Jerzy Konikowski / Uwe Bekemann Winning with 1.e4!



JBV Chess Books

Jerzy Konikowski Uwe Bekemann

Winning with 1.e4! A Repertoire for White

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Preface

1.e2–e4 is the most popular opening move, followed by 1.d2–d4 and others. This leads to the question of whether the advance of the king pawn might be better than the alternatives.

Which is more useful – a spoon or a fork? Of course, it depends on what kind of food you have on your plate. In chess it's slightly different: The tool of choice depends on what kind of 'food' the player wants to have 'on the plate'.

At the beginning of a game, White can play many moves, but it makes sense to choose the one that suits the intended purpose. When executing a penalty kick in football, the player can shoot wherever he wants. Is it better to aim at the top left corner because the goalkeeper has a weak right side? – Or to one of the bottom corners because the keeper is very tall and won't get on the ground fast enough? Or better at the middle, because you can't miss it and the keeper will most probably jump to one of the sides? So, whether in football or chess, the right choice depends on the intended effect.

What are the advantages of 1.e2–e4? The pawn is moved to the center, and thus to an area that is of great importance in chess. Since the move allows the development of the king bishop and/or the queen, it's the first step in preparing for castling.

1.e2–e4 can be answered with a wide range of openings, all of which come with a ton of theory that is difficult to process and sometimes even impossible to digest. If modern opening theory is already very extensive and complicated in general, this is especially true for the most frequently chosen move 1.e2–e4. Since most players don't have the time and/or patience to study a variety of opening books, they find it difficult to prepare for the opening phase and therefore may have trouble handling it satisfactorily.

1.e2–e4 is the right tool for chess enthusiasts who are looking for lively and combinatorial play in open and dynamic positions. And as for the amount of theory, we get it under control too, because the suggested lines are hand–picked, so to speak, to avoid the jungle of widely known opening theory as much as possible. We offer a lot of interesting knowledge and provide good advice, both of which are helpful to build an own opening repertoire that the reader should be able to master without investing a lot of time.

In many cases, we also throw a certain surprise factor into the equation, and for this purpose we don't shy away from breaking one or the other taboo! For example, the well-known basic rule that the queen should not be brought into play too early is based on a good reason, as an early developed queen can be attacked with gain of tempo and so on and so forth. However, the queen's early

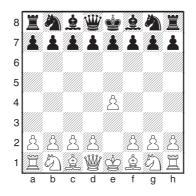
development is by no means always a disadvantage and with an over-cautious approach a player can sometimes let good opportunities slip by.

In a team sport like soccer, imagine who would leave the best player on the bench for a long time, based on the reasoning that otherwise he could be injured? The best player should be activated early on so that he can bring his qualities to the fore as early as possible. And if in chess the queen can intervene in the fight early on without any particular disadvantage – so be it!

In Chapter 1 we focus on the reply 1...e7–e5 without mentioning the 'King's Gambit' 2.f2–f4. The reason is that we have already published a book especially on this subject (King's Gambit – properly played), which can perfectly round off the repertoire presented in this book.

Finally, we would like to express our hope that not only will you benefit from it, but that you will also enjoy it as much as we did during our work!

1.e4



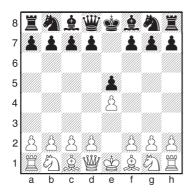
Most chess games start with this move because it has several advantages. The e-pawn immediately takes control of the important central squares on d5 and f5 and at the same time clears the way for the development of the queen and the king bishop. Furthermore, 1.e4 often leads to lively combinatorial play and is particularly popular with young players.

After 1.e4, a big variety of complicated and sharp openings with an abundance of theoretical lines can arise. And since it's absolutely impossible to examine them all in a single book, our focus is on developing a repertoire in particular for learners and less experienced players. A handpicked choice of opening lines, so to speak, that can be learned rather quickly and soon tried out in practice.

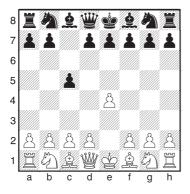
Most of the lines suggested are not widely used in practice, so that a certain surprise factor can always play a role. The lines lead to interesting play with a good measure of tactical elements. In many cases, the queen is brought into play early on, although this seems incompatible with one of the basic rules that every learner is taught. In modern chess, however, it's advantageous for a player to be flexible and versatile. Basic rules are only general guidelines, they are not carved in stone. And that's why one should never disregard this other specific 'rule' which says: No rule without exception!

Let's begin with an overview that shows the order in which the different opening systems are treated.

I.1...e5



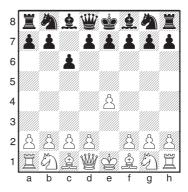
This symmetrical reply is treated in **Chapter 1**. Logically, everything that has been said about its advantages for White also applies here.



II.1...c5

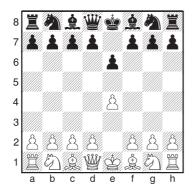
The 'Sicilian Defense' is treated in Chapter 2. It's the most popular opening against 1.e4 because it usually leads to sharp and complicated positions, which promise good dynamic counterplay. White's strategy is based on maintaining the center and creating opportunities for attack on the king side. Black, on the other hand, tries to attack the white center and strive for quick counter play on the queen side.

III.1...c6



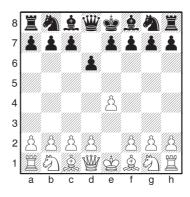
The 'Caro-Kann Defense' is treated in Chapter 3. Although it was played by Polish chess masters as early as 1883, it was named after the Hungarian H. Caro and the Austrian M. Kann. who published their analyzes on this topic in 1886. The idea of 1...c6 is to attack the central pawn on e4 with 2...d5. An important positional detail consists in the fact that the black gueen bishop (unlike in the 'French Defense') is not locked up. Since this opening has always been known to be rock solid, it can be found in the repertoire of many world-class players.

IV.1...e6



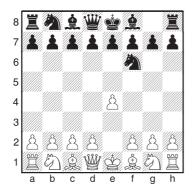
The 'French Defense' is treated in **Chapter 4**. Its name goes back to French players who began to examine and use it more intensively in the 19th century. Similar to the 'Caro-Kann Defense', Black is preparing to attack the white center pawn with 2...d5. Here, however, the queen bishop's way out is blocked.

V.1...d6



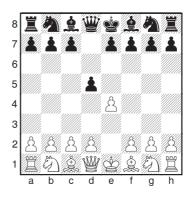
The 'Pirc Defense' is treated in **Chapter 5**. It's named after the Yugoslav master Vasja Pirc (1907-1980). It leads to positions which are similar to those of the 'King's Indian Defense' – with the main difference that White doesn't play c2–c4. Black develops his king bishop on the long diagonal a1-h8, where it can play a very active role, especially if Black manages to apply the central lever c7–c5 at a good moment.

VI.1... 约f6



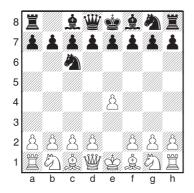
The 'Alekhine Defense' is treated in **Chapter 6**. It's named after the former world champion Alexander Alekhine (1892–1946), who played it success-fully in the 20s of the last century. Black provokes his opponent to advance his pawns in order to attack and hopefully destroy the resulting pawn chain with the levers d7–d6, c7–c5 and f7–f6.

VII. 1...d5

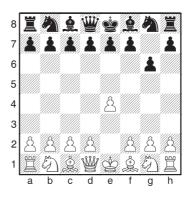


The 'Scandinavian Defense' is treated in Chapter 7. It was first recommended by the historical Italian master Lucena way back in 1497. However, the name of the opening is from more recent times, because it was mainly Scandinavian players who made significant contributions to its research. Black immediately attacks the white center and tries to free his piece play with vigorous means. The disadvantage of this approach is that Black loses at least one tempo because his queen or king knight must move to the middle of the board where they can be attacked by opposing pawns or pieces.

VIII.1...∕වc6



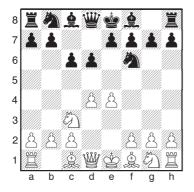
IX.1...g6



The 'Nimzowitsch Defense' is treated in **Chapter 8**. Black first develops his queen knight, in order to then attack the white pawn center with his d- or e-pawn. Although this opening is rarely played these days, White should not underestimate its potential, as Black can seize the initiative in case of inaccurate play.

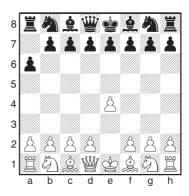
The so-called 'Modern Defense' is treated in **Chapter 9**. Since it's very closely related to the 'Pirc Defense', it often leads identical positions by transposition of moves.

X. 1...d6 2.d4 🖄 f6 3.🖄 c3 c6



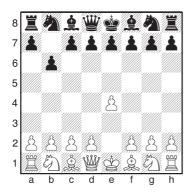
The 'Czech Defense' is treated in **Chapter 10**. It was first used in the game Kostic – Tartakower, Bled 1931. Although it reappeared in the game Foltys – Puc, Vienna 1949, the whole idea was not recognized at the time. However, it was rehabilitated in the late 80s thanks to the analyzes of the Czech players Jansa and Pribyl and has been used more frequently ever since. Its basic idea is to place the queen on a5 in order to disturb the opponent's harmonic development and to attack his center with the lever e7–e5.

XI.1...a6



The rarely played move 1...a7–a6 to fight for the initiative on the queen side is treated in **Chapter 11**. Howev– er, this approach has a certain psy– chological aspect, as White very of– ten tries to quickly refute it, which can lead to the opposite effect, as shown in sample game Karpov–Miles, Skara 1980. So White should also take this 'bizarre' opening seriously.

XII.1...b6



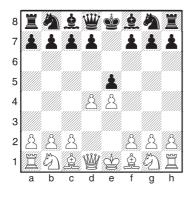
The move 1.b7–b6 is treated in **Chap**ter 12. Black places his queen bishop on the long diagonal a8–h1 to exert piece pressure on the white center. Since this approach doesn't have a particularly good reputation, it's rarely found in modern practice. In some opening books, this opening is called 'Owen's Defense', which goes back to the English master John Owen (1827–1901), who made a considera– ble contribution to its development.

XIII.

The remaining alternatives, which are extremely rare birds in tournament practice are treated in **Chapter 13**.

Summary: We hope the material presented will help you develop your own opening repertoire. You will find many analyzes of well-known grandmasters and theorists. The multitude of lines with their main ideas, evaluations and recommendations are intended to help you understand the strategic and tactical plans of the systems discussed. We particularly recommend that you carefully examine the more than 80 practical games. We have selected instructive examples that illustrate important elements of tactics and strategy, and understanding them will enable you to lead your own games based on a more solid foundation!

Chapter 1 The Center Game



The theoretical recommendation is 2. <a>Af3 to prepare the push d2-d4. By immediately pushing the d-pawn, White accelerates the events in the center, although the queen's early activation allows the opponent to gain a tempo by developing the queen knight to c6. However, the main goal of this approach is to castle queen side as quickly as possible and launch an attack on the king. Therefore, Black has to defend very carefully in order not to get into trouble in the opening phase.

2...exd4

In addition to this principled reply, Black has some alternatives.

- I. 2...④c6 3.dxe5 ④xe5
- **A)** 4.f4 🖄 g6
- A1) 5. 2c3 2b4

(5...ዿc5 6.心f3 d6 7.ዿc4 ዿe6 8.ዿxe6 fxe69.₩e2₩d7 10.ዿe3ዿb6 11.0-0-0 心8e7 12.g3±)

6.營d4 營e7 7.刻f3 d5 8.奠d2 刻f6 9.e5 c6 10.0-0-0 刻g4 11.刻a4 奧xd2+ 12.莒xd2 刻h6 13.奠d3 眞f5 14.g3 奧xd3 15.營xd3 營b4 16.刻c3 0-0-0 17.a3 營a5 18.刻g5 莒de8 19.刻xf7 刻xf7 20.營f5+ 含b8 21.營xf7 with a clear advantage for White, Tringov-Feuerstein, Varna 1958.

A2) 5. ĝe3 ĝb4+

(5... 0 f6!? 6.e5 0 e7 with the double threat 0 e7-b4+ and d7-d6 is worth considering.)

A3) 5. 2 f3 \$c5 6. \$c4

(6.f5!? and 6.心c3!? are interesting alternatives.)

6...d6 7.②g5 ②h6 8.②c3 0-0 9.②a4 營f6 10.營d2 營d4 11.奠b3 奠b4 12.c3 營xd2+13.奠xd2 奠a5 14.奠c2 c6 15.h3 f5 16.b4 奠c7 17.奠b3+ 空h8 18.exf5 奧xf5 19.0-0 罩ae8 20.罝fe1 d5 21.g3 b522.心c5 愈b623.峦g2 愈xc524.bxc5 IIxe1 25.IIxe1 愈d7 26.a4 and White stands better, Steiner-Mikenas, Kemeri 1937.

B)4.∅f3

B1) 4...≌f6 5.≜e2

(5.②c3!? is also playable; e.g. 5.... 2b4 6. 2 公xf3+ 7.gxf3 ②e7 8. 曾e2 ②g6 9.0-0-0 with good prospects for White, Plaskett-Sherwin, Birmingham 2002.)

5...ĝb4+6.∅bd2

(6.c3!? ዿc5 7.0−0 d6 8. 2 d4 Δf2−f4! deserves attention.)

B2) 4...&b4+5.c3 @xf3+6.@xf3 &c57. $\&c4 @f68.\&f4 d69.0-0 @e7 10.@g3 @g6 11.&e3 &b6 12.@d2 0-0 13.f4 &d7 14.\ext{Eacl} \ext{Eacl} ae8 15.\ext{Eacl} h1 &xe3 16.\ext{Exc3} &c6 17.&d3 \ext{Ecf} r18.@g4 &d7 19.@f3 \ext{Eff} f8 20.g3 &c6 21.\ext{Eff} r1 @f8 22.@b3 b6 23.@d4 &a8 24.g4 and in this sharp position, White has better prospects, Tiller-Houska, West Bromwich 2002.$

B3) 4...∕ົ∆xf3+ 5.⊮xf3 d6

(5...營f6 6.營g3 奠c5 7. ②c3 ②e7 8.奠d3 d6 9. ②b5 奠b6 10. 奠e3 is favorable for White, Belyavski-Meštrovic, Portoroz 1996.)

6.ዿc4 ∰f6 7.∰b3 h6 8.Ѽc3 c6 9.a4 ዿe7 10.0−0 ዿd8 11.ዿe3 Ѽe7 12.f4 0−0 13.⊑ad1 Ѽg6 14.ዿd4 (14.e5! dxe5 15.fxe5 [™]/₂xe5 16.[≜]/₂xf7+ +- was even stronger.)

C)4.2C3

C1) 4…ģb4 5.⊮d4

(Another option is 5.ዿd2 ∅f6 6.f4 ∅g6 7.ዿd3 d6 8.솋f3 c6 9.0−0 etc.)

5...≝e7 6.ዿf4 ዿxc3+ 7.≝xc3 d6 8.0-0-0 ⊘f6 9.f3 0-0 10.⊘e2 h6 11.⊘d4 a6 12.g4 followed by ⊘d4-f5 with initiative on the king side.

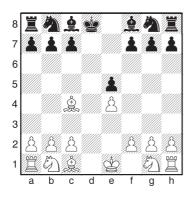
C2) 4...ዿc5 5.ዿf4 d6

(5...2g66. $\underline{å}$ g3d67.h4!h58. $\underline{\mathsmall$

6. $ext{@d2}$ $ext{@e6}$ 7.0-0-0 $ilde{}$ 7 8. $ilde{@e3}$ $ilde{@e3}$ 9.f4 $ilde{@c4}$ 10. $ilde{@xc4}$ $ilde{@xc4}$ 11. $ilde{@d4}$ $ilde{@c5}$ 12. $ilde{@xc4}$ $ilde{@xc4}$ $ilde{@xc4}$ $ilde{@xc4}$ $ilde{@xc4}$ 14. $ilde{@f1}$ $ilde{@e5}$ 15. $ilde{@xf7}$ + $ilde{@d7}$ 16. $ilde{@b3}$ $ilde{@g8}$ 17. $ilde{@b5}$ + $ilde{@c8}$ 18. $ilde{@d3}$ $ilde{@e6}$ 19. $ilde{@f3}$ $ilde{@f3}$ 22. $ilde{@d5}$ 24. $ilde{@f4}$ 22. $ilde{@d1}$ 24. $ilde{@d1}$ 22. $ilde{@d1}$ 24. $ilde{@d1}$ 22. $ilde{@d1}$ 24. $ilde{@d1}$ 22. $ilde{@d1}$ 24. $ilde{@d1}$ 24.ilde

Chapter 1 – The Center Game

II. 2...d6 3.dxe5 dxe5 4.[₩]xd8+ ☆xd8 5.ዿc4



A) 5...f5 6. g5+

(6.exf5 ዿੈxf5 7.ੴf3 心c6 8.c3 ዿੈd6 9.0−0 心f6 10.ዿੈe3 ☆d7 11.h3 ≌ae8 12.心bd2a613.a4±)

6...ੴf6 7.ੴc3 c6 8.ੴf3 ዿੈd6 9.0−0−0 ✿c7 10.鼍xd6! ✿xd6 11.鼍d1+ ✿c7 12.ඕxe5墨d8 13.ඕd3≌d4

(13...fxe4 14.ዿੈf4+ ชb6 15.∅a4+ ชa5 16.ዿੈd2+ ชੈxa4 17.थ∂c5#)

B) 5...ዿੈe6 6.ዿੈxe6 fxe6 7.ዿੈe3 විf6 8.f3 විc6 9.විd2 වd7 10.0−0−0

(10.创h3 愈c5 11.愈f2 愈xf2+ 12.创xf2 创c5 13.c3 a5 14.空e2±, Hector-Agrest, Norrköping 2002)

 the center, White is slightly better, White-Moser, Vienna 1999.

C) 5...f6 6.ዿe3 c6 7.∅c3 ዿd6

(7...②d7 8.0−0−0 ✿c7 9.④ge2 ዿb4 10.a3 ዿa5 11.᠌d3 ㉒e7 12.᠌hd1±)

8.0−0−0 ☆c7 9.②ge2 ②e7 10.ጃd2

(10.f4!? is also playable.)

10...心g6 11.ཐhd1 ዿe7 12.h3 b6 13.心g3心f4 14.ዿxf4 exf4 15.心f5 ዿxf5 16.exf5

White plans ⁽²)c3−e4 and ⁽²)c4−e6 with better prospects, Pech-Novotny, Czech Republic 2003.

III. 2...②f6 3.dxe5 ②xe4 4.營e2

A) 4...∛g5 5.f4 ⊘e6 6.f5 ⊘d4

(6...②c57.②f3 ②c68.ዿg5 ዿe79.f6+−) 7.營e4 ዿc58.b4 ዿb69.c3 ③dc610.b5 ②a511.f6 g6

(11...0−0 12.fxg7 ¤e8 13.ዿ̀d3+−) 12.ዿ̀h6±

B) 4... එc5 5. එc3 එc6

(After 5...&e7 6.&f3 0–0, White can obtain good play with 7.&e3 followed by 0–0–0.)

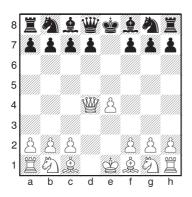
6.②f3 ዿe7 7.ዿe3 0−0 8.0−0−0 ⊠b8 9.彎d2 a6 10.彎d5 ۞e6 11.彎e4 ≅e8 12.ዿc4 b5?

(12...d6!? was necessary; e.g. 13.h4 创f8 etc.)

13.[≜]xe6 fxe6 14.h4 d5

(14...b4 15.∅g5! ≜xg5 16.hxg5 g6 17.≝h4 ≅e7 18.∅e4+−)

3.[₩]xd4



This main move is also our recommendation. We have already explained its basic idea: fast development of the queen side, long castling and – attack! It has also been said that this continuation violates the 'golden rule': Don't bring the queen into play too early! However, in modern chess, this rule is no longer of great importance, because in many opening lines the queen is activated in the early opening phase.

Like Tarrasch's famous rule concerning the infamous 'knight on the rim', many 'good old' rules should not be applied too dogmatically. In a lot of modern opening lines a knight is developed via a square 'on the rim', because it's simply part of the concept of this or that line.

3...∕වc6

This usual move makes sense because the attack on the queen gains an important tempo.

The move order 3... (2) f6 4. (2) c3 (2) c6 5. (3) e3 (2) b4 leads to the main line by transposition of moves.

In addition, Black can choose a completely different approach with d7-d6 or &f8-e7.

I. 5...d6 6.ዿੈd2 ዿੈe7

(- After 6... d7, the continuation 7.0-0-0 a6 8.f3 e7 9.g4 h6 10.h4 leads to attack on the king side.

- And after 6...ĝe6 7.0-0-0 ĝe7 8.f4 ②g4 9.營e1 f5 10.exf5 ĝxf5 11.h3 ②f6 12.g4 ĝd7 13.g5, White is in the driver's seat.)

7.0−0−0 0−0 8.^wg3

(8. gc4!? is also playable.)

8...<u>\$</u>e6

(8...a6 9.f4±, Hase-Karpov, Skopje 1972)

9.f4 a6 10.f5 盒d7 11.盒h6 包e8 12.包f3 查h8 13.盒e3 包f6 14.查b1 b5 15.盒d3 包b4 16.營h3 包xd3 17.cxd3 b4 18.包e2 營c8 19.g4 營b7 20.包g3 查g8 21.g5 包e8 22.營h4 盒a4 23.舀d2 c5 24.舀g1 b3 25.a3 舀c8 26.f6 盒d8 27.包f5 with a decisive attack, Orekhov-Tichy, Pardubice 2008.

II. 5...ĝe7 6.ĝd2

(For the sharp 6.\(\e02ecclectledcolor\) - see **Game 1**, Shabalov-Shliperman, Newark 1995.)

A) 6...d5 7.exd5 🖄 xd5

(Of course, 7...⁽²⁾b4 is followed by 8.0-0-0.)

8.₩g3

(Another option is 8.2xd5!? 4xd59. $2e^2$ followed by $2e^2-c^3$, 0-0-0 etc.)

8...∜xc3