Attacking 101: Volume #004

Joel Johnson

Edited by: George Krum

© Joel Johnson, May 2017

All rights reserved. No part of this book may be reproduced, transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission from Joel Johnson.

Edited by: **George Krum**

Cover Photography: **Barry M. Evans**

Cover Design: Joel Johnson
Proofreading: Joel Johnson

Linares Diagram and **Linares Figurine** fonts ©1993-2003
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Ivinson Ave.
Laramie, WY 82070
Email: Alpine Chess Fonts (alpine@partae.com)
Website: http://www.partae.com/fonts/

Chaulkboard graphic
Image Copyright Araminta, 2012
Used under license from Shutterstock.com

In Memoriam to my mom,
Ruth Elizabeth (Horton) (Johnson) Kosiavelon,
07/10/1936 – 05/07/2016 (RIP)

CONTENTS

Preface **14**
- Opening Selection 14
- 1700-2100 Errors 14
- Volume #004 15
- Computer Software 15
- Kudos 15

My Mom (Ruth Kosiavelon) **16**
- My Mom's Thoughts About Me Becoming a Chess Pro 16
- My Thoughts About Me Becoming a Chess Pro 17
- Summary 17

Latest Polish Move Order **18**
- The Solution 19
- Taming Wild Chess Openings 19

Polish Evolution **20**
- Opening Evolution 20
- First Major Change 20
- Game #001 – IM Joe Fang (2405) - Joel Johnson 20
- Game #002 – MishraSwayams (IM) (2331) - FearNoEvil 23
- Second Major Change 24
- Game #003 – IM Nicolay Andrianov (2495) – Joel Johnson 24
- Third Major Change 25
- Game #004 – Vulpecula (IM) (2223) – MysteryMan 25
- Fourth Major Change 26
- Game #005 – happychess (1808) – MassCarnage 26
- Fifth Major Change 27
- Game #006 – snadder7 (1958) - MysteryMan 28
- Sixth Major Change 29
- Old Method of Attack 30
- Game #007 – MrPawnSacker (1862) - MassCarnage 30
- New Method of Attack 33
- Game #008 – condor (1799) - MassCarnage 34

Polish Evolution (Continued)

Latest Major Change 35
Game #009 – milestee (1700) - FearNoEvil12 35

Vanilla Polish 37

Vanilla Polish 37
Move Order 37
Opening Basics 37
Game #010 – christianneke (1868) – MassCarnage 39
Tactics – The Black Bishop on b7 39
Game #011 – chapal (2052) – MassCarnage 39
Tactics – Win the White e-Pawn 40
Game #012 – nikkarthegreat (2057) – FearNoEvil 40
Sample Games 40
Game #013 – omloper (2054) – FearNoEvil 40
Game #014 – Tiziano (2197) – MassCarnage 41
Game #015 – hierarchy (1955) - FearNoEvil 43
d5 and d×e6 45
Game #016 – herje (2004) - FearNoEvil 46
Game #017 – akash (2079) - MysteryMan 47
Game #018 – YWP (2157) - FearNoEvil 48
Modern Benoni 49
Game #019 – Harry Golombek – Petar Trifunovic 49
Game #020 – Kasparitov (1982) – FearNoEvil 50
Game #021 – aleroig (2160) – FearNoEvil 52
Delayed d5 55
Game #022 – Travelreader1 (1946) – MassCarnage 56
White plays f3 or f4 Variation 57
Early Days 57
Game #023 – David Vigorito (2105) – Joel Johnson 58
White Plays f3 Variation 59
Game #024 – biki (WIM) (2127) – FearNoEvil 60
White Plays f4 Variation 61
Game #025 – tammany (1711) – MassCarnage 61
Game #026 – NokDiam (1938) - MassCarnage 62
Game #027 – mega-voyager (1955) – MassCarnage 63
Game #028 – Nemesis23 (1829) - MassCarnage 64
Game #029 – GreatPelle (1983) – MassCarnage 65

Vanilla Polish (Continued)

Game #030 – midnightgambit (1992) – MassCarnage 67
Game #031 – Fermin Arias (1920) – Joel Johnson (2205) 68

Polish Attack 71

Techniques Learned 71
Computer Evaluations 72
Game #032 – akibael (2511) – MassCarnage 72
Polish Attack Tactics 73
Tactic – ♖×g2+ and ♘f4+ 73
Game #033 – Shostako2222 (1837) – MassCarnage 73
Tactic – ♘×g2 and g4 74
Game #034 – dcremisi (NM Sri Ram) (1733) – pawnasaurous (1661) 74
Stonewall Attack 75
Game #035 – Allan (1846) - HypnoticTrance 75
Trompowsky Style Attack 76
Game #036 – gnice (1697) - MassCarnage 77
Game #037 – DarkInception (1834) – MassCarnage 79
Game #038 – BronxWarrior (2193) – FearNoEvil 80
Early ♗g5 and ♗×e7 82
Game #039 – gepario (1914) – MassCarnage 82
White – Kingside Fianchetto 84
History – Various Approaches 84
History – Vanilla Polish 84
Game #040 – Lalaev1990 (2160) – FearNoEvil 84
History – Black Plays ... h6, ... g5 85
Game #041 – ledzepp (1856) - FearNoEvil 85
Game #042 – Norbull (2254) – FearNoEvil 86
White plays h3 in response to ... h5 86
Game #043 – Wriggler (1813) – MassCarnage 86
White plays h4 in response to ... h5 87
Game #044 – Chanchito (1923) – MassCarnage 87
Queenside Fianchetto 88
Game #045 – topcop (1968) – MassCarnage 89
Game #046 – storebror (2030) – MassCarnage 90
Game #047 – vinod (2069) – MysteryMan 91
Game #048 – Claude41 (2113) – MysteryMan 92

Polish Attack (Continued)

c4 Variation 93
Game #049 – Eric Hammond (1800) – Joel Johnson 93
Game #050 – PrgaMate (1788) – FearNoEvil12 95
Game #051 – happychess (1808) – MassCarnage 96
Game #052 – Thanos (1872) – MassCarnage 97
Game #053 – Jeff Svoboda (2015) – Joel Johnson 99
Game #054 – mefis (2105) – MysteryMan 101
Game #055 – Urb2312 (2134) – MysteryMan 103
Mainline Variation 105
Game #056 – Oops (1677) – MassCarnage 105
Game #057 – The-Ethanator (1785) – MassCarnage 107
Game #058 – Yazdgird-III (1860) – MassCarnage 109
Game #059 – akita (1917) – MassCarnage 110
Game #060 – cassiopea (1910) – MassCarnage 112
Game #061 – Centauro379 (2022) – MassCarnage 113
Game #062 – ForestHacker (2269) – MassCarnage 115
Game #063 – PoisonPawn (2059) – MassCarnage 116
Game #064 – RotorBaron (2128) – MassCarnage 116
Game #065 – spolem (1885) – D_for_DJ (1912) 117
Game #066 – Shumahan (1985) – FearNoEvil12 119
Game #067 – InoyDaPogi (2167) – MassCarnage 120
Game #068 – atmin (2160) – MassCarnage 121
Game #069 – helloall (2414) – MassCarnage 123
Anti-Polish Attack Variation 125
Game #070 – nerfmalac (2030) - FearNoEvil12 126
London System 126
Game #071 – andrepoeta (1691) – MassCarnage 127
Game #072 – Herophilus (1904) – MassCarnage 130
Game #073 – capajj (2003) – MysteryMan 132
Game #074 – Sampragon (2133) – MassCarnage 132
White Castles Queenside 134
Game #075 – Achigan (2006) – MassCarnage 135
Super Solid and Conservative 138
Game #076 – Stone-Castle (1876) – MassCarnage 139
Game #077 – SkorpionDefense (2314) – Danielle (1917) 141
Game #078 – ReallyFatMonkey (2319) - MysteryMan 142
Game #079 – quanta (2190) - MysteryMan 144
The Polish Attack Mind Set 146

Alekhine's Defense **147**
Opening Lines 147
Techniques Learned 148
Alekhine's Defense Tactics 148
c4 Pawn 148
Game #080 – KyserSoze (2151) - FearNoEvil 148
Game #081 – Eric Bone – John Peters 149
Game #082 – ukere (2009) - FearNoEvil 151
Game #083 – Champbuster (2425) - FearNoEvil 152
♘c3 Pin 157
Game #084 – boobytrap (2035) - FearNoEvil 157
Game #085 – Natko Setric (1650) – Joel Johnson 157
♘c3 + e×d5 Variation 158
Game #086 – Amrit Gupta (1210) – Joel Johnson 158
Game #087 – womenhave-velQ (1909) - FearNoEvil 161
Game #088 – tigray (1808) – Danielle (1849) 161
Game #089 – EdSorkin (1810) - FearNoEvil 163
Game #090 – Mark Fins (1880) – Joel Johnson 165
Game #091 – zany (2010) - FearNoEvil 166
Game #092 – Mikalsen (2110) - FearNoEvil 167
Game #093 – Nooky (2103) - FearNoEvil 168
Game #094 – UAE3 (2093) - MassCarnage 170
Game #095 – eleutheria (2021) - FearNoEvil 172
Game #096 – toothfairy (IM) (2200) - MassCarnage 173
♘c3, e5, + Capture Down to f6 Variation 174
Game #097 – abcajedrez (1952) - FearNoEvil 175
♘c3, e5, + Capture Down to g7 Variation 177
6. ♗×d2 Variation 178
Game #098 – Phainopepla (2151) - FearNoEvil 178
Game #099 – juggrnaut (1832) - FearNoEvil 180
Game #100 – carpedef (1922) - MassCarnage 181
6. ♕×d2 Variation 183
Game #101 – neeinshtein (2007) - FearNoEvil 183
Game #102 – neeinshtein (2020) - FearNoEvil 184
Game #103 – neeinshtein (2008) - FearNoEvil 185
2. d3 Variation 186
3. e5 Variation 187

Alekhine's Defense (Continued)

Game #104 – Ratel (1844) - MassCarnage 187
Game #105 – bbaus (2069) - FearNoEvil 189
3. ♘d2 Variation 191
Game #106 – OVieira (2035) - FearNoEvil 191
Explanation of Concept 192
Game #107 – Richard Cowan (1820) – Joel Johnson 193
Game #108 – Orky (2281) - FearNoEvil 194
Two Pawn Attack Variation 195
Game #109 – Yankee (1992) - FearNoEvil 196
Game #110 – carokantor (1849) - FearNoEvil 197
Game #111 – mpamia1996 (1971) - FearNoEvil 199
Game #112 – Virk (2068) - MassCarnage 201
Game #113 – IRONMONK187 (2137) - FearNoEvil 204
Game #114 – Dinamitero (2139) - FearNoEvil 205
Game #115 – Ideonomy (2222) - FearNoEvil 207
♘c3 – d×c3 Variation 209
Game #116 – Javimates (1969) - FearNoEvil 210
Game #117 – becoolman (2071) - MysteryMan 211
Game #118 – becoolman (2052) - MysteryMan 212
Game #119 – Iraj (2195) - FearNoEvil 214
Game #120 – lusar (2158) - MassCarnage 216
♘c3 – b×c3 Variation 217
White Attack: Sample Games 218
Game #121 – Hugo Tirard (2453) – Ly Anh-Dao (2116) 218
Game #122 – Weiner Reichenbach (2297) – Herbert Wimmer (2192) 219
My Black Games 221
Game #123 – Robert Persante (2210) – Joel Johnson (2250) 221
Game #124 – Lurking (2270) - FearNoEvil 221
Similar Variation 222
Game #125 – screamingeagle (2058) - MysteryMan 222
Modern Variation 223
Game #126 – Komemiute (2071) - MassCarnage 224
Game #127 – ForestHacker (2066) - FearNoEvil 226
Game #128 – JoacilloPonte (2220) - FearNoEvil 227
Exchange Variation 230
What did White do? 231

Alekhine's Defense (Continued)

Game #129 – Lali-Rustavi (1890) - FearNoEvil12 231
Game #130 – angelosdm (2027) - FearNoEvil 233
Game #131 – ByX (2052) - FearNoEvil 234
Game #132 – LiberT (1955) - MysteryMan 235
Game #133 – Warrior21 (1940) - FearNoEvil 236
Game #134 – Raisingthebar (2010) - FearNoEvil 239
Game #135 – Nikachu (2119) - MassCarnage 241
Game #136 – Apocalyptic (2092) - MassCarnage 243
Game #137 – Andrey Zubkov (1910) – Joel Johnson 245
Game #138 – Sean Higgins (2104) – Joel Johnson 248
Game #139 – Bradley Sawyer (2116) – Joel Johnson 250
Game #140 – MaryDawson (2082) – MassCarnage 253
Game #141 – jaysonl (1979) – FearNoEvil 254
Game #142 – BlackHorse96 (2457) – Smallville (2790) 256
Alternative Move ♘f5 257
Game #143 – kbk (1906) – MysteryMan 258
Game #144 – blueking (2143) - MysteryMan 260
Early d5 by White 262
Game #145 – Georganas (2039) – FearNoEvil 262
Four Pawn Attack Variation 263
Game #146 – Alex Goykhman (2000) – Joel Johnson 264
Game #147 – JazzPlaya88 (2089) – MysteryMan 266
Game #148 – Keynes (2136) – FearNoEvil 266
Game #149 – Michael Shaw (1839) – Joel Johnson 267
White Castles Queenside 268
Game #150 – Raymond Rotor (2140) – Joel Johnson 269
Game #151 – xc (2099) – MassCarnage 271
Game #152 – LightBlue (2104) – FearNoEvil 272
Game #153 – qdog29 (2060) – MysteryMan 273
Game #154 – Hossam Abdelmoniem (2230) – Joel Johnson 273
Game #155 – Kevin Davidson (2108) – Joel Johnson 274
White Plays e5, ♗c4 275
Game #156 – dheteshi (2015) FearNoEvil 276
Game #157 – Heian (1875) – MassCarnage 277
Game #158 – mefis (2149) – MysteryMan 277

Najdorf Sicilian **279**
Opening Line 279
Techniques Learned 279
Game #159 – donalelo (1789) - FearNoEvil12 279
Game #160 – Tatiana Kosintseva (2524) – Ju Wenjun (2528) 283
Game #161 – Ahmad Asgarizadeh (2412) – M Amin Tabatabaei (2448) 283
Game #162 – Ponnuswamy Konguvel (2359) – Srinath Narayanan (2439) 284
Game #163 – haddad56 (1893) - FearNoEvil12 287
Game #164 – ala_ (2043) – FearNoEvil12 288
Game #165 – ronnysherf (2059) – FearNoEvil12 289
Game #166 – dwb222222 (2179) – FearNoEvil12 290

Various Sicilian Lines **292**
Opening Lines 292
Game #167 – Roope Kiuttu – Amish Giri (2112) 292
Game #168 – Mateusz_Dubinski (1898) - FearNoEvil12 293
Game #169 – JamesBCrazy (2168) - FearNoEvil12 293
Game #170 – gasponi (2017) - FearNoEvil12 294
Game #171 – Andrew Widener (2170) - Joel Johnson 295

Chinese Dragon **297**
Opening Lines 297
Techniques Learned 297
My Favorite Chinese Dragon Game 297
Game #172 – Kill the Emperor – Tomas Bragesjo 297
My Second Favorite Chinese Dragon Game 299
Game #173 – B-Wall (2221) – rabbitosky (2366) 299
Game #174 – fine7 (1626) – AssaultAgent (1672) 300
Game #175 – D. Castillo Sanjuan (1944) – A. Gonzalez Perez (2435) 302
Game #176 – Bryan Cohen (1949) – Andrew Ryba (2139) 303
Game #177 – Valeriy Kazakovskiy (1886) – A. Bernotas (2087) 305
Game #178 – S. Leghbali (1908) – T. Real (2000) 307
Game #179 – guoxianglei (1811) – Sacapiece (2013) 309

Chinese Dragon (Continued)

Game #180 – Mattis Olofsson-Dolk (1951) – O. Hartvig (2220) 310
Game #181 – Katarzyna Toma (2245) – Lukas Cernousek (2369) 312

King's Indian Defense 314

Opening Lines 314
Techniques Learned 315
The Wedge 315
Game #182 – MassCarnage – rspaine (2526) 316
Reader Question from Dave Kane 316
Grandmaster Examples 318
Game #183 – Viktor Korchnoi – Robert James Fischer 318
Game #184 – Viktor Korchnoi – Garry Kasparov 319
Game #185 – Andreas Diermair (2431) – Vasilios Kotronias (2580) 320
Simple Example 320
Game #186 – slimjim4389 (2398) – BrianWallChess (2451) 320
Early Efforts (Prior to 2015) 321
Game #187 – Tom Mayka (1900) – Joel Johnson 321
Game #188 – Lucentio7 (1957) - MassCarnage 322
Game #189 – Winterzero (1983) – FearNoEvil12 324
2015 and Beyond 325
Game #190 – amethyst3 (1830) - MassCarnage 325
Game #191 – Powell Walker (1835) - Joel Johnson 326
Game #192 – Smrtka666 (1900) - FearNoEvil12 327
Game #193 – Marignon (1987) - FearNoEvil12 329
Game #194 – Mehrdad Samavat (2153) – Joel Johnson 331
A New Concept 333
Game #195 – Kamil Balin – Vojtech Kovar 333

Fishing Pole 336

Fishing Pole Basics 338
Simple Example 338
Game #196 – AlejandroF (1641) – Chris Peterson (2320) 338
Fishing Pole versus the Ruy Lopez 338
Game #197 – Marvin Lee (1861) – Brian Wall (2204) 338

Fishing Pole (Continued)
Game #198 – FredyMatsuura (1999) – B-Wall (2200) 339
Game #199 – KingsHill (1997) – B-Wall (2200) 340
Game #200 – TotiusLudi (2062) – Brian Wall (2389) 340
Fishing Pole as a Weapon 341
Game #201 – quiberaf (1887) – MassCarnage 341
Game #202 – M. Mizrachi – David Gerult 342

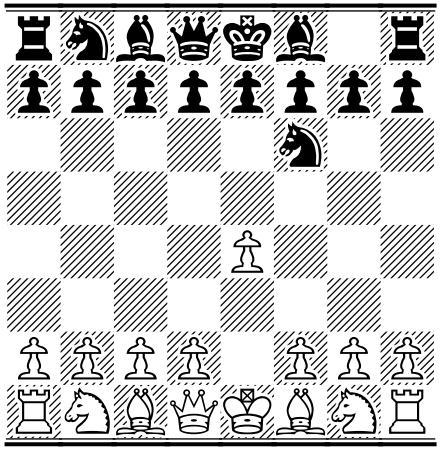
Budapest Gambit 343
Opening Lines 343
Techniques Learned 343
Game #203 – Koval (1811) – MarshKnight (1958) 343
Game #204 – Pinatsso (1893) – MarshKnight (2092) 343

Reversed Sicilian Grand Prix 346
Opening Lines 346
Game #205 – Anthony Saidy – Robert James Fischer 346
Game #206 – Mikhail Tal – Edward Klaput 348
Game #207 – Rafaelito Maninang (2385) – Bojan Kurajica (2510) 348
Techniques Learned 349
Opening Adjustments 350
Model Games 350
Game #208 – Derp (1742) – FlashGordon (1650) 350
Game #209 – Eapen Kuruvilla (1570) – Andy Soukal (1627) 352
Game #210 – Caballero (1808) – FearNoEvil 353
Game #211 – Michael Henroid (1890) – Joel Johnson 354
Game #212 – sedsak (1992) – MassCarnage 354
Game #213 – a-campanile (2099) - FearNoEvil 354
Game #214 – Kevin Musil (1820) – Joel Johnson 355
Game #215 – Klimt (2121) – MysteryMan 356
Game #216 – Ed Roberts (1920) – Joel Johnson 357
Game #217 – Alexei (2118) - FearNoEvil 359

Mexican Defense **362**
Opening Lines 362
Techniques Learned 362
Who Plays the Mexican Defense? 362
Game #218 – Zhu Chen (2538) – Larry Christiansen (2566) 362
Model Games 364
Game #219 – icalgav (1832) – frostbitten (2176) 364
Game #220 – Peter Fenger (1800) – Joel Johnson 364
Game #221 – John Williams (2070) – Joel Johnson 366
Game #222 – calango (2060) – MysteryMan (2200) 368
Game #223 – Dipro Chakraborty (1900) – Joel Johnson 369

Notes **372**

Alekhine's Defense



For forty years or so, my first choice in response to e4 had been Alekhine's Defense. I started playing the opening when I was rated around 1600, back in the early 70s. I initially chose the opening because Jack Peters, a local master, was having so much success with it. Later on I studied the games of William Martz, Lev Alburt, and Vladimir Bagirov. Eventually, my success with the opening came around and I felt extremely comfortable playing the opening against anyone.

Another side effect that I noticed was when I played White against opponents brandishing the Alekhine's Defense, I felt an air of opening knowledge superiority, no matter what variation they chose. I accepted each of these games as a direct challenge to my knowledge, a gauntlet if you will. Almost as if to say, "How dare you play my opening against me?"

Opening Lines

Alekhine's Defense (♘c3 line) (B02)
1.e4 ♘f6 2.♘c3 d5 3.e×d5 ♘×d5 4.♘×d5 ♕×d5

Alekhine's Defense (Two Pawn Attack) (B02)
1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b6 4.c5 ♘d5

Alekhine's Defense (♘c3 and d×c3) (B02)
1.e4 ♘f6 2.e5 ♘d5 3.♘c3 ♘×c3 4.d×c3

Alekhine's Defense (King's Indian Setup) (B02)
1.e4 ♘f6 2.d3 d5 3.♘d2 e5

Alekhine's Defense (♘c3 and b×c3) (B03)
1.e4 ♘f6 2.e5 ♘d5 3.♘c3 ♘×c3 4.b×c3

Alekhine's Defense (♗c4 line) (B03)
1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♗c4

Alekhine's Defense (Exchange Variation) (B03)
1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.c4 ♘b6 5.e×d6 c×d6

Alekhine's Defense (Modern line) (B04)
1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4. ♘f3

Alekhine's Defense (Four Pawn Attack) (B04)
1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b6 4.d4 d6 5.f4

Techniques Learned

The purpose of Alekhine's Defense is to provoke White into over-extending his center. Black wants to poke holes in the White center and achieve counter-play by exploiting the generated weaknesses. Alekhine's Defense is unlike any other opening and requires a great deal of knowledge to play for either side. Frequently, one slip up results in a catastrophe for the victim.

Alekhine's Defense Tactics

The two most common tactics for Black with the Alekhine's Defense are illustrated in this section.

---

c4 Pawn

The most common Alekhine's Defense tactic, is the win of White's c4 Pawn, or the smashing of White's kingside Pawn structure. Players of all strengths fall for this tactic.

--------- Game #080 ----------

(W) KyserSoze (2151)
(B) FearNoEvil (2200)
[B04] ICC 5 0, 07/24/2005

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 ♘b6

This is some home brew that I picked up, back in the day, from the games of Jack Peters. The basic idea of the move is to prevent White from playing 5. ♗c4, thus avoiding all of White's opening preparation.

==========

Here is a sample game with the move 4. ... ♘b6 in an old Jack Peters game:

--------- Game #081 ----------

(W) Eric Bone
(B) John Peters
[B04] 1974 U.S. Open Championship, New York, NY, (Round 10), August, 1974

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 ♘b6 5.♗e3 g6 6.♗e2 ♗g7 7.♕d2 d×e5 8.♘×e5 0–0 9.f4 f6 10.♘f3 ♘c6 11.♘c3 ♘b4 12.0–0–0 ♗f5 13.♘e1 ♘4d5 14.♔b1 c6 15.h3 ♘×c3+ 16.♕×c3 ♘d5 17.♕d2 ♕d6 18.g4 ♗e4 19.♗f3 ♗×f3 20.♘×f3 ♗h6 21.g5 f×g5 22.♘×g5 ♘×e3 23.♕×e3 ♖×f4 24.♘f3 ♕d5 25.♘e5 ♖f1 26.♕b3 ♕×b3 27.a×b3 ♖×h1 28.♖×h1 ♗g7 29.♖e1 ♗×e5 30.♖×e5 ♔f7 31.b4 ♖d8 32.♖e4 ♖d5 33.c3 ♖f5 34.♖e3 h5 35.♔c2 ♖f2+ 36.♔b3 ♔f6 37.c4 g5 38.♖g3 h4 39.♖e3 ♖g2 40.♔c3 ♖g3 41.♔d2 ♖×e3 42.♔×e3 ♔f5 43.♔f3 b5 44.b3 e6 0–1

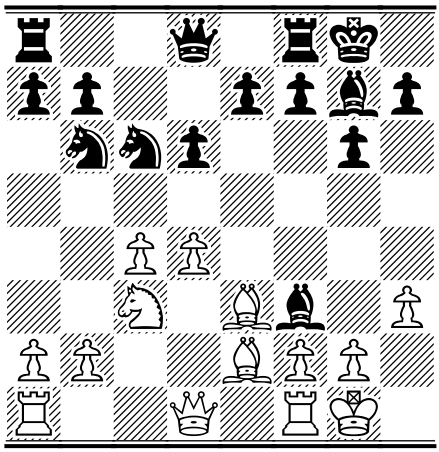
==========

Back to our game:

5.♗e2 g6 6.0–0 ♗g7 7.e×d6 c×d6 8.c4 0–0 9.♘c3 ♘c6 10.♗e3 ♗g4 11.h3?

The typical White move in this position is 11. b3, protecting the White c4 Pawn and avoiding this tactic.

11. ... ♗×f3



At this point in the game, White can play either 12. ♗×f3 and lose the c4 Pawn, or White can select to capture the Black Bishop with the move 12. g×f3, destroying his kingside Pawn structure.

Important Note: Black must be castled for this tactic to work. Why? Because after Black plays ♘×c4, White can respond with ♕a4+ and ♕×c4, winning the Black Knight, should the Black King still

reside on the e8 square.

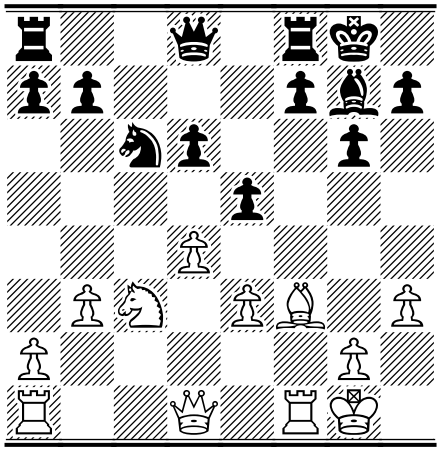
12.♗×f3

White chooses to give up the c4 Pawn and keep his kingside intact.

12. ... ♘×c4 13.b3 ♘×e3

On the surface, this seems like a reasonable trade for Black, as Black is ahead a Pawn and Black "wins" a Bishop for a Knight. But, it is not without some regrets either. White does open the f-file for his kingside Rook and the new Pawn on e3 does help support the White Pawn on d4. Black is only ahead a single Pawn, thus making any bad trades could easily flip the position completely around.

14.f×e3 e5



A favorite Pawn thrust of mine, which enables Black to garner a share of the center and perhaps lead to a kingside attack for Black after a subsequent f5 move.

15.d×e5

The most common reply by White in similar positions is the move d5. A bunch of examples can be found in the Exchange Variation section of this chapter.

15. ... d×e5 16.♖c1 ♕g5

White's last chance to trade Queens disappears and Black commences with building up an attack force in front of the White kingside.

17.♕e2 f5 18.♗d5+ ♔h8 19.♔h1?

Funny thing, White thinks he is safe-guarding his King, when in reality, the opposite is true. We will shortly see what I mean by the last statement.

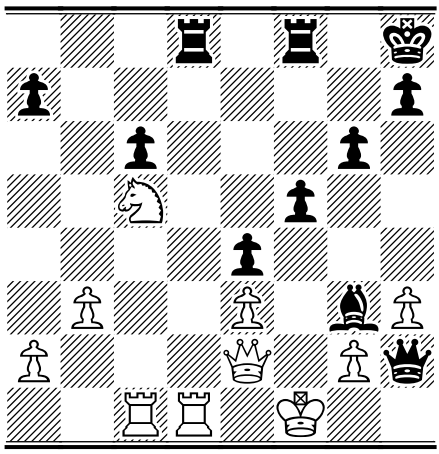
19. ... ♖ad8 20.♖fd1 e4!

This move frees up the e5 square for Black's Bishop and aims to take advantage of the dark square weaknesses around the White King.

21.♗×c6 b×c6 22.♘a4 ♗e5

The end is near for Black as defending his kingside dark squares is impossible.

23.♘c5 ♕g3 24.♔g1 ♕h2+ 25.♔f1 ♗g3 0–1



Final Position

White is in a mating net. If White plays 26. ♕c2, Black wins with 26. ... ♕h1+ 27. ♔e2 ♕×g2#.

In the next two examples, White decides that holding onto his c-Pawn is more important than his kingside Pawn Structure.

--------- Game #082 ----------

(W) ukere (2009)
(B) FearNoEvil (2200)
[B04] ICC 5 0, 10/25/2005

1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b6 4.d4 d6 5.e×d6 c×d6 6.♘f3 g6 7.♗e3 ♗g7 8.♘c3 0–0 9.♕d2 ♘c6 10.♗h6

White wastes a couple of tempos here and ultimately it costs him. There is no rush to play ♕d2, ♗h6, and ♗×g7.

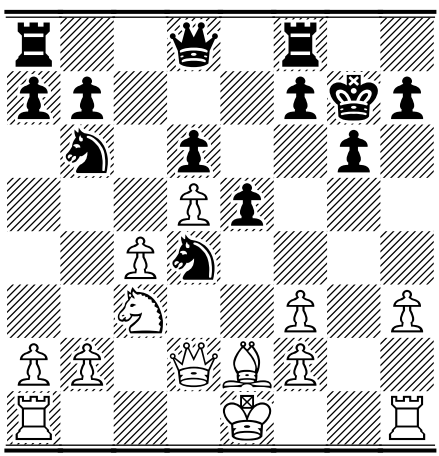
10. ... ♗g4 11.♗×g7 ♔×g7 12.h3?

White forces Black to damage his kingside Pawn structure. Why?

12. ... ♗×f3 13.g×f3 e5 14.d5 ♘d4

Normally, White has a dark-squared Bishop on e3 at this juncture, as a result Black can post up his queenside Knight on d4.

15.♗e2



15. ... ♘×c4! 16.♕d3 ♘×b2 0–1

--------- Game #083 ----------

White is an International Master who thinks he can intimidate me.

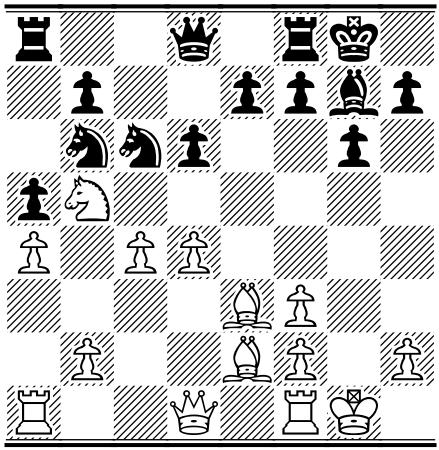
(W) Champbuster (2425)
(B) FearNoEvil (2200)

[B02] ICC 5 0, 10/23/1999

1.e4 ♘f6 2.e5 ♘d5 3.♘f3 d6 4.c4 ♘b6 5.e×d6 c×d6 6.♘c3 g6 7.♗e2 ♗g7 8.0–0 0–0 9.a4 a5 10.d4 ♘c6 11.♘b5

I have never seen this move before, but also I do not see it as an issue.

11. ... ♗g4 12.♗e3 ♗×f3 13.g×f3



This time around, White chooses to destroy his kingside Pawn structure rather than give away his c4 Pawn. As a result, Black responds with a kingside attack.

13. ... e5 14.d5 ♘e7 15.♕b3

White has a threat of 16. ♘×d6 and 17. ♗×b6.

15. ... ♘bc8 16.♖ac1 b6 17.f4

Perhaps White felt he could easily rid himself of his double f-Pawns with this move and was thus, not concerned about the consequences of playing 13. g×f3.

17. ... ♘f5!

With the queenside feeling secure, Black commences with a kingside attack. The first step is mobilizing the Black forces towards the White King.

18.f×e5?

Yes, White is rid of his double f-Pawns, but at the same time, he brought another black piece (the dark-squared Bishop) to the party.

18. ... ♗×e5 19.♔h1?

White needs to play percisely as Black's attack is starting to get serious.

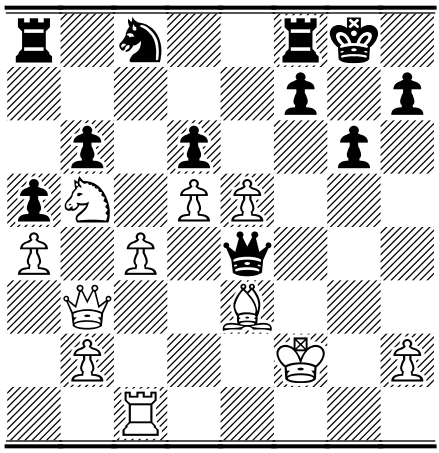
19. ... ♕h4!

White is already busted but the end is not obvious to anyone but the computer.

20.f4 ♘g3+ 21.♔g2 ♘×e2! 22.f×e5 ♕e4+ 23.♔f2 ♘×c1

So far Black has played all the computer number one choices for the past half dozen moves or so. As a result, Black has maintained his winning advantage.

24.♖×c1



We have reached a complicated position where Black is clearly winning. But, the main dilemma for Black is how to proceed from here?

My computer, as usual, wants to grab the White Pawn on e5, preferably with the Queen, but either way works for him.

However, as an attacker, I am less concerned with material, especially when my opponent's King sits in the open, within arms length of my Queen. If there were no other serious options for continuing with the attack, then, of course, I would have gobbled up that White Pawn on e5.

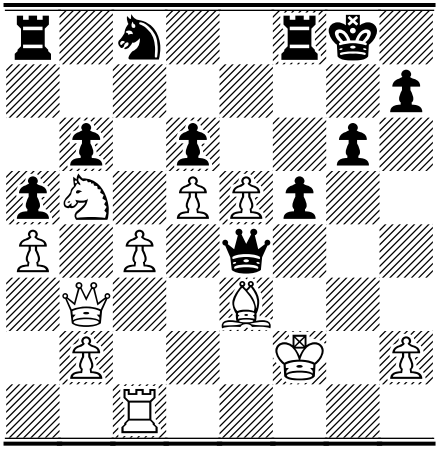
Attacking requires more than one piece (even if the piece is a Queen) and throughout my books, I am always preaching about adding more attackers into the mix. Here, that option may seem difficult as the Black queenside Rook and the Black Knight on c8, do not seem like they will be of any help in an attack on the White King. So, who is going to join the Black Queen in the attack? How about the Black f-Pawn and the f-Rook? Yes, the Black Queen can find help after:

24. ... f5

The idea behind this move is:

1) If White plays 25. e×f6, then the Black kingside Rook instantly becomes a strong attacker down the f-file; or;

2) if White ignores the capture of the Black f-Pawn, say with the move 25. e6, then Black can continue to drive the Black f-Pawn down the board. With each Black f-Pawn push, the Black kingside Rook on f8 becomes stronger and stronger. Before you know it, Black has three attackers (the Queen, the f-Pawn, and the f-Rook) around the naked White King.



25.e6

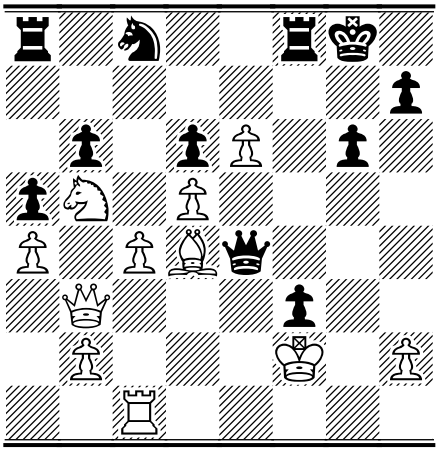
White decides that opening the f-file would be a bad idea and my computer agrees with his decision.

25. ... f4

Black continues with his plan of adding his f-Pawn and kingside Rook to the attack of the White King.

26.♗d4 f3!

Once again, following our original plan. We also had to prevent White from countering with 27. ♕f3.



The Black f-Pawn now sits directly in front of the White King and White has to be concerned with both being checkmated and that pesky f-Pawn queening.

27.♕e3

Of course, White would just love to trade Queens, in hopes of easing the pressure, but why would Black comply?

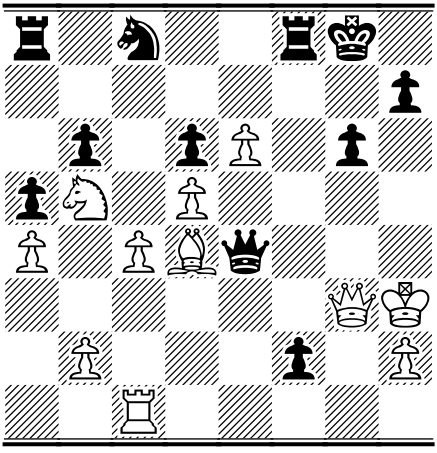
27. ... ♕h4+! 28.♔g1

White has no adequate replies – Black's Queen, f-Rook, and that powerful f-Pawn have taken over the game.

28. ... f2+

This is the point in the movies where the roofs and walls start caving in and the alarms are all flashing before the huge explosion.

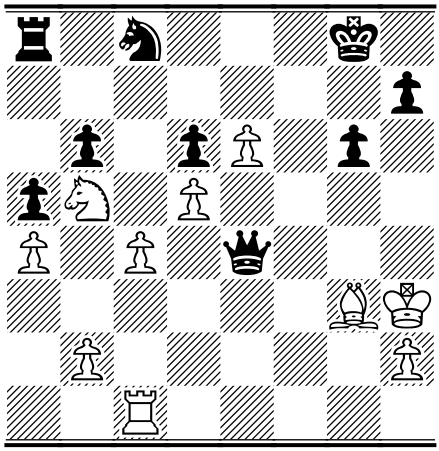
29.♔g2 ♕g4+ 30.♔g3 ♕e4+ 31.♔h3



31. ... ♖f3?

My students would have said, "Why the question mark?", "I just won White's Queen!". Unfortunately, I would have had to tell them, what I do when they make the same sort of moves: "There were better choices, much better ones." According to my computer, there were actually eight better moves than 31. ... ♖f3 (-8.25). Two of the moves (31. ... ♕f5+ (-16.25) and 31. ... ♖f5 (-14.04)) brought the game to an instant end.

32.♗×f2 ♖×g3+ 33.♗×g3



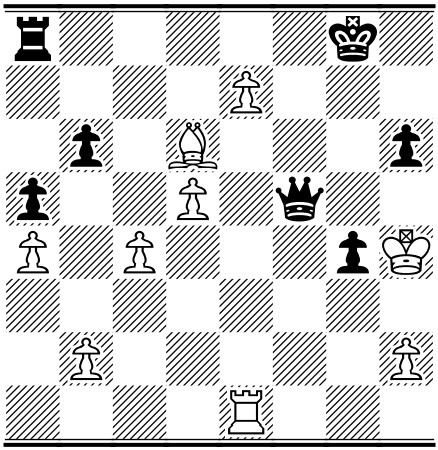
33. ... g5!

The basic idea is pushing the White King up the board towards the Black pieces. (King Hunting 101).

34.♖e1 g4+ 35.♔h4 ♕f5 36.♘×d6 ♘×d6 37.♗×d6 h6

A waiting move by Black, in anticipation of White's next move:

38.e7



What's the Black plan for winning the position? Even though the White King is in a bad location, the Black kingside Pawns are providing some shelter for the White King. Therefore, Black decides that ridding himself of those Pawns would go a long way towards stripping the White King of his cover and provide direct attacking chances for the Black major pieces. Let's see how Black exploits this situation.

38. ... ♕f2+ 39.♗g3 ♕f6+ 40.♔×g4

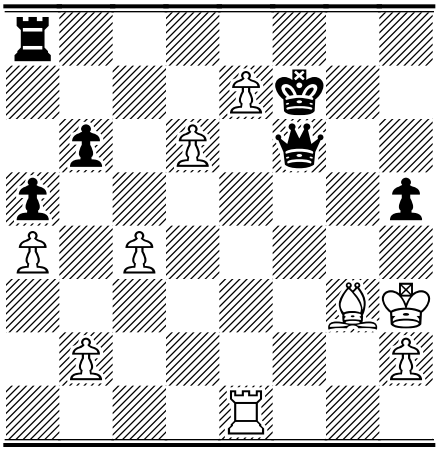
The Black kingside Pawns are providing cover for the enemy White King and need to disappear from the board.

40. ... ♔f7 41.d6 h5+!

More of the same, as Black wants his h-Pawn to disappear too.

42.♔h3

White turns down the Black gambit Pawn (h5).



42. ... h4!

Black refuses to take "No" for an answer and crams the h-Pawn down White's throat.

43.♗×h4?

White feels forced to accept the h-Pawn sacrifice and the game comes to an abrupt end.

43. ... Qf3+

Black forces the White Bishop to block, which opens the h-file for the final blow.

44.♗g3 ♖h8# 0–1

♘c3 Pin

An infrequent tactic is the capture on b2, followed by exploiting the pin on the White c3 Knight. Here are a couple of examples of the tactic.

--------- Game #084 ----------

(W) boobytrap (2035)
(B) FearNoEvil (2200)

[B04] ICC 5 0, 03/25/1999

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 ♘b6 5.♗e2 g6 6.h4 ♗g7 7.h5 ♗g4 8.h×g6 h×g6 9.♖×h8+ ♗×h8 10.♗f4 ♘c6 11.♘c3 ♕d7 12.♕d2 0–0–0 13.0–0–0 ♗×f3 14.♗×f3 d×e5 15.d×e5 ♕×d2+ 16.♖×d2 ♖×d2 17.♔×d2 ♘×e5 18.♗e2 ♘ec4+ 19.♔c1

White retreats his King to protect his b-Pawn, as being one Pawn down in an ending still can provide drawing chances. While, if White were to lose a second Pawn, the game would most assuredly be over against any experienced Chess Master.

19. … Nxb2! 20.Nb5

If White chose to capture the Black Knight on b2, Black would win the piece right back with 20. ... ♘a4+ and captures on c3.

20. ... c6 21.♘×a7+ ♔d7 22.g4 ♘d5 23.♗d2 ♗d4 24.c4 ♘c7 25.♗e3 ♗×e3+ 26.f×e3 ♘a4 27.♔c2 ♘c5 28.♔c3 ♘7e6 29.♗f3 ♔c7 30.♔b4 ♔b8 0–1

--------- Game #085 ----------

(W) Natko Setric (1650)
(B) Joel Johnson (2200)

[B04] Chess Emporium, Phoenix, AZ, (Round 1), 09/14/2001

1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b6 4.d4 d6 5.♘f3 g6 6.h4 ♗g4 7.♗f4 ♗g7 8.♘c3 ♘c6 9.e×d6 c×d6 10.♗e2 0–0 11.d5 ♗×f3 12.g×f3 ♘e5 13.h5 ♘e×c4 14.♕b3 ♖c8 15.h×g6 f×g6 16.♗h6 ♗e5!? 17.♗×f8 ♕×f8 18.♖h4 ♘×b2!

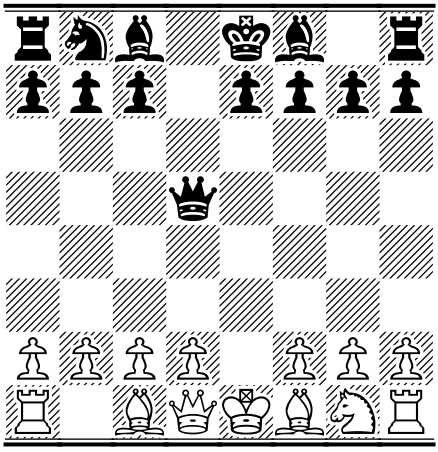
This move marks the beginning of the end for White in this game.

19.♖c1 ♘2a4 20.♖×a4 ♘×a4 21.♕×a4 ♗×c3+ 22.♔d1 ♕h6 23.♖×c3 ♖×c3 24.♕e8+ ♕f8 25.♕d7 ♕c8 26.♕×c8+ ♖×c8 27.♔d2 ♔g7 28.♔d3 ♖c5 29.f4 ♖×d5+ 30.♔c3 b6 31.f3 ♖a5 32.♗c4 h5 0–1

♘c3 + e×d5 Variation

At the Scholastic level, this is the most common line. Their chess coaches never show their students how to play against this opening, so they routinely play 2. ♘c3.

I would like to say that experienced players rated above 1700 would never play this poor variation for White, but then, you would see in the pages that follow, that the above statement is completely untrue.



1.e4 ♘f6 2.♘c3 d5 3.e×d5 ♘×d5 4.♘×d5 ♕×d5

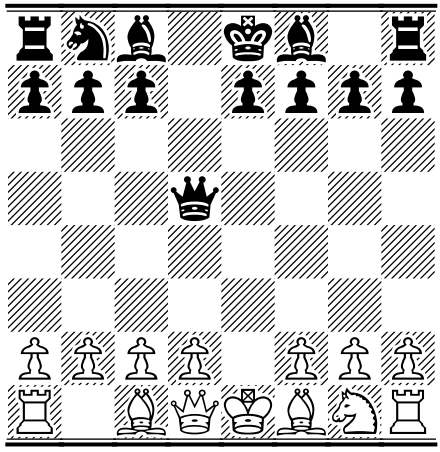
Our Response Strategy:
Black's strategy is to build up a dominating spatial advantage by controlling the center.

--------- Game #086 ----------

I am reprinting this game from "Attacking 101: Volume #002", as it is a perfect model example of how to play this variation. Learning and understanding this game thoroughly is the first step towards many easy wins with this opening.

(W) Amrit Gupta (1210)
(B) Joel Johnson (2200)
[B02] Malden Open,
Malden, Massachusetts,
(Round 1), 10/08/2000

1.e4 ♘f6 2.♘c3 d5 3.e×d5 ♘×d5 4.♘×d5 ♕×d5

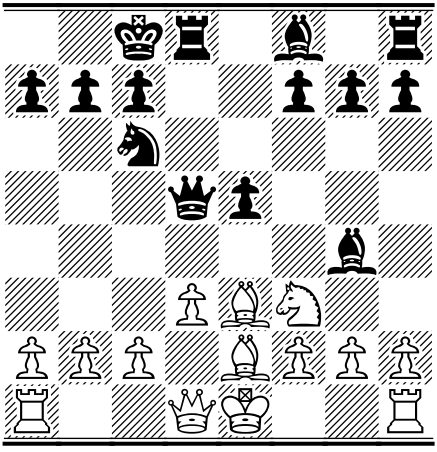


Even though this position is equal,

usually Black can build up a huge advantage in a very short time.

How? Black's initial strategy is to build up a dominating spatial advantage by controlling the center. This means playing ♗g4 to pin the White Knight if it goes to f3. It means playing e5 as early as possible, followed by ♘c6 and 0-0-0, to create the maximum amount of pressure on the White's center and d-file. The ideal starting position can occur after the first eight moves of this game (see diagram below).

5.♘f3 ♗g4 6.♗e2 e5 7.d3 ♘c6 8.♗e3 0-0-0



Now what?

Well, White has a few problems already. First of all, if White is feeling uncomfortable about castling kingside, he will soon realize that Black's Queen is keeping an eye on the a2 square and the option of castling queenside is not very promising either (but people will try it just the same).

The next problem is White's dark squared Bishop on e3 and the White Queen. The most natural square for the White Queen is d2, which blocks the e3-Bishop's ability to retreat. So, Black should refrain from assisting White with these problems by playing moves that allow White to trade his problem Bishop, say ♗c5, for example.

9.h3 ♗h5 10.♕d2 f5!

This move threatens to trap White's problem Bishop with the move 11. ... f4.

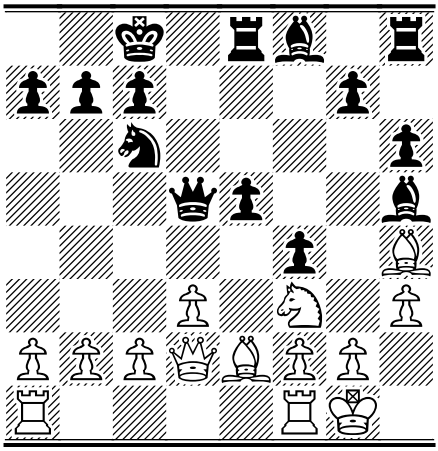
11.♗g5 ♖e8

Not 11. ... ♗e7?, providing White with an out for his beleaguered dark-squared Bishop.

12.0-0 h6 13.♗h4 f4!

White's dark-squared Bishop is trapped and the game is essentially over, as Chess Masters

are very good at closing out winning positions.



14.c4

White realizes his situation is bleak because of the impending loss of his dark-squared Bishop, so he desperately lashes out.

14. ... ♕f7 15.b4 g5

There is no reason for Black to grab the White b-Pawn as opening the b-file just helps out White.

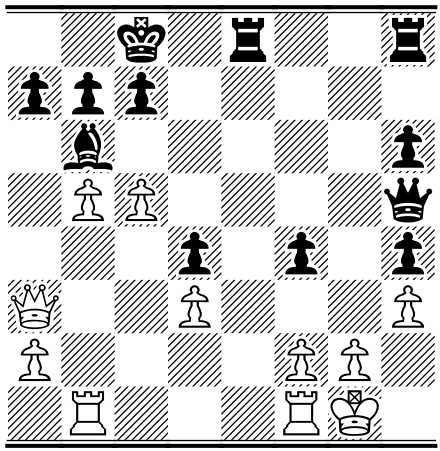
16.b5 ♘d4 17.♘×d4 e×d4 18.♗×h5 ♕×h5

All these trades just help the side who is winning, namely Black.

19.♕a5 ♗c5 20.♖ab1 ♗b6 21.♕a3 g×h4

Black accepts a bad Pawn structure in return for an open g-file and the prevention of White's intended c5.

22.c5



Here we have an interesting position – I just played a move that prevented White from countering with the move c5 to trap my Bishop. White plays c5 anyways. What does that mean? I interpret White's move as he does not realize that my Queen protects the c5 square, thus his move does not work. As a result, I captured the Pawn with my Bishop, instead of my Queen, providing White with the opportunity to lose his Queen, if my logic is correct and he does not check again before grabbing my Bishop with his Queen. Sure enough, I was correct in my thinking, as White quickly grabbed

my Bishop, immediately dropping his Queen and the game.

22. ... ♗×c5 23.♕×c5 ♕×c5 24.♖fc1 ♕g5 25.b6 a×b6 26.♖×b6 f3 0-1

--------- Game #087 ----------

The first of a bunch of games in this variation with players rated over 1700. The strategy is the same as in our model game.

(W) womenhave-veIQ (1909)
(B) FearNoEvil (2200)

[B02] ICC 5 0, 12/22/2003

1.e4 ♘f6 2.♘c3 d5 3.e×d5 ♘×d5 4.♘×d5 ♕×d5 5.d4 ♘c6

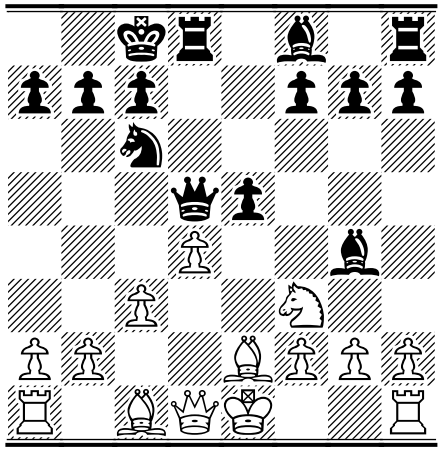
Develop a piece with tempo.

6.c3 e5

In most games, White responds with ♘f3 right away to guard the d-Pawn, which provides us with the opportunity to develop our queenside Bishop with ♗g4 immediately.

7.♘f3 ♗g4 8.♗e2 0–0–0

After a mere eight moves, Black already has a commanding advantage in the position.



9.0–0 e4

My computer likes 9. ... e×d4 even better.

10.c4?? ♕h5 11.d5 e×f3 12.g×f3 ♗d6!

Black immediately attacks the weak square (h2) next to the White King to end the game.

0–1

--------- Game #088 ----------

Student Danielle Rice follows the ♘c3 playbook and winds up with an easy attacking victory.

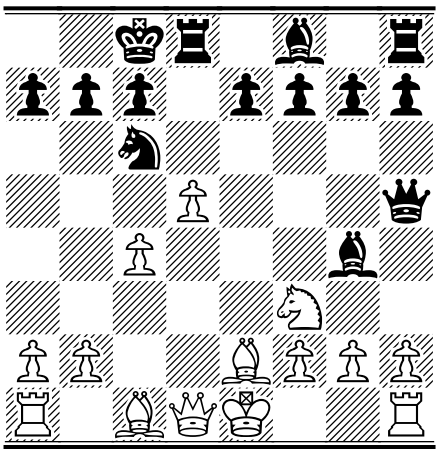
(W) tigray (1808)
(B) Danielle (1849)

[B02] ICC 20 0, 05/21/2013

1.e4 ♘f6 2.♘c3 d5 3.e×d5 ♘×d5 4.♘×d5 ♕×d5 5.d4 ♘c6 6.♘f3 ♗g4 7.c4 ♕h5 8.d5

White is playing right into Black's attack.

8. ... 0–0–0 9.♗e2



9. ... e6

One of the subtleties of this variation is where to place the Black e-Pawn and dark-squared Bishop. Here, the move e6 attacks the pinned White d-Pawn, while not blocking the d6-h2 diagonal for the dark-squared Bishop, which is clearly the correct choice.

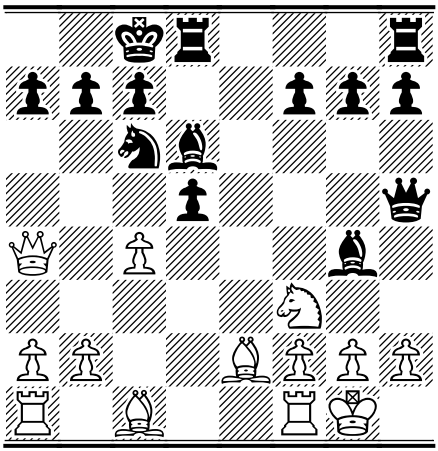
10.♕a4?

White already had a difficult position and now it is worse.

10. ... e×d5

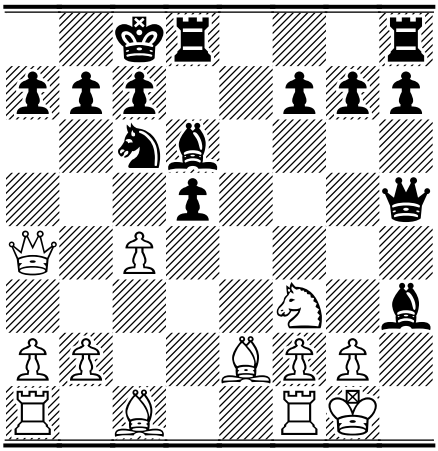
Very straight-forward and logical to eliminate the one White threat.

11.0–0 ♗d6



Black continues with building up her attack, as more pieces equals, more attacking possibilities.

12.h3 ♗×h3!?



My computer prefers the move 12. ... ♘e5, but who can resist the "smash mouth" text move. Besides, White is going to need a computer to stop this attack, a mere human, just will not do.

13.c×d5?

A single move later and White is dead. In order to refute a sacrifice, you usually need to accept it. Problem here is even if White played the correct move (13. g×h3), the position would only be equal, which means Black has full compensation for the sacrificed piece.

13. ... ♗g4

Black saves her Bishop while at the same time, creating the serious threat of ♗×f3 and ♕h2#.

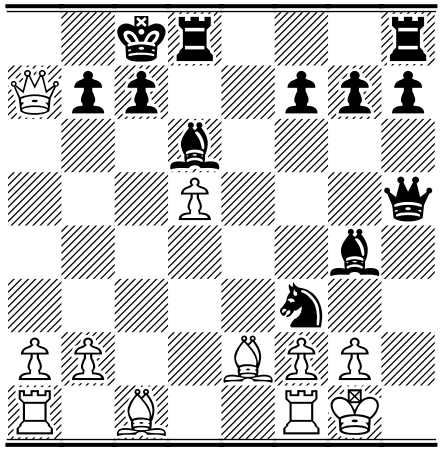
14.♘e5?

White completely self-destructs under the heavy Black pressure, as all human chess players do.

14. ... ♘×e5 15.♕×a7

White's position is hopeless so White's choice has no effect on the outcome of the game.

15. ... ♘f3+ 0–1



Final Position

--------- Game #089 ----------

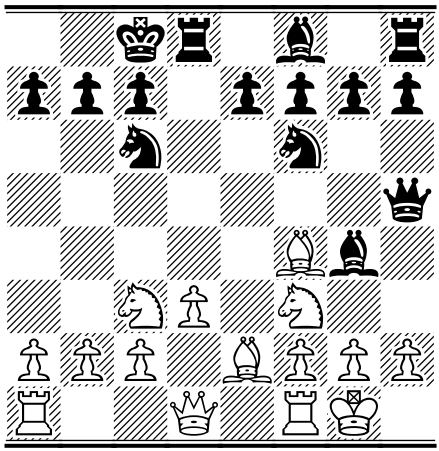
White plays the move 2. d3 instead of 2. ♘c3 which is even worse for White. From Black's point of view, we want to take the same approach as if White had chosen 2. ♘c3.

(W) EdSorkin (1810)
(B) FearNoEvil (2323)
[B01] ICC 3 0, 01/03/2007

1.e4 ♘f6 2.d3 d5 3.e×d5 ♕×d5 4.♘f3 ♗g4 5.♗e2 ♘c6 6.♘c3 ♕h5 7.♗f4 0–0–0 8.0–0

So far, the game has proceeded according to plan. But, here I decide to play extremely aggressive, perhaps a bit too

much, on second thought, nah.



8. ... g5!?

The idea for Black is opening up the g-file for the Black kingside Rook with ♖g8.

9.♗g3 ♖g8 10.a4 e6 11.♘b5 ♗d6

Although I hate the idea of trading off my dark-squared Bishop, it seems forced here.

12.♘×d6+ c×d6 13.a5 a6 14.c3 ♘d5 15.c4?

White has been scared to play the move h3 for fear that Black will simply rip it off. The move 15. c4? Is poor because it forces the Black Knight to move where the piece wanted to go. In past books, we have seen this bad habit among players rated below 1600, now we witness an 1800 player doing the same thing.

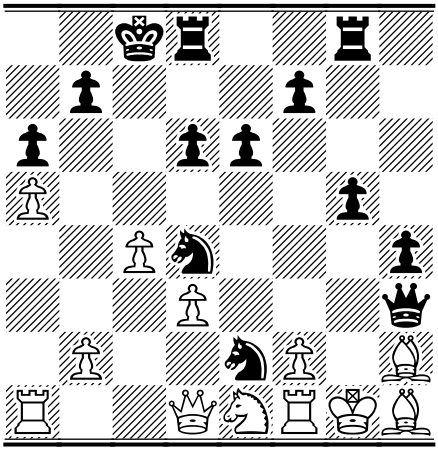
15. ... ♘f4 16.h3? ♗×h3

Yes, this is what I usually do, but 16. ... ♘×e2+ was much, much better after 17. ♕×e2 ♘d4 etc. Normally, I am always aware of better options when they arrive, but not this time around.

17.g×h3 ♕×h3 18.♘e1 ♘d4 19.♗f3?

The only move stopping Black from checkmating the White King was 19. ♗g4!.

19. ... h5 20.♗h1 h4 21.♗h2 ♘fe2+ 0–1



Final Position