

THE CHESS HEROES SERIES

# GAMES

BOOK 1

RICHARD JAMES

Published Version: October 2023

Typeset using Georgia and Trebuchet.  
Diagrams typeset using DiagramTTFritz, distributed by ChessBase.

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# INTRODUCTION

## ABOUT THIS BOOK

This is one of a series of books written for those who have mastered the basics of the game and would like to be able to take part in competitions, as well as for chess teachers working at this level. It assumes students already have the knowledge and skills presented in the *Chess Heroes Checkmates, Tactics, Openings* and *Endings* books. For more information on the Chess Heroes project visit [www.chessheroes.uk](http://www.chessheroes.uk).

It is not a book for young children to read on their own. Children need a lot of adult help to succeed at competitive chess. Giving them a book to learn from really won't help them at all. Chess is a complex game and information can easily be forgotten or taken out of context.

So who is this book for?

1. It's for parents working at home with their children who are looking for coaching resources and advice on how to help their children fulfil their potential.
2. It's for chess tutors working with individual students who can use the games to build opening knowledge along with tactical and positional skills.
3. It's for chess teachers working within centres of excellence who can use the games in this book to develop children's skills.
4. It's for schoolteachers running secondary school chess clubs who can use the games as either formal or informal group activities.
5. It's for older children who have learnt the basics at primary school, want to play competitively and have the ability and maturity to teach themselves.
6. It's for adults who might have played when they were younger and now want to start playing competitive chess.

This book is suitable for players with experience of low level competitive chess (rated about 1000-1500), although some of the games will be challenging for anyone under, say, 2000 strength. The material will be too hard for less experienced players.

The four earlier books in this series gave students the knowledge they need to succeed in chess competitions. The subsequent Puzzles and Games books are designed to transfer that knowledge into skill.

In this book you're presented with a series of 40 games. At various points in each game you have to decide on your next move, usually for the winning side, and, if you select a good move you'll be rewarded with some points.

The games come from a wide variety of sources: the players range from amateurs to world champions, and the dates from 400 years ago to the present day.

## HOW THIS BOOK IS STRUCTURED

The games in this volume have been chosen to exemplify some of the most popular and important openings. The games are all short and tactical. Most of them require accurate calculation, perhaps with combinations and sacrifices, but there are also a few games which require defensive skills to beat off your opponent's unsound attack. You can see this book in part as an openings manual and also in part as a tactics manual. It will help if you've already read the *Chess Heroes Checkmates, Tactics and Openings* books, or if you've acquired the basic knowledge and skills elsewhere.

The first two games are of an introductory nature, designed to familiarise the student with the structure of the book and the lessons. We then have a series of games with the Spanish Game (Ruy Lopez), the most important opening after 1. e4 e5. Next we move on to the Italian Game, and gambit play is examined through the King's Gambit and Danish Gambit.

The next section looks two of Black's most popular alternatives to 1. e4: the French Defence, which offers important lessons about pawn chains, and the ever-popular Sicilian Defence, which gives both players attacking opportunities.

The Queen's Gambit is another very important opening and is where we start our investigation of openings starting with 1. d4. The book concludes with two of the most important Indian Defences: the Nimzo-Indian and King's Indian Defences.

Other books in the *Chess Heroes: Games* series may take a different approach. The next book will probably present chess history through the games of the most famous players, demonstrated in this format. I'm also considering a book focussing on endings. If you like the idea, you could write your own lessons as well.

## HOW TO USE THIS BOOK

If you're reading this book for your own use, cover the page with a card or sheet of paper and, when you're asked for a move, make your choice. Then check your answer and, if you want to play along, make a note of your score on that move. To gain full benefit, repeat each lesson twice, or as often as you need until you understand every move. You could also reinforce your opening knowledge by playing some games with the opening moves.

If you're using the book as a teaching aid for a one-to-one or small group lesson, play the moves out on the board and invite your students to select their next move when requested to do so. At lower levels you might want to give a few hints. There's an answer sheet at the end of each game which can be copied and distributed to your students.

For larger groups, this method will take too long. You can ask your students to raise their hands to provide an answer, choose a student in turn or at random:

your choice will depend on your teaching style. Alternatively, you can split your class into teams and select a team to answer each question.

If you want to use the scoring system, it will make it more fun and provide an incentive for younger pupils. In general, I award 5 points for the best move, or for moves of equal value, with fewer points for other reasonable moves. Moves that are particularly brilliant or hard to find are awarded 10 points. It's not possible to mention all good moves in most positions, so feel free to award points as you see fit for other moves which seem reasonable. It might be a good idea for teachers, especially if they're not very strong players themselves, to have the game running on an engine in the background to ensure that the move selected isn't a blunder.

If you want to use your own scoring system instead, feel free to do so. Neither the scores themselves nor the ratings after each game should be taken too seriously.

There are 40 games in total, so you could, if you want, use it as a year's course. Or you can pick and choose the openings you want to encourage your students to learn and play.

The lessons were written over a long period so you may well notice some stylistic inconsistencies: I hope these, along with the inevitable typos and notation errors (let me know if you find any) will not inconvenience you too much.

## ACKNOWLEDGEMENTS

My thanks are due first and foremost to the incomparable and unforgettable Mike Fox (1933-2005), without whom Richmond Junior Chess Club wouldn't have existed, and without whom my life, and the lives of many others, would have been immeasurably poorer.

Secondly, my thanks to all the parents and children who supported Richmond Junior Chess Club between 1975 and 2006. Thank you all for coming, and for believing in what we were doing. You were, and are, the inspiration behind the Chess Heroes books.

My thanks also to all the coaches, simul givers and other helpers at Richmond Junior Club during that period, especially to IM Gavin Wall and Ray Cannon, who played an enormous role in making the club so successful. Ray also provided an invaluable service in checking through the analysis of most of the Chess Heroes books.

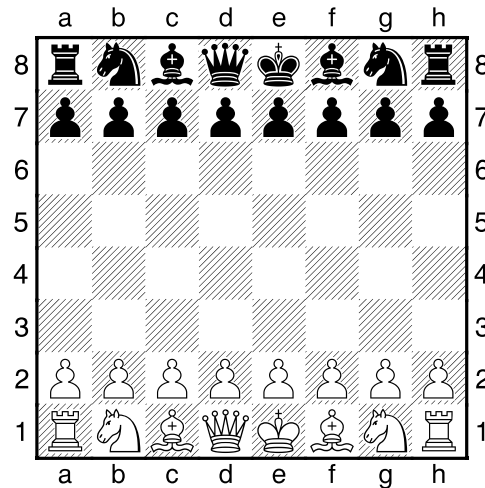
Finally, I'd like to express my gratitude to my students who have allowed me to use them as guinea pigs to test the lessons: especially, in recent years, Keelan, Tarwun and Alex.

The covers for the print versions of the Chess Heroes books were designed by Jamie Jones ([jamiejonesdesign.myportfolio.com](http://jamiejonesdesign.myportfolio.com)).

## CHESS NOTATION

You're going to need to know how to read chess moves in order to read and understand this book. You're also going to need notation to write down your answers.

Each square has a name based on the letter of the FILE followed by the number of the RANK.



Let's play a few moves to show you how it works:

1. e4 e5

If we move a pawn we just write down the name of the square it moves to. White moves a pawn to the e4 square and Black replies by moving a pawn to the e5 square.

2. Nf3 Nc6

If we move a piece other than a pawn we start by writing the code letter for the piece using a capital letter. N for (k)Night, B for Bishop, R for Rook, Q for Queen or K for King. Both players move a knight on their second move.

3. d4 exd4

We use the letter 'x' to show a capture. If we make a pawn capture we start by writing the letter of the file where our pawn starts. Here, White moves a pawn to d4. Black captures this pawn with the pawn on e5.

4. Nxd4 Nf6

We write a capture by a piece (other than a pawn) with the code letter of the piece, the letter 'x' and the name of the square where the capture takes place.



5. Nc3 Bb4
6. Nxc6 Bxc3+

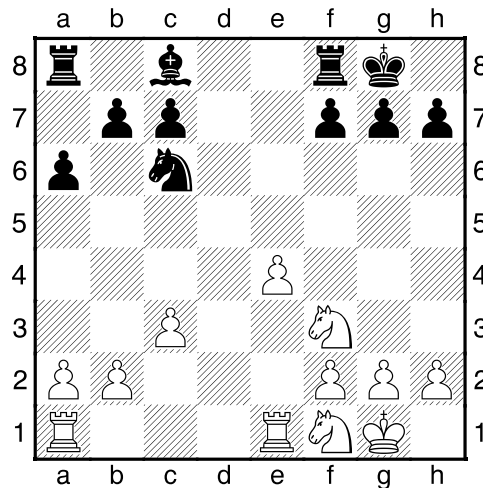
If we play a check we write ‘+’ after the move. If it’s checkmate we write ‘#’ after the move.

7. bxc3 bxc6
8. Bd3 o–o

If we castle on the kingside we write ‘o–o’. If we castle on the queenside we write ‘o–o–o’.

It’s not so hard once you get used to it. It may seem hard or boring at first but it will soon become second nature: you’ll be able to do it without even thinking about it.

There’s one other thing you need to know about writing your moves down:



If more than one piece of the same type can move to the same square you have to say which one you’re moving.

If White moves a rook to d1 you write either ‘Rad1’ or ‘Red1’, using the letter of the file to show which rook is moving.

If White moves a knight to d2 you write either ‘N1d2’ or ‘N3d2’. As the knights are on the same file you use the number of the rank instead.

If you promote a pawn you write the letter of the new piece after the name of the square: for instance, “e8Q”.

# CHAPTER 1

## OPEN GAMES

## **GAME 1**

### **OPEN GAMES (1)**

This is one of the earliest surviving games of chess. Gioacchino Greco was an Italian chess player born in about 1600. In 1625 he published a book of games, which were probably based on his opening analysis. Here's one of them. Can you find his moves?

1. e4 e5
2. Nf3 Nc6

Choose a move for White.

3. Bc4

5 points for this move, Nc3, d4 or Bb5. 3 points for c3 or Be2. This is the ITALIAN GAME.

Choose a move for Black.

- 3... Bc5

5 points for this move, the GIUOCO PIANO, or Nf6, the TWO KNIGHTS DEFENCE. 3 points for Be7 and 2 points for d6.

Choose a move for White.

4. c3

5 points for this move, d3, Nc3, o-o or b4 (the EVANS GAMBIT). White plans to play d4, controlling the centre.

Choose a move for Black.

- 4... d6

2 points for this move. 5 points for Nf6, the best move, attacking e4. 3 points for Qe7 or Bb6.

Choose a move for White.

5. d4

5 points for this move. 3 points for o-o, d3 or b4. White has two strong pawns in the centre.

- 5... exd4

Choose a move for White.

6. cxd4

5 points for this move, keeping his two pawns in the centre.

6... Bb4+

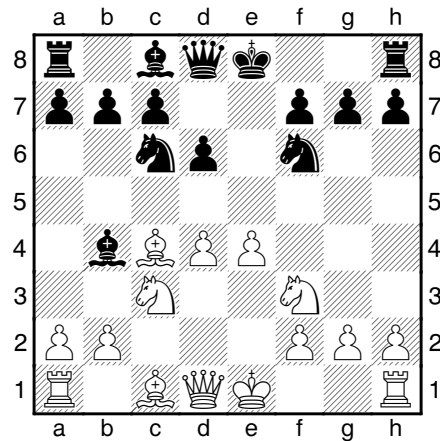
Choose a move for White.

7. Nc3

5 points for this move, or for Kf1 (it's usually better to block in this sort of position but Kf1 creates various threats here). 3 points for Nbd2 or Bd2.

7... Nf6

Choose a move for White.



8. o-o

5 points for this move, d5 or Bg5. 3 points for Qd3 or Qc2. Black can now win a pawn but White is getting his pieces out quickly and Black hasn't castled yet.

Bonus Question 1: suppose White plays 8. d5 here. Choose a move for Black. in that position.

Answer: 5 points for Bxc3+

Bonus Question 2: now suppose that after 8. d5 Black plays Ne7. Choose a move for White. in that position.

Answer: 5 points for Qa4+, a FORK winning the bishop. This is why Black had to play Bxc3+ after d5.

8... Bxc3

Choose a move for White.

9. bxc3

5 points for this obvious recapture. Also no points for d5. If you played anything else you score nothing.

9... Nxe4

Choose a move for White.

10. Re1

5 points for this move, putting a rook on the open file and PINNING the knight. 3 points for d5, Qc2 or Nd2.

10... d5

Choose a move for White.

11. Rxe4+

10 points for this interesting sacrifice. 10 points also for Ba3, stopping Black from castling. White has lots of good moves here: 5 points for Bxd5 (after Qxd5, Ng5 will win the piece back because of the PIN), Bg5, Bd3, Nd2 or Ng5.

11... dxe4

Choose a move for White.

12. Ng5

5 points for this move, threatening to capture on f7.

Choose a move for Black.

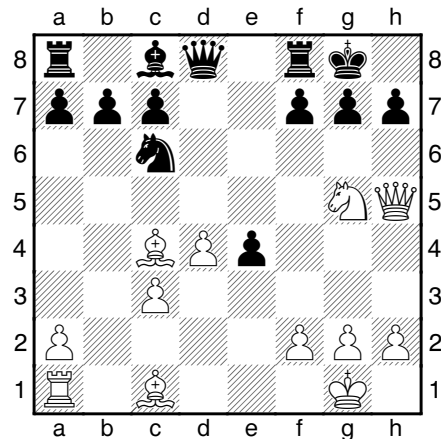
12... O-O

No points for this move, which, as you'll see, loses. 5 points for Ne5 (White can't take the knight because he'll lose his queen). 2 points for Rf8 or Be6.

Choose a move for White.

13. Qh5

5 points for this move, giving White a winning attack.



Bonus Question 3: what would you play if Black played g6 here?

5 points for Qxh7# - CHECKMATE ends the game.

13... h6

Choose a move for White.

14. Nxf7

5 points for this move, giving White a winning attack. 2 points for Bxf7+.

14... Qf6

Choose a move for White.

15. Nxh6+

5 points for this move, a DOUBLE CHECK leading to mate. 2 points for Bg5 which wins the queen.

15... Kh8

Choose a move for White.

16. Nf7+

5 points for this move. 2 points for Nf5+, Ng4+ or Ng8+, which take longer.

16... Kg8

Choose a move for White.

17. Qh8#

5 points for this move: it's CHECKMATE!

Black played a natural but not very good move on move 4 after which he was always in trouble. White occupied the centre with his pawns, developed his knights and one of his bishops quickly (he didn't need to use the other bishop), castled quickly and put his rook on the open e-file. Black tried to castle to make his king safe, but this gave White a winning attack.

This game was by way of an introduction. You'll learn a lot more about this opening in Chapter 3.

GAME 1 ANSWER SHEET

White's 3<sup>rd</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move\_\_\_\_\_ .....

Black's 3<sup>rd</sup> move\_\_\_\_\_ .....

Black's 12<sup>th</sup> move\_\_\_\_\_ .....

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

Black's 4<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 1\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 110)

Bonus Question 2\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 10<sup>th</sup> move\_\_\_\_\_ .....

90-110: Grandmaster

White's 11<sup>th</sup> move\_\_\_\_\_ .....

65-89: International Master

45-64: National Master

Below 45: Candidate Master



## **GAME 2**

### **OPEN GAMES (2)**

This game was played in the first ever international chess tournament, held in London in 1851. Howard Staunton, the winner of this game, was one of the strongest players in the mid 19<sup>th</sup> century as well as the organiser of the tournament. His first round opponent, Alfred Brodie, was an amateur drafted in at short notice when some of the expected players failed to arrive on time. Can you play as well as Staunton?

1. e4 e5
2. Nf3 Nc6

Choose a move for White.

3. d4

5 points for this move, Nc3, Bc4 or Bb5. 3 points for c3 or Be2. This is the SCOTCH GAME (or SCOTCH OPENING).

Choose a move for Black.

- 3... exd4

5 points for this move, Black's only good reply. 2 points for d6, Nf6 or Nxd4.

Choose a move for White.

4. Bc4

5 points for this move, Nxd4 or c3. Nxd4 is the main line of the SCOTCH GAME. 4. c3 is the GÖRING GAMBIT. 4. Bc4 is the SCOTCH GAMBIT. White plays for quick development rather than stopping to take the pawn back.

Choose a move for Black.

- 4... Bb4+

3 points for this move. 5 points for Nf6, Black's safest reply, which is a variation of the TWO KNIGHTS DEFENCE. 3 points also for Bc5, Be7 or d6.

Choose a move for White.

5. c3

5 points for this move, gaining time by attacking the bishop. 2 points for Bd2.

- 5... dxc3

Choose a move for White.

6. 0–0

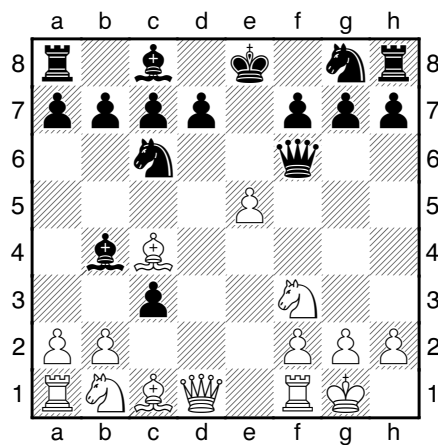
5 points for this move, bxc3 or Nxc3. White again goes for quick development but taking the pawn on c3 was also good.

6... Qf6

Choose a move for White.

7. e5

3 points for this move. 5 points for Nxc3, probably the best move. 3 points also for bxc3, Bg5, Qc2 or Qb3. White sets a trap, hoping Black will capture the pawn.



Bonus Question 1: what would you play if Black played Nxe5 here?

Answer: 5 points for Nxe5.

Bonus Question 2: what would you then play if Black played Qxe5?

Answer: 10 points for Re1, PINNING and winning the black queen.

7... Qe7

Choose a move for White.

8. a3

2 points for this move which is a bit slow. 5 points for Nxc3 or bxc3, taking a pawn back.

8... cxb2

Choose a move for White.

9. Bxb2

5 points: this is the only sensible move. Otherwise Black will capture the rook on a1 and get another queen. No points for anything else.

9... Bc5

Choose a move for White.

10. Nc3

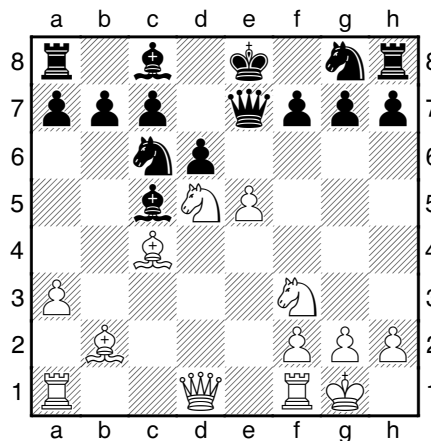
5 points for this move, getting the knight out onto a strong square. 2 points for Qc2 or Qd3.

10... d6

Choose a move for White.

11. Nd5

5 points for this strong move, attacking the black queen. 2 points for exd6.



Bonus Question 3: what would you play if Black played Qe6 now?

Answer: 10 points for Nxc7+, a FORK winning the queen.

11... Qd8

Choose a move for White.

12. exd6

5 points for this move. This capture opens two lines of attack for White: the e-file and the long diagonal. 3 points for e6 and 2 points for Re1.

12... Bxd6

Choose a move for White.

13. Bxg7

5 points for this move, capturing a pawn and trapping the rook in the corner. No points for anything else.

13... Bg4

Choose a move for White.

14. Re1+

5 points for this move, moving the rook to the open file, checking the black king and setting a trap. 5 points also for Bxh8: capturing the rook must also be good.

14... Nge7

Choose a move for White.

15. Nf6#

10 points for this move. White spots a clever checkmate. 5 points for Bxh8 which will also win easily.

Howard Staunton won this game by developing his pieces quickly and opening lines for an attack on the enemy king. Black played a risky opening, accepting the gambit pawns. He then made two mistakes. He should have played Ba5 rather than Bc5 on move 9, to capture the knight if it went to c3. His 10<sup>th</sup> move, d6, was also a mistake, allowing Staunton to open the e-file.

Finally, he overlooked the checkmate, but he was going to lose his rook on h8 anyway. It would still have been easy for Staunton to win the game.

If you didn't score well on this game think about how you can develop your knights and bishops quickly. Exchanging pawns will help you open lines for your pieces. Castle quickly and then use your rooks in the centre of the board.

GAME 2 ANSWER SHEET

White's 3<sup>rd</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

Black's 3<sup>rd</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move\_\_\_\_\_ .....

Black's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 105)

Bonus Question 1\_\_\_\_\_ .....

Your rating:

Bonus Question 2\_\_\_\_\_ .....

85-105: Grandmaster

White's 8<sup>th</sup> move\_\_\_\_\_ .....

65-84: International Master

White's 9<sup>th</sup> move\_\_\_\_\_ .....

40-59: National Master

White's 10<sup>th</sup> move\_\_\_\_\_ .....

Below 40: Candidate Master

# CHAPTER 2

## SPANISH GAME

### **GAME 3**

#### **SPANISH GAME (1)**

In this game you'll learn about the Spanish Game (Ruy Lopez), and also learn some attacking skills. You'll have to calculate some tactics as well.

1. e4 e5
2. Nf3 Nc6
3. Bb5 Bc5

Choose a move for White.

4. O-O

5 points for this move or for c3. White is aiming to play d4 and get two pawns in the centre of the board. 3 points for Nxe5: a good idea (4... Nxe5 5. d4 regains the piece) but here it's better to castle first. 2 points for d3 or Nc3: reasonable developing moves but with no real plan.

- 4... Nge7

The knight would be better on f6 in this variation.

Choose a move for White.

5. c3

5 points for this move, planning to continue with d4 and dominate the centre. 3 points for Nxe5, 2 points for Nc3 or d3.

- 5... O-O

Choose a move for White.

6. d4

5 points for this move. No points for anything else. This is the point of White's opening.

- 6... exd4

Choose a move for White.

7. cxd4

5 points for this move. Again, no points for anything else. Now White has two strong pawns in the centre of the board.

- 7... Bb6

Choose a move for White.

8. h3

2 points for this move. White wants to stop Black developing the bishop to g4, but there are better moves. 5 points for d5, driving the black knight to a bad square, or 3 points for Nc3, a simple developing move that must be good.

Now choose a move for Black.

8... d6

2 points for this move or for a6. 5 points for d5, breaking up White's pawn centre.

Choose a move for White.

9. Bg5

5 points for this move, Nc3, Be3 or Re1. All good developing moves. You need to get the rest of your pieces out quickly.

9... h6

Choose a move for White.

10. Bh4

5 points for this move, maintaining the pin on the knight. No points for anything else.

10... Bd7

Choose a move for White.

11. Nc3

5 points for this move. No points for anything else: there's no reason not to play this obvious developing move.

11... a6

Choose a move for White.

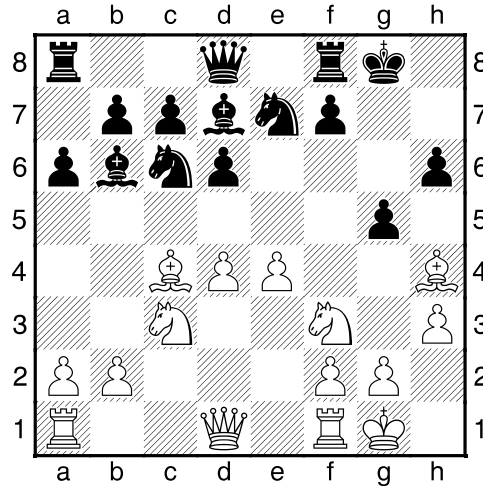
12. Bc4

5 points for this move, looking at the black king, which is not very well defended and pinning the f-pawn. 3 points for Ba4 or Be2.

12... g5

Black is weakening his king's defensive position by playing this move.





Choose a move for White.

13. Bxg5

10 points for this move. White sacrifices a piece for two pawns to shatter the black king's defence. 5 points for Nxg5, which is also strong.

Bonus Question 1: what would you do if Black now played 13... Na5?

Answer: there are several good moves: score 5 points for Nd5, 4 points for Bf6, Qc1 or Bxe7. Moving the bishop on c4 is not so good as Black will be able to capture on g5 safely.

13... hxg5

Choose a move for White.

14. Nxg5

5 points for this obvious move. No points for anything else.

14... Nd5

Choose a move for White.

15. Qh5

5 points for this move, threatening Qh7# and giving White a winning attack.

Bonus Question 2: what is the quickest win if Black plays 15... Kg7 here?

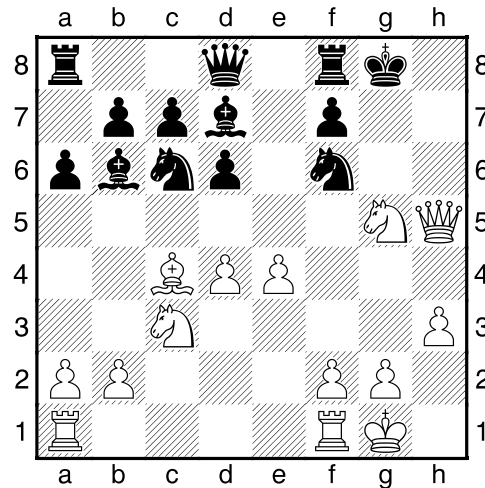
Answer: 16. Qh7+ scores 5 points.

Bonus Question 3: what is the quickest win now after 16.... Kf6?

Answer: 5 points for 17. Nxd5+ Kxg5 18. f4#.

15... Nf6

Choose a move for White.



16. Qg6+

10 points for this move. The bishop on c4 PINS the f7 pawn so White's queen can get closer to the black king and get a quick checkmate. 5 points for Bxf7+ or Qh6, both of which are also winning.

16... Kh8

Choose a move for White.

17. Bxf7

5 points for this move, which is the quickest way to win. 3 points for Qh6+, which also forces checkmate but takes a few moves longer. Now 17... Rxf7 18. Nxf7 is mate, and otherwise White will play Qh6+. Black now played Bf5 and resigned before White had time to play exf5.

In this German league game from 2001 (Hubert Firlbeck – Matthias Schuler) Black played the opening badly and let White control the centre. It's sometimes good to sacrifice a piece for two pawns when your opponent plays g5 in this sort of position, but not always. You have to calculate to make sure you have a win: otherwise you're just losing material.

In this game the sacrifice worked because you could get your queen to h5 and then, because the f-pawn was pinned, to g6.

GAME 3 ANSWER SHEET

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

Your rating:

80-100: Grandmaster

60-79: International Master

40-59: National Master

Below 40: Candidate Master

## **GAME 4**

### **SPANISH GAME (2)**

In this game you'll learn more about how to set up a strong pawn centre in the Spanish Game. You'll have to find some brilliant moves to win. It will also help if you know all the rules of chess!

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6

Choose a move for White.

5. O-O

5 points for this move, which is the usual move here. 4 points for d3, a good move if you want to keep the position quiet. 3 points for d4 or Qe2 and 2 points for Nc3, which will make it harder for you to play c3 and d4.

- 5... b5

Choose a move for White.

6. Bb3

5 points for this obvious retreat.

- 6... Bc5

Choose a move for White.

7. c3

5 points for this move: White's plan is to follow this move up with d4. 4 points for Nxe5, another good plan, meeting Nxe5 with d4, using a FORK to regain the piece. 3 points for d3 or Re1, safe ways to defend the pawn on e4, and also for a4, often a useful move in this sort of position.

- 7... O-O

Choose a move for White.

8. d4

5 points for this move: there's no real reason to play anything else. 2 points for d3, Re1 or Qe2, all defending the e-pawn.

- 8... exd4

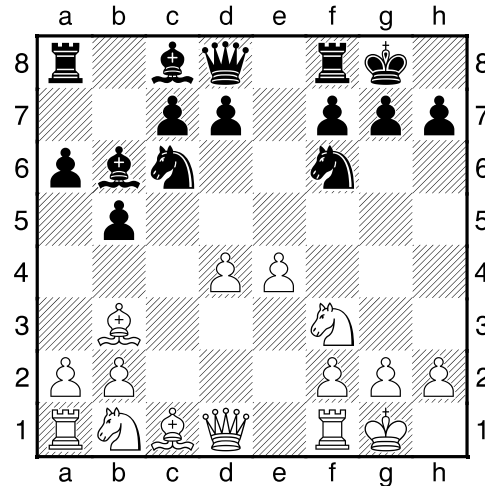
Choose a move for White.

9. cxd4

5 points for this move, giving White two strong pawns in the centre of the board. No credit for anything else.

9... Bb6

Choose a move for White.



10. e5

5 points for this move, driving the black knight to a bad square. 3 points for Nc3, d5 or a4.

10... Ne8

Choose a move for White.

11. Nc3

5 points for this move or for Bg5, both excellent developing moves.

11... Bb7

Choose a move for White.

12. Nd5

5 points for this move, putting the knight on a strong central square. 5 points also for the more natural developing move Bg5.

12... h6

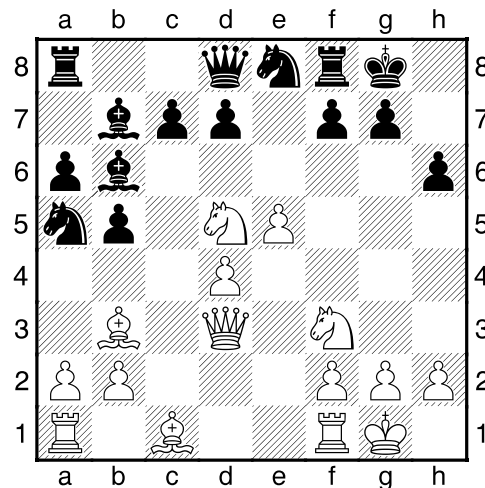
Choose a move for White.

### 13. Qd3

5 points for this move. Black's last move prevented Bg5 but weakened her king's defences. White's seen a way he can threaten checkmate. 3 points for a4, Nxb6 or Bc2.

13... Na5

Choose a move for White.



### 14. Bxh6

10 points for this move, sacrificing a piece to tear apart Black's defences. Black's last move was a mistake, putting the knight offside. She should have played Ne7 instead, trying to use the knight to defend her king. 5 points for Bc2, threatening checkmate, which is also strong.

Bonus Question 1: what would you play now if Black played gxh6?

5 points for Bc2, threatening mate. No points for anything else.

Bonus Question 2: what would you play if, in this variation, Black now played f5?

5 points for exf6, capturing the pawn *en passant* and giving White a winning attack. Again, no points for anything else. Without the *en passant* rule the sacrifice wouldn't work!

14... Nxb3

Choose a move for White.

### 15. Ng5

10 points for this move, threatening mate. Black's last move captured an important attacking unit, also opening up a discovered attack on the knight on d5. White has to act fast. 5 points for Bg5, the only other good move.

Bonus Question 3: what would you play now if Black played f5?

5 points for exf6, again an *en passant* capture, which will force checkmate. I hope you didn't forget this time!

Bonus Question 4: what would you play if Black replied to exf6 with Nxf6?

5 points for Qg6, forcing a quick checkmate. 3 points for Nxf6+, which also forces checkmate but takes a bit longer.

15... g6

Choose a move for White.

16. Qh3

10 points for this brilliant move, planning a mating attack on the h-file. 5 points for Nxb6 or Qxb3.

16... Bxd5

Choose a move for White.

17. Bg7

10 points for this. Yet another brilliant move: White will checkmate next move with either Qh7 or Qh8.

1-0

One of the great things about chess is that there are no boundaries: there are, for example, tournaments for players with physical handicaps, and for players with impaired vision or hearing.

This game was played in the 2013 European Team Championship for players with hearing impairments between Grandmaster Yehuda Grünfeld and Natalia Kudriavtseva.

Again, this game demonstrates the power of White's strong pawn centre. Black's first mistake was 8... o-o. She should instead have played 8... d6, planning to meet 9. d4 with Bb6, keeping a foothold in the centre. Black's other bad move was 13... Na5, placing the knight offside. Ne7 instead would have given some chances of defending. If you found White's last four moves, you did really well. You really had to look ahead and calculate what was going to happen next before making these choices. The game also tested whether you remembered the *en passant* rule.

GAME 4 ANSWER SHEET

White's 5<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

White's 17<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 105)

Your rating:

85-105: Grandmaster

65-84: International Master

40-59: National Master

Below 40: Candidate Master



## **GAME 5**

### **SPANISH GAME (3)**

In this game Black chooses the Open Variation, capturing the e-pawn on move 5. You're going to have to play some brilliant sacrifices to score well here so look for chances to give up a piece to get checkmate. You'll also learn some important attacking ideas you can use when the enemy king is still in the centre, and some more ideas about how to attack when your opponent tries to make the king safe by castling.

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. O-O Nxe4

This is the starting point of the Open Variation of the Ruy Lopez.

Choose a move for White.

6. Re1

5 points for this, or for d4. 6. d4, which you'll see in a later game, is the most popular move here, but Re1 is also sometimes played, and is an easier way to get the pawn back.

- 6... Nc5

Choose a move for White.

7. Nc3

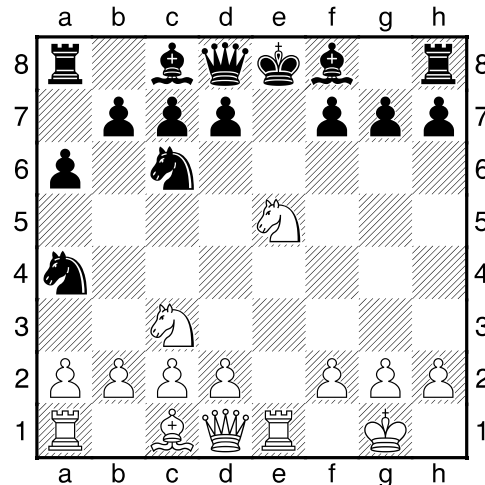
5 points for this move, defending the bishop on a4 and planning a quick attack. 5 points also for Bxc6 or Nxe5.

- 7... Nxa4

Choose a move for White.

8. Nxe5

5 points for this move. Only 3 points for the more obvious Nxa4, regaining the piece at once. Nxe5 will regain the piece anyway because of the tactics on the e-file. You're going to have to calculate accurately to find the best moves, though.



Bonus Question 1: what would you play now if Black played 8... Nxc3?

5 points for 9. Nxc6+ (DISCOVERED CHECK). No points for anything else.

Bonus Question 2: what would you play in this variation if Black played 9... Be7?

Answer: 10 points for 10. Nxe7. No points for taking either the queen or the knight, both of which will leave you a piece down.

Bonus Question 3: what would you play in this variation if Black played 10... Nxd1?

Answer: 10 points for 11. Ng6+. Only 5 points for Nc6+, when both knights are trapped. Now you'll capture the queen on e7 rather than d8, so your knight will be able to escape but the black knight will still be trapped. You'll end up a piece ahead.

8... Nxe5

Choose a move for White.

9. Rxe5+

5 points for playing this obvious move. 2 points for Nxa4.

9... Be7

Choose a move for White.

10. Nd5

5 points for this move. Only 2 points again for Nxa4. White attacks the PINNED bishop again. Black has no way of defending it.

10... O-O

Choose a move for White.

11. Nxe7+

5 points for this move. No points for Rxe7.

11... Kh8

Choose a move for White.

12. Qh5

5 points for this move, giving White a winning attack. White has a queen, rook and knight attacking the black king, who only has a rook to defend him. Black's other pieces are either undeveloped or offside.

Bonus Question 4: what would you play now if Black played 12... d6?

10 points for the brilliant 13. Qxh7+, when after 13... Kxh7 you can play 14. Rh5#

12... g6

Choose a move for White.

13. Qh6

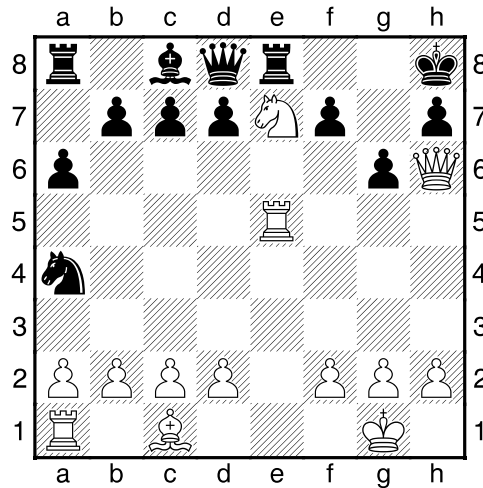
5 points for this move or for Qh4. White needs to keep the queen near the black king.

Bonus Question 5: what would you play now if Black played 13... Rg8?

10 points for either 14. d3 or d4, planning to checkmate Black by playing Bg5 followed by Bf6. 5 points for Nxe8, winning material safely.

13... Re8

Choose a move for White.



14. Rh5

10 points for this rook sacrifice. White is threatening Qxh7#, but you have to see what happens next. 5 points for either d3 or d4, again with the plan of Bg5.

14... gxh5

Choose a move for White.

15. Qf6#

5 points for this move, which is checkmate.

Capturing the pawn on e4 is fine for Black but you have to be careful to avoid tactical errors. Black's mistake came on move 8. Capturing either knight is too slow, and will lose with best play. When your king's in the centre and the e-file is open you have to castle as soon as possible. So instead, Black should play 8... Be7 which will give him time to castle safely and lead to an equal position.

I'm sure this game's been played many times over the years. The example in my database was played in the Californian State Championship in 1995 between Donald Wolitzer and Ian Ramsey, where Black resigned after 14. Rh5. There are also six games in my database with 12... d6 13. Qxh7+, the earliest being William Berryman – Evert Straat (Hastings 1919), but I also have two 21<sup>st</sup> century games where Black was rated over 2000, so even pretty strong players can fall for this sort of thing. Perhaps your opponents will fall for it as well.

GAME 5 ANSWER SHEET

White's 6<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 5 \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

White's 9<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

White's 10<sup>th</sup> move \_\_\_\_\_ .....

80-100: Grandmaster

White's 11<sup>th</sup> move \_\_\_\_\_ .....

60-79: International Master

White's 12<sup>th</sup> move \_\_\_\_\_ .....

40-59: National Master

Below 40: Candidate Master

## **GAME 6**

### **SPANISH GAME (4)**

In this game Black chooses the Steinitz Variation, which is solid but leads to a rather cramped position. One mistake will prove fatal. You'll have to play well, though, to take advantage. Remember to consider all CHECKS, CAPTURES and THREATS, and to look ahead. You have to think about what your opponent will do next, and what you will do in reply.

1. e4 e5
2. Nf3 Nc6
3. Bb5 d6

Choose a move for White.

4. d4

5 points for this move, o-o or Nc3. Black has chosen the Steinitz Defence which blocks in his bishop on f8. In this variation it's good for White to play d4 at once.

- 4... exd4

Choose a move for White.

5. Nxd4

5 points for this move, Qxd4 (this is safe because the black knight is PINNED) or o-o.

- 5... Bd7

Choose a move for White.

6. Nc3

5 points for this natural developing move. 5 points also for o-o, Nxc6 or Bxc6.

- 6... Nf6

Choose a move for White.

7. Bxc6

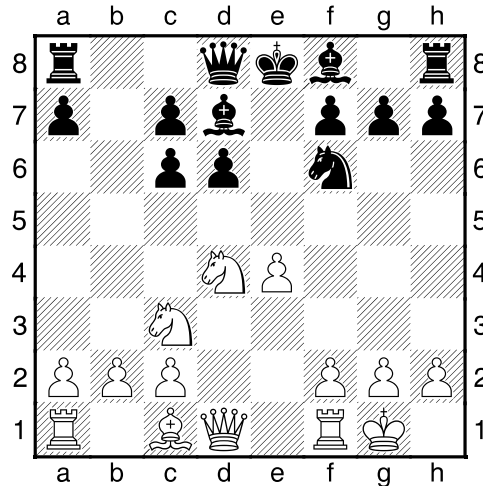
5 points for this move, Nxc6 or o-o. 3 points for Bg5 or Be3: it's not yet clear which square will be best for the bishop.

- 7... bxc6

Choose a move for White.

8. 0-0

5 points for this move. 5 points also for Qf3, looking at the pawn on c6 and the rook on a8. Only 3 points for Bg5, Bf4 or Be3. It's still best to wait and see which square will be best for the bishop.



8... d5

Choose a move for White.

9. Bg5

5 points for this move. Now we know this is a good square for the bishop. White plans to attack the PINNED knight by playing e5. 5 points also for the immediate e5, driving the knight to a bad square, or for either Re1 or Qe2. It makes sense for a white rook or queen to look at the black king now the e-file can be opened. There are also 5 points for exd5, trading pawns and opening the e-file. A lot of good moves for White here.

9... c5

Choose a move for White.

10. e5

10 points for this move, meeting the attack on the white knight with a counterattack on the PINNED black knight. 10 points also for 10. Nxd5: after 10... cxd4 11. Qxd4 White will win the piece back. 5 points for Re1 or Nb3.

10... cxd4

Choose a move for White.

11. exf6

5 points for this obvious capture. 5 points for Re1, which is also strong. 3 points for Qxd4.

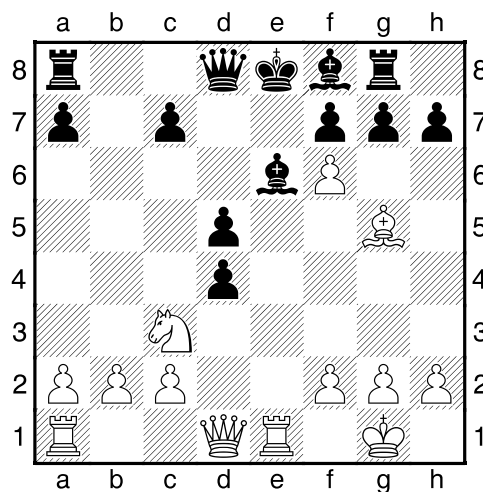
11... Rg8

Choose a move for White.

12. Re1+

10 points for this very strong check. 5 points for Qh5, Qxd4 or Nxd5, all of which are good, but not as strong as this move.

12... Be6



Choose a move for White.

13. Rxe6+

10 points for this move. Always look for CHECKS, CAPTURES and THREATS. White has looked ahead and seen what he will be able to play next move. 5 points for Qh5 or Qxd4.

13... fxe6

Choose a move for White.

14. f7+

10 points for this move. 5 points for Qh5+.

14... Kxf7

Choose a move for White.



15. Bxd8

5 points for this move, capturing the black queen. No points for anything else.

Black resigned on the next move in a game played in East Germany in 1965 between Manfred Boehnisch and Kurt Litkiewicz.

Black lost this game because of one error, on move 8. The safest move was Be7, followed by o-o. The move he chose instead, d5, was a bad mistake. It's not a good idea to open up the position like that when your king is still in the centre and not yet ready to castle.

GAME 6 ANSWER SHEET

White's 4<sup>th</sup> move \_\_\_\_\_ .....

White's 5<sup>th</sup> move \_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 80)

Your rating:

65-80: Grandmaster

50-74: International Master

30-49: National Master

Below 30: Candidate Master

## **GAME 7**

### **SPANISH GAME (5)**

In this game White plays the Exchange Variation, trading bishop for knight on move 4. This is a good move which is easier to learn and play than 4. Ba4.

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Bxc6 dxc6

Select a move for White.

5. 0–0

5 points for this move. 3 points for d4, Nc3 or d3. No points for Nxe5, when Black can play Qd4, using a FORK to win the pawn back with a good position.

- 5... f6

Select a move for White.

6. d4

5 points for this move, which is the move usually played here. 3 points for d3, Nc3 or h3: all reasonable moves but they don't give Black any problems.

- 6... Bg4

Choose a move for White.

7. c3

5 points for this move or for dxe5.

- 7... exd4

Choose a move for White.

8. cxd4

5 points for this move. No points for anything else.

- 8... Bxf3

Choose a move for White.

9. Qxf3

5 points for this move. White sacrifices a pawn to gain time for quick development. Only 2 points for gxf3 when White's king is not very safe. Black will reply with Qd7, followed by o-o-o and possibly Qh3.

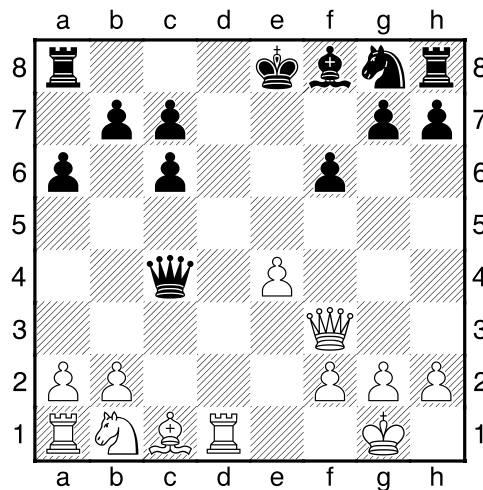
9... Qxd4

Choose a move for White.

10. Rd1

5 points for this move, gaining time by attacking the black queen and putting a rook on an open file.

10...Qc4



Choose a move for White.

11. Bf4

5 points for this move. White's target is the pawn on c7. 5 points also for Qg3 and 3 points for Nc3.

11... Qf7

Choose a move for White.

12. Qg3

3 points for this move, attacking c7 again. 5 points for developing with Nc3 or Nd2.

12... Bd6

Choose a move for White.

13. Bxd6

5 points for this move, regaining the sacrificed pawn. No points for anything else.

13... O-O-O

Choose a move for White.

14. e5

3 points for this move. White's trying to be clever. 5 points for Nc3: simple development is usually best. Certainly no points for moving your bishop and allowing Rxd1#!

14... fxe5

Choose a move for White.

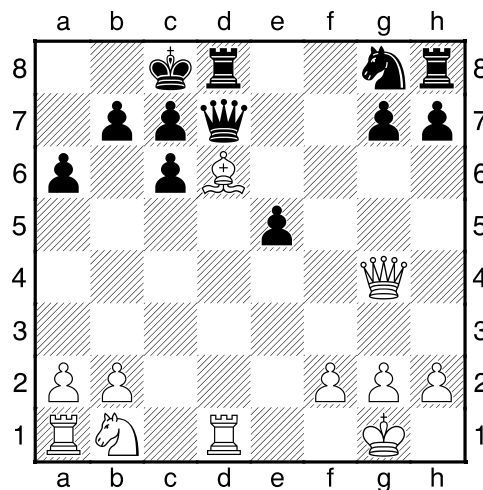
15. Qg4+

5 points for this move, checking the black king and also defending the rook on d1. No points for anything else.

Bonus Question 1: what would you play now if Black played 15... Kb8?

Answer: 5 points for Bxe5, when you come out a piece for a pawn ahead.

15... Qd7



Choose a move for White.

16. Be7

10 points for this brilliant move, which is what Black must have missed. No points for anything else. Now the black queen is pinned along the diagonal so he can't play Qxd1.

16... Qxg4

Choose a move for White.

17. Rxd8#

10 points for this move. It's checkmate!

Black made several mistakes in this game, played in Kyiv in 1970 between Alexander Voltschok and Roman Kreslavsky. His plan at moves 8 and 9 to win a pawn was too greedy. It would have been safer to play 8... Qd7 and 9... o-o-o to develop and make his king safe. Black also missed a chance on move 12 when he could have played h5 followed by h4 to drive the white queen away from attacking c7. Perhaps this was not so easy to find, though. On move 14 White tried to be too clever by playing e5 instead of just developing with Nc3. Black should just have captured on d6, but instead he made a fatal mistake by taking the pawn on e5. His last two moves were also mistakes.

GAME 7 ANSWER SHEET

White's 5 <sup>th</sup> move_____ .....	White's 14 <sup>th</sup> move_____ .....
White's 6 <sup>th</sup> move _____ .....	White's 15 <sup>th</sup> move_____ .....
White's 7 <sup>th</sup> move _____ .....	Bonus Question 1 _____ .....
White's 8 <sup>th</sup> move _____ .....	White's 16 <sup>th</sup> move_____ .....
White's 9 <sup>th</sup> move_____ .....	White's 17 <sup>th</sup> move _____ .....
White's 10 <sup>th</sup> move_____ .....	Total Score: _____ (Max 80)
White's 11 <sup>th</sup> move_____ .....	Your rating:
White's 12 <sup>th</sup> move _____ .....	65-80: Grandmaster
White's 13 <sup>th</sup> move _____ .....	50-74: International Master
	30-49: National Master
	Below 30: Candidate Master

## GAME 8 SPANISH GAME (6)

In this game Black plays the Berlin Defence to the Ruy Lopez, a popular choice. White avoids the main line on move 5 and plays an interesting idea on move 7. You'll need to stop and work out the tactics, and also look for some quick checkmates.

1. e4 e5
2. Nf3 Nc6
3. Bb5 Nf6

Choose a move for White.

4. 0-0

5 points for this, the usual move. 5 points also for d3, a safe choice. 3 points for Nc3: not a bad move, but it's a Four Knights Opening, not a Ruy Lopez.

- 4... Nxe4

Choose a move for White.

5. Re1

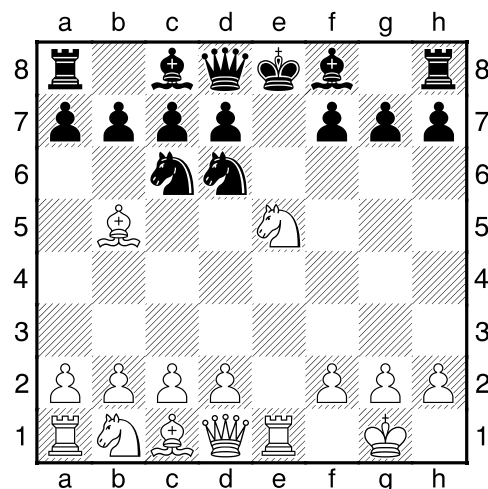
5 points for this move, or for d4. 5. d4 is the most popular move here but Re1 is a simpler way of getting the pawn back.

- 5... Nd6

Choose a move for White.

6. Nxe5

5 points for this move, regaining the pawn. 3 points for Bxc6.





Bonus Question 1: what would you play now if Black played Nxb5?

Answer: 10 points for Nxc6, a DISCOVERED CHECK winning the black queen.

6... Be7

Choose a move for White.

7. Qh5

5 points for this unusual move, and also for Bf1, moving the bishop out of the way, or Bd3, pointing at the kingside. 3 points for Ba4, not the best square here.

Bonus Question 2: what would you play if Black played Nxb5 here?

Answer: 5 points for Qxf7# - it's CHECKMATE!

7... Nxe5

Choose a move for White.

8. Qxe5

5 points for this move, and 3 points for Rxe5.

8... Nxb5

Choose a move for White.

9. Qxg7

10 points for this move. White goes for a quick attack rather than taking the piece back and giving Black the chance to castle. 5 points for Qxb5.

9... Rf8

Choose a move for White.

10. a4

5 points for this move, or for c4, with the same idea. White wants to drive the black knight away so that he can play Nc3. The only safe square for the knight is d6, which will block the d-pawn.

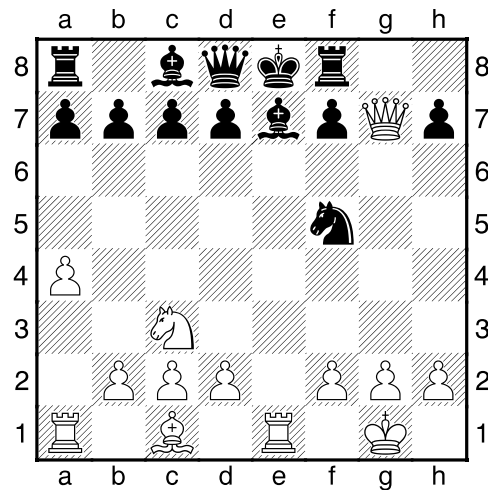
10... Nd6

Choose a move for White.

11. Nc3

5 points for this move: you were given a clue last time. 5 points also for Qxh7, which is just as good.

11... Nf5



Choose a move for White.

12. Nd5

10 points for this stunning move. No points for Qxh7, which now gives Black time to defend himself with d5.

Bonus Question 3: what would you play now if Black played Nxg7?

Answer: 10 points for Nf6#. It's CHECKMATE: a SMOTHERED MATE with the knight. It works because the black bishop on e7 is PINNED by the rook on e1.

12... f6

Choose a move for White.

13. Qxh7

5 points for this move which forces checkmate. 3 points for Nxf6+ which wins material.

13... d6

Choose a move for White.

14. Qg6+

5 points for this move or for Qh5+.

14... Rf7

Choose a move for White.

15. Nxf6+

5 points for this move. The knight is safe from capture because the bishop on e7 and the rook on f7 are both pinned.

15... Kf8

Choose a move for White.

16. Qg8#

5 points for this move: it's CHECKMATE.

White's 7<sup>th</sup> move was very unusual and took Black by surprise. He made a mistake on move 8: instead, he might have played 8... 0-0 9. Qxe7 Qxe7 10. Rxe7 Nxb5. His 11<sup>th</sup> move was another mistake, but his position was very difficult anyway. Although he was a piece up his king was stuck in the centre and there was no way for him to develop his pieces.

Black actually resigned on move 14 in a game played in a 1973 tournament in Lanzarote between Serbian Grandmaster Ljubomir Ljubojevic, one of the world's strongest players in the 1970s and 1980s, and Spanish International Master Ricardo Calvo.

## GAME 8 ANSWER SHEET

White's 4 <sup>th</sup> move_____ .....	White's 12 <sup>th</sup> move _____ .....
White's 5 <sup>th</sup> move_____ .....	Bonus Question 3 _____ .....
White's 6 <sup>th</sup> move _____ .....	White's 13 <sup>th</sup> move _____ .....
Bonus Question 1 _____ .....	White's 14 <sup>th</sup> move_____ .....
White's 7 <sup>th</sup> move _____ .....	White's 15 <sup>th</sup> move_____ .....
Bonus Question 2 _____ .....	White's 16 <sup>th</sup> move_____ .....
White's 8 <sup>th</sup> move _____ .....	Total Score: _____ (Max 100)
White's 9 <sup>th</sup> move_____ .....	Your rating:
White's 10 <sup>th</sup> move_____ .....	80-100: Grandmaster
White's 11 <sup>th</sup> move_____ .....	60-79: International Master
	40-59: National Master
	Below 40: Candidate Master

## **GAME 9**

### **SPANISH GAME (7)**

This game demonstrates a plan for Black which you can use in closed positions starting 1. e4 e5 which will often make it hard for your opponent to defend.

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. d3

White chooses a quiet variation.

Choose a move for Black.

5... Bc5

5 points for this move, for b5 or for d6.

6. o–o

Choose a move for Black.

6... b5

5 points for this move, or for d6. White was now threatening to capture on c6 and then on e5, winning a pawn.

7. Bb3

Choose a move for Black.

7... d6

5 points for this move: play the move you know you want to play first. 4 points for o–o or Bb7: both moves are fine but slightly less flexible. You'll see why as the game progresses.

8. a4

Choose a move for Black.

8... b4

4 points for this move, and also for Bb7 or Bg4. 5 points for Rb8, which is the most popular move for Black in this position.

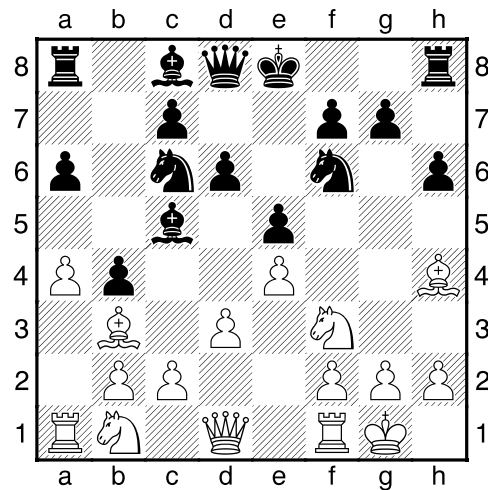
9. Bg5

Choose a move for Black.

9... h6

5 points for this move: this is a good idea to put the question to the bishop. 4 points for o-o or Na5.

10. Bh4



Choose a move for Black.

10... g5

5 points for this move. 4 points for o-o, Na5 or Rb8.

11. Bg3

Choose a move for Black.

11... Bg4

There are lots of good moves here: 5 points for this move, Be6, o-o, Rb8, Na5 or g4.

12. Nbd2

Choose a move for Black.

12... Qd7

Only 3 points for this move, which White could have met with a5 followed by Ba4. Better moves, scoring 5 points each, included o-o, Nd4 and Na5.

13. h3

Choose a move for Black.

13... Bh5

Again only 3 points because of a5 and Ba4. There were 5 points for the sacrifice Bxh3, giving a dangerous attack, and 4 points for Be6, a safe option.

14. Bd5

Choose a move for Black.

14... Rg8

Just 3 points again for this move or for Bb6 or Ba7. The best move was Nxd5, which scores 5 points.

15. Qe1

Choose a move for Black.

15... g4

5 points for this move, and also for Nxd5 or O-O-O.

16. hxg4

Choose a move for Black.

16... Rxg4

3 points for this recapture. The more natural Bxg4 was also stronger, scoring 5 points.

17. d4

Choose a move for Black.

17... Nxd4

10 points for this move, giving up a rook. 5 points for exd4 or Nxd5, 3 points for Bxd4.

18. Bxa8

Choose a move for Black.

18... Nxf3+

Black has a choice of winning moves here. 5 points for this move, for Rxg3 or for Nxc2.

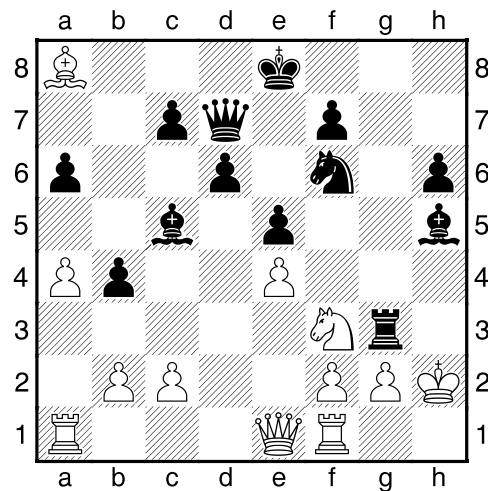
19. Nxf3

Choose a move for Black.

19... Rxd3

5 points for this move, exploiting the pin on the g1-a7 diagonal.

20. Kh2



Choose a move for Black.

20... Rxd3+

10 points for this sacrifice, forcing mate. 5 points for Rxf3, which is also very strong.

21. Kxg2

Choose a move for Black.

21... Bxf3+

5 points for this move, and 4 points for Qg4+, which takes a bit longer.

Bonus Question 1: what would you play now if White played Kxf3?

Answer: 5 points for Qg4, which is checkmate.

22. Kh2

Choose a move for Black.

22... Qg4

5 points for this move.



Bonus Question 2: what would you play now if White played Rg1?

Answer: 5 points for Qh4, another checkmate.

If White plays anything else (apart from Bc6+, delaying mate for a move), Qg2 will end the game, so Black resigned.

0–1

If your opponent plays a combination of Bg5 and o–o in positions like this you can often start a quick attack, often leaving your king in the centre or castling queenside. This game was played back in 1865 in Berlin. Black was Gustav Neumann, one of the strongest players of his day, and White, Carl Mayet, was another strong player. The standard of play in the middlegame wasn't very high because neither of them really understood what was going on. Over a century and a half later, we've learnt a lot more about chess. Perhaps you scored better than Neumann.

GAME 9 ANSWER SHEET

Black's 5 <sup>th</sup> move_____ .....	Black's 17 <sup>th</sup> move_____ .....
Black's 6 <sup>th</sup> move_____ .....	Black's 18 <sup>th</sup> move_____ .....
Black's 7 <sup>th</sup> move _____ .....	Black's 19 <sup>th</sup> move_____ .....
Black's 8 <sup>th</sup> move_____ .....	Black's 20 <sup>th</sup> move _____ .....
Black's 9 <sup>th</sup> move_____ .....	Black's 21 <sup>st</sup> move_____ .....
Black's 10 <sup>th</sup> move _____ .....	Bonus Question 1 _____ .....
Black's 11 <sup>th</sup> move_____ .....	Black's 22 <sup>nd</sup> move _____ .....
Black's 12 <sup>th</sup> move _____ .....	Bonus Question 2 _____ .....
Black's 13 <sup>th</sup> move_____ .....	Total Score: _____ (Max 110)
Black's 14 <sup>th</sup> move_____ .....	Your rating:
Black's 15 <sup>th</sup> move_____ .....	90-110: Grandmaster
Black's 16 <sup>th</sup> move_____ .....	65-89: International Master
	45-64: National Master
	Below 45: Candidate Master

## **GAME 10**

### **SPANISH GAME (8)**

The Open Variation of the Ruy Lopez is a good choice for Black, leading to lively piece play. Here's an example.

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. O-O

Choose a move for Black.

5... Nxe4

This is the start of the Open Variation and scores 5 points. 5 points also for Be7, the most popular move here, or b5. 4 points for d6 or Bc5, both of which are sometimes played.

6. d4

Choose a move for Black.

6... b5

5 points for this move, which is almost always played here. 4 points for Be7 but only 2 points for the greedy exd4, when Re1 will give White dangerous threats on the e-file.

7. Bb3

Choose a move for Black.

7... d5

This is clearly the best move and scores 5 points. 3 points for Be7 or Bb7, and 2 points for exd4. We now reach the starting position of the Open Variation of the Ruy Lopez.

8. Nxe5

Choose a move for Black.

8... Nxe5

5 points for this: no reason to play anything else, and no score for anything else either.

9. dxe5

Choose a move for Black.

9... Bb7

Black has to defend the d-pawn: 5 points for this move, Be6 or c6.

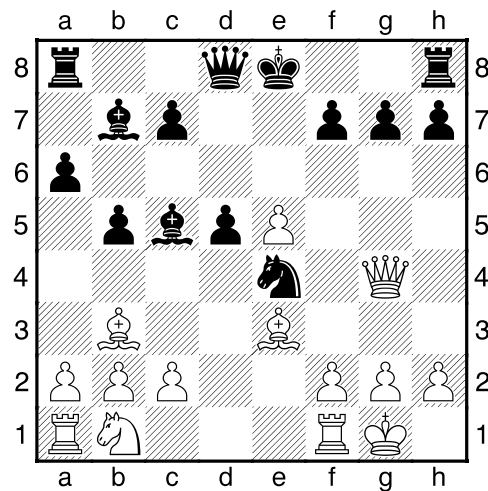
10. Be3

Choose a move for Black.

10... Bc5

5 points for this move or for Nc5, in each case trying to trade off a white bishop.

11. Qg4



Choose a move for Black.

11... Bxe3

10 points for this move, correctly ignoring White's threat. 8 points for Qe7 planning to meet Qxg7 with o-o-o and 5 points for o-o.

12. Qxg7

Choose a move for Black.

12... Qg5

Another 10 points for this move, giving up the rook with check but obtaining a winning attack. 13. Qxg5 Bxg5 would just leave Black a piece ahead, so White takes the bait.

13. Qxh8+

Choose a move for Black.

13... Ke7

5 points here, but nothing for Kd7 which doesn't defend f7.

14. Qxh7

Choose a move for Black.

14... Bxf2+

10 points for this move, which leads to checkmate. 5 points for Rg8 and 3 points for Nxf2.

Bonus Question 1: what would you play after 15. Rxf2?

Answer: If your intention was 15. Rxf2 Qc1+ 16. Rf1 Qe3+ you score 5 points.

Bonus Question 2: what would you play if the game continued, from that line, 17. Kh1?

Answer: 10 points for concluding the game: 17... Nf2+ 18. Kg1 Nh3+ 19. Kh1 Qg1+ 20. Rxd1 Nf2# - all chess players should be very familiar with this finish.

15. Kh1

Choose a move for Black.

15... Rg8

5 points for this move, the quickest way to win. 4 points for Qxe5 with the idea of Rh8, when White will have to give up the queen to avoid immediate mate.

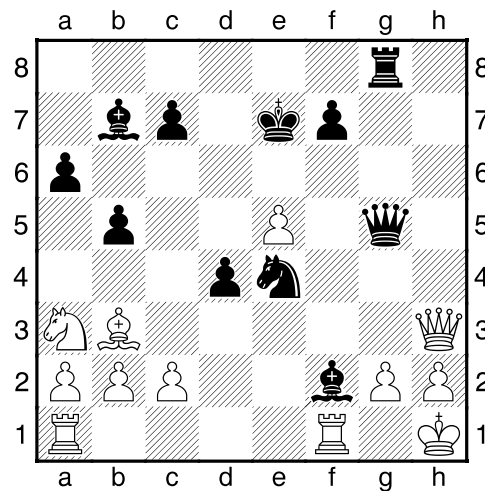
16. Qh3

Choose a move for Black.

16... d4

10 points for this move, or for Bc8. Introducing the bishop into the attack will lead to checkmate. 8 points for Qxe5, which also wins easily.

17. Na3



Choose a move for Black.

17... Qxg2+

10 points for finding the quickest checkmate. 5 points for Rg6 or Qg7.

18. Qxg2

Choose a move for Black.

18... Ng3+

5 points for this move: nothing for anything else.

19. hxg3

Choose a move for Black.

19... Rh8#

5 points for finding this checkmate, with the bishop on b7 PINNING the white queen. No reason or points for anything else.

This game was played by post in 1959: Neill Honan (I drew with him in a club match in 1978) played white and Dennis Mardle was black. It's better to play 8. dxe5 rather than Nxe5 (in general, king's knights are more useful than queen's knights). The losing move was 11. Qg4, which was far too greedy. He should have played simply Bxc5 with an equal position.

GAME 10 ANSWER SHEET

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Black's 15<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 17<sup>th</sup> move \_\_\_\_\_ .....

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Black's 18<sup>th</sup> move \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 19<sup>th</sup> move \_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 115)

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

90-115: Grandmaster

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

70-89: International Master

Bonus Question 1 \_\_\_\_\_ .....

45-69: National Master

Below 45: Candidate Master

## **GAME 11**

### **SPANISH GAME (9)**

This game, for a change, is a test of your defensive skills. White launches a quick attack: can you work out how to beat it off and come out ahead?

1. e4 e5
2. Nf3 Nc6
3. Bb5 Nf6

Black plays the popular Berlin Variation.

4. O–O

Choose a move for Black.

- 4... Nxe4

5 points for this move: in this variation Black does best to accept the challenge. 3 points for Bc5, Be7 or d6. White usually plays d4 now, but his next move is a popular alternative.

5. Re1

Choose a move for Black.

- 5... Nd6

5 points for this move, gaining time by attacking the bishop on b5. Nf6 scores 4 points.

6. Nxe5

Choose a move for Black.

- 6... Be7

Black has to be careful here as White is threatening a discovered check winning the queen. 5 points for this move and 4 points for Nxe5, the only good alternative.

7. Bd3

Choose a move for Black.

- 7... Nxe5

5 points for this move, and 4 points for O–O.

8. Rxe5

Choose a move for Black.



8... 0–0

5 points for this obvious move, getting the king into safety. Nothing for anything else.

9. Nc3

Choose a move for Black.

9... c6

Black has several good moves here. 5 points for this move, or for Bf6, 4 points for Re8 or Ne8.

10. b3

Choose a move for Black.

10... Ne8

5 points for this excellent defensive move. After 10... Bf6 11. Rh5 g6 12. Ba3! White would have good attacking chances.

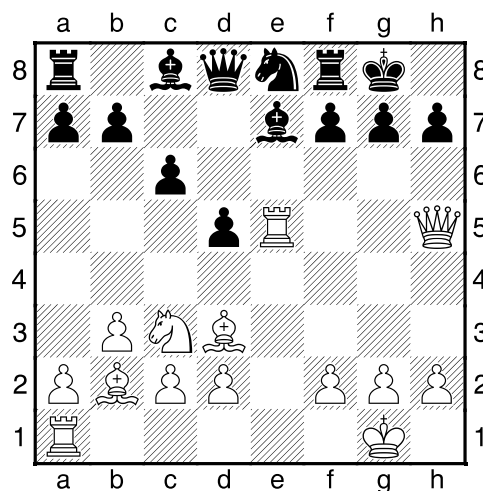
11. Bb2

Choose a move for Black.

11... d5

Another top class move, scoring 5 points. You can have 4 points for Bf6 or d6.

12. Qh5



Choose a move for Black.

12... Nf6

5 points for this move, preventing mate on h7 and threatening the queen. 3 points for f5 or h6.

Bonus Question 1: if Black played 12... g6 here, how should White continue?

Answer: 13. Nxd5 scores 10 points.

Bonus Question 2: if, after 13. Nxd5, Black played 13... cxd5, how should White continue?

Answer: the queen sacrifice 14. Qxh7+ scores 10 points: 14... Kxh7 15. Rh5+ Kg8 16. Rh8#.

Bonus Question 3: if, after 13. Nxd5, Black played 13... gxh5, how should White continue?

Answer: 5 points for 14. Nxe7+ when Black has to give up his queen as Kg7 and Kh8 are both met by Rxh5+ followed by Rxh7#.

13. Qh4

Choose a move for Black.

13... Be6

White was threatening Rxe7 as well as Nxd5, so 5 points for this move, developing and defending d5. 3 points for Re8 or h6.

14. Rg5

Choose a move for Black.

14... g6

5 points for this move, the only good defence. White's threats this time were Nxd5 and Rxg7+, with a mating attack.

15. Qh6

Choose a move for Black.

15... d4

Another strong defensive move, blocking off the powerful bishop on b2 and scoring 5 points. If you chose Re8 you score 4 points.

Bonus Question 4: if Black played 15... Ng4 here, how should White continue?

Answer: 15... Ng4 looks tempting but is met by 16. Rxg4 Bxg4 17. Nxd5: if you saw that far you score 10 points.

16. Ne2

Choose a move for Black.

16... Ng4

Now this is correct, scoring 5 points.

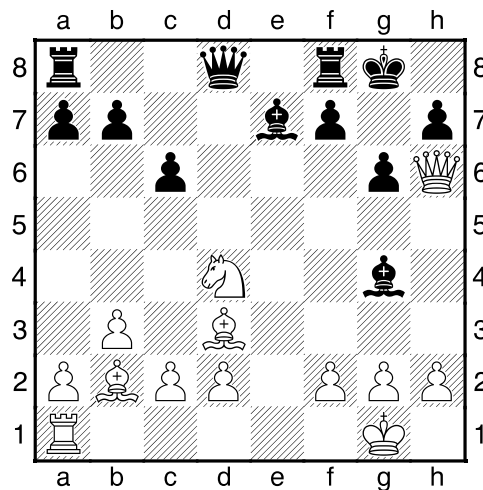
17. Rxg4

Choose a move for Black.

17... Bxg4

An easy 5 points for this obvious recapture.

18. Nxd4



Choose a move for Black.

18... Bg5

5 points for this move: you've probably seen that it traps the white queen.

19. Nf5

Choose a move for Black.

19... Bf6

5 points for this move. If you played Bxh6 instead you probably deserve to lose all your points so far as 20. Nxb6 is CHECKMATE. You also have to prevent Qg7# so you have very few good moves.

20. Qh4

Choose a move for Black.

20... Bxb2

5 points for this move, stopping any mate threats. Again, certainly not 20... Bxh4 21. Nh6#.

21. Ne7+

Choose a move for Black.

21... Kg7

5 points for this move, and 4 points for Kh8, which is a bit more complicated because the king is in line with the white queen.

Black resigned here.

This game was played in an international tournament in Cologne, Germany in 1898. White was David Janowsky, who was born in what is now Belarus into a Polish family, but lived most of his life in France, and was one of the strongest attacking players of his day. Black was Amos Burn of England, one of the best defensive players of his day. Did you manage to calculate accurately and avoid all White's traps? To be a good defensive player you have to be a good attacker as well!

GAME 11 ANSWER SHEET

Black's 4<sup>th</sup> move\_\_\_\_\_ .....

Black's 5<sup>th</sup> move\_\_\_\_\_ .....

Black's 6<sup>th</sup> move\_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move\_\_\_\_\_ .....

Black's 9<sup>th</sup> move\_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 11<sup>th</sup> move\_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 13<sup>th</sup> move\_\_\_\_\_ .....

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

Black's 15<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

Black's 16<sup>th</sup> move\_\_\_\_\_ .....

Black's 17<sup>th</sup> move\_\_\_\_\_ .....

Black's 18<sup>th</sup> move\_\_\_\_\_ .....

Black's 19<sup>th</sup> move\_\_\_\_\_ .....

Black's 20<sup>th</sup> move\_\_\_\_\_ .....

Black's 21<sup>st</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 125)

Your rating:

100-125: Grandmaster

75-99: International Master

50-74: National Master

Below 50: Candidate Master

## **GAME 12**

### **SPANISH GAME (10)**

If you don't mind taking a risk, the Schliemann Variation is a good choice for Black. Again, you get active piece play, and many of your opponents won't know how to meet it.

1. e4 e5
2. Nf3 Nc6
3. Bb5 f5

This is the starting position of the Schliemann Variation. In this game White chooses the move that gives Black the most problems.

4. Nc3

Choose a move for Black.

- 4... fxe4

5 points for this, Black's best move here. 4 points for Nf6, which is also sometimes played.

5. Nxe4

Choose a move for Black.

- 5... d5

5 points for this move, leading to complications which both players have to know. 5 points also for Nf6, the other popular move here.

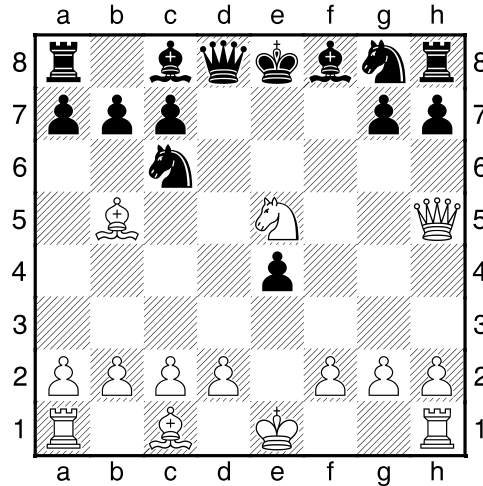
6. Nxe5

Choose a move for Black.

- 6... dxe4

An obvious capture scoring an easy 5 points.

7. Qh5+



Choose a move for Black.

7... g6

Another easy 5 points here.

8. Nxg6

Choose a move for Black.

8... hxg6

5 points again here. Only 2 points for 8... Nf6, which is sometimes right in similar positions, but not so good here after 9. Qe5+ Kf7 10. Nxh8+.

9. Qxh8

Choose a move for Black.

9... Be6

4 points for this move, but 5 points for Qd5, attacking the bishop as well as defending the knight on g8.

10. Qe5

Choose a move for Black.

10... Kf7

5 points for this move, demonstrating great positional understanding. The king is very safe here. 3 points for any of Qd5, Qd6 and Qd7.

11. Bxc6

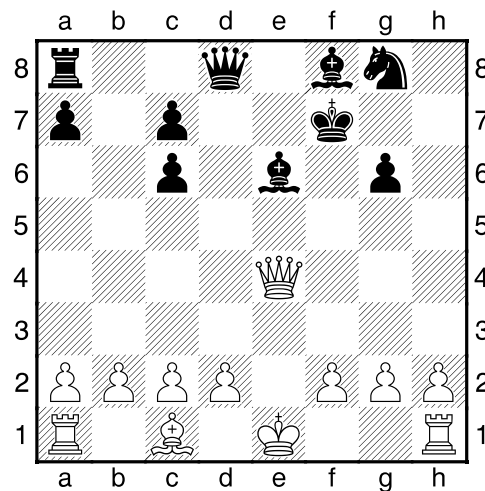
Choose a move for Black.

11... bxc6

5 points for playing the obvious recapture. If you chose Bd6 instead you can have 2 points.

12. Qxe4

Choose a move for Black.



12... Nf6

5 points here, developing and attacking the queen: no real reason to consider anything else.

13. Qe2

Choose a move for Black.

13... Qd5

4 points for this move. It was slightly more accurate to play Qd4, which scores 5 points: the main reason is that after 13... Qd4 14. c3 Qd5 the d3 square is weakened. You can also have 3 points for Bg4, Bf5 or Qd7 here.

14. O-O

Choose a move for Black.



14... Bd6

5 points for this move, planning an attack on the white king. 5 points also for Re8, looking at the white queen. Both moves are excellent.

15. c4

Choose a move for Black.

15... Qd4

5 points for this move or for Qc5, in each case continuing the attack. 4 points for Qxc4, trading queens, which is also very good for Black.

16. d3

Choose a move for Black.

16... Rh8

5 points for this move or for Qh4, planning an attack on the h-file. 4 points for Bf5 and 3 points for Re8.

Bonus Question 1: what would you play if White played g3 here?

Answer: 5 points for Ng4, continuing the attack, 3 points for Bf5 or Bg4.

17. h3

Choose a move for Black.

17... Bxh3

10 points for this bishop sacrifice, clearly the best move.

Bonus Question 2: what would you play if White played gxh3 here?

Answer: 5 points for the obvious 18... Rxh3.

Bonus Question 3: after 18. gxh3 Rxh3 19. Re1, what would you play next?

Answer: 5 points for 19... Qh4, the only good way to continue the attack.

Bonus Question 4: in this variation, after 19... Qh4 20. Qe6+, what would you play next?

Answer: 5 points for 20... Kg7: certainly not Kf8, when Bh6+ turns the tables.

18. Qe3

Choose a move for Black.

18... Qg4

5 points for this move, the easiest way to win. 4 points for the imaginative Bxg2, which also wins.

Bonus Question 5: if the game continued 18... Bxg2 19. Qxd4, how would you continue?

Answer: 19... Bf3, threatening Rh1# scores 10 points.

Bonus Question 6: if, after 18... Qg4, White played 19. Qf3, how would you continue?

Answer: 19... Bh2+ scores 10 points: 20. Kh1 Qxf3 will leave Black two pieces ahead, while 20. Kxh2 Bxg2+ leads to mate.

19. Qg5

Choose a move for Black.

19... Bh2+

10 points again for this move, forcing mate. 5 points for Qe6, Qd7 or Qc8.

Bonus Question 7: if White played Kh2 here, what would you play?

Answer: 5 points for Bxg2+, with mate to follow.

20. Kh1

Choose a move for Black.

20... Bxg2#

5 points for delivering checkmate with this move.

This was an online blitz game played in 2017 between two international masters: John Daniel Bryant of the USA was White against Thomas Beerdsen of the Netherlands.

If you look at the position after White's 12<sup>th</sup> move, you'll see that White has rook and three pawns for bishop and knight. His king has castled safely and is defended by three pawns while the black king is in the open with only one pawn to defend him.

You might conclude from this that White is winning, but in fact Black is winning. One reason is that the white pieces on a1 and c1 are out of the game while all Black's pieces are ready to attack. Another reason is that the black king is actually well defended, with a lot of pieces around him. A third reason is that the usual point count rather over-values rooks compared to other pieces. Yes, chess is hard! Learning to think beyond points in order to assess positions is an important part of your path to chess improvement.

## GAME 12 ANSWER SHEET

Black's 4 <sup>th</sup> move_____ .....	Black's 17 <sup>th</sup> move_____ .....
Black's 5 <sup>th</sup> move_____ .....	Bonus Question 2 _____ .....
Black's 6 <sup>th</sup> move_____ .....	Bonus Question 3 _____ .....
Black's 7 <sup>th</sup> move _____ .....	Bonus Question 4 _____ .....
Black's 8 <sup>th</sup> move _____ .....	Black's 18 <sup>th</sup> move_____ .....
Black's 9 <sup>th</sup> move _____ .....	Bonus Question 5 _____ .....
Black's 10 <sup>th</sup> move _____ .....	Bonus Question 6 _____ .....
Black's 11 <sup>th</sup> move_____ .....	Black's 19 <sup>th</sup> move_____ .....
Black's 12 <sup>th</sup> move _____ .....	Bonus Question 7 _____ .....
Black's 13 <sup>th</sup> move_____ .....	Black's 20 <sup>th</sup> move_____ .....
Black's 14 <sup>th</sup> move_____ .....	Total Score: _____ (Max 140)
Black's 15 <sup>th</sup> move_____ .....	Your rating:
Black's 16 <sup>th</sup> move_____ .....	110-140: Grandmaster
Bonus Question 1 _____ .....	85-109: International Master
	55-84: National Master
	Below 55: Candidate Master

# CHAPTER 3

## ITALIAN GAME

### **GAME 13**

#### **GIUOCO PIANO (1)**

In this game (game or analysis by Greco in about 1620) White chooses a strong attacking plan based on rapid development and targeting f7. Black fails to find the best defence.

It's not so easy for Black: if you learn this opening well, you'll win a lot of games.

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

Choose a move for White.

4. c3

5 points for this move. Also 5 points for Nc3, d3, o-o or b4 (the EVANS GAMBIT).

- 4... Nf6

Choose a move for White.

5. d4

5 points for this move or for d3. 3 points for b4.

- 5... exd4

Choose a move for White.

6. cxd4

5 points for this move or for e5. 3 points for o-o.

- 6... Bb4+

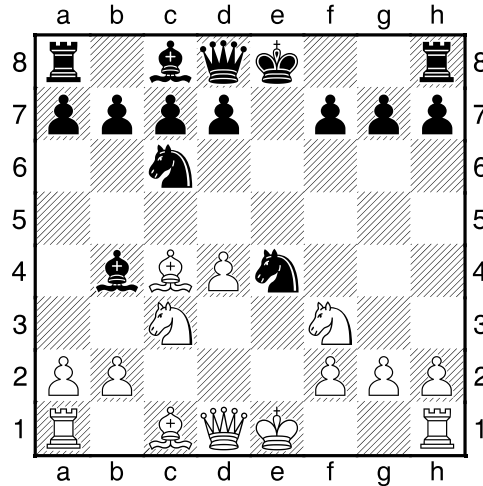
Choose a move for White.

7. Nc3

5 points for this move. Also 5 points for Bd2 or Nbd2. 3 points for Kf1.

- 7... Nxe4

Choose a move for White.



8. 0–0

5 points for this move, which is almost always played here. 3 points for Qc2, Qb3 or d5. Of course Nxe4 is impossible because of the PIN.

Choose a move for Black.

8... Nxc3

Only 2 points for this move. It looks natural but loses vital time as the recapture will threaten the bishop. 5 points for Bxc3, which is a much better move.

Choose a move for White.

9. bxc3

5 points for this obvious recapture. 3 points for Re1+ and 2 points for Qe1+.

9... Bxc3

Choose a move for White.

10. Qb3

5 points for this move. Also 5 points for Ba3. 4 points for Bxf7+. Only 2 points for Rb1.

Choose a move for Black.

10... Bxd4

No points for this move, which leads to a lost position. 5 points for d5, the only good move here for Black.

Choose a move for White.

11. Bxf7+

5 points for this move. 2 points for Re1+ or Bg5.

11... Kf8

Choose a move for White.

12. Bg5

5 points for this move or for Rb1. There are even better moves, though. You score 10 points for Bh5 or Re1.

12... Bf6

Choose a move for White.

13. Rae1

4 points for this move. 5 points for Rfe1 which is slightly better as the rook on a1 might want to move to d1.

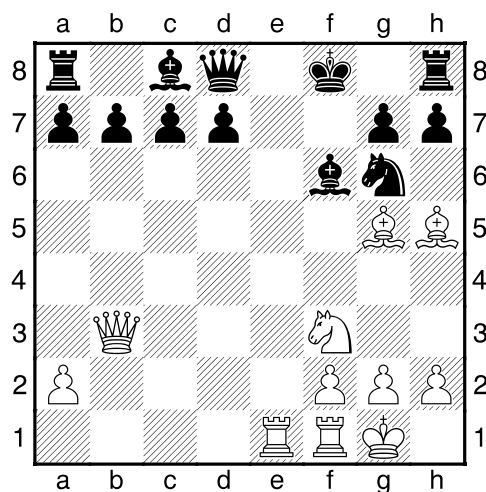
13...Ne7

Choose a move for White.

14. Bh5

5 points for this move, threatening mate. 3 points for Re2 or Re3. 2 points for Re5.

14... Ng6





Choose a move for White.

15. Ne5

10 points for this move or for Nh4. 5 points for Qe3, Re2 or Re3.

15... Nxe5

Choose a move for White.

16. Rxe5

5 points for taking the knight back: you'll have seen that the bishop on f6 is PINNED. 3 points for f4.

16... g6

Choose a move for White.

17. Bh6+

5 points for this move. 3 points for Rf5.

17... Bg7

Choose a move for White.

18. Rf5+

5 points for this move, Rfe1 or Qf3+, all of which lead to mate.

18... gxf5

Choose a move for White.

19. Qf7#

5 points for this move. No score for anything else.

A crushing win for White: Black would have done much better to play Bxc3 rather than Nxc3 on move 8. You'll learn more about this in the next game. White has a choice of strong attacking plans on move 10: Ba3, to stop Black castling for the moment and free c1 for the rook is also good. Black missed the one chance to defend (10... d5, an important move in this and many other openings of this nature), after which defeat was inevitable because White played the attack well.

GAME 13 ANSWER SHEET

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

Black's 10<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 11<sup>th</sup> move\_\_\_\_\_ .....

80-100: Grandmaster

White's 12<sup>th</sup> move \_\_\_\_\_ .....

60-79: International Master

40-59: National Master

White's 13<sup>th</sup> move \_\_\_\_\_ .....

Below 40: Candidate Master

## **GAME 14**

### **GIUOCO PIANO (2)**

In this game you'll see a better way for Black to play this opening.

It's still very easy for the second player to make a mistake, which is what happens in this game. You'll have to find some very clever moves to take advantage of Black's mistakes, though.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. c3 Nf6
5. d4 exd4
6. cxd4 Bb4+
7. Nc3 Nxe4
8. o-o Bxc3

Choose a move for White.

9. d5

5 points for this move or for bxc3.

Choose a move for Black.

- 9... Ne5

5 points for this move or for Bf6. 3 points for Nd6.

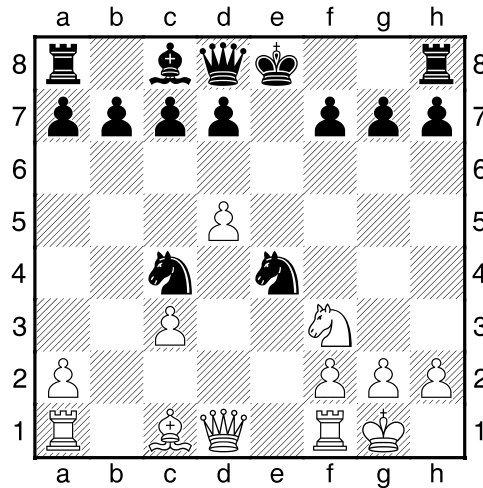
Choose a move for White.

10. bxc3

5 points for taking the piece back. 3 points for Bb3 or Qe2.

- 10... Nxc4

Choose a move for White.



11. Qd4

5 points for this move, FORKING the black knights. 3 points for Re1.

Choose a move for Black.

11... Ncd6

3 points for this move, trying to keep the extra piece. 5 points for the safer alternative O-O and 4 points for f5.

Choose a move for White.

12. Qxg7

5 points for this move. No points for other moves.

12... Qf6

Choose a move for White.

13. Qxf6

5 points for this move, exchanging queens. Nothing for anything else.

13... Nxf6

Choose a move for White.

14. Re1+

5 points for this move. Again, nothing else scores any points.

Choose a move for Black.

14... Kf8

No points for this move. 5 points for either Nfe4 or Nde4 when Black will return the extra piece but be able to castle.

Bonus Question 1: what would you have played if Black had played Kd8?

Answer: Bg5 scores 5 points, meeting Nde8 with Rxe8+ because the knight on f6 is PINNED.

Choose a move for White.

15. Bh6+

5 points for this move, again the only move to score.

15... Kg8

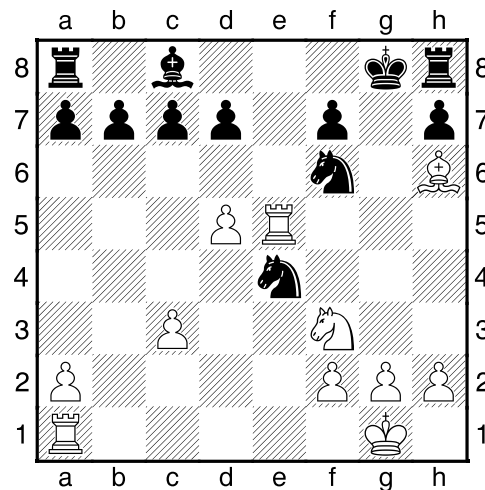
Choose a move for White.

16. Re5

5 points for this move, threatening mate. Yet again, no points for alternatives.

16... Nde4

Choose a move for White.



17. Nd2

10 points for this move. 5 points for Re1 and 3 points for Ng5.

Bonus Question 2: what would you play now if Black played Nd6?

Answer: Rg5# scores 5 points.

17... d6

Choose a move for White.

18. Nxe4

10 points for this. Nothing for anything else.

Bonus Question 3: what would you play now if Black played Nxe4?

Answer: Re8# scores 5 points.

18... dxe5

Choose a move for White.

19. Nxf6#

5 points for this move, the only move to score.

In this game Black played all the right moves up to move 10. On her 9<sup>th</sup> move, Bf6 would have been a more complicated alternative. On move 11 Black went wrong, trying to keep the piece instead of returning it in order to castle. Black could still have defended by giving the piece back on move 14, but after moving the king White had a winning attack, even though the queens had been exchanged.

This opening variation gives you good chances of scoring a quick win if your opponent doesn't know the right moves. If you want to play 3... Bc5 (the GIUOCO PIANO) rather than 3... Nf6 (the TWO KNIGHTS' DEFENCE) you'll have to learn how to play this line with Black.

The variations in this line have been the subject of analysis for 100 years or so and have often been played over the board. This game was played, for example, between Zuzana Kocourkova and Kristyna Novosadova in a Girls Under 18 team tournament in the Czech Republic in 2006.

GAME 14 ANSWER SHEET

White's 9<sup>th</sup> move\_\_\_\_\_ .....

Black's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

Black's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 1\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 2\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 95)

Your rating:

75-95: Grandmaster

55-74: International Master

40-54: National Master

Below 40: Candidate Master

## **GAME 15**

### **TWO KNIGHTS' DEFENCE (1)**

In this game you'll learn a really powerful attacking idea which will win you a lot of games if your opponent chooses the Two Knights' Defence.

It has a strange name: the FRIED LIVER (or FEGATELLO in Italian) ATTACK. No one knows why.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nf6

Black chooses to play the Two Knights Defence rather than defend the Giuoco Piano with 3... Bc5.

Both moves are good: it's a matter of taste which one you play, but whichever you choose you have to know what you're doing.

Choose a move for White.

4. Ng5

5 points for this move. 5 points also for d4, another strong attacking move, or d3, the best choice if you want to play quietly. 3 points for Nc3, which allows the FORK TRICK, Nxe4, and 3 points also for o-o, when Black might again play Nxe4 in reply.

Choose a move for Black.

- 4... d5

5 points for this move, the only way to defend f7. 5 points for Bc5, but only if you can tell me its name. (It's the Wilkes-Barre or Traxler Variation: Black plans to sacrifice a rook and a bishop for a strong attack. If you played Bc5 not noticing that White was threatening to capture on f7 you score no points!) 2 points for Nxe4, which is interesting but doesn't quite work after Bxf7+.

Choose a move for White.

5. exd5

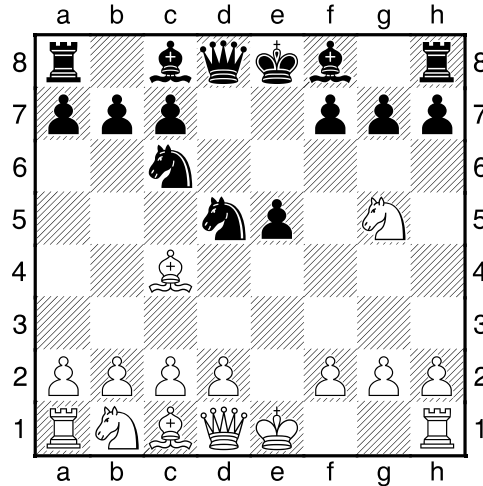
5 points: the only good move.

Choose a move for Black.



5... Nxd5

This is the obvious recapture, but, as you'll see, it's dangerous, so only scores 2 points. 5 points for Na5, the usual move. 4 points for Nd4 or b5, which are interesting alternatives.



Choose a move for White.

6. Nxf7

5 points for this move, or for d4. Both moves are very strong. 3 points for d3, and 2 points for Qf3, which favours Black after 6... Qxg5 7. Bxd5 Nd4.

6... Kxf7

Choose a move for White.

7. Qf3+

5 points for this move. No points for anything else.

Choose a move for Black.

7... Ke6

5 points for this move. It's risky to hold onto the extra piece, but otherwise Black will just be a pawn down in a bad position.

Choose a move for White.

8. Nc3

5 points for this move, attacking the PINNED knight. No score for other moves.

8... Nce7

Choose a move for White.

9. 0-0

5 points for this move or d4. White needs to develop quickly and open the centre.

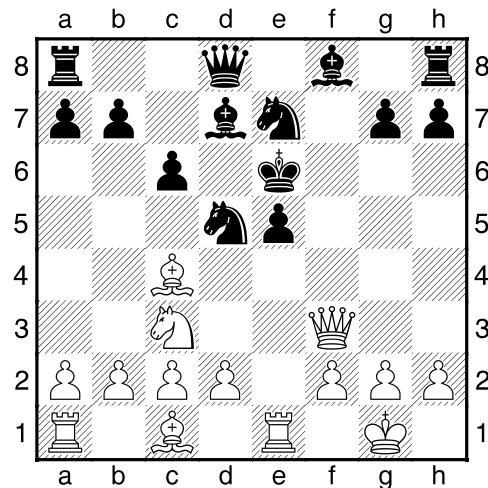
9... c6

Choose a move for White.

10. Re1

5 points for this move, lining up the rook against the black king, or for d4, breaking open the centre.

10... Bd7



Choose a move for White.

11. Rxe5+

10 points for this brilliant rook sacrifice, even though it's not the easiest way to win. 10 points also for d4, which is actually the strongest move, and 5 points for Nxd5.

11... Kxe5

Choose a move for White.

12. d4+

5 points for this move. White has to act fast to keep the attack going. No points for anything else.

12... Ke6

Choose a move for White.

13. Bg5

5 points for this move, making room for the rook. 4 points for Bf4, which is also strong.

13... Be8

Making room for the king: now it's clear that Bd7 was a mistake.

Choose a move for White.

14. Nxd5

5 points for this move, or for Bxd5. 4 points for Re1.

14... cxd5

Choose a move for White.

15. Re1+

5 points for this move. Other moves don't score.

15... Kd7

Choose a move for White.

16. Qh3+

5 points for this move. Again, no points for other moves. You have to keep the black king on the run.

16... Kc7

Choose a move for White.

17. Bf4+

5 points for this move. No points for alternative answers.

17... Kb6

Choose a move for White.

18. Qb3+

5 points for this move. 3 points for Re6+, which also mates but takes longer.

18... Ka5

Choose a move for White.

19. Bd2#

5 points for this move: it's checkmate!

The Fried Liver Attack scores very well for White. It's difficult for Black to find the best defence over the board. In this game White had to choose the most powerful moves in the opening. After the rook sacrifice (which wasn't the easiest way to win) you had to play some accurate attacking moves to win the game.

This is, up to move 10, another Greco game. 11. Rxe5+ is an alternative pointed out by Stockfish and the rest of the game is computer generated analysis.

If you play the Two Knights' Defence with Black you should choose one of the alternatives on move 5.

GAME 15 ANSWER SHEET

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

Black's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

Black's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

Black's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

White's 9<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

White's 10<sup>th</sup> move\_\_\_\_\_ .....

80-100: Grandmaster

White's 11<sup>th</sup> move\_\_\_\_\_ .....

60-79: International Master

White's 12<sup>th</sup> move\_\_\_\_\_ .....

40-59: National Master

Below 40: Candidate Master

## GAME 16 TWO KNIGHTS' DEFENCE (2)

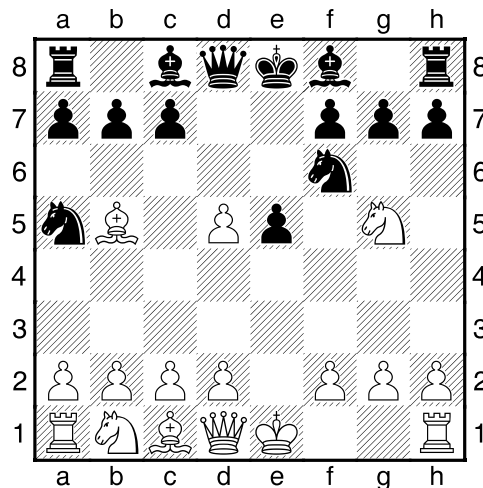
This game teaches you the best way for Black to play after 4. Ng5 in the Two Knights Defence.

You'll also learn a very important attacking idea which can arise from many different openings.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nf6
4. Ng5 d5
5. exd5 Na5

This is the most popular move here. As you've seen, 5... Nxd5 gives White the chance to play the Fried Liver Attack. 5... Nd4 and 5... b5 are very interesting alternatives.

6. Bb5+



Choose a move for Black.

- 6... c6

5 points for this move, which is almost always played here. 4 points for Bd7, which isn't bad.

7. dxc6

Choose a move for Black.

- 7... bxc6

5 points for this move, again the usual choice. 2 points for Nxc6, when White can play Bc4 and Black will have problems defending f7.

Choose a move for White.

8. Be2

5 points for this, which is the most popular move, although Bd3 and Qf3 (PINNING the c-pawn) are interesting alternatives which also score 5 points. No points for Ba4, leaving the bishop exposed.

Choose a move for Black.

8... h6

5 points for this move. It's best to drive the knight back at once. 2 points for Bc5, Bd6, Be7 or Nd5.

9. Nf3

9. Nh3 looks odd, but is also sometimes played here.

Choose a move for Black.

9... e4

5 points for this move, hitting the knight again. 2 points for Bd6 or Qc7, defending the pawn on e5.

10. Ne5

Choose a move for Black.

10... Bd6

5 points for this move, Bc5 or Qc7. 3 points for Qd4.

Choose a move for White.

11. Nc4

No points for this move, trading off Black's offside knight. 5 points for either d4 or f4, supporting the central knight. In both cases Black usually captures *en passant* and White takes back with the knight. 3 points for Ng4.

Choose a move for Black.

11... Nxc4

5 points for this move. There's no reason to play anything else.

12. Bxc4

Choose a move for Black.

12... O-O

5 points for this natural move. There were lots of choices: 5 points also for Qa5, when the queen might swing across to the kingside. 4 points for Qb6, Qc7, Qe7, Rb8, Bc7, Bf5 or Bg4.

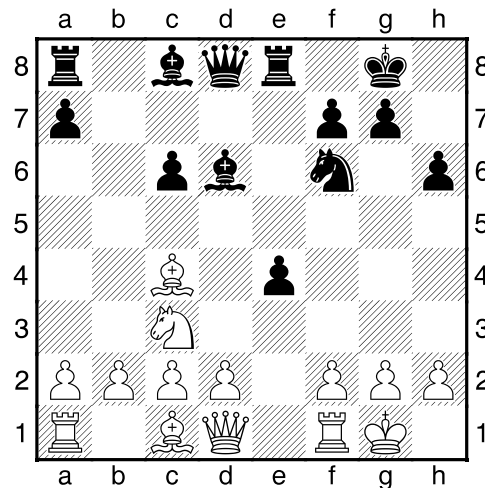
13. Nc3

Choose a move for Black.

13... Re8

Again Black has lots of good moves here. 5 points for this move, Qa5, Rb8 or Bf5. 4 points for Qb6, Qc7, Qe7, Bc7 or Bg4.

14. O-O



Choose a move for Black.

14... Bxh2+

White had a difficult position but should have preferred h3 because o-o allows this SACRIFICE.

10 points for this move. 5 points for Ng4 or Bg4.

15. Kxh2

Kh1 was relatively best here. Now Black has a winning attack.

Choose a move for Black.



15... Ng4+

5 points for this move, continuing the attack. No points for other moves: anything else will give White time to set up a defence.

Bonus Question 1: what would you play now if White played 16. Kg1?

Answer: 5 points for Qh4, when White has to give up the queen with Qxg4 because 17. Re1 Qxf2+ forces checkmate.

Bonus Question 2: what would you play now if White played 16. Kh3?

Answer: 5 points for Qg5, which forces checkmate. 4 points for Ne3+ or Nf2+, using a DISCOVERED CHECK to win the queen. 4 points also for Re5, Qa5 or Ne5+.

16. Kg3

Choose a move for Black.

16... Qg5

5 points for this move, or for h5 or Qd6+, all of which give Black a winning attack. 4 points for Qc7+.

Bonus Question 3: what would you play now if White played 17. f4?

Answer: 5 points for remembering the *en passant* rule and playing exf3. 2 points for Qg6.

17. d4

Choose a move for Black.

17... Ne3+

5 points for this move, forcing mate by playing a DISCOVERED CHECK which also blocks White's discovered attack. 2 points for Qg6 or Qh5.

18. Kh2

Choose a move for White.

18... Qxg2#

5 points for finding this simple checkmate.

There's a lot to learn from this game, played in 2000 in a French Under 18 tournament between Thomas Saatdjian and Jean-Bernard Paul.

The first lesson is how to play the black pieces in this variation of the Two Knights Defence.

The second lesson is the important attacking idea of Bxh2+ followed by Ng4+ and Qh4 or Qg5, depending on where the king goes. This happens a lot: every chess player needs to know it. It doesn't always work, so you have to calculate to make sure before you play it.

The third lesson is this: don't forget to look out for *en passant* captures.

GAME 16 ANSWER SHEET

Black's 6<sup>th</sup> move\_\_\_\_\_ .....

Black's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

Black's 8<sup>th</sup> move\_\_\_\_\_ .....

Black's 9<sup>th</sup> move\_\_\_\_\_ .....

Black's 10<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Black's 13<sup>th</sup> move\_\_\_\_\_ .....

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

Black's 15<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 1\_\_\_\_\_ .....

Bonus Question 2\_\_\_\_\_ .....

Black's 16<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

Black's 17<sup>th</sup> move\_\_\_\_\_ .....

Black's 18<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 95)

Your rating:

75-95: Grandmaster

55-74: International Master

40-54: National Master

Below 40: Candidate Master

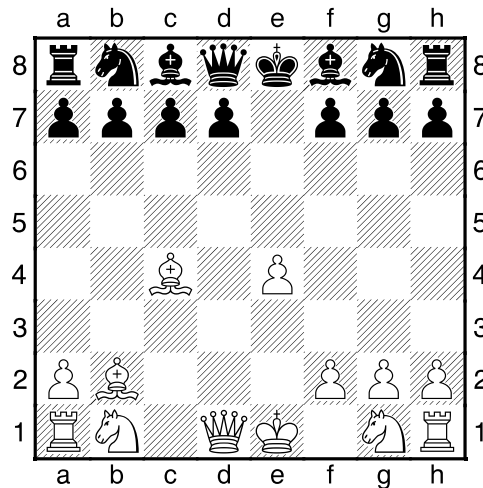
# CHAPTER 4

## GAMBITS

## GAME 17 DANISH GAMBIT

In this game you'll learn about the Danish Gambit, an exciting opening in which White gives up two pawns at the start of the game for a quick attack.

1. e4 e5
2. d4 exd4
3. c3 dxc3
4. Bc4 cxb2
5. Bxb2



This is the starting position of the Danish Gambit. White is two pawns behind but the bishops are on strong diagonals and the other pieces can be developed quickly. Black has to be very careful.

In this game he goes after another pawn.

5... Qg5

Choose a move for White.

6. Nf3

5 points for this move. White gains more time by attacking the black king. No points for anything else.

6... Qxg2

Choose a move for White.

7. Rg1

5 points for this obvious move. No points, for the moment, for anything else.

7... Bb4+

Choose a move for White.

8. Nc3

5 points for this, the most natural way to get out of check. 5 points also for Ke2, perhaps the best move, avoiding exchanges, Bc3 or Nbd2.

8... Qh3

Choose a move for White.

9. Bxf7+

10 points for this clever move. 8 points for Rg3 or a3, and 5 points for Rxd7 or Ke2. If you played Bxf7+ on move 7, go back and give yourself 3 points for that move.

Bonus Question 1: what would you play now if Black played 9... Kxf7?

Answer: 5 points for Ng5+, using a KNIGHT FORK to win the black queen. No points for anything else.

9... Kd8

Choose a move for White.

10. Rg3

5 points for this move, or for a3. 3 points for Rxd7.

10... Qh6

Choose a move for White.

11. Qb3

There are lots of good moves here. Take 5 points for this move, a3, Kf1 or Ng5.

11... Bxc3+

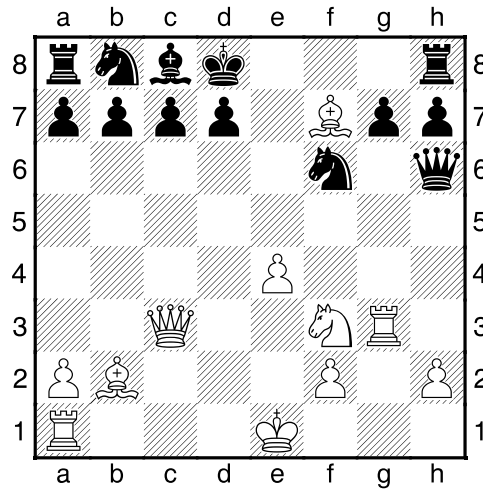
Choose a move for White.

12. Qxc3

3 points for this move. 5 points for Bxc3, which is stronger, keeping the attack on g7.

12... Nf6

Choose a move for White.



13. Rg6

5 points for this brilliant and surprising move. It's not the best move, though.

You score 10 points for the simple Bc1, trapping the black queen. There's 8 points for Rxg7, a better way of implementing the idea of Rg6, and 7 points for Ng5.

13... hxg6

Choose a move for White.

14. Qxf6+

Black has fallen into White's trap. 10 points for this queen sacrifice, which was the point of White's last move. No points for anything else.

14... gxf6

Choose a move for White.

15. Bxf6#

5 points for this move: it's checkmate!

The origins of this game are uncertain. White may well have been Georg Schnitzler, and it was probably played sometime in the 1870s. Black's choice of 5<sup>th</sup> move in this game was poor. He should have tried to control the centre and develop his minor pieces (knights and bishops) rather than chasing after another pawn. White was able to gain time by harassing the black queen and quickly developed a strong attack.

His 13<sup>th</sup> move was very clever, but Black didn't have to fall for the trap. He could have fought on by playing Nxe4 or by giving up his queen with Qxg6, although White would still have had the advantage.

There are many better ways for Black to play this opening, but you still have to be very careful. Although the Danish Gambit isn't played by grandmasters it's a great opening if you want to practise your attacking and defensive skills.



GAME 17 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 70)

Bonus Question 1 \_\_\_\_\_ .....

Your rating:

White's 10<sup>th</sup> move\_\_\_\_\_ .....

55-70: Grandmaster

White's 11<sup>th</sup> move\_\_\_\_\_ .....

40-54: International Master

White's 12<sup>th</sup> move \_\_\_\_\_ .....

30-39: National Master

Below 30: Candidate Master

## **GAME 18**

### **KING'S GAMBIT (1)**

In this game you'll learn about a very famous gambit opening, the KING'S GAMBIT. In this opening White sacrifices a pawn to control the centre and get a quick attack. Sometimes you can even sacrifice a few pieces as well.

1. e4 e5
2. f4 exf4

White's second move is the beginning of the KING'S GAMBIT, luring a black pawn away from the centre. Black decides to ACCEPT the gambit by capturing the pawn.

Choose a move for White.

3. Nf3

5 points for this move, developing a piece and preventing Qh4+ or for Bc4, planning to meet Qh4+ with Kf1. 3 points for Nc3 and 2 points for d4.

- 3... g5

Choose a move for White.

4. Bc4

5 points for this move or for h4, the most popular move here. 5 points also for Nc3 or d4.

- 4... g4

Choose a move for White.

5. 0-0

5 points for this move, boldly SACRIFICING a knight, or for Ne5.

- 5... gxf3

Choose a move for White.

6. Qxf3

5 points for this move. No points for anything else.

- 6... Qe7

Choose a move for White.

7. d4

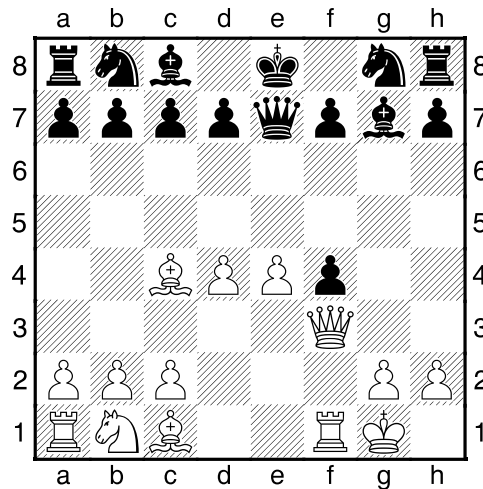
5 points for this move, Qxf4 or d3.

Bonus Question 1: if White played 7. Nc3 here, what would you play for Black?

Answer: 5 points for Qc5+, a QUEEN FORK winning a bishop.

7... Bg7

Choose a move for White.



8. Bxf4

5 points for this move or for Nc3, developing but giving up a pawn with check. 3 points for c3, safely defending d4.

8... Bxd4+

Choose a move for White.

9. Kh1

5 points for this move. No points for anything else.

9... Bxb2

Choose a move for White.

10. Nc3

5 points for this move. White's not concerned about losing a rook as all his pieces are attacking and Black has no pieces developed. No points for anything else.

10... Bxa1

Choose a move for White.

11. Nd5

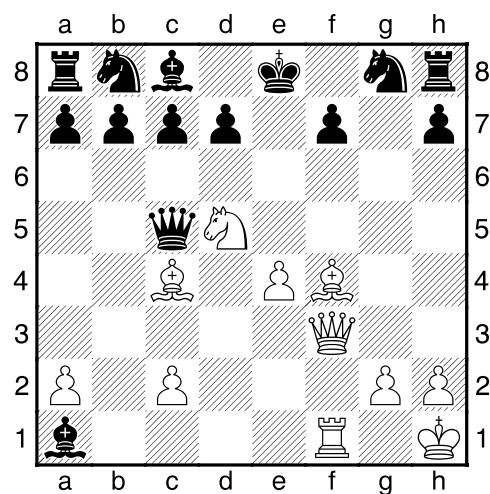
5 points for this move, hitting the black queen. No points for anything else.

Bonus Question 2: what would you play now if Black played 11... Qf8?

Answer: 5 points for Nxc7+, forking king and rook.

11... Qc5

Choose a move for White.



12. Bd6

10 points for this spectacular move. 5 points for Be5 with a similar idea.

12... Qxd6

Choose a move for White.

13. Qxf7+

5 points for this move. No points for anything else.

13... Kd8

Choose a move for White.

14. Qf8+

5 points for this move.

14... Qxf8

Choose a move for White.

15. Rxf8#

5 points for this move. It's CHECKMATE.

This game was played in London 1842 by John Cochrane. Cochrane was a Scottish chess player and lawyer who spent much of his life in India.

There are other good ways for Black to play against the King's Gambit. 2... Bc5 and 2... d5 are both good, but taking the pawn is fine. There are several other good 3<sup>rd</sup> moves for Black as well: 3... d5 might be the easiest to learn. 3... g5 looks strange but is a strong move. You can't play it unless you really know what you're doing, though.

White's 5<sup>th</sup> move in this game is the MUZIO GAMBIT. White gives up a piece for rapid development, centre control and a dangerous attack. Perhaps it doesn't quite work if Black finds the best moves, but finding the best moves will be too hard for most players.

Black's big mistake in this game was on his 9<sup>th</sup> move. Instead of being greedy and trying to win more pieces he should have played Nc6 or d6 to get some pieces out.

In the final position Black is a rook, a bishop and a knight ahead, but his only developed piece is in the far corner of the board. There's no point having extra pieces unless you use them.

GAME 18 ANSWER SHEET

White's 3<sup>rd</sup> move\_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 80)

White's 8<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 9<sup>th</sup> move \_\_\_\_\_ .....

65-80: Grandmaster

White's 10<sup>th</sup> move \_\_\_\_\_ .....

50-74: International Master

White's 11<sup>th</sup> move\_\_\_\_\_ .....

30-49: National Master

Below 30: Candidate Master

## GAME 19 KING'S GAMBIT (2)

The King's Gambit can very easily go wrong as it also leaves White's king exposed. In this game you'll see one way for Black to play against it.

1. e4 e5
2. f4 exf4
3. Nf3 g5
4. h4

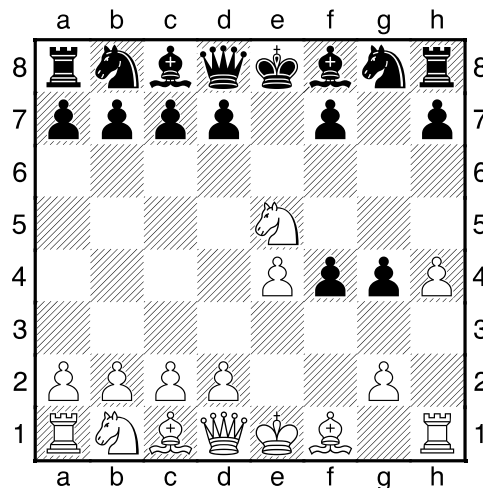
This is White's most popular move here, like the line you saw in the last game, leading to exciting play. Either player might score a quick win from this position.

Choose a move for Black.

4... g4

5 points for this move, threatening the white knight. No points for anything else.

5. Ne5



Choose a move for Black.

5... Nf6

Black has quite a lot of choice here. This is the most popular move and scores 5 points, as does d6, which is also good. You can have 4 points for Bg7 or Qe7.

6. Nxcg4

Choose a move for Black.

6... Nxe4

Again, there are several options. 5 points for this move or for d6. 4 points for d5 or Nc6.

7. d3

Choose a move for Black.

7... Ng3

5 points for this move, threatening the white rook.

8. Bxf4

Choose a move for Black.

8... Qe7+

You can have 5 points for this check, and 4 points for the immediate Nxe4.

Bonus Question 1: if the game continued 8... Nxe4 9. Qe2+, what would you play?

Answer: 5 points for Qe7.

Bonus Question 2: if, after 9... Be7 in this line, what should White play next?

Answer: 10 points if you saw 10. Nf6+ Kf8 11. Bh6#.

Bonus Question 3: after 8... Nxe4 9. Qe2 Qe7, what should White play next?

Answer: 5 points for 10. Nf6+.

Bonus Question 4: after 10. Nf6+ Kd8 in this line, what should White play next?

Answer: 10 points for 11. Bxc7+ Kxc7 12. Nd5+, winning Black's queen with an unclear position.

Bonus Question 5: going back to the game, if White met 8... Qe7+ with 9. Be2, what would you play?

Answer: 5 points for Rg8 or Qb4+, 4 points for Nxe2 or Qxe2+. Nothing for Nxe4, when Bg5 leaves Black's king and queen in trouble.

9. Kf2

Choose a move for Black.



9... Nxh1+

White's last move was a mistake: taking the rook with check scores an easy 5 points.

10. Kg1

Choose a move for Black.

10... Bg7

5 points for this move, Qxh4 or d5. 4 points for d6.

11. Nc3

Choose a move for Black.

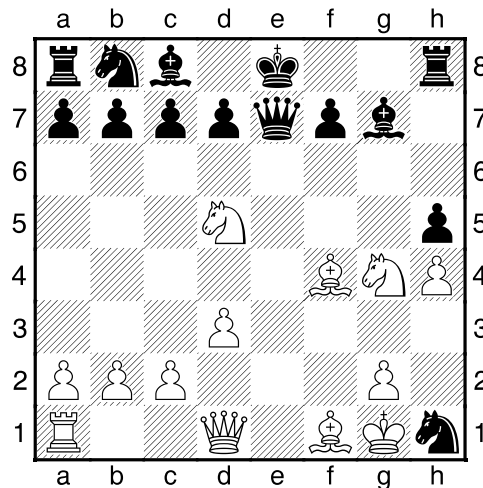
11... h5

5 points for Bd4+, planning to meet Kxh1 with Qxh4+. 4 points for this move or for d6.

Bonus Question 6: what would you play if White played Ne3 here?

Answer: You have to be a bit careful as White has attacking chances on the e-file and against c7. You score 5 points for Qxh4, not so much because it wins a pawn but more so that you can trade queens if White plays Qe1+.

12. Nd5



Choose a move for Black.

12... hxc4

White thought he was being clever, but he'd missed something. You score 10 points for this queen sacrifice, which is the only good move here.

13. Nxe7

Choose a move for Black.

13... Bd4+

5 points for this check. Black suddenly has a mating attack out of nowhere.

14. Kxh1

Choose a move for Black.

14... Rxh4+

5 points for this obvious move.

15. Bh2

Choose a move for Black.

15... g3

Perhaps White had overlooked this quiet move, which scores 10 points. There's no defence to Rxh2# so White resigned here.

The winner of this game was Daniel Harrwitz, a German master who spent most of his adult life in London, where this game was played in 1859. White's big mistake was playing 8. Kf2 rather than Be2.

GAME 19 ANSWER SHEET

Black's 4 <sup>th</sup> move _____ .....	Black's 10 <sup>th</sup> move _____ .....
Black's 5 <sup>th</sup> move _____ .....	Black's 11 <sup>th</sup> move _____ .....
Black's 6 <sup>th</sup> move _____ .....	Bonus Question 6 _____ .....
Black's 7 <sup>th</sup> move _____ .....	Black's 12 <sup>th</sup> move _____ .....
Black's 8 <sup>th</sup> move _____ .....	Black's 13 <sup>th</sup> move _____ .....
Bonus Question 1 _____ .....	Black's 14 <sup>th</sup> move _____ .....
Bonus Question 2 _____ .....	Black's 15 <sup>th</sup> move _____ .....
Bonus Question 3 _____ .....	Total Score: _____ (Max 110)
Bonus Question 4 _____ .....	Your rating:
Bonus Question 5 _____ .....	90-110: Grandmaster
Black's 9 <sup>th</sup> move _____ .....	65-89: International Master
	45-64: National Master
	Below 45: Candidate Master

# CHAPTER 5

## FRENCH DEFENCE

## **GAME 20**

### **FRENCH DEFENCE (1)**

This game introduces you to the French Defence. If you want to play something other than 1... e5 against 1. e4, this opening is an excellent place to start.

- 1. e4 e6
- 2. d4 d5

These are the usual first moves of the French Defence. Black's plan is to attack the white centre. There's no reason for White to play anything other than d4 on move 2.

Choose a move for White.

- 3. e5

5 points for this move, immediately gaining space in the centre. 5 points also for Nc3 or Nd2: many players prefer to defend rather than push at once. 5 points again for exd5: a safe and simple move which doesn't give Black any problems. 3 points for Bd3, a less popular way to defend the e-pawn.

Choose a move for Black.

- 3... c5

5 points for this move. Black should attack the white centre straight away.

Choose a move for White.

- 4. c3

5 points for this move. White needs to keep two pawns in the centre of the board for the moment.

Choose a move for Black.

- 4... Nc6

5 points for this move, attacking the d4 square again. 5 points also for Qb6, with the same idea.

Choose a move for White.

- 5. f4

No points for this move: it's time to start developing pieces. Also no points for Bb5, which is just open to attack. 5 points for Nf3, the natural and obvious way to fight for d4 and e5. 3 points for Be3.

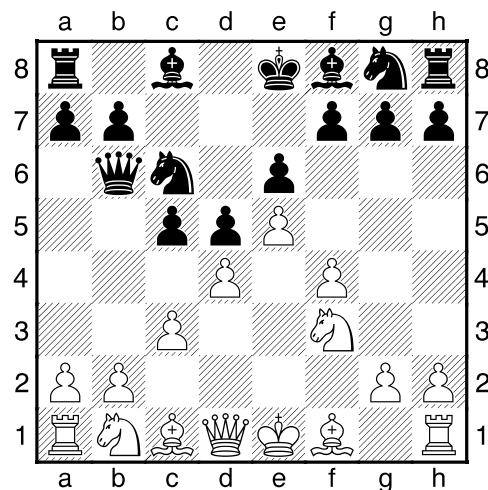
Choose a move for Black.

5... Qb6

5 points for this move, attacking d4 again, or for Nh6. 4 points for cxd4 or Nge7 and 3 points for Bd7.

6. Nf3

Choose a move for Black.



6... Bd7

4 points for this move which is slightly slow. 5 points for Nh6 (planning Nf5) or cxd4 when White will have problems defending d4.

7. a3

Choose a move for Black.

7... Nh6

5 points for this move. 4 points for Rc8 or a5 (to prevent b4).

8. b4

Choose a move for Black.

8... cxd4

5 points for this move. No points for anything else.

9. cxd4

Choose a move for Black.

9... Rc8

3 points for this move or for Be7. 5 points for Nf5: Black should attack the d-pawn at once.

Bonus Question 1: what would you play if White played 10. Nc3 here?

Answer: 5 points for Nxd4 or Nxe5 and 3 points for Nxb4. All these moves win a pawn because of the discovered attack on the knight on c3.

10. Bb2

Choose a move for Black.

10... Nf5

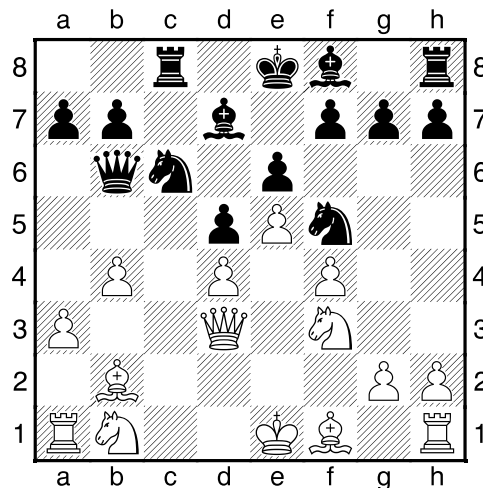
5 points for this natural move. 5 points also for the clever Na5, heading for a strong square on c4 and meeting bxa5 with Qxb2.

Choose a move for White.

11. Qd3

No points for this move. 5 points for Qd2, which is the right way to prevent Ne3.

Choose a move for Black.



11... Bxb4+

10 points for this sacrifice, when the black knights will win the game. 5 points for Be7 or Na5, all good moves but not winning at once.

12. axb4

Choose a move for Black.

12... Nxb4

5 points for this obvious recapture, gaining time by attacking the white queen. Now it's clear why 11. Qd2 would have been much better.

13. Qd2

Choose a move for Black.

13... Rc2

10 points for this move or for Nc2+: both moves win easily.

14. Qd1

Choose a move for Black.

14... Ne3

10 points for this move, trapping the white queen, or for the simple Rxb2 followed by Nc2+

White resigned here as he's losing too much material.

This game was played in 1850 by the great American chess player Paul Morphy, who was only 12 years old at the time. His opponent was James McConnell.

White lost because he played too many pawn moves in the opening. His 5<sup>th</sup> and 7<sup>th</sup> moves were both poor. Morphy didn't quite find the strongest moves, but when McConnell made a tactical error on move 11 he was quick to take advantage.

You can see from this game how you can win quickly with the French Defence against an opponent who doesn't know the correct plans.



GAME 20 ANSWER SHEET

White's 3<sup>rd</sup> move \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 3<sup>rd</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 4<sup>th</sup> move \_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 4<sup>th</sup> move \_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 5<sup>th</sup> move \_\_\_\_\_ .....

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

80-100: Grandmaster

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

60-79: International Master

40-59: National Master

Bonus Question 1 \_\_\_\_\_ .....

Below 40: Candidate Master

## **GAME 21**

### **FRENCH DEFENCE (2)**

In this game you'll learn some more about the French Defence. You'll also be able to test your attacking skills.

1. e4 e6
2. d4 d5
3. Nc3

Choose a move for Black.

- 3... Nf6

5 points for this move, or for Bb4, PINNING the c3 knight. 4 points for dxe4, which leads to a different sort of position.

Choose a move for White.

4. Bg5

5 points for this move or for the immediate e5. 4 points for exd5, which is safe but dull.

Choose a move for Black.

- 4... Be7

5 points for this move or for Bb4, when White will meet e5 with h6. 5 points also for dxe4.

Choose a move for White.

5. e5

5 points for this move. 4 points for Bxf6 or exd5.

Choose a move for Black.

- 5... Nfd7

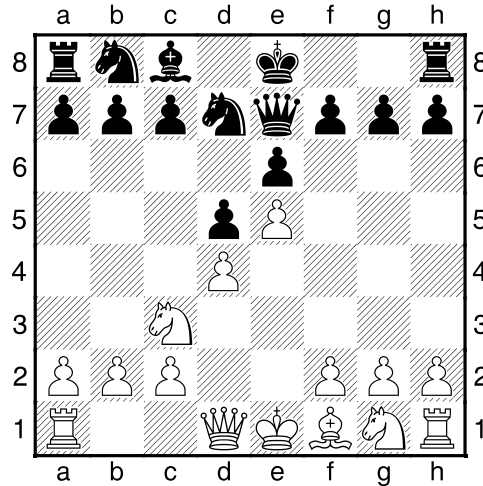
5 points for this, the usual move here. 4 points for Ne4 and 3 points for Ng8.

6. Bxe7

Choose a move for Black.

- 6... Qxe7

5 points for this very obvious move.



7. Qd2

Choose a move for Black.

7... 0-0

5 points for this or for a6. No points for the immediate c5, which is met by Nb5, threatening both Nc7 and Nd6+.

8. Nd1

Choose a move for Black.

8... f5

No points for this move. Black should open the position up rather than close it. 5 points for either c5 or f6.

9. exf6

White captures *en passant*.

Choose a move for Black.

9... Qxf6

4 points for this move. 3 points for Rxf6 or gxf6. 5 points for Nxf6.

10. Bd3

Choose a move for Black.

10... e5

5 points for this move or c5: Black takes the opportunity to play a PAWN BREAK and free his position.

Bonus Question 1: if Black played 10... Qxd4 instead, what would you play for White?

Answer: Bxh7+, winning the queen by a DISCOVERED ATTACK. 5 points for this move.

11. dxe5

Choose a move for Black.

11... Nxe5

5 points for this move. Only 2 points for Qxe5+.

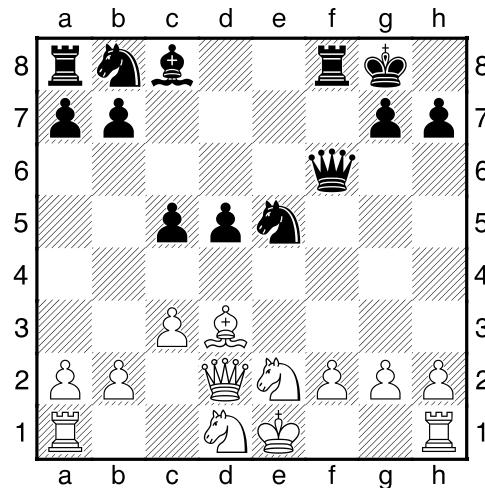
12. Ne2

Choose a move for Black.

12... c5

5 points for this move, or for Nbc6. There's a better move, though.

13. c3



Choose a move for Black.

13... Bh3

10 points for this brilliant move. If you chose it last move you also get 10 points for that move. Black had another brilliant move here, Qf3 (if White takes it's mate in 2): 10 points for this as well. 5 points for Bg4.

14. Kf1

Choose a move for Black.

14... Bxg2+

10 points for this move, forcing a quick win. 5 points for Qf3 or c4.

15. Kxg2

Choose a move for Black.

15... Qf3+

5 points for this move. No score for anything else.

16. Kg1

Choose a move for Black.

16... Qg4+

5 points for this move. 3 points for Nxd3 and 2 points for Qxd3.

17. Kf1

After 17. Ng3 Black would have won the queen with Nf3+.

Choose a move for Black.

17... Qh3+

5 points for this move: Black will play Nf3# next move so White resigned. 3 points for the immediate Nf3, winning the queen.

This game was played in a tournament in Frankfurt, Germany in 1887. The winner of the game was Amos Burn, one of the strongest English chess players of his day. His opponent, Max Harmonist, was a ballet dancer as well as a chess player!

GAME 21 ANSWER SHEET

White's 4<sup>th</sup> move\_\_\_\_\_ .....

Black's 12<sup>th</sup> move\_\_\_\_\_ .....

Black's 4<sup>th</sup> move\_\_\_\_\_ .....

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

Black's 5<sup>th</sup> move\_\_\_\_\_ .....

Black's 15<sup>th</sup> move\_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move\_\_\_\_\_ .....

Black's 17<sup>th</sup> move\_\_\_\_\_ .....

Black's 8<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 105)

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

85-105: Grandmaster

Bonus Question 1 \_\_\_\_\_ .....

65-84: International Master

40-59: National Master

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Below 40: Candidate Master

## **GAME 22**

### **FRENCH DEFENCE (3)**

This game features one of the most interesting variations of the French Defence. You'll also learn (if you don't know it already) an important tactical idea which White uses to win quickly when Black makes a mistake.

1. e4 e6
2. d4 d5
3. Nc3 Bb4

This is the Winawer Variation, which leads to very exciting games.

Choose a move for White.

4. e5

5 points for this, the usual move here. By pinning the knight Black was planning to capture on e4. There are interesting alternatives: 3 points for exd5, Nge2, a3 or Bd3.

Choose a move for Black.

- 4... c5

5 points for this PAWN BREAK: the move Black wants to play when White plays e5 in the French Defence. 5 points also for Ne7.

Choose a move for White.

5. a3

5 points for this move, forcing Black to make a decision about the bishop. 4 points for Bd2, 3 points for dxc5, Nf3 or Qg4.

Choose a move for Black.

- 5... Bxc3+

5 points for this move. Black gives up bishop for knight to double White's pawns. 4 points for Ba5.

Choose a move for White.

6. bxc3

Everyone scores 5 points for this move.

Choose a move for Black.

6... Ne7

5 points for this move, again the most popular choice. 4 points for Qc7 or Qa5, both of which are interesting.

Choose a move for White.

7. Nf3

5 points for this, White's safest option. 5 points also for the daring Qg4, hitting g7 and starting a kingside attack, or for a4, planning to play Ba3 at some point.

Choose a move for Black.

7... 0-0

3 points for this move, which, as you'll see, is slightly dangerous. 5 points for Nbc6, Qc7, Qa5, Bd7 or b6, all of which are often played here: it's safer for Black to continue developing the queenside before castling.

Choose a move for White.

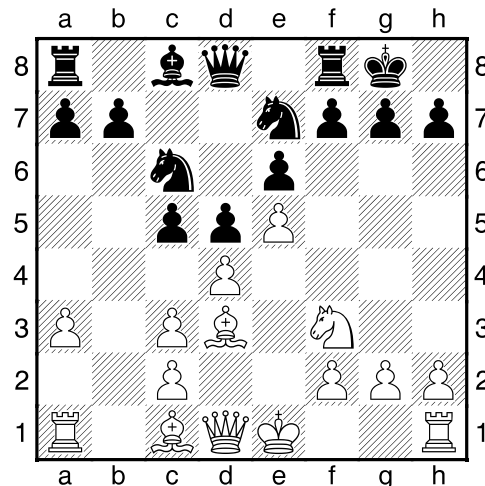
8. Bd3

5 points for this natural developing move, pointing at the black king. 5 points also for h4, planning a further advance of the h-pawn to menace the black king.

Choose a move for Black.

8... Nbc6

No points for this move. The best move, according to the computer, is h6, which scores 5 points. 3 points for either f6 or f5. 4 points for Qa5, but only if you were planning h6 next move.



Choose a move for White.



9. Bxh7+

10 points for this sacrifice, which explains why Black's last move was a mistake, and why it would have been safer not to castle too soon. 5 points for O–O, Qe2 or Rb1.

9... Kxh7

Choose a move for White.

10. Ng5+

5 points for this move. No score for anything else.

Bonus Question 1: what would you play if Black played Kg8 here?

Answer: 5 points for Qh5, giving White a winning attack.

10... Kg6

Choose a move for White.

11. h4

10 points for this move. 8 points for Qd3+ and 5 points for Qg4, both of which are also strong.

11... Qe8

Choose a move for White.

12. h5+

5 points for this move or for Qg4.

12... Kh6

Choose a move for White.

13. Qg4

5 points for this (you had a clue last time). 3 points for Qd3.

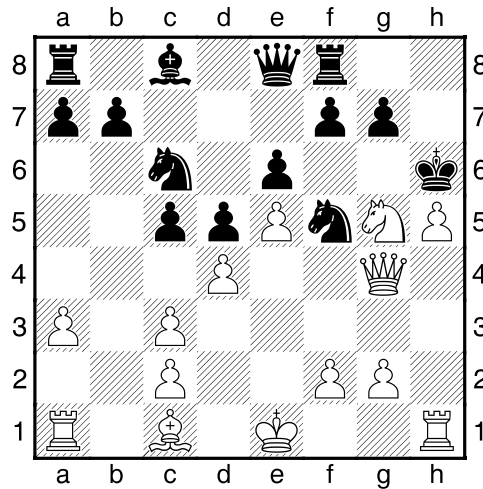
13... Nf5

Bonus Question 2: what would you play if Black played f5 instead?

Answer: Nxe6+ (5 points, 3 points for exf6 *en passant*)

Bonus Question 3: in this variation: what would you then play if Black played g5?

Answer: hxg6# (5 points for spotting the *en passant* capture, 3 points for Qxg5+)



Choose a move for White.

14. Ne4+

10 points for this, a difficult move to find. You'll soon see why White should choose this square.

14... Kh7

Choose a move for White.

15. h6

10 points for this move, opening the h-file and gaining access to f6.

15... dxe4

Bonus Question 4: what would you play if Black played g6 instead?

Answer: 5 points for Nf6+, winning the queen – which is why the knight went to e4.

Choose a move for White.

16. hxg7+

5 points for this move when Black can resign because Rh8 will be CHECKMATE.

The sacrifice on move 9 is a really important idea that everyone should know: and which you might have seen before in this book. You always have to calculate to make sure it works, though.

This game is computer analysis of a sacrifice which has been played on several occasions. A game from the 2016 Austrian Under 12 Championship between Samuel Strobl and Daniel Kristoferitsch followed (with a transposition) the line in Bonus Question 2, with Black resigning after 14. Nxe6+. It demonstrates the danger of playing an opening without really understanding it.

GAME 22 ANSWER SHEET

White's 4<sup>th</sup> move \_\_\_\_\_ .....

Black's 4<sup>th</sup> move \_\_\_\_\_ .....

White's 5<sup>th</sup> move \_\_\_\_\_ .....

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 130)

Your rating:

105-130: Grandmaster

80-104: International Master

50-79: National Master

Below 50: Candidate Master

## **GAME 23**

### **FRENCH DEFENCE (4)**

In this game we look at the Rubinstein Variation of the French Defence, where Black captures on e4 on move 3. Black gets a solid position but it's very easy to play the wrong move order and fall into a trap. You'll also learn some important tactical ideas and a famous checkmate.

1. e4 e6
2. d4 d5
3. Nc3 dxe4
4. Nxe4

Choose a move for Black.

4... Nd7

5 points for this move: Black wants to recapture with a knight on f6. 4 points for Bd7 with the idea of Bc6, 3 points for Nf6 or Be7.

Choose a move for White.

5. Nf3

5 points for this move or for Bd3, the best square for the bishop in this sort of position.

Choose a move for Black.

5... Ngf6

5 points for this move. There's no real reason to play anything else.

Choose a move for White.

6. Bd3

5 points for this move or for Nxf6+

6... Be7

5 points for this move, Nxe4 or the pawn break c5.

Choose a move for White.

7. Qe2

5 points for this move, which sets a few traps. 5 points also for O-O or Nxf6+.

Choose a move for Black.

7... 0–0

5 points for this move, Nxe4, c5 or b6.

Choose a move for White.

8. 0–0

5 points for this move. 3 points for Bg5 or Nxf6.

Choose a move for Black.

8... b6

5 points for this move or for c5.

Choose a move for White.

9. Re1

4 points for this move which again sets some traps but is probably not best. 5 points for Nxf6+, c3, Bf4 or Rd1.

Bonus Question 1: if White played Nxf6+ here what would you play for Black?

Answer: 5 points for Nxf6.

Bonus Question 2: if Black replied to Nxf6+ with Bxf6 instead, what would you play for White?

Answer: 10 points for Qe4, forking a8 and h7. 5 points for Bxh7+.

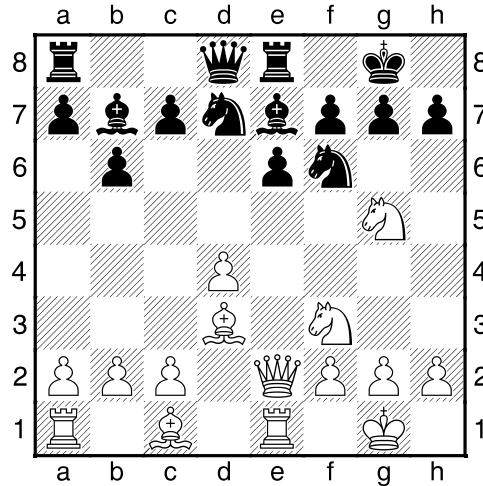
9... Bb7

Choose a move for White.

10. Neg5

5 points for this move or for Bf4.

10... Re8



Choose a move for White.

11. Nxf7

10 points for this sacrifice which wins the game for White. 5 points for Ne5, which is also strong. Black's last move was a bad mistake: the rook had to stay on f8 to defend f7.

Bonus Question 3: what would you play if Black played Bxf3 here?

Answer: 5 points for gxf3: the queen should stay on the e-file. 3 points for Qxe6.

11... Kxf7

Choose a move for White.

12. Ng5+

5 points for this move. 3 points for Qxe6+ which is not quite as strong.

12... Kg8

Choose a move for White.

13. Qe6+

5 points for this move.

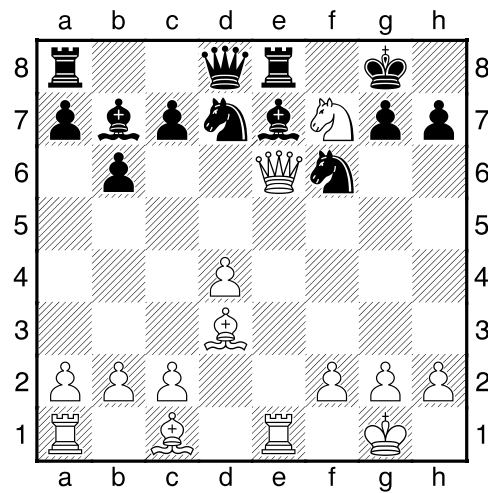
13... Kh8

Choose a move for White.

14. Nf7+

5 points for this move.

14... Kg8



Choose a move for White.

15. Nh6+

10 points for this move, leading to a quick checkmate. 5 points for Nxd8+, which takes two moves longer.

15... Kh8

Choose a move for White.

16. Qg8+

10 points for this queen sacrifice.

16... Nxd8

Choose a move for White.

17. Nf7#

5 points for this smothered mate.



Just like the last game, here you see a sacrifice which has been played quite often. I based this lesson on a game played in Poland in 2001 between Krzysztof Chojnacki and Krzysztof Burzynski, but with a slightly different move order. Both had high international ratings: even very strong players can lose in this way.

White's 11<sup>th</sup> move is again a really important idea that everyone should know. Just as with all sacrifices of this nature, you always have to be careful to make sure it works.

The other possible sacrifice on move 11, Nxe6, doesn't work after 11... Bxf3 12. gxf3 fxe6 13. Qxe6+ Kh8.

Again, as in the last game, you have to really understand an opening and be aware of common tactical ideas before playing it in tournament games.

## GAME 23 ANSWER SHEET

White's 4<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 4<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 5<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 125)

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

White's 9<sup>th</sup> move \_\_\_\_\_ .....

100-125: Grandmaster

White's 10<sup>th</sup> move \_\_\_\_\_ .....

75-99: International Master

50-74: National Master

Bonus Question 1 \_\_\_\_\_ .....

Below 50: Candidate Master

# CHAPTER 6

## SICILIAN DEFENCE

## GAME 24 SICILIAN DEFENCE (1)

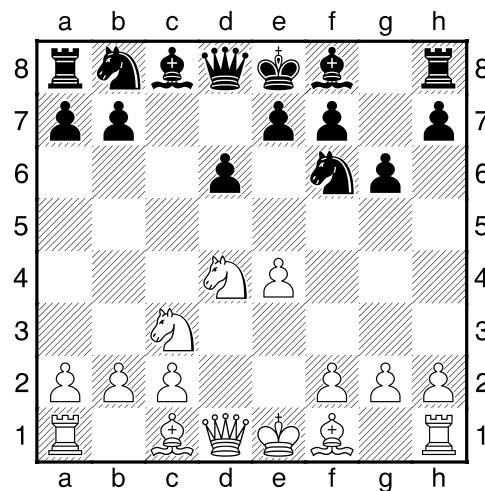
This game looks at the very exciting Dragon Variation of the Sicilian Defence. We'll show you the first few moves.

1. e4 c5
2. Nf3 d6
3. d4

This is the usual way for White to play against the Sicilian Defence, but there are other good plans as well.

- 3... cxd4
4. Nxd4 Nf6
5. Nc3 g6

This is the start of the DRAGON VARIATION. One of the main points of the Sicilian Defence is to capture on d4 preparing to attack down the c-file and on the queenside. You'll learn about other moves in other games, but the Dragon Variation sees Black playing a FIANCHETTO to develop the king's bishop on the long diagonal.



Choose a move for White.

6. Be3

5 points for this, White's most popular move here. 5 points also for Be2, Bc4 or f3.

Choose a move for Black.

- 6... Bg7

5 points for this move, completing the FIANCHETTO. There's no reason to play anything else.

Choose a move for White.

7. f3

5 points for this move. White wants to protect the e-pawn again and also prevent Ng4, hitting the bishop. 3 points for Be2, f4 or Bc4, all of which are also good moves, but less dangerous for Black.

Choose a move for Black.

7... O-O

5 points for this move or for Nc6. No reason to choose anything other than one of these obvious moves.

Choose a move for White.

8. Qd2

5 points for this move: White plans a future Bh6 to trade off the bishop defending the black king followed by an attack on the h-file. 5 points also for Bc4.

Choose a move for Black.

8... Nc6

5 points for this natural developing move. Again, there's no reason to play anything else.

Choose a move for White.

9. Bc4

5 points for this move or for O-O-O: both moves are popular and strong. 5 moves also for g4, starting the attack at once.

Choose a move for Black.

9... Bd7

5 points for this move, developing your last minor piece. No score for other moves.

Choose a move for White.

10. O-O-O

5 points for this move, making the king safe before starting the attack on black's king. 5 points also for Bb3 or for h4. 3 points for O-O, g4 or Nxc6.

Choose a move for Black.

10... Qa5

5 points for this move, which was popular for many years. 5 points also for Rc8, which is now considered slightly stronger, for Ne5, or for Rb8.

Choose a move for White.

11. Kb1

5 points for this move, putting the king on a safer square. 5 points also for Bb3, making the bishop safe or h4, starting an immediate attack.

Choose a move for Black.

11... Rfc8

5 points for this move, continuing the attack on the white king, or for Ne5.

Choose a move for White.

12. Nxc6

No points for this move, strengthening Black's centre. White has a tactical idea in mind, but it doesn't work. 5 points instead for Bb3, making the bishop safe from a discovered attack.

Bonus Question 1: what would you play here if White had played 12. h4?

Answer: 5 points for 12... Nxd4.

Bonus Question 2: what would you play in this line if White had then played 13. Qxd4?

Answer: 10 points for 13... Ng4, winning a piece due to the threats on d4, e3 and c4.

Choose a move for Black.

12... bxc6

5 points for this move, giving Black another central pawn. 3 points for Bxc6 or Rxc6.

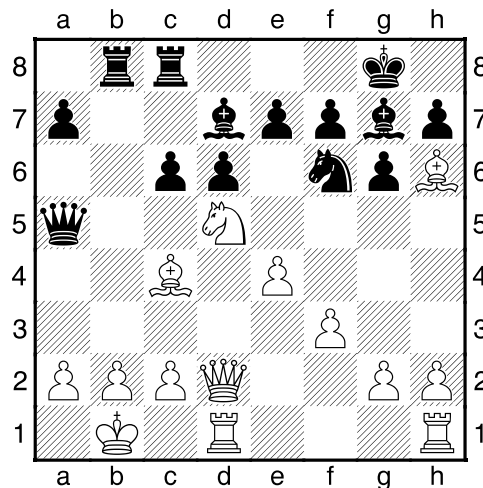
13. Bh6

Choose a move for Black.

13... Rab8

5 points for this or for Bxh6

14. Nd5



Choose a move for Black.

14... Rxb2+

10 points for this brilliant move which refutes White's idea. 5 points for Qxd2.

Bonus Question 3: what would you play now if White played 15. Kxb2?

Answer: 10 points for Nxe4+, a discovered check winning the queen.

Bonus Question 4: what would you play now if White played 15. Kc1 instead?

Answer: 5 points for Bxh6, 3 points for Qxd2+ or Qa3.

Bonus Question 5: after 15... Bxh6 16. Qxh6 in this variation, what would you play now?

Answer: 10 points for Rxc2+: after Kxc2 Black will capture the knight on d5 followed by the pinned bishop on c4, with a winning advantage.

In the game White played:

15. Ka1

Choose a move for Black.

15... Rxa2+

10 points for this move. 5 points for Nxd5.

16. Bxa2

Choose a move for Black.

16... Nxe4+

5 points for this (you've seen the idea before): a discovered check winning the white queen.

White resigned two moves later in this game played in Argentina in 2000 (we've slightly changed the move order) between Miguel Carrillo and Daniel Langer.

There are some great attacking ideas to be learnt from this game. Capturing on c6, as White did here, gives Black another pawn in the centre and a half-open b-file for an attack. You'll see how White can do better in the next game.



GAME 24 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 2\_\_\_\_\_ .....

Black's 6<sup>th</sup> move\_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

Black's 13<sup>th</sup> move\_\_\_\_\_ .....

Black's 7<sup>th</sup> move\_\_\_\_\_ .....

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

Black's 8<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 4\_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 5\_\_\_\_\_ .....

Black's 9<sup>th</sup> move\_\_\_\_\_ .....

Black's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move\_\_\_\_\_ .....

Black's 16<sup>th</sup> move\_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 140)

White's 11<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

110-140: Grandmaster

White's 12<sup>th</sup> move\_\_\_\_\_ .....

85-109: International Master

55-84: National Master

Bonus Question 1\_\_\_\_\_ .....

Below 55: Candidate Master

## **GAME 25**

### **SICILIAN DEFENCE (2)**

This game shows you how White can obtain a strong attack in the Sicilian Dragon if Black plays too slowly.

1. e4 c5
2. Nf3 d6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 g6
6. Be3 Bg7
7. f3 o-o
8. Qd2 Nc6
9. Bc4 a6

In the last game Black played the usual move Bd7. This move plans a pawn attack rather than a piece attack on the queenside.

Choose a move for White.

10. o-o-o

5 points for this move, which is strong here just as it was in the previous game. 5 points also for Bb3 or h4.

- 10... Bd7

Choose a move for White.

11. h4

5 points for this move, starting the pawn storm. 5 points for Bb3, making the bishop safer or Kb1, making the king safer.

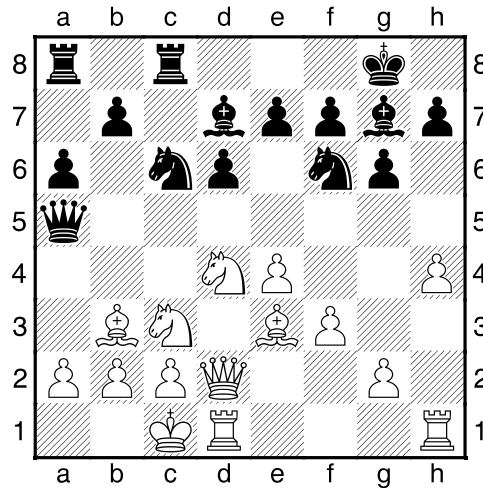
- 11... Qa5

Choose a move for White.

12. Bb3

5 points for this move, or for h5, g4 or Kb1.

- 12... Rfc8



Choose a move for White.

13. h5

5 points for this move or for g4. Both moves continue White's plan of a pawn storm against the black king.

13... Nxd5

Choose a move for White.

14. g4

5 points for this move. White has sacrificed a pawn to open the h-file and play for mate.

14... Nxd4

Choose a move for White.

15. Bxd4

5 points for this obvious recapture.

15... Bxd4

Choose a move for White.

16. Qxd4

Another 5 points for another obvious recapture.

16... Nf4

Choose a move for White.

17. Bxf7+

10 points for this stunning sacrifice. 5 points for e5.

17... Kxf7

Choose a move for White.

18. Rxh7+

5 points for this move. No score for anything else.

18... Ke6

Choose a move for White.

19. Nd5

10 points for this move, deliberately walking into a KNIGHT FORK. 5 points for the rook sacrifice Rxe7+, which wins more slowly.

19... Ne2+

20. Kb1

Bonus Question 1: what would you play if Black played Nxd4 here?

Answer: 5 points for Rxe7#, a neat checkmate.

Bonus Question 2: what would you play if Black played Qd8 here?

Answer: 10 points for Nc7+, followed by Qd5+ or for Qg7, followed by Qxe7+ and Rxe7#

20... Re8

Choose a move for White.

21. Rxe7+

10 points for this move. 10 points also for Nc7+ which takes a move longer, or for Qg7, which takes a few moves longer as Black has some checks.

21... Rxe7

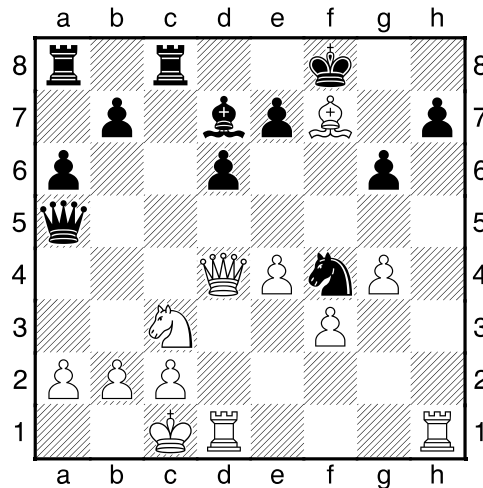
Choose a move for White.

22. Qf6#

5 points for finding this checkmate.

Now we're going to take you back to move 17 and see what would have happened if Black hadn't captured the bishop but had played 17... Kf8 instead.

Here's the position.



Bonus Question 3: choose a move for White. here.

18. Qh8+

10 points for this move or for Rxh7.

18... Kxf7

Bonus Question 4: choose a move for White. here.

19. Qxh7+

5 points for this move. 3 points for Rxh7+, which is also good enough to win.

19... Kf6

Bonus Question 5: choose a move for White. here.

20. Nd5+

5 points for this move. 3 points for Qh4+ or e5+, both of which also win.

20... Nxd5

Bonus Question 6: choose a move for White. here.

21. g5+

5 points for this move. 3 points for exd5, Qh4+ or Rxd5.

Now 21... Ke5 22. Rxd5+ wins the queen, or 21... Ke6 22. exd5+ leads to mate.

For the final question:

21... Kxg5

Bonus Question 7: choose a move for White here.

22. Qh4#

5 points for finding yet another attractive checkmate.

This game was played in a tournament in Andorra in 2000. Hicham Hamdouchi, a grandmaster from Morocco, played White against Hendricus Aalders. The first few moves have been amended to the more usual move order. Black actually resigned before the final move.

It's possible for Black to play an early a6 but it doesn't fit in with the plan of Qa5 and Rac8: he just lost an important tempo.

Black's 16<sup>th</sup> move was the losing mistake: he could have tried to stay in the game by playing Qg5+ followed by Nf6.

White's attacking plan in this game can be used in other openings against a fianchettoed king's bishop so it's well worth learning.

GAME 25 ANSWER SHEET

White's 10<sup>th</sup> move\_\_\_\_\_ .....

White's 21<sup>st</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 22<sup>nd</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3\_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 4\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 5\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 6\_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 7\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 120)

White's 18<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 19<sup>th</sup> move \_\_\_\_\_ .....

95-120: Grandmaster

Bonus Question 1\_\_\_\_\_ .....

70-94: International Master

Bonus Question 2\_\_\_\_\_ .....

50-69: National Master

Below 50: Candidate Master

## **GAME 26**

### **SICILIAN DEFENCE (3)**

This game looks at one of the most important and exciting variations of the Sicilian Defence: the Najdorf Variation. Just for a change, you're going to have to defend brilliantly to beat off White's attack.

1. e4 c5
2. Nf3 d6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 a6

This is the NAJDORF VARIATION. If you haven't seen it before you might think it looks strange. There are three ideas: to prepare b5, attacking on the queenside, to take the b5 square away from White's minor pieces, and to wait to see where the white bishops are going before deciding whether to play e6 or e5.

Choose a move for White.

6. Bg5

This is the most popular move but there are very many other choices. Score 5 points for this move, Be2, Be3 or Bc4. Score 4 points for the pawn moves d3, f4, g3, h3 and a4.

Choose a move for Black.

- 6... e6

5 points for this move, which is almost always played here. 4 points for Nbd7 and 3 points for Nc6. No points here for e5: White has too much control over the d5 square.

Choose a move for White.

7. f4

5 points for this move, again almost always played here. 5 points also for Qf3, the choice of some engines. 3 points for Qd2 or Be2.

Choose a move for Black.

- 7... Qb6

5 points for this move, the POISONED PAWN variation. 5 points also for Be7, the most popular move here, for Nbd7 or for b5, another very complicated line.

Choose a move for White.



8. Qd2

5 points for this move, offering a pawn sacrifice, or for Nb3, defending the threatened pawn.

Choose a move for Black.

8... Qxb2

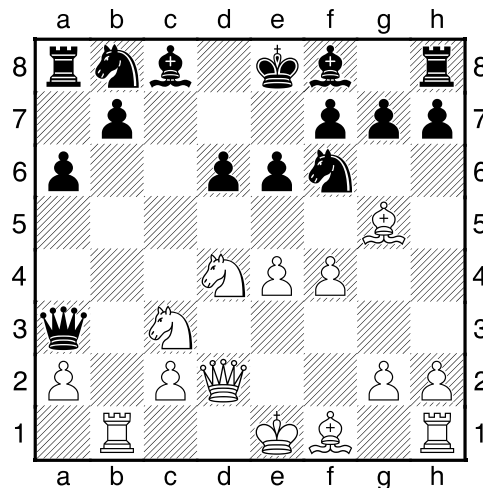
5 points for this move, snatching the pawn. You'll have to defend well to justify it, though.

9. Rb1

Choose a move for Black.

9... Qa3

5 points for this, the only safe square for the queen.



Choose a move for White.

10. e5

5 points for this move, for f5, the most popular move here, or for Bxf6. 3 points for Be2.

White is a pawn down but has a lead in development so needs to open lines quickly.

Choose a move for Black.

10... dxe5

5 points for this move or for h6.

11. fxe5

Choose a move for Black.

11... Nfd7

5 points for this move or for h6. No points for 11... Nd5 which loses to 12. Nxd5 exd5 13. Rb3 Qa4 14. Nb5

12. Bc4

This natural developing move looks tempting, but the best move here is Ne4, leading to a very difficult position which the engines think is equal.

Choose a move for Black.

12... Bb4

5 points for this move or for Qa5.

13. Rb3

Choose a move for Black.

13... Qa5

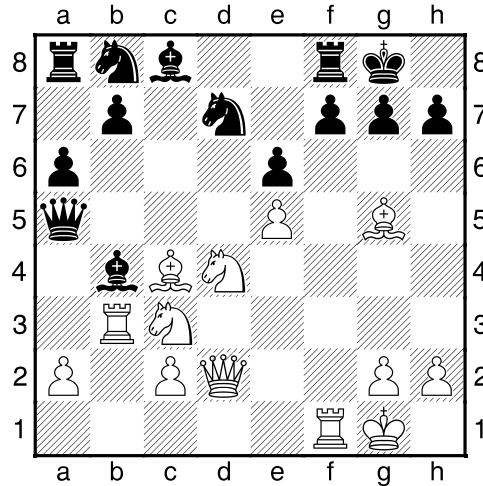
5 generous points for this obvious move.

14. O-O

Choose a move for Black.

14... O-O

5 points for this move, making the king safer. 14... Nxe5 gives White a dangerous attack after 15. Rxb4 Qxb4 16. Nxe6.



15. Nxe6

White sacrifices a piece. Is it sound? Are you going to take it or play something else instead?

15... fxe6

10 points for accepting the sacrifice, the correct decision. 3 points for Bc5+, which is second best but still gives White a strong attack.

16. Bxe6+

Choose a move for Black.

16... Kh8

Another 5 easy points for this move.

17. Rxf8+

Choose a move for Black.

17... Bxf8

5 points for this recapture. 4 points for Nxf8 which should also win after 18. Bxc8 Nc6.

18. Qf4

Choose a move for Black.

18... Nc6

10 points for this move: Black has calculated accurately. 5 points for Bc5+, which should also lead to an advantage.

19. Qf7

Choose a move for Black.

19... Qc5+

10 points for this move, the only way to avoid checkmate on either g8 or f8.

20. Kh1

Choose a move for Black.

20... Nf6

10 points for this brilliant defence, the only way to prevent Qg8#. Black must have foreseen this move a long time ago.

21. Bxc8

Choose a move for Black.

21... Nxe5

5 points for this move, for Rxc8 or for Nd8, all of which give Black a winning advantage.

22. Qe6

Choose a move for Black.

22... Neg4

5 points for this move. 4 points for Rxc8, which also wins easily.

White resigned as Black is winning easily and threatening checkmate starting with Nf2+.

This line, with Qxb2, is known as the POISONED PAWN variation of the Najdorf, and is still very popular today, even with grandmasters.

This game was won by the great American player Bobby Fischer (World Champion 1972-75). White was Georgi Tringov of Bulgaria, and the game was played in the Capablanca Memorial Tournament in Havana in 1965. (Fischer wasn't allowed to travel to Cuba so he played his games in New York by telephone.)

Everyone should study Fischer's games: he was one of the strongest players of all time and inspired a whole generation to take up chess.

GAME 26 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

Black's 15<sup>th</sup> move\_\_\_\_\_ .....

Black's 6<sup>th</sup> move\_\_\_\_\_ .....

Black's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

Black's 17<sup>th</sup> move\_\_\_\_\_ .....

Black's 7<sup>th</sup> move\_\_\_\_\_ .....

Black's 18<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

Black's 19<sup>th</sup> move\_\_\_\_\_ .....

Black's 8<sup>th</sup> move\_\_\_\_\_ .....

Black's 20<sup>th</sup> move\_\_\_\_\_ .....

Black's 9<sup>th</sup> move\_\_\_\_\_ .....

Black's 21<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 22<sup>nd</sup> move\_\_\_\_\_ .....

Black's 10<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 125)

Black's 11<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

100-125: Grandmaster

Black's 13<sup>th</sup> move\_\_\_\_\_ .....

75-99: International Master

Black's 14<sup>th</sup> move\_\_\_\_\_ .....

50-74: National Master

Below 50: Candidate Master

## **GAME 27**

### **SICILIAN DEFENCE (4)**

In this game you'll learn some attacking techniques and sacrificial ideas for White in the Sicilian Defence. It's a very complicated game so you'll do well to make a good score.

1. e4 c5
2. Nf3 e6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 d6

This is a very common position in the Sicilian Defence. Black could equally well have played d6 on move 2 and e6 on move 5.

Choose a move for White.

6. Be3

5 points for this move. 5 points also for Be2, the most popular move here, or for g4, planning to drive the knight on f6 away. 4 points for Bc4, Bg5, g3, f4 or f3.

- 6... Nc6

Choose a move for White.

7. f4

5 points for this move, gaining space in the centre and preparing a kingside attack. There are many alternatives. 5 points also for Be2, Bc4, Qd2, Qe2 or f3. 4 points for Bb5, Nb3 or h3.

- 7... Be7

Choose a move for White.

8. Qf3

5 points for this move, placing the queen in a threatening position. 4 points for Qd2 or Bc4. 3 points for Be2 (popular but again the engines don't like it) or Nb3.

- 8... 0-0

Choose a move for White.

9. 0-0-0

5 points for this move, making the king safe and lining up the rook against the black queen. 4 points for Bc4 or h3. 3 points for Be2 or Nb3.

9... Bd7

Choose a move for White.

10. Be2

5 points for this move, for Rg1, Kb1 or Nb3. Again lots of choices.

10... Nxd4

Choose a move for White.

11. Bxd4

5 points for this move. 3 points for Rxd4.

11... Bc6

Choose a move for White.

12. g4

5 points for this move, starting a pawn storm against the black king. 5 points also for Kb1, making the king safer.

12... Qa5

Choose a move for White.

13. g5

5 points for this move, continuing the pawn storm.

13... Nd7

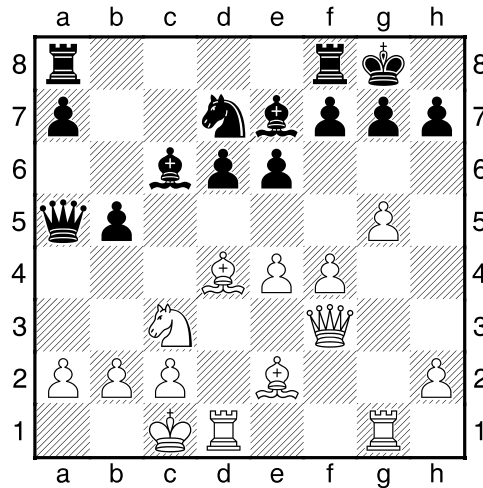
Choose a move for White.

14. Rhg1

5 points for this move, lining up the rook against the black king and giving extra protection to the g-pawn. 4 points for h4, Kb1 or a3.

14... b5

Black starts a pawn storm on the other side of the board. How are you going to reply?



15. Nd5

10 points for this surprising knight sacrifice which gives White a very strong attack. 10 points too for f5, which is also very strong. 5 points for Bd3 or Qh3.

15... exd5

Choose a move for White.

16. exd5

5 points for capturing the pawn here.

16... Bb7

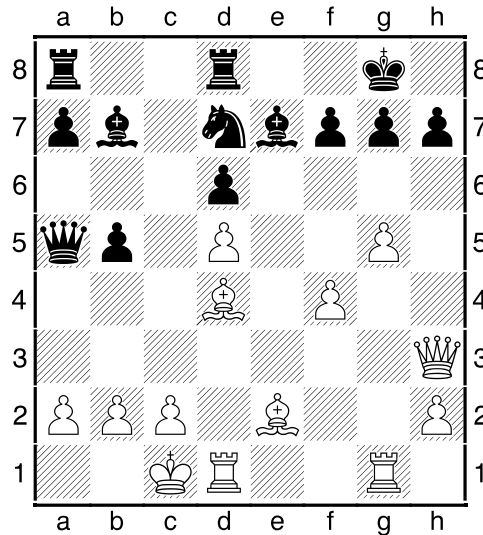
Choose a move for White.

17. Qh3

10 points for this move, threatening the knight on d7 as well as attacking h7. 8 points for Qh5 and 5 points for Rg3 or Bd3.

17... Rfd8





Choose a move for White.

18. Bxg7

10 points for this, another stunning piece sacrifice. You also score 10 points for 18. Bd3, which gives White a winning attack after 18... g6 19. f5. 5 points for Rg3 or f5.

18... Kxg7

Choose a move for White.

19. Qh6+

5 points for this move, the easiest way to win. 3 points for Bd3, which also gives a winning advantage.

19... Kh8

Choose a move for White.

20. Bd3

10 points for this move, threatening mate, or for g6.

20... Nf8

Choose a move for White.

21. f5

10 points for this move, planning mate on g7. 5 points for the immediate g6, which is also good.

21... Qxa2

Choose a move for White.

22. f6

10 points for this move, the quickest way to force mate. 8 points for Rg4 or g6, both of which also win.

Black resigned: White will mate on g7 in a few moves time.

The Latvian World Champion Mikhail Tal was one of the most brilliant attacking players of all time. You'll learn a lot about attacks and sacrifices by studying his games.

This is based on one of his games, played in 1965 against his trainer Alexander Koblencs, but with a slight change in the move order.

Tal actually played 15. Qh5, which shouldn't have worked. The game continued 15... b4 16. Rd3 bxc3 17. Bxc3 when Black could have gained an advantage by playing 17... Qa4, hitting e4, or alternatively, 17... Qc5 or Qb6, both hitting g1.

Instead, Koblencs played the greedy 17... Qxa2, overlooking Tal's combination, which you might like to try to find for yourself before reading the next paragraph.

Tal won by playing 18. Rh3 Bxe4 19. g6 Bxg6 20. Qxh7+, sacrificing his queen to force checkmate in two more moves.

GAME 27 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 20<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 21<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 22<sup>nd</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 115)

White's 13<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 14<sup>th</sup> move\_\_\_\_\_ .....

90-115: Grandmaster

White's 15<sup>th</sup> move\_\_\_\_\_ .....

70-89: International Master

White's 16<sup>th</sup> move\_\_\_\_\_ .....

45-69: National Master

Below 45: Candidate Master

# CHAPTER 7

## QUEEN'S GAMBIT

## **GAME 28**

### **QUEEN'S GAMBIT (1)**

In this game you'll learn one way of playing the Queen's Gambit with White, find out about a dangerous trap and test your attacking skills.

1. d4 d5
2. c4

White plays the QUEEN'S GAMBIT

- 3... e6

Black declines with the ORTHODOX DEFENCE. 2... c6 (the SLAV DEFENCE) and 2... dxc4 (the QUEEN'S GAMBIT ACCEPTED) are also good moves.

3. Nc3 Nf6
4. cxd5

White chooses the EXCHANGE VARIATION. There are other ways to play as well.

- 4... exd5

Choose a move for White.

5. Bg5

5 points for this move, PINNING the black knight, which is usually played here. 3 points for Nf3 or Bf4, both good developing moves.

- 5... c6

Choose a move for White.

6. Qc2

5 points for this move, or for e3. 4 points for Nf3, which is not quite as accurate: White wants to control the e4 square.

- 6... Be7

Choose a move for White.

7. e3

5 points for this move, continuing the plan started with the last move. Nf3 scores 3 points.

- 7... h6

Choose a move for White.

8. Bh4

5 points for this move, maintaining the pressure on the knight on f6. 4 points for Bf4 and 3 points for Bxf6.

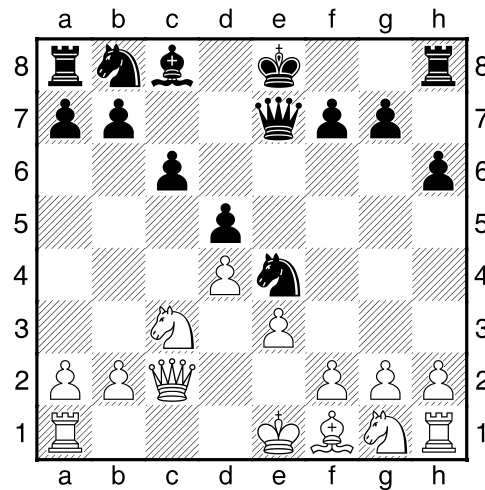
8... Ne4

Choose a move for White.

9. Bxe7

5 points for this move: nothing for anything else.

9... Qxe7



Choose a move for White.

10. Nxd5

10 points for this move, exploiting the PIN on the c-file to win a pawn and demonstrating that Black's 8<sup>th</sup> move was a blunder, falling into White's trap.

10... cxd5

Choose a move for White.

11. Qxc8+

5 points for this move, capturing a piece. No points for anything else.

11... Qd8

Choose a move for White.

12. Bb5+

5 points for this ambitious move. 5 points also for Qxd8+, a safe way to keep the advantage, Rc1 or Qxb7.

Bonus Question 1: if the game continued 12. Qxb7 O-O what would you play?

Answer: 5 points for Bd3 or a3, but no points for Qxa8, when Qa5+ gives Black a mating attack.

12... Ke7

Choose a move for White.

13. Qxb7+

5 points for this move, capturing a second pawn with check. The safe Qxd8+ scores 3 points.

13... Ke6

Choose a move for White.

14. Ne2

There are several good moves here. 5 points for this move, the best square for the knight here. 4 points for f3 or Rc1 and 3 points for Nf3. No points for Qxa8, when Qa5+ gives Black a dangerous attack.

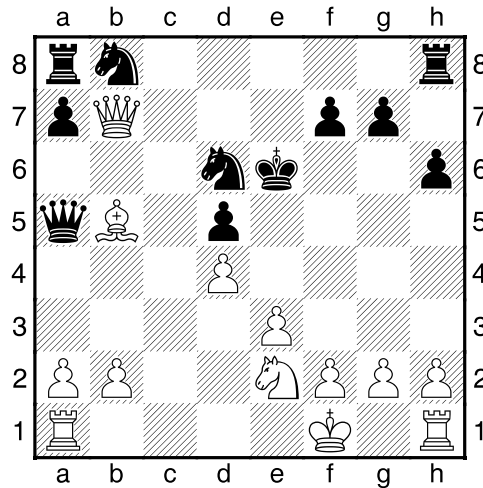
14... Qa5+

Choose a move for White.

15. Kf1

5 points for this move, 4 points for b4 and 3 points for Nc3, both of which should win. But no points for Kd1, allowing Qd2#.

15... Nd6



Choose a move for White.

16. Qxd5+

10 points for this brilliant QUEEN SACRIFICE. 8 points for Nf4+, which is equally good but less spectacular. 5 points for Qxa8.

Bonus Question 2: what would you play if Black played Ke7 here?

Answer: 5 points for Qe5+, with Qxd6+ to follow.

16... Kxd5

Choose a move for White.

17. Nf4+

5 points for this move: all other moves lose, so no score for anything else. This is why the knight went to e2 rather than f3.

17... Ke4

Choose a move for White.

18. Bd3#

5 points for finding this checkmate. Again nothing for anything else.



This game was played between Nana Dzagnidze and Inga Charkhalashvili in a Georgian women's tournament in 2004. Black actually played Nf6 on move 1 and d5 on move 3, which amounts to the same thing, but here we demonstrate the usual QUEEN'S GAMBIT DECLINED move order.

Black's 8<sup>th</sup> move was a losing blunder: she should have preferred o-o or Nbd7 instead. This shows you why it's more accurate for White to play Qc2 and e3 (usually with Bd3 to follow) before Nf3.

The resulting pawn formation is important and well worth studying.

This game also gave you the chance to finish off the game with a stunning QUEEN SACRIFICE. Did you manage to find it?

GAME 28 ANSWER SHEET

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 90)

Your rating:

70-90: Grandmaster

55-69: International Master

35-54: National Master

Below 35: Candidate Master

## **GAME 29**

### **QUEEN'S GAMBIT (2)**

In this game you'll see again how powerful the Queen's Gambit can be against opponents who don't quite know the best plans.

1. d4 d5
2. c4 e6
3. Nc3 Nf6
4. Bg5 Nbd7

This is a good alternative to Be7 which also sets a few traps.

Bonus Question 1: if the game continued 5. cxd5 exd5 6. Nxd5, what should Black play next?

Answer: 10 points for 6... Nxd5 7. Bxd8 Bb4+ when Black wins the queen back and comes out a piece ahead: an important trap which you need to know if you want to play the Queen's Gambit with either colour.

Choose a move for White.

5. e3

5 points for this move, for Nf3 or for cxd5 (which is fine if you avoid Nxd5 next move).

- 5... c6

Choose a move for White.

6. Nf3

5 points for this move or cxd5, 4 points for Qc2, Rc1 or a3.

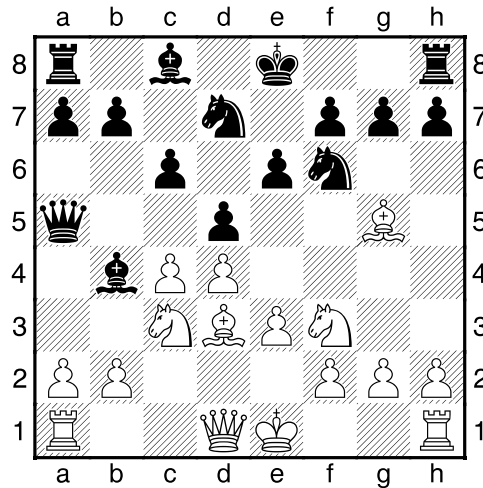
- 6... Bb4

Choose a move for White.

7. Bd3

5 points for this move or, again, cxd5, 4 points for Qc2 or Rc1.

- 7... Qa5



Choose a move for White.

8. 0-0

5 points for this move, UNPINNING the knight. 3 points for Qb3 or Rc1.

Bonus Question 2: if White played Qc2 here, what would you play as Black?

Answer: 10 points for 8... dxc4 9. Bxc4 Ne4, with advantage to Black. 5 points for the immediate 8... Ne4, which gives equal chances after 9. cxd5: White will lose the EXCHANGE but, according to the engines, have enough compensation.

8... dxc4

Choose a move for White.

9. Bxc4

5 points: no credit for anything else.

9... Bxc3

Choose a move for White.

10. bxc3

5 points for this obvious recapture.

10... Ne4

Choose a move for White.

11. Bh4

5 points for this: there are also 5 points for Bf4.

11... Qxc3

Choose a move for White.

12. Rc1

5 points for this move, and also 5 points for Bd3.

12...Qa5

Choose a move for White.

13. Qd3

4 points for this move, also for Qc2, Qe2 or Re1. Slightly better was Bd3, scoring 5 points.

13... Nef6

Choose a move for White.

14. e4

5 points for this move, creating a strong centre, or for Rfe1.

14... Qh5

Choose a move for White.

15. e5

5 points for this move, and 4 points for Rfe1.

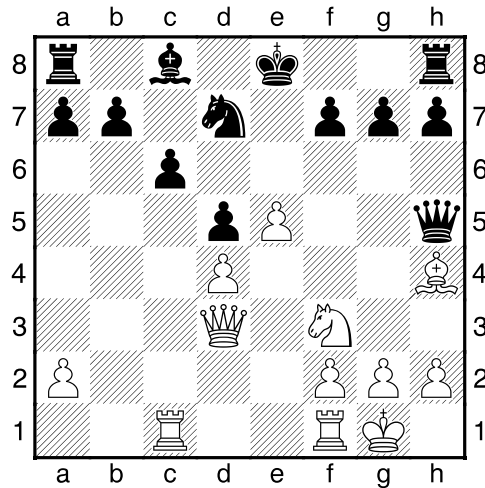
15... Nd5

Choose a move for White.

16. Bxd5

5 points for this move, trading off Black's best MINOR PIECE.

16... exd5



Choose a move for White.

17. Qa3

5 points for this excellent move, stopping Black castling in reply. If you chose it on move 15, go back and add 5 points to your total. Again, if you chose it on move 16, add another 5 points to your total.

17... c5

Choose a move for White.

18. Rxc5

Another excellent move and this time 10 points. Now if 18... Nxc5 19. Qxc5, Black will have to give up a lot of material to prevent mate.

18... 0-0

Choose a move for White.

19. Rxd5

5 points for this simple capture. Nothing for anything else.

19... Nb6

Choose a move for White.

20. Qxf8+

10 points for this: White finishes the game with a fairly obvious queen sacrifice. Again, no points for anything else.

1-0

This game was played in 1932 by World Champion Alexander Alekhine, in a simultaneous display. His opponents were a team from the Russian Tennis Club.

Black's plan of pinning the knight on c3 and attacking it with Ne4 was a good one, and there are many traps for White to fall into. But here the tennis players didn't quite get it right (Qa5 was better than Bb4) and the champ took full advantage. It's quite common in this opening for White to give up a pawn for a lead in development.

GAME 29 ANSWER SHEET

Bonus Question 1 \_\_\_\_\_ .....

White's 5<sup>th</sup> move \_\_\_\_\_ .....

White's 6<sup>th</sup> move \_\_\_\_\_ .....

White's 7<sup>th</sup> move \_\_\_\_\_ .....

White's 8<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

White's 17<sup>th</sup> move \_\_\_\_\_ .....

White's 18<sup>th</sup> move \_\_\_\_\_ .....

White's 19<sup>th</sup> move \_\_\_\_\_ .....

White's 20<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 110)

Your rating:

90-110: Grandmaster

65-89: International Master

45-64: National Master

Below 45: Candidate Master



### **GAME 30**

#### **QUEEN'S GAMBIT (3)**

In this game you'll learn about an important pawn formation which can arise from many different openings, including the Queen's Gambit.

1. d4 d5
2. c4 e6
3. Nc3 Be7
4. Nf3 Nf6
5. Bg5 o-o

Choose a move for White.

6. e3

5 points for this move, preparing to develop the bishop followed by castling. 5 points also for cxd5, and 4 points for either Rc1 or Qc2.

- 6... Nbd7

Choose a move for White.

7. Bd3

There are several equally good moves here. 5 points for this move, or for any of cxd5, Rc1, Qc2 or Be2.

- 7... dxc4

Choose a move for White.

8. Bxc4

5 points for this move: there's no need to look beyond the obvious recapture. Black had been waiting for White to move the bishop before capturing on c4, thereby gaining a move.

- 8... c5

Choose a move for White.

9. o-o

5 points for this move. With the centre opening up you need to castle so there's no reason to play anything else here. Nothing for other moves.

- 9... a6

Choose a move for White.

10. a4

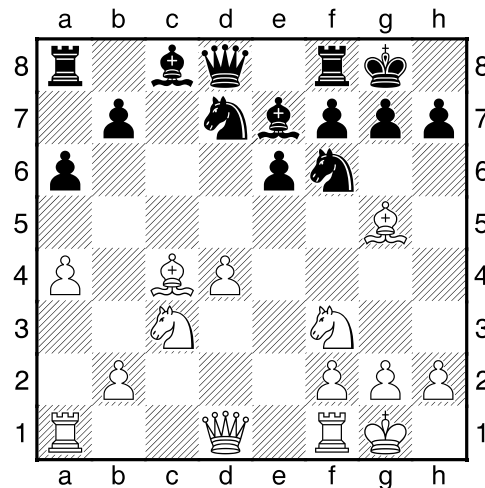
5 points for this move. Black was planning to play b5, and this move, often played in positions like this, is clearly best here. Once you've learnt this idea you won't consider anything else, so other moves again get no credit.

10... cxd4

Choose a move for White.

11. exd4

5 points for this capture. 4 points for Nxd4 or Qxd4, which give Black fewer problems. We now have a position in which White has an ISOLATED QUEEN'S PAWN.



11... Nb6

Choose a move for White.

12. Bb3

5 points for this move or for Ba2: this is the best diagonal for the bishop here. 4 points for Bd3 or Be2, which are also reasonable moves.

12... Nbd5

Choose a move for White.

13. Ne5

Again, there are several good moves here. 5 points for this move, establishing the knight on a strong centre square. 5 points as well for Re1 or Qe2. 4 points for Rc1 or h3.

13... Nb4

Choose a move for White.

14. Re1

5 points for this move, occupying an important file. There are also 5 points for Qe2, and 4 points for Qd2 or Rc1.

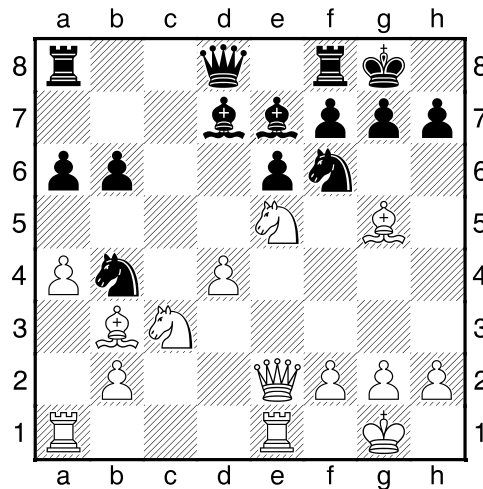
14... Bd7

Choose a move for White.

15. Qe2

4 points for this move – White is planning tactics on the centre files. There are 5 points if you found Re3, the engine's first choice, with the idea of swinging the rook across to g3 or h3. Add 3 points to your score for any of Qd2, Rc1 or d5.

15... b6



Choose a move for White.

16. d5

10 points for this move, breaking through in the centre and taking advantage of Black's mistake. White is now winning material. 5 points for Rad1 or Nxd7.

Bonus Question 1: how would you meet 16... exd5?

Answer: 5 points for 17. Nxd7 opening the e-file and winning a piece.

Bonus Question 2: how would you meet 16... Nbx d5?

Answer: 5 points for 17. Nxd5 Nxd5 18. Bxd5 exd5 19. Nxd7 winning material. If you played Bxd5 before Nxd5 it makes no difference, so you still score 5 points.

16... Bc8

Choose a move for White.

17. Rad1

5 points for this simple and strong move. Rooks like looking at enemy queens. There was another clever idea: 17. Bxf6 Bxf6 18. Nxf7 Rxf7 19. dxe6 Re7 20. Qe4, forking rook and knight. If you'd worked all that out you also score 5 points.

Bonus Question 3: how would you meet 17... exd5?

Answer: 10 points for 18. Nxf7 Rxf7 19. Bxf6 Bxf6 20. Nxd5 Nxd5 21. Bxd5, and White is again winning material. Look at how vulnerable all Black's pieces are. If you played 18. Bxf6 Bxf6 19. Nxf7 instead it amounts to the same thing, also scoring 10 points.

Bonus Question 4: how would you meet 17... Nbx5?

Answer: there are two winning ideas: 18. Bxf6 Bxf6 19. Nxd5 exd5 20. Bxd5, or 18. Nxd5 Nxd5 19. Bxd5 exd5 20. Nc6. Score 5 points if you found either of those variations.

17... Qc7

Choose a move for White.

18. dxe6

There are lots of winning ideas here. You score 10 points for 18. d6 Bxd6 19. Bxf6 gxf6 20. Qg4+ Kh8 21. Rxd6 Qxd6 22. Re3 fxe5 23. Rg3 forcing mate (moves 20 and 21 can be reversed). There are 9 points if you chose 18. Bxf6 Bxf6 19. d6 Qd8 20. Nxf7 Rxf7 21. d7 Bxd7 22. Bxe6. Also 8 points for 18. Nxf7 Rxf7 19. dxe6 Rf8 20. Bxf6, when all recaptures lose. White's choice in the game is also good enough to win and scores 5 points. Black should have recaptured with the pawn, but White would have had plenty of strong replies.

18... Bxe6

Choose a move for White.

19. Bxe6

5 points for this move, which is much the best. No need to look for anything else.

19... fxe6

Choose a move for White.

20. Nd7

A nice way to win material, scoring 10 points. 20. Bxf6, meeting Rxf6 with Rd7, was also very strong, scoring 8 points.

1–0

This game was played in 1975 between former World Champion Boris Spassky and Hungarian grandmaster Levente Lengyel. There's a lot to learn from it.

First of all, the pawn formation is very important, as it can arise from many openings: the Nimzo-Indian Defence and even the Caro-Kann Defence as well as the Queen's Gambit. White has chances in the middlegame with more space to attack, but the d-pawn might become weak in the ending.

Black's mistake was 15... b6 (Be8, perhaps not easy to find, would have been better), which left the rook on a8 loose as well as a potential weakness on c6. After the very typical breakthrough with d5 all the tactics worked for White because his pieces were so well placed.

It's not always simple to win positions like this. Although there might be several paths to victory, it's easy to play something safe rather than calculating accurately, only to discover that you've lost your advantage.

GAME 30 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 20<sup>th</sup> move\_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 110)

White's 14<sup>th</sup> move\_\_\_\_\_ .....

Your rating:

White's 15<sup>th</sup> move\_\_\_\_\_ .....

90-110: Grandmaster

White's 16<sup>th</sup> move\_\_\_\_\_ .....

65-89: International Master

45-64: National Master

Bonus Question 1 \_\_\_\_\_ .....

Below 45: Candidate Master

### **GAME 31**

#### **QUEEN'S GAMBIT (4)**

This game is another Queen's Gambit Exchange Variation: this time White chooses a bad plan. Can you take advantage?

1. d4 d5
2. c4 e6
3. Nc3 Nf6
4. Bg5 Nbd7
5. e3 c6
6. cxd5 exd5
7. Bd3

Choose a move for Black.

7... Bd6

4 points for this move, which is more ambitious but less safe than the usual move, Be7, breaking the pin, which scores 5 points. You can also score 4 points for Bb4 or h6.

8. Nf3

Choose a move for Black.

8... o-o

5 points for this natural move or for h6.

9. o-o

Choose a move for Black.

9... Re8

Another natural move, placing the rook on the half-open e-file. 5 points for this or for h6.

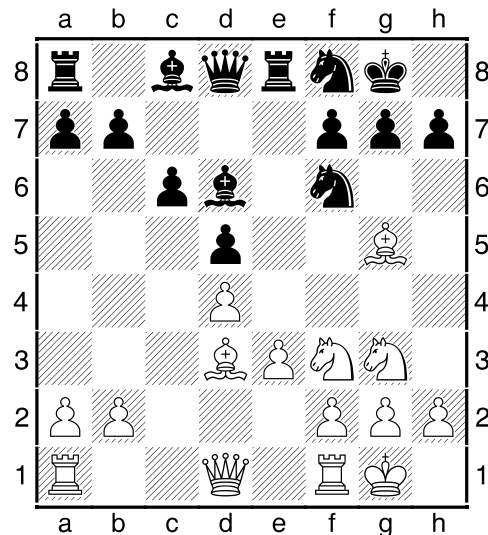
10. Ne2

Choose a move for Black.

10... Nf8

5 points for this excellent move, very typical in this variation. Black releases the queen's bishop and provides extra defence for the king. The knight might also be rerouted via g6 or e6 at some point. You can have 4 points for h6.

11. Ng3



Choose a move for Black.

11... h6

5 points for this move, demonstrating that White's plan is misguided. Now White can't play Bh4 because g5 would trap the bishop.

12. Bxf6

Choose a move for Black.

12... Qxf6

This obvious recapture scores 5 points. Now the queen is strongly placed.

13. Qc2

Choose a move for Black.

13... Bg4

Another 5 points for another natural and obvious developing move, threatening to capture on f3.

14. Nd2

Choose a move for Black.

14... g6

5 points for this move, controlling the f5 square. Other good moves were h5 and Rad8, which both also score 5 points.

15. Rae1



Choose a move for Black.

15... Re7

4 points for this move, planning to double rooks, or for h5, planning h4. 5 points for Rac8, looking at the white queen and planning a future f5.

16. f4

Choose a move for Black.

16... Rae8

5 points for this move, doubling rooks and targeting the backward pawn that was created by White's last move. You can also award yourself 5 points for h5.

17. f5

Choose a move for Black.

17... g5

A safe choice, closing the f-file and scoring 5 points. 5 points also for Bxg3 or Qg5, both of which should win. But there are 10 points for Rxe3, the best move here.

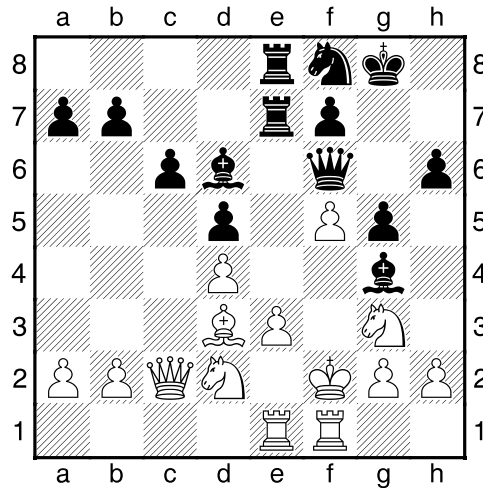
Bonus Question 1: how would you continue after 17... Rxe3 18. Rxe3?

Answer: 4 points for the obvious 18... Rxe3, but 5 points for Qxd4, winning another pawn as the rook can't escape.

Bonus Question 2: how would you continue after 17... Rxe3 18. fxe6?

Answer: 5 points for 18... Rxe1, winning a rook because the rook on f1 is now PINNED.

18. Kf2



Choose a move for Black.

18... Rxe3

4 points for this move. Black has worked out a brilliant finish, but there were even better moves available. There are 5 points for either Bf4 or for h5, intending h4.

Bonus Question 3: How would you continue after 18... Bf4 19. exf4?

Answer: 5 points for spotting 19... Qxd4+ 20. Re3 Qxe3#.

19. Rxe3

Choose a move for Black.

19... Rxe3

5 points for this move: nothing for Qxd4 when White can hold with Re1 followed by Ngf1.

20. Kxe3

Choose a move for Black.

20... Bf4+

5 points for this check: other moves should all lose.

21. Rxf4

Choose a move for Black.

21... gxf4+

5 generous points for this obvious move. Now White could have avoided immediate defeat by playing Kf2.

22. Kxf4

Choose a move for Black.

22... Qg5+

5 points for this move, forcing a quick checkmate. 3 points for Ne6+, which wins more slowly, but nothing for Qd4+, when Be4 defends.

White resigned here, but there are more points available for finding the mate.

23. Ke5

Choose a move for Black.

23... Ng6+

5 points for this move, leading to mate.

24. Kd6

Choose a move for Black.

24... Qe7#

5 points for delivering checkmate. If you preferred 24... Qd8+ 25. Kc5 Qf8# (or Qe7#) because it looked prettier, you can also have 5 points.

This game was played over 100 years ago, in 1921, between Alfred Brinckmann and Efim Bogoljubov, a future World Championship challenger. At the time even master players didn't really understand the pawn formation. White should have played Qc2 early on, taking advantage of the PIN of the knight on f6. The manoeuvre Nc3-e2-g3 was misguided, allowing Black to trade off bishop for knight. and f4 was an over-optimistic attempt to play for a kingside attack, leaving a fatal weakness on e3.

GAME 31 ANSWER SHEET

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

Black's 15<sup>th</sup> move \_\_\_\_\_ .....

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

Black's 17<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Black's 18<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 19<sup>th</sup> move \_\_\_\_\_ .....

Black's 20<sup>th</sup> move \_\_\_\_\_ .....

Black's 21<sup>st</sup> move \_\_\_\_\_ .....

Black's 22<sup>nd</sup> move \_\_\_\_\_ .....

Black's 23<sup>th</sup> move \_\_\_\_\_ .....

Black's 24<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 110)

Your rating:

90-110: Grandmaster

65-89: International Master

45-64: National Master

Below 45: Candidate Master

### **GAME 32**

#### **QUEEN'S GAMBIT (5)**

In this game White chooses a quiet variation and it's Black who ends up with an ISOLATED QUEEN'S PAWN. Can you play the attack as well as he did?

1. d4 d5
2. c4 e6
3. Nf3 c5

Black plays actively rather than the more solid Nf6. White chooses a safe reply rather than capturing on d5.

4. e3 Nf6
5. Nc3 Nc6

White's most popular move here is a3, planning dxc5 followed by b4. In this game he decides to capture on d5.

6. cxd5

Choose a move for Black.

- 6... exd5

Score 5 points for this move and 4 points for Nxd5.

7. Be2

Choose a move for Black.

- 7... Be7

There are several good moves here. Score 5 points for this move, Bd6, cxd4, or for c4, which leads to a different type of position.

8. o-o

Choose a move for Black.

- 8... o-o

5 points here: no real reason to do anything else, but you can have 3 points for cxd4, Be6 or c4.

9. dxc5

Choose a move for Black.

9... Bxc5

5 points: again there's no reason why you should consider anything else.

10. b3

Choose a move for Black.

10... a6

5 points for this very useful move, preparing a retreat for the bishop and stopping a white knight landing on b5. There are also 5 points for Re8 and 4 points for Be6 or Bf5.

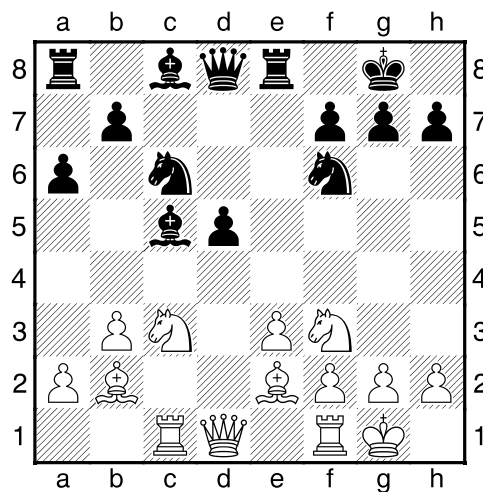
11. Bb2

Choose a move for Black.

11... Re8

5 points for this, or for Ba7, moving the bishop to a safe square. 3 points for Qd6, Be6, Bf5 or Bg4.

12. Rc1



Choose a move for Black.

12... Qd6

This scores 4 points as it's not the most accurate move, giving White the chance to reply with Na4. There were 5 points for Ba7, and also 4 points for Bd6. You should have spotted that White was threatening Nxd5 with a DISCOVERED ATTACK on c5.

13. Qc2

Choose a move for Black.

13... Ba7

5 points for this move: White was again threatening Nxd5. 3 points for Bb6, Bb4, Ba3 or Nb4.

14. Rfd1

Choose a move for Black.

14... Bg4

4 points for this move, after which White should have played h3. 5 points for the slightly stronger Be6.

15. Nd2

Choose a move for Black.

15... Bxe2

5 points for this exchange: White's kingside is now short of defenders. There were 3 points for Qe6 or Nb4.

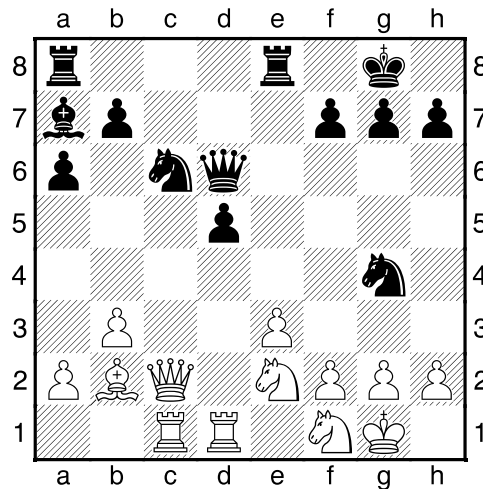
16. Nxe2

Choose a move for Black.

16... Ng4

5 points for this move, giving Black a winning attack.

17. Nf1



Choose a move for Black.

17... Rxe3

10 points for this sacrifice, giving Black a winning advantage.

Bonus Question 1: how would you meet 18. fxe3?

Answer: 18. fxe3 Bxe3+ 19. Nxe3 Qxh2+ 20. Kf1 Nxe3+ scores 5 points.

Bonus Question 2: how would you meet 18. Nxe3?

Answer: 18. Nxe3 Qxh2+ 19. Kf1 when Nxe3+, Bxe3 and Qh1+ all win: 5 points for finding any of these lines.

18. Nd4

Choose a move for Black.

18... Re4

White's last move was a good defensive try, and this is the only winning reply, scoring 5 points.

19. Nxc6

Choose a move for Black.

19... bxc6

5 points for this recapture (but you had to see the continuation). 4 points for Bxf2+ or Qxc6.,

20. Qxe4

Choose a move for Black.

20... Nxf2

10 points for this, the only way to win the game. No points for 20... dxe4 21. Rxd6.

21. Qh4

Choose a move for Black.

21... Nxd1+

5 points for this DISCOVERED CHECK, and 4 points for Nh3+, a DOUBLE CHECK.

22. Bd4

Choose a move for Black.



22... Qh6

White again found a good defence, but this move, guaranteeing Black a material advantage by FORKING the queen and the rook on c1, scores 10 points. You can have 5 points for c5, which also leads to an advantage.

White resigned here, but there are two bonus questions.

Bonus Question 3: how would you answer 23. Qxh6 here?

Answer: 5 points for playing Bxd4+: the immediate gxh6 would leave White ahead.

Bonus Question 4: after 23. Qxh6 Bxd4+ 24. Kh1, what would you play next?

Answer: 5 points for playing Nf2+, when Black will be a knight and two pawns ahead.

This game was played in a 1985 Hungarian tournament between Peter Szilagyi and (Jozsef?) Horvath (my source doesn't identify the winner, who had a very common Hungarian surname). White's big mistake was his 15<sup>th</sup> move, allowing a brilliant sacrifice. Black's plan of a6, Ba7 and Qd6 is quite common in ISOLATED QUEEN'S PAWN (IQP) positions. Sometimes you can follow up with Bb8, threatening mate on h2, although that didn't happen in this game.

It's well worth practising playing positions with this pawn formation with both colours as it can arise from many different openings.

GAME 32 ANSWER SHEET

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 18<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 19<sup>th</sup> move \_\_\_\_\_ .....

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Black's 20<sup>th</sup> move \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Black's 21<sup>st</sup> move \_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 22<sup>nd</sup> move \_\_\_\_\_ .....

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 120)

Black's 15<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

95-120: Grandmaster

Black's 17<sup>th</sup> move \_\_\_\_\_ .....

70-94: International Master

50-69: National Master

Bonus Question 1 \_\_\_\_\_ .....

Below 50: Candidate Master

# CHAPTER 8

## NIMZO-INDIAN DEFENCE

### **GAME 33**

#### **NIMZO-INDIAN DEFENCE (1)**

In this opening White sometimes gets the two bishops and a strong centre in exchange for doubled pawns. Will his attack in this game prove successful?

1. d4 Nf6
2. c4 e6
3. Nc3 Bb4

These are the first moves of the NIMZO-INDIAN DEFENCE.

Choose a move for White.

4. e3

This move and Qc2 are White's most popular choices and both score 5 points. 5 points also for Nf3, a sensible developing move. 4 points for a3, Bg5 or f3, all slightly riskier options.

- 4... c5

Choose a move for White.

5. Bd3

Again, there are many possibilities. 5 points for this very common move, and also for either Ne2 (to recapture with the knight on c3) or Nf3. 4 points for Qc2 or a3.

- 5... 0-0

Choose a move for White.

6. Nf3

5 points for this move or for Ne2. 4 points again for Qc2 or a3. Black often plays d5 now, but in this game chooses a move leading to a different type of position.

- 6... d6

Choose a move for White.

7. 0-0

Another natural developing move scoring 5 points. 3 points for Qc2.

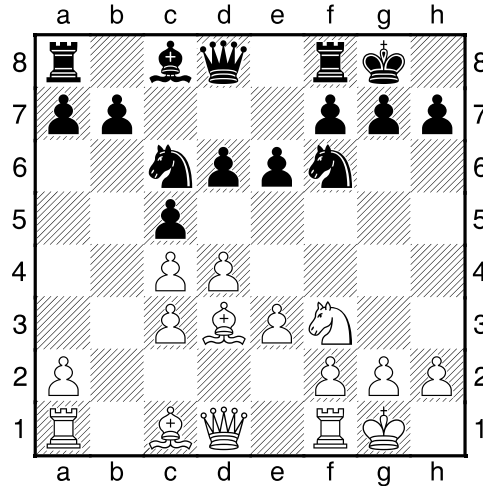
- 7... Bxc3

Choose a move for White.

8. bxc3

An easy 5 points here for a forced recapture.

8... Nc6



Choose a move for White.

9. e4

Gaining space in the centre is the right plan here, so this move scores 5 points.

9... Ne8

Choose a move for White.

10. e5

5 points for this move, gaining more space and opening up a line for the bishop on d3. 4 points for dxc5 and 3 points for either Be3 or d5.

10... dxe5

Choose a move for White.

11. dxe5

5 points for this recapture, and 4 points for Nxe5.

11... b6

Choose a move for White.

12. Bxh7+

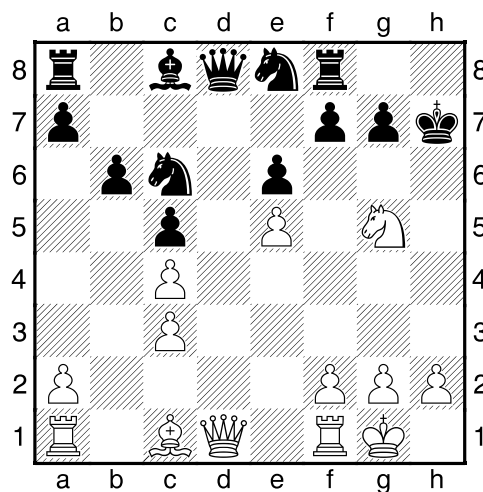
Only 2 points for this sacrifice. You've probably seen the idea before, but in this position Black can defend. There were many better moves. 5 points for Bf4, setting up a dangerous attacking position, and 4 points for either Re1 or Qe2, both of which are also very strong.,

12... Kxh7

Choose a move for White.

13. Ng5+

5 points for this move, the usual way to continue the attack in this sort of position.



Bonus Question 1: if Black played Kg8 here, how would you continue?

Answer: 5 points for Qf3, hitting c6 and f7 and winning back material, giving a position with chances for both sides.

Bonus Question 2: after 13... Kg8 14. Qh5, how should Black defend?

Answer: 5 points for Qd3, taking control of the b1-h7 diagonal, after which White doesn't have enough for the sacrificed piece.

Black missed this defence and went the wrong way with his king.

13... Kg6

Choose a move for White.

14. Qg4

4 points for this move, Qe2 or Qc2+, all of which are strong. There were 5 points available for Qf3, gaining time by hitting the loose knight on c6.

14... f5

Choose a move for White.

15. Qg3

Again, 4 points for this. Qf3, looking at c6 and a8, was still the best move, again scoring 5 points.

Bonus Question 3: what is Black's best defence here?

Answer: Black's best move was Qe7, preparing to meet h4 with Rh8. Score 5 points for this. Instead, Black panicked.

15... f4

Choose a move for White.

16. Bxf4

5 points for this move: no credit for anything else.

16... Rxf4

Choose a move for White.

17. Nxe6+

5 points for this DISCOVERED CHECK. 4 points for Nh3+ but only 2 points for Qxf4.

17... Kf5

Choose a move for White.

18. Nxd8

5 points for capturing the black queen. 5 points also for Nxf4, but only 2 points for Qxf4+.

18... Nxd8

Choose a move for White.

19. Qd3+

All sensible moves win here as Black's pieces are mostly stuck on the back rank, but there's no reason not to play a FORK. 5 points for this and 4 points for Rad1, Rae1, Rfe1 or h4.

Black resigned here in the game Fridrik Olafsson – Bengt Mellberg, played in the World Under 20 Championship in 1953. Iceland's Olafsson went to become a famous grandmaster and President of the International Chess Federation.

There's a lot to learn from this game. The opening shows how White can get a strong centre if Black goes slightly wrong (he'd have been better off playing 9... e5). You then see that the two bishops can become very powerful in this sort of position, and that the white pawn on e5 makes it harder for Black to defend as he doesn't have f6 available for a knight.

Most importantly of all, you learn more about the GREEK GIFT (Bxh7+ followed by Ng5+) SACRIFICE – and that it's not always a good idea. You have to calculate! In particular, it's often not a good idea if Black can defend by occupying the b1-h7 diagonal with a bishop or queen. In this game it looked like both players were repeating moves they'd seen before, not realising the position was slightly different. I hope you did better than them.



GAME 33 ANSWER SHEET

White's 4<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 5<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 6<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 95)

White's 12<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

White's 13<sup>th</sup> move\_\_\_\_\_ .....

75-95: Grandmaster

Bonus Question 1 \_\_\_\_\_ .....

55-74: International Master

Bonus Question 2 \_\_\_\_\_ .....

40-54: National Master

Below 40: Candidate Master

## GAME 34 NIMZO-INDIAN DEFENCE (2)

In this game Black grabs a pawn in the opening. Will he get away with it, or will you make him regret his greed?

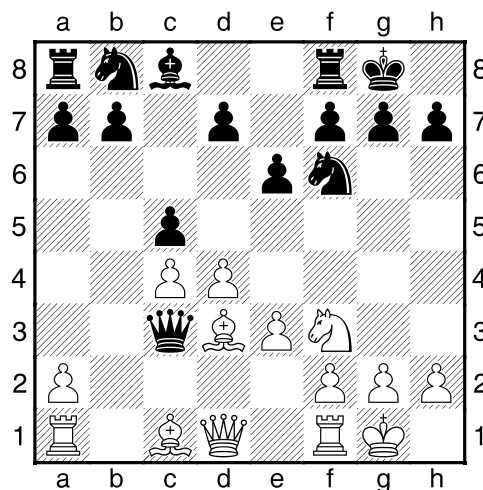
1. d4 Nf6
2. c4 e6
3. Nc3 Bb4
4. e3 O–O
5. Bd3 c5
6. Nf3 Bxc3+
7. bxc3 Qa5

Choose a move for White.

8. O–O

White has an interesting choice here. This move, sacrificing the pawn for quick development, scores 5 points. You can have 4 points for Bd2 or Qc2 and 3 points for Bb2 or Qb3.

- 8... Qxc3



Choose a move for White.

9. Rb1

5 points for this simple move, saving the threatened rook. Again there were some interesting alternatives. It was possible to ignore the rook and play either Re1, e4 or d5 (3 points each) because after Qxa1 you'll follow up with Qc2 and Bb2, trapping the queen.

- 9... Qa5

Choose a move for White.

10. e4

5 points for this move, which is again the strongest, playing for e5 and a kingside attack. You can score 4 points for Rb5 and 3 points for dxc5, both of which are also strong.

10... d5

Choose a move for White.

11. e5

5 points for this, another powerful move. 3 points for Rb5 and 2 points for either exd5 or cxd5.

11... Ne4

Choose a move for White.

12. Bxe4

5 points for this move. No credit for anything else.

12... dxe4

Choose a move for White.

13. Ng5

5 points for this move, looking at the black king. Again, no points for other moves.

13... Nd7

Choose a move for White.

14. Qh5

An obvious attacking move threatening mate which scores 5 points. 3 points for Bf4 or Bd2.

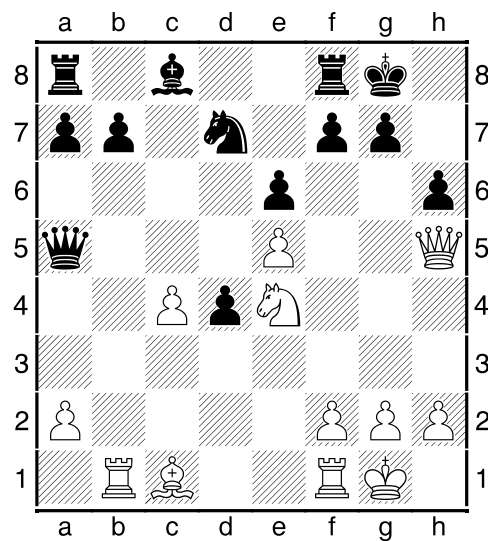
14... h6

Choose a move for White.

15. Nxe4

Another 5 points for another natural move, capturing a pawn and setting up possible SACRIFICES.

15... cxd4



Choose a move for White.

16. Rb5

5 points: this is the right time to hit the queen, and it also defends e5. 4 points for Bf4, which also gives White a winning attack.

Bonus Question 1: if White played 16. Bxh6 here, how should Black reply?

Answer: Bxh6 looks very tempting but doesn't quite work: Black can defend with Qxe5 (5 points).

Bonus Question 2: if White played 16. Nxf6+ here, how should Black reply?

Answer: simply Nxf6 (5 points) refutes White's idea because the e-pawn is PINNED, but not gxf6 because of Rb3 followed by swinging it across to the kingside.

16... Qc7

Choose a move for White.

17. Bxh6

Now this sacrifice works, scoring 10 points. The other sacrifice, Nf6+, also now works, and also scores 10 points. You can have 5 points for Nd6 or Bg5, both of which are also very strong.

Bonus Question 3: if Black played 17... gxh6 here, how would you continue?

Answer: the obvious Qxh6 is the quickest way to win (5 points).

Bonus Question 4: if Black played 17... g6 here, how would you continue?

Answer: the quickest win is Qg5, so that you can capture on g6 if the f-pawn moves (5 points). You can have 3 points for Qh4, which also wins quickly.

17... f5

Choose a move for White.

18. exf6

You can have 5 points for capturing *EN PASSANT* here or for playing Ng5. If you preferred Bxg7, which is even stronger, you score 10 points.

Bonus Question 5: if Black now played gxf6, how would you continue?

Answer: 5 points for Qg6+ and mate next move.

Bonus Question 6: if Black now played Rxf6, how would you continue?

Answer: you can do better than Nxf6+ (3 points): 5 points for Rg5 or Bxg7 and 4 points for Qe8+.

18... Nxf6

Choose a move for White.

19. Nxf6+

5 points for this, the only winning move. Sometimes obvious moves are best.

Bonus Question 7: if Black played gxf6 here, how would you continue?

Answer: 5 points for Qg6+, when, after Kh8, you can force mate with Rh5. 4 points for Rb3 or Qg4+, which both also lead to mate but take longer.

19... Rxf6

Choose a move for White.

20. Bxg7

10 points for this move or for Rg5, which wins because Rf7 is met by Bxg7 followed by Qe8+.

Bonus Question 8: if Black played Qxg7 here, how would you continue?

Answer: simply Rg5 (5 points), PINNING and winning the queen.

Bonus Question 9: if Black played Kxg7 here, how would you continue?

Answer: 20... Kxg7 21. Rg5+ (5 points) Kf8 22. Qh8+ Ke7 23. Rg7 again wins the queen.

Having seen these variations, Black resigned here.

It's often dangerous to grab a pawn in the opening at the expense of development, and that's why Black lost here.

There's also a lot to learn about the opening, about how to play kingside attacks, and about the importance of accurate calculation.

This game was played between Volodia Vaisman and Mihai Suba in the 1972 Romanian Championship. My source for the game claims that White could equally well have played 16. Bxh6. Did you work out why this was incorrect?

GAME 34 ANSWER SHEET

White's 8<sup>th</sup> move \_\_\_\_\_ .....

White's 9<sup>th</sup> move \_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move \_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

White's 13<sup>th</sup> move \_\_\_\_\_ .....

White's 14<sup>th</sup> move \_\_\_\_\_ .....

White's 15<sup>th</sup> move \_\_\_\_\_ .....

White's 16<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 17<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 18<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 5 \_\_\_\_\_ .....

Bonus Question 6 \_\_\_\_\_ .....

White's 19<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 7 \_\_\_\_\_ .....

White's 20<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 8 \_\_\_\_\_ .....

Bonus Question 9 \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 125)

Your rating:

100-125: Grandmaster

75-99: International Master

50-74: National Master

Below 50: Candidate Master

### **GAME 35**

#### **NIMZO-INDIAN DEFENCE (3)**

This game demonstrates a plan which can give Black a very strong attack if White doesn't know how to meet it.

1. d4 Nf6
2. c4 e6
3. Nc3 Bb4
4. e3 O-O
5. Bd3

Choose a move for Black.

5... b6

5 points for this move: Black plans to fight for control of the e4 square with a FIANCHETTO of the queen's bishop. The most popular moves here are d5 and c5, both of which also score 5 points.

6. a3

Choose a move for Black.

6... Bb7

Black's trying to be clever here as after 7. axb4, Bxg2 TRAPS the rook on h1. However White could have replied with Nge2, which is why this move only scores 4 points. You get 5 points for the obvious Bxc3+, doubling White's pawns.

7. Nf3

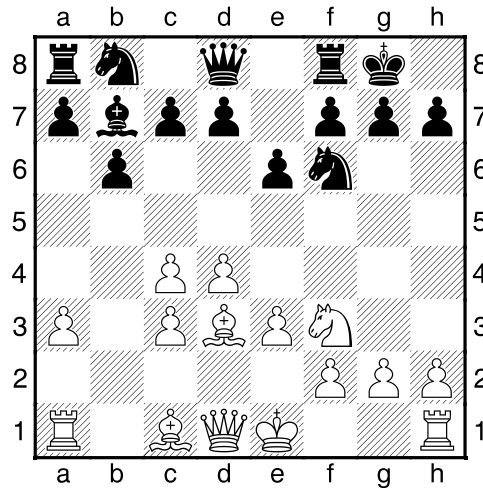
Choose a move for Black.

7... Bxc3+

Again there are 5 points for this move. You can have 3 points for Bxf3 and 2 points for Be7.

8. bxc3





Choose a move for Black.

8... Ne4

5 points for this, an ambitious move occupying an important square and planning a kingside attack. 5 points also for d6 or c5, planning to blockade the doubled pawns, which are both excellent moves.

9. Qc2

Choose a move for Black.

9... f5

5 points for this move, supporting the threatened knight. 3 points for d5 or Ng5.

10. O-O

Choose a move for Black.

10... Rf6

5 points for this move, starting a dangerous attack on the white king. The computer prefers a different plan: c5, playing positionally to attack the doubled c-pawns, which also scores 5 points. You can have 4 points for d6 or Nc6 (heading for a5), part of the same plan, and also for Qe8, again going for a kingside attack with Qh5.

11. Nd2

Choose a move for Black.

11... Rh6

5 points for this move, continuing the plan. No score for anything else.

Bonus Question 1: what would you play if White played 12. h3 here?

Answer: 5 points for 12... Nxd2.

Bonus Question 2: if White now played 13. Bxd2, what would you play?

Answer: 10 points for 13... Bxg2, and 5 points for Rxh3, when White doesn't have to take the rook.

Bonus Question 3: if White now played 14. Kxg2, what would you play?

Answer: 5 points for 14... Qg5+, which forces mate.

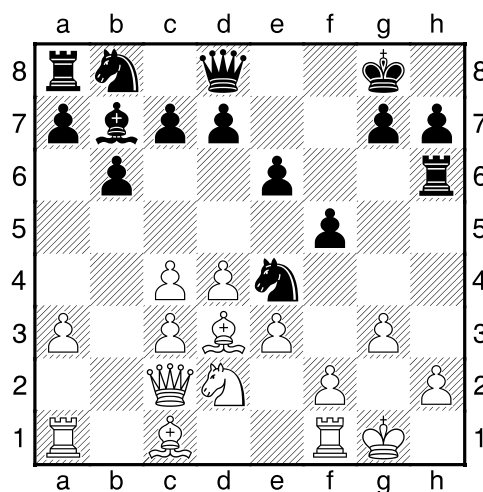
Bonus Question 4: if White now played 15. Kh2, what would you play?

Answer: 10 points for 15... Qg4, with Rxh3# to follow, 5 points for 15... Qh5, which also mates but takes longer.

Bonus Question 5: if White met 14... Qg5+ with 15. Kf3, what would you play?

Answer: 5 points for 15... Qh5+, mating quickly, but no score for Rxh3+ when the white king escapes to e2.

12. g3



Choose a move for Black.

12... Qh4

10 points for this brilliant queen sacrifice. 5 points for Nxd2, Nc5 or Ng5, which are also good.

Bonus Question 6: what would you play if White played 13. gxh4?

Answer: 13... Rg6+ 14. Kh1 Nf2# (or 14... Ng3+ 15. Kg1 Ne2# if you prefer) scores 5 points.

13. Nf3

Choose a move for Black.

13... Ng5

10 points for this: another brilliant move. Qh3 also works so also scores 10 points.

Bonus Question 7: what would you play if the game continued 13... Qh3 14. d5?

Answer: Black wants to force open the long diagonal so 14... Nc6 15. dxc6 Bxc6 scores 10 points here: Black's attack is still winning. 14... exd5 is also good and deserves 5 points.

14. gxf4

Choose a move for Black.

14... Nxf3+

5 points for this move: obvious and best.

Bonus Question 8: what would you play if White played 15. Kh1 here?

Answer: 10 points for 15... Rxh4, threatening Rxh2, the ARABIAN MATE, when White has to play 16. h3 Then 16... Nxd4 will regain the queen leaving Black several pawns ahead. The immediate 15... Nxd4+ is also good and scores 8 points.

15. Kg2

Choose a move for Black.

15... Ne1+

10 points for this move, forcing mate. 5 points for Nd4+ or Rg6+, both of which regain the queen with advantage.

Bonus Question 9: what would you play if White played 16. Kg1 here?

Answer: 5 points for Rg6#: why capture the queen when you can mate instead?

Bonus Question 10: what would you play if White played 16. Kh3 here?

Answer: 5 points for Bg2+, leading to a similar finish to the game.

16. Kg3

Choose a move for Black.

16... Rg6+

5 points for this move, leading to a quick checkmate. Only 3 points for Nxc2, which wins material but doesn't mate.

Bonus Question 11: what would you play if White played Kh3 here?

Answer: 5 points for delivering checkmate with Bg2#.

17. Kf4

Choose a move for Black.

17... Ng2+

5 points for this move or for Rg4+. You can have 4 points for Nxd3+, which takes a move longer, and 2 points for Nxc2: it's better to win the king than the queen.

18. Ke5

Choose a move for Black.

18... d6#

5 points for this or for Nc6#. It's always good to checkmate your opponent by moving a piece for the first time.

This game was played in a Spanish tournament in 1995 between Sebastian Morell Gonzalez and Miguel Fernandez Juan (White played the first two moves in reverse order and resigned at move 16), but other games have been played with the same attacking idea. You can also reach similar positions from the Dutch Defence (1. d4 f5).

This game teaches you an opening system which can be very strong if your opponent doesn't know how to meet it. In this game White should have played 11. Ne1 (which defends g2) rather than 11. Nd2, and 12. f3 rather than 12. g3.

You also learnt some important attacking ideas and some typical sacrifices against the castled king, and had to calculate accurately to work out the various checkmates.

GAME 35 ANSWER SHEET

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 7 \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 8 \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 15<sup>th</sup> move \_\_\_\_\_ .....

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 9 \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 10 \_\_\_\_\_ .....

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 11 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

Black's 17<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 18<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 160)

Bonus Question 5 \_\_\_\_\_ .....

Your rating:

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

130-160: Grandmaster

Bonus Question 6 \_\_\_\_\_ .....

95-129: International Master

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

65-94: National Master

Below 65: Candidate Master

**GAME 36**

## NIMZO-INDIAN DEFENCE (4)

White made a mistake in a sharp variation and this game was soon over. Can you play as well as Black did here?

1. d4 Nf6
2. c4 e6
3. Nc3 Bb4
4. Qc2

White wants to avoid doubled pawns by capturing with the queen on c3. An excellent idea, but you have to be careful not to get too far behind in development.

Choose a move for Black.

- 4... c5

5 points for this move, for d5 or for o-o. These are the three most popular moves here, and can all lead to very different positions. 3 points for Nc6, d6 or b6.

5. dxc5

Choose a move for Black.

- 5... Na6

Again, Black has a wide choice. 5 points for this move, planning to capture on c5 with the knight. 5 points also for Bxc5 or o-o. 4 points for Qa5, Qc7 or Nc6.

6. a3

Choose a move for Black.

- 6... Bxc3+

5 points for this move, or for Qa5, PINNING the a-pawn. 3 points for Bxc5.

7. Qxc3

Choose a move for Black.

- 7... Nxc5

5 points for this move, regaining the pawn. No score for anything else.

8. b4

Choose a move for Black.

- 8... Nce4

5 points for this move, threatening the white queen. 3 points for Na4.

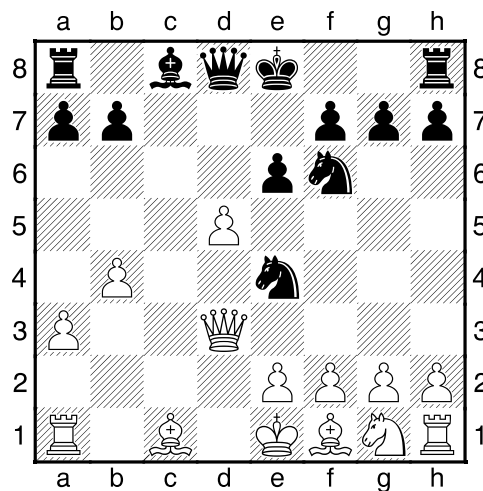
9. Qd3

Choose a move for Black.

9... d5

5 points for this energetic move, trying to open up the position when White is a long way from castling as well as providing a retreat on d6 for the knight. You did notice White was threatening to trap the knight with f3, didn't you?

10. cxd5



Choose a move for Black.

10... Nxf2

10 points for this brilliant sacrifice, drawing the white king out into the open. If you selected it last move you can go back and award yourself 3 points: it was interesting but it's stronger here because the bishop can join in the attack. If your choice this move was exd5, Qxd5, o-o or Qe7 you score 5 points.

11. Kxf2

Choose a move for Black.

11... Ng4+

The obvious way to continue the attack, scoring 5 points. Nothing for anything else.

Bonus Question 1: if White played 12. Ke1 here, what would you play next?

Answer: 5 points for Qf6, threatening both Qxa1 and Qf2+ followed by Qxf1.

Bonus Question 2: if White played 12. Kf3 here, what would you play next?

Answer: 5 points for Ne5+, a KNIGHT FORK, or for Qf6+, which also wins lots of material.

12. Kg3

Choose a move for Black.

12... Qf6

5 points for this move, still targeting both a1 and f2. You can also have 5 points for h5, defending the knight, when Black also has a very strong attack.

Bonus Question 3: if White played 13. Kxg4 here, what would you play next?

Answer: 10 points for 13... h5+, which forces mate after 14. Kh3 exd5+ (DISCOVERED CHECK) or 14. Kg3 h4+. Other moves give White time to defend: when you're two pieces down you have to play for checkmate.

13. Nf3

Choose a move for Black.

13... Qxa1

5 points for this move. White's managed to prevent checkmate, but at the cost of giving you time to win material, 3 points for h5.

14. Bd2

Choose a move for Black.

14... Nf6

5 points for this move, or for exd5. 4 points for h5

15. e4

Choose a move for Black.

15... exd5

5 points for this move, 3 points for O-O.

16. exd5

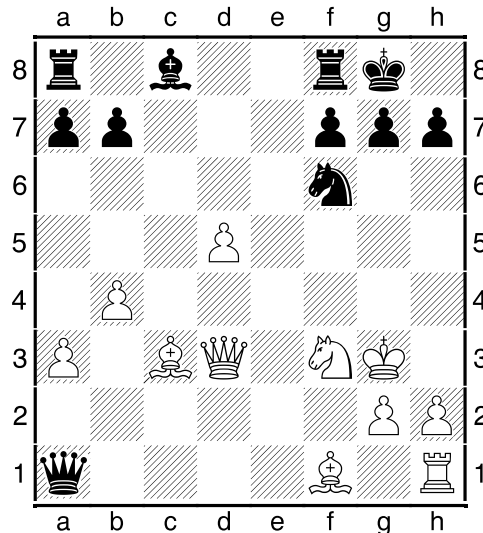
Choose a move for Black.



16... 0-0

5 points for this move, making the king safe. Black has a winning material advantage so only has to play sensible developing moves.

17. Bc3



Choose a move for Black.

17... Qxc3

You score 10 points if you found this move. White's last move was a mistake, allowing Black a tactic winning a piece through a KNIGHT FORK. If you found this move, you'll also have spotted 18. Qxc3 Ne4+.

White resigned as he'll end up a rook behind with nothing to show for it.

This game was played between two of England's strongest players of the time in a tournament in London in 1927. White should have played 9. Qd4, defending f2 and occupying the long diagonal, rather than 9. Qd3. On the following move he had to play 10. f3 to drive the knight back, rather than cxd5, allowing a powerful sacrifice. 10... Nxf2 is the sort of move you'd expect to find in openings starting 1. e4 e5, but here it happened in a very different opening. White was Sir George Thomas, who, as well as being a much stronger chess player than you might guess from this game, was one of the world's leading badminton players of his day, also excelling at tennis and hockey. William Winter, who won this game with Black, was a nephew of JM Barrie, the man who wrote *Peter Pan*.

## GAME 36 ANSWER SHEET

Black's 4<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Black's 5<sup>th</sup> move \_\_\_\_\_ .....

Black's 13<sup>th</sup> move \_\_\_\_\_ .....

Black's 6<sup>th</sup> move \_\_\_\_\_ .....

Black's 14<sup>th</sup> move \_\_\_\_\_ .....

Black's 7<sup>th</sup> move \_\_\_\_\_ .....

Black's 15<sup>th</sup> move \_\_\_\_\_ .....

Black's 8<sup>th</sup> move \_\_\_\_\_ .....

Black's 16<sup>th</sup> move \_\_\_\_\_ .....

Black's 9<sup>th</sup> move \_\_\_\_\_ .....

Black's 17<sup>th</sup> move \_\_\_\_\_ .....

Black's 10<sup>th</sup> move \_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 100)

Black's 11<sup>th</sup> move \_\_\_\_\_ .....

Your rating:

Bonus Question 1 \_\_\_\_\_ .....

80-100: Grandmaster

Bonus Question 2 \_\_\_\_\_ .....

60-79: International Master

40-59: National Master

Black's 12<sup>th</sup> move \_\_\_\_\_ .....

Below 40: Candidate Master

# CHAPTER 9

## KING'S INDIAN DEFENCE

### **GAME 37**

#### **KING'S INDIAN DEFENCE (1)**

White launched a pawn storm against the black king in this game, while Black's attack on the other side of the board was much too slow.

1. d4 Nf6
2. c4 g6
3. Nc3 Bg7

These are the first moves of the KING'S INDIAN DEFENCE.

Choose a move for White.

4. e4

5 points for this move, seizing control of the centre, and the most popular move in this position. 4 points for Nf3 or f3, 3 points for Bg5 or g3.

- 4... d6

Choose a move for White.

5. f3

Again, there's a lot of choice. This is the Sämisch Variation: White secures the pawn on e4 and might plan a later kingside attack. You might have seen similar ideas for White in the Sicilian Defence. You score 5 points for this move. The most popular variation is Nf3, which also scores 5 points. Other good moves are Be2 and h3 which again score 5 points. You can have 4 points for the ambitious f4, for Bd3, for Nge2 or for Bg5.

- 5... O-O

Choose a move for White.

6. Be3

This is the usual move here and scores 5 points. You can also have 5 points for Bg5 or for Nge2. Now Black hits the white centre.

- 6... e5

Choose a move for White.

7. Nge2

4 points for this move, which give Black the option of exd4. 5 points for the immediate d5 and 3 points for dxe5.

- 7... Nc6

Choose a move for White.

8. Qd2

Again 4 points for this move and 5 points for d5.

8... Nd7

Choose a move for White.

9. 0-0-0

Yet again 4 points for this move or for h4. Yes, there were 5 points available for d5.

9... a6

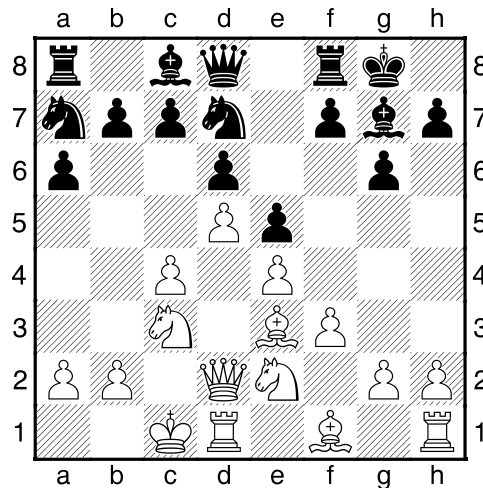
Choose a move for White.

10. d5

5 points this time. Finally White pushes the pawn and is rewarded when Black moves his knight to a bad square. Bg5 also scores 5 points, and h4 scores 4 points.

10... Na7

Choose a move for White.



11. g4

5 points for this move, starting a kingside pawn storm. 5 points also for h4, with the same idea, or for Kb1, putting the king on a safer square.

11... b5

Choose a move for White.

12. Ng3

5 points for this move, opening up the bishop and heading towards the kingside. You can also score 5 points for h4, and 4 points for Kb1 or cxb5.

12... bxc4

Choose a move for White.

13. h4

5 points for this move, continuing the pawn storm and ignoring what Black's doing on the other side of the board. You can also have 5 points for Bxc4, choosing a quieter plan.

13... f6

Choose a move for White.

14. h5

5 points: White's crude plan is to open the h-file and deliver mate. There were good alternatives: Bxc4 and a4 (to prevent Nb5) are also worth 5 points.

14... Qe7

Choose a move for White.

15. hxc6

5 points for this move, opening the h-file. Qh2, doubling on the h-file, was another strong option, also scoring 5 points.

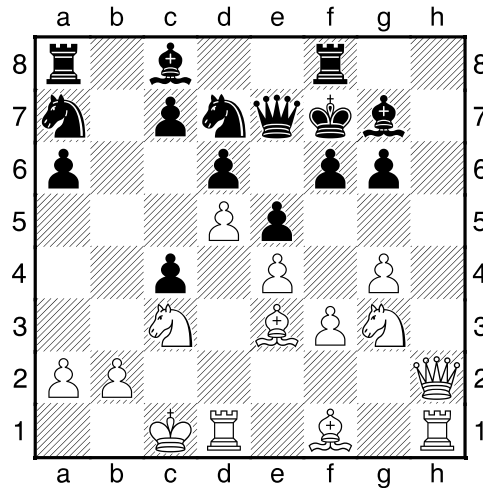
15... hxc6

Choose a move for White.

16. Qh2

The obvious move, scoring 5 points. You can also have 5 points for Bxc4 or a4.

16... Kf7



Choose a move for White.

17. Nf5

10 points for this move, sacrificing a knight to open the g-file. This is a fairly common tactical idea in positions like this and well worth remembering.

17... gxf5

Choose a move for White.

18. Qh5+

This is an important intermediate move (ZWISCHENZUG) forcing the king back to g8 before recapturing and is again worth 10 points. You can have 5 points for gxf5, which is also strong, but no points for exf5.

Bonus Question 1: if you were Black and White played exf5 here, what would you play?

Answer: 5 points for Rh8, trading pieces and contesting the h-file, 4 points for Rg8 or Qe8, which are also good defensive moves.

Bonus Question 2: if you were Black and White played gxf5 here, what would you play?

Answer: 5 points for Rh8 or Ke8, which are probably Black's best defensive tries.

Bonus Question 3: if you were White and the game continued 18. gxf5 Rh8, what would you play next?

Answer: 10 points if you planned 19. Qxh8 Bxh8 20. Rxh8. White still has a very strong attack even though he only has a rook for a queen. If Black plays Kg7 you can retreat the rook, develop the bishop (Bxc4) and bring the other rook into play. There's nothing much Black can do to stop this. Play it out yourself!

18... Kg8

Choose a move for White.

19. gxf5

Now this is obvious, opening the g-file and scoring 5 points. Qh7+ also merits 5 points because you can repeat moves and return to this position. 3 points for exf5.

19... Rf7

Choose a move for White.

20. Be2

Now it's easy: you just have to bring the other rook across. 5 points for this move, for Bxc4, for Rd2 (planning Rh2) or Rg1.

20... Nc5

Choose a move for White.

21. Rdg1

5 points for this move, giving White a mating attack.

21... Qd7

Choose a move for White.

22. Qh8#

5 points for this move, delivering checkmate (it's a PIN MATE as well).

This game was played in the World Under 20 Team Championship in 1955. White, Boris Spassky of the Soviet Union, later became World Champion (1969-1972). The loser of this game, Joop van Oosterom of the Netherlands, later became a billionaire, a chess sponsor and World Correspondence (chess played originally by post, now online or by email) Champion.



GAME 37 ANSWER SHEET

White's 4 <sup>th</sup> move_____ .....	White's 17 <sup>th</sup> move_____ .....
White's 5 <sup>th</sup> move_____ .....	Bonus Question 1 _____ .....
White's 6 <sup>th</sup> move_____ .....	Bonus Question 2 _____ .....
White's 7 <sup>th</sup> move_____ .....	Bonus Question 3 _____ .....
White's 8 <sup>th</sup> move_____ .....	White's 18 <sup>th</sup> move_____ .....
White's 9 <sup>th</sup> move_____ .....	White's 19 <sup>th</sup> move_____ .....
White's 10 <sup>th</sup> move _____ .....	White's 20 <sup>th</sup> move_____ .....
White's 11 <sup>th</sup> move_____ .....	White's 21 <sup>st</sup> move_____ .....
White's 12 <sup>th</sup> move _____ .....	White's 22 <sup>nd</sup> move_____ .....
White's 13 <sup>th</sup> move_____ .....	Total Score: _____ (Max 125)
White's 14 <sup>th</sup> move_____ .....	Your rating:
White's 15 <sup>th</sup> move_____ .....	100-125: Grandmaster
White's 16 <sup>th</sup> move_____ .....	75-99: International Master
	50-74: National Master
	Below 50: Candidate Master

## **GAME 38**

### **KING'S INDIAN DEFENCE (2)**

White demonstrated some important attacking ideas which are well worth learning and remembering in this game.

1. c4 Nf6
2. Nc3 g6
3. e4 d6
4. d4 Bg7
5. h3

The game started off as an ENGLISH OPENING (1. c4) before turning into a King's Indian Defence. White's 5<sup>th</sup> move is unusual, but not bad. One idea is to play g4 to make it hard for Black to play f5, so in this game Black decided to go for c5 rather than e5.

5... c5

Choose a move for White.

6. d5

5 points for this move, gaining space in the centre. 4 points for dxc5 and 3 points for Nf3.

6... o-o

Choose a move for White.

7. Nf3

5 points for this move or for Bd3. Be2 scores 4 points and Be3 scores 3 points.

7... e6

Choose a move for White.

8. Bd3

5 points for this move, 4 points for Be2 and 3 points for Be3.

8... exd5

Choose a move for White.

9. exd5

5 points for this recapture. You can have 4 points for cxd5, producing a MODERN BENONI pawn formation.

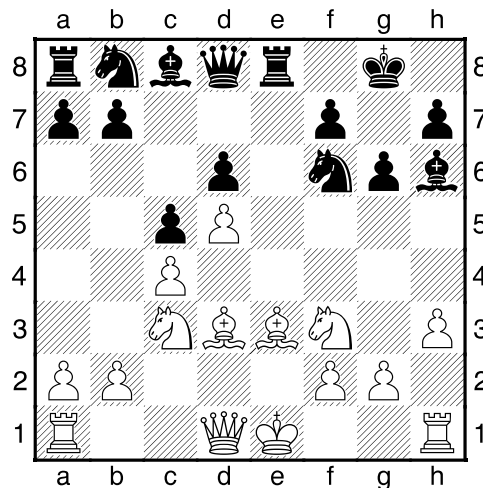
9... Re8+

Choose a move for White.

10. Be3

5 points for this move. There was no real reason to play anything else.

10... Bh6



Choose a move for White.

11. O-O

White chooses to offer a PAWN SACRIFICE: you score 5 points for this. Qd2 was also good and also scores 5 points.

11... Bxe3

Choose a move for White.

12. fxe3

A generous 5 points for everyone here.

Bonus Question 1: what would you play if Black now played Rxe3?

Answer: 5 points for Qd2: White has a lead in development and the dark squares around the black king are vulnerable.

Bonus Question 2: if the game continued 12... Rxe3 13. Qd2 Qe7, what would you play next?

Answer: 5 points for Nd1, TRAPPING the black rook and leading to a material advantage.

12... Qe7

Choose a move for White.

13. e4

5 points for this move, saving the pawn and gaining more space. Qc2, continuing to offer the pawn sacrifice is also strong and also scores 5 points.

13... a6

Choose a move for White.

14. Qd2

5 points for this excellent developing move. If you preferred to sacrifice a pawn with e5 here, you can have 10 points. This move would a) give you a passed d-pawn, b) give your knight access to the e4 square and c) open up your bishop on d3: well worth a pawn.

14... Nbd7

Choose a move for White.

15. Rf2

4 points for this move, preparing to double rooks on the f-file, looking at Black's weaknesses on f6 and f7. Perhaps even better was the aggressive Qh6, which was worth 5 points. You can see how weak the f6 and h6 squares are because Black's fianchettoed bishop has been traded off.

15... Nh5

Choose a move for White.

16. g4

5 points for this, driving the knight back as it will now be trapped on g3.

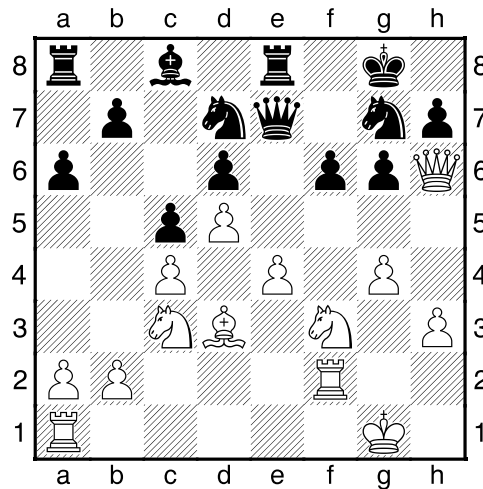
16... Ng7

Choose a move for White.

17. Qh6

5 points for this move. The idea is simply to play Ng5 when Black can't defend h7. Again Black's missing a bishop on g7.

17... f6



Choose a move for White.

18. e5

10 points for this very strong move. White's knight on c3 might be coming to e4, and Bxg6 might work in some circumstances.

Bonus Question 3: what would you play after dxe5?

Answer: there are lots of good moves: 5 points for Ne4 (the most obvious), Raf1 or Ng5.

Bonus Question 4: what would you play after fxe5?

Answer: again there are many options: 5 points for Ng5, Bxg6 or Raf1, 4 points for Ne4.

18... Nxe5

Choose a move for White.

19. Nxe5

5 points for this: it's the only good move so no score for anything else.

Bonus Question 5: what would you play after fxe5?

Answer: Plenty of choices: 5 points for Raf1, 4 points for Bxg6 or Ne4.

Bonus Question 6: what would you play after Qxe5?

Answer: this was Black's best try: now there's only one good move: Ne4, scoring 5 points.

Bonus Question 7: if the game continued 19... Qxe5 20. Ne4 Rf8, how would you continue?

Answer: again there's only one good move: Re1, scoring another 5 points. This threatens Nxf6+ and Qd4 can be met with Nxd6 followed by Re7.

19... dxe5

Choose a move for White.

20. d6

4 points for this move, but 5 points for the immediate Ne4 or for Bxg6 followed by Ne4.

Bonus Question 8: if Black played Qxd6 here, what would you play?

Answer: The simplest win is Bxg6 followed by Ne4 (and Nxf6) with a winning attack. 5 points for this, and 4 points for the immediate Ne4, which also wins.

20... Qd8

Choose a move for White.

21. Ne4

5 points for this move, for Raf1 or for Bxg6.

20... Re6

Choose a move for White.

22. Raf1

5 points, piling the pressure on the f6 pawn.

22... Ne8

Choose a move for White.

23. Ng5

10 points for this move, or for Nxf6, planning to meet either Nxf6 or Rxf6 with Bxg6.

23... Qd7

Choose a move for White.

24. Nxe6

5 points for this natural capture, or for Bxg6.

24... Qxe6

Choose a move for White.

25. Bxg6

Finally White plays this sacrifice, scoring 10 points. Black resigned because, after hxg6, either Qxg6+ or Rxf6 will give White a winning attack.

This game was played in 1955 in the quarter-finals of the USSR Championship, between Archil Ebralidze and Vitaly Tarasov. You'll learn from this game about one way for White to play when Black plays c5 in the King's Indian Defence. Black's mistakes were on move 13, where he should have played Nbd7 to control the important e5 square, and on move 15, when Rf8 would have been a better defence. Closed positions like this are often about control of important squares, and here the dark square weaknesses around Black's king proved fatal.

# GAME 38 ANSWER SHEET

White's 6<sup>th</sup> move\_\_\_\_\_ .....

White's 7<sup>th</sup> move\_\_\_\_\_ .....

White's 8<sup>th</sup> move\_\_\_\_\_ .....

White's 9<sup>th</sup> move\_\_\_\_\_ .....

White's 10<sup>th</sup> move \_\_\_\_\_ .....

White's 11<sup>th</sup> move\_\_\_\_\_ .....

White's 12<sup>th</sup> move \_\_\_\_\_ .....

Bonus Question 1 \_\_\_\_\_ .....

Bonus Question 2 \_\_\_\_\_ .....

White's 13<sup>th</sup> move\_\_\_\_\_ .....

White's 14<sup>th</sup> move\_\_\_\_\_ .....

White's 15<sup>th</sup> move\_\_\_\_\_ .....

White's 16<sup>th</sup> move\_\_\_\_\_ .....

White's 17<sup>th</sup> move\_\_\_\_\_ .....

White's 18<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 3 \_\_\_\_\_ .....

Bonus Question 4 \_\_\_\_\_ .....

White's 19<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 5 \_\_\_\_\_ .....

Bonus Question 6 \_\_\_\_\_ .....

Bonus Question 7 \_\_\_\_\_ .....

White's 20<sup>th</sup> move\_\_\_\_\_ .....

Bonus Question 8 \_\_\_\_\_ .....

White's 21<sup>st</sup> move\_\_\_\_\_ .....

White's 22<sup>nd</sup> move\_\_\_\_\_ .....

White's 23<sup>rd</sup> move\_\_\_\_\_ .....

White's 24<sup>th</sup> move\_\_\_\_\_ .....

White's 25<sup>th</sup> move\_\_\_\_\_ .....

Total Score: \_\_\_\_\_ (Max 160)

Your rating:

130-160: Grandmaster

95-129: International Master

65-94: National Master

Below 65: Candidate Master



### **GAME 39**

#### **KING'S INDIAN DEFENCE (3)**

This game takes you down one of the most important and exciting variations of the King's Indian Defence, in which the players attack on opposite sides of the board. Whose attack will break through first?

1. d4 Nf6
2. Nf3 g6
3. c4 Bg7
4. Nc3 o–o
5. e4 d6
6. Be2

Choose a move for Black.

6... e5

5 points for this, the usual move in this line. 4 points for c5 or Na6, 3 points for Bg4 or Nbd7.

Bonus Question 1: if the game now continued 7. dxe5 dxe5 8. Qxd8 Rxd8 9. Nxe5, how would you continue?

Answer: 5 points for Nxe4, using a DISCOVERED ATTACK to regain the pawn with an equal position.

7. o–o

Choose a move for Black.

7... Nc6

5 points for this move, Black's most popular choice, for Na6 or for exd4, which leads to a very different type of position. 4 points for Bg4 or for Nbd7.

8. d5

Choose a move for Black.

8... Ne7

5 points for this move, the best square for the knight.

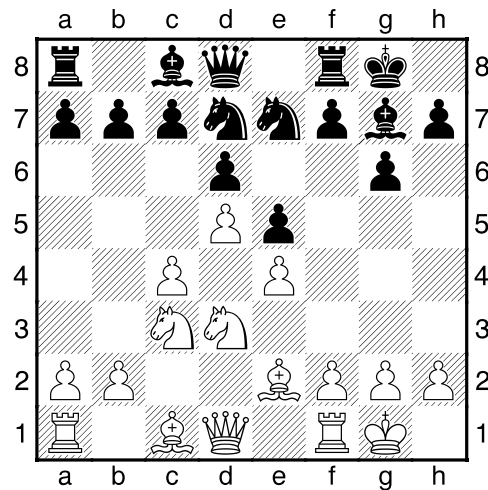
9. Ne1

Choose a move for Black.

9... Nd7

5 points for this move, preparing the pawn break f5 while controlling the c5 square. 4 points for Ne8, with the same idea of preparing f5.

10. Nd3



Choose a move for Black.

10... f5

5 points – there's no real reason to delay this move. 3 points for a5, b6 or c5.

11. f3

Choose a move for Black.

11... f4

5 points for this, again Black's most popular move here. 4 points for a5, b6 or c5, all trying to hold up White's attack.

12. b4

Choose a move for Black.

12... g5

5 points for this move, Nf6 or h5, all continuing Black's attack.

13. c5

Choose a move for Black.

13... Nf6

5 points for this move or for h5. Black's preparing the g4 pawn break.

14. b5

Choose a move for Black.

14... h5

5 points for this move, 5 points for Ng6.

15. a4

Choose a move for Black.

15... Ng6

4 points for this move, but 5 points for the immediate g4.

16. Ba3

Choose a move for Black.

16... g4

5 points for this move.

17. a5

Choose a move for Black.

17... g3

5 points for this move: clearly best so no points for anything else.

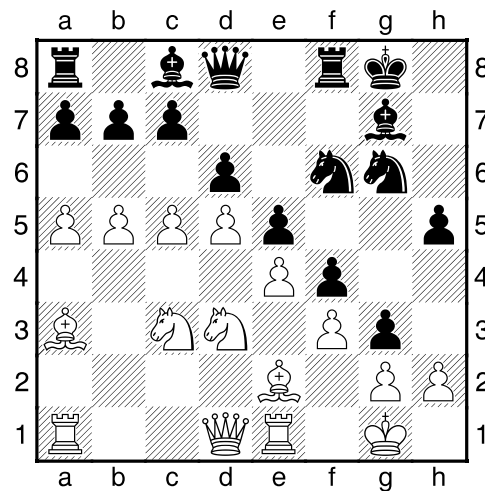
Bonus Question 2: if White played h3 here, how would you continue?

Answer: 10 points for Bxh3, meeting gxh3 with Qc8 or Qd7, when Black has a winning attack. 8 points for Nh7 or Nh4 which are also both strong.

Bonus Question 3: if White played Qe1 here, how would you continue?

Answer: 5 points for h4 or for the sacrifice Nxg4, meeting fxg4 with Qh4.

18. Re1



Choose a move for Black.

18... Nxd5

7 points for this sacrifice, when White could have defended with 19. Bf1, meeting Nxc3 with Qb3+ and Ne3 with Rxe3. The most accurate move, scoring 10 points, was Nxe4, with the same idea, but keeping the a2-g8 diagonal closed.

19. Nxd5

Choose a move for Black.

19... Qh4

5 points for this move, which was the idea behind Black's last move.

20. h3

Choose a move for Black.

20... Bxh3

Now it's easy: 5 points for this very obvious sacrifice.

21. Qb3

Choose a move for Black.

21... Bxg2

5 points for this move, the quickest way to win. 4 points for Kh7, 3 points for Kh8 or Rf7.

22. N5xf4+

Choose a move for Black.

22... Kh7

5 points for this move, for d5 or for Rf7, all of which will mate in a few moves. But certainly no points for Kh8, when White plays Nxc6+ followed by Nxe4, and Black would have to resign.

White resigned as, whichever way White captures on g2, Black will conclude with Qh2+ and Qh1#.

This game was played at Alushta, in Ukraine. in 2008, between Roman Milutin and David Petrosian, not, as far as I know, related to 1963-69 World Champion Tigran Petrosian. In this opening, when White plays d5 to close the centre, Black will attack on the kingside. White's big mistake in this game was 16. Ba3, moving the bishop to the wrong side of the board. He should instead have continued his pawn storm by playing c6, with a complicated position where both sides have good attacking chances.

## GAME 39 ANSWER SHEET

Black's 6 <sup>th</sup> move_____ .....	Black's 17 <sup>th</sup> move_____ .....
Bonus Question 1 _____ .....	Bonus Question 2 _____ .....
Black's 7 <sup>th</sup> move_____ .....	Bonus Question 3 _____ .....
Black's 8 <sup>th</sup> move_____ .....	Black's 18 <sup>th</sup> move_____ .....
Black's 9 <sup>th</sup> move_____ .....	Black's 19 <sup>th</sup> move_____ .....
Black's 10 <sup>th</sup> move _____ .....	Black's 20 <sup>th</sup> move _____ .....
Black's 11 <sup>th</sup> move_____ .....	Black's 21 <sup>st</sup> move_____ .....
Black's 12 <sup>th</sup> move _____ .....	Black's 22 <sup>nd</sup> move _____ .....
Black's 13 <sup>th</sup> move_____ .....	Total Score: _____ (Max 110)
Black's 14 <sup>th</sup> move_____ .....	Your rating:
Black's 15 <sup>th</sup> move_____ .....	90-110: Grandmaster
Black's 16 <sup>th</sup> move_____ .....	65-89: International Master
	45-64: National Master
	Below 45: Candidate Master

## GAME 40 KING'S INDIAN DEFENCE (4)

In this game Black traded pawns on d4 before White got round to playing d5, leading to a very different pawn formation.

1. d4 Nf6
2. c4 g6
3. Nc3 Bg7
4. e4 d6
5. f3 o-o
6. Be3 e5
7. Nge2 c6

You may have seen a game earlier in the book where Nc6 was played here. This is a good alternative.

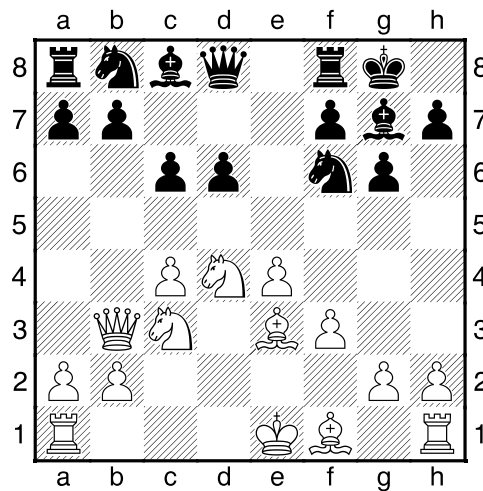
8. Qb3

Choose a move for Black.

8... exd4

5 points for this move: it's a good idea to open the position when the white queen has just moved to the queenside.

9. Nxd4



Choose a move for Black.

9... d5

10 points for this move, sacrificing a pawn to open lines in the centre of the board while White unable to castle into safety. 5 points for Re8, Qe7 or c5.

10. cxd5

Choose a move for Black.

10... cxd5

5 points for this move.

Bonus Question 1: what would you play if White played Nxd5 here?

Answer: 5 points for Nxd5.

Bonus Question 2: what would you play after 11. Nxd5 Nxd5 12. Qxd5?

Answer: 5 points for Qb6, when Black has ideas of Qxb2, Rd8 and Nc6 depending on what White does next. Black has good compensation for the pawn and White's position is difficult to play.

11. exd5

Choose a move for Black.

11... Re8

5 points for this excellent move, putting a rook on an open file. 3 points for Qe7.

Bonus Question 3: what would you play if White played Nc2 here?

Answer: 5 points for Bf5, threatening Bxc2. Black has to act fast, before White can castle.

12. Kf2

Choose a move for Black.

12... Nc6

10 points for this brilliant knight sacrifice, creating more threats and opening up more lines. 5 points for Qe7 or Nbd7.

Bonus Question 4: what would you play if the game continued 13. Nxc6 bxc6 14. Rd1?

Answer: 14... Ng4+ and if 15. fxg4, Qf6+ gives White a winning attack and scores 10 points. 7 points for Qe7 and 5 points for Bf5.

13. dxc6

Choose a move for Black.



13... Rxe3

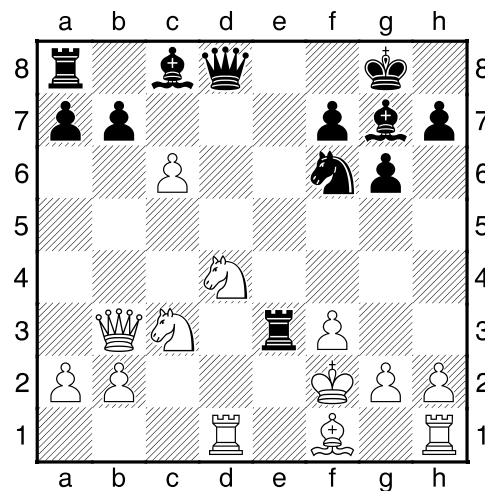
Another brilliant sacrifice and another 10 points. Just 3 points for Ng4+, after which White can come out ahead with best play. This move also worked on the previous move, so if you selected it then, go back and give yourself another 10 points.

Bonus Question 5: what would you play if White played Kxe3 here?

Answer: 5 points for Bh6+, planning to meet Kd3 with bxc6. 3 points for Ng4+.

14. Rd1

Choose a move for Black.



14... Ng4+

5 points for this move, opening up a DISCOVERED ATTACK.

15. fxg4

Choose a move for Black.

15... Bxd4

5 easy points here.

16. Rxd4

Choose a move for Black.

16... Qxd4

Another 5 easy points.

17. Qd5

Choose a move for Black.

17... Re2+

Black plays another sacrifice: 10 points for this. But there was a simpler way to win: Qf4+, when, after Kg1, Black's quickest solution is Rxc3. You also score 10 points if you preferred this move.

18. Kxe2

Choose a move for Black.

18... Bxg4+

5 points: this is the only winning move.

19. Ke1

Choose a move for Black.

19... Re8+

5 points: again the only winning move.

20. Be2

Choose a move for Black.

20... Rxe2+

5 points for this move, when, after Nxe2, Black will take the queen. 3 points for Qxd5, which should also win.

White resigned here.

This was another firework display from the great Mikhail Tal, played against Janusz Szukszta in a blitz tournament as part of the 1956 World Student Team Championship. White could have done better by playing 11. O-O-O or 14. Kxe3. But playing blitz against a tactical genius was never going to be easy.

GAME 40 ANSWER SHEET

Black's 8 <sup>th</sup> move_____ .....	Black's 14 <sup>th</sup> move_____ .....
Black's 9 <sup>th</sup> move_____ .....	Black's 15 <sup>th</sup> move_____ .....
Black's 10 <sup>th</sup> move _____ .....	Black's 16 <sup>th</sup> move_____ .....
Bonus Question 1 _____ .....	Black's 17 <sup>th</sup> move_____ .....
Bonus Question 2 _____ .....	Black's 18 <sup>th</sup> move_____ .....
Black's 11 <sup>th</sup> move_____ .....	Black's 19 <sup>th</sup> move_____ .....
Bonus Question 3 _____ .....	Black's 20 <sup>th</sup> move _____ .....
Black's 12 <sup>th</sup> move _____ .....	Total Score: _____ (Max 115)
Bonus Question 4 _____ .....	Your rating:
Black's 13 <sup>th</sup> move_____ .....	90-115: Grandmaster
Bonus Question 5 _____ .....	70-89: International Master
	45-69: National Master
	Below 45: Candidate Master

## GLOSSARY

### ATTACK

If we say that a piece **ATTACKS** an enemy piece we mean that it could capture it next move. After the moves 1. e4 e5 2. Qh5 the white queen **ATTACKS** three pawns. An **ATTACK** is not the same as a **THREAT**.

### BACK RANK MATE

A **CHECKMATE** with a rook or queen on the **BACK RANK**, most typically when the king's potential escape squares are blocked by his own pawns.

### BACKWARD PAWN

A pawn which is behind pawns of the same colour on the adjacent files and cannot easily advance. A **BACKWARD PAWN** on a **HALF-OPEN FILE** can often be very weak.

### BAD BISHOP

A bishop blocked in by its own pawns.

### BLUNDER

A mistake, in particular a bad mistake which loses **MATERIAL** or allows **CHECKMATE**.

### CASTLING

A special move with the king and the rook. To **CASTLE** you move your king two squares towards the rook and your rook over the top to the next square. If you're White and you **CASTLE** on the **KINGSIDE** your king will end up on g1 and your rook on f1. If you castle on the **QUEENSIDE** your king will end up on c1 and your rook on d1. You can only **CASTLE** if a) neither your king nor rook has moved b) there are no pieces between the king and the rook c) you are not in **CHECK** at the moment d) you do not move into **CHECK** and e) the square crossed by your king is not **CONTROLLED** by an enemy piece.

## **CHECK**

A move which **THREATENS** the enemy king. If you are **IN CHECK** you have to get out of check immediately. You are not allowed to play a move that leaves your king **IN CHECK**, but if your opponent does this you **CANNOT** win the game by capturing the enemy king: instead you must ask your opponent to retract the move and play a legal move instead, if possible moving the piece that was touched.

## **CHECKMATE**

A situation in which one player is **IN CHECK** but **CANNOT** get out of **CHECK**, either by moving the king to a safe square, blocking the **CHECK** or capturing the piece giving **CHECK**. If you **CHECKMATE** your opponent you win the game.

## **COMBINATION**

A series of moves, often involving a **SACRIFICE**, using a combination of **TACTICAL** ideas to gain an advantage or possibly to reduce a disadvantage.

## **CONTROL**

A piece is said to **CONTROL** a square when it could capture an enemy piece landing on that square. For example, a white pawn on e4 **CONTROLS** the d5 and f5 squares.

## **DECOY**

A move, sometimes a **SACRIFICE**, designed to force an enemy piece onto an unfavourable square, for instance, a square where it might be **FORKED** or **PINNED**.

## **DEFEND/DEFENCE**

A piece which is **DEFENDING** another piece, or sometimes a square, is a piece which would capture an enemy piece. For example, after the moves 1. e4 e5 2. Nf3 Nc6 the black knight on c6 is **DEFENDING** the pawn on e5 which is **ATTACKED** by the white knight on f3.

## **DEFLECTION**

A move, sometimes a **SACRIFICE**, designed to force an enemy piece away from a square where it is carrying out an important defensive function.

## **DEVELOPMENT**

At the start of the game we DEVELOP our pieces: we get them off the back RANK and into the game. Usually we develop our MINOR PIECES quickly. Queens and rooks usually stay at home early on. CASTLING is also a DEVELOPING move which we usually aim to play quickly.

## **DISCOVERED ATTACK**

A move which, by another piece moving out of the way, opens up an attack from a LINE PIECE on an enemy target. If the attack from the LINE PIECE is a CHECK this move is a DISCOVERED CHECK.

## **DISCOVERED MATE**

A DISCOVERED CHECK which is also CHECKMATE.

## **DOUBLE CHECK**

A DISCOVERED CHECK where the piece moving away also gives CHECK so that the enemy king is in CHECK from two pieces at the same time. The only way to meet a DOUBLE CHECK is with a king move.

## **DOUBLED PAWNS**

Two pawns of the same colour on the same file. DOUBLED PAWNS are often, but not always, a weakness. Three pawns of the same colour on the same file are TRIPLED PAWNS.

## **DRAW**

There are several ways to DRAW a game of chess. You can draw by STALEMATE. You can draw by reaching a position where neither side can possibly get CHECKMATE: for example king against king, king and bishop against king or king and knight against king (sometimes called INSUFFICIENT MATERIAL). You can draw by AGREEMENT: one player proposes a draw and the other player accepts the proposal. In tournaments you can claim a draw by REPETITION if exactly the same position has been reached three times with the same player to move (note that it's REPETITION OF POSITION, not of moves) or by the 50 MOVE RULE if both players have played 50 moves without a pawn move or capture taking place.

### ***EN PASSANT***

A special pawn capture. If your pawn is on your FIFTH RANK and your opponent moves a pawn on an adjacent FILE TWO SQUARES you can if you choose CAPTURE the pawn EN PASSANT: as if it had moved only one square. If you have a white pawn on e5 and black moves the pawn from d7 to d5 you can, but only on your next move, capture it while it's passing the d6 square so your pawn ends up on d6.

### **EXCHANGE**

The word EXCHANGE has two meanings in chess. It can mean a trade, particularly an equal trade, a trade of like for like. We might exchange queens, or pawns. It also means the advantage of rook for MINOR PIECE. So we might deliberately trade a rook for an enemy knight: we SACRIFICE the EXCHANGE or play an EXCHANGE SACRIFICE. We might also win the EXCHANGE or BLUNDER the EXCHANGE.

### **FIANCHETTO**

A bishop development to g2/g7 or b2/b7 after moving the knight's pawn (usually) one square.

### **FILE**

A vertical line of squares on a chessboard. We name the file based on its letter: the a-file through to the h-file.

### **FORK**

A move which creates TWO THREATS at the same time with the same piece in different directions.

### **GAMBIT**

An opening in which one player SACRIFICES MATERIAL to gain an advantage in, for example, development, centre control or king safety.

### **GOOD BISHOP**

A bishop not blocked in by its own pawns.

## **ISOLATED PAWN**

A pawn which has no pawns of the same colour on the adjacent files. An ISOLATED PAWN can often be a weakness.

## **KINGSIDE**

The side of the board on which the kings start: the e-, f-, g- and h-FILES.

## **LÉGAL'S MATE**

A checkmate in which you move a PINNED knight, SACRIFICING your queen to get a CHECKMATE with your MINOR PIECES

## **LINE PIECE**

A piece which moves along a straight line: a queen, rook or bishop.

## **MAJOR PIECE**

Your MAJOR PIECES are your queen and rooks.

## **MATE**

Another word for CHECKMATE, just as phone is another word for telephone.

## **MATE IN 2**

A MATE IN 2 puzzle is a puzzle in which you have to find a move which FORCES MATE in two moves whatever your opponent plays in between. You play a move, and, no matter what I do next, you will CHECKMATE me the following move. There's no way for me to prevent it. Likewise, MATE IN 3, MATE IN 4, MATE IN 5 and so on.

## **MATERIAL**

The words MATERIAL and POINTS are used in relation to the values of the pieces (according to the most popular, but not the most accurate, scale of values, a queen is worth 9 points, a rook 5 points, a bishop or a knight 3 points each, a pawn 1 point). We might play a move which wins MATERIAL or POINTS, or make a mistake which loses MATERIAL or POINTS.



## **MINOR PIECE**

Your MINOR PIECES are your knights and bishops.

## **NOTATION**

Chess NOTATION is a way of writing down chess moves. This book uses STANDARD (ALGEBRAIC) notation, using the names of the squares from the FILES and RANKS. You might have been taught DESCRIPTIVE NOTATION (P-K4 rather than e4) if you learned chess a long time ago, or come across it in old books.

## **OUTPOST**

A square in or near enemy territory which is protected by a friendly pawn and cannot be attacked by an enemy pawn. Knights on OUTPOSTS are often very strong. Sometimes also called a SUPPORT POINT.

## **OVERWORKED PIECE**

A piece carrying out two defensive duties at the same time which can be DEFLECTED away from one of its jobs.

## **PASSED PAWN**

A pawn which can potentially reach the end of the board without being blocked or captured by an enemy pawn.

## **PAWN BREAK**

A pawn move attacking a blocked enemy pawn, allowing or forcing a pawn exchange to open up the position. Sometimes also called a PAWN LEVER.

## **PHILIDOR'S LEGACY**

A form of SMOTHERED MATE involving a DOUBLE CHECK followed by a QUEEN SACRIFICE.

## **PIN**

A situation in which a piece CANNOT or SHOULD NOT move because it would expose another piece to capture along a line. Only LINE PIECES can PIN enemy pieces. A PIN against a king is an ABSOLUTE PIN: the pinned piece is not allowed to move. If a piece is PINNED against a queen, it CAN move but will allow the queen to be captured. A piece may also be PINNED against a square, typically a MATING square.

## **PIN MATE**

A form of CHECKMATE in which it at first appears that another piece can capture or block the checking piece, but it cannot in fact do so because it is PINNED against the king.

## **POINTS**

The values of the pieces (see MATERIAL). The POINTS you might score in a chess tournament are not the same thing at all.

## **PROMOTION**

When your pawn reaches the BACK RANK it is PROMOTED. You exchange the pawn for another piece of your choice: a queen, rook, bishop or knight. As the queen is the most powerful piece you will usually choose a queen. You're allowed to have more than one queen on the board at the same time (and also more than two rooks, bishops or knights, should you choose).

## **QUEENSIDE**

The side of the board on which the queen starts: the a-, b-, c-, and d-FILES.

## **RANK**

A horizontal line of squares on a chessboard, indicated by a number. Confusingly, we usually refer to ranks from our own perspective. If we talk about White's SEVENTH RANK, for example, we mean the RANK numbered 7, but if we talk about Black's SEVENTH RANK we mean the RANK numbered 2.

## **SACRIFICE**

A move that deliberately loses material in order to gain an advantage. You might play a SACRIFICE because you've LOOKED AHEAD and seen that you can get CHECKMATE, or because you can win the material back, maybe with interest. If you accidentally lose a piece because of an oversight it's a BLUNDER, not a SACRIFICE.

## **SCHOLAR'S MATE**

A CHECKMATE on the f7/f2 square at the start of the game, with the queen supported by a bishop. For example: 1. e4 e5 2. Qh5 Nc6 3. Bc4 Nf6 4. Qxf7#. Black's 4<sup>th</sup> move was a BLUNDER. Because this typically happens in four moves it's sometimes also called the FOUR MOVE MATE.

## **SKEWER**

A move by a LINE PIECE which THEATENS two enemy pieces in the same direction. The front piece has to move out of the way, allowing the rear piece to be captured.

## **SMOTHERED MATE**

A knight CHECKMATE in which the enemy king is surrounded by his own pieces, with the knight jumping over them to CHECK the king.

## **STALEMATE**

A position in which the player whose turn it is to move is NOT IN CHECK but can make no legal moves. The result of the game is a DRAW. Note that STALEMATE is not another word for DRAW: it's just one type of DRAW.

## **STRATEGY**

STRATEGY in chess involves long-term planning. This means thinking about how you can get your pieces onto good squares, and keep your opponent's pieces off good squares. It's often said that TACTICS is what you do when there's something to do, while STRATEGY is what you do when there's nothing to do.

## **TACTICS**

TACTICS in chess is a loose term involving ATTACKING and DEFENDING, TACTICAL DEVICES such as FORKS, PINS and DISCOVERED ATTACKS, COMBINATIONS and CHECKMATES. Books on TACTICS will include puzzles based on some or all of these themes.

## **TEAM ATTACK**

A situation in which an enemy target is attacked by more than one piece. It may well also be defended by several pieces. For example, 1. e4 e5 2. Nf3 Nc6 3. d4 creates a TEAM ATTACK on e5. Although this happens in almost every game of chess there's no generally accepted term so you probably won't come across the term TEAM ATTACK elsewhere.

## **THREAT**

A THREAT is something you WANT to do next move: usually a move which wins MATERIAL or gets CHECKMATE. After 1. e4 e5 2. Qh5 the white queen is ATTACKING three pawns but is only THREATENING one pawn:

## **ZUGZWANG**

A position in which, if it's your move, you have to play a move which makes your position worse. ZUGZWANG positions often occur in PAWN ENDINGS.

## **ZWISCHENZUG**

An 'in-between' move: for example if, instead of making a recapturing you play another move first which your opponent has to deal with, only making the recapture later.