# The Modernized Scotch Game

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## The Modernized Scotch Game

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## **Key to Symbols**

! a good move

? a weak move

!! an excellent move

?? a blunder

!? an interesting move

?! a dubious move

□ only move

N novelty

C' lead in development

zugzwang

= equality

∞ unclear position

with compensation for the

sacrificed material

**=** Black stands slightly better

± White has a serious advantage

**H** Black has a serious advantage

+- White has a decisive advantage

-+ Black has a decisive advantage

→ with an attack

↑ with initiative

 $\Delta$  with the idea of

△ better is

≤ worse is

+ check

# mate

## **Table of Contents**

Key to Symbols	5
Preface	7
Introduction	
PART I – 4🖄 f6	15
Chapter 1 – Scotch Four Knights	17
Chapter 2 – Minor lines in the Mieses Variation	35
Chapter 3 – Sidelines on move 8	45
Chapter 4 – White plays 8. 🖾 d2	63
Chapter 5 – Alternatives on move 9 and 10	81
Chapter 6 – White plays 10.f4	93
Chapter 7 – White plays 10.g3	109
PART II – 4ዿc5	123
Chapter 8 – Answering 5營f6 with 6.營d2	125
Chapter 9 – Answering 5豐f6 with 6.豐f3	139
Chapter 10 – Minor lines	159
Chapter 11 – Black replies to 7.Ձc4 with 7∅e5	175
Chapter 12 – Black replies to 7. \(\mathbb{L}\)c4 with 70-0	189
Chapter 13 – Alternatives on move 5 and 6	
Chapter 14 – The main lines: 6d6 and 6位f6	221
PART III – Other 4 <sup>th</sup> moves	251
Chapter 15 – Black alternatives on move 4	253
Appendix – White plays 4.c3 (Göring Gambit)	277

#### **Preface**

The Scotch was one of the first modern openings to appear in tournament practice. The nature of the Scotch fitted perfectly into the 19<sup>th</sup> century era of Romantic chess – the opening's emphasis on opening lines, fast development, rapid centralisation and, most importantly, fast attacking chances, meshed seamlessly with the style of the day. In a stylistic sense the Scotch very much resembles Open Sicilian positions.

In spite of its long history however, for most of its life the Scotch did not enjoy great popularity. It was a recognised answer to 1... e5, for sure, but it never seriously challenged the Ruy Lopez as the most "objective" way to fight for an opening advantage. The general opinion was that Black had enough resources to achieve equality. The turning point for the fortunes of the Scotch was the world title match between Kasparov and Karpov in 1990, the first time that the opening had been tested at such an elite level. Unsurprisingly, Kasparov's decision to employ this old opening meant that its appearances in tournaments soared. The popularity of the Scotch generated by this match remains today, and I would say it is perhaps more popular than ever before. That begs the obvious question – why? Well, due to the nature of the positions that tend to arise it is ideal for engine analysis, and so it lends itself perfectly to the tools of the current day. It is a nice paradox that the Romantic foundations of this opening merge so well with the computerised modern era. Credit can mostly be given to Kasparov for reviving this old opening, but there are many others who have contributed to exploring new ideas and forging new paths. A lot of discoveries have been made by some young grandmasters who don't shy away from analysing deep tactical solutions with the aid of the silicon beast.

The only other book written on the Scotch that I used whilst searching for material is the excellent work by the English GM Peter Wells, *The Scotch Game*. Wells' book comes from an older, classical style of opening literature which is helpful in developing the reader's understanding and certainly still has its merits today. Since its publication in 1998, however, many new lines have been introduced and our general approach to the Scotch has changed dramatically. Nevertheless, it served me well as guidance as I wrote this work. This book is going to be a big one, so my introduction will be a little different to my usual approach. I will try to present the most important features in the book so that readers can immediately see what kind of material they will find. Here I will briefly lay out the principal details of the book (N.B. this is not an official table of contents, just a quick guide for the reader).

#### Introduction

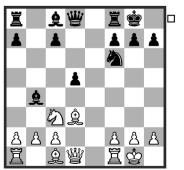
We start our journey by exploring the extremely old Four Knights line. This position can arise from various move orders. 1. e4 e5 2. ②f3 ②c6 3. d4 exd4 4. ②xd4 ②f6 5. ②c3 ②b4



Position after: 5... \$b4

It is an ancient system but we will see many new ideas for both sides.

After 6. 🖾 xc6 bxc6 7. 🗟 d3 d5 8. exd5 cxd5 9. 0-0 0-0 I have looked at a number of options, some well-known, others relatively new.



Position after: 9... 0-0

- A) 10. a3
- B) 10. h3 c6 11. **a**f3
- C) 10. **Qg5 c6** and now 11. **Qa4** and 11. **Wf3**

All of them lead to a balanced positional game and are worthy of serious investigation.

The next two lines are both completely new ideas that have only recently been brought into the light. We can say that they are entirely the product of modern times.

1. e4 e5 2. 公f3 公c6 3. d4 exd4 4. 公xd4 公f6 5. 公xc6 bxc6 6. 臭d3 d5 7. 營e2



Position after: 7. We2

An unusual try but not without some sense. Black must be vigilant in order to fight against White's idea, which mainly consists of depriving Black of the option of a quick ... \$\&\text{b4}\$ in response to \$\tilde{\text{C}}\$c3.

Introduction 9

1. e4 e5 2. ②f3 ②c6 3. d4 exd4 4. ②xd4 ②f6 5. ②xc6 bxc6 6. 營e2



Position after: 6. We2

This slightly odd-looking queen move has hidden depths and Black must be aware of how to deal with it.

The following is a practical line that should not be taken lightly. 1. e4 e5 2.  $\bigcirc$  f3  $\bigcirc$  c6 3. d4 exd4 4.  $\bigcirc$  xd4  $\bigcirc$  f6 5.  $\bigcirc$  xc6 bxc6 6. e5  $\bigcirc$  e4



Position after: 6... 2 e4

In response to this offbeat line White usually tries to force some positional gains.

1. e4 e5 2. 公f3 公c6 3. d4 exd4 4. 公xd4 公f6 5. 公xc6 bxc6 6. e5 營e7 7. 營e2 公d5 8. h4



Position after: 8. h4

This is not a new idea but it has been completely reworked and given a fresh look in recent times. It is critically important to understand the nuances here. I have analysed three possibilities:

8... 

6. All three are crucial for the evaluation of this line.

Another important set of themes arise from the following line: 1. e4 e5 2. ②f3 ②c6 3. d4 exd4 4. ②xd4 ②f6 5. ③xc6 bxc6 6. e5 營e7 7. 營e2 ②d5 8. ②d2.



Position after: 8. 2 d2

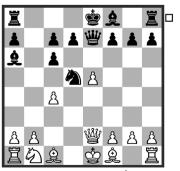
The game usually continues 8... g6 9. c4 **\$a6** when we reach an interesting and popular modern line. Next follows: 10. **公**f3 **對b4+11. \$d1.** 



Position after: 11. \$\display\$ d1

A fascinating position which will often result in an endgame. The key question is who is better placed for the transition? Here I have analysed four different possibilities, 11... \$\hat{2}\$ b6, 11... \$\hat{2}\$ b8 and 11... \$\hat{2}\$ e7, which all lead to complex struggles.

One of the two main lines in this book covers: **1. e4 e5 2.** 公f**3** 公c6 **3. d4 exd4 4.** 公xd4 公f6 **5.** 公xc6 bxc6 **6. e5** 豐e**7 7.** 豐e**2** 公d**5 8. c4** 急a6.



Position after: 8... \$ a6

This is the starting point of the line, and now we can divide White's attempts into two branches.

A) 9. b3 g6 10. f4



Position after: 10, f4

B) 9. b3 g6 10. g3

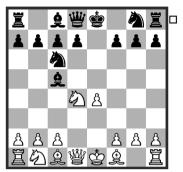


Position after: 10. g3

In both cases we are entering complex waters, both positionally and tactically. There are a lot of ideas here which must be correctly evaluated in order to steer safely through the complications. Black attempts (and should succeed) to carefully take note of the subtleties and with some clever exchanges often makes it to balanced – yet still sharp – endgames.

Introduction 11

A major part of the book is devoted to the following main line: **1. e4 e5 2. 2 f3 2 c6 3. d4 exd4 4. 2 xd4 2 c5**.



Position after: 4... \$c5

This is a key system and together with 4... **16** represents best play for Black. Now White has various tries, one of which is the modern 5. **1 xc6 16**, after which there are two viable options for White:

A) Kasparov's 6. Wd2



Position after: 6. ₩d2

**B)** The modern **6. <sup>₩</sup>f3**.

(see diagram next column)



Position after: 6. Wf3

5. Exc6 was played by Kasparov, leading to the complete rebirth of this line and many new ideas, especially relating to endgames. In both lines Black can react with either 6... bxc6 or 6... dxc6, of which the latter is preferable.

Other attempts include **1. e4 e5 2. 2** f3 **2** c6 **3. d4 exd4 4. 2** xd4 **2** c5 **5. 2** e3 **4** f6 6. c3.



Position after: 6. c3

This line is also a known entity that has been given a modern makeover. Now the most common, and probably best, response is **6... 2 ge7**, to which the most popular and complex reply is **7. 2 c4**. I have looked at two main tries:



Position after: 7. \&c4

- A) 7... 🖄 e5
- B) 7... 0-0 8. 0-0 b6

both of which lead to interesting positions full of complicated play.

Then we have the traditional: 1. e4 e5 2.  $\bigcirc$  f3  $\bigcirc$  c6 3. d4 exd4 4.  $\bigcirc$  xd4  $\bigcirc$  c5 5.  $\bigcirc$  b3  $\bigcirc$  b6.



Position after: 5... \$b6

This part is almost completely reworked and I have given new ideas and lines for both sides. These three sections (5. ②xc6, 5. ②e3 and 5. ②b3) are of the utmost importance for understanding the Scotch opening.

Here I have analysed a number of different options, with the last being Black's best in my opinion.

- A) 6. ②c3 ②ge7
- B) 6. 公c3 營f6
- C) 6. 2 c3 d6
- D) 6. 公c3 公f6

Achieving a balanced game here with Black is no easy task, so he must really know what he is doing.

In the last part of the book I have tackled a few lesser-played lines after **1. e4 e5 2. a f3 a c6 3. d4 exd4 4. a xd4**. They are not all that bad and some of them are very interesting indeed.

A) 4... 營f6!?



A tricky move order from Black's side. White can transpose back to familiar lines with **5. 2e3 2c5 6. c3** and **5. 2xc6 2c5**, but Black has avoided **4... 2c5 5. b** 

Introduction 13

B) 4... **\$b4+ 5. c3** leads to a further split into two lines.



Position after: 5, c3

B1) 5... 💄c5

B2) 5... 💄e7

These are lines in which Black doesn't really look to immediately equalise but instead chooses to seek some more practical solutions.

After that I have examined some less common lines, some more solid than others!

Milos Pavlovic Belgrade, 2019

- C) 4... d6
- D) 4... 🖄 ge7
- E) 4... g6
- F) 4... 🖾 xd4
- G) 4... Wh4

At the very end we have the Romantic Göring Gambit where it has been known for decades that White should not achieve anything. 1. e4 e5 2. 2 f3 2 c6 3. d4 exd4 4. c3 d5!



Position after: 4... d5!

The best response by far. Black doesn't have any problems reaching equality.

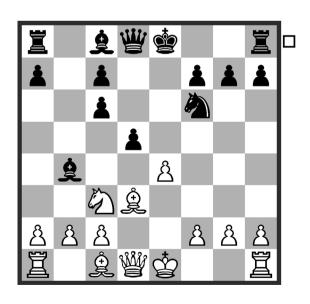
## Part I

4...**②**f6



## **Scotch Four Knights**

1.e4 e5 2.心f3 心c6 3.d4 exd4 4.心xd4 心f6 5.心c3 臭b4 6.心xc6 bxc6 7.臭d3 d5



## **Chapter Guide**

### **Chapter 1 – Scotch Four Knights**

1.e4 e5 2.�f3 �c6 3.d4 exd4 4.�xd4 �f6 5.�c3 �b4 6.�xc6 bxc6 7.�d3 d5 8.exd5 cxd5 9.0-0 0-0

orekus skus sto o o o	
a) 8 👑 e7+!? alternative	19
b) 10, 10.a3	22
c) 10.h3	25
d) 10.Ձg5 c6 11	28
e) 10. Ձg5 c6 11. f3	. 32

## a) 8... We7+!? alternative

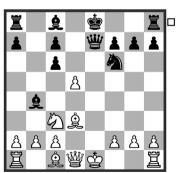
1. e4 e5 2. ②f3 ②c6 3. d4 exd4 4. ②xd4 ②f6 5. ②c3 &b4



Position after: 5... \$b4

It is important to note that this line can also arise from a Four Knights move order after: 1.e4 e5 2.心f3 ②c6 3.②c3 ②f6.4 d4 exd4 5 ②xd4 ② h4

6. △xc6 bxc6 7. ≜d3 d5 8. exd5 ₩e7+!?



Position after: 8... We7+!?

In my opinion this is an underrated line and a promising alternative choice, especially for those players who have a fondness for endgames.

9. ₩e2 ₩xe2+ 10. \$\display xe2 cxd5 11. \$\display b5\$



Position after: 11. 6 b5

11... ⊈d7!?

11... ⊈d8

A) 12. 皇f4 冨e8+ Black should be able to neutralise any White pressure with accurate play, for example: 13. 堂f1 皇a5 14. ②d4 皇d7 15. ②f5



Position after: 15. 45

15... g6! [15... 兔xf5 16. 兔xf5 罩b8 17. b3 兔c3 18. 罩d1 h6 19. g3 d4 20. 兔d2 兔xd2 21. 罩xd2 c5 22. c3± 1-0 (45) Kryvoruchko, Y (2707) — Amin, B (2635) Dubai 2014] 16. 总g5 [16. 公e3 c6 17. 总g5 堂e7 18. c3 总d8 followed by ... 堂f8] 16... 总xf5 17. 总xf6+ 堂d7 18. 总xf5+ gxf5 19. 量d1 c6 20. c4 堂e6平.



Position after: 13... \$\div c7\$

14. ②f4+ [14. c4 冨e8+ 15. ⑤f1 ②g4 16. f3 ②e6 17. ②f4+ ⑤b7 18. 冨ac1 冨ac8 19. c5± 1-0 (60) Sutovsky, E (2480) — Jonkman, H (2280) Groningen 1994] 14... ②d6 15. ②xd6+ ⑤xd6 16. c4 冨b8 17. b3 冨e8+ 18. ⑤f1 ②d7 19. cxd5 cxd5 20. f3±

#### 12. **፭**d1

- **A)** 12. **Å**f4 c6= Δ 13. **Å**c7? **Å**h5!∓
- B) 12. 臭f5+ 空e7 13. 臭xc8 罩hxc8 14. 罩d1 c6 15. c3 臭c5 16. 心d4 空d7=

#### 12... c6 13. c3

Another option is: 13. 夕d4 星e8+ 14. 掌f1 皇c5 15. 皇e2 a5 16. c4 皇a6 17. 皇e3 掌c7 18. 星ac1 掌b6 19. cxd5



Position after: 19. cxd5

#### 13... **≜**c5



Position after: 16... c5

17. ②f5+ [17. ②b5 shouldn't bring anything for White after 17... d4 18. ②g5 ②e4 19. ②f4 ②d6 20. 墨e1 墨xe1+ 21. 墨xe1 g6 22. ②xd4 cxd4 23. c5 ②a6 24. ②xa6 墨xa6 25. cxd6 ②xd6=] 17... ③c7 18. ②b5+ ⑤b6 19. ③xc8 墨axc8 20. ②g5 d4 21. ③xf6 gxf6 22. 墨d3 墨e6 23. 墨h3 h6 24. 墨b3 a4 25. 墨a3 墨a8 26. b3 ⑤c6! 27. 墨xa4 墨xa4 28. bxa4 ⑤d7=.



Position after: 13... \$c5

#### 14. b4

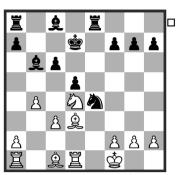
14. ②d4 볼e8+ 15. 當f1 a5 Black prevents White's idea of expanding with b4. 16. 臭e3 ②g4 17. 臭f4 臭a6



Position after: 17... 2a6

#### 14... ዿb6 15. ��d4 볼e8+ 16. ��f1 ��e4

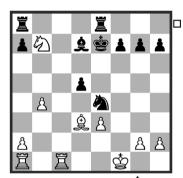
On the one hand the black king on d7 is somewhat vulnerable and the c8-bishop remains out of play, on the other hand the e4-knight is particularly strong.



Position after: 16... De4

The position is dynamically balanced.

17. **এe3! 公xc3 18. 国dc1 公e4 19. 公xc6 এxe3 20. fxe3 <b>含d6 21. 公a5 息d7 22. 公b7+ \$e7** 



Position after: 22... \$\div e7

#### 23. 🖳 xe4

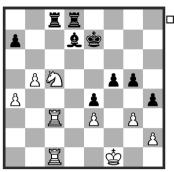
23. ②c5 rapidly peters out after: 23... ②xc5 24. 基xc5 ③d6 25. ⑤f2 基eb8 26. a3 a5 27. 基xa5 基xa5 28. bxa5 基b2+29. ⑤f1 ⑤b5 30. ⑥xb5 基xb5=.

#### 23... dxe4 24. 4 c5

#### 24... f5 25. a4 罩ac8 26. 罩c3 罩ed8 27. 罩ac1 g5 28. g3 h5 29. b5 h4与

(see diagram on the right)

The position is roughly equal, with all three results remaining on the table.



Position after: 29... h45

#### b) 10.--, 10.a3

1. e4 e5 2. ②f3 ②c6 3. d4 exd4 4. ②xd4 ②f6 5. ②c3 ②b4 6. ②xc6 bxc6 7. ②d3 d5 8. exd5 cxd5 9. 0-0 0-0



Position after: 9... 0-0

#### 10. a3

This idea is a rarer guest in tournament play but it asks a logical question. What is Black going to do with the bishop? As well as this direct approach, White has a number of other infrequently played tries:

- B) 10. 營f3 臭g4!? 11. 營g3 營d7



- 12. **Qg5** [12. **Q**f4 **Z**fe8 13. h3 **Q**f5 14. **Q**xc7 **Q**xd3 15. cxd3 d4 16. **Q**e4 **Q**xe4 17. dxe4 **Z**xe4 18. a3 **Q**f8 19. **Z**ae1 f5 Black has no issues.] 12... **Q**h5 13. **Ye5** c6 14. **Y**d4 **Q**d6〒
- C) 10. ②b5 臭g4 11. f3 臭d7 12. c3 臭e7 13. ②d4 볼e8 14. 臭g5 c5 15. ②f5

#### 10... &d6



Position after: 13. b3!?

A) 13... c4 14. 息f1 罩c8 15. 營d2 [15. b4 營d7 16. ②e2 ②e4 17. ②d4 ②c3 18. 營c1 罩fe8 19. ②xe6 fxe6 20. 兔e5 兔f6 21. 兔xf6 gxf6∞] 15... a6 16. b4 罩e8 17. 兔e5 ②g4 18. 兔d4



Position after: 18. &d4

18... 心h6! 19. 罩ad1 a5 20. 心a4 axb4 21. axb4 心f5 22. 兔c5 兔g5 23. 豐c3 兔f6 24. 豐d2 兔g5=

**B)** 13... h6!?



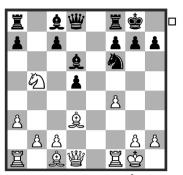
Position after: 13... h6!?



Position after: 20... g6

The position is equal. One sample line might be: 21. g3 當g7 22. 冨ad1 營b6 23. 當g2 c4 24. bxc4 冨e8! 25. 營d2 冨xe1 26. 冨xe1 dxc4 27. 夏xc4 夏xa3=.

#### 11. 4 \$\&\ e5 12. f4 \&\ d6



Position after: 12... \$\mathcal{2}\$d6

#### 13. 🖾 xd6

White is not obligated to capture the bishop straightaway – there is also the option of 13. b4.



Position after: 16. &b2

16... 營b6+!? This leads to a messy position after: 17. 总d4 營g6 18. 呂c1 [18. 營f3 急f5≒] 18... 息h3 19. 營e2 呂fe8 20. c4 急f5 21. 營b2 a5 22. bxa5 呂eb8 23. cxd5 呂xa5 24. 呂xc7 兔f8∞.

**B)** 13... a5 14. ②xd6 豐xd6



Position after: 14... Wxd6

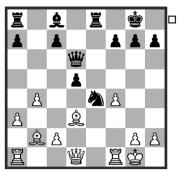
15. b5 [15. 兔b2 冨e8 16. 營d2 axb4 17. axb4 冨xa1 18. 冨xa1 營b6+ 19. 營f2 營xb4 20. 兔xf6 gxf6 21. h3 f5与] 15... 冨e8 16. 營f3 c5 17. bxc6 兔a6 18. 兔b2 ②e4 19. 營e3 營xc6 20. 營d4 f6



Position after: 20... f6

#### 13... খxd6 14. b4 冨e8 15. 臭b2 公e4

White can point to the bishop pair as evidence of a possible advantage but Black can be equally satisfied with the strong outpost in the centre.



Position after: 15... 2 e4

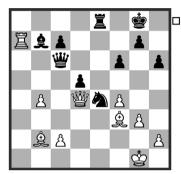
#### 16. <u></u>êe2

16. 臭d4 彎g6 17. 嘼e1 臭g4 18. 彎c1 臭f3 19. 臭f1 勾d6 20. 彎d2 臭e4 21. a4 a6 22. 臭e5 c6∞

#### 16... f6 17. ₩d4 Ձb7 18. Ձf3 a5

#### 19. g3

19. c4?! axb4∓



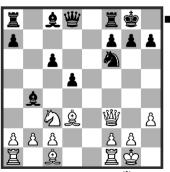
Position after: 22... h6=

Both sides have equal chances in this tense middlegame struggle.

#### c) 10.h3

1. e4 e5 2. 公f3 公c6 3. d4 exd4 4. 公xd4 公f6 5. 公c3 急b4 6. 公xc6 bxc6 7. 急d3 d5 8. exd5 cxd5 9. 0-0 0-0 10. h3 c6 11. 對f3

This plan, with the idea of bringing the bishop to f4 next, is a trendy choice at the moment. It is a solid, positional try but Black must be careful not to underestimate this approach. White has by no means abandoned his pursuit of an objective edge.



Position after: 11. 当f3

11... 罩b8 12. 臭f4