter X (Discovered check)	33-34
Chapter XI (Double check)	35-38
Chapter XII (Removing the Guard)	39-40
Chapter XIII (Perpetual Check)	41-44

Chapter XIV (Insufficient Material To Win)	45-49
Chapter XV (Basic King and Pawn Endgame)	50-63
Chapter XVI (Activity of Pieces)	64-68
Chapter XVII (Central Control)	69-72
Chapter XVIII (Introduction to the Openings)	73-156
Chapter XIX (Some instructive End Games)	157-164
Chapter XX (Illustrative Games)	165-173

Chapter I

Mate With Two Rooks

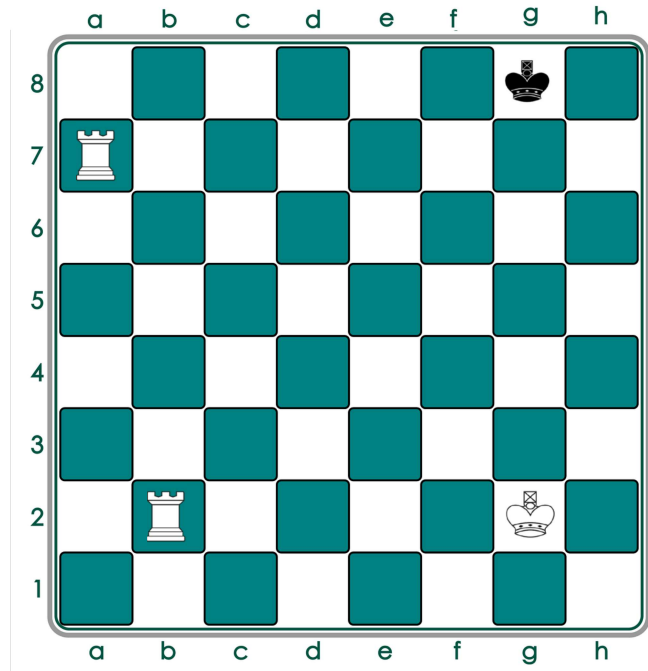


Diagram 1

While mating with a lone Rook or even a lone Queen, the King has to assist in delivering checkmate. However, a pair of Rooks can deliver checkmate without any assistance from the King. The Rook on a7 prevents the Black King from coming to the second rank (rank 7). Therefore when the other Rook gives a check from the eighth rank, the Black King cannot escape. **1.Rb8#** Such a mate with two Rooks is possible when the enemy King is in ranks 1 or 8 or in the a or h-file. In other words, mate with two Rooks is possible when the enemy is on the edge of the board.

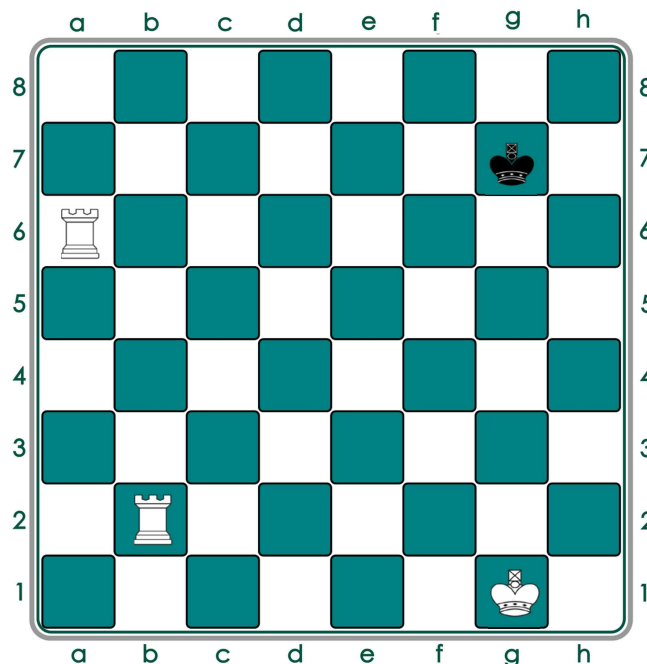


Diagram 2

Here White can force checkmate in two moves.

1.Rb7+

Driving the Black King to the edge of the board. The Rook on 'a6' "cuts off" the Black King and prevents it from moving towards the middle of the board. **1...Kf8**

2.Ra8# Checkmate.

The Black King is unable to come to the second rank because of the Rook on 'b7' 2.Rb8+ is pointless, as the King can escape to the second rank.

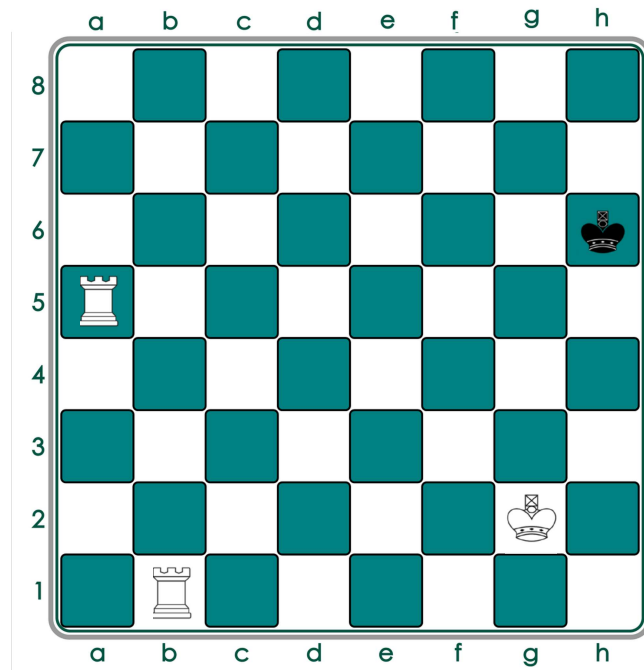


Diagram 3

Here the Black King has more freedom than in the previous example, but the two Rooks will soon push the King to the edge of the board.

1.Rb6+ Forcing the Black King to retreat **1...Kg7** **2.Ra7+** and forcing it to move to the edge of the board **2...Kf8** **3.Rb8#** The King is trapped on the 'back rank' and checkmated. The reader should note the process of driving the King to the edge of the board. One Rook should prevent the King from moving towards the center, while the other Rook would force it further towards the edge by giving a check.

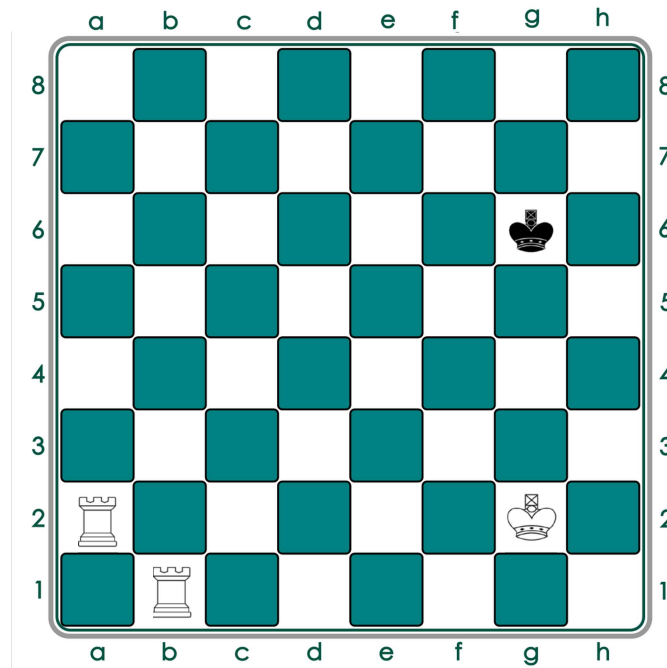


Diagram 4

The first step is to 'cut off' the Black King.

1.Rb5!

The Black King is now restricted to three ranks. It cannot come up to rank 5, Which is Black's fourth rank. **1.Ra5!** works equally well **1...Kf6 2.Ra6+** Driving back the Black King using the technique which we are now familiar with. **2...Ke7 3.Rb7+ Kd8 4.Ra8#**

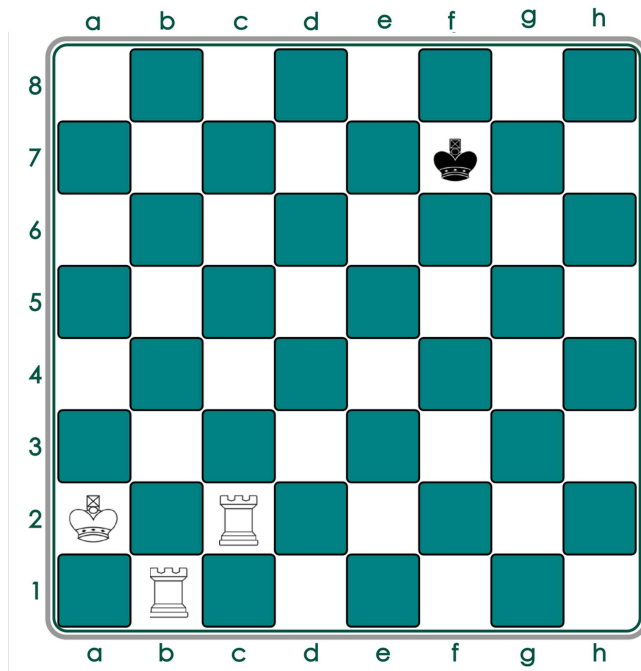


Diagram 5

The same procedure can be use to checkmate along the files. **1.Re2 Kf6 2.Rf1+ Kg5 3.Rg2+ Kh4 4.Rh1#**

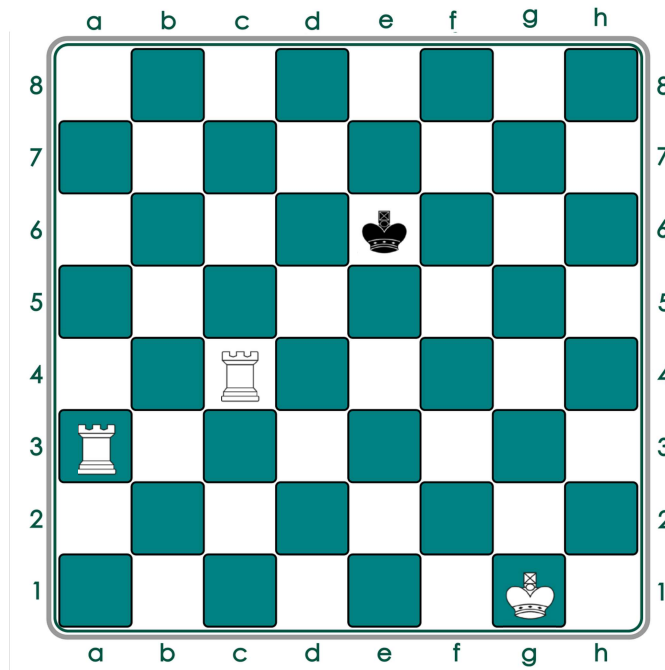


Diagram 6

1.Ra5 This cuts off the Black King. **1...Kd6** The Black King interferes with the standard mating plan by preventing **1...Rc6+** **2.Rh4!** moving the Rook far away from the enemy King But not **2.Rc6+** **Kxc6** loses the Rook. **2...Kc6** **3.Rh6+** **Kb7** preventing (**Ra7+** **4.Rg5!**) The other Rook also moves far from the Black King. Now White can carry out his mating plan without interference. **4...Kc8** **5.Rg7** **Kd8** **6.Rh8#**

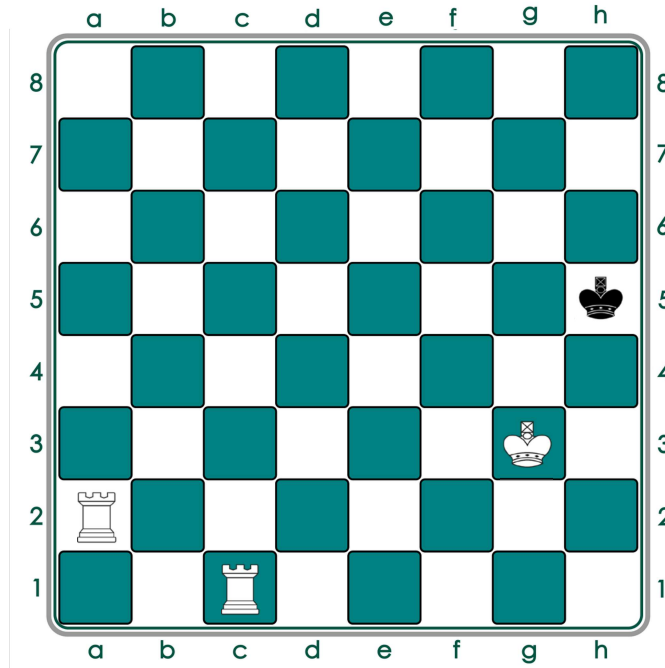
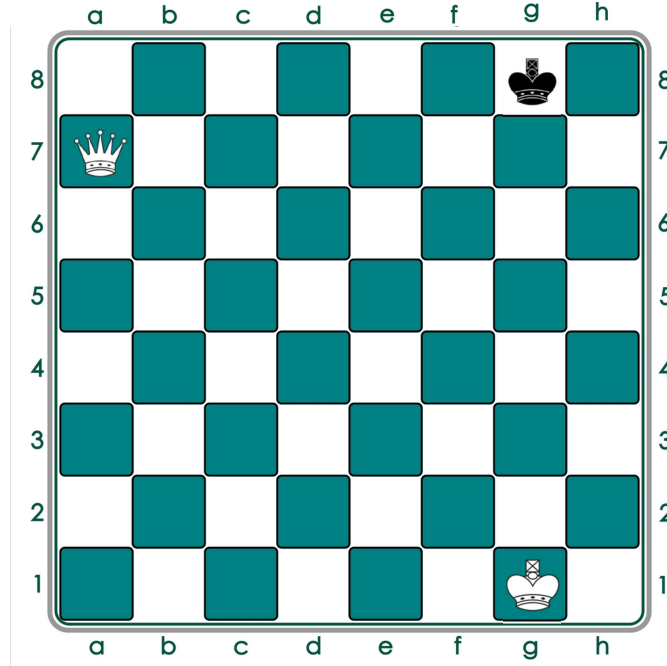


Diagram 7

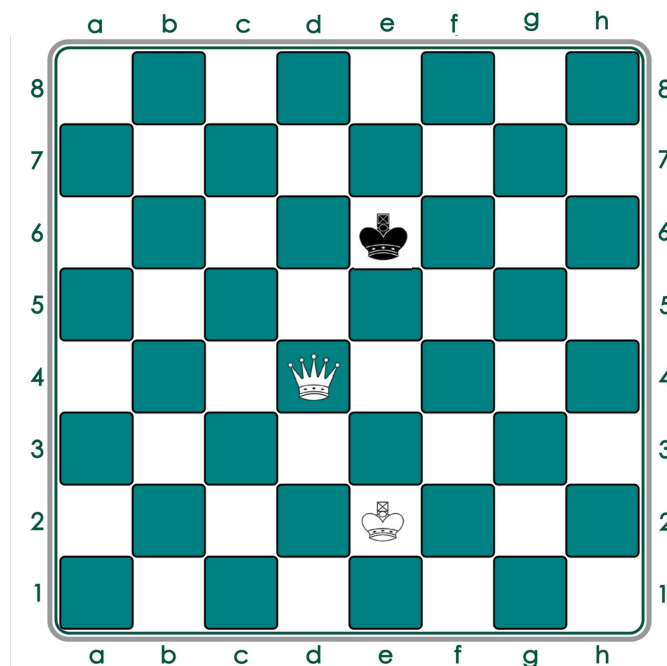
Two Rooks can checkmate a lone King in the center of the board with the assistance of their own King **1.Rc6!** (cutting off the King's retreat. Equally good is **1.Ra6!**) **1...Kg5** **2.Ra5#** The White King controls the 'f4', 'g4' and 'h4' squares.

Chapter II

Mate with King and Queen against King



In positions with K+Q vs K, checkmating is relatively easy but the Queen alone will not be able to checkmate. Therefore the King has to come to the Queen's aid for checkmating the opposing King **1.Kg2!** [The Black King is restricted to the back rank and 1.Qe7 leaves the Black King with just two squares to ply on. However after Kh8 further restriction is not possible as 2.Qf7?? stalemates Black and the game ends in a draw. Therefore White should bring the King to assist the Queen] **1...Kf8 2.Kf3 Ke8 3.Ke4 Kf8 4.Kf5** The White King closes in on its Black counterpart. **4...Kg8 [4...Ke8 5.Ke6 Kd8 6.Qd7# or 6.Qb8#] 5.Kg6 Kf8 6.Qf7#** The Queen has delivered checkmate with the support of the White King.



1.Kf3 Ke7 [1...Kf5 2.Qd6 Pushing the King to the right edge of the board i.e. bringing the Black King closer to the White King Kg5 3.Qe6 Kh5 (3...Kh4 4.Qg4#) 4.Kf4 Kh4 5.Qg4# or 5.Qh6#] 2.Kf4 Ke6 3.Kg5 Ke7 4.Qd5 Kf8 [4...Ke8 5.Kf6 Kf8 6.Qd8# or 6.Qf7#] 5.Kf6 Ke8 6.Qd4 [6.Qd6?? Stalemate again!] 6... Kf8 7.Qd8#

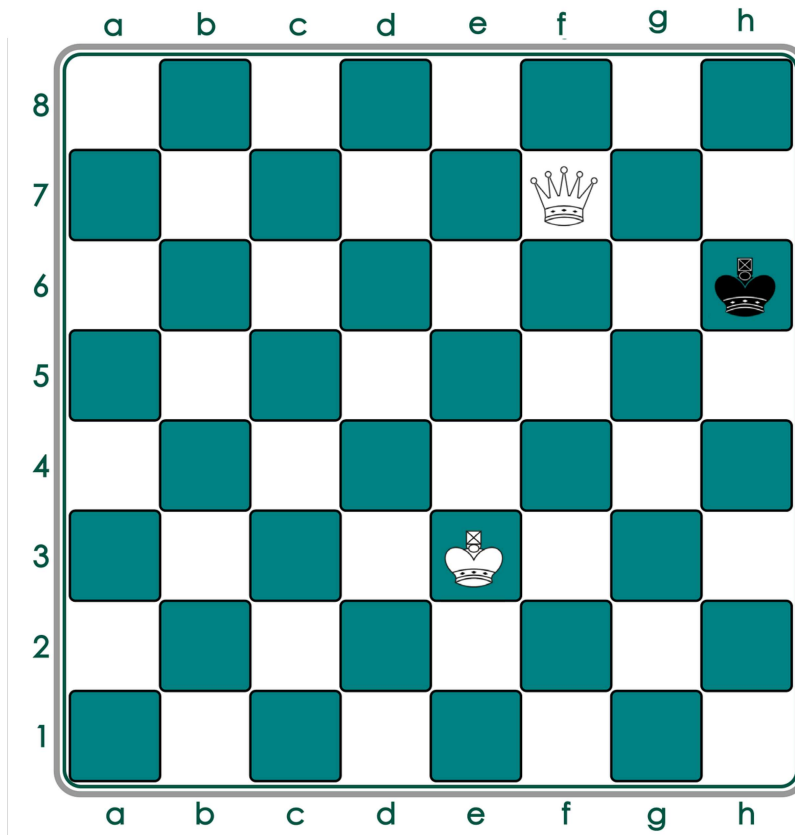


Diagram 10

1.Qg8 [1.Kf4?? is a draw due to stalemate] 1...Kh5 2.Kf4 Kh4 3.Qg4# or 3.Qh7# or 3.Qh8#

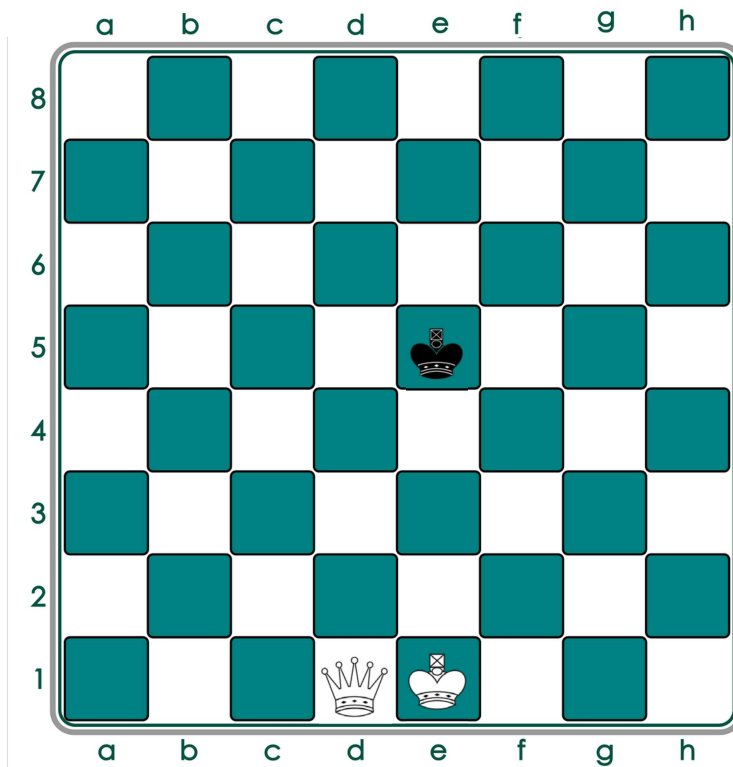


Diagram 11

The simplest method is to push the King at the edge of the board by using the Queen itself. Once the King is on the edge of the board the King can come to the Queen's aid to checkmate the opposition King. This often take more moves but is a surefire and simple way to deliver checkmate. However the reader must be alert to the possibility of stalemate once the Black King is pushed to the edge of the board and take precautions to avoid it. **1.Qg4** The brute force method! **1...Kd5 2.Qf4 Ke6** [**2...Kc5 3.Qe4 Kb5 4.Qd4 Ka5 5.Qb2** Now that the Black King is restricted to the edge of the board the White King is ready to join the Queen in the final assault.] **3.Qg5 Kf7 4.Qh6 Ke7 5.Qg6 Kd7 6.Qf6 Kc7 7.Qe6 Kb7 8.Qd6 Ka7 9.Qb4 Ka8 10.Ke2** [But not **10.Qb6??** when we have a familiar stalemate] **10...Ka7 11.Kd3 Ka6 12.Kc4 Ka7 13.Kc5 Ka8 14.Kc6 Ka7 15.Qb7#**

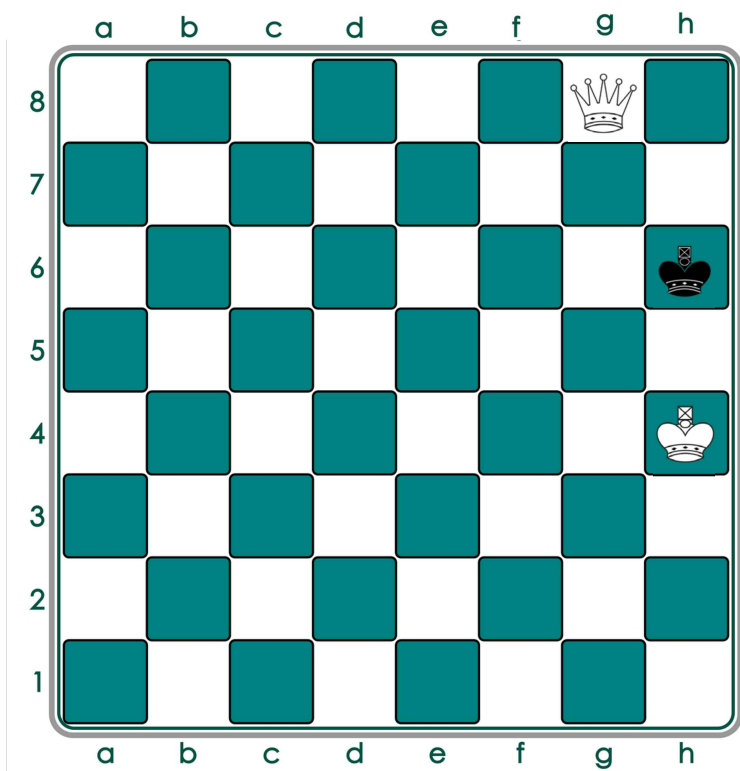


Diagram 12

There are several checkmating patterns with Queen and King. Learning them will help the readers to familiarize themselves by trying out various moves. The immediately obvious tries like **1. Qf7??** and **1. Kg4??** result in stalemate. However there are many other possibilities which win quickly. **1.Qg5+** [**1.Kg3 Kh5 2.Kf4 Kh6 3.Kf5 Kh5 4.Qh7# 4.Qh8#** or **4.Qg5#** another way can be **1.Qg4 Kh7 2.Kh5 Kh8 3.Kg6 Kg8 4.Qc8#**] **1...Kh7 2.Kh5 Kh8 3.Kg6** [**3.Kh6??** is bad. You know why!] **3...Kg8 4.Qd8#**

Chapter III

Zugzwang

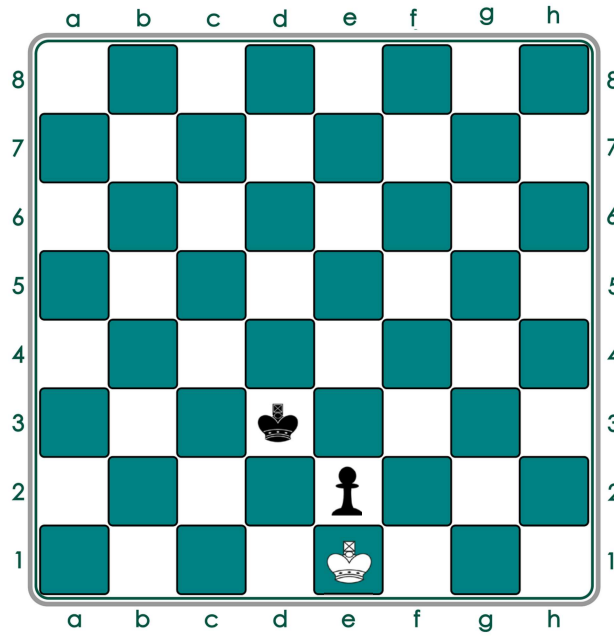


Diagram 13

Zugzwang is a German term that literally means ‘compulsion to move’. In Chess the term Zugzwang is used when the compulsion to move results in a clear disadvantage. It refers to a situation where a player would be better off if it were not his turn to play. However in Chess, saying “PASS” is not an option! Here is a typical example. With tuned to move, White is in a Zugzwang. **1.Kf2** This is the only legal move but it allows the Black King to invade further. **1...Kd2** Black promotes his Pawn to a Queen and forces a checkmate in a few moves. One important aspect of Zugzwang is that the player who is in Zugzwang does not face any direct threat otherwise, but ends up with a disadvantage only due to compulsion to play.

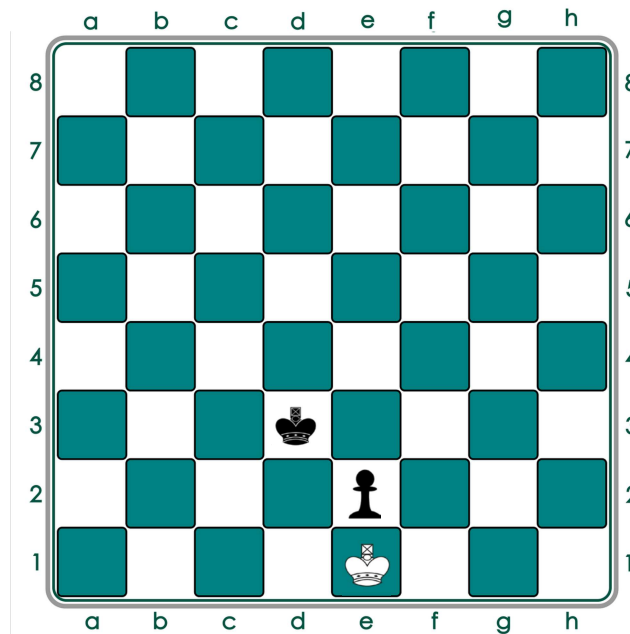


Diagram 14

This is the same position as the previous one, but this time it is **Black's turn to move**.

1...Ke3 Any other move by Black would allow White to draw by capturing the Black Pawn. The text saves the Pawn but does not improve the result for Black as the game ends in a draw due to stalemate. Thus the position (diagram 13 and 14) is a 'mutual Zugzwang'.

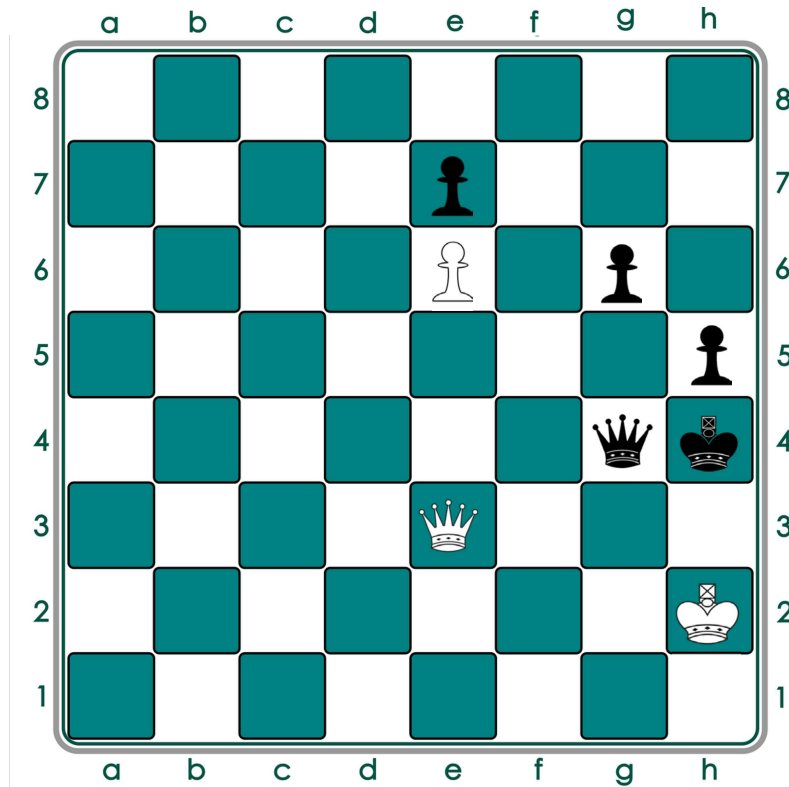


Diagram 15

It's Black to move here and Black is in Zugzwang! Any move that Black makes leads to a forced win for White. Black loses the game only due to compulsion to make a move. It is interesting to note that if it had been White's turn to play, Black would have won the game easily with his two extra Pawns.

1...g5 [1...Qg5 allows 2.Qh3#; 1...Qd1 allows 2.Qg3#; 1...Qf5, too allows 2.Qg3#]
2.Qf2+ [2.Qe1+ Also works.] **2...Qg3+ 3.Qxg3#**

Chapter IV

Checkmate with King and Rook against lone King

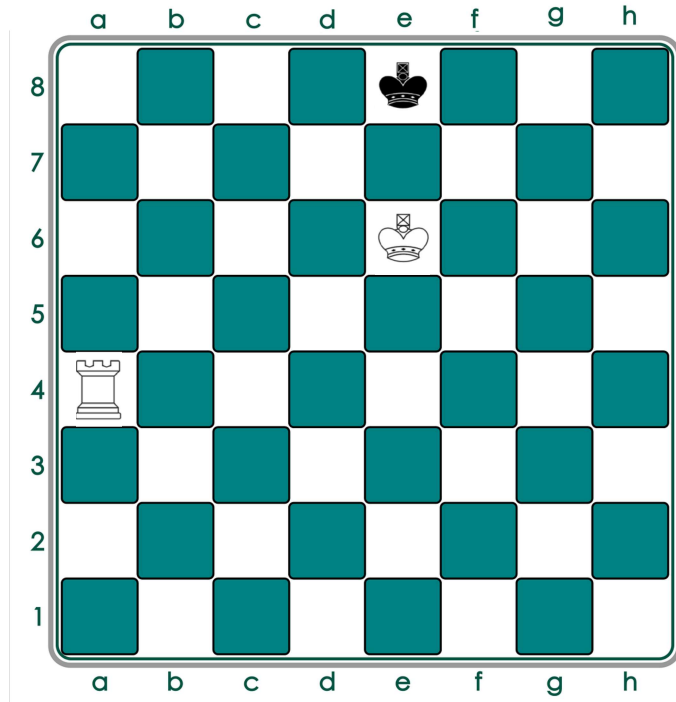


Diagram 16

Now that we are familiar with checkmate by two Rooks, let us learn how to checkmate with a single Rook. A Rook requires the aid of the King to deliver checkmate just as the Queen does. While studying the checkmate with two Rooks, we learnt that one Rook gives the decisive check and the task of the other one is to block the flight squares in the second rank. When there is a single Rook on the board, the task of blocking the flight squares is taken over by the King.

1.Ra8# The reader should note that Black has three escape squares d7-e7-f7 but all of them have been controlled by the White King.

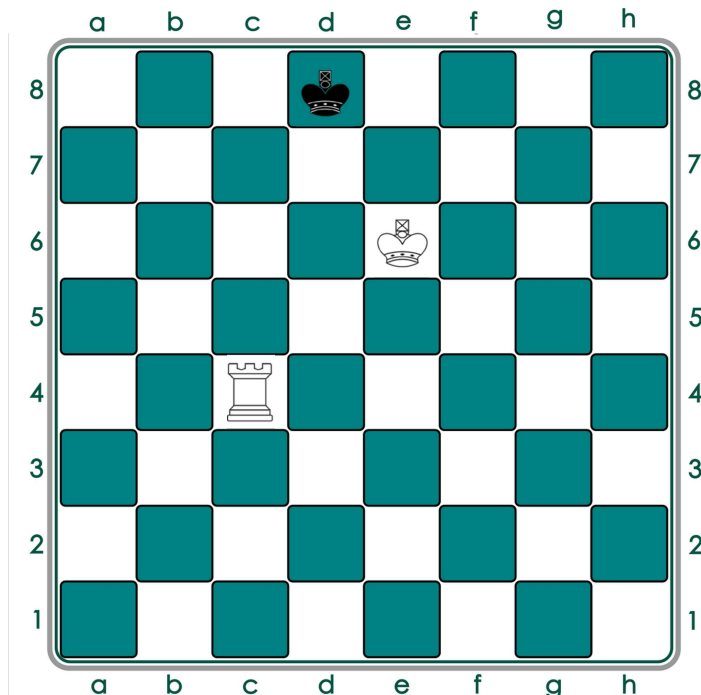


Diagram 17

White has no way to checkmate by direct threats or attack. Yet the possibility of putting his opponent in Zugzwang forces checkmate in two moves. **1.Rc5** or any other Rook move along the 'c' file except to 'c7' or 'c8' would lead to the same checkmate. **1...Ke8 2.Rc8#**

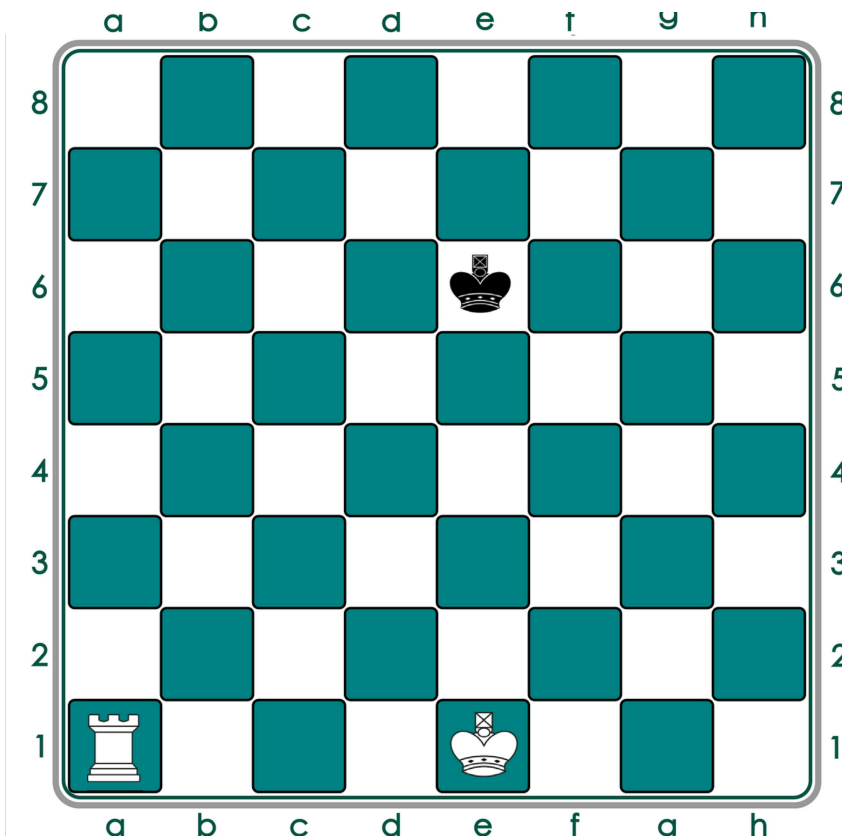


Diagram 18

The first step is to restrict the mobility of the Black King is **1.Ra5!** Now the Black King is confined to the bottom three ranks. It will be driven further behind with a Rook check, but first the White King must join the attack and prevent the Black King from moving up the board. **1...Kd6 2.Kd2 Kc6 3.Kc3 Kb6 4.Rh5** Rook moves far away from the Black King to prevent immediate attack, simplifying the mating process. [**4.Rd5** Is the quickest way to checkmate but is slightly more complex than the text.] **4...Kc6 5.Kd4 Kd6** [**5...Kb6 6.Rc5 Ka6 7.Kd5 Kb6 8.Kd6 Kb7 (8...Ka6 9.Kc7 Ka7) 9.Rb5+ Ka6 10.Kc6 Ka7 11.Kc7 Ka6 12.Rc5 Ka7 13.Ra5#**] **6.Rh6+** The first task is complete. Black King is now pushed back to the last two ranks. **6...Kd7 7.Ke5 Kc7** [**7...Ke7** allows **8.Rh7+** when the King is pushed to the edge.] **8.Kd5 Kb7 9.Kc5 Kc7** [**9...Ka7 10.Rb6 Ka8 11.Kc6 Ka7 12.Kc7 Ka8 13.Ra6#**] **10.Rh7+ Kd8 11.Kd6 Ke8 12.Ra7 Kf8 13.Ke6 Kg8 14.Kf6 Kh8 15.Kg6 Kg8 16.Ra8#** The task has been accomplished.

Chapter V

Fork

The tactical motif of attacking two or more of the opponent's chessmen with a

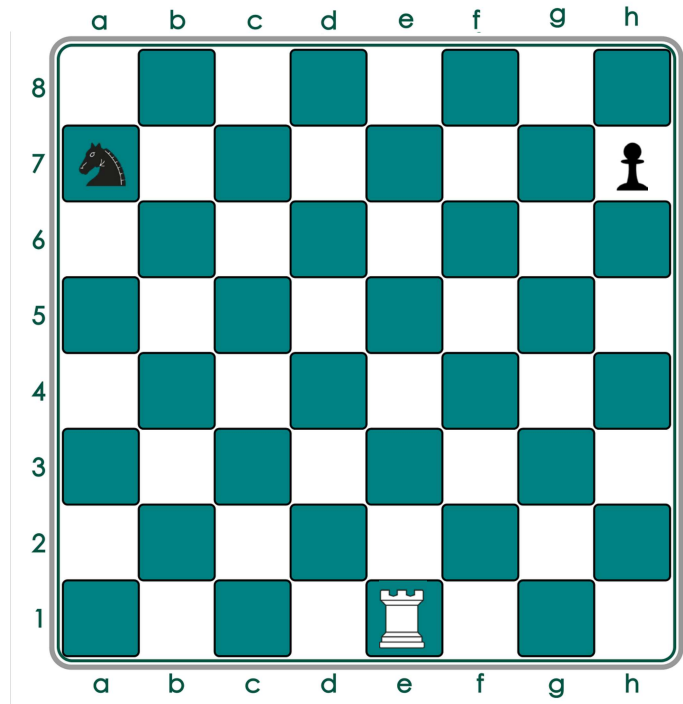


Diagram 19

single piece is called a 'Fork'. **1.Re1-e7** The Rook simultaneously attacks the Knight on 'a7' and the Pawn 'h7' or in other words the Rook is for King the Knight and the Pawn.

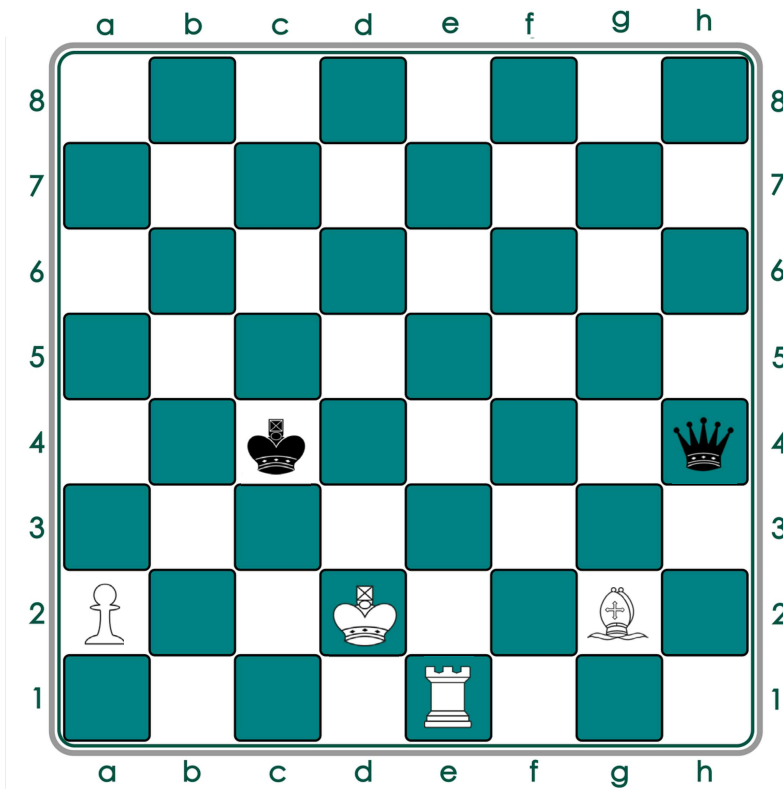


Diagram 20

1.Re4+ Here the White Rook forks Black King and Queen, their by winning material.

1...Qxe4 2.Bxe4 and wins.

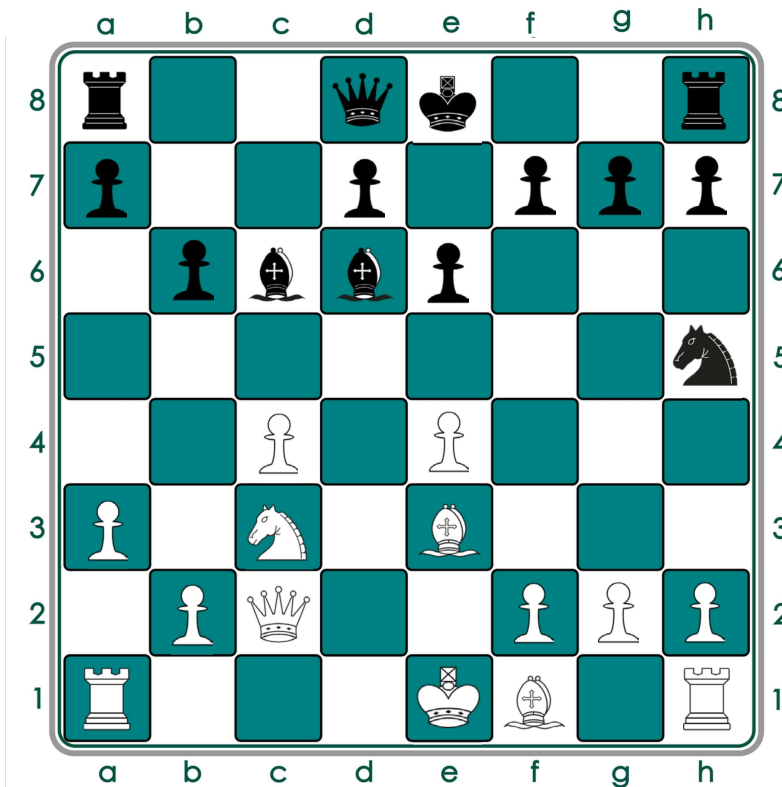


Diagram 21

1.Qd1 Forks the Bishop on d6 and the h5 Knight, thus winning a piece.

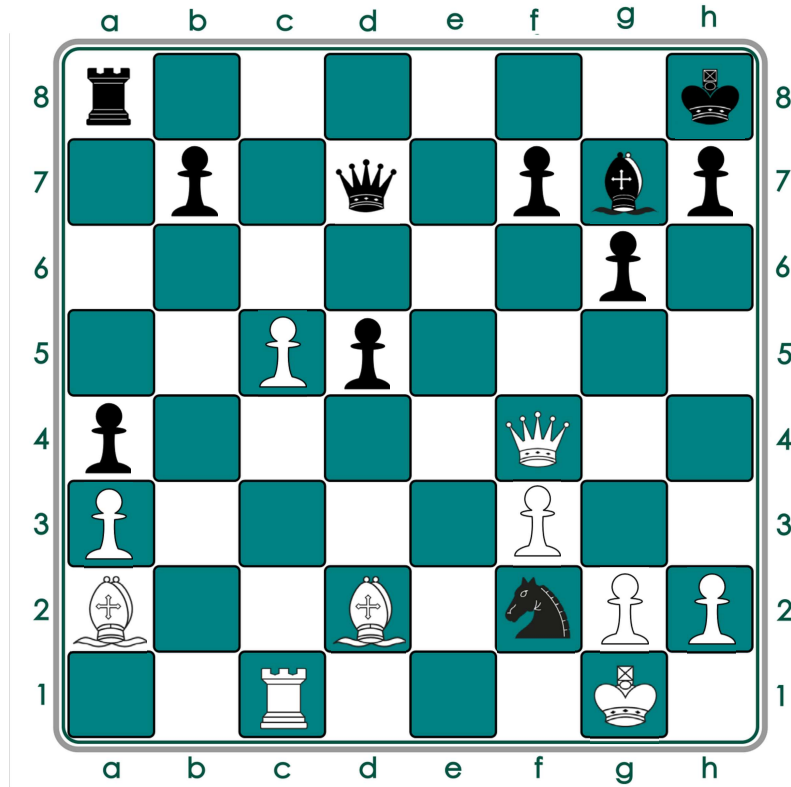


Diagram 22

1...Nd3 This time the Knight forks the White's Queen and Rook. After the necessary Queen move to a safe square, The Black knight captures the White Rook resulting in a favourable exchange.

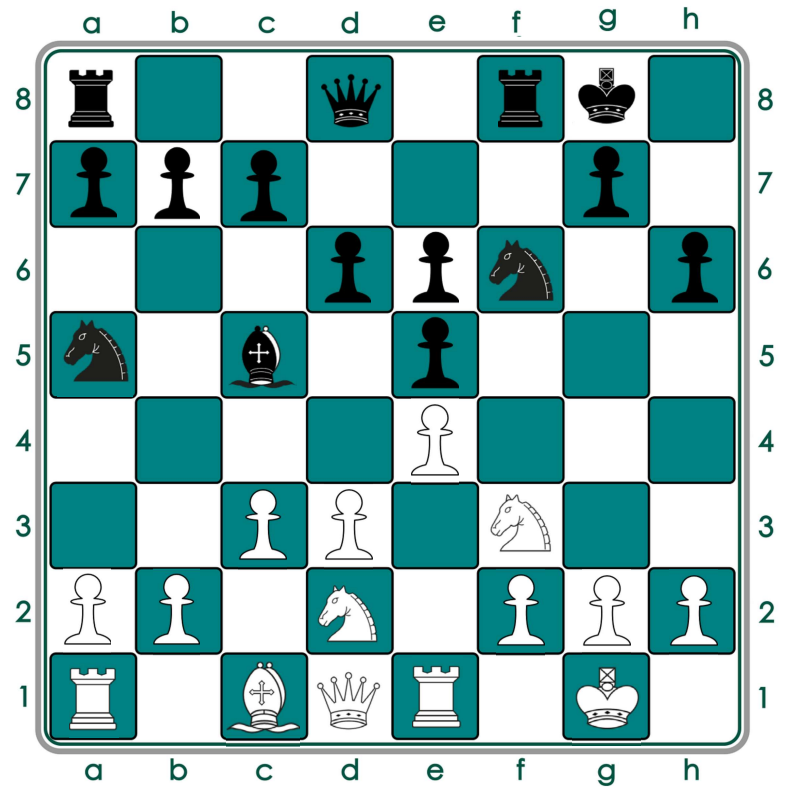


Diagram 23

1.b4 In this position it's the b-Pawn which forks two unfortunate Black's pieces.

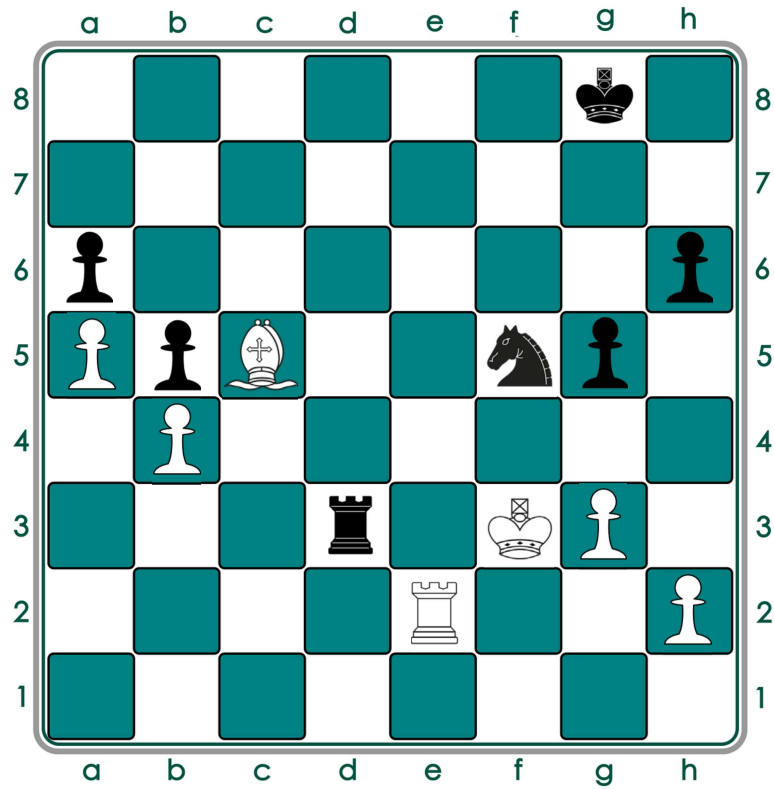


Diagram 24

1.Ke4! The White King forks the Black Rook and the Black Knight. White will win one of the two forked pieces. A point to remember - King is not a weak piece, particularly in the endgame.

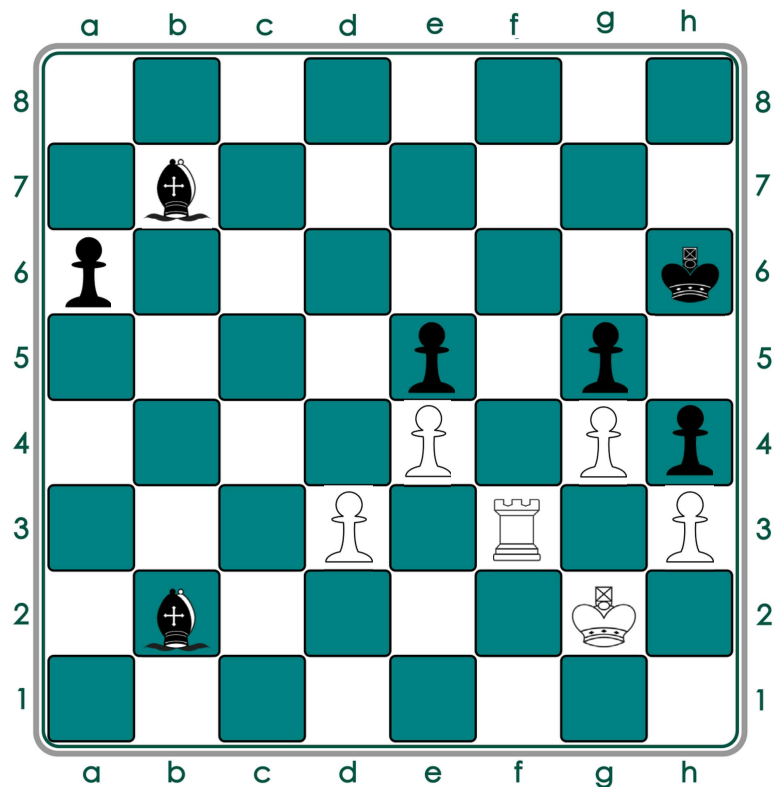


Diagram 25

1.Rf6+ With this check the Rook prepares a simultaneous attack on both the Black Bishops. **1...Kg7 2.Rb6** As a result of this fork, White will win one of the Bishops.

We will now see an illustrative game which shows possibility of a fork even in an early stage of the game. This type of Queen Fork is quite common in many openings.

Greco, Gioacchino - NN, Greco Europe, 1620

1.e4 e5 2.Nf3 d6 3.h3 Nf6 4.c3!? White knew that his novice opponent wouldn't be able to resist the temptation of winning a Pawn for 'free'. **4...Nxe4?? 5.Qa4+!** Black lost the Knight and eventually the game.

Chapter VI

Pin

Pin is a tactical motif which involves three pieces. Let us look at the diagram position.

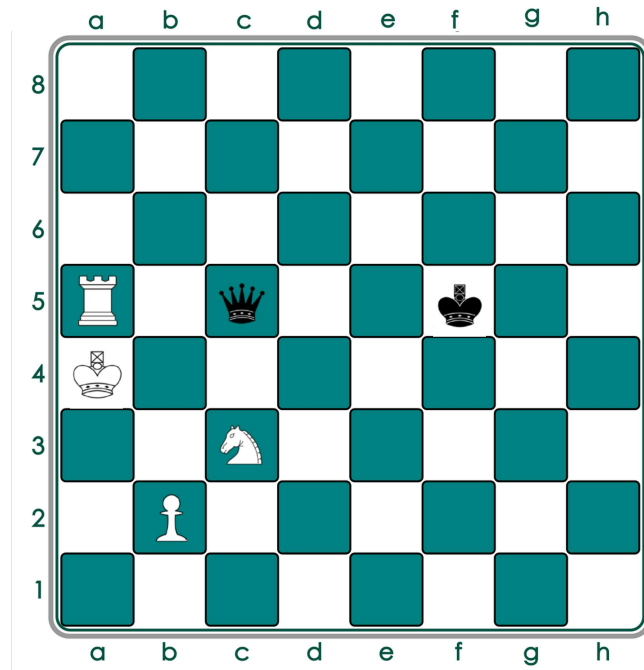


Diagram 26

In this example the three pieces involved are:

1. The Rook, the piece which pins.
2. The Queen, which is the pinned piece.
3. The Black King, the piece against which the Queen is pinned.

The Queen cannot make any move which will expose the Black King in the check. That is why it is called a 'Pinned Piece'. The Queen's movement is restricted only to 'a5', 'b5', 'd5' and 'e5' where it will not expose the King to a check by the White Rook.

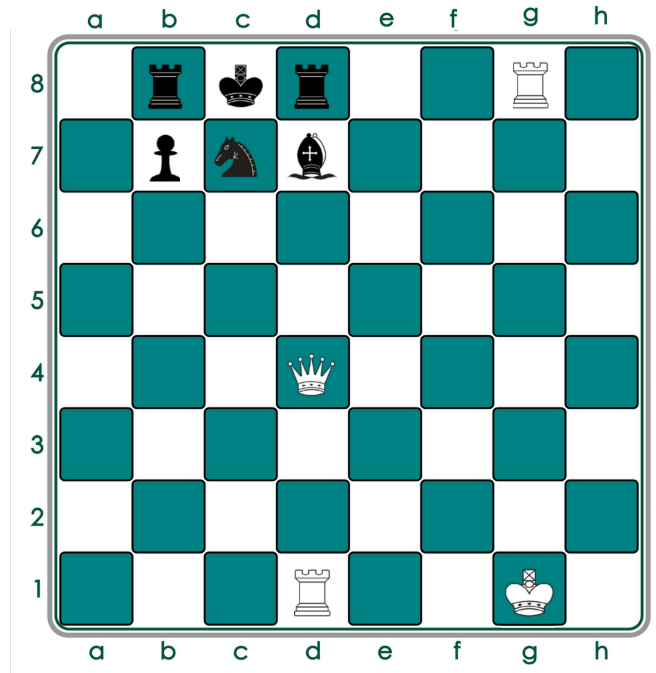


Diagram 27

It is a checkmate after **1.Qxd7#** as none of the three methods to get out of the check is available here:

1a. Capture by King is illegal because the Queen is supported by the Rook, thus the King will walk on the square under check.

1b. The Rook cannot capture the Queen as it is under absolute 'PIN' by the Rook on 'g8.'

2. The King is unable to move out of check as all other squares are occupied by own pieces.

3. Blocking the line of check is impossible here as there is no vacant square between the Checking piece and the King. also there should be something to move to block it.

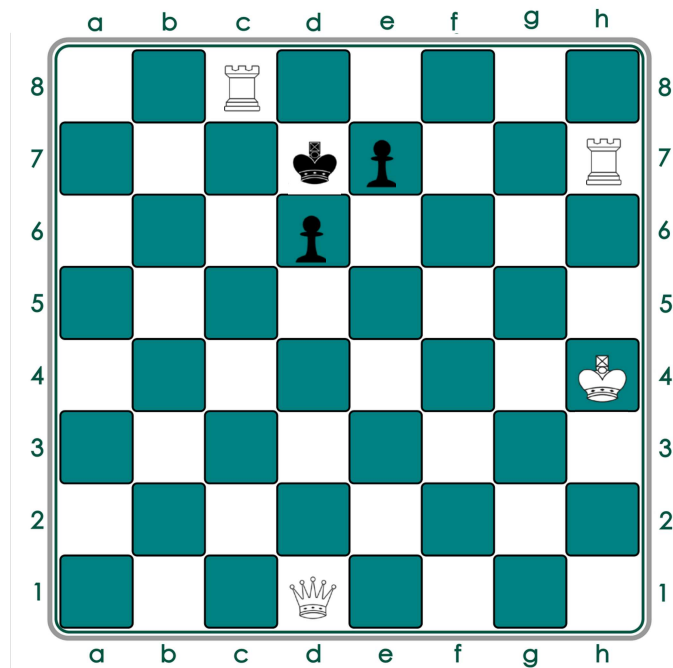


Diagram 28

1. Qg4# is a Checkmate as the checking diagonal cannot be blocked due to the pinned status of 'e7' Pawn by the Rook on 'h7'.

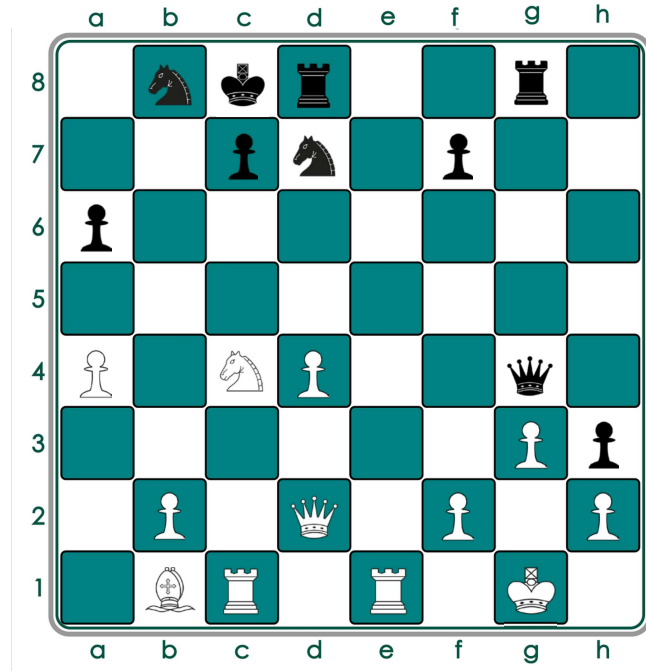


Diagram 29

1.Nd6#

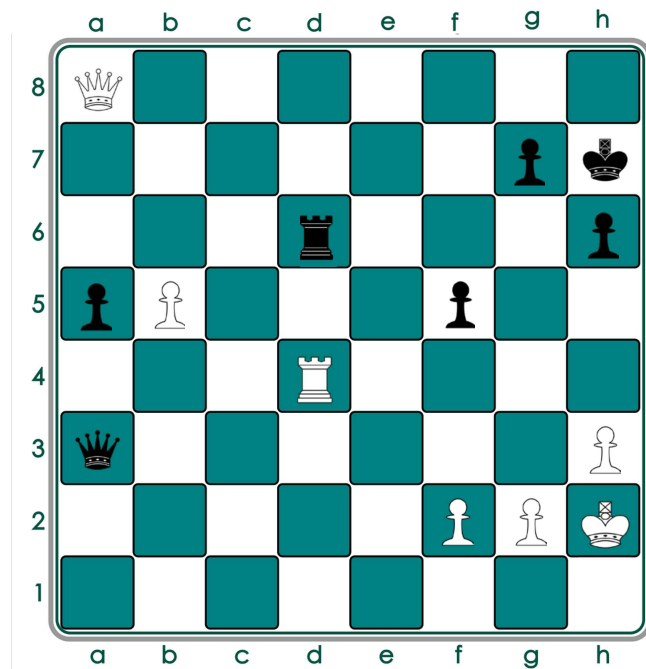


Diagram 30

In the above diagram the Black Queen and Rook are situated on the a3- f8 diagonal and the Black Queen is unprotected, with **1.Qf8** White Attacks the Black Rook for the second time. If Black tries to move the Rook or capture the white Rook with **1...Rxd4**, then White Queen will capture the Black Queen **2.Qxa3**. With the first move White ‘Pinned’ the Black Rook against the Black Queen. The readers must understand the difference between absolute Pin and other Pins. In Absolute Pin, the movement of the Pinned Piece is restricted within the path of the Pin. In other Pins the pinned piece is free to move anywhere but usually such a movement leads to loss of material.

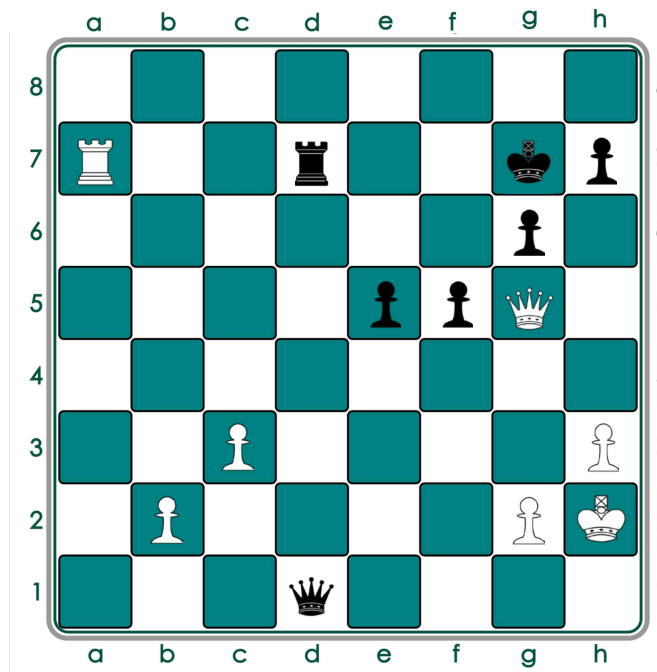


Diagram 32

One can see that the Rook is under absolute ‘PIN’ by White’s ‘a7’ Rook. The Black Rook is restricted to move only on 7th Rank. The Black Queen and Rook are on one line. White can exploit this situation by executing a ‘PIN’ on the d-file as well as increase an attack on the Black’s Rook with **1.Qd8** Black can take the white Rook with **1...Rxa7** but it exposes the Black Queen to a capture by **2.Qxd1** this is an instructive example of an absolute Pin and other Pin taking place simultaneously.

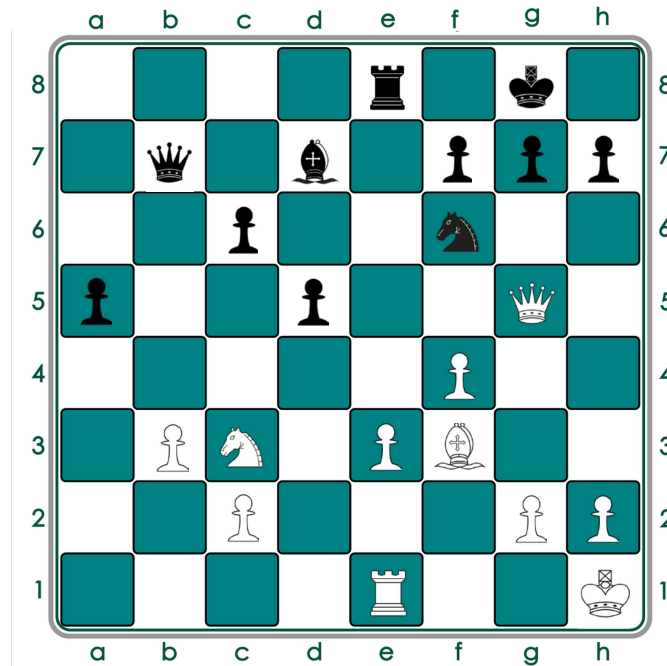


Diagram 33

1. ..**Qb4** Pins and wins the 'c3' Knight as it cannot move away from the threatened capture 2...**Qxc3** without losing the unprotected Rook on 'e1.' The other attempt to bring protection to the Knight by 2.**Qe5** fails to 2...**Rxe5**.

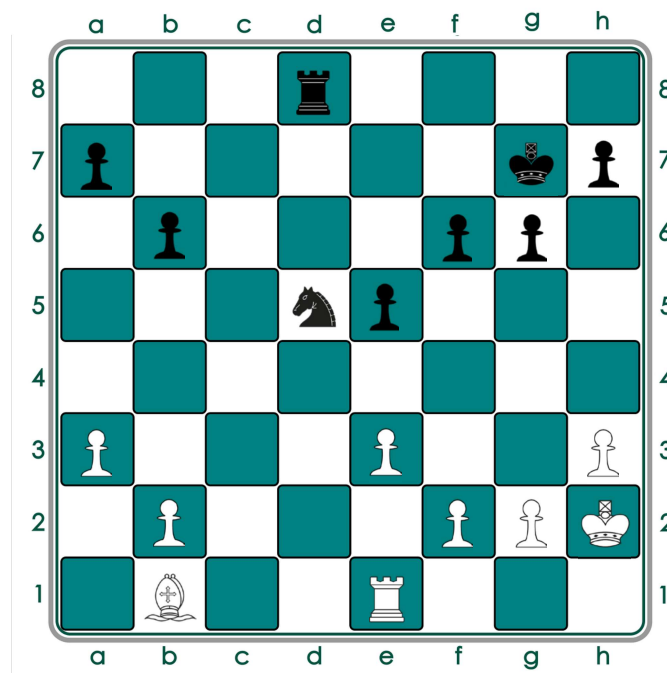


Diagram 34

1. **Rd1** pins the Knight and creates a threat of 2.**e4** to increase attack on the pinned Knight. In reply to 1...**f5**. White Play 2.**Ba2** to win material.

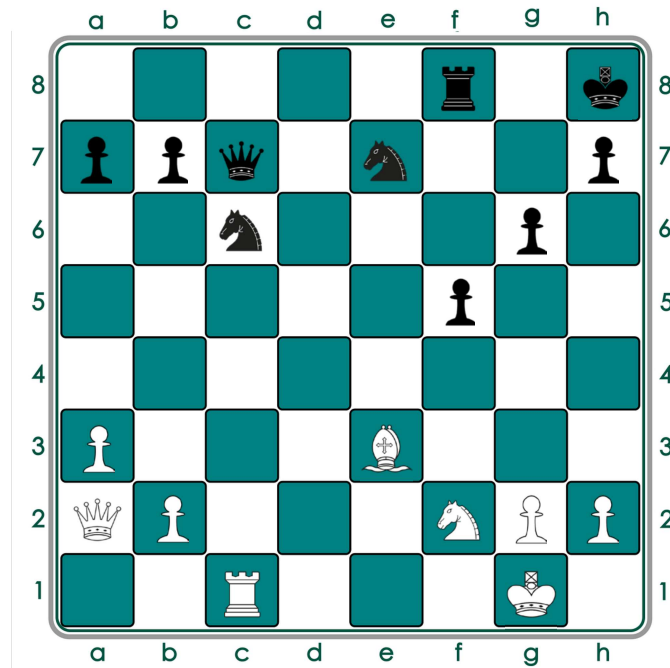


Diagram 35

Here 1. **Bd4+** wins material as after 1...Nxd4 or 1..Ne5 White takes 2. **Rxc7**. is even worse due to 1...Rf6 2.**Bxf6#**

Chapter VII

Skewer

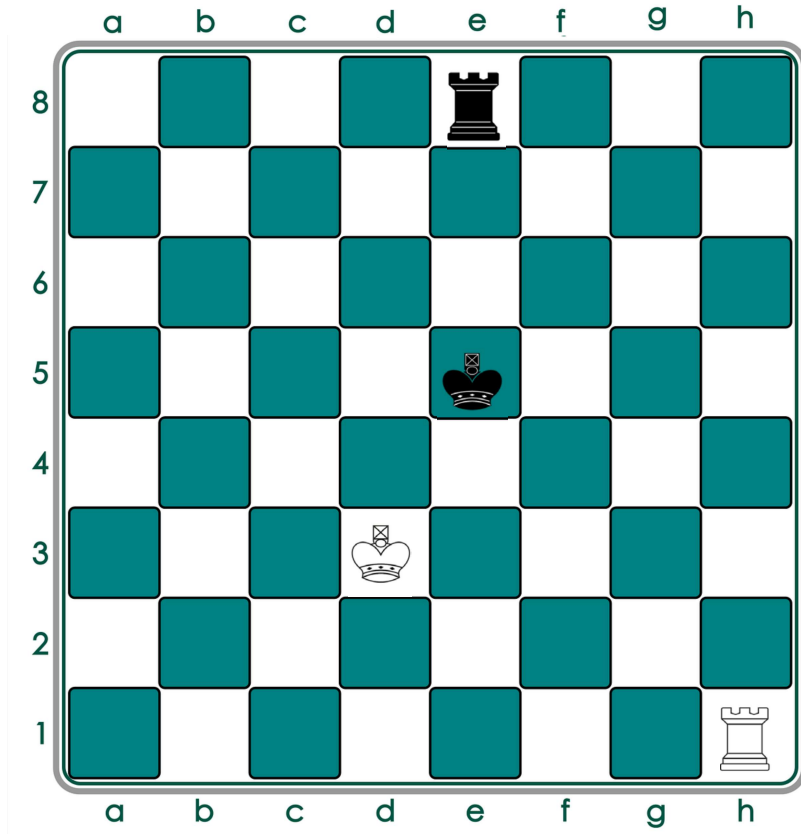


Diagram 36

The 'SKEWER' is another tactical motif. When two pieces of a player stand in the same file, rank or diagonal, and the opponent attacks the front piece along the same file, rank or diagonal, it is called a Skewer. If the front piece moves away, the piece standing behind can be captured. This is different than a 'PIN'. In a Pin, the opponent's piece attacks the weaker piece shielding a stronger piece behind it. In a Skewer, the opponent's piece attacks the stronger piece which is shielding a weaker piece standing behind it on the same file, rank or diagonal. When the attacked piece moves, the weaker piece behind it is exposed to attack and can be captured.

Here the position seems to be equal, with each side having only a Rook and a King. However, the unfortunate position of the Black's pieces can be exploited by White by the use of tactical motif 'SKEWER' . **1.Re1+** wins the Black Rook.

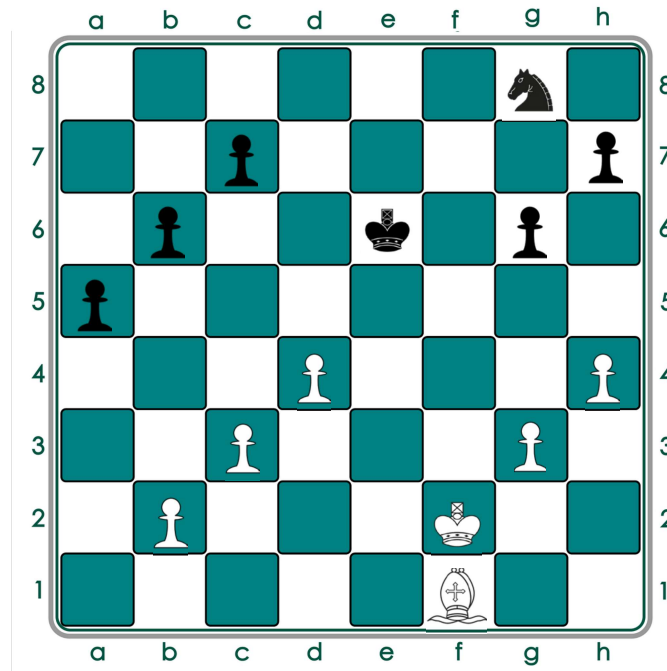


Diagram 37

White plays **1.Bc4+**. This is known as a Skewer. The Black King is under attack and is forced to move out of the check. This leaves the Knight hanging on the Bishop's diagonal **1...Kf6** or any other move **2.Bxg8**.

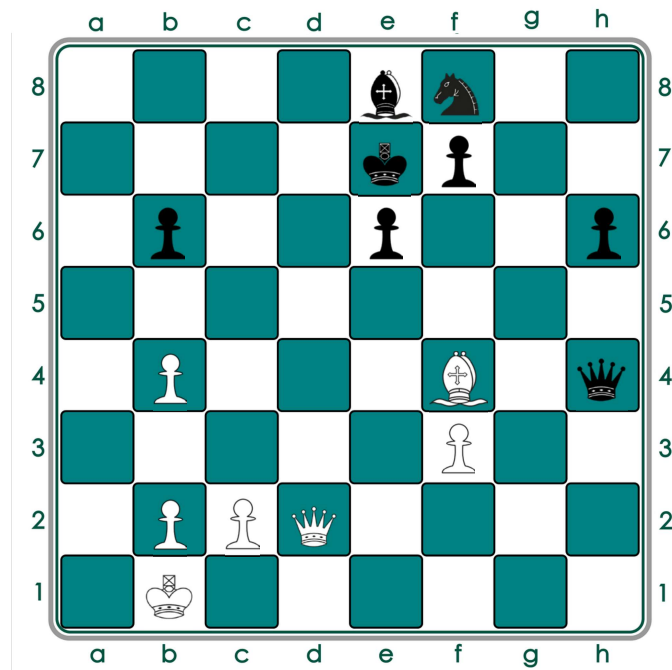


Diagram 38

1.Qd6+ Kf6 2.Qd8+ skewers the Black King and Queen.

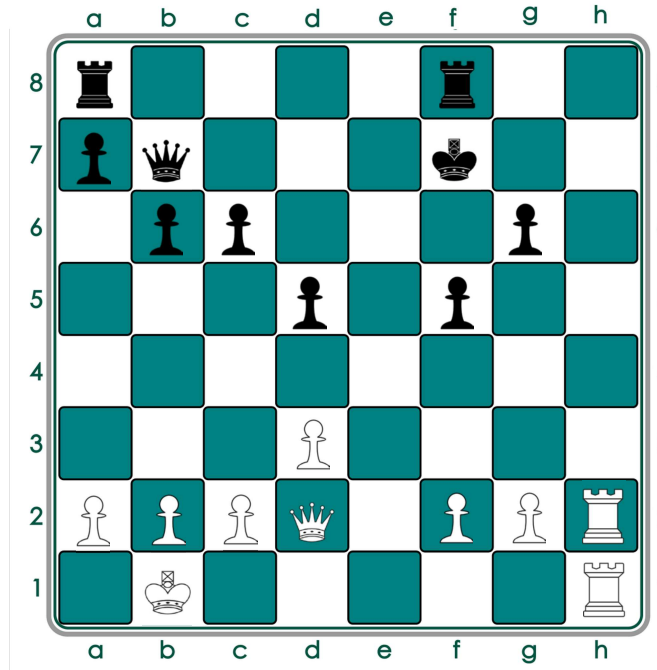


Diagram 39

1.**Rh7+** The Rook skewers Black King and Queen. 1...**Kg8** or any other moves allows 2.**Rxb7**.

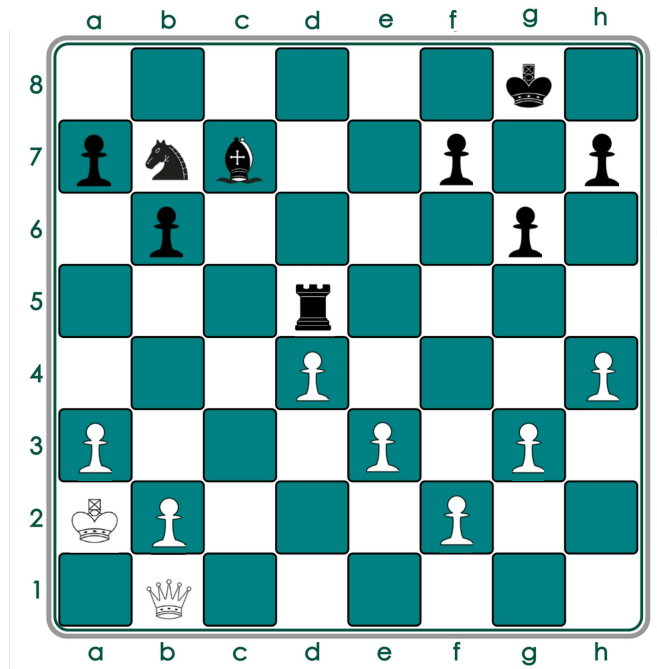


Diagram 40

1.**Qe4** A Skewer by the Queen. 1...**Rd8** 2.**Qxb7** White has won a piece.

Chapter VIII Discovered Attack

Let us consider a position where we have two pieces in the same line (File, Rank or Diagonal) as one of the opponent's pieces. In such a case, when the piece in front moves away, their by revealing an attack by the piece standing behind, such an attack is known as 'Discovered Attack'.

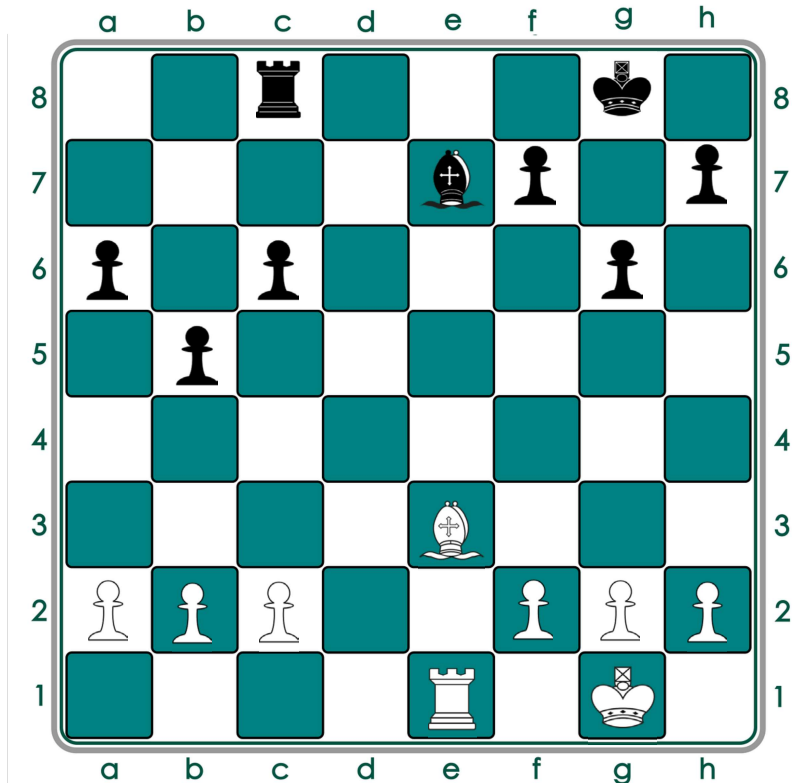


Diagram 41

In the diagram position, the White Bishop on 'e3' can move away resulting in a discovered attack on Black's Bishop by the White Rook. For example **1.Bh6**.

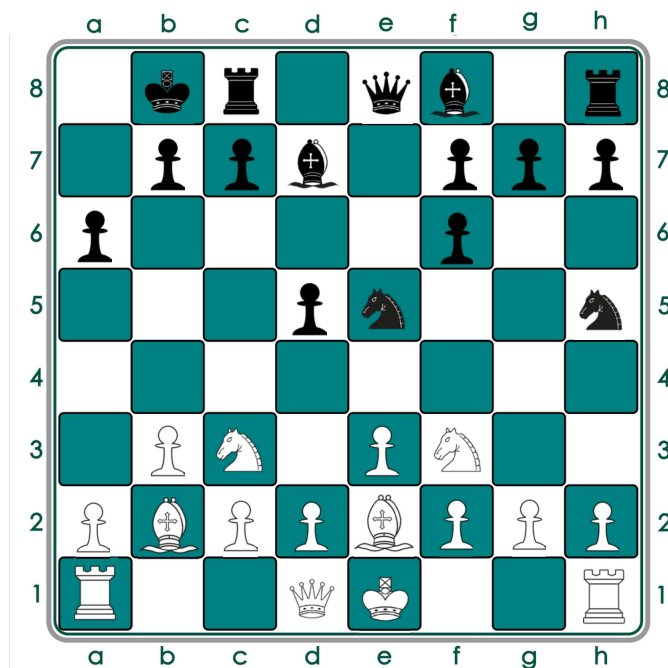


Diagram 42

The Black Knight on 'e5' is well guarded but the exchange of Knights reveals an attack against the other Black Knight. White, by playing **1.Nxe5 Qxe5 2.Bxh5**, wins a piece.

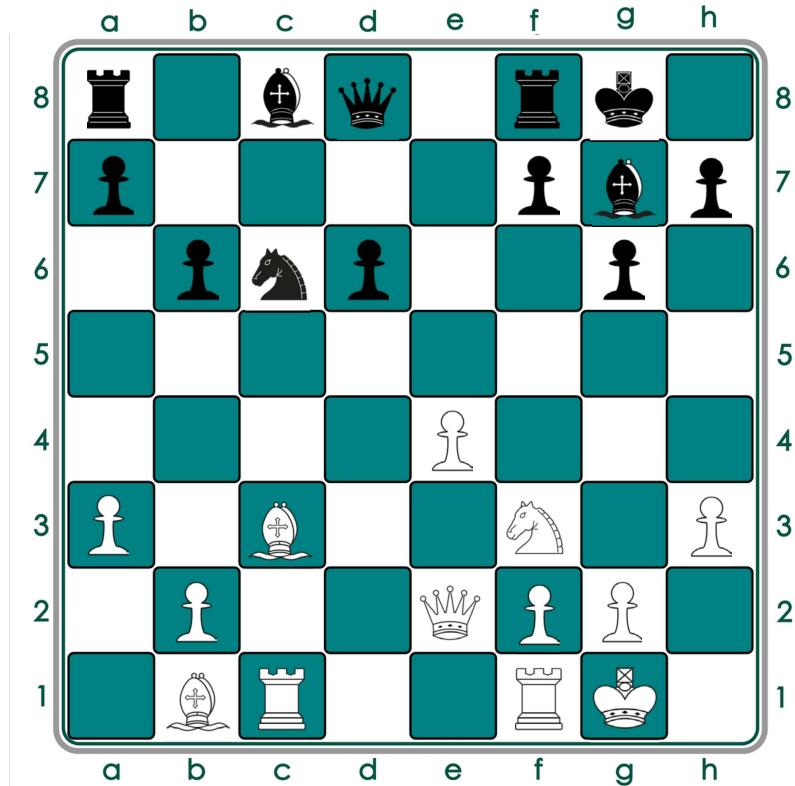


Diagram 43

The simple exchange of Bishops reveals or 'discovers' an attack against Black Knight. **1.Bxg7 Kxg7 2.Rxc6.**

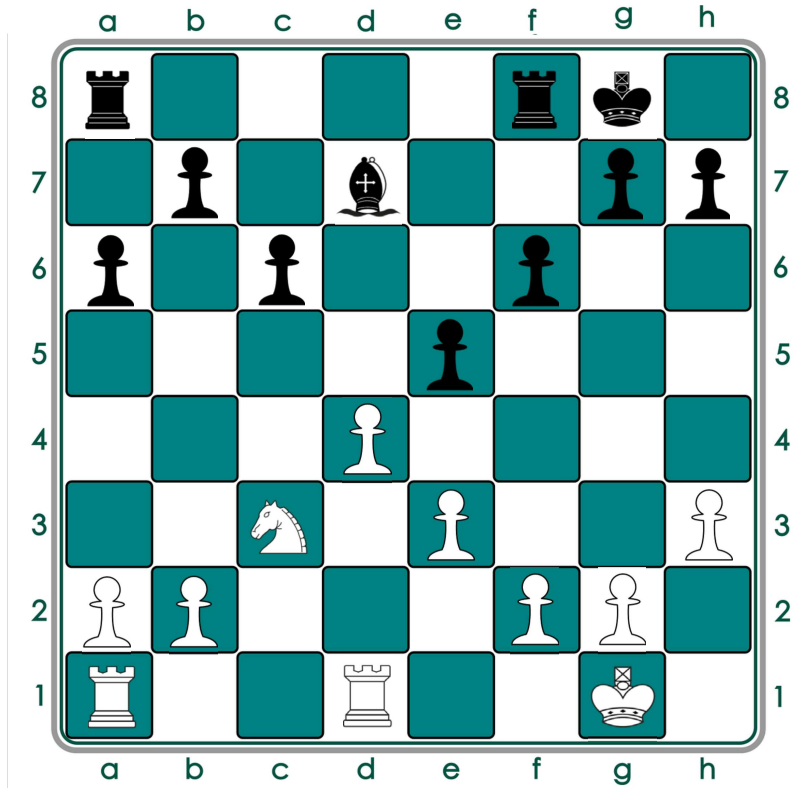


Diagram 44

1.**dxe5** reveals an attack by the White Rook on the Black Bishop. Black is, therefore, unable to recapture the Pawn.

Chapter IX Double Attack

We have already seen that a discovered attack or a discovered check can be created by moving away a piece which is blocking the line of attack of some other piece. When the piece in front moves away not only revealing a discovered attack but also creating a threat of its own, it is called a double attack.

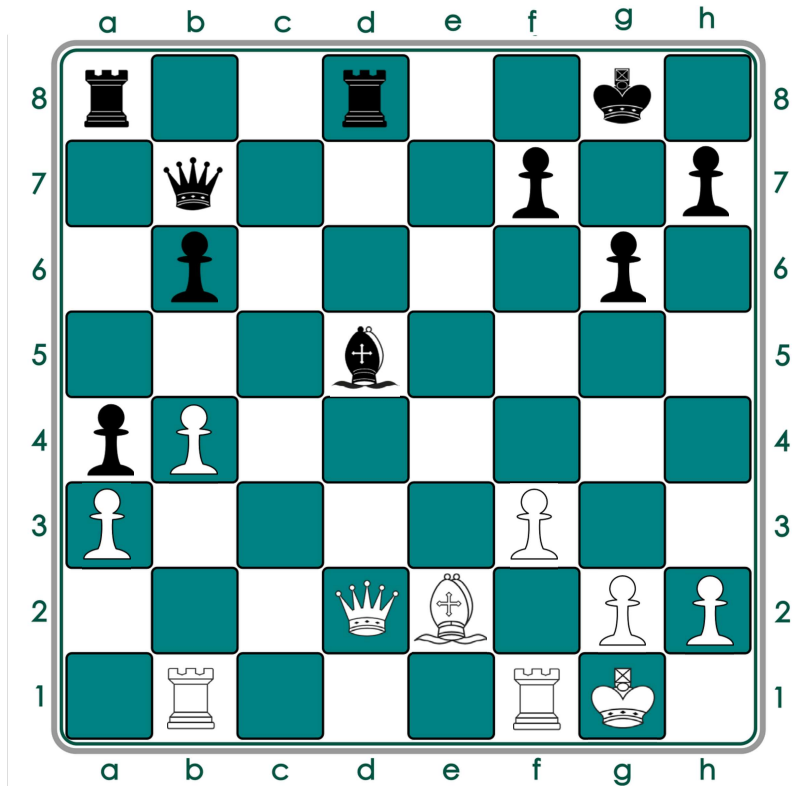


Diagram 45

1...Be4 The Bishop move reveals an attack on the White Queen by the Black Rook on 'd8'. At the same time, the Bishop, by moving to 'e4', attacks the White Rook on 'b1'. Hence we have a double attack. [1...Ba2 , which also creates a double attack, is a mistake as the Bishop can be captured by the Queen, then by eliminating both the threats.

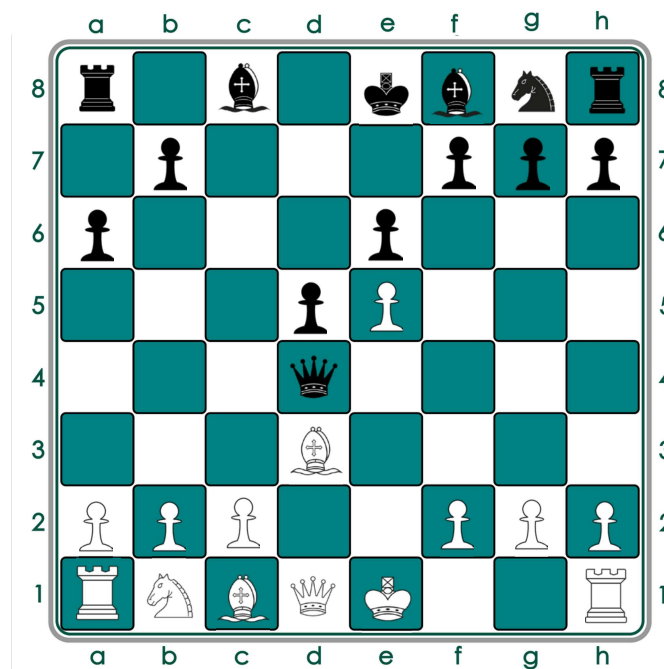


Diagram 46

1.Bb5+! The White Bishop reveals attack against Black Queen by the White Queen. Black would like to exchange the Queens first and then capture the White Bishop, but can't do so as the King is under check. The check, being the greater threat has to be dealt with first.

1...axb5 2.Qxd4 White has won Queen for a Bishop by using tactical motif 'Double Attack'.

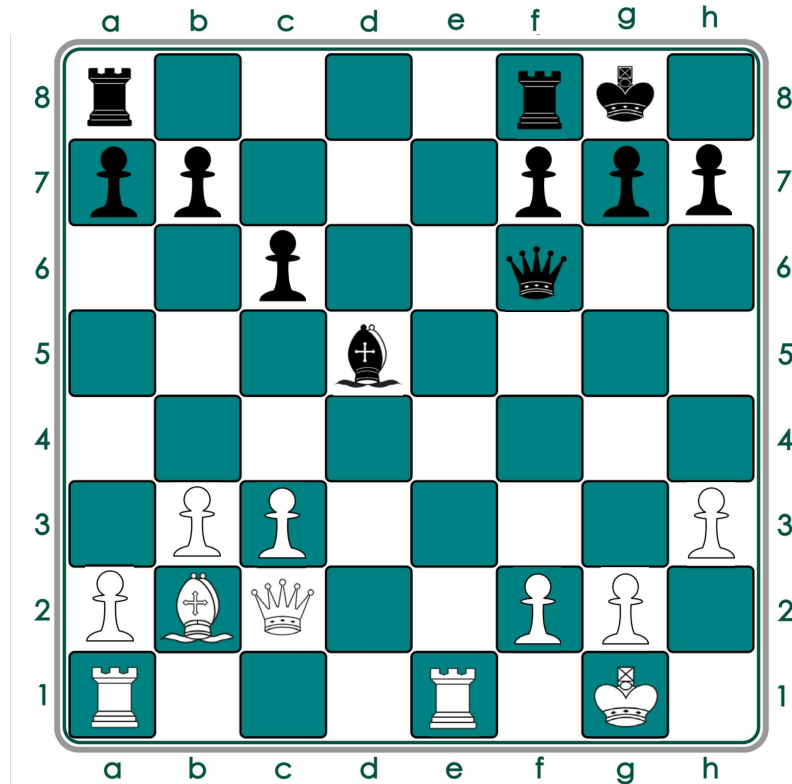


Diagram 47

The Pawn move **1.c4** opens the Bishop's diagonal to launch an attack on the Black Queen. At the same time, the Pawn itself attacks the Black Bishop on 'd5'. Therefore, Black must give up a piece. **1...Qd6 2.cxd5.**

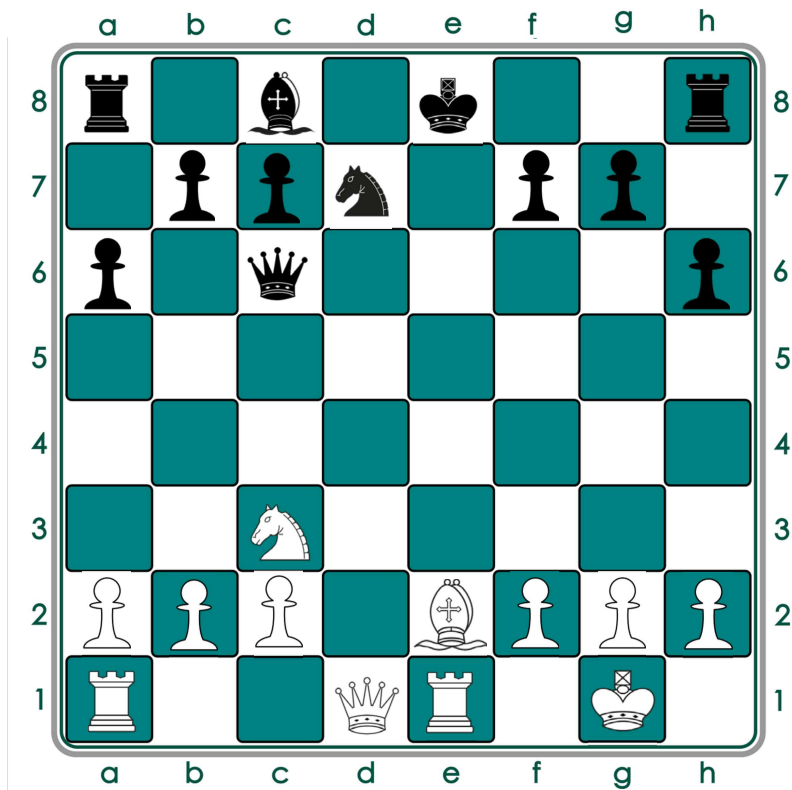


Diagram 48

The White Rook and Black King are placed on the open 'e' file. Therefore, any Bishop move by White will create a discovered check. **1.Bf3+** White attacks the Black Queen with the Bishop move to create a 'double attack'.
 [1.Bb5+ is equally good but 1.Bxa6+, wins only a Pawn.]

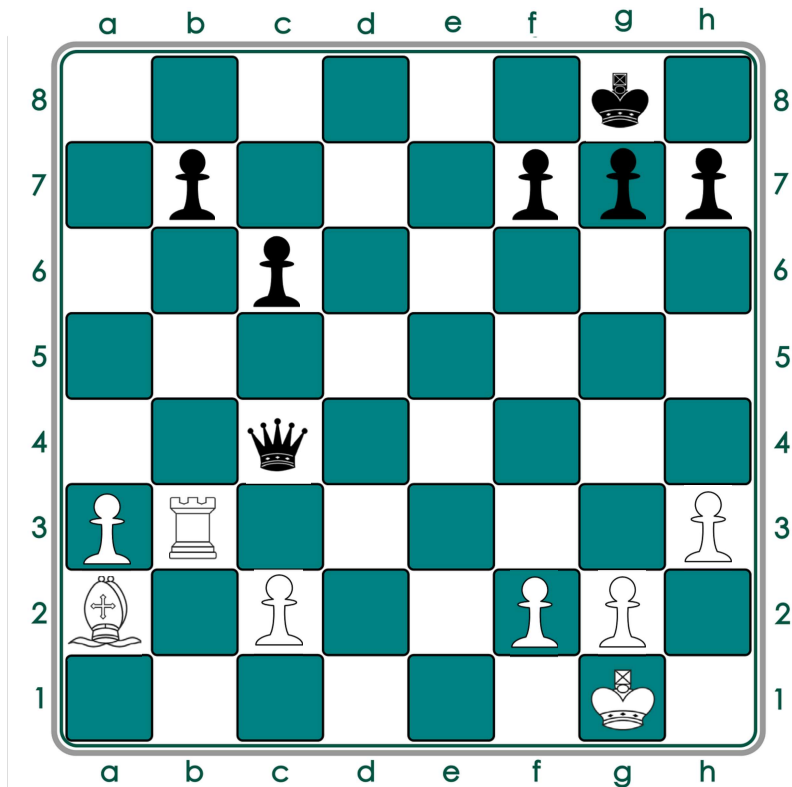


Diagram 49

Any move by the White Rook will result in a discovered attack on Black Queen. If the White Rook reaches the 8th rank, Black will face the danger of back rank mate. There are three possibilities here to carry out this plan. **1.Re3!** is the best. The White Rook has created a direct threat of 2.Re8 checkmate. [1.Rd3 threatening 2.Rd8 and 2.Bxc4 can be met adequately with 1...Qh4!. Rxb7 also creates a double attack, 2.Rb8 checkmate and 2.Bxc4, but allows Black to save the game with 1...Qf4!] after the text, Black must give up the Queen to stop the mate with **1...Qc5 2.Re8+ Qf8 3.Rxf8 etc.**

Chapter X

Discovered Check

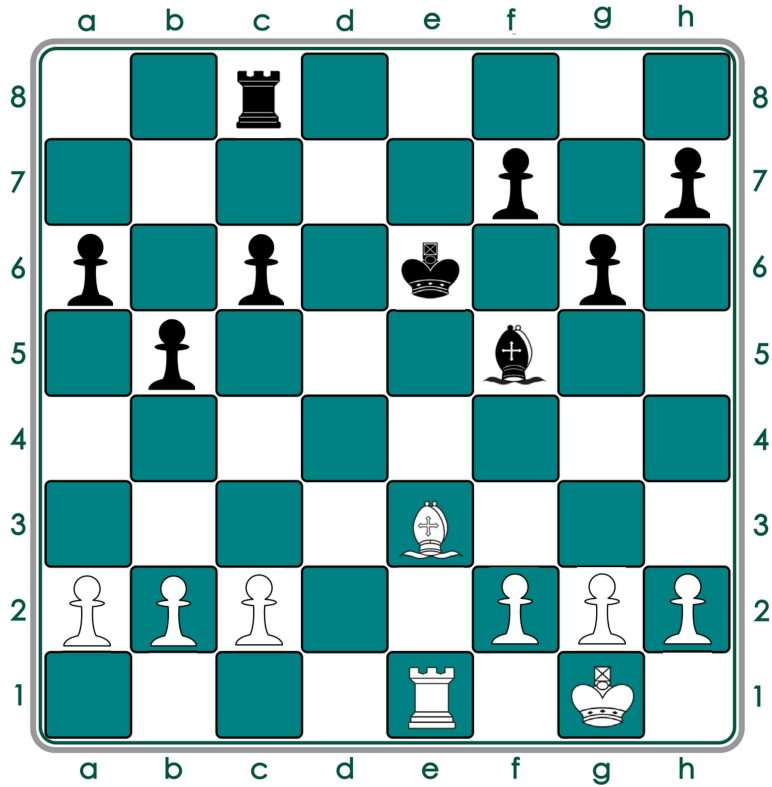


Diagram 50

We have already learnt what a discovered attack is. When the discovered attack is against the enemy King, it is called a discovered check. In the diagram position, any move by the White Bishop would result in a discovered check.

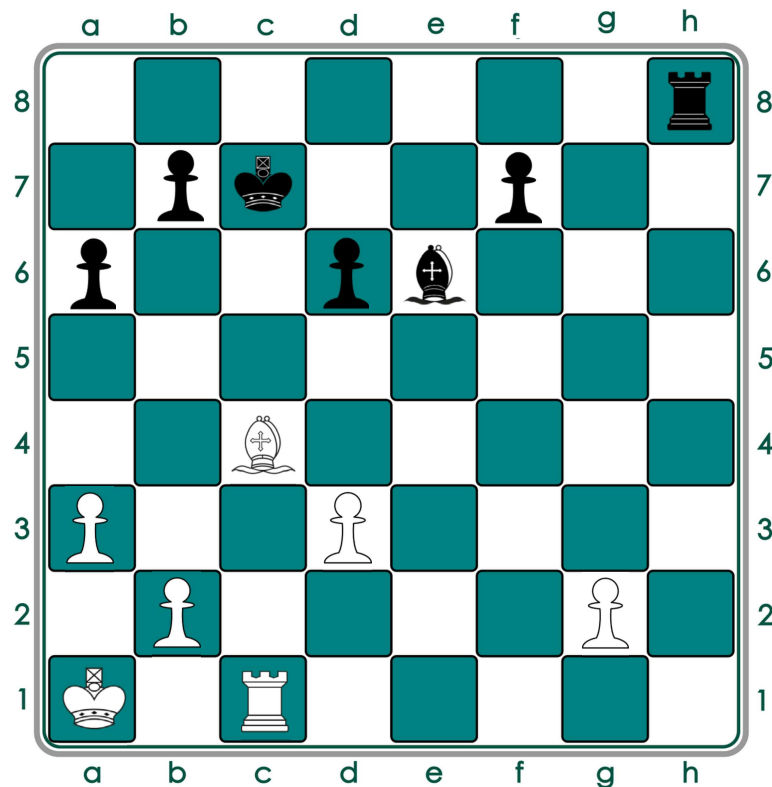


Diagram 51

Any move by the White Bishop will result in a discovered check to the Black King by the White Rook. White's task is to find the most effective discovered check. **1.Bxe6+**! Although the 'f7' Pawn is attacking the White Bishop on 'e6', Black is not able to capture the Bishop as the discovered check has to be guarded against first. **1.Bxa6+**, winning a pawn, is also a good move but capturing the Black Bishop is clearly a better move, winning more material.

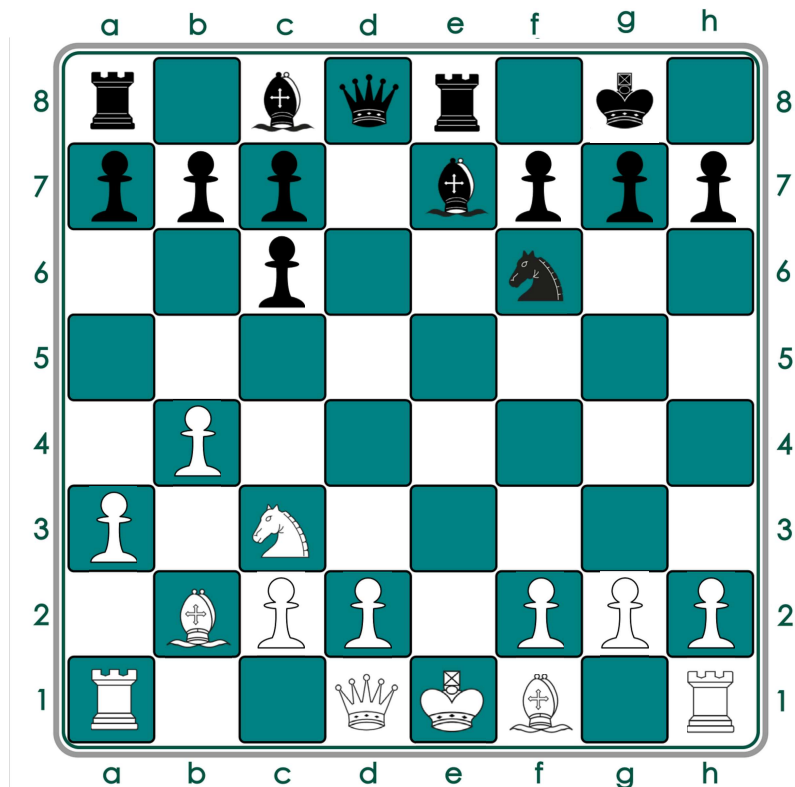


Diagram 52

1...Bxb4+ The Bishop move reveals a check to the White King preventing White from capturing the Black Bishop.

Chapter XI

Double Check

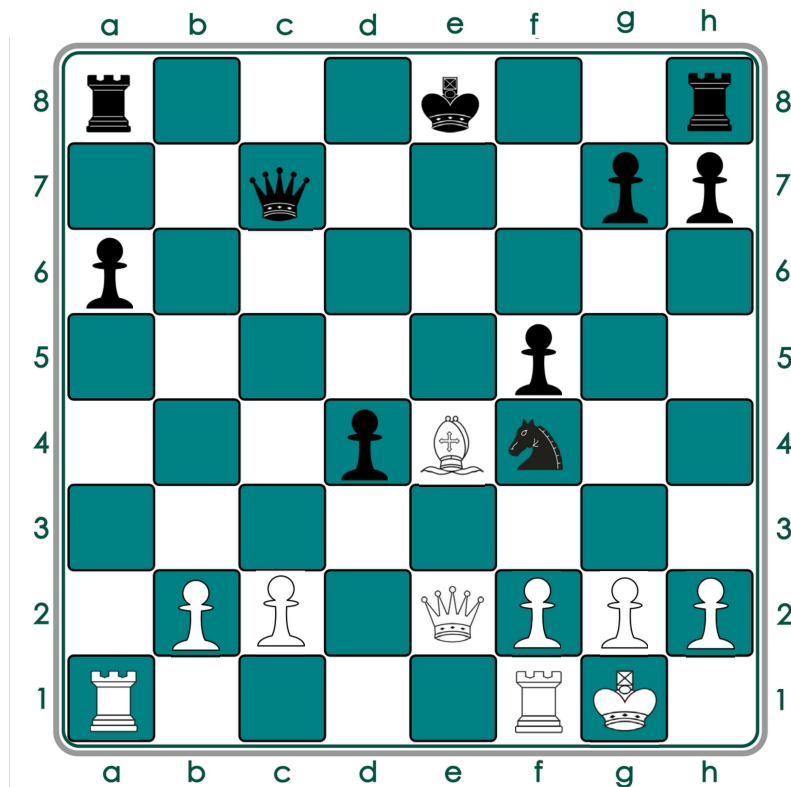


Diagram 53

When two pieces attack the enemy King simultaneously, it is called double check. It is to be noted that out of the two checks, one will be a discovered check. The double check is a very powerful weapon as the defender is left with only one choice i.e. moving the King out of check.

In the diagram position, two White's pieces, the Queen and the Bishop are under attack. By using the tactical motif 'double check', White is able to save both of them.

1.Bc6+

[1.Bxa8+? Nxe2+]

[1.Qf3? fxe4]

1...Kf8 2.Qf3.

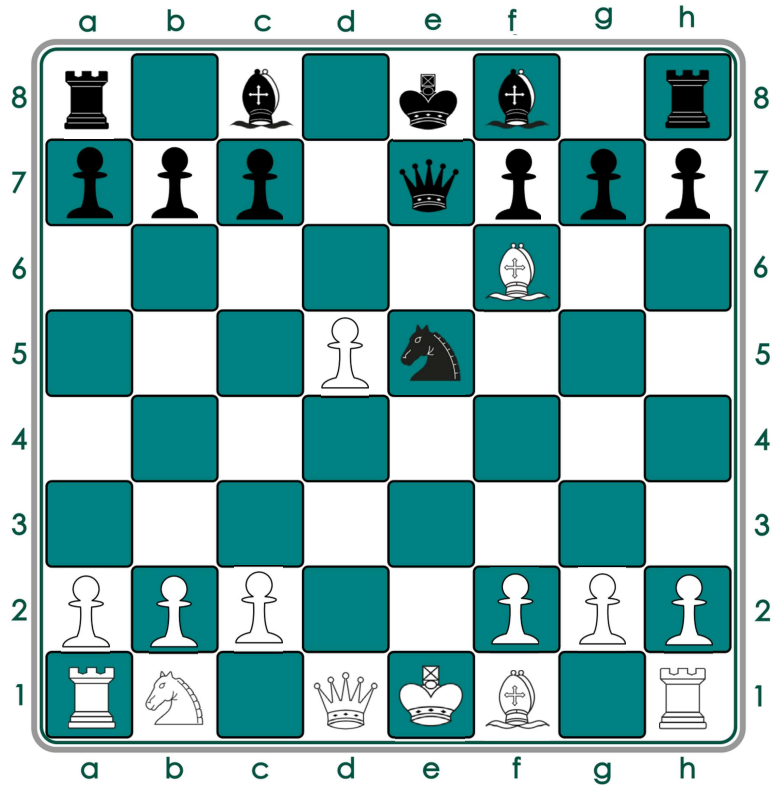


Diagram 54

The Black Queen is under attack but Black can win the game in just one move with **1...Nf3#** [1...Nd3+ is also a double check but is ineffective due to 2.Kd2]

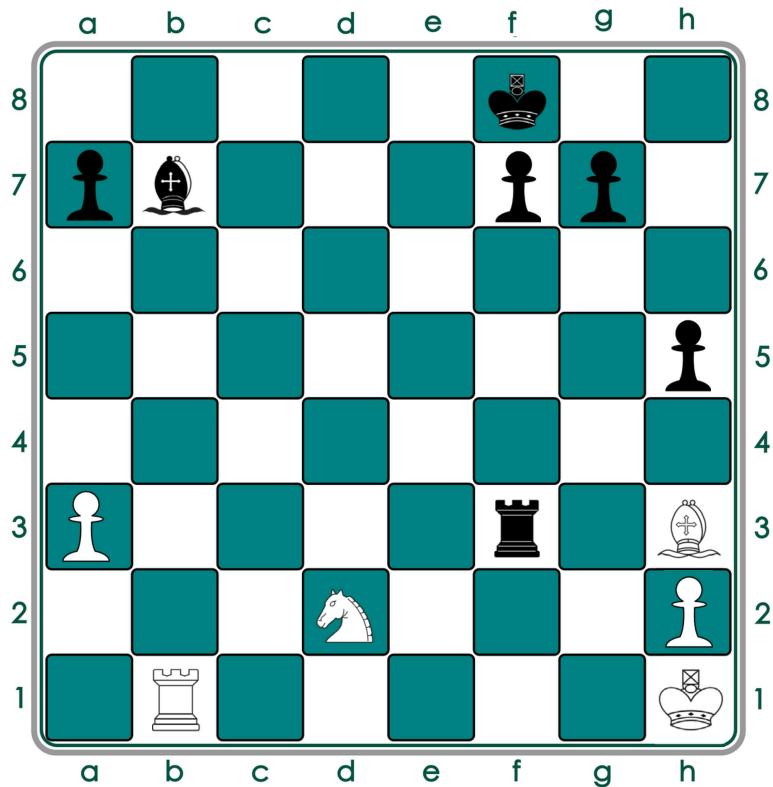


Diagram 55

1...Rf1# Double check results in checkmate as White is unable to get rid of both the checks on the move.

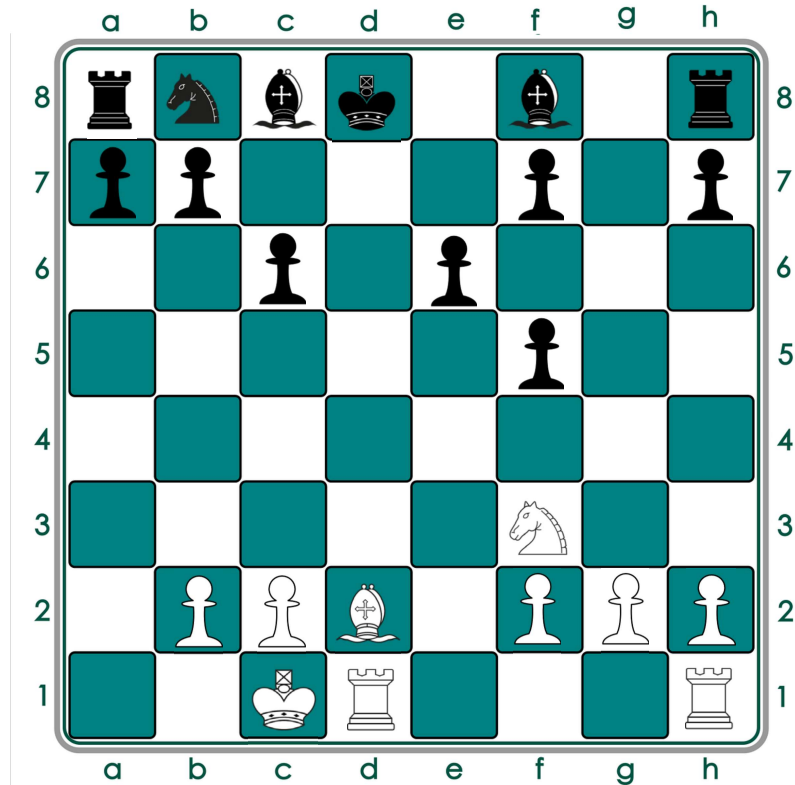


Diagram 56

Here White has two double checks out of which only one is correct. White uses the double check to suddenly penetrate into enemy territory. **1.Bg5+** [1.Ba5+ fails to 1...Ke8]

1...Kc7

[1...Ke8 2.Rd8#]

2.Bd8#

Chapter XII Removing the Guard

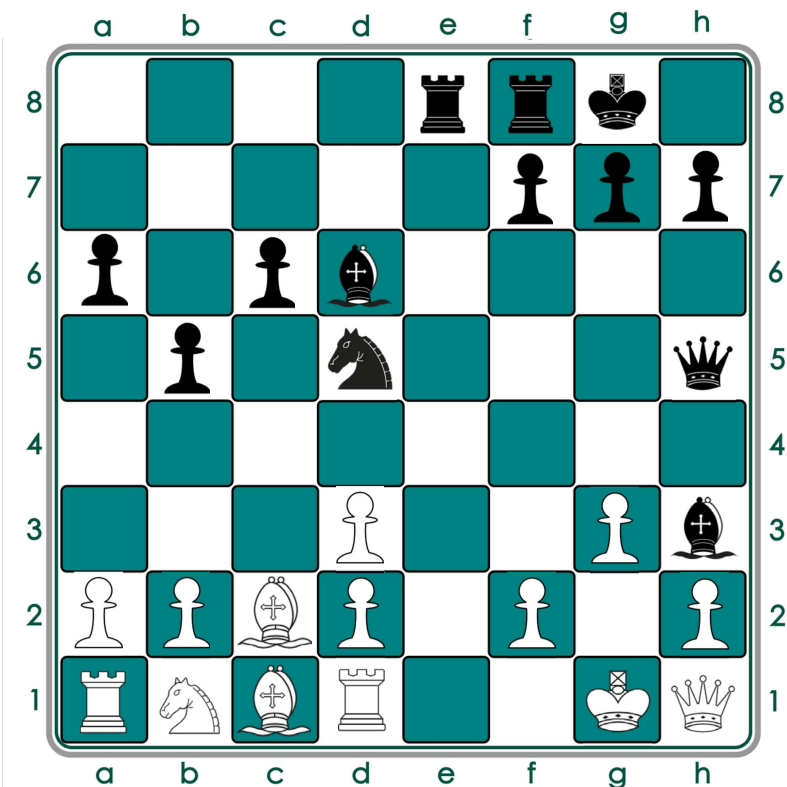


Diagram 58

Black, to move, can see a possibility of checkmate along the back rank with ... **Re1+**. However the check by Rook is prevented by the White Rook on 'd1'. **1... Qxd1+!** Black removes the defender of the crucial 'e1' square and after **2.Bxd1 Re1#** White is checkmated.

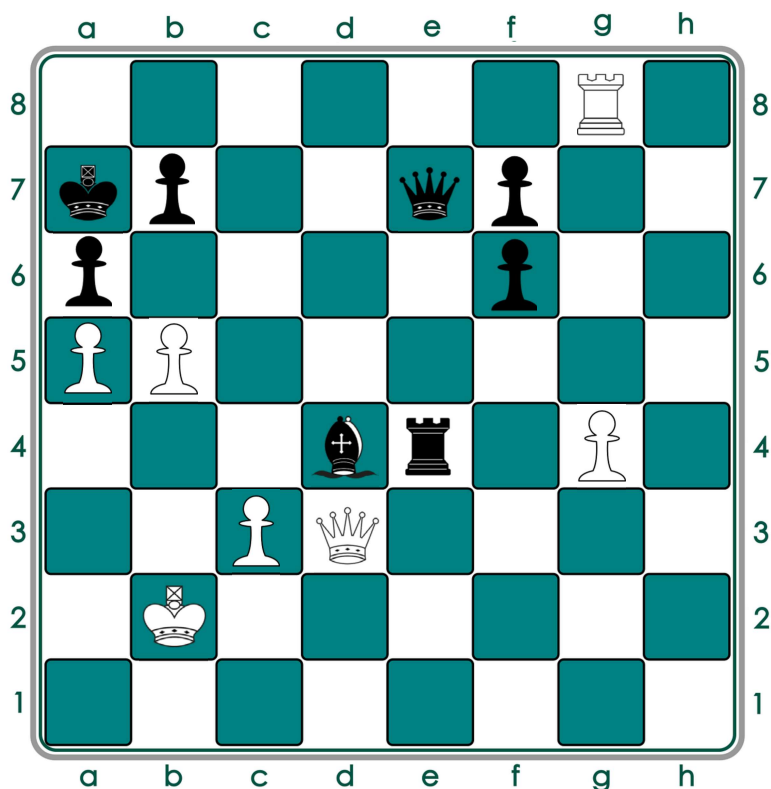


Diagram 59

Here White wants to deliver Checkmate with the move 'b5-b6' but this is prevented by the Black Bishop on 'd4'. White destroys the defender by **1.Qxd4+ Rxd4 2.b6#**

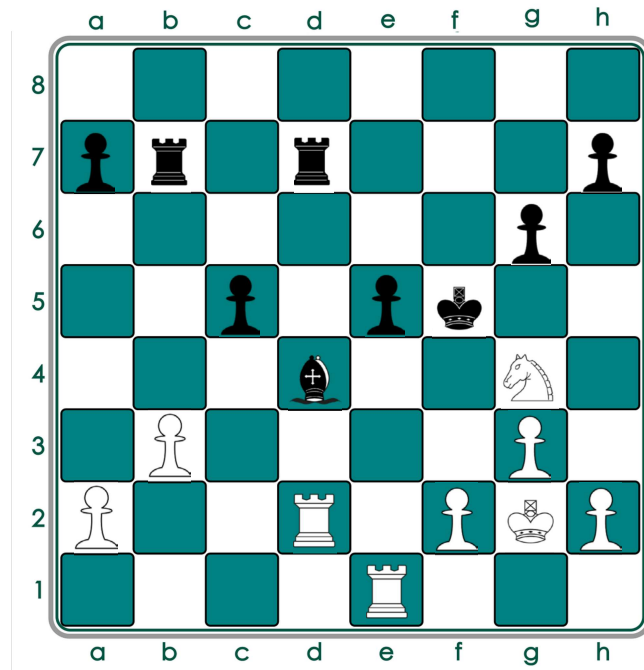


Diagram 60

1.Rxd4! White destroys the defender of the 'e5' square thereby enabling White to give a Rook check on 'e5' **1...exd4 2.Re5+! Kxg4 3.h3#** [3.f3# also checkmates]

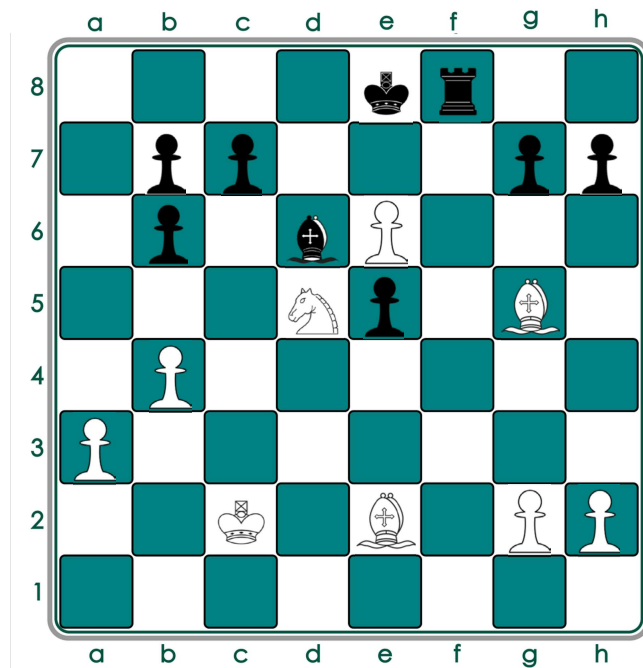


Diagram 61

After **1. Bb5+** the Black King has no square to move but Black can defend by interposing the Pawn with **1...c6**. White removes the defender with a Knight sacrifice. **1.Nxc7+! Bxc7 2.Bb5#**.

Chapter XIII Perpetual Check

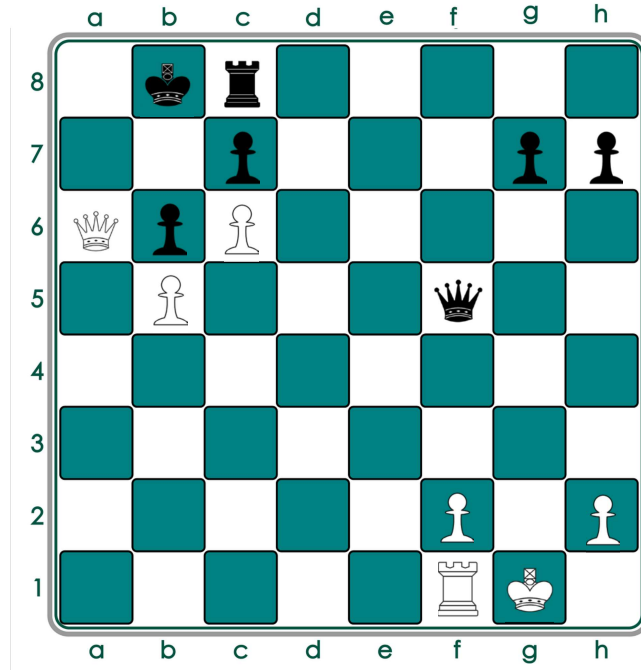


Diagram 62

White is threatening Qb7 checkmate. Black has no way to guard against the threatened mate. Therefore Black finds an extraordinary resource preventing White from executing the threat - Black starts giving continuous checks to the White King. **1...Qg4+ 2.Kh1 Qf3+!**

[Not 2...Qe4+?? because after 3.f3 Black runs out of checks and will have to allow Qb7# eventually.]

3.Kg1 Qg4+ 4.Kh1 Qf3+ White is unable to escape checks given by the Black Queen. This tactical motif of drawing the game by giving continuous checks, thereby not allowing opponent to execute the threat is called 'Perpetual check'. The game ends with a draw as none of the players can checkmate the opponent's, King checkmate. Please note that Black shouldn't stop giving checks as it would allow White to checkmate Black.

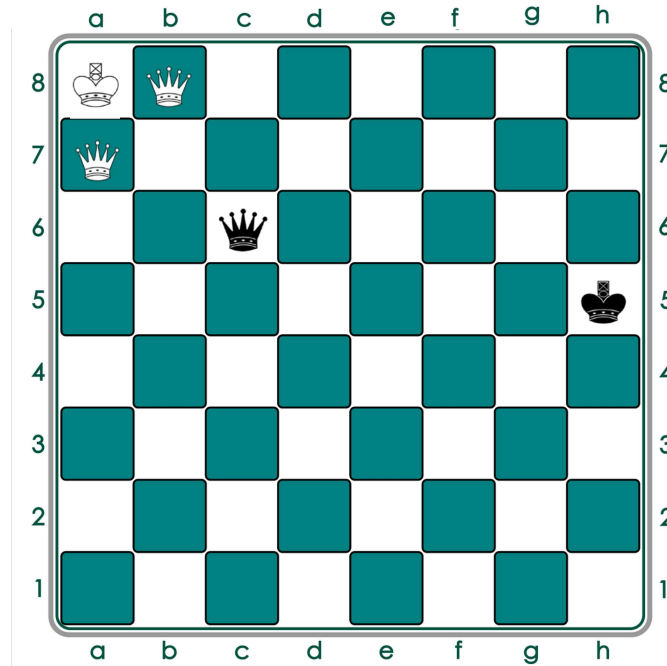


Diagram 63

White is unable to stop the Black Queen's checks from 'a4', 'c6', 'e8', and 'e4' squares. Black should not try anything else other than giving checks as it would allow White's material superiority to win the game. **1.Qab7 Qa4+** **2.Q8a7** [**2.Q7a7 Qc6+**] **2...Qe8+** **3.Qbb8 Qc6+** Neither player is a position to avoid a draw.

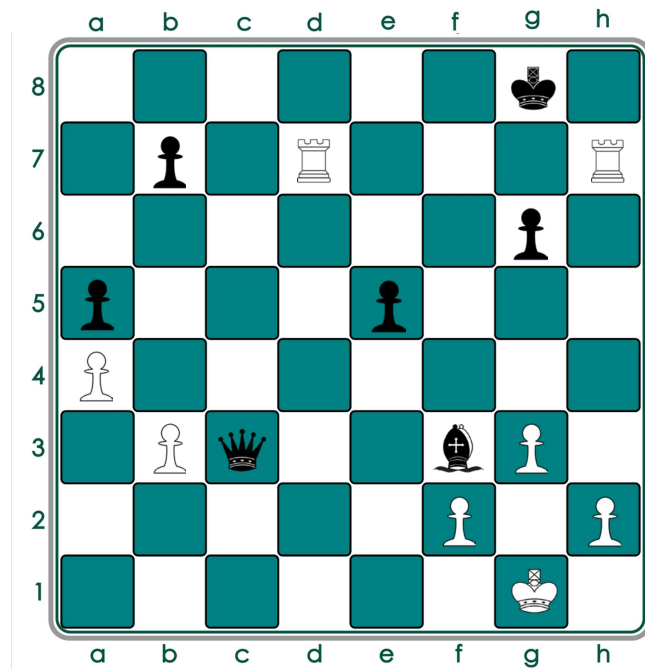


Diagram 64

Black is threatening mate in one with Qe1 and also enjoys material advantage. To avoid the loss, White gives continuous checks to Black King thereby achieving a draw by 'Perpetual Check'. **1.Rhg7+** [**1.Rdg7+** does not fetch a draw. **1...Kf8 2.Rf7+ Ke8! 3.Re7+ Kd8! 4.Rd7+ Kc8! 5.Rc7+ Qxc7** and White's check come to an end soon.]

1...Kf8 2.Rgf7+ Ke8 3.Rfe7+ Kf8 4.Rf7+ Kg8 5.Rg7+ Kh8 6.Rh7+ Draw.

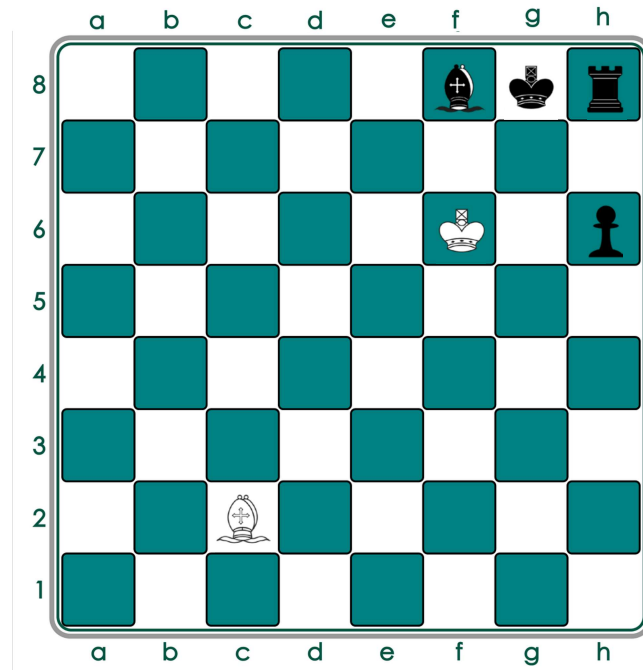


Diagram 65

Despite material deficit, White can avoid losing the game with **1.Bb3+ Kh7 2.Bc2+** achieving 'perpetual check'.

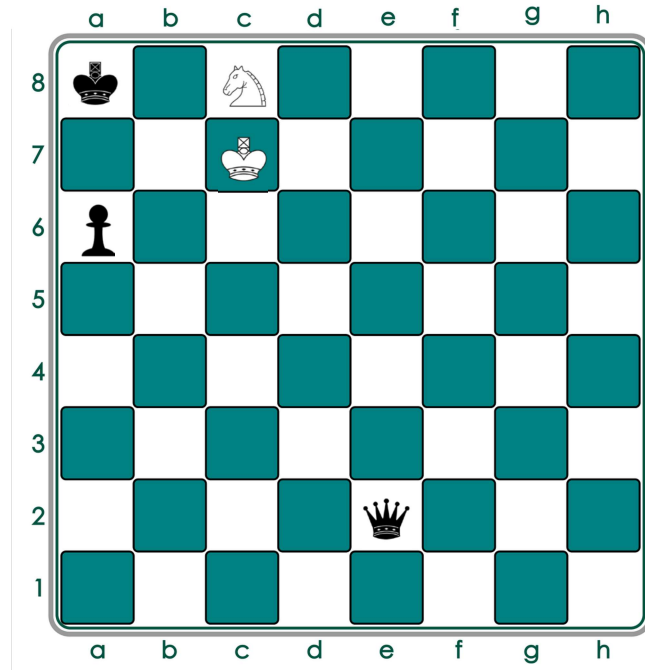


Diagram 66

Here we will see an example wherein the White Knight gives perpetual checks to Black King while the White King prevents the Black King from running away to safer zone. 1.Nb6+ Ka7 2.Nc8+ Ka8 3.Nb6+ draw.

Chapter XIV

Insufficient Material To Win

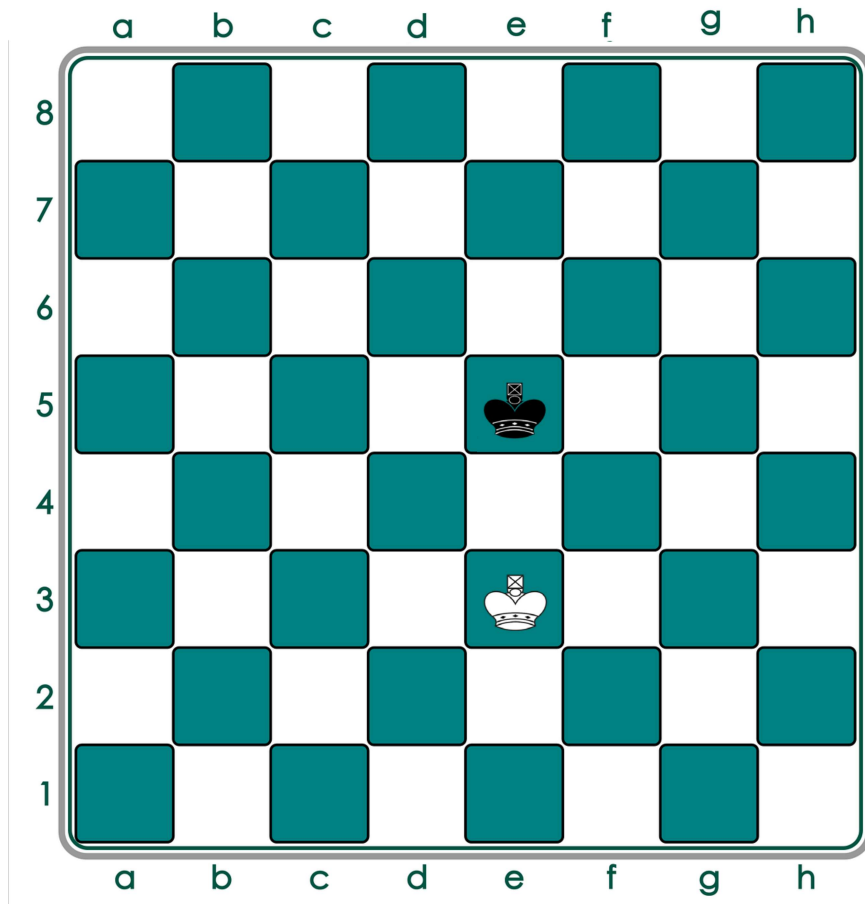


Diagram 67

One of the rules of Chess, under which a game can be declared drawn, is 'Insufficient material to win'. This rule becomes applicable when there is absolutely no possibility to produce a decisive result. There are four types of positions which come under this rule. These are:

1. King vs King
2. King and Bishop vs King
3. King and Knight vs King
4. King and Bishop vs King and Bishop when both Bishops move on squares of the same colours.

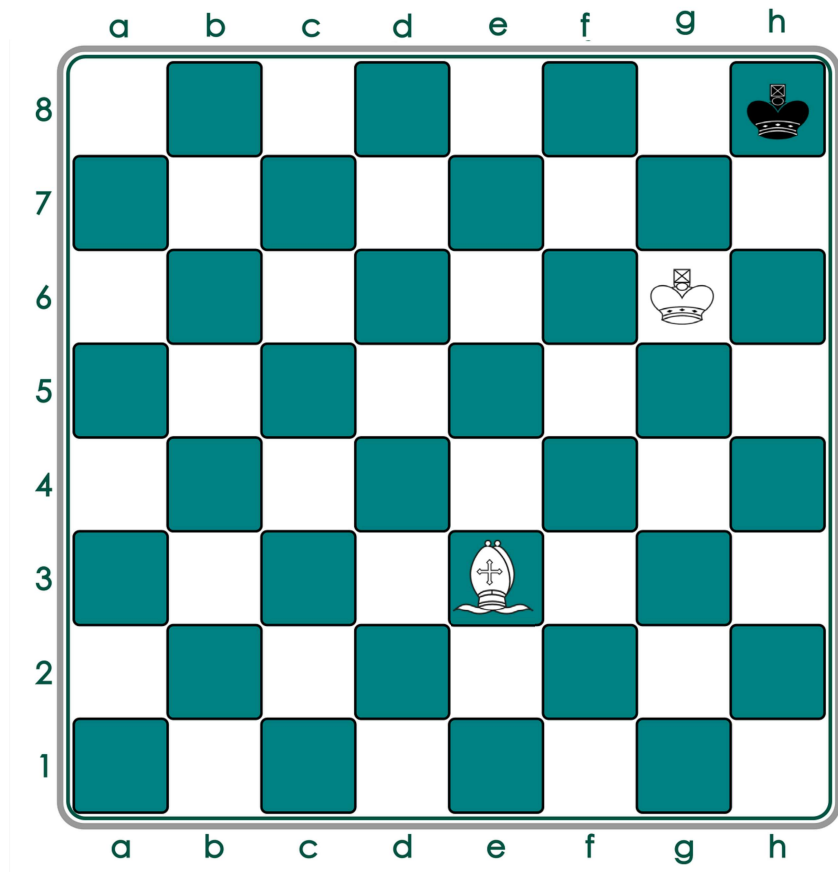


Diagram 68

The Black King is in its most disadvantageous position in the corner as it has only three squares, 'h7', 'g7' and 'g8' to move to. Out of which two are of light squares which White can control only by the King and there is no way to control them both at a time. Hence the Black King can never be checkmated and the game is considered drawn under 'Insufficient material to win' rule.

1.Bd4+ Kg8

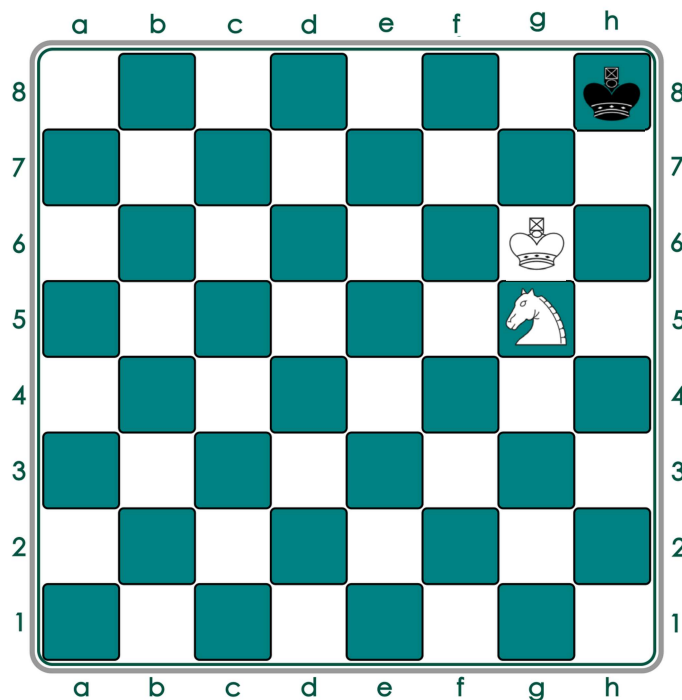


Diagram 69

Here to, the Black King is in its most disadvantageous position in the corner as it has only three squares, 'h7', 'g7' and 'g8' to move to. White can King can not control 'h7' and 'g8' simultaneously. Hence the Black King can never be checkmated and the game is considered drawn under 'Insufficient material to win' rule.

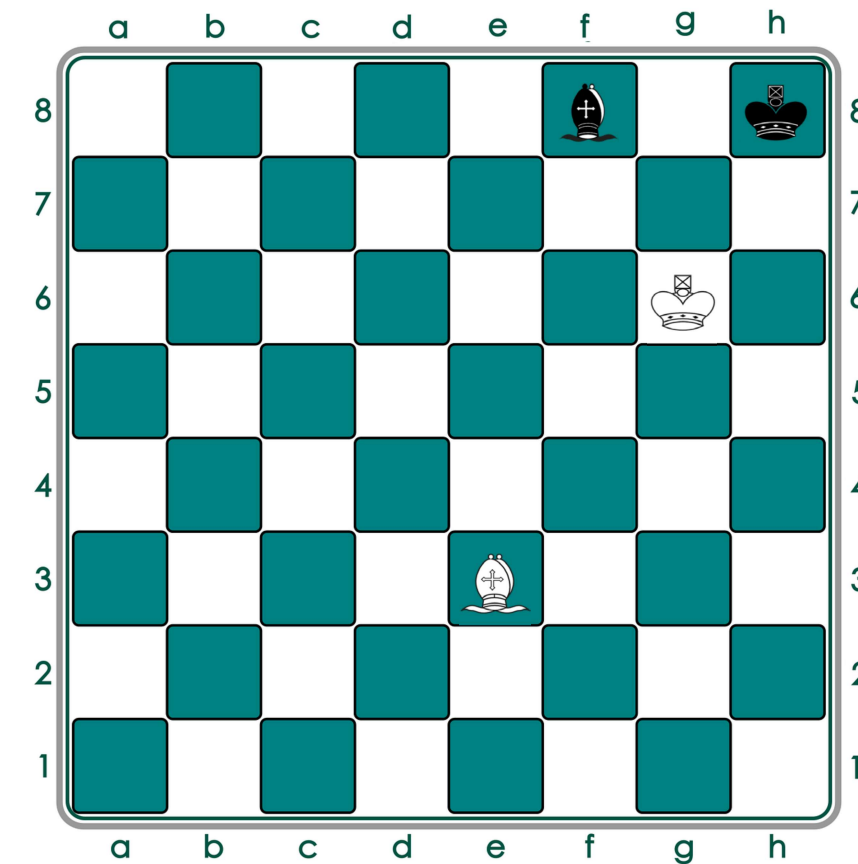


Diagram 70

We have already seen the inability of the King and Bishop to checkmate opponent's lone King. The presence of opponent's Bishop of same colour does not change the situation. However, as we shall see the next example, there is a big difference if the opponent's Bishop is moving on the other color.

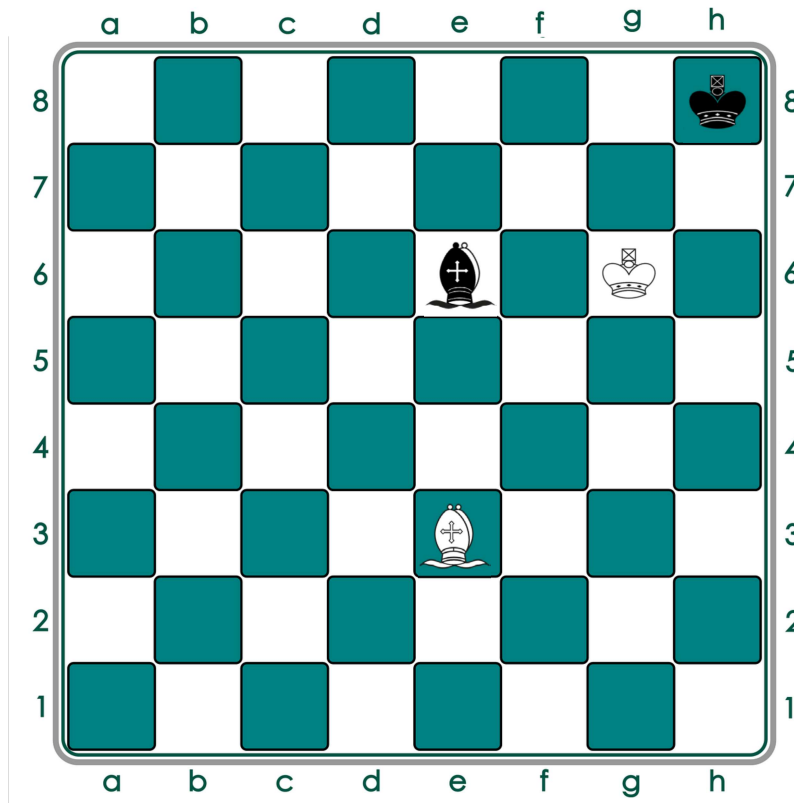


Diagram 71

This position is not considered drawn under 'Insufficient material to win'. If Black makes the mistake of **1...Bg8??** then White can checkmate with **2.Bd4#**. Hence, position with King and opposite colored Bishop is not covered under the rule of 'Insufficient material to win'.

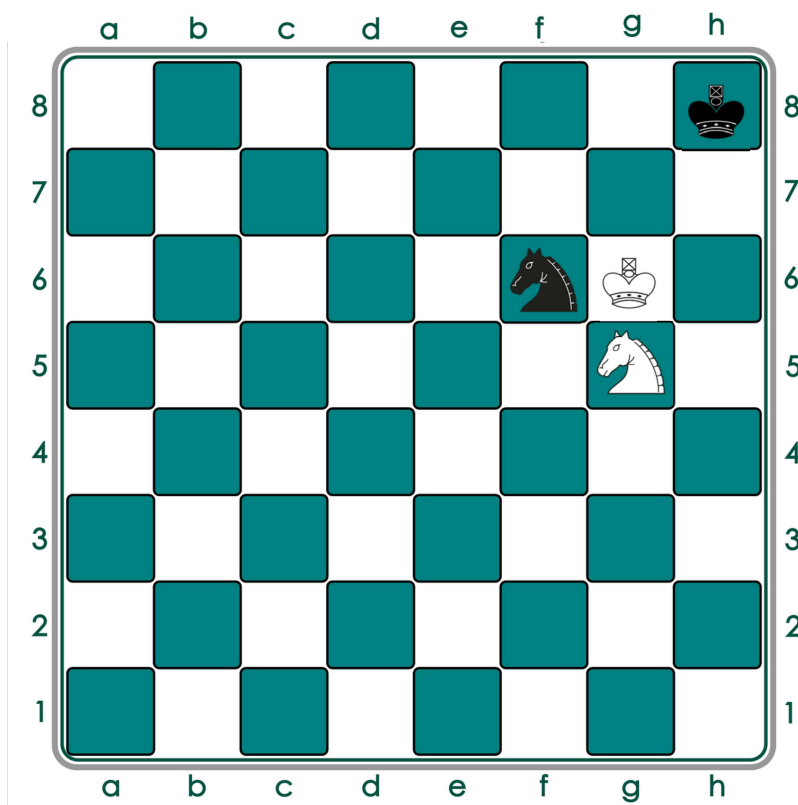


Diagram 72

This position is also not covered under the rule of 'Insufficient material to win' too. If Black makes the mistake of **1...Ng8**, White gets the opportunity to checkmate Black with **Nf7#**

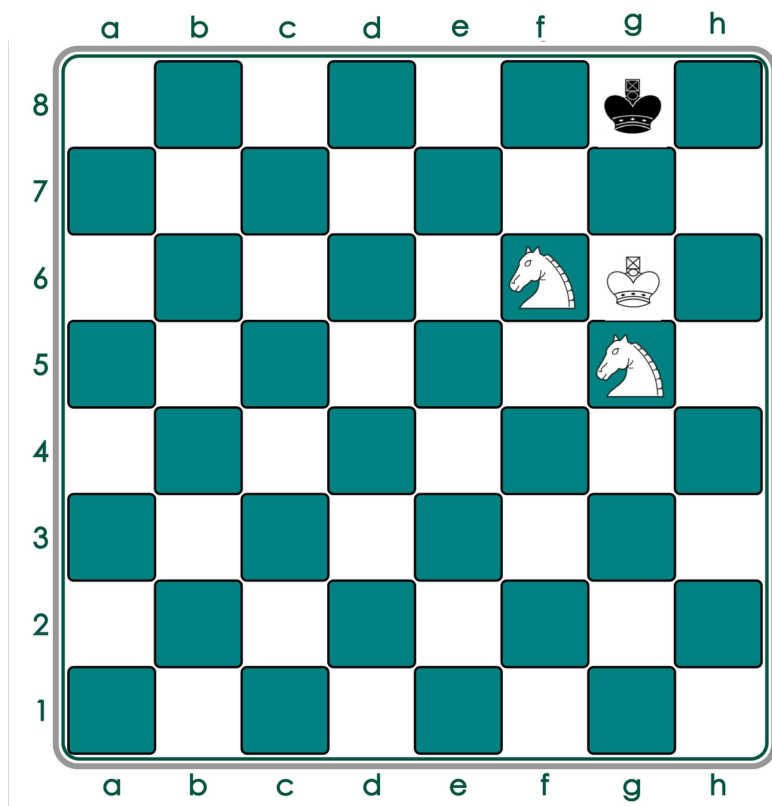
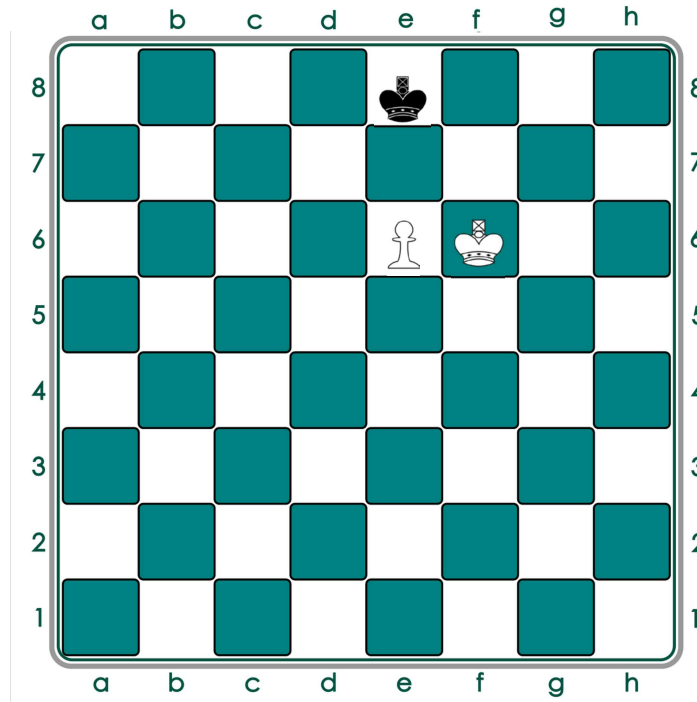


Diagram 73

If Black makes the mistake of moving **1...Kh8**, it allows the other Knight to deliver checkmate with **2.Nf7#** [**1...Kf8** is the correct choice when Black can save the game with accurate play.]

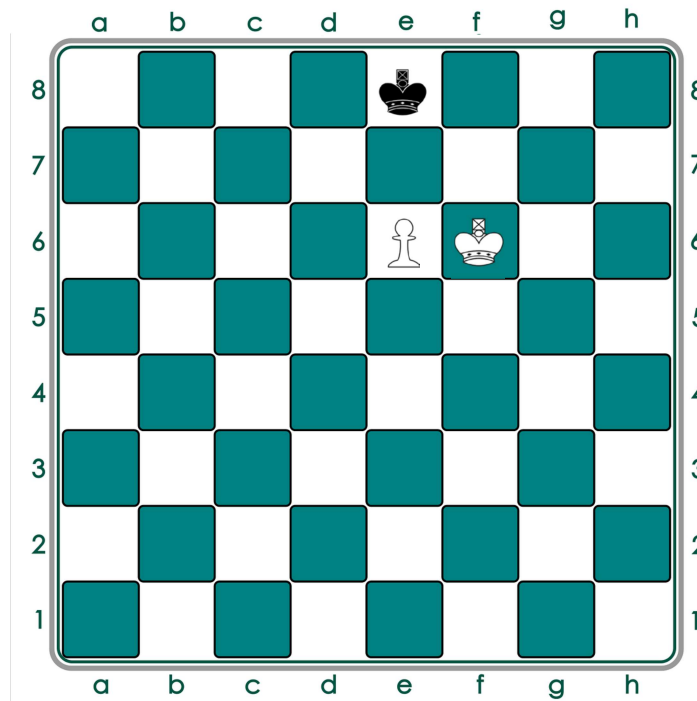
Chapter XV

Basic King and Pawn Endgame



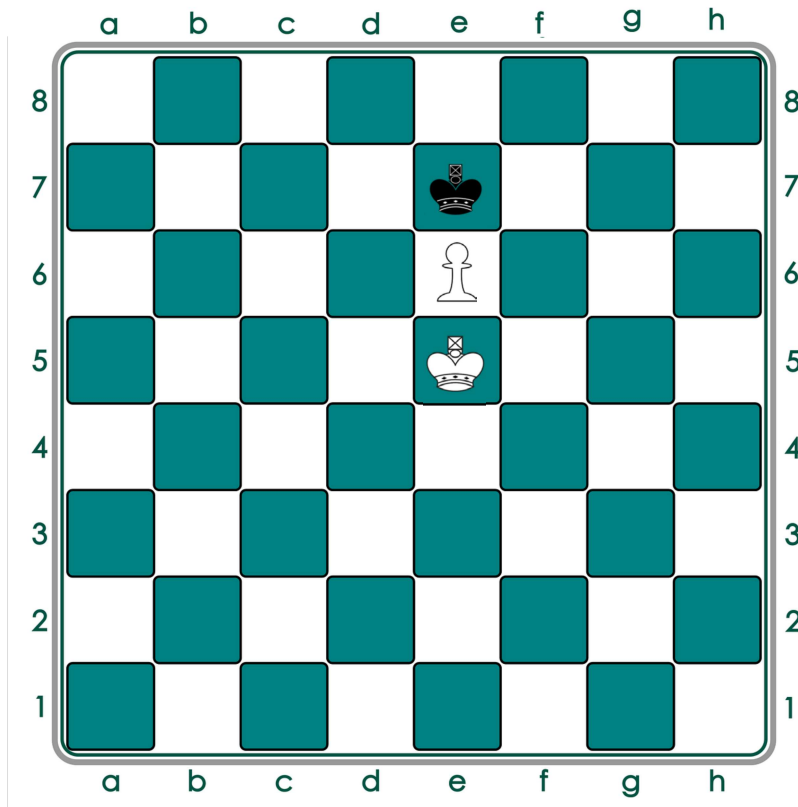
White to play Diagram 74

1.e7 Kd7 2.Kf7 and White promotes the Pawn!



Black to play Diagram 75

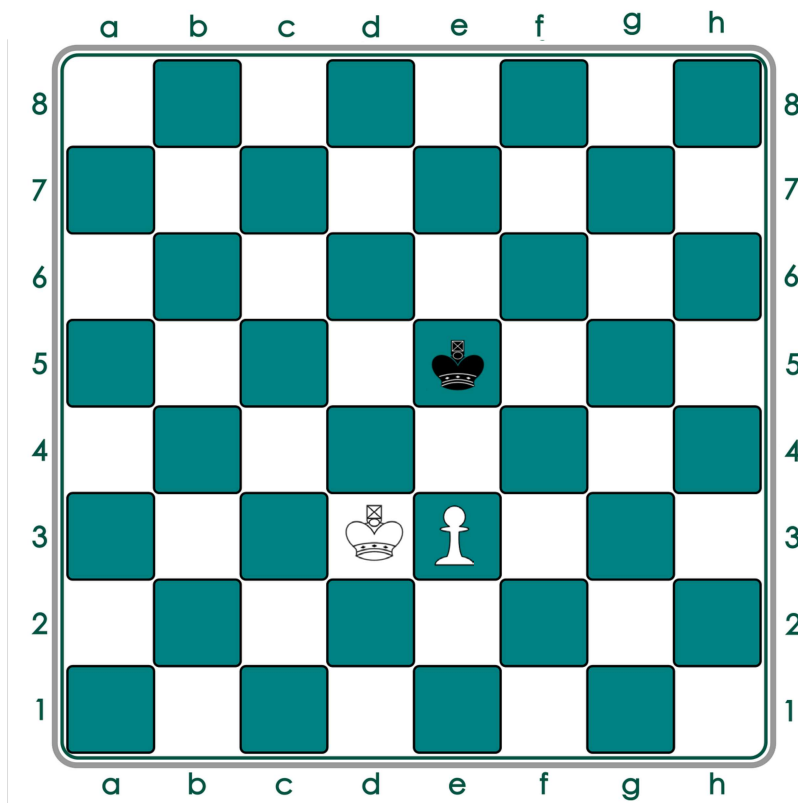
1...Kf8! secures a draw. [Not 1...Kd8? 2.Kf7 and the Pawn will soon promote.] **2.e7+ Ke8 3.Ke6** Black has been stalemated. Any other move by the White King would also have led to draw due 3...Kxe7.



Black to play

Diagram 03

Black can defend the position easily by oscillating the King between 'e7' and 'e8'. The idea is when White King comes to 'f6' Black can play 'Kf8' and when it comes to 'd6' Black can play Kd8. (In Chess terminology this is called 'seizing the opposition'.) **1...Ke8 2.Kd6** [2.Kf6 Kf8 3.e7+ Ke8 4.Ke6 when Black is stalemated.] **2...Kd8 3.e7+ Ke8 4.Ke6 Stalemate!**



White to play

Diagram 76

1.e4 Ke6 2.Kd4 Kd6 3.e5+ Ke6 4.Ke4 Ke7 5.Kd5 Kd7 6.e6+ Ke7 7.Ke5 Ke8
 8.Ke4 Ke7 9.Kd5 Ke8! [But not 9...Kd8?? 10.Kd6 Ke8 11.e7 Kf7 12.Kd7 and
 White wins] 10.Ke5 Ke7 11.Kf5 Ke8 etc.

One simple rule is that when White Pawn reaches the sixth rank, Black should keep his King on e7 or e8 (This rule applies to all Pawns i.e. if the Pawn is on 'd6' Black King should try to remain on d7 or d8 and so on... In case of Rook Pawns the draw is much easier as we will see later.)

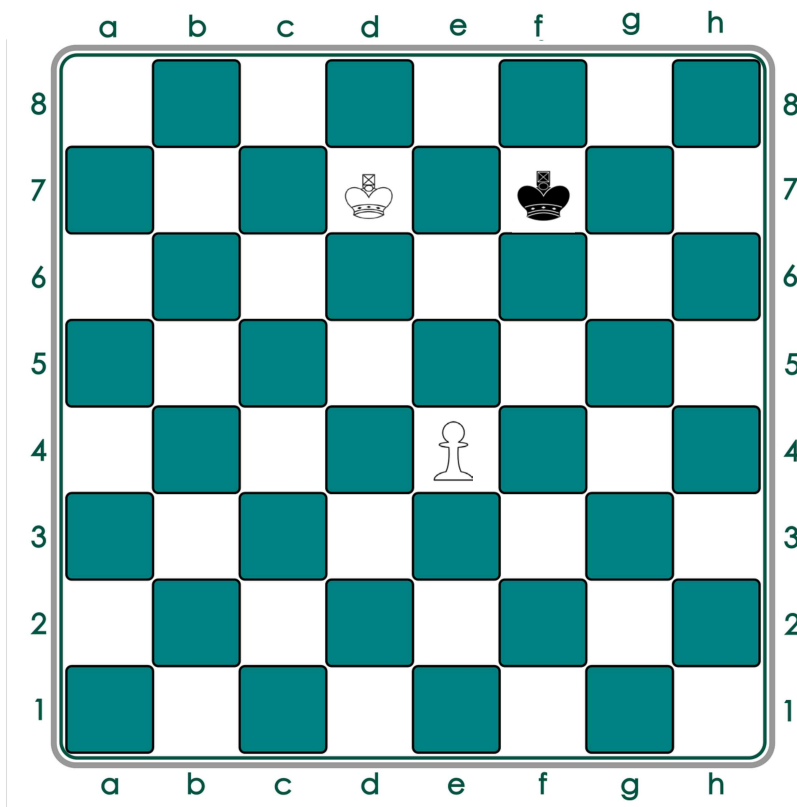
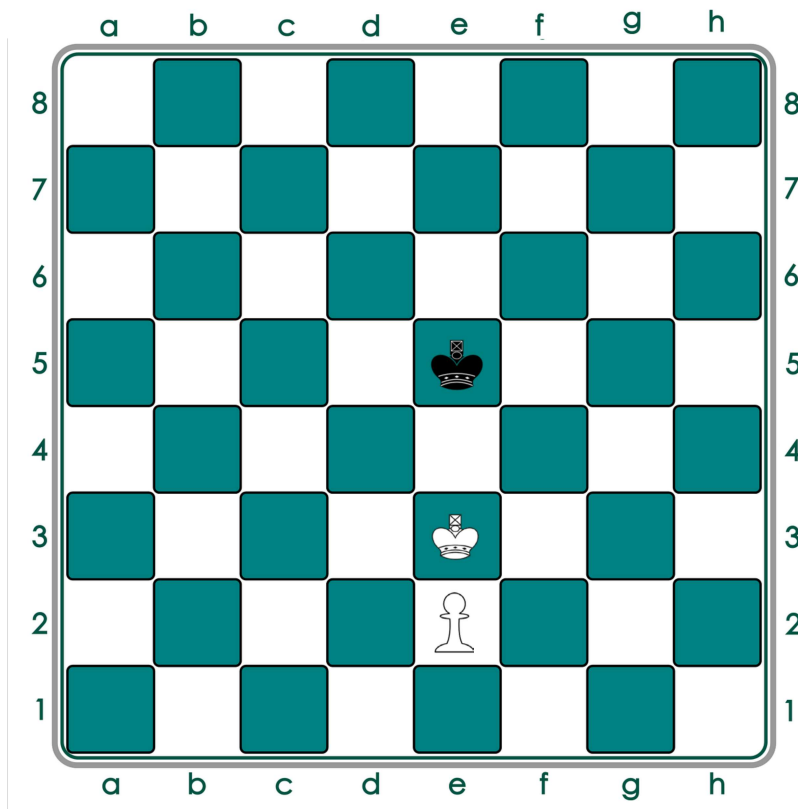


Diagram 77

White to play

1.e5 The White King controls all squares which the White Pawn will pass through on its way to promotion. Black is helpless here. 1...Kf8 2.e6 Kg7 3.e7



White to play

Diagram 78

When the attacking side has King in front of the Pawns, there are better chances of Pawn promotion compared to when the Pawn is more advanced than the King. This is because there are excellent chances of reaching the previous position (diagram 77) are excellent. In this position, White, with turn to play, is unable to force Pawn promotion. However, the same position with Black's turn to play, is an easy win for White as we will see in the next position. **1.Kf3 Kf5!** [**1...Kd5?** **2.Kf4 Ke6 3.Ke4** and White soon wins, we will see the winning procedure in the next position.] **2.Ke3 Ke5! 3.Kd3 Kd5! 4.e4+ Ke5** with a simple draw as shown in earlier positions.

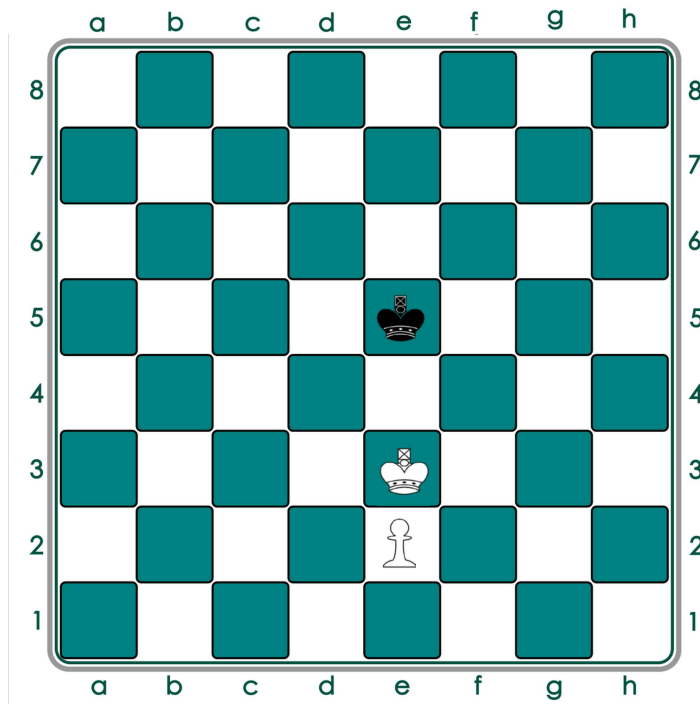


Diagram 79

Here Black, with turn to play, is unable to prevent the advance of the White King. The Black King must give way as White has the 'opposition'. It is necessary to understand the concept of 'opposition' as it is very important in the endgames and particularly in Pawn endings. When both the Kings stand on the same File, Rank or diagonal with one square separating them, the Kings are said to be in 'Opposition'. The side which is to move is usually at a disadvantage in the endgames when the Kings are in 'Opposition'. The diagram position is a typical example of 'Opposition' where the players are in mutual Zugzwang. Let us see some variations.

1.. Kd5 [Or if 1...Kf5 then 2.Kd4 with play similar to the main variation.] **2.Kf4 Ke6 3.Ke4 Kf6 4.Kd5! Ke7 5.Ke5 Kd7 6.Kf6 Kd6 7.e4 Kd7 8.e5** [8.Kf7 wastes time as the King must come back to 'f6' after Kd6 to save the 'e4' Pawn.] **8...Ke8 9.Ke6!** [But not 9.e6 Kf8 10.e7+ Ke8 11.Ke6 stalemate.] **9...Kf8 10.Kd7** reaching position similar to diagram number 77, when White is able to promote the Pawn by force.

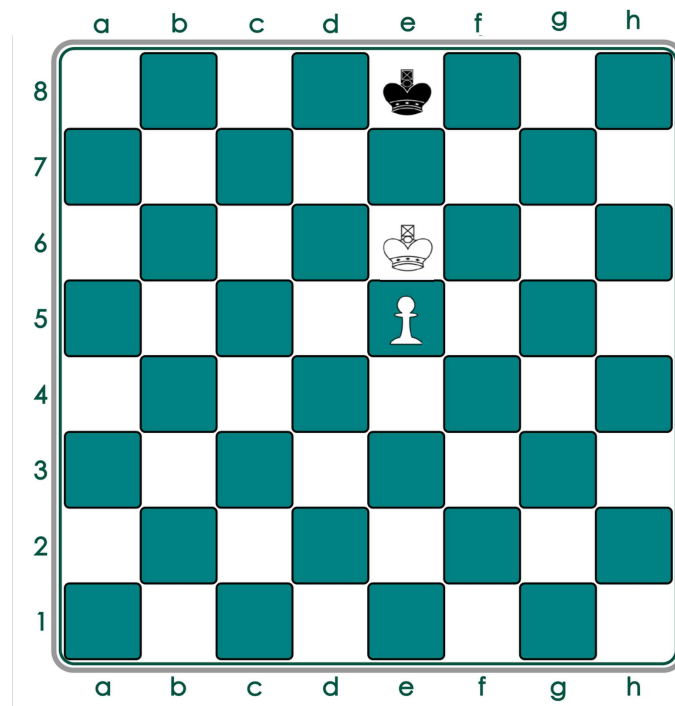


Diagram 80

When the King is on the 6th Rank with Pawn behind it, the position is winning irrespective of whose turn it is (Except the Rook Pawns.) For example: **1.Kd6** [or 1.Kf6 Kf8 2.e6 Ke8 3.e7 Kd7 4.Kf7 etc] **1...Kd8** [1...Kf8 2.Kd7 and the Pawn marches ahead.] **2.e6 Ke8 3.e7 Kf7 4.Kd7** etc.

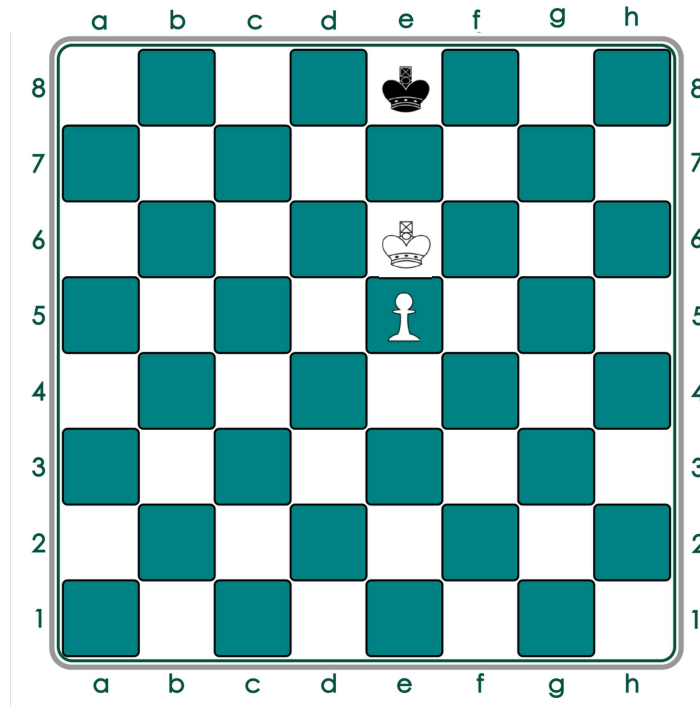
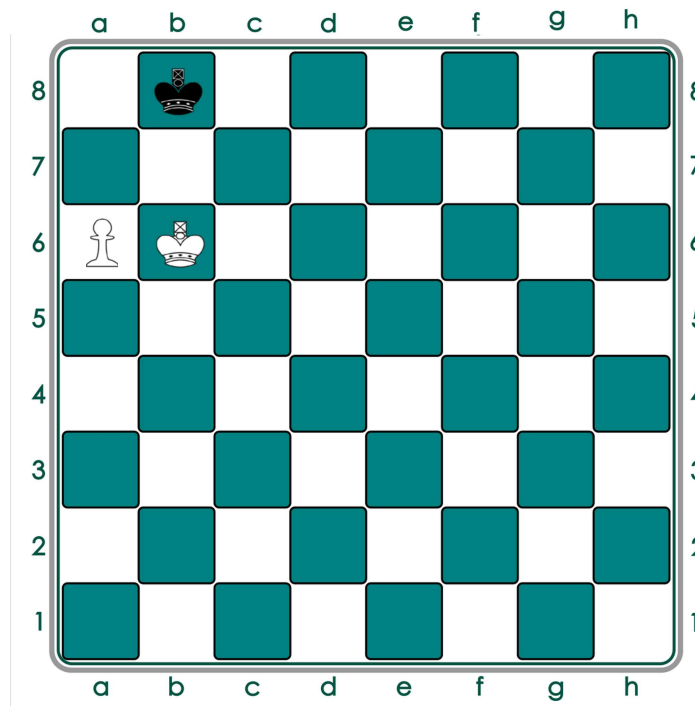


Diagram 81

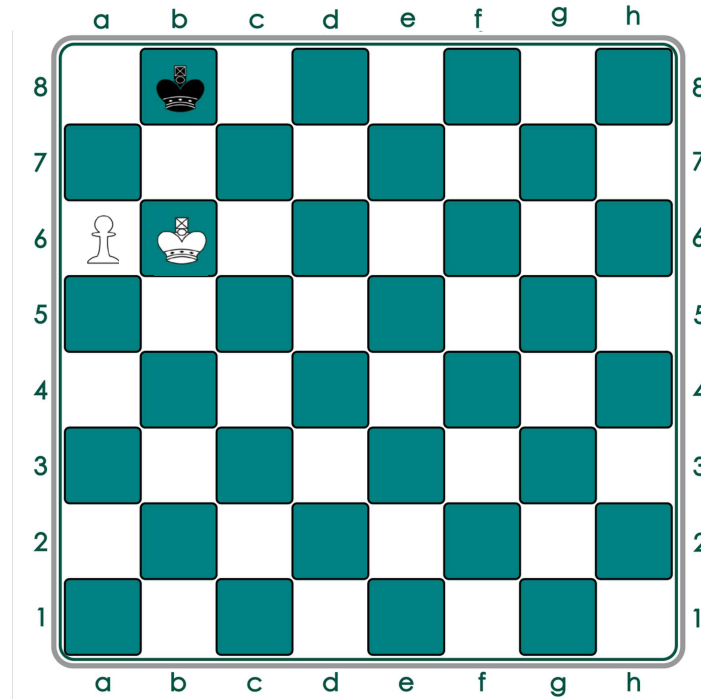
1...Kf8 [Or if 1...Kd8 then 2.Kf7! etc.....] 2.Kd7! White wins.



Black to play

Diagram 82

As mentioned earlier, when the superior side has only a Rook Pawn ('a' or 'h' Pawn), the defending side can draw easily. 1...Ka8 Here Pawn reaching 7th Rank without a check does not help as Black is stalemated after 2.a7.



White to play

Diagram 83

1.a7+ leads to a standard stalemate after 1...Ka8 2.Ka6

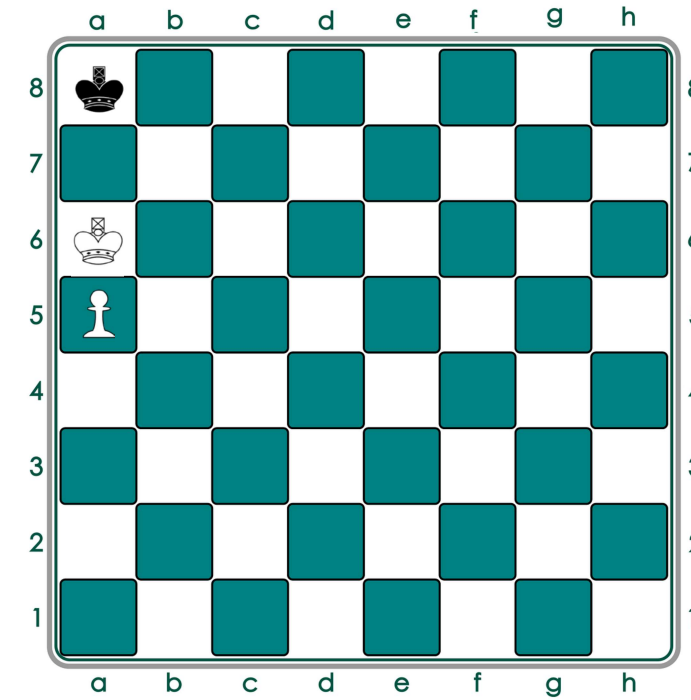
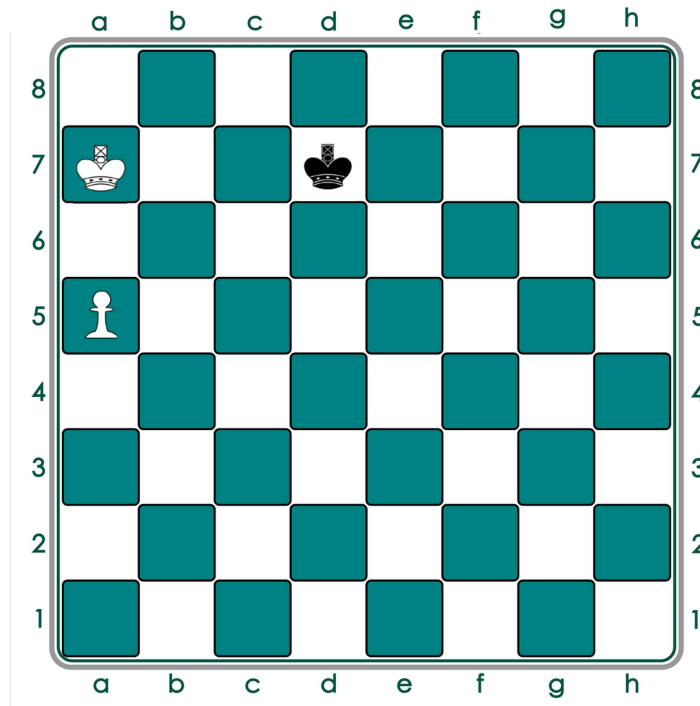


Diagram 84

Here White is unable to win despite the King in the 6th Rank in front of the Pawn.
1.Kb6 Kb8 2.a6 Ka8 3.a7 Stalemate.



Black to play

Diagram 85

The Rook Pawn is often a great disadvantage even if the enemy King is unable to stop it directly. For example, Black to play draws easily with **1...Kc7** [**1...Kc8** is also enough, **2.Ka8 Kc7** etc. **1...Kc6** is also adequate to draw as White's attempt to get out of the 'a' file with **2.Kb8** fails to **Kb5**] **2.a6 Kc8 3.Ka8** [**3.Kb6 Kb8** reaching diagram number 83] **3...Kc7 4.a7 Kc8** Draw with stalemate as there is no file on the left for the White King to move.

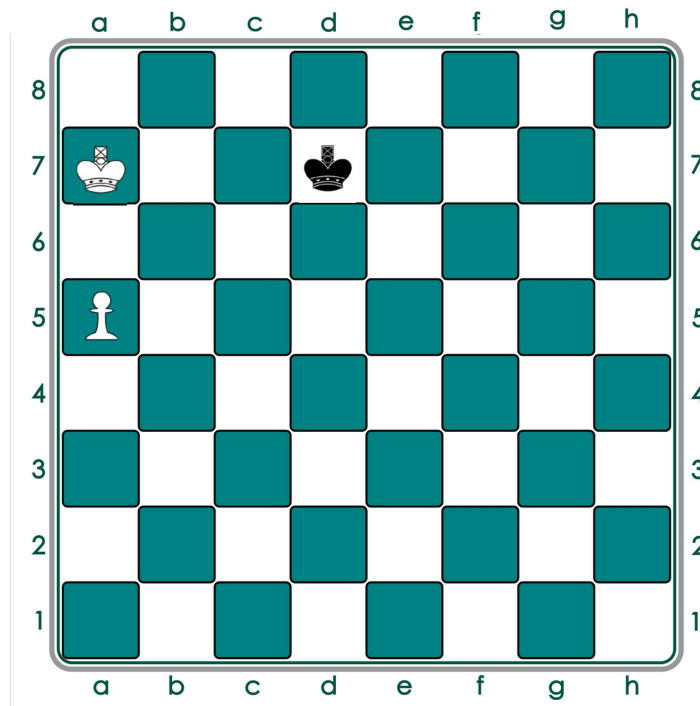


Diagram 86

With turn to play, White wins easily. **1.Kb7!** followed by **a6-a7-a8**

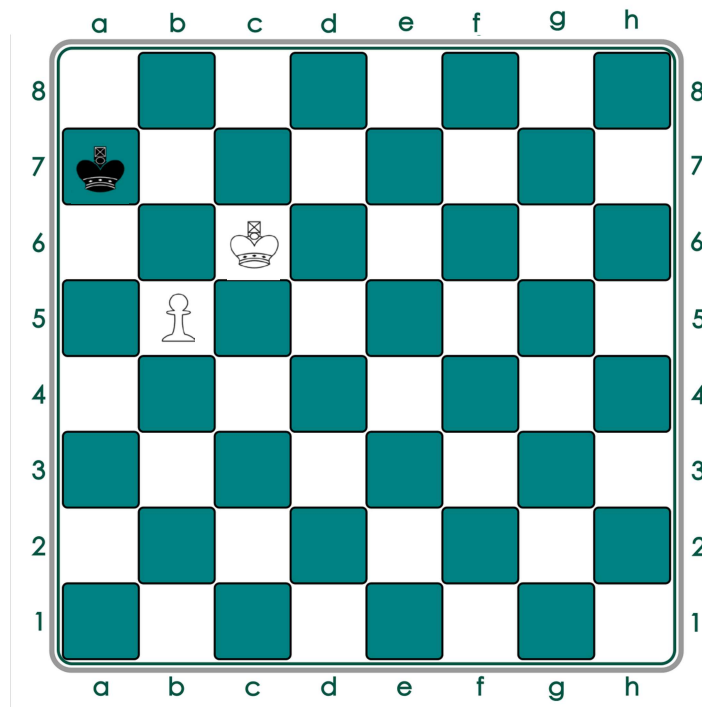


Diagram 87

Here White wins with **1.Kc7!** [1.b6+?? meets with an unexpected resource Ka8 2.Kc7 Stalemate] **1...Ka8 2.Kb6 Kb8 3.Ka6!** [3.Kc6 Ka7 leads to the starting position again.] **3...Ka8** [3...Kc8 4.Ka7 and the 'b' Pawn marches on!] **4.b6 Kb8 5.b7 Kc7 6.Ka7** and the Pawn promotes!

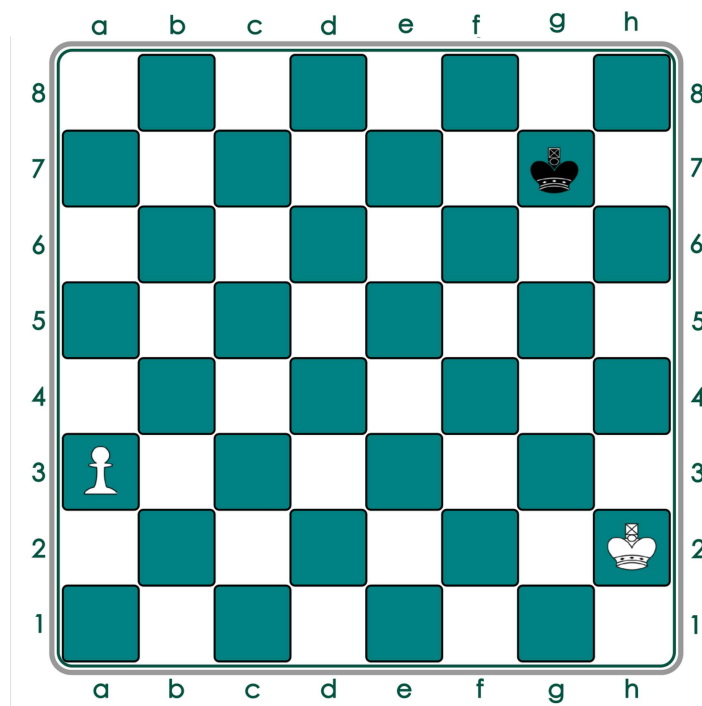


Diagram 88

So far we have seen the positions wherein the Pawn was unable to promote on its own without the help of the King. However in some cases, the Pawn can promote itself without any external help if it is out of the reach of the opposing King. **1.a4 Kf7 2.a5 Ke7 3.a6 Kd7 4.a7 Kc7 5.a8Q** etc. However the same position with Black's turn to play will be a draw as Black King will reach just in time to capture the Pawn.

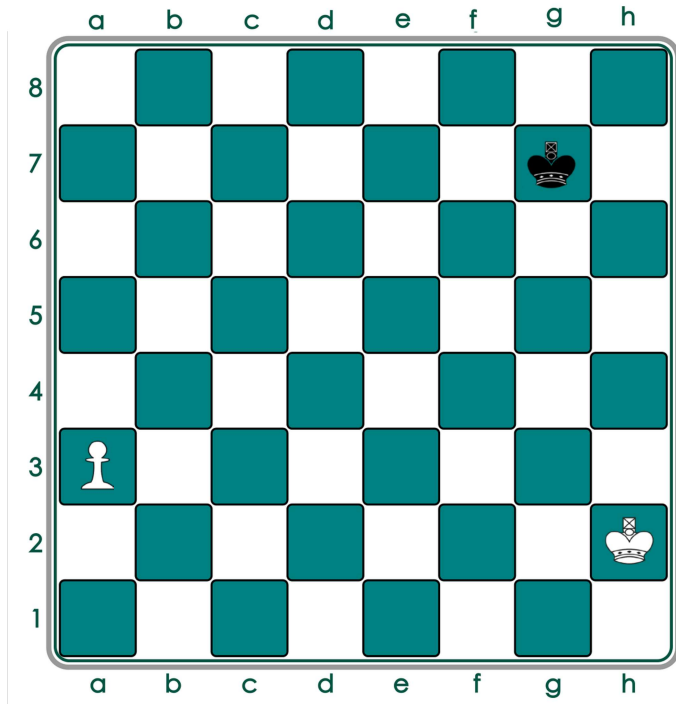


Diagram 89

1...Kf7 2.a4 Ke7 3.a5 Kd7 4.a6 Kc7 5.a7 Kb7 6.a8Q+ Kxa8 Just in time! **1... Kf6** or **1... Kf8** also achieve the same result.

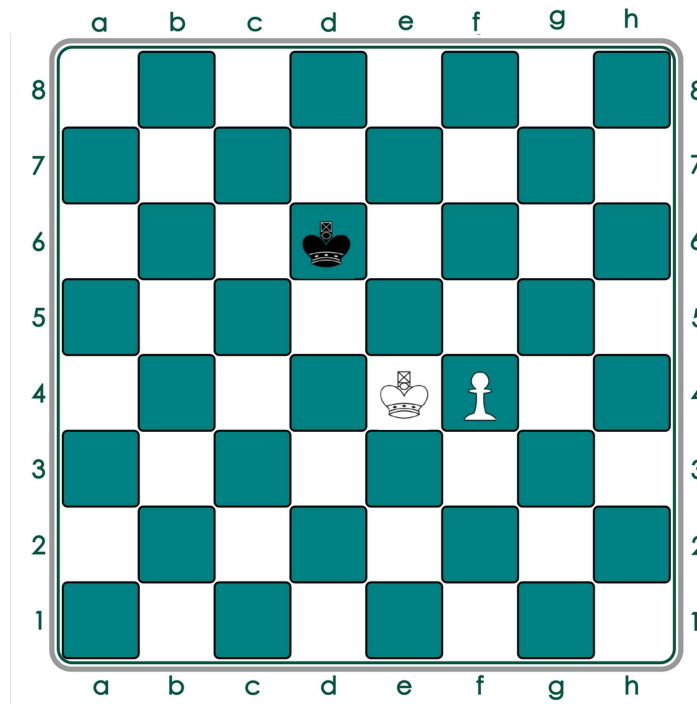


Diagram 90

In order to promote the Pawn the White King must reach 'e7' or 'g7'. This can be achieved with **1.Kf5!**The only way for White to win. [1.Kd4 Ke6 2.Ke4 Kf6 Is a well-known draw] **1...Ke7 2.Kg6 Kf8 3.Kf6** We have already seen similar positions before and are familiar with the winning procedure. [3.f5 Also wins in a straightforward fashion. Kg8 4.f6 Kf8 (4...Kh8 5.Kf7! Kh7 6.Ke7 etc.) 5.f7 Ke7 6.Kg7 and wins]
3...Kg8 4.Ke7

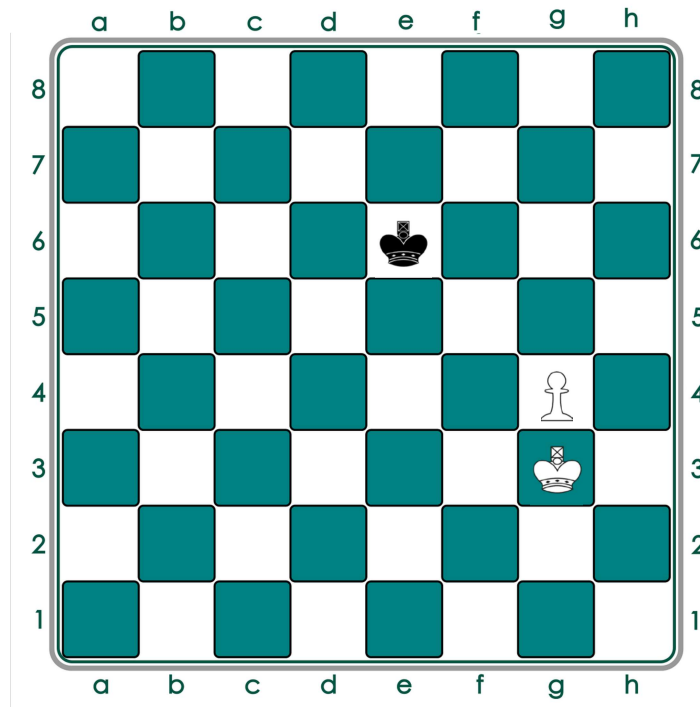


Diagram 91

White wins with **1.Kh4!** [1.Kf4 Kf6 2.g5+ Kg6 With the White Pawn ahead of the White King, this is a known draw] **1...Kf6** [1...Kf7 2.Kh5 (2.Kg5?? Kg7 With a draw) 2...Kg7 3.Kg5 Transposes to main line] **2.Kh5 Kg7 3.Kg5 Kf7 4.Kh6 Kg8 5.Kg6 Kh8 6.Kh6 Kg8 7.g5 Kh8 8.g6 Kg8 9.g7 Kf7 10.Kh7** and wins.

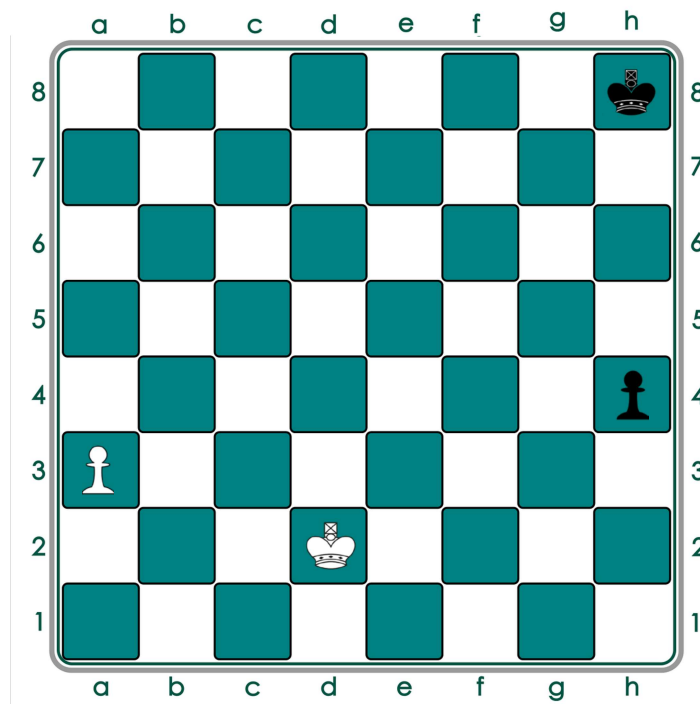


Diagram 92

The Black Pawn is three moves away from promotion while White's Pawn will take five moves. However the White King is in a position to stop the advance of the Black Pawn while the Black King is not in a position to stop the White Pawn. Therefore White wins with **1.Ke2 Kg7 2.a4 h3 3.Kf2 Kf6 4.a5 h2 5.Kg2 Ke5 6.a6** [6.Kxh2?? allows the Black King to stop the white Pawn with Kd6 7.a6 Kc7 8.a7

Kb7 etc.] 6...Kd6 7.a7 Kc7 8.a8Q

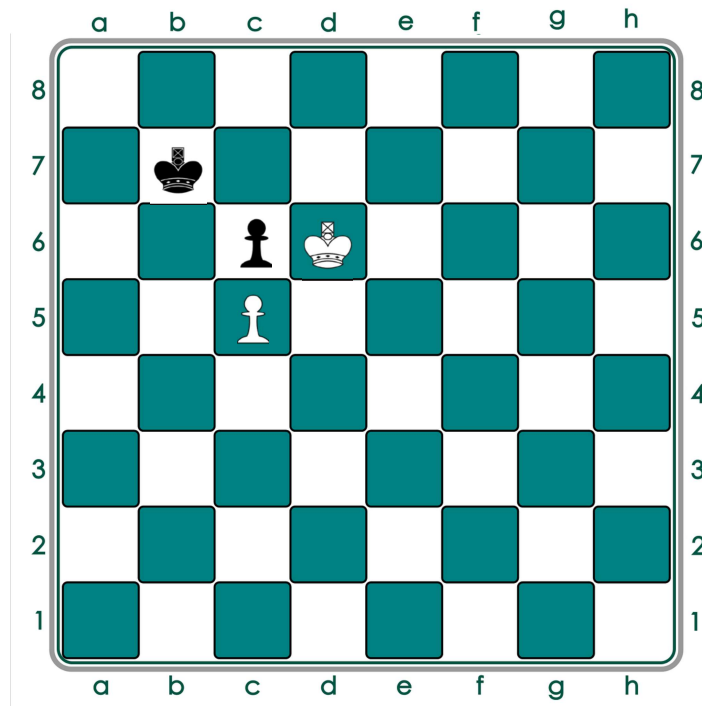


Diagram 93

With turn to play, black would have had to abandon the Pawn allowing White to capture it. White forces Zugzwang with **1.Kd7** the game may continue **1...Kb8** **2.Kxc6 Kc8** **3.Kd6 Kd8** **4.c6 Kc8** **5.c7 Kb7** **6.Kd7** when White succeeds in promoting the Pawn.

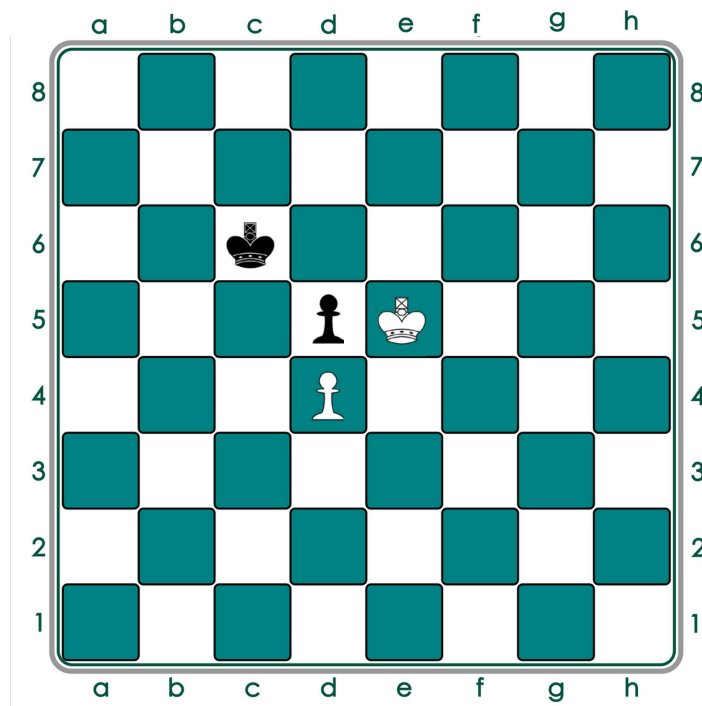


Diagram 94

As in the previous example, here too, White succeeds in winning the Pawn. However, this is insufficient to win the game here. Black to play, can draw with **1...Kc7! 2.Kxd5 Kd7**. Black must ensure that the capture of the 'd5' Pawn is met with **...Kd7!** at all times, seizing the opposition. With White to play, after **1.Ke6 Kc7 2.Kxd5 Kd7!** and we reach the same drawn position as above.

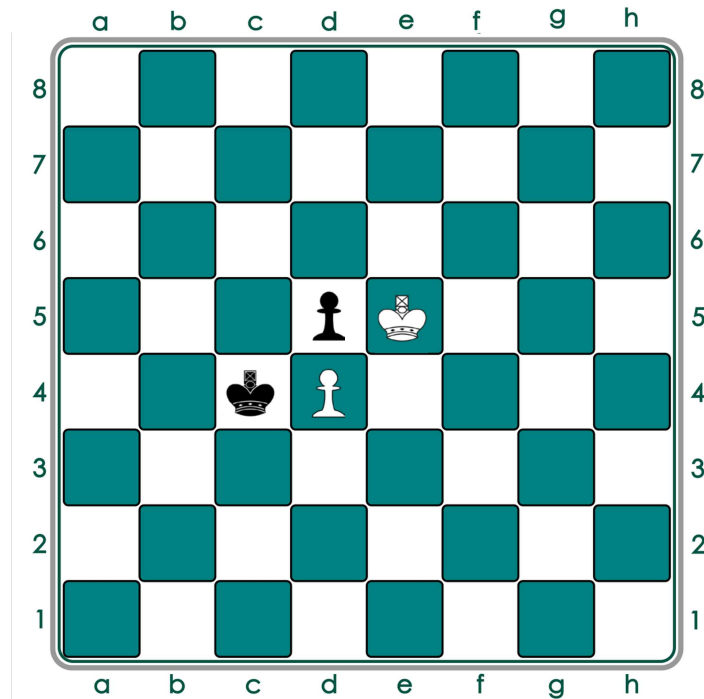


Diagram 95

The position is a mutual Zugzwang and the player with the turn to play must concede the Pawn and the game.

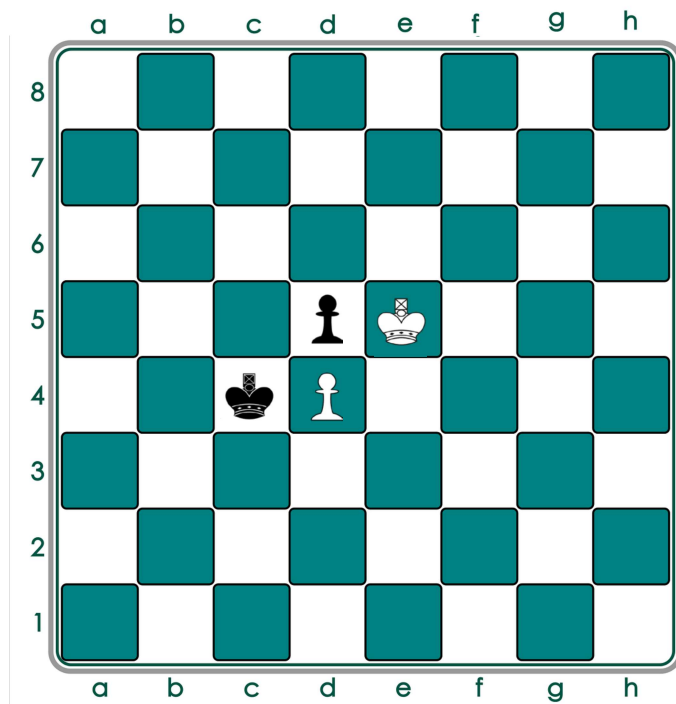


Diagram 96

The position is a mutual Zugzwang and the player with the turn to play must concede the Pawn and the game. **1.Kf4 Kxd4** and White loses as the White King can't reach 'd2' on the immediate move.

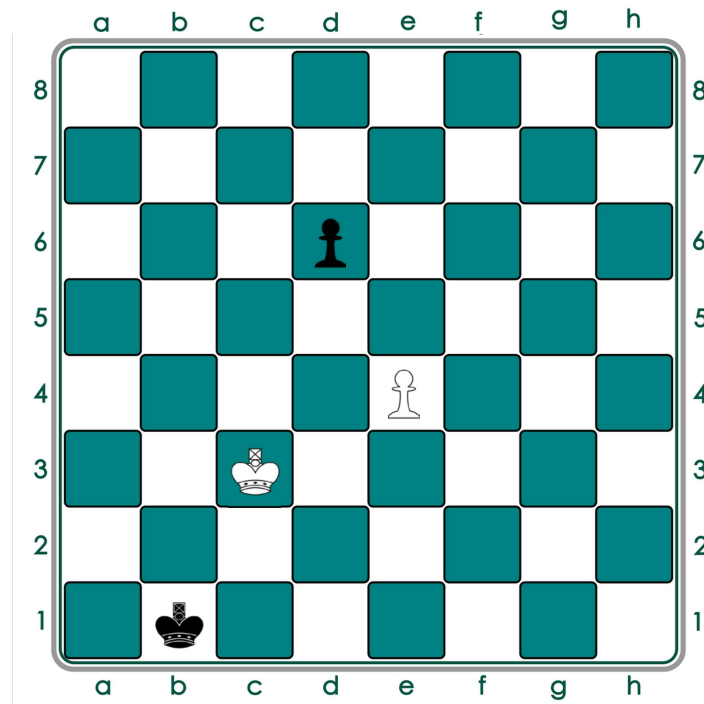


Diagram 97

When the Pawns stand in adjoining files, the defending side can draw by keeping an attack on the opponent's Pawn from the rear. **1...Kc1** [**1...Ka2?** **2.Kc4 Kb2** **3.Kd5** and White wins as Black cannot attack the 'e4' Pawn.] **2.Kd4 Kd2** **3.Kd5 Ke3** and White cannot win the 'd6' Pawn without losing the 'e4' Pawn.

Chapter XVI

Activity of Pieces

In this chapter, we are going to see the importance of ‘activity of pieces’. Though the players start the game with an identical position, Chess games quickly develop into uneven and unequal battles. This happens because both the players try to place their pieces in a way that would facilitate offensive against the opponent. We will see a few examples of how the position of pieces plays an important role in the result of the game.

NN vs Greco, 1620

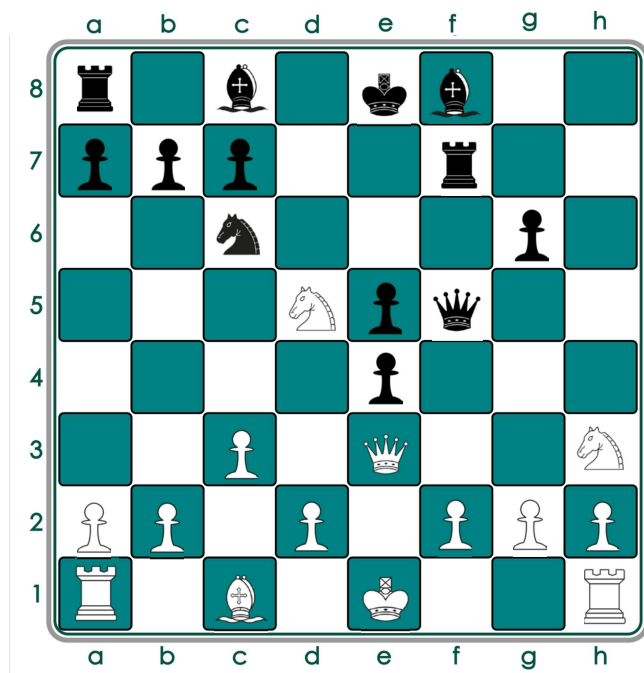


Diagram 98

Black to Play

In the diagram position, White has an extra Pawn. Both the players are yet to complete their development. However, Black has an upper hand as the Black pieces will soon occupy dominant positions. The game went **1...Be6! 2.c4** This allows the Black Knight to enter White’s territory with decisive effect, but the only other move which saves the Knight wasn’t satisfactory either. [2.Nb4 Bxb4! 3.cxb4 Nxb4 and Black wins. When the Knight’s invasion to ‘c2’ or ‘d3’ proves fatal for White. (3...Nd4!? is also powerful.) 4.Qc3 (4.Kd1 Qh5+ 5.f3 exf3; 4.0-0 Nc2 5.Qc3 Nxa1) 4...Nd3+ 5.Kd1 Qg4+ 6.Kc2 Qxg2 7.Rg1 Qxh3 8.Rxg6 0-0-0 **2...Nd4!** Threatening a deadly Knight Fork at ‘c2’. **3.0-0** [The alternative 3.Qc3? actually happened in the game NN Vs Greco, 1620. Black won quickly with 3...Qg4! 4.0-0 Ne2+ 5.Kh1 Nxc3] **3...c6 4.Nc3 Nf3+!** [Even stronger than 4...Nc2] 5.gxf3 [5.Kh1 Qh5! 6.Rg1 6...Bh6

7.Qxe4 Nxh2 8.d4 (8.Kxh2 Bf4+ 9.Qxf4 Rxf4) 8...Nf3! 9.Bxh6 Bxh3] Black wins.
 5...exf3 6.Kh1? [6.Qg5 is slightly better though Black still wins easily with 6...
 Qxh3 7.Qg3 Rf4! 8.Qxh3 Bxh3] 6...Qxh3 7.Rg1 Qxh2+! 8.Kxh2 Rh7+ 9.Kg3
 Rh3#

Greco vs NN, 1620

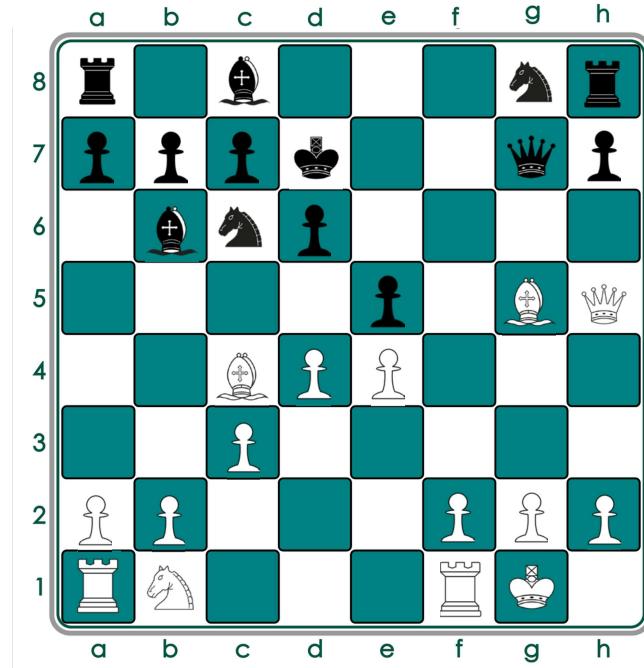


Diagram 99

White to play

The activity of pieces is most useful when it can be effectively used against the opponent's King. Actively placed pieces are often ready to penetrate into the enemy camp. In the diagram position, White has not completed his development and the Black King seems to be safe as it is surrounded by his own forces. Yet White's actively placed Queen, Bishops and powerful central Pawn mass can bring about a rapid victory by exploiting the weak squares around Black's King. White won with **1.Be6+! Kxe6** The Bishop sacrifice enables White Queen to penetrate at 'e8'. **2.Qe8+ Nge7** (or any other move) **3.d5#**

Greco vs NN, 1620

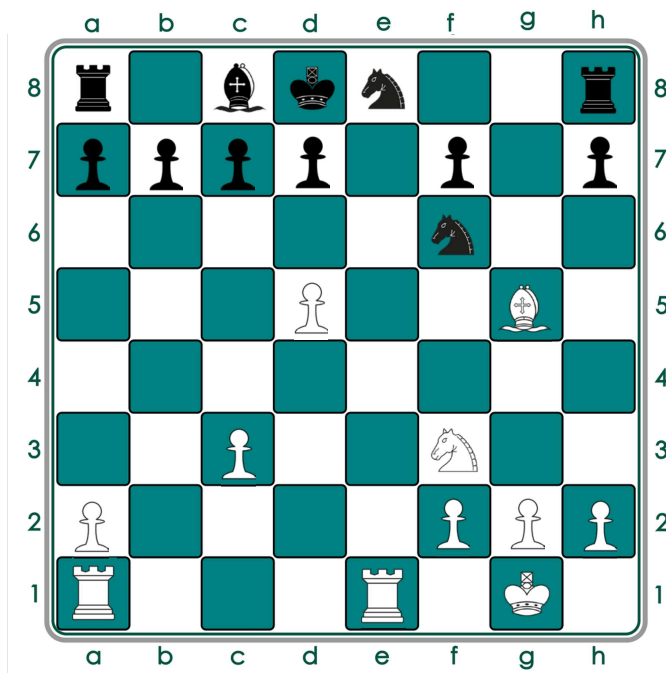


Diagram 100

White to play

Here is yet another pretty example of triumph of actively placed pieces over a poorly guarded enemy King. In the diagram, Black is a piece up in a Queen-less middle game and there doesn't seem to be any danger to the Black King. However, White found an ingenious way to end the game with an unexpected unusual mating pattern. White went on to win quickly with **1.Rxe8+!! Kxe8?** This allows a stunning finish. [Lesser evil is 1...Rxe8 2.Bxf6+ Re7 though White wins with 3.Re1.] **2.Re1+ Kf8** [Or if 2...Kd8 then 3.Bxf6#] **3.Bh6+!!** The most unexpected move! Black was expecting White to take the knight on 'f6'. **3...Kg8 4.Re5!**

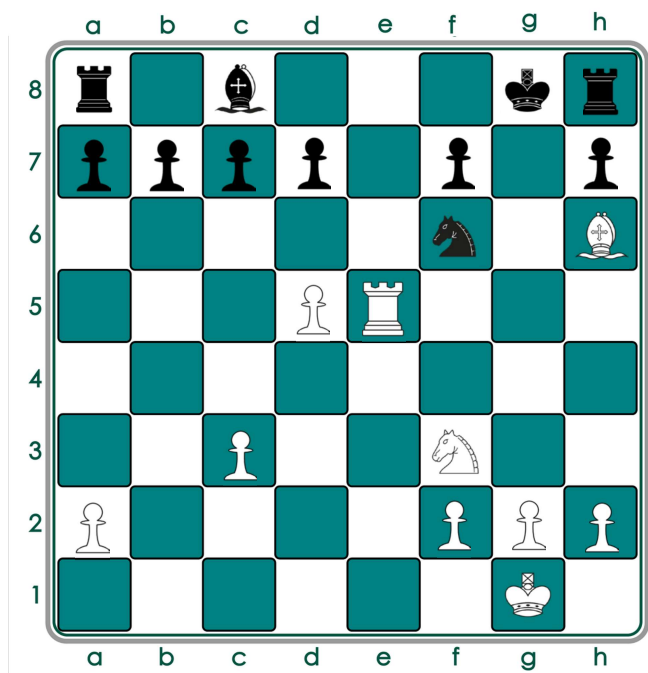


Diagram 101

White threatens 5.Rg5 checkmate, which can be averted only by allowing a mate on 'e8'. 4...Ne4 [Any other move such as 4...d6 allows 5.Rg5#] 5.Re8#

Greco vs NN, 1620

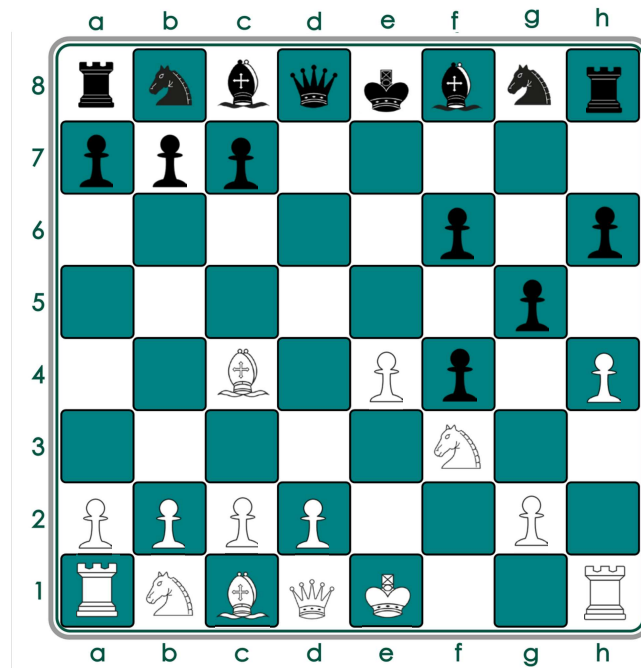


Diagram 102

White to play

Here we have an example of what happens when one violates the Chess principles such as development & activity of pieces and safety of the King. In the Diagram position, Black has an extra Pawn and reasonable control on the central squares. However, he hasn't cared for activity of his pieces and the safety of his King. All his pieces are in their initial positions and the King, though surrounded by own pieces lacks Pawn shelter and can be easily exposed to an attack. The game went, 1.Ne5! fxe5? [Best was 1...h5 to stop the White Queen from entering Black's camp. Even after this, White would have gained decisive material advantage with 2.Nf7 Qe7 3.Nxh8 etc.] 2.Qh5+ Ke7 3.Qf7+ Kd6 4.Qd5+ Ke7 5.Qxe5#

Von Bilguer vs Bledow, 1838

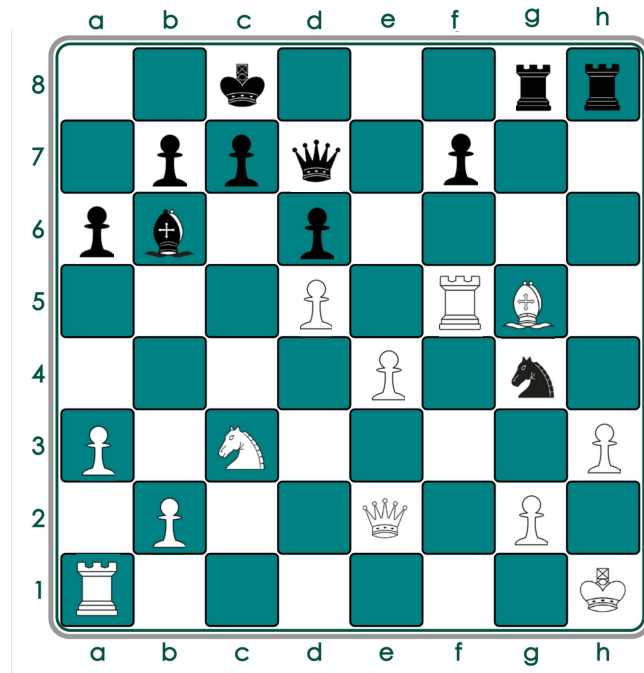


Diagram 103

Here we have an example of activating the pieces with a sacrifice. It is Black's turn to play. Black is better placed for an offensive against the enemy King than White is, but it is not easy to activate the Black Queen due to the presence of the White Rook on 'f5'. By giving away the Rook on 'g8', Black found a way to activate his Queen and Knight which led to an immediate victory. **1...Rxf5! 2.Rxf5 Nf2+ 3.Kg1** White is forced to walk into a discovered check. The alternative **3.Kh2** would have allowed **3...Rxh3+! 4.gxh3 Qxh3+ 5.Kg1 Qh1#**. The game continued **3...Nxh3+ 4.Kf1 Nxf5**. Faced with inevitable loss of more material, White resigned.

Chapter XVII

Central Control

'Centre Control' is another important strategic factor in Chess. Controlling the centre (the four central squares and their neighboring squares) not only helps in launching an attack quickly, but also helps to guard against the threats of the opponent. The activity of pieces is facilitated by centre control and hampered by lack of it.

We will now see a game wherein Black completely neglected this important strategic point.

Greco vs NN Europe, 1620

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 White temporarily neglects the development of the Queen side Knight in order to build a strong Central Pawn Mass. Black fails to understand the significance and importance of the Centre Control and pays a heavy price for it. **4...Nf6 5.d4 exd4 6.cxd4 Bb6?** This allows the White Central Pawn Mass to invade freely into Black's territory. It was necessary to counter White's Centre with **6...Bb4+ 7.Bd2 Bxd2+ 8.Nbxd2 d5** etc. **7.e5 Ng8? 8.d5 Nce7 9.d6! Nc6?** This loses immediately but the position was already untenable. For example, **9...cxd6 10.exd6 Nc6 11.0-0 Nf6 12.Re1+ Kf8 13.Nc3** when Black will be unable to activate the Queen, Rooks and Queen side Bishop. **10.Qd5!** The centralised White Pawns prevent the Black Queen from guarding the 'f7' square. **10...Nh6 11.Bxh6 Rf8?** Even worse was **11...gxh6?? 12.Qxf7#** but comparatively best was **11...0-0! 12.Bg5 Qe8 13.0-0 Qe6** etc. **12.Bxg7 Nb4 13.Qd2 Rg8 14.Bf6** White soon checkmated Black. The reader can see that White succeeded in winning the game without developing some of his pieces as the Centre Control and activity of the other pieces were enough to overpower the weakened Black army.

Morphy Vs Cunningham, 1859

1.e4 e5 2.Bc4 Bc5 3.c3 Nc6 4.Nf3 Nf6 5.d4 exd4 6.e5 Qe7? [The correct equalizing move was **6...d5!**, counterattacking White's Centre.] **7.0-0! Ng8?** [**7...Nxe5!?** was best, though White gets a crushing attack with **8.Nxe5 Qxe5 9.Re1 Ne4**

10.Qe2! f5! (10...d5 loses a piece. 11.cxd4 Qxd4 12.Be3 Qxc4 13.Qxc4 dxc4 14.Bxc5 f5 15.f3 etc.) **11.cxd4 Bxd4 12.Nd2 d5 13.Nf3** etc.; 7...Ng4? loses immediately to **8.Bg5 Qf8 9.cxd4 Bb6 10.h3 Nh6 11.d5** etc.] **8.cxd4 Bb6 9.d5** [9.Nc3! was a strong option too.] **9...Qc5!** [9...Na5 10.d6!] **10.Na3 Nd4 11.Be3!** The pin is not the real problem for Black but that he must now part with one of his few developed pieces is more serious. **11...Nxf3+ 12.Qxf3 Qf8 13.Bxb6 axb6** Now Black has no developed pieces. White has almost all his forces in the game. The end cannot be far off. **14.Nb5 Kd8 15.Rac1** White occupies the open file and takes aim at c7. 15.d6 c6 16.Nc7 was another winning possibility. **15...d6 16.exd6 cxd6 17.Qe3 Ra6 18.Nc7 Qe7 18...Kxc7 19.Bxa6+** would be a deadly discovered check. **19.Ne6+** White will exchange this Knight for the Rook at a6. **19...fxe6 20.Bxa6 Bd7 21.Bb5** [21.Qxb6+ Ke8] **21...Ke8 21...Bxb5 22.Qxb6+ Ke8 23.Qxb5+ Kf7 24.dxe6+ Qxe6 25.Rfe1 22.dxe6 Nf6** The Pawn cannot be captured because the Bishop on 'd7' is pinned. **22...Bxb5 23.Rc8+** or **22...Bc6 23.Qxb6 23.Rc8+** Pretty exploitation of the pin! **1-0**

Marache vs Morphy, 1857

Here is an brilliant example of controlling the Centre with Pieces instead of Pawns. Domination of the Centre by Pieces is generally fatal for the opponent. **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Ba5 6.d4 exd4 7.e5?** White has misunderstood the concept of Centre Control and advances his Pawn without the activity of pieces **7...d5! 8.exd6? Qxd6 9.0-0 Nge7 10.Ng5?** White mas misunderstood the concept of 'activity of pieces'. **10.Ba3! Qg6 11.Re1!** was called for **10...0-0 11.Bd3?! Bf5!** Black sacrifices an "exchange" (A Rook for a Minor Piece) to launch an attack against White King. **12.Bxf5 Nxf5 13.Ba3 Qg6 14.Bxf8 Qxg5! 15.Ba3 dxc3** The Black QN is now ready to occupy the central square 'd4'. **16.Bc1 Qg6 17.Bf4** [17.Be3? Nxe3 18.fxe3 c2] **17...Rd8 18.Qc2**

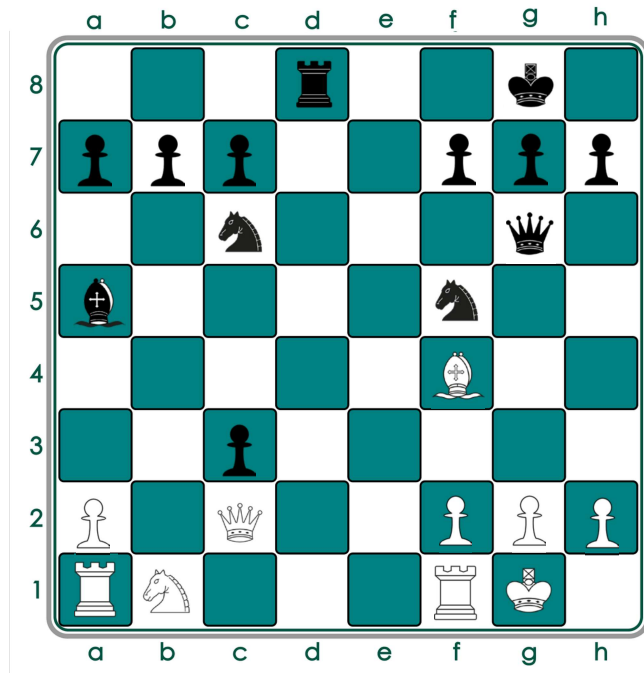


Diagram 104

Black to play and win. **18. ..Ncd4! 19.Qe4**

[19.Qd3 Meets the same fate after 19...Ng3!! 20.Qxg3 (20.Qxg6 Nde2#) 20...Ne2+ 21.Kh1 Nxg3+]

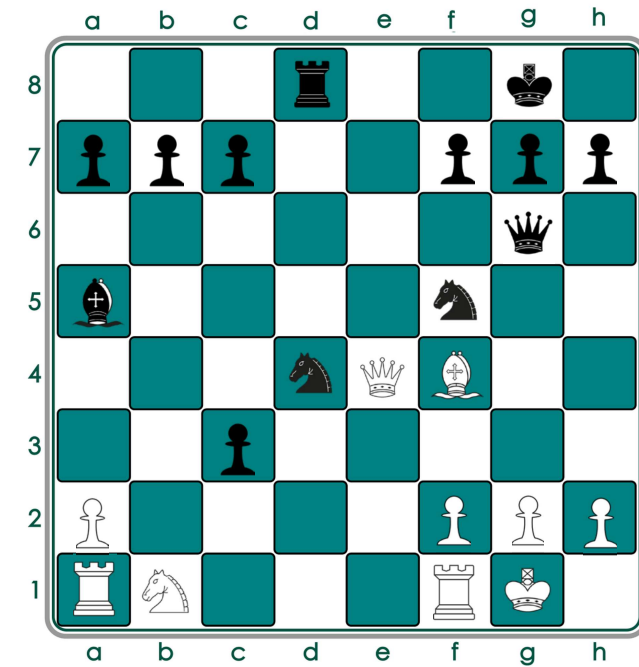


Diagram 105

19...Ng3! 20.Qxg6 [White could have delayed his defeat by 20.Bxg3, giving away the Queen.] **20...Nde2#**

Euwe vs Jutte, 1926

We will now see a crushing victory by Dr Max Euwe, the only player who holds the distinction of being both World Chess Champion and the President of FIDE. White made excellent use of his superior center control and piece activity to win in just 22 moves. **1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb6? 7.d5 Ne7 8.e5 Ne4 9.0-0 0-0?** [9...d6 10.Qe2 Nc5 would have given better defensive chances.] **10.Qe2 Nc5 11.b4! Na6 12.d6! cxd6 13.exd6 Ng6** [13...Nf5? loses quickly after 14.Bg5 Qe8 15.Qd3! Nh6 16.Bxh6 gxh6 17.Nc3] **14.Bg5 Qe8 15.Be7** [15.Qb2! Bd8 16.Re1 Qxe1+ 17.Nxe1 Bxg5 18.Nc3 was also strong.] **15...Kh8 16.Nc3!** Even better than **16.Bxf8 16...Nxb4 17.Rae1 Nc6 18.Bxf8 Qxe2 19.Rxe2 Nxf8 20.Re8! Kg8 21.Nd5** [21.Ng5! g6 22.Bxf7+ Kg7 23.Bd5 was as good.] **21...g6 22.Ne7+** Black resigned in view of 22...Kg7 23.Nxc8 when Black can't avoid rapid defeat.v

Chapter XVIII

Introduction to the openings

Generally, a Chess game goes through three phases, namely Opening, Middle-game and Endgame. The first few moves, wherein players try to mobilize their forces in an optimal way, is called the opening phase. The next phase, trying to attack the opponent's forces, is known as the Middle game. If the game does not end in the Middle game and if a comparatively simplified position with reduced material is reached, then the game is said to have reached the Endgame phase. In this chapter, we are going to see some basic opening moves along with the strategy behind these moves. Chess opening is a very vast subject and innumerable Chess authors have tried to 'teach' different openings in depth, sometimes till move 30 or more, without bothering to explain the reasoning and logic behind the moves played. Needless to say, this only results in confusing inexperienced players, who end up believing that they are unprepared for tournament play till the moves are memorized. It is, therefore, our intention to make the reader understand what the 'Opening' phase is all about. Former World Champion Dr Emanuel Lasker, probably the greatest Chess teacher ever, has made a very significant comment on the openings -- "Games are not won or lost by one or two mistakes in the opening". Of course, the World Champion didn't refer to "Fool's Mate" or "Scholar's Mate" which happen after one single gross blunder. It is true that nowadays many top players in the world spend most of the practice time studying and memorizing the moves in the openings, but even the deepest memorization of opening variations does not provide a safeguard against mistakes in the further course of the game. We, therefore, lay emphasis on the readers playing the openings on their own, making their own plans and trying to execute them. The opening phase is very simple to learn and play if we bear in mind the simple principles of Chess, which usually determine the outcome of the game. These principles, which apply to all phases of the game, are as under :

- (1) Safety of the King -- This is the most important principle in Chess as the object of a game is to checkmate the enemy King. Keeping our King safe and trying to weaken the defense of the enemy King, is what the game should ideally revolve around.
- (2) Safety of Material :-- If the Kings are well guarded, the players need to use their material to eliminate the guards of the enemy King. A player with more material is more likely to win the game provided there is adequate safety of the King.

(3) Activity of pieces :-- This includes placing pieces and Pawns in effective positions with proper harmony and co-ordination between them.

(4) Center control :-- Activity of pieces largely depends on Center control, with special emphasis of controlling the central squares with Pawns. Readers should learn to be alert about safety of the King and other Chessmen and move their forces to ensure activity and control of the center. If these ideas are followed, the players are likely to get satisfactory positions in all their games. We will now discuss some opening variations, i.e. the first few moves of some simple openings.

1.e4

This is the most popular opening move for over 5 centuries as it controls a central square 'd5' and plans to gain absolute control of the center with d2-d4 on the next move.

1...e5

Black, too controls the center.

2.f4!?

An interesting idea to divert the Black Pawn away from the Center.

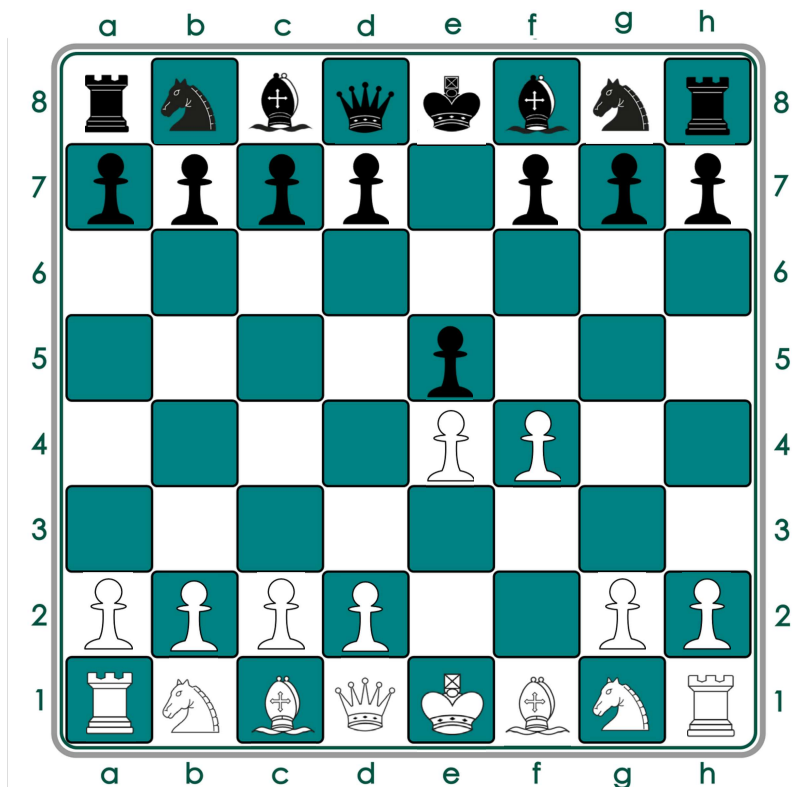


Diagram 106

King's Gambit

Instead, 2.d4 is not so good as 2...exd4 3.Qxd4 helps Black develop quickly by getting a 'Tempo'. 3...Nc6 4.Qd1 Nf6 Black is already in a better position.

2...exf4 3.Nf3

To stop 3...Qh4+

3...d6 4.d4 Nf6 5.Nc3 Nc6 6.Bxf4 Be7 7.Bc4

7.Qd2 0-0 8.0-0-0 is a powerful alternative too.

7...0-0 8.0-0

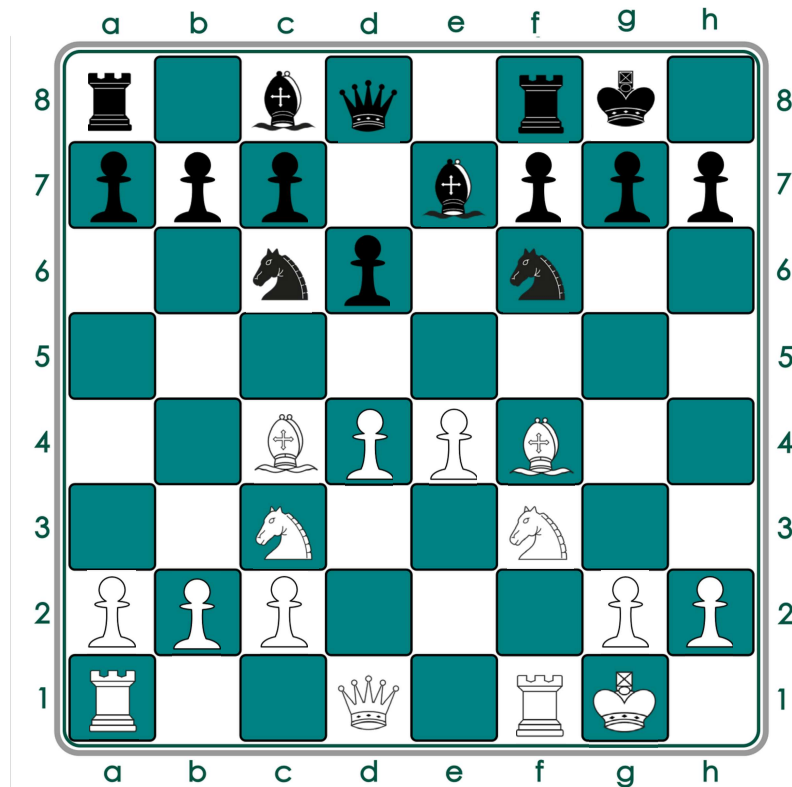


Diagram 107

White is in much better Position.

Countering The King's Gambit

1.e4 e5 2.f4

Let us now see various ways to counter the King's Gambit.

2...d5!

This is known as Falkbeer Counter Gambit, named after a great attacking master Falkbeer from the 19th century. Black intends to open up the position and exploit the weakness in White's camp due to the advance of the 'f2' Pawn.

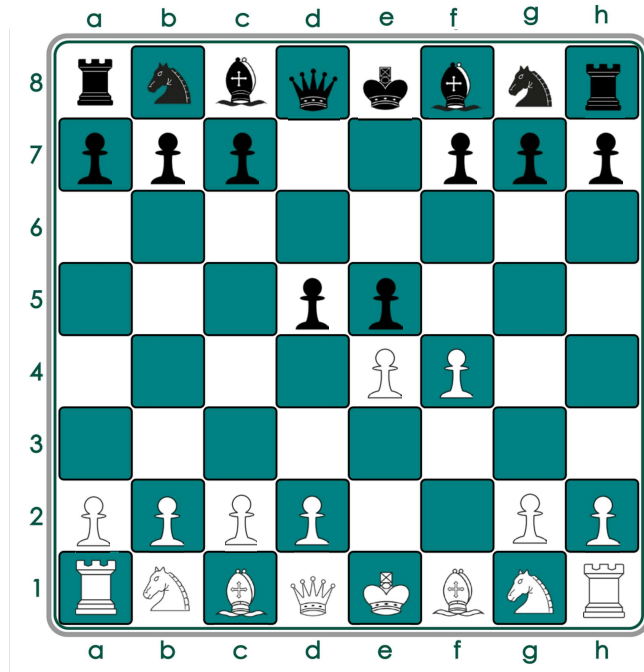


Diagram 108

3.exd5

3.fxe5?? allows 3...Qh4+ 4.g3 Qxe4+ 5.Qe2 Qxh1

3...exf4!

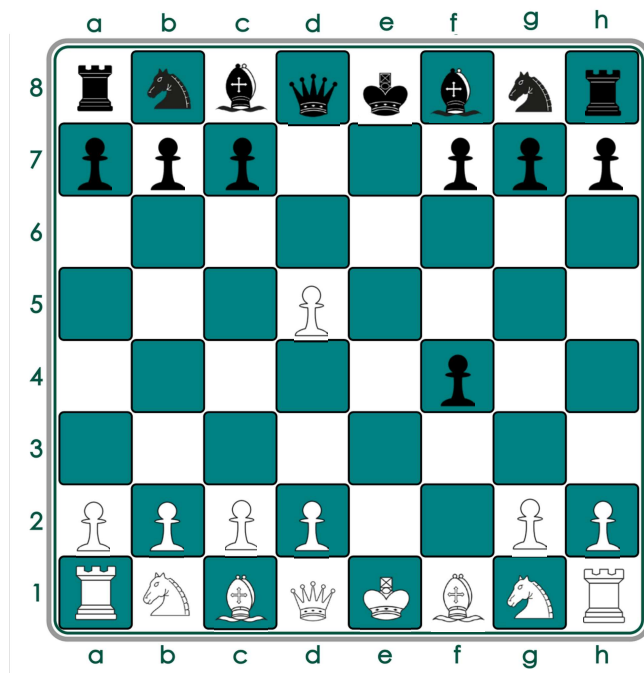


Diagram 109

[Another aggressive alternative is 3...c6!?

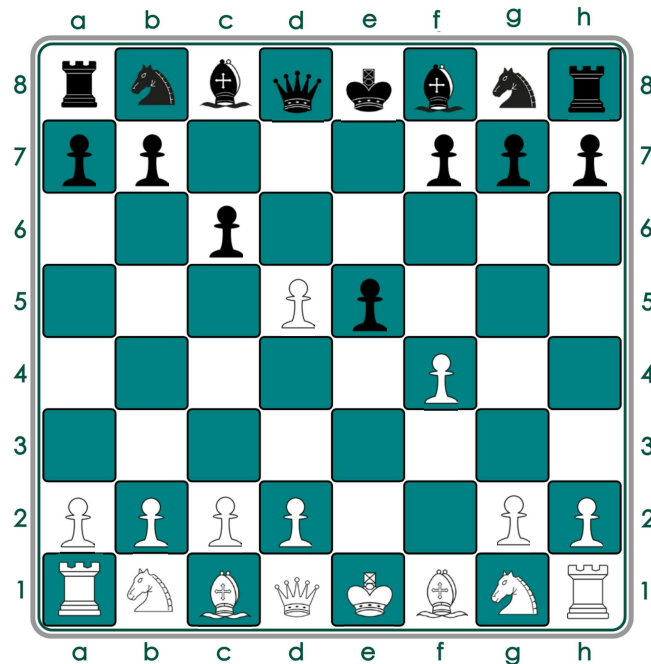


Diagram 110

4.Qe2 (4.dxc6?! Nxc6 with a strong initiative.) 4...cxd5 5.fxe5 Nc6 6.Nf3 Bg4 with an aggressive position for Black.]

[3...e4!? was Falkbeer's original idea.

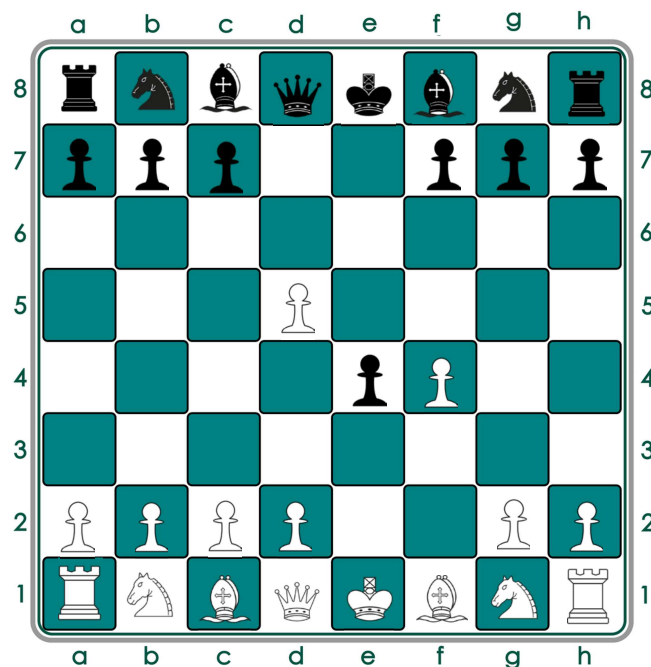


Diagram 111

5.d3 Nf6 5.dxe4 Nxe4 6.Nf3 (6.Qe2?! Qxd5 7.Nc3? Bb4)

6...c6! 7.Bd3 (7.dxc6? Qxd1+ 8.Kxd1 Nf2+ 9.Ke1 Nxh1)

7...Nf6! 8.dxc6 Nxc6 9.0-0 Bc5+ 10.Kh1 0-0 The position is balanced. Black has good attacking prospects.]

Let us go back to 3....exf4!(diagram 109) a possible continuation can be 4.Nf3 Nf6 5.c4

5.d4?! Nxd5 6.c4? Bb4+ 7.Bd2 Ne3! is disastrous for White. For example, 8.Qa4+? Bd7 9.Qxb4? Nc2+ etc.

5...c6! 6.d4 Bb4+ 7.Nc3

7.Bd2 Bxd2+ 8.Qxd2 0-0 with attack.

7...0-0 8.Be2! cxd5 (8...Ne4!? 9.Qc2) 9.0-0

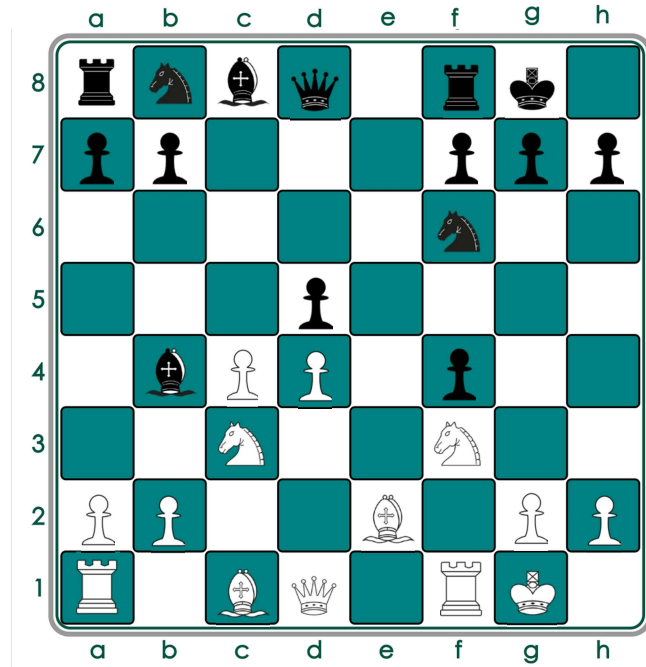


Diagram 112

The position is perfectly balanced.

Bishop's Opening

1.e4 e5 2.Bc4

The Bishop's opening. This is an unambitious choice.

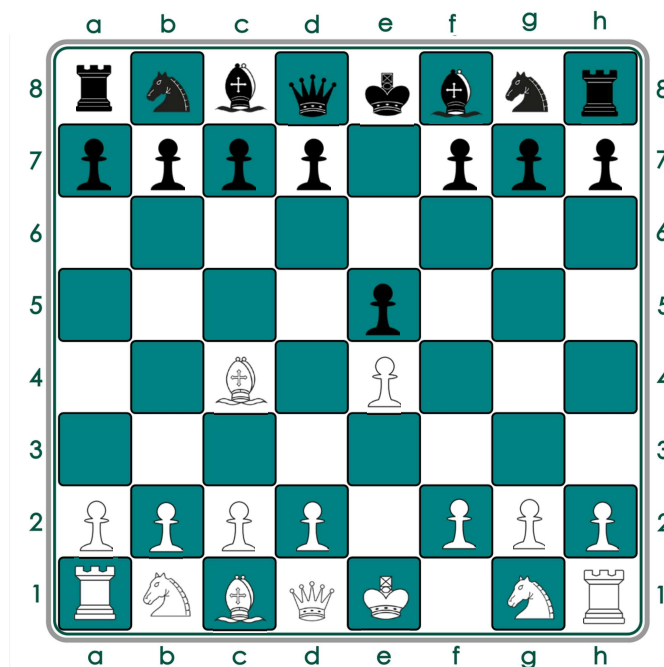


Diagram 113

2...Nf6 3.Nc3

[3.d3 is another alternative. Black's most active reply is 3...c6!]

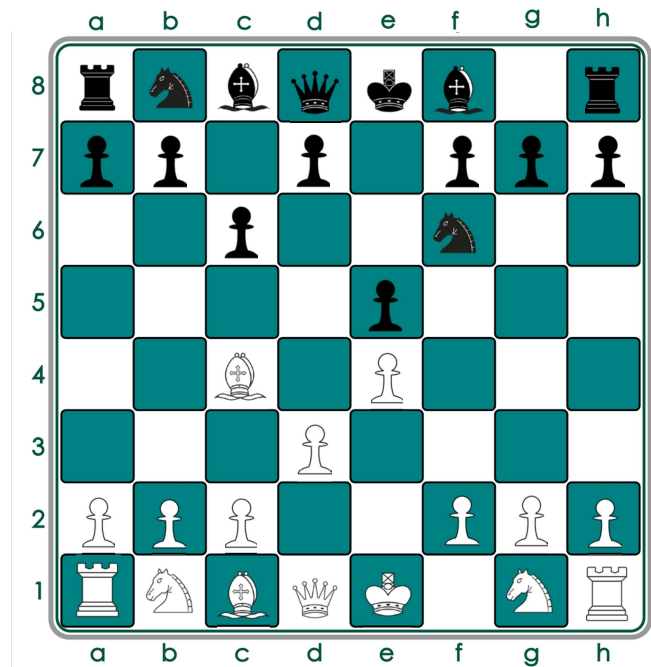


Diagram 115

4.Nf3 d5! 5.Bb3 (5.exd5?! cxd5 6.Bb5+?! Bd7) 5...Bd6!

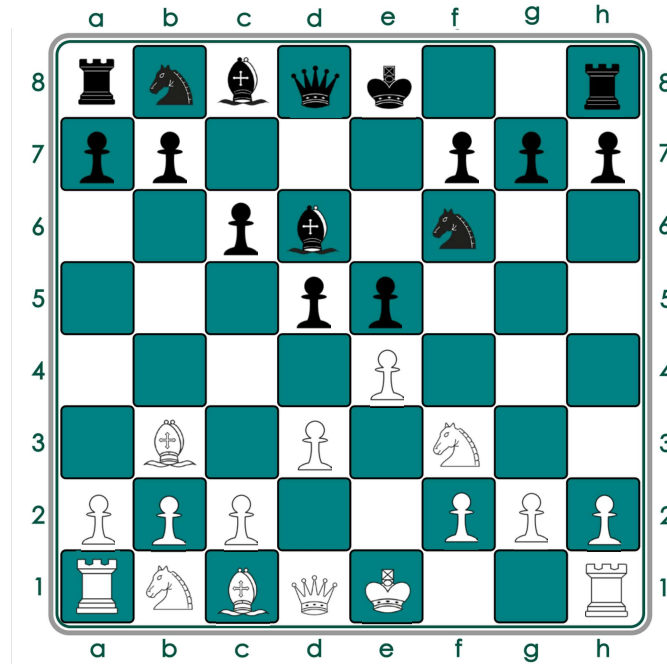


Diagram 115

Position is roughly equal.

Bad is 5...dxe4? 6.Ng5! when Black faces dangerous attack against 'f7'.

3.d4?! exd4 4.e5? d5! 5.Bb5+ Nfd7 gives a clear upper hand to Black.

3...Nc6 4.d3 Bb4 5.Nf3 d 6.0-0

6.a3 Bxc3+ 7.bxc3 Be6 with equality.

6...Na5 7.Bb3 c6

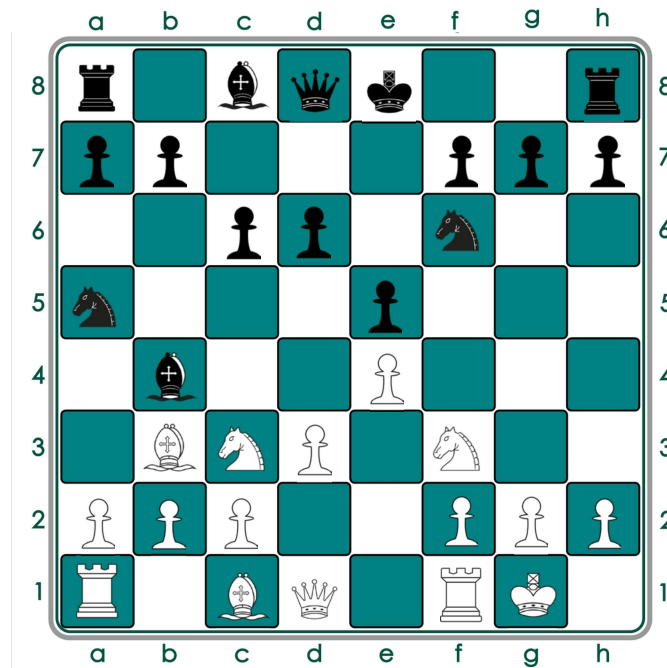


Diagram 116

Black has equalised. White cannot hope to get an attack as his 'b3' Bishop will be exchanged for the Black Knight.

Vienna Game

1.e4 e5 2.Nc3 Nf6!

2...Nc6 is a sound alternative trying to transpose into Four Knights' Game or Guico Piano or Italian Game. White can try 3.Bc4 Nf6! 4.d3 Bb4 (4...Na5!? an idea of Grandmaster David Bronstein, forcing the exchange White's powerful King Bishop for the Knight, is also an excellent choice for Black.) 5.Nge2 d5 6.exd5 Nxd5 7.0-0 Be6 8.Bxd5 Bxd5 9.f4 0-0 with an equal game.

3.f4

3.Bc4 Nc6 4.d3 Transposes to the Bishop's opening.

3.Nf3 Nc6 Transposes to Four Knights game.

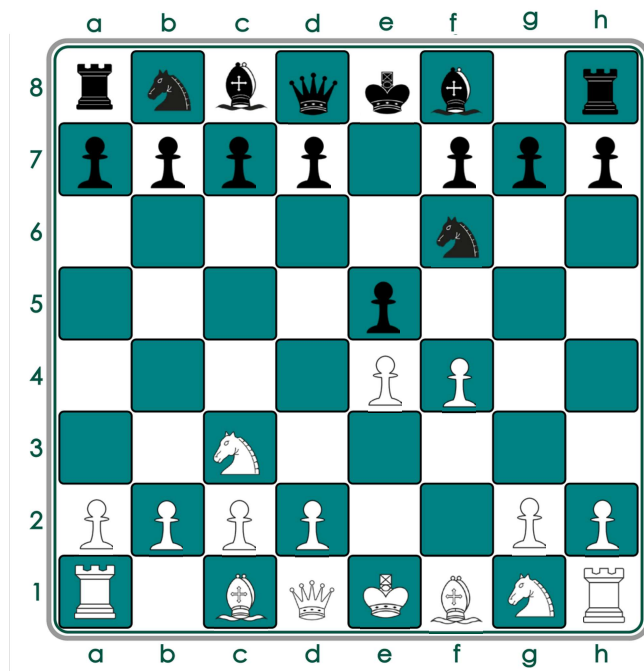


Diagram 117

3...d5! 4.fxe5

4.exd5 Nxd5 gives Black an upper hand.

4...Nxe4 5.Nf3

The reader should try to play the complex position arising from 5.d4? Qh4+?
(5...Bb4!) 6.g3 Nxg3?

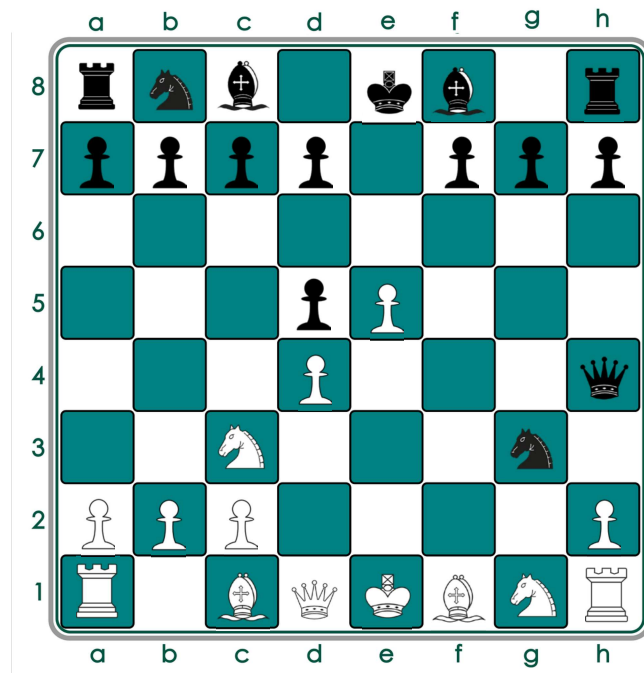


Diagram 118

7.Nf3! Qh5 8.Nxd5! in their practice games.

Let us come back to the main continuation **5...Nc6 6.Bb5!**

6.d4? Bb4 7.Bd2? Bg4! is bad for White. 6.d3?! Nxc3 7.bxc3 d4! 8.Bb2 Bg4! also leads to an advantage for Black.

6...Bg4

6...Bc5 7.d4 Bb6 is also possible.

7.d3 Nxc3 8.bxc3 a6 9.Bxc6+ bxc6 10.0-0 Bc5+!

In order to provoke the advance of White's 'd' Pawn.

11.d4

11.Kh1 0-0

11...Be7

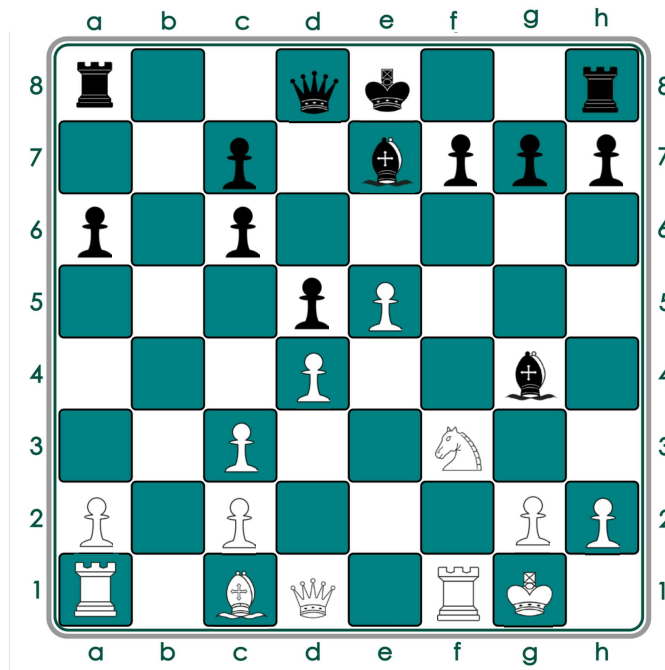


Diagram 119

The Position is balanced.

The openings we have seen so far are not played at highest level and are considered to be side-lines. We shall now take a look at the main variations which commonly occur nowadays after 1. e4 e5

The Main e4-e5 Openings

1.e4 e5 2.Nf3

This is by far the most popular choice for last 150 years. White develops the King side Knight towards the center and also attacks the Black Pawn. There are different options for Black here.

2...Nc6

The most commonly played move.

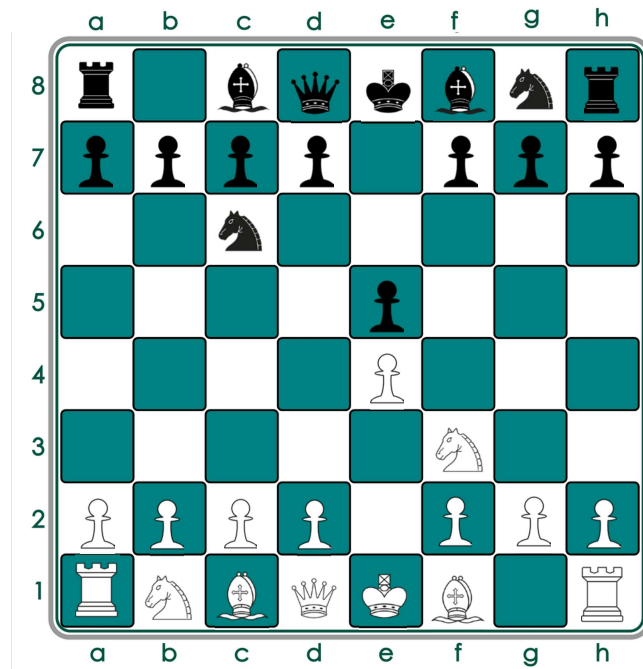


Diagram 120

The not so popular options are:

- A) 2...f6?
- B) 2...f5?! - Greco Counter Gambit or Latvian Gambit.
- C) 2...d5?!
- D) 2...d6 - Philidor's Defense.
- E) 2...Nf6 - Petroff's Defense, also known as Russian Defense.

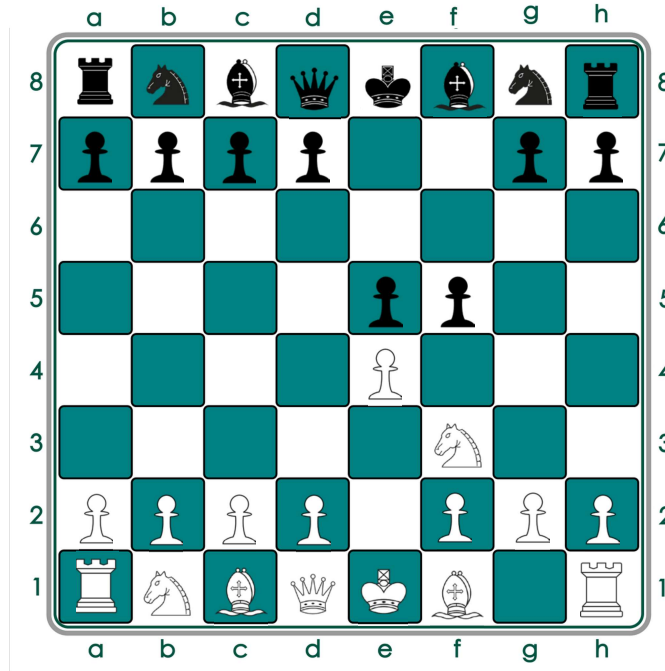


Diagram 121

Greco Counter Gambit or Latvian Gambit.

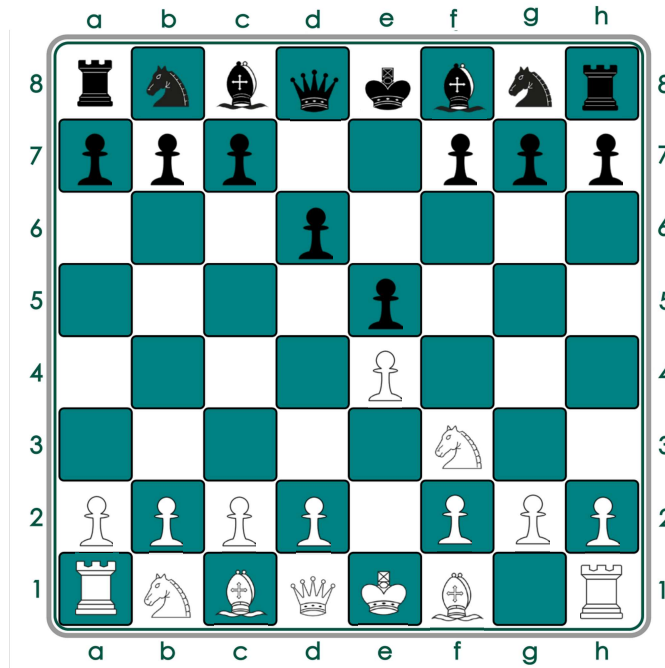


Diagram 122

Philidor's Defense.

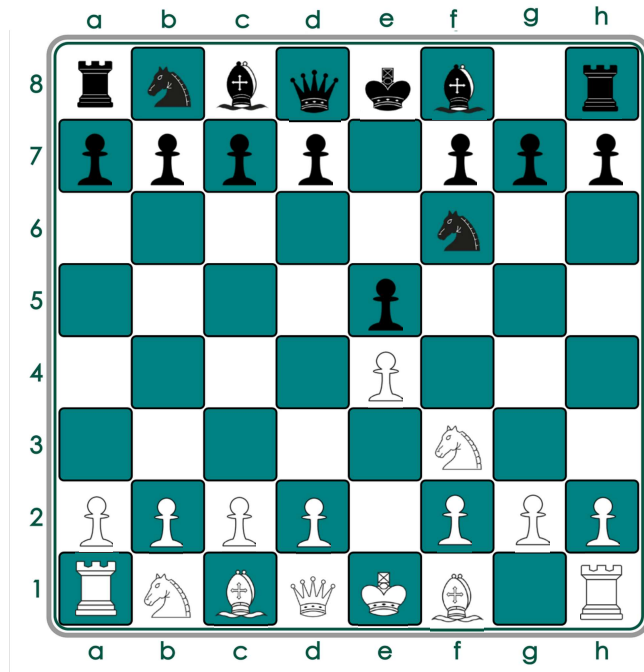


Diagram 123

Petroff's Defense, also known as Russian Defense.

Let us come back to the main variation 3.Bc4 3.Bc5

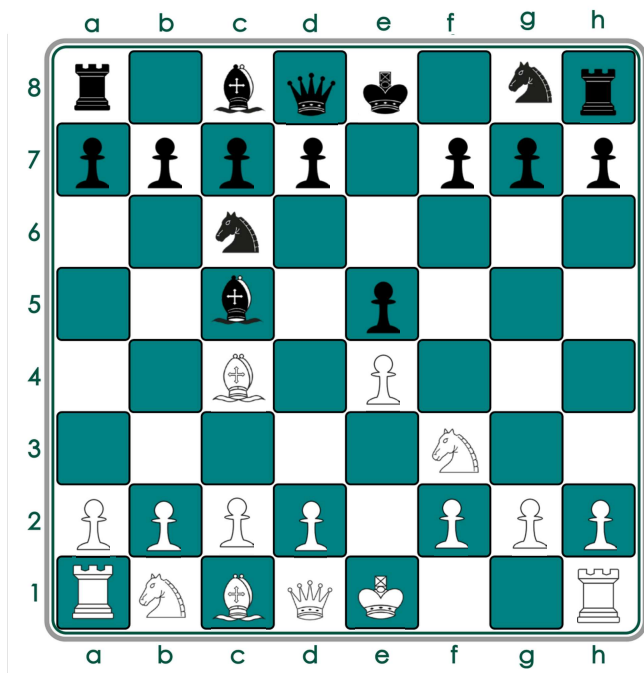


Diagram 124

The Italian Game or Guico Piano opening.

Other options are:

- A) 3...Nf6 - Two Knights' Defense;
- B) 3...Be7 - The Hungarian Defense

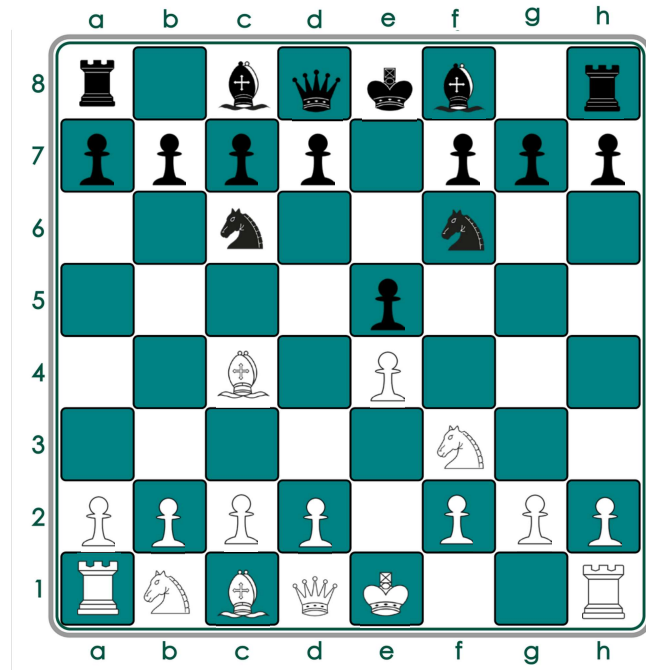


Diagram 125

Two Knights' Defense

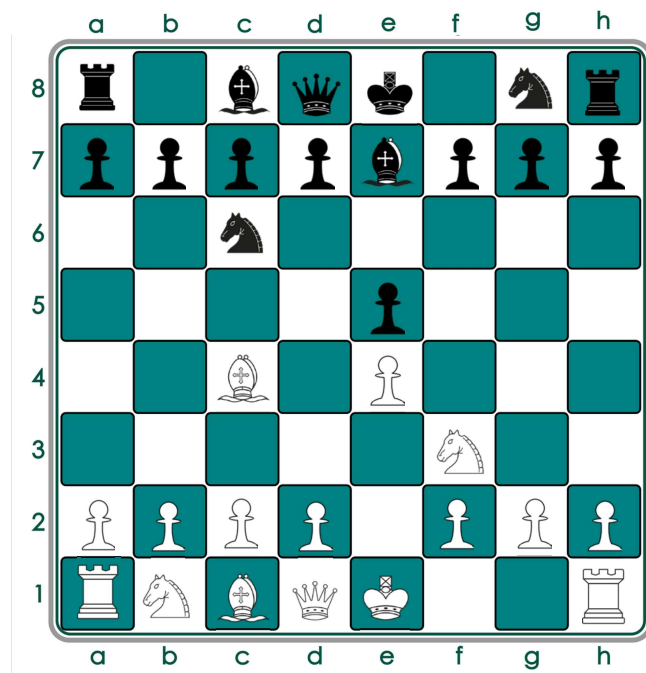


Diagram 126

The Hungarian Defense

Let us come back Guico Piano main variation to **4.c3**
4.0-0 and 4.d3 are also part of the Guico Piano opening.

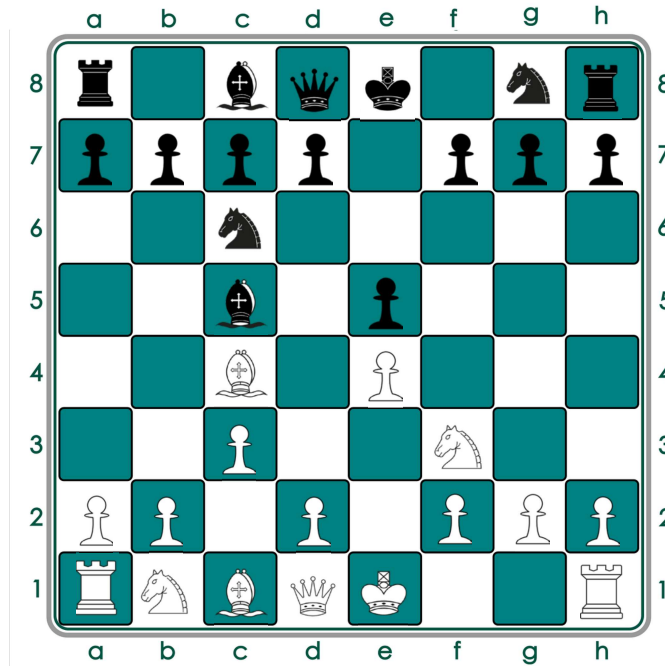


Diagram 127

An interesting option is The Evans Gambit with 4.b4

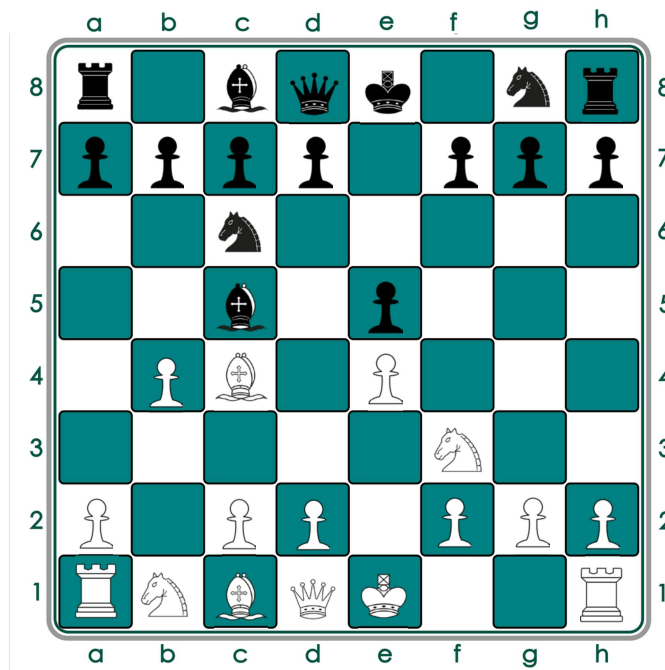


Diagram 128

We will now learn the above openings one by one.

Philidor's Defense

1.e4 e5 2.Nf3 d6

This is the Philidor Defense, named after Francois-Andre Danican Philidor, a legendary master from the 18th Century. Philidor played a great role in developing the Endgame theory but his contribution to Middle game strategy is also very important. He taught the proper way of making the best use of Pawns. Philidor's quote 'Pawns are the soul of the game' finds a place in almost every Chess Book. Philidor's Defense is aimed at maintaining a Pawn at 'e5' at the cost of a temporary setback in development and activity of pieces. Black aims to activate the pieces later in the game, after initially developing them on modest squares.

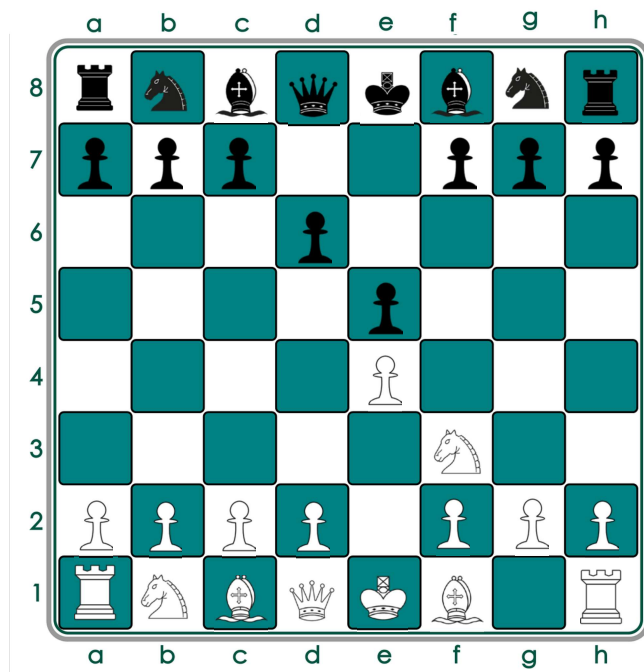


Diagram 129

3.d4! Nd7

3...Bg4? 4.dxe5 leads to a great advantage for White, see illustrative game Game - 6 Morphy - Isouard, Paris, 1858

3...Nf6 4.Nc3 Nbd7 transposes to the main line. (4...Nc6 5.Bb5 transposes to the Steinitz Defense of the Spanish Opening.)

3...f5!?, a sharp possibility invented by World Champion Paul Morphy, leads to a much sharper game and can be tried by the readers occasionally.

4.Bc4

4.Nc3 transposes to the main line.

4...c6

4...Be7? is a blunder and loses rapidly to 5.dxe5 Nxe5 (5...dxe5? 6.Qd5! Nh6 7.Bxh6 etc.) 6.Nxe5 dxe5 7.Qh5! g6 8.Qxe5 Nf6 9.Bh6! when Black has no satisfactory developing moves.

5.Nc3 Be7

5...b5 6.Bb3 Be7 is met with 7.dxe5 dxe5 (7...Nxe5?? 8.Nxe5 dxe5 9.Qh5 g6 10.Qxe5) 8.Nxb5! cxb5? 9.Qd5.

6.a4! Having safeguarded the Central Pawn Mass, Black was intending to expand on the Q-side with ...b7- b5.

6...Ngf6 7.0-0 0-0 8.Re1

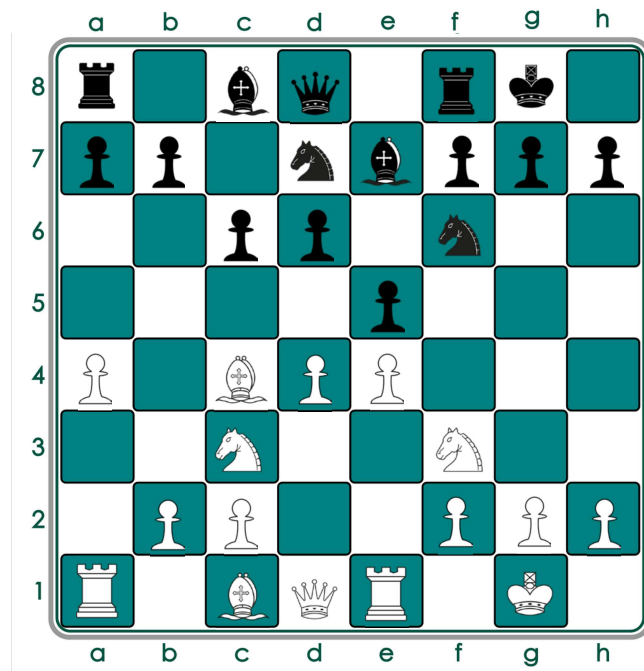


Diagram 130

White has a slight advantage but Black has a solid position. The position is very interesting and lively.

Petroff Defense

1.e4 e5 2.Nf3 Nf6

This is the Petroff Defense, named after first Internationally known Russian Chess Master Alexander Dimitrievich Petrov. The opening got international recognition in the nineteenth century when Petrov visited western Europe to take part in international Chess tournaments. Instead of guarding the attacked 'e5' Pawn, Black counter attacks Whites 'e4', Pawn, thus hoping to restrict White's piece mobility. The opening has been played successfully by some of the greatest Chess Players of all times such as Anatoly Karpov, Vladimir Kramnik etc.

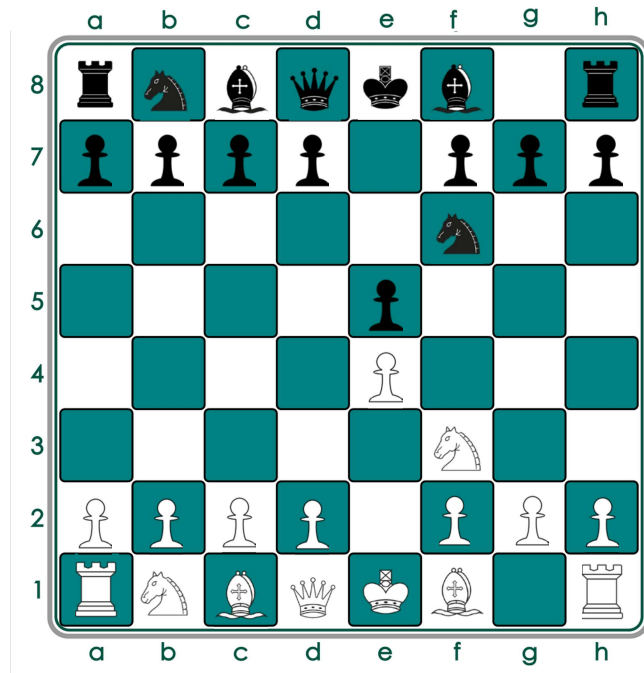


Diagram 131

White has two main options here

A. 3. Nxe5

B. 3.d4

A.3. Nxe5

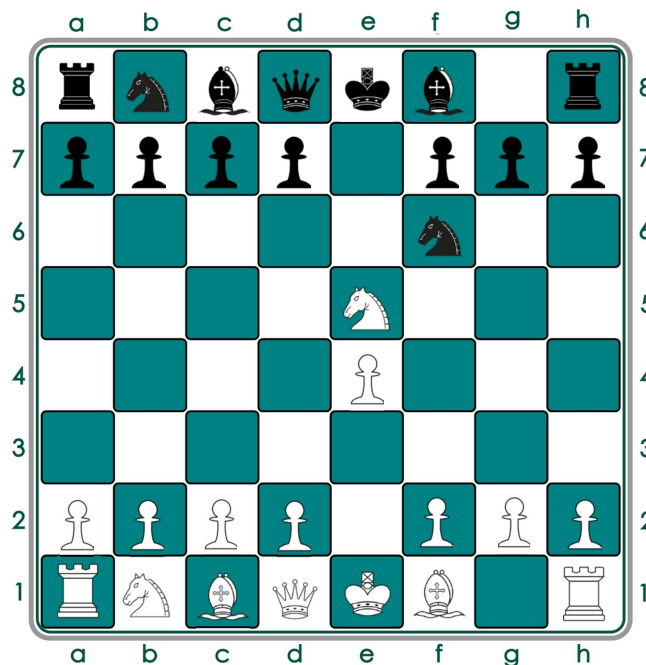


Diagram 132

The most Common Choice.

B. 3.d4 was preferred by Gary Kasparov and leads to an equally interesting setup.

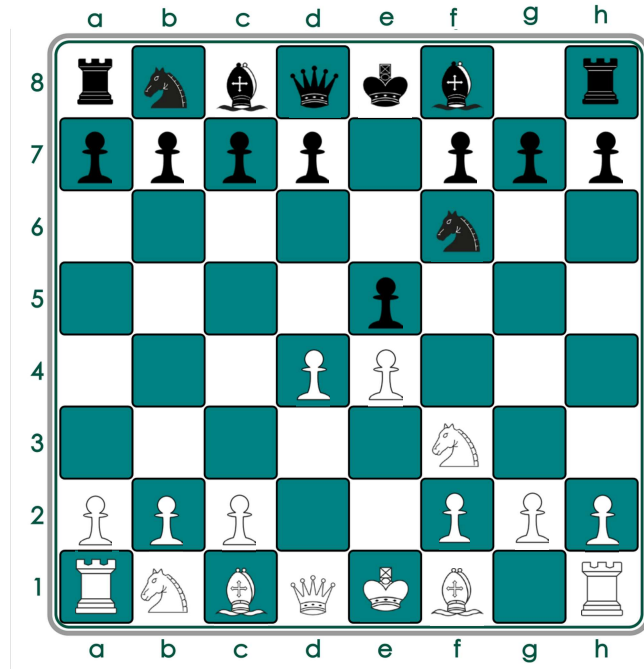


Diagram 133

3...Nxe4 [Not so popular, but a sound alternative is 3...exd4 4.e5 Ne4 5.Qxd4 d5 6.exd6 Nxd6 7.Nc3 Nc6 8.Qe3+ Be7 (8...Qe7? 9.Nd5) 9.Bd2 0-0 10.0-0-0 Bf5 11.Bd3 Position is balanced despite the awkward placement of Black's pieces.]
4.Bd3 d5 5.Nxe5 Nd7 (Another option is 5...Bd6 6.0-0 0-0 When White can try 7.Nc3 or 7.Nd2 or 7.c4 with complicated play.) 6.Nxd7 Bxd7 7.0-0 Bd6 when White can choose between 8.c4 and 8.Nc3.

Let us go back to **3.Nxe5 3...d6!**

3...Nxe4? loses at least a Pawn due to the Pin in the 'e' file. 4.Qe2 Qe7 (4...d6 5.Nxf7; 4...Nf6?? 5.Nc6+ winning Black's Queen.) 5.Qxe4 d6 6.d4]

4.Nf3

4.Nc4 is also an interesting option. 4...Nxe4 5.Nc3 Nxc3 6.dxc3 is quite fashionable for the last two decades.

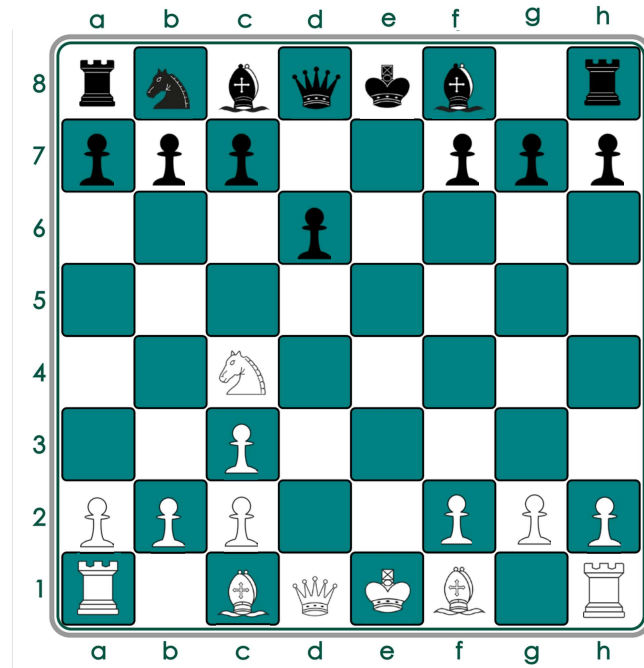


Diagram 134

4...Nxe4 5.d4

5.Qe2 is a simplifying choice in which White tries to develop his pieces quicker than the opponent. For example, 5...Qe7 6.d3 Nf6 7.Bg5 Qxe2+! 8.Bxe2 Be7 9.Nc3 h6 10.Be3 c6 when, despite White's development advantage, the slow nature of position ensures equality for Black.

5...d5 6.Bd3 Bd6 7.0-0 0-0 8.c4 c6 9.cxd5 cxd5 10.Nc3

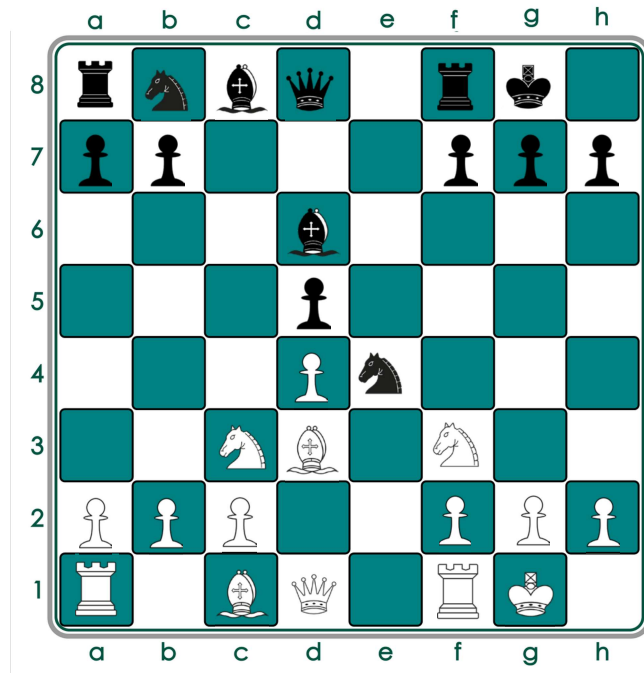


Diagram 135

The Position is roughly equal.

Greco Counter Gambit

1.e4 e5 2.Nf3 f5

This idea, trying to seize the center in the style of King's Gambit, was first tried by Italian Master Leonardo way back in the 16th Century. The great Master Greco, used this opening with success in the 17th century. Due to his strategic conquests, the opening was named after him. It is an extremely double-edged opening in which White should come out with an advantage by careful play

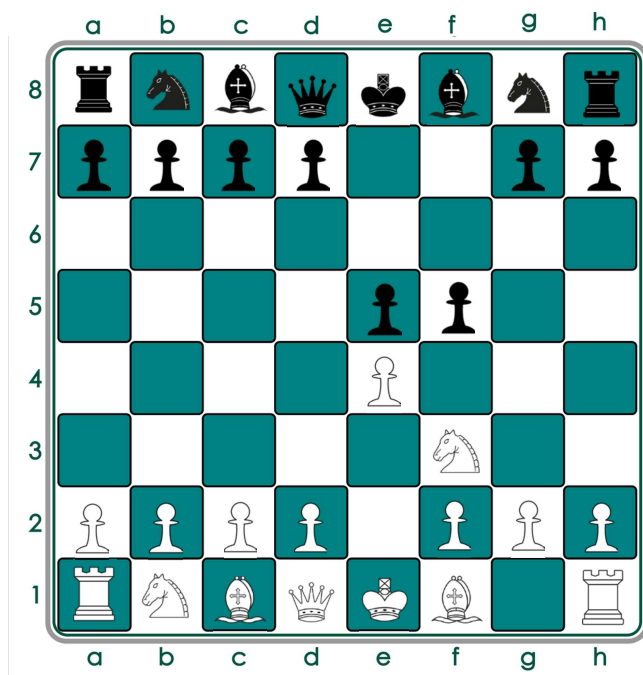


Diagram 136

3. Nxe5 Qf6 The modern approach

Not 3...fxe4?? 4.Qh5+ g6 5.Nxg6!

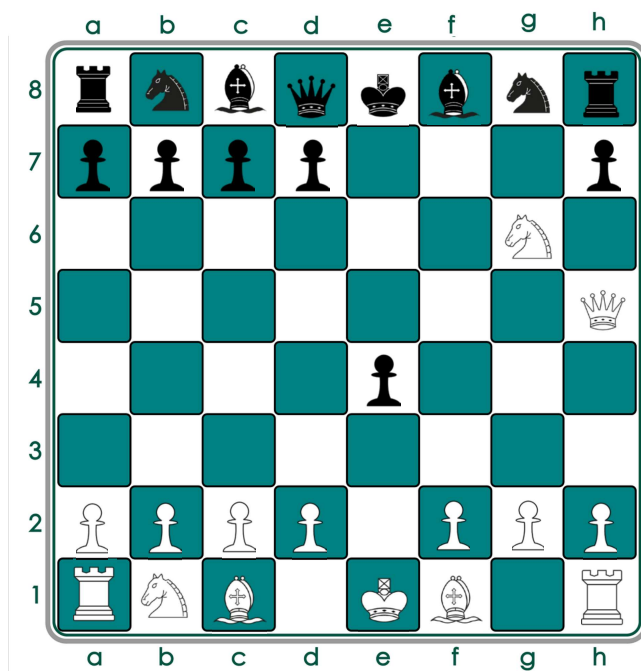


Diagram 137

when White is already winning.

The original idea of the opening was 3...Qe7!? 4.Qh5+ g6 5.Nxg6 Qxe4+

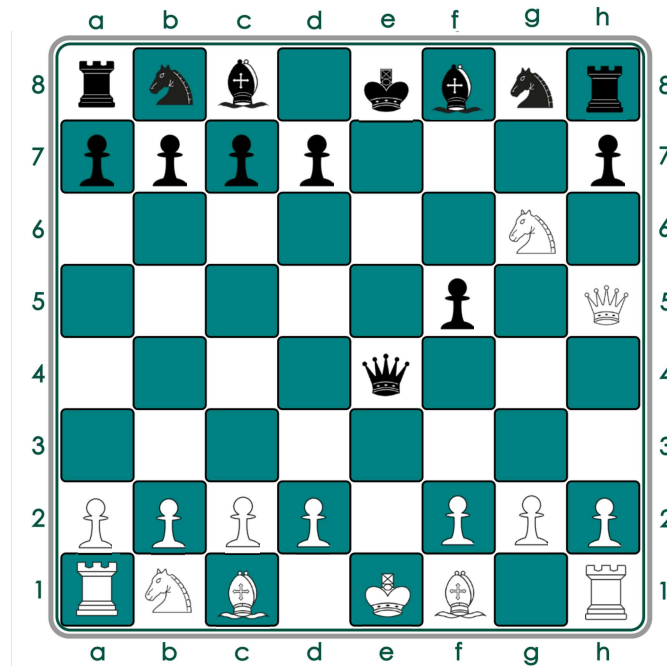


Diagram 138

leading to extremely complicated play.

Let us come back to the modern variation **4.Nc4!**

4.d4 isn't so effective. 4...d6 5.Nc4 fxe4 6.Nc3 Qg6 etc.

4...fxe4 5.Nc3 Qg6!

5...Qe6 6.Ne3 c6 7.d3 Nf6 8.dxe4 Nxe4 9.Nxe4 Qxe4 10.Bd3 Qe6 11.0-0 is dangerous for Black.

6.d3 Nf6

6...exd3? 7.Bxd3 Qxg2?? 8.Qh5+ g6 (8...Kd8 9.Be4!) 9.Qe5+ Ne7 10.Be4

7.dxe4 Bb4!

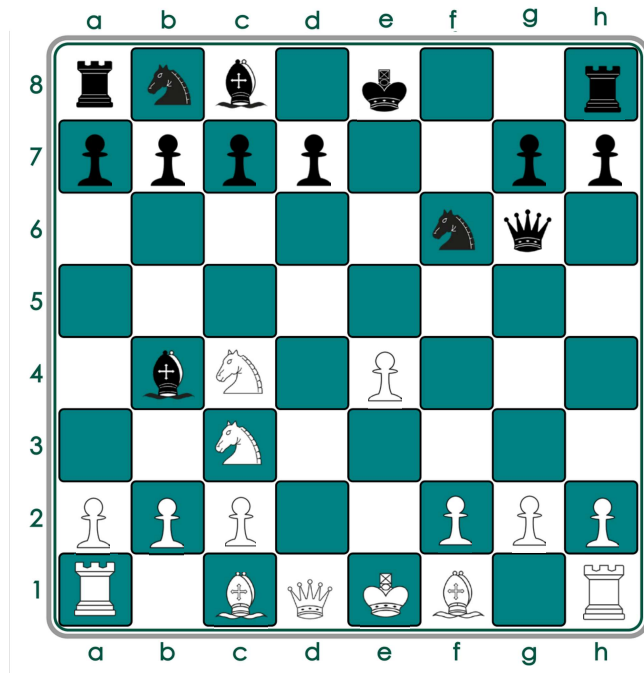


Diagram 139

White has better chances but the position is, by no means, unplayable for Black.

Irregular e4,e5 openings.

1.e4 e5 2.Nf3 d5?!

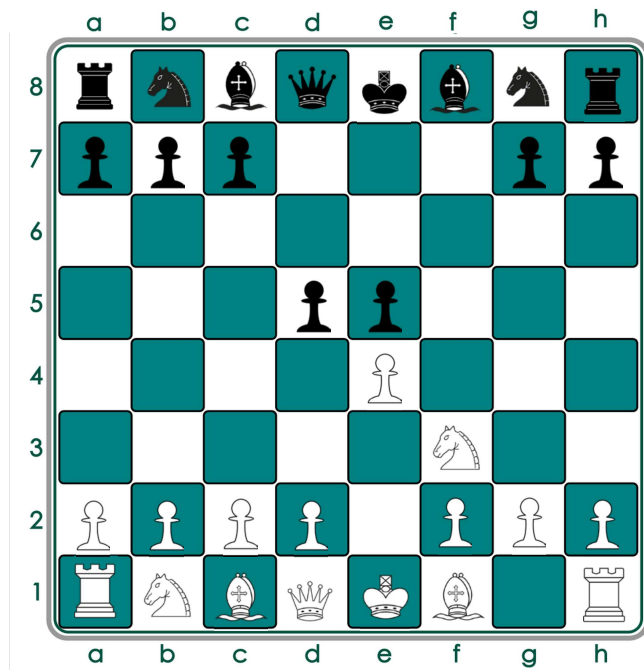


Diagram 140

See illustrative game number-8 .

2...f6?

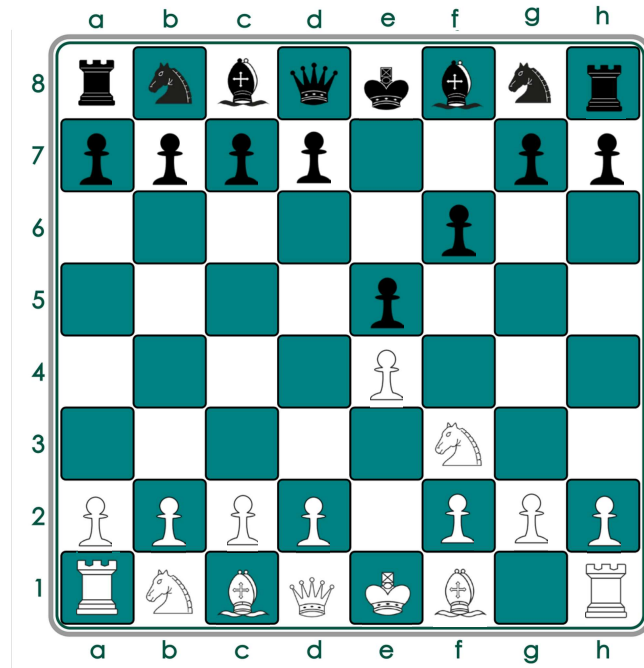


Diagram 141

4. Nxe5! fxe5?? is unplayable, see illustrative game number-8

2...Qf6?

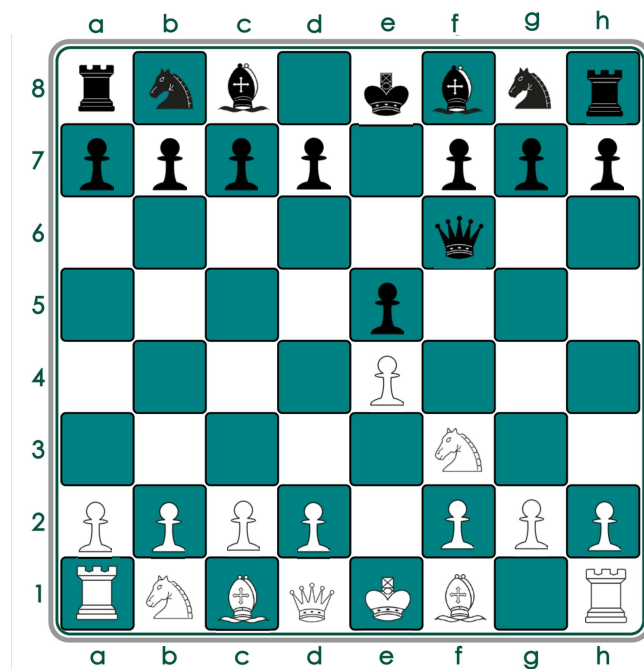


Diagram 142

Bringing out the Queen early in the game gives a lot of tempos to the opponent. White gets a very powerful position. 3.Nc3 c6 4.d4! exd4 5.Bg5 Qg6 (5...Qd6 can be met with 6.Nxd4 with a crushing lead in development and center control.) 6.Qxd4 d6 7.0-0-0

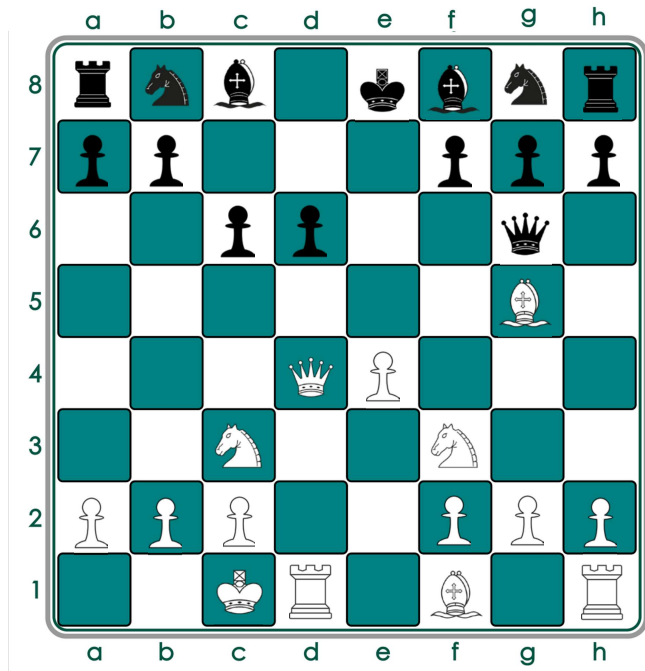


Diagram 143

Black is in a bad way.

3.Nxe5

3.exd5 is also good. After 3...e4 4.Qe2! Nf6 5.d3 Qxd5 6.Nc3 Bb4 7.Nd2! (7.Bd2? Bxc3 8.Bxc3 0-0! is preferable for Black.) 7...Bxc3 8.bxc3 0-0 9.dxe4 Qc5

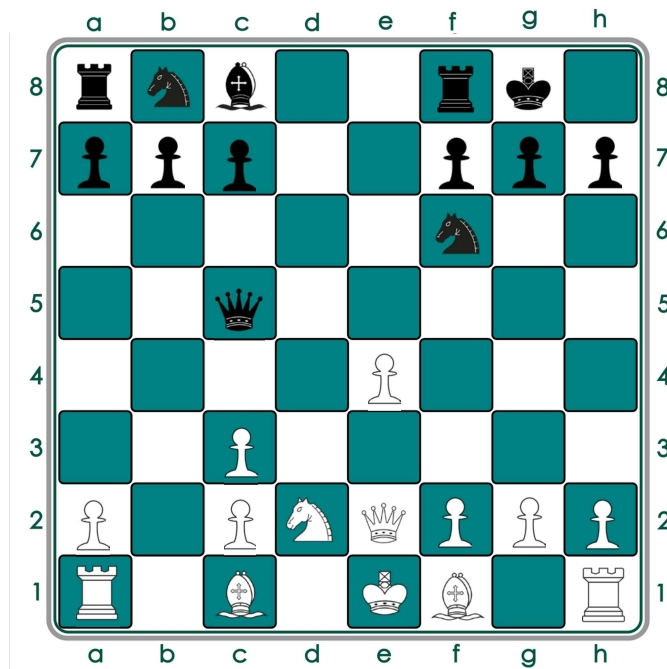


Diagram 144

White has gained material slight advantage but the position is not unplayable for Black.

3...dxe4

3...Bd6 4.d4 dxe4 5.Bc4 Bxe5 6.Qh5! (6.dxe5? Qxd1+ 7.Kxd1 is better for Black.)

6...Qe7 7.Qxe5 and White has the better position.

4.Bc4 Nh6 5.d4 Nd7! 6.0-0

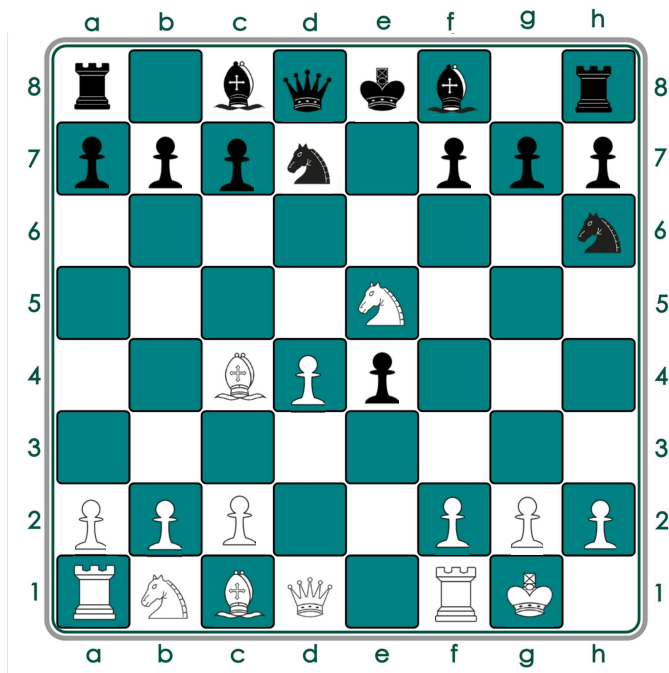


Diagram 145

leads to advantage for White.

Ponziani's Opening

1.e4 e5 2.Nf3 Nc6 3.c3

This is aimed at creating a powerful Central Pawn Mass with d2-d4 but Black can counter this play effectively in different ways.

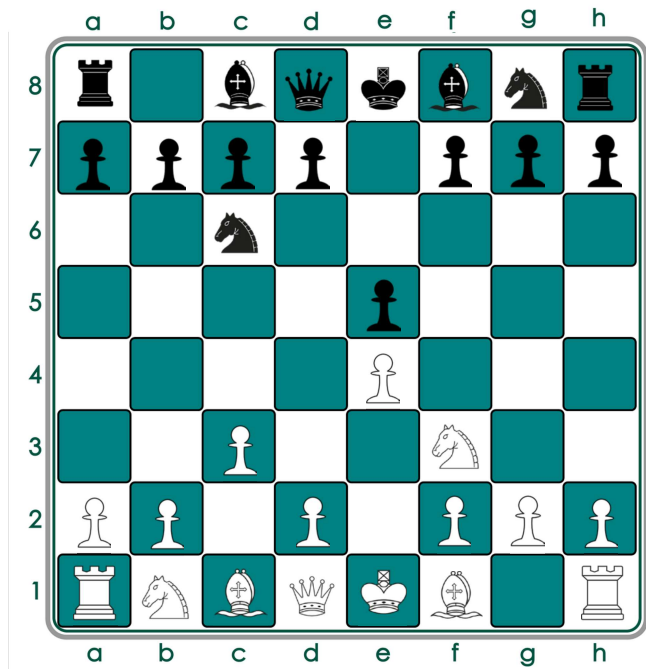


Diagram 146

3...d5! The most active and logical continuation.

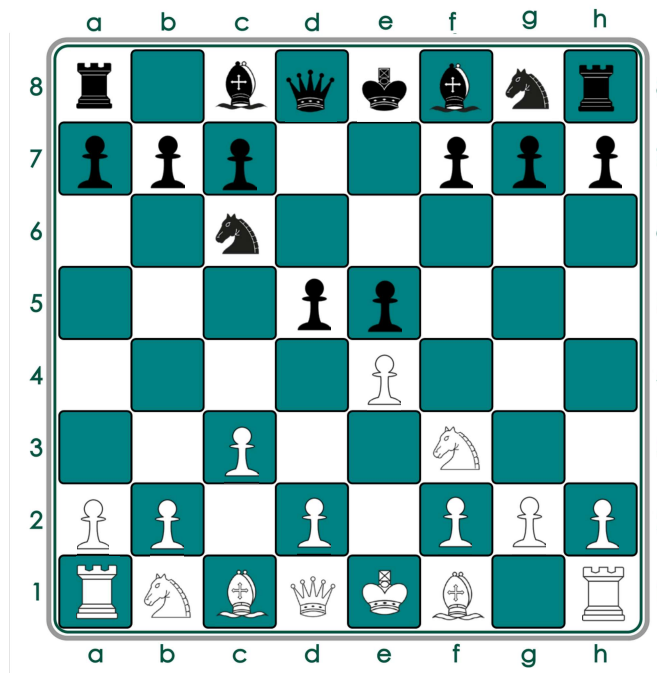


Diagram 147

The Black Queen would be safe on 'd5' (in case of 4.exd5) as the White's Queen Knight is unable to attack it.

The quieter alternative is 3...Nf6

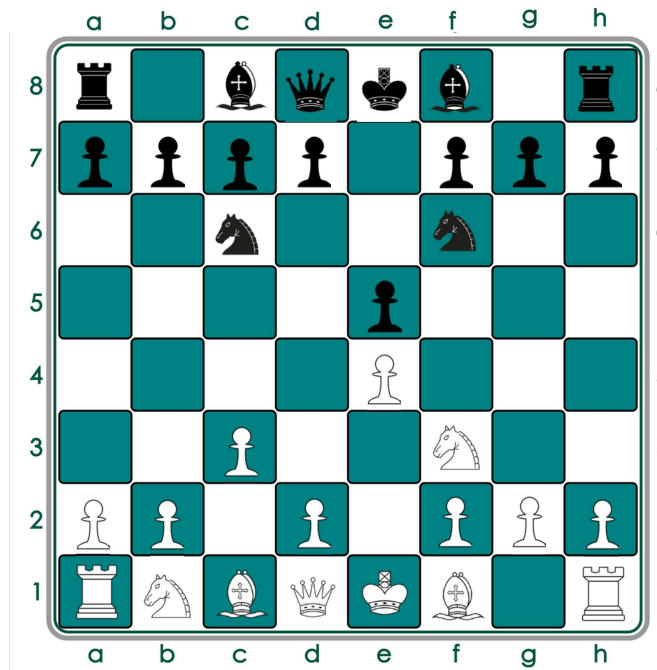


Diagram 148

4. d4 and now both 4...Nxe4 and 4... exd4 give Black a good game.

A sharp possibility 3...f5!? has also been tried successfully.

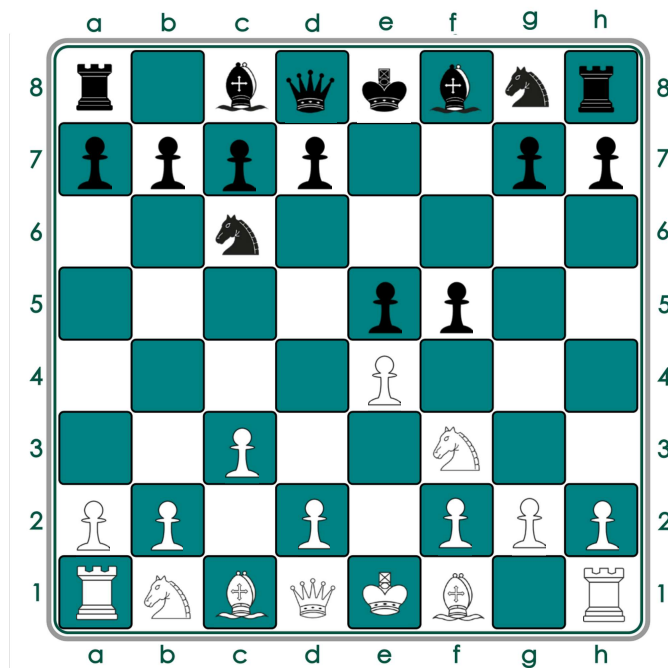


Diagram 149

4.exf5 Qf6 5.d4 e4 6.Nfd2 Qxf5

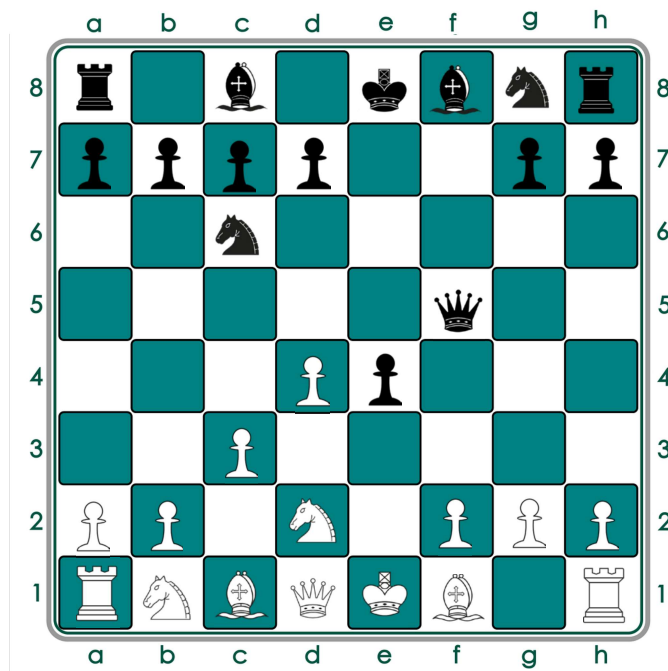


Diagram 150

results in a small advantage for White.

Let us come back to main line 4. **Qa4!**

4.Bb5?! dxe4 5.Nxe5 Qd5! 6.Qa4 Nge7 7.f4 Be6 8.Na3 0-0-0! is advantageous for Black, for example, 9.Nxc6? Nxc6 10.Bxc6 bxc6! 11.Qxa7 (11.0-0 Bc5+ 12.Kh1 Qd3) 11...e3! 12.Qxe3 Qxg2 13.Rg1 Qxh2 etc.

Scotch Game and Scotch Gambit

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4

This is known as the Scotch game.

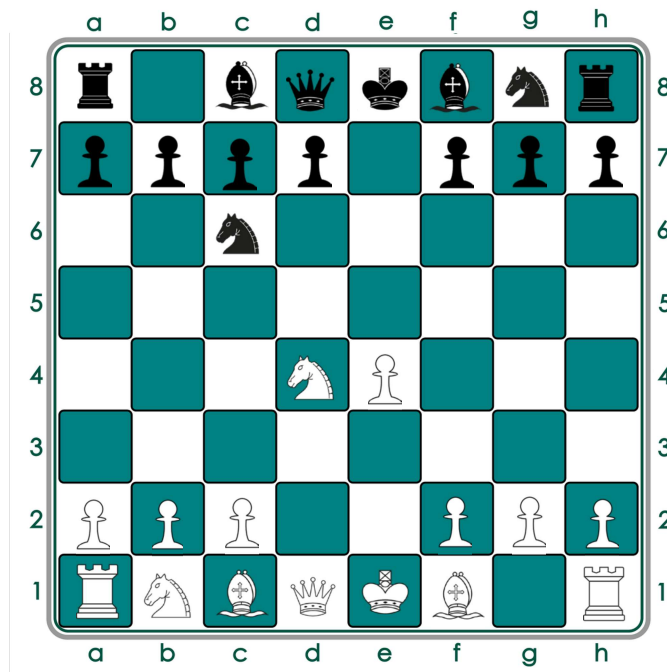


Diagram 153

Black has two options here, **4...Bc5** and **4...Nf6**

White can also refrain from recapturing the 'd4' Pawn, leading to a sharper position. **4.Bc4** (Instead of 4.Nxd4) **Bc5** when Black is fine. **5.c3** transposes to the Guico Piano/Italian game.

However Whereas **5.Ng5?! Nh6 6.Bxf7+ Nxf7 7.Nxf7 Kxf7 8.Qh5+ g6 9.Qxc5 d6!** gives Black as upper hand due to center control and lead in development. another interesting possibility is **5.0-0 Nf6** (5...d6 is a sound alternative.) **6.e5 d5!**

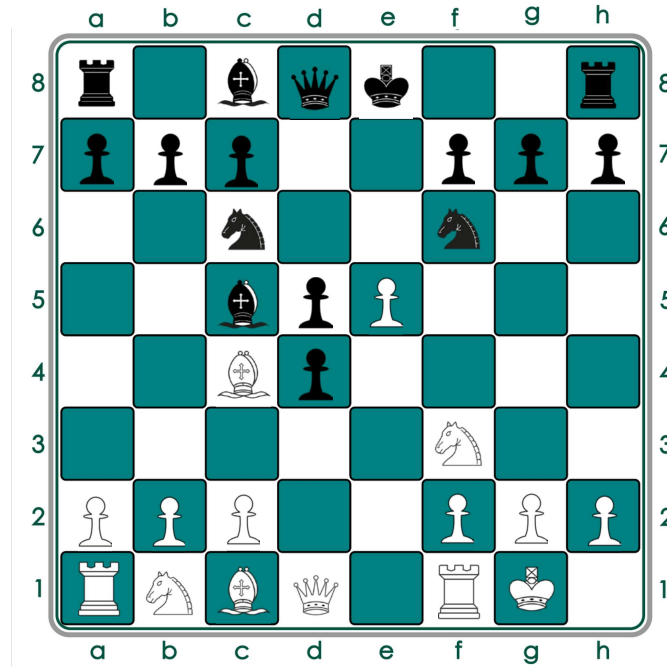


Diagram 154

leading to a very complex position. for example 7.exf6 dxc4 8.Re1+ Be6! 9.Ng5 Qd5! 10.Nc3 Qf5 etc.

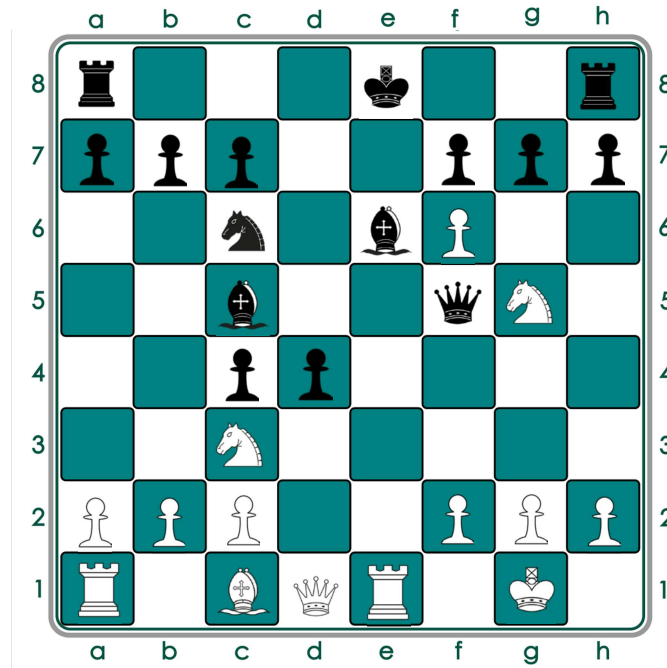


Diagram 155

This variation is named after a great Master from 19th century, Max Lange. Readers are advised to play this opening from both sides to improve their attacking skills.

4...Bc5

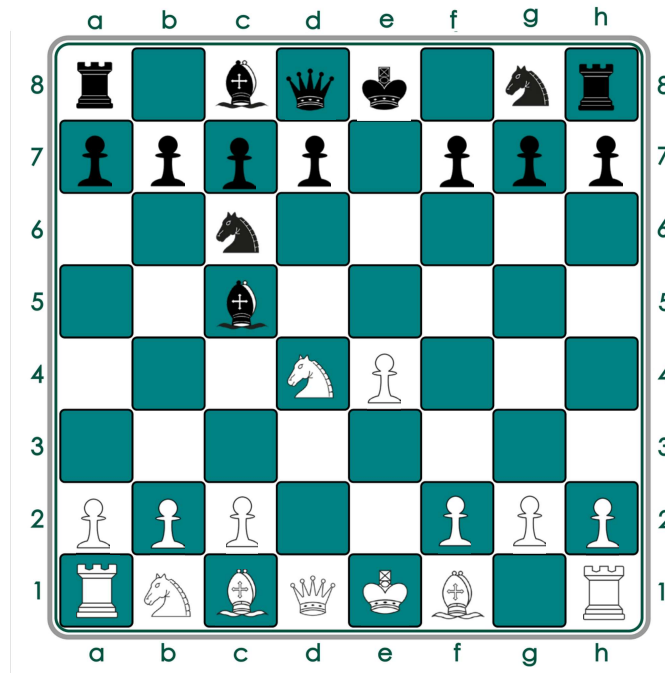


Diagram 156

The Russian method of countering the Scotch game.

5.Be3

5.Nb3 Bb6 6.Nc3 Nf6 7.Bg5 h6 8.Bh4 0-0 9.Qe2 a5 10.a4 Nd4 (10...Re8 11.0-0-0 Nb4 12.Qf3 Qe7 13.Bxf6 Qxf6 14.Qxf6 gxf6 15.Nd4

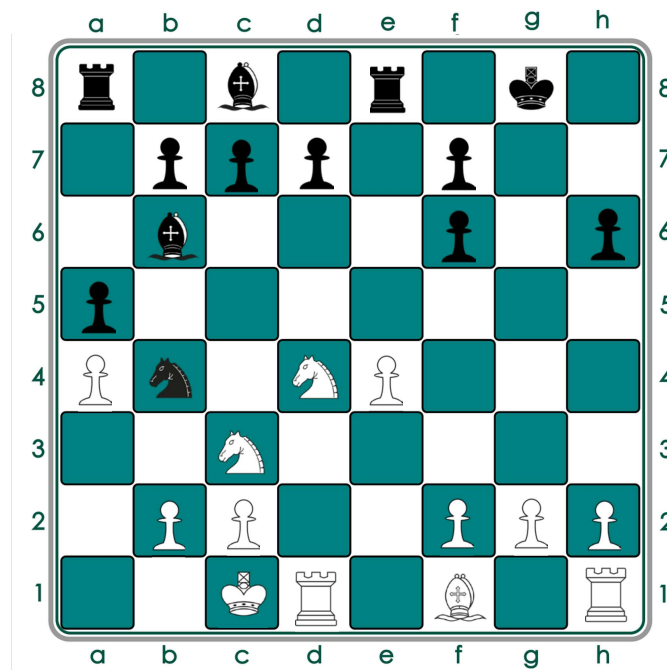


Diagram 157

15. ...d6 with an equal game.)

11.Nxd4 Bxd4

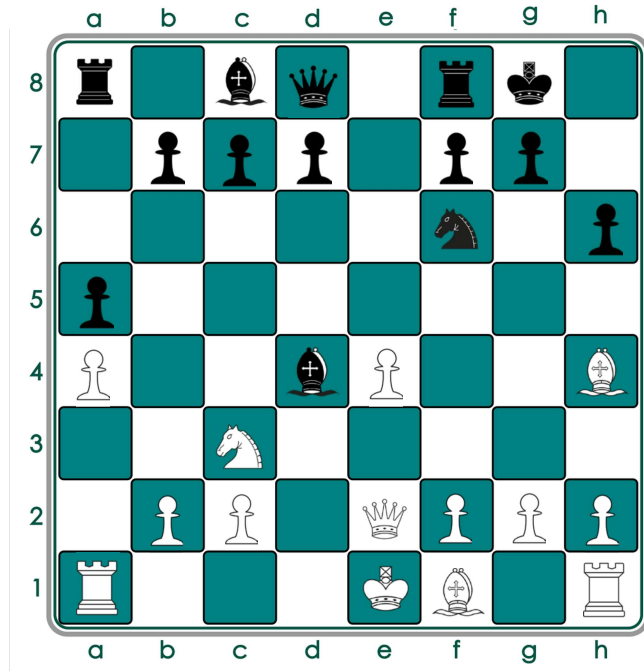


Diagram 158

The position is roughly equal.

Let us go back to main variation (**Be3**) the game may continue **5. ..Qf6! 6.c3 Nge7 7.Bc4 0-0 7...b6!?**

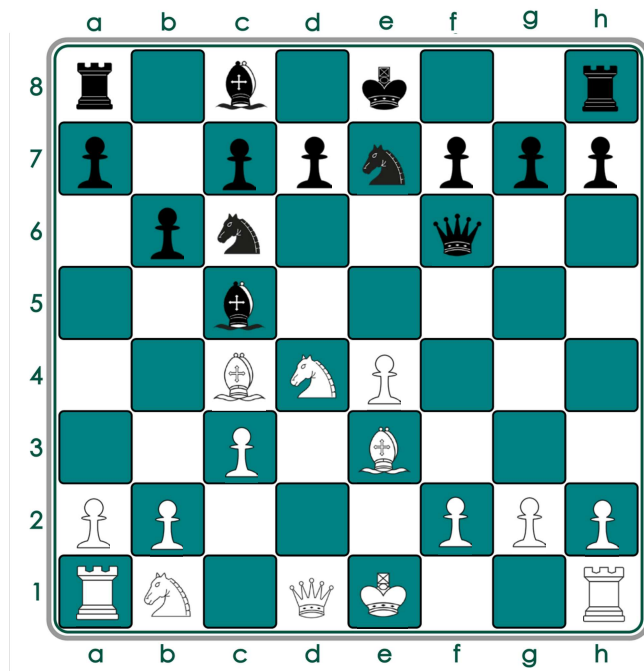


Diagram 159

supporting the dark Bishop, is also a sound alternative.

is 8.0-0 Bb7 with a complicated game..

Let us come back to the main line.**8.0-0 Ne5! 9.Be2!**

(9.Bb3 d6 10.f4? Ng4)

9...Qg6 (9...d5?! 10.f4) 10.Nd2 with roughly equal position after the logical central Pawn Break **10...d5!**

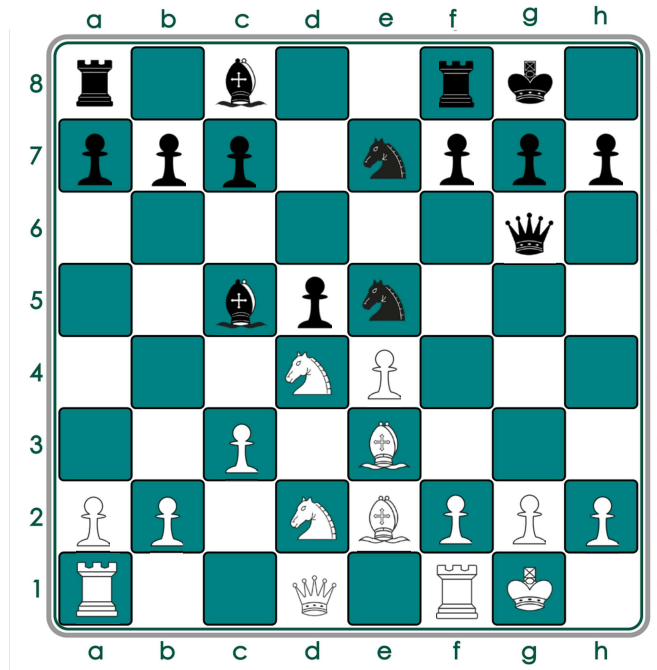


Diagram 160

4. ..Nf6 is the most common continuation 5.Nc3
 Sharper option is 5.Nxc6 bxc6 6.e5 Qe7! 7.Qe2 Nd5

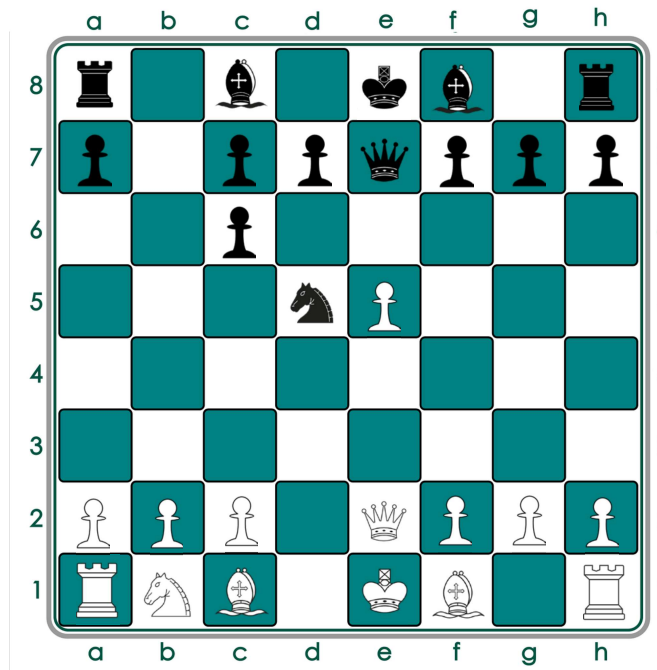


Diagram 161

which leads to more complex game leading to equal chances to both sides.

Let us come back to the main variation 5...Bb4 6.Nxc6 bxc6 7.Bd3 d5 8.exd5 cxd5 9.0-0 0-0 10.Bg5 c6

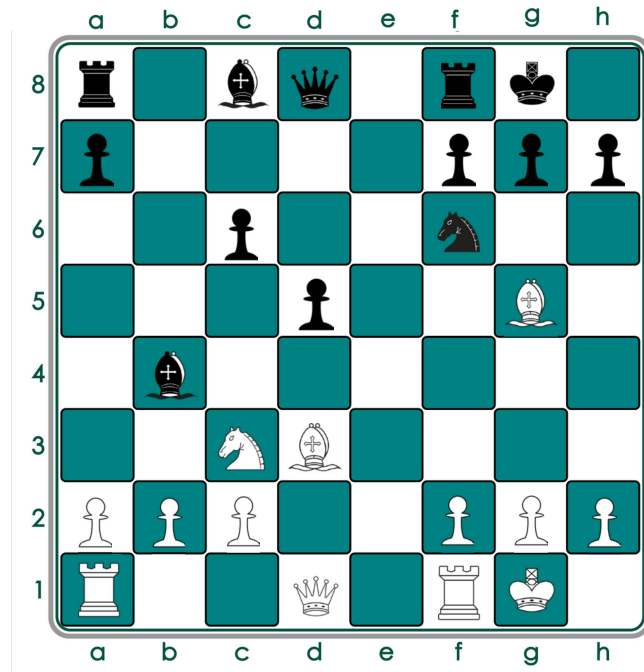


Diagram 161

The position is equal.

Ruy Lopez or Spanish Game

1.e4 e5 2.Nf3 Nc6 3.Bb5

This opening, named after the Spanish Master from 16th century, Ruy Lopez, is also known as the Spanish game. It leads to extremely complicated strategic battles. Black can counter it in various ways. White is not intending to win the Black central Pawn by exchanging the Bishop for Knight but places the Bishop in readiness to take the Black Knight at an appropriate moment.

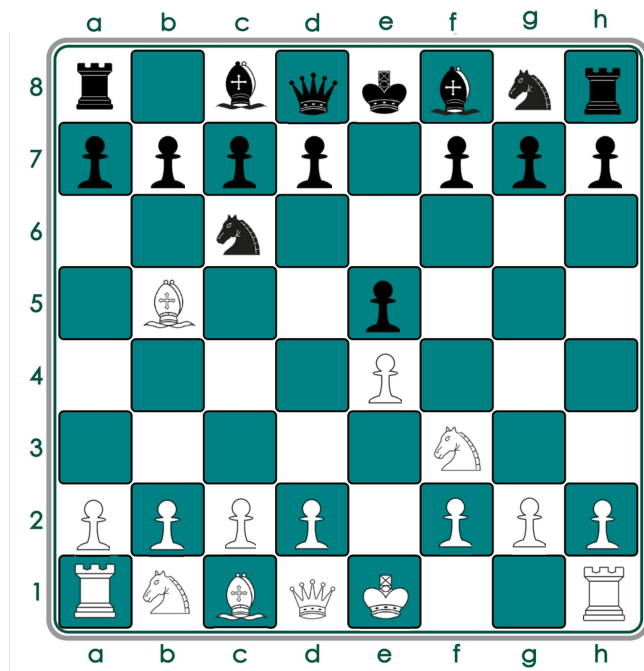


Diagram 162

3...a6

3...Bc5 is known as the Classical Defense. 4.c3 Nf6 5.0-0 0-0 6.d4 Bb6

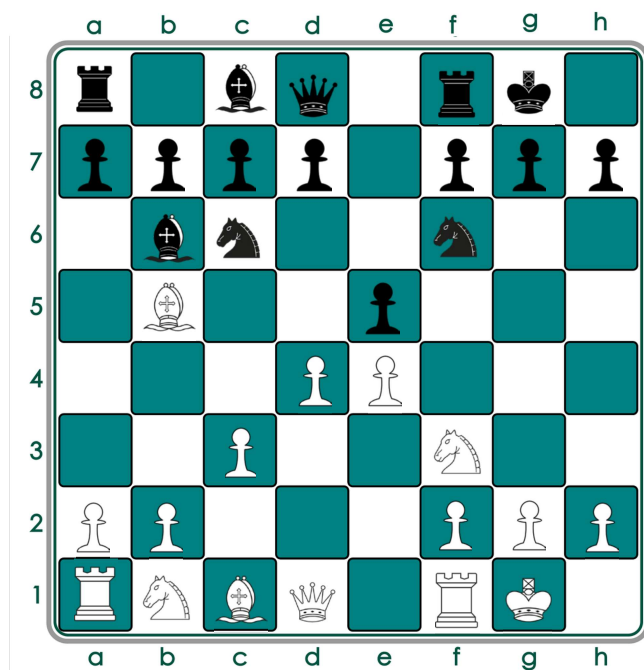


Diagram 163

White has several options here but Black gets an adequate game in all of them.

7.Re1

7.Qd3 d5! 8.Bxc6 bxc6 9.Nxe5 Nxe4 10.Nxc6 Qd6 11.Ne5 f6 gives strong initiative to Black. 7.Bg5 h6 8.Bh4 d6 9.a4 a5 10.Re1 exd4 11.Bxc6 bxc6 12.Nxd4 g5 13.Bg3 c5 with equality.

7...d6 8.h3 h6

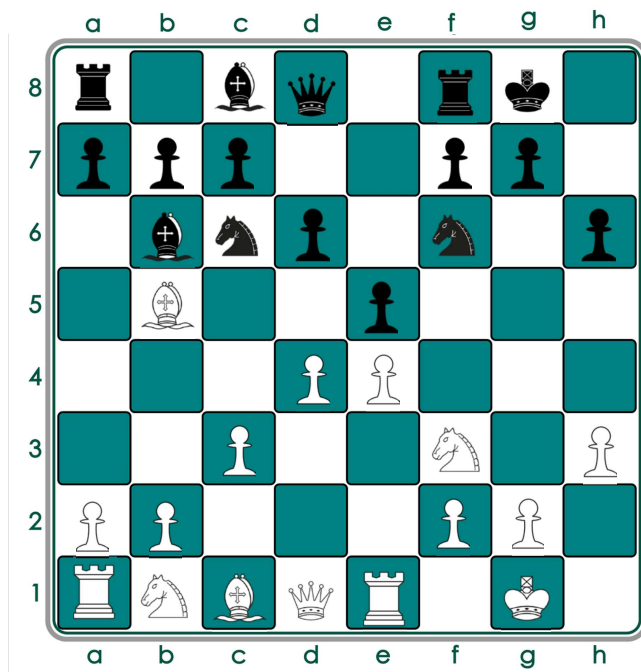


Diagram 164

with an equal game, as White's attempt to win a Pawn could lead to disadvantage.

9.Bxc6 bxc6 10.dxe5 dxe5 11.Qxd8?! Rxd8 12.Nxe5 Nxe4! when Black has a dangerous attack. 13.Rxe4?? loses to 13...Rd1+14.Kh2 Rxc1

3. ..Nf6 is known as the Berlin defense.

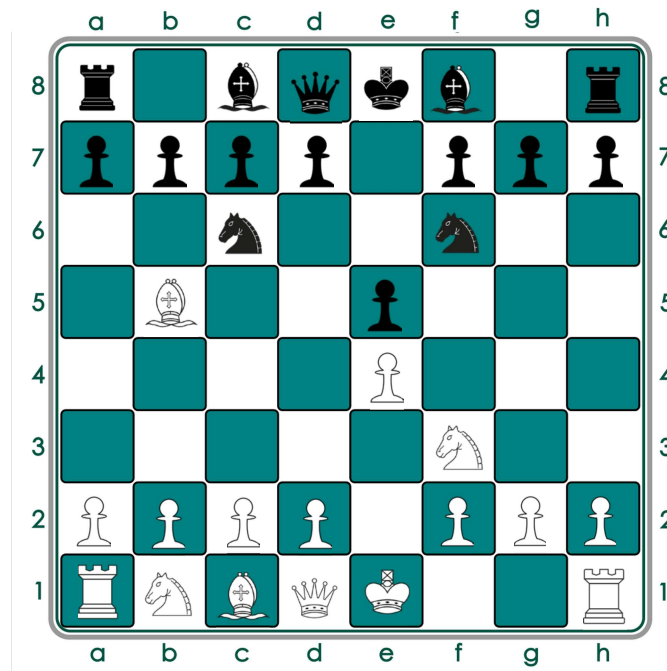


Diagram 165

This opening has become extremely popular recently. We recommend the following simple variation 4.0-0 Nxe4 5.Re1 Nd6 6.Nxe5! Be7! 7.Bf1 (7.Nc3 Nxb5 8.Nd5?? Nbd4!) 7...Nxe5 8.Rxe5 0-0

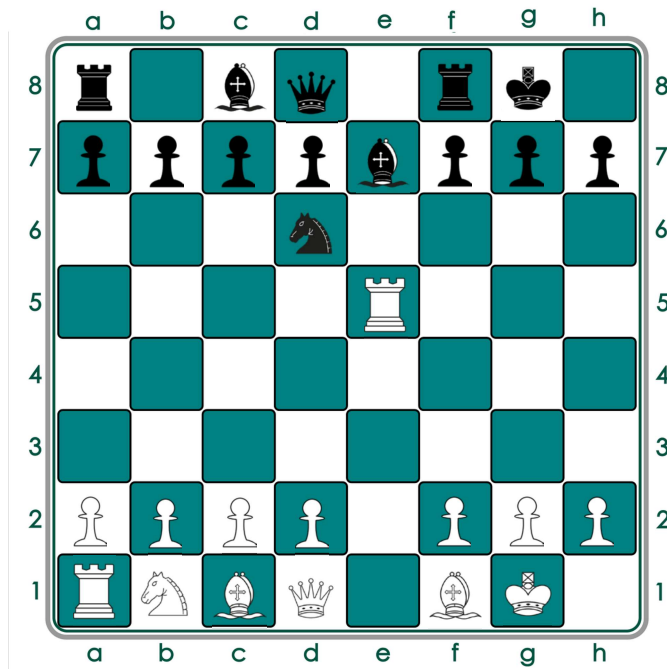


Diagram 166

with equality

3. ...d6

The Steinitz Defense, named after the first official world Champion Wilhelm Steinitz of Austria.

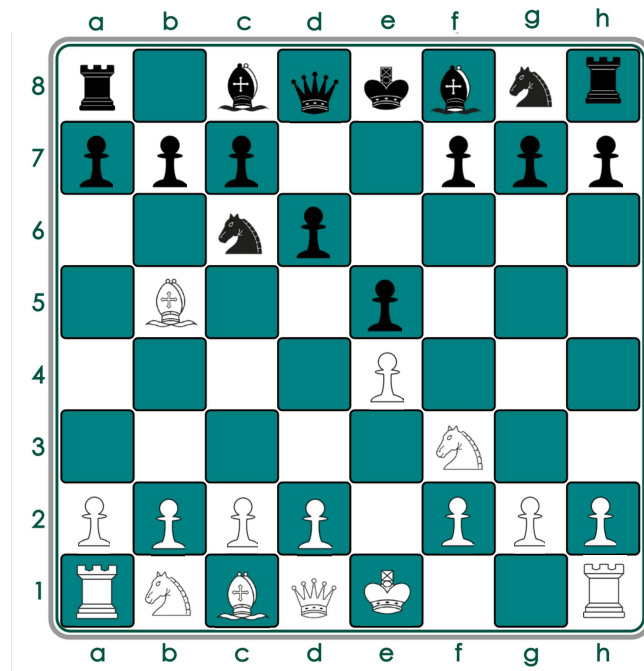


Diagram 167

The game may go 4. d4 Bd7 5.Nc3 Nf6 6.0-0 Be7 7.Re1 exd4 8.Nxd4 Nxd4 9.Qxd4 Bxb5 10.Nxb with a roughly equal position

3. ...g6

Smyslov Variation named after former World Champion Vassily Smyslov (though played by Steinitz several decades earlier)

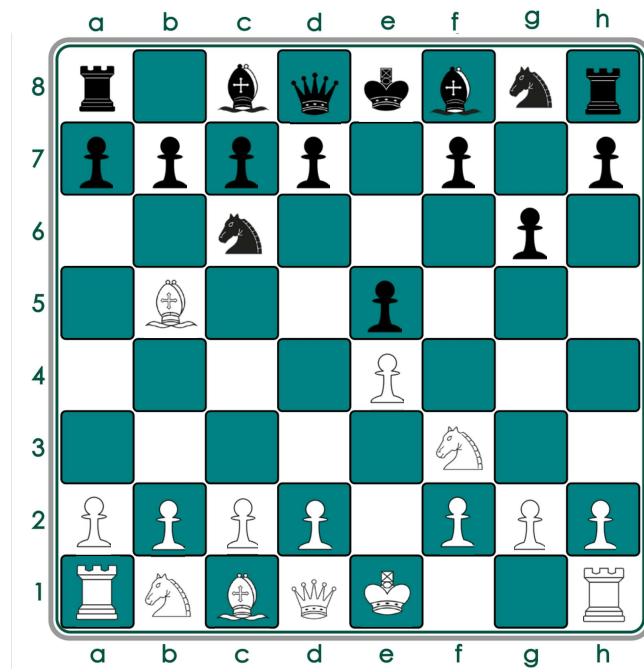


Diagram 168

may be met with 4.d4! exd4 5.c3! dxc3 6.Nxc3 with good initiative for the Pawn.

3. ..Nd4?!

The Bird's Defense, named after one of the British Champions from the 19th century, violates the basic principles of development and is best met with simple development after the preliminary exchange of Knights.

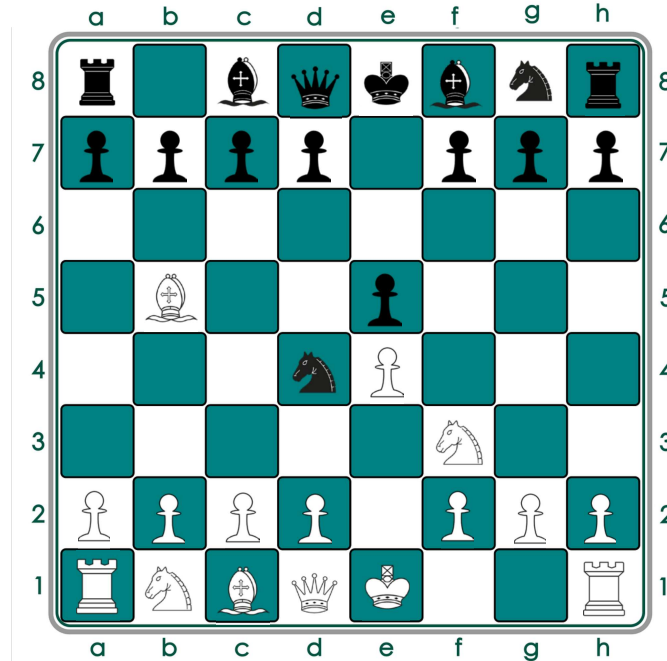


Diagram 169

4.Nxd4 exd4 5.0-0 c6 6.Bc4 d5 7.exd5 cxd5 8.Bb5+ Bd7 9.Re1+ Ne7 (9...Be7?
10.Qg4!) 10.Na3 a6 11.Bxd7+ Qxd7 12.c4! with advantage to White.

3. ..f5 The Schlimann Defense

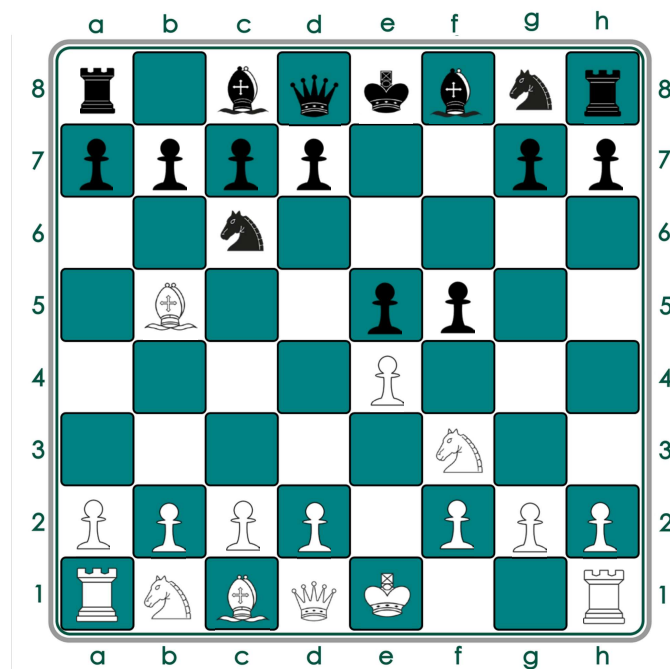


Diagram 170

This defense can be met satisfactorily with 4.Nc3) (4.exf5 is an unambitious choice due to 4...e4 5.Qe2 Qe7 6.Bxc6 bxc6 7.Nd4 Qe5 8.Nf3 Qe7!

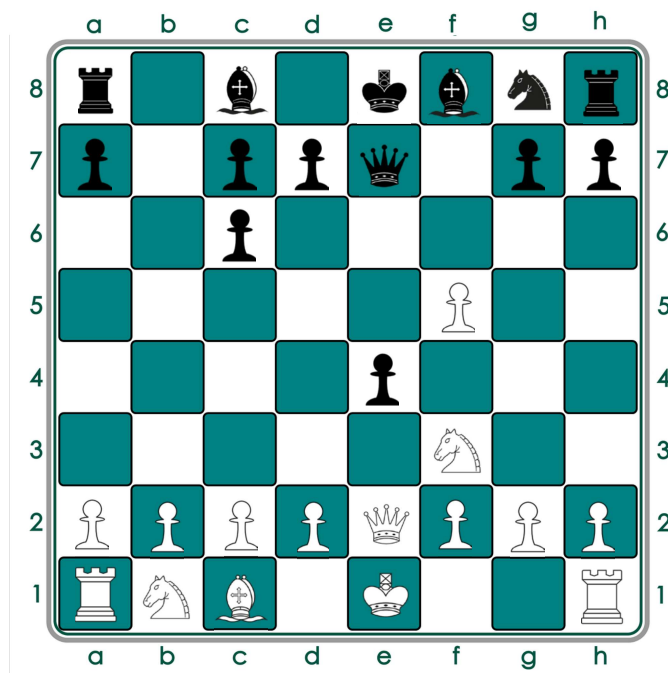


Diagram 171

leading to a draw.)

Back to main line. 4...fxe4 5.Nxe4 d5 6.Nxe5! dxex4 7.Nxc6 and now Black has three options.

7...bxc6?! leads to 8.Bxc6+ Bd7 9.Qh5+! Ke7 10.Qe5+ Be6 11.Bxa8 Qxa8 12.Qxc7+ with a wild position with better chances for White.

7...Qd5!?

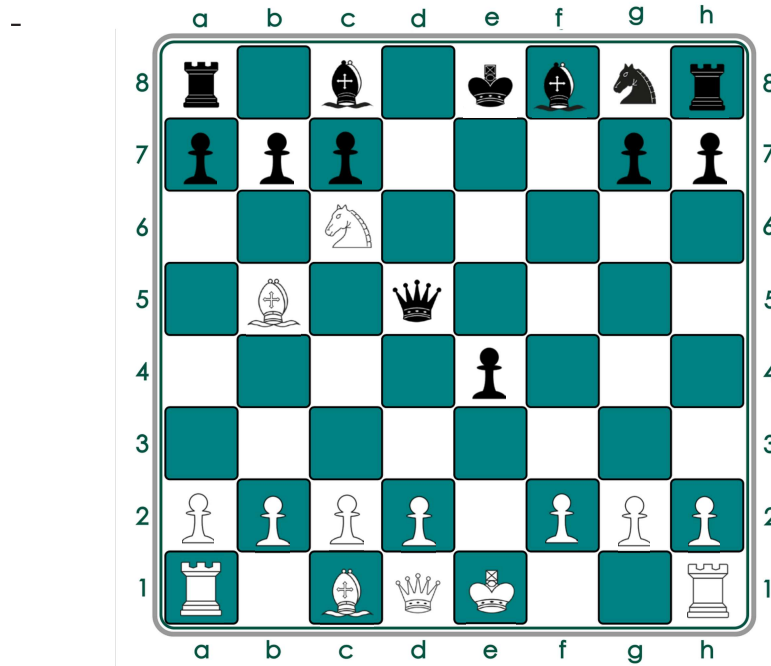


Diagram 172

8. c4 Qd6 9.Nxa7+ Bd7 10.Bxd7+ Qxd7 11.Nb5 Nf6 12.0-0 Bc5 with a sharp battle.

7...Qg5! the strongest option.

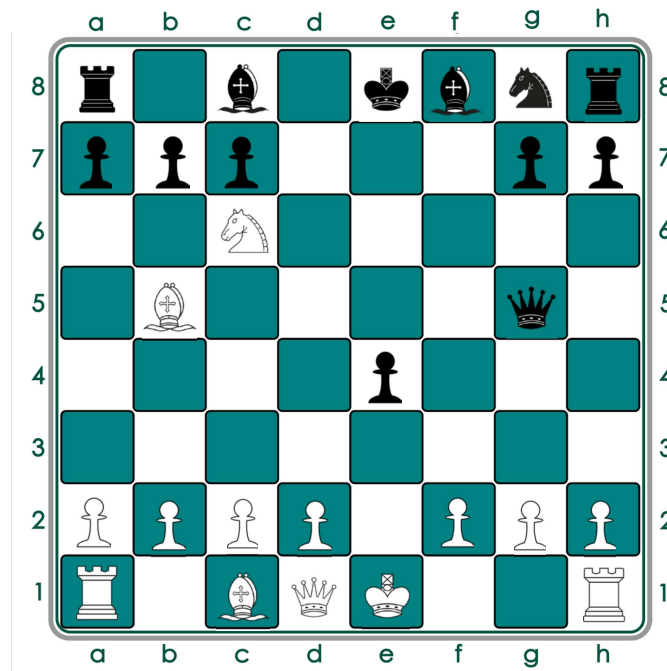


Diagram 173

8.Qe2 Nf6

8...Qxg2?? is a mistake on account of 9.Qh5+ g6 10.Qe5+

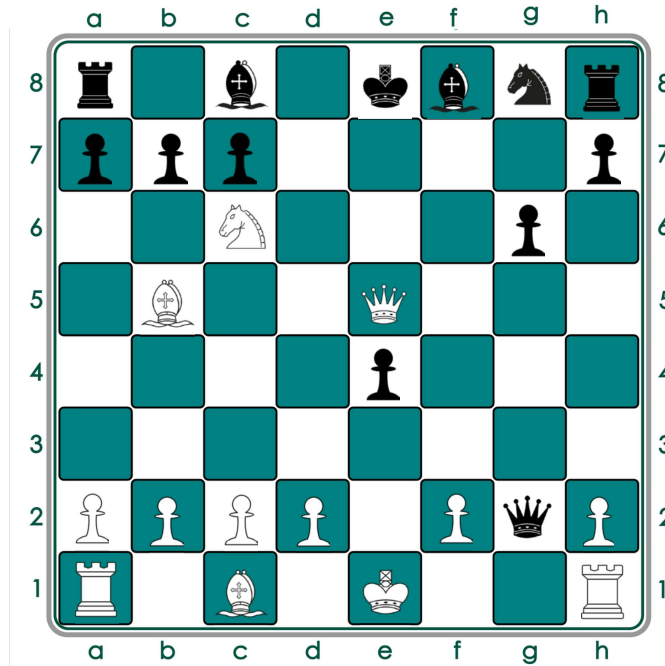


Diagram 174

When White is winning.

9.Nxa7+ Bd7 10.Bxd7+ Nxd7 11.f4

11.Qxe4+? loses the 'a7' Knight after 11...Kd8.

11...Qc5 12.Nb5 0-0-0!

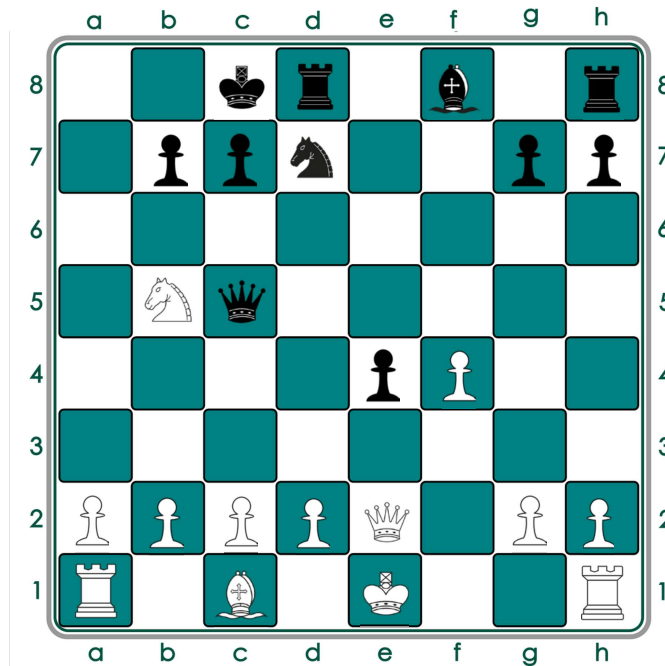


Diagram 175

A complicated position has arisen.

The main line of Ruy Lopez 4. Ba4 (after 3...a6)

4.Bxc6 is known as the exchange variation.

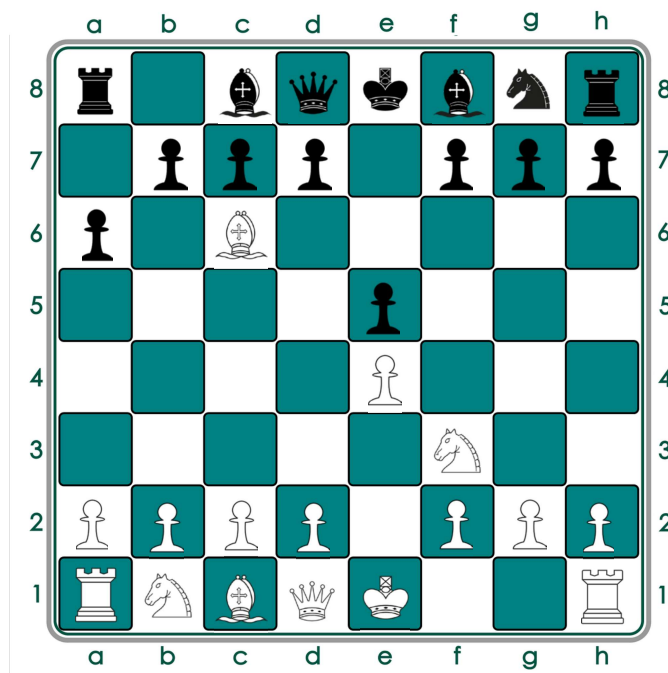


Diagram 176

After 4...dxc6 white has the following option.

5.Nc3, a positional option.

5.Nxe5, a simplifying option. 5...Qd4 6.Nf3 Qxe4+

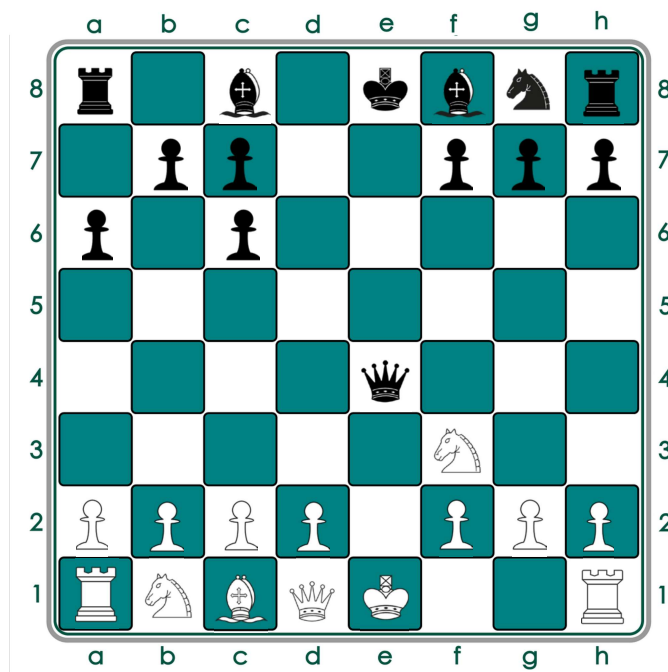


Diagram 177

when Black has a good game.

After the most ambitious 5. 0-0

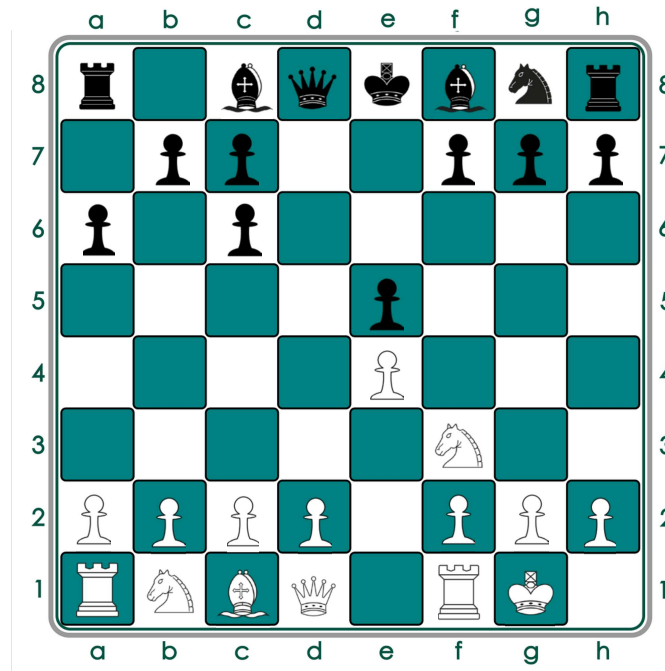


Diagram 178

the logical sequence is 5...f6! 6.d4 exd4 7.Qxd4 Qxd4 8.Nxd4 Bd7

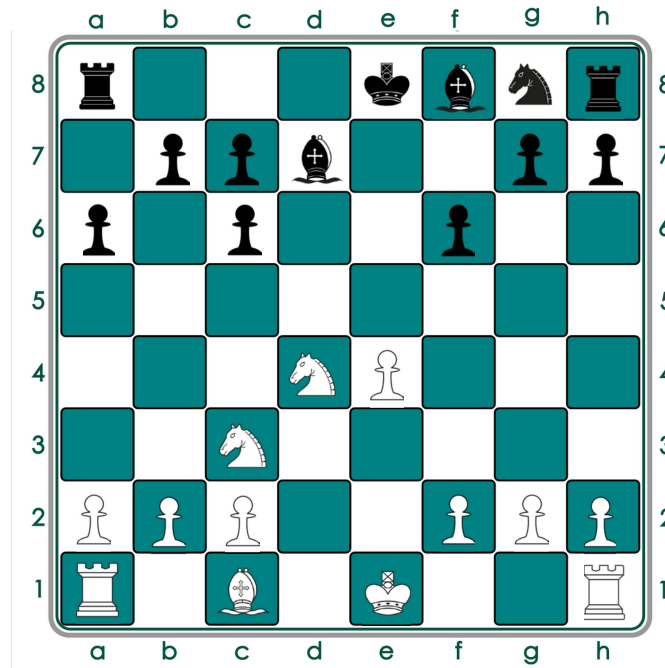


Diagram 179

The position is roughly equal.

sharper game results from 5...Bg4! 6.h3 h5! 7.d3!

7.hxg4? hxg4 8.Nxe5?? Qh4 9.f4 g3! when White soon gets mated.

7...Qf6! 8.Nbd2 Ne7 9.Re1 Ng6

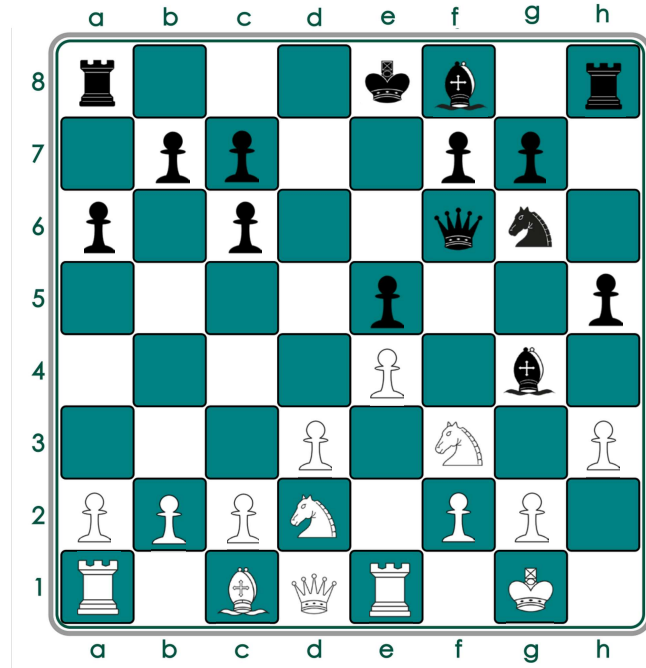


Diagram 180

when Black has adequate counter chances.

4. ...d6 The deferred Steinitz Defense.

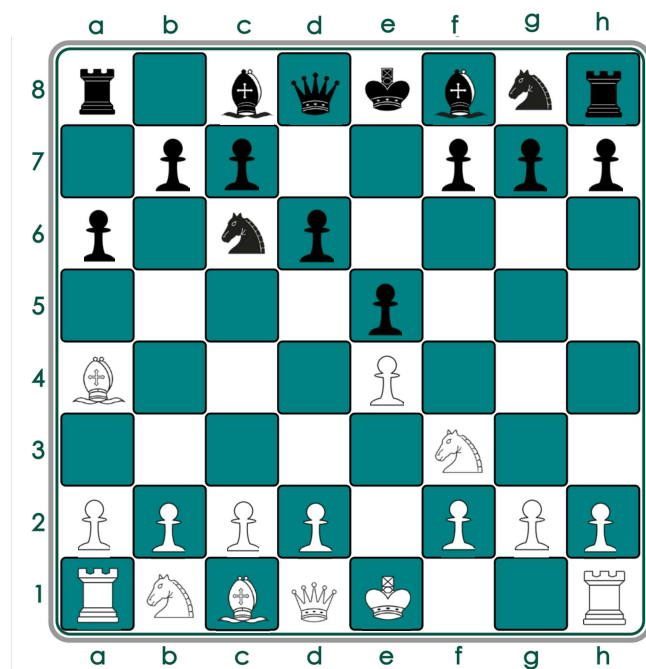


Diagram 181

“The deferred Steinitz Defense” is also an interesting option. The basic idea is to prevent from playing d2-d4 immediately For example:

a) 5.d4 b5 6.Bb3 Nxd4 7.Nxd4 exd4 8.Qxd4?? (8.c3! is the only move to maintain equilibrium. 8...dxc3 9.Qd5 Be6 10.Qc6+ Bd7 11.Qd5 with a draw by repetition of moves.) **8...c5 9.Qd5 Be6 10.Qc6+ Bd7 11.Qd5 c4** when Black wins a piece.

b) 5.Bxc6+!? bxc6 6.d4 with a sharp position.

c) 5.c3! (The most preferred option) 5...Bd7 5...Nf6 6.d4 Nxe4?? (6...Bd7 7.Nbd2) 7.d5 b5 8.Bc2) 6.d4 Nf6 7.Nbd2 White has achieved a good Central Pawn Mass and has a preferable position but Black’s position is solid and the players can look forward to an interesting battle.

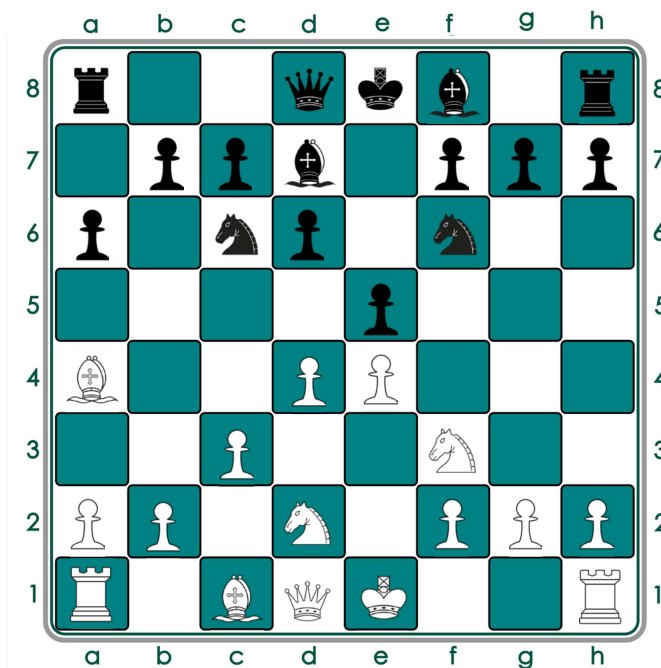


Diagram 182

Back to the main line **4...Nf6** now is a sharper option **5.d4 exd4 6.0-0 (6.e5?! Ne4!) 6...Be7! 7.Re1 (7.e5 Ne4!) 7...b5! 8.Bb3 d6** with an easy game for Black. For example, **9.Bd5!** (not **9.Nxd4?? Nxd4 10.Qxd4 c5 11.Qd3 c4** winning a piece.) **9...Nxd5 10.exd5 Ne5!** etc.

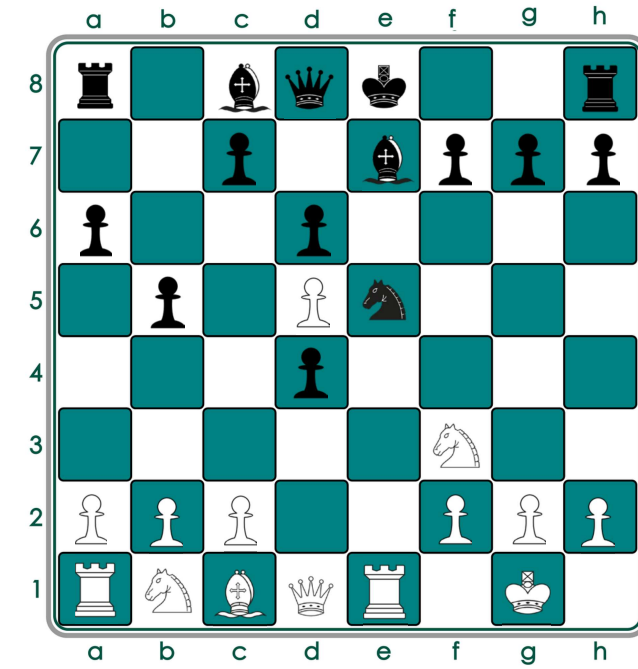


Diagram 183

However the most popular choice is **5. 0-0**

Now **5...Be7** leads to extremely complex strategic battles we don't recommend at this stage.

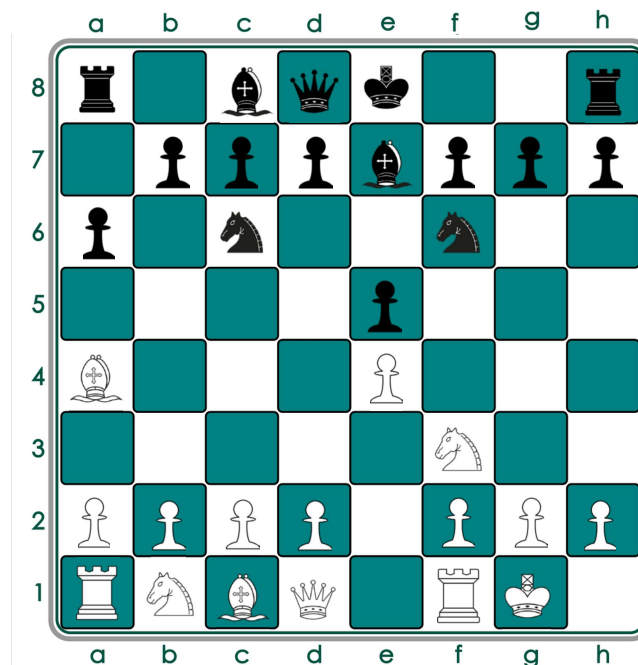


Diagram 184

The common variations are **6.Re1 b5**
6...0-0? 7.Bxc6 dxc6 8.Nxe5.
7.Bb3 0-0 8.c3

Here a sharp option is 8...d5

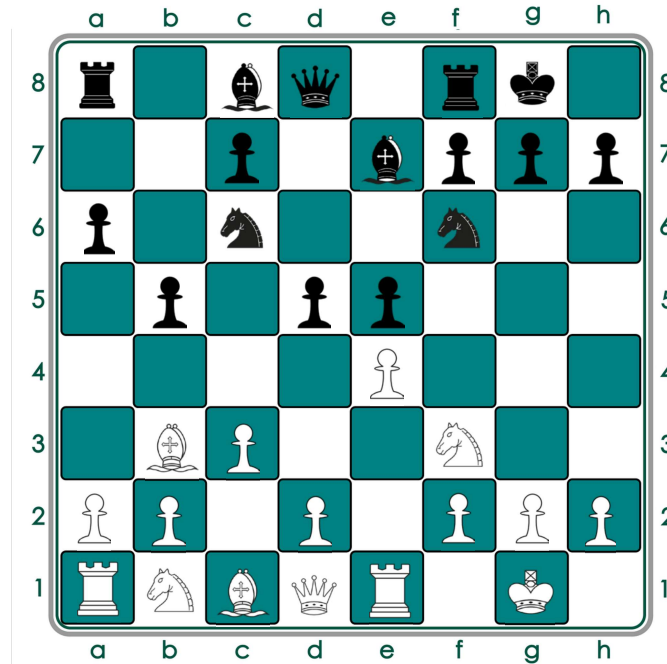


Diagram 185

the Marshall attack.

The most common continuation is 8...d6 9.h3

9.d4!? “Early ‘d4’ variation”

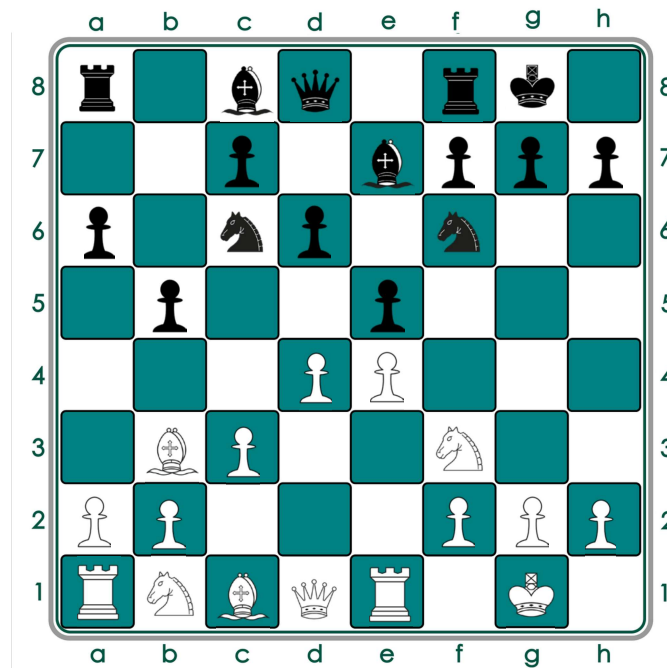


Diagram 186

met with 9...Bg4! is also quite popular.

Now Black has a vast number of option A) 9...Nb8

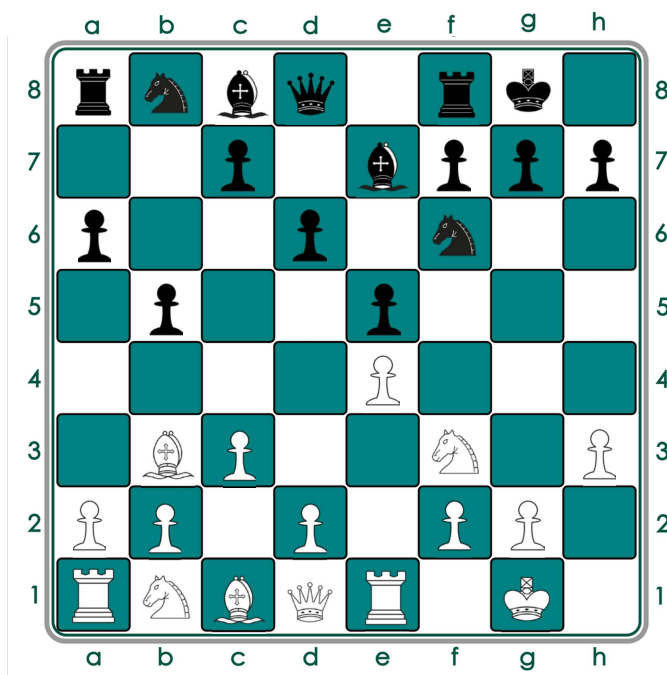


Diagram 187

The Breyer variation.

B) 9...Be6

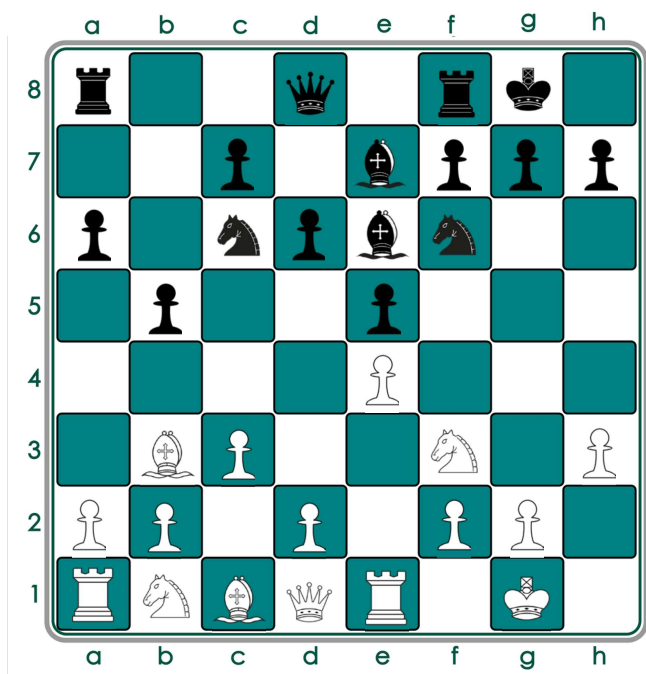


Diagram 188

The Kholmov variation.

C) 9...h6

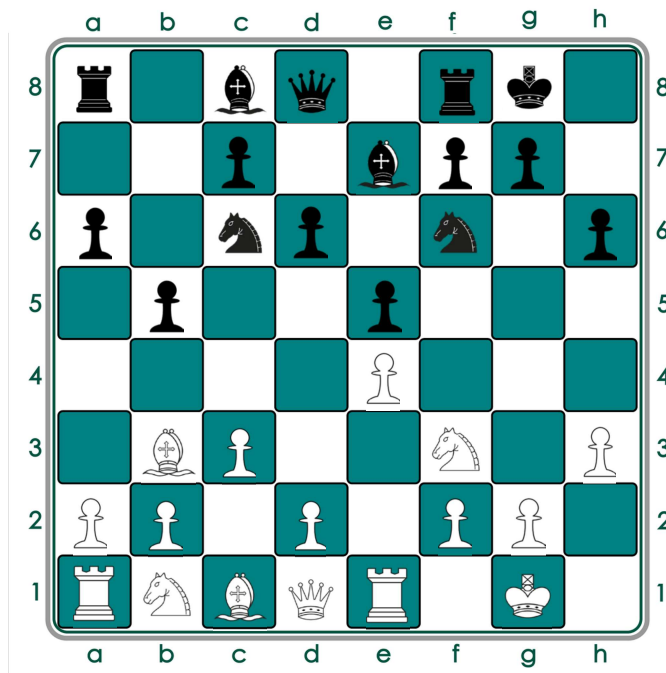


Diagram 189

The Smyslov variation.

D) 9...Nd7

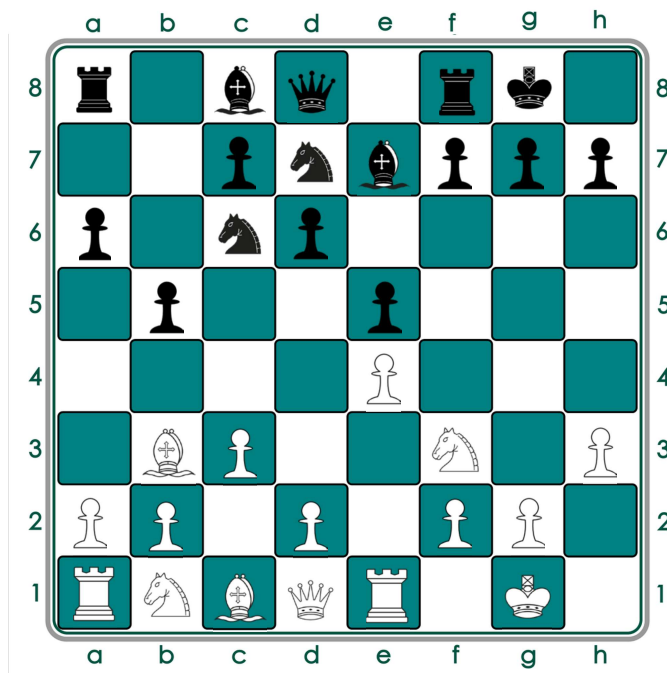


Diagram 190

The Karpov variation.

D) 9...Bb7 10.d4 Re8

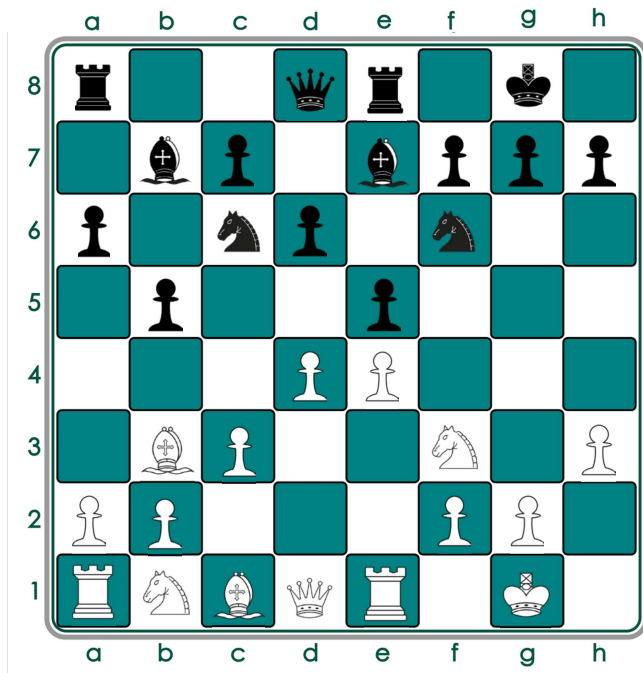


Diagram 191

The Zaitsev variation.

F) 9...Na5 The Tchigorin variation

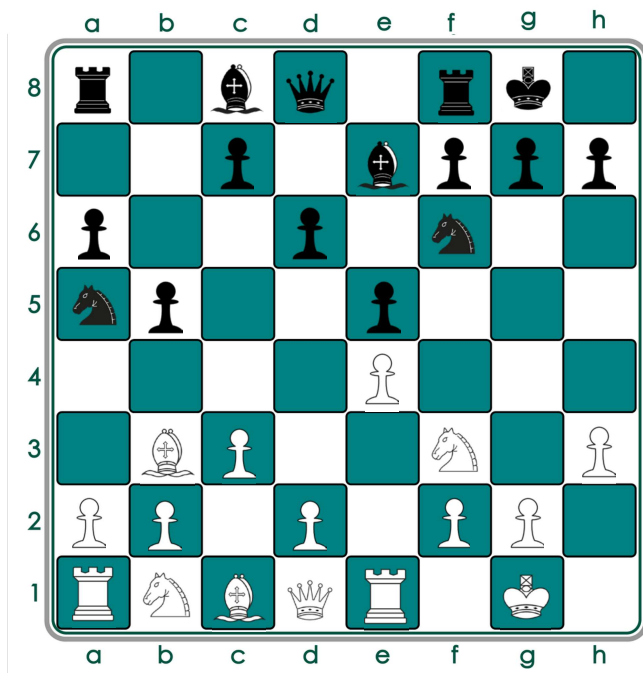


Diagram 192

10.Bc2 c5 11.d4 Qc7.

The above variations starting with 5...Be7 lead a to closed positions, not suitable to readers at this stage. Therefore we recommend the readers to play 5...Nxe4 The Open (Morphy) variation.

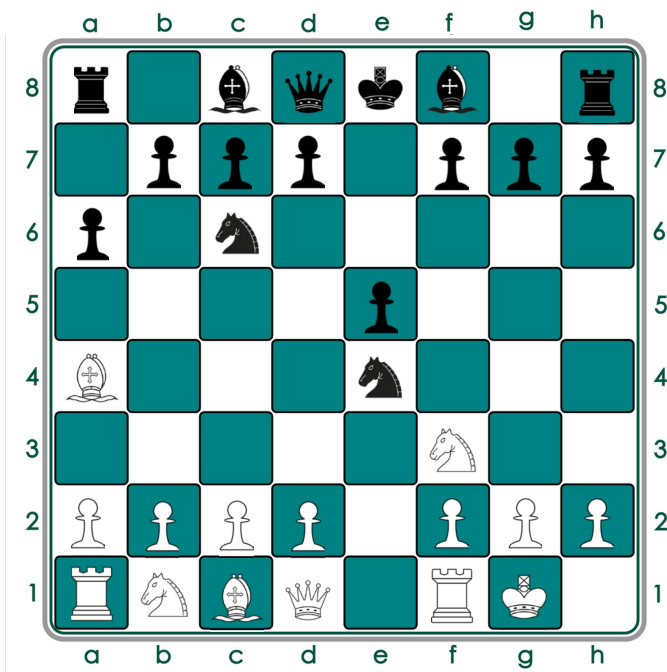


Diagram 193

6.d4 b5!

6...d5?? is a losing blunder 7.Nxe5 Bd7 8.Nxf7! Kxf7 9.Qh5+ Ke6 (9...Ke7 10.Qxd5 Nf6 11.Re1+) 10.Re1 Nxd4 11.Nc3! gives White a mating attack in return for the sacrificed Piece. 11...Bxa4 12.Nxe4 dxe4 13.Rxe4+ Kd7 14.Rxd4+ Bd6 15.Qf5+! Kc6 16.Rc4+ Kb6 17.Be3+ c5 18.Bxc5+ etc.

7.Bb3 d5! 8.dxe5 Be6

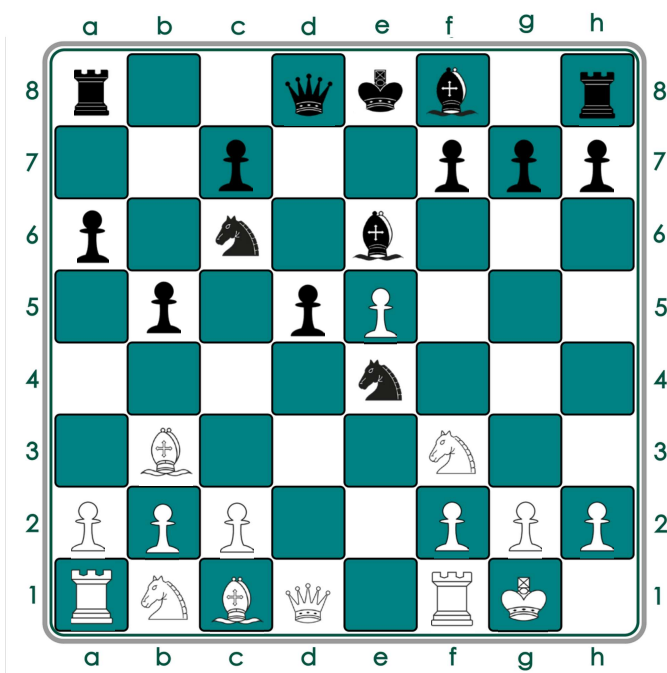


Diagram 194

with an equal game.

The Hungarian - Defense

1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7

The Hungarian Defense. The opening isn't very ambitious but Black can get a solid and safe position.

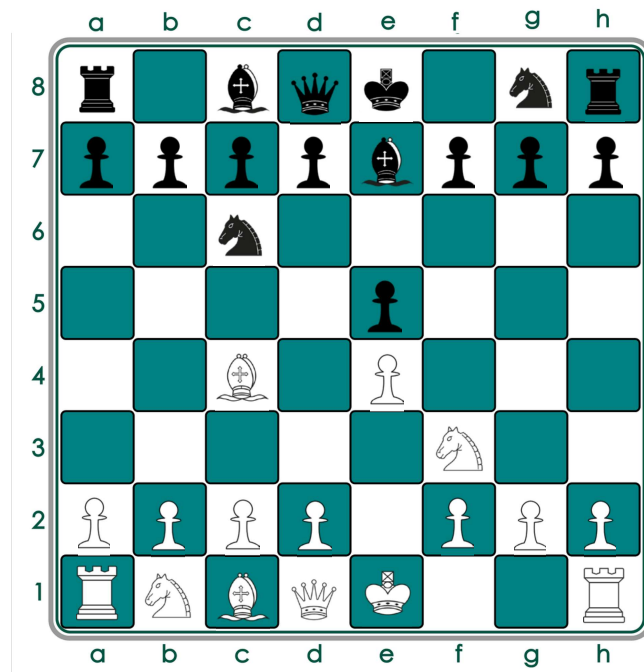


Diagram 195

4.d4 d6

If 4...exd4 then 5.Nxd4! with a slight advantage [5.c3!? can be met with 5...Na5! (Tchigorin) with easy equality after (5...dxc3? 6.Qd5 with a powerful attack.) **6.Qxd4** (White can try to complicate by sacrificing a Pawn with 6.Be2 dxc3 7.Nxc3 d6 with unclear play.) 6...Nxc4.]

5.Nc3 Nf6 6.h3

6.0-0 Bg4 7.dxe5 dxe5 8.Be3 0-0 is also roughly equal.

6...0-0 7.0-0 Nxe4! 8.Nxe4 d5 9.Nxe5 Nxe5 10.dxe5 dxc4!

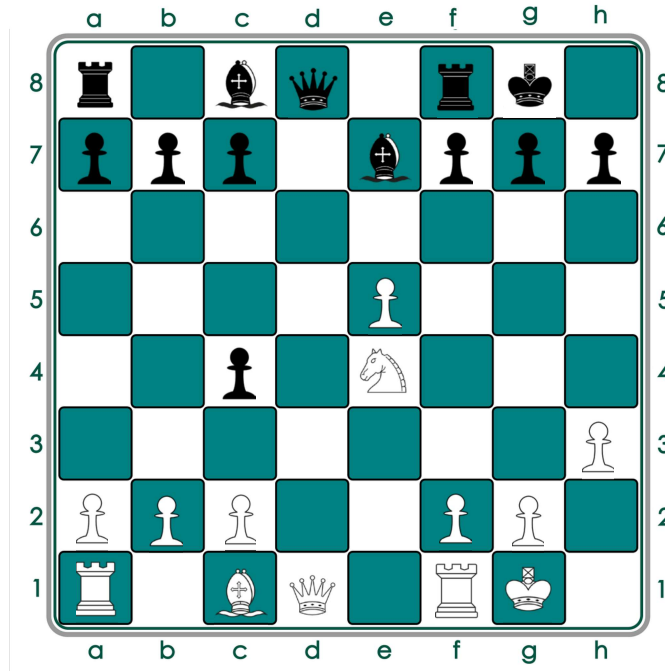


Diagram 196
with an equal game.

Two Knights Defense

1.e4 e5 2.Nf3 Nc6 3.Bc4

3.Nc3 Bc5 4.Nxe5 Bxf2+ 5.Kxf2 Nxe5 6.d4 Qf6+ 7.Kg1 Ng4 8.Qd2 h5 9.h3 N4h6
10.Nd5 Qd8 11.Qg5 Rh7 12.Qe5+ Kf8 13.Qxc7 Qh4 14.Qd6+ Ne7 15.Bf4

3...Nf6

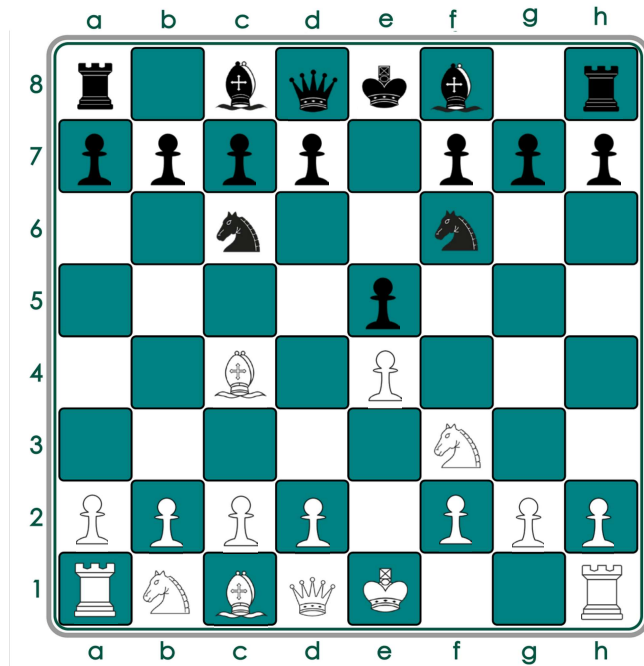


Diagram 197

The Two Knights' Defense is one of the most interesting openings. Black intends to strike at White's center immediately.

4.Ng5

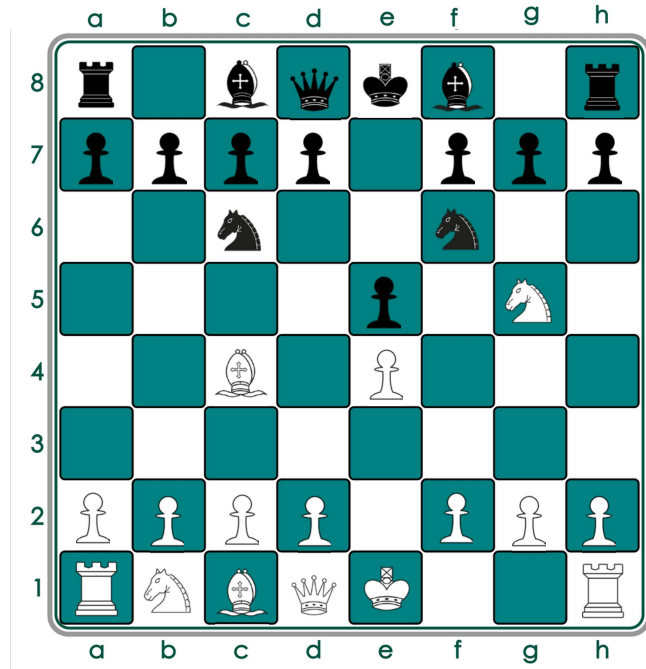


Diagram 198

We recommend this move because it is considered to be the most aggressive and enterprising option.

White has many other options as given below

A. 4.Nc3?!

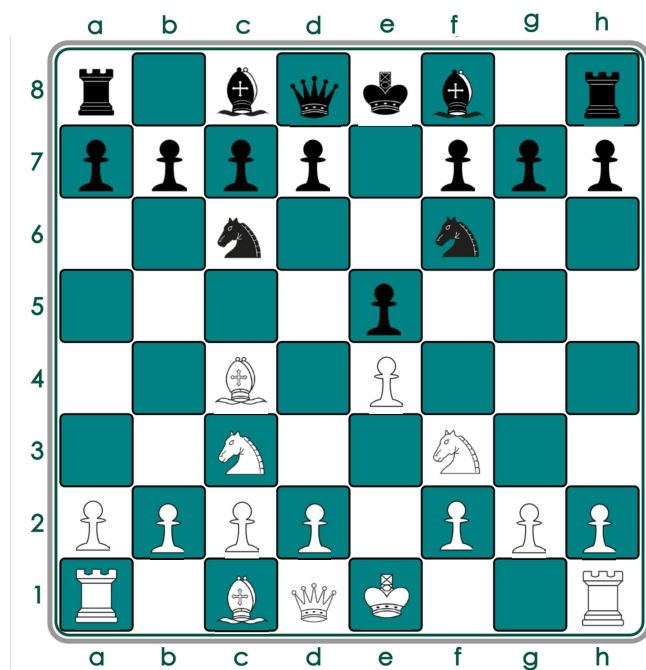


Diagram 199

4...Nxe4! 5.Nxe4

(5.Bxf7+ Kxf7 6.Nxe4 d5 7.Neg5+ (White loses a piece after 7.Nfg5+? Ke8) 7...Kg8 favours Black due to the strong central Pawn mass.)

5...d5 with an excellent game for Black.

B. 4.d3 Bc5 transposes to 'Closed Guico Piano'.

C. 4.0-0?! Nxe4

D. 4.d4! is a safer option and avoids complications at the cost of simplification.

4... exd4 5.0-0 Nxe4! This is enough for equality.

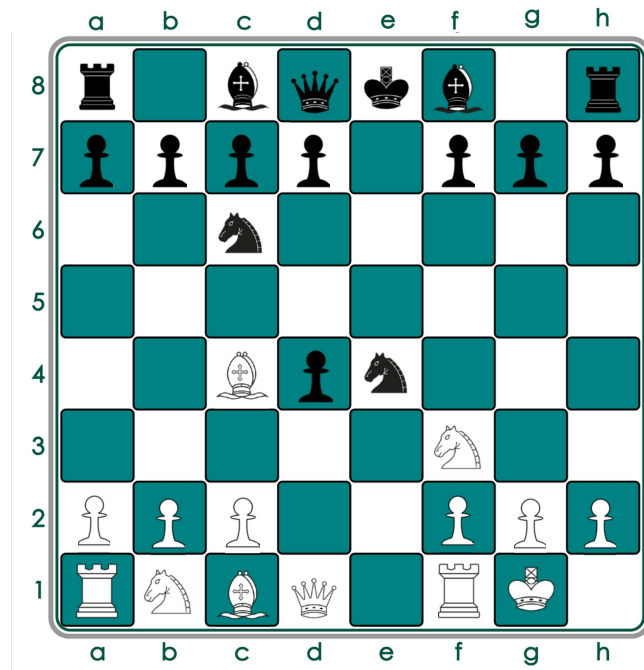


Diagram 200

6.Re1 d5 7.Bxd5! Qxd5 8.Nc3 Qa5

8...Qh5 9.Nxe4 Be6 and 8...Qd7 9.Nxe4 Be7 10.Bg5 0-0 are also possible alternatives.

9.Nxe4 Be6 10.Neg5 0-0-0 11.Nxe6 fxe6 12.Rxe6 Be7

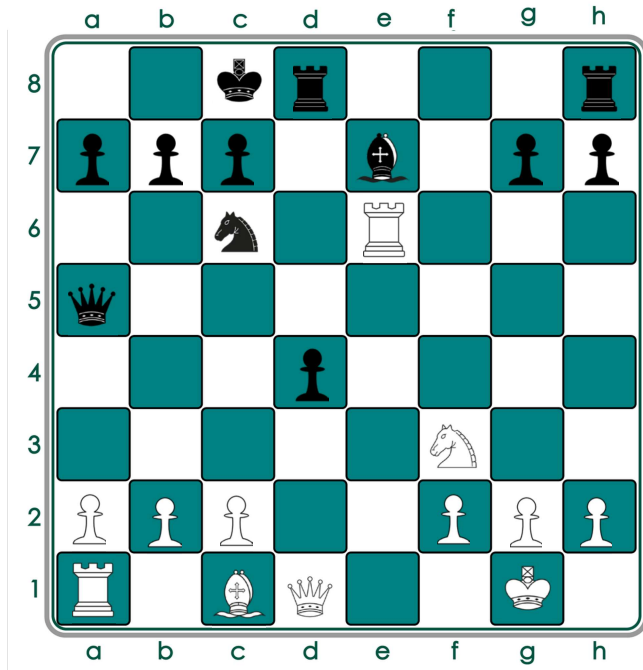


Diagram 201

The position is equal

However, Black can complicate the game with 5..Bc5!

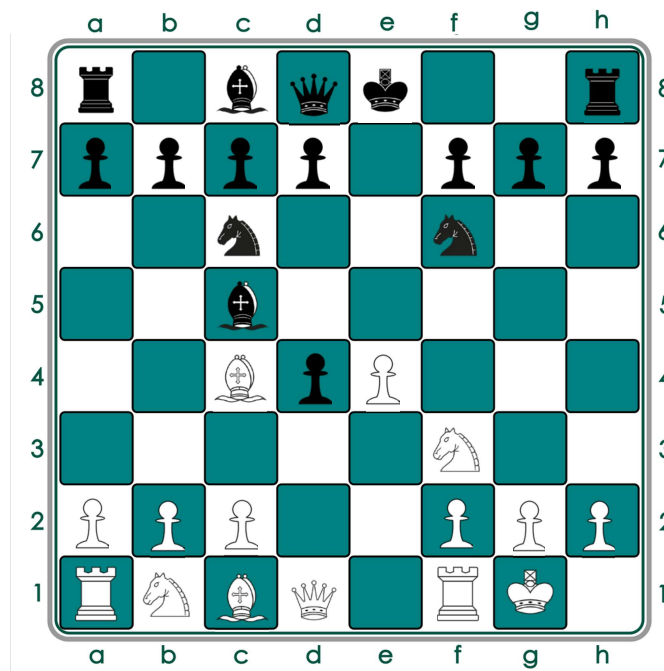


Diagram 202

6.e5 d5 transposing to Max Lange Attack.

Now let's come back to the main variation (4. Ng5)

The most popular choice here is, **4...d5!**

4...Nxe4!? (Frank James Marshall) is a good practical try.

For example, 5.Nxf7? Qh4 6.Qe2 Nd4! with preferable position for Black. Or 5.Nxe4? d5 with a preferable position for Black. But White can get some advantage with 5.Bxf7+! Ke7 6.d4!.

5.exd5 Na5! The strongest

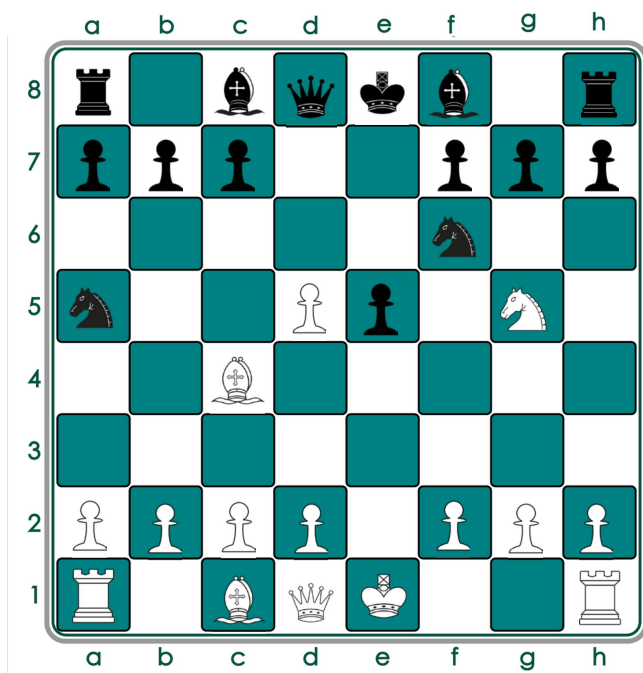


Diagram 203

Other options are

A. 5... Nxd5?

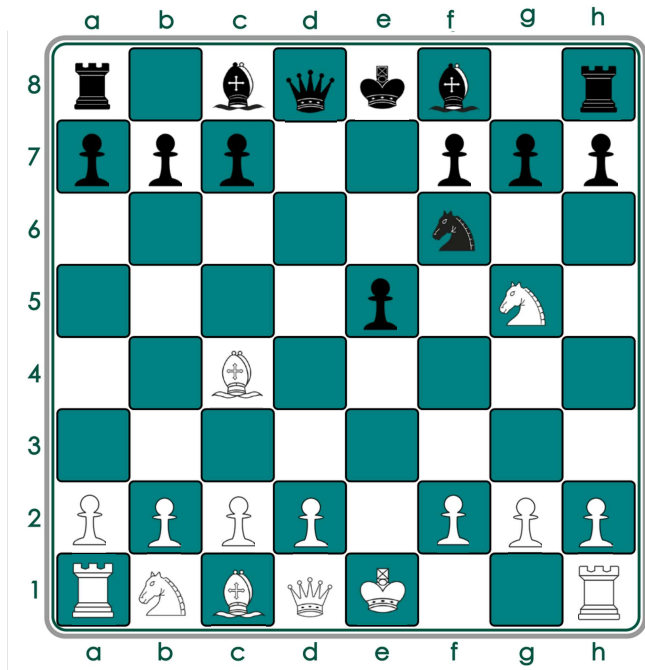


Diagram 204

6.Nxf7!Kxf7 7.Qf3+Ke6!8.Nc3 Ncb4! (8...Nce7 9.d4!) 9.Bb3 c6 10.a3 with dangerous initiative for White.

B. 5...b5

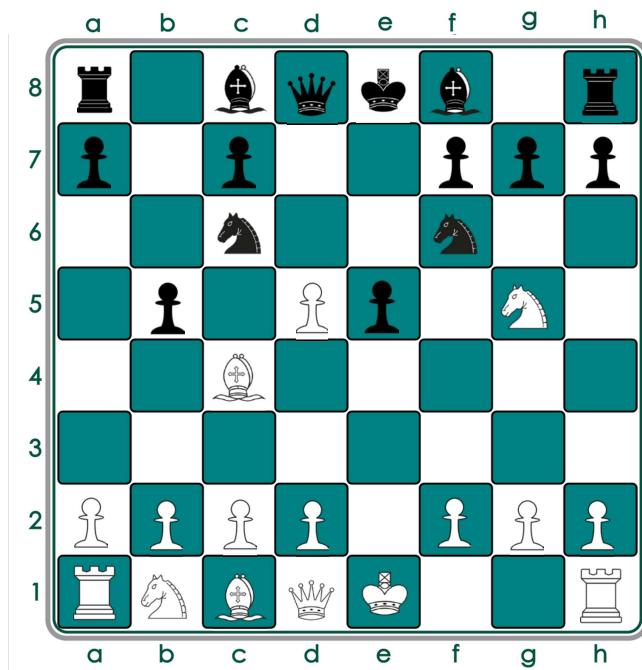


Diagram 205

This is best met with 6.Bf1!(6.Bxb5?!Qxd5)6...Nxd5 7.Bxb5.

C. 5...Nd4

6.c3 b5 7.Bf1! Nxd5 8.cxd4 Qxg5 9.Bxb5+ Kd8 10.0-0 Bb7 with a double edged position wherein White can gain some advantage only with the correct 11.Qf3! Rb8 12.dxe5 Ne3! 13.Qh3!(13.Qxe3?? Qxg2#) 13...Nxf1?? 14.Qd7# etc.

Back to the main line (after 5...Na5) **6.Bb5+**

6.d3 is also possible but this continuation lost it's popularity over 150 years ago due to several beautiful victories by Paul Morphy with Black. The game can go as follows 6...h6 7.Nf3 e4! 8.Qe2! (8.Nfd2?Bg49.f3 exf3 10.Nxf3Qe7+11.Qe2 0-0-0)8...Nxc49.dxc4Bc5 10.h3! 0-0 11.Nh2 c6! with a dangerous initiative for Black.

6...c6! (6...Bd7 7.Qe2 Be7! is also possible.) **7.dxc6 bxc6! 8.Bd3!**

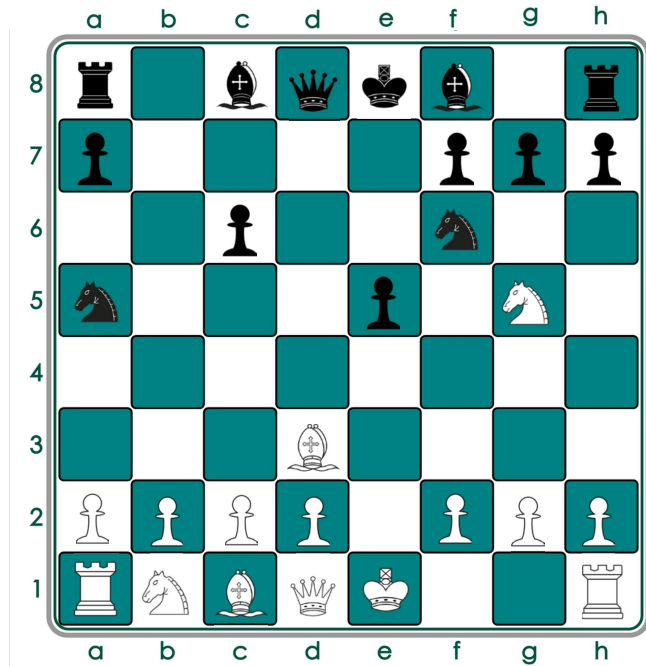


Diagram 206

The Modern option.

Other options are:

A. 8.Be2

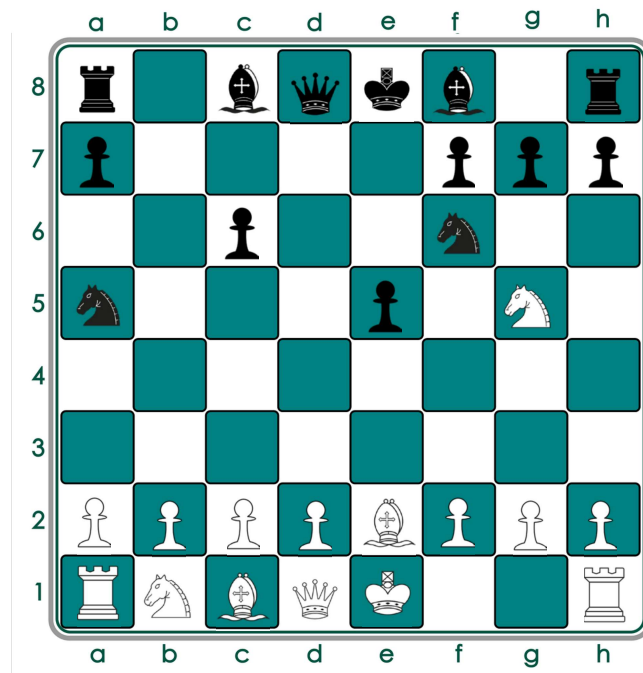


Diagram 207

8...h6 9.Nf3 (9.Nh3 is also possible, great players like world champions Wilhelm Steinitz and Bobby Fischer have played it successfully.) 9...e4 10.Ne5 Bc5! 11.c3 (11.0-0Qd4!12.Ng4Bxg4!13.Bxg4 Nc4!with compensation.) 11...Qc7!12.d4 (12. f4? Nb7) 12...exd3 13.Nxd3 Bd6 with full compensation for the sacrificed Pawn.

B. 8.Qf3

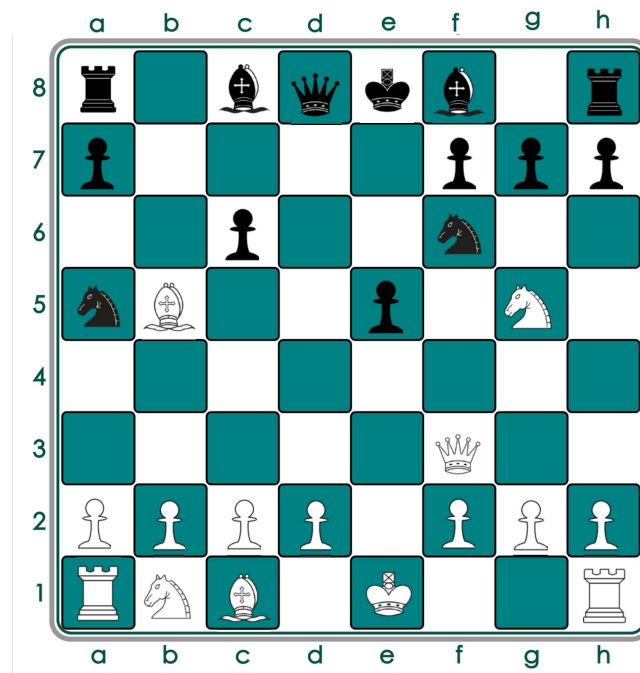


Diagram 208

This can be met with 8...Be7!? (8...Rb8 9.Bxc6+ Nxc6 10.Qxc6+ Nd7! or 8...cxb5!? 9.Qxa8Be7 10.0-0 0-0 etc.) 9.Bxc6+ Nxc6 10.Qxc6+Bd7 Black has excellent attack for the sacrificed material in all the options.

8...Nd5! (In reply to the modern move **8.Bd3**)

Bad is 8...h6? 9.Ne4 Nxe4 10.Bxe4 f5?? 11.Qh5+.

9.Nf3 Bd6 10.0-0 Nf4 11.Nc3 Nxd3 12.cxd3 0-0

with a roughly equal position.

Evans Gambit

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4!?

The Evans Gambit, named after Welsh Sea Captain William Davies Evans, is one of the most enterprising openings for last two centuries.

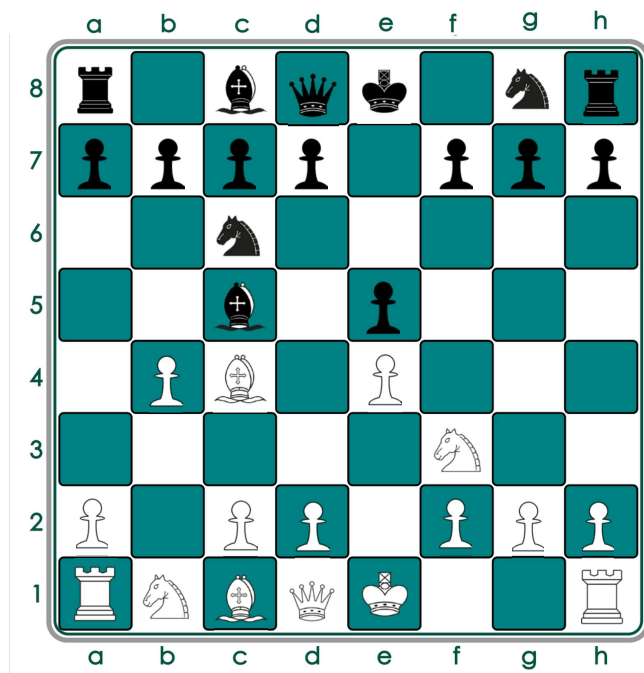


Diagram 209

World Champions Paul Morphy, Wilhelm Steinitz and Gary Kasparov have played the opening with great success. White intends to give up a comparatively unimportant Pawn to get a tempo or two over the common variations of Guico Piano. This tempo, as it can be seen from the very first game opening (illustrative game number) plays an extremely important role in obtaining a formidable Central Pawn Mass, which can prove fatal for the Black. World Champions Paul Morphy and Emanuel Lasker, however, found out the correct defensive strategy for Black and the modern games from the opening are generally dynamically balanced.

4... Bxb4

It is perfectly fine to decline the gambit with 4...Bb6

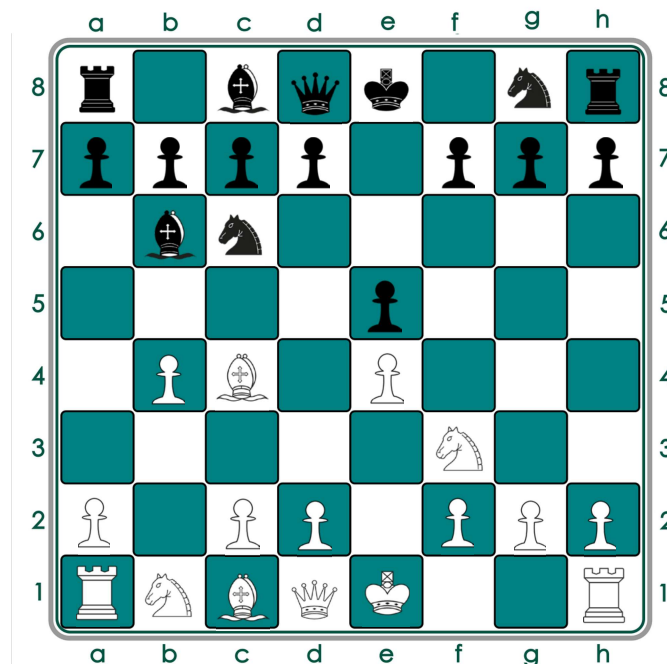


Diagram 210

after which the free move b2-b4 does not make any quality addition to White's assets in the Center. Therefore, White should continue with 5.a4! (5.b5?! Na5 etc) 5...a6! 6.c3 transposing to the Closed Guico Piano.

5.c3 Ba5

5...Bc5 is possible but not preferable as it allows White to advance the Center Pawns with tempos.

6.d4 d6 The safest continuation.

It is possible to take on 'd4' but it allows White either a powerful Center or rapid development. 6...exd4 7.0-0 dxc3? See illustrative game no.

7.Qb3 [7.dxe5] 7...Qd7! 8.dxe5 Bb6!

An important defensive idea introduced by Dr Emanuel Lasker. Black plans to exchange his QN with White's KB before completing the development on the King side.

9.Nbd2

9.Qc2? saves the King Bishop but offers no compensation after 9...Nxe5;
9.exd6?! Na5;
9.Bb5!? a6! 10.Ba4 Nge7 11.0-0 dxe5 12.Nxe5 Qe6! with a slight pull for Black.

9...Na5 10.Qc2 Nxc4 11.Nxc4 d5!

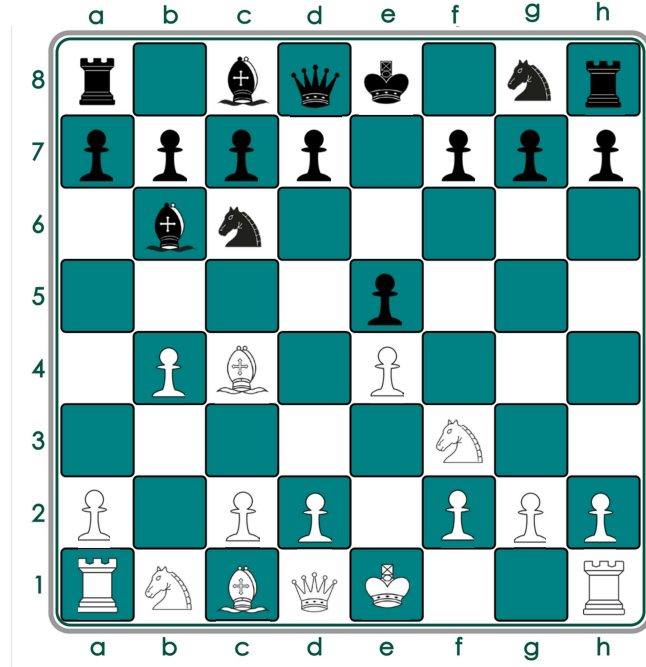


Diagram 211

Black has equalised.

Guico Piano or Italian Game

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5

This opening, known as Guico Piano or the Italian game, has been among the most popular openings for the last five centuries. However, it has undergone some fundamental changes in the choice of variations due to the strategic contributions over the years by great Masters.

4.c3 The most principled move.

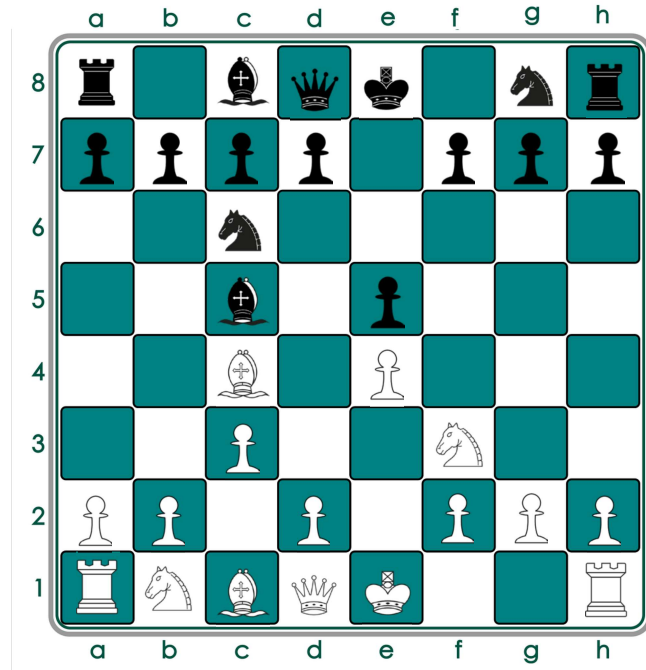


Diagram 212

White intends to play d2-d4 attacking the Black's dark square Bishop and the Central Pawn, when Black will be compelled to surrender Center Control to the opponent. Black has tried several ways to prevent White from obtaining a strong Central Pawn Mass before arriving at the most accurate continuations.

The modern variation is 4.d3 which leads to a much peaceful game.

The first attempt to stop 'd2-d4' with 4...Qf6?

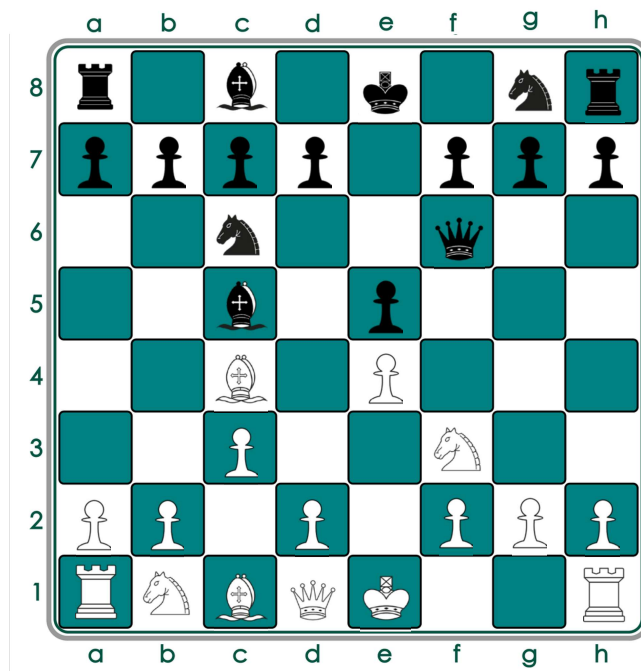


Diagram 213

but it was refuted by 5.d4! exd4 6.e5! when White was successful in getting a strong center due to a tactical possibility.

Here, move 6...Nxe5? loses a piece after 7.Qe2 d6 8.cxd4, therefore, relatively best option is 6...Qg6 7.cxd4 Qxg2 8.Rg1 Bb4+ 9.Nc3 Qh3 10.Rxg7 etc.

B. 4...Qe7!?

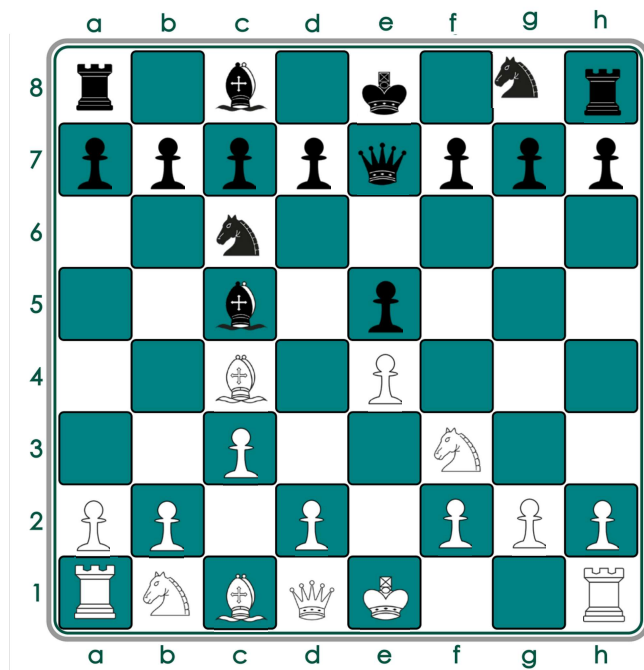


Diagram 214

This move and the move 4...Bb6 transpose to the same position if players chose the best moves. Some great masters such as Bledow, Adolf Anderssen and Alexander Alekhine have produced brilliant victories with this move.

5.d4 (reply to 4...Qe7!?) Bb6!

But not 5...exd4? 6.0-0! dxc3 7.Nxc3 with a crushing attack for White. Black's ...exd4 violates the basic principle of not opening the central files when the King is still in center. The game could continue 7...d6 8.Nd5 Qd7 9.b4! Nxb4 10.Nxb4 Bxb4 11.Ng5 Nh6 12.Bb2

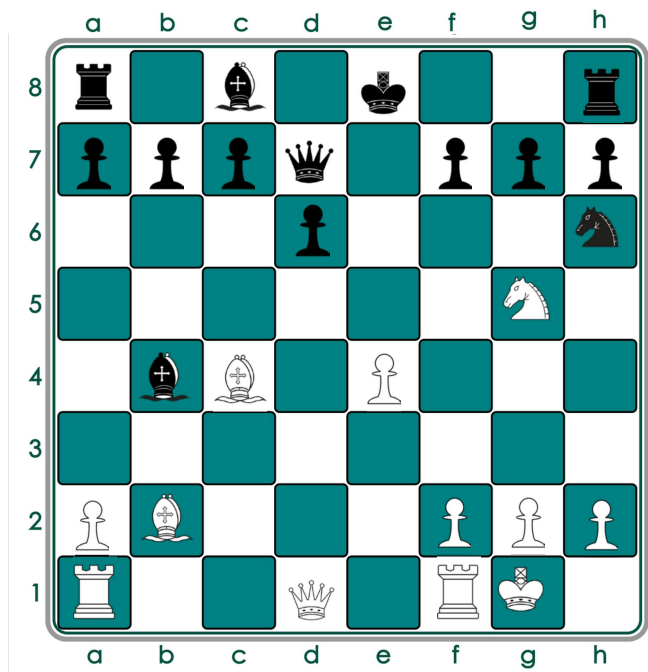


Diagram 215

12. ..0-0?? 13.Qd4! forcing mate!

6. 0-0 (after 5...Bb6!) Nf6 7.Re1 d6 8.h3 0-0

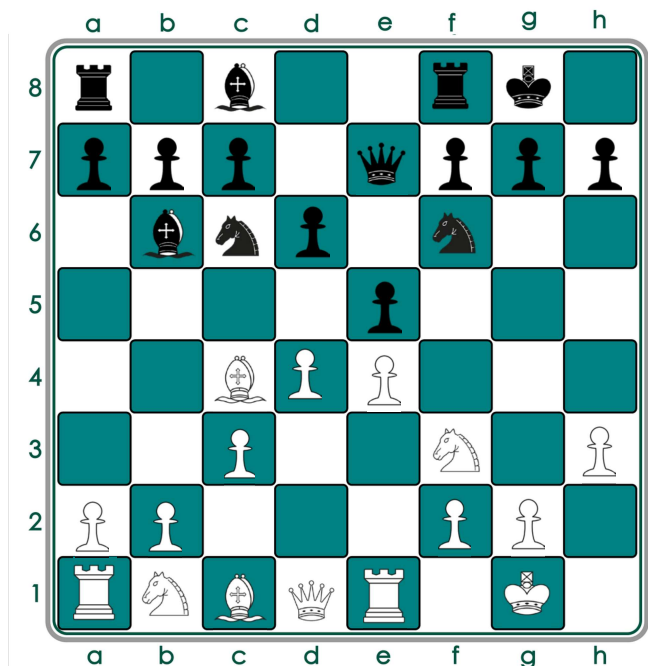


Diagram 216

The reader can play the position arising from 9.Bg5?! h6 10.Bh4 g5! and learn a lot about attack and defense.

C. The idea of overprotecting the 'e5' Pawn in advance is also unable to get complete equality due to an overload combination. 4...d6?!

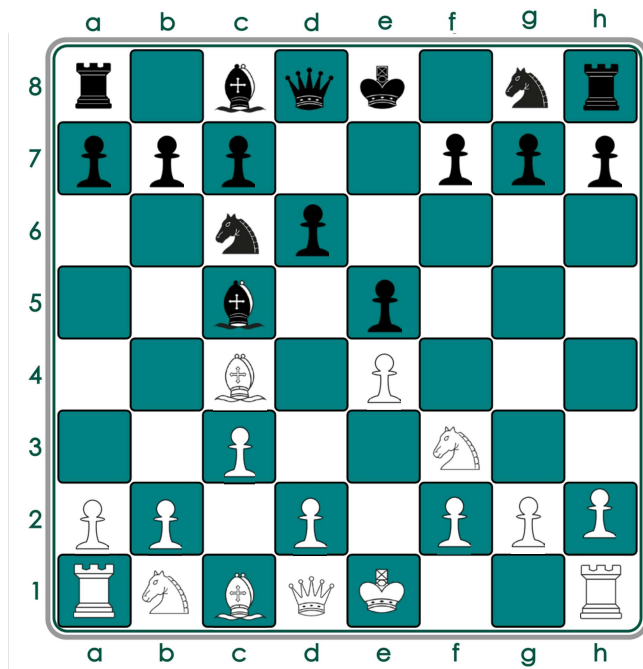


Diagram 217

5. d4 exd4

(5...Bb6? 6.dxe5 dxe5 7.Qxd8+ when Black loses the 'e5' or 'f7' Pawn.)

6.cxd4 Bb6 was called for.

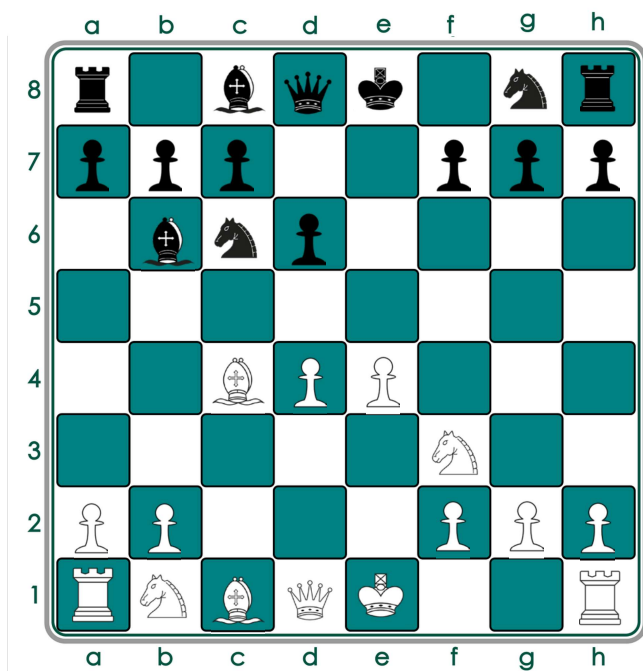


Diagram 218

Though White has a slight advantage here, practical examples show that Black can build counter play against White's Central Pawn Mass with moves such as ...Nf6 and ...Bg4. The readers must play this position several times from both sides to learn about the strength and weaknesses of Central Pawns.

D. 4...Bb6!? (After 4. c3) 5.d4 Qe7 is another way of playing the ...Qe7 variation.

E. 4. Nge7?!

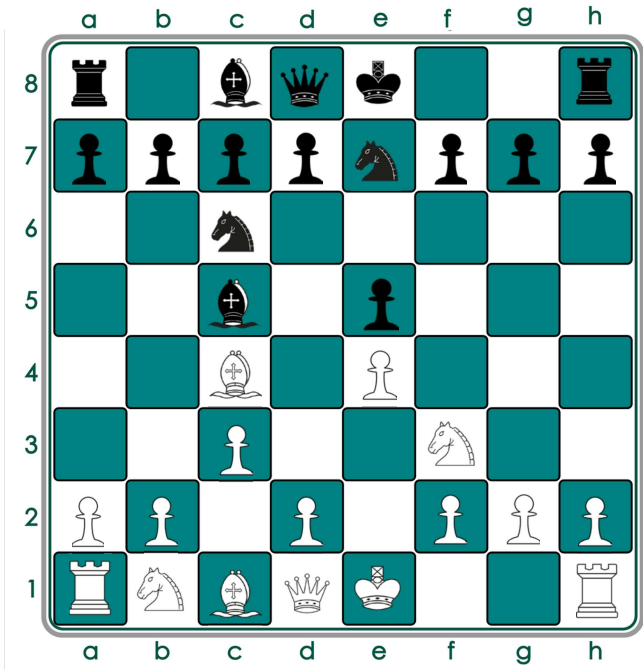


Diagram 219

5.d4 exd4 6.cxd4 Bb4+ 7.Nc3 gives White a big advantage.

The most popular choice (after 4.c3) is 4...Nf6!

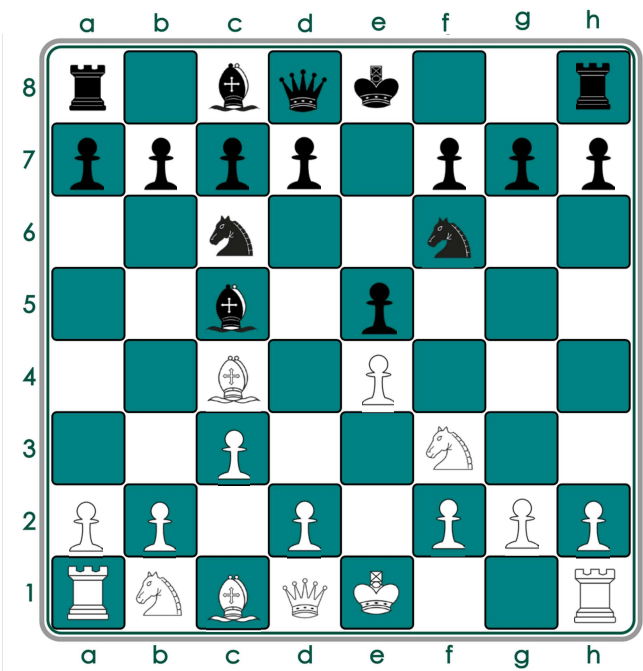


Diagram 220

5. **d4!** The most principled continuation.

5.d3 is a slow and solid modern way of playing the position. White intends to play d3 - d4 after completing the development.

5...**exd4**

5...Bb6? loses to 6.dxe5 Nxe4?? (6...Ng4 7.Bxf7+ Kf8? (7...Kxf7 8.Ng5+) 8.Bg5 Ne7 9.Bh5! Nxf2 10.Qd2 Nxe4?? 11.Qf4+ etc.) 7.Qd5 winning the 'e4' knight.

6.**cxd4 Bb4+!** and White has two options, namely ...**Nc3** and ...**Bd2**. (6... Bb6? is inferior as it does not plan to counterattack White's strong Central Pawn Mass immediately.) We recommend the first one, being more active, interesting and ambitious.

7.Nc3

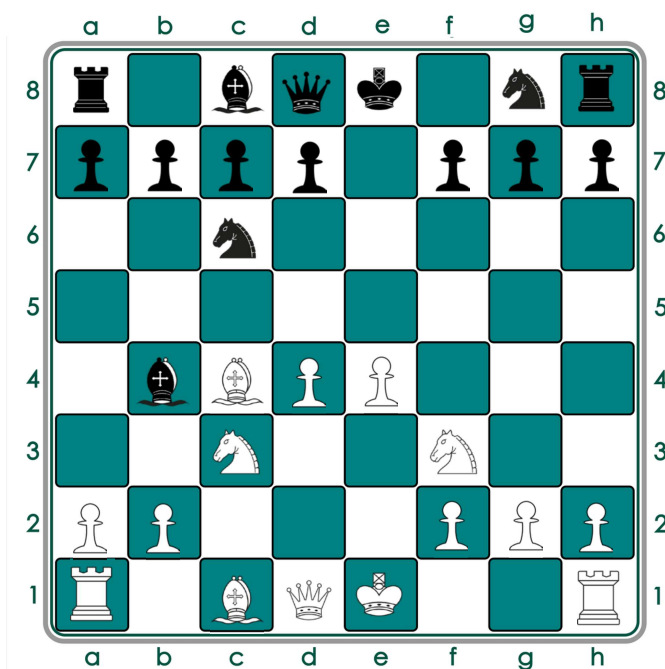


Diagram 221

7.Bd2

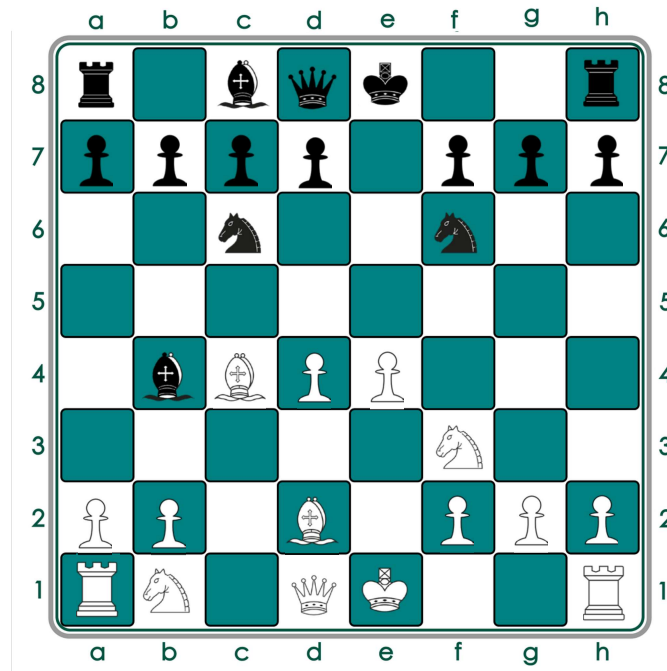


Diagram 222

6. ..Bxd2+ 8.Nbxd2 d5 9.exd5 Nxd5 10.Qb3 Na5 11.Qa4+ Nc6! (11...c6? 12.Bxd5 Qxd5 13.0-0 0-0 14.Rfe1! with an initiative to White.) 12.Qb3 Na5! (12...Nce7!?) 13.Qa4+ Nc6 14.0-0 0-0 with an equal game.

7...Nxe4! (After the recommended 7.Nc3)

Striking the White Center with 7...d5? is dangerous on account of 8.exd5 Nxd5 9.0-0!

8.0-0! Bxc3!

8...Nxc3!? 9.bxc3 d5! is interesting. (Not 9... Bxc3?? when White has a winning position after 10.Ba3! The readers can find out themselves how to continue after 10...d6.

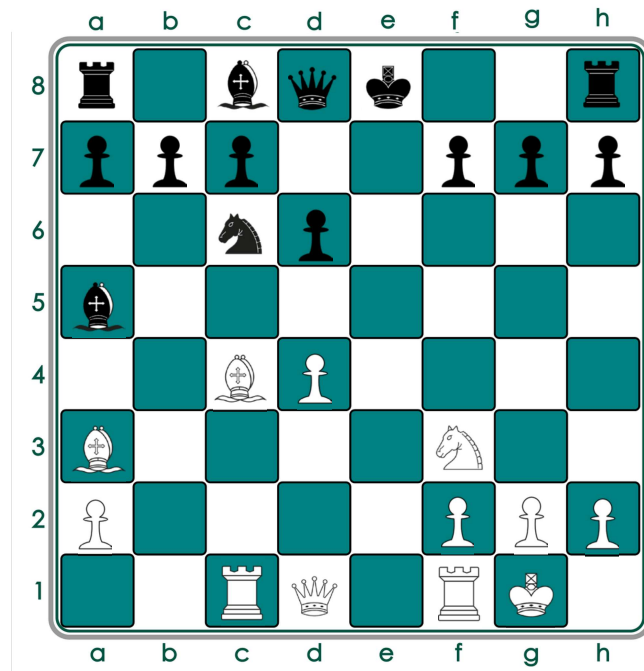


Diagram 223

9.d5! Ne5

9...Bf6!? is interesting

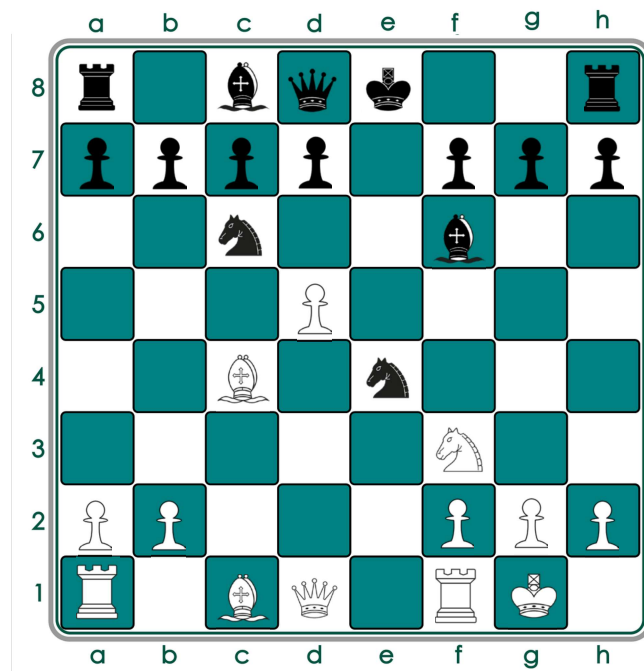


Diagram 224

10. Re1 Ne7 11.Rxe4 d6 (11...0-0 12.d6!) 12.Bg5 Bxg5 13.Nxg5 0-0 14.Nxh7! Kxh7 15.Qh5+ Kg8 16.Rh4 with a very interesting position with chances for both sides.

10.bxc3 (After 9...Ne5) Nxc4 11.Qd4 f5!

11...Ned6?? loses to 12.Qxg7 Or 11...Ncd6 12.Qxg7 Qf6 13.Qxf6! Nxf6 14.Re1+ with a dangerous initiative for the piece sacrificed.

12.Qxc4 d6

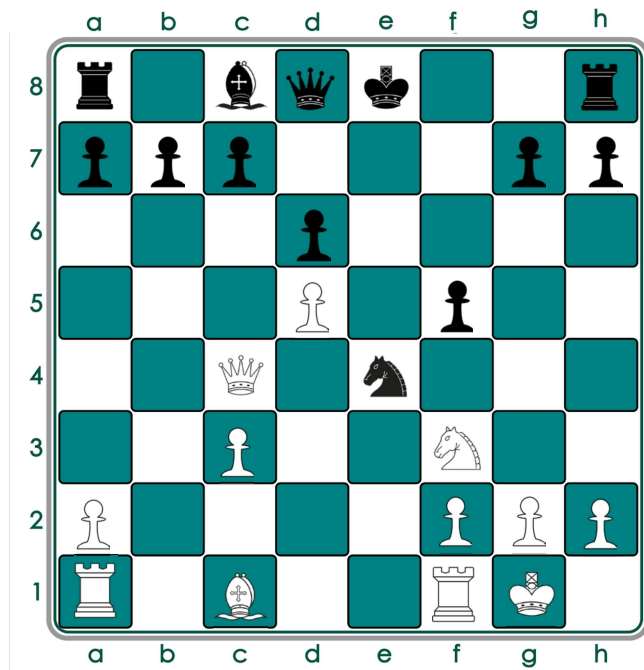


Diagram 225

The position is roughly equal despite material imbalance.

Queen's Gambit and Queen Pawn

The Queen Pawn opening, 1.d2-d4, is a popular alternative to 1.e4. The move, too, aims at controlling the Central squares. Though logical, this option leads to a comparatively quieter game in the initial phase. This is because the Kings remain unexposed to attack for a long time due to the presence of Pawns in the 'e' file. In the Queen Pawn- openings, White prepares to develop the Queen side pieces before those on the King side, in order to try to put pressure against Black's Center. Playing against the Queen Pawn openings is much easier as the exact move order isn't defined in many variations. Black must bear in mind the basic principles such as (1) Safety of the King (2) Safety of Material (3) Activity of Pieces and (4) Center control and play accordingly. The authors do not recommend playing this opening with White till a player has achieved reasonable skills in e4 openings. Since our opponents may adopt this opening, we recommend the following simple method of play for Black, which can be used against any Queen Pawn setups. 1.d4 d5 2.c4 The Queen's Gambit

1.d4 d5 2.c4 The Queen's Gambit

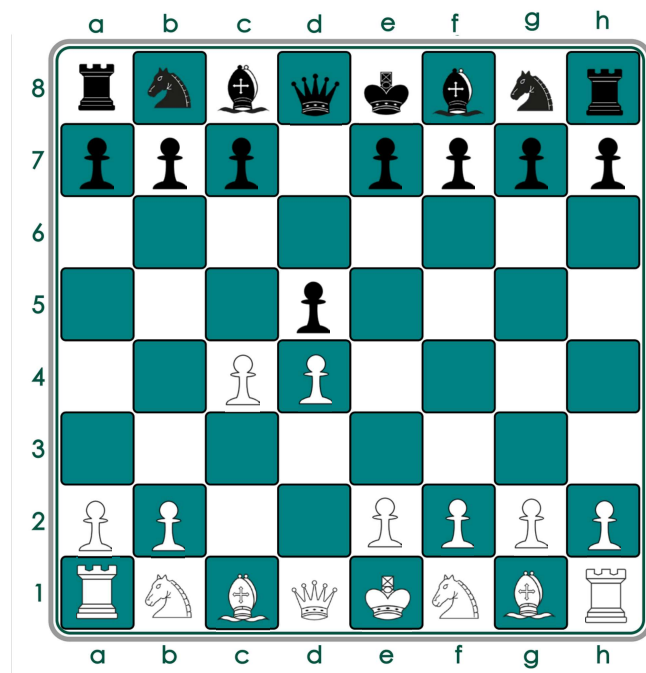


Diagram 226

The Queen's Gambit. Of course, this is not a gambit in real sense because Black is unable to retain the extra Pawn for long.

2...e6! The most popular.

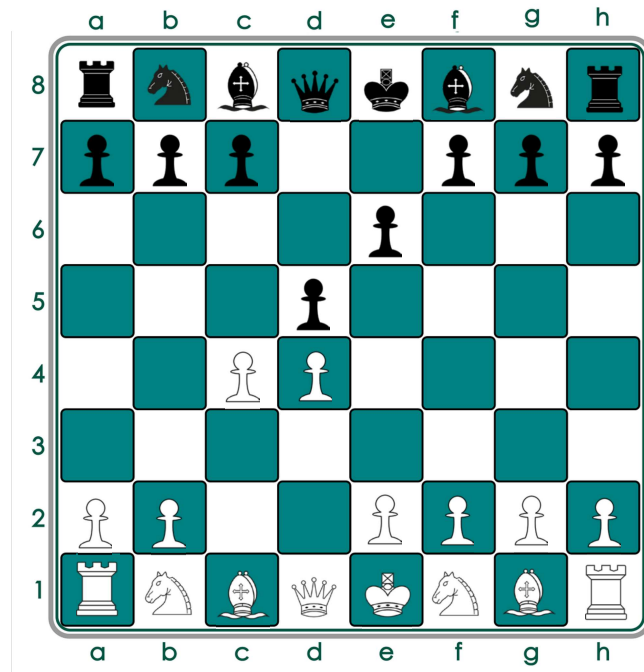


Diagram 227

2...dxc4 is possible but Black shouldn't try to maintain the extra Pawn on 'c4'. For example, 3.e3 b5? would be a blunder in view of 4.a4 c6 5.axb5 cxb5?? 6.Qf3! when Black loses at least a piece

.
2...c6 is a more solid continuation known as the Slav Defense.

3.Nc3 (after 2...e6)

3.Nf3 c5! 4.cxd5 exd5 5.Nc3 eventually transposes.

3...c5

The Tarrasch Defense, named after former world number two, Dr. Siegbert Tarrasch. This setup can be used against any Queen Pawn opening.

4.cxd5 exd5 5.Nf3

5.dxc5 d4! 6.Ne4 Nc6 7.e3 Nf6 8.Nxf6+Qxf6 9.exd4 Qxd4 10.Qxd4 Nxd4 11.Bd3 Bxc5 with a comfortable game for Black.

5...Nc6 6.g3

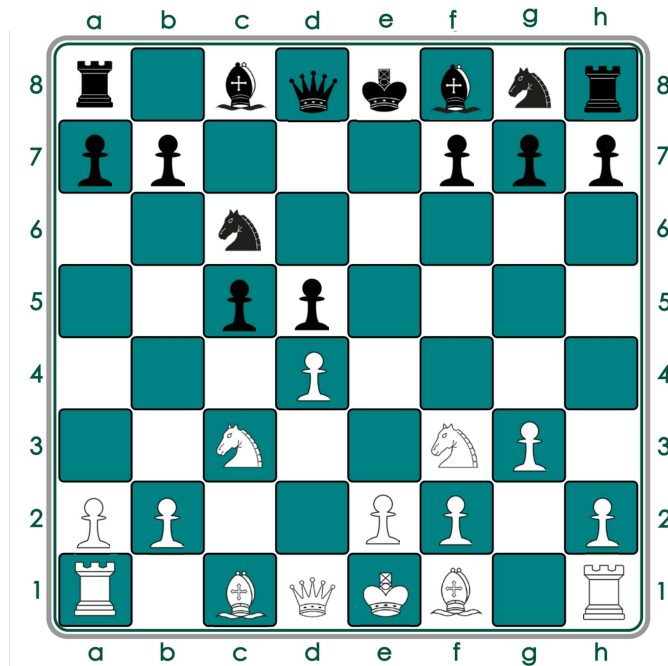


Diagram 228
The Rubinstein variation

This is the most preferred choice. Other options are :

A. 6.dxc5 d4 7.Na4 Bxc5 8.Nxc5 Qa5+ 9.Bd2 Qxc5 10.Rc1 Qb6

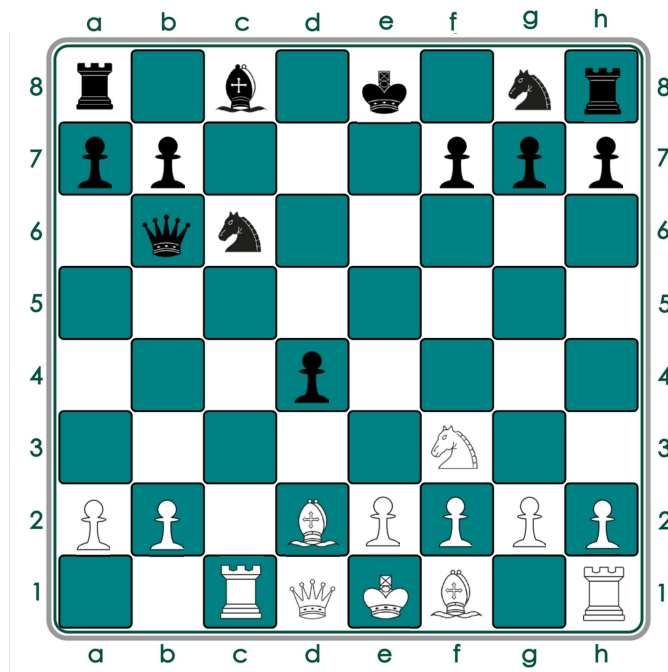


Diagram 229

Black has a comfortable game.

B. 6.e3 Nf6 7.Bb5
(i) 7...cxd4 8.Nxd4 Bd7 9.0-0 Bd6 10.Qb3 a6 11.Be2 0-0 12.Nxd5 Nxd5
13.Qxd5 Nxd4 14.Qxd4 Qc7

7...cxd4 8.Nxd4 Bd7 9.0-0 Bd6 10.Qb3 a6 11.Be2 0-0 12.Nxd5 Nxd5
 13.Qxd5 Nxd4 14.Qxd4 Qc7

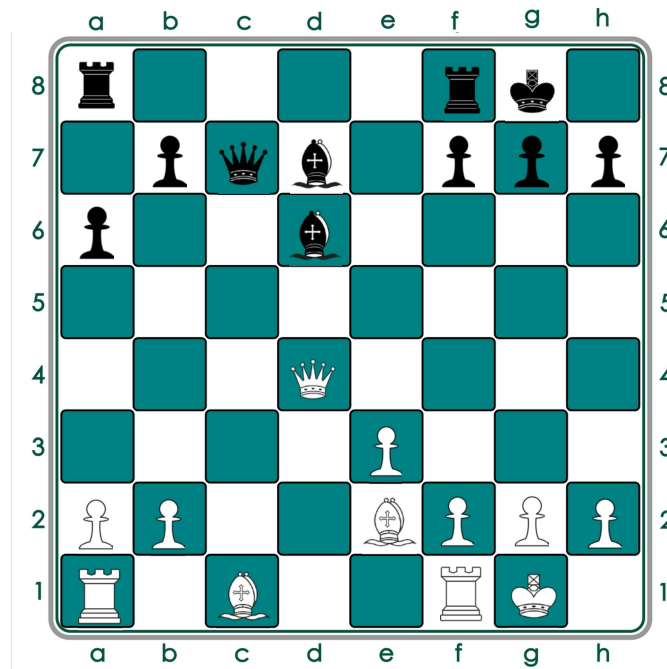


Diagram 230

Black has good initiative.

(ii) 7...Bd6 8.dxc5 Bxc5 9.0-0 0-0 10.b3 Bg4 11.Bb2 a6 12.Be2 Re8

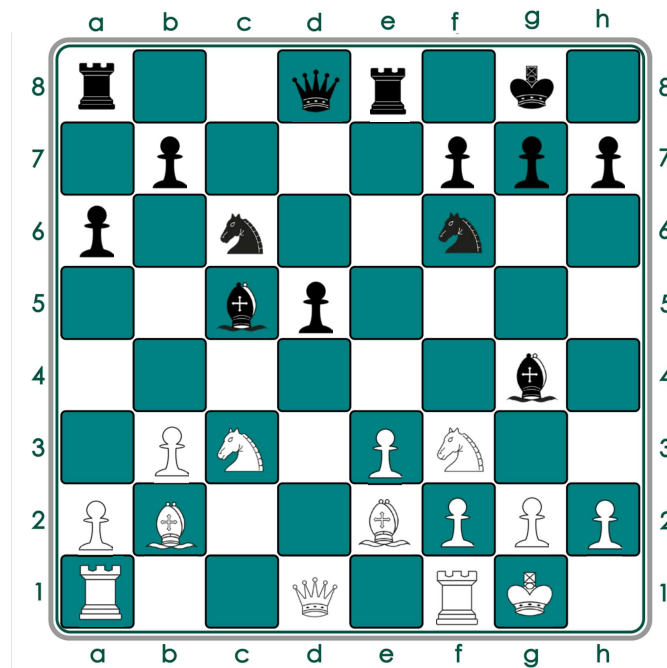


Diagram 231

with a balanced game.

C. 6.Bg5Be7 7.Bxe7 Nge7 8.e3 c4!

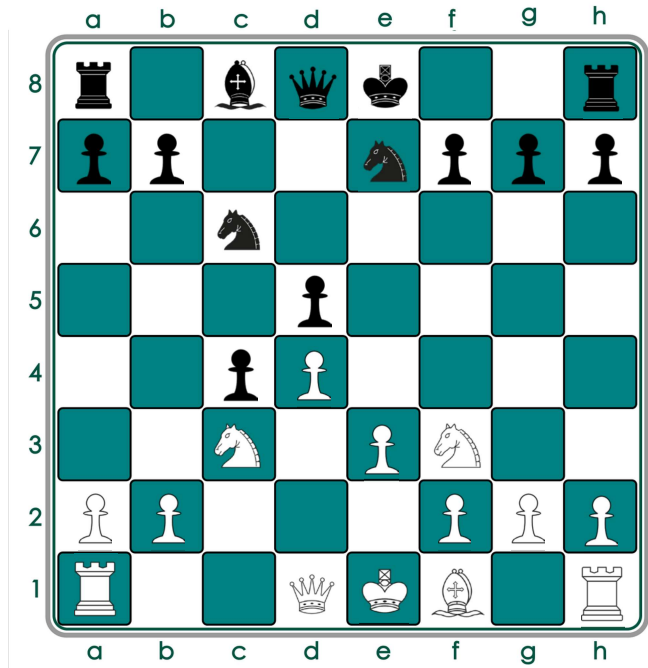


Diagram 232

when Black is already in an advantageous position

Let us get back to Rubinstein Variation with 6.g3.

6...Nf6 7.Bg2 Be7

7...cxd4 8.Nxd4 Bc5 is also playable.

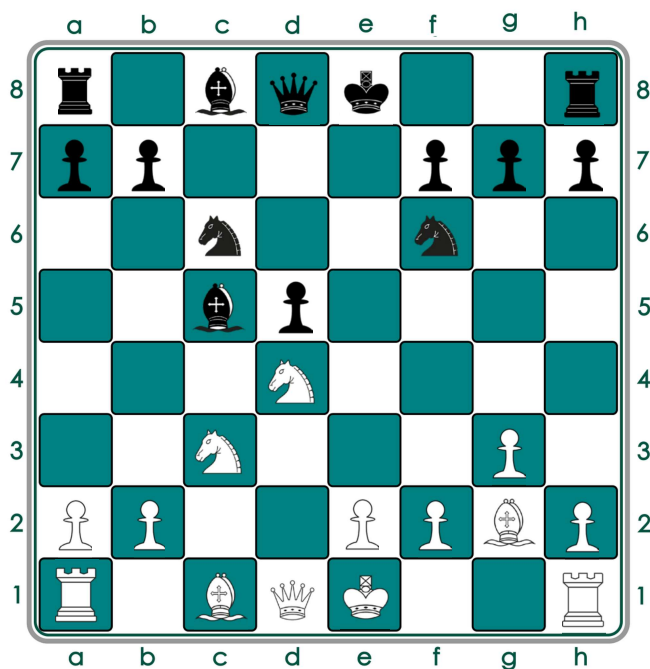


Diagram 233

This position has been played successfully by top players in recent times.

8.0-0 0-0 9.Bg5

9.dxc5 Bxc5 (9...d4!? is a sharper option. 10.Na4 Bf5 11.a3 Be4 12.b4 Qd5 with unclear play.) 10.Na4 Be7

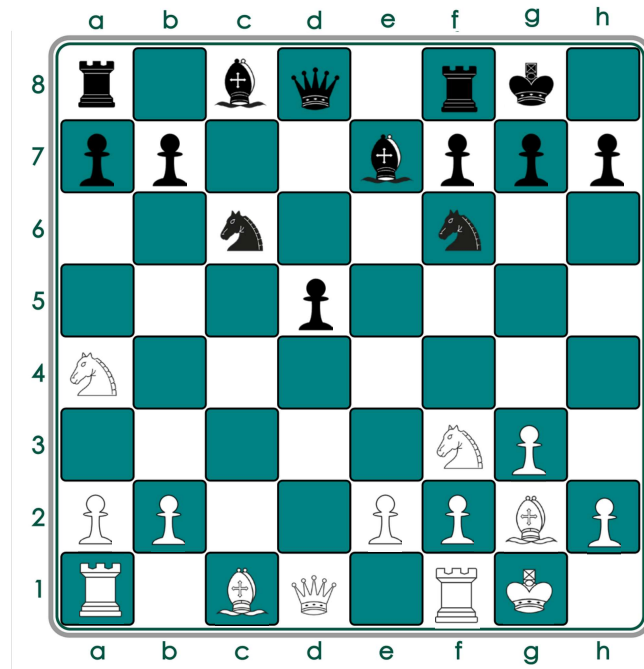


Diagram 234

with equal position.

9...cxd4 10.Nxd4 h6 [10...Re8 is also possible.] 11.Be3 Bg4 12.h3 Bd7

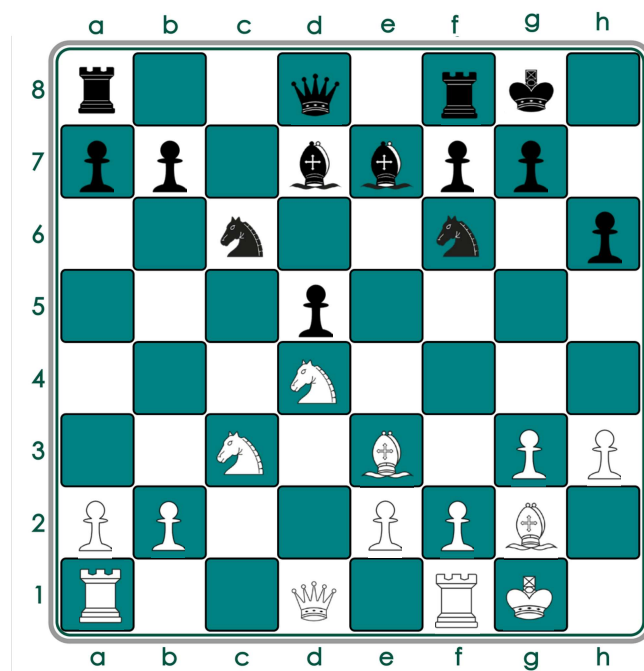


Diagram 235

A sharp position has been reached with possibilities of an interesting battle ahead.

Chapter XIX

Some instructive End Games

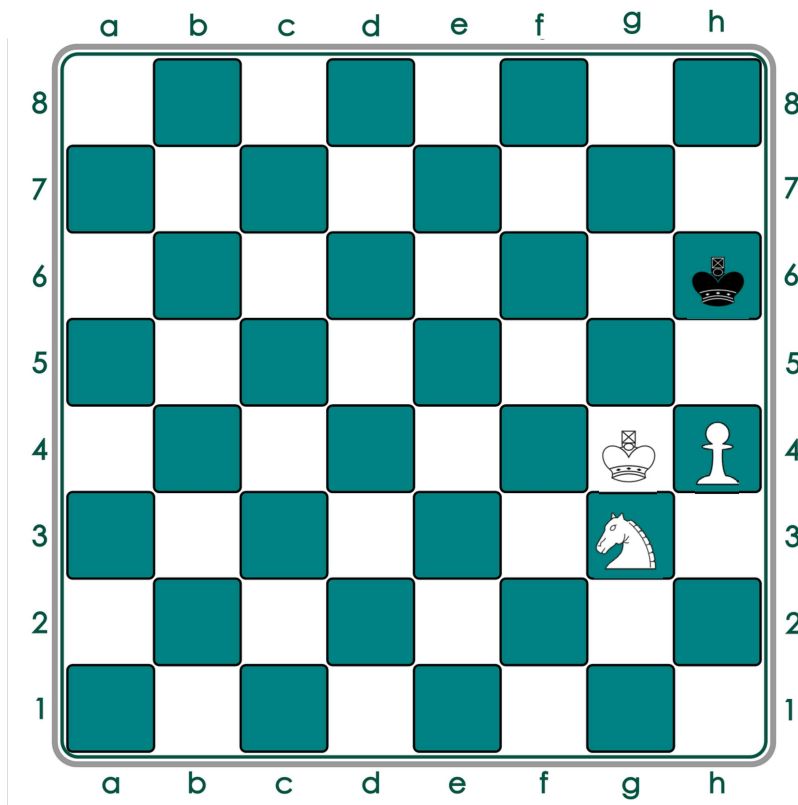


Diagram 236

The lone knight is unable to deliver checkmate by itself. Here White can win easily by promoting the Rook Pawn with the aid of the Knight and King. **1.h5 Kg7 2.Kg5 Kh7 3.h6 Kh8 4.Kg6 Kg8 5.Ne4**

Not **5.h7+?? Kh8** and White must either stalemate Black or abandon the Pawn, leading to a draw in either case.

5...Kh8 6.Ng5 Kg8 7.h7+ Kf8 [7...Kh8 8.Nf7#] 8.h8Q+ and wins.

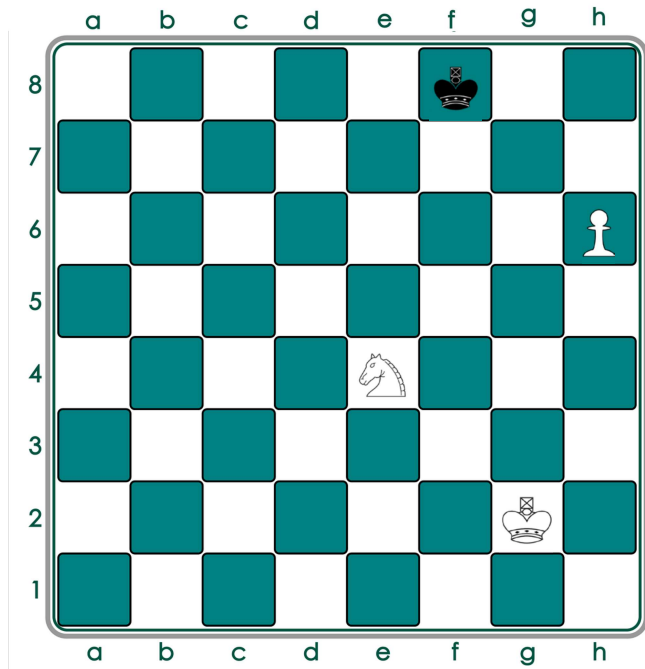


Diagram 237

White wins easily with **1.Ng5Kg8 2.Kf3**

But not **2.h7+?? Kg7 3.Kf3 Kh8 4.Kg4 Kg7 5.Kh5 Kh8** and White cannot win since moving the Knight will lose the Pawn and protecting the Pawn results in stalemate. **6.Kg6** etc.

2...Kh83.Kg4Kg84.Kf5Kh85.Kg6Kg8 6.Nf7 [**6.h7+** is equally good.] **6...Kf8 7.h7** and the Pawn Queens.

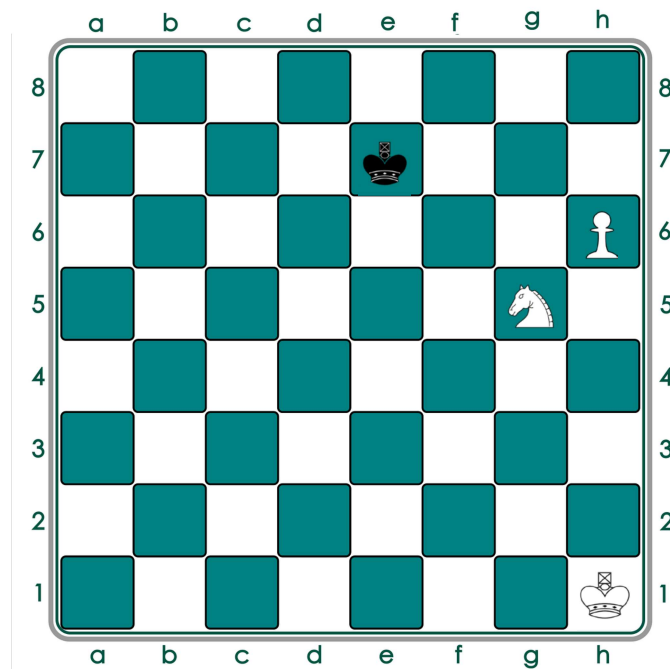


Diagram 238

Sometimes the defensive side can produce unexpected resources with lone King in endgames. For example, in this position, Black can draw by force with **1...Kf6!** **1...Kf8?** **2.Kg2 Kg8 3.Kg3** with an elementary win as seen earlier. **2.Kg2Kg6!! 2...Kxg5 3.h7** and wins. **3.h7 Kg7** with a draw.

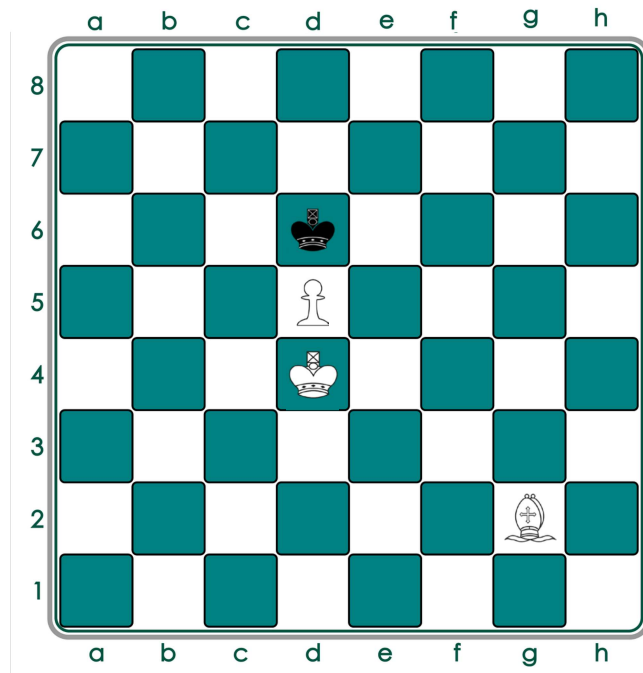


Diagram 239

Even though White's only piece is a Bishop, the presence of the White Pawn makes the win quite easy as the Pawn will be promoted. A possible continuation is **1.Bf3** Black is in Zugzwang and is forced to give way to White King. **1...Kd7 2.Ke5 Ke7 3.d6+ Kd7 4.Bg4+ Kd8 5.Ke6 Ke8 6.d7+ Kd8 7.Bf3** 'Zugzwang' [But not 7.Kd6?? Stalemate.] **7...Kc7 8.Ke7 Kb6 9.d8Q+** and wins.

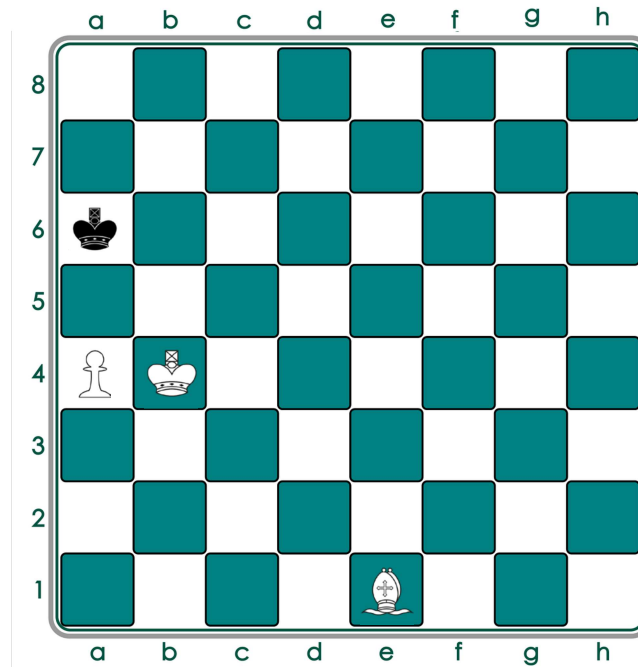


Diagram 240

In a position with a Bishop and a Rook Pawn against a lone King, the color of the square on which the Pawn will be promoted is the key factor. If the promoting square can be controlled by the Bishop, then the position is winning. From Black's perspective it is important for the King to reach the Queening square, i.e. 'a8' to be able to draw. In Chess terminology, this is known as the 'Wrong Rook Pawn'.

1.a5Ka72.Kb5Kb73.a6+Ka74.Bf2+Ka85.Kb6(5.a7doesn't help either as the Black King will oscillate between a8 and b7 and any attempt to prevent this will result in stalemate.) 5...Kb8 6.a7+ Ka8! and now any waiting move with the Bishop leads to a stalemate and not a zugzwang.

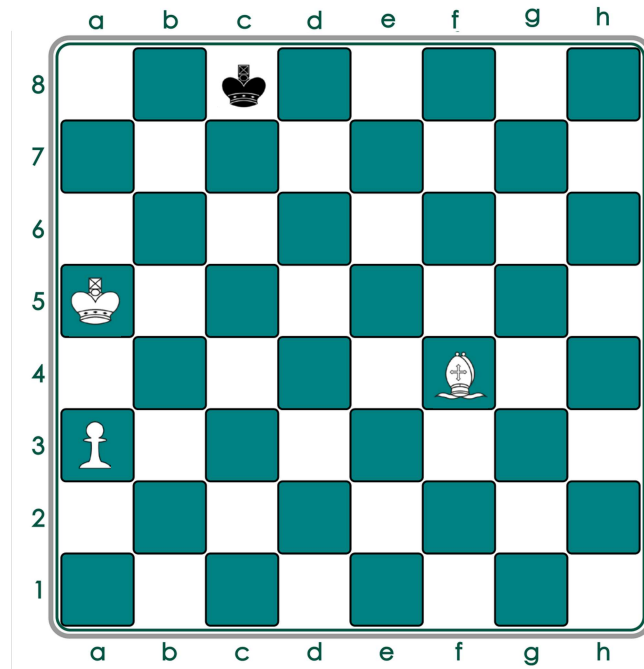


Diagram 241

If it were Black's turn to play, Black could have forced a draw by 1...Kb7 followed by ...Ka8. White prevents this with 1.Kb6! Now the Black King has no way to reach 'a8' and White wins easily by advancing his passed Pawn.

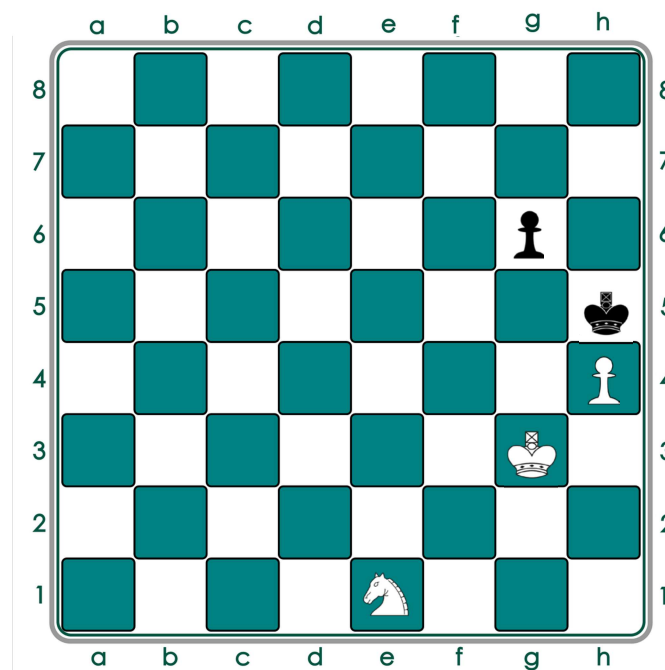


Diagram 242

Black is threatening to play 1...g6-g5 thereby forcing exchange of Pawns leading to a position covered under 'Insufficient Material to Win'. White can prevent this with 1.Nf3. The game could go 1...Kh6 2.Kg4 Kh7 3.Kg5 Kg7 4.Ne5 Kh7 5.Nxg6 and White wins easily by promoting the Pawn.

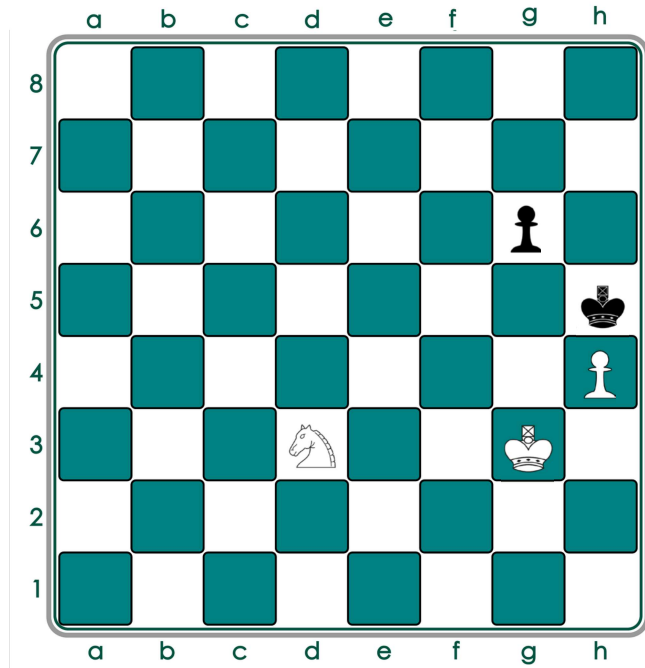


Diagram 243

White to play. White is unable to control the 'g5' square with King or Knight as 1. Kf4 allows 1...Kxh4. Therefore it may appear at a casual glance that the position is heading towards 'Insufficient Material to Win'. However, White can prevent the exchange of Pawns and win with 1.Nf4+ Kh6 2.Kg4 Kg7 3.Kg5 Kh7 4.Nxg6 with an easy win.

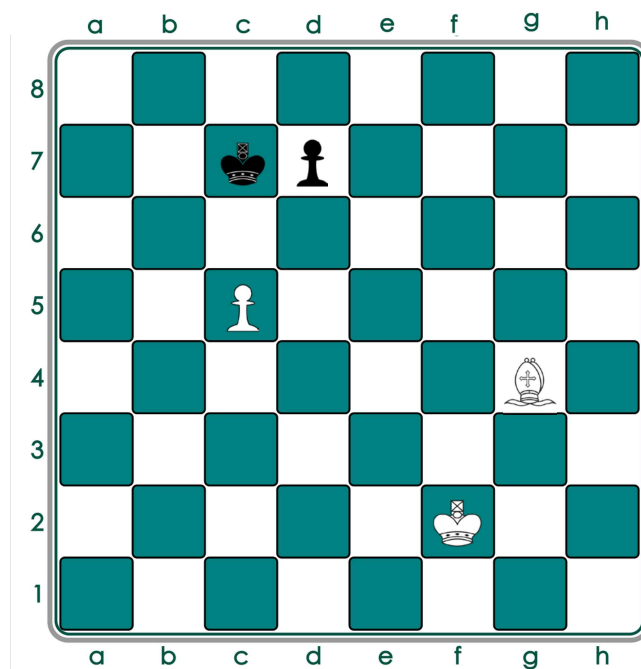


Diagram 244

Here Black is threatening to win the White Pawn with 1...Kc6 and also trying to exchange the Pawns with 1...d7-d6. Both the threats can be stopped only with **1.Bf3!** [1.Ke3? works only against 1...Kc6?? (The readers can work out the winning procedure themselves!) but fails to d6! getting rid of White's Pawn.] **1...d6 2.c6! Kd8 3.Ke3 Kc7 4.Kd4 Kd8 5.Kd5 Kc7 6.Bg4 Zugzwang 6...Kd8 7.Kxd6 Ke8 8.c7** etc.

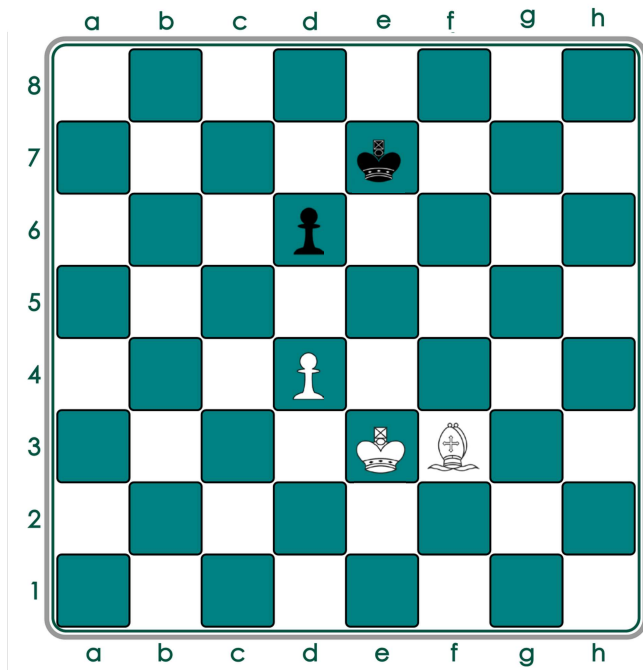


Diagram 245

Here the winning procedure is quite straightforward as there is no risk of Pawn exchange. 1.Ke4 Ke6 2.Bg4+ Kf6 3.Kd5 Ke7 4.Kc6 zugzwang 4...Ke8 5.Kxd6 Kd8 6.d5 Ke8 7.Kc7 when White can win even without the Bishop.

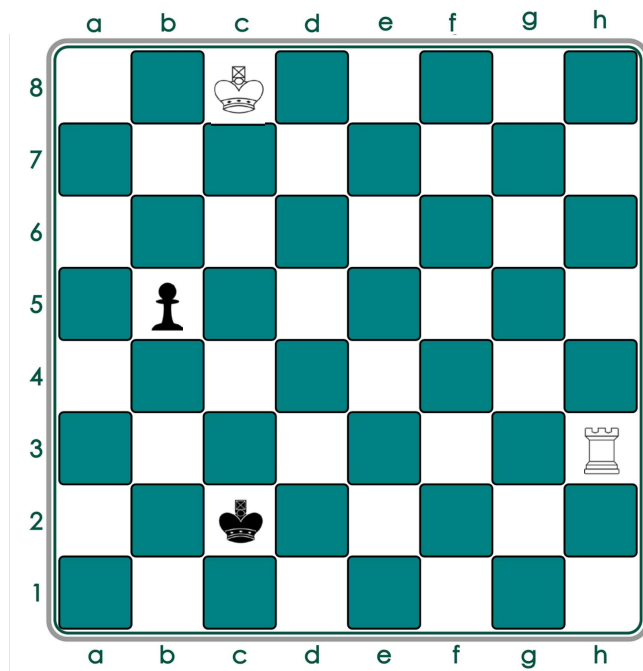


Diagram 246

As the risk of checkmate is very low in the endgame, the King can reveal its attacking potential. Here White has an extra Rook but Black is able to quickly advance his passed Pawn with the support of the King. The White King, being far away from the scene of action, is unable to interfere with the advance of the Pawn. A possible continuation could be **1...b4 2.Kc7 b3 3.Kd6 b2 4.Rh2+ Kc1 5.Rh1+ Kc2 6.Kc5 b1Q** and the game ends in a draw.

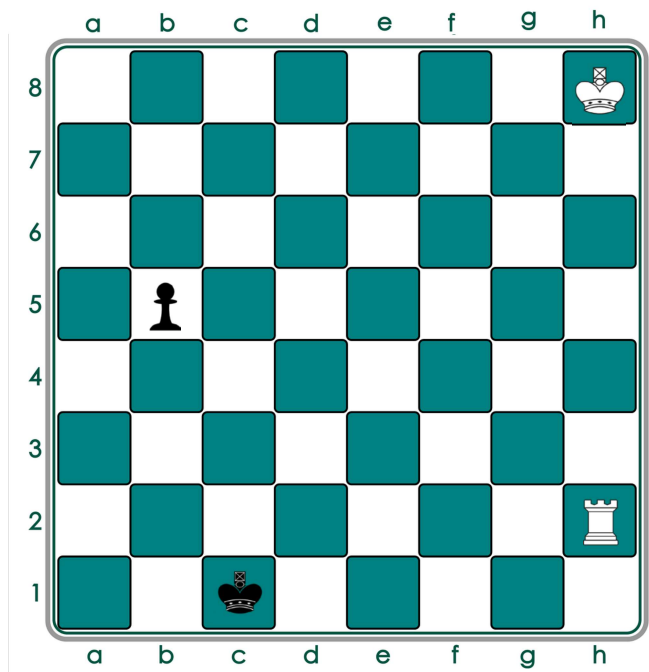


Diagram 247

Here the Black King is too far from the Pawn and is unable to come to its defense. The White Rook can simply attack the Pawn and win it. **1.Rh5** [**1.Rh4** with the idea **Rh4-b4xb5** works as well.] **1...b4 2.Rb5 b3 3.Rxb3** and wins.

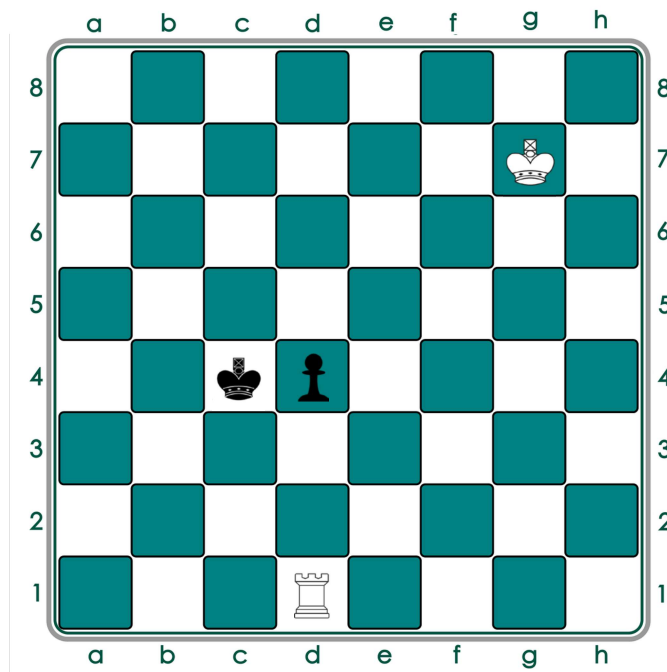


Diagram 248

The White King appears too far from the Black Pawn, but in fact it is close enough to catch the Pawn in time **1.Kf6 d3**

1...Kc3 2.Ke5 d3 3.Ke4 transposes.

2.Ke5 Kc3 3.Ke4 Attacking the Pawn twice. **3...d2 4.Ke3 Kc2 5.Rxd2+**

Chapter XX

Illustrative Games

Game-1 Horwitz, Bernhard - Bledow, Ludwig Erdmann Berlin Casual Games Berlin, 1837

1.e4e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Bb6 5.d4 Qe7! 6.d5?! This move is bad because it shuts the diagonal of the Bishop on 'c4' and simultaneously opens the opponent's Bishop on 'b6'. 6...Nd8! The idea of developing the Knight to d8 and f7 was subsequently used equally effectively by World Champions Adolf Anderssen and Alexander Alekhine too. 7.Be2 [7.d6 is interesting.] 7...d6 8.h3 f5! 9.Bg5 Nf6 10.Nbd2 0-0 11.Nh4? This move was played as a result of miscalculation. White was hoping to benefit from the pin on the Knight on 'f6' 11...fxe4 12.Nxe4?? Continuing with the tactically unsound idea.

12.0-0 is better although Black will dominate after 12...Nf7 13.Be3 Nxd5.

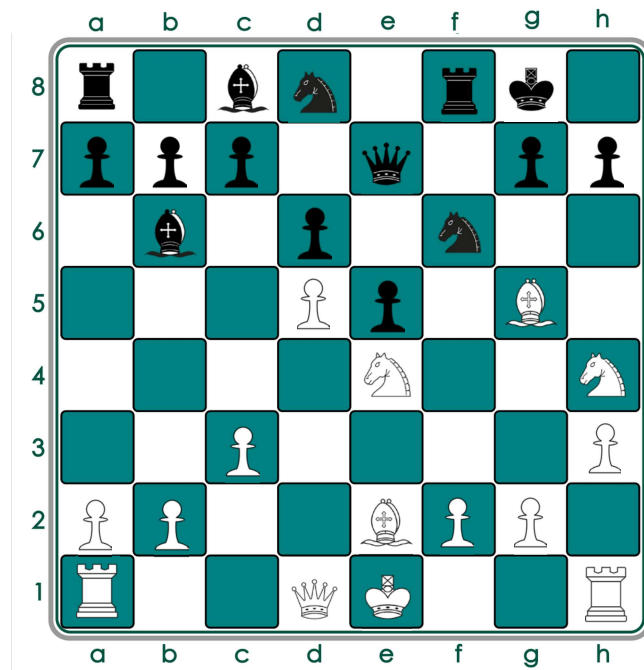


Diagram 249

12...Nxe4!! The pin on the Knight is not an absolute pin and the Knight is in fact able to move with decisive effect. 13.Bxe7? This allows mate but other moves would leave White with a huge material disadvantage. 13...Bxf2+ 14.Kf1 Ng3#

Game - 2 Schulten - Morphy, New York, 1857

1.e4 e5 2.f4 exf4 3.Bc4 Nf6 4.Nc3 4.d3

The Bishop move played is even better than 4...d5!, which is also good enough to equalise! 5.Nxd5 Nxd5 6.Bxd5 Qh4+.

5.e5

If Black were forced to move the Knight, then this Pawn advance would be a good move, but Black has a better option.

5...d5!6.exf6?

6.Bb5+ would have been better

6...dxc4 7.fxc4 Rg8

At first glance this looks good for White, since the Black Pawn structure is damaged the right to castle on the king side has been lost. However, Black's pieces are very active and this allows him to seize the initiative.

8.Qe2+?! This check achieves nothing.

8...Be6 9.a3?!

Helping Black to improve the position of his bishop.

9...Bc5! 10.Nf3 Nc6 11.Ne4?

White tries to play actively with the pieces which are already developed. He should instead have tried to finish his development with 11.d3.

11...Nd4! Exchanging the White Knight on 'f3', which was preventing the Black Queen from giving a check from 'h4'. 12.Nxd4 Bxd4 13.c3 Qh4+! 14.Kf1

[14.Kd1 Bg4]

14...Bb6 15.d4 cxd3 16.Qxd3 Rd8 17.Qe2

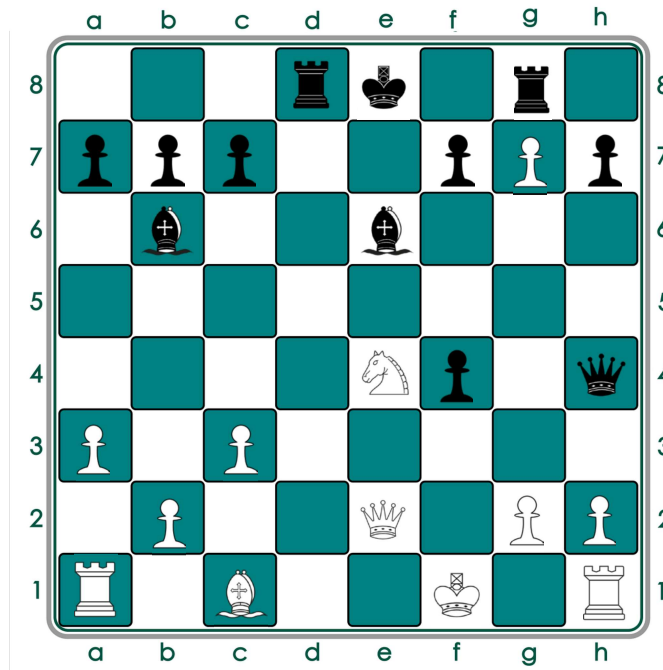


Diagram 250

17...Rd1+!!18.Qxd1Bc4+19.Qe2Bxe2+20.Kxe2 f5! and Black soon won.

Game - 3 Greco,Gioacchino - NN, Europe, 1620

1.e4 e5 2.f4 d5 3.exd5 Qxd5?!

Better is 3...exf4! ,as recommended in our chapter 'Countering the King's Gambit'.

4.Nc3 Qe6 5.Nf3?!

5.fxe5 Qxe5+ 6.Be2 would have ensured development advantage.

5...exf4+6.Kf2!? Playing to exploit Black's exposed King and Queen in the 'e' file. 6...Bc5+?

6...Qb6+ moving the Queen out of the open 'e'file with a 'tempo's hold have been tried.

7.d4 Bd6?? Now Black suffers heavy material loss.

7...Be7 closing the 'e' file, was necessary.

8.Bb5+! Clearing the rook's path to 'e1' with a tempo.

8...Kf8

8...c6 would have been met with 9.Re1 when White wins the Queen. 8...Kd8 9.Re1 would be similar to the game.

9.Re1 Qf5?

This allows a simple Checkmate but the best option would have lost the Queen and the game anyway.

10.Re8#

Game - 4 Greco, Gioacchino - NN, Greco Europe, 1620

1.e4b62.d4Bb73.Bd3 f5?

Black is hoping to win the White Pawn on 'g2' and the White Rook on 'h1', but in this attempt he severely weakens his King.

4.exf5! Bxg2 5.Qh5+ g6 6.fxg6 Nf6??

6...Bg7 would have been a better defense though White gets a winning position after 7.gxh7+ Kf8 8.Nf3! The more advanced readers can try to analyse this variation in depth.

7.gxh7+! Nxh5

Black has won the White Queen and is also hoping to win the White KR but White can deliver an unexpected Checkmate.

8.Bg6!# We have seen this type of checkmate in the chapter on basic checkmates.

Game - 5 Greco, Gioacchino - NN, Europe, 1620

An excellent attacking game, where the Black King is lured to the center and checkmated with a series of sacrifices. Carrying out such an attack requires good calculation and planning..

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Nxd5?

5...Na5 is the best theoretical continuation.

6.Nxf7!?

Sacrificing a Knight to lure the Black King to the third rank. 6.d4 is also very strong.

6...Kxf7 7.Qf3+ Ke6

7...Ke8 8.Bxd5 gives White a winning advantage.

8.Nc3 Nce7 9.0-0!

Before starting the final assault, White prepares to bring more pieces into play against the enemy king. The Rook is now ready to come to 'e1'.

9...c6 10.Re1 Bd7? 11.d4 Kd6 12.Rxe5 Ng6 13.Nxd5 Nxe5 14.dxe5+ Kc5

14...Kxe5 15.Qf4+ Ke6 16.Qe4+ Kf7 17.Nf4+ Kf6 18.Nh5#

15.Qa3+

White could have won more quickly with 15.b4+ Kxc4 16.Qd3#.

15...Kxc4 16.Qd3+ Kc5 17.b4#

Game - 6 Morphy, Paul - Isouard, Carl, Paris, 1858

This is probably the most famous game and one of the best examples of exploiting the development advantage.

1.e4 e5 2.Nf3 d6 3.d4 Bg4?

3...Nd7 is better, as discussed in our opening 'Philidor's Defense'.

4.dxe5 Bxf3

4...dxe5 loses a Pawn after 5.Qxd8+ Kxd8 6.Nxe5.

5.Qxf3 dxe5 6.Bc4 Nf6?

6...Qd7 was called for, though after 7.Nc3 White stands much better. For example,

7...Nc6 8.Be3 Nd4 9.Bxd4 exd4 10.0-0-0 etc.

7.Qb3! An instructive example of double attack. The Bishop attacks f7 and the Queen attacks b7.

7...Qe7

This move is forced but despite this Black is losing. In fact, White has various options leading to a winning position but the one chosen by White clearly shows the depth of his positional understanding. White has very powerful initiative, which he can trade for material or other advantages, as it can be seen by the following variations. Of course, Black could not have played 7...Qd7?? due to 8.Qxb7 Qc6? 9.Bb5.

8.Nc3!

8.Qxb7 would be trading his advantage too cheaply. 8...Qb4+ 9.Qxb4 Bxb4+ 10.Bd2+- White is winning but he has exchanged all his initiative for one Pawn. 8.Bxf7+!? was a possible option, but complications arise after 8...Qxf7! 9.Qxb7 Bc5! The reader can benefit by playing this position, as it can help to improve tactical ability.

8...c6 9.Bg5 b5? This move allows White to build up a winning attack with some brilliant play, but Black is already in a difficult position.

10.Nxb5!! The point! White has no intention of retreating meekly.

The timid 10.Be2? would have given Black an equal game after 10...Nbd7.

10...cxb5?

Now White wins, with forceful play, but the alternatives would not have averted defeat anyway. Black could have avoided a quick checkmate by exchanging Queens with 10...Qb4+ , but his position would have been hopeless after 11.Qxb4 Bxb4+ 12.c3! cxb5 13.Bxb5+ Nbd7 14.cxb4.

11.Bxb5+ Nbd7

11...Kd8 12.0-0-0+ Kc8 13.Rd3! with a winning attack for White.

12.0-0-0Rd813.Rxd7! White brings in the last of his reserves to clinch the issue. This sacrifice vacates the 'd1'square for the Rook on 'h1'.**13...Rxd714.Rd1Qe6**

now almost everything wins but the continuation chosen by White is the best.
15.Bxd7+! Nxd7

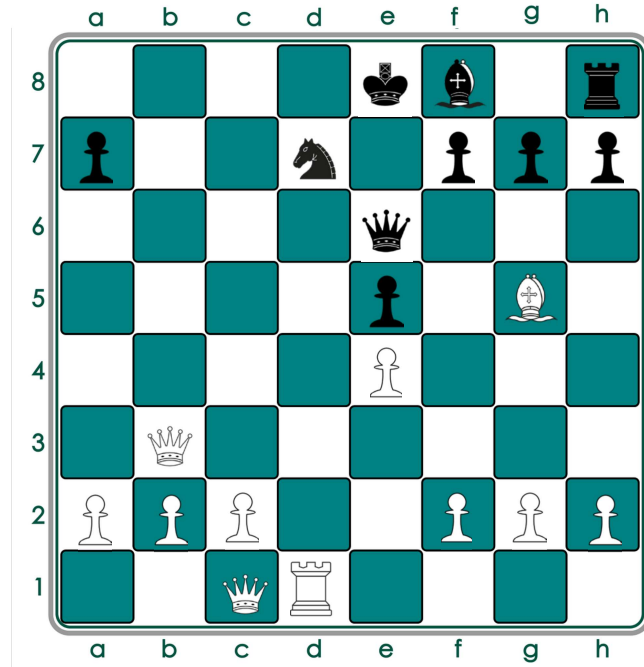


Diagram 251

16.Qb8+!! Nxb8 17.Rd8# This type of Checkmate is known as Morphy's mate.

Game - 7 Evans, William Davies - McDonnell, Alexander, London, 1829

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4!?

This is the first game of this opening, the Evans Gambit, an opening which became extremely popular soon after the game.

4...Bxb4 5.c3 Bc5 6.0-0 Nf6?

Black is fine after **6...d6 7.d4Bb6.**

7.d4 exd4?

7...Bb6 can be strongly met with **8.dxe5 Ng4** (**8...Nxe4 9.Qd5!** and the Queen fork wins a piece for White.) **9.Bg5** with a crushing attack.

7...Be7 would have been the best option for Black.

8.cxd4 Bb6 9.e5! d5 Forced.

The alternative 9...Ng4 would have been met with 10.Bg5!f6 11.exf6 Nxf6 12.Nc3 when the Black King is stranded in the open center.

10.exf6 dxc4 11.Re1+ Kf8 12.Ba3+ Kg8 13.d5! Na5

13...Qxf6 would allow 14.Re8#.

14.Be7! Qd7 15.fxc7 Kxc7 16.Qd2!

Threatening 17.Qg5#

16...Qg4

16...h6 17.Bf6+! Kxf6 18.Qc3+ wins immediately.

17.Qc3+Kg8 (To support the Rook on 'h8') **18.Qxh8+!** Capturing the Rook anyway! **18...Kxh8 19.Bf6+Qg7 20.Re8#**

Game-8 Greco Vs NN, Europe, 1620

1.e4 e5 2.Nf3 f6? 3.Nxe5! fxe5?

3...Qe7 is the safest option for Black but White emerges with an upper hand if he doesn't get greedy. For example, 4.Nf3! (But not 4.Qh5+?? g6 5.Nxc6 Qxe4+ Queen Fork) 4...d5 (4...Qxe4+ 5.Be2) 5.d3 dxe4 6.dxe4 Qxe4+ 7.Be2 Bf5 8.Nc3! Qxc2 9.Qxc2 Bxc2 10.Nd4! Bg6 11.Bf4 when White has a winning initiative.

4.Qh5+ Ke7

4...g6 loses the King Rook. 5.Qxe5+ Qe7 6.Qxh8 etc. The White Queen is safe, for example, 6...Nf6 7.Nc3 Nc6 (7...Kf7 8.d4 Na6 9.Bc4+) 8.d4! Nxd4 (8...Kf7,- threatening ...Bg7, is refuted by 9.Bc4+ d5 10.Bxd5+) 9.Bg5! Nxc2+ 10.Kd2 Nxa1 11.Bxf6 Qf7 12.Nd5! etc.

5.Qxe5+ Kf7 6.Bc4+ Kg6?

6...d5! Preventing White Queen to give a check from 'f5' is necessary, though White remains on the top with 7.Bxd5+ Kg6 8.h4! h5 9.Bxb7!! Bd6! (9...Bxb7 allows 10.Qf5+ Kh6 11.d3+ g5 12.Qf7! Be7 13.hxc5+ Bxc5 14.Rxh5#) 10.Qa5! etc. The White Bishop is taboo. For example, 10...Bxb7? 11.Qf5+ Kh6 12.d3+ g5

13.Qf7! Bf4 14.hxg5+ Qxg5 15.Bxf4 with a rapid mate.

7.Qf5+ Kh6 8.d4+ g5 9.h4! Kg7 10.Qf7+! Kh6 11.hxg5#

Conclusion