

Understanding the Chess Openings

QUEEN'S INDIAN DEFENSE

Andy Soltis
International Grandmaster

Edmar Mednis
International Grandmaster

Raymond Keene
International Grandmaster

John Grefe
International Master

Sidney Fried, *Publisher* Lubomir Kavalek, *Editor-in-Chief*

Burt Hochberg, *Executive Editor*

R.H.M. Press

a division of R.H.M. Associates of Delaware, Inc.
417 Northern Boulevard, Great Neck, N.Y. 11021

CONTENTS

Glossary	viii
Chess Notation	x
Part One	
The Ideas Behind the Queen's Indian Defense, <i>Andy Soltis</i>	1
Part Two	
King Bishop Fianchetto—Normal Lines, <i>Andy Soltis</i>	19
Part Three	
King Bishop Fianchetto—Black Is Aggressive, <i>Raymond Keene</i>	74
Part Four	
Two Knights Variation, <i>Edmar Mednis</i>	97
Part Five	
Quiet Line, <i>Edmar Mednis</i>	118
Part Six	
White Varies on Move Four, <i>John Grefe</i>	138
Part Seven	
The Modest White Center, <i>Andy Soltis</i>	158
Part Eight	
The Queen's Indian Attack, <i>Andy Soltis</i>	174
Index of Complete Games	182
Index of Opening Moves	183

Part One

The Ideas Behind the Queen's Indian Defense

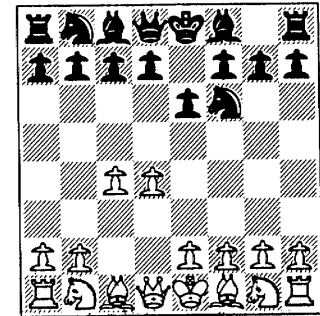
Andy Soltis

The Queen's Indian Defense is the neglected stepchild of the opening variations that begin with $1\ d4\ \text{d}f6$. Its growth and history are inextricably bound up with the more exciting and popular Nimzo-Indian Defense—it is almost taken for granted that a player who learns the Nimzo-Indian will also have to acquaint himself with the QID—but there remains that lingering neglect: you can't ignore the QID, but you'd rather not spend much time studying it.

This neglect is a product of the last forty years of tournament experience. In the early days of the QID, the period between the World Wars, it was an active, almost aggressive alternative to the Queen's Gambit Declined. It was so closely tied to the Nimzo-Indian that Savielly Tartakower, the noted annotator, considered the two to be opposite sides of the same opening, the "New Indian Defense." But whereas the Nimzo was sharpened with new attacking ideas during the 1930's and again in the fifties and sixties, the QID lost some of its zing before World War II. It was found that White, with accurate

play, could neutralize Black's strategy of seizing the a8-h1 diagonal. This neutralizing, however, was often accomplished in part through exchanges which, though preserving White's slight advantage, also made it likely the game would be ultimately drawn.

In Aron Nimzovich's original conception, both the QID and the Nimzo-Indian were based on a fight for the center squares, especially e4, without the occupation of those squares by Black pawns. After $1\ d4\ \text{d}f6\ 2\ c4\ e6$ Black has made no commitments toward the center and is awaiting events.



If White brings his Queen Knight to c3, where it observes d5 and

prepares e2-e4, Black enters the Nimzo-Indian by playing 3 ... ♗b4. (He can, of course, enter the Queen's Gambit with 3 ... d5.) The Bishop move temporarily disables White's Knight by pinning it and prevents him from advancing immediately in the center (4 e4? ♟xe4). But what if White doesn't develop his Queen Knight or postpones its development until he has castled, and plays 3 ♟f3 instead? Nimzovich's answer was 3 ... ♗b6!, preparing ... ♗b7. Once Black has two minor pieces bearing down on e4, White will need imagination and skill—and some extra pieces—to engineer e2-e4.

The general rule of thumb here is simple: If White gets his pawn to e4 without making concessions, he wins the battle of the opening. He opens excellent lines for his two Bishops—posting one probably on g5, the other on d3—and severely restricts Black's pieces. If he ever gets to play e4-e5 he will have a ready-made attack because Black will have to remove his best defensive piece—the Knight on f6—from the Kingside.

But White cannot get his pawn to e4 without making concessions. For example, in the Nimzo-Indian White can get in e2-e4 at the cost of permitting ... ♗b4xc3, which damages his Queenside pawns and creates an immobile pawn at c3 that may limit the scope of his Queen Bishop. There are other ways for White to battle for e4, however. In the QID, the simplest way is to build up slowly with

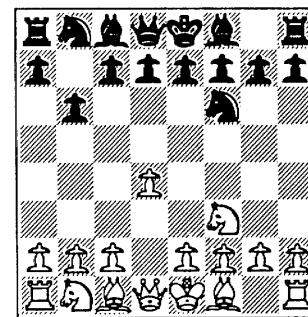
such moves as e2-e3, ♗d3, ♗bd2, and ♗e2 or ♗c2—in the long run White can aim more fire-power at e4 than Black can, largely because it is closer to White's pieces. But in the meantime Black can initiate diversionary action. He can strike back in the center with ... c7-c5! before White gets a chance to advance his e-pawn, or he can occupy e4 with a Knight and reinforce it there with ... f7-f5.

Another method for White is to try to neutralize Black's pieces. He can meet the power of Black's fianchettoed Bishop on b7 by fianchettoing his own Bishop on g2, forgoing the attacking chances he usually obtains with his Bishop on d3. This also invites Black to attack the pawn on c4, which lacks its natural protection if the Bishop is not on d3 or e2. White can also try to neutralize Black's other minor piece that challenges e4, the Knight on f6. But, unlike Black's ... ♗b4, White's ♗g5 pin is not really a threat to capture the pinned Knight. When Black plays ... ♗b4 he expects to meet a2-a3 with ... ♗xc3+, doubling White's pawns (in most variations). But when White plays ♗g5 he expects to meet ... h7-h6 with ♗h4, because Black can answer ♗xf6 with ... ♗xf6 to avoid doubled pawns. This means that Black can break the pin on his Knight with ... h7-h6 and (after ♗h4) ... g7-g5. Black thus weakens his Kingside but achieves unchallenged control of the e4-square.

Besides e2-e4, there is another possible White pawn advance for Black to worry about: d4-d5, which hinders Black's minor pieces by taking the c6-square from his Queen Knight and entombing his Queen Bishop. It also allows White to play a Knight to d4, a strong central square where the Knight can keep an eye on several key squares in the middlegame, such as e6, f5, and c6. White's d4-d5 is particularly strong in reply to the Black center attack ... c7-c5, because Black's c-pawn, having already advanced to c5, cannot go to c6 to attack the d5-square, and because c5, one of the key squares White concedes when he plays d4-d5, is occupied merely by a Black pawn. In playing d4-d5 White gives up pawn control of c5 and e5; although he usually can use his minor pieces to prevent Black from taking control of e5, the c5-square can be an excellent outpost, and a safe one, for a Black Knight—unless Black has already occupied that square with a pawn.

If White does not play c2-c4 on his second move, the QID takes on a less distinct personality. For instance, 1 d4 ♟f6 2 ♟f3 ♗b6 keeps many of White's options open.

Having not moved his c-pawn, White need not fear ... ♗b4, which he can answer with c2-c3. He can also use c2-c3 to support his center, for instance after ... c7-c5. Without a pawn on c4 White will probably be unable to play the forceful d4-d5 in



the middlegame, but he will be able to keep a strong pawn on d4 even if Black plays ...c7-c5 and ... cxd4, because he can use his c-pawn to recapture. With the pawn on c4 White would be forced to recapture with a piece: his excellent center pawn would be deprived of needed support.

The absence of c2-c4 also helps Black in some ways. He wants to avoid any move that would permanently block the diagonal of his Queen Bishop, which will be developed on b7. If White has played c2-c4, Black can play ... d7-d5 knowing that he can always exchange on c4 to open the Bishop's diagonal. But without a White pawn on c4 Black can treat the center more flexibly: he need not play d7-d5 immediately and can centralize his pieces effectively. For example, he can put his King Knight on d5, and if White then advances a pawn to c4 or e4 the Knight can go to f4 or b4, often with a gain of time that permits Black to do serious damage to the White center with ... c7-c5.

Now let's see the Queen's Indian in action. Nimzovich, and others before him, had experimented with Black's system for some time before he introduced it into tournament practice. Its international debut was less than a complete success, but it nicely laid out the principles of the opening.

Instructive Game No. 1

White: O. Bernstein
Black: A. Nimzovich

St. Petersburg 1914

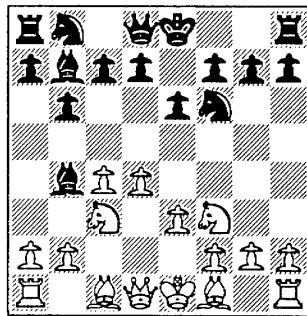
White	Black
1 d4	♘f6
2 ♘f3	e6
3 c4	b6!

Black declares his intention to keep his pawns out of the center for the first several moves of the opening. The idea of controlling the center from a distance with Knight and fianchettoed Bishop was hardly new, even in 1914. It had been employed with some occasional success in serious games for more than half a century. What Nimzovich did was to organize this unformed opening idea into a *system*.

4 ♘c3	♗b7
5 e3	♗b4!

Without this move, or the threat of this move, the QID has little bite. Black's King Bishop has only two good squares in this opening, e7 and

b4. The move ... ♗b4 has a point if White has played ♘c3 or if the move gives check: in either case the Bishop advance does something forceful—it threatens to double the enemy pawns or to “capture” the King. But if White has already castled or put his Queen Knight on d2, then ... ♗b4 can be met simply by a2-a3! This fine Bishop would then have to be exchanged for a Knight of lesser value—without compensation—or lose time by retreating.



White's fourth and fifth moves permit Black's strategy of remote center control to unfold in full.

6 ♗b3	♗e7
-------	-----

Black is quite prepared to give up a Bishop for a Knight if he gets something in return. The first form of compensation he seeks is the superior pawn structure, which he obtains when White is forced to answer ... ♘xc3+ with bxc3. But White's last move avoided the doubled pawns (... ♘xc3+, ♗xc3!),

IDEA #2

so Black now aims for a different form of compensation, time. He will wait until White has spent a move on a2-a3 before he parts with the Bishop.

7 a3	♗xc3+
8 ♗xc3	

BISHOP vs KNIGHT

Turn-of-the-century masters believed that giving up a Bishop for a Knight was generally a poor idea because in most positions, except those congested with pawns, the long-range Bishop has a greater future. Nimzovich argued, however, that a centralized Knight easily balances a Bishop. In many positions there is no good outpost for such a Knight, but here there is a superb one: e4.

8 ...	d6
-------	----

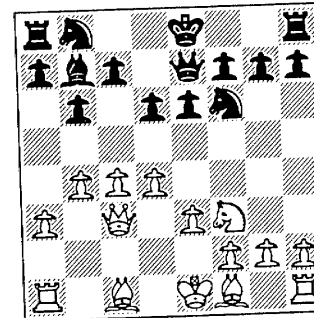
DEASON: This enables Black to protect e4 by way of ... ♗bd7-f6 once the other Knight has landed on that square. But why not play ... d7-d5 if Black wants to add extra coverage to e4? The answer lies in White's dark-square Bishop. By trading away his King Bishop Black has weakened himself on the dark squares, so to compensate he places his pawns on those squares to restrict the enemy's unopposed dark-square Bishop and to achieve some offensive power on the dark squares. Also, ... d7-d5 would tend to block the diagonal of his remaining Bishop.

IDEA #3

9 b4	
------	--

White feels that this aggressive move is justified by what he regards as a somewhat inferior Black opening. He prepares the advance c4-c5 and frees the b2-square for his Queen Bishop, looking forward to the day (after Black has castled) when he can play the moves d4-d5 and ♗xg7 mate!

IMP
WHITE
IDEA



9 ...	♗bd7 ← IDEA #3
10 ♗b2	a5!

This is why the more conservative IDEA #4 9 b3 might have been preferred to 9 b4. Black wants to make sure that if there is an explosion in the center that clears away the pawns blocking White's Bishops, he will be able to compete on open lines of his own, such as the a-file. He wants to be able to exchange Rooks along that file and to mark the White b-pawn as a target. White chose 9 b4 over 9 b3 because he had hopes of some day opening the center with c4-c5. For this reason he now avoids playing b4-b5, which would make c4-c5 virtually

IMP

impossible by removing some pawn control from the c5-square.

11 ♖e2 ♗xb4

IDEA #5 (Time)
 He captures now, before White can connect Rooks by castling. The point is that White will have to recapture on a1 with his Bishop and will thus lose time later when he moves the Bishop off the first rank to give his Rook access to the a1-square and the a-file.

12 ♗xb4 ♖xa1+
 13 ♖xa1 0-0
 14 0-0 ♗e4!

This is the kind of position Nimzovich must have dreamt about when he worked out the strategy of the QID. He has complete control of e4 and with it some promising attacking chances on the Kingside. He can also go to work on the Queenside with proper preparation.

To regain control over e4 White would have to move his Knight from f3 and play f2-f3, a move that would take away an important protector of e3 and encourage an enemy assault on the King. Without a White Knight on f3, Black should have an easy time making threats with ... f7-f5 and ♖f6-h6 followed by ... ♗h4.

15 ♖c2 ♖f5

All part of the strategy. Control of e4 is reinforced and the prospect of

Kingside attack is nurtured.

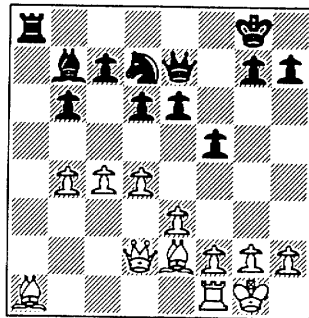
16 ♖d2

This helps Black's attack, but White does not have a good alternative plan. If he prepares for and achieves d4-d5, Black will simply play ... e6-e5 and bring his Queen Bishop back into the game by way of c8. White doesn't have enough firepower to enforce c4-c5 yet, so he wants to eliminate Black's advanced Knight, one of the enemy pieces that observes c5.

16 ... ♖xd2?

16 ... ♗g5 is very strong, threatening to unmask an attack on g2 with 17 ... ♖xd2. If White plays 17 ♗f3 he loses material by 17 ... ♖xd2 18 ♗xb7 ♖xf1!

17 ♗xd2 ♖a8



IDEA #7 (NEGATIVE)

Working on the wrong side of the board. The a-file offers Black's Rook no point of penetration into

White's soft underbelly. White is covering the critical squares a1 and a2 and, if necessary, can oust the Black Rook from a3 and a4 by attacking it with the Queen or one of the Bishops. Black's Rook is better placed on one of the central or Kingside files. OPEN KING SIDE

But most of all, Black's move is bad because it misses the opportunity for 17 ... e5!, a good active plan preparing to crack open the Kingside with ... f5-f4 or the center with a later ... exd4. To be sure, it is a double-edged plan because any exchange of pawns helps White's Bishops. But at least it's a concrete plan.

18 ♖c3 ♗e8

This move is hard to explain until you notice a trap. Black wants to continue his control of the a-file (even though he can't do much with it). To maintain that control he prepares to meet 19 ♖a1, the move White readied when he moved his Bishop to c3, with 19 ... ♖xa1 + 20 ♗xa1 ♖xg2! 21 ♗xg2 ♗a8+, forking the King and the Bishop. The resulting position would be unclear after 22 d5!, but there is an even greater drawback to 18 ... ♗e8! TRAP!

19 d5!

WHITE In this, the first major example of the QID, we see so many of the basic battle plans of the two sides: the struggle for e4, the semiclosed

center, and now the clogging of the center with d4-d5. White's idea is twofold: to improve the scope of his own Bishop on b2 and to limit the scope of Black's Bishop on b7. If Black were a bit better organized—that is, if his Rook were back at f8 and his Queen at e7—he would be able to take advantage of the opening of Kingside lines that now follows.

19 ... ♖e5

To keep the long dark-square diagonal closed, Black gets nothing from 19 ... exd5 20 cxd5 ♗f7 21 ♗f3 except a weak pawn at c7 that can never advance safely.

20 f4!

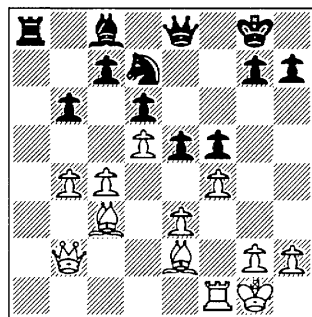
White insists on opening the Queen Bishop's diagonal. He would love to have a fully open file as well, after 20 ... exf4? 21 exf4 followed by ♗d3 and ♖e1.

20 ... ♖c8

Black must now accurately reposition his pieces—Bishop on d7 and Rook on e8—to avoid being overrun in the center. The first threat was fxe5 and ♖xf5, so he protects f5 with the Bishop.

21 ♗b2!

White maximizes his strength on the a1-g7 diagonal and prepares to



undermine the e5-square with c4-c5 or to challenge the a-file with ♖a1. Black cannot survive long with that crucial diagonal in White's hands, especially since White also has the possibility of invading along the a- or c-file.

21 ... ♕e7

Clearly admitting that 18 ... ♕e8 was an error.

22 fxe5 ♜xe5
23 ♜d4!

Another excellent move. It anticipates any attack on e3 and also prepares c4-c5.

23 ... ♜d7
24 ♖a1 ♖e8

If Black exchanged Rooks he would face the permanent threat of ♕a7. In response to that move, his own Queen would have to be free to move to c8 or a8, but it couldn't leave the e-file while White main-

tained the possibility of winning material by capturing twice on e5. Also, the exchange of Rooks would give White the winning plan of c4-c5 followed by cxd6 or c5-c6! and then ♕a7. For better or worse, Black must preserve some material for counterattacking purposes, so he abandons the a-file to White.

25 ♖a7 ♖d8

This is a clumsy way of protecting the c-pawn but it's the best Black has. Now with 26 c5! White could have begun a late middlegame attack that would probably have scored the point.

26 ♕a1?

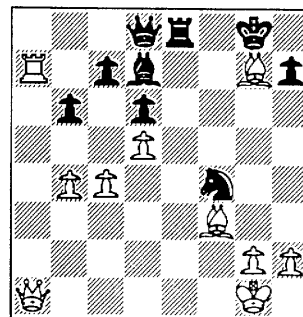
This looks better than it is. The idea, presumably, is to play ♕a6-b7 or, if Black moves his Queen, ♖a8. But it allows Black to make his first aggressive move in quite a while.

26 ... ♜f4!

Black opens two Kingside files just when the enemy has shifted his two heaviest pieces away from that side of the board. If White wants to avoid the coming exchanges, he has to play 27 e4?, which would hamper his good light-square Bishop, or 27 ♜xe5?, which would give up an excellent minor piece. Black's move, however, involves great risk.

27 exf4 ♜g6

28 ♜f3 ♜xf4
29 ♜xg7



Now White has a virtual monopoly on the eight squares of the long dark-square diagonal. He threatens 30 ♜f6, to push the Black Queen away from the Kingside, followed by 31 ♜h8! with a big threat of mate on g7—a stark illustration of what can happen when one player controls a key diagonal absolutely.

29 ... ♜g5! GREAT

But Black is very much alive after this because he can mix defense of g7 with threats of his own against g2. He threatens to take the Bishop, of course, but he also has plans like 30 ... ♖e2! followed by 31 ... ♖xg2+, and 30 ... ♜h3+ followed by 31 ... ♕e3.

30 ♜h8!

This move is vital to White's sudden need for defense. It insures

that Black's Queen will not be able to abandon the g7 square. Oddly enough, the White Bishop is as safe on h8 as it would be anywhere else, and on h8 it doesn't block the route of White's Queen to the Kingside. The move stops the plan of 30 ... ♜h3+ 31 ♕h1 ♕e3?? because of 32 ♕g7 mate, and it enables him to meet 30 ... ♖e2 calmly with 31 g3.

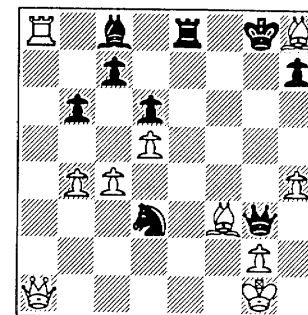
30 ... ♜d3 GREAT

The Knight move carries two new threats: a Rook check on White's first rank, winning the Queen, and 31 ... ♕e3+ 32 ♕h1 ♕e1+ and mates.

31 h4!

A fine defensive move. The Black Queen cannot lose sight of g7, so it advances. Why not go to g6? You'll know in two moves. The move chosen adds 31 ... ♕f2+ to the existing threats.

31 ... ♕g3
32 ♖a8 ♜c8



Black must keep the Rooks on the board, for otherwise his main threats would evaporate and White would use his own threats on the seventh and eighth ranks to usurp the initiative.

33 ♖e4!!

This spectacular move is actually quite simple. Since Black's attack needs the e-file, White blocks that file. Now, instead of a Black threat of ... ♖e1+, there's a White threat to the Knight on d3.

That's not all, of course, but it's easy to see that White has more than the initiative after 33 ... ♜xe4 34 ♜xc8+ ♜f7 35 ♖f6 mate. We can also see that two moves ago, 31 ... ♖g6 (instead of 31 ... ♖g3) would probably have lost the game, since now 34 ♖e4 would be attacking both the Knight and the Queen, and the Queen would be unable to protect the Knight and at the same time defend against mate at g7 (31 ... ♖g6 32 ♜a8 ♖c8 33 ♖e4!! ♖g3 34 ♖xd3).

33 ... ♖f2+
34 ♖h1 ♖xh4+
35 ♖g1

Black can force a draw by repeating his last two moves. He tries for more because his threats are more dangerous than White's. To accomplish something, though, he must first remove the threat of ♖g7 mate.

35 ... ♖e5!

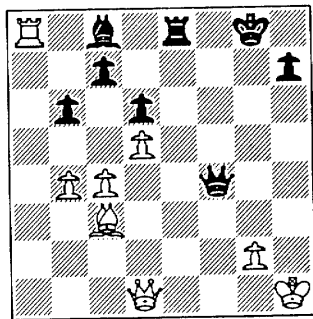
36 ♖xe5 ♖xe4
37 ♖h8! IDEA #8

Back again. The renewal of the mate threat leaves Black without a constructive plan. His Queen, tied to the defense of g7, cannot maneuver except to give check. His Bishop cannot move except to give check or to exchange Rooks. His Rook cannot leave the first rank because otherwise the Bishop would be lost.

37 ... ♖e3+
38 ♖h2 ♖f4+
39 ♖g1 ♖g3
40 ♖c3

This temporarily releases the pressure against Black's Kingside but leaves Black's Rook and Bishop bottled up.

40 ... ♖e3+
41 ♖h1 ♖f4
42 ♖d1!



This looks like a blunder because Black can win the now unprotected

Bishop with another series of Queen checks (42 ... ♖h6+ 43 ♖g1 ♖e3+). But White, now threatening to kill all Black attacking ideas with 43 ♖d4, has seen that and more besides. Note that 42 ... ♖xc4 would invite 43 ♖h5!, attacking the Rook and threatening ♖g5+.

42 ... ♖h6+
43 ♖g1 ♖e3+
44 ♖h1 ♖h6+
45 ♖g1 ♖e3+
46 ♖h1 ♖xc3

Black undoubtedly saw what was coming but couldn't find a way to play for a win. There is none.

47 ♜xc8! ♜xc8
48 ♖g4+

The point. White gets his Rook back and is sure to have plenty of drawing chances in the Queen-and-pawn ending because of the rich possibilities for perpetual check.

48 ... ♖f7
49 ♖xc8 ♖xc4
50 ♖f5+ Draw

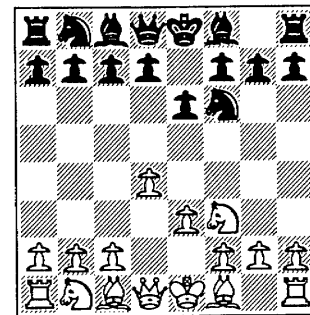
It's a perpetual check because White can always prevent the Black King from escaping by checking at c8, g8, and e6.

Instructive Game No. 2

White: E. Colle
Black: J. R. Capablanca

Carlsbad 1929

1 d4 ♖f6
2 ♖f3 e6
3 e3



To fully appreciate what happens in this game we should travel back in time to the early part of this century—the formative years of the Queen's Indian Defense and most other answers to 1 d4.

In the period after World War I chess was awash with new ideas about how to play the opening. Some were revolutionary: they held that the center pawns should be held back until their advance could be well prepared. The revolutionaries, called Hypermoderns, challenged the theories held by the Classicists, who advocated prompt occupation of the center by White and a direct head-to-head battle for the center by Black.

But there was also a group of what might be called moderates in this ideological dispute. They didn't want to seize *all* of the center, as the Classicists did, but believed that you had to have some anchor for your pieces in the early part of the game. The moderates developed their own opening systems, based on direct, simple development usually involving the two-square advance of only one center pawn.

Colle, like his Mexican colleague Carlos Torre, had a personal system which we remember by his name. It involved these no-fault opening moves: d2-d4, ♖f3, e2-e3, c2-c3, ♘d3, ♗bd2, ♖e2 (or ♖c2), 0-0, and ultimately e3-e4-e5! These moves did not interfere with Black's development and almost didn't challenge him for key squares: White played, so to speak, without an opponent.

Colle won many fine games against quality opposition in the 1920's. But would his treatment work as well against former World Champion José Capablanca as it had against mere masters?

3 ... b6!

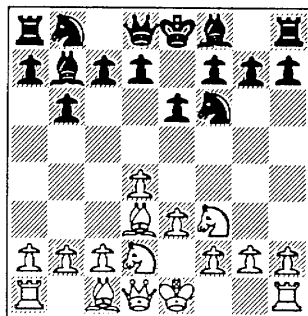
This game was one of the earliest demonstrations of the power of the Queen's Indian Defense against White's unassuming system. It fits in beautifully as a counter to White's plan of attacking on the Kingside with e4-e5.

4 ♗bd2

We will discuss this setup in detail in Part Seven, but we can already understand White's basic thinking. He has just as much control over e4 as he would with c2-c4 and ♗c3, but he has denied Black the counter-idea of ... ♗b4 to contest that square. Unless Black plays ... d7-d5, White will be able to advance his e-pawn to the fourth and then the fifth rank. This will force Black's King Knight off f6, thereby depriving his Kingside of its best defensive piece. Then, after Black has castled on the Kingside, he will have to worry about a concentration of enemy pieces, specifically a White Bishop on d3 and Knights on f3 and g5 or e4 and g5, all focused on h7.

All in all, this is a logical method of opening the game. And it requires little thought by White during the first seven or eight moves, since those moves are always the same.

4 ... ♗b7
5 ♗d3



5 ... c5!

Black puts his finger on a major deficiency of the enemy program: White can't meet ... c7-c5 with d4-d5 as he can in so many other QID positions.

What this means for the mid-game is that White will have to concede some squares in the center or on the Queenside if he wants to play e3-e4. (Without that move, he doesn't have a promising plan.) But when White eventually does push his e-pawn, Black will capture on d4, forcing White to choose between cxd4, which would open the c-file for Black's pieces (White will have played c2-c3 by then), and ♗xd4, which would grant Black control of e5 and c5, two squares now denied him by White's d-pawn.

Capablanca's handling of the opening is superbly logical. "What is inherently wrong with White's opening system?" he asks himself. His answer becomes clearer in a few moves.

6 0-0 ♗c6

Note that Black refrains from using either of his center pawns in the opening stage. He most particularly avoids ... d7-d5 because he wants to leave d5 free for his pieces. In answer to e3-e4-e5 Black hopes to play ... ♗d5!. And there is no good reason to play ... d7-d6 yet.

7 c3

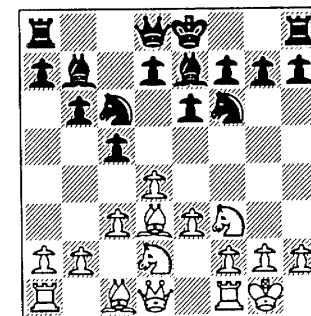
It would have been against

Colle's prescription to develop his Queen Bishop early in the game, but there is something to be said for 7 b3. Then he could continue with ♗b2 and ultimately c2-c4, with development similar to that discussed in Part Five. But Black's alert Knight can exploit White's failure to play an early c2-c4. For instance, after 7 b3 cxd4 8 exd4 ♗b4, Black threatens 9 ... ♗xd3. If White preserves his Bishop with 9 ♗e2, Black continues 9 ... ♗bd5, intending 10 ... ♗c3! or 10 ... ♗f4!, in either case with a superior game.

7 ... ♗e7

Black is content to complete his development and castle. White has entombed his own Queen Bishop with pawns at c3 and e3, so now he must play e3-e4 to free it.

White's system suffers from predictability. That is what made it so easy for Black to construct a counterplan.



8 e4 cxd4!

This has to be timed accurately. After 8 ... 0-0 9 e5! d5 10 e4 or 10 dxc5 and 11 e2, Black, for a while at least, has no prospect of creating threats to divert White from beginning a mating attack. To avoid mate Black has to get his opponent's attention.

9 dxd4?!

This centralizes a piece and avoids all the petty annoyances that arise after 9 cxd4 b4! 10 b1 (10 e2? dxe4) 10 ... a6 11 e1 d3!. But it also makes e4-e5 harder to get in and grants Black excellent piece activity in the next few moves. To preserve his hopes for a Kingside attack, White might be better off going into the 9 cxd4 line and playing 12 e3.

9 ... 0-0
10 e2

WHITE IDEA IN ERR!
Another move that can be criticized. Probably White was concerned about his development, and this move develops the Queen with the idea of supporting the e5 pawn push. Without that attacking strategy, he lacks a promising plan. For example, moving the Knight from d2 permits 10 ... dxd4 and 11 ... dxe4. Perhaps 10 e1 is best.

10 ... de5!

This had to be considered in connection with his next move, for

otherwise the time Black gains by attacking White's Bishop would be lost when White plays f2-f4.

11 a6

White can seek the exchange of Bishops with 11 a6, but that would be an admission that his attack is dead and would allow Black to prepare to occupy the weakened light squares. Without a Bishop to protect them, White would have to worry about ... d3 and ... c4 in a few moves.

11 ... c8!

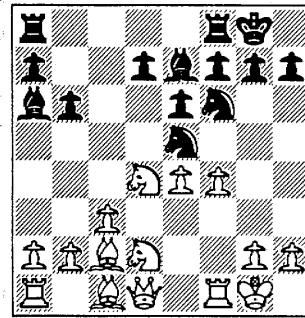
This illustrates the versatility of the QID Bishop and the drawback of 10 e2. Having done its duty on b7, the Bishop is ready to probe the a6-f1 diagonal, where White has clumsily lined up his heavy pieces. White is not in a position to block that line with 12 c4 because of 12 ... b4, threatening to win the c-pawn after ... d2, or 12 ... c5!, forcing new weaknesses. In order to protect his light squares, he would have to make things worse for himself on the dark squares.

12 f4

This is probably the best practical chance. As we will see, Black cannot win material.

12 ... a6

13 d1



Now 13 ... a6 would be bad because of 14 fxe5!, when Black would be left with a Bishop hanging on f1 and a Knight subject to capture on f6. This finesse buys White time to move his Rook.

13 ... c6!

Black retreats profitably. The maneuver begun with 10 ... e5 has disoriented White's pieces a bit and has given Black control of the board's nicest diagonal (a6-f1).

14 f3

The Rook is aggressively placed here because it can shift to h3 and g3 and participate in a Kingside attack. For example, after 14 ... dxd4 15 cxd4 c6 White can play 16 e5 planning to sacrifice a Bishop on h7—one of the oldest combinations in chess: 16 ... d5 17 d7+ d7 18 h3+ followed by 19 h5. In this case, however, Black would be safe after 18 ... g8 and 19 ... f6. A better sequence is 16 c3

b7 17 h3! with the threat of e4-e5!, and White has a strong attack.

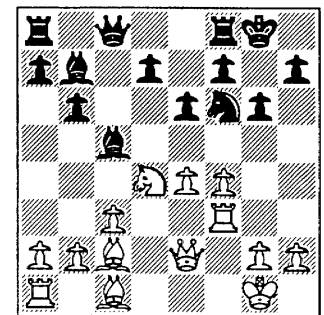
14 ... g6

The foregoing discussion explains this move. True, it weakens some of the dark squares around Black's King, specifically f6 and h6. But White will not be able to begin exploiting those weaknesses for several moves to come, for his dark-square Bishop is still at home and blocked by two of White's own pieces. Meanwhile, Black's move denies the enemy his only reasonable plan, the attack on h7.

15 b3 d4
16 d4 b7!

Again Black changes direction with this Bishop. He sees that he can inhibit White's development because of the chronic vulnerability of the pawn on e4.

17 e2 c5



What is White to do now? He can't play 18 ♖e3 because it would cut off the Queen's protection of the e-pawn (18 ... ♜xe4). He can't play 18 ♖d2 because it would cut off the Queen's protection of the Bishop on c2 (18 ... ♗xd4+ 19 cxd4 ♖xc2). And he can't move the e-pawn immediately because of 18 ... ♗xf3. Finally, it is just plain illegal to move the Knight. That doesn't leave much.

18 ♖h3

For better or worse, White places his hopes on mate. Now he will be able to play e4-e5 without losing the Exchange, and the Rook on h3 can play a role in an attack on h7 if he ever manages to get the Queen to h6.

18 ... ♗c6!

Nicely timed. Black is not going to wait for White to make another decision in the center. By attacking the e-pawn he virtually forces it to advance.

19 e5 ♗d5

White's Queen Bishop is still hemmed in. Black is ready to exploit his superiority on the Queenside and in the center with ... ♗xd4+ and ... ♖ac8 followed by penetration along the c-file. White cannot keep the Black pieces out of all those squares (c2, c4, c1).

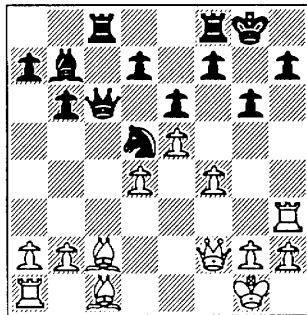
20 ♖f2

This breaks the pin on the Knight and permits it to move (21 ♜xc6!). More important, White threatens ♖h4 and ♖xh7+. If Black now had to defend with ... h7-h5, his position would be severely compromised.

20 ... ♗xd4!

The Bishop was not as good a piece as White's Knight in this position; Black would have given it up sooner or later to open the c-file. Note that White cannot recapture on d4 with the Queen because the g2-square would lose its only protector. Black could open the deadly diagonal leading to g2 with 21 ... ♜xf4 or 21 ... ♜xc3, and White would have to scramble to stop 22 ... ♖xg2 mate.

21 cxd4 ♖ac8



This is stronger than it may appear at first. It coordinates Black's two primary advantages—his control of the board's only open file and of the board's crucial diagonal. If White

pursues his plan to give mate on h7 by trying 22 ♖h4, Black will be able to put his two superior lines to good use with 22 ... ♜f6, which simultaneously defends h7, threatens mate on g2, and threatens to take the Bishop on c2.

But suppose White keeps his Queen at f2 for one move more and plays 22 ♖e4 first. That would apparently neutralize the long diagonal of the QID Bishop and would renew the threat of ♖h4—but it would lose immediately. The refutation is 22 ... ♖xc1+! and White loses gobs of material after 23 ♖xc1 ♖xc1+.

22 ♖d1

A sad move, but the above-mentioned Queen sacrifice virtually forces it. Now 22 ... ♖xc1 would not be a check.

22 ... ♖f6!

There was no better time to put an end to White's Kingside pressure and to open lines on the Kingside for Black's own mating attack. Black can now answer ♖h4 with ... ♖f7, protecting h7. Also, the Rook on f8 or f7 will be able to participate in Black's attack once he plays ... fxe5.

23 ♖h4 ♖f7

24 ♖f3 ♖e4

Having won a major share of the light squares, Black uses them well.

White has no convenient defense of the d-pawn; 25 ♖f2 would permit the Queen sacrifice on c1 again (with check).

25 ♖e3

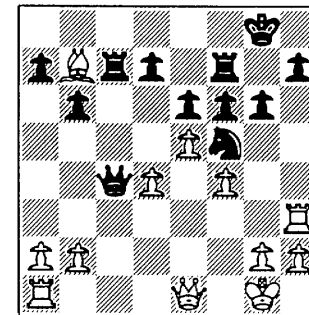
A tricky move like this shows that White still has some tactical chances, but it indicates also that he is hanging on due to his inventive imagination rather than the solidity of his position. Black just has to find a way to simplify advantageously.

25 ... ♜xe3

26 ♖xb7 ♜f5!

Black's wonderful QID Bishop has been traded for White's sickly Queen Bishop. But the exchange has been profitable for Black because now he will win the d-pawn.

27 ♖e1 ♖c7



28 ♖e4 ♖xd4+

29 ♖h1 ♖xe5

White's idea was to cut his losses

by playing his Bishop to e4 and exchanging it for the Knight. But in the endgame that follows, Black's heavy pieces remain superior and force the win of more pawns. From a technical point of view, the game is already decided.

30 ♖xf5 exf5!

There's no reason to complicate matters with 30 ... ♖xf5 31 ♜h4. The text is simple enough.

31 fxe5 ♖e7
32 ♖e3 ♜xb2

Black can win a third pawn whenever he wants to, with ... ♖c2.

33 e6 dxe6
34 ♖xe6 ♜f7!

White resigns.

After 35 ♖xe7+ ♖xe7 Black should have an easy time converting his two-pawn advantage into a win.

Part Two King Bishop Fianchetto— Normal Lines

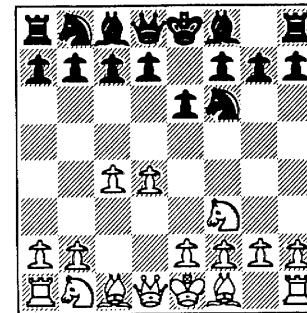
Andy Soltis

The conservative reputation of the Queen's Indian Defense stems largely from this, the most popular line. It is popular among all players—masters, grandmasters, and casual club players—but perhaps more so among the stronger classes. There doesn't seem to be enough fight in this simplifying system to attract many young competitors, but just that simplification is what makes the variation so appealing to masters. It is a riskless way to play for a small edge with White, and against a strong opponent a small edge is all you can reasonably expect.

White	Black
1 d4	♞f6
2 c4	e6
3 ♞f3	

To reach the main fianchetto line, which is, in effect, the main line of the whole Queen's Indian Defense, both sides have to bypass opportunities to sharpen the play. White's first chance comes at the third move, when he plays out his King Knight rather than his Queen Knight. In this way he avoids the

double-edged Nimzo-Indian Defense (3 ♞c3 ♞b4) with its complex positional themes, such as doubled



pawns and the struggle of a good White Bishop against a Black Knight after ... ♞xc3+. The Nimzo-Indian is a "hard" opening, and one rich in subtleties. There are more possibilities—both good and bad—in a typical Nimzo-Indian position than in a typical Queen's Indian position. By playing 3 ♞f3 White signals his opponent that he is seeking a somewhat easier game.

But he pays a price for this. By developing his King Knight instead of his Queen Knight on the third move, White leaves Black's control

of the e4-square temporarily unchallenged. This means that for some time White will be unable to play e2-e4, the move that would give him commanding pawn control in the center. White will continue to exert a strong influence in the center with the two pawns he already has there, the c-pawn and the d-pawn, but the presence of the e-pawn on the fourth rank would have a tremendous additional impact. It would block the diagonal of a Black Bishop at b7 and it would threaten to tangle Black's minor pieces after e4-e5. It would also deny Black the use of the e4-square for his own pieces, principally his King Knight.

3 ... b6

Now e2-e4 will be nearly impossible to achieve in the opening stage of the game. Black will reinforce his control over e4 with a Bishop at b7, and the combination of his King Knight and Queen Bishop will be enough to discourage any White attempts to control e4. Notice that White's Knight on f3 at least temporarily prevents him from controlling e4 with a pawn: he cannot play f2-f3.

4 g3

This marks the opening as the fianchetto system. It did not become popular until the late 1920's, and by World War II it was the main line. Lately there has been a resurgence of

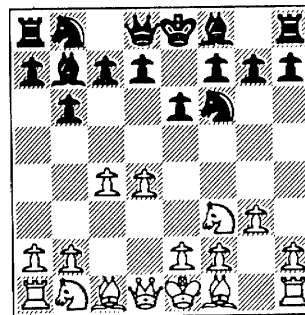
more aggressive alternatives for White (see Parts Four and Six), but it is by no means clear that there is a better way of meeting Black's fianchetto than by White's counterfianchetto. One good Bishop faces another.

Let's consider what 4 g3 does. It prepares to contest Black's so far uncontested control of e4. It also looks toward d5, a square White controls with a pawn but not yet with a piece. And the Bishop that will arrive at g2 will influence the long diagonal as far as c6, b7, and even a8. If for some reason Black places his Queen Bishop on another diagonal (a6-f1, for instance) or exchanges it for a White Knight, then White's Bishop may find itself controlling a magnificent unchallenged line that runs along the light squares from h1 all the way to the a8 corner.

Now the demerits. Every move by a piece or pawn gives additional protection to some squares at the expense of others. With 4 g3 White announces that he will post his Bishop at g2. He will *not* be able to use that Bishop along the fine b1-h7 diagonal that figures so prominently in attacks against the Black Kingside, and the pawn on c4 loses its most natural defender. And the pawn move g2-g3 weakens his own Kingside slightly: if White is later required to support his center with e2-e3 or to build his center with e2-e4, his f3-square will have no pawn support at all. That square can be a

vulnerable target for enemy pieces, such as the Bishop on b7.

4 ... ♖b7



This is not so obvious as it may appear. Black can post his Bishop on a6, where it attacks White's c-pawn (see Part Three). And Black should realize that in proceeding with ... ♖b7 he is admitting that his own demands in the middlegame will be modest. Why? Because White will be able to trade off the light-square Bishops at any of several points in the next dozen moves or so by playing ♘h4 or, after castling, by moving the Knight anywhere, thus opening the diagonal of his fianchettoed Bishop. As long as White's Bishop is protected at g2, Black will have to decide whether to exchange Bishops with ... ♗xg2, surrender control of the h1-a8 diagonal by moving his Bishop to a6 or c8, or put a piece or pawn on one of the squares between the Bishops to prevent the exchange. *But it is rarely a good*

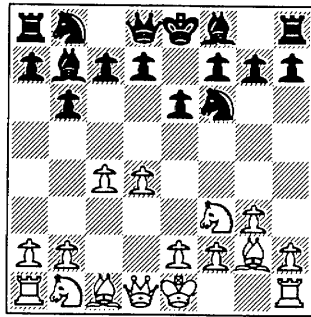
policy for Black to avoid the exchange of light-square Bishops. The diagonal is simply too valuable for either player to give over entirely to his opponent. Black would be better off with both Bishops gone than to allow White to have the diagonal all to himself. Clogging up the diagonal (as with ... d7-d5) to avoid the exchange can be unpleasant for Black because the piece or pawn doing the clogging can come under heavy enemy fire.

Notice one important difference between the two Bishops. The one at g2 is easily protected. The one at b7 can, in a pinch, be protected by a Rook (... ♖b8) or, more conveniently, by the Queen (... ♕c8), but to use either of those heavy pieces for such a purely passive task is wasteful for Black. His Queen usually has better things to do than to play nursemaid at c8. So, although at the moment Black's Bishop at b7 has much greater range than White's at g2, he cannot maintain this superiority for long and must be careful to avoid the many traps based on the lack of protection of b7. We'll see some of those traps in the next several pages.

One final thing should be said about 4 ... ♖b7 and about this defense in general. Inevitably Black will have to make a decision about which pawn to advance in the center. But he can put off that decision for at least a half dozen moves, and in chess procrastination is often a virtue. By delaying the choice be-

tween ... d7-d5, ... c7-c5, and other center advances, Black continues to develop his pieces in preparation for the crisis that must eventually occur in the middle of the board, and his preparations will be aided by his knowledge of how White sets up his pieces and pawns. Since Black is most likely to bring his Bishop to b7 anyway, he commits himself the least by doing it now.

5 ♖g2



And this is White's least committal move. White was obviously thinking only of g2 for his Bishop when he played 4 g3, so he might as well complete the thought immediately. Besides, if White postpones ♖g2 Black may find a favorable opportunity to muddle the enemy plans with ... ♗xf3. This would double White's pawns on the f-file and block the g2-a8 diagonal. It may or may not be a good idea for Black to double White's pawns by

giving up his fine Bishop for the White Knight on f3, but with 5 ♖g2 White doesn't give his opponent the chance even to consider it.

Any other fifth move by White would have disadvantages. The most natural alternative is 5 ♘c3. But Black could effectively meet that with 5 ... ♗b4!, giving himself a favorable mixture of the Nimzo-Indian and the Queen's Indian Defenses. White's Queenside would then face the positional threat of ... ♗xc3+, with or without the additional pressure of ... ♕e4. Of course, White could bring the Knight out to d2 instead of to the more aggressive post on c3. But on d2 the Knight does nothing except protect c4, which is not yet under attack. White made a decision at move three to postpone ♘c3 and he might as well continue with that plan.

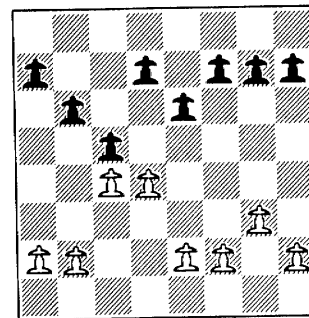
5 ... ♗e7

Since White has postponed ♘c3, this is the best square for Black's King Bishop. But it is not the only good fifth move. There are at least three reasonable alternatives. Each of them is more committing than the quiet ... ♗e7 and therefore leads to an earlier resolution of the tensions hidden beneath the surface in these positions. And each of the alternatives is based on a different idea about what to do with Black's central pawns. Let's examine them in some detail.

A: 5 ... c5

The sharpest fifth move is 5 ... c5!?. It gained great attention in the period between the two world wars largely because of its success in one master game: Alekhine-Capablanca in the New York tournament of 1927. The tournament was held several months before Alekhine and World Champion Capablanca were due to play a match for the title, and Capablanca's smashing victory—with the Black pieces in the Queen's Indian—seemed to support predictions that Alekhine's challenge for the world championship would be unsuccessful.

But Alekhine won that match. He might have won the New York game too if he had handled 5 ... c5 expertly. The sharp attack on White's d-pawn is highly doubtful, according to modern theory, because of some unique features of this particular position. Before we get to those features, consider the basic pawn structure we are dealing with:



Pawn structure after 5 ... c5

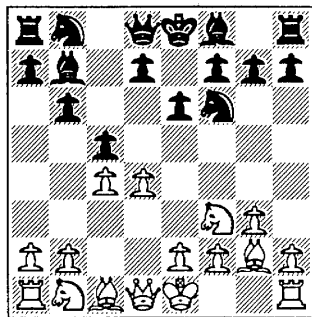
Black is attacking White's unprotected d-pawn and would like to exchange his c-pawn for it. If White supports his d-pawn with e2-e3 he weakens his f3-square, as we mentioned earlier. Also, Black could meet e2-e3 with ... cxd4 and, after exd4, continue with something like ... d7-d5. The result of this pawn play would be the liquidation of most of White's center strength—his powerful pawns—and the creation of an isolated White pawn on d4. After Black exchanges his c-pawn for White's e-pawn, and his d-pawn for White's c-pawn, the only pawn remaining in the center will be White's d-pawn, which, deprived of any possible pawn support, could easily become a bombardment target for Black's Rooks along the d-file. So, White will probably decide against meeting ... c7-c5 with e2-e3.

But should he permit Black to capture on d4? That capture would reopen the diagonal of Black's Bishop on f8 and, assuming White recaptures on d4 with a piece, would permit Black to develop his Queen Knight on c6 without fearing d4-d5. *It would be a good exchange for Black to make in the center.* Yet for many years it was thought that the exchange of Black's c-pawn for White's d-pawn was highly risky for Black because White could quickly take control of the open d-file. Actually, Black would get a good deal of compensating play along the c-file, which, like the d-file, would be open for only part of its length, with

one pawn still on it. Black's pressure against c4 should balance White's pressure against d7 after the exchange of pawns on d4.

But there is one other idea. If White doesn't want to support d4 with a pawn or allow the exchange of pawns on d4, there is still d4-d5!. This is White's most dangerous advance in all the basic lines of the 4 g3 fianchetto: its most serious effect is to shorten the range of Black's fianchettoed Queen Bishop, and it also denies Black's Queen Knight a natural developing square (c6). The White pawn on d5 can be supported by the Bishop on g2 and a Knight on c3 (notice that Black, with a pawn on c5, cannot play ... ♖b4).

Now let's look at our specific position:



Position after 5 ... c5

Here we can see that 6 ... cxd4 would be a slightly discomfiting move for White, for the recapture on d4 with his King Knight permits ... ♗xg2. Even after 6 0-0 cxd4 7 ♗xd4 ♗xg2 8 ♖xg2, Black has no

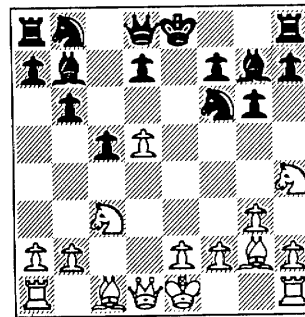
problems despite White's slight lead in development. He simply plays 8 ... ♖c8!, attacking the c-pawn and preparing to play 9 ... ♖b7+. Once Black's Queen replaces his Bishop on b7 he should have no difficulty equalizing. His remaining minor pieces all have useful squares, and he can eliminate his last pawn weakness when he plays ... d7-d5!.

Of course, White can recapture on d4 with his Queen, but 6 0-0 cxd4 7 ♗xd4 can be met by 7 ... ♗c6! with fine development. White's position is then similar to a generally favorable pawn structure, called the Maroczy Bind, in which White pawns at c4 and e4 restrict a Black pawn at d7 or d6. But in this case White hasn't yet played e2-e4, and even if he can manage it he will have some problems making his advantage in space count. Black's gain of time with ... ♗c6 and his otherwise active pieces tend to negate his structural problems, such as they are.

The real problem with 5 ... c5 is 6 d5!. It is based on one of the many little tricks that can come into play on the long diagonal. Before 6 d5 White's Knight was pinned—that is, it could not move (except to h4) without losing the Bishop on g2, and in any case White may not want to trade Bishops. But after 6 d5 White turns the tables with 6 ... exd5 7 ♗h4 or 7 ♗g5, for now it is Black who is pinned (7 ... dxc4?? 8 ♗xb7).

This is the tactical justification of 6 d5: although the pawn on d5 is attacked three times and defended

only twice, it cannot be won. The positional justification was mentioned above—the stark jamming effect of the d5 pawn on Black's minor pieces. For example, after 6 d5 exd5 7 ♗h4 and now 7 ... g6, Black has stopped White's threat to plant his Knight on f5, but he has granted White a wonderful grasp of the center; e.g., 8 ♗c3 ♗g7 9 cxd5.



Position after 9 cxd5

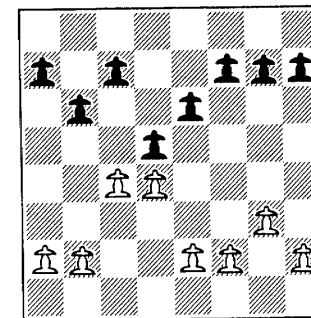
This is similar to the position reached in the Alekhine-Capablanca game. White subsequently mishandled his center pawns, failing to play e2-e4, and lost. The correct method for White is to build up slowly with 0-0 followed by e2-e4 and f2-f4, then to develop his Queen at c2, his Queen Bishop at c3 or b2, and his Rooks either at d1 and e1 or at e1 and f1. Then, with his pieces supporting his center, he will be threatening to explode the position with e4-e5!. Black will not be able to post his pieces as actively as White's and therefore will not be in a position to meet e4-e5 effectively. In other positions of this

general type—the Modern Benoni Defense is an example—Black can get some counterplay with ... ♗b8 and ... b7-b5. But here, with the Bishop on b7, that is much more difficult to achieve.

The move 5 ... c5 offers more opportunities for interesting midgame play than 5 ... ♗e7 does, but White gets more of those opportunities.

B: 5 ... d5

Again we should consider the general question of this pawn push before examining the specific positions resulting from it. Here is the basic pawn structure:



Pawn structure after 5 ... d5

The advance of the d-pawn secures a major chunk of central real estate for Black. He will not have to worry about e2-e4 any more and can safely assume that for the foreseeable future the e4-square will be available for his Knights. Also, ... d7-d5 clears

the d7-square and partly opens the d-file for Black's pieces: he can develop his Queen Knight on d7, and a Rook might be well placed on d8. In other words, the commitment of the d-pawn permits Black to find good squares for his pieces.

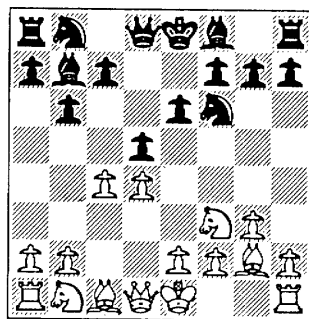
The advance also creates the first pawn tension of the game: White can capture on d5 or Black can capture on c4. Sooner or later one of those captures is going to be played.

Black would not mind playing ... dxc4 if given the chance. That exchange would clear his fianchettoed Bishop's diagonal and prepare for either an attack on the enemy d-pawn along the d-file or, more likely, the complete liquidation of the center with ... c7-c5. Keep this last idea in mind: When Black plays ... d7-d5 he is usually going to follow up with ... c7-c5, and when he plays ... c7-c5 he is often preparing for ... d7-d5. The advance of both center pawns is likely to lead to a series of exchanges that will wipe out whatever domination of the center White has retained from 1 d4 and 2 c4. Black's pieces will be able to control such squares as d5, c5, and d4 just as well as White's pieces do.

But there is a difference that must be appreciated. If Black plays ... dxc4, or if White captures first (cxd5) and Black responds with either ... Qxd5 or ... Qxd5, Black will have no fixed pawn in the center. But if White plays cxd5 and Black recaptures there with his e-pawn, Black will retain a permanent

bridgehead in the center. That newly established pawn at d5 can be a target or it can be a source of strength—all depends on where the other pieces and pawns are placed.

Now let's examine the specific case:



Position after 5 ... d5

This has been tried by Aron Nimzovich, who first popularized the Queen's Indian Defense, and condemned by Alexander Alekhine, who called it simply a bad move. However, 5 ... d5 has never been refuted. The best try at refutation begins with 6 Qe5, which sets up a pin on the long diagonal. Earlier it was the White Knight on f3 that was pinned—that is, unable to move without allowing the undesirable ... Qxg2. But after 6 Qe5 the pin has been reversed: now Black would lose a Bishop after 6 ... dxc4??.

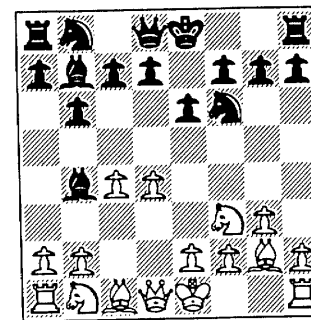
Nimzovich used to recommend a solid defensive move such as 6 ... c6 in answer to 6 Qe5. But that is

somewhat conservative. Black will want to play ... c7-c5 sooner or later and should spend his sixth move on something more useful. For example, 6 ... Qbd7 takes aim at the newly arrived Knight on e5, and its exchange would ease Black's game. Now 7 Qc3 can be handled by 7 ... Qd6, threatening to take on e5. A clear example of what can happen when the center is dissolved is 5 ... d5 6 Qe5 Qbd7 and now 7 Qa4. Black is temporarily pinned along the a4-e8 diagonal, but after 7 ... c5! 8 exd5 Qxd5! he should equalize. White will be forced to make more trades in the center, thus relaxing his pressure and simplifying the game. For example, 9 dxc5 Qxc5 10 0-0 a6! threatens to win material by 11 ... b5!, breaking the pin. Even though White has already castled and his opponent has not, Black has fine development.

We'll return to the ... d7-d5 idea at later points in this analysis. But it can be played here on the fifth move with some degree of security.

C: 5 ... Qb4+

The last major alternative at the fifth move is the most forcing move available, a check. With 5 ... Qb4+ Black hopes to solve the problem of what to do with his King Bishop. He cannot wait any longer if he wants to give this check, because White may castle on his next move; after that, White can ignore ... Qb4 and just shoo the Bishop away with a2-a3.



Position after 5 ... Qb4+

The check was first popularized by José Capablanca more than half a century ago. The Cuban World Champion was a master at anticipating danger, and he often sought an early exchange of pieces in this manner. White must either put something in between his King and the Bishop or play the awkward Qf1. White has plenty of choices, however: he can play 6 Qc3, 6 Qbd2, or 6 Qd2.

The first move, 6 Qc3, turns the position into a kind of Nimzo-Indian Defense, characterized by the Bishop on b4 and the Knight on c3. Black can immediately create an unbalanced position with 6 ... Qc3+, leaving White with pawn weaknesses. After 7 bxc3 0-0 8 0-0 White must be careful to avoid a blocked middlegame in which his Bishops will be inferior to Black's Knights. But Black may not be able to keep the position closed because of White's threat to play d4-d5!, the move that so often paralyzes Black's pieces. For example, 8 ... d6 can be

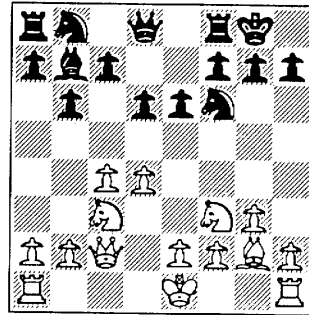
met by 9 d5 exd5 10 ♖h4! followed by cxd5 with a fine game for White. If Black insists on a closed position with 9 ... e5 (instead of 9 ... exd5), White will have much more play than his opponent after 10 ♖h4 followed by e2-e4 and f2-f4!.

It also stands to reason that if White wanted to permit the characteristic Nimzo-Indian situation (♖b4/♗c3) he could have done so as early as the third move by playing 3 ♗c3 instead of 3 ♖f3. White wants to control d5 and e4 with a Knight, but only after ... ♖b4 has lost its sting. This explains why 6 ♖bd2 is frowned upon as a way of meeting the check. White's Knight is simply misplaced on d2. After 6 ♖bd2 Black can play 6 ... c5! without fearing the d4-d5 move that is so often powerful. Or he can play 6 ... 0-0 followed by 7 ... d5, and if White eventually plays a2-a3 the Black Bishop retreats to e7 having accomplished its mission of tricking White into playing the inferior ♖bd2.

By the process of elimination, we are left with 6 ♗d2 as the best way of meeting the Bishop check. After Black captures on d2 White recaptures with his Queen so that ♗c3! will be available to him on the next move. And unless Black is willing to lose time by retreating the Bishop, he must capture on d2 eventually—otherwise White will eliminate the possibility; e.g., 6 ♗d2 ♗e7 7 0-0 0-0? 8 ♗f4!, and now Black can have none of the sim-

plifying exchanges that usually help him, and he will be forced to lose time after a2-a3.

Thus we can look forward to 6 ... ♗xd2+ 7 ♗xd2 0-0 as a likely position. White can now safely bring out his Queen Knight at c3 and begin the middlegame battle for control of e4. For example, 8 ♗c3 d6 9 ♗c2! would be quite effective:



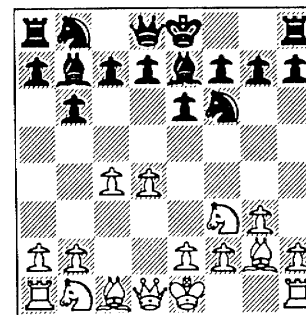
Position after 9 ♗c2!

White will have an excellent position if he can play e2-e4 safely. He need not fear center advances by Black. Again we can see that 9 ... c5 is met by 10 d5! (10 ... exd5 11 ♖h4!). Moreover, in this kind of position Black doesn't want to play ... d7-d5 (especially after spending a move on ... d7-d6). With his dark-square Bishop exchanged, Black must avoid entering a middlegame in which his remaining Bishop is restricted by his own pawn on d5. He should be seeking a *dark-square* pawn structure in the center. The way to accomplish that is 9 ... ♗e7! followed by ... e6-e5!. If White then

plays d4-d5, the move that is usually so good for him, he will discover that he has simply made his own Bishop at g2 less effective. In other words, whoever occupies d5 with a pawn in this kind of position limits the scope of his own fianchettoed Bishop.

There is one interesting trap we should mention before leaving Capablanca's 5 ... ♖b4+. It arises out of logical play by Black: after 6 ♗d2 ♗xd2+ 7 ♗xd2 0-0 8 ♗c3 he may want to exchange another set of minor pieces with 8 ... ♗e4. This is very similar to an idea we will examine later in the main line. But here 8 ... ♗e4 is dubious because of 9 ♗c2!. The point is that after 9 ... ♗xc3 (the only consistent move; 9 ... f5 is positionally weak), White can win material with 10 ♖g5!, threatening mate on h7 as well as ♗xb7. The best Black has is to go back with 10 ... ♗e4, but White gets a material edge by capturing twice on e4: 11 ♗xe4 ♗xe4 12 ♗xe4 ♗xg5 13 ♗xa8. Remember this little trick.

Now let's return to the main line and 5 ... ♗e7.



This Bishop development is an ideal waiting move and leaves all options open. There is no rush for Black to declare himself in the center with his pawns or to develop his Queen Knight just yet. During the next few moves opportunities will arise in which Black may be well advised to play ... c7-c5 or ... ♗c6 or ... ♗c8 or any number of alternatives. But he shouldn't commit himself until White has made some commitments of his own.

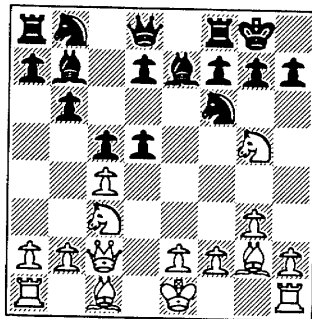
6 0-0

Yet another noncommittal move. It is a very rare Queen's Indian Defense when White castles on the Queenside, so he is not giving up many options by choosing 0-0 here. He *would* be reducing his options if he tried, say, 6 b3 or 6 ♖bd2. Then Black would be perfectly justified in responding 6 ... c5!, which is much stronger here than it would have been on the fifth move. One tactical point is that 6 b3 c5! cannot be refuted by 7 d5, the natural move, because of 7 ... exd5 8 ♖h4 and now 8 ... ♗e4 with the threats of 9 ... ♗f6! and 9 ... ♗xh4.

There is, however, another move to be considered: 6 ♗c3. White has avoided this natural developing move thus far because of ... ♖b4, but it would make no sense for Black to meet 6 ♗c3 with 6 ... ♖b4 now that he has spent a move on 5 ... ♗e7. Moreover, whenever White plays ♗c3 in this opening—on the

sixth or seventh move or even later—he is making a bid for a major positional edge. There is a real live threat in the position: the central advance d4-d5 or ♖c2 and e2-e4.

However, it will take White two moves to build his ideal center (♖c2 and the e-pawn advance). After 6 ... 0-0 7 ♖c2 Black has an opportunity for mischief in the center! When White plays ♖c2, reducing the support of his d-pawn, he usually leaves himself vulnerable to ... c7-c5. And 7 ... e5! is appropriate now. After 8 d5! exd5 9 ♖g5 White has the possibility of mate on h7 and also a new positional threat.



Position after 9 ♖g5

White's positional threat is 10 ♖xd5. Since Black would not be able to capture twice on d5 (10 ... ♗xd5 11 ♗xd5 ♖xd5??? 12 ♖xh7 mate), he would have to permit White to occupy that square with a piece. Then Black's remaining d-pawn, whether it stays on d7 or advances to d6, would be exposed on a partly open file and accessible to White's Rooks.

That's why the threat is a positional one. To meet it, 9 ... g6 removes the possibility of ♖xh7 and forces White to capture on d5 with a pawn. This changes the center situation considerably, for now White's d-pawn will be a target. For example, Black can play ... d7-d6 followed by ... ♖a6-c7 and ... ♖d7. White's d-pawn will be under continuous attack, and Black will have a clean, clear diagonal for his King Bishop after ... ♗f6 while White's Bishop at g2 will be hampered by the pawn at d5.

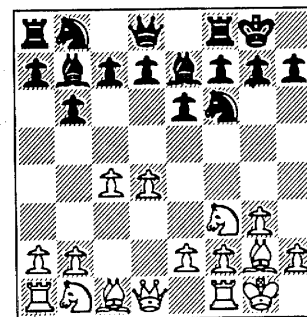
Therefore, White's positional plan of ♖c2 and e2-e4 can wait a little while longer. It will be stronger after he has castled: then his action in the center can be supported by his King Rook at e1 or d1.

Black has to be ready for that when it is threatened. Since he has given up the possibility of ... ♗b4 in the battle for control of e4 and d5 (having already moved the Bishop, moving it again would lose valuable time), he must look for another idea. He can find it in 6 ... ♖e4!, which occupies the key square and threatens to double White's pawns with ... ♖xc3. Those doubled pawns would be ripe for capture in the middlegame once Black has played ... d7-d6, ... ♖c6-a5, and ... c7-c5, with ... ♗c8 and ... ♗a6 in reserve. Then White would have all the disadvantages of the Nimzo-Indian Defense with none of the advantages.

White's choices after 6 ♖c3 ♖e4! come down to three moves: 7 ♖xe4,

7 ♖c2, and 7 ♗b2!?. We'll consider each of them in some detail after both sides have castled. The addition of 0-0 and ... 0-0 has no major bearing on the choice.

6 ... 0-0



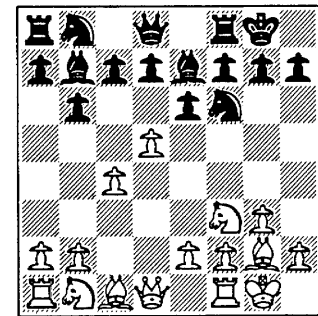
This is the position both sides have been trying to avoid! White has no further "passes"—noncommittal moves—and neither does Black. Now the players must either play pointless, inconsequential moves like h2-h3 or a2-a3, or reveal their plans.

7 ♖c3

Finally the Knight comes out, and with it comes the positional threat of 8 ♖c2! followed by e2-e4. He can play 7 ♖c2 first and then ♖c3—a possibility discussed in Instructive Game No. 1. For now, let's consider the most extreme alternatives at move seven. They are the super-aggressive 7 d5 and the supercautious 7 ♗e1.

The first of these is the more risky one, of course, and it leads to an unusual gambit. Most gambits offer

material to entice the opponent to lose time or to accept weaknesses. In this case, Black actually has more pieces developed than White and has no noticeable problems, so the 7 d5 gambit has other aims. Its chief ideas are to make something of White's substantial hold on the center, especially through the use of the d4-square, and to reduce Black's influence on the e4-square by cutting off his Queen Bishop.



Position after 7 d5

After 7 ... exd5 8 ♖d4 the White Knight heads for f5 and at the same time opens the g2-b7 diagonal. Black can decline the gambit with 8 ... ♖c6, when White can win his pawn back with 9 cxd5. Then 9 ... ♖xd4 10 ♖xd4 e5! eliminates much of White's central superiority, whether he retreats his Queen or plays 11 dxc6, but White retains some edge after 11 ♖d2 followed by ♖c3 and the fianchetto of his Queen Bishop with b2-b3 and ♗b2.

As usual, the greatest challenge to a gambit comes with its acceptance.

After 7 ... exd5 8 ♖d4 Black cannot capture on c4, but he must reorganize his pieces somehow if he hopes to complete the development of his Queenside. The best way to do this is 8 ... ♗c6!. If White then takes the Bishop with his Knight he gives up a strong centralized piece for a passive one. A better choice is 9 cxd5 ♗xd5! 10 ♗xd5 and 11 ♖f5 or 11 e4, after which he has prospects of attacking Black's Kingside, especially the g7-square. It is easy to imagine White Knights at f5 and d5 and his Bishop bearing down on g7 from b2 or c3, with his Queen on, say, d4. Whether his attacking chances are worth a pawn depends on the skills of the players.

A possible improvement for White is 8 ♖h4, also headed for f5 but this time not allowing 8 ... ♗c6 because 9 cxd5 would force the Bishop back. The chief advantage of 8 ♖h4 over the more natural 8 ♖d4 is the direct, unobstructed pressure on d5 by the White Queen. If Black plays 8 ... e6 to keep his pawn, then after 9 cxd5 ♗xd5 10 ♖f5 he will have serious—though not insurmountable—problems developing his Queenside, and White will have ample chances. But both sides have plenty of room for improvement in this gambit line, since it is relatively new. The move 8 ♖h4 gained attention only in 1980, when Lev Polugaevsky tried it successfully against Viktor Korchnoi in their candidates match.

At the opposite end of the range of strategies in the center is 7 ♕e1. It

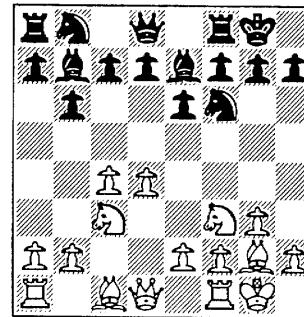
carries the wait-and-see policy one step further—further than most players are willing to carry it. The main advantage of this quiet move is to prepare e2-e4 at some point, all the while anticipating any aggressive action by Black. For instance, 7 ... ♗e4, which makes sense after 7 ♗c3, does not make sense after the Rook move because the Knight cannot follow up with a capture on c3. Black may end up in an unpleasant pin after the attractive 8 ♖fd2 or find himself with an inferior position after the space-grabbing and equally attractive 8 d5! (not a gambit this time).

There is also a tactical point. After 7 ♕e1 Black can "pass" with any number of quiet moves, of which 7 ... d6 is probably the most useful. But that pawn advance has the disadvantage of allowing White to play 8 ♗c3 without having to pay a price for it. Now if Black continues as if nothing has changed, he will see the point of 7 ♕e1: after 8 ... ♗e4 (he must stop e2-e4) 9 ♗c2 ♗xc3 there now suddenly appears 10 ♖g5!. This move, often dangerous in this kind of position, threatens mate at h7 and a capture at b7. White must win material after 10 ... ♗xg5 11 ♗xb7 though temporarily remaining a piece behind. And the point of 7 ♕e1 is simply that Black cannot play 10 ... ♗xe2+, which, without the Rook move, could confound White's pieces (11 ♗xe2 ♗xg2!).

There are, however, two good

ways of meeting the innocuous 7 ♕e1. Black can spend his "free" extra move on 7 ... ♗c8, protecting his Bishop, or he can force matters in the center with 7 ... d5. Both ideas are quite reasonable. After 7 ... d5 8 cxd5 exd5 9 ♗c3 Black has the fortunate choice between the solid defense 9 ... c6 followed by ... ♖bd7, ... ♗c7, and ... ♕fe8, or the risky 9 ... c5!?. The latter move always throws some extra excitement into the position by opening it up before either side is developed enough to handle the complications advantageously. After 9 ... c5 10 dxc5 bxc5 the main feature of the pawn structure is the infamous "hanging pawns," of which more in a few pages.

After the text move, 7 ♗c3, White is ready to do business in the center.



He can meet indifferent moves (such as 7 ... d6) with 8 ♗c2! and, if allowed, 9 e4. He can effect that advance immediately if Black develops carelessly (e.g., 7 ... ♗c6 8

e4!). And, finally, if Black now revives the ... c7-c5 idea he will find White just as ready to meet it as he was earlier—7 ... c5 8 d5! exd5 9 ♖h4 followed by cxd5 and that wonderful pawn center.

7 ... ♗e4

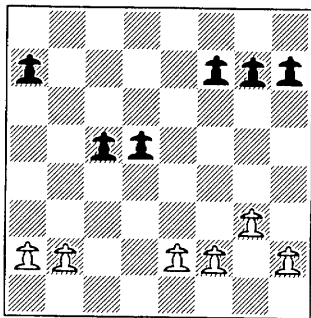
This makes a strange impression the first time you see it. Black spends two moves to advance an already developed piece and exchange it for one that has just made its appearance off the first rank (White's Queen Knight). The maneuver does very little to aid Black's development (what is to become of his Queen Knight or, for that matter, his Queen Rook?). Also, the Knight move, by blocking the long light-square diagonal, allows White to move his Knight from f3 at some point without risking an immediate exchange of Bishops. In fact, Black's own Knight at e4 may become pinned because his Bishop at b7 is unprotected.

But these are theoretical objections, not practical problems. The Knight move is properly flexible and consistent with the preceding moves, and it does offer important benefits to Black, as we shall see. First, let's discuss the alternatives, beginning with the committal 7 ... d5.

The move 7 ... d5 has become popular in the last five years of master chess, especially after it was adopted by World Champion Anatoly Karpov. It is similar to the

earlier 5 ... d5 move we mentioned above, and the positions reached after 5 ... d5 can be reached also after 7 ... d5. In either case Black is readying ... c7-c5 to liquidate the enemy center. (Remember that if Black wants to play ... c7-c5 in this type of opening, he usually should play ... d7-d5 first, to prevent White's d-pawn from advancing.)

The advance of all four pawns (White's d2-d4 and c2-c4 which opened the game, and Black's subsequent ... c7-c5 and ... d7-d5, supported by ... b7-b6 and ... e7-e6) can lead to various types of central pawn formations, the most difficult of which includes the infamous "hanging pawns." The center will be completely cleared of pawns if all central pawn captures are answered by recaptures with pieces, or a single pawn can be left in the center if one of the recaptures is with a pawn. But to get the hanging pawns, White's cxd5 is met by ... exd5, and his dxc5 is met by ... bxc5. The pawn formation would then look like this:



The Hanging Pawns

The pawns at d5 and c5 are said to be hanging because they are unsupported by other pawns and will remain where they are, subject to attack by Rooks from c1 and d1 and by all sorts of minor pieces, for the better part of the middlegame. Once Black has those hanging pawns, they are hard to eliminate in a favorable way. In certain circumstances he may be able to turn one of them into a powerful passed pawn (... d5-d4 followed by ... c5-c4 and ... d4-d3), but this is rare. The constant danger Black generally faces is that the pawns will become immobilized and blockaded. For example, ... d5-d4 would enable White to stick a piece, ideally a Knight, at c4, where it would have excellent prospects and would stop Black from advancing any farther. If Black were to move the c-pawn instead, White would rush to occupy d4 with a minor piece. (White often fianchettoes his Queen Bishop with b2-b3 and ♖b2 just to be able to control the d4-square in this type of pawn position.)

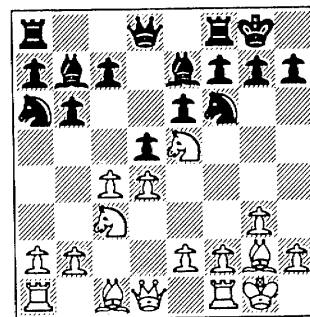
Although Black's position can be powerful in the hands of a player who is accustomed to playing positions that contain pawn weaknesses and is comfortable with them, it is generally advisable to avoid permanent targets when there is no compensation for them. Compensation can take many forms, such as material, but in this type of position Black's compensation usually takes the form of greater freedom of action. If Black's activity

becomes restricted, that's usually the tipoff that he doesn't have enough compensation for his pawn weaknesses (the hanging pawns).

Now back to 7 ... d5.

White can try to restrict Black's activity with 8 ♖e5!. If 8 ... ♖bd7 9 cxd5 exd5 Black appears to have a solid game, with ... c7-c5 coming up to undermine the Knight on e5. But now Black's freedom of action is really bollixed up by 10 ♖a4!, threatening 11 ♖c6. If Black is forced to give up his fine Queen Bishop for that Knight, he grants the enemy free access to the light squares on the Queenside, which would be weaknesses with the Queen Bishop gone: White would be able to occupy b7, c6, a6, and b5 at will. Black can stop 11 ♖c6, but the choices are unpleasant: 10 ... ♖b8 is an ugly, time-losing retreat, and 10 ... ♖xe5 11 dxe5 ♖e8 leaves his pawns under attack after 12 ♖d1 and 13 e4.

The right way for Black to handle the position after 7 ... d5 8 ♖e5 is with the paradoxical 8 ... ♖a6!.



After 7 ... d5 8 ♖e5 ♖a6

Now, after an exchange of pawns on d5 (9 cxd5 exd5) followed by 10 ♖a4, Black can play 10 ... ♖e8! with a good game. He need not fear an exchange of Queens because his weaknesses would be readily defensible and he would have a slight edge in development. White has not yet found a really good square for his Queen Bishop. If, instead of trading pawns, he tries 9 ♖g5 c5 or 9 b3 c5, Black stands well for the middlegame.

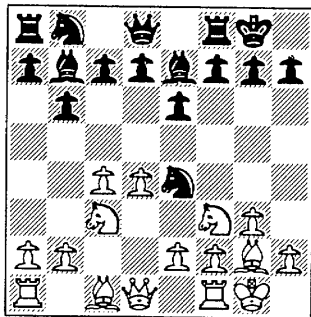
Black can head for this type of pawn structure at various points in the Queen's Indian, as we have seen, but here on the seventh move he can do it without committing any pieces prematurely to poor squares. This point comes to mind in considering 7 ... ♖c8, another alternative to 7 ... ♖e4. If White plays 8 ♖c2, intending e2-e4, Black has to try for a share of the center with 8 ... c5. Moving the c-pawn is most appropriate now because White, in reply, cannot support the advance d4-d5 with his Queen off the d-file. But Black should *not* try 8 ... d5 here because 9 cxd5 exd5 would leave his Queen somewhat misplaced on c8. White would be able to bear down on the c-file with Ra1 after he moves his Queen Bishop, and then Black's Queen would look foolish. A similar situation arises after 7 ... ♖c8 8 b3 d5 9 cxd5! exd5 10 ♖b2 ♖bd7 11 Rc1 with a fine game for White.

But 7 ... ♖c8 has its uses and they should not be underestimated. It eliminates all the tactical tricks

White would otherwise be able to try on the long diagonal to exploit the unprotected position of the Bishop on b7; for instance, 8 d5 exd5 9 h4? simply loses a pawn after 9 ... dxc4. And, as mentioned above, after 8 c2 c5! Black stands very well. The reply 9 e4?, which Black's maneuvers were designed to prevent, is met by 9 ... cxd4!, winning the c-pawn. White does better with 9 b3 cxd4 10 dxd4, but Black gets fine prospects with 10 ... xg2 11 xg2 c6! followed by ... d7-d5.

If White is to anticipate ... c7-c5 (after 7 ... c8), he does best with 8 b3 instead of 8 c2, leaving his Queen at home on d1. Then 8 ... c5 9 d5! gains tremendous scope for White's pieces and severely restricts Black's (he already faces the threat of d5-d6).

Now let us consider the advantages of the text move, 7 ... d4.



White is unable to avoid an exchange of minor pieces. He has no good retreat for his Knight, but even

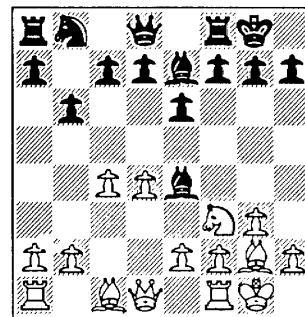
if he did he would not want to leave Black's Knight so well placed on e4. The following exchange of Knights can only ease Black's game, as would the possible further exchange of light-square Bishops. But Black profits even from the exchange of only one pair of pieces, for now his Queen Knight will be able to maneuver to f6, where it will participate in the battle for the e4-square. The maneuver of the Knight to e4 and the ensuing exchange of Knights prevent White's e2-e4 by first occupying the e4-square and then diverting White's pieces from it.

8 c2

This is a useful move regardless of what Black does, even if he leaves his Knight on e4. On c2 the Queen influences the e4-square and at the same time covers c3, avoiding doubled pawns (after ... dxc3).

As with 7 d3, White steers a middle course between aggression and solidity. The double-edged and complex 8 d2!? is considered a playable and attractive alternative to the routine text move. But 8 dxe4 dxe4 is regarded as too dull. Let's see why.

White can break the Black blockade on e4 now with 9 d1, but Black has nothing to fear after 9 ... xg2 and 10 ... d5. Once Black gets a share of the center by advancing a central pawn, especially the d-pawn, he should be all right in such a simplified position. The absence of



After 8 dxe4 dxe4

two sets of minor pieces removes much of the tension from the middlegame, tension which often works in White's favor.

A developing move such as 9 f4, followed by e1, is more hopeful. Then Black will find it difficult to play ... d7-d5 because the strong reply cxd5 will open the c-file from White's side. A premature advance of Black's d-pawn can even cost him the c-pawn eventually, due to White's pressure on the c-file. And the advance ... c7-c5 at this point (before Black has played ... d7-d5) once again invites d4-d5.

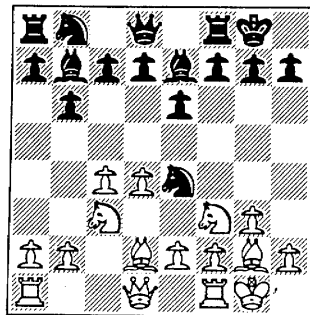
Black may be forced to adopt a passive position in the center after 8 dxe4 dxe4 9 f4, but a passive center is not a cause for alarm so long as it is solid and holds the prospect, however distant, that it will grow in strength. There is a future in 9 ... d6 followed by the defensive alignment ... d7 and ... c8-b7!. With his Queen on b7 and more of his pieces developed, Black may be ready for ... c7-c5. The pawn

at d6 keeps White's pieces off e5 and shortens the diagonal of White's Bishop on f4. To make his advantage in space count White will need a pawn break; that is, the advance of a pawn to open lines. Since e2-e4 is still unplayable and c4-c5 unsupported, White's middlegame prospects will depend on d4-d5. But that move can be readily met by ... e6-e5! Although then the pawn structure in the center would be locked, Black's Bishop on e4 would not be out of action, as it would be if it were still on b7. However, his other Bishop, the one on e7, would be affected by d4-d5 and ... e6-e5 because Black's center pawns would be on dark squares, the same color as that Bishop. But as long as Black is able to play ... f7-f5 and ... f6 eventually, he should not feel uncomfortable.

This last situation, in which White plays d4-d5 and Black plays ... e6-d5, is not uncommon (although usually Black plays ... e6-e5 first, to which White replies d4-d5). It is important to evaluate these positions carefully in advance, for either side may be forced to head into one of those pawn structures to avoid disadvantage.

The positions that arise after 8 d2 are much more complicated.

This has become the most popular new move in the fianchetto variation during the last decade of master experimentation. If Black captures on c3 now or on the next move, White can retake with his Bishop and



Position after 8...d2

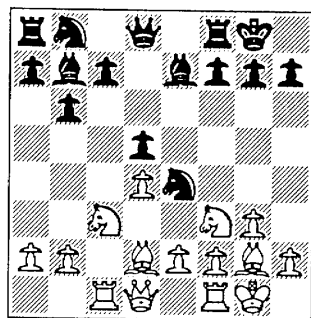
will be perfectly prepared to play d4-d5. Since White's usual plan in the main line is to develop this Bishop on the long diagonal (by means of b2-b3 and ♖b2), the plan ♗d2 followed by recapturing with the Bishop on c3 is quite compatible with his strategy.

But 8...d2 still looks odd. Can it be good for White to give up a Bishop for a Knight (8... ♗xd2) and give Black the advantage of the two Bishops? Actually, Black should not take the Bishop because that would leave White far ahead in development, with his Queen in a good position, his Rooks connected and ready to move to the central files, and a powerful advance in the center coming up. And Black would be giving up his most active piece, his centralized Knight.

After 8...d2 Black should postpone any capture with his Knight. One plausible idea, now that the d-file is temporarily blocked, is 8... c5. As usual when Black plays ... c7-c5, White obtains virtually nothing from quiet moves such as 9

♖c1 (9... ♗f6! 10 ♗xe4 ♗xe4 and 11... ♗c6) or 9 ♗e1 (9... ♗xc3 followed by 10... ♗xg2 and 11... cxd4). The key line is 9 d5!, virtually forcing a capture; however, neither 9... ♗xc3 10 ♗xc3 nor 9... ♗xd2 10 ♗xd2 looks promising for Black because White will very quickly pile up on the center files with ♖ad1 and ♗fe1.

Another way of addressing the center after 8...d2 is 8... d5. Here again White can get an edge, though only a slight one. The development of his Bishop on d2 permits him to bring his Queen Rook into action quickly with 9 cxd5 exd5 10 ♖c1.



After 8...d2 d5 9 cxd5 exd5 10 ♖c1

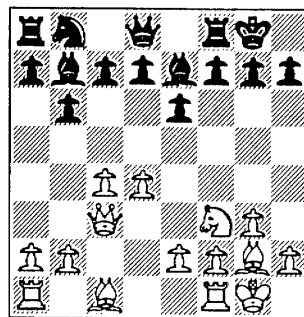
Black's center is beginning to look shaky and he must play accurately. The immediate 10... c5 is bad because of 11 dxc5, leaving Black with weak pawns no matter how he recaptures. After 10... ♗d7 11 ♗b3 White has good pressure against Black's d-pawn. White can also answer 10... ♗d7 with 11 ♗f4!, now that the Bishop is no longer

needed to recapture on c3. After 11 ♗f4 c5 White obtains a clear positional edge with 12 ♗xe4 dxe4 13 ♗d2 ♗f6 14 dxc5! and 15 ♗b3, after which Black's pawns at e4 and on the Queenside are vulnerable.

Finally, Black can avoid the problems associated with dynamic pawn moves after 8...d2 by playing 8... ♗f6 or 8... d6, but he must have some way of responding to 9 d5!, which gains space in the center. For instance, after 8... ♗f6 9 d5 ♗xc3 10 ♗xc3 ♗xc3 11 bxc3 White's powerful d-pawn is more than enough compensation for his doubled c-pawns. Black will either have to undouble White's pawns with ... exd5 or worry constantly about dxe6, d5-d6, and e2-e4-e5, backed up by White Rooks on the d- and e-files.

Now let's continue the main line after 8 Qc2.

8 ... ♗xc3
9 ♗xc3



9 ... f5

At no point in the main line of this variation does Black have a broader choice of reasonable moves than he does now. We'll consider the primary alternatives here and the rarer options in the notes to the instructive games at the end of the chapter.

The advance of the f-pawn is double-edged, to be sure, but it is also the most logical move. Now Black's King Bishop can find a secure post at f6 without blocking the f-pawn, and, with the Bishop out of the way, his Queen and Knight can pick their best squares to support ... e6-e5. The move ... f7-f5 may also enable Black to shift into a dangerous Kingside attack with ... ♗f6-h6, ... g7-g5, and ... ♗e8-h5. The advanced f-pawn not only gains operating space for Black but also stops e2-e4 by White. But if White, after due preparation, manages to achieve e2-e4 despite Black's f-pawn, the center will be blown open, and this would be very much in White's favor: he is, after all, better developed and will be able to marshal his Rooks on the d- and e-files long before Black can use his Rooks on the central files.

If Black is concerned about e2-e4 and d4-d5, which would shut in his Queen Bishop, the safety-minded 9... ♗e4 deserves attention.

It certainly looks odd to move the Bishop from one unprotected square to another one—indeed, one that seems much more vulnerable than b7. However, by moving the Bishop

preparing to occupy the center. The Knight seems lonely and isolated out on a6, with little prospect of reaching happiness at c5. But 7 ... ♖a6 is a kind of waiting move.

Black intends to play ... d7-d5 followed by ... c7-c5. (Remember that it is often hard for Black to play ... c7-c5 unless he has first stopped White's reply d4-d5!.) However, occupying the center with pawns will lead to dynamic play that could easily go against Black, so he wants White to commit himself first. That will make it easier for Black to decide what to do in the center and when to do it. By playing the Knight move before ... d7-d5 (in some variations Black puts the Knight there anyway, but *after* ... d7-d5), Black keeps his plans secret. Will he play ... d7-d5 now or later? Or never? What about ... c7-c5? Will he play it before or after ... d7-d5? Will he play it at all? White doesn't know—but he must do something.

For example, after 7 ... d5 White might decide that his Queen Bishop belongs on g5 to threaten to undermine d5 with ♗xf6. White may even win a pawn through a combination of ♗e5, ♗xf6, and cxd5. But if Black postpones ... d7-d5, is White's Bishop well placed on g5? Should he be less committal now, in view of Black's refusal to commit himself, and play the generally useful 8 ♗e5 instead?

The struggle in this variation, as it is in many others, is for very subtle advantages in timing. Whether a

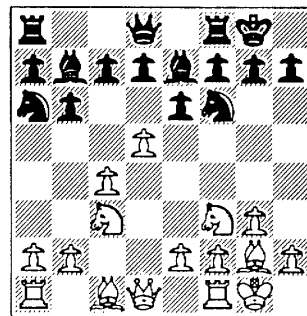
crucial center advance like ... c7-c5 or ... d7-d5 or d4-d5 is strong or weak usually depends on tiny details, as we have seen and will see in this interesting game.

8 ♗g5

Anyway. We can see that 8 ♗e5 doesn't mean much in this position because Black can simply play 8 ... ♗xg2 and take the upper hand on the long diagonal with 9 ... ♜c8 and 10 ... ♜b7+. He can then oust White's Knight from e5 with ... d7-d6.

8 ♗g5 is a forceful move that carries with it a little threat of 9 ♗xf6 and 10 e4, establishing that classic pawn center. The Bishop move also leaves him well prepared for the coming struggle in the center when Black plays ... d7-d5.

But is there a way of absolutely stopping ... d7-d5? Yes, there is, if White is willing to mix it up in the center with 8 d5!?. Let's consider the balance sheet.



Position after 8 d5 (analysis)

Advantages: White stops ... d7-d5 and thereby prevents Black from anchoring his pieces on center squares such as e4. He also insures that he will be able to occupy d4 with his own pieces and may be able to play e2-e4 (and perhaps e4-e5!) with a large share of the central real estate. If Black wants to challenge the center with pawns he will have to plan carefully (8 ... c6?? 9 d6! wins a piece) because of his severe lack of working room.

Disadvantages: Unlike situations in which White answers ... c7-c5 with d4-d5, Black has left his c5-square unoccupied. He can play ... ♗c5 and control e4 with his Knights. The Knight on c5 can be reinforced by ... a7-a5 to stop b2-b4 by White. The pawn at d5 blocks White's diagonal from g2 to a8 and has opened a good diagonal for Black's King Bishop when it gets to f6.

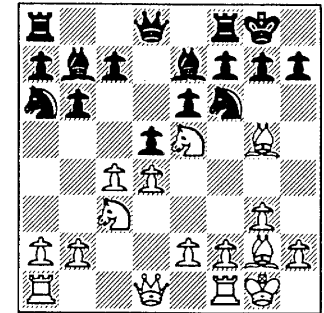
White's preference for a solid move like 8 ♗g5 is understandable. He is not seeking to refute Black's play immediately, but to take only modest advantage of it.

8 ... d5

This is consistent with 7 ... ♖a6, as we will appreciate in a few moves. But 8 ... ♗e4 is an attractive alternative, practically forcing White to exchange two sets of minor pieces, the dark-square Bishops and one pair of Knights. After 9 ♗xe7 ♜xe7 10 ♗xe4 ♗xe4, for instance, Black is ready to play 11 ... d5 without

getting into that famous pin on the long diagonal. White can try to extract some advantage from the offside position of Black's remaining Knight with 11 ♜a4, but after 11 ... ♗b4! followed by ... c7-c5 or ... ♗c6 (or even ... ♗c2 in some cases) Black should be okay.

9 ♗e5



This sets up the pin we mentioned (9 ... dxc4?? 10 ♗xb7). It also serves a few other functions that may not seem significant now but will be so in the next few moves.

First, it intensifies the attack on the d5-square. White's minor pieces are in position for a capture on d5 as soon as Black releases the protection. For example, 9 ... ♜c8, which permits Black to break the pin with 10 ... dxc4 now that his Queen Bishop is protected by the Queen, would turn out to be a careless error after 10 ♗xf6 ♗xf6 11 cxd5 exd5 12 ♗xd5!.

Second, the Knight on e5 watches some important squares that have

lost some of their natural protection. With Black's Knight on a6, he has only his Bishop at b7 to watch over c6. Black has to be careful to prevent White from invading that square by ♖a4 and ♖c6. There may even come a time when White can embarrass Black by occupying d7 (after ♖a4 or after exchanging pawns on d5 followed by ♖h3!).

9 ... c5

Again consistent—but again Black might consider delaying this in favor of moving his Knight to e4. The position then simplifies a bit; for example, 9 ... ♖e4 10 ♖xe7 ♖xe7. The addition of the Black pawn at d5 creates a new situation that we have not considered previously. If White captures on e4, Black will have to recapture with a pawn. That pawn could turn out to be a tower of strength—or it could be completely surrounded and lost.

The variations are many, but we should examine one typical line. After 9 ... ♖e4 10 ♖xe7 ♖xe7 White gets nothing out of 11 ♖a4 because his own center would be under assault after 11 ... c5, threatening such freeing moves as 12 ... cxd4 and 12 ... ♖xc3 followed by 13 ... dxc4 (his Bishop on b7 is protected by the Queen). If Black can manage to capture on d4 when White must retake there with a Rook or a minor piece, Black can then bring that lonely Knight back into the game with ... ♖c5!. Notice also that after

9 ... ♖e5 10 ♖xe7 ♖xe7 11 ♖a4 c5 Black does not fear 12 ♖c6 because he needs only to attack the Knight with 12 ... ♖d7 or 12 ... ♖e8 to drive it back, and then, if he wants, he can trade Queens.

This last variation illustrates why Black's Knight is well posted on a6. Black's pieces would be in a traffic jam if the Knight had gone to d7 after ... d7-d5. Then the ♖a4 move by White would be awkward to meet because of the dangerous little threat of ♖c6.

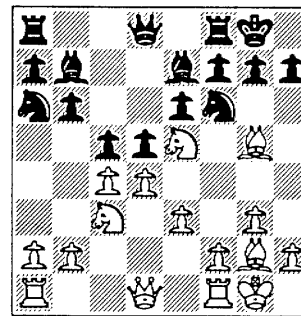
10 e3!

Black's delay in playing ... ♖e4 has enabled him to challenge the center early in the game, while each player still has four minor pieces. Since ... cxd4 might otherwise enable Black to bring his Queen Knight to c5, White adds a pawn to the protection of his d4-square so that he can meet 10 ... cxd4 with 11 exd4, leaving Black's Knight at a6.

White may be tempted to exchange pawns in the center instead of adding another center pawn with the text move. He can put his Rooks on d1 and c1 and then go to work on Black's weakened center by playing cxd5 and then dxc5. But it isn't so easy. After 10 ♖c1, for example, Black finally plays 10 ... ♖e4!, and then 11 ♖xe7 ♖xe7 12 dxc5 ♖axc5 13 ♖xe4 dxe4! gives Black excellent play because he can get a Rook to the d-file, with 14 ... ♖ad8, before White can. One possibility is 14 b4

♖ad8 15 ♖c2, when Black faces the imminent loss of his e-pawn once his Knight moves. But Black uses his superior heavy pieces with 15 ... ♖g5! threatening to play 16 ... ♖xe5 and to invade White's second rank with his Rook.

Such variations indicate how much active play Black can obtain if he is willing to accept a weak pawn or two.



10 ... ♖e4!

A good time for the Knight to arrive. Black's minor pieces are no worse than White's from now on.

11 ♖xe7

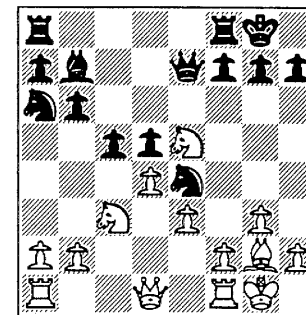
White has little choice here, but he has no reason for wanting to preserve this Bishop anyway—all his pawns from the d-file to the h-file are on dark squares, so he should be happy to rid himself of it. On the other hand, the exchange of Black's dark-square Bishop could leave Black with seriously weakened dark squares later on.

11 ... ♖xe7
12 cxd5

White has postponed the exchange on d5 so far, and it's easy to see why. After this trade Black gets the use of several squares on the e-file for his Queen and Rooks. White's Knight on e5, which will now be attacked by Black's Queen, must be defended by the d-pawn; this means that White won't have time to play dxc5 because of the reply ... ♖xe5. Yet if White doesn't simplify in the center, Black will do it himself with ... ♖xc3 and ... dxc4 at a more appropriate time for himself.

If White plays 12 ♖xe4 hoping to exploit Black's weak e-pawn after 12 ... dxe4, he will be disappointed to find that he has deprived his own Knight of its retreat squares d3 and f3, and embarrassed to see the Knight trapped in the center of the board after 13 ♖c2 f6! 14 ♖g4 h5!.

12 ... exd5



The exchange has left Black with a

majority of pawns on the Queenside. That may not mean much now, but ... c5-c4 and a subsequent ... b6-b5-b4! will increase the strength of those pawns. For example, 13 ♖c1 ♜c7 14 ♜a4 can be met by 14 ... ♜xc3 and ... c5-c4 followed by ... b6-b5 with advantage. On the other hand, if White can occupy c6 safely with a Knight—and keep it there—he will have the upper hand. The position is now delicately balanced.

13 ♜a4

A good idea here or later is ♜d3 followed by ♜f4! with heightened pressure on d5. Moving the Knight from e5 would also free White's d-pawn for a possible capture on c5.

13 ... ♜c7

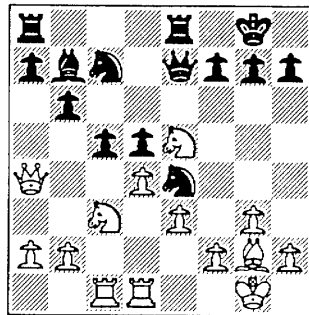
Black has several attractive responses here. He can seek an exchange of Queens with 13 ... ♜e8, to blunt whatever pressure White plans for the Queenside. But 13 ... ♜e8 14 ♜xe4! would be annoying. Then 14 ... dxe4 would allow 15 ♜d7!, and Black's King Rook is trapped. Or if 14 ... ♜xa4 15 ♜xa4 dxe4 16 dxc5 gives Black weak pawns on both c5 and e4.

A tricky idea here is 13 ... ♜fe8 but it involves a bit of a trap. Did you see what 13 ♜a4 was threatening? It wasn't 14 ♜c6, it was 14 ♜xd5! ♜xd5 15 ♜xa6, winning a pawn. However, this would take White's pieces away from their

primary duties, and Black would probably have good compensation for his pawn. After 13 ... ♜fe8 14 ♜xd5 ♜xd5 15 ♜xa6 Black plays 15 ... cxd4 16 exd4 ♜e6! with dangerous threats, including 17 ... f6 followed by 18 ... ♜c4!, or 17 ... ♜g5 followed either by 18 ... ♜h3+ or by a trade of Bishops followed by ... ♜d5+.

Black's choice is much safer and also more hopeful—he begins preparations for a Queenside pawn advance.

14 ♜fd1 ♜ef8
15 ♜ac1



It is still too early for ♜xe4 because White's Knight will be exposed to danger after ... dxc4 (... f7-f6!) and because Black's minor pieces are now prepared to occupy the d5-square that would be vacated by his pawn. A Knight on d5 would be a beautiful sight for Black to behold.

White's pieces are well placed for the attack on the hanging pawns

should he find a way to capture safely on c5. Given a few moves' time (for ♜d3-f4), White would be very well off.

15 ... ♜xc3!
16 bxc3

Black would stand clearly better if White recaptured with the Rook: then 16 ... c4 and ... b6-b5-b4 would provide him with a winning plan—promoting one of the Queenside pawns. Black would gain time in advancing his b-pawn to b4 because it would attack White's Rook. How quickly Black's pawns can turn from weaklings into giants!

16 ... f6

This weakens Black's light squares, particularly e6 and, to a lesser degree, g6. But with White's Queen out on a4 and White's Rooks inactive behind his own pawns, Black is not worried.

17 ♜d3 c4!
18 ♜f4

If you consider just the Queen and the minor pieces, White stands better. His Bishop is not restricted by his own pawns as Black's is and so has more scope, and his Knight has a better vantage point. But the difference in Rooks changes the evaluation of the position. Black's plan is to advance his Queenside pawns judiciously, supported by his

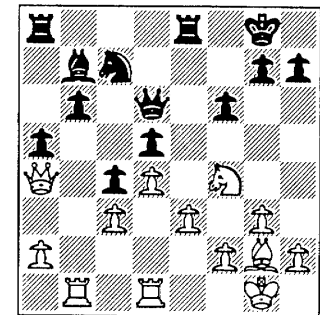
Rooks, finally promoting one of them at a1, b1, or c1. It's hard to see what White can do about this, since his Rooks have much less potential for activity than Black's.

Black can begin the advance right now, with 18 ... a5! followed by 19 ... b5. He needs to push the a-pawn first because the immediate 18 ... b5? would allow White to blockade the Queenside with 19 ♜a5!. Then it would take dynamite to remove White's Queen and get the Queenside pawns rolling before White strikes back with ♜b1 and a2-a4!

18 ... ♜d6

A cautious move which protects the d-pawn one more time.

19 ♜b1 a5



It shouldn't be hard to see what Black's plan is. He will advance his b-pawn to b5 and then b4 and continue the assault on c3 with ... ♜b4!. If White, to avoid worse, is

forced to capture on b4 when Black puts his pawn there, thus opening the a-file for Black after ... axb4, White will be in bad trouble. Black could choose either to build up against the a-pawn with his active Rooks, or simply to advance his passed c-pawn with his Rooks at b8 and c8. White needs a way to meet this plan and he needs it fast.

20 e4!

For better or worse, this is a necessity. The advance temporarily sacrifices a pawn in order to unhinge Black's solid pawn mass and place Black's c-pawn in danger. Moreover, White can try starting a Kingside attack with ♜c2 and ♖e1.

20 ... b5
21 ♜c2 dxe4

The pawn at e4 will be reinforced by ... f6-f5. Now Black is ready to occupy d5 with one of his minor pieces. After he plays ... g6-g5 to drive White's Knight off, ... ♘d5! will give him an overwhelming position.

22 a4!

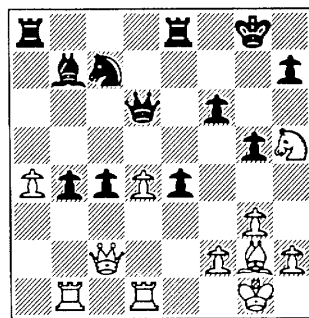
White needs counterplay and this is the best source. Clearly, 21 ... bxa4 is impossible because of 22 ♖xb7. But Black finds a powerful response in keeping with his overall plan.

22 ... g5!

The strength of this will become clear in two moves.

23 ♘h5 b4!
24 cxb4 axb4

If White's Knight were still on f4, his strategy of attacking the pawns with 22 a4 would now pay off handsomely with 25 ♜xc4+ and if 25 ... ♘d5 then 26 ♘xd5 followed by 27 ♜xb4. But now, with the Knight on h5, 25 ♜xc4+ ♘d5! would leave White with equal material—but a lost game. Black would almost certainly win the exposed pawn at a4, but he may not want a mere pawn when he can seize the initiative with 26 ... ♖ac8 followed by ... ♗a6-d3 or ... ♘c3. Black would also have the possibilities of attacking on the Kingside with ... e4-e3 and trying to win the Knight on h5, which has no retreat.



25 ♖xb4!?

This is White's second crisis of the game (the first came before 20 e4).

He decides to gamble with a clever combination based on the vulnerability of Black's Bishop at b7 and that of Black's Kingside. At the moment, Black's position is basically solid because his Queen is protecting all the threatened squares. White's sacrifice seeks to divert the Queen from that function.

The combination should probably lose, but it looks more promising than 25 ♜xc4+ ♘d5! and is certainly better than anything that would allow 25 ... c3! or 25 ... ♗d5.

25 ... ♜xb4
26 ♘xf6+ ♜f7?

Why this is wrong won't be clear for four moves.

27 ♘xe8 ♘xe8!

Black recaptures with his Knight so that on the next move he can defend his Bishop at b7 with his Queen at e7. After 27 ... ♖xe8? 28 ♖b1 White should win.

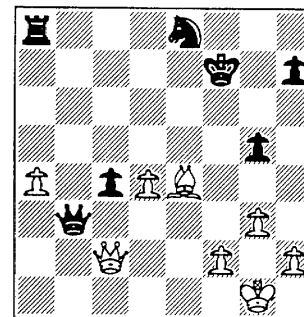
28 ♖b1 ♜e7
29 ♖xb7!

Again the only good try. After 29 ♜xc4+ ♜f8 Black will play 30 ... ♘d6 and have a relatively safe position with everything protected—and an extra piece.

So White agrees to remain a piece behind—but he expects to win most of the remaining pawns, reducing Black's winning chances to nil.

29 ... ♜xb7
30 ♗xe4 ♜b3!

Now let's go back and consider what would have happened if Black had moved his King to g7 instead of f7 at move 25. We would have the same position except for the location of the Black King. White cannot afford to trade Queens and win back his Rook, regardless of where Black's King is, because then Black's b-pawn runs to the eighth rank and queens. (The specific line is 31 ♜xb3? cxb3 32 ♗xa8 ♘f6! and 33 ... b2.) But with the King at g7, White would not have the immediate check that he has in the game (see the next move). He would have to try 31 ♜d2, threatening ♜xg5+, and hope that he has enough after 31 ... ♖a7!.



31 ♗d5+!

A very fine finesse. The Black King cannot go to e7 now because of a White Queen check at e4 or e2 followed by ♗xa8. Nor can it try for a haven on the f-file, for after 31 ...

♙f8 32 ♜f5+ White would be a move better off than in the game, and after 31 ... ♙f6 32 ♜xh7! White is threatening mate at f7.

In other words, Black has only one move.

31 ... ♙g7
32 ♜f5!

Even without giving check this move is dangerous. White threatens to draw by perpetual check starting with 33 ♜xg5+ or 33 ♜f7+. Given the opportunity, he might even grab the Rook and play for a win. Black would not be able to queen his pawn so quickly with Queens on the board, compared with the situation after 31 ♜xb3?, and White would have good chances for perpetual check, at least.

32 ... ♖a6!

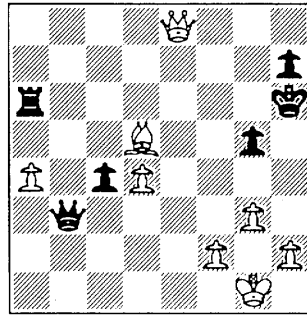
A very fine defense—for indeed Black must think about defense even though he's a Rook ahead. If he puts the Rook on a7 to stop 33 ♜f7+, White has 33 ♜xg5+ ♙f8 (not 33 ... ♙h8???) 34 ♜g8 mate) 34 ♜g8+ followed by ♜f7+ and ♜xa7. If Black moves his Rook to the protected square b8, then 33 ♜f7+ is the dangerous move: after 33 ... ♙h6 34 ♜f8+ Black can be mated quickly (34 ... ♗g7 35 ♜f6+ or 34 ... ♙h5 35 ♜f7+ ♙g4 36 ♗e6+).

33 ♜f7+ ♙h6

Now Black can meet a check at f8

by interposing his Knight, since White cannot follow up with ♜f6+.

34 ♜xe8



Materially, White has equalized, and in terms of King safety he is more than well off. Black is happy to draw.

34 ... ♜d1+
35 ♜g2 ♜xd4

Black is not thinking about the pawn. This square is a very good one for the Queen, for here it denies White checks on some key squares in the last few moves of the game.

36 ♜f8+ ♜g7
37 ♜c8!

White's last try to win. He threatens the Rook as well as a check on h3 that would keep his chances alive.

37 ... ♜a7!
38 ♜f8+ ♜g7

39 ♜c8 ♜a7
40 ♜f8+ Draw

Black's pieces were more active than White's for most of the game, but the weaknesses incurred by his

pawn moves gave White enough to equalize the chances. In other words, this is an example—a more eventful one than usual—of what can happen when Black occupies the center with ... d7-d5 in this variation.

Part Three

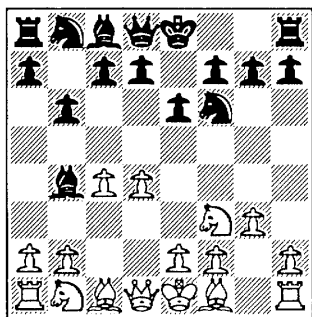
King Bishop Fianchetto— Black Is Aggressive

Raymond Keene

Part Two dealt with Black's most usual fourth move in the fianchetto variation, 4 ... ♖b7. In this chapter we will consider the two more aggressive moves for Black, 4 ... ♖b4+ and 4 ... ♖a6, concentrating mainly on 4 ... ♖a6, which has more independent significance.

White	Black
1 d4	♟f6
2 c4	e6
3 ♜f3	b6
4 g3	

Before discussing the main line 4 ... ♖a6, let us have a brief look at 4 ... ♖b4+.

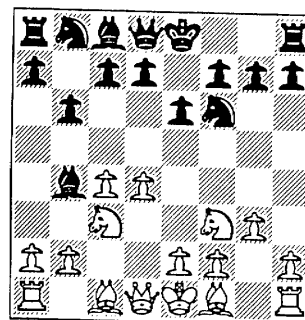


Position after 4 ... ♖b4+

In variations in which Black opens 1 ... ♟f6 and 2 ... e6, often b4 is the most appropriate square for Black's King Bishop. Indeed, after 1 d4 ♟f6 2 c4 e6 3 ♜c3, now 3 ... ♖b4 is clearly Black's best move. (That particular move order constitutes the Nimzo-Indian Defense and falls outside the scope of this book.) In the Queen's Indian Defense, White develops with ♟f3 so that if Black does play ... ♖b4+ the Bishop will not be pinning White's Knight on c3. Even so, ... ♖b4+ is not a bad move, since it develops the Black King Bishop on a good square and forces White to play either his Queen Knight or Queen Bishop to a square he might not choose if he were not forced to meet the check. After 4 ... ♖b4+ White has three ways of parrying the check, and we shall consider each of them in turn.

A: 5 ♜c3

This falls in with Black's plans. Firstly, White voluntarily walks into a pin, which means that, at least for the time being, his Queen Knight is absolutely immobilized. Secondly,



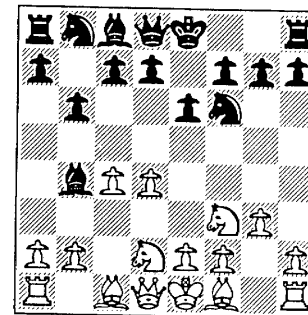
After 4 ... ♖b4+ 5 ♜c3

White runs the risk that after ... ♖xc3+ and the reply bxc3, his doubled c-pawns will become objects of attack. Neither of these disadvantages is disastrous, especially because White obtains the Bishop-pair as compensation, but they do mean that Black should have no difficulty in obtaining a satisfactory position from the opening. But Black should not be in a hurry to play ... ♖xc3+—the pin is useful and should be maintained until the exchange (or the retreat of the Bishop) has a positive purpose.

After 5 ♜c3 Black can obtain a reasonable position by such simple developing moves as 5 ... 0-0 or 5 ... ♖b7 or 5 ... ♖a6. However, we recommend the more active approach 5 ... ♖e4, threatening to win material with 6 ... ♜xc3. If White defends with 6 ♜d2, Black can play 6 ... ♜xd2, gaining the slight advantage of two Bishops against Bishop and Knight. If White plays 6 ♜c2, the game might continue 6 ... ♖b7 7 ♜g2 f5 8 0-0 ♜xc3 9 bxc3

♖e7 with a promising position for Black. White's doubled c-pawns could prove weak, and Black has the key square e4 (always an important square in the Queen's Indian Defense) firmly under control.

B: 5 ♖bd2



After 4 ... ♖b4+ 5 ♖bd2

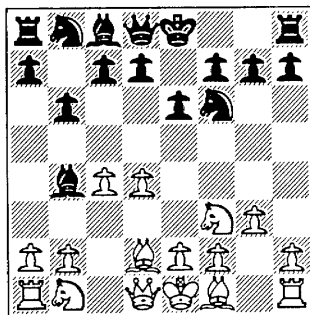
Like 5 ♜c3, this move suffers from the slight drawback that White voluntarily allows his Queen Knight to be pinned. Unlike 5 ♜c3, it does not run the risk of leaving White with doubled pawns.

After 5 ♖bd2 Black has a number of ways of obtaining a satisfactory position, including the simple developing moves 5 ... 0-0 and 5 ... ♖a6 and the more ambitious 5 ... c5, to strike in the center at once. The move we recommend as Black's most reliable counter to 5 ♖bd2 is 5 ... ♖b7. White should reply 6 ♜g2, whereupon the game transposes into a position considered in Part Two (page 28) after the moves 1 d4 ♟f6 2

c4 e6 3 ♖f3 b6 4 g3 ♗b7 5 ♗g2 ♗b4+ 6 ♗bd2.

Although Black has several good replies to 5 ♗bd2, he should not be lulled into the false belief that anything goes. After 5 ... d5?!, the only thing that goes is Black's game! White continues 6 ♗a4+! ♗c6, and now 7 ♗e5! wins a piece (7 ♗xc6+ is more complicated because after 7 ... ♗d7 White will have trouble extricating his Queen).

C: 5 ♗d2!



After 4 ... ♗b4+ 5 ♗d2

This is White's best reply to 4 ... ♗b4+. Black has four possible answers, all of which leave White with a very slight advantage.

5 ... a5. This works well if White is tempted to double Black's b-pawns with 6 ♗xb4?. After 6 ... axb4 Black's b4 pawn is not really weak since it can be supported by ... c7-c5, ... ♗c6, and ... ♗e7. In fact, the pawn exerts a cramping influence on White's Queenside, in particular

preventing White's Queen Knight from going to c3, its best square. Moreover, the semi-open a-file may be useful to Black.

The trouble with 5 ... a5 is that White can simply ignore the a-pawn by continuing 6 ♗c3! followed by 7 ♗g2 and 8 0-0. In this variation 6 ♗c3! does not suffer from the disadvantages which applied to 5 ♗c3, since here the Queen Knight is not pinned and Black cannot play ... ♗e4. After 5 ... a5 6 ♗c3! we reach a position similar to many others in the Queen's Indian Defense, but with the important difference that ... a7-a5 is largely a wasted, irrelevant move. So White's prospects are slightly better.

5 ... ♗e7. Like 5 ... a5, this move works only if White obligingly plays 6 ♗xb4. After 6 ... ♗xb4+ White must choose between two unpleasant alternatives: 7 ♗bd2, when 7 ... ♗xb2 leaves White without any tangible compensation for the sacrificed pawn, or 7 ♗d2 ♗xd2+ 8 ♗bxd2, when the early exchange of Queens leaves White with few prospects of an opening advantage. Black can also play 7 ... ♗xc4, and it's hard to see what White has for his lost pawn.

Instead of 6 ♗xb4 White should play 6 ♗c3, leaving Black's Queen not very usefully placed on e7. Another good move is 6 ♗g2, getting ready to castle. Since Black's Queen blocks the Bishop's retreat to e7, he will probably be forced eventually to play ... ♗xc3, conceding to White

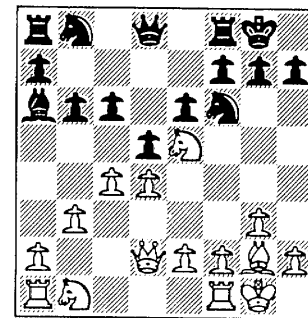
the slight advantage of two Bishops against slight Bishop and Knight.

5 ... ♗e7. This loss of time (the Bishop uses two moves to go where it could have gone in one move) would be justified if White were to continue 6 b3?, for then Black could play 6 ... ♗a6 and transpose into the main line. Instead, White should play 6 ♗c3!, when 6 ... ♗a6 would allow 7 e4!, defending the c-pawn with the Bishop on f1. After 7 e4 White's powerful pawn center would guarantee him some advantage. As usual in the Queen's Indian Defense, White is doing well if he can get in e2-e4 with impunity.

After 5 ... ♗e7 6 ♗c3 Black's best move is 6 ... ♗b7, preventing 7 e4. After 7 ♗g2 the game would transpose into variations considered in Part Two except that White has had the "free" move ♗d2. This move is useful in several ways and clears the c1-square for White to post a Rook quickly on the c-file. White has some advantage.

5 ... ♗xd2+. This is Black's best move. After 6 ♗xd2 (6 ♗bxd2 turns out well if Black plays 6 ... ♗a6? allowing 7 e4!, but Black can obtain a satisfactory position by playing 6 ... ♗b7, preventing e2-e4), play might continue 6 ... ♗a6 7 b3 d5 8 ♗g2! c6 (not 8 ... dxc4 when 9 ♗e5! threatening 10 ♗xa8 is very hard to meet) 9 ♗e5 0-0 10 0-0.

This position offers chances for both sides. White has a slight advantage in space because of his two pawns on the fourth rank against



Position after 10 0-0

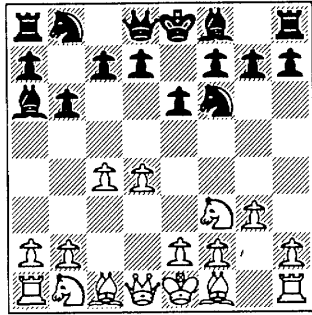
Black's one, and because of his aggressively placed Knight on e5. But Black has a solid position and should be able to neutralize White's temporary advantage by such moves as ... ♗fd7, trying to exchange White's advanced Knight, and ... c7-c5, striking back in the center.

Our general conclusion is that 4 ... ♗b4+ is not a bad move, but against best play by White (5 ♗d2!), Black has a somewhat uphill struggle to maintain level chances. We therefore prefer 4 ... ♗b7 or 4 ... ♗a6. The first of these moves was considered in the previous chapter. Now let us turn to the second.

4 ... ♗a6

In the early days of the Queen's Indian Defense, 4 ... ♗a6 was considered bizarre, a move definitely not to be taken seriously. The arguments which caused the move to be neglected ran roughly as follows:

1. Why deploy the Queen Bishop on the diagonal a6-f1 when the



perfectly good—and longer—diagonal a8-h1 is available?

2. Furthermore, on b7 the Bishop controls the key squares d5 and e4, always important squares in the Queen's Indian Defense; on a6 it does not.

3. True, 4 ... ♖a6 threatens White's c-pawn. But what's the point of attacking a pawn that can be so easily defended?

Now let's look at the counterarguments:

1. Of course a8-h1 is an important diagonal, but it isn't the *only* diagonal. On a6 the Bishop attacks not only the pawn on e4, but White's pawn on e2 may also become a target. Bishops can be developed on the longest diagonals in many openings, but just because that kind of development is available doesn't mean it's the best. Much depends on how the other pieces are deployed and on what the opponent is doing on his side of the board.

2. Black must keep a close watch on the squares d5 and e4, that is true; but for the time being White is not

threatening to occupy either of those squares with his pawns. 5 d5 loses a pawn to 5 ... ♖xc4, and 5 e4 to 5 ... ♖xe4. In due course, Black may be able to maintain sufficient control of those key squares without the aid of his Queen Bishop (by such moves as ... d7-d5).

3. Although White has no fewer than four plausible ways of defending his c-pawn, all of them suffer from slight drawbacks, as we shall see. So 4 ... ♖a6 at least has some nuisance value.

To these counterarguments there can be added this: Black's Bishop has by no means finally committed itself to the square a6. It can always go back to b7. Even if Black thereby loses one move (at worst), in the meantime he may have caused a decisive disruption in White's position.

At present, the counterarguments are at least holding their own. 4 ... ♖a6 is generally considered a perfectly satisfactory alternative to 4 ... ♖b7.

White's overall strategy in the 4 ... ♖a6 variation is to try to show that Black's Bishop is misplaced on a6. He will usually achieve this aim if he can safely play d4-d5 or e2-e4. So important are these moves that, given the opportunity, he should play them even if at that stage he has not completed the development of his pieces.

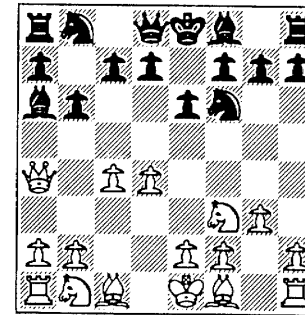
Black's strategy, of course, includes preventing White from playing d4-d5 or e2-e4 in favorable

circumstances. But his plans are by no means entirely negative. He also hopes to show that his Bishop on a6 is a source of strength. If things go well for Black, it may be White's Bishop on g2 that is misplaced. If that Bishop is ever forced to retreat to f1 to neutralize Black's Bishop on a6, Black will have scored a real moral victory—and maybe quite a bit more.

After 4 ... ♖a6 White must defend his c-pawn. The trap 5 ♖g2, hoping for 5 ... ♖xc4 6 ♖e5 (attacking Bishop and Rook) 6 ... d5? 7 ♖xc4, backfires if Black simply plays 6 ... ♖d5, remaining a safe pawn up.

In addition to 5 b3, which we shall consider the main line, there are three plausible ways for White to defend his c-pawn.

4: 5 ♖a4



Position after 5 ♖a4

This is a multipurpose move. Apart from defending the c-pawn, the Queen prevents ... ♖b4+, restrains ... d7-d5 for the time being

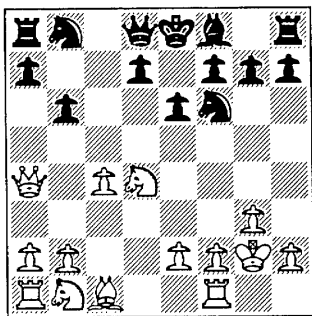
(the d-pawn is pinned), and ties Black's Queen Knight to the defense of his Bishop on a6. The disadvantage of the move is that the White Queen's role on a4 is largely negative. The Queen simply doesn't belong here—it belongs where it can have more influence in the center: on d1, supporting a possible d4-d5, or on c2, supporting a possible e2-e4. Black has two good replies to 5 ♖a4:

5 ... e5. One of the hallmarks of the Queen's Indian Defense is its flexibility. By refraining from central pawn advances early in the game, Black reserves the option of making a number of different pawn advances later on. Normally, ... d7-d5 is the most appropriate advance in the 4 ... ♖a6 line, but since that move is impossible in the present position, Black falls back on his reserve plan, ... c7-c5.

Now 6 d5?, a clever attempt to take over control of the center, fails to 6 ... exd5 7 cxd5 ♖b7 (not 7 ... ♖xd5 8 ♖e4+ and White wins material), and White is unable to support his advanced pawn: 8 ♖c3 ♖xd5 9 ♖e4+ fails to the resource 9 ... ♖e7, and 8 e4 is met by 8 ... ♖e7 9 ♖d3 ♖xd5 or 9 ... ♖xd5.

Therefore, play might continue 6 ♖g2 ♖b7! (again illustrating the flexibility of the Queen's Indian Defense: White was threatening to get control of the long diagonal; e.g., 6 ... ♖e7? 7 ♖e5!) 7 0-0 cxd4 8 ♖xd4 (The position after 7 ... cxd4 is identical to the one after 1 d4 ♖f6 2 c4 e6 3 ♖f3 b6 4 g3 ♖b7 5 ♖g2 c5 6

0-0 cxd4—see Part Two—except that White's Queen is on a4 instead of d1 and Black has used two moves to get his Queen Bishop to b7. The "development" of White's Queen to a4 turns out, however, to be a real disadvantage, since here White cannot play ♖xd4 and thus avoid the exchange of light-square Bishops which generally eases Black's game.) 8 ... ♗xg2 9 ♕xg2.

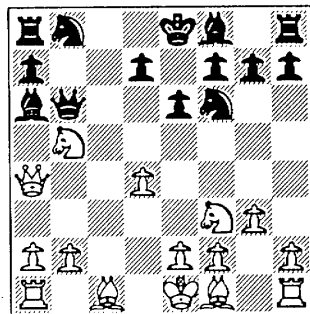


Position after 9 ♕xg2

The chances are about equal. Both sides will be able to complete their development without undue interference from the opponent. White has a slight space advantage based on his pawn at c4 but Black should be able to maintain sufficient counterplay. A typical game (van Scheltinga-Keres, Beverwijk 1964) continued: 9 ... ♗c5 10 ♖f3 0-0 11 ♗c3 ♗c6 12 ♗g5 h6 13 ♗xf6 ♕xf6 14 ♗ad1 ♗fd8 15 ♕c2 ♗b4 16 ♕b1 ♗c6. Here the players agreed to a draw! Of course, the abandonment of hostilities was premature, but it

does show that two strong players considered the position sufficiently balanced for a draw to be a legitimate result.

5 ... c6. This is a more ambitious move than 5 ... c5. Black hopes to play ... b6-b5 and, after a trade of pawns on that square, to follow up with ... b5-b4, permanently opening the a6-f1 diagonal for his Queen Bishop. Play might continue 6 ♗c3 (to discourage ... b6-b5) 6 ... b5! (determined to carry through his plan even at the cost of a pawn) 7 cxb5 cxb5 8 ♗xb5 ♕b6.

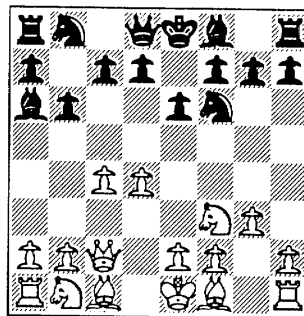


Position after 8 ... ♕b6

In return for his pawn Black has obtained a very active position. He can mass his forces on the Queenside by such moves as ... ♗c6, ... ♗b4, ... 0-0, ... ♗fc8, and ... ♗ab8. Then he can select an appropriate target to attack, which, depending on how White organizes his defense, might be White's b-, d-, or e-pawn. Objectively, the chances in the diagram are probably about equal, with

White's extra pawn counterbalancing Black's aggressive position. In practice, however, Black has tended to score very well in games proceeding from this position. Presumably, this is because most players find it easier to attack than to defend. Instructive Game No. 1, Tukmakov-Gulko, is one example of what Black can achieve if White defends inaccurately.

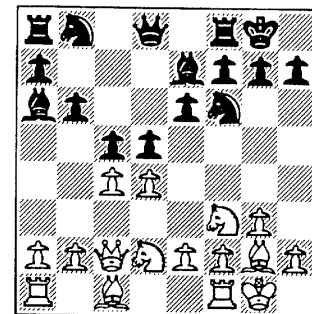
B: 5 ♕c2



Position after 5 ♕c2

This move has an advantage over 5 ♕a4 in that White's Queen is more centrally placed and he has the immediate threat of 6 e4. The drawback is that 5 ♕c2 does not prevent ... d7-d5. So, 5 ... d5!. This prevents e2-e4 and exerts pressure on c4. Black hopes for a favorable exchange of his d-pawn for White's c-pawn that will increase the scope of his Bishop on a6. Therefore, 6 cxd5? would fall in with Black's plans: after 6 ... exd5, not only would his

Bishop on a6 be menacing White's e-pawn, but he would also have the chance of later adding to the pressure by putting a Rook on e8, making use of the file which White has so kindly allowed to become half-open. After 5 ... d5!, play might continue 6 ♗bd2 ♗e7 7 ♗g2 0-0 8 0-0 c5.

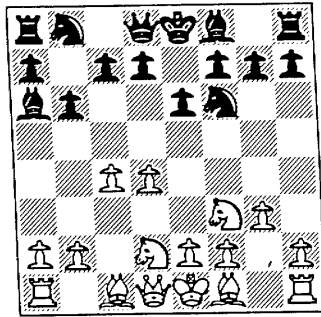


Position after 8 ... c5

As in so many positions in this variation, Black's Queen Bishop has prospects on the a6-f1 diagonal and White's King Bishop on the h1-a8 diagonal. Pawn exchanges in the center are bound to occur at some stage, each player having to decide which is the appropriate moment. The position is tense and offers chances to both sides; as usual, the better player will have the better chances.

C: 5 ♗bd2

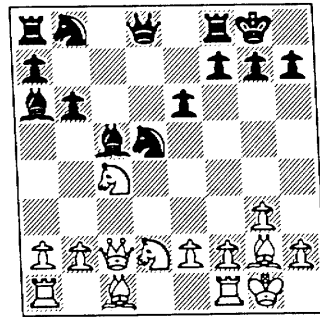
Again, White simultaneously



Position after 5 ... d5

defends the c-pawn and threatens e2-e4. As usual, 5 ... d5 is Black's soundest continuation, but 5 ... b4 and 5 ... c5 are also quite good. White's safest reply to 5 ... d5 is 6 c2, transposing into variation B, but instead he can throw down a challenge with the temporary pawn sacrifice 6 g2. With 6 ... dxc4 Black accepts the challenge (he can play it safe with 6 ... e7, leading to a position similar, but not quite identical, to variation B). Now 7 e5 unmasks an attack on Black's Queen Rook, and the only defense is 7 ... d5, after which 8 dxc4 regains the pawn (but not 8 dxc4 f6! and Black wins one of the Knights). The resulting position is double-edged. White may be able to obtain an imposing pawn center with e2-e4, but he must be careful in that case not to allow his d-pawn to become too weak. Play might continue 8 ... e7 9 0-0 (not 9 e4 b4 and White's d-pawn falls) 9 ... 0-0 10 c2 c5 11 dxc5 cxc5.

The chances are level. Both players



Position after 11 ... c5

should complete their development and then try to make use of the c- and d-files.

We now return to the main line.

5 b3

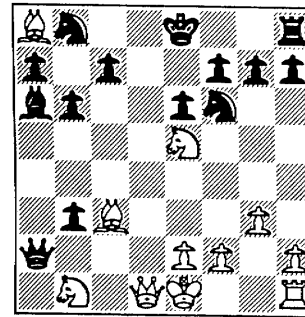
This is White's least committal defense of the c-pawn: he reserves the option of where to develop his Queen Knight and Queen.

5 ... b4+

As in various lines considered above, 5 ... d5 is also a good move here. Normally, it leads back to the main line after 6 g2 b4+ 7 d2 e7. However, both sides can vary. White can try 6 b2, which leads to a position similar to those arising in variations B and C above. But 6 c2 is weak here, for after 6 ... dxc4 7 bxc4 c5!, the exchange of Black's c-pawn for White's d-pawn will leave White's c-pawn isolated and exposed to attack.

After 5 ... d5 6 g2, if Black is

feeling adventurous he can try 6 ... dxc4, leading to a myriad of complications after 7 e5 b4+! 8 d2 xd4 9 b4 xa1 10 c3 xa2 11 xa8 cxb3.



Position after 11 ... cxb3

Black has four pawns in exchange for a Bishop, and it's anybody's guess who stands better. This continuation can be recommended only to devotees of Russian roulette!

After 5 ... d5 6 g2 b4+ White played the unnatural 7 d2? in the game Uhlmann-Smyslov. Instructive Game No. 2 shows how he was punished.

6 d2

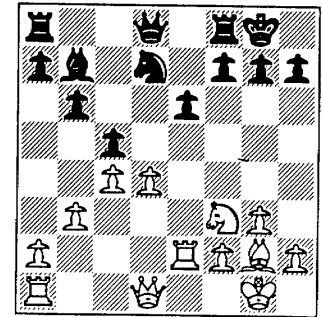
This is the best way to parry the check. Compare the comments earlier in this chapter on 4 ... b4+.

6 ... e7!

Another example of the need for flexible thinking in this opening. Black "wastes" a move by taking

two moves to post his Bishop on e7, but this is justified because White has been induced to place his Queen Bishop temporarily on an inferior square. Once White has played b2-b3, the a1-h8 diagonal is the Bishop's most effective location. White can still get it there (e.g., c3), but only at the cost of wasting a move of his own, thus negating Black's wasted move.

The alternative 6 ... d2+ is not bad, but it allows White a slightly freer game. Play might continue 7 bxd2 d5 8 g2 0-0 9 0-0 b7 10 e1 c5 11 e4! dxe4 12 e4 e4 13 xe4 b7! 14 e2.

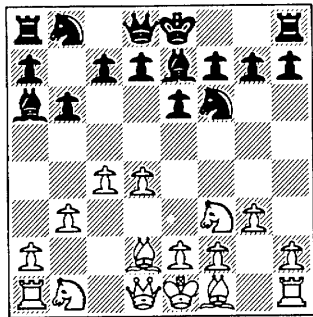


Position after 14 e2

After Black exchanged his d-pawn for White's e-pawn, his Queen Bishop could no longer count on that d-pawn for its help in attacking White's c-pawn. The Bishop was therefore redeployed on a more useful diagonal.

Nevertheless, White has a small plus. After the coming exchange of pawns, he will have a majority of

three pawns to two on the Queenside. This constitutes a long-term advantage because it creates the possibility of making a passed pawn on the opposite side of the board from where the Kings are situated (thus, an "outside" passed pawn). Since the opposing King is often not near enough to prevent an outside passed pawn from advancing to the eighth rank, such pawns are particularly dangerous. Of course, the prospect of either side promoting a pawn from the position in the above diagram is a long way off and Black ought to be able to take the necessary preventive measures in time. Still, the possibility that White may obtain an outside passed pawn should at least force Black to be careful.



7 ♖g2

After 7 ♖c3 (threatening the thematic advance 8 d5) Black should play 7 ... c6, which transposes into the main line 8 ♖g2 d5, discussed below.

After 7 ♖c3 c6, the other thematic

advance, 8 e4, is not dangerous for Black, since he can strike back at once in the center with 8 ... d5, and if 9 e5 ♖e4! 10 ♖xe4? (10 ♖d3 or 10 ♖c2 is better) 10 ... dxe4 11 ♖g1 (where else?) 11 ... ♗xd4 and Black wins a pawn, at least. This variation is an exception to the general rule that White should play e2-e4 if he can. The reason it's an exception is that White's Bishop is misplaced on d2. In the above diagram, imagine that White's Queen Bishop is on b2 instead of d2, and now repeat the variation just given: 7 ♖c3 c6 8 e4 d5 9 e5 ♖e4 10 ♖xe4 dxe4 11 ♖d2!, and instead of White losing his d-pawn, Black will lose his e-pawn.

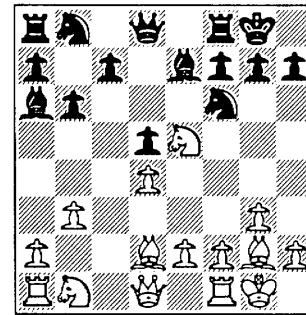
After 7 ♖c3, ♖b7 is a less satisfactory way of trying to prevent White's d4-d5. A game Popov-Ornstein continued 8 ♖g2 c5? (better is 8 ... 0-0 9 0-0 ♖e4) 9 d5 exd5 10 ♖h4! and White regained his pawn with advantage. For the continuation, see Instructive Game No. 3.

7 ... c6

Black is preparing ... d7-d5 and wants to be able to answer cxd5 with ... cxd5.

The immediate 7 ... d5 is also quite playable. If 8 ♖e5, then 8 ... c6 9 0-0 transposes into a line considered in the text after 9 ♖c3. If White wants to try to exploit the fact that Black has omitted ... c6, he can play 8 cxd5 exd5 9 0-0 0-0 10 ♖e5.

In this position, White hopes to



Position after 10 ♖e5

obtain play by making use of the half-open c-file to attack Black's c-pawn. If that pawn advances to c5 White will consider playing dxc5 at an opportune moment and then use the half-open d-file to attack Black's d-pawn. But Black need not face that future with any great alarm, since he can obtain counterplay along the half-open e-file with such moves as ... ♗e8 and ... ♖d6.

8 0-0 d5
9 ♖c3

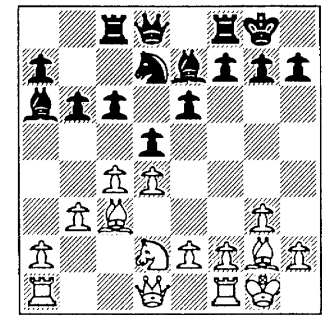
This Bishop would have had to be repositioned eventually; now is as good a time as any. The alternatives are:

9 cxd5? cxd5! leaves Black with a slight advantage since his pawn on d5 is solidly defended and so White's Bishop on g2 will not be particularly well placed for the middlegame. At the same time, Black's Bishop on a6 will have a fine, clear diagonal.

9 ♖c3? loses a pawn after 9 ... dxc4. White's best try is 10 ♖e5,

hoping for 10 ... ♗xd4 when 11 ♖xc6! leads to the win of significant material; but after 10 ... ♖b7 11 bxc4 Black can play 11 ... ♗xd4 with impunity.

9 ♖e5 is about as good as 9 ♖c3. Play might continue 9 ... 0-0 (not 9 ... dxc4 10 ♖xc6!, winning material) 10 ♖c3 (now 10 ... dxc4 really was threatened) 10 ... ♖fd7 11 ♖xd7 ♖xd7 12 ♖d2 ♗c8.



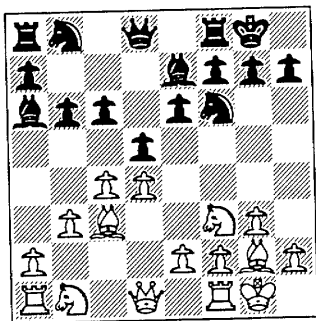
Position after 12 ... ♗c8

The chances are about level. In a world championship candidates match game between Korchnoi and Petrosian in 1971, the players made only four more moves before agreeing to a draw. Since those two great players happen to be sworn enemies, maybe the reason was that they couldn't stand to sit opposite each other any longer than necessary!

9 ... 0-0

Another position offering equal chances. Play might continue 10

QUEEN'S INDIAN DEFENSE



Qbd2 (or 10 Qe5, transposing into variation C above) 10 ... Qb7 11 Re1 c5 12 e4 dx4 13 Qxe4 Qxe4 14 Qxe4 Bb7 15 Re2. This position strongly resembles the one diagrammed on page 83. The only real difference is that here the dark-square Bishops have not been exchanged. Our comment in connection with the position of page 83—that White's potential Queenside pawn majority gives him a nominal advantage—applies here as well. And here, too, Black ought to be able to neutralize that long-range threat.

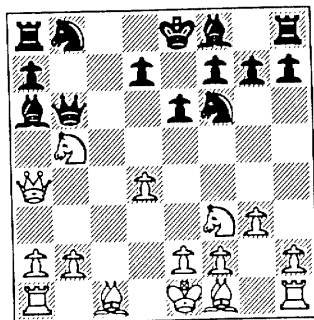
Instructive Game No. 1

White: V. Tukmakov
Black: B. Gulko

U.S.S.R. Championship 1977

- | | | |
|---|-----|-----|
| 1 | d4 | Qf6 |
| 2 | c4 | e6 |
| 3 | Qf3 | b6 |
| 4 | g3 | Qa6 |
| 5 | Qa4 | c6 |
| 6 | Qc3 | b5 |

- | | | |
|---|------|------|
| 7 | cxb5 | Qxb5 |
| 8 | Qxb5 | Qb6 |



This position was discussed on pages 80-81.

- | | |
|---|-----|
| 9 | Qc3 |
|---|-----|

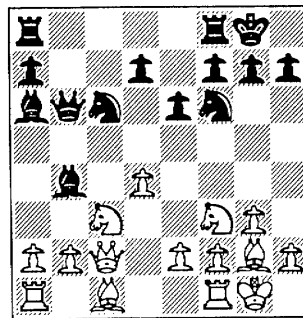
It may be better for White to play 9 e3, defending the Knight on b5 with his King Bishop. But having played 4 g3 intending Qg2, White was presumably reluctant to tie his King Bishop down to the f1-a6 diagonal.

- | | | |
|----|------|-----|
| 9 | ... | Qb4 |
| 10 | Qg2 | 0-0 |
| 11 | Qc2? | |

White greedily tries to hang onto his booty. He should give it back with 11 0-0 Qxc3 12 bxc3 Qxe2 13 Re1, buying time to complete the development of his pieces harmoniously.

- | | | |
|----|-----|-----|
| 11 | ... | Qc6 |
| 12 | 0-0 | |

KING BISHOP FIANCHETTO—BLACK IS AGGRESSIVE



- | | | |
|----|-----|------|
| 12 | ... | Qfc8 |
|----|-----|------|

12 ... Qxd4? allows White to win the Exchange with 13 Qxd4 Qxd4 14 Qxa8.

- | | | |
|----|------|------|
| 13 | a3 | Qxc3 |
| 14 | bxc3 | Qd5 |

This threatens 15 ... Qxd4! 16 Qxd4 Qxd4! 17 cxd4 Qxc2. But 14 ... Qxd4 at once doesn't work because White can play Qxa8 at the end of the exchanges. The Knight on d5 blocks the White King Bishop's diagonal.

- | | | |
|----|------|------|
| 15 | Qd1 | Qce7 |
| 16 | Qb2 | Qab8 |
| 17 | Qab1 | Qb3! |

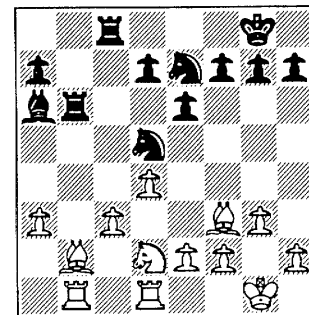
Black piles on the pressure. White must have regretted his greed on move 11!

- | | | |
|----|------|------|
| 18 | Qxb3 | Qxb3 |
| 19 | Qd2 | Qb6 |

White's c- and e-pawns are both

under attack and cannot both be defended.

- | | |
|----|-----|
| 20 | Qf3 |
|----|-----|



- | | | |
|----|-----|------|
| 20 | ... | Qxc3 |
|----|-----|------|

So Black begins to cash in on his earlier vigorous play. And there are more White pawns just waiting to be won!

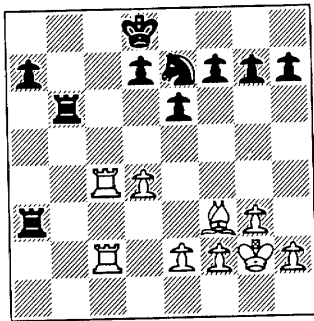
- | | | |
|----|------|------|
| 21 | Qxc3 | Qxc3 |
| 22 | Qbc1 | |

If 22 Qa1, defending the a-pawn, Black's Rooks launch a triumphant invasion of the seventh rank with 22 ... Qb2 followed by ... Qcc2. White would then lose the e-pawn instead of the a-pawn, and would be in danger of losing the f- and h-pawns as well.

- | | | |
|----|-------|------|
| 22 | ... | Qxa3 |
| 23 | Qc7 | Qb5 |
| 24 | Qdc1 | Qf8 |
| 25 | Qc4 | Qxc4 |
| 26 | Q7xc4 | Qe8 |

QUEEN'S INDIAN DEFENSE

- 27 ♖1c2 ♔d8
28 ♖g2



The situation has clarified. Black is a pawn up, and the rest of the game concerns his nursing the pawn through to the eighth rank.

- 28 ... a5 29 ♖c5 ♖b8 30 d5 exd5
31 ♗xd5 ♗xd5 32 ♖xd5 ♖a8 33
♖c4 a4 34 ♖h5 h6 35 ♖g4 ♖a6 36
♖xg7 ♖b3 37 ♖h7 a3 38 ♖5xh6
♖a7 39 ♖xf7 ♖bb7 40 ♖h8+ ♔c7
41 ♖f3

White resigned without waiting for Black's reply. After 41 ... a2 White has a few checks, but as soon as they run out Black will promote his a-pawn.

Instructive Game No. 2

White: W. Uhlmann
Black: V. Smyslov

Moscow 1956

- 1 d4 ♗f6
2 c4 e6

- 3 ♗f3 b6
4 g3 ♗a6
5 b3 d5
6 ♗g2 ♗b4+
7 ♗fd2?

The correct way of meeting the check is 7 ♗d2—see page 83.

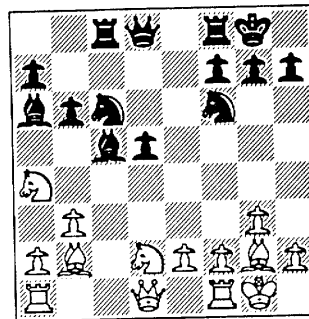
- 7 ... c5

Black takes immediate steps to open the position in order to expose the rather passive situation of White's pieces.

- 8 dxc5 ♗xc5
9 ♗b2 0-0
10 0-0 ♗c6
11 ♗c3 ♖c8
12 cxd5?

This further opening of the position helps Black. Correct is 12 ♗a4.

- 12 ... exd5
13 ♗a4



KING BISHOP FIANCHETTO—BLACK IS AGGRESSIVE

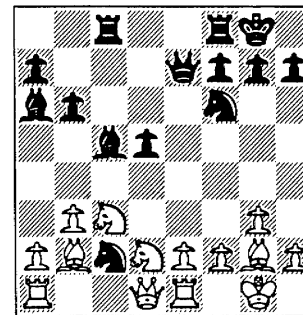
- 13 ... ♗d4!

Powerful centralization. Black threatens White's e-pawn, a frequent target in this variation.

- 14 ♗c3

If 14 ♗xd4 ♗xd4 15 ♖b1 b5 16 ♗b2 ♗a5 and White's position is under intolerable pressure. Even worse is 14 ♖e1? in view of 14 ... ♗c2! forking Black's Rooks (15 ♖xc2? ♗xf2+! 16 ♖xf2 ♖xc2).

- 14 ... ♖e7
15 ♖e1 ♗c2!



Black's Knight is not to be denied. Now 16 ♖xc2 loses to 16 ... ♗xf2+!! 17 ♖xf2 ♗g4+ 18 ♖f3 (or 18 ♖g1 ♖e3+ 19 ♖h1 ♗f2+ 20 ♖g1 ♗h3+ 21 ♖h1 ♖g1+! 22 ♖xg1 ♗f2—a smothered mate) 18 ... ♖f6+! 19 ♖xg4 ♖c4+! 20 bxc4 ♗c8+ 21 ♖h5 ♖h6 mate. In this

spectacular combination, Black sacrifices much of his army to lure the helpless White King to his doom.

- 16 ♖f1 ♗xa1
17 ♖xa1 ♖fd8
18 ♗f3 ♗a3

White resigns.

He has lost the Exchange and has no compensation, which is enough of a disadvantage to be decisive in grandmaster chess.

This game, played before the 4 ... ♗a6 variation became fashionable, did wonders for its reputation.

Instructive Game No. 3

White: Popov
Black: Ornstein

Albena 1978

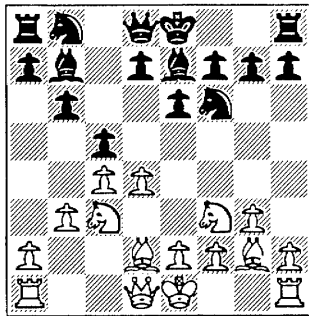
- 1 d4 ♗f6
2 c4 e6
3 ♗f3 b6
4 g3 ♗a6
5 b3 ♗b4+
6 ♗d2 ♗e7
7 ♗c3 ♗b7?

The right move is 7 ... c6—see page 84.

- 8 ♗g2 c5?

And here 8 ... 0-0 is better.

QUEEN'S INDIAN DEFENSE



9 d5! exd5

If Black does not take the pawn, White will play e2-e4.

10 d4!

Black's d-pawn is pinned, so White is able to regain his pawn with a dominating position.

10 ... 0-0
11 cxd5 d6
12 0-0 e8
13 f5

White signals his intention of launching a Kingside offensive. Black is unable to find adequate counterplay elsewhere on the board.

13 ... f8
14 e4 b5
15 c2

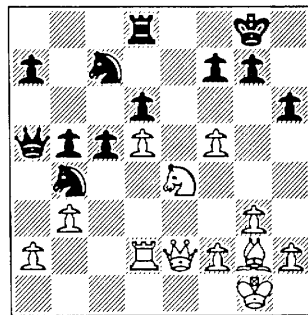
15 xb5? xc4! would ease Black's difficulties.

15 ... b6

16 fe1 a6
17 ad1 c8
18 g5 xf5
19 exf5 e7?

19 ... xe1+ 20 xe1 e8 is better. It is usually a good idea for the defender to exchange pieces to blunt the force of his opponent's attack.

20 e3 h6
21 h4 d8
22 xe8+ xe8
23 xd8 xd8
24 e4 b4
25 e2 a5
26 d2 c7



27 f6!

White drives a wedge into Black's Kingside. Black dare not capture the f-pawn because that would leave his Kingside too exposed.

27 ... bxd5

At last Black obtains some

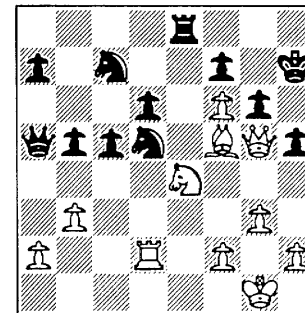
KING BISHOP FIANCHETTO—BLACK IS AGGRESSIVE

compensation for his inferior position. But White's attack is now too well advanced for one measly pawn to matter.

28 g4 g6
29 h4 h5
30 g5 h7

White threatened 31 h6 and 32 g7 mate.

31 h3 e8
32 f5!



Black has no satisfactory defense to 33 xh5+ since 32 ... gxf5 allows 33 g7 mate. Black chooses to delay the end by sacrificing his Queen, but this leaves him with a hopeless material disadvantage.

32 ... xd2
33 xd2 e5
34 xh5+ g8
35 h6 xf6
36 xg6 cd5
37 c2 e2
38 g5+ f8
39 f1 Black resigns.

Supplemental Game

Notes by Andy Soltis

White: R. Vaganian

Black: Y. Balashov

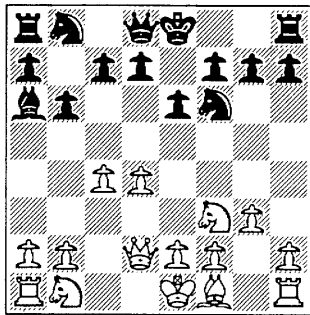
U.S.S.R. Championship 1974

1 d4 f6
2 f3 e6
3 c4 b6
4 g3 b4+
5 d2! xd2+
6 xd2 a6

Of course the Bishop can go to b7 immediately—and without forcing White to play the useful move b2-b3. The position after 6 ... b7 would resemble those of Part Two but without the dark-square Bishops. After, say, 7 c3 0-0 8 g2, Black finds that the standard freeing maneuver of Part Two, 8 ... e4, does not free. After 9 c2! Black cannot play 9 ... xc3 because of that by-now familiar trick 10 g5! (10 ... xg5 11 xb7 or 10 ... e4 11 xe4 xe4 12 xe4 xg5 13 xa8, winning the Exchange in either case).

And once Black is committed with 8 ... e4 he can't turn back: 9 c2 f5 permits 10 e5!, setting up in business on the long diagonal. Due to White's threat to win a pawn on e4, Black would have to play ... d7-d5 and let White's Knight remain on e5. If 10 ... d6 11 xb7 xb7 12 e4!, with a great advantage for White.

Instead of 8 ... ♖e4, Black would have to proceed more cautiously, such as with 8 ... d6 9 ♜c2! ♜e7, preparing ... c7-c5. That break can be effective here for tactical reasons. For example, after 10 e4 c5!, the advance 11 d5 doesn't work because White hasn't castled yet and his e-pawn will be pinned after 11 ... exd5 12 cxd5 ♖xd5 13 ♖xd5 ♗xd5. Also, after 10 0-0, which prepares e2-e4, Black can play 10 ... c5 without fear of 11 d5 exd5 12 ♖h4, the device common in the main ... c7-c5 lines of Part Two, because now Black's Queen protects his Bishop at b7 (12 ... d4 13 ♖f5 ♜d7 or 12 ... dxc4).



7 b3

Two other moves come into consideration: 7 ♜c2, with its usual plan of supporting e2-e4, and 7 ♖a3!?, a move unique to this position.

The Queen move has an obvious drawback: 7 ... c5! 8 ♗g2 ♖c6 and White's d-pawn is under attack before it can be supported by ♗d1

and before d4-d5 is playable (9 e3 is passive and weakens the light squares). The position after 9 dxc5 bxc5 should be safe enough for Black if he can find the right answer to White's plan of occupying the d-file with Rooks. A timely ... d7-d5 should suffice.

The Knight move aims to keep the Queen at d2 where it can support d4-d5, and also intends to keep the c-file clear of pieces so that a Rook at c1 will have unimpeded scope along a file that is likely to be opened in the middlegame. After 7 ♖a3 0-0 8 ♗g2 c6 9 0-0 d5, a somewhat passive formation for Black, White will enjoy a fine game by placing his Rooks at c1 and d1 and maneuvering his Knight to b4 via c2.

7 ... 0-0

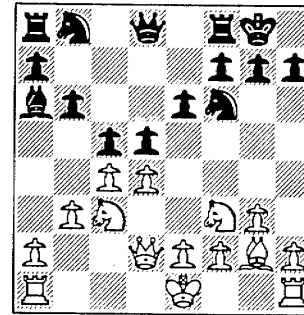
Here 7 ... c5 comes into consideration, but the presence of the Queen at d2 instead of c2 makes ... c7-c5 less effective. Now after 8 ♗g2 ♖c6 9 0-0 0-0 White can get a good game in the center with 10 d5!; for example, 10 ... exd5 11 cxd5 ♖d4 12 ♖xd4 cxd4 13 ♜xd4 ♗xe2 14 ♗e1.

8 ♗g2 d5
9 ♖c3 c5?!

Black pursues a new strategy in place of the solid 9 ... c6!. He knows that at some point he will be able to free his pieces by playing his pawn to c5—why not now?

The problems Black incurs as a

result of this move illustrate why freeing your pieces slowly and methodically is almost always preferable to trying to do it in a hurry. After first putting his Queen Knight on d7, developing his Queen, and bringing his Rooks to c8 and d8, then he will be all set for ... c7-c5. His attempt to save time gets him into a nest of tactical difficulties.



10 ♖e5!

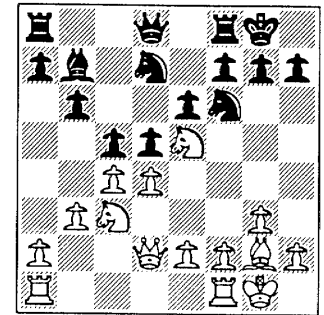
This stops ... dxc4 for the rest of the game and makes it impossible for Black to develop his Knight at c6, at least for the moment. Factor No. 1 in this middlegame is the pin on the diagonal from g2 to g7.

10 ... ♗b7

Black hastens to neutralize the long diagonal. If now 11 ♗d1, adding to the pressure on d5, Black can play 11 ... ♖bd7 because 12 ♖xd7 ♜xd7 13 dxc5, which appears to win a pawn, permits the clever 13 ... d4!. Then White's Bishop at g2 is

hanging and he doesn't have time to take pawns (14 ♗xb7? ♜xb7 15 ♜xd4? ♜xh1 +, or 14 ♜xd4? ♜xd4 15 ♗xd4 ♗xg2).

11 0-0 ♖bd7



Black was all set to play his Knight to c6, but it loses a pawn in a way typical of what can happen to Black's center. The variation runs 11 ... ♖c6 12 ♖xc6 ♗xc6 13 dxc5 bxc5 14 ♗fd1! and now Black's pawns are too fragile; e.g., 14 ... ♜e7 15 cxd5 exd5 16 ♖xd5 ♗xd5 17 ♗xd5 ♖xd5 18 ♜xd5 ♜xe2 19 ♜xc5. It's "only" a pawn, but such pawns win games.

Suppose that instead of the immediate ... ♖c6, Black uses a different order of moves to try to foil White's win of a pawn. For example, 11 ... cxd4 12 ♜xd4 ♖c6 13 ♖xc6 ♗xc6. Now there is no pawn at c5 to be captured at the end of that long series of exchanges. But in this new situation, White can take advantage of the superior placement of his Queen with 14 ♗fd1 ♜e7 15 ♜e5!. The Black e-pawn is now pinned, and

White's Rook at d1 has joined in the attack on the d-pawn. So even here Black still loses a pawn: 15 ... ♖b7 16 cxd5 exd5 17 ♗xd5 ♗xd5 18 ♗xd5 ♖fe8 19 ♗xc6! ♖xc6 20 ♖b2! (another benefit of b2-b3!).

12 ♖fd1 ♖e8

The idea of this move is to take aim at e2. This may seem strange with all that material in the way, but if White is going to try to win a pawn (as in the variations given above), he will have to trade Knights and permit Black to recapture on d5 with his e-pawn.

13 ♖ac1

White has played fairly obvious moves and is now ready to think about winning a center pawn. He certainly isn't worried about ... ♗xe5, because when he recaptures with the d-pawn, Black's Knight will be forced to abandon the defense of his d-pawn. Notice that White has so far patiently refrained from forcing a liquidation of the center by taking pawns. It is better for him to marshal his forces behind those pawns and wait for the right moment to break open the center.

13 ... cxd4

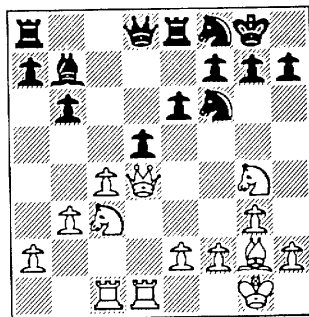
It is hard to suggest a better move. If the Black Queen leaves d8 it risks immediate loss of the d-pawn; e.g., 13 ... ♖b8 14 ♗xd7 ♗xd7 15 dxc5

♗xc5 16 cxd5. Black's Queen would be better off at e7 or c7, to be able to recapture on d7 and thus keep the d-pawn protected. But the answer ♗b5! is very annoying.

14 ♖xd4 ♗f8

Black prepares an answer for e2-e4!, the natural method for White to increase his pressure on d5. Now on 15 e4 Black can simply capture on e4 with his d-pawn.

15 ♗g4!



This powerful move performs two major tasks: it undermines Black's Knight at f6 so that Black's d-pawn will be once again threatened, and it threatens direct attack against d5 by way of ♗e3!.

15 ... ♗e4

This appears to be a defense, but it is only temporary. The liquidation of the center ensues.

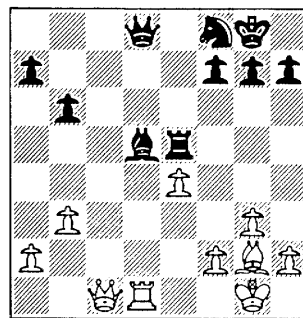
16 cxd5 ♗xc3
17 ♖xc3 exd5
18 ♗e3! ♖c8
19 ♖d2 ♖xc1
20 ♖xc1

Black has run out of simple methods of defending the d-pawn, and it cannot advance because of that long-standing pin (20 ... d4 21 ♗xb7). Black is forced to make moves like 20 ... ♖e5, a terrible place to put a Rook because of its vulnerability to attack. But White wins the d-pawn anyway.

20 ... ♖e5
21 ♗xd5!

Simple yet elegant. All the tactics are in White's favor: 21 ... ♖xe2 22 ♗f4 or 21 ... ♖xd5 22 ♗xd5 ♗xd5 23 ♖d2.

21 ... ♗xd5
22 e4



So White wins a pawn, and the game is soon over. Why is the victory

so certain? Because he will recapture on d5 with a pawn, which immediately becomes a powerful passed pawn. Black's other pieces, which were set up to defend the d-pawn, now find themselves misplaced. They must be activated quickly to try to prevent the pawn from advancing; for example, 22 ... ♖d6 23 exd5 ♖e8 sets up a temporary blockade of the pawn. But White can break it with 24 ♖c6! ♖d8 25 ♖xd6 ♖xd6 26 ♖c1 followed by ♖c6 or ♖c7.

22 ... ♖e6
23 exd5 ♖d6

The Rook is a somewhat better blockader than the Queen. Now White turns his attention to harassing the enemy pieces.

24 ♖c6 ♗g6
25 h4 ♗e7
26 b4!

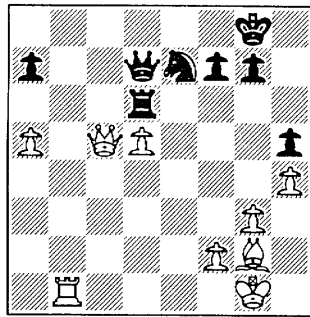
White aims for a2-a4-a5 to create a new target or a new open line.

26 ... h6
27 a4 ♖d7
28 ♖b5! ♖d6
29 a5 bxa5
30 bxa5 h5

Black can only bide his time.

31 ♖c5 ♖d7
32 ♖b1!

QUEEN'S INDIAN DEFENSE



Something like this was bound to happen. It works because of 32 ... dxd5 33 Ed1! , adding yet another pin to the long series of pins on d5. There's even another way to win: 33

Eb8+ Ch7 34 de4+ g6 35 dxd5
 Exd5 36 cf8! .

32 ... Ch7
 33 Eb7! Cxb7
 34 Cxd6

This eliminates the last effective blockader. The Knight cannot get to d6 in time.

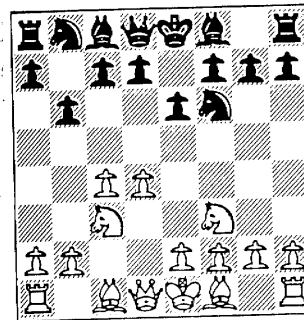
34 ... Cb1+
 35 Ch2 dg6
 36 Cc7 cf5
 37 Cxa7 de5
 38 Cd4

Black resigns.

Part Four Two Knights Variation

Edmar Mednis

White	Black
1 d4	df6
2 c4	e6
3 df3	b6
4 dc3	



On the face of it, White's fourth move would seem to require no explanation: the Queen Knight is developed early to its most active square and the fight over the e4-square—Black's primary central objective in the Queen's Indian Defense—is intensified. Can't we therefore say that 4 dc3 is *the* most logical fourth move?

A deeper consideration shows that there are also slight disadvantages. Obviously, Black is now able to pin the Queen Knight with ... db4 . White played 3 df3 instead of 3 dc3 because, for

practical and psychological reasons, he wanted to avoid the Nimzo-Indian pin, 3 ... db4 . Why prevent something on move three and then allow it a move later? Also, the presence of a Knight on c3 often gives Black the chance to play ... de4 with the purpose of exchanging at least one set of minor pieces—for exchanging pieces usually makes the defender's job easier. And concerning the fight for control of e4, the instability of the Knight on c3 (... db4 , ... de4) makes it less effective in the long run than 4 g3 followed by 5 dg2 .

In summary, although 4 dc3 is a fully adequate continuation, it is no better than other good plans.

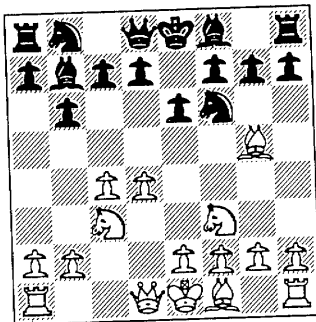
4 ... db7

Since this is the basic idea behind 3 ... b6, it should be the normal continuation except in very special situations. The move 4 ... db4 is fully satisfactory too, transposing into the Rubinstein Variation of the Nimzo-Indian Defense if White responds with the normal 5 e3. (The usual move order in that case is 1 d4 df6 2 c4 e6 3 dc3 db4 4 e3 b6 5 df3 .) But why should White allow the Nimzo-Indian on move four after

avoiding it on move three? Often the reason is a preference for particular subvariations. For example, in the Rubinstein Variation (4 e3) of the Nimzo-Indian, White may not want to play against the subvariations 4 ... c5 or 4 ... 0-0 but would be comfortable if Black chose 4 ... b6. By playing 4 d3 he tries to "trick" Black into that subvariation. (All these lines will be covered in detail elsewhere in this series, in the volume devoted to the Nimzo-Indian Defense.) White may also play 5 g5 after 4 ... b4, leading to the variations considered in our text after Black's sixth move.

Other fourth moves by Black are clearly inferior: 4 ... c5?! allows the advance 5 d5!; 4 ... e7?! gives White the center after 5 e4; 4 ... d5?! is an unsatisfactory mix of the Queen's Indian and the Queen's Gambit Declined which White can exploit by 5 cxd5! exd5 6 g5!, leading to a type of position in which ... b6 is irrelevant.

5 g5



This active Bishop move gives independent significance to 4 d3 and establishes the Two Knights Variation (sometimes called the Classical Variation). White aims for very rapid development of his Queenside in order to bring about a sharp, unbalanced fight for key center squares, in particular e4. In response, Black has three basic approaches, which we will consider separately in connection with Black's sixth move—after an "intermezzo" on move five.

White has two other good moves here, but they lead merely to other established variations. 5 a3 brings about the same position as 4 a3 b7 5 d3 and is considered in Part Six of this book. 5 e3 again allows the Nimzo-Indian if Black plays 5 ... b4; if not, other normal moves by Black lead to positions which can arise from the Quiet Line (4 e3) covered in Part Five.

Black has nothing to fear from 5 c2, since he has two good responses. He can transpose into a harmless line of the Nimzo-Indian with 5 ... b4 (usually reached by the move order 1 d4 f6 2 c4 e6 3 d3 b4 4 f3 b6 5 c2), or he can exploit the absence of White's Queen from the d-file by playing 5 ... c5!, since 6 d5? is not feasible.

5 ... h6

Since White usually does not exchange on f6 in answer to this move, Black is, in effect, getting

something for nothing: not only is control of the g5-square of some value, but, after the interpolation of 5 ... h6 6 h4, Black also has the option of advancing ... g7-g5 at his convenience.

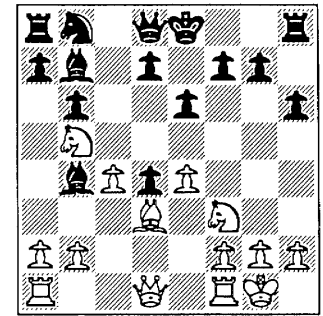
There is nothing fundamentally wrong with 5 ... h6. If Black is hell-bent to exchange two sets of minor pieces, then 5 ... e7 6 e3 e4 is perfectly acceptable. From a practical standpoint, the exchange of two pairs of minor pieces brings Black very close to equality, which, however, leads to positions so simplified that his winning chances are close to zero. If a win with the Black pieces is desired, this is not a satisfactory approach.

6 h4

White's basic strategic plan includes fighting for the e4-square by pinning Black's King Knight. The text is the only move consistent with this plan.

Of course, White can play 6 xf6 xf6 7 e4 with the same idea: given time to complete his development, he will have the advantage because of his strong center. But Black can strike immediately at White's center and, with active play, obtain a fully satisfactory game: 7 ... b4! 8 d3 (8 e5?! f4! merely weakens White's position) 8 ... c5! 9 0-0 cxd4 10 b5 d8!.

Black has a very solid position, much of White's center strength has disappeared, and Black's pair of



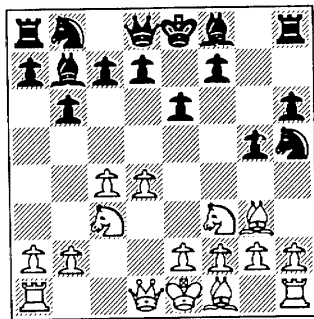
Position after 10 ... d8

Bishops will be valuable assets in the middlegame. The game Geller-Boleslavsky (Zurich Candidates Tournament, 1953) continued instructively: 11 bxd4 0-0 12 e2 d6 13 ad1 dx4 14 dx4 c5 15 c2 c8 16 e5 g5, with equal chances. Note how Black, starting with move eight, chipped away at White's center and kept increasing the scope of his pieces.

6 ... e7

This is by far Black's most solid continuation. The pin on the Knight is broken so that it can participate in the fight for e4, and the intended ... e4 will lead to the exchange of at least one pair of minor pieces. Black's chances for full equality are very bright after the text move; his winning prospects, however, are extremely modest. To increase his winning chances, Black can choose one of the following unbalancing variations:

A: 6 ... g5 7 ♖g3 ♗h5, aiming to exchange White's Queen Bishop without compromising his own position in the center.



After 6 ... g5 7 ♖g3 ♗h5

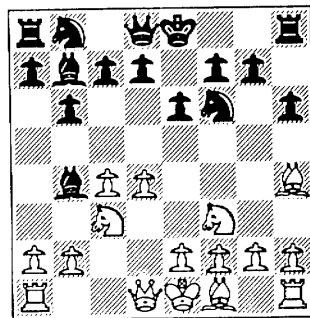
White cannot prevent Black's plan. The extremely sharp continuation 8 ♗e5?! f6 9 ♗d3?! fxe5! 10 ♖g6+ ♗e7 11 ♖xh5 exd4 12 ♗xd4 (12 ♗xg5? ♗e8! 13 ♖h4 hxg5 14 ♖xh8 dxc3 gives Black both a material and a positional advantage) 12 ... ♗g7 13 0-0-0 ♖f8! produces a situation with wonderful diagonals for Black's fianchettoed Bishops, which guarantee Black the better middlegame chances.

Therefore, White must be satisfied with the modest 8 e3 ♗xg3 9 hxg3 ♗g7 10 ♗d3. White will try to exploit Black's loosened Kingside (White's own Kingside is better protected, despite the doubled pawns, and his Rook will make trouble on the open h-file) and to take advantage of his slightly greater central control. Black will try to capitalize on his two Bishops by

further increasing their scope. Since Black's position is inherently quite solid, his middlegame prospects are no worse than White's.

Black should now develop his Knight with 10 ... ♗c6 and prepare to castle on the Queenside. Again, modesty should be White's watchword; he should then continue 11 ♖e2 ♖e7 12 0-0-0 0-0-0, with balanced prospects. Instead, the attempt to fix Black's h-pawn with 11 g4?! (so that White can attack it along the h-file) boomeranged in Reshevsky-Grefe (U.S. Championship, 1977): 11 ... ♖e7 12 a3 0-0-0 13 ♖c2 h5!! 14 gxh5 g4 15 ♗d2 f5 16 ♗e2 ♖g5, and Black recovered the pawn and took the initiative on the Kingside. Note that now 17 ♗f4? is refuted by 17 ... ♗xd4!, and 17 ♗g3?! allows a most dangerous attack after 17 ... f4! 18 ♗ge4 ♖h6 19 ♗f1 g3!.

B: 6 ... ♗b4, trying for counterplay in the center.



Position after 6 ... ♗b4

By pinning the Queen Knight, Black emphasizes his interest in controlling e4—always the thematic central square for Black in the Queen's Indian. Although Black can give White doubled c-pawns by capturing on c3 at the right moment, that exchange will deprive Black of one of his Bishops. Without the Bishop-pair, it will be difficult for Black to break the annoying pin on his King Knight by playing ... g7-g5, as in variation A above, for the Bishop-pair was his compensation for his weakened Kingside. Furthermore, by recapturing on c3 with a pawn, White strengthens his center.

All in all, the coming strategic play is tough and complicated. Black will want to build on his control of e4 and hopes to exploit White's eventually doubled c-pawns. White will try to exploit the pin on Black's Knight (or Black's weakened Kingside in case of ... g7-g5) and will aim for central activity with d4-d5. Play can now develop as follows:

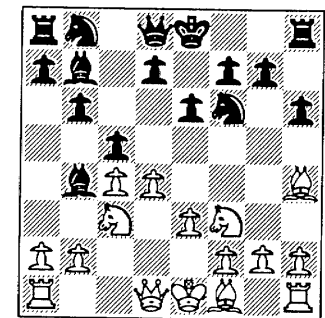
7 e3!. White has nothing better than to strengthen his center and prepare to develop his King Bishop. Attempts to prevent the doubling of his pawns—7 ♖b3, 7 ♖c2, 7 ♖c1—all give Black good central counterplay with 7 ... c5!.

After 7 e3, Black has four logical-looking continuations, but not all of them are in fact logical:

a) 7 ... 0-0?! not only doesn't help Black, it complicates his development. With Black castled on the

Kingside, the idea ... g7-g5 must be ruled out as too weakening, and so that very annoying pin on Black's Knight remains. White can establish a clear advantage with the following straightforward play: 8 ♗d3 d6 9 ♖b3 ♗xc3+ 10 ♖xc3 ♗bd7 11 ♖c2! (control of e4!) 11 ... ♖e8 12 0-0 ♖e7 13 ♗d2! (control of e4!) 13 ... ♖f8 14 f4. Black has managed to extricate himself from the pin, but his position is very passive. White, on the other hand, has a considerable spatial advantage and obviously the more active position.

b) 7 ... c5 is a positionally risky attempt to start challenging White's center, since it aims at White's strongpoint, d4, instead of the weaker e4.

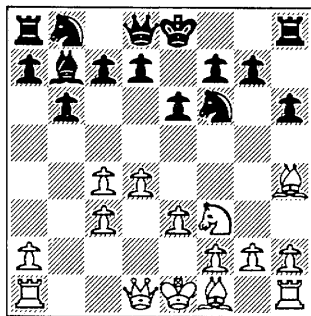


After 6 ... ♗b4 7 e3 c5

White should continue with active development and play 8 ♗d3!. Now the only continuation with independent significance is 8 ... exd4!? 9 exd4 ♗xf3!? 10 ♖xf3 ♗c6! (everything else is either inconsistent

or transposes into other lines: the move 8 ... ♖xc3! will be considered under 7 ... ♖xc3+; the continuation 8 ... cxd4!? 9 exd4 0-0?! 10 0-0 ♗e7 11 ♖e2 leads to an obvious central superiority for White, without any compensating features for Black). After 11 ♖e3 ♗e7 12 ♗g3! d5 we reach the crucial position of this subvariation. Black can equalize after 13 0-0?! ♖b4!. However, the immediate 13 cxd5 should retain White's advantage, since 13 ... ♖xd5 14 ♖xd5 ♖xd5?! is questionable because of 15 0-0! and the strong threat 16 ♗e4 (15 ... ♖xd4? 16 ♗e4 and Black loses his Knight on c6).

c) 7 ... ♖xc3+ 8 bxc3 weakens White's pawn formation by giving him doubled c-pawns, and the exchange of White's Queen Knight strengthens Black's grip on e4. On the other hand, White's control of d4 is strengthened by the pawn on c3, and Black's King Bishop will be missed defensively.



After 6 ... ♖b4 7 e3 ♗g3 8 ♖xc3 8 bxc3

Black must establish some central

presence. His rational choices are either ... c7-c5 or ... e6-e5.

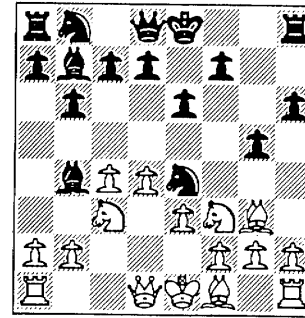
8 ... c5 9 ♗d3 d6 10 0-0 ♖bd7. Since the fight is over control of e4, White's most thematic plan is 11 ♖d2! ♖c7 12 ♖c2, with better chances for White: after 12 ... 0-0 he plays 13 f4! with a central advantage and the more active position; after 12 ... g5 13 ♗g3 h5 he can immediately exploit his control of e4 with 14 ♗e4!, giving him a clear advantage due to the various weaknesses in Black's position.

8 ... d6 9 ♖d2! e5. White can now obtain the advantage by establishing control of e4: 10 f3! ♖e7 11 e4 ♖bd7 12 ♗d3. White clearly has more space in the center and Black has nothing to offset this. If Black maneuvers quietly with 12 ... ♖f8, White retains the advantage with 13 ♖f1! ♗g6 14 ♗f2 ♖f4 15 ♖e3. If Black attacks with 12 ... g5 13 ♗f2 ♖h5 14 ♖f1! exd4 15 cxd4 f5, White can return the compliment and gain the advantage after 16 ♖e3! fxe4 17 ♖f5 ♖f7 18 fxe4 ♖f4 19 0-0!, as in Tal-Mnatsakanyan (1962 U.S.S.R. Championship).

d) 7 ... g5!? 8 ♗g3 ♖e4 is by far Black's sharpest and most consistent plan.

At the cost of weakening his Kingside, Black tries to exploit the strengths of his position: control of e4 and the pin on White's Queen Knight. The ensuing variations are very complicated and difficult to judge, but probably give White no more than the usual advantage he

gets as a result of having the first move.

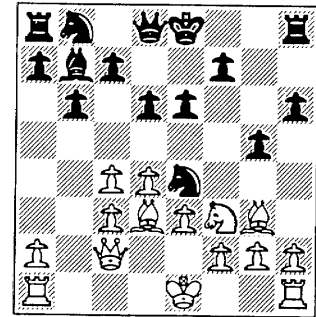


After 6 ... ♖b4 7 e3 g5 8 ♗g3 ♖e4

The next couple of moves are easy to call: 9 ♖c2 (developing while protecting c3 and influencing the e4-square) 9 ... ♖xc3+ (this will have to come sooner or later, and playing it immediately gives Black more flexibility later on) 10 bxc3 d6! (controlling e5 and preparing the smooth development of the Queen Knight via d7; since now White's Queen Bishop cannot leave g3, there is no need to hurry with ... ♖xg3, which could speed White's opportunities along the h-file) 11 ♗d3! (simple and good: White develops the Bishop actively and with gain of time; 11 ♖d2 makes less sense because after 11 ... ♖xg3 12 hxg3 ♖d7 White must lose time to safeguard his g-pawn with 13 f3 before he can develop his Bishop).

With his Knight—and the e4-square—under attack, Black has to decide whether to continue to fight for control of that square or change

his plans. Both approaches lead to interesting chess:



Position after 11 ♗d3

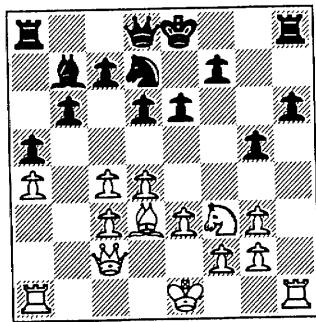
11 ... f5, trying to hold the e4-square. White, to try to undermine Black's position, must play 12 d5!; otherwise, after 12 ... ♖d7 and 13 ... ♖df6 Black will have a strong grip on e4. After 12 d5, Black cannot afford the obvious 12 ... exd5?! 13 cxd5 ♗xd5 because White recovers his pawn with 14 ♖d4 ♖f6 15 f3! ♖xg3 16 hxg3 ♖d7 17 ♗xf5 and has the advantage because Black's King will have difficulty finding safety. For instance, 17 ... 0-0-0 18 ♖a4 a5 19 ♖f2 h5 20 ♖ab1, with a very strong attack in the offing (see Instructive Game No. 1).

Therefore, after 12 d5! Black should complete his development with 12 ... ♖d7!, getting ready to strengthen e4 with 13 ... ♖dc5 or 13 ... ♖df6. White then has nothing better than the immediate 13 ♗xe4 fxe4 14 ♖xe4. However, Black gets sufficient counterplay with 14 ... ♖f6! 15 0-0 0-0-0!. White can now

enter the endgame with 16 ♖xe6 ♗xe6 17 dxe6 ♖c5 18 ♖d4 and perhaps will have a slight advantage. Nevertheless, after 18 ... ♗de8 19 f3 ♗a6 Black will have strong play against White's isolated and doubled c-pawns and excellent prospects for full equality.

11 ... ♖xg3 12 hxg3 ♖d7!, satisfied with modestly completing his development. Black's Kingside looks a little shaky because White's King Rook is well placed on the h-file, but much practical experience has shown that, with care, Black can just equalize. After 13 ♗e4 ♗xe4! 14 ♗xe4 ♗e7! Black will chase the Queen back with 15 ... ♖f6 and will stand no worse, since White's King is also somewhat insecure.

The insertion of 13 a4 a5! doesn't radically change the situation.



After 11 ♖d3 12 hxg3 13 ♖d7 14 ♗e4 15 ♗xe4 16 ♗xe4 17 ♖f6

14 ♗e4 ♗xe4! 15 ♗xe4 ♗e7.
14 e4 ♗e7 15 ♖b1 e5.
14 ♖b1 ♗f8!? 15 ♗e4 ♗xe4 16 ♗xe4 ♗g7.

In all these variations, Black is on the verge of full equality. The weaknesses in both positions are about equivalent and more or less cancel each other out. In practice, of course, the one who plays better will win.

Now we return to the main line, 6 ... ♗e7.

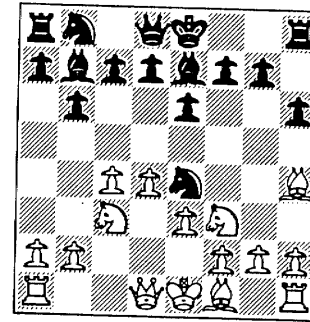
7 e3

Now that White has developed his Queenside pieces, he should complete the development of his Kingside. The modest text move is the best way to start.

The superficially attractive 7 ♗c2, to contest e4, reduces White's control of d4 and the d-file, and, as usual in such cases, Black can get immediate counterplay in the center with 7 ... c5!. Since 8 e3?! would now allow the ruination of White's Kingside by 8 ... ♗xf3 9 gxf3 cxd4 10 exd4 ♖c6, White has nothing better than the consistent followup 8 e4. Now Black can exploit White's significantly reduced control of d4 to gain complete equality with 8 ... cxd4! 9 ♖xd4 ♖c6!. For example, 10 ♖d1 ♖xd4! 11 ♖xd4 ♗c7 12 ♗e2 ♗e5!, and Black has good pressure on both d4 and e4.

7 ... ♗e4

This standard freeing and exchanging maneuver is the logical followup to 6 ... ♗e7. By exchanging



one or two pairs of minor pieces, Black hopes to significantly decrease the danger of White's greater central influence. Since one of the major values of a strong center is that it restricts the opponent's pieces, each exchange reduces the effectiveness of the center.

Also playable is 7 ... c5, initiating pressure on d4 while the e4-square is in Black's hands. After 8 ♗e2 0-0 9 0-0 Black has two plausible courses of action. He can initiate the exchange of his Kingside minor pieces with 9 ... ♖e4, or he can complete the development of his Queenside with 9 ... cxd4 10 ♖xd4 (after 10 exd4 d5! Black also stands well) 10 ... ♖c6. In either case, Black can expect full equality in due course.

8 ♗xe7

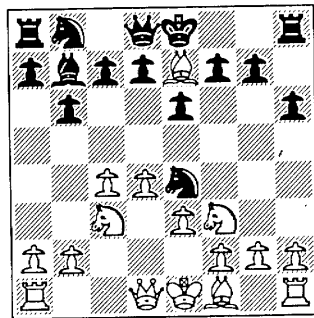
The straightforward move, but not the only satisfactory one. The two alternatives are 8 ♖xe4 and 8 ♗g3.

There is a sophisticated positional trap associated with 8 ♖xe4. The seemingly strong capture 8 ...

♗xh4?! is actually inferior because after 9 ♖d3! ♗e7 10 0-0 0-0 11 ♖c2 d6 12 ♖g3 White's control of e4 and his general central superiority give him the advantage; he is ready to play ♗d3, and after 12 ... ♖d7 he can increase his central advantage with 13 d5. Therefore Black must satisfy himself with the simple 8 ... ♗xe4. Then 9 ♗xe7 transposes to our main line. If 9 ♗g3 instead, Black should complete his development with 9 ... 0-0 10 ♖d3 ♖xd3 11 ♗xd3 d6 12 0-0 ♖d7. Since two sets of minor pieces have left the board, White's slight central edge is not significant and Black can expect to equalize soon.

White's most dynamic move is 8 ♗g3!?. The strategic ideas are: (1) after 8 ... ♖xg3 9 hxg3 0-0 10 ♖d3, White can neutralize Black's efforts to control e4, and, since only one set of minor pieces has been exchanged, White's general central superiority is still significant; (2) after 8 ... ♖xc3 9 bxc3 d6 10 ♖d3, White's control of d4 is strengthened and his prospects of controlling e4 are good, factors which outweigh the doubled c-pawns. The correct response to 8 ♗g3!? is 8 ... ♖b4!, a no-risk counterpart to the line with 6 ... ♖b4 considered earlier: Black keeps control of e4 and hasn't had to weaken his Kingside with ... g7-g5 to break the pin on his King Knight because White has voluntarily retreated his Bishop to g3. After 9 ♗c2 ♖xc3 + 10 bxc3 0-0 11 ♖d3 f5, Black's King is comfortably and

safely castled, and his control of e4 gives him the central influence necessary for complete equality.

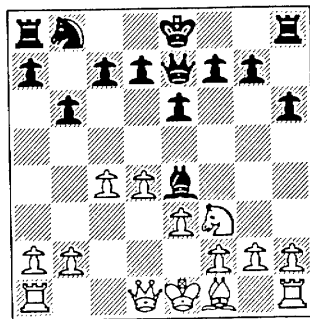


8 ... ♖xe4
9 ♖dxe4

To exchange or to allow the exchange—that is the question. The reasoning behind the text move is that the position of Black's Bishop on e4 will be unstable: either White will gain a tempo by attacking it or Black will lose a tempo by retreating it.

Instead, White can choose to continue his development with 9 ♜c2 and after 9 ... ♜xc3 play 10 ♜xc3 (in this case 10 bxc3?! is inferior because with fewer pieces on the board White will have insufficient compensation for the doubled pawns). By completing his development and establishing a fair amount of central influence, Black can achieve approximate equality. Thematic play is 10 ... 0-0 11 ♗e2 d6 12 0-0 ♘d7 13 ♚fd1 ♙f6 14 ♘d2 c5, as in Flohr-Keres (AVRO 1938).

9 ... ♗xe4



Black has achieved his immediate strategic goal of exchanging two sets of minor pieces and has thereby come closer to full static equality. It must be emphasized that Black's ultimate goal in this particular variation is only a draw; his theoretical chances for this are excellent—certainly better than 90%.

In further play White will try to build on his slight central advantage to come up with some initiative. Black will try to neutralize any threatening White plan while completing his development and establishing enough of a central presence to maintain steady equality. Instructive Game No. 2 illustrates typical play in detail.

Instructive Game No. 1

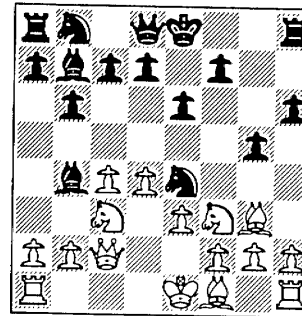
White: M. Tal

Black: R. Vaganian

1974 U.S.S.R. Championship

1 ♖f3 ♘f6

2 c4 b6
3 d4 e6
4 ♘c3 ♗b7
5 ♗g5 ♗b4
6 e3 h6
7 ♗h4 g5
8 ♗g3 ♘e4
9 ♜c2



Although the moves were played in a different sequence than the one we've been discussing (such transpositions are quite common in master chess), we have reached the main position of the subvariation starting with 6 ... ♗b4. The text move is decidedly the best, since it combines development, pressure on e4, and protection of the Knight on c3.

Those who thrive on obscure lines can try the unclear pawn sacrifice 9 ♘d2! ♜xc3 10 bxc3 ♗xc3 11 ♚c1. The correct retreat is 11 ... ♗b4, and after 12 h4! ♗xh4 13 ♗xh4 ♗e7 14 ♗g3 d6 15 ♗e2 ♘d7!, it is not clear that White has any compensation for the pawn. True, Black's Kingside has been weakened, but so has White's!

The other alternative, 9 ♚c1?!, is clearly inferior because of 9 ... h5!, putting White's Queen Bishop in serious danger. Then neither 10 h3 ♘xg3 11 fxg3 ♗d6 nor 10 d5 ♜xc3! 11 bxc3 ♗a3 is attractive for White.

9 ... ♗xc3+

Since the key interest is e4, this move makes the most sense. Inconsistent moves are 9 ... ♜xg3?! 10 hxg3 ♜f6 11 0-0-0! and 9 ... d6 10 ♗d3 ♜xg3?! 11 hxg3. It is too risky to play 9 ... 0-0?! because of the weakened Kingside. The idea 9 ... h5?! is, in effect, a tempo behind the 9 ♚c1?! h5! line, and with 10 ♗d3! f5 11 d5! White gains the advantage because he will control most of the open lines that result from, for example, 11 ... exd5 12 cxd5 ♗xd5 13 0-0-0! ♗xc3 14 ♗xe4! ♗xe4 15 ♜xc3 ♚h6 16 ♘d4, and White has a very strong attack against Black's weak Kingside.

10 bxc3 d6

Again remembering Black's interest in controlling e4, we can see how inconsistent are such plans as 10 ... ♜xg3?! 11 hxg3 g4. After 12 ♘e5 ♜g5 13 ♚h4 f5 14 c5! ♘c6 15 ♘d3 White's space advantage and attacking chances give him the edge.

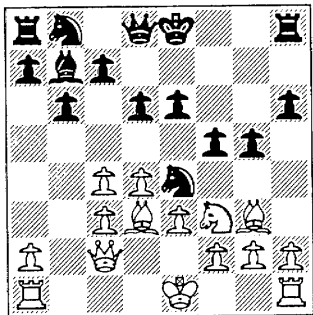
11 ♗d3!

Attacking while developing must be the right approach. The "un-

developing" 11 Qd2 is less logical, since Black can use the extra time to overtake White in development with 11 ... Qxg3 12 hxg3 Qd7 13 f3 Qe7 14 Qd3 0-0-0, obtaining thereby a safe and sound position. See the next game for more on 11 Qd2 .

11 ... f5

This is the sharper of the two main alternatives; 11 ... Qxg3 12 hxg3 Qd7 is discussed in the theoretical part.



12 d5!

Unless White acts resolutely to blow up Black's center he will be left with less than nothing. The modest 12 0-0 Qd7 13 Qd2 Q7f6! 14 Qxe4 Qxe4! 15 Qxe4 Qxe4 16 f3 Qxg3 17 hxg3 Qd7 yielded only equality in Gligoric-Taimanov (Zurich Candidates Tournament, 1953).

12 ... $\text{exd5?!$

As discussed in the theoretical

section (the note after Black's seventh move), the only satisfactory move is 12 ... Qd7! . Nevertheless, the text is very common in practical play—the idea of annihilating White's center is too attractive to be resisted.

13 exd5 Qxd5
14 Qd4!

Because Black's f-pawn is so weak, White is sure to recover his temporarily sacrificed pawn, and then he will have good play against the various weak points in Black's position.

14 ... Qf6
15 f3!

The fancy 15 Qxf5! (with the idea 15 ... Qxf5 16 f3) allows the clever retreat 15 ... Qc5! , and Black has equalized.

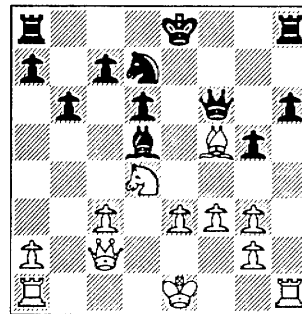
15 ... Qxg3

But here 15 ... Qc5 is ineffective, for after 16 Qxf5! White's Bishop has a great location on f5 and his Knight controls much more useful territory at d4 than it would at f5.

16 hxg3 Qd7
17 Qxf5

Black's position is full of holes, so the King will not be safe anywhere. If he decides to leave it in the middle and plays 17 ... Qc5 18 Qb5! Qg7

19 $\text{Qg6} + \text{Qd7}$, White gets a strong attack with 20 $\text{Qf5} + \text{Qe6}$ 21 $\text{Qxe6} + \text{Qxe6}$ 22 Qd4 Qc5 23 $\text{Qf5} +$ (Tal-Dückstein, Zurich 1959).



17 ... 0-0-0

As White's next move shows, the King is no safer on the Queenside than it was in the middle. The weak light squares and the half-open b-file make Black's defensive tasks almost impossible.

18 Qa4 a5

Forced. A King move would leave the Knight hanging.

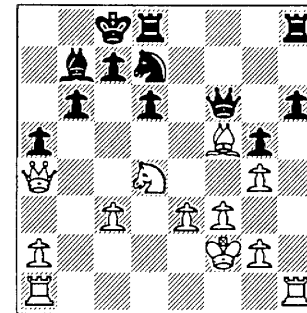
19 Qf2

Before embarking on any decisive action, White puts his King in the safest available spot and connects his Rooks. The immediate 19 g4 is also good.

19 ... $\text{Qb7?!$

Now Black will be without any counterplay. For better or worse, 19 ... h5 has to be played, though in Keres-Taimanov (1955 U.S.S.R. Championship) White built up a very strong attacking position after 20 Qab1 h4 21 e4 Qb7 22 gxh4 gxh4 23 Qe6 .

20 g4!



With Black's h-pawn fixed in place and therefore vulnerable, White is now king of all roads. The pin on Black's Knight is particularly unpleasant. Black decides that his best chance is to relieve the pressure by giving up the Exchange rather than to try holding on with 20 ... Qf7 .

20 ... Qe7
21 Qc6 Qg7

21 ... Qxc6? 22 Qxc6 will lead to death on the light squares.

22 Qxd8 Qxd8
23 Qd4 Qf8
24 Qh3! Qb8

QUEEN'S INDIAN DEFENSE

- 25 ♖ah1 ♜f7
 26 a4 ♞e5
 27 ♖xh6 ♜a2+

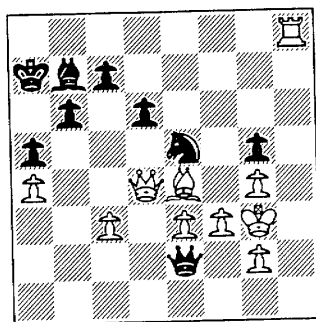
Thanks to his thematic play, White has also won the h-pawn and now has a quite won position, theoretically. Black has obtained a bit of counterplay, however, and the fight continues: in chess, nothing is certain until the game is actually over.

- 28 ♜g3 ♜e2!
 29 ♖h8?!

There is little point in exchanging Black's passive Rook. It is much more logical to chase away Black's Queen with 29 ♜d1! ♜xe3 30 ♜c1!, and if 30 ... ♜c5 then simply 31 ♜xg5.

- 29 ... ♖xh8
 30 ♖xh8+ ♜a7
 31 ♖e4?

This allows a surprising save. After 31 e4 White would retain excellent winning chances.



- 31 ... ♞xf3!!

Now 32 gxf3 allows an immediate perpetual check starting with 32 ... ♜e1+, and 32 ♞xf3 a later one after 32 ... ♞xf3 33 ♖h2 ♞e4!! 34 ♜xe4 ♜e1+.

- 32 ♜d3 ♞g1!
 33 ♜h2

After 33 ♜xe2?! ♞xe2+ the endgame is favorable for Black.

- 33 ... ♞f3+
 34 ♜g3 ♞g1
 Draw.

Instructive Game No. 2

White: B. Spassky
 Black: M. Tal

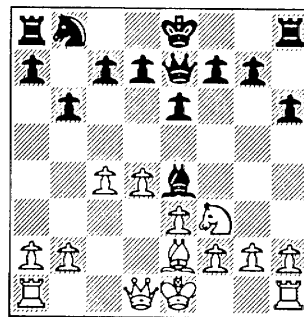
Final Candidates Match
 Tiflis 1965

- 1 d4 ♞f6
 2 c4 e6
 3 ♞f3 b6
 4 ♞c3 ♞b7
 5 ♞g5 h6
 6 ♞h4 ♞e7
 7 e3 ♞e4
 8 ♞xe7 ♜xe7
 9 ♞xe4 ♞xe4
 10 ♞e2

For White to build something on his slight central superiority he must keep a sufficient number of pieces on the board. Thus 10 ♞d3 ♜b4+ 11

TWO KNIGHTS VARIATION

♜d2 ♜xd2+ 12 ♜xd2 ♞xd3 13 ♜xd3 would be completely even, and 10 a3 loses time.



- 10 ... 0-0!

Completing Kingside development is the most sensible course. Instead, 10 ... ♜b4+ is risky if White responds with the sharp 11 ♞d2!?. After 11 ... ♞xg2 12 ♖g1 ♞b7 13 ♖xg7 ♞c6 14 c5! bxc5 15 a3 White has excellent compensation for the pawn (Spassky-Keres, Candidates Match, Riga 1965).

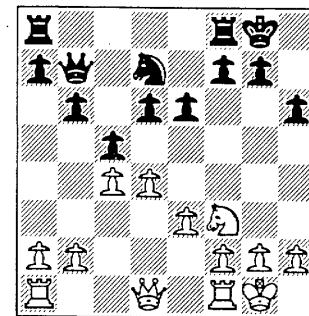
- 11 0-0 d6
 12 ♞d2 ♞b7!

Of course the Bishop should remain on its primary diagonal rather than go to g6. The simple return to b7 is better than the awkward 12 ... ♞c6?!, since then after 13 ♞f3 Black can neither develop his Knight nor use his c-pawn to influence the center.

- 13 ♞f3 c5!

Black now has almost equaled White's central influence and is ready to continue with 14 ... ♞c6. White therefore brings his Knight back to an active position.

- 14 ♞xb7 ♜xb7
 15 ♞f3 ♞d7



For practical purposes, this position can be rated as equal. Black's development is complete and White has no way of getting at Black's only slight weakness, the d-pawn. White therefore decides to try for some advantage by controlling the open d-file.

- 16 dxc5 dxc5
 17 ♜d6 ♖ad8
 18 ♖fd1 ♜b8!

Not allowing White to triple on the file with ♖d2 and ♖ad1, for if 19 ♖d2 ♜xd6.

- 19 b3 ♜xd6!
 20 ♖xd6 ♞b8!

Black can't allow the pin to remain. On b8 the Knight prevents White's penetration via c6.

- | | | |
|----|------|------|
| 21 | ♖ad1 | ♗xd6 |
| 22 | ♗xd6 | ♗c8! |
| 23 | ♝f1 | ♝f8 |
| 24 | ♝e2 | ♝e7 |
| 25 | ♞d1 | ♞c6 |
- Draw.**

Supplemental Game

Notes by Andy Soltis

White: V. Korchnoi
Black: A. Matanovic

Belgrade 1964

This is the story of a Bad Bishop that isn't as bad as it seems. White's King Bishop becomes horribly hemmed in by his own pawns as a natural consequence of his efforts to dominate the center with e2-e4. But while White's Bishop is restricted by his pawns, his Rooks threaten to occupy key squares and files—thanks to those very pawns. It is White who determines the tempo and theater of the middlegame fighting, and ultimately it is White who decides when it will be resolved. Though White's pawns inhibit his King Bishop, they benefit other pieces—and, in the end, the Bishop has its day in the sun.

- | | | |
|---|-----|-----|
| 1 | d4 | ♞f6 |
| 2 | c4 | e6 |
| 3 | ♞f3 | b6 |

- | | | |
|---|------|-----|
| 4 | ♞c3 | ♞b7 |
| 5 | ♞g5 | ♞e7 |
| 6 | e3 | h6 |
| 7 | ♞h4 | ♞e4 |
| 8 | ♞g3! | |

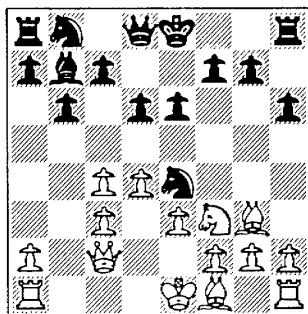
If White is going to take risks, this is where to start: he is willing to accept doubled pawns on both sides of the board.

- | | | |
|---|-----|-------|
| 8 | ... | ♞b4! |
| 9 | ♝c2 | ♞xc3+ |

White would have forced an exchange of minor pieces eventually with ♞d2 or ♞d3.

- | | | |
|----|------|----|
| 10 | bxc3 | d6 |
|----|------|----|

Black prepares to set up a wall of pawns on dark squares (d6, c5, and perhaps e5) now that he has no Bishop that would be restricted by them.



- | | | |
|----|-----|------|
| 11 | ♞d2 | ♞xg3 |
|----|-----|------|

This is so natural a move that it is

hard to criticize. But the fact is that in the following phase of the game Black becomes shut out of the action in the center. Perhaps 11 ... ♞xd2! is better so that Black can maintain control of e4; for example, 12 ♝xd2 f5 followed by ... ♞d7-f6 and ... ♝e7 would give Black a fine position with an active central strategy (... e5!).

- | | | |
|----|------|-----|
| 12 | hxg3 | ♞d7 |
| 13 | e4! | |

A more dogmatic player might have chosen f2-f3 followed by ♞d3-e4 to get rid of White's bad Bishop. A Bishop is bad when it is blocked by pawns of the same color (like the ones at c4 and g2). After e3-e4 White has yet another pawn in the Bishop's way, and after ... e6-e5!, that's where it will stay.

But White has a clearer vision of the middlegame. This move stops ... f7-f5. Now Black will have a hard time initiating action in the center or on the flanks with pawns—he will have to make do with pieces. The game shows, however, that this strategy is inadequate.

- | | | |
|----|-----|-----|
| 13 | ... | e5 |
| 14 | ♞d3 | ♝f6 |

Black wants to force White to advance his d-pawn by threatening it. If it goes to d5 Black will be able to post his Knight excellently at c5, and White's Bishop will be severely restricted.

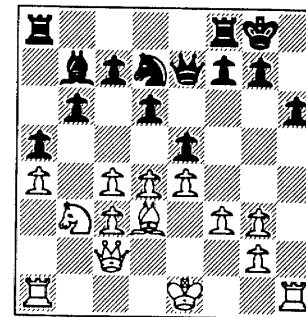
- | | | |
|----|-----|----|
| 15 | ♞b3 | a5 |
| 16 | a4 | |

Notice how Black's strategy of attacking the dark squares forces White to put more and more of his pawns on light squares, the color of White's Bishop. The threat was 16 ... a4!, winning the d-pawn after the Knight retreats.

- | | | |
|----|-----|-----|
| 16 | ... | ♝e7 |
|----|-----|-----|

Now Black threatens to open the game with 17 ... f5!; e.g., 18 exf5 exd4+.

- | | | |
|----|-----|-----|
| 17 | f3! | 0-0 |
|----|-----|-----|



- | | | |
|----|-------|--|
| 18 | ♝f1!? | |
|----|-------|--|

This "mysterious" move shows that White has complete confidence in his position. His plan is to attack on the Kingside—gradually. For this he will need to play his pawns to g4 and g3, followed by bringing his King to safety at g2. Then he will be ready to open Kingside lines with

moves like ♖h5 and ♖ah1 followed by g4-g5!. The King move to f1 is much better here than 18 0-0 because after castling White would have to get his Rook to the h-file all over again.

White's confidence is based on his belief that the closed center is likely to remain that way. If Black were able to clear the e- and d-files of pawns, White's King would be in a precarious position on f1.

18 ... ♖fe8
 19 g4! ♗f8
 20 g3 ♗e6
 21 ♖g2 c6?!

This can get Black into trouble later on because it weakens the b6-square. Before ... a7-a5 and ... c7-c6, White's potential control of the b-file (which is open from his side) was insignificant. Now, however, the b-file is a good fall-back plan in case his Kingside initiative doesn't pan out.

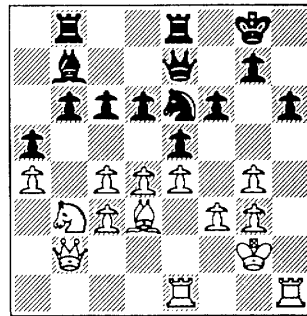
22 ♖ae1 f6?

Here (or on his last move) Black should have continued his strategy of attacking the dark squares with ... ♖f6. Under favorable circumstances Black might even play ... exd4 and ... c7-c5 to make room for his Knight and Queen.

The move 22 ... f6 is part of a passive dark-square strategy. Black puts his pawns on dark squares (seven of them!) to forestall anything

like g4-g5. The bankruptcy of this thinking is that it leaves Black with nothing to do except anticipate enemy threats. Unmolested, White can calmly build up for the breakthrough to activate his Rooks while Black can only run around his side of the board putting out fires.

23 ♖b2 ♖ab8



24 ♗d2

Now that Black has deprived himself of the option of attacking d4 with his Queen, White can transfer the Knight to a more active spot. If Black hadn't played 22 ... f6, he could now renew the pressure with 24 ... ♗c8 (to protect the b-pawn) and 25 ... ♖f6. If White ever plays dxe5?, Black recaptures with his d-pawn and charges down the d-file.

24 ... ♗a6

Black's position suffers from the lack of a pawn-break—that is, an effective way of opening the position

by exchanging pawns. The Bishop on a6 looks like it is preparing ... b6-b5 but Black never has enough muscle to back up that idea.

25 ♗f1 exd4?

This is a bad pawn-break. By removing his pawn from e5, Black creates a winning plan for White—e4-e5!—and does nothing for Black's pieces. But Black was beginning to worry about White's threatened ♗e3-f5!.

26 cxd4 c5
 27 d5!

White sees the e4-e5 plan now and isn't going to worry about a bad Bishop. That Bishop is going to win the game for him when he plays it to c2 and puts the Queen in front of it at d3. Then e4-e5 will lead almost to a forced mate.

27 ... ♗d4
 28 ♗e3 ♗c8
 29 ♗c2!

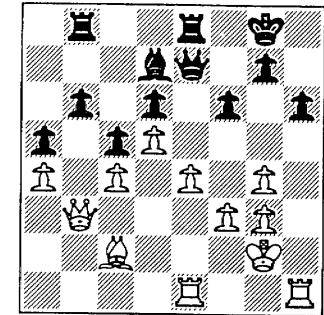
White's Knight has accomplished something by its threat to go to f5 and is no longer needed to further his plan. But it is needed to get rid of Black's only active piece, his Knight on d4.

29 ... ♗xc2
 30 ♗xc2 ♗d7

Perhaps Black will be able to divert

the enemy's attention by piling up on the pawn at a4. If Black can get his Queen to e8 and his Rook to e7 . . .

31 ♖b3



This begins a little duet of feint-and-parry. White threatens to bring his Queen to h7 with ♖d3 followed by e4-e5!. Black sees that his best defense is to match his Queen against White's. He cannot stop the advance of the e-pawn mechanically because ... ♖e5 can always be met by f3-f4, but if he gets his Queen to g6, then e4-e5 will only be an offer to exchange Queens.

31 ... ♖f7
 32 ♖d3 ♖g6

This wasn't immediately necessary because White would have no more than a check or two after 32 ... ♖e7 33 e5 dxe5 34 ♖h7+. But White had the more methodical threat of ♖h4 followed by f3-f4 and then e4-e5 or g4-g5 to open the f-file.

33 ♖d1!

This protects the pawn at g4 so that he doesn't need ♜h4 as preparation for f3-f4. With White's Queen off the b1-h7 diagonal, Black's must also get off that dangerous line because of the threat e4-e5.

33 ... ♖f7
34 f4! ♜f8

If Black renews the attack on g4 with 34 ... ♖g6, White's 35 f5?? would extinguish his own winning chances by closing the position on the side of the board where he needs it to be opened, and would deny himself the long-awaited pawn-break. But after 34 ... ♖g6 there is a much better move—indeed a winning move: 35 e5!. After 35 ... ♖xg4 36 ♖d3 the main point is not White's threats of ♖h7+, e5-e6, exd6, and exf6; it is 37 ♜h4!, trapping the Queen.

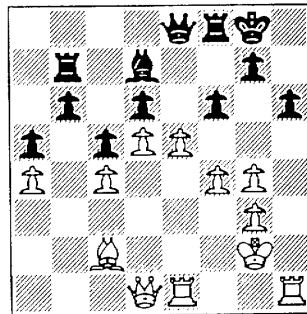
35 ♜hf1

This is an attractive move, the kind masters make all the time. It lines up a Rook against a Queen. Of course, there are pawns in the way, but there won't be after 36 e5 fxe5 37 fxe5. Yet White had a better move (see the next note).

35 ... ♖e8
36 ♜h1

Hoping Black will repeat the position with 36 ... ♖f7. Then White would look for a breakthrough with g4-g5 or e4-e5. Actually, 36 ... ♖f7 37 e5! should win (just as it would have at move 35), with variations similar to the game.

36 ... ♜b7
37 e5!



After 37 g5 Black can keep the most dangerous lines closed with 37 ... hxg5 38 fxg5 ♖e5!, stopping e4-e5.

37 ... fxg5
38 ♖d3 ♖e5

This is what White has been preparing for twelve moves—a direct consequence of 25 ... exd4?. To repeat what we said earlier: pawns can restrict certain pieces, such as a Bishop, but at the same time help other pieces considerably.

38 ... e4

The threat was 39 ♖h7+ ♗f7 40 ♜g6+, winning the Queen. After 38 ... ♖d8 39 ♖h7+ ♗f7 40 ♜g6+ or 40 fxe5 followed by a check on the f-file, Black can go home.

39 ♜xe4 ♖g6

A nice try at defense. White cannot move the Rook without permitting an exchange of Queens.

40 f5 ♖f6

Has Black finally erected a sufficiently strong wall on the dark squares?

41 ♜he1!

No. White will break the blockade of his f-pawn with 42 ♜f4 and 43 ♜e6!?. If Black then captures the Rook on e6, White retakes with his f-pawn, simultaneously attacking the Black Queen and opening the diagonal along which Black's King will be threatened with mate.

Of course, if Black doesn't take the Rook when it gets to e6, White just advances the f-pawn to f6 and plays ♖h7+.

41 ... h5

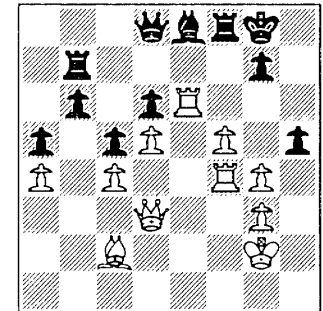
Black has to play 41 ... g5 and pray.

42 ♜f4! ♜e8

As planned, 42 ... hxg4 loses

outright to 42 ♜e6; for example, 43 ... ♜xe6 44 fxe6 ♖h6 45 ♖h7+! leads to a winning Rook-and-pawns endgame in which Black will lose his d-pawn and cannot stop the advance of White's two center pawns.

43 ♜e6 ♖d8



44 f6! gxf6

Now we see a point to 36 ... ♜b7. Black's Rook defends h7!

45 gxf6

Now on 45 ... ♜g7 White can continue 46 ♜g4 (46 ... ♜xg4 47 ♖h7 mate), but 46 ... f5 complicates matters. A simpler finish after 45 ... ♜g7 would be 46 h6 ♜b7 47 ♜g4+ and 48 ♜g7.

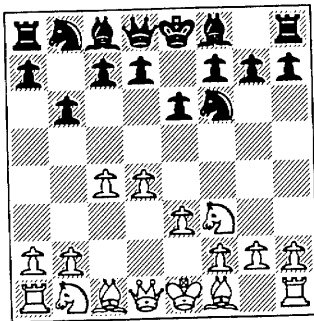
45 ... ♜e7
46 ♜g4+ Black resigns.

After 46 ... ♗h8 White plays 47 ♖e3 and checks at h6.

Part Five Quiet Line

Edmar Mednis

- | | |
|--------------|--------------|
| White | Black |
| 1 d4 | ♟f6 |
| 2 c4 | e6 |
| 3 ♘f3 | b6 |
| 4 e3 | |



This is an unassuming yet healthy system. White will complete the development of his Kingside with ♗d3 and 0-0 and then develop the Queenside. Since White expects to fianchetto his Queen Bishop, the text move does not lock it in, as it seems to do. Once his development is complete, White expects that his slight central superiority will lead to some initiative in the middlegame. In general, White will be looking for Kingside play while Black looks for counterplay on the Queenside. Black's immediate goal should be

to develop his Bishops, bring his King to safety by castling, and establish some central pawn presence. Since his Queen Knight has no great prospects at present, it will probably be developed last.

4 ... ♘b7

Since this is the main reason for 3 ... b6, it is neither necessary nor logical to postpone it. Still, Black can try other move orders. For instance, 4 ... ♗e7 followed by 5 ... ♘b7 is all right, as is the immediate 4 ... ♘b4+ (which will be covered in some detail under Black's fifth move).

5 ♗d3!

Surely this is the most active location for the King Bishop. 5 ♗e2 is unnecessarily passive.

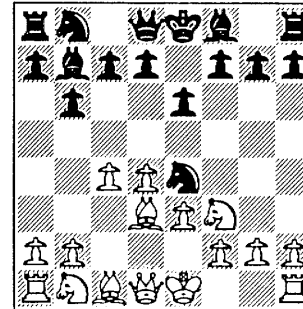
5 ... ♗e7

The most flexible continuation. Black will castle and then advance either the c- or d-pawn.

There are four alternatives which deserve serious consideration. Two of them (5 ... c5 and 5 ... d5) can transpose into our main line; the

other two always lead to independent lines. In order of theoretical significance, the four are:

A: 5 ... ♗e4, immediately occupying e4.

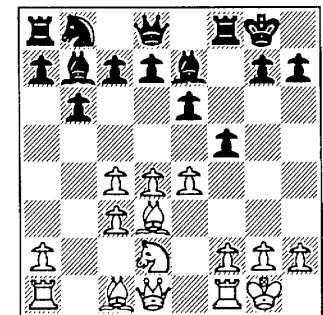


Position after 5 ... ♗e4

Since Black's primary objective in the Queen's Indian is control of e4, why not grab it immediately? A good question, of course, but the answer must take into consideration the *permanence* of Black's occupation of e4. If he can keep control of that square, great; if not, he will be pushed back and pay the price of a serious loss of time. In general, early activity by Black—before his development is complete—will not lead to permanent accomplishments.

Best play for White now is: 6 0-0 (White's prospects of fruitful action against Black's Knight are much better with the King castled; the immediate 6 ♗c3 allows Black to transpose into the Nimzo-Indian Defense with 6 ... ♘b4 or to aim for

the unclear complications possible after 6 ... f5 7 ♗xe4! fxe4 8 ♗d2 ♗g5.) 6 ... f5 (This is necessary if Black wants to retain control of e4.) 7 ♗fd2! (Remember that the fight is over e4: this move in conjunction with White's next is the only way to successfully challenge Black's control of it. The routine 7 ♗bd2 is harmless because of 7 ... ♗d6!. If then 8 ♗c2 ♗xd2 9 ♗xd2, Black can force a draw by a perpetual check combination: 9 ... ♗xh2+! 10 ♗xh2 ♗h4+ 11 ♗g1 ♗xg2! 12 ♗xg2 ♗g4+.) 7 ... ♗e7 (With White's Queen still guarding Kingside squares, the attacking attempt 7 ... ♗h4 8 ♗c3! ♗d6 is easily parried by 9 f4 ♗xc3 10 bxc3 0-0 11 ♗e2; if Black is not convinced and tries 11 ... ♗c6 12 ♗b1 ♗f6, White has 13 c5! ♗f8 14 e4! with a significant advantage.) 8 ♗c3! ♗xc3 9 bxc3 0-0 10 e4!.



Position after 10 e4

And so Black's control of e4 has been dissipated and the square now

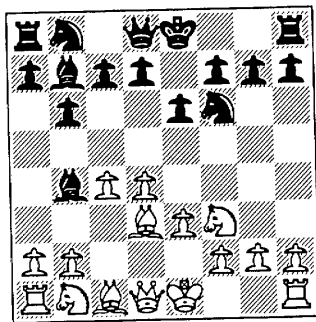
belongs to White. This is a much more important factor than the doubled pawns, and therefore White has a comfortable plus. Here are three possibilities from this position:

10 ... fxe4 11 e4 with 12 h5 in the offing.

10 ... d6 11 e2 e8 12 f4 with great central superiority.

10 ... c5 11 exf5 exf5 12 d5 d6 13 c2 c8 14 f3 a6 15 e1 with a considerable spatial advantage.

B: 5 ... b4+, developing the King Bishop with an apparent gain of time.



Position after 5 ... b4+

This check has a lot in its favor. By developing with a threat (a check may be thought of as a threat to capture the King), Black gains time to castle quickly, and the move indirectly reinforces his control of e4. White has three reasonable replies, two of which give Black no particular difficulties:

a) 6 d3 transposes into the Nimzo-Indian Defense (1 d4 f6 2

c4 e6 3 d3 b4 4 e3 b6 5 d3 b7 6 f3 is the usual move order). With 6 ... 0-0 or 6 ... e4 Black achieves "normal" play. (The Nimzo-Indian will be covered in another volume in this series.)

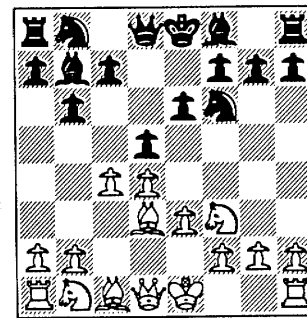
b) 6 d2 d2+ allows the even-stein exchange of Bishops and gives Black approximate equality after 7 bxd2 (or 7 xxd2 d6 8 d3 b7 9 c2 0-0 10 0-0 e7) 7 ... d6 8 0-0 c5 9 e2 d6 10 fdl 0-0. Black's development is sound and he has enough central influence.

c) 6 b2 is the way to give Black some problems. The exchange of Black's King Bishop for the Knight would weaken the dark squares in Black's position, and since White would still have his own dark-square Bishop, he might be able to take advantage of this. On the other hand, if Black's Bishop retreats, Black simply loses time. Thematic play in each of these cases is:

6 ... d4 7 0-0 f5 8 c2! d2 9 dxd2! h4 10 f3! d2 11 d2 d6 12 b4 0-0. White has more space in the center and on the Queenside as well as two potentially active Bishops. He has a clear strategic advantage.

6 ... c5 7 0-0 0-0 8 dxc5 dxc5 (8 ... bxc5 9 b3 d5 10 b2 turns the Bishop on b4 into a lonely spectator) 9 a3 a5 10 b3 d6 11 b2 d5 12 e2. White's more active Bishops give him a slight advantage.

C: Immediate central influence with 5 ... d5.



Position after 5 ... d5

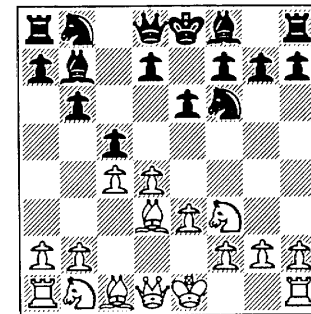
Black immediately establishes a strong pawn in the center, with particular relevance to the e4-square. A slight drawback is that the Bishop's diagonal is partly blocked. Follow-up play can often transpose into our main line, but there are a few logical alternatives along the way: 6 0-0 d6 (Black wants a more active location for his Bishop than e7, but on d6 the Bishop can be vulnerable to White's possible b5 or e3-e4-e5) 7 d3 0-0 8 b3 b7 9 b2. Both sides have completed the development of their minor pieces in a sound way. The next question for Black is what specific middlegame plan to adopt. There are two logical choices:

9 ... d4, to control e4. White should now force Black to permanently block his Queen Bishop's diagonal with 10 cxd5! exd5 and then play 11 c2!, challenging e4 and beginning to exert pressure along the half-open c-file. Logical play may go like this: 11 ... dxc3 12 dxc3 f6 13 fdl e7 14 b4! d4 15 e1 c6

16 b2 a6 17 a1. White has a tiny edge because Black's Queenside pawns are slightly vulnerable while White's position contains no fundamental weaknesses.

9 ... c5, a full assault on the center. After 10 cxd5 exd5 11 c1 e7 12 e2 d8 13 fdl the position is difficult to judge. Although Black's pawns act on more key central squares than White's, his center often proves to be a bit overextended and his Queen Bishop's diagonal will remain blocked indefinitely. White's position has no weaknesses, yet a concrete active plan is not easy to find. From a practical standpoint, I would rate the chances equal.

D: Immediate central influence with 5 ... c5.



Position after 5 ... c5

Instead of using a central pawn for his main central thrust, Black uses a side pawn. The text move, of course, attacks the key d4-square, and, unlike the variation 5 ... d5, the Queen Bishop's diagonal remains

fully open. Again, transpositions into our main line are common; in this case, however, attempts by Black to vary are not successful. After 6 0-0 ♗e7 7 ♖c3 Black's choices are:

a) 7 ... cxd4! 8 exd4 d5!, transposing into our main line. This is Black's only correct plan.

b) 7 ... d5?! 8 cxd5! exd5 9 ♗b5+!, and Black has no fully satisfactory reply:

9 ... ♖bd7 10 dxc5! bxc5 11 ♗e5.

9 ... ♗c6 10 ♗a4! ♗xb5 11 ♗xb5+ ♗d7 12 ♗e5! ♗xb5 13 ♗xb5 ♖a6 14 ♖d1.

9 ... ♗f8 10 b3 a6 11 ♗e2 ♖c6 12 ♗b2 ♖c8 13 ♗e5!.

In all these cases, Black has no compensation for the various deficiencies in his position.

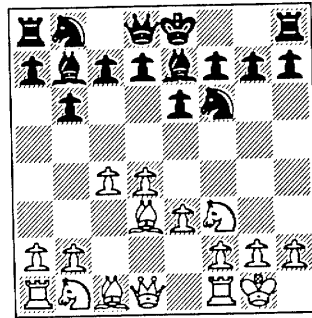
c) 7 ... 0-0?! 8 d5! exd5 9 cxd5. White has a clear advantage whether Black captures the d-pawn or not:

9 ... ♖xd5 10 ♖xd5 ♗xd5 11 ♗xh7+ ♗xh7 12 ♗xd5 ♖c6 13 ♖d1. Black's King is insecure and his d-pawn is weak.

9 ... d6 10 e4 ♖bd7 11 ♖d2! ♗e5 12 ♗e2 ♖e8 13 f4 ♖g6 14 ♗d3 ♗f8 15 ♗f3. White has a substantial central superiority and obviously the more active position.

6 0-0

Since the basic idea behind the Quiet Line is smooth, rapid, and flexible development, this and the next two moves are the most consistent approach.

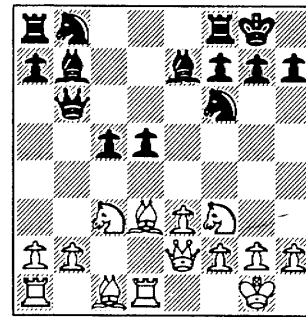


Of course, there can be no objection to 6 ♖c3, which is equally good. Then 6 ... c5 7 0-0 cxd4! 8 exd4 d5! again transposes into the main line. Independent lines result if Black postpones ... c7-c5 in favor of the immediate 6 ... d5 and White tries to profit from this factor. After 7 0-0 0-0 White has two ways to depart from main line play:

A: White exchanges in the center to immobilize Black's d-pawn after 8 cxd5 exd5 (other recaptures give White too much central control). With the center fixed, White can try for a Kingside attack with 9 ♗e5 c5! 10 ♗f3 ♖c6 11 ♗h3, but Black has a solid position and after, e.g., 11 ... ♖e8 he has no particular worries. The chances are equal.

B: White accelerates central action with 8 ♗e2 c5 9 dxc5. Black should *not* try for symmetry here with 9 ... dxc4?! 10 ♗xc4 ♗xc5 because White—making use of his first-move advantage—can execute a powerful central advance with 11 e4! ♖bd7 12 e5!. In a game Petrosian-Karpov (1973 U.S.S.R. Cham-

pionship), White obtained a significant initiative after 12 ... ♗xf3 13 gxf3 ♖h5 14 ♖d1 ♗e7 15 f4 g6 16 f5! and went on to win on move 65. Instead, Black's correct approach is to aim for maximum central influence with 9 ... bxc5! 10 ♖d1 ♗b6 11 cxd5 exd5!. Black now has the so-called hanging pawns—a double-edged proposition. Their advantage is that they cover many central squares; their disadvantage is that, lacking pawn support, they are vulnerable to attack and may ultimately be lost. In this particular instance, the pawns are secure enough to give Black dynamically equal chances.



Thematic play might be: 12 b3 ♖bd7 (so that the Queen Bishop can continue to protect the d-pawn; this wouldn't be true after 12 ... ♖c6!) 13 ♗b2 ♖fe8 14 ♖acl ♗c6. As play continues, Black will want to use his central pawns to provide activity there eventually, and White will try to show up the fundamental weakness of the hanging pawns.

6 ...
7 b3

0-0

White's Queen Bishop clearly has no future on its original diagonal, whereas by fianchettoing it White assures the Bishop of good prospects along its central diagonal. Again, 7 ♖c3 leads to transpositions after either the accurate 7 ... d5! or the inaccurate 7 ... c5?! 8 d5!.

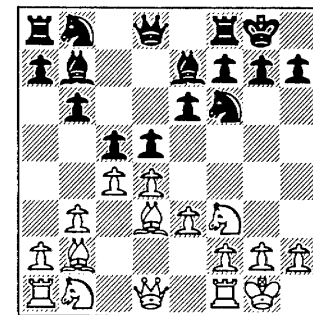
7 ...

d5

After his seventh move White had a clear central superiority since he had two pawns on his fourth rank and Black had none on his. Now that Black's Kingside development is complete, he must start challenging White's center, which means he will need to push his c- and d-pawns to his fourth rank. The order in which he plays those two moves is not significant.

8 ♗b2

c5!



Black hereby establishes the same

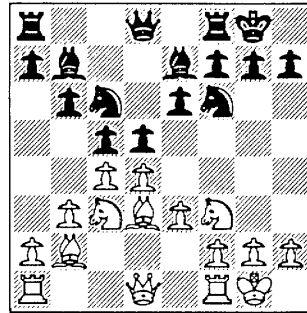
central pawn formation as White. There are no disadvantages connected with this move or the plan it belongs to, so there is no reason to avoid or postpone it. If Black chooses a plan without ... c7-c5, he will remain with a slight central inferiority and a much more difficult road to equality. For instance, 8 ... ♖bd7 9 ♗c3 ♗e4 10 ♜e2 ♗xc3 11 ♜xc3 ♗f6 12 ♜fd1 ♗e4 13 ♜b2 ♜d6 14 ♜ac1. White has more central space and complete, harmonious development—the very goals of the Quiet Line. This makes it difficult for Black to undertake anything. Now the push ... c7-c5 would give Black serious problems with his central pawns, since both of White's Rooks are ideally placed for central play.

9 ♗c3

White would gain nothing by exchanging in the center, since Black would recapture with a pawn and end up with more central influence. Therefore White is correct to complete the development of his minor pieces. There are two logical squares for this Knight: c3 and d2. 9 ♖bd2 has the advantage of leaving the diagonal of the Queen Bishop open and thus keeping the d-pawn comfortably protected. The disadvantage of 9 ♖bd2 is that the Knight is not actively placed. This very important line will be discussed further in the first two instructive games at the end of the chapter.

The centrally active move, of course, is 9 ♗c3, pressing on the d5-square. But the move has the disadvantage of leaving d4 insecurely protected and in certain important variations this leads to more complicated play and good counterchances for Black.

9 ... ♗c6



Black also has the choice between the active 9 ... ♗c6 and the modest 9 ... ♖bd7. Both are common in master practice, though it seems to me that Black's task is more difficult after 9 ... ♖bd7. This important line is considered in Instructive Game No. 3.

The position in the diagram is symmetrical in every respect but one: White's King Bishop has a more active location on d3 than its counterpart has on e7. From a purely mathematical standpoint, this could offer White a very slight advantage. Of at least equal importance is that it is White's move. Still, Black's position is excellent in every respect

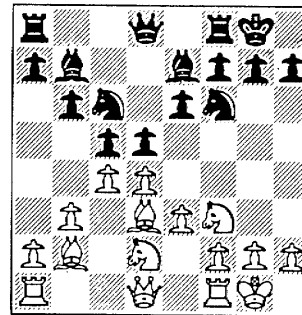
and he can expect to achieve eventual equality. It can be anticipated that some exchanges will take place in the center, which will lead to an unbalancing of the position. The important possibilities stemming from this position are covered in Instructive Games Nos. 4 and 5.

Instructive Game No. 1

White: K. Commons
Black: R. Byrne

1978 U.S. Championship

- | | | |
|---|------|------|
| 1 | c4 | e6 |
| 2 | ♗f3 | ♗f6 |
| 3 | d4 | b6 |
| 4 | e3 | ♜b7 |
| 5 | ♜d3 | ♜e7 |
| 6 | 0-0 | 0-0 |
| 7 | b3 | d5 |
| 8 | ♜b2 | c5 |
| 9 | ♖bd2 | ♗c6! |



Developing the Knight to its most active square is Black's best policy against 9 ♖bd2. Instead, 9 ... ♖bd7, though solid, limits the Knight to a

solely defensive role, and White can expect a slight edge after 10 ♜e2; for example, 10 ... cxd4 11 exd4 ♗h5 12 ♜e3 g6 13 ♗e5, with a moderate initiative for White.

The immediate 9 ... cxd4 10 exd4 ♗c6 is fine, however, and leads ultimately to the same position via a different move order.

10 ♜c1

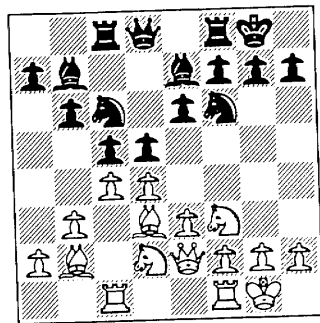
With the minor pieces developed, the next order of business is to bring out the heavy artillery. Because of the four-way tension in the center, something obviously will have to give. Therefore the Rooks and Queen should generally be developed toward the center. The most effective major-piece placement for White is: Queen Rook on c1, King Rook on e1 or d1, Queen on e2 (if the King Rook is slated to go to d1).

10 ... ♜c8

By far the best location for the Queen Rook: it opposes White's Rook and looks forward to possible play of its own along the c-file.

11 ♜e2

The Queen is comfortable here, and the d1-square is released for White's King Rook. This is White's most flexible and popular buildup. Against other moves by White, Black's best plan is the same as in the game:



11 ♖e1 cxd4 12 exd4 ♖e8 13 a3 ♗f8 followed by ... g7-g6.

11 ♗b1 cxd4 12 exd4 ♖e8. Now 13 ♖e1 gives Black the chance to introduce attractive complications with 13 ... ♗b4!? (14 a3 ♗xd2 15 ♗xd2 ♗a5). Or if 13 ♗e5, then 13 ... dxc4! gives complete equality.

A particular characteristic of the diagram position is that Black's Queen is less comfortably situated than White's. There is some danger that after 12 ♖fd1 White will be able to open the center advantageously and uncover an attack by his Rook against Black's Queen. Black therefore has to initiate the following exchange to immobilize White's d-pawn.

11 ... cxd4
12 exd4

The only way to insure some central superiority. Other recaptures would dissipate it completely.

12 ... ♖e8

Preparing to safeguard the Kingside with 13 ... ♗f8 and ... g7-g6.

13 ♖fd1 ♗f8
14 h3

White wants to increase the activity of his Queen by placing it on e3, and he therefore prevents Black's possible ... ♗g4. The two alternative approaches are:

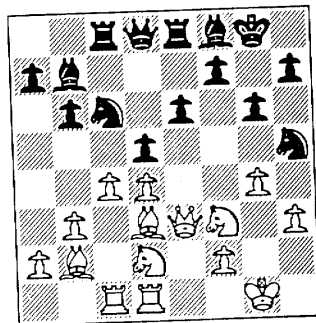
14 ♖f1 g6 15 ♗e3 ♗h5 16 g3 ♖f6!? with a solid position for Black. He hopes eventually to profit from White's g2-g3, which has lengthened the potential diagonal of Black's Queen Bishop.

14 ♗e5 dxc4! 15 ♗dxc4 ♗b4 16 ♗b1 ♗bd5. Black's solid control of d5 gives him equality.

14 ... g6
15 ♗e3 ♗h5!

With two plans in mind: 15 ... ♗f6 followed by 16 ... ♖f4, and 15 ... ♗g7 followed by 16 ... ♖f5.

16 g4?!



This prevents both threats but at the cost of a significant weakening of the Kingside. The modest 16 ♖f1 is called for, with dynamic equality.

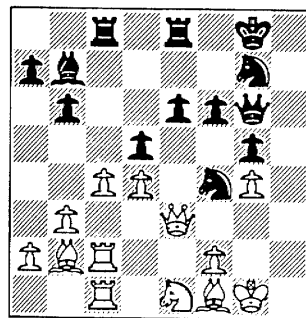
16 ... ♗g7
17 ♖f1 f6
18 ♗g3 ♗d7
19 ♗f4 ♗d6
20 ♗e3 ♗f7
21 ♗f1 ♗e7!
22 ♗g2 g5!

Ready to take advantage of White's weak f4-square—thanks to White's 16th move.

23 ♗e2 ♗g6
24 ♖c2 ♗f4
25 ♖xf4!

The only defense, since 25 ♗d3? allows the powerful 25 ... e5!.

25 ... ♖xf4
26 ♗f1 h5
27 ♗e1! ♗g6
28 ♖dc1 hxg4
29 hxg4



White has defended well, and Black should now satisfy himself with the slight advantage he would have after 29 ... dxc4! 30 bxc4 ♗e4! 31 ♖c3 b5!. Instead, he feels that the time is right for more decisive action.

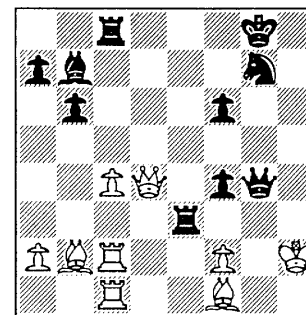
29 ... e5?!
30 ♖d3?

And this error vindicates Black's judgment. Correct is 30 dxe5! fxe5 31 cxd5 ♗xd5 32 ♗g3 and, with both Kingsides weakened, the chances are equal.

30 ... dxc4
31 bxc4 exd4!
32 ♖xf4

32 ♗xd4 loses to 32 ... ♗e4! 33 ♖d2 ♖cd8.

32 ... gxf4
33 ♗xd4 ♗xg4 +
34 ♗h2 ♖e3!



White is certainly paying a heavy

price for his 16th move. Of course 35 fxe3 allows 35 ... ♖g3 mate.

- | | | |
|----|-----|-------|
| 35 | f3 | ♙xf3 |
| 36 | ♙g2 | ♙h3+! |
| 37 | ♖g1 | ♙g3 |
- White resigns.

Instructive Game No. 2

White: J. Tisdall
Black: F. Gheorghiu

Orense 1977

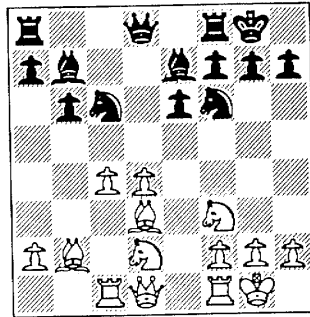
- | | | |
|---|------|------|
| 1 | d4 | ♗f6 |
| 2 | c4 | e6 |
| 3 | ♗f3 | b6 |
| 4 | e3 | ♗b7 |
| 5 | ♗d3 | ♗e7 |
| 6 | 0-0 | 0-0 |
| 7 | b3 | c5 |
| 8 | ♗b2 | cxd4 |
| 9 | exd4 | |

Again, this recapture is the only way to try for more than equality. Of course, if you want to draw with the White pieces, you can be quite satisfied after 9 ♗xd4 d5.

- | | | |
|----|------|------|
| 9 | ... | d5 |
| 10 | ♗bd2 | ♗c6 |
| 11 | ♙c1 | dx4! |
| 12 | bxc4 | |

Black's 11th move is a very interesting strategic idea. By exchanging center pawns he has given White the infamous hanging pawns, hoping that their vulnerability will offer Black more winning chances

than he normally gets in this opening. This strategy is very double-edged, of course, since White's center control is significantly increased. But the risk is diminished by White's choice of the passive ♗bd2, which means that Black does not have to fear White's dangerous d4-d5 advance.



- | | | |
|----|-----|------|
| 12 | ... | ♙e8! |
| 13 | ♙e1 | ♙c8 |
| 14 | ♗f1 | g6! |

Black is ready to execute the same basic idea as in Instructive Game No. 1: he will play ... ♗f8 and then most likely ... ♗g7. This will serve both to strengthen the Kingside and to apply pressure against White's d-pawn.

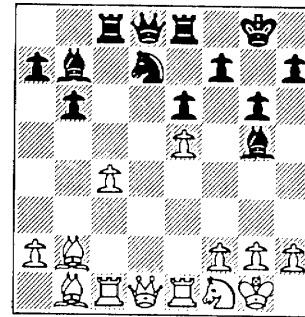
15 ♗e5?!

Black's reply stamps this as premature. Correct is the centralizing 15 ♗e3, with dynamic equality.

- | | | |
|----|-----|-------|
| 15 | ... | ♗xe5! |
|----|-----|-------|

After this simple capture Black will have excellent play against various weak points in White's position. 15 ... ♗xd4?! is inferior, since the complications after 16 ♗xf7! ♗xf7 17 ♗xd4 are no worse for White (17 ... ♗xd4?? loses to 18 ♗xg6+).

- | | | |
|----|-----|------|
| 16 | dx5 | ♗d7 |
| 17 | ♗b1 | ♗g5! |



Black's very active Bishops give him the advantage.

- | | | |
|----|-------|------|
| 18 | ♙c3 | ♗c5 |
| 19 | ♗g4 | h5! |
| 20 | ♗g3 | ♙c7! |
| 21 | ♗c1 | ♗xc1 |
| 22 | ♙3xc1 | ♙d7 |
| 23 | ♗f4 | ♙d4 |

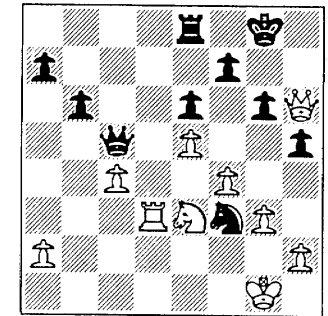
Now Black's control of the d-file is his major trump. There was no need to hurry, however; the simpler 23 ... ♗g7! would have prevented the incursion of White's Queen.

- | | | |
|----|------|------|
| 24 | ♗h6! | ♗e4! |
|----|------|------|

- | | | |
|----|------|------|
| 25 | ♗xe4 | ♗xe4 |
| 26 | ♗e3 | ♗h4! |
| 27 | g3 | ♗e7 |
| 28 | ♙cd1 | ♙xd1 |
| 29 | ♙xd1 | ♗g5! |

Taking advantage of the weakening of the light squares forced by Black's 26th move.

- | | | |
|----|-----|------|
| 30 | f4 | ♗c5 |
| 31 | ♙d3 | ♗f3+ |



Winning material by force, since 32 ♗g2?? allows 32 ... ♗e1+.

- | | | |
|----|------|-------|
| 32 | ♗f2 | ♗xh2 |
| 33 | ♗g2 | ♗g4 |
| 34 | ♗xg4 | hxg4 |
| 35 | ♗g5 | ♗xc4 |
| 36 | ♙d8 | ♗e2+! |
| 37 | ♗h1 | ♗f1+ |
| 38 | ♗h2 | ♗h3+ |
| 39 | ♗g1 | ♗xg3+ |
| 40 | ♗h1 | ♗f3+ |
| 41 | ♗g1 | ♗e3+ |
- White resigns.

Black escapes the threat of per-

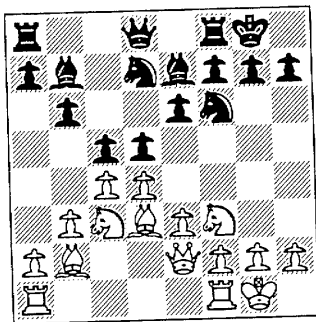
petual check after 42 ♖h1 ♜h3 + 43 ♜g1 ♜xd8! 44 ♜xd8 + ♜h7 45 ♜f6 g3! 46 ♜xf7 + ♜h6 47 ♜f8 + ♜h5.

Instructive Game No. 3

White: B. Spassky
Black: G. Sigurjonsson

Munich 1979

- | | | |
|----|-----|------|
| 1 | d4 | ♟f6 |
| 2 | c4 | e6 |
| 3 | ♟f3 | b6 |
| 4 | e3 | ♞b7 |
| 5 | ♞d3 | ♞e7 |
| 6 | 0-0 | 0-0 |
| 7 | b3 | d5 |
| 8 | ♞b2 | ♞bd7 |
| 9 | ♞c3 | c5 |
| 10 | ♜e2 | |



White first develops the Queen to its most useful location, retaining maximum flexibility for the Rooks. White is better here because two of his minor pieces are more active than Black's—his Queen Knight and King Bishop. Although Black's position is

solid, its inherent passivity makes it difficult for him to come up with a good plan.

- 10 ... cxd4

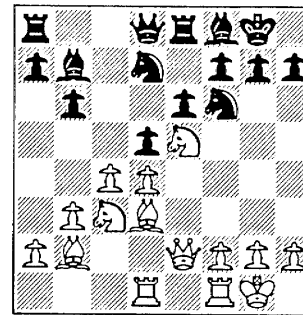
The standard central exchange in this variation. Nevertheless, perhaps Black should take advantage of the only positive aspect of his somewhat passive ... ♞bd7, which is that his pawns on c5 and d5 are smoothly protected. Black's chances for ultimate equality are better if he keeps the status quo in the center and plays 10 ... ♜c8!? 11 ♜fd1 ♞d6!?. After, for example, 12 cxd5 exd5 13 ♜ac1 ♜e7 14 dxc5 bxc5 15 ♞a6 ♞xa6 16 ♜xa6 ♞b6 Black is closer to equality than he is in the actual game.

- 11 exd4 ♜e8
12 ♜ad1!

Because of Black's passive Queen Knight, he will not be able to develop any pressure against White's central pawns. Therefore White is able to arrange his Rooks in a more active way: the Queen Rook goes to d1 and the King Rook remains on the Kingside to be used for attack.

- 12 ... ♞f8
13 ♞e5

White's center pawns and his full use of the forward e5-square give him a solid initiative.



- 13 ... g6
14 f4 ♜c8
15 ♜f2 ♞b8

Seeing the error of its ways, the Knight heads for c6 to exert some pressure on White's center.

- 16 ♜e3 ♞c6
17 ♞e2 ♞b4
18 ♞f3 ♞a5
19 cxd5 ♞xd5

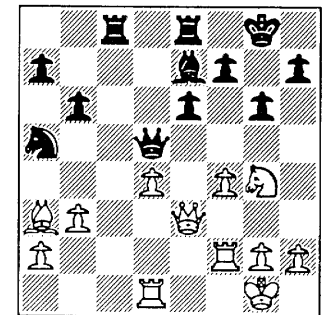
The attempt to gain d5 under favorable terms with 19 ... ♞xc3? is refuted by the "in-between" move 20 dxe6!, threatening exf7+.

- 20 ♞xd5 ♞xd5
21 ♞xd5 ♜xd5
22 ♞g4!

From a strictly strategical viewpoint, Black has succeeded in blockading the d5-square. The cost, however, has been high: the Queen is a notoriously poor blockader and the Queen Knight and King Bishop are out of play. This is immediately

underscored by White's 22nd and 23rd moves.

- 22 ... ♞e7
23 ♞a3!



- 23 ... ♜h5?

This does nothing to meet the threat of the Knight check on f6. Also unsatisfactory is 23 ... ♞d8? because of 24 f5! gx5 25 ♞h6 + ♜g7 26 ♞xf5+. The only defense is to get rid of the Knight by playing 23 ... h5! 24 ♞xe7 hxg4. The dark squares on Black's Kingside would be noticeably weak, so White would still have the edge, but with correct and careful defense Black should be able to hold.

- 24 h3 ♞h4
25 ♜e2! f5

White threatened a winning breakthrough with 26 d5!. The text weakens the Kingside even more.

- 26 ♞e5 ♜c3?!

This exchanging combination merely allows White to infiltrate rapidly along the c-file. The modest 26 ... ♖f6 offers better defensive prospects.

- | | |
|---------|-----------------------|
| 27 ♖xc3 | ♗xe2 |
| 28 ♖c1! | ♗d8 |
| 29 ♖c7! | ♗f2+ |
| 30 ♗h1 | ♗xf4 |
| 31 ♖f7+ | ♗h8 |
| 32 ♖f3! | Black resigns. |

The threats are too many: 33 ♖c7, 33 d5 followed by ♖b2+, and 33 ♖xh4 ♗xh4 34 ♖e7.

Instructive Game No. 4

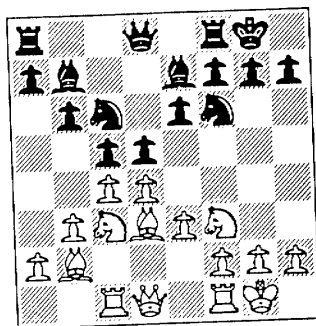
White: V. Zhidkov
Black: B. Gulko

U.S.S.R. 1971

- | | |
|--------|-----|
| 1 d4 | ♖f6 |
| 2 c4 | e6 |
| 3 ♖f3 | b6 |
| 4 e3 | ♖b7 |
| 5 ♖d3 | ♖e7 |
| 6 0-0 | 0-0 |
| 7 b3 | d5 |
| 8 ♖b2 | c5 |
| 9 ♖c3 | ♖c6 |
| 10 ♖c1 | |

One of two logical moves in this position; the other one—10 ♗e2—is discussed in Instructive Game No. 5. With the text move White supports his c-pawn, looks forward to potential action along the c-file, and, in case of Black's ... ♖b4, provides for a smooth retreat of the Bishop to

b1 without locking the Queen Rook out of the game.



- 10 ... cxd4!

Counterplay against White's c- and d-pawns is the hallmark of the 9 ... ♖c6 system.

- 11 exd4 ♖c8!

With the idea of putting the active Queen Knight to use by uncovering an attack on the c-pawn with ... ♖b4 or ... ♖a5.

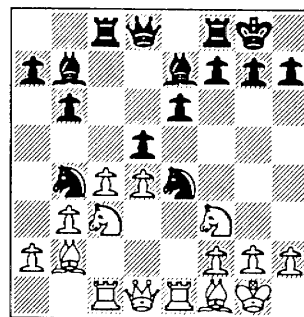
- 12 ♖e1

By freeing f1 as a retreat for the Bishop, White is able to keep control of c4. If 12 ♗e2 instead, Black establishes strong pressure against c4 with 12 ... dxc4 13 bxc4 ♖b4! 14 ♖b1 ♖a6! and if 15 ♖e5 ♖d7 with equality. Quieter play is also possible: 12 ... ♖e8 13 ♖fd1 ♖d6 aiming for the f4-square.

- 12 ... ♖b4!

Since the whole point of the way Black has deployed his forces is to exert pressure actively on White's position, the text is by far the most logical continuation. After the passive 12 ... ♖e8 13 ♖e5! White has a slight initiative because 13 ... dxc4 14 ♖xc6! ♖xc6 15 bxc4 leads to a more secure White center now that its possible attacker—Black's Queen Knight—has been exchanged.

- 13 ♖f1 ♖e4!



The triumph of Black's logical central strategy. With White's King Bishop no longer on the b1-h7 diagonal, the important e4-square now belongs to Black. The ensuing exchange of Knights lessens the importance of White's control of more central space and allows Black comfortable equality.

- 14 a3 ♖xc3
15 ♖xc3 ♖c6
16 cxd5!?

It is more promising to try to get in

the desirable d4-d5 advance (which this move prepares) than to rush a Kingside attack with 16 ♖e5 ♖xe5 17 ♖xe5 ♖f6 18 ♖h5. As a game Keres-Smyslov showed (1953 Zurich Candidates tournament), Black's defenses are fully adequate after 18 ... g6! 19 ♖ch3 dxc4! and the best White can expect is a draw.

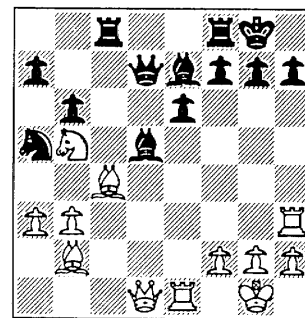
- 16 ... ♗xd5
17 ♖c4 ♗d6

The Queen is not comfortable here; 17 ... ♗h5! is worth considering.

- 18 d5! ♖a5
19 ♖d4! ♖xd5?

Black snaps off a poisoned pawn. Required is 19 ... ♖f6!, with unclear complications.

- 20 ♖b5! ♗d7
21 ♖h3!



Because of the lack of defenders on the Kingside, Black is ill prepared

to meet White's coming onslaught. For instance, 21 ... g6 loses to the electrifying 22 ♖h5! (22 ... gxh5 23 ♜g3+), and there is no time for 21 ... ♖xc4 because of 22 ♜xg7!! (22 ... ♜xg7 23 ♜g4+ ♜h8 24 ♖h5).

21 ... f6
22 ♜d3 g6
23 ♜xh7! ♜e4

Postponing the inevitable. Mate is immediate after 23 ... ♜xh7 24 ♖h5+, etc.

24 ♜xe4 ♜xh7
25 ♞d4! ♜e8
26 ♖h5+ Black resigns.

After 26 ... ♜g7, 27 ♞g4 is decisive.

Instructive Game No. 5

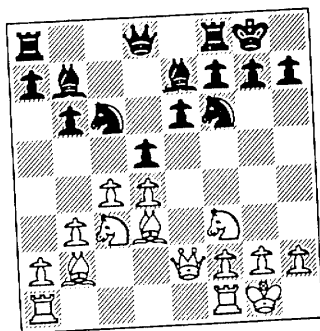
White: K. Grigorian
Black: A. Karpov

1976 U.S.S.R. Championship

1	d4	d5
2	c4	e6
3	♖c3	♜e7
4	♜f3	♜f6
5	e3	0-0
6	b3	b6
7	♜b2	♜b7
8	♜d3	c5
9	0-0	cxd4
10	exd4	

After 10 ♖xd4, either 10 ... ♖c6 or 10 ... dxc4 11 ♜xc4 a6 followed by 12 ... b5 suffices for equality.

10 ... ♖c6!
11 ♜e2



From a theoretical standpoint, this is the crucial basic position in the Quiet Line. Both sides are aiming for the most active setup. Whose will be the more effective one?

11 ... ♖b4!

An aggressive yet still solid approach. It is very dangerous to give up the center with 11 ... dxc4 12 bxc4. The d-pawn is poisoned: 12 ... ♖xd4? 13 ♖xd4 ♜xd4 14 ♖d5 ♜c5 15 ♜xf6! gxh6 (15 ... ♜xf6 loses to 16 ♖e4!) 16 ♖g4+! ♜h8 17 ♖h4! and White wins. Therefore 12 ... ♜c8 is in order, and after 13 ♜a1 ♜e8 14 ♞fd1 Black has to solve the problem of how to cope with White's planned d4-d5. Unsatisfactory tries are 14 ... ♜c7?! 15 d5! exd5 16 ♖xd5 ♜d8 17 ♖d2 and White has strong pressure in the center (Barcza-Golombek, Stockholm 1952); and 14 ... ♜d6?! 15 ♖b1 ♜f4 16 d5! exd5 17 cxd5 (17 ♖xd5 is also good) 17 ... ♖b8 18 ♞d4! ♜d6 19 ♞cd1, and

White's d-pawn is a great strength (Keres-Taimanov, 1951 U.S.S.R. Championship). In Martz-Mednis (Norristown 1973), Black attempted an indirect way to prevent or at least slow down the d4-d5 advance by playing 14 ... ♜f8!. After 15 ♖b1 (15 d5? exd5 attacking White's Queen) 15 ... g6 16 ♜f1 ♖a5 Black was all right (the riskier 16 ... ♜h6 could also have been played).

Still, White's center pawns look menacing after 11 ... dxc4 12 bxc4; it is quite possible that improvements are available on White's moves 13-16.

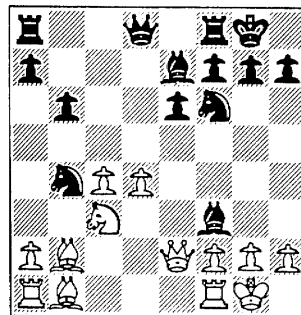
12 ♖b1!

The Bishop must be preserved; after 12 ♞ad1?! ♖xd3 13 ♞xd3 ♜c8 Black has a marvelous position: he can attack c4 and is in no danger.

12 ... dxc4!

Without this and the following move, 11 ... ♖b4 is pointless.

13 bxc4 ♜xf3!



Questioning the whole basis of White's setup, Black tries to exploit the temporarily clumsy position of White's pieces on the Queenside as well as the unprotected d-pawn.

14 gxh3!

White doesn't want to ruin his Kingside, but the Queen must stay where it is to protect the Queen Bishop. After 14 ♜xf3? Black can play 14 ... ♜xd4! with impunity: 15 a3 ♖a6 16 ♞d1 (after 16 ♖b7 ♞d6! 17 ♜xa6 Black gets a decisive attack by means of 17 ... ♜xh2+! 18 ♜xh2 ♖h4+ 19 ♜g1 ♖g4) 16 ... ♖h4 17 ♖b7 leads to an attack only for Black after 17 ... ♜c5 18 ♜xa6 ♖g4.

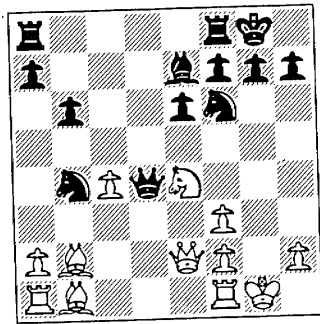
14 ... ♜xd4?!

An out-and-out effort to refute White's system. However, considerable analysis after the game showed that White's counterchances should not be underestimated. Black's best is therefore 14 ... ♖h5!, leading to an unbalanced fight in which Black has play against various weaknesses in White's position, and White's compensation consists of his center pawns and the potential of his two Bishops against Black's Kingside.

15 ♖e4!

The only correct way of exposing Black's Queen to attack by the Bishop. 15 ♖d5? ♜c5 keeps Black's

Queen active and gives White less than nothing after 16 ♗xf6 gxf6!.



15 ... ♖d8
16 ♖d1 ♗c7

After 16 ... ♗d7? 17 a3 ♗c6 18 ♖d3 ♗cb8 19 ♖d4 Black is in a permanent bind (19 ... f6 allows 20 ♗g5!).

17 ♗xf6+ ♗xf6

White's Queen Bishop stays alive after 17 ... gxf6?, allowing White a decisive attack along the g-file after the preparatory 18 ♖h1!.

18 ♗xf6?

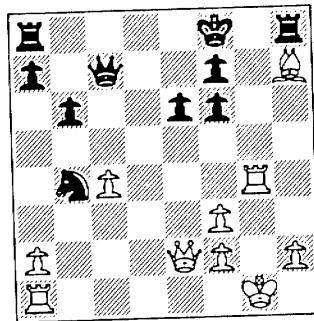
White has the right idea but plays the moves in the wrong order. The immediate 18 ♗xh7+! is correct. Then 18 ... ♖xh7? leads to a forced loss: 19 ♖e4+ ♗g8 20 ♗xf6 gxf6 21 ♖g4+ ♖h8 22 ♖g1 followed by death along the g- and h-files. Therefore 18 ... ♖h8 is required, and after 19 ♗e4! ♗xb2 20 ♖xb2 ♗c6

21 ♖b5 the threat of 22 ♖h5+ forces Black to sacrifice the Exchange (22 ... ♗e5 23 f4!, etc.), for which he does not get sufficient compensation.

18 ... gxf6
19 ♗xh7+ ♖g7!!

Now that this square is available for Black's King, Black can repel White's attack, remaining with the superior pawn formation and the better chances.

20 ♖d4 ♖h8!
21 ♖g4+ ♖f8



Of course not 21 ... ♖xh7?? because of 22 ♖f1! followed by 23 ♖h3+.

22 ♖b2 ♖xh7

Conservatively played. A bigger advantage was obtainable by 22 ... ♖e7! 23 ♗e4 ♖d8 followed by 24 ... ♗a6 and 25 ... ♗c5.

23 ♖xb4+ ♖c5

24 ♖d2 ♖c8
25 ♖d1 ♖e7!
26 ♖d4 ♖h5
27 h4?

In time pressure, White creates a disastrous weakening of his King-side. After the logical 27 ♖d7 ♖c5 28 ♖xa7 White's disadvantage is minor.

27 ... f5
28 ♖g2 ♖xh4

Winning a pawn and keeping the superior position. The rest is duck soup for Karpov.

29 ♖xh4 ♖xh4
30 ♖h1 ♖f6!
31 ♖d6+ ♖g7
32 ♖h2 ♖d8
33 ♖g1 ♖f8
34 ♖c7 ♖d4
35 ♖b8+ ♖d8
36 ♖g3 f4
37 ♖h2 ♖f6
38 ♖c1 ♖d2
39 ♖g1 ♖xa2

White resigns.

White actually played 40 ♖h5 but then resigned in view of 40 ... ♖g7+! 41 ♖f1 ♖b2.

Part Six

White Varies on Move Four

John Grefe

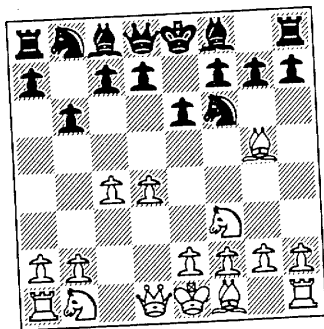
White
 1 d4
 2 c4
 3 dxf3

Black
 1 f6
 2 e6
 3 b6

In this chapter we will consider variations stemming from three less common attempts by White to improve his control of crucial center squares. They are: A: 4 g5; B: 4 f4; C: 4 a3.

A common idea binds these three variations into a single family: White postpones developing his Queen Knight to its best square, c3, in order to prevent Black from effectively challenging White's control of the important point e4 by dispatching his King Bishop to b4.

A: 4 g5



Although the Bishop at g5 doesn't bear directly on the central squares, its masked attack on the enemy Queen severely curtails the mobility of Black's pinned King Knight, which contests the vital squares e4 and d5.

4 ... b7

Black assures himself of maximum flexibility by first developing those pieces destined for particular squares. This move, of course, also prevents an immediate e2-e4.

5 e3

Making way for the King Bishop, which at d3 will support the e-pawn's further advance and keep a watchful eye on the Black King's castled position (Black rarely castles on the Queenside in the Queen's Indian Defense). 5 c3 transposes to a position covered in Part Four.

With 5 b2 White can avoid the doubled pawns which could result after 5 c3, and he might even be able to execute the advance e2-e4 in a single move. The flip side of this tune, however, tells the sad tale of a hobbled horse. At d2 the Knight exerts far less influence on the center

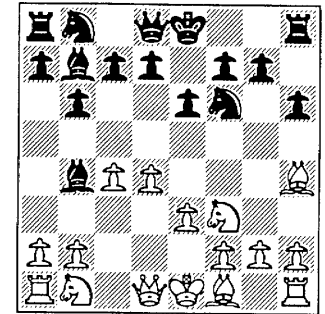
than it would from c3, and this allows Black to equalize easily.

For example, 5 b2 might be followed by 5 ... h6. In general, Bishops are slightly superior to Knights, so Black has no reason to fear the exchange on f6. If White wants to maintain the pin, he has to retreat the Bishop by 6 h4, abandoning the c1-h6 diagonal. Black can then forcibly break the pin at any moment by playing ... g7-g5. And once Black castles (on the Kingside), his King will have a ready-made escape route at h7 should White ever threaten mate on the back rank. After 6 h4 Black should play 6 ... e7 (the more aggressive 6 ... b4 lacks its usual vigor with no White Knight on c3 and is easily repulsed by 7 a3 xd2+ 8 xd2). Black would then be left squirming under a noxious pin. After 7 e3 0-0 (see Part Four for 7 ... e4 8 xe7 xg7 9 xe4) 8 d3 d5, Black's prospects are excellent. His minor pieces are well placed and he will soon carry out the advance ... c7-c5, further challenging White in the center.

5 ... h6
 6 h4 b4+

The more restrained 6 ... e7 grants White too much freedom in the center now that he has played e2-e3. After 7 d3 e4 (Black must play this before White monopolizes e4 with c3) 8 xe7 xg7 9 0-0 10 fd2, White emerges victorious in the battle for the center, for e3-e4

can no longer be prevented unless Black is prepared to make serious positional concessions.



7 fd2

For 7 c3, see Part Four. The careless 7 b2? is a gross tactical error which in its time has left at least two famous grandmasters blushing. The forcing continuation 7 ... g5 8 g3 g4 9 e5 (9 a3 gxf3 10 axb4 fxg2, as played in Tarrasch-Bogolyubov, Goteborg 1920, also leaves White fatally behind in material) 9 ... e4 10 xg4 (there is no good way to protect the Queen Knight, so White grabs whatever isn't nailed down) 10 ... xd2+ 11 e2 b4 12 h4 e7 13 g7 f8 gave Black a winning material superiority in Uhlmann-Kinnmark (Halle 1963).

7 ... 0-0

Since Black wants to retain his King Bishop he avoids the continuation 7 ... c5 8 a3, and after 7 ...

d5? 8 ♖a4+ Black is forced to play the awkward 8 ... ♗c6. So Black takes the opportunity to transfer his King to safer quarters.

8 a3

This modest pawn move holds the key to White's strategy. Once the Black King Bishop retires, White's Queen Knight will be safe from harassment on c3. And 8 ... ♗xd2+ 9 ♗xd2 (9 ♗xd2? permits Black to unpin with 9 ... ♗e4! since White's Bishop on h4 is unprotected: 10 ♗xd8 ♗xd2 11 ♗xc7 ♗b3 12 ♖a2 ♗c1 13 ♖a1 ♗b3, etc., ending the game with a curious draw) again shackles Black with an annoying pin that can be broken with ... g7-g5 only at the cost of seriously endangering his King.

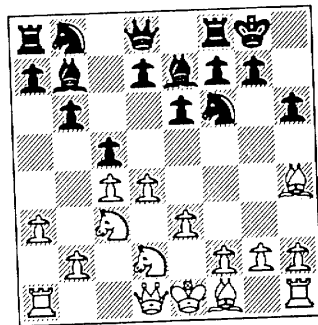
8 ... ♗e7
9 ♗c3

Developing his Bishop to e7 has cost Black two moves instead of the usual one. But White has not profited from his opponent's loss of time: 8 a3 contributed nothing to his development and did not actively fight for the center, and 7 ♗fd2 removed a developed piece from its central watch.

9 ... c5

If the opening had followed the sequence 1 d4 ♗f6 2 c4 e6 3 ♗f3 b6 4 ♗g5 ♗b7 5 e3 h6 6 ♗h4 ♗e7 7 ♗c3

0-0 8 ♗d2? c5 (that is, omitting White's a2-a3 and Black's ♗b4+-e7), White would be horsewhipped for his eighth move. Besides losing time and placing the King Knight on a poor square, it weakens the point d4 and allows Black to threaten 9 ... cxd4 10 exd4 d5, which would soon burden White with a weak, isolated d-pawn that he would have to nurse for the remainder of the game. 8 ♗d2? also brings White's Kingside development to a standstill, for his King Bishop is virtually glued to f1 by the necessity of guarding the g-pawn.



A glance at the diagram reveals that the only difference between the two lines is that in the text position White's a-pawn is on a3 instead of a2—a rather dubious accomplishment. Can White escape the consequences of his folly? Sometimes White can live with a weak move or a loss of time, especially in closed positions. A brief analysis of the diagrammed position, however, will demonstrate that Black should be

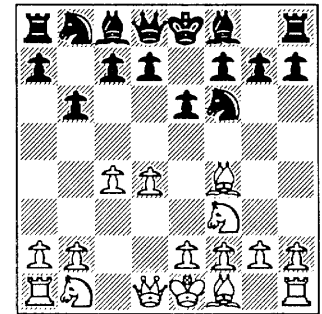
happy if his opponent ventures this variation.

Suppose the game continues 10 dxc5 bxc5 11 ♖c2 (11 e4? would surrender the point d4) 11 ... d5 12 ♗d1 ♗bd7 13 ♗b3, a line recommended by the *Encyclopedia of Chess Openings* as offering equal chances. Black plays 13 ... ♗c6!, and White must somehow counter the threat of 14 ... ♖b6 and 15 ... ♖ab8. As we see, the "extra" move a2-a3 has proved to be a severe handicap by weakening White along the b-file.

White's best chance after 9 ... c5 is the contrite 10 ♗f3. If then 10 ... ♗e4, a typical counterblow in such positions, White wriggles free with 11 ♗xe7 ♖xe7 12 ♗xe4 ♗xe4 13 ♗e2. If 10 ... ♗xf3!? 11 ♖xf3 ♗c6 12 ♗d1 cxd4 13 exd4 d5 14 cxd5! ♗xd5 15 ♗xe7 ♗xc7 16 ♗xd5 ♖xd5 17 ♖xd5 ♗xd5, White must assume a defensive stance due to his blockaded, isolated d-pawn, although he can probably hold the ending. Not much of an accomplishment for the first player!

B: 4 ♗f4

4 ♗f4 lay buried deep within the footnotes of opening manuals for several decades until, in 1978, the young English grandmaster Tony Miles resurrected it. With the unfamiliar problems it presented to Black, it wreaked havoc on both woodpusher and grandmaster, like a vindictive zombie that had been



condemned without a trial. However, unlike such fictional creatures as Frankenstein's monster, which eventually destroy their creators, it gratefully rewarded the diligent and enterprising pioneer who had given it new life with a remarkable string of victories over some of the world's best players. Miles's most notable opponent, former World Champion Boris Spassky, was victimized twice within a matter of months, and himself chose 4 ♗f4 against Karpov at the great tournament in Montreal in 1979.

Why had 4 ♗f4 been interred without an epitaph? Because its underlying ideas seemed too primitive to hold any potential for an opening advantage. Posting the Queen Bishop outside the confines of its imprisoning pawns and reinforcing control of the e5-square constitute sound positional ideas, but they lack bite. They fail to put Black under any pressure. They contribute nothing to White's grand plan of enforcing e2-e4 or d4-d5. (True, fianchettoing the Queen

Bishop entails similar drawbacks, but on b2 the Bishop may eventually redeem itself by commanding a splendid attacking diagonal.) Furthermore, the Bishop on f4 is exposed to a number of tactical hazards, especially ... g7-g5.

Outweighing all this, however, is the irrefutable evidence of Miles's success. And, unless we believe that Miles possesses supernatural powers, we must credit him with superior positional insight.

Let's try to gain a little of this insight ourselves by delving further into the mysteries of this long-forgotten variation.

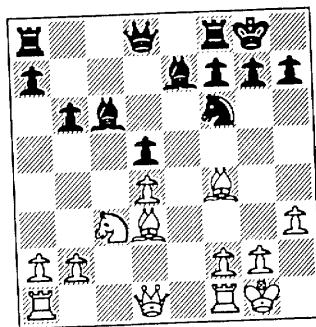
4 ... ♖b7
5 e3

The reasoning behind these moves was explained earlier in this chapter.

5 ... ♗b4+

Simple development with 5 ... ♗e7 eventually leads to a small advantage for White. There might follow 6 h3! (Black threatened 6 ... ♖h5!, obtaining the advantage of the two Bishops; on the previous move, 5 ... ♖h5 would have been pointless because of 6 ♗g5) 6 ... 0-0 7 ♖c3 d5 (7 ... ♖e4 may offer prospects for equality, but 7 ... c5 8 d5!, with e3-e4 to follow, shuts in Black's Queen Bishop behind a wall of pawns and so favors White) 8 cxd5 exd5 (8 ... ♖xd5 leads to play similar to the Miles-Ligterink game at the end of

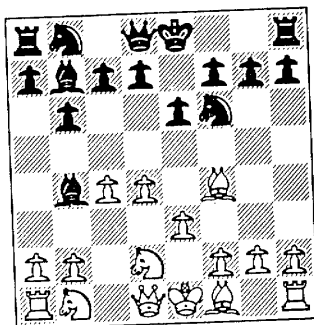
this chapter) 9 ♗d3 c5 10 ♖e5 cxd4 11 exd4 ♖c6 12 ♖xc6 ♗xc6 13 0-0.



Position after 13 0-0

All of White's minor pieces are actively placed, whereas Black's Queen Bishop is obstructed by the pawn at d5. This assures White of slightly better prospects in the coming middlegame: he will complete his mobilization by bringing his Rooks to the open files and may deploy his Queen at f3, where it observes the center and the Kingside.

6 ♖fd2



This was Miles's original idea when he first revived this line. As we have seen in connection with a similar move in the 4 ♗g5 line, however, White cannot realistically hope for an opening advantage with such an "unprincipled" retreat.

Earlier we mentioned that 4 ♗f4 possesses some inherent tactical flaws. A brief look at the natural move 6 ♖c3 (and a comparison with the parallel ideas covered in Part Four) will bring them into focus: 6 ... ♖e4 7 ♖c2 d6 8 ♗d3 f5 9 0-0 ♗xc3 10 bxc3 0-0, and now, after that virtually forced sequence of moves, White faces the unpleasant threat of an eventual ... e6-e5 or ... g7-g5 followed by ... f5-f4, incarcerating his Queen Bishop.

The alternative 6 ♖bd2 offers many intriguing possibilities. After 6 ... ♖e4 (6 ... c5 and 6 ... 0-0 are also playable) 7 a3 ♗xd2+ (another road is 7 ... ♖xd2 8 ♖xd2 ♗e7; Black shouldn't fear 8 axb4 since after 8 ... ♖xf1 9 ♖xf1 d5 White's more active pieces and edge in development are offset by his doubled pawns and imprisoned King Rook) 8 ♖xd2 ♖xd2 (avoiding White's ♖xe4 followed by his winning a tempo with f2-f3 and continuig with e3-e4) 9 ♖xd2 d6, and the chances are even in the coming middlegame. White will try to increase his central influence with f2-f3 and e3-e4, and Black will do the same with ... e6-e5 and ... f7-f5.

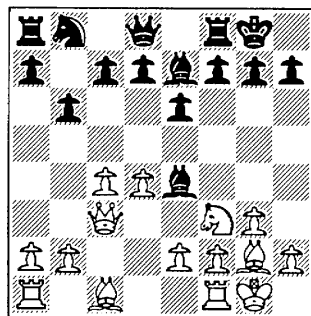
Instead of 7 a3, White may want

to continue straightforward development with 7 ♗d3, since the complications after 7 ... ♖xd2 (the calmer 7 ... 0-0 is quite playable) 8 ♖xd2 ♗xd2+ (snatching the g-pawn is senseless since White would win back the pawn at g7, and 8 ... g5 runs into 9 ♗e5 f6 10 ♖h5 + ♖e7 11 ♗g3 ♗xg2 12 ♖g1 ♖b7 13 h4, giving White a very strong attack against Black's uprooted King and shaky Kingside) 9 ♖xd2 (9 ♖xd2!?, keeping the White Queen on the d1-h5 diagonal, promises a game full of fireworks: the closed center shields the King while the two active Bishops in concert with moves like ♖g4, h2-h4, and ♖h3 should appeal to players with a flair for the attack) 9 ... g5 10 ♗e5 f6 11 ♗g3 ♗xg2 12 ♖g1 ♗f3! (to stop 0-0-0) 13 h4 give White the initiative at the small cost of a pawn.

6 ... 0-0
7 a3

After 7 ♗d3 ♗xg2 Black faces a frightening (though not clearly decisive) attack: 8 ♖g1 ♖b7 9 ♖h6 ♖e8 10 ♖h5 f5. But instead of taking the g-pawn he can play the simple 7 ... d5 8 0-0 c5 9 a3 ♗xd2 10 ♖xd2 cxd4 11 exd4 ♖c6 and follow up with ... dxc4, obtaining active play against White's d-pawn.

7 ... ♗e7
8 ♖c3



Position after 9 ... Re4

to e4 Black is, in a way, safeguarding it. Now White will not have an opportunity to exploit a pin with d4-d5 and (after ... exd5) e4. Should White want to play d4-d5, he will have to back it up directly rather than with tactical tricks such as pins. And even if the pawn does go to d5, Black can either ignore it or, after proper preparation, push his own center pawn past it (... e6-e5!) without worrying about hemming in his Queen Bishop.

White can answer 9 ... Re4 with an offer to exchange light-square Bishops, either immediately or later. He is unlikely to be able to play the middlegame effectively without moving his King Knight sooner or later, and as soon as he moves it Black will be able to trade Bishops. Basically, it's a question of the right time.

The immediate 10 e1 xg2 11 xg2 certainly has its merits. White then threatens to advance strongly in the center with 12 d5. If Black forestalls that with 11 ... d5, White

can profitably exchange pawns with 12 cxd5 exd5 13 f4: after 13 ... c5 14 cxd5! and 15 ead1, Black has permanent targets in the middle of the board, or after 13 ... c6 Black has a limp and lifeless game. But Black can meet the direct challenge 10 e1 xg2 11 xg2 with 11 ... c6! Then after 12 d5! Black should not try to win a pawn by capturing twice on d5, for White would regain his temporarily sacrificed material advantageously with ead1 and f4—Black would have succeeded only in isolating his remaining d-pawn and granting White plenty of open center space. Instead, Black should try to catch up in piece activity with 12 ... cxd5 13 cxd5 f6 or 13 ... a6 followed by 14 ... c8.

The slower method of treating the opening after 9 ... Re4 is 10 f4!, postponing the e1 idea. Now Black has to be careful: the position requires him to be passive—since at the moment White is ahead in development and controls more space—yet he can't be too passive. After 10 ... d6 11 f4! d7 12 e3! (restraining a later ... e6-e5), Black can quickly find himself with a very cramped position. White can even start an attack on the Kingside with h2-h3 and g3-g4, and may be able to exploit the position of Black's dark-square Bishop if it goes to f6 (g4-g5!).

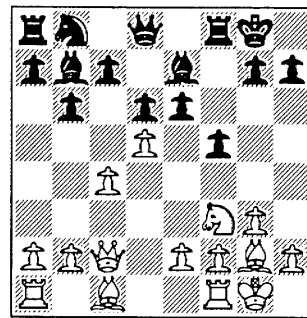
Instead, Black can defend by setting up a rock-solid center with 10 ... c6 followed by ... d7-d5. This, however, will give up some of

Black's flexibility, particularly in the center, and will leave him with some weak light squares, especially c6.

The verdict on 9 ... Re4: White gets too active too quickly.

A more flexible plan is 9 ... d6, which gives Black the opportunity to bring his Knight, via d7, to f6, leaving his Bishop at e7. And while the Knight is on d7, it can keep an eye on the possibility ... e6-e5. But 9 ... d6 does nothing about the positional dangers posed by White's twin threats of e2-e4 and d4-d5. Black will not be able to prevent both of them—and the means to stop one may make the other one only more dangerous.

For example, after 10 c2! (a move that 9 ... Re4 prevented) White threatens to play the long-awaited e2-e4. Black can anticipate that with 10 ... f5, perhaps intending 11 ... Re4. But he won't get a chance for the Bishop move if White is alert enough to play 11 d5!.



After 9 ... d6 10 c2 f5 11 d5

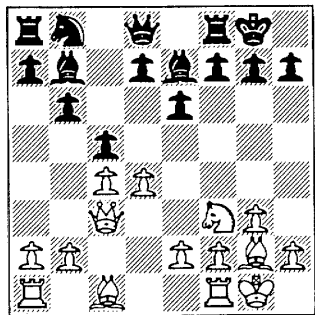
Now if 11 ... exd5 White plays 12 d4, threatening e6 and xf5 and also threatening to recapture with the c-pawn on d5, thus exposing the Black position to pressure along the c-file. Once again White uses the tactical device of a pin on the long diagonal to achieve a positional end. After 11 ... exd5 12 d4 d7 13 cxd5, for instance, Black's position is just awful.

Black can avoid much of this danger with 11 ... e5 (instead of 11 ... exd5), thereby denying d4 to White's Knight. But White still has a very fine game with 12 e4!; e.g., 12 ... fxe4 13 xe4 d7 14 e3 f6 (or 14 ... c5) 15 c2. Then Black's Bishops sit passively behind pawn chains (the one on b7 restricted by White pawns, the one on e7 by Black pawns), and White will soon be ready to open lines with f2-f4!, using his Rooks to exploit the enemy "holes" on f5 and e6. (They are called holes because they are relatively vulnerable points in the enemy position which have lost their natural pawn protection.)

All this happened because Black tried to stop e2-e4 by means of ... f7-f5. It makes somewhat more sense to allow White's e-pawn to advance with something like 9 ... d6 10 c2 c8 or 10 ... c6. But in answer to the Queen move White's 11 e4! can be quite strong when followed by b2-b3 and b2 and eventually e1! and f2-f4. The Knight move 10 ... c6 can be easily handled by 11 e4 with a slight edge for White, but 11

d5! is even better. The middlegame after 11 ... exd5 12 cxd5 ♖b4 13 ♜b3 ♗xd5 is very strong for White because of that wonderful move again: 14 ♖d4!

Besides the too quiet 9 ... ♗e4 and the structurally defective 9 ... d6, the other chief alternative to 9 ... f5 is 9 ... c5!. Just as 8 ♗d2 is White's best way of sharpening play in the fianchetto variation, so 9 ... c5 has become known as Black's most dangerous bid for more than equality.



Position after 9 ... c5

About ten years ago this attack on White's center was regarded with the disdain usually reserved for ... c7-c5 at earlier points. It was supposed that White obtained a very strong position with the simple 10 ♖d1 because Black was unprepared for the center flux that followed 10 ... d5?! 11 dxc5! and 12 cxd5, and could not afford the dislocation of 10 ... ♗c6 11 d5. And if Black played quietly with 10 ... d6, White got the

lion's share of the center with 11 ♜c2! (once again threatening the trick 12 ♗g5 ♗xg5 13 ♗xb7!) and 12 e4.

That rosy view has been upset in recent years, not by a new move but by a re-evaluation of the kinds of positions reached after Black plays ... d7-d6, ... ♗f6, and ... ♜e7 followed by ... ♗c6 or ... ♗d7, and White plays e2-e4 and develops his Queen Bishop either by b2-b3 and ♗b2 or by ♗f4. The positions are no longer considered so clearly in White's favor. (For instance, 9 ... c5 10 ♖d1 d6 11 ♜c2 ♗d7 12 ♗g5 ♗xg5 13 ♗xb7 ♖b1, though slightly favorable for White, is not particularly dangerous.)

With his Bishop on f6, his pawn on c5, and his Knight on c6, Black will have pressure on the d4-square. If White captures on c5 in that type of position, Black will probably recapture with the d-pawn to keep the pawn structure symmetrical and to avoid having to defend a weak pawn on the d-file. (When Black plays ... c7-c5 earlier, such as on the fifth or sixth move, Black is happy to answer dxc5 with ... bxc5! because he can follow up quickly with ... d7-d5 and develop a strong center. Here, with White castled and a Rook on d1, Black is not in a position to break open the center with ... d7-d5.)

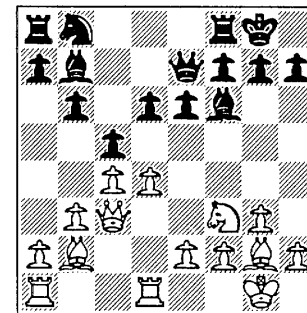
White maintains the lion's share of the center after 9 ... c5, but no more so than after 9 ... f5. The difference here is that White can open lines at

once with dxc5 or perhaps d4-d5, adding an element of dynamism to the game. But Black, with his Bishop on f6, will contest those lines. White will not be able to keep his Queen on c3 for very long if he hopes to use his superior force in the center, but will drop it back to d2 or c2. Black should be adequately developed by then to meet any crisis in the center.

Let's take a sample line. After 9 ... c5 10 ♖d1 seems best. If 10 ♗e3 instead, then after 10 ... ♗f6 11 ♖fd1 Black can already take advantage of the inexact enemy play and equalize the position in the center with 11 ... ♗xf3! 12 ♗xf3 ♗c6!. Black's pressure on d4 would then be so great that White would be well advised to liquidate both the pressure and the center with 13 ♗xc6 dxc6 14 ♜d3 cxd4, with dead equality.

Therefore, 10 ♖d1 is better, to exert immediate pressure on the d-file; e.g., 10 ... ♗f6 11 ♜d3, hoping to upset the coordination of Black's pieces as he tries to protect d7. However, even here Black has an answer: after 11 ... ♗c6! 12 dxc5 bxc5 13 ♜xd7 ♜b6 14 ♗f4 (to allow the Queen to escape to c7) 14 ... ♖ac8!, Black's position is so active and threatening—mainly with 15 ... ♖fd8 but also with ideas against b2—that his loss of the d-pawn is insignificant and probably temporary anyway.

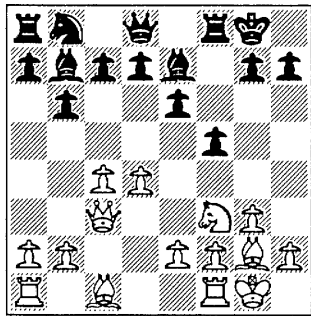
The best for Black after 9 ... c5 10 ♖d1 may be 10 ... d6 11 b3 ♗f6 12 ♗b2 ♜e7.



Position after 12 ... ♜e7

Although White can continue to build his center with 13 ♜c2, getting his Queen off the enemy Bishop's diagonal, after 13 ... ♗c6 14 e4 g6! Black obtains a solid game. His Bishop is safe because it can retreat to g7 in case of an eventual e4-e5. That advance would leave White with a very weak pawn on e5 after an exchange of pawns there. White would do better with d4-d5, but that would also justify Black's position and would even justify ... g7-g6: after 15 d5 ♗b4 16 ♗xf6 ♜xf6 17 ♜d2 Black plays 17 ... e5! and follows up with an eventual ... f7-f5, attacking the most vulnerable point in the White center—the e4-square. In addition, this line would revive Black's temporarily blocked Bishop on b7, which would soon come to live, via c8, on the diagonal leading to h3. Note that White's own Bishop at g2 in this position is restricted by its own pawns—a classic example of the "bad" Bishop.

Now back to 9 ... f5.



10 b3

Once Black plays ... ♘f6, White will not be able to play the d4-d5 idea conveniently. As our Instructive Game No. 1 shows, there are times when d4-d5 can be risky for White. But now, for what is truly the first time in the game, White can play d4-d5 without risking material (compare 7 d5, for example).

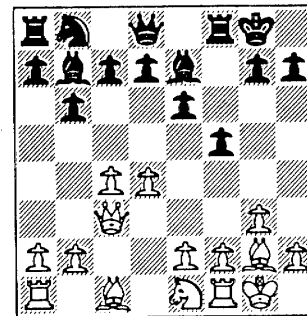
After 10 d5 exd5 White cannot play 11 ♘d4, as he can in some similar positions, because of 11 ... c5! followed by 12 ... d4, attacking the Queen and gaining time to play ... ♗xg2. If White wants to retain material equality he must do it with 11 ♖e1. But this is quite sufficient after 11 ... ♘f6 12 ♙d2!, forcing Black to defend against the threat to win with 12 ♗xd5+ ♗xd5 13 ♙xd5+.

Instead of 10 ... exd5, Black should preserve the cohesion of his pawns by first hitting the enemy Queen with 10 ... ♘f6. If White brings his Queen back to c2 to

support his center with e2-e4, Black can play 11 ... c6!, liquidating the White center effectively; e.g., 12 dxe6 dxe6 13 ♗f4 ♙e7 followed by ... e6-e5 with a good game for Black. Therefore 11 ♙d2 is better, to meet 11 ... c6 with 12 ♘d4! with an excellent concentration of strength in the center (12 ... c5? 13 ♘b5). If White can maintain the center tension—that is, possibilities of exchanging or advancing pawns there at his option—he will have an edge.

This explains why he stands a little better also after 10 d5 ♘f6 11 ♙d2 ♙e8: White again plays his Knight to the fine outpost at d4. Black then can close the center with 12 ... ♗xd4 13 ♙xd4 e5 and gain time to complete his development. By putting his e-pawn and, later, his d-pawn on dark squares, he will minimize the disadvantage of not having a dark-square Bishop. But one advantage of having two Bishops when the opponent doesn't is the possibility of opening lines by exchanging pawns later on in the middlegame or endgame, since open lines are what Bishops thrive on. In concrete terms, this means that after 13 ... e5 14 ♙c3! d6 White can improve the future of his Bishops with 15 f4!, one of the points being that if Black tries to avoid the exchange by playing 15 ... e4, White takes powerful control of the long diagonal leading to Black's King with 16 b3 followed by ♗b2. Black should therefore play 15 ... ♘d2.

Another bid for advantage lies in 10 ♖e1, simplifying the position.



Position after 10 ♖e1

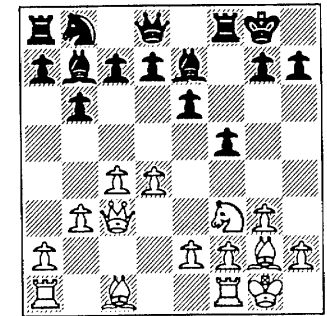
This offer to exchange Bishops is available to White at any point in the opening after he has castled. Since Black is getting too strong a grip on the light squares, White offers the trade now, to facilitate his intended action in the center (eventually d4-d5 or e2-e4 or both). However, 10 ♖e1 momentarily decentralizes the Knight, so White answers 10 ... ♗xg2 by recapturing 11 ♘xg2, to get the Knight back near the center. But now the Knight does not protect the d-pawn as it did when it was on f3, and Black immediately pounces with 11 ... ♘f6.

White's problem is that he can't play ♙c2, intending d4-d5 or e2-e4, because the d-pawn can simply be taken. Instead, he can play the Queen to d3 with d4-d5 or e2-e4 in mind, at the same time keeping the d-pawn protected—but the Queen is awkwardly placed on d3 in view of

the pressure Black can add to d4 with his Knight. After 12 ♙d3 ♘c6 the advance 13 d5, for example, is premature because of 13 ... ♘b4 14 ♙b3 ♘a6! followed by 15 ... ♘c5, and with his two excellently placed minor pieces, Black has nothing to worry about. This is one of those times when d4-d5 does *not* work.

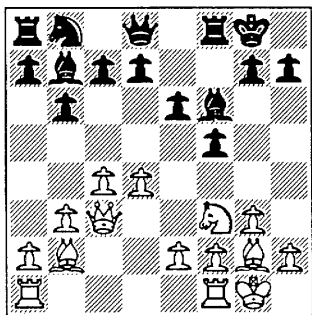
White can improve on this with 12 ♗e3 instead of 12 ♙d3. Then 12 ... c5 is too dangerous for Black because of White's rapid occupation of the d-file after 13 ♙d2!. Black must either trade with 13 ... cxd4 or protect his c-pawn, but both alternatives are weak. Therefore, instead of 12 ... c5 Black should maneuver toward ... e6-e5; for example, 12 ... d6 or 12 ... ♘c6 followed by 13 ... ♙e8 seem most appropriate.

After 10 d5 or 10 ♖e1 White obtains a slight advantage. The fianchetto of White's Queen Bishop is a try for a bigger advantage.



10 ... ♘f6
11 ♗b2

This position was advocated by Milan Vidmar, the first great Yugoslav player. White doesn't make things easier for his opponent by exchanging pieces and doesn't try to force matters in the center, which would let Black find squares for his pieces. Now, for instance, Black has to face a question he has been avoiding for several moves: 'what should he do with his Knight? And what about his Queen and Queen Rook? While White's Rooks will have plenty to do on e1 and d1 (or d1 and c1 if White plays c4-c5), Black's heavy pieces have uncertain futures.



It is already a bit late for Black to think about ... c7-c5. The opportunities for that idea came earlier (moves 5, 6, and 9) and may come again later in the middlegame, but for the time being Black is simply not prepared to make such a sharp move. After 11 ... c5 12 ♝d2! Black has serious difficulties; e.g., 12 ... cxd4 13 ♜xd4 followed by ♜b5-d6!, or 12 ... ♞a6 13 dxc5 ♜xc5 14 ♜xf6 and 15 ♜fd1.

One of the two most natural solutions to the problem of Black's Knight is to give it a square at d7 by playing ... d7-d6; the other is to develop it immediately at c6. Both have their drawbacks, but they do have the advantage of keeping Black's pieces aimed at the center.

The older move here is 11 ... d6, with the idea of playing ... ♝e7, ... e6-e5, and ... ♞d7. Nimzovich, to whom this opening owes so many of its ideas, also liked to play ... ♝e7 and ... g7-g5! in similar positions. In either case Black must be extremely alert to the dangers involved in the opening of the d-file and in White attacks on his e6. The Black pawns at f5, e6, and d6 are very brittle and are subject to all sorts of attacks, including the familiar d4-d5 idea.

A natural continuation is 11 ... d6 12 ♜ad1 ♝e7. Now, finally, it looks like the right time for 13 ♞e1 and the exchange of Bishops by 13 ... ♜xg2 14 ♜xg2. White can put his Queen on the diagonal just vacated by the Bishops; e.g., 14 ... ♞d7 15 ♝f3! followed by e2-e4 or the annoying raid ♝b7. Black would do better to play 14 ... ♞c6 in this case.

But why not move the Knight there in the first place (instead of 11 ... d6)? True, it is not the most effective place for the Knight, for it blocks the Bishop and may provoke d4-d5. But the c6 square is only a springboard, as David Bronstein has called it, to other points. The Knight can

drop back to d8 and later to f7. Or it can go to e7 and then join in a Kingside attack. Moreover, with 11 ... ♞c6 instead of 11 ... d6 Black avoids the weakening of his e6 that can get him into so much trouble. White will be taking aim at e6 when he plays ♞e1, recaptures ♜xg2, and eventually puts the Knight on f4, a fine post where the Knight attacks e6 and supports the d4-d5 thrust.

Here are three games to illustrate the ideas of the King Bishop fianchetto variation. In the first White misplays his center, in the second he handles it accurately, and in the third Black diverges from the main line at an early point so that he can establish his own pawn foothold in the center.

Instructive Game No. 1

White: A. Miles

Black: V. Korchnoi

Wijk aan Zee 1978

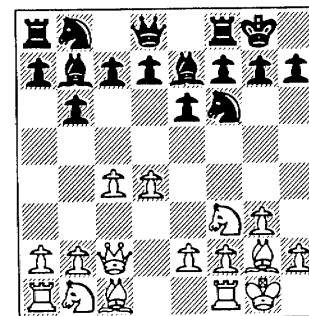
- | | | |
|---|-----|-----|
| 1 | d4 | ♞f6 |
| 2 | ♞f3 | e6 |
| 3 | g3 | b6 |
| 4 | ♜g2 | ♜b7 |
| 5 | c4 | ♜e7 |

A strange and neglected move here is 5 ... g6, turning the game into a kind of King's Indian Defense in which Black has played ... e7-e6 instead of ... d7-d6. The difference is likely to leave Black with weaknesses on some dark squares (f6, for in-

stance), but it remains to be proved that they are serious weaknesses. If Black gets a good share of the center for his pieces, White may not be able to get close enough to Black's position to exploit the weak squares. For example, 6 0-0 ♜g7 7 ♞c3 0-0 8 ♝c2 d5 leads to double-edged play. Perhaps White's best try to exploit the situation is 8 d5! followed by ♞d4.

6 0-0 0-0
7 ♞c3

Since this permits Black's useful ... ♞e4 move, and since ... ♞e4 is a questionable move in other situations, White has good reason to consider alternatives that reinforce the e4-square. The move that comes to mind is 7 ♝c2.



Position after 7 ♝c2 (analysis)

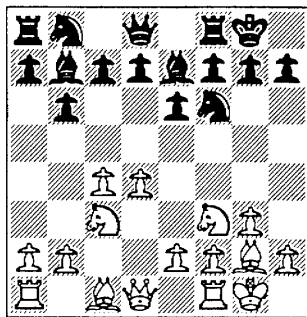
If Black proceeds automatically with 7 ... ♞e4, White closes the trap

with 8 ♖fd2!, and Black's horse, suddenly stuck in the middle of a highly volatile diagonal, must step lively to avoid being lost; e.g., after 8 ... ♗xd2? 9 ♗xb7 ♗xf1 10 ♗xa8 Black loses material. He can avoid the trap with 8 ... ♗d6, protecting the b7 Bishop with his Knight, but he has a terrible game after 9 e4!.

Black must play actively after 7 ♗c2 because quiet moves such as 7 ... d6 invite 8 ♗c3! and 9 e4. Fortunately, there are ways for Black to exploit 7 ♗c2. Since it is not a developing move, as 7 ♗c3 is, it gives Black the extra time he needs to open the game and it puts the Queen on a square that could be overrun.

For example, now 7 ... d5 is a good idea for Black because the liquidation of the center after 8 ♗e5 c5! will help Black's development. After 9 dxc5 ♗xc5 10 ♗c3 Black can play the tricky 10 ... ♗c8!, protecting his Bishop on b7 and thus threatening to win the pawn on c4. The trick, however, is 11 cxd5 ♗xd5 12 ♗xd5 ♗xf2+! winning the unprotected Queen on c2.

This is not the only way of embarrassing the White Queen. With 7 ... ♗c6 Black stops 8 e4 because of the threat 8 ... ♗b4!. Moreover, he can respond to 8 ♗c3 with 8 ... d5! 9 cxd5 ♗b4! followed by recapturing on d5 with the Queen Knight. Black then plays ... ♗c8 and ... c7-c5 with excellent chances—and perhaps even a lead in development.



7 ... ♗e4

Here, however, 7 ... ♗c6 walks into 8 e4! with a wonderful game for White. And after 7 ... d6 White gets the same kind of excellent position with 8 ♗c2! and 9 e4. Once White gets his pawn to e4 he threatens to push Black's pieces back with e4-e5 and ♗e4.

The move ... c7-c5, which can be tried in other positions, is questionable here because of 8 d5! exd5 9 cxd5. White doesn't even have to use the pin on the long diagonal (9 ♗h4) in this case, and he is already threatening e2-e4-e5.

8 ♗c2 ♗xc3
9 ♗xc3

Since White later moves his Queen off this square, wouldn't 9 bxc3 be better? That would leave the Queen on c2 where it supports e2-e4 and also threatens 10 ♗g5!, which would win material (10 ... ♗xg5 11 ♗xb7). And the doubling of White's c-pawns can have a silver lining due to the extra protection of the d4-square.

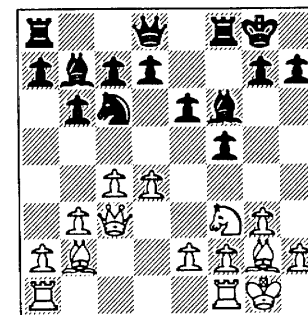
The position can become very sharp after, for example, 9 ... f5 10 d5 ♗c8! 11 ♗d4 c5! 12 ♗b3 d6 and, if possible, ... e6-e5. White's pawn at c3 is not a major weakness in this position, but the pawn on c4 can become one.

Another way of exploiting that potential weakness is 9 ... ♗c6. This does nothing to prevent 10 e4; its purpose is to distract White from any attacking ideas after 10 e4 ♗a5! 11 ♗d2 ♗a6. White's pawn on c4 will be highly vulnerable and almost unprotectable after a subsequent ... ♗c8 and ... c7-c5xd4. White does better to trade off one of the pieces that can attack c4 by way of 10 ♗d2! (instead of 10 e4) 10 ... ♗a5 11 ♗xb7 and then 12 e4. His chances of making his superior pawn center count would then be pretty good.

9 ... f5

This may be Black's last chance to take charge in the center at the price of accepting the hanging pawns. After 9 ... d5 the Black center can become subject to attack by Rooks on the d- and c-files after either 10 ♗f4 or the direct 10 cxd5 exd5 11 ♗d1 ♗d7 12 ♗f4. Now with 12 ... c5 Black gets more freedom than he usually enjoys in this opening, but after 13 dxc5 bxc5 14 ♗c2 and 15 ♗a1 (intending e2-e4! followed by ♗e5, or immediately ♗e5), White's advantage is sure.

10 b3 ♗f6
11 ♗b2 ♗c6



The Knight seems clumsy on this square. There is a general rule of thumb for Queenside openings: don't block your c-pawn with a Knight. Here the rule seems appropriate because the Knight doesn't really add to the pressure on White's center and is always in danger of being kicked away by d4-d5!. Compare what happens in the game with what could happen after 11 ... ♗e7 (instead of 11 ... ♗c6) 12 ♗d2! and now 12 ... ♗c6?!. White would be already prepared to advance in the center and could play 13 d5! followed by 14 ♗d4!, with considerable pressure on e6 and f5 and with e2-e4 coming up very quickly.

12 ♗ad1

This is a good waiting move; Black is unable to prevent White's d-pawn from advancing and opening lines. But since White will not be able to play d4-d5 until his Queen moves off

the long diagonal (12 d5??? ♖xc3), 12 ♖d2 is worth considering. And so is 12 ♖c2, intending to support e2-e4 after ♗e1.

12 ... ♖e7

The Queen move clears the first rank so that Black can play ... ♖ae8, and it gives Black's Knight a good square at d8 in case it has to retreat.

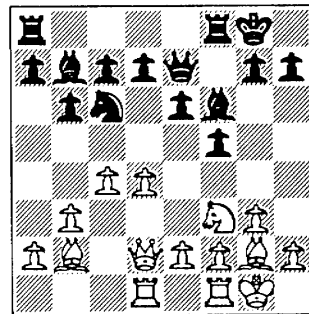
13 ♖d2

All according to plan. White hopes to play d4-d5 next move and follow up with ♗d4 and e2-e4. The opening of lines in the center will almost certainly favor the better developed player. The plan is sound, but in this particular middlegame it just doesn't lead to much of an edge.

White would do better to aim for e2-e4 directly. For example, 13 ♖c2! looks like an excellent alternative. If Black continues as in the game with 13 ... ♗d8, White can bring additional pressure to bear on e4 with 14 ♗e1. Then, after the exchange of light-square Bishops, White will play e2-e4 and open the e-file for use by his Queen and King Rook. Thus White would keep d4-d5 in reserve and retain the extra option of opening the c-file with c4-c5 at some later point.

Notice the tactical trick involved in 13 ♗e5. This would also lead to the exchange of light-square Bishops, but on terms not favorable for White. Black can play 13 ... ♗xd4!,

threatening to fork the enemy King and Queen with a check at e2. After 14 ♖xd4 ♗xg2 15 ♖xg2 d6 Black neutralizes the pressure (16 ♗c6 ♖e8).



13 ... ♗d8!

Now we can appreciate Black's idea. His Knight was not intended to remain on c6 but was headed all along for the Kingside, specifically for f7, where it can support an advance in the center (... e6-e5) or a pawn charge against the enemy King (... g7-g5-g4 and ... ♗g5). While at d8, the Knight protects the Bishop at b7 so that White will not have any tactical tricks aimed at that Bishop.

White should now accept the fact that he must exchange light-square Bishops. His best bet is 14 ♗e1.

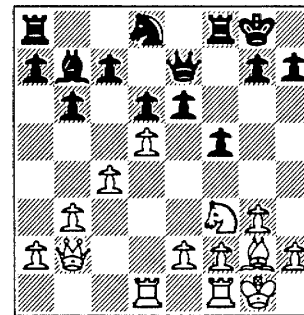
14 d5?

This is good in so many other positions that it is surprising how punchless it is here. If Black captures on d5, White's recapture with a

pawn will create tremendous pressure against c7 on the newly opened c-file. White would then bring a Knight to d4 to survey several of the most critical squares in this position, especially c6, f5, and e6.

But Black can upset this outlook if he reacts properly.

14 ... ♗xb2
15 ♖xb2 d6!



There are two things to evaluate in this position:

1) What happens to Black's Bishop on b7 if the center remains closed? There are only two minor pieces left on each side for the middlegame, and one of Black's is stifled by an enemy pawn at d5. But if Black can play ... e6-e5 he will soon get both minor pieces into action with ... ♗c8-d7 and ... ♗f7. Then he will be ready for a major pawn advance in the center either with ... f5-f4 or with e5-e4 followed by ... ♗e5.

2) What happens if White exchanges on e6? That will leave Black

with several squares that can no longer be protected by pawns, specifically e6 and c6, and d5 loses the valuable support of the e-pawn. But 15 ... d6 gives Black excellent piece play. He will be able to put his Knight on c5 and concentrate once again on the e4-square. Eventually White will have to trade Bishops and this will weaken White's Kingside. Finally, the exchange of center pawns by dxex6 will give Black at least as much activity along the half-open e-file as White will get out of the half-open d-file.

Thus it appears Black is quite secure whether or not he gets to play ... e6-e5. Perhaps White's best line here is 16 e3 (to stop 16 ... f4) and then after 16 ... e5 the flexible plan 17 ♗d2 and 18 f4!

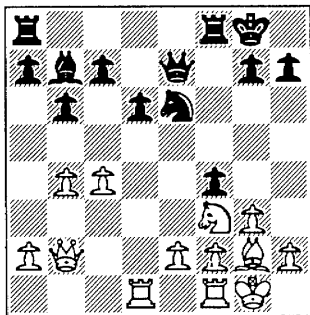
16 dxex6 ♗xe6

The Knight is placed even better at e6 than at f7 because now it can easily hop to c5 or g5.

17 b4?

This at least keeps the Black Knight out of c5. It also looks like what White should be doing. He needs some additional open lines for his pieces because the d-file alone, with nothing to attack and a rock-solid d6, will not give him much. Perhaps if White can play c4-c5 ...?

17 ... ♗f4!



Black now has a solid advantage, although even masters may be excused for failing to appreciate it. He has all the major options in the middlegame: he can attack on the Kingside with ... ♖f6-h6 and ... ♗h5, in the center with ... ♖ae8 and ... ♔g5, or on the Queenside with ... a7-a5 (since the reply b4-b5? would surrender c5 to Black's Knight). White is not prepared to enforce c4-c5 and he dare not try to open the center with e2-e3. This means he will have to live with the pawn structure that exists now or with whatever changes in it *Black* wants to make.

The Black pawn at f4 is powerful for several reasons. Black has the option of ... f×g3, of course, but he also can play ... f4-f3! at some point, to block White's access to defensive squares (we'll see more of this later). Also, the pawn stops White from building a solid Kingside with e2-e3 and ♖e1-d3.

18 ♖d2

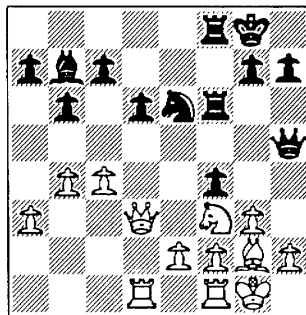
This does virtually nothing. White

would do better to trade off some minor pieces by moving his Knight. Black still stands better after 18 ♖e1 ♖×g2 and 19 ... ♗f6; or, if White tries to trade two pairs of pieces with 18 ♖d4, then 18 ... ♖×g2 and 19 ... ♔g5!. But at least the exchanges would ease the pressure. The text move gives the enemy a few free moves.

18 ... ♗f6
19 ♗c3 ♖af8
20 a3 ♗e8!

Black's plan is quite simple: he will bring a Rook to h6 and his Queen to h5. The threat will then be ... ♖xf3 and ... ♗xh2 mate. White could cover his h2 only by advancing his h-pawn, but at h3 the pawn would be vulnerable to ... ♔g5 and at h4 it would walk into ... g7-g5 or a similar attack.

21 ♗d3 ♗h5
22 ♖dd1



Admitting that 18 ♖d2 didn't do anything.

22 ... ♗h8
23 ♖h4

Although this would have alleviated some of Black's Kingside pressure several moves ago, now it only speeds up the attack. White might as well wait a little longer to see if Black can find a crushing method of attack. After 23 ♖d2 or some other "pass" move, Black can try 23 ... ♗h6 but would still have a long way to go after 24 h3.

The exchange of Bishops that now follows is quite helpful to Black because it removes the last defender of h3. This means that White will not be able to play h2-h3 as a defense against ... ♗xh2 mate.

23 ... ♖xg2
24 ♗xg2

So the King watches h3. After 24 ♖xg2, the maneuver that White usually relies on to bring his Knight back into play in the center, Black can use that ... f4-f3 move we mentioned earlier. For example, 24 ♖xg2 f3! 25 exf3 ♗h3!! and there is no defense to 26 ... ♗h6 followed by ... ♗xh2+. The point of 24 ... f3 was to block White's Queen from defending the Kingside as it could after 24 ... ♗h3? 25 gxf4!, attacking Black's Queen.

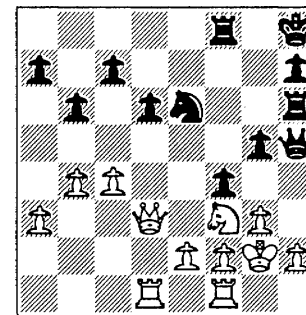
This explains why Black didn't play ... f×g3 earlier: he kept the option open as long as possible, knowing that the only way White could deny it to him was by gxf4,

which would wreck his own Kingside.

24 ... g5

Now the Knight must retreat. But at least White's King can keep the Queen out of h3 for a move or two.

25 ♖f3 ♗h6



The threat here is 26 ... ♗h3 + 27 ♔g1 g4 28 ♖h4 ♖xh4! and ... f4-f3. Black's attack is succeeding because it is aimed at more than one square. In some cases it is h2 that is threatened, in others g2, and in some lines White can be mated on h3 or f2 or even f1. In fact, if White covers his h-file weaknesses with 26 ♖h1, Black plays 26 ... ♗h3 + 27 ♔g1 f×g3 (not 27 ... g4 28 ♖e1! f×g3 because of 29 ♗xg3!) 28 f×g3 g4 and penetration along the f-file (29 ♖h4 ♖hf6).

26 h4

This should not work. All Black

has to do is calculate a few variations to see how to exploit this obvious weakening of the Kingside.

26 ... gxf4

If White now recaptures on h4 with his Knight, Black has a very nice combination using the theme of blocking the Kingside: 27 ♖xh4 f3+! 28 exf3 ♖f4+!, and mate follows 29 gxf4 ♔g8+.

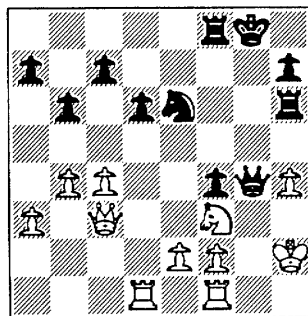
27 ♖c3+ ♔g8
28 gxf4

Now that the Queen has left d3, White can consider the line mentioned above. There would be no fork of King and Queen after 28 ♖xh4 f3+ 29 exf3 ♖f4+ and he could play 30 ♖h2. But the position would be hopeless because of 30 ... ♖f5! (possible now because of White's 27th move), threatening 31 ... ♖h3+.

The only other defense is 28 ♖h1, to pin the pawn at h4. But Black should win after 28 ... h3+.

28 ... ♖g4+
29 ♖h2

Black might be tempted to play 29 ... ♖xh4+ now, removing the last pawn in the way of his attack force. But White's Queen would still be available for defense and would rush to the King's aid after 29 ... ♖xh4+ 30 ♖xh4 ♖xh4+ 31 ♖h3!. Black needs another idea.



29 ... ♖g5!

You saw, of course, that White was threatening to win with 30 ♔g1. Black's move stops it by threatening 30 ... ♖h3+ while blocking the g-file. The main point of 29 ... ♖g5 will be revealed in a couple of moves.

30 ♖xg5 f3!

Now if the Knight takes the f-pawn we will have the same position as in the diagram but without the Black Knight—and without the Black f-pawn. The difference is 31 ♖xf3 ♔xf3! followed by 32 ... ♖xh4+.

31 ♖xf3

Giving up the Queen cannot be an adequate defense, but Black had to see a few moves deeper.

31 ... ♖xh4+
32 ♖h3

White would still have a game to

play after 32 ... ♖xh3+ 33 ♖xh3: he has weathered the attack and can put up a fight with his Rooks. But he doesn't get the chance for that.

32 ... ♖xg5!

The final point. Black gets the Queen and the Knight. He doesn't allow White to regain the Queen with 33 ♔g1 because that would be met by 33 ... ♖xf2+. There is only one option left to White: he resigns.

2 ... e6
3 ♖f3 b6
4 g3 ♖b7
5 ♔g2 ♔e7
6 0-0 0-0
7 d4

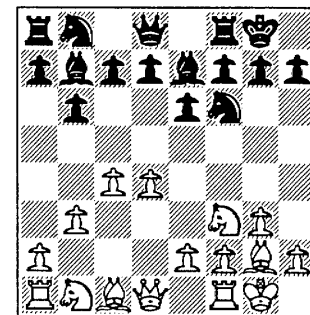
Instructive Game No. 2

White: T. Petrosian
Black: M. Botvinnik

World Championship Match,
Moscow 1963
19th Game

1 c4 ♖f6
2 ♖c3

At times White avoids an early c2-c4 and only later reaches a normal Queen's Indian setup. Here he avoids d2-d4. There are some advantages to the way he plays these early moves: he avoids the complications of an early attack on his d-pawn by ... c7-c5, he can play e2-e4 more easily, and he doesn't have to worry about ... ♖b4 because, not having advanced his d-pawn, that Bishop move does not pin his Knight on c3. But the game transposes into a normal Queen's Indian by move seven.



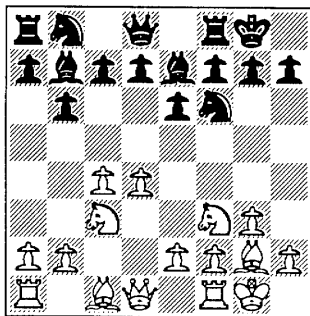
Position after 7 b3 (instead of ♖c3)

If White can play ♖b2 and ♖c2 before ♖c3, he will achieve the same kind of position he eventually reaches at move 11 but without helping Black's game by allowing the exchange ... ♖e4xc3. Unfortunately for White, he can't do everything he would like to do. Black can now play one of the active center moves that

are usually too dangerous for him so early in this opening.

For example, 7 ... c5! is a fine move here, since White cannot support d4-d5 sufficiently and because of an extra finesse. That finesse is revealed in 8 d5? exd5 9 Qh4 (so far, just like several other positions we have seen) 9 ... Qe4 threatening ... Qf6! as well as ... Qxh4, and White is in danger of losing material because of his b2-b3 move. The move 7 ... c5 is properly energetic and can end up giving Black excellent play after either 8 dxc5 bxc5! followed by ... d7-d5 and ... Qc6, or 8 Qb2 cxd4 9 Qxd4 Qxg2 and 10 ... d5.

Black can also get a good game with 7 ... d5 because the lack of a White Knight on c3 prevents White from effectively countering Black's moves in the center. White doesn't have the pressure against Black's d-pawn that he normally enjoys, so Black obtains good chances after either 8 cxd5 exd5 9 Qb2 Qbd7 followed by ... Qe8 and ... Qf8, or 8 Qb2 dxc4! 9 bxc4 c5!.



7 ... Qe4
8 Qc2 Qxc3
9 Qxc3

White would dearly like to play 9 Qg5, the by-now familiar coup of attacking h7 and b7 with one move (9 ... Qxg7 10 Qxb7). But it fails here because of 9 ... Qxe2+! (10 Qxe2 Qxg2 or 10 Qh1 Qxg2+).

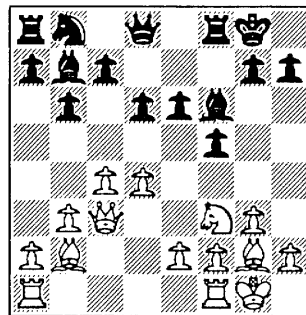
9 ... f5

An interesting idea here is 9 ... Qc8 to be followed by ... Qb7 after the inevitable exchange of Bishops. The Queen on c8 also watches the e6-square and permits Black to play ... d7-d6 and ... f7-f5 without fear. White should respond by calmly continuing his development with 10 Qf4 or 10 b3. For example, 10 Qf4 d6 11 Qfe1! f5 (otherwise e2-e4) 12 Qad1 with a purposeful concentration of pieces in the center that can suddenly explode after, say, 12 ... a5 13 a3 a4? 14 c5! (14 ... dxc5 15 dxc5 Qxc5 16 Qe5! Qf7 17 Qg5).

The moves of a typical Queen's Indian Defense, especially in the fianchetto variation, often seem quiet and unassuming; but they are very precise—one slip can often produce a suddenly one-sided position, as the above line shows.

10 b3 Qf6
11 Qb2 d6

Something can be said for 11 ... Qc8 even at this late date. Then 12



rarely a mistake to develop your pieces in or near the center.

13 Qe1!

The Knight heads for the very good square f4, but it can get there only by a circuitous route: Qe1-g2-f4.

13 ... Qxg2
14 Qxg2

Qd2, getting the Queen off the sensitive diagonal, can transpose into the present game after 12 ... d6 13 Qe1 Qxg2, but Black would have the extra option of playing ... Qb7 after White recaptures on g2. That long light-square diagonal from b7 to g2 is worth fighting for.

12 Qad1 Qd7

With the Queen on c8 Black would be safe from little combinations such as the one White can initiate here with 13 Qg5!?. Actually, this tactical device would quickly lead to an exchange of almost everything necessary to make the middlegame interesting, and the position would probably be drawn after 13 Qg5 Qxg2! 14 Qxe6 Qe7 15 Qxf8 Qxf1 16 Qxd7 Qxe2.

If Black can bring his Knight safely to d7, as he can here, there is no reason to delay. The Knight will head for e4 by way of f6 or will support ... e6-e5. There are other ideas, such as ... a7-a5 or ... Qa6 and eventually ... Qc5, but it is

White has the beginnings of a wonderful position, but it takes a jeweler's eye to see it. The exchange of two sets of minor pieces has actually helped him by giving him a clear superiority in mobility with his remaining Bishop and Knight. Now, for example, 14 ... Qe7 seems to be Black's most natural move since it connects his Rooks and more-or-less completes his development. But it does not end his problems because White continues 15 Qc2! intending e2-e4. Black could not then respond 15 ... d5 because of 16 cxd5 followed by 17 Qxc7. And if he plays 15 ... Qae8, White's advantage would be clear after 16 e4 fxe4 17 Qxe4. Even better than 15 Qc2 in this line is 15 Qf3!, with the same e2-e4 idea but also with thoughts of sweeping through the Queenside at b7.

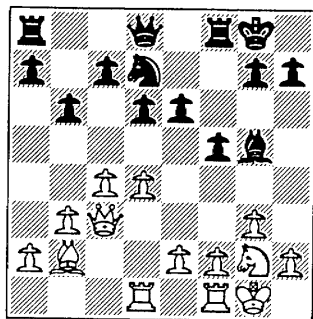
Since the battle is shaping up over e2-e4, Black must either try to prevent it directly or take White's attention away from it.

The limited number of minor pieces prevents Black from finding

counterplay, as does his overall weakness in the center. For example, 14 ... e5 looks active enough to distract White from his own plans. But then 15 ♖f3! gives White a slight but solid edge; e.g., 15 ... g6 ♖d5+ followed by dxe5.

Black can try to delay e2-e4 with 14 ... ♖e8 15 ♖c2 g5!?. This move telegraphs Black's intent to attack on the Kingside after 16 e4 f4! (the advanced pawn is safe because of 17 gxf4 gxf4 18 ♖xf4 ♖xd4!). Its main idea is to avoid the exchange on e4 or f5 that would result from e2-e4, which would help White's game by giving him central lines for his Rooks. At the same time, Black tries to open Kingside lines for his own pieces. But after 15 ... g5 White can play 16 f4! ♖g6 17 ♖fe1, and now e2-e4 cannot be denied in a favorable position for White. Black would have problems on the e-file.

14 ... ♖g5



Another idea: Black intends to meet ♖f4 with ... ♖xf4 and to meet

e2-e4 with ... f5-f4. But can Black safely ignore what is happening in the center? Can he allow his opponent to build a vast pawn fortress backed up by his Rooks? Not likely.

15 ♖c2

White is ready to play 16 f4! and 17 e4. So Black plays ...

15 ... ♖h6
16 e4!

If 16 f4 Black squelches e2-e4 once and for all by bringing his Knight to f6. Black would probably then stand better because he can post his Knight on e4 and open the Kingside with ... g7-g5 while White is trying to find something to do with his suddenly inferior Bishop.

16 ... f4

As we saw in the previous game, this pawn can wreak havoc on the Kingside if supported by an appropriate cast of characters. The difference between the two games, however, lies in Black's inability to back up this pawn. His Queen and Queen Rook are essentially out of action and his Knight is denied a useful role by the White pawn center.

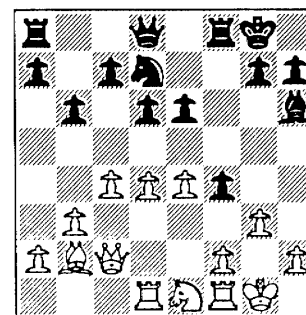
17 ♖e1

This takes the sting out of ... f4-f3 and enables White to safely ignore the Kingside. If Black captures on

g3, White retakes with his h-pawn and keeps the f-file partly closed.

Now White prepares to open the center, where he has a noticeable edge. There are three basic "breaks," or methods of forcing an exchange of pawns: c4-c5, d4-d5, and e4-e5. Each has its different pros and cons in the different typical Queen's Indian positions. In this position, for instance, d4-d5 would be met by ... e6-e5, keeping the center closed and giving Black the time he needs to bring his Queen into action via ... ♖g5-h5-h3 followed by ... ♖f6-g4. And c4-c5 will need extra support because the c5-square is amply guarded by Black's Knight.

But there is nothing Black can do about a well-timed e4-e5. If Black pushes his d-pawn in answer to e4-e5, he permits the opening of the c-file. If he exchanges on e5 he opens the d-file. And if he allows e5xd6 he leaves his e-pawn on a half-open file and subject to pounding by ♖e4. Finally, he cannot stop e4-e5 with 17 ... e5 because of 18 dxe5 dxe5 19 ♖xe5! (19 ... ♖xe5?? 20 ♖xd8).



17 ... ♖e7?

Black should at least try 17 ... ♖g5. Then 18 e5 dxe5 19 dxe5 ♖xe5 20 ♖e4 ♖g4 or 20 ... ♖f7 or, best, 20 ... ♖h5 threatening the Rook at d1, would help Black considerably.

18 e5! dxe5
19 dxe5

White has the strong positional threat of ♖e4-c6, with powerful penetration into the squares that Black has left exposed. After 19 ... ♖c5 White can kick the Knight back with b3-b4, but more annoying is ♖a3, intending ♖xc5 as soon as Black moves his Queen out of the pin.

19 ... ♖ad8

Among the defensive formations suggested after the game was 19 ... ♖f7 followed by ... ♖af8 and ♖b8 or by ... ♖f8-g6. If that's the best Black can do, he's in a bad way.

20 ♖e2

This enables White to bring his Knight to c2 and from there to d4, but it's more likely that White wants to play ♖f3 without having to worry that ... fxf3 will expose it to attack on the f-file. Notice that on 20 ♖e4 Black's 20 ... ♖c5 would force the Queen back to e2 to guard the attacked Rook.

20 ... ♖g5

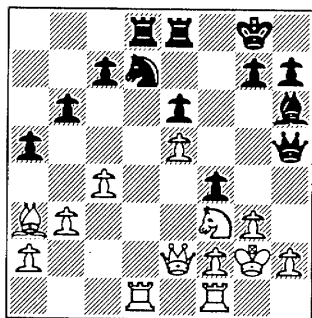
For better or worse, this was the time to play a Knight move; e.g., 20 ... ♖c5. Now the Black Queen turns out to be misplaced.

21 ♖g2! a5
22 ♖f3 ♖h5

Now we can see the point of White's King move: to protect his Knight on f3 and allow his Queen to move freely.

23 ♖a3 ♖fe8

Black doesn't want his pawns to be wrecked by 23 ... ♖c5 24 ♖xc5; 23 ... ♖f7 would create a pin for White on the d-file and 23 ... c5 would give White the occupation of d6 with 24 ♖d6!. The lesser of the four evils is the text move, which gives up all hope of play along the f-file.



24 ♖d4!

With the enemy Queen offside at h5, White sees that he can penetrate with his own Queen or Rooks along

the d-file. He threatens to double Rooks on the file now.

24 ... ♖b8
25 ♖fd1 ♖xd4

If 25 ... ♖c6, hoping to exchange both sets of Rooks on d8, White answers 26 ♖d7!.

26 ♖xd4 ♖g3

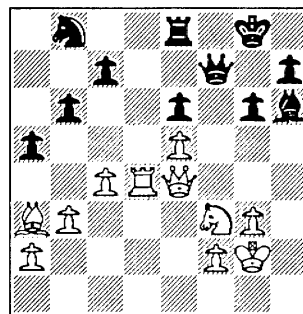
Eventually White would have taken the pawn on f4. The exchange on g3 helps White in a few ways: it gives him the h-file (see the note after White's 29th move) and eliminates the danger of a subsequent ... f4-f3 as in Miles-Korchnoi (Instructive Game No. 1). Slowly but surely, White is making progress.

27 hxg3 ♖f7
28 ♖e4 g6?

Black has no good moves (28 ... ♖d7 29 ♖b7), so it is not surprising that this one loses. That it loses in forty moves rather than in five or twenty-five is due to White's sloppiness in the latter part of this game. But even that shows that there are many different methods of exploiting this kind of advantage.

It is the kind of advantage, moreover, that is common in the Queen's Indian Defense when Black mishandles the center, as he has done in this game. White has exchanged off the light-square Bishops and now occupies the square he has been

fighting for since the very beginning. His superiority in terms of center pawns has been translated into control of the board's only open file (the d-file), thanks to e4-e5. And the power of his heavy pieces enables his minor pieces to control more terrain than their Black counterparts.



29 ♖b7

This is so logical and consistent that it is hard to criticize. But 29 ♖h4! would have won almost immediately. The Bishop has no good retreat because of ♖g5 (29 ... ♖f8 30 ♖g5 ♖g7 31 ♖xf8). The defense 29 ... ♖g7 loses to 30 ♖d8!. The reason White didn't play 29 ♖h4 was that he overlooked the right answer to 29 ... ♖g7. The crushing response he missed was 30 ♖d1! followed by 31 ♖h1, exploiting another of White's advantages, the half-open h-file.

29 ... ♖g7
30 c5!

Positionally, this decides the game

because now virtually any type of endgame will be in White's favor due to Black's ruptured pawns. The variation he had to calculate before playing 30 c5 was 30 ... ♖f8 31 cxb6! and if 31 ... ♖xa3 32 bxc7 wins easily; so Black would have to recapture on b6, whereupon White would exchange Queens and Bishops and begin taking prisoners with ♖d6!.

30 ... ♖xc5
31 ♖xc5 ♖d7

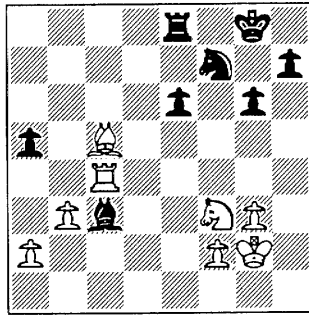
This enables Black to fight on for a while by exchanging Queens. Otherwise he would lose the a-pawn and probably also the c-pawn as soon as White attacked them.

32 ♖xc7 ♖xe5
33 ♖xf7+ ♖xf7

The endgame would be even worse after 33 ... ♖xf7 34 ♖xe5+ ♖xe5 35 ♖d7+ and ♖a7. In an endgame you want your pawns to be compact and in as few groups as possible. White has two pawn "islands" now, Black three. This, with White's advantage in piece activity, is decisive.

34 ♖a4 ♖c3
35 ♖c4

The faster way was 35 ♖d4 because Black could not avoid exchanging Bishops (35 ... ♖b4 36 a3), after which his a-pawn could not be defended.



- 35 ... ♖f6
- 36 ♗b6 ♖a8
- 37 ♖a4 ♗c3
- 38 ♗d4! ♗b4
- 39 a3 ♗d6
- 40 b4! ♗c7
- 41 ♗c3 ♖f8
- 42 b5

White would probably have won faster with 42 bxa5!. But with so much at stake (by winning this game Petrosian would virtually wrap up the match and win the world championship), he plays an equally attractive move that leaves the Black a-pawn as a target and creates a passed b-pawn.

- 42 ... ♖e8
- 43 ♖c4 ♖d8

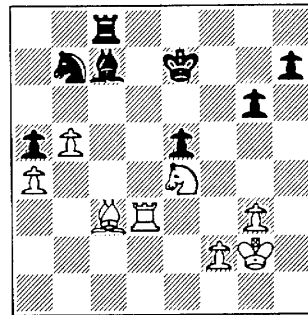
To stop White from bringing his Rook to the seventh rank on the Queenside and to anticipate the advance of the b-pawn, Black had to run over to this side of the board with his King. Now White can switch to a different winning plan. He

brings his Knight to the center and then raids the Kingside with his Rook.

- 44 a4 ♖c8
- 45 ♗d2 ♗d6
- 46 ♖d4 ♖e7
- 47 ♖d3 ♗b7
- 48 ♗e4!

Now he threatens to bring the Bishop or Knight to f6. White is playing the position very cautiously, but eventually Black must create more weaknesses.

- 48 ... e5



- 49 ♗b2! ♗b6
- 50 ♗a3+ ♖e6
- 51 ♗g5+ ♖f5
- 52 ♗xh7 e4

By taking the h-pawn White not only won a pawn but also undermined Black's g-pawn. Now he could have ended the game quickly with 53 ♖d5 + ♖e6 54 ♖g5; e.g., 54 ... ♖f7 55 ♖g4 followed by ♗g5 +.

- 53 g4+? ♖f4!

Instead of giving the White Rook chances to roam with 53 ... ♖xg4 54 ♖g3 +, Black positions his King usefully and safely on f4. Now White has to try another way to win because his own g-pawn is too vulnerable for him to risk a winning attempt on the Kingside.

- 54 ♖d7 ♖c7
- 55 ♖xc7 ♗xc7
- 56 ♗f6 ♗d8

This wins back the pawn, but with the Rooks not present White's b-pawn belatedly becomes the key to the endgame.

- 57 ♗d7 ♖xg4
- 58 b6 ♗g5?

Black's last chance was 58 ... ♖f5 so that on 59 ♗c5 he could try to eliminate all the pawns with 59 ... ♗xb6! 60 ♗xb7 e3! 61 fxe3 ♗xe3 and ... ♖e6.

- 59 ♗c5! ♗xc5
- 60 ♗xc5 ♗f4
- 61 b7 ♗b8
- 62 ♗e3 g5
- 63 ♗d2 ♖f5
- 64 ♖h3 ♗d6
- 65 ♗xa5 g4+
- 66 ♖g2 Black resigns.

Instructive Game No. 3

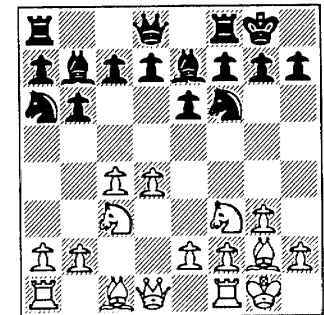
White: W. Browne
Black: B. Spassky

Tilburg 1978

- 1 d4 ♗f6
- 2 c4 e6
- 3 ♗f3 b6
- 4 g3

Here's a historical footnote worth considering: The Queen's Indian Defense has been played eight times in world championship matches (plus another five times in the 1974 match between Anatoly Karpov and Viktor Korchnoi that was, in effect, for the world title). In those thirteen games White chose the normal fianchetto variation ten times. The results: one win, one loss, eight draws.

- 4 ... ♗b7
- 5 ♗g2 ♗e7
- 6 0-0 0-0
- 7 ♗c3 ♗a6!?



This move is a remarkable way of

7 ... 0-0 8 a3 ♗e7 9 ♖c3 c5 140

1 d4 ♖f6 2 c4 e6 3 ♖f3 b6 4 ♖f4 ♗b7 5 e3 ♗b4 +
5 ... ♗e7 142, 146

6 ♖fd2
6 ♖c3 142
6 ♖bd2 143

6 ... 0-0 7 a3
7 ♗d3 143

7 ... ♗e7 8 ♖c3 d5
8 ... c5?! 144

9 cxd5 ♖xd5 144
9 ... exd5 144

10 ♖xd5 ♗xd5 144, 147

1 d4 ♖f6 2 c4 e6 3 ♖f3 b6 4 a3 ♗b7
4 ... c5 145
4 ... ♗a6 149

5 ♖c3 d5
5 ... ♗xf3?! 152
5 ... ♗e7 152
5 ... ♖e4 153

6 cxd5 exd5
6 ... ♖xd5 145

7 ♗g5
7 ♗f4 146

7 ... ♗e7 8 e3 0-0 9 ♗c1
9 ♗d3 153

9 ... ♖bd7 146, 150

Part Seven: The Modest White Center 158-173

1 d4 ♖f6 2 ♖f3 b6 3 g5 ♗b7!
3 ... e6 159
3 ... ♖e4 159

4 ♖bd2
4 ♗xf6 160

4 ... c5! 5 e3 e6 6 c3 ♗e7 7 ♗d3 0-0 8 0-0 cxd4 160

1 d4 ♖f6 2 ♖f3 b6 3 ♗f4 160

1 d4 ♖f6 2 ♖f3 b6 3 g3 ♗b7 4 ♗g2 c5!
4 ... e6 163

5 0-0
5 dxc5 163

5 ... cxd4 6 ♖xd4
6 ♗xd4 163

6 ... ♗xg2 7 ♗xg2 g6!
7 ... d5 164
7 ... ♗c8 164

8 c4
8 e4 164
8 ♖c3 164

8 ... ♗c8!
8 ... ♗g7 164

9 b3
9 ♗d3 165

9 ... ♗g7 10 ♖c3 ♗b7 + 11 f3 d5! 165

1 d4 ♖f6 2 c4 b6?! 165

1 d4 ♖f6 2 ♖f3 e6 3 e3 168-169

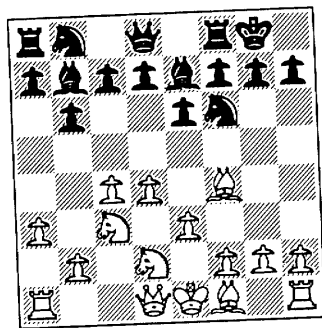
Part Eight: The Queen's Indian Attack 174-180

1 ♖f3 d5 2 b3 c5 3 e3!
3 ♗b2? 174

3 ... ♖f6 4 ♗b2 e6
4 ... g6 176

5 ♖e5 ♗d6
5 ... ♗e7 177

6 f4 0-0 7 ♗d3!? ♖fd7 8 0-0 175



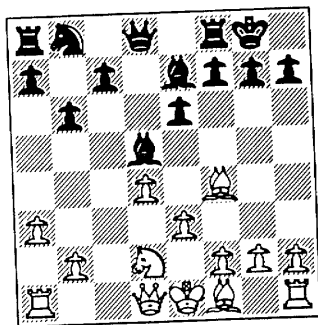
8 ... d5

8 ... c5?! has a serious tactical drawback. After 9 d5! White threatens to drive a wedge into the Black position with e3-e4 and then eventually e4-e5 and d5-d6. Black would like to take the d-pawn, but after 9 ... exd5 10 cxd5 ♖xd5 (10 ... ♗xd5? 11 ♜f3 and White wins material) 11 ♗xd5 ♗xd5 12 ♜f3 ♗c7 (forced, to protect the Rook; Black would get a Queen and pawn for his two Rooks after 13 ♗xc7 ♜xc7 14 ♜xa8 ♗c6, and White's Rooks would still be a long way from the battle) 13 ♜b7! d6 14 ♗c4, White will win back the pawn on d6 (after 0-0-0) and keep a clear edge.

9 cxd5 ♗xd5

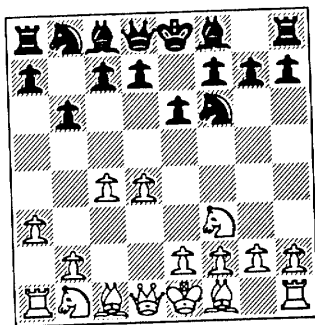
The position after 9 ... exd5 10 ♗d3 c5 11 0-0 ♗c6 12 ♜f3 is similar to ones examined in section C below, the move 4 a3. That little move turns out to be useful in several ways, and it stamps ... ♗b4+ in this line as erroneous.

10 ♗xd5 ♗xd5



With ... c7-c5 Black will equalize in the center, and his next task will be to complete his mobilization with ... ♗d7, ... ♜c8, etc. If White answers ... c7-c5 with dxc5, a symmetrical pawn structure results, leading to a quiet game. For a continuation, see Instructive Game No. 1.

C: 4 a3



Former World Champion Tigran Petrosian, a great disciple of Nimzovich, the father of prophylaxis (the art of foiling the opponent's active schemes before they can be

realized), was the first to recognize the potential of this extremely modest move. Although Petrosian was not its originator, he employed it with great success. Among grandmasters, it is currently the most popular line in the Queen's Indian Defense.

The underlying idea is simple: Black's King Bishop is excluded from the fight to dominate the e4-square. Although such pawn moves are rare so early in the game, Black will find it impossible to exploit White's loss of time because of the closed nature of the position.

4 ... ♗b7

White does best to answer the sharp 4 ... c5 with the restrained 5 e3. After the committal 5 d5 ♗a6! 6 ♜c2 (White loses the right to castle, at least on the Kingside, after 6 e3? exd5 7 cxd5 ♗xf1) 6 ... ♜e7! (naturally not 6 ... exd5 7 cxd5 ♗xd5? 8 ♜e4+ and White wins a piece), he cannot support his central wedge with 7 e4? because the pin on his e-pawn costs a pawn after 7 ... exd5 8 cxd5 ♗xd5.

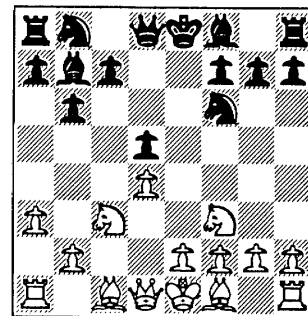
The move 5 e3 might be followed by 5 ... ♗b7 6 ♗c3 ♗e4 (Black fears 7 d5, and he is reluctant to allow White the strong tactical pressure he would obtain along the a4-e8 diagonal after 6 ... d5 7 cxd5 and 8 ♗b5+) 7 ♗xe4 (it would be criminal to permit the doubling of his pawns for no good reason) 7 ... ♗xe4. Now 8 d5 would no longer imprison

Black's Bishop, so best is 8 ♗d3 ♗xd3 9 ♜xd3 cxd4 10 ♗xd4 d6 11 0-0 ♗e7. White will try to increase the pressure on the pawn at d6, and Black will strive for Queenside counterplay via ... a7-a6 and ... b6-b5.

5 ♗c3 d5
6 cxd5

Now 6 e3 would merely lead to a standard position discussed in an earlier chapter, but with the difference that White has lost time with the irrelevant move a2-a3.

6 ... exd5



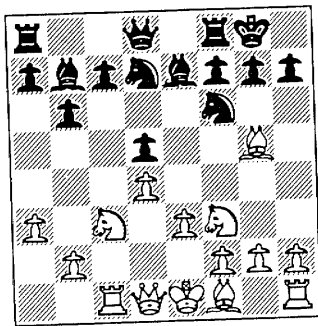
Those with a penchant for active play will undoubtedly prefer 6 ... ♗xd5, keeping the diagonal of the Queen Bishop open. After 7 e3 ♗e7 8 ♗b5+ c6 (8 ... ♗d7? 9 ♗e5) 9 ♗d3 0-0 10 e4 ♗xc3 11 bxc3 c5 12 0-0 ♗d7 13 ♜e2 ♜c7, White has usurped the center with his pawns, but Black's pieces will soon exert central pressure (... ♜ac8, ... ♜fd8, etc.).

7 ♖g5

7 ♖f4 leads to a static, heavyweight maneuvering game after 7 ... ♗bd7 8 e3 ♗d6!? 9 ♗xd6 cxd6 10 e3 0-0 11 ♗d3. Black's pieces have little scope, but the doubled d-pawns, though potentially weak, keep the White pieces at bay. Many exchanges will occur, and White will try to provoke further weaknesses and win in the endgame.

The fianchetto development 7 g3 leads to positions similar to those with exchanges at d5 covered in an earlier chapter. The difference is that there a pair of Knights is exchanged, which makes it easier for Black to maneuver.

7 ... ♗e7
8 e3 0-0
9 ♖c1 ♗bd7



After castling, White will attempt to establish a Knight on the outpost square e5. With his active Bishops supported by the Queen and perhaps the King Rook, he can build a

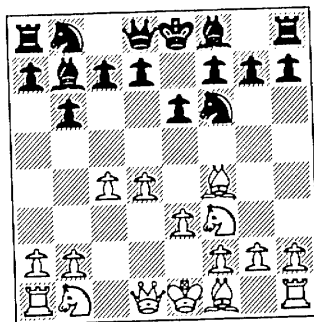
formidable Kingside attack. Black will begin active operations on the Queenside with ... c7-c5 and will either seek play along the c-file or build a pawn assault with ... c5-c4, ... a7-a6, ... b6-b5, etc. See Instructive Game No. 2.

Instructive Game No. 1

White: A. Miles
Black: H. Ligterink

Zonal Tournament,
Amsterdam 1978

1 d4 ♖f6
2 c4 e6
3 ♗f3 ♗b6
4 ♗f4 ♗b7
5 e3



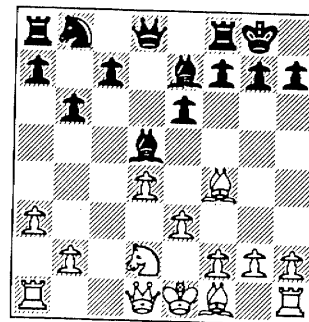
5 ... ♗b4+

If Black intends to try an early ... c7-c5 or ... ♗e4, it's more logical to play 5 ... ♗e7 first, since it appears to force the defensive 6 h3, and then 6 ... c5 or 6 ... ♗e4. A sample: 6 ... c5 7 dxc5 (White will try to exploit

Black's eventual hanging pawns at c5 and d5) 7 ... bxc5 8 ♗c3 0-0 9 ♗e2 ♗c6 10 0-0 d5 (Black accepts the challenge; he can play 10 ... d6 instead, when a maneuvering game with equal prospects arises: White should get his heavy pieces into the fray with ♖c1, ♗c2, and ♗df1, and Black might try ... ♖ac8, ... ♗b6, and ... ♗fd8) 11 cxd5 exd5 12 ♖c1 d4 13 ♗a4 ♗d5. If Black manages to consolidate his foothold in the center he will have the advantage. White might try 14 ♗b3, seeking a tactical solution.

6 ♗fd2 d5
7 a3 ♗e7
8 ♗c3 0-0
9 cxd5 ♗xd5
10 ♗xd5 ♗xd5

Via a slight transposition of moves we have reached a key position.



11 ♖c1

White activates his Rook by bringing it to the half-open c-file.

Black's possible replies are limited by the twofold attack on the pawn at c7.

11 ... c5

The c-pawn makes an important contribution to the struggle for the center.

12 dxc5

White cannot allow 12 ... cxd4 13 exd4, for his isolated d-pawn would then come under strong pressure by ... ♗c6, ... ♗f6, and a frontal assault along the d-file.

12 ... ♗xc5

After 12 ... bxc5? Black's c-pawn would become a liability, and the c4-square, which could no longer be challenged by a Black pawn, would become a jumping-off point for White's pieces.

13 ♗c4

Exchanging the opponent's active pieces has long been recognized as a generally sound strategy. Furthermore, White has spotted a potential weakness at d6 and begins to zero in on it by clearing the obstruction at d5.

13 ... ♗xc4

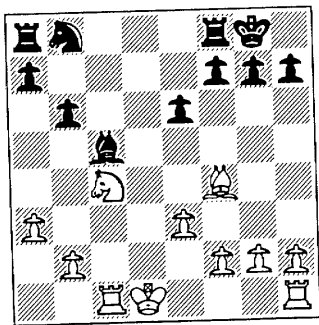
13 ... ♗xg2? loses the Exchange for a pawn after 14 ♖g1 ♗b7 15 ♗h6, etc., but 13... ♗b7!, keeping

the White Knight away from Black's only real weakness (d6), offers equal chances. With 13 ... ♖xc4, Black no doubt hopes to gain a lead in development, for he sees that when White, after 14 ♖xc4 ♗xd1+, recaptures with his King (retaking with the Rook deprives the King Rook of its best square), he will ultimately have to lose time moving it again.

14 ♖xc4

Into the breach . . .

14 ... ♗xd1+
15 ♗xd1



15 ... ♖d7?

15 ... ♖c6 doesn't solve Black's problems either, because after 16 ♗e2! (but not 16 b4 ♗e7 17 ♖xb6? axb6 18 ♖xc6 ♖xa3, when 19 ♖xb6? loses a Rook to 19 ... ♖a1+) 16 ... ♖fd8? fails to 17 b4 ♗e7 18 ♖xb6, etc. But 15 ... ♖f6!, planning to shut White's Queen Bishop out by 16

... e5, offers Black a good game after 16 ♗e2 or 16 ♖xb8; but 16 ♗d6? is unplayable on account of 16 ... ♖xd6 17 ♖xd6 ♖d8 18 ♖c8 ♖xc8 19 ♖xc8 ♖c6 20 ♖d6 ♖d8, etc.

16 ♗e2 ♖f6
17 ♗d6 ♖xd6

17 ... ♖fc8 18 b4 forces the exchange anyway.

18 ♖xd6 ♖fd8

White takes command of the vital seventh rank following 18 ... ♖e8 19 ♖hd1 ♖xd6 20 ♖xd6 ♖ac8 21 ♖xc8 ♖xc8 22 ♖d7, as 22 ... ♖c2+? 23 ♖d3 ♖xb2?? 24 ♖d8 is checkmate.

19 ♖c6 ♗f8
20 ♖hc1 ♖d7
21 ♖b5 ♖ad8
22 ♖lc2 ♖e4
23 f4

Despite considerable simplification Black faces an arduous defensive task due to the danger looming over his Queenside pawns.

23 ... ♗e7
24 ♖c7

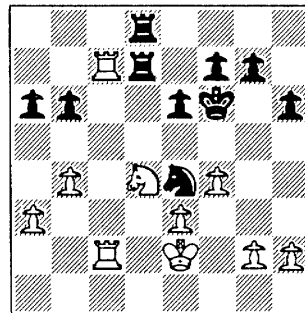
The inevitable fall of a Black pawn leads to a forced win for White, assuming accurate technique on his part.

24 ... a6

25 ♖d4

Threatening 26 ♖c6+.

25 ... ♗f6
26 b4 h6



If 26 ... ♖xc7 27 ♖xc7 ♖a8, there follows 28 ♖c6, threatening 29 ♖e5 ♖d6 30 ♖d7.

27 ♖xd7 ♖xd7
28 ♗f3 ♖d6
29 ♖c6 ♖b5
30 ♖xb5 axb5
31 ♖xb6 ♖a7
32 ♖xb5 ♖xa3
33 h4 Black resigns.

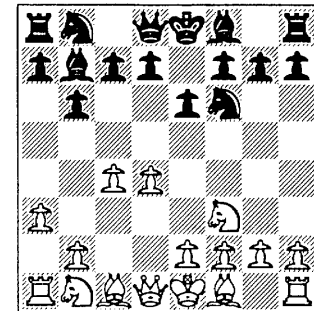
White will win eventually by provoking a weakness in Black's Kingside pawn structure and then advancing his b-pawn. If Black ever captures it and exchanges Rooks, White's King will feast on the Kingside pawns and easily escort one of his own to the eighth rank. Nevertheless, Black's resignation is somewhat premature.

Instructive Game No. 2

White: P. Peev
Black: H. Liebert

Stary Smokovec 1974

1 d4 ♖f6
2 c4 e6
3 ♖f3 b6
4 a3 ♗b7



Black can play 4 ... ♗a6, borrowing an idea from the lines in which White fianchettoes his King Bishop. One sample of the lively play likely to result is 5 e3 d5 6 ♖c3 (two worthwhile alternatives are 6 ♗bd2, intending a Queenside expansion and a fianchettoed Queen Bishop with b2-b4, and the more modest 6 b3) 6 ... dxc4 7 ♖e5 (White hopes to use the time Black spends securing his booty on c4 to seize vital points) 7 ... b5 8 ♗f3 ♖bd7 (8 ... ♖d5?? meets the gruesome end 9 ♗xf7 mate, and the "tricky" 8 ... c6? 9 ♖xc6 ♗b7 loses to 10 ♖xd8 ♖xf3 11 gxf3 ♗xd8 12 ♖xb5, and White emerges two pawns ahead) 9 a4 b4 10 ♖xd7 (another road is 10 ♖b5 ♖xe5 11 dxe5 ♖d5 12 ♖xc4 c6! 13 ♖d6+ ♖xd6 14

♞xa6 ♞xe5 15 ♞b7 ♞b8 16 ♞xc6+ ♞e7—White has regained the pawn but his inferior development and Black's centralized position make it impossible for White to exploit the inconvenienced Black King) 10 ... ♞xd7!. White's laggard development again emboldens the Black King, which will soon find a haven at c8. 10 ... ♞xd7, on the other hand, would spell *finis* for Black after 11 ♞b5 (threatening ♞xc7+ followed by ♞xa8) 11 ... ♞b6 12 ♞c6+, etc.

- | | | |
|----|------|------|
| 5 | ♞c3 | d5 |
| 6 | ♞xd5 | exd5 |
| 7 | ♞g5 | ♞e7 |
| 8 | e3 | ♞bd7 |
| 9 | ♞c1 | 0-0 |
| 10 | ♞d3 | a6 |

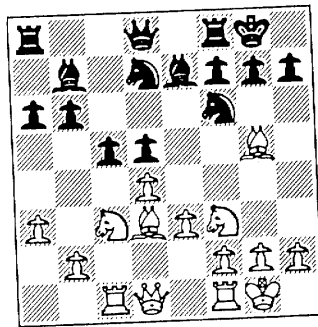
Black can play 10 ... c5 at once. With 10 ... a6, expecting that White will not exchange with dxc5 when Black plays ... c7-c5, Black plans to continue with ... c5-c4 and ... b6-b5, mobilizing the Queenside pawns and creating counterplay in that sector.

- | | | |
|----|-----|----|
| 11 | 0-0 | c5 |
|----|-----|----|

The time has come for White to clarify his intentions for the middlegame, though to a certain extent he's already done so. He has two good plans. One is to play 12 dxc5 bxc5 (capturing on c5 with a piece leaves Black with an inferior game because the important d4-square

falls into White's hands and Black's Queen Bishop becomes a mere spectator; also Black's d-pawn would be quite sickly) 13 ♞b1, preparing an assault on the d-pawn by ♞a2, ♞e2, ♞fd1, etc. Black can obtain dynamic counterplay in this line, however: he can successfully defend his central pawns and later advance them to good effect.

White's other plan unfolds in the game.



- | | |
|----|-----|
| 12 | ♞c2 |
|----|-----|

12 ♞e5 followed by 13 f4, 14 ♞f3, and later ♞h3, increasing the Kingside pressure, is more direct.

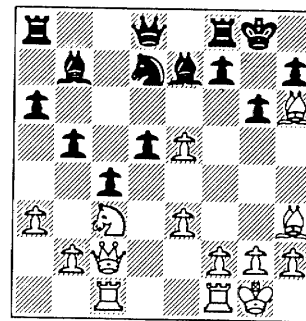
- | | | |
|----|-----|----|
| 12 | ... | c4 |
| 13 | ♞f5 | g6 |
| 14 | ♞h3 | b5 |
| 15 | ♞e5 | |

Now White's previous moves make sense. Although his King Bishop, now on h3, no longer threatens the Black Kingside, it makes it difficult for Black to put a

Rook on c8, where it would normally be well placed to support a Queenside advance. White also threatens f2-f4-f5 to pry open the Black King's fortress. The thematic plan ... ♞b6 and its usual followup ... a6-a5 and ... b5-b4 is also ruled out by the attack on d7.

- | | | |
|----|------|------|
| 15 | ... | ♞xe5 |
| 16 | dxe5 | ♞d7 |
| 17 | ♞h6 | |

White hopes to keep the game lively by retaining a few minor pieces, since 17 ♞xe7 ♞xe7 18 ♞xd7 ♞xd7 19 ♞cd1 ♞e7! 20 ♞xd5 (after 20 f4 ♞ad8 and a quick ... f7-f6, both sides will suffer from backward pawns—White on the e-file and Black on the d-file) 20 ... ♞xe5 21 f4 ♞d6 22 e4 ♞xd5 23 ♞xd5 ♞b6+ 24 ♞h1 ♞ad8 leads to an absolutely level position.



- | | | |
|----|-----|-------|
| 17 | ... | ♞xe5! |
|----|-----|-------|

This enterprising sacrifice of Rook for Bishop and pawn is completely justified by the position: Black gets

two strong Bishops and a solid outpost for his Knight on d3, and White's King Bishop is out of play. Since White may be able to keep his footing with a countersacrifice once Black's Knight lands on d3, it is also worthwhile to consider 17 ... ♞e8, since after 18 e6 ♞c5 19 exf7+ ♞xf7 20 f4 ♞f6 Black's extremely active and well-coordinated pieces can easily protect his King.

- | | | |
|----|------|------|
| 18 | ♞xf8 | ♞xf8 |
| 19 | ♞cd1 | ♞g7 |
| 20 | ♞d2? | |

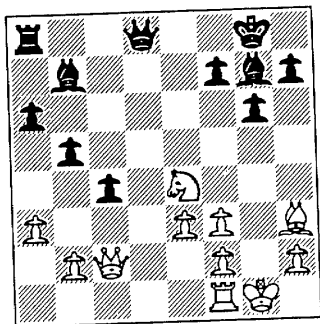
Failing to make the psychological adjustment to the unexpected turn of events, White plays carelessly and soon finds himself in a hopeless position. The only chance for serious resistance lay in 20 ♞e2!, planning 21 ♞d4 and g2-g3 followed by ♞g2.

- | | | |
|----|-----|-----|
| 20 | ... | d4! |
|----|-----|-----|

Now 21 exd4 fails to 21 ... ♞f3+! 22 ♞h1 (22 gxf3 ♞g5+) 22 ... ♞xd2 23 ♞xd2 ♞xd4, when Black's extra pawn and dominating position will prove easily decisive. And 21 f4, attempting to defend the second rank, allows Black a monstrous passed pawn by 21 ... d3.

- | | | |
|----|------|-------|
| 21 | ♞xd4 | ♞f3+! |
| 22 | gxf3 | ♞xd4 |
| 23 | ♞e4 | |

White must attend to the check looming at g5.



Things look bleak for White: the Black Bishops sweep the board, his Queenside majority poses an ever-present threat to create a passed pawn, and White's crippled Kingside makes life miserable for his King.

The rest of the game requires no comment. First Black reduces his opponent to a state of helplessness by forcing him to defend his numerous weaknesses; then he penetrates decisively.

24 ♠d1 ♜h4 25 ♠g2 ♠d8 26 ♠c3 ♠xd1+ 27 ♠xd1 ♜h5! 28 ♜e2 ♠e5 29 h3 ♠f6 30 e4 ♠c8 31 ♠e3 ♜e5 32 ♠d1 ♠e6 33 ♜d2 g5! 34 ♜f1 ♜g7 35 ♜e2 h6 36 ♠f1 ♠d4 37 ♜e3 ♠e5 38 h4 ♜g6 39 hxg5 hxg5 40 ♜e1 ♜d6 41 ♠e2 ♜d4 42 ♠c3 ♜d6 43 ♠d1 ♠d8 44 ♜c1 ♜h8 45 ♜d2 ♜h2 46 ♜c2 ♠f4+ 47 ♜e1 ♜h1+ 48 ♠f1 ♠h3 49 ♜e2 ♠g2 50 ♠e3 ♠xf3 51 ♠d2 ♜h8 52 ♜c2 ♠d4, White resigns.

Supplemental Game

Notes by Andy Soltis

White: R. Vaganian

Black: M. Damjanovic

Vrnjacka Banja 1970

- | | | |
|---|-----|-----|
| 1 | d4 | ♠f6 |
| 2 | c4 | e6 |
| 3 | ♠f3 | b6 |
| 4 | a3 | ♠b7 |
| 5 | ♠c3 | d5 |

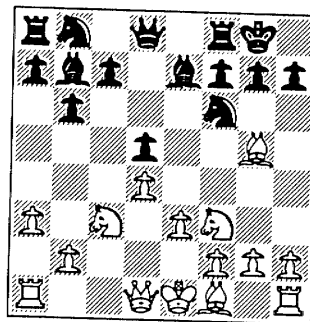
Now 5 ... c5 would have less impact than on the fourth move because White is better set up for d4-d5!. But there are some other moves to consider here:

In a world championship match game, Boris Spassky once played 5 ... ♠xf3?! but found that he had very little compensation for giving up an excellent Bishop for a Knight. The exchange would have some merit if Black could exploit the weakness of White's Kingside or take advantage of White's loss of control of d4 and e5 now that his Knight is gone. But 6 ♠xf3! ♠e7 7 f4! gave White a fine game with ♠g2 coming up.

5 ... ♠e7 is too quiet because it does nothing to compete in the center. White has 6 d5!, and now the idea ... ♠a6 (which works well in the 4 ... c5 5 d5 ♠a6 line) is too slow here, especially since the Bishop has already moved once. After 6 ... d6 7 e4 White has much more terrain than Black.

But there is some room for improvement and experimentation in 5 ... ♠e4, as in a comparable position in the main fianchetto lines (Part Two) when White is preparing for d4-d5 and e2-e4. Here 6 ♜c2 ♠xc3 7 ♜xc3 ♠e7 followed by ... f7-f5 and ... ♠f6 should be safe enough for Black.

- | | | |
|---|------|------|
| 6 | ♠g5 | ♠e7 |
| 7 | e3 | 0-0 |
| 8 | cxd5 | exd5 |



We are headed into one of those positions that have been controversial for more than three-quarters of a century. In the 1890s—before Harry Pillsbury—it was taken for granted that Black would stand better if he could establish a majority of Queenside pawns with ... c7-c5-c4 and ... b6-b5. This is what Black accomplishes in Instructive Game No. 3 of Part Two—and he very nearly wins.

But Pillsbury argued that White's Kingside attack should be just as dangerous as the enemy's pawn

steamroller. When he went to Europe in 1895 the American won several fine games with an attacking formation based on ♠g5, ♜c2, ♠d3, and ♠e5. His critics said he was lucky and that his tactical skill made up for the incorrectness of his strategy. The analysts have been arguing ever since.

- | | | |
|---|-----|------|
| 9 | ♠d3 | ♠e4! |
|---|-----|------|

Pillsbury's successes were actually in the Queen's Gambit Declined—the Queen's Indian Defense wasn't even played in those days. But the positions are very similar, in some cases identical. Black's simplifying method here takes much of the sting out of the "Pillsburials."

- | | |
|----|-------|
| 10 | ♠f4!? |
|----|-------|

If White is willing to forget Pillsbury and concentrate on the Queenside and the center instead of the Kingside, he gets a good game with 10 ♠xe7 and 11 ♠c1. That tends to discourage Black from playing ... c7-c5 because he would face pressure against his pawns following dxc5!.

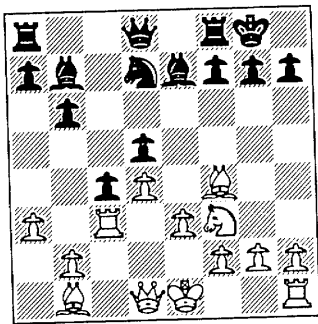
- | | | |
|----|------|----|
| 10 | ... | c5 |
| 11 | ♠c1? | |

Pillsbury's frequent method, but it is inexact. White should exchange pawns here so that if Black later advances ... c5-c4 he will be surrendering the d4-square to White's pieces.

Perhaps White didn't play 11 dxc5 because he didn't like the looks of 11 ... ♖xc3 12 bxc3 bxc5, when he would have an isolated c-pawn that could become very weak. But this thinking fails for a tactical reason: the Bishop on b7 would be hanging after 13 ♜b1! and the pawn at h7 would be under attack (or 13 ♜xh7+ ♝xh7 14 ♜b1+).

11 ... ♖xc3!
 12 ♜xc3 c4!
 13 ♜b1 ♖d7

If White had exchanged his d-pawn for Black's b-pawn (dxc5 and the reply ... bxc5), he would now get a terrific game with ♖d4. As things stand, he should be worried about Black's Queenside pawns. They are rock-solid and will be a major advantage when the minor pieces are exchanged and the endgame approaches.



14 O-O ♜b5!
 15 ♖e5 ♖xe5

White now gets a wonderful square for his Bishop at e5, but Black would not have been any better off with 15 ... ♖f6. White could secure the e4-square with f2-f3! and then begin to work on the Kingside with g2-g4! followed by ♜c2-g2. White's Kingside attack would then have to be dealt with.

16 ♖xe5 g6!?

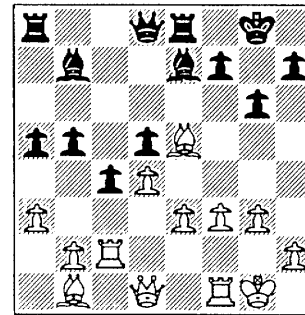
This is a disagreeable move to make when White has a Bishop at e5. But there was a nasty possibility of 17 ♜xh7+ ♝xh7 18 ♜h5+ followed by bringing the Rook into action along the third rank—say with e3-e4 or first ♜xg7!?

17 f3 ♜e8
 18 ♜c2 a5

Black's plan is simple: advance the b-pawn to b4. That will force an exchange of a-pawns and open the a-file for Black's Queen Rook. Then, with prospects of ... c4-c3 or ... b4-b3 Black hopes to have more than enough counterplay to outweigh White's attack.

19 g3!

This strange move begins a highly unusual attack on the Kingside that may include the moves h4-h5 and ♜h2. The text is an "ugly" move because it locks the Bishop outside the pawn skeleton. Black can even trap the Bishop with 19 ... f6 20 ♜f4



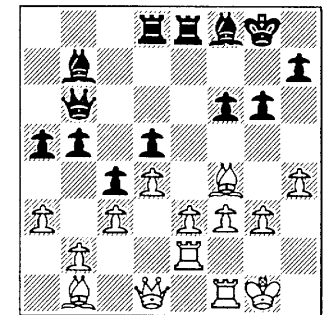
g5. But then White gets his chance to raid the Kingside with 21 ♜xc4!!; e.g., 21 ... dxc4 22 ♜c2 and ♜xh7+.

This would be a good time for 19 ... ♜c8! Black's "Queen's Indian Bishop" has done all it should have done at b7; now it can be used to neutralize White's attack by going to h3 or f5.

19 ... ♜f8?!
 20 h4! ♜b6

This threatens 21 ... ♜xe5 22 dxe5 ♜xe3+ and 23 ... ♜xe5 with two excellent pawns for the Exchange. Then Black's own pawns (... d5-d4) would come roaring down the board. But Black should be thinking about killing the enemy attack through simpler means. He should try ... ♜d6 on this or the next move so that e3 becomes a target. After the text move, Black gets no counterplay to speak of. His Queenside pawns turn out to be insufficient.

21 ♜f4 f6
 22 ♜e2 ♜ad8



23 g4! b4
 24 axb4 axb4
 25 h5

Pillsbury showed that, all else being equal, a Kingside attack beats a Queenside attack because the Kingside is usually where the Kings are! Here we can see that Black enjoys a host of advantages: better centralized pieces, especially Rooks; better pawns; more targets to attack (e3 is about to become one). But White has the biggest target of all—the enemy King.

25 ... g5
 26 ♜g3 b3?

This shuts off the possibility of ... c4-c3 because White now makes haste to set up a blockade at c3. With the Queenside locked up, the only ways the position can be opened are by White's e3-e4 or f3-f4 or by Black's ... f6-f5. The most dynamic advance and the easiest to engineer is that by the e-pawn. The tide is turning.

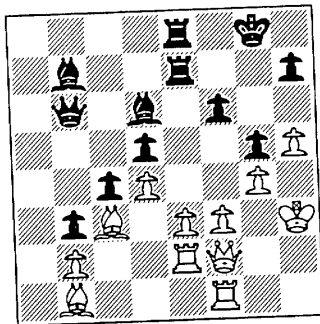
QUEEN'S INDIAN DEFENSE

27 ♖e1! ♘d6
 28 ♘c3! ♙e7
 29 ♗e1 ♚de8
 30 ♗f2 ♗c7

The next phase of the game revolves around e3-e4. If White can achieve that safely, he will stand better because e4-e5 and f3-f4-f5 will follow and the White pawns will push everything out of their way.

31 ♔g2 ♗b6
 32 ♔h3!

White finds the best square for the King. He needs to control the g3-square with it and yet wants to get it off the h1-a8 diagonal because that diagonal may be opened after e3-e4.



32 ... ♘c7
 33 ♗fe1 ♗d6

This is the most dangerous arrangement of Black pieces. White has to think a good deal about e3-e4 now. He cannot afford to have his Queen tactically diverted by possibilities of mate on g3 or h2.

34 e4! dxex4
 35 fxe4

Now White is ready for the slow push forward with 36 e5 or 36 d5. At this point Black gambles everything on what appears to be a brilliant shot.

35 ... f5!?

The first point is that 36 exf5?? loses because Black can capture twice on e2 and end up with an extra Rook because White's Queen cannot give up its defense of g3 to recapture.

The second point is 36 gxf5 g4+!, opening some extremely dangerous lines around the White King. White cannot capture the g-pawn because then Black's Rooks enter stage right (... ♗g7+-g3+). A likely continuation would be 37 ♔g2! ♗h2+ 38 ♔f1 ♗h1+ with perpetual check.

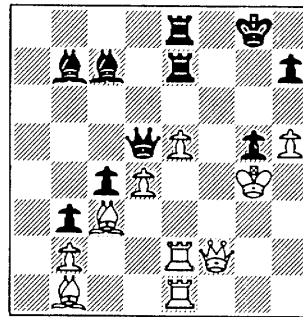
36 e5!

White correctly looks for more than a draw. The two center pawns at d4 and e5 act as a shield for his King, which is safe even at g4.

36 ... fxg4+
 37 ♔xg4 ♗d5

White meets a Queen check with ♗f5!. Now he can have his will with the f-file and the b1-h7 diagonal. Black's Rooks are frozen out of play by the e-pawn.

WHITE VARIES ON MOVE FOUR



38 ♗f1 ♘c8+
 39 ♔g3 ♗c6
 40 ♗e4 ♗e6
 41 ♗f5!

Black cannot afford to exchange Queens (41 ... ♗xf5 42 ♗xf5 ♗xf5 43 ♗xf5) because in the resulting endgame he would probably lose his

pawns at c4 and b3 or permit the White pawns to advance to e6 and d5. Either would be a winning plan for White.

41 ... ♗h6
 42 ♗xc8 ♗xc8
 43 ♗f6

This should force a winning endgame; for example, 43 ... ♗xf6 44 ♗xf6 ♗f7 45 ♗ef2 ♗xf6 46 ♗xf6 ♗d8 47 ♗a6 followed by d4-d5 or ♗g4-f5.

43 ... ♗xh5?
 44 ♗xe7 **Black resigns.**

On 44 ... ♗xe2 White plays 45 ♗e6+, either winning Black's other Rook (with check) or mating.

Part Seven

The Modest White Center

Andy Soltis

The variations we've examined so far can be considered controversial as well as theoretical. They are controversial because even top-notch players may disagree about whether White can obtain an advantage with best play or whether Black can balance the chances; such lines are therefore susceptible to new strategic ideas which may bring a particular line into or out of fashion. And they are theoretical because they have captured the attention of most analysts and the strongest masters for most of the life span of the opening.

But there are variations that are relatively simple yet promise White just as much advantage as anything we've seen. "Simple" means here that White reduces or avoids the clash of pawns in the center which often makes a middlegame so complex. In this section we'll examine positions in which White builds a modest center—with d2-d4 but without putting a pawn on c4.

In the first systems we'll consider, White plays e2-e3 and c2-c3 to support his pawn on d4. His Knights go to f3 and d2 and his King Bishop to d3. What distinguishes the Torre System from the London System and the Colle

System is the placement of White's Queen Bishop: in the Torre System it goes to g5, in the London System f4, and in the Colle System it stays home at c1 or is fianchettoed at b2. In all cases, White intends to expand in the center only when he is more completely developed and can support his center pawns with his Queen and Rooks.

Another modest-center development, which we consider in section C below, is similar to the fianchetto variations in the first parts of this book, but this time White delays or avoids c2-c4.

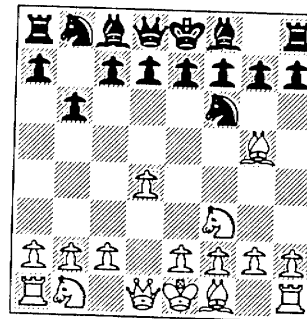
A: Torre System

1	d4	♘f6
2	♗f3	b6

The immediate fianchetto development is more effective after 2 ♗f3 than after 2 c4. The difference is that 2 ♗f3, as in the other variations discussed in this chapter, does little to prepare White for the fight over the e4-square. But after 2 c4 White is ready to fight for e4; for example, 2 ... b6?! 3 ♗c3 ♘b7 4 ♗c2! or 4 f3, and White is ready to play e2-e4 while Black still needs two moves (... e7-e6 and ... ♘b4) to prevent it. See

Instructive Game No. 1 for a fuller discussion.

3 ♘g5



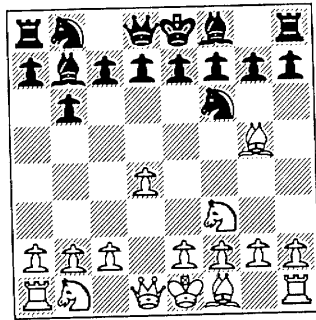
During a remarkably short period in the 1920's—barely two years—the Mexican master Carlos Torre terrorized international chess with this system. He played it against virtually any development by Black and scored several impressive wins, defeating even former World Champion Emanuel Lasker. Then, due to poor health, Torre disappeared from chess and never played in another major event.

The strategic basis of his system is the pin on Black's Knight. Yes, I know the Knight is not pinned now because Black has not played ... e7-e6, but eventually he will advance the e-pawn to get his King Bishop out, and then the Knight will be unable to move without endangering the Queen. As a result, Black's control of e4 is undermined. For example, after 3 ... e6 4 ♗bd2 ♘b7—a per-

fectly natural way for Black to continue—now 5 e4! gives White pleasant prospects. Although 5 ... h6 forces him to surrender his Bishop for a Knight (on 6 ♘h4? g5! Black wins the e-pawn), after 6 ♘xf6 ♗xf6 7 e5 or 7 ♘d3 and then ♗e2, 0-0, and maybe even ♗e1, f2-f4!, and ♗ef3, White has a terrific position in the center.

3 ... ♘b7!

An obvious move but a very good one. We already know that 3 ... e6 creates an unpleasant pin; the text move avoids not only that but also all the trouble that the adventurous 3 ... ♗e4 can cause for Black. White will not play ♘xf6 unless he is forced to—his idea is to exert pressure, not trade pieces—so the Knight is in no particular danger on f6. The trouble with 3 ... ♗e4 is two-fold. First, the Knight cannot be supported on e4 indefinitely and will eventually be exchanged, for if Black tries to reinforce the Knight with a pawn, he may end up losing that pawn when it takes the Knight's place on e4. Second, the Knight move does not eliminate White's pin along the h4-d8 diagonal! After, say, 4 ♘h4! ♘b7 5 ♗bd7 Black may wonder how he will ever get his King Bishop developed. Clearly, 5 ... e6?? 6 ♘xd8 is impossible. He can try to fianchetto it with 5 ... g6, but White's game will be much easier to play than Black's after 6 e3 and 7 ♘d3 or 7 ♘c4.



4 ♖bd2

After 4 ♖xf6 Black recaptures with the e-pawn and can develop a good game in the center with ... g7-g6, ... f7-f5, ... ♗g7, and maybe ... ♔d7-f6-e4 later on.

4 ... c5!

It is almost always a good idea for Black to play ... c7-c5 when White cannot respond d4-d5. Black keeps the option of exchanging pawns on d4, and that pressure discourages White from rushing into e2-e4 or a later c2-c4, since those pawns are needed to support the d-pawn.

5 e3 e6
6 c3 ♗e7

Now Black has little to worry about: the elimination of the pin will enable him to reduce the pressure on his position with ... ♔d5! at some future point. White will then be forced to exchange dark-square Bishops. Once that exchange has

been made, White would not want to play e3-e4 or c3-c4 to drive the Knight from its fine position because either move would weaken his control of important dark squares that can no longer be controlled by a Bishop. The following typical continuation illustrates this idea:

7 ♗d3 0-0
8 0-0 cxd4!

Now White has a choice of recaptures:

a) After 9 exd4 ♔d5! 10 ♗xe7 ♜xe7, Black has ... ♔f4 coming up. He certainly doesn't stand worse.

b) After 9 cxd4 ♔d5 10 ♗xe7 ♜xe7 Black will play ... ♔c6 and ... f7-f5 to control more center squares. White will find it difficult to do anything but exchange pieces.

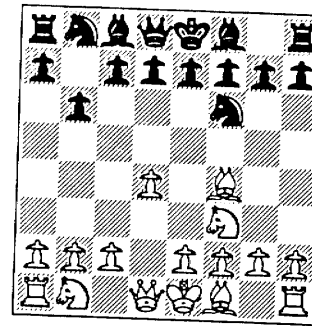
Thus, the Torre System can be neutralized by accurately taking advantage of the absence of c2-c4.

B: London System

1 d4 ♔f6
2 ♔f3 b6
3 ♗f4

This development is even more modest than Torre's. It was introduced at the London tournament of 1922 but never gained much support among masters. White establishes a position similar to the one Colle built against Capablanca (see page 11), but with the Queen Bishop outside the wall of pawns

that is soon to appear at c3, d4, and e3.



You will remember that in the Colle game Black took advantage of White's inherent need to play e2-e4: he waited until White had advanced the e-pawn, and then he took control of important squares with ... cxd4. In the Torre System we just examined, Black capitalized on the Queen Bishop's placement with a timely ... ♔d5. The London System also has an Achilles' Heel. Not surprisingly, it is the Bishop on f4.

3 ... ♗b7

The two sides are not yet in conflict, since their pieces and pawns do not attack one another and there are no direct threats. Therefore the order of developing moves does not have to be precise. For example, Black can play 3 ... e6 here.

4 e3

White can postpone this move too,

in favor of 4 ♖bd2. Eventually, however, he will have to play e2-e3 to get his King Bishop into the game.

4 ... e6
5 ♖bd2 ♗h5!

Having placed his Bishop outside a dark-square wall of pawns, White has no way of bringing it back behind the wall now that the Bishop is threatened. Now Black intends 6 ... ♖xf4 followed by 7 ... c5!, which would seriously undermine White's d-pawn. (Compare this with Mile's 4 ♗f4 in Part Six. There White had played c2-c4 and could play ♔c3 to control the d5-square.)

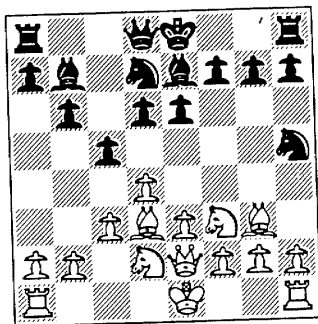
Logic would seem to indicate that White should seek an exchange of dark-square Bishops with 6 ♗g5 because without the Bishops he will control more dark squares (due to his center pawns) than Black. Black would not avoid that exchange—6 ... f6 is too weakening and 6 ... ♜c8 is too cowardly—but simply 6 ... ♗e7 7 ♗xe7 ♜xe7 promises him adequate play. He can even think about a Kingside attack with ... f7-f5 and ... ♔f6-e4 later on. (But in Miles's variation in Part Six, White was able to act in the center with d4-d5!.)

6 ♗g3 d6

Black is in no hurry to capture on g3 because White would retake with his h-pawn and attack the h7-square with ♗d3. Black can postpone that exchange on g3 until postponing

it further becomes inconvenient. Meanwhile, the Bishop on g3 is certainly not doing any damage.

- | | | |
|---|-----|-----|
| 7 | ♗d3 | ♞d7 |
| 8 | ♜e2 | ♞e7 |
| 9 | c3 | c5! |

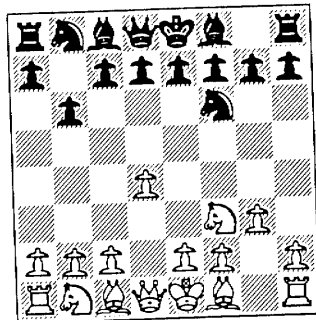


Black counterattacks in the center. Now 10 ♞e4 creates the threat of ♜xd6+, so this is the right time for Black to capture on g3. After 10 ... ♜xg3 11 hxg3, it is better for Black to protect h7 with 11 ... g6 than with 11 ... h6 because in the latter case White can still try to open lines with g3-g4-g5!, whereas after 11 ... g6 White's Bishop would butt its head against a granite-hard pawn. Black's Kingside can then be protected most securely with ... ♜f8-g7! (instead of castling) because the King on g7 and the Rook on h8 stop all ideas directed at key Kingside squares.

The position in the diagram is at least equal for Black. The future belongs to the player with the two Bishops!

C: Fianchetto Without c2-c4

- | | | |
|---|-----|-----|
| 1 | d4 | ♞f6 |
| 2 | ♞f3 | b6 |
| 3 | g3 | |



Remembering the positions examined in the early parts of this book, we should recognize how this position and the ones that follow differ from them. In this position Black is denied the possibility of an effective ... ♞b4(+) because White can respond with c2-c3 and force the Bishop back. Also, White needn't worry here about defending the c-pawn (after ... ♞a6, for example), because that pawn has not been advanced.

At the same time, however, White denies himself one of his primary sources of strength in the fianchetto lines: the possibility of d4-d5!.

- | | | |
|---|-----|-----|
| 3 | ... | ♞b7 |
| 4 | ♞g2 | c5! |

This is a good time for this shot. Any other move would either be

wasteful or too committing. For example, 4 ... e6 followed by 5 ... c5 is probably adequate, but it rules out an important option for Black, the fianchetto of his King Bishop. We will see this possibility come alive in our main variation.

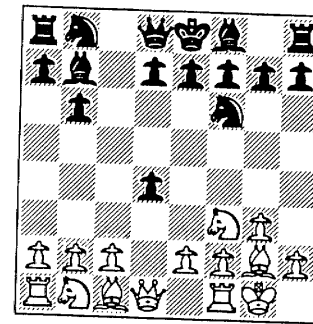
Consider now what might happen after 4 ... c5 5 dxc5 bxc5. Maybe White thinks Black's c-pawn will turn out to be weak on c5. But in fact it is White's Queenside, especially the b2-square, that can turn out to be vulnerable: after 6 c4 Black plays 6 ... g6! in order to pound b2 along the b-file and along the diagonal leading from g7. In one master game, Rubinstein-Nimzovich (Marienbad 1925), Black held the advantage after 7 b3 ♞g7 8 ♞b2 0-0 9 0-0 ♞c6 10 ♞c3 a5! 11 ♜d2 d6 12 ♞e1 ♜d7 and 13 ... ♞b4.

- | | |
|---|-----|
| 5 | 0-0 |
|---|-----|

But suppose White reinforces the center with 5 e3 or 5 c3. The e-pawn is inappropriate because on e3 it would keep White's Queen Bishop locked in. The c-pawn is better, but then Black renounces the possibility of a Kingside fianchetto and plays 6 ... e6!. Once White has solidified his pawn on d4, Black's King Bishop is better placed on e7.

- | | | |
|---|-----|-------|
| 5 | ... | cx d4 |
|---|-----|-------|

This leads to an unusual situation for the Queen's Indian Defense: White has no pawns in the center.



Although he must recapture with a piece, neither of the two possible recaptures helps him much. On d4 his Queen would be subject to attack by ... ♞c6 or by a fianchettoed Black Bishop at g7. And if he recaptures on d4 with his Knight, he invites an exchange of light-square Bishops that can help only Black.

- | | |
|---|------|
| 6 | ♞xd4 |
|---|------|

After 6 ♜xd4 ♞c6 7 ♜h4 followed by ♞g5 White seems to be okay—but no better than that. Eventually he will play c2-c4 and ♞c3 with the idea of exerting pressure on the d-file, especially d5. But now that Black has a half-open c-file, White's pawn at c4 could very well become a target after ... ♞a5 and ... ♜c8.

Black now has a choice of Bishop developments: ... e7-e6 and ... ♞e7, or ... g7-g6 and ... ♞g7. In either case, he will stand well. Black's play along the c-file should balance White's chances along the d-file.

6 ... ♖xg2
7 ♖xg2 ♗g1

The position is quiet, but Black must be careful not to get carried away with big ideas. For example, the absence of a White pawn in the center and the exchange of light-square Bishops may convince Black that it is time for him to assume the initiative by occupying the center with 7 ... d5. But then it would be White's turn to assault the enemy pawns. After 8 e4! White stands well; for example, 8 ... dxc4 9 ♖a4+ ♗d7 10 ♖xc4 followed by ♗d1, ♗c3, ♗f4, and ♗a1 and White has a lead in development. Similarly, 8 ... e6 9 ♖a4+ ♗d7 10 ♗b5! gives Black problems. He has acted too quickly in the center.

If Black wants to be very cautious he can play 7 ... ♖c8. This stops White from playing c2-c4 and also prepares to assume control of the diagonal that has just been "demilitarized" by the exchange of Bishops. Black can make up his mind about how to develop his King Bishop after ... ♖b7+ and ... ♗c6.

8 e4

Inevitably White must advance the c-pawn or the e-pawn to the fourth rank. There is a gambit here with 8 e4, sacrificing a pawn in the hope of exploiting Black's slow development, but after 8 ... ♗xc4! 9 ♗e1 ♗c5 Black's position remains solid.

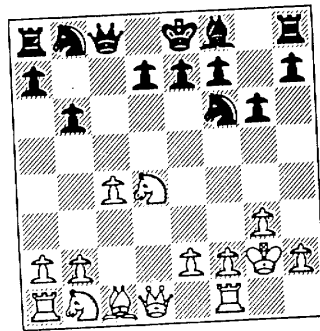
Therefore White might try 8 ♗c3

intending 9 e4. But then it may be safer for Black to occupy the center than it was earlier. With 8 ... d5 he stops 9 e4 and doesn't have to worry about c2-c4 because White has blocked his c-pawn with his Knight.

8 ... ♖c8!

Now is the time. White gets too much after 8 ... ♗g7 9 ♗c3 0-0 10 e4! followed by developing the Bishop at e3 or f4 and positioning his heavy pieces on the center files (♗d2, ♗a1, ♗fd1).

Even if Black catches on in time to stop e2-e4 he may be in trouble. After 8 ... ♗g7 9 ♗c3 ♖c8 10 ♗d3! White stands very well. For example, 10 ... ♗c6 11 b3, and now 11 ... d5? gives Black problems after 12 ♗xc6 while 11 ... ♖b7 (threatening a discovered check) can be met by 12 f3. The pawn structure c4, e4, and f3 is very firm for White and prevents Black from freeing his game with ... d7-d5.



9 b3

Now if 9 ♗d3 Black has just enough time to free himself: 9 ... ♗c6 10 b3 ♖b7 11 f3 d5! 12 ♗xc6 dxc4! 13 ♖xc4 ♗c8 regaining the piece. The difference between a passive position and an active one is often based on the accurate timing of a central thrust like 11 ... d5!

9 ... ♗g7
10 ♗c3 ♖b7+
11 f3 d5!

The position is very slightly better for White after 12 cxd5 ♗xd5. Both sides will be able to occupy the d- and c-files with Rooks, which is likely to lead to a series of exchanges. But White will retain a lead in development after, say, 13 ♗xd5 ♖xd5 14 ♗e3.

Instructive Game No. 1

White: R. Spielmann
Black: V. Chekhover

Moscow 1935

1 d4 ♗f6
2 c4 b6?!

This is a bit premature. A comparison with 2 ♗f3 shows that here White is better prepared to support e2-e4 because he can readily play ♗c3 and f2-f3. In fact, 3 f3 deserves attention right here because Black would find himself with a clogged up game after 3 ... e6 4 e4, and then 4 ... d5 5 cxd5 exd4 6 e5! followed by f3-

f4 and ♗f3 would make things even worse for Black.

3 ♗c3 ♗b7
4 ♖c2!

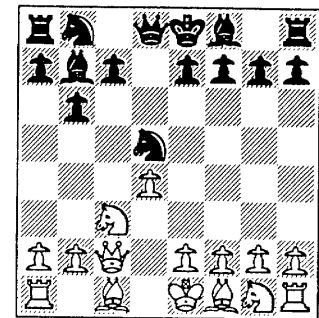
Now e2-e4 cannot be prevented. Our rule of thumb tells us that, in general, when White gets in e2-e4 in this opening, he is already well off.

4 ... d5

4 ... e6 is just too late: Black doesn't get a chance to play the move he needs (... ♗b4) to stop e2-e4. After 5 e4 d5 6 cxd5 exd5 7 e5! White is doing very well.

Despite 4 ... d5, Black knows he will not be able to stop e2-e4. Rather, he hopes to exchange off his d-pawn to open the d-file from his side of the board. Then he may be able to attack d4 with ... c7-c5 or ... e7-e5.

5 cxd5 ♗xd5



6 e4?!

This is consistent but inaccurate. White doesn't realize that Black will be able to begin an immediate attack on the White center. After the accurate 6 $\text{d}f3$, stopping Black's ... e7-e5 and reinforcing d4, White obtains a major advantage with e2-e4. As it stands, the game now becomes complicated by Black's opportunities in the center.

6 ... dxc3
7 bxc3 e5!

Black cannot permit the enemy to maintain such a fine phalanx of pawns. His offer of the e-pawn is based upon variations like 8 dxe5 h4 9 d3 d7 10 d3 g4 ! followed by ... 0-0-0 and ... c5 with good chances of regaining his material and discombobulating White's Kingside.

8 d3 exd4

Now what? 9 dxd4 is hardly appetizing, since it leaves White with a weak pawn at c3 and gives up all hope of preserving that fine center at d4 and e4. But 9 cxd4 , the move he would love to play, is upset by 9 ... b4+ . Then 10 d2 dxd2+ leaves White the choice between 11 dxd2 xd4 , 11 xd2 xe4 , or the ugly 11 xd2 .

9 b5+!

White plays a gambit of his own, in the style of the 19th century. His

aim is to block Black's Queen's Indian Bishop.

9 ... c6
10 d4 b5

This makes a poor impression. Black is not ready for 10 ... dxc3 because of 11 d5 or 11 e5 , making use of the superior activity of White's pieces. He hopes White will either block the d-file (11 d3) or go off to the Queenside (11 b3) where the Bishop would be vulnerable to ... c6-c5-c4!

11 e2 dxc3
12 xc3 d7

White's Bishops will have excellent scope and his heavy pieces good open lines in the ensuing middlegame. We can see b2 coming up, followed perhaps by fd1 and ac1 . White also has a2-a4 to open lines.

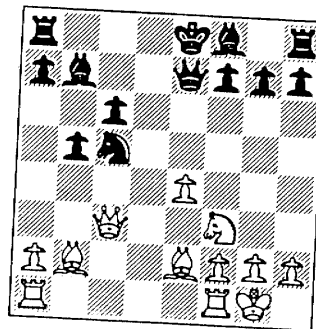
13 0-0 e7?!

Black has a hard time getting his King Bishop out. He doesn't fear 13 ... e7 14 xc7 because then 14 ... f6 wins. But he doesn't like the looks of the simple 14 b2 ; e.g., 14 ... f6 15 e5.

14 b2 c5

Black attacks the e-pawn and threatens 15 ... a4 , which would enable him to get rid of one of White's terrible Bishops. Due to the

absence of center pawns and the rather open position, those White Bishops can pose a great danger to Black.



15 c2!

White sees that any Black capture on e4 would open a hornet's nest on the e-file. For example, 15 ... dxe4 16 fe1! and Black must lose material in view of 17 d3 . On the other hand, 15 ... xe4 would lose because of a very nice variation: 16 d3! xd3 (16 ... dxd3 17 fe1!) 17 fe1+ e7 18 xc5 with a winning position.

15 ... e6

This is a concession that Black's last few moves have been misguided. He will not be able to castle unless White lets him. All White needs for victory now is an open file or two. His pieces are eager to penetrate.

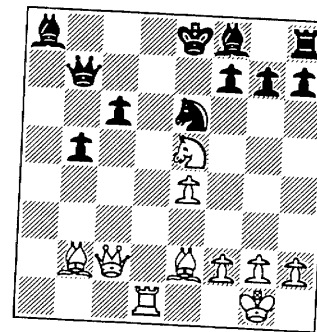
16 a4! a6
17 axb5 axb5

A spectacular point is revealed after 17 ... cxb5 , the move Black must have preferred. The trouble with it is 18 xa6! , e.g., 18 ... xa6 (18 ... xa6 19 c6+ and xa8) 19 xb5+ d8 20 xa6 and 21 d1+ with an overwhelming attack.

18 xa8+ xa8
19 d1!

This threatens 20 xb5 (20 ... cxb5 21 c8+). If Black tries to block the Queenside with 19 ... c5 , then 20 d3! , or if 19 ... c7 20 e5 .

19 ... b7
20 e5



The threats keep coming: 21 d7 or 21 h5! .

20 ... e7
21 h5!

This is better than 21 d7 , which would permit Black to sacrifice his

Queen for a Rook and a Bishop and keep his hopes alive. Black doesn't deserve even that slight hope.

The attack on f7 cannot be parried by 21 ... g6 because after 22 ♗g4! White threatens both 23 N-takes-something followed by 24 ♖xh8, and also 23 ♖xf7! ♜xf7 24 ♖xe6+ ♜xe6 25 ♜b3 mate.

21 ... ♖f8

Not a very optimistic move. Black probably expects to lose now, but he hopes White will not be able to find an effective method of bringing his threats together.

22 ♜b3!

Threatening not only 23 ♜xe6 but also 23 ♖xf7 or 23 ♖xf7.

22 ... g6
23 ♗g4 ♜c8

Black gets into a series of pins here that must eventually break. After 23 ... ♖c5 White can swing his pieces to a different point of attack with 24 ♜h3! h5 25 ♗d7+; e.g., 25 ... ♖xd7 26 ♖xd7 ♜c8 27 ♖a7! and 28 ♖xa8 (or if 27 ... ♗b7 28 ♖a8!!).

24 ♖xf7! ♜xf7
25 ♜f3+ ♜e8

If the King goes to g8 White plays 26 ♜h3! (26 ... ♗g5 27 ♜b3+) and wins.

26 ♜h3 ♖f4
27 ♗d7+! Black resigns.

Now everything happens with check (27 ... ♜f7 28 ♜xh7+). Black got more play than his dubious opening deserved, but ultimately White's freer position and security against enemy counterplay generated the threats that won.

Instructive Game No. 2

White: E. Colle
Black: E. Grünfeld

Berlin 1926

1 d4 ♖f6
2 ♖f3 e6

Thus far we have barely mentioned an idea that can be used after 2 ... b6, an idea that deserves more attention that it has been paid in master competition: 3 ♖c3 in conjunction with ♗g5. White's intention is to press for control of e4, as in other lines, but without surrendering control of d5. This order of moves enables White to answer an early ... c7-c5, the usual antidote to the Torre System, with d4-d5!.

This variation has been played so infrequently in major tournaments that a proper evaluation is hard to support with examples from master play. Most games in which the moves 2 ... b6 3 ♖c3 were played turned out in White's favor after 3 ... ♗b7 4 ♗g5 d5 5 ♖e5! followed by e2-e3

and ♗d3. Black generally castled on the Kingside, after which White could look forward to a Kingside attack with ♜f3-h3.

This suggests that ... d7-d5 is premature. A more accurate move may be 4 ... e6, so that on 5 e4 h6 White must either part with his Bishop or lose the e-pawn (6 ♗h4? g5!). But 6 ♖xf6 ♜xf6 produces a position from the Torre System that we considered somewhat better for White even when White's Queen Knight was at d2 instead of c3. This could be an excellent "antitheoretical" way of meeting the Queen's Indian Defense if you aren't up on the latest opening theory.

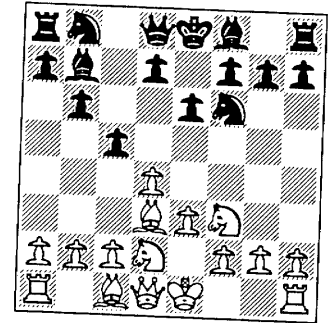
3 e3 b6

This brings us back into the Queen's Indian Defense and leads to positions similar to the Colle-Capablanca game in Part One. This time White plays a bit more subtly than his rather crude and misguided Kingside attack against Capablanca (three years later!). And Black, in contrast to Capablanca, plays rather planlessly here.

4 ♗d3 ♗b7
5 ♖bd2 c5!

An interesting finesse arises after 6 e4, the move White appears to have prepared with his last three moves. Black can answer this with 6 ... cxd4, creating a pawn structure similar to that of the open variations of the

Sicilian Defense (1 e4 c5 2 ♖f3 any 3 d4 cxd4). But Black has another trick in the position: 6 ... c4!?. Regardless of how White captures on c4 (or retreats), Black will take the e-pawn. It is generally useful for Black to trade a side pawn for a center pawn (in this case, his c-pawn for White's e-pawn). The continuation 7 ♖xc4 ♖xe4 8 0-0 ♖xd2 9 ♗xd2 leaves Black well behind in development but with some positional insurance in his central pawn majority.



6 0-0 ♗e7

Capablanca's 6 ... ♖c6 (see Part One) is more exact because the Knight has some clever hops at its disposal. For instance, 7 b3, the move played in this game, would not be good after 6 ... ♖c6. The difference lies in the sequence 7 ... cxd4! 8 exd4 ♖b4 (attacking the excellent Bishop on d3) 9 ♗e2 ♖bd5! followed by 10 ... ♖c3 or 10 ... ♖f4. Although such maneuvers often lose more time than Black can afford, that isn't the case here

because Black's threats to capture a good Bishop for a Knight are serious enough to force White to lose time avoiding that exchange (♘d3-e2).

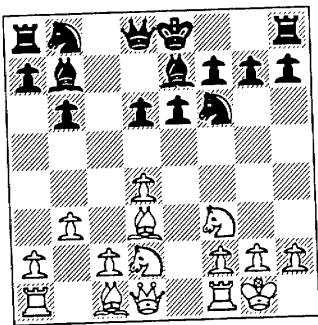
7 b3!

This aims for positions similar to those of Part Five, the Quiet Line, but with White's Queen Knight at d2 instead of c3. Because Black has not yet committed his d-pawn, it is possible to get into completely new positions. Nevertheless, Black needs the counterplay that can be provided by ... d7-d5; in this game, however, he plays only ... d7-d6.

7 ... cxd4

There was no need to hurry. If White ever played dxc5, Black would recapture with his b-pawn and would stand well.

8 exd4 d6?



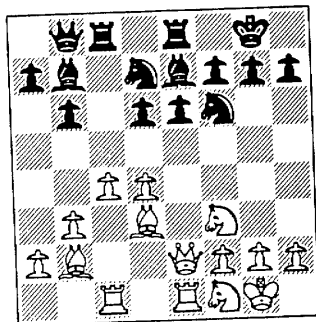
Black needs counterplay, something to counteract the play White

will naturally achieve by dint of his superior center. This is why the well-timed 8 ... d5 is better: it permits Black to play ... dxc4 at some point (after White plays c2-c4, of course) when it will do him the most good—to weaken c4, for instance. As it stands, Black drifts into a position in which he has no firm control of anything beyond his third rank, while White can dance around the fourth and fifth ranks at will.

9 ♖b2 ♝bd7
10 c4

Now Black has few prospects on the c-file with his Rooks or Queen: the c4-square is protected very well by White pieces. The only way for Black to get something going on the Queenside is to swallow his pride and play ... d6-d5!?, and soon.

10 ... 0-0
11 ♖c1 ♗e8
12 ♗e1 ♝c7
13 ♝e2 ♗ac8
14 ♘f1 ♝b8



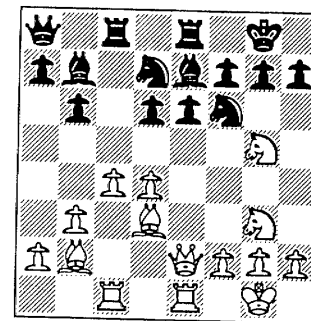
It's worthwhile to compare this position with similar positions that occur in grandmaster games every day. They arise out of the Sicilian Defense (and other openings) when Black exchanges his c-pawn for White's d-pawn. Then, if permitted, White may play c2-c4, establishing the "Maroczy Bind," a particularly solid pawn formation named for a noted player who had a great deal of success with this type of structure: White pawns at e4 and c4 and Black pawns at e6 and d6. As you can see, the only difference here is that White has a pawn on d4 instead of e4. But it's a highly significant difference, for whereas in those Sicilian positions White has only a minimal advantage, in the present position his advantage is much more obvious. For example, here White can make threats based on his pressure along the e-file, such as ♔g5 followed by capturing on f7 or e6, gaining two pawns and a strong attack for a piece—often a good investment. Furthermore, Black's minor pieces, especially his Knights, are hampered by their inability to make use of the important squares e5 and c5, in contrast to the Sicilian positions, in which Black's Knights can be effective on those squares. Black also lacks the dynamic, explosive force of ... d7-d5. He can still push his pawn to d5 and later, perhaps, obtain some localized pressure by attacking White's pawn at c4. But in the comparable Sicilian positions, ... d7-d5 forces open at least one center file

and clears the board for Black's Queen Bishop and Knights: it's a move with dramatic impact. In the present position, that move would still be useful, but it couldn't have the same impact.

15 ♔g3 ♖a8

The coordination of Black's Queen and Queen Bishop is the best thing about his position. And his Rook at e8 serves the important function of protecting the King Bishop; otherwise, White could make progress with 16 ♘f5 (16 ... exf5 17 ♝xe7) or 16 d5. But the Rook at e8 also leaves a few squares unprotected. Such as f7.

16 ♔g5!



The power of this move is revealed in some nice variations that could occur but don't. The most challenging move by Black is 16 ... ♘g2, the intended refutation of 16 ♔g5. But then White closes the diagonal of Black's Queen Bishop

and opens that of his own with 17 d5!. Black's Bishop has no retreat so it must be protected tactically: 17 ... exd5, hoping for 18 Qxg2 dxc4+ and Black gets a few pawns for the Bishop. But White's pieces come alive with 18 Qf5! (instead of 18 Qxg2), threatening the Bishop on e7. If the Bishop retreats by 18 ... Qf8, White has the remarkable move 19 Qh5!! . If the Queen is captured, White mates after 20 Qh6+!. Black has a better defense in 19 ... g6, but he is still in trouble after 20 Qh6+ Qxh6 21 Qxh6 followed by Qxh7!.

16 ... g6

This defensive move does two things: it keeps a White Knight out of f5 and it shortens the diagonal of the Bishop at d3. It's true that the pawn at e6 already watches f5, but that pawn will soon be eliminated by a White sacrifice on e6 or f7; for example, 16 ... d5 17 Qxf7! Qxf7 18 Qxe6+ and 19 Qf5. The text move is an attempt to take the sting out of a sacrifice like that, but Black should seek to render such a sacrifice impossible. He would be much safer after 16 ... Qf8 or 16 ... Qf8.

17 Qxf7! Qxf7
18 Qxe6+ Qg7

Black has to think twice about putting his King on the same diagonal as White's Queen Bishop—even though the diagonal is temporarily blocked by a pawn and a

piece. But after 18 ... Qf8, the only other move, White can play 19 Qad1 and threaten Qc1-h6 mate!

19 d5!

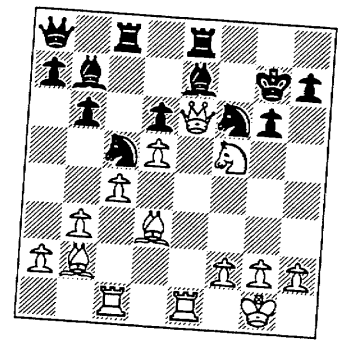
White's long diagonal from b2 to g7 is now open for business, and Black's from b7 to g2 is out of business. White's immediate threat is to capture the Knight at d7, for its protection is made nonexistent by the position of Black's King.

Black can play 19 ... Qe5 here to try to close the dangerous diagonal, but we can assume that White would reopen it at once with 20 Qxe5! dxe5 21 Qxe5. Then with threats of Qe4 and d6-d7 he would be winning.

19 ... Qc5

A more subtle defense. White has to find an active response to the threats of ... Qxe6 and ... Qxd3. The Queen sacrifice 20 Qxe7+ Qxe7 21 Qxe7+ Qf8 is not forceful enough.

20 Qf5+!



Now the Black King must retreat because after 20 ... gxf5 21 Qxf5 there are too many threats, chief among them 22 Qxh7+! and 22 Qxe7+ Qxe7 23 Qxf6+.

20 ... Qf8!

For the first time in five moves White doesn't have a check, a capture, or a devastating threat. He must retreat his Queen, but, fortunately, it can reposition itself for invasion at h6.

21 Qe3 gxf5

Another pretty—but unplayed—line is 21 ... Qg8, which protects h6 but allows 22 Qg7+ Qf7 23 Qe6+!! Qxe6 24 dxe6 mate.

22 Qh6+ Qf7

The g8-square is also available, but then Qxf5 would be even stronger; for instance, 22 ... Qg8 23 Qxf5 Qc7 24 Qxh7+! Qxh7 25 Qg7 mate.

23 Qxf5

This relatively quiet move main-

tains some of the threats of the last few moves (such as Qxe7+ followed by Qxf6+) and adds a few new ones (such as Qe6+ and Qxh7+ followed by Qg6+). For example, after 23 ... Qd8 White continues 24 Qxh7 and has a winning attack even though he's behind a lot of material.

23 ... Qxd5

For the last seven moves Black has been playing without benefit of his Queen or Queen Bishop. This bid for freedom, however, comes too late.

24 Qxe7+! Qxe7

Taking with the King allows 25 Qxf6 mate.

25 Qxf6+ Qe8
26 Qh8+ Qf7
27 Qxc8 Black resigns.

Sometimes a player who is ahead in material will not resign even if he's about to be mated. Here Black suddenly realizes that he is two pawns behind and faces just as many threats as he did before (28 cxd5, 28 Qxh7+, 28 Qf6).

Part Eight

The Queen's Indian Attack

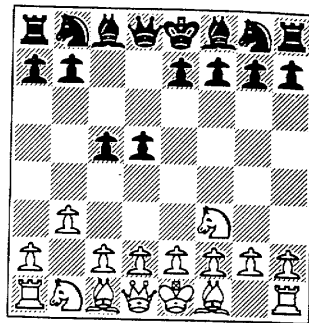
Andy Soltis

The reversed version of the Queen's Indian Defense—that is, White playing the moves that Black normally plays and Black playing the moves that White normally plays—has been generally ignored even by players who regularly meet 1 d4 ♖f6 2 c4 e6 3 ♗f3 with 3 ... b6. There is a lurking suspicion that although the Queen's Indian is a good *defense*, it doesn't generate enough energy to make it a good *attack*, even though White is playing the Black moves with an extra tempo.

The ideas of the Queen's Indian Attack are similar to what we've already examined, except that White is Black and Black White. But the advantage of the first move creates a subtle difference. The sharp variations—the ones in which White tries for a clearer advantage than he usually gets in the quieter lines—are not so good with colors reversed. Here's an example.

1	♗f3	d5
2	b3	c5

Here Black is playing as if he held the White pieces and had begun 1 d4. This enterprising strategy can be rewarded; for

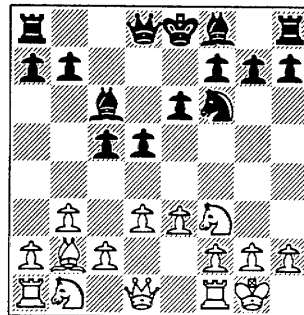


example, 3 ♗b2? can be met by 3 ... f6!, intending 4 ... e5! with the better game for Black because of his solid center.

But suppose White plays cautiously with 3 e3!. Then 3 ... f6 can be met by 4 d4. And the attempt to gain a good game in the center with 3 ... ♖c6 is questionable because White responds by transposing into a favorable QID-like position with 4 ♗b5!; for example, 4 ... ♗g4 5 h3! ♗h5 6 g4 ♗g6 7 ♗e5 or 5 ... ♗xf3 6 ♗xc6+! bxc6 7 ♗xf3 with favorable versions of the Two Knights Variation—but again with an extra tempo that makes them even better for White.

Or suppose that after 3 e3 ♖c6 4 ♗b5 Black decides to play quietly, conceding that he has no advantage.

After 4 ... ♗d7, a move White would be reluctant to play in a comparable version of the Queen's Indian Defense (1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 ♖c3 ♗b4 5 ♗d2?!), White obtains a very pleasant attacking position on the Kingside with 5 ♗b2 ♖f6 6 0-0 e6 7 ♗xc6! ♗xc6 8 d3.



Position after 8 d3

Black has no control of the e5-square, which White will occupy with a Knight. Even 8 ... ♗d6 is dangerous for Black because of 9 ♖bd2 and 10 ♗e2 followed by e3-e4-e5!.

More conservative play follows 8 ... ♗e7, but White stands very well on both sides of the board and in the center after 9 ♗e5! ♗c8 (to keep his pawns from being doubled after ♖xc6) 10 ♖d2 0-0 11 f4!. White can continue e3-e4 or aim at g7 with ♗f3-g3 and ♗g4.

This suggests that Black should avoid ... ♖c6 but should play a version of the Quiet Line discussed (with colors reversed, of course) in

Part Five. But the fact that White has an extra move can create novel strategies. For instance:

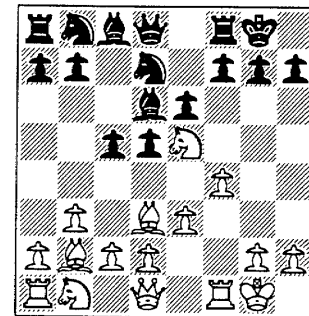
1	♗f3	d5
2	b3	c5
3	e3	♗f6
4	♗b2	e6

Now 5 c4, as in a comparable position from Part Five, is quite good. But 5 ♗e5 may be even better. Consider what happens if Black plays "theoretically."

5	♗e5	♗d6
6	f4	0-0

Black cannot play 6 ... ♖fd7 here because White wins a pawn with 7 ♖xd7 and 8 ♗xg7.

7	♗d3!?	♖fd7
8	0-0	



Black is following a strategy of fighting for control of the e5-square—exactly the same strategy and the same moves as in the battle

for the e4-square in Part Five. But White's extra move comes into focus quickly. The "correct" move here, according to our analysis in Part Five, is 8 ... ♖c6. But after playing that move here Black can resign!

- 8 ... ♖c6?
 9 ♗xc6! bxc6
 10 ♗xh7+!

Kingside attack is a possibility that is always lurking beneath the surface in the Quiet Line. Here it surfaces.

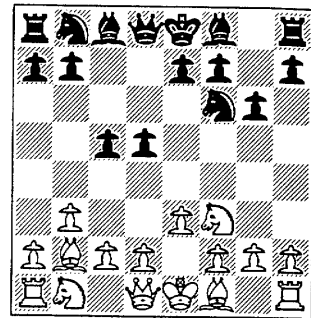
- 10 ... ♗xh7
 11 ♖h5+ ♗g8
 12 ♗xg7!

If Black captures the Bishop, is he mated after 13 ♖g4+ and ♗f3-h3+. If he doesn't, he allows either ♗f3-g3 or ♖h8 mate.

Though hardly conclusive, this is a dramatic example of how White's extra move can make itself felt. (Another example of the Quiet Line is the Instructive Game at the end of the chapter.)

The extra tempo can be used also to take advantage of Black's lack of control over the d4-square. For instance:

- 1 ♖f3 d5
 2 b3 ♗f6
 3 ♗b2 c5
 4 e3 g6



This should head into the venerable fianchetto system we examined in Part Two. But White can avoid comparable positions if he plays:

- 5 c4!

Now Black cannot do what he would like (5 ... d4) because he doesn't have enough control of the key central square. If Black had an extra move—in other words, he were playing his position with the White pieces—he would already have a Bishop at g7 and could play 5 ... d4 6 exd4 ♗h5 followed by 7 ... cxd4. But here the Bishop is still on f8 and Black must scramble to avoid a bad game (5 ... ♗g7 6 cxd5 ♗xd5?? 7 ♗xg7, or 6 ... ♖xd5 7 ♖c3 ♗d8 8 ♗e4).

Perhaps the best way for Black to meet the Queen's Indian Attack is to admit that he cannot hope for more than equality. After all, he is playing the Black pieces and is therefore a move behind. He can choose one of

the modest systems analyzed in Part Seven; in those positions the advantage is least likely to swing sharply from one player to the other if an extra move is gained or lost.

Or perhaps he should avoid 1 ... d5 or any ... d7-d5 altogether. Remember, that move gives up control over the key square e5. Since White's second move in the Queen's Indian Attack (2 b3) announces his intention of controlling e5, a player with Black might consider 1 ♖f3 ♗f6 so as to meet 2 b3 with a more purposeful setup. For instance, he can fianchetto his King Bishop with 2 ... g6 3 ♗b2 ♗g7 and 4 ... 0-0. If White doesn't play d2-d4, Black will enjoy a healthy piece of the center with ... e7-e5. If White does play d2-d4, Black can prepare for the e-pawn advance until he can accomplish it safely. Or he can attack the center from the flank with ... c7-c5. In these position, Black should not worry about the weaknesses around his Kingside if his dark-square Bishop is exchanged for White's at b2, for White would also obtain weaknesses as a result of the exchange, particularly at a3 and c3.

In short, the Queen's Indian Attack offers a solid way of setting up shop in the middlegame and offers extra appeal to anyone familiar with the Queen's Indian Defense. It's greatest disadvantage is that it's a bit on the quiet side—just like the Queen's Indian Defense.

Instructive Game

White: J. Kaplan
 Black: C. Pritchett

Skopje Olympiad 1972

- 1 ♖f3 e5

With this opening move Black feints at setting up an "anti-Queen's Indian" pawn skeleton; that is, pawns at c5, d6, and e5 to blunt the impact of White's fianchettoed Queen Bishop. It's chief demerit is that it concedes control of d5, which White can occupy with ♖c3-d5 and reinforce with e2-e3 and ♗e2-c3.

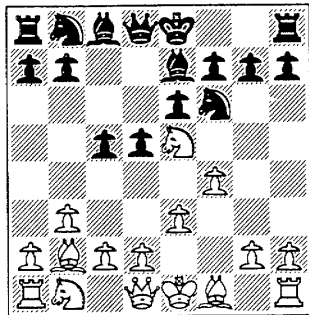
- 2 b3 d5
 3 e3 ♗f6
 4 ♗b2 e6
 5 ♗e5 ♗e7

Black's play is exceptionally acquiescent. He makes a minimal effort to compete for the e5-square.

- 6 f4

One major problem with White's position is his difficulty in finding good squares for his Queen Knight. But because his attack against the enemy Kingside works so well, he can manage the early middlegame without his Queenside Knight and Rook. Meanwhile, Black is having his own problems mobilizing his Queenside. 6 ... ♖c6? would allow White to double his pawns without compensation (7 ♗xc6) or to insure occupation of e5 (7 ♗b5). And 6 ...

♖bd7 followed by ... ♗xe5 will not gain Black much breathing space if White recaptures with the f-pawn. Note that with his King Bishop at e7 Black can play ... ♗xe5 without losing a piece after fxe5. But after ... ♗d6, then ... ♗xe5 would lose a piece after fxe5.



6 ... 0-0
7 ♗d3!?

White takes frighteningly direct aim at the enemy King position. Perhaps the best way of covering the Kingside here is 7 ... ♗fd7 and 8 ... f5, followed by attacking e5 with ... ♖c7 and ... ♗c6. Yet it allows White to force open the g-file with g2-g4.

Another idea is 7 ... ♗e4. But then White can play 8 ♗xe4! and try to exploit the weak pawn on e4. For example, after 8 ... dxe4 9 ♗c3 f6 10 ♗c4 Black has to play ... f7-f5. White can then choose either to castle Queenside and open lines with g2-g4, or to work on the Queenside with his minor pieces and a2-a4-a5.

Black's c5 and b7 pawns can become targets.

7 ... b6

Very slow. The unusual nature of White's play has lulled Black into thinking he can play the Quiet Line quietly.

8 g4!

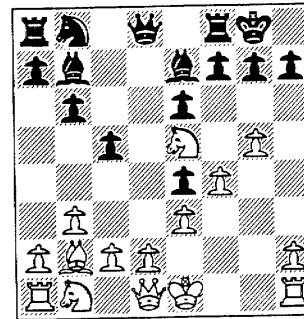
This is the way they used to play chess more than a century ago. White makes no secret of his plan: g4-g5 to drive the Knight away, then ♖h5 and ♖xh7 mate. If Black defends h7 with ... g7-g6, he is asking for trouble on the diagonal leading from b2.

There is still time for 8 ... ♗e4, but then comes 9 g5! to forestall ... f7-f6. For example, 9 ... f6 10 ♗xe4 dxe4 11 gxf6 (or 10 ... fxe5?? 11 ♗xh7 +! ♖xh7 12 ♖h5 + and 13 g6 with a quick mate).

8 ... ♗b7

Black is understandably reluctant to move his King Knight from the Kingside. Perhaps he is thinking that the long light-square diagonal (the QID Bishop!?) will be useful to him if he can play ... d5-d4 and threaten White's Rook at h1. But he doesn't get enough time.

9 g5 ♗e4
10 ♗xe4! dxe4



11 ♖h5!

White is already winning. He can play ♗g1-g3-h3 followed by mate on h7. If Black tries to defend by advancing his g- or h-pawn, he only shortens the game.

11 ... ♗c6

The best try is 11 ... ♗d7, which defends f6 and can protect h7 by moving to f8. But even after 11 ... ♗d7 White has a winning attack after 12 ♗g4!. The threat would then be not only ♗g1-g3-h3 but also ♗h6+ after ♗g1. Black could not capture on h6 because of gxf6 discovered check and a quick mate. And after 11 ... ♗d7 12 ♗g4 f5 White plays 13 g6! hxg6 14 ♖xg6 followed by ♖xg7 mate, or ♖xe6 +, or ♗h6+.

12 ♗g4! e5

This is already desperation. White should just play 13 ♗xe5! and be a pawn ahead.

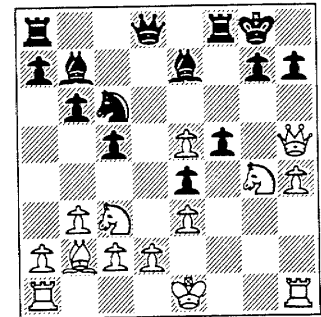
13 fxe5 ♗xg5
14 h4

White played this way in order to maintain attacking prospects. But now Black becomes more tenacious.

14 ... ♗e7
15 ♗c3

There is no mate after 15 ♗f6 +, as White had hoped, because of 15 ... gxf6 16 ♖h6 ♗xe5 17 ♗xe5 ♖h8! and Black is safe. With the ♗f6+ idea out of the picture and ♗g3-h3 no longer meaningful, White has to win the game all over again with his b2-g7 diagonal.

15 ... f5?



Now it's easy. Black had to keep the Kingside files and diagonal closed.

16 exf6 ♗xf6
17 ♗xe4!

Better to open the b2-g7 diagonal

QUEEN'S INDIAN DEFENSE

immediately than wait for Black to protect e4. Here 17 ... ♗xb2 allows 18 ♖g5 h6 19 ♗xh6+ gxh6 20 ♜g6+! and 21 ♜h7 mate.

17 ... ♗d4!
18 ♗gxf6+ ♜xf6

Or 18 ... gxf6 19 ♜g1+ ♜h8 20 exd4 followed by castling on the Queenside. White would win soon, thanks to his threats on the g-file (♜g4).

19 ♗xf6+	♜xf6
20 ♗xd4	cxd4
21 ♜f1	♜e7
22 0-0-0	a5
23 ♜b5	dxe3
24 dxe3	♜xe3+
25 ♜b1	h6
26 ♜c4+	♜h7
27 ♜de1	♜h3
28 ♜g1	♜c8
29 ♜xg7+!	♜xg7
30 ♜e7+	♜f6
31 ♜f7 mate.	

Index of Complete Games

Bernstein vs. Nimzovich	4
Colle vs. Capablanca	11
Miles vs. Korchnoi	47
Petrosian vs. Botvinnik	55
Browne vs. Spassky	63
Tukmakov vs. Gulko	86
Uhlmann vs. Smyslov	88
Popov vs. Ornstein	89
Vaganian vs. Balashov	91
Tal vs. Vaganian	106
Spassky vs. Tal	110
Korchnoi vs. Matanovic	112
Commons vs. R. Byrne	125
Tisdall vs. Gheorghiu	128
Spassky vs. Sigurjonsson	130
Zhidkov vs. Gulko	132
Grigorian vs. Karpov	134
Miles vs. Ligterink	146
Peev vs. Liebert	149
Vaganian vs. Damjanovic	152
Spielmann vs. Chekhover	165
Colle vs. Grünfeld	168
Kaplan vs. Pritchett	177

Index of Opening Moves

Part Two: King Bishop Fianchetto—Normal Lines	19-73
1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 g3 ♘b7 5 ♘g2 ♗e7	
5 ... c5	23
5 ... d5	25
5 ... g6	47
5 ... ♘b4+	27
6 ♗c3	27
6 ♗bd2	28
6 ♘d2	28
6 0-0	
6 ♗c3	29
6 ... 0-0 7 ♗c3	
7 d5	31
7 ♗e1	32
7 ♗c2	47
7 ... ♗e4	
7 ... d5	33
7 ... ♗c8	35
7 ... ♗a6!?	63
8 ♗c2	
8 ♗xe4	36
8 ♘d2	37
8 ... ♗xc3 9 ♗xc3	
9 bxc3	48
9 ... f5	
9 ... ♘e4	39
9 ... d6	41
9 ... c5!	42
9 ... d5	49
9 ... ♗c8	56
10 b3	
10 d5	44
10 ♗e1	45
10 ... ♘f6 11 ♘b2 d6	
11 ... ♗c6	46, 49
11 ... ♗c8	56

Part Three: King Bishop Fianchetto—Black Is Aggressive 74–96

1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 g3 ♘a6

4 ... ♘b4+ 74

5 ♗c3 74

5 ♗bd2 75

5 ♘d2! 76

5 ... a5 76

5 ... ♗e7 76

5 ... ♘e7 77

5 ... ♘xd2+ 77, 91

5 b3

5 ♗a4 79, 86

5 ... c5 79

5 ... c6 80, 86

5 ♗c2 81

5 ♗bd2 81

5 ... ♘b4+

5 ... d5 82, 88

6 ♘d2 ♘e7!

6 ... ♘xd2+ 83, 91

7 ♘g2

7 ♗c3 84

7 ... c6 84

7 ... ♘b7? 89

7 ... c6

7 ... d5 84

8 0-0 d5 9 ♘c3

9 cxd5? 85

9 ♗c3? 85

9 ♗e5 85

Part Four: Two Knights Variation 97–117

1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 ♗c3 ♘b7

4 ... c5?! 98

4 ... ♘e7?! 98

4 ... d5?! 98

5 ♘g5

5 ♗c2 98

5 ... h6

5 ... ♘e7 98, 112

6 ♘h4

6 ♘xf6 99

6 ... ♘e7

6 ... g5 100

6 ... ♘b4 7 e3 100–101

7 ... 0-0?! 101

7 ... c5 101

7 ... ♘xc3+ 102

7 ... g5!? 102, 107

7 e3

7 ♗c2 104

7 ... ♗e4

7 ... c5 105

8 ♘xe7

8 ♗xe4 105

8 ♘g3!? 105, 112

8 ... ♗xe7 9 ♗xe4

9 ♗c2 106

Part Five: The Quiet Line 118–137

1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 e3 ♘b7 5 ♘d3! ♘e7

5 ... ♗e4 119

5 ... ♘b4+ 120

5 ... d5 120

5 ... c5 121

6 0-0

6 ♗c3 122

6 ... 0-0 7 b3 d5

7 ... c5 128

8 ♘b2 c5!

8 ... ♗bd7 124, 130

8 ... cxd4 128

9 ♗c3

9 ♗bd2 125

9 ... ♗c6 124, 132

9 ... cxd4 134

Part Six: White Varies on Move Four 134–157

1 d4 ♖f6 2 c4 e6 3 ♗f3 b6 4 ♘g5 ♘b7 5 e3

5 ♗bd2 138

5 ... h6 6 ♘h4 ♘b4+

6 ... ♘e7 139

7 ♗fd2

7 ♗bd2? 139