

Emmanuel Neiman and Samy Shoker

The Fianchetto Solution

A Complete, Solid and Flexible Chess Opening Repertoire

New In Chess 2016

To Stephanie and Hugo – Emmanuel Neiman

To my father Ahmed Shoker, my teacher Daniel Roblot and my trainer
Pascal Chomet, who helped me to discover the richness of this game – Samy Shoker

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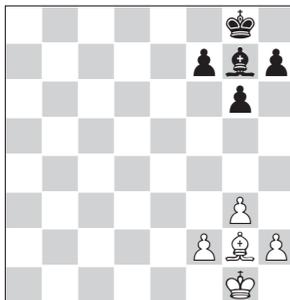
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Introduction



The openings are an eternal source of worry for chess competitors. What opening should we choose? How deeply should we study it? How to remember the mind-boggling lines that we have to know by heart? The amateur player has limited time, and even the pro would prefer to spend some time on another topic, say the rook and bishop versus rook ending, or queen against rook, or certain typical middlegames with a strange piece configuration, or an unusual pawn structure.

Old trainers will advise the competitor to spend time working on certain weaknesses that he can cure easily, stating that the opening is not so important. 'It's no use – work on rook endings', they say. But you should remember that most of these 'wise guys' have retired from active chess a long time ago, since they were losing too many Elo points every time they faced precisely those young players that 'understood nothing' because they were spending all their time studying the openings... Don't listen to them ! If you want to be an active chess player, you need good openings, at every level.

Basically, we can divide the players in two groups, according to their approach of this Gordian knot:

The traditional way: you play the same classical lines, and after each game you try to find ameliorations. Gelfand, Anand, Kramnik are the typical advocates of this method. It was considered as the ideal one before the computer age. However, nowadays it is so easy to get a good game when you know exactly what the opponent will play that the players who use this method must be ready to vary their openings, so that the work involved is huge.

The modern way: you change openings every day, at times even playing crazy or nearly unplayable ones, so that your opponent will be unable to prepare against you. This is the Carlsen approach, and most of the strongest grandmasters use it at least from time to time. Of course, this method is feasible only for strong players,

and we must note something about Carlsen's method: at times he worked specifically on certain pawn structures, regardless of the colour.

For example, he played the Dragon Variation with black (1.e4 c5 with the idea ...g7-g6) and the English Opening with the Kosten-Marin move order (1.c4 e5 2.g3), i.e.: exactly the same position from the pawn structure point of view. Then, of course, many ideas are similar, and even if you don't remember the exact move order, you can play reasonable moves because you know what you are doing, which traps you should avoid, which exchanges you should look for, which endings you should or not go for.

In a sense, this extensive knowledge is very close to what we expect from the traditional approach. For this repertoire book, we wanted to use the World Champion's approach to the opening. We wanted to avoid long variations to remember by heart, because it is too boring and too difficult and, basically, mostly useless after a few months.

On the King's Indian Defence only, Kotronias is currently writing a series of big volumes – four at the time of writing. The first volume of this series is about the fianchetto variations – it's 720 pages long. Maybe some professional players can afford this approach, but this is not for us!

The 'amateur' approach did not suit us either. Some books make life easy for their readers: if you play for example with white 1.d4, followed by 2.♘f3 and 3.e3, or with black 1...d5 against 1.e4, you can easily get 'your' opening, and against weaker players this will often be an effective weapon. Alas, as soon as you meet stronger players, they will all play the 'refutation' of your system (or, say, the 'only variation' that you feel uncomfortable with) and you will simply get a bad game as early as the first moves.

Of course it is possible to improve on this method. For example, we remember Jussupow playing in French team events some years ago. He was already mainly a trainer by then, and did not have time to work hard on his openings. So in effect he was playing the French Defence (...e7-e6/d7-d5/c7-c5/♘f6/♘c6 etc.) and the Queen's Gambit Declined (...d7-d5/e7-e6/c7-c5/♘f6/♘c6) with black, and with white mostly some kind of Colle System (d2-d4/♘f3/e2-e3 followed generally by c2-c4), i.e.: exactly the same pawn structure, which often leads to isolated or hanging pawns. By the way, this 'structural' approach was already chosen in the 1980's by Anatoly Karpov, who was always willing to enter the fight against the isolated pawn, judging by his opening choices. Or the opening expert Boris Avrukh, who advocates for White systems with d2-d4, c2-c4, ♘f3, and g2-g3, and for Black the Grünfeld Indian Defence, which is the same position!

This refined method has its pros, but still it is necessary to learn many different openings, with both colours. For example, in Jussupow's case, the French Defence, the Queen's Gambit, some system against the English Opening with black, and with white the Colle against 1.d4 d5 + a system against the King's Indian, + a system against the Grünfeld, the Dutch... etc. Too much theory!

So we decided to adopt a system that was playable with both colours, based on a king's fianchetto approach (...g7-g6 with black, g2-g3 with white), with the idea

to play with different pawn structures – which we will carefully explain – according to what the opponent plays.

Sometimes we will play like a King's Indian Defence player, sometimes like a Benko Gambiteer, sometimes like a Benoni aficionado, sometimes like a Dragon addict. Our moves will be inspired by the pawn structure, and what we try to achieve or defend against it.

This is a repertoire book, but also a middlegame book, which will offer you some positions that you have to understand in order to be able to play the opening well. It is also a tactics book that will enable you to work with the specific themes relative to the king's fianchetto (how to defend against an attack, how to get your bishop to play when it is blocked, etc.) so that hopefully you will be able to navigate safely between the lines, knowing where to go throughout the game.

The advantage of such a repertoire is that you limit considerably the time spent on studying the openings: that is our main goal. This repertoire has a stylistic unity: you will quickly find yourself in a certain kind of position that you will get familiar with, so that you will be acquainted with the typical tricks, piece placements, etc. This repertoire has been used by some of the world's best players against their peers on a regular basis. We're not just providing you with some tricks to be used against weakies, you can play these lines against 2700+ players – at least Samy Shoker does, on a regular basis, and with good results!

The drawback of this repertoire is dual:

1. Firstly, you have to play the same positions, king's fianchettoes – this is precisely the aim of the book! It is possible that some day you will want to play something else – great ! Or that you will only want to use this repertoire at intervals – perfect! Some people like to play the same thing all the time, others don't. In both cases, this repertoire can be useful for you.

2. This repertoire is competitive at every level. Yet our fianchetto approach engenders certain dangers. We want to keep elasticity, in order to be able to achieve the ideal pawn structure; so we won't occupy the centre with pawns in the first moves. This means that the opponent is free to build a large pawn centre himself, and if we don't play accurately during the first moves, we can be crushed, regardless of the colour we are playing with. Playing a king's fianchetto with white means that if we play a bad move in the opening, we may give the opposite player an opportunity to get the advantage early, which will not be the case when we play 1.e4 or 1.d4. With black, there is a possibility of being outplayed very quickly by an attack on our king, or dominated by an imposing pawn centre. This will not be the case if we play 1...d5 on 1.d4 and 1...e5 on 1.e4.

If you like a solid game, with simple play without any risk or strategic finesse, this is not a repertoire for you! The idea of this repertoire is to make you able to play without opening preparation (provided that you have read this book – all of it! – and played some training blitz games with it beforehand, of course) at every level, with reasonable chances to outplay your opponent. Because you will know

what to do! We are not looking for an advantage, we look for an interesting game, with ideas that we will present you, and then: may the better player win!

We have checked all the lines we suggest with Stockfish 7. Some are somewhat adventurous, but we did not find a refutation of them. Some lines that we wanted to try were discarded, because we could not make them work. This does not mean that the variations in question are bad, just that we did not manage to find a playable game against standard play by White: take the centre, castle, place rooks in the centre. So we gave those up.

Of the lines that we present, some will certainly be refuted. A perfect repertoire does not exist, because nowadays, mainly thanks to the computer's help, many discoveries are made. So opening theory is today shakier than ever! But we do not present any variation that we think is unplayable.

In some cases, there was disagreement between the authors. Samy Shoker is an enterprising player, he likes complicated play and tactics. Emmanuel Neiman is a solid player, he likes simplicity. Wherever we disagreed on an opening, mostly because SS was offering an ambitious line and EN found it too risky, we have suggested an alternative, solid option. In some variations, we acknowledge that our variation leads to a slightly worse position for Black. Yet, in such cases we keep this variation, because slightly worse is quite normal for the black side! In other cases, we recommend a variation for White where Black can equalize, and we evaluate the game as equal but complicated – unclear. This is not a classical opening book. We want to provide the reader with a repertoire that he can use with ease, because it is simple to understand, quick to learn, and it enables him to play the entire game with clear plans, accordingly to the pawn structure that he has chosen.

The ideal for us would be when the reader, after carefully reading this book – two times, exercises included! – and after some blitz training on the topic, will be able to play the positions by hand. In other words: by intuition, because he understands how to handle the fianchetto complex. Then, should you forget the tenth move of a variation in line B221 (just kidding!), don't worry: you will be able to find a good move, as strong as the one we recommend, or even a better one!

Playing this fianchetto repertoire will force you to think early in the game, but it will force your opponent to do the same. And, after all, isn't that what chess is all about? Chess to us is about skills and ideas rather than memorization. Some people will call us 'coffee-house players'. Yet we are basically following the approach of the current World Champion.

So have fun, dear reader, this book is intended for you!

Best wishes,
Samy and Emmanuel
Paris, June 2016

C: Typical fianchetto structures

Here we will deal with the main pawn structures that we will meet later in our repertoire.

NB: We will not deal with the Grünfeld structure – that can be reached after 1.d4 ♘f6 2.c4 g6 3.♗c3 d5 4.cxd5 ♘xd5 5.e4 ♗xc3 6.bxc3; or, playing White: 1.♗f3 c5 2.g3 d5 3.♙g2 ♗c6 4.d4!?. The reason is both stylistic and practical (it would be too much detail). We want to play our central pawns on the same colour as our king's bishop. So, we will attack on the light squares with white and on the dark squares with black: simple to remember!

Mar del Plata

This is the main line of the King's Indian, and is our model strategy as often as possible.

1.d4 ♗f6 2.c4 g6 3.♗c3 ♙g7 4.e4 d6 5.♗f3 0-0 6.♙e2 e5 7.0-0 ♗c6 8.d5 ♗e7 9.♗e1 ♗d7 10.♗d3 f5



Black wants to attack with the kingside pawns (...f5-f4, ...g6-g5, ...h7-h5, ...g5-g4, ...g4-g3 is the main plan). White will engineer an attack on the queenside (c4-c5, cxd6 and penetration on the c-file via c7).

11.f3

After 11.♙d2 f4? 12.♙g4! White manages to exchange the crucial c8-bishop for his own bad bishop.

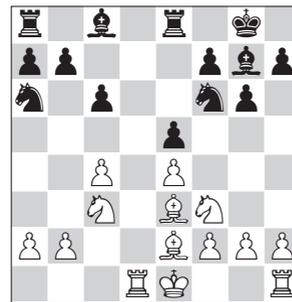
11...f4 12.♙d2 g5 13.♗c1 ♗f6 14.c5

Exchange on e5

In the King's Indian positions, if White wants to avoid the pawn attack

he has the option of taking on e5 and exchanging the queens.

1.d4 ♗f6 2.c4 g6 3.♗c3 ♙g7 4.e4 d6 5.♙e2 0-0 6.♗f3 e5 7.dxe5 dxe5 8.♗xd8 ♗xd8 9.♙g5 ♗e8 10.♗d1 ♗a6 11.♙e3 c6



Black's main trump is the d4-square, which is available for Black's men (mainly the knights), while d5 has just been covered. This is a very important position for us to try to understand.

12.h3 ♙f8

Exchanging dark-squared bishops would be an achievement for Black, because White's bishop is better, and it covers d4. Without the e3-bishop, White's position is passive, and Black's plan is clear: dark squares! Apart from the d4-square, the c5-square is also important for Black. That is why he will play ...a7-a5 if allowed to, which could

prevent a knight on c5 being evicted by the white b-pawn.

Modern Benoni

This structure is another important tool to master for our repertoire. Playing ...c7-c5 instead of ...e7-e5 allows our fianchetto bishop to attack along the whole diagonal. The danger of the pawn formation lies in a possible offensive by White in the centre (e2-e4, f2-f4 followed by e4-e5 or f4-f5). When the opponent plays either too aggressively or slightly passively, this pawn structure is excellent, and we will use it frequently.

**1.d4 ♖f6 2.c4 e6 3.♗c3 c5 4.d5
exd5 5.cxd5 d6 6.e4 g6 7.♗f3 ♕g7
8.♕e2 0-0 9.0-0**



This structure is very healthy from Black’s point of view. On the queenside, the 4:3 majority will easily provide a passed pawn (...b7-b5, ...c5-c4, ...b5-b4, ...c4-c3) or control on the dark squares (...b7-b5-b4, ...a7-a5-a4-a3) in connection with the open bishop diagonal.

Black is also able to put pressure on the open e-file, especially on the e4-pawn (...♖e8, possibly ...c5-c4, followed by putting the queen’s knight on c5).

But in the middlegame, White has very strong possibilities with his central

majority: playing f2-f4 and e4-e5 (or f4-f5, or e4-e5, dxe5, f4-f5), giving him an edge in the centre and chances of a kingside attack and considerably restraining Black’s pieces. That is why Black should try to exchange one or (even better) two minor pieces (notably the useless light-squared bishop, by ...♗g4xf3, or ...b7-b6 and ...♕a6xe2). In this case, he will control enough space to provide good squares for all his men.

Maxim Rodshtein 2623
Vugar Gashimov 2740

Ohrid Ech tt 2009 (5)

**1.d4 ♖f6 2.c4 e6 3.♗f3 c5 4.d5 d6
5.♗c3 exd5 6.cxd5 g6 7.g3 ♕g7
8.♕g2 0-0 9.0-0 ♖e8 10.♕f4 a6**



Black would like to advance his majority with ...b7-b5.

11.a4

So White restricts it! Now, it would be great for White to install a knight on c4, protected by the advance a4-a5.

11...b6

So Black prevents this!

12.♖e1

In the event of 12.♗d2, 12...♗h5! attacks the bishop that attacks d6, which prevents development with ...♗d7. For example: 13.♕e3 ♗d7 14.♗c4 ♗e5! and Black is slightly better.

12...♖h5 13.♗g5 ♜c7 14.e4 ♘d7
15.♝c1 h6 16.♙d2 ♜b8 17.♙f1
♜a7 18.b3 ♘f8 19.h3 ♜ae7



In spite of his lack of space, Black has managed to regroup efficiently, while White does not have any serious threats.

20. ♜c2 g5

Gaining some space, and also a nice square for the knight on f8.

21. ♘g2 ♘g6 22. ♙d3 ♘f6

Once White's centre has been safely blocked (e4-e5 or even f2-f4 are not possible), Black proceeds to attack it!

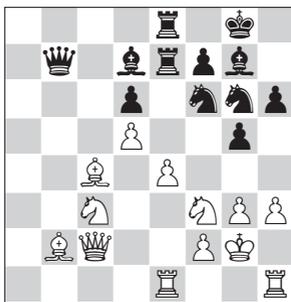
23. ♝h1 ♜b7 24. ♝ce1 ♙d7 25. ♙c1

Black is much better.

25...b5 26.axb5 axb5 27. ♙b2 c4

Black logically attacks on the queenside...

28.bxc4 bxc4 29. ♙xc4



And strikes unexpectedly on the kingside...

29...♙xh3+!! 30. ♘g1

(on 30.♝xh3, 30...g4! is a killer, and 30.♘xh3 g4+ is even worse)

30...♝c8 31. ♙a2 ♘xe4

... to finish the job in the centre!

32. ♝xh3 ♘xc3 33. ♝xe7 ♘xe7

34. ♙xc3 ♝xc3 35. ♜e4 g4 36. ♜xg4



36...♜a6!

Nice geometry for the finish. The queen attacks the bishop and stares at the kingside at the same time. Gashimov was such a great player, and also such a great guy! We miss you, Vugar.

Old Benoni structure

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4
d6 5.♘f3 0-0 6.♙e2 e5 7.0-0 ♘c6
8.d5 ♘e7 9.♘d2 c5



Here White will open the b-file (♝b1, a2-a3, b2-b4, bxc5) and try to penetrate on b7. Black will try to engineer the

usual kingside attack with the pawn avalanche (...f7-f5-f4, ...g6-g5 etc.)

Benko Gambit

**1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6
5.bxa6 d6 6.♗c3 ♙xa6 7.e4 ♗xf1
8.♙xf1 g6 9.♗f3 ♙g7 10.g3 ♘bd7
11.♙g2 0-0 12.h3**

Currently 12.a4 is a tough nut to crack for Black in this particular position. The idea is to use the b5-square to block Black’s pressure on the b-file by playing ♗b5.

12... ♖a5 13.♞e1 ♜fb8



The Benko Gambit is an attempt to get maximum efficiency from Black’s pieces at the price of a slight material disadvantage. There is a perfect harmony in Black’s position – most of the pieces are looking directly at the queenside, along the open a- and b-files, and especially along the long diagonal. The focal points of the attack are c3 and b2, which is why one well-known manoeuvre is to exchange the white knight on c3 by means of ...♗f6-e8-c7-b5xc3.

Interestingly, the queen exchange does not facilitate White’s task in most cases. The pressure from the rooks will make it difficult for the first player to use his passed a-pawn. If White can defend his pawns, he can hardly move his pieces,

while Black can place a knight on sensitive squares like d3 (or b3, c4...), and try to destroy White’s centre (by ...f7-f5 or ...e7-e6).

White’s best plan here is to play e4-e5, thus shutting in Black’s bishop. White has tried various setups against the Benko, and currently the kingside fianchetto is the most popular counter. In any case, we must remember the general idea, because we can start using it on a regular basis.

An ideal scenario for the Benko

Alexander Beliavsky 2650

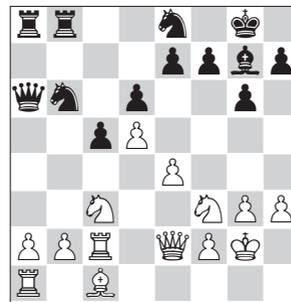
Alexander Khalifman 2635

Linares 1995 (5)

**1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6
5.bxa6 ♙xa6 6.♗c3 g6 7.e4 ♗xf1
8.♙xf1 d6 9.♗f3 ♙g7 10.g3 0-0
11.♙g2 ♘bd7 12.♞e1 ♖a5 13.h3
♜fb8 14.♞e2 ♗e8**

The simple idea is to exchange this knight for the c3-knight, strengthening the influence of the bishop along the diagonal.

15.♞c2 ♗b6 16.♞e2 ♖a6



The queen exchange is nearly always in Black’s favour, because the white queen defends key light squares.

**17.♗g1 ♗a4 18.♞xa6 ♜xa6
19.♗ge2 ♗c7 20.a3**



As White is passive, Black attacks the centre, to weaken d5 and e4.

20...f5 21.f3 fxe4 22.fxe4 ♖xc3
23.♗xc3 ♗b5 24.♗xb5 ♖xb5



The rooks+bishop ending is very difficult to hold for White, in spite of his material advantage. Black's coordination is perfect.

25.♖c4

25.♖a2 ♖b3 26.♗d2 ♖a4 27.♗c3 had to be tried, though Black is still better after 27...♗d4!?

25...♗xb2 26.♖b1 ♖ab6 27.a4
♖b3 28.a5 ♗xc1 29.♖bxc1 ♖b2+
30.♖1c2 ♖b5 31.a6 ♖b6 32.e5
♖xc2+ 33.♖xc2 ♖xa6 34.exd6 exd6
35.♖e2 ♗f7 36.♖e6 c4 37.♖e4 c3
38.♖c4 ♖a3 39.♗f3 c2+ 40.♗e2
♖a2 41.♗e3 ♗f6 42.♗d2 ♖a3
43.♗xc2 ♖xg3 44.♖e4 ♖xh3

The rook ending is winning with two connected passed pawns (0-1, 51).

Maroczy: Black takes on d4

1.d4 ♗f6 2.c4 g6 3.♗c3 ♗g7 4.e4
d6 5.♗f3 0-0 6.♗e2 e5 7.0-0 ♗a6
8.♖e1 c6 9.♗f1 exd4 10.♗xd4



In this type of position, White has the Maroczy Bind (e4/c4) against the d6/c6 structure, and d6 is potentially weak. White's plan is to keep restricting Black's men: he must not allow ...d6-d5, and must not let a knight be established on c5 (i.e., he should prepare b2-b4).

Black, on the other hand, is trying to activate his pieces. He would like to free his game by getting rid of one of the central pawns: ...f7-f5 to get rid of e4, or ...b7-b5 to get rid of c4, or even ...d6-d5 with an explosion in the centre. Then the Bind will collapse and Black's pieces will be revived. Here, Black is not able to achieve any of the mentioned pawn breaks. Yet he is not without trumps: the diagonal is open for the fianchettoed bishop, e4 can be attacked and White has some weaknesses on the dark squares.

At this point, for example, Black can get a good position thanks to:

10...♗g4 11.h3 ♖b6 12.hxg4 ♖xd4

The Gallagher Variation

1.d4 ♗f6 2.c4 g6 3.♗f3 ♗g7 4.g3
0-0 5.♗g2 d6 6.0-0 ♗bd7 7.♗c3 e5
8.e4 exd4 9.♗xd4 ♖e8 10.h3 a6!?



The plan here is to prepare an expansion with ...♖b8 (moving from the long diagonal), then ...c7-c5, chasing the d4-knight, and ...b7-b5. Sometimes the move ...♘e5 is played as well, attacking c4, to provoke other weaknesses. This leads to a strange position where Black has voluntarily accepted a definitive weakness – the d6-pawn – and an eternally weak square, d5, but on the other hand has great potential for activity thanks to the advanced queenside pawns.

11. ♖e1 ♖b8 12. ♙e3

Nowadays, in this particular position 12. ♖b1 is considered to be the best move. 12...♘e5 13. b3 c5 14. ♘c2 b5 15. cxb5 axb5 16. f4 ♘ed7 17. ♚xd6 is better for White because e4 is protected and the a-rook is not hanging.

12...c5 13. ♘de2 ♘e5 14. b3 b5 15. f4 ♘ed7

15...♘c6 is a blunder because of the trick 16.e5!

16. ♚xd6

White has won the weak pawn, but now Black wakes up and gains the upper hand:

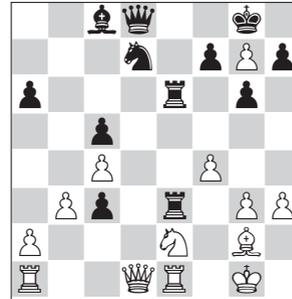
16...b4! 17. e5

17. ♘d5 ♘xd5 18. ♚xd5 ♙b7 19. ♚d3 ♙xa1 20. ♖xa1 ♙xe4 21. ♙xe4 ♚e7; or 17. ♘a4 ♘xe4.

17...bxc3 18. exf6

The sacrifice 18. ♘xc3 is better, though Black is fine.

18...♖xe3 19. fxg7 ♖b6 20. ♚d1 ♖be6



Black is better.

Pirc exchange dxe5

1. e4 d6 2. d4 ♘f6 3. ♘c3 g6 4. ♘f3 c6 5. ♙e2 ♙g7 6. 0-0 0-0 7. h3 ♘bd7 8. ♙e3 ♚c7 9. ♚d2 e5 10. dxe5 dxe5



This is similar to the King’s Indian exchange, except that White has no pawn on c4. Therefore, d4 is not a definitive weakness, as White is sometimes able to play c2-c3. Yet the d4-weakness may tell (after a timely ...♘e6-d4) and the c3-knight is bad – dominated by the c6-pawn. Unless White is able to quickly use the d-file and the d6-square, this is not a good position for him.

The Dragon

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4
 ♗f6 5.♗c3 g6 6.♙e3 ♙g7 7.f3 0-0
 8.♙c4 ♗c6 9.♚d2 ♙d7 10.0-0



This is a classical line of the Sicilian Defence: the Dragon Variation. Black will play on the c-file and the long diagonal in order to get at White's king, while White's main try is Fischer's classical plan: opening the h-file with h4-h5, exchanging Black's bishops, '... sac, sac and mate'.

Again, Black's coordination is often excellent: both rooks may use the c-file (...b7-b5 as a pawn sacrifice to open the b-file is also an option), the queen has an excellent post on a5, the queen's knight will reach c4 via e5/a5, the light-squared bishop can go to e6 in order to attack a2, and the king's knight on f6 keeps defending the castle, while hoping to unmask White's dark-squared bishop with a timely sacrifice on e4/g4.

The only problem is that sometimes White is quicker, with the simple h4-h5, ♙e3-h6xg7, h5xg6 and ♚h6+. Yet this is a very interesting position to remember, because should White be slow or faint-hearted, then Black's plan is clear and positionally well-founded.

The ...exd4 Pirc

1.e4 d6 2.d4 ♗f6 3.♗c3 g6 4.♗f3
 c6 5.♙e2 ♙g7 6.0-0 0-0 7.h3 ♗bd7
 8.♙e3 ♚c7 9.♚d2 e5
 10.♚ad1
 exd4 11.♗xd4



By exchanging on d4, Black gives up the strong point e5 and reveals a possible weakness on d6. Yet there are many advantages for the second player in doing this: e4 is now also a weakness, which can be attacked along the newly opened e-file (a possible ...♙e8 is on the agenda), and thanks to the excellent c5-square, which has now become available for the d7-knight, White will be forced to defend the pawn with the weakening f2-f3, which could provide some tactical opportunities for Black (e3 has been weakened, and the a7-g1 diagonal has been weakened) and also some strategic ones (the pawn break ...d6-d5 is now a very good possibility – if White captures the pawn, d5 is isolated, but the holes on the dark squares (now that h2-h3 and f2-f3 have been played) are a more important factor. For that reason, this position would be better for White if there were a pawn on c4 (as in Maroczy Bind positions), as this would make ...d6-d5 more difficult to achieve.

King’s Indian structure



This is our main scheme: the King’s Indian structure. This is a flexible structure. Most of White’s pawns will move here, most notably:

- the f-pawn, to f4 (and f5);
- the e-pawn, to e5;
- the c-pawn, to c3;
- the a-pawn, to a4 (and a5-a6) or a3, to push b2-b4.

The Réti setup



Here the kingside-fianchettoed bishop is restrained by the solid c6/d5/e6 structure. That is why the main idea is to enlarge its scope thanks to two pawn breaks:

- b3-b4-b5 (and possibly a4-a5-a6);
- e2-e4 (this with the risk of waking up Black’s own light-squared bishop, which is also restrained by the d3-pawn).

Max Euwe

Maurice Goldstein

Weston 1926 (7)

1.c4 ♘f6 2.g3 c6 3.♗g2 d5 4.b3
♙f5 5.♗b2 e6 6.♘f3 ♙d6 7.d3



7...h6 8.♗bd2 0-0 9.0-0 ♖e7
10.♞e1 ♙a3 11.♞c1 ♙xb2
12.♞xb2 ♙h7 13.e4 dxe4 14.dxe4
♘a6 15.♞ad1 ♞fd8 16.♗e5 ♘d7
17.♘df3 ♗xe5 18.♗xe5 ♘c7
19.♘g4 ♗e8 20.♗e3 ♖f8 21.e5
♖g8 22.b4 ♞xd1 23.♞xd1 ♞d8
24.♞xd8 ♞xd8 25.b5 cxb5
26.cxb5 ♞c7 27.♞d4 b6 28.♙c6
♖f8 29.♘c4 f6 30.♘d6 ♗xd6
31.exd6 ♞d8 32.d7 ♙g6 33.♞a4
♞c7 34.♞xa7 ♞d8 35.a4

Black resigned.

Tomasz Markowski 2630

Sergey Bystrov 2320

Vienna 1995 (3)

1.g3 ♘f6 2.♗g2 d5 3.♘f3 c6 4.b3
4.d3 ♙f5 5.♗bd2 h6 6.b3 e6 7.♙b2
♗bd7 8.0-0 ♙h7 9.a3 a5 10.♞a2 ♙c5
11.♞a1 0-0 12.♗e5 ♗xe5 13.♙xe5
♙d6 14.c4 ♙xe5 15.♞xe5 ♘d7 16.♞b2
♞f6 17.♞c1 ♞fe8 18.b4 axb4 19.axb4
♞xb2 20.♞xb2 ♖f8 21.b5 ♞a7 22.cxd5
exd5 23.♗b3 ♗e5 24.f4 ♗g4 25.bxc6
bxc6 26.♗d4 ♗e3 27.♙f3 c5 28.♗c6
♞a3 29.♗e5 c4 30.dxc4 dxc4; ½-½ (48)

Hickl-Zaitsev, Germany Bundesliga B 2010.

4...♙f5 5.♚b2 e6 6.0-0 h6 7.d3 ♘e7
 8.♞bd2 0-0 9.c4 ♞bd7 10.a3 a5
 11.♞c1 ♘h7 12.♞c2 ♜e8 13.♚a1
 ♙f8 14.♞cc1 ♙d6 15.♞e5 ♞xe5
 16.♙xe5 ♙xe5 17.♚xe5 ♚e7
 18.♚b2 ♞d7



19.b4 axb4 20.axb4 ♞ec8 21.b5
 ♞c5 22.♞a1 ♙g6 23.♞fc1 ♞f8
 24.♞xa8 ♞xa8 25.bxc6 bxc6
 26.♚b6 ♞d7 27.♚xc6 ♚a3
 28.cxd5

Black resigned.

The Hippopotamus



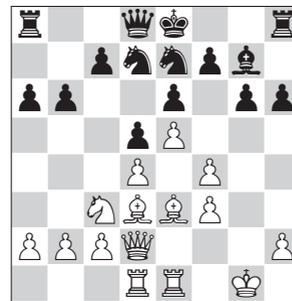
In this system, Black plays a double fianchetto, with pawns on e6/d6 and knights on e7/d7. Sometimes the moves ...a7-a6/...h7-h6 are added, to keep more squares from White's pieces. The whole

system is based upon a waiting strategy: at the moment Black does not have many squares, but he waits for White to push one central pawn in order to get squares and lines for his men.

Take the position from the previous column: White has a big space advantage, and is well developed with all his men in action. Black, on the other end, has played only his pawns and minor pieces, is far from connecting the rooks, has not castled yet and lacks space. Still the position is perfectly playable, because the second player has no weaknesses, and is ready to counter any pawn advance by his opponent. For White it is difficult to make any progress without pawn pushes, so let's try:

1.d5

After 1.e5 ♙xf3 2.gxf3 d5



analysis diagram

Black is better, because the position of his king is safer and the pawn structure favours him.

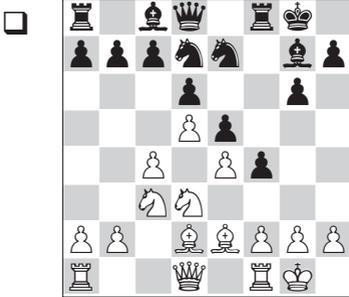
1.f5 looks like the best attempt. After the logical 1...gxf5 2.exf5 ♙xf3 3.gxf3 ♞f8 4.♞h1 d5 5.fxe6 ♞xe6 6.♞e2 White is better, because the game has opened up.

1...exd5 2.exd5 0-0

The game is equal – Black's position is sound and solid.

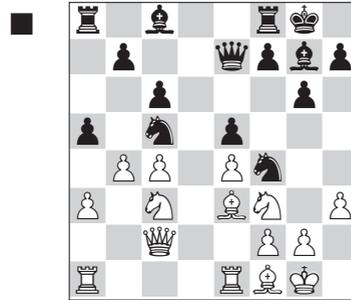
Exercises

Exercise 1



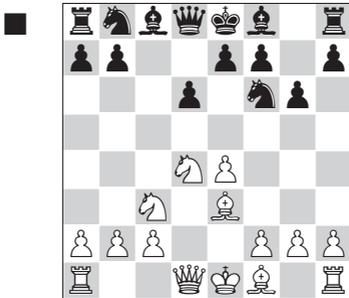
What should White play?

Exercise 2



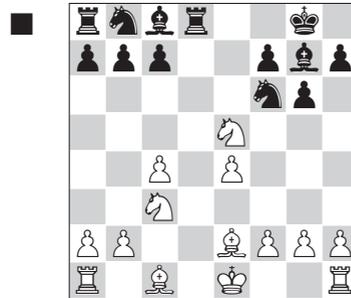
Should Black move the knight or take on b4?

Exercise 3



Should Black play 6...♘g4 ?

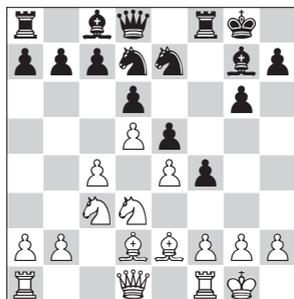
Exercise 4



What should Black play?

Solutions

Solution 1



Black has just played 11...f4?. 11...f6 first is the normal move, to prevent White's next.

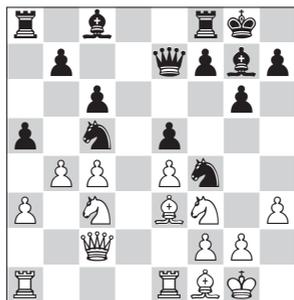
12. g4!

White manages to exchange the crucial c8-bishop against his own bad bishop.

Solution 2

**René Letelier Martner
Jacobó Bolbochan**

Mar del Plata 1959 (8)



15...axb4

This is a famous mistake. 15...ce6! leads to a good game for Black, with equality. Instead White has the trick

16. gxc5

16...xc5 17.axb4 with a double attack, winning a rook or a queen!

Solution 3

6...g4?



7. b5+!

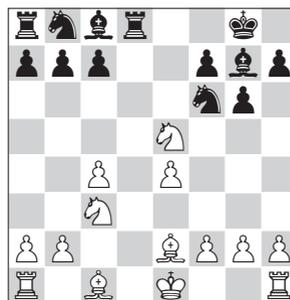
This is a winner, because Black has to cover the check on d7 (losing the g4-knight) or c6 (losing a pawn and an exchange).

7...d7

7...c6 8. xc6 bxc6 9. xc6+ d7
10. xa8+-.

8. xg4

Solution 4



9...xe4!

The best move, with the idea that on

10. xf7?

(after 10...xe4 xe5 Black is fine)

10...xc3+! 11.bxc3 xf7

... Black is a piece up.

The alternative:

4...♗g4 5.e3 ♖c6

Apart from the move ...c7-c5, we can also thematically play our usual

5...♘c6



6.♗e2

6.h3 ♗xf3 7.♖xf3 ♘f6 8.♖d1 8.g3 0-0 9.♗g2 ♘d7 (9...e5 is also good) 10.h4 e5 11.d5 ♘b4 12.♖e2 ♘c5 13.e4 ♘bd3+ 14.♗d1 f5!?; or **8.g4 e5 (8...0-0 is fine) 9.dxe5 (9.d5 ♘b4 10.♖d1 a5=) 9...♘xe5 10.♖xb7 ♘fd7** with counterplay. **8...0-0 9.♗e2 a6** A useful move to prepare ...b7-b5, but above all a waiting move: before taking any decision in the centre, Black wants to know White's plan. **10.h4 10.d5?! ♘e5 11.e4 c6=**, with a strong grip on the dark squares. **10...h5 10...h6 11.h5!? g5. 11.g4 hxg4 12.♗xg4 ♘xg4 13.♖xg4 ♘b4 14.♖e2 c5 15.h5 ♖a5** White's attack is not dangerous.

6...e5 7.♘xe5!

This is the critical test of the variation.

A) **7.dxe5 dxe5 8.♖b3 ♖b8N 8...♖c8 9.h3. 9.0-0 9.h3 ♗d7 10.0-0 ♘ge7 11.♖d1 0-0 12.♖c2 h6 13.a3 f5 14.b4 e4 15.♘d2 ♘e5** with an unbalanced position. **9...♘f6 10.h3 10.♖d1 ♖e7 11.♘d5 (11.h3 ♗xf3 12.♗xf3 e4 13.♗e2 0-0 is unclear) 11...♘xd5 12.cxd5 e4! 13.dxc6 exf3 14.gxf3 ♗e6=**; or **14.♗xf3**

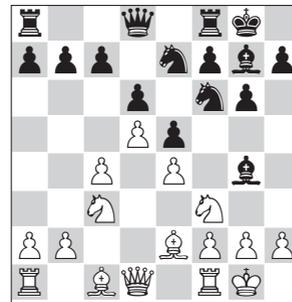
♗xf3 15.gxf3 0-0 16.cxb7 c6=. **10...♗e6 11.♖d1 ♘d7 12.♖a3 ♗f8 13.♖a4 ♗g7 14.e4 0-0 15.♗g5 ♖e8** leads to a small advantage for White;

B) **7.d5 ♘ce7**

B1) **8.♘xe5? ♗xe2 9.♖a4+ c6 10.dxc6 bxc6 11.♘xc6 ♖d7-+;**

B2) **8.e4 (8.0-0) and now:**

B21) **8...♘f6 8...h6!?. 9.0-0 9.h3 ♗xf3 10.♗xf3 ♘f5 11.♖b3 ♖c8 12.♗d2 0-0.** The plan is to remove the knights (e7 and d7) and play ...f7-f5. **9...0-0.**



analysis diagram

This is a King's Indian Mar del Plata, with ...♗g4 as a supplementary move. Better or worse?

B211) **10.h3 ♗d7 11.♗e3 ♘e8 11...♘h5 12.♖e1 f5. 12.c5 f5!? 12...dxc5 13.♗xc5 ♘d6 14.♖c1 f5** with counterplay. **13.♖b3 b6 14.cxb6 14.c6 ♗c8**; Black is looking for counterplay on the kingside. **14...axb6** with counterplay;

B212) **10.♘e1!?** is interesting, when according to general principles ...♗xe2 should favour White – but retreating the bishop means a tempo less for Black. **10...♗xe2 11.♖xe2** This position certainly deserves further practical testing: without the light-squared bishop, Black should probably not go for the classical queenside/kingside race, because White would be able to block the

attack on the light squares (by playing f2-f3, and on ...g4-g3, h2-h3) without Black being able to sacrifice the c8-bishop for a winning attack. Instead, Black has to chose another plan: perhaps queenside play with ...c7-c6 and ...♖c8 might be better. **11...c6 12.♙e3 cxd5 13.cxd5 ♖d7 13...♗d7 14.♗d3 f5 15.f3 a6 16.a4 (16.♖fc1 ♗f6 17.♖c2 ♖c8 18.♖ac1 ♗h8 (played so that the ‘bad’ knight on e7 can find better squares) 19.♗f2 fxe4 (19...♗eg8) 20.fxe4 ♗eg8 21.♗a4 ♖xc2 22.♖xc2 ♙h6 23.♙xh6 ♗xh6 24.♖c7 ♗hg4 25.♗xg4 ♗xg4 26.♖xd8 ♖xd8 27.♖c7±) 16...♖c8 17.♖fc1 ♗f6. 14.f3 ♖fc8 15.♗d3 a6 16.a4 ♖d8 17.a5 ♗d7 18.♗a4 f5 19.b3±;**

B2) Or **8.h3 ♙d7 9.e4 f5!? 10.0-0 ♗f6 11.exf5 gxf5 (11...♗xf5 is better for White) 12.♗g5 0-0**

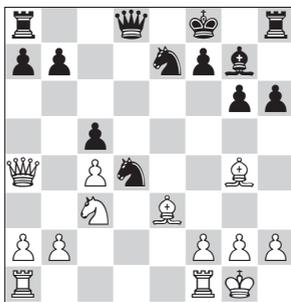
7...dxe5 8.♙xg4 exd4 9.exd4 9.♗d5 ♗f6=.

9...♗xd4

9...♖xd4?! is an error: 10.0-0 ♖xc4!? 11.♖e1+ ♗ge7 12.♖d7+ ♗f8 13.♙g5 f6 14.♙d2 ♗e5 15.♖xe5 fxe5 16.♙f3 and White is on top.

10.0-0 ♗e7 11.♖e1

11.♙g5 h6!? (11...0-0 12.♗d5 f6 13.♙e3 ♗ec6 14.♙xd4 ♗xd4 15.♖xd4 f5±) 12.♖a4+! (12.♙xe7 ♗xe7!=; Black has time to play ...♗f8-g8-h7) 12...♗f8 13.♙e3 c5±.



analysis diagram

14.♖ad1 ♗ec6 (14...♗g8 15.b4) 15.♗h1 ♖a5 16.♖xa5 ♗xa5 17.b3 ♗ac6 18.♗b5 ♗g8. Black suffers, but should hold this position.

11...0-0 12.♙g5 f6 13.♙e3 ♗ec6

14.♗b5 f5 15.♙f3 ♗xf3+ 16.♖xf3

♖f7 17.♖ad1 ♖f6

17...♖f8=.

Strategic motif 3.1:

Opening the fianchetto diagonal



16...e4!?

With the white king still in the centre and Black's pieces being well placed, it is time for action! The idea of this move is to open the position for the two black bishops.

17.fxe4 fxe4 18.♗xe4?

This move is losing. Better was 18.♙xe4 ♗f6 19.♙f3 ♗g4, with an excellent game for Black. All his pieces are active and ready for an attack against the enemy king.

18...♙f5! 19.♗4g3 ♙xd3 20.♖xd3

♗f4 21.♖d2 ♗b4 22.0-0-0 ♗fd3+

23.♗b1 ♖xf2 24.♖xf2 ♗xf2 25.♖f1

♗bd3 26.♗f5 ♖e5 27.♗xg7 ♗xg7

28.♗c3 ♖e8 29.a3 a6 30.♗a2 ♖e3

31.♖c2 ♖d4

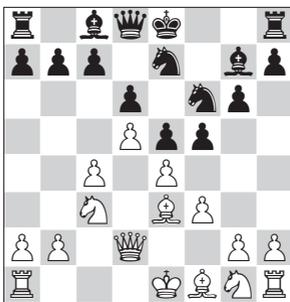
Black is winning, though the database says 1-0, Poupar-Shoker, Avignon 1999.

Strategic motif 3.2: Understanding the KID structure



8...♘f6

Here Black does not play the usual ...f5-f4, ...g6-g5 because White has not yet castled on the kingside. If, instead, the white king should go to c1, the priority for Black would be to attack on the queenside (when ...b7-b5 is the main line opener). So Black keeps the tension, able to take on e4, to push f2-f4 or, in most cases, to keep intact the active duo on e5 and f5. Sometimes, Black will take on e4 and play ...♗g4, thus winning the important dark-squared bishop, potentially White's best minor piece. On some occasions, keeping the pressure on e4 will allow Black to play ...b7-b5 – and should White take with the knight, e4 would be lost.



9.♙d3 0-0 10.0-0-0

In the event of 10.♘ge2 c5 11.0-0, Black would follow classically with 11...f4 12.♙f2 g5, with the usual pawn storm.

10...c5

This is a very important move in this variation. In this kind of pawn structure, Black's strongest point is the pawn duo e5 and f5, and should White castle kingside, then the usual pawn avalanche would follow. On the other hand, White's strongest point is the d5-pawn, and the normal plan would be to play c4-c5. With the king on the queenside, such a plan should not be discarded, even though it could be also dangerous for White. But ♖b1, followed by ♜c1 and c4-c5, is always a possibility. If Black is able to play ...c7-c5 after White has castled queenside, he should do so, because it blocks White's natural plan of expansion and also restricts White's pieces: the e3-bishop is blocked by the c5-pawn, while the d3-bishop is shut in by its own pawn on c4. From the other side, the c5-square does not hurt Black's counterplay: the second player will calmly prepare the ...b7-b5 break (...♙d7, ...♜b8, ...a6) and should White defend with a2-a4, the castled position would be considerably weakened.

11.♘ge2

Black follows up with ...a7-a6 and ...♙d7, with the idea of ...b7-b5 – played as a gambit on some occasions – in order to open the a-file. Often, White will play the king to b1, and here you should remember a trick: ...b5-b4 would win the c3-knight, because b1 (now blocked) is the only escape square. If 11.dxc6 bxc6 12.♙c2 fxe4 13.fxe4 (13.♘xe4 d5! 14.♙c5 d4) 13...♘g4! 14.♘f3 ♘xe3 15.♙xe3 ♙e6 16.c5 d5! Black has the bishop pair and should open the position even at the cost of a

pawn! 17.♘g5 (17.exd5 ♘xd5 18.♘xd5 cxd5 19.♘xe5 ♖e8!) 17...♙h6.

11...a6 12.♗b1 ♙d7

Now, for example

13.h4 b5

13...f4 is also excellent and thematic.

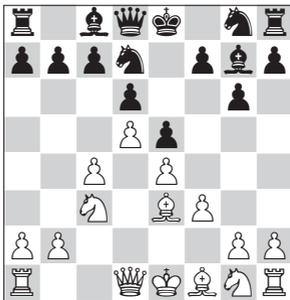
14.h5

It would be bad to take on b5, because a most important pawn, e4, would be lost after 14.cxb5 axb5 15.♙xb5 ♙xb5 16.♘xb5 fxe4. If White loses his grip on the centre the position is hopeless – now the fianchettoed bishop will be able to wake up!

14...b4

Winning the c3-knight

Strategic motif 3.3: Exchanging the bad bishop



8...♙h6

There is no possibility to open the diagonal g7-a1 for the dark-squared bishop, so the bishop on g7 will be passive. That's why it is better for Black to find a way to activate it or exchange it for its white counterpart on e3.

9.♙xh6

9.♙f2 f5 (if 9...♘gf6 10.g4 looks slightly better for White and 10.♙d3 0-0 11.♘ge2 ♘h5 is fine for Black) 10.♙d3 ♘c5. The game is unclear.

9...♖h4+! 10.g3 ♖xh6

With a comfortable position for Black.

Illustrative game 19

John Cooper

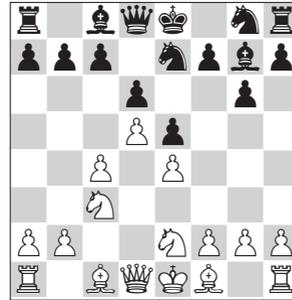
2310

Robert Hübner

2595

Buenos Aires ol 1978 (7)

**1.d4 g6 2.c4 ♙g7 3.♘c3 d6 4.e4 e5
5.♘ge2 ♘c6 6.d5 ♘ce7**



7.h4

A) 7.♙e3 f5 8.f3 ♘f6 9.♖d2 0-0 10.0-0 fxe4 11.♘xe4 11.fxe4 ♘g4 12.h3 ♘xe3 13.♖xe3=. 11...♘f5 12.♙g5 ♘xe4 13.fxe4 ♖xg5 14.♖xg5 ♙h6 15.♖xh6 ♘xh6 is good for Black;

B) 7.♘g3 ♘f6 8.h4 h5 This is the thematic answer to h4. 9.♙e2 0-0 10.f3 c6 Other possible ideas here are to open the centre, occupy the c-file or provoke chaos after ...b7-b5. 11.♙e3 b5! Break the pawn chain! 12.dxc6 bxc4 13.♙xc4 ♘xc6 14.0-0 ♘a5 15.♙d3 ♙e6 This is equal;

C) 7.f3 f5 8.♙e3 ♘f6 transposes.

7...f5

7...h5!? is our recommendation, though the game move is also fine: 8.♘g3 ♘f6 9.♙e2 0-0 10.f3 c6 11.♙e3 b5 12.cxb5 12.dxc6 bxc4 13.♙xc4 ♘xc6 is unclear. 12...cxd5 13.exd5 ♙b7 14.♙c4 ♖c8 15.♙b3 ♖xc3! A very strong exchange sacrifice in order to get two strong pawns in the centre and an active bishop pair. 16.bxc3 ♘fxd5 17.♙g5 17.♖d3 e4!; once again we see the same

idea to open the bishop's diagonal:
 18. ♖xe4 (18.fxe4 ♙xc3+ 19. ♖e2 ♙xa1 20. ♗xa1 ♜xe3 21. ♗xe3 ♗d7 is equal) 18... ♜xe3 19. ♗xe3 d5 20. 0-0-0 (20. ♜c5 ♜f5 21. ♜xb7 ♗c7! 22. ♗c5 ♙xc3+ 23. ♖d1 ♗xc5 24. ♜xc5 ♙xa1 is about equal) 20... ♗a5, with excellent compensation for Black because of the attack against White's king after ... ♗c8. 17... ♜xc3 18. ♗d3 e4 19.fxe4 ♜xe4! 20. ♜xe4 ♙xa1 is equal.

8.exf5 gxf5 9. ♜g3 ♜f6 10. ♙g5 0-0 11. ♗d2 a6 12. 0-0-0 ♙d7 13.h5 b5 14.a3 ♗b8 15.f4 e4 16.h6 ♙h8 17. ♜ce2 bxc4 18. ♜d4 ♗b6 19. ♖b1 ♗ab8 20. ♙xc4 ♗f7 21. ♜f1 ♙a4 22.b3 ♙b5 23. ♙xb5 axb5 24. ♙xf6 ♗xf6 25. ♜e3 ♗a8 26. ♖a2 ♗g6 27.g4 ♗a6 28. ♗b4 ♙xd4 29. ♗xd4 0-1 29. ♗xd4 c5 30.dxc6 ♜xc6 is winning.

Illustrative game 20

Manuel Feige 2420
 Tomasz Markowski 2605

Germany Bundesliga B 2008/09 (3)

1.d4 d6 2. ♜f3 g6 3.c4 ♙g7 4. ♜c3 ♙g4 5.e4 ♜c6



6. ♙e3

If 6.d5, among other possibilities Black can get a good game with the simple follow-up 6... ♜d4 7. ♙e2 ♜xe2 8. ♗xe2 ♜f6 9.h3 ♙xf3 10. ♗xf3 ♜d7. Black

lacks space, but his minor pieces have excellent squares and the position is fine for the second player.

6...e5 7.d5

7.dxe5 dxe5 (7... ♜xe5 is also good, but taking with the pawn is more thematic, insisting on the fact that Black's structure enables him to control d5, which is not the case for his opponent: 7... ♜xe5 8. ♙e2 ♜xf3+ 9. ♙xf3 ♙xf3 10. ♗xf3 ♙xc3+!? 11.bxc3 ♗f6) 8. ♗a4 ♙xf3 9.gxf3 ♜ge7 10. ♗d1 ♗c8 11.h4 0-0 12. ♙h3 f5! 13. ♙c5 ♗f7 14.h5 ♜d4=.

7...♜d4 8. ♙e2

A) 8. ♙xd4 is not good after 8...exd4 9. ♜b5 (9. ♜e2 ♙xf3 10.gxf3 c5) 9...c5 10.dxc6 bxc6 11. ♜bxd4 ♙xf3 12.gxf3 (12. ♜xf3 ♙xb2 13. ♗b1 ♙c3+) 12... ♗a5+! (dark squares! 12... ♗b6 13. ♜b3 ♙xb2)



analysis diagram

13. ♖e2 ♜e7. Black has great compensation for the pawn: the enemy king is still in the centre and Black dominates the dark squares;

B) 8. ♜b5 ♙xf3 9.gxf3 c5 10.dxc6 (10. ♗a4 ♖f8) 10...bxc6 11. ♜xd4 exd4 12. ♙xd4 ♗a5+ 13. ♖e2 ♜f6. This is a very promising pawn sacrifice. Black's development is better, White's king is still in the centre and White's pawn structure has been weakened. 14. ♙h3 (14. ♙xf6 is a risky exchange. 14... ♙xf6

15. ♖h3 ♔c5 is slightly better for Black)
 14...0-0 15. ♖f1 ♔ad8. We prefer Black.
 It's not so easy to find a good plan or
 even a good move for White.

8... ♖xf3 9. ♖xf3
 9.gxf3 ♗f6.



analysis diagram

Next Black plays the knight to h5,
 heading for the second strong square:
 f4. 10. ♖xd4 (10. ♗d2 ♗h5 11.0-0-0
 0-0 12.h4 c5⌘; 10. ♗b5 ♗xe2 11. ♗xe2
 ♗h5⌘) 10...exd4 11. ♗xd4 ♗h5 12. ♗e3
 ♖e5⌘, with total domination of the
 dark squares.

9...c5

Black consolidates the central knight.
 9... ♗e7 10. ♗b5 (10.0-0 0-0 11. ♖e2
 c5; 11...f5!? 12.exf5 ♗exf5) 10...c5!
 11.dxc6 ♗exc6 12. ♗c3 (12. ♗xd4 is not
 good: 12...exd4 13. ♖f4 0-0 14.0-0 ♗c8
 15. ♗c1 ♖e5) 12...0-0. Black is fine.

10.dxc6 bxc6 11.0-0 ♗e7 12. ♖e2

12.b4 0-0 13. ♗b1 ♗c8. This move
 both prevents b4-b5, as the knight
 is unprotected after cxb5 (... ♗c8xc3
 would be possible) and allows a further
 ... ♗e6. 14. ♖e2 (14. ♖g4 f5 15.exf5 gxf5
 16. ♖h5 ♗e6 is fine for Black) 14... ♗d8
 is fine for Black.

12. ♖xd4 exd4 13. ♗e2 ♗b6=.

12...0-0 13. ♖d3 ♗b8 14. ♗b1 ♗c7
15. ♗e2 ♗e6 16.b4 ♗fd8 17. ♗a4
♗c8 18. ♗fc1 ♖f6 19.g3 ♖g5 20.f4
♖h6 21.a3 ♗b6 22. ♗c2 c5 23. ♗d2

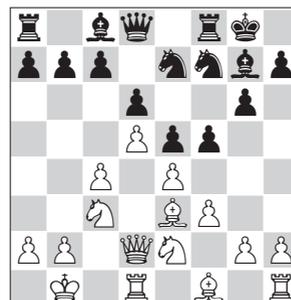
♗bc8 24.b5 ♗d4 25. ♗f1 ♗e7
26. ♗c3 exf4 27.gxf4 ♗e8 28. ♗be1
♗e6 29. ♗d5 ♗xd5 30.cxd5 ♗d7
31.a4 ♖g7 32.f5 ♖e5 33. ♗f2 f6
34. ♗h1 g5 35. ♖c4 ♖f7 36. ♗g1 ♗h8
37. ♗g2 ♗g8 38. ♗eg1 h5 39. ♖e2
♗g7 40. ♖d1 ♗cg8 41. ♗d2 ♗h7
42. ♗d3 ♗e8 43. ♖f2 ♗gg7 44. ♖e3
♗d8 45. ♖f2 ♗a5 46. ♖e1 ♗b6
47. ♖c3 ♗c7 48. ♗c4 g4 49. ♗f1
♗g8 50. ♗fg1 ♗hg7 51. ♗d3 ♗e7
52. ♖d2 ♗c8 53. ♗c4 ♗gg8 54. ♗f1
♗h7 55. ♖e1 ♗c7 56. ♗fg1 ♗h6
57. ♖f2 ♗f4 58. ♗e1 ♗d2 59. ♖g3
♗b4 60. ♗xb4 cxb4 61. ♖xe5 fxe5
62. ♗b2 ♗c1 63. ♗xb4 ♗a8 64. ♗b2
♗a1 65.a5 ♗xa5 66. ♖e2 ♗g7
67. ♗g2 ♗a3 68. ♖f1 ♗f6 69. ♗d1
♗c3 70. ♗dd2 h4 71.b6 h3+ 72. ♗f2
axb6 73. ♖e2 g3+ 74.hxg3 ♗xg3
75. ♗xb6 ♗g2+ 76. ♗f1 ♗a1+ 77. ♗d1
♗a2 78. ♗xd6+ ♗e7 79. ♗e6+ ♗xe6
80.d6+ ♗f6 81.fxe6 ♗axe2 82.d7
♗ef2+ 83. ♗e1 ♗g1+ 0-1

Illustrative game 21

Steven Geirnaert 2361
Emmanuel Neiman 2358

Rocheftort 2009 (9)

1.d4 g6 2.c4 ♖g7 3. ♗c3 d6 4.e4
e5 5. ♗ge2 ♗c6 6. ♖e3 ♗h6 7.d5
♗e7 8.f3 f5 9. ♗d2 ♗f7 10.0-0-0 0-0
11. ♗b1

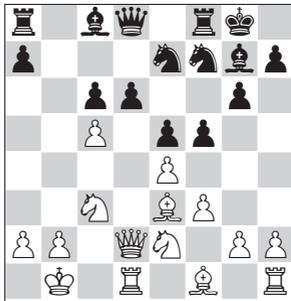


11...c5 12.dxc6

12.g3 a6 13.h4 b5 (13...h5!? 14.♘c1 ♕d7 15.♕d3 ♖e8 followed by ...b7-b5, and Black has counterchances; 13...♖b8 14.h5±) 14.cxb5 axb5 15.♘xb5 ♕d7 16.♘ec3 ♖a5 17.g4 ♖fb8 18.a4 ffg4 19.fgg4 ♕xg4 20.♕e2 ♕xe2 21.♖xe2 ♖b4 22.♖df1 ♖xa4 23.♖xf7 (23.♘xa4 ♖xe4+ 24.♖c2 ♖xc2+ 25.♔xc2 ♘xd5 26.♕d2 ♖xb5) 23...♔xf7 24.♘xd6+ ♔g8 25.♘xa4 ♖xa4 26.♕xc5 ♖a8 27.♕a3 ♖b3 28.♖f1 ♘f5 29.♖c4 ♖xa3 30.♖c8+ ♕f8 31.♖e6+ ♔h8 32.♖f6+ 1-0 Adla-Todorcevic, Santa Cruz de Tenerife 1995.

Or 12.h4 h5!? 13.♘c1 ♕d7 14.♕d3 f4 15.♕f2 a6 16.♖dgl ♖b8 17.g4 ffg3 18.♖xg3 b5 19.♕e3 ♔h7 with chances for both sides.

12...bxc6 13.c5



13.♘c1 ♕e6= 14.♕d3 ♖c7 15.♖e2 a5 16.♖d2 ♖fb8 17.♖c2 a4 18.♘d5 ♖d8 19.♘xe7+ ♖xe7 20.♖d1 a3 21.b3 f4 22.♕d2 c5 23.♖e1 ♘d8 24.♕c3 ♘c6 25.♕f1 ♖b6 26.♖d2 ♕f8 27.g3 ffg3 28.hxg3 ♖f7 29.♖d3 ♖ab8 30.♔a1 ♕h6 31.♖h2 ♕g5 32.♕h3 ♕xh3 33.♖xh3 ♖f8 34.g4 ♘d4 35.♕xd4 exd4 36.♘e2 ♖b7 37.♖f1 ♕f4 38.♔b1 ♖f6 39.♔c2 d5 40.♘xf4 ♖xf4 41.♖e1 ♖e8 42.♖hh1 dxe4 43.♖xe4 ♖xe4 44.♖xe4 ♖xe4+ 45.fxe4 ♖f7 46.b4 ♖f2+ 47.♔d3 ♖f3+ 48.♔d2 cxb4 49.♖b1 b3

50.axb3 ♖c3 51.b4 ♖xc4 52.♔d3 a2 53.♖a1 ♖xb4 54.♖xa2 ♔f7 55.♖a7+ ♔f6 56.♖xh7 ♔e5 57.♖e7+ ♔f4 58.♖f7+ ♔e5 59.♖e7+ ♔f4 60.♖f7+ ♔e5 ½-½ Gordon–Foisor, Hastings 2013.

13...d5! 14.exd5 f4 15.♕f2 ♕f5+ 16.♔a1 cxd5 17.♘xd5 ♘xd5 18.♖xd5 e4 19.fxe4

If 19.♖xd8 ♖fxd8 20.♕d4 (20.♖xd8+ ♖xd8 is crushing: the threat of ...♖d1 wins the house) 20...♖ac8 21.fxe4 ♕xe4 22.a3 ♖c7 Black wins the d4-bishop after ...♖cd7.

19...♕xe4 20.♖xd8 ♖axd8 21.♘d4 f3 22.♕c4 ffg2 23.♖he1 ♕d5?

This enabled White to equalize and even win after further mistakes by Black. After the cool 23...♔h8! Black is winning, for example: 24.♕g1 ♘g5 25.a3 ♕f3 26.♘xf3 ♘xf3 27.♖xd8 ♖xd8 28.♖c1 ♖d2+.

24.♕xd5 ♖xd5 25.♘e6 ♖f5 26.♖e2 ♖e8 27.c6 ♖xf2 28.♖xf2 ♖xe6 29.♖c2 ♖d6 30.♖dc1 ♕h6 31.c7 ♕xc1 32.c8♖+ ♖d8 33.♖g4 ♕f4 34.♖xg2 ♔g7 35.a3 ♖d4 36.♖e2 ♘e5 37.♖h4 ♖d1+ 38.♔a2 ♘d3 39.♖e7+ ♔h6 40.♖h4+ 1-0

Illustrative game 22

Magnus Carlsen 2844
Jens-Erik Rudolph 1981
 Hamburg sim 2016

This game was played in an exhibition. Seventy players were simultaneously facing the World Champion. Carlsen lost only this game.

1.c4 g6 2.♘c3 ♕g7 3.d4 d6 4.e4 e5 5.d5 a5 6.♕d3 ♘a6 7.♘ge2 ♘f6 8.♕g5 h6 9.♕h4 0-0 10.f3 ♘c5 11.♕c2 ♕d7 12.0-0 ♖e8 13.♔h1

13.♙f2 ♘h7 14.b3 b6 15.a3 f5 16.b4 ♘b7.

13...♘h7 14.b3 f5 15.a3 b6 16.b4 ♘b7 17.♚d2

17.exf5 gxf5 18.♞b1.

17...f4 18.♙f2 g5 19.♘b5 ♙xb5
20.cxb5 h5 21.♘c3 g4 22.♚e2 ♚g6
23.♞fc1 ♘f6 24.♙d1 ♙h6 25.♙e1
♞f7 26.♞a2 ♞g7 27.♞ac2 ♘h8
28.♚f1 ♞ag8 29.♙h4 ♙g5 30.♙f2



30...g3!

This classical pawn attack gives Black a clear advantage.

31.♙e1 gxh2 32.♘a4 ♘e8 33.♘b2
axb4 34.axb4 h4 35.♘d3 ♙d8
36.♘xh2 ♞h7

Black could have obtained a winning position with 36...♘f6! keeping the pressure on g2. 37.♞a1 ♘h5 38.♞a7 ♘g3 39.♚g1 h3 40.gxh3 ♚h7 41.♘f2 ♘f5 42.♘g4 ♘e3 43.♞d2 ♚xh3+ 44.♘xh3 ♞h7+ 45.♙h4 ♞xh4#.

37.♘f2 ♘f6 38.♘h3 ♘h5 39.♞a1 ♘g3
40.♚d3 ♙f6 41.♞a7 ♘d8 42.♞axc7



A mistake. White had to keep g2 under control.

42...♞xc7 43.♞xc7 ♘f5! 44.♞c2
♘e3 45.♞a2 ♘xg2 46.♚e2 ♘e3
47.♙b3 ♘f7 48.♚f2 ♚h5 49.♚e2
♞g2+ 50.♚xg2 ♘xg2 51.♘xg2
♘g5 52.♘g1 h3+ 53.♘h1 ♚g6
54.♞h2 ♘xf3 55.♘xf3 ♚xe4
56.♞xh3+ ♘g7 57.♘g1 ♚e3+

White resigned.

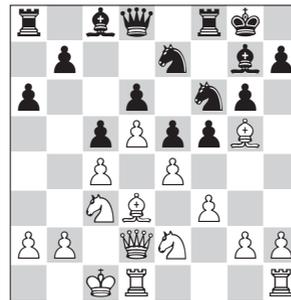
Illustrative game 23

Evgeny Tomashevsky 2728

Rauf Mamedov 2650

Huai'an rapid 2016 (4)

1.c4 g6 2.d4 ♙g7 3.e4 d6 4.♘c3
♘c6 5.♙e3 e5 6.d5 ♘ce7 7.♚d2
f5 8.f3 ♘f6 9.♙d3 0-0 10.0-0 c5
11.♘ge2 a6 12.♙g5



12...b5!?

A typical gambit. 12...♙d7 is fine for Black.

13.exf5

On 13.cxb5 fxe4! 14.fxe4 (14.♙xe4 axb5 15.♘xb5 ♞xa2 is nearly winning for Black; 14.♘e4 axb5 is much better for the second player) 14...♘g4. Black's initiative in this position is certainly worth a pawn.

13...♘xf5 14.♙xf5 ♙xf5

Black is also better after the more thematic 14...gxf5.

**15.g4 ♖d7 16.♗g3 ♜a5 17.♙b1
bxc4 18.h4**



18...♞ab8

The brilliant 18...e4! 19.♗gxe4 (19.♗cxe4 ♜xd2 20.♞xd2 ♗xe4 21.fxe4 (21.♗xe4 ♞xf3) 21...c3 22.bxc3 ♖xc3 23.♞c2 ♖e5 is crushing. Notwithstanding the absence of queens, Black's attack is lethal) 19...♗xe4 20.♗xe4 c3 21.♗xc3 ♞xf3 22.♞c1 ♖xg4 would have led to an elegant win.

**19.h5 h6 20.♖xf6 ♞xf6 21.♞hf1 ♞f4
22.♗ge4 g5 23.♗e2 c3 24.♗2xc3
♜b6 25.♞f2 c4 26.♞e1 ♞b7
27.♜e3 ♜c7 28.♞c2 ♞f8 29.♞ec1
♞fb8 30.♙a1 ♞b4 31.♜e2 ♜b6
32.♜f2 ♜c7 33.♜e2 ♜b6 34.♜f2
♜c7**

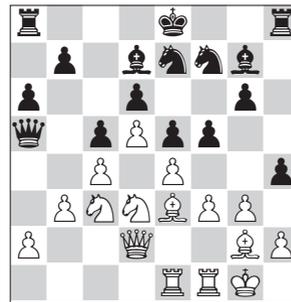
Draw agreed.

Illustrative game 24

Evgeny Ermenkov 2490
Zurab Azmaiparashvili 2625

Elenite 1994 (1)

**1.e4 d6 2.d4 g6 3.c4 e5 4.♗e2
♖g7 5.♗bc3 ♗c6 6.♖e3 ♗h6 7.f3
f5 8.d5 ♗e7 9.♜d2 ♗f7 10.g3 c5
11.♖g2 h5 12.0-0 h4 13.♞ae1 a6
14.b3 ♖d7 15.♗c1 ♜a5 16.♗d3**



16...f4 17.gxf4

The clever 17.♗a4 would have kept White in the game.

**17...exf4 18.♗e2 ♜xd2 19.♖xd2
h3 20.♖h1 g5 21.♙f2 ♗g6 22.♞g1
♖f6 23.♗dx4 ♗xf4 24.♗xf4
♖d4+ 25.♙e2 gxf4 26.♖xf4 ♖xg1
27.♞xg1 ♙e7 28.♖g3 b5 29.f4
bxc4 30.bxc4 ♞ab8 31.e5 ♖f5
32.e6 ♞b2+ 33.♙e3 ♞xa2 34.♖f3
♞a3+ 35.♙f2 a5 36.exf7 ♞a2+
37.♙e3 ♙xf7 38.♖d1 a4 39.♖e1
♞g2 40.♞xg2 hxg2 41.♖f2 a3 0-1**