Are you realising your chess potential? In this book international master Graeme Buckley helps you to find out. Through a series of instructive games where you must work out the next move and the tactics and strategies surrounding it, you can assess your own chess strength. In each position you are offered a choice of four possible moves - can you select the best continuation?

- Test your understanding of both strategy and tactics
- Try to anticipate the plans and strategies employed at the highest levels
- Play through exciting games played by some of the world’s best players

Graeme Buckley caused quite a stir in his first year as a professional player, securing his International Master title in matter of months, quickly followed by his first Grandmaster norm. More recently, he has become involved in coaching some of the best junior players in England.

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How to Use this Book

First and foremost, the games in this book can be treated as exercises. After playing through the given moves at the start of each game on a chess set in order to reach the diagrammed position, (or setting up the diagrammed position if that is desired), the reader is invited to take over, choosing a move from a list of four possibilities.

What follows is an explanation of the advantages and disadvantages of each choice with an evaluation in points for each one. These explanations can often contain variations and ideas that are worth bonus points that can improve the score should the reader have planned ahead.

Like this, the exercises continue. Explanations follow what is normally one of four choices before the actual game continuation is given. By carefully covering up the explanations that follow choices, so as not to see 'the answers' that lie ahead, and by keeping track of the points score, the reader can measure their performance in an enjoyable way without getting too tense or upset if things go wrong. At the same time, I hope, the reader will pick up advice and important details from my commentary while having some enjoyable games to play through.

If you are new to chess, then this book should be a great way of playing and guessing the moves of some top players. The choices give you a clue as to what to look for because, at the very least, you will have a 25% chance of finding the best move! There is never a need to feel frustrated and make up your own move; always choose from the list. If in doubt, always try and find a move which you are sure does not give any pieces away. The majority of safe moves like this almost always increase your score.

For those more experienced players, you will find that top marks can only be achieved by spotting some really tricky variations. To make the exercises more difficult you can cover up the list of choices and then choose your own move. Remember that if you do this, then before you read on in that exercise, it is best to verify that the move you have chosen was on the list. Bonuses and extras, which just add on to your score in a normal arithmetical manner, can be obtained for spotting an idea which I felt was important. Sometimes points are awarded because of thoughts which might not necessarily take the form of moves only. It may be that you should sometimes try and justify your choice by seeing an extra move ahead, or it may be that you could see why not to do something because of a good reply by your opponent. If you see ahead and notice the line in question, and the phrase in the text goes something like, 'in (a) add
a bonus for spotting that', then you can have your extra point whether or not you chose (a).
There are generous rewards for spotting checkmates and ways to win material too. So think
ahead, you have been warned!

Whatever standard you are and however much experience you have at chess, you can work
through this book starting from Chapter 1 if you wish. I guess that this is the most sensible
way of treating the book as the games are grouped and written for the reader to do this. How­
ever, this is not a hard and fast rule; if you prefer to vary the games in a random fashion then
feel free to jump about the book and tick the games off as you play through them. I do not see
chess as lots of individual parts that one must learn about in an isolated fashion. Rather, it is
case that all the parts join together and applied knowledge in one area can help a part to work
in another.

Okay. Better get your chess set, your brain into gear and get on with it. Have fun!

Graeme Buckley
Sutton
November 2001
In this first chapter we look at games starting with 1 d2-d4. At a beginner’s level of chess, this is a very sound first move that helps to prevent basic traps which can be found in and around openings such as The Fried Liver Attack and The Italian Game. This first move can even help to avoid Scholar’s Mate.

At another level, 1 d4 seems to encourage a quieter game. Sharp, open games that can arise out of the King’s Gambit or the numerous variations of the Sicilian Defence are all prevented. If Black replies in the most basic way with 1...d5, as is fundamentally seen in Games 1, 3, 4 and 5, then on the whole players are encouraged to build and develop their forces without going for the quick kill.

Of course, that is not to say that the game cannot be a short, fiery one, like Game 5. Also, as can be seen in the rest of this book, Black too can often choose the tempo at which the game will be played. However, in this chapter White dictates and generally the games begin along more mundane lines. Games 1 and 3 are similar in that they continue for some time with White having a pawn on d4 while Black has a pawn on d5. Games 4-6 show the richness of chess with some typical, but quite different tactics and checkmating combinations. Some of the games have some deep strategies at their foundations, like the Nimzo-Indian in Game 2.

Whichever game you are playing through, you will generally find that safe moves or moves that do not lose material are rewarded in some way and that blunders are penalised. If in doubt I advise you to play it safe. However, you are also advised to keep a sharp look out for tactics. If you can get into the habit of thinking ahead, then you should find that this cleverness is also rewarded.
Multiple Choice Chess

Game 1
Ward-Voskanian
Gausdal 1995

1 d4 ∆f6 2 c4 e6 3 ∆c3 d5 4 cxd5 exd5

Ward decides to play the Exchange Variation against the Queen’s Gambit Declined. In doing so he reveals his hand early. One advantage of this strategy is that he has cut down on Black’s options. For example, it is impossible to transpose into some sort of Slav (see Suba-Wells, Game 5).

5 ∆g5 ∆e7 6 e3 ∆bd7 7 ∆d3 ∆f8 8 ∆c2 ∆e6 9 ∆h4 c6 10 ∆f3 g6 11 0-0 0-0 12 ∆ab1 ∆g7 13 b4

White plays the Minority Attack. He will keep his centre solid and advance his two queenside pawns in order to create (pawn) weaknesses on Black’s queenside.

13...a6 14 a4 ∆f5 15 ∆e5 ∆xd3 16 ∆xd3 ∆f5 17 ∆xf6 ∆xf6 18 b5 axb5 19 axb5 ∆d6 20 bxc6 bxc6

Stage one is complete. Black has a weak backward pawn on a semi-open file. It is now up to you to take over and see if you can make anything from this.

21 ∆d1 (a) and 21 ∆fc1 (d) are safe and both score one point. 21 ∆b4 (b) begins the attack on Black’s weak link and bags two points. The weakest of White’s choices was 21 f3 (c), which scores no points. Take a bonus point if you spotted Black’s strong reply 21...∆c4 when the e3-pawn proves impossible to defend satisfactorily. For example 22 ∆c1 ∆e8 23 ∆e1 ∆xe3!! 24 ∆xe3 ∆xd4 25 ∆d1 ∆e7 26 ∆f2 ∆h4+ 27 ∆g1 ∆xe3 28 ∆xe3 ∆e8. Take two bonus points if you saw 23...∆xe3 for Black.

21 ∆b4 ∆d7

22 e4 (a) only scores one point; it just offers mass exchanges with 22...∆xe4 23 ∆xe4 dxe4 24 ∆xe4 ∆xd4 25 ∆xd4 ∆xd4 26 ∆xc6 when a draw is a likely result.

22 ∆fd1 (b) and 22 ∆e2 (d) are also sufficient for one point but 22 ∆a4 (c) deserves two points in view of the forking threat on b6 and the additional attack on c6.

22 ∆a4 ∆c4

It is certainly not a good idea to make the fork at all costs with 23 ∆xc4 (c), which loses four points. It meets with 23...dxc4 24 ∆b6 ∆e6 25 ∆xa8 ∆xa8. The move 23 ∆b6 (b) loses three points as it is not safe (it can be captured by the black knight on c4). Only slightly better is 23 e4 (d), which does not take full account of why Black played the
previous move and falls for 23...\(\text{a}3\) (lose two points).

The only respectable move out of the given choices was 23 \(\text{c}5\) (a), which scores two points. With this move White places a knight on an outpost.

23 \(\text{c}5\) \(\text{d}6\)

The question is where should the rooks go? There is a useful possibility that White can double after 24 \(\text{b}3\) (two points) so this move slightly outscores the other two which are worth one point.

24 \(\text{b}3\) \(\text{f}b8\)

a) 24 \(\text{b}d1\)
b) 24 \(\text{b}3\)
c) 24 \(\text{f}c1\)
d) 24 \(\text{a}1\)

White still has to watch ...\(\text{a}3\) by Black and therefore must avoid 24 \(\text{f}c1\) (c), which loses two points).

25 \(\text{b}1\) \(\text{f}b5\)

a) 26 \(\text{b}b1\)
b) 26 \(\text{b}5\)
c) 26 \(\text{c}3\)
d) 26 \(\text{b}4\)

The best move must be 25 \(\text{b}1\) (two points); this knight to a6 threatens to take control of the b-file and ...\(\text{b}6\) is obviously prevented.

25 \(\text{a}6\) \(\text{b}5\)

It does not make sense to give away control of an open file, so 26 \(\text{c}3\) (c) does not score. 26 \(\text{b}1\) (a) is fine for one point. This beats 26 \(\text{b}4\) (d), which allows 26...\(\text{x}a6\) 27 \(\text{x}a6\) \(\text{x}b4\) 28 \(\text{x}b4\) \(\text{w}b4\) (lose one point).

The best, but only just, is 26 \(\text{x}b5\) (b), which splits the black pawns after the recapture. In this way White exchanges one advantage (Black’s backward pawn) for another (the split b- and d-pawns). In addition, Black’s d-pawn will become isolated. Score two points for this.

26 \(\text{x}b5\) \(\text{xb}5\)

a) 27 \(\text{b}3\)
b) 27 \(\text{b}1\)
c) 27 \(\text{b}4\)
d) 27 \(\text{a}1\)

a) 27 \(\text{b}3\) (a) and 27 \(\text{b}1\) (b) allow the respective forks ...\(\text{d}2\) and ...\(\text{a}3\) and lose one and two points respectively. 27 \(\text{a}1\) (d) merits one point, but leaves the knight on a6 rather needlessly in a pin. 27 \(\text{b}4\) (c) places the knight securely in front of Black’s passed
pawn (two points).

27 \( \text{b}4 \) \( \text{d}8 \)

28 \( h3 \) (b) is okay for one point, but another pawn move is required if Black plays ...\( \text{c}7 \). 28 \( g3 \) (c) carefully avoids the possible future checkmate threat and is worth two points. 28 \( e2 \) (d) does not have a logical plan behind but it is safe so it scores one point anyway. The same cannot be said for 28 \( \text{b}7 \) (a); after 28 ...\( \text{xb}4 \) White finds that he has blundered a piece and three points.

28 \( g3 \) \( \text{b}6 \)

29 \( \text{bd}3 \) \( \text{x}c5 \)

Black has just captured so it would take something of a severe loss of concentration to choose either 30 \( g2 \) (c) or 30 \( f4 \) (d), both of which lose three points. 30 \( \text{xc}5 \) (a) gains one point and leaves Black with the aforementioned pawn structure, which cannot be bad for White. 30 \( \text{dx}c5 \) (b) scores two points because it gives White a passed pawn into the bargain. However, the nature of the game changes slightly after this move. If the passed pawn is not defended, then it is conceivable that it could be rounded up and taken.

30 \( \text{dx}c5 \) \( \text{f}6 \)

31 \( \text{b}4 \) (c) scores two points as it is an impressive multi-purpose move. White now defends the square c6 to aid in the advance of the c-pawn. Black has a passed pawn too, but for the moment its path is blocked and thus the b-pawn is not looking dangerous.
One final point of 31 \( \text{Q}b4 \) is that it also attacks the d5-pawn. 31 \( \text{Q}f4 \) (b) is an inferior version of this and scores one point.

31 c6 (a) is a straightforward blunder and loses one point. More complicated is 31 \( \text{W}b3 \) (d) which loses two points after 31...\( \text{Q}d3 \). If you saw further with 32 \( \text{W}xd5 \text{Q}d8! \) when Black cashes in more than the exchange, then give yourself one bonus point.

31 \( \text{Q}b4 \text{Q}c8 \)

- a) 32 c6
- b) 32 \( \text{Q}xd5 \)
- c) 32 e4
- d) 32 \( \text{Q}d1 \)

White wants to make his passed pawn an asset and so 32 c6 (a) earns two points. The pawn is well advanced and protected by the knight, the least valuable piece on the board (not counting the pawns). If the knight is attacked by Black, then it is easy to defend. If Black moves his own knight to attack the c-pawn, then White can defend his c-pawn by using his rook and queen down the c-file.

32 \( \text{Q}xd5 \) (b) gains no points; White grabs a pawn but Black can immediately get it back with 32...\( \text{W}e5 \) 33 e4 \( \text{Q}xc5 \). Take a bonus point if you saw Black’s unflustered 32...\( \text{W}e5 \).

32 \( \text{Q}d1 \) (one point) also exchanges pawns and leaves the material count level on points. 32 e4 (c) is a blunder after 32...dxe4 33 \( \text{W}xe4 \text{Q}xc5 \) and loses one point.

32 c6 d4

Let us first examine the simplest replies.

33 e4 (a) scores zero because Black has an excellent reply to round up the passed pawn with 33...\( \text{Q}d6 \). Take an extra point if you saw that. That leaves 33 exd4 (b) as best with a score of one point.

There are some tricks associated with 33 \( \text{Q}d5 \) (c); go on, I will give you one point anyway. If 33...\( \text{W}xc6 \) then 34 \( \text{Q}e7+ \) wins – take an extra point if you saw that. If instead 33...\( \text{W}d6 \) then 34 \( \text{W}e4 \text{Q}d2 \) is tempting for Black. However, 35 \( \text{Q}e7+ \text{g}7 \) 36 \( \text{Q}xc8 \text{Q}xe4 \) 37 \( \text{Q}xd6 \text{Q}xd6 \) 38 exd4 gives White the lead (take a bonus point for spotting \( \text{Q}e7+ \)). Therefore, Black should play 34...\( \text{Q}e5! \) 35 exd4 \( \text{Q}xc6 \) 36 \( \text{Q}e1 \text{g}7 \) with an equal game.

The remaining choice 33 \( \text{W}e4 \) (d) loses two points. 33...\( \text{Q}d2 \) doesn’t win the exchange for Black as White has 34 \( \text{Q}g4 \). Take a bonus point if you noticed this ‘escape’. However, even in this position Black has the very strong 34...\( \text{Q}xc6! \) 35 \( \text{Q}xc6 \text{W}xc6 \), for example 36 exd4? \( \text{Q}f3+! \) 37 \( \text{Q}g2 \text{Q}e5+ \) and wins. Take five bonus points for spotting the strength of 34...\( \text{Q}xc6! \).

33 exd4 \( \text{W}xd4 \)

- a) 34 \( \text{Q}b1 \)
- b) 34 \( \text{Q}c1 \)
- c) 34 \( \text{Q}d1 \)
- d) 34 \( \text{Q}e1 \)

The game continues to revolve around the passed pawn. If the pawn cannot be protected, then after its capture Black will be one point up (materially speaking) and may set about trying to use his extra pawn in order to win. If White can protect and push his passed pawn safely, then ultimately on promoting into a queen, Black will have to give up a rook (and five points) for one pawn.
(and one point). Material-wise this is a difference of four points in White’s favour. However, Black can of course wait until the pawn has ‘queened’ and then make the favourable exchange of rook for queen and thereby gain four points!

Confused? Well don’t be. If you are in any doubt as to who is winning ‘on points’ in a game of chess, then always count the material on the board and not the exchanged pieces off it.

Back to our choices: 34 \( \texttt{b1} \) (a) loses two points because of 34 ... \( \texttt{a3} \), except if you noticed 35 \( \texttt{b2} \); in this case you can have your two points back, or two bonus points if you did not choose 34 \( \texttt{b1} \). The moves 34 \( \texttt{c1} \) (b) and 34 \( \texttt{e1} \) (d) both gain one point; 34 ... \( \texttt{d2} \) looks like a good move against the latter. 34 \( \texttt{d1} \) (c) scores two points as placing a rook on an open file which attacks the queen is usually a very sensible course of action.

\[ 34 \texttt{d1} \texttt{e5} \]

\[ a) \texttt{35 c2} \]
\[ b) \texttt{35 d3} \]
\[ c) \texttt{35 b3} \]
\[ d) \texttt{35 d3} \]

The idea is to centralise the queen and help the passed pawn up the board. Playing 35 \( \texttt{d3} \) (b), without spotting 35 ... \( \texttt{b2} \), reduces your score by two. You had to see ahead and intend to play 36 \( \texttt{d4} \) (or \( \texttt{d5}, \texttt{d6} \)); these three moves score three bonus points. Best of all, 36 \( \texttt{d3} \) scores four bonus points.

35 \( \texttt{w3} \) (c) is safe and earns one point. 35 \( \texttt{e2} \) (a) loses nine points after 35 ... \( \texttt{e2} \) which, by comparison, makes 35 \( \texttt{d3} \) (d) a good move, yet after 35 ... \( \texttt{e4} \) it still carries a penalty of one point.

\[ 35 \texttt{d3} \texttt{e6} \]

\[ a) \texttt{36 d4} \]
\[ b) \texttt{36 d5} \]
\[ c) \texttt{36 d6} \]
\[ d) \texttt{36 d7} \]

Combining even small ideas is very useful, particularly so when the position is level on material. For this reason, an attack on the blocked black b-pawn becomes significant after 36 \( \texttt{d5} \) (b), which scores two points. Safe alternatives scoring one each are 36 \( \texttt{d4} \) (a) and 36 \( \texttt{d7} \) (d). Finally, 36 \( \texttt{d6} \) (c) should not be considered for White as Black can play 36 ... \( \texttt{d6} \) (lose nine points).

\[ 36 \texttt{d5} \texttt{e5} \]

\[ a) \texttt{37 x5} \]
\[ b) \texttt{37 c6} \]
\[ c) \texttt{37 c1} \]
\[ d) \texttt{37 c7} \]

If you chose 37 \( \texttt{x5} \) (a) then you can have one point but the evidence is that you are happy to allow the exchanges on c6, let any white advantage evaporate and agree a
draw. You could be in for a shock! After 37...\texttt{xf3+}, for which you can have a bonus point, the play might continue with 38 \texttt{g2 cxe1+ 39 \texttt{xf1 xe4} (this deserves a bonus of one point). Then 40 \texttt{xe1 h1+ 41 e2 xe8+ 42 d3 xexe1} sets Black up nicely for a probable win. There is a flaw, however, in that White can play 40 \texttt{d5}!

In that case, Black has to find 38...\texttt{h4!!} (take three more bonus points if you saw that one).

Now 39 gxh4 \texttt{g4+ 40 f1 xd1+} wins for Black. Alternatively, 39 \texttt{f1 h3+ 40 e1} drives White’s king fatally away from the shelter of its own pawns. White should play 39 \texttt{g1}, after which 39...\texttt{xf3+} repeats the position.

Looking for a way to protect White’s asset remains a priority. 37 \texttt{xe6} (b) scores one point; Black looks comfortable in the ending following 37...\texttt{fxe6 38 c1 f7} as he can use his king. Black cannot do this with the queens on the board and so 37 \texttt{c1} (c) scores three points. If the queens are exchanged now, then the knight on d5 assists in pushing the pawn to the 7th rank. Black should also take care not to lose to any forking checks.

This leaves 37 \texttt{c7} (d), which loses one point. This is not because of 37...\texttt{xc7 38 d8+} which gives you two bonus points if you saw it, but because of the patient 37...\texttt{g7!} (one point). This move avoids other tricks, for example 37...\texttt{xd5 38 xd5 f6 39 d8+} (two bonus points) and also 37...\texttt{c7 38 d8+} (two more bonus points).

37 \texttt{c1 g4}

\begin{itemize}
\item \texttt{a) 38 xb5}
\item \texttt{b) 38 xe6}
\item \texttt{c) 38 d4}
\item \texttt{d) 38 d7}
\end{itemize}

It is difficult to criticise 38 \texttt{xb5} (a) which gains a pawn, but how does White respond to 38 \texttt{xe6 e4} with the threat of ...\texttt{xf3+}? (This configuration is sometimes called a battery.)

White therefore scores a maximum three points for 38 \texttt{d4} (c).

38 \texttt{xe6} (b) scores one point, plus a bonus if you saw 38...\texttt{fxe6 39 c5}. On the other hand, 38 \texttt{d7} (d) \texttt{xd7 39 cxd7 xc1+ 40 g2 d1} loses five points and the game.

38 \texttt{d4 e2}

\begin{itemize}
\item \texttt{a) 39 c7}
\item \texttt{b) 39 h3}
\item \texttt{c) 39 d5}
\item \texttt{d) 39 d7}
\end{itemize}

Black has not got anything lined up after 39 \texttt{c7} (a), so you score three points. It is worth noting how White’s chances have greatly improved since the time when Black’s knight was on c4 blocking the defence and the advance of the c-pawn.

39 \texttt{h3} (b) is safe, as is 39 \texttt{d5} (c), even
though Black can respond to the latter with 39...\textit{Ke}5. Both gain one point, which is more
than can be said for 39 \textit{d}7 (d); this allows
39...\textit{xf}2+ 40 \textit{h}1 \textit{xf}2 mate (lose...just
ten on this occasion).

\textbf{39 c7 h5}

After 40 h3 (a) Black can set a trap with
40...\textit{e}5, so just score one point for this. 40 \\
\textit{d}7(b) again allows 40...\textit{xf}2+ and loses a
nominal ten points. You gain two points for
40 \textit{d}8+ (c), but after 40...\textit{h}7 (score two
bonus points if you saw this) White has to
defend with a move like 41 \textit{d}4, as 41 \textit{xc}8
\textit{xf}2+ is again disastrous.

The best is 40 \textit{d}5 (d), which promotes
your score by four points. 40 \textit{d}5 h4 41
\textit{g}4 gives you another three points in view
of 41...\textit{g}4 42 \textit{f}6+ \textit{g}7 43 \textit{g}4. To be
fair, 41 \textit{b}6 also wins, it is just slightly less
clean. Take another one if you planned ahead
in this way. Alternatively, 40...\textit{h}7 41 \textit{b}6
should put the game beyond doubt and gives
you an extra one point.

\textbf{40 \textit{d}5 1-0}

In this final position White has so many
threats that the battery idea does not quite
come into being. An excellent example of
how White can create long term pressure
with the Minority Attack.

\begin{itemize}
\item a) 40 h3
\item b) 40 \textit{d}7
\item c) 40 \textit{d}8+
\item d) 40 \textit{d}5
\end{itemize}

Now add up your points and see how you did.

\begin{itemize}
\item \textbf{Less than 15:} At least you have left some room for improvement.
\item 15-28: You are fairly new to chess or you have had a bad day.
\item 29-50: Sensible play. Did you use the queen and knight battery idea?
\item 51-70: Good. This score will take some beating.
\item 71+: Great! The phrase ‘passed pawns must be pushed’ was certainly relevant here.
\end{itemize}
1 d4 d6 2 c4 e6 3 c3 b4 4 e3 c5 5 d3 c6 6 f3 xc3+ 7 bxc3 d6

This is one way of playing the Nimzo-Indian. This system, which involves trying to block the position, thereby making the bishops less effective, is sometimes named after a German grandmaster Hubner. Often the black pawns will occupy dark squares directly in front of the white pawns on light squares.

8 0-0 0-0 9 e4 e5 10 g5 cxd4 11 cxd4

You are now invited to play for White. Your first group of choices is given below the diagram.

- a) 12 h3
- b) 12 dxec5
- c) 12 d5
- d) 12 xf6

In some ways this position is similar to one often reached by players just starting out in chess: 1 e4 e5 2 f3 c6 3 c4 c5 4 d4 d6 5 g5 0-0.

After these first six moves, White can play d5 when a promising position results due to Black's unavoidably ruined kingside pawns. There are several similarities between this and Gurevich's game. In the Nimzo, Black has pinned a white knight and he threatens ...d4. In addition Black is taking a pawn on d4 and White can play e2 if he wishes to break the pin. The players did not have equivalent moves to these in the 1 e4 e5 example above.

So, on to the scoring. It follows that 12 h3 (a) loses a pawn and a point after 12 h3 xF3 13 xF3 d4. The choices 12 dxec5 (b) and xf6 (d) score one point but both upset White's pawn chain with either 12 dxec5 dxec5 or 12 xf6 xF6 13 d5 xf3 14 xf3 xf3 15 gxf3 d4. The correct choice for two
points is therefore 12 d5 (c).

12 d5 \( \Box d4 \)

a) 13 \( \Box \)xd4
b) 13 \( \Box \)xf6
c) 13 \( \Box \)e2
d) 13 h3

I have already indicated that \( \Box \)e2 can be played to break the pin. Therefore 13 \( \Box \)e2 (c) scores two points. The move 13 \( \Box \)xf6 (b) scores one point, but I am assuming you will play 13...\( \Box \)xf6 14 \( \Box \)e2. The move 13 h3 (d) loses two points as it is a blunder and reminiscent of something equivalent following the opening six moves given of the 1 e4 e5 game above, namely 7 \( \Box \)d5 h6? 8 \( \Box \)xf6+! gxf6 9 \( \Box \)xh6. In our game, Black can continue strongly too with 13 h3 \( \Box \)xf3+! 14 gxf3 \( \Box \)xh3.

13 \( \Box \)xd4 (a) is the biggest mistake, tragically forgetting about the pin and losing six points to 13 \( \Box \)xd4 \( \Box \)xd1.

13 \( \Box \)e2 \( \Box \)xe2+

a) 14 \( \Box \)h1
b) 14 \( \Box \)xe2

We will have to deduct three points for the finger slip 14 \( \Box \)h1 (a), while the expected 14 \( \Box \)xe2 (b) scores one point.

14 \( \Box \)xe2 h6

a) 15 \( \Box \)xf6
b) 15 \( \Box \)h4
c) 15 \( \Box \)c3
d) 15 \( \Box \)d2

It makes sense to keep the pin on the knight with 15 \( \Box \)h4 (b), which scores two points. I have heard it described that swapping bishop for knight on f6 is lazy in such a position, so we will give 15 \( \Box \)xf6 (a) zero points. It is better to select 15 \( \Box \)d2 (d) for a point, but be careful to avoid the sloppy 15 \( \Box \)c3 (c), which blocks the defence of the e4-pawn and loses a point to 15 \( \Box \)e3 \( \Box \)xe4.

When finding a safe move, one not only has to place a piece on a safe square and examine the job that it was doing on the original square, but one also has to make sure that it does not block a line of defence when placing it on a new square.

15 \( \Box \)h4 g5

a) 16 \( \Box \)xg5
b) 16 \( \Box \)xg5
c) 16 \( \Box \)g3
d) 16 h3

16 \( \Box \)g3 (c) scores one point and is the only sensible move. The sacrifices on g5 does not work because the knight on f3 is still pinned. Therefore 16 \( \Box \)xg5 (a) loses eight points because of 16...\( \Box \)xe2 and 16 \( \Box \)xg5 (b) loses two due to 16...hxg5 when at least White can think again before giving away his queen. 16 h3 (d) loses three points because Black can win with 16...\( \Box \)xf3 17 \( \Box \)xf3 gxh4.

16 \( \Box \)g3 \( \Box \)d7
a) 17 \textit{We}e3  
b) 17 \textit{Wd}3  
c) 17 h3  
d) 17 \textit{Ab}1

Black can plan to put the knight on the c5-outpost. Therefore it does not make sense to encourage him with 17 \textit{Wd}3 (b); that scores just one point. A move like 17 \textit{Ab}1 (d), which does not score, does not take full account of why Black played his last move. The knight manoeuvre is one reason but also Black has cleared a line and threatens ...f7-f5 which further increases the pin on the knight. If you rejected 17 \textit{Ab}1 because of 17 ...f5 then take a bonus point.

That leaves 17 \textit{We}3 (a), scoring three points, as best, closely followed by 17 h3 (c), which scores two points as it still leaves some unanswered questions following 17 ...\textit{h}5.

17 \textit{We}3 \textit{f}5

The blunder 18 h3 (a) loses two points as it allows the zwischenzug 18...f4 (award yourself a bonus of two if you spotted that) 19 \textit{Wc}3 \textit{x}f3 20 \textit{Wxf}3 \textit{fxg}3 21 \textit{Wxg}3. No better are 18 \textit{Wb}3 (c) and 18 \textit{Dxg}5 (d) which also lose two points following 18...\textit{c}5 19 \textit{Wc}2 f4 and 18...hxg5 respectively. The only sensible move out of the list is therefore 18 exf5 (b), which scores two points.

18 exf5 \textit{Wf}6

a) 19 h3  
b) 19 h4  
c) 19 \textit{Dd}2  
d) 19 \textit{Ae}1

Trying to get the knight to the outpost on e4 demonstrates a high degree of understanding about this position. Therefore 19 \textit{Dd}2 (c) scores two points while the other choices all score one.

19 \textit{Dd}2 \textit{xf}5

a) 20 \textit{De}4  
b) 20 f3  
c) 20 \textit{Db}3  
d) 20 \textit{Ab}1

20 f3 (b) scores two points as it increases the protection of the e4-square and it gives the bishop some more options. 20 \textit{De}4 (a) is too soon and scores one point as Black can exchange minor pieces and then place his knight on the c5-outpost. 20 \textit{Db}3 (c) scores one point but really the knight does not belong here. 20 \textit{Ab}1 (d) is a blunder that loses two points following 20...\textit{xb}1 21 \textit{xb}1.

20 f3 \textit{Wg}6

\begin{center}
\includegraphics[width=\textwidth]{chessboard.png}
\end{center}

a) 21 \textit{Af}1  
b) 21 \textit{Ah}1  
c) 21 \textit{Wa}3  
d) 21 \textit{De}4

\begin{itemize}
  \item 21 \textit{De}4 (d) is still too early and does not score due to the recurring response 21...\textit{Ax}e4 22 fxe4 \textit{Dc}5. The moves 21 \textit{Af}1 (a) and 21 \textit{Ah}1 (b) are both safe moves and score one, but 21 \textit{Wa}3 (c) is the move that top scores with two points.
\end{itemize}

21 \textit{Wa}3 b6

\begin{itemize}
  \item a) 22 \textit{Df}2  
b) 22 \textit{Db}3  
c) 22 \textit{Wxd}6  
d) 22 \textit{Wa}4
\end{itemize}
22 $\text{f2}$ (a) is part of White’s plan and scores three points. 22 $\text{b3}$ (b) scores one; it is safe but leaves the queen and knight somewhat offside. 22 $\text{xd6}$ (c) loses eight as the pawn is defended by Black’s queen on g6. 22 $\text{a4}$ (d) loses two points and is barking up the wrong tree; 22 ... $\text{c5}$ 23 $\text{c6}$ $\text{d7}$ 24 $\text{c7}$ $\text{fc8}$ only further increases White’s problems.

22 $\text{f2}$ g4

a) 23 $\text{g3}$
b) 23 $\text{h1}$
c) 23 fxg4
d) 23 g3

23 $\text{g3}$ (a) undoes some of White’s hard work and scores one point as it allows 23 ... $\text{c5}$. 23 $\text{h1}$ (b) is a reasonably wise precaution and scores two for moving the king off the same file as the black queen. 22 g3 (d) scores just one point as it cuts down some of White’s options along the third rank. Finally, 23 fxg4 (c) scores an impressive three points and continues White’s plan most accurately.

23 fxg4 $\text{xb}g4$

Improving the position of the worst placed piece with 24 $\text{ae1}$ (b) scores the maximum three points. The other choices are all safe; 24 $\text{h1}$ (a) and 24 $\text{g3}$ (d) score two points, and 24 $\text{fe1}$ (c) scores one.

24 $\text{ae1}$ $\text{c5}$

25 h3 (a) gains you three points for spotting a plan and playing your moves in the right order. 25 $\text{e3}$ (c) is not bad and scores two points, but 25 $\text{xc5}$ (d) gains just one point because after 25 ... bxc5 the rooks face each other on the f-file and prevent White’s plan. 25 $\text{h1}$ (b) is unnecessary at this stage and scores just one point too.

25 h3 $\text{f5}$

26 g4 (a) is completely inconsistent and loses one point; Black may even try and seize the initiative with 26 ... $\text{h5}$. 26 $\text{f3}$ (d) is also not part of the plan of putting the knight on e4. It fails, not because of 26 $\text{f3}$ $\text{xh3}$ as White has 27 $\text{h4}$ $\text{g7}$ 28 $\text{xh3}$ (I will be generous and give you a point if you saw that trick whether you chose 26 $\text{f3}$ or not). Unfortunately 26 ... $\text{d3}$ turns the tables in Black’s favour; please deduct two points.
from your score. That leaves both 26 $\text{hx}c5$ (b) and 26 $\text{he}3$ (c) to be worth two points as these moves can be basically interchanged.

**26 $\text{hx}c5$ bxc5**

| a) | 27 g4 |
| b) | 27 $\text{h}2$ |
| c) | 27 $\text{we}3$ |
| d) | 27 $\text{he}3$ |

27 g4 (a) is no better than it was before and loses two points. 27 $\text{h}2$ (b) and 27 $\text{we}3$ (c) are both safe and score one point. The best is 27 $\text{he}3$ (d), which scores two as it is safe and White incorporates various ideas along the 3rd rank into his plans.

**27 $\text{he}3$ $\text{h}8$**

| a) | 28 $\text{ef}3$ |
| b) | 28 $\text{g}3$ |
| c) | 28 $\text{f}1$ |
| d) | 28 $\text{b}3$ |

First some pieces of advice on rooks: Place them on open or semi-open files. Doubled rooks, particularly on the seventh rank, can be strong.

Further calculation is required in our position to sort out the best from these four safe moves. Doubling on the semi-open e-file with 28 $\text{fe}1$ (c) is pointless; the rooks are going nowhere and so this scores no points. The plan of 28 $\text{b}3$ (d) scores one point because $\text{b}3$-b7 may enable White to snatch the a-pawn if Black obliges and does not play, for example, ...$\text{f}7$. The move 28 $\text{ef}3$ (a) appears to set Black some problems and scores two points. The pin is awkward for Black and except for 28...$\text{g}8$, neither rook nor bishop can move to help the situation.

28 $\text{g}3$ (b) scores top marks of three points as it prevents Black’s aforementioned defence. Furthermore, if you spotted that then take an extra point.

**28 $\text{g}3$ $\text{h}7$**

| a) | 29 $\text{gf}3$ |
| b) | 29 $\text{b}3$ |
| c) | 29 $\text{we}3$ |
| d) | 29 $\text{a}6$ |

No points for 29 $\text{b}3$ (b) and one point for 29 $\text{we}3$ (c). If you went off at a tangent with 29 $\text{a}6$ (d) you can also have one point, and if you noticed that you can take advantage of the pin down the f-file with something like 29 $\text{a}6$ $\text{f}6$ 30 $\text{e}4$ $\text{xe}4$ 31 $\text{xf}6$, then take an extra two.

The logical move 29 $\text{gf}3$ (a) gains three points.

**29 $\text{gf}3$ $\text{f}7$**

| a) | 30 g4 |
| b) | 30 $\text{e}4$ |
| c) | 30 $\text{a}6$ |
| d) | 30 $\text{we}3$ |

30 g4 (a) is met by 30...$\text{g}6$ 31 $\text{xf}7$ $\text{xf}7$ and scores one point. 30 $\text{a}6$ (c) and 30 $\text{we}3$
(d) are too slow and also score one. White has better with 30 $\text{De4}$ (b), which scores four points. I don’t wish to embarrass you if you missed it, but there was a hint above.

30 $\text{De4}$ $\text{Dd8}$

White has achieved a lot with the double rooks, the knight on e4 and the threats to the d6 pawn, the bishop and Black rooks should anything become unguarded. It is now time to calculate some concrete variations.

If you played 31 $\text{Da6}$ (d) then award yourself two points, but only if you planned to meet 31...$\text{Dxd6}$ with 32 $\text{Db2!}$, threatening both $\text{Da8}$ and $\text{Dxe5}$. White gains material, for example 32...$\text{Df6}$ 33 $\text{Dxe5} $ $\text{Dg8}$ 34 $\text{g4}$. 31 $\text{Da6}$ (a) increases the pressure on the vulnerable d6-pawn and is worth one point. Take an extra point if you saw that the tricky 31...$\text{Dc8}$ fails to 32 $\text{Dxa5}$!

31 $\text{Dg3}$ (b) scores two points, but only if you planned to meet 31...$\text{Df8}$ by 32 $\text{Da6}$, when again Black’s defence is overloaded and White will pick up the crucial d6-pawn.

However, the direct 31 $\text{g4}$ (c) is White’s clearest way to a win and scores three points. Here White has a very good reason to move a pawn up in front of his king.

31 $\text{g4}$ $\text{Bg6}$

32 $\text{Wa6}$ (c) and 32 $\text{Dd1}$ (d) both lose three points in similar fashion; the variations are 32 $\text{Wa6}$ $\text{Dxf3}$ 33 $\text{Dxf3} $ $\text{Dxe4}$ and 32 $\text{Dc1}$ $\text{Dxf3}$ 33 $\text{Dxf3} $ $\text{Dxe4}$. 32 $\text{Df6}$ (a) scores one point as it allows Black to escape immediate trouble with 32...$\text{Dxf6}$ 33 $\text{Dxf6}$ $\text{Dg7}$.

32 $\text{Dxf7}$ (b) is the natural continuation and scores three points.

32 $\text{Dxf7}$ $\text{Dxf7}$

a) 33 $\text{Wxa7}$

b) 33 $\text{Wa6}$

c) 33 $\text{Wf3}$

d) 33 $\text{Df6}$

There’s never a good time to sit back and relax. 33 $\text{Df6}$ (d) is an ordinary move that scores two points. 33 $\text{Wxa7}$ (a) wins a pawn but scores just one point as Black can grovel with 33...$\text{Dg6}$.

Take five points off your score if you chose 33 $\text{Wa6}$? (b); after 33...$\text{Wxe4}$ 34 $\text{Dxf7} $ $\text{Dxb8}$ suddenly it’s Black who has the attack, for example 35 $\text{Wxd6} $ $\text{Dbl+}$ 36 $\text{Df1} $ $\text{Dc3+}$ 37 $\text{Dg2} $ $\text{Db2+}$ and Black mates.

This leaves 33 $\text{Wf3}$ (c) to score the maximum four points. Black cannot save himself from heavy material losses. You can take points (indicated in brackets) for noticing the
following: 33...g7 34 f6+ and xd8 (1), or 34 xf7+ (1); or 33...g8 34 f6+ (1); alternatively 33...f8 34 xd6 (1) g8 and there are then numerous ways to win, for example 35 f6 (1), or even the king and pawn ending wins with 35 xf7 xf7 36 xf7+ xf7 37 xf7 xf7 38 f2 (1). The last defence which also fails is 33...g6 34 f6+ (1) and xd8.

33 f3 1-0

Time to add up your score and see how you did.

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**Less than 14:** Let's hope you can improve on this score if you repeat this game.
**14-29:** Perhaps you played your moves a little too quickly.
**30-48:** Quite a good score, it seems like you scored steadily throughout.
**49-63:** Good! Positional ideas in this game suited you well.
**64+:** A top score! The right moves in all the right places.
Multiple Choice Chess

Game 3
Karpov-Short
Linares (7th matchgame) 1992

1 d4 d5 2 c4 e6 3 c3 c6 4 g5 e7 5 e3 0-0 6 f3 h6 7 h4 b6

Short shows a preference for fianchetto and thus chooses to play the Tartakower Variation of the Queen’s Gambit.

8 e2 b7 9 xf6 xf6 10 cxd5 exd 5 11 b4 c5

The last move indicates a desire by Black to open up the position for his bishop pair. Notice how White has voluntarily exchanged bishop for knight and now tries to keep a well-defended pawn formation in order to make Black’s bishops less effective.

12 bxc5 bxc5 13 b1 w5 14 d2 cxd4 15 xd4 xd4 16 a4 a6 17 b5 w8 18 0-0 c6

White judges that Black’s d-pawn is weaker than his own and therefore is happy to arrive at the diagram below in order to pursue the smallest of advantages. The reader is now invited to take over from the ex-World Champion.

You could have been tempted by attacking the knight on c6 with 19 fc1 (a), which scores one point. If you rejected this choice because of the drawback 19...f6!, then take a bonus point. A possible continuation is 20 c7 xe2 21 xa8 xd4 and Black gets an attack on White’s king and may combine this with trapping the white knight, for example 22 c7? f3+!! either wins the white queen or forces mate.

19 fc1 also scores one point and also struggles against 19...f6. You can take a point for seeing this reply again even though the tactics after 20 c7 are similar and once again favour Black.

I will not be so generous with 19 bc1 (d); this scores no points. Following 19 bc1 b6 Black stands more comfortably and White regrets moving his rook from the open b-file.

19 fd1 (b) scores three points as it defends the d-pawn. A difficult move to bring yourself to play if you were intent on putting a rook on an open file. While I hinted at the weakness of the d-pawns before White’s 19th move, I hope that I did not give the game away.

19 fd1 w6

Two ingredients are required if White is to make progress in this position. Firstly, if Black captures on b5, then White wants to recapture with the rook in order to attack the d5-pawn. This counts against 20 d3 (d) which scores just one point because Black plays 20...ab8 21 a4 xb5 22 xb5 b6.
However, if you noticed the trap 20...\(\text{Qxd4}\) 21 \(\text{Qxd4} \text{Wxd4} 22 \text{h7+}\) then you can have a bonus; one point extra also for spotting 22 \(\text{Sxa6}\).

The second ingredient is that White may want to play \(\text{Qc3}\) so as to make life uncomfortable for Black as he tries to defend the d-pawn. The choices 20 \(\text{f3}\) (a) and 20 \(\text{g4}\) (b) score only one and two points respectively as they both fail in this regard, for example 20 \(\text{f3} \text{Qad8} 21 \text{Qc3} \text{Qc4+}\) and everything is defended for Black. If you saw the \(...\text{Qc4}...\) idea for Black then award yourself a bonus.

The very patient 20 \(\text{f1}\) (c) scores three points and meets all the desired criterion, for example 20 \(\text{f1} \text{Qxb5} 21 \text{Qxb5}\).

\[
20 \text{f1} \text{ab8}
\]

\[
\begin{array}{l}
a) 21 \text{Qc7} \\
b) 21 \text{Qc3} \\
c) 21 a4 \\
d) 21 \text{Wc3}
\end{array}
\]

Mass exchanges follow 21 \(\text{Qc7}\) (a) and 21 \(\text{Qc3}\) (b); one point for either, for example 21 \(\text{Qc7} \text{Qxb1} 22 \text{Qxb1} \text{Qxf1} 23 \text{Qxf1} \text{Wxd4} 24 \text{Wxd4} \text{Qxd4} 25 \text{Qxd5}\).

21 \(\text{Wc3}\) (d) puts the queen in unnecessary danger after 21...\(\text{Qc8}\) and scores zero.

21 a4 (c) scores two points and leaves Black with some small problems remaining to be solved.

\[
21 a4 \text{Qc8}
\]
Multiple Choice Chess

a) 24 \( \text{wa2} \)
b) 24 \( \text{iaf3} \)
c) 24 \( \text{iaa1} \)
d) 24 \( \text{wa5} \)

All the moves safely attack one piece and so all score one point except for 24 \( \text{wa2} \) (a), which is a cut above those moves and scores three points.

24 \( \text{wa2} \) \( \text{ic7} \)

a) 25 \( \text{iaa3} \)
b) 25 \( \text{iaa1} \)
c) 25 \( \text{iaf3} \)
d) 25 \( \text{iaf3} \)

The clue was in the previous note. The queen on a2 attacks a7 (which is now defended). By moving the rook from b3, the queen will then attack d5. If the rook moves to a3, then the black a-pawn is attacked a second time and so this option scores three points. 25 \( \text{iaf3} \) (c) can be easily and adequately defended against with 25...\( \text{ida6} \) and so this scores one point. 25 \( \text{iaf3} \) (d) scores two points on account of Black being left in an awkward tangle following 25...\( \text{ida6} \) 26 \( \text{ic8+} \) \( \text{ih7} \). However, 25...\( \text{iie6}! \) 26 \( \text{ixd5} \) \( \text{id8} \) 27 \( \text{wa2} \) \( \text{ixd4} \) is a good way out of trouble for Black.

25 \( \text{iaa1} \) (b) misses the mark and loses a point to 25...\( \text{iie6} \).

25 \( \text{iaa3} \) \( \text{if5} \)

a) 26 \( \text{iia3} \)
b) 26 \( \text{ixa7} \)
c) 26 \( \text{iaf3} \)
d) 26 \( \text{iaf3} \)

A trick question perhaps. White played for 26 \( \text{ixa7} \) (b) but lose two points if you choose it now because you did not ask yourself why Black played the previous move. After 26...\( \text{ixa7} \) \( \text{ic2} \) 27 \( \text{wa1} \) \( \text{ixf2+} \) 28 \( \text{iia1} \) \( \text{iie6} \) Black stands very nicely.

The remaining choices all score one point. After 26 \( \text{iia3} \) \( \text{id7} \) and 26 \( \text{iaf3} \) \( \text{id7} \) Black has everything under reasonable control. The best move is 26 \( \text{iaf3} \), but you only score extra points for seeing 26...\( \text{ic2} \) 27 \( \text{id8+} \) \( \text{iia7} \) 28 \( \text{ixc2} \) (two points) 28...\( \text{ixc2} \) 29 \( \text{iia3} \) (one point) 29...\( \text{ixd3} \) 30 \( \text{ixd3} \).

26 \( \text{iaf3} \) \( \text{iie6} \)

27 \( \text{g3} \) (a) and 27 \( \text{h3} \) (c) both score one point, but only if you remembered that Black was threatening \( \text{iaf2} \) and had 28 \( \text{iaf3} \) lined up against either, otherwise you lose five points. In reality Black should play 28...\( \text{ixc2} \) and if you rejected these choices because of this move then give yourself a bonus point.

27 \( \text{iia3} \) (b) scores two as it is a safe way of attacking the black queen, but 27 \( \text{iaf5} \) (d) is best and scores three points. Notice how the last move is a fork.

27 \( \text{iaf5} \) \( \text{ig4} \)

a) 28 \( \text{ixa7} \)
b) 28 \( \text{ixa7} \)
c) 28 \( \text{iia3} \)
d) 28 \( \text{id3} \)

The howlers 28 \( \text{ixa7} \) (a) and 28 \( \text{ixa7} \) (b) both lose four points and a rook to 28...\( \text{ixd1} \). Always try and find a reason why your opponent has played the previous move.

This leaves 28 \( \text{iia3} \) (c), which scores two
points and 28 f3 (d), which scores one. The former is better in view of the fact that f3 remains available to the bishop at a later date. 28 \( \text{e}2 \text{g}6 \\

\begin{center}
\begin{tabular}{|c|c|c|c|c|}
\hline
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\hline
\end{tabular}
\end{center}

Once again White does not profit by immediately taking the pawn and so 29 \( \text{xd}5 \) (a) scores just one point; 29...\( \text{d}8 \)! guarantees that Black will win the white d-pawn.

29 \( \text{xd}5 \) (b) allows a fork with 29...\( \text{xf}4 \) 30 \( \text{f}3 \text{xd}5 \) 31 \( \text{xd}5 \) so you need to deduct two from your score. 29 \( \text{d}3 \) (c) is a more serious mistake and loses four points following 29...\( \text{xd}3 \) 30 \( \text{xd}3 \text{c}1+ \), which leads to checkmate; 30 \( \text{ee}1 \text{xb}5 \) is unsatisfactory for White but at least it is not checkmate. If you spotted Black’s 29th, I will assume that you rejected 29 \( \text{d}3 \) for White, in which case you can award yourself two bonus points.

A patient move is required if White is to find any advantage and by a process of elimination 29 g3 (d) must be best and scores two points.

29 g3 \( \text{bc}8 \\

\begin{center}
\begin{tabular}{|c|c|c|c|c|}
\hline
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\hline
\end{tabular}
\end{center}

White still does not profit from 30 \( \text{xd}5 \) (c), as 30...\( \text{d}8 \) is adequate for Black (take one point for 30 \( \text{xd}5 \)). This, however, is better than 30 \( \text{xd}5 \) (d) which loses one point in view of 30...\( \text{c}2 \) 31 \( \text{a}6 \text{f}4! \).

30 \( \text{d}3 \) (a) is safe now that g2-g3 has been played and it scores two points. 30 \( \text{h}5 \) (b) scores the maximum three points in view of the fact that the attack on the rook on d1 has been prevented.

30 \( \text{h}5 \text{f}6 \\

\begin{center}
\begin{tabular}{|c|c|c|c|c|}
\hline
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\hline
\end{tabular}
\end{center}

It transpires that 31 \( \text{xd}5 \) (a) scores two points now in view of the fact that 31...\( \text{d}8 \) 32 \( \text{e}4 \) is available to White, when he can retain his one pawn advantage. If you understood the importance of White’s 32nd move then give yourself an extra point.

31 \( \text{xd}5 \) (b) and 31 \( \text{b}2 \) (d) both lose four points in view of what I hope is a familiar tactic, namely 31...\( \text{c}2 \). 31 \( \text{xf}7+ \) (c) is a straightforward blunder but the penalty of two points is less severe following 31...\( \text{xf}7 \).

31 \( \text{xd}5 \text{g}6 \\

\begin{center}
\begin{tabular}{|c|c|c|c|c|}
\hline
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\text{f2} & \text{g2} & \text{h2} & \text{i2} & \text{j2} \\
\text{f1} & \text{g1} & \text{h1} & \text{i1} & \text{j1} \\
\hline
\end{tabular}
\end{center}

\begin{enumerate}
  \item[\text{a)}] 30 \( \text{d}3 \\
  \item[\text{b)}] 30 \( \text{h}5 \\
  \item[\text{c)}] 30 \( \text{xd}5 \\
  \item[\text{d)}] 30 \( \text{xd}5 \\
\end{enumerate}

\begin{enumerate}
  \item[\text{a)}] 31 \( \text{xd}5 \\
  \item[\text{b)}] 31 \( \text{xd}5 \\
  \item[\text{c)}] 31 \( \text{xf}7+ \\
  \item[\text{d)}] 31 \( \text{b}2 \\
\end{enumerate}
Award yourself two points for either 32 $\text{g4}$. One possibility is 32 $\text{g4} \text{e2} 32 \text{w3}$ when White retains a pawn advantage.

If you chose 32 $\text{f3}$ or 32 $\text{xe6}$ then you are lucky to only lose two points. For example 32 $\text{f3} \text{d8} 33 \text{xe6}$ (this saves White from a worse fate which would have followed 33 $\text{e4} \text{g5}) 33 ..\text{xe6} 34 \text{e4}$. Similarly, 32 $\text{xe6} \text{xe6} 33 \text{f3}$ enables White to escape complete disaster.

32 $\text{e2} \text{c3}$

\[ \begin{array}{l}
\text{a) } 33 \text{h3} \\
\text{b) } 33 \text{h4} \\
\text{c) } 33 \text{a2} \\
\text{d) } 33 \text{e3} \\
\end{array} \]

Definitely not 33 $\text{a2}$ or 33 $\text{e3}$ which both lose a point. For example 33 $\text{a2} \text{xd4}$ (take a bonus if you saw Black’s 33rd move). White also fails to press for a win after 33 $\text{e3} \text{d8} 34 \text{f3} \text{f3} 35 \text{xf3} \text{xd4} 36 \text{xd4} \text{e1}+ 37 \text{d1} \text{xd1}+ 38 \text{xe1} \text{d1}+ 39 \text{g2}$. 

33 $\text{h3}$ leaves White inconveniently placed after 33 $\text{h3} \text{d8} 34 \text{e4} \text{g5} 35 \text{h4}$ and scores just one point. However, after studying choice (a), it is possible to realise the purpose of choice 33 $\text{h4}$ (b), which scores a maximum three points.

33 $\text{h4} \text{e3}$

\[ \begin{array}{l}
\text{a) } 34 \text{e4} \\
\text{b) } 34 \text{b7} \\
\text{c) } 34 \text{f1} \\
\text{d) } 34 \text{f4} \\
\end{array} \]

34 $\text{e4}$ (a) scores two points and is a wise precaution against ...$\text{xd8}$. Black may have also been trying for ...$\text{e2}$, which has now been prevented.

For this reason 34 $\text{b7}$ (b) and 34 $\text{f1}$ (c) score zero and one respectively. With the former, it turns out that the white queen has deserted her own king. With the latter, at least White has 34 $\text{f1} \text{e2} 35 \text{e2}$.

34 $\text{f4}$ (d) is an outright blunder and loses five because of 34 $\text{f4} \text{xg3}+$, when the black pieces swarm around the white king. Hard luck if you were trying to give your rook on e5 extra protection. You have to remember that to make a safe move, not only do you have to move a piece to a safe square but you also have to examine any job that the piece was doing on its original square (in this case the pawn on f2 was defending the pawn on g3).

34 $\text{e4} \text{c3}$

\[ \begin{array}{l}
\text{a) } 35 \text{g2} \\
\text{b) } 35 \text{g2} \\
\text{c) } 35 \text{a8}+ \\
\text{d) } 35 \text{d5} \\
\end{array} \]

It is a pity if you chose 35 $\text{g2}$ (a), because you have forgotten about 35..$\text{xd4}$ and so you lose a point (not even the check on e8 will help you there). If you spotted Black’s 35th move and rejected $\text{g2}$ then award yourself a bonus point.

Of course, checks are not always good and choice 35 $\text{a8}+$ (c) only delays an important decision following 35...$\text{g7}$. We will deduct a point for that too. 35 $\text{d5}$ (d) loses a point as it allows a sharp chance for Black with 35...$\text{xg3}$, when 36 $\text{fxg3} \text{g3}+$ 37 $\text{h1} \text{f2} 38 \text{g}4 \text{f4}$! gives Black a winning attack.

That leaves the highly sensible 35 $\text{g2}$ (b) as the top scoring choice for two points. Not
for the first time in this game, Karpov shows that he is in no hurry and before embarking on anything risky, he first secures his position and consolidates his one-pawn advantage.

35 \( \text{g}2 \text{ g}7 \)

- a) 36 \( \text{d}3 \)
- b) 36 \( \text{d}5 \)
- c) 36 \( \text{h}5 \)
- d) 36 \( \text{d}2 \)

36 \( \text{d}3 \) (a) loses a point. After 37...\( \text{x}d3 \)
37 \( \text{xd}3 \) \( \text{a}4 \) all bets are off; it should be a draw again.

36 \( \text{h}5 \) (c) and 36 \( \text{d}2 \) (d) are safe enough and score one point, but White can press forward now that he has covered everything; this means 36 \( \text{d}5 \) (b) scores two points.

36 \( \text{d}5 \) \( \text{c}5 \)

Some blunders to avoid here. 38 \( \text{f}3 \) (b) allows 38...\( \text{xf}3+ \) and loses four points, while 38 \( \text{e}3 \) (d) loses three points after 38...\( \text{xd}4 \) 39 \( \text{xd}4 \) \( \text{xe}3 \) 40 \( \text{fxe}3 \) \( \text{xe}2+ \).

The move 38 \( \text{f}1 \) (a) allows 38...\( \text{xe}1 \) 39 \( \text{g}1 \) \( \text{b}3! \), when the white queen cannot stay protecting \( \text{f}2 \) and \( \text{d}1 \). Lose two points for selecting 38 \( \text{f}1 \), but award yourself two points if you rejected it because of 39...\( \text{b}3 \).

So there is only one way to score positively, and that is with two points and 38 \( \text{e}8 \).

38 \( \text{e}8 \) \( \text{a}2 \)

There is certainly no good reason to give away five points and a rook with either 37 \( \text{g}4 \) (a) or 37 \( \text{b}1 \) (d), both of which are answered by 37...\( \text{xe}5 \). 37 \( \text{f}4 \) (c) does not score as it wrecks White's nice pawn chain on the kingside following 37...\( \text{xf}4 \) 38 \( \text{xf}4 \). That leaves 37 \( \text{d}4 \) (b) as the only way to increase your score and it does so by two points.

37 \( \text{d}4 \) \( \text{c}2 \)

White has one satisfactory way to defend the bishop and the \( \text{f}2 \)-pawn. Therefore 39 \( \text{g}8+ \) (b) scores two points; White can meet 39...\( \text{xf}6 \) with 40 \( \text{f}3 \).

39 \( \text{g}4 \) scores no points. Award yourself two bonus points if you rejected this moves due to the tricky reply 39...\( \text{xe}6! \), planning to meet 40 \( \text{xe}6? \) with 40...\( \text{xe}2 \) and Black crashes through on \( \text{f}2 \).

39 \( \text{e}1 \) (c) is a blunder of a queen and
loses nine points. Best is 39 \(\text{g8}+\) (a), which scores three points. With this move White wins a queen for rook and knight.

\[
39 \text{g8}+ \text{xg8}
\]

a) 40 \(\text{xf6}\)

b) 40 \(\text{xc5}\)

One point for 40 \(\text{xf6}\) (a); no comment but lose ten points for 40 \(\text{xc5}\) (b).

40 \(\text{xf6} \text{xe2}\)

Time to take stock. Materially speaking, White is two points up but Black has some threats with the two rooks and the knight. Note that to win, White may give up the queen and a pawn for two rooks. An ending of rook versus knight will greatly favour White if there are pawns on both wings. So it may be a case of exchanging advantages.

With this reasoning 41 \(\text{fl}\) (a) scores just one point. White should avoid the king and pawn ending that follows 41 \(\text{fl}\) \(\text{xe4}\) 42 \(\text{d4} \text{xf2}\) 43 \(\text{xf2} \text{xf2}+\) 44 \(\text{xf2} \text{xf2}+\) 45 \(\text{xf2}\). The move 41 \(\text{d8+}\) (c) is another unhelpful check, which gets one point.

41 \(\text{c1}\) (d) is one move that shows a willingness to give up the queen as outlined above. Unfortunately it loses two from your score, not because of 41... \(\text{e4}\) 42 \(\text{c8+}\) \(\text{h7}\) 43 \(\text{h8}\) mate, which earns you two bonus points if you spotted it, but because of 41... \(\text{xf2}+\) 42 \(\text{xf2} \text{xf2}\) 43 \(\text{xf2} \text{d3}\); if you saw this knight fork and rejected 41 \(\text{c1}\) then you gain three bonus points. After 44 \(\text{e3} \text{xc1}\) 45 \(\text{d4}\) it is only White’s active king in the ending that saves you from having more points deducted from your score if you chose this option. The correct choice is therefore 41 \(\text{a1}\) (b) which avoids the above tactic; this scores three points.

\[
41 \text{a1} \text{e4}
\]

a) 42 \(\text{d8+}\)

b) 42 \(\text{d4}\)

c) 42 \(\text{xa2}\)

d) 42 \(\text{fl}\)

42 \(\text{d8+}\) scores no points as f2 cannot be defended after 42... \(\text{g7}\) 43 \(\text{xa2} \text{xa2}\). 42 \(\text{d4}\) is understandable in that the queen is safe. However, you lose five points because of 42 \(\text{d4} \text{ad2}\) 43 \(\text{xa7} \text{xf2}\) and Black can weave a mating net around the white king, e.g. 44 \(\text{h3} \text{h2}\) + 45 \(\text{g4} \text{df2}\).

42 \(\text{fl}\) (d) loses nine points and is a straightforward blunder which allows 42... \(\text{xf6}\). This leaves 42 \(\text{xa2}\) as the best way of progressing. This scores three points and shows a willingness to exchange advantages rather than hang on to the queen at all costs. 42... \(\text{xf6}\) 43 \(\text{xe2}\) leaves you with an easily winning ending.

\[
42 \text{xa2} \text{xa2}
\]
43 \( \text{f4} \) (a) should be avoided as already mentioned. You lose two points because of 43...\( \text{xf2}+ \). 43 \( \text{d8}+ \) (c) is still a non-scoring move. That leaves 43 \( \text{e7} \) (d) to score one point because of 43...\( \text{xf2}+ \) 44 \( \text{gl} \) \( \text{e2} \) 45 \( \text{d6} \). Award yourself two points if you intended to push the d-pawn in this position or a very similar one. 43 \( \text{d4} \) (b) was Karpov’s choice and scores two points.

43 \( \text{d4} \) \( \text{xf2}+ \)

- a) 44 \( \text{h3} \)
- b) 44 \( \text{h1} \)
- c) 44 \( \text{g1} \)
- d) 44 \( \text{xf2} \)

Now that one pair of rooks have been exchanged, there seems little danger of being checkmated. 44 \( \text{xf2} \) (d) is some sort of panic reaction or miscalculation and loses two points. 44 \( \text{h1} \) (b) loses the game and three points after 44...\( \text{xg3}+ \) 45 \( \text{g1} \) \( \text{e2}+ \).

44 \( \text{h3} \) (a) scores one point but the best policy is to attack the rook in case the knight moves and therefore 44 \( \text{g1} \) (c) scores two.

44 \( \text{g1} \) \( \text{e2} \)

All moves win for White with some ease and so you can have a point whichever one you chose. In addition, if you spotted 45 \( \text{xa7} \) \( \text{xg3} \) 46 \( \text{b8}+ \) \( \text{g7} \) 47 \( \text{xe3} \), then take a bonus of one point. 45 \( \text{d6} \) (d) scores an additional two points if you intended \( \text{d6-d7} \) and \( \text{d7-d8} \) to follow in quick succession as it shows an understanding about the power of the advanced passed pawn.

45 \( \text{d6} \) 1-0

The situation is hopeless for Black and so the Englishman resigned.

Now let us see how you did; please add up your score.

- **Less than 20:** I am sorry to admit that pure guesses might give you a higher score.
- **20-35:** A long game; maybe you got tired.
- **36-54:** Nothing humorous about your score. A sound performance.
- **55-74:** Well done! You seem to have played really methodically.
- **75+:** Very Karpovian. You spotted a lot of subtleties in this game.
1 d4 e6

Black invites White to play against a French Defence. This order of opening moves can be employed by some black players who like to tempt White into playing $\text{d}f3$ at an early stage so that they do not have to learn so many opening lines. In this example, if White does not know the French and does not fancy 2 c4 $\text{d}b4+$, then 2 $\text{d}f3$ is the move that most commonly fits into any player’s opening repertoire.

2 $\text{d}f3$ d5 3 c4 $\text{d}f6$ 4 $\text{d}c3$ c6 5 e3 $\text{d}bd7$

The opening is settling down into a Semi-Slav which is characterised by the black triangle of pawns on c6, d5 and e6. This has a reputation of being difficult to break down.

6 $\text{w}c2$ b6 7 $\text{e}e2$ $\text{b}b7$ 8 0-0 $\text{e}e7$ 9 $\text{d}d1$ 0-0 10 e4

The opening is more or less complete with both players having castled. Please carry on from Black’s point of view by first selecting a move from the list after the diagram.

10...$\text{d}xe4$

Black is on the back foot after 10..$\text{c}c8$ (d), which scores one point. 11 cxd5 cxd5 12 e5 $\text{d}e4$ makes some sense for Black but White can do better with 11 e5 $\text{d}e8$ 12 cxd5 or 12 $\text{d}f4$. Similarly, 10...dxc4 (c) scores one point as it allows the space-gaining pawn advance for White after 11 $\text{d}xc4$ $\text{w}c7$ 12 e5.

10...$\text{d}xe4$ (b) scores one point but it allows White to build up an attack after 11 $\text{d}xe4$ dxe4 12 $\text{w}xe4$ $\text{w}c7$ 13 $\text{d}xd3$ g6 14 $\text{g}g5$. Therefore 10...dxe4 (a) makes most sense and scores two points.

11...$\text{d}xe4$

11...$\text{d}xe4$ (a) has been discarded already; read the previous paragraph to remind yourself of why it is only worth one point.

11...$\text{c}c8$ (c) 12 $\text{d}f4$ also leaves Black struggling; this time the rooks are not connected so this just scores one point.

11...c5 (b) is also another single pointer; 12 $\text{d}xf6+$ $\text{d}xf6$ 13 dxc5 (13 d5 is also possible) 13...$\text{d}xc5$ 14 $\text{d}f4$ is hard for Black to meet satisfactorily. More fortunate is that 14 $\text{w}a4$ $\text{c}c8$ 15 $\text{d}f4$ does not work because Black has 14...$\text{d}b6$.

11...$\text{w}c7$ (d) is a wise precaution for three points. The queen no longer stands opposite the white rook and the bishop-freeing move...c7-c5 is supported.

11...$\text{w}c7$ 12 $\text{d}c3$

12...$\text{d}xe4$

a) 12...$\text{d}xe4$

b) 12...c5

c) 12...$\text{d}g4$

d) 12...$\text{h}5$

12...$\text{d}xe4$

a) 12...$\text{d}xe4$

b) 12...c5

c) 12...$\text{d}g4$

d) 12...$\text{h}5$
It is best to continue as planned with 12...c5 (b) for two points. The pawn move 12...c5 (a) is worth just one point; it is flawed because it does not increase the scope of the light-squared bishop. If White can restrain himself from breaking the tension there and just play 13 \textit{g}5, then he is doing well. Please note, if you have not done so already, that 13 dxe5 \textit{ex}e5 14 \textit{f}4 \textit{xf}3+ 15 \textit{x}xf3 \textit{xf}4 and 13 d5 \textit{cx}d5 14 \textit{cx}d5 \textit{dx}d5 \textit{wc}2 are two common tactics that can crop up in many positions.

12...\textit{g}4 (c) 13 h3 \textit{gf}6 and 12...\textit{h}5 (d) 13 \textit{wc}4 \textit{c}5 14 \textit{w}g4 \textit{hf}6 15 \textit{wh}3 (or 15 \textit{if}h4) are both a waste of time for Black and neither score.

12...c5 13 d5

\begin{itemize}
  \item a) 13...\textit{e}5
  \item b) 13...\textit{ex}d5
  \item c) 13...\textit{de}8
  \item d) 13...\textit{wd}6
\end{itemize}

There is only one sensible, safe move: 13...\textit{ex}d5 (b) scores one point.

13...\textit{e}5 (a) loses two following 14 d6 \textit{cx}d6 15 \textit{bb}5 \textit{wd}8 16 \textit{x}d6. 13...\textit{de}8 (c) allows 14 dxe6 \textit{fx}e6 15 \textit{g}5, which is not to be recommended for Black. Take one off your score if you allowed this.

13...\textit{wd}6 (d) 14 dxe6 \textit{wx}e6 again allows Black to hang on. Instead 14 \textit{bb}5 \textit{wb}8 15 dxe6 \textit{fx}e6 16 \textit{g}5 establishes that you should take two off your score.

13...\textit{ex}d5 14 \textit{cx}d5

\begin{itemize}
  \item a) 14...\textit{de}8
  \item b) 14...\textit{id}6
  \item c) 14...\textit{a}6
  \item d) 14...\textit{ad}8
\end{itemize}

White still has a material-gaining threat. 14...\textit{d}6 (b) is okay for one point as 15 \textit{bb}5 \textit{wb}8 is safe for Black. Superior and worth two points is 14...\textit{a}6 (c).

14...\textit{de}8 (a) loses two points because of 15 d6 \textit{cx}d6 16 \textit{f}4 \textit{ce}6 17 \textit{wd}2. Similarly, 14...\textit{ad}8 (d) loses two points because of 15

\begin{figure}
\centering
\includegraphics[width=\textwidth]{Quiet_Queen's_Pawn}
\caption{Quiet Queen’s Pawn}
\end{figure}

White’s last move threatens \textit{f}5, which would thus improve the position of his knight (knights on the rim are dim!). 15...\textit{g}6 (d) leaves the knight stranded but it does weaken the dark squares around the king slightly. On balance, with Black’s dark-squared bishop not far away, and with the white pieces hardly looking threatening, this is a sound choice for two points.

15...\textit{fe}8 (a), planning 16 \textit{f}5 \textit{fb}8, scores one point. 15...\textit{h}5 (c) is worthless and greatly in White’s favour after 16 \textit{f}5 \textit{fd}8.

b) 15...\textit{xd}5 loses two points if your rating is 1800 (150 BCf) or more; otherwise it is no score. Hard luck if you spotted 16 \textit{xd}5 \textit{xd}5 17 \textit{xd}5 (17 \textit{f}5 \textit{f}6 is good for Black) 17...\textit{xf}4, which wins a pawn. However, then White has the very strong 18 \textit{h}5.

15...\textit{g}6 16 \textit{h}6

\begin{itemize}
  \item a) 16...\textit{fe}8
  \item b) 16...\textit{fd}8
  \item c) 16...\textit{xd}5
  \item d) 16...\textit{ad}8
\end{itemize}

It makes no sense to play 16...\textit{xd}5 (c) and lose a point because the rook is still en
prize: 17 Qxd5 Qxd5 18 Qxf8 Qxh4 19 Qh6 is in White’s favour, although perhaps 18 Qf5 gxf5 19 Qxd5 is even stronger. 16...Qad8 (d) loses an exchange and two points after 17 Qxf8 Qxf8.

It makes a great deal of sense to put a rook on an open file and therefore 16...Qfe8 (a) scores two points. Just one point for 16...Qfd8 (b).

16...Qfe8 17 Wd2

Black does not profit with the tactic 17...Qxd5 (d) 18 Qxd5 Qxd5 because White has 19 Qxg6 hxg6 20 Wxd5, so that scores just one point. 17...Qf8 (a) also scores one; as mentioned previously, the dark squares around Black’s king are slightly weak and this is only highlighted after 18 Qxf8 Qxf8 19 d6 Qc8 20 Wh6.

17...Qd6 (b) is good for two points but 17...Qg4 (c) is a blunder that costs two points because of 18 d6 Qxd6 19 Wxd6 Wxd6 20 Qxd6 Qxh6 21 Qxh6.

17...Qd6 18 g3

White has stopped Black taking on h2. Black must also stop White from carrying out his plan. After careful study it can be worked out that Qh6 and Wd2 have now contributed to White threatening Qf5, even though f5 is covered. If you realised this, then add one to your score. 18...Qe7 (c) 19 Qf5 and 18...c4 (d) 19 Qf5 Qc5 20 Qf3 both give White a preferable position.

18...Qe5 (a) scores one point; 19 Qf5 gxf5! 20 Qg5+ Qg6 21 Qxf6 Qe5!, followed by ...Qxc3 and ...Qxe2 leaves Black a piece up. Give yourself two bonus points if you saw this.

18...b5 (b) scores two points although it may not be immediately obvious why this is best. 19 Qf5 Qe5 20 d6 Wc6 is good for Black because White cannot play Qf3. Also, White must be aware that ...b5-b4 and ...Qe4 are on the horizon. Finally, 20 f4 is a mistake because now Black can gain a material advantage with 20...Qxc3 21 bxc3 gxf5.

18...b5 19 Qf3

19...c4 (a) can be answered by 20 Qf5 Qe5 21 d6 and so this scores no points. 19...Qe5 (d) puts the bishop on an active square and scores one point.

19...b4 (b) scores two points and was
played in the game, but give yourself an extra point if you had some reservations about giving away control of the c4-square. We shall also score two points for 19...\(\text{\textit{c}}\text{e}5\) (c) because there are some interesting possibilities in 19...\(\text{\textit{c}}\text{e}5\) 20 \(\text{\textit{g}}\text{g}2\) \(\text{\textit{d}}\text{fg}4\).

19...\(\text{b}4\) 20 \(\text{\textit{e}}\text{e}2\)

\begin{enumerate}
\item a) 20...\(\text{\textit{c}}\text{c}5\)
\item b) 20...\(\text{\textit{c}}\text{e}5\)
\item c) 20...\(\text{\textit{d}}\text{e}4\)
\item d) 20...\(c4\)
\end{enumerate}

20...\(\text{\textit{c}}\text{e}5\) (a) allows 21 \(\text{\textit{d}}\text{f}5\) as does 20...\(c4\) (d). The move 20...\(\text{\textit{c}}\text{e}5\) (b) is not bad but it helps White put the bishop where he wants to with 21 \(\text{\textit{g}}\text{g}2\). All of these choices are worth one point.

20...\(\text{\textit{d}}\text{e}4\) (c) is more testing for White and scores two points. The position backfires for White if he tries 21 \(\text{\textit{c}}\text{c}4\) \(\text{\textit{c}}\text{xe}4\) 22 \(\text{\textit{d}}\text{f}5\) \(\text{\textit{c}}\text{e}5\) 23 \(\text{\textit{g}}\text{g}2\) \(\text{\textit{g}}\text{xf}5\) 24 \(\text{\textit{d}}\text{g}5+\) \(\text{\textit{d}}\text{g}6\).

20...\(\text{\textit{e}}\text{e}4\) 21 \(\text{\textit{w}}\text{c}2\)

\begin{enumerate}
\item a) 21...\(f5\)
\item b) 21...\(\text{\textit{c}}\text{c}8\)
\item c) 21...\(\text{\textit{d}}\text{f}6\)
\item d) 21...\(g5\)
\end{enumerate}

21...\(f5\) (a) importantly defends the knight so you can have a point, but the e6-square is really juicy from White's point of view should he be able to land a knight on it. 22 \(\text{\textit{c}}\text{f}4\) \(\text{\textit{c}}\text{xf}4\) 23 \(\text{\textit{c}}\text{xf}4\) \(\text{\textit{c}}\text{f}8\) will keep White at bay for the time being. Initially tempting perhaps, but much worse for Black is 23...\(g5\) 24 \(\text{\textit{d}}\text{e}6\) \(\text{\textit{c}}\text{xe}6\) 25 \(\text{\textit{c}}\text{xf}5!\) 21...\(\text{\textit{d}}\text{f}6\) (b) is a better way of defending the knight for two points.

21...\(c4\) (c) loses three points due to 22 \(\text{\textit{c}}\text{xe}4\) and 21...\(g5\) (d) loses two points due to 22 \(\text{\textit{c}}\text{xe}4\) \(\text{\textit{gh}}\text{h}4\) 23 \(\text{\textit{c}}\text{xh}7+\).

21...\(\text{\textit{d}}\text{d}6\) 22 \(\text{\textit{g}}\text{g}2\)

\begin{enumerate}
\item a) 22...\(\text{\textit{c}}\text{c}8\)
\item b) 22...\(\text{\textit{d}}\text{d}7\)
\item c) 22...\(\text{\textit{b}}\text{b}6\)
\item d) 22...\(c4\)
\end{enumerate}

In much the same way that White tried to get in around the black king, Black can try and get in around the white king. 22...\(\text{\textit{c}}\text{c}8\) (a) is therefore worth one point, although White can answer this with 23 \(\text{\textit{c}}\text{e}3\). For two points 22...\(\text{\textit{w}}\text{d}7\) (b) should have been selected; from here the queen can go to f5 or h3. 22...\(\text{\textit{b}}\text{b}6\) (c) does not score; again White's knight can head for c4 with 23 \(\text{\textit{c}}\text{e}3\).

22...\(c4\) (d) loses one point. White can play 23 \(\text{\textit{d}}\text{d}4\) \(\text{\textit{c}}\text{c}5\) 24 \(\text{\textit{c}}\text{e}3\) which wins a pawn. Alternatives are worse for Black, for example, 23...\(\text{\textit{c}}\text{c}5\) 24 \(\text{\textit{c}}\text{xe}4\) \(\text{\textit{c}}\text{xe}4\) 25 \(\text{\textit{c}}\text{xe}4\).

22...\(\text{\textit{w}}\text{d}7\) 23 \(\text{\textit{c}}\text{e}3\)

\begin{enumerate}
\item a) 23...\(\text{\textit{e}}\text{e}7\)
\item b) 23...\(\text{\textit{a}}\text{ad}8\)
\item c) 23...\(\text{\textit{c}}\text{xf}2\)
\item d) 23...\(\text{\textit{h}}\text{h}3\)
\end{enumerate}

23...\(\text{\textit{h}}\text{h}3\) (d) for one point is a nice try but ultimately it loses too much time so that White can sort himself out with 24 \(\text{\textit{c}}\text{f}4\) \(\text{\textit{c}}\text{ac}8\) 25 \(\text{\textit{c}}\text{x}d6\) \(\text{\textit{c}}\text{xd}6\) 26 \(\text{\textit{c}}\text{g}2\) \(\text{\textit{w}}\text{d}7\) 27 \(\text{\textit{c}}\text{e}4\), the last move being the final positional blow for this phase of the game. A try at some tactics by Black is unsound, for example, 24...\(\text{\textit{c}}\text{xf}2\) 25 \(\text{\textit{c}}\text{xf}2\) \(\text{\textit{w}}\text{h}2+\) 26 \(\text{\textit{c}}\text{g}2\) and 25...\(\text{\textit{c}}\text{xe}3\) 26 \(\text{\textit{c}}\text{xe}3\) \(\text{\textit{c}}\text{e}8+\) 27 \(\text{\textit{d}}\text{d}2\) are both insufficient for Black.

23...\(\text{\textit{c}}\text{c}7\) (a) is worth two points, so long as you intended to double with \(\text{\textit{c}}\text{ae}8\), otherwise you get one point. 23...\(\text{\textit{a}}\text{ad}8\) (b) is also worth two points. I am not sure what
23...\texttt{Q}x\texttt{f}2 (c) is in aid of but it loses two points.

23...\texttt{A}ad8 24 \texttt{A}g2

\begin{itemize}
  \item a) 24...\texttt{A}g4
  \item b) 24...\texttt{W}e7
  \item c) 24...\texttt{A}c8
  \item d) 24...\texttt{Q}xf2
\end{itemize}

24...\texttt{A}c8 (c) is too slow and worth only one point because of 25 \texttt{A}f4 \texttt{A}f8 26 \texttt{Cc}4. The move 24...\texttt{W}e7 (b) is worth no points. White has a good reply in 25 f3; take a bonus of two points if you thought about that.

24...\texttt{Q}g4 (a) scores three points. It is an interesting choice which does well should White play 25 \texttt{A}xe4 \texttt{Q}xh6, or more importantly 25 \texttt{A}h3 \texttt{Q}xe3 26 \texttt{A}xd7 \texttt{Q}xc2 27 \texttt{Q}xe8 \texttt{Q}xa1 28 \texttt{A}a4 \texttt{Q}e5 29 \texttt{B}xa1 \texttt{B}xd5. So just 25 \texttt{Q}xg4 \texttt{W}xg4 26 \texttt{A}f4 (or 26 f3 \texttt{W}h5 ) 26...\texttt{Q}g5 is a more realistic continuation.

It transpires, however, that Black has a very powerful sacrifice; award yourself five points if you selected 24...\texttt{Q}xf2! (d).

24...\texttt{Q}xf2 25 \texttt{Q}x\texttt{f}2

\begin{itemize}
  \item a) 25...\texttt{Q}g4+
  \item b) 25...\texttt{Q}e4+
  \item c) 25...\texttt{W}xe3
  \item d) 25...c4
\end{itemize}

The thunderbolt 25...\texttt{W}xe3 (c) for three points is the only way to continue now. This move is not as daft as it looks because the variation 26 \texttt{Q}xe3 \texttt{Q}g4+ 27 \texttt{W}d2 \texttt{Q}xh6 is very unsettling for White. Take another point if you saw this.

25...\texttt{Q}g4+ (a) scores one point as after 26 \texttt{Q}xg4 \texttt{W}xg4 Black has done no harm to his position. Similarly, 25...c4 (d) scores one point but White wriggles free of any problems after 26 \texttt{Q}g1 \texttt{Q}c5 27 \texttt{Q}d4. Both these moves miss the opportunity in the game. 25...\texttt{Q}e4+ (b), however, loses three points; White can simply reply with 26 \texttt{Q}xe4.

25...\texttt{W}xe3 26 \texttt{Q}xe3

\begin{itemize}
  \item a) 26...\texttt{W}e8
  \item b) 26...c4
  \item c) 26...\texttt{Q}g4+
  \item d) 26...\texttt{W}f5+
\end{itemize}

26...\texttt{W}e8 (a) scores only one point as it allows 27 \texttt{Q}f4. The same can be said for 26...c4 (b). The move 26...\texttt{W}f5+ (d) also scores one point, but it is criminal to even think of exchanging queens here. 26...\texttt{Q}g4+ (c) scores four points; this has to be the move even if you cannot see a follow-up yet.

26...\texttt{Q}g4+ 27 \texttt{Q}f13

\begin{itemize}
  \item a) 27...\texttt{W}xe3
  \item b) 27...\texttt{W}e6
  \item c) 27...\texttt{W}e7
  \item d) 27...\texttt{Q}xh2+
\end{itemize}

Both 27...\texttt{W}e6 (b) and 27...\texttt{W}e7 (c) look at least a little threatening. Take three points for 27...\texttt{W}e6, but take off five if you did not no-
tice that White cannot take you because his pawn is pinned. Award yourself two points for 27...\(\text{We7}\).

The move 27...\(\text{Qxe3}\) (a) is worth only one point because although 28 \(\text{Qxe3}\) places the white king in the centre of the board, Black finds that he is fast running out of pieces with which to inflict any damage.

27...\(\text{Qxh2+}\) (d) scores three points with an additional one for spotting 28 \(\text{Qe4}\ \text{Wf5}\) mate.

27...\(\text{Qxh2+}\) 28 \(\text{Qf2}\)

\[\text{a) 28...}\text{Qg4}\]
\[\text{b) 28...}\text{Qg4+}\]
\[\text{c) 28...e4}\]
\[\text{d) 28...}\text{Qxg3+}\]

By taking the \(h\)-pawn, Black has weakened the white king a little more. This was not enough, however, to play 28...\(\text{Qxg3+}\) (d), which loses two points.

Both 28...\(\text{Qg4}\) (a) 29 \(\text{Qf4}\) and 28...\(e4\) (c) 29 \(\text{Qd4}\) are more than satisfactory for White and score just the one point for you. 28...\(\text{Qg4+}\) (b) is best here and gains three points.

27...\(\text{Qg4+}\) 29 \(\text{Qf3}\)

\[\text{a) 29...}\text{Qh2+}\]
\[\text{b) 29...}\text{Qe6}\]
\[\text{c) 29...}\text{Qe8}\]
\[\text{d) 29...}\text{Qxe3}\]

You can have two points for 29...\(\text{Qh2+}\) (a) and a further one if you thought that Black is so far down on material that perpetual check and a drawn game is the best play now.

29...\(\text{Qxe3}\) (d) scores nothing for the same reasons mentioned previously.

29...\(\text{Wc6}\) (b) scores five points as it is extremely difficult for White to unravel after 30 \(\text{Qg1}\ \text{Wc8}\).

29...\(\text{Wc8}\) (c) is also logical and scores three points. Take a bonus of two if you saw 30 \(\text{Qh3}\ \text{Qxe3+}\ 31 \text{Qg2}\ \text{Qxg3!}\ 32 \text{Qxg3}\ \text{Qxd5+}\) with a crushing attack.

29...\(\text{Wc6}\) 30 \(\text{Qf4}\)

\[\text{a) 30...}\text{Qxd5+}\]
\[\text{b) 30...}\text{Wc5+}\]
\[\text{c) 30...}\text{Qe8}\]
\[\text{d) 30...}\text{Wxf4}\]

The white king cannot easily get back to his castled position and the calm 30...\(\text{Qe8}\) (c) for five points seems to appreciate this fact. Give yourself another point if you noticed 31 \(\text{Qh3}\ \text{Qxd5+}\ 32 \text{Qxd5}\ \text{Wc5+}\ 33 \text{Qxg4}\ \text{Wf5}\) mate.

30...\(\text{Qxd5+}\) (a) scores two points but White can breathe a sigh of relief after 31 \(\text{Qxd5}\ \text{Qxd5+}\ 32 \text{Qe4}\ \text{Qxe4+}\ 33 \text{Qxe4}\).

30...\(\text{Qxf4}\) (d) scores one point. You can have another one if you saw 31 \(\text{Qxf4}\ \text{Qg3+}\ 32 \text{Qxg4}\ \text{Qc8+}. In this line 33 \text{Qe6 fxe6}\ 34 \text{Qh3 doesn’t help White. After 34...Wd6! 35 \text{Qg4} \text{Qf8}\ White cannot deal with all the threats.}\]
Finally, 30...\textcolor{red}{$\text{N}x\text{xd5}$} (b) throws the game and eight points with it. Perhaps you missed that after 31 \textcolor{red}{$\text{B}xd5$} \textcolor{red}{$\text{N}xd5$}, the knight on g4 is no longer guarded.

30...\textcolor{red}{$\text{N}e8$} 31 \textcolor{red}{$\text{B}c4$}

Now that d5 has been defended by the white queen, Black cannot afford the luxury of playing safely with 31...\textcolor{red}{$\text{B}f5$} (d). This scores only one point as it allows White to hang on with 32 \textcolor{red}{$\text{B}h3$}. 31...\textcolor{red}{$\text{B}h2$} (a) and 31...\textcolor{red}{$\text{B}f6$} (b) only score one point as both allow 32 \textcolor{red}{$\text{B}f2$} when the white king is returning to safety.

31...\textcolor{red}{$\text{N}e3$} (c) is an outrageous-looking move but it is worth four points.

31...\textcolor{red}{$\text{N}e3$}+ 32 \textcolor{red}{$\text{B}xe3$}

32...\textcolor{red}{$\text{B}xe3$} (b) scores one point and 32...\textcolor{red}{$\text{B}h2$} (d) scores zero. 32...\textcolor{red}{$\text{B}e5$} (a) gains two points and another one is awarded if you spotted that after 33 \textcolor{red}{$\text{B}f2$} \textcolor{red}{$\text{B}xc4$} 34 \textcolor{red}{$\text{B}f4$} White is well ahead on material.

32...\textcolor{red}{$\text{B}xe3$}+ (c) scores three points plus a bonus point if you planned this in advance.

32...\textcolor{red}{$\text{B}xe3$}+ 33 \textcolor{red}{$\text{B}g4$}
34...\textit{e}7+ (a) allows 35 \textit{f}4. Take two off your score.

34...h6+ (b) scores five points, with an extra point if you saw this move before playing 33...\textit{e}8+. Also, you score one point if you spotted 35 \textit{h}4 \textit{e}7 mate and an additional one if you spotted that in advance.

34...\textit{e}5+ (c) scores one point, with an additional one if you were banking on 35 \textit{h}4 \textit{e}7 mate. Maybe you could not see anything else, but 35 \textit{f}4 \textit{xe}2+ 36 \textit{f}3 is a way out for White which is worth one point if you calculated it.

34...\textit{g}7 (d) scores three points and is a hard move to analyse. 35 \textit{g}4 \textit{e}5+ 36 \textit{f}4 \textit{xe}2+ 37 \textit{f}3 \textit{xe}4+ 38 \textit{xe}4 \textit{xe}2. You can also award yourself a point for each of the following checkmates:

1) 34...\textit{g}7 35 \textit{e}4 h6+ 36 \textit{h}4 \textit{xe}4+ 37 g4 (one point is due for 37 \textit{xe}4 \textit{e}7 mate) 37...\textit{xe}4+ 38 \textit{h}3 \textit{e}4 mate (or similar rook moves, but do not count almost identical mates twice!).

2) 35 \textit{f}4 h6+ 36 \textit{h}4 \textit{e}7+ 37 \textit{f}6+ \textit{xf}6 mate.

In addition to the above points, only players who selected (b) or (d) can score points on the next move.

34...h6+ 35 \textit{xe}h6

Now add up your points and see how you did.

\textbf{Less than 17:} Okay. You have left room for improvement.

\textbf{17-37:} Below average here. Did you miss some checkmates?

\textbf{38-63:} In the middle. I hope you enjoyed the queen sacrifice even if you missed it.

\textbf{64-84:} A high score. I hope you managed to learn something.

\textbf{85+:} Top marks. Can you see how to iron out even the smallest creases?
Multiple Choice Chess

Game 5
Suba-Wells
Ubeda 1996

1 c4 e6 2 c3 c6 3 d c3 d5 4 e3 e6 5 d4

The players head for a Semi-Slav Defence via a slightly obscure move order. Normally Semi-Slavs begin with 1d4 d5.

5...bd7 6 e2 d6 7 c2 0-0 8 0-0 dxc4 9 a4

Suba does not rush to recapture the pawn as he calculates that he can always regain it. Now, place yourself in Black’s position and take over.

9...e5 10 a5

a) 10...e7
b) 10...exd4
c) 10...e4
d) 10...b8

10...e7 (a) is best out of the given choices and is worth two points. 10...exd4 (b) shows Black’s hand before it is necessary to do so and scores one. The other options are blunders: 10...e4 (c) allows 11 xe4 (lose one point) and 10...b8 (d) allows 11 dxe5 (lose three).

10...e7 11 xc4

11...exd4
b) 11...e4
c) 11...d8
d) 11...b6

11...e4 (b) is a logical follow-up to Black’s play and scores three points. The other moves all score one. Black has not made any progress after 11...d8 (c); if White tries 12 g5 Black has to go back with ...f8. The move 11...b6 (d) leaves Black’s pawns in a mess after 12 axb6 xb6.

11...e4 12 h4

9...b5 (a) loses one point and leaves Black’s pawn structure in a mess. 9...b6 (b) earns one point; it’s safe but importantly releases the control on the c5- and e5-squares. It also encourages 10 a5.

9...e5 (c) is the star move as it has an objective of developing the light-squared bishop. Take two points for this.

9...a6 (d) scores one point; this is okay for the moment, but Black still needs to solve his development problems.
12...g6 (a) is worth two points and shows that Black has observed the threat of Qf5.

12...hxh2+ (b) is the start of a winning attack and scores eight points. While it is not always good to give a check, it is not bad advice to always examine a check. You never know, it could be checkmate! More seriously, the forcing nature of a check could leave you with a good follow-up which your opponent. I trust that if you made this move, that you have seen some sort of follow-up.

If you chose 12...Qg4 (d) then take two points for your aggressive intentions. 13 g3 allows Black to build up with 13...Qdf6. However, 13 Qf5!! (take two bonus points if you spotted this) is very complicated. For example, 13...hxh2+ (if 13...Qf6 then 14 Qg3! with advantage) 14 h1 Qg5 15 f3 Qxf5 (15...Qdf6 may look like Black can give checkmate, but White can more than adequately defend with 16 fxg4 Qxg4 17 e2! Qxf5 18 Qxg4 Qxg4 19 Qxh2) 16 fxg4 Qxg4 17 Qxh2. So White emerges ahead if the play is correct.

12...c7 (c) scores only one point as it puts Black on the back foot after 13 Qf5 Qe8 14 b3. 12...hxh2+ 13 Qxh2

13...Qg4+ (b) is worth four points and is the most common follow-up to this type of sacrifice called the ‘Greek gift’.

13...g5 (c) allows 14 Qf5 and 13...Qd6+ (a) allows 14 g3; both are safe moves but only score one point as they allow White time to consolidate.

13...Qh5 (d) is a blunder and loses two points because of 14 Qxe4. 13...Qg4+ 14 Qg3

Black needs more pieces in the attack and is advised to play 14...Qdf6 (c) for five points.

A check is tempting and so 14...Qd6+ (a) scores three points. If White goes wrong, he can get tangled up in a mating net, for instance 15 Qxg4 Qf6+ 16 Qg5 h6 mate – take a bonus point for spotting this checkmate. The correct response is therefore 15 f4!! (two bonus points if you realised this). After 15...exf3+ White can choose the daring 16 Qxg4 when there is no mate with either 16...Qf6+ 17 Qxf3 or 16...Qe5+ 17 Qg3.


14...\texttt{dx}c4+ 18 \texttt{xf}2! (but not 18 \texttt{xf}3 \texttt{xf}6+ 19 \texttt{xe}2 \texttt{xb}4). Simpler, however, is 16 \texttt{xf}3 \texttt{dh}2+ 17 \texttt{e}2 \texttt{xf}1 18 \texttt{xf}1 \texttt{wh}2 19 \texttt{w}f2.

14...\texttt{g}5 (b) scores one point but falls short of what is required after 15 f4 \texttt{ex}f3 16 \texttt{dx}f3. 14...\texttt{h}5 (d) loses one point to 15 \texttt{w}xe4 and is a poor choice.

14...\texttt{df}6 15 \texttt{xf}5

\begin{itemize}
  \item a) 15...\texttt{d}6+
  \item b) 15...\texttt{c}7+
  \item c) 15...\texttt{xf}5
  \item d) 15...\texttt{h}5+
\end{itemize}

15...\texttt{d}6+ (a) is a real case of ‘patzer gives a check’. On this occasion it loses nine points. Unfortunately, it is easy to wrongly apply the catchy aid ‘CCT’ which stands for Checks, Captures and Threats. Please, always examine your CCTs and then look at other possibilities.

15...\texttt{c}7+ (b), which is worth one and 15...\texttt{h}5+ (d), worth two, are not bad checks. The latter may lead to a fanciful checkmate following the lengthy line 16 \texttt{xg}4 \texttt{xf}5+ 17 \texttt{xf}5 \texttt{wh}4! 18 \texttt{xe}4 \texttt{g}6+ 19 \texttt{e}5 \texttt{w}c7+ 20 \texttt{e}6 \texttt{xe}6 mate.

15...\texttt{xf}5 (c) scores three points and was the only non-checking choice from the four possibilities!

15...\texttt{xf}5 16 \texttt{h}1

\begin{itemize}
  \item a) 16...\texttt{d}6+
  \item b) 16...\texttt{c}7+
  \item c) 16...\texttt{h}5+
  \item d) 16...\texttt{g}5
\end{itemize}

16...\texttt{h}5+ (c) loses three points because of 17 \texttt{bh}5. The move 16...\texttt{g}5 (d) scores one point as it gives White some choice on how to try to escape, perhaps by 17 f4.

16...\texttt{d}6+ (a) scores four points because Black is winning after 17 f4 \texttt{ex}f3+ 18 \texttt{xf}3 \texttt{xc}2. Take two points for spotting this in advance. 16...\texttt{c}7 (b) scores three points and would be most likely followed by 17 f4.

16...\texttt{d}6+ 17 \texttt{h}4

\begin{itemize}
  \item a) 17...\texttt{h}5
  \item b) 17...\texttt{d}5
  \item c) 17...\texttt{h}6
  \item d) 17...\texttt{g}5+
\end{itemize}

17...\texttt{h}5 (a) scores five points as it continues a forcing variation leading to checkmate. See if you can work it out if you have not seen it already. 17...\texttt{d}5 (b) and 17...\texttt{h}6 (c) also win for Black and are worth three points. 17...\texttt{g}5+ (d) also scores three as after 18 \texttt{xg}5 \texttt{h}8 19 \texttt{xf}5 \texttt{ae}8 White’s king wanders around far from safety and checkmate seems to be unavoidable for White.

17...\texttt{h}5 0-1

If 18 \texttt{xe}4 \texttt{c}7+ and 19 \texttt{hx}5 \texttt{g}6 mate or 19...\texttt{h}3 \texttt{xe}3+ wins. Alternatively 18 \texttt{hx}5 allows mate in one with ...\texttt{wh}6. Take an extra two points (maximum six points) for each or any of the three possibilities.

Now add up your points and see how you did.

\textbf{Less than 1:} You have obviously learned the hard way this time.

\textbf{1-12:} Tough going. Did you get a bit too carried away?

\textbf{13-24:} Good. Remember the Greek gift for future matches.

\textbf{26-37:} Extremely promising; you have the eyes of an eagle.

\textbf{38+:} Brilliant! (perhaps you were already very familiar with the Greek gift)
Again, this is the trademark of the Nimzo-Indian Defence. In this game Black develops soundly and is happy to exchange bishop for knight in order to assume control of the central squares d5 and e4.

4 e3 0-0 5 d3 d5 6 d3 c5 7 0-0 dxc4 8 bxc4 cxd4 9 exd4 b6

With the last few moves White accepts the isolated queen’s pawn. This pawn structure is also common from other openings such as the Queens Gambit Accepted and the Caro-Kann Defence.

10 g5 b7 11 e1 bd7

The reader is now invited to take over with the white pieces.

White has not got all his pieces into play, and so out of the options, 12 c1 (b) makes the most sense (score two points for this). 12 h3 (a) and 12 a3 (d) do not develop and both score one point. The latter virtually forces White on the defensive with 12 a3 xc3 13 bxc3 c8 14 d2.

There is no need for 12 d5 (c) either and after 12...xc5 13 dxc5 xd1 14 axd1 xc3 15 bxc3 xc4 16 xa2 c8 17 b3 xc3 18 xc3 xc3 Black emerges a pawn up, so you can be thankful to be let off with no points if you chose it.

12 d1 c8

White needs to realise that Black is not just copying White and that black’s rook move actually attacks the bishop!

If 13 a3 (a) then White loses a pawn and a point with 13 a3 xc4 14 xb4 xb4. If you rejected (a) because of that, then add one to your score.

13 d5 (b) is even worse (lose three) because of 13...xc5 14 dxe5 xd1 15 axd1 xc3 16 bxc3 xc4. Again, if you saw that far, then add one to your score.

13 b3 (c) loses two points and walks straight into a pin with 13...xc3 14 xc3 b5! (a bonus one if you saw...b7-b5).
That leaves 13 \( \text{a}b3 \) (d) as the only safe move out of the choices given. Award yourself two points for this move.

13 \( \text{a}b3 \) \( \text{a}e7 \)

- a) 14 \( \text{a}b5 \)
- b) 14 \( \text{x}e6 \)
- c) 14 \( \text{e}5 \)
- d) 14 \( \text{x}f6 \)

A bit reckless is 14 \( \text{x}e6 \) (b), which loses one point after 14...\( \text{f}xe6 \) 15 \( \text{w}xe6+ \) \( \text{a}f7 \). The moves 14 \( \text{a}b5 \) (a) and 14 \( \text{e}5 \) (c) both get one point. Somewhat surprisingly, perhaps, the star move which puts Black in some early trouble 14 \( \text{x}f6 \) (d) – this gains three points. Incidentally, if you realised that Black has made a mistake and should have played 13...\( \text{a}xc3 \) then award yourself a further point.

14 \( \text{x}f6 \) \( \text{a}xf6 \)

I will give you one point if you went in search of the pawn with 15 \( \text{a}b5 \) (c), but only because White has a neat combination lined up which you perhaps have not noticed yet.

The right idea in several respects is behind the move 15 \( \text{g}5 \) (b), which is worth two points. After 15...\( \text{w}xa4 \) 16 \( \text{x}xe6 \) \( \text{x}c4 \) 17 \( \text{x}f8 \) \( \text{x}f8 \) Black is actually ahead. Therefore White must try 16 \( \text{a}xe6! \) (two bonus points if you planned this) 16...\( \text{f}xe6 \) 17 \( \text{w}xe6+ \) \( \text{h}8 \) 18 \( \text{xc}7 \). In this position Black is a pawn down but there look to be some nasty moves that White must defend against; moves like 18...\( \text{g}4 \) (one bonus point) or the astonishing 18...\( \text{a}xg2 \) (another bonus). You can see now, if you did not before, that 19 \( \text{a}xg2 \) \( \text{g}4 \) 20 \( \text{h}1 \) \( \text{x}g5 \) is more than satisfactory for Black because of the weakness of the white king. However, White has a remarkable move up his sleeve too, namely 19 \( \text{a}xg7+ \) (one bonus one if you saw this coming); after Black’s king captures White has a forking check and he is again a pawn up.

All of the above is very interesting, but if you worked this out, then 15 \( \text{a}xe6 \) (a) should have seemed rather more straightforward (this scores four points).

15 \( \text{a}cd1 \) (d) is completely inconsistent and does not score because it allows 15...\( \text{a}xf3 \) 16 \( \text{g}xf3 \).

15 \( \text{a}xe6 \) \( \text{f}xe6 \)

- a) 16 \( \text{g}5 \)
- b) 16 \( \text{w}xe6+ \)
- c) 16 \( \text{g}5 \)
- d) 16 \( \text{a}e2 \)

16 \( \text{a}xe6 \) (a) gets two points for capturing a pawn and threatening a discovered check. However, White does not have enough for the sacrificed bishop after 16...\( \text{h}8 \). The move that you should have planned on playing 15 \( \text{a}xe6 \) is 16 \( \text{w}xe6+ \) (b) which scores four points.

16 \( \text{g}5 \) (c) and 16 \( \text{a}e2 \) (d) both give Black a chance to defend and only score one point. The former could go something like 16 \( \text{g}5 \) \( \text{d}5 \) 17 \( \text{a}xd5 \) \( \text{a}xd5 \).

16 \( \text{w}xe6+ \) \( \text{h}8 \)

- a) 17 \( \text{g}5 \)
- b) 17 \( \text{a}e5 \)
- c) 17 \( \text{w}xe7 \)
- d) 17 \( \text{d}5 \)
Naturally White should take the bishop with 17 \( \text{Wxe}7 \) (c) and score three points. It is surprising that the then Professional Chess Association (PCA) World Champion should have allowed this combination.

17 \( \text{Qg}5 \) (a) and 17 \( \text{Qe}5 \) (b) are safe but miss the mark and therefore score only one point. 17 \( \text{d}5 \) (d) is a mistake which loses a point following the moves 17...\( \text{txd}5 \) 18 \( \text{txd}5 \) \( \text{xc}1 \) 19 \( \text{xc}1 \) \( \text{xd}5 \).

17 \( \text{Wxe}7 \) \( \text{xf}3 \)

a) 18 \( \text{Wxd}8 \)
b) 18 \( \text{gxf}3 \)
c) 18 \( \text{Wxa}7 \)
d) 18 \( \text{e}3 \)

One can be excused for wanting to exchange queens before taking the bishop and therefore 18 \( \text{Wxd}8 \) (a) scores two points, as long as you planned 18...\( \text{Wxd}8 \) 19 \( \text{gxf}3 \). If you did not think ahead, then no points. It may not be so obvious as to why 18 \( \text{gxf}3 \) (b) scores the maximum four points, but hopefully this will become clear during the next few moves.

18 \( \text{Wxa}7 \) (c) and 18 \( \text{e}3 \) (d) are blunders losing two and three points respectively.

18 \( \text{gxf}3 \) \( \text{Wxd}4 \)

\[
\begin{array}{c}
\text{Quiet Queen's Pawn} \\
\text{19 \( \text{Wh}1 \) (c) loses a point and a pawn. In any case, a 'quiet' move like this was not the type of move to look for in a position where White has doubled pawns around his king.} \\
19 \( \text{Wxa}7 \) (a) cannot be criticised as it safely takes a pawn and earns you two points. \( \text{xc}1 \) (d) is a safe move and scores one point. \\
The star move, however, is 19 \( \text{Qb}5 \) (b), which gains four points. The real importance of this move will also unfold over the next few moves.
\end{array}
\]

19 \( \text{Qb}5 \) \( \text{Wxb}2 \)

\[
\begin{array}{c}
a) 20 \text{xc}8 \\
b) 20 \text{Wxa}7 \\
c) 20 \text{Qxa}7 \\
d) 20 \text{a}4 \\
\end{array}
\]

The best move is 20 \( \text{xc}8 \) (a), which scores four points owing to the follow-up which Kramnik had planned. 20 \( \text{Wxa}7 \) (b) is the worst move and loses a straightforward five because of 20...\( \text{xc}1 \).

Less easy to score is 20 \( \text{Qxa}7 \) (c), which allows some interesting possibilities. For example, 20 \( \text{Qxa}7 \) \( \text{xc}1 \) 21 \( \text{Wxf}8+ \) \( \text{Qg}8 \) wins a pawn for White and yet, with such an open king, it is difficult to see how he can avoid perpetual check and keep his pawn advantage. A draw must surely result but you can take a point for choosing this option as long as you saw White's 21st move.

20 \( \text{a}4 \) (d) allows the stunning move 20...\( \text{e}4! \), which puts White in trouble, for
**Multiple Choice Chess**

example 21 \(\texttt{xf1 ec8}\) 22 \(\texttt{xa7 d2}\), or 21 \(\texttt{fxe4 xf2+}\) 22 \(\texttt{h1 xc1} 23 \texttt{xc1 f3+}\) 24 \(\texttt{g1 e3+}\). Award yourself two bonus points if you rejected 20 a4 on account of 20...\(\texttt{e4}\).

20 \(\texttt{xc8 xc8}\)

21 \(\texttt{xa7}\) (a) wins a pawn and two points. 21 \(\texttt{d6}\) (b) attacks the rook and scores five points as there is a nice follow-up. 21 \(\texttt{e2}\) (c) and 21 \(\texttt{e6}\) (d) are both sensible and score one point each. With the latter it is worth noting the trap which Black may fall for following 21 \(\texttt{e6 ec8}\)? 22 \(\texttt{xe8+ dc8}\) 23 \(\texttt{xe8 mate}\). You can take a bonus point for seeing this regardless of whether you chose this option.

21 \(\texttt{d6 b8}\)

23 \(\texttt{g5}\) (c) scores two as it threatens a clever checkmate. 23 \(\texttt{g5 xa2}\) 24 \(\texttt{e6}\) keeps the attack going; if you noticed this threatened checkmate then award yourself another point. In truth, 23...\(\texttt{h6}\) is a way of Black dealing with this tricky choice, something that Black cannot do after the superior 23 \(\texttt{e6}\) (a), which pockets a well-deserved five points. If you suspected that the queen and knight were going to combine together, even if you had not worked out exactly how, then take an extra two points.

21 \(\texttt{f7+ g8}\)

22 \(\texttt{xa7}\) (a) gains a pawn whilst also attacking the rook and so White does not lose time. This move cannot be bad and scores two points.

The choices 22 \(\texttt{e8}\) (b) and 22 \(\texttt{f7+}\) (d) both score two points if you realised that you were threatening checkmate on g7; otherwise your score remains the same. 22 \(\texttt{e8}\) scores and extra point if you spotted the variation, the idea of which was indicated in the note following Black’s 20th move: 22...\(\texttt{xe8}\) 23 \(\texttt{xe8+ dc8}\) 24 \(\texttt{xe8 mate}\). If you spotted that checkmate can be avoided with 23...\(\texttt{g8}\) you can take an extra point. Better still, if you rejected these choices on account of the defence 22...\(\texttt{g8}\) then give yourself a extra point.

That leaves 22 \(\texttt{f7+}\) (c) as the only move that has not been scored yet. I will break the suspense and congratulate you if you chose it; award yourself five points.
Nothing else comes up to scratch. 23 \( \square h6+ \) (b) loses a knight and three points. Deduct a further six points if you had intended to capture Black’s knight, overlooking the defence by the black queen. 23 \( \square e2 \) (d) also loses three points after the clever checking sequence 23...\( \textsf{b}1+ \) 24 \( \textsf{g}2 \) \( \textsf{g}6+ \) 25 \( \textsf{h}1 \) \( \textsf{x}f7 \).

23 \( \textsf{w}6 \) \( \textsf{f}8 \)

Firstly, a comment should be made about Black’s poor defence. While 23...\( h6 \) would have allowed 24 \( \square xh6+ \), it was possible for Black to give his king an escape square with 23...\( h5 \). If you saw this, you score one point.

Now for White’s moves. The knight checks 24 \( \square h6+ \) (a), 24 \( \square g5+ \) (b) and 24 \( \square d6+ \) (d) all score one. Of course, if it were a real game and you realised after moving that 24 \( \square d8+ \) (c) was superior, then you could always return to the required position with, for example, 24 \( \square h6+ \) \( \textsf{h}8 \) 25 \( \textsf{f}7+ \) \( \textsf{g}8 \), and then play 26 \( \textsf{d}8+ \). Whether you intended to repeat the position once or not, this knight check earns you six points if you spotted it. Just take care not to repeat too many times and give your opponent the chance to claim a draw using the threefold repetition rule.

If your excitement could not be contained and you were intending to play 24 \( \square h6+ \) \( \textsf{h}8 \) 25 \( \textsf{g}8+ \), then deduct seven points. Black has seen this coming; after 25...\( \textsf{x}g8 \) the rook is left defending \( f7 \) and the famous ‘Smothered Mate’ is guarded against.

24 \( \textsf{d}8+ \) \( \textsf{h}8 \)

25 \( \textsf{w}7 (a) \) scores three as it traps the rook. A possible variation is 25...\( \textsf{x}d8 \) 26 \( \textsf{x}d8+ \) \( \textsf{g}8 \) 27 \( \textsf{d}5 \) \( h6 \) – a hopeless situation for Black at world championship level.

25 \( \textsf{f}7+ \) (b) scores one point but the best is still to repeat and go for option (a).

25 \( \textsf{xf}6 \) (c) is a blunder and loses six points because of 25...\( \textsf{xf}6 \). The only redeeming feature of this choice is if Black plays 25...\( \textsf{x}f6 \), allowing 26 \( \textsf{e}8+ \) \( \textsf{f}8 \) 27 \( \textsf{x}f8 \) mate. You can have a bonus of one if you saw that, whichever choice you made.

25 \( \textsf{e}2 \) (d) loses three points in view of 25...\( \textsf{b}1+ \) 26 \( \textsf{e}1 \) \( \textsf{g}6+ \) 27 \( \textsf{h}1 \) \( \textsf{xd}8 \). The checks enable the queen to get to a square to cover the back rank checkmate which in turn allows Black to take the knight for free.

25 \( \textsf{w}7 \) 1-0

Kasparov had no chance of saving the game and so he resigned.

Now add up your points and see how you did.

\textbf{Less than 13:} Too many blunders today – watch your queen in future.

\textbf{14-22:} You give your pieces away too readily. Was it someone’s Birthday?

\textbf{23-37:} A good, sound player with much potential.

\textbf{38-46:} You did not miss much. Have you seen the ‘Smothered Mate’ before?

\textbf{47+:} Excellent. We have a genius in our midst.
When a player begins to learn the 'opening rules' of chess, they are almost always advised to leave their queen safe at home. Bringing a queen out in the opening can often result in it being attacked by the opponent's pieces. If the queen is not trapped or mistakenly given away, then the opponent, assuming that they have developed sensibly, will be very well positioned. It might not matter in the slightest that the early queen sortie bagged a pawn or so; the lack of development that the excursion precipitated could well prove decisive. All readers should therefore try to predict any sacrifice that they believe will open up the position favourably for the developed player. This theme runs fairly strongly through Games 7-10 below, although playing safe can never be a bad idea in general.

So the queen could get trapped, or it could grab the 'booty' in the form of a pawn or two and then run and hide. In Games 7 and 8, this fits the description of the white and black queen respectively but I won't give anything else away so as not to spoil the exercises. In Game 9 the white player goes on a queen extravaganza only to be faced with a real shocker of an idea by Black. See if you can see it coming. Game 10 starts off like Game 8, and for players that like opening gambits, they might like to try and memorise some variations from there.

I have not given the whole picture above, of course. Many a game at the beginning of one's chess career ends in Scholar's mate, or at least Scholar's mate is attempted. Perhaps Black blunders with ...g7-g6 and allows the rook in the corner to disappear courtesy of the white queen from e5. For a beginner, it is a gigantic leap when it is realised that Scholar's mate does not work against a sound defence. However, it must always be borne in mind that a developed queen and, even more particularly, a centrally-posted queen exerts much power over a large proportion of the board. Therefore, an early development of the queen may be bad, but if not handled correctly, it might be able to inflict permanent damage. Sometimes the queen development may even be good and the opponent may have to be vigilant in defence. In the last game of the chapter, White meets Black's early queen manoeuvre with development before cleverly using his own queen to hit at Black's weak points.

It is now time to see the games and try the exercises.
Game 7
Bonin-Fedorowicz
London 1987

1 d4 ♘f6 2 c4 d6 3 ♗c3 ♗f5 4 e4 ♘xe4
5 ♘xe4 ♘xe4 6 ♗f3 d5 7 ♗b3 e6 8 ♘xb7 ♘d7 9 c5 ♘e7 10 ♗f3 0-0 11 ♘e2

3...♗f5 is an unusual variation of an opening named the Old Indian Defence. Some
commentators would say that after move three White's strategy was poor as many
queen moves were made while Black just got on with development. Now it is your task to
get on with the game by trying to predict how the American grandmaster played.

11 ... a5
b) 11 ... ♘c8
c) 11 ... ♘b8
d) 11 ... e5

11 ... ♘c8 (b) allows White to exchange queens with a preferable ending, so just one
point as Black has something else up his sleeve.

11 ... e5 (d) allows 12 ♘xd5. Give yourself a generous one point for finding these compli-
cations, but only if you intended 12... ♘ef6. I should add that White is still a pawn up after
13 ♘c4 exd4 14 c6 ♘b6 15 ♘xd4.

11...a5 (a) is not particularly logical and also scores one point as it allows the hasty
queen retreat with 12 ♘b3 or even the more adventurous 12 ♘f4. Take a bonus point for spotting either of these ideas for White.

That leaves the best option as 11...♘b8 (c) which scores two as Black sets out to embarr-
ass his opponent's queen.

11 ... ♘b8 12 ♘c6

a) 12... ♘df6
b) 12... ♘xc5
c) 12... ♘dx5
d) 12... ♘h4

12... ♘df6 (a) is a reasonable choice for one point. 12... ♘h4 (d) scores nothing as it
encourages White to castle and then threatens ♗xh4 ♘xh4 with a loose black knight on
d7. Take a maximum of three bonus points (one point for each black move that follows),
however, if you spotted the interesting variation following 12... ♘h4 13 ♗xh4 ♘xh4 14 ♘xd7 ♘xf2+ 15 ♗d1 ♘xd4.

12... ♘dx5! (c) is the move played in the game and is the correct choice. However,
with no follow-up you must deduct one from your score as you have lost a piece for two
pawns. Give yourself six points though, if you believe that you have seen a way of trap-
ping the white queen.

12... ♘xc5 (b) is a similar idea to the text but not as forcing as White can run away
with the queen, for example 13 ♘a4. More seriously, 13 dxc5 ♘xc5 allows 14 ♘f4 and
White is ahead on material. Take one off your score for 12... ♘xc5.

12... ♘dx5 13 dxc5

a) 13... ♘h4
b) 13... ♘xc5
c) 13... ♘xc5
d) 13... ♘f6
13...\(\texttt{\textcopyright{c}}\) stops the white queen from escaping and therefore scores four points. Take two bonus points for spotting 14 \(\texttt{\textcopyright{f}}\) \(\texttt{\textcopyright{d}}\), which does not allow the white queen to escape via \(\texttt{c7}\).

Collect one point for 13...\(\texttt{\textcopyright{b}}\) and 13...\(\texttt{\textcopyright{d}}\), which both bag a pawn for Black. No points for choosing 13...\(\texttt{\textcopyright{a}}\), which serves no purpose so long as White responds appropriately.

13...\(\texttt{\textcopyright{c}}\) 14 \(\texttt{\textcopyright{e}}\)

\begin{itemize}
  \item a) 14...\(\texttt{\textcopyright{d}}\)
  \item b) 14...\(\texttt{\textcopyright{e}}\)
  \item c) 14...\(\texttt{\textcopyright{d}}\)
  \item d) 14...\(\texttt{\textcopyright{b}}\)
\end{itemize}

14...\(\texttt{\textcopyright{b}}\) (d) is the only continuation that justifies Black’s play and is worth three points.

No points for any other suggestion. Take a bonus point for each move ahead that you saw 14...\(\texttt{\textcopyright{b}}\) up to a maximum of three points.

14...\(\texttt{\textcopyright{b}}\) 15 \(\texttt{\textcopyright{c}}\)

\begin{itemize}
  \item a) 15...\(\texttt{\textcopyright{c}}\)
  \item b) 15...\(\texttt{\textcopyright{b}}\)
  \item c) 15...\(\texttt{\textcopyright{f}}\)
  \item d) 15...\(\texttt{\textcopyright{b}}\)
\end{itemize}

Again, only the blatantly obvious 15...\(\texttt{\textcopyright{c}}\) (a) increases your total here by two points. Anything else drops ten.

15...\(\texttt{\textcopyright{c}}\) 16 \(\texttt{\textcopyright{c}}\)

16...\(\texttt{\textcopyright{c}}\)

\begin{itemize}
  \item a) 16...\(\texttt{\textcopyright{e}}\)
  \item b) 16...\(\texttt{\textcopyright{b}}\)
  \item c) 16...\(\texttt{\textcopyright{f}}\)
  \item d) 16...\(\texttt{\textcopyright{g}}\)
\end{itemize}

The materialistic 16...\(\texttt{\textcopyright{b}}\) (b) is correct for two points. Nothing for 16...\(\texttt{\textcopyright{e}}\) (a) and 16...\(\texttt{\textcopyright{f}}\) (c). Those who admit to choosing 16...\(\texttt{\textcopyright{g}}\) (d) must lose ten points.

16...\(\texttt{\textcopyright{b}}\) 17 \(\texttt{\textcopyright{d}}\)

\begin{itemize}
  \item a) 17...\(\texttt{\textcopyright{b}}\)
  \item b) 17...\(\texttt{\textcopyright{e}}\)
  \item c) 17...\(\texttt{\textcopyright{f}}\)
  \item d) 17...\(\texttt{\textcopyright{a}}\)
\end{itemize}

17...\(\texttt{\textcopyright{e}}\) (b) is worth one point as it appears to be the only move that saves the rook, but take three bonus points if you saw further and rejected 17...\(\texttt{\textcopyright{e}}\) due to 18 \(\texttt{\textcopyright{b}}\), with \(\texttt{\textcopyright{d}}\) to follow. All other moves net one point each except for 17...\(\texttt{\textcopyright{b}}\) (a), which scores two.

17...\(\texttt{\textcopyright{b}}\) 18 \(\texttt{\textcopyright{f}}\)

\begin{itemize}
  \item a) 18...\(\texttt{\textcopyright{f}}\)
  \item b) 18...\(\texttt{\textcopyright{f}}\)
  \item c) 18...\(\texttt{e}\)
  \item d) 18...\(\texttt{h}\)
\end{itemize}

18...\(\texttt{\textcopyright{f}}\) (a) takes one point and 18...\(\texttt{\textcopyright{f}}\) (b) takes two. I think the former is just as good but it must be worth a little extra to play the same as the grandmaster.

Deduct three points for 18...\(\texttt{e}\) (c) or
18...h6 (d), both of which fail to take the free bishop.

18...\texttt{\texttt{wxf8}} 19 0-0

- a) 19...f6
- b) 19...h6
- c) 19...\texttt{wd6}
- d) 19...a3

Sorry to give you a hard choice of four sensible moves here. They all score one point except for the centralising 19...\texttt{wd6} (c), which scores two.

19...\texttt{wd6} 20 e2

- a) 20...c5
- b) 20...c6
- c) 20...e5
- d) 20...\texttt{b6}

Black is looking forward to pushing his central pawns but must first save his rook. Therefore, two points for 20...\texttt{b6} (d). Lower your total by three for 20...c6 (b) and by five for either 20...c5 (a) or 20...e5 (c).

20...\texttt{b6} 21 a4

- a) 21...a5
- b) 21...c5
- c) 21...e5
- d) 21...b7

Nothing in the way of a blunder here so take at least one point, whatever your choice. Take an extra one for 21...c5 (b) or for 21...e5 (c).

21...e5 22 a5

- a) 22...\texttt{b4}
- b) 22...e4
- c) 22...d4
- d) 22...a6

Only 22...\texttt{b4} (a), with two points, scores positively here. Drop five for all alternative offerings.

22...\texttt{b4} 23 \texttt{fb1}

- a) 23...c5
- b) 23...e4
- c) 23...d4
- d) 23...g6

23...c5 (a) scores one, as does the option 23...e4 (b).

Deduct six for 23...d4 (c), but take three bonus points if you rejected it because you saw how White can take a healthy lead on points with 24 \texttt{b8+ fb8} 25 \texttt{xf8+ xf8} 26 \texttt{xd4 exd4}.

The testing move 23...g6 (d) is interesting. If you chose 23...g6 but saw no more than the fact you are giving your king some breathing space, then score one point. If you rejected 23...g6 due to the variation 24 \texttt{xb4 xb4} 25 \texttt{xe5} then you had better take a bonus point, but if you saw further with 25...\texttt{b2} or 25...\texttt{e4} then award yourself an extra three points. You will see here that Black can fork various pieces.

23...g6 24 g3
24...f5 (c) and 24...\texttt{xb}1+ (d) are worth one point each. I can't give anything for 24...a6 (a) as White will get serious counter-play if this pawn drops off due to pressure from the bishop on e2.

That leaves two points for the move played, 24...e4 (b).

\textbf{24...e4 25 \texttt{d}d2}

25...\texttt{xb}1+ (a) obtains one point, as does 25...\texttt{e}5 (b) which does not accidentally drop a rook as at first appears since the rook on a1 will be en prise if White plays the move 26 \texttt{xb}4.

I am not going to argue with the grandmaster in charge of the game and therefore 25...\texttt{g}7 (d) scores the maximum two points.

\textbf{25...\texttt{g}7 26 a6}

26...\texttt{b}6 (a) is strong and worth four points. Now Black threatens to advance the c- and e-pawns. 26...d4 (b) loses a pawn and one point, as does 26...c3 (c). 26...\texttt{d}4 (d) is a safe option and scrambles one point into the kitty.

\textbf{26...\texttt{b}6 27 \texttt{f1}1}

Black doesn't want to exchange rooks now with 27...\texttt{xb}1+ (a) as his opponent will gain a tempo against his queen. 27...\texttt{h}8 (d)
makes Black’s 25th move totally pointless so no points for either of those choices.

27...e3 (c) is worth one point. It’s safe even if it is not the most effective.

Top marks of three points go to the choice 27...c5 (b), which galvanises Black’s pawn majority.

27...c5 28 ♕e1

a) 28...♕d4
b) 28...♕b2
c) 28...c4
d) 28...f5

28...♕d4 (a) loses ten points. 28...♕b2 (b) and 28...f5 (d) score one point, but pushing the c-pawn as in 28...c4 (c) scores three.

28...c4 29 ♕xb4

a) 29...c3
b) 29...♕xb4
c) 29...♕d4
d) 29...♕xa6

30...♕b2 (a) and 30...♕c3 (b) score one point. Nothing for 30...d4 (d) since it drops the e-pawn unnecessarily, but the final move 30...c3 (c) notches up three. Give yourself an extra bonus if you saw 31 ♕b1 ♕d4. If you intended 31 ♕f1 d4, followed by ...d4-d3 then you score two more.

Notice in the final position that White considered hopeless, he is only one pawn (or one point) down. The knight, bishop and rook are left with hardly any squares to move to without being taken.

30...c3 0-1

Give yourself one point for 29...♕xb4 (b). Anything else must have been a slip of the pen, so just take off two.

29...♕xb4 30 ♕d1

Now add up your points and see how you did.

Less than 5: Try this game again, you’ll score higher next time!

6-19: Too over-confident after winning White’s queen perhaps.

20-34: Good and very steady.

35-49: Not a lot passed you by; a great performance.

50+: Excellent. Ever considered asking Mr Kasparov for a game?
White indicates his intention to play the Milner-Barry Gambit against the French Defence. In this opening, White sacrifices one pawn before offering another in return for active piece play.

6...cxd4 7 cxd4 \textcolor{red}{\textit{c}d7}

Avoiding 7...\textcolor{red}{\textit{C}xd4? 8 Cxd4 Wxd4??} 9 \textcolor{red}{\textit{B}5!!} and Wxd4. It is now time to hand the mantle over to the reader. Continue the game for White, first by selecting a move from the choices given after the diagram.

The clue was in the paragraph following White's 6th move which referred to sacrificing a pawn. You may therefore have been brave and opted for 8 \textcolor{red}{\textit{e}3 (d), for which you can have a point, although after 8 \textcolor{red}{\textit{e}3 Wxb2 9 Bd2} the black queen should not be in any trouble. With the centre blocked White does not really have enough compensation for the material.

8 0-0 (b) is therefore best and it scores two points. However, if you chose either of these options and did not notice that Black can win a pawn, then deduct one point from your score.

If you were determined to save the pawn with 8 \textcolor{red}{\textit{e}2 (c)} then you can have a point, although White is obviously wasting time in the opening with two moves from the same bishop already. 8 \textcolor{red}{\textit{e}2 (a) on the other hand loses a point in view of the reply 8...\textcolor{red}{\textit{b}4, with the further} idea of ...\textcolor{red}{\textit{b}5 to stop White castling. If you saw Black's reply on move eight then you score a bonus.

8 0-0 \textcolor{red}{\textit{C}xd4}

\textcolor{red}{\textit{9 Cxd4 (a) is a attempt to force Black into a tangle but it fails and you lose two points in view of 9 Cxd4 Wxf3+ 10 Wxf3 Wxb2 11 Bd2 Wxe5. If you saw Black's check and rejected (b) then you score an extra point.

9 \textcolor{red}{\textit{C}xd4 (a) is the best as it keeps the mo-}
mentum going and also draws the Black queen into the middle of the board for further attack; this move scores two points.

9 \( \textit{Q}d2 \) (c) is reasonable for one point but it does allow the black queen to conveniently hide away. The choice 9 \( \textit{Q}d2 \) (d) does not offer White speedy development and loses one point.

It is also worth mentioning the move 9 \( \textit{Q}g5 \), with the idea of playing \( \textit{W}h5 \) and then capturing on h7 with bishop or knight. If this thought crossed your mind but you knew that you were unable to choose it because the move was not in the list, then take an extra point.

9 \( \textit{Q}xd4 \) \( \textit{W}xd4 \)

- a) 10 \( \textit{Q}e1 \)
- b) 10 \( \textit{W}e2 \)
- c) 10 \( \textit{Q}c3 \)
- d) 10 \( \textit{Q}d2 \)

The move 10 \( \textit{Q}d2 \) (d) is a blunder that loses the bishop and three points from your score.

10 \( \textit{Q}e1 \) (a) and 10 \( \textit{W}e2 \) (b) are sensible moves that defend the e5-pawn and each score one point.

10 \( \textit{Q}c3 \) (c) is the move that causes Black most problems and that scores two points. I hinted above that White offers a second pawn but I hope that this did not make your selection task too easy.

10 \( \textit{Q}c3 \) \( \textit{W}xe5 \)

It makes sense to develop a piece by attacking the black queen if you can. 11 \( \textit{Q}e1 \) (d) certainly cannot be argued against and scores two points. 11 \( \textit{W}f3 \) (a) with the idea of \( \textit{Q}f4 \) cannot be too bad and scores one point; perhaps 11... \( \textit{Q}d6 \) is a good reply.

As for 11 \( \textit{W}e2 \) (b), that loses a point as White should not be trying to exchange pieces now that he has embarked on such an opening.

11 \( \textit{f}4 \) (c) is also misguided and loses a point as it leaves White open for Black to play a time-saving ... \( \textit{Q}c5 \) at some stage.

11 \( \textit{Q}e6 \) \( \textit{W}d6 \)

- a) 12 \( \textit{Q}e4 \)
- b) 12 \( \textit{Q}b5 \)
- c) 12 \( \textit{Q}g5 \)
- d) 12 \( \textit{W}f3 \)

12 \( \textit{Q}c4 \) (a) loses three points as the knight is not safe on this square. 12 \( \textit{Q}g5 \) (c) scores one point as it is a fair way of developing. 12 \( \textit{Q}b5 \) (b) scores two points and is the move chosen in the game. However, in the game Black falters with 12... \( \textit{Q}xb5 \) and 12... \( \textit{W}b8 \) would have been a better way of playing. Therefore, 12 \( \textit{W}f3 \) (d) top scores with three points as White leaves open the option to...
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play 12...b5 but also has captures on d5 and f4 at his disposal.
12  b5  xxb5

- a) 13  e3
- b) 13  xe6+
- c) 13  a4
- d) 13  xxb5+

White has to recapture with 13  xxb5+ (d), which scores one point. All the other choices lose six points.
13  xxb5+  d8

- a) 14  g5+
- b) 14  e3
- c) 14  c4
- d) 14  a4

Development with 14  g5+ (a) scores two points, but helps Black to unravel with 14...e7 15  xe7+ xc7. The move 14  e3 (b) is sensible and top scores with three points. This move is not forcing but still leaves Black with a lot of problems to solve; White is simply getting his pieces out and connecting his rooks.

14 a4 (d) is perhaps an attempt to get the rook into play quickly with 15 a3. Experience shows that getting the rook onto an open file via choice (b) is far better, but you can have one point anyway.

14  c4 (c) is a blunder and loses three points...
14  e3  e7

- a) 15  c1
- b) 15  d4
- c) 15  d4
- d) 15  a4

It is safe to play 15  d4 (c) but it does rather ask for 15...f5, when Black gains time due to the attack on the queen – so no points. 15  d4 (b) is slightly better and so you can have one point, but there does not seem to be any great reason to play this move.

15  c1 (a) is the logical choice and you can have three points for that one. As for 15  a4 (d), that scores one point too. If you noticed that Black may be tempted by 15  a4 a6, then you can have a bonus point. Take a point for noticing each of White’s 16th moves in reply as White can either carry on with 16 a1 or more forcefully with 16  a5+, when the following may occur: 16...c8 17  a1+ b8 18  c5  f4 19  d8+ c8 20  xf8. If you rejected 15  a4 because of 15...c6 then add two to your score. Black can then try and force the exchange of queens with ...

15  c1  f5

- a) 16  g5+
- b) 16  g4
- c) 16  d4
- d) 16  c5

The idea for White is not to swap off
pieces. Therefore 16 g4 (b) scores nought after 16...\( \text{\#}x\text{e}3 \) 17 \text{\#}\text{x}e3 as it undesirably opens up White’s king.

You can have one point for 16 \text{\#}d4 (c), which also allows an exchange. One point also for 16 \text{\#}g5+ (a) as you still have to reckon with 16...\text{\#}c7.

By a process of elimination, if nothing else, 16 \text{\#}c5 (d) top scores with two points. Take a bonus point if you seriously considered that Black’s best may well be 16...\text{\#}xc5 17 \text{\#}xc5 \text{\#}xc5. In this situation, Black is materially a point ahead and has solved some development problems. In the game, however, Black chooses to go on the defensive and keep his two-point material advantage and his queen.

16 \text{\#}c5 \text{\#}b8

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You stopped calculating: 18 \text{\#}e8+ \text{\#}c7 19 \text{\#}xa7+ (two points) 19...\text{\#}c5!! (this is what you have missed for Black; admittedly 19...\text{\#}d6 20 \text{\#}xb8+ \text{\#}xb8 21 \text{\#}xb8 {one point} wins for White). Amazingly Black escapes, for example, 20 \text{\#}xb8+ \text{\#}xb8 21 \text{\#}xh8 \text{\#}xh8 22 \text{\#}xc5+ \text{\#}d6. Two points for spotting Black’s Houdini-like 19th move.

If you chose 17 \text{\#}xf8 (b) then you can have one point. One point also for 17 \text{\#}d3 (c), but after 17...\text{\#}xc5 18 \text{\#}xc5, it seems as though Black has a good move in a difficult position with 18...\text{\#}f4, for example 19 \text{\#}b3 \text{\#}b8 20 \text{\#}a3 a6 is possible when it can be seen that Black has not come to any more harm. Notice that instead 18...\text{\#}d6 19 \text{\#}b5, or 18...\text{\#}d6 19 \text{\#}g4 leave Black to answer some difficult questions.

Finally, there is 17 g4 (d), which does not score because it opens up the white king and intuitively one should not want to do this. After 17 g4 \text{\#}xc5 18 gxf5, there is 18...\text{\#}xf2+ 19 \text{\#}xf2 \text{\#}xh2+ 20 \text{\#}f1 \text{\#}h3+ 21 \text{\#}g1 \text{\#}xf5 which completely wrecks White’s position. If the material imbalance does not suit you as Black, then one could always choose 18...\text{\#}d6 instead.

17 \text{\#}xd5+ \text{\#}d6

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Black has made five queen moves to date but now White can make a far more telling queen move with 17 \text{\#}xd5+ (a); you score eight points for this but only if you spotted 17...\text{\#}xd5 18 \text{\#}b6+ and \text{\#}e8 mate. Take two more points if you planned this ahead when choosing 16 \text{\#}c5. If you planned the following inferior variation instead, then add the points to your score which are given in brackets depending upon the point at which you stopped calculating:

18 \text{\#}d6

---

a) 17 \text{\#}xd5+
b) 17 \text{\#}xf8
c) 17 \text{\#}d3
d) 17 g4
There’s only one way to decide on the right move in this position, and that is by calculating as far and as accurately as you can. To begin with, White is a pawn down but has considerable pressure against the black king. White could duck out of excessive number crunching by playing 18 \textit{d}2 (d), which is worth two points; a good, safe move which does not change the status quo a great deal. After 18 \textit{d}2 \textit{e}7 you may have planned 19 \textit{g}5+ \textit{f}8 20 \textit{x}f5, but unfortunately it transpires that this is overkill and after 20...exf5 21 \textit{e}8+ \textit{x}e8 22 \textit{x}d6+ \textit{g}8 23 \textit{xe}8 \textit{xe}8 White runs out of steam. Instead 19 g4 \textit{h}6 20 \textit{g}5+ \textit{f}8 21 \textit{e}5 \textit{xc}5 22 \textit{wx}5+ \textit{g}8 23 \textit{c}4 is a better bet for White, but one is left feeling that White could have done better than this.

18 \textit{x}d6+ (c) loses three points because although White can easily win the black queen, having given his away first the endgame is hopeless following the sequence 18 \textit{x}d6+ \textit{xd}6 19 \textit{cd}1 \textit{e}7 20 \textit{xd}6 \textit{xd}6 21 \textit{xd}6+ \textit{xd}6.

18 \textit{fx}f5 \textit{ex}f5

\textbf{18 \textit{xf}5 \textit{xf}5}

\textbf{a) 19 \textit{xd}6}
\textbf{b) 19 \textit{cd}1}
\textbf{c) 19 \textit{ed}1}
\textbf{d) 19 g3}

I did not mention the reply 18...exf5 in the previous paragraph, but I am assuming that you anticipated it if you chose 18 \textit{xf}5, in which case you can double whatever pluses you score in the remainder of this game. If you did not choose 18 \textit{xf}5, or you did but 18...exf5 came as a real shock, then just score normally.

Firstly, 19 \textit{xd}6 (a) loses four points; it is another of those positions where White can win the black queen back but the resulting ending is not desired from White’s point of view, e.g. 19 \textit{xd}6 \textit{xd}6 20 \textit{cd}1 \textit{xd}1 21 \textit{xd}1+ \textit{c}7.

19 \textit{ed}1 (c) loses two points as it misses the defence 19...\textit{e}7. Another of those endings results after 20 \textit{xd}6+ \textit{xd}6 21 \textit{xd}6 \textit{xd}6.

19 g3 (d) loses five as it fails to take into account that White has just lost his queen; 19...\textit{xc}5 20 \textit{xc}5 \textit{wd}6 is miserable for White.

That leaves 19 \textit{cd}1 (b) as best and it scores three points.

19 \textit{cd}1 \textit{b}6

\begin{center}
\textbf{a) 20 \textit{a}3}
\textbf{b) 20 \textit{xd}6}
\textbf{c) 20 \textit{xd}6+}
\textbf{d) 20 \textit{c}6}
\end{center}

Some more calculating to do here. We can rule out 20 \textit{c}6 (d), which loses four points after 20...\textit{bc}5 21 \textit{xa}8 \textit{c}7. There is also not much sense in playing 20 \textit{a}3 (a), which
loses two points. The bishop on d6 is pinned and White gains nothing by retreating.

20 \textit{xd6} (b) scores three and this was played in the game. 20 \textit{xd6}+ (c) scores one point; after 20...\textit{e8} White is handed a pretty position which often leads to checkmate, for example, 21 \textit{a6}+ \textit{c7} (or 21...	extit{b7} 22 \textit{c6}+ \textit{b8} 23 \textit{d6}+ \textit{c7} 24 \textit{xc7} mate) 22 \textit{e7} mate. Black has a way out of absolute disaster with 20...\textit{xd6} 21 \textit{xd6} \textit{c8}, although even here White's chances are much to be preferred owing to the power of White's bishops and the unenviable position that the rook on h8 occupies.

\textbf{20 \textit{xd6} \textit{wb7}}

\begin{itemize}
  \item a) 21 \textit{e7}
  \item b) 21 \textit{c1}
  \item c) 21 \textit{f8}+
  \item d) 21 \textit{f4}+
\end{itemize}

White is spoilt for choice but has to take care not to select a move which does not actually give him a winning position.

21 \textit{e1} (b) and 21 \textit{f4} (d) both score one point. However, if you noticed 21 \textit{f4}+ \textit{c8} 22 \textit{d3} (or 22 \textit{d4}, \textit{d2}, \textit{e2} or \textit{e3}) with the idea of checking on the c-file, then you can have four extra points.

21 \textit{e7} (a) allows 21 \textit{e7} \textit{xe7} 22 \textit{xe7}+ \textit{xe7} and so this does not score. 21 \textit{f8}+ (c) scores five points and was the move chosen in the game.

\textbf{21 \textit{f8}+ \textit{c7}}

\textbf{The end is nigh for Black, but White must find the most accurate continuation.}

22 \textit{e7}+ (a) scores one point, but if you intended 22...\textit{b8} 23 \textit{xb7}+ take an extra point. Actually, this is not the cleanest kill. After 23...\textit{xb7} White can carry on with either 24 \textit{xe7} \textit{xd8} or 24 \textit{d7}+ \textit{c8} 25 \textit{xe7} \textit{d8}, but neither hands White the win on a plate. A better follow-up is 23 \textit{e8}+ (one point for that) 23...\textit{c8} (or 23...\textit{c7} 24 \textit{d7} mate – one point for planning that) 24 \textit{d6}+ (one point) \textit{b7} 25 \textit{e7+} (one point).

22 \textit{d6}+ (c) scores one point but the automatic checking moves fail to impress after 22...\textit{c8} 23 \textit{e1}+ \textit{d8}. If you spotted 23 \textit{e7} then take an extra point but this strikes me as being a rather convoluted way of winning the Black queen.

22 \textit{xe7} (b) scores one point. If you were aware that Black cannot do anything satisfactory to stop a rook going to the 7th with check, then you score an extra point. No matter how good you considered the variation 22 \textit{xe7} \textit{hd8} 23 \textit{e7}+ to be, it does rather beg the question: What stopped you selecting the immediate 22 \textit{d7}+ (b), which scores four points?

\textbf{22 \textit{d7}+ \textit{b8}}
23 \text{b7} (a) scores just two points as it allows Black to reach an endgame where the material difference is rook versus two powerful bishops. Admittedly, this does not look good for Black, but it sure beats being mated!

23 \text{d8} (b) scores one point. The best way forward then is to repeat after 23...\text{c7} 24 \text{d7}+ and then choose something more appropriate. Of course, in a match, you would not be penalised for such behaviour as long as you did not allow your opponent to claim a draw by using the threefold repetition rule. In this exercise, if you chose (b), I am accusing you of not quite knowing what you should be doing. I apologise if you were just teasing (but I am still not going to increase your score).

23 \text{d6}+ (c) scores three points and is made of the right stuff. Add an extra two points if you saw 23 \text{d6}+ \text{c8} 24 \text{c1}+.

23 \text{e8}+ (d) scores three points and is also along exactly the right lines.

White’s position is thoroughly overwhelming. 24 \text{x8}+ (a) scores two points and White is well on top after 24...\text{c8} 25 \text{xf7}. Likewise 24 \text{xf7} (b) scores two points because of the line 24...\text{xe8} 25 \text{xe8} \text{g6} 26 \text{c6}.

However, there is no need to mess about with these endings when you can give checkmate and so 24 \text{d6} mate (c) scores five; just add one to your score if you had not seen further ahead than it being check.

The move to avoid from the list was 24 \text{dd8} (d) which just scores one point in view of 24...\text{xd8} 25 \text{xd8}+ \text{b7} 26 \text{d6}+ (26 \text{d7}+ \text{c8} 27 \text{xf7} is a long-winded way of transposing into choice ‘a’) 26...\text{xc6} 27 \text{xa8} which gives rise to a winning endgame for White but it is something far more difficult than anything we have seen in the last few moves.

24 \text{d6} mate

Now add up your score and see how you did. Do not forget to double your earnings after move eighteen if it is appropriate.

\textbf{Less than 18}: At least you cannot score any worse than this.

\textbf{18-33}: Chess is a difficult game. Please do not rush these exercises.

\textbf{34-54}: Sound. Remind yourself of the opening before your next game.

\textbf{55-69}: Great! Let us hope you sacrificed and did not make a lucky blunder.

\textbf{70+}: The Specialist! 10...a6 gives rise to optional further study.
So as to give us all a chance of having a go at a few opening moves, we will start this game at the beginning. The reader is invited to play for Black starting by choosing a move from the given list.

1...d5 (a) or 1...g6 (b). For those players that do not meet the fianchetto regularly, it is one recognised way to start as the bishop on g7 fires its influence across the board and, importantly, across two of the four central squares, thereby conforming to a sound way of playing the opening.

1...b5 (d) is rather irregular so it does not score unless you are planning 2 e4 \( b7 \) or 2...a6 to follow and have some idea of what you are letting yourself in for because you have played the opening before, in which case you can have one point. It does stop c2-c4 for the moment which would be one way for White to try and control the square d5.

For extra information, I should add that England's first Grandmaster, Tony Miles, beat ex-world champion Anatoly Karpov in a game that started with these opening moves (it's been called the St George Defence). Beginning a game in such a way can have the psychological effect on the opponent that if the game is not going their way, they then have to wrestle with themselves in order to keep a cool head, whilst also playing the game. Decisions on what opening to play and what type of game you wish to play can be a matter of taste depending on you and your opponent's strengths and weaknesses, characteristics of previous encounters, situation and mood.

1...h6 (c) is similar to 1...b5, but this time it is on the other wing. We will mark it the same as 1...b5, that is nothing if you just fancied it as a one-off, but one point if you had some idea of what you were doing. You may have got away with it this time but it is not good to open like this in every game you play, unless you like to play chess somewhat eccentrically like the English international master Michael Basman.

The most recognised move in the list is 2...dxc4 (c), for two points which puts us into a Queen's Gambit Accepted (QGA).

2...\( \text{f6} \) (d) may be an attempt to play the Queen's Gambit Declined (QGD), but 2...e6 has been forgotten so no points. This choice allows White to steal a march in the opening with 3 cxd5 \( \text{cxd5} \) 4 e4.

2...e5 (b) puts us into 'Albin' territory as 3...dxe5 (c)
dxe5 d4 normally follows. The opening has a reputation for creating unbalanced positions but it does not catch on at a high level so I cannot give you any points unless you have played it before, in which case you get two points. Like I say, the opening can be dangerous in the right hands and if you know what you are doing but I would not recommend trying to surprise someone if you have not practised with it before.

2...c5 (a) is a dubious move which can make life tricky for Black already. It scores nothing although it may get a few laughs when it is seen in a tournament.

2...dxc4 3 e4

- a) 3...e5
- b) 3...c6
- c) 3...f5
- d) 3...g6

If you are on unfamiliar territory, then you would be wise to plan ahead like in any phase of a game. In the early stages you need to be able to develop and castle and have some influence on the four central squares.

3...f5 (c) scores no points. It is not a good idea to move ‘Freddie’ the f-pawn in the opening unless there is a good reason to do so. After cxc4 Black is embarrassed in trying to find a good way of castling.

3...g6 (d) scores one point. Black can develop with ...g7, ...f6 and ...c6 but White is able to develop and have much greater control of the centre with cxc4, c3 and e2.

3...c6 (b) scores two points. For players with Elo ratings around 1200 (75 in British grades), I have found that as White, they sometimes struggle to defend their central pawns if Black directly and indirectly attack them with 4 d3 g4 5 c3 f6 6 c3 e6 7 c4 b4. In general, however, option (b) is only for advanced players and option (a) turns out to be easier to play for the majority of players.

3...e5 (a) scores two points. Give yourself a bonus if you thought that Black would be placed comfortably after 4 dxe5 ♕xd1+ 5 ♕xd1 because White cannot castle. Another point is due if you thought that White should not allow this queen exchange.

3...c6 4 e3

- a) 4...e5
- b) 4...c6
- c) 4...f6
- d) 4...b5

4...e6 (b) is a blunder and loses two points because of 5 d5.

4...b5 (d) is an attempt to hang onto the pawn but White can get his pawn back and break up Black’s structure by beginning with 5 a4, so you lose a point for this suggestion. Two points if you spotted how White can rubbish Black’s opening and one if you only saw 5 b3, which is not as good as 5 a4.

Two points for either 4...e5 (a) or 4...f6 (c), although the latter at this stage gives Black slightly more options.

4...f6 5 c3

- a) 5...e5
- b) 5...g4
- c) 5...a5
- d) 5...e6

5...a5 (c) is a curious move but it does not lose anything so you can have one point. Take a point also if you noticed that 6 c4 is not a blunder by White because after
6...\(\text{dxc4}\) White can play 7 \(\text{wa4+}\) and \(\text{wxec4}\). Take a point off your score if you chose (c) and didn’t realise that 6 \(\text{wa4+}\) can be answered by 6...e6.

5...\(\text{dg4}\) (b) is another move that breaks the ‘rule’, ‘move each minor piece once and only once in the opening unless you have a good reason not to.’ If Black is not careful then he will get blasted away with 6 \(\text{b3}\) \(\text{dxc3}\) 7 \(\text{fxec3}\) g6 8 \(\text{gxc4}\) \(\text{g7}\) 9 0-0 c5 10 \(\text{xf7+}\). No points for choosing this option unless you had planned on quick kingside development and castling, in which case you can have one point.

5...c6 (d) scores just one point also. A bonus point is due if you realised that a drawback of this move is that the light-squared bishop is blocked in.

Another observation worth a point is that as ...\(\text{dxc6}\) has been played, Black cannot attack the centre with a pawn on c5, so ...c5 is his only chance of staking a claim in the centre. For this reason, 5...c5 (a) is the best move on the list and scores three points.

5...e5 6 d5

- a) 6...\(\text{d4}\)
- b) 6...\(\text{a5}\)
- c) 6...\(\text{e7}\)
- d) 6...\(\text{b8}\)

6...\(\text{d4}\) (a) would give away a pawn and a point with 6...\(\text{d4}\) 7 \(\text{xd4}\) \(\text{exd4}\) 8 \(\text{wa4}\). You can have a point if you noticed that and rejected 6...\(\text{d4}\). In a similar position but one where White has played f3 instead of \(\text{dxc3}\), ...\(\text{d4}\) has actually been considered as a pawn sacrifice, although personally I do not believe Black has quite a pawn’s worth.

The other three knight moves are all safe. 6...\(\text{e7}\) (c) and 6...\(\text{b8}\) (d) each score two points. A bonus is due if you realised that with 6...\(\text{e7}\), the dark-squared bishop is temporarily blocked in and ...\(\text{g6}\) needs to be played. Another point is due if you realised that 6...\(\text{b8}\) puts a piece back on its starting square but that this does not matter here because the centre has become blocked and Black, by not moving the knight to c7, does not block in his f8-bishop.

6...\(\text{a5}\) (b) scores nothing if you were just playing a move at a time and had not even noticed 7 \(\text{wa4+}\), even though the idea has already been mentioned. If you were relying on 7...c6 then you can have one point. 8 dxc6 \(\text{dxc6}\) 9 \(\text{xc4}\) returns us to a position of material equality. If you rejected 6...\(\text{a5}\), however, because you saw 8 b4 then award yourself two points. The knight has nowhere safe to go and after 9...\(\text{cb3}\) 10 \(\text{axb3}\) Black only has 10...b6 as a way of satisfactorily saving the knight. Reward yourself with another point if you got this far. 11 dxc6 is a refutation of Black’s position and you can have two more if you spotted that. Black would then have to defend against 12 c7+ \(\text{wd7}\) 13 \(\text{b5}\) (another
point if you spotted that) and 12 b4, which also deserves a bonus because the knight is
trapped as things stand. Not even 11...c7 helps Black enough as White has 12 c1 or
12 b5.

6...a5

Sadler, at first sight, appears to have played an inferior move. Does the now re­
nired English grandmaster have something up
his sleeve? I am sorry, but we are stuck with it; can you think your way out of trouble?

7 d3

White keeps all the possibilities surround­
ing a+ in hand while he develops a piece.
With the extra move each having been played
since White played 6 d5, can you calculate an
answer to White’s threat or are you going to
rescue the knight at the expense of the e­
pawn?

a) 7...g4
b) 7...d7
c) 7...d6
d) 7...b4

It is a bad miscalculation to play 7...b4
(d), which only encourages 8 a+. If you
are prepared to play such a chancy move
then perhaps you should roll a die to deter­
mine how many points you lose. If you have
not got a die then take off six points.

Rejecting 7...g4 (a) because of 8 a+ c6 9 b4 cxb3 10 axb3 is worth five points. If
you noticed that Black cannot throw in 9...b5
10 axa5 then you score two more. If you did
choose 7...g4, then you better roll a die or
lose four; the choice is yours.

7...d6 (c) deserves one point for devel­
oping a piece, but if you are at a loss as to
how to answer 8 a+ then you had better
roll a die or lose 4; again the choice is yours.
If you do have something planned, then you
will be rewarded shortly.

7...d7 (b) scores two points. You simply
have to play this move, given the list, if you
cannot see how to answer 8 a+. The al­
ternative is to play a move like 7...d7, but
this was not given in the list as it gives away
the e-pawn without a fight. If you thought
that your worries are over with this choice,
then you are mistaken because although 8
a+ is no longer check, it does attack the
knight. Give yourself a point if you realised
that. Give yourself another point if you saw
that Black should then continue with 8...b six
xe5. There’s one point for remembering or
calculating 8...c6 9 b4 again.

7...c6 8 a+

8...c6 (a) offers an immediate defence so
you can have two points plus one point extra
if you saw 9 b4 cxb3 10 axb3 c7. You can
have another point whether or not you re­
jected 8...c6 if you saw 11 b5, which saves
the knight for good, and another point if you
noticed 12 a2, when White will emerge on
top but only by a point. Add an additional
two points to your score if you had 10...c7
planned when you chose 7...d6. Perhaps
you spotted 10...b5 for Black instead and got
excited by 11 axa5 axa5 12 xaxb4. White has 11 xb5 but you can have two
points for spotting Black’s trick. Likewise,
10...c7 11 axa5 xb4 also credits your
score with two if you saw it, even though
White has 11 a2.
In all these variations, White actually comes out on top although Black does manage to save the knight. These variations do ask the question, however, what would Black have done if White had not played 7 \( \text{Qf3?} \)?

To the naked eye, Black loses the knight without so much as a whimper with either 8...\( \text{Wd7} \) (b), 8...\( \text{Rd7} \) (c) or 8...\( \text{Wc7} \) (d), so you lose three points. Sometimes you just have to grit your teeth and try and find a resource. If you chose any of these and have spotted an escape, then you had better bear it in mind for later. If your save tallies with something you read later, then you can reinstate your three points.

8...\( \text{Rd7} \) 9 \( \text{Wxa5} \)

If you have not seen it already, can you see now what Sadler has been planning?

\begin{itemize}
  \item a) 9...\( \text{b6} \)
  \item b) 9...\( \text{a6} \)
  \item c) 9...0-0
  \item d) 9...\( \text{We7} \)
\end{itemize}

Sure, 9...\( \text{b6} \) (a) attacks the queen but she can escape easily via \( \text{a6} \) and then \( \text{c4} \), so no points.

If you cannot see anything, then 9...0-0 (c) is sensible for one point. That is to say, in general, if you have blown your position then rather than go for something which does not improve your chances, like 9...\( \text{b6} \), it is better to pretend that the material is level and just play a sound move. The only exception to this may be if you think your chances are so bad because your position is diabolical. You think it is worth risking a ludicrous move that hastens defeat in numerous ways in the hope that your opponent replies in the only way that is good for you. There are no ludicrous moves here for Black so the only tactic is to play sensibly if you think that Black is lost.

9...\( \text{We7} \) (d) is also sensible for one point. There are another two points on offer for noticing that ...\( \text{b4} \) doesn’t trap the white queen as the \( \text{c7} \)-pawn would be en prise.

The star move is 9...\( \text{a6} \) (b). That is wonderful if you picked it and you score six points. Help yourself to another two points for each move ahead, up to a maximum of six points, that you saw this move. So the best you could have done here was to spot it when you chose 6...\( \text{Qa5} \).

9...\( \text{a6} \) 10 \( \text{Qb1} \)

If you considered 10 \( \text{Qa4} \) \( \text{b8} \) as another possibility, then take another two points.

\begin{itemize}
  \item a) 10...\( \text{b6} \)
  \item b) 10...\( \text{b5} \)
  \item c) 10...\( \text{Qxe4} \)
  \item d) 10...\( \text{We7} \)
\end{itemize}

10...\( \text{b6} \) (a) scores just one point as it forces the white queen from a square where it does not have many safe places to go. In such a situation it is better for Black to cover the escape squares first before attacking the queen and winning it. It follows, therefore,
that Black should try and cover d2 and c3, in which case 10...♗xe4 (c) is the move for six points. Only award yourself two points if you had thought that all you were doing by making this move was taking a pawn.

You can have one point for 10...♖c7(d), but everything has already been said about ...♖c7 that can be said.

10...♗b5 (b) is a lousy move under the circumstances and White has time to play 11 ♔bd2 as Black has no threat to the white queen now.

10...♗xe4 11 ♔d1

If you could not see a way of cutting off the white queen’s escape route with 11...c3 (c), which is worth six points, then 11...♗5 (a) for two points at least looks threatening while at the same time it is safe.

11...♗b5 (b) and 11...♖f6 (d) do not do Black any favours and do not score.

11...c3 0-1

White had had quite enough and resigned, perhaps prematurely in the eyes of the general public. After all, 12 b4 gives the queen a chance to live on and after 12...b6 13 ♖a3 a5 14 ♖c1 axb4 15 ♖c4, the material count is actually the same. One does not score points by resigning; on the other hand White’s position is a pile of junk.

This game shows us that we can all have a bad day. All chess players can take heart from the fact that a world-class Spanish Grandmaster can go so badly wrong.

Another aspect to note is that no matter how badly or well you play, or how short or long you play for, each game is worth the same. That is to say, as far as points count for teams, matches and tournaments etc., a win followed by a loss is the same as a loss followed by a win. If you win quickly one day but lose a long one the next, then this is the same number of points as having a quick loss where you played badly followed by a long game where you were fortunate to be victorious. You might prefer it if you did not play so badly. It might also affect team morale if you lose quickly. On the other hand, one point from two games is the same as one point from two games. These exercises differ from normal games in that in these exercises you can blunder heavily but then you still get to carry on, whereas in games a heavy blunder might be punished with you being left in a position which is hopeless and all you can score, so long as your opponent is careful, is a ‘zero’.

Anyway, how did you do in the above game?

Less than 8: I am sorry, but nobody warns you in matches when you have a good move.

9-18: Maybe you had some bad luck with your die.

19-31: Good. Did you enjoy this miniature?

32-43: Well done. Why not show some friends this game.

44+: Electric! Did you miss anything at all?
1 e4 e6 2 d4 d5 3 e5 c5 4 c3 \(\triangle_c6\) 5 \(\triangle_d3\)
\(\triangle_f3\) \(\triangle_b6\) 6 \(\triangle_d4\)

One of the great players of days gone by also opts to play the Advanced Variation against the French Defence; later he too selects the Milner-Barry Gambit.

6...cxd4 7 cxd4 \(\triangle_d7\) 8 0-0 \(\triangle_xd4\) 9 \(\triangle_xd4\) \(\triangle_b6\)

This time Black refrains from the taking the second pawn and instead retreats hastily with his queen. The reader is now invited to take up the reins for White and begin by choosing a move from the list given below the diagram.

```
11 \(\triangle_e3\)
11 \(\triangle_a4\)
11 \(\triangle_h5\)
11 \(\triangle_g4\)
```

I hope you did not get too carried away with this one and play 11 \(\triangle_e3\) (a), which loses two points. You may have imagined some compensation for White after 11 \(\triangle_e3\) \(\triangle_xb2\) 12 \(\triangle_d4\) \(\triangle_h6??\) 13 \(\triangle_b5\). However, 11...d4 12 \(\triangle_a4\) \(\triangle_c6\) (or 12...\(\triangle_b4\)) leaves White with egg on his face. If you rejected 11 \(\triangle_e3\) because of 11...d4, then you score an extra point.

11 \(\triangle_a4\) (b) loses one point for White as it inconveniently places a knight on the edge of the board. 11 \(\triangle_a4\) \(\triangle_d4\) 12 \(\triangle_c3\) puts us back to where we were a couple of moves ago. 11...\(\triangle_a5\) is a smarter move and leaves the white knight with no other options than to lose time and return to \(c3\) one day.

11 \(\triangle_h5\) (c) is worth one point. Superior is 11 \(\triangle_g4\) (d), which is worth three points as it halts the development of Black’s dark-squared bishop.

11 \(\triangle_g4\) \(h5\)

```
a) 12 \(\triangle_f3\)
b) 12 \(\triangle_g5\)
c) 12 \(\triangle_h4\)
d) 12 \(\triangle_g3\)
```

The queen is attacked and so it must move. I will give two points to 12 \(\triangle_g5\) (b) and 12 \(\triangle_g3\) (d), which both hinder Black’s development plans. 12 \(\triangle_f3\) (a) and 12 \(\triangle_h4\) (c) both earn one point.

12 \(\triangle_g5\) \(g6\)

```
a) 13 \(\triangle_xg6\)
b) 13 \(b3\)
c) 13 \(a4\)
d) 13 \(\triangle_h1\)
```

First let us analyse the sacrifice 13 \(\triangle_xg6\) (a), which loses one point. Indeed, the black king may be eager to try and reach the safety of the queenside, and it might therefore run with 13...\(\triangle_xg6\) 14 \(\triangle_xg6+\) \(\triangle_d8\) 15 \(\triangle_g5+\) \(\triangle_c7\) 16 \(\triangle_ac1\) \(\triangle_b8\). This may look awkward for Black but is nevertheless safe until you spot 17 \(\triangle_xd5\) \(exd5\) 18 \(e6\). Now the bishop can join the attack along the diagonal which is no longer blocked: 18...\(\triangle_c6\) 19 \(\triangle_f4+\) \(\triangle_c8\) 20 \(\triangle_e8+\) \(\triangle_d8\) 21 \(\trianglexc6+\) \(bxc6\) 22 \(\trianglexc6+\) \(\triangle_c7\)
23 $\text{Wxc7 mate.}$ A pretty variation, albeit rather ambitious, but if you got as far as 17 $\text{Qxd5}$ then you can add two points to your score – playing like this in matches may be enough to shock your opponents into submission. Coming down to earth we notice that 15...$\text{Qe7}$ is a better defence for Black and White does not quite have enough to warrant giving away such a good bishop. Remember at the outset, that White is a pawn down but Black has still got some opening problems to solve.

A plan involving $\text{g1-h1}$ and $\text{f2-f4-f5}$ seems more logical and sensible and with this in mind you score two points for 13 $\text{h1}$ (d).

13 a4 (c) was Tal’s move and it scores two also as it threatens to chase the queen away from b6 where it attacks b2. Also a2-a4-a5-a6 may be a useful idea in some positions.

13 b3 (b) scores just one as it is not a good idea to try and shove the bishop onto b2 where it is blocked.

**13 a4 $\text{h6}$**

Now that ...$g7-g6$ has been played, there is the f6-square for the queen to keep her eye on, especially since the dark-squared bishops look likely to get exchanged. With that in mind, 14 $\text{h4}$ (c) is best and scores two points, while 14 $\text{g3}$ (d) scores just one point. 14 $\text{f6}$ (a) and 14 $\text{xe6}$ (b) are both blunders and lose six points following 14 $\text{f6}$ $\text{xf6}$ 15 $\text{exf6}$ or 14 $\text{xe6}$ $\text{xe6}$.

14 $\text{h4}$ $\text{a6}$

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<tr>
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<th>a) 15 $\text{a5}$</th>
<th>b) 15 $\text{xe6}$</th>
<th>c) 15 $\text{g5}$</th>
<th>d) 15 $\text{e3}$</th>
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<td></td>
<td>15 $\text{a5}$</td>
<td>15 $\text{xe6}$</td>
<td>15 $\text{g5}$</td>
<td>15 $\text{e3}$</td>
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15 a5 (a) is okay for one point. 15 $\text{xe6}$ (b) encourages the black knight to stop guarding f6 and earns two points. 15 $\text{e3}$ (d) is a blunder and loses four points following 15...$\text{exe3}$ 16 $\text{fxe3}$ $\text{xe3}$+ 17 $\text{f1}$ $\text{xd3}$.

That leaves 15 $\text{g5}$ (c), which also scores one point. This move might get selected in the belief that it stops Black from castling after 15 $\text{g5}$ $\text{c6}$ (Black can also try 15...$\text{xp5}$ 16 $\text{gx5}$ $\text{xd8}$) 16 $\text{f6}$ $\text{xf6}$ 17 $\text{xf6}$. In fact, 17...$0-0$ is legal since the rook was attacked and not the king, and Black has neither castled out of check or through check. The move is also sound as if White tries any sacrifices in this position starting with 18 $\text{g6}$, then 18...$\text{g7}$ 19 $\text{xf7+}$ $\text{xf7}$ 20 $\text{xe6}$ $\text{xc8}$ leaves White hopelessly placed and wishing that he had swapped off the dark-squared bishops when given the chance.

15 $\text{xe6}$ $\text{xe6}$

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<tr>
<th></th>
<th>a) 16 $\text{a3}$</th>
<th>b) 16 $\text{f6}$</th>
<th>c) 16 $\text{a5}$</th>
<th>d) 16 $\text{ab1}$</th>
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<td>16 $\text{f6}$</td>
<td>16 $\text{a5}$</td>
<td>16 $\text{ab1}$</td>
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It is possible that Black’s queen is awkwardly placed after 16 a5 $\text{xb2}$ 17 $\text{fc1}$, so you can have one point if you chose (c), even though it encourages 16...$\text{d8}$ with a view to swapping off queens. 16 $\text{a3}$ (a) is much worse and loses a point as it proves more difficult to defend the e-pawn after 16 $\text{a3}$ $\text{xb2}$ 17 $\text{f6}$ $\text{f8}$ 18 $\text{ab1}$ $\text{g4}$.

That leaves 16 $\text{ab1}$ (d) as a safe option to score one point but the best is 16 $\text{f6}$ (b), which scores three points.
16 \( \text{Wf6} \text{f8} \)

The a2-square is no place for a rook and White loses the c-pawn, so you lose one point if you chose 17 \( \text{c2} \) (d), as you were heading for 17...\( \text{Wd4} \) 18 \( \text{Wd1} \text{c4} \). 17 \( \text{xg6} \) (a) is worse than when it was last suggested; even though White can pick up a number of pawns the position following 17...\( \text{fxg6} \) 18 \( \text{xfxg6+} \text{h7} \) 19 \( \text{Wh5} \) 0-0-0 is quite hopeless.

17 a5 (c) scores one point. The bait in the shape of the b-pawn should be ignored by Black, for example, 17...\( \text{xb2} \) 18 \( \text{cfc1 We4} \) 19 \( \text{b1} \) looks like it is more trouble than it is worth. Instead, 17...\( \text{Wd4} \) and ...\( \text{c4} \) as indicated before will suit Black better.

17 \( \text{cxd5} \) (b) top scores with three as Black cannot take the knight without losing his queen. Add on a bonus point for each move ahead, up to a maximum of three points, that you saw 17 \( \text{cxd5} \). So if you saw 17 \( \text{cxd5} \) when you selected 14 \( \text{h4} \), then you score an extra three points.

17 \( \text{cxd5} \) \( \text{Wd8} \)

If you want to keep attacking the Black king with your queen and therefore avoid the exchange of queens, then 18 \( \text{h4} \) (c) is the simplest and that scores four points. 18 \( \text{g7} \) (a) is similar and also scores four.

You can exchange queens for two points with 18 \( \text{xh8+} \) (b), as 18...\( \text{xc8} \) 19 \( \text{f6+} \) \( \text{e7} \) 20 \( \text{xe4} \) leaves White with some sort of advantage.

18 \( \text{ac1} \) (d) shows signs of forgetfulness and loses two points after 18...\( \text{xd5} \).

18 \( \text{f4} \) \( \text{xd5} \)

If you are in a hurry, then you cannot go wrong by choosing 19 \( \text{h6} \) (b), scoring one point and moving swiftly on. For the record, 19 \( \text{d4} \) (a) loses three points, as does 19 \( \text{f1} \) (d), The move 19 c6 (c) loses one point as long as you intended to take the knight after 19...\( \text{xe6} \). (otherwise you can deduct four from your score).

19 \( \text{h6} \) \( \text{e7} \)

Black has steadied the ship by giving back his pawn. White’s plan should be to prevent
Black from making his king safe. Therefore 20 \( \text{W} e3 \) (b) scores two points with an additional point if you had planned 20...0-0-0 21 \( \text{W} a7 \), and if you had planned the mate following 21...\( \text{W} xe5 \) 22 \( \text{R} ac1+ \) \( \text{R} c6 \) 23 \( \text{R} xe6+ \) \( bxc6 \) 24 \( \text{R} xa6 \), then you score another four points. (You can also have your four points if you spotted 23 \( \text{R} xa6 \), but do not count them twice and give yourself eight!)

The other choices all allow 20...0-0-0 and score one point.
20 \( \text{W} e3 \) \( \text{R} c6 \)

Now that the queen is covering the a7-g1 diagonal, there really is no need for 22 \( \text{W} h1 \) (a), but you can have one point for it anyway. Best is 22 f4 (d), which gets on with opening the position right away and scores three points.

No points for 22 \( \text{W} c5 \) (c), which invites the exchange of queens with 22...\( \text{W} xe5 \) 23 \( \text{R} xe5 \). Take off two points for 22 \( \text{R} xe6 \) (b), which is a waste of a well-positioned rook.

22 f4 \( \text{W} f8 \)

23 f5 (a) is consistent and good and scores three points. 23 \( \text{R} xa6 \) (b) is a waste and loses two points so long as Black captures in the right way with 23...\( \text{R} xa6 \). You can have one point for 23 b3 (c) which is safe. 23 \( \text{K} f3 \) (d) loses two points and shows a certain lack of awareness to 23...d4! 24 \( \text{W} e2 \) \( \text{R} xf3 \) 25 \( \text{W} xf3 \).

23 f5 \( \text{gxf5} \)

One rook belongs on the open c-file for sure. Therefore 21 \( \text{R} ac1 \) (d) scores two points with an additional point if you noticed 21 \( \text{R} ac1 \) \( \text{R} xa4 \) 22 \( \text{W} b6 \), when it is hard for Black to meet \( \text{R} c7 \).

I am sure you can get away with moving the f-rook although ideally this should wait. One point for 21 \( \text{R} fc1 \) (a) or 21 \( \text{R} fd1 \) (b), but nothing for 21 \( \text{R} fc1 \) (c), which severely boxes in the a-rook.
21 \( \text{R} ac1 \) \( \text{g} g8 \)

If you are worried about the a4-pawn, you may have opted for 24 \( \text{W} f4 \) (d), which scores one. I think this encourages 24...\( \text{W} g5 \) when Black is repairing his damaged king position.
24 \(\text{a}\) \(\text{xf5}\) \(\text{(a)}\) scores one point. Although Black can snaffle the a4-pawn I still think it is better to try 24...\(\text{g}5\) 25 \(\text{c}5+\) \(\text{g}7\).

24 \(\text{h}6+\) \(\text{(c)}\) scores two points. An extra two points are due if you noticed 24 \(\text{h}6+\) \(\text{c}8\) 25 \(\text{xc}6\).

24 \(\text{xf5}\) \(\text{(b)}\) is a blunder of two points and again falls to Black unlocking the bishop with \(\text{d}4\), although crucially he should first play the spectacular 24...\(\text{xg}2+\).

24 \(\text{h}6+\) \(\text{g}7\)

- a) 25 \(\text{xf5}\)
- b) 25 \(\text{xf5}\)
- c) 25 \(\text{h}8+\)
- d) 25 \(\text{f}4\)

25 \(\text{xf5}\) \(\text{(a)}\) scores three points. The rook on \(\text{g}7\) is pinned and there is no threat of ...\(\text{d}5-d4\). In addition, White is threatening to double rooks on the f-file (that is a reason not to play 25 \(\text{xf5}\)) and this in turn could cause Black considerable difficulties on f7.

Having said that, the other moves are all safe and each score one point. With 25 \(\text{h}8+\) \(\text{g}8\) 26 \(\text{h}6+\) there is even the option of repeating the position so as to get a second bite at the cherry.

25 \(\text{xf5}\) \(\text{d}7\)

The threat of \(\text{cf}1\) has forced Black to get his bishop ready to sit on \(\text{e}6\). This has suddenly allowed White to infiltrate down the c-file which he should do with 26 \(\text{c}7\) \(\text{(d)}\); this scores another three points.

26 \(\text{h}6+\) \(\text{(c)}\) scores one point but you do lose the e-pawn and after White’s intended doubling plan, Black can defend comfortably as there are no brilliant sacrifices for White: 26...\(\text{xc}5\) 27 \(\text{f}1\) \(\text{g}8\) 28 \(\text{xg}7+\) \(\text{g}7\) 29 \(\text{xf}7+\) \(\text{g}8\) is one example.

26 \(\text{h}5\) \(\text{(a)}\) is okay for one point but the h-pawn was not going anyway.

26 \(\text{g}5\) \(\text{(b)}\) loses five due to 26...\(\text{xc}5\).

26 \(\text{c}7\) \(\text{e}6\)

- a) 27 \(\text{f}6\)
- b) 27 \(\text{h}5\)
- c) 27 \(\text{xc}6\)
- d) 27 \(\text{h}8+\)

It is certainly not the time to give up on the attack and exchange queens with 27 \(\text{h}8+\) \(\text{(c)}\), which scores nought.

Better is 27 \(\text{h}5\) \(\text{(b)}\), which gets you a point and a pawn up and this cannot be dismissed out of hand.

27 \(\text{f}6\) \(\text{(a)}\) scores one point. It looks good in view of 27 \(\text{f}6\) \(\text{xc}5\) 28 \(\text{x}d7\) \(\text{d}4+\) 29 \(\text{h}1\) \(\text{xd}3\) 30 \(\text{xf}7+\) and checkmate to follow. However, Black has better with 27...\(\text{g}4\).

So that leaves 27 \(\text{h}8+\) \(\text{(d)}\) as best with two points.

27 \(\text{h}8+\) \(\text{g}8\)

- a) 28 \(\text{xc}5\)
- b) 28 \(\text{h}6\)
- c) 28 \(\text{h}5\)
- d) 28 \(\text{h}7\)

By taking the h-pawn with the queen now, Black does not have any annoying moves like ...\(\text{g}4\). Therefore, 28 \(\text{h}5\) \(\text{(c)}\) scores two points. 28 \(\text{h}7\) \(\text{(d)}\) is similar except it does not capture the pawn, and so this move scores one point.

28 \(\text{xc}5\) \(\text{(a)}\) loses four points for having
such a rush of blood. It should be no surprise that 28 \( \text{W}f6 \) (b) does not score in view of the exchange of queens that is being offered.

28 \( \text{W}xh5 \text{c8} \)

29 \( \text{W}xc8 \) (a) scores two points and is the move that does not lose any time. That is to say, after Black’s recapture it is obviously White’s turn to move. 28 \( \text{c3} \) (c) scores only one point as it even gives Black a chance to snatch the a-pawn with 29 \( \text{c3} \text{xc3} \) 30 \( \text{bxc3} \text{xa4} \).

29 \( \text{W}xd7 \) (b) loses two points due to 29...\( \text{W}xd7 \). 29 \( \text{f6} \) (d) loses one point. The main drawback here is that Black can give up his queen with 29 \( \text{f6} \text{xc7} \) 30 \( \text{bxc3} \text{xa4} \).

30 \( \text{f6} \) (b) scores three points. The move ...\( \text{W}g4 \) is prevented due to the mate threat on f7, and also e5 cannot be taken. 30 a5 (a) is a safe move but imagine for a moment you are Black and think about this: surely Black’s priority is to beat off the attack. Taking on a4 probably would not be uppermost in Black’s mind given the position.

30 g3 (c) shows signs of not calculating as Black is not threatening g2. Also, I hoped you noticed that you had 30 g3 \( \text{b}6+ \) 31 \( \text{f}2 \) to avoid losing an exchange; if you did not see this and you chose 30 g3, then please take two from your score.

30 \( \text{W}h4 \) (d) scores one point but Black is still on the board after 30...\( \text{c}8 \).

30 \( \text{f}6 \text{e}7 \)

31 \( \text{g}6 \) (d) attacks a pinned piece but it loses two points and fails in this case to 31...\( \text{x}g6 \) 32 \( \text{x}g6 \text{c}5+ \) 33 \( \text{f}2 \) \( \text{xf}2+ \) 34 \( \text{xf}2 \text{fxg6} \) with a win for Black! Bearing this in mind, White has to agree to a draw with 33 \( \text{f}1 \text{c}1+ \) 34 \( \text{f}2 \text{d}2+ \) 35 \( \text{f}1 \). If you rejected 31 \( \text{g}6 \) because you saw Black’s 31st move, then give yourself a bonus point.

31 e6 (a) leaves the rook on f6 en prise and thus loses four points. 31 \( \text{d}6 \) (c) only scores one because the rook is on an untidy square after ...\( \text{g}6 \).

31 \( \text{h}6+ \) (b) is the best move out of the given choices and it scores two points.

31 \( \text{h}6+ \text{g}7 \)
Eagle-eyed readers will have observed that 31...<t>e8 was a better move for Black (two points for this).

Now it is White’s move and one point goes to 32 <t>h8+ (b) as it allows Black to make things difficult with 32 <t>h8+ <t>g8 33 <t>h6+ <t>e8. The point of checking earlier on h6 was to pin the rook as ...<t>g7 was forced. By all means examine the checks, but there is little point to just go checking blindly.

This time 32 <t<g>6 (c) scores one point. Analysing further we see that 32...<t>e6 allows White to force an easily won king and pawn ending with 33 <txf7 <txf7 34 e6 <t>g8 35 <t>xf7+ <t>xf7 36 <t>g6+ <t>g7 37 <t>xg7+ <t>g7 38 <t>xg7+. Take an extra point for each of White’s 33rd and 34th moves if you noticed them when you were thinking about White’s 32nd move. You can also add one to your score if you rejected 32 <t>g6 because of 32...<t>g8, when the bishop suddenly looks silly on g6.

32 <t>f3 (d) is a tricky move for Black to deal with and you can have one point if you suggested it. If you spotted 32...<t>g8 33 <t>g3 <t>xg3 34 <t>h7+, then you can have a bonus with another bonus for spotting the checkmate following 34...<t>h8 35 <t>g6+ <t>g8 36 <t>h7+ <t>f8 37 <t>h8. Another bonus is due if you observed that White wins a piece following 32...<t>xe5 33 <t>h8+ <t>e7 34 <t>xe8. The conclusion is that Black should play 32...<t>g5 and try his luck in an ending a pawn down.

32 <t>d6 (a) top scores with three points and is the most forcing and clear cut way of playing.

32 <t>d6 <t>e5

Firstly, we should comment that Black’s position has crumbled on playing 31...<t>g7. Now, not even 32...<t>e6 was satisfactory. A further three points is due if you had already worked this out and planned 33 <t>f6 with the idea of <t>d8.

Next, let us look at White’s moves and rule out 33 h3 (c) which does nothing to help White and thus scores no points. 33 <t>f1 (d) is safe but not at all convincing if White is looking to win the game. Give yourself one point because Black can play 33...<t>e7.

33 <t>d8+ (a) scores two points. If you selected this and noticed 33 <t>d8+ <t>e7 34 <t>xc8 <t>d4+ 35 <t>h1 <t>xh3 36 <t>c7+ leads to a quick mate, then award yourself three bonus points. On the other hand, if you spotted 34 <t>h4+ f6 and then 35 <t>xc8 <t>e3+ 36 <t>f2, then you can have three bonus points be-
cause Black cannot now take the bishop on d3 without losing his rook or getting mated.

The variations are shorter and simpler if you chose 33 \( \text{h8+} \) (b) for three points.

33...\( \text{e7} \) 34 \( \text{d8} \) mate earns you one extra if you spotted it; 33...\( \text{g8} \) 34 \( \text{xe5} \) earns you another if you spotted that.

33 \( \text{h8+} \) 1-0

Now, please add up your score and see how you measure up.

Less then 8: Always look on the bright side of life – you can do better next time.
9-28: Let us hope that you have made an error with your arithmetic.
29-46: A fair score; more accuracy required for higher marks.
47-64: Good, sound and consistent.
65+: Excellent! A ‘one off’ or do you often make the top bracket?
Chapter Three

Castling on Opposite Wings

As a beginner we are almost always told to castle early in the game so as to get our king into safety. Normally players castle on the kingside and then a basic game may continue where the f-, g- and h-pawns hardly move for Black or White.

In this chapter that does not happen. In all of the games given below, at least one player castles queenside. In the first of these examples, it is White who castles long in what is now seen as a very old game. It's old, but good can be witnessed as a typical attacking motif unfolds.

In the second game in the chapter, both players castle on the opposite wing to the 'norm.'. The opening, which is off the beaten track, encourages some original play and a great deal of aggression.

Game 13 is like Game 11 and 14 in that one player's king is on the kingside and the other player's is on the queenside. Look out on the last of these for the 'castling by hand' manoeuvre.

All in all, a fiery chapter where initiative and speed count for something. Giving away pawns to create open lines for your pieces is a common idea if it means you get at the opponent's king first. Safe moves obviously play their part and they should not be forgotten, but more often than not, a safe move is not required in the middle of a combination or pre-planned sequence. Good luck!
Multiple Choice Chess

Game 11
Spassky-Petrosian
Moscow (19th matchgame) 1969

1 e4 c5 2 d3 d6 3 d4 cxd4 4 xd4 f6 5 c3 a6 6 g5

White is often signalling an intention to castle queenside when he places the bishop here in this type of Sicilian.

6...bd7 7 c4 a5 8 d2 h6 9 xf6

Having prompted Black to make the pawn move ...h7-h6, and in capturing on f6, White hopes to be able to gain time in a subsequent attack on the black king with either g2-g4-g5 or e4-e5.

9...xf6 10 0-0-0 e6

Please take up the mantle by choosing a move from the list below the diagram.

Black has prevented d5 in answer to ...b5 (score a point if you saw this). Black now threatens ...b7-b5. In answer White wants to play b3 without worrying about ...b5-b4 etc. Therefore 11 f3 (a) scores one; better still is 11 e1 (d) for two points.

11 e1 (b) and 11 b1 (c) do not score as they allow 11...b5 12 b3 b4 13 c2 e4. White must avoid this with 12 d3.

11 e1 e7

Two points for 12 f4 (c), which is more scary for Black than 12 f3 (d); this scores one point. The knight in the centre is threatening and it should not move voluntarily so 12 b3 (a), encouraging 11...c7, gets nothing.

12 e5 (b) loses a pawn and a point.

12 f3 1-0
13 g4 (d) gets one point plus another one if you realised that Black can take it but you judged that White gets an attack going somehow. 13 b3 (a) is more cautious but worth two points in view of 13...b5 14 c6.

13 h3 (b) is too slow, as is 13 f3 (c); both get just one point. With the latter, Black gets going with 13...b5 14 b3 b7 15 e5 dxe5 16 fxe5 ef8 17 f2 d7.

13 b3 ef8

a) 14 b1
b) 14 e5
c) 14 e2
d) 14 f5

Grandmaster precautions of 14 b1 (a) score two points. You can also have two points for 14 e2 (c). The move 14 f5 (d) scores just one point because White has shown his hand early.

14 e5 (b) loses a point whilst also justifying choice 14 b1. You can have a point if you saw 18...g5 in this line: 14...dxe5 15 fxe5 d7 16 e6 fxe6 17 xe6+ h8 18 xd7 g5

15 d5 (a) scores one point and is not advantageous here for White, although you do have to watch out for it in these types of positions, particularly after b1. 15 g4 (b) scores three now that all the precautions have been made. 15 f5 (d) is worth two points when the game could continue 15...e5 16 f3 d7 17 g4.

15 e5 (c) allows Black to spring into life and so this does not score. 15...dxe5 16 fxe5 d7 17 f3 b4 (or 17 c5) is one example.

15 g4 dxe4

a) 16 g1
b) 16 g2
c) 16 h3
d) 16 f5

16 f5 (d) for one point is not right now as it gives away an outpost in the middle of the board which Black can access with 16...h8 17 g1 e5.

16 g1 (a) scores one point with another point if you saw the idea 16...f6 17 f5 e5 18 xh6. If you analysed this far then saw 18...xd4 19 xf6 you can have another point, with another one for seeing the finish of 19...d3 20 f7+ h7 21 h5 mate.
16 \( \text{W}g2 \) (b) scores two points, but no points for 16 \( \text{h}3 \) (c).

\[
\begin{array}{l}
16 \text{W}g2 \text{Q}f6 \\
\text{a)} 17 \text{h}4 \\
\text{b)} 17 \text{g}1 \\
\text{c)} 17 \text{e}5 \\
\text{d)} 17 \text{f}5
\end{array}
\]

Two points for 17 \( \text{g}1 \) (b) or 17 \( \text{f}5 \) (d). Just one point for 17 \( \text{h}4 \) (a). I am sorry but you are not learning if you chose 17 \( \text{e}5 \) (c), which does not score. Black has the fully acceptable continuation 17...

\[
\begin{array}{l}
\text{dxe}5 \ 18 \text{fxe}5 \ 	ext{Q}d7 \ 19 \text{Q}f3 \ 	ext{Q}e5.
\end{array}
\]

17 \( \text{Q}g1 \ \text{Q}d7
\]

\[
\begin{array}{l}
a) 18 \text{f}5 \\
b) 18 \text{Q}d3 \\
c) 18 \text{W}h3 \\
d) 18 \text{Q}d1
\end{array}
\]

Three points for 18 \( \text{f}5 \) (a), with another one if you spotted 18...

\[
\begin{array}{l}
\text{ac}8 \ 19 \text{fxe}6 \text{fxe}6 \ 20 \text{Q}f5. \text{Two points are earned for 18 \text{Q}d1} \ (d). \text{You score two for 18 \text{Q}d3} \ (b) \text{with another one if you considered the possibility of putting the heavy pieces in a line with 18 \text{Q}d3 \text{ac}8 \ 19 \text{Q}g3 \text{Q}h5 \ 20 \text{Q}g4. Very much like a caveman, but the method should not work here.}
\end{array}
\]

18 \( \text{W}h3 \) (c) scores one point but the threat on \( h6 \) is parried by 18...

\[
\begin{array}{l}
\text{h}8.
\end{array}
\]

18 \( \text{f}5 \ \text{h}8
\]
White has a very strong attack and threats include $\textsf{Exh6+}$ followed by $\textsf{Exf6}$, but the position isn’t completely clear.

20 fxe6 fxe6

- a) 21 $\textsf{Wg6}$
- b) 21 $\textsf{Df5}$
- c) 21 e5
- d) 21 $\textsf{Df4}$

Black can feel uncomfortable with the white queen lodged in his position, so 21 $\textsf{Wg6}$ (a) scores two points. 21 $\textsf{Df4}$ (d) scores one point but perhaps Black can attempt to block that side of the board up with 21...g5 22 $\textsf{Df1}$ $\textsf{Hg7}$ 23 $\textsf{h4}$ $\textsf{g4}$.

It is true that White has some heavy pieces on some ideal squares but perhaps he has to try and get some more pieces involved. 21 e5 (c) for four points may be one way; we shall see.

21 $\textsf{Df5}$ (b) loses two points to 21...exf5 22 exf5 when White’s attack has not been assisted enough by the sacrifice.

21 e5 dxe5

- a) 22 $\textsf{Dxe6}$
- b) 22 $\textsf{Df5}$
- c) 22 $\textsf{Ec4}$
- d) 22 $\textsf{Df3}$

22 $\textsf{Df3}$ (d) is a safe move for one point but it is Black and not White who improves the positioning of his pieces with 22...$\textsf{Ec6}$. No, the previous move vacated the e4-square so now White can play 22 $\textsf{Ec4}$ (c) for five points. You score a bonus for seeing the finish 22...$\textsf{Dxe4}$ 23 $\textsf{Dxf8+}$ $\textsf{Dxf8}$ 24 $\textsf{Wg7}$ mate. Additionally, 22...exd4 23 $\textsf{Dxf6}$ gxf6 24 $\textsf{Wg8}$ mate also deserves a point if you spotted it. An extra one is awarded for realising that Black cannot give away his queen to stave off mate because of 23...$\textsf{Wxf6}$ 24 $\textsf{Dxf6}$ gxf6 25 $\textsf{Dg8}$ mate. The reader will have noticed that in this way, White is sacrificing a piece and by taking it Black appears to be getting mated. However, that is not all; White is threatening something and if the sacrifice is not taken then Black is still in trouble.

22 $\textsf{Dxe6}$ (a) loses two points due to 22...$\textsf{Dxe6}$ and 22 $\textsf{Df5}$ (b) loses three points after 22...exf5.

22 $\textsf{Dc4}$ $\textsf{Dh5}$

- a) 23 $\textsf{Dc2}$
- b) 23 $\textsf{Df3}$
- c) 23 $\textsf{Wg6}$
- d) 23 $\textsf{Df7}$

It is pointless to play 23 $\textsf{Df7}$ (d) which loses a point because of 23...exd4. The best follow-up seems to be 24 $\textsf{Wf3}$ $\textsf{Ec6}$ (similar is 24 $\textsf{Wg6}$ $\textsf{Ec6}$) 25 $\textsf{Dd2}$ $\textsf{Ec7}$ 26 $\textsf{Dxh5}$ $\textsf{Dxf7}$ 27 $\textsf{Dxf7}$ $\textsf{Ec7}$.

23 $\textsf{Dc2}$ (a) scores two points but Black can muddy the waters after 23...$\textsf{Ec6}$ 24 $\textsf{Df3}$ $\textsf{Wf4}$. The move 23 $\textsf{Df3}$ (b) for one point may allow the Black knight to get a grip of things with 23...$\textsf{Wc7}$ 24 $\textsf{Wf3}$ $\textsf{Df4}$. That
leaves 23 \( \text{W}g6 \) (c) to score four points.

23 \( \text{W}g6 \text{ exd4} \)

- a) 24 \( \text{If}f7 \)
- b) 24 \( \text{W}xh5 \)
- c) 24 \( \text{D}g5 \)
- d) 24 \( \text{L}g5 \)

Putting the rook to f7 straight away with 24 \( \text{If}f7 \) (a) does not help the attack and so White scores just one point. Black can defend his position with 24...\( \text{L}e7 \).

You lose two points for 24 \( \text{D}g5 \) (d) but anyone that spotted 24...\( \text{L}e7 \)! 25 \( \text{W}xh5 \text{ W}e8 \) 26 \( \text{W}h4 \text{ If7} \), when he wriggles away from mate with a material advantage.

24 \( \text{W}xh5 \) (b) for two points is sensible if you were afraid to let your imagination run riot. 24...\( \text{L}e7 \) 25 \( \text{W}g6 \text{ W}e8 \) is a possible way that Black may try to kick White away from around his king.

24 \( \text{D}g5 \) (c) is superior for four points and combines all the ideas most efficiently.

24 \( \text{D}g5 \) 1-0

Black resigned in view of the lines given below.

You score a point if you saw 24...\( \text{D}f6 \) 25 \( \text{L}xh6 \text{ gxf6} \) 26 \( \text{W}h7 \) mate and another for 24...\( \text{h}xg5 \) 25 \( \text{W}xh5+ \text{g8} \) 26 \( \text{W}f7+ \). Score one more if you saw the mating idea beginning with 26...\( \text{W}h8 \) 27 \( \text{L}f3 \) \( g4 \) (take another point for seeing 27...\( \text{e}5 \) 28 \( \text{W}h5 \) mate). If you calculated 28 \( \text{L}xg4 \text{ c8} \) 29 \( \text{h}3+ \text{W}h4 \) 30 \( \text{W}xh4 \) mate then you score one more.

Even desperate defending does not save Black as 24...\( \text{L}xg5 \) 25 \( \text{L}xg5 \text{ hxg5} \) 26 \( \text{W}h5+ \text{g8} \) 27 \( \text{W}f7+ \text{h}8 \) 28 \( \text{W}f3 \) (or 28 \( \text{W}xd7 \) is good enough, but by no means best) 28...\( \text{g}4 \) 29 \( \text{L}f5 \text{ exf5} \) 30 \( \text{W}h5 \) mate. You have a point if you realised that.

24...\( \text{L}f4 \) 25 \( \text{W}h7 \) mate is the most straightforward of all and worth a point if you saw it, making a total of seven extra points in all for the white wins.

It is not at all uncommon for top players to throw in the towel when checkmate cannot be stopped. This assumes that their fellow grandmaster has worked out how to win too, which in the vast majority of cases is of course true. However, just occasionally, and more often at lower levels of chess, the ‘obvious’ win has been overlooked and you might just survive the odd impossible position by not resigning.

Anyway, please add up your points to see how you did here.

**Less than 16:** Remember and repeat the good but not the bad in future.

**16-27:** You are getting there.

**28-42:** Not bad but to improve, study the variations in the notes.

**43-55:** Presumably you were rewarded for finding e4-e5 and \( \text{D}c3\text{-}e4 \).

**56+:** The score of a mean machine. Well done!
Castling on Opposite Wings

Game 12
Arlandi-Jirovsky
Baksfurdo 1995

1 d4 d5 2 c4 e6 3 \(\text{N}\)c3 c5 4 cxd5 cxd4

The sharp Hennig-Schara Gambit in the Tarrasch Defence.
5 \(\text{N}\)xd4 \(\text{N}\)c6 6 \(\text{N}\)d1 exd5 7 \(\text{N}\)xd5 \(\text{N}\)d7 8 \(\text{N}\)f3 \(\text{N}\)f6 9 \(\text{N}\)d1 \(\text{N}\)c5 10 e3 \(\text{N}\)e7 11 \(\text{N}\)e2 0-0-0 12 \(\text{N}\)d2

Black's a pawn down, but has all of his pieces developed. It is now time for you, the reader, to take over.

12...\(\text{N}\)b8 (a), sensibly tucking the king away and off the open file before operations begin, gives you three points.

12...\(\text{N}\)e4 (b) and 12...\(\text{N}\)e5 (c) are worth one point – they are safe, but encouraging exchanges does not follow a good general theme of what to do when you are a pawn down.

12...\(\text{N}\)b4 (d) is worth no points – it's a waste of a move which only encourages a2-a3.

12...\(\text{N}\)b8 13 a3

a) 13...g5
b) 13...h6
c) 13...\(\text{N}\)a8
d) 13...\(\text{N}\)a5

It’s best to get on with the attack with 13...g5 (a), which is worth three points. There’s a chance of king’s castling on opposite sides of the board and so this is a very handy move to play. There’s no need to worry about the reply 14 \(\text{N}\)xg5 since Black has 14...\(\text{N}\)hg8 and White cannot adequately defend g2; thus his king will have trouble finding a safe haven.

13...h6 (b) is the right idea but unnecessarily a move too slow (one point for this).

13...\(\text{N}\)a8 (c) is good enough for one point, but is hiding away an already safe king.

Deduct two points for 13...\(\text{N}\)a5 (d) as this allows the fork b2-b4 by White, when Black is losing material.

13...g5 14 \(\text{N}\)c2

a) 14...\(\text{N}\)hg8
b) 14...\(\text{N}\)e4
c) 14...g4
d) 14...\(\text{N}\)a8

14...\(\text{N}\)hg8 (a) is safe and worth one point,
but no points for 14...\(\text{a8} \) (d) – it is still unnecessary. 14...\( \text{e4} \) (b) is a fairly heavy blunder of a piece (minus three points).

That leaves 14...g4 (c) as a good, logical continuation. Award yourself three points for this.

14...g4 15 \( \text{h4} \)

15...h5 (a) and 15...\( \text{c8} \) (d), which are safe moves that avoid material loss. 15...g3 (c) loses a pawn and a point to 16 hxg3; this time Black does not have immediate pressure down the g-file.

15...\( \text{b6} \) (b) is good enough for two points. This move removes the bishop from the possible attack from White’s b-pawn and queen and is therefore of value.

15...\( \text{b6} \) 16 0-0-0

One point for 15...\( \text{h5} \) (a) and 15...\( \text{c8} \) (d), which are safe moves that avoid material loss. 15...g3 (c) loses a pawn and a point to 16 hxg3; this time Black does not have immediate pressure down the g-file.

17...\( \text{c5} \) 18 \( \text{g3} \)

17...\( \text{c7} \) (c) is the only move that gives White something to think about as it threatens the knight (three points for this). 17...\( \text{c5} \) (b) and 17...\( \text{xf5} \) (d) are safe (one point for each) and avoid the blunder of the queen as with 16...h5 (a) – take of six points for this.

15...\( \text{b6} \) 16 0-0-0

There is really no good reason for still trying to tuck the king in the corner and so no points for 16...\( \text{a8} \) (c). 16...h5 (a) and 16...\( \text{e5} \) (d) are clearly safe moves and therefore worth one point. 16...\( \text{e6} \) (b) is worth two points on account of the fact that Black is now better equipped to deal with White’s planned \( \text{e5} \).

16...\( \text{e6} \) 17 \( \text{f5} \)

17...\( \text{c7} \) (c) is the only move that gives White something to think about as it threatens the knight (three points for this). 17...\( \text{c5} \) (b) and 17...\( \text{xf5} \) (d) are safe (one point for each) and avoid the blunder of the queen as with 16...h5 (a) – take of six points for this.

17...\( \text{c5} \) 18 \( \text{g3} \)

It is sensible to do something with the rooks now. Therefore 18...\( \text{he8} \) (a) is worth one point; there is nothing wrong with putting a rook on a semi-open file. However, putting the rook on an open file with 18...\( \text{c8} \) (b) is stronger (three points for this). I suspect that you may be thinking ahead if you chose this.

18...\( \text{c8} \) (c) is worth no points as it’s too cautious. Even so it’s better than 18...\( \text{a5} \) (d), which runs into all sorts of moves like \( \text{c3-e4!} \) and \( \text{b5!} \) (deduct three for this).
18...Ec8 19 De5

a) 19...a6
b) 19...Cd5

c) 19...h5

d) 19...Ce5

The plan of ...h7-h5-h4 only encourages exchanges by driving White’s knight into e4. Exchanges like this should be avoided and so it’s only one point to 19...Cd5 (b) and 19...h5 (c). The move 19...a6 (a) shows a distinct lack of urgency (no points).

This leaves 19...Ce5 (d), which connects queen and rook down the c-file and is worth three points.

19...Ce5 20 Ef5

a) 20...xf5
b) 20...Ce8

c) 20...Cbd8

d) 20...h5

20...xf5 (a), 20...Ce8 (b) and 20...h5 (d) are all safe moves and get one point. 20...Cbd8 (c) puts a rook on an open file and was planned earlier by 18...Ec8 (three points for this).

20...Cbd8 21 Ed1

a) 21...Cc7
b) 21...h5

c) 21...xf5

d) 21...Cc4

21...Cc4 (d) gets a piece into White’s half of the board and is worth three points. The alternatives are all sensible and therefore earn one point.

21...Cc4 22 Hxe6

a) 22...Cxd2+
b) 22...fxe6
c) 22...Cxa3+
d) 22...Hxd2

White has captured a piece and so capturing back with 22...fxe6 (b) is the simplest and best; this scores two points. 22...Cxd2+ (a) and 22...Hxd2 (d) are okay for one point, assuming you intended to recapture on e6 when appropriate. However, these moves encourage mass exchanges which simplify the position to White’s advantage.

22...Cxa3+ (c) is a blunder and after 23 bxa3 Black has no follow-up. Deduct two points for this choice.

22...fxe6 23 Hc1

23...e5 (a) and 23...Cd5 (c) are safe and worth one point. 23...Cc6 (b) is best as it threatens to take something for free (three points for this).

At first sight 23...Cxa3+ (d) appears to lose a knight for a pawn after bxa3, so deduct two points if you missed this reply. However,
if you chose 23...\(\text{\textit{Q}}x\text{a}3+\) and you saw 24 bxa3 \(\text{\textit{W}}x\text{c}3\) 25 \(\text{\textit{W}}x\text{c}3\) \(\text{\textit{Q}}x\text{c}3\) but no more, winning a pawn, then take a point. The reason you don’t score higher for your clever play is that on this occasion it backfires at the end with 26 \(\text{\textit{B}}b2\) \(\text{\textit{B}}b3\) 27 \(\text{\textit{Q}}a2!\), when all Black can do is give away an exchange with 27...\(\text{\textit{B}}xb2+\) 28 \(\text{\textit{B}}xb2\). If you saw all this, rejected 23...\(\text{\textit{Q}}x\text{a}3+\) and chose something else, then very well done! Take an additional three points.

**23...\(\text{\textit{W}}c6\) 24 \(\text{\textit{Q}}ge4\)**

| a) 24...\(\text{\textit{Q}}x\text{e}4\) |
| b) 24...\(\text{\textit{Q}}d5\) |
| c) 24...\(\text{\textit{Q}}f8\) |
| d) 24...\(\text{\textit{Q}}x\text{a}3+\) |

24...\(\text{\textit{Q}}d5\) (b) and 24...\(\text{\textit{Q}}f8\) (c) are logical and score one. 24...\(\text{\textit{Q}}x\text{e}4\) (a) and 24...\(\text{\textit{Q}}x\text{a}3+\) (d) contain the same idea (also take one point for these). Score an additional one for spotting each of the following variations, whether or not you finally chose these alternatives:

1) 24...\(\text{\textit{Q}}x\text{e}4\) 25 \(\text{\textit{W}}x\text{e}4\) \(\text{\textit{Q}}x\text{a}3+\) 26 bxa3 \(\text{\textit{W}}x\text{c}3\) 27 \(\text{\textit{B}}b2\).
2) 24...\(\text{\textit{Q}}x\text{a}3+\) 25 bxa3 \(\text{\textit{Q}}x\text{e}4\) 26 \(\text{\textit{W}}x\text{e}4\) \(\text{\textit{W}}x\text{c}3\) 27 \(\text{\textit{B}}b2\).

**24...\(\text{\textit{Q}}d5\) 25 \(\text{\textit{W}}a4\)**

26...\(\text{\textit{W}}x\text{g}2\) (c) was the idea that I hinted towards in previous comments, but I did try not to give too much away! Give yourself two points for this move. The other options are all plausible and are worth one point.

**26...\(\text{\textit{W}}x\text{g}2\) 27 \(\text{\textit{B}}\text{xd}8\)**

| a) 27...\(\text{\textit{B}}\text{xd}8\) |
| b) 27...\(\text{\textit{B}}\text{xd}8\) |
| c) 27...\(\text{\textit{W}}x\text{h}1\) |
| d) 27...\(\text{\textit{W}}e4+\) |

27...\(\text{\textit{W}}e4+\) (d) is the biggest blunder yet (deduct nine – White can simply capture on e4). 27...\(\text{\textit{W}}x\text{h}1\) (c) loses material also after 28 \(\text{\textit{W}}x\text{e}8+\) and \(\text{\textit{W}}x\text{c}4\) (deduct three).

This leaves 27...\(\text{\textit{B}}\text{xd}8\) (b) for one point and 27...\(\text{\textit{B}}\text{xd}8\) (a) for two points as the only sensible moves. 27...\(\text{\textit{B}}\text{xd}8\) is superior as it places the black pieces on more effective squares.

**27...\(\text{\textit{B}}\text{xd}8\) 28 \(\text{\textit{B}}\text{d}1\)**

25...\(\text{\textit{W}}x\text{a}4\) (b) and 25...\(\text{\textit{W}}c7\) (d) are safe (one point), but they miss the idea of previous moves played. 25...\(\text{\textit{W}}d6\) (c) loses the queen and six points, which leaves 25...\(\text{\textit{Q}}x\text{c}3+\) (a) as logical and best. Score two points for this.
If you chose 28...\texttt{xf2} (c) and 28...\texttt{xf2} (d) then award yourself no points; both allow 29 \texttt{xd8 \texttt{xd8}} (or 29...\texttt{xa3+ 30 \texttt{xa3 xd8 31 \texttt{c7} 30 \texttt{xc4}}). Count yourself lucky for not losing points because although the material combinations rook plus pawn and bishop plus knight are both worth six points on the chessboard, the queen, bishop and knight combination should triumph over the queen, rook and pawn combination in this position. If you spotted 29 \texttt{xd8} in response to (c) and (d) and then rejected these choices then take an extra point.

28...\texttt{f6} (a) and 28...\texttt{a5} (b) each score two points, although strictly speaking the bishop is better when placed on the a1-h8 diagonal.

\textbf{28...\texttt{f6} 29 \texttt{b5}}

29...\texttt{xf2} (b) and 29...\texttt{xf2} (c) both lose to mate in one move with \texttt{xa7} (deduct ten points). 29...\texttt{e4+} (a) is check, so you are lucky if you haven’t yet noticed White’s threat. Take one point for this.

29...\texttt{a6} (d), preventing the threat, scores two points.

\textbf{29...\texttt{a6} 30 \texttt{d6}}

30...\texttt{xd6} (a) is satisfactory and worth one point. 30...\texttt{c7} (b) 31 \texttt{e8!} and 30...\texttt{f3} (c) 31 \texttt{xc8} are blunders and both lose three points. 30...\texttt{b5} (d) is also not good as it allows 31 \texttt{xa6} (lose one point).

\textbf{30...\texttt{xd6} 31 \texttt{xd6}}

The position is level on points and it would be nice to be able to snatch a pawn. With this in mind, 31...\texttt{xf2} (a), 31...\texttt{xf2} (b) and 31...\texttt{f1} (c) are all sensible and are worth one point). 31...\texttt{e5} (d), however, is a cut above the rest and scores what at first sight might seem like an over-generous five points.

\textbf{31...\texttt{e5} 32 \texttt{xe6}}

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{chess_board}
\caption{Castling on Opposite Wings}
\end{figure}

Black finds himself a pawn down as a result of his last move. Clearly the intention was not 32...\texttt{d5} (a) – lose one point – or 32...\texttt{h2} (d); the latter could have been played on the previous move, so just one point for this.

As we shall see, 32...\texttt{f1} (b) and 32...\texttt{g1} (c) have the same desired affect (three points for either move). The white rook cannot now move to d1 to defend the bishop. I should add that if instead 32 \texttt{d1} then 32...\texttt{h5} leaves all Black’s pawns defended while f2 and h2 are ready to be taken for free.
32...\textit{W}f1 33 \textit{B}xe5

\begin{center}
\includegraphics[width=0.5\textwidth]{board1.png}
\end{center}

a) 33...\textit{W}xc1+ 
b) 33...\textit{W}xc1+ 
c) 33...\textit{W}xf2 
d) 33...\textit{B}d3+

33...\textit{W}xf2 (c) is the only move which fails to get the bishop back and loses three points. 33...\textit{W}xc1+ (b) and 33...\textit{W}d3+ (d) regain the bishop but are less effective for Black than the game continuation. Score one point for these.

33...\textit{W}xc1+ (a) is the best move and is worth three points. 

33...\textit{B}xc1 + 34 \textit{B}a2

\begin{center}
\includegraphics[width=0.5\textwidth]{board2.png}
\end{center}

34...\textit{B}a1+ (c) is the only way to continue and is worth two points. The alternatives (each lose three points) will give White the opportunity to start checking and there’s every chance that mate will follow in a few moves.

34...\textit{B}a1 + 35 \textit{B}b3

\begin{enumerate}
  \item a) 35...\textit{W}d1+ 
  \item b) 35...\textit{W}d3+ 
  \item c) 35...\textit{B}b5+ 
  \item d) 35...\textit{W}xf2
\end{enumerate}

35...\textit{W}d1+ (a) and 35...\textit{W}d3+ (b) amount to the same thing and are worth three points. 35...\textit{B}b5+ (c) and 35...\textit{W}xf2 (d) both lead to disaster and minus five points.

35...\textit{B}d3 + 36 \textit{B}b4

\begin{center}
\includegraphics[width=0.5\textwidth]{board3.png}
\end{center}

a) 36...\textit{B}c1 
b) 36...\textit{B}a7 
c) 36...\textit{W}d6+ 
d) 36...\textit{W}d1

36...\textit{W}d6+ (c) is the way to win (five points for this). Additionally, take extra points if you saw the queen check before move 36 (one point for each move you thought ahead). Be honest! If you have just seen it now, no additional points, but if you saw it on Black’s move number 33, then three points (the maximum is five points).

36...\textit{B}c1 (a) is also winning as it introduces another threat in ...\textit{B}c4+. Give yourself three points for this. The other moves, however,
are only worth one point as they give White a chance to avoid mate and disaster, for example 36...\texttt{a7} 37 \texttt{a5}. Who knows what would happen then since White is a pawn ahead.

\textbf{36...\texttt{d6+} 37 \texttt{c5}}

\begin{enumerate}
\item a) 37...b6
\item b) 37...\texttt{c1}
\item c) 37...\texttt{d1}
\item d) 37...\texttt{b6+}
\end{enumerate}

37...\texttt{d1} (c) completely misses White's pinned rook (no points for this). So either Black must play 37...\texttt{b6+} (d), with ...\texttt{c1+} to follow if necessary (five points), or 37...\texttt{c1} (b), when the pinned piece is attacked for a second time (five points). However, 37...b6 (a) should be avoided since it allows perpetual check and a draw, starting with 38 \texttt{e8+} (score one for 37...b6).

\textbf{37...\texttt{c1} 38 \texttt{e8+}}

\begin{enumerate}
\item a) 38...\texttt{d8}
\item b) 38...\texttt{a7}
\item c) 38...Resigns
\item d) 38...\texttt{a7} and offers a draw
\end{enumerate}

Five points for 38...\texttt{a7} (b), which nicely rounds off the game after 39 \texttt{e5} \texttt{b6+} and the rook on c5 cannot be defended. If you chose option (c) I will assume it is your warped sense of humour and therefore deduct one point. Any other moves or decisions get no points at this stage.

\textbf{38...\texttt{a7} 0-1}

Now add up your points and see how you did.

\textbf{Less than 10}: A bad day; let’s not talk about it.

\textbf{10-30}: Far too many suspicious-looking moves.

\textbf{31-50}: Competent and obviously talented.

\textbf{51-70}: A dangerous opponent. On this form, you are capable of beating anyone.

\textbf{71+}: Excellent. I did not think that a master would spend time on this game!
Game 13
Stock-Flear
San Bernardino 1991

1 e4 e5 2 d3 c6 3 c4 c5 4 g5 d5 5 exd5 b5

I should point out that here the natural move 5...dxe5 falls into the well-known opening called the Fried Liver Attack. The backbone goes 6 dx5 f6 7 f3 e6 8 c3 and the question is whether the piece sacrifice is sound. Theory suggests that 6 d4 is even more potent and so while the Fried Liver is rampant in junior and beginner chess, it is non-existent at higher levels as Black knows better than to play 5...dxe5.

Flear demonstrates one of the many ways to avoid the Fried Liver (5...dxe5 is also popular) and I would like to know as much as you as to how it came by such a title!

6 ef1 h6 7 f3 w6x5 8 c3 w66 9 8xb5 a6 10 w3 0-0-0 11 a6

11...xa6 (a) and 11...b4 (d) are worth one point. Score one point also for 11...b8 (b), but only if you realised that after 12 w5 Black has 12...a5 to avoid disaster.

11...e4 (c), the move played in the game, gains three points.

11...e4 12 wxb7+

a) 12...b8
b) 12...xb7

c) 12...d7

12...wxb7 (b) scores one, but deduct two if you seriously considered any alternatives, increasing to four if you actually chose one!

12...wxb7 13 w5+

a) 13...w8
b) 13...c8

A fifty-fifty shot this time!
The correct 13...w8 (a) obtains two points, and there's one point for 13...c8 (b).

13...w8 14 g8

a) 14...xa6
b) 14...b8

c) 14...e4

d) 14...b4

Now try and guess the grandmaster's moves. For your information, grandmaster Glenn Flear was born English but resides in France with his wife and two children.

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14...b8 (b) and 14...b4 (a) are logical enough and score one point.

14...g4 (d) is a blunder thrown in to make sure you are awake (lose three points to the reply 15 wxc6+).

The text move 14...d4 (c) is the option of the master and entitles you to three points.

14...d4 15 wa4

a) 15...c5
b) 15...c6
c) 15...g4
d) 15...h5

With the exception of 15...c6 (b) which wipes out most of Black’s counterplay by permitting an ending a pawn down (no points for this), there are three sensible choices here. Take one point for 15...g4 (c) and 15...h5 (d), and two for the preferred 15...c5 (a).

15...c5 16 a6e2

a) 16...xc2+
b) 16...xe2
c) 15...c6
d) 15...b6

Whether you have made an oversight or an unsound sacrifice, take off two points for 16...xc2+ (a). Options (c) and (d) score one point, but the simple 16...xe2 (b) merits two. Black is happy to exchange knights so that his attack does not lose momentum.

16...xe2 17 xe2

a) 17...g5
b) 17...xf2+
c) 17...g4
d) 17...d5

17...xf2+ (b) is rather ambitious and loses two points, while 17...d5 (d) and 17...g5 (a) both score one but are not quite aggressive enough.

The text move 17...g4 (c) keeps White under pressure and scores three points.

17...g4 18 0-0

a) 18...d6
b) 18...e5
c) 18...he8
d) 18...xf2

18...c5 (b) is worth one point but allows 19 c6+.

18...he8 (c) completes Black’s development and adds protection to the e4-pawn. This is worth three points.

18...d6 (a) loses the e4-pawn to a check, followed by the knight on g4 (lose three points).

18...xf2 (d) is an interesting attempt to force the play, but I cannot see a really good follow-up for Black here. One drawback is that if the e4-pawn and the c6-square are not guarded, then White can give lots of checks. Take one point for this suggestion.

18...he8 19 c3

a) 19...d6
b) 19...e5
c) 19...xf2
d) 19...xf2+

One point for 19...xf2 (c) and 19...xf2+ (d), both of which exchange bishop and knight for rook and pawn. One point also for 19...e5 (b), which is an inferior version of 19...d6 (a). The latter queen move does not risk an annoying check on c6 later and is worth three points.

19...d6 20 g3
Black has an extremely powerful position.

- 20...\texttt{xf2}
- 20...\texttt{xf2+}
- 20...h5
- 20...f5

It is still a shame to waste Black’s attacking chances by exchanging pieces off too quickly with 20...\texttt{xf2} (a) or 20...\texttt{xf2} (b); these two suggestions score one point.

20...h5 (c) and 20...f5 (d) score one point, with an additional one point if you realised that if the knight takes on h5 then ...\texttt{xh2} is mate! 20...h5 scores a further three points if you realised you were threatening the move ...h5-h4.

20...h5 21 h3

- 21...\texttt{xg3}
- 21...h8
- 21...\texttt{xf2+}
- 21...\texttt{xf2}

21...\texttt{xg3} (a) is worth two points, not because it is best, but a clever spot nonetheless.

Deduct two points for 21...h8 (b), which drops the e4-pawn with check, and that’s just for starters.

21...\texttt{xf2+} (c) may lead to the game and is worth two points, but the text move 21...\texttt{xf2} (d) is more forcing and nets four points.

21...\texttt{xf2} 22 \texttt{xf2}

Nothing for the hasty 22...\texttt{xg3} (a), which backfires to 23 \texttt{c6+} and then 24 \texttt{xc5}, but take two bonus points if you saw this variation. 22...\texttt{e6} (c) and 22...\texttt{b6} (d) only score two as White can defend with 23 \texttt{h1}. Four points to the best move 22...\texttt{xf2+} (b).

22 \texttt{xf2} + 23 \texttt{xf2}

Two points for 23...\texttt{f4+} (c). Nothing else scores. Take a bonus point up to a maximum of three for each move ahead that you saw 23...\texttt{f4+}.

23...\texttt{f4+} 24 \texttt{g1}

Three points for 24...\texttt{xg3} (c) and nothing for anything else.

24...\texttt{xg3} 25 \texttt{c6+}

- 25...\texttt{b8}
- 25...\texttt{b8} and offers a draw
Choice (a) scores two points, but lose one point if you chose (b). Black is the exchange up; if it is perpetual check, then make White prove it.

25...\textit{b}8 26 \textit{w}b5+

\begin{table}[h]
\centering
\begin{tabular}{|c|}
\hline
a) 26...\textit{a}8  \\
b) 26...\textit{c}8  \\
\hline
\end{tabular}
\end{table}

26...\textit{a}8 (a) scores one point as there is no harm in repeating moves once, especially if you are in time trouble. However, two points for 26...\textit{c}8 (b), which is the move you have to play sooner or later if you are trying to win.

26...\textit{c}8 27 \textit{w}a6+

\begin{table}[h]
\centering
\begin{tabular}{|c|}
\hline
a) 27...\textit{b}8  \\
b) 27...\textit{d}7  \\
\hline
\end{tabular}
\end{table}

27...\textit{d}7 (b) scores two points since, as mentioned previously, the white queen on its own cannot give checkmate. Force White to give perpetual if he can. One point for 27...\textit{b}8 (a); after 28 \textit{w}b5+ then 28...\textit{c}8 is forced if you want to try and win. If 28...\textit{a}8 then after the moves 29 \textit{w}c6+ \textit{b}8 White can claim a draw using the threefold repetition rule.

27...\textit{d}7 28 \textit{w}a4+

\begin{table}[h]
\centering
\begin{tabular}{|c|}
\hline
a) 28...\textit{d}6  \\
b) 28...\textit{c}8  \\
c) 28...\textit{e}6  \\
d) 28...\textit{e}7  \\
\hline
\end{tabular}
\end{table}

28...\textit{d}6 (a) and 28...\textit{e}8 (b) both score one point but it is preferable if Black shows some urgency in running his king over to the safety of his kingside pawns. Two points for either 28...\textit{e}6 (c) or 28...\textit{c}7 (d). Two bonus points for spotting each of the following variations:

1) 28...\textit{e}6 29 \textit{w}xe4+ \textit{f}6 30 \textit{w}f3+ \textit{x}f3 31 gxf3 \textit{e}1+ 32 \textit{f}2 \textit{d}e8, and the black rooks win easily.

2) 28...\textit{c}7 29 \textit{w}xe4+ \textit{f}8 30 \textit{w}f3 \textit{e}1+ winning the white queen.

3) 28...\textit{d}6 29 \textit{w}d4+ \textit{e}6 30 \textit{w}xe4+ (see 28...\textit{e}6).

28...\textit{e}6 29 b3

\begin{table}[h]
\centering
\begin{tabular}{|c|}
\hline
a) 29...\textit{f}5  \\
b) 29...\textit{f}6  \\
c) 29...\textit{e}3  \\
d) 29...\textit{e}5  \\
\hline
\end{tabular}
\end{table}

Take two points for running in the right direction with the move 29...\textit{f}5 (a) or 29...\textit{f}6 (b), or playing safe with 29...\textit{e}5 (d).

29...\textit{e}3 (c) is tactically a clever move which opens up possibilities for the black rooks. Score four for this.

29...\textit{e}3 30 \textit{w}c6+

\begin{table}[h]
\centering
\begin{tabular}{|c|}
\hline
a) 30...\textit{d}6  \\
b) 30...\textit{d}6  \\
c) 30...\textit{e}7  \\
d) 30...\textit{f}5  \\
\hline
\end{tabular}
\end{table}
30...d6 (b) loses the rook on e8 and also drops five points. 30...e7 (c) allows the devastating 31 a3+. Lose four points for this but take a bonus point if you rejected the move 30...e7 on account of the bishop check.

That leaves the safe 30...d6 (a), which is worth one point and the bold advance 30...f5 (d), which is the best move and is worth two.

30...f5 31 d4

31...d6 (a) still loses five points as the rook on e8 is en prise. Other moves win for Black and score one point, except for 31...e2 (d); this is logical and the strongest of all, and scores three points.

31...e2 32 d2

No blunders this time and all moves score one point except for 31...e1+ (d), which further increases Black's material advantage. This is clearly the best and scores three points.

32...e1+ 33 xe1

Two points for 22...xe1+ (b), which is the only move that makes any sense. 33...e2 (c) blunders the queen and nine points, while 33...xe1+ (a) and 33...c3+ (d) miss the idea behind the previous move (deduct one point).

33...xe1+ 34 xe1

Two points for 34...xe1+ (a). I hope no other moves were suggested, but if they were, then deduct one point.

34...xe1+ 35 wh2

35...e1+ (c) places the queen in the far corner of the board and this could risk perpetual check and only a draw, or even worse (lose two points). 35...e5+ (a) and 35...xc3 (b) are both heavy blunders (lose nine points).

This leaves 35...e7 (d) as the most sensi-
ble choice. This move defends everything and the extra rook should make a decisive difference. Award yourself two points for this move.

35...\textit{we7} 36 \textit{wf3+}

Two points for 36...\textit{g6} (c), when the king heads for the safe refuge of h6 or h7. Take one point for the other moves, although 36...\textit{g5} allows White to set a trap with 37 h4 + \textit{wh4??} 38 \textit{w4} mate!. Take a bonus point if you saw that.

36...\textit{g6} 37 \textit{wd3+}

\begin{itemize}
  \item a) 36...\textit{we6}
  \item b) 36...\textit{g5}
  \item c) 36...\textit{g6}
\end{itemize}

37...\textit{h6} 38 \textit{wa6+ 0-1}

Now add up your points and see how you did.

\begin{itemize}
  \item \textbf{Less than 10}: Too many blunders today; watch your queen in future.
  \item 10-30: You give your pieces away too readily. Was it someone’s birthday?
  \item 31-50: A good, sound player with much potential.
  \item 51-70: A really sharp player. You did not miss much in this game.
  \item 71+: Excellent. We have a genius in our midst.
\end{itemize}
1 e4 e6 2 d4 d5 3 e5

The Advance Variation of the French Defence grants White an immediate space advantage.

3...c5 4 c3 Qc6 5 Qf3 Qh6

With his last move Black plans to undermine White’s centre by attacking the d4-pawn with ...Qh6-f5. The Advanced Variation of the French Defence can often present us with an example which breaks the rule ‘knight on the rim is dim’.

6 Qd3 cxd4 7 cxd4 f5 8 Qxf5 exf5 9 Qc3 Qe6 10 Qe2 Qe7 11 h4

With the blocked centre, nobody is anxious to castle. Instead White tries to keep the position closed so that it will favour his knights, of which he has two, rather than Black’s bishops, of which he has two. If Black successfully plays ...g7-g5 and ...f5-f4, then the bishop on e6 can come to life.

11...h6 12 Qf4 Wb6 13 Qf1 0-0 0 14 h5 Qb8 15 Qh3 Qhe8 16 Qg3 Qf8 17 Qg1

White has castled by hand and the position now resembles one where players have castled on opposite sides of the board. Please continue from the diagrammed position by selecting moves for Black.

Placing a rook onto an open file is the most constructive thing to do and so 17...Qc8 (c) scores two points. 17...a8 (a) and 17...c8 (d) both score one for being safe.

17...g5 (b) loses a pawn and a point from your score for playing right into White’s hands with 18 hxg6 fxg6 19 Qxg6. This may be a good time to remind yourself of the en passant rule.

17...Qc8 18 Qe2

I will give two points for the moves 18...Qe7 (a) and 18...Qc7 (b), both of which plan the doubling of the rooks along the open c-file. The other moves both score one for being safe.

18...Qc7 19 Qc3
If you chose 19...f4 (d), then you need to check that you have not knocked the bishop from c1 off the board by mistake, or perhaps you have knocked it over. In a competitive game, 'J’adoube' is the French way of saying, 'I adjust'. After saying this you can centralise pieces on their squares without being subject to a ‘touch move’ or ‘touch take’ penalty. Please note, however, it is bad manners and not the done thing to adjust pieces while it is your opponent’s turn to move.

If you chose 19...f4, it is not good enough and you lose a point even if you have planned on taking on b2 after losing your f4-pawn. You are in for a nasty shock because 20 Qa4 Wb4 21 a3 Wa5 22 Bxf4 is what White could have in store for you.

Other moves are safe and score one each. Take an extra point if you planned to double rooks, which is why you chose your previous move 18...Ec7. In this case, I am assuming that you followed that up with 19...Ec8 (b).

19...Ec8 20 Qa4

Of the three queen moves, 20...Wb5 (b) is best and scores two points. After 20...Wb5, White can harass the queen with the backward move 21 Qc3, but then 21...Wa6 leaves Black without any problems. 20...Wa6 (a) scores one as it tempts Qc5 at some stage by White. 20...Wa5 (d) scores one but 21 a3 and b2-b4 is a possible idea for White.

If you went in for complications with 20...Qxd4 (c) then you lose two points. There are some interesting variations though; if you spotted 20...Qxd4 21 Qxd4 Bxc1, then take a bonus of two for your imagination because after 22 Bxc1 Bxc1 23 Bxc1 Wxd4 24 Qc3 Wxc5 the material point count is level. My feeling is that some of your opponents may be completely surprised by such a combination and could blunder against you because they are worrying about what tactics you have seen.

Unfortunately, there are two variations which ruin Black’s idea:
1) 21 Qxd4 Bxc1 22 Qxb6 Qxd1+ 23 Qxd1 axb6 leaves White one point up on material and winning.
2) 21 Qxb6 Bxc1 22 Qxc1 Bxc1 23 Bxc1 Qe2+ 24 Bf1 Qxc1 25 Qa4 f4 is a success for Black (take two points for spotting Black’s essential 25th which traps the rook). Therefore White must play 22 Bxc8 Qxd1+ 23 Qxd1 Qxe2+ 24 Bf1 Qxg3+ 25 fxg3 Bxc8, which leaves Black material down and with ineffective bishops.

20...Wb5 21 Bf4

The bishop on f8 is, in effect, developed and doing an important job on f8. Lose a point for selecting 21...Qb4 (d), which allows 22 Bxg7.

21...Qb4 (b) and 21...Qa5 (c) are both reasonable moves and each score one point. I expect though, that White has 21...Qb4 22...
4...e1 and 21...a5 22 b3 planned in order to prevent either from causing any trouble. With this in mind, Black's best is 21...b6 (a) as it stops any reasonable white player from playing c5 at a later date. Take two points for this suggestion.

21...b6 22 b1

There are some tactics to spot if you considered 22...d7 (c), but on the whole it is bad and loses one point. For example, 22...d7 23 a3 d4 24 d4 axa4 scores a bonus of one if you spotted it. Better for White, however, is 23 e6 fxe6 24 e7+ xe7, which also bags one if you saw it.

The other moves all score one point as they are all safe. If you analysed 22...b4 (a) and considered 23 a3 d3 24 c3 a6 25 db2 axb2 as a way to win a pawn, then you score two extra points. If you remembered or simply considered 23 e1 a8 24 a3 c6 as White's best, then also take two points.

22...a5 (b) runs into 23 b3 again; add two points to your score if you thought about that for White. 22...a8 (d) is a safety precaution. Black moves his king off the diagonal along which White's bishop is pointing and also off the file on which the rook on b1 is sitting. Take an extra point for each of these reasons if you thought about them.

22...a8 23 c3

The queen is attacked and it must move. 23...a6 (b) scores two and it is best as from here the queen has some influence along the a6-f1 diagonal which runs right next to the white king.

Failure to play to a6 leaves the queen without that many squares to go to should it get attacked. 23...a5 (c) scores nothing as after 24 e2 Black's queen is on a square which only encourages the white a- and b-pawns forward. 23...b4 (d) is also a no scoring choice as White again has 24 a3. That leaves 23...c4 (a) to pick up one point as it is inferior to (b) but superior to (c) and (d).

23...a6 24 e1

The position is blocked and it is not easy to make progress. Whatever you do play, you must make sure you do not give your opponent extra options. 24...b4 (a) loses a point and a pawn to 25 xg7 c3 26 bxc3 a2
27 \textbullet{xh6}. 24...b5 (c) is not a good move and scores nothing as it weakens the c5-square. I am sure White should try and place a knight in there. It does not help Black to play 24...b5 25 a3 b4 26 \textbullet{a}a4.

Nothing too dreadful happens to Black after 24...\textbullet{w}b7 (d) 25 \textbullet{d}b5 \textbullet{a}d7, so you can have a point for that, but the best move for two points is 24...\textbullet{e}e7 (b).

\textbf{24...\textbullet{e}e7 25 \textbullet{d}d2}

25...\textbullet{g}g8 (a) is safe and scores one point, but deduct a point for 25...\textbullet{w}b7 (d), which allows the strong reply 26 \textbullet{b}b5! angling for the d6-square.

25...g6 (b) scores two points, and you can take a bonus if you noticed that White is in trouble if he does not capture because Black has 26 \textbullet{d}d3 g5. The move 25...g5 (c) also scores two points, but if you did not expect White’s reply then you should deduct them for not knowing the en passant rule.

\textbf{25...g5 26 hxg6}

\begin{itemize}
\item[a)] 26...fxg6
\item[b)] 26...\textbullet{x}xg6
\item[c)] 26...h5
\item[d)] 26...\textbullet{g}g8
\end{itemize}

It is nonsense not to take the pawn on g6.

26...h5 (c) loses two points because of 27 g7 \textbullet{x}xg7 28 \textbullet{x}xg7. 26...\textbullet{g}g8 (d) is almost as bad and loses one because of 27 g7 \textbullet{b}b4, when the pawn on g7 will prove very difficult to round up successfully.

26...fxg6 (a) scores one point, but more active is 26...\textbullet{d}xg6 (b), which scores two points. If you analysed the consequences of this and saw 26...\textbullet{d}xg6 27 \textbullet{x}xh6 then take a bonus point. Further to this there is 27...\textbullet{x}xh6 28 \textbullet{w}xh6 f4 which deserves a bonus point if you saw that Black is a pawn down but there is a considerable amount of hassle that White is having to endure. A possible follow-up is 29 \textbullet{g}g5 \textbullet{h}h8 30 \textbullet{w}g7 \textbullet{c}c8. Alternatively or additionally, you may have spotted the move 28...\textbullet{h}h8, which deserves a point; 29 \textbullet{d}d2 \textbullet{c}c8 is a possible follow-up here.

\textbf{26...\textbullet{d}xg6 27 \textbullet{c}c2}

\begin{itemize}
\item[a)] 27...h5
\item[b)] 27...\textbullet{x}xf4
\item[c)] 27...\textbullet{g}g7
\item[d)] 27...\textbullet{d}d7
\end{itemize}

So White did not choose to take the pawn on his last move. Now Black can choose to try saving his pawn by using ‘Move, Support, Capture or Block’ (MSCB for short). In this case 27...h5 (a) scores two points as Black, as well as saving his pawn, begins an attack on White’s king – the idea ...h5-h4-h3 springs to mind. 27...\textbullet{x}xf4 (b) scores one point but it is not as good a choice as the aforementioned move.

27...\textbullet{g}g7 (c) and 27...\textbullet{d}d7 (d) do not defend the pawn and do not score. The first is an attempt to play ...\textbullet{h}h8 in order to defend the pawn, but it is White’s go first and he can take it immediately with 28 \textbullet{x}xh6. Alternatively, White may think he has better with 28 \textbullet{a}3. If you planned this for Black and had 28...\textbullet{x}xc3 up your sleeve, then take a bonus point for spotting this trap that gains Black two minor pieces for a rook.

\textbf{27...h5 28 \textbullet{h}6}
Multiple Choice Chess

28..e7
b) 28...h4
c) 28...xh6
d) 28...f4

All the moves are sensible. 28...e7 (a) scores one point but it seems that White can continue to offer the exchange of bishops with 29 g5 f8 30 h6. There is not much in it, but it would seem to be best for Black to exchange bishops on h6 rather than g5, in order to attack the queen with gain of time with a later ...h8. For this reason 28...xh6 (c) scores two points.

Attacking the rook is also an idea to score two points, so long as you do it with 28...h4 (b). The move 28...f4 (d) loses a point and a pawn to 29 xf4 xf4 30 xf4. There has to be a balance between sacrificing and playing safely. It is not so hot to give away the f-pawn because no open or semi-open file results. However, earlier Black was prepared to give away the h-pawn; in that case the h-file would have become open and given Black some chances to attack the white king.

28...h4 29 f13

30...e8 (d) is safe and so it can have one point. 29...f4 (b) 30 xf4 and 29...f6 (c) 30 exf6 both lose a point and a pawn.

29...xh6 30 xh6

It is overambitious to play 30...h3 (d). I am sorry after you were so brave but you must lose a point because you have little to show for your effort after 30...h3 31 xh3 h8 32 d2 xh3 33 gxf6 34 g2.

30...h8 (a) and 30...g8 (b) are not bad and score one point but the best move is 30...f4 (c), which scores two points. Notice that with this, the bishop on e6 now has more scope. This was hinted way back in the note to White's 11th move. If you realised that it is not just the possibilities for the f-pawn, but also that the bishop has been unlocked, then take a bonus point.

30...f4 31 e1

31...h8 (a) and 31...c4 (b) is okay and scores one point. Going in the right general direction are 31...h8 (a) and 31...h3 (c), which both score
two points. Black has more play with the latter ...h4-h3 than he had on the previous move when it was suggested.

The big surprise is 31...c4 (d), which is exceptionally difficult to meet and scores four points. If White now moves the knight from c2 (remember that Black is threatening to play ...f5), then the d4-pawn is taken. Also straightforward for Black is 31...c4 32 d1 g4.

31...c4 32 xf4

- a) 32...xf4
- b) 32...h8
- c) 32...h3
- d) 32...xc3

32...h8 (b) is still okay and scores one point. 32...xc3 (d) is unnecessarily complicated, but you can also have one point because the material count is level after 33 bxc3 wxc2 34 e3 dxf4 35 xf4 h3.

32...xf4 (a) gains two points as it cannot really be criticised for taking an exchange. However, 32...h3 (c) tops scores with three. A very uncomfortable move for White to deal with; the exchange is still en prise and White’s king is now also being opened up.

32...h3 33 f6

- a) 33...h2+
- b) 33...xg2
- c) 33...h8
- d) 33...g8

A standard way for White to block up the kingside attack follows 33...h2+ (a), so lose a point for allowing 34 g1. The move 33...g8 (d) scores two points; it is not as strong as 33...h8 (c) and possibly 33...xg2 (b), but you may have been worried about White’s threat of xe6. 33...xg2 (b) is a difficult move to score. If you hadn’t even considered, or if you had dismissed White’s reply 34 xe6, then lose three points for your loss of concentration. 34...xe6 35 wxg6 favours White enormously – take a bonus point if you spotted this idea for White and rejected 33...xg2. On the other hand there is 34...h8 35 g5 e8 for Black. An amazing checkmate follows 36 xg6 h1+ 37 g2 h3 – add three to your score if you saw that. Alternatively or additionally, you may have spotted 35...fxe6 36 wxg6 e8, with the idea of cg8 and checkmate on h1; give yourself three points for this. Add another three points to your score if you saw that the way out of trouble for White is to give away the queen with 35 xg6!.

33...h8 (c) is superior and scores three points. It would be unwise to give away the queen as the bishop on e6 has not yet been taken. However, White now has to deal with all the checkmating variations given above.

33...h8 34 g7

- a) 34...h2+
- b) 34...xg2
- c) 34...e8
- d) 34...h4

Please re-read the previous paragraph if you chose 34...h2+ (a); sorry, this does not score. I hope nobody selected 34...h4 (d), which loses eight points to 35 xh8+. That leaves 34...e8 (c) to score a sensible three points, with the idea of cg8 to follow.

Once again concentration has slipped if you chose 34...xg2 (b), which loses three points in view of 35 xg6. There’s nothing
that saves Black now and you can take a bonus if you realised this and rejected 34...hxg2.
Two failing defences for Black are:
1) 35...h1+ 36 hxg2 xxe1 37 xe6 (you can take a bonus if you saw that far) 37...xc3 36 xe8+.
2) 35...h1+ 36 hxg2 xe3 37 xe1 – you can take a bonus if you spotted this too.

A clue was given in the note to Black’s 33rd move; by transposition we will arrive at a position in our game that was hinted at in the note there. If you worked that out then you may have chosen correctly with 35...fxe6 (c), which scores two points.

That leaves 35...hg8 (a) and 35...cg8 (b) to be scored as minus 3 and minus 2 respectively – they both lose out to 36 xf7.

35...fxe6 36 xg6

I am not sure why, but if you still chose 35...h2+ (d) you can get let off without losing points, but only just.

A clue was given in the note to Black’s 33rd move; by transposition we will arrive at a position in our game that was hinted at in the note there. If you worked that out then you may have chosen correctly with 35...fxe6 (c), which scores two points.

35...hxg2 36 xg6

When kings have castled on opposite wings and you have successfully created some open and semi-open files, then you do not want to give your opponent the opportunity to close the position. 36...b7 (a) does not score because of 38 g3 h2+ 39 h1.

Similarly, 37...h2+ (d) fails, but as it has been mentioned before and nothing has changed – please deduct two points. You can have a point for 37...g2+ (b) but the best by far is 37...hxg2 (c), which scores four points.

37...hxg2 38 xd5+

You may have agonised over the differences of between 36...cg8 (a) and 36...hxg2 (b), but there is nothing significant and so they both score three points.

This time 36...h2+ (c) loses one point, which is still better than 36...d3 (d), which loses nine points to 37 xd3.

36...cg8 37 xe6

If you chose 38...b8 (a) then you score one point. There are various possibilities for White. He could choose 39 f4 h1+ 40 f2, hoping for 40...g1+ 41 xg1 hxg1 when he is well-placed in the ending and, material...
speaking, is only one point down. However, Black can play a decisive 40...\(\text{f1}\). Alternatively, White could continue checking with 38...\(\text{b8}\) 39...\(\text{d6+ a8}\) 40...\(\text{d5+ b8}\) and the game could end in a draw. This could please Black if he considers that he is losing as he is down on points. This result could also please White if he has calculated correctly that Black has obtained a winning attack.

I have let the cat out of the bag; Black should 38...\(\text{b7}\) in answer to White’s \(\text{d5+}\) at some stage. There’s no reason to delay this move (unless you did not see it) so take three points for choosing 38...\(\text{b7}\) (b). You can feel particularly pleased if you worked this out beforehand and I am awarding one point, up to a maximum of four points, for each move ahead that you saw this position. So if you selected 34...\(\text{c8}\) and you calculated this variation, then you score the maximum four.

You jumped the gun if you selected 38...\(\text{h1}\) (c). Either you have the wrong position on your board or you tried to move leaving your own king in check. In a competitive game you would find yourself lucky because the latter cannot be punished by the touch move rule here; you would be allowed to collect yourself and play the best move 38...\(\text{b7}\). Naturally, such an oversight cannot be rewarded in this exercise and so you score no points.

38...\(\text{b7}\) 39...\(\text{g8+}\)

If you tried choice (d) then lose one point for failing to get out of check. The touch move rule would then force you to play 39...\(\text{g8}\) (b), which had you originally selected, scores you one point. I hope you did not seriously select 39...\(\text{b8}\) (a) or 39...\(\text{c8}\) (c), which both lose five points and fail to take the queen that is on offer. The first of these choices might continue 39...\(\text{b8}\) 40...\(\text{g2+ h7}\) 41...\(\text{b7+ xxb7}\).

39...\(\text{g8}\) 40...\(\text{e4}\)

40...\(\text{d5}\) (a) loses four points because White can take the rook and escape the checkmate threatened after 41...\(\text{f6}\) \(\text{f7}\) 42...\(\text{xg8 h3}\), with 43...\(\text{xf3}\) \(\text{xf3}\) 44...\(\text{e3}\). If you selected 40...\(\text{d5}\) but did not see the fork, then deduct another point. If you saw the variation up to 42...\(\text{h3}\) but missed 43...\(\text{f3}\), then resurrect your score by adding on two points.

40...\(\text{c6}\) (c) is not the most telling, but you can have one point for safely attacking a white piece. The logic does not quite fit if you chose 40...\(\text{h8}\) (d) 41...\(\text{xg2}\), with the idea of 41...\(\text{h7}\), because White can start to run away with 42...\(\text{f3}\), so just one point for this.

If it turns out that ...\(\text{h7}\) is going to be played, then it is best to examine the consequences of such a move on move 40. It turns out that 40...\(\text{h7}\) (b) top scores with three points. 41...\(\text{f6}\) \(\text{f1}\) mate deserves a bonus of two if you spotted it and 41...\(\text{g3}\) \(\text{xc2}\) deserves another bonus.

40...\(\text{h7}\) 0-1
At best, White will lose the knight on c2 and then the black queen will be quick to mop up. At grandmaster level this turns out to be hopeless for White, so he resigned.

Now let us see how you did; please add up your score.

**Less than 16:** Test your memory and try this game again.

**16-29:** Slightly below par, perhaps you blundered too often.

**30-51:** A steady, sound performance.

**52-73:** Well done! Could you have done it without the choices a-d?

**74+:** A great score. Was it easier to manoeuvre or to attack?
In this chapter we see the players using an alternative configuration of pieces in the opening stage of the game. In the games below, it is not the centre pawns that are often employed, but instead there is a lot of fianchettoing. In this way, the central squares are guarded by the bishops which strike across the long diagonals. This can be a confusing concept to some players who grow up incorrectly believing that the central squares must be occupied instead of merely being guarded.

Throughout this book I have referred to 'Freddie' and when using this term I have been referring to the f-pawn. At the start of one's chess life I think that most advice received would indeed include guarding against moving Freddie early in the game. The reasons for this are that it can block development of the minor pieces and that castling can be made more difficult. Even more basic is that it can even conspire to lead oneself into a quick checkmate.

However, by moving Freddie (preferably two squares) and by developing accordingly thereafter, a viable opening position can be reached. Again the positions are quite different to those that start in the conventional manner with the centre pawns. Also, Freddie can be used in conjunction with the fianchetto, which sets up a whole range of different positions.

Also interesting is the way that the fianchetto can be used. In Game 15 a very solid set-up is formed, and in many ways there are no fireworks there. Games 16, 17 and, in some respects, even Game 18 start off on a similar course to Game 15 before a greater emphasis is put on tactics. Be sure in these games that you can find a safe move, something that might not be so easy when you have noticed all the threats.
Game 15  
Karpov-Vyzmanavin  
Tilburg 1993

1 c4 e5 2 ∆c3 ∆f6 3 ∆f3 ∆c6 4 g3 ∆d4

White must have something against ...∆d7 with the idea of ...∆h3. Less good for White is 13 ∆b3 ∆xc3 14 ∆xc3 ∆d7.

You are now invited to pit your wits against the former World Champion by choosing a move from the list given after the diagram.

```
a) 13...∆d7  
b) 13...∆a5  
c) 13...∆c8  
d) 13...d5  
```

The position does not require urgency and 13...d5 (d) does not score because of 14 cxd5 cxd5 15 ∆d5. The move 13...∆c8 (c) looks vaguely threatening for two points but it is difficult to see whether the white pawn is coming to any harm from the white rook here. 13...∆a5 (b) scores three and is best. All these moves do not 'set the Thames alight', but you would be wrong to assume that there's nothing going on here.

13...∆d7 (a) scores two points but you have to watch out for ∆d5. If you are rated over 1800 (150 BCF), then deduct a point if you did not consider 14 ∆d5, even though it does not work for White. It is not far off, and 14 ∆h2 d5 15 ∆xd5 ∆xd5 16 cxd5 ∆xb2 17 dx6 ∆x6 18 ∆xd2 or 15...cxd5 16 ∆xb4 both hand the advantage to White.

13...∆a5 14 a3

```
a) 14...∆d7  
b) 14...d5  
c) 14...∆e7  
d) 14...a6  
```

14...∆d7 (a), which would be followed by 15 ∆h2, and 14...d5 (b) each score two points, 14...∆e7 (c) and 14...a6 (d) each score one point.
14...d5 15 b4

- a) 15...\text{\texttt{b6}}
- b) 15...\text{\texttt{c7}}
- c) 15...d4
- d) 15...dxc4

15...d4 (c) loses one point due to 16 bxa5 dxc3 17 \text{\texttt{x}}c3, and 15...dxc4 (d) loses two points due to 16 bxa5 cxd3 17 exd3 \text{\texttt{xa5}} 18 \text{\texttt{e4}}.

15...\text{\texttt{b6}} (a) scores two points; Black does not mind c4-c5 because the bishop on g2 becomes less effective. 15...\text{\texttt{c7}} (b) scores one point.

15...d6 16 \text{\texttt{a4}}

The position is reasonably closed so Black need not avoid the exchange of bishop for knight. Besides, 16...\text{\texttt{c7}} (a) allows the annoying 17 \text{\texttt{c5}}, so no points here. Also no points for 16...d4 (b), when White has 17 cxd5 cxd5 18 \text{\texttt{e5}}, but Black is flirting with the danger of getting his bishop trapped; 17 c5 e4 provides the only escape, which I hope you foresaw if you chose this option.

16...dxc4 (c) scores one point, although it is usually not good to relinquish the centre like this. Take another point if you planned the tactic 17 dxc4 \text{\texttt{xc4}} (with the idea of 18 \text{\texttt{xc4}} \text{\texttt{xd2}}).

16...\text{\texttt{d7}} (d) scores two points. Black steadily improves his position and connects his rooks.

16...\text{\texttt{d7}} 17 \text{\texttt{h2}}

a) 17...d4
b) 17...\text{\texttt{ac8}}
c) 17...h5
d) 17...g5

Softly, softly. 17...\text{\texttt{ac8}} (b) is a wise move for two points. 17...d4 (a) scores one point, but there is no need to fix the pawn and be so committal.

17...g5 (d) does not score; this is not a position in which to lash out. 17...h5 (c) also does not score although you can have one point for noticing 18 \text{\texttt{g5}} \text{\texttt{h7}} 19 \text{\texttt{h4}} g5. Instead White can exploit such madness with 18 cxd5 cxd5 19 \text{\texttt{e5}} \text{\texttt{xc5}} 20 \text{\texttt{xc5}} and 20...h4 can be met with 21 g4.

17...\text{\texttt{ac8}} 18 \text{\texttt{cd1}}

a) 18...\text{\texttt{c7}}
b) 18...\text{\texttt{c7}}
c) 18...\text{\texttt{f5}}
d) 18...\text{\texttt{d8}}

Again Black very slowly improves his position with 18...\text{\texttt{f5}} (c). This is worth two points with an extra one for noticing that the white queen and black bishop would be facing each other were it not for the fact that there are pieces in the way.
18...d8 (d) scores one point, but allows 19 dxe5. You can also have one point for 18...w7 (b), but not 18...wc7 (a), which loses two in view of 19 c5.

18...f5 19 e4

a) 19...dxe4
b) 19...wxc4

c) 19...e6

d) 19...g6

Black gives White too much ground with 19...c6 (c), but you can have one point for it, even if White can play 20 f4 dxe4 21 dxe4 wc7 22 f5 or 21...xf4 22 gxf4 wc7 23 xb6 axb6 24 f5 d7 25 w.f4.

19...dxe4 (a) loses one point because of 20 dxe4 h7 21 wb6. 19...dxe4 (b) is also not bright and loses one.

19...g6 (d) scores two, with an extra one for noticing that the white queen and black bishop would still be facing each other were it not that there are pieces in the way.

19...g6 20 wb6

a) 20...axb6
b) 20...wc7
c) 20...d8
d) 20...d6

It has to be 20...axb6 (a) for one point; the others each lose five points.

20...axb6 21 wc1

a) 21...d4
b) 21...dxe4
c) 21...dxc4
d) 21...b5

21...d4 (a) scores one point but it still allows White's pawn break 22 f4. The moves 21...dxe4 (b) and 21...dxc4 (c) are both worth one point, but both give up some control of the centre.

21...b5 (d) scores two points. This does allow White to give Black doubled, isolated pawns with 22 cxb5 cxb5 but you can have an extra point for realising that these pawns would not be weak. They cannot be easily attacked and they do not lie on an open or semi-open file.

21...b5 22 c5

There is no reason to play the move 22...wc8 (a) because a3 is defended, but you can have one point anyway. 22...wd8 (c) scores one too.

22...d8 (d) scores two points and 22...wc8 (b), the move which most favourably positions the rooks, scores three.

22...wc8 23 wb2

a) 23...d4
b) 23...wc7
c) 23...wc8

d) 23...we6

23...we6 (d) runs into trouble if White is patient and plays 24 we1, renewing the potential threat of the white rook on the black queen. 24...d4 25 f4 favours White, but not the immediate 24 f4 dxe4 25 dxe4 exf4 26 gxf4 we4 when Black will emerge a pawn ahead.

23...wc7 24 we1
You can have a point for realising that White has just indirectly applied some more pressure to the pawn on e5; perhaps \( \text{c2} \) will follow. With this in mind you could have mistakenly plumped for 24...d4 (a) for one point. Unfortunately, White dictates with 25 \( \text{e1} \) \( \text{d7} \) 26 f4.

24...dxe4 (b) also scores just one point. 24...h5 (c) does not score as it allows White to continue with 25 \( \text{e2} \). Black can then continue in his own little world with 25...h4 26 exd5 \( \text{cxd5} \) 27 \( \text{xe5} \), but then White remains a solid pawn up after 26...hxg3+ 28 \( \text{xd2} \).

24...\( \text{h7} \) (d) fits the bill nicely and scores three points.

24...\( \text{h7} \) 25 \( \text{e2} \)

It is important not to lose a centre pawn with 25...\( \text{d7} \) (c) 26 exd5 \( \text{cxd5} \) 27 \( \text{xe5} \) or 25...\( \text{f8} \) (d) 26 exd5 \( \text{cxd5} \) 27 \( \text{xe5} \) \( \text{d7} \) 28 \( \text{d2} \), so both these moves lose you a point from your total.

25...dxe4 (a) scores two points as it appropriately opens up the d-file. Black is ready for this as he has his rook sitting on d8.

25...d4 (b) scores one as White is the one calling all the shots after 26 f4.

25...dxe4 26 dxe4

Black has to be careful after 26...\( \text{f8} \) (a) and should avoid 27 \( \text{d3} \) \( \text{d3} \) 28 \( \text{d3} \) \( \text{d8} \) 29 \( \text{c5} \) \( \text{d3} \) 30 \( \text{c7} \) \( \text{a3} \) 31 f4. Instead, a belated 28...f6 can be played when White seizes the d-file with 29 \( \text{d1} \) \( \text{e6} \) 30 \( \text{d7} \) \( \text{d7} \) 31 \( \text{d7} \) and forces Black on the defensive with 31...\( \text{d8} \) 32 \( \text{c7} \) \( \text{f7} \) 33 \( \text{c1} \) \( \text{b8} \). So, just one point here. Also just one point for 26...\( \text{d1} \) (b) and 26...\( \text{c7} \) (c) 27 \( \text{d8} \) \( \text{f8} \) 28 \( \text{f1} \), but three points for the useful precaution 26...f6 (d).

26...f6 27 h4

Black comes to no harm by re-routing the knight with 27...\( \text{f8} \) (d) and this gains three points. Worth two points, but slightly faulty is 27...f7 (a) because of 28 \( \text{h3} \).

27...\( \text{d1} \) (b) is worth one point, but 28 \( \text{d1} \) \( \text{d8} \) 29 \( \text{c3} \) \( \text{f8} \) 30 \( \text{d1} \) \( \text{h3} \) is good for White.

27...\( \text{d7} \) (c) does not score because of 28 \( \text{d7} \) \( \text{d7} \) 29 \( \text{h3} \) \( \text{f4} \) 30 \( \text{f7} \) 31 \( \text{d1} \) \( \text{d8} \) 32 \( \text{d8} \) \( \text{f8} \) 33 \( \text{c8} \) \( \text{xc8} \) 34 \( \text{xh8} \).

27...\( \text{f8} \) 28 \( \text{d8} \)

28...\( \text{d8} \) (a) scores one point, but 28...\( \text{d8} \) (b) loses one because again White can improve the positioning of his pieces with gain of time with 29 \( \text{d1} \) \( \text{e7} \) 30 \( \text{h3} \).

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Multiple Choice Chess

28...\text{\texttt{\textbackslash bx d8}} 29 \texttt{\textbackslash d1}

\begin{itemize}
  \item[a)] 29...\texttt{\textbackslash bx d1}
  \item[b)] 29...\texttt{\textbackslash d7}
  \item[c)] 29...\texttt{\textbackslash e6}
  \item[d)] 29...\texttt{\textbackslash e8}
\end{itemize}

It is rubbish to play 29...\texttt{\textbackslash e8} (d) 30 \texttt{\textbackslash d3 \textbackslash e6} 31 \texttt{\textbackslash h3 \textbackslash d4} 32 \texttt{\textbackslash bx d4 \textbackslash d8} 33 \texttt{\textbackslash c3}, but even 31...\texttt{\textbackslash f7} 32 \texttt{\textbackslash d7} gives the advantage to White, so please take a point from your score.

29...\texttt{\textbackslash bx d1} (a) scores one point, which is justified by 30 \texttt{\textbackslash bx d1 \textbackslash f7}. The move 29...\texttt{\textbackslash f7} (b) scores two points.

Best is 29...\texttt{\textbackslash e6} (c) for three points. The knight gets to the square that it was heading for when Black played \ldots \texttt{\textbackslash f6-h7}. If you realised this earlier, then take a point, up to a maximum of four points, for each move ahead that you saw this plan.

29...\texttt{\textbackslash e6} 30 \texttt{\textbackslash d3}

\begin{itemize}
  \item[a)] 30...\texttt{\textbackslash f7}
  \item[b)] 30...\texttt{\textbackslash bx d3}
  \item[c)] 30...\texttt{\textbackslash f4}
  \item[d)] 30...\texttt{\textbackslash h8}
\end{itemize}

30...\texttt{\textbackslash f7} (a) scores two points. 30...\texttt{\textbackslash bx d3} (b) scores just one point. It is a poor strategy to try and make a draw here for Black by swapping off everything in order to end up with king versus king. The bishop pair is superior to the bishop plus knight combination in endgames. For example, White can make progress with 31 \texttt{\textbackslash bxd3 \textbackslash d8} 32 \texttt{\textbackslash bx d8+ \textbackslash bx d8} 33 \texttt{\textbackslash g1 \textbackslash f7} 34 \texttt{\textbackslash f1 \textbackslash c4+} 35 \texttt{\textbackslash e1 \textbackslash f7} 36 \texttt{\textbackslash h5 \textbackslash e7} 37 \texttt{\textbackslash d2 \textbackslash e6} 38 \texttt{\textbackslash e3 \textbackslash f7} 39 \texttt{\textbackslash h3 \textbackslash e7} 40 \texttt{\textbackslash g4 \textbackslash f7} 41 \texttt{\textbackslash d1 \textbackslash e7} 42 \texttt{\textbackslash a4 \textbackslash f7} 43 \texttt{\textbackslash ax b5 \textbackslash bx b5} 44 \texttt{\textbackslash f4 \textbackslash xf4+} 45 \texttt{\textbackslash gxf4 \textbackslash e7} 46 \texttt{\textbackslash g4 \textbackslash f7} 47 \texttt{\textbackslash f5 \textbackslash e7} 48 \texttt{\textbackslash e5}.

A similar plan cannot be put into action if queens are on the board as the white king would be open to too many checks.

More obviously, 30...\texttt{\textbackslash f4} (c) loses three points and 30...\texttt{\textbackslash e8} (d) loses one.

30...\texttt{\textbackslash f7} 31 \texttt{\textbackslash d1}

\begin{itemize}
  \item[a)] 31...\texttt{\textbackslash bx d3}
  \item[b)] 31...\texttt{\textbackslash d4}
  \item[c)] 31...\texttt{\textbackslash g6}
  \item[d)] 31...\texttt{\textbackslash c8}
\end{itemize}

There is no reason to delay the inevitable and acceptable exchange of rooks. Therefore, 31...\texttt{\textbackslash bx d3} (a) scores three points. 31...\texttt{\textbackslash g6} (c) is faulty due to 32 \texttt{\textbackslash h5} (or 32 \texttt{\textbackslash h3} ) and so is 31...\texttt{\textbackslash c8} (d), due to 32 \texttt{\textbackslash bx d8+ \textbackslash bx d8} 33 \texttt{\textbackslash d6}, but you can have two points for either of these. 31...\texttt{\textbackslash d4} (b) loses a pawn and a point after 32 \texttt{\textbackslash bx d4}.

31...\texttt{\textbackslash bx d3} 32 \texttt{\textbackslash bx d3}

\begin{itemize}
  \item[a)] 32...\texttt{\textbackslash g6}
  \item[b)] 32...\texttt{\textbackslash g5}
  \item[c)] 32...\texttt{\textbackslash b6}
  \item[d)] 32...\texttt{\textbackslash h5}
\end{itemize}

Without rooks on the board, the c6-pawn does not become any weaker with 32...\texttt{\textbackslash b6} (c),
which scores three points.

32...g6 (a) allows 33 hxg5 hxg5 34 c1 g7 35 f4 e6 36 f3.

32...b6 33 cxb6

No choice here; it has to be 33...xb6.
You can have a free point for this unless you are violently protesting and want to do something else, in which case I would keep quiet and keep the point anyway.

33...xb6 34 d2

Black can round off the knight’s journey from f6 very nicely with 34...d4 (b) for three points. White could even be in trouble if he rushes with 35 xd4 exd4 36 g1 c5 37 bxc5 xe5 38 b4, because after 38...c3 the passed pawn is more than just a handful.

In this sort of position, Black wants to make a draw by swapping off pawns, not pieces, so you could have been excused for immediately going for 34...c5 (a) for two points. By the same token, 34...d8 (c) loses one due to 35 xd8+ xd8 and 34...f8 (d) loses two points due to 35 d6+ e8 36 f4.

34...d4 35 c3

The best move is 37...c6 (b) for two points. White is going nowhere with 38 e7 c7 39 b4 c6. The idea 37...b6 (a) only scores one as it offers a small glimmer of hope of White winning after 38 c3 c4 39 a5 c5 40 b4. Similarly, 37...c4 (d) scores one point too. There is no reason to allow White to get an attack on the b5-pawn and thus improve his bishop position with gain of time following 38 d1 h7 39 f1 c6.

37...c2 (c) does not score. As I’ve said before, the ending without queens could be awkward for Black. White would presumably continue with 38 xc2 xc2 39 c5.

37...c6 38 c3

The power of the bishop pair is really felt after 38...c4 (b) 39 xc4 bxc4 40 f3 e8 41 g1 f7 42 f2 e6 43 h3+, so no points for exchanging queens here. Incidentally, it is interesting how White is happy to exchange off bishop for knight if he sees that his king will win a pawn following 43 e7 44 e3 c2+ 45 d2 xb4 46 axb4 b5
47 \( \text{c3} \text{c7} \) 48 \( \text{f1} \).

No surprises and no points for 38...\( \text{xc3} \) (a), one for 38...\( \text{e8} \) (c) and two for 38...\( \text{c4} \) (d).

38...\( \text{c4} \) 39 \( \text{e3} \)

I am sure Black can draw after 39...\( \text{a6} \) (c), but it is asking for trouble and so it gets no points. Imagine 40 \( \text{c5} \) \( \text{c6} \) 41 \( \text{h3} \) \( \text{f7} \) 42 \( \text{d3} \) \( \text{c4} \) 43 \( \text{d6} \) \( \text{a8} \) 44 \( \text{f5} \) \( \text{d4} \) 45 \( \text{xd4} \) exd4 46 \( \text{xd4} \) \( \text{xa3} \); no harm has been done but Black’s sidelined queen pays the price as White’s pieces are able to dominate with 47 \( \text{d8+} \) \( \text{f8} \) 48 \( \text{h7+} \) \( \text{f7} \) 49 \( \text{d7+} \) \( \text{e7} \) 50 \( \text{g6+} \) \( \text{f8} \) 51 \( \text{c8+} \) \( \text{c8} \) 52 \( \text{xe8} \) mate.

39...\( \text{c8} \) (b) and 39...\( \text{h7} \) (d) each get one point. 39...\( \text{c2} \) (a) nullifies any advantage White may have and it scores two points.

39...\( \text{c2} \) 40 \( \text{wd2} \)

No points for this and none for 40...\( \text{b3} \) (d) for similar reasons.

40...\( \text{xb4} \) (a) is good for two points. 40...\( \text{xa3} \) (b) loses two points due to 41 \( \text{xa3} \).

40...\( \text{xb4} \) 41 \( \text{axb4} \)

Black may as well stop the white queen from entering via any square on the d-file and so you score one for realising that 41...\( \text{c7} \) (c) does the trick, with a further two for selecting this move. 41...\( \text{c8} \) (a) and 41...\( \text{a8} \) (b) both score one.

You can even have one for 41...\( \text{h5} \) (d) but it does weaken the Black king slightly and if there were more pieces on the board, then this move could be punished.

41...\( \text{c7} \) 42 \( \text{h3} \)

Allowing the white queen in with 40...\( \text{e6} \) (c) 41 \( \text{d8+} \) is unwise. The queen exchange after 41...\( \text{h7} \) 42 \( \text{f8} \) \( \text{d7} \) 43 \( \text{xd7} \) \( \text{xd7} \) is not good for Black but it is not avoidable.

41...\( \text{c8} \) 42 \( \text{c6} \) 43 \( \text{h5} \) 44 \( \text{f7} \) 45 \( \text{g2} \) \( \text{c7} \) 46 \( \text{f5} \) \( \text{f7} \) 47 \( \text{f3} \) \( \text{f1} \) 48 \( \text{e3} \) \( \text{c4} \) 49 \( \text{f4} \) \( \text{g6} \) 50 \( \text{d7} \) \( \text{e7} \) 51 \( \text{c6} \)
Black finds that he is fast running out of moves. Who knows if Black can hang on in this ending; more important is that White has been given real reasons for optimism.

42...c6 (a) loses two points as it sets White up nicely after 43...d7 44...xd7...g8 45...g2...f7 46...f3...e7 47...h3...c6 48...f1...d7 49...e3...d6. You can score a point if you noticed at some stage during the last few moves, that should the game get down to king and pawns only, then the kings stand little chance of penetrating through into the enemy half of the board because the b- and e-pawns stop both kings running through. So the king and pawn ending should give an easy draw. Notice instead, that 43...b6 44...f5+...h8 45...e8+...g8 46...g2...d6 47...g6...c7 48...xb5 would be a gross error.

42...f7 (c) scores two points. Black need not be afraid of bringing his king out of hiding.

42...h7 (d) scores one point. Black can now exchange queens without any complaint as only a bishop and pawns remain after 43...d7 44...xd7...g8 45...g2...f7 46...f3...e7 47...h3...c6 48...f1...d7 49...e3...d6. You can score a point if you noticed at some stage during the last few moves, that should the game get down to king and pawns only, then the kings stand little chance of penetrating through into the enemy half of the board because the b- and e-pawns stop both kings running through. So the king and pawn ending should give an easy draw. Notice instead, that 43...b6 44...f5+...h8 45...e8+...g8 46...g2...d6 47...g6...c7 48...xb5 would be a gross error.

42...f7 ½-½

Draw agreed. The players stopped here with the result that was predicted some time ago. That is not to say that White was wasting time by playing on; he was just testing Black with some little tries, just in case there was a small chance of Black making a mistake.

Now add up your points and see how you did.

Less than 16: Try to predict the predictable so that you do not blunder.
16-32: Try to predict the unpredictable, then perhaps you will not blunder.
33-50: Perhaps you did not get used to the ‘small’ ideas in this game.
51-64: Very careful, well done. Your first draw with a champion?
65+: Excellent. Do you prefer this type of game?
1 c4 d6 2 c3 g6 3 e4
3 d4 would have steered the opening into a King’s Indian, but White favours the Botvinnik system of the English Opening instead.
3...d6 4 g3 g7 5 g2 0-0 6 ge2 c6 7 0-0 e5 8 d3 a6 9 h3 b5 10 f4 b7 11 e3 bd7

As yet no exchanges have taken place. This is not really surprising as systems tend to be a quieter way of commencing a game rather than the dynamic centre openings. You should now make your choice:

12 fxe5 (a) releases the tension too quickly but this move, 12 ec1 (d) and 12 cxb5 (b) all score one point as they are inoffensive moves.

Top score of two points goes to 12 b3 (c) as White sits on his extra space. There is further justification for 12 b3 in the variation 12...d5 13 fxe5 xe5 14 d4 and the knight cannot safely capture on c4 and is instead driven back.

13 wd2 a)
13 d2 (a) is rewarded with two points as the most constructive move, with all the others scoring one point each on the basis that they come to no harm.

13 d2 exf4
14 xf4 a)
14 xf4 (a) is rewarded with two points as the most constructive move, with all the others scoring one point each on the basis that they come to no harm.

14 gxf4 b4
a) 15 e5
b) 15 \od a4
c) 15 \od d1
d) 15 \od g3

15 e5 (a) and 15 \og g3 (d) drop material (and three points!) to 15...bxc3, a response which importantly attacks the white queen. 15 \od d1 (c) loses two points due to the tactical retort 15...\oxe4!. You can take two bonus points if you saw that.

15 \oa a4 (b) is therefore the only choice to increase your score and it does so by one point.

15 \oa a4 c5

a) 16 d4
b) 16 \oc ad1
c) 16 \oc ae1
d) 16 f5

Your score drops by one if you went for the dubious move 16 d4 (a), forgetting about your e-pawn, but there’s no penalty for 16 f5 (d).

It is a sensible idea to move your queen’s rook off the menacing h8-a1 diagonal and for that reason 16 \oc ad1 (b) nets one point, and 16 \oc ae1 (c), the choice of the grandmaster, scores two points.

16 \oc ae1 \wc 7

a) 17 \of 3
b) 17 \of 3
c) 17 \of 2
d) 17 f5

The game is about to hot up as both players have safely developed all their pieces and White now has to consider how to press forward.

One point for the slightly inferior building up moves 17 \of 3 (a), 17 \of 3 (b) and 17 f5 (d). Each move is safe but none of them have the right look about them. The last choice, for example, is too committal at this stage. Two points for 17 \of 2 (c), as witnessed in the game.

17 \of 2 h6

a) 18 \og g3
b) 18 h4
c) 18 d4
d) 18 \of 1

18 d4 (c) was pointed out as dropping the e-pawn a few moves ago and it still does. Minus two points for that, but take off four if you are suggesting it for the second time!

18 h4 (b) does not score as it allows ..\og g4. The idea of 18 \of 1 (d) is safe but not great and scores one point.

18 \og g3 (a) sets up the white pieces in a coordinated fashion and pockets a well-deserved four points.

18 \og g3 \oh 7

a) 19 \oc ee2
b) 19 \oc ef1
c) 19 e5
d) 19 f5

19 e5 (c) is an interesting move to consider but does not have enough support and therefore scores minus one. Give yourself a bonus point if you spotted a positional pawn sacrifice which follows after 19...dxe5 20 f5.

I cannot give anything for 19 \oc ee2 (a) as it is clumsy if White suddenly decides to double rooks.

19 f5 (d) is tempting, although perhaps not as strong as it looks after 19...g5, when White may regret having lost control over the
e5-square. Award yourself one point for choosing 19 f5, with two bonus points if you rejected it for this reason.

Increasing the attack with 19 ef1 (b) is impressively patient and scores a further four points.

19 ef1 ef8

20 f5
b) 20 d4
c) 20 e5
d) 20 wd1

Again 20 e5 (c) is too ambitious (lose one point) while 20 wd1 (d) is a backward move which fails to score.

Take one point for the move 20 f5 (a) and two points if you went for the central advance 20 d4 (b), which causes Black maximum problems.

20 d4 ef8

a) 21 dxc5
b) 21 d5
c) 21 e5
d) 21 f5

21 e5 (c) allows Black to exchange bishops and then play cxd4, when White’s centre crumbles (lose one point). The other moves score one except for 21 d5 (b), which shuts out the black bishop on b7, improving White’s position and your running total by three.

21 d5 ef8

a) 22 f5
b) 22 e5
c) 22 h4
d) 22 wh2

One point to all the three reasonable suggestions 22 f5 (a), 22 h4 (c) and 22 wh2 (d). However, if you spotted that now was the time for 22 e5 (b), then take two points. It is worth a lot more, however, if you have planned the correct follow-up.

22 e5 dxe5

a) 23 f5
b) 23 fxe5
c) 23 d6
d) 23 efxc5

These are complicated moves that all allow at least one of black’s bishops to strike across the board. 23 d6 (c), which opens up the diagonal for the bishop on b7, 23 fxe5 (b) and 23 efxc5 (d) all score one point.

Five points for the thematic 23 f5 (a), with a bonus of one if you planned to meet 23...g5 with 24 ef4. The threats of f5-f6, efxc5 and d5-d6 ensure that White will have an advantage after getting the pawn back.

23 f5 e4

a) 24 f6
b) 24 fxg6
c) 24 efxe4
d) 24 ef f4
There are two points on offer if you noticed that Black is now threatening ...\texttt{wxg3}. A further two for choosing 24 \texttt{Qxe4} (c) which is the least complex and best response. 24 \texttt{f6} (a) loses a point and a pawn unnecessarily to 24...	exttt{Qhxf6}. 24 \texttt{fxg6} (b) and 24 \texttt{Qf4} (d) are both safe and earn one point.

24 \texttt{Qxe4} \texttt{Qg5}

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\hline
\texttt{25 Qxg5} \\
\texttt{25 c2} \\
\texttt{25 Qxc5} \\
\texttt{25 f3} \\
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Nothing for 25 \texttt{Qxg5} (a) – the absence of your dark squared bishop could run into trouble, for example Black has ...\texttt{d4} in some variations.

25 \texttt{Qxc5} (d), worth one point, is not at all straightforward after ...\texttt{g3}, with further threats on h3 and e3.

Minus three for 25 \texttt{c2} (c), which loses a minor piece after \texttt{Qxe4} and ...\texttt{g3} to follow. Top marks of two points go to 25 \texttt{Qxg5} (b).

25 \texttt{Qxg5} \texttt{Qxe3}

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\hline
\texttt{26 Qxe3} \\
\texttt{26 Qe6} \\
\texttt{26 f6} \\
\texttt{26 f3} \\
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26 \texttt{Qxe3} (a) is the most straightforward and earns one point. Take an extra two if you saw the variation 26...	exttt{d4} 27 \texttt{Qd2} \texttt{hxg5} 28 \texttt{Qxg5}. The upshot of the rook being pinned is that White will emerge a pawn ahead.

26 \texttt{f6} (c) is even better (and earns four points) as it shuts off the dark squared bishop’s diagonal which is important.

26 \texttt{Qe6} (b) allows ...\texttt{f6} and ...\texttt{d4} to follow, and scores one point. 26 \texttt{Qf3} (d) maintains material equality and scores one.

26 \texttt{f6} \texttt{Qe8}

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\texttt{27 Qf3} \\
\texttt{27 Qx7} \\
\texttt{27 Qxc5} \\
\texttt{27 f3} \\
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27 \texttt{Qxf7} (b) \texttt{Qxf7} 28 \texttt{fxg7}+ is interesting. Award yourself one point but only if you saw that far. 27 \texttt{Qf3} (a) allows Black to round up the pawn on f6 so deduct one point if you opted for this.

27 \texttt{fxg7} (c) can’t be bad. After 27...	exttt{hxg5}, White has \texttt{Qx7}, leaving him a pawn up with an attack along the seventh rank (two points for this).

However, the killer 27 \texttt{Qe6}! (d) is worth six points, with an extra two if you planned to continue 27...	exttt{fxe6} 28 \texttt{f7}+.

27 \texttt{Qe6} \texttt{Qg3}

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\hline
\texttt{28 fxg7} \\
\texttt{28 Qxg7} \\
\texttt{28 Qxc5} \\
\texttt{28 f3} \\
\hline
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There are many ways to win so take three
points for 28 \(\mathcal{D}xg7\) (b) and two for 28 \(\mathcal{E}f3\) (d), when White has still got to remember to take on g7.

The text move 28 fxg7 (a) scores four as it cuts down on Black’s counterplay.

Lastly, no points for 28 \(\mathcal{D}xc5\) (c), which allows 28...\(\mathcal{D}xc5\) 29 \(\mathcal{D}xc5\) \(\mathcal{A}xf6!\). Then if 30 \(\mathcal{A}xf6\) \(\mathcal{E}c2\), or 30 \(\mathcal{A}xb7\) \(\mathcal{E}c5!\). Well done if you worked out all that analysis, take two bonus points for spotting Black’s 29th move and a further two for each thirtieth move for Black.

28 fxg7 fxe6

\[\begin{array}{llll}
\text{a)} & 29 \text{d6} & \text{b)} & 29 \text{dxe6} \\
\text{c)} & 29 \text{f7} & \text{d)} & 29 \text{f8+}
\end{array}\]

29 d6 (a) unlocks Black’s bishop but achieves nothing for White (no points).

29 f7 (c) is worth two points; it applies some pressure but ...\(\mathcal{A}c8\) defends the immediate threats. That leaves the strong 29 dxe6 (b) to pick up three points. The move 29 f8+ (d) is not safe and loses three points.

29 dxe6 \(\mathcal{D}e5\)

\[\begin{array}{llll}
\text{a)} & 30 \text{f8+} & \text{b)} & 30 \text{xc5} \\
\text{c)} & 30 \text{e7} & \text{d)} & 30 \text{wc3}
\end{array}\]

30 \(\mathcal{D}xc5\) (b) and 30 e7 (c) allow 30...\(\mathcal{D}f3+\) 31 \(\mathcal{A}xf3+\) \(\mathcal{A}xf3\) and lose two points from your score.

30 \(\text{wc3}\) (d) is an unnecessarily drastic solution (lose three); after 30...\(\text{wc3}\), the white rook on f2 is pinned and after 31 \(\mathcal{A}xb7\) \(\mathcal{D}d3\) White’s situation has not improved.

You score six points for the best move 30 f8+ (a).

30 f8+ \(\text{xc7}\)

\[\begin{array}{llll}
\text{a)} & 31 \text{f7+} & \text{b)} & 31 \text{f7+} \\
\text{c)} & 31 \text{d7+} & \text{d)} & 31 \text{f2}
\end{array}\]

Drop two points for being careless if you suggested 31 f7+ (a) or 31 f8+ (b). If you worked out that 31 d7+ (c) was mate in two after 31...\(\mathcal{D}xd7\) 32 f7, then your total increases by eight. If you suggested (c) anyway, but did not see the mate, then lose five!. 31 f2 (d) avoids immediate disaster for White and is worth two points, but crucially you have missed a chance to win the game if you suggested it.

31 d7+ 1-0

Now add up your points.

**Less than 10**: Don’t lose heart, better luck next time.

10-30: A tricky game – did you forget to look ahead sometimes?

31-50: A steady performance.

51-70: Your score indicated that you are very talented.

71+: Brilliant! Are you a past, present or future champion?
1 e4 c5 2 d4 c6 3 g3 g6 4 h2 h7 5 d3

The opening, with White not trying to play d2-d4, is a Closed Sicilian.
5...d6 6 e3 e6 7 d2 d7 8 f4 ge7

White's 8th shows his hand. It is now impossible to play h6 without first playing f4-f5. Black takes full advantage of this and completes his development.
9 ef3 ed4

Black moves a piece more than once in the opening, but he has a good reason in that he wants to stop d3-d4 now that he committed his Black pawns to d6, e6 and g6.

Time for you to take over for Black. Here are your starting choices:

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a) 11...b5
b) 11...w6

c) 11...f5
d) 11...xf3+

There are not many places in this book where winning material is not rewarded. However, no score for 12...xf3+ (a), even if you spotted 14 xf3 xb2. The reason is that 15 c3 may embarrass the bishop but, more simply, the fianchettoed bishop is required to defend the king. If you noticed the way to grab the pawn but judged that it was not worth it, then take a bonus point.

12...w6 (b) scores two points, mainly because Black has a plan in mind, which is more than can be said for 12...w7 (d), which gains one point even though Black has wasted a move.

12...b4 (c) gets no points. The move is ‘nearly’ a blunder after 13 c3, but Black can throw in the in-between move 13...xf3+ 14 xf3 w5 and all honours are even.

Black will look for play against White’s queenside pawns.

Summerscale’s 11...w6 (b) is slightly unusual, but is worth two points. Two points also for 11...b5 (a); this is a more popular type of move, with ...b8 and ...b5-b4 a possible follow-up. In this way Black waits for c2-c3 before moving the knight from d4 so as to potentially obtain an open file for his rook. I therefore score 11...xf3 (d) as one point.

Another option is to block White’s f4-f5 plan with 11...f5 (c). This scores one point, but 12 e5 leaves Black’s knight on d4 and pawn on e5 slightly shaky.

11...w6 12 dd1

a) 12...zf3+
b) 12...w1

c) 12...w4

d) 12...w7
White could have played 13 a3 to defend the a-pawn but now the knight on d4 must move so it’s minus two for 13...e5 (d) 14 cxd4 exd4 15 f2 \[\text{\textit{\(x\)a2}, which is not satisfactory for Black. The safe knight moves 13...\textit{\(b\)}5 (b) and 13...\textit{\(d\)}c6 (c) both score one point. 13...\textit{\(f\)}x3+ (a) scores two points; again this is consistent play.\]

13...\textit{\(f\)}x3+ 14 \textit{\(x\)}x3

Going a pawn up now has to be rewarded, even if it does put the queen out of play. So I will give two points for 14...\textit{\(w\)}xa2 (c). The move 14...f5 (a) also scores two because the evidence is that you wish to stop any white attack beginning with f4-f5. If this is the reason that you chose this option then you can ignore the next ten points that get deducted from your score, should you blunder. In addition, I should also point out that after 14...f5 15 e5 \textit{\(a\)}c8 holds everything together nicely.

14...\textit{\(c\)}6 (b) and 14...\textit{\(a\)}c8 (d) are both reasonable moves and score one point.

14...\textit{\(w\)}xa2 15 f5

It is part of White’s plan, but Black has to take. 15...\textit{\(g\)}xf5 (a) only scores one as the king is not quite so well defended as it is after 15...\textit{\(e\)}xf5 (b), which merits three points. 15...\textit{\(c\)}c6 (d) leaves Black cramped after 16 f6 \textit{\(h\)}8, while the move 15...\textit{\(e\)}fe8 is exploited after 15...\textit{\(e\)}fe8 16 f6 and loses you two points.

15...\textit{\(e\)}xf5 16 \textit{\(h\)}h6

Careful defence is required from now on. 16...\textit{\(x\)}xh6 (a) allows the white queen too close to the black king and does not score 16...\textit{\(f\)}xe4 (b) gains one but there are still problems to solve if the game continues naturally with 17 dxe4.

16...\textit{\(c\)}c6 (d) is safe and I will give you one point because I can see the knight heading for the e5-square. Whether you chose this option or not it was worth noticing 16...\textit{\(c\)}c6 17 \textit{\(f\)}xf5 \textit{\(x\)}xf5 18 \textit{\(w\)}xf5 \textit{\(g\)}xf5 19 \textit{\(g\)}g5 \textit{\(h\)}8 20 \textit{\(x\)}g7 mate. You get two bonus points for seeing as far as White’s 19th. Alternatively, 18...\textit{\(x\)}xf6 19 \textit{\(w\)}xf6 gxf5 20 \textit{\(g\)}g5+ \textit{\(h\)}8 21 \textit{\(w\)}f6+ (two bonus points) is perpetual check and a draw unless White wants to try for more with 21 \textit{\(w\)}xf5, with the attack following \textit{\(a\)}c4 and/or \textit{\(e\)}c4 – a bonus of two if you saw that. Another mate follows 17...\textit{\(c\)}e5 18 \textit{\(x\)}xe5 dxe5 19 f6 \textit{\(x\)}x6 20 \textit{\(w\)}xf6 (two points if you observed that).

Summerscale brings a piece to the centre and scores two points with 16...\textit{\(a\)}c8 (c), whilst also keeping adequate protection on his f-pawn.

16...\textit{\(a\)}c8 17 \textit{\(h\)}3
17...\textit{c}6 18 \textit{c}xg7

\begin{itemize}
  \item a) 18...\textit{w}xg7
  \item b) 18...\textit{x}e4
\end{itemize}

In the notes to Black’s 12th move, the reader was alerted to the importance of Black’s dark-squared bishop. Here White has just taken that bishop and if Black makes the obvious recapture with 18...\textit{x}g7 (a), then you score one point. However, if Black plays incorrectly with 18...\textit{x}e4 (b), you lose ten points; White can give checkmate with 19 \textit{f}6 \textit{e}xf3 20 \textit{h}6. Take a bonus of two if you rejected (b) because of this.

18...\textit{x}g7 19 \textit{f}4

\begin{itemize}
  \item a) 19...\textit{x}e4
  \item b) 19...\textit{d}7
  \item c) 19...\textit{e}6
  \item d) 19...\textit{f}6
\end{itemize}

Black can hold on to the two pawn advantage by playing 19...\textit{x}e4 (a) which adds two to your total. 19...\textit{f}6 (d) gains one point and contains the idea of sliding the queen back along the light diagonal in order to defend the king at a later date. White does get one pawn back but if you saw a way to block the kingside with 20 \textit{e}f5 \textit{g}5 then take a bonus point.

19...\textit{d}7 (b) is pointless in more ways than one but it does beat 19...\textit{e}6 (c), which loses three points after 20 \textit{e}f5.

19...\textit{x}e4 20 \textit{d}xe4

17...\textit{x}h6 (a) scores zero for the same reason as given previously, namely 18 \textit{w}xh6 and White’s queen is close to Black’s king. 17...\textit{c}4 (d) is safe enough and therefore scores one. 17...\textit{c}6 (c) puts a little more pressure on the white centre and scores a maximum three. It also avoids the dangerous complications below.

17...\textit{x}e4 (b) scores zero on its own but if you noticed some clever variations then you will reap the rewards. Firstly, let us start with 17...\textit{x}e4 18 \textit{d}xd7 \textit{d}d8 19 \textit{e}xe4 \textit{xd}7. Take two if you noticed this and two more if you noticed that White can try for checkmate with 20 \textit{h}4. If you saw the capture 18...\textit{e}xf3 take two bonus points; I will assume that you saw 19 \textit{e}xe8 \textit{xe}8 as the follow-up there.

If you noticed the aggressive mating idea with 18 \textit{e}xe4 \textit{x}h3 19 \textit{h}4 take four bonus points. Notice how quickly the extra rook has joined the attack. The position now looks scary for Black to defend. For example 19...\textit{f}5 20 \textit{d}xg7 \textit{x}g7 21 \textit{h}6+ \textit{f}6 22 \textit{e}4 \textit{b}1 (forced mate follows after 22...\textit{d}d5 23 \textit{xf}5+ \textit{x}f5 24 \textit{g}4+ \textit{f}6 25 \textit{f}5 26 \textit{h}3+ \textit{g}5 27 \textit{h}4+ \textit{f}5 28 \textit{d}e3+ \textit{xe}3 29 \textit{f}4) 23 \textit{f}1 \textit{xd}3 24 \textit{f}2 \textit{c}2 25 \textit{g}4 mate.
The white pawn capture on the previous move has opened up an attack on the d6-pawn. There's only one safe move, namely 20...d5 (b), which scores one point.

20...f6 (a) and 20...Qg8 (c) both lose a pawn and a point to 21 Qxd6. A worse blunder is 20...f5 (d), which loses two points because of the variation 20...f5 21 exf5 Qxf5 22 Qxe8 Qxe8 23 Qxf5 gxf5 24 Qxf5 when Black's king is exposed.

20...d5 21 Qh4

Black has to defend against White's threat. 21...dxe4 (d) has not found a reason for White's previous move and loses six points because of 22 Qh6+ Qf6

23 Qf1+ Qe5 24 Qf4+ Qd5 25 Qe3 mate. If you chose (d) you can feel relieved that you did not lose more points!

21...h5 (a) scores one and 21...Qh8 (b) scores zero; both offer a better defence for Black, but the latter leaves Black very awkwardly positioned after 22 Qh6+ Qg8.

21...Qg8 (c) is the best move here and scores two. Black places the knight on a passive square in order to defend but maintains some co-ordination for his rooks.

21...Qg8 22 Qe3

22...dxe4 (a) scores two, but offering the exchange of rooks whilst still winning a pawn with 22...Qxe4 (b) is better and scores three.

22...d4 (c) blunders a pawn and two points with after 23 cxd4 cxd4 24 Qxd4+. Finally, the move 22...Qf6 (d) undoes the good of Black's previous defending move and loses three points, mainly because of 23 Qf5!. If you spotted that this dangerous knight check was possible and that it gives White some chances of checkmate, then you can have a bonus of two.

22...Qxe4 23 Qf5+

a) 23...Qxf5
b) 23...Qh8
c) 23...Qf6
d) 23...Qxe1+

Firstly, if you even only vaguely saw White's 25th move coming, then you can have a bonus point. If you suggested 23...Qxe1+ (d), then take eight off your score for making an illegal move. In a game it would be very fortunate for you because
having touched your rook, you should of course move it if you can. However, since you cannot move your rook to escape check you would not be penalised by the touch move rule and would be allowed to play the best move 23...\textit{h}8 (b), which scores three points. I hope that you did not choose 23...\textit{h}8 out of ignorance.

23...gxf5 (a) loses five points because of 24 \textit{g}5+, but you can score two if you noticed that. After the continuation 24...\textit{h}8 White has 25 \textit{xf}5, which nets you a useful bonus of six points, either with or without the exchange on e4. Now checkmate cannot be stopped, e.g. 25...\textit{xe}1+ 26 \textit{g}2 \textit{xb}2+ 27 \textit{h}3 \textit{f}6 28 \textit{xf}6+ \textit{g}8 29 \textit{xh}7 mate. The variation with 23...\textit{f}6 (c) is a blunder and loses five on account of 24 \textit{hx}e4 \textit{dxe}4 25 \textit{d}6+ \textit{g}5 26 \textit{xf}8.

\textbf{23...\textit{h}8 24 \textit{exe}4}

\begin{itemize}
  \item \textit{a}) 24...gxf5
  \item \textit{b}) 24...\textit{dxe}4
\end{itemize}

It always makes sense to capture the most material you can, unless there is a good reason not to. 24...gxf5 (a) loses five points and 24...\textit{dxe}4 (b) gains the obvious one.

\textbf{24...\textit{dxe}4 25 \textit{g}5}

White is threatening checkmate. There’s only one way to stop it out of the choices given, therefore 25...\textit{b}1+ (a) scores two.

25...\textit{xb}2 (b) loses five because of 26 \textit{xh}7+ \textit{h}7 27 \textit{h}4+ \textit{d}6 28 \textit{xh}6+ \textit{g}8 29 \textit{g}7 mate (or 29 \textit{d}7 mate). You can have two bonuses for spotting each checkmate. 25...\textit{e}6 (c) loses five for the same reason, while 25...\textit{h}5 (d) loses five because of the rook sacrifice 26 \textit{hx}5+ \textit{gx}5 27 \textit{g}7 mate. Take two bonuses if you saw this.

If you neglected to notice that Black had the checking choice (a), or that checking was pointless because mate is inevitable and so reluctantly chose (b), (c) or (d), even though you did not want to, then slow down; you are talented, but playing too fast. If it is any consolation, then at least you picked up some bonuses for noticing the fate that awaited Black should he not defend properly.

\textbf{25...\textit{b}1+ 26 \textit{f}1}

\begin{itemize}
  \item \textit{a}) 26...\textit{d}1
  \item \textit{b}) 26...\textit{e}3
  \item \textit{c}) 26...gxf5
  \item \textit{d}) 26...\textit{xb}2
\end{itemize}

First let us score the blunders 26...\textit{e}3 (b) and 26...\textit{xb}2 (d) as minus five; they both allow checkmates already outlined above.

26...\textit{d}1 (a) scores two points. Black can play back to h5 should White sacrifice a rook.

26...gxf5 (c) grabs material and so I must give it three points. If you selected it and analysed ahead (and I hope you did, rather than taking the piece blindly and hoping for the best) then you will be further rewarded. After 26...gxf5 27 \textit{hx}7+ (bonus point) it is important to see whether or not White can give perpetual check and after 27...\textit{hx}7 28 \textit{xf}5+ \textit{g}7 29 \textit{g}5+ \textit{h}7 30 \textit{f}5+ \textit{h}6 31 \textit{f}4+ \textit{g}6 32 \textit{g}4+ \textit{f}6 33 \textit{f}4+ \textit{e}6 34 \textit{g}4+ f5 35 \textit{g}6+ \textit{f}6 it transpires that he cannot and therefore Black wins. Take three bonus points if you also reached this conclusion.
Instead, White may also try 27 \( \text{xf5} \) h6 28 \( \text{g5} \) \( \text{e8} \) (two bonus points for spotting this) 29 \( \text{xe6}+ \) \( \text{xh6} \) 30 \( \text{xh6+} \) \( \text{g8} \) 31 \( \text{g5+} \) \( \text{f8} \) 32 \( \text{xe5+} \) \( \text{e7} \) and once again Black is material up and in little danger of being either checkmated or perpetually checked.

26...\( \text{d1} \) 27 g4

\[
\begin{array}{c}
\text{a)} \ 27...\text{gx}f5 \\
\text{b)} \ 27...\text{e}1 \\
\text{c)} \ 27...\text{e}8 \\
\text{d)} \ 27...\text{xe}4+
\end{array}
\]

A desperate-looking move by White, but he has just blocked off Black’s queen from defending and has therefore renewed some checkmating and perpetual check threats. If you spotted an alternative for White starting with 27 \( \text{xe7} \), then you can have some bonuses. In detail, 27 \( \text{xe7} \) \( \text{xe7} \) 28 \( \text{h6} \) (+1), or 27...\( \text{b}5 \) 28 \( \text{e}5+ \) (+1) \( \text{f6} \) 29 \( \text{gx}g6+ \) (+1) \( \text{g7} \) 30 \( \text{h7+} \) \( \text{g6} \) (+1), or 30 \( \text{c}7+ \) \( \text{f7} \) (+1) \( \text{h7} \) 32 \( \text{f}7+ \) \( \text{h6} \) 33 \( \text{f}8+ \) (this looks likely to end up as a draw by perpetual). In all these variations, exact calculation is required. Notice how easy it would be to slip up and in the last variation play 30...\( \text{gx}g6? \) 31 \( \text{xh7+} \) \( \text{g5} \) when the material advantage for Black counts for nothing in view of 32 \( \text{g7+} \) \( \text{f5} \) 33 \( \text{f4+} \) or 32 \( \text{f4} \) \( \text{h6} \) 33 \( \text{h4+} \) \( \text{h5} \) 34 \( \text{f5+} \) \( \text{g4} \) 35 \( \text{g6} \) mate.

Back to our choices for Black: we can see that 27...\( \text{gx}f5 \) (a) scores one point but if you noticed 28 \( \text{xh7+} \) you can have a bonus of four, because now perpetual does follow 28...\( \text{xe7} \) 29 \( \text{xf5}+ \) \( \text{h6} \) 30 \( \text{f4+} \) \( \text{g6} \) 31 \( \text{f5+} \).

27...\( \text{e}8 \) (c) loses ten because of 28 \( \text{xh7+} \), which has already been mentioned. Better but too drastic a measure is 27...\( \text{xe}4+ \) (d), which loses four points following 28 \( \text{gx}g4 \) \( \text{xf5} \) 29 \( \text{xf5} \) h6.

27...\( \text{e}1 \) (b) covers the h4-square and is the only satisfactory defence, scoring a well-deserved three.

27...\( \text{e}1 \) 28 \( \text{f4} \)

\[
\begin{array}{c}
a) \ 28...\text{e}8 \\
b) \ 28...\text{gx}f5 \\
c) \ 28...\text{f6} \\
d) \ 28...\text{f6}
\end{array}
\]

Again, Black should ask ‘what is the idea of White’s previous move?’ The answer is that White wants to give check on e5 and if Black replies with ...f7-f6 then \( \text{c7} \) threatens mate on g7 and h7. In that case, 28...\( \text{e}8 \) (a) stops White’s plan and scores two points. 28...f6 (d) 29 \( \text{c7} \) does not stop White and so you lose five if you chose this.

28...\( \text{gx}f5 \) (b) allows 29 \( \text{xh7+} \) and a perpetual check and loses one.

28...\( \text{f6} \) (c) is met very strongly by 29 \( \text{e}5 \) (lose three for this choice).

28...\( \text{e}8 \) 29 \( \text{h3} \)

\[
\begin{array}{c}
a) \ 28...\text{e}8 \\
b) \ 28...\text{gx}f5 \\
c) \ 28...\text{f6} \\
d) \ 28...\text{f6}
\end{array}
\]
White has just backtracked slightly, but the queen, rook and knight are still aggressively placed. Therefore, I hope 29...\(\text{Qc7}\) (c) was not chosen. After 29...\(\text{Qc7}\) you can have a bonus of one for spotting each checkmate 30 \(\text{Qe5}\) + \(\text{Qg8}\) 31 \(\text{Qg7}\) mate, or 30 \(\text{Qxh7}\) + \(\text{Qxh7}\) 31 \(\text{Qh6}\) + \(\text{Qg8}\) 32 \(\text{Qg7}\) mate. In the first line, if 30...f6 31 \(\text{Qxf6}\) + are inserted, then this is essentially the same variation and you can only have a bonus point for spotting the mate once.

29...e3 (a) loses a pawn and a point, but it does make White retreat and thus it gives the Black king a bit of a breather after 30 \(\text{Qxe3}\).

29...\(\text{b5}\) (b) scores one as it is safe.

29...gxf5 (d) gets the maximum two. Now it is easier to see that the black king can be defended.

29...gxf5 30 \(\text{Qxf5}\)

a) 30...\(\text{Qg7}\)

b) 30...h6

c) 30...\(\text{Qe3}\) +

d) 30...\(\text{Qf6}\)

The moves 30...\(\text{Qe3}\) + (c) and 30...\(\text{Qf6}\) (d) are not safe and lose five and three points respectively.

30...\(\text{Qg7}\) (a) loses ten as it does not defend h-pawn and allows mate after 31 \(\text{Qxh7}\) + \(\text{Qf8}\)

Black is comfortably ahead on material and should win with some ease. All the moves attack or threaten something and so they all score two points except for 31...\(\text{Qe7}\) (c); this allows 32 \(\text{Qxh6}\) + and Black unnecessarily offers a pawn to White in the short term. Take a bonus if you saw that. If you actually planned longer term and counted on the variation 32...\(\text{Qxh6}\) 33 \(\text{Qxe7}\) \(\text{Qe3}\)+ then you can have two points for choosing (c) too, as Black is still well on top.

31...e3 0-1

Now add up your points and see how you did.

Less than 15: At the very least, you are honest.

16-33: Perhaps you were penalised because you missed some checkmates.

34-54: Sensible suggestions. Do you prefer to attack when you play chess?

55-72: A great score; you overlooked only a few ideas.

73+: Well Done! You must have excelled at finding ‘only move’ defences.

32 \(\text{Qxf7}\).

30...h6 (b) is the only sensible defence and earns one point.

30...h6 31 \(\text{Qxf7}\)
1 d4 e6 2 c4 b6 3 a3 g6

It would not normally be recommended to make so many pawn moves, but had White not played 3 a3 then I am sure that, assuming it would have been safe, Black would have played 3...b4 and not 3...g6.

4 c3 g7 5 e4 e7 6 f3 b7 7 d3 d6 8 0-0 d7

Except for the king and queen, Black’s formation is symmetrical about the imaginary line running between d- and e-files. This type of amusing observation is enough to put you off from playing White in this situation but you have to remember that Black’s pieces are well posted with regard to guarding the central squares.

9 e1 h6 10 h3

10 h4 was suggested here as a better move but instead both players continue their private joke, only Black’s is the funnier following...

10...a6 11 b3

Okay. That is all for now. It might not be your cup of tea, but try playing Black from the diagram below. Although it might look as though Black is trying to play a prank, it must be remembered that this is a serious game.

11...0-0

11...d5 (d) is too committal and scores only one point due to 12 cxd5 exd5 13 e5. Those players trying for a King’s Indian with 11...e5 (b) only score one point. It is not good to hope for 11...e5 12 d5 because White can play 12 d5. Also, I am not convinced after 12 d2 f5 13 g3.

11...0-0 (a) scores two points as Black is safe after 12 d2 h7, but Miles was looking for something quite different in 11...g5 (c), which scores three points.

11...g5 12 c1

a) 12...e8
b) 12...c5
d) 12...f6

d) 12...f6

Straightforward scoring here. 12...c5 (b) scores two points. 12...a8 (a) and 12...f6 (d), which allows 13 d5, score nothing. You can have one point for 12...e5 (c), but it cannot really be good and 13 e2 f5 14 g3 f4 15
\( \text{ch5 shows us why.} \)

**12...c5 13 d5**

a) 13...exd5
b) 13...e5
c) 13...\text{x}c3
d) 13...\text{g}6

13...\text{g}6 (d) is a logical follow-up to the previous move and it is worth two points. 13...exd5 (a) does not score and Black can really end up castling into it here with 14 exd5 0-0 15 \text{x}g5 hxg5 16 \text{x}g5 \text{f}6 17 \text{h}5.

One point for either 13...e5 (b) or 13...\text{x}c3 (c), but Black has still got to determine his strategy.

**13...\text{g}6 14 \text{c}2**

a) 14...\text{e}7
b) 14...\text{c}7
c) 14...0-0
d) 14...\text{f}6

White’s last has sneakily uncovered an attack on the d6-pawn. Black should react to this with 14...\text{e}7 (a) for two points. The move 14...\text{c}7 (b) scores one point because the queen is further away from the action here.

14...0-0 (c) loses one to 15 dxe6 fxe6 16 \text{x}d6, while 14...\text{f}6 (d) loses one and suffers the same fate, which I guess was is easy to miss if you were not concentrating.

**14...\text{e}7 15 \text{d}2**

Black now has to reveal his hand. 15...0-0-0 (a) scores one point, but White’s attack gets going first with 16 b4. Therefore 15...0-0 (b) is best for two points.

15...\text{h}4 (c) damages the pawn structure after 16 \text{x}h4 gxh4, so no points because you are dreaming if you thought the semi-open g-file would be good for Black.

15...b5 (d) loses a point to 16 \text{xb}5; only worse things can happen to Black if he embarks down the line 16...axb5 17 \text{xb}5 \text{xb}2 18 \text{b}1 \text{xa}3 19 \text{c}7+.

**15...0-0 16 \text{cd}1**

a) 16...\text{de}5
b) 16...\text{ge}5
c) 16...e5
d) 16...\text{e}5

It appears as though Black should defend the d-pawn. So you can have one point for 16...e5 (c), even though this leaves the f5-square chronically weak. 16...\text{e}5 (d) scores one too but the fianchettoed bishop is a hefty price to pay and White is better after 17 \text{xe}5 \text{de}5 18 b3.

That leaves 16...\text{de}5 (a) which scores three points. I am assuming that you noticed a tactic involving \text{xf}3+ and \text{de}5 again, which gives Black counterplay. If you chose this option but did not even see the indirect way in which your d6-pawn was attacked then you are lucky; please take off a point.

16...\text{ge}5 (b) is similar and worth two points unless you are lucky because you saw nothing, in which case you get just one point.

**16...\text{de}5 17 \text{xe}5**

a) 17...dxe5
b) 17...\text{xe}5
c) 17...\text{xe}5
d) 17...exd5
17...$\text{exe}5$ (c) scores two points. The difference between (a) and (b) on the previous move can now be seen more clearly: Black now has a knight well posted on g6 which is ready to jump actively into either $e5$ or $f4$. If Black had played differently, then he would only have had the option of ...$\text{dxe}5$ at a later date. Award yourself a point if you realised this.

17...$\text{dxe}5$ (b) is the second best move and worth two points, but only if you realised or remembered that $c4$ is threatened, otherwise take off one. With this in mind, 18 b3 is a good reply.

17...$\text{exe}5$ (a) scores one point and worse still is 17...exd5 (d), which loses three points following 18 $\text{d}xg6\text{ fg6} 19\text{ exd5}$.

17...$\text{exe}5$ 18 $\text{d}d3$

A 'King's Indian' move is 18...$f5$ (d). This scores one point but the position does not hang together for Black after 19 exf5 exf5 20 $\text{wc}2$.

18...$\text{d}f4$ (a) scores two points but better and less hasty is 18...$\text{wf}6$ (b) for three points. 18...$\text{ab}8$ (c) will do for a point as it is safe. You may have played this move because you were worried or predicted White's next, in which case you can have another point.

18...$\text{wf}6$ 19 $\text{a}4$

<table>
<thead>
<tr>
<th>a) 19...$\text{d}f8$</th>
<th>b) 19...$\text{b}5$</th>
<th>c) 19...$\text{ab}8$</th>
<th>d) 19...$\text{g}4$</th>
</tr>
</thead>
</table>

It is no good to play 19...$b5$ (b), which loses a pawn and a point. Likewise, 19...$g4$ (d) loses a point so your attention should have been taken by 19...$\text{wd}8$ (a) which is safe for one point or Miles's intention of 19...$\text{ab}8$ (c), which scores two points.

19...$\text{ab}8$ 20 $\text{xb}6$

<table>
<thead>
<tr>
<th>a) 20...$\text{c}8$</th>
<th>b) 20...$\text{a}8$</th>
<th>c) 20...$\text{xb}2$</th>
<th>d) 20...$\text{xd}5$</th>
</tr>
</thead>
</table>

You score one point for noticing White's threat of $\text{d}d7$ and another two for choosing 20...$\text{c}8$ (a) to prevent it. 20...$\text{ab}8$ (b) and 20...$\text{xb}2$ (c) both lose two points as they fall to the aforementioned move. 20...$\text{xd}5$ (d) is worse and loses five points because of 21 $\text{d}d7\text{ wc}7 22\text{ xf}8\text{ x}f8 23\text{ exd}5$. Sorry, no points for noticing 21 exd5 $\text{xb}6$.

20...$\text{c}8$ 21 $\text{a}4$

<table>
<thead>
<tr>
<th>a) 21...$\text{xb}2$</th>
<th>b) 21...$\text{d}7$</th>
<th>c) 21...$\text{exd}5$</th>
<th>d) 21...$\text{f}4$</th>
</tr>
</thead>
</table>

The knight on a4 defends the pawn on b2.
In that case, it makes sense to attack the knight with 21...\textbf{d}7 (b), which score two points. 21...\textbf{ex}d5 (c) and 21...\textbf{f}4 (d) each score one point.

21...\textbf{x}b2 (a) loses two points because of 22 \textbf{b}1, which set up an irresistible pin in White's favour.

21...\textbf{d}7 22 \textbf{c}3

a) 22...\textbf{b}3
b) 22...\textbf{x}c3

c) 22...\textbf{a}4

d) 22...\textbf{h}8

Black can put White under a lot of pressure with 22...\textbf{b}3 (a) which score two points. You can have one for 22...\textbf{x}c3 (b) with another if you intended 23 bxc3 \textbf{b}3, which will win a pawn; but really, the strong dark-squared bishop is worth more than this now.

22...\textbf{a}4 (c) loses three points and a piece to 23 \textbf{xa}4, while the move 22...\textbf{h}8 (d) is rather misguided, so no points there.

22...\textbf{b}3 23 \textbf{b}1

a) 23...\textbf{xa}3
b) 23...\textbf{x}c3


c) 23...\textbf{xc}3

d) 23...\textbf{f}b8

23...\textbf{f}b8 (d) scores three points and correctly keeps White under pressure. All the threats prey on White's mind now, which is worse for White than the alternatives that all score a point and all win back a pawn. In the lines that follow, notice how in the last of these White goes a pawn down temporarily before he has the last laugh:

1) 23...\textbf{xa}3 24 bxa3 \textbf{xc}3 25 \textbf{e}2 \textbf{xe}1 26 \textbf{xe}1.

2) 23...\textbf{xc}3 24 bxc3 \textbf{xc}3 25 \textbf{e}2 \textbf{xe}1 26 \textbf{xe}1.

3) 23...\textbf{xc}3 24 bxc3 \textbf{xc}3 25 \textbf{xc}3 \textbf{xc}3 26 \textbf{f}1 \textbf{xa}3 27 \textbf{b}6.

23...\textbf{fb}8 24 \textbf{d}1

a) 24...\textbf{x}b2
b) 24...\textbf{ex}d5

c) 24...\textbf{a}4

d) 24...\textbf{b}8b7

You score three points if you chose 24...\textbf{ex}d5 (b). You score an extra one if you made a mental note that White cannot now play the desired \textbf{xd}5 (that is almost a give away). Add another to your score for noting that the light-squared bishop now has more scope.

Less successful but understandable is 24...\textbf{x}b2 (a) for one point. If you calculated 25 \textbf{xb}2 \textbf{xb}2 26 \textbf{a}5 \textbf{xb}1 27 \textbf{xb}1 \textbf{a}1 28 \textbf{d}3 \textbf{a}2 29 \textbf{c}7 \textbf{b}3 30 \textbf{xd}7 \textbf{xd}3, then you should have realised that Black does not want to enter this variation, but well done anyway and you can have a point for spotting White's 26th.

24...\textbf{b}8b7 (d) is safe for one point but the same cannot be said for 24...\textbf{a}4 (c), which
loses two points after 25 \( \text{a}c2 \).

**24...exd5 25 cxd5**

| a) | 25...\( \text{a}b5 \) |
| b) | 25...\( \text{a}f4 \) |
| c) | 25...\( \text{a}f4 \) |
| d) | 25...\( \text{a}d4 \) |

Lose two points for trapping the rook with 25...\( \text{b} \)b5 (a) 26 \( \text{c} \)c2. Lose one point 25...\( \text{f} \)f4 (c) and 25...\( \text{d} \)d4 (d) but give yourself one back if you would have followed up with 26 \( \text{x} \)xa6 \( \text{d} \)e5.

25...\( \text{f} \)f4 (b) is best for three points. Take a point for considering any sacrifice on h3 and another for the sacrifice on g2. A third bonus (making a maximum of six for this paragraph) is due if you examined sacrificing a minor piece on each of the squares g2 and h3, no matter what conclusion you came to.

**25...\( \text{f} \)f4 26 \( \text{x} \)xf4**

| a) | 26...\( \text{a} \)xf4 |
| b) | 26...\( \text{w} \)xf4 |
| c) | 26...gxf4 |
| d) | 26...\( \text{a} \)xd3 |

There is no reason for 26...\( \text{a} \)xd3 (d) which loses two points. You can have one point for 26...\( \text{w} \)xf4 (b) but Black is supposed to be attacking and not exchanging queens. 26...\( \text{x} \)xf4 (a) is sound for two points but best, as we shall see if you haven’t already, is 26...gxf4 (c) for three points.

**26...gxf4 27 \( \text{c} \)c2**

Safe is 27...\( \text{a} \)b7 (c) for one point. 27...\( \text{a} \)f3 (a) scores only one point, even though it is a brave move. The problem is that the rook move itself does not threaten anything and so White can play calmly with 28 \( \text{w} \)e2.

27...\( \text{f} \)f3 (b) scores three points and it looks like the bishops will wreak havoc. Notice how the two bishops are equivalent to the rook and knight, assuming that White will take the exchange.

The best move is 27...\( \text{a} \)xh3 (d) for five points. Should White not capture the rook then not only has Black won a pawn but the rook can then attack the white king down the h-file.

**27...\( \text{a} \)xh3 28 gxh3**

| a) | 28...\( \text{a} \)xh3 |
| b) | 28...\( \text{w} \)h4 |
| c) | 28...\( \text{w} \)g5+ |
| d) | 28...\( \text{a} \)h8 |

It is difficult to find a defence regardless of what Black plays. The best is 28...\( \text{a} \)h8 (d), which scores three points. 28...\( \text{a} \)xh3 (a) just scores one as White has 29 \( \text{f} \)f3; this position is not about grabbing has 29 \( \text{f} \)f3; this position is not about grabbing pawns now, rather Black should be playing for checkmate.
Again White can wriggle after 28...\texttt{w}h4 (b), which scores two points; this time play might continue with 29 \texttt{Q}c3 \texttt{w}h8 30 \texttt{Q}g2 \texttt{a}g8 31 \texttt{f}3.

28...\texttt{w}g5+ (c) scores one point. Take an extra point for noticing 29 \texttt{Q}f1 \texttt{a}xh3+ 30 \texttt{e}2 \texttt{f}3+! 31 \texttt{d}3 \texttt{c}4+.

28...\texttt{h}8 29 \texttt{f}3

\begin{itemize}
  \item a) 29...\texttt{g}8+
  \item b) 29...\texttt{g}5+
  \item c) 29...\texttt{h}4
  \item d) 29...\texttt{a}xh3
\end{itemize}

Black should, in general, get as many pieces attacking as possible. Consistent and good is 29...\texttt{g}8+ (a), which scores three points. 29...\texttt{a}xh3 (d) scores two and anyone who noticed 30 \texttt{Q}f2 \texttt{g}8+ 31 \texttt{Q}g4 \texttt{h}5 can have another one.

Not so good is 29...\texttt{h}4 (c) which just scores one in view of 30 \texttt{Q}f2 \texttt{g}8+ 31 \texttt{Q}g4 \texttt{h}5 32 \texttt{w}h2. The move 29...\texttt{g}5+ (b), scores two points, but only if you saw 30 \texttt{h}1 \texttt{a}g8 31 \texttt{w}h2 \texttt{a}h1 32 \texttt{Q}f1 \texttt{a}xh3 (or 32...\texttt{a}g3).

29...\texttt{g}8+ 30 \texttt{w}h1

\begin{itemize}
  \item a) 30...\texttt{g}5
  \item b) 30...\texttt{h}4
  \item c) 30...\texttt{a}xh3
  \item d) 30...\texttt{a}g3
\end{itemize}

There are several ways to win. In general, Black should try and strip White of his defences and get as many of his own pieces attacking as possible. However, the only way to win is simply to calculate.

30...\texttt{w}g5 (a) scores one point and wins after 31 \texttt{w}h2 \texttt{a}h1 32 \texttt{Q}f2 \texttt{g}8+ 31 \texttt{Q}g4 \texttt{h}5 (see the previous note).

30...\texttt{a}g3 (d) also scores one also, when 31 \texttt{Q}f2 can be expected.

30...\texttt{h}4 (b) scores two. I hope you calculated 31 \texttt{Q}h2 \texttt{h}1 32 \texttt{a}xh3 \texttt{w}h1 33 \texttt{w}h2 \texttt{a}xh3+ 34 \texttt{w}xh3+ 35 \texttt{w}g1 \texttt{w}xh3+ 36 \texttt{w}g3 \texttt{w}xg3 with checkmate.

30...\texttt{a}xh3 (c) scores one point but you can have another if you chose this option and saw 31 \texttt{Q}c2 \texttt{w}h4 32 \texttt{a}d4 33 \texttt{Q}c3 \texttt{w}g1. In this position you can have a point for observing the threat of ...\texttt{w}g1 which leads to mate. A fourth point can be awarded for choice (c) if you saw 31 \texttt{Q}c2 \texttt{w}g1+ 32 \texttt{w}xg1 \texttt{a}d4+ 33 \texttt{w}h1 \texttt{w}h4. White has no more tricks and thus the game is over.

30...\texttt{w}h4 0-1

Now add up your points and see how you did.

\textbf{Less than 18:} Maybe you do not like fianchettoed bishops

\textbf{18-28:} Perhaps you played too safe when winning sacrifices were better.

\textbf{29-43:} Very steady. Did you mistakenly try castling early on?

\textbf{44-54:} Good shooting. Any ideas on how to play against this opening for White?

\textbf{55+:} Great! A loss against this opening and White faces double embarrassment.
There are four games in this chapter. In each game one player castles and wins, the other does not castle and it follows that he loses. In this chapter I have selected games where the attacking player has his queen and, in some cases, the attacks have proved to be quite spectacular. That is not to say that without one's queen one cannot attack because, of course, one can. However, when games contain an early queen exchange then a player must judge whether or not a sufficient amount of material has been exchanged to warrant using the king actively in an (early) ending. This aspect of the game is not dealt with in this book.

In the first of these games below, Black may well have been okay, even though his king was in the centre. Perhaps Khalifman underestimated the strength of g4-g5-g6, an advance which is typical in such a Sicilian. In doing so he failed to play ...g7-g6 at the right time and thus when the position broke open, Black found himself completely uncoordinated.

There is a quite an exceptional move in Spassky’s win; I won't give anything else away but I wonder if you can see it coming. This shows the type of imaginary ideas that people had in an age when computers and databases were not available.

In the last two games of the chapter there is a pawn sacrifice in the opening that gives sustained pressure, which eventually forces the player who has not castled to cave in. Look out for chances to sacrifice in these games in order to keep or seize the initiative. As always, you are rewarded if you can see ahead. If no follow-up can be seen then I would advise that you look for a move that does not lose material and play it safe.
1 e4 c5 2 ∆f3 d6 3 d4 cxd4 4 ∆xd4 ∆f6 5 ∆c3 a6 6 ∆e3 e6 7 f3 b5 8 g4

This is another Najdorf/Scheveningen Sicilian where White has already signalled aggressive intentions.

8...h6 9 ∆d2 ∆bd7 10 0-0-0 ∆b7 11 h4 b4 12 ∆a4 ∆a5

White has already removed his king from the centre but Black continues to play actively with his pieces rather than sort out his king's safety. A fiery battle is sure to ensue, where attacking the enemy king along open lines and having the initiative in general may well be worth a pawn or two. In this exercise, there may be occasions when a safe move is not recognised in the way that it is throughout the rest of this book.

13 b3 ∆c5

Now the reader is thrown in at the deep end and invited to take over with White after the diagram.

a) 14 ∆xc5
b) 14 ∆b2
c) 14 a3
d) 14 g5

You have to find a reason for Black's last move and the answer lies after 15 axb4 (a), which does not score due to the tactic 15 axb4 ∆xb3+ 16 ∆xb3 ∆xa4 17 ∆b2 (note that White also has to be careful on the 17th move). If you chose 15 axb4, then I am assuming that you missed that, but if you did spot that tactic then you can give yourself a bonus.

15 ∆xc5 (b) loses one point and it shows that you have learnt little from the note to White’s 14th move choices. This does not pan out well for White after 15...dxc5 16 ∆xc2 ∆xa3+ 17 ∆b1.

If you chose 15 ∆b1 (d) then you can with a view to capturing the a2 pawn. 14 ∆xc5 (a) loses two points because White is in terrible trouble after 14...dxc5 15 ∆e2 ∆xa2. Probably White should kiss his queenside goodbye with 16 c3 ∆xb3 17 ∆b2, because after 16 ∆d3 ∆e7 17 c4 ∆d8 18 ∆c2 ∆a3+ 19 ∆b1 ∆xd1+ 20 ∆xd1, Black can deal the thunderbolt 20...∆xc4. The move 14 ∆b2 (b) loses three points and is even more trouble for White after 14...∆xa2 15 c4 e5.

Your heart was in the right place if you wanted to attack, but you have to prepare g4-g5 because the immediate 15 g5 (d) loses one point as you cannot recapture with the h-pawn and 14 g5 hxg5 15 ∆xg5 ∆xa4 16 bxa4 ∆e7 leaves White's queenside in a stew.

There's only one move, and that is 14 a3 (c) for two points.

14 a3 ∆c8

Firstly, the Black queen has travelled to a5
have one point as I am assuming that you had at least planned 15 \textit{\textbf{\texttt{b1 \texttt{xa4}}} 16 \texttt{bxa4}}, but Black is doing well after 16...d5. Two extra points for spotting that 16 axb4 \texttt{c3+} is good for Black.

15 \textit{\textbf{\texttt{xb4}}} (c) scores three points and is the best way of keeping the king safe.

15 \textit{\textbf{\texttt{xb4 \texttt{c7}}} \\
\begin{tabular}{l}
\texttt{a) 16 \texttt{xc5}} \\
\texttt{b) 16 \texttt{b1}} \\
\texttt{c) 16 \texttt{b2}} \\
\texttt{d) 16 \texttt{b6}}
\end{tabular}}

16 \textit{\textbf{\texttt{xc5}}} (a) is fine for two points, when 16...dxc5 17 \textit{\textbf{\texttt{a4+ \texttt{d7}}} 18 \texttt{xe2}} is to be expected. 16 \textit{\textbf{\texttt{b1}}} (b) is also worth the same two points. 16 \textit{\textbf{\texttt{b2}}} (c) scores one because praxis shows that it is not good to use the king to defend the a-pawn in this way. We shall return to this later.

16 \textit{\textbf{\texttt{b6}}} (d) loses one point and shows a distinct lack of danger on putting the knight in line with the white queen. 16...\texttt{b8} lands White in trouble.

16 \textit{\textbf{\texttt{b1 \texttt{cd7}}} \\
\begin{tabular}{l}
\texttt{a) 17 \texttt{c4}} \\
\texttt{b) 17 \texttt{d2}} \\
\texttt{c) 17 \texttt{b2}} \\
\texttt{d) 17 \texttt{c1}}
\end{tabular}}

17 \textit{\textbf{\texttt{c4}}} (a) scores one point for showing some eagerness to exchange queens while Black is building up an attack. You may have noticed that Black can win back a pawn but chose this anyway, or you may have seen Black’s follow-up and rejected 17 \textit{\textbf{\texttt{c4}}}. Whatever the case, you can have a bonus if you saw 17 \textit{\textbf{\texttt{c4}}} d5 18 \textit{\textbf{\texttt{xc7 \texttt{xc7}}} 19 \texttt{exd5 \texttt{xd5}}, and a further point if you saw 20 \textit{\textbf{\texttt{c1 \texttt{b7}}}} when White cannot defend everything satisfactorily. There’s another point for concluding that White is best off playing 20 \textit{\textbf{\texttt{d2 \texttt{xa3}}} once he has embarked on line (a). Note, that if the move 16 \textit{\textbf{\texttt{b2}}} had been played, rather than 16 \textit{\textbf{\texttt{b1}}, then 17...\texttt{a5} 18 \textit{\textbf{\texttt{c2}}} d5 would be a serious possibility for Black, when he eyes up the a-pawn with check.

17 \textit{\textbf{\texttt{d2}}} (b) is the best move for two points. 17 \textit{\textbf{\texttt{b2}}} (c) and 17 \textit{\textbf{\texttt{c1}}} (d) each lose one point; both allow Black to build up nicely with 17...d5.

17 \textit{\textbf{\texttt{d2}}} d5

\begin{tabular}{l}
\texttt{a) 18 \texttt{b4}} \\
\texttt{b) 18 \texttt{c5}} \\
\texttt{c) 18 \texttt{a2}} \\
\texttt{d) 18 \texttt{h3}}
\end{tabular}

18 \textit{\textbf{\texttt{b4}}} (a) does not score because of 18...dxe4 and White has not really done any favours to his own king. 18 \textit{\textbf{\texttt{c5}}} (b) scores one point but Black’s pieces come flooding forwards after 18...\texttt{xd5} (for an extra point you will have noticed that 18...\texttt{xd5} allows 19 \textit{\textbf{\texttt{xa6}}}).

18 \textit{\textbf{\texttt{a2}}} (c) also misses the mark and any points as Black is spoilt for choice with either 18...dxe4 or 18...c5 19 \textit{\textbf{\texttt{f5}}} d4 20 \textit{\textbf{\texttt{g1}}} \textit{\textbf{\texttt{xc2}}+}.

That leaves the move 18 \textit{\textbf{\texttt{h3}}} (d) to top score with three points. White has now connected his rooks and by developing, White increases his chances of being able to do some damage to Black’s position even though it may not be immediately obvious what that is.

18 \textit{\textbf{\texttt{h3}}} dxe4
The best form of defence is attack and so 19 g5 (c) is best and the only way to get a positive two points. Notice how consistent this was with White's previous moves.

The alternatives are all poor defending attempts and all lose two points as they allow Black's attack to gather steam. The choices all favour Black, for example:

1) 19 fxe4 \( \text{\#e4} \) 20 \( \text{\#d3} \) \( \text{\#e5} \) 21 \( \text{\#c2} \) \( \text{\#g3} \), or 20 \( \text{\#c1} \) \( \text{\#xa3} \), or 20...e5 21 \( \text{\#f5} \) \( \text{\#xc2+} \) 22 \( \text{\#a1} \) \( \text{\#xb3} \).

2) 19 \( \text{\#a2} \) exf3 or 19...e5.

3) 19 \( \text{\#f1} \) exf3 or 19...e5.

19 g5 hxg5

Still it is possible for White to give something for Black to think about and keep the momentum going. That is to say that White can attack Black's pieces with 20 hxg5 (b), which scores two points.

You can have one for 20 \( \text{\#xg5} \) (a). However, 20 fxe4 (c) loses two points and 20 \( \text{\#xe6} \) (d) is getting far too carried away; that loses three points because of 20...fxe6 21

\( \text{\#xe6} \) \( \text{\#e5} \) 22 \( \text{\#xg5} \) \( \text{\#xa3} \).

20 hxg5 \( \text{\#d5} \)

A tough choice here. Firstly, if you are well acquainted with this type of position, then you may have wanted to play 21 g6 (a) in order to create some semi-open files in White's favour. Indeed, you would have been correct to think that in general this is a good move to make. However, you lose three points because you did not find Black's counter in the form of 21 g6 \( \text{\#xh3} \) 22 \( \text{\#xh3} \) \( \text{\#xe3} \) 23 \( \text{\#xe3} \) \( \text{\#e5} \), when White is left not being able to defend himself. If you did choose (a) and you consider that you are a fairly experienced player and you did not see 21...\( \text{\#xh3} \) as a good reply by Black, then take off two points from your score.

21 \( \text{\#xe6} \) (c) scores four points but only if you intended 21...\( \text{\#xh1} \) 22 \( \text{\#xd7+} \) \( \text{\#xd7} \) 23 \( \text{\#xh1} \) exf3. Anything else only scores one for brevity. In addition, if you were able to see the potential fork that Black could fall for which comes to light after the sequence 24 \( \text{\#f2} \) \( \text{\#xa3} \) 25 c4, then give yourself an extra two points.

21 \( \text{\#f2} \) (d) is a calmer approach and you can have one point for it. 21 fxe4 (b) scores two points only, even though it was the choice of the Indian superstar during the game.

21 fxe4 \( \text{\#xe3} \)

The recapture with 22 \( \text{\#xe3} \) (a) scores one point and if you could not see it before then I hope you can see that now that is obvious. The other choices each lose three points for a variety of mishaps:
Multiple Choice Chess

1) 22 \text{\textit{f5 xe5}} 23 \text{\textit{hx1 xf5}} 24 \text{\textit{xe3 x8}}

2) 22 \text{\textit{x6 xh1}} 23 \text{\textit{xd7+ xd7}} 24 \text{\textit{hx1 xc2}}

3) 22 \text{\textit{g6 dx1}} 23 \text{\textit{xf7+ e8}}

With the last of these, you can have an extra point for noticing 23 \ldots \text{\textit{xf7}} 24 \text{\textit{x6+ e8}} 25 \text{\textit{hx8}} whether you chose it or not. I should add though, that if you did choose it and got excited by the prospect of uncoiling your bishop like that, then you have to think deeper and see if Black can avoid your tactic.

22 \text{\textit{xe3 e5}}

23 \text{\textit{g2}}

23 \text{\textit{g6}}

23 \text{\textit{xe6}}

23 \text{\textit{hf1}}

24 \text{\textit{xe6}} (a) scores just one point. To enter a position where Black has his king stuck in the centre but a gigantic knight on e5 is indeed bold, but bad. White does not have a follow-up after 24 \ldots \text{\textit{fxe6}} 25 \text{\textit{xc6 e7}}.

24 \text{\textit{g2}} (b) scores two points for being safe, but it is not really in the spirit of the position. 24 \text{\textit{xe6}} (d) loses two points because any future ideas of playing f7 or d7 are put on the back-burner while the black knight remains on its central post.

24 \text{\textit{g6}} (c) scores a maximum four points and is the move that is most scary for Black to deal with.

24 \text{\textit{e6}}

White has got his pawn sacrifice in now and on reflection it would have been better if Black had played 23 \ldots \text{\textit{g6}}.

24 \ldots \text{\textit{xe6}}

25 \text{\textit{xc6}}

25 \text{\textit{xe6}}

25 \text{\textit{xf7}}

25 \text{\textit{c4}}
For some time now, White has been improving the position of his pieces. This process is now complete so White has to look at whether or not he can break through. The three sacrifices given in the list all deserve attention and all leave the Black king a little bare.

25 $\text{Rx}\text{f7}$ (c) is a mistake and loses two points. The rook is too valuable a piece to give away, and as can be seen from choice (a) and (b), the rook causes Black a lot of problems when the f-file becomes open. After 25...$\text{Rx}\text{f7}$ 26 $\text{Rx}\text{xe6}$ $\text{Wf4}$ 27 $\text{Wxf4}$ $\text{Dxf4}$ 28 $\text{Rx}\text{c8}$ $\text{Rx}\text{c8}$ the attack has run out of steam and sound endgame technique will win for Black from here.

25 $\text{Dxe6}$ (a) scores two points and leaves Black, after 25...$\text{fxe6}$ 26 $\text{Dxe6}$, having to meet three threats of $\text{Dd7+}$, $\text{Df7+}$ and of course, $\text{Dxc8}$. You can score a point for noticing each one. If you rejected 25 $\text{Dxe6}$ because you thought Black can put his knight back on e5 then take two points. This may have been either with or without the capture on c2, but the conclusion is that Black can give back an exchange to escape a real danger of being checkmated. In addition, because White is only threatening to win an exchange after the 26th move, Black has time to conjure up 26...$\text{Wxc2+}$ 27 $\text{Da1}$ $\text{De5}$ 28 $\text{Dxc8}$ $\text{Ah2}$ and now White is helpless. Another two points is due if you spotted that, when I am assuming also that you rejected this choice for White.

25 $\text{Dxe6}$ (b) is best for four points but the real test is whether you chose the move because you made the right calculations or whether you were just lucky.

25 $\text{c4}$ (d) is the only alternative open to you if you were not confident enough to sacrifice. You can have a point because it is safe and White’s position does not deteriorate immediately after the continuation 25...$\text{Wxe5}$ 26 $\text{Dg2}$.

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25 $\text{c4}$ (d) is the only alternative open to you if you were not confident enough to sacrifice. You can have a point because it is safe and White’s position does not deteriorate immediately after the continuation 25...$\text{Wxe5}$ 26 $\text{Dg2}$.
It is not the spirit and it is generally not good to exchange pieces when you are attacking the enemy king with a material deficit. 28 \( \square \text{xf8} \) (a) and 28 \( \text{xf8}+ \) (b) each score only one point because of 28 \( \text{xf8}+ \) \( \text{xf8} \) 29 \( \text{xf8}+ \) \( \text{xf8} \) and 28 \( \text{xf8}+ \) \( \text{xf8} \) 29 \( \text{xf8} \) \( \text{xf8} \).

28 \( \square \text{d4} \) (d) scores two points as it contains a threat. If the White knight lands on f5, then this cause Black some problems. So 28...g6 is an adequate antidote.

28 \( \text{d8}+ \) (c) is the best move for four points, but once again the real trick is to have worked out why and not to look again at your chess board now that I have said that it is a good move.

28 \( \text{d8}+ \) \( \text{xd8} \)

You can have two points if you planned ahead and saw 29 \( \text{xd8} \) \( \text{xd8} \) 30 \( \text{xb7} \) \( \text{c7} \) and another one if you saw 31 \( \text{xa6} \).

The really smart move to see ahead was 29 \( \text{c7}+ \) (c) for five points. Now 29...\( \text{d7} \) 30 \( \text{xb7} \) earns you another one because of

30...\( \text{b4} \) 31 \( \text{b5}+ \) \( \text{e6} \) 32 \( \text{f7}+ \) \( \text{e5} \) 33 \( \text{f5} \) mate, and your reward is two if you saw that. If you saw 30...\( \text{b8} \) 31 \( \text{d1}+ \) give yourself another point in view of 31...\( \text{d6} \) 32 \( \text{c5}+ \) \( \text{d8} \) 33 \( \text{xb8} \) mate. Remember, only count what you planned when you chose 28 \( \text{d8}+ \); if you did not plan ahead and were just playing one move at a time, then you score just one point for selecting either (a) or (c).

It is an awful waste of effort to swap with 29 \( \text{xd8}+ \) (b) and that loses three points due to the position that you find yourself in after 29...\( \text{xd8} \) 30 \( \text{xd8} \) \( \text{xd8} \). The move 29 \( \text{xf8} \) (d) is worse and loses five points due to 29...\( \text{xf8} \).

29 \( \text{c7}+ \) \( \text{xc7} \)

Only one decent move here, I hope you were able to decide quickly and confidently for one point on 30 \( \text{xc7} \) (a). Lose two for 30 \( \text{f2} \) (b) and eight for anything else.

30 \( \text{xc7} \) \( \text{d7} \)

White has played well over the last few moves and if you selected the right moves you will have scored well, even though White is a point down on material. In compensation White has a safe king whereas Black’s king is exposed. Imagine the transformation in Black’s favour if Black was allowed to place his king on a8 and play 30...\( \text{e6} \).

We can continue the game now where White has some heavy pieces with which to conduct a big attack. It is important for White not to lose time so he must either check or attack one of Black’s pieces if that is possible.
It turns out that 31 \textit{\textbf{b}}\text{f}5+ (a) gives Black a better chance of co-ordinating his forces than 31 \textit{\textbf{b}}\text{b}8+ (b). So two points for 31 \textit{\textbf{b}}\text{e}5 \textit{\textbf{a}}\text{c}7 32 \textit{\textbf{c}}\text{c}5, but three points for 31 \textit{\textbf{b}}\text{b}8+.

31 \textit{\textbf{c}}\text{c}3 (c) does not put Black under maximum pressure, so one point if you suggested it. 31 \textit{\textbf{c}}\text{c}3 \textit{\textbf{d}}\text{d}6 is a good continuation for Black but if Black is lazy and you noticed 31...\textit{\textbf{x}}\text{xe}4 32 \textit{\textbf{b}}\text{b}4 (or 32 \textit{\textbf{e}}\text{e}1 ) 32...\textit{\textbf{x}}\text{x}b4 33 \textit{\textbf{w}}\text{x}b4 \textit{\textbf{b}}\text{b}7 34 \textit{\textbf{c}}\text{c}6 then you can have one point extra. 31 \textit{\textbf{a}}\text{a}5 (d) also scores one point.

31 \textit{\textbf{b}}\text{b}8+ \textit{\textbf{e}}\text{e}7

32 \textit{\textbf{c}}\text{c}5+ (a) top scores with three points and 32 \textit{\textbf{f}}\text{f}4 (d) is second best for two points. 

32 \textit{\textbf{a}}\text{a}7 (b) is not advisable as it tucks the queen away in a far off area of the board, so just one point for this. You can have a second point if you opted for this because of 32 \textit{\textbf{a}}\text{a}7 \textit{\textbf{x}}\text{xe}4 33 \textit{\textbf{w}}\text{x}a6; this is good to try of planning ahead. However, Black is far better advised to play 32...\textit{\textbf{c}}\text{c}6. There are not many pieces in the queen's way if you place the queen on a central square like e5, then you can see that the queen exerts a lot of influence around the rest of the board. The queen and rook together in such a position are worth a lot more than the combined fourteen points that we have been brought up to believe. Out of the action like on a7, however, and the queen is worth closer to or perhaps less than its value of nine.

32 \textit{\textbf{b}}\text{b}6 (c) just about avoids disaster. You can have one point for it but in a game you would have to find the miraculous 32 \textit{\textbf{b}}\text{b}6 \textit{\textbf{d}}\text{d}6 33 \textit{\textbf{a}}\text{a}7 \textit{\textbf{e}}\text{e}7 34 \textit{\textbf{d}}\text{d}5+, otherwise your queen would get trapped! To get your piece back you would then have 34...\textit{\textbf{x}}\text{x}d5 35 \textit{\textbf{w}}\text{d}4 \textit{\textbf{d}}\text{d}6 36 \textit{\textbf{w}}\text{x}d5. Note also that Black cannot do any better than this because if 33...\textit{\textbf{c}}\text{c}5, then 34 \textit{\textbf{c}}\text{c}8+ is another splendid move that White has up his sleeve.

32 \textit{\textbf{e}}\text{e}5+ \textit{\textbf{e}}\text{e}6

\begin{itemize}
  \item \textit{\textbf{a}}) 33 \textit{\textbf{b}}\text{b}6
  \item \textit{\textbf{b}}) 33 \textit{\textbf{c}}\text{c}3
  \item \textit{\textbf{c}}) 33 \textit{\textbf{g}}\text{g}1
  \item \textit{\textbf{d}}) 33 \textit{\textbf{f}}\text{f}5
\end{itemize}

White wants to keep making threats and keep using and combining all of his pieces. From a practical point of view, if nothing else, Black may fall for something fatal in such a position.

33 \textit{\textbf{b}}\text{b}6 (a) is obviously attacking a rook and so it scores two points but it does allow Black to bring his bishop back to aid in the defence with 33...\textit{\textbf{d}}\text{d}6. The move 33 \textit{\textbf{g}}\text{g}1 (c) is stronger and threatens the g7-pawn, with more to follow, so three points for that.

33 \textit{\textbf{c}}\text{c}3 (b) earns just one as it allows 33...\textit{\textbf{d}}\text{d}6, when the white queen is attacked but the black rook is not.

33 \textit{\textbf{f}}\text{f}5 (d) loses one because it allows the exchange of rooks with 33 \textit{\textbf{w}}\text{f}5 \textit{\textbf{e}}\text{e}8 34 \textit{\textbf{w}}\text{x}f1+ 35 \textit{\textbf{w}}\text{x}f1, when White's queen would become ineffective.

33 \textit{\textbf{g}}\text{g}1 \textit{\textbf{f}}\text{f}7

\begin{itemize}
  \item \textit{\textbf{a}}) 34 \textit{\textbf{e}}\text{e}1+
  \item \textit{\textbf{b}}) 34 \textit{\textbf{f}}\text{f}5+
  \item \textit{\textbf{c}}) 34 \textit{\textbf{b}}\text{b}6
  \item \textit{\textbf{d}}) 34 \textit{\textbf{c}}\text{c}3
\end{itemize}

It is useful for White that the black king is on an open file because if the white queen or rook become attacked, then it is easy to
check and escape attack, and if White is also threatening one of Black’s pieces with say, the knight, then White would be able to take that piece after Black has got out of check.

34 $\text{xf1}$ (a) just repeats and scores one point. Even if White cannot find some punishing moves, then it is difficult to see how Black can actually coordinate well enough to win. Therefore, there should not really be any question about White agreeing to a draw.

34 $\text{f5}$+ (b) also scores one point since there is nothing obvious that gives White a clearly winning position in the line 34...$\text{e7}$ 35 $\text{b6}$ $\text{d6}$ 36 $\text{c4}$ $\text{c5}$ 37 $\text{xd6}$ $\text{xd6}$ 38 $\text{g6}$ $\text{c8}$.

34 $\text{b6}$ (c) is logical and scores three points. 34 $\text{c3}$ (d) allows Black time to gather together with 34...$\text{c5}$ and does not score.

34 $\text{b6}$ $\text{hd8}$

a) 35 $\text{xd7}$

b) 35 $\text{f5}$+

c) 35 $\text{a2}$

d) 35 $\text{d5}$

Winning an exchange only puts White a point up on material and since the rooks are struggling to defend themselves anyway, there is no rush to play 35 $\text{xd7}$ (a) for two points. Black can then resurrect a defence with 35 $\text{xd7}$ $\text{xd7}$ 36 $\text{f5}$+ $\text{e7}$ 37 $\text{g6}$ $\text{d6}$.

35 $\text{f5}$+ (b) also wins an exchange, so two points for it. Note that the check could be useful for Black in the line 35 $\text{f5}$+ $\text{e7}$ 36 $\text{g6}$ $\text{d1}$+ 37 $\text{a2}$ $\text{d6}$ 38 $\text{c4}$ $\text{b4}$ 39 $\text{xd6}$ $\text{xd6}$.

35 $\text{a2}$ (c) scores top marks with three points. After some calculations, it is revealed that it is not easy for Black to know where to put the bishop after. 35...$\text{d6}$ allows a quick $\text{f5}$ and $\text{g6}$ (award yourself two points if you spotted that idea without being told since reading the note to choice 'b' on White’s 34th move). 35...$\text{c5}$ allows White to grab the exchange again before going for a quick $\text{f5}$+ and $\text{g6}$, which in turn threatens $\text{xe6}$ and $\text{xc5}$ (two points if you saw that). 35...$\text{b4}$ allows White to take the exchange and then drop a neat series of moves that leaves him winning the ending by using his king on the dark squares viz. 36 $\text{xd7}$ $\text{xd7}$ 37 $\text{g6}$ (two points if you saw that; note how Black does not have a useful check on d1) 37...$\text{d6}$ 38 $\text{xe6}$ (and another two points if you saw this far ahead) 38...$\text{xe6}$ 39 $\text{c7}$+ $\text{e7}$ 40 $\text{c4}$+ $\text{f8}$ 41 $\text{xb4}$ $\text{xc4}$.

35 $\text{d5}$ (d) undoes most of the good work to date and loses two points because of 35...$\text{xd5}$ 36 $\text{exd5}$ $\text{xd5}$.

35 $\text{a2}$ $\text{f8}$

At first glance, there seems to be nothing better than 36 $\text{xd7}$ (b), which scores three points. As a matter of fact, 36 $\text{f5}$+ (a) is more exact but as the difference is so slight, that also scores just the three points.

36 $\text{g6}$ (c) is flashy but worth just one because, in contrast to a position when the bishop was on b4, the g7-pawn is now defended and so 36...$\text{c5}$ is possible. Notice how Black is happy to give away the exchange rather than hang on to it with 36...$\text{d6}$ 37 $\text{f5}$+ $\text{e7}$ 38 $\text{d5}$+. A point for spotting that variation because after
38...\texttt{Ex}d5 39 exd5 Black is stuck for a way to escape trouble. Another point is the reward if you realised this.

36 \texttt{Cc}4 (d) does not score but you can have one point for seeing 36...\texttt{Ad}1 37 \texttt{Ex}d1 \texttt{Ex}d1 38 \texttt{Wh}5+. Naturally Black should avoid this – 36...\texttt{Dd}4 seems good.

36 \texttt{Lx}d7 \texttt{Ex}d7

\begin{enumerate}
\item a) 37 \texttt{Wh}5+
\item b) 37 \texttt{Wf}5+
\item c) 37 \texttt{If}1+
\item d) 37 \texttt{Gg}6
\end{enumerate}

The strongest move is 37 \texttt{Wf}5+ (b) for three points. Of independent significance is 37 \texttt{If}1+ (c). Give yourself one point for this move and an extra point if you saw that 37...\texttt{Ec}7 38 \texttt{Xf}8 \texttt{Xf}8 39 \texttt{Xe}6 also wins for White.

37 \texttt{Wh}5+ (a) is a case of ‘patzer sees a check’ and this does not score here. 37 \texttt{Gg}6 (d) also scores no points and it is a case of confusion between remarks about earlier positions. 37...\texttt{Cc}5 is again acceptable for Black.

37 \texttt{Wf}5+ \texttt{Le}7

\begin{enumerate}
\item a) 38 \texttt{Bb}2
\item b) 38 \texttt{Cc}4
\item c) 38 \texttt{Xf}1
\item d) 38 \texttt{Gg}6
\end{enumerate}

38 \texttt{Xf}1 (c) scores four points and leaves Black without a good reply. 38 \texttt{Gg}6 (d) makes a threat so I will give you two points, but Black can defend with 38...\texttt{Ad}6, which has been mentioned before.

38 c4 (b) scores one point, but after 38 c4 \texttt{Ad}4 39 \texttt{Ce}1 Black is beginning to turn the tables. 38 \texttt{Bb}2 (a) is also a miserable move and this also gains only one in view of 38...\texttt{Ad}4.

38 \texttt{Ff}1 \texttt{Ec}8

\begin{enumerate}
\item a) 39 e5
\item b) 39 \texttt{Xf}8+
\item c) 39 \texttt{Wf}7+
\item d) 39 b4
\end{enumerate}

You are very much along the right lines if you selected 39 \texttt{Wf}7+ (c) for three points. 39 e5 (a) looks tempting for two, but Black can defend everything for the time being with 39...\texttt{Ad}4 40 \texttt{Wf}7+ \texttt{Ad}8.

39 b4 (d) is safe but completely illogical, so no score there.

You are having us on if you chose 39 \texttt{Xf}8+ (b), which is a really random move, so toss a coin to determine whether or not you lose ten points. Heads you lose, tails your score does not change. If you cannot find a coin, then lose ten anyway.

39 \texttt{Wf}7+ \texttt{Gd}6

\begin{enumerate}
\item a) 40 \texttt{Ad}1+
\item b) 40 e5+
\item c) 40 \texttt{Gg}1
\item d) 40 \texttt{Wf}2
\end{enumerate}
40 e5+ (b) is the simplest for three points. If you saw 40...\(\texttt{\textbullet}x\texttt{e}5 41 \texttt{\textbullet}e1+, then you score an extra point. One extra for spotting 40...\(\texttt{\textbullet}d5 41 \texttt{\textbullet}d1+, and one extra for seeing 41...\(\texttt{\textbullet}c5 42 \texttt{\textbullet}xd7 \texttt{\textbullet}xd7 43 \texttt{\textbullet}xd7.

You can have one point for 40 \(\texttt{\textbullet}d1+ (a), which also wins sufficient material to make life easy after 40...\(\texttt{\textbullet}c7 41 \texttt{\textbullet}xe6. One more point for spotting this and another if you saw further to the line 41...\(\texttt{\textbullet}xd1 42 \texttt{\textbullet}f7+ \texttt{\textbullet}d7 43 \texttt{\textbullet}xf8.

If you saw variations (a) and (b) in their entirety and chose (b), then you should have scored a total of eight points here. If you chose (a), then you are up six in total. However, this would be a disappointing conclusion to reach, so please take off two from your score if you chose (a) after seeing all the variations. Your task for White to win is slightly harder with 40 \(\texttt{\textbullet}d1+.

40 \(\texttt{\textbullet}f2 (d) would be disappointing if you selected it, but you can have one for 40 \(\texttt{\textbullet}f2 \texttt{\textbullet}c6, which is more than can be said for 40 \(\texttt{\textbullet}g1 (c). In that case I suggest you get your coin out again: heads you lose ten with tails being a let-off.

40 e5+ 1-0

Black resigns; he will be heavily down on points as indicted and White still has his queen left.

Now add your score up and see how you did.

**Less than 18:** Try to use the choices a-d next time, they should help you.

**18-36:** This was a hard game, I hope you enjoyed it if nothing else.

**37-56:** Good. You are about half way. I hope you did not need help from the coin.

**57-74:** A seriously good score. Compare your score to a friend’s perhaps.

**74+:** Well done! Do you play like this in over the board matches?
Playing against flank openings can take a bit of getting used to. On the one hand, a player can use them as a slow and subtle way of starting the game. Psychology being what it is, this can cause the respondent to overreact. However, here it is Larsen who deviates and plays the game rather provocatively.

3 c4 c6 4 d3 e4 5 d4 d5 6 cxd5 dxc6 7 e3 f5 8 c2 e7 9 e2 0-0-0

Please take over from Black by selecting a move from the selection after the diagram.

10 b3 e5 2 b2 c6

10...\textit{b}e8 (a) and 10...\textit{b}8 (b) cannot be criticised, but White’s play has also come out okay after 11 \textit{c}3, so just one point for these choices.

10...\textit{g}4 (c) is an attempt to do something quite different and is worth five points. A special move, particularly if you have calculated ahead.

10...\textit{d}3 (d) is a nice try for one point. If White accepts then I am sure that Black can find something after 11...\textit{e}3 12 c3 \textit{g}4, 12 c1 \textit{g}4, 12 d1 \textit{xe}3 13 dxc3 \textit{xe}3+ 14 f1 d2 or 12 \textit{xf}6 dxc2 13 \textit{xe}7 c1++.

You can have a point for considering at least three of the four given options for White. To score an extra point I would like to see you considering declining the sacrifice, whether you chose this move or not. Black is not successful after 11 \textit{c}3 \textit{h}d8 12 0-0-0 \textit{d}7. The problem is that the rook on d3 does not actually do anything and one day White will take it without any sufferance; to avoid this Black must lose time and retreat.

10...\textit{g}4 11 \textit{g}3

11...\textit{c}3 (a) scores four points. 11...\textit{hg}8 (d) scores one point; I am sure it did not cross Spassky’s mind to play this and after 12 h3 h6 13 \textit{c}3 g5 14 0-0-0 \textit{xf}4 15 \textit{xf}4 White is fine. You can score an extra point if...
you intended 12...\(\text{b}x\text{e}3\), which is a close relative of variation (a), but the inclusion of h2-h3 and \(\text{g}8\) must favour Black. You did well to see the sacrifice on e3 and restrain your self from doing it immediately. Help yourself to additional points as appropriate by reading below.

11...\(\text{b}x\text{e}3\) (a) loses one point, but it is an interesting try. The line 12 dxe3 \(\text{d}x\text{e}3\) 13 a3 \(\text{f}2\)\(+\)

(or 13...\(\text{w}c5\)) 14 \(\text{f}1\) \(\text{w}c5\) looks more than worth it from Black’s point of view. Award yourself a bonus for spotting the bishop check idea. After 13 \(\text{c}3\) \(\text{d}2\) 14 \(\text{x}d2\) \(\text{x}d2\)\(+\) 15 \(\text{x}d2\) e3+ 16 \(\text{e}1\) \(\text{d}8\) 17 \(\text{d}1\) White is doing okay as he has grabbed a lot of pieces for the loss of his queen. Give yourself a point and make that two if while judging whether this favours White or not you remembered that White cannot castle. Better still for White, however, is 13 \(\text{c}3\) \(\text{d}4\) 14 \(\text{c}1\) \(\text{c}5\) 15 \(\text{d}2\). This is a good reason not to sacrifice in the first place.

11...\(\text{h}5\) 12 \(\text{h}3\)

\(\text{a})\) 12...

\(\text{b})\) 12...

\(\text{c})\)

\(\text{d})\) 12...

12...\(\text{h}4\) (c) scores three points but the real test is to find out what you calculated.

12...\(\text{f}6\) (d) scores two points, but with care White can get his king safely castled after 13 \(\text{c}3\) \(\text{w}6\) 14 \(\text{f}1\) \(\text{h}8\) 15 0-0-0.

12...\(\text{x}c3\) (a) loses one point. Again it is only with difficulty that White can defend after 13 dxe3 \(\text{x}e3\) 14 \(\text{c}3\) \(\text{d}4\) 15 \(\text{c}1\) \(\text{c}5\) 16 \(\text{d}2\). Put another way, Black still has to show he has enough compensation for the sacrificed material.

12...\(\text{x}e3\) (b) loses four points. White can safely grab a piece with 13 dxe3 \(\text{x}e3\) 14 \(\text{w}c3\) \(\text{d}4\) 15 \(\text{c}1\) \(\text{c}5\) 16 \(\text{d}2\). Although even in this line White has 16 \(\text{w}c3\).

12...\(\text{h}4\) 13 \(\text{h}x\text{g}4\)

\(\text{a})\) 13...

\(\text{b})\) 13...\(\text{x}g3\)

\(\text{c})\) 13...\(\text{d}7\)

\(\text{d})\) 13...\(\text{h}7\)

If you really could not see these variations,
then you had to choose a safe move like 13...\texttt{d7} (c), which allows 14 \texttt{c3}, or 13...\texttt{h7} (d), which has a drawback of losing the h4-pawn. Score one point for either of these options. 13...h3 (a) straightforwardly loses four points to 14 gxf5.

13...hxg3 (b) scores four points, although really you needed to be able to justify this move somehow. 14 \texttt{hxh8} \texttt{xe8} 15 \texttt{c3} (or 15 gxf5) 15...\texttt{h1}+ 16 \texttt{f1} g2 wins for Black, as does 15 \texttt{f1} \texttt{h1} 16 \texttt{e2} \texttt{xg4}+, 15 \texttt{f1} \texttt{h1}+ 16 \texttt{g2} \texttt{h4} and 15 d4 g2 (or 15...\texttt{xd3} 16 \texttt{xd3} \texttt{xe3}+ 17 \texttt{c2} \texttt{h1} mate) 16 \texttt{f2} \texttt{h4}+ 17 \texttt{xg2} \texttt{h1}+ 18 \texttt{g3} \texttt{h3}+ 19 \texttt{f2} \texttt{h2}+ 20 \texttt{g3} \texttt{g2} mate. You get three points for calculating at least four of the six ways given; if you were less thorough but you spotted something, then you score just one point.

13...hxg3 14 \texttt{g1}

14...\texttt{h1} (a) scores six points. An incredible move that if you foresaw, thereby also seeing White's attempted defence of 14 \texttt{g1}, then you score an additional three points. Another point is due if you saw that Black is winning after 15 \texttt{f1} \texttt{xg1}+ 16 \texttt{xg1} \texttt{h4}.

Less successful is 14...g2 (b) for three points, although it would be easy for White to get mated:

1) The position plays itself and ends in mate after 15 \texttt{xe2} \texttt{xe2}+ 16 \texttt{f1} \texttt{h4}+ 17 \texttt{f2} \texttt{xe2} 18 \texttt{xc3} \texttt{xf1}+ 19 \texttt{xf1} \texttt{h1} or 15 gxf5 \texttt{h1} 16 \texttt{f2} \texttt{h4}+ 17 \texttt{xe2} \texttt{h2}+ 18 \texttt{f1} \texttt{xe2}. You score a point for calculating each of these mates.

2) 15 g5 \texttt{h1} 16 \texttt{f2} \texttt{dh8} 17 \texttt{xg2} \texttt{d6} (threatening ...\texttt{xf4}) 18 \texttt{e5} \texttt{g6} looks good for Black, so it seems as though White should throw in 17 \texttt{xe3} \texttt{d6} 18 \texttt{d5} cxd5 19 \texttt{c5} when it looks like he can escape immediate disaster although he is now no longer a piece to the good.

14...\texttt{h2} (c) and 14...\texttt{d7} (d) both allow 15 \texttt{e3} and score just one point. With the latter, you can score a point for noticing that White cannot afford to be greedy with 15 gxf5 g2 16 \texttt{h3} \texttt{h4}+ 17 \texttt{d1} \texttt{h1}. Naturally, there is no need for this from White because he is a piece ahead already.

14...\texttt{h1} 15 \texttt{xe3}

A choice here between two quite ridiculous moves, a safe but unambitious move and an only move if Black is to win this game.

15...\texttt{h8} (a) loses six points due to 16 \texttt{exh8}+ \texttt{d7} 17 \texttt{xc3}, while the blunder

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15...\( \mathsf{Wh} 4 \) (b) loses ten because of 16 \( \mathsf{Axh} 4 \) \( g2 \)
17 \( \mathsf{Af} 2 \) – I hope nobody chose them.
15...\( \mathsf{Ad} 7 \) (d) falls short but scores one.
15...\( g2 \) (c) is the ‘must’ for three points.

15... \( g2 \) 16 \( \mathsf{Af} 1 \)

```
| a) 16...\( \mathsf{gxh} 1 \)+ |
| b) 16...\( \mathsf{Wh} 4 \)+ |
| c) 16...\( \mathsf{Ah} 8 \) |
| d) 16...\( \mathsf{Ad} 7 \) |
```

It is short-sighted to grab the material straight away with 16...\( \mathsf{gxh} 1 \)+ (a) because you cannot get your queen in with check after 17 \( \mathsf{Axh} 1 \). No better is 17...\( \mathsf{Ad} 7 \) 18 \( \mathsf{Cc} 3 \). Just one point for this option.

16...\( \mathsf{Wh} 4 \)+ (b) scores five points; the rook cannot escape capture because of 17 \( \mathsf{Af} 2 \) \( g1 \)+ .

16...\( \mathsf{Ah} 8 \) (c) scores three points. 17 \( \mathsf{g5} \) \( \mathsf{Ah} 1 \) 18 \( \mathsf{Af} 2 \) gives White chances to defend.

16...\( \mathsf{Ad} 7 \) (d) scores one point. One small advantage from Black’s point of view is that it places White in a dilemma: should he develop with 17 \( \mathsf{Cc} 3 \) or try and save his rook? There is a win for White there somewhere...

16...\( \mathsf{Wh} 4 \)+ 17 \( \mathsf{Ad} 1 \)

```
| a) 17...\( \mathsf{Wh} 1 \) |
| b) 17...\( \mathsf{Axg} 4 \) |
| c) 17...\( \mathsf{Wxg} 4 \) |
| d) 17...\( \mathsf{gxh} 1 \)+ |
```

Black has a winning position but how can he seal victory? Clearly not with 17...\( \mathsf{Wxg} 4 \) (c), which loses two points due to 18 \( \mathsf{Ag} 1 \) (Black gives mate after 18 \( \mathsf{Axg} 4 \) \( gxh4 \) 19 \( \mathsf{Cc} 1 \) 20 \( \mathsf{Cc} 2 \) 21 \( \mathsf{Wxe} 4 \).

Far more complicated is 17...\( \mathsf{Wh} 1 \) (a) for two points. This move gives White the opportunity to struggle on a queen versus rook and bishop down with 18 \( \mathsf{Cc} 1 \) \( \mathsf{gxh} 1 \)+ 19 \( \mathsf{Axh} 1 \) \( \mathsf{Wh} 1 \) \( + \) 20 \( \mathsf{Wd} 1 \) \( \mathsf{Wg} 2 \) 21 \( \mathsf{gxh} 5 \) \( \mathsf{Ah} 8 \) 22 \( \mathsf{Cc} 2 \) \( \mathsf{Ah} 1 \) 23 \( \mathsf{Wh} 1 \) \( \mathsf{Wh} 1 \) 24 \( \mathsf{Cc} 3 \). Or perhaps Black will choose a very good late middlegame or ending with only a small material advantage with 20...\( \mathsf{Wxh} 1 \) 21 \( \mathsf{Wxh} 1 \) \( \mathsf{xg} 4 \).

If White chooses 18 \( \mathsf{Cc} 3 \) we have the line 18...\( \mathsf{gxh} 1 \)+ (not 18...\( \mathsf{Axg} 4 \) 19 \( \mathsf{Axg} 4 \)+ \( \mathsf{Ab} 8 \) 20 \( \mathsf{Axh} 1 \) \( \mathsf{Wh} 1 \)+ 21 \( \mathsf{Cc} 2 \) 19 \( \mathsf{Axh} 1 \) \( \mathsf{Wh} 1 \)+ 20 \( \mathsf{Cc} 2 \) \( \mathsf{Wxg} 4 \) 21 \( \mathsf{Cc} 1 \) (with some exact moves Black can increase his material advantage with the line 21 \( \mathsf{Da} 3 \) \( \mathsf{Wd} 3 \)+ 22 \( \mathsf{Wxh} 1 \) \( \mathsf{Cc} 3 \)+ 23 \( \mathsf{Ab} 1 \) \( \mathsf{Ah} 8 \) 24 \( \mathsf{Cc} 1 \) – or 24 \( \mathsf{Xg} 7 \) \( \mathsf{Hh} 7 \) with a similar outcome – 24...\( \mathsf{Cc} 7 \) 25 \( \mathsf{Cc} 5 \).

21...\( f6 \). The last move threatens \( \mathsf{Wd} 3 \) and White’s position is still showing large cracks.

17...\( \mathsf{Axg} 4 \) (b) is worth three points as it also gives White a chance, although it is does require Black to misplay at some stage: 18 \( \mathsf{Ag} 1 \) \( \mathsf{Wf} 2 \) (or 18...\( \mathsf{Wh} 1 \) gives a similar result) 19 \( \mathsf{Wf} 4 \)+ \( \mathsf{Ab} 8 \) 20 \( \mathsf{Wf} 4 \) \( \mathsf{Wxh} 1 \)+ 21 \( \mathsf{Cc} 2 \) \( \mathsf{Wh} 2 \) is not checkmate and although Black is comfortably ahead, there is a percentage of games, albeit a small one at top level, which would not end up in a win for Black from a
position such as this. You can study 18...\textit{xe}3 if you would like – you should find it stronger.

Simplest is 17...\textit{gf}1\textit{W}+ (d), which earns six points. After 18 \textit{xf}1 \textit{g}4+19 \textit{e}2 \textit{wh}1 mate is as simple as Black can make it. Failing that, 19 \textit{c}1 \textit{e}1+19 \textit{d}1 \textit{x}d1 mate is also straightforward. A point for noticing both of those mates.

\begin{center}
\textbf{17...\textit{gf}1\textit{W}+ 0-1}
\end{center}

It was time for White to take an early bath.

Now add up your points and see how you did.

\textbf{Less than 16}: Not good, but we can all have our off days, e.g. Larsen in this game.

\textbf{16-23}: Were you not alert early on as you were expecting a long game?

\textbf{24-34}: A decent score here. Well done!

\textbf{35-42}: Very good. I hope you liked (predicted?) 14...\textit{h}1.

\textbf{43+: Excellent, although one swallow does not make a summer.
1 d4 ♜f6 2 c4 g6 3 ♛c3 ♛g7 4 e4 d6 5 f3

This is the Sämisch Variation of the King’s Indian. White’s plan here often involves queenside castling with a pawn storm on Black’s king.

5...0-0 6 ♞e3 e5 7 ♛ge2 ♛bd7 8 ♛d2 c6 9 ♛d1

Karpov invokes a different plan. He abandons queenside castling in favour of playing on the queenside himself so as to cramp Black. In return Black may be able to exploit White’s undeveloped kingside. Please now take over from Kasparov.

a) 9...exd4
b) 9...♛h5
c) 9...♛b6
d) 9...a6

9...exd4 (a) is impatient but it still scores one point because it is safe, while 9...♛h5 (b) scores nothing as after 10 g4 ♛hf6 Black has not made any progress. Option (a) also gives the impression that Black had itchy fingers and wanted to open the position up. You can score a bonus point if you noticed 9...exd4 10 ♛xd4 ♛g4 11 ♛d2 ♛xe3 12 ♛xe3, which is good for Black. However, 10 ♛xd4 is right down White’s alley as it helps him develop and the weakness of d6 will soon be felt.

That leaves the impressive 9...a6 (d) to pick up two points. Black has a plan behind this move and he does not give White a helping hand with matters.

I can see that you might have wanted to develop with (c) 9...♛b6. Score one point for this move, which attacks the c4-pawn.

9...a6 10 dx e5

a) 10...dx e5
b) 10...♛xe5
c) 10...♛xe4
d) 10...♛e8

10...dx e5 (a) scores one point but 10...♛xe5 (b) is superior for two points as it keeps the long diagonal open for the bishop.

10...♛xe4 (c) 11 ♛xe4 loses two points and 10...♛e8 (d) 11 exd6 loses one point.

10...♛xe5 11 b3

a) 11...♛h3
b) 11...b5
c) 11...♛e6
d) 11...♛e8
11...\textit{d}e8 (d) scores two points and it is a good way of defending d6. I am guessing that Kasparov had other plans in his mind and played 11...b5 (b) without much hesitation (two points for this).

11...\textit{c}c6 (c) is a developing move for one point, but 11...\textit{h}h3 (a) loses two points, even though the bishop also develops with this move. If White takes the sacrificed piece then disaster strikes with 12 gxh3 \textit{xf}3+ 13 \textit{g}2 \textit{xd}2. However, you cannot have anything for noticing that because if the knight is attacked with 12 f4. Then Black loses a piece.

11...b5 12 cxb5

\begin{itemize}
  \item[a)] 12...axb5
  \item[b)] 12...cxb5
  \item[c)] 12...\textit{b}7
  \item[d)] 12...\textit{h}3
\end{itemize}

Capturing towards the centre is a good guide here. 12...axb5 (a) also gives Black a semi-open a-file and is worth two points.

12...cxb5 (b) is less good for one point. 12...\textit{b}7 (c) scores zero and 12...\textit{h}3 (d) 13 f4 still wins a piece for White and therefore you must deduct three from your score if you chose it.

12...axb5 13 \textit{xd}6

\begin{itemize}
  \item[a)] 13...\textit{xd}6
  \item[b)] 13...\textit{a}5
  \item[c)] 13...\textit{fd}7
  \item[d)] 13...\textit{d}7
\end{itemize}

White is a pawn up and would be pleased for Black to exchange queens with 13...\textit{xd}6 (a), which scores just one point. If your first thought was that you must try and avoid this exchange then you can have one point.

13...\textit{a}5 (b) is the natural move in such a situation where Black has a fianchettoed bishop but you only score two points if you noticed that 14 \textit{xe}5 is a possible reply by White. Further analysis reveals 14...\textit{d}5 is possible and you can have a point if you saw that one. 15 \textit{g}3 \textit{xe}3 now favours Black so perhaps 15 \textit{g}7+ \textit{g}7 16 cxd5 b4 17 \textit{a}4 cxd5 18 \textit{c}5 \textit{e}8 19 \textit{xd}5

is a variation that leads to White having superior minor pieces against a black queen. If you noticed White's queen sacrifice, then give yourself a bonus.

13...\textit{fd}7 (d) sets up some similar tactics to 13...\textit{a}5. If you did not see that the knight is en prise on e5, then you must deduct two points from your score. If you did see that and were relying on 14...\textit{d}5 then you are a good enough player to see that White has some other options, so please deduct the two points anyway if you were insistent on choosing (d). The way that the Black pieces so loosely defend each other can perhaps be better exploited by 14 \textit{g}5.

Kasparov’s choice of 13...\textit{fd}7 (c) must therefore have been best and scores two points.

13...\textit{fd}7 14 f4

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Multiple Choice Chess

a) 14...\(\text{Qg4}\)
b) 14...\(\text{Wh4+}\)
c) 14...\(\text{Qc4}\)
d) 14...b4

14...\(\text{Qg4}\) (a) scores two and would be the most sensible move under normal circumstances in such a position. 14...b4 (d) scores minus one as it loses a pawn to 15 \(\text{Whb4}\); I can only reinstate that point plus four more if you can say with your hand on your heart that you intended 15...c5 as a follow-up. There is an illusion here in that 16 \(\text{Qxc5}\) meets with 16...\(\text{Qxc5}\) 17 \(\text{Qxd8}\) \(\text{Qed3+}\) and Black will be on top as I am sure you saw if you planned 15...c5. Therefore, White must move the queen which leaves Kasparov free to harass it whilst also not ignoring the a5-e1, g7-c3 and a7-g1 diagonals.

14...\(\text{Wh4+}\) (b) 15 \(\text{Qf2}\) and 14...\(\text{Qc4}\) (c) 15 bxc4 are miserable moves that each lose three points.

14...b4 15 \(\text{Qb1}\)

Incredibly, White has ‘undeveloped’ himself but Black is now losing a queen with 23 \(\text{Qd4+ Qg8}\) 24 \(\text{Qh5}\), so long as he avoids Black’s last ditch attempt to save with 23 \(\text{Qh5}\?\text{Qg2+}\) 24 \(\text{Qf1 Qe3+}\) 25 \(\text{Qe1}\). We have gone off at a tangent.

16...\(\text{Qh6}\) (d) is an attempt to preserve the bishop, but on h6 it will have no fun and White can use the time wisely to block Black’s pieces from the game with 17 e5 \(\text{Qg7}\) 18 \(\text{Qd2}\).

16...\(\text{Qd6}\) (c) is an interesting try for two points which goes slightly against our ‘swap queens’ rule. 17 \(\text{Qxd8 Qxd8}\) 18 h3 c5 19 \(\text{Qxc5 Qxd1+}\) 20 \(\text{Qxd1 Qxe4}\) 21 hgx4 \(\text{Qxc5}\) gives Black plenty of play and you can have a
point if you assessed Black’s chances as reasonable following the queen exchange. 17 \textit{\texttt{\texttt{\texttt{x}}}x\texttt{\texttt{\texttt{\texttt{b}}}t\texttt{\texttt{\texttt{\texttt{a}}}xa\texttt{\texttt{\texttt{a}}}}}}2 18 \textit{\texttt{\texttt{\texttt{\texttt{c}}}ec\texttt{\texttt{\texttt{\texttt{\texttt{a}}}a\texttt{\texttt{\texttt{\texttt{a}}}8}}}19 \textit{\texttt{\texttt{\texttt{\texttt{e}}}e\texttt{\texttt{\texttt{2}}} is the way White should play and he has the advantage. 16...\textit{\texttt{\texttt{\texttt{\texttt{d}}}xd\texttt{\texttt{\texttt{a}}}4} (d) is the only move left that has not been discussed and you can have three points if you chose it. 16...\textit{\texttt{\texttt{\texttt{\texttt{d}}}xd\texttt{\texttt{\texttt{a}}}4} 17 \textit{\texttt{\texttt{\texttt{\texttt{w}}}xd\texttt{\texttt{\texttt{d}}}4} 18 \textit{\texttt{\texttt{\texttt{\texttt{\texttt{c}}}ec\texttt{\texttt{\texttt{\texttt{\texttt{a}}}3}}}}}a\texttt{\texttt{\texttt{\texttt{e}}}a\texttt{\texttt{\texttt{\texttt{a}}}5} 19 \textit{\texttt{\texttt{\texttt{\texttt{e}}}e\texttt{\texttt{\texttt{2}}} is the way White should play and he has the advantage. 16...\textit{\texttt{\texttt{\texttt{\texttt{d}}}xd\texttt{\texttt{\texttt{a}}}4} (d) is the only move left that has not been discussed and you can have three points if you chose it. 16...\textit{\texttt{\texttt{\texttt{\texttt{d}}}xd\texttt{\texttt{\texttt{a}}}4} 17 \textit{\texttt{\texttt{\texttt{\texttt{w}}}xd\texttt{\texttt{\texttt{d}}}4} \begin{enumerate}
  \item a) 17...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h\texttt{\texttt{4}}}+ \item b) 17...\textit{\texttt{\texttt{\texttt{\texttt{a}}}xa2}} \item c) 17...c5 \item d) 17...\textit{\texttt{\texttt{\texttt{\texttt{b}}}b6}} \end{enumerate} \begin{enumerate}
  \item a) 17...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h\texttt{\texttt{4}}}+ \item b) 17...\textit{\texttt{\texttt{\texttt{\texttt{a}}}xa2}} \item c) 17...c5 \item d) 17...\textit{\texttt{\texttt{\texttt{\texttt{b}}}b6}} \end{enumerate} You are still looking in the wrong direction if you chose 17...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h\texttt{\texttt{4}}}+ (a) for one point; 18 g3 is perfectly adequate for White. 17...\textit{\texttt{\texttt{\texttt{\texttt{b}}}b6} (d) is also safe for one point but after 18 \textit{\texttt{\texttt{\texttt{\texttt{w}}}xb6 \texttt{\texttt{\texttt{d}}}xb6}}}19 \textit{\texttt{\texttt{\texttt{\texttt{d}}}d2}} White has the upper hand. 17...\textit{\texttt{\texttt{\texttt{\texttt{a}}}xa2} (b) gives you two points with a further point if you realised that you could take on a2 when choosing the bishop swap on your last move. 17...c5 (c) gives you one point with another if you intended 18 \textit{\texttt{\texttt{\texttt{\texttt{d}}}d2 \texttt{\texttt{\texttt{e}}}e7} when Black still has some serious counterplay against White’s undeveloped kingside. 17...\textit{\texttt{\texttt{\texttt{\texttt{a}}}xa2}} 18 h3 \begin{enumerate}
  \item a) 18...c5 \item b) 18...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h\texttt{\texttt{4}}}+ \item c) 18...\textit{\texttt{\texttt{\texttt{\texttt{c}}}h6}} \item d) 18...\textit{\texttt{\texttt{\texttt{\texttt{g}}}f6}} \end{enumerate} It is still no good for Black to head for 18...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h\texttt{\texttt{4}}}+ (b), which loses three points. 19 g3 \textit{\texttt{\texttt{\texttt{\texttt{w}}}h5}} 20 \textit{\texttt{\texttt{\texttt{\texttt{c}}}c1}} c5 (or 20...\textit{\texttt{\texttt{\texttt{\texttt{a}}}8}} 21 \textit{\texttt{\texttt{\texttt{\texttt{e}}}e2 \texttt{\texttt{\texttt{\texttt{d}}}df6}}} 22 \textit{\texttt{\texttt{\texttt{g}}}g1}) 21 \textit{\texttt{\texttt{\texttt{w}}}g1 \texttt{\texttt{\texttt{b}}}b2} 22 hxg4 favours White. 18...\textit{\texttt{\texttt{\texttt{\texttt{d}}}h6} (c) and 18...\textit{\texttt{\texttt{\texttt{g}}}gf6} (d) are safe for one point, but the best is 18...c5 (c), which stretches White if he wants to stop ...\textit{\texttt{\texttt{\texttt{\texttt{e}}}e3}}. Award yourself three points for this. 18...c5 19 \textit{\texttt{\texttt{\texttt{\texttt{w}}}g1}} \begin{enumerate}
  \item a) 19...\textit{\texttt{\texttt{\texttt{\texttt{d}}}gf6}} \item b) 19...\textit{\texttt{\texttt{\texttt{\texttt{h}}}h6}} \item c) 19...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h4}+ \item d) 19...\textit{\texttt{\texttt{\texttt{\texttt{e}}}xe2}+ \end{enumerate} You are seeing ghosts if you selected 19...\textit{\texttt{\texttt{\texttt{\texttt{e}}}xe2}+ (d), which loses three points. After 20 \textit{\texttt{\texttt{\texttt{\texttt{d}}}xe2}} there is nothing to be gained by ...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h4}}. Similarly 19...\textit{\texttt{\texttt{\texttt{\texttt{w}}}h4}+ (c) 20 g3 loses three points for Black too. Please adjust your score accordingly. 19...\textit{\texttt{\texttt{\texttt{\texttt{h}}}h6} (b) is sensible for one and 19...\textit{\texttt{\texttt{\texttt{\texttt{g}}}gf6} (a), which has more influence in the centre gains two points. 19...\textit{\texttt{\texttt{\texttt{\texttt{g}}}gf6} 20 e5 \begin{enumerate}
  \item a) 20...\textit{\texttt{\texttt{\texttt{\texttt{h}}}h5}} \item b) 20...\textit{\texttt{\texttt{\texttt{\texttt{c}}}e4}} \item c) 20...\textit{\texttt{\texttt{\texttt{\texttt{e}}}e8}} \item d) 20...\textit{\texttt{\texttt{\texttt{\texttt{w}}}e7}} \end{enumerate} 20...\textit{\texttt{\texttt{\texttt{\texttt{h}}}h5} (a) scores two points with an additional one if you saw 21 g4 \textit{\texttt{\texttt{\texttt{\texttt{w}}}h4+}} 22 \textit{\texttt{\texttt{\texttt{f}}}f2 \texttt{\texttt{\texttt{\texttt{\texttt{w}}}xf2+}}} 23 \textit{\texttt{\texttt{\texttt{\texttt{f}}}xf2 \texttt{\texttt{\texttt{\texttt{\texttt{d}}}xf4}}} White can do better than this with 21 \textit{\texttt{\texttt{\texttt{\texttt{c}}}e3 \texttt{\texttt{\texttt{\texttt{\texttt{w}}}h4+}}} 22 g3 \textit{\texttt{\texttt{\texttt{\texttt{\texttt{d}}}xe2}+ 23}}
\textbf{Multiple Choice Chess}

If you saw that then you should have seen 20...\textit{De}4 (b) for three points with a further one for 21 \textit{We}3 \textit{Wh}4+ 22 \textit{g}3 \textit{Ex}e2+ 23 \textit{Ex}e2? \textit{Xg}3+ 24 \textit{D}d2 \textit{D}xh1.

20...\textit{De}8 (c) is safe for one point and 20...\textit{W}e7 (d) is a blunder that loses two points.

\textbf{20...\textit{De}4 21 h4}

\begin{itemize}
  \item [a)] 21...\textit{f}6
  \item [b)] 21...\textit{c}4
  \item [c)] 21...\textit{a}6
  \item [d)] 21...\textit{W}e7
\end{itemize}

White is threatening \textit{W}e3 and if you realised that then you can score one point. 21...\textit{W}e7 (d) scores one point for getting the knight out of trouble after 22 \textit{W}e3 \textit{D}e6.

21...\textit{c}4 (b) scores three points. This rescues the knight by freeing the c5-square to enable it to either retreat or be defended. In addition Black creates a passed pawn, for which you can score a point if this fact registered with you. 22 \textit{b}xc4 \textit{b}3 23 \textit{W}e3 \textit{a}5+ 24 \textit{D}bc3 \textit{D}d5 is very nice for Black. To add to this, 22 \textit{W}e3 \textit{D}d5 invites a queen sacrifice which you can have a point for if you saw that this possibility was on the horizon. After 23 \textit{D}xd8 \textit{D}xd8 play might continue with

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{chess_board.png}
\caption{Chess Board}
\end{figure}

\begin{itemize}
  \item [a)] 21...\textit{D}a6
  \item [b)] 21...\textit{c}xb3
  \item [c)] 21...\textit{c}3
  \item [d)] 21...\textit{D}f2
\end{itemize}

An incredible move is 22...\textit{c}3 (c), which scores five points. Black neither saves his rook nor threatens a piece of at least equal value. Instead he makes a move which threatens a fork which then threatens to inflict further damage on White. One bonus for spotting the variation 23 \textit{D}xc3 bxc3 24 \textit{D}xa2 c2 25 \textit{D}c1 \textit{W}a5+.

22...\textit{b}2 (a) deserves two points with a further one for anticipating the line 23 \textit{D}d4 \textit{D}d2 24 \textit{D}xb2 \textit{D}xh1. 22...\textit{cxb}3 (b) scores one with another one for concluding that Black is winning if White grabs the rook immediately, for example, 23 \textit{D}xa2 \textit{bxa}2 24 \textit{D}d2 \textit{D}dc5 25 \textit{D}c4 \textit{D}xd2+ 26 \textit{D}xd2 \textit{a}1\textit{W}+, 27 \textit{D}c2 \textit{D}g4+ 28 \textit{D}e3 \textit{D}c3+. To push yourself further, if you chose 22...\textit{cxb}3, you could then have considered not taking for White when 23 \textit{D}c2 \textit{D}g3 24 \textit{D}h3 \textit{D}xe2 25 \textit{D}xe2 \textit{b}2 is not nearly so promising for Black.

26...\textit{D}d3+ 27 \textit{D}f1 \textit{D}d2 28 \textit{g}3 \textit{D}d1+ 29 \textit{D}g2 \textit{D}xh1. In this position, White has managed to keep his queen but the rooks and knights are proving more than a match for it.

21...\textit{a}6 (c) loses three, as does 21...\textit{f}6 (a); both fail to appreciate White’s threat – the latter may continue 22 \textit{W}e3 \textit{D}b7 23 \textit{e}6.

\textbf{21...\textit{c}4 22 \textit{D}c1}

24 \textit{D}g3 (24 \textit{D}d4 allows 24...\textit{D}a1) 24...\textit{D}g4 (25 \textit{D}xe4 allows 25...\textit{D}d1 mate) 25 \textit{D}e2 \textit{D}xe2 26 \textit{D}xe2 (26 \textit{D}xe4 \textit{D}d3+ 27 \textit{W}xd3 \textit{D}xd3 massively favours Black)
22...\(\mathcal{O}f2\) (d) is a blunder and loses two points in view of 23 \(\mathcal{O}xa2\) \(\mathcal{O}xd1\) 24 \(\mathcal{O}xc4\).

22...c3 23 \(\mathcal{O}xa2\)

a) 23...\(\mathcal{O}d2\)

b) 23...c2

c) 23...\(\mathcal{W}a5\)

d) 23...\(\mathcal{W}c7\)

23...\(\mathcal{W}a5\) (c), which scores one, would be the move if there was nothing else. However, White first defends ...c2 with 24 \(\mathcal{O}d3\), then after the logical sequence 24...\(\mathcal{O}dc5\) 25 \(\mathcal{O}c1\) \(\mathcal{O}xd3+\) 26 \(\mathcal{W}xd3\) \(\mathcal{W}a1\), he must then castle with 27 \(\mathcal{W}d4\) \(\mathcal{W}xb1\) 28 0-0. Now that he is an exchange up with well placed pieces and an attack on the queenside pawns, he can win with, for example, 28...\(\mathcal{O}xd2\) 29 \(\mathcal{E}c1\) \(\mathcal{E}f5\) 30 \(\mathcal{E}de3\) \(\mathcal{E}b8\) 31 \(\mathcal{H}h5\) \(\mathcal{W}b2\) 32 \(\mathcal{H}h6\) \(\mathcal{O}xb3\) 33 \(\mathcal{O}xb3\) \(\mathcal{W}xb3\) 34 e6.

23...c2 (b) as indicated is best. It scores three points.

23...\(\mathcal{W}c7\) (d) loses a chance and two points after 24 \(\mathcal{O}d3\). Finally, 23...\(\mathcal{O}d2\) (a) also loses two points after 24 \(\mathcal{O}xd2\) \(\mathcal{cxd2+}\) 25 \(\mathcal{H}xd2\).

23...c2 24 \(\mathcal{W}d4\)

a) 24...\(\mathcal{O}xb1\)^+ 25 \(\mathcal{W}xb1\)

b) 24...\(\mathcal{O}c1\)^+

c) 24...\(\mathcal{O}xd1\)^+ 25 \(\mathcal{O}xd1\)

d) 24...\(\mathcal{O}b7\)

There is no reason for Black not to take the piece of the greatest value with 24...\(\mathcal{O}xd1\)^+ (c), which scores two points. A further point is due if you saw that 25 \(\mathcal{W}xd1\) meets with the strong 25...\(\mathcal{O}b6\), a theme that has never been far away in this game. 24...\(\mathcal{O}xb1\) (a) just gets one as 25 \(\mathcal{O}xb1\) \(\mathcal{W}a5\) 26 \(\mathcal{W}xc4\) \(\mathcal{O}xa2\) 27 \(\mathcal{H}d1\) \(\mathcal{W}xb3\) 28 \(\mathcal{H}h3\) \(\mathcal{W}c6\) 29 \(\mathcal{H}c3\) is not nearly so promising for Black as it could be.

24...\(\mathcal{O}c1\) (b) loses one point and is downright stupid under the circumstances because of 25 \(\mathcal{O}xc1\).

I will generously give two points for choosing 24...\(\mathcal{O}b7\) (d), as long as you noticed 25 \(\mathcal{W}xd7\) \(\mathcal{cxd1}\)^+ 26 \(\mathcal{W}xd1\) \(\mathcal{W}xd1+\) 27 \(\mathcal{W}xd1\) \(\mathcal{O}f2+\) 28 \(\mathcal{W}c1\) \(\mathcal{O}xh1\). If you chose (d) without seeing any more then you score nought. The move 24...\(\mathcal{O}b7\) does not do a great deal and it allows White to urgently defend with 25 \(\mathcal{E}c1\) \(\mathcal{O}xb1\) 26 \(\mathcal{O}xb1\) \(\mathcal{W}a5\) 27 \(\mathcal{O}a1\) \(\mathcal{O}de5\) 28 \(\mathcal{O}c1\) \(\mathcal{W}c7\) 29 \(\mathcal{H}c4\).

24...\(\mathcal{O}xd1\)^+ 25 \(\mathcal{W}xd1\)

a) 25...\(\mathcal{O}f2+\)

b) 25...\(\mathcal{O}g3\)

c) 25...\(\mathcal{O}de5\)

d) 25...\(\mathcal{O}b7\)

The queen exchange will only emphasise that Black is more active than White now because without it, the White queen occupies a central position which will hinder Black.

25...\(\mathcal{O}de5\) (c) scores three points. 25...\(\mathcal{O}g3\) (b) scores one but the h-pawn is not where the players’ priorities should lie and after 26 \(\mathcal{H}g1\) \(\mathcal{W}xh4\) 27 \(\mathcal{W}f2\) \(\mathcal{O}f5\) 28 \(\mathcal{W}xh4\) \(\mathcal{O}xh4\) 29
White comes out on top.

25...\texttt{b7} (d) is also only good enough for one point following 26 \texttt{dxb4}, while 25...\texttt{e2}+ (a) 26 \texttt{xf2} is best not dwelt upon and it scores minus three.

25...\texttt{dxc5} 26 \texttt{xd8} \texttt{xd8}+ 27 \texttt{c2}

a) 27...\texttt{f5}
b) 27...\texttt{g3}
c) 27...\texttt{f2}
d) 27...\texttt{a6}

I hope you were not surprised by Black’s 26th; please add on a point if you fully expected it. Now for Black’s 27th.

27...\texttt{a6} (d) is good enough for one point. I am assuming that you were banking on the complex variation beginning with 28 \texttt{dxb4} \texttt{g3}; then play might have continued with 29 \texttt{xa6} \texttt{xa6} 30 \texttt{g1} \texttt{d4}+ 31 \texttt{b2} \texttt{d5}. If you worked that out then you should be wise to the possibility of there being more options for White and perhaps you could have seen that White can play more safely with 28 \texttt{xa6} \texttt{xa6} 29 \texttt{d1}.

27...\texttt{f5} (a) for two points looks good but perhaps Black will only win if he plays well if White finds 28 \texttt{g4} \texttt{g3}+ (not so promising for Black is 28...\texttt{xg4} 29 \texttt{xb4} \texttt{f5} 30 \texttt{c6}) 29 \texttt{xf5} \texttt{xbh1} 30 \texttt{xb4} \texttt{d4} (White has made a real fight of it after 30...\texttt{xf5} 31 \texttt{c6} \texttt{e8} 32 \texttt{c3}).

27...\texttt{g3} (b) is another option which gets two points. Of course, I am sure that Black would be most disappointed if an ending like this did not turn out to be winning with care but after 28 \texttt{g1} \texttt{f5}+ 29 \texttt{c1} \texttt{xb1} 30 \texttt{xb1} \texttt{d1}+ 31 \texttt{c2} \texttt{xf1} 32 \texttt{xf1} \texttt{xf1} 33 \texttt{d4} there is still some work to do.

27...\texttt{f2} (c) cannot be argued with and scores five points. 28 \texttt{g1} \texttt{f5}+ scores a bonus as does 29 \texttt{b2} \texttt{d1}+ 30 \texttt{c1} \texttt{xb3} mate. A third and final bonus is earned if you saw the line 29 \texttt{c1} \texttt{d1}+ 30 \texttt{b2} \texttt{xb1} mate.

27...\texttt{f2} 0-1

A reasonably short game in term of moves but an exhausting one to analyse.

Please add up your points. How did you do?

Less than 18: Sorry, that’s not up to scratch. Too many mistakes perhaps...

18-29: A tricky game; can you identify your weaknesses?

30-44: A sound player. Keep this up and you won’t disappoint.

45-57: Great. Some really effective analysis on the dark squares.

58+: Excellent. Did you spot the variation with 14...\texttt{b4} 15 \texttt{xb4} \texttt{c5}?
Some openings come in and out of fashion. For the World's elite, this fourth move by White against the Nimzo-Indian gained a lot of popularity around the time of this game.

4...c5 5 dxc5 6...a6

A useful way of regaining the pawn on c5, which is not uncommon in other openings too.

6 a3 7...xc3+ 8...xc3 8...f3 9 cxd5 b6 10 b4 11...b3 b5 12...e4 a6 13...e2 0-0 14...g5

Here we are at the first diagram, please select from the choices given and continue for Black.

<table>
<thead>
<tr>
<th>Choice</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>a)</td>
<td>14...exd5</td>
</tr>
<tr>
<td>b)</td>
<td>14...e5</td>
</tr>
<tr>
<td>c)</td>
<td>14...wc7</td>
</tr>
<tr>
<td>d)</td>
<td>14...h6</td>
</tr>
</tbody>
</table>

As a rule of thumb, it is good to question the bishop move by attacking it with 14...h6 (d), which scores two points here. White must then decide whether to retain the pin with 15...h4, exchange with 15...xf6 or retreat back along the diagonal somewhere.

The move 14...e5 (b) scores one point, as does 14...wc7 (c), even though White may choose to wreck Black's kingside a little with 15...xf6 gxf6 16 dxe6 fxe6 17...e3.

14...exd5 (a) scores nought on its own, but everyone can have two points if you spotted 15...e5 h6. In actual fact, White then has 16...e3...e8 17...d4 which gives him an edge.

14...h6 15...h4

15...g5 (a) is an automatic way of dealing with the pin and it scores one point, but after 16...f2 exd5 17...e8 18...d4 White again has the better position. 15...exd5 (b) scores two. With this move you can wait until you really have to play ...g7-g5, or maybe Black can do something else.

15...wd6 (d) gives you one point as after 15...wd6 16 dxe6...e6 17...e3 nothing too terrifying has happened to Black.

15...a5 (c) misses the purpose of the play and scores no points; after 15...a5 16...d4
(but not 16...e5...xd5 17...xd5...xd5 and...
Black has escaped comfortably) 16...axb4 17 \(\textit{\texttt{\textbackslash l}c5} \) White is developing easily. \n15...\textit{\texttt{\textbackslash e}d5} 16 \textit{\texttt{\textbackslash e}5}

16...\textit{\texttt{\textbackslash c}7} (d) loses three points because of 17 \textit{\texttt{\textbackslash f}e6}. 16...\textit{\texttt{\textbackslash f}5} (b) also loses three points but it could turn out even worse for Black if you race into the variation 17 \textit{\texttt{\textbackslash f}e6} d4 18 \textit{\texttt{\textbackslash g}7} \textit{\texttt{\textbackslash x}h4+} 19 g3 \textit{\texttt{\textbackslash c}7} 20 \textit{\texttt{\textbackslash x}f8}+ \textit{\texttt{\textbackslash x}f8}.

If you could not see anything else for Black then you had to choose 16...\textit{\texttt{\textbackslash g}5} (a) for one point, which is not quite satisfactory after 17 \textit{\texttt{\textbackslash f}2} (17 \textit{\texttt{\textbackslash f}e6} \textit{\texttt{\textbackslash x}h4} is okay for Black) 17...\textit{\texttt{\textbackslash e}8} 18 \textit{\texttt{\textbackslash d}4} \textit{\texttt{\textbackslash c}7} 19 \textit{\texttt{\textbackslash h}4}.

16...\textit{\texttt{\textbackslash e}8} (c) top scores with two points. If you justified this choice by spotting the variation 17 \textit{\texttt{\textbackslash f}e6} d4 18 \textit{\texttt{\textbackslash e}2} d3 19 \textit{\texttt{\textbackslash c}1} \textit{\texttt{\textbackslash d}4}+ then take a bonus. Additionally, you score one for seeing that the Black knight can join the attack via c3 if the White knight stays pinned on e2 viz. 18 \textit{\texttt{\textbackslash d}1} \textit{\texttt{\textbackslash f}5} 19 g4 \textit{\texttt{\textbackslash h}7} 20 h3 d3 21 \textit{\texttt{\textbackslash d}2} \textit{\texttt{\textbackslash c}7} 22 \textit{\texttt{\textbackslash x}d3} \textit{\texttt{\textbackslash x}d3} 23 \textit{\texttt{\textbackslash x}d3} \textit{\texttt{\textbackslash a}d8} 24 \textit{\texttt{\textbackslash b}3} \textit{\texttt{\textbackslash c}3}.

16...\textit{\texttt{\textbackslash e}8} 17 \textit{\texttt{\textbackslash f}4}

17...\textit{\texttt{\textbackslash g}4} (c) and 17...\textit{\texttt{\textbackslash b}6} (d) can both be punished severely and lose three points each. 17...\textit{\texttt{\textbackslash g}4} encourages 18 \textit{\texttt{\textbackslash x}f6} d4 19 \textit{\texttt{\textbackslash g}3} and this is rather effective because of 19...\textit{\texttt{\textbackslash x}e2} 20 \textit{\texttt{\textbackslash x}g7} mate. 17...\textit{\texttt{\textbackslash b}6} simply fails to 18 \textit{\texttt{\textbackslash f}2} \textit{\texttt{\textbackslash c}7} 19 \textit{\texttt{\textbackslash f}6}.

17...\textit{\texttt{\textbackslash d}4} (a) scores one point. You might protest because you have 18 \textit{\texttt{\textbackslash x}f6} d3 19 \textit{\texttt{\textbackslash d}1} \textit{\texttt{\textbackslash f}5} planned as outlined above. However, White can play 18 \textit{\texttt{\textbackslash d}1} with the e-file blocked and this makes all the difference. Two bonus points are due if you realised that.

Therefore Black should now play 17...\textit{\texttt{\textbackslash g}5} (b) for two points: 18 \textit{\texttt{\textbackslash x}g5} \textit{\texttt{\textbackslash e}4} 19 \textit{\texttt{\textbackslash g}3} \textit{\texttt{\textbackslash x}g5} is one idea. 17...\textit{\texttt{\textbackslash g}5} 18 \textit{\texttt{\textbackslash f}2}

18...\textit{\texttt{\textbackslash g}4} (d) is a messy move and you can have one point for it. After 19 \textit{\texttt{\textbackslash x}f6} d4 20 \textit{\texttt{\textbackslash e}2} \textit{\texttt{\textbackslash x}e2} 21 \textit{\texttt{\textbackslash x}e2} \textit{\texttt{\textbackslash x}f6} 22 g3 \textit{\texttt{\textbackslash x}f4} 23 \textit{\texttt{\textbackslash c}1} I do not think that Black has enough, although in a practical game White may feel uneasy for some time to come. However, this is a better attempt that 18...\textit{\texttt{\textbackslash x}f4} (c), which loses two points in view of 19 \textit{\texttt{\textbackslash x}f6} \textit{\texttt{\textbackslash x}f6} 20 \textit{\texttt{\textbackslash d}1} favouring White.

That leaves the two knight moves: 18...\textit{\texttt{\textbackslash e}4} (b) scores one points and 18...\textit{\texttt{\textbackslash d}4} (a) scores three. The latter places the knight in the centre of the board on an outpost. 18...\textit{\texttt{\textbackslash e}4} 19 \textit{\texttt{\textbackslash d}4}

19...\textit{\texttt{\textbackslash e}6} (a) and 19...\textit{\texttt{\textbackslash f}5} (b) both score two points. 19...\textit{\texttt{\textbackslash x}f4} (c) scores only one as it weakens Black’s kingside following 20 \textit{\texttt{\textbackslash x}f4}. The move 19...\textit{\texttt{\textbackslash f}6} (d) also scores one as any
attempt to break open the position in the hope of catching the white king in the middle will badly backfire viz. 19...f6 20 g3 gxf4 21 gxf4 fxe5 22 g1+ h7 23 xxe5. Therefore 20...fxe5 21 fxe5 is a better course of action.

19...e6 20 wf3

21...d7 22 g3

a) 22...xe5
b) 22...xg3

c) 22...c2

d) 22...w7

Appropriate action needs to be taken regarding the knight on e4. It is not appropriate to play 22...w7 (d), which loses one point due to 23 dxe4 dxe4 24 wxe4. More serious is 22...c2 (c), which loses two points due to 23 dxe4 dxe4 24 wxe4. White increases his advantage with 24...w8 25 d3 c1+ 26 d2.

Safe at first sight is 22...xg3 (b) but it loses four points as Black is hard pressed to avoid mate after 23 hxg3 h7 24 h5. Perhaps 23...g4 24 w4 g5 25 xg5+ hxg5 26 d3 is the best escape.

So Black had to spot 22...xe5 (a) for a super four points. As always, the ‘why’ is of utmost importance and here 23 xe5 w8 24 d4 xg3+ 25 e2 d1 is some justification, which is worth two points to you if you saw it. Additionally, 24 e2 xe5 25 0-0 d2 is another variation that is worth two points if you spotted it.

22...xe5 23 e2

a) 23...xg3
b) 23...e8
c) 23...c2
d) 23...e8
Some heavy clues have already been given that $23...\text{e}8$ (d) is best here and this scores three points. $23...\text{xg3}$ (a) scores one because after $24\text{ hxg3 xf5 25 \text{ h5 c6 26 d3}$ the black king is under fire even though the white monarch is stuck in the centre. Of course, White has to resist $24 \text{ dxg5 xh1 25 \text{ h5 c6 26 f6 xh6}$ when the immediate attack ends up being repelled thus giving Black a won game.

$23...\text{e}8$ (b) scores one for playing it safe but White has the better of it after $24 0-0 \text{ cxd2 25 \text{ h5 c6 26 b1}$.

$23...\text{c2}$ (c) is a blunder of five points following $24 \text{ dx}5$.

$23...\text{e}8$ $24 \text{ h5}$

24...$f6$ (a) asks for trouble and loses two points as White has numerous threats after $25 0-0$. It is also important from Black's point of view that he does not forget what the knight on e4 is doing and does not play $25...\text{d2 26 xh6}+$.

$24...\text{xf5}$ (c) scores one point but Black feels that his king is weak after White sorts out the safety of his own king with $25 0-0$. The move $24...\text{xf5}$ (b) is superior for two points. Additionally, $24...\text{xf5}$ attacks the white queen, thus gaining a tempo and a point if that registered with you. Also, after moving the queen, White cannot castle through check. Take another point if you realised that.

$24...\text{ec3}$ (d) loses six points because of $25 \text{ f6+}$ when Black will finish the capture sequence well behind on material.

$24...\text{xf5}$ $25 \text{ e3}$

Black loses two points for $25...\text{f2}$ (a). White can then play $26 \text{ xf2} \text{xf2 27 \text{f6+ f8 28 xe5 xh1 29 f5 f5 30 d2}$. There's nothing for noticing $26 \text{ f3 ec2}$, which gives Black some meaning to his position, as White also has $26 \text{ d3}$.

$25...\text{f2}$ (b) and $25...\text{ec3}$ (d) are each worth one point but they both encourage the exchange of queens. Normally this is a sound idea when one is ahead on material. However, in this position it may be possible to exploit the white king which has not castled with $25...\text{c3}$ (c), which scores four points.

A further analysis of $25...\text{f2}$ reveals that White can try for the opposite bishop ending and thus hope for a draw after $26 \text{ xe8+ xh8 27 xd2 cc3 28 eg3 fe5 29 d4}$ (or $29 0-0 xc2+ 30 xe2 xc2 31 fe1 ) 29...\text{xe2+ 30 dx2 xc2}$.

Similarly, exploring $25...\text{ec3}$ further re-
veals 26 \textit{d}2 (White does not want 26 \textit{d}3 \textit{c}b2 27 \textit{xf}5 \textit{c}e2 mate) 26...\textit{xe}2+ 27 \textit{xe}2 \textit{x}e2 28 \textit{xe}2 and again Black has given up any hope of attacking White's exposed king.

25...\textit{c}c3 26 \textit{xc}c3

It is very silly to play 26...\textit{d}4 (d) and lose five points because of the simple 27 \textit{xd}4. Other blunders are 26...\textit{exc}3 (b), which loses two due to 27 \textit{xe}8+ \textit{xe}8 28 \textit{d}3, and 26...\textit{f}2 (c) which loses four following 26...\textit{f}2 27 \textit{xe}8+ \textit{xe}8 28 0-0 \textit{xc}3 29 \textit{xf}2 \textit{xf}2 30 \textit{xf}2 \textit{xe}2 31 \textit{xe}2.

26...\textit{axc}3 (a) is the only way to positively score and gets one point. Score an additional one if you realised that Black is now involving the previously sidelined piece.

26...\textit{axc}3 27 \textit{g}4

27...\textit{f}2 (b) is a blunder which loses three points in view of the sequence 28 \textit{xe}8+ \textit{xe}8 29 \textit{xf}5 \textit{h}1 30 \textit{d}2 \textit{d}4 31 \textit{h}1.

27...\textit{e}5 (d) scores one but it does allow White to castle after 28 \textit{xd}7 \textit{xd}7 29 0-0.

27...\textit{f}2 (a) does not do any harm to Black and White is left rather tongue-tied after the moves 28 \textit{xd}7 \textit{xd}7 29 \textit{d}4 \textit{f}6 30 \textit{f}1.

27...\textit{d}4 (c) is a clever deflection move that gives you three points as it enables the black queen to sit opposite the white king with only a black knight in-between. If you realised this fact then 27...\textit{d}4 gains you an extra one.

27...\textit{d}4 28 \textit{xd}4

28...\textit{f}6+ (c) scores two points. After 29 \textit{d}2 \textit{f}2+ White can play 30 \textit{xf}2!, followed by a fork on f6.

28...\textit{f}2+ (a) and 28...\textit{g}3+ (b) are both blunders that lose five and three points respectively. For example, 28...\textit{f}2+ 29 \textit{d}2 \textit{h}1 30 \textit{g}7 mate does not suffice and nor does 28...\textit{g}3+ 29 \textit{d}2 \textit{f}2+ 30 \textit{xf}2!

The best move is 28...\textit{c}5+ (d), which scores four points.

28...\textit{c}5+ 29 \textit{d}2

29...\textit{e}4+ (a) 29...\textit{e}4+

29...\textit{e}4+

29...\textit{d}3+ (c)

29...\textit{d}3+

29...\textit{d}5 (d)

29...\textit{d}5

Time and again it is all to easy to forget about the knight fork on f6. This reminder
Multiple Choice Chess

confirms why 29...\( \text{\textit{D}c4+} \) (a) loses three points following 30 \( \text{\textit{xd}2} \text{\textit{xf}2+} 31 \text{\textit{xe}2} \text{\textit{xf}2} \text{\textit{xf}6+} \). The mate threat must also not be forgotten and so 30...\( \text{\textit{e}6} \) 31 \( \text{\textit{xe}4} \) is also unacceptable.

After 29...\( \text{\textit{xd}5} \) (d) you have to curtail any celebrations you may have had when I tell you to lose five in view of the familiar 30 \( \text{\textit{xf}6+} \). The move 29...\( \text{\textit{se}4+} \) (b) loses two points because of 29...\( \text{\textit{se}4+} 30 \text{\textit{c}2 \text{\textit{f}8} 31 \text{\textit{xf}5} \text{\textit{xf}5}} \).

That leaves 29...\( \text{\textit{b}3+} \) (c) for two points.

\[
\begin{array}{l}
29...\text{\textit{b}3+} 30 \text{\textit{xc}3}
\end{array}
\]

\[
\begin{array}{l}
a) 30...\text{\textit{xd}4} \\
b) 30...\text{\textit{e}6} \\
c) 30...\text{\textit{e}2} \\
d) 30...\text{\textit{xf}4}
\end{array}
\]

If you did not find 30...\( \text{\textit{xd}4} \) (a) for two points then perhaps you would be better off choosing a move at random in future as the move that you have chosen here allows 31 \( \text{\textit{g}7} \) mate (and it is not as though you haven’t been warned). Look at the nearest clock or watch and deduct from your score the number of whole minutes past the hour. If there are no such devices near to hand then just deduct 30 points. Seriously, the real trick here was to be able to see the knight fork and queen capture coming. You score one point for each move ahead that you saw 30...\( \text{\textit{xd}4} \) up to a maximum of five points.

\[
30...\text{\textit{xd}4} 31 \text{\textit{xf}5}
\]

\[
\begin{array}{l}
31...\text{\textit{xf}5} \quad (c) \text{ loses six points and} \\
31...\text{\textit{xf}5} \quad (d) \text{ loses five points. I hope you can work out why.} \\
31...\text{\textit{e}5} \quad (a) \text{ is okay for one point, but} \\
31...\text{\textit{e}3} \quad (b) \text{ is stronger and scores two.}
\end{array}
\]

31...\( \text{\textit{e}3} \) + 32 \( \text{\textit{ad}3} \)

\[
\begin{array}{l}
a) 32...\text{\textit{e}2+} \\
b) 32...\text{\textit{f}5} \\
c) 32...\text{\textit{g}4} \\
d) 32...\text{\textit{c}6}
\end{array}
\]

The position has cleared somewhat and Black has a queen and two coordinated minor pieces versus White’s two rooks and two minor pieces, all of which are uncoordinated. 32...\( \text{\textit{e}2+} \) (a) scores one point but for maximum pressure, Black should attack a pinned piece with 32...\( \text{\textit{f}5} \) (b), which scores three points.

32...\( \text{\textit{g}4} \) (c) and 32...\( \text{\textit{c}6} \) (d) both lose out to the fork and although it is only a piece, it is not the sort of fork you should be falling for now. Convert the time to the 24 hour clock if this has not already been done and deduct the number of completed hours past midnight from your score. If there is no clock to hand then take off 12 from your score.

32...\( \text{\textit{f}5} \) 33 \( \text{\textit{ad}1} \)

\[
\begin{array}{l}
a) 33...\text{\textit{xd}3} \\
b) 33...\text{\textit{g}6} \\
c) 33...\text{\textit{e}2+} \\
d) 33...\text{\textit{c}6}
\end{array}
\]

33...\( \text{\textit{xd}3} \) (a) is safe for one point, but you can do better than this. 33...\( \text{\textit{c}6} \) (d) pockets two points with a further one if you have already worked out 34 \( \text{\textit{g}e1} \text{\textit{d}4+} \) 35 \( \text{\textit{e}2} \text{\textit{c}4+} \), which make use of the pinned bishop again in order to win it for free.

33...\( \text{\textit{g}6} \) (b) loses one as it allows White
to go onto the attack with 34 $\text{He}c1$.

33...$\text{Dc}2+ \ (c)$ is best and scores three points.

33...$\text{Dc}2+ 34 \text{Cc}2$

Instead Black can pick up a couple of free pawns without letting White escape with 37...$\text{Xa}3+ 38 \text{Cbi} \text{Xb}4+ 39 \text{Aa}1 \text{Aa}3+$; that is worth a bonus if you spotted it. After this Black can work in a forking check of his own with 40 $\text{Cba}1 \text{Cc}3+ 41 \text{Cc}2 \text{Xd}1$. A point for spotting that and a further point for realising that both recaptures by White are inadequate because of 42 $\text{Xd}1 \text{Cc}5+ 43 \text{Axb}2 \text{Xf}5$ and 42 $\text{Xd}1 \text{Aa}1+ 43 \text{Cc}2 \text{Xh}1$.

34...$\text{g}4 \ (c)$ loses and indicates yet more randomness in your chess. Are you rushing because it is the unbelievable time in the morning of 1.01 a.m.? Please take off one from your score.

34...$\text{e}5 35 \text{Dd}2$

34...$\text{Xd}3 \ (b)$ and 34...$\text{g}6 \ (d)$ each score one point only as they are safe but neither puts White under further pressure. Therefore Black must search further and deeper to reach a clearly winning position. The solution lies in 34...$\text{Cc}5 \ (a)$, which scores two points if you suggested it. 35 $\text{Xf}5 \text{Cc}3+$ is the beginning of the reason and if you noticed that Black must avoid 36 $\text{Cba}1 \text{Xb}3+ 37 \text{Aa}1 \text{Cc}3$

35...$\text{d}8$ mate then you can have a bonus.

34...$\text{Cc}5$

35...$\text{Cc}3+$

35...$\text{db}2+ \ (b)$ and 35...$\text{Cc}3+$ (d) each
score two points. With the latter it was of value to notice 36 \( \text{hxe2 hg4+} \) for one point, when neither king move for White is satisfactory. For example, 37 \( \text{f3} \) \( \text{hxh5} \) 38 \( \text{d2} \) \( \text{e5+} \) 39 \( \text{f2} \) \( \text{f4+} \) 40 \( \text{e1} \) \( \text{e3+} \) 41 \( \text{e2} \) \( \text{xe2} \) 42 \( \text{xe2} \) \( \text{e1+} \) wins the rook. Similarly, there is 37 \( \text{f2} \) \( \text{hxh5} \) 38 \( \text{e2} \) \( \text{f6+} \) 39 \( \text{e1} \) \( \text{e5} \) 40 \( \text{d2} \) \( \text{xe2} \) 41 \( \text{xe2} \) \( \text{a1+} \). You can have a point for each of these variations and another one for noticing the line 39 \( \text{f3} \) \( \text{g4} \).

35... \( \text{b2+} \) 36 \( \text{e3} \)

\[ \begin{align*}
\text{a)} & \quad 36... \text{xd3} \\
\text{b)} & \quad 36... \text{d4} \\
\text{c)} & \quad 36... \text{g4} \\
\text{d)} & \quad 36... \text{c3}
\end{align*} \]

36... \( \text{xd3} \) (a) 37 \( \text{xd3} \) does not pose any serious problems for White and neither does 36... \( \text{d4} \) (b) 37 \( \text{xf5} \) \( \text{xf5+} \) 38 \( \text{e4} \) or 36... \( \text{c3} \) (d) 37 \( \text{xf6+} \) \( \text{g7} \) 38 \( \text{hf1} \) so all of these choices score one point, even though one could argue that the White’s defence in the last case is harder to find.

36... \( \text{g4} \) (c) scores two points. One point for noticing each of the following ways that Black can win material:

1) 37 \( \text{xe2} \) \( \text{xe2+} \) 38 \( \text{d4} \) \( \text{hxh5} \).
2) 37 \( \text{xf6+} \) \( \text{xf6} \) 38 \( \text{xe2} \) \( \text{e5+} \) 39 \( \text{d2} \) \( \text{xe2}+ \).
3) 37 \( \text{g3} \) \( \text{xf3} \) 38 \( \text{hxg3} \) \( \text{xd1} \) 39 \( \text{xd1} \).

Notice how in the last variation, the rook and bishop are unable to defend the white pawns.

36... \( \text{g4} \) 37 \( \text{d2} \)

Now add up your points and see how you did.

**Less than 18:** Too many blunders today; watch your queen in future.

**18-34:** Did you miss the occasional knight fork?

**35-56:** A sound player. Perhaps you were lucky with the time of day.

**57-74:** A really sharp player. A very good performance here.

**75+:** Brilliant! Make it harder in future, choose a move and then check choices a-d.
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