

# Exeter Chess Club: Playing Black in e - pawn games

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# Chapter 1

## Introduction

The two general opening rules are:

**Rule 1: Develop as fast and as actively as you can**

**Rule 2: Get a stake in the centre, and try to stop your opponent**

What does this mean in the e-pawn openings?

Plan A for White:

**try and build a big centre with c3,d4 etc.**

**try and destroy Black's hold in the centre with f4 or d4**

You can see that the move d4 may do both: after ...exd4, cxd4 Black's centre pawn has disappeared and White has the perfect pawn centre. This is the worst case for Black

Plan A for Black:

**Rule 1: develop as fast as you can**

**Rule 2: try to hang on to your own stake in the centre, or at least make sure you destroy White's as well.**

Both sides may be able to maintain the e-pawn centre with pawns on e4/e5, or these may disappear and both sides have a central d-pawn (d4/d5). Lastly, all four central pawns may vanish. In each case Black should have equal play.

**if White doesn't do much, grab as much of the centre as you can**

Again, the move ...d5 often forms part of Black's plans. If Black can play this in safety, you will usually have equalised at least.

**e-pawn centre** With or without the d-pawns the natural break is f4/...f5, and either side can hope to plant a Knight on f4/f5.

**d-pawn centre** The open e-file usually means exchanges of the heavy pieces, as neither side can

afford to abandon control of the file. The right square to plonk a Knight is e4/e5

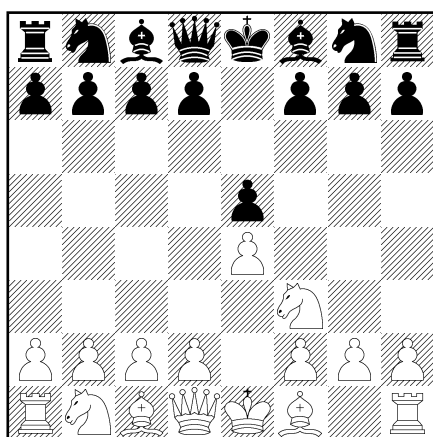
**vanished centre** With both files open exchanges are likely, and unless one side can seize the centre by force, or has the two bishops, play is drawish.

So, let's have a look at some variations.

# Chapter 2

# Analysis

1. e4 e5 2. ♘f3



The commonest and probably the best move here, but there are alternatives. We divide this booklet into:

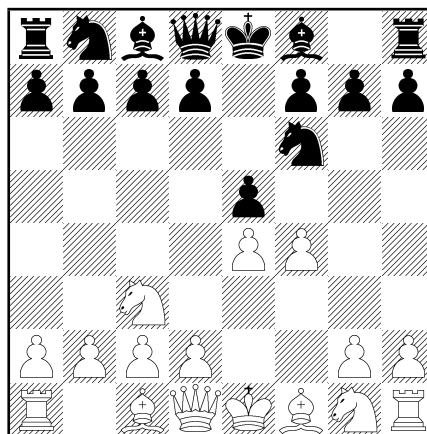
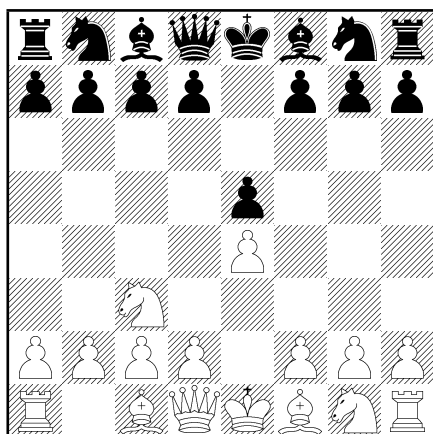
White plays 2. ♘f3

Less usual tries for White

# Chapter 3

## Less usual tries for White

### 3.1 The Vienna Opening, 2. 3.1.1 Vienna Gambit, 3. f4 Nc3



This old move is not bad: it threatens nothing but holds up Black's ...d5, and leaves open the possibility of 3. f4. How should Black reply?

#### 2. ..., ♞f6

This is Rule 1: develop as fast and as actively as you can

White has several choices here: 3. f4, 3. ♙c4 and 3. g3 are common

#### 3. ..., d5

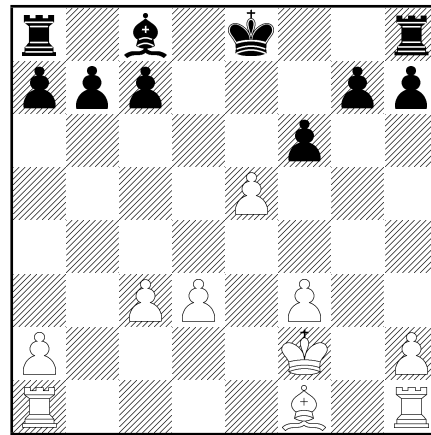
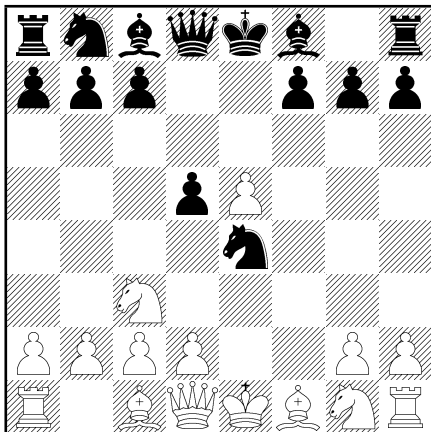
And this is Rule 2: keep hold of your share of the centre, or hit back with ...d5. [The move 3. ..., d6 looks half-right, but blocks in the Bf8 and gives up on playing ...d5. 3. ..., d5 is all right.]

Now you should get an equal game, although, as always, you must be careful.

#### 4. f×e5

[4. e×d5 e×f4 5. d4 ♙d6 6. ♖e2+ ♚f8! Inkiou-Pinter, 1982. BCO2 give this as a slight edge to Black]

#### 4. ..., ♞×e4



### 5. d3

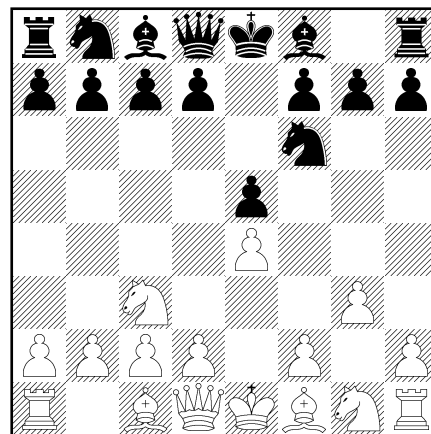
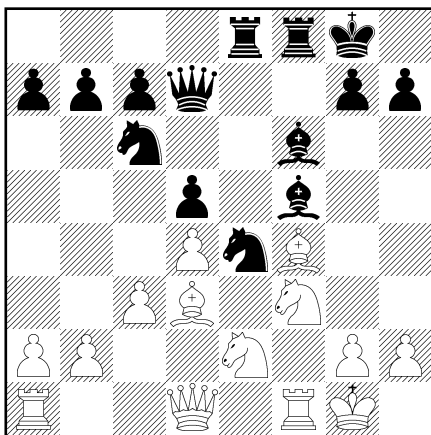
[Natural development by 5. ♖f3 ♗e7 6. d4 O-O 7. ♗d3 f5 8. e×f6 ♗×f6 9. O-O ♖c6 10. ♖e2 ♗f5 11. c3 ♗d7 12. ♗f4 ♜ae8 leads to a level d-pawn type of centre

/

9. c3 ♖×f3+ 10. ♗×f3 c6 11. d4 ♗h4+ 12. g3 ♗g4 13. ♗g2 ♗×f3 14. ♗×f3 ♗e6

with a level endgame; not much chance for Black to win in this line I'm afraid.

### 3.1.2 Vienna Game with 3. g3



Now after 5. d3 Black can simplify carefully and gain equality:

5. ..., ♖×c3 6. b×c3 d4

6. ..., ♗e7 is more solid-looking, perhaps

7. ♖f3 ♖c6 8. c×d4 ♖×d4

[Instead 8. ..., ♗b4+ 9. ♗d2 ♗×d2+ 10. ♗×d2 ♖×d4 11. c3 ♖×f3+ 12. g×f3 ♗h4+ 13. ♗f2 ♗×f2+ 14. ♗×f2 f6 is level:

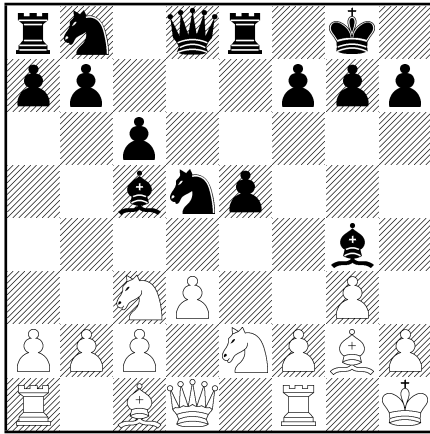
This line was fashionable amongst masters a few years ago. White isn't doing much, so just follow rules one and two: first develop:

3. ..., ♗c5 4. ♗g2 O-O 5. d3 ♜e8

Then hit back with ...d5.

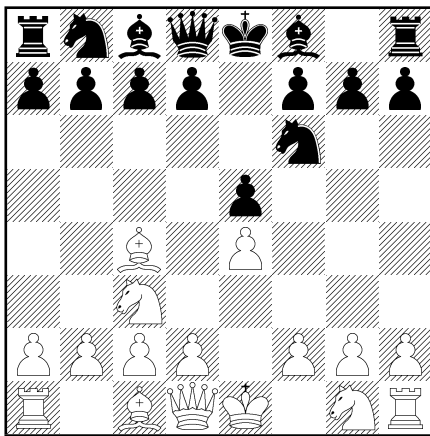
6. ♖ge2 c6 7. O-O d5 8. e×d5 ♖×d5 9. ♖h1 ♗g4 =





with a level game, as in Portisch-Toran 1961.

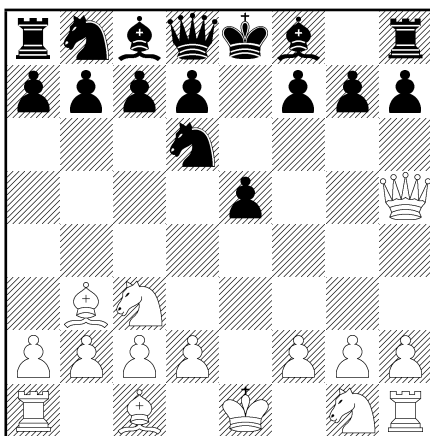
### 3.1.3 Vienna Game with 3. Bc4



If White plays this I recommend you reply

3. ..., ♖c6

[There is an exciting line 3. ..., ♖×e4 4. ♔h5 ♗d6 5. ♕b3

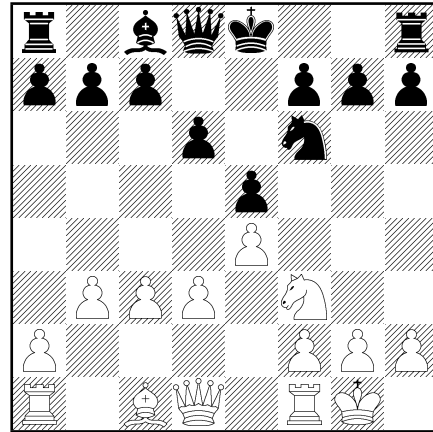


when Black can survive with ... Be7, but I don't think you should let White get into this line]

4. d3 ♕b4 5. ♗f3 d6 6. O-O ♕×c3 7. b×c3 ♗a5

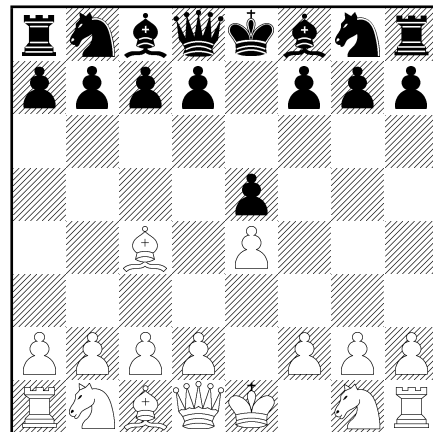
[Fritz reckons you should play 7. ..., h6]

8. ♕b3 ♗×b3 9. c×b3



When play is level.

### 3.2 Bishop's opening, 2. Bc4



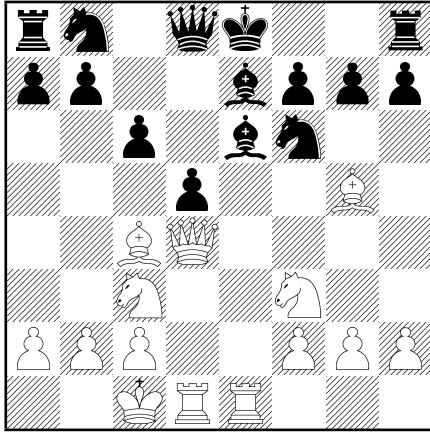
This became fashionable as a way of avoiding the Petroff. The right move is:

2. ..., ♗f6

Now White's most common move is:

3. d3

[The line 3. d4 e×d4 4. ♗f3 is the dangerous Urusoff Gambit 4. ..., ♗×e4 when 5. ♔×d4 ♗f6 6. ♕g5 ♕e7 7. ♗c3 c6 8. O-O-O d5 9. ♖he1 ♕e6 leads to a strong attacking game for White



Simply 4. ... , ♖c6 5. O-O transposes to the Two Knights' lines below]

3. ... , ♖c6 4. ♖f3

This transposes to a quiet line of the Italian (*Giuoco Piano/Two Knights*) group of openings

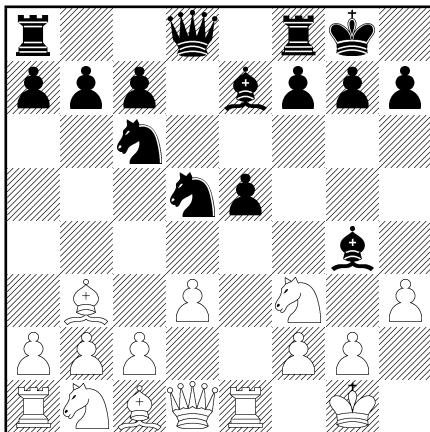
[ 4. f4 is the only attempt to be original, but is a poor version of the King's Gambit where White has been committed to d2-d3. One line might go:

4. ... , e×f4 5. e5 d5 6. e×f6 d×c4 7. f×g7 ♙×g7 8. ♙×f4 c×d3 9. c×d3 ♖e7+ 10. ♖e2 ♙×b2, when White is in all sorts of trouble]

4. ... , ♙e7 5. O-O O-O 6. ♙b3

Having developed quickly, you are now ready for:

6. ... , d5 7. e×d5 ♖×d5 8. ♖e1 ♙g4 9. h3

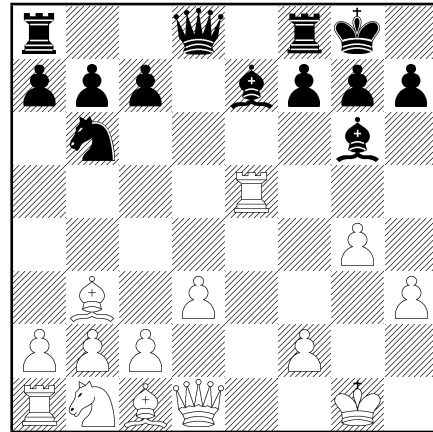


Now, the book line goes:

9. ... , ♙h5 10. g4 ♙g6 11. ♖×e5 ♖×e5 12. ♖×e5,

when BCO2 gives:

12. ... , ♖b6! =



Dolmatov-Chekhov, 1981.

This is a move Gary Lane ignores in his popular book.

But Lane does suggest the magnificent mess starting:

9. ... , ♙×f3

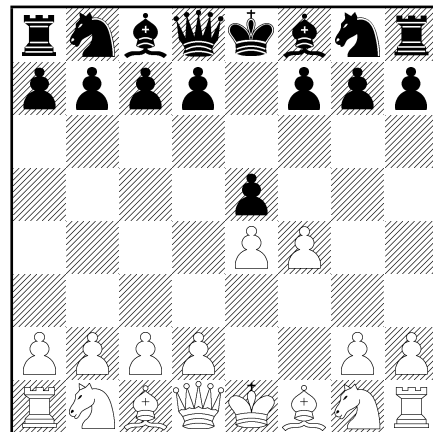
e.g.

10. ♖×f3 ♖d4 11. ♖×d5

Q×d5 12. ♙×d5 ♖×c2

If you prefer this sort of game, this is a nice try.

### 3.3 The King's Gambit, 2. f4



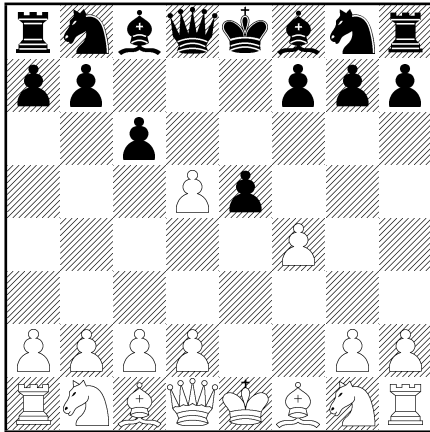
Emanuel Lasker, world champion after Steinitz, said that gambit pawns should always be taken if you haven't broken any opening rules. He adds, you take them, not to hang on to them, but to make your opponent waste time and energy getting the pawn back. Meanwhile, you can develop and prepare to hit back.

This is good advice, but just as in the Vienna Gambit, we will also look quickly at a line with ...d5.

2. ..., d5 3. e×d5

Now you can try the relatively unanalysed 3. ..., c6

3. ..., c6



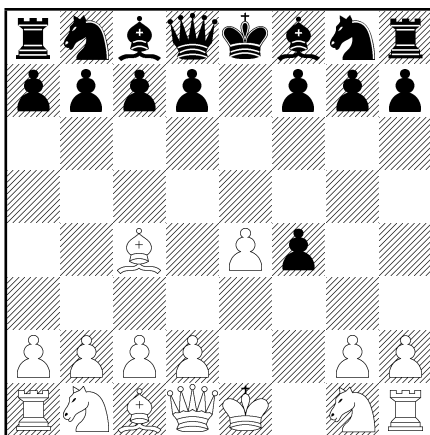
The Nimzovitch counter-gambit; 3. ..., e4 is the old Falkbeer counter-gambit. Either way you get a good gambit line of your own against the King's Gambit. But Lasker would undoubtedly play:

2. ..., e×f4

Now White has two main ways of continuing:

- (a) King's Bishop's Gambit, 3. ♖c4
- (b) King's Knight's Gambit, 3. ♘f3

### 3.3.1 King's Bishop's Gambit, 3. Bc4



Black can play simply

3. ..., ♘f6 (Rule 1)

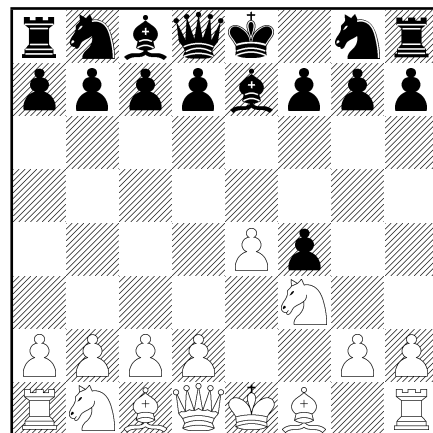
4. ♗c3 c6 (Rule 2)

with good chances.

### 3.3.2 King's Knight's Gambit, 3. Nf3

I have always liked

3. ..., ♗e7



This Cunningham Variation reinforces the ancient weakness on the e1-h4 diagonal, and covers the e-file.

4. ♗c4

Now 4. ..., ♗h4+ is a fair try, but it's easier to go

4. ..., ♗f6 5. e5

Alternatives include

[ 5. ♗c3 c6]

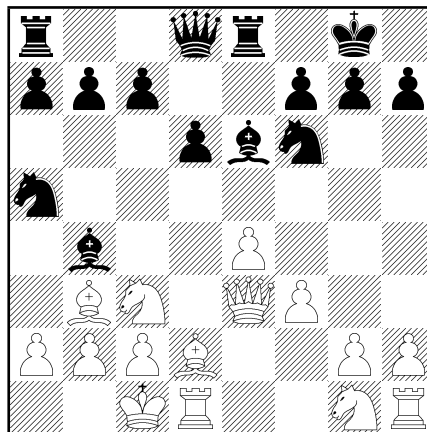
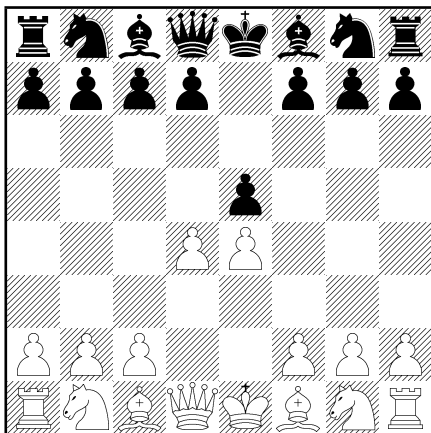
[ 5. O-O d5]

but these should cause you no trouble. After 5. e5

5. ..., ♗g4 6. O-O d6

Black has an equal game.

### 3.4 Centre Game and; Danish Gambit, 2. d4



*with slight advantage to Black, according to BCO2]*

6. ♖d2 d5 7. e×d5 ♗×d5 8. ♗×d5 ♙×d5

Don't mess around, just play

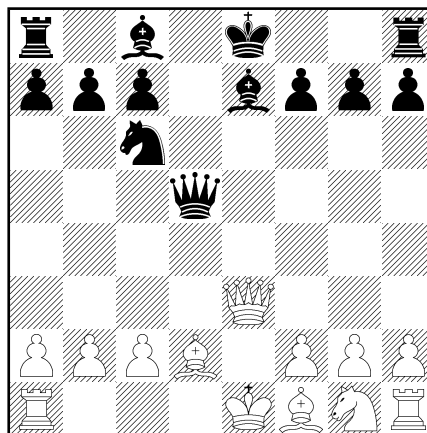
2. ..., e×d4

Now White has a choice:

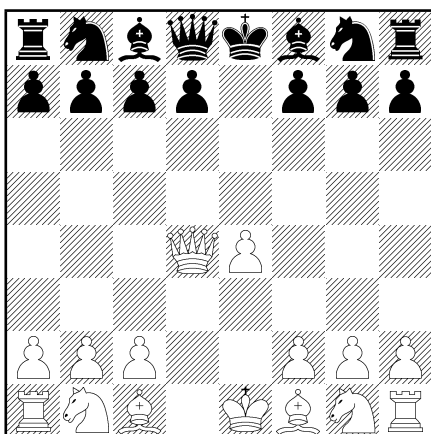
(a) Centre Game, 3. ♙×d4

(b) Danish Gambit, 3. c3

or White can try to transpose into the Scotch with 3. ♗f3.

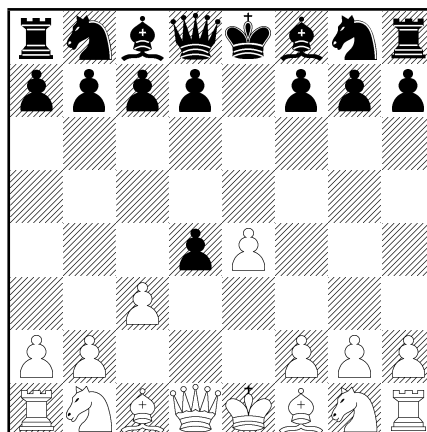


#### 3.4.1 Centre Game, 3. Qxd4



Black is ahead in development, which makes the opposite-side castling difficult to play for White. The game is equal.

#### 3.4.2 Danish Gambit, 3. c3



This exposes the Q to attack, when it is hard to find a good retreat.

3. ..., ♗c6 4. ♙e3 ♗f6 5. ♗c3 ♖e7

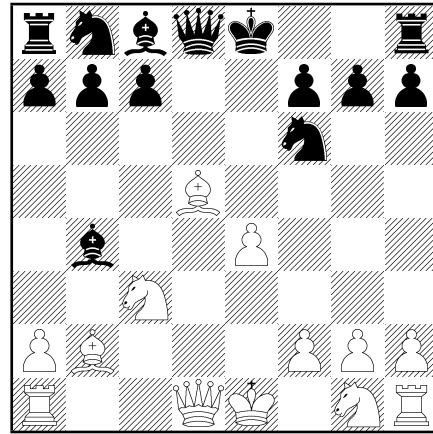
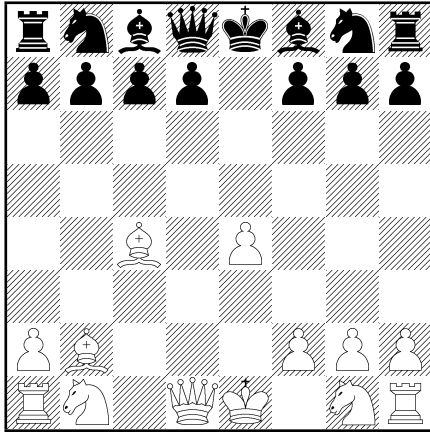
[or 5. ..., ♖b4 6. ♖d2 O-O 7. O-O-O Re8 8. ♖c4 d6 9. f3 ♗a5 10. ♖b3 ♖e6 =+]

3. ..., d×c3 (Lasker!)

[Although 3. ..., ♖e7 is an interesting way of declining]

Now 4. ♘c3 is a sort of 'half-Danish', and is likely to transpose to the Goring Gambit, dealt with under the Scotch Game section below. The Danish proper is:

4. ♙c4 c×b2 5. ♙×b2

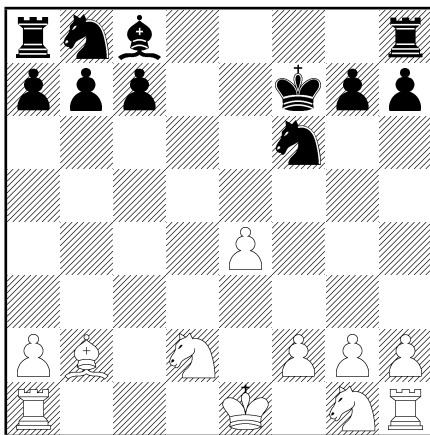


when Black has good chances of an advantage - either securing the two bishops in an open position, or developing quickly and then keeping the pawn. If you find yourself as Black thinking about odd or cramped moves just to try and hang on to the pawn, my advice is: let it go.

When White has a genuinely dangerous lead in development. Correct technique here is to return some of the material to get your own development back on track.

5. ..., d5 6. ♙×d5 ♙b4+

[or 6. ..., ♘f6 7. ♙×f7+ ♙×f7 8. ♖×d8 ♙b4+ 9. ♖d2 ♙×d2+ 10. ♘×d2



is a level ending with rival majorities, and is as good a try to win as any for Black.]

7. ♘c3 ♘f6

# Chapter 4

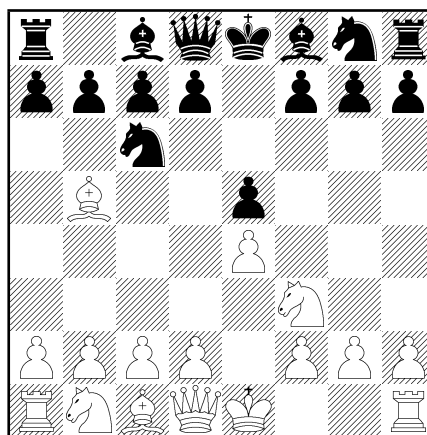
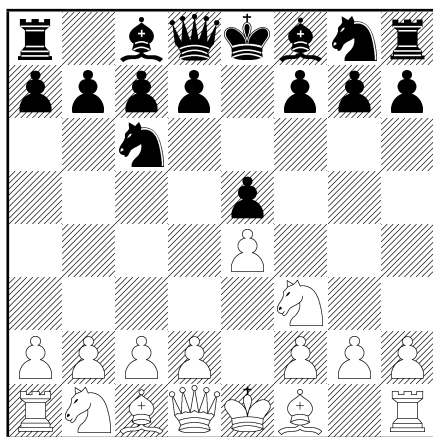
## White plays 2. Nf3

The best reply, is, of course:

### 4.2 Ruy Lopez, 3. Bb5

#### 4.1 .. Nc6

White has a few different tries here, the main ones being

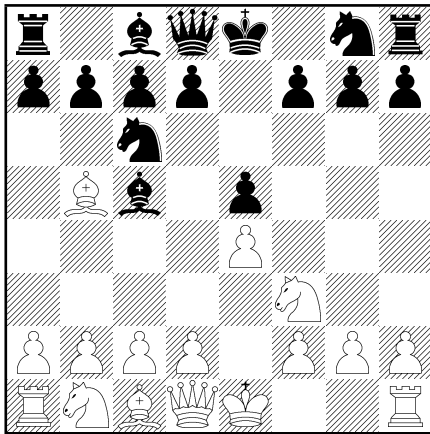


- 3. ♖b5, the Ruy Lopez
- 3. d4, the Scotch Game
- 3. ♜c4, the Italian game which can lead to the Giuoco Piano. Here I recommend the Two Knights' Defence.

This is the most important move at master level. The 'Spanish torture' (Ruy Lopez was a Spanish priest) is the main winning weapon for White and has held centre stage for hundreds of years. At junior level, though, there are a few ways to play it, depending on how much you trust your opponent to play lines you like. John Walker recommends the exciting Open Morphy Defence with 5. ... ♞×e4, but White can veer off into some really dull lines on moves 4 and 5, and if anything your two moves tempt White to play a dull line. The Open Morphy is very well known and hard to play for both sides, so I'll throw in one more alternative: the Archangel Variation. See what you think for yourself.

My own recommendation is the old Cordel Defence with

- 3. ... ♜c5



Bobby Fischer played this a few times in the 'sixties, and never had any trouble reaching a level game. It avoids any trouble you may have with the Exchange Variation and Lopez Four Knights' lines below. Let's look at how you can try and get into the Open Morphy lines, and perhaps then you can will see why I started looking at the Cordel line.

To get into the Open Morphy line you play

3. ... , a6

hoping for

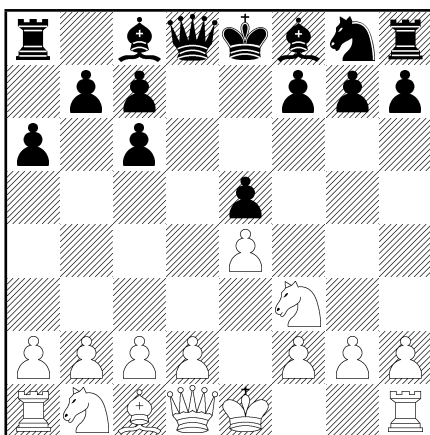
4. ♘a4

White has an important alternative here, which might be played just out of nerves.

#### 4.2.1 The Exchange variation 4. Bxc6

After

4. ♘×c6 d×c6



White can play either the old main line

(a) 5. d4

or the Barendregt line

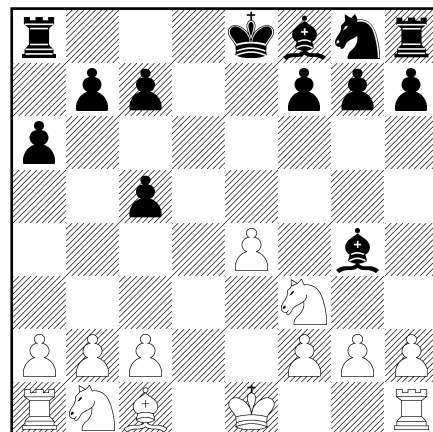
(b) 5. O-O

The move 5. ♘×e5 is met by 5. ... , ♖d4, regaining the pawn.

IV.B.1.a) Old main line 5. d4

White is going for the better ending with this move; the hope is that all the pieces will come off, when White can create a passed pawn on the K-side with f4-f5 and e4-e5-e6 while your Q-side majority is crippled. So Black should avoid too many exchanges and play very actively, using the two bishops and open lines.

5. ... , e×d4 6. ♖×d4 ♖×d4 7. ♘×d4 c5 8. ♘f3 ♘g4



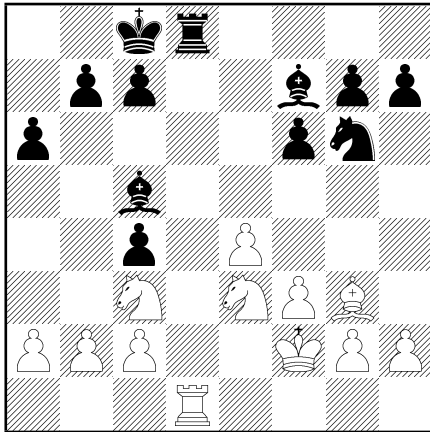
with equal chances.

IV.B.1.b) Barendregt line 5. O-O

Bobby Fischer revived this in the 'seventies, and it is still being tried.

What should you do? The book line is roughly equal after

5. ... , f6 6. d4 e×d4 7. ♘×d4 c5 8. ♘b3 ♖×d1 9. ♖×d1 ♘g4 10. f3 ♘e6 11. ♘f4 c4 12. ♘d4 O-O-O 13. ♘c3 ♘f7 14. ♘f5 ♖×d1+ 15. ♖×d1 ♘e7 16. ♘e3 ♘g6 17. ♘g3 ♘c5 18. ♖f2 ♖d8 =/+ =



leads to mate.

So White should play either

**7. c3**

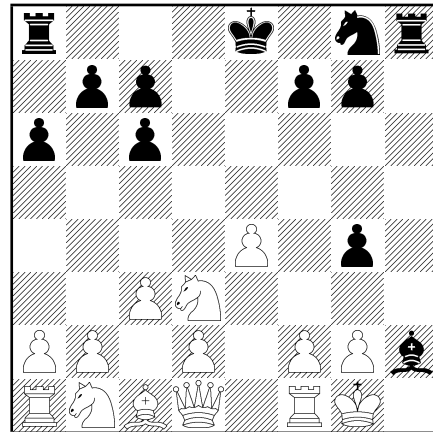
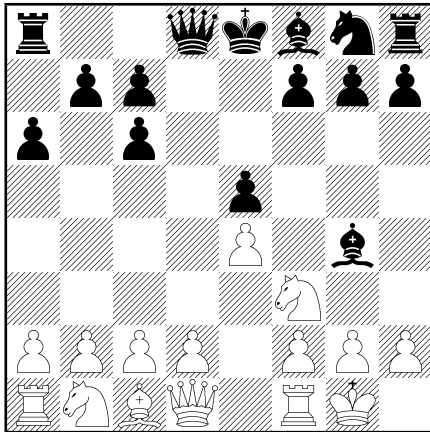
with a probable draw after

**7. ... , ♖d3 8. ♜e1**

[ 8. h×g4 h×g4 9. ♘×e5 ♙d6 10. ♘×d3 ♙h2+  
11. ♚h1 ♙g3+ 12. ♚g1 ♙h2+ drawn

(Vitolins-Romanishin 84) with at most a small advantage for White.

But I reckon at junior level the line



**5. ... , ♙g4**

is worth a punt:

**6. h3 h5!**

Now

**7. h×g4 h×g4 8. ♘×e5 ♖h4 9. f4 g3**

**8. ... , ♙×f3 9. ♖×f3 ♗×f3 10. g×f3 O-O-O  
11. ♚f1 ♙e7 12. ♚e2 ♙g5 13. ♘a3 ♘e7 14.  
♜g1 ♙h6 15. ♘c4 f6 16. h4 c5 17. d3**

Or, the best line,

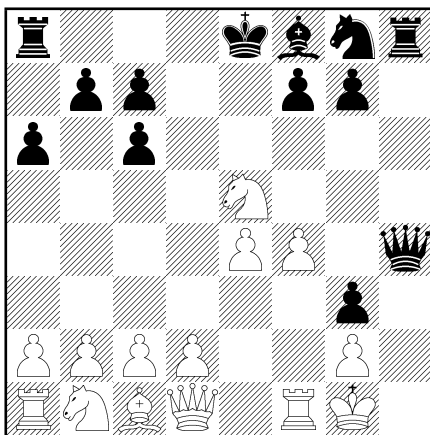
**7. d3**

White can get a small advantage here I think, but has to play lots of good moves.

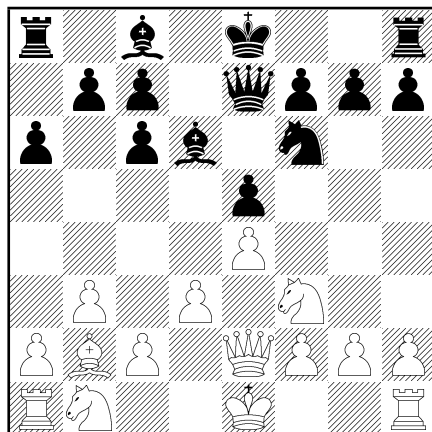
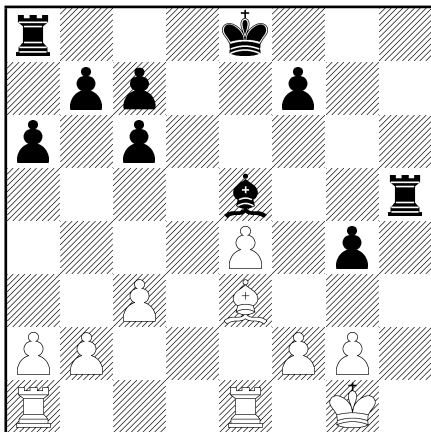
**7. ... , ♖f6 8. ♘bd2 ♘e7 9. ♜e1 ♘g6 10.  
d4 ♙d6 11. h×g4 h×g4 12. ♘h2 ♜×h2 13.  
♖×g4 ♖h4 14. ♖×h4 ♜×h4 15. ♘f3 ♜h5  
16. d×e5**

[ 16. c3 f6 17. ♙e3 += bco2]

**16. ... , ♘×e5 17. ♘×e5 ♙×e5 18. c3 g5 19.  
♙e3 g4**







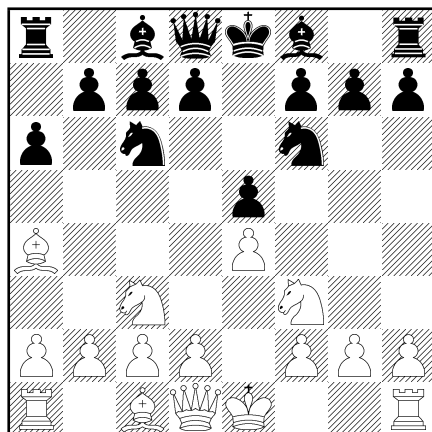
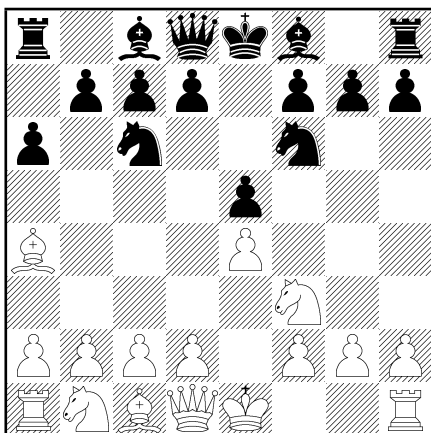
9. ..., ♕g4 10. ♖bd2 O-O-O is simply level

]

If White plays the main line with 4. ♕a4, we continue to steer for the Open Morphy with

4. ..., ♖f6

#### 4.2.2 Lopez Four Knights' Variation, 5. Nc3



5. ♖c3

Now ...d5 is difficult, but White has little chance of advantage.

5. ..., b5 6. ♕b3 ♕e7 7. d3

[ 7. a4 is more risky: 7. ..., b4 8. ♖d5 ♖×e4

hoping for

5. O-O

Sadly, White has several alternatives here, and if all your opponent knows about the Ruy Lopez ends after the third move, you may well startle White into playing one of these lines:

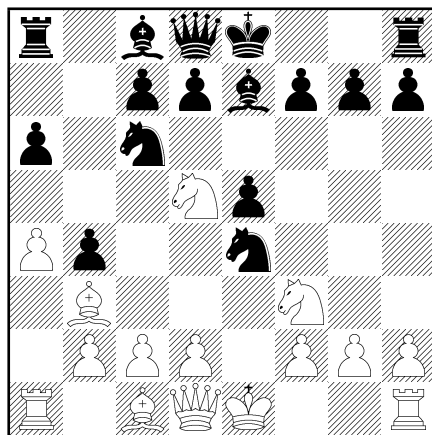
5. ♖c3 Lopez Four Knights

5. d3 Andersson-Steinitz

There is also

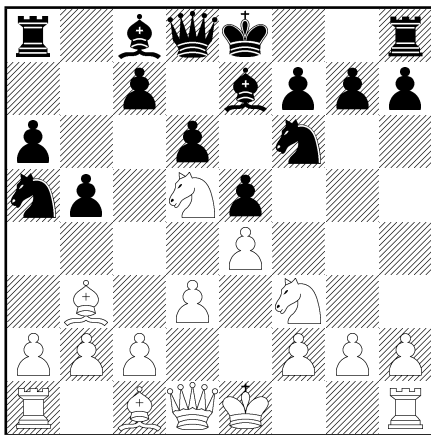
[ 5. ♖e2

which is no problem, but it does stop you playing your intended 5. ..., ♖×e4. Instead 5. ..., ♕e7 6. ♕×c6 d×c6 7. b3 ♕d6 8. ♕b2 ♖e7 9. d3 =



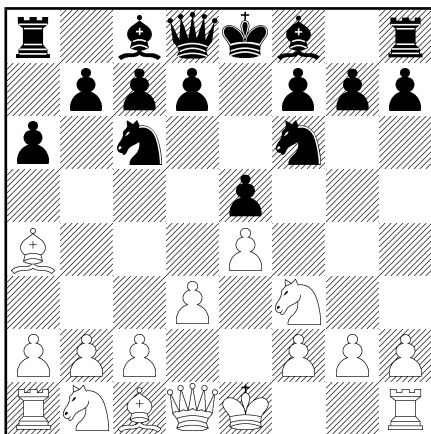
when Black may have the edge.]

7. ... , d6 8. ♖d5 ♜a5 =



with equality: BCO2.

#### 4.2.3 The Andersson-Steinitz line, 5. d3

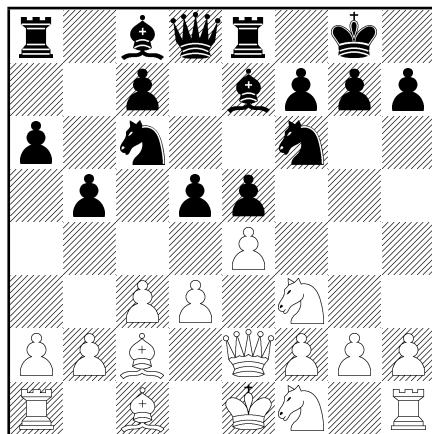


White intend to play slowly. There's not much you can do but trot out the usual recipe: develop and play ...d5. This should lead to level play.

5. d3 d6 6. c3 ♙e7 7. ♜bd2 O-O 8. ♜f1 b5 9. ♙c2

[ 9. ♙b3 d5 10. ♚e2 ♙e6]

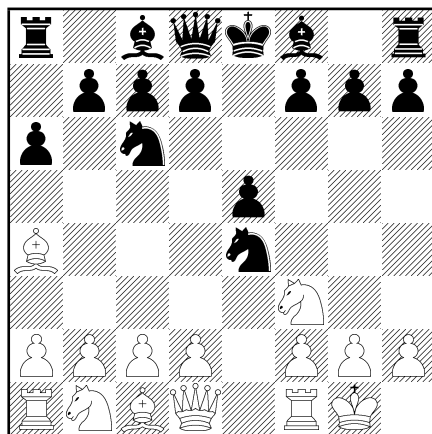
9. ... , d5 10. ♚e2 ♜e8



with equality.

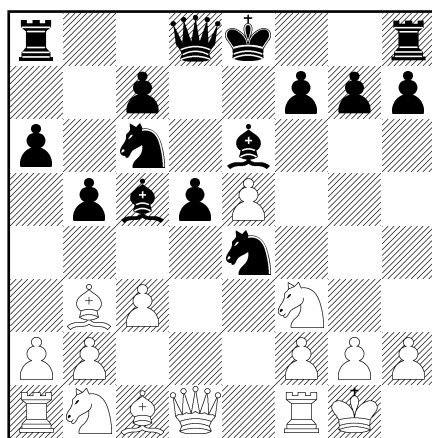
After 5. O-O we can at last enter the

#### 4.2.4 Open Morphy Variation with 5... Nxe4



The main line of the Open Morphy variation goes:

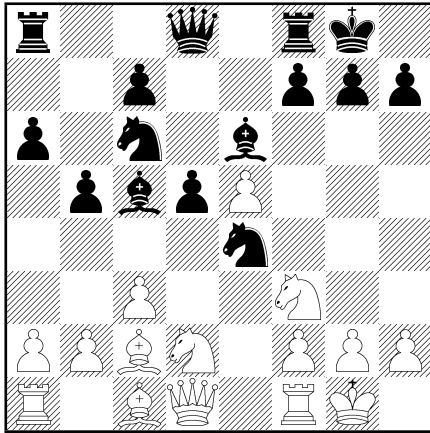
6. d4 b5 7. ♙b3 d5 8. d×e5 ♙e6 9. c3 ♙c5



When Black has superb development, although may look a little loose. The Open variation has

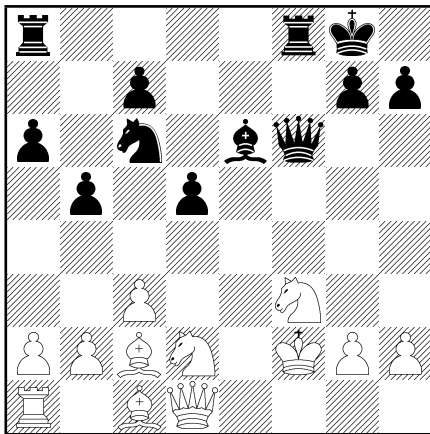
been a great favourite of fighting players like Euwe and Korchnoi.

10. ♖bd2 O-O 11. ♔c2



Now you might even consider the Dilworth line:

11. ... ♖×f2 12. ♖×f2 f6 13. e×f6 ♔×f2+  
14. ♔×f2 ♖×f6



Botvinnik has tried this, although it is clearly risky to give up a piece in such an apparently equal position.

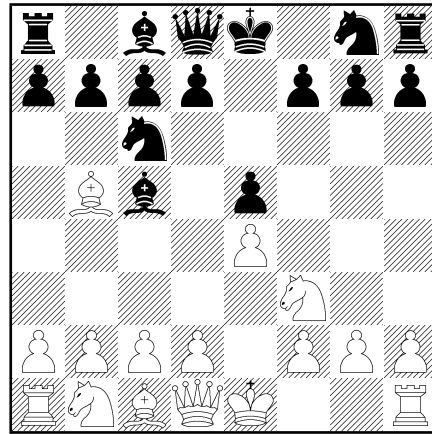
There are many alternatives in the Open Morphy at each point for both players, so I have only indicated some of the outlines above. Look in books like BCO2 for more information. Or, if the number of variations you see in the books frightens you, please consider the Archangel Variation

5. ... b5 6. ♔b3 ♔b7

which I discuss below.

But I have a feeling that most White junior players won't let you play these lines, and instead will veer off with the natural-looking Exchange or Four Knights' lines.

## 4.2.5 Cordel Defence 3...Bc5



Having seen the number of ways White can shoot off into odd lines, you can see why I would like to recommend the Cordel variation. After

3. ... ♔c5

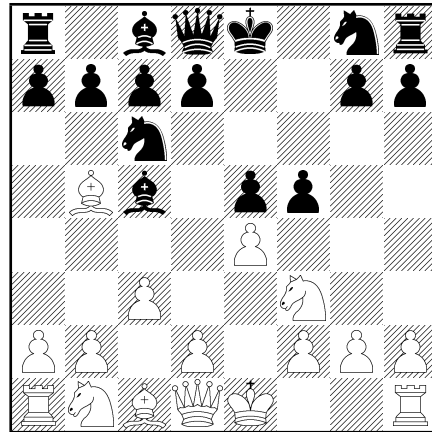
White's best try is

4. c3

[or 4. O-O ♖ge7 5. c3 ♔b6 6. d4 e×d4 7. c×d4 d5 8. e×d5 ♖×d5 9. ♖e1+ ♔e6 = Evans-Fischer 1960]

Now the only lines I could find in BCO2 started

4. ... f5



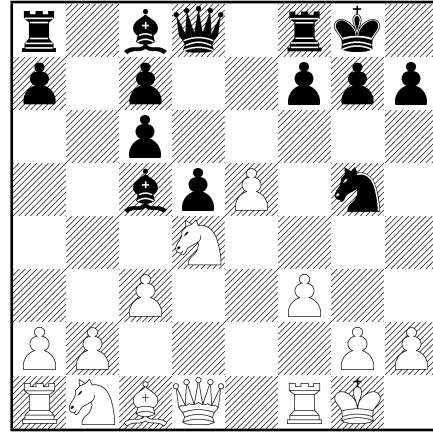
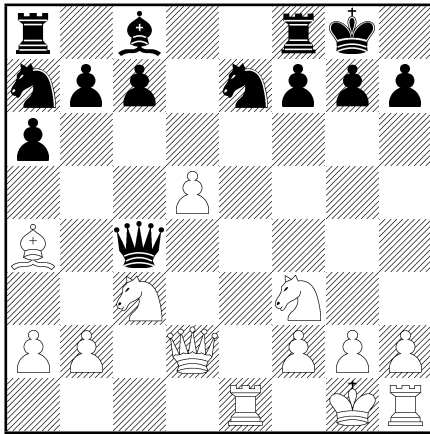
...with White getting the advantage after

5. d4 f×e4 and

5. e×f5 e4.

But Fischer's treatment was more simple: e.g.

4. ... ♖ge7 5. d4 e×d4 6. c×d4 ♔b4+ 7. ♔d2 ♔×d2+ 8. ♖×d2 a6 9. ♔a4 d5 10. e×d5 ♖×d5 11. ♖c3 ♖e6+ 12. ♖f1 ♖c4+ 13. ♖g1 O-O 14. d5 ♖a7 15. ♖e1



drawn Gligoric-Fischer 60.

So on this evidence, the Cordel Defence is a simple way to get your pieces out against players who you don't trust to enter the main lines.

15. ..., ♖f5

[or 15. ..., ♖g6]

which was soon drawn: Tal-Fischer, 1960.

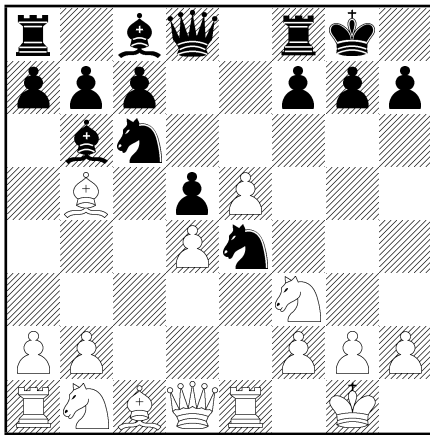
Fischer also had several games with the bolder line

4. ..., ♖f6

For example

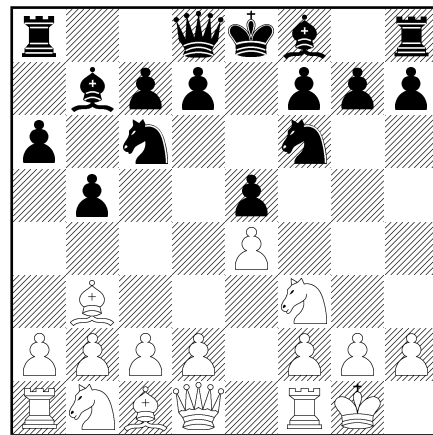
5. d4 e×d4

[ 5. ..., ♗b6 6. O-O O-O 7. ♖e1 e×d4 8. c×d4 d5 9. e5 ♖e4



#### 4.2.6 An alternative to the Open Morphy: Archangel Variation with 5...b5

5. ..., b5 6. ♗b3 ♗b7



Now the best line is (c) 7. ♖e1, but White has been tempted to go for a quick break with either

(a) 7. d4 or

(b) 7. c3 and 8. d4

IV.B.6.a) Archangel with 7. d4

7. d4

This is nothing to be scared of.

7. ..., ♖×d4 8. ♖×d4 e×d4 9. e5 ♖e4 10. c3 d×c3 11. ♖f3

This looks awkward, but Black can survive happily.

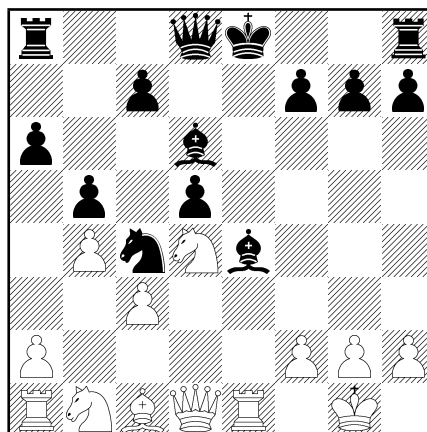
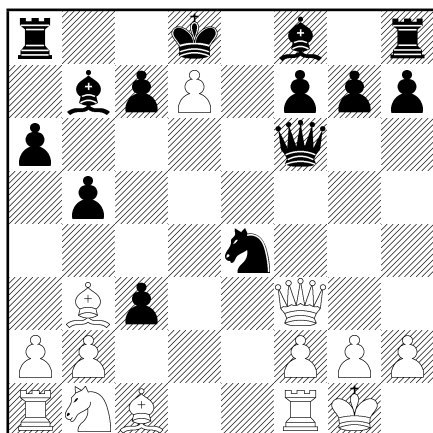
drawn shortly, Unzicker-Fischer 60]

6. e5 ♖e4 7. O-O

[ 7. c×d4 ♗b4+ 8. ♗d2 ♖×d2 9. ♖b×d2 O-O 10. O-O a6 11. ♗a4 d6 = Jimenez-Fischer 60]

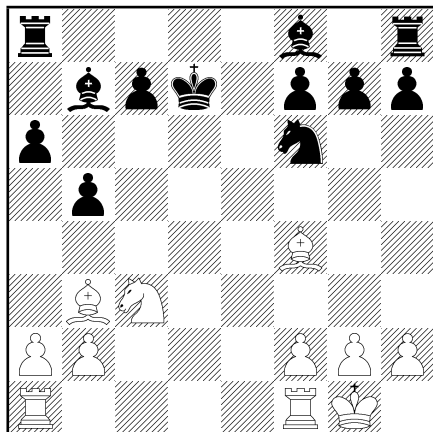
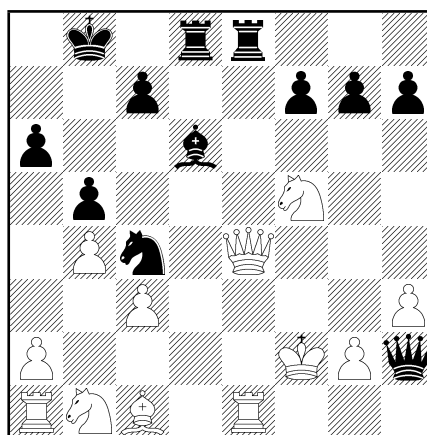
7. ..., d5 8. ♖×d4 O-O 9. f3 ♖g5 10. ♗×c6 b×c6

11. ..., d5 12. e×d6 ♖f6 13. d7+ ♔d8!



14. f3 ♖h4 15. h3 ♖g3 16. ♘f5 ♖h2+ 17. ♔f2  
O-O-O 18. f×e4 d×e4 19. ♖g4 ♔b8 20. ♖×e4  
♜he8

14. ♖×f6+ ♘×f6 15. ♘×c3 ♔×d7 16. ♙f4 =



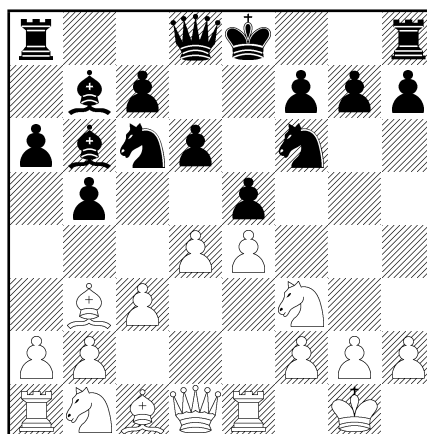
Black is doing fine here.

IV.B.6.c) Main line Archangel with 7. ♖e1

7. ♖e1 ♙c5

White now plays his Plan A

8. c3 d6 9. d4 ♙b6



With equality, according to Vlastimil Hort.

IV.B.6.b) Archangel with 7. c3

This is more patient but not stronger.

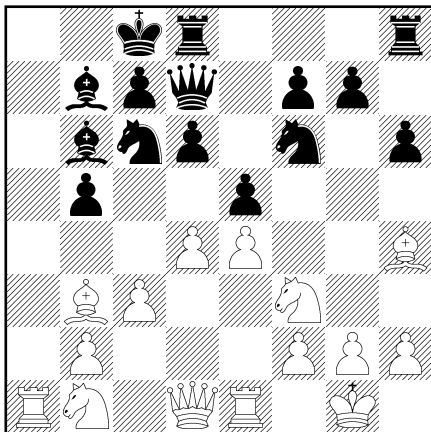
7. c3

Black can now make a mess with

7. ..., ♘×e4 8. d4 ♘a5 9. ♙c2 e×d4 10. b4 ♘c4  
11. ♙×e4 ♙×e4 12. ♖e1 d5 13. ♘×d4 ♙d6

Black is solid and well-developed, as in many lines of the Lopez, but here has posted the bishops on much more active squares, pointing at the White King. Black can play very actively now, castling Queen's side and hammering down the other wing.

10. ♖g5 h6 11. ♖h4 ♖d7 12. a4 O-O-O 13. a×b5 a×b5



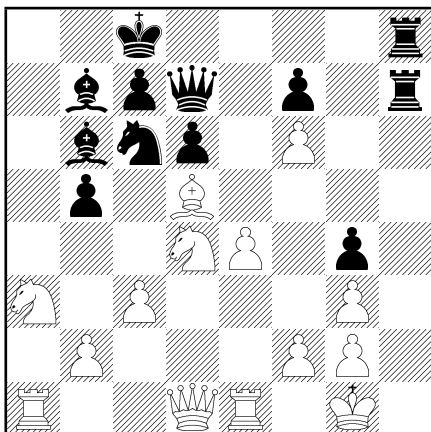
14. ♗×f6

This is the strongest line:

[ 14. ♘a3 g5 15. ♖g3 h5 16. d×e5

[ 16. h4 was essential: 16. ... , g×h4 17. ♗×h4 ♖h6 18. ♘×b5 ♖g8 19. ♖d3 e×d4 20. c×d4 ♘b4 and Black is still spuddling away well]

16. ... , h4 17. e×f6 h×g3 18. h×g3 g4 19. ♘d4 ♖h7 20. ♖d5 ♖dh8=+



with an edge for Black, according to BCO2]

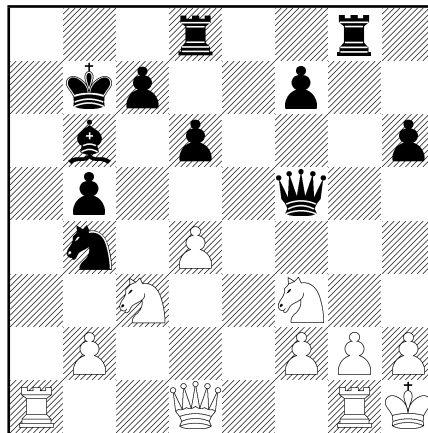
14. ... , g×f6

Now White does best to try and keep things under wraps with

15. ♖d5

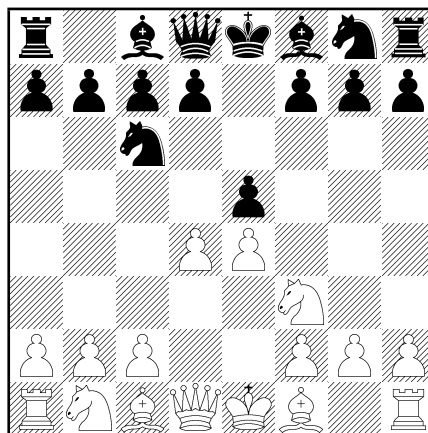
But Black can give White some nervous moments with:

15. ... , ♖hg8 16. ♖h1 ♖g4 17. ♖g1 e×d4 18. c×d4 f5 19. ♘c3 f×e4 20. ♘×e4 ♖f5 21. ♘c3 ♘b4 22. ♖×b7+ ♖×b7=



Klovans-Shirov 87: equal, accoring to BCO2

### 4.3 3. d4 Scotch Game and gambits



The old (1826) Scotch Game is

3. ... , e×d4 4. ♘×d4

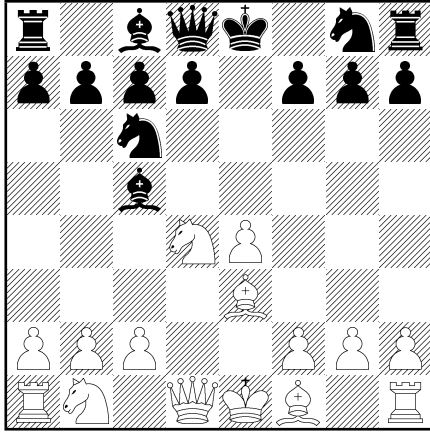
People have recently found some new ideas in lines that had been abandoned, but I think interest is waning again as these ideas become better known. The natural move is

4. ... , ♖c5

when White has two natural moves: 5. ♘b3 and 5. ♖e3, although you must also consider 5. ♘×c6 (and I have even seen 5. ♘f5!?)

[If 5. ♖×c6 b×c6 6. ♕d3 ♗e7 7. O-O d5 should hold, but more accurate 5. ... ♗f6! 6. ♖e2 b×c6 7. ♗c3 ♗e7=]

### 4.3.1 Scotch Game with 5. Be3

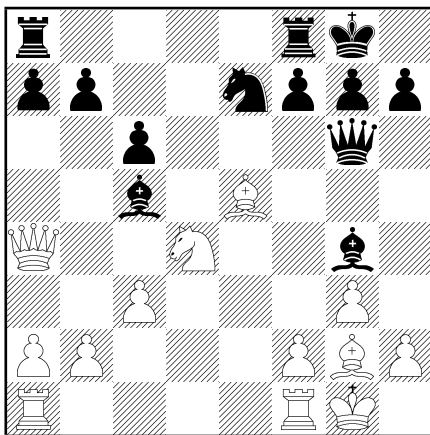


5. ♕e3 ♗f6 6. c3 ♗ge7 7. ♕c4

White has tried many moves in this position, but this Icelandic line is the most current.

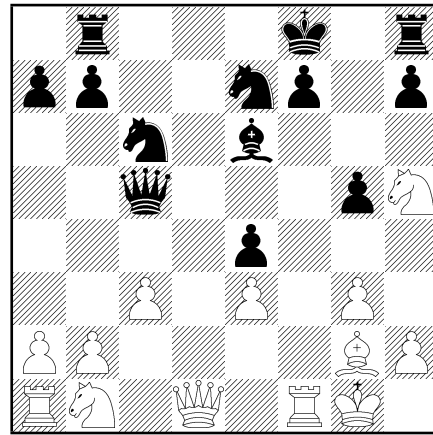
[One alternative being 7. g3 d5 8. ♕g2 d×e4 9. ♗b5

[or 9. ♗d2 ♕b6 10. ♗×e4 ♗g6 11. O-O ♕g4 12. ♖a4 O-O 13. ♗c5 ♗e5 14. ♕f4 ♕×c5 15. ♕×e5 c6+=



with only a small advantage to White, according to Gary Lane]

9. ... ♕×e3 10. ♗×c7+ ♗f8 11. f×e3 ♖b8 12. ♗d5 ♖g5 13. ♗f4 ♖c5 14. O-O g5 15. ♗h5 ♕e6



Klovan-Romanishin 74, with complications favouring black (Lane)

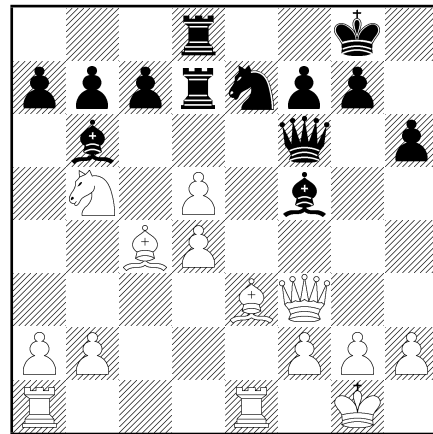
After 7. ♕c4 the equaliser used to be 7. ... ♗e5 8. ♕e2 and 8. ... d6/ 8. ... ♗g6 (see BCO2), but that has started to creak.

Will Black succeed in reinforcing the line? Karpov has still happily played 8. ... ♗g6 9. O-O d6 10. f3! O-O 11. ♗d2 d5!? and perhaps that is OK.

7. ... O-O 8. O-O ♕b6 9. ♗c2

[or 9. ♗a3 ♗×d4 10. c×d4 d5 11. e×d5 ♖d8 12. ♖h5 h6 13.

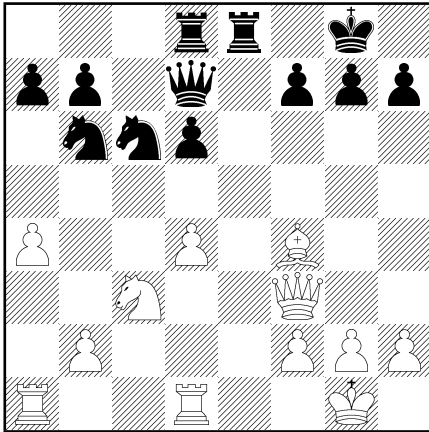
Rfe 1 ♕f5 14. ♖f3 ♖d7 15. ♗b5 ♖ad8



unclear/equal, Chandler-Short 91]

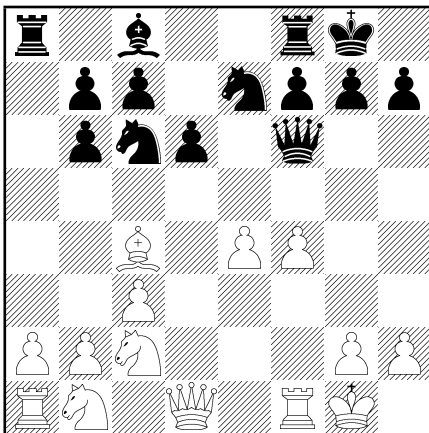
[White could also try 9. ♕b3 ♗a5 10. ♕c2 ♗c4 11. ♕c1 d5 12. e×d5 ♕×d4 13. c×d4 ♕f5 14. ♗c3 ♕×c2 15. ♖×c2 ♗b6 16. ♖e4 ♖d6 17. ♕f4 ♖d7 18. d6 c×d6 19. a4 ♖fe8 20. ♖f3 ♗c6 21. ♖fd1 ♖ad8 =/+ =

### 4.3.2 Scotch Game with 5. Nb3



*Polgar-Zuniga 92*

9. ♖c2 d6 10. ♙×b6 a×b6 11. f4



Now

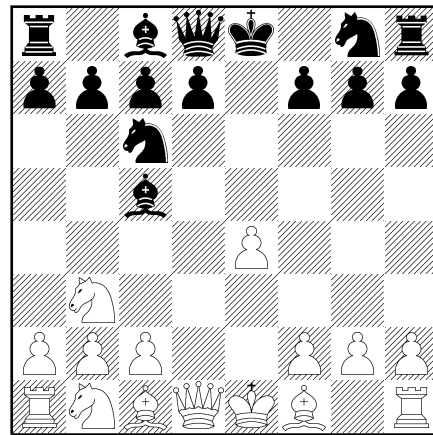
11. ..., ♙e6 12. ♗d2 ♙×c4 13. ♗×c4 ♚e6

leaves White with a small space advantage. In the game Kasparov-Short (Linares 1991) Black tried

11. ..., g5!? 12. f5 ♗e5 13. ♙e2 ♙d7 14. c4 when

14. ..., ♙a4! 15. b3 ♙c6

would have been the best line.



You must retreat with

5. ..., ♙b6

Now White usually chases the Bishop with

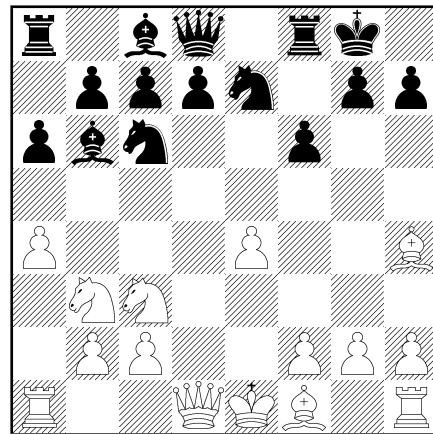
6. a4 a6

Gary Lane reckons this gives White good chances, but one move order he doesn't consider is

7. ♗c3 ♗ge7 8. ♙g5 f6!

Now

9. ♙h4 O-O



and now

10. ♙c4+ ♗h8 11. ♚d2 d6 12. f4 ♗g6 13. ♙g3 ♗a5 =+ *Rodriguez-Unzicker, 1970*

or

10. ♚d2 d6 11. a5 ♙a7 12. O-O-O Be6 13. ♗d5 ♙×d5! (an improvement on an old Hort-Portisch game) 14. e×d5 ♗e5 15. ♗d4 ♙×d4 16. ♚×d4 ♗f5 17. ♚e4 ♗×h4 18. ♚×h4 f5=

and according to **ChessBase**, Black has achieved

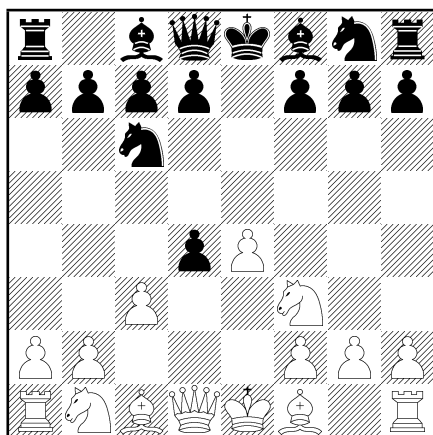


a pleasant equality.

### 4.3.3 Scotch And Goring Gambits

After 1. e4 e5 2. ♘f3 ♘c6 3. d4 exd4 White may try

4. c3

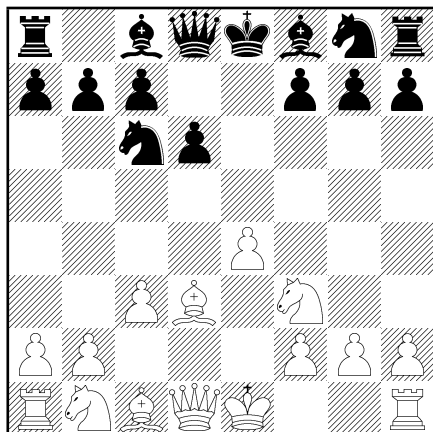


[ 4. ♖c4 leads to lines of the Italian Game, below]

Black can equalise with

4. ..., d5

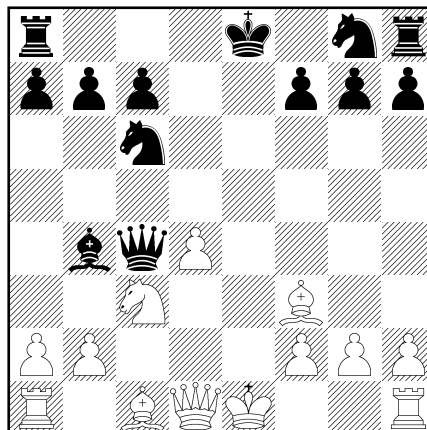
[The old recommendation 4. ..., d3 5. ♖x d3 d6



is OK after 6. h3 g6 7. ♖g5 ♘f6 8. ♘bd2 ♖g7 9. ♘d4 O-O 10. ♘xc6 bxc6 11. f4 ♖b8 12. O-O ♗e8 = Raaste-Westerinen, 1979, but leads to a less east time after

6. ♖f4 ♖e7 7. h3 ♘f6 8. ♘bd2 ♖d7 9. ♗c2 += BCO2]

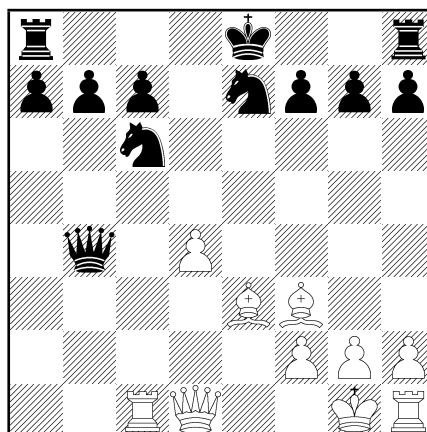
5. exd5 ♗xd5 6. cx d4 ♖g4 7. ♖e2 ♖b4+ 8. ♘c3 ♖xf3 9. ♖xf3 ♗c4



10. ♗b3

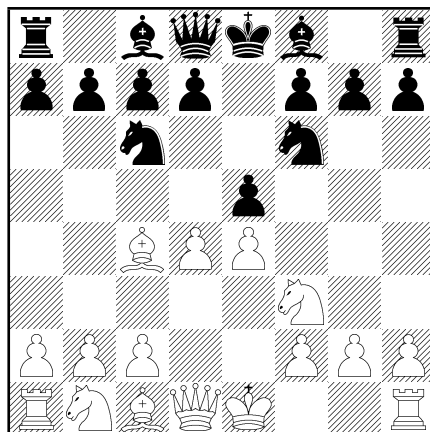
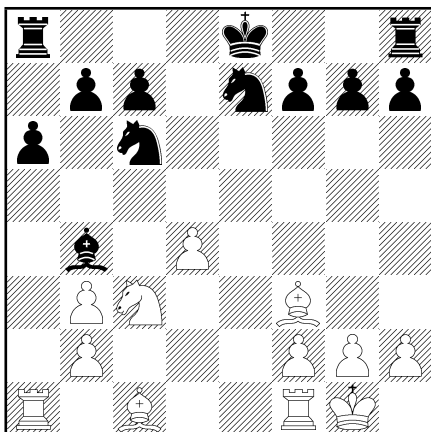
Neither [ 10. ♖xc6+ bxc6 11. ♗e2+ ♗xe2+ 12. ♘xe2 O-O-O 13. ♖e3 ♘e7=]

[Nor 10. ♖e3 ♖xc3+ 11. bxc3 ♗xc3+ 12. ♘f1 ♗c4+ 13. ♘g1 ♘ge7 14. ♖c1 ♗xa2 15. ♖a1 ♗c4 16. ♖c1 (drawn here marshall-capablanca, 1926) 16. ..., ♗a2 17. ♖a1 ♗c4 18. ♖c1 ♗b4



-+ Bryson-Flear, Edinburgh 1985, are any good for White]

10. ..., ♗xb3 11. axb3 ♘ge7 12. O-O a6 =



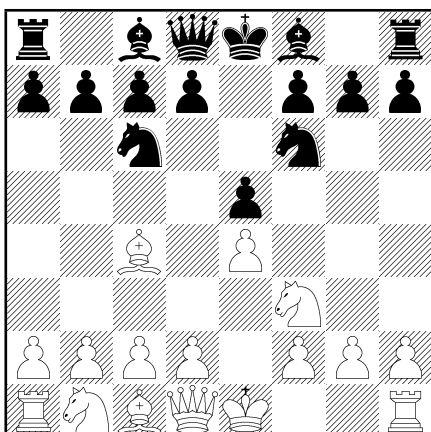
with equality, Ljubojevic-Ree, 72.

Lastly, but most importantly, we must consider how you should reply to:

#### 4.4 3. Bc4

You can defend the Giuoco Piano, which is OK, except you cannot rely on White to play an interesting open game. The best way to get a good game going is:

#### 4.5 Two Knight's Defence, 3... Nf6



White has several tries here:

- (a) Max Lange Attack with 4. d4
- (b) Main line Two Knights' with 4.  $\text{Ng5}$
- (c) Closed line with 4. d3
- (d) Variation with 4.  $\text{Nc3}$

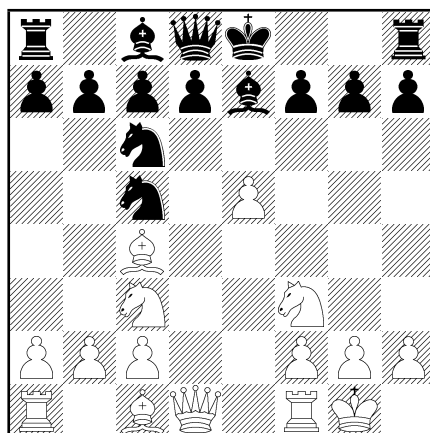
#### 4.5.1 The Max Lange Attack 4. d4

After 4. d4 Black must reply:

4. ... ,  $\text{exd4}$

The alternatives are unattractive:

[ 4. ... ,  $\text{Qxe4}$  5.  $\text{dxe5 Qc5}$  else  $\text{Qd5}$  6.  $\text{O-O}$   $\text{e7}$  7.  $\text{Nc3+}$ -



]

[ 4. ... ,  $\text{Qxd4}$  5.  $\text{exf7+ Qxf7}$  6.  $\text{Qxe5+ Qe8}$  7.  $\text{Nxd4+-}$

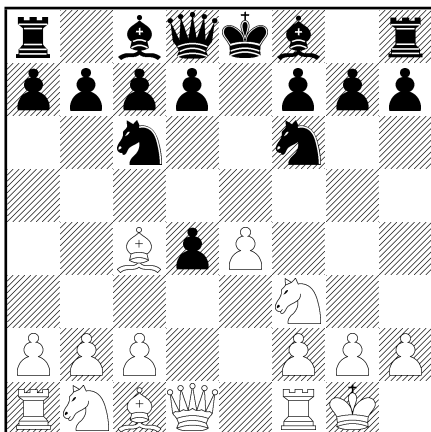
[ 4. ... , d6 5.  $\text{Ng5 Qxe4}$

[not 5. ... ,  $\text{e6}$  6. d5]

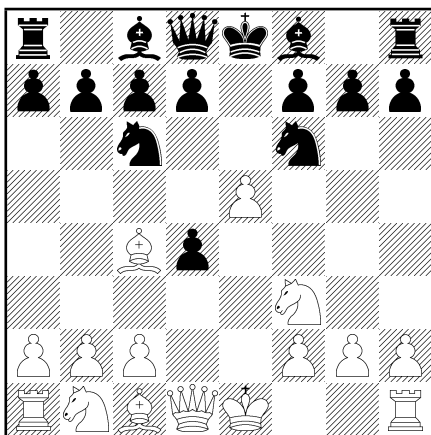
6.  $\text{exf7+ Qe7}$  7.  $\text{e3+-}$

Now

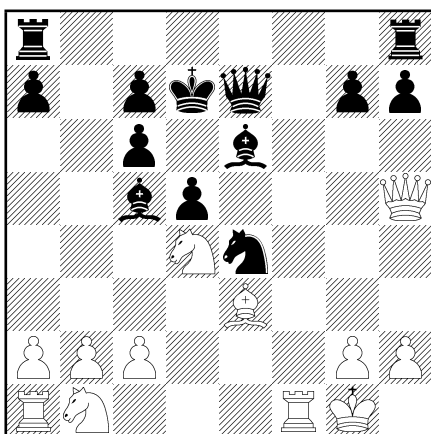
5.  $\text{O-O}$



[ 5. e5 is sometimes played, with the idea of making a rush with the King's-side pawns:



5. ... , d5 6. ♖b5 ♘e4 7. ♘×d4 ♖d7 8. ♖×c6 b×c6 9. O-O ♖e7 10. f3 ♘c5 11. f4 ♘e4 12. f5 ♖c5 13. e6 f×e6 14. f×e6 ♖×e6 15. ♖h5+ ♔d7 16. ♖e3 ♖e7



when Black is quite OK]

Black now has a choice:

(a) Max Lange with 5. ... , ♘×e4

(b) Max Lange with 5. ... , ♖c5

I include analysis of both lines in case you fancy playing this as White.

IV.E.1.a) Max Lange with 5. ... , ♘×e4

This is the most complex line, but can fizzle out quickly to a draw.

6. ♖e1 d5

Now White has two important attacking alternatives:

**Sacrificial** 7. ♘c3

or

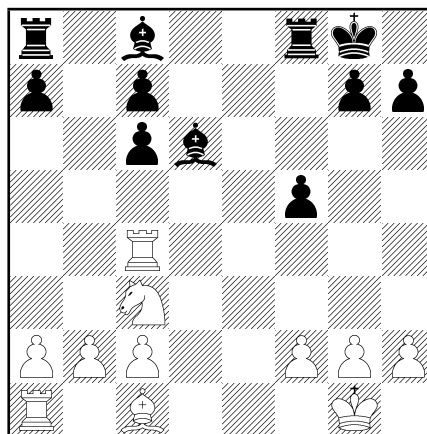
**Tricky** 7. ♖×d5

Although, both lines are tricky *and* sacrificial!

IV.E.1.a)(1) Sacrificial 7. ♘c3

7. ♘c3 d×c3

[or 7. ... , d×c4 8. ♖×e4+ ♖e7 9. ♘×d4 f5 10. ♖f4 O-O 11. ♘×c6 ♖×d1+ 12. ♘×d1 b×c6 13. ♖×c4 ♖d6 14. ♘c3 =

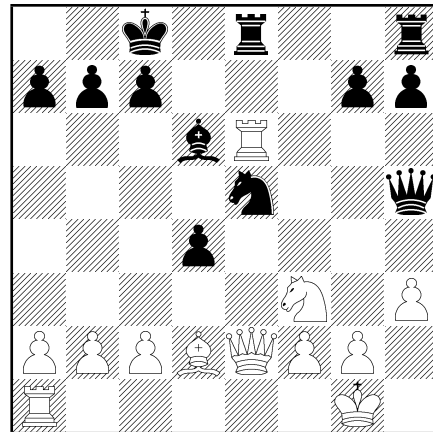
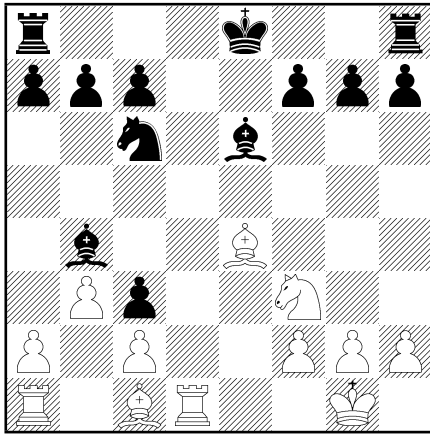


Botvinnik]

8. ♖×d5 ♖e6

[ 8. ... , ♖f5 9. ♖×e4 ♖×e4 10. ♖×e4+ ♖e7 = BCO ]

9. ♖×e4 ♖b4 10. b3 ♖×d1 11. ♖×d1



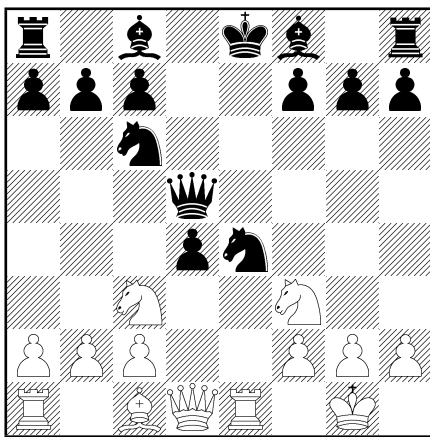
11. ..., ♖d8 12. ♙e3 a6

Black has an extra pawn which is hard to keep and harder to make use of. The storm has blown itself out.

So let's look at the alternative

IV.E.1.a)(2) Tricky 7. ♙×d5

7. ♙×d5 ♚×d5 8. ♞c3



Another surprising Knight move. This is a terribly well-analysed position, so whoever knows most about it should win. One line goes:

8. ..., ♚a5

[ 8. ..., ♚h5 9. ♞×e4 ♙e6 10. ♙g5]

9. ♞×e4 ♙e6 10. ♞eg5 O-O-O 11. ♞×e6 f×e6 12. ♖×e6 ♙d6

[or 12. ..., ♚f5 13. ♚e2 h6 14. ♙d2 ♚×c2 = Bogolyubov]

13. ♚e2 ♚h5 14. h3 ♖de8 15. ♙d2 ♞e5

And again White's attack has blown out.

IV.E.1.b) Max Lange with 5. ..., ♙c5

5. ..., ♙c5

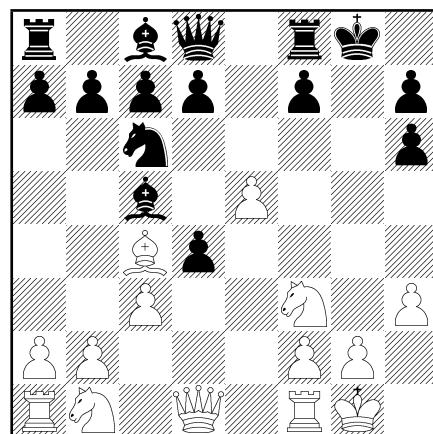
6. e5

Black has only one good move here:

6. ..., d5

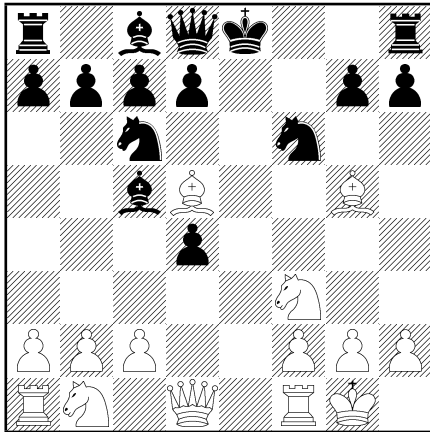
To see why:

[ 6. ..., ♞g4 7. ♙f4 O-O 8. h3 ♞h6 9. ♙×h6 g×h6 10. c3 +-



+]

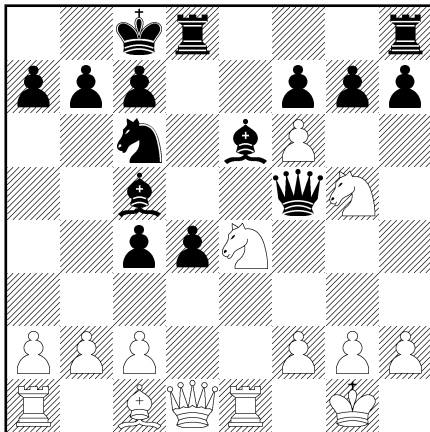
[ 6. ..., ♞e4 7. ♙d5 f5 8. e×f6 ♞×f6 9. ♙g5 +-



+-/

Now the main line of analysis goes:

7. e×f6 d×c4 8. ♖e1+ ♙e6 9. ♘g5 ♗d5 10. ♘c3 ♗f5 11. ♘ce4 O-O-O



This is exciting stuff! White has a strong K-side attack and control of the e-file. But Black has an extra pawn, good central hold and has sent the King off into safer territory. Black can even think about a K-side counter-attack. For example:

12. ♘×e6 f×e6 13. f×g7 ♗hg8 14. ♙g5 ♗d7 15. ♘f6 ♗×g5 16. ♘×d7 ♗×g7

and White has run out of steam...

Now, you can research this lot for yourselves, but there's a lot to it. For example, if you check this line in the Levy/Keene book, they give 12. g4!

They also say Black's 8. ... ♙e6 is "more or less forced, since on 8. ... ♗h8 comes 9. ♙g5 c×b2 10. ♙h6+ ♗g8 11. ♘c3! with a tremendous game for the pawn... e.g. ... 11. ... ♙f8 12. ♙×f8 ♗×f8 13. ♘e4 followed by 14. ♗d2 with clear advantage to White." Whereas, if you look in BCO2, you find "8. ... ♗h8 9. ♙g5 c×b2 10. ♙h6+ ♗g8 11. ♘c3 f8 12. ♙×f8 ♗×f8 13. ♘e4 f5 =+"

- that is, advantage to Black, and instead White can only hope for equality after 12. ♘×d4 ♙×h6!. So I don't know how many recent books you need, although Andrew Soltis (who seems to be going for the world record of chess books published) has written a repertoire book from White's point of view about the Moller and the Max Lange.

#### 4.5.2 Main line Two Knights' with 4. Ng5

The main line, which I recommend, goes:

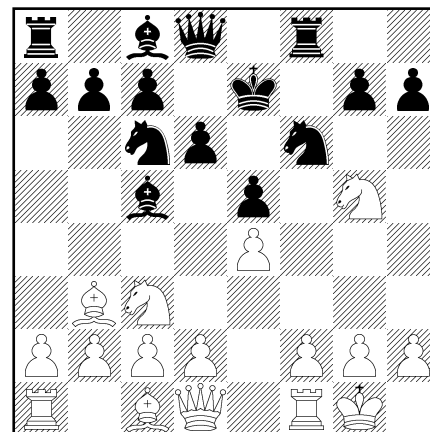
4. ... d5

But there is an alternative: the Wilkes-Barre variation or Traxler Counterattack.

[4. ... ♙c5

*This is wild and exciting chess, although I have a nasty suspicion that White can just play safe with*

5. ♙×f7+ ♗e7 6. ♙b3 [or 6. ♙d5] 6. ... ♗f8 7. O-O d6 8. ♘c3

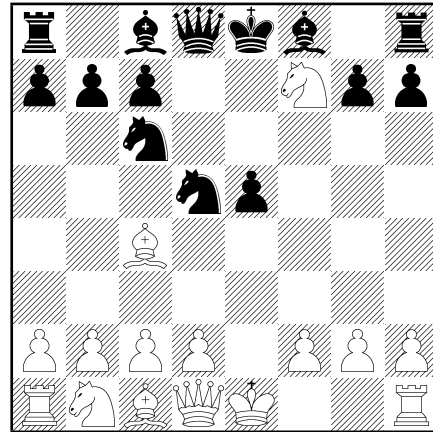
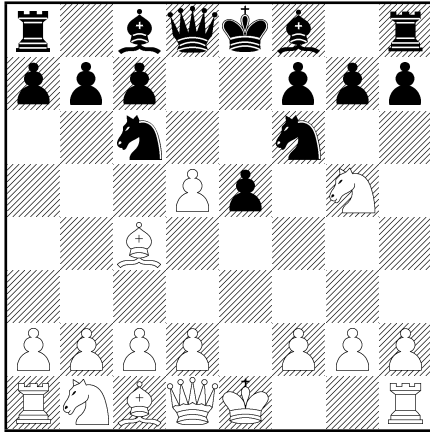


*when I don't see how Black can justify both the pawn deficit and poor King position.*

*But it's worth a look, and I include some examples in the games section. Even if you don't ever play the variation, you might learn from some of the tactical ideas.]*

After 4. ♘g5 d5, White should try

5. e×d5



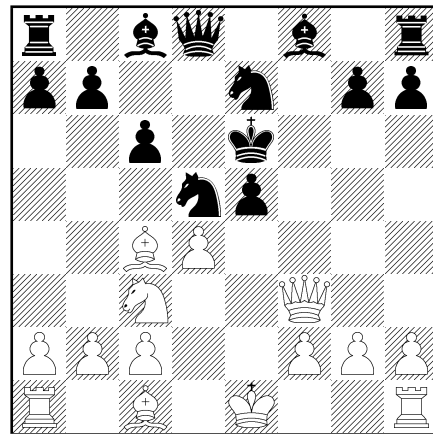
This is the famous Fried Liver Attack (or Fegatello)  
 After 6. ... , ♕×f7 7. ♖f3+ ♔e6 8. ♘c3 ♘ce7  
 9. d4 c6

Now the best move here is probably

5. ... , ♘a5

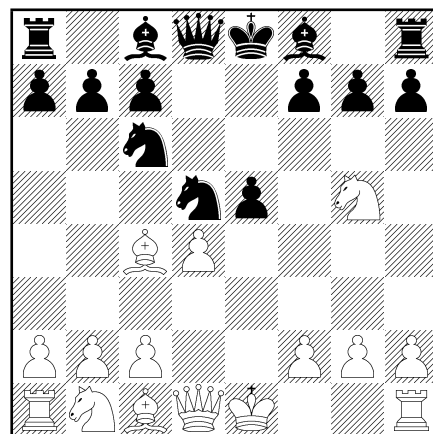
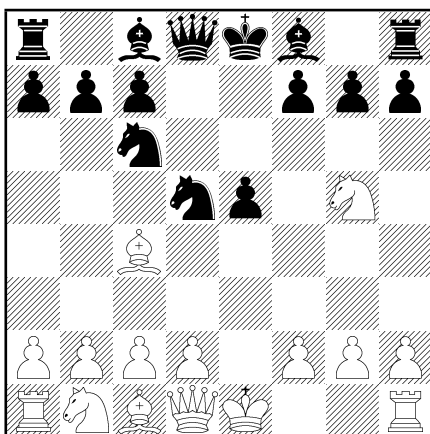
Although 5. ... , ♘b4, 5. ... , ♘d4 (Fritz variation) and 5. ... , ♘×d5 have been tried. More than one person has e-mailed me recommending the Ulvestad variation, 5. ... , b5, and I thank Jarret Minkler for providing some helpful notes.

[ 5. ... , ♘×d5 can lead to the famous Fried Liver Attack



We can only say the position is unclear!

But White can actually play the simple 6. d4



with the better game, and when Nxf7 is a real threat]

After 5. ... , ♘a5, play usually goes

6. ♗b5+ c6 7. d×c6 b×c6

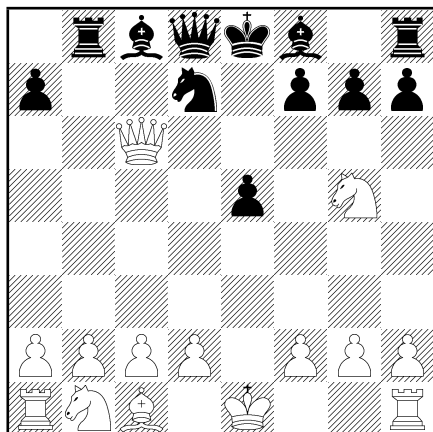
6. ♘×f7

When there are two well-known gambit lines

(a) 8. ♖e2 h6 9. ♜f3 e4 10. ♞e5 ♙d6 11. f4 e×f3 12. ♞×f3 O-O

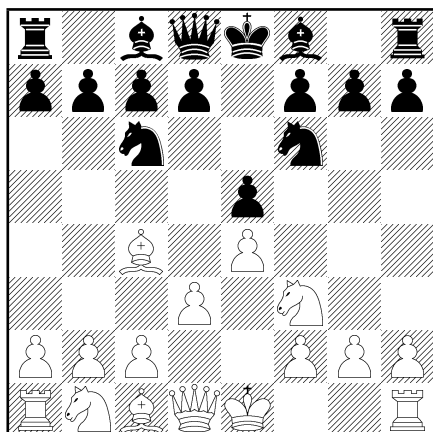
and

(b) 8. ♖f3 ♜b8 9. ♙×c6+ ♞×c6 10. ♖×c6+ ♞d7



Black has some prospects of attack for the material; I enclose a game in each line below.

#### 4.5.3 Closed variation with 4. d3



4. ..., d5 5. e×d5 ♞×d5 6. O-O f6 is one time when the Rule 2 should perhaps be broken, as Re1 to follow is uncomfortable, although I don't know if Black is in any great danger.

4. ..., ♙c5 of course returns you to the Giuoco Pianissimo (spit).

And another safe line is 4. ..., ♙e7.

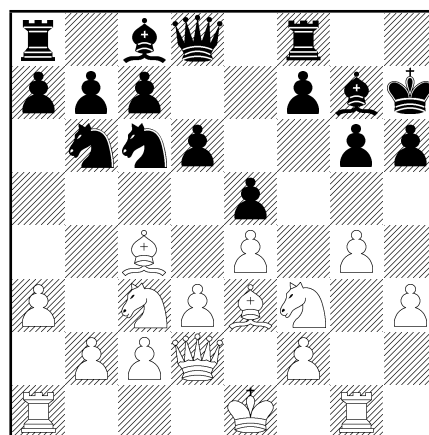
But the alternative

4. ..., h6

is quite OK. The idea is: in the slow Closed Morphy Variation ( 5. ..., ♙e7) of the Ruy Lopez, Black often re-organises with ...O-O, ...Rfe8, ...Bf8, ...g6 and ...Bg7. Now with 4. d3, White has said that they plan to play it slow, so you might as well put the B on g7 straight away. 4. ..., g6 loses to 5. ♞g5, so you play 4. ..., h6 first. The only way to take advantage of this apparent waste of time is to break open the centre with d3-d4, but this is also a loss of time (d2-d3 then d3-d4), and Black can adjust.

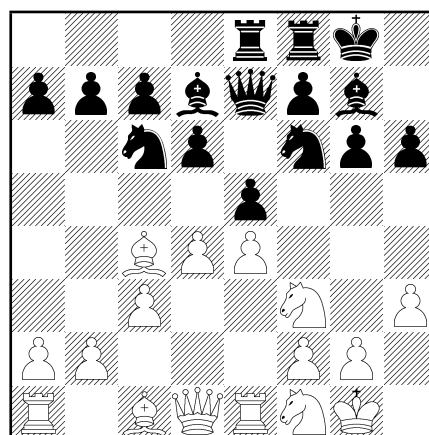
5. O-O

[or 5. ♞c3 d6 6. a3 g6 7. h3 ♙g7 8. ♙e3 O-O 9. ♖d2 ♞h7 10. g4 ♞d7 11. ♜g1 ♞b6



= Spassky-Belyavsky 82 12. g5 ♞×c4 13. d×c4 h5]

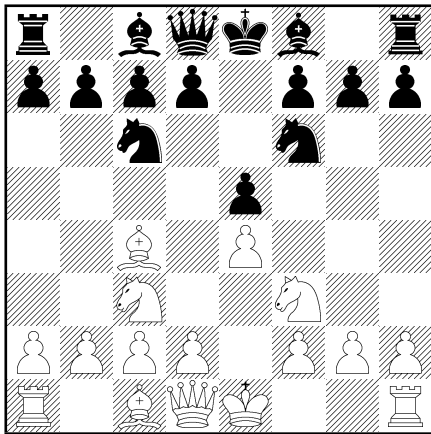
5. ..., d6 6. c3 g6 7. d4 ♖e7 8. ♞bd2 ♙g7 9. ♜e1 O-O 10. h3 ♙d7 11. ♞f1 ♜ae8 =



Nunn-Spassky 82

with equality, BCO2

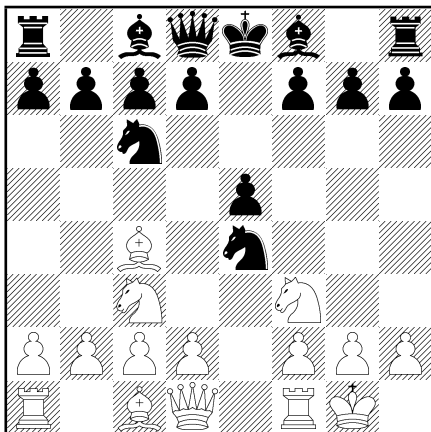
#### 4.5.4 Two Knights' with 4. Nc3



4. ...,  $\text{Q} \times \text{e4}$  5.  $\text{Q} \times \text{e4}$

[ 5.  $\text{Q} \times \text{f7} + \text{Q} \times \text{f7}$  6.  $\text{Q} \times \text{e4}$  d5 7.  $\text{Q} \text{eg5} + \text{Q} \text{g8}$ ,  
when Black has the advantage in the centre]

[ 5. O-O



*Boden-Kieseritsky Gambit* 5. ...,  $\text{Q} \times \text{c3}$  6.  $\text{d} \times \text{c3}$   
 $\text{Q} \text{e7}$ , when you have no weaknesses but must defend  
solidly for a while. If you don't fancy this you can  
always try the plan 4. ...,  $\text{Q} \text{e7}$ , 5. ..., O-O and  
6. ...,  $\text{Q} \text{a5}$

5. ..., d5 6.  $\text{Q} \text{d3}$   $\text{d} \times \text{e4}$  7.

**Bxe4 Qd6**

with equality.



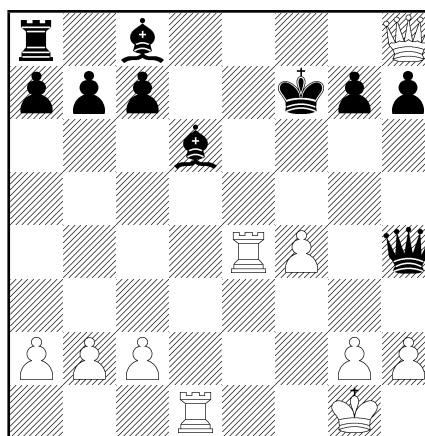
# Chapter 5

## Example Games

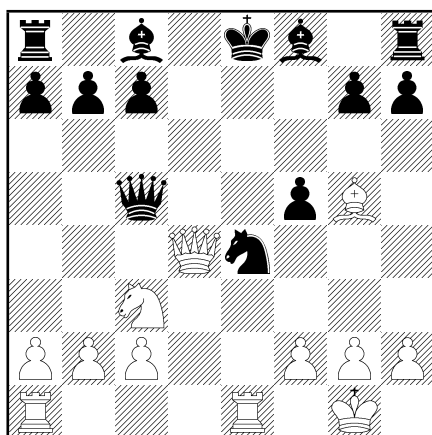
### 5.1 Max Lange Attack

#### 5.1.1 Euwe - Reti (Amsterdam) 1920

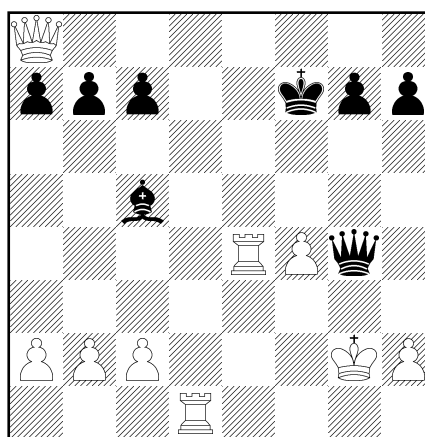
1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. d4 e×d4  
 5. O-O ♗×e4 6. ♚e1 d5 7. ♙×d5 ♚×d5 8.  
 ♘c3 ♚a5 9. ♗×d4 ♗×d4 10. ♚×d4 f5 11.  
 ♙g5 ♚c5



17. ..., ♙h3 18. ♚×a8 ♙c5+ 19. ♗h1  
 ♙×g2+ 20. ♗×g2 ♚g4+



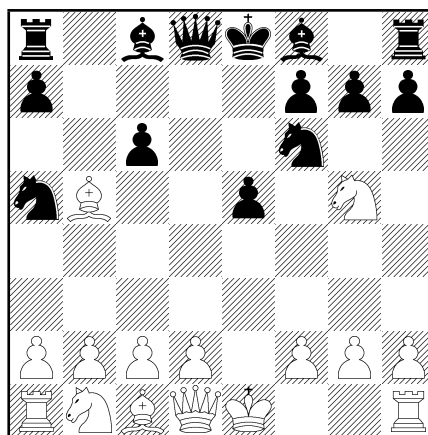
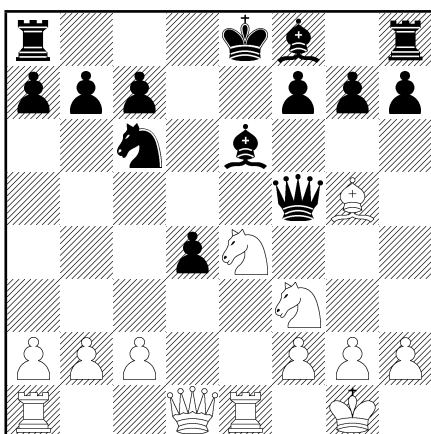
21. ♗f1 ♚f3+ 22. ♗e1 ♚f2#  
 0-1



#### 5.1.2 Estrin - Riskin (Moscow) 1963

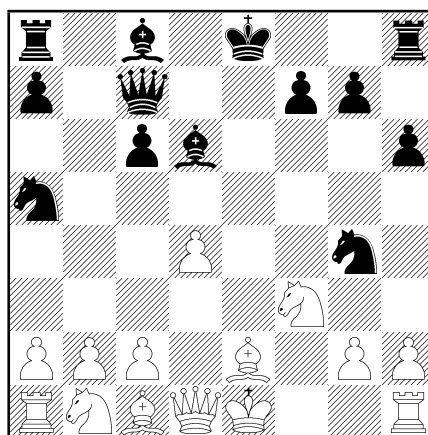
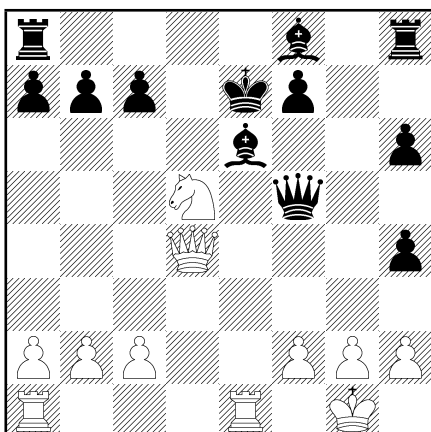
12. ♚d8+ ♗f7 13. ♗×e4 f×e4 14. ♚ad1  
 ♙d6 15. ♚×h8 ♚×g5 16. f4 ♚h4 17.  
 Rxe4

1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. d4 e×d4  
 5. O-O ♗×e4 6. ♚e1 d5 7. ♙×d5 ♚×d5  
 8. ♘c3 ♚a5 9. ♗×e4 ♙e6 10. ♙d2 ♚f5 11.  
 ♙g5



11. ..., h6 12. ♖h4 g5 13. ♗×d4 ♗×d4 14. ♕×d4 g×h4 15. ♗f6+ ♔e7 16. ♗d5+

8. ♖e2 h6 9. ♗f3 e4 10. ♗e5 ♖d6 11. f4 e×f3 12. ♗×f3 ♕c7 13. d4 ♗g4



1-0

14. ♗c3 ♖×h2 15. ♗×h2 ♕g3+ 16. ♔d2 ♗c4+ 17. ♖×c4 ♕e3#

## 5.2 Main Line Two Knights' Defence

### 5.2.1 Bibikov - Neishtadt (USSR) 1946

1. e4 e5 2. ♗f3 ♗c6 3. ♖c4 ♗f6 4. ♗g5 d5 5. e×d5 ♗a5 6. ♖b5+ c6 7. d×c6 b×c6

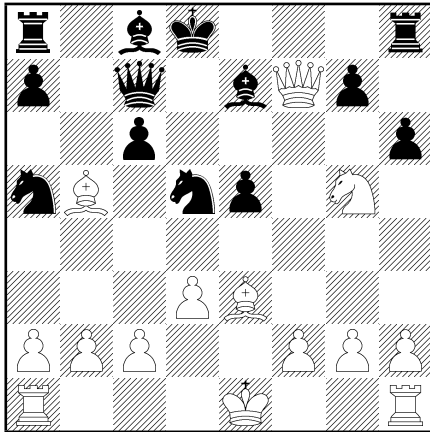
### 5.2.2 Hoffer-Unknown, 1913

1. e4 e5 2. ♗f3 ♗c6 3. ♖c4 ♗f6 4. ♗g5 d5 5. e×d5 ♗a5 6. ♖b5+ c6 7. d×c6 b×c6

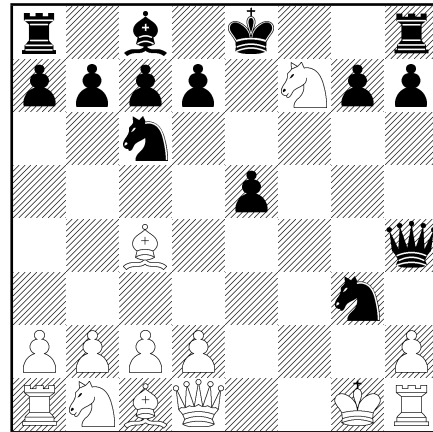
8. ♕f3

Black chooses an unusual reply which goes badly wrong.

8. ..., ♕b6 9. ♗c3 ♖e7 10. d3 h6 11. ♖e3 ♕c7 12. ♗d5 ♗×d5 13. ♕×f7+ ♔d8



14. ♖×d5+ c×d5 15. ♘f7#



9. ♘×h8 d5 10. ♙×d5 ♙h3 11. c3 ♘d4 12. ♙f3 O-O-O 13. ♘f7 ♖f8

### 5.3 Wilkes-Barre Variation

#### WARNING

These games contain uncut scenes of chess violence. Do not play through them late at night, or in the presence of sensitive adults.

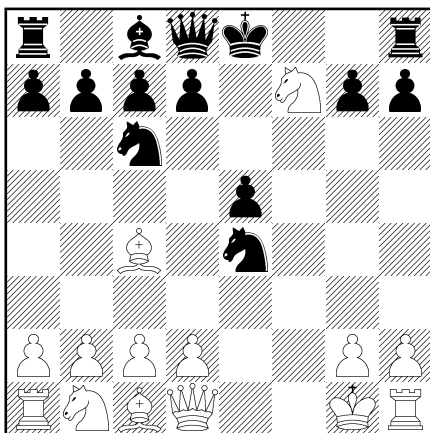
#### 5.3.1 Neikirch - Halir (Corr) 1969

1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. ♘g5 ♙c5 5. ♘×f7 ♙×f2+ 6. ♖×f2 ♘×e4+ 7. ♔g1

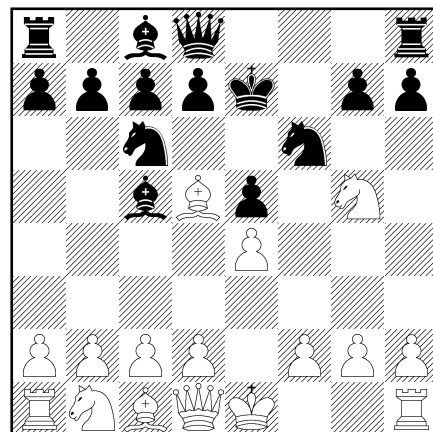
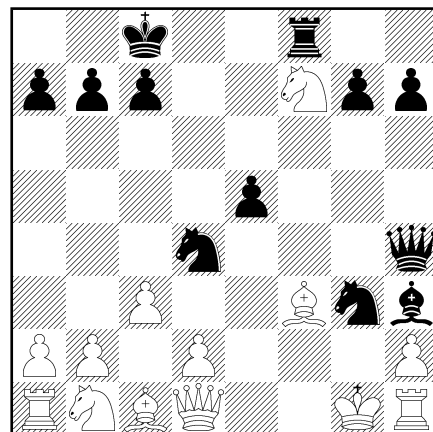
0-1

#### 5.3.2 Estrin-Zaitsev, 1969

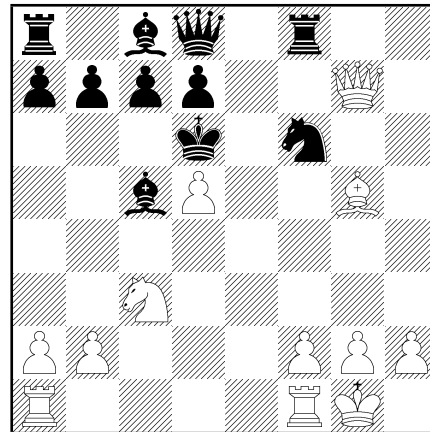
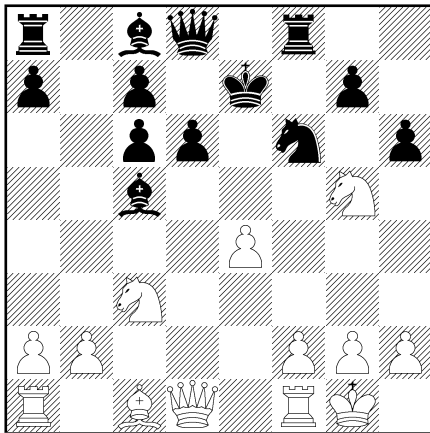
1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. ♘g5 ♙c5 5. ♙×f7+ ♖e7 6. ♙d5



7. ..., ♖h4 8. g3 ♘×g3

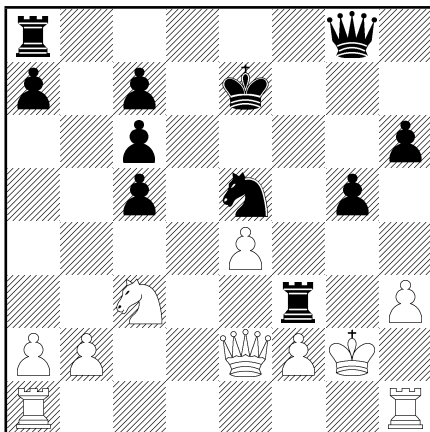


6. ..., d6 7. c3 ♖f8 8. d4 e×d4  
 9. ♙×c6 b×c6 10. O-O d×c3 11. ♘×c3 h6



Black resigns, for if 15. ..., ♙d4 16. ♘b5+ ♚×d5  
 17. ♘×d4, and the King will die in the centre of  
 the arena.

12. ♖e2 ♙g4 13. ♘f3 ♘d7 14. h3 ♙×f3 15.  
 g×f3 g5 16. ♙e3 ♘e5 17. ♙×c5 d×c5 18.  
 ♘g2 ♖×f3 19. ♖h1 ♖g8



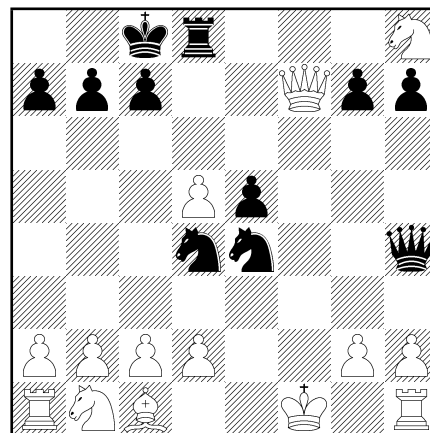
White resigned, seeing no way to stop the threats  
 of ...Raf8 and ...g4, combined with perhaps ...c4-  
 c3 and ...Nd3. Estrin was world correspondence  
 champion, and has published a book on the Wilkes-  
 Barre Variation!

### 5.3.3 Estrin-Weiss,1972

1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. ♘g5  
 ♙c5 5. ♙×f7+ ♚e7 6. ♙d5 ♘b4 7. d4 e×d4  
 8. O-O ♘b×d5 9. e×d5 ♖e8 10. ♖d3 h6 11.  
 ♖g6 h×g5 12. ♖×g7+ ♚d6 13. ♙×g5 ♖f8  
 14. c4 d×c3 15. ♘×c3

### 5.3.4 Kunz-Hentzgen, Corr.1973

1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. ♘g5  
 ♙c5 5. ♘×f7 ♙×f2+ 6. ♚f1 ♖e7 7. ♘×h8  
 d5 8. e×d5 ♙g4 9. ♙e2 ♙×e2+ 10. ♖×e2  
 ♘d4 11. ♖×f2 O-O-O 12. ♚e1 ♘e4 13.  
 ♖f7 ♖h4+ 14. ♚f1

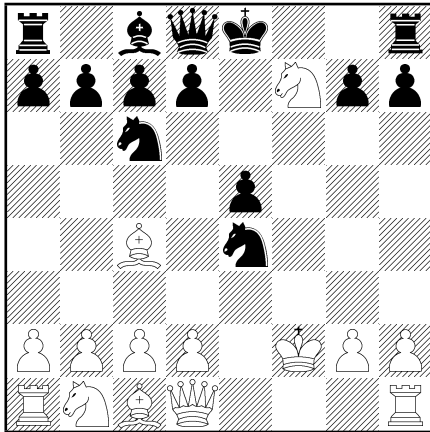


14. ..., ♖g4

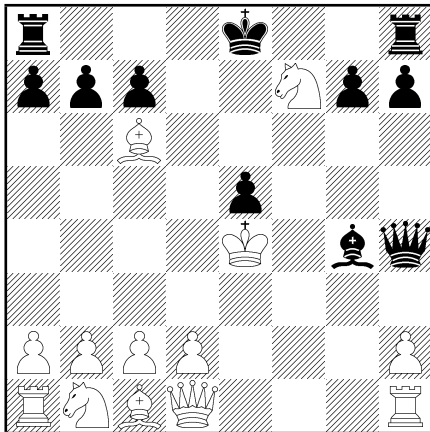
White resigns

### 5.3.5 Wirtz - Fahnenschmidt (Mar- burg) 1955

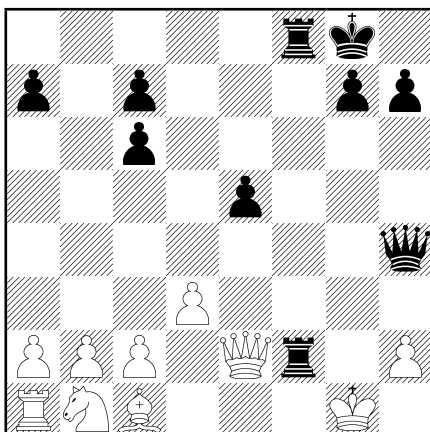
1. e4 e5 2. ♘f3 ♘c6 3. ♙c4 ♘f6 4. ♘g5  
 ♙c5  
 5. ♘×f7 ♙×f2+  
 6. ♚×f2 ♘×e4+



7. ♔e3 ♚e7 8. ♔×e4 d5+ 9. ♘×d5 ♚h4+  
 10. g4 ♘×g4 11. ♘×c6+



11. ..., ♘d7+ 12. ♔e3 ♚d4+ 13. ♔e2 b×c6  
 14. ♖g1 ♘g4+ 15. ♖×g4 ♚×g4+ 16. ♔e1  
 ♚h4+ 17. ♔f1 O-O 18. ♚e2 ♖×f7+ 19.  
 ♔g1 ♖af8 20. d3 ♖f2



White resigns