Chess Notes

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Preface

These are my notes on various topics in chess, aggregated from a variety of sources.

This is a Quarto book. To learn more about Quarto books visit https://quarto.org/docs/books.

Part I

Openings

1 The Scotch

```
board_setup = function(data, title) {

  const game = data.find(d => d.title === title)
  var pos = game.start - 1

  var moved = false

  var onDragMove = function() {
    moved = true

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', false)
      .classed('btn-success', true)

    d3.select('#analyze-' + title).property("disabled", true)
    d3.select('#prev-' + title).property("disabled", true)
    d3.select('#next-' + title).property("disabled", true)
  }

  // Note: boolean arrays don't survive transpose(), need to use characters ("show" and "h
  var board = Chessboard(title, {showNotation: game.notation === 'show', position: game.po

  d3.select('#prev-' + title).property("disabled", pos == 0)
  d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

  $('#next-' + title).on('click', function () {
    if (pos < game.positions.length - 1) {
      pos = pos + 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", false)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)
```

```
  })

  $('#prev-' + title).on('click', function () {
    if (pos > 0) {
      pos = pos - 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", pos == 0)
    d3.select('#next-' + title).property("disabled", false)
  })

  $('#reset-' + title).on('click', function() {
    // if pieces have been moved, reset to previous spot
    if (!moved) {
      pos = game.start - 1
    }

    board.position(game.positions[pos])

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", pos == 0)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', true)
      .classed('btn-success', false)

    moved = false
  })

  $('#analyze-' + title).on('click', function() {
    window.open(game.link[pos], '_blank');
  })

}

scotch = transpose(scotch_t)
```

```
scotch.map(d => board_setup(scotch, d.title))
```

1.1 Introduction

1.2 Main Line (4.Nxd4)

Classical Variation (4...Bc5)

5.Nxc6

- Text goes here!

5.Be3

- Text goes here!

5.Nb3

- Text goes here

Steinitz Variation (4...Qh4!?)

- Black wins a pawn here but gives white a lead in development and ends up with their king in a slightly awkward spot.

2 Fried Liver Attack

```
board_setup = function(data, title) {

  const game = data.find(d => d.title === title)
  var pos = game.start - 1

  var moved = false

  var onDragMove = function() {
    moved = true

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', false)
      .classed('btn-success', true)

    d3.select('#analyze-' + title).property("disabled", true)
    d3.select('#prev-' + title).property("disabled", true)
    d3.select('#next-' + title).property("disabled", true)
  }

  // Note: boolean arrays don't survive transpose(), need to use characters ("show" and "h
  var board = Chessboard(title, {showNotation: game.notation === 'show', position: game.po

  d3.select('#prev-' + title).property("disabled", pos == 0)
  d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

  $('#next-' + title).on('click', function () {
    if (pos < game.positions.length - 1) {
      pos = pos + 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", false)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)
```

```
    })

  $('#prev-' + title).on('click', function () {
    if (pos > 0) {
      pos = pos - 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", pos == 0)
    d3.select('#next-' + title).property("disabled", false)
  })

  $('#reset-' + title).on('click', function() {
    // if pieces have been moved, reset to previous spot
    if (!moved) {
      pos = game.start - 1
    }

    board.position(game.positions[pos])

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", pos == 0)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', true)
      .classed('btn-success', false)

    moved = false
  })

  $('#analyze-' + title).on('click', function() {
    window.open(game.link[pos], '_blank');
  })

}

fried_liver = transpose(fried_liver_t)
```

```
fried_liver.map(d => board_setup(fried_liver, d.title))
```

2.1 Introduction

2.2 Continuing

References