

MOVE TWO

**THE SECOND VOLUME OF A COACHING
COURSE FOR CHILDREN**

RICHARD JAMES

***For Sam and Nicholas:
Two very special boys***

AUTHOR'S NOTE

MOVE ONE!, the predecessor of this book, was originally published by Faber & Faber in 1990, with the intention, if successful, of being the first of three volumes intended to take children from learning the moves through to adult club standard.

MOVE TWO! was completed in 1992 and submitted to Faber & Faber for consideration. After two years during which I was unable to get an answer from them they eventually decided to publish. Shortly afterwards Faber & Faber decided to stop publishing chess and bridge books and sold all the rights to Mr Bridge, a bridge publishing company. The rights to their chess list were eventually sold on to Batsford, a leading chess publishing house.

Batsford, meanwhile, knew nothing about MOVE TWO! and didn't even have a copy of MOVE ONE! so had no idea whether or not they wanted anything to do with them, and my involvement with the Richmond Chess Initiative meant that I no longer had the time to prepare MOVE TWO! for publication.

And so the chess course rested until January 1997 when two young pupils, Sam Pickard and Nicholas Moon, whom I was coaching on a weekly basis, had reached the point in their development where they needed MOVE TWO! At that point I started typing the original manuscript into my PC, at the same time computer checking all the analysis (and correcting much analysis previously published elsewhere in the process).

The version you have in your hands at present is a test version for internal use by members and friends of Richmond Junior Chess Club. The current timetable for the course as a whole is a complete rewrite of MOVE ONE! (possibly under another title, which will involve changing the title of MOVE TWO! as well) during Summer 1997, followed by updates and corrections to MOVE TWO! and the first draft of MOVE THREE! during 1997/8. Any comments, corrections or suggestions for improvements that you have on this version of MOVE TWO! will be invaluable.

My thanks go to Michael Duggan, who was the original guinea pig for MOVE TWO! in 1992, to Ray and Richard Cannon for checking the first version for analytical and other mistakes, to all the other RJCC members past and present who, no doubt without realising it, have helped in the development of this course in so many ways, to Mike Fox, without whom none of this would ever have happened, and to you for reading the book, and, I hope, for your opinions and suggestions. And of course to Sam and Nicholas for providing the inspiration for reviving the course. This version of the book is dedicated to them.

Richard James May 1997

Since May 1997 not much has happened. My other chess commitments have increased and that, together with a lack of interest from publishers, has meant that not much has happened since May 1997. I've written two volumes of lessons for schools, produced other bits and pieces for beginners, and, this summer, started work on a website devoted to interactive chess lessons and quizzes.

Batsford were never interested in publishing any of my coaching materials, telling me that nobody bought books for beginners. (This is no doubt true, but in itself an indictment of what's been happening in Primary School chess over the past 25 years or so.) As I write this they've just gone into receivership and been sold off to Chrysalis. It's not yet clear what will happen to their chess list.

It has also occurred to me that the openings dealt with in this volume are those we study in the Intermediate Group at Richmond Junior Club while the rest of the material is more suitable for the Advanced Group, so at some point I really want to review the whole concept. When this will happen, and whether it will be published as a book or via our web site is not yet clear.

But as I have sold out of the previous version and Jonathan Tuck, who is finding a lot of interest in this volume in Sussex, has asked me to produce some more copies. There may also be more Richmond Juniors interested in buying copies. So I am translating it from Amipro to Microsoft Word, with some minor changes and updates.

Richard James August 1999

INTRODUCTION

This is the second volume of a coaching course designed for use either by children working at home with their parents, or by schools or chess clubs. It is also suitable for older readers working on their own.

Although it is not necessary to have read the previous volume (MOVE ONE!), knowledge of the material contained in that book is assumed.

Topics covered in MOVE ONE! include:

- a) The Laws of Chess, including castling, *en passant*, stalemate, the 50 move rule
- b) Checkmate with two Rooks, King and Queen against King, King and Rook against King.
- c) Basic opening principles and the names of the major openings starting 1. e2-e4 e7-e5
- d) Basic tactical ideas: the fork, the pin, the skewer, the discovered attack.

The keyword for MOVE ONE is VISION: learning to look at the board and see the relationships between the pieces: the attacks and defences.

The keyword for MOVE TWO is CALCULATION: learning to look ahead, work out variations from the position in front of you on the board.

The book contains sixteen chapters. Each chapter starts with a lesson on one particular aspect of the game: opening, middle game or ending. Most chapters continue with a quiz to test knowledge and understanding of the material in the lesson. There is then a section called "Activities". This sometimes offers the pupil openings or positions to play which will then be studied in the next chapter. In other chapters this section includes further study material on the lesson. Where neither of these is appropriate other topics of general chess interest are covered. Finally, there is a section called "Masters of the Universe". This section tells the history of chess through its leading players, and, towards the end of the book, looks at the top players of today, and perhaps tomorrow. Each chapter contains two games which can be played through and studied. Some of these games were played by future champions when they were in their teens or younger.

The main teaching method used in this book involves learning through playing. The student is asked to play some games with an opening or from a position. In the next chapter he finds out what should have happened and from this information is able to refine his experience of the position. For this to work you need:

- a) A regular opponent. This could be a family member (parent, brother or sister), a friend or a computer.
- b) A chess set, preferably tournament side (Kings about 3" high, squares of about 2").
- c) A score book or score sheets (a lined exercise book can be used for this purpose), plus the ability to notate chess games.

Information on where to obtain chess equipment can be found at the end of the book.

Although both girls and boys play chess 'he' has been used, rather than 'he or she', for the sake of simplicity.

NOTATION

The notation used in this book for writing down moves was described fully on MOVE ONE. In case you haven't read that book, we'll repeat it very briefly here.

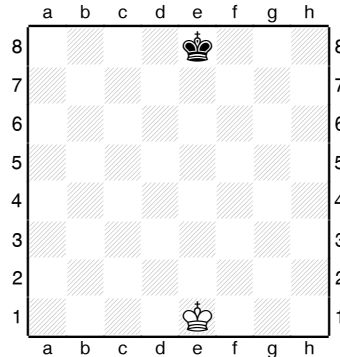


Diagram 1

Each square has a name consisting of a small letter followed by a number, as shown on Diagram 1, where the White King is on e1 and the Black King on e8. Each piece, apart from the Pawn, is represented by a capital letter: K is King, Q is Queen, B is Bishop, N is Knight and R is Rook. We write down a move using:

first, the letter of the piece (unless it's a Pawn),

then, the name of the square from which it starts its move,

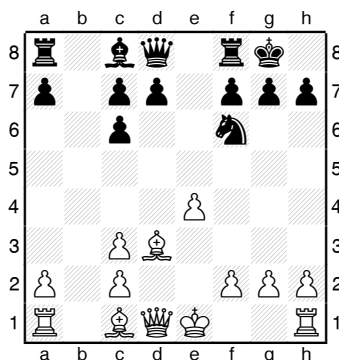
then, a minus sign (-), meaning 'moves to', or a times sign (x), meaning 'captures',

finally, a plus sign (+) at the end of a move for a check, or, for checkmate, either this sign: # or the word 'mate'..

For Castles King-side we write 0-0, for Castles Queen-side, 0-0-0, for a pawn promotion, d7-d8=Q, for instance, indicating that the Pawn promotes to a Queen, and for an *en passant* capture, e5xd6 ep, indicating that the White Pawn on e5 captured the Black Pawn which had just moved from d7 to d5.

If you're not used to this notation, play through these moves:

- | | |
|-----------|---------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Nb1-c3 | Ng8-f6 |
| 4. d2-d4 | e5xd4 |
| 5. Nf3xd4 | Bf8-b4 |
| 6. Nd4xc6 | b7xc6 |
| 7. Bf1-d3 | Bb4xc3+ |
| 8. b2xc3 | 0-0 |

**Diagram 2**

You should now have reached the position in Diagram 2. If not, go back and try again until you fully understand the notation.

Some more symbols for this volume:

- ! means 'Good move'
- !! means 'Brilliant move'
- ? means 'Bad move'
- ?? means 'Terrible move'
- !?. means 'Interesting move'
- ?!. means 'Risky move'.

These are placed after the moves to which they apply (Qg6!!, Nxd5?!).

Finally, you'll notice that many of the games in this book do not end in checkmate because one player resigns. On the whole we don't encourage you to resign your games if you think you're losing. For two reasons. One, your opponent might make a mistake, for instance allowing stalemate. Two, even if he doesn't you may learn something from seeing how he beats you. You should only resign if you are certain that, if you had your opponent's position against the World Champion, you'd win every time.

CHAPTER 1: WINNING MOVES

If you've read MOVE ONE, you'll have learned some clever ways of winning pieces. Most of these ideas are based on attacking two targets at once. We can attack two targets with the same piece using FORKS, PINS and SKEWERS. We can attack two targets at the same time with different pieces with AMBUSHES (DISCOVERED ATTACKS) and DISCOVERED CHECKS. We can take advantage of attacking positions by EXPLOITING A PIN, or by DECOYING or DESTROYING a defender. If you've forgotten any of these ideas have another look at Chapters 12 and 16 of MOVE ONE and go through the explanations of anything you don't remember.

The quizzes in MOVE ONE invited you to find these ideas in positions where you were told what to look for. This time it's a bit harder. You will be asked to answer a quiz in which you are told that there is a move in the position that wins material, but you are not told what sort of move it is. (We use the word 'material' to mean pieces, or points. We talk about 'winning material' or 'having an advantage in material'.) This is still easier than what happens in a real game, when nobody's going to tell you when you've got a good move. How should you go about looking for forks, ambushes and so on? Let's work through a few examples together.

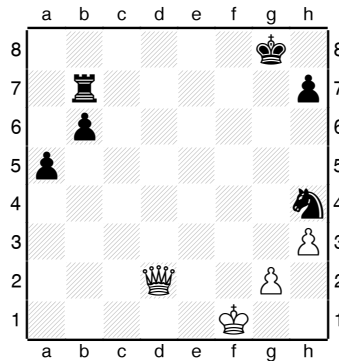


Diagram 3
White to move

First, look at Diagram 3. Set it up on your board if you find it helpful. What would you play with White in this position? Remember that we are looking for ATTACKING moves. You might notice that the Black King is open to checks from the White Queen, and that the Black Rook and Knight are both unprotected. Yes, you're right. We're looking for a QUEEN FORK. What's that? Qd2-d5+ wins a Rook, do you think? Well, no. It doesn't. Rb7-f7+ escapes from the fork. Well then, what about Qd2-g5+, winning a Knight? Again, it doesn't work. Nh4-g6 saves the day. Try Qd2-d8+ instead. POW! This time White really does win the Knight.

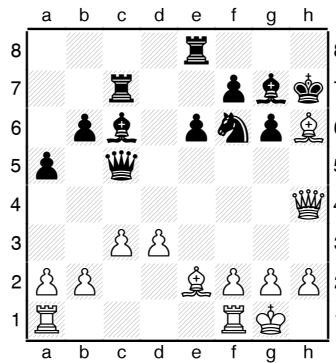


Diagram 4
White to move

Now have a go at Diagram 4. Again it's White's move. Are there any checks in this position? You might not see any at first, but look at the White Queen on h4 and follow her line of attack down the h-file to the Black King on h7. If the Bishop on h6 moves away it's **DISCOVERED CHECK**. Perhaps your move was Bh6-g5+, winning the Knight on f6? That's certainly a good move, but not the best one. Look at ALL the discovered checks until you find the best one. If you move the Bishop back a bit further you'll find Bh6-f4+, winning a Rook. But there's something better still. WHAM! Bh6-e3+, winning Queen for Bishop.

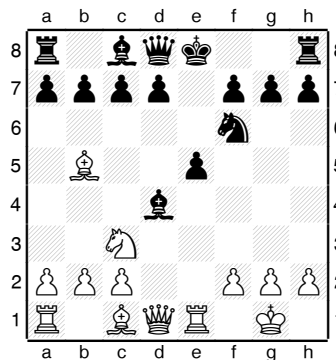


Diagram 5
White to move

What should White play in Diagram 5? If you don't see anything at once start off by looking at checks. Only two here: Re1xe5+, which just seems to lose a Rook for a Pawn, and Bb5xd7+, losing Bishop for Pawn. No luck there. The next step is to look for captures. The only non-checking capture is Qd1xd4, but this doesn't look right, as Black can capture the Queen. Or can he? Look at the White Rook on e1 and follow its line of attack down the e-file. There's a Black Pawn on e5, and then - Bingo! - the Black King on e8. Yes, of course! The Pawn on e5 is pinned, so it doesn't defend the Bishop on d4. ZAP! Qd1xd4 it is, and Black can't take back.

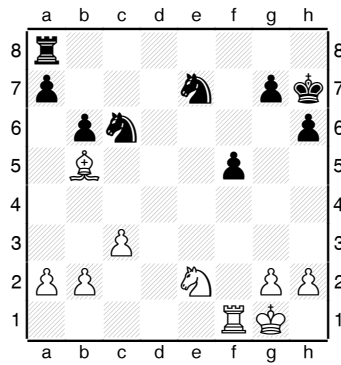


Diagram 6
White to move

In Diagram 6, with White to move, it looks like nothing very much is happening at all. Can you find anything for him? There are no checks. Bb5xc6 is just an exchange and Rf1xf5 is just stupid. Until you notice that both the Knight on c6 and the Pawn on f5 are defended by the Knight on e7. The poor horse is OVERWORKED so can be DECOYED. The right move order is: first Bb5xc6. BIFF! Black has no choice but to play Ne7xc6, and then Rf1xf5 nets a Pawn. If you saw this you're doing well because you're starting to learn to look ahead.

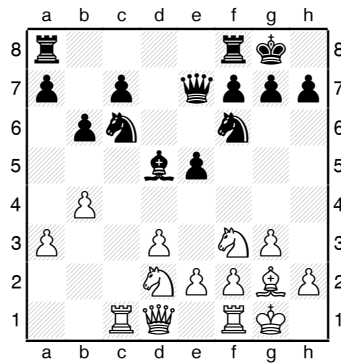


Diagram 7
White to move

Our final example in the chapter, Diagram 7, is fairly similar. Can you find a strong move for White here? It's clear White has no checks, and both his captures seem worse than useless. Look at the attacks and defences in the position. The White Knight on f3 attacks the Black Pawn on e5, which is defended by both the Knight on c6 and the Queen on e7. And the White Rook on c1 attacks the Knight on c6 which is defended by the Bishop on d5. This looks promising. Is there a way to shift the Bishop? The answer's easy once you know what you're looking for: e2-e4. CRUNCH! If the Bishop moves to safety White has Rc1xc6. White will win either a Knight or a Bishop, and the most Black can get out of it is a Pawn.

Before you have a go at finding some winning moves yourself in the quiz, here are some hints to help you. Not just when solving the quiz but in your games as well.

1. LOOK AT EVERY CHECK.

2. LOOK AT EVERY CAPTURE.

3. FOLLOW THE LINES OF ATTACK OF YOUR QUEEN, ROOKS AND BISHOPS, LOOKING FOR PINS AND AMBUSHES.

4. LOOK OUT FOR UNPROTECTED PIECES WHICH CAN BE FORKED.

5. DON'T JUMP AT THE FIRST MOVE YOU SEE WHICH LOOKS GOOD. KEEP ON LOOKING UNTIL YOU'RE SURE YOU'VE FOUND THE STRONGEST MOVE.

or, to put it another way,

5. WHEN YOU'VE FOUND A GOOD MOVE, LOOK FOR A BETTER ONE.

If you've read MOVE ONE you'll remember the four GOLDEN RULES. We can now expand the third GOLDEN RULE:

EVERY MOVE, EVERY GAME, LOOK AT ALL SEQUENCES OF FORCING MOVES.

A FORCING MOVE is any move which might force your opponent's reply. All CHECKS are forcing moves. A CAPTURE of a defended piece is a forcing move: your opponent may be forced to recapture. Any THREAT can be a forcing move. The stronger the threat the more forcing the move is. If you threaten mate or attack your opponent's Queen, he will usually have to stop whatever he's doing to deal with your threat.

So, our list of GOLDEN RULES now looks like this:

1. EVERY MOVE, EVERY GAME, LOOK TO SEE IF YOU CAN MATE YOUR OPPONENT.

2. EVERY MOVE, EVERY GAME, LOOK AT YOUR OPPONENT'S LAST MOVE TO SEE WHAT HE'S THREATENING.

3. EVERY MOVE, EVERY GAME, LOOK AT ALL SEQUENCES OF FORCING MOVES: CAPTURES CHECKS AND THREATS.

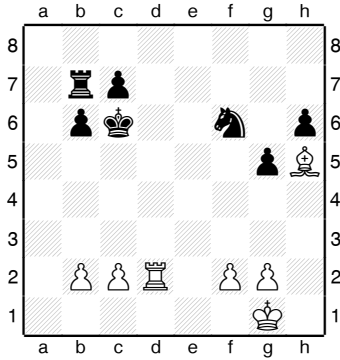
4. WHEN YOU'VE THOUGHT OF A MOVE, LOOK ROUND THE BOARD TO CHECK THAT IT'S SAFE BEFORE YOU PLAY IT.

Try to follow these rules in all your games: you won't regret it.

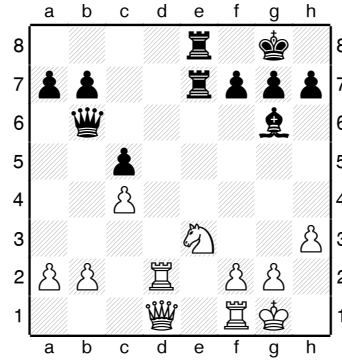
QUIZ

Ten questions for you on Simple Tactics. In each position you're looking for a way to win material. It could be a FORK, PIN or SKEWER, a DISCOVERED CHECK or AMBUSH. You might be able to DESTROY or DECOY A DEFENDER. In each case your next move will be a FORCING MOVE, either a CHECK, a CAPTURE or a THREAT. It's White to move in each position.

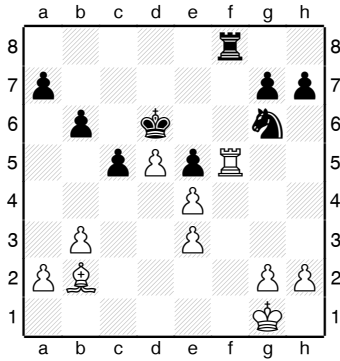
Q1.



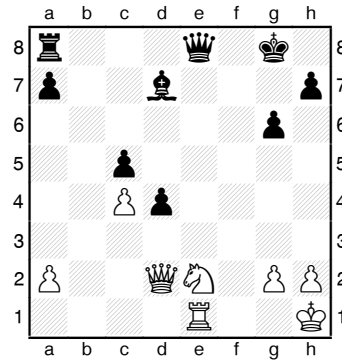
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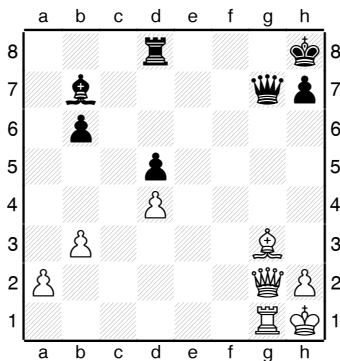
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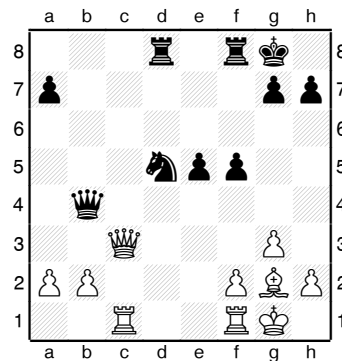
Q4.



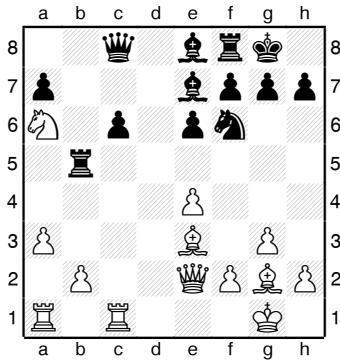
Q5.



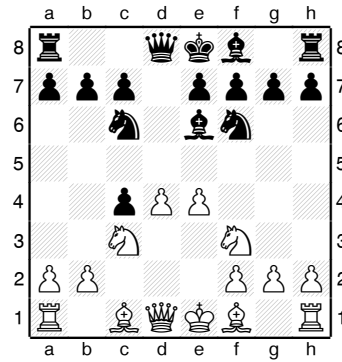
Q6.



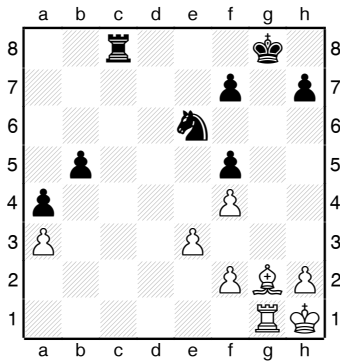
Q7.



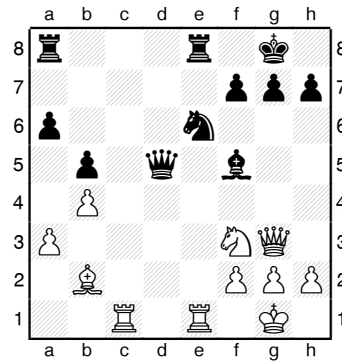
Q8.



Q9.



Q10.



When you've finished this quiz get someone to mark it for you using the answers at the back of the book. If you scored at least 8 out of 10, well done! You can go on to the next chapter. If not, have another go in a few days' time until you get it right.

ACTIVITIES

In the next chapter you'll be learning an opening. The first moves go like this.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. d2-d3 | Ng8-f6 |
| 5. Nb1-c3 | d7-d6 |
- giving the position in Diagram 8.

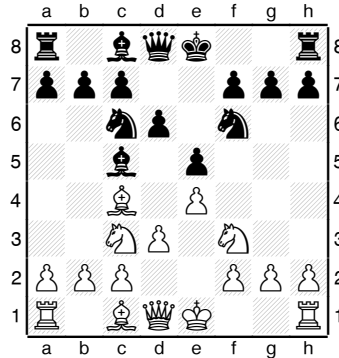


Diagram 8
White to move

This is a variation of the Italian Game called the Giuoco (pronounced "Joke-o") Pianissimo, which means 'very quiet game' in Italian. It is very popular with many young players so you need to know how to play it.

Play some games with this opening, writing your moves down, between now and starting the next Chapter. If you've read MOVE ONE, turn back to Micro-Chess Games 14, 16 and 18 which will give you some idea of the sort of things that might happen.

Masters of the Universe 1

The 'Masters of the Universe' section at the end of each chapter will tell you something about the history of International Chess, the World Champions and other top players. You'll also see some examples of their play. In many cases you'll be able to read about how they played when they were young.

When you play through the games, see how many of the winner's moves you can guess. If you can, get someone (a parent or teacher, perhaps) to play through the game with you and ask you to guess the moves. Count the number of moves you guess correctly as you go along. Another way is to have three guesses at the move. Award yourself three points if you guess the move first time, two points if your second guess is correct, and one point if you're right at your third attempt. If you're working through this book with a friend have a competition to see who scores best.

The story of modern International Chess starts in London in 1834. The leading players of England and France, Alexander McDonnell and Louis de la Bourdonnais, decided to play a series of matches. Eighty-five games were played in total, the Frenchman coming out on top with 45 wins, 13 draws and 27 losses. Here's one of the games from the match. It was won by McDonnell, so see if you can guess White's moves.

White: Alexander McDonnell Black: Louis de la Bourdonnais
 London 1834 (54th Game)
 Opening: King's Gambit

- | | |
|-------------|-------|
| 1. e2-e4 | e7-e5 |
| 2. f2-f4 | e5xf4 |
| 3. Ng1-f3 | g7-g5 |
| 4. Bf1-c4 | g5-g4 |
| 5. Nb1-c3!? | |

With this move, which was invented by McDonnell, White sacrifices a Knight to get his pieces out quickly and attack Black down the f-file. Bourdonnais fails to find the best defence.

- | | |
|-----------|----------|
| 5... | g4xf3 |
| 6. Qd1xf3 | Bf8-h6?! |

It was discovered many years later that both d7-d6 and d7-d5 are better than this move. Unlucky!

- | | |
|----------|---------------------|
| 7. d2-d4 | Nb8-c6 |
| 8. 0-0 | Nc6xd4? (Diagram 9) |

Too greedy! Now McDonnell sacrifices a second piece to expose the Black King.

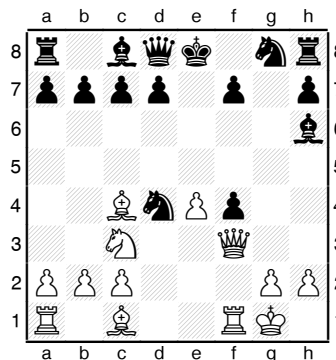


Diagram 9
White to move

- | | |
|-------------|---------|
| 9. Bc4xf7+! | Ke8xf7 |
| 10. Qf3-h5+ | Kf7-g7 |
| 11. Bc1xf4 | Bh6xf4 |
| 12. Rf1xf4 | Ng8-f6? |

Ng8-h6 is rather better, but White's attack is still very strong. Now White PINS and wins the Knight on the f-file.

- | | |
|-------------|--------|
| 13. Qh5-g5+ | Kg7-f7 |
| 14. Ra1-f1 | Kf7-e8 |
| 15. Rf4xf6 | Qd8-e7 |
| 16. Nc3-d5 | Qe7-c5 |

White's obvious 'winning move', Qg5-g7, loses the Queen. Do you see how? So McDonnell quietly side-steps any discovered checks before continuing his attack.

17. Kg1-h1

Nd4-e6 (Diagram 10)

How would you continue for White?

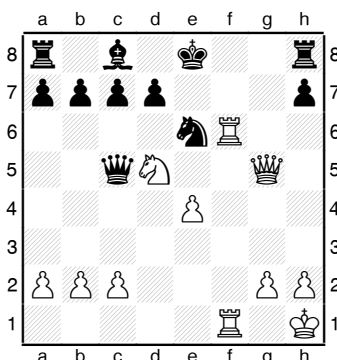


Diagram 10
White to move

18. Rf6xe6+!

This move serves two purposes. It DESTROYS the Knight which both attacks White's Queen and defends Black's Queen, and it clears the f6 square for...

18...

d7xe6

19. Nd5-f6+

An AMBUSH, winning the Queen, when mate will soon follow, so...

Black resigns

White sacrificed several pieces in this game to gain time to move his other men into play quickly. Look at Black's Rooks and Bishop on c8. They never had a chance to get into the game.

Nine years later, in 1843, another match took place between the leading players of England and France. This time Howard Staunton went to Paris to take on Pierre de Saint Amant. Staunton came away the victor with eleven wins, four draws and six losses. He was hailed as the best player in the world.

In 1851, Howard Staunton had a brainwave. A Great Exhibition was to be held in London that year. People from all over the world would be there. Why not, he thought, invite all the best players to London to play together. And so the world's first International Chess Tournament took place. It was run as a knock-out tournament and the surprise winner was a German maths teacher called Adolf Anderssen. Anderssen soon became famous for his attacking skill. Even today some of his games are considered among the most brilliant ever played. A short example is this friendly game against one of his pupils.

White: Jacob Rosanes Black: Adolf Anderssen

Breslau about 1862

Opening: Falkbeer Counter-Gambit

1. e2-e4

e7-e5

2. f2-f4

d7-d5

3. e4xd5

e5-e4

In this variation of the King's Gambit, Black does not take the Pawn on f4. Instead, he sacrifices a pawn himself to prevent White developing his Knight on f3.

4. Bf1-b5+

c7-c6

5. d5xc6

Nb8xc6

6. Nb1-c3 Ng8-f6
7. Qd1-e2?!

White plays to win a second pawn. But he would have done much better to develop with d2-d3 or d2-d4.

7... Bf8-c5
8. Nc3xe4 0-0 (Diagram 11)

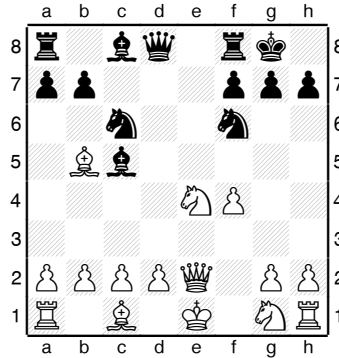


Diagram 11
White to move

9. Bb5xc6 b7xc6
10. d2-d3 Rf8-e8

Anderssen lines up his Rook against the White King and Queen. Castling King-side will be illegal with the Bishop on c5 so White hurries to castle on the Queen-side. Even so, 11. Ng1-f3 would be a better move.

11. Bc1-d2? Nf6xe4
12. d3xe4 Bc8-f5!

Black uses the PIN on the e-file to develop this Bishop aggressively.

13. e4-e5 Qd8-b6
14. 0-0-0 Bc5-d4

What's the threat? Yes, mate on b2. White is forced to weaken his King's defence by moving a pawn.

15. c2-c3 Ra8-b8!

The same idea again.

16. b2-b3 Re8-d8!

A deep move! If White takes the Bishop (c3xd4), Black plays Qb6xd4 and there is no good defence to the threat of Qd1-a1 mate. But Rosanes misses the real point of the move.

17. Ng1-f3 (Diagram 12)

How would you continue here?

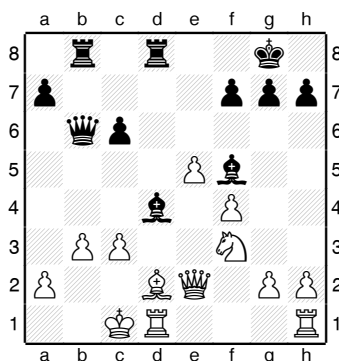


Diagram 12
Black to move

17... Qb6xb3!!

A brilliant QUEEN SACRIFICE!

18. a2xb3 Rb8xb3

The threat is Rb3-b1 mate, to which there is no answer. White's King tries to make a run for freedom via d2 but the Black Rook which Anderssen cunningly moved to d8 on move 16 prevents this.

19. Bd2-e1 Bd4-e3+!

White resigns, because, whatever he plays, Rb3-b1 is mate next move.

LESSONS FROM CHAPTER 1

1. DEVELOP ALL YOUR PIECES QUICKLY AND ACTIVELY IN THE OPENING.

2. EVERY MOVE, LOOK AT ALL FORCING MOVES - CHECKS, CAPTURES AND THREATS, THAT BOTH YOU AND YOUR OPPONENT CAN PLAY.

3. IT'S OFTEN A GOOD IDEA TO DEVELOP YOUR QUEEN, ROOKS AND BISHOPS IN LINE WITH YOUR OPPONENT'S MORE VALUABLE PIECES.

4. IF YOUR OPPONENT DEVELOPS HIS PIECES IN LINE WITH YOUR MORE VALUABLE PIECES, MOVE YOUR PIECES OUT OF THE WAY AS QUICKLY AS YOU CAN.

CHAPTER 2: A QUIET OPENING

In the last chapter we asked you to play some games with the GIUOCO PIANISSIMO. How did you get on? The opening moves, you'll remember, were:

- | | |
|-----------|--------------------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. d2-d3 | Ng8-f6 |
| 5. Nb1-c3 | d7-d6 (Diagram 13) |

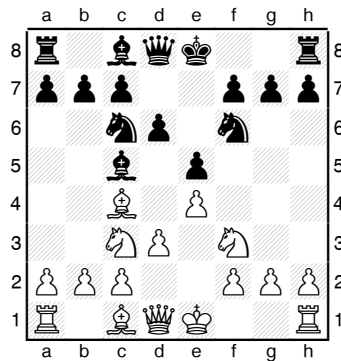


Diagram 13
White to move

You'll see that we have a SYMMETRICAL position. Both sides have developed their pieces in the same way. This makes the opening easier to learn because the plans for both players are the same.

I wonder how many of you played Nf3-g5 here? It's very tempting, isn't it, to threaten a lovely KNIGHT FORK on f7? But the move isn't very good. Let's have a look at how play might continue.

- | | |
|-----------|-------|
| 6. Nf3-g5 | 0-0 |
| 7. 0-0 | h7-h6 |
| 8. Ng5xf7 | |

Or White can retreat to f3, when Black plays Bc8-g4 and starts attacking first.

- | | |
|------------|---------------------|
| 8... | Rf8xf7 |
| 9. Bc4xf7+ | Kg8xf7 (Diagram 14) |

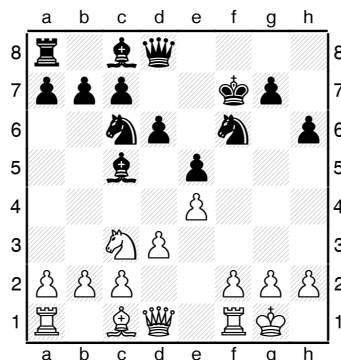


Diagram 14
White to move

This position is rather better for Black. He is ahead in development and will have plenty of time to get his King back into safety. It will take White a long time to get his Rooks into play. IN MOST MIDDLE-GAME POSITIONS BISHOP AND KNIGHT ARE BETTER THAN ROOK AND PAWN.

You should have learned a very important lesson from the two games in the 'Masters of the Universe' section of the last chapter. At the start of the game try to develop ALL your pieces as quickly as possible and THEN start your attack. DON'T move a piece twice in the opening without a very good reason.

Now we'll look at one of the games from MOVE ONE, where White again plays inaccurately. Go back to Diagram 13 and we'll continue.

6. 0-0

Do you want to know a secret? In most openings it's right to castle quickly. Don't tell anyone else, but in this variation it isn't (unless you have to, as in the last variation). The reason is that the centre is closed so the King is in no danger at the moment. Castling on the Queen-side may also, as you'll see, have its advantages in this opening.

6...

Bc8-g4

7. Bc1-g5?!

Now Black's Knight will reach d4 to attack the PINNED Knight and force a weakening in White's King's defensive wall.

7...

Nc6-d4 (Diagram 15)

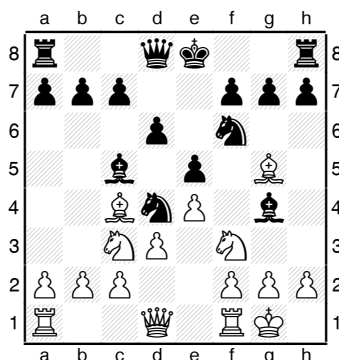


Diagram 15
White to move

This is the main idea of the opening. Black attacks the pinned White Knight. His plan is to capture on f3, smash up the pawns in front of the White King, and bring his Queen in for a mating attack. Watch carefully how it works.

8. Nc3-d5

Bg4xf3

9. g2xf3

Qd8-d7?

Setting a trap into which White falls, but a better move was c7-c6. If White then captures on f6 Black can perhaps castle Queen-side and attack down the g-file with his Rooks.

10. Bg5xf6? (Diagram 16)

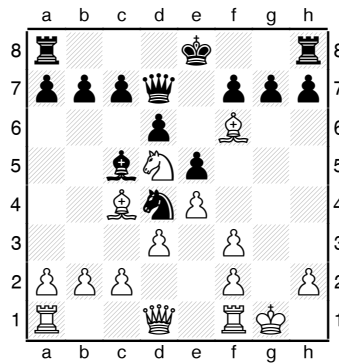


Diagram 16
Black to move

This move loses. Instead White could have won a piece with c2-c3, driving back the Knight before capturing on f6.

10... Qd7-h3

g7xf6 would have received two question marks! Do you see why?

11. Bf6-g5

He could instead have won a Rook with Nd5xc7+ (FORK) but it would not have helped him much. White has no way to defend f3.

11... Nd4xf3+

12. Kg1-h1?

His only other move was Qd1xf3, losing his Queen.

12... Qh3xh2#

White has several better sixth moves than Nf3-g5 and 0-0. The move that gives Black the most problems, as you might expect, is Bc1-g5. This is called the Canal Variation. Nothing to do with Suez or Panama, but names after a Peruvian player called Esteban Canal. Let's look more closely at a game with this variation, again from MOVE ONE. Back to Diagram 13 again.

6. Bc1-g5 0-0?!

There's no need to castle yet. Better moves are h7-h6, Bc8-e6 and Nc6-a5.

7. Nc3-d5 a7-a6?

8. Nd5xf6+

This time White chooses a different attacking plan. His aim is a Queen and Bishop mate on g7.

8... g7xf6

9. Bg5-h6 Rf8-e8

10. Nf3-h4

Heading for f5 to cut the Black Bishop off from controlling g4.

10... b7-b5?

11. Nh4-f5! (Diagram 17)

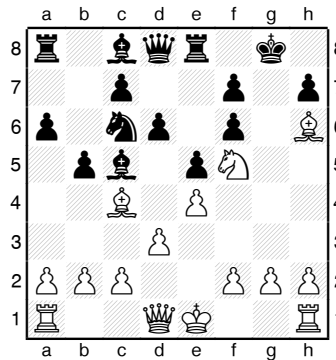


Diagram 17
Black to move

11... Bc8xf5

If Black tries to defend with 11... Nc6-e7, White wins with 12. Qd1-g4+ Ne7-g6 13. Bc4-d5 Ra8-b8 14. h2-h4!, followed by h4-h5, attacking the PINNED Knight.

12. e4xf5 b5xc4

Allowing mate in two, but Black is lost anyway. His least bad move is Kg8-h8, which allows Bc4xf7. Or if 12... Nc6-e7, 13. Qd1-g4+ Ne7-g6 14. f5xg6, when either 14... b5xc4 15. g6xh7+ or 14... h7xg6 15. Qg4xg6+ (the f-pawn is PINNED!) mates next move.

13. Qd1-g4+ Kg8-h8
14. Qg4-g7#

Finally, a quick look at what might happen if Black continues to copy White. Set up Diagram 13 again.

6. Bc1-g5 Bc8-g4
7. Nc3-d5 Nc6-d4
8. c2-c3 c7-c6? (Diagram 18)

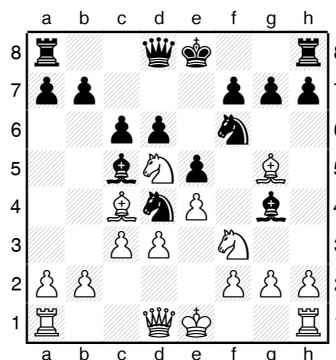


Diagram 18
White to move

He could try Nd4xf3+ or Nd4-e6 instead. If you play copycat chess your opponent will sooner or later play a move you can't copy. Like a check!

9. c3xd4 c6xd5
10. Bc4-b5+

Winning a Bishop, for instance 10... Bg4-f7 11. Bb5xd7+ Qd8xd7 12. d4xc5. White could also win a Knight with 9. Nd5xf6+. See if you can work out the variations for yourself.

If you learn this opening you may well be able to bring off this trick in your own games.

Just one more point. You can reach the position after White's sixth move via several move orders, but the safest move order for White is the one we give. You'll find out why later in the book. It's easy to remember: King's Pawn, King's Knight, King's Bishop, Queen's Pawn, Queen's Knight, Queen's Bishop. In that order. OK?

QUIZ

You'll be tested on this opening after the next lesson. Meanwhile, try to play some more games from the position in Diagram 13, using the ideas you've just learnt.

ACTIVITIES

Here are some more games with the same opening for you to play through.

In the first game, Black again gets into trouble with his King. He moves his King to h8, intending to defend against Plan B, the Queen and Bishop attack on g7, with Rf8-g8. So White chooses Plan A instead, the Queen and Knight attack on f7.

White: Peper Black: Pearce
Correspondence 1944
(Correspondence Chess is chess played by post.)

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Ng8-f6 4. d2-d3 Bf8-c5 5. Bc1-g5 0-0 6. Nb1-c3 d7-d6? 7. Nc3-d5 Kg8-h8 8. Bg5xf6 g7xf6 9. Qd1-d2 f6-f5 10. Qd2-h6 f7-f6 11. Nf3-h4 Rf8-f7 (Diagram 19)

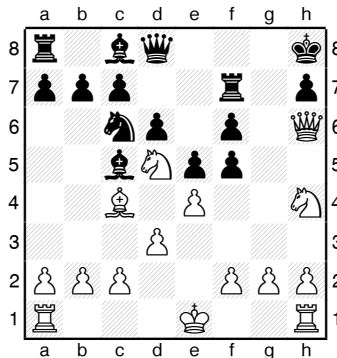


Diagram 19
White to move

12. Nh4-g6+ (the h-pawn's PINNED) 12... Kh8-g8 13. Nd5xf6!+ (the Rook's PINNED) Qd8xf6 14. Qh6-f8# (The Rook's still PINNED!)

On the other hand, if you haven't played 0-0 it doesn't matter if your King-side pawns get smashed up. You can castle on the other side and use the g-file to attack with your Queen and Rooks. Especially if your opponent's foolish enough to have put his King on g1.

White: Boucek Black: Oldrich Duras
Prague, 1902

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Ng8-f6 4. 0-0 Bf8-c5 5. d2-d3 d7-d6 6. Bc1-g5?! Bc8-e6 7. Bc4-b3 Qd8-d7 8. Bg5xf6 g7xf6 9. Nf3-h4 Be6-g4 10. Qd1-d2 0-0-0 11. Kg1-h1 Bg4-h5 12. f2-f4 Qd7-g4 13. g2-g3 Rh8-g8 (Threatening 14... Qg4xh4!! 15. g3xh4 Bh5-f3+! 16. Rf1xf3 Rg8-g1#. White should defend with Nb1-c3, but instead tries...) 14. Qd2-g2 (Diagram 20)

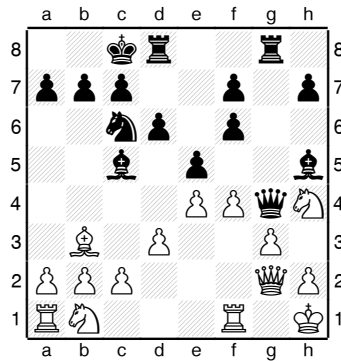


Diagram 20
Black to move

14... Qg4xh4! 15. g3xh4 Rg8xg2 16. Kh1xg2 and it's mate in 5: 16... Rd8-g8+ 17. Kg2-h3 Bh5-g4+ 18. Kh3-g2 Bg4-e2+ (DISCOVERED CHECK) 19. Kg2-h1 Be2-f3+ (DECOY) 20. Rf1xf3 Rg8-g1#

A combination of Bc1-g5 and 0-0 for White tends to be rather disastrous. Here's another brilliant example. This game was first analysed by William Steinitz, the first official World Champion, and has been played several times when Black's done his homework better than White, for instance Victor Korre - Mikhail Chigorin 1874, H. Menkes-Leon Rosen New York 1909 and Grabill - Donald Mugridge Los Angeles 1932.

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Ng8-f6 4. d2-d3 Bf8-c5 5. 0-0 d7-d6 6. Bc1-g5?! h7-h6 7. Bg5-h4? g7-g5 8. Bh4-g3 h6-h5! 9. Nf3xg5 h5-h4 10. Ng5xf7 h4xg3! (Diagram 21)

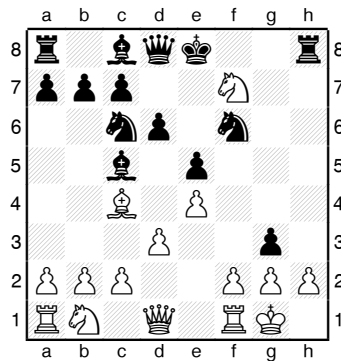


Diagram 21
White to move

11. Nf7xd8 .Bc8-g4 12. Qd1-d2 Nc6-d4 13. Nb1-c3 Nd4-f3+! (DECOY!) 14. g2xf3 Bg4xf3 White resigns. The threat is g3xh2#, h2xg2 allows Rh8-h1# and f2xg3 is illegal (PIN!).

A game CS Ashley - AH Tollitt, played by correspondence in 1923, diverged at move 13: 13. h2-h3 Nd4-e2+ 14. Kg1-h1 Rh8xh3+! (DECOY!) 15. g2xh3 Bg4-f3#

If you were wondering what happens if White takes the Rook instead of the Queen on move 11, another postal game, Martinsen - Jensen, in 1937, continued: 11. Nf7xh8 Bc8-g4 12. Qd1-d2 Nc6-d4 13. h2xg3 Ke8-d7! 14. Nh8-g6 Qd8-e8 15. Qd2-g5 Nd4-e2+ 16. Kg1-h1 Qe8xg6! (DESTROY! - if Qg5xg6, Ra8-h8+ mates next move) 17. Qg5-h4 (Diagram 22)

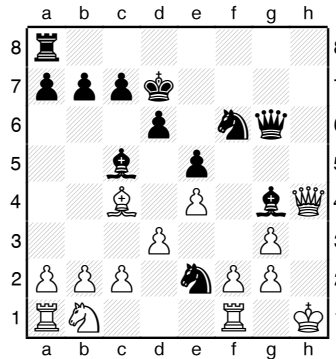


Diagram 22
Black to move

17... Ra8-h8! (DECOY!) 18. Qh4xh8 Nf6-h7!, cutting off the White Queen so that the Black Queen can mate on the h-file. White resigned.

Finally, another way in which White can win if Black castles too soon.

White: Theodor Germann Black: Eugen Wagenheim
Riga, 1897

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Bf8-c5 4. d2-d3 Ng8-f6 5. Nb1-c3 0-0?! 6. Bc1-g5 h7-h6 (Black can avoid trouble here by playing Bc5-e7 to break the pin.) 7. h2-h4 (White offers his Bishop to open the h-file for his Rook.) 7... h6xg5? 8. h4xg5 Nf6-g4 9. g5-g6 (The Pawn on f7 is PINNED) 9... Ng4xf2 (A FORK, but it's already too late. White now chases the enemy King into the middle of the board, where he's eaten alive by the White horses!) 10. Nf3xe5! Nf2xd1 (Diagram 23)

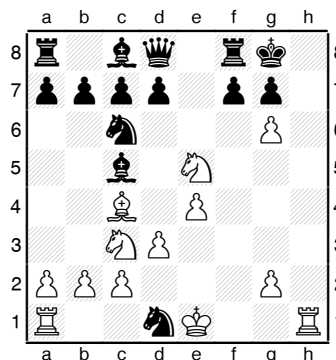


Diagram 23
White to move

11. g6xf7+ Rf8xf7 12. Bc4xf7+ Kg8-f8 13. Rh1-h8+ Kf8-e7 14. Nc3-d5+ Ke7-d6 15. Ne5-c4#

Masters of the Universe 2

In the last chapter we left you in 1851, when Adolf Anderssen won the first ever International Chess tournament. Several thousand miles away, in the American city of New Orleans, a young lad called Paul Morphy was starting to rewrite chess history.

In those days it was almost unknown for young children to play chess, but Paul was an exception. He was born in 1837 into a chess-playing family. His father and uncle were both strong players. From the age of 8 he played many games against the strongest players in New Orleans and by the age of 12 he was the best in town.

Here he is, demolishing the local champ.

White: Paul Morphy Black: Eugène Rousseau
New Orleans 1849
Opening: King's Gambit

- | | |
|-------------|--------------|
| 1. e2-e4 | e7-e5 |
| 2. f2-f4 | e5xf4 |
| 3. Ng1-f3 | g7-g5 |
| 4. h2-h4 | g5-g4 |
| 5. Nf3-g5!? | (Diagram 24) |

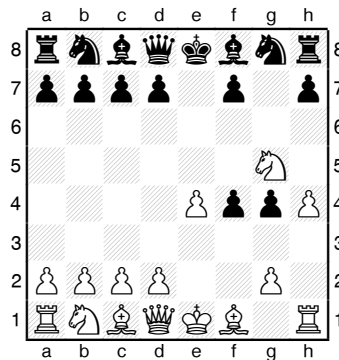


Diagram 24
Black to move

This variation of the King's Gambit is called the ALLGAIER GAMBIT. White's Knight is trapped but he plans to sacrifice it to expose Black's King.

- | | |
|-------------|--------|
| 5... | h7-h6 |
| 6. Ng5xf7 | Ke8xf7 |
| 7. Qd1xg4?! | |

Bf1-c4+, d2-d4 and Nb1-c3 are all now considered better moves.

- | | |
|------|---------|
| 7... | Qd8-f6? |
|------|---------|

Ng8-f6 is the right move here.

- | | |
|------------|----------|
| 8. Bf1-c4+ | Kf7-e7?! |
|------------|----------|

White cannot win back his sacrificed Knight here with 9. Bc4xg8 because of 9... h6-h5, driving the Queen away from the defence of the Bishop.

- | | |
|-----------|-------|
| 9. Nb1-c3 | c7-c6 |
|-----------|-------|

To prevent Nc3-d5+ (FORK!). Now White gives up a pawn to get his Rook onto the e-file quickly.

10. e4-e5!? Qf6xe5+
 11. Ke1-d1

Threatening Rh1-e1 (PIN!)

11... Ke7-d8
 12. Rh1-e1 Qe5-c5?

The right move was 12... Qe5-g7, defending the Knight, when White would have continued his attack on e8 with Qg4-e2.

13. Bc4xg8

Now White's got his Knight back.

13... d7-d5 (Diagram 25)

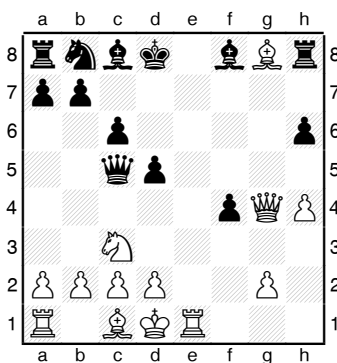


Diagram 25
White to move

14. Re1-e8+!

Splat! Paul's seen that he can force a quick win by giving up his Rook.

14... Kd8xe8
 15. Qg4xc8+ Ke8-e7
 16. Nc3xd5+

EXPLOITING THE PIN!

16... Ke7-d6
 17. Qc8-c7#

17. Qc8-e6 was also mate.

The first American chess tournament took place in New York in 1857. Morphy had no difficulty in winning first prize. The following year he went to Europe to prove himself the best player in the world. He played a match against Anderssen, winning 7 games, drawing 2 and losing 2. He also beat many of the other leading players in Europe. But chess to Paul was just a game, and he didn't want to spend most of his time playing. He returned home to America, giving up serious chess at the age of 21.

Morphy was by far the strongest player of his time. He was the first player who really understood the importance of developing your pieces quickly and effectively before starting an attack. The following game is possibly THE most famous game ever played. When he was in Paris in 1858 Paul was taken to the opera by two noblemen. In the interval they played chess. This is what happened.

White: Paul Morphy Black: Duke of Brunswick and Count Isouard de Vauvenargue
Paris 1858
Opening: Philidor's Defence

1. e2-e4	e7-e5
2. Ng1-f3	d7-d6
3. d2-d4	Bc8-g4?!

Defending the e-pawn by PINNING the Knight.

4. d4xe5	Bg4xf3
----------	--------

If the allies had captured on e5 at once, Morphy would have won a pawn - 4... d6xe5 5. Qd1xd8+ Ke8xd8 6. Nf3xe5.

5. Qd1xf3	d6xe5
6. Bf1-c4	Ng8-f6
7. Qf3-b3	

A FORK, attacking b7 and f7 (with the help of the Bishop on c4).

7...	Qd8-e7
8. Nb1-c3	

Morphy didn't take the Pawn on b7 because of Qe7-b4, exchanging Queens. He could also have played 8. Bc4xf7+ Qe7xf7 9. Qb3xb7, trapping the Rook, but instead preferred to develop his pieces quickly.

8...	c7-c6
9. Bc1-g5 (PIN!)	b7-b5? (Diagram 26)

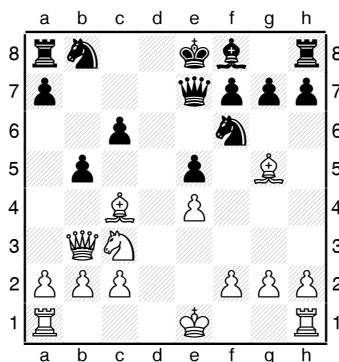


Diagram 26
White to move

10. Nc3xb5

Sacrificing a Knight for two pawns to reach a position where both Black Knights are PINNED and he cannot complete his development.

10...	c6xb5
11. Bc4xb5+	Nb8-d7

12. 0-0-0

Attacking the PINNED Knight on d7.

12... Ra8-d8
 13. Rd1xd7! Rd8xd7
 14. Rh1-d1

No need to take the Rook yet. It's PINNED so it can't run away. Now White has all his pieces in play while the Black Bishop and Rook on f8 and h8 are still asleep in the corner. It's not surprising White wins quickly, is it?

14... Qe7-e6 (Diagram 27)

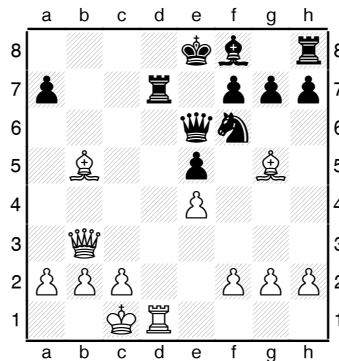


Diagram 27
White to move

15. Bb5xd7+ Nf6xd7
 16. Qb3-b8+!

A brilliant finish. The Black Knight is DECOYED off the d-file for a Rook and Bishop mate on d8.

16... Nd7xb8
 17. Rd1-d8#

LESSONS FROM CHAPTER 2

1. IF YOU'RE PINNING AN ENEMY PIECE ATTACK THE PINNED PIECE WITH EVERYTHING YOU CAN.

2. LOOK FOR WAYS TO MOVE YOUR PIECES ONTO ATTACKING SQUARES NEAR YOUR OPPONENT'S KING.

3. TRY TO AVOID MOVING THE PAWNS IN FRONT OF YOUR KING.

4. EVERY MOVE IS PRECIOUS, LIKE GOLD DUST. BE LIKE MORPHY - MAKE SURE EVERY MOVE YOU PLAY SERVES A PURPOSE.

CHAPTER 3: **WINNING IN THE OPENING PART 1**

You now know how to look for tactical ideas: forks, pins, ambushes and so on, in your own games. There are some tactical ideas which come up over and over again, especially in the opening. It's well worth learning these off by heart so that you'll be able to see them coming in your games. In this chapter we start to look at some of these ideas.

1) The Fatal Diagonal

We'll look first at something you've probably seen before: the shortest possible game ending in checkmate. You may remember that it goes like this:

1. f2-f3?
2. g2-g4??

- e7-e5
- Qd8-h4# (Diagram 28)

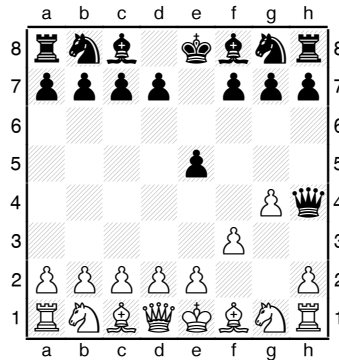


Diagram 28
Checkmate!

A disaster for White! He paid the penalty for moving his King-side pawns in the opening. Of course this doesn't happen very often but you will find opportunities to use the idea of the Queen check in your games.

This is a silly game that really happened. White was playing blindfold.

White: Carl Hartlaub Black: Rosenbaum
Freiburg, 1892
Opening: Italian Game

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Bf1-c4 | Nb8-c6 |
| 3. Ng1-f3 | |

The game started as a Bishop's Opening but has now turned into an Italian Game. Black should play Ng8-f6 or Bf8-c5 here.

- | | |
|------|--------|
| 3... | f7-f6? |
|------|--------|

4. Nf3-h4!?

g7-g5?? (Diagram 29)

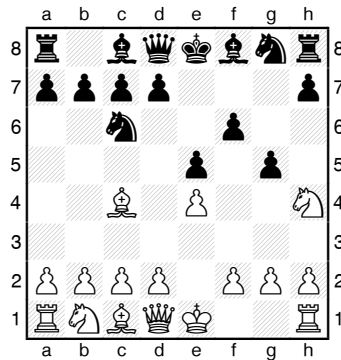


Diagram 29
White to move

5. Qd1-h5+
6. Nh4-f5#

Ke8-e7

This game was repeated over 100 years later in a game between two Richmond Junior Club members: James Wingfield - Jack Seaman Richmond Rapidplay 1995

Here's another example: a game from the 1974 Chess Olympics. White was from the Dutch Antilles, Black from Wales.

White: OW Rigaud Black: John Cooper
Chess Olympics Nice 1974
Opening: Falkbeer Counter-Gambit

1. e2-e4
2. f2-f4

e7-e5
d7-d5

Do you remember this move? It was played in a game in *Masters of the Universe 1*. Rosanes correctly played e4xd5 against Anderssen. In this game White tried the other capture.

3. f4xe5??

Qd8-h4+ (Diagram 30)

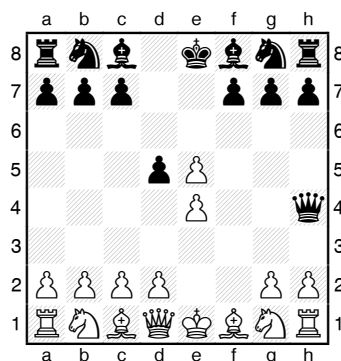


Diagram 30
White to move

4. g2-g3
5. Ke1-f2
White resigns

Qh4xe4+
Bf8-c5+

This is very similar to Micro-Chess Game 3 from *MOVE ONE!*, which went
 1. e2-e4 e7-e5 2. f2-f4 Bf8-c5 3. f4xe5 Qd8-h4+ 4. Ke1-e2 Qh4xe4#

It's well worth playing the Falkbeer Counter-Gambit if you're Black against the King's Gambit. If your opponent hasn't read this book he may well play the wrong pawn capture.

Another idea worth knowing is a combined Queen and Knight attack. Here's a simple example.

- | | |
|-------------------------|---------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Bf8-c5? |
| 3. Nf3xe5 | f7-f6?? |
| 4. Qd1-h5+ | g7-g6 |
| 5. Ne5xg6! (Diagram 31) | |

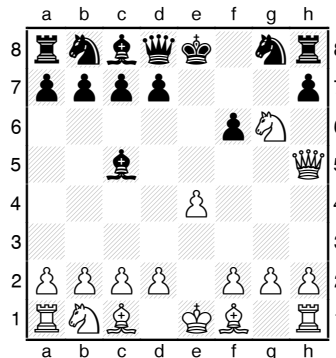


Diagram 31
Black to move

EXPLOITING THE PIN!

- | | |
|-----------|-------|
| 5... | h7xg6 |
| 6. Qh5xh8 | |

Here are a few more short games on the same theme. The first one, according to many books, is the shortest master game ever played. They tell you that it was played between Amédée Gibaud and Frédéric Lazard in the 1924 Paris Championship. This is untrue for three reasons: 1) it was a friendly game, not a tournament game: 2) the moves are not correct - the winning move was the same but the game lasted a couple of moves longer: 3) the record's been broken anyway, as you'll see shortly.

1. d2-d4 Ng8-f6 2. Nb1-d2?! e7-e5!? 3. d4xe5 Nf6-g4 4. h2-h3? Ng4-e3!! (Diagram 32)

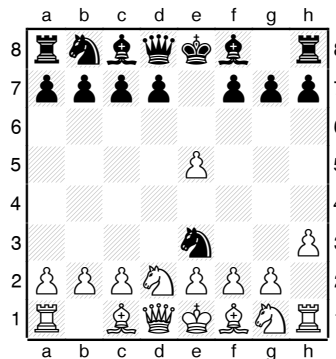


Diagram 32
White to move

White resigns: his Queen has no squares and if he takes the Knight Black mates in two moves.

Next, another look at Micro-Chess Game 4 from *MOVE ONE!*.

Opening: From Gambit

1. f2-f4 e7-e5 2. f4xe5 d7-d6 3. e5xd6 Bf8xd6 4. Nb1-c3? (Ng1-f3 is correct, to prevent the check.) 4... Qd8-h4+ 5. g2-g3 (Diagram 33)

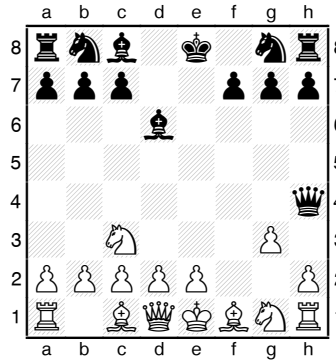


Diagram 33
Black to move

5... Qh4xg3+! 6. h2xg3 Bd6xg3#

You may find the final example rather amusing.

White: Frank Teed Black: Eugene Delmar
New York, 1896
Opening: Dutch Defence

1. d2-d4 f7-f5 2. Bc1-g5 h7-h6 3. Bg5-h4 g7-g5 4. Bh4-g3 f5-f4? (This looks like it's winning the Bishop but turns out to be a mistake.) 5. e2-e3! (What's the threat?) 5... h6-h5 6. Bf1-d3 (What's the threat?) 6... Rh8-h6? (Diagram 34)

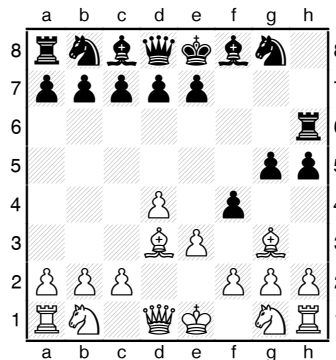


Diagram 34
White to move

7. Qd1xh5+! (DECOY!) 7... Rh6xh5 8. Bd3-g6#

When your opponent moves his f-pawn look to see if you have a strong queen check. And think very carefully before moving your f-pawn.

2) Queen Forks

Queens are particularly good at snapping up undefended pieces. A very common way of winning a piece in the opening is via a QUEEN FORK, attacking an undefended piece at the same time as either checking or threatening mate.

a) Queen forks on h5 (h4).

Yes, THAT square again. If Black's f-pawn has moved Qd1-h5 will check the King on e8 and maybe also attack a loose Bishop on c5. Here's the opening of a game from a junior tournament.

Opening: Ruy Lopez

- | | |
|-------------------------|----------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | a7-a6 |
| 4. Bb5xc6 | d7xc6 |
| 5. 0-0 | f7-f6 |
| 6. d2-d4 | e5xd4 |
| 7. Nf3xd4 | Bf8-c5?? |
| 8. Qd1-h5+ (Diagram 35) | |

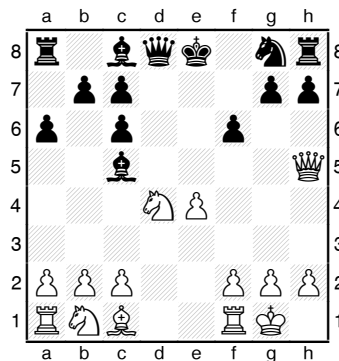


Diagram 35
Black to move

Winning the Bishop, and, eventually, the game.

Another example, this time from a grandmaster tournament. Black was one of the best players in the world, but here he plays like a beginner.

White: Frank Marshall Black: Mikhail Chigorin
Monte Carlo 1903
Opening: Queen's Gambit Declined

- | | |
|-----------|---------|
| 1. d2-d4 | d7-d5 |
| 2. c2-c4 | Nb8-c6 |
| 3. Nb1-c3 | d5xc4 |
| 4. d4-d5 | Nc6-a5 |
| 5. Bc1-f4 | Bc8-d7 |
| 6. e2-e4 | e7-e6 |
| 7. d5xe6 | f7xe6?? |

8. Qd1-h5+ (Diagram 36)

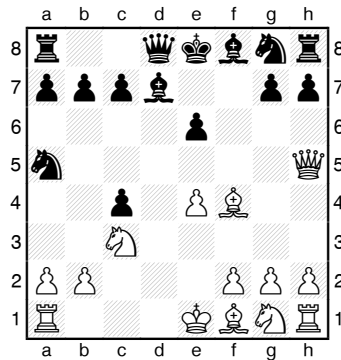


Diagram 36
Black to move

Rounding up the stray Knight on a5. Black resigned.

b) Queen forks on a4 (a5).

A very common way of winning a piece in the opening. This game really is the shortest ever loss by a player of master strength.

White: Ziva Djordjevic
Bela Crkva (Yugoslavia) 1984
Opening: Trompowsky Opening

Black: Milorad Kovacevic

- 1. d2-d4
- 2. Bc1-g5
- 3. e2-e3??

- Ng8-f6
- c7-c6
- Qd8-a5+ (Diagram 37)

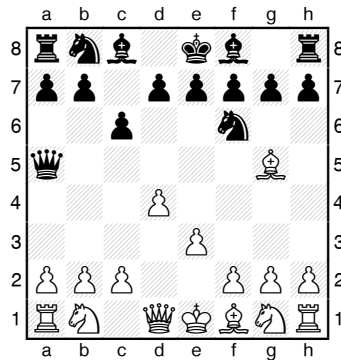


Diagram 37
White to move

White resigns, as he loses his Bishop for nothing.

The previous (genuine) record holder went like this. It's another Olympic game. White was from Scotland, Black from Lithuania.

White: Robert Combe
 Chess Olympics Folkestone 1933
 Opening: Queen's Pawn Game

Black: Wolfgang Hasenfuss

- 1. d2-d4
- 2. c2-c4
- 3. Ng1-f3
- 4. Nf3xe5??

- c7-c5
- c5xd4
- e7-e5
- Qd8-a5+ (Diagram 38)

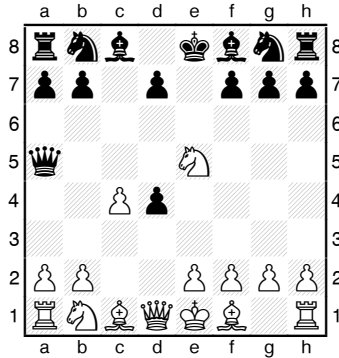


Diagram 38
 White to move

White resigns. This time it's a Knight that's lost to the fork.

Here's a trap you might be able to try out yourself with White if your opponent plays the Sicilian Defence.

- 1. e2-e4

- c7-c5

This is the Sicilian Defence, the most popular opening in master chess.

- 2. Ng1-f3
- 3. Bf1-e2

- d7-d6

This will surprise your opponents. The usual move is d2-d4.

- 3...
- 4. c2-c3

- Ng8-f6

Baiting the trap. If Black takes on e4 you know what happens. So he develops his Knight to block the check.

- 4...
- 5. d2-d4

- Nb8-c6
- Nf6xe4? (Diagram 39)

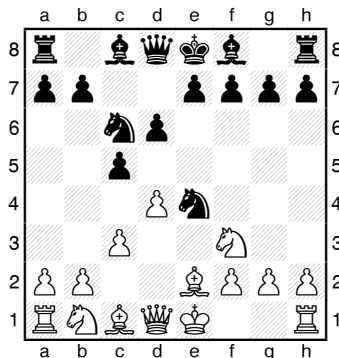


Diagram 39
 White to move

- | | |
|------------|--------|
| 6. d4-d5 | Nc6-e5 |
| 7. Qd1-a4+ | |

Winning the Knight on e4.

Even strong players often fall for this one. The decisive game in the 1991 Richmond Junior Club Championship saw Black, who should have known better, lose after taking the pawn on move 4. As it happens, Black can win a pawn by playing 5... c5xd4 6. c3xd4 Nf6xe4, when 7. d4-d5 can be answered by Qd8-a5+, saving the piece. White, though, is happy to give up the pawn because he gets a lead in development in exchange.

Just to show how often these forks happen, a game from a recent Richmond Junior Tournament started like this:
 1. d2-d4 d7-d5 2. c2-c4 e7-e6 3. e2-e3 Ng8-f6 4. Nb1-c3 Bf8-b4 5. Ng1-e2 b7-b6?? 6. Qd1-a4+ winning a piece because Black can no longer safely play Nb8-c6.

c) Queen forks on d5 (d4).

This usually happens when a Black Knight has captured a pawn on e4 before Black has castled. Then Qd1-d5 (with a Bishop on c4) will threaten Qd5xf7 mate as well as the Knight on e4. Play through this example from the Two Knights Defence.

- | | |
|-------------------------|----------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Ng8-f6 |
| 4. d2-d4 | Nf6xe4? |
| 5. d4xe5 | Bf8-c5?? |
| 6. Qd1-d5! (Diagram 40) | |

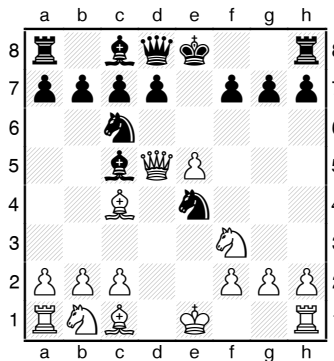


Diagram 40
Black to move

- | | |
|-----------|---------|
| 6... | Bc5xf2+ |
| 7. Ke1-e2 | |

Winning a piece.

This idea is seen a lot in junior chess games. Here's an example where Black wins. It's another King's Gambit.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. f2-f4 | Bf8-c5 |
| 3. Ng1-f3 | d7-d6 |
| 4. Bf1-c4 | Ng8-f6 |
| 5. d2-d3 | 0-0 |

If White thinks he can now win a pawn he's in for a nasty shock.

- | | |
|-------------|----------------------|
| 6. f4xe5 | d6xe5 |
| 7. Nf3xe5?? | Qd8-d4! (Diagram 41) |

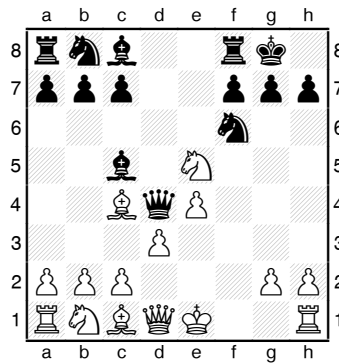


Diagram 41
White to move

Again the Knight is lost. If White plays Ne5-g4 to stop the mate on f2 Black just takes it off: Bc8xg4.

Earlier in this chapter we looked at the start of a Ruy Lopez game: 1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-b5 a7-a6 4. Bb5xc6 d7xc6. Perhaps you wondered why White didn't play Nf3xe5 here, giving Diagram 42

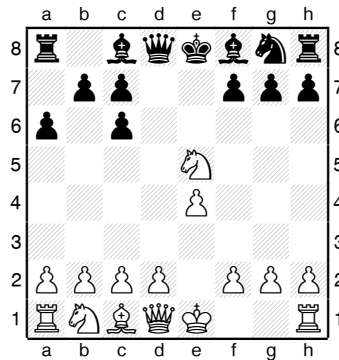


Diagram 42
Black to move

The answer is that Black can regain the pawn with the aid of a QUEEN FORK: Qd8-d4, FORKING e4 and e5. Or, if he prefers, Qd8-g5, FORKING g2 and e5. Not to mention Qd8-e7 with a SKEWER on the e-file.

d) Other Queen forks

This last example showed you a possible QUEEN FORK on g5 by Black. This is another idea that crops up quite often. You do have to be careful, though, that your Queen does not run into trouble in enemy territory.

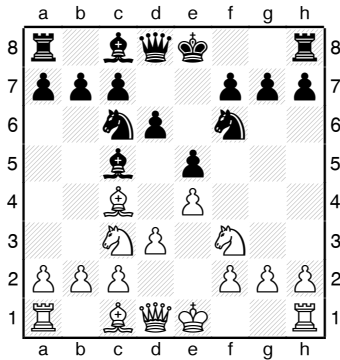
Another square for a QUEEN FORK is b3. If you turn back to the *Masters of the Universe* section of the last chapter you'll find an example of the 7th move of Morphy's game against the Duke and the Count. Variation 4A1 of Chapter 6 will show you another example.

Watch your for all these ideas in your games. Remember them and they'll win you a lot of points.

QUIZ

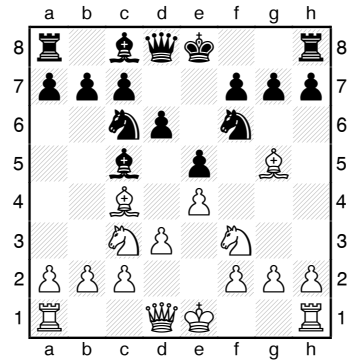
A two-part quiz to test that you remember what you've read in the last two chapters. Five questions on Chapter 2 and five on Chapter 3. You need to score at least 4 out of 5 in each part to pass. If you don't make it, go back and read the chapter you fell down on again.

Q1.



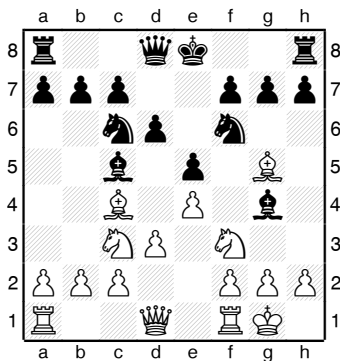
White to move.
Would you play:
 a) Bc1-g5, b) Nc3-d5,
 c) 0-0 or d) Nf3-g5?

Q2.



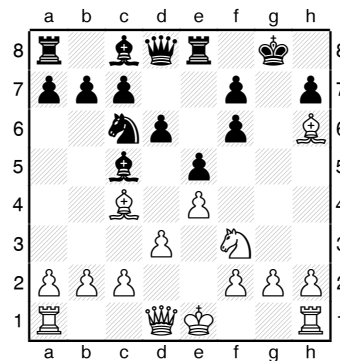
Black to move.
Would you play:
 a) Bc8-g4, b) Nc6-a5,
 c) 0-0 or d) Nf6-g4?

Q3.



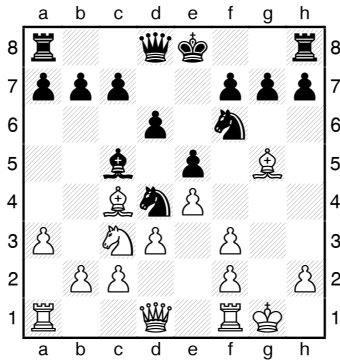
Black to move.
Would you play:
 a) Bg4xf3, b) 0-0,
 c) Nc6-d4 or d) Nc6-a5?

Q4.



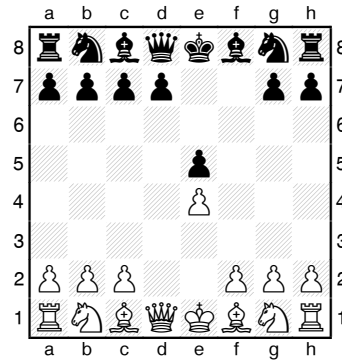
White to move.
Would you play:
 a) Qd1-d2, b) 0-0,
 c) Nf3-d2 or d) Nf3-h4?

Q5.



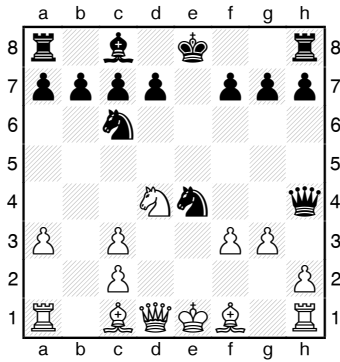
Black to move.
Would you play:
 a) Qd8-d7, b) Nd4xf3+
 c) 0-0 or d) Nf6-h5?

Q6.



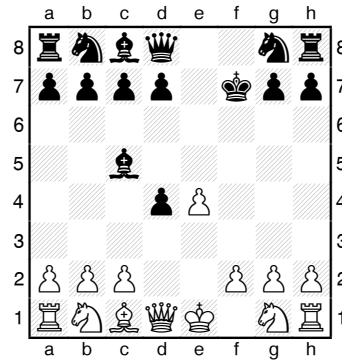
White to move.
What would you play?

Q7.



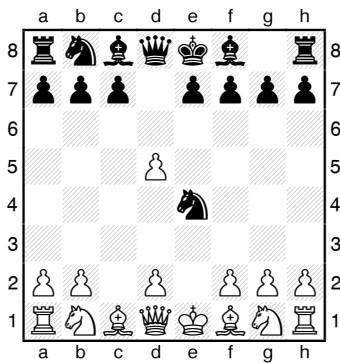
Black to move.
What would you play?

Q8.



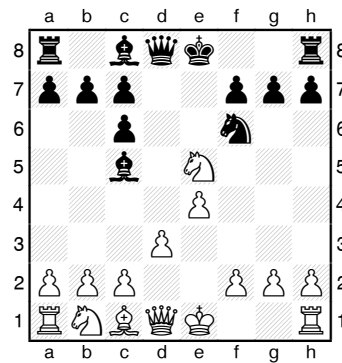
White to move.
What would you play?

Q9.



White to move.
What would you play?

Q10.



Black to move.
What would you play?

ACTIVITIES

In the next chapter we'll be looking at some positions with King and Pawn against King. Before you go on to the next chapter you might like to have a look at the positions on the next page (Diagrams 43, 44, 45 and 46). See if you can work out whether each of the positions is a win for White or a draw. Look at each position first with White to move, and then with Black to move.

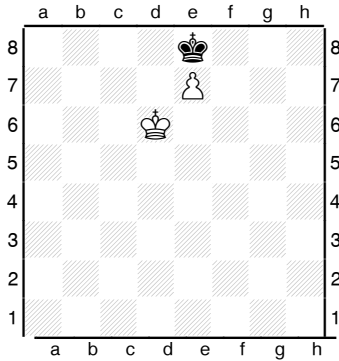


Diagram 43
 a) White to play
 b) Black to play

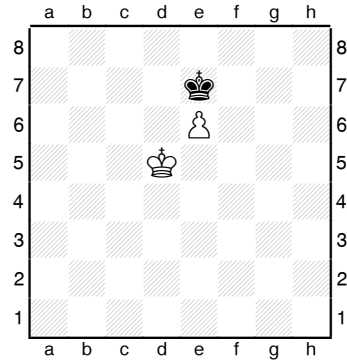


Diagram 44
 a) White to play
 b) Black to play

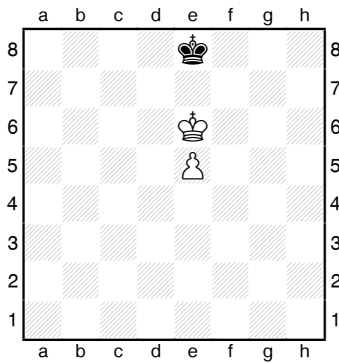


Diagram 45
 a) White to play
 b) Black to play

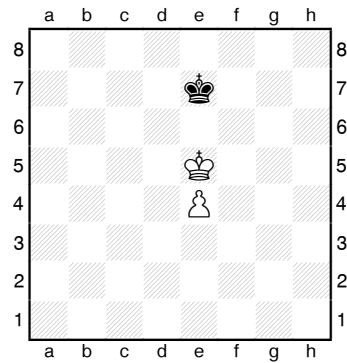


Diagram 46
 a) White to play
 b) Black to play

Masters of the Universe 3

After Paul Morphy's retirement Adolf Anderssen was once again considered the strongest player in the world. The next big International Tournament took place in London in 1862 and Anderssen again came out the winner.

A young man from Prague called Wilhelm Steinitz came to London to play in the 1862 tournament. After finishing in sixth place he decided to stay in London and turn professional. By 1866 he had improved enough to win a match against Anderssen by 8 games to 6 (no draws!). In his early days he had a reputation as a brilliant attacking player in the style of Morphy.

In this friendly game he gave his opponent a Rook start, so take the White Rook on a1 off the board before you start playing it through.

White: Wilhelm Steinitz
London 1863
Opening: Evans Gambit

Black: Rock

1. e2-e4
2. Ng1-f3
3. Bf1-c4
4. b2-b4 (Diagram 47)

- e7-e5
- Nb8-c6
- Bf8-c5

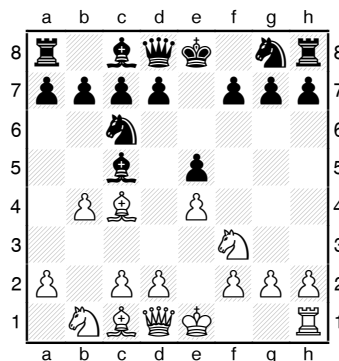


Diagram 47
Black to move

This is the Evans Gambit, invented by a Welsh sea captain called William Evans. It was one of the most popular openings in the last century. White sacrifices a pawn to control the centre and gain time for development.

- 4...
5. c2-c3
6. d2-d4
7. 0-0
8. Bc1-a3

- Bc5xb4
- Bb4-a5
- e5xd4
- Ng8-f6

To stop Black from castling.

- 8...
9. Qd1-b3
10. e4xd5

- Ba5-b6?
- d7-d5
- Nc6-a5

11. Rf1-e1+

- Bc8-e6 (Diagram 48)

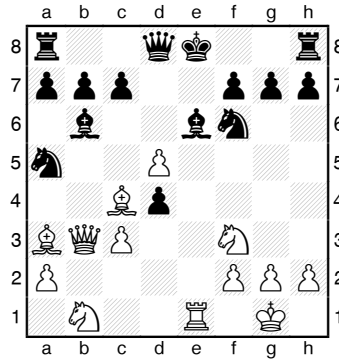


Diagram 48
White to move

Now Steinitz sacrifices his Queen. The Black monarch has to walk the plank, along the diagonal from e8 to a4, where he falls off the board into the water!

12. d5xe6!! Na5xb3?

Better was Na5xc4 when he's not getting mated, but White still has a very strong attack.

13. e6xf7+	Ke8-d7
14. Bc4-e6+	Kd7-c6
15. Nf3-e5+	Kc6-b5
16. Be6-c4+	Kb5-a5
17. Ba3-b4+	Ka5-a4
18. a2xb3#	

Another famous tournament took place in London in 1883. It was won by a man called Johannes Zukertort. Steinitz finished well behind in second place. At a banquet after the tournament a toast was drunk to the World Champion. Both Steinitz and Zukertort stood up to be acclaimed. So in 1886 a match was arranged in America to find out who really was the World Champion. Steinitz came out the winner, and so became the first official World Champion.

Steinitz was a very important chess teacher. He taught that you must gain an advantage by putting your pieces on better squares than those of your opponent before you start to attack. He became famous in his later years for his defensive style of play. But even as an old man he could still attack as strongly as anyone.

White: Wilhelm Steinitz Black: Curt von Bardeleben
Hastings 1895
Opening: Giuoco Piano

1. e2-e4	e7-e5
2. Ng1-f3	Nb8-c6
3. Bf1-c4	Bf8-c5
4. c2-c3	Ng8-f6
5. d2-d4	e5xd4
6. c3xd4	Bc5-b4+

7. Nb1-c3 (Diagram 49)

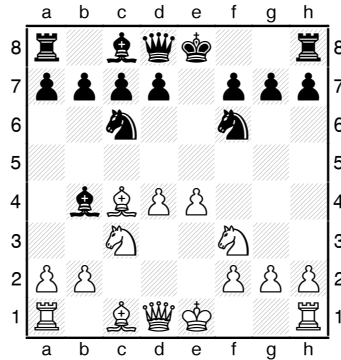


Diagram 49
Black to move

You'll learn more about this opening variation in Chapter 6. White's sacrificing a pawn here (7... Nf6xe4, EXPLOITING THE PIN), but Black turns down the offer.

- | | |
|-------------------|--------|
| 7... | d7-d5 |
| 8. e4xd5 | Nf6xd5 |
| 9. 0-0 | Bc8-e6 |
| 10. Bc1-g5 | Bb4-e7 |
| 11. Bc4xd5 | Be6xd5 |
| 12. Nc3xd5 | Qd8xd5 |
| 13. Bg5xe7 | Nc6xe7 |
| 14. Rf1-e1 (PIN!) | f7-f6 |
| 15. Qd1-e2 | Qd5-d7 |
| 16. Ra1-c1 | c7-c6? |
| 17. d4-d5! | |

A pawn sacrifice to clear the d4 square for his Knight.

- | | |
|-------------|---------------------|
| 17... | c6xd5 |
| 18. Nf3-d4 | Ke8-f7 |
| 19. Nd4-e6 | Rh8-c8 |
| 20. Qe2-g4 | g7-g6 |
| 21. Ne6-g5+ | Kf7-e8 (Diagram 50) |

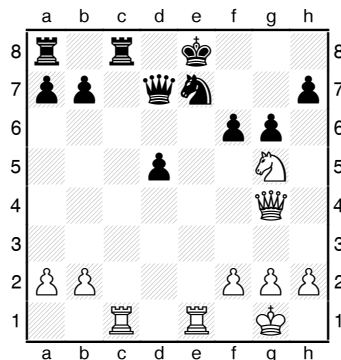


Diagram 50
White to move

22. Re1xe7+!! Ke8-f8

Qd7xe7 would have lost to Rc1xc8+, and after Ke8xe7, White gets a winning attack with Rc1-e1+. It now looks as if White is in trouble. Black threatens Rc8xc1+, forcing mate, Qd7xg4 and f6xg5. But Steinitz has seen a very long way ahead.

23. Re7-f7+! Kf8-g8
24. Rf7-g7+! Kg8-h8

Black still can't take the Rook: if he takes with the Queen White still has Rc1xc8+, and if he takes with the King, Qg4xd7 is check. And if the King had returned to f8, Ng5xh7+ would have won.

25. Rg7xh7+

At this point Black stormed out of the room and never came back, losing the game on time. Not very nice: don't do it in your tournament games! Here's how Steinitz was planning to win the game: 25...Kh8-g8 26. Rh7-g7+ Kg8-h8 27. Qg4-h4+ Kh8xg7 28. Qh4-h7+ Kg7-f8 29. Qh7-h8+ Kf8-e7 30. Qh8-g7+ Ke7-e8 31. Qg7-g8+ Ke8-e7 32. Qg8-f7+ Ke7-d8 33. Qf7-f8+ Qd7-e8 34. Ng5-f7+ Kd8-d7 35. Qf8-d6#

Steinitz must have seen all this at move 22! You may not yet understand how it's possible to see a long way ahead like that, but as you work through this book you'll start to learn how to go about it.

LESSONS FROM CHAPTER 3

1. DON'T MAKE THE MISTAKE OF ONLY STARTING TO LOOK AT TACTICAL IDEAS WHEN YOU REACH THE MIDDLE-GAME. THEY CAN OFTEN OCCUR IN THE OPENING.

2. WATCH OUT FOR ATTACKS ON THE e1-h4 AND e8-h5 DIAGONALS IN THE OPENING.

3. QUEENS ARE VERY GOOD AT FORKING UNDEFENDED PIECES - SO WATCH OUT FOR QUEEN FORKS THROUGHOUT THE GAME. BE VERY CAREFUL ABOUT LEAVING PIECES UNDEFENDED.

4. WHEN THERE'S BEEN A PAWN EXCHANGE IN THE CENTRE, CASTLE AS QUICKLY AS POSSIBLE. SEE WHAT HAPPENED TO STEINITZ'S OPPONENTS WHEN THEY DIDN'T CASTLE.

CHAPTER 4: QUEENING A PAWN

One of the most important aspects of chess that you have to learn is how to play the end-game. That is, when there are only a few pieces left on the board. You should already know how to play some simple end-games: King and Queen against King and King and Rook against King. If not, you'll find them in MOVE ONE. In this book we'll look at some endings with a smaller material advantage and see how they can be won.

Between two strong players an advantage of just one pawn is often enough to win the game. If you look at games played between Grandmasters you will see that they often resign the game when they are only one pawn down. This often looks strange. Why don't they play on? How would their opponents win?

First, take a look at Diagram 51, which you should recognise from the previous chapter. Have you worked out what's happening in this position? Can White queen his pawn or is it a draw? What was your answer when you looked at this position after the last lesson?

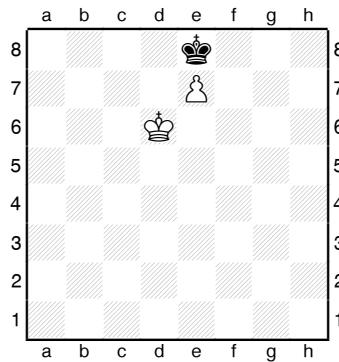


Diagram 51

The correct answer is: it depends whose move it is. If it's White's move he has two choices. He can continue to defend his pawn with Kd6-e6, which is stalemate, so, a draw. Or he can move his King away from the pawn, when Black will take it. Again a draw. But if it's Black to play something different happens. he only has one possible move: Ke8-f7. Then White will play Kd6-d7 and because he is now controlling the queening square, e8, he'll get a new Queen next move. And you know how to win with a King and a Queen, don't you? This position is VERY IMPORTANT. Look at it again and make sure you understand it.

Did you notice something strange about that position? In most chess positions you'd prefer it to be your move. In some positions, though, usually in endings, it's better NOT to have the move. There's a special word for this sort of position: a funny looking German word. ZUGZWANG. A position where you would rather pass than make a move. And of course you're not allowed to pass in chess!

If we move all the pieces back one square, we reach the position in Diagram 52. What happens now? In this position it doesn't matter whose move it is. If it's White's move he can only play Kd5-e5, which doesn't affect the result. So we'll assume it's Black's move. What would you play next for Black? Can you draw or will White queen his pawn? THIS IS ONE OF THE MOST IMPORTANT POSITIONS IN CHESS SO MAKE SURE YOU KNOW THE ANSWER.

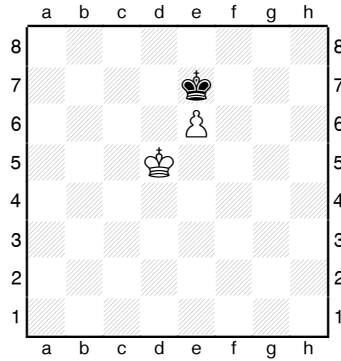


Diagram 52

Black has four moves in this position. His King can go to f6, d8, e8 or f8. Let's look first at Ke7-f6. White replies Kd5-d6. He's now got round the side of his pawn, which is where he wants to be. His next three moves will be Kd6-d7, e6-e7 and e7-e8=Q, and there's nothing Black can do to stop him. Now let's try Ke7-d8. White again plays Kd5-d6. Black goes Kd8-e8. White pushes his pawn: e6-e7. We now have the position in Diagram 51 with BLACK to move. You'll remember that White wins. If you try Ke7-f8 instead on your first move the same thing will happen. Now go back to the diagram and play Ke7-e8. White again plays Kd5-d6. Stop again and decide on your next move. Will it be Ke8-d8 or Ke8-f8?

If the King goes to d8. White plays e6-e7+, the Black King returns to e8 and we reach the position from Diagram 51 with WHITE to play. You remember the result? A draw. But Ke8-f8 is not the same thing. Now White plays, not e6-e7+ with a draw, but Kd6-d7 when the Pawn will queen. So, returning to the position in Diagram 52, Black's only move to draw is Ke7-e8. IF YOUR OPPONENT HAS A PAWN ON THE SIXTH RANK BLOCKED BY YOUR KING AND IT IS YOUR MOVE, YOUR KING MUST GO BACK TO THE QUEENING SQUARE. This is very important! Remember it!

Next, we look at Diagram 53, with the White King in front of the pawn. What did you make of this position? Is White winning or is it a draw? Does it matter whose move it is?

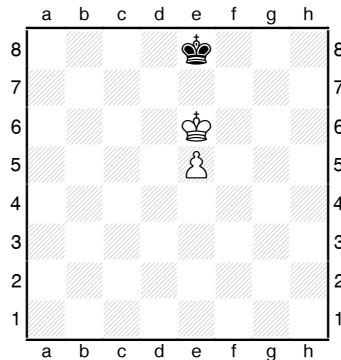


Diagram 53

Well' let's try White to move first. 1. Ke6-d6 Ke8-e8 2. e5-e6 Kd8-e8 3. e6-e7 and we've reached Diagram 51 with BLACK to move. You know what the result is. A win for White. What about Black to move first? Go back to Diagram 53 and start again. 1... Ke8-d8 2. Ke6-f7 (controlling the queening square) 2... Kd8-d7 3. e5-e6+ and in two moves time White's Pawn will become a Queen. So, Diagram 53 is a win whoever is to move.

Now we'll move the pieces back one square again, giving Diagram 54. Let's see if it makes any difference. If you haven't done so already, see if you can work out what's going on before you look at the answer.

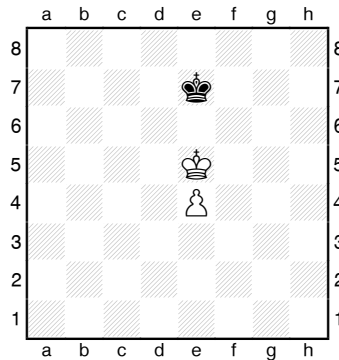


Diagram 54

Suppose first it's White's move. We'll play 1. Ke5-d5 Ke7-d7 (the only good move - can you work out why?) 2. e4-e5 Kd7-e7 3. e5-e6 and we've reached the position in Diagram 52 with Black to play. Do you remember what Black's next move is? That's right. Ke7-e8 is the only move to draw. Now try again with Black moving first in Diagram 54. 1... Ke7-d7 2. Ke5-f6 (going round the side again) 2... Kd7-d6 3. e4-e5+ Kd6-d7 4. Kf6-f7 (controlling the queening square) and White will get a new Queen. So Diagram 54 is a draw with White to move, a win for White with Black to move. Another ZUGZWANG position.

This position also shows you another important idea in endings. You will see that the two Kings stand two squares apart. When this happens we say that the player who does not have the move has THE OPPOSITION. This is usually an advantage. What it means is that if your opponent moves his King he has to give way and let you through. So, with Black to move he has to move his King to one side. This allows White's King to come round the other side. But if White moves first, whichever way he goes the Black King follows him and he can never get through. Have another look at Diagram 54 with White to move. 1. Ke5-d5 and Black keeps the opposition with Ke7-d7. but Ke8-f7 instead would be a mistake because of Kd5-d6, and White gets round the side again. Likewise, if White tries 1. Ke5-f5, Black must reply with Ke7-f7 rather than Ke7-d7.

In all the positions you've seen so far in this chapter the result will be the same if the pawn is on any file except the a or h-files. Rook's Pawns (a or h-pawns) are much more difficult to win with. In fact, all the positions in Diagrams 51-54 would be drawn with a Rook's Pawn.

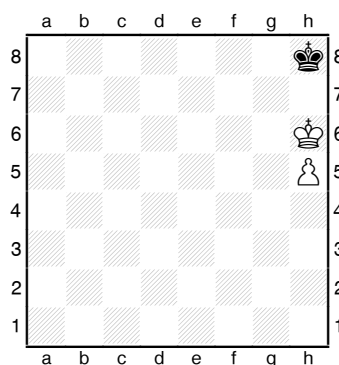


Diagram 55

For example, let's move Diagram 53 (which is always a win for White) over to the side of the board. This gives us Diagram 55. White to play: 1. Kh6-g6 Kh8-g8 2. h5-h6 Kg8-h8 3. h6-h7 and it's stalemate. With Black to play very much the same thing happens.

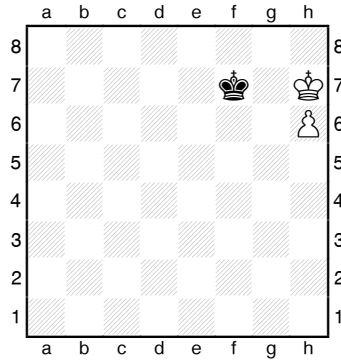


Diagram 56

Even in Diagram 56, with White's King very favourably placed, it's still a draw. With White to play we have 1. Kh7-h8 Kf7-f8 2. h6-h7 and it's White who is stalemated. Or with Black to play: 1... Kf7-f8 and White can choose between Kh7-h8 when he will be stalemated or Kh7-g6 when Black will be stalemated. But Black must be a bit careful here. 1... Kf7-f6 would be a mistake. White plays 2. Kh7-g8 which forces his pawn through.

Finally, there are some positions where the enemy King cannot catch the pawn. Look at Diagram 57.

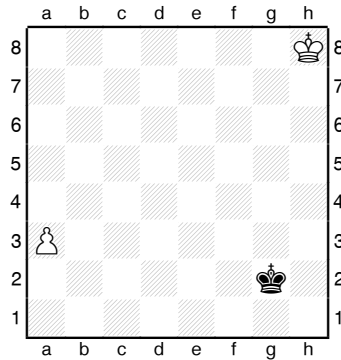


Diagram 57

Can the Black King catch White's pawn? The easy way to work this out is to draw a square on the board from White's Pawn to the queening square. If the Black King can move into the square he can catch the pawn. So, Black, to play, could draw with Kg2-f3 stopping the Pawn by marching along the diagonal to a8. But if it was White's move he could push his pawn through to queen and Black's King would never quite catch up. Play it out for yourself and see what happens.

One final thought. You've seen how even a very simple position with only two Kings and a Pawn can be quite difficult to get right. Imagine how much more difficult a position with lots of pieces on the board can be!

QUIZ

For the first part of your quiz in this section you have to play the position in Diagram 58 against your chess teacher, or, if you're learning at home, your computer or training partner, and show that you know how to win. It's White to move, and he can always win with best play. The idea is first of all to get in front of your pawn. Then move round to the side so that you control the queening square and shepherd your pawn through to queen.

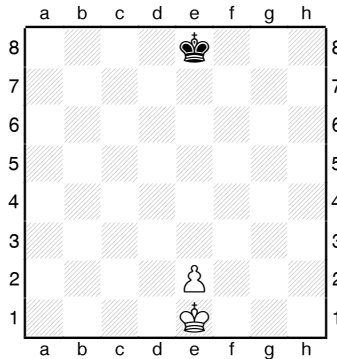


Diagram 58
White to move

Here's one way to do it. Play this through to make sure you understand it.

- | | |
|-----------|--------|
| 1. Ke1-d2 | Ke8-d7 |
| 2. Kd2-e3 | |

White moves in front of his pawn.

- | | |
|-----------|--------|
| 2... | Kd7-d6 |
| 3. Ke3-e4 | Kd6-e6 |
| 4. e2-e3! | |

The key move. White takes the OPPOSITION and forces Black to give way.

- | | |
|-----------|--------|
| 4... | Ke6-f6 |
| 5. Ke4-d5 | |

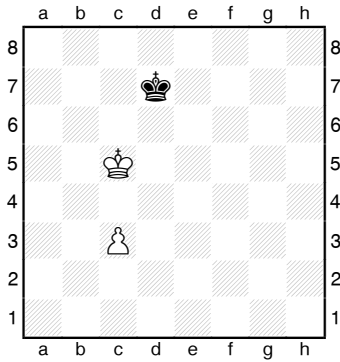
White moves round to the side of the pawn.

- | | |
|-------------|--------|
| 5... | Kf6-e7 |
| 6. Kd5-e5 | Ke7-d7 |
| 7. Ke5-f6 | Kd7-e8 |
| 8. e3-e4 | Ke8-f8 |
| 9. e4-e5 | Kf8-e8 |
| 10. Kf6-e6! | |

And White has reached Diagram 53 with Black to move, which is a win for White. But 10. e5-e6 would only draw. So you always have to be very careful in this ending. Try to work out exactly what's happening in each position before you move.

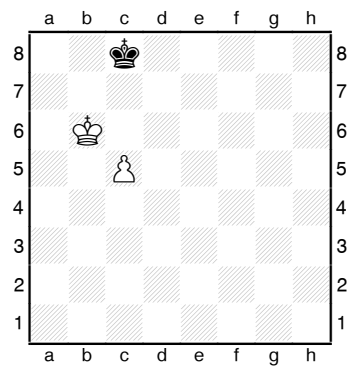
For the second part of the quiz we move the pawn to e3, giving Diagram 59. This time you take Black against your teacher. White moves first and Black has to draw.

Q3.



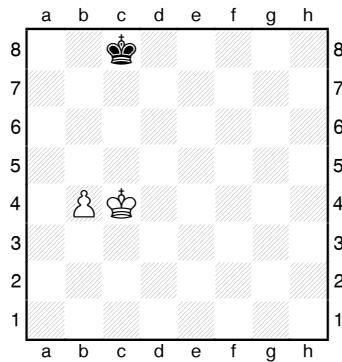
**White to play.
What is his best move?**

Q4.



**White to play.
What is his best move?**

Q5.



**Black (Bobby Fischer) to play.
What is his best move?**

ACTIVITIES

In this book we're looking mainly at those openings starting 1. e2-e4 e7-e5. There are two reasons for this. Firstly, they are easier to understand and play well than other openings. Secondly, they usually lead to open games which provide you with more opportunities to reach exciting positions.

If you're playing in tournaments and matches, though, you'll probably meet players who play different openings. You don't need to know too much about these yet but if you have some idea what to do against them you'll avoid running into trouble.

In this section we'll look at Black's other possible replies to e4. A later section will cover White's other possible first moves.

1. Sicilian Defence: 1. e2-e4 c7-c5

Very popular in junior chess as well as master chess. Black plans a counter-attack on the Queen-side. One plan you might try is 2. c2-c3, with the idea of following up with d2-d4. If your opponent replies Ng8-f6, play e4-e5, then d2-d4. If he plays d7-d5, play e4xd5, then d2-d4. You could also have a go at springing the trap in Chapter 3.

2. French Defence: 1. e2-e4 e7-e6

Another opening often played in junior tournaments. Black lets White form a pawn centre with d2-d4 and then attacks it with d7-d5. Your simplest plan is to play the Exchange Variation, which goes 1. e2-e4 e7-e6 2. d2-d4 d7-d5 3. e4xd5 e6xd5 followed by developing with Bf1-d3, Ng1-f3, Nb1-c3 or Nb1-d2, Bc1-g5 or Bc1-f4 and Rf1-e1.

3. Caro-Kann Defence: 1. e2-e4 c7-c6

A similar idea to the French Defence. Again the safest plan is 1. e2-e4 c7-c6 2. d2-d4 d7-d5 3. e4xd5 c6xd5 followed by quick development.

4. Pirc Defence: 1. e2-e4 d7-d6 2. d2-d4 Ng8-f6

Modern Defence: 1. e2-e4 g7-g6 2. d2-d4 Bf8-g7

Two openings which often lead to the same position. In the Pirc Defence Black usually continues with g7-g6 and Bf8-g7 on moves 3 and 4. Simple development should give you a reasonable game as long as you watch out for attacks on your centre pawns.

5. Alekhine's Defence: 1. e2-e4 Ng8-f6

This gives you the chance to chase the Knight round the board with 2. e4-e5. Or you could play 2. Nb1-c3 when 2... e7-e5 gives you the Vienna Game which you'll meet in Chapter 16.

6. Centre Counter Defence: 1. e2-e4 d7-d5

Also called the Scandinavian Defence. Your best move is 2. e3xd5. If then 2... Qd8xd5 (Ng8-f6 is also possible) you can gain time by attacking the Queen with Nb1-c3.

7. Nimzowitsch Defence: 1. e2-e4 Nb8-c6

There's nothing wrong with 2. d2-d4 but if you play 2. Ng1-f3 Black may reply with 2... e7-e5 when you're back on familiar territory.

8. St George's Defence: 1. e2-e4 a7-a6

Used by former English Board 1 Tony Miles to beat Anatoly Karpov when he was World Champion. It's not quite as bad as it looks. Black plans b7-b5 and Bc8-b7. One word of advice: develop your Queen's Knight on d2 rather than c3 where it can be attacked by b5-b4.

9. Owen's Defence: 1. e2-e4 b7-b6

Named after a 19th century English clergyman. It's not terribly frightening: simple development should give you a good position. As with the previous opening, Black's trying to attack your e-pawn with a Bishop on b7, so don't forget to defend it.

Note that whenever Black plays a first move that neither controls d4 with a pawn nor attacks e4, the usual reply is d2-d4, to put a second pawn in the centre of the board.

Masters of the Universe 4

Wilhelm Steinitz remained World Champion until 1894, when he lost a match against a 25 year old German called Emanuel Lasker. When young Emanuel was 11 years old he was taken ill with measles. While he was confined to bed his older brother taught him chess. In those days there was no junior chess, so it was not until he went to University that he played in his first tournament. Within only a few years he had become one of the strongest players in the world. Here's a game from one of his first tournaments.

White: Emanuel Lasker Black: Johann Bauer
Amsterdam, 1899
Opening: Bird's Opening

1. f2-f4

This is Bird's Opening, named after an English master who was active during the second half of the 19th century.

1...	d7-d5
2. e2-e3	Ng8-f6
3. b2-b3	e7-e6
4. Bc1-b2	Bf8-e7
5. Bf1-d3	b7-b6
6. Nb1-c3	Bc8-b7
7. Ng1-f3	Nb8-d7
8. 0-0	0-0
9. Nc3-e2	c7-c5
10. Ne2-g3	Qd8-c7

White's unusual opening has led to a position where all his Minor Pieces (Bishops and Knights) are well placed for an attack on the enemy King.

11. Nf3-e5	Nd7xe5
12. Bb2xe5	Qc7-c6
13. Qd1-e2	a7-a6?
14. Ng3-h5	Nf6xh5 (Diagram 60)

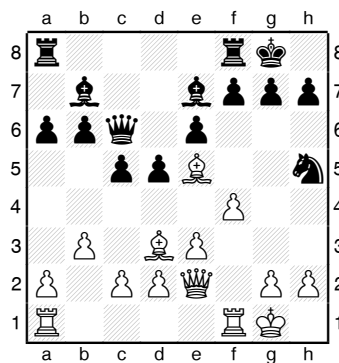


Diagram 60
White to move

15. Bd3xh7+!!

Lasker's plan is to sacrifice his Bishops for Black's g and h-pawns, and then play for a Queen and Rook mate.

15...	Kg8xh7
16. Qe2xh5+	Kh7-g8
17. Be5xg7!!	Kg8xg7
18. Qh5-g4+	Kg7-h7
19. Rf1-f3	

White airlifts the Rook to h3 via f3. Black has to give up his Queen to prevent mate.

19...	e6-e5
20. Rf3-h3+	Qc6-h6
21. Rh3xh6+	Kh7xh6 (Diagram 61)

It looks as if Black's got enough pieces for his Queen. But now comes a QUEEN FORK attacking the undefended Bishops Lasker must have foreseen this back on move 15.

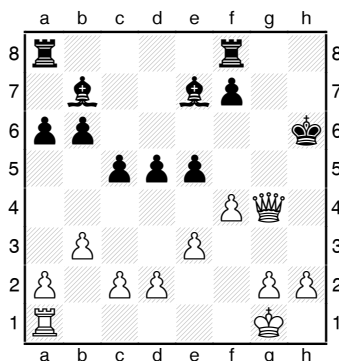


Diagram 60
White to move

22. Qg4-d7	Be7-f6
23. Qd7xb7	Kh6-g7
24. Ra1-f1	Ra8-b8
25. Qb7-d7	Rf8-d8
26. Qd7-g4+	Kg7-f8
27. f4xe5	Bf6-g7
28. e5-e6	Rb8-b7
29. Qg4-g6	

EXPLOITING THE PIN!

29...	f7-f6
30. Rf1xf6+	Bg7xf6
31. Qg6xf6+	Kf8-e8
32. Qf6-h8+	Ke8-e7
33. Qh8-g7+ (SKEWER!)	

Black resigns

Lasker held the world title until 1921, and even in his late sixties was still a very tough opponent. He was also, like many chess players, a mathematician and several times gave up chess to work on maths and philosophy.

When he was World Champion Lasker had many rivals. One was Harry Pillsbury, a brilliant American against whom he played several famous games. Pillsbury suffered from ill-health and sadly died young. Another rival was a German doctor, Siegbert Tarrasch, also a famous chess writer who taught in his books the importance of keeping your pieces actively placed. He challenged Lasker for the World Championship in 1908 but was then past his best and was well beaten. Carl Schlechter, from Vienna, came very close to beating Lasker in a match in 1910. Only a win in a desperately close and thrilling final game saved the day for the champion. Then there was Akiba Rubinstein, who never played for the World Championship but won several strong tournaments in the years before the First World War. Rubinstein was famous for his endgame play, but also won many brilliancy prizes for games such as this.

White: Gersz Rotlevi Black: Akiba Rubinstein

Lodz, 1907

Opening: Queen's Gambit Declined

1. d2-d4	d7-d5
2. Ng1-f3	e7-e6
3. e2-e3	c7-c5
4. c2-c4	Nb8-c6
5. Nb1-c3	Ng8-f6

During most of the 19th century nearly all games started with 1. e2-e4 e7-e5. Towards the end of the century the Queen's Gambit became a very popular opening for White. This is one of the standard positions. White's next move is not best. Both players should wait until their opponent has moved his King's Bishop before capturing the c-pawn with the d-pawn. You'll see why as the game goes on.

6. d4xc5?	Bf8xc5
7. a2-a3	a7-a6
8. b2-b4	Bc5-d6

Setting a trap. If White thinks he can win a pawn here he gets a nasty surprise: 9. c4xd5 e6xd5 10. Nc3xd5? Nf6xd5 11. Qd1xd5?? Bd6xb4+ (AMBUSH!) winning the Queen.

9. Bc1-b2	0-0
10. Qd1-d2?	Qd8-e7

It's still dangerous for White to win a pawn, because he'll find himself behind in development with his King stuck in the centre. For instance, 11. c4xd5 e6xd5 12. Nc3xd5 Nf6xd5 13. Qd2xd5 Bc8-e6 14. Qd5-d1 Nc6xb4! 15. a3xb4 Bd6xb4+ 16. Nf3-d2 Rf8-d8 17. Bb2-c1 Ra8-c8, with Rc8xc1 and Bb4xd2+ to follow.

11. Bf1-d3	d5xc4
------------	-------

Now is the right time to capture, after White's moved his Bishop.

12. Bd3xc4	b7-b5
13. Bc4-d3	Rf8-d8
14. Qd2-e2	Bc8-b7

15. 0-0 (Diagram 62)

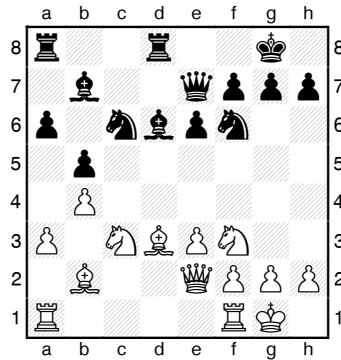


Diagram 62
Black to move

The position's almost symmetrical, except for Black's Rook on d8. And it's his move, not White's. Black has gained two moves in the opening. One because of White's 6th move, and another because the White Queen took two moves to reach e2. So now it's time to start the attack.

15... Nc6-e5

This threatens 16... Ne5xd3 17. Qe2xd3 Bd6xh2+ (AMBUSH!), winning the Queen.

16. Nf3xe5	Bd6xe5
17. f2-f4	Be5-c7
18. e3-e4	Ra8-c8

Bringing up the reserves.

19. e4-e5?

Leaving his King exposed to a withering attack along the diagonals.

19...	Bc7-b6+
20. Kg1-h1	Nf6-g4 (DECOY!)
21. Bd3-e4	Qe7-h4
22. g2-g3 (Diagram 63)	

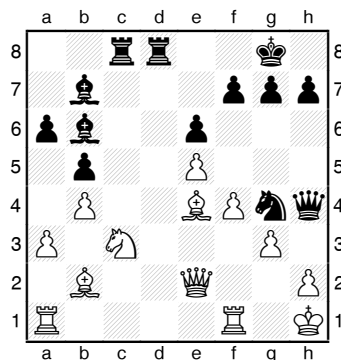


Diagram 63
Black to move

22... R_{c8xc3}!!

EXTERMINATE! 23. B_{b2xc3} would be just what Black wanted: 23... B_{b7xe4+} (SURRENDER!) and mates on h2. White's best defence is 23. B_{e4xb7}, but Black is still winning after R_{c3xg3} (EXPLOITING THE PIN!). Instead he decides to take the Queen.

23. g_{3xh4} R_{d8-d2}!!

DECOY! White has a choice of four piece captures. If he takes on b7 Black takes the Queen, R_{d2xe2}, and the threat of R_{e2xh2}# doesn't give White time to capture anything else. Q_{e2xg4} and B_{b2xc3} both allow B_{b7xe4+}, so he removes the unwelcome visitor on d2.

24. Q_{e2xd2} B_{b7xe4+}

EXTERMINATE! DESTROY!

25. Q_{d2-g2} R_{c3-h3}

EXPLOITING THE PIN!

White resigns. He can only delay the mate on h2: 26. B_{b2xd4} B_{b6xd4} 27. R_{f1-f2} B_{d4xf2} and, whatever White does next. Black plays R_{h3xh2}# (again EXPLOITING THE PIN!)

LESSONS FROM CHAPTER 4

1. IF YOUR OPPONENT HAS A PAWN ON THE SIXTH RANK BLOCKED BY YOUR KING AND IT IS YOUR MOVE, YOUR KING MUST GO BACK TO THE QUEENING SQUARE.

2. IF YOUR OPPONENT HAS NO OTHER MOVES AND HIS KING IS TWO SQUARES AWAY FROM YOURS, HE WILL HAVE TO MOVE HIS KING AWAY AND LET YOUR KING IN. YOU CAN USE THIS IDEA IN VERY MANY ENDINGS.

3. WITH KING AND PAWN AGAINST KING, GET YOUR KING IN FRONT OF, NOT BEHIND YOUR PAWN.

4. A ROOK'S PAWN OFTEN LEADS TO DRAWS IN POSITIONS WHERE ANOTHER PAWN WOULD WIN.

CHAPTER 5: MATING COMBINATIONS

In the last chapter you were learning to look ahead in the ending. In particular, you were learning to remember positions which were won or drawn and head for them.

You can use the same sort of idea in the middle game as well. Certain arrangements of pieces will give you the chance to force checkmate. You can win games by remembering these positions and heading for them in your own games.

In this chapter you'll meet some positions like this. In each case a series of FORCING MOVES including a SACRIFICE leads, at least in the main variation, to checkmate. Most of the moves are checks: if you check your opponent he will usually only have a few moves to choose from. So it's pretty easy for you to learn to look ahead.

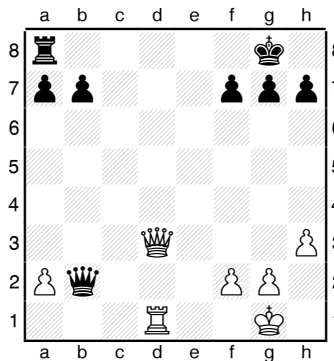


Diagram 64
White to move

The first sacrifice you play in a game will probably look something like Diagram 64. It's White to play. Choose your move. Black's King is stuck on the back rank. I hope you've already seen the answer. Qd3-d8+ forces Ra8xd8, when Rd1xd8 is mate. If you just play chess one move at a time Qd3-d8+ looks crazy, putting the Queen where it can be taken. But if you think ahead, in sequences of moves, you'll see that it's really a good move.

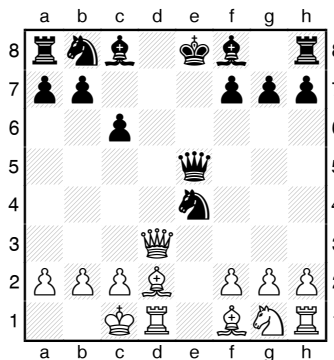


Diagram 65
White to move

These positions are all about looking ahead and putting moves together. You may remember Diagram 65 from MOVE ONE. It's from a friendly game between two Grandmasters played in 1910. Richard Réti was White and Saviely Tartakower was Black. What should White play here? Once you know the first move's a check you should be able to work it out. He kicks off with the startling Qd3-d8+!! Black has no choice: Ke8xd8. Now the King has been DECOYED into the sphere of influence of the Rook on d1. A move by the Bishop on d2 will be DISCOVERED CHECK, or, better still, DOUBLE CHECK. The right move is Bd2-g5+. Double check, so Black must move his King. He has two choices: 1... Kd8-c7 2. Bg5-d8# or 1... Kd8-e8 2. Rd1-d8#. If you turn

back again to the game between Morphy and the Duke and the Count in Masters of the Universe 2, you'll see that the mating position, with Rook and Bishop, in that game is the same as this mate.

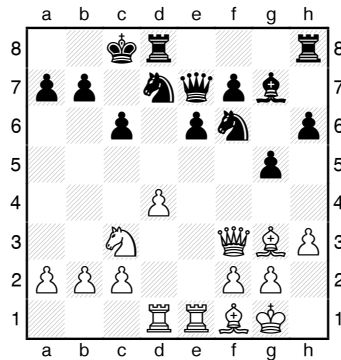


Diagram 66
White to move

Some of these mating sacrifices crop up so often that they've been given names. Select a move for White in Diagram 66. The answer is Qf3xc6+, forcing b7xc6 when Bf1-a6 is mate. This is known as BODEN'S MATE, after a 19th century English player called Samuel Boden. It happens most often against an opponent who's castled Queen-side.

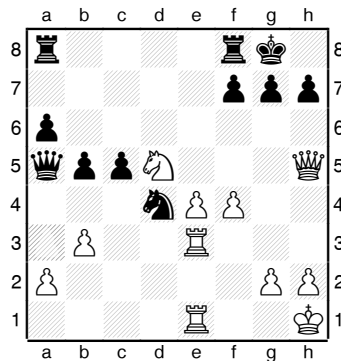


Diagram 67
White to move

The next one's called ANASTASIA'S MATE, because it featured in a novel written in 1803 called *Anastasia and Chess*. Can you find it? White to play in Diagram 67. This time the sacrifice is on the second move. 1. Nd5-e7+ Kg8-h8 2. Qh5xh7+! Kh8xh7 3. Re3-h3#. But 1. Qh5-h7+ doesn't work. Do you see why? 1. Qh5-h7+? Kg8xh7 2. Re3-h3+ Kh7-g6 (not Kh7-g8 when Nd5-e7 really is mate) 3. Nd5-e7+ Kg6-f6 and Black escapes. This position should teach you an important lesson. Always assume your opponent will play the BEST move, not what you want him to play.

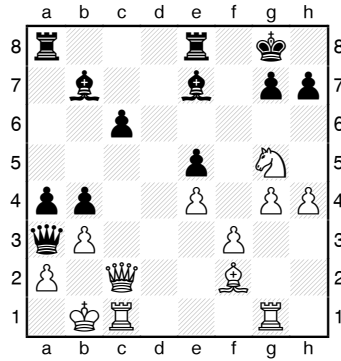


Diagram 68
White to move

In Diagram 68 you have to look further ahead. Have a go yourself before you look at the answer, You may need to move the pieces on the board to solve this one. The answer runs like this: 1. Qc2-c4+ Kg8-h8 (or 1... Kg8-f8 2. Qc4-f7#) 2. Ng5-f7+ Kh8-g8. Now the Black King is lined up for a DISCOVERED CHECK or DOUBLE CHECK. White must choose the best Knight move. 3. Nf8-h6+ (DOUBLE CHECK) 3... Kg8-h8 (again, if 3... Kg8-f8, 4. Qc4-f7#) 4. Qc4-g8+! Re8xg8 5. Nh6-f7#! You can see why this is known as SMOTHERED MATE. The whole sequence is called PHILIDOR'S LEGACY, after the strongest player of the 18th century.

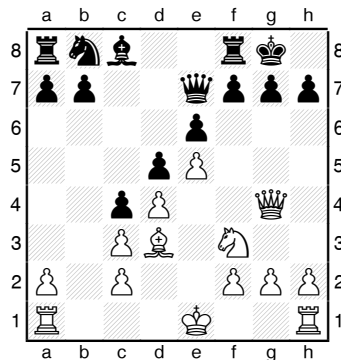
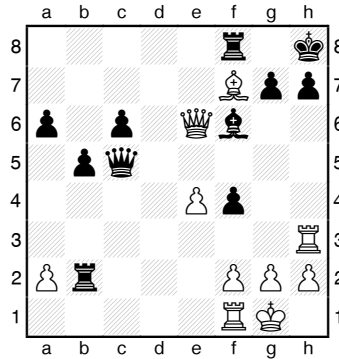


Diagram 69
White to move

Our next example, Diagram 69, includes a quiet move - one that doesn't give check. The Bishop sacrifice on h7 is part of the armoury of every strong player. This is a simple example. It's from Yates-Marín, played in the 1930 Chess Olympiad at Hamburg. Frederick Yates notched up a point for England by playing 1. Bd3xh7+ when Black resigned. If 1... Kg8xh7 2. Qg4-h5+ Kh7-g8 3. Nf3-g5 (the quiet move) 3... Rf8-d8 (he could only avoid mate by giving up his Queen: Qe7xg5) 4. Qh5-h7+ Kg8-f8 5. Qh7-h8#. Or if 1... Kg8-h8, 2. Qg4-h5, followed by a deadly DISCOVERED CHECK.

**Diagram 70**

Finally, try your hand at Diagram 70. White to move. What would you play? This one's rather like ANASTASIA'S MATE, but with a Bishop on f7 instead of a Knight on e7. So: 1. Rh3xh7+ Kh8xh7 2. Qe6-h3+ Bf6-h4 3. Qh3xh4+ Qc5-h5 4. Qh4xh5#. But I misled you. It wasn't really White's move at all. It was Black's move in the game Vilup-Pitksar, Tallinn 1956. What did he play? Stop again and decide on your answer before you read on. I wonder if you came up with this answer: 1... Rb2xf2 2. Rf1xf2 Qc5-c1+ 3. Rf2-f1 Bf6-d4+ 4. Rh3-e3 Bd4xe3+ 5. Kg1-h1 (The Rook on f1's PINNED) 5... Qc1xf1#. Well, that's very clever, but also very wrong! There's no law in chess that says you have to recapture. White would instead carry out his threat: 2. Rh3xh7+, leading to mate, as we've already seen. No, we have to start with a CHECK to force him to recapture. 1... Qc5xf2+! 2. Rf1xf2 (or 2. Kg1-h1 Qf2xf1#) 2... Rb2-b1+ 3. Rf2-f1 Bf6-d4+ 4. Rh3-e3 Bd4xe3+ 5. Kg1-h1 Rb1xf1#. You always have to be very careful when playing chess. A moment's carelessness will turn a hard-earned win into a loss.

Now have a go at the quiz. Here's how to go about it.

1. LOOK AT EVERY CHECK

2. FOLLOW THROUGH ALL SEQUENCES OF CHECKS UNTIL YOU EITHER REACH MATE OR RUN OUT OF CHECKS.

3. YOUR ANSWER WILL BE A MOVE THAT FORCES MATE AGAINST EVERY POSSIBLE DEFENCE.

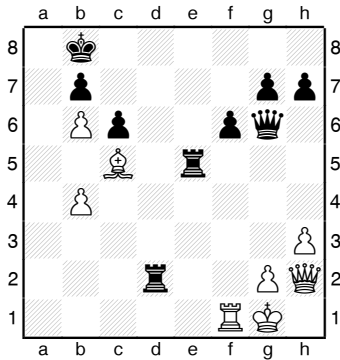
To help you, in each position White can force mate by a series of checks. In some, maybe all, the positions there will be at least one sacrifice somewhere in the solution.

Try first of all to solve the positions in your head. You can try moving the pieces around in a real game. So you really need to get used to visualising these checkmates.

QUIZ

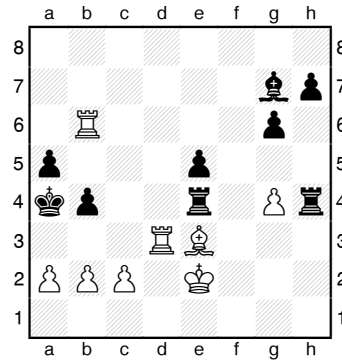
As promised, ten positions with forced checkmates. All the moves in each position will be checks. Don't just write down the first move. We want your first move, and then every move of every variation leading to mate. Just as they were written down in the examples you played through.

Q1.



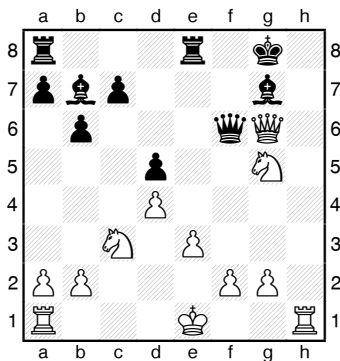
White to move

Q2.



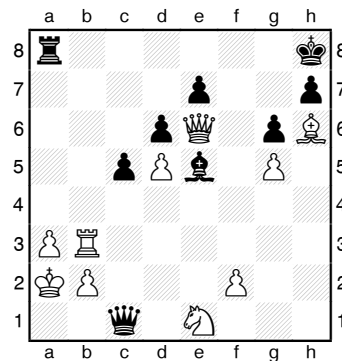
White to move

Q3.



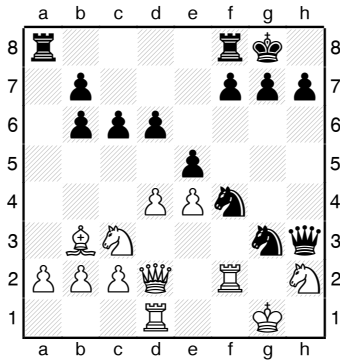
White to move

Q4.



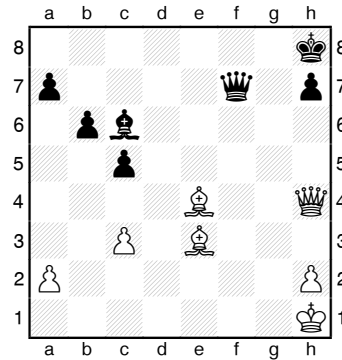
Black to move

Q5.



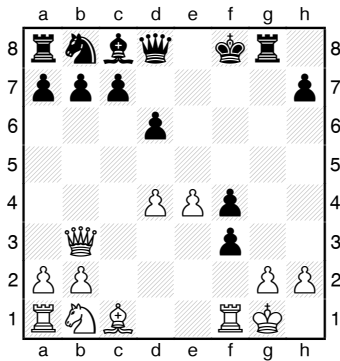
Black to move

Q6.



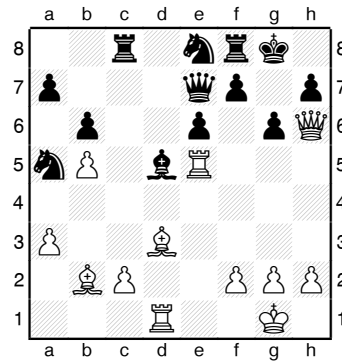
Black to move

Q7.



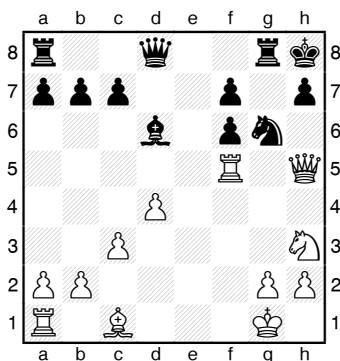
Black to move

Q8.



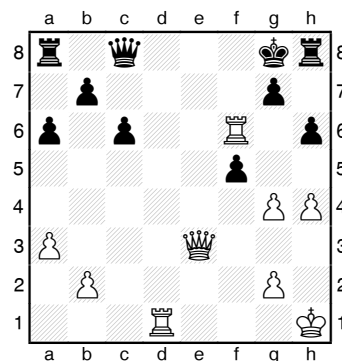
White to move

Q9.



White to move

Q10.



White to move

When you mark this test, you get full credit only if you saw all the variations given in the answers at the back of the book. If you missed out one or more variations in your answer to any question you lose half a point. So you may have found it quite hard to reach the pass mark of 8 out of 10. If you didn't make it have another go in a couple of days time.

ACTIVITIES

In the next chapter we're back to the openings. Another variation of the Giuoco Piano, and a rather different one. It starts like this:

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. c2-c3 | Ng8-f6 |
| 5. d2-d4 | |

giving you Diagram 71.

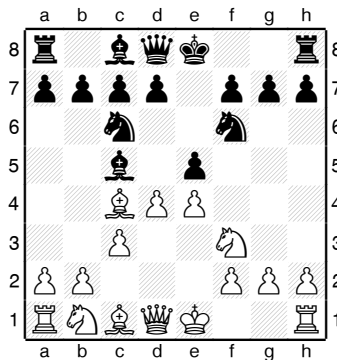


Diagram 71
White to move

Play some games with this opening, writing down your moves, before reading the next chapter. If you turn back to the game Steinitz-Von Bardeleben from *Masters of the Universe 3* you'll have some idea of how the game might continue.

One tip for learning openings that you might find helpful if you've got a chess computer or chess-playing software for your PC (and if you haven't it's well worth getting one or the other). Most chess computers (except the very cheapest ones) have some opening knowledge built in. You can usually tell when they're still in their 'opening book' because they reply at once without stopping to think. By experimenting with your computer you can find out how much of the opening it knows and learn it from the computer.

Masters of the Universe 5

In the last chapter you read about Emanuel Lasker, one of the greatest of all World Champions. His conqueror in the 1921 World Championship match was another of the strongest players of all time, José Raoul Capablanca, from Cuba.

Capablanca, like Morphy, was a chess prodigy. He was born in 1888 and learned chess at the age of 4 by watching his father play. Although he had never been taught the moves he accused his father of cheating by moving his Knight from one white square to another. His father challenged him to a game. They played twice and the youngster won both games. When he was 8 he joined Havana Chess Club, where he was soon able to beat all but the very best players in Cuba. At the age of 13 he won a match against the Cuban champion Juan Corzo. In 1909 he thrashed the American champion Frank Marshall 8-1 with fourteen draws. His challenge for the world title was delayed by the First World War, but in 1921 he beat Lasker by four wins to none with ten draws.

At his best, Capablanca was almost unbeatable. Indeed, at one point in his career, between 1916 and 1924, he didn't lose a match or tournament game in eight years! He was particularly famous for his endgame play and preferred simple positions to complicated ones. Here's a short game.

White: Jose Capablanca Black: Charles Jaffe
 New York 1910
 Opening: Queen's Gambit Declined

- | | |
|-------------------------|--------|
| 1. d2-d4 | d7-d5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. e2-e3 | c7-c6 |
| 4. c2-c4 | e7-e6 |
| 5. Nb1-c3 | Nb8-d7 |
| 6. Bf1-d3 | Bf8-d6 |
| 7. 0-0 | 0-0 |
| 8. e3-e4 | d5xe4 |
| 9. Nc3xe4 | Nf6xe4 |
| 10. Bd3xe4 (Diagram 72) | |

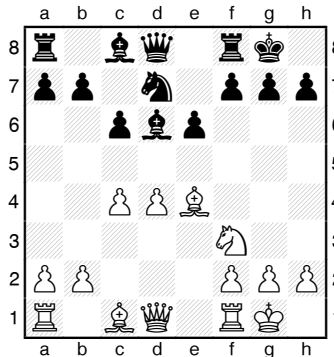


Diagram 72
Black to move

White has gained control of the centre from the opening. Black should hit back with c6-c5 now if he wants an equal game.

- | | |
|------------|---------|
| 10... | Nd7-f6? |
| 11. Be4-c2 | h7-h6 |

White's plan was Bc1-g5, then Qd1-d3, Bg5xf6 and Qd3xh7#. Black prevents this at the cost of a slight weakness in his King's defences.

- | | |
|------------|--------|
| 12. b2-b3 | b7-b6 |
| 13. Bc1-b2 | Bc8-b7 |
| 14. Qd1-d3 | |

Now the idea is d4-d5, Bb2xf6 and Qd3-h7#. Black again chooses a defence which weakens his King's position.

- | | |
|------------|---------|
| 14... | g7-g6? |
| 15. Ra1-e1 | Nf6-h5? |

16. Bb2-c1

Kg8-g7 (Diagram 73)

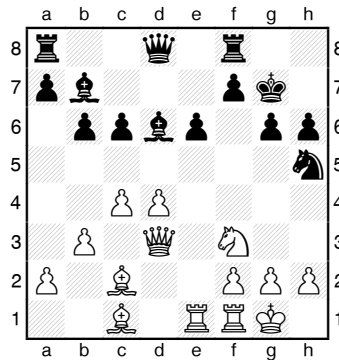


Diagram 73
White to move

17. Re1xe6!

DECOY! 17... f7xe6 loses to 18. Qd3xg6+ Kg7-h8 18. Qg6-h7#.

17...

Nh5-f6

18. Nf3-e5!

Trapping his own Rook! Now f7xe6 loses to 19. Qd3xg6+ Kg7-h8 20. Qg6xh6+ Kh8-g8 21. Qh6-g6+ Kg8-h8 22. Rf1-e1! and Black has no good defence to the threat of Re1-e3 and Re3-h3#. For example 22... Qd8-c7 23. Re1-e3 Qc7-g7 24. Re3-h3+ Kh8-g8 25. Qg6xg7+ Kg8xg7 26. Bc1-h6+ Kg7-h8 (26... Kg7-g8 27. Rh3-g3+ Nf6-g4 28. Rg3xg4+ Kg8-h8 29. Bh6-g7+ Kh8-g8 30. Bg7-f6#) 27. Bh6xf8+ Kh8-g8 28. Bf8xd6. The only way Black could stay in the game was Bd6xe5, leaving him a pawn down in a rotten position.

18...

c6-c5?

19. Bc1xh6+!

Kg7xh6

Other moves are hopeless, but now White has a forced mate. If you've solved the last quiz you'll be able to find it so stop and have a look before reading on.

20. Ne5xf7+

DESTROY! After 20... Rf8xf7, Kh6-g7 or Kh6-h7, 21. Qd3xg6 is mate. And after 20... Kh6-h5, 21. Qd3-h3 is mate. So Black resigned

Black lost the game because he lost control of the centre in the opening, and then advanced the pawns in front of his King.

While Capablanca was winning the World Championship another chess prodigy was hitting the headlines. His name was Sammy Reshevsky. Sammy was born in Poland in, it was claimed, 1911, and, like Capablanca, learned chess by watching his father play. When he was only 4 he could beat almost everyone in his village. By the age of 6 he was giving simultaneous displays. In 1920, when he was 8, he toured Europe giving displays in all the capital cities. He then went to America where he toured for another two years. In 1922, two months before his 11th birthday, he played in a master tournament and won a game against a famous Grandmaster, David Janowsky. Sammy then gave up chess for a few years to concentrate on his education. Between 1935 and 1955 he was one of the world's strongest players, and even in the late 1980s he was still playing and beating Grandmasters. He died in 1992 at the age of 80.

After his death some of his friends said Reshevsky had told them that he was really born in 1909, not 1911. If this is true it makes his early achievements slightly less remarkable but his results in old age even more so.

Here's a game from the first display of his European tour. Remember that he was only 8 (or perhaps 10) at the time and was playing 20 strong adult opponents at once. (He won 16 and drew 4.)

White: Sammy Reshevsky Black: Zabludovsky
 Berlin 1920
 Opening: Ruy Lopez

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | d7-d6 |
| 4. d2-d4 | e5xd4 |
| 5. Nf3xd4 | Bc8-d7 |
| 6. Nb1-c3 | Nc6xd4 |
| 7. Qd1xd4 | Ng8-f6 |
| 8. 0-0 | h7-h6? |

A weak move for two reasons. Firstly, it's a waste of time, and, secondly, it weakens his King's defences.

- | | |
|------------------------|--------|
| 9. f2-f4 | Bd7xb5 |
| 10. Nc3xb5 | a7-a6 |
| 11. Nb5-c3 | Bf8-e7 |
| 12. h2-h3 (Diagram 74) | |

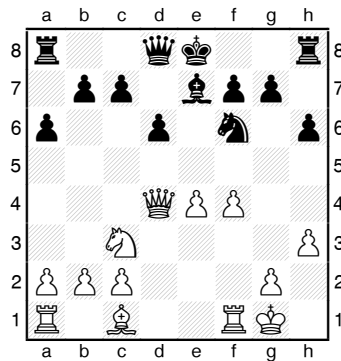


Diagram 74
Black to move

When Black played h7-h6 he was awarded a question mark, but now White does the same thing. Let's try to explain.

- a) White wants to play Bc1-e3 without the Bishop being molested by Nf6-g4.
- b) White plans a King-side attack with g2-g4 and possibly g4-g5. It is precisely because Black has created a weakness with h7-h6 that White can play this attack.
- c) White has more control over the centre. This means that he is in a position to start an attack. Black cannot start an attack against White's weakened King because his position is too cramped.

- | | |
|------------|--------|
| 12... | 0-0 |
| 13. Qd4-f2 | Nf6-e8 |
| 14. g2-g4 | c7-c6 |

15. Bc1-e3 c6-c5?

An important mistake. Again we need to explain why.

a) White can now put a Knight on d5, right in the middle of enemy territory, without it ever being attacked by a pawn.

b) White can attack the Pawn on d6 with his Rooks on the d-file. Black will always be tied town to defending this pawn with his pieces, rather than with a pawn.

16. Ra1-d1 b7-b6
 17. e4-e5 Qd8-c7
 18. Nc3-d5 Qc7-b7
 19. Qf2-g2

The White Queen's laser gun is aimed menacingly at her undefended opposite number. The threat is Nd5-f6+ (AMBUSH!).

19... Ra8-a7
 20. Rf1-e1

Setting up another AMBUSH! The idea is 21. Nd5xe7+ Qb7xe7 22. e5xd6 Ne8xd6 23. Be3xc5, with a DOUBLE ATTACK on the Queen on e7 and the Knight on d6.

20... d6xe5
 21. f4xe5 Be7-h4
 22. Be3-f2 Bh4xf2+
 23. Qg2xf2 Kg8-h8? (Diagram 75)

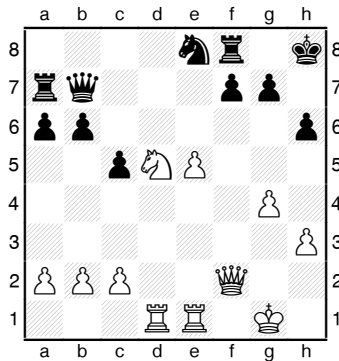


Diagram 75
White to move

Overlooking White's reply, which works because the Rook on f8 is now unprotected.

24. e5-e6! f7-f6
 25. Nd5-f4 Kh8-h7
 26. e6-e7

Missing a quicker win: 26. Nf4-g6! Kh7xg6 27. Qf2-f5#, or 26... Rf8-g8 27. Qf2-f5 followed by Ng6-f8+ and Qf5-h7#. Black can only prevent this by giving up his Rook.

26... Rf8-f7
 27. Rd1-d8 Ra7-a8
 28. Qf2-g2! Qb7xg2+

29. Nf4xg2!

Defending the Rook on e1, so that if 29... Rf7xe7 30. Rd8xa8 Re7xe1+ 31. Ng2xe1. Whatever he does he loses a lot of material so Black resigns.

LESSONS FROM CHAPTER 5

1. IF YOU'RE ATTACKING THE KING, LOOK AT ALL SEQUENCES OF CHECKS AND TRY TO ANALYSE THEM UNTIL YOU REACH MATE OR RUN OUT OF CHECKS.
2. LOOK FOR YOUR OPPONENT'S MATING THREATS AS WELL AS YOUR OWN.
3. ALWAYS ASSUME YOUR OPPONENT WILL PLAY HIS BEST MOVE, NOT THE ONE YOU WANT HIM TO PLAY.
4. BE LIKE CAPABLANCA, WHO ONLY PLAYED SACRIFICES IF HE WAS SURE THEY WERE GOING TO WORK.

CHAPTER 6: A LIVELY OPENING

How did you get on with the opening we asked you to play in the last chapter? You were asked to play games with a variation of the Giuoco Piano which starts like this.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. c2-c3 | |

You might think this move looks a bit strange. You're moving a pawn instead of a piece, and, what's more, putting it on what seems to be the best square for the Knight on b1. What's the idea? White is preparing to play d2-d4 next move to get two pawns together in the middle of the board. Later in the chapter you'll see some games which show you just how strong those pawns can be.

- | | |
|------|--------|
| 4... | Ng8-f6 |
|------|--------|

The most natural move, attacking the Pawn on e4.

- | |
|----------|
| 5. d2-d4 |
|----------|

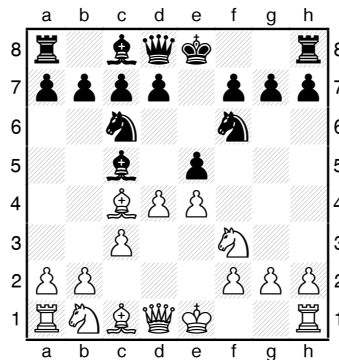


Diagram 76
Black to move

Giving the position in Diagram 76, which is as far as we took you in the last chapter.

White's last move is a FORK, attacking both the Bishop on c5 and the Pawn on e5. What should Black do? Let's try moving the Bishop.

Variation 1

- | | |
|------|---------|
| 5... | Bc5-b6? |
|------|---------|

If you remember Chapter 3 you should be able to work out what happens next.

- | | |
|----------|---------|
| 6. d4xe5 | Nf6xe4? |
|----------|---------|

7. Qd1-d5! (Diagram 77)

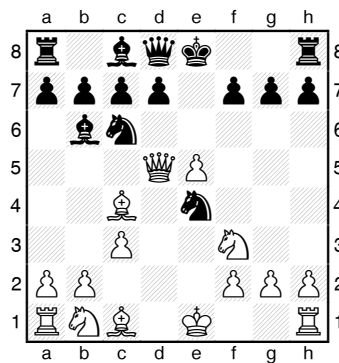


Diagram 77
Black to move

A QUEEN FORK (remember?), attacking the Knight on e4 and threatening mate on f7. If the Knight moves to either d6 or g5 to defend the mate, White just takes it off.

Variation 2

5... Bc5-e7?
6. d4xe5 Nf6xe4?
7. Qd1-d5!

The same thing again. White wins a Knight.

Variation 3

5... Bc5-d6?!

It's nearly always wrong to put the Bishop in front of the d-pawn like this. Here's how White can set a trap.

6. d4xe5

A PAWN FORK, so Black has to take.

6... Nc6xe5?

A mistake! Bd6xe5 is the right move.

7. Nf3xe5 Bd6xe5
8. f2-f4 Be5-d6

9. e4-e5! (Diagram 78)

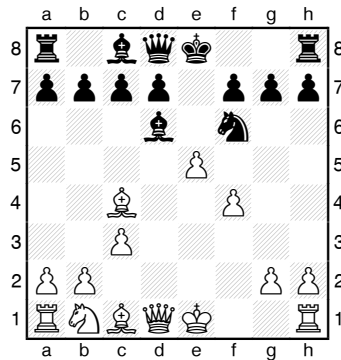


Diagram 78
Black to move

Another PAWN FORK. winning either the Bishop or the Knight. If Black plays Nf6-e4 White should play Qd1-f3, keeping two pieces under attack, rather than risk 10. e5xd6 Qd8-h4+ 11. g2-g3 Ne4xg3 (remember that idea?). Or Black can try...

9... Qd8-e7

to PIN the e-pawn, but after...

10. Qd1-e2

Black is losing a piece.

So Black's best fifth move is to take the Pawn on d4:

Variation 4

(Go back to Diagram 76)

5... e5xd4
6. c3xd4

Where should Black move his Bishop? If he plays Bc5-b6 the White Pawns will advance and create havoc among the Black cavalry. You'll see an example of this later in the chapter. Black needs time to attack the White pawn centre, so he must check.

6... Bc5-b4+ (Diagram 79)

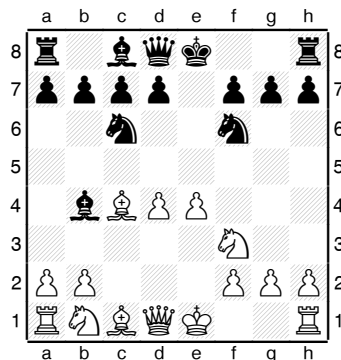


Diagram 79
White to move

Now White is at the road junction. He has two good moves to choose from: Bc1-d2 and Nb1-c3. We'll look at them in turn.

Variation 4A

7. Bc1-d2

This move looks as if it loses a pawn, but after...

Variation 4A1

7...

Nf6xe4

White can win the pawn back. Can you work out how? We start with...

8. Bd2xb4

Nc6xb4 (Diagram 80)

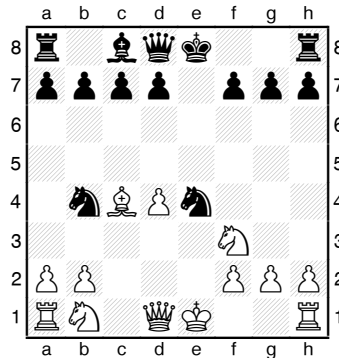


Diagram 80
White to move

9. Bc4xf7+!

9. Qd1-b3 at once also wins the pawn back (9... Qd8-e7 10. Bc4xf7+) but gives Black no problems.

9...

Ke8xf7

10. Qd1-b3+ (FORK!)

d7-d5

11. Nf3-e5+

This is stronger than taking the Knight at once. White's next move will be Qb3xb4, giving him a slight advantage because Black cannot castle.

Now go back to Diagram 79, play Bc1-d2 for White again, and play through...

Variation 4A2

7...

Bb4xd2+

8. Nb1xd2

This is the only good way to recapture. After Qd1xd2 Black can take the e-pawn, and after Nf3xd2 he can take the d-pawn.

Now Black has to challenge the White pawn centre. A poor move for Black would be 0-0, which does nothing to stop the White infantry from advancing. The second best move is d7-d6, when the pawns can no longer

advance with advantage, but White remains in control of more territory. Black's best plan is to break up the centre at once with...

- 8...
- 9. e4xd5

d7-d5
Nf6xd5 (Diagram 81)

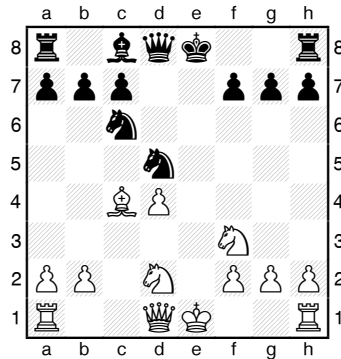


Diagram 81
White to move

The position is about equal.

Back again to Diagram 79 to look at a different idea for White.

Variation 4B

- 7. Nb1-c3

This move looks as if it doesn't lose a pawn, but it does.

- 7... Nf6xe4

The Knight on c3 is PINNED! But White has seen this coming. While Black stops to eat the Pawn, he'll just get on with his development. Another move for Black is d7-d5, which you saw in the game Steinitz-Von Bardeleben (Masters of the Universe 3). 0-0 is again a poor move here - you'll see why later in the chapter.

- 8. 0-0 (Diagram 82)

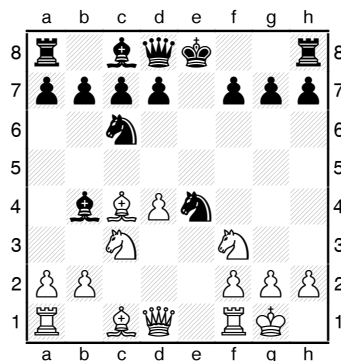


Diagram 82
Black to move

Now he is threatening the Knight on e4 so Black will capture on c3. Should he capture with the Bishop or the Knight?

Variation 4B1

8... Ne4xc3

This can be very dangerous for Black if he's not careful. Let's see what happens if he's too greedy.

9. b2xc3 Bb4xc3?!
 10. Bc1-a3! Bc3xa1? (Diagram 83)

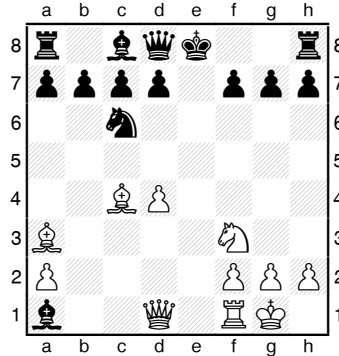


Diagram 83
White to move

11. Rf1-e1+ Nc6-e7

In chess, as in real life, if you eat too many goodies you usually end up feeling pretty sick. And that's just what happens to Black here.

12. Re1xe7+ Ke8-f8?

Black's losing anyway, but he'd last longer by swallowing his pride (and an indigestion tablet) and giving up his Queen. Now White has two ways of mating quickly: 13. Re7xf7+ or the more spectacular...

13. Re7-e8+! Kf8xe8

It's double check: from the Bishop on a3 as well as the Rook, so he has no choice.

14. Qd1-e1+ Qd8-e7
 15. Qe1xe7\#

Now return to Diagram 82.

Variation 4B2

8... Bb4xc3

This is Black's safer choice here. Now White's best move is probably d4-d5 when things get very complicated. Too complicated for you to be bothered about at this stage in your chess career. Again, there's an example for you in the Activities section.

Instead White can set a trap by playing the obvious move.

9. b2xc3 (Diagram 84)

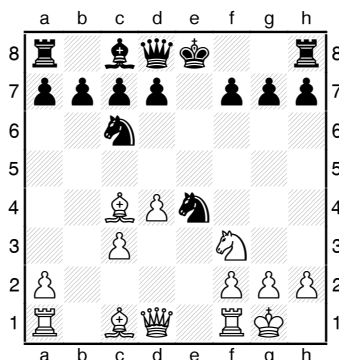


Diagram 84
Black to move

Now Black's best move is d7-d5, when White doesn't have too much to show for the missing pawn. But suppose Black gets greedy again and tries Ne4xc3. What do you think happens then? Yes, it's yet another QUEEN FORK. Qd1-e1+ picks up the errant Knight next move.

Now see if you can use some of these ideas in your games. If you play this opening with White against an opponent who, poor fool, hasn't read this book, you stand a pretty good chance of winning quickly. But don't JUST learn the moves off by heart. Learn the reasons for the moves as well, and make sure you know which are the best moves for Black, in case someone plays the opening against you.

QUIZ

Instead of a written quiz this chapter, your teacher will test you on the opening variations in this chapter. If you're working through the book at home play some more games with these variations against your training partner or computer. There will be a mini-quiz on this opening in the next chapter.

ACTIVITIES

To understand more about this opening, play through these games. They're all wins for White, so take the White side and see if you can guess his moves.

This is the sort of thing that happens if Black doesn't keep White's pawn centre under control. The winner of this game was a 14-year-old Russian boy who later became a very strong Grandmaster.

White: Igor Boleslavsky Black: Scitov
 Moscow 1933

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Bf8-c5 4. c2-c3 Ng8-f6 5. d2-d4 e5xd4 6. c3xd4 Bc5-b6? 7. e4-e5 Nf6-g4 8. h2-h3 Ng4-h6 9. d4-d5 Nc6-e7 10. d5-d6 Ne7-g6? 11. Bc1-g5 (Diagram 85)

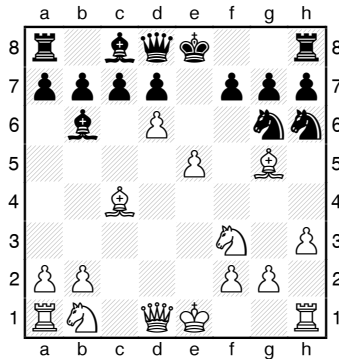


Diagram 85
Black to move

11... f7-f6 12. e5xf6 g7xf6 13. Qd1-e2+ Ke8-f8 14. Bg5xh6# 1-0

In the next game Black manages to get move 6 right but goes wrong on move 7. Again the white pawns advance strongly.

White: Ruger Black: Gebhard
 Dresden 1915

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Bf8-c5 4. c2-c3 Ng8-f6 5. d2-d4 e5xd4 6. c3xd4 Bc5-b4+ 7. Nb1-c3 0-0? 8. d4-d5 Nc6-e7 9. e4-e5 Nf6-e4 10. Qd1-c2 Ne4xc3 11. b2xc3 Bb4-c5 12. Nf3-g5 (Threatening mate on h7. Now if 12... f7-f5, 13. d5-d6 (DISCOVERED CHECK!) wins a Knight, or if 12... g7-g6 13. Ng5-e4 Bc5-b6 14. Bc1-h6 Rf8-e8 15. Ne4-f6+ (FORK!) wins Rook for Knight.) 12... Ne7-g6 13. h2-h4 h7-h6 (Diagram 86)

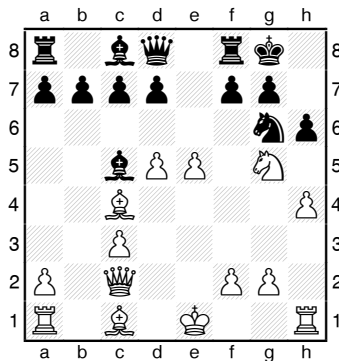


Diagram 86
White to move

14. d5-d6! (Opening up the line between the White Bishop and the Black King so that the Pawn on f7 is PINNED and White threatens Qc2xg6 (EXPLOITING THE PIN!)). 14... h6xg5 15. h4xg5 Rf8-e8 (The Knight cannot move from g6 because of Qc2-h7#, supported by the Rook on h1.) 16. Qc2xg6 Re8xe5+ 17. Ke1-f1 (Definitely NOT Bc4-e2, when the f-pawn is no longer pinned and Black can take the Queen.) Black resigns: he cannot avoid mate for very long.

If you want to play Variation 4B against strong opponents you need to know the following game.

White: B Edwards
Indianapolis 1948

Black: B Hoffman

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Bf8-c5 4. c2-c3 Ng8-f6 5. d2-d4 e5xd4 6. c3xd4 Bc5-b4+ 7. Nb1-c3 Nf6xe4 8. 0-0 Bb4xc3 9. d4-d5 Nc6-e5?! (Looks tempting as Black seems to be winning a piece but Bc3-f6 is much better.) 10. b2xc3 Ne5xc4 11. Qd1-d4 Nc4-d6?! 12. Qd4xg7 Qd8-f6 13. Qg7xf6 Ne4xf6 14. Rf1-e1+ Ke8-f8? (14... Ke8-d8 loses to 15. Bc1-g5 Nd6-e8 16. Re1xe8+! (DESTROY!) 16... Rh8xe8 17. Bg5xf6+ Re8-e7 18. Ra1-e1 (ATTACK A PINNED PIECE!) and White comes out a piece up, but better is 14... Nf6-e4.) 15. Bc1-h6+ Kf8-g8 16. Re1-e5 Nd6-e4 (Diagram 87) (16... Nf6-e4 is better but White can win with 17. Ra1-e1 f7-f5 18. Re5-e7 b7-b6 19. Nf3-e5 Bc8-b7 20. Re7-g7+ Kg8-f8 21. Rg7xh7+ (DISCOVERED CHECK!) Kf8-g8 22. Rh7-g7+ Kg8-f8 23. Ne5-g6+ (FORK!)).

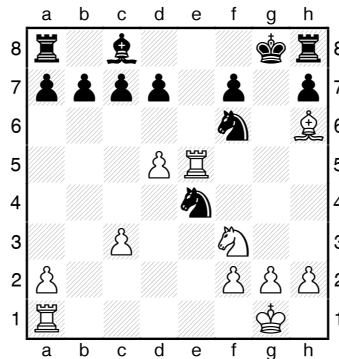


Diagram 87
White to move

17. Nf3-d2! (DECOY!) 17... d7-d6 (or 17... Ne4xd2 18. Re5-g5#) 18. Nd2xe4 (DECOY!) 18... d6xe5 (or 18... Nf6xe4 19. Re5-e8#) 19. Ne4xf6# This had all been published years before the game took place. White had no doubt seen it all before. Black lost because he hadn't read the right books.

Finally, an example of play from Variation 4A. Watch how White feeds his pieces across to the King side for a winning attack. Look out also for White's sensational 23rd move, one of the most spectacular ever seen on a chessboard.

White: Nicolas Rossolimo Black: Reissmann
San Juan 1967

1. e2-e4 e7-e5 2. Ng1-f3 Nb8-c6 3. Bf1-c4 Bf8-c5 4. c2-c3 Ng8-f6 5. d2-d4 e5xd4 6. c3xd4 Bc5-b4+ 7. Bc1-d2 Bb4xd2+ 8. Nb1xd2 d7-d5 9. e4xd5 Nf6xd5 10. Qd1-b3 Nc6-e7 11. 0-0 0-0 12. Rf1-e1 c7-c6 13. a2-a4 b7-b6? (Qd8-c7 and Qd8-b6, amongst over moves, are better than this.) 14. Nf3-e5 Bc8-b7 15. a4-a5 Ra8-c8 16. Nd2-e4 Qd8-c7 17. a5-a6 Bb7-a8 18. Qb3-h3 Nd5-f4 19. Qh3-g4 Ne7-d5 20. Ra1-a3 (Preparing to swing the Rook across to the other side.) 20... Nf4-e6? 21. Bc4xd5 c6xd5 22. Ne4-f6+ (EXPLOITING THE PIN!) Kg8-h8 (Diagram 88)

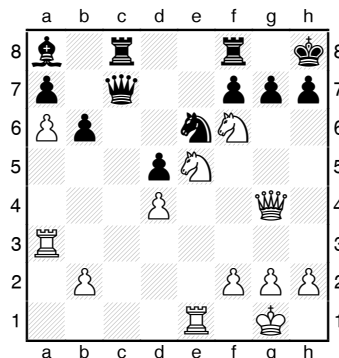


Diagram 88
White to move

(Can you find two winning moves for White here?) 23. Qg4-g6!! (Amazing! If Black takes the Queen he's soon mated: 23... h7xg6 24. Ra3-h3# or 23... f7xg6 24. Ne5xg6+! h7xg6 25. Ra3-h3# The other winning move, also a QUEEN SACRIFICE, was Qg4xe6!. If you found either, or, better still, both these moves, congratulations!) 23... Qc7-c2 24. Ra3-h3! Black resigns (He still can't take the Queen: 23... h7xg6 is now illegal, 23... f7xg6 now allows Rh3xh7# and after 23... Qc2xg6 we have 24. Ne5xg6+ f7xg6 25. Rh3xh7#.)

Don't think that, just because White wins all these games, the opening is very good for White. The truth is that, if Black knows what he's doing and avoids all the traps he'll get at least an equal game. But there are very many pitfalls along the route.

Masters of the Universe 6

The Cuban prodigy Capablanca's reign as World Champion was surprisingly short. In 1927 he lost to his first challenger, Alexander Alekhine, in a marathon match. Alekhine won six games, lost three, with no less than 25 draws!

Alekhine was born in Moscow in 1892 and at the age of seven was taught chess by his mother. He played a lot with his older brother, but in those days children were not usually allowed to go to chess clubs so they played postal games against strong opponents.

He was 14 when he played in his first tournament at Moscow Chess Club. At first he didn't do very well but within just over a year he had reached master standard. By the age of 21 he was one of the world's best players.

In the early 1920s he left Russia and settled in Paris, in time becoming a French citizen.

After becoming World Champion in 1927 he defended his title twice against Efim Bogoljubow, who had been born in the Ukraine but lived in Germany. But in 1935 he underestimated his next opponent, the Dutchman Dr Max Euwe, and met with an unexpected defeat. Two years later he played a return match against Euwe and this time won easily.

International chess was interrupted by the Second World War, so Alekhine was still World Champion when he died in 1946.

Like Kasparov, who has described Alekhine as his hero, Alekhine was a brilliant and daring attacking player. Even today his games are many people's favourites. If you find any of his games in books you'll enjoy playing them through. Here are two for you to be going on with. This game was played in 1908, probably just before his 16th birthday.

White: Alexander Alekhine
Moscow 1908
Opening: Owen's Defence

Black: V Romanov

1. e2-e4	b7-b6
2. d2-d4	Bc8-b7
3. Nb1-c3	e7-e6
4. Ng1-f3	d7-d5?
5. Bf1-b5+	c7-c6
6. Bb5-d3	

White was happy to spend a move forcing Black to play c7-c6, blocking in his Bishop on b7.

6...	Ng8-f6?
7. e4-e5	Nf6-d7

Black has played the opening badly. White can already start to attack.

8. Nf3-g5!

Threatening to win by 9. Ng5xe6! f7xe6 10. Qd1-h5+ Ke8-e7 11. Bc1-g5+ (SKEWER!) or 10... g7-g6 11. Bd3xg6+ (EXPLOITING THE PIN!)

8...	Bf8-e7
9. Qd1-g4	Nd7-f8?
10. Ng5xh7!	Rh8xh7

If 10... Nf8xh7 White plays Qg4xg7 (FORK!).

11. Bd3xh7	Nf8xh7
12. Qg4xg7	Nh7-f8 (Diagram 89)

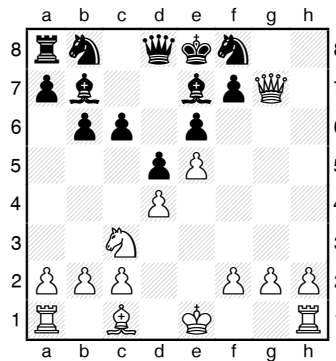


Diagram 89
White to move

13. h2-h4!

This move wins the Black Queen! Black's pieces are so badly placed that White threatens simply to push this pawn through to h8. The only way to stop this is to take the pawn off. So...

13...	Be7xh4
14. Rh1xh4!	Qd8xh4
15. Bc1-g5	Qh4-h1+
16. Ke1-d2	Qh1xg2
17. Qg7-f6 (Diagram 90)	

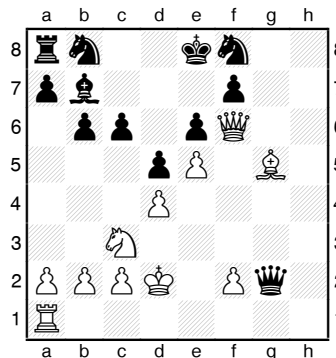


Diagram 90
Black to move

Menacing mate on e7 or d8. Black can only stop both threats by giving up his Queen. (This is why he had to take the Pawn rather than the Rook on a1 last move.) Black could safely resign here with only Bishop and Knight for Queen in a hopelessly cramped position.

- | | |
|---|---------|
| 17... | Qg2xg5+ |
| 18. Qf6xg5 | Nf8-g6 |
| 19. f2-f4 | Ng6-e7 |
| 20. Ra1-h1 | Nb8-d7 |
| 21. Nc3-d1 | Nd7-f8 |
| 22. Nd1-e3 | Bb7-c8 |
| 23. Ne3-g4 | Bc8-d7 |
| 24. Rh1-h8 (PIN!) | Ne7-g6 |
| 25. Ng4-f6+ | Ke8-d8 |
| 26. Qg5xg6! (DESTROY!, EXPLOITING THE PIN!) | |

Black resigns: after 26... f7xg6 27. Rh8xf8+ (SKEWER!) and 28. Rf8xa8 White is a Rook ahead.

Finally, a quick win against a veteran ex-champion.

White: Alexander Alekhine Black: Emanuel Lasker
 Zurich 1934
 Opening: Queen's Gambit Declined

- | | |
|------------|---------|
| 1. d2-d4 | d7-d5 |
| 2. c2-c4 | e7-e6 |
| 3. Nb1-c3 | Ng8-f6 |
| 4. Ng1-f3 | Bf8-e7 |
| 5. Bc1-g5 | Nb8-d7 |
| 6. e2-e3 | 0-0 |
| 7. Ra1-c1 | c7-c6 |
| 8. Bf1-d3 | d5xc4 |
| 9. Bd3xc4 | Nf6-d5 |
| 10. Bg5xe7 | Qd8xe7 |
| 11. Nc3-e4 | Nd5-f6 |
| 12. Ne4-g3 | e6-e5 |
| 13. 0-0 | e5xd4 |
| 14. Ng3-f5 | Qe7-d8 |
| 15. Nf3xd4 | Nd7-e5 |
| 16. Bc4-b3 | Bc8xf5 |
| 17. Nd4xf5 | Qd8-b6? |

So far the game, a typical Queen's Gambit Declined, has been fairly equal but this move allows White a very strong attack. According to Alekhine, Black's best move is g7-g6, to drive away the troublesome Knight.

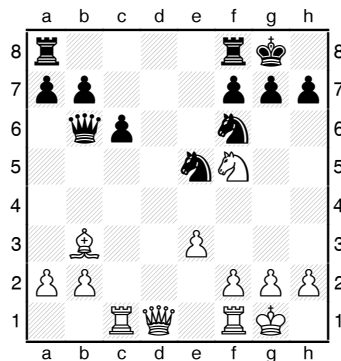


Diagram 91
White to move

18. Qd1-d6!

Attacking a Knight!

18... Ne5-d7

Ne5-g6 would have been answered by Nf5-h6+! (DECOY!), smashing up Black's defences.

19. Rf1-d1 Ra8-d8
20. Qd6-g3

Threatening mate!

20... g7-g6
21. Qg3-g5

Now the idea is 22. Rd1-d6, and if 22... Nf6-e4, 23. Rd6xg6+! (DESTROY!) 23... h7xg6 24. Qg5xg6+ (EXPLOITING THE PIN!) 24... Kg8-h8 25. Qg6-g7#.

21... Kg8-h8
22. Nf5-d6

Attacking f7!

22. Kh8-g7
23. e3-e4 Nf6-g8
24. Rd1-d3 f7-f6

After 24... h7-h6, Alekhine would have won with 25. Nd6-f5+ Kg7-h7 26. Nf5xh6 f7-f6 27. Nh6-f5!! (A QUEEN SACRIFICE!) 27...f6xg5 28. Rd3-h3+ Ng8-h6 29. Rh3xh6#. See if you can work out the wins after Black's other defences in this variation.

25. Nd6-f5+

EXPLOITING THE PIN!

25... Kg7-h8 (Diagram 92)

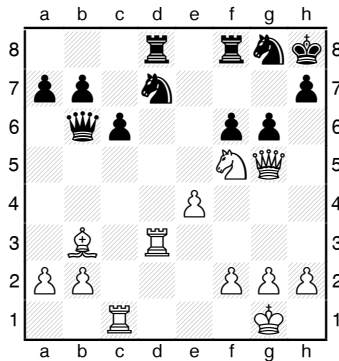


Diagram 92
White to move

26. Qg5xg6!!

Another QUEEN SACRIFICE, but this time on g6 rather than on g5 in the variation given after Black's 24th move. Now the threat is Qg6-g7#, and if 27... h7xg6, 27. Rd3-h3+ and mate next move. So Black resigned.

LESSONS FROM CHAPTER 6

- 1. THE CENTRE IS THE MOST IMPORTANT PART OF THE BOARD. TRY TO USE YOUR PAWNS TO OCCUPY AND CONTROL THE CENTRE.**
- 2. LOOK FOR OPPORTUNITIES TO ADVANCE YOUR CENTRE PAWNS TO ATTACK YOUR OPPONENT'S PIECES AND DRIVE THEM ROUND THE BOARD.**
- 3. DON'T DEVELOP YOUR BISHOP IN FRONT OF YOUR d-PAWN (as in Variation 3).**
- 4. DON'T BE TOO GREEDY IN THE OPENING. DEVELOP YOUR PIECES QUICKLY RATHER THAN TRY TO WIN TOO MUCH MATERIAL.**

CHAPTER 7: WINNING IN THE OPENING PART 2

It's time to look at some more ways in which you can use tactical ideas, such as pins and forks, in the opening.

3. Trouble on the e-file

If both e-pawns disappear from the board early in the game interesting things start to happen. If you can get a Rook or Queen onto the file in line with your opponent's King you may have the opportunity to win pieces by PINS or DISCOVERED ATTACKS.

Look first at this opening - Petroff's Defence. You may have seen this before, but we'll go through it slowly and explain exactly how it works.

- | | |
|-----------|---------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | Nf6xe4? |

This is a mistake, as you'll see.

4. Qd1-e2!

Attacking the Knight and putting the Black King in the firing line.

4...

Ne4-f6?? (Diagram 93)

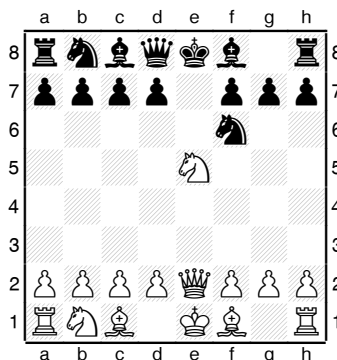


Diagram 93
White to move

Look at the line-up of pieces on the e-file: White Queen, White Knight and Black King. If White moves his Knight it will be DISCOVERED CHECK. Where should he move it?

The best move is Ne5-c6+, which wins the Black Queen. The Queen can block the check on e7 but the White Knight can still take her. So White wins a Queen for a Knight. REMEMBER THIS. YOU WON'T REGRET IT!

Now go back to the position after Black's fourth move and try to find something better for him. 4... d7-d5 doesn't help much: White just kicks the Knight with d2-d3 and, if it moves away, plays Ne5-c6+, again winning the Queen.

Instead, Black can play:

- | | |
|-----------|--------------------|
| 4... | Qd8-e7 |
| 5. Qe2xe4 | d7-d6 (Diagram 94) |

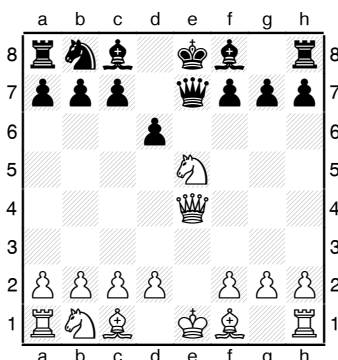


Diagram 94
White to move

Look again at the e-file. White's Knight is PINNED: if it moves he loses his Queen. So he plays d2-d4 to get a pawn for his Knight and finishes up a pawn ahead.

Now let's look at the right way for Black to play Petroff's Defence.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | d7-d6 |
| 4. Ne5-f3 | Nf6xe4 |

Now it's safe to take the pawn. The most popular move in this position is d2-d4, but White can choose a different move which gives Black another chance to go wrong.

5. Qd1-e2 (Diagram 95)

Black's Knight is attacked and PINNED. What should he do about it? I hope you found the right move here. 5... d6-d5, for instance, would be a mistake. White wins the pinned Knight with d2-d3. 5... f7-f5 and 5... Bc8-f5 would be equally poor for the same reason. No, the only good move is 5... Qd8-e7, defending and unpinning at the same time. This leads to a level position.

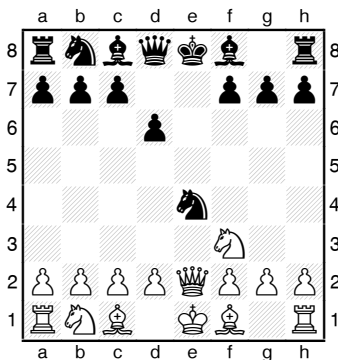


Diagram 95
Black to move

In our next example, White chose a different 5th move. This game broke two records: the shortest ever loss by a Grandmaster and the shortest ever loss by a reigning World Champion. The loser, an Indian Grandmaster who is now one of the world's strongest players, was World Junior Champion at the time of the game. His opponent was a Grandmaster from Colombia.

White: Alonso Zapata
 Biel 1988
 Opening: Petroff's Defence

Black: Vishy Anand

- | | |
|-----------|----------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | d7-d6 |
| 4. Ne5-f3 | Nf6xe4 |
| 5. Nb1-c3 | Bc8-f5?? |

5... Ne4xc3 is the correct move here.

6. Qd1-e2 (PIN!) (Diagram 96)

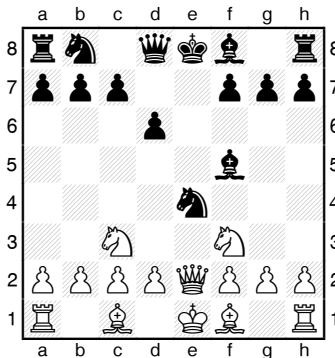


Diagram 96
Black to move

Black resigns.

If Black defends the attacked Knight with 6... d6-d5, 7. d2-d3 wins the poor beast, while if 6... Qd8-e7, there comes 7. Nc3-d5, when 7... Qe7-e6 loses to 8. Nd5xc7+ (FORK!) and if, say, 7... Qe7-d8, 8. d2-d3 again wins the Knight. The Knight is doomed and you don't play on a piece down against a Grandmaster.

You can often win games against opponents who forget to castle by getting a Rook or Queen onto the e-file, using your pawns to open up the position in front of his King. Then if one of his pieces is in the way it will be PINNED so you can keep on attacking it and maybe win it. If one of your pieces is in the way you will have a strong DISCOVERED CHECK, capturing or attacking another enemy piece at the same time.

The best way to head for this sort of position is to play the Ruy Lopez with White. Here's a simple example which will show you how easy it is for Black to go wrong. It starts with an opening variation we looked at in Chapter 3.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | a7-a6 |
| 4. Bb5xc6 | d7xc6 |

When White exchanges Bishop for Knight on move 4 he's playing the Exchange Variation of the Ruy Lopez. In Chapter 3 we saw that if White tries to win a pawn with Nf3xe5, Black has several ways of getting the pawn back at once: a QUEEN FORK (Qd8-d4), another QUEEN FORK (Qd8-g5) or a SKEWER (Qd8-e7). But instead of taking the pawn at once White can try a different idea.

5. 0-0

Now Black should defend the e-pawn with a move like f7-f6, Qd8-d6, Bf8-d6 or even Bc8-g4 (PIN!). If he decides to attack White's e-pawn instead he can easily run into trouble on the e-file.

5...
6. Nf3xe5 (Diagram 97)

Ng8-f6?!

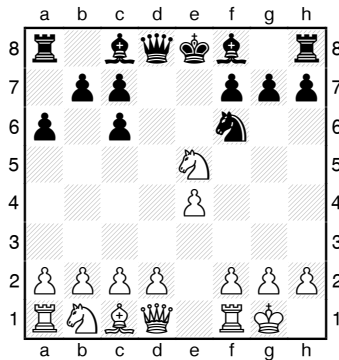


Diagram 97
Black to move

Now there are two ways Black can go badly wrong.

Firstly, he can try a QUEEN FORK, but this time it doesn't work because the White Rook is already in play.

6... Qd8-d4?
7. Ne5-f3 Qd4xe4??
8. Rf1-e1 (PIN!)

PINNING and winning the Queen.

Or secondly he can take the e-pawn at once. (Go back to Diagram 97)

6... Nf6xe4?
7. Rf1-e1 Ne4-f6??

And you know what to do now, don't you? 8. Ne5xc6+ (DISCOVERED CHECK), winning the Queen.

Now for a real game in which Black found another way to lose quickly from Diagram 97.

White: Moore Black: Peto
British Columbia 1980
Opening: Ruy Lopez

1. e2-e4 e7-e5
2. Ng1-f3 Nb8-c6
3. Bf1-b5 a7-a6
4. Bb5xc6 d7xc6
5. 0-0 Ng8-f6?!
6. Nf3xe5

And we're back at Diagram 97. Black decided to delay taking the e-pawn...

6... Bf8-d6
7. Ne5-c4 Nf6xe4
8. Qd1-e2 (PIN!) Qd8-e7

White: Karlis Ozols Black: Peter Reid
 Chess Olympics Stockholm 1937
 Opening: English Opening

1. c2-c4

This is called the English Opening in honour of Howard Staunton, who was probably the best player in the world between 1843 and 1851.

1...	e7-e5
2. Nb1-c3	Nb8-c6
3. g2-g3	Bf8-c5
4. Bf1-g2	d7-d6
5. e2-e3	Ng8-f6
6. Ng1-e2	Bc8-e6? (Diagram 99)

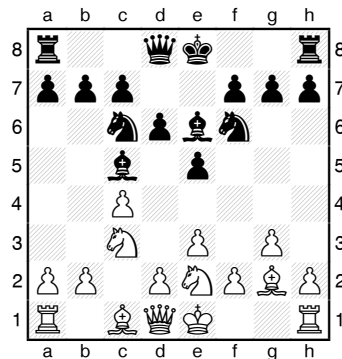


Diagram 99
White to move

Now White can win a piece by playing d2-d4, and, if the Bishop moves from c5, d4-d5 forking the Knight on c6 and the Bishop on e6. Did he see it? No!

7. Nc3-d5? Nc6-b4?

Black again makes a mistake which loses a piece. This time White notices it.

8. Nd5xb4

Black resigns, because after Bc5xb4 White wins the Bishop with Qd1-a4+. Yes, that's right. Our old friend the QUEEN FORK on a4. Not a very good game for the Olympics, was it? I'm sure you could have done better!

This PAWN FORK idea comes up a lot and players often miss it. Always look out for the idea of advancing a centre pawn to attack two enemy pieces.

Let's look now at a slightly different way of using a PAWN FORK.

1. e2-e4	e7-e5
2. Ng1-f3	Nb8-c6
3. Nb1-c3	Ng8-f6
4. Bf1-c4	Nf6xe4

This looks silly, giving up a piece. But Black's seen a pawn fork.

5. Nc3xe4

d7-d5 (Diagram 100)

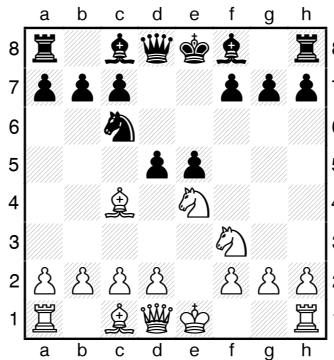


Diagram 100
White to move

FORKING two pieces. Whatever White does, Black gets the piece back with at least an equal game. Remember this and try it out in your games.

WARNING! Be careful. This idea doesn't work if you have a Bishop on c4 (if you're White) or c5 (if you're Black). For instance:

- | | |
|------------------------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Bf8-c5 |
| 4. Nf3xe5? | Nc6xe5 |
| 5. d2-d4 (Diagram 101) | |

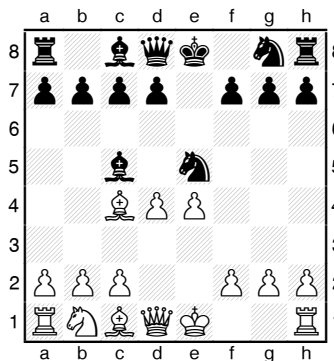


Diagram 101
Black to move

- | | |
|----------|--------|
| 5... | Ne5xc4 |
| 6. d4xc5 | |
- and Black is a knight for a pawn up. BE CAREFUL!

Finally, another very short game, which until 1984 shared the record for the shortest win between players of master standard.

White: Georgy Agzamov Black: Vladimir Veremeichik
USSR Junior Championship 1968
Opening: Queen's Pawn Game

- | | |
|-----------|--------|
| 1. d2-d4 | Ng8-f6 |
| 2. Ng1-f3 | c7-c5 |
| 3. Bc1-f4 | c5xd4 |

4. Nf3xd4?

e7-e5! (Diagram 102)

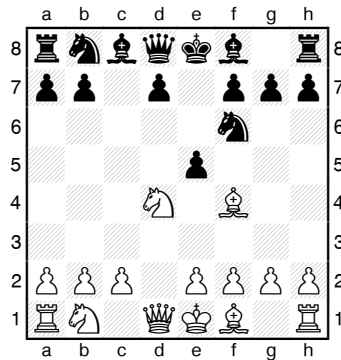


Diagram 102
White to move

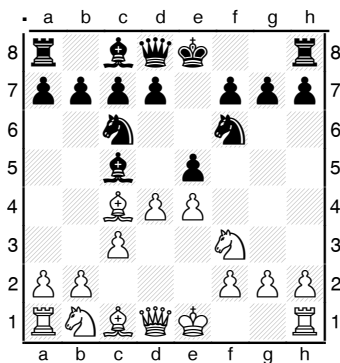
White resigns.

Why? A PAWN FORK, yes, but why can't he just take the Pawn with his Bishop? The answer's an idea you've seen before. Surprise, surprise. It's another QUEEN FORK. After 5. Bf4xe5, Qd8-a5+ zaps the Bishop on e5.

QUIZ

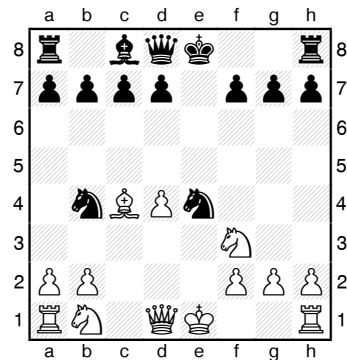
This quiz covers what you have learned in the last two chapters. There will be questions on the Giuoco Piano, and also on opening traps. Ten questions to answer. If you failed to score at least four out of five on the first half, go back and re-read Chapter 6. And if you scored less than four on Questions 6 to 10 go back to the beginning on this chapter. If you scored four or five in each half, well done. You can go on to the next chapter.

Q1



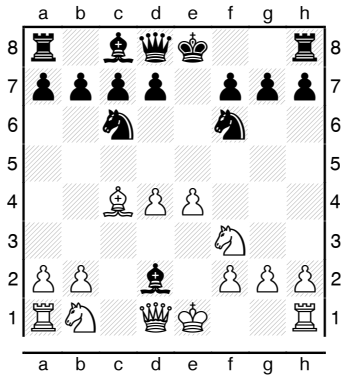
Black to move.
Would you play:
a) Bc5-b6, b) Bc5-d6,
c) Bc5-e7 or d) e5xd4?

Q2.



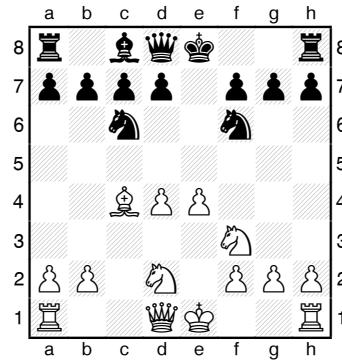
White to move.
Would you play:
a) 0-0, b) Bc4xf7+,
c) Qd1-b3 or d) Qd1-e2?

Q3.



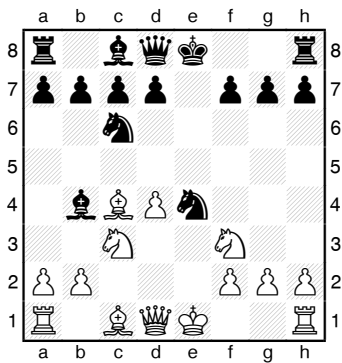
White to move.
 Would you play:
 a) Nb1xd2, b) Qd1xd2,
 c) Ke1xd2 or d) Nf3xd2?

Q4.



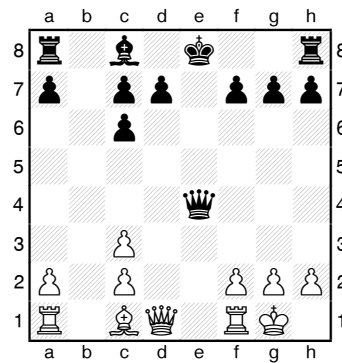
Black to move.
 Would you play:
 a) Nc6-a5, b) d7-d6,
 c) d7-d5 or d) 0-0?

Q5.



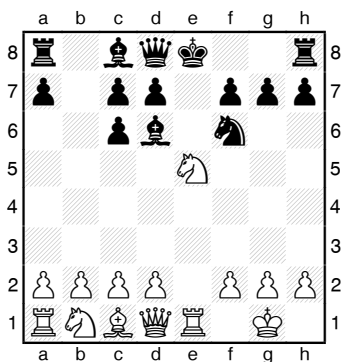
White to move.
 Would you play:
 a) 0-0, b) Bc4xf7+
 c) Qd1-b3, d) Qd1-e2?

Q6.



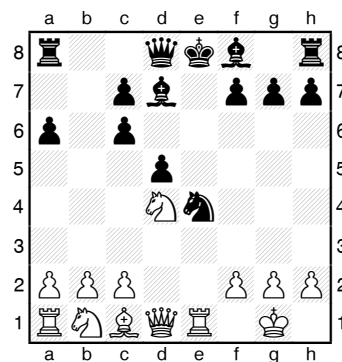
White to move.
 What would you play?

Q7.



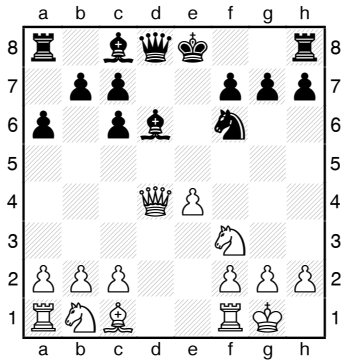
White to move.
 What would you play?

Q8.



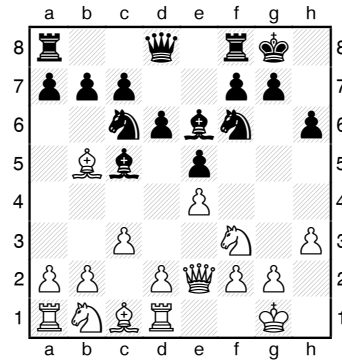
White to move.
 What would you play?

Q9.



**White to move.
What would you play?**

Q10.



**White to move.
What would you play?**

ACTIVITIES

In the next chapter we'll be looking at some more King and Pawn endings. Diagrams 103 and 104 are positions you'll meet then. Play against your training partner, taking White and Black in turn, writing down your moves, and see how what you play compares with what really ought to happen.

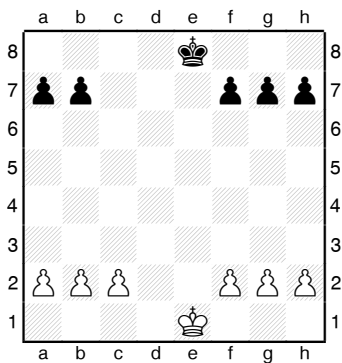


Diagram 103
White to play

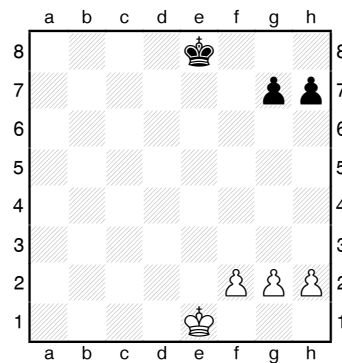


Diagram 104
White to play

Masters of the Universe 7

As Alekhine, the reigning World Champion, had died in 1946, there was no World Champion. So in 1948 FIDE (the International Chess Federation - it's pronounced FEE-DAY) invited the best players in the world to compete in a tournament to decide the new champion. The competitors were former World Champion Max Euwe, the former boy prodigy from the USA, Sammy Reshevsky, and three players from the Soviet Union, Mikhail Botvinnik, Paul Keres and Vasily Smyslov. Botvinnik ran out a convincing winner with 14 points out of 20, ahead of Smyslov (11), Keres and Reshevsky (10½) and an out-of-form Euwe (4).

The new champion was born in Leningrad in 1911 and learned chess at school when he was 12. In the 1920s many chess clubs were organised in the Soviet Union and children were encouraged to learn how to play chess. Young Mikhail Botvinnik studied hard and in 1925 beat World Champion Capablanca in a Simultaneous Display. When he was 18 Mikhail won his first Master Tournament, and in the 1930s he became one of the world's best players. But because of the Second World War he did not get a chance to play for the World Championship until 1948.

As well as organising the World Championship Tournament in 1948, FIDE also arranged a series of tournaments to find the next challenger for the title, Botvinnik's first challenger was another Soviet player, David Bronstein. Their match in 1951 was drawn, so, according to the rules, Botvinnik retained his title. He also drew with his second challenger, Vasily Smyslov, in 1954. You'll read about his later matches in the next two chapters. Here are two of his games.

White: Paul Keres Black: Mikhail Botvinnik
USSR Absolute Championship Leningrad/Moscow, 1941
Opening: Nimzo-Indian Defence

1. d2-d4	Ng8-f6
2. c2-c4	e7-e6
3. Nb1-c3	Bf8-b4

'Nimzo-Indian Defence' is a strange name for an opening. Openings which start with 1. d2-d4 Ng8-f6 2. c2-c4 are known as Indian Defences. This particular one was made popular by Aron Nimzowitsch, one of the best players of the 1920s. Hence, Nimzo-Indian Defence. Black PINS the Knight on c3 to prevent White from dominating the centre with e2-e4.

4. Qd1-c2	d7-d5
5. c4xd5	e6xd5
6. Bc1-g5	h7-h6
7. Bg5-h4	c7-c5
8. 0-0-0?! (Diagram 105)	

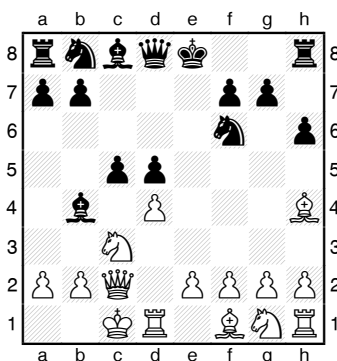


Diagram 105
Black to move

It turns out that the White King is in trouble here. Black can open the c-file and put his Rook on c8 in line with White's Queen and King.

8...	Bb4xc3
9. Qc2xc3	g7-g5
10. Bh4-g3	c5xd4
11. Qc3xd4	Nb8-c6
12. Qd4-a4	Bc8-f5
13. e2-e3	Ra8-c8
14. Bf1-d3?	

This lets Black set up a dangerous PIN. Better, according to Botvinnik, was Ng1-e2, heading to c3 to defend the King.

14...	Qd8-d7
-------	--------

Unpinning the Knight to threaten a DISCOVERED CHECK. White must move his King.

15. Kc1-b1	Bf5xd3+
16. Rd1xd3	Qd7-f5 (PIN!)

Keres has to give up a pawn to break the pin and save his Rook.

17. e3-e4	Nf6xe4
18. Kb1-a1	0-0
19. Rd3-d1 (Diagram 106)	

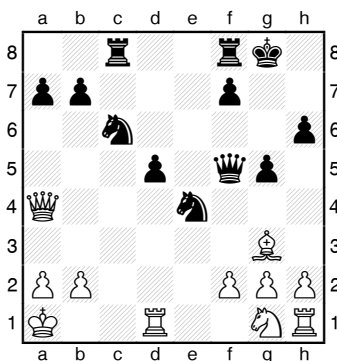


Diagram 106
Black to move

Botvinnik now returns his extra pawn so that his Knight can reach d4, followed by c2.

19...	b7-b5!
20. Qa4xb5	Nc6-d4! (DECOY!)
21. Qb5-d3	Nd4-c2+
22. Ka1-b1	Nc2-b4

White resigns. The game might finish 23. Qd3-e3 Ne4-d2+ 24. Kb1-a1 Nb4-c2#

If you look at g1 and h1 you'll see why Keres lost the game. Botvinnik was able to develop his pieces with threats against White's King and Queen. White was never given a chance to complete his development.

The next game comes from the end of Botvinnik's career. His opponent in this game was Hungary's Number One for many years.

White: Mikhail Botvinnik Black: Lajos Portisch
 Monte Carlo 1968
 Opening: English Opening

1. c2-c4	e7-e5
2. Nb1-c3	Ng8-f6
3. g2-g3	d7-d5
4. c4xd5	Nf6xd5

Sometimes one opening can look like another one the other way round. Here the English Opening is being played like a Sicilian Defence (1. e2-e4 c7-c5) with colours reversed.

5. Bf1-g2	Bc8-e6
6. Ng1-f3	Nb8-c6
7. 0-0	Nd5-b6
8. d2-d3	Bf8-e7
9. a2-a3	a7-a5
10. Bc1-e3	0-0
11. Nc3-a4	Nb6xa4
12. Qd1xa4	Be6-d5
13. Rf1-c1	Rf8-e8
14. Rc1-c2	Be7-f8
15. Ra1-c1	Nc6-b8? (Diagram 107)

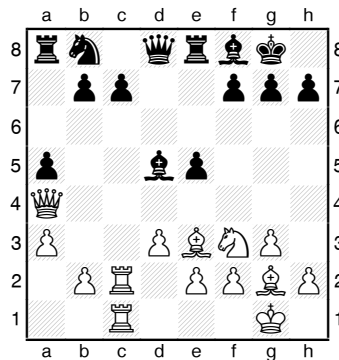


Diagram 106
White to move

Portisch is planning Bd5-c6 and Nb8-d7. He thinks Botvinnik can't take the c-pawn because his Rook will be trapped. But he's in for a nasty shock.

16. Rc2xc7!	Bd5-c6
17. Rc1xc6!	Nb8xc6
18. Rc7xf7!!	

A big surprise. If Black takes the Rook he loses: 18... Kg8xf7 19. Qa4-c4+ Kf7-e7 or f6 20. Be3-g5 (SKEWER!), winning the Queen, or 19... Re8-e6 20. Nf3-g5+ (FORK!) and Black's position falls apart.

18...	h7-h6
19. Rf7xb7	Qd8-c8

20. Qa4-c4+

Kg8-h8 (Diagram 108)

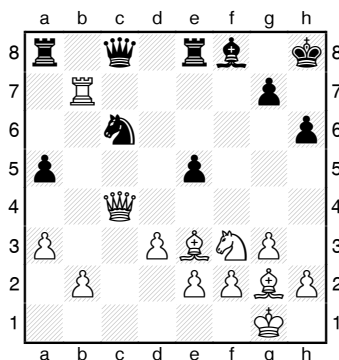


Diagram 108
White to move

21. Nf3-h4!

White's third Rook sacrifice in the space of six moves! This time Portisch has nothing better than to take it.

21...	Qc8xb7
22. Nh4-g6+	Kh8-h7
23. Bg2-e4 (AMBUSH!)	Bf8-d6
24. Ng6xe5+	

DISCOVERED CHECK!

24...	g7-g6
25. Be4xg6+	Kh7-g7
26. Be3xh6+!	

Black resigns, because of 26... Kg7xh6 27. Qc4-h4+ Kh6-g7 28. Qh4-h7+ (SKEWER!).

LESSONS FROM CHAPTER 7

1. LOOK OUT FOR ATTACKING CHANCES ON THE e-FILE IN THE RUY LOPEZ AND PETROFF'S DEFENCE.
2. IF YOU'RE DEFENDING AGAINST THE RUY LOPEZ CASTLE QUICKLY WHILE MAKING SURE YOUR OPPONENT CANNOT WIN YOUR e-PAWN.
3. LOOK OUT FOR PAWN FORKS, ESPECIALLY EARLY IN THE GAME.
4. REMEMBER THE IDEA OF SACRIFICING A KNIGHT ON e5/e4 TO SET UP A PAWN FORK, BUT DON'T PLAY IT IF YOU'VE GOT A BISHOP ON c4/c5.

CHAPTER 8: QUEENING A PAWN PART 2

We saw in Chapter 4 how and when you can win with King and Pawn against King. But what happens when you're a pawn up with several pawns on the board?

Before we answer that question we need to introduce a new term: PASSED PAWN. A passed pawn is a pawn which cannot be blocked or captured by an enemy pawn on its way through to queening.

If you have an extra pawn (or more) with only a few pieces left on the board here's your three-stage plan to win the game:

1. Put your pieces (including the King) on their best squares (usually as near the centre of the board as possible).
2. Create a PASSED PAWN by advancing on the side of the board where you have more pawns than your opponent, starting with the pawn which doesn't have an opposite number.
3. When your opponent stops you from queening run over to the other side of the board and eat up all his pawns. He will have to stop and capture your passed pawn before rushing over to try to save his pawns.

Sometimes you will even be able to win like this with equal pawns. On the other hand you will occasionally be a pawn up but not be able to win.

In this volume we only look at positions with just Kings and Pawns on the board. The plan often works if you have other pieces as well but it can be more complicated.

Set up the position in Diagram 109 and see how the plan works right from the beginning of Stage 1.

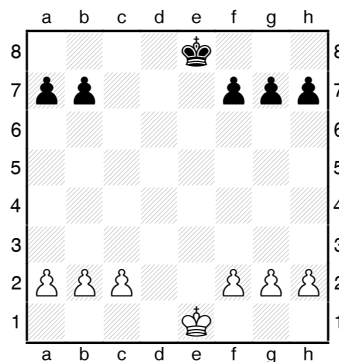


Diagram 109
White to move

First we move the King to his best square in the centre of the board.

- | | |
|-----------|--------|
| 1. Ke1-d2 | Ke8-d7 |
| 2. Kd2-d3 | Kd7-d6 |

3. Kd3-d4

Kd6-c6 (Diagram 110)

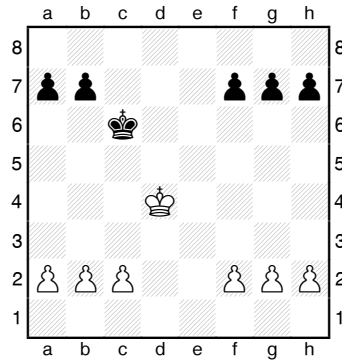


Diagram 110
White to move

The end of Stage 1. The White King has reached his ideal square, in the middle of the board where he cannot be checked by a black pawn. Now we start on stage 2. The pawn we are trying to queen is the c-pawn because it doesn't have an opposite number so that's the one we advance first.

- 4. c2-c4
- 5. b2-b4
- 6. c4-c5
- 7. Kd4-c4

- f7-f6
- h7-h5
- g7-g6
- a7-a6 (Diagram 111)

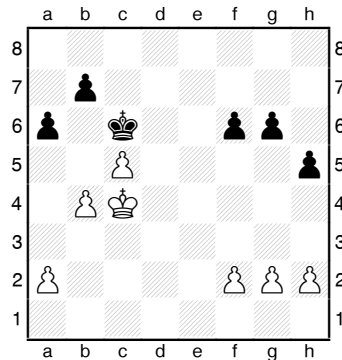


Diagram 111
White to move

White wants to play b4-b5+ to continue his pawn advance and shift Black's King. Black tries to stop him.

- 8. a2-a4
- 9. b4-b5+
- 10. a4xb5+

- h5-h4
- a6xb5+
- Kc6-c7

Now White wants to play c5-c6 to get a PASSED PAWN.

- 11. Kc4-d5
- 12. c5-c6

- f6-f5
- b7xc6+

13. b5xc6 (Diagram 112)

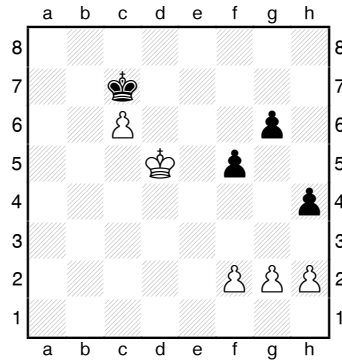


Diagram 112
Black to move

End of Stage 2. White now has a PASSED PAWN.

- | | |
|------------|----------------------|
| 13... | f5-f4 |
| 14. f2-f3 | g6-g5 |
| 15. h2-h3 | Kc7-c8 |
| 16. Kd5-d6 | Kc8-d8 |
| 17. c6-c7+ | Kd8-c8 (Diagram 113) |

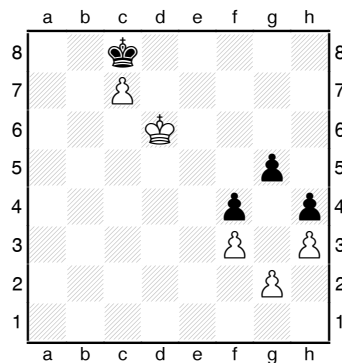


Diagram 113
White to move

Now White has to be careful. If he forgets the *en passant* rule and plays 18. g2-g4?? he loses! 18. Kd6-c6 g5-g4 19. h3xg4?? h4-h3 20. g2xh3 is stalemate. So we move onto Stage 3.

- | | |
|------------|--------|
| 18. Kd6-e6 | Kc8xc7 |
| 19. Ke6-f5 | Kc7-d6 |
| 20. Kf5xg5 | Kd6-e5 |
| 21. Kg5xh4 | Ke5-f5 |
| 22. Kh4-h5 | Kf5-e5 |

23. Kh5-g4 (Diagram 114)

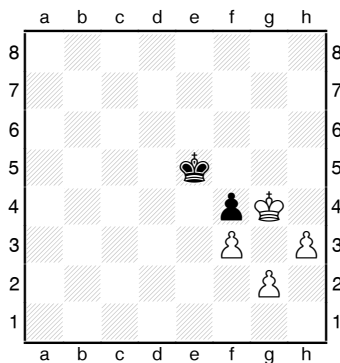


Diagram 114
Black to move

White avoids 23. g2-g4 allowing an *en passant* capture and wins easily.

That wasn't too difficult, was it? Play it through over and over again until you are sure you understand what's happening. You may even find some quicker ways for White to win.

Now try Diagram 115, where all the pawns are on the same side of the board. This time it's a bit harder. You can't use the decoy plan this time, so you have to win by playing for the OPPOSITION. If you don't remember what this means, go back to Chapter 4 and have another look.

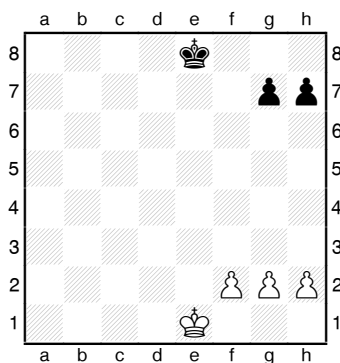


Diagram 115
White to move

We start off by moving the King into the centre of the board.

- | | |
|-----------|--------|
| 1. Ke1-e2 | Ke8-e7 |
| 2. Ke2-e3 | Ke7-e6 |
| 3. Ke3-e4 | g7-g6 |
| 4. f2-f4 | |

Advancing the pawn we're going to queen.

4...

h7-h5 (Diagram 116)

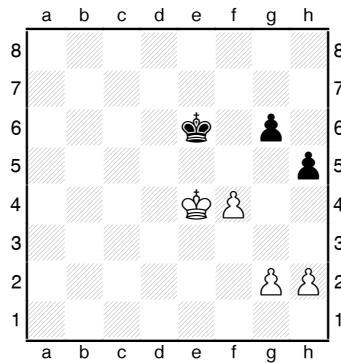


Diagram 116
White to move

You probably decided, correctly, that White's plan is to play g2-g4 here. So maybe you played h2-h3 to prepare the g-pawn's advance. Well, that's the right plan but the wrong execution. 5. h2-h3? h5-h4! (planning to take *en passant* when White plays g2-g4) 6. Ke4-f3 Ke6-f5 7. g2-g4+ h4xg3 8. Kf3xg3 g6-g5, exchanging the g-pawn and f-pawn. This leaves White with just an h-pawn, which, as you know from Chapter 4, is a draw.

The right plan for White is to play g2-g3, then h2-h3, then g3-g4. If you worked all this out for yourself you've done very well.

- | | |
|-----------|--------|
| 5. g2-g3! | Ke6-f6 |
| 6. h2-h3 | Kf6-e6 |
| 7. g3-g4 | h5xg4 |
| 8. h3xg4 | Ke6-f6 |

Stop again and think carefully before you decide on your next move.

If you remember Chapter 4 you'll know that 9. f4-f5 g6xf5 10. g4xf5 is only a draw. 9. g4-g5+ Kf6-e6 gives Black the OPPOSITION and White can make no progress. White has to be more subtle than this. He has to advance his King and wait to see which way Black goes before he knows whether to play f4-f5 or g4-g5. So the right move is 9. Ke4-d5.

9. Ke4-d5 (Diagram 117)

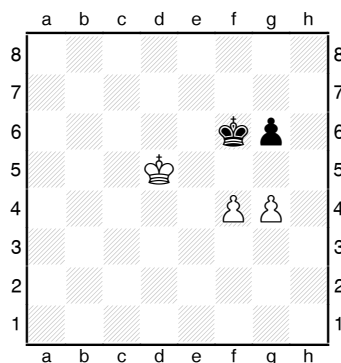


Diagram 117
Black to move

From this position we'll look at three possible moves for Black.

Variation 1

9... Kf6-f7

Black takes the DIAGONAL OPPOSITION

10. Kd5-e5 Kf7-e7

What would you play next for White? 11. f4-f5 is no good: 10.. g6xf5 11. g4xf5 Ke7-f7 12. f5-f6 Kf7-f8! is a draw (Chapter 4 again), or, in this line, 11. Ke5xf5 Ke7-f7 12. Kf5-g5 Kf7-g7 and again it's a draw because Black has the OPPOSITION (Chapter 4 again).

So White must take the OPPOSITION himself.

11. g4-g5!

White could equally well have played this on move 10.

11... Ke7-f7

12. Ke5-d6! (Diagram 118)

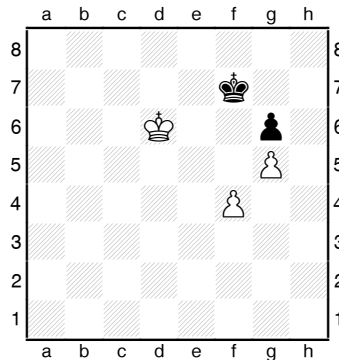


Diagram 118
Black to move

12. f4-f5 is still only a draw, so the White King takes the side road and runs Black out of moves.

12... Kf7-g7
13. Kd6-e6 Kg7-g8
14. Ke6-f6 Kg8-h7
15. Kf6-f7

And White wins. This sort of position is VERY IMPORTANT. White can attack the g-pawn from two squares but, because of the pawn on g5, Black can only defend it from one square.

Variation 2

Back to Diagram 117

9... Kf6-e7
10. Kd5-e5 Ke7-f7

Now what? f4-f5 or g4-g5? Unlike the last variation, g4-g5 doesn't work here because Black seizes the OPPOSITION with Kf7-e7. But now f4-f5 DOES work because WHITE has the OPPOSITION.

11. f4-f5! g6xf5 (Diagram 119)

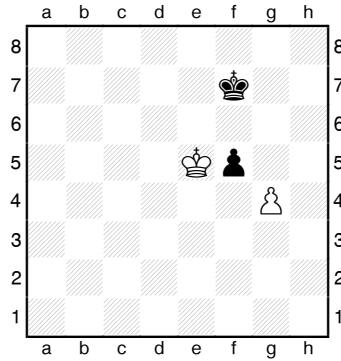


Diagram 119
White to move

11... g6-g5 loses to 12. f5-f6 Kf7-g6 13. Ke5-e6.

It's make your mind up time again. Which way do you take back? You should know by now that g4xf5 is only a draw. But Ke5xf5 keeps the OPPOSITION and wins.

- 12. Ke5xf5!
- 13. Kf5-g5

Kf7-g7

And you'll remember from Chapter 4 that this position with BLACK to move is a win for White. If Black goes to f7 White goes to h6, and if Black goes to h7 White goes to f6.

Variation 3

Back once more to Diagram 117.

- 9...
- 10. f4-f5
- 11. Kd5-e5
- 12. f5-f6+
- 13. Ke5-f5

- g6-g5
- Kf6-f7
- Kf7-e7
- Ke7-f7

And White takes the g-pawn next move, winning easily.

Now let's take the position after Black's 11th move in this last variation and move everything down one rank, giving Diagram 120. Now something slightly different happens.

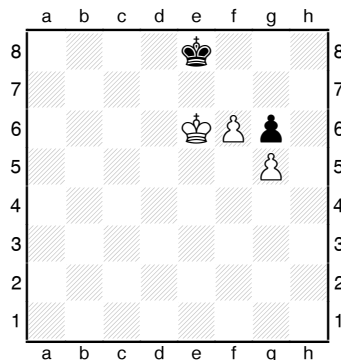


Diagram 120
White to move

1. f6-f7+

Ke8-f8

Hold it! Ke6-f6 is stalemate! How do we make progress?

The answer is to give up the f-pawn to come round the side.

2. Ke6-d6!

Kf8xf7

3. Kd6-d7

Kf7-f8

4. Kd7-e6

Kf8-g7

5. Ke6-e7

Kg7-g8

6. Ke7-f6

Kg8-h7

7. Kf6-f7 (Diagram 121)

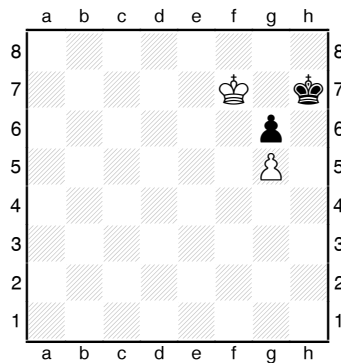


Diagram 121
Black to move

7...

Kh7-h8

8. Kf7xg6

Kh8-g8

Chapter 4 taught you that THIS position is a win for White with either White or Black to move.

Just one last position for you to look at. Set up Diagram 122 and see what you make of it.

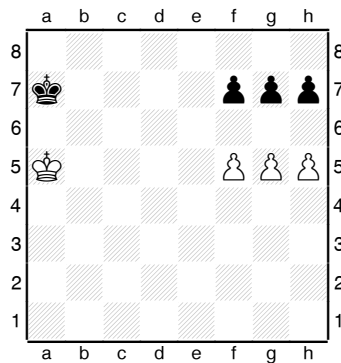


Diagram 122
White to move

It's White's move. He starts off with 1. g5-g6! Now if Black plays 1... f7xg6, 2. h5-h6 forces a pawn through and if Black plays 1... h7xg6, 2. f5-f6 again forces a pawn through. Every Russian schoolboy (and girl) knows this one - make sure you know it too!

You may well be wondering, "Why bother to look at positions like this. They don't happen very often."

Firstly, they do happen sometimes, and if they happen in your games you need to know how to play them. Getting these endings right will often make the difference between a win and a draw, or a draw and a loss.

Secondly, knowing about these endings can often come in useful in deciding how you play the middle game, or sometimes even the opening. Suppose you win a pawn early in the game. Then the easiest way for you to win will often be to exchange off all the pieces to reach a King and Pawn ending. Likewise, if you lose a pawn early on, you will probably do best to avoid piece exchanges whenever you can. You will also have seen that the more pawns you have to start with, the easier it is to win.

So we have two very useful pieces of advice for you. DON'T FORGET THEM.

1. If you're ahead on material EXCHANGE PIECES BUT NOT PAWNS.
2. If you're behind on material EXCHANGE PAWNS BUT NOT PIECES.

We mentioned the opening just now. Yes, you can even start thinking about the ending in the opening. Just one example: a variation of the Ruy Lopez.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-b5 | a7-a6 |
| 4. Bb5xc6 | d7xc6 |

The Exchange Variation of the Ruy Lopez, which we looked at in the last chapter. This time, a different 5th move for White.

- | | |
|-------------------------|--------|
| 5. d2-d4 | e5xd4 |
| 6. Qd1xd4 | Qd8xd4 |
| 7. Nf3xd4 (Diagram 123) | |

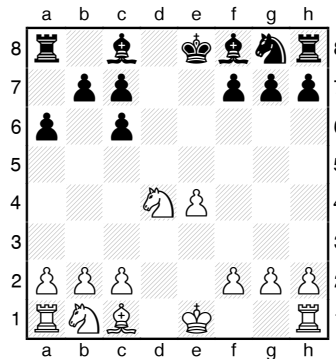


Diagram 123
Black to move

This variation is not much played now because Black's two Bishops are thought to give him good play, but in the early years of the century it was popular with players like Emanuel Lasker.

If we take everything off the board except the Kings and Pawns we get Diagram 124

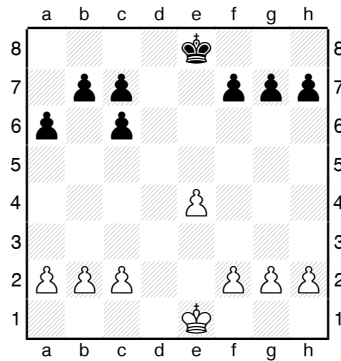


Diagram 124

In this position White can always get a PASSED PAWN on the King side. But Black has DOUBLED PAWNS on the c-file so cannot get a PASSED PAWN on the Queen side (unless White plays carelessly, for instance by undoubling Black's c-pawns). So White has a winning advantage. Why not try playing this position out yourself and see what happens.

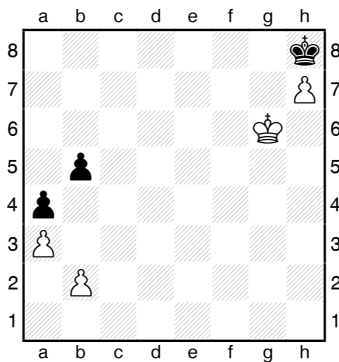
So White's plan in this opening will be to exchange off all the pieces, while Black will try to keep the pieces, especially his Bishops, on the board.

QUIZ

The first thing you have to do is to play the positions in Diagrams 109 and 115 against your chess teacher, training partner or computer. Don't give up until you are certain you can win these positions with White playing against the World Champion.

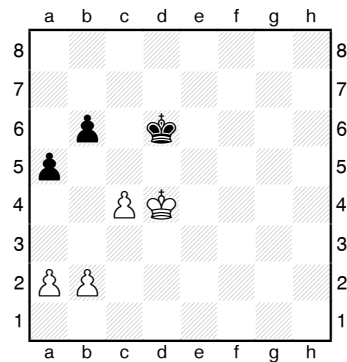
Secondly, a mini-quiz to test your understanding of King and Pawn endings. A score of 4 out of 5 will enable you to go on to the next chapter.

Q1.



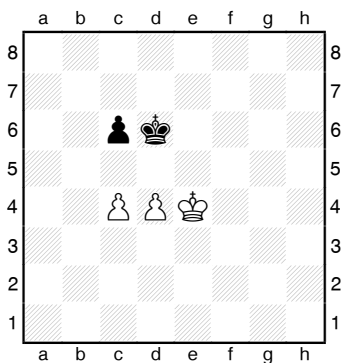
**White to play.
What is his best move?**

Q2.



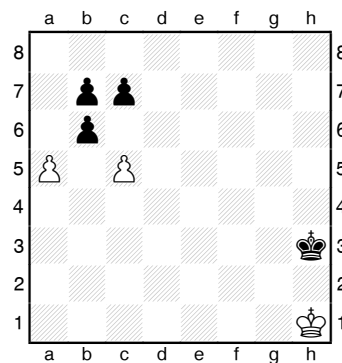
**White to play.
What is his best move?**

Q3.



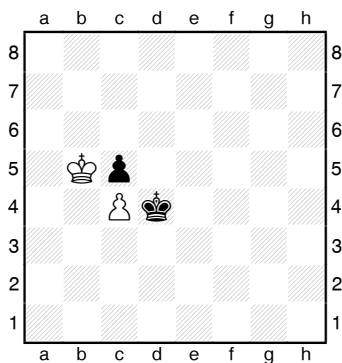
**White to play.
What is his best move?**

Q4.



**White to play.
What is his best move?**

Q5.



**a) White to play.
What should the result be?
b) Black to play.
What should the result be?**

ACTIVITIES

Next chapter it will be time to look another opening. It goes like this.

- | | |
|-----------|--------|
| 1. e2-e4 | e7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | |

The Italian Game again. But this time something different for Black.

3...

Ng8-f6 (Diagram 125)

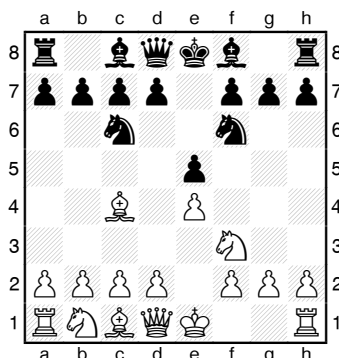


Diagram 125
White to move

The Two Knights Defence. Named for obvious reasons. Black defends with two knights.

White has two interesting moves here. The more popular one in junior chess is 4. Nf3-g5. Play some games with this against your training partner or computer before tackling the next chapter and see what happens. You might also like to try some games with 4. d2-d4 as well if you have time.

Masters of the Universe 8

For twenty years after the end of World War Two, international chess was dominated by players from what was then the Soviet Union. You've already read how Mikhail Botvinnik became World Champion in 1948, and held onto his title by drawing matches with his first two challengers. In 1957 his opponent was again Vasily Smyslov. This time Smyslov was successful. But his reign as World Champion was short. The rules entitled Botvinnik to a return match the following year, which he won to regain the Championship.

Vasily Smyslov was born in Moscow in 1921. His father, a strong player, taught young Vasily the moves when he was six and a half. He started playing in adult tournaments when he was 14. In 1938 he became a Master by coming first equal in the Moscow Championship.

After he lost the world title his career went into a decline but he caused a sensation in 1983 by reaching the finals of the Candidates Matches for the World Championship where he lost to Kasparov. In 1991, when he was 70 years old, Smyslov became the first World Veterans' Champion. Even in his mid seventies he is still competing regularly in Grandmaster tournaments.

Here he is in action back in 1935 at the age of 14, in the Moscow House of Pioneers (Junior Chess Club) Championship.

White: K Gerasimov
Moscow 1935

Black: Vasily Smyslov

Opening: Queen's Pawn Game

1. d2-d4
2. Ng1-f3
3. e2-e3
4. Bf1-d3
5. b2-b3

- d7-d5
- Ng8-f6
- e7-e6
- c7-c5

White's opening system is rather unusual and not very adventurous.

- | | |
|-----------|--------|
| 5... | Nb8-c6 |
| 6. Bc1-b2 | Bf8-d6 |
| 7. 0-0 | Qd8-c7 |
| 8. a2-a3 | b7-b6 |
| 9. c2-c4 | |

With this move White makes it a sort of Queen's Gambit.

- 9...
10. Nb1-c3 (Diagram 126)

Bc8-b7

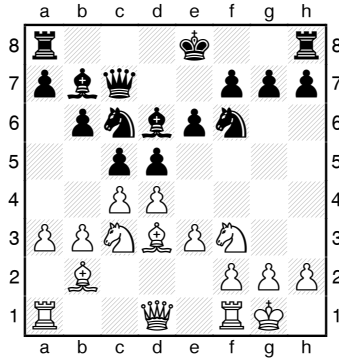


Diagram 126
Black to move

- 10... a7-a6

To prevent Nc3-b5, attacking Queen and Bishop.

- | | |
|------------|--------|
| 11. Rf1-e1 | c5xd4 |
| 12. e3xd4 | 0-0 |
| 13. Nc3-a4 | Bd6-f4 |
| 14. Nf3-e5 | d5xc4 |
| 15. b3xc4 | Nc6xe5 |
| 16. d4xe5 | Qc7-c6 |

Threatening mate. White's best bet is to force off Queens with Qd1-f3.

- | | |
|-------------------------|--------|
| 17. Bd3-f1? | Rf8-d8 |
| 18. Qd1-b3 | Nf6-g4 |
| 19. h2-h3 (Diagram 127) | |

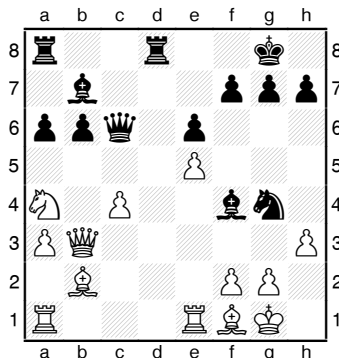


Diagram 127
Black to move

19... Rd8-d3!!

A double DECOY! Smyslov tries to decoy the Bishop AWAY FROM f1 (20. Bf1xd3? Qc6xg2#) or to decoy the Queen TO d3 (20. Qb3xd3 Bf4-h2+ 21. Kg1-h1 Ng4xf2+ (FORK!))

20. Qb3xb6 Rd3xh3!

Another double DECOY! This time we have 21. g2xh3? Qc6-h1# or 21. Qb6xc6? Bf4-h2+ 22. Kg1-h1 Ng4xf2#.

21. Bb2-d4 Bf4-h2+
22. Kg1-h1 Bh2xe5+

DISCOVERED CHECK. Black has a WINDMILL or PENDULUM. Every time the Bishop goes to h2 the White King has to move to h1, exposing himself to a DISCOVERED CHECK. So Black can pick up almost anything he likes on a black square. In this case 23. Kh1-g1 Be5-h2+ 24. Kg1-h1 Bh2-c7+ (DISCOVERED CHECK, winning the Queen.) You notices, of course, that White can never play g2xh3 because of the PIN on the long diagonal.

White resigns

Smyslov is famous above all for his superb endgame play. Botvinnik's next challenger, Mikhail Tal, was quite different. He was renowned for the brilliance of his attacking play. Even though some of his sacrifices were not always entirely sound, his opponents were usually bamboozled into finding the wrong defence.

Mikhail Tal was born in Riga, Latvia, in 1936 and learned the moves from his cousin when he was ten. He always recalled how upset he felt when, shortly afterwards, and thinking he was a good player, he lost a game to Scholar's Mate. (Yes, it happens to everyone, even future World Champions.) This defeat encouraged him to join his local Junior Chess Club where he learned how to play properly. To such an effect that within a few years he reached master standard, and in 1960 won a match against Botvinnik to become the youngest ever World Champion (a record since broken by Kasparov).

Sadly, Tal's career was interrupted by bouts of ill health, and it was after a period of illness that he played his return match against Botvinnik. He was not at his best and was well beaten.

Although, when his health was good he could still play as well as almost anyone, he was not able to stage another challenge for the world crown. He died in 1992 at the age of 55.

At Montreal in 1979 he was in top form, sharing first place with Karpov in what was then one of the strongest tournaments ever held. In this game he demolishes another ex-champion.

White: Boris Spassky Black: Mikhail Tal
Montreal 1979
Opening: Queen's Indian Defence

1. d2-d4 Ng8-f6
2. c2-c4 e7-e6
3. Ng1-f3 b7-b6

This is the Queen's Indian Defence. Black FIANCHETTOS his Queen's Bishop (plays b7-b6 and Bc8-b7). If he develops his King's Bishop on g7 instead it's the King's Indian Defence.

4. e2-e3 Bc8-b7
5. Bf1-d3 d7-d5
6. b2-b3 Bf8-d6
7. 0-0 0-0
8. Bc1-b2 Nb8-d7
9. Nb1-d2 Qd8-e7

- | | |
|--------------|--------|
| 10. Ra1-c1 | Ra8-d8 |
| 11. Qd1-c2?! | |

e2 is a better square for the Queen here.

- | | |
|--------------|-------|
| 11... | c7-c5 |
| 12. c4xd5 | e6xd5 |
| 13. d4xc5 | b6xc5 |
| 14. Qc2-c3?! | |

Another unfortunate queen move. The Queen's open to attack here. Rf1-e1 would have been safer.

- | | |
|--------------------------|--------|
| 14... | Rf8-e8 |
| 15. Rf1-d1 (Diagram 128) | |

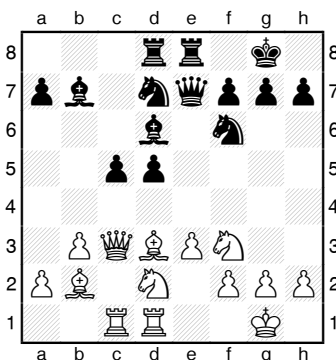


Diagram 128
Black to move

- | | |
|-----------|--------|
| 15... | d5-d4! |
| 16. e3xd4 | c5xd4 |

Tal is sacrificing a pawn to get at White's King. Black's Bishops point menacingly at the White King's fortress while most of his officers are over the other side of the board.

If 17. Qc3xd4, Bc6-d5 or Nd7-c5 both give Black a very strong attack, while if Nf3xd4 Black could sacrifice a Bishop to expose the White King. One variation will give you an example of what might happen. 17. Nf3xd4 Bd6xh2+!? (A very common sacrificial idea which you'll learn much more about as you continue your chess career) 18. Kg1xh2 Nf6-g4+ 19. Kh2-g3 Qe7-e5+ 20. Kg3xg4 (20 f2-f4 is unclear) 20... Nd7-f6+ 21. Kg4-h3 Qe5-h5+ 22. Kh3-g3 Qh5-g4+ 23. Kg3-h2 Qg4xg2#. So Spassky turns down the pawn.

- | | |
|------------|--------|
| 17. Qc3-a5 | Nd7-e5 |
| 18. Nf3xe5 | Bd6xe5 |
| 19. Nd2-c4 | Rd8-d5 |

20. Qa5-d2 (Diagram 129)

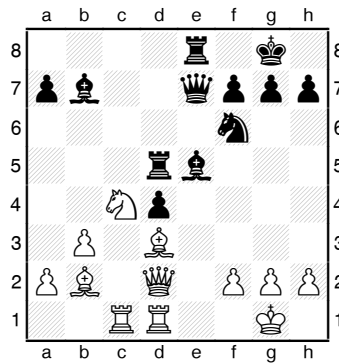


Diagram 129
Black to move

20... Be5xh2+!

The same sacrifice as in the previous note.

21. Kg1xh2 Rd5-h5+
22. Kh2-g1

Or 22. Kh2-g3 Nf6-e4+ 23. Bd3xe4 Qe7-h4+ 24. Kg3-f3 Qh4xe4+ 25. Kf3-g3 Qe4-h4#

22... Nf6-g4

White resigns: he cannot prevent mate for very long. One of the threats is Rh5-h1+ followed by Qe7-h4#.

LESSONS FROM CHAPTER 8

1. IF YOU'RE AHEAD ON MATERIAL EXCHANGE PIECES BUT NOT PAWNS. IF YOU'RE BEHIND ON MATERIAL EXCHANGE PAWNS BUT NOT PIECES.

2. IF YOU'RE AHEAD TRY TO KEEP PAWNS ON BOTH SIDES OF THE BOARD. IF YOU'RE BEHIND TRY TO EXCHANGE OFF ALL THE PAWNS ON ONE SIDE OF THE BOARD.

3. IN ALL ENDINGS GET ALL YOUR PIECES - ESPECIALLY THE KING - ONTO THEIR BEST SQUARES BEFORE ADVANCING YOUR PAWNS. KINGS BELONG IN THE MIDDLE OF THE BOARD IN THE ENDING.

4. IF YOU'RE A PAWN UP IN THE ENDING, CREATE A PASSED PAWN AND, IF YOU CAN'T QUEEN IT, USE IT AS A DECOY.

NOTATION

You're now half way through this book. At this point we're going to make a slight change to the system of notation we use. Instead of LONG ALGEBRAIC (or Standard) notation we are going to use SHORT ALGEBRAIC notation.

The only difference is that we omit the name of the square from which the piece moved, and the sign '-' for 'moves to'. So the Two Knights' Defence starts 1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6. We'll still use the symbol 'x' for 'captures', so that the game may continue 4. Nc3 Nxe4. Pawn captures are written like this: 'exd4', meaning that a pawn on the e-file captures on d4. (Another method is simply to write the two file names: 'ed'.)

But you have to be a bit careful because sometimes two pieces of the same type can move to the same square.

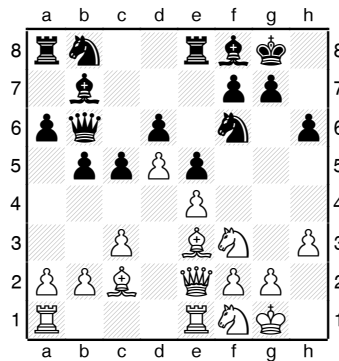


Diagram 130

Look at Diagram 130. If White want to move a Rook to d1 he must make it clear which one. He does this by naming the file from which the Rook moves: Red1 or Rad1. Now suppose he wants to move a Knight to d2. This time both Knights are on the f-file so neither Nd2 nor Nfd2 will do. Instead we use the rank instead of the file: N1d2 or N3d2. If it's Black's move and he wants to move his Knight from b8 to d7 he can write either Nbd7, or, less usually, N8d7.

You may prefer to use SHORT ALGEBRAIC notation when writing down your own games. You may find that it saves time. But do be careful to check whether two rooks or knights can move to the same square.

CHAPTER 9: **AN EXCITING OPENING**

How did you get on with your games with the Two Knights' Defence? As you'll see, playing Nf6 instead of Bc5 on move three leads to very different positions. Some of the variations are very exciting and very complicated. You're in for a bumpy ride in this chapter, so hold on tight!

- | | |
|--------|-------------------|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Nf6 (Diagram 131) |

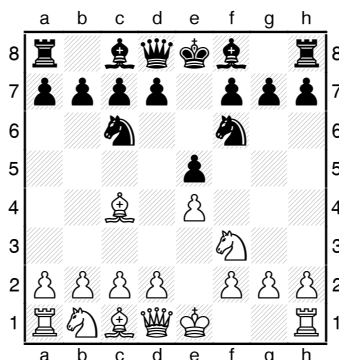


Diagram 131
White to move

We asked you to try out 4. Ng5, and, if you had time, 4. d4. But first let's look at some other moves for White.

4. d3 Bc5 takes you back into Chapter 2. After 4. 0-0, Black can safely play Nxe4. A move often played in junior chess which you need to know about is 4. Nc3.

If White wants to play a Giuoco Pianissimo he should play 4. d3 and 5. Nc3 because of what comes next.

Variation 1

- | | |
|--------|------|
| 4. Nc3 | Nxe4 |
|--------|------|

Of course, if Black's happy with a Giuoco Pianissimo he can play Bc5 instead. But this move gives him good chances of an advantage. You've already met it in Chapter 7, but now we'll look at it in more detail.

Variation 1A

- | | |
|----------|------|
| 5. Bxf7+ | Kxf7 |
| 6. Nxe4 | d5 |

7. Neg5+

Kg8 (Diagram 132)

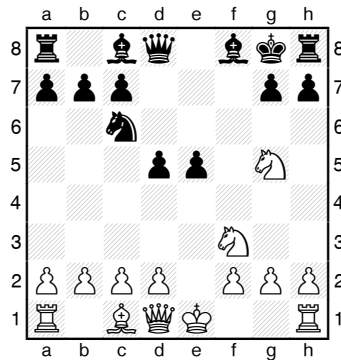


Diagram 132
White to move

This looks tempting for White because he's stopped Black from castling. But it's really rather bad. Black has a strong pawn centre, the two Bishops in an open position, and his King can seek shelter on h7. Meanwhile, White's Knights get into a tangle on the King-side.

8. d3
9. Nh3

h6
Bg4

and Black stands a lot better.

Variation 1B

5. Nxe4

d5

White has to decide which piece to let Black capture. If you remember that Bishops are better than Knights in this sort of position you'll probably realise that his best line is 6. Bd3 dxe4 7. Bxe4 Bd6 (to defend e5) with an equal position. Another line you may well meet is 6. Bb5 dxe4 7. Nxe5 when either Qd5 or Qg5 gives Black at least an equal game. Now look at the move you are most likely to meet in junior chess.

6. Bxd5?!

Qxd5 (Diagram 133)

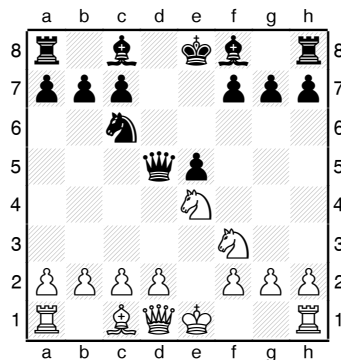


Diagram 133
Black to move

Black has a slight advantage here even though he will have to lose time with his Queen. There are two reasons for this: he has a pawn in the centre of the board, and he has won Bishop for Knight.

If Black doesn't know what's going to happen next he'll probably play the obvious move...

Variation 2A

5...

Nxd5?! (Diagram 135)

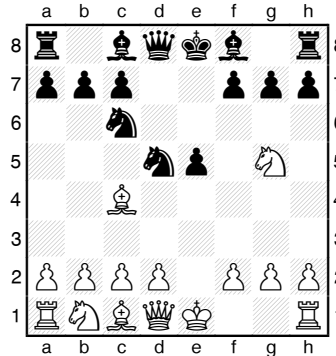


Diagram 135
White to move

... when White's next move will come as something of a shock.

6. Nxf7!?

Another good move is 6. d4, when 6... Nxd4 loses a piece to 7. c3 (ATTACKING A PINNED PIECE) and if 6... exd4 White plays 7. 0-0 after which the sacrifice Nxf7 may be even stronger than on move 6.

6. Nxf7 is the famous FRIED LIVER (or Fegatello in Italian) ATTACK. White gives up a Knight to draw Black's King into the centre of the board.

6... Kxf7
7. Qf3+ (FORK!) Ke6

Black's worst move would have been 7... Kg8?? when both 8. Bxd5+ and 8. Qxd5+ lead to mate. Another poor move, but one which is often played in junior tournaments, is 7... Ke8?, when 8. Bxd5 leaves White a pawn up in a strong position, and any of 8... Nd4, 8... Nb4 or 8... Bd7 allows 9. Qf7#, as in many thousand junior games.

8. Nc3 (Diagram 136)

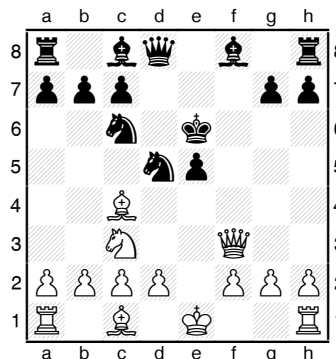


Diagram 136
White to move

ATTACKING A PINNED PIECE! White has a very strong attack for the piece. Is he winning or can Black's King survive the assault? Nobody knows for certain, but it's very difficult for Black to defend over the board.

If Black wants to avoid this he must be prepared to play a sacrifice himself.

So go back to Black's 5th move for...

Variation 2B

5...

Na5

Sacrificing a pawn. Black will gain time by harassing White's Bishop and Knight. Other less popular, but equally interesting, moves here are Nd4 and b5. Why not try out these moves in your own games? When you're playing all these moves don't worry about losing a pawn or two. Just concentrate on getting your pieces out as quickly as possible.

6. Bb5+

Another move is 6. d3, when Black should reply 6... h6.

6...

7. dxc6

c6
bxc6 (Diagram 137)

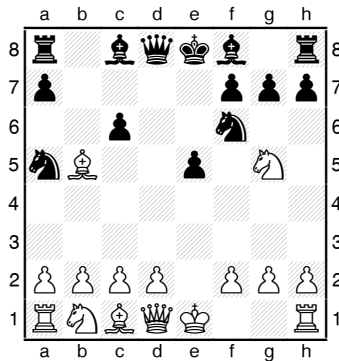


Diagram 137
White to move

8. Be2

Probably the best move. One trap that's worth remembering is 8. Ba4?! h6 9. Nf3 e4 10. Ne5? Qd4 11. Bxc6+ Nxc6 12. Nxc6 Qc5! trapping the unfortunate White Knight in the middle of the board. True, after 13. Nxa7 White has three pawns for it but just look at his (lack of) development!

8...

9. Nf3

10. Ne5

h6
e4
Bd6 (Diagram 138)

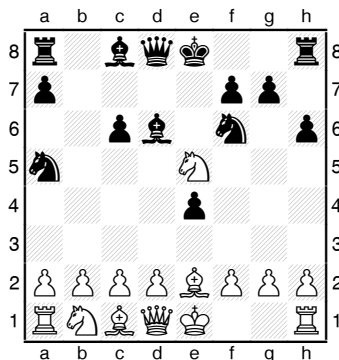


Diagram 138
White to move

White is a pawn up but Black has better development. If White defends the Knight with either d4 or f4 Black should capture *en passant*.

Variation 3

- | | |
|--------|-----|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Nf6 |
| 4. d4 | |

There's just time for a quick look at one variation which might arise from this move.

- | | |
|------|------|
| 4... | exd4 |
|------|------|

4... Nxe4 is not so good: after 5. dxe5 Bc5? or Be7? you should by now know what to do. That's right, Qd5 (FORK!), winning a piece.

5. 0-0

5. e5 is another idea for White. After 5. 0-0, Bc5, amongst other moves, is possible for Black. This is another very complicated variation, called the Max Lange Attack after a nineteenth century German player. But we'll see what happens if Black takes another pawn.

- | | |
|---------------|------------------|
| 6. Re1 (PIN!) | Nxe4 |
| | d5 (Diagram 139) |

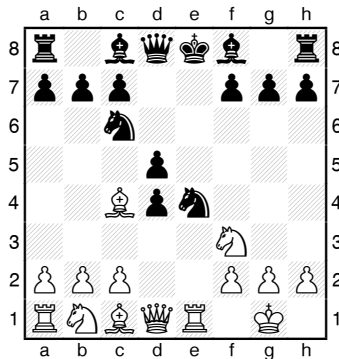


Diagram 139
White to move

- | | |
|---------|------|
| 7. Bxd5 | Qxd5 |
| 8. Nc3 | |

A FORK EXPLOITING TWO PINS! (8... Nxc3 is illegal and dxc3 loses the Queen.) Now White gets the piece back and usually manages to get the pawn back as well while Black catches up in development.

QUIZ

There'll be a mini-quiz on this opening in two chapters' time, so don't forget what you've just learned. Meanwhile, play some more games with this opening so that you learn it even better.

ACTIVITIES

Here are some Two Knights' Defence games for you to play through to get a better understanding of the opening.

The first game is one of the earliest published games of chess. Even though the Fried Liver Attack has been studied for 400 years we still don't know whether or not it's sound.

White: Giulio Cesare Polerio Black: Domenico (?)
Rome 1600

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5?! 6. Nxf7!? Kxf7 7. Qf3+ Ke6 8. Nc3 Nce7?! (8... Nb4 9. a3 Nxc2+ 10. Kd1 Nd4 is thought to be best play for both sides.) 9. d4 c6 10. Bg5 h6 11. Bxe7 Bxe7 12. 0-0 Rf8 13. Qe4 Rxf2 14. dxe5 Bg5+ 15. Kb1 Rd2 16. h4 Rxd1+ 17. Rxd1 Bxh4 18. Nxd5 cxd5 19. Rxd5 Qg5 20. Rd6+ (DOUBLE CHECK!, but 20. Rd4+ Ke7 21. Qd5 would have led to a quick mate.) 20... Ke7 21. Rg6 (Diagram 140)

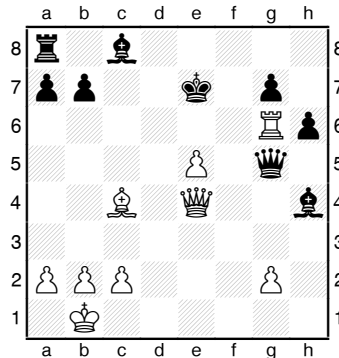


Diagram 140
Black to move

Black resigns: 21... Qh5 22. Be2 traps the Queen, or 21... Qd2 22. Rxf7+ wins quickly, for example 22... Ke8 23. Rg8+ Kd7 24. Bb5+ Ke6 25. Rg6+ Kf7 26. e6+ Ke7 27. Qxh4+ Kd6 28. Qd8+, or 22... Kf8 23. Qf3+! Kxg7 24. Qf7+ Kh8 25. Qg8#.

Next, a Fried Liver Attack played by Paul Morphy. Something very unusual happens at the end of the game: can you guess what it is? Morphy gave his unknown opponent a Rook start, so take off the White Rook on a1 before starting to play through the game.

White: Paul Morphy Black: Amateur
 New Orleans 1858

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5?! 6. Nxf7!? Kxf7 7. Qf3+ Ke6 8. Nc3 Nd4? 9. Bxd5+ Kd6 10. Qf7 (Threatening Ne4#) 10... Be6 11. Bxe6 Nxe6 12. Ne4+ Kd5 (The Black monarch continues his march up the board. Where will he end up?) 13. c4+ Kxe4 14. Qxe6 Qd4 15. Qg4+ Kd3 16. Qe2+ Kc2 17. d3+ Kxc1?? (Diagram 141)

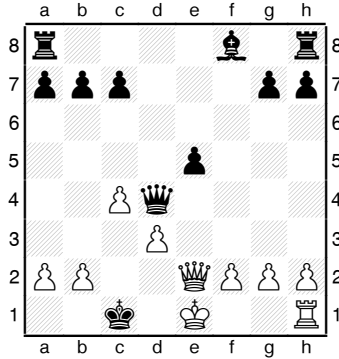


Diagram 141
White to move

And wait for it... 18. 0-0#!! Mate by castling: a very rare occurrence.

The third game in this chapter was played at ten seconds a move. (You do this with a buzzer which is set to buzz every ten seconds.) The winner's name, appropriately, was Tenner.

White: Otis Field Black: Oscar Tenner
 New York 1923

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. d3 h6 7. Nf3 e4 8. Qe2 (PIN!) Nxc4 9. dxc4 Bc5 10. 0-0? (Unlucky. This looks obvious but gives Black a strong attack. 10. Nfd2 was to be preferred.) 10... 0-0 (UNPIN!) 11. Nfd2 Bg4 12. Qe1 Qd7 13. Nb3 Bf3! (In this game Black is determined to mate on g2 at all costs. Here he gives his opponent a choice of two Bishops. If 14. gxf3 exf3 15. Kh1 Qh3 16. Rg1 Bd6 Black has to play 17. Rxf3 to avoid being mated. Or if 14. Nxc5 Qg4 15. g3 Qh3, mating on g2.) 14. Bf4 Qg4 15. Bg3 Nh5! 16. Nxc5 Nf4 17. Nxe4 (Diagram 142)

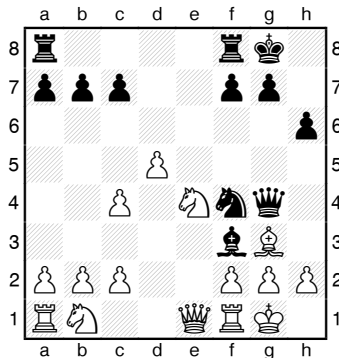


Diagram 142
Black to move

(He still gets mated if he takes on f3: 17. gxf3 Qh3 18. Bxf4 exf3 with Qg2# to follow. Can you guess Black's winning move? You've got ten seconds starting from now!) 17... Qh3!! White resigns. If he takes the Knight of the Bishop, Black mates on g2, while if 18. gxh3, Nxh3 is mate.

Now a quick win for Black in the main line after 5... Na5.

White: Bibikov Black: Yakov Neistadt
USSR 1946

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Na5 6. Bb5+ c6 7. dxc6 bxc6 8. Be2 h6 9. Nf3 e4 10. Ne5 Bd6 11. f4 exf3 (*en passant*) 12. Nxf3 Qc7 13. d4? (In this game, unlike the last one, White should castle while he has the chance. Now his King gets done in in the middle of the board.) 13... Ng4 14. Nc3 Bxh2 15. Nxh2 Qg3+ 16. Kd2 (Diagram 143)

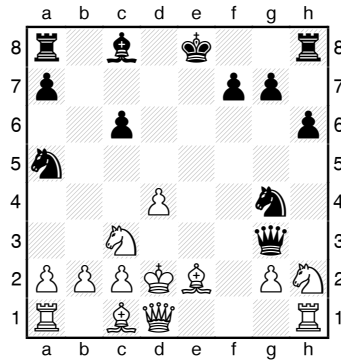


Diagram 143
Black to move

16... Nc4+! (DECOY!) 17. Bxc4 Qe3#

Now for two games from Variation 3: one win for each colour. In the first one a young future World Champion finds himself on the wrong end of a brilliancy.

White: Max Euwe Black: Richard Réti
Amsterdam 1920

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. 0-0 Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxd4? (An unsound sacrifice. In the next game White chooses a better plan.) 9... Nxd4 10. Qxd4 f5 11. Bg5 Qc5 12. Qd8+ Kf7 13. Nxe4 fxe4 14. Rad1 (Things are looking good for White. It appears that Black cannot develop his pieces as both Bishops are PINNED. Or are they?) 14... Bd6! 15. Qxh8 Qxg5 16. f4 Qh4 (Euwe was hoping Réti would take the f-pawn with the Queen, when 17. Rf1 really would pin him. But no such luck.) 17. Rxe4 (Diagram 144)

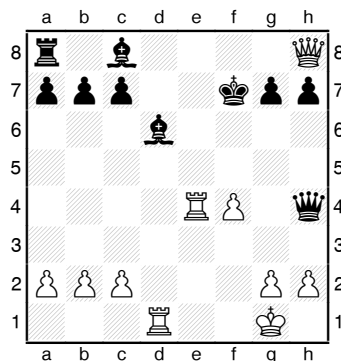


Diagram 144
Black to move

17... Bh3!! (The other Bishop wasn't really pinned either. Black sacrifices a second Rook and a Bishop to force checkmate.) 18. Qxa8 Bc5+ 19. Kh1 Bxg2+ 20. Kxg2 Qg4+ White resigns because of 21. Kf1 Qf3+ 22. Ke1 Qf2#.

In the next game an English player comes up with a brilliant fireworks display.

White: Martyn Corden Black: Amateur

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d4 exd4 5. 0-0 Nxe4 6. Re1 d5 7. Bxd5 Qxd5 8. Nc3 Qa5 9. Nxe4 Be6 10. Bd2 Qf5 11. Bg5 Bb4 (Bd6 is the move to equalise) 12. Nxd4! Nxd4 13. Qxd4 Bf8? (It looks wrong to move the Bishop back home. But after 13... Bxe1 White had planned 14. Qxg7 Rf8 (but better was 14... Bxf2+ 15. Nxf2 Rf8) 15. Nf6+) 14. Rad1 (Threatening Qd8+) 14... f6 (Diagram 145)

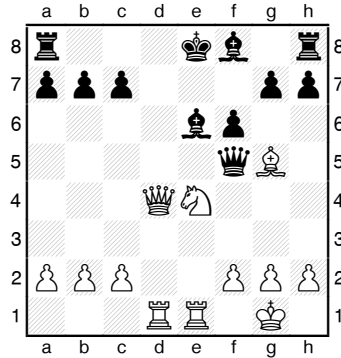


Diagram 145
White to move

(What's White's next move? It will take a very strong player to see from here to the end of the game.) 15. Qd7+!! Bxd7 16. Nd6+ (DOUBLE CHECK!) 16... Kd8 17. Nf7+ Kc8 18. Re8+! Bxe8 19. Rd8#

Finally, a quick look at the Max Lange Attack. The winner of this game was one of the leading English footballers of his day. One of today's leading Grandmasters, Simen Agdestein, has played international football for Norway.

White: Charles Wreford Brown Black: Percy Gibbs
London 1918

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. 0-0 Nf6 5. d4 exd4 (After a different move order we've reached the position in the note to White's 5th move in Variation 3.) 6. e5 d5 7. exf6 dxc4 8. Re1+ Kf8 (The more usual move is 8... Be6 when play can continue 9. Ng5 Qd5 (Not 9... Qxf6 10. Nxe6 fxe6 1 1. Qh5+ (QUEEN FORK!)) 10. Nc3 (EXPLOITING THE PINS of the Pawn on d4 and the Bishop on e6.) 10... Qf5 11. Nce4) 9. Bg5 gxf6 10. Bh6+ Kg8 11. Nc3 (EXPLOITING THE PIN!) 11... Bb6? (Bf8 was a better move) 12. Ne4 Bg4 13. Qe2 Ne5 (Diagram 146)

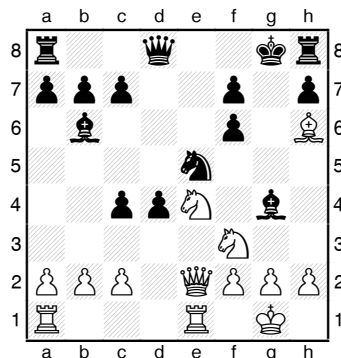


Diagram 146
White to move

14. Nxe5! Bxe2 15. Nd7! (The White Knights combine to score the winning goal. If 15... Qxd7, Nxf6 is mate.) Black resigns.

Masters of the Universe 9

We left you last chapter in 1961, when Mikhail Botvinnik had just regained his title from Mikhail Tal. His next opponent was yet another Soviet player, Tigran Petrosian. Petrosian won the match, whereupon Botvinnik decided to retire from World Championship play.

The new champion was born in Tblisi, Georgia, in 1929 and died in 1984. Petrosian was a very solid player, sometimes accused of being boring, and very difficult to beat. But when he was in the mood he could still play brilliantly.

White: Tigran Petrosian Black: Ludek Pachman

Bled 1961

Opening: King's Indian Attack

- | | |
|--------|-----|
| 1. Nf3 | c5 |
| 2. g3 | Nc6 |
| 3. Bg2 | g6 |
| 4. 0-0 | Bg7 |
| 5. d3 | e6 |

White's playing the moves Black plays in the KING'S INDIAN DEFENCE. Hence the name: KING'S IN DIAN ATTACK.

- | | |
|----------|------|
| 6. e4 | Nge7 |
| 7. Re1 | 0-0 |
| 8. e5 | d6 |
| 9. exd6 | Qxd6 |
| 10. Nbd2 | Qc7? |

Leaving his Queen open to attack. Either b6 or Qd8 would have been an improvement.

- | | |
|---------|--------------------|
| 11. Nb3 | Nd4? (Diagram 147) |
|---------|--------------------|

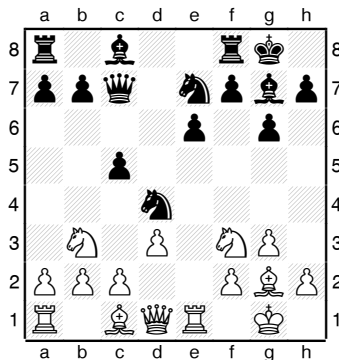


Diagram 147
White to move

And here Black should aim to complete his development with b6 and Bb7 instead of moving a piece twice.

- | | |
|---------|------|
| 12. Bf4 | Qb6 |
| 13. Ne5 | Nxb3 |
| 14. Nc4 | Qb5 |

15. axb3

The threat is to win the c-pawn with Ra5 and Bd6. Notice that the Pawn on b7 is PINNED, so Black cannot play b6.

15...	a5
16. Bd6	Bf6
17. Qf3!	Kg7
18. Re3?	

Not the best move! But in this case opportunity does knock twice.

18... Rd8? (Diagram 148)

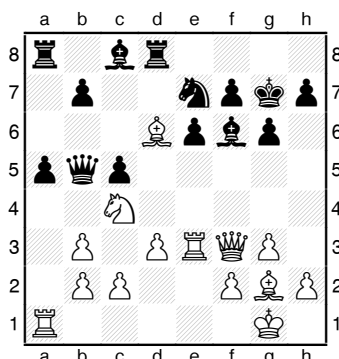


Diagram 148
White to move

19. Qxf6+!!	Kxf6
20. Be5+	Kg5
21. Bg7!	

The point! Shutting the door on the Black King so that he cannot escape back home. There is now no good answer to h4+ or f4+ with a mating attack.. For instance 21... Rd4 22. f4+ Rxf4 23. gxf4+ Kxf4 24. Rg3 Qc6 25. Rf1+ Qf3 26. Rxf3#

Black resigns.

In 1966 Petrosian retained his title by beating his challenger, Boris Spassky. In 1969 Spassky won through again and this time his challenge was successful.

Boris Spassky, the new champion, had been a famous prodigy back in the late 1940s. He was born in Leningrad in 1937. During the war he was evacuated to the country and it was there that he learned chess at the age of five. Back in Leningrad, when he was 10 he joined a Junior Chess Club where he was coached by a famous chess teacher called Vladimir Zak. He was a World Championship Candidate at only 18, but it took him another 13 years to reach the summit.

Here's how he played at the age of 12.

White: Boris Spassky Black: Avtonomov
Leningrad Junior Championship 1949
Opening: Queen's Gambit Accepted

1. d4	d5
2. c4	dx c4
3. Nf3	Nf6
4. e3	c5
5. Bxc4	e6

- 6. 0-0
- 7. Qe2
- 8. Bb3
- 9. Nc3
- 10. Rd1 (PIN!)
- 11. exd4

- a6
- b5
- Nc6?
- cxd4?
- Bb7
- Nb4 (Diagram 149)

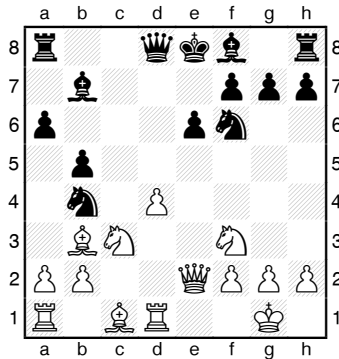


Diagram 149
White to move

Spassky has played the opening well and now sacrifices a pawn to open up the position in the centre before Black can castle.

- 12. d5!
- 13. Bg5 (PIN!)
- 14. Bxf6

- Nbxd5
- Be7
- gxf6

14... Bxf6 would lose a piece to Nxd5 because of the PIN on the e-file. Notice how White has lined up his Rook against the Black Queen and his Queen against the Black King.

- 15. Nxd5
- 16. Bxd5
- 17. Nd4

- Bxd5
- exd5
- Kf8

After 0-0 Spassky intended Nf5, attacking the Bishop and threatening mate in 2.

- 18. Nf5

h5 (Diagram 150)

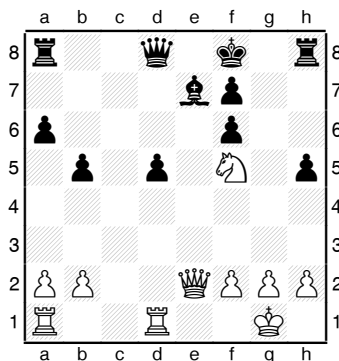


Diagram 150
White to move

- 19. Rxd5 (DECOY!)
- 20. Qxe7+
- 21. Qxf6

- Qxd5
- Kg8

Black resigns: the two threats are Qg7# and Ne7+ (FORK!)

LESSONS FROM CHAPTER 9

1. IN OPEN POSITIONS BISHOPS ARE BETTER THAN KNIGHTS. DON'T EXCHANGE A BISHOP FOR A KNIGHT WITHOUT A GOOD REASON.

2. IF YOU PLAY THE GIUOCO PIANISSIMO FOR WHITE, REMEMBER THE MOVE ORDER KING'S PAWN, KING'S KNIGHT, KING'S BISHOP, QUEEN'S PAWN, QUEEN'S KNIGHT, QUEEN'S BISHOP.

3. IF YOU'RE PLAYING A COMPLICATED OPENING LIKE THE TWO KNIGHTS' DEFENCE YOU HAVE TO KNOW IT. READ ABOUT IT AND PRACTISE IT BEFORE YOU USE IT IN A TOURNAMENT.

4. IF YOU'RE LEARNING AN OPENING DON'T JUST LEARN THE MOVES OFF BY HEART. YOU HAVE TO UNDERSTAND WHY THEY ARE PLAYED SO THAT YOU CAN FIND THE RIGHT MOVE IF YOUR OPPONENT PLAYS SOMETHING YOU HAVEN'T SEEN BEFORE.

CHAPTER 10: SIMPLE COMBINATIONS

We'll start with a definition:

A **COMBINATION** is a sequence of forcing moves, often involving a temporary sacrifice of material, leading to an improved position (for example, checkmate or gain of material).

You've already seen quite a few combinations. In Chapter 5 you learned about mating combinations. You've also seen combinations in the chapters about opening traps, as well as in the games you've played through in *Masters of the Universe* and elsewhere.

In this chapter you'll learn more about how to look for and use these ideas in your own games.

The first type of position we'll look at involves playing a **SACRIFICE** in order to follow up with a **DOUBLE ATTACK** (FORK or PIN, for example) which will win back the sacrificed material with interest.

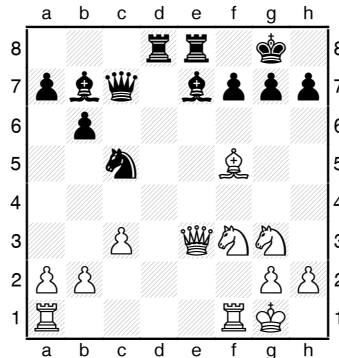


Diagram 151
Black to move

Our first example, Diagram 151, involved what might be a new idea to you. It's Black's move. Stop here and decide what move you could play before reading on.

Nine-year-old Richard Cannon had the Black pieces in this position in the 1987 London Under 12 Championship. How did he go about finding the winning move? The first thing you might notice is the Black Rook on e8 in line with the White Queen on e3. Can the Bishop move and attack something else at the same time? Well, Bd6 or Bh4 (which might tempt White into the blunder Nxh4) would attack the Knight on g3 a second time, threatening to win a pawn. White could defend with Qf2, when a capture on g3 would give Black a slight advantage, but perhaps there's something better.

In fact, Richard was looking at another idea and saw that the White King and Queen were on the same diagonal. If that stupid Knight wasn't in the way, Bc5 would win the Queen. Can the Knight move out of the way and attack something at the same time? The Knight has seven possible moves (count them!) and the most forcing one is Nb3, attacking the Rook on a1. Now if White takes the Knight, Bc5 PINS and wins the White Queen (it's a **DOUBLE ATTACK** as well as a **PIN** so Nd4 is no defence). So the best White can do is to play a move to save his Queen, when Black wins Rook for Knight. We'll call this idea of moving a piece away so that another piece can occupy its square, or to open a line of attack for another piece a **CLEARANCE**. Perhaps you realised that Nb3 is really another sort of **DOUBLE ATTACK**, threatening Nxa1 and Bc5. You might also have noticed that Black has another strong move, Nd3. Qd2 defends against both Nxb2 and Bc5 but then Ne1 attacks both the Queen and the g-pawn and wins a pawn as Qxe1 is met by Bc5+ (**AMBUSH!**). Did you see all that? If so, congratulations. If not, have a go at the next position. You might find it a bit easier.

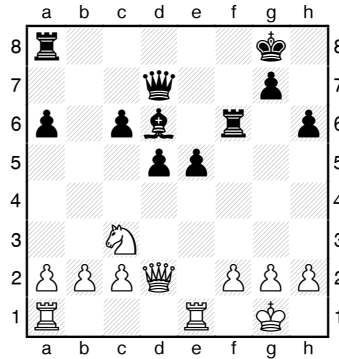


Diagram 152
White to move

Diagram 152 comes from a game in the 1989 Richmond Junior Chess Club Under 9 Championship. White missed an opportunity to gain an advantage in this position. Can you do better? Stop and choose your move before reading on.

The signpost here is the undefended Rook on a8. As you know, queens are very good at FORKING undefended pieces. Here, a KNIGHT SACRIFICE does the job. Nxd5 looks at first like it loses a Knight for two pawns, but a closer look reveals that when the Queen takes back she FORKS King and Rook. So, Nxd5 is the move, winning at least a pawn.

But there's more to the position than this. Take the black pieces after Nxd5 and decide what you would do to try to limit your losses. The first point is that cxd5 is no good: White will end up with Rook and two Pawns against Bishop, which is a winning advantage. The second thing to notice is that Nxd5, as well as capturing a pawn, is also a KNIGHT FORK. (You can FORK a square as well as a piece, remember.) The threats are Nxf6+ and Nb6, FORKING Queen and Rook on a8. So, is Black doomed to lose a Rook or has he got a way out? Yes, there is an escape. He can counter-attack with Rg6. Now if White plays Nb6, Black has Qh3 (EXPLOITING THE PIN), threatening mate on g2. White has to defend with g3 or f3, giving Black time to move the Rook on a8.

There is still another point of interest in this position. After Rg6, instead of Nb6 White can defend g2 with Ne3. Black might still be tempted to set a trap with Qh3, hoping that White will move his Knight away and allow Qxg2#. But Black would find that he was the one who had fallen into a trap. Why? We've now reached Diagram 153. White to play and win material. Again choose your move before reading on.

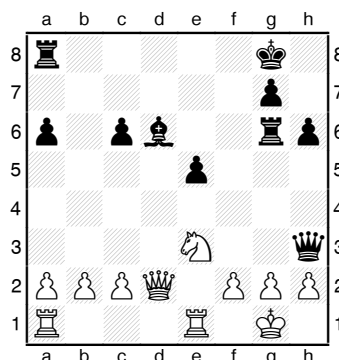


Diagram 153
White to move

The answer is Qxd6 (DECOY!), winning a Bishop. If Rxd6, gxh3 because the Rook no longer wins the g-pawn, or if Qxe3, White plays Qxg6. The best Black can do is to salvage a pawn from the wreckage with either Qxg2+ or Qxh2+ before taking the Queen.

Before we say goodbye to this position go back for a minute to Diagram 152. Now move the Black Pawn from e5 to e6 to reach Diagram 154, where Black blundered with e5.

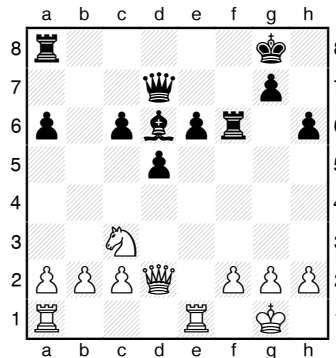


Diagram 154
Black to move

How could he have avoided the blunder? Perhaps his thought processes should have gone something like this. "A move I'd like to play is e5. Are there any possible problems here? If I advance the e-pawn my d-pawn will only be defended once. White can get two pawns for a Knight by taking on d5. What happens then? OUCH! He's got a FORK at the end. I must try something else. Maybe I should move the undefended Rook on a8 to somewhere like f8 and then think about e5 next move."

This sort of position is NOT exceptional. Ideas like these are hidden within almost every position, especially those positions where pawn exchanges have led to open lines in the centre. (This is one reason why we don't recommend you to play the Giuoco Pianissimo too often.) You need to look out for them all the time. Here are some signposts to look out for to help you find them.

1. Undefended pieces can be FORKED, most often by the Queen.
2. Pieces on the same line can be PINNED or SKEWERED.
3. Pieces two knight's moves away from each other can be FORKED by a knight.

Perhaps the most common way of sacrificing to set up a double attack is the DECOY. You sacrifice to force an enemy piece to go TO or AWAY FROM a particular square so that you can carry out your double attack. (Some books use the word DECOY only for forcing a piece to a square, and DEFLECTION for forcing a piece away from a square. We find it simpler to use DECOY for both ideas.)

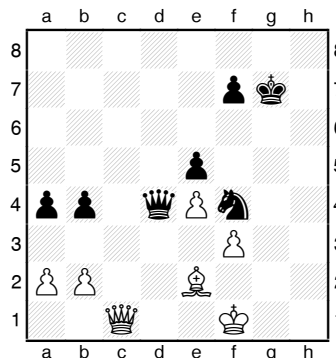


Diagram 155
Black to move

Diagram 155 is a typical example. Black to play and win. Place your bets before reading on.

This is a position from a master game (Tolush-Simagin USSR 1952). There doesn't seem to be anything very obvious here: after Nh3 White's King can run away via e1. But a closed look reveals something interesting. If you go through the routine of looking at EVERY FORCING MOVE you'll find Qg1+! It looks crazy but it's the right move! White has no choice but to take - Kxg1 - when White's Royal Family are two knight's moves apart. Nxe2+ FORKS King and Queen, leaving Black a knight ahead with an easy win.

Another type of position shows the same idea in reverse. You start with a DOUBLE ATTACK which is also a DECOY. If your opponent takes the decoy something very nasty happens to him, like mate, for instance. If he doesn't he loses material to the FORK, PIN or whatever.

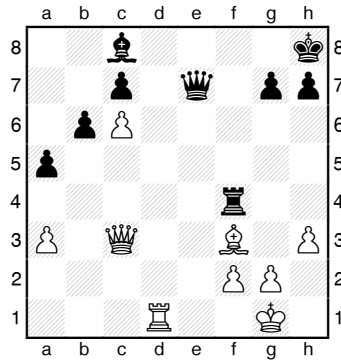


Diagram 156
White to move

Diagram 156 (Szabo-Ban Budapest 1947) is a typical example. It's White to play. Can you find not one but two winning moves?

You should notice that Black's BACK RANK is weak. If his Queen wasn't on the board Rd8+ would lead to mate. Can you DECOY the Queen? The more spectacular winning move is Qe5!. This FORKS the Black Queen and the Rook on f4. If Black accepts the sacrifice with Qxe5 White plays Rd8+ and mates two moves later after Black puts a couple of pieces in the way. Black can try moving his Rook to defend the Queen with Rf7, but White just exchanges queens and follows with Rd8+, mating. Or Black can move his Queen to defend the Rook with, for instance, Qf8. What happens then? Yes, White just takes the Rook - Qxf4- with another DECOY: again Black's mated by Rd8+ if he takes the Queen. The other winning move, which works in exactly the same way, is Qe3.

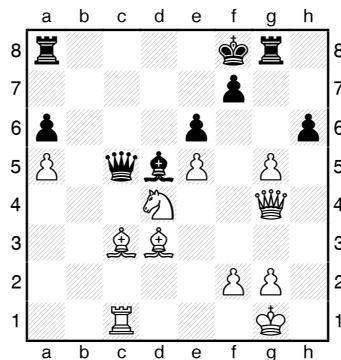


Diagram 157
White to move

Now try Diagram 157 (Szilagyi-Van Steenis Budapest 1949). White plays Bb4 to PIN the Queen against the King (Qxc1+ is illegal, of course). Black has nothing better than to accept the proffered Bishop with Qxb4 when he finds he's walked straight into an AMBUSH - Nxe6+ with a DISCOVERED ATTACK on the Queen. The Black Queen was DECOYED onto an undefended square in line with her opposite number.

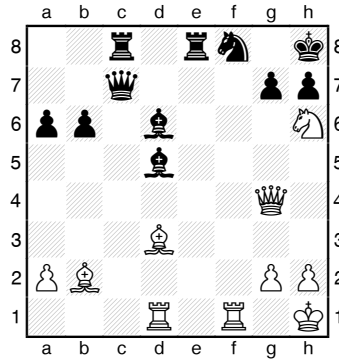


Diagram 158
White to move

Our final example before going onto the quiz is Diagram 158 (Najdorf-Matanovic, Mar del Plata 1961). This position features another new idea - INTERFERENCE. Again there are two answers. The move played in the game was Nf7+, INTERFERING with the Black Queen's defence of the mate threat on g7, so forcing Black to give up his Queen with Qxf7 to prevent immediate mate. But an even better move was Rf7, with the same idea of INTERFERENCE, when Black cannot prevent mate on g7.

You'll notice that in all these positions the winning move is either:

1. A CHECK,
- 2 A CAPTURE, or
3. A THREAT.

What you should try to do in your games is this:

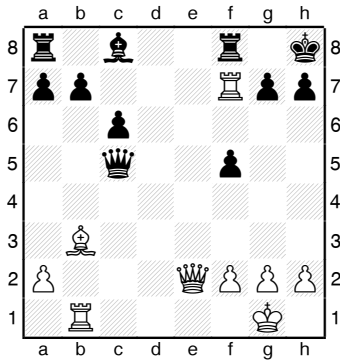
- a) Look at every CHECK, CAPTURE and THREAT, even if it looks foolish.
- b) Try to calculate all possible sequences of CHECKS, CAPTURES and THREATS as far ahead as you can.

Yes, in some complicated positions you'll find this very difficult, or even impossible to start with. It all takes practice; you'll find it comes easier once you start to do it regularly in your games. At the same time perhaps you'll realise why masters sometimes take an hour or more over their moves.

QUIZ

In the quiz for this chapter you have to solve ten positions similar to those you've just been studying. To make it easy for you this time round you'll get a clue to help you find the answer. You shouldn't find it difficult to score 8 out of 10, which will qualify you to progress to the next chapter.

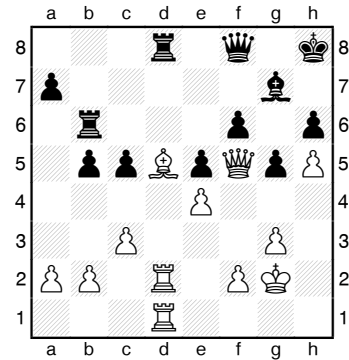
Q1.



White to play.

FORK → DECOY → MATE

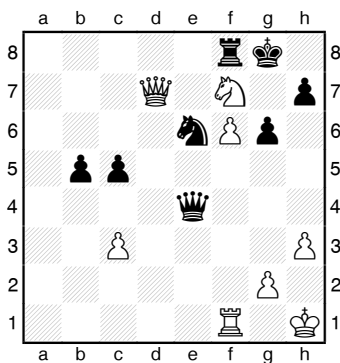
Q2.



White to play.

AMBUSH + MATE THREAT

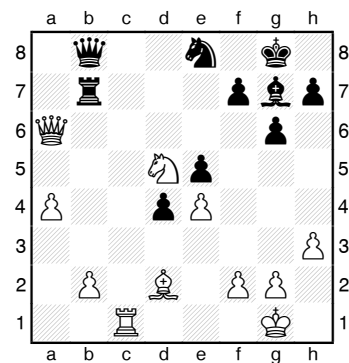
Q3.



White to play.

FORK + MATE
THREAT → DECOY → MATE

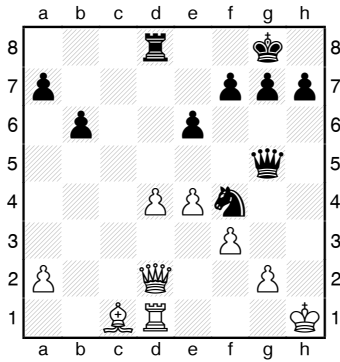
Q4.



White to play.

FORK → DECOY → FORK
(EXPLOITING PIN)

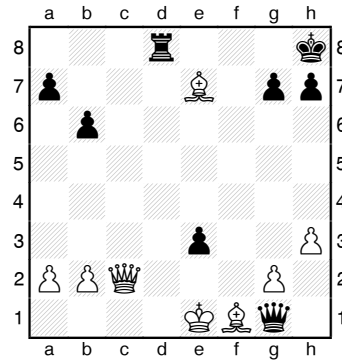
Q5.



Black to play.

SKEWER→DECOY→MATE

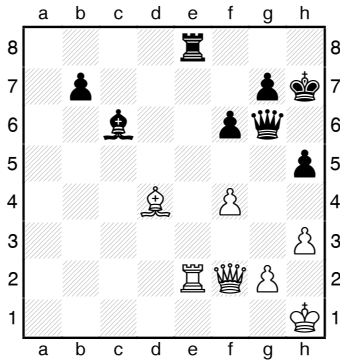
Q6.



Black to play.

DOUBLE DECOY→MATE

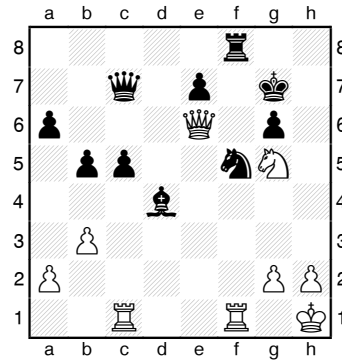
Q7.



Black to play.

DECOY→PIN→EXPLOIT PIN

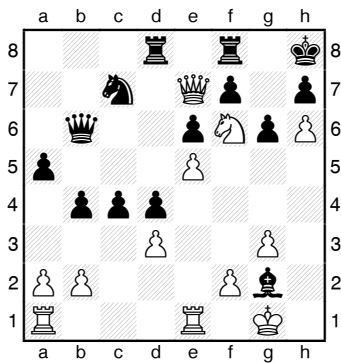
Q8.



White to play.

CLEARANCE→FORK

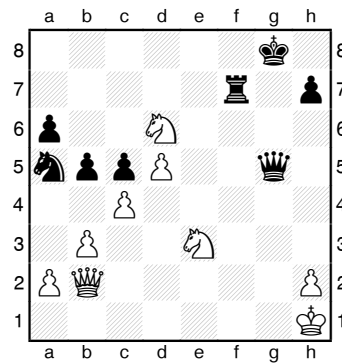
Q9.



White to play.

INTERFERENCE+CLEARANCE→
FORK+MATE THREAT

Q10.



White to play.

CHECK→DECOY→FORK

ACTIVITIES

In this chapter we'll give you some advice on what to do if you are Black and your opponent opens with some move other than e4.

a) 1. d4

The move you are most likely to meet. In master chess it's almost as popular as e4. Black's two most usual replies are d5 and Nf6, both of which prevent White from occupying the centre with e4.

We recommend you to play 1... d5 in reply to d4, when your opponent will probably play 2. c4, the QUEEN'S GAMBIT. There are two variations you might try with Black here:

1. d4	d5
2. c4	e6
3. Nc3	Nf6
4. Bg5	Nbd7

setting the trap which you'll read about in the next chapter (see if you can work out what happens if White tries to win a pawn here). If your opponent avoids the trap you can head for the CAMBRIDGE SPRINGS DEFENCE where you follow up with c6, Qa5, Bb4 and Ne4 to attack the PINNED Knight on c3.

The other line you might try is called the TARRASCH DEFENCE, after Dr Siegbert Tarrasch, a famous German player who was one of the best in the world in the 1890s.

1. d4	d5
2. c4	e6
3. Nc3	c5

You can also play c5 against 3. Nf3. This opens the position up and gives you an active game.

b) 1. c4

The English Opening, named in honour of Howard Staunton, the Englishman who was unofficial World Champion between 1843 and 1851. If you play 1... e5 it's a reversed Sicilian Defence.

Another good plan for Black is to play 1... e6, followed by 2... d5 when it's a Queen's Gambit if White plays d4. The other idea of this move is shown in, for example, 1. c4 e6 2. Nc3 d5 3. Nf3?! d4, driving the Knight to a silly square.

c) 1. Nf3

This is the RÉTI OPENING, named after Richard Réti, a famous player and writer of the 1920s. Again, you can try to reach a Queen's Gambit position by playing moves like d5, e6, Nf6 and c5.

d) 1. f4

BIRD'S OPENING, honouring Henry Bird, a 19th century English player, who favoured this move. You can either play d5 and develop solidly, or, if you're feeling adventurous, try the FROM GAMBIT. This goes 1. f4 e5 2. fxe5 (or White can offer a gambit himself with 2. e4, which we'll look at in Chapter 16) 2... d6 3. exd6 Bxd6, when Black's already threatening mate in 3 starting with Qh4+.

e) 1. .g3

This might become various openings, for instance a KING'S INDIAN ATTACK. White pretends he's Black and plays the KING'S INDIAN DEFENCE, PIRC DEFENCE or MODERN DEFENCE with an extra move. Simple development against both this and 1. b3 should give you an equal game.

f) 1. b3

The NIMZO-LARSEN ATTACK, named after Aron Nimzowitsch (as in the NIMZO-INDIAN DEFENCE) and Bent Larsen, a very strong Danish Grandmaster who revived the move in the late 1960s.

Other moves are less common. If you follow the basic principles of development you shouldn't go far wrong.

Masters of the Universe 10

In the last chapter we left off our story with the Russian Boris Spassky holding the title of World Champion. His conqueror in 1972 was one of the most famous and strongest players of all time, the American Bobby Fischer.

Robert James Fischer was born in Chicago in 1943 but his family later moved to New York. When he was six, he and his sister bought a chess set and taught themselves to play. When he was on holiday he found a chess book and played through all the games in it. He joined the local chess club and took lessons with the Club President.

Over the next few years Bobby played and read as much as he could and rapidly developed into a strong player. At 13 he was already one of the top players in the USA, and by 15 a World Championship candidate and one of the best in the world.

In 1967 he was clearly the number one player, but it was not until 1972 that he was able to challenge for the World Championship. In a match which made headlines all over the world he won with seven wins, eleven draws and three losses (one by default) to become the first and, up to now, the only post-war World Champion not to come from the former Soviet Union.

Fischer's career was always controversial. Several times he withdrew from events because he did not like the conditions, and on a couple of occasions gave up chess for a time, once accusing the Russians of cheating. Between 1972 and 1992 he played no serious chess, thinking perhaps that having proved himself the best in the world there was nothing else to do. In 1992 he came out of retirement to play another match against Boris Spassky, this time in Yugoslavia. Again he won, with ten wins, five losses and fifteen draws.

Our first example of his play is taken from the 1960 Chess Olympics. His opponent is a master from Chile.

White: René Letelier

Black: Bobby Fischer

Leipzig 1960

Opening: King's Indian Defence

1. d4

Nf6

2. c4

g6

3. Nc3

Bg7

This is the KING'S INDIAN DEFENCE. Black encourages White to form a big pawn centre, planning to attack on the black squares with either e5 or c5, supported by the FIANCHETTOED BISHOP on g7.

4. e4 0-0

Black usually plays d6 first but it doesn't really matter. The most popular moves for White here are Nc3 and f3. White decides to take advantage of Black's move order but it doesn't turn out too well.

5. e5?! Ne8
 6. f4 d6
 7. Be3 c5! (Diagram 159)

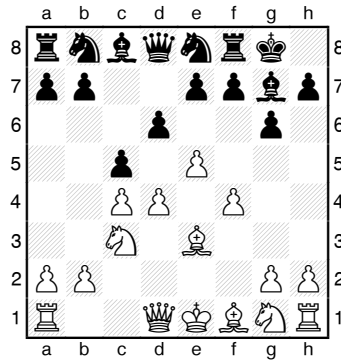


Diagram 159
White to move

Black plays to break up White's centre at the cost of a pawn.

8. dxc5 Nc6

He can't capture either pawn because of the PIN on the d-file.

9. cxd6 exd6
 10. Ne4 Bf5
 11. Ng3?

A better chance, according to Fischer, was 11. Nxd6, when he would have played 11... Nxd6 12. Qxd6 Qxd6 13. exd6 Bxb2 14. Rd1 Nb4 15. Kf2 Nxa2 16. Ne2 a5 when Black is better but White may have chances of a draw.

11... Be6
 12. Nf3 Qc7
 13. Qb1 dxe5
 14. f5 e4!

The move that White overlooked. If 15. Qxe4 gxf5 16. Nxf5? Qa5+ (QUEEN FORK!). So he takes the Bishop.

15. fxe6 exf3
 16. gxf3 f5!

The e-pawn won't run away - it's strayed too far into enemy territory. Meanwhile Bobby threatens f4 (PAWN FORK!)

17. f4 Nf6
 18. Be2 Rfe8
 19. Kf2 Rxe6
 20. Re1 Rae8

21. Bf3 (Diagram 160)

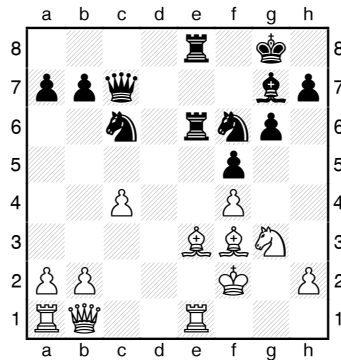


Diagram 160
Black to move

Can you see what's going to happen? If not, play on another two moves and try again.

- | | |
|----------|------|
| 21... | Rxe3 |
| 22. Rxe3 | Rxe3 |
| 23. Kxe3 | |

Seen it yet?

- | | |
|-------|-------|
| 23... | Qxf4+ |
|-------|-------|

KERPOW!!! If 24. Kxf4, Bh6 is mate! Shell-shocked, White resigned. He might have played on with 24. Kf2 Ng4+ 25. Kg2 Ne3+ 26. Kf2 Nd4 27. Qh1 Ng4+ 28. Kf1 Nxf3 and Black wins.

In 1963/4 Fischer won the US Championship with an incredible score of 11/11. One of his wins went like this.

White: Bobby Fischer Black: Pal Benko
New York 1963/4
Opening: Pirc Defence

- | | |
|--------|-----|
| 1. e4 | g6 |
| 2. d4 | Bg7 |
| 3. Nc3 | d6 |
| 4. f4 | Nf6 |

The PIRC DEFENCE is named after a Yugoslavian Grandmaster and pronounced PEERTS rather than PERK. It's a cousin of the King's Indian Defence, the difference being that White doesn't play c4. It starts more often with the moves 1. e4 d6 2. d4 Nf6 followed by g6 and Bg7. If Black starts with g6 and Bg7 but doesn't play an early Nf6 it's called the MODERN DEFENCE.

- | | |
|--------|-------|
| 5. Nf3 | 0-0 |
| 6. Bd3 | Bg4?! |

When this game was played the Pirc Defence was a new opening and the best moves had not yet been discovered. It's now thought that both Nc6 and Na6 are better than Benko's choice.

- | | |
|----------|------|
| 7. h3 | Bxf3 |
| 8. Qxf3 | Nc6 |
| 9. Be3 | e5 |
| 10. dxe5 | dxe5 |

11. f5 (Diagram 161)

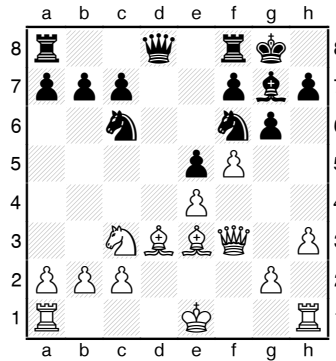


Diagram 161
Black to move

White's attacking chances give him the advantage.

11... gxf5
12. Qxf5 Nd4

Sacrificing a pawn, which Fischer decides not to accept. If 13. Qxe5, Ng4 is unclear.

13. Qf2 Ne8
14. 0-0 Nd6
15. Qg3 Kh8
16. Qg4 c6
17. Qh5

Bobby intends to deliver mate on h7. The threat is Bxd4 followed by e5, unmasking the Bishop on d3.

17... Qe8?

Missing White's 19th move. He could have defended with either c5 or Ne6.

18. Bxd4 exd4 (Diagram 162)

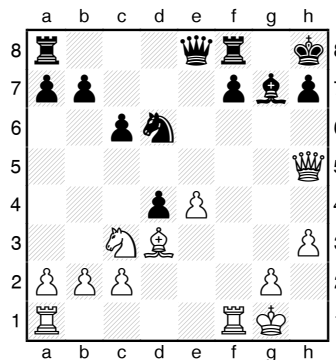


Diagram 162
White to move

Can you find Fischer's winning move? Benko is ready to answer a5 with f5, offering the exchange of queens.

19. Rf6!!

The idea is to prevent f5 by DECOYING the Bishop to f6. Indeed, after either 19... Bxf6 or dxc3, White plays 20. e5 and Black cannot avoid mate.

19...	Kg8
20. e5	h6
21. Ne2!	

But not the immediate Rxd6, when Qxe5 exchanges Queens and regains the piece as d6 and c3 are both attacked.

Now there is no defence. If the Knight moves, Qf5 followed by Qh7#. If 21... Bxf6, 22. Qxh6, again mating on h7. And on anything else simply Rxd6 wins the Knight. So Black resigns.

LESSONS FROM CHAPTER 10

- 1. TRY TO THINK ABOUT PUTTING FORCING MOVES (CHECKS, CAPTURES AND THREATS) TOGETHER, IN COMBINATION, RATHER THAN JUST LOOKING AT ONE MOVE AT A TIME.**
- 2. LOOK FOR SIGNPOSTS POINTING TOWARDS COMBINATIONS - UNDEFENDED PIECES, FORKABLE PIECES, YOUR PIECES IN LINE WITH YOUR OPPONENT'S PIECES.**
- 3. BEFORE YOU PLAY EACH MOVE LOOK TO SEE IF YOUR CHOSEN MOVE ALLOWS YOUR OPPONENT ANY COMBINATIONS.**
- 4. TRY TO PLAY OPENINGS LEADING TO OPEN POSITIONS WHERE YOU'LL HAVE MORE CHANCE TO FIND COMBINATIONS IN YOUR OWN GAMES.**

CHAPTER 11: **WINNING IN THE OPENING: PART 3**

In this chapter we take a look at some more ways of winning in the opening.

5. Explosion on f7

The sacrifice of a Bishop or Knight on f7 (or f2) is part of the repertoire of any strong player. The sacrifice on f7 may have several motives.

Firstly, we can sacrifice to expose the King to a QUEEN FORK, or, less often, a KNIGHT FORK. You've already seen one example of this in the Giuoco Piano: 1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Nxe4 8. Bxb4 Nxb4, and now a sacrifice on f7 prepared a fork to win back the pawn: 9. Bxf7+ Kxf7 10. Qb3+.

Once you've seen that idea you'll see how Black can win a pawn in this game.

Opening: French Defence

- | | |
|---------|----|
| 1. e4 | e6 |
| 2. d4 | d5 |
| 3. e5 | c5 |
| 4. Bb5+ | |

The usual move here is c3, followed by Nf3.

- | | |
|----------|-----|
| 4... | Nc6 |
| 5. dxc5? | |

White wastes time by playing a NON-DEVELOPING MOVE which Black can answer with a DEVELOPING MOVE.

- | | |
|----------------------|------|
| 5... | Bxc5 |
| 6. c3? (Diagram 163) | |

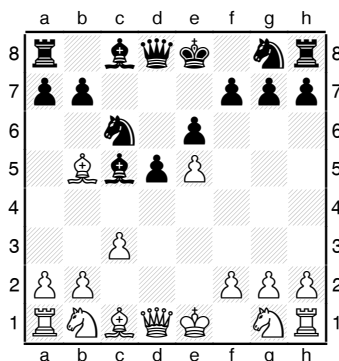


Diagram 163
Black to move

And you shouldn't need to be told how Black can win a pawn here. Bxf2+, followed by Qb6 if White takes, wins a pawn as well as preventing White from castling.

Now suppose you're White and your opponent plays Bg4 to pin your Knight on f3. You can sometimes play

Bxf7+, followed by either Ne5+ FORKING the King and the Bishop on g4, or Ng5+ with a DISCOVERED ATTACK on the Bishop.

Here's how your author lost a pawn in three moves in a five-minute game (each player has five minutes on the chess clock for all their moves) played while he was writing the first draft of this book.

Opening: Nimzowitsch Defence

- 1. e4 Nc6

The Nimzowitsch, names after the same man who gave his name to the Nimzo-Indian Defence.

- 2. Nf3
- 3. Bc4

d6
Bg4? (Diagram 164)

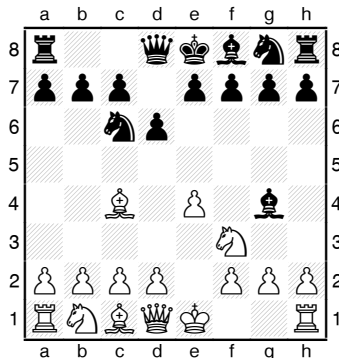


Diagram 164
White to move

- 4. Bxf7+

Winning a pawn, because after Kxf7, Ng5+ (AMBUSH!) followed by Qxg4.

But BE CAREFUL! This sort of thing can sometimes rebound on you if you don't calculate properly. For example:

Opening: Giuoco Piano

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Bc5
- 4. d3 d6
- 5. Nc3 Bg4 (Diagram 165)

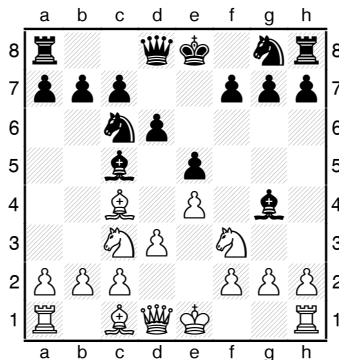


Diagram 165
White to move

Can you win a pawn here with Bxf7+?

The answer is NO!! 6. Bxf7+ Kxf7 7. Ng5+ Qxg5! and Black remains a piece up after 8. Bxg5 Bxd1 9. Rxd1.

Another reason for playing Bxf7 is to DECOY the King away from defending the Queen. Here's an example.

Opening: Sicilian Defence

- 1. e4 c5
- 2. c3

A good alternative to the usual Nf3. White intends to follow up with d4 to set up a strong pawn centre.

- 2... Nf6
- 3. e5 Nd5
- 4. d4 d6

The usual move here is cxd4.

- 5. dxc5 dxc5
- 6. Bc4 Nb6?? (Diagram 166)

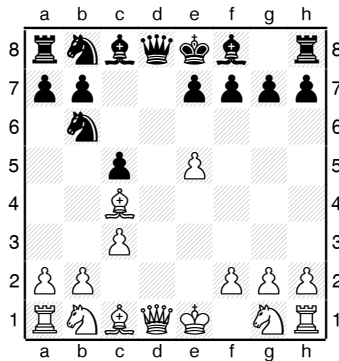


Diagram 166
White to move

A dreadful blunder (e6 was the right move) gives White the opportunity to win Black's Queen.

- 7. Bxf7+! Kxf7
- 8. Qxd8

Our final trap comes from the Modern Defence (Black plays g6 and Bg7, but not Nf6, remember). Most Modern Defence players (yes, even your author) fall into something like this once before they learn it.

White: Eduard Hamlich Black: Amateur
 Vienna 1902
 Opening: Modern Defence

- 1. e4 d6
- 2. d4 Nd7
- 3. Bc4 g6

4. Nf3

Bg7?? (Diagram 167)

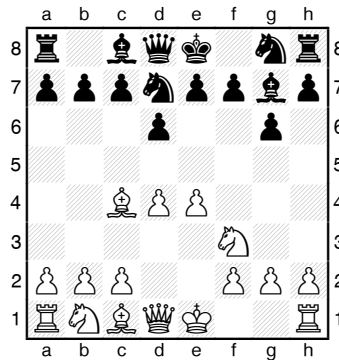


Diagram 167
White to move

And by now we all know what happens next.

5. Bxf7+!

Kxf7?

6. Ng5+

Now Black has three choices: 6... Kf8 7. Ne6+ (FORK!), or 6... Ke8 7. Ne6 (Smothered mate to the Queen!) both lose the Queen. Black's choice in the game is worse.

6...

Kf6

7. Qf3#

This was the first known occurrence but it's happened many times since.

6. Legall's Mate

Another idea involving an attack on f7. Readers of *MOVE ONE* will recall the original example played by a chap called Legall in 1750. Here's a variation on the theme which often happens over the board and has a couple of other interesting points.

Opening: Italian Game

1. e4

e5

2. Nf3

Nc6

3. Bc4

d6

Unusual, but not too bad. Come to think of it, the opening could equally well be called Philidor's Defence (1. e4 e5 2. Nf3 d6).

4. Nc3

Bg4 (PIN!)

5. h3

Bh5? (Diagram 168)

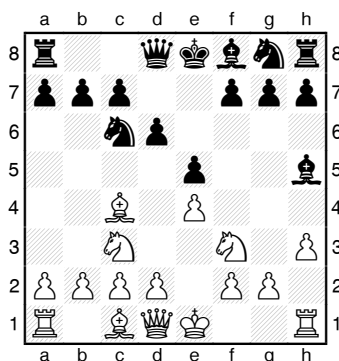


Diagram 168
White to move

6. Nxe5 (PINBREAKER!)
7. Bxf7+
8. Nd5#

Bxd1?
Ke7

That's all very well, but we need to go through the game a bit more slowly.

First, you may be wondering why White doesn't play Nxe5 on move 5. If Black takes the Queen he's mated in the same way as in the game, but instead he can play Nxe5, defending a Black Bishop and attacking a White one. This just leaves White with only a pawn for a knight, so he first tempts Black to move his Bishop to an unguarded square.

The second interesting question is what happens if Black doesn't take the Queen on move 6. If he plays 6... dxe5 White can safely play Qxh5 leaving himself with an extra pawn. But 6... Nxe5 looks good as it attacks the Bishop on c4. What does White do now?

Would you believe it, there's another QUEEN FORK coming up. 7. Qxh5 Nxc4 8. Qb5+ followed by Qxc4 and once more White's a pawn ahead.

Again, you have to be VERY CAREFUL before trying to bring off Legall's Mate in your own games. You need to ask yourself two questions first. Am I certain that I'm mating him if he takes the Queen? And what happens if he takes the Knight instead of the Queen?

Here are a few more examples of Legall's Mate and similar ideas.

1. White: Harry Pillsbury Black: Fernández
Havana 1900 (12 board blindfold simultaneous display)
Opening: Vienna Game

1. e4 e5 2. Nc3 Nc6 3. f4 d6 4. Nf3 a6? 5. Bc4 Bg4 6. fxe5 Nxe5? 7. Nxe5! Bxd1? 8. Bxf7+ Ke7 9. Nd5#

Sometimes you can mate with a bishop rather than a knight.

2. White: J O Howard Taylor Black: Amateur
Opening: Bishop's Opening

1. e4 e5 2. Bc4 Nf6 3. Nf3 Nxe4 4. Nc3 (The impressively named BODEN-KIESERITZKY GAMBIT. Black can decline the pawn with Nc6, reaching a position analysed in Chapter 9.) 4... Nxc3 5. dxc3 d6? (The right move here is f6. Now White could play Ng5 but instead tries...) 6. 0-0 (Threat: Nxe5 followed by Bxf7+ (EXPLOSION ON f7!). Nxe5 at once would have been answer by Qe7 (PIN!).) 6... Bg4? 7. Nxe5! Bxd1? 8. Bxf7+ Ke7 9. Bg5#

If there's a Black Knight on e7 and a Black Bishop on f8 you can mate on f7 instead.

3. White: Johann Berger Black: Froelich
1888
Opening: Ruy Lopez

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 d6 5. Nc3 Bg4 6. Nd5 Nge7 7. c3 b5 8. Bb3 Na5? 9. Nxe5! Bxd1? (He should have played 9... dxe5, but not 9... Nxb3 10. Nxc4 Nxd5 (*not 10... Nxa1?* 11. Ngf6+) 11. axb3, or 9... Nxd5 10. Nxc4, which both lose a pawn.) 10. Nf6+! (CLEARANCE!) 10... gxf6 11. Bxf7#

Finally, if the Black Bishop's moved from f8 it takes one move longer to mate.

4. White: William Pollock Black: John Hall
Bradford 1888
Opening: Three Knights Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Bb4 4. Bc4 Nf6 5. 0-0 d6 6. Nd5 Bg4 7. c3 Bc5 8. d3 Ne7? 9. Nxe5! Bxd1? (Or 9... dxe5 10. Nxf6+ followed by Qxg4) 10. Nxf6+ (CLEARANCE + DECOY!) 10... gxf6 (If 10... Kf8, White wins with 11. Nfd7+ Qxd7 12. Nxd7+ Ke8 13. Nxc5 dxc5 14. Rxd1) 11. Bxf7+ Kf8 12. Bh6#

7. A few other traps

We'd need several very large books to show you every possible opening trap. All we can do here is show you a few which you may well have the chance to bring off in your own games, or that someone might try to bring off against you.

You definitely need to know this because it's a trap that young players often try to bring off in their games. Make sure YOU don't fall for it!

Again, it's been played many times, but the first known game in which it happened was:

White: Muhlock Black: Boris Kostic
Cologne 1912
Opening: Italian Game

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nd4?!
4. Nxe5?! Qg5 (FORK!)
5. Nxf7? (FORK!) (Diagram 169)

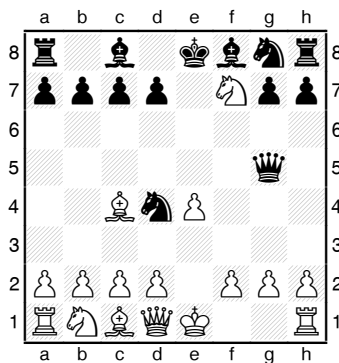


Diagram 169
Black to move

- | | |
|--------|---------------|
| 5... | Qxg2 |
| 6. Rf1 | Qxe4+ (FORK!) |
| 7. Be2 | Nf3#! |

EXPLOITING THE PIN! Better is 5. Bxf7+, but if someone tries 3... Nd4 against you we recommend playing safe with either 4. Nxd4 or 4. c3.

Amongst stronger players 1. d4 is almost as popular as 1. e4. If you meet d4 in a game here's something you could try.

Opening: Queen's Gambit Declined

- | | |
|--------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | Nf6 |
| 4. Bg5 | Nbd7 |

This looks like it loses a pawn, doesn't it? Maybe White will think so too.

- | | |
|-------------------------|------|
| 5. cxd5 | exd5 |
| 6. Nxd5?? (Diagram 170) | |

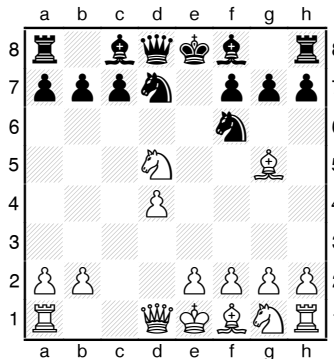


Diagram 170
Black to move

- | | |
|---------|---------------------|
| 6... | Nxd5! (PINBREAKER!) |
| 7. Bxd8 | Bb4+ |

And White suddenly looks rather embarrassed. There's only one move.

- | | |
|---------|-------|
| 8. Qd2 | Bxd2+ |
| 9. Kxd2 | Kxd8 |

When White comes to assess the damage he finds himself a knight for a pawn down.

If White knows what's coming he'll play something like e3 or Nf3 on move 5, when Black can continue with the Cambridge Springs Defence (named after an American town where a famous tournament took place in 1904). This involves playing c6, followed by Qa5, Bb4 and/or Ne4, attacking the PINNED Knight on c3.

There are many more traps which White has to avoid in this variation. For instance, the game might go:
1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. Nf3 c6 6. e3 Qa5 (PIN!) 7. Bd3? Ne4! (ATTACKING THE PINNED PIECE!) 8. Rc1? Nxc3 9. Nxc3 dxc4 (AMBUSH!) winning a piece. The Bishop on d3 is attacked by a pawn and the Knight on g5 by the Queen. There's no way White can save both pieces.

Another popular opening if the French Defence. Our last example in this chapter is an idea for White which also sets a trap.

Opening: French Defence

- | | |
|-------|----|
| 1. e4 | e6 |
| 2. d4 | d5 |
| 3. e5 | |

The ADVANCE VARIATION

- | | |
|--------|-----|
| 3... | c5 |
| 4. c3 | Nc6 |
| 5. Nf3 | Qb6 |

Black's most popular plan in the Advance Variation of the French Defence. He attacks d4 with everything except the kitchen sink while also tying down the Bishop on c1 to defending b2. Safe moves for White here are Be2 and a3, but instead he can try a pawn sacrifice.

- | | |
|----------|------|
| 6. Bd3!? | cxd4 |
|----------|------|

If Black plays instead 6... Bd7 he has to avoid another pitfall: 7. dxc5 Bxc5 8. Qe2 Nge7? 9. b4 trapping the Bishop.

- | | |
|---------|---------------------|
| 7. cxd4 | Nxd4? (Diagram 171) |
|---------|---------------------|

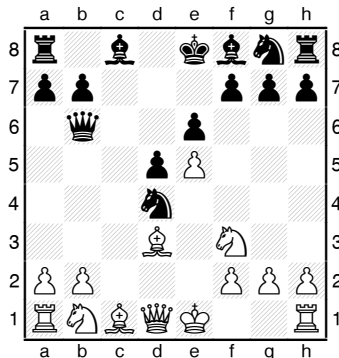


Diagram 171
White to move

Black can't win the pawn yet? Can you work out why?

- | | |
|-------------------|--------|
| 8. Nxd4 | Qxd4?? |
| 9. Bb5+ (AMBUSH!) | |

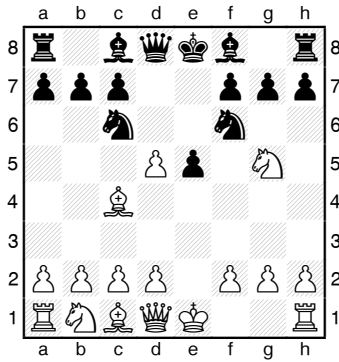
Followed by Qxd4. Instead Black should play 7... Bd7, when Nxd4 really is a threat. White usually sacrifices the d-pawn with 0-0 followed by Nc3, Qe2 and Rd1 with unclear play. This is called the MILNER-BARRY GAMBIT after the English Master Sir Stuart Milner-Barry, who was also a top civil servant.

This is an important trap because the idea of leaving a pawn on d4 to be taken and then winning the Queen with Bb5+ or Bh7+ crops up very frequently in many different openings.

QUIZ

Another two-part quiz. Five questions on the Two Knights' Defence (Chapter 9) and five on the Opening Tactics from this chapter. If you don't manage 4 out of 5 in Part One go back and re-read Chapter 9. Less than 4 on Part Two and you should read this chapter again. If you've remembered what you've read you'll find the quiz pretty easy.

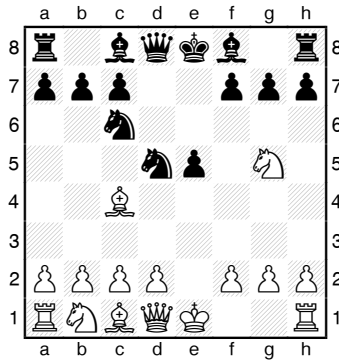
Q1.



Black to move
Would you play:

- a) Na5, b) Nb4, c) Nxd5 or d) h6?

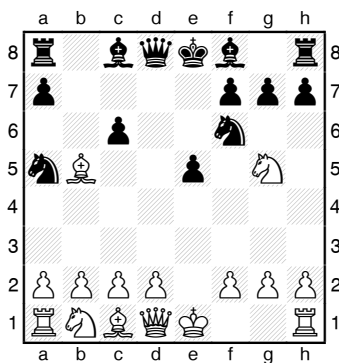
Q2.



White to move
Would you play:

- a) Bxd5, b) Qf3, c) 0-0 or d) Nxf7?

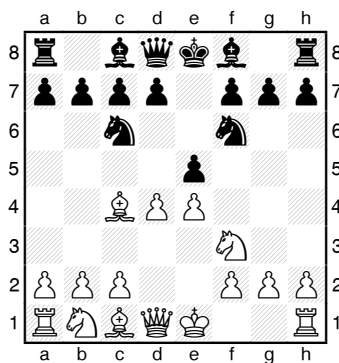
Q3.



White to move.
Would you play:

- a) Ba4, b) Bd3, c) Be2 or d) Bf1?

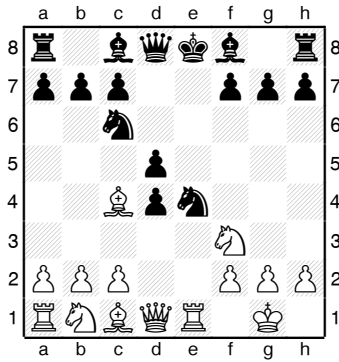
Q4.



Black to move.
Would you play:

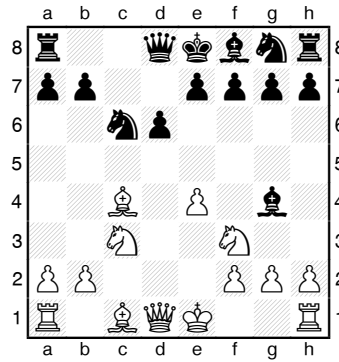
- a) Nxd4, b) exd4, c) Nxe4 or d) d6?

Q5.



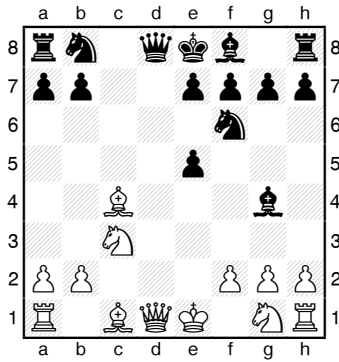
White to move.
 Would you play:
 a) Bb5, b) Bxd5, c) Bd3 or d) Bb3?

Q6.



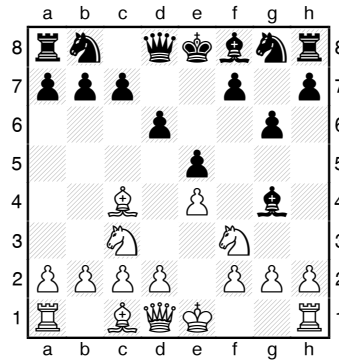
White to move.
 What would you play?

Q7.



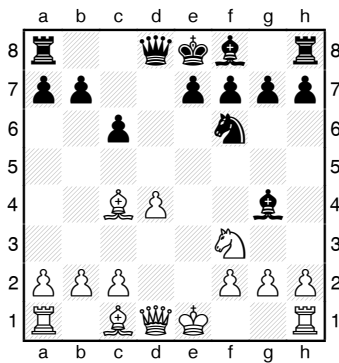
White to move.
 What would you play?

Q8.



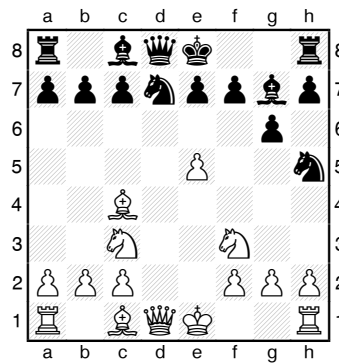
White to move.
 What would you play?

Q9.



White to move.
 What would you play?

Q10.



White to move.
 What would you play?

Activities

If you fancy some light relief there are a number of other versions of chess you can play. Between here and the end of the book we'll take a quick look at some of them. Here are two of the most interesting.

a) *Scotch (or Progressive) Chess*

If you haven't got time for a complete game at the end of your chess club session, this is well worth a try. The rules are very simple. White plays one move, then Black plays two moves, White three, Black four and so on. In the English version of the game, if you check your opponent at any time your sequence of moves stops. In the Italian version (which is also used internationally) you may only check on the last move of your sequence. If you are in check you must get out of it on the first move of your sequence.

For example, White plays e4. If Black replies with, for instance, e5 and Nf6, White delivers Scholar's Mate: Bc4, Qh5 and Qxf7#.

Most games between beginners end in a draw once the players have mastered how to avoid Scholar's Mate. The secret of how to win is this. Look for a checkmate position and then work out how many moves it takes you to get there. Only if you can't find a mate should you think about how many pieces you can take in your next sequence of moves.

b) *Two-move Chess*

This is a very similar game. You've probably already guessed the rules. The players take it in turn to play two moves each. If your first move is check you are not allowed to play a second move. Again, if you find yourself in check you must move out of check on the first of your two moves.

Masters of the Universe 11

At the end of the last chapter we left you in 1972, with Bobby Fischer holding the World Championship.

The next series of Candidates Matches, finishing in 1974, produced a new young Soviet star when Anatoly Karpov beat his fellow Soviet Viktor Korchnoi in the final.

Karpov was born in 1951 and learned the moves when he was only four. He played in his first Master Tournament by mistake when he was 15. It was thought the invitation was for a Junior Tournament. Even so, Karpov ran out the easy winner.

He became World Junior Champion at 18 and over the next few years developed into one of the best players in the world.

Here's a win from his 1974 match against Korchnoi which shows just how much homework you have to do to become World Champion.

White: Anatoly Karpov Black: Viktor Korchnoi
Leningrad 1974
Opening: Sicilian Defence

1. e4	c5
2. Nf3	d6
3. d4	cxd4
4. Nxd4	Nf6

5. Nc3 g6

This is the DRAGON VARIATION of the SICILIAN DEFENCE. Black's pawn formation is supposed to look like a dragon! Black FIANCHETTOS his Bishop from where it can join in the Queen-side attack.

6. Be3 Bg7
 7. f3 Nc6
 8. Qd2 0-0
 9. Bc4 Bd7

This line of the DRAGON VARIATION is called the YUGOSLAV ATTACK. The players castle on opposite sides and throw all their pieces at the enemy King.

10. h4 Rc8
 11. Bb3 Ne5
 12. 0-0-0 Nc4
 13. Bxc4 Rxc4
 14. h5!

Karpov sacrifices a pawn to open the h-file. His plan is quite simple: exchange Bishops, get rid of the Knight on f6 and mate with Queen and Rook on h7 or h8. You'll see how it works out in the game.

14... Nxf6
 15. g4 Nf6
 16. Nde2 (Diagram 172)

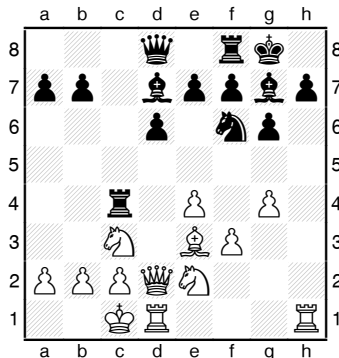


Diagram 172
Black to move

So far the players have been following a much trodden route. This was a fairly new move at the time. One of Black's ideas in this variation is to smash up White's King by playing Rxc3 when White has to take back with a pawn. So Karpov defends c3 with another piece while at the same time preparing to move the Knight towards Korchnoi's King.

16... Qa5

Many later games continued with Re8 here, which seems to be a better move for Black.

17. Bh6 Bxh6
 18. Qxh6 Rfc8
 19. Rd3!

The first new move in the game! So far both players had just been playing moves they had studied at home before the match. This position had been analysed in magazine articles but Karpov's move improves on the published analysis. The idea again is to prevent Rxc3, freeing the Knight on e2 to move if necessary.

19... R4c5

White: Jan Timman Black: Anatoly Karpov
 London 1984
 Opening: Scotch Game

1. e4	e5
2. Nf3	Nc6
3. d4	exd4
4. Nxd4	Nf6

Now Nc3 gives the Scotch Four Knights, which you may remember from *MOVE ONE!*. For many years the Scotch Game was not played very much in master chess, but it was revived by Kasparov in his 1990 World Championship match against Karpov. Timman has a new idea in mind which he reveals between moves 11 and 13.

5. Nxc6	bxc6
6. e5	Qe7 (PIN!)
7. Qe2 (UNPIN!)	Nd5
8. c4	Ba6 (PIN!)
9. Qe4 (UNPIN!)	Nb6
10. Nd2	0-0-0
11. c5?!	Bxf1
12. cxb6	Ba6
13. bxa7	Kb7 (Diagram 174)

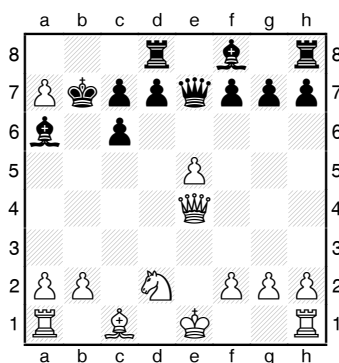


Diagram 174
White to move

White's idea was to reach this position. He has an extra pawn and Black's King's defences have been ripped away. But in fact Black's King can shelter safely behind the White Pawn on a7 while White's King will be stranded in mid-board.

14. Nb3	f6
15. f4	fxe5
16. fxe5	Re8
17. Bf4	Qh4+
18. g3	Qh5

Karpov has manoeuvred to prevent 0-0-0 as well as 0-0. The White King is a sitting target for Black's forces.

19. Rc1	Ka8
20. h4	d5

21. Qe3 (Diagram 175)

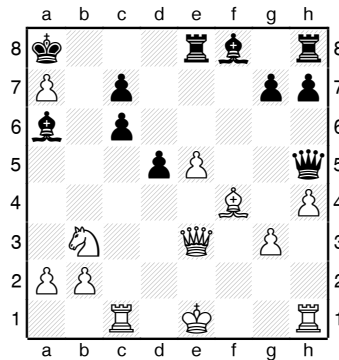


Diagram 175
Black to move

21...

g5!

A pawn sacrifice to open the f-file.

22. Bxg5

Bb4+

23. Kf2

Rhf8+

24. Kg2

Rxe5!

And now a rook sacrifice to force mate.

25. Qxe5

Qf3+

26. Kh2

Qf2+

White resigns. He's mated after 27. Kh3 Bc8+ (one reason for Karpov's 19th move) 28. g4 Rf3+

LESSONS FROM CHAPTER 11

1. WATCH OUT FOR COMBINATIONS ON f7/f2 IF YOU'VE GOT A BISHOP ON c4/c5.

2. DON'T JUMP AT A COMBINATION JUST BECAUSE YOU'VE SEEN A GOOD IDEA. MAKE SURE YOUR COMBINATION WORKS BEFORE PLAYING IT.

3. BEWARE OF PLAYING BAD MOVES THAT SET TRAPS (FOR INSTANCE MUHLOCK-KOSTIC). IF YOUR OPPONENT'S STUPID ENOUGH TO FALL INTO IT YOU'LL PROBABLY BEAT HIM ANYWAY.

4. THINK TWICE BEFORE TAKING YOUR OPPONENT'S QUEEN'S PAWN IF HE HAS A BISHOP ON d3. HE MAY HAVE A DISCOVERED ATTACK WITH CHECK, WINNING A PIECE.

4... Kf6

If 4... e5 then 5. fxe5 Kxe5 6. Nh3 Kf5 7. Nf4 and Black can't defend his h-pawn.

So Black has to move his King back and allow White's King to advance.

5. Ke4 Ke7
6. Ke5

Winning the e-pawn after which the f-pawn will queen.

Now look at Diagram 178.

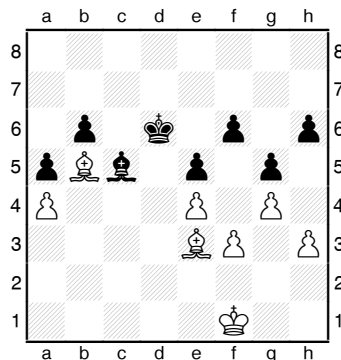


Diagram 178
White to move

White is ahead by a bishop for a pawn and has the chance to exchange Bishops on c5. In the game White didn't see how he could win if he exchanged Bishops so played Bc1. Although even after that move he should still win, the game ended in a draw. Here's how he could have won by exchanging Bishops.

1. Bxc5+ Kxc5
2. Ke2

White thought this position would be a draw because he can never attack any enemy pawns, which are all stuck on black squares, with his Bishop. But see what happens. First we bring in the King.

2... Kd4
3. Kd2

Now the Black King has to retreat.

3... Kc5
4. Kc3

Back again, Your Majesty.

4... Kd6

5. Kc4

Ke6 (Diagram 179)

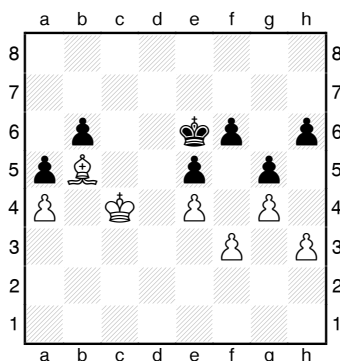


Diagram 179
White to move

Now the Black King can keep on moving between d6 and e6 to stop White from advancing. So White brings his Bishop round to d5.

- 6. Bc6
- 7. Kb5
- 8. Bd5 (Diagram 180)

Kd6
Kc7

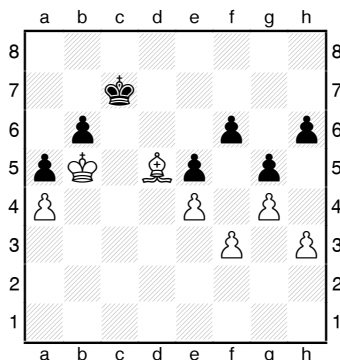


Diagram 180
Black to move

The winning move. Now Black has to abandon the b-pawn.

- 8...
- 9. Kxb6
- 10. Kxa5

Kd6
Kd7

White wins by queening his a-pawn.

In both these examples White was able to win by running his opponent out of moves. Black had no pawn moves that did not lose so he had to keep on retreating his King and allow the White King in.

Do you remember the funny word ZUGZWANG which you met when you were looking at pawn endings? Well, these positions were also ZUGZWANG. Black didn't want to move but he had to. Remember this idea in your games when you're a piece up.

5. Kh2
6. Kh3

Kf3
Be5 (Diagram 183)

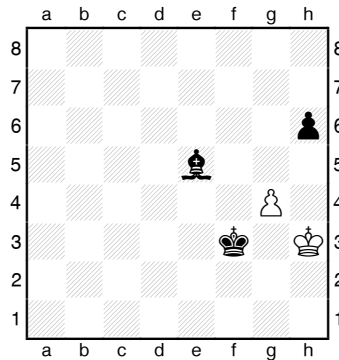


Diagram 183
White to move

7. Kh4?

Converting a draw into a loss. There was a very simple way to share the point - g5! Now hxg5 is stalemate while h5 allows Kh4, winning the Pawn.

- 7... Bf4
8. Kh3 Kf2
9. Kh4

Instead of this White might have tried 9. g5, which is a fifty-fifty shot. Black could win with hxg5, but Bxg5 would only draw as White could get his King back to safety.

- 9... Kg2
10. Kh5 Kh3
11. Kg6 Kxg4

White resigns as he cannot stop the pawn from queening.

3. Queen against Pawn

You might think that if your extra piece is a Queen it will always be easy to win. But it's not the case if your opponent's pawn is on the seventh rank, about to queen. This type of position arises quite often when one player queens a pawn just before his opponent, so it's important to know what happens.

Set up Diagram 184 on your board and see whether you can win it before reading on. It's White to play.

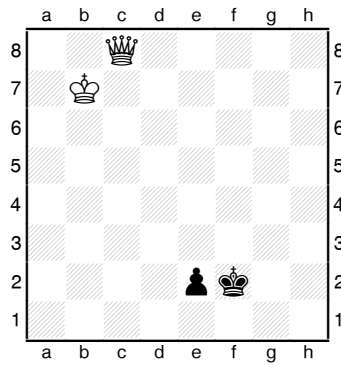


Diagram 184
White to move

Here's the winning plan.

1. Bring your Queen as near as possible to the Black King by a series of checks, PINS and attacks on the Pawn.
2. When Black's King is forced in front of the Pawn move your King in.
3. When the Black King moves back out continue checking, PINNING or attacking the Pawn until the King is forced in front of the Pawn again.
4. Move your King in again and go back to Stage Three.
5. When your King is close enough win the Pawn and mate him.

Now look at how it works in practice.

- | | |
|---------|-------------------|
| 1. Qf5+ | Kg2 |
| 2. Qe4+ | Kf2 |
| 3. Qf4+ | Kg2 |
| 4. Qe3 | Kf1 |
| 5. Qf3+ | Ke1 (Diagram 185) |

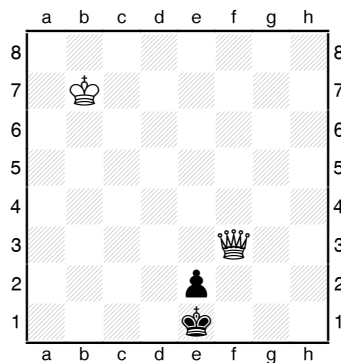


Diagram 185
White to move

End of Stage 1. Note White's zigzag manoeuvre with his Queen. Now Black's King is on e1 White can play a King move.

- | | |
|---------------|-----|
| 6. Kc6 | Kd2 |
| 7. Qf2 (PIN!) | Kd1 |
| 8. Qd4+ | Kc2 |
| 9. Qe3 | Kd1 |
| 10. Qd3+ | Ke1 |

11. Kd5

Kf2 (Diagram 186)

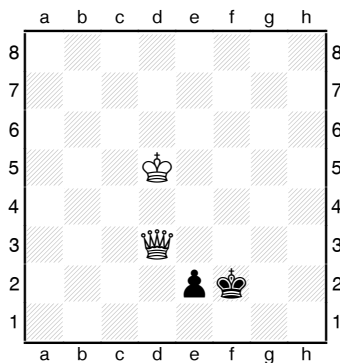


Diagram 186
White to move

Now we repeat moves 7 to 10 on the other side of the board.

- | | |
|----------------|-----|
| 12. Qd2 (PIN!) | Kf1 |
| 13. Qf4+ | Kg2 |
| 14. Qe3 | Kf1 |
| 15. Qf3+ | Ke1 |
| 16. Ke4 | Kd2 |
| 17. Qd3+ | Ke1 |
| 18. Kf3 | Kf1 |
| 19. Qxe2+ | Kg1 |
| 20. Qg2# | |

Rather long-winded but not too difficult.

Now we'll move all the pieces one file to the right, giving Diagram 187, and try again. Play the position through yourself before reading on.

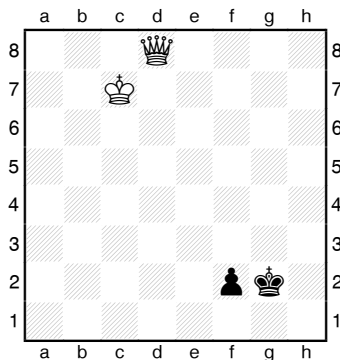


Diagram 187
White to move

- | | |
|---------|-----|
| 1. Qg5+ | Kh2 |
| 2. Qf4+ | Kg2 |
| 3. Qg4+ | Kh2 |
| 4. Qf3 | Kg1 |
| 5. Qg3+ | |

So far the same as in the previous example. But now something interesting happens.

5...

Kh1! (Diagram 188)

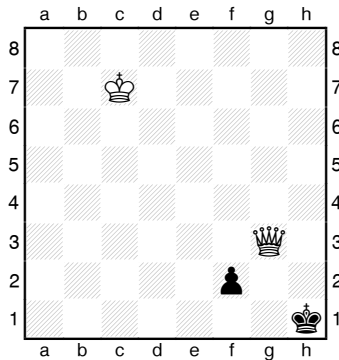


Diagram 188
White to move

And White suddenly realises that if he takes the Pawn it's STALEMATE! And Black is threatening to queen to White doesn't have time to move his King in. In fact the position's a draw as there's no way for White to make progress.

If the White King is not within reach of the Black Pawn on the seventh rank:

White WINS if the Black Pawn is on the b, d, e or g files.

White DRAWS if the Black Pawn is on the a, c, f or h files.

Now we'll move White's King to a more favourable position, Diagram 189, and see what happens this time.

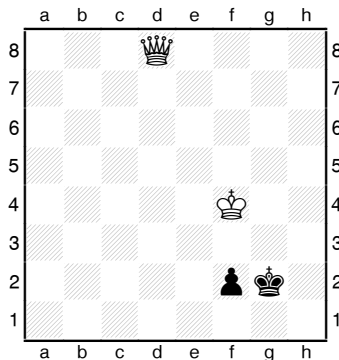


Diagram 189
White to move

1. Qg5+
2. Qh5+
3. Qg4+
4. Qg3+
5. Qh3+
6. Kg3!
7. Qh2#

- Kh2
- Kg2
- Kh2
- Kh1
- Kg1
- f1=Q

Black can avoid immediate mate by playing 6... f1=N+ instead, but he'll still lose quickly: 7. Kf3 Nd2+ 8. Ke2 Ne4 9. Qg4+ (FORK!) picking up the Knight.

4. Rook against Pawns

If a pawn gets far enough up the board it can be just as strong as a knight, bishop or rook because your opponent will have to give up a piece to stop the pawn from queening. Sometimes two advanced pawns together can be too strong for a piece.

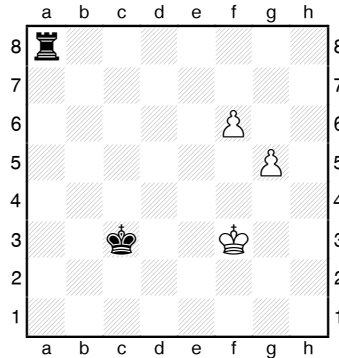


Diagram 190
White to move

In Diagram 190 you see two pawns battling against a Rook. White can win here by pushing either pawn. For instance, 1. g6 Ra6 2. f7 (not 2. g7?? Rxf6+ and Black wins) 2... Rf6+ 3. Ke4 (not 3. Kg4? Rxf6+ 4. Kf5 Rg1 threatening a SKEWER and this time Black draws) 3... Rf1 4. g7 and White will end up with Queen against Rook. Or, if you prefer, 1. f7 Ra1 2. g6 (not 2. f8=Q?? Rf1+ (SKEWER!)) 2... Rg1 3. g7 (again not 3. f8=Q??) and Black can't stop both pawns. And, if you were wondering what happens with Queen against Rook, you'll learn in Chapter 15 that the Queen wins, but it's not always easy.

Finally in this chapter here are four positions, Diagrams 191, 192, 193 and 194, for you to play out against your training partner or computer. There are no examples this time as there is no really typical way to win. The method you choose will depend on how Black defends.

A few guidelines:

1. Make sure you don't run out of pawns.
2. Make sure you don't get left with Bishop and h-pawn. In Diagram 193 if Black keeps his King in the corner you MUST keep a pawn on the g-file in order to win.
3. Look for ways of sacrificing your piece to reach a winning King and Pawn ending. This is most likely to happen in Diagrams 193 and 194.
4. Look out for ZUGZWANG. Try to block his pawns so that his King has to retreat and let your King in.
5. In Diagrams 191 and 193, if your opponent puts his pawns on white squares, attack them with Bishop and King. If he puts them on black squares, put your King on a white square and play for ZUGZWANG.
6. In Diagrams 191 and 192 try to keep at least one pawn on each side of the board. Remember that endings with pawns on both sides of the board are easier to win.

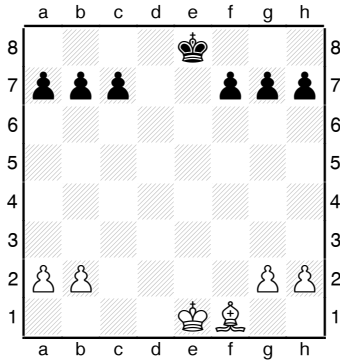


Diagram 191
White to move

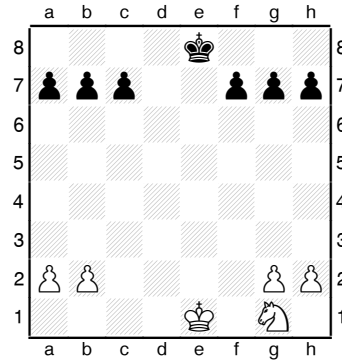


Diagram 192
White to move

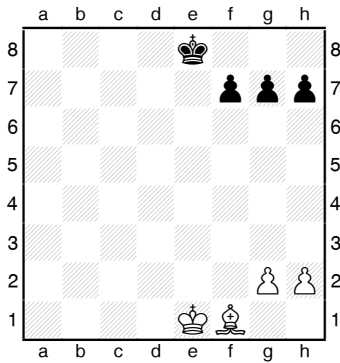


Diagram 193
White to move

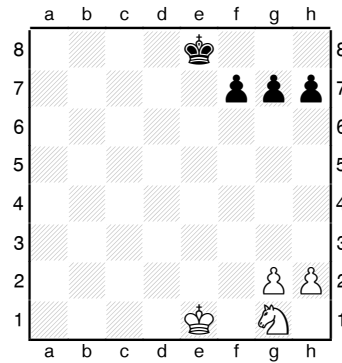


Diagram 194
White to move

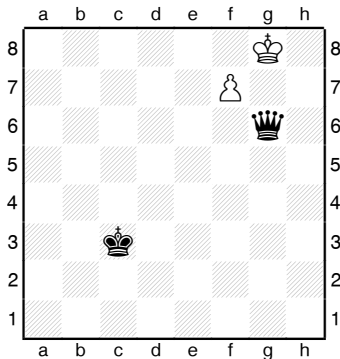
Try setting up other similar endgame positions and playing them out. If you learn how to play these endings well you'll really start to UNDERSTAND about the value of the pieces. You'll be able to prove to yourself, for instance, that, by and large, a bishop or a knight really is worth three pawns.

One final word of advice. Just because there are only a few pieces on the board in the ending it doesn't mean that you should play any faster than you do in the middle-game. What it does mean is that you can calculate further ahead because you and your opponent both have fewer moves to choose from.

QUIZ

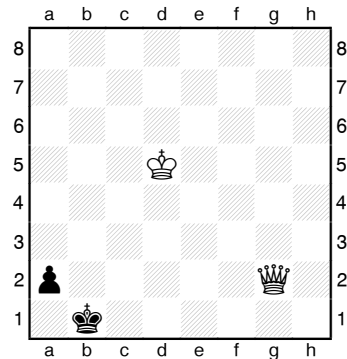
1. Play Diagram 184 with White and Diagram 187 with Black against your teacher or training partner. Make sure you know how to win the first one and draw the second one.
2. Play Diagrams 191, 192, 193 and 194 with White against your teacher. If your teacher's a strong player he won't necessarily expect you to win each one, but you will need to show a good understanding of how to try to win them.
3. Test your understanding of this chapter by solving the mini-quiz. If you don't make 4 out of 5 re-read the chapter and have another go.

Q1



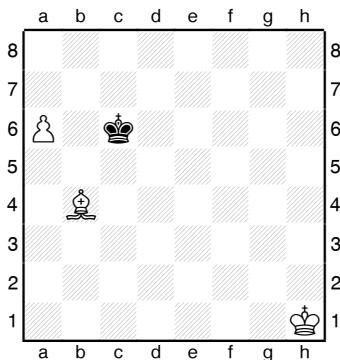
White to move
What would you play?

Q2



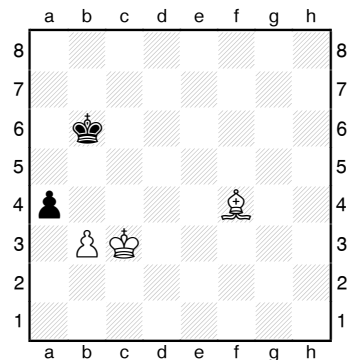
White to move
What would you play?

Q3



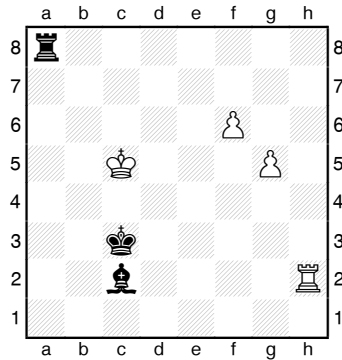
White to move
What would you play?

Q4



White to move
What would you play?

Q5



White to move
What would you play?

ACTIVITIES

It's time to learn another opening ready for the next chapter. This is something a bit different from the openings you've seen before. It's called the DANISH GAMBIT and it starts like this:

1. e4
2. d4
3. c3
4. Bc4
5. Bxb2 (Diagram 195)

- e5
- exd4
- dx3
- cxb2

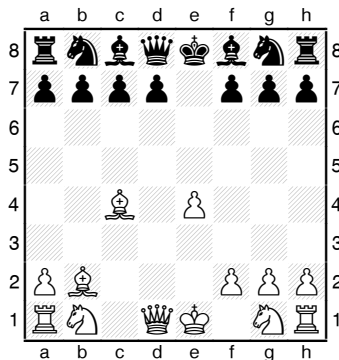


Diagram 195
Black to move

It's Black to play in this position. Would you rather play White or Black? Black has two extra pawns, but White has a strong attack, with both Bishops already menacingly posted on dangerous diagonals.

If you're White keep as many pieces on the board as you can. Whatever you do, don't exchange Queens while you're still two pawns down. Look out for EXPLOSIONS ON f7!

If you're Black, develop as quickly as you can, exchange pieces whenever you can without delaying your development and head for the ending.

Masters of the Universe 12

After retaining his title twice against Viktor Korchnoi, Anatoly Karpov had to defend his title against a younger challenger, the brilliant Garry Kasparov, in 1984.

Garry Kasparov was born in Baku, Azerbaijan, in 1963. Azerbaijan is in the South West of what was then the Soviet Union. When he was five he watched his parents trying to solve a chess problem. The next morning, although he had never been taught to play chess, he showed them the answer. When he was seven he joined the local Junior Chess Club where he was spotted as a potential champion.

At the age of ten he was invited, like Karpov before him, to join Botvinnik's Chess School. The best young players in the country met two or three times a year to have their games analysed by the ex-champion. They were also given homework to be done before the next meeting.

When Garry was twelve he became USSR Junior Champion for the first time. At 14 he won a Master Tournament, playing games like this.

White: Garry Kasparov Black: Sergei Begun
Minsk 1978
Opening: Queen's Gambit Declined

- | | |
|----------------------|------|
| 1. d4 | d5 |
| 2. c4 | e6 |
| 3. Nc3 | Nf6 |
| 4. Nf3 | c5 |
| 5. cxd5 | Nxd5 |
| 6. e3 | Nc6 |
| 7. Bd3 | Be7 |
| 8. 0-0 | 0-0 |
| 9. Nxd5 | Qxd5 |
| 10. e4 | Qd8 |
| 11. dxc5 | Bxc5 |
| 12. e5 (Diagram 196) | |

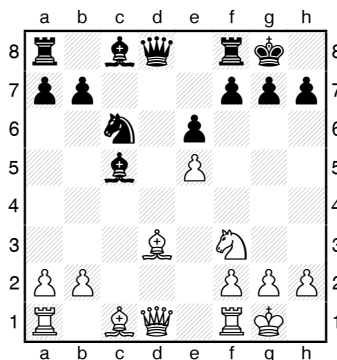


Diagram 196
Black to move

Threatening a sacrificial attack starting with Bxh7+, an idea you've seen before. Black replies by preventing the White Knight going to g5.

- | | |
|---------|-------|
| 12... | Be7 |
| 13. Qe2 | Nb4?! |

According to Kasparov, Nd4 to exchange Knights was better.

- | | |
|---------|-----|
| 14. Bb1 | Bd7 |
|---------|-----|

15. a3 Nd5
16. Qe4

Threatening mate and forcing Black to weaken his King's defences.

16... g6
17. Bh6 Re8
18. h4! Qb6
19. h5! f5?

A better defence for Black was Qxb2 but White still has a strong attack. This move plans to win the h-pawn but it turns out that he's underestimated Kasparov's attacking chances.

20. exf6

En passant!

20... Nxf6
21. Qe1! Nxh5
22. Ne5 Bb5 (Diagram 197)

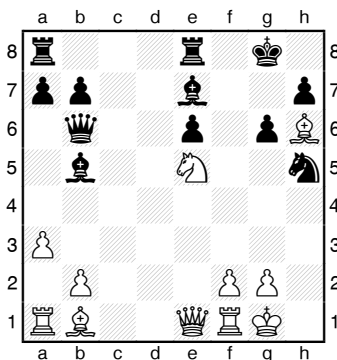


Diagram 197
White to move

Attacking the Rook on f1, but Garry's not bothered as he's seen a winning sacrifice. Can you find it?

23. Bxg6! Nf6

If he takes the Bishop he loses as follows: 23... hxg6 24. Qe4 Bf8 25. Qxg6+ Ng7 26. Ng4 threatening Nf6+ and Qh7#.

24. Bxh7+!

Black resigns. It's mate whichever way he takes the Bishop: 24... Kxh7 25. Qb1+ Kh8 26. Nf7+ Kg8 27. Qg6# or 24... Nxh7 25. Qe4 Nf8 26. Qg4+ Kh7 27. Qg7# And if he doesn't take the Bishop this move he'll have no choice next move: 24... Kh8 25. Nf7+ Kxh7 26. Qb1+.

At 16 Garry crushed a field of strong Grandmasters in a tournament in Yugoslavia, In 1984 he qualified to play Karpov for the World Championship.

The first match between Karpov and Kasparov was abandoned after 48 games! Karpov had won five games to Kasparov's three, with no less than 40 draws! In the replay in 1985 Kasparov won to become the youngest ever World Champion. According to the rules then in force Karpov was allowed a return match which took place, partly in London, in 1986, Kasparov winning again. Meanwhile, Karpov had won the next series of Candidates Matches to meet Kasparov for a fourth time. This time the match was drawn, but Kasparov retained his title. In 1990, Karpov was yet again the challenger, and Kasparov scored a narrow victory. In 1993 Kasparov retained

his title against Nigel Short, of England, and in 1995 he beat Vishy Anand, of India.

This game comes from the second Kasparov-Karpov World Championship Match.

White: Garry Kasparov Black: Anatoly Karpov

Moscow 1985

Opening: Nimzo-Indian Defence

- | | |
|------------------------|------|
| 1. d4 | Nf6 |
| 2. c4 | e6 |
| 3. Nc3 | Bb4 |
| 4. Nf3 | 0-0 |
| 5. Bg5 | c5 |
| 6. e3 | cxd4 |
| 7. exd4 | h6 |
| 8. Bh4 | d5 |
| 9. Rc1 | dxc4 |
| 10. Bxc4 (Diagram 198) | |

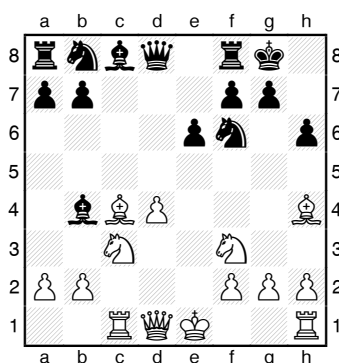


Diagram 198
Black to move

This sort of position arises very often in master chess. White has an ISOLATED QUEEN'S PAWN, one that cannot be defended by another pawn. This pawn might become a weakness in the ending, but it gives White more space in the centre in the middle-game.

- | | |
|---------|-----|
| 10... | Nc6 |
| 11. 0-0 | Be7 |
| 12. Re1 | b6 |
| 13. a3 | Bb7 |
| 14. Bg3 | Rc8 |
| 15. Ba2 | Bd6 |
| 16. d5 | |

Kasparov decides to exchange off his isolated d-pawn, which leads to a rather drawish position, but one where White's pieces are slightly more active.

- | | |
|----------|------|
| 16... | Nxd5 |
| 17. Nxd5 | Bxg3 |
| 18. hxg3 | exd5 |
| 19. Bxd5 | Qf6 |
| 20. Qa4 | Rfd8 |
| 21. Rcd1 | Rd7 |

Karpov avoids Kasparov's trap: 21...Qxb2 22. Bxc6 Rxd1 23. Bxb7 when White ends up with Bishop and Knight against Rook.

22. Qg4

Rcd8? (Diagram 199)

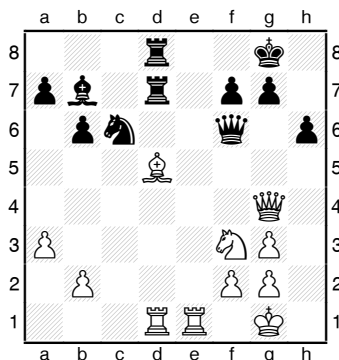


Diagram 199
White to move

But now Karpov blunders badly, overlooking Kasparov's devastating reply. Have a go at finding it yourself before reading on.

23. Qxd7!!

Rxd7

24. Re8+

Kh7

25. Be4+ (AMBUSH!)

Black resigns. Garry's QUEEN SACRIFICE leads either to a decisive material advantage or to mate after 25. Be4+ g6 26. Rxd7 Ba6 27. Bxc6 Qxc6 28. Rxf7#

LESSONS FROM CHAPTER 12

1. YOU CAN OFTEN WIN ENDINGS WHEN YOU'RE AHEAD ON MATERIAL BY RUNNING YOUR OPPONENT OUT OF MOVES, FORCING HIM TO GIVE WAY WITH HIS KING AND ALLOW YOUR KING INTO HIS POSITION.

2. BISHOP AND ROOK'S PAWN AGAINST KING IS A DRAW WHEN THE BISHOP IS ON THE WRONG COLOUR TO CONTROL THE QUEENING SQUARE AND THE DEFENDING KING IS IN THE CORNER.

3. A QUEEN BEATS A PAWN ON THE SEVENTH RANK SUPPORTED BY THE KING IF THE PAWN IS ON THE b, d, e OR g FILES, BUT ONLY DRAWS IF THE PAWN IS ON THE a, c, f OR h FILES UNLESS THE KING IS NEAR BY.

4. THE EASIEST WAY TO WIN AN ENDING A PIECE UP IS SOMETIMES TO SACRIFICE YOUR EXTRA PIECE TO REACH A WINNING PAWN ENDING.

CHAPTER 13: **A GAMBIT OPENING**

You'll remember that in the last chapter we asked you to play some games with the Danish Gambit. How did you get on? Did you get a winning attack with White or did Black survive to win the ending with his extra pawns?

This really is the best possible opening to practise attacking with your pieces. Rather than showing you some variations as with the other openings we've looked at, we'll just give you some games to play through. Did you manage to play as well in your games with White?

White: G Schnitzler Black: A Alexandre
Paris 1879

1. e4	e5
2. d4	exd4
3. c3	dx c3
4. Bc4	cxb2
5. Bxb2	Qg5?

Black's greed knows no bounds. Not satisfied with being two pawns up he tries to win another one instead of getting on with developing his minor pieces.

6. Nf3	Qxg2
7. Bxf7+!	

You were told to watch out for EXPLOSIONS ON f7!

7...	Kd8
------	-----

If Black takes the Bishop he loses his Queen: 7... Kxf7 8. Rg1 Qh3 9. Ng5+ (FORK!)

8. Rg1	Bb4+
9. Nc3	Qh3
10. Rg3	Qh6
11. Qb3	Bxc3+
12. Qxc3	Nf6 (Diagram 200)

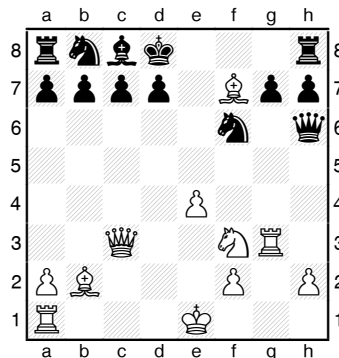


Diagram 200
White to move

Just compare White's and Black's development. No wonder White has two ways to win this position. Can you find them both?

13. Rg6 (INTERFERENCE!)

White chooses the brilliant route. The simpler and stronger move was Bc1, winning the Queen.

13... hxg6?

Losing at once: his best defence was 13... Nxe4 14. Rxh6 Nxc3 15. Bxc3 Re8+ 16. Bxe8 gxh6 17. Bh5 when White, with a piece for three pawns and a big lead in development, is winning.

14. Qxf6+! gx f6
15. Bxf6#

White: Hans Lindehn Black: Ladislas Maczuski
Paris 1863

1. e4	e5
2. d4	exd4
3. c3	dx c3
4. Bc4	cxb2
5. Bxb2	Nf6
6. Nc3	Bb4
7. Nge2	Nxe4

Another glutton! But at least he hopes to exchange some pieces.

8. 0-0	Nxc3
9. Nxc3	Bxc3
10. Bxc3	Qg5

10... 0-0 loses to a neat Queen manoeuvre: 11. Qg4 g6 12. Qd4 and Black can't avoid mate on g7 because f6 is illegal (PIN!)

11. Re1+	Kd8
12. f4 (DECOY!)	Qxf4
13. Bxg7	Rg8 (Diagram 201)

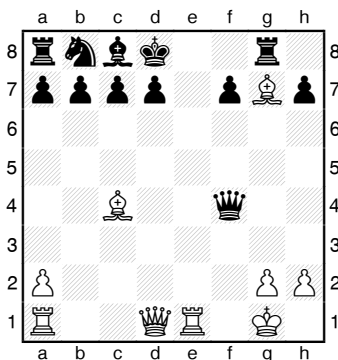


Diagram 201
White to move

White's next move forces resignation. Over to you, maestro!

14. Qg4 (DECOY!)

Black resigns. If 14... Qxg4, 15. Bf6#, or if 14... Qd6 15. Bf6+ (CLEARANCE!) 15... Qxf6 16. Qxg8#

White: Fidlow Black: Basic
USA 1952

The first 8 moves are the same as the previous game.

9. Nxc3 0-0
10. Nd5 Bc5 (Diagram 202)

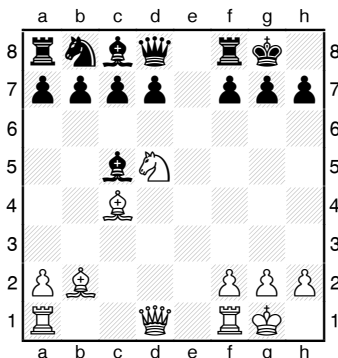


Diagram 202
White to move

Another sacrifice is coming up. We smash up the pawns in front of his King, then mate with Queen and Bishop.

11. Nf6+! gxf6
12. Qg4+ Kh8
13. Qh4 Be7

Or 13... Kg7 14. Qg5+ (EXPLOITING THE PIN!)

14. Bd3

Black resigns. He can't stop the threatened mate on h7.

The next game was played at ten seconds a move!

White: Bernhold Black: Kreuzahler
Berlin 1941

1. e4 e5
2. d4 exd4
3. c3 dxc3
4. Bc4 cxb2
5. Bxb2 d6
6. Nf3 Bg4?
7. Bxf7+!

Another EXPLOSION ON f7! Don't say you hadn't been warned.

7... Kxf7
8. Ne5+

ORK plus EXPLOITING THE PIN on the d-file.

8... Ke8
9. Nxf6 Nf6?

10. Nxf6+
11. Qh5+

gxf6
Ke7 (Diagram 203)

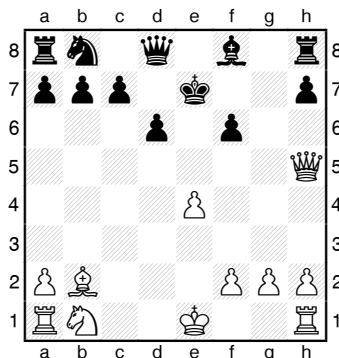


Diagram 203
White to move

This one's easy. If you want a clue, Black gets kebabbed!

12. Bxf6+! (DECOY + SKEWER!)

Black resigns. After 12... Kxf6, 13. Qh4+ SKEWERS the Queen.

White: Vasily Soldatenkov
Russia 1900

Black: Dournovo

- | | |
|------------------|------------|
| 1. e4 | e5 |
| 2. d4 | exd4 |
| 3. c3 | dx3 |
| 4. Bc4 | cxb2 |
| 5. Bxb2 | Nf6 |
| 6. e5 | Bb4+ |
| 7. Nc3 | Qe7 (PIN!) |
| 8. Nge2 (UNPIN!) | Ne4 |
| 9. 0-0 | Nxc3 |
| 10. Bxc3 | Bxc3 |
| 11. Nxc3 | 0-0 |
| 12. Nd5 | Qxe5 |

Greedy again! But in the next game Qd8 fares no better.

- | | |
|----------|-----|
| 13. Re1 | Qd6 |
| 14. Qh5 | c6 |
| 15. Nc7! | |

CLEARANCE + DECOY!

- | | |
|-------|----|
| 15... | g6 |
|-------|----|

If he takes the Knight at once it's mate in two: 15... Qxc7 16. Qxf7+ Rxf7 17. Re8# (The Rook on f7's PINNED!)

16. Qh6

Qxc7 (Diagram 204)

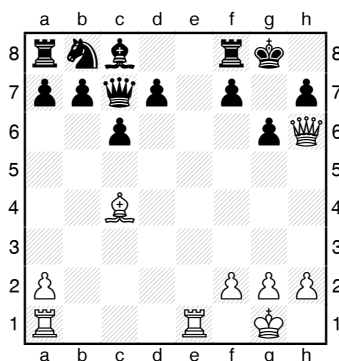


Diagram 204
White to move

Now White crashes through by destroying the Black King's pawn barrier.

17. Bxf7+! (EXPLOSION ON f7!)

Surprise, surprise!

17... Kxf7

It's mate in two if he takes with the Rook.

18. Qxh7+ Kf6

19. Qh4+

Not the quickest way to win, which was 19. Qe7+ (FORK!) 19... Kf5 20. Qxf8+ Kg5 21. h4+ Kxh4 22. Qh6+ Kg4 23. Qxg6+ Kh4 24. Re4+ Qf4 25. Rxf4#

19... Kg7

19...g5 offers no salvation after 20. Qh6+ Kf7 21. Qh7+ Kf6 22. Qe7+

20. Re7+ Rf7

21. Qd4+ Kf8

Or 21... Kg8 22. Re8+ Rf8 23. Rxf8+ Kxf8 24. Qf6+ Kg8 25. Re1 and Black has no defence.

22. Qh8+!

Black resigns. White wins after 22... Kxe7 23. Re1+ Qe5 24. Qxe5+ Kd8 25. Qe8+.

White: Joseph Rasovsky Black: Mikyska
 Correspondence 1908

The first 11 moves are the same as in the previous game.

12. Nd5 Qd8

13. Qh5

c6? (Diagram 205)

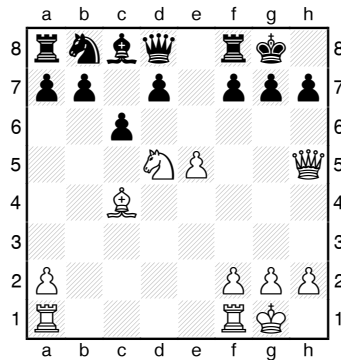


Diagram 205
White to move

White now wins with a similar sacrifice to the one in the game Fidlow-Busic. Black's King-side is ripped apart and the Queen and Bishop combine to deliver checkmate.

- | | |
|-----------|------|
| 14. Nf6+! | gxf6 |
| 15. Bd3 | Re8 |

White's next letter read 'Mate in 8', which he demonstrated as follows: 16. Qxh7+ Kf8 17. Qh8+ Ke7 18. Qxf6+ Kf8 19. Qh6+ Kg8 20. Bh7+ Kh8 21. Bg6+ Kg8 22. Qh7+ Kf8 23. Qxf7#. Those last four moves constitute a very common way of finishing off an attack. Remember them!

In our next example, two pawns aren't enough for Black. He eats a third, then a fourth, then a fifth. Seeing Black's enormous appetite, White forces him to swallow a Queen and a Rook as well.

White: Perlasca Black: Grassi
Como 1904

- | | |
|----------|----------------|
| 1. e4 | e5 |
| 2. d4 | exd4 |
| 3. c3 | dxn3 |
| 4. Bc4 | cxb2 |
| 5. Bxb2 | Bb4+ |
| 6. Nc3 | Bxc3+ |
| 7. Bxc3 | Qe7? |
| 8. Qb3 | Qxe4+ (CHOMP!) |
| 9. Kd2 | Qxg2 (CHOMP!) |
| 10. Ne2 | Nf6 |
| 11. Bxf6 | gxf6 |
| 12. Qe3+ | Kd8 |
| 13. Rhg1 | Qxh2 (CHOMP!) |

14. Rae1

Re8? (Diagram 206)

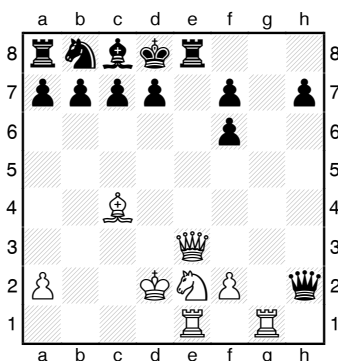


Diagram 206
White to move

You've had your clue this time. A queen and a rook will more than satisfy Black's hearty appetite. Fire away!

- | | |
|--------------------------------|------|
| 15. Qxe8+!! (DECOY + DESTROY!) | Kxe8 |
| 16. Nd4+ (DISCOVERED CHECK!) | Kf8 |
| 17. Re8+! (DECOY!) | Kxe8 |
| 18. Rg8+ | Ke7 |
| 19. Nf5#! | |

Finally here's a more recent game from a Simultaneous Display.

White: Arnold Denker Black: Gonzalez
Detroit 1945

- | | |
|---------|------|
| 1. e4 | e5 |
| 2. d4 | exd4 |
| 3. c3 | dxc3 |
| 4. Bc4 | cxb2 |
| 5. Bxb2 | Bb4+ |
| 6. Kf1 | Nf6 |
| 7. e5 | |

Back home, Knight!

- | | |
|--------|-----|
| 7... | Ng8 |
| 8. Qg4 | |

Back home, Bishop! Gonzalez' development could hardly be called speedy!

- | | |
|---------|-----|
| 8... | Bf8 |
| 9. Qf3 | Nh6 |
| 10. Nc3 | Be7 |

11. Nd5

0-0 (Diagram 207)

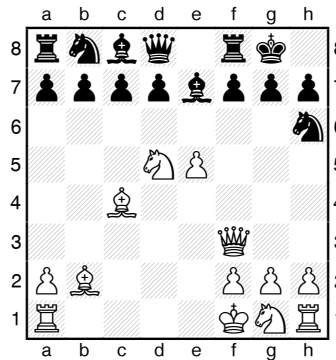


Diagram 207
White to move

12. Nf6+!

Kh8

12... gxf6 gets zapped by 13. exf6 Bc5 14. Qg3+ Kh8 15. Qg7#

13. Nh3

Bxf6

14. exf6

g6

15. Qf4

Nf5

16. Ng5

Nd6

17. Nxf7+!

Nxf7

17... Rxf7 would have lost to 18. Bxf7 Nxf7 19. Qh6! Qg8 20. Re1! followed by Re8! (DECOY!)

18. Qh6

Black resigns. If he takes the Queen, f7+ (DISCOVERED CHECK from the Bishop on b2) mates him. And if he doesn't take the Queen this time he'll have no choice two moves later: 18... Rg8 19. Bxf7 Qf8 20. Bd5! Qxh6 21. f7+ Qg7 22. fxg8=R#.

Wow! Do you think you can play as well as White did in those games?

Play over some of the games again and see what happened. White gave up two pawns in the opening to get his pieces out quickly. He could then start an attack before Black moved his Queen-side pieces. Because he had more pieces attacking than Black had defending his attack was successful.

Two words of warning. First of all, White doesn't ALWAYS win with this opening. In all the games you've seen Black lost quickly because he defended badly. It's quite possible that, if Black defends well, he'll survive the attack and win the ending. Secondly, he doesn't HAVE to take all the pawns in the opening.

Very briefly, two ways in which Black can avoid trouble. He can, if he chooses, play d5 on move three instead of dxc3, when White should play 4. exd5 Qxd5 5. cxd4 followed by Nc3.

The other way is more complicated. It goes like this.

1. e4

e5

2. d4

exd4

3. c3

dx3

4. Bc4

cxb2

5. Bxb2

d5

6. Bxd5

Nf6 (Diagram 208)

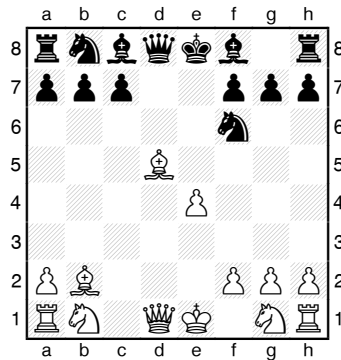


Diagram 208
White to move

If you remember Chapter 11 you may think this is a blunder because...

- 7. Bxf7+ (DECOY!)
- 8. Qxd8

Kxf7

and Black's lost his Queen, but after...

- 8...
- 9. Qd2
- 10. Nxd2

Bb4+ (AMBUSH!)
Bxd2+

Black's won the Queen back and reached an equal position.

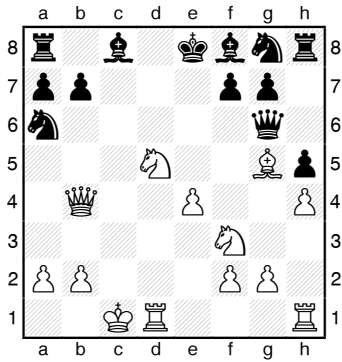
Try playing some more games with this opening. See if you can use some of the attacking ideas you've just learned in your own games.

You could also try playing some games with Nxc3 instead of Bc4 on move 4, when White only gives up one pawn but can still get a strong attack. This is sometimes called the HALF DANISH GAMBIT. Other similar openings are the GORING GAMBIT (named after Carl Goring, a 19th century German player), which goes 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. c3, and the SCOTCH GAMBIT, 1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4. In this opening, Black may do best to play Nf6, which is a TWO KNIGHTS DEFENCE (see Chapter 9). If Black prefers either 4... Bc5 or Bb4+, White plays c3 with a Danish Gambit type attack.

QUIZ

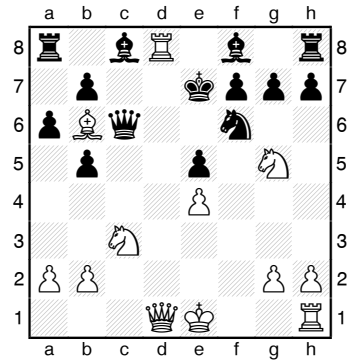
The quiz for this chapter features ten positions from games played with the Danish Gambit or similar openings. In each case White has a quick mate, like those you solved way back in Chapter 5. As usual, 8 out of 10 is the pass mark. Good mating!

Q1



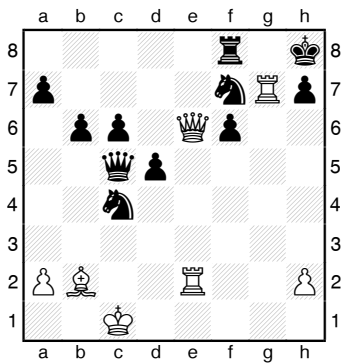
White to play
Mate in 2 moves

Q2



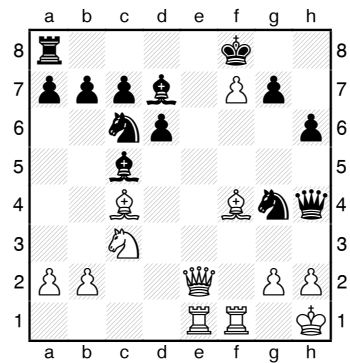
White to play
Mate in 2 moves

Q3



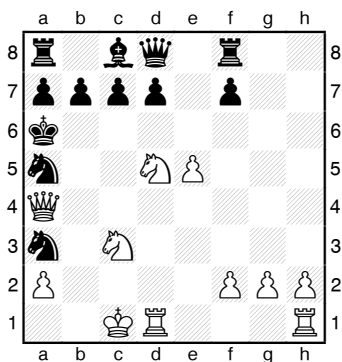
White to play
Mate in 3 moves

Q4



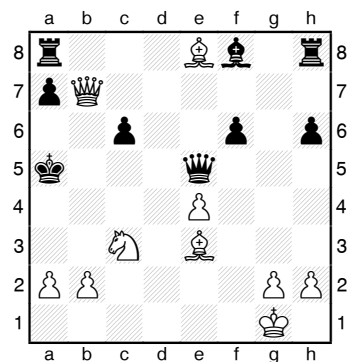
White to play
Mate in 3 moves

Q5



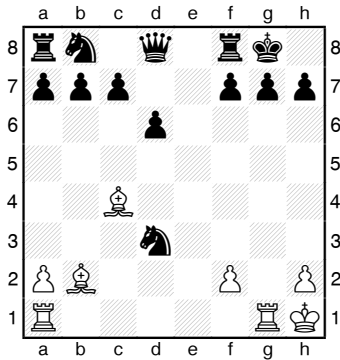
White to play
Mate in 3 moves

Q6



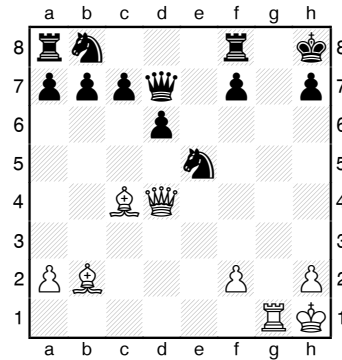
White to play
Mate in 3 moves

Q7



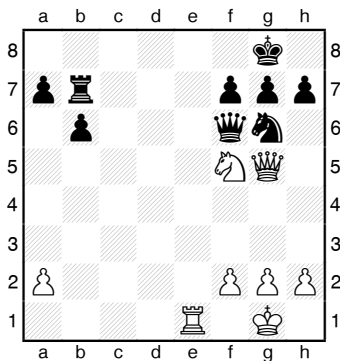
White to play
Mate in 4 moves

Q8



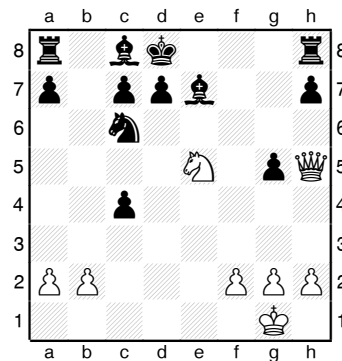
White to play
Mate in 4 moves

Q9



White to play
Mate in 4 moves

Q10



White to play
Mate in 4 moves

ACTIVITIES

If you find yourself with some spare time here are some more chess variants you might like to try out.

1. Snooker Chess

In this game you imagine that the sides of the board are like cushions on a snooker table and the line pieces can bounce off. This isn't much use for Rooks: the only advantage is that they can move to their own square by bouncing off the side should you want to waste a move. But Bishops and Queens can be deadly. They can bounce off the side of the board at an angle of 90 degrees: for instance 1. e4 e5 2. Bc4 Nf6? 3. Qf7# (bouncing off h4) is Scholar's Mate.

2. Cylinder Chess

Here you imagine that the board is really a cylinder with the a and h files connected. So a White Pawn on a2 can capture on h3, and a Knight on g1 can jump to a2. After 1. e4 e5, 2. Bxh7 (via a6) would be legal (but not good). An example of cylindrical Scholar's Mate might be: 1. e4 e5 2. Bc4 Nf6 3. c3 Nxe4? 4. Qxf7# (travelling via a4 and h5).

3. Pocket Knight Chess

You'll need a second chess set for this game. Each player starts with a third Knight, which he keeps in his pocket. At one point during the game he can, instead of making a move, put the Pocket Knight on the board anywhere he chooses. It's advisable only to play your Pocket Knight when you can win at least a rook.

4. Blindfold Chess

This is difficult but you'll find it helps you to calculate ahead in your games by teaching you to visualise chess positions in your mind rather than just looking at the board. All that happens is that you and your opponent call out your moves to each other without playing on a board. You'll probably need a referee at first to tell you when you're making illegal moves. This can also come in useful, of course, if you're on a long journey and you forgot to take your pocket set with you.

Masters of the Universe 13

So far you've read about the World Champions and seen examples of their play. But did you know that there is also a Women's World Champion?

The first Women's World Championship was held in 1927 and was won by Vera Menchik, who was born in Moscow in 1906 but lived in and represented England. Vera Menchik was the first woman player strong enough to compete on equal terms against male masters. She retained her title by winning a series of tournaments during the 1930s, frequently winning all her games. She was killed during a Second World War bombing raid in 1944. In this game she wins in brilliant and instructive style. Her opponent, one of the leading English players of his time, was also an international badminton player, a county hockey player and a quarter-finalist in the Wimbledon tennis championships.

White: Vera Menchik Black: Sir George Thomas
London 1932
Opening: King's Indian Defence

1. d4	Nf6
2. c4	g6
3. Nc3	Bg7
4. e4	d6
5. f3	

The SÄMISCH variation, one of White's strongest and most popular lines against the KING'S INDIAN DEFENCE. Fritz Sämisch was a strong German master in the 1920s and 1930s.

5...	0-0
6. Be3	e5
7. Nge2	b6?!

This move is now known to be a waste of time. More modern alternatives are c6, Nbd7, Nc6 and exd4.

- | | |
|-----------|-----|
| 8. Qd2 | Nc6 |
| 9. d5 | Ne7 |
| 10. g4 | Nd7 |
| 11. Rg1 | a5 |
| 12. 0-0-0 | |

Another example of a position where the players castle on opposite sides and attack the enemy King. Compare the Sicilian Dragon game between Karpov and Korchnoi in Chapter 11.

- | | |
|----------|--------------------|
| 12... | Nc5 |
| 13. Ng3 | Bd7 |
| 14. h4 | a4 |
| 15. h5 | Qb8 |
| 16. Bh6 | Qa7 |
| 17. Bxg7 | Kxg7 (Diagram 209) |

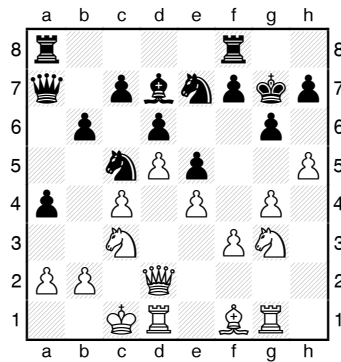


Diagram 209
White to move

Now a sacrifice to open the g-file for a mating attack. Can you find the move?

18. Nf5+! (FORK!)

If Black takes with the Pawn he's mated on g7: for instance 18... gxf5 19. Qg5+ Kh8 20. Qf6+ Kg8 21. h6 Ne6 22. dxe6 followed by Qg7#.

- | | |
|----------|------|
| 18... | Nxf5 |
| 19. gxf5 | a3?! |

Hoping for 20. b3 Nxb3+ 21. axb3 a2. But Rg8 was a better defence.

- | | |
|----------|-----|
| 20. f6+! | Kh8 |
|----------|-----|

20... Kxf6 is no help: 21. Qg5+ Kg7 22. h6+ Kg8 23. Qf6 axb2+ 24. Kd2 b1=N+ 25. Ke1 Nd3+ 26. Bxd3 and now White has escaped the checks she can mate on g7.

- | | |
|---------|-------|
| 21. Qh6 | axb2+ |
| 22. Kb1 | Rg8 |

- | | |
|----------|--------------------|
| 23. hxg6 | fxg6 (Diagram 210) |
|----------|--------------------|

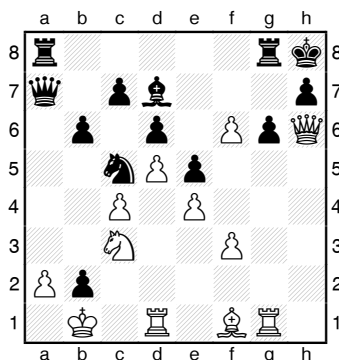


Diagram 210
White to move

White's winning sacrifice is one that's well worth remembering. Do you see the mate?

24. Qxh7+

Black resigns. 24... Kxh7 is met by 25. Rh1+ and mate next move.

Between 1950 and 1991 all the Women's World Champions came from the former Soviet Union. The first three were Lyudmilla Rudenko (1950-53), Elizavyeta Bykova (1953-56, 1958-62) and Olga Rubtsova (1956-58).

Nona Gaprindashvili, from the former Soviet Republic of Georgia, won the title in 1962 and held it until 1978 when she was beaten by a 17-year-old girl, Maia Chiburdanidze, also from Georgia.

Maia defeated all-comers until 1991, when she faced Xie Jun, from China, in a title match. Maia started favourite but was surprisingly beaten by the Chinese girl, who captured the title just one day before her 21st birthday.

Xie Jun successfully defended her title in 1994 against Zsuzsa Polgár, of Hungary, about whom you'll read more in Chapter 15, but in 1996 she lost her title to the same opponent. Here's a game from her match against Maia Chiburdanidze in 1991.

White: Xie Jun Black: Maia Chiburdanidze
Women's World Championship 1991
Opening: Ruy Lopez

1. e4	e5
2. Nf3	Nc6
3. Bb5	a6
4. Ba4	Nf6
5. 0-0	Be7
6. Re1	b5
7. Bb3	d6
8. c3	0-0

9. h3 (Diagram 211)

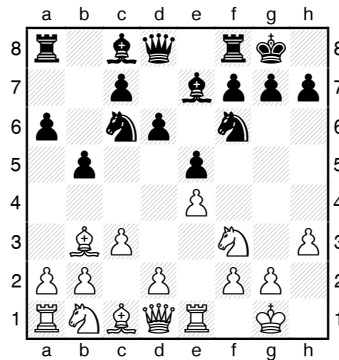


Diagram 211
Black to move

For many years this has been one of the most popular positions in master chess. White's slowly preparing d4, but first she plays h3 to prevent Bg4, PINNING the Knight.

9...	Na5
10. Bc2	c5
11. d4	Bb7

The usual move here is Qc7. White cannot now win the pawn on e5: 12. dxe5 dxe5 13. Qxd8 Raxd8 14. Nxe5 Nxe4! 15. Bxe4 Bxe4 16. Rxe4? Rd1+ (FORK!) 17. Kh2 Rxc1.

12. Nbd2	cxd4
13. cxd4	exd4
14. Nxd4	Re8
15. b4	Nc6
16. Nxc6	Bxc6
17. Bb2	Bf8
18. Qf3	Rc8
19. Bb3!	

With a hidden threat against f7 which prevents Black capturing on e4. For example, 19... Nxe4? 20. Qxf7+ Kh8 21. Qg8#

19...	Qe7
20. Rad1	Bb7?!

Maia still can't capture on e4: 20... Nxe4? 21. Nxe4 Bxe4 22. Rxe4 Qxe4 23. Qxf7+ Kh8 24. Qg8#. But the Bishop ends up in trouble on this square. She might have done better with Bd7 or Nd7.

21. Qf5	d5?!
22. e5	Nd7

22...Ne4 was not possible: 23. Nxe4 dxe4 24. Rd7 (FORK!) Qxb4 25. Qxf7+ Kh8 26. Qg8#

23. Ne4! (EXPLOITING THE PIN!)

g6? (Diagram 212)

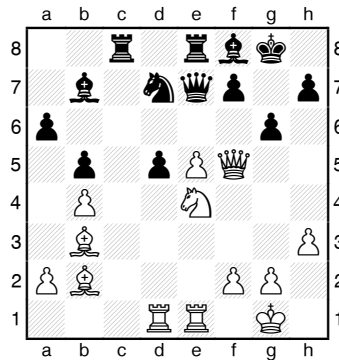


Diagram 212
White to move

The losing move. 23... dxe4 would have allowed 24. Rd7, winning everything. The only defence was 23... Qe6, when 24. Qf4 would still have given White good attacking chances.

24. Qxd7!

dxe4

After 24... Qxd7 25. Nf6+ (FORK!) White ends up a knight ahead.

25. e6!

fxe6

Other moves also lose: a) 25... Qxd7 26. exd7 FORKS both Rooks; b) 25... f6 26. Bxf6 Qxf6 27. e7+ (DISCOVERED CHECK!) 27... Kh8 28. exf8=Q+ Rxf8 29. Qxb7; c) 25... f5 26. Qd4 Bg7 27. Qxg7+ Qxg7 28. Bxg7 Kxg7 29. Rd7+ (FORK!) again picking up the loose Bishop on b7.

26. Qd4

Kf7

26... Bg7 still loses to 27. Qxg7+ as in the previous note.

27. Qh8

Qh4

28. g3!

Black resigns, because her Queen cannot control both h7 and f6. If 28... Qxh3, 29. Qf6+ Kg8 30. Rd7 threatens mate on both f7 and h8.

LESSONS FROM CHAPTER 13

1. IF YOU GET A LEAD IN DEVELOPMENT FROM THE OPENING LOOK FOR ATTACKING MOVES WHICH FORCE YOUR OPPONENT TO WEAKEN THE PAWNS IN FRONT OF HIS CASTLED KING.

2. IT'S SOMETIMES WORTH SACRIFICING A PIECE TO SMASH UP THE PAWNS IN FRONT OF YOUR OPPONENT'S KING - AS LONG AS YOU STILL HAVE MORE PIECES THAN HE DOES NEAR HIS KING AFTER THE SACRIFICE.

3. IF YOU WIN MATERIAL IN THE OPENING YOUR FIRST DUTY IS TO COMPLETE YOUR DEVELOPMENT NOT TO INCREASE YOUR MATERIAL ADVANTAGE.

4. THE BEST WAY TO IMPROVE YOUR ATTACKING SKILLS IS TO PLAY OPENINGS LIKE THE DANISH GAMBIT, SO KEEP ON PRACTISING!

CHAPTER 14: MORE DIFFICULT COMBINATIONS

In this chapter we look at some more combinations. These will be rather harder than the ones you saw in Chapter 10, either because there are more variations to calculate, or because you have to look further ahead.

A COMBINATION, you remember, involves a COMBINATION of ideas: PIN, FORK, DECOY, AMBUSH, MATING THREATS and other themes are combined to win material, checkmate, or force a draw. You are already familiar with all the ideas: this chapter will give you the opportunity to practise more complicated ways of putting them together.

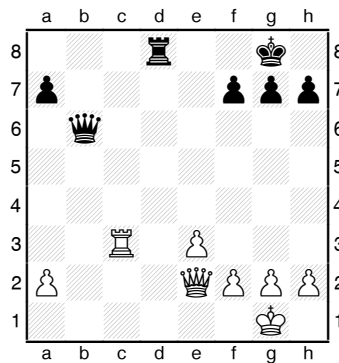


Diagram 213
Black to move

We'll start with one of the most famous moves ever played. Diagram 213 is from Bernstein-Capablanca, Moscow 1914. It's Black to play. Stop and decide what you'd play here before reading on.

It's easy, isn't it? Qb1+ forces Qf1, when Rd1 (PIN!) wins the Queen. Hands up who said that. I hope it wasn't you, because unfortunately White plays Rc8+ (SPLAT!) at the end of your variation! If this was your answer, back to the drawing board. You must try to continue looking ahead until you reach a position where your opponent has no forcing moves.

The correct answer is Qb2!! This is in fact a FORK! The threats are Qxe2 and Qxc3. It's also a DECOY: Qxb2 allows Rd1#. What can White do? He can move his Rook and block the attack on the Queen with Rc2, but this allows Qb1+, DECOYING the Queen to f1, followed by Qxc2. He can move his Queen to defend the Rook with Qe1, when Black has Qxc3 (DECOY!) winning the Rook, or with Qc4, when Black picks up either the Rook with Qxc3 (DECOY again!) or the Queen with Rd1+. Or he can try Qc2, when Black exchanges Queens and then mates.

White also has a few sneaky traps of his own after Qb2. For instance Rd3, hoping for Qxe2, but this allows Qb1+ (FORK!). Or Qd3, hoping for Rxd3, but allowing Qa1+, again netting the Rook. Finally, Rc8!?, hoping for either Qxe2 when White mates, or Rxc8, when White can capture the Queen safely. But this is also met by Qb1+ (or Qa1+), forcing Qf1 when Black exchanges Queens followed by taking the Rook on c8.

In fact Bernstein chose to resign after Qb2. He knew that Capablanca was far too good a player to fall for any of these traps.

In this position you didn't need to see anything more than three moves deep, but there were a lot of variations to consider before you could be certain you'd found the winning move.

6. Qxb7! (Diagram 215)

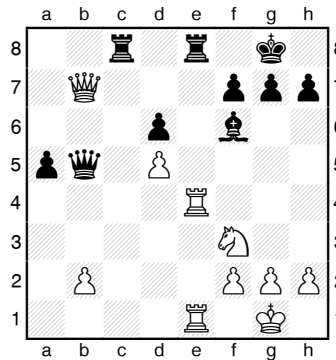


Diagram 215
Black to move

This time it really does work. Black can no longer save both King and Queen.

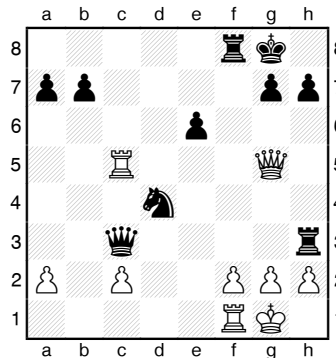


Diagram 216
Black to move

In Diagram 216 (Lewitsky-Marshall, Breslau 1912), it's said that the spectators were so impressed with the winning move that they showered the board with gold coins. The winner, Frank Marshall, was the leading American player of his day. Go for gold! Can you find Black's winning move? A game you came across back in Chapter 5 might give you a clue.

Let's stop and take a look at the position to assess what's happening. Last move, Black captured a bishop on h3. White was not able to recapture because of the KNIGHT FORK on f3, so he has retaliated by attacking the Black Queen. He hopes to threaten mate next move with Rc7, when, for instance, he would meet g6 with Qe7, again threatening mate on g7 and giving himself time to take the Rook on h3.

You've had enough time to think about it. What's your answer? Do you collect the gold coins and laugh all the way to the bank? The killer is Qg3!! This threatens Qxh2#, and gxh3 is, of course, illegal (PIN!) So he must take the Queen. If he takes with the h-pawn, it's mate in one (Ne2) and if he takes with the f-pawn, it's mate in two (Ne2 again). There's no choice but to take with the Queen. The variation then runs as follows:

- | | |
|---------|-------------------------------------|
| 1... | Qg3 |
| 2. Qxg3 | Ne2+ (FORK!) |
| 3. Kh1 | Nxg3+ (FORK + EXPLOITING TWO PINS!) |
| 4. Kg1 | Nxf1 |
| 5. gxh3 | Nd2 |

Leaving Black a piece ahead in the ending with an easy win. But of course it would be churlish to play on after such a move as Qg3, so White resigned at once.

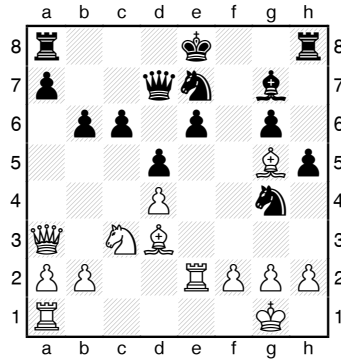


Diagram 217
White to move

Diagram 217, Penrose-Blau, Hastings 1957-8, is probably something of a record - a four-way DECOY! Given that clue, it's not difficult to find White's next move, but can you work out all the variations? The winner of this game, Dr Jonathan Penrose, was England's leading player in the late fifties and sixties, winning the British Championship no less than ten times. He is now one of the world's strongest Correspondence Chess players.

The first move, of course, is 1. Nxd5. The easiest variation is 1... Qxd5 (undefending e7) 2. Qxe7#. Then we have 1... exd5 (opening the e-file) 2. Rxe7+, winning the Queen. Or Black may prefer 1... Nxd5 (undefending g6) 2. Bxg6+, forcing Qf7. Finally there's 1... cxd5 2. Bb5! (PIN + DECOY!) 2... Nc6 3. Bxc6 (PIN + FORK + DECOY!) 3... Qxc6 4. Qe7#.

Meanwhile, White's threatening the Knight on e7. If the attacked Knight moves to c8 or g8, Bxg6+ wins the Queen. If he defends the Knight with 1... Bf8, White can play 2. Rxe6 (DECOY!) 2... Qxe6 3. Nc7+ (FORK!), or, in this variation, 2... cxd5 3. Bb5 (PIN + DECOY!) 3... Qxb5 4. Rxe7+ Kd8 5. Qd6+. Or if 1... Bf6, 2. Bxf6 Nxf6 3. Nxf6+ (FORK!). This only leaves Black's choice in the game, Nf5. White replies 2. Bxf5 when Black again has an unenviable choice: 2... exf5 and 2... exd5 are both illegal (PIN!), 2... Qxd5 still allows mate on e7 and after 2... cxd5, 3. Bxg6+ Qf7 4. Qe7#. Finally, 2... gxf5 3. Rxe6! (DECOY!) 3... Qxe6 4. Nc7+ (FORK!) wins the Queen. Not fancying any of these options, Black resigned.

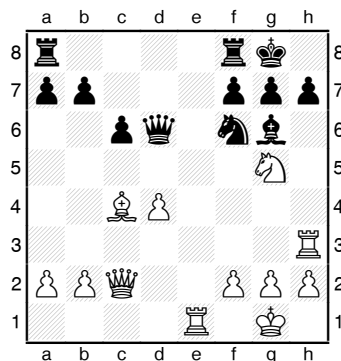


Diagram 218
White to move

The next example has an interesting history. Diagram 218 is a position from the Queen's Gambit which was first published in Soviet chess magazines in the 1930s. Since then it has occurred several times in games where White has done his homework better than Black. It's White to move. You'll need to look several moves ahead to find the answer. If you want a clue, turn back to Diagram 155 in Chapter 10. White's trying to set up this sort of combination but he needs to make a couple of preliminary sacrifices first.

Have you found the answer yet, or have you given up? Here goes.

- | | |
|-----------------------------|------|
| 1. Qxg6! (DECOY + DESTROY!) | hxg6 |
| 2. Bxf7+! (DECOY!) | Rxf7 |
| 3. Rh8+ (DECOY!) | Kxh8 |
| 4. Nxf7+ (FORK!) | Kg8 |
| 5. Nxd6 | |

And after sacrificing Queen, Bishop and Rook White comes out just one pawn ahead.

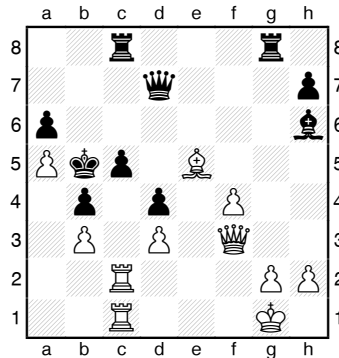


Diagram 219
White to move

Finally, you might like to look at one of my favourite positions, which entranced me when I first saw it in my teens. White's winning move in Diagram 219 (Tarrasch-Allies Naples 1914) has been described as the most beautiful ever played on the chess board. Black's King has been driven up the board and appears to be in some trouble. One way to approach any position where you suspect a combination might be on is to look at your attacks and your opponent's defences. If there was no Black Rook on c8 White would play Rxc5#. And if Black's Queen could be persuaded to move away from controlling b7, White would mate in two with Qb7+ followed by Ra1# or Ra2#. How can you exploit this?

I'd be very surprised if many readers find the answer to this one. The incredible winning move is Bc7! This move INTERFERES with both Black's lines of defence, so it's a DOUBLE ATTACK, threatening Rxc5# and Qb7+. Black has a choice of two captures.

Firstly, 1... Rxc7. Now the Rook, as well as defending c5, is the first line of defence of b7. It's OVERWORKED, doing two jobs at once. If we force it to capture on b7 it's no longer defending c5. So 2. Qb7+ (DECOY!) 2... Rxb7 3. Rxc5#.

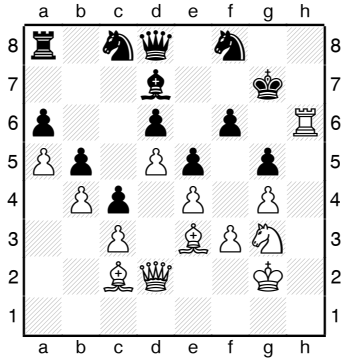
Secondly, 1... Qxc7. Now the same thing happens the other way round. This time the Queen, as well as defending b7, is the first line of defence of c5. Again, an OVERWORKED piece, which can be DECOYED. This time we play the moves in the reverse order. 2. Rxc5+ Qxc5 3. Qb7+ Kxa5 4. Ra1#.

I hope this example will encourage you to look for surprising and beautiful ideas in your own games. Don't worry too much if you lose a few games because you play a sacrifice which doesn't quite work. At this stage in your development it's more important that you learn to use your imagination than that you win all your games with boring, unimaginative chess.

QUIZ

You'll need to find the winning combination in eight of these ten positions to go on to Chapter 15. They're similar to the ones you solved in Chapter 10, but slightly more difficult.

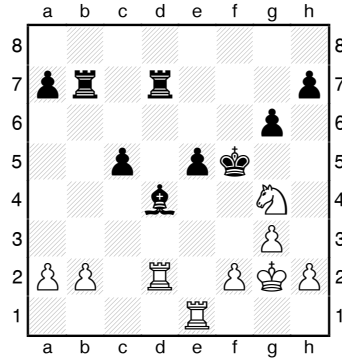
Q1



White to play

DECOY → FORK OR SKEWER

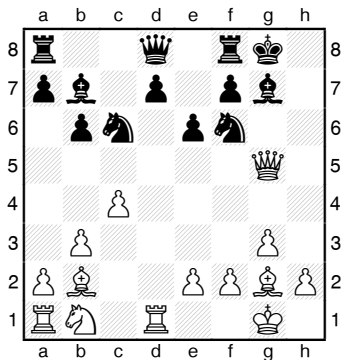
Q2



White to play

DESTROY → MATE

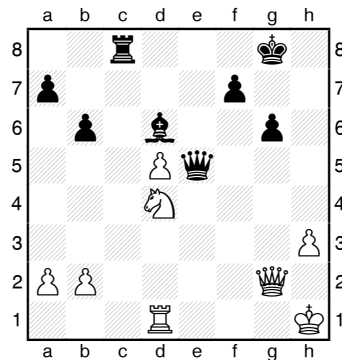
Q3



White to play

DECOY → EXPLOIT THE PIN → MATE

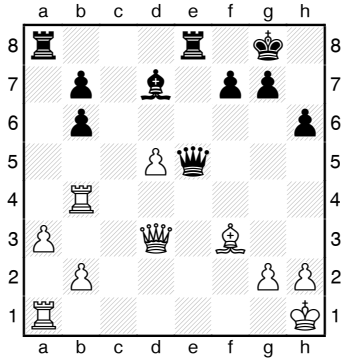
Q4



Black to play

DECOY → DECOY → PIN

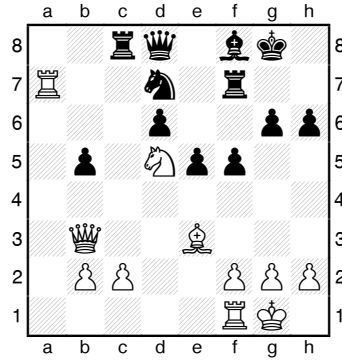
Q5



Black to play

TRIPLE DECOY → MATE

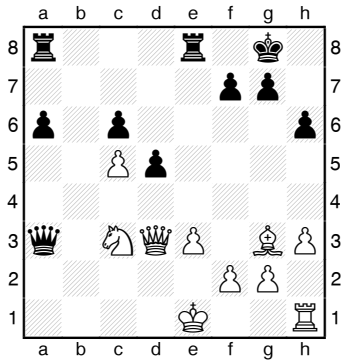
Q6



White to play

DESTROY → DOUBLE DECOY → FORK EXPLOITING THE PIN OR MATE

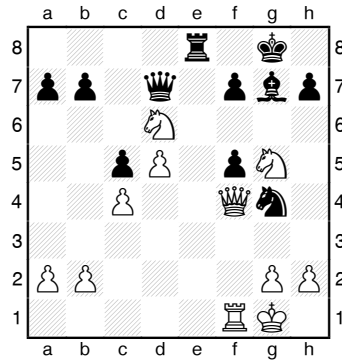
Q7



Black to play

DECOY → DOUBLE DECOY → EXPLOIT THE PIN

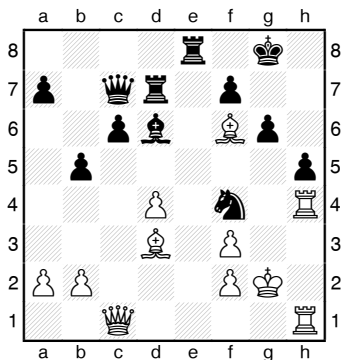
Q8



Black to play

DECOY → DECOY → MATE EXPLOITING THE PIN OR DISCOVERED CHECK

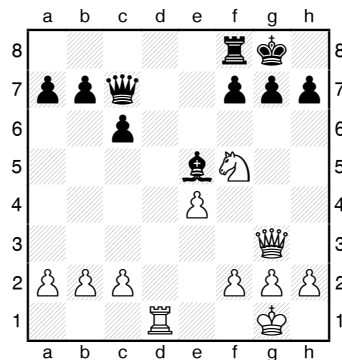
Q9



White to play

DESTROY → DESTROY → MATE

Q10



White to play

EXPLOIT PIN → DECOY → FORK + DECOY → MATE

ACTIVITIES

The next chapter is about endings without pawns. You might like to have a go at the following positions and see whether you can win them.

1. King and Two Bishops against King
2. King, Bishop and Knight against King
3. King and Two Knights against King
4. King and Queen against King and Rook.

In 1, 2 and 3, start with the white pieces on their starting squares and the Black King somewhere in the middle. In 4, try out several different placements of the pieces and see what happens.

Masters of the Universe 14

While Kasparov has been World Champion the English team has also been proving itself one of the best in the world, having finished runner-up to the Soviet Union in the 1984, 1986 and 1988 Olympiads, third in 1990 and fourth in 1996.

All this has come about only in the last few years. In the 1960s England was a second-rate chess nation with no Grandmasters and only a couple of active International Masters. It was not until 1976 that the first modern English player, Tony Miles, became a Grandmaster. Now things are very different: England has more than twenty Grandmasters, and numerous International Masters. Players such as Nigel Short, Michael Adams, Matthew Sadler, Jonathan Speelman and John Nunn rank among the best in the world, and are feared opponents even for Kasparov and Karpov. In this chapter we spotlight two of England's leading players at the time of writing: Nigel Short and Michael Adams.

Nigel Short was born in Lancashire in 1965. He learned the moves when he was six by watching his father teach his older brother. When he was seven the Fischer-Spassky match took place and he was inspired to play through all the games as they took place. There was no junior chess club in his area so he joined the local adult club. He couldn't get into their team so his father started another chess club himself.

Nigel was soon playing regularly in both Junior and open age tournaments, and in league matches against senior club teams. His good results brought him to the notice of the junior selectors and he was chosen to play in a tournament in Jersey.

When he was ten he beat Viktor Korchnoi in a Simultaneous Display, and three days before his twelfth birthday qualified for the British Championship. By the time he was 14 he was among the leading players in the country and playing in strong international tournaments. Our game shows how Nigel played at 14, on top board for England in the World Under 16 Team Championships.

White: Nigel Short Black: J Graf
 Viborg 1979
 Opening: Sicilian Defence

1. e4	c5
2. Nf3	d6
3. Bb5+	Nd7
4. 0-0	a6
5. Bxd7+	Bxd7
6. d4	cxd4
7. Qxd4	

Nigel isn't bringing his Queen out too soon here. The Queen is posted strongly on d4: the only way Black can shift her is by e5, which would weaken him on the d-file.

7...	Nf6
8. Bg5	e6
9. Nc3	Bc6?! (Diagram 220)

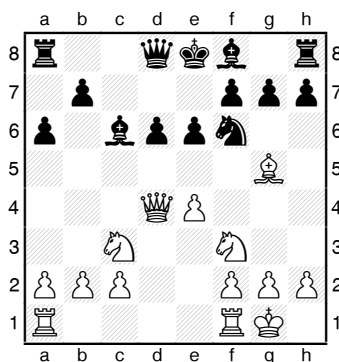


Diagram 220
White to move

As often happens in the Sicilian Defence, Black gets into trouble by messing about on the Queen-side before completing his development. The natural Be7 was best.

White's next move is a typical sacrificial idea in the Sicilian Defence.

10. Nd5!	Bxd5
----------	------

Black tries to keep the e-file closed. If he accepts the sacrifice he gets mown down in the centre of the board: 10... exd5 11. exd5 Bd7 12. Rfe1+ Be7 13. Bxf6 gxf6 14. Qxf6 (EXPLOITING THE PIN!) with a crushing advantage for White.

11. exd5	e5
12. Qb4	Qd7
13. Bxf6	gxf6
14. Nd2!	

Heading for c4 or e4 to attack Black's pawns. Black should now try f5 to keep White's pieces out of e4 and provide an outlet for his Bishop. Instead he goes pawn-hunting with his Queen.

14...	Qb5?
15. Qe4!	Qxb2
16. Rab1	Qxa2

17. Rxb7 (Diagram 221)

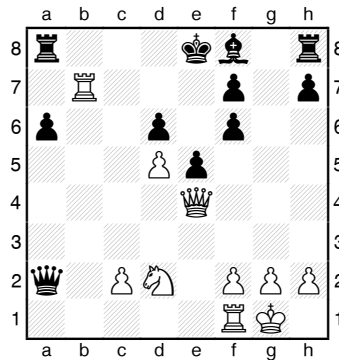


Diagram 221
White to move

Stop here and look at Black's position. He's a pawn ahead it's true, but his pieces are scattered round the edges of the board, looking on helplessly. His Queen's out of play, his Bishop's stuck uselessly behind a mass of pawns, his Rooks are undeveloped and his King's a sitting target for White's pieces. It's hardly surprising he loses quickly.

17... Bg7

Black returns his pawn in order to castle.

18. Nc4	0-0
19. Nxd6	Rab8
20. Rxb8	Rxb8
21. c4	Bf8?

It's easy to find blunders in a bad position. But White was winning easily with his strong d and c-pawns and dominant Knight.

22. Qg4+

Black resigns. 22... Kh8 23. Nxf7#, or 22... Bg7 23. Nf5 followed by Qxg7#.

After that game Nigel went from strength to strength, and has, since the late 1980s, been England's top board and one of the best in the world.

In both 1988 and 1991 Short became a Candidate for the World Championship. In 1988 he lost to Jonathan Speelman in a quarter-final match. In the first round of the Candidates Matches in 1991, Short gained his revenge against Speelman. In the quarter-finals he beat Boris Gelfand, from Belarus, qualifying to meet former champion Anatoly Karpov in the semi-finals in 1992. Nigel played brilliantly against Karpov to score a surprise victory by six points to four. In the final match, in early 1993, he beat Jan Timman of Holland, winning the right to challenge Garry Kasparov for the world title later that year. The match was held in London, but, unfortunately for Nigel, Kasparov went into an early lead, and won the match without difficulty.

Michael Adams comes from Cornwall, where he was born in November 1971. When he was six he expressed an interest in learning to play chess, so Michael and his father learned together. In Autumn 1979 he joined the local chess club and on his eighth birthday played in his first tournament, the Cornwall Under 10 Championship, which he won. Michael competed in tournaments and matches whenever he could and soon started breaking records. In November 1980 he played his first match for Cornwall, and in January 1981 he became the youngest English player to win an adult tournament. At the age of eleven he became the youngest ever county champion. He beat his first International Master at 12 and his first Grandmaster at 13. When he was 14 he scored his first two International Master norms, becoming an International Master at the age of 15. At 17 he became a Grandmaster and won the British Championship. Over the last few years he and Nigel Short have been ranked

the best players in England and in the top dozen or so in the world.

This game, played a month before his 11th birthday, demonstrates the importance of opening preparation.

White: Michael Adams Black: G Miller
 Golden Coast Tournament 1982
 Opening: Sicilian Defence

- | | |
|---------|------|
| 1. e4 | c5 |
| 2. Nf3 | d6 |
| 3. d4 | cxd4 |
| 4. Nxd4 | Nf6 |
| 5. Nc3 | a6 |

This is the NAJDORF VARIATION of the Sicilian Defence, named after Miguel Najdorf, an Argentinean Grandmaster who was born in Poland. The idea of a6 is partly to stop White putting a piece on b5, and partly to prepare a pawn advance on the Queen-side with b5.

- | | |
|--------|----|
| 6. Bg5 | e6 |
| 7. f4 | b5 |

The Polugaevsky Variation, a very sharp sub-variation of the Najdorf. Lev Polugaevsky was a Russian Grandmaster ranked among the best in the world between the 1960s and the 1980s. Black starts an attack at once, neglecting his development. This is the sort of opening in which the player who has done his homework better will usually win.

- | | |
|---------|-------------------|
| 8. e5 | dxe5 |
| 9. fxe5 | Qc7 (Diagram 222) |

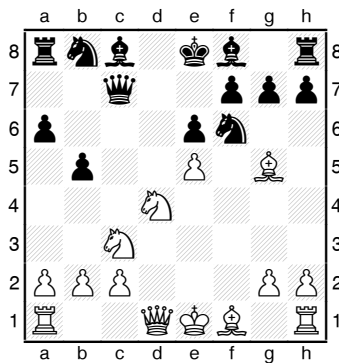


Diagram 222
White to move

The first point of Black's play. If 10. exf6, Qe5+ (FORK!) wins back the piece.

- | | |
|-----------|------|
| 10. Qe2 | Nfd7 |
| 11. 0-0-0 | Bb7 |
| 12. Qg4 | |

Two months before this game, Michael had reached this position before, in a Simultaneous Display against Jim Plaskett (then an International Master, now a Grandmaster). In that game play went 12. Nf3 Nc5?? 13. Rd8+, winning Black's Queen. After this game, Michael looked up a book on the opening and discovered that 12. Nf3 gives White nothing after Nc6, but that 12. Qg4 gives Black more problems.

- | | |
|------------|------|
| 12... | Qxe5 |
| 13. Bd3 | h6 |
| 14. Nxe6!? | hxg5 |
| 15. Rhe1?! | |

Michael hadn't read far enough ahead in the book. If he had done so, he would have seen that his sacrifice on move 14 was not as good as it looked. On move 15 he should have played Rde1, to give his Queen a retreat on d1.

15...

Nf6? (Diagram 223)

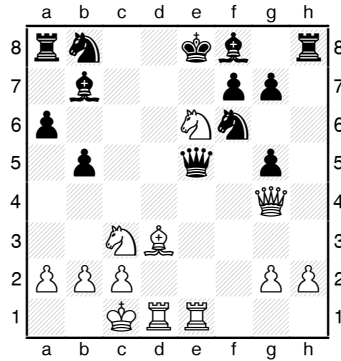


Diagram 223
White to move

Luckily for Michael his opponent hadn't read that far in the book either. The correct move was 15... Rh4, when White's Queen has nowhere to go, so he must exchange. For instance, 16. Qxh4 gxh4 17. Rxe5 Nxe5 18. Nc7+ Ke7 19. Nxa8 Bxa8, when Black's material advantage should be enough to win.

Instead, Black chooses a different way to attack the White Queen, but it turns out to be a losing blunder.

16. Bxb5+!

Nbd7

16...axb5 17. Nc7+ (EXPLOITING THE PIN!) 17... Ke7 18. Rxe5# wins both Queen and King.

17. Bxd7+

Nxd7

18. Nc7+

EXPLOITING THE PIN! Black should resign but doesn't want to lose so quickly against a 10-year-old.

18...

Ke7

19. Qxd7+

Kf6

20. Rxe5

Kxe5

21. Re1+

Kf6

22. Rf1+

Kg6

23. Qxf7+

Kh6

24. Nxa8

Bb4

25. g4

Black resigns

LESSONS FROM CHAPTER 14

If you want to become as good as Nigel Short and Michael Adams, you should be doing what they were doing at your age.

- 1. PLAY IN AS MANY TOURNAMENTS AS YOU CAN.**
- 2. WRITE DOWN THE MOVES OF EVERY GAME YOU PLAY AND KEEP THEM IN A SCORE BOOK OR ON YOUR COMPUTER.**
- 3. PLAY THROUGH THE SCORES OF MASTER GAMES FROM BOOKS, MAGAZINES OR NEWSPAPERS.**
- 4. JOIN A CHESS CLUB WHERE YOU WILL BE ABLE TO MEET AND PRACTISE AGAINST A WIDE VARIETY OF PLAYERS.**

CHAPTER 15: **ENDINGS WITHOUT PAWNS**

Before starting this book you should have learned how to mate with King and Queen against King, and with King and Rook against King. I'm sure you've had many opportunities to win games like this.

Other endings with no pawns occur much less frequently. Some of them are extremely difficult to play, but even so it's worth knowing what's supposed to happen in these situations.

We start with King and Two Bishops against King. Did you manage to checkmate when you tried this one out?

It's not too difficult to do, although quite a bit harder than King and Rook against King. Before you see how it works, a few tips.

1. Use your Bishops on adjacent diagonals.
2. Use your Bishops and King together to force the enemy King towards the corner.
3. When he reaches the corner, put your King a Knight's move away from the corner.
4. Play a waiting move with one of your Bishops to set up the mate.
5. Watch out for stalemate when his King's on the edge.

Set up Diagram 224 on your board and play through the solution.

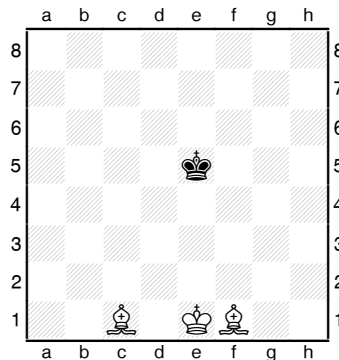


Diagram 224
White to move

1. Bd3

So that the Bishops are on adjacent diagonals: b1-h7 and c1-h6.

- | | |
|---------|-----|
| 1... | Kd4 |
| 2. Kd2 | Kd5 |
| 3. Kc3 | Ke5 |
| 4. Kc4 | Kd6 |
| 5. Bf4+ | Kc6 |

6. Bf5 (Diagram 225)

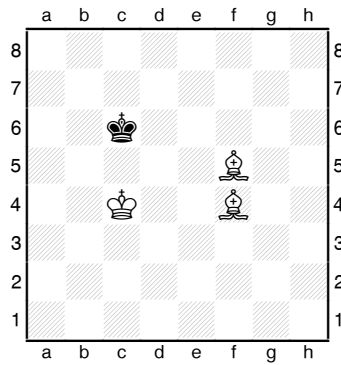


Diagram 225
Black to move

Again on to the next diagonal to his colleague. Look at the squares controlled by the two Bishops.

6... Kb6
7. Bd7

To control c6.

7... Ka5
8. Kc5

Forcing him towards the corner.

8... Ka6
9. Bc7 Kb7
10. Bb6 (Diagram 226)

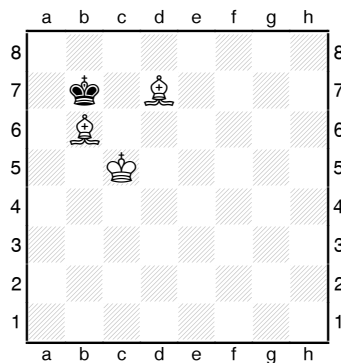


Diagram 226
Black to move

Now the Bishops are on the a4-e8 and a5-d8 diagonals. The Black King is restricted to a few squares in the corner. If he goes to a6, Bc8 mates at once.

10... Kb8
11. Kc6 Ka8
12. Bg1

Releasing b6 for the White King. Not 12. Kc7 stalemate!

12... Kb8

13. Kb6

Ka8 (Diagram 227)

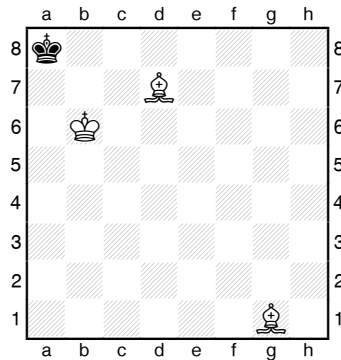


Diagram 227
White to move

Again we have to be careful: 14. Bh2?? is stalemate and Bc6+ doesn't help. In this position a WAITING MOVE is called for.

- | | |
|----------|-----|
| 14. Bh3 | Kb8 |
| 15. Bh2+ | Ka8 |
| 16. Bg2# | |

Study the last few moves carefully. It's quite easy to force the King to the corner, but, if you haven't seen how to do it, not so easy to find the mate.

Next, King, Bishop and Knight against King.

Yes, it is possible to force mate here, but it's VERY DIFFICULT and also VERY RARE, so you don't really need to know how to do it at this stage in your chess career.

Even so, you'll find it interesting to play through our example and see how it's done. You can only force mate in the same colour corner as your Bishop, so as Black is forced to the edge of the board he'll head for the other edge of the board. Let's assume the first part of the job is done and Black's reached h8 when we have a white-squared bishop, as in Diagram 228.

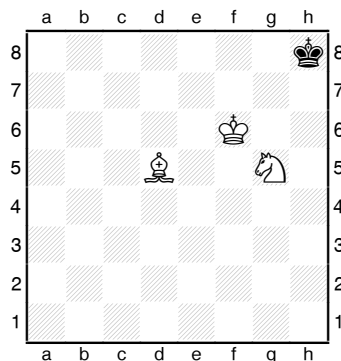


Diagram 228
White to move

In this example we decide to mate Black on a8, so we force him along the side of the board one square at a time.

- | | |
|---------|-----|
| 1. Nf7+ | Kh7 |
| 2. Be4+ | Kg8 |

3. Bf5

A WAITING MOVE. White intends Bh7 to control g8.

- | | |
|----------------------|-----|
| 3... | Kf8 |
| 4. Bh7 | Ke8 |
| 5. Ne5 (Diagram 229) | |

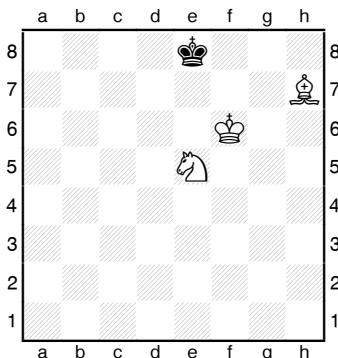


Diagram 229
Black to move

Heading for d7 to control f8.

Now Black has two plans. He can try to get back to the other corner with Kf8, or he can make a bolt for freedom with Kd8.

Plan A first:

- | | |
|---------|-----|
| 5... | Kf8 |
| 6. Nd7+ | Ke8 |
| 7. Ke6 | Kd8 |
| 8. Kd6 | Ke8 |
| 9. Bg6+ | |

Controlling e8. Now the Knight has to get to b7 to control d8.

- | | |
|-----------------------|-----|
| 9... | Kd8 |
| 10. Nc5 | Kc8 |
| 11. Bf7 (Diagram 230) | |

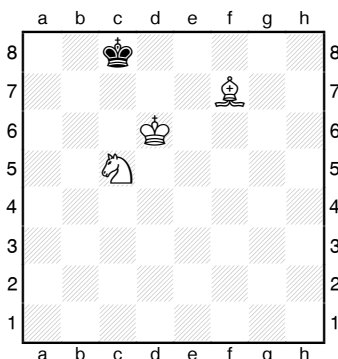


Diagram 230
Black to move

Another waiting move

- | | |
|----------|-----|
| 11... | Kd8 |
| 12. Nb7+ | Kc8 |
| 13. Kc6 | Kb8 |
| 14. Kb6 | Kc8 |
| 15. Be6+ | |

Another square conquered.

- | | |
|---------|-------------------|
| 15... | Kb8 |
| 16. Nc5 | Ka8 (Diagram 231) |

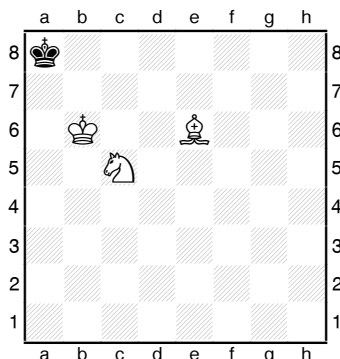


Diagram 231
White to move

17. Bd7

A final WAITING MOVE.

- | | |
|----------|-----|
| 17... | Kb8 |
| 18. Na6+ | Ka8 |
| 19. Bc6# | |

Look carefully at the moves of the White pieces. The King moves along the sixth rank. The Knight performs a zigzag manoeuvre between the fifth and seventh ranks: f7, e5, d7, c5, b7. The Bishop also zigzags between the sixth and seventh ranks: h7, g6, f7, e6, d7, c6.

Now back to Diagram 229 to look at Plan B.

- | | |
|--------|-----|
| 5... | Kd8 |
| 6. Ke6 | Kc7 |
| 7. Nd7 | Kc6 |

It looks as if Black's escaping. But...

8. Bd3 (Diagram 232)

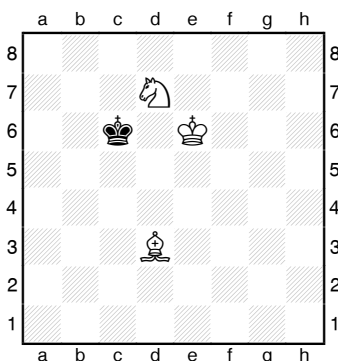


Diagram 232
Black to move

... White's pieces conspire to force Black back again by controlling b5 and c5. Now Black's gradually cornered by the White army.

8... Kc7
9. Bb5

Equally good is Be4, forcing the Black King to the back rank, when play continues along the lines of Plan A.

9... Kd8
10. Nb6 Kc7
11. Nd5+ Kd8
12. Kf7 Kc8
13. Ke7 Kb7
14. Kd7 Kb8 (Diagram 233)

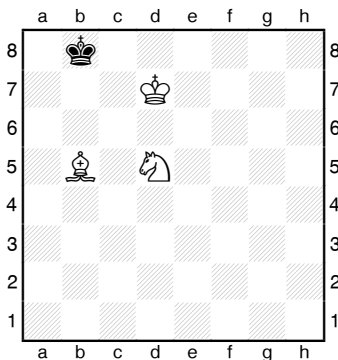


Diagram 233
Black to move

15. Ba6

The quickest way to mate. Black's confined to a7, b8 and a8.

15... Ka7
16. Bc8 Kb8
17. Nc3 Ka8
18. Kc7 Ka7
19. Nb5+ Ka8
20. Bb7#

I wonder if you managed to mate with King and two Knights against king. If you did, it's only because your opponent made a mistake! It's possible to mate, but not to FORCE mate with two Knights. It's easy enough to drive his King back to the side of the board, but you'll eventually reach a position like that in Diagram 234. Black's in check.

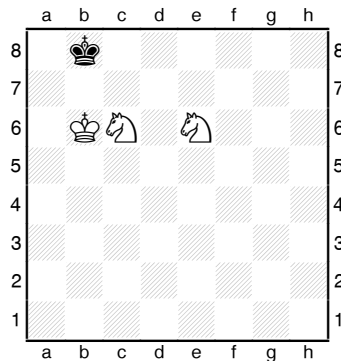


Diagram 234
Black to move

If he plays Ka8??, Nc7 is mate, but if instead Kc8! he's perfectly safe. If you reach this ending with two Knights it's safe to agree a draw because your opponent will have to do something pretty stupid to get mated.

Chess isn't always fair, though. Although you can't force a win with two Knights against a lone King, you can sometimes win with two Knights against King and Pawn by stalemating the King, forcing the Pawn to move and then mating.

Now on to positions where both sides have pieces. First, Queen against Rook. This is nearly always a win, but again it's not always easy to prove. There's a story behind this one. Most books will tell you that the player with the Rook should keep his pieces close together to avoid FORKS. But several years ago, American Grandmaster Walter Browne was challenged to play Queen against Rook against a computer which kept its King and Rook far apart. The first time he failed to win within the required 50 moves. more recently, Nigel Short failed five times to beat John Nunn's home computer within 50 moves, so it's clearly not as easy as many people think.

The idea is to force the King to the side of the board, and then play for a series of checks finishing with a QUEEN FORK. The sort of position to aim for is shown in Diagram 235.

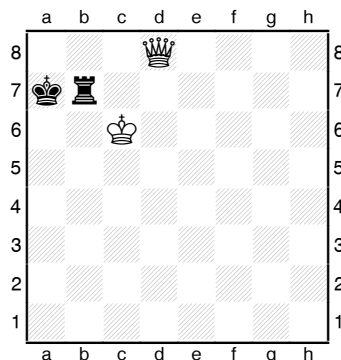


Diagram 235
Black to move

We'll list Black's possible moves in turn:

- a) 1... Ka6 2. Qc8 (PIN!)
- b) 1... Rb8 2. Qa5#
- c) 1... Rb4 2. Qa5+ (FORK!)
- d) 1... Rb3 2. Qd4+ Kb8 3. Qf4+ Ka7 4. Qa4+ (FORK!)
- e) 1... Rb2 2. Qd4+ (FORK!)
- f) 1... Rb1 2. Qd4+ Kb8 3. Qf4+ Ka7 4. Qf7+ Kb8 5. Qa2 (FORK!)
- g) 1... Rf7 2. Qd4+ Kb8 3. Qb2+ Ka8 4. Qa2+ (FORK!)
- h) 1... Rg7 2. Qd4+ (FORK!)
- i) 1... Rh7 2. Qa5+ Kb8 3. Qe5+ Ka7 4. Qa1+ Kb8 5. Qb1+ (FORK!)

Try to work out for yourself how White wins if Black plays other moves in variations d, f, g and i.

Very briefly, here's what happens in a few other endings without pawns.

- a) Queen against Two Minor Pieces.

Usually a win but often very difficult. Until recently, it was thought that Queen against Two Bishops or Two Knights was usually a draw, but recent computer analysis has proved that the Queen nearly always wins.

- b) Rook against Bishop.

Usually a draw, but the Rook sometimes wins, especially when the defending King is in a corner of the same colour as the square the Bishop moves on.

- c) Rook against Knight.

The Rook sometimes wins by trapping the Knight if it strays too far from the King, for example in Diagram 236.

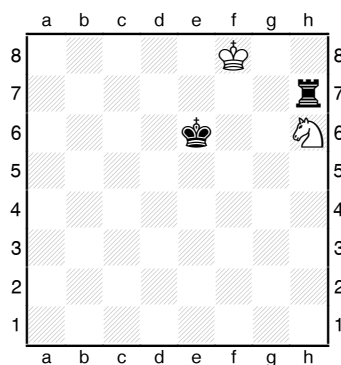


Diagram 236
White to move

This is from a game Neumann-Steinitz (Baden Baden 1870) where White could have drawn with Ng8, but instead blundered with Ng4?. The first official World Champion played Rh4 and trapped the Knight on a4 eight moves later. but he could have won at once with 1... Rh3, when 2. Ke8 Rh8#, or 2. Kg7 or Kg8 Rg3 (PIN!), or 2. Nf2 Rf3+ (FORK!).

d) Rook and Bishop against Rook

Usually a draw with best play but difficult to defend. In practice the Rook and Bishop often win.

e) Rook and Knight against Rook.

Again usually a draw but rather easier to defend than Rook and Bishop against Rook.

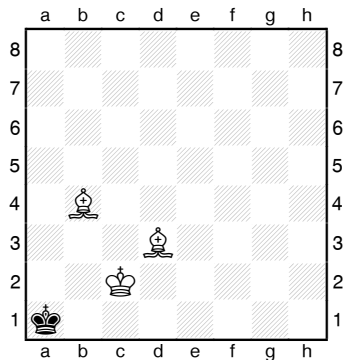
Even though the positions in this chapter occur very rarely it's well worth at least knowing what the result should be, as it will enable you to plan your play better in the ending.

If you have a chess computer, set up some of these positions and play them out against your computer, taking first one side and then the other. Can your computer mate you with two Bishops? Or with Bishop and Knight? Can it beat you with Queen against Rook? Use different starting positions for the pieces each time. Try getting your computer to play against itself and see what happens.

QUIZ

1. If you're studying chess in a school or club, demonstrate to your teacher that you know how to mate with the Two Bishops. Start from the position in Diagram 224. If you're learning at home, play it out against your computer or training partner until you win every time.
2. Have a go at Bishop and Knight against king from Diagram 228. You don't need to get it exactly right to pass, but your teacher will see whether you have some idea of how to go about it.
3. You'll need to score 4 out of 5 in our mini-quiz on endings without pawns. This time, what you've read in the lesson won't always help you to find the answers.

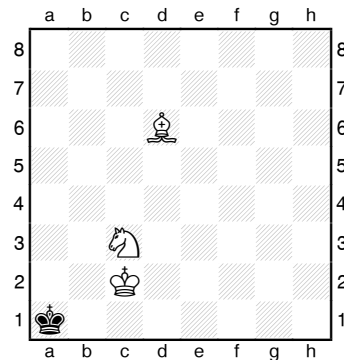
Q1



White to move

What is the quickest way to win?

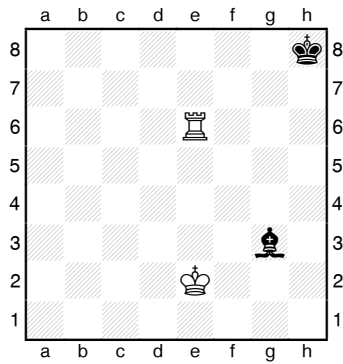
Q2



White to move

What is the quickest way to win?

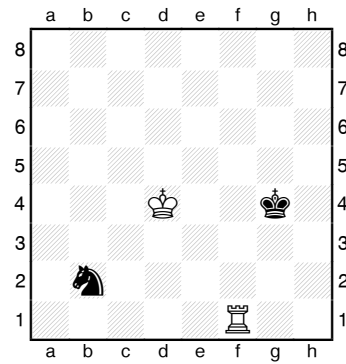
Q3



White to move

How can you win the Bishop?

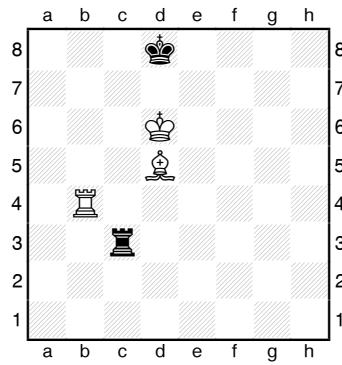
Q4



White to move

How can you win the Knight?

Q5



White to move

How can you mate quickly?

ACTIVITIES

In the last chapter we'll be looking at some more gambits. If you enjoyed playing the Danish Gambit, or even if you didn't, have a go at some of these openings and see how you get on.

First we have the KING'S GAMBIT:

- 1. e4
- 2. f4 (Diagram 237)

e5

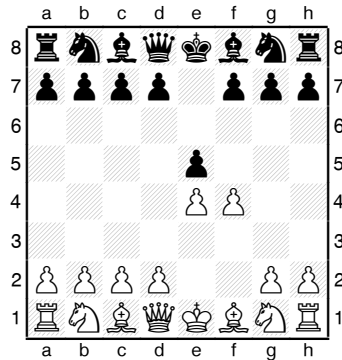


Diagram 237
Black to move

Black can accept the gambit with exf4, when 3. Nf3 is White's most popular move. A good reply for Black then is 3... g5. What's the point of this move?

You can also try 2... Bc5 (The KING'S GAMBIT DECLINED) or 2... d5 (the FALKBEER COUNTER-GAMBIT)

An opening which can turn out rather like the King's Gambit is the Vienna Game. One variation starts:

- 1. e4
- 2. Nc3
- 3. f4 (Diagram 238)

e5
Nf6

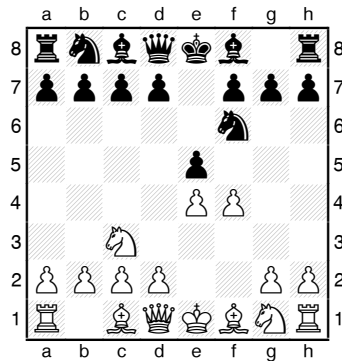


Diagram 238
Black to move

What happens then if Black plays exf4? Is it his best move?

Finally, back to the Italian Game for a rather different gambit.

- | | |
|---------------------|-----|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 (Diagram 239) | |

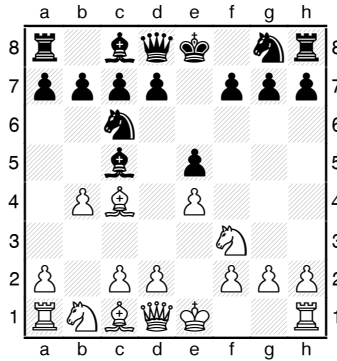


Diagram 239
Black to move

If Black takes the pawn, White continues with c3 and d4, gaining time to set up a strong pawn centre.

This is called the Evans Gambit, named after a Welsh sea-captain who invented it in about 1827.

Try these openings out for yourself. We'll look at some games with them in the next chapter.

Masters of the Universe 15

In the last two parts of *Masters of the Universe* we take a look at some of the players who may be making the chess headlines over the next few years.

Many of today's leading Grandmasters are younger than Kasparov: in their twenties or even their teens. Among his possible future rivals are Alexei Shirov, of Latvia and Veselin Topalov, of Bulgaria. Until recently we would have included Gata Kamsky, born in Russia, who defected to the USA in his teens, but he seems to have given up chess to study medicine. But the young man Kasparov believes will be his successor is none of these. Vladimir Kramnik is a Russian who was born in June 1976. Kasparov has predicted that Kramnik will eventually beat him and take the world title. Look at this game, played when he was 14, you can see why.

White: Mikhail Brodsky Black: Vladimir Kramnik
Herson 1991
Opening: Sicilian Defence

- | | |
|---------|------|
| 1. e4 | c5 |
| 2. Nf3 | Nc6 |
| 3. d4 | cxd4 |
| 4. Nxd4 | Nf6 |
| 5. Nc3 | e5 |

This move introduces the SVESHNIKOV VARIATION, another very complicated line in the Sicilian Defence. This move weakens Black's position on the d-file: his d-pawn will need to be defended by pieces and d5 may become a strong square for a White Knight. In return he hopes to get active play for his pieces.

- 6. Ndb5
- 7. Bg5
- 8. Na3
- 9. Bxf6
- 10. Nd5

- d6
- a6
- b5
- gxf6
- f5 (Diagram 240)

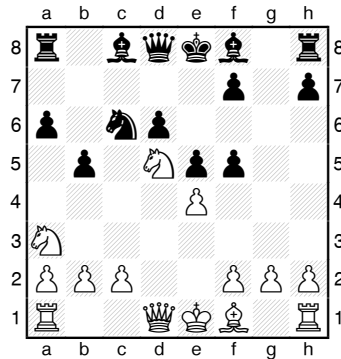


Diagram 240
White to move

Black's pawns have been shattered and he has nowhere safe for his King. White has established a Knight on d5 and has a slight lead in development. BUT, Black has the two Bishops, is attacking White's e-pawn and can develop all his pieces actively.

- 11. Bd3
- 12. Qh5

- Be6
- Rg8!?

After this move things get even more chaotic. Black attacks g2, leaving his h-pawn to be taken. White had previously played g3 or c4 in this position. Brodsky prefers to complete his development.

- 13. 0-0-0
- 14. f4?

- Rxg2

Trying to open up the centre to get at the Black monarch. The trouble is that he's also opening up the Black Rook's path to c2. According to Kramnik, White should have played Qf3.

- 14...
- 15. Ne3
- 16. exf5
- 17. fxe5
- 18. Nxb5 (Diagram 241)

- Nd4!
- Rf2
- Bxa2
- dxе5

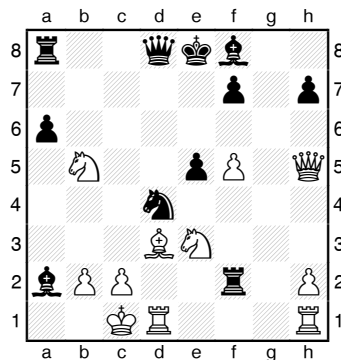


Diagram 241
Black to move

Anyone like to have a go at guessing Black's next move?

8... Bh6!!

A remarkably imaginative idea, gaining time by attacking the Knight on e3. The point is that 19. Qxh6? loses to 19... Rxc2+!, and if 20. Nxc2, Nb3#, or if 20. Bxc2, Ne2#.

19. Rhe1	axb5!
20. Bxb5+	Ke7
21. Qh4+	f6
22. Qxf2	Bf7

White's managed to win the Rook, but he cannot cope with Black's attack. The immediate threat is 23... Ra1+ 24. Kd2 Nxb5+.

23. Bd3 Qb6

Now the threat is 24... Ra1+ 25. Kd2 Qb4+ 26. c3 Qxb2+ 27. Bc2 Qxc2#. You hadn't forgotten, had you, that the Bishop lurking on h6 was PINNING the Knight on e3?

24. Be4

24. c3 loses to 24... Ra1+ 25. Bb1 Ba2, so White vacates d3 for his King.

24...	Ra2
25. c4	Bxc4
26. Kb1	Qa5

Another way to win was 26... Ra1+! 27. Kxa1 Qa6+ 28. Kb1 Ba2+ 29. Kc1 Qc4+ 30. Bc2 Nb3#

27. Nd5+

27. Nc2 would have allowed a neat mate in two: 27... Ra1+ 28. Nxa1 Qa2#, so White resorts to desperation.

27... Bxd5

Not the quickest way to win: he could have mated in four by 27... Kd8 28. Rxd4 Ra1+ 29. Kc2 Qa4+ 30. b3 Qxb3#

28. Qxd4

Hoping for 28... exd4 29. Bxd5+ (DISCOVERED CHECK!) followed by 30. Bxa2 with two Rooks for the Queen.

28...	Ra1+
29. Kc2	Rxd1
30. Qxd1	Qa4+
31. Kc3	

White resigned before Black could play Qc4#.

Vladimir Kramnik is now one of the top four players in the world, and could well become the next World Champion. But there is another possibility: a girl called Judit Polgár.

One of the big chess stories of the past decade has been that of the three Polgár sisters, Zsuzsa (born in 1969), Zsofia (born in 1974) and Judit (born in 1976). Or, in English, Susan, Sophia and Judith if you prefer.

The girls all learned chess at the age of four, spending eight to ten hours a day studying the game and only going to school to take exams. Zsuzsa was only four and a half when she won the Budapest Under 11 Championship with a 100% score. By the age of 14 she was stronger than anyone else of that age before her except Bobby Fischer. In her later teens her progress slowed down but in 1991 she became a Grandmaster and she is now the second highest rated woman in the world behind her sister Judit, and, as you read in the last chapter Women's World Champion.

The middle sister, Zsofia, is not as highly rated as her two sisters, but had her moment of glory in Rome in February 1989. Her score of 8½/9 was one of the best tournament results in the history of chess.

Judit, the youngest, is the strongest of the sisters. She was winning tournament games against Grandmasters when she was eleven, and in 1991 at the age of 14, she became the world's youngest ever Grandmaster, just beating Bobby Fischer's record. She is now rated among the top dozen or so players in the world.

Even at the age of seven she was a very strong player: the only player who may have been stronger at that age was Sammy Reshevsky. Play through this game and judge for yourself.

White: Judit Polgar Black: Szendrei
 Budapest 1984
 Opening: Sicilian Defence

- | | |
|---------|------|
| 1. e4 | c5 |
| 2. Nf3 | d6 |
| 3. d4 | cxd4 |
| 4. Nxd4 | a6?! |

White can now play 5. c4 with an advantage in space, but Judit prefers to transpose into known territory.

- | | |
|--------|-----|
| 5. Nc3 | Nf6 |
| 6. Bc4 | |

This used to be Judit's favourite move in the Najdorf Variation. It was Bobby Fischer's favourite as well.

- | | |
|--------|----|
| 6... | e6 |
| 7. Bb3 | |

It looks like a waste of time to move the Bishop again, but in fact this is the most popular move here. The Bishop will have to move anyway if Black plays b5.

- | | |
|--------|--------------------|
| 7... | Be7 |
| 8. f4 | 0-0 |
| 9. Qf3 | Nbd7 (Diagram 242) |

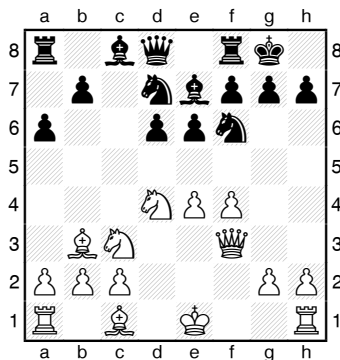


Diagram 242
White to move

9... Nc6 or Qc7 would be more active moves here.

10. g4	e5
11. Nf5	Nc5
12. Nxe7+	Qxe7
13. g5	Nfd7
14. f5	a5?

White already has a strong attack against the enemy King, plus a firm hold on d5, while Black has few counter-chances. This move is far too slow and young Judit rapidly builds up a winning position.

15. Nd5	Qd8
16. Rg1	b6
17. Rg4	Nxb3
18. axb3	Nc5 (Diagram 243)

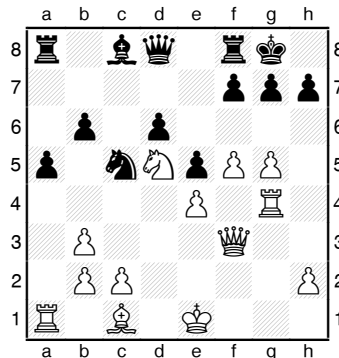


Diagram 243
White to move

19. Nf6+!

The attack crashes through. The Knight gives his life to make way for the Queen and Rook to threaten mate.

19...	gxf6
20. gxf6+ (DISCOVERED CHECK!)	Kh8
21. Qh3	

Black resigns. The threat is Rg7 and Qxh7#. He considered 21... Qxf6 22. Bg5 Qg7 23. Be7, winning the Queen, and 21... Rg8 22. Qxh7+! Kxh7 23. Rh4#. A better defence was 21... Bxf5 22. exf5 Qxf6 but White is still winning: 23. Rh4 Qg7 24. Bh6! Qg1+ 25. Ke2 Qxa1 26. Bxf8 Kg8 27. Rxf7 Kxf8 28. f6 Qg1 29. Rh8+.

LESSONS FROM CHAPTER 15

Most top young players make use of chess software on their PC, or a chess computer, in their training programme. Here's how you can use your chess computer to improve your play.

1. USE YOUR COMPUTER TO PRACTISE NEW OPENINGS BEFORE YOU START TO PLAY THEM IN TOURNAMENTS.

2. USE YOUR COMPUTER TO PRACTISE ENDGAME POSITIONS LIKE THE ONES IN THIS CHAPTER - LEARN HOW TO SET UP POSITIONS ON YOUR COMPUTER.

3. USE YOUR COMPUTER TO ANALYSE YOUR OWN GAMES - SET UP INTERESTING POSITIONS FROM YOUR GAMES AND SEE WHAT THE COMPUTER RECOMMENDS.

4. WHEN YOU START TO BEAT YOUR COMPUTER REGULARLY IT'S TIME TO GET A STRONGER ONE. YOU'LL GET LITTLE BENEFIT FROM PLAYING AN OPPONENT YOU CAN BEAT EASILY.

CHAPTER 16: **SOME MORE GAMBITS**

In the last chapter of this book we're looking at some more gambits, particularly the King's Gambit and the Evans Gambit.

Openings like these are excellent choices for you at this stage of your chess career. Gambits lead to open lines and rapid development, giving you many opportunities for tactics and combinations.

These openings were very popular in the 19th century, and many famous and brilliant games were played with them. Nowadays they are not played so much as defensive techniques have improved, but the opponents you're likely to meet will not be very good at defending. Even so, the King's Gambit has been played by such megastars as Fischer, Spassky, Judit Polgar and Nigel Short, and Kasparov has started a revival of the Evans Gambit.

The King's Gambit Accepted starts with the moves:

1. e4	e5
2. f4	exf4

What does White have for his pawn? He has lured a Black pawn away from the centre, and will play to control it completely with d4. He's also opened the f-file for a possible attack with Queen and Rook.

First, a quick game to show what might happen if Black really has no idea what he's doing.

This game was played by someone called WE Rudolph in 1912.

3. Bc4

The most popular move here is Nf3, but this is also good, and is the choice of both Judit Polgár and Short. White's not afraid of Qh4+ because he'll play Kf1 and be able to gain time by driving the Queen back.

3...	Bc5?
------	------

A weak move, but one often played by beginners. White will seize the centre and attack the Bishop at the same time.

4. d4	Qh4+
5. Kf1	Bb6
6. Nf3	Qd8
7. Bxf4	Ne7
8. Ng5	0-0?

Castling into trouble! The only move was d5.

9. Qh5

A familiar attacking idea when Black's played Ne7 instead of Nf6. Remember it!

9...	h6
------	----

10. Bxf7+	Kh8? (Diagram 244)
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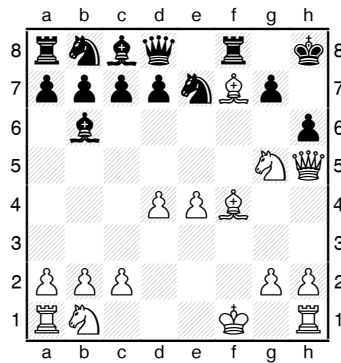


Diagram 244
White to move

It shouldn't take you too long to find the winning move here.

- 11. Qxh6+! (DECOY!) gxh6
- 12. Be5#

In the next game Black didn't do much better. The great Paul Morphy, White, played without his Queen's Rook, so remove the Rook from a1 before you play through the game.

White: Paul Morphy Black: Conway
New York 1859

- 1. e4 e5
- 2. f4 exf4
- 3. Nf3 g5

This strange looking move was the most popular defence to the King's Gambit in the 19th century and is today still considered one of Black's best moves. The idea is to play g4 and Qh4+, attacking with Queen and pawns. White can react in three ways. He can play h4 to prevent Qh4+ after g4 (probably best), he can let Black carry out his plan, or he can sacrifice the Knight for an attack.

- 4. Bc4 g4
- 5. d4?!

Morphy chooses the third option. The most common way of giving up the Knight is 0-0 (the MUZIO GAMBIT). White can also try Nc3 (the McDONNELL GAMBIT - see *Masters of the Universe 1*). Morphy's move is the GHULAM KASSIM GAMBIT, named after an Indian who analysed the opening in the 1820s. Another sacrifice here is Bxf7+, called, would you believe, the LOLLI GAMBIT! Lolli and Muzio were both Italians: Muzio lived in the 17th century and Lolli in the 18th century.

- 5... gxf3
- 6. Qxf3 Bh6?

Correct is 6... d5 7. Bxd5 Nf6 when Black would almost certainly be winning even without the extra Rook.

- 7. 0-0 Ne7

- 8. Bxf4 Bxf4? (Diagram 245)

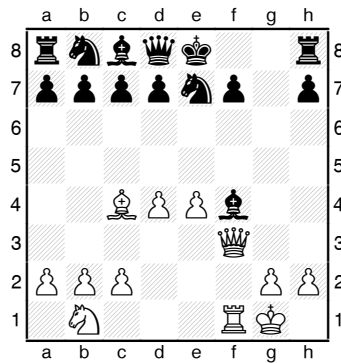


Diagram 245
White to move

Now Morphy smashes through Black's flimsy defences with an EXPLOSION ON f7!

- | | |
|-----------|------|
| 9. Bxf7+! | Kxf7 |
| 10. Qxf4+ | Kg7 |
| 11. Qf6+ | Kg8 |
| 12. Qf7# | |

Here's how Morphy played the Black side of the King's Gambit.

White: John Shulten Black: Paul Morphy
 New York 1857

- | | |
|-------|----|
| 1. e4 | e5 |
| 2. f4 | d5 |

The FALKBEER COUNTER-GAMBIT.

3. exd5

You should remember what happens after fxe5. Now Black sacrifices a pawn to hamper White's development.

- | | |
|--------|-----|
| 3... | e4 |
| 4. Nc3 | Nf6 |
| 5. d3 | Bb4 |
| 6. Bd2 | e3! |

Sacrificing another pawn to open the e-file.

- | | |
|---------|------|
| 7. Bxe3 | 0-0 |
| 8. Bd2 | Bxc3 |
| 9. bxc3 | Re8+ |
| 10. Be2 | Bg4 |

Attacking the PINNED piece.

11. c4?

Greedily clinging on to his extra pawns. Much better was Kf2, unpinning the Bishop and trying to get his King to safety.

- | | |
|-----------------------|------|
| 11... | c6 |
| 12. dxc6 | Nxc6 |
| 13. Kf1 (Diagram 246) | |

Stepping aside from the vertical PIN. Can you play as well as Morphy here? See if you can find his next move.

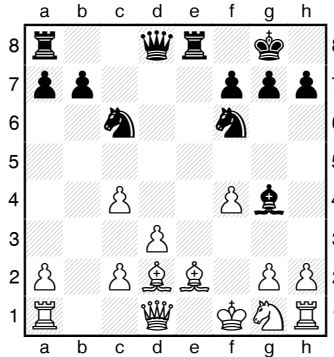


Diagram 246
Black to move

- | | |
|-------|-------|
| 13... | Rxe2! |
|-------|-------|

Setting up a diagonal PIN on e2. White cannot defend his unfortunate Knight.

- | | |
|-----------------------|-------|
| 14. Nxe2 | Nd4 |
| 15. Qb1 | Bxe2+ |
| 16. Kf2 | Ng4+ |
| 17. Kg1 (Diagram 247) | |

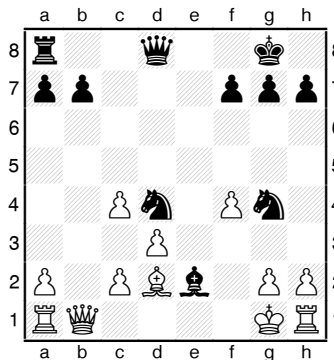


Diagram 247
Black to move

Now Black forces mate in seven moves: 17... Nf3+! 18. gxf3 Qd4+ 19. Kg2 Qf2+ 20. Kh3 Qxf3+ 21. Kh4 Nh6 22. Qg1 Nf5+ 23. Kg5 Qh5#.

Our final example of the King's Gambit features a KING HUNT. Black's King is driven from home by an EXPLOSION ON f7 and harried to the other end of the board where he meets his doom.

White: Rev Howard Ohman Black: Buck
Omaha 1942

- | | |
|--------|------|
| 1. e4 | e5 |
| 2. Nc3 | d6 |
| 3. f4 | exf4 |
| 4. Nf3 | Be7 |

An unusual move order giving a variation of the CUNNINGHAM DEFENCE (1. e4 e5 2. f4 exf4 3. Nf3 Be7).

- | | |
|--------|-------|
| 5. Bc4 | Bh4+ |
| 6. g3 | fxg3 |
| 7. 0-0 | gxh2+ |
| 8. Kh1 | |

In the Cunningham Defence proper (without 2. Nc3 d6) this is considered too risky for White. Can he get away with it here with an extra piece developed?

- 8... Bg3 (Diagram 248)

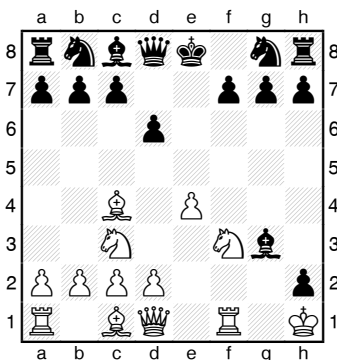


Diagram 248
White to move

A very complicated position! White's Bishop and Rook both attack f7, but if he's not careful his own King will run into trouble.

9. Bxf7+!?

Another EXPLOSION ON f7!

- | | |
|----------|------|
| 9... | Kxf7 |
| 10. Ne5+ | Ke6? |

Bravely advancing into the middle of the board, but he would have been better advised to return home. After 10... Ke8 11. Nf7 Qh4 12. Nxh8 Bg4 the position is very unclear.

- | | |
|----------|------|
| 11. Qg4+ | Kxe5 |
| 12. d4+ | Kxd4 |
| 13. Be3+ | |

The Reverend considers Bishops unnecessary! If 13... Ke5 Black is mated after 14. Bd4+ Kxd4 15. Qd1+ Kc5 16. Qd5+ Kb6 17. Qb5#. But White could have mated in three moves instead: 13. Qd1+ Kc5 14. Qd5+ Kb6 15. Qb5#

- | | |
|-------|------|
| 13... | Kxe3 |
|-------|------|

14. Rad1! (Diagram 249)

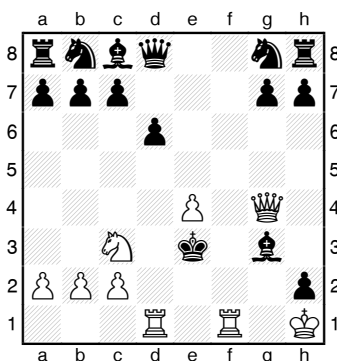


Diagram 249
Black to move

Quicker than Qxg3+. This QUIET MOVE threatens no less than SIX mates in one. Can you find them all?

14...

Bxg4

This stops five of White's threatened mates, but not the sixth, which is...

15. Rd3#

If you play the King's Gambit, especially at Primary School level, you should do very well with it because your opponents won't know how to defend. At higher levels, it usually leads to very open positions where both players have attacking chances and both Kings are often in trouble.

A few words of advice about some of the moves you might expect to meet:

1. You already know that the best replies are 2... exf4, 2... d5 and 2... Bc5. Inexperienced players often play either 2... Nc6 or 2... d6. These moves are rather passive, but not too bad. Continue with Nf3, Nc3, Bb5 or Bc4 and your pieces will have more freedom of movement. 2... f6? loses at once after 3. fxe5 fxe5? 4. Qh5+.
2. After 1. e4 e5 2. f4 exf4 Nf3, many of your opponents will play a move like Nc6, or, even worse, Bc5. These moves just encourage White to occupy the centre with d4.
3. A better third move for Black after 1. e4 e5 2. f4 exf4 3. Nf3 is Nf6. You can then play 4. e5 when your opponents will be unlikely to find the best move, Nh5 (to defend f4), because they've been taught not to put their knights on the side of the board. Instead they'll probably prefer Nd5 or Ne4 when you can gain time by attacking the Knight.
4. Another good move for Black is 3... d5. This can be met by 4. exd5 when Black should play 4... Nf6 rather than 4... Qxd5, when White can start kicking the Black Queen around with 5. Nc3.

The other opening we asked you to look at was the EVANS GAMBIT. We'll follow a friendly game between Bobby Fischer (White) and Reuben Fine, a World Championship Candidate in the late 1930s, played in New York in 1963.

- | | |
|--------|-----|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 | |

Sacrificing a pawn to play c3 and d4 (as in the Giuoco Piano) with gain of time. Black can decline with Bb6, but we'll see what happens if he accepts.

- | | |
|-------|------|
| 4... | Bxb4 |
| 5. c3 | Ba5 |

Most modern masters prefer Be7 here. Another move is Bc5, which we'll look at in the next game.

- | | |
|-------|--------------------|
| 6. d4 | exd4 (Diagram 252) |
|-------|--------------------|

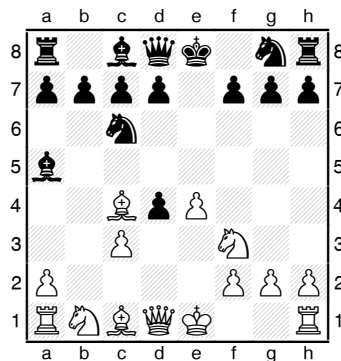


Diagram 252
White to move

Another defence is 6... d6. In the game Black EXPLOITS THE PIN on c3 to win another pawn. Is he being too greedy?

- | | |
|--------|------|
| 7. 0-0 | dxc3 |
|--------|------|

Again he could return material with Bb6 or d6.

- | | |
|---------|------|
| 8. Qb3 | Qe7 |
| 9. Nxc3 | Nf6? |

According to Fischer, the best defence is Qb4, allowing Bxf7+ in order to exchange queens.

- | | |
|----------|------|
| 10. Nd5 | Nxd5 |
| 11. exd5 | Ne5 |
| 12. Nxe5 | Qxe5 |

13. Bb2

Qg5 (Diagram 253)

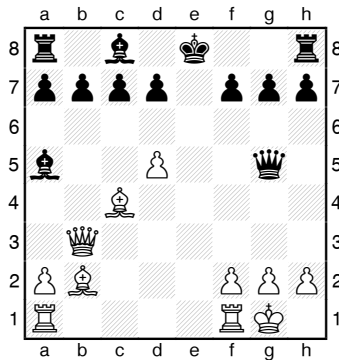


Diagram 253
White to move

It looks almost like a Danish Gambit. The finish is rather similar to some of the Danish Gambit games you saw in Chapter 13.

14. h4! (DECOY!)

DECOYING the Queen from either g7 or e7: for example if 14... Qh6, 15. Qa3 followed by Rhe1+.

14...	Qxh4
15. Bxg7	Rg8
16. Rfe1+	Kd8

Bxe1 only delays by one move the inevitable defeat.

17. Qg3! (DECOY!)

Black resigns, for if 17... Qxg3 or Qxc4, Bf6#.

There's just room for one more example of the Evans Gambit. You'll enjoy the finish of this one.

White: Hermann Clemenz Black: Eisenschmidt
Dorpat 1862

1. e4	e5
2. Nf3	Nc6
3. Bc4	Bc5
4. b4	Bxb4
5. c3	Bc5
6. d4	exd4
7. cxd4	Bb6

7... Bb4+ 8. Kf1 is an interesting alternative.

8. 0-0	d6
--------	----

We've now reached what was called in the 19th Century the *Normal Position*. Anderssen used to play 9. d5 here, but in this game White prefers Morphy's move.

9. Nc3	Bd7?!
--------	-------

According to the books, Bg4 and Na5 are both better.

10. e5! (Diagram 254)

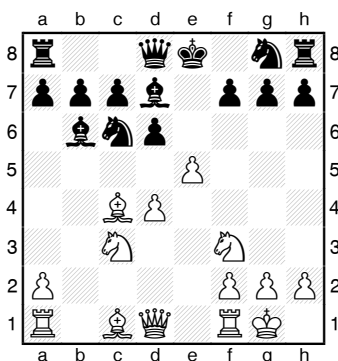


Diagram 254
Black to move

A typical pawn sacrifice in this opening, to clear the e-file for a Rook.

- | | |
|---------|-------|
| 10... | dx e5 |
| 11. Re1 | Nge7 |
| 12. Ng5 | Be6 |

An alternative was 12... 0-0 13. Qh5 Bf5, with complications.

- | | |
|-----------|-------------------|
| 13. Bxe6 | fx e6 |
| 14. Nxe6 | Qd6 |
| 15. Nxe7+ | Kf8 |
| 16. Qg4 | Bxd4?! |
| 17. Ne4 | Qb4 |
| 18. Ne6+ | Ke8 |
| 19. Nf6+ | Kf7 |
| 20. Ng5+ | Kf8 (Diagram 255) |

Alternatives are 20... Kxf6 21. Qe6+ Kg7 22. Qf7+ Kh6 23. Ne4+ and mate in two moves, or 20... Kg7 21. Nh5+ Kf8 22. Qf3+ Ke8 23. Nf6+ Kd8 24. Nf7+ Kc8 25. Qh3+ Kb8 26. Nd7+ Kc8 27. Nb6+ Kb8 28. Qc8+! Rxc8 29. Nd7#, which you'll recognise as a version of PHILIDOR'S LEGACY.

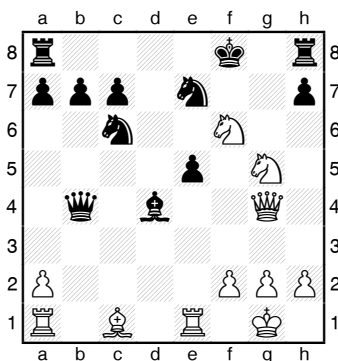


Diagram 255
White to move

Can you see how White finishes off?

21. Ba3!

Time is more important than material in this position. White saves his attacked Rook and attacks the Queen at the same time. He doesn't need the Bishop for his mating finish.

21... Qxa3?
22. Qe6 Nd8

If you haven't already worked out White's next move stop and look again.

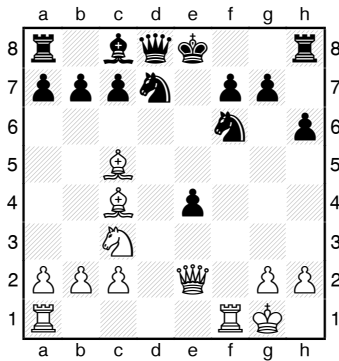
23. Qf7+!
24. Ne6#

This is the third time you've met this idea, so you should know it by now! White's cavalry reigns supreme!

QUIZ

For your final quiz in this book, ten positions from games played with the openings featured in this chapter. In each case you have to find the winning idea. Eight out of ten, and you'll have successfully completed this stage of the course.

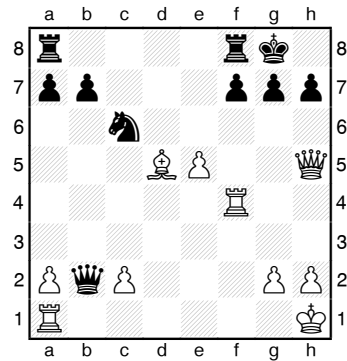
Q1



White to play

What is his best move?

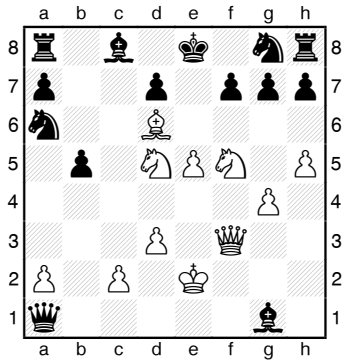
Q2



White to play

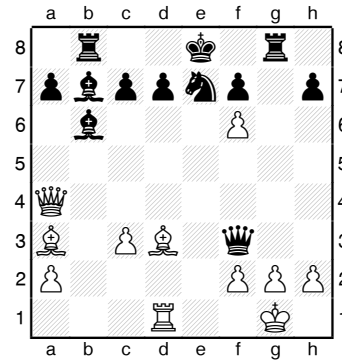
How can he mate quickly?

Q9



**White to play and achieve immortality.
No further clues should be needed!**

Q10



**White to play.
You're on your own again to find
another of the most famous moves in
chess history!**

ACTIVITIES

As you approach the end of the book, a bit of light relief with the opportunity to try out two of the best chess variants.

a) Exchange Chess

This is very popular amongst young players and frequently played as a recreation between tournament games.

You need four players, two teams of two, and two boards. The partners sit next to each other, one playing White and one Black. Checkmate on one board ends the game. When a player captures a piece he passes it to his partner. The player to move may, instead of moving a piece, place a piece captured by his partner on the board. A captured piece may not be placed so as to put the opponent in check, and pawns may not be placed on the first or eighth ranks. When a pawn queens it is placed on its side and, on capture, reverts to being a pawn. The game is best played on a clock with a fast time limit to prevent stalling. Tournament organisers, however, may not like their clocks being used in this way!

Knights and, especially, pawns are more valuable than in normal chess. Knights can be placed on forking squares and you can create havoc in your opponent's position by placing pawns on the sixth and seventh ranks.

It's actually a very difficult game to play well because you have a much wider range of possibilities on each move than in normal chess.

b) Kriegspiel

The name is German for *war game*. What happens is that two players play chess without either one being able to see what the other one's doing. This is how it works. (These are the rules in force at Richmond Junior Chess Club, which vary slightly from those usually accepted in order to make it easier for young players.)

You need three boards, two players and an umpire (who needs to be an experienced player). The players sit back to back at separate boards and move as in normal chess. The umpire, who can see both boards, has another board placed between the players so that they cannot see it. The umpire monitors the game and announces when a capture has been made, and on which square ("White has captured on e5", for example). Checks are announced as being on the rank, file, long diagonal, short diagonal (if you look at a chess board you'll see that each square except those in the corners is on two diagonals, one longer than the other), or from a knight. He also informs a player if he tries to make an impossible move (if he tries to move over an enemy piece or into check). At any move a player can (and should) ask if any of his pawns can make a capture ("Any?"). If he can do so the umpire replies "Try", and the player may make up to three attempts to find a pawn capture. If he is unsuccessful he must play another move.

Kriegspiel is just the thing for a light-hearted club session at the end of term. It's great fun, especially for the umpire and spectators, who must try not to laugh too loudly as it can sometimes help the players.

Masters of the Universe 16

In the last fifteen chapters we've introduced you to the best players in the world, past and present: the World Champions, and, in the last chapter, some players who could become World Champion in future.

Vladimir Kramnik and Judit Polgár, whom you met in the last chapter, are by no means the youngest to make their mark in international chess.

Another Hungarian, Peter Lékó, beat Judit Polgár's record as the youngest ever Grandmaster in 1994, gaining the title at the age of 14. Peter was born in 1979 and like the Polgárs only goes to school to take exams, spending five or six hours a day studying chess. This win against a Russian helped him on his way to the International Master title in 1992.

White: Peter Lékó Black: Viktor Moiseev
 Nettetal 1992
 Opening: Sicilian Defence

1. e4	c5
2. Nf3	d6
3. Bc4	

A move often played by beginners but unknown in master chess until the 1990s. In this game Peter aims to keep the centre closed and slowly build up a King-side attack.

3...	e6
4. Qe2	Be7
5. 0-0	Nf6
6. c3	0-0
7. Bb3	b6
8. Re1	Bb7
9. d3	Nc6
10. Nbd2	Rc8

Peter thought 10... Ne5 was a better move.

- | | |
|------------------------|-----|
| 11. Nf1 | Ba6 |
| 12. Ng3 | Nd7 |
| 13. Bc2 | Re8 |
| 14. Bd2 | Bf8 |
| 15. Rad1 | g6 |
| 16. Bg5! (Diagram 256) | |

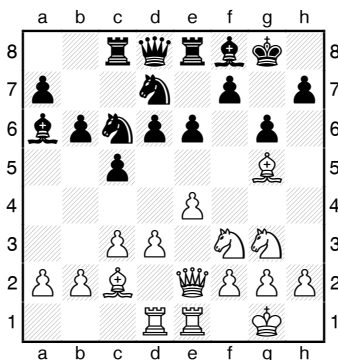


Diagram 256
Black to move

16... Qc7?!

According to Peter, Black should have played 16... f6 17. Bc1 d5. Now White can break the awkward PIN on the a6-f1 diagonal.

- | | |
|---------|-----|
| 17. Qd2 | Bg7 |
| 18. Bh6 | Bh8 |
| 19. h4 | |

The start of the attack. Black should try to bring some pieces across to defend his King over the next few moves, but instead presses on with his Queen-side attack.

- | | |
|----------|------|
| 19... | b5 |
| 20. h5 | b4 |
| 21. Ne2 | bxc3 |
| 22. bxc3 | Nde5 |
| 23. Nh2! | c4 |
| 24. d4 | Nd3 |
| 25. Rf1 | Qa5 |
| 26. hxg6 | hxg6 |
| 27. Ng4 | Qh5 |

The Queen rushes across to defend her King, but she's going to run short of squares here.

28. f3

f5 (Diagram 257)

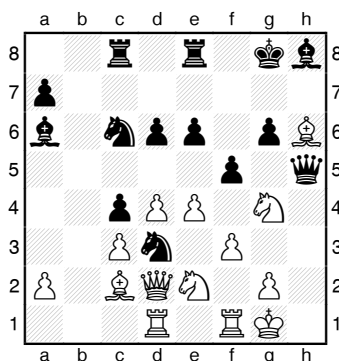


Diagram 257
White to move

29. Bxd3!

fxg4

No choice. 29... cxd3 loses to 30. Nf4 Qh4 31. Nxcg6.

30. fxg4

Qxg4

31. Bc2

Bg7

32. Rf3

Rf8

Or 32... e5 33. Rg3 Qh4 34. Bxg7 Kxg7 35. Rh3 with a winning attack.

33. Rg3

Qh4

Setting a trap: 34. Rxc6? Qf2+ 35. Kh1 Qh4+ is a draw by perpetual check.

34. Bg5

Qh5

35. Rh3

Black resigns: after 35... Qg4 36. Rh4 his Queen is trapped.

In 1997 Lékó's record as the world's youngest ever Grandmaster was broken by Étienne Bacrot, of France, who gained the title at the age of 14 years 2 months. Other top teenage stars include Ruslan Ponomariov, of the Ukraine and Luke McShane, who at the age of 13 in 1997 became England's youngest ever International Master.

Every year, World Championships are organised, for both boys and girls, for all ages from Under 21 down to Under 10. Every country in the world can enter one boy and one girls in each age group. It is in these tournaments that many of tomorrow's Grandmasters can be found. Judit Polgár won the Boys (!) Under 12 title in 1988 and the Boys (!) Under 14 title in 1990. In 1991, Vladimir Kramnik came first in the Boys Under 18s while Peter Lékó finished equal first in the Boys Under 12 section. English players have often been successful in these events, but never more sensationally than in 1992, when Luke McShane, of Richmond Junior Chess Club, became World Under 10 Champion.

Luke McShane, who was born in January 1984, was competing against players up to two years older than him. By winning he became the youngest ever World Chess Champion, and was awarded the title of FIDÉ Master (the rank below International Master: FIDÉ is the International Chess Federation), beating Peter Lékó's record as the youngest ever holder of this title. Here's his last round game from the tournament. His opponent came from Azerbaijan, where Garry Kasparov was born.

White: Sarkhan Kuliev Black: Luke McShane
 World Under 10 Boys Championship: Duisburg 1992
 Opening: King's Indian Defence

- | | |
|--------|-----|
| 1. d4 | Nf6 |
| 2. c4 | g6 |
| 3. Nc3 | Bg7 |
| 4. e4 | d6 |
| 5. f3 | 0-0 |
| 6. Be3 | c5 |

This pawn sacrifice was prepared by Luke together with his coach, Grandmaster Daniel King.

- | | |
|---------|------|
| 7. dxc5 | dxg5 |
| 8. Bxc5 | Nc6 |
| 9. Be2 | |

The correct reply is 9. Qxd8 Rxd8, when Black's strong Rook on d8 and Bishop on g7 give him compensation for the pawn.

- | | |
|-----------------------|------|
| 9... | Qa5 |
| 10. Be3 | Nb4 |
| 11. a3 | Rd8 |
| 12. Qb1 | Nc6 |
| 13. Kf2 | Qe5 |
| 14. f4 | Qb8 |
| 15. h3 | e5 |
| 16. fxe5 | Nxe5 |
| 17. Nf3 (Diagram 258) | |

A natural developing move, but he failed to notice Luke's reply.

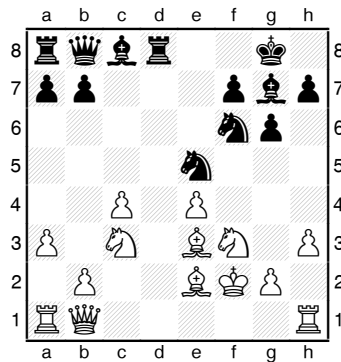


Diagram 258
Black to move

- | | |
|----------|----------------|
| 17... | Neg4+! (FORK!) |
| 18. hxg4 | Nxg4+ (FORK!) |

White's King has to abandon his Bishop, so Luke's won his pawn back with much the better position.

- | | |
|----------|------|
| 19. Kg1 | Nxe3 |
| 20. Qc1 | Ng4 |
| 21. Nd5 | Bf8 |
| 22. Qg5? | |

He should have played b4, to prevent checks on c5.

21... Qd6?

Luke slips up, missing a win by 22... Bc5+ 23. Kf1 Rxd5! 24. cxd5 Qg3 and White can't defend f2.

23. Qh4 h5
 24. Rd1 Qc5+
 25. Kf1 (Diagram 259)

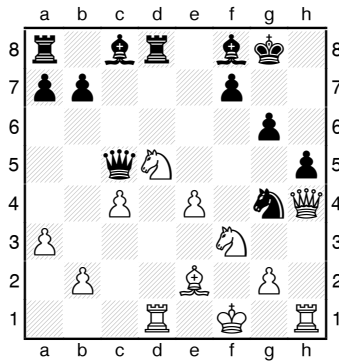


Diagram 259
Black to move

White's last two moves have walked straight into a combination, but it was difficult to suggest good alternatives for him. If instead 25. Nd4, one possible variation is 25... Rxd5! 26. exd5 Bg7 (ATTACKING THE PINNED PIECE!) 27. Qd8+ Kh7 28. Bxg4 Bxg4 29. Qxa8 Bxd1 and Black will be able to take the Knight next move, leaving him with two Bishops against a Rook.

25... Rxd5!

The gold medal winning move!

26. b4

He might as well have resigned as play this. But if 26. exd5 (or cxd5) 26... Ne3+ (FORK!) 27. Ke1 Nxc2+ (FORK!) or 27. Kg1 Nf5+ (DISCOVERED CHECK!), in either case winning the Queen. His best try was 26. Rxd5, but after 26... Ne3+ 27. Ke1 Nxc2+ 28. Kd1 Nxc4 29. Rxc5 Nxf3 30. Rd5 Bg4 Luke would have had a winning material advantage.

26... Rxd1+
 27. Bxd1 Qxc4+
 28. Be2 Qxe4
 29. Ne1 Be6
 30. Bf3 Qe3
 31. Bxb7 Bc4+

White resigns.

LESSONS FROM CHAPTER 16

Now you've finished the book, some advice on what to do next.

- 1. PLAY CHESS AS MUCH AS YOU CAN, AT HOME, AT SCHOOL, AT CHESS CLUBS AND IN TOURNAMENTS. THE MORE YOU PLAY THE MORE YOU'LL IMPROVE.**
- 2. READ AS MUCH AS YOU CAN ABOUT CHESS - BOOKS, MAGAZINES, NEWSPAPER ARTICLES. USE YOUR LOCAL LIBRARY TO BORROW CHESS BOOKS IF YOU CAN'T AFFORD TO BUY THEM.**
- 3. PLAY THROUGH ALL YOUR GAMES AGAIN AT HOME, IF POSSIBLE WITH YOUR TEACHER OR A STRONGER PLAYER, TO FIND OUT WHERE YOU MADE MISTAKES.**
- 4. MOST IMPORTANT OF ALL: WHEREVER YOU GO AND WHATEVER YOU DO, ENJOY YOUR CHESS.**

ANSWERS TO QUIZZES

CHAPTER 1

1. Bh5-f3 (SKEWER!)
2. Ne3-d5 (FORK!)
3. Bb2xe5+, and if Ng6xe5, Rf5xf8 (DECOY!)
4. Ne2xd4 (AMBUSH!)
5. Bg3-e5 (PIN!)
6. Bg2xd5+, followed by Qc3xb4 (DESTROY!)
7. Qe2xb5, and if c6xb5, Rc1xc8 (EXPLOITING THE PIN!)
8. d4-d5 (FORK!)
9. Bg2-b7+ (AMBUSH + DISCOVERED CHECK!)
10. Re1xe6, followed by Qg3xg7# if Black recaptures on e6 in any of four (!) ways (DESTROY!)

CHAPTER 3

1. a) Bc1-g5 (PIN!) is best.
 - b) Nc3-d5 is not bad but Black is less likely to go wrong than after Bc1-g5.
 - c) 0-0 allows Black to get in his attack first with Bc8-g4 and Nc6-d4.
 - d) Nf3-g5 is a premature attack. Black can play 0-0 and the Knight will soon be forced to retreat.
2. b) Nc6-a5, to exchange off the Bishop on c4, is best.
 - a) Bc8-g4 is possible, but if Black copies White for too long he'll soon run into trouble.
 - c) 0-0 walks into White's attack: Nc3-d5.
 - d) Nf6-g4? loses the Queen.
3. c) Nc6-d4, to attack the PINNED Knight and smash up the pawns in front of White's King, is best.
 - a) Bg4xf3 is just an exchange.
 - b) 0-0 again lets White get in his attack first with Nc3-d5.
 - d) Nc6-a5 is reasonable but not as good as Nc6-d4.
4. d) Nf3-h4, heading for f5 to allow Qd1-g4 is best.
 - a) Qd1-d2 is not bad, but where's the Queen going next?
 - b) 0-0 is again not bad but rather slow.
 - c) Nf3-d2 is the right idea but the wrong direction.

5. a) Qd8-d7, trying to get to h3, is best.
 - b) Nd4xf3+ just loses the Knight.
 - c) 0-0 is again rather slow.
 - d) Nf6-h5? loses the Queen.
6. Qd1-h5+ (FORK!). This comes from 1. e2-e4 e7-e5 2. d2-d4 f7-f6? 3. d4xe5 f6xe5??.
 7. Ne4xg3 (EXPLOITING THE PIN!) - if h2xg3, Qh4xh1.
 8. Qd1-h5+ (FORK!)
 9. Qd1-a4+ (FORK!)
 10. Qd8-d4 (FORK!). If Ne5-d3, Qd4xf2#, or if Ne5-g4, Bc8xg4.

CHAPTER 4

2. Kc2-c1 is the only move to draw.
 2. Kc1-d1, drawing (not Kc1-b1, losing.)
 3. Kc5-b6, going round the side. (Kc5-d5 and Kc5-b4 also win but take longer.) c3-c4 only draws after Kd7-c7 (OPPOSITION!)
 4. Kb6-c6 (OPPOSITION!). Not c5-c6, when Black draws.
 5. Kc8-b8! is the only move to draw. Let's look first at the alternatives.
- 1... Kc8-c7 2. Kc4-c5 (OPPOSITION!)
 - 1... Kc8-b7 2. Kc4-b5 (OPPOSITION!)
 - 1... Kc8-d7 2. Kc4-d5 (OPPOSITION!) or 2. Kc4-b5 (going round the side) both win.
 - 1... Kc8-d8 2. Kc4-b5 (going round the side) wins.

After 1... Kc8-b8!, White can try...

2. Kc4-b5 Kb8-b7 (OPPOSITION!) draws.
2. Kc4-c5 Kb8-c7 (OPPOSITION!) draws.
2. Kc4-d5 Kb8-b7 (behind the pawn) draws.
2. b4-b5 Kb8-b7 (behind the pawn) draws.

In fact a draw was agreed after Kc8-b8 in Gligoric - Fischer (Candidates Tournament Belgrade 1959).

A hard one to make sure you really understand the ideas in this chapter.

CHAPTER 5

1. Qh2xe5+ f6xe5 2. Rf1-f8+ Qg6-e8 3. Rf8xe8+ Rd2-d8 4. Re8xd8# - a BACK RANK MATE. Or 1... Kb8-a8 2. Rf1-a1+ Rd2-a2 3. Ra1xa2#, or 1... Kb8-c8 2. Qe5-c7#, or 1... Rd2-d6 2. Qe5xd6+ and mates as in the last two variations. (Alekhine - Reshevsky Kemerli 1937)
2. 1. Rd3-a3+ b4xa3 2. b2-b3# (Shablinsky - Ushkal USSR 1974)

3. 1. Rh1-h8+! Kg8-h8 (The Bishop's PINNED!) 2. Qg6-h7#. (Marshall - Burn Paris 1900, also Mentges - Gitzen 1933)
4. 1... Ra8xa3+! and if 2. Rb3xa3, Qc1-b2#, or if 2. b2xa3 or Ka2xa3, Qc1-a1#. (Grigoriev - Tanya Nadyseva (aged 14) USSR 1973)
5. 1... Qh3-g2+! 2. Rf2xg2 Nf4-h3# (Amateur - Blackburne Norwich about 1871)
6. 1... Qf7-f1+ 2. Be1-g1 Qf1-f3+! 3. Be4xf3 Bc6xf3#. Don't believe anyone who tells you it's not possible to mate with just a Bishop. You can do it with your eyes closed! (Amateur - Pillsbury Blindfold Simultaneous Display 1899)
7. 1... Rg8xg2+ 2. Kg1-h1 Rg2xh2+! 3. Kh1xh2 Qd8-h4+ 4. Kh2-g1 Qh4-g3+ 5. Kg1-h1 Qg3-g2#, or 3. Kh1-g1 Rh2-g2+ 4. Kg1-h1 Qd8-h4#. But 2... Qd8-h4 doesn't work - 3. Bc1xf4 Qh4xf4 4. Rf1-f3 (PIN!). You were warned that all the moves were checks! (Mayet - Hirschfeld Berlin 1861)
8. 1. Qh6xh7+! Kg8xh7 2. Re5-h5+! (EXPLOITING THE PIN!) 2... Kh7-g8 3. Rh5-h8# - a standard combination well worth remembering. (Spielmann - Hönlinger Vienna 1929)
9. 1. Qh5xh7+! Kg8xh7 2. Rf5-h5+ Kh7-g7 3. Bc1-h6+ Kg7-h7 4. Bh6-f8# (DISCOVERED CHECKMATE!). 3... Kg7-h8 makes no difference. Another standard Queen Sacrifice which has occurred many times. (Santasiere - Adams USA 1926)
10. 1. Rd1-d8+! (DECOY!) 1... Qc8xd8 2. Qe3-e6+ Kg8-h7 3. Rf6xh6+! (DECOY!) 3... g7xh6 4. Qe6-f7#. Or 1... Kg8-h7 2. Rf6xh6+! g7xh6 3. Qe3-e7+ Kh7-g6 4. h4-h5#. The first variation is an EPAULETTE MATE. This was the hardest question in the quiz. Well done if you got it right. (Steinitz - Amateur 1861)

CHAPTER 7

1. d) e5xd4 is the only good move.
 - a) Bc5-b6 allows d4xe5 and if Nf6xe4, Qd1-d5 (FORK!)
 - b) Bc5-d6 hampers Black's development and leaves his Bishop and Knight in danger of being FORKED by a pawn on e5.
 - c) Bc5-e7 is answered in the same way as Bc5-b6.
2. b) Bc4-f7+ is correct, winning the piece back with a FORK by Qd1-b3+ after Ke8xf7.
 - a) 0-0 leaves White a pawn down for nothing.
 - c) Qd1-b3 at once, FORKING Knight and Pawn, wins the pawn back but gives Black fewer problems than Bc4xf7+.
 - d) Qd1-e2 also fails to win back the pawn.
3. a) Nb1xd2 is the move.
 - b) Qd1xd2 allows Nf6xe4, winning a pawn.
 - c) Kd1xd2 allows Nf6xe4+, winning a pawn as well as displacing the King.
 - d) Nf3xd2, apart from moving a piece twice for no reason, allows Nc6xd4 winning a pawn.
4. c) d7-d5 is the right answer, challenging White's domination of the centre.
 - a) Nc6-a5 leaves the Knight offside after Bc4-d3.
 - b) d7-d6 is not bad but White's strong centre pawns give him a slight advantage.
 - d) 0-0 allows White to start advancing his centre pawns.

5. a) 0-0, sacrificing a pawn for rapid development, should be played.
- b) Bc4xf7+ doesn't quite work here: after 1... Ke8xf7 2. Qd1-b3+ the Bishop on b4 is defended.
- c) Qd1-b3 is a good try which also just fails: 1... 0-0 2. d4-d5 Qd8-e7 (setting up an AMBUSH!) 3. 0-0 Nc6-a5 as the Queen defends the Bishop on b4.
- d) Qd1-e2 doesn't give White enough for the pawn after d7-d5.
6. Rf1-e1 (PIN!), winning the Queen.
7. Ne5xc6+ (DISCOVERED CHECK!), again winning the Queen.
8. f2-f3, attacking and winning the PINNED Knight.
9. e4-e5 (FORK!), winning either Bishop or Knight.
10. d2-d4, winning a piece, for instance 1. d2-d4 e5xd4 2. c3xd4 Bc5-b6 3. d4-d5 (FORK!). Note that d2-d4 is itself a DOUBLE ATTACK, threatening both d4xc5 and d4-d5.

CHAPTER 8

1. c) Kg6-f6 is the right idea, heading for the other side of the board to take the pawns off.
- a) b2-b3? loses: Black takes the pawn and queens.
- b) b2-b4? loses in the same way: Black takes *en passant*. (You didn't fall for that one, did you? Remembering the *en passant* rule can make the difference between winning and losing.)
- d) Kg6-h6 leads to a draw: 1. Kg6-h6 b5-b4 2. a3xb4 (or 3. Kh6-g5 b4xa3 4. b2xa3 Kh8xh7 when Black gets back in time to draw) 2... a4-a3 3. b2xa3 stalemate.
2. b) b2-b3 is the easiest way to win, followed by a2-a3 and b3-b4 keeping his pawns together.
- a) a2-a3 only draws, for instance 1. a2-a4 a5-a4! 2. b2-b4 a4xb3 (*EN PASSANT!*) 3. Kd4-c3 Kd6-c5 4. Kc3xb3 b6-b5 and White will be left with just a useless a-pawn.
- c) Kd4-c3 is a win but White has to be clever: for instance 1... Kd6-c5 2. a2-a4 (to prevent b6-b5) 2... Kc5-c6 3. Kc3-d4 (b2-b4 only draws) 3... Kc6-d6 4. c4-c5+! b6xc5 5. Kd4-c4 Kd6-c6 6. b2-b3! (taking the *OPPOSITION!*).
- d) a2-a4 again forces White to sacrifice a pawn to win: 1. a2-a4 Kd6-c6 2. c4-c5! and wins in similar fashion to the previous line.
3. d) Ke4-f5 is best, going round the side and preparing to gain the *OPPOSITION*.
- a) c4-c5+ allows Black to gain the *OPPOSITION* with Kd6-e6.
- b) d4-d5 is only a draw after Black exchanges pawns.
- c) Ke4-d3 also wins but takes a couple of moves longer than Ke4-f5.
4. a) c5-c6 is the only way to win: Black cannot stop White from queening a pawn.
- b) c5xb6 is a draw as long as Black avoids 1. c5xb6 c7-c6? 2. a5-a6!. If he plays 1... c7xb6 instead he'll eventually win White's last pawn but as White has the *OPPOSITION* he can hold the draw by staying two squares away from the Black King.
- c) a5-a6 just leaves White two pawns down after b7xa6.
- d) a5xb6 draws after c7xb6 but loses after c7-c6 when Black will win both White pawns.
5. If it's White's move Black wins, and if it's Black's move White wins! You should be able to verify this for yourself. An extreme form of *ZUGZWANG* - whoever moves loses - and a position well worth remembering.

CHAPTER 10

1. Qe5!, FORKING c5 and g7. If 1... Qxe5, 2. Rxf8# (DECOY!). (Böök - Saila Stockholm 1946)
2. 1. Bg8!, threatening Qh7# and Rxd8: there is no way to meet both threats. White wins Rook for Bishop. (Trifunovic - Aaron Beverwijk 1962)
3. 1. Ng5!, threatening Nxe4, Nxe6 and Qxh7#. If 1... Nxe5, 2. Qg7# (DECOY!) (Reshevsky - Larsen Palma de Mallorca 1971)
4. 1. Rc8!, FORKING b8 and e8. If 1... Qxc8, the Rook on b7 is now PINNED, allowing 2. Ne7+ (FORK!), winning the Queen. (Unzicker - Sánchez Stockholm 1962)
5. 1... Rxd4! and if 2. Qxd4, 2... Qxg2#, or if 2. Qc2, 2... Rxd1+ and again the Queen cannot capture the Rook. The Queen is OVERWORKED and cannot guard either d4 or d1 as well as g2. It turns out that Rxd4 is also a SKEWER or Queen and Rook. (Saidy - Maršálek Reykjavik 1957)
6. 1... Rd1+!, forcing mate. 2. Qxd1 blocks the King's escape square, allowing 2... Qf2# and 2. Kxd1 undefends the Bishop, allowing 2... Qxf1#. Or 2. Ke2 Qf2+ 3. Kxd1 Qxf1#. (Zeek - Link Flensburg 1959)
7. 1... Qxg2+!, DECOYING the White Queen into a PIN: 2. Qxg2 Rxe2 (EXPLOITING THE PIN!) when White has nothing better than 3. Qxc6 leaving Black with an advantage of Rook and Pawn against Knight. (Kotov - Botvinnik USSR Championship 1939)
8. 1. Qxf5!, a CLEARANCE of e6 so that White can play 2. Ne6+ (FORK!). Whether or not he takes the Queen, Black will finish up a Rook behind. (Tal - Parma Bled 1961)
9. 1. Ne8!, setting up a QUEEN FORK by INTERFERENCE and also a CLEARANCE of f7. So the threats are Qxf8#, Qf6+ followed by Qg7# and Qxd8. If 1... Kg8, 2. Nxc7 is the quickest way to win. (Zilberstein - Dementiev Grozny 1968)
10. 1. Qh8!+, DECOYING the Black King into a fork: 1... Kxh8 2. Nxf7+ when White ends up a Knight and Pawn ahead. (Petrosian - Spassky World Championship Match Moscow 1966)

CHAPTER 11

1. a) Na5, sacrificing a pawn but gaining time by attacking the Bishop, is the recommended move here. Good alternatives are Nd4 and b5.
 - b) Nb4 does not win the pawn back after d6.
 - c) Nxd5 is risky because it allows the FRIED LIVER ATTACK with Nxf7. If you've analysed the variation and really think you can defend the attack award yourself a point.
 - d) h6 is too slow. White could continue Nxf7 (FORK!), and after Kxf7, dxc6+ (DISCOVERED CHECK!)
2. d) Nxf7 sacrifices a piece for a strong attack. A good alternative is d4.
 - a) Bxd5 is a poor move, exchanging Bishop for Knight for no reason.
 - b) Qf3 is frequently played in junior chess but runs into trouble: 6. Qf3 Qxg5 7. Bxd5 Nd4! 8. Qxf7+ Kd8 9. Be4? Be6 trapping the White Queen. (Qh5, also popular in junior chess, leads to the same thing after 6... g6 7. Qf3.)
 - c) 0-0 also gives Black few problems, for instance 6. 0-0 Qxg5 7. Bxd5 Bg4.

3. c) Be2 is considered the best move here: the Bishop is both safe from attack and out of the way of White's other pieces.

a) Ba4 is open to attack: 8. Ba4 h6 9. Nf3 e4 10. Ne5? Qd4 11. Bxc6+ Nxc6 12. Nxc6 Qc5 trapping the Knight.

b) Bd3 hampers White's development: Nd5, with h6 and Nf4 to follow is the best reply.

d) Bf1 will leave White a long way behind in development.

4. b) exd4 is the only good move here.

a) Nxd4 loses a pawn: 4... Nxd4? 5. Bxf7+ (DECOY - EXPLOSION ON f7!) 5... Kxf7 6. Nxe5+ (DESTROY!) 6... Ke8 7. Qxd4.

c) Nxe4 might fall into a trap: 4... Nxe4 5. dxe5 Bc5? 6. Qd5 (QUEEN FORK!).

d) d6 allows Ng5 when Black cannot defend f7: 4... d6 5. Ng5 Be6? 6. d5 (PAWN FORK!) and 5... d5 will leave him a move behind the 4. Ng5 variation.

5. b) Bxd5 is the right move, regaining one of the lost pawns: 7. Bxd5 Qxd5 8. Nc3 (FORK, EXPLOITING TWO PINS!).

a) Bb5 makes it harder for White to get his pawns back.

b) Bd3 will also leave White behind on pawns.

d) Bb3 is also no help for the same reason.

6. 1. Bxf7+! (EXPLOSION ON f7!), winning a pawn: 1... Kxf7 2. Ng5+ and 3. Qxg4. Full credit as well for Qb3, which also wins a pawn. I hope you didn't fall for 1. Ne5?, hoping for 1... Bxd1 2. Bxf7# but losing to 1... Nxe5, winning a piece.

7. 1. Bxf7+! (EXPLOSION ON f7!), winning the Queen.

(6 and 7 both come from the same variation of the Sicilian Defence: 1. e4 c5 2. d4 cxd4 3. c3 (the MORRA GAMBIT) 3... dxc3 4. Nxc3 d6 5. Bc4 and now 5. Nc6 6. Nf3 Bg4? gives position 6 and 5... Nf6? 6. e5 dxe5? gives position 7. Another line for you to try against the Sicilian Defence.)

8. Nxe5! wins a pawn: it's mate in two if Black takes the Queen. This is the original Legall's Mate: Legall - St Brie Paris 1750 went 1. e4 e5 2. Bc4 d6 3. Nf3 Bg4? 4. Nc3 g6? 5. Nxe5 Bxd1?? 6. Bxf7+ Ke7 7. Nd5#.

9. The best move is 1. Bxf7+ (EXPLOSION ON f7!) 1... Kxf7 2. Ne5+ (FORK!), winning a pawn. But second best is 1. Ne5, threatening both Bxf7# and Nxc4. Black cannot defend with 1... Bh5 because of 2. Qxh5+ Qa5+ 3. Bd2 Qxd2+ 4. Kxd2 Nxc4 5. Bxf7+ (FORK!). 1... Be6 avoids loss of material but 2. Bxe6 fxe6 gives White a clear advantage because of Black's smashed pawns. Black's best defence to Ne5 is 1... Qa5+ 2. Bd2 Qxe5+ 3. dxe5 Bxd1 4. Rxd1 with some advantage to White: he has the two Bishops and more space. An interesting position. If you saw both Bxf7+ and Ne5, congratulations.

10. Bxf7+ (EXPLOSION ON f7) is the winning move. 1. Bxf7+ Kxf7 2. Ng5+ when 2...Ke8 3. Ne6 traps the Queen, or 2... Kf8 3. Ne6+ (FORK!), or 2... Kd8 3. Qd5+ mating. Or Black can choose not to take the Bishop: 1. Bxf7+ Kf8 2. Ng5 and because the Knight on d7 is PINNED, Black has no good defence to the threat of Ne6+ (FORK!). 1. g4 looks tempting because the Knight on h5 has no safe squares to go to, but Black can escape with 1... Nb6, attacking the Bishop on c4 and the Pawn on g4.

CHAPTER 12

1. Kh8!, drawing because Qxf7 is stalemate and Black has no other way to make progress.
2. Kc4 wins: 1. Kc4 a1=Q 2. Kb3 and Black can only avoid mate next move by giving up his Queen. King and Queen against King and Queen isn't always a draw!
3. Ba5! and Black is in ZUGZWANG. He has to move away allowing the Pawn to queen. Not 1. a7? Kb7 2. Bc5 Ka8 with a draw.
4. b4! is the way to win. Again bxa4 is a draw because the Black King can reach a8. After b4 the play could continue: 1. b4 Kb5 2. Bd6 (ZUGZWANG!) 2... Kc6 3. Bc5 Kb5 4. Kb2 Kc6 5. Ka3 Kb5 6. Bf8 (ZUGZWANG!) winning the a-pawn with an easy victory in sight.
5. Rxc2+! is the easy solution: 1. Rxc2+ Kxc2 2. g6 (or f7) and Black cannot stop both pawns. White will end up with Queen against Rook.

CHAPTER 13

1. Nxc7+ (CLEARANCE!) 1... Nxc7 2. Rd8# (A variation from S Rubinstein - Phillips New York 1908). You should remember the mating position from Morphy against the Duke and the Count.
2. 1. Re8+ (CLEARANCE + DECOY!) 1... Kxe8 2. Qd8#, or 1... Nxe8 2. Qd8#, or 1... Qxe8 2. Bc5#. (This happened twice in the same year: R Hall - D Lamb Wolverhampton 1969 and Zhuravlev - Borinsky USSR 1969!)
3. 1. Rg8+ Rxg8 2. Qxf6+ Rg7 3. Qxg7#, or 1... Kxg8 2. Rg2+ Kh8 3. Qxf6# or Bxf6#. (Mieses - Marshall Hanover 1902) Remember this idea: you might just meet it again sometime.
4. 1. Qe8+! Rxe8 2. fxe8+Q+ Bxe8 3. Bxd6# (DOUBLE CHECK!). (Charousek - Wollner Kassa 1893)
5. 1. Qb5+ (CLEARANCE + DECOY) 1... Nxb5 2. Nb4+ Kb6 3. Na4#. Full credit also for 1. Nb4+ Kb6 2. Qb5+! which leads to the same finish. (I Zaitsev - Storoshenko USSR 1969) Compare Question 5 in the Chapter 5 quiz. You'll see another similar finish in Chapter 16.
6. 1. b4!+ (DECOY!) 1... Bxb4 2. Bb6+! (DECOY!) 2... axb6 3. Qxa8#. (Blackburne - Amateur Kidderminster 1863) One of ten games played in a blindfold simul!
7. 1. Rxg7+ Kh8 2. Rg8+! (DOUBLE CHECK!) 2... Kxg8 3. Rg1+ Qg5 4. Rxg5#. (A variation from Hartlaub - Testa Bremen 1913. This is what would have happened if Black had accepted a Queen sacrifice.) If you remembered Question 3 you should have got this one right.
8. 1. Qxe5+! dxe5 (1... f6 2. Qxf6+! mates a move earlier) 2. Bxe5+ f6 3. Bxf6+ Rxf6 4. Rg8+ or 3... Qg7 4. Bxg7#. (This is the actual finish of Hartlaub - Testa Bremen 1913. Black declined the Queen sacrifice but a few moves later White sacrificed a Rook to reach this position.) Yet another Rook and Bishop mate! You should be getting used to them by now.
9. 1. Re8+ Nf8 2. Nh6+! (DECOY + EXPLOITING THE PIN!) 2... Qxh6 (or 2... Kh8 3. Rxf8#) 3. Rxf8+! Kxf8 4. Qd8#. (A variation from Alekhine - Frieman New York 1924) This one was from a 26-board blindfold simul!
10. 1. Nf7+ Ke8 2. Nd6+ (DOUBLE CHECK!!) 2... Kd8 (or 2... Kf8 3. Qf7#) 3. Qd8+! Rxe8 4. Nf7#. (Young - Doré Boston 1892) SMOTHERED MATE by PHILIDOR'S LEGACY. You should have remembered that one.

CHAPTER 14

1. 1. Rxf6! and Black cannot take back without losing his Queen: 1... Qxf6 2. Nh5+ (FORK!) or 1... Kxf6 2. Bxg5+ (SKEWER!). Meanwhile, White's won a pawn and Black cannot defend g5. (Fischer - Gligoric Zagreb 1970)
2. 1. Rxd4! winning a Bishop. If Black takes the Rook he's mated by 1... exd4 2. Re5+ Kxg4 3. h3# or f3#. Other captures on d4 make no difference. (Petrosian - Ivkov USSR v Yugoslavia 1979)
3. 1. Rxd7 wins at once: 1... Nxd7 allows 2.Qxg7# and 1... Qxd7 allows 2. Bxf6 (EXPLOITING THE PIN!), again followed by Qxg7#. Because of the threats to f6 and g7 Black cannot save his Queen. (Romanishin - Plaskett London 1977) This was from a 30-board simul.
4. This one runs 1... Qxd4! 2. Rxd4 Rc1+ 3. Qg1 Rxg1+ 4. Kxg1 and at first it looks as if Black only has Bishop for a Rook, but then comes 4... Bc5, PINNING and winning the Rook for nothing. (Teschner - Keres West Germany v USSR 1960)
5. White's back rank is weak but 1... Qe1+ is not the answer! White can safely play 2. Qf1, a move that is very easy to overlook. No, the correct answer is 1... Rxa3!, a triple DECOY! Now we have 2. bxa3 Qxa1+ 3. Rb1 Re1+ or 2. Rxa3 Qe1+ or 2. Qxa3 Qe1+, in each case mating. White's Queen and Rook are FORKED and if 2. Qf1, 2... Rxa1 3. Qxa1 Qe1+ (Mikenas - Bronstein Tallin 1965)
6. The winning line is 1. Rxd7+ Rxd7 (or 1... Qxd7 2. Nf6+ (FORK, EXPLOITING THE PIN!)) 2. Ne7+ (DISCOVERED CHECK!) 2... Kg7 3. Qg8+ Kf6 4. Nd5#. The Knight returns to his original square. (Vinkel - N Gusev USSR 1964)
7. The killer id 1... d4. This attacks the PINNED Knight and the e-pawn cannot capture because of the PIN on the e-file. So 2. Qxd4 Qa1+ (SKEWER!) when Whites choice is unenviable. 3. Ke2 Qxh1 or 3. Nd1 Qxd4 (EXPLOITING THE PIN!) or 3. Qd1 Qxc3+. (Pirc - Stoltz Prague (Olympics) 1931)
8. This one starts with a Queen sacrifice: 1... Qxd6! 2. Qxd6 Bd4+ 3. Kh1 (or 3. Rf2 Re1# (EXPLOITING THE PIN!)) 3... Nf2+ 4. Kg1 (or 4. Rxf2 Re1+) 4... Ne4+ (DISCOVERED CHECK!) 5. Kh1 Nxd6 and Black's won a Bishop. Full marks also for 1... Bd4+ 2. Kh1 Qxd6+ which amounts to the same thing. (Brinck-Claussen - J Littlewood Varna (Olympics) 1962)
9. I trust you noticed White's in check! He played 1. Qxf4! Bxf4 2. Rxh5! gxh5 (in fact Black resigned here.) 3. Rxh5 and there's no defence to Rh8#. (Blackburne - J Schwarz Berlin 1881)
10. Another Queen sacrifice: 1. Nh6+ (EXPLOITING THE PIN!) 1... Kh8 2. Qxe5! Qxe5 3. Nxf7+ Kg8 (there's a BACK RANK MATE if he takes the Knight.) (Capablanca - Fonaroff New York 1918)

CHAPTER 15

1. Certainly not Bc4 which is stalemate! A waiting move with either Bishop will mate in three, so full credit for any of Bc5, Bd6, Be7, Bf8, Be4, Bf5, Bg6 of Bh7 as long as you planned to continue with a check on the a2-g8 diagonal followed by mate on the a1-h8 diagonal. For instance: 1. Bc5 Ka2 2. Bc4+ Ka1 3. Bd4#. Full credit also for 1. Kc1 Ka2 2. Bc4+ Ka1 3. Bc3#.
2. This time there's only one way to mate in three. We need to check with the Knight next move, not on b4 allowing Ka3 but on c1. So the solution is 1. Ne2 Ka2 2. Nc1+ Ka1 3. Be5#
3. 1. Kf3 picks up the Bishop: if it goes to h2 or h4 then Rh6+ (FORK!), or if it goes to b8 then Re8+ (FORK!), or 1... Bc7 2. Re8+ Kg7 3. Re7+ (FORK!).

4. 1. Rb1 Na4 2. Rb4 traps the Knight. This was the actual conclusion of Steinitz - Neumann (we've reversed the colours for convenience: Steinitz, playing Black, had the Rook). But you also score if you selected 1. Ra1, and, after Black's King moves, Kc3, which is just as good.

5. The hardest one in this quiz. 1. Bc4! (cutting off the Rook and threatening 2. Rb8#, which is also the answer to 1... Ke8) 1... Kc8 2. Be6+ Kd8 3. Rb8+ Rc8 4. Rxc8# (Analysis by Philidor.)

CHAPTER 16

1. 1. Qxe4+! wins: 1... Nxe4 2. Bxf7#. (EXPLOSION ON f7!) and 1... Ne5 is clearly hopeless. (Anderssen - Schallop Berlin 1864)

2. The winning sequence is 1. Bxf7+! Kh8 2. Qxh7+! Kxh7 3. Rh4#, a finish you should have recognised, or 1... Rxf7 2. Qxf7+ Kh8 3. Qf8+!! Rxf8 4. Rxf8#. (Silverman - Eliskases Birmingham 1937) The loser of this game became a strong Grandmaster, the winner, Julius Silverman, by contrast, became an MP and was for many years the strongest chess player in the House of Commons.

3. Another idea you've seen before: 1. Qe8+! Kxe8 2. Bb5+ (DOUBLE CHECK!) 2... Kf8 (or Kd8) 3. Re8#. Remember Réti - Tartakower? (Kaldegg - Zeissel Vienna 1903)

4. The game finished 1. Nxd7! Qxd5 2. Nf6+ (DOUBLE CHECK!) 2... Kd8 (or Kd8) 3. Bxe7#. After 1... Bxd7 White would have won with either 2. Rxe7+ or at once Qxf5 (the Bishop and Knight are both PINNED!). (Steinitz - Pilhal Vienna 1862)

5. 1... Qxe5! (DECOY! - to open the g1-a7 diagonal.) If he doesn't take the Queen he's a piece down, so 2. dxe5 Bc5+ 3. Kh2 g3+ 4. Kh3 Bc8+ 5. Qg4 Bxg4#.

6. The result of another EXPLOSION ON f7! If you worked this one out you've done well. 1. Bd6+! (CLEARANCE! - to open the f-file. Now if 1... cxd6, 2. Qf7#) 1... Kxd6 2. Qc5+ Ke6 3. d5+ Ke5 4. d6+ (DISCOVERED CHECK!) 4... Kxe4 5. Nd2#, or 4... Ke6 5. Qd5#. (Lazard - Amateur 1903)

7. We conclude with four more brilliancies by Adolf Anderssen, the nineteenth century king of the gambits. Here, another Queen sacrifice forces mate: 1... Qxf3+ 2. gxf3 (2. Kg1 Re1+) 2... Bh3+ 3. Kf2 (3. Kg1 Re1+ 4. Kf2 Bh4#) 3... Bh4+ 4. Kg1 Re1+ 5. Qf1 Rxf1#. (Riemann - Anderssen Breslau 1876)

8. The answer to this one isn't Bxd4+?, because 2. Qxd4 is check! Instead, the game finished 1... Qf1+ 2. Qxf1 Bxd4+ 3. Be3 Rxe3! and the only move to prevent 4... Re2# (DOUBLE CHECK!) is 4. Kg1 when 4... Re1 is mate (PIN!). (Rosanes - Anderssen Breslau 1863)

9. The IMMORTAL GAME! Anderssen's already sacrificed two Rooks and a Bishop for the attack and now finished with 1. Nxe7+ Kd8 2. Qf6+! (DECOY) 2... Nxf6 3. Be7#. (Anderssen - Kieseritzky London 1851) This was a friendly game, played AT but not IN the London 1851 Tournament.

10. The EVERGREEN GAME! I hope you found this brilliant finish which makes a spectacular conclusion to the book. 1. Qxd7+! (DECOY!) 1... Kxd7 (1... Kf8 2. Qxe7#) 2. Bf5+ (DOUBLE CHECK!) 2... Ke8 (2... Kc6 3. Bd7#) 3. Bd7+ Kf8 (or Kd8) 4. Bxe7#. (Anderssen - Dufresne Berlin 1852)

GLOSSARY

Adjourn/Adjournment

If it is not possible to finish a game within the prescribed time, the players may ADJOURN to continue at another time. The player whose turn it is to move at the ADJOURNMENT makes a SEALED MOVE.

Adjournment/Adjudication

If it not possible to finish a game either within the prescribed time or at another time, the game may be ADJUDICATED by an expert. he will decide on the result of the game on the assumption that both players make the best moves.

Adjust

See J'ADOUBE.

All-Play-All

A tournament in which every player plays (one or more games) against every other player. Sometimes knows as American or Round Robin.

Algebraic Notation

See NOTATION.

Ambush

See DISCOVERED ATTACK.

Annotations

Comments about the moves of a game, as, for example, in the *Masters of the Universe* games in this book.

Arbiter

See CONTROLLER.

Attack

a) A situation in which a piece could capture an enemy piece: after 1. e2-e4 e7-e5 2. Qd1-h5, the White Queen ATTACKS the pawns on e5, f7 and h7. The word is also sometimes used in the same sense as THREAT

b) A plan of campaign against a specific target: we may talk of a KING-SIDE attack, a QUEEN-SIDE attack and so on.

c) A name given to some openings or variations chosen by White, for instance the Fried Liver Attack.

Back Rank Mate

A CHECKMATE by Queen or Rook along the back RANK, typically, but not necessarily, with the pawns in front of the King unmoved. For instance, White Rook on a8, Black King on g8, Black Pawns on f7, g7, h7.

Backward Pawn

A pawn which, though not ISOLATED, has no pawn of the same colour on an adjacent FILE either on the same RANK or behind it. If this pawn is on a HALF-OPEN FILE and cannot advance it can become a target of attack. Place a White Pawn on e4 and Black Pawns on d6 and e5. If there is no Black c-pawn on the board, or if it is on, say, c5, the Black d-pawn is BACKWARD.

Blindfold Chess

A game in which the players play without a board, calling out the moves to each other.

Blindfold Simultaneous Display

A SIMULTANEOUS DISPLAY in which the player giving the display cannot see the boards but has the moves called out to him on each board in turn.

Blitz Chess

See LIGHTNING CHESS.

Candidates' Tournament/Match

A TOURNAMENT or MATCH to decide the challenger for the World Championship. Candidates' TOURNAMENTS were held between 1950 and 1962. Since then the challenger for the World Championship has been decided by Candidates' MATCHES.

Castling/Castles

A double move in which an unmoved King moves two squares towards an unmoved Rook and the Rook moves over the King to the next square. If White castles KING-SIDE his King goes to g1 and his Rook to f1. If Black castles QUEEN-SIDE his King goes to c8 and his Rook to d8. Castling is not possible if the King is IN CHECK, moves THROUGH CHECK or moves INTO CHECK. You castle by moving your King first or both pieces together. A player who touches his Rook first may not castle but instead has to play a rook move.

Centre

The middle of the board: specifically the squares d4, e4, d5 and e5. In the OPENING, both players should strive to occupy or control the CENTRE.

Check

An ATTACK (definition a)) on the King. In games between inexperienced players it is usual to announce "Check" to your opponent when attacking his King. If you play in adult tournaments you'll find that your opponents will probably not do this, expecting you to see for yourself if you are in check.

Checkmate

A CHECK which cannot be parried by moving the King to a safe square, blocking the attack or capturing the checking piece. Checkmate ends the game: the player who is checkmated has lost. MATE has the same meaning as checkmate and is frequently used in its place.

Clearance

Moving a piece, often as a SACRIFICE, in order to make way for another piece.

Clock

In serious TOURNAMENTS and MATCHES each player has a fixed amount of time to play either a certain number of moves or the whole game. A player who exceeds the time limit loses as long as his opponent has enough MATERIAL left to get CHECKMATE. A chess clock has two races. On making a move the player presses the button on top of his clock to start his opponent's clock ticking. Digital clocks are now being used in many TOURNAMENTS.

Combination

A sequence of moves involving a SACRIFICE played in order to gain a specific advantage, usually to win MATERIAL or to force CHECKMATE, sometimes to force a draw from an inferior position.

Congress

See TOURNAMENT.

Controller

The person who oversees a TOURNAMENT or MATCH and who has the responsibility of ensuring that the Laws of Chess are obeyed. Also ARBITER.

Correspondence Chess

Chess played by post: the players take it in turns to send their moves to each other by letter. The term is also used loosely for chess in which moves are communicated by other means, for instance phone, radio or fax.

Counter-attack

- a) A move which replies to the opponent's THREAT by setting up a THREAT of its own.
- b) A name given to some openings or variations of an attacking nature selected by Black.

Counter-gambit

A GAMBIT played by Black, for instance the Falkbeer Counter-gambit.

Decoy

To force an enemy piece either away from or to a particular square or line, often by means of a SACRIFICE. (Some writers use DECOY only for forcing TO a square or line and DEFLECTION for forcing AWAY FROM a square or line.)

Defence

- a) An answer to a THREAT, or that which prevents an ATTACK from being a THREAT. After 1. e2-e4 e7-e5 2. Qd1-h5, the Rook on h8 provides a DEFENCE to the ATTACK on h7 and the King provides a DEFENCE to the ATTACK on f7. A good move for Black would be 2... Nb8-c6, providing a DEFENCE to the THREAT of Qh5xe5+.
- b) A name given to an opening or variation chosen by Black: for instance the Sicilian Defence or French Defence.

Descriptive Notation

See NOTATION.

Destroy

To capture a defending piece, often as a SACRIFICE.

Develop/Development

To develop a piece is to move it from its starting square to a more effective position. In the OPENING both players strive for rapid DEVELOPMENT.

Diagonal

A line on the chess board from North East to South West or from North West to South East, as traversed by bishops and queens. The diagonals from corner to corner are the LONG DIAGONALS.

Discovered Attack

A move which opens up an attack from a bishop, rook or queen. After the moves 1. e2-e4 e7-e5 2. Qd1-g4?, a move by the Black d-pawn would be a DISCOVERED ATTACK on the White Queen. Also called an AMBUSH.

Discovered Check

A move which opens up an ATTACK from a bishop, rook or queen on the opponent's King.

Double Check

A CHECK from two pieces at once: a DISCOVERED CHECK where the piece moving away itself gives CHECK. A DOUBLE CHECK can only be met by a King move.

Doubled Pawns

Two pawns of the same colour on the same FILE. Three pawns of the same colour on the same FILE are TRIPLED PAWNS. Such pawns can often become targets of attack.

Draw

A game which neither player wins. A draw can be achieved in four ways:

1. Both players have insufficient MATERIAL to force CHECKMATE.
2. By threefold REPETITION of the position.
3. By the FIFTY-MOVE RULE.
4. By agreement between the two players.

En Passant

A pawn capture in which a pawn on its fifth RANK can capture a pawn on an adjacent FILE moving from the second to the fourth rank as if it moved only one square. After the moves 1. e2-e4 e7-e6 2. e4-e5 d7-d5, White may, if he chooses, capture Black's d-pawn EN PASSANT, but only on his next move. His e-pawn will move to d6 and Black's d-pawn will be removed from the board.

Ending/Endgame

The final stage of a game of chess, when there is little MATERIAL left on the board; where most of the pieces (but not necessarily the pawns) have been captured.

Exchange (The)

- a) Trading pieces of equal value: for instance, queen for queen, rook for rook, bishop for knight.
- b) The advantage of Rook for Bishop or Knight. If you win Rook for Bishop or Knight you are said to WIN THE EXCHANGE while your opponent LOSES THE EXCHANGE. If you give up Rook for Bishop or Knight deliberately you SACRIFICE THE EXCHANGE.

Family Fork

See FORK.

Fianchetto

The DEVELOPMENT of a bishop on the LONG DIAGONAL (b2 or g2 for White, b7 or g7 for Black) after moving the b-pawn or g-pawn.

FIDE

The International Chess Federation (Fédération International Des Echecs in French): the ruling body for world chess.

FIDE Master (FM)

The lowest MASTER title awarded by FIDE, below the rank of INTERNATIONAL MASTER. Players qualify for this title by performing at a specified level in MASTER TOURNAMENTS. The title of FIDE Master is also awarded to World Junior Champions. FM is an abbreviation for FIDE Master. FIDE also award the title of WOMAN FIDE MASTER, with a lower level of qualification.

Fifty Move Rule

This rule states that if fifty moves have been played since the last capture or pawn move the game is a draw. It can only be enforced if the players are recording their moves (or, in junior chess, counting their moves). Contrary to popular opinion it has nothing at all to do with one player only having a King left. The FIFTY MOVE RULE was extended for certain positions in the 19802 but in 1992 it reverted to fifty moves for all positions, except if announced in advance by the TOURNAMENT organiser.

File

A vertical line of squares on a chess board. The eight FILES are assigned the letters from a to h, so, for instance, the FILE on which the Kings start is referred to as the e-FILE.

Forced (Move)

- a) The only legal move in the position.
- b) The only reasonable move in the position.

Forcing Move

A move which restricts the opponent's choice of reply: a THREAT, CHECK or capture.

Fork

A situation in which one piece THREATENS two enemy pieces (or squares). For instance: 1. e2-e4 c7-c5 2. d2-d4 c5xd4 3. Ng1-f3 e7-e5 4. Nf3xe5? Qd8-a5+ is a QUEEN FORK: a CHECK and a threat of Qa5xe5. A Knight FORK threatening King, Queen and Rook is known as a FAMILY FORK.

Gambit

An OPENING or variation in which one player (usually White) SACRIFICES MATERIAL for the sake of a lead in DEVELOPMENT or occupation of the CENTRE. Examples are the King's Gambit and the Danish Gambit. Openings where Black makes the SACRIFICE are sometimes known as COUNTER-GAMBITS.

Grade/Grading

A number indicating a player's strength. FIDE and national chess organisations issue regular lists of grades. The system used in England is not the same as the one used both by FIDE and in most other countries. Grades are more often known (in most countries except England) as RATINGS.

Grandmaster (GM, IGM)

The highest title awarded by FIDE, sometimes also called INTERNATIONAL GRANDMASTER and abbreviated to either IGM or GM. It is awarded to players who perform at a specified level in GRANDMASTER TOURNAMENTS. The title of WOMAN INTERNATIONAL GRANDMASTER (WGM) is awarded to women and has a lower qualification level. Separate Grandmaster titles are also awarded for CORRESPONDENCE CHESS.

Half-open File

A FILE with a pawn or pawns of one colour only on it.

Interference

A situation in which a piece is played (often as a SACRIFICE) to a square in order to cut off a line of defence.

International Master (IM)

A title awarded by FIDE to players performing at a specified level in MASTER TOURNAMENTS. It is abbreviated to IM. It ranks above FIDE MASTER and below GRANDMASTER. The title of WOMEN'S INTERNATIONAL MASTER (WIM) is also awarded, with a lower qualification level. Separate International Master titles are also awarded for CORRESPONDENCE CHESS.

Isolated Pawn

A pawn with no pawns of its own colour on the FILES either side of it.

J'adoube

A warning (in old French - there is no such word in modern French) to your opponent that you are going to adjust a piece which is not in the centre of its square rather than make a move with it. It must be announced BEFORE you touch the piece. The English 'Adjust' is often preferred.

King's Side

Also KING-SIDE. The side of the board on which the Kings start: the e, f, g and h files. We talk about CASTLING KING-SIDE, or playing a KING-SIDE ATTACK.

Legall's Mate

A mate in the early stages of the game following a Queen SACRIFICE by moving a PINNED Knight. An example is 1. e2-e4 e7-e5 2. Bf1-c4 d7-d6 3. Ng1-f3 Bc8-g4 4. Nb1-c3 g7-g6? 5. Nf3xe5! Bg4xd1? 6. Bc4xf7+ Ke8-e7 7. Nc3-d5#.

Lightning Chess

Speed chess: there are two varieties. It can be played with a CLOCK, with, say, five or ten minutes per player for the game, or with a buzzer when moves have to be played, say, every ten seconds. Also known as BLITZ CHESS.

Line Piece

A piece which moves in a straight line: Queen, Rook or Bishop.

Long Diagonal

The DIAGONALS from corner to corner (a1 to h8, h1 to a8) on the chess board.

Major Pieces

Queens and rooks: bishops and knights are MINOR PIECES.

Master

A general term for a strong player. FIDE awards GRANDMASTER, INTERNATIONAL MASTER and FIDE MASTER titles. Countries can also award National Master titles.

Match

- a) A series of games between two players, for instance a World Championship Match.
- b) An encounter between two teams, usually playing in order of strength with the strongest players on each side playing each other and so on, all the way down. Teams may represent, for example, schools, clubs or countries.

Mate

See CHECKMATE

Material

The value of the pieces on the board: counting queens as worth 9 points, rooks as 5, bishops and knights as 3 and pawns as 1, if you have rook against bishop and pawn you are ahead on material: you have a material advantage.

Middle Game

That part of the game between the OPENING and the ENDING, when the pieces have been DEVELOPED and the amount of MATERIAL left on the board is not reduced enough for the position to be considered an ENDING.

Minor Pieces

Bishops and knights: queens and rooks are major pieces.

Notation

The notation for chess moves used in this book is known as ALGEBRAIC or STANDARD NOTATION. The first eight chapters use LONG ALGEBRAIC NOTATION and the last eight chapters use SHORT ALGEBRAIC NOTATION. You may come across some books (published before about 1980) using a different notation: P-K4 instead of e2-e4. This is DESCRIPTIVE NOTATION.

Olympics/Olympiad

The Chess Olympics are held every two years: every country affiliated to FIDE is allowed to enter a team in both the Open and Women's competition.

Opening

- a) The first 10-15 moves of the game, when the PIECES are being DEVELOPED.
- b) A name given to a particular sequence of moves at the start of the game, like the Giuoco Piano or Ruy Lopez. Some may have the word 'Opening', 'Game', 'DEFENCE', 'ATTACK' or 'GAMBIT' attached to them.

Opposition (The)

A situation in the ENDING where two Kings stand two squares apart. The side NOT having the move is said to have THE OPPOSITION, which, in most cases, is an advantage. Place the White King on e4 and the Black King on e6: we have VERTICAL OPPOSITION. With the Black King on c4 we'd have HORIZONTAL OPPOSITION, and with the Black King on c6 we'd have DIAGONAL OPPOSITION. Now move the Black King to e8. With three squares between the Kings we have DISTANT OPPOSITION.

Outpost

A square in or close to enemy territory which can never be attacked by an enemy pawn and which is (usually) supported by a friendly pawn. For instance, the square in front of a BACKWARD PAWN can be an outpost: with a White Pawn on e4, Black pawns on e5 and d6 and no Black c-pawn, d5 is an OUTPOST for White. Knights are particularly effective stationed on OUTPOSTS.

Overworked Piece

A piece which has to, but is unable to, perform two defensive tasks at the same time. Such a piece can be DECOYED to advantage.

Passed Pawn

A pawn which has no enemy pawn either on its FILE or on adjacent FILES on the RANKS in front of where it now stands.

Perpetual Check

A situation in which one player is checking his opponent continuously and his opponent is either unable or unwilling to evade the checks. Perpetual Check is not a rule of chess but will eventually lead to a draw by REPETITION.

Piece

- a) Any chess piece (also chessman or man).
- b) a MAJOR PIECE or MINOR PIECE: anything except a pawn.

Pin

A situation in which a piece is shielding another piece from attack by a LINE PIECE. After the moves 1. d2-d4 Ng8-f6 2. c2-c4 e7-e6 3. Nb1-c3 Bf8-b4 4. Bc1-g5, the Knights on c3 and f6 are both PINNED. The Knight on c3 is PINNED against the Queen, and is not allowed to move. The Knight on f6 is PINNED against the Queen, and is allowed to move, but doing so would give White the opportunity to capture the Queen.

Positional Chess

A style of playing which emphasises aspects of chess such as pawn weaknesses rather than TACTICS.

Postal Chess

See CORRESPONDENCE CHESS.

Promotion

On reaching the eighth RANK a pawn is promoted to a knight, bishop, rook or queen. Usually a queen is chosen, so we talk about either promoting or QUEENING a pawn. If a lesser piece is chosen we talk about UNDERPROMOTION.

Queening

See PROMOTION.

Queen's Side

Also QUEEN-SIDE. The side of the board on which the Queens start: the a, b, c and d files. We talk about CASTLING QUEEN-SIDE or playing a QUEEN-SIDE ATTACK.

Quickplay

See RAPIDPLAY

Rank

A horizontal line of squares on a chess board. The eight ranks are assigned the numbers from 1 to 8. The rank on which the White PIECES start is, from White's point of view, the first rank, and, from Black's point of view, the BACK RANK.

Rapidplay

A game or tournament played at a time limit of, say, thirty minutes per player per game: slower than LIGHTNING CHESS but faster than normal, or slow play chess. Also known as QUICKPLAY.

Rating

See GRADE/GRADING.

Repetition

A game is drawn by REPETITION if the same position occurs three times during the game with the same player to move. The correct procedure in TOURNAMENTS is that a player who wishes to claim a draw by REPETITION, instead of making his move stops the clock, calls the CONTROLLER and tells him that he is about to make a move which repeats the position three times. Note that the rule concerns repetition of position, not of moves, and that there is no such rule as PERPETUAL CHECK.

Resigns

A player may RESIGN at any time during a game if he thinks his position is hopeless and he is sure to lose.

Sacrifice

A deliberate loss of MATERIAL with the intention of procuring a short-term or long-term gain. Often abbreviated to 'sac'.

Sealed Move

At an adjournment the player whose turn it is to move writes down his next move and seals it in an envelope so that his opponent cannot see it. This is a SEALED MOVE.

Simultaneous Display

An event in which a MASTER or expert plays a number of opponents at the same time. The participants are seated on the outside and the expert goes round the inside playing a move on each board in turn. Often abbreviated to 'simul'.

Skewer

A situation where a LINE PIECE attacks two pieces along the same line of attack. Unlike a PIN, the move valuable piece is in front and has to move, allowing the less valuable piece to be taken. Place a White Rook on h1, a Black King on e1 and a Black Rook on a1. The White Rook SKEWERS the Black King and Rook.

Smothered Mate

A CHECKMATE in which the squares around the King are occupied by friendly pieces. With a Black King on h8, Black Pawns on g7 and h7 and a Black Rook on g8, a White Knight on f8 would give SMOTHERED MATE.

Stalemate

A position in which the player whose turn it is to move is not in CHECK but has no legal moves; for instance Black King on a8, White Pawn on a8 and White King on a6: with Black to move this is STALEMATE. The result is a draw.

Strategy

Long-term planning, as opposed to TACTICS.

Swiss System

A method of organising a TOURNAMENT in which many players can compete over a few rounds. In its simplest form, in each round a player is paired as far as possible with an opponent with an identical score. The players also alternate White and Black as far as possible. Most TOURNAMENTS below MASTER level and many MASTER TOURNAMENTS are run on the SWISS SYSTEM. A SWISS SYSTEM TOURNAMENT in which anyone can take part, from MASTER to beginner, is called an OPEN SWISS.

Tactics

Short-term THREATS, ATTACKS and COMBINATIONS, as opposed to STRATEGY.

Theory

Chess information and knowledge to be found in books, based on the games and study of MASTERS. Books on OPENINGS contain OPENING THEORY: moves of MASTER games with comments and evaluations. There is also a lot of ENDGAME THEORY.

Threat/Threaten

A THREAT is a move or plan which a player intends to carry out unless his opponent stops him. After 1. e2-e4 e7-e5 2. Qd1-h5, White ATTACKS e5, f7 and h7, but only Qh5xe5 is a THREAT: White THREATENS to take the e-pawn.

Tournament

A chess competition in which players or teams play against each other to determine a winner. A number of TOURNAMENTS at the same time in the same place is a CONGRESS. Tournaments may be open only to players below a certain age or GRADE, only to girls or women and so on. Individual tournaments are usually scored by giving the winner of a game one point and the loser no points. A draw scores half a point each.

Windmill

A situation in which one player is repeatedly forced into a DISCOVERED CHECK which enables his opponent to win MATERIAL.

Zugzwang

A position in which the player whose move it is has to make a move which worsens his position. Place the Black King on e8, a White Pawn on d7 and the White King on d6. If it is Black's move he is in ZUGZWANG: his only move is Ke8-f7, when White will QUEEN his pawn in two moves time. With White to play he must either play Kd6-e6, which is STALEMATE or move his King away from the pawn, so White is in ZUGZWANG.

Zwischenzug

An in-between move, for instance when a player, instead of completing an EXCHANGE, stops to threaten CHECKMATE before recapturing the piece.