

# U O N 40

OCTOBER 2022





# UNORTHODOX OPENINGS NEWSLETTER

OCTOBER 2022

On the cover, a Queen on a cloudy Italian sky!

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## FROM THE EDITOR-IN-CHIEF

Welcome, dear readers, to the October 2022 issue of Unorthodox Openings Newsletter! Materials for this issue have been put together over the preceding months, so pretty much everything was ready. Here you will see a new book by Gary Gifford, our past editor-in-chief; an updated Halloween Gambit article by Paul Keiser; games by the readers; and a lot of other interesting stuff.

We regret to report that International Master Michael Basman passed away on October 26, 2022. He is best remembered for both the Basman-Sales Variation in the Sicilian Defense, 1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 Bc5! and the Grob, 1 g4, and 1... g5 games that he brought into tournament play. In the King's Indian Defense, 1 d4 Nf6 2 c4 g6, Basman played the aggressive 4 h4!, Basman – Williams Attack.

As a player, Basman loved to play the unorthodox, yet aggressive openings. According to Wikipedia, Basman wrote eight different books, including *The Killer Grob* (1989), *The New St. George* (1993) and *Chess for Kids* (2006). Basman created the prestigious UK Chess Challenge, a tournament for juniors of all standards and ages, progressing over four stages, now advertised as the biggest chess tournament in the world. According to Grandmaster Raymond Keene, “Michael Basman is in many ways the most important person in British chess.”

Unorthodox Openings Newsletter #41 will have a more in-depth coverage of Michael Basman and his games. May IM Basman rest in peace!

We must also report that Tom Cook, our Associate Editor, has resigned his position. Andrea Perrone, of Italy, is now our new Associate Editor, beginning with the current issue. We wish Tom Cook the best and hope to hear from him soon.

Future installments of the BDG Universe column will see the Malm – Zilbermints Gambit in the Vienna Defense to the Blackmar-Diemer Gambit. That line goes 1 d4 d5 2 e4 dxe4 3 Nc3 Nf6 4 f3 Bf5 5 g4 Bg6 6 h4 h6 7 fxe4! Nxe4 8 Bg2 Nxc3 9 bxc3 c6 10 Rb1 Qc7. I recently defeated a master rated 2277 with this line, so it is worth looking at.

Lastly, this entire issue was completed on October 31, 2022.

Enjoy!!

## INTRODUCING A NOVICE...

Hello to everybody, my name is Andrea Perrone, I am thirty-five years old and I live in the South of Italy. Here winters are mild and summers very hot. I started to play chess around the year 2015. Simply, one day I told myself: "I would like to watch one chess game!" and so then I started to understand the mechanisms that are behind this fascinating game. I am part of the *Amateur Chess Club Lupiæ 1970* - Lupiæ was the ancient name of the city where we live, Lecce, Apulia. My current FIDE rapid rating is 1401 (but in few days I will struggle in another tournament!). It is a honor for me to give one help to UON, and I hope to do well the job of pagination (perhaps you could encounter some graphic mistakes, I am sorry but I tried to see all of them :) ). I don't know many of you, but I want to thank everybody, and in particular Mr. Zilbermints, who gave me this opportunity.

# Part I

# CHAPTER 1

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## REGARDING CHESS VARIANTS AND A NOVELLA

GARY GIFFORD - PRIOR UON EDITOR

I have been asked, on a few occasions, why I don't write UON articles anymore. The simple answer is that I don't have the time. Although I have retired, I am perpetually busy.

I write a lot.

Recently I wrote a novella pertaining to an angry chess player, more about that at the end of this article. After completing that project, I created three chess variants books, each about 200 pages long. And now I am working on a collection of short stories.

This article pertains primarily to the chess variants. I took a few examples from each book in the series. I have included 7 games that you can play by reading about them in this article. Three of them use boards that are not 8x8; however, Remote Sensing does include rules for 8x8 board play.

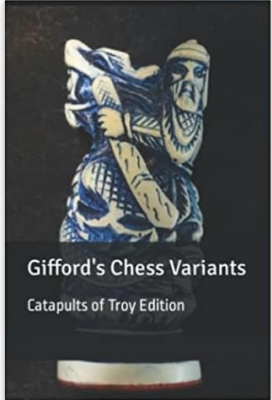
1. Royal Magician's Chess
2. Hole Chess (Custom 44-square board)
3. Levitating Kings
4. Shatar, Old with 1 Hia (Bodyguard)
5. Disintegration Chess (5x9 board)
6. Gryphon & Elephant Bird Chess
7. Remote Sensing (9x9) [includes rules for 8x8 board play]

Note that the images in this article are in color. In the actual books, they are grayscale. Also, note that the formatting in the books is different than it is in this UON edition, due to the 6x9 inch format and layout requirements.

The books, including the novella, are available on Amazon. I've added a copy of each book's Amazon page image for those who may be interested.

On to the games ...

## 1.1 CATAPULTS OF TROY



**Gifford's Chess Variants**  
Catapults of Troy Edition

### Gifford's Chess Variants: Catapults of Troy Edition

Paperback – July 9, 2022

by Gary Gifford (Author)

Part of: [Gifford's Chess Variants \(3 books\)](#)

[See all formats and editions](#)

**Paperback**  
**\$9.95**

1 New from \$9.95


The Catapults of Troy edition of Gifford's Chess Variants is the first book in the series. It includes 16 unique chess variants, offering a variety of strategic and tactical challenges. Play a game of Bermuda Chess Angle (where pieces can disappear during play) or Cannons of Chesstonia, where you and your opponent can load a cannon and fire a helpful piece into the battle. Catapults of Troy has a river, catapults, bridge builders, a ram, a Troy horse with an Archer, Dimension X features not only a normal chessboard but one from another dimension which allows you to bring trans-dimensional creatures into the normal playing field to assist you -- your opponent controls some as well. There is Odin's Rune Chess - a very different kind of chess played on a 10 x 10 board and created with runes during a synchronicity experiment inspired by Carl Jung. The book also includes Time Travel Chess in which you can send your King and pieces into the future of the game or send your King back in time... but be careful, time traveling chess pieces can get lost in time. These chess variants and more await you (16 in total) to provide great mental challenges for you and your opponents.

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Gary Gifford

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### GAMES INCLUDED IN THE "CATAPULTS OF TROY EDITION"

- Bermuda Chess Angle (p. 11)
- Bishop Knight Morph Chess (p. 25)
- BordahBee (p. 33)
- Cannons of Chesstonia (p. 41)
- Catapults of Troy (p. 51)
- Desert Pub Chess (p. 67)
- Desert Oasis Chess (p. 73)
- Dimension X (p. 79)
- Hole Chess (p. 107)
- Odin's Rune Chess (p. 117)
- Pillars of Medusa (p. 143)
- Pillars of Medusa, Mini (p. 167)
- Royal Magician's Chess (p. 175)
- Three Elephant Chess (p. 181)
- Time Travel Chess (p. 189)
- Transmitter Chess (p. 207)

## 1.2 ROYAL MAGICIAN’S CHESS



**Note:** Side pieces shown are for tracking piece drops from each side’s Magical King and Royal Magician.

This variant makes use of a Royal Magician (RM) and a Magical King (MK). It also uses a standard 8x8 chessboard and standard chess pieces (but no Queen – we have the Royal Magician standing in for her).

When the Magical King (or Royal Magician) reach their fourth rank for the first time, a Bishop or a Knight is dropped onto the board (as part of their magic). The drop is to any vacant square.

Note that the “piece drop” concept is not new, for example, see Shogi (Japanese Chess), Loop Chess, and Neo-Chess. However, the mechanics of the drop differ in those three games, from what we see here.

When Magician or King reaches their fifth rank, for the first time, the Knight or Bishop (whichever was not dropped when reaching the fourth rank) is dropped onto any vacant square.

When Magician or King reaches their sixth rank, for the first time, a Rook is dropped onto any vacant square.

### 1.2.1 SETUP

As in chess, but the Queens are replaced with Royal Magicians.

Each player has 2 extra: Rooks, Knights, and Bishops. These are initially located off the board but are ready to be “dropped” into the game.

- (A) One of each extra piece can be dropped by the Magical King
- (B) One of each extra piece can be dropped by the Royal Magician

### 1.2.2 ROYAL MAGICIAN

Moves as does a King. But there is no castling option for a Royal Magician.

- Upon reaching the 4th rank the Magician must release (drop) a Bishop or a Knight onto any empty square (any rank or file).

- Upon reaching the 5th rank, a Knight or Bishop (which ever was not dropped prior) must be dropped onto any vacant square (any rank/any file).
- Upon reaching the 6th rank, a Rook must be dropped onto a vacant square (any rank or file).

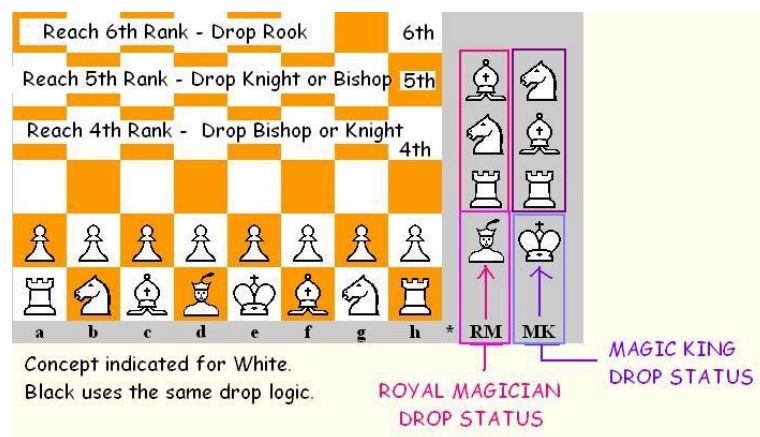
**Note:** A Royal Magician can move and temporarily expose his King to check, but ONLY IF a dropped piece will result and block the check when the move is completed.

The Royal Magician can be attacked and can be captured. Unlike a King, when the Royal Magician is attacked it is not in check and does not need to move out of the line of fire.

### 1.2.3 KING

As in chess, plus **he has all the abilities of the Royal Magician...** but the King can be checkmated.

**Note:** A King can move into check, but ONLY IF a dropped piece will block the check when the move is completed.



Illustrating the Concept of "Piece Drop"

### 1.2.4 REGARDING BISHOPS

It is possible for the game to end up with four Bishops in play, for each side. This is because the game begins with two Bishops per side and then, later in the game, two extra Bishops can drop in.

The King and Magician can drop a light-squared Bishop or a dark-squared Bishop. For example, you could have 1 light-squared Bishop and 3 dark squared Bishops in a game (your 2 original Bishops plus 2 dropped Bishops of a same square color). Or you could end up with 2 light squared Bishops and 2 Dark-squared Bishops, depending on your strategy.

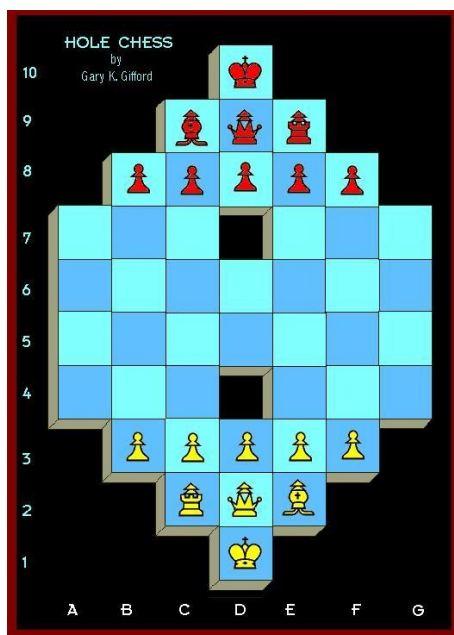
### 1.2.5 RULES

As in Chess, with above piece exceptions as noted.

The game ends when a King is checkmated, stalemated, a draw is agreed, or a resignation takes place.

## 1.3 HOLE CHESS

© 2003 FROM COT



Initial setup

### 1.3.1 INTRODUCTION

I developed "Hole Chess" in December of 2003 for a 44 square contest.

In addition to a King and five pawns (per side) I added three special pieces to both sides:

1. Queen
2. Rook
3. Promoted Shogi Bishop (also known as ryuuma or dragon horse)

These three pieces move and capture in the manner of their traditional counter parts, but in addition **emit a "tractor beam" which pulls a targeted piece into a hole.** "Hole Chess" was born.

### 1.3.2 OBJECT

The object of the game is to capture your opponent's King, checkmate your opponent's King, or to make your opponent's position so unbearable that he or she resigns.

### 1.3.3 GENERAL

There are two players, Yellow (light) and Red (dark); however, other colors may be used. Each player starts with a King, Queen, Rook, PS-Bishop (Promoted Shogi Bishop), and 5 Pawns. Refer to the first graphic for the initial setup.

Pieces can be captured in either of two ways:



1. as in traditional Western Chess
2. by drawing a targeted piece into a hole. In the sample game, at the end of these instructions, the Red King gets sucked through a hole on the 11th move.

### 1.3.4 BOARD NOTE

A board with holes cut into it and then placed over an open box provides a nice setup in which pieces that are sucked into a hole actually fall through a real hole. This provides play more in tune with the original game concept.

### 1.3.5 PIECE NOTE

A standard Queen, Rook, and Bishop can be used as pieces in Hole Chess. However, I did create different graphics for those pieces for two reasons:

- A) these pieces have the "tractor beam" type action, thus if someone wanted to add them to another game which had normal Queens, Rooks, and Bishops there would be a need to distinguish them from those standard pieces.
- B) The PS-Bishop is really a Shogi Dragon Horse (a "promoted Bishop which moves like a King or a Bishop). I did not want to use the Horse image or the Japanese Horse character, as they have been confused with Knights.

### 1.3.6 MOVES AND CAPTURES

#### KING

The Yellow King starts on d1 and the Red King starts on d10. The Kings move as in standard chess and are free to roam the board. Kings can be checkmated or captured; therefore, there is no stalemate. In what would be a stalemate [as in standard chess] the "Hole Chess" King would have to move into (or be exposed to) the enemy line of fire, causing instant defeat.

A King can move next to the enemy King. However, the enemy King would then capture it and end the game.

#### PAWNS

The 5 pawns (per side) start on the associated player's third rank, i.e.,

- b3 through f3 for Yellow
- b8 through f8 for Red.

Pawns move and capture in the same manner as traditional chess pawns. Thus, they can move two spaces on their first move. The central pawns (on d3 and d8) can only move when capturing diagonally:

- c3 x c4 or c3 x e4 for Yellow
- d8 x c7 or d8 x e7 for Red

This is because the central pawns are located directly behind a hole. They cannot advance two spaces as they would fall through the hole. It is illegal to move onto (into) a hole, unless being pulled into one while being captured.

Pawn en passant still exists in Hole Chess. Thus, a pawn moving from f3 to f5 could be captured en passant by a pawn on e5 or g5. If a pawn reaches the opponent's third rank it must promote to a Queen, Rook, or PS-Bishop.

### 1.3.7 TWO-ACTION RULE

The PS-Bishop, Rook, and Queen have two actions for a given turn, providing that they are the piece to be moved. One of the two actions can be declined for a move, but never both.

**Action 1:** The piece moves and possibly captures, as in chess; or as in Shogi for the case of the PS-Bishop (which moves like a King or Bishop).

**Action 2:** The piece targets an opponent's piece in its direct line of fire and, as long as a single hole exists in line between the attacker and the target piece, the target is drawn along the line of attack until it falls through the hole and is thus eliminated. Action 2 cannot be performed if two holes exist between the attacker and the target.

For the piece making the move: either action or both actions can be completed on the same turn. In other words, capture is not mandatory, unless it is the only legal move. Also, a piece can stay where it is and initiate action 2.

Because of the Two-Action rule, it is possible to capture two pieces in one turn, i.e., one capture with action 1 and a second capture with action 2.

#### PS-BISHOP

(Promoted Shogi Bishop) PS-Bishops start on e2 for Yellow and on c9 for Red.

**Action 1:** They move and capture as would a King or a Bishop.

**Action 2:** See Two-Action Rule.

#### ROOK

The Rooks start on c2 for Yellow and on e9 for Red.

**Action 1:** They move and capture as a western chess rook.

**Action 2:** See Two-Action Rule.

#### QUEEN

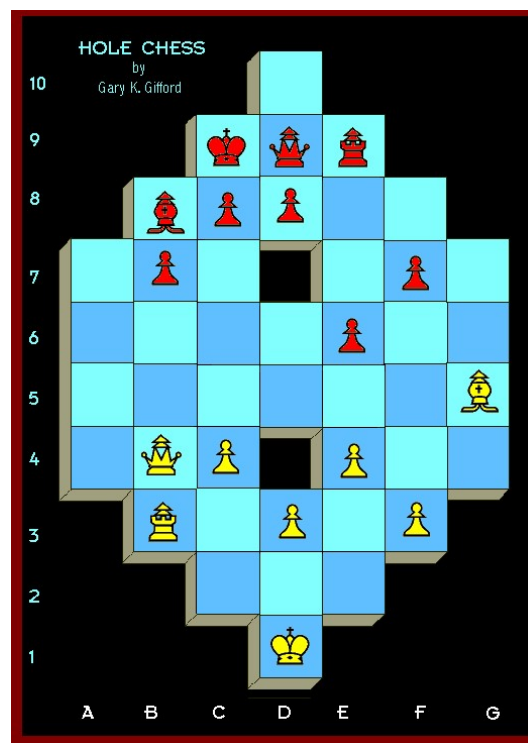
**Action 1:** They move and capture as a western chess queen.

**Action 2:** See Two-Action Rule.

## 1.3.8 A GAME PLAYED 12 DEC 2003

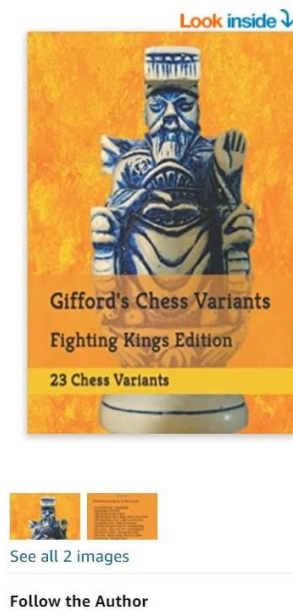
Yellow - Red

1. c4 e6
2. e4 Qg6
3. b5?! Qe8 / @b5 (@b5 indicates that a target at b5 was pulled through a hole. That was action 2 for the Queen (Qe8 was action 1).
4. Rc3 b7
5. Rb3 Bb8 (letter "B" is the PS-Bishop)
6. Be3 f7
7. Qb4! (this move threatens 8. Qb5 / @e8 winning the Red Queen) Qd9
8. Bg5 Kc9??? (Kc9 is a blunder by Red. It gives Yellow a forced win)



9. Qd6/@d8+ (With the Red Pawn (on d8) sucked into the hole at d7, the Yellow PS-Bishop (on g5) gives a nasty check to the Red King (on c9)) Kd10 (moving out of check)
10. Qxb8+ Qc9 (forced)
11. Qd6 / @d10 ... (The Red King gets sucked into the hole. Yellow Wins. 1-0)

## 1.4 FIGHTING KINGS



### Gifford's Chess Variants: Fighting Kings Edition

Paperback – July 18, 2022

by Gary Gifford (Author)

Part of: Gifford's Chess Variants (3 books)

[See all formats and editions](#)

**Paperback**  
**\$9.95**

1 New from \$9.95

The "Fighting Kings" edition of Gifford's Chess Variants is the second book released in the series. The book includes 23 chess variants, 15 of which can be played on 8x8 boards, including Central Rotational Chess (where pawns and pieces on the central squares rotate in position after a turn), Doppelgänger (where a piece captured also sees its Doppelgänger removed from the board), two versions of Fighting Kings (in which your Kings fight without fear of checkmate, while a Royal Pawn or a Throne King still needs protected), Jungles and Mountains (where special pieces cut through jungle and rock to get to the enemy). There are also 8 games that make use of other board sizes (for example 9x9). Play Disintegration Chess (where you and your opponent each have 3 Kings, but a simple check is all it takes to disintegrate them), there is also Roswell Chess (based on alleged hieroglyphics from Roswell debris), play Queens or Castles to get your opponent to resign with the tricky Diplomat piece and to trade your two Queens for 4 Rooks with the special "Synergism" move. See back cover for full listing of the included variants.

[^ Read less](#)

### GAMES IN THE "FIGHTING KING'S EDITION"

#### Part I - GAMES PLAYED ON 8X8 BOARD

- Central Rotational Chess (p. 13)
- Doppelgänger Chess (p. 21)
- Doppelgänger BordahBee (Normal and Extreme Variants) (p. 27)
- Fighting Kings & Royal Pawns (p. 33)
- Fighting Kings & Throne Kings (p. 37)
- Heavy Gravity Chess (p.41)
- Indistinguishable Chess (p. 45)
- Jungles and Mountains (p. 51)
- Juxtaposition Chess (p. 55)
- King's Reincarnation (p. 61)
- (Chess) Latrunculi duo milia et septum (p. 69)
- Levitating Kings (p. 75)
- Pawn Eaters (p. 79)
- Shatar, Old with 1 Hia (Bodyguard) (p. 85)
- Split Phase Tri-Plane (p. 97)

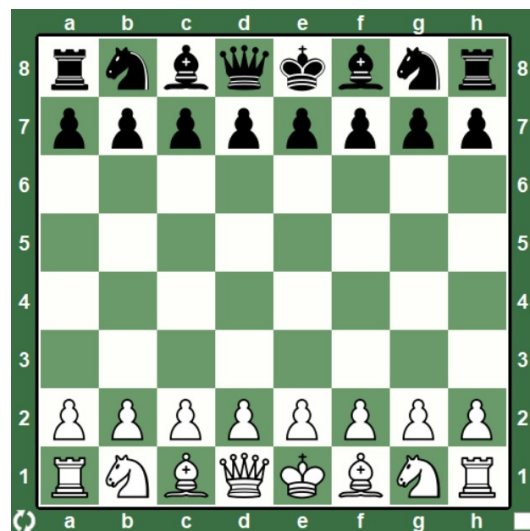
#### Part II - GAMES USING OTHER THAN 8X8

- Disintegration Chess (5x9) (p. 107)

- Little River Chess (6x9) (p. 117)
- Medusa Shogi (11x11) (p. 129)
- Queens or Castles (9x9) (p. 139)
- Roswell Chess (7x10) (p. 151)
- Shanghai Palace Chess (9x9) (p. 163)
- Shatranj Darwinian (9x9) (p. 177)
- Shatranj of Troy (9x9) (p. 189)

## 1.5 LEVITATING KINGS

© 2007 FROM FK EDITION



Levitating Kings occurred to me after having an interesting dream about levitation. It was while trying to figure out the significance of the dream (assuming I would find some) that I saw the concept being applied to chess.

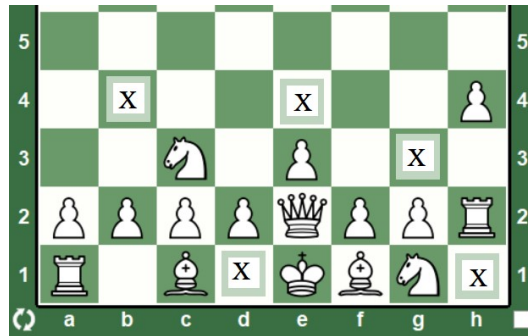
We start with a standard 8x8 board and set of pieces. And the pieces all move as in standard chess... but the King, there is something special about him. In this game he can levitate. Setup, Pieces, and Rules

As in chess, Except:

1. Winning is by capturing the enemy King.
2. Kings can move through checks. They can Levitate through checks and they can castle through checks. They can even move into check but that is unwise as they will be captured on the opponent's turn.
3. Kings can levitate.

A King can levitate over any number of connected (adjacent to each other) friendly squares occupied by piece-pawn combinations. Levitation can only be in a straight line and can be orthogonal or diagonal. Levitation cannot zigzag.

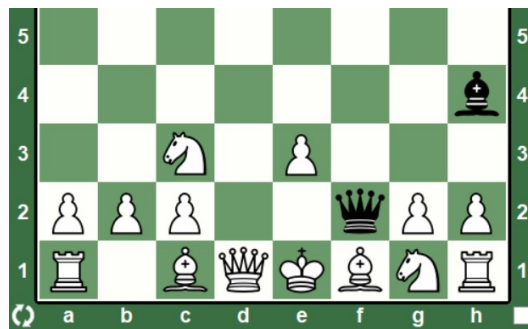
## 1.5.1 EXAMPLE



In the above position the white King could move to any of the squares showing an “x”, thus:

- Normal move to d1
- Levitate to e4
- Levitate to g3
- Levitate to b4
- Levitate to h1

Levitation can be performed to get out of what would be a checkmate in standard chess. For example:

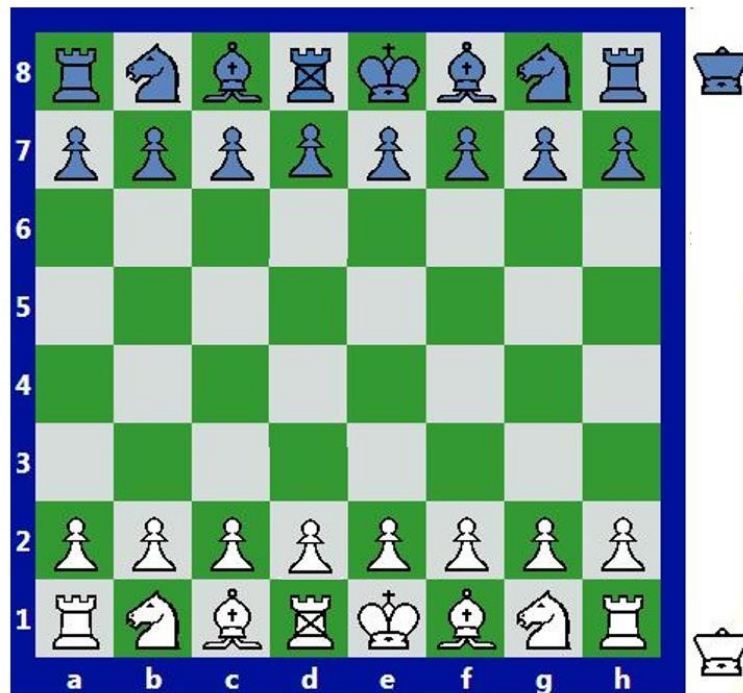


In the above position Black has a Queen at f2 and it is protected by a Bishop at h4. In Levitating Kings white is allowed to play K x Q but Black would then play B x K and win. Instead, White levitates his King to b1 and escape what would have been mate in a standard game of chess.

**Remember, a King which has no friendly pawns or pieces adjacent to it, cannot levitate.**

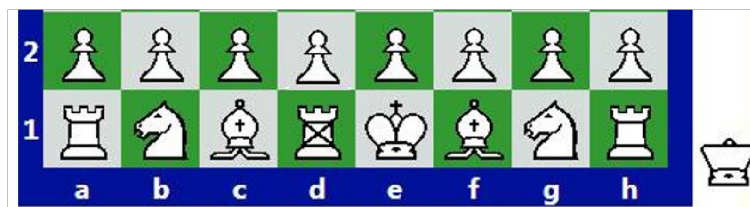
## 1.6 SHATAR, OLD

WITH 1 HIA (BODYGUARD) © 2016 FROM FK EDITION



This variant, a slight one, is based on Old Shatar. It keeps the traditional 8x8 hatar is a Mongolian game which plays much like chess. Shatar board, pieces, and rules, with exception of having a Bodyguard (Hia) added to each side after the King makes its first move. In the related game, Hiashatar, there were two Hias per side. Unlike in this game, those Hias started out on the board. Being impressed with the Hia piece, I decided to have an 8x8 Shatar variant using the "old Queen" and introducing the Hia into the game. It seems that Shatar was quite popular but that the former Soviet Union (USSR or CCCP) pretty much squelched it in favor of today's FIDE style (western) chess. Had USSR influences been in favor of Old Shatar or Hiashatar, maybe one of those would have been as popular today as the chess we know today.

### 1.6.1 SETUP



Above we see the initial setup for white. The Hia (bodyguard) starts the game off the board. The first move of the game must be **1. d4 d5**. For this reason, some may show the initial setup with pawns already on d4 and d5. I have started with the pawns on their second rank due to having seen Shatar photos with that set up. Also, if the pawns were initially set on d4 /d5 there would be no need to state that 1. d4 d5 had to be played as it would already be in the position. I would like to have skipped the required queen-pawn move but wanted to stay as true as possible to Old Shatar – while adding the great Hia piece.

## 1.6.2 PIECES

Showing Western and Mongolian names...

**King (Noin) or noyan** cannot castle. After the King's initial move, place the Hia (Bodyguard) on the vacated square (e1 or e8, as applicable). The "King / Hia doublepiece move" counts as just one move.

**Queen (Berse) or baras** This is the Old Shatar Queen. She is like a promoted rook in Shogi (Japanese Chess). She moves either like a rook or one square diagonally.

**Knight (Mori)** same as in western chess but is not permitted to deliver checkmate.

**Pawn (Chu) or kuu** does not have a double initial step, with the exception of the queen-pawn. Pawns only promote to Berse (Queen). The first move of the game must be: **1. d2-d4, followed by black playing d7-d5.**

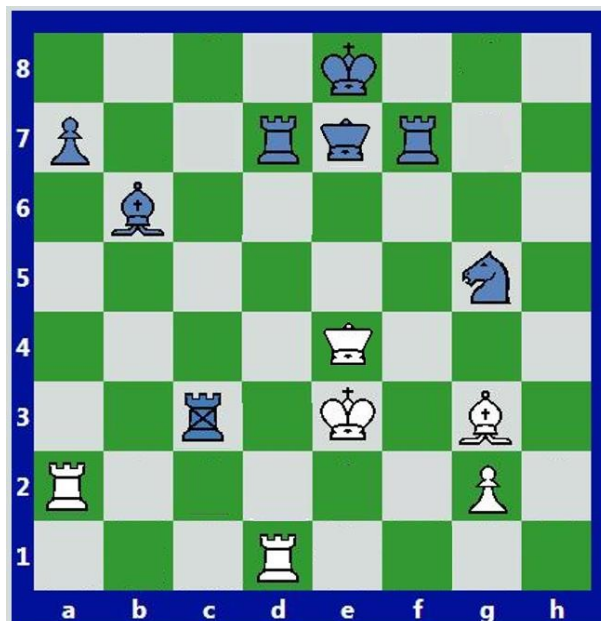
**Rook (Terge)** same as in western chess.

**Bishop (Teme)** same as in western chess.

**Bodyguard (Hia)** Moves and captures like a Queen in western chess but can move only one or two squares. **The Hia cannot give check or mate** (Kings are immune to it and can move next to and capture it). The Hia also has a special field of influence such that:

1. a Queen, Rook, or Bishop sliding through any square adjacent to the bodyguard, must stop its move (Knights are immune.)
2. Any piece (aside from a Knight) adjacent to a bodyguard (Hia) can move only one square.

**A Few Questions pertaining to the Hia. Answers appear at end of section.**



**Part 1 – Assuming it is Black's move.**

1. Is the White King in check from the Black Queen or Bishop?
2. Can the Rook on d7 capture the rook on d1 on this turn?



3. Can the Knight on g5 capture the Hia on e4?

**Part 2 – Assuming it is White’s move.**

1. Can White play R(d1) takes Rook d7?

2. Can White move his Hia to d4? And if so, could Black capture it on his turn?

3. Can White move his Hia to g6, attacking Black’s Rook and Knight?

### 1.6.3 A SAMPLE GAME

Hias start off the board.

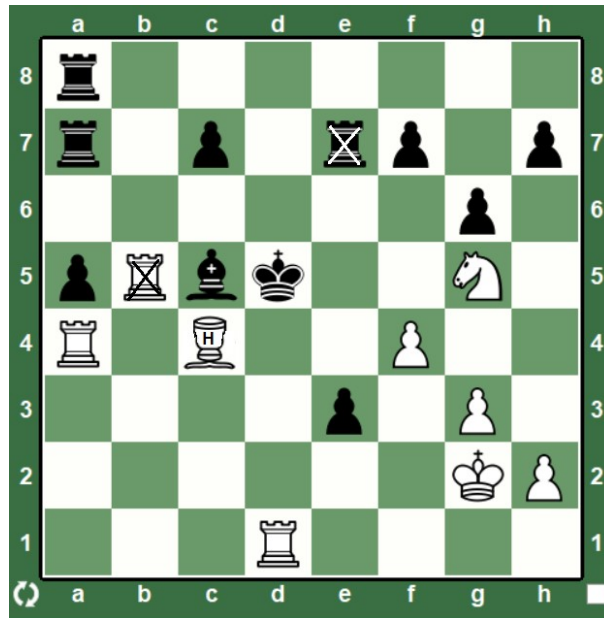
#### TIMMY vs TONY

1. d4 d5 (Only these two pawns get a double-move, and it is mandatory for them. This move is mandatory.)
2. g3 Nc6
3. Bg2 e6 (Pawns only move 1 space, except for the first required move (1. d4 d5))
4. e3 b6
5. f3 g6
6. Kf2 / Hia e1 ... (White Hia goes to e1 (mandatory))
6. ...Bg7
7. b3 Ba6
8. Bb2 Nge7
9. c3 Kd7 / Hia e8
10. Nd2 Kc8
11. Nh3 Kb7 (As there is no castling in Shatar, Tony moves his King manually to reach something like a Queenside castle. He moves his King to b7 to free the Rook on a8 for his next move.)
12. a3 Rc8
13. a4 Hia d7 (Neither player is used to the Hia but they know it is a great defensive aide to the King. Tony moves his towards the Black monarch. 14. b4 b5 Timmy wanted to pawn-fork the Bishop and Knight. Tony played b5 to stop it.)
15. axb Bxb5
16. Qc2 Ra8
17. Hia e2 ... (Black can't capture the Hia with his Bishop as he'd have to stop at d3 due to the Hia's protective field.)
17. ... a6
18. Ra2 Ra7
19. R(h)a1 Hia d6 20. e4 dxe 21. Nxe4 ... (attacking the Hia)
- ...Hia d7
22. Nc5+ Kb6
23. Nxd7+ (exchanging Knight for Hia)
23. ...Qxd7 24. Hia d3... (Annoying, the Black Bishop can't take the Hia) ...Rha8
25. Qb3 e5 (Struggling for counterplay)
26. d5 Nxd5
27. c4 Bxc4
28. Qxc4 N(d)xb4
29. Qb3 a5
30. Hia c4 Bf8
31. f4 Bc5 (This is not a check due to the Hia)
32. Bxc6 Kxc6
33. Ra4 Nd3+

**Remember:** Knights are immune from the Hia's forces but Hias can still capture Knights by displacement. Here the Hia can't capture the Knight because that would activate the Bishop's check (from c5). White playing 34. QxN would be a blunder because Black would play 34...QxQ and the Hia could not recapture due to the Bishop check factor.

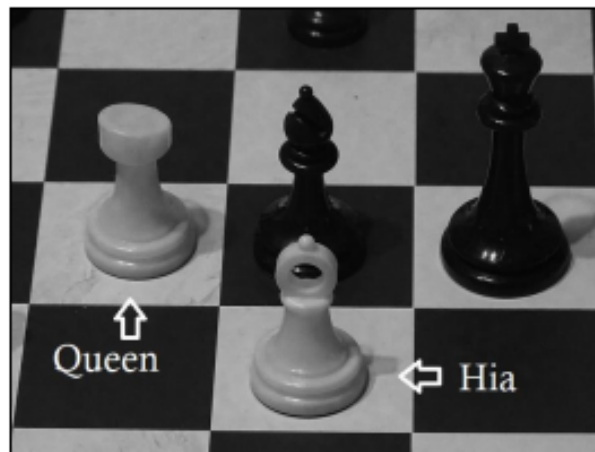
- 34. Kg2 Nxb2
- 35. Qxb2 e4 (perhaps dreaming of a Queen)
- 36. Ng5 Qe7
- 37. Rb1 e3
- 38. Qb5+ Kd5 (Kings are immune from Hias)
- 39. Rd1 #

Timmy sees the checkmate while Tony asks, “Where’d that come from?”



Final position.

Black finds himself in checkmate. White’s Queen (b5) cuts off escape to c6. e4 and e6 are cut-off by the Knight on g5. The f4 pawn stops escape to e5 and the Rook on d1 controls the d-file.

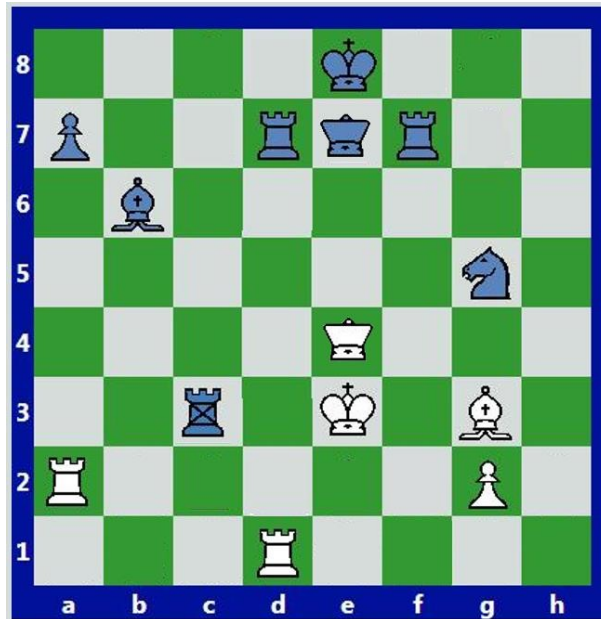


Note that the game was played using two “Faerie Chess” pieces to better represent the weaker Queen and the unique Hia. Though almost any other pieces (or pieces from a different style chess set could have been used) I choose the above for these reasons:

**Old Queen** Moves like a Rook or 1 diagonal space. The piece used looks like a Rook with a slant (diagonal) top.

**Hia** The piece used has a hole through the top, giving it a mysterious (magical) look which I think is fitting with the Hia’s special influence on adjacent squares.

Answers to the Hia-related questions.



Part 1 – Assuming it is Black’s move.

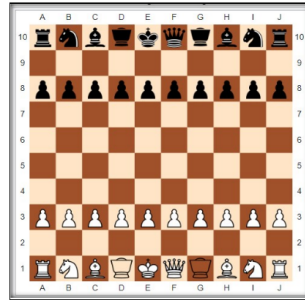
1. Is the White King in check from the Black Queen or Bishop?  
**Answer: No. The Hia (e4) would force the Queen to stop movement at d3. It would stop the Bishop at d4.**
2. Can the Rook on d7 capture the rook on d1 on this turn?  
**Answer: No. The Hia would stop it at h5.**
3. Can the Knight on g5 capture the Hia on e4?  
**Answer: Yes. Ng5 x Hia(e4) is a legal move.**

Part 1 – Assuming it is White’s move.

1. Can White play R(d1) takes Rook d7?  
**Answer: No. The Hia on e7 would force the Rook to stop on d6.**
2. Can White move his Hia to d4? And if so, could Black capture it on his turn?  
**Answer: The Hia can move to d4. The Bishop could get no closer than c5, the Rook no closer than d5, but the Old Shatar Queen could capture it with a one-step diagonal move.**
3. Can White move his Hia to g6, attacking Black’s Rook and Knight?  
**Answer: No. Both the Bishop and the Queen would have a direct line of attack to the White King. It would be a double-check.**

## REGARDING HIAS

The old Mongolian game of Hiashatar uses a 10 x 10 board and begins with two bodyguards (Hia) on the board. Interesting is that the pawn setup resembles that seen in Shogi.



The Acknowledgements section includes additional information.

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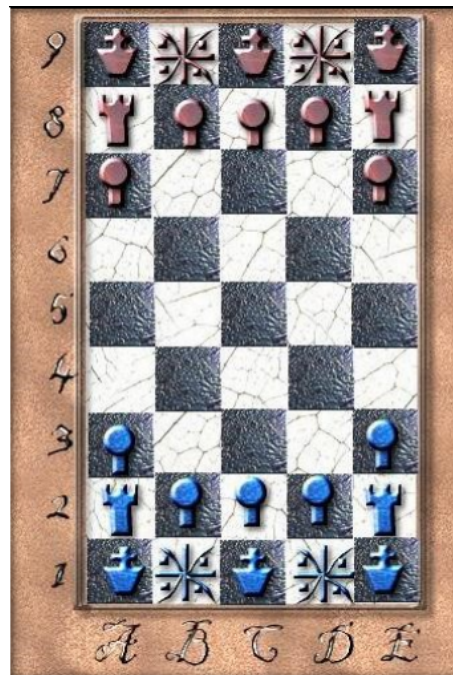
## 1.7 DISINTEGRATION CHESS

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Disintegration Chess was an entry for a 45/46 square contest. It originally had a different sized board which gave the first player too much of an advantage. That aspect is discussed in the Acknowledgements section at the back of the book.

In the above photo we see a setup using 5 standard pawns, 2 standard rooks, and 5 pieces from a thematic (figurine chess set, in this case, Transformers, from Parker Brothers Hasbro). If you own one or more thematic sets, or have a set of figures, or own Faerie Chess, let's just say that these non-traditional pieces come in handy when wanting to set up many chess variants. The set shown on the previous page is the one used in our sample game (at the back of this section). The photo is from Black's point of view looking towards a White army.



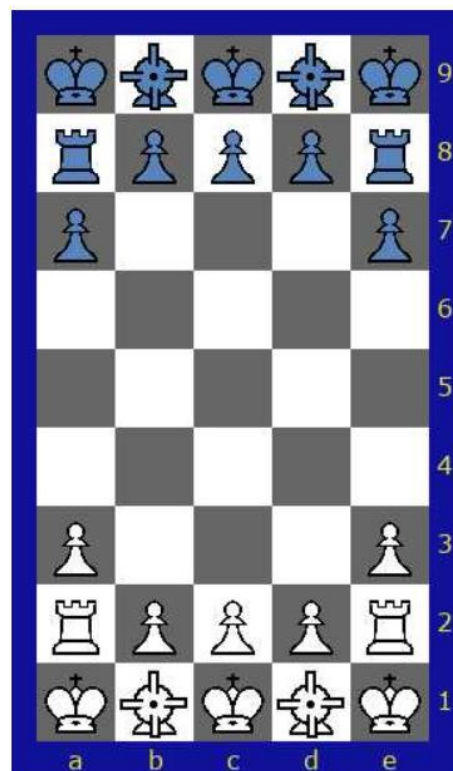
### 1.7.1 OBJECTIVE

Disintegrate your opponent's 3 kings by putting each into check. Putting a king in check causes it to disintegrate. Only kings disintegrate. Pawns and pieces are removed only by displacement.

**IT IS POSSIBLE TO DISINTEGRATE TWO, OR ALL THREE KINGS IN A SINGLE MOVE.**

### 1.7.2 SETUP AND PIECES

The ChessVariants "preset" (which allows online play) is as shown in the figure.



**PAWN** Pawns are as in FIDE (standard (western)) chess, except pawns on a and e can only move 1 space per turn. b, c, and d pawns can advance 2 spaces on their first turn and pawn en passant applies to these b, c, and d pawns (as they can advance 2 squares on their initial turn). Aside from pawn en passant, pawns move forward orthogonally and capture diagonally by displacement. The a and e pawns can capture by pawn en passant, should the opportunity arise, but as they have no initial 2-square advance, they cannot be captured in the en passant manner. Pawns, upon reaching their last rank, **must promote to either a Rook or a Fye'tin.**

**ROOK** The Rooks move orthogonally as in chess. A check from a Rook instantly disintegrates all enemy Kings in the line of fire. Rooks are always projecting their “King-Disintegration energy” simultaneously in 4 directions.

**FYE'TIN** The Fye'tin is the opposite of a piece known as the “Templar,” which is accredited to Adrian Alvarez de la Campa.

- The Fye'tin can slide one or two spaces horizontal or vertical, or it can move like an elephant by leaping over 1 space diagonally onto a second space
- it can never move a single diagonal space
- it cannot give check on the space diagonally adjacent to it
- it does give check diagonally two spaces away, even if there is a piece between it and a King
- it can jump over an adjacent diagonal piece but cannot take a piece by leaping over it
- it captures by displacement, except in the case of Kings, which it disintegrates

**KING** as in normal chess but there are three of them, and there is no castling. When in check the king disintegrates. If a King is shielding another King, for example, from a straight on Rook, after the first King in the line of check disintegrates, the King that was behind it also disintegrates.

### 1.7.3 RULES

Win by eliminating your opponent's three kings. Putting a King in check causes it to disintegrate.

Once in check:

- you cannot block it or move out of it or prevent the check by capturing the checking piece because the King instantly disintegrates when in check.
- **you can't capture a King by displacement because it disintegrates instantly when in the line of fire.**
- you can move a piece that is "pinned" to a King... but in doing so, your associated King instantly disintegrates.

**Question:** You say a player can move one of his Kings into check and it instantly disintegrates. Why would a player do this?

**Answer:** Consider it a sacrifice. For example, if you have two kings and your opponent has one, you can move one of your kings next to his... both your king and his instantly disintegrate. You would win the game, as you have a King remaining, unless, on his last move granted, he could disintegrate your last King, thus obtaining a draw. See next statement. If black should lose his last King he is granted one last move. If he can check your last King(s) on that turn, the game is declared a draw.

It is possible to disintegrate 2 or, even all 3 kings on 1 turn.

There is no castling.

### 1.7.4 EXAMPLES OF DISINTEGRATION



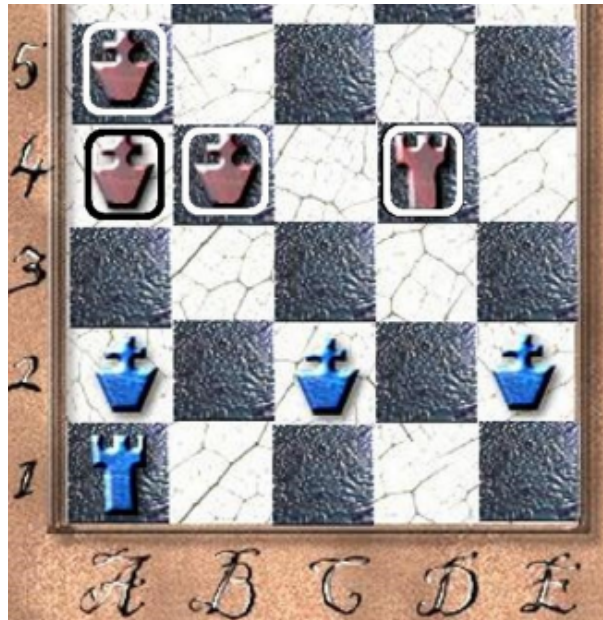
In this partial board diagram, it is Black to move (the 3 pieces with rectangles at c4, d4 and e5). There are several disintegration options:

- A) Red Rook c4-a4: King on A1 disintegrates and is removed from board.



- B) Red Rook c4 x c2: king on C1 disintegrates and is removed.
- C) Fye'tin on e5 x e3: Kings on C1 and E1 disintegrate and are removed.
- D) Fye'tin on e5 - c3: Kings on A1 and E1 disintegrate and are removed. The King on c1 is safe because Fye'tins have no orthogonal leap.

### CHAIN REACTION DISINTEGRATIONS



Here we see some interesting disintegration factors. Let us assume that there are no other pieces on the board. Also, please note that I am not saying the moves shown are best— I just want to show some important chain reactions.

**CASE 1:** Blue (pieces on ranks 1 and 2) is to move. Assume Blue moves 1. King A2B3. This causes that Blue B3 King to disintegrate itself, plus the Red Kings on A4 and B4, and the Blue Rook on A1 is now open to [and disintegrates] the last Red King (on A5). Red gets one last move, and plays Rook to d2, disintegrating Blues last 2 Kings. The game is drawn. Note that 1. King A2-A3 will also result in the 3 Red Kings disintegrating. Do you see how?

**CASE 2:** If it is Red's move (red pieces are on ranks 4 and have rectangles around them), it looks like he would win with Rook to d2. This makes Blue Kings on c2 and e2 disintegrate. When the c2 King is gone, the a2 King disintegrates, when that happens, the Rook on a1 attacks the two exposed Red Kings on the A-file, they disintegrate. But Blue did not even move. He now gets his last move. Rook A4, or Rook to B1, either destroys the last Red King. The game is drawn.

### 1.7.5 A SAMPLE GAME

MARY vs ROB 1. d4 e6

2. F(d)d3 a6

3. c4 b6

4. e4 c6

5. b4 d6

6. F(b)b3 R(a)c8

7. K(c)d2 F(d)b7
8. a4 F(b9)d7
9. e5 d5
10. cxd F(b)xd5
11. F(b)xd5 cxd5
12. Fc3 Rc7
13. Rc2 Rec8
14. Re3 b5
15. axb Fxb5
16. Fc5 Fxb4 ??

Disintegrating White's King on d2 (diagram on next page) but what did Black overlook?

17. Fxc7! ...

Black Kings on a9 and e9 both disintegrate! And Black's last King will disintegrate on White's next turn, no matter what.

... Kd8

18. Fxc8

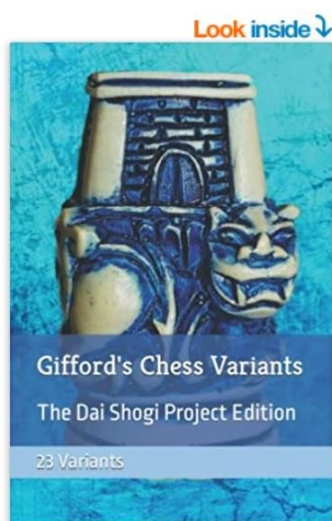
Black's third King disintegrates. Game Over. White wins.



Additional information is included in the Acknowledgments section. © by Gary K. Gifford, 9/11/2007 updated 9/16/07

## 1.8 THE DAI SHOGI PROJECT EDITION

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### Gifford's Chess Variants: The Dai Shogi Project Edition 大将棋

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by Gary Gifford (Author)

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- Remote Sensing with On & Off-Board Detection • Shatranjian Dragon Shogi • Shatranjian Shogi • Shogi-of-Chesstonia • Six Fortresses • Six Fortresses Short Range • SHORANJI • SHORANJI MAXIMUS • Four 9x9 variants derived from Dai Shogi

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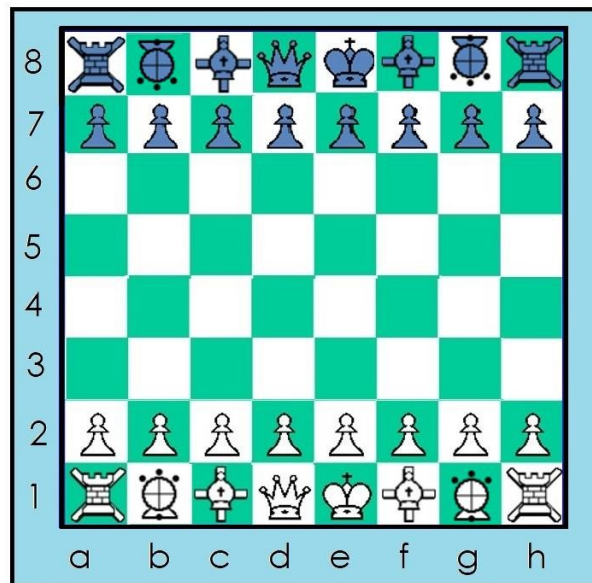
### GAMES IN THE DAI SHOGI PROJECT EDITION

- Binary 1010 (10x10 board) (p. 11)
- Binary 1000 (8x8 board) (p. 19)
- Four-Handed Elephant Chess (p. 27)
- Gryphon Aanca Chess (12x12) (p. 35)
- Gryphon and Elephant Bird (8x8) (p. 45)
- Hexagonal Hole Chess (p. 55)
- House of Mirrors Chess (p. 75)
- Maces and Horsapults (p. 87)
- Maces, Horsapults, and Tulpas (p. 97)
- Maces, Shields, and Horsapults (p. 103)
- Remote Sensing (p. 107)
- Remote Sensing with On & Off-Board Detection (p. 115)
- Shatranjian Shogi (p.121)
- Shatranjian Dragon Shogi (p. 129)
- Shogi of Chesstonia (p. 133)

- Six Fortresses (p. 139)
- Short Range Variants (Rules for 3) (p. 145)
  - Six Fortresses Short Range
  - SHORANJI
  - SHORANJI Maximus
- The Dai Shogi Project (p. 155)
  - Introduction (p. 155)
  - Five Generals (p. 171)
  - Cat Swords and Blind Tigers (p. 177)
  - Lion’s Den (p. 181)
  - Mighty Center ( )

## 1.9 GRYPHON & ELEPHANT BIRD CHESS

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ryphon and Elephant Bird is based on the preceding 12 x 12 variant, Gryphon Aanca Chess. It was created for this book as acceptance of a challenge to create an 8 x 8 game for these reasons:

- A standard chessboard could be used
- Players would not need to create or obtain a large number of pieces
- The smaller game could make it easier for players to get use to unusual piece movements

However, it was soon clear to me that using a Gryphon and an Aanca (Elephant Bird) as originally intended, on an 8x8 board, was not a good idea. And so, I made modifications and

ended up with a game that is certainly not an 8x8 version of the preceding one.

There are two versions of this game. The first uses 8 pawns and two Copper Generals. The second version uses 6 pawns and 4 Copper Generals.

The only “special” pieces incorporated into this game are the Gryphon, Elephant Bird (Aanca), and the Copper General. The reasons are in the “Acknowledgements and Notes” section of this book. I also enriched the Gryphon and the Elephant Bird to improve play and to eliminate move confusion regarding those two pieces.

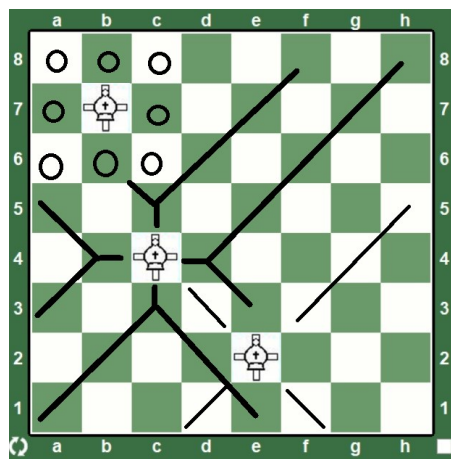
### 1.9.1 PIECES

**PAWN** As in Fide Chess. Pawn en passant is possible. Pawns must promote to a Queen upon reaching the 8th rank.

**KING** As in chess, except castling is performed with a Gryphon.

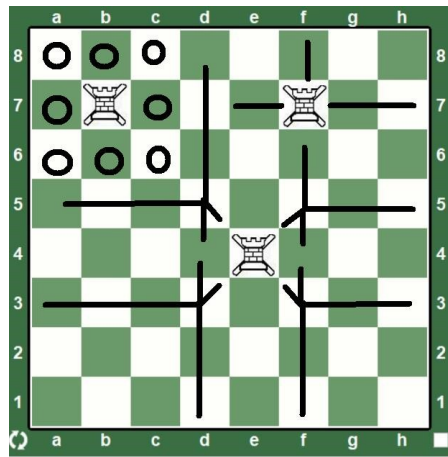
**QUEEN** As in chess.

**ELEPHANT BIRD ENRICHED** Moves like a King, or like a Bishop, or like a traditional Aanca (orthogonally 1 space then optionally as a Bishop). We will see this come into play in the sample game.



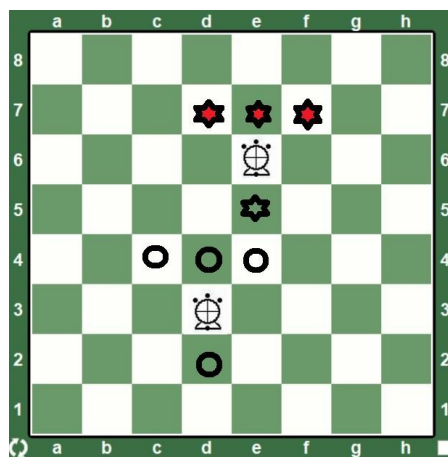
Three examples of Elephant Bird movement. • The one on b7 – Like a King • The one on c4 – Like an Aanca (one space orthogonal, then optionally like a Bishop) • The one on e2 – Like a Bishop

**GRYPHON ENRICHED** Moves like a King, or like a Rook, or like a traditional Gryphon (diagonally 1 space, then optionally as a Rook). Used in castling, as is a Rook.



Three examples of Gryphon (enriched) movement. • The one on b7 – Like a King • The one on e4 – Like a Gryphon (one space diagonally, then optionally like a Rook) • The one on f7 – Like a Rook

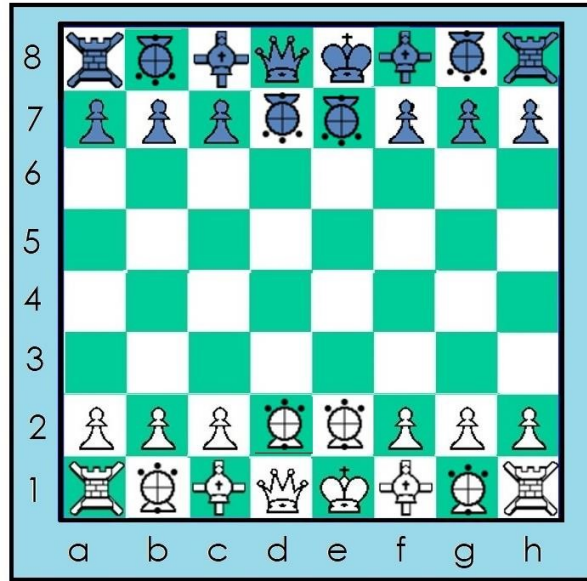
**COPPER GENERALS** (aka Dosho) Moves and captures 1 square ahead straight or 1 square ahead diagonally. Instead of one of the three forward possibilities, it can move and/or capture 1 space straight back.



Two examples of Copper General movement. • The one on e6 – can move back to e5 or can move to d7, e7, or f7 and promote. • The one on d3 – can advance to c4, d4, or e4; or retreat back one space to d2

Copper Generals promote to Queen, Gryphon, or Elephant Bird upon reaching 7th rank. Gryphon and Elephant Bird are in the “enriched” state.

**SETUP USING FOUR COPPER GENERALS**



**1.9.2 GAME SAMPLES**

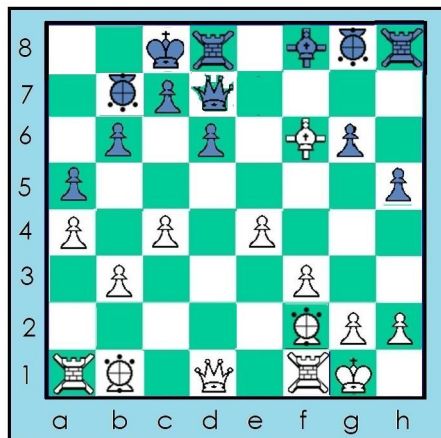
Ruth and Margaret agree to play both versions of the game. They play the 8-pawn version first.

EB = Elephant Bird CG = Copper General G = Gryphon

**SAMPLE GAME 1 - 2 COPPER GENERALS / 8 PAWN VERSION**

**RUTH vs MARGARET**

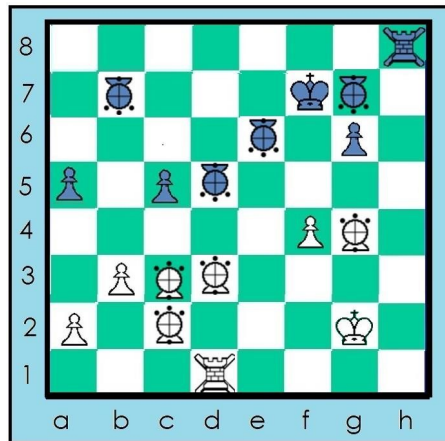
1. e4 e5 2. f3 b6 (if 2...Qh4+? 3. eB (on f1) x h4) 3. b3 a5 4. a4 g6 5. EB b2 d6 6. EB b5+ EB d7 7. EB x d7+ Qxd7 8. CG f2 CG b7 9. 0-0 f6 10. c4 h5 11. d4 exd 12. EB x d4 0-0-0 ??? 13. EB x f6 resigns (see diagram) Black will lose her Queen



## SAMPLE GAME 2 - 4 COPPER GENERALS / 6 PAWN VERSION

RUTH vs MARGARET

1. CG e3 g6 2. EB d3 EB g7 3. g3 f5 4. EB x g7 CG x g7 5. CG g2 O-O 6. O-O CG f6 7. f4 c5 8. CG c3 b5 9. Qf3 EB b7 10. Q f2 b4 11. CG c4 CG d6 12. c3 bxc 13. CG x c3 G e8 14. CG(1) c2 A5 15. b3 G a6 16. EB f3 EB x f3 17. CG(g2) x f3 CG d5 18. G(a1) d1 CG(f) e6 19. G(f) d2 h5 20. Qf1 CG b7 21. CG (e) d3 h4 22. Qh3 hxg 23. hxg Kf7 24. Gh2 Ga8 25. Kg2 Gh8 26. Qxh8 Gxh8 27. g4 fxg4 28. CG x g4 . . . Draw Agreed (See next diagram)



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## 1.10 REMOTE SENSING

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Remote Sensing is the science of obtaining information about something without being in contact with it. It pertains to the detection and measurement of, for example, light, thermal energy, and radio waves using appropriate electro-magnetic detection equipment.



**Remote Viewing** is a technique reportedly developed by parapsychologists at the Stanford Research Institute. Remote Viewing supposedly allows users to perform acts of clairvoyance. Theoretically, the phenomenon involves projecting consciousness to remote locations. There are reports of government and military experiments in this area.

This chess variant employs the concept of “Remote Sensors” detecting pieces on squares that are reflecting light in the same light-spectrum that the sensors currently reside on. The sensors can mimic the movements of what they detect.

With the previous being said, I got the idea for this variant from my awareness of Remote Sensing, Remote Viewing, and a discussion with Jeremy Good regarding problemist David L. Brown’s **orphans, mimic, and mime** style pieces. Brown created these in the 1970’s.

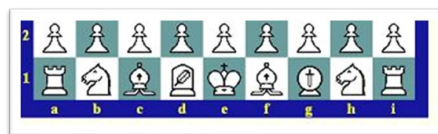
My Remote Sensor pieces are closely related to Brown’s “Hero” piece but can only mimic pieces that are on squares of their resting square’s current color.

To my knowledge, Remote Sensor pieces exist in no other game at this point in time.

While the original game is played on a 9x9 board, I have included instructions for playing on a standard 8x8 board.

### 1.10.1 RULES

Setup is shown in the initial diagram. A partial view of the White side follows:



Rooks, Knights, Bishops, Kings, and Pawns are as in Fide Chess. There are no Queens and pawns cannot promote to Queens. Each side has two additional pieces:

**Remotes Sensor Friendly (RSF).** The feather in the piece to represent “friendly.” d1 and d9 are starting squares.

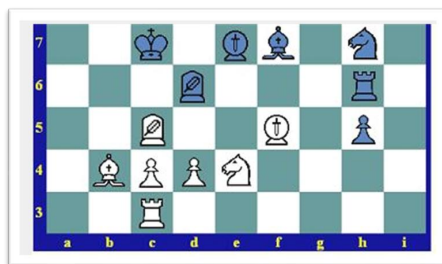
**Remote Sensors Enemy (RSE).** The dagger in the piece to represent “enemy.” f1 and f9 are starting squares.

#### **SENSORS CANNOT SENSE OTHER SENSORS.**

Pawns can promote to R, N, B, RSF, RSE. They cannot promote to Queen. In the 9 x 9 game pawns promote on the 7th rank. In the 8 x 8 game they promote on the 8th rank. There is pawn en passant and the initial 2-step pawn move option.

**CASTLING:** As in chess except you move King two or three spaces toward either edge of board (your choice of side and of moving 2 or 3 spaces) then set the associated Rook just inboard of the King.

### 1.10.2 SENSOR TEST



Can you answer these questions pertaining to the above partial board? Note that there are other pieces (on unseen parts of the board)... they can be ignored for purpose of the following questions. Answers follow the questions.

1. In the above diagram, what can Remote Sensor Friendly (RSF) move like for White?
2. What can Black's Remote Sensor Friendly (RSF) move like?
3. What can Remote Sensor Enemy (RSE) move like for White?
4. What can Black's Remote Sensor Enemy (RSE) move like?
5. In the above diagram, assume Black's King is in check. Can you tell what move White just made?

#### Answers to Remote Sensing questions:

1. The White RSF can move like friendly white pieces on its current square color thus, Bishop, Rook, or Pawn (residing on white).
2. Black's RSF can move like his King or Rook, as the sensor and those pieces are on dark squares.
3. White's RSE can move like Black's Pawn, Knight, or Bishop as they are "enemy" pieces on the same color as the sensor.
4. Black's RSE can move like White's Bishop, Rook, or Pawn (as all reside on dark squares).
5. White could have just moved his RSF (like a Rook) from e5 to c5 to put the Black King in Check. White's RSF is sensing the friendly rook on the dark square c3.

ChessVariants member Jianying Ji pointed out, the answer could also be that the white rook just moved from a light square to a dark square, say from d3 to c3.

Both answers are correct. As Jianying Ji states, "The result would be the same, the checking of the Black King."

### 1.10.3 REMOTE SENSING ON AN 8X8 BOARD



To play Remote Sensing on an 8 x 8 board:

**Replace each Queen with a Remote Sensor F.**

**REMOTE SENSOR F (RSF)** Can move like any friendly piece, including Pawn and King, but only if that piece is on the same color square as the RSF.

**Replace each Queen's Rook with a Remote Sensor E.**

**REMOTE SENSOR E (RSE)** Can move like any enemy piece, including Pawn and King, but only if that piece is on the same color square as the sensor.

**REMEMBER THAT SENSORS CANNOT SENSE OTHER SENSORS.**

In the 8x8 variant, to Castle on the "Remote Side" ( 0-0-0) the Remote Sensor must be able to move as a rook. Kingside castling ( 0-0 ) is as in chess, with no differences.

Pawns can promote to R, N, B, RSF, RSE. They cannot promote to Queen.

### 1.10.4 IDEA FOR A VARIATION OF THE VARIATION

Using a board with more than two colors would weaken the Sensors and allow other pieces to more easily avoid mimicry.

I have also thought of the REMOTE SENSOR MEGA (RSM). The Mega can move like friend or enemy, but only if that piece is on the same color square as the RSM. RSM are not used in the 9x9 and 8x8 variants discussed in this section.

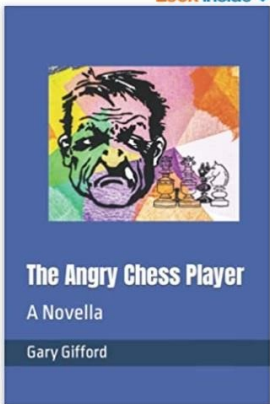
For larger variants, some may welcome the addition of the Remote Sensor Mega.

**Update:** See the following variant, "Remote Sensing with On & Off-Board Detection." That game includes two "Remote Sensor Megs" for each player. One that detects pieces on-the-board, and another that detects captured pieces.

*This concludes the variant examples from my 3-book Chess Variants series. I will now briefly mention the project that preceded my variants one. It was the writing of a novella.*

## 1.11 THE ANGRY CHESS PLAYER

### A NOVELLA



Look inside ↴

**The Angry Chess Player: A Novella Paperback** – June 21, 2022

by Gary Gifford (Author)

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Join Bob Kray in his two-week adventure with angry chess player, Andy Smith. As they prepare to play in an upcoming chess tournament, Bob realizes Andy grows angry much too easily and that he sees nearly everyone as being against him: his wife, restaurant employees, doctors, dentists... even the common man on the street. As anger builds, the chess tournament is the stage for a climatic conclusion.

[Report incorrect product information.](#)

I wrote “The Angry Chess Player” for a contest submission.

Most of what I would say about it (without giving anything away) can be found on its Amazon page. Note that this is not a chess book, in that you will see no game annotations, no chess diagrams, etc. It is a story.

The back cover reads:

*It seems everyone is out to get Andy – his wife, restaurant employees, doctors, dentists ... Maybe a chess tournament will provide the relief he needs ... or maybe, just maybe, it will make things worse.*

**THE END**

## Part II

PAUL KEISER, MAY 2022

Sacrifice a knight in exchange for a pawn and the center? That can't be good! If you assume that Black will always play the best move, then the Halloween Gambit is undoubtedly unsound. In practice, however, the White player has achieved many spectacular results.

How ? Play like a tiger !

White has the center and his bishops are free to run. If there was not the lost of the piece, White would already have a superior position. The strategy is : try to hammer Black's development while attacking. Put Black under pressure and don't play the theoretical best move but the most annoying. Give him the opportunity to go wrong, again and again, until his position crumbles away. Make it as complicated as possible so that you force him to think too long, the clock is ticking and be your ally.

Sometimes you have to make difficult choices, avoid wasting time and decide it now:

– In the Nc6 section on move 9 you have to choose between the classical line ( 1 e4 e5 2 ♖c3 ♗f6 3 ♗f3 ♖c6 4 ♗xe5 ♗xe5 5 d4 ♖c6 6 d5 ♗e5 7 f4 ♗g6 8 e5 ♗g8 9 d6 cxd6 10 exd6 ♔f6 11 ♗b5 ♕d8 12 ♗e3) or the Stockfish line (1 e4 e5 2 ♗f3 ♖c6 3 ♗c3 ♗f6 4 ♗xe5 ♗xe5 5 d4 ♖c6 6 d5 ♗e5 7 f4 ♗g6 8 e5 ♗g8 9 ♔e2). The first is refuted, after 12... ♗xf4! White finds himself in a hopeless situation. But this move is very hard to find behind the board and was never played until I announced it myself in 2005. The insiders know it now and so the Stockfish line is the obvious choice. However, if your opponent clearly has no knowledge of the Halloween then the classic line

offers more opportunities for a quick victory.

- In the Cordel variation (see 1.3.3) (1 e4 e5 2 ♖c3 ♗f6 3 ♗f3 ♖c6 4 ♗xe5 ♗xe5 5 d4 ♗g6 6 e5 ♗g8 7 ♘c4 c6!) you will have to choose between 8 ♙e2 and 8 ♙f3. A difficult choice. In the first case you get two pawns for the knight, one will become dangerous on d6. In the second case, Black had to make 8 times in succession the only right move (but if he succeeds White is lost).

- With unprepared opponents you will encounter a lot the Bb4 line (see 1.3.6) in the Ng6 section (1 e4 e5 2 ♗f3 ♖c6 3 ♗c3 ♗f6 4 ♗xe5 ♗xe5 5 d4 ♗g6 6 e5 ♗g8 7 ♘c4 ♘b4). It may therefore be necessary to make a choice beforehand in A.3.1.2 between a, c or d.

So, have fun with the Halloween !



# CHAPTER 1

## HALLOWEEN GAMBIT

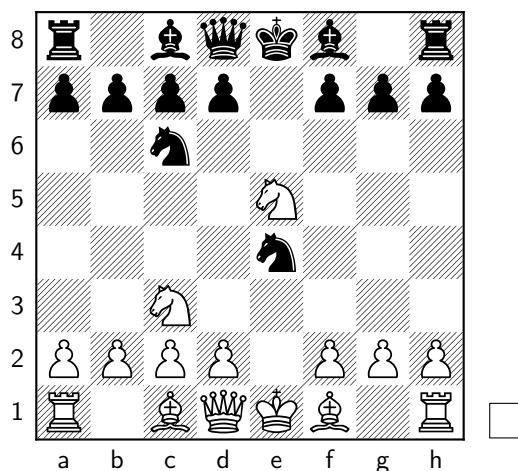
### 1.1 INTRODUCTION

1 e4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 ♘xe5?!

This is the Halloween Gambit. Now Black can decline or accept the gambit:

#### THE GAMBIT DECLINED

4... ♘xe4

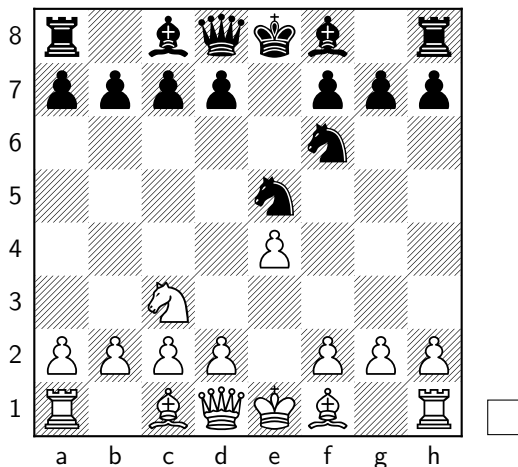


Black is not obliged to accept the gambit, but this decline is rare. Why shouldn't he accept? After all, a knight is a knight !

5 ♘xc6 ♘xc3 6 dxc3 bxc6 7 ♔d3 ♔e7 leads to equality (Brause-scorpiocy,ICS,1997,1-0(29)). An alternative is 5 ♚h5!? ♚f6 6 ♚xf7+ ♚xf7 7 ♘xf7 ♚xf7? (7... ♘xf2! is equal) 8 ♔c4+ and White is up a good pawn.

## THE GAMBIT ACCEPTED

4... ♞xe5



A knight is a knight! This capture is seen in most Halloween Games. White now responds **5 d4**

Now Black normally choose between **5... ♞c6** and **5... ♞g6**, “whichever one he takes, he wishes he had taken the other” (Dr. N.F.Cooke in the “Milwaukee Sunday Telegraph”,1883).

So further on we divide our analyses in two sections.

But if Black is not familiar with the gambit and is afraid of the complications he can also choose to return the piece as soon as possible.

We consider:

- A. **5... ♞b4**
- B. **5... ♞xe4**
- C. **5... ♞d6**
- D. **5... ♞eg4**
- E. **5... ♚e7**

(A.) 5... ♖b4? (Uh1-variation) White can simply take the knight and obtain the better game 6 dxe5 Black can play now 6... ♗xe4 or 6... ♘xc3+

(A1.) 6... ♗xe4 Both 7 ♖g4 and 7 ♖d4 are possible.

(a.) 7 ♖g4! d5 (7... ♗xc3 8. ♖xb4 ) lead to animated play in Keiser, P-Kooyman, Handelscompitetion, 2000, 1-0 (15), White has not to be afraid of the poisoned pawn 8 ♖xg7 ♜f8 9 a3 (9. ♘d3! ♗xc3 10.a3 ), there can follow 9... ♘xc3+ 10 bxc3 ♖h4 11 g3 and White is better.

(b.) 7 ♖d4 ♘xc3+ 8 bxc3 d5 9 ♘a3

(A2.) 6... ♘xc3+ 7 bxc3 ♗xe4 8 ♖g4 d5 9 ♖xg7 ♜f8 10 ♘h6 (Keiser, P – Vansichen, J, Interclubs, 2001, 1-0 (37))

(B.) 5... ♗xe4 leads to equality. 6 ♗xe4 ♗g6 7 d5 ♖e7 8 ♖e2 (Dimitrios Sakellarakis-Friedhelm Harms,TGT ICCF email, 1998, 1-0 (20))

(C.) 5... ♘d6 is another way to obtain full equality. After 6 dxe5 ♘xe5 7 ♘d3 the position on the board is the same as in a well known line of the Italian Four Knights with reversed colours after 1 e4 e5 2 ♗f3 ♗c6 3 ♗c3 ♗f6 4 ♘c4?! ♗xe4! 5 ♗xe4 d5 6 ♘d3 dxe4 7 ♘xe4 ♘d6

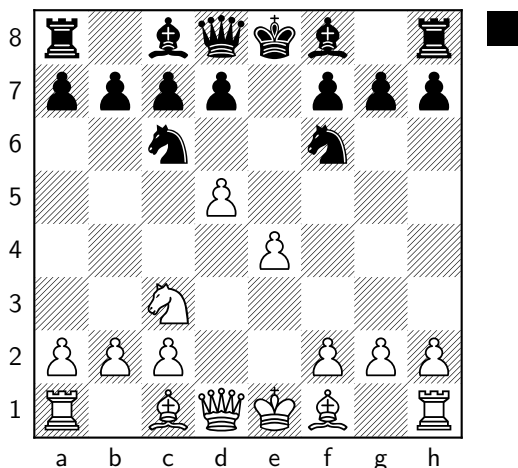
(D.) 5... ♗eg4?! 6 e5 ♖e7 7 ♘b5 c6 8 O-O

(E.) 5... ♖e7? 6 dxe5 ♖xe5 7 f4! ♖e6 8 ♖d4 d5 9 f5! was Keiser, P -Blokhuis, F, HGT1, 2003, 1-0 (15) 8 ♘d2 with the better game for White

## 1.2 Nc6 SECTION

### 1.2.1 MOVE 6

1 e4 e5 2 ♗c3 ♗f6 3 ♗f3 ♗c6 4 ♗xe5 ♗xe5 5 d4 ♗c6 6 d5



**Main Line: 6... ♖e5** see 1.2.2

Other possibilities:

A. 6... ♖e7

B. 6... ♖a5

C. 6... ♖b4

D. 6... ♖b8

E. 6... ♗b4

(A.) 6... ♖e7 After 7 e5 Black obtains equality with 7... ♖fg8 (or 7... ♖fxd5 8 ♖xd5 c6 followed by 9 ♖g6) 8 d6 c6 9 dxe7 ♗xe7

(B.) 6... ♖a5!?! Brause had a score of only 42% after this move but could have played better. Dorobanov - Tremere, ICC, 0-1 (25) went 7 e5 ♗e7

7... ♖g8 8 d6 cxd6 9 exd6 ♗f6 10 ♖b5 ♗e5+ ( 10... ♔d8 11 ♗e3 ♖c6 12 c3 b6 13 ♗d2 ♗g6 14 O-O-O Wind ) 11 ♗e3 ♔d8 12 ♗d2 ♖c6 13 O-O-O ♖f6 14 f4 ♗e6 15 ♗f2 ♗xd6 16 ♖xd6 ♗xa2 17 ♗c4 and White had an overwhelming attack in gambitlover - rebel210, TheChessKnights, 2005, 1-0 (24)

8 ♗e2 ♖g8 9 ♖b5 ♔d8 10 d6 cxd6 11 exd6 with an early Queen exchange, but with 10 ♖xc7!?! ♗b8 11 d6 ♗h4 12 g3 White could have kept on the pressure.

(C.) 6... ♖b4?! 7 a3 has lead to many quick victories for White with following idea: 7... ♖a6 8 e5 ♖g8 9 ♗f3 d6? (9... ♗e7!?! 10 ♗xa6 bxa6 11 O-O with compensation) 10 ♗b5+ ♗d7 11 e6 fxe6 12 dxe6 Brause - jm, 1997, 1-0, (12)

(D.) 6... ♖b8!?! 7 e5 We will examine two possibilities:

(D.1.) 7... ♗e7 8 ♗e2 ♖g8 9 d6 (9 ♗f4!?! Bücken) 9... ♗e6 10 ♖b5 ♖a6! Now Wind's suggestion is 11 dxc7! d5 12 exd6! after which can follow 12... ♖b4 13 ♗e3 a6 14 O-O-O or 14 ♗d1

(D.2.) 7... ♖g8 Back to the roots! One of the earliest Halloween games I found is Moucka,F-NN,Prague Chess Club,1884. It continued:8 f4 ♗b4 9 ♗d3 d6 10 a4!?! dxe5 11 fxe5 ♗xc3+ 12 bxc3 ♗e7 13

O-O ♖a6 14 ♜a3 ♚h4 15 ♜b5+ ♔d8 16 ♚xf7 ♗h6 17 ♚h5!  
 ♚xh5 18 ♜e7# 1-0

An analysis of M. Wind goes 8 d6 cxd6 9 exd6 with sufficient compensation after 9... ♚a5! (9... ♚f6 10 ♗b5 ♗a6 11 ♜c4 ; 9... ♚b6 10 ♗b5 ♗a6 11 ♜c4) 10 ♜f4 (10 ♜b5!? is Hoyneck,F - Werksma,A, HGT1, 2003, 1-0 (30)) 10... ♗c6 (10... ♚b4? 11 ♚d2 ; 10... ♗f6 11 ♜c4 ) 11 ♜c4 (11 ♚e2+!?) 11... ♚f5 12 ♜g3 ♗d8 13 O-O ♗e6 14 ♗b5 ♔d8 15 ♚e1

(E.) 6... ♜b4!? 7 dxc6 Black has four replies at his disposal:

(E.1.) 7... ♜xc3+ White can take the Knight and if Black exchange Bishop for Knight, White has the better game due to his bishop pair.

7... ♜xc3+ 8 bxc3 dxc6 9 ♚xd8+ ♔xd8

(E.2.) 7... ♗xe4! 8 ♚d4 ♚e7 (8... ♜xc3+ 9 bxc3 O-O 10 ♜e3 ♗f6 11 cxd7 = Wind)

Polish IM Jan Pinski claimed that the Halloween Gambit is refuted by these moves. He analyzed 9 ♚xg7 ♗xc3 10 ♜e3 ♗d5+ 11 c3 ♚f8 12 cxb4 ♗xe3 13 fxe3 ♚xb4+, concluding “Black is very close to winning”.

But with 9 ♜e3 White has a stronger move than 9 ♚xg7!

9 ♜e3!

(E.2.1) 9... O-O 10 ♜d3 ♗xc3 11 bxc3 (with a superior pawn structure for Black, but it is only temporary, Brause scored at 100% by playing these moves) 11... ♜a5 12 O-O ♜b6 13 ♚b4 ♚xb4 (13... ♚e8 also possible, but this does not stop the exchange of Queens 14 ♚ae1 ♚xb4 15 cxb4 ♜xe3 16 ♚xe3 ♚xe3 17 cxb7 ♜xb7 18 fxe3)

14 cxb7 ♜xb7 15 cxb4 (the situation is equal)

(E.2.2) 9... ♗xc3 may be a better alternative. We shall concentrate on 3 possibilities:

(a.) 10 bxc3 ♜d6! 11 ♚xg7 (11 cxb7?! ♜xb7 12 ♚b1 ♜e5 13 ♚b4) 11... ♜e5

(b.) 10 a3 ♗d5+ 11 axb4 ♗xe3 12 fxe3 dxc6 13 ♚g7 ♚xe3+ 14 ♜e2 ♚f8 “I don’t like White’s chances” Schiller

(c.) 10 ♔xg7! ♖d5+ 11 c3 ♙xc3+ (11... ♗f8!?) 12 bxc3 ♗f8 13 cxd7+ ♙xd7 14 ♔g5 ♔xg5 15 ♙xg5 ♖xc3 16 ♙d3 Analysis Torrecillas-Schiller

(E.2.3) Black can also play 9... f5 but this also leads to equality: 10 ♙d3

(a.) 10... ♙xc3+ 11 bxc3 dxc6 12 O-O ♙e6 13 ♗fe1 O-O 14 ♙f4 ♗fe8 15 ♙xe4 fxe4 16 ♗xe4

(b.) 10... dxc6 11 ♙xe4 fxe4 12 a3 ♙d6 13 ♔xe4 ♙e6 14 O-O-O O-O 15 ♗he1

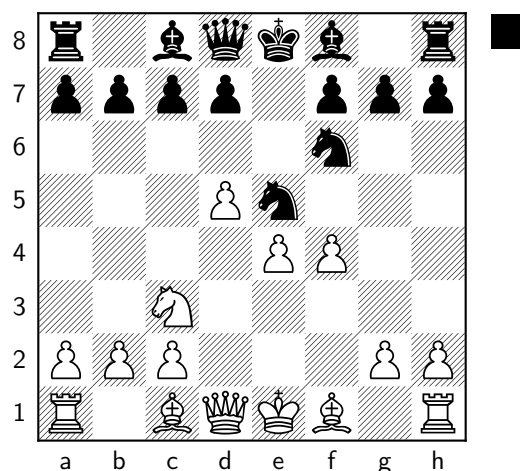
(c.) 10... ♙c5 leads to a draw in Torrecillas - Maciaga, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (16) as well as in Wind - Torrecillas, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (23). Both games continue 11 ♔c4 ♙xe3 12 ♙xe4 ♙xf2+ (12... ♙b6? 13 O-O-O fxe4 14 ♗he1 or 12... ♙h6? 13 O-O fxe4 14 ♗fe1 both with strong attack) 13 ♙xf2 fxe4

(E.3) 7... ♔e7!? Looks like an amazing new idea but Black was not able to cash his nice attack in Steenbekkers, F (2073) - Blokhuis, J (2334), HGT1, 2003, 1-0 (35), 8 cxd7+ ♙xd7 9 f3 O-O-O 10 ♔e2 ♙xc3+ 11 bxc3 ♗he8

(E.4) 7... bxc6!? 8 ♙d3 O-O 9 O-O d5 10 exd5 cxd5 is the main line of the 4 Knights Scotch

## 1.2.2 MOVE 7

1 e4 e5 2 ♖c3 ♖f6 3 ♖f3 ♖c6 4 ♖xe5 ♖xe5 5 d4 ♖c6 6 d5 ♖e5 7 f4



Main Line: 7... ♖g6 see 1.2.3

Other possibilities:

- A. 7... ♘b4
- B. 7... ♘d6
- C. 7... ♞eg4

(A.) 7... ♘b4? 8 fxe5 ♞xe4 9 ♚d4! and White has an ideal center.

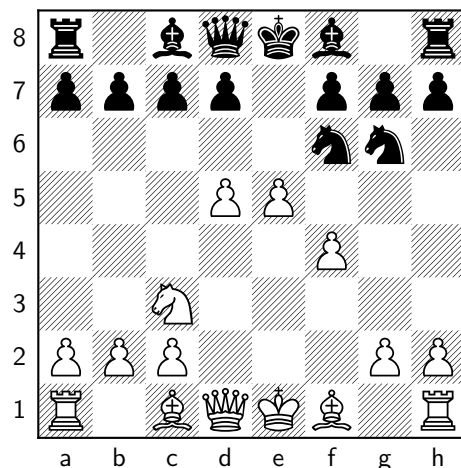
(B.) 7... ♘d6!? 8 fxe5 ♘xe5 Now that the advance d5 is played and the f4 pawn has disappeared, the bishop seems well placed on e5.

After 8 fxe5 ♘xe5 9 ♘d3 d6 10 O-O O-O 11 h3 ♚e7 12 ♞e2 the position is equal.

(C.) 7... ♞eg4!? This is a suggestion of Bradley Zang (for players of the Black pieces): “If you are afraid of the Halloween Gambit just give back the knight. Black will have the better endgame.” 8 e5 ♘c5 9 exf6 ♞xf6 (9... ♘f2+?! 10 ♚e2 ♘b6 11 fxg7 ♚g8 12 ♚f3! ♚xg7 13 ♞a4) 10 ♚e2+ ♚e7 11 ♚xe7+ ♚xe7

### 1.2.3 MOVE 8

1 e4 e5 2 ♞c3 ♞f6 3 ♞f3 ♞c6 4 ♞xe5 ♞xe5 5 d4 ♞c6 6 d5 ♞e5 7 f4 ♞g6 8 e5



**Main Line:** 8... ♞g8 after which White has to make a choice between the classical 9 d6 see 1.2.4 or the Stockfish way 9 ♚e2 see 1.2.9

Other possibilities:

- A. 8... ♚e7
- B. 8... ♘b4

C. 8... ♖c5

(A.) 8... ♕e7? Qe7 occurs often in the gambit, but in this position it is a bad idea. 9 ♖e2!

(B.) 8... ♗b4! To be able to castle, Black has to bring out the bishop. A good idea!

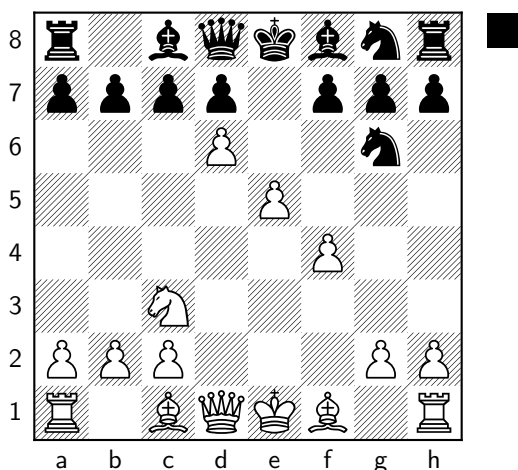
9 exf6 ♗xc3+ (9... ♕xf6 10 ♖e2+ ♔d8 11 ♖c4 lead to an equal game Keiser - Maciaga, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (19)) 10 bxc3 ♕xf6 Black has attacking possibilities and the better pawn structure Brause-crafty, ICS, 1997, 0-1 (127)

(C.) 8... ♗c5!?! As in the B-line, this bishop move is to allow castling.

A game lexherman-ramjam, GK, 2003, 1-0, (32) went 9 exf6 O-O 10 ♖a4 ♕e8+ 11 ♗e2 ♗b4+ 12 c3 ♗f8?! (12... ♗d6! as in Keiser - Hoyneck, HGT2, 2005, 0-1 (55) looks better.) After 12... O-O 13 ♕xf6 it is not clear what White should do, after 13 ♖h1 the position is equal 13 fxg7 ♗xg7 14 O-O and the center is all in White hands.

#### 1.2.4 MOVE 9

1 e4 e5 2 ♖c3 ♖f6 3 ♖f3 ♖c6 4 ♖xe5 ♖xe5 5 d4 ♖c6 6 d5 ♖e5 7 f4 ♖g6 8 e5 ♖g8 9 d6



Main Line: 9... cxd6 see 1.2.5

Other possibilities:

A. 9... c6



B. **9...a6**

C. **9...b6**

(A.) **9...c6?! c6** cannot be recommended. Brause used to play here **10.g3 b5 11.Ne4** followed by **12.Qe2**. White has an easy game.

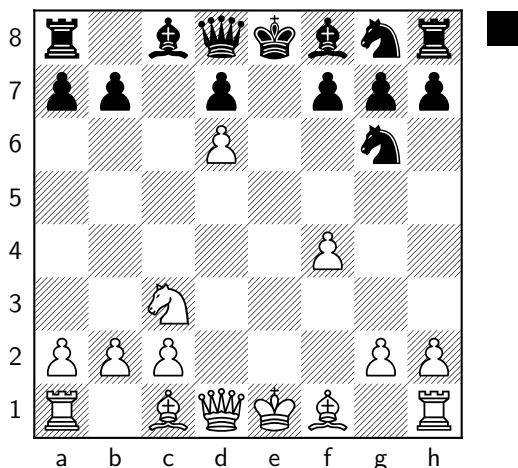
In a correspondence game against Albarran, GM Milov played **10 ♖d3** but unfortunately for theory the game ended at that point by forfait. Now the black Queen can go for counter-play at h4 **10 ♖d3 ♜h6 11 O-O (11 g3! aditora-yozzer, GK, 2005,  $\frac{1}{2}$ - $\frac{1}{2}$ , (63)) 11... ♚h4 12 ♖d2 (12 ♜e4!) 12... f5 13 ♜e2 ♚h5** is sranderson - zoltantor, GK, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$ , (26)

(B.) **9...a6? 10 ♜d5 cxd6 11 ♖e3** and White is better

(C.) **9...b6? 10 ♚e2** followed by f5

## 1.2.5 MOVE 10

1 e4 e5 2 ♘c3 ♗f6 3 ♗f3 ♘c6 4 ♗xe5 ♗xe5 5 d4 ♘c6 6 d5 ♗e5 7 f4  
 ♗g6 8 e5 ♗g8 9 d6 cxd6 10 exd6



**Main Line:** 10... ♗f6 after which White has to make a choice between the classical 11 ♗b5 see 1.2.6 or the modern 11 ♗e2 see 1.2.9

Other possibilities:

- A. 10... ♗b6
- B. 10... ♗a5
- C. 10... ♗h4+
- D. 10... ♗f6

(A.) 10... ♗b6? Often played

(A1.) 11... ♗e2?! 11... ♖d8 12 f5 Black has played:

(a.) 12... ♗xd6! Following the Brause database, where White scores 100%, White did not fear an attack from Black and simply continued his development. But we must take a closer look. Note that Brause had switched from 14 ♗b5 to 14 h3

13 f×g6 h×g6 14 ♗b5 ♗g3+ 15 ♖d1 a6 (15... ♗xh2! 16 ♗xh2 ♗xh2 17 ♗e3 ♗a6 18 ♗f3 ♗f6 and Black is a pawn up) 16 ♗f3 ♗f6 17 ♗e3 ♗e6 18 ♗xg3 a×b5 19 ♗xh2 ♗xh2 20 ♗xh2 ♗xh2 21 ♗b6+ ♖e8 22 ♗c7 ♗a8 23 ♗d8 Brause - sadatsugu, ICC, 1997, 1-0 (23)

13 f×g6 h×g6 14 h3 ♖f6 15 ♕f3 ♜e8+ (15... ♗e5! 16 ♗e2 d6 and Black was better in keiserpaul - harryman, GK, 0-1 (45))  
 16 ♗e2 ♗c5 17 ♜f1 ♗e3 18 ♔d1 ♕d6+ 19 ♗d3 ♗×c1 20 ♔×c1 Brause - SirJames, ICC, 1998, 1-0 (43)

(b.) 12... ♖h4?! Black cannot save the knight 13 ♕g4 ♖×g2+ 14 ♗×g2 ♖f6 15 ♕g3 ♗×d6 16 ♕×g7 ♜e8+ 17 ♖e2 ♖h5 18 ♕g5+ f6 19 ♕×h5 Brause - OLTS, ICC, 1998, 1-0 (19)

(c.) 13... ♖f6?! This development move cannot stop White's aggression 13 f×g6 h×g6 14 ♕c4 Brause - Drk, ICC, 1998, 1-0 (21)

(A.2) 11... ♖b5! 11... ♜b8? is not recommended 12 ♕e2+ ♔d8 13 ♗e3 ♕a5+ 14 c3 (or 14 ♗d2 ♕b6 15 O-O-O) and Black is in trouble 14... a6? 15 b4 ♕a4 16 ♗b6# gambitlover - ROKOle-CROATE, Chess21 Blitzgame, 2005, 1-0 (16) or 14... b6? 15 ♕c4! gambitlover - pennywise, The Chess Knights, 1-0 (29)

11... ♔d8 results in a balanced position according to M. Wind. He gives following analysis:

12 f5 ♖e5 13 ♗f4 f6 (13... ♖c6!?! 14 ♕d5 was winning for Black in keiserpaul - arlen, GK, 2003, 0-1, (24). 14 ♕d2!?! looks better. After 14 ♕d2 ♕a5 15 c3 ♖f6 roxanol - alfpi, GK, 2005, 1-0 (36) White has a strong attack with 16 b4)

14 ♕d2 ♕c6 (the point of White's play is that 14... a6? fails to 15 ♗e3 +-)

15 O-O-O and now

(a.) 15... a6 16 ♖a3 b5 17 ♗×e5 f×e5 18 ♖c4 b×c4 19 ♕a5+ ♔e8 20 ♕×e5+ ♔d8 =

(b.) 15... b6 16 ♖c7 ♗b7 18 ♖×a8 ♗×a8 18 h4 idea Rh3

(B.) 10... ♕a5 This move is not very popular, but it prevents Nb5 and brings Qb4 in the position to capture pawn d6. White has two replies, one solid and one very sharp. Wind gives:

11 ♕d4! ( prevents Qb4 and invites an exchange of queens ) 11... ♕b6 12 ♕×b6 a×b6 13 ♖b5 ♜a5 ( 13... ♜a4 was gambitlover - WGHayes, The Chess Knights, 2005, 1-0 (53) ) 14 ♗e3 (14 f5!?! ♖e5 15 ♗e3)

14... ♖xb5 15 ♗xb5 ♗xd6 16 ♗d4 f6 17 g3 ♗c5 18 ♗c3 roughly equal.

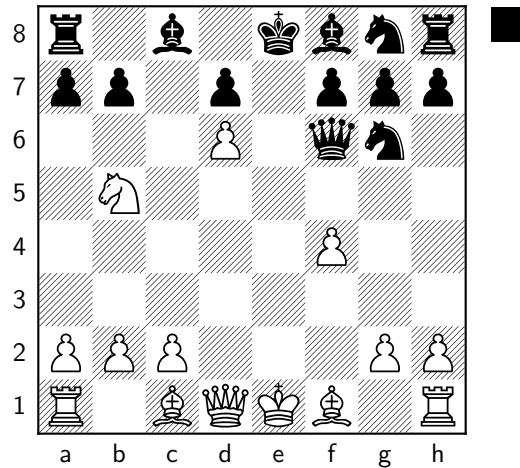
11 ♗c4!? ♗h6 (11... ♖b4 12 ♖e2+ ♗d8 13 ♗xf7 ) 12 h4! ♗f5 13 h5 ♗gh4 14 ♖e2+ ♗d8 15 ♗d2 ♗xd6 (15... ♗d4 16 ♖d3 ♖xh5) 16 O-O-O nice compensation, but very unclear.

(C.) 10... ♖h4?! 11 g3! ♖f6 12 ♗b5! ♖b8 (12... ♗d8! 13 ♗e3 b6 14 ♗g2 ♖b8 15 O-O ♗a6 16 ♗d4 ♖f5 17 a4 ♗f6 18 ♖e1 with good chances for White according Wind) 13 ♗e3 b6 14 ♗d4 ♖e6+ 15 ♗e2 and the White attack is very promising.

(D.) 10... ♗f6? 11 ♗b5 ♗xd6 12 ♗xd6+ ♗f8 13 ♗c4 ♖e7+ 14 ♗f1 White has a winning attack (Brause - DDooha, 1997, 1-0 (19))

## 1.2.6 MOVE 11

1 e4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 ♘xe5 ♘xe5 5 d4 ♘c6 6 d5 ♘e5 7 f4  
 ♘g6 8 e5 ♘g8 9 d6 cxd6 10 exd6 ♔f6 11 ♘b5



Main Line: 11... ♔d8 see 1.2.7

Other possibilities:

A. 11... ♖b8

B. 11... ♘xf4

(A.) 11... ♖b8?! The Plasma variation

Brause inconsistently played 12 ♘e3 here. Schiller's recommendation is 12 ♔e2 Both lines lead to the same board position after two further moves, but there is a nice trap in the Schiller's move order.

12 ♔e2+ ♔d8 13 ♘e3 b6 (13... ♘xd6? 14 ♘d4!)

14 O-O-O ♔e6 (14... ♘a6? 15 ♖e1 ♘xb5 16 ♘xb6+ ♔c8 17 ♔xb5  
 gambitlover - kidman, TheChessKnights, 2005, 1-0 (17))

White has a very strong attack. Two examples:

15 ♘c7 ♔xa2 16 ♘xb6 ♘f6? 17 ♘e6+ ♔e8 18 ♘xg7#

15 f5 ♔xf5 16 ♔c4 ♔e5 17 ♔c7+ ♔e8 18 ♘d4 Minchev, G - A Petrov,  
 TCh-BUL Svishtov BUL, 1994, 1-0 (25)

(B.) 11... ♖f4!! This is a real refutation of 11.Nb5 in the Nc6 line and it is more and more known!

gambitlover - davidoff2, TheChessKnights, 2005 went:

12 ♖c7+ ♔d8 and I do not believe White has enough compensation after  
 13 ♖xa8 ♚e5+ 14 ♖f2 (14 ♖e2 ♖xg2+ 15 ♖f2 ♖f4 16 ♖f3 ♖xd6)  
 14... ♖xd6 15 ♖d3 ♖xd3+ 16 cxd3 ♖c5

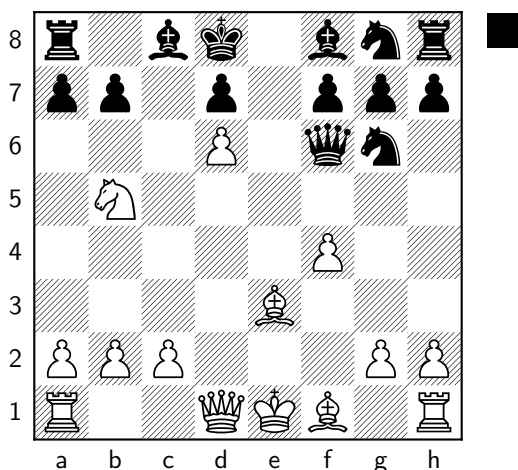
Best here according Wind is 13 ♚f3 ♚e5+ 14 ♚e3 ♖xd6 15 ♖xa8  
 b6 16 ♚xe5 ♖xe5 but even then Black will have a pawn more in the  
 endgame.

Also 12 ♖xf4 ♚xf4 13 ♖c7+ ♔d8 14 ♖xa8 ♖xd6 does not help White

### 1.2.7 MOVE 12

1 e4 e5 2 ♖c3 ♖f6 3 ♖f3 ♖c6 4 ♖xe5 ♖xe5 5 d4 ♖c6 6 d5 ♖e5 7 f4  
 ♖g6 8 e5 ♖g8 9 d6 cxd6 10 exd6 ♚f6 11 ♖b5 ♔d8 12 ♖e3

This is the key position of the classical Nc6 section.



White has created a strong outpost on d6. Black has tried several moves here, but most of them give no satisfaction.

Of course 12... a6 is not possible because of 13 ♖b6+ ♔e8 14 ♖c7+ ♔d8  
 15 ♖xa8+ ♔e8 16 ♖c7+ ♔d8 17 ♖xa6+ ♔e8 18 ♖c7+ ♔d8 19 ♖d5+

Very nice !

Other possibilities:

- A. 12... ♖h6
- B. 12... ♔xd2
- C. 12... b6
- D. 12... ♗xf4
- E. 12... ♔e6

(A.) 12... ♖h6! This is the best reply and it was very hard to find a good answer to it.

13 ♔d2?! b6 (of course not Nf5? because of Qa5!) and now 14 O-O-O has proved to be bad:

((A.a.) 14... ♗g4 15 ♕g1 ♔xf4 16 ♔xf4 ♗xf4 17 ♗xa7 ♗e6 18 ♕e2 ♗e5 19 ♕xb6+ ♔e8 Keiserpaul - 1962, GK, 2002, 0-1 (52)

(A.b.) 14... ♗f5 15 ♔b1 ♗xe3 keiserpaul - chessnake, GK, 2002, 0-1 (31)

But what else could have been played ? Moving the Queen a second time 14 ♔d5!?! (idea: 14... ♖b8 15 O-O-O ♗xf4 16 ♔c4) failed on 14... ♔e6 and White is obliged to exchange Queens. keiserpaul - lexherman, GK, 2003, 0-1 (38) went 15 ♔xe6 dxe6 16 ♗xa7 bxd6 17 ♕xb6 with two pawns for the piece, but this was not enough compensation.

The best idea is the suggestion of M.Wind 14 f5! forcing the queen capture.

14... ♔xf5 (14... ♔e5?! 15 O-O-O ♗xf5 16 ♖e1 ♗xe3 17 ♖xe3 ♔c5 18 b4! ♔c6 19 ♕c4! ♔xc4 20 ♖he1! and White won in spikkel - xeroc, GK, 2003, 1-0, (26)).

We now consider 3 moves:

(A.a.a.) 15 ♗xa7?! ♔e6?! 16 O-O-O C.W.Hawes - R.Lloyd, ItsTourTurn, 2002, 0-1 (58). A game Keiserpaul - wakigawa, GK, 2003, 0-1 (43) went 15... ♖b8! 16 ♗xc8 ♖xc8 17 ♕xb6+ ♔e8 18 ♕c7 ♕e7! 19 c3 ♕g5 20 ♔d3 In this line White does not have enough compensation with his 2 pawns for the piece.

(A.a.b.) 15 ♖d3 led to a draw by threefold repetition in Lexherman - keiserpaul, GK, 2003, (43) after 15... ♗h5 (15... ♗d5! Morphy - lexherman, 2003, 0-1 (34)) 16 ♖e2 ♗e5 17 ♖d4 ♗f4 18 ♖e3 ♗e5 (18... ♗h4+ 19 g3 ♗a4 does not promise much).

(A.a.c.) 15 O-O-O! ♜g4 is also a drawish line. Hoyneck,F - Steenbekkers,F, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (20) continued 16 ♜e1 ♜xe3 (16... ♜6e5?! 17 ♖d4 ♜c6 18 ♖c4 (18 h3 +- ) gambitlover - chrislim, The Chess Knights ,2005, 1-0 (20) ] 17 ♜xe3 ♜e5 18 ♗c3 f6 19 ♗c7+ ♖e8 20 ♗c3 ♖d8 (20... ♖b7 21 ♖d3 ♗g4 seems better for White)

(B.) 12... ♗xb2?! the logical idea of making room at f6 and taking a pawn at the same moment fails on 13 ♖d4

(13 ♖d3!? Magneto - Panos, Letsplaychess, 2003, 1-0 (28))

13... ♗b4+ 14 c3 ♗a5 (14... ♗b2? 15 g3 trapped the Queen in lexherman - skipwallace555, GK, 2003, 1-0 (28)).

15 f5 ♜e5 (15... a6 16 ♜c7 ♜b8 17 f×g6 h×g6 18 ♜d5 += analysis Wind) 16 ♖xe5 a6 and now not 17 ♗d5 ♜h6 18 ♗d4 a×b5 19 ♖f6+ g×f6 20 ♗×f6+ ♖e8 21 ♗e5+ ♖d8 22 ♗×h8 ♜g8! as in keiserpaul - lanesra, GK, 2002, 0-1 (54) but Antonio Torrecillas winning suggestion of 17 ♗h5! a×b5 18 ♗×f7 ♜h6 19 ♖f6+ g×f6 20 ♗×f6+ ♖e8 21 ♖e2

(C.) 12... b6?! Black's idea of fianchettoing his Queen's bishop gives White the opportunity to execute his aggressive plan by taking the a7 pawn 13 ♗d5 ♜b8 14 O-O-O ♖b7 15 ♗d2 (Wind opts for 15 ♗c4 ♜c8 16 ♗a4) 15... ♗e6 16 ♜xa7 ♖a8 17 ♗c3 ♖×d6 18 ♖c4 ♗e7 19 ♜he1 ♜b5 keiserpaul - beardsleyx, GK, 2002, 1-0 (27)

(D.) 12... ♜xf4?! Fritz7's choice doesn't help Blacks development either. On the contrary, for the pawn White gets an open line plus two tempi. 13 ♗d2 ♜e6 14 O-O-O ♗g6

(14... b6 Fritz7 15 ♖c4 Wind. The silicon monster can be beaten with 15... ♖a6 16 ♖d5 ♜c8 17 ♜xa7 ♜b8 18 ♖xe6! ♗×e6 19 ♗f2 ♖×d6 20 ♖×b6+)

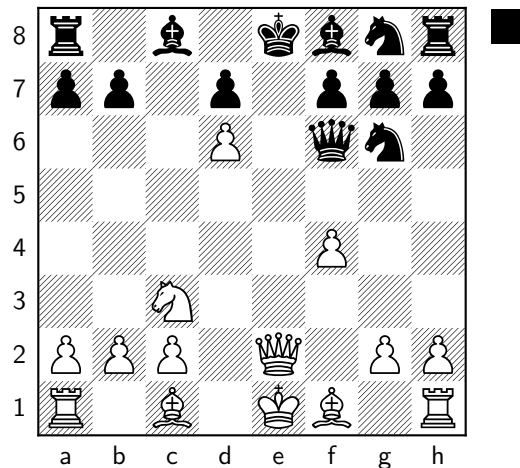
15 ♖d3 ♗g4 16 ♗a5+ ♖e8 17 ♖f5 ♗×g2 18 ♖xe6 f×e6 19 ♜c7+ ♖f7 20 ♗h5+ ♗g6 21 ♗e5 ♜f6 22 ♜df1 b6 23 ♜hg1 ♜b8 24 ♜×g6 Harms,F - Moeckel,J, TGT ICCF, 1998, 1-0 (24)



(E.) 12... ♔e6? 13 ♖d4 ♘f6 14 O-O-O ♗e4 15 ♗c3 ♗c6 16 ♗b4 ♘e4 17 f5 with advantage for White (analysis M.Wind)

### 1.2.8 THE MODERN LINE 11.Qe2+

1 e4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 ♘xe5 ♘xe5 5 d4 ♘c6 6 d5 ♘e5 7 f4 ♘g6 8 e5 ♘g8 9 d6 cxd6 10 exd6 ♗f6 11 ♗e2+



To avoid 11... ♘xf4 in the classical line, White can play 11 ♗e2+

Maurits Wind's analysis in Kaissiber 27 goes:

a) 11... ♗e6 12 ♘b5 ♗xe2+ 13 ♘xe2 ♖b8 (13... ♗d8 14 ♘e3 b6 15 h4 h5 16 ♖d1 ♖b8 17 ♘xa7 ♘f6 18 ♘xc8 ♗xc8 19 f5 ♘e5 20 ♘f4 ♘eg4 21 O-O ♖a8 22 a4 ♖xa4 23 ♖a1 with compensation

[Note from the editor: I prefer here 15 g3 After 15... ♘b7 16 ♖g1 ♘h6 17 ♘xa7 ♘xd6 18 ♘xb6+ ♘c7 19 ♘xc7+ ♗xc7 20 ♘b5+ White has compensation on the Queen side ])

14 c4 b6 15 b4 ♘b7 (15... ♗d8 16 c5 ♘b7 17 O-O ♘f6 18 ♘xa7 ♘h4 19 f5 =) 16 O-O ♘c6 (16... f5 17 c5 ♘f6 18 ♘xa7 ♗f7 19 a4 ♘d5 20 ♘b5 =) 17 f5 ♘e5 18 ♘c7+ ♗d8 19 c5 f6 20 ♘e3 ♖c8 21 ♘b5 with compensation.

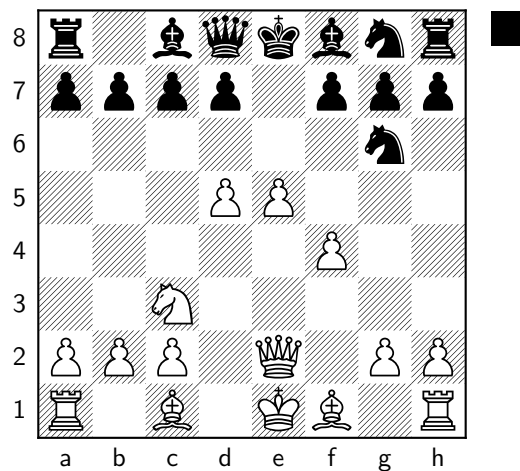
b) 11... ♗d8 12 ♘e4 ♗e6 13 ♘e3! (13 g4 f5 14 gxf5 ♗xf5 15 ♖g1 ♘f6 16 ♘g5 ♘xd6 17 ♘f7+ ♗c7 18 ♖g5 ♗e4 19 ♗xe4 ♘xe4 20 ♖xg6 hxg6 21 ♘xh8 ♘c5 22 ♘xg6 d5 23 ♘e5 ♘f5 24 ♘g2 ♖h8 25 ♘f3 White has to defend carefully)

(13 g4 ♖f6 14 ♗g5 ♚xe2+ 15 ♜xe2 ♔e8 16 ♜c4 ♜xd6 17 ♗xf7 ♜b4+ 18 ♜d2 ♜xd2+ 19 ♔xd2 d5 20 ♗xh8 -+)

13... ♗h6 14 O-O-O ♗f5 15 g4 ♗xd6 16 ♜g2 ♗xe4 17 ♜xe4 ♚xa2 18 ♚b5 ♝b8 19 f5 ♚a1+ 20 ♔d2 ♚a6 21 ♚d5 ♗e7 22 ♚xf7 ♚f6 23 ♚a2 ♝a8 24 ♔c1 White still has good pressure.

### 1.2.9 THE STOCKFISH LINE 9.Qe2

1 e4 e5 2 ♗f3 ♗c6 3 ♗c3 ♗f6 4 ♗xe5 ♗xe5 5 d4 ♗c6 6 d5 ♗e5 7 f4 ♗g6 8 e5 ♗g8 9 ♚e2



This is the way Stockfish handled the gambit. He does not opt for the classical 9 d6 which made the gambit famous but for 9 ♚e2

We follow Stockfish 14 - Magnus Carlsen Bot, 2021-03-10,1-0:

9... ♜b4 (9... ♜c5 10 f5 ♗xe5 11 ♚xe5+ ♚e7 12 ♚xe7+ ♗xe7 13 ♗e4 ♜d4 14 d6 ♗xf5 15 ♜f4 ♜xb2 16 ♝b1 With a better game for White)  
 10 f5 ♗6e7 or 10... ♜xc3 11 bxc3 ♗6e7 (11... ♗f8 12 f6) 12 f6 gxf6  
 13 d6 ♗g6 14 exf6+ ♔f8 15 ♜b2 ♚c8 16 c4 or 10... ♚h4+ 11 g3 ♚d4  
 12 f×g6 ♜xc3+ 13 bxc3 ♚xc3+ 14 ♚d2 =

11 ♜g5! (11 f6?! gxf6 12 exf6 ♗xf6 13 ♚e5 O-O 14 ♚xf6 ♗xd5 15 ♚f3 -+)

11... h6 or 11... ♜xc3+ 12 bxc3

a) 12... f6 13 ♚h5+ ♔f8 14 exf6 ♗xf6 15 ♜xf6 gxf6 16 d6! cxd6 17 O-O-O ♚a5 is winning for White, one example: 18 ♜c4 d5 19 ♝xd5 ♗xd5

20 ♖e1 ♔a3+ 21 ♔b1 ♘xc3+ 22 ♔a1 d5 23 ♕e8+ ♖g7 24 ♖e7+ ♗xe7  
 25 ♗xe7+ ♖g8 26 ♙b3 ♙xf5 27 ♗xf6 b5 28 ♗xf5 b4 29 ♗g4+ ♔f7 30  
 ♗xb4

b) 12...h6 13 ♙h4 c6 14 O-O-O ♗a5 15 ♗g4 ♖h7 16 d6 ♘d5 17  
 ♖xd5 cxd5 (17... ♗xd5? 18 ♙c4) 18 ♙d3 with full compensation)

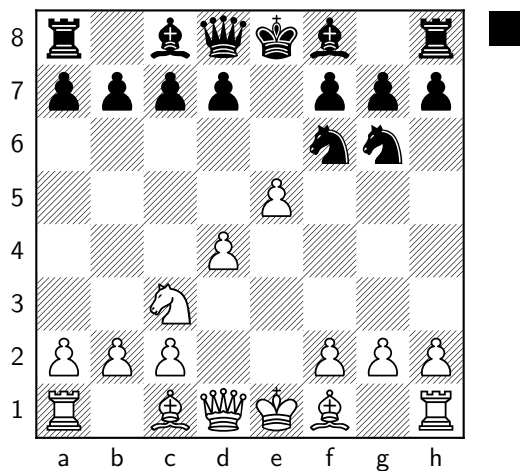
or 11...f6 12 exf6 ♙xc3+ 13 bxc3 gxf6 14 ♗h5 ♖f8 15 ♙h6+ ♘xh6  
 16 ♗xh6+ ♖f7 17 d6 cxd6 18 O-O-O ♗g8 19 ♙e2

12 ♙h4 c6 13 O-O-O ♙xc3 14 bxc3 ♗a5 15 ♗g4 g5 16 f×g6 ♘×g6  
 17 ♙c4 h5 18 ♗e4 ♗xc3 19 d6 b5 20 ♙b3 ♘h6 21 ♖hf1 ♘xh4 22 ♗xh4  
 O-O 23 ♖f6 ♗e3+ 24 ♔b1 ♘g4 25 ♖g6+ ♖h7 26 ♗xh5+ ♘h6 27 ♖f6  
 ♖g8 28 ♖xf7+ ♖g7 29 ♖d3 ♗xd3 30 cxd3 ♖xf7 31 ♙xf7

## 1.3 Ng6 SECTION

### 1.3.1 MOVE 6

1 e4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 ♘xe5 ♘xe5 5 d4 ♘g6 6 e5



Main Line: 6... ♘g8 see 1.2.2

Other possibilities:

A. 6... ♗e7

B. 6... ♙b4

(A) 6... ♗e7 (A.1) 7 ♙g5? Was played by Brause in his early days. But Black simply gives the piece back with a plus pawn and the better game.

7... ♘xe5 8 dxe5 ♗xe5+ Brause - OLMECA, ICC, 1996, 0-1 (58)

(A.2) 7 f4?! After a short while with 7 ♖g5 Brause always used to play this line. Black consolidates after 7...d6 8 ♗e2 (8 ♗b5+? c6 9 O-O dxe5 10 fxe5 ♜g8 -+) 8...dxe5 9 fxe5 ♜d7 10 O-O ♜b6 11 a4 a5 Albarran - Wind, HGT, 2003, 0-1 (20)

7...c6?! looks better for White 8 ♗e2 ♜d5 9 ♜xd5 cxd5 10 ♖d3 f5!

7...d5 8 ♖e2!

(A.3) 7 ♖e2?! 7...♜g8 “compared to the main line position (6...♜g8) the queens are now on e2 and e7 and this reduces White’s chances considerably” Wind. 8 h4 h5 9 ♖g5 ♖e6 10 ♜b5 ♗b4+! 11 ♗d2 ♗xd2+ 12 ♖xd2 ♜d8 -+

(A.4) 7 ♗b5?! A difficult move to evaluate, but Black seems to have best chances.

(A.4.1) 7...c6 After 8 O-O we consider 3 possibilities:

(a) 8...cxb5 9 ♖g5 d5 (variation 9...Nxe5? 10.dxe5 Qc5 11.Re1 Ng8 12.Ne4 +-) 10 ♖d3 (10 exf6?! ♖d6 11 ♜xb5 ♖b6 12 ♗e1+ ♗e6 13 c4 dxc4 14 ♜c3 O-O-O 15 d5 ♗d7) 10...a6 11 ♗ae1 ♗e6 12 f4 h6 13 exf6 ♖d6 14 ♗xe6+ ♖xe6 15 f5 ♖d6 16 ♗e1+ ♜d7 17 ♗d2 (co-analysis Wind-Bücker)

(b) 8...♜g8 9 ♗c4 (amazing is Michiel Wind’s suggestion 9 ♜e4!? cxb5 10 ♜d6+ ♜d8 11 ♗d2 ♜c7 12 ♖f3 or 12 f4) 9...d5 10 exd6 ♖xd6 11 ♜e4 ♖c7 12 ♖f3 f5!? (12...♗e6 13 ♗xe6 fxe6 14 ♜g5 ♖d7 15 ♗e1 O-O-O 16 ♜f7 ♜h4 17 ♖f4 g5 18 ♜xg5 ♜g6 19 ♖f7) 13 ♜g5 ♜h6 14 ♗e1+ ♗e7 15 ♖h5 (analysis Wind)

(c) 8...♜d5 9 ♜xd5 cxd5 10 f4 f5 ( 10...a6 11 ♗a4 b5 12 ♗d3) 11 exf6 ♖xf6 12 f5 ♜e7 13 c3 a6 14 ♗d3 d6 15 ♖b3 “with ongoing pressure” (Wind)

(A.4.2) 7...♜xe5? 8 O-O

(A.4.3) 7...a6 8 ♗a4

(A.4.4) 7...♖e6! 8 O-O ♜d5 9 ♜xd5 (9 f4 ♜xc3 10 bxc3 ♜e7 11 f5 ♜xf5 12 ♖d3 ♜e7 13 ♗a4) 9...♖xd5 10 c4 ♖e6 11 d5 ♖b6 12 e6 fxe6 13 dxe6 c6 Gargantua - gambitlover, The Chess Knights, 2005, 0-1 (13)

(A.5) 7 ♗e2! 7...♜xe5 8 dxe5 ♖xe5 9 O-O ♗b4 10 ♗e1 ♗xc3 11 bxc3 O-O 12 ♗f3! ♖f5! 13 c4 d6 and now 14 ♗b1 or 14 ♗b2

are both interesting (analyze Wind-Bücker).

7... ♖g8!? 8 h4! ♔d8 (8... ♖xh4?! 9 ♖d5! =) 9 h5 ♖6e7 10 d5 d6 11 exd6 cxd6 12 O-O ♖f6 13 ♚e1 Wind,M- Van Wezel, G, HGT2, 2004, 1-0 (27)

(B) 6... ♗b4 7 exf6 ♚xf6

Eric Schiller : “Black is clearly better, with a significant lead in development and pressure in the center”, and, “Black has such a comfortable game that there is no reason to avoid this position”.

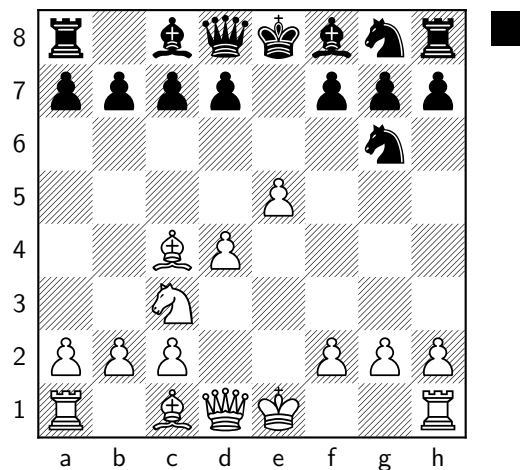
However, in a game M.Wind - E.Karstan there followed : 8 ♗e3 d5 9 g3 c6 10 ♗g2 ♗f5 11 ♔d2 ♔e6 12 h3 h5 13 a3 ♗d6 14 O-O-O O-O-O 15 ♖a4 with the better game for White. Nor had White problems after 8 ♗e3 O-O 9 g3 d5 10 ♗g2 c6 11 ♔d2 in keiserpaul - tirelli, GK, 2003, 1-0 (27)

Another good move is 8 ♔e2 with the idea of Bd2 and O-O-O 8... ♖8e7 9 ♗d2 ♗xc3 (9... ♔xd4?! 10 O-O-O) 10 ♗xc3

### 1.3.2 KEY POSITION

1 e4 e5 2 ♖c3 ♖f6 3 ♖f3 ♖c6 4 ♖xe5 ♖xe5 5 d4 ♖g6 6 e5 ♖g8 7 ♗c4

This is the key position of the Ng6 section



(Note that 7 ♔f3? is not recommended as Black forces White into an inferior line after 7... c6! 8 ♗c4 d5! Nor is 7 ♗d3? good, for after 7... ♗b4!

Black can consolidate; 7 h4? is hoping for 7... ♖b4 8 h5 ♘6e7 9 ♔g4 but after 7... d5 8 h5 ♘6e7 White has nothing and 9 g4 will not help)

We shall discuss following possibilities:

- A. 7... c6
- B. 7... d6
- C. 7... d5
- D. 7... ♖b4
- E. 7... ♘h4
- F. 7... ♖e7
- G. 7... f6
- H. 7... f5

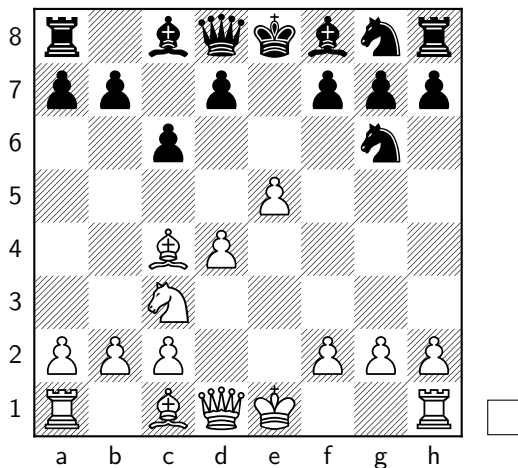
Variations A, B, C and D are important and you will encounter these often.

Variation E is a dangerous line but unpopular.

Variations F, G and H may not give problems.

### 1.3.3 THE CORDEL VARIATION

1 e4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 ♘xe5 ♘xe5 5 d4 ♘g6 6 e5 ♘g8 7 ♖c4 c6!



- A. 8 ♔e2

## B. 8 ♖f3

There is not much to expect from moves as 8 f4 8 h4 or 8 O-O

(A) 8 ♖e2 The plan is 9 ♗e4 followed by either Nd6+, Ng5, Bg5 or f2-f4-f5.

(A.1) 8... d5? Qe2 was played by Brause in earlier days hoping for 8... d5 which gives White a dangerous check by taking “en passant” 9 exd6+ ♖d7 and now White’s 10 h4 is best but 10 d5 is also good.

(A.2) 8... ♕e7?! Black lost quickly after 9 ♗e4 d5? (Kf8!) 10 exd6 in Schlenker,R - Schorer,F, 1993, 1-0 (10).

(A.3) 8... ♖b6! ...

(A.3.1) 9 f4?! 9... ♗h6!

(a) 10 ♖e4 ♕e7 11 f5 ♗xf5 12 ♕xf7+ ♖xf7 13 ♖xf5+ ♖e8 -+

(b) 10 g4 ♖xd4 11 ♕e3 ♗xf4 12 ♕xd4 ♗xe2 13 ♕xe2 d5 14 h3 (14 exd6 ♕xg4 15 ♕xg4 ♗xg4 16 h3 ♗h6 17 O-O-O O-O-O 18 ♖df1 f6 19 ♕xa7 ♕xd6 -+) 15 ♖d1 h5 16 g5 ♗e7 17 ♕d3 ♕f5 18 ♗e2 ♕xd3 19 ♖xd3 ♗g6 20 ♖f1 ♕e7 21 ♖b3 b6 22 e6 O-O 23 exf7+ ♖xf7 24 ♖xf7 ♖xf7 25 ♗g3 -+

(c) 10 O-O ♗f5 11 ♕e3 d5 12 exd6 ♕xd6 13 ♗e4 O-O 14 ♗xd6 ♗xd6 15 ♕b3 ♖e8 -+

(d) 10 ♗e4 ♕e7 11 ♗d6+ (11 f5 ♗xf5 12 ♖f1 ♗xd4 13 ♕xf7+ ♖d8 14 ♖d1 ♗xe5 15 c3 ♗xf7 16 ♖xf7 ♖e8 17 ♖d3 d5 18 cxd4 ♕h4+ 19 ♖f1 ♖xe4 -+) 11... ♕xd6 12 exd6+ ♖d8 13 O-O ♗f5 14 ♕xf7 ♖xd4+ 15 ♖f2 ♗xd6 16 ♕xg6 hxg6 -+

(A.3.2) 9 ♗e4! (a) 9... ♕e7?! 10 c3! (10 ♗d6+? keiserpaul - agropolis, GK, 2003, 0-1 (40)) 10... c5 11 h4 cxd4 12 ♗d6+ ♕xd6 13 exd6+ ♖f8 14 h5 ♖xd6 15 hxg6 ♖xg6 (“with a slight edge for White” analyse G. Giffen)

(b) 9... ♖xd4 10 c3 ♖b6 ( 10... ♖xe5? 11 f4 ♗xf4 12 ♕xf4 ♖xf4 13 ♗d6+ ♖d8 14 ♗xf7+ ♖c7 15 g3 ♖f6 16 ♖f1 +-)

Now White has to choose between the logical Be3 and the aggressive f4.

(b-1) 11 ♕e3! (11... ♖c7 12 f4?! gambitlover - dedantas, The Chess Knights, 2005, 0-1 (45). (12 ♕d4!? ♖b8 13

O-O)

11... ♖a5 12 f4 “with excellent compensation” (Wind) e.g.  
12... ♗h6 13 b4 ♖d8 14 O-O ♗e7? 15 ♗d6+

12 ♗d6+ ♗xd6 13 exd6 ♗f8 14 O-O b6 is slightly better  
for Black

(b-2) 11 f4!

(b-2-1) 11... ♖a5 12 O-O b5 13 ♗d6+ ♗xd6 14 exd6+  
♗f8 15 ♗xf7 ♗xf7 16 f5 ♗f6 17 f×g6+ ♗×g6 18 ♖×f6+  
g×f6 19 ♖g4+ +-(Giffen)

(b-2-2) 11... ♗h6 12 h4! c5!

(12... f5?? loosens the kingside too much according to an  
analysis of Glenn Giffen 13 ♗e3! ♖a5 (13... ♗×f4?? 14  
♗×f4 f×e4 15 O-O-O +-) 14 b4 ♖d8 (14... ♖c7 15  
♗d6+ ♗d8 16 ♖d1 b5 ±) (14... ♖a3 15 ♗c1 ♖a4  
16 ♗d6+ ♗xd6 17 exd6+ ♗d8 ±) 15 ♗d6+ ♗xd6 16  
exd6 ♗f8 and White’s attack should be strike home.)

(12... ♗e7 13 h5 ♗h4 followed by 14 g3, g4 or f5 with  
complications (Wind)]

13 g4!? ♗e7 14 h5 d5 15 ♗d6+ ♗xd6 16 exd6+ ♗f8  
17 h×g6 ♖×d6 18 f5 d×c4 19 ♖×h6 ♖g3+ 20 ♗f1 f×g6  
21 ♗e3 b6 22 ♖e1 ♗e6 23 ♖h2 ♗d5 24 ♖f2 ♖×f2+  
25 ♖×f2 Unclear endgame, but White can hope for a draw.

13 h5! ♗e7 14 ♗d6+ ♗d8 15 g4 ♗c7 16 f5 (Analyse  
Giffen).

(A.4) 8... b5!?

(A.4.1) 9 ♗b3? The straight forwarded 9... a5!? leads to a dy-  
namic situation in which Black has chances (Wind). 10 ♖f3 f6  
11 ♗e4 (11 ♗×b5!?) 11... d5 12 exd6 was keiserpaul - cgifal-  
con, GK , 2003, 1-0 (27).

9... ♗b4! 10 O-O

(a) 10... ♗×c3? 11 b×c3 ♖e7 (11... ♗8e7? 12 f4 d5 (12... O-  
O 13 f5) 13 exd6 ♖×d6 14 f5) 12 a4 b×a4 13 ♗a3 ♖h4  
14 ♗c4 ♗8e7 15 f4 =



(b) 10... ♖8e7! is a very strong move 11 ♖xb5 O-O 12 a3 cxb5 13 axb4 d6 White get 3 pawns for the piece, but this seems not to be enough in practical play lexherman - atrifix, GK, 2003, 0-1 (55).

9... ♖b6?! 10 O-O ♗a6 11 ♖e4! b4 12 ♖a4 led to a quick win for White in Van der Houwen,P - Fraikin,E, HGT2, 2004, 1-0 (22)

(A.4.2) 9 ♗d3! 9... ♖8e7! 10 h4! h5 11 ♖e4 ♖d5 12 g3 ♖b4 13 O-O ♖xd3 14 cxd3 ♖b6 15 f4

(A.5) 8... ♗b4! (A.5.1) 9 ♗xf7! White can regain at least two pawns by 9 ♗xf7+ ♖xf7 10 ♖c4+

10... d5 11 exd6+ ♗e6 12 ♖xb4 ♖b6 13 ♖c5 ♖xc5

(13... ♖f6 14 ♗e3 with compensation)

14 dxc5 ♗f5 15 ♖d1 ♖f6 16 ♗e3 ♖he8 17 ♖c1 b6 18 cxb6 axb6 19 b3 b5 20 a4 This is the way two supercomputers both rated more than 3000 ELO handled the gambit. Rubi-Winter, Computer Chess Championship, 5/2,2019, 1-0 (to be honestly: Winter at the end made a wrong move by lack of time. But as I always say "as long as you win the game, you may loose every post-mortem analysis")

10... ♖f8 11 ♖xb4+ ♖e7 12 ♖b3 d6 13 f4 ♖h4 14 O-O ♖f5 and now White can continue with 15 ♗d2 or 15 ♖e4

(A.5.2) 9 O-O!? An alternative is the sharp but dubious 9 O-O to recommend if you are better in piece play then in pawn shuffling.

9... d5!? 10 exd6+ ♖f8 11 ♖e4 ♗xd6 and now 12 ♖e1, 12 f4 or 12 ♖g5

9... ♗xc3 10 bxc3 ♖e7 followed by 11 ♖f3 as in Torrecillas, A-Werksma,A, HGT1, 2003, 1-0 (33). (10... ♖8e7?! and White has an attack with 11 ♗a3 O-O 12 f4 d5 or 11 f4 O-O 12 ♗d3 (12 g4! Wind) 12... ♖a5 13 f5 ♖xc3)

(B) 8 ♖f3 Black can answer :

1. 8... f6

## 2. 8...d5

(B.1) 8...f6!? seems logical, looking for breathing space, but after 9 O-O d5?! (Black cannot take with the f- pawn on e5 due to the matt on f7, but 9...dxe5! seems to be the best move) 10 exd6 ♟xd6 11 ♞e4 ♞8e7 White has an impressive queen offer with 12 ♞xf6! gxf6 13 ♞xf6+ ♟f8 14 ♟h6# Brause - Pfiffigunde, ICS, 1997, 1-0 (14).

Another idea is 9 h4 h5 10 exf6 ♞xf6 11 O-O with long term pressure in Minchev,G - Di Tora,A, HGT2, 2004, 1-0 (50)

(B.2) 8...d5!? 9 exd6

We shall examine 3 continuations:

(B.2.1) 9...♞f6?! leads to a disaster in Brause - BuffaloJim, ICS, 1998, 1-0 (15)

10 ♞e2+ ♟d8 11 ♞e4 ♞xd4 12 ♟xf7 ( O.A. Brownson has recommended 12 ♟e3 ♞e5 13 O-O-O “with a strong attack” in Brownson’s Chess Journal, november 1877) 12...♞h6? (Bf5 is better following an analysis of A. Torrecillas) 13 ♟g5+ ♟d7 14 ♞d1 ♞e5 15 ♞c5+

(B.2.2) 9...♞f6 was recommended by Brownson as “the best defense” against the Halloween, who continues with 10 ♞e2+ ♟d7 “and Black’s development cannot be retarded”. My opinion is that White still has long time pressure after 11 d5

(White can also go for the nice trap with 11 ♞b5!? ♟xd6 (The trap is that after 11...cxb5? White has a matt in four 12 ♟xb5+ ♟xd6 13 ♟f4+ ♟d5 14 c4+ ♟xd4 15 ♞e3#) 12 ♞xd6 ♟xd6 13 ♟xf7 (13 ♟e3!?) 13...♞e7 14 ♟xg6 ♞xe2+ 15 ♟xe2 hxg6 16 f3 (16 ♟f4+!?) 16...b5 17 ♟f4+ ♟e7 18 a4 b4 19 ♟f2 ♟f7 20 ♟d6 a5 21 c4 And with the better pawn structure White can hold his own)

(11 ♟e3!? is also playable 11...♟xd6 12 O-O-O a6 13 ♟xf7 ♞f4 White has two pawns for the piece and his King is more safely)

11...♟xd6

(or 11...c5 12 ♟b5+ ♟xd6 13 ♟d3 a6 14 ♟xg6 hxg6 15

♠f4+ ♔d7 16 O-O-O The Black King is not yet safe)

12 dxc6+ bxc6 13 ♙e3 ♕c7 14 O-O-O ♖e8 15 ♗d2 a5 16 ♜he1 ♙b4 17 ♙d4 ♙f5 18 a3 ♖xe1 19 ♗xe1 with continuous pressure.

(B.2.3) 9... ♙e6! was already recommended by Cordel

(a) 10 ♙xe6? fxe6 11 ♘e4 ♘f6 (or 11... ♙xd6!? 12 ♗b3 ♘f6 13 ♗xe6+ with 14 ♘xd6 winning after 13... ♗e7 or 13... ♕e8 but loosing after 13... ♙e7)

12 ♗b3 ♘xe4 13 ♗xe6+ ♘e7 14 ♗xe4 ♗xd6 +-

(b) 10 d5!

This position is winning for Black but if you are not Stockfish then I recommend it because there are enormous practical chances for White.

We follow

Sansuk(2122) – Robertgold(1970), GK, 2022, 1-0 (23):  
10... ♘e5

10... ♙xd5? 11 ♘xd5

11... cxd5 12 ♙b5+ White wins immediately

11... ♙xd6 12 ♗e2+ ♘8e7 13 ♘xe7 ♗xe7 14 ♗xe7+ ♙xe7 15 O-O +-

11... ♗xd6 12 ♗e2+ ♙e7 13 ♘xe7 ♗xe7 14 ♙g5 +-

11 ♗e2 (11 ♗h5? ♘xc4 12 dxe6 ♘xd6 13 O-O -+)

11... ♘xc4 the situation is equal after

11... cxd5 12 ♗xe5 dxc4 13 ♙f4 ♘f6 14 ♘b5 ♗a5+ 15 ♙d2 ♗a4 16 b3 cxb3 17 axb3 ♗e4+ 18 ♗xe4 ♘xe4 19 ♘c7+ ♕d7 20 ♘xa8

12 dxe6 ♘xd6 White is winning after 12... ♗xd6? 13

exf7+ ♔xf7 14 ♚xc4+

12...fxe6? 13 ♚xe6+ ♘e7 14 ♚xc4

13 ♘f4 ♚f6

After 13... ♚e7 14 O-O-O White has enough compensation, best line for Black is 14... ♖d8 15 ♖d2 fxe6 16 ♖hd1 ♗f7 17 ♖xd8+ ♗xd8 18 ♗e4 ♗f7 19 ♘d6 ♚h4 20 g3 ♚h6+ 21 ♘f4 with continuous pressure

14 ♘xd6 (14 exf7? ♔xf7 15 ♘e5 ♚e6 16 O-O-O -+)

14... ♘xd6

After 14... ♚xe6? 15 ♚xe6+ fxe6 16 ♘xf8 ♔xf8 17 O-O-O White is better

15 ♗e4 ♚e7 (15... ♚e5 16 O-O-O or 16 exf7 leads to equality. The same for 15... ♘b4+ 16 c3 ♚xe6 17 cxb4)

16 exf7+ ♔xf7 (16... ♔xf7? 17 ♖d1)

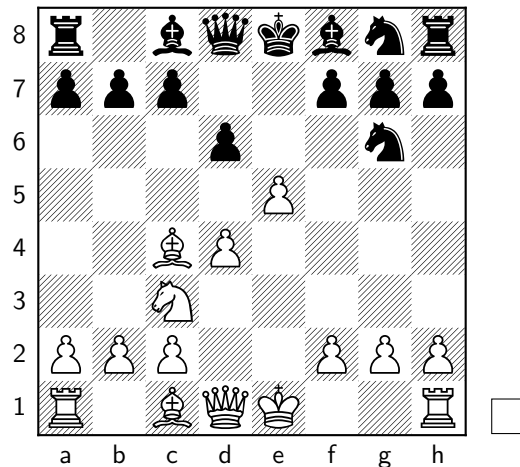
17 ♚c4+ ♔f8? Finally Black goes wrong. He had to play 17... ♚e6 After 18 O-O ♘f4+ 19 ♚b4 a5 White has nothing anymore for the offered piece.

18 O-O-O ♘f4+ 19 ♔b1 ♗f6 20 ♗xf6 ♚xf6 21 ♚b4+ ♔f7 22 ♖d7+ ♔g6 23 ♚e4+ ♔h6 Black resigned

This analysis shows clearly how to handle the gambit : put continuous pressure until Black collapse. He is not a computer, he has to find the answer over the board in a limited time.

## 1.3.4 7...d6

1 e4 e5 2 ♘f3 ♘c6 3 ♘c3 ♘f6 4 ♘xe5 ♘xe5 5 d4 ♘g6 6 e5 ♘g8 7 ♙c4 d6



8 ♙f3! The only good move.

8 exd6? is just bad because of 8... ♙xd6 9 O-O ♘f6 10 O-O ♙e7 -+)

8 ♙e2?! gives White a big lead in development but it does not seem to be enough.

Black can reply:

A. 8... ♙d7

B. 8... ♙e6

C. 8... f5

D. 8... f6

E. 8... ♙e7

(A) 8... ♙d7 ...

(A.1) 9 h4?! not a good idea, after 9 h4 dxe5 10 h5 ♘f4 11 dxe5 ♘e6 12 O-O c6 Black had a solid position in Judith - Spikkel, GK, 2003, 0-1 (19)

(A.2) 9 O-O Black can answer:

1. 9... dxe5

2. 9... ♙f5

3. 9... c6

(A.2.1) 9...dxe5 After 10. dxe5 we analyze, in detail, 5 replies:

1. 10...c6
2. 10...♗xe5
3. 10...♙c5
4. 10...♚f5
5. 10...♙b4

(A.2.1.1) 10...c6 11 ♖e1 ♚c7 12 ♗e4! ♙e6 (12...♗xe5?! 13 ♚g3 f6 14 ♙f4) 13 ♙xe6 fxe6 14 ♗g5 with good compensation e.g. 14...♙b4 15 c3 ♙a5 16 ♗xe6 followed by Qh3

(A.2.1.2) 10...♗xe5 ...

(A.2.1.2.1) 11 ♖e1!? ♙d6 (11...♚e7? 12 ♖xe5! ♚xe5 13 ♚xf7+ ♗d8 14 ♚xf8+ ♗d7 15 ♙e3 +- Torrecillas) 12 ♙f4 f6 and now we analyse in detail the nice move 13 ♙b5 and the sounder alternative 13 ♖ad1

(A.2.1.2.1.a) 13 ♙b5!? succesfull in practical play. Following moves are based on an analysis of Antonio Torrecillas. 13...c6 14 ♖ad1! ♚e6! (14...cxb5!? 15 ♙xe5 fxe5 16 ♗e4 ♙c7 17 ♖xd7 ♙xd7 =) (14...♚c7 15 ♗d5! = Jan Weide)

15 ♚g3 ♗f8

(15...g5?! 16 ♙xe5 ♙xe5 (16...fxe5 17 ♚xg5 Wind) 17 f4! ♚g4!? (17...gxf4 18 ♚g7) 18 fxe5 ♚xg3 19 hxg3 cxb5 20 exf6+ ♗f7 21 ♖d8! +-)

16 ♙xe5

(Wind has 16 ♙c4 ♚e7! (16...♚xc4 17 ♖xd6 ♗f7 18 b3 ♚a6 19 ♗d5 “comp”) 17 ♗e4 ♙c7 18 ♙xe5 fxe5 19 ♖e3 g6 (19...♗f6 20 ♖f3 ♗e8 21 ♗xf6+ gxf6 22 ♚h4 h5 23 ♖xf6 ♙g4 24 ♚g5 ♙xd1 25 ♖e6 ♚xe6 26 ♙xe6 =) 20 ♖f3+ ♙f5 21 ♚h3 ♗f6 (21...♗g7 22 ♖xf5 gxf5 23 ♗c5! =) 22 ♖xf5 gxf5 23 ♚xf5 ♖d8 24 ♖e1 ♖d4 25 ♙b3 ♖xe4 “insufficient”.)

(16 ♗e4!? ♙c7 17 ♗g5 Milov, V - Hoyneck, F, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$ , (34))

16... ♗xe5

(Wind however found 16... fxe5! 17 ♗xc6 (17 ♗c4 ♖e7! 18 ♗e4 ♗c7 see U1) (17 ♖f3+ ♖f6 18 ♗xc6 ♖xf3 19 ♗xf3) 17... ♖e7! 18 ♖d3 bxc6 19 ♖xd6 ♖xd6 20 ♗xd6 ♗f5 21 ♗xc6 ♗e7 22 ♗c7 ♗c8 23 ♗b7 with longtermed White's initiative)

17 f4 cxb5 18 fxe5 ♖b6+ 19 ♗e3 (Wind 19 ♗h1 "with strong attack")

19... ♗f5 20 ♗d6 ♖c5 21 ♗d5+- ♖c8

(21... ♖b6 22 exf6 ♖xf6 23 ♗xf5 ♖xf5 24 ♗f3 +-)

22 ♖f4 ♗e7 23 exf6 ♗xd5 24 ♗xd5 ♖d7 25 f×g7+ ♗×g7 26 ♖d4+

(26 ♖e5+ ♗h6 27 ♗h3+! ♗×h3 28 ♖f6+ ♗h5 29 ♗f4+ ♗g4 30 g×h3+ ♗f3 31 ♗d3+)

26... ♗g8 27 ♗f6+ ♗f7 28 ♗xd7 Brause - resurrection, ICC, 1998, 1-0 (28).

(A.2.1.2.1.b) After 13 ♗ad1 we have to consider 13... ♖f5 and 13... ♗e7

13... ♖f5? 14 ♗b5! ♗f8 15 ♗xe5 fxe5 16 ♖b3 "Black can barely defend his position" (Wind) (but 16 ♖d5?! went wrong in keiserpaul - hjobo, GK, 2003, 0-1 (47)) 16... g6 17 ♗xd6 cxd6 18 ♗xd6 ♗f6 19 ♖c3 ♗e4 20 ♗xe4 ♖xe4 21 ♗d3 ♖f4 22 ♗d8+ ♗g7 23 ♖c7+ ♗d7 24 ♗xd7+ ♗h6 25 g3 lexherman - fliszt, GK, 2003, 1-0 (63)

13... ♗e7 14 ♗xe5 fxe5 15 ♗e4?! My opinion is that after 15... ♗f8! 16 ♖h5+ ♗d8 17 ♖×h7 ♖g4 18 h3 ♗f5 19 h×g4 ♗×h7 20 ♗c5 ♗c6 21 ♗e6+ ♗e7 22 ♗×f8 Black is clearly better, so the 15 ♗b5! line is preferable, but even after 15... ♗c6 (15... c6 16 ♗e4!) 16 ♗xe5+ ♗xe5! 17 ♗xd7+ ♗xd7 18 ♖×b7 ♗c6 19 ♖b3 O-O-O the black position is slightly better. Van der Houwen - Werksma, HGT2, 2005, 0-1 (33)

(A.2.1.2.2) 11 ♖e3! is an amazing suggestion of Stefan Bückler

and leads to an unclear position in which White has good chances.

11... ♖e7 12 ♘d5 ♘xc4 (Qd6 was played in Wind - Minchev, HGT2, 2004, 1-0 (49)) 13 ♖g3 ♖d6 14 ♘xc7+ ♗d8 15 ♙f4 ♗xc7 16 ♙xd6+ ♘xd6 17 c4 b6 18 b4 ♙a6 19 ♖fc1

11... ♙d6 12 f4 ♖e7 13 fxe5 ♙c5 14 ♙xf7+ ♗d8 15 ♖d1+ ♙d7 16 e6 ♙xe3+ 17 ♙xe3 ♘f6 18 ♘d5 ♙xe6 19 ♘xe7+ ♗xe7 20 ♙xe6 ♗xe6 Hoyneck - Go, HGT2, 2004,  $\frac{1}{2}$ - $\frac{1}{2}$ , (38)

(A.2.1.2.3) 11 ♖e2!? is a similar idea. The move was first played in aditora - keiserpaul, GK, 2004, 1-0, (22)

11... f6! is the best reply. 12 ♙xg8 (12 ♙f4 ♖d4 -+) 12... ♖xg8 13 f4 ♖d4+ (13... ♖g4! 14 ♖f3 ♙d7 15 fxe5 O-O-O gambitlover - mlazar, TheChess Knights, 2005, 0-1 (42)) 14 ♙e3 ♖c4 15 fxe5 ♖xe2 16 ♘xe2 fxe5 for the isolated plus pawn White has some compensation by the better development and attacking possibilities.

11... ♙d6? 12 f4 ♙c5+ 13 ♗h1 ♖e7 14 fxe5 +-

11... ♖e7?! 12 ♘d5 (now Nxc4 is no more possible as in the 11 ♖e3 line) 12... ♖d6 (12... ♙g4!? 13 ♖e4 ♘f6 14 ♘xf6+ gxf6 15 ♖xb7 ♖d8 16 ♙b5 +=) 13 ♙f4 (13 f4? ♖c5+) 13... f6 14 ♖ad1 ♙e7 15 ♖fe1

(A.2.1.3) 10... ♙c5?! was a difficult move to refute. 11 e6 nor 11 ♖e1 seemed to be sufficient to stop black's superiority (keiserpaul - fastplayer, GK, 2003, 0-1 (25)). Nevertheless, there is a better reply with 11 ♙g5! p.e. 11... ♘xe5 12 ♖fe1 f6 13 ♖ad1 ♖e7 (Qf5!?) 14 ♖xe5 ♖xe5 15 ♙f4 ♖f5 16 ♘b5 with an unclear situation, but I prefer White e.g. 16... ♙b6 17 ♖e2+ ♙e6 18 ♘xc7+ ♙xc7 19 ♙xc7 ♖g4 20 ♖xe6+

(A.2.1.4) 10... ♖f5? 11 ♙b5+ ♗d8 12 ♖d5 was zolltantor - lexherman, GK, 2003, 1-0 (12).

(A.2.1.5) 10... ♙b4 11 ♖d1 ♘xe5 12 ♖g3 ♖f5 13 ♖e1! and White has a won position Daniel Godden - Domenico Lorenti, IECG email corr, 2000, 1-0 (18)

(A.2.2) 9... ♖f5 Possible answers:



1. 10 ♔e3
2. 10 ♔e2
3. 10 ♙b5

(A.2.2.1) 10... dxe5 11 f4 e4 (11... ♗xf4?! 12 dxe5 g5 13 ♗d5) 12 ♗xe4 (intending Ng3 and f4-f5) 12... ♗6e7!?

(or 12... ♙e7 13 ♙d3 ♖f8! 14 ♙d2 ♗h4!

13... ♗f6 offers the black queen for 3 light pieces + initiative  
14 ♗d6+ cxd6 15 ♙xf5 ♙xf5 16 ♔b3! 16 h3 was Van der Houwen,P-Hoyneck,F,HGT2,2004,0-1(39) 16... O-O 17 ♔xb7 ♙xc2 18 f5 =)

and now:

(A.2.2.1.1) 13 ♙d2 ♙d7 14 d5 ♗f6 15 ♗g3 ♔g4?! was played in Wind - Keiser, HGT1, 2003, 1-0 (33) where White steadily increased the pressure until black's position crumbled away. But in keiserpaul - spikkel, GK, 2003, 0-1 (40)) 15... ♔xc2! was played and this looks critical. The game continued 16 ♖ac1 ♔a4 17 ♔e5 b5 18 ♙b3 ♗g4 19 ♔c3

19 ♔xc7? failed on 19... ♔d4+ 20 ♖h1 ♖c8 21 ♔a5 ♗f2+ 22 ♖xf2 ♖xc1+ 23 ♙xc1 ♔xf2 -+ ; 19 ♔e2! was suggested by Wind but A) 19... ♔a6 20 f5 ♔b6+ 21 ♖h1 ♗f6 22 ♙e3 (22 ♙f4) looks better for Black and so is B) 19... ♔d4+ 20 ♖h1 ♖c8 21 h3 (21 ♙a5 ; 21 ♗e4 ; 21 f5) 21... ♗f6 22 ♙c3

19... ♔a6 20 ♔xc7

(A.2.2.1.2) 13 ♙d3! ♔a5

13... ♔d7! 14 f5 ♗h6 15 f6? (15 ♔e2! M.Wind unclear) keiserpaul - Morphy, GK, 2003, 0-1 (32) (13... ♔e6 14 f5 ♔b6 15 ♗c5 ♗f6 16 a4 a5 17 ♙c4 ♙d7 18 ♖a3) (13... ♗d5? 14 ♗f6+ is very nice.

14 f5 ♙d7 15 b4! and White has a strong attack:

15... ♔b6 16 a4 O-O-O (Fritz opts for a6 after a long thinking period) 17 a5 ♔xb4 18 c3 anomia2 - keiserpaul, GK, 2005, 1/2-1/2 (41)

15... ♖xb4?! 16 c4 ♖a5 17 ♜b1 O-O-O 18 ♗c5

(A.2.2.1.3) 13 ♜e1!? ♗f6 14 ♗g5 ♗fd5 15 ♖b3 c6 16 ♗d2! b5 17 ♗d3 ♖d7 18 f5! losloper - keiserpaul, GK, 2003, 1-0 (32)

(A.2.2.2) 10 ♖e2?! is not good as it allows the embarrassing reply Qg4.

Antonio Torrecillas brought under attention that Black can play 10... dxe5 11 f4 e4! 12 ♗xe4 and now not 12... ♗e7? as in Brause - MeWithMyself, ICC, 1997, 1-0 (16) but instead, 12... ♗6e7! could get White into trouble!

(A.2.2.3) 10 ♗b5!? is weakening the black King and leads to very sharp play in which White has good chances. 10... ♔d8

(A.2.2.3.a) 11 ♖e3?! dxe5 12 ♗d3 exd4 13 ♖xd4+ ♖d7 14 ♖e3 ♗f6 15 f4 c6 16 f5 ♗d6 and Black was better in felixmiszta - allkarlos, GK, 2003, 0-1 (42)

(A.2.2.3.b) 11 ♖g3!? dxe5 12 ♗g5+ f6 (12... ♗e7 is better 13 ♜ad1 e4 14 ♗xe7+ ♗8xe7 15 ♜fe1 ♖g4 -+) 13 dxe5 c6 14 ♜ad1+ ♗d7 15 e6 ♖xe6 16 ♜fe1 and now:

16... ♖f5 17 ♗c4 ♖xg5 18 ♜xd7+! ♔xd7 19 ♜d1+ ♔e8 20 ♖c7 ♗e7 21 ♖xb7 ♜d8 22 ♖xc6+ ♔f8 23 ♜xd8+ ♗xd8 24 ♖d7 ♖c1+ 25 ♗d1 +-

16... ♖f7 17 ♗e2 ♗8e7 18 ♗g4 ♗d5 19 ♗xd5 cxd5 20 ♖b3! ♔c7 (20... ♗xg4? leads to a disaster for Black 21 ♜xd5+ ♗d7 22 ♖xb7 ♜c8 23 ♗d2 ♗c5 24 ♗a5+ ♗b6 25 ♗xb6+ axb6 26 ♖xb6+ +-) 21 ♜xd5 ♗c6 22 ♖g3+ ♔b6 topstock - keiserpaul, GK, 2005, 1-0 (38)

(A.2.3) 9... c6! 10 exd6 ♗xd6 11 ♜e1+ (11 ♗e4!?) 11... ♔f8 12 ♗e4 (12 d5 ♗f6 13 dxc6 ♖xd6 was winning for Black in Maciaga - Milov,V, HGT1, 2003, (20)) 12... ♗b4 (12... ♗h4! 13 ♖h5 ♗f5) 13 c3 ♗a5 (“and White has excellent compensation” Wind) Wind,M - Van der Kraan,M, KNSB, 1991, 1-0 (19) continued 14 b3 f6 15 ♗a3+ ♗6e7? 15... ♗8e7 16 ♗d6 16 ♖h5 g6 17 ♖xa5 ♔g7? 18 ♗xf6 ♔xf6 19 ♖e5#

(B) 8... ♗e6 In this case White can safely take the b7 pawn 9 ♖xb7 ♗xc4? (On 9... ♗8e7 White can play 10 ♗b5 ♜c8 11 d5 ♗xe5 12 dxe6 ♗xc4

13 ♖xa7 ♜b8 14 ♚a6 ♖xb2 15 ♖c6 ♖xc6 16 ♚xc6+ ♗e7 17 O-O ♜b6 18 ♚f3 f6 “with long term compensation“ (M. Wind) ) 10 ♚c6+ ♗e7 11 exd6+ cxd6 12 ♚xc4 Brause - godel, ICC, 1998, 1-0 (20)

(C) 8...f5?! Stefan Bücken's analyse of this line goes

9 g4! (9 h4?!) 9... ♖h4 (9... ♖8e7 10 gxf5 or 10 ♗g5) 10 ♚e2 dxe5 (10... ♗e7!? 11 h3?! (Wind suggests 11 gxf5! followed by 12 ♜g1 and Black won in Werksma, F, - Steenbekkers,E, HGT1, 2003, 0-1 (27))

11 ♗d2 He gives as example 11... ♚xd4?! 12 O-O-O ♗d6 13 f4! ♖g6 14 ♜hf1 e4 15 ♖d5 +=

Other eleventh moves have been tried. In lexherman - anomia2, GK, 2003, 1-0(24) White launched a winning attack after 11... ♗e7 12 dxe5 ♖g2+ 13 ♗f1 ♖h4 14 ♜d1 This was also the case in keiserpaul - sodiumattack, GK, 2003, 1-0 (21), after 11...c6 12 O-O-O ♗e7 13 dxe5 f×g4 13 ♖e4 While Jerez,A - Blokhuis, J, HGT1, 2003, 1-0 (49) went 11...e4 12 O-O-O ♗e7 (but 12... ♗b4! was strong in Starostits,I - Wind,M, HGT2, 2004, 0-1(24)) 13 gxf5 ♗xf5 14 ♖xe4

G.M. Vadim Milov played 9 ♗d2!? against M. Wind and even tried a second piece sacrifice with 9...c6 10 O-O-O d5 11 ♖xd5!? Milov - Wind, HGT1, 2003, 0-1 (24)

(D) 8...f6?! ...

(D.1) 9 O-O?! leads to long battle games in which Black has the best chances 9...dxe5 10 dxe5 ♖xe5 11 ♚e4 (11 ♜e1? ♗d6 -+)

(D.1.1) 11... ♗c5 12 ♜d1 ♚e7 13 ♖d5 ♚d6 14 b4 ♗b6 15 ♗b2 ♖e7 16 ♖xb6 ♚xb6 17 ♗xe5 ♗f5 18 ♚f4 fxe5 19 ♚xe5 ♗xc2 20 ♜d2 ♗g6 21 ♚xg7 ♜f8 22 ♜e1 ♚f6 23 ♚xf6 ♜xf6 24 ♜de2 THiarcs6 - Fritz5, Blitz, 1998, 1-0 (82)

(D.1.2.) Wind has 11... ♚e7! 12 ♖d5 ♚c5 13 ♗b3 ♗d6 14 ♗e3 ♚a5 15 f4 f5 16 ♚d4 c5 17 ♚d1 ♖f7 and White has not enough for the piece

D.1.3 11... ♖e7 12 ♜d1 ♗d7 13 ♗e6 ♚c8 14 ♜xd7! ♖xd7 15 ♗e3 ♖c6 16 ♜d1 ♗d6 17 ♖b5 ♗e7 18 ♗h3+ ♗d8 19 ♜xd6 cxd6 20 ♖xd6 ♚c7 21 ♖f7+ ♗c8 22 ♖xh8 +=

(D.2) 9 h4! Wind) dxe5 (9...c6 10 h5 ♖6e7 11 exd6 ♚xd6 12 ♖e4 ; 9...a6 10 h5 ♖6e7 11 ♗f4!) 10 h5 ♖6e7 11 ♗e3! exd4 (11... ♖f5 12 O-O-O) 12 O-O-O c5 13 ♗f4 a6 14 ♜he1 with a very strong attack.

(E) 8... ♖e7 ...

(E.1) 9 ♜g5? Insufficient according to Wind 9... ♖xg5 10 ♜xf7+ ♔d8  
11 ♜xg6 ♜f6 12 ♜e4 ♜xe4 13 ♖xe4 c6

(E.2) 9 O-O And now 9... dxe5 Bückler / Wind made following co-  
analysis of this line :

E.2.1 10 ♜b5+?! ♔d8 11 ♜d1

a1) 11... c6 12 ♜xc6 bxc6 13 ♖xc6 ♜b8 14 dxe5+ ♜d7 15  
♜b5 ♜c8 16 ♖b7 ♖e6 17 ♜xa7 ♜xc2 18 ♖b8+

a2) 11... e4! 12 ♜xe4 ♜h4 13 ♖f4 ♜f6 (13... ♜f5 14 ♜d2  
♜gh6 15 ♜e1 a6 16 ♜c5 axb5 17 ♜xe7 ♜xe7 Starostits -  
Werksma, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (27)) 14 ♜g5 ♜g4 15 f3 h6 16 ♜e4  
♜g6 17 ♖g3 ♜d7 18 ♜d3 ♜h5

(E.2.2) 10 ♜d5! (Stefan Bückler)

(E.2.2.1) 10... ♖d7 11 dxe5 c6 12 ♜d1! ♜xe5 13 ♖e2  
♜e7 14 ♖xe5 cxd5 15 ♜xd5 f6 16 ♖e2 ♖c7 17 ♜d4  
g5 18 ♜xg5 fxg5 19 ♖h5+ ♜g6 20 ♖f3 ♜d7 (20... ♜e5  
gambitlover-Chuck, TheChessKnights, 2005, 1-0 (31)) 21 ♖f7+  
♔d8 22 ♜ad1 ♜e7 23 ♜b5 ♔c8 24 ♜xd7 ±

(E.2.2.2) 10... ♖d8! 11 ♜b6 ♜e6

a) 12 ♜b5+ c6 13 ♜xc6+ bxc6 14 ♖xc6+ ♔e7 15 ♖b7+  
♔f6 16 ♖f3+ (16 ♜xa8?! ♜d6 17 ♖e7+) 16... ♔e7 17  
♖b7+

b) 12 ♜xe6 fxe6 13 ♜xa8 ♖xa8 14 dxe5 ♜8e7 15 ♖e4  
♜c6 16 ♜e3 ♜e7 17 f4 O-O 18 c3

c) 12 ♜xa8 ♖xa8 13 ♜xe6 fxe6 14 dxe5 ♜8e7 led to  
an early draw in Morin, S - Werksma, A , HGT2, 2004,  $\frac{1}{2}$ - $\frac{1}{2}$  (22)

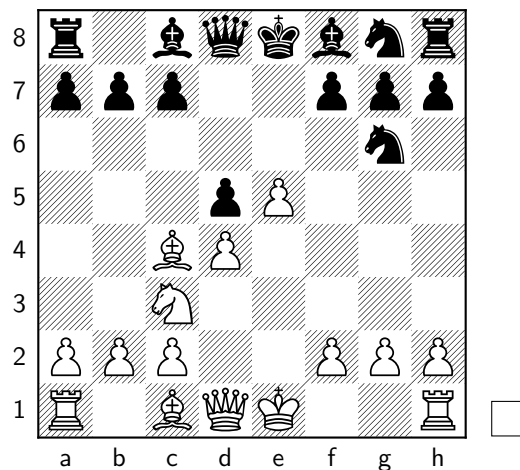
(E.2.2.3) 10... ♖d6 11 dxe5 ♜xe5 12 ♜e1 ♜e6 13 ♜xe5!  
♖xe5 14 ♜f4 ♜xd5 15 ♜xd5 ♖f5 16 ♜xb7 ♜d6 17 ♖e3+  
♖e6 18 ♜c6+ ♔e7 19 ♜xa8 +-

(E.3) 9 ♜b5+ 9... ♔d8 10 O-O c6 11 exd6 ♖xd6 12 ♜e4 ♖c7?  
(Qd5! -+) was luciogaribaldi - premium\_steve, GK, 2003, 1-0 (19)

### 1.3.5 EUWE'S VARIATION

1 e4 e5 2 ♜c3 ♜f6 3 ♜f3 ♜c6 4 ♜xe5 ♜xe5 5 d4 ♜g6 6 e5 ♜g8 7 ♜c4

d5!



Euwe's recommendation of **7...d5** should not be underestimated, on the contrary !

8 ♖xd5 we analyze:

A. 8... ♗8e7

B. 8... ♖b4

C. 8... c6

(A) 8... ♗8e7!? ...

(A.1) 9 ♖b3?! could be a critical line. 9... ♗f5! 10 ♗e2 c5 11 c3 cxd4 12 cxd4 ♖b4+ 13 ♖d2 ♖xd2+ 14 ♗xd2 O-O and it is doubtful White has enough compensation with two pawns for the piece.

(A.2) 9 ♖e4?! 9... ♗f5 10 ♗e2 Zolntantor - keiserpaul, GK, 2003, 1-0 went 10... ♖e7 11 c3 O-O 12 ♗g3 but I found no answer to 10... c5 as in keiserpaul - snaga, GK, 2003, 0-1 (25).

(A.3) 9 ♖g5! 9... h6 10 ♗f3 ; 9... c6 10 ♖b3 h6 11 ♖e3 ♗f5 12 O-O ♖b4 (12... ♗h4 13 ♗d3 ♖b4 14 ♗e4 O-O 15 c3 ♖a5 16 ♖d2 (idea f4)) 13 ♗e4 O-O 14 ♗h5 ♗ge7 15 c3 (keiserpaul - themagus, GK, 2005, 1-0 (43))

10 ♖e4 ♗f5 (In keiserpaul - klausbehrmann, GK, 2003, 0-1 (56) was played 10... h6 11 ♖e3 ♗f5 12 O-O ♖e7 13 ♗d3 O-O 14 ♗ad1 c6 15 ♖c1 ♗d8 16 ♗e2 a5 but White went wrong with 17 g4?! (17 f4! was necessary))

a) 11  $\text{♙e3? ♘e7}$  12 O-O O-O 13  $\text{♚d3}$  Wind claims that with two pawns and a strong center, White gets fair chances, but I prefer Black. Later Wind played 11  $\text{♚h5 c6}$  12  $\text{♙e3 c6}$  13  $\text{d5}$  in a game against Werksma which ended in a draw (Wind - Werksma, HGT1, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (22))

b) Peter Van der Houwen tried the sharp 11  $\text{♚d3!}$  with good result 11...  $\text{♗xd4}$  12 O-O-O c5 Best is now 13  $\text{f4 h6}$  14  $\text{e6! ♗xe6}$  15  $\text{♚c4 ♘d6}$  16  $\text{♗b5 ♗d4}$  17  $\text{♖xd4 cxd4}$  18  $\text{♙f5! ♚c6}$  19  $\text{♚xc6 bxc6}$  20  $\text{♗xd6}$  unclear.

(B) 8... $\text{b4?!}$  This also has been tried and gives White a good game with 3 pawns for the piece. 9  $\text{♚f3}$  attacks the pawns at b7 and f7. Black cannot defend them both.

9...  $\text{♚d7}$  10  $\text{♙xb7 ♙xb7}$  11  $\text{♚xb7 ♙xc3+}$  12  $\text{bxc3 ♖d8}$  13  $\text{♖b1 ♗8e7}$  14 O-O O-O 15  $\text{♙a3 ♖fe8}$  16  $\text{♚xa7}$  Brause - oldtimer, ICS, 1997, 1-0 (27)

9...  $\text{♙xc3+}$  10  $\text{bxc3 ♙e6}$  11  $\text{♙xb7 ♖b8}$  12  $\text{♙c6+}$  gambitlover - mech, Chess21 Blitz, 2005, 1-0 (20)

(C) 8... $\text{c6!}$  Where to put the bishop now?

(C.1) 9  $\text{♙b3!}$  is one possibility leading to a difficult game. But in my opinion it is the best choice and preferable to 9  $\text{♙e4}$  We will now discuss the replies 9...  $\text{♙b4}$  and 9...  $\text{♙e6}$

(C.1.1) 9...  $\text{♙b4!}$  and now we have the choice between 10  $\text{♚f3}$  or 10 O-O

(C.1.1.1) 10  $\text{♚f3? ♙xc3+}$  (10...  $\text{♙e6!}$  Fraikin, F - Hoyneck, F, HGT1, 2003, 0-1 (30) 11  $\text{♙xe6 fxe6}$  12  $\text{♚d3 ♙xc3}$  13  $\text{bxc3 ♗8e7}$  14 O-O -+ )

11  $\text{bxc3 ♙e6}$  12  $\text{♙xe6 fxe6}$  and now play can continue with 13  $\text{♖b1 ♚c7}$  14  $\text{h4}$  Unfortunately there is no practical experience with these moves.

(C.1.1.2) 10 O-O  $\text{♙xc3}$  (10...  $\text{♗g8e7?!}$  11  $\text{♗e4! ♙f5}$  12  $\text{♗g5 O-O}$  13  $\text{g4 ♙c8}$  14  $\text{f4 f6}$  15  $\text{f5! f×g5}$  16  $\text{f×g6 ♙e6}$  17  $\text{c3}$  with some compensation) 11  $\text{bxc3 ♗8e7}$  (11...  $\text{♙e6!?}$  12  $\text{f4 ♗8e7}$  13  $\text{g4 ♙xb3}$  and with the pawn storm, White has

good compensation).

a) Wind has suggested **12 c4!** here and then **12... O-O**

**12... ♘e6 13 c3 O-O 14 f4 ♖d7** (14... b5!? 15 g4?!  
(15 cxb5! cxb5 16 ♘a3 gambitlover - Nostradamus, TheChessKnights,  
2005, 0-1 (44)) **15 ♘a3 ♖fe8 16 ♘d6** was played in Wind, M  
- Keiser, P, HGT2, 2004, 1-0 (33) )

**13 c3** (with the idea of Ba3, Bd6. The immediate **13 ♘a3**  
led to a flattered draw in keiserpaul - invincible1, GK, 2003,  
 $\frac{1}{2}$ - $\frac{1}{2}$  (29) ) **13... ♖a5 14 ♘d2 ♘e6 15 f4**

b) **12 f4?!** on the contrary seems not to be satisfactory. Black  
has the choice between 3 flankmoves

**12... a5 13 g4 ♘d5 14 f5 ♘h4 15 ♖e1 h5 16 f6!** (sug-  
gestion A.Torrecillas) **16... h×g4 (16... g×f6 17 exf6+ ♘e6**  
**18 ♖×h4) 17 ♖×h4 ♖×h4 18 f×g7 ♖e7 19 g8Q+ ♖f8 20**  
**♖g5** atrifix - lexherman, GK, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (40)

**12... h5! 13 c4 ♘f5 (13... ♘g4!** is critical keiserpaul - ju-  
dith, GK, 2003, 0-1 (23)) **14 c3 ♘e6 15 d5 ♖b6+ 16 ♖f2**  
**O-O-O 17 ♖c2** better than **17 ♖d3?!** in Stevenson - Fergu-  
son, Bunrattu Open, 2001, 0-1 (29)

Wind also gives **12... ♘e6 13 g4!**

(C.1.2) **9... ♘e6?!** a) **10 ♘xe6! fxe6** Exchanging the bishops gives  
White good chances **11 O-O?! c5 12 d5 exd5 13 ♘xd5** was  
firework in morphy (1886) - felixmiszta (2274) , GK, 2003,  $\frac{1}{2}$ - $\frac{1}{2}$  (53),  
but after **11... ♘e7 12 ♘e3 ♘h6** Black has the better game.

**11 ♖g4! ♘8e7 12 ♘g5 ♖d7 13 O-O-O** and White has excel-  
lent compensation Gbsalvio - keiserpaul, GK, 2004, 1-0 (66)

b) **10 O-O** is no longer recommended. We look at 3 possible lines

**10... ♘8e7 11 ♘e4 (11 g4!? ♖d7 12 ♘xe6 fxe6 13 ♘e4**  
**♘c8 14 f4) 11... ♘f5 12 c3 ♖d7 (12... ♘e7 13 ♖h5 O-O 14**  
**♘c2) 13 ♘g5 O-O-O 14 ♘xe6 fxe6 15 g4 ♘fh4 (15... ♘fe7!**

Steenbekkers, F - Maciaga, M, HGT1, 2003, 0-1 (40)) **16 f4**

Grigor Minchev has a lot of won games after **10... ♖h4?! 11 f3 O-O-O 12 ♗e4 ♘e7 13 c3** and White has fair chances with two pawns for the piece.

Critical however is **10... ♘xb3! 11 axb3** and now **11... ♗8e7 12 ♗e4 (12 g4! ♗d5 13 f4!** with a successful storm on the flank in keiserpaul - xerox, GK, 2003, 1-0 (28)) **12... ♗f5 13 c3** White still has some small chances after **13... ♖d7 14 g4! ♗fh4 15 f4** felixmiszta - keiserpaul, GK, 2003, 1-0 (52)) as well as after **13... ♖d5! 14 ♖g4!** (not **14 ♖e1?! ♘e7** which gave Black the advantage in keiserpaul - jh13, GK, 2003, 0-1 (32)) But by **11... ♖d7! 12 ♗e4 a6!** the rook on a8 is free to move and this gives Black an edge. Mes, A - Spoel, C, Ned-ch M corr, 1992, 0-1, (22), continued with **13 f4 ♗h6 14 c3 O-O-O** In variations as **13 ♖e1** or **13 ♘g5** Black will prepare f5 or f6 dixit Van Hal. **13 ♘g5** is recommended by Wind, he continues with **13... h6 14 ♘e3 O-O-O 15 ♖h5 ♖e6** (Qd5 looks better in my opinion) **16 f4 f5 17 ♗g3 ♗6e7 18 c4 =** My recommended line goes **13 ♖e1 O-O-O 14 ♘g5 f6 15 exf6 gxf6 16 ♗xf6 ♖xd4 17 ♖f3 ♘e7 18 ♖ad1 ♖xd1** unclear.

**C.2 9 ♘e4?! 9... f5! (9... ♘e6 10 O-O ♖d7 11 f4!** is evbad - Rookco, ICC, 1997, 1-0 (30)) Note that the exclamation mark is from the Halloween Gambit's father, Steffen A. Jakob

**(C.2.1) 10 ♘f3** a) **10... ♘b4 11 O-O ♗8e7 12 ♗e2 ♘e6 13 c3** and again: does White has enough compensation with two pawns ?

b) **10... c5!** is also a strong move **11 ♗d5 ♗8e7 12 ♘g5 ♘e6 13 c4 cxd4 14 ♖xd4 ♗c6 15 ♖c3** and Black was winning in keiserpaul - bishop\_vlad, GK, 2003, 0-1 (23)

c) **10... ♗h4** The logical **11 O-O** fails on **11... ♗xf3+ 12 ♖xf3 ♖xd4 13 ♘g5 ♖g4** keiserpaul - wagnerow, GK, 2002, 0-1 (41). Better for White is Antonio Torrecillas suggestion: **11 d5!? ♘b4 (11... cxd5 12 ♘xd5 ♖a5 13 O-O ♘b4 14 ♘g5 ♗g6 15 e6 with Bxb7 in the air) 12 d6 ♖a5 13 O-O ♘e6 (13... ♗xf3+ 14 ♖xf3 ♖xe5 15 ♘f4** was winning in lexherman - felixmiszta, GK, 2003, 1-0 (60)) **14 ♘g5 ♗xf3+ 15 ♖xf3**

**(C.2.2) 10 exf6!?** Another possibility is exchanging pawns **10 exf6!?**

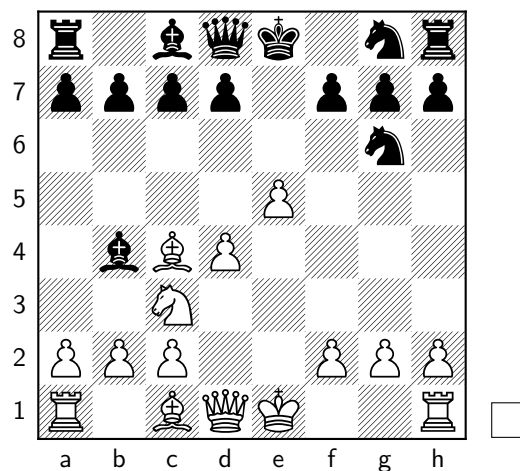


♞xf6 11 ♘g5 ♘b4 12 ♚d3 ♘xc3+ 13 bxc3 ♞f7 14 O-O ♚d6  
15 ♘f3 ♘e6 16 c4 Brause - Oldtimer, ICS, 1997, 1-0 (40)

(C.3) 9 ♘c4?! 9... ♘b4 10 O-O ♘xc3 11 bxc3 ♞8e7 12 f4 h5 13  
♚e2 ♘e6 14 ♘d3 ♞f5 15 a4 h4 16 ♖b1 ♚d7 17 ♘a3 ♞ge7 18  
♗f2 -+

### 1.3.6 7...Bb4

1 e4 e5 2 ♞f3 ♞c6 3 ♞c3 ♞f6 4 ♞xe5 ♞xe5 5 d4 ♞g6 6 e5 ♞g8 7 ♘c4  
♘b4



If your opponent is not prepared this will be the most logical move.

8 ♚f3

In most cases the exchange of the Black bishop against the White knight at c3 is just a matter of time. But there are a few exceptions.

We discuss

A. 8... ♘xc3+

B. 8... d5

C. 8 ♚e7

D. 8... f6

E. 8... f5

(A) 8... ♘c3+ 9 bxc3 This line is the only one in which White does not score positive (40%) according to the “Gambit-Eroeffnungstabellen” from T. Born, 2001

(A.1) **9... f5** Steffen A. Jakob calls this the Fritz4-Variation and gives it an exclamation mark, which I do not agree with.

After **10 h4** (**10 O-O** Minchev) **10... ♖6e7** the old Brause move was to take the bishop on g8 **11 ♗xg8 ♜xg8** with indeed bad results for White, but **11 O-O** seems to be a better move **11... h6 12 ♖g3 ♕f8** TJunior46 - TFritz5, Blitz25, 1-0 (75)

(A.2) **9... f6 10 O-O ♖e7** and we have reached the same position as after **9... ♖e7 10 O-O f6** (see A.3.1 below).

(A.3) **9... ♖e7 ...**

(A.3.1) **10 O-O** We will carefully examine 8 possibilities

(A.3.1.1) **10... ♜b8?!** to push the b7 pawn

a) **11 ♜e1! b5** (spear variation according to S. Jakob) (**11... b6 12 ♖g3** (idea Bg5) **12... h6 13 h4 b5 14 ♗d5 ♕f8 15 a4 b4 16 h5 ♖h4 17 cxb4** with equality)

**12 ♜b1 a6 13 ♖g3 ♜b7 14 ♗g5 ♖f8 15 ♗d3 ♖8e7 16 h4** with a strong pawns attack Morin, S - Keiser, P, HGT2, 2004, 1-0 (35).

b) Grigor Minchev (who played a lot of Halloween games in the period 1986-1995 and reached a highest rating of 2331), used to play **11 ♖g3** and after **11... h6** (**11... b5?! 12 ♜b1**) **12 ♗d3** but I do not think Black is bad after **12... b6** followed by an attempt to exchange Queens on h4 if White pushes f2-f4.

(A.3.1.2) **10... ♖h6!** Anyone who is playing the Halloween on a regular base, must be aware of the fact that he will meet this popular line sooner or later.

a) White can launch a Queen attack on the wing after the preparation move g3 to prevent the black Queen settling at h4. **11 g3? O-O 12 ♖h5 d6** (**12... d5! 13 ♗xd5 ♗g4 14 ♖g5 c6 15 ♖xe7 ♖xe7 16 ♗g2 -+**) **13 ♗xh6 gxh6 14 f4** This is the classical Brause move, now after **14... dxe5** not **15 fxe5 ♗e6** and White has nothing, but **15 f5!** Then **15... ♖h8?** fails on **16 f6!** Black can exchange Queens with **15... ♖g5** and go for an equal endgame with **16 ♖xg5 hxg5 17 fxg6 hxg6 18 ♜ae1** or with **15... exd4 16 fxg6 ♖e3**. Although this variant leads to a loss if black plays well, it is still my favorite line.

I only met **12...d5** twice in my life and Black always lost so much time that I was in favor in the endgame.

b) Wind's earlier suggestion **11 ♖d3?** fails on **11...♗h4! 12 f4 ♘e7 13 ♙a3 ♘hf5 14 ♙xe7 ♘xe7 15 f5 d5 16 exd6 cxd6 17 f6 gxf6 18 ♜ae1** Now White has some chances but **18...f5!** looks strong after **19 ♖e2 ♖f6**

c) **11 ♙xh6!?** **g×h6** looks natural and now **12 ♜ae1!** is best ( **12 ♖e3!?** **d6 13 exd6 cxd6 14 ♖xh6 ♙e6 15 ♙b5+ ♔d8 16 ♜ae1** ) **12...O-O 13 ♖e3! d6 14 f4 ♘h4 (14...♙f5 15 g4 ♙xg4 16 f5! ♖g5 17 fxg6 hxg6 18 ♖xg5 hxg5 19 exd6 cxd6 =) 15 ♙d3 f5 (15...♙f5? 16 g3 ♙xd3 17 ♖xd3 ; 15...dxe5? 16 f5) 16 e6 ♖f6 17 d5 ♔h8? 18 e7 ♜e8 19 ♙b5 c6 20 dxc6**

d) An alternative is **11 ♙d3!?** **O-O (11...♗h4?! 12 ♜e1 (roxanol - keiserpaul, GK, 2005, ½-½ (61)))**

(A.3.1.3) **10...f6!?** **11 exf6 ♖xf6 12 ♖h5 ♔f8 (12...h6! 13 f4 ♔d8 =+)** and now **13 ♜e1** (idea Re3) gives White a strong attack.

(A.3.1.4) **10...c6 11 a4 ♘h4 12 ♖g3 ♘f5 13 ♖d3 g6 14 ♙a3 ♖h4 15 ♜ae1 ♘gh6 16 ♜e4 ♖g5 17 ♙c1 ♖h5 18 h3 ♜g8 19 g4 ♖h4 20 g5 ♖h5 21 g×h6 ♘xh6** Keiser, P - Agalorian, L, Handel-Tournament, 2001, 1-0 (72)

(A.3.1.5) **10...d6?** and after **11 ♙a3** White must be able to get his own.

(A.3.1.6) **10...d5** often leads to a strong White pawncenter, S. Jakob calls this the EinsNull Variante (= One Zero Variation). **11 ♙xd5 ♘h4 12 ♖h5 g6 13 ♖e2 c6 14 ♙b3 ♙e6 15 c4** Vasquez, F - jopasp, redhotpawn, 2004, 1-0 (31)

(A.3.1.7) **10...♖f8?! 11 ♜e1** (idea Ba3) and White can launch an attack with his center pawns.

(A.3.1.8) **10...♘h4** is also considered by Schiller ("but I think it has its merits"). There is no practice however, except for 5 Brause games won by Black blunders. After **11 ♖h5** Black's best move is to return to g6.

(A.3.2) **10 h4!?** If you do not wish to enter the critical lines above, the aggressive move **10 h4** can be played instead of castling. The game can continue as follows:

a) 10... ♖xh4? 11 ♜xh4 ♚xh4 12 ♚xf7+ ♔d8 13 ♚f8#

b) 10... f6?! 11 h5 ♗f8 12 O-O

12... fxe5 13 ♜e1 ♗e6 14 ♜xe5 c6 15 ♚g3 (15 d5 cxd5 16 ♙xd5 ♗f6 17 a4!? ♗xd5 18 ♙a3 was roxanol - anomia2, GK, 2005,  $\frac{1}{2}$ - $\frac{1}{2}$  (26)) 15... ♗f6 16 f4 d6 17 ♙a3 c5 18 ♙xc5 dxc5 19 ♜ae1 O-O 20 ♜xe6 ♙xe6 21 ♜xe6 ♚f7 22 ♜e7 +-

12... c6 13 ♚g3 ♗e6 Now 14 a4 was Werksma, A - Fraikin, E, HGT2, 2004, 0-1 (38) but the surprising 14 f4! looks better 14... f5 15 ♙a3 ♚xa3? 16 ♙xe6 dxe6? 17 ♚xg7

12... ♗e6 13 d5 ♗g5 14 ♚g3 ♗e4 15 ♚g4 ♗c5 16 d6 ♚f8 17 ♙a3 f5 18 ♚f4 b6 19 ♙xc5! bxc5 20 ♚f3! keiserpaul - yozzer, GK, 2005, 1-0 (25)

Other lines seem to advantage Black:

c) 10... h5 11 ♗f1 ♗h6? (d5!) 12 ♙g5! ♚f8 13 ♜e1 threatening Qxh5

d) 10... d6 11 h5 ♗f8 12 O-O dxe5 13 ♜e1 ♗e6 14 ♜xe5 c6 15 a4 ♚d8 (15... ♗f6 16 ♙a3 ♚c7 17 ♚g3 = is gambitlover-fiskehoved, The Chess Knights, 2005,  $\frac{1}{2}$ - $\frac{1}{2}$ (32))

e) 10... ♚f8 11 a4 f6 12 ♙a3 ♗6e7 13 ♜h3 fxe5 14 ♚h5+ ♔d8 15 dxe5

(A.3.3) 10 ♙d2?! Black is challenged to play d7-d6 after which White hopes to get a dangerous attack.

10... d6 11 O-O dxe5 12 ♙b5+ ♔d8?! 13 ♜fe1 Detlev Frank-Ernst Drutjons, Pinneberg-ch, 1992, 1-0 (16) but Black can consolidate with 12... ♗f8 13 ♜fe1 ♗f6! keiserpaul - anomia2, GK, 2005, 0-1, (29)

10... f6 11 O-O fxe5 12 ♜fe1 d6 13 ♙b5+ Minchev, G - Emil Mitev, TCh-BUL, 1994, 1-0 (57)

(B) 8... d5 9 ♙xd5 ♚d7 leads to positions with 4 pawns for the piece 10

♙xb7 ♙xb7 11 ♖xb7 ♙xc3+ 12 bxc3 ♜d8 13 ♝b1 ♜8e7 14 O-O  
O-O 15 ♙a3 ♜fe8 16 ♖xa7 Brause - oldtimer, ICS, 1997, 1-0 (27)

(C) 8... ♖e7 ...

(C.1) 9 O-O 9... ♙xc3 leads to the same positions as in the 8 ♖f3  
♙xc3+ 9 bxc3 ♖e7 line at A.3.1 above. Note that after 9 O-O, if  
Black does not play Bxc3, then the White knight can jump to e4 with  
good effect as was seen in felixmiszta - miskolin, GK, 2003, 1-0 (27)

(C.2) 9 h4!? After 9... ♙xc3+ 10 bxc3 we have reached the A.3.2 line  
above.

(C.3) 9 ♙d2?! The idea to install a bishop battery seems not to be a  
good idea. In Keiser, P-Jerez, A, HGT2, 0-1 (27) the game continued  
as follows 9... ♙xc3 10 ♙xc3 ♜h6 11 O-O-O O-O and Black had  
consolidated.

(D) 8... f6 9 O-O

And in this line too, after White castles (and the exchange of Black bishop  
for c3 Knight is avoided), the White Knight jumps to e4 with good effect.

9... c6?! 10 ♜e4 b5 11 ♙xg8 ♜xg8 13 ♖b3 was keiserpaul - davism,  
GK, 2002, 1-0 (27)

9... ♙xc3 10 bxc3 ♖e7 leads to the same positions as in the A.3.1.3  
above but 10... d5 11 ♙xd5 was a draw in Torrecillas, A -Jerez, A,  
HGT1, 2003, while 10... d5 11 exd6! cxd6 12 ♙a3! as in Torrecillas,  
A - Keiser, P, HGT1, 2003, were the best moves in this position to obtain  
strong and lasting pressure against the black position.

9... dxe5 10 dxe5 ♜xe5 11 ♖e4 ♖e7 12 ♜d5 ♖c5 13 ♙b3 ♙d6  
was Fraikin, E - Wind, M, HGT1, 2003, 0-1 (30)

(E) 8... f5 This once was a critical line. Steffen A. Jakob gave this move an  
exclamation mark and called it the Oldtimer variation. Now there are a  
lot of games in the Braun DB (curiously enough there are none in which  
Oldtimer played this line, although he used to play the move f5 in other  
lines) but they do not at all convince me.

a) Black could have played better in a lot of cases as in Brause - brit, ICC,  
1998, 1-0 (20) 9 h4? d5 (Schiller suggest 9... ♙xc3 10 bxc3 d6 “seems

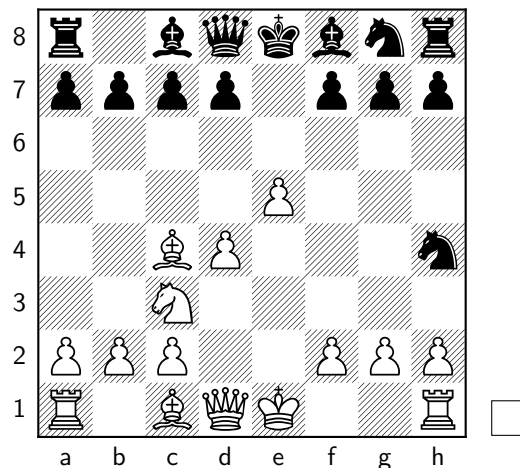
solid”) 10  $\text{♟b3}$   $\text{c6}$  11  $\text{♟g5}$   $\text{♚c7}$  12 O-O-O  $\text{♟xc3}$  13  $\text{♚xc3}$   $\text{♟e6}$  14  $\text{h5}$   $\text{♞f8}$  15  $\text{f3}$   $\text{♞d7}$  16  $\text{h6}$   $\text{g6}$  17  $\text{♞he1}$   $\text{♞e7}$  18  $\text{♞d3}$  O-O-O? With 18...  $\text{♞c8}$  Black has a solid position.

b) 9 O-O is better than the Brause move. Now, after 9...  $\text{♞8e7}$  White can safely play 10  $\text{♞e4}$  (keiserpaul - haksula, GK, 2003, 1-0 (15))

c) Bückner opts for 9  $\text{g4!}$   $\text{♞h4}$  10  $\text{♚e2}$   $\text{dxe5}$  11  $\text{♟d2}$  and now 11...  $\text{♚xd4?!}$  12 O-O-O  $\text{♟d6}$  13  $\text{f4!}$  +=  
 11...  $\text{f×g4}$  12 O-O-O  $\text{♞f3}$  13  $\text{♟f4}$   $\text{♟f5}$  14  $\text{dxe5}$  unclear  
 11...  $\text{e4}$  12 O-O-O  $\text{♟e7}$  13  $\text{g×f5}$   $\text{♟xf5}$  14  $\text{♞xe4}$   $\text{♚d7}$  15  $\text{♞c5}$   $\text{♚xd4}$  16  $\text{♞e6}$   $\text{♟xe6}$  17  $\text{♟xe6}$   $\text{♚c5}$  18  $\text{♚e4}$   $\text{c6}$  19  $\text{♞hg1}$   $\text{g5}$  20  $\text{♟d7+}$   $\text{♞f8}$  21  $\text{♟c3}$   $\text{♞f6}$  22  $\text{♚e6}$   $\text{♚f5}$  23  $\text{♚xf5}$   $\text{Zxf5}$  24  $\text{♟xf5}$  with advantage for White

### 1.3.7 7...Nh4

1  $\text{e4}$   $\text{e5}$  2  $\text{♞f3}$   $\text{♞c6}$  3  $\text{♞c3}$   $\text{♞f6}$  4  $\text{♞xe5}$   $\text{♞xe5}$  5  $\text{d4}$   $\text{♞g6}$  6  $\text{e5}$   $\text{♞g8}$  7  $\text{♟c4}$   $\text{♞h4}$



A very sharp line, suggested by Stefan Bückner. The knight heads for f5 and prevents Qf3. There is not much practice.

Bückner's analysis goes

(A) 8  $\text{g3?!}$  8...  $\text{♞f5}$  9  $\text{♚f3}$   $\text{d6}$  10  $\text{g4}$   $\text{♞fh6}$  11  $\text{h3}$   $\text{c6}$

(B) 8 O-O 8...  $\text{d6}$  9  $\text{♞e1}$

(B.1) 9...  $\text{dxe5}$  10  $\text{♟g5}$   $\text{♟e7}$  (10...  $\text{♚×g5?}$  11  $\text{♞×e5+ ±}$ ) 11  $\text{♟×h4}$   $\text{♟×h4}$  12  $\text{♚h5}$  Fraikin, E - Wind, M, HGT2, 2004, 0-1 (29)

(B.2) 9  $\text{♙e7}$  10  $\text{♖e2}$   $\text{♜f5}$  (10...c6 11  $\text{exd6}$   $\text{♖xd6}$  12  $\text{♜e4}$   $\text{♖d8}$  13  $\text{♙g5}$   $\text{♜f5}$  14  $\text{♚ad1}$ ) 11  $\text{♙xf7+}$   $\text{♖xf7}$  12  $\text{e6+}$   $\text{♖f8}$  13  $\text{♖f3}$   $\text{g6}$  14  $\text{g4}$   $\text{♜f6}$  15  $\text{gxf5}$

10  $\text{exd6}$   $\text{♖xd6}$  11  $\text{♙g5}$   $\text{♜f5}$  (11... $\text{♜g6}$  12  $\text{♖f3}$   $\text{♜f6}$  13  $\text{♜e4}$ ) 12  $\text{♜d5}$   $\text{♖f8}$  13  $\text{♙f4}$   $\text{♖c6}$  14  $\text{♜xc7}$   $\text{♖xc4}$  15  $\text{♜xa8}$   $\text{♜f6}$  16  $\text{♙e5}$   $\text{♜d5}$  17  $\text{c3}$   $\text{b5}$  18  $\text{♖f3}$   $\text{♙e6}$  19  $\text{b3}$  or  $\text{a4}$  equal

### 1.3.8 7...Be7?!

1  $\text{e4}$   $\text{e5}$  2  $\text{♜f3}$   $\text{♜c6}$  3  $\text{♜c3}$   $\text{♜f6}$  4  $\text{♜xe5}$   $\text{♜xe5}$  5  $\text{d4}$   $\text{♜g6}$  6  $\text{e5}$   $\text{♜g8}$  7  $\text{♙c4}$   $\text{♙e7}$  8  $\text{♖f3}$   $\text{d5}$  9  $\text{♙xd5}$   $\text{f6}$  10  $\text{♙xb7}$   $\text{♙xb7}$  11  $\text{♖xb7}$   $\text{fxe5}$  12  $\text{♖c6+}$   $\text{♖f8}$  13  $\text{♜b5}$  White has compensation by the better pawn structure and King's safety.

### 1.3.9 7...f6?

1  $\text{e4}$   $\text{e5}$  2  $\text{♜f3}$   $\text{♜c6}$  3  $\text{♜c3}$   $\text{♜f6}$  4  $\text{♜xe5}$   $\text{♜xe5}$  5  $\text{d4}$   $\text{♜g6}$  6  $\text{e5}$   $\text{♜g8}$  7  $\text{♙c4}$   $\text{f6}$  8  $\text{♖e2}$  (8  $\text{h4}$  is also good) 8... $\text{fxe5}$  9  $\text{dxe5}$

Brause inconsistently played 8  $\text{♖h5}$  at an early stage. Keiser, P - Pletsch, C, Echternach Open Rapid, 2005, 1-0 (18)

### 1.3.10 7...f5?

1  $\text{e4}$   $\text{e5}$  2  $\text{♜f3}$   $\text{♜c6}$  3  $\text{♜c3}$   $\text{♜f6}$  4  $\text{♜xe5}$   $\text{♜xe5}$  5  $\text{d4}$   $\text{♜g6}$  6  $\text{e5}$   $\text{♜g8}$  7  $\text{♙c4}$   $\text{f5}$  8  $\text{h4!}$  (8  $\text{O-O}$  is also good) 8... $\text{♙b4}$  9  $\text{♙g5}$   $\text{♜6e7}$  10  $\text{♙xg8}$   $\text{♚xg8}$  11  $\text{♖h5+}$

### 1.3.11 7...Ne8e7?

1  $\text{e4}$   $\text{e5}$  2  $\text{♜f3}$   $\text{♜c6}$  3  $\text{♜c3}$   $\text{♜f6}$  4  $\text{♜xe5}$   $\text{♜xe5}$  5  $\text{d4}$   $\text{♜g6}$  6  $\text{e5}$   $\text{♜g8}$  7  $\text{♙c4}$   $\text{♜8e7}$  8  $\text{♖f3}$

# Part III



## CHAPTER 1

BLACKMAR DIEMER UNIVERSE

LEV ZILBERMINTZ

### BDG AND SOLLER GAMBIT: THE VIENNA DEFENSE WITH BLACK AND WHITE

On 17 May 2022, I played a number of games on the lichess.org site. As it turned out, my opponent, “izido54”, used the Vienna Defense to defend against both the Blackmar – Diemer Gambit, **1 d4 d5 2 e4 dxe4 3 ♘c3 ♘f6 4 f3** and its Black counterpart, the Soller Gambit, **1 d4 e5 2 dxe5 ♘c6 3 ♘f3 f6** What follows are games where my opponent tried both the Vienna Defense, **4... ♗f5**, and the Reverse Vienna Defense, **4 ♗f4** The result was 7.5 – 2.5 in my favor. And now, the games.

#### GAME 1

**1 d4 e5 2 dxe5 ♘c6 3 ♘f3 f6** (A40 Englund Gambit Complex: Soller Gambit Deferred) **4 ♗f4 g5 5 ♗g3 h5 6 ♖d3 ♗h6 7 exf6 ♖xf6 8 ♘c3 d6 9 e4 h4 10 ♘d5 ♖xb2 11 ♘xc7+ ♔d8 12 ♘xa8 ♖xa1+ 13 ♔d2 hxg3 14 ♘xg5 ♖f6 15 ♖xg3 ♗g6 16 f4 ♗h6 17 h4 ♗xg5 18 hxg5 ♖d4+ 19 ♖d3 b6 20 ♗h7 ♘ge7 21 ♖xd4 ♘xd4 22 ♗d3 ♗b7 23 ♘c7 ♗g8 24 c3 ♘dc6** (Black offers draw) The game is a draw. 1/2-1/2

[watch the game on lichess...](#)

izido54 - BrilliantGambiteer

<https://www.lichess.org/hH0QKcIo>

## GAME 2

1 d4 d5 2 e4 dxe4 3 ♘c3 ♘f6 4 f3 ♙f5 (D00 Blackmar-Diemer Gambit: Vienna Variation) 5 g4 ♙g6 6 h4 exf3 7 ♖xf3 ♘c6 8 ♙b5 ♗d6 9 d5 ♙xc2 10 dxc6 b6 11 ♙f4 ♗e6+ 12 ♘ge2 ♘xg4 13 O-O O-O-O 14 ♖ac1 ♙f5 15 ♖cd1 ♖d6 16 ♙xd6 exd6 17 ♗xf5 ♗xf5 18 ♖xf5 ♘e3 19 ♖xf7 ♘xd1 20 ♙a6+ ♖b8 21 ♘xd1 d5 22 ♖g2 ♙c5 23 ♘f2 ♖e8 24 ♘g3 ♖e6 25 ♖xg7 ♖xc6 26 ♖g8+ Black resigns. 1-0

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<https://www.lichess.org/tjP8yzXU>

## GAME 3

1 d4 e5 2 dxe5 ♘c6 3 ♘f3 f6 (A40 Englund Gambit Complex: Soller Gambit Deferred) 4 ♙f4 g5 5 ♙g3 h5 6 ♗d3 ♖h6 7 exf6 ♗xf6 8 ♘c3 ♙b4 9 e3 ♙xc3+ 10 ♗xc3 ♗xc3+ 11 bxc3 h4 12 ♙xc7 d6 13 O-O-O ♖d7 14 ♙xd6 ♖xd6 15 ♘xg5 ♖xd1+ 16 ♖xd1 ♖c7 17 ♙c4 ♘f6 18 f4 ♙g4+ 19 ♖d2 ♖d8+ 20 ♙d3 ♘a5 21 h3 ♙h5 22 ♘e6+ ♖c8 23 ♘xd8 ♖xd8 24 e4 ♙f7 25 a3 ♘c4+ 26 ♙xc4 ♙xc4 27 ♖e3 ♖e7 28 ♖d1 b6 29 f5 ♘h5 30 ♖f3 ♘g3 31 ♖d4 ♙e2+ 32 ♖f4 ♙d1 33 ♖d2 ♙h5 34 e5 ♙e8 35 ♖d6 ♘e2+ 36 ♖e3 ♘xc3 37 ♖h6 ♘d5+ 38 ♖d4 ♘f4 39 ♖xh4 ♘xg2 40 ♖h7+ ♖d8 41 e6 ♘f4 42 ♖xa7 ♙c6 43 h4 ♖e8 44 ♖e5 ♘g2 45 f6 ♘xh4 46 ♖c7 ♘g6+ 47 ♖d6 ♖d8 48 ♖xc6 Black resigns. 1-0

[watch the game on lichess...](#)

izido54 - BrilliantGambiteer

<https://www.lichess.org/JK3aKf2H>

## GAME 4

1 d4 d5 2 e4 dxe4 3 ♘c3 ♘f6 4 f3 ♙f5 (D00 Blackmar-Diemer Gambit: Vienna Variation) 5 g4 ♙g6 6 h4 h6 7 fxe4 ♘xe4 8 ♙g2 ♘xc3 9 bxc3 ♘c6 10 ♖b1 ♗d6 11 ♖xb7 O-O-O 12 ♖b1 ♗g3+ 13 ♖f1 ♖d6 14 ♘f3 e5 15 ♗e2 exd4 16 cxd4 ♙e7 17 g5 hxg5 18 ♖h3 ♗g4 19 ♖h2 ♗e6 20 ♙h3 f5 21 ♗xe6+ ♖xe6 22 d5 ♖d6 23 dxc6 ♖d1+ 24 ♖e2 ♖d5 25 ♙xg5 ♙xg5 26 hxg5 ♖d8 27 ♖d1 ♖xd1 28 ♖xd1 ♖e7 29 ♙f1 ♖d6 30

**♖xh8** Black resigns. 1-0

[watch the game on lichess...](#)

BrilliantGambiteer - izido54

<https://www.lichess.org/7dY7Joca>

#### GAME 5

1 d4 e5 2 dxe5 ♘c6 3 ♘f3 f6 (A40 Englund Gambit Complex: Soller Gambit Deferred) 4 ♗f4 g5 5 ♗g3 h5 6 h3 fxe5 7 ♘xe5 ♗g7 8 ♘xc6 bxc6 9 c3 ♖b8 10 ♕d2 d5 11 e3 ♘e7 12 ♗d3 ♘f5 13 O-O O-O 14 ♘a3 ♗e6 15 ♖ab1 ♘xg3 16 f×g3 ♕d6 17 ♕e2 g4 18 h×g4 ♗xg4 19 ♕c2 ♕xg3 20 ♗h7+ ♔h8 21 ♖be1 ♗e5 22 ♖f4 ♕xe1+ White resigns. 0-1

[watch the game on lichess...](#)

izido54 - BrilliantGambiteer

<https://www.lichess.org/YkecBsY2>

#### GAME 6

1 d4 d5 2 e4 dxe4 3 ♘c3 ♘f6 4 f3 ♗f5 (D00 Blackmar-Diemer Gambit: Vienna Variation) 5 g4 ♘xg4 6 f×g4 ♗g6 7 h4 h6 8 ♗g2 ♘c6 9 ♗xe4 ♕x×d4 10 ♗xc6+ Black resigns. 1-0

[watch the game on lichess...](#)

BrilliantGambiteer - izido54

<https://www.lichess.org/Ae6LSU5B>

#### GAME 7

1 d4 e5 2 dxe5 ♘c6 3 ♘f3 f6 (A40 Englund Gambit Complex: Soller Gambit Deferred) 4 ♗f4 g5 5 ♗g3 h5 6 h3 fxe5 7 ♘xe5 ♗g7 8 ♘xc6 bxc6 9 ♘c3 ♖b8 10 ♕d3 ♖x×b2 11 O-O-O ♖b8 12 ♕g6+ ♔f8 13 ♘e4 ♘e7 14 ♕xg5 ♗h6 15 h4 ♗xg5+ 16 h×g5 d5 17 ♘f6 ♘f5 18 ♗e5 ♕e7 19 f4 ♕a3+ 20 ♔d2 ♕e3+ 21 ♔e1 ♘g3 22 ♖h3 h4 23 ♘g4 ♗xg4 24 ♗xh8 ♗xh3 25

**g×h3 ♖×f1 26 ♔×f1 ♚×f4+** White resigns. 0-1

[watch the game on lichess...](#)

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<https://www.lichess.org/62SU8pad>

### GAME 8

**1 d4 d5 2 e4 dxe4 3 ♖c3 ♖f6 4 f3 ♗f5** (D00 Blackmar-Diemer Gambit: Vienna Variation) **5 g4 ♗g6 6 h4 h6 7 f×e4 ♖×e4 8 ♗g2 ♖×c3 9 b×c3 c6 10 ♜b1 ♚d7??** (-0.86 → 0.78) Blunder. Qc7 was best. (10... Qc7 11. h5 Bh7 12. Nf3 Nd7 13. O-O e5 14. Qe2 O-O-O 15. Nxe5 Nxe5 16. Bf4 f6 17. dxe5) **11 ♖e2?** (0.78 → -0.54) Mistake. h5 was best. (11. h5 Bh7) **11... ♚×g4?** (-0.54 → 0.80) Mistake. e5 was best. (11... e5 12. dxe5) **12 ♗h3??** (0.80 → -3.10) Blunder. Nf4 was best. (12. Nf4 Qxd1+) **12... ♚×h4+ 13 ♔f1 ♚f6+ 14 ♔g1 b6 15 ♖f4 ♗e4?!** (-4.17 → -3.18) Inaccuracy. Bf5 was best. (15... Bf5 16. Bg2 g6 17. Ne2 Nd7 18. Ng3 Bg7 19. Rh2 Rc8 20. Nxf5 Qxf5 21. Bh3 Qd5 22. Qe1) **16 ♜h2 e6??** (-3.19 → -0.69) Blunder. Nd7 was best. (16... Nd7 17. Qe2) **17 ♖h5??** (-0.69 → -5.64) Blunder. Qe2 was best. (17. Qe2) **17... ♚g6+ 18 ♔f1 ♗d6 19 ♖f4?!** (-5.62 → -8.48) Inaccuracy. Rf2 was best. (19. Rf2 Nd7 20. Qe2 f5 21. Bf4 Bxf4 22. Nxf4 Qf7 23. Bg2 Nf6 24. Bxe4 Nxe4 25. Rg2 O-O) **19... ♚g3 20 ♚e2 ♗×f4** White resigns. 0-1

[watch the game on lichess...](#)

BrilliantGambiteer - izido54

<https://www.lichess.org/wzJTAhK5>

### GAME 9

**1 d4 e5 2 dxe5 ♖c6 3 ♖f3 f6** (A40 Englund Gambit Complex: Soller Gambit Deferred) **4 ♗f4 g5 5 ♗g3 h5 6 h3 f×e5 7 ♖×e5 ♗g7 8 ♖×c6 b×c6 9 ♖c3 ♜b8 10 ♚d3 ♜×b2 11 O-O-O ♚f6 12 ♔×b2 ♖e7 13 e4 O-O 14 e5 ♚f7 15 ♚c4 d5 16 exd6 ♗e6 17 dxe7 ♜b8+ 18 ♚b3 ♜×b3+ 19 axb3 ♚×e7 20 ♗d3 ♚b4** White resigns. 0-1

[watch the game on lichess...](#)

izido54 - BrilliantGambiteer

<https://lichess.org/NGBLAUY6>

### GAME 10

1 d4 d5 2 e4 dxe4 3 ♘c3 ♘f6 4 f3 ♙f5 (D00 Blackmar-Diemer Gambit: Vienna Variation) 5 g4 ♙g6 6 h4 h5 7 g5 ♘d5 8 ♘xe4 e6 9 a3 ♙d6 10 ♘e2 ♘c6 11 c4 ♘de7 12 c5 ♘f5 13 cxd6 cxd6 14 ♘4g3 ♖a5+ 15 ♔f2 ♖d5 16 ♘xf5 ♙xf5 17 ♙e3 O-O 18 ♘c3 ♖a5 19 ♙d3 ♜ac8 20 ♙xf5 ♖xf5 21 ♖b1 ♖a5 22 ♖d3 ♘e7 23 ♜ac1 d5 24 ♘e2 ♘f5 25 ♘g3 ♘d6 26 ♘xh5 ♘c4 27 ♜c2 ♖a4 28 ♜hc1 b5 29 b3 ♖xa3 30 g6 f5 31 ♘f4 ♜ce8 32 ♜c3 ♘b2 33 ♖c2 b4 34 ♜c7 ♖a5 35 ♖xb2 Black resigns. 1-0

[watch the game on lichess...](#)

BrilliantGambiteer - izido54

<https://www.lichess.org/n5uqq3Rw>

## CHAPTER 2

## READERS' GAMES

### 2.1 ENGLISH OPENING

#### GAME 1

1 c4 e5 2 g3 d6 3 ♘g2 f5 4 ♗c3 ♗f6 5 e3 ♙e7 6 ♗ge2 O-O 7 O-O c6  
8 d4 ♙e6 9 b3 ♗a6 10 ♙b2 ♖e8 11 ♖d2 ♗d8 12 ♗ae1 g5 13 f4 gxf4  
14 exf4 e4 15 ♗d1 b6 16 ♗e3 d5 17 a3 h5 18 ♖c2 ♗c8 19 b4 b5 20  
c5 ♗f7 21 ♙c3 ♗h8 22 a4 ♗c7 23 axb5 ♗xb5 24 ♗a1 ♖g8 25 ♗f2 h4  
26 ♗h1 ♗g4+ 27 ♗xg4 ♖xg4 28 ♗ag1 h3 29 ♙f1 ♖f3+ 30 ♗e1 ♙f6 31  
♙b2 ♗a8 32 ♖d2 a5 33 ♗c1 e3 34 ♖d3 ♖f2+ 35 ♗d1 ♖xb2 0-1

Stephen Hrop – Maxim Farberov, West Orange Chess Club, West Orange,  
New Jersey, 3/15/2022

### 2.2 SLAV DEFENSE: EXCHANGE VARIATION

#### GAME 1

1 d4 d5 2 c4 c6 3 cxd5 cxd5 4 ♗f3 ♗c6 5 ♗c3 ♗f6 6 ♙f4 a6 7 ♗e5  
♖b6 8 ♖d2 ♙f5 9 ♗xc6 bxc6 10 e3 e6 11 a3 h6 12 ♗c1 ♗e4 13 ♗xe4  
♙xe4 14 f3 ♙g6 15 ♖c3 ♗c8 16 b4 ♙e7 17 ♙e2 O-O 18 O-O ♗fd8 19  
♗fd1 ♗d7 20 ♙d3 ♙xd3 21 ♗xd3 ♗a7 22 ♖b2 a5 23 b5 a4 24 ♗dc3  
♗b7 25 ♗b1 c5 26 ♖c2 c4 27 ♖xa4 ♗a7 28 ♖c2 ♙xa3 29 g4 ♗a5 30  
g5 hxg5 31 ♙xg5 ♗ca8 32 e4 ♗xb5 33 ♗xb5 ♖xb5 34 f4 ♙b2 35 ♗h3  
♙xd4+ 36 ♗g2 ♖b2 37 ♖xb2 ♙xb2 38 exd5 exd5 39 f5 ♗a2 40 ♗f1  
♗a3 41 ♗xa3 ♙xa3 42 ♗e2 d4 43 ♙f4 f6 44 ♗d2 ♗f7 45 h4 ♗e7 46  
♙c7 ♙d6 47 ♙b6 ♙f4+ 48 ♗c2 d3+ 49 ♗c3 d2 50 ♗c2 ♗d7 51 ♙a5  
♗c6 52 h5 ♗d5 0-1

Ethan Modi – Bobby Qian, Westfield Chess Club Quad, Westfield, New Jersey, 3/20/2022

## 2.3 ANDERSSEN OPENING

### GAME 1

1 a3 d5 2 d4 c5 3 e3 ♘c6 4 c4 cxd4 5 cxd5 ♙xd5 6 ♘c3 ♚d8 7 exd4 ♙xd4 8 ♕d2 ♘f6 9 ♘f3 ♙b6 10 ♕c4 ♕g4 11 h3 ♕h5 12 O-O O-O-O 13 g4 ♕g6 14 ♙c1 e6 15 ♕e3 ♙c7 16 ♘b5 ♙a5 17 b4 ♙a4 18 ♘fd4 ♘xd4 19 ♕xe6+ ♖b8 20 ♙c7+ Black resigns. 1-0

[watch the game on lichess...](#)

Francisco Cavicci - secogambit

<https://www.lichess.org/U7kDrbr6>

## 2.4 HERRSTROM GAMBIT

### GAME 1

1 ♘f3 g5 2 ♘xg5 e5 3 d3 d5 4 g3 ♘f6 5 ♕g2 ♘c6 6 ♘d2 h6 7 ♘gf3 e4 8 ♘g1 ♕c5 9 ♘h3 ♕g4 10 O-O ♙d7 11 ♘f4 e3 12 fxe3 ♕xe3+ 13 ♖h1 h5 14 ♘f3 ♕b6 15 c4 h4 16 ♘xh4 ♗xh4 17 gxh4 O-O-O 18 cxd5 ♘d4 19 ♙d2 ♗h8 20 e3 ♘f5 21 ♙f2 ♗xh4 22 ♖g1 ♙e8 23 ♗e1 ♙h8 24 ♕e4 ♘xe4 25 dxe4 ♘d6 26 ♙g2 ♕d7 27 ♕d2 ♗g4 28 ♕c3 ♗xg2+ 29 ♘xg2 ♙h3 30 ♘f4 ♕xe3+ 0-1

[watch the game on lichess...](#)

fan\_of\_163 - Meyer1

<https://www.lichess.org/Ren5kZUh>

## 2.5 BORG OPENING

### GAME 1

1 e4 g5 2 d4 e5 3 ♘f3 exd4 4 ♙xd4 f6 5 ♕xg5 ♘c6 6 ♙c3 ♕b4 0-1

[watch the game on lichess...](#)

Ooocrhooo - Francesco Cavicci

<https://www.lichess.org/CI6C6KVO>

## GAME 2

1 e4 g5 2 d4 e5 3 dxe5 ♖c6 4 f4 d6 5 exd6 ♙xd6 6 fxg5 ♚e7 7 ♖c3  
 ♙e6 8 ♗f3 O-O-O 9 ♙d3 h6 10 a3 hxg5 11 ♙xg5 f6 12 ♙e3 ♗h6 13  
 ♚e2 ♗g4 14 h3 ♗xe3 15 ♚xe3 ♙g3+ 16 ♖d2 a6 17 ♜ad1 ♞hg8 18  
 ♖c1 ♖b8 19 ♖b1 ♗e5 20 ♗xe5 ♙xe5 21 ♗a2 ♞xg2 22 ♗b4 c5 23 ♗d5  
 ♙xd5 24 exd5 ♞g3 25 ♚e4 ♚d6 26 ♙c4 b5 27 ♙a2 c4 28 h4 ♞dg8  
 29 h5 ♞8g4 30 ♚h7 b4 31 a4 b3 32 h6 bxa2+ 33 ♖xa2 ♚b4 34 ♞b1  
 ♚xa4# 0-1

[watch the game on lichess...](#)

JoshHampson - Francesco Cavicci

<https://www.lichess.org/rQWSbU9U>

## 2.6 MACLEOD ATTACK

### GAME 1

1 e4 e5 2 c3 ♗f6 3 f4 ♗xe4 4 ♚e2 ♚h4+ 5 g3 ♗xg3 6 ♚xe5+ ♖d8  
 7 ♗f3 ♚g4 8 ♗g5 d6 9 ♗xf7+ ♖d7 10 ♚d5 ♗xh1 11 ♗e5+ ♖d8 12  
 ♗xg4 ♙xg4 13 ♚g5+ ♙e7 14 ♚xg4 h5 15 ♚xg7 ♞e8 16 ♙e2 ♙h4+ 17  
 ♖f1 ♗d7 18 d4 ♗f6 19 ♗d2 ♞g8 20 ♚f7 ♞e8 21 ♗f3 ♞e7 22 ♚b3 ♙f2  
 23 ♚xb7 ♞c8 24 ♙a6 1-0

[watch the game on lichess...](#)

Francesco Cavicci - Rhino24Master

<https://www.lichess.org/AunC7AsK>



## 2.7 INDIAN DEFENSE: BUDAPEST DEFENSE

### GAME 1

1 d4 ♘f6 2 c4 e5 3 d5 ♙c5 4 e3 O-O 5 ♘c3 a6 6 ♙d3 d6 7 ♘ge2 ♜e8  
 8 O-O ♘bd7 9 a3 ♘f8 10 b4 ♙a7 11 ♙b2 ♘g6 12 ♙c2 ♘h4 13 ♜d2  
 ♙h3 14 ♘g3 ♙xg2 15 ♜d3 e4 16 ♜d1 ♜d7 17 ♘ce2 g5 18 ♙xf6 ♜h3  
 19 f4 ♙xe3+ 20 ♜f2 ♘f3#  
 0-1

[watch the game on lichess...](#)

o7777 - Kavykki

<https://www.lichess.org/NUcroQFP>

## 2.8 RUY LOPEZ

1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 a6 4 ♙a4 ♘f6 5 O-O b5 6 ♙b3 ♙c5 7 c3 d6 8  
 d4 ♙b6 9 dxe5 dxe5 10 ♜xd8+ ♘xd8 11 ♘xe5 ♘xe4 12 ♘xf7 ♘xf7 13  
 ♙d5 ♘xf2 14 ♙xa8 ♘h3+ 15 ♙h1 ♘f2+ 16 ♙g1 ♘h3+ 17 ♙h1 ♘f2+  
 18 ♜xf2 ♙xf2 19 ♙f4 ♙b6 20 ♘d2 O-O 21 ♙d5 ♜e8 22 ♘f3 h6 23 ♜f1  
 ♙e6 24 ♜e1 ♙d7 25 ♘e5 ♙e6 26 ♘c6 ♙d7 27 ♘e7+ ♙h8 28 ♘g6+ ♙g8  
 29 ♜f1 ♙e6 30 ♙c6 ♙c4 31 ♙xe8 ♙xf1 32 b3 ♙e2 33 ♙d7 c5 34 ♙e6  
 ♙h5 35 ♘e5 g5 36 g4 gxf4 37 gxh5 f3 38 ♙xf7+ ♙g7 39 ♙d5 f2 40  
 ♙g2 ♙a5 41 c4 ♙c3 42 ♘g4 ♙d4 43 h3 bxc4 44 ♙xc4 a5 45 a4 ♙h7  
 46 ♘xf2 ♙xf2 47 ♙xf2 1-0

D. Zhurbinsky - Bobby Qian, Westfield Chess Club, 5/5/2022

## 2.9 SLAV DEFENSE

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Qc2 a6 6. b3 Bd6 7. Bd3 b5 8. Nf3  
 Nbd7 9. O-O O-O 10. Bb2 Bb7 11. c5 Bc7 12. Ne2 Qe7 13. Ne5 Nxe5 14.  
 dxe5 Ng4 15. Bxh7+ Kh8 16. Bd3 Bxe5 17. Bxe5 Nxe5 18. Rad1 a5 19. Nd4  
 b4 20. Be2 g6 21. f4 Nd7 22. e4 e5 23. Nf3 dxe4 24. Qxe4 Nxc5 25. Qe3 Ne6  
 26. Nxe5 c5 27. f5 gxf5 28. Rxf5 1-0

Justin Lee - Bobby Qian, Westfield G/50 tournament, 17 July 2022

## 2.10 FIDE U2200 TOURNAMENT PHILADELPHIA, PA

### GAME 1

1 e4 e5 2 ♘f3 ♘c6 3 ♙c4 ♙c5 4 d3 ♘f6 5 ♘c3 d6 6 ♙g5 h6 7 ♙h4 g5  
 8 ♙g3 ♙g4 9 h4 ♖g8 10 ♘d5 ♘d4 11 c3 ♘xf3+ 12 gxf3 ♙e6 13 hxg5  
 hxg5 14 ♖a4+ c6 15 ♖h6 ♘xd5 16 exd5 b5 17 dxe6 fxe6 18 ♙xb5  
 cxb5 19 ♖xb5+ ♖d7 20 ♖xe6+ ♔d8 21 ♖c4 ♖h8 22 O-O-O ♖c8 23  
 ♖d5 ♖c6 24 ♖xe5 1-0

Ted Belanoff - Bobby Qian, Round 4, FIDE U2200 Tournament, Philadelphia, PA, 6/24/2022

### GAME 2

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qf6 5. d4 Bd6 6. O-O h6 7. Be3 g5  
 8. Nbd2 Nge7 9. Bb3 Ng6 10. Nc4 Rg8 11. dxe5 Bxe5 12. Nfxe5 Ngxe5 13.  
 Nxe5 Qxe5 14. Bd4 Qe7 15. e5 c5 16. Be3 Nxe5 17. Qd5 d6 18. Bxc5 dxc5 19.  
 Rfe1 Rg6 20. Rxe5 Be6 21. Qe4 O-O-O 22. Qe3 b6 23. Qe4 Kb8 24. h3 Qd6  
 25. Rd1 Qxd1+ 26. Bxd1 Rxd1+ 27. Kh2 g4 28. Qe2 Rd6 29. hxg4 Bxg4 30.  
 Re8+ Kc7 31. Qa6 Bd7 32. Qxa7+ Kc6 33. Rb8 Kd5 34. Rd8 Ke6 35. Qb7  
 Ke7 36. Rb8 Rg5 37. Qe4+ Re6 38. Qh4 f6 39. Qxh6 Kd6 40. Rxb6+ Kd5 1-0

Jack Klein - Ted Belanoff, FIDE U2200 Tournament, Round 5, Philadelphia, PA, 6/24/2022

## 2.11 WORLD OPEN 2022

### GAME 1

1 e4 e5 2 ♘f3 ♘c6 3 ♙c4 ♙c5 4 b4 ♙xb4 5 c3 ♙a5 6 d4 exd4 7 ♖b3  
 ♖e7 8 O-O ♘f6 9 ♙a3 d6 10 e5 ♘e4 11 ♖e1 ♘c5 12 ♙xf7+ ♖xf7 13  
 exd6+ ♙e6 14 ♙xc5 ♔d7 15 ♖a4 cxd6 16 ♙xd4 ♖g6 17 ♙e5 ♙h3 18  
 ♙g3 ♙g4 19 ♘d4 ♖he8 20 ♖f1 ♙b6 21 ♘a3 a6 22 ♖ab1 ♔c7 23 ♘xc6  
 bxc6 24 ♘c4 ♙c5 25 ♖a5+ ♔d7 26 ♖b7+ ♔e6 27 ♖e1+ ♔f6 28 ♙h4+  
 ♔f5 29 ♘e3+ ♔f4 30 ♖a4+ ♖e4 31 g3+ ♔e5 32 ♘xg4+ ♔d5 33 ♖xe4  
 ♖xe4 34 ♖b3+ ♖c4 35 ♖d1+ ♔e6 36 ♖e7+ ♔f5 37 ♖f3+ ♔g6 38 ♖f7#  
 1-0

Jaron Bernard - Bonnie He, World Open 2022, 2022.07.06