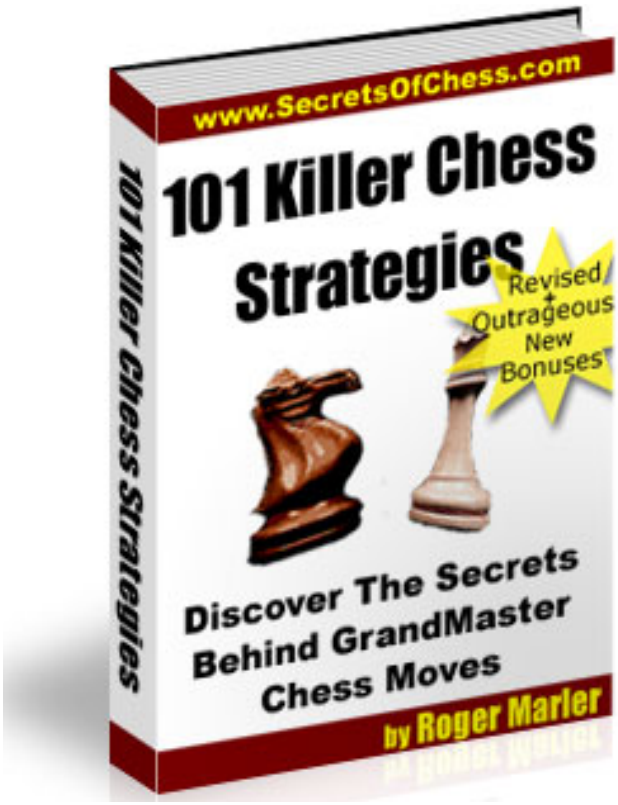
101 Killer Chess Strategies



Grand Master Secrets Revealed

Welcome to the 101 Chess Strategies ebook! This is a compendium of some of the greatest chest moves that have ever been conceived by chess masters throughout history.

Before you try to decipher the information in this book, I strongly recommend that you read the first chapter called "A Word about Notation." This will help you understand the code that is used to help you to visualize the moves on the chessboard.

In this book, you will find information about the eight most deadly tactical moves and positional plays. You will also discover the types of games that can evolve as a result of using the two most popular initial opening moves - White pawn e4 and d4. In Chapter 5, you are shown 86 ways to respond to those initial moves and transport your pieces into an advantageous middle game.

We also talk strategy in this book by discussing the importance of playing your pieces instead of pawns and showing you how to avoid games that end up in a draw.

If you have always wanted to play to win, then keep scrolling down these pages to read more or you can peruse the Table of Contents below to find the section that most interests you!

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CHAPT 1: An Overview

Part 1. A Word About Notation

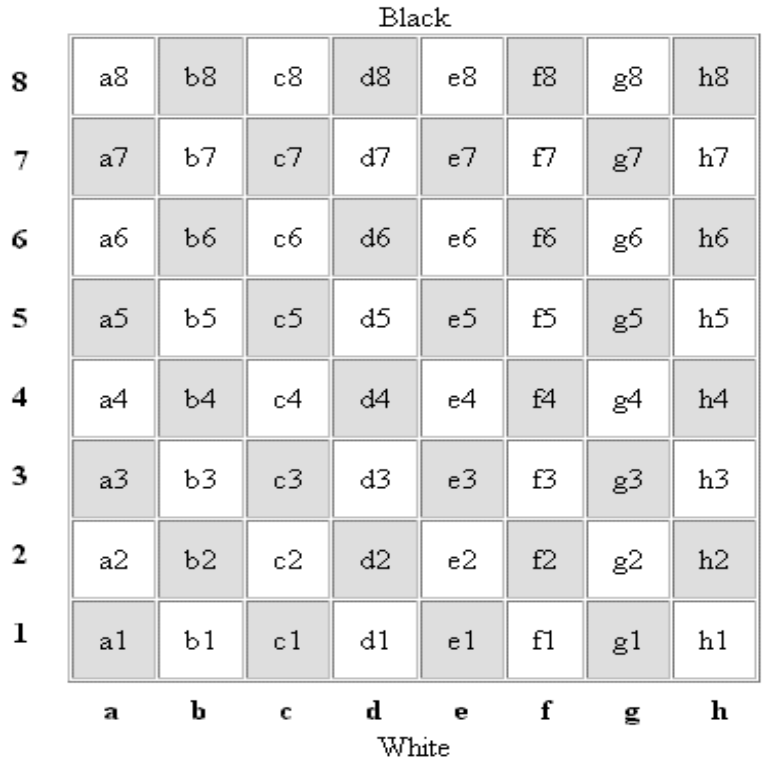
Don't try to read any further until you have familiarized yourself with the chess notation that we are using to describe the winning moves in this book! Chess notation is a kind of a code which gives us the means to record chess games and to discuss and describe specific positions on the chessboard.

The chess notation that we will be using in 101 Winning Chess Tactics is called Algebraic Notation. Algebraic notation is the most common notation in use.

Decoding the Board

Algebraic notation assigns the numbers 1 through 8 to the lateral rows that make up the 64 squares of the chessboard. For the vertical columns of squares, it assigns the letters a to h. The square at the intersection of a column and a row is identified by the letter first for the column and then the number for the row. For instance the very top left-hand corner of the board would be denoted as a8.

Please refer to the diagram on the next page that demonstrates how two character notations that correspond to each square on the chess board.



The square in the lower left is 'a1', while the square in the upper right is 'h8'. In this book all of the diagrams will be displayed with White's kingdom at the bottom and Black kingdom at the top.

Decoding the Pieces

A single letter identifies the pieces. The figurine notation used in this book is:

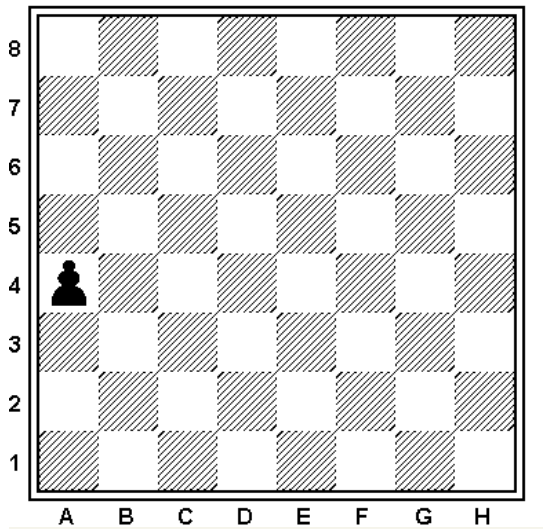
Figurines

P for Pawn
N for Knight
R for Rook
B for Bishop
Q for Queen
K for King

Notice that an N or n denotes the Knight, even though it starts with a K to avoid confusing it with the K or k for King.

How Notation Describes Moves

We describe a move by putting prefacing the letter for the figurine in front of the move. Example Pa4 (black piece moves up two squares in most right hand column)



An example of Pa4

Notation also allows us to generically describe certain geometrical qualities of the board. Here are a few common examples that you will encounter in the notation in this book.

More Chess Notation Lingo

Rank is the traditional technical terms used to describe the lateral rows of square and *File* is the term used to vertical columns of squares. In this book, I try to refer to the 7 rank or the f-file rather than confuse things by trying to describe things as the seventh row or the f column or f row.

The *center* consists of the four squares: d4, d5, e4, and e5.

The *queenside* and *kingside* are the halves of the board to the left and the right, again from White's point of view. The names correspond to the initial positions of the Queen and the King.

Similarly, the *White side* and *Black side* are the lower and upper halves of the board facing each player.

The *diagonals* are determined by their starting and ending squares moving from left to right. The 'a1 to h8' and 'a8 to h1' diagonals consist of eight square each and are the longest moves that you can do on a chessboard.

Notation for Special Moves

Some moves are described using special notation terms.

Castling is denoted by O-O for castling kingside and O-O-O for castling queenside.

Pawn promotion to Queen is handled by adding the promoting piece to the move. The move 'e8pQ' means that the Pawn is being promoted to a Queen.

Ambiguous moves are moves where two pieces of the same type can move to the same square. Suppose, for example, that White's Knights can both move to f3. To differentiate between the two pieces, the originating square would also be included in the notation. Instead of 'Nf3', we write 'Ndf3' or 'Ngf3' to show which Knight is supposed to make the move. When the file is the same for both pieces, we describe the move using rank. The notation 'R7a4' means that the Rook on the 8th rank is moving to a4 rather than, say, the Rook on the 1st rank.

An 'x' sometimes indicates a capture of a piece. If a Bishop moves to b7 and captures a piece, this can be written as 'Bb7' or 'Bxb7'.

Check is often indicated by a '+'. If a Crown moves to f6 and the King is on f8 and offers a checkmate, this can be written 'Nf6+.

Almost all chess literature published today uses algebraic notation, but this was not always true. Many older books and magazines used a system called descriptive notation.

Part 2. The Fine Art of Trading Pieces

Sometimes during the course of a game you will be allowed to trade pieces with your opponent. Knowing the difference between a fair trade of pieces can be crucial to strategizing an eventual victory

Here is the value of all of the figurines except for the King  which is never traded for another piece.

Queen  **equals 9**

Rook  **equals 5**

Bishop  **equals 3**

Knight  **equals 3**

Pawn  **equals 1**

The following illustrations show the equivalent worth of some pieces to others.

Minor pieces

 TRADES FOR 

 TRADES FOR 

 TRADES FOR 

Rook

  TRADES FOR 

  TRADES FOR 

  TRADES FOR 

Queen

Part 3: The Importance of Pattern Recognition

Many maintain that pattern chess masters are made not born. There are many skills that make a master, but one of the most important is pattern recognition. In order to be a conqueror at chess you need to train your brain to visually recognize familiar situations as well as file away your best strategic options when it comes to moving the pieces in such situations. It is very possible that most chess masters are not that intelligent, but rather, possess an excellent photographic memory.

After the first two opening moves an average player will find themselves considering about *forty to fifty* possible legal moves! A novice will assess the position of their pieces and work out the legal moves one by one. Thinking in this linear fashion often causes them to lose the game, as they are not seeing "the big picture."

An intermediate player will most likely immediately perceive the potential moves on the board but will have some problem determining which moves are most likely to lead to a quick win or a win with a great point value.

A master chess player is able to simultaneously envision all of the legal moves and quickly decide what moves will have the most promising outcomes.

Like playing the piano, playing chess takes practice. The way to becoming a winner in chess is to practice pattern recognition each time you play or watch a game. Sooner or later this will help train your mind without thinking twice.

Part 4: The Phases of the Game

Your winning strategy depends on realizing which phase of the game is at play. The three basic phases are the opening, the middle game, and the end game. The correct transition from one phase to another can mean the difference between a win and a draw -- or a draw and a loss.

This book is organized so that three of the chapters "33 Killer Opening Moves", "Making The Most of Your Middle Game" and "Conquering with End Game Moves" focus specifically on the main defining phases of the game. The following is a detailed description of each phase and some basic but ***critical*** principles you MUST apply to give yourself the best advantage during play.

The Opening

In the opening phase of the game, each player will attempt to develop their pieces to achieve two main objectives. One, to be ready for attack, and two, to interfere with the development of the opponents forces. In theory, white gains a slight advantage by moving first but this is usually not enough to gain a winning position and as each player gets a turn to move, the game is roughly equal.

However, the more *tempi* (time) that you can gain to mobilize your pieces; by development, by checking your opponents king and maybe causing them to lose the right to castle, or by preventing them from developing normally, the better prepared you will be in the middle game.

Basic Opening Principles

These are the five key elements every successful player needs to understand for successful opening play.

- Fight to control the center (more explained later in chp 3)
- Rapid and purposeful development of the pieces
- The creation of a sound pawn structure with no weaknesses (more in chapter 3)
- The co-ordination of the pieces and pawns
- King safety

Additional Opening Principles

1) Major pieces (rooks and queens) should not be developed prematurely since pieces of lesser value may develop with an attack on them resulting in loss of time.

2) Don't make unnecessary pawn moves. Only move pawns that facilitate the development of the pieces.

3) Begin the game with a central Pawn move.

4) Avoid useless checks, this wastes time.

5) Always assume that your opponent will find the correct reply and don't play for crude threats unless your position is desperate.

6) With the aid of pawns try to gain space advantage

7) Don't be too eager for material gain. In the opening stages it is more important to develop all the pieces rather than search for material gain.

8) Chess is played on the total board so don't concentrate your attention on one sector.

9) Seize open lines.

10) Try to prevent your opponents king from castling

11) If cramped, free your game by exchanges

12) If your opponent is cramped then try to avoid exchanges

13) Try to exchange bad minor pieces.

Strategic and Tactical Ideas

Once you have read and learnt these basic principles, you will need to study some of the major opening systems discussed in chapters 4 and 5.

Typical Opening Problems

These are some of the most common problems faced by many beginner to intermediate players, and in some cases even the pro's! By listing them below, hopefully you will be aware of them and not encounter them in your games.

Here we go

1) The player has chosen an opening unsuited to their style and temperament. Quite often it is glaringly obvious that the player has chosen an opening that fails to complement their talents. This is where developing your opening repertoire and sticking to it is most important (more on this in the bonus)

2) The player has chosen an opening that is ideally suited to the opponent. This assumes prior knowledge of the competitor.

3) The player has played the opening by rote and didn't understand the middle game ideas that followed.

4) Being intimidated or overawed by a higher rated opponent

5) Underestimating the ability of a lower rated opponent

6) Playing for Win at all costs.

**Note, see chapter 4,5 and Appendix A for more on opening move examples*

The Middle Game

So now you have developed your pieces to active squares and maybe even castled your king into safety, now what? The phase which follows on from the opening is known as the middle game. This is where you need to settle down and consider your battle plan. Will you attack your opponent's king? Will you take over the center and push your opponents back? Or perhaps you might pressure his queenside with your bishops and try to pick up a few pawns?

The choice has to be made and made with care. It is better to have a plan and stick with it then to have no plan at all.

Who is better?

Look at the following positions and imagine that you have been asked to take the pieces and take over the game. How would you assess the positions and begin to choose a continuation? In each case be sure to bear in mind the following aspects:

- The Tactical situation
- The position of the pieces
- The material situation
- The pawn structure

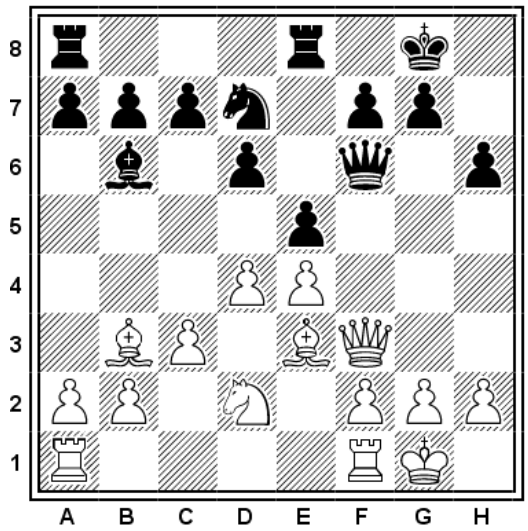


Fig 1.1

In Fig 1.1, white is winning on material – he is a Bishop ahead! If the remaining pieces where to be exchanged he would be able to use that extra piece and his king to harass and capture the black's pawns and that would win easily!

Your immediate plan should be to actively exchange as many pieces as possible, without compromising your position or allowing black to conjure up a counter attack.

The wisest move for white in this scenario would be Qxf6 and exchange queens immediately.

Evaluation, Planning and Analyzing

The following is an example which takes all these important middle game principles into account.

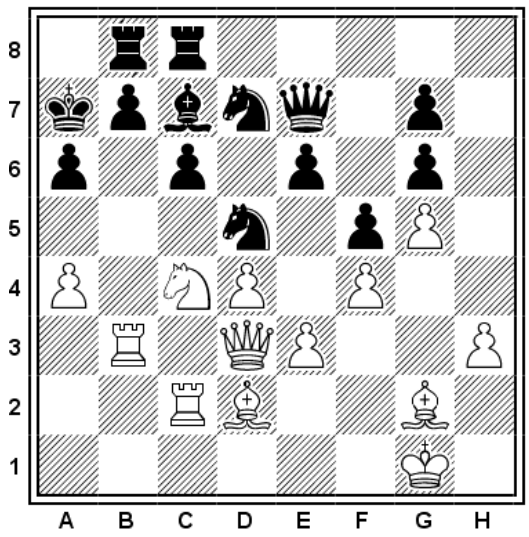


Fig 1.2 (**Kasparov vs Petrosian**, Tilburg 1981)

The initial evaluation should highlight the fact that white is a pawn down but is better placed because he has more space, better placed pieces, a good knight outpost on e5, control of the b file and a good attack against the black king.

The various plans should now be discussed without making any actual moves. For example the 3 possible plans for white would be.

Plan A – Take control of the b6 square by playing Pa5, then treble up on the b-file by Rcb2 followed by Qb1.

Plan B – Place the knight on the outpost e5 to attack the squares c6 and g6.

Plan C – Take further control of the dark squares by re-routing the black squared bishop via c1 to a3.

The final step of the analysis would show that Plan A is the correct option since it is difficult for black to defend against all of the threats from the trebled pieces on the b-file. Plan B faces the possibility, that on 31. Ne5 black could play 31…Nxe5 removing whites threats. Plan C seems good but the outcome is less clear with many tactical complications.

Pawn Structures

This is another major part of the middle game, however this will be discussed in more detail in chapter 3.

Tactical Middle Game Guidelines to remember

The following guidelines are useful when considering tactics in the middle game.

1) Indications that a combination may be possible

- Exposed king
- Any undefended unit
- Major piece on the same rank, file or diagonal as one of your pieces
- Pinned piece
- A piece tied to the protection of another piece
- A piece with either no retreat, or with only one retreat which can be cut off
- A castled king without a protected piece
- An overworked piece

2) Where feasible don't defend pieces with other pieces

3) Don't indulge in dubious or useless combinations when other means of victory are available. Such combinations should only be

played in losing positions or when one has committed oneself to a certain line of play.

4) A discovered check is such a powerful weapon that a sacrifice is often justified to bring it about.

5) When castled on opposite wings, the attack must proceed rapidly. Usually lines of attack are opened by pushing and sacrificing ones pawns at the enemy king.

General Principles of the Middle Game

1) When experiencing difficulty in formulating a plan in quiet positions, try to create a plan that involves activating your most inactive pieces

2) It is better to have a plan than simply to play to move. However you must be flexible and be prepared to alter or modify your plan as circumstances demand.

3) Possession of an open file may be enough to win if there are additional points of attack.

4) When in possession of a pawn majority, the objectives are to cramp your opponent, create a passed pawn tie down the enemy pieces and then switch the attack to another sector of the board.

5) Always look for the opportunity of a transition to a favorable end game

6) Good defense requires coolness and the willingness to make concessions.

The Importance of Schematic Thinking In The Middle Game

A hallmark of all good players is their ability to think schematically, visualizing the ideal deployment of the pieces rather than indulging in concrete analysis of the type “I go here he goes there”.

The following example illustrates this important middle game principle.

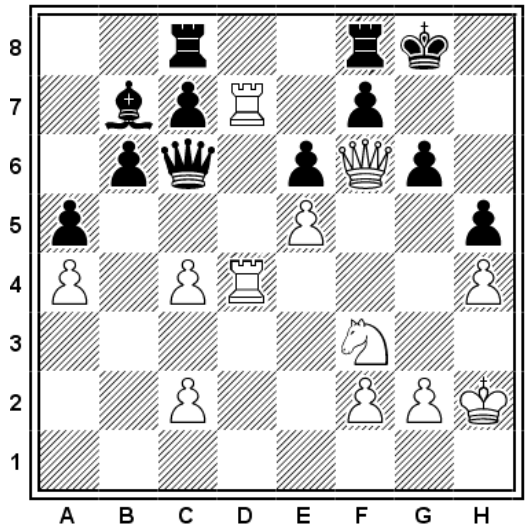


Fig 1.3 (Short vs Timman, 1991)

The above position can be used to demonstrate schematic thinking. As an exercise you should try to visualize the ideal deployment of the white king before reading on.

Here is the actual game continued…

32. Kg3, Rce8

33. Kf4, Bc8

34. Kg5, 1-0

The best place for the deployment of the king would be h6 and as you could see this plan could not be stopped.

Timman resigns since he could not stop the moves that follow which are

35. Kh6 and

36. Qg7++

Planning for the End Game

When you have learnt more about the various types of end games we are about to study, you will soon discover that in the middle game, and even in the opening, it is possible to think ahead to the end game

and make a rough judgment as to whether you could win the resulting position. For example, if your opponent loses a pawn early on, and you are confident in playing pawn end games then you should aim to exchange as many pieces as possible. This not only prevents your opponent from generating a counter attack to compensate for their material deficit, but it will simultaneously increase the *real* value of your material advantage. You should also ensure that your king is going to be ready to be brought into the center of the action should an end game arise.

The End Game

What is an end game?

The end game is the final phase of the game, usually occurring after the Queens have been exchanged and neither player is likely to be able to mate by a direct attack on the opponents King.

Important End Game Principles

Before studying the end game, make sure you familiarize yourself to the following end game principles. However, it is essential to stress that the guidelines are only a useful background against which to view the end games, and that every position must be judged on its own merits.

1) **Passed pawns must be pushed** as far to safety as possible, since they will then tie down enemy pieces allowing a break through in another sector of the board. Pawn promotion is another obvious reason.

2) **King activation –** The king is a fighting piece in the end game and must be used actively, try to centralize by moving towards the center

3) **Infiltrate the opponents position** but at the same time try to prevent your own position from being infiltrated.

4) **Exchange off Bad pieces –** To win you must exchange off pieces, this becomes an advantage particularly if it is material it takes on a greater significance the fewer pieces there are remaining. Exchange pieces which do not contribute to your advantage. Your aim is to leave your opponents with bad bishops, or a knight stuck out on the edge of the board.

5) **Material –** has a decisive effect on the end game so be wary of sacrificing pawns for development

6) **Pawn Moves –** Must be considered carefully as they are the only pieces that cannot move backwards.

7) **Fewer Pawns –** It is usually an advantage to have fewer pawn islands. Unless one of those islands is a dangerous passed pawn, it is far better to have a compact position without too many pawn islands, since scattered pawns often result in pieces being tied down to their defense.

8) **Zugzwang –** This is a powerful weapon in the end game. This is where the opponent is obliged to move into a worse position. Many won positions would be drawn if the players were not under obligation to move.

9) **An outside passed Pawn is an Advantage.** This ties down the opponents pieces to the edge of the board, which then leaves the rest of the board open to invasion. In pawn endings this is usually decisive.

10) Rooks belong behind passed pawns. This is true for both inferior and superior side.

11) Bishops are dangerous in open positions

12) Knights are more dangerous in blocked positions

13) Do not hurry – End games require patience. Sometimes you may have to spend time attacking one side of the board to create a weakness, and then gain the winning advantage on the other side many moves later. Rushing to attack a weak point may actually throw away your winning chances.

In addition to the series of important guidelines above, the following is a compilation of some common individual piece endings.

Pawn Endings

1) As one of the fundamental methods of breaking resistance is the weapon of zugzwang, try to maintain a pawn move in reserve

2) Use a passed pawn or pawn majority to decoy the opposing king so that your king may penetrate and win pawns in another sector.

3) Don't automatically push the pawn forward two squares on the first move

4) Always look for the possibility of a pawn sacrifice, since its capture may release a blocked pawn, gain space for the king or destroy the enemy pawn chain.

Rook Endings

Rook and Pawn end games are more common than any other. This is because the rooks are normally the last pieces to be brought into action and, consequently, the last to be exchanged.

1) Rooks are best placed behind passed pawns

2) Both sides should try to cut off the opposing king with the rook

3) It is better to have an active rook and be a pawn down than be passively placed with material equality

4) A rook on the 7^{th} rank is very powerful since it usually attacks pawns in both directions. When the rook confines the king to the back rank, the combined action of a king, rook and pawn can create mating possibilities.

5) When a passed pawn cannot be stopped, try to eliminate the opponents remaining pawns, sacrifice the rook for a pawn when it queens or threatens to queen, and use the king to escort your remaining pawns.

The following is an example of having the rook behind the passed pawn where it yields the most power.

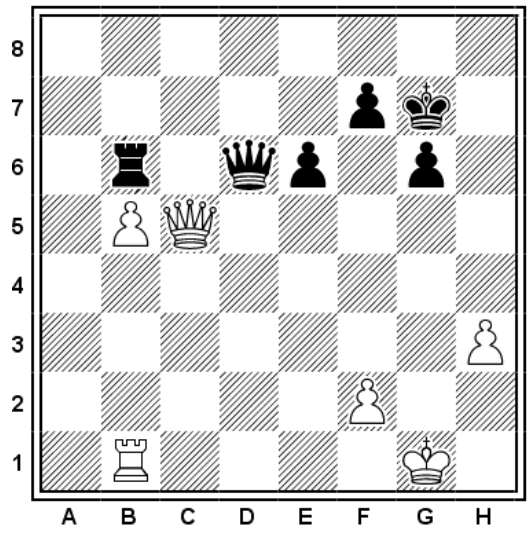


Fig 1.4

In fig 1.4, white formulated a winning plan which consisted of

- Exchanging the queens
- Pushing the b-pawn to the 7th rank to tie down the black rook to b8
- Advancing the white king to attack black pawns
- Advancing the h-pawn to promotion.

This is how it played out.

33.Qxd6, Rxd6 34.Pb6, Rd8 35.Pb7, Rb8 36.Kg2, Kf6 37.Kg3, Ke5 38.Kg4, Pf6 39.Ph4, Kd6 40.Rb6+, Ke5 41.Pf3, Kd5 42.Pf4. Pe5 43.Pf5 (Not actually gaining material but artificially creating a passed h-pawn) 43…Pgxf5+ 44.Kxf5, Kd4 45.Ph5, Pe4 46.Kf4, Kd3 47.Ph6, Pe3 48.Rb3+, Kd2 49.Rxe3, Rxb7 50.Rh3

Nothing can prevent white from promoting his pawn.

Knight Endings

Knights are particularly vulnerable to passed pawns, especially to outside passed pawns (on the flanks), since the knight cannot cover ground fast enough to catch them.

Some tips for knight endings are as follows

1) The knight is most effective in the center of the board where it controls many squares, it is less effective on the side of the board where it can become easily trapped.

2) The knight is a short range piece which means that it is most effective when pawns are on the same side of the board

3) The best pawns to have *with* the knight are the flanked pawns.

4) It is a common motif to sacrifice a knight to secure a draw.

5) Knights are more powerful in blocked positions

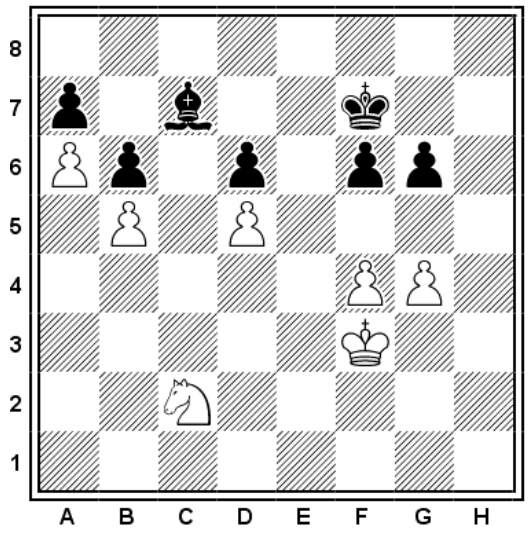


Fig 1.5 Blocked Knight Position

The above diagram shows how the knight is usually better in blocked positions. The position also demonstrates the problems of having pawns on the same color square as the bishop. There are several options white can do here. One would be to move the knight to c6 via b4 or d4, winning blacks A pawn and perhaps pushing the white A pawn towards a promotion.

Bishop against Knight

1) The player with the bishop should try to open the position as this will favor you. The bishop is better when the number of pawns is reduced and there is play at both sides of the board. The long ranging bishop is more effective when both sides have passed pawns.

2) The player with the knight should try to avoid exchanging pawns. The knight stands better when there is a large number of pawns,

when the opponents pawns are on the same colored square as the bishop and when the pawns are spread over three or four files. Blocked positions and positions with pawns on one side of the board will also favor the knight (see Fig 1.5)

Bishop Endings – Same color squares

End games featuring bishops of the same color are common. If there are fixed pawns, then the side with the better bishop will have the winning chances.

1) Pawns furthest from the center are stronger since there is generally only one diagonal from which they can be attacked and so their advancement is made that much easier.

2) Avoid placing pawns on the same colored squares as the bishop

3) Grab open diagonals and try to create new diagonals and points of attack.

In fig 1.6, the immediate attempt to queen the pawn only draws since 1.Pd7, Bxd7 leaves white with insufficient force to checkmate. White however wins because he is able to drive the black bishop away from the diagonal by

1. Bf3, Ba4 2.Bc6, Bxc6 3.Kxc6, Ke8 4.Kc7 and winning.

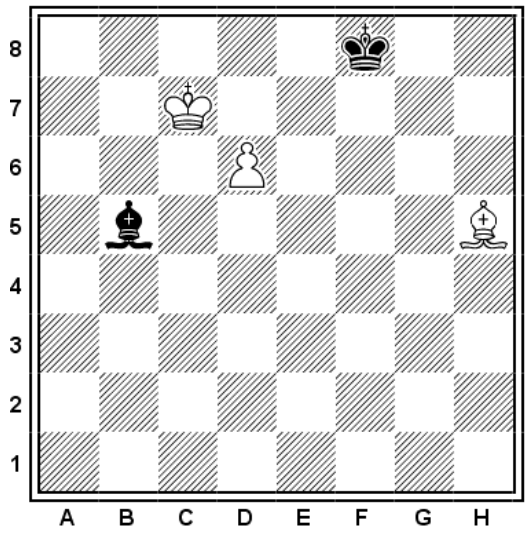


Fig 1.6

Bishop Endings – Opposite color squares

Endings with bishops of opposite colors are often drawn due to the inability of either side to challenge or exchange off the opposing Bishop.

Queen Endings

1) The queen is generally most effective in the center of the board

2) The winning side should use their queen to support their passed pawn(s)

3) The inferior side should always try to create opportunities for perpetual check, even if this involves sacrificing several pawns

4) Stalemate is a frequently occurring motif in queen endings

5) Passed pawns are particularly dangerous in queen endings. Always look for opportunities to sacrifice to create passed pawns, since it is usually the most advanced passed pawn rather than the number of pawns that ultimately decides the result.

6) When there are only a few pawns left, the opportunity of perpetual check increases greatly. Some of the methods of escaping perpetual check are:

- answering check with a check

- preparing a discovered attack

- hiding behind pawns

7) Finally, the king must be prepared to range all over the board in order to escape checks, and sometimes this involves marching directly towards the opposing queen.

Some Illustrative End Game Principles

Zugzwang example

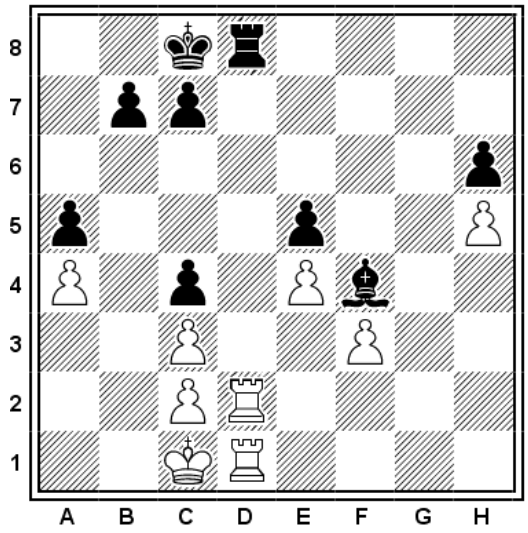


Fig 1.6 A typical **Zugzwang** situation

The above example demonstrates the weapon of zugzwang. White will soon lose a rook for nothing since one of the white pieces must move.

Power of Bishops

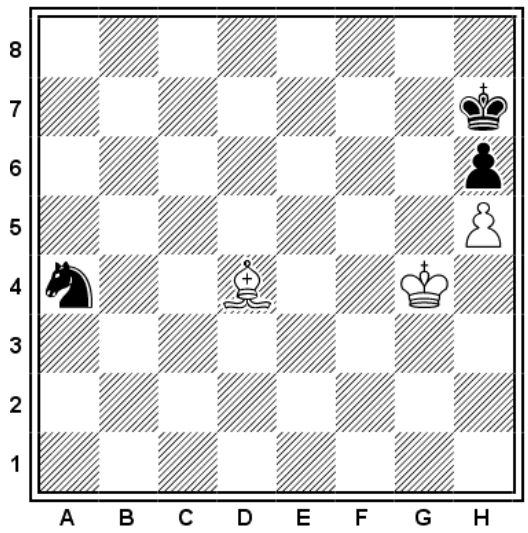


Fig 1.7

The above diagram not only illustrates the power of bishops in open positions, but how the white bishop ties down the black knight, allowing the white king to advance uncontested and win by capturing the black pawn.

Chapt 2. Tactical Combinations

Before you start looking at opening moves, it is important for you to understand where those moves might lead you. Before you can determine the right opening moves, you need to practice some pattern recognition by familiarizing yourself with some common strategic tactics used in the game. These include:

- The Fork
- The Pin
- The Discovered attack
- The Discovered Check
- Overloading
- Decoy
- The Xray.

The Fork

The fork is a classic example of attacking two or more pieces at once, allowing your opponent just enough time to remove one of them from danger before it's your turn to move.

For instance, fig 2.1, white can play 1.Nf7, a knight fork which attacks both rooks on black's side. Black to move saves one rook by 1…Rde8, but now white captures the other rook with 2.Nxh8. This type of a win over the rook is known as *winning the exchange.*

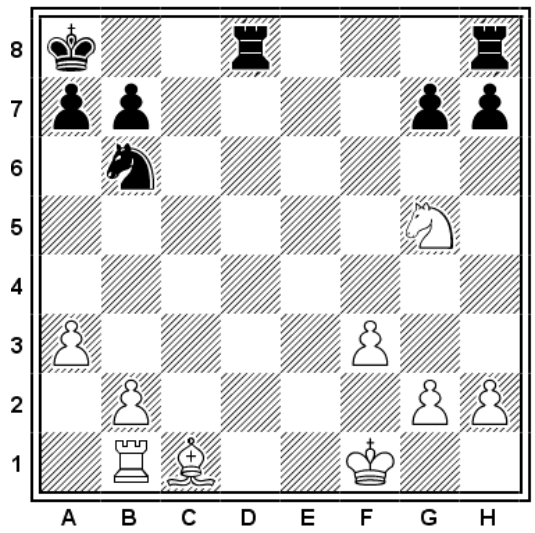


Fig 2.1

Here's an example of a more complex *double attack* fork.

Korchnoi – Portisch (1968) fig 2.2

Whites last move had been 1.Nd5. Black to move played 1…Bxd5. 2. Pexd5, Pg3. Black then attacks the knight across on c4 with his queen and threatens his next move of 3…Pgxf2, forking whites king and rook with a pawn. Ultimately white had to lose material and eventually the game.

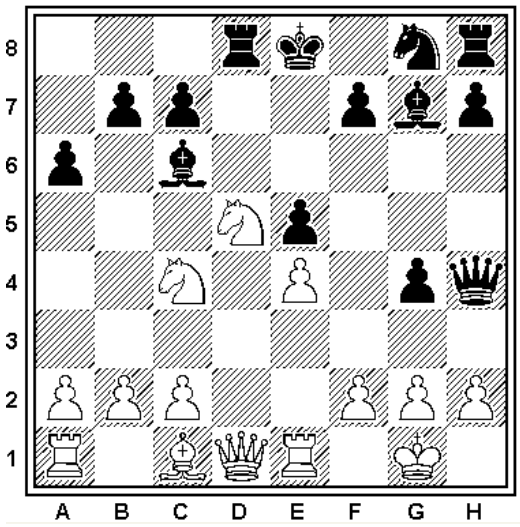


Fig 2.2

The Pin

A pin occurs when a piece is unable to move because doing so will allow a more valuable piece to be captured, and in many cases lead to checkmate. The following is an example of a classic Pin situation.

1. White moves Bb2, attacking the Black Queen.

The Black Queen cannot move off the diagonal because this would leave the black King in check. Thus we say that the Bishop has PINNED the Queen against the King. The best that Black can do is exchange the Queen for the Bishop and the game will be a draw.

Note that only pieces that can move in a straight line are able to pin the opponent's pieces against each other.

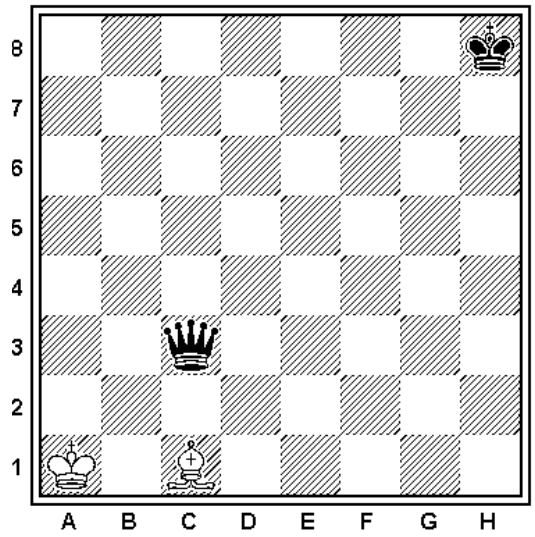


Fig 2.3

Emanuel Lasker's example of a Pin
Bishop Pinning a King against a Queen

The Discovered Attack

An important tactical mechanism. This is when the action of a piece is unmasked by moving a piece from in front of it. It is best explain with the following example.

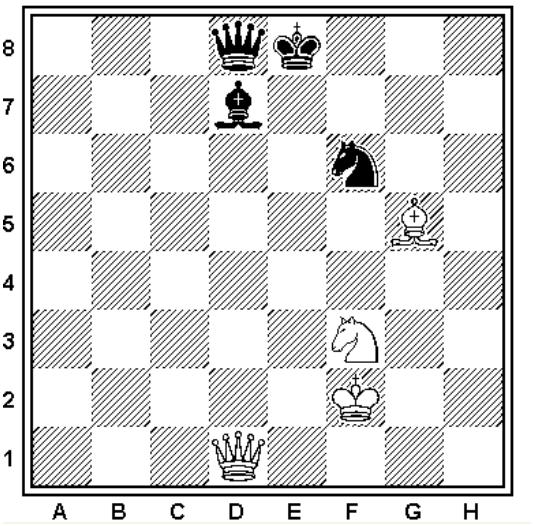


Fig 2.4

In fig 2.4, the black Knight *appears* to be pinned by the white Bishop, but the pin is an illusion.

Black plays:

1...Ne4+

This move forks the white King and Bishop and reveals an attack on the Bishop by the black Queen. After White moves out of check, Black will play

2...Nxg5.

Black eventually checkmates.

The Discovered Check

Similar to the discovered attack, however when the subject of the attack is the enemy king, this becomes a discovered check. The following example illustrates.

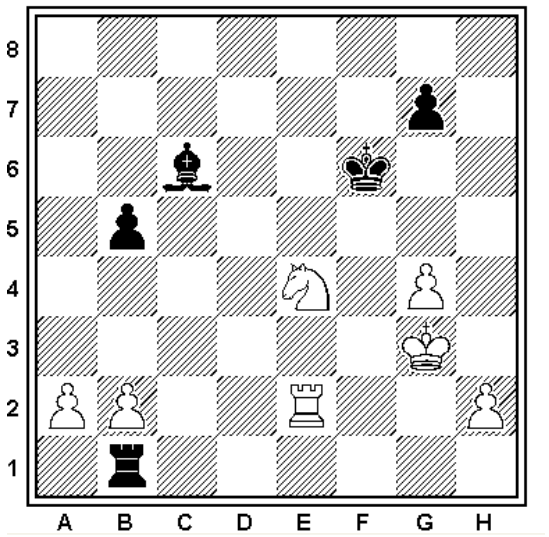


Fig 2.5

In the above example black, in check decides to play 1...Ke5 when white has the crafty discovered check 1.Nd2+ which wins the rook on b1. Whites Rook on e2 gives the discovered check.

Overloading

When a piece is defending more than one piece, it is usually described as being *overloaded*. Here's an example of this and why it dangerous to be in such a state.

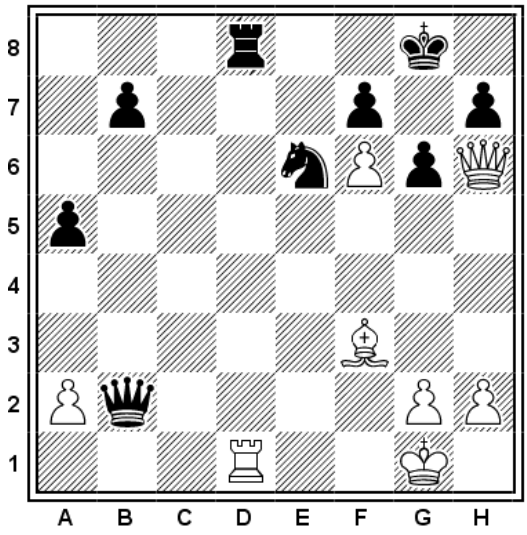


Fig 2.6

In Fig 2.6, the black knight is not only defending white's threatened mate at g7, but also the rook on d8. Therefore 1.Rxd8 + wins, since 1…Nxd8 allows 2.Qg7 mate!

Decoy

Just as a commander uses a decoy to lure a sentry away from his post and on to dangerous ground, the same idea can be applied in chess to tempt your opponents defending pieces away from crucial squares.

Here's a classic example of this manoeuvre

In Fig 2.7, white took advantage of the position of his opponent's pieces by 1.Bxf7, Nxf7 2.Qh8+!!, decoying the king onto a vulnerable square, where it falls prey to a devastating knight fork. 2…Kxh8 3.Nxf7+ followed by 4.Nxg5 with the decisive material advantage of an extra knight.

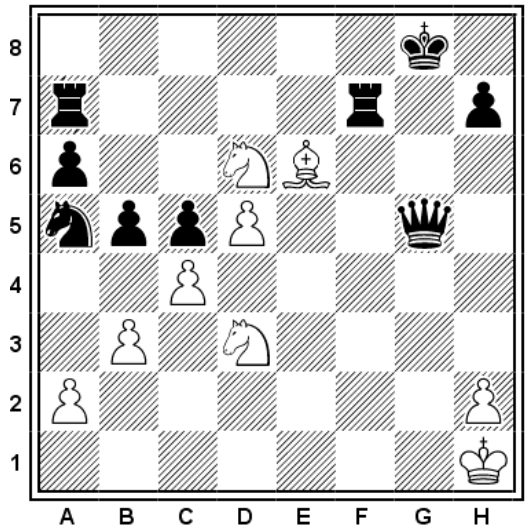


Fig 2.7 (**Petrosian vs Spassky**, World Championship 1966)

The Xray

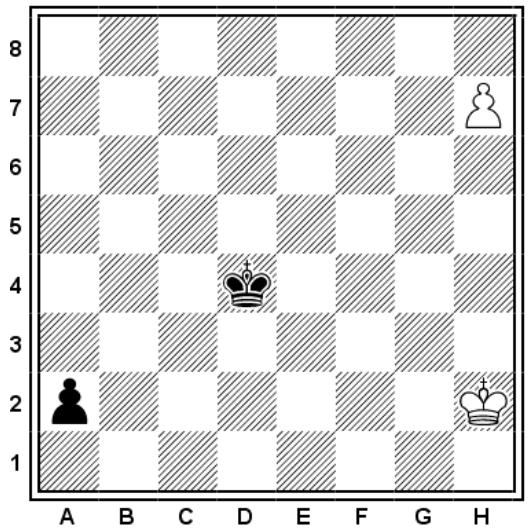


Fig 2.8

The Xray is only executed by pieces that move in straight lines. As you can see Black is about to be promoted by moving one square forward to a1.
1. Black plays a1pQ, White plays 2.h8Q+.

This enables White to win the black Queen on the next move.

Chapt 3. 3 Winning Positional Plays

Sometimes when you look at the board, you just can't for the life of you see how you can make any tactical moves, such as the pin, the fork, the discovered attack or the xray.

If you are unable to see a way to apply a tactic, you have to rely on positional play to defend your pieces. Positional play is all about strengthening your own position and weakening your opponent's until a swift but lethal tactic reveals itself. This means paying attention to:

The four center squares of the board
Open lines
Piece activity
Pawn structure
King Safety

The following mini-course on moves that identify positional plays will help you to tell a good strategic position from a bad one -- both your own and your opponent's strategic position.

1. The Four Center Square Advantage

If you don't know where to move your pieces try to move as many as possible to the four center squares of the chessboard. Your strategy here is to try and occupy squares d4, d5 and e4, e5. If you can get at least two or more pieces in this advantageous position, other pieces moving through the board become your prey. This is the area through which features the most figurine traffic.

The board's true center is d4, d5, 34 and e5, but the 12 squares immediately adjacent to them are also the next best strategic place to move your pieces. The square formed by c6, f6, f3, and c3 is sometimes called the extended center.

If your pieces can't occupy the four center squares, then try to place your men in the extended square. Every time you make a move,

you should consider how it impacts what is occupying the center of the board.

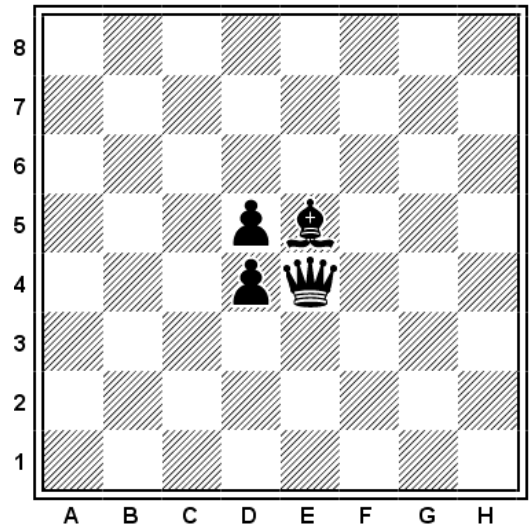


Fig 3.1

Four black pieces occupying the center of a board.

Fig 3.2 demonstrates how a piece placed on an extended center square has more mobility. Notice how the black horse is able to access prey from all angles without being trapped.

HOWEVER also notice that it is NOT within reach of the white king who is safely perched on one of the four center squares d4.

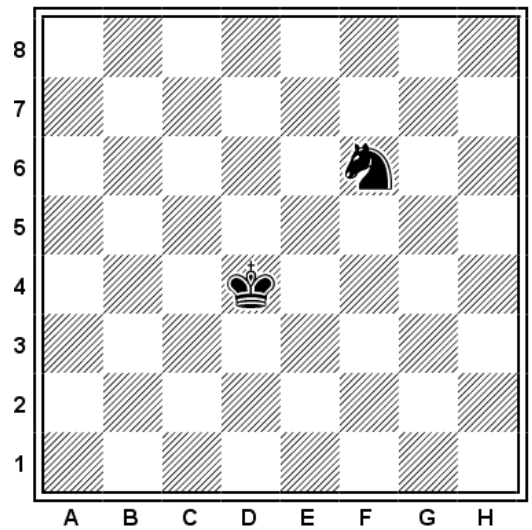


Fig 3.2

Some general rules to remember about the center:

- All of the pieces, except the Rook, have better *mobility* in the center of the board than on the side.

- As long as it is not trapped against the edge of one of the four sides of the board, a King can move to eight squares. It can only move to three squares when in the corner. The possible moves of the Kings are not shown in the diagram, but can be easily counted.

- The King can reach every other square more quickly from the center than from a corner. The White King on d4 can reach any square on the board in four moves.

- A Pawn on the A or H file, (the two sides of the board) can only capture the enemy's pieces on one diagonal. A pawn kept to the center can capture by moving diagonally to the left or the right. A pawn on the B or G file has a much better chance of being exploited to its fullest extent during a game. The rule of thumb when capturing with a Pawn is to 'capture toward the center'.

2. Open Lines for Rooks & Queens

While playing, you should keep your eyes open for Open Lines (files) which become available once a few pawns have been exchanged. Open lines are ranks, files, and diagonals which are not obstructed by Pawns.

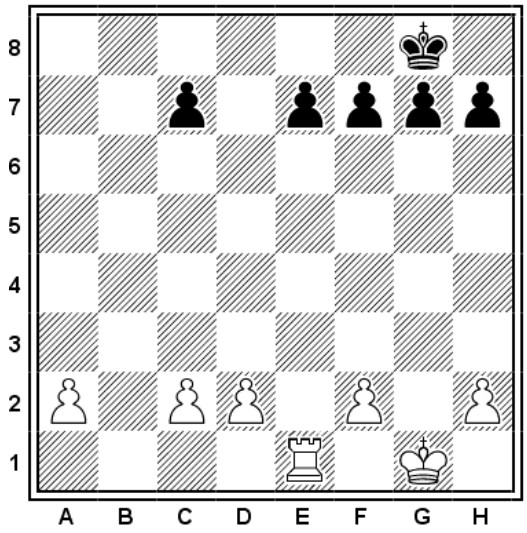


Fig 3.3

Notice how in Fig 3.3 the White Rook on e1 can reach any square between e2 and e7 in one move. This does not mean that it is a good idea to move to any of those squares. The rook could be taken by a black pawn.

From e3, e4, or e5, the Rook on e1 can move along the rank to either the kingside or the queenside. The 3rd, 4th, and 5th ranks are also open lines.

The Black Rooks have similar contrasting prospects. The Rook on d8 can slide into the White side of the board in one move, while the Rook on e8 is blocked by its own Pawn.

A winning strategy is to always keep your lines open so you can make the best use of the pieces that can move the most squares in a single move!

Strength of the seventh and eighth rank

If a rook (or Queen) can reach the seventh or eighth ranks unchallenged**, its power increases tenfold.** This is because it hits not only the squares along the file but also the pieces and pawns still on the ranks to the left and right of it. The following example demonstrates how a weakness in the eighth rank led to a brilliant finish.

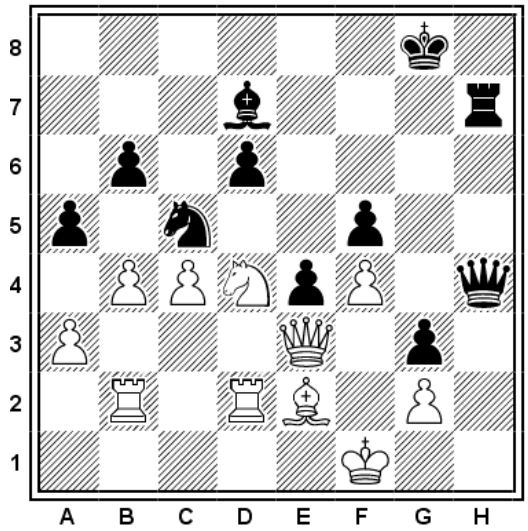


Fig 3.4 (**Keres vs Petrosian**, 1959)

Black moves 1…Qxf4+! (deflection), 2.Qxf4, Rh1 Checkmate! (Black rank mate)

3. Pawn Structures

In contrast to the other pieces, the overall pawn formation in a game changes rather slowly. This is because wherever your pieces are placed, you always have the option to manoeuvre them to better squares. Pawns however, tend to settle down into patterns known as pawn structures. Pawn structures determine outposts and open lines for the pieces, so familiarity with the changes inherent in related structures is essential to formulate middle game plans.

Whilst the pawn is nominally the weakest piece on the board, there are many situations, especially in the end game, in which a pawn becomes a crucial piece. A pawns weakness however, will show itself more clearly as the game progresses and more pieces are exchanged with fewer potential defenders remaining.

Here is a quick description of some common Pawn structures.

Locked Pawn Chain

Because pawns capture diagonally and can be blocked from moving straight forward, opposing pawns often become locked in diagonal ***chains*** of two or three, where each player controls squares of one color. In the diagram Fig 3.5, black and white have locked their d- and e-pawns.

Generally speaking, the ***pawn structure*** determines the strategic flavor of a game. In the diagram below, White has a long-term space advantage. White will have an easier time than Black in finding good spaces for friendly pieces, particularly with an eye to a kingside attack. Black, in contrast, suffers from a "bad bishop" on c8, which is prevented by the black pawns from finding a good square and/or helping out on the kingside.

On the other hand, White's central pawns are somewhat over-extended and vulnerable to attack. Black can undermine the white pawn chain with an immediate c7-c5 and perhaps a later f7-f6. An advanced piece, when attacked, has the option of retreating, but far advanced pawns are sitting targets.

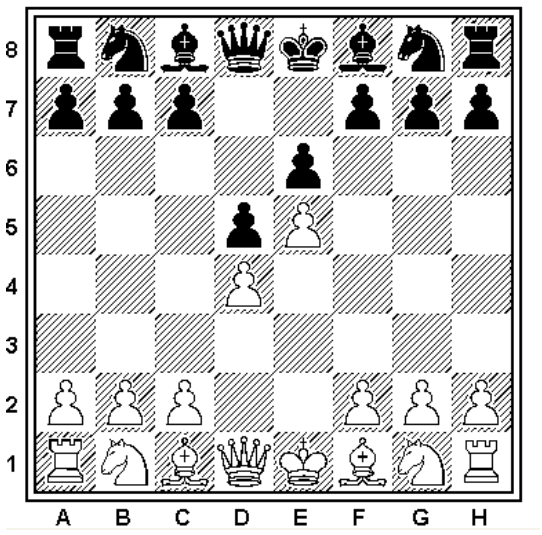


Fig 3.5 Locked Pawn Chains

Passed Pawns

A pawn which can't be blocked or captured by enemy pawns in its advance to promotion is passed. In Fig 3.6, White has a passed pawn on a4. Black's pawn on g7 is not a passed pawn, because it has to get by White's h2 pawn before it can be promoted. Because end games are almost always won by the player who can promote a pawn first, having a passed pawn is often decisive.

The diagrammed position might appear roughly equal, because each side has a king and five pawns, and the positions of the kings are about equal. In truth, White has a won game merely on the strength of the passed pawn, no matter who makes the first move.

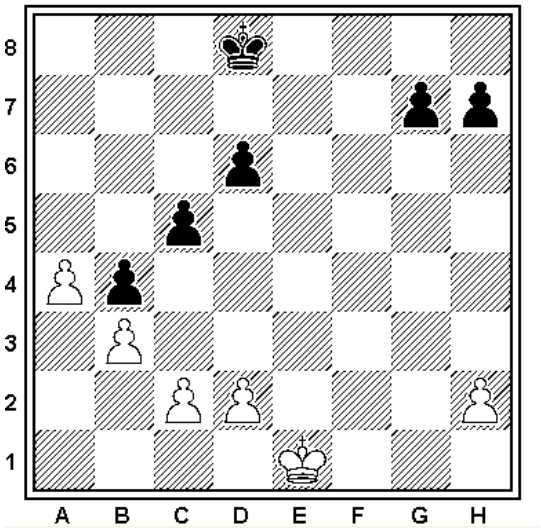


Fig 3.6 Whites Pa4 is a passed pawn

Isolated Pawns

A pawn which has no friendly pawns in neighboring files is ***isolated***. The square in front of an isolated pawn may become an enduring weakness. Any piece placed directly in front not only blocks the advance of that pawn, but can't be driven away by other pawns.

In the diagram below Fig 3.7, Black has an isolated pawn on d5. If all the pieces except the kings and pawns were removed, the weakness of d4 might prove fatal to Black in the end game. In the middle game, however, Black has slightly more freedom of movement than White,

and may be able to trade off the isolated pawn before an end game ensues.

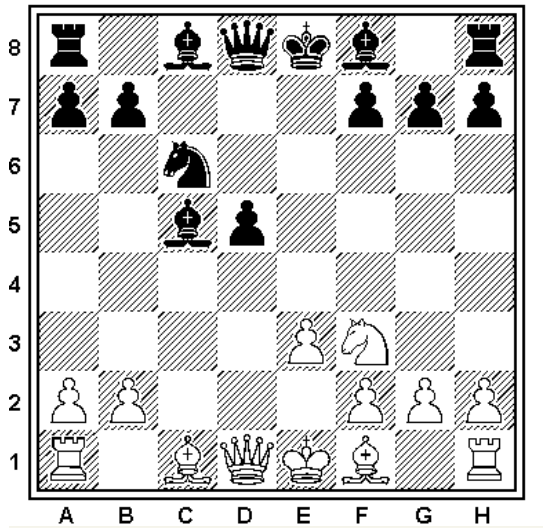


Fig 3.7 Blacks d5 Pawn is isolated

Advantages of an Isolated Pawn

If you find yourself with an isolated pawn there are some advantages you should make the most of. Firstly, it allows a piece to become established on either side of the two squares which it controls, and secondly, it allows your Rooks to become active on the two resulting open files, along which they can operate freely.

Disadvantages of an Isolated Pawn

The main disadvantage of an isolated pawn is that it cannot be defended by another pawn. Because of this, one or more pieces may become tied to the defense of an isolated pawn to prevent its capture. Moreover, an enemy piece place on the square in the path of the pawn blocks the advance of it and cannot easily be shifted, creating a *blockade.*

Doubled Pawns

Sometimes, due to captures, a player may end up with two pawns in the same file, which are then called ***doubled*** pawns. Doubled pawns are substantially weaker than pawns which are side by side, because they can't defend each other, and the front pawn blocks the advance of the back one. In the diagram fig 3.8, Black is playing at a strategic

disadvantage due to the doubled c-pawns. A chessplayer should not cling too firmly to this rule of thumb: there are situations where doubled pawns are the source of a positional advantage, although it can of course be converted to a disadvantage later on.

Even weaker than doubled pawns are pawns which are doubled and isolated. A single piece or pawn in front of doubled isolated pawns blocks both of them, and cannot be easily dislodged.

It is rare for a player to have three pawns in a file, i.e. ***tripled*** pawns, but it does happen in real games. Depending on the position, tripled pawns may be more or less valuable than two pawns which are side by side.

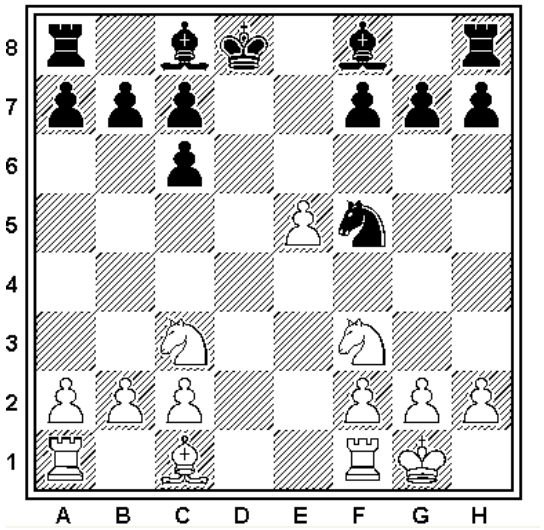


Fig 3.8 Black has doubled C Pawns

Strong and weak Squares

Pawns, more than any other chess piece, have strong and weak squares. Their strong squares are the two diagonal squares where they can capture the opponent's pieces. Their weak square is the square directly in front, which can be occupied unhesitatingly by the opponent's pieces. When the square is occupied, the Pawn can't advance.

Consider two Pawns side by side on the same rank, like the White Pawns on d4 and e4 in the diagram below. The Pawn on d4 guards e5, which is the weak square for the Pawn on e4. None of Black's major or minor pieces can move to e5, blocking the Pawn on e4, without risking

capture by the Pawn on d4. In the same way, the Pawn on e4 guards d5. The two Pawns cover and complement each other.

Where the pawns are placed determines how well they can work together. The c5 and f5 squares are the strongest squares for the White pawn but the weakest squares for Black pawns.

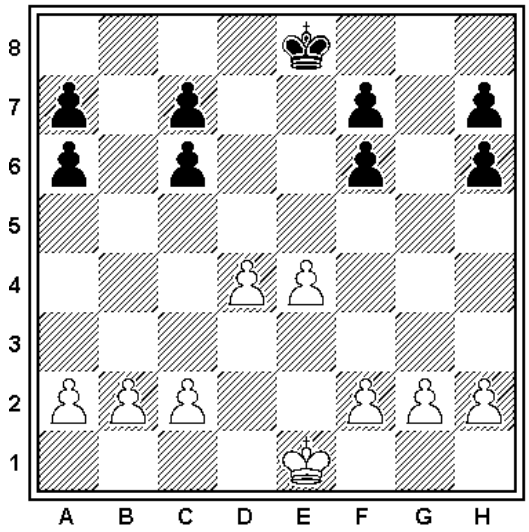


Fig 3.9

Where the pawns are placed determines how well they can work together. The c5 and f5 squares are the strongest squares for the White pawn but the weakest squares for Black pawns.

Notice that White's pieces can move to c5 and f5 without the slightest worry that a Black Pawn will attack them. Both of these squares would be ideal for an open line move from White Knight or a White Bishop.

By contrast, the corresponding squares on the White side of the board, c4 and f4, pose no threat to White's pawns. If a Black piece threatens to move to c4 with strong effect, White plays b2-b3, protecting the square.

Black's weakest squares are also a5 and h5. If White started to invade Black via one of these squares it would put Black in an extremely defensive and distracting position.

In the example as well, you will notice that white has a weak square at f2 and Black has a weak square at f7. These squares are

weak because only the King protects them. The King has limited mobility as it cannot act as a defensive piece at this stage of the game.

Pawn Structure Exercise

When examining pawn structures in a game, all the pieces should be removed leaving only a pawn chain. This will help you to visualize the structure more clearly, and also see patterns during play.

As an exercise, look to see who has the better pawn structure in the following example of **Timman vs Kasparov, and cover the answer on the next page.**

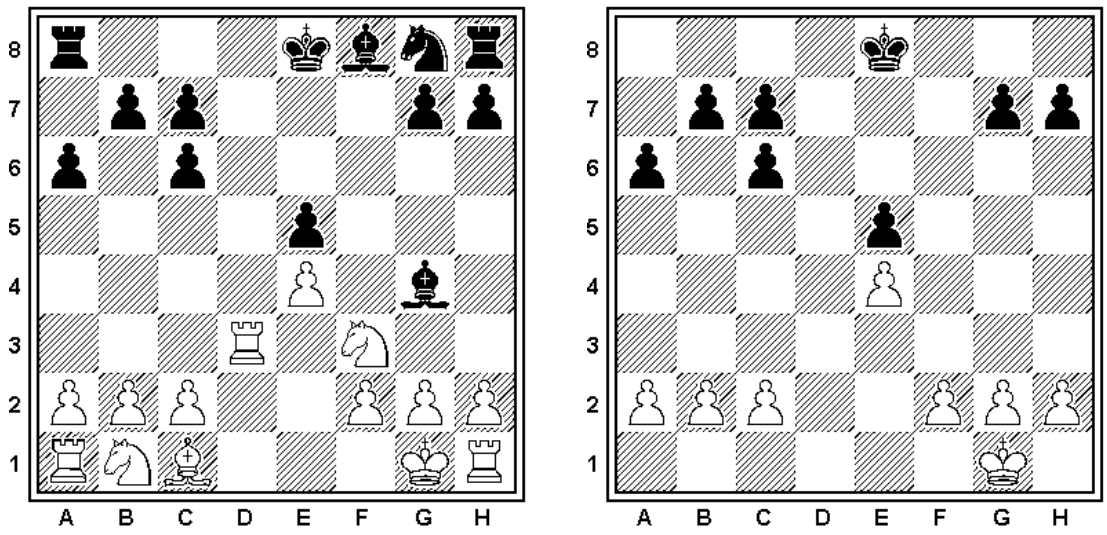


Fig 3.10 Timman vs Kasparov (Hilversum 1985)

Answer

In this particular game, white has the better pawn structure because his pawns are in well co-ordinated chains whereas black has doubled c pawns and an isolated e pawn.

Further to this analysis, you should be able to determine each players plans based on their pawn struture. In this game, white knowing he has a better pawn structure is happy to exchange off the pieces with the aim of reaching a better king and pawn ending. Black on the other hand wishing to prevent this from happening plans to keep all remaining pieces on the board.

This is how it plays out

9…Bd6 10.Nbd2, Pb5! 11.Pb3, Ne7 12.Bb2, Ng6 13.Pg3, 0-0 14.Kg2, Pc5 and black has equalized.

Chapt 4: 2 BEST Initial Moves

As discussed in the chapter Winning Positional Moves, the strongest initial moves that you can make are the ones that allow you to get closest to the center squares. The two best opening moves you can make are:

- 1d4 The Queen's Pawn Opening
- 1e4 The King's Pawn Opening

1. Pawn to d4 The Queen's Pawn

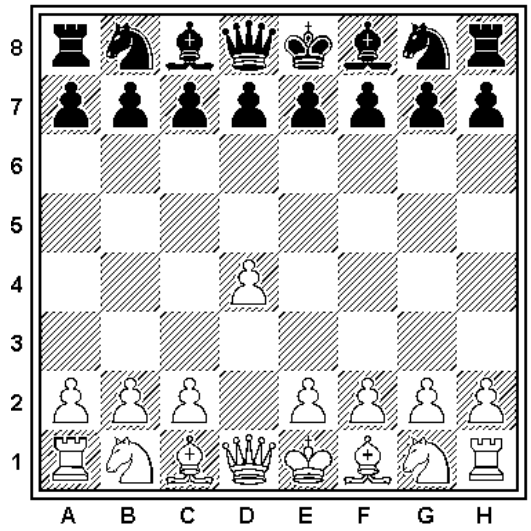


Fig 4.1 The White Pawn moves to d4

The reason that White Pawn to d4 is such a smart move is that it immediately allows you to take advantage of the three famous moves:

#1. The Indian Defense: In this scenario the Black will probably move his piece to Nf6. Your best response is to move a pawn to C4. This is called the Indian Defense. Your goal here is to prevent black from overtaking the four center squares. After that you have the option of playing the following moves.

- The Benoni: 1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6
- The Old Indian Defense: 1.d4 Nf6 2.c4 d6 3.Nc3 e5 4.Nf3 Nbd7 5.e4
- The Budapest Defense: 1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Nf3 Bc5 5. e3 Nc6
- The Nimzo Indian: 1.d4 Nf6 2.c4 e6. This combination leads to variations in the game such as:
    - d4 Nf6 2.c4 e6 3.Nc3 Bb4
    - 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qb3
    - 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bg5
    - d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2

#2 The Closed Game: In this scenario the Black moves his pawn to D5. White has difficulty playing e4, so the Pawns on d4 and d5 often remain in place for a long time. This blocks the activity in the center which means that the White and Black pieces do not come into contact with each other for age After 1.d4 d5, the white pawn is almost always moved to 2.c4. If Black is tempted to capture the white pawn then he usually pays a heavy price for temptation as the game usually plays out like this:

1.d4 d5 2.c4 dxc4 3.e3 b5 4.a4 c6 5.axb5 cxb5 6.Qf3

#3 The Dutch Defense: White opens with d4. Black responds with f5. The Game then plays out as

- The Staunton Gambit: 1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.Bg5
- The Leningrad System: 1.d4 f5 2.c4 Nf6 3.g3 g6 4.Bg2 Bg7 5.Nf3 O-O
- The Stonewall Variation: 1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d5 7.Nc3 c6
- The Old Dutch Defense: 1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d6

2. Pawn to e4 The King's Pawn

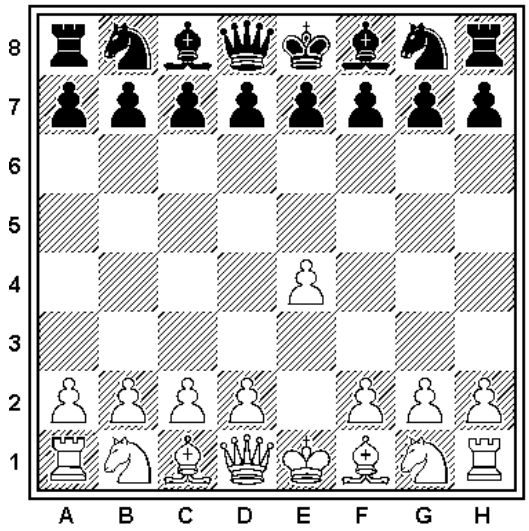


Fig 4.2 The White Pawn moves to e4.

White pawn to e4 is one of the oldest and most traditional moves in chess. White's goal, once again is to try and stake an advantageous position by overtaking the four center squares. This also opens the lines so that White can maneuver his Bishop and Queen in the future.

1e4 can lead to several kinds of well-known chess battles.

#1. The Open Game: In this scenario the black responds with an equally bold move by moving his pawn to e5. White can play d4 because the d-Pawn is protected by the Queen. White is then free to move his bishop. The Bishop's move is 1.e4 e5 2.Bc4.

From there the game can evolve into a number of variations from the bishop's move including:

- 1.e4 e5 2.Bc4 Bc5
- 1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 Nxe4 5.Qxd4

#2. The Sicilian Defense: Black responds by moving to e5. As soon as White plays d4, Black will exchange the c-Pawn for the d-Pawn.

From here the game can evolve into:

- 1.e4 c5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6

#3. The Caro-Kann Defense: This allows the two knights to battle it out and the sequence of the game often plays out like:

- 1.e4 c6 2.Nc3 d5 3.Nf3 Bg4 or
- 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6 gxf6
- 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7
- 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6 7.Nf3 Nd7

#4. The French Defense: Black moves his pawn to e6. The action then plays out as one of the following

- 1.e4 e6 2.d4 d5 3.exd5 exd5. This almost always ends up in a draw
- 1.e4 e6 2.d4 d5 3.Nd2
- 1.e4 e6 2.d4 d5 3.Nc3

#5. The Robatsch Defense: Black responds by moving his pawn to g6. The game can then pursue two routes:

- 1.e4 g6 2.d4 Bg7 3.Nf3 d6 4.Bc4 Nf6 5.Qe2
- 1.e4 g6 2.d4 Bg7 3.c3 d6 4.f4

#6. The Nimzovitch Defense: Black responds by moving his knight to Kc6. This usually leads to an open game. The game then might transpire as follows:

- 1.e4 Nc6 2.d4 e5 3.d5 Nce7
- 1.e4 Nc6 2.d4 d5 3.Nc3 dxe4 4.d5

#7. Alekhine's Defense: Black responds by moving to Nf6.

The game may then be played out as:

- 1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6 5.f4 dxe5 6.fxe5 Nc6
- 1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Nf3 Bg4

#8. The Scandinavian Defense: Black reacts to white move to e4 by moving a pawn to D5. The game often plays out as:

- 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5
- 1.e4 d5 2.exd5 Nf6 3.d4 Nxd5

#9. The Pirc Defense: Black moves to d6. White's options are as below.

- 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Nf3 Bg7
- 1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7

Chapt 5: 86 Unique Opening and Middle Game Moves

In this chapter, you will find responses to almost every kind of opening move that has ever been conceived by a chess master. This section is categorized according to the type of move chosen by White who is always the opening player.

Part 1. Responses to White Moves To d4

The Albin Counter Gambit

A sharp attempt to wrest the initiative which often results in castling on opposite sides.

1.d4 d5 2.c4 e5 3.dxe5, d4

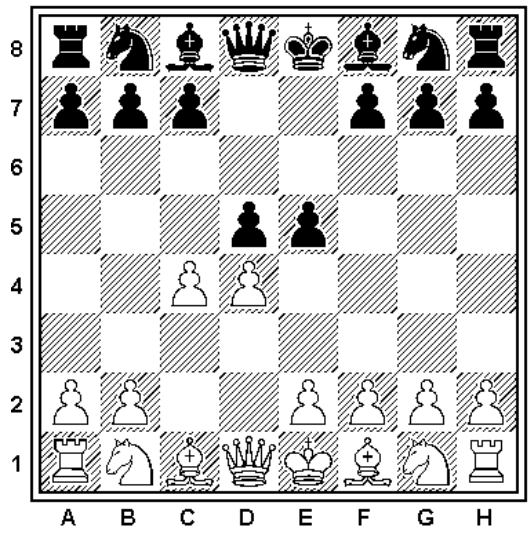


Fig 5.1

The above move can be used to capture White by surprise. If pawn takes the bait of the pawn on e5, the black pawn can move to d4.

Typical Variation

1.d4 d5 2.c4 e5 3.dxe5 d4 4.Nf3 Nc6 5.g3 Bg4

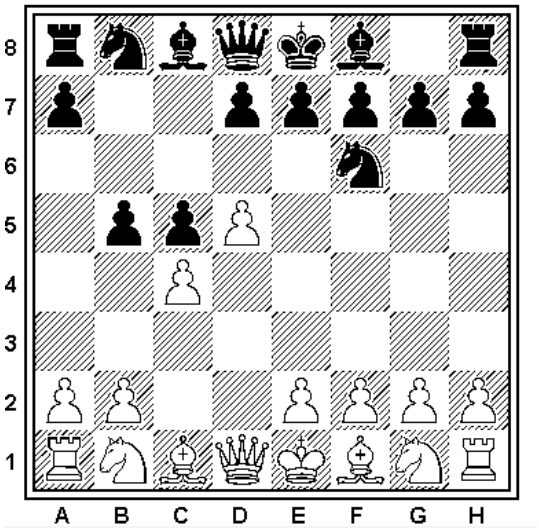


Fig 5.2

Benko Gambit

Black sacrifices a pawn for piece pressure against whites queenside pawn. The Benko Gambit is used to apply pressure to the Queen throughout the duration of the game.

1. d4 Nf6 2.c4 c5 3.d5 b5 4.cxb5

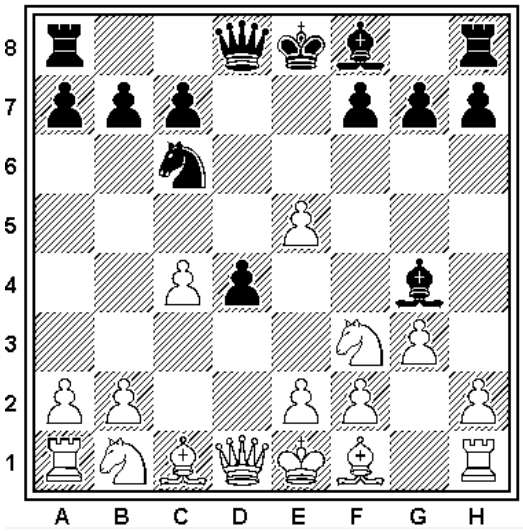


Fig 5.3

Benoni

The basic move to a Benoni is 1.d4 Nf6 2.c4 c5

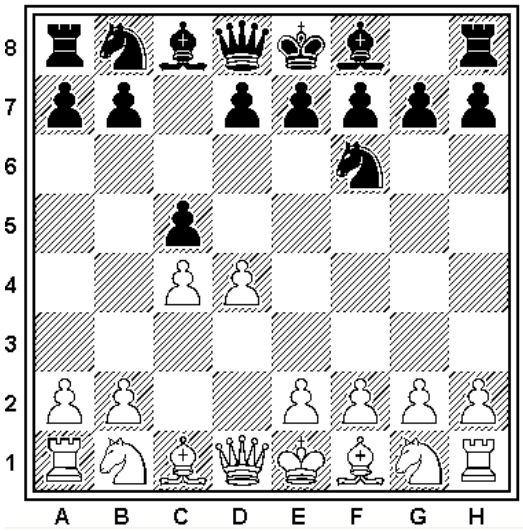


Fig 5.4

The Benoni is a dynamic opening which aims to exploit the semi open e file, and the comfortable knight outpost square on e5, to generate counter play in the variations where white plays d5 and dxe6

Benoni Used as A Way into the English Opening

1.d4 Nf6 2.c4 c5 3.Nf3

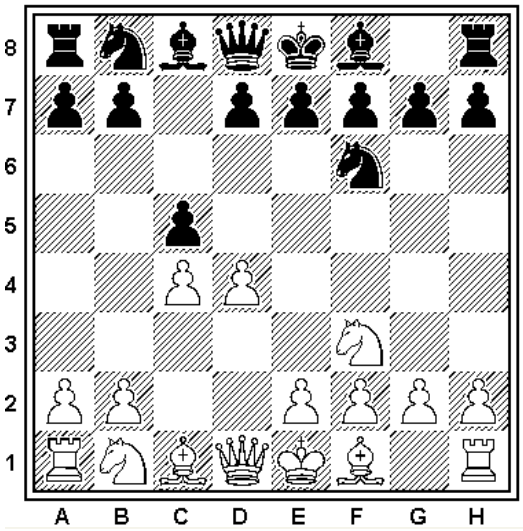


Fig 5.5

This can be used to lead into the English Opening which is 1.c4 c5

Benoni Used As a Way into the Benko Gambit

1. d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd5 5.cxd5 d6 6.e4 g6

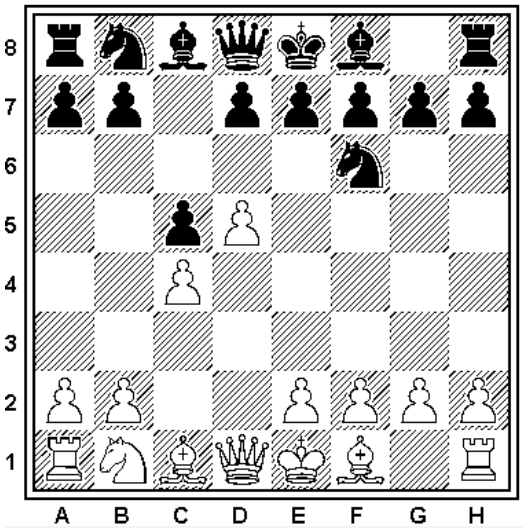


Fig 5.6

Dutch Defense

1.d4 f5

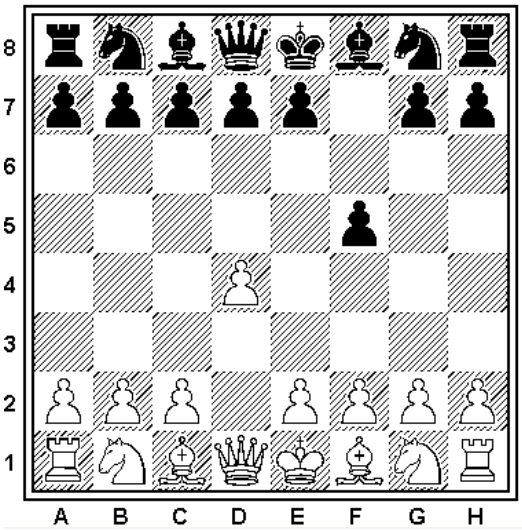


Fig 5.7

The Dutch Defense belongs to the Closed Games Openings. In general, this opening leads to quieter and longer struggles. Black prevents white from playing e4 and reserves the option of a number of pawn configurations in the center.

Staunton Gambit

1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.Bg5

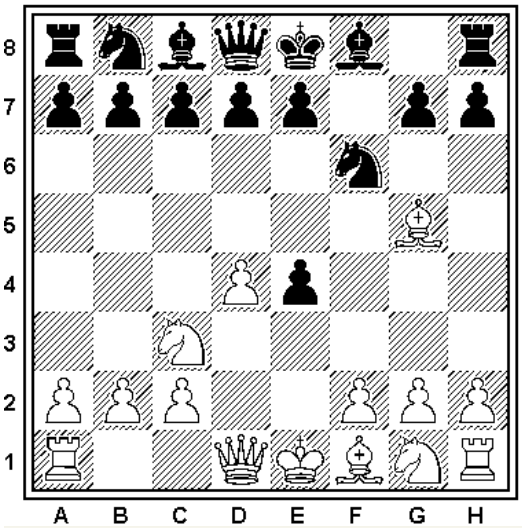


Fig 5.8

This gambit is often used as a Defensive move against White D4.

Leningrad System

1.d4 f5 2.c4 Nf6 3.g3 g6 4.Bg2 Bg7 5.Nf3 O-O

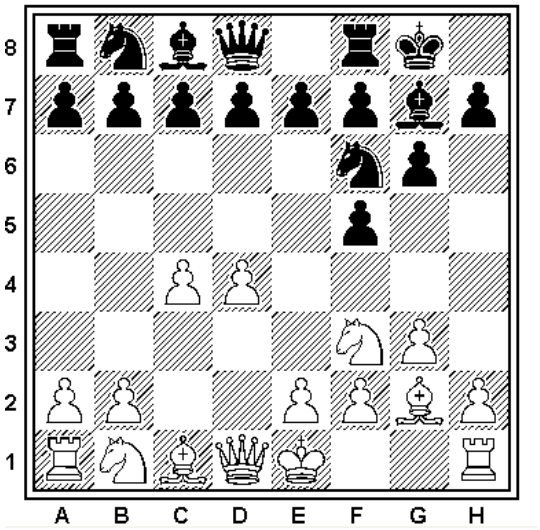


Fig 5.9

This is a variation of the Dutch Defense that also leads to a closed game.

Stonewall Variation

1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d5 7.Nc3 c6

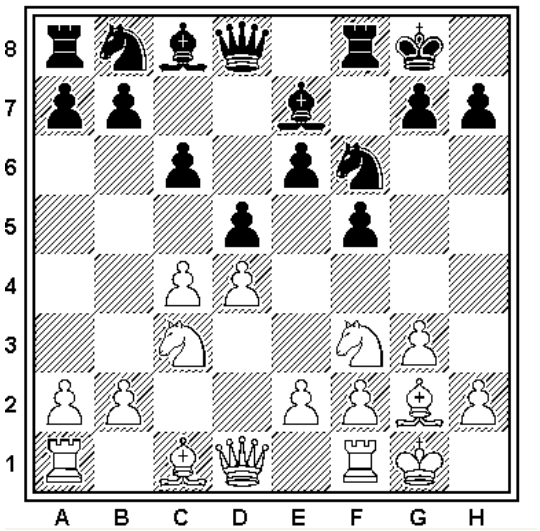


Fig 5.10

Once again, this defense leads to a closed game using castling.

Old Dutch Defense

1. d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d6

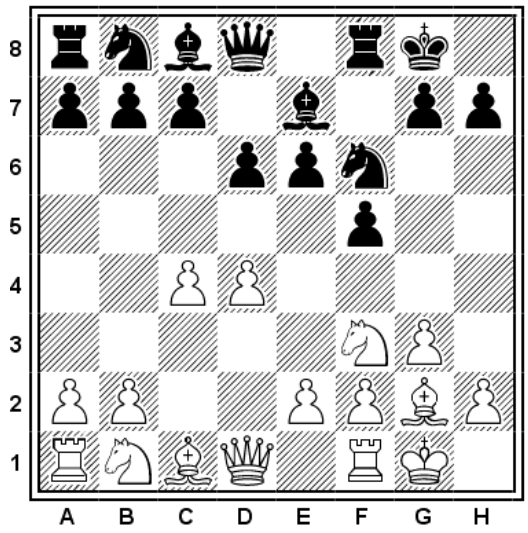


Fig 5.11

Gruenfeld Defense

1. d4 Nf6 2.c4 g6 3.Nc3 d5

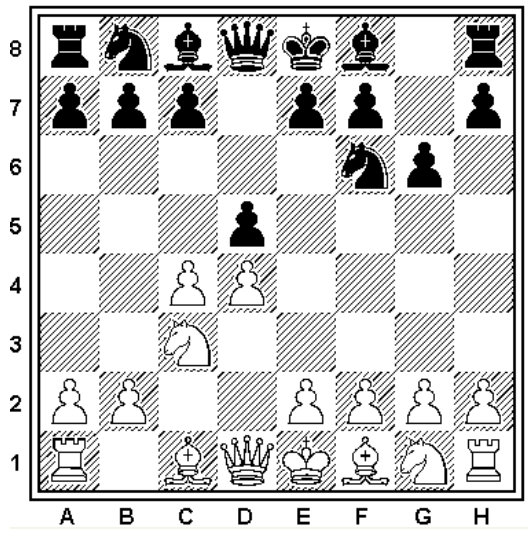


Fig 5.12

This is another of the defenses based on the hyper modern theory that a large pawn center can be a target as well as an asset.

The Gruenfeld Defense involves a “fianchetto”, the opening of lines for two bishops to attack from either g7 or b7. The black pawn at d5 prevents white from monopolizing the center by advancing to e4.

Gruenfeld Exchange Variation

1. d4 Nf6 2.c4 g6 3.Nc3 d5 4.cxd5 Nxd5 5.e4 Nxc3 6.bxc3 Bg7

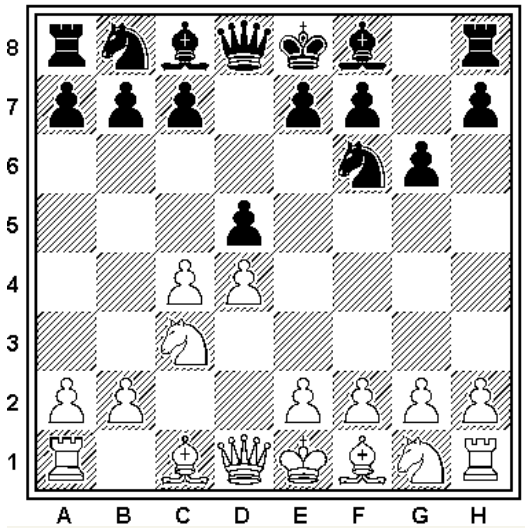


Fig 5.13

Using Gruenfeld to Castle

1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.Bf4 O-O 6.e3

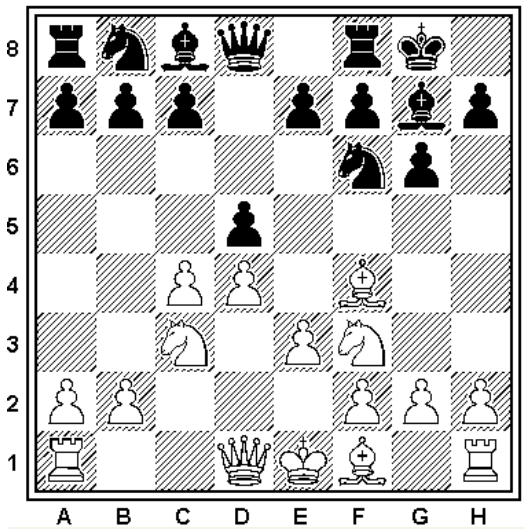


Fig 5.14

Using Gruenfeld to Qb3

1. d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.Qb3 dxc4 6.Qxc4 O-O 7.e4

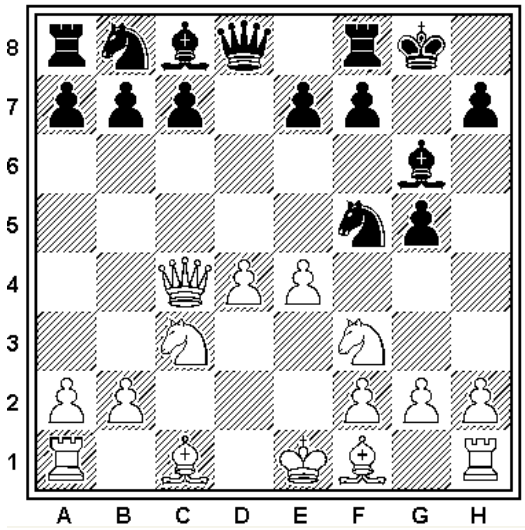


Fig 5.15

King's Indian Defense

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7

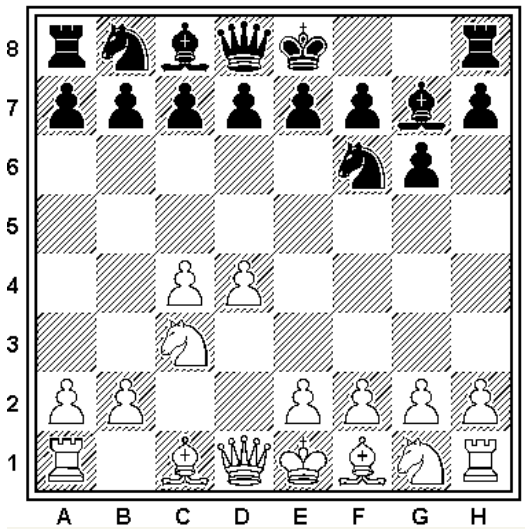


Fig 5.16

The King's Indian Defense is one of the most popular and traditional Chess openings. It is based on an attack and a counter attack.

Fianchetto Variation

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.Nf3 d6 5.g3 O-O

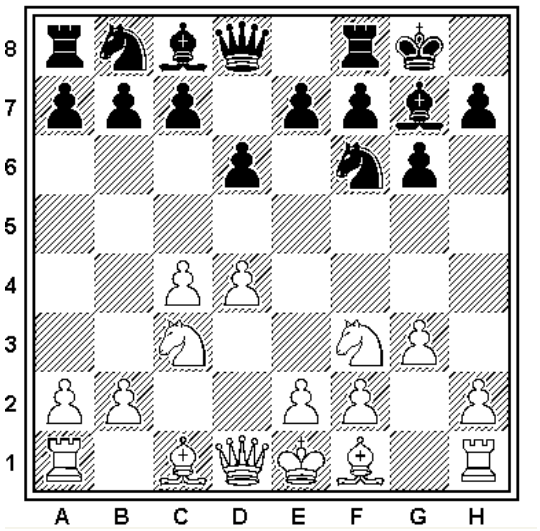


Fig 5.17

An example of a Four Pawns' Attack From King's Gambit

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4

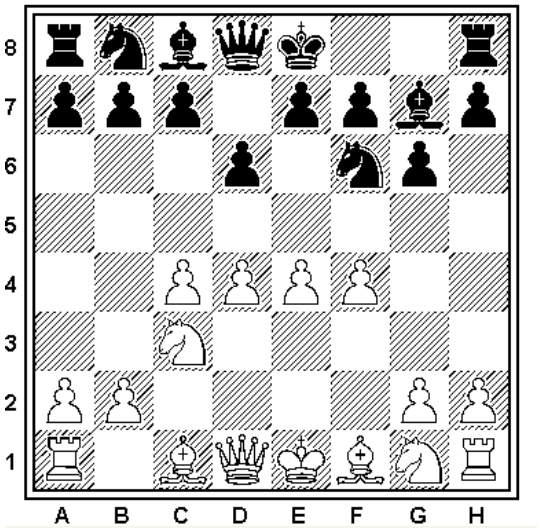


Fig 5.18

Saemisch Variation

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3

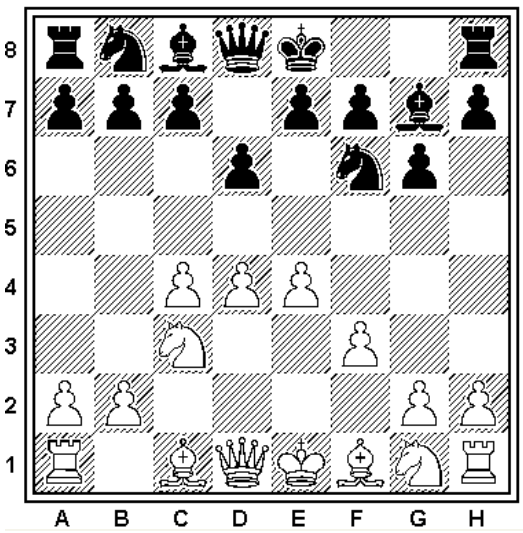


Fig 5.19

Classical Variation

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.Nf3

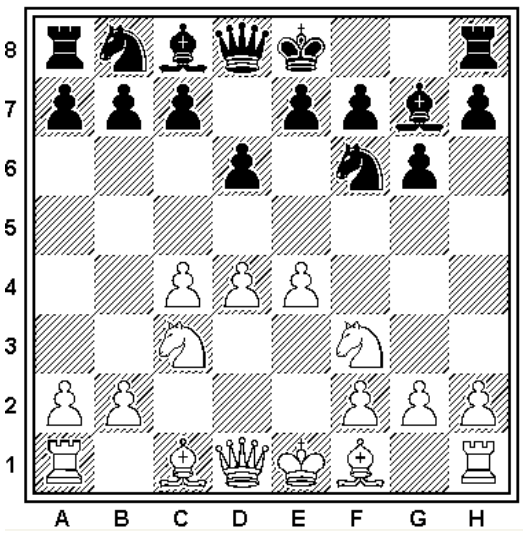


Fig 5.20

Nimzo Indian Defense

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4

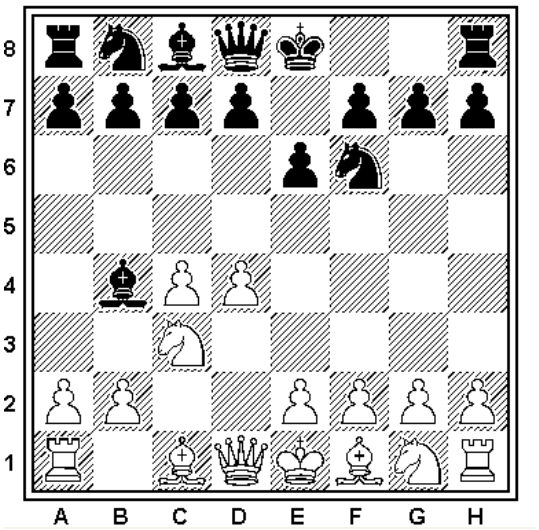


Fig 5.21

In the Nimzo version of the Defense, Black's last move stops White from playing e4. It also threatens to ruin White's pawn structure by exchanging the Bishop on b4 for the Knight on c3. This will weaken the Pawn on c4, which can no longer be protected by another Pawn

Nizmzo Indian to Qb3

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qb3

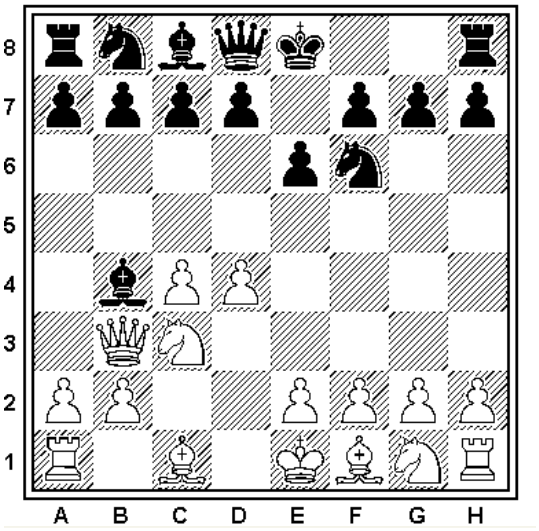


Fig 5.22

Nimzo Indian to a3

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.a3

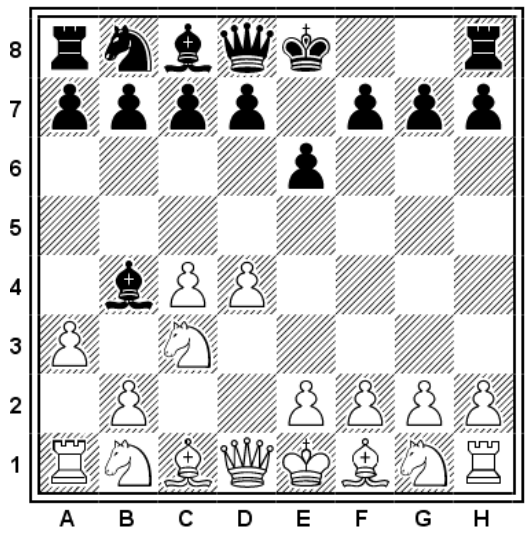


Fig 5.23

Nimzo Indian to Bg5

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bg5

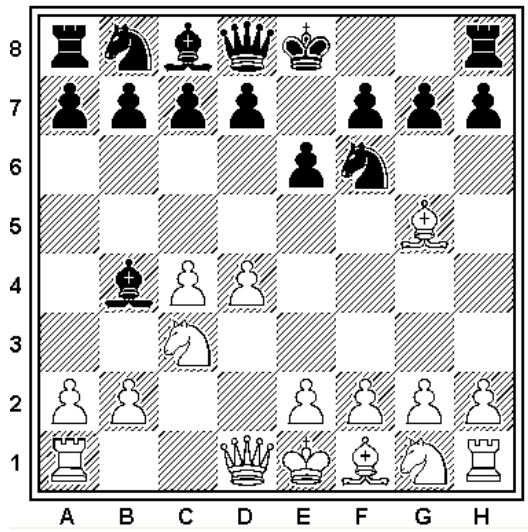


Fig 5.24

Nimzo Indian to Qc2

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2

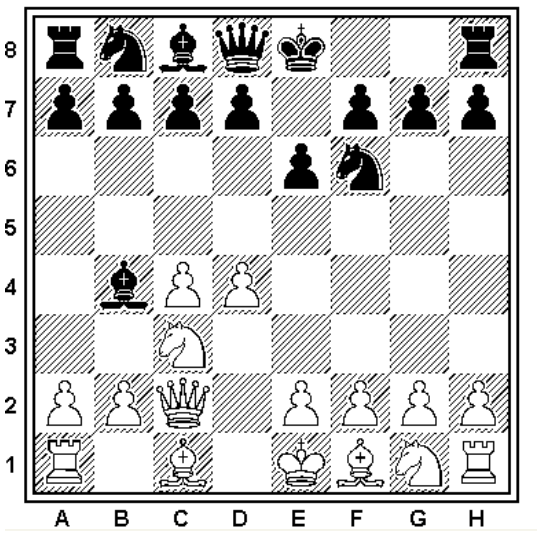


Fig 5.23

Nimzo Indian to e3

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3

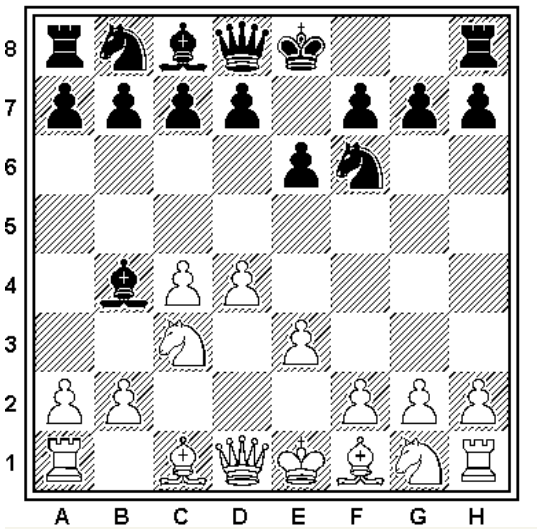


Fig 5.24

Queen's Gambit

1.d4 d5 2.c4

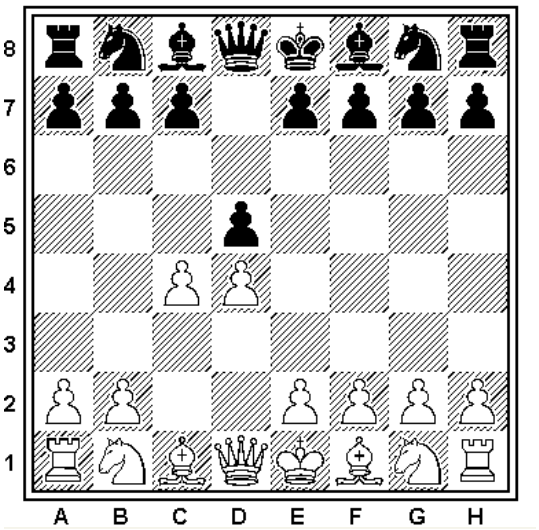


Fig 5.25

This is a popular opening with active play for both sides. The Queen's Gambit from the Closed Games Openings is very advantageous for black. Every world champion has played the black side of the Queen's Gambit, which follows 2. c4

Queen's Indian Defense

Currently regarded by masters as one of the soundest defenses.
1.d4 Nf6 2.c4 e6 3.Nf3 b6

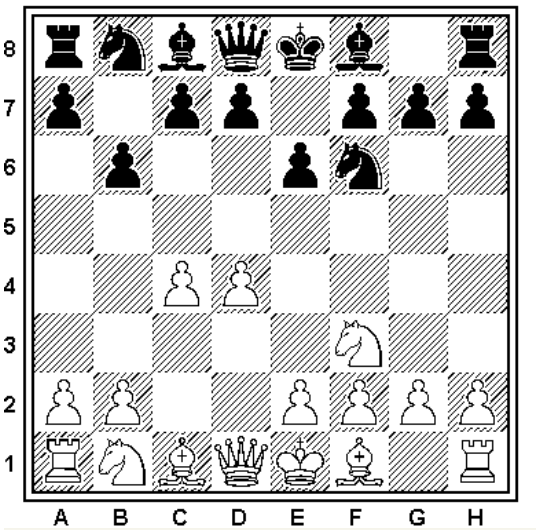


Fig 5.26

Queen's Indian to Nc3

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Nc3

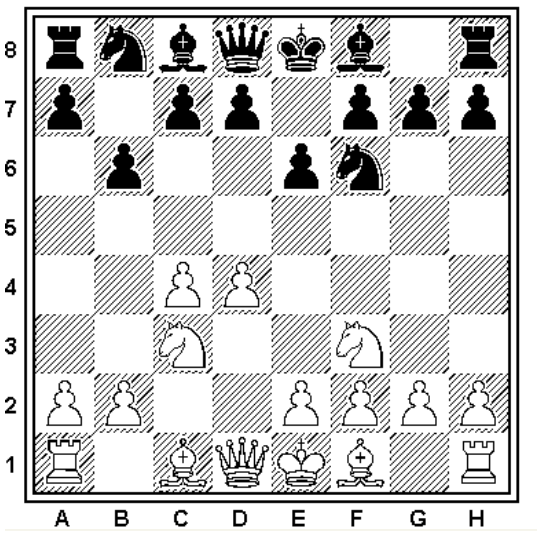


Fig 5.27

Queen's Indian to e3

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3

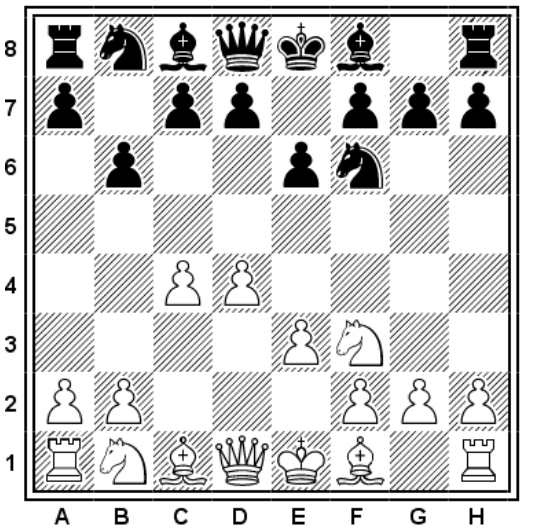


Fig 5.28

Queen's Indian to g3

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.g3

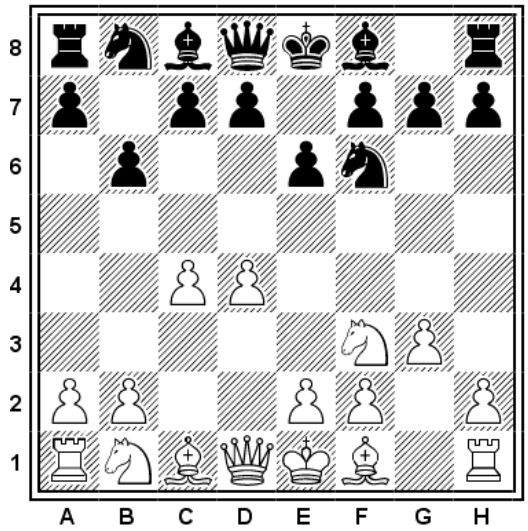


Fig 5.29

Part 2. Responses To White Moves To e4

Alekhine's Defense

1.e4 Nf6

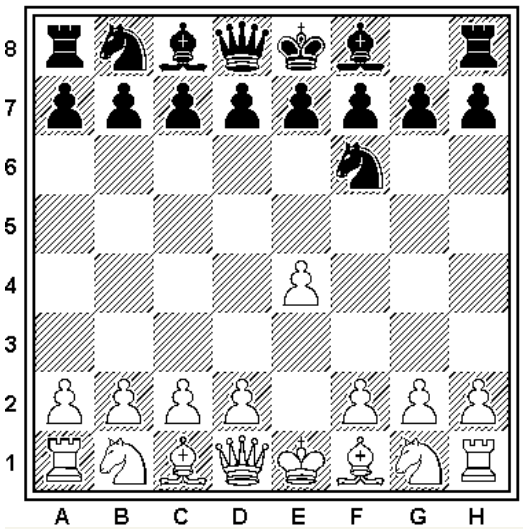


Fig 5.30

Black attempts to lure whites central pawns forward in order to fix them and later undermine them. In Fig 5.20, Black's first move (1... Nf6) invites white to attack the Knight.

Scandinavian Variation

1.e4 Nf6 2.Nc3 d5

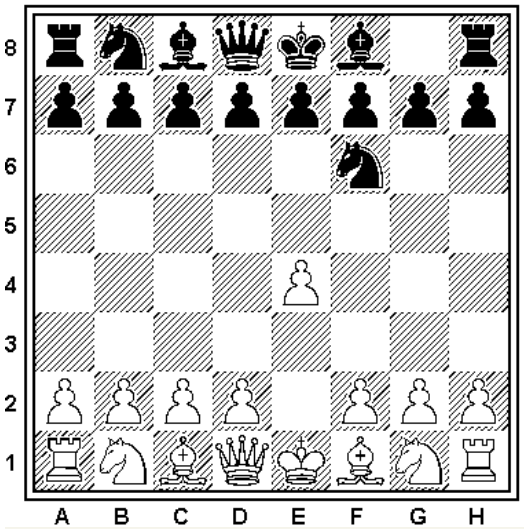


Fig 5.31

Four Pawn Attack

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6 5.f4 dxe5 6.fxe5 Nc6

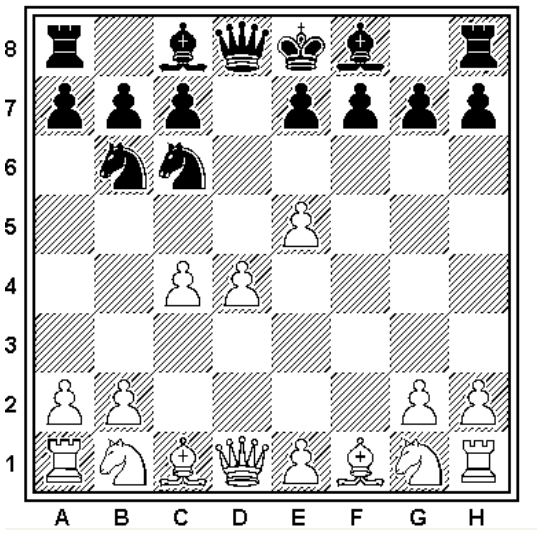


Fig 5.32

Modern Variation

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.Nf3 Bg4

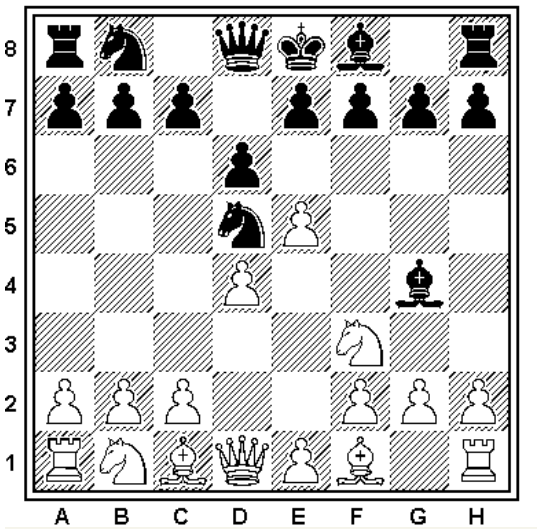


Fig 5.33

Bishop's Opening

1.e4 e5 2.Bc4

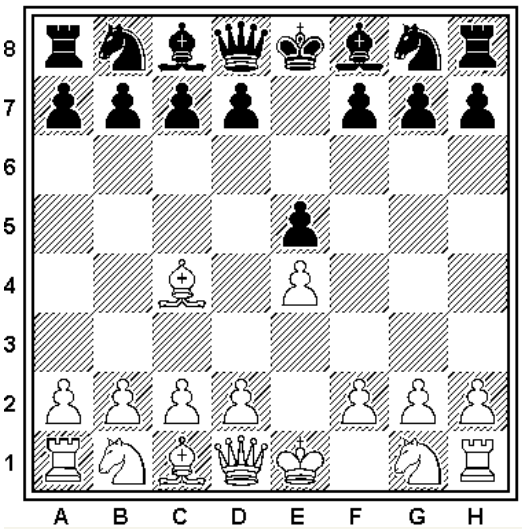


Fig 5.34

White develops his bishops early in order to exert pressure on black's kingside

Bishop's Opening with Bc5

1.e4 e5 2.Bc4 Bc5 3.c3

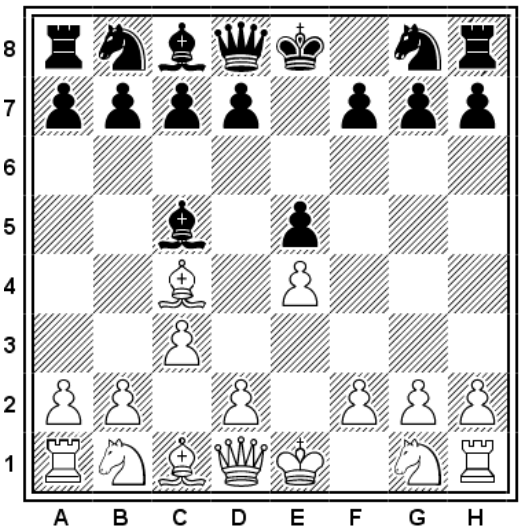


Fig 5.35

Caro-Kann Defense

1.e4 c6

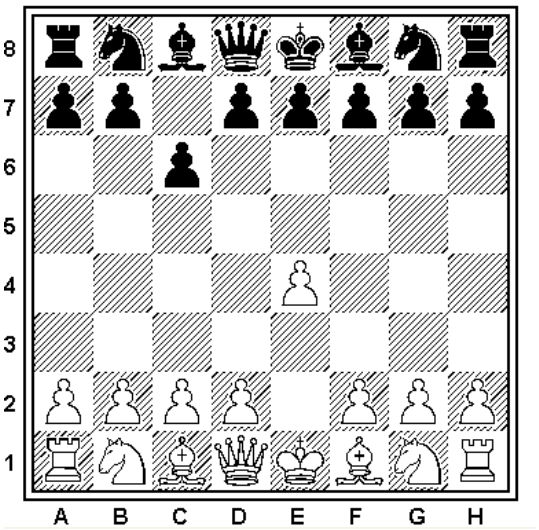


Fig 5.36

Black's second move (2... d5) confronts the white Pawn at e4 and does not force his Bishop to sit idly at c8. Even though players often castle on opposite flanks, the Caro-Kann Opening usually prevents direct attacks. This is a sound defense in which black postpones the battle until a solid position has been established.

Two Knights Variation of Caro Kahn Defense

1.e4 c6 2.Nc3 d5 3.Nf3 Bg4

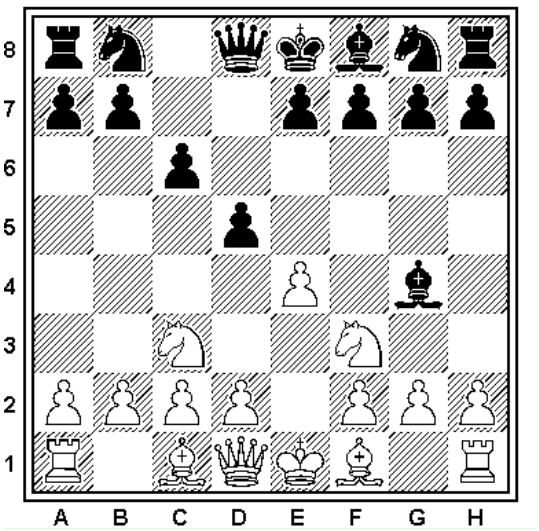


Fig 5.37

Caro Kann As a way into D4 d5

1. e4 c6 2.d4 d5

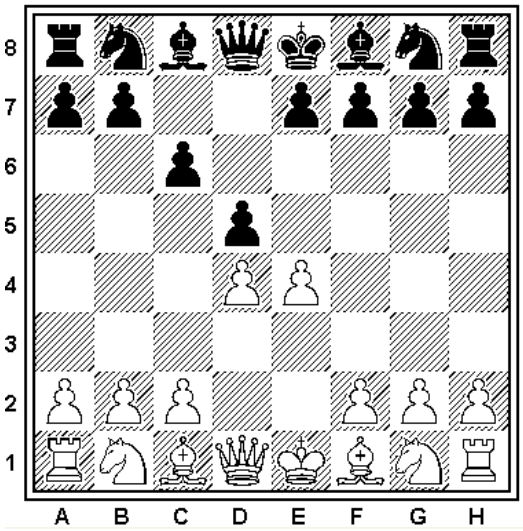


Fig 5.38

Caro Kann and Panov's Attack

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4

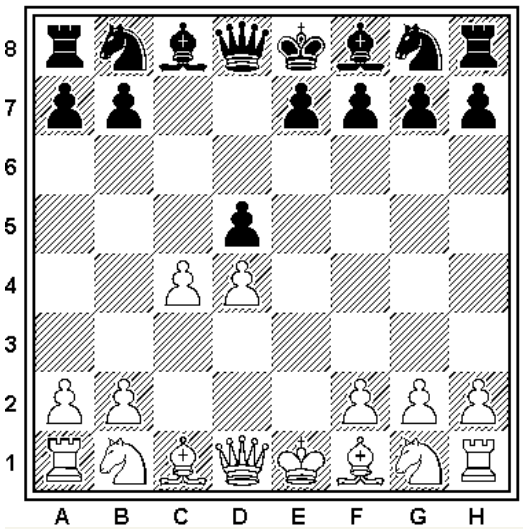


Fig 5.39

Knight Variation

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Nxf6+ gxf6

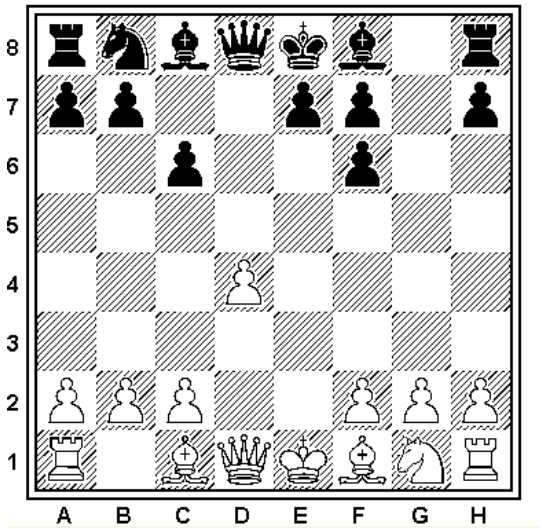


Fig 5.40

Steinitz Variation of Caro Kann

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7

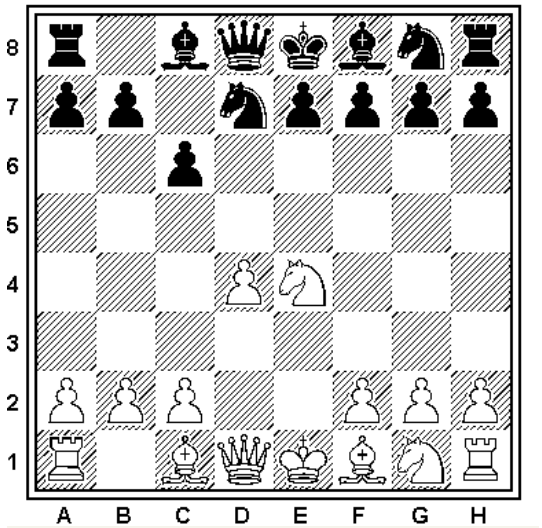


Fig 5.41

Classical Variation

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6 7.Nf3 Nd7

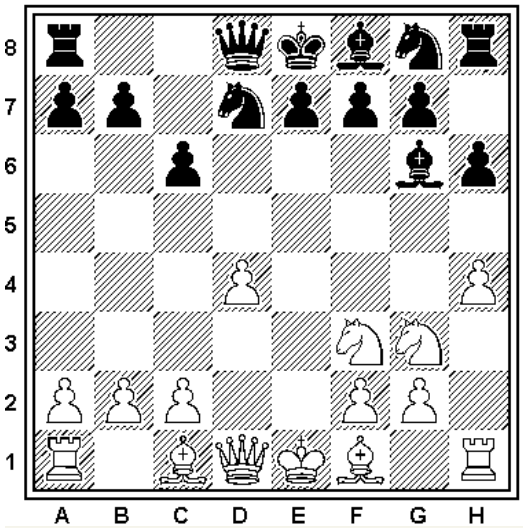


Fig 5.42

The Scandinavian Defense

1.e4 d5

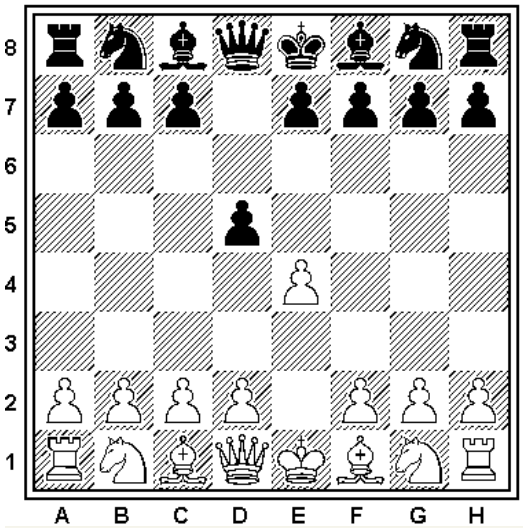


Fig 5.43

The Scandinavian Defense to Qxd5

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5

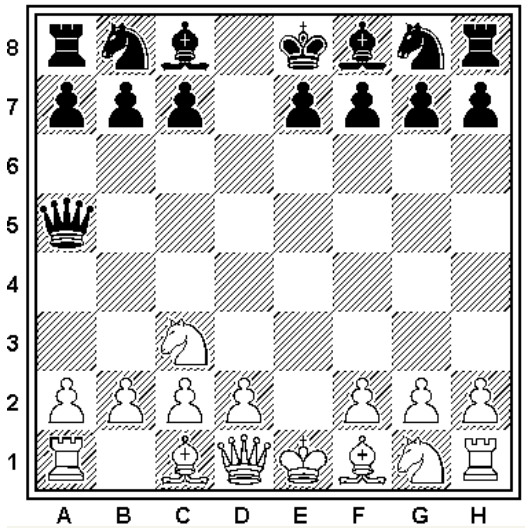


Fig 5.44

The Scandinavian Defense to Nf6

1.e4 d5 2.exd5 Nf6 3.d4 Nxd5

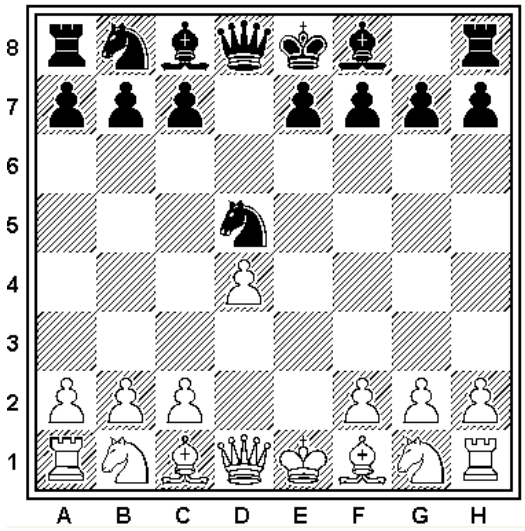


Fig 5.45

Playing the Center Game

1.e4 e5 2.d4

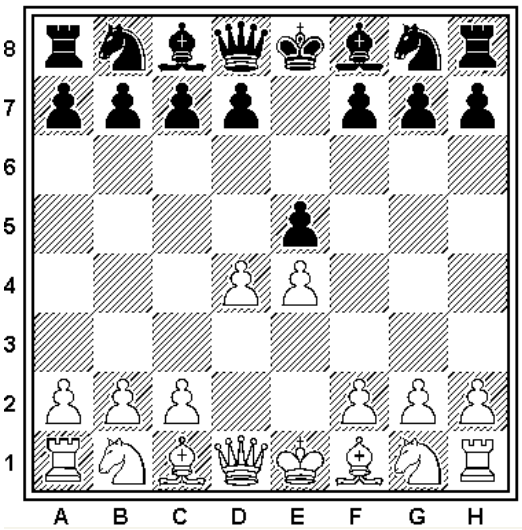


Fig 5.46

The Danish Gambit As The Center Game

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2

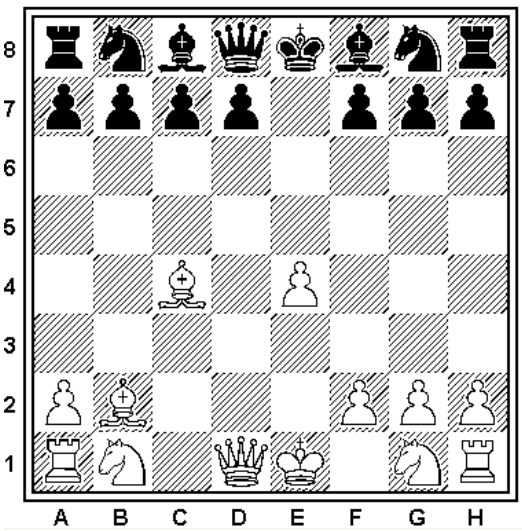


Fig 5.47

Playing the Center with Qxd4

1.e4 e5 2.d4 exd4 3.Qxd4 Nc6 4.Qe3

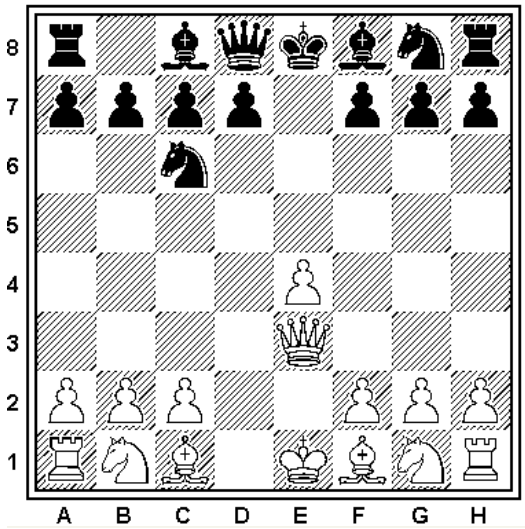


Fig 5.48

Dutch Defense

1.d4 f5

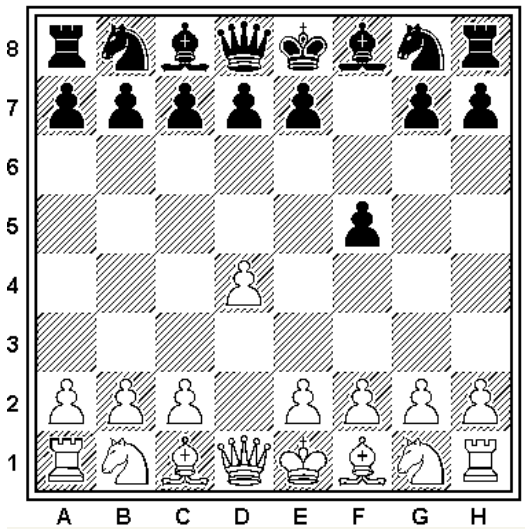


Fig 5.49

The Dutch Defense belongs to the Closed Games Openings. Black prevents white from playing e4 and reserves the option of a number or pawn configurations in the center. In general, this opening leads to quieter and longer struggles. Many modern Grandmasters include it in their repertoire.

Staunton Gambit

1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.Bg5

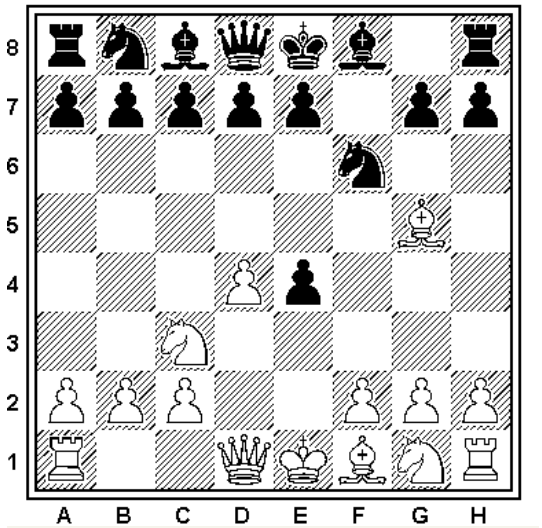


Fig 5.50

Leningrad System

1. d4 f5 2.c4 Nf6 3.g3 g6 4.Bg2 Bg7 5.Nf3 O-O

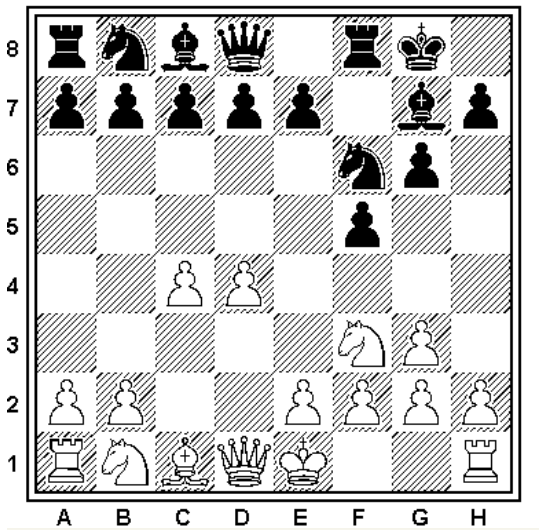


Fig 5.51

Stonewall Variation

1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d5 7.Nc3 c6

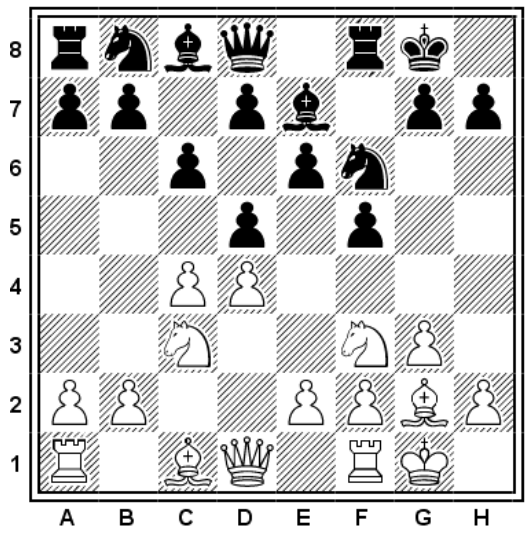


Fig 5.52

Old Dutch Defense

1.d4 f5 2.c4 Nf6 3.g3 e6 4.Bg2 Be7 5.Nf3 O-O 6.O-O d6

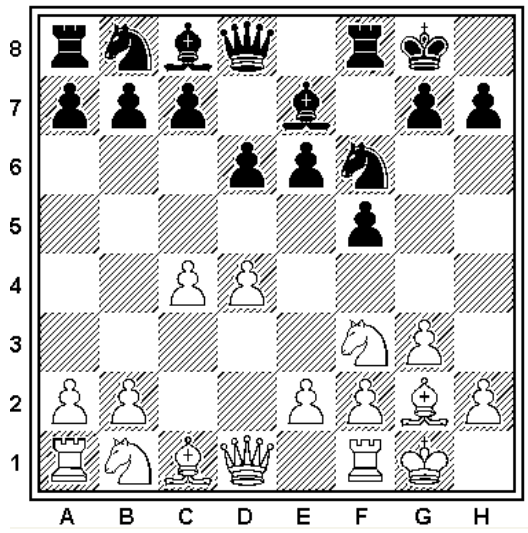


Fig 5.53

French Defense

1. e4 e6

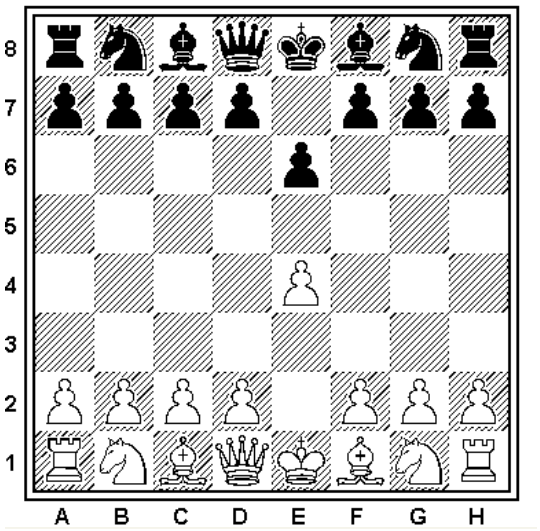


Fig 5.54

On his first move (1... e6), black denies an early active role to his Bishop at c8 in return for a solid wall of defense.

French Defense using d4 d5

1. e4 e6 2.d4 d5

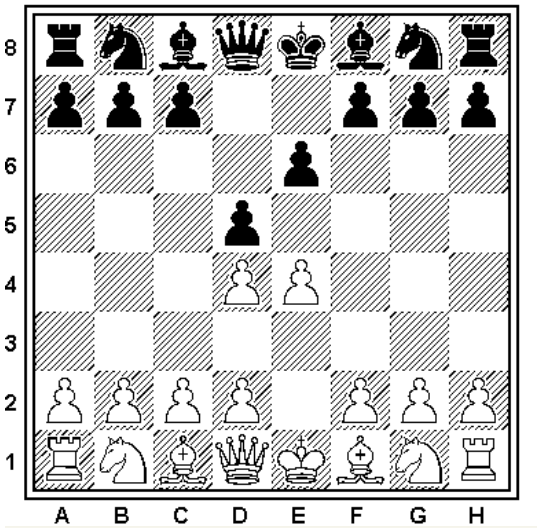


Fig 5.55

Exchange Variation on the French Defense

1. e4 e6 2.d4 d5 3.exd5 exd5

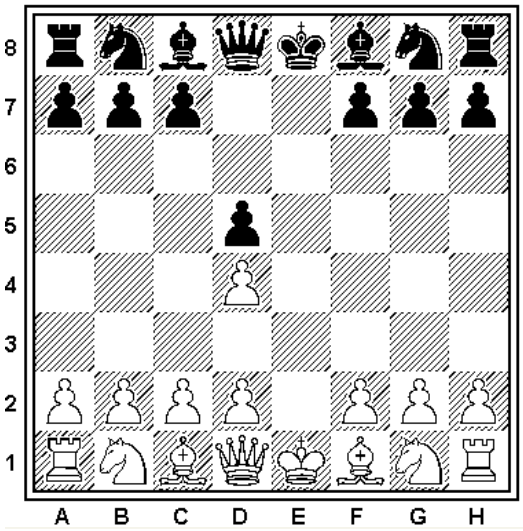


Fig 5.56

The French Defense Advance Variation

1.e4 e6 2.d4 d5 3.e5

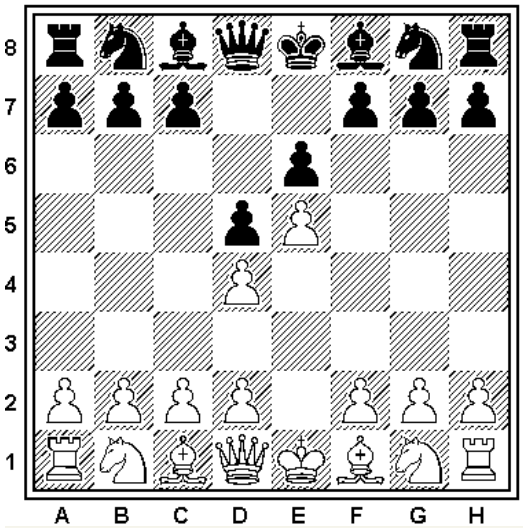


Fig 5.57

The Tarrasch Variation of the French Defense

1.e4 e6 2.d4 d5 3.Nd2

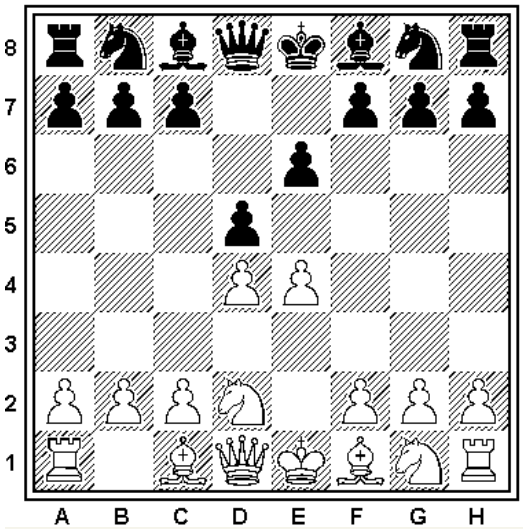


Fig 5.58

French Defense and Nc3

1. e4 e6 2.d4 d5 3.Nc3

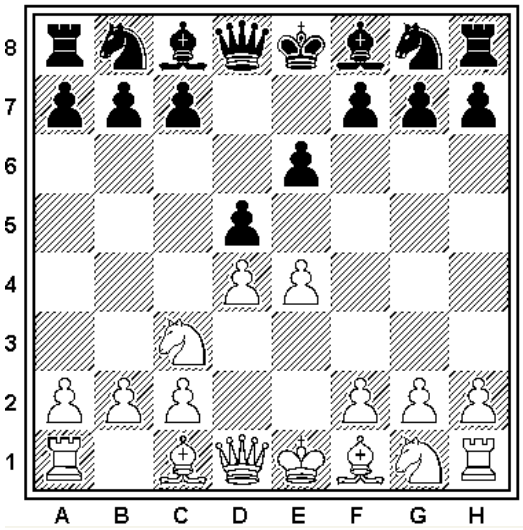


Fig 5.59

Giuoco Piano

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5

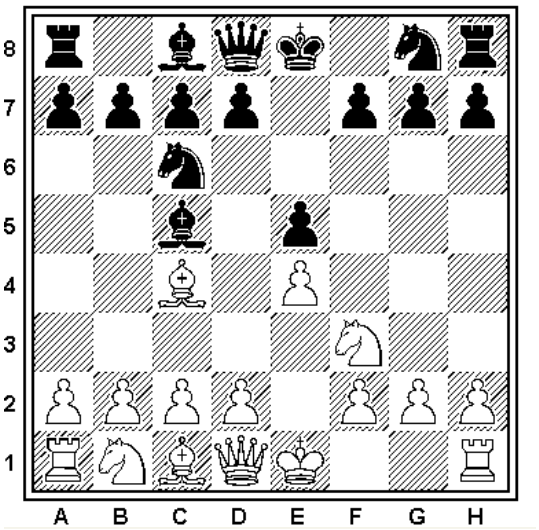


Fig 5.60

The Giuoco Piano opening also known as the Italian Game, is part of what are called the double King-Pawn openings, and one of the oldest Chess openings in existence. White defers the development of the d pawn until it is support by the c pawn, allowing the establishment of two center pawns.

Evans Gambit

1. e4 e5 2.Nf3 Nf6 3.Bc4 Bc5 4.b4

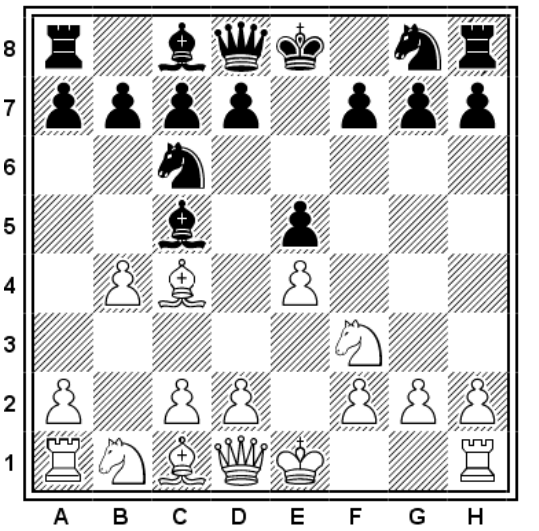


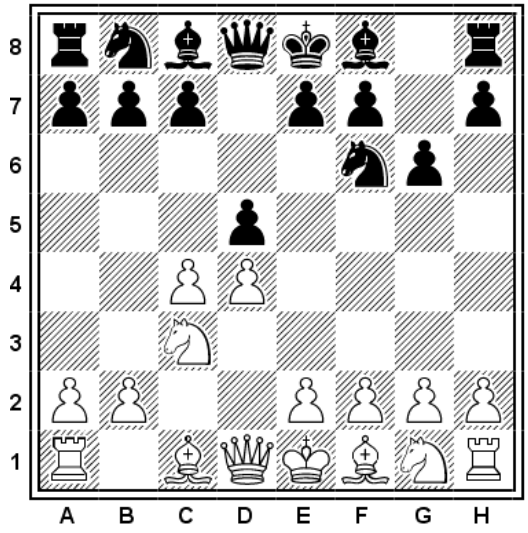
Fig 5.61

When black responds with 1 ... e5, it creates an Open Game. As in most Gambits, white gives up an early Pawn in exchange for development and setting up a pawn in one of the four center squares.

King's Gambit

A sharp struggle from the very first few moves

1.e4 e5 2.f4



5.62

Falkbeer Counter Gambit

1.e4 e5 2.f4 d5

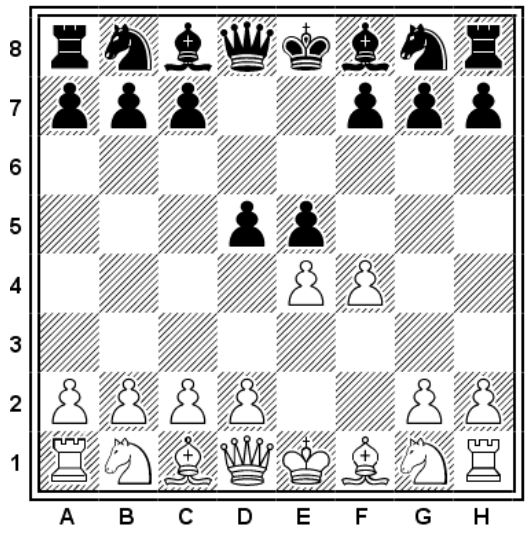


Fig 5.63

King's Gambit Accepted

1.e4 e5 2.f4 exf4

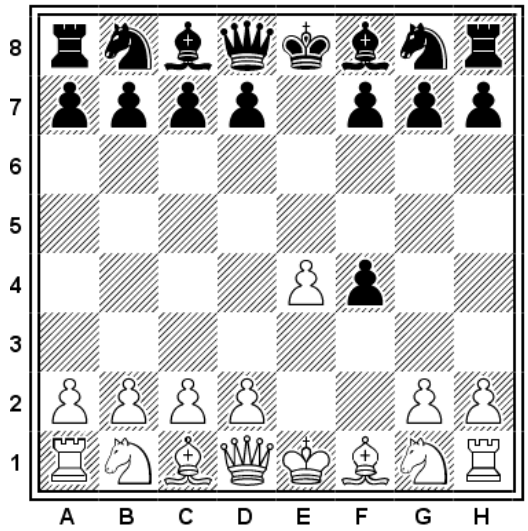


Fig 5.64

Petrov's Defense

1.e4 e5 2.Nf3 Nf6

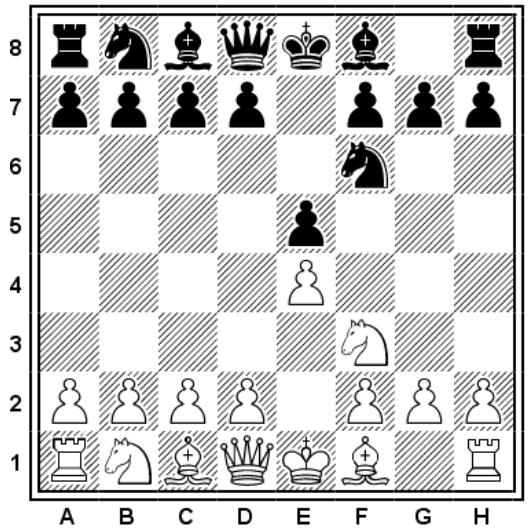


Fig 5.65

Petrov as a Progression to Nxe5

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4

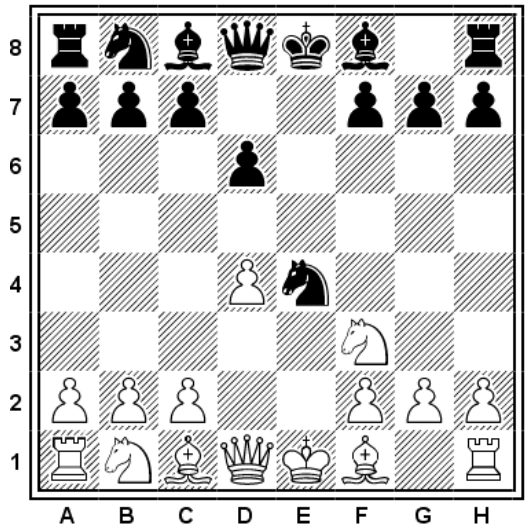


Fig 5.66

Petrov as a Progression to d4

1.e4 e5 2.Nf3 Nf6 3.d4

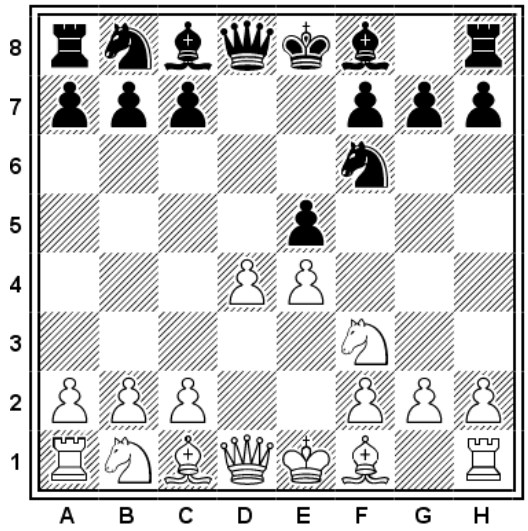


Fig 5.67

Philidor's Defense

1. e4 e5 2.Nf3 d6

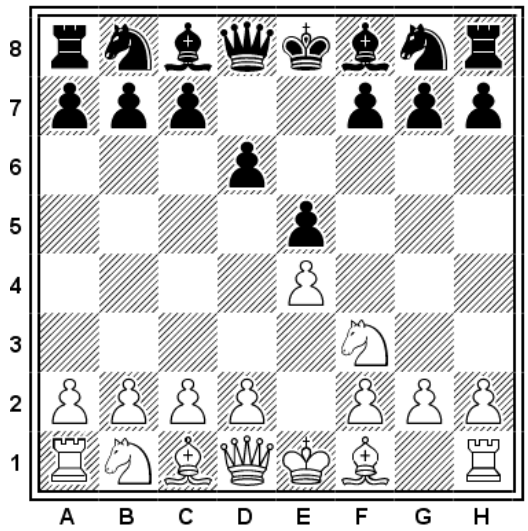


Fig 5.68

A solid defense whose main drawback is its lack of mobility of black pieces

Philodor as a Progression to Nd7

1.e4 e5 2.Nf3 d6 3. d4 Nd7 4.Bc4 c6

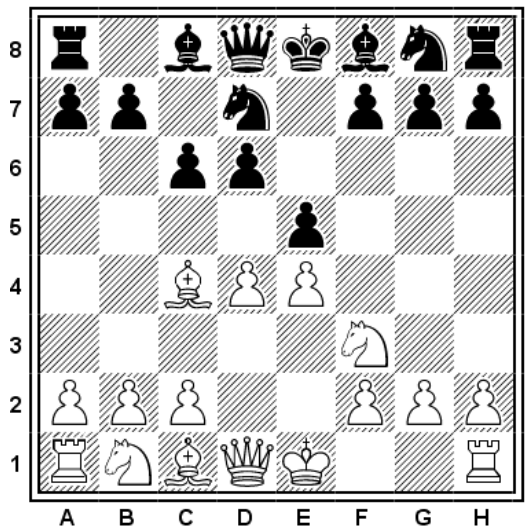


Fig 5.69

Philodor as a Progression to Nf6

1.e4 e5 2.Nf3 d6 3. d4 Nf6 4.dxe5 Nxe4

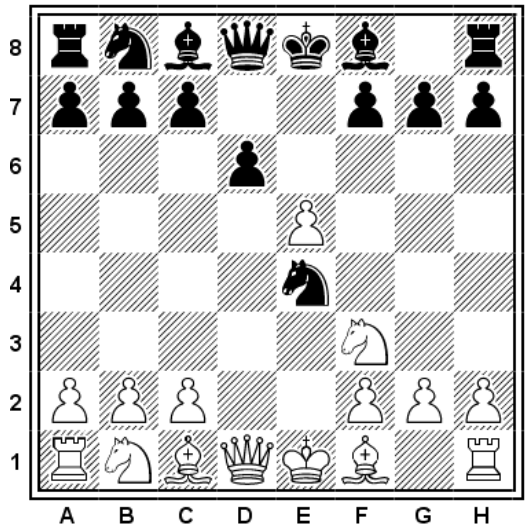


Fig 5.70

Pirc Defense

1.e4 d6

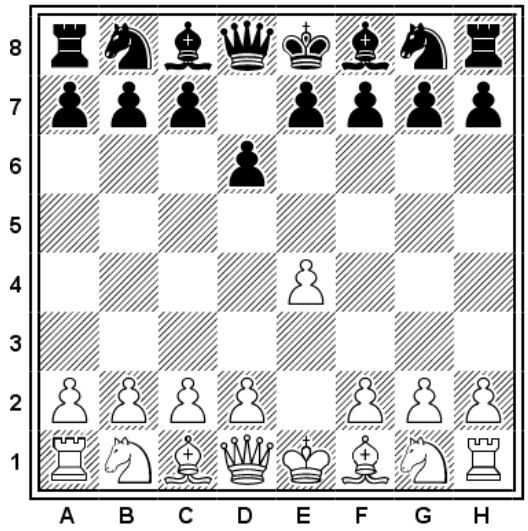


Fig 5.71

In the Pirc Defense opening, black plays a very early **"**g6**"**, allowing white to dominate the center. When black player replies to 1.e4 with a move other than 1. ... e5, this is called a Semi - Open Game.

Pirc Progression to Nf3

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.Nf3 Bg7

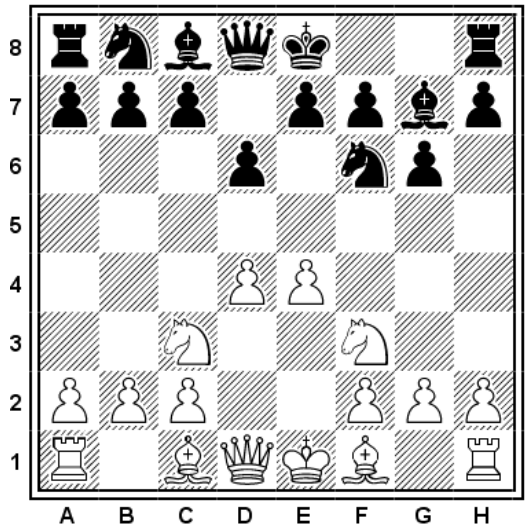


Fig 5.72

Pirc Progression to f4

1.e4 d6 2.d4 Nf6 3.Nc3 g6 4.f4 Bg7

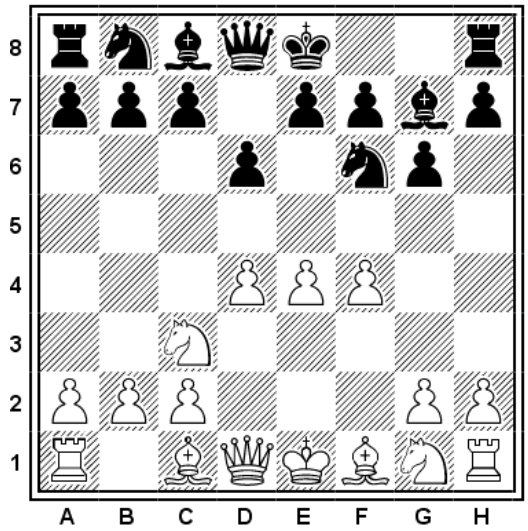


Fig 5.73

The Spanish Game

1.e4 e5 2.Nf3 Nc6 3.Bb5

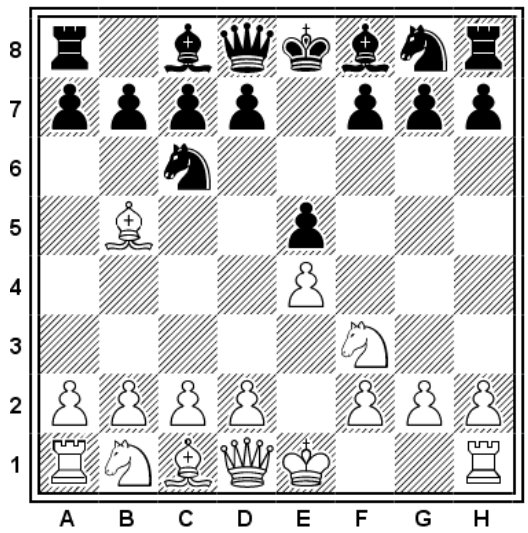


Fig 5.74

Bird's Defense in Spanish Game

1. e4 e5 2.Nf3 Nc6 3.Bb5 Nd4

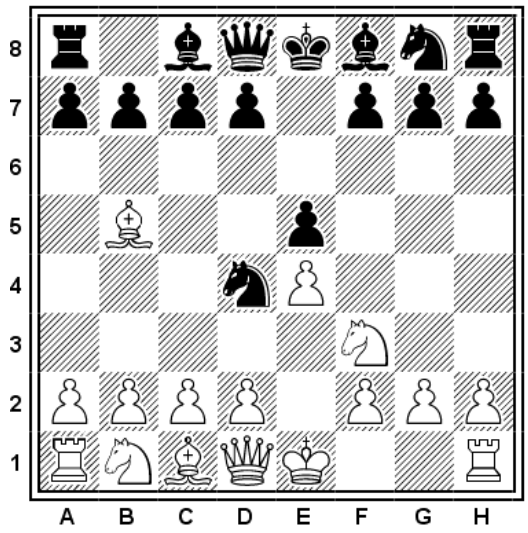


Fig 5.75

Steinitz Defense in Spanish Game

1.e4 e5 2.Nf3 Nc6 3.Bb5 d6

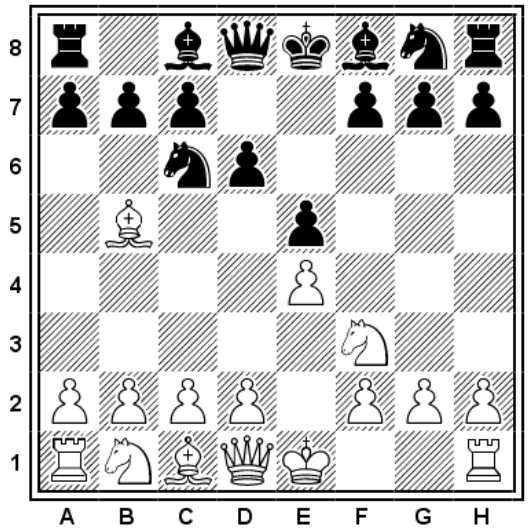


Fig 5.76

Schliemann Spanish Defense

1. e4 e5 2.Nf3 Nc6 3.Bb5 f5

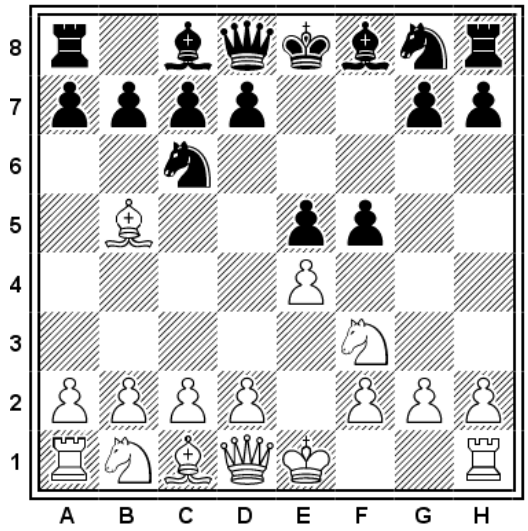


Fig 5.77

Cordel Defense

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5

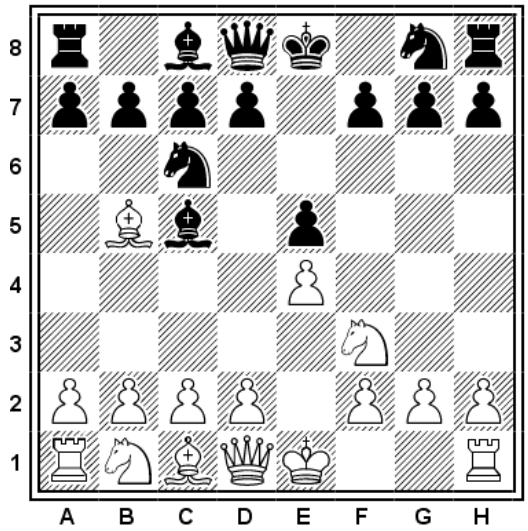


Fig 5.78

Berlin Defense

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6

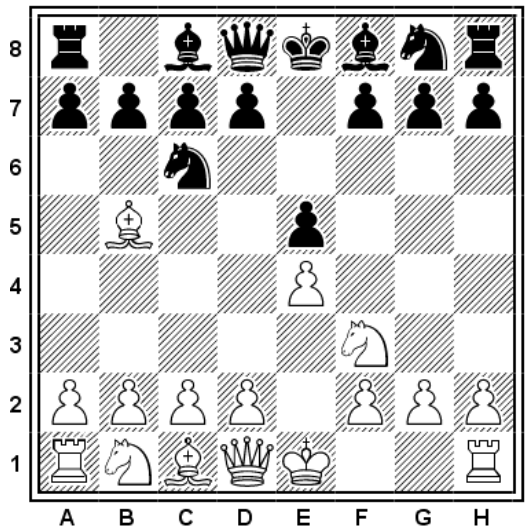


Fig 5.79

Morphys Defense

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

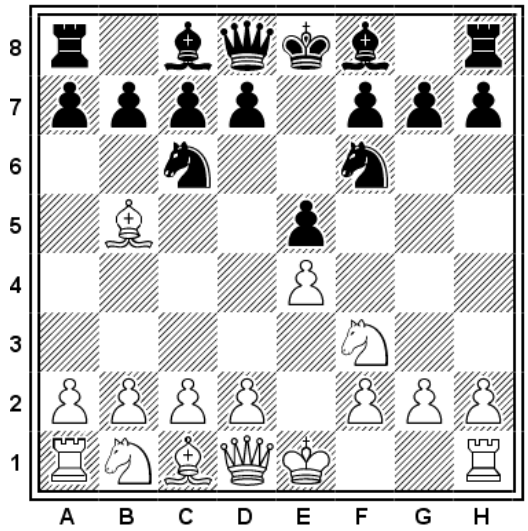


Fig 5.80

Unique Opening Moves and Responses

Bird's Opening

1.f4

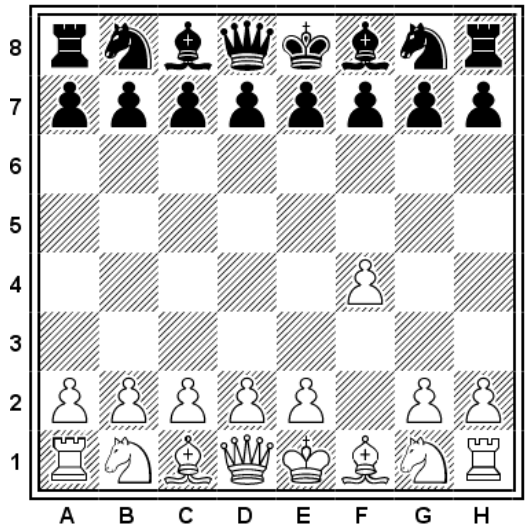


Fig 5.81

The strategic ideas, in particular control of e5, are similar to those of the Dutch defense.

From Gambit to Bird's Opening

1.f4 e5 2.fxe5 d6 3.exd6 Bxd6 4.Nf3 g5

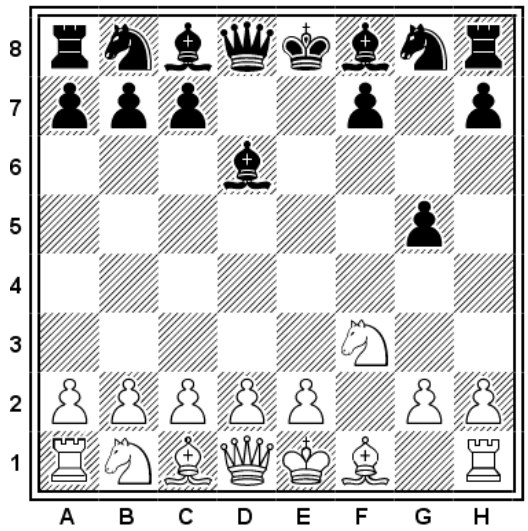


Fig 5.82

Bird's Gambit to Dutch Reversed

1.f4 d5 2.Nf3 Nf6 3.e3 g6 4.Be2 Bg7 5.O-O O-O

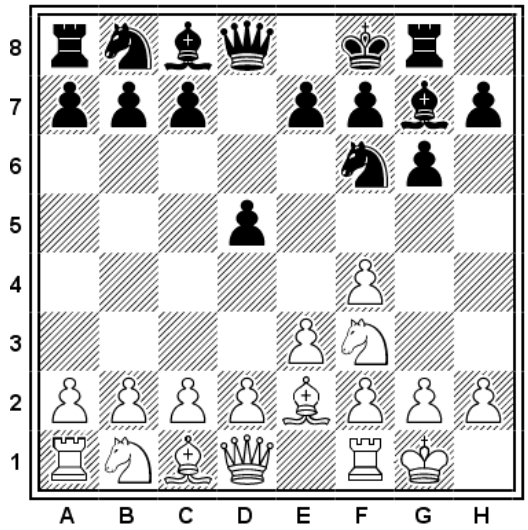


Fig 5.83

English Opening

1.c4

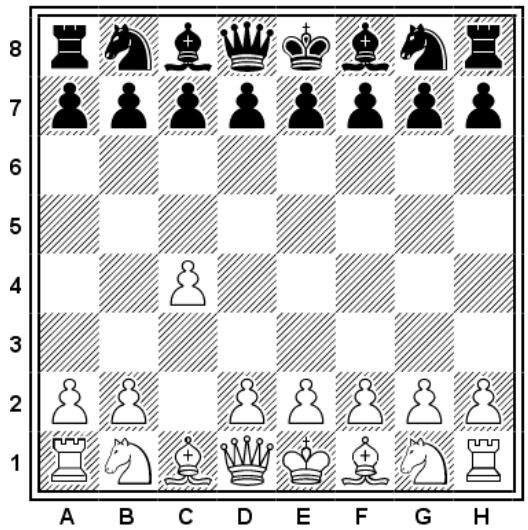


Fig 5.84

- The English opening is a very flexible first move that can lead to several games including:
- 1.c4 Nf6 2.Nf3 g6 3.b3 Bg7 4.Bb2 O-O (creates open lines for the black bishops)
- 1.c4 Nf6 2.Nc3 d5 3.cxd5 Nxd5 4.g3 g6 5.Bg2 (a game of Knights)
- 1.c4 Nf6 2.Nc3 e6 3.Nf3 Bb4 (one Black Bishop can attack in many ways)
- 1.c4 Nf6 2.Nc3 e6 3.e4 c5 4.e5 Ng8 (black triumphs through the capture of a white pawn)

Nimzo-Larsen Attack

1.b3

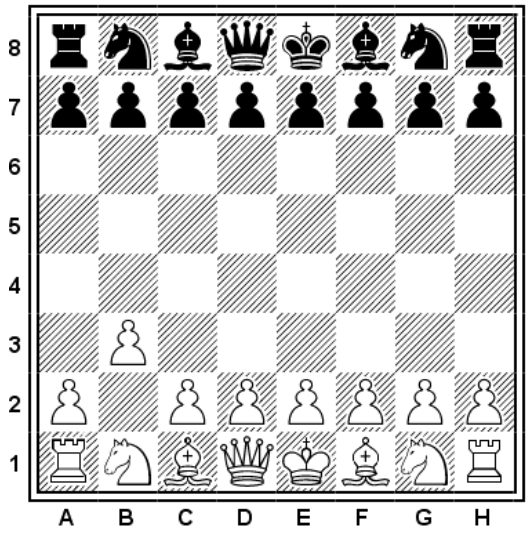


Fig 5.85

Using Nimzo Larsen to Castle

1.b3 Nf6 2.Bb2 g6 3.e4 d6 4.g3 Bg7 5.Bg2 O-O

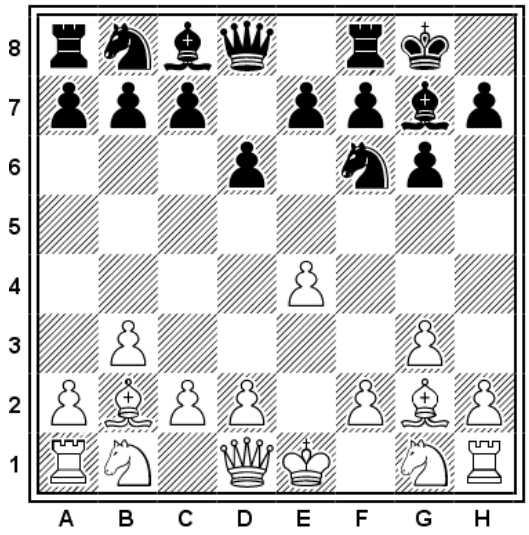


Fig 5.86

Nimzovitch Defense Against e4

1.e4 Nc6

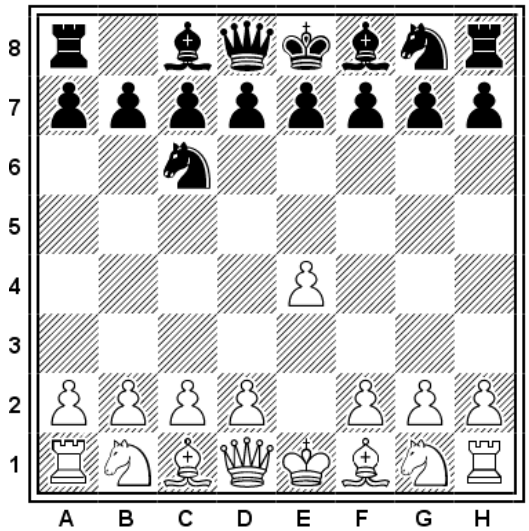


Fig 5.87

Another of the hyper modern defenses that attempt to lure whites central pawns forward. The center is often closed.

Nimzovitch Defense Against e5

1.e4 Nc6 2.d4 e5 3.d5 Nce7

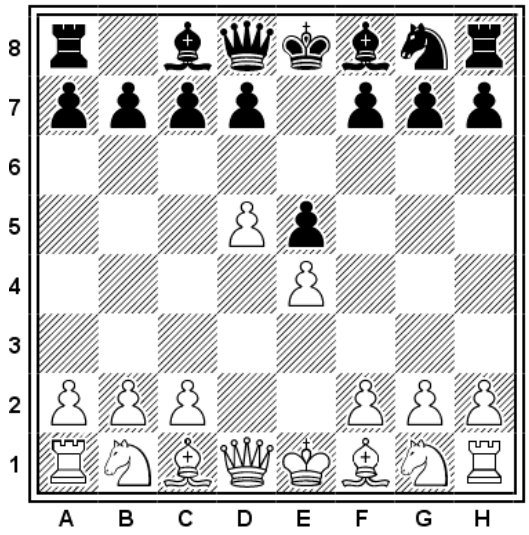


Fig 5.88

Nimzovitch Defense Against d5

1.e4 Nc6 2.d4 d5 3.Nc3 dxe4 4.d5

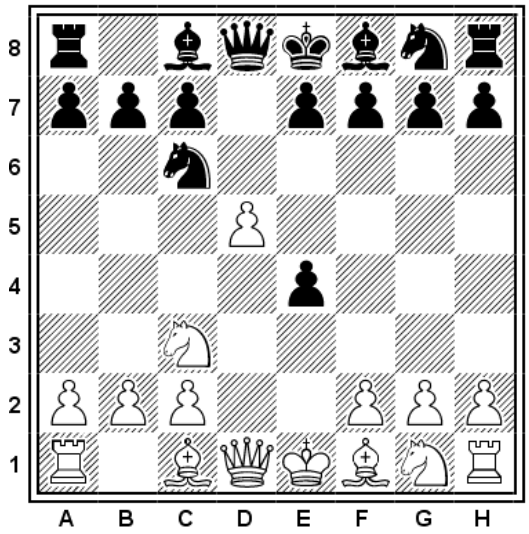


Fig 5.89

Reti System (moving a Knight)

1.Nf3

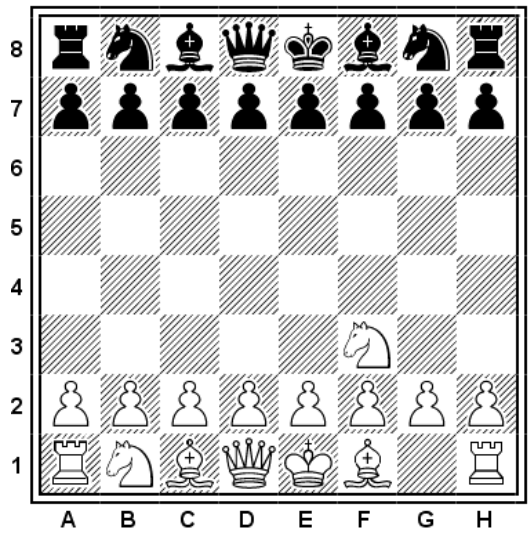


Fig 5.90

The Reti System, which always involves moving a knight, it can be played out into the following games:

- 1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.O-O O-O 5.d3 d6 (black follows white symmetrically.)
- 1.Nf3 d5 2.g3 c5 3.Bg2 Nc6 4.O-O e6 5.d3 Nf6 (black builds a strong center)
- 1.Nf3 d5 2.c4 d4 3.g3 c5 4.Bg2 Nc6 5.d3 e5 (opens a diagonal line for a bishop)

Chapter 6. Playing Royalty Not Pawns -7 Good Moves

In a middle and end game, the mark of an amateur player is one that plays with his pawns rather than his royalty. Here are some smooth moves to help you make use of your knights, bishops, rooks and your Queen as warriors.

Rook on the 7th rank

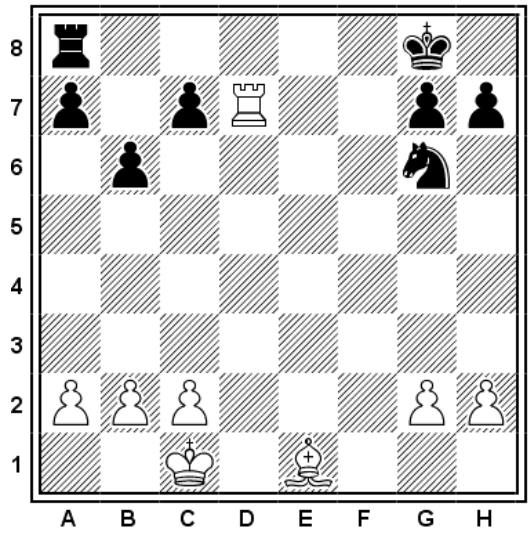


Fig 6.1

Remember that the 7th rank is the 2nd rank of the other player. Getting a rook is the first step to getting your rook on the 8th rank so that you can checkmate an enemy King who is not protected by another piece.

The diagram fig 6.1 shows a typical position with a 'Rook on the 7th'. The White Rook on d7 is well posted.

It attacks the Black Pawns on the Queenside and on the Kingside, prevents the Black King from reaching the center by the shortest route, and threatens to get behind the Black Pawns if they advance.

White wins a Pawn after 1...Rc8 2.Bg3, but has even bigger material gains after 2.Bc3.

Two Rooks on the 7th rank

This is a case where Two Rooks on the 7th ranks are better than one!

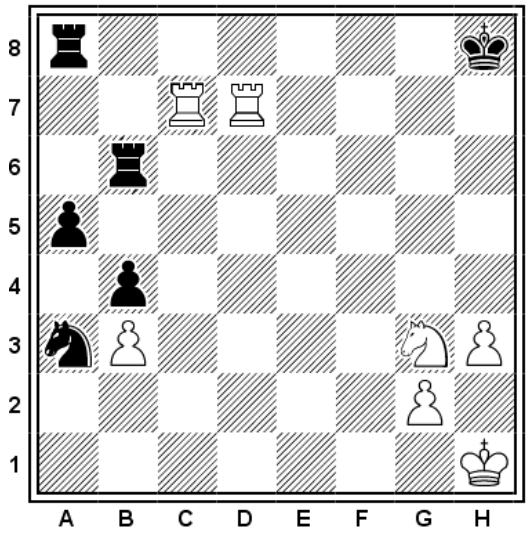


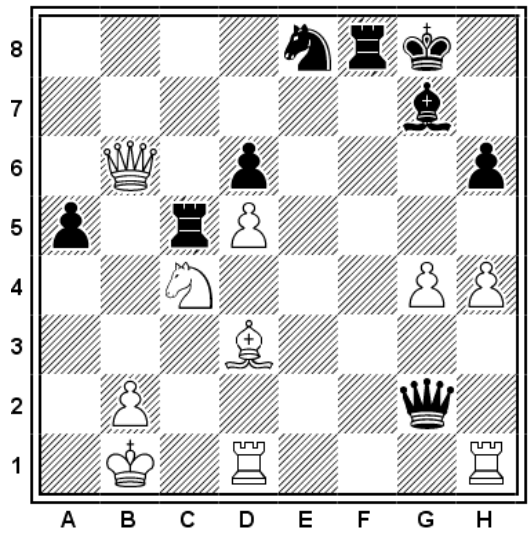
Fig 6.2

In the diagram, Black is helpless against the Rooks supported by the Knight: 1...Rh6 2.Nf5 Rh5 3.g4 Rxh3+ 4.Kg2 Rxb3 5.Rh7+ Kg8 6.Rcg7+ Kf8 7.Rh8 leads to the check mate.

Two Rooks on the 7th often deliver a perpetual check to a King trapped on the back rank.

The In-Between-Move

One of the most frequent surprises on the chess board would have to be the in-between-move. Also known as the “Zwischenzug”, this takes place when one side is in the middle of a tactical play and are expecting a particular reply (usually a re-capture). However, the opponent suddenly unleashes a powerful move which does not directly address that threat.



Lilienthal – Panov, Moscow 1949 Fig 6.3

1. … Rxc4!

2. Rhg1 Rb4!

3. Qxb4 Qxg1!

This in-between-move allows Black to emerge from the battle with an extra piece in hand.

4. Bh7+ Kh8!

Black can’t play 4. … Kxh7 because of 5. Qe4+ and then 6.Rxg1

5. Rxg1 axb4

And Black eventually won.

Blockade

This is a situation where another piece prevents a pawn from advancing by occupying the square in front. In the following diagram Black has a pawn chain on d5 and e6. White plays to prevent giving Black the advantage of playing d5 and 36 by centralizing the Bishop on d4 and moving the Knight to d5. This gives White the advantage.

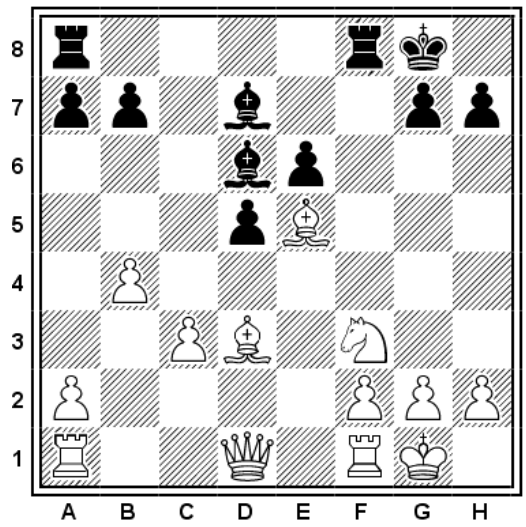


Fig 6.4

The Extreme Blockade

The diagram below shows an example of an extreme form of blockade. Black's position is so restricted that neither Rook can move. White is free to organize an advance on the Kingside.

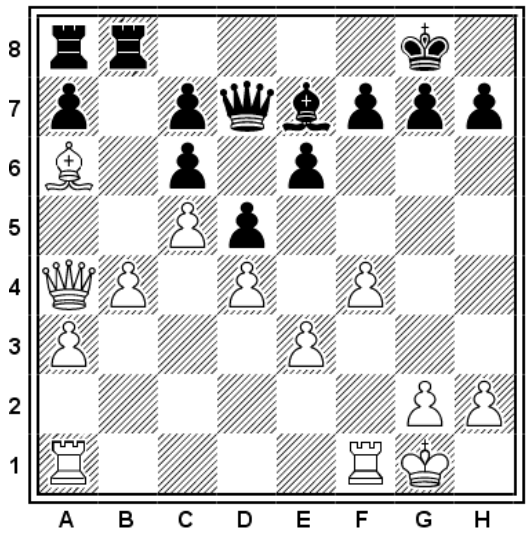


Fig 6.5

Attacking A Chain of Pawns

The weakest point of a Pawn chain is its base, where the Pawn is not protected by another Pawn. In the diagram below, White fixes the base at d6 and then attacks it with the remaining pieces. 1.cxd6 cxd6 2.Rc6 Nf7 3.Nc4 Rd8 (If 3...Rc8 then 4.b5 Rxc6 5.dxc6 with a better end game.) 4.a4. Now White is free to advance the Kingside Pawns supported by the King.

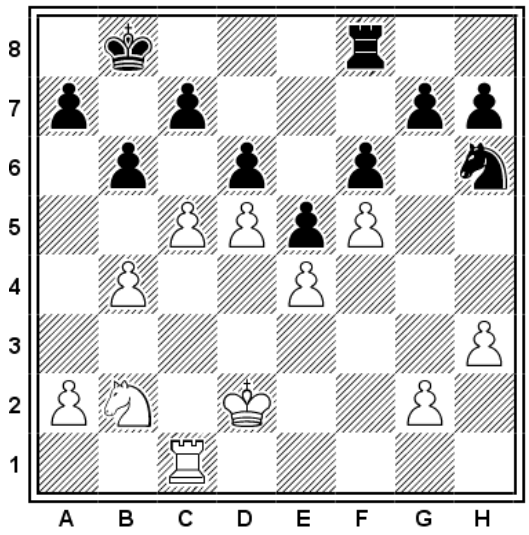


Fig 6.6

The Out Post

An outpost is often associated with an open file. The following diagram shows how an open file can be used to achieve a winning position.

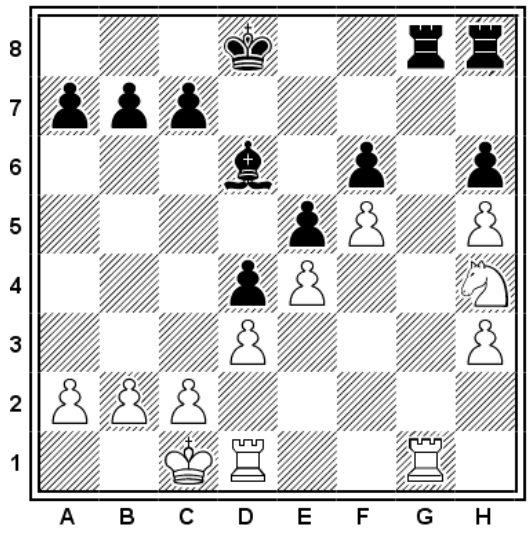


Fig 7.7

The outpost in this diagram is Rxg6. hxg6 wins, where White suddenly has a protected passed Pawn only two steps from promotion.

Chapt 7. Ten Conquering End Game Moves

The most elementary of checkmates appear in end games where there are no pawns left on the board. The strong side has just enough material to force checkmate.

King and Queen vs. King

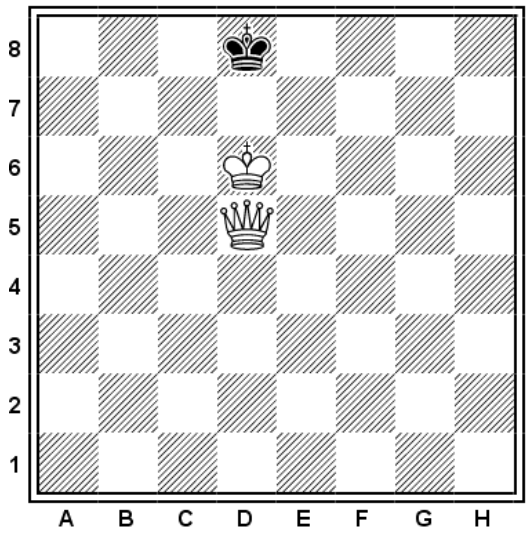


Fig 7.1

This is one of the easiest wins. The King and Queen work together to force the lone King to the side of the board, then give checkmate. In the diagrammed position, White on the move can checkmate with Qa8+ or Qg8+. If Black is on the move, White checkmates with 1...Kc8 2.Qa8+ or 1...Ke8 2.Qg8+.

King and Rook vs. King

This is also an easy win. The King and Rook force the opposing King to the side of the board. In the diagrammed position, White mates with Rh8. If Black is on the move, White mates with 1...Kc8 2.Rb5 Kd8 3.Rb8+ or 1...Ke8 2.Rf5 Kd8 3.Rf8+.

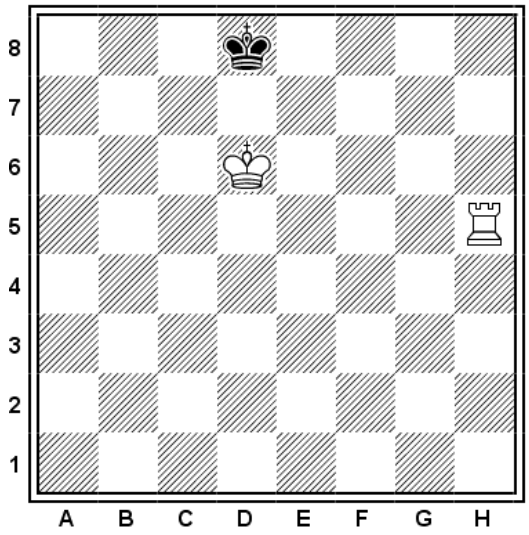


Fig 7.2

King and two Bishops vs. King

Although a little more complicated than the above check mates, this is also an easy win. The King and Bishops first force the opponent's King to the side of the board, then into the corner, where mate follows. In the diagrammed position, White plays 1.Be3+ Kh7 2.Bf5+ Kh8 3.Bd4 mate. The action of the two Bishops on adjacent diagonals creates a barrier that the opposing King cannot cross.

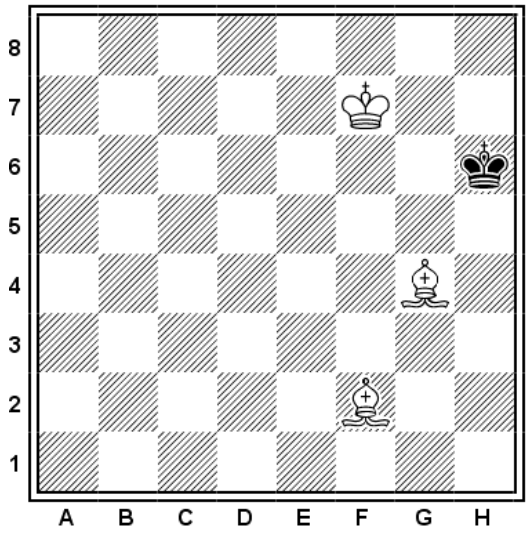


Fig 7.3

King and Pawn Versus King

During this elementary end game the Pawn is supported by its King and is about to promote. The lone King guards the promotion square, making a last-ditch attempt to stop the Pawn.

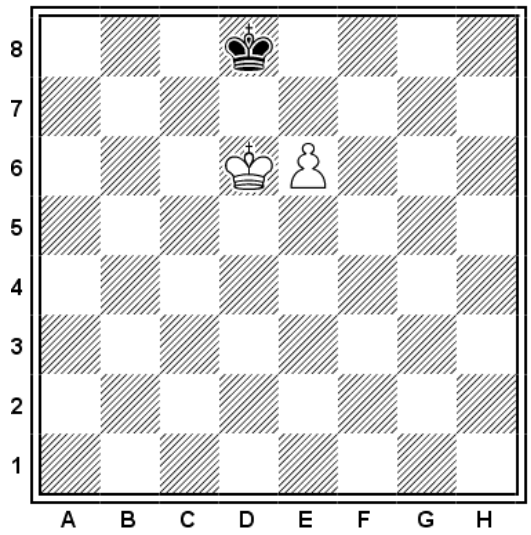


Fig 7.4

In the above position, the result of the game depends on who is to move. White to move has no better than 1.e7+ Ke8 2.Ke6, where Black is stalemated. Black to move has no better than 1...Ke8 2.e7 Kf7 3.Kd7, where the Pawn will promote and the game will end with an elementary mate.

Rook vs. Pawn

This is a very typical ending to a chess game. The usual scenario is both sides with a Rook and passed Pawn, the Pawns racing to promote themselves on the opposite side of the board. The side losing the race sacrifices its Rook for the opponent's Pawn, leaving a Rook vs. Pawn end game.

Unlike the Queen, a Rook alone cannot stop the Pawn from advancing. The question is whether the strong side's King can reach the critical sector to stop the Pawn from promoting.

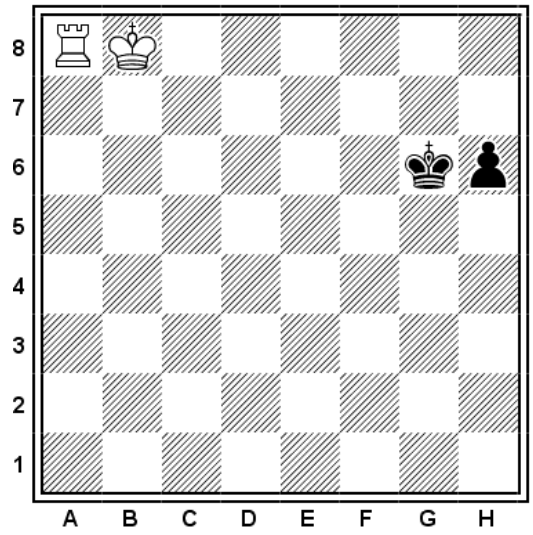


Fig 7.5

The first consideration is whether the King and Pawn are sufficiently advanced to present a real threat. The following diagram shows what happens if they are too far back.

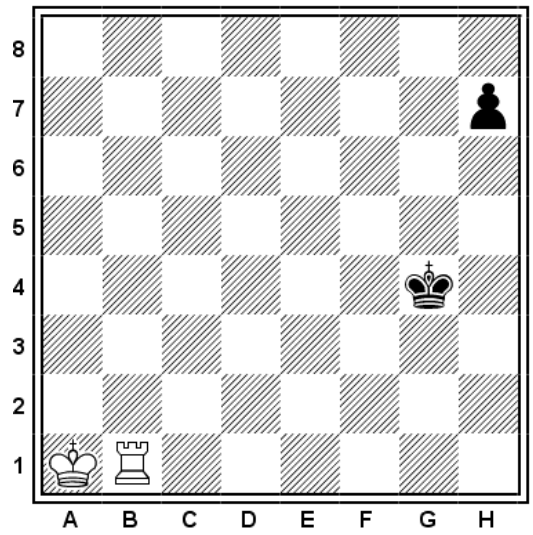


Fig 7.6

Here the King and Pawn are on their third rank. The opposing Rook first separates the King from the Pawn. The pawn is won through playing

1.Ra5 h5 2.Kc7 h4 3.Kd6 h3 4.Ra3 h2 5.Rh3

This scenario occurs in many games. End games where one side has an extra pawn are nearly always played out to a clear result -- no lazy draws here.

Weak King in front of Pawn

The most important positional factor is the placement of the King with the Pawn minus. When it is between the Pawn and the Pawn's promotion square, the result in most cases is a draw. This is because if the last pieces are exchanged, the position will result in King and Pawn and the end game turns out like the following.

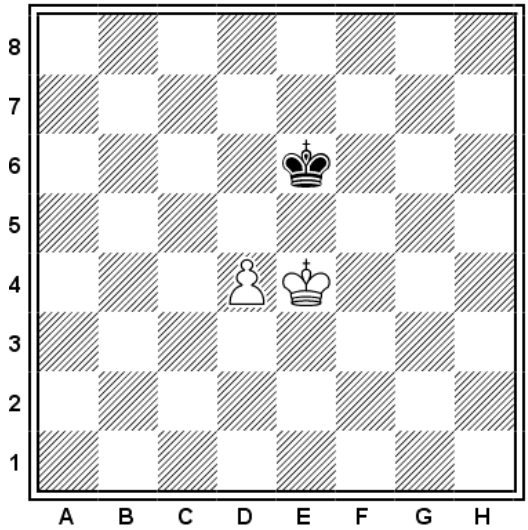


Fig 7.7

Black uses the opposition to force White to advance the Pawn before the White King advances.

1.d5+ Kd6 2.Kd4 Kd7 3.Ke5 Ke7 4.d6+ Kd7 5.Kd5 Kd8. Black keeps the opposition.

In end games that are played with minor pieces, the strong side can neither force the exchange of pieces nor force the other King to move.

To Complement This Chapter Please Refer to the End Game Mastery Supplement located on the Bonus Web Page.

Chapt 8. When Is A Game A Draw?

There is one attack that can never be ignored -- an attack on the King. Simply put, you can't leave your King under attack. If you have no way of escaping the attack, you lose the game. A king under attack is called checkmate.

If no King is captured then the game is a draw. Here are some common situations that you want to avoid to prevent your game from becoming a draw.

Stalemate

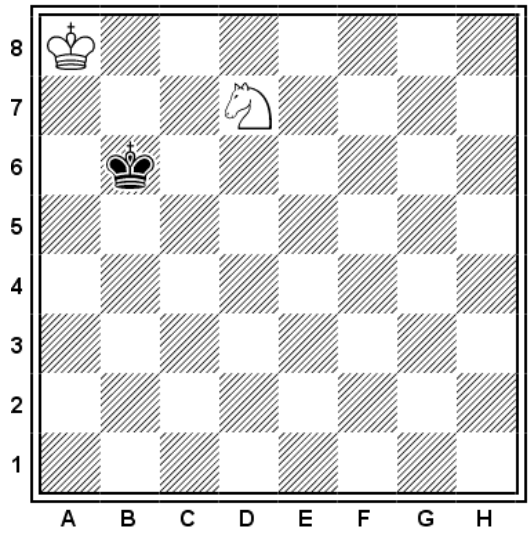


Fig 8.1

In this example of a stalemate the King is not under attack. There are no legal moves left and the King is not in check. The game is a draw; each player gets 1/2 point.

Perpetual check

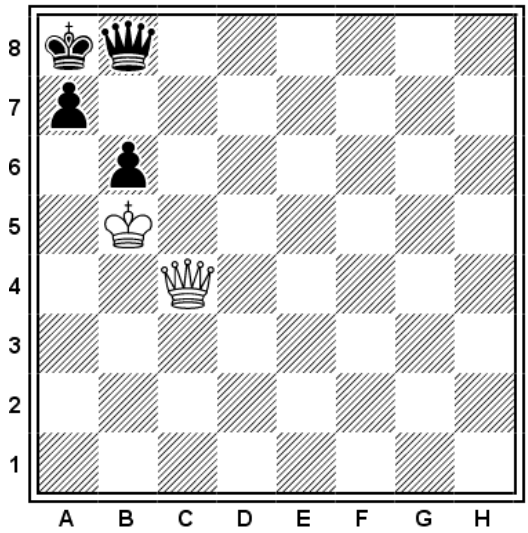


Fig 8.2

A player can sometimes save the game by checking on every single one of his opponent's move. In the diagram, Black to move would win easily, but White to move checks with the Queen on c6, d5, or e4. Black can only intersect the line of the attack by playing Qb7.

White then checks safely on the eighth rank, after which Black can only play Qb8 -- other moves would lose the Queen. White checks again on the same square used the first time -- c6, d5, or e4 -- and declares a draw by perpetual check.

Triple repetition

When a position is repeated three times with the same player to move, the player on the move can declare a draw. In the diagram below, Black is in check and must move. Any move other than Kf8 lets the white King escape from the corner, followed shortly by h8Q and a quick checkmate.

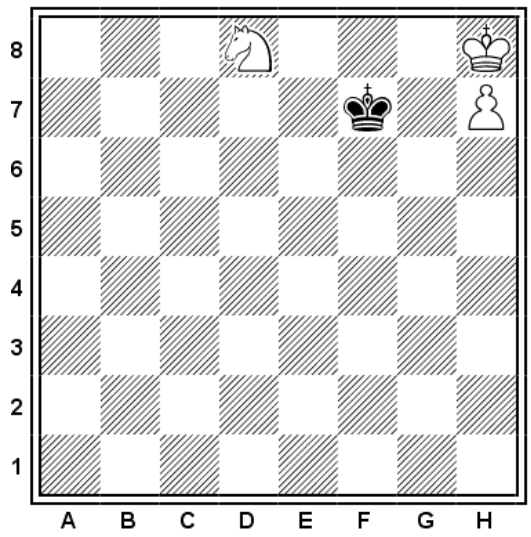


Fig 8.3

After Kf8, White can play 2.Ne6+, but Black continues with 2...Kf7, keeping the black King in the corner. The players continue 3.Nd8+ Kf8 4.Ne6+ Kf7 5.Nd8+, when Black can claim a draw by triple repetition. Kf8 will repeat the position for the third time.

This example resembles perpetual check, but there's a big difference. Given the opportunity, White has enough material to win here. Even if the Knight moves away to avoid giving check by Nb7, the black King continues to shuffle between f7 and f8. But the '50 move rule' (see below) will eventually allow Black to claim the draw.

The Fifty Move Rule

If a game continues for fifty moves without a Pawn move or a capture, the game is a draw. That means 50 moves for White and 50 moves for Black.

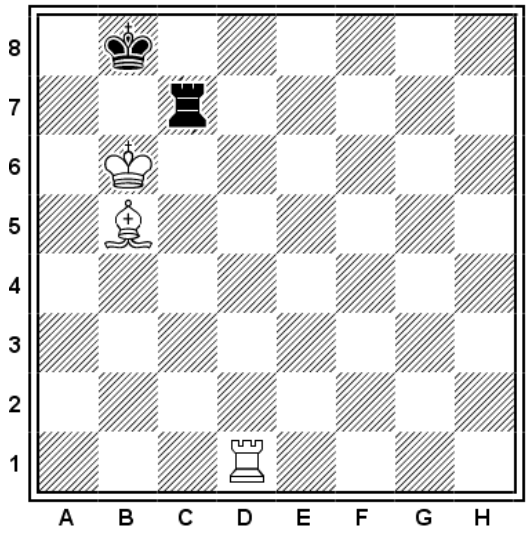


Fig 8.4

The above chess board shows an end game of Rook and Bishop vs. Rook. This is a theoretical end game known to be drawn if Black plays correctly. In practice it's a difficult end game for the defense to conduct and there are many ways to go wrong. If Black can survive for 50 moves, the game is a draw. .

Mutual agreement

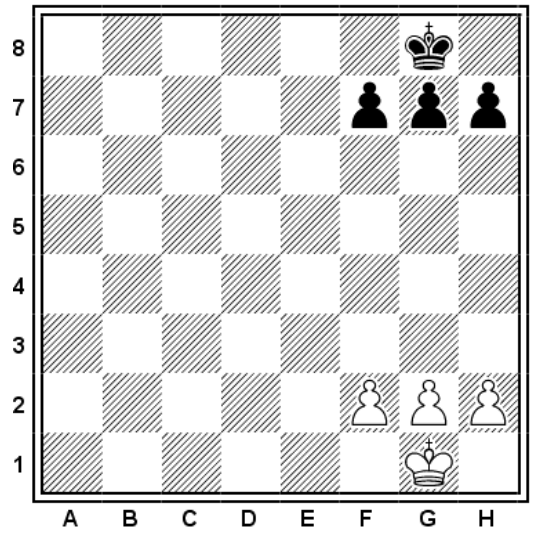


Fig 8.5

Some chessboard configurations offer absolutely no winning advantages to either player. It would take some very bad moves for either player to lose from the position in the diagram. The game could be drawn by mutual agreement. This is, in fact, how most games are announced as a draw.

Time Trouble

Almost all chess players have suffered the anguish of defeat owing to time trouble blunders. A masochist minority seem to be martyrs to this affliction; the German grandmaster Samisch once played in a tournament in which he lost every game on time. Leaving aside those who are addicted to the adrenaline flow induced by time trouble, there are many causes, both objective and subjective, for the experience of time trouble.

CAUSES OF TIME TROUBLE

Objective causes

- **Inadequate theoretical knowledge**. Unfamiliarity with typical middle game plans and end game positions leads to an increased deliberation over a move. The coach should devise a self study programme for the player that addresses itself to those areas of ignorance which are causing time trouble.

- **Lengthy absence from tournament play.** Not surprisingly most players' quality of play deteriorates when it is not honed by constant tournament activity. The coach should play a series of training games with the player before they return to tournament chess after a lengthy absence.

- **A position arose which required detailed analysis**. Some positions are so complex that they require lengthy analysis of many forcing variations. Whilst there is no escaping such positions, many players get into time trouble owing to indecisiveness and an incorrect approach to the calculation of variations. This can be remedied by providing the player with a series of complex positions that have to be analyzed within a given time limit. The player should be instructed to start by deciding which candidate moves are worth considering, then each move should be analyzed once and once only.

Subjective causes

- **Striving for the best move.** The search for the best move is an exhausting and ultimately illusory pursuit. One must strike the balance between the breadth of search and the allowed time.
- **Uncertainty induced by the fear of an opponent.** Underestimation of one's chances and exaggerating the opponent's possibilities often occurs when one player fears another. Try to evoke positive emotions and thoughts, such as previous victories over higher rated opponents so that you enter the game in a positive frame of mind.
- **Brooding over missed opportunities.** After an opportunity has been overlooked it is not uncommon for the player to be analyzing two positions – the actual position on the board plus the position that could have arisen had the opportunity be taken. This may result in waste of time and get you in time trouble. You must consciously make the effort to stop thinking about missed opportunities.

PRACTICAL ADVICE

Before the start of the game some players divide the time available into equal portions and mark how long they intend to spend over each move. An improvement on this system is to assume that the player's knowledge of the opening allows them to play the opening phase of the game at a fairly quick pace, and that the allocation of time should only begin when the player comes to the end of their opening knowledge. In some cases this may be well into the game, while in other instances the players' opening knowledge may be exhausted within a few moves. Such systems can at best be aids for those who are plagued by time trouble, for very few games proceed in such a smooth manner that an even allocation of time is possible.

When a player is severely behind on time it is sometimes possible to salvage a draw or even win by waving the red flag of time trouble, encouraging the opponent to rush in expecting to win the game quickly and making errors because of the haste.

Many players fail to utilize their opponent's time. Very few players can remain seated at the chessboard for the duration of the session. However, it is quite a useful exercise to divide the thinking activity into two phases:

- In the player's own time the player should analyze concrete variations.
- While the opponent's clock is running the player should be considering the general strategic features of the position.

If you are in time trouble:

Work out a provisional reply to each candidate move while your opponent is thinking.

In bad time trouble don't write down your opponent's moves, but do record your own moves, or make a tick, since losing track of the move count can lead to unnecessary and hasty moves.

If the position is extremely complicated, play the move which feels right rather than waste precious seconds trying to work everything out.

Look at the clock in your opponent's time, not in your own.

If your opponent is in time trouble:

If you have a winning position, completely disregard your opponent's time trouble.

If you stand worse, equal or only slightly better, it is sometimes possible to work out a forced sequence of moves and play it quickly. For example, if there is an obvious exchange of pieces available, don't play it immediately, but first decide on the next move, and then play both moves rapidly. Also, it is sometimes quite disconcerting for someone in time trouble if you simply manoeuvre and maintain the position, for your opponent is geared to responding to forcing threats.

Recommended Reading Resources

My System: 21st Century Edition by Aron Nimzowitsch, Lou Hays (Paperback)

How to Reassess Your Chess: The Complete Chess-Mastery Course by Jeremy Silman, Siles Press (Paperback)

The Reassess Your Chess Workbook by Jeremy Silman, International Master Silman Jeremy (Paperback - May 2001)

The Ideas Behind the Chess Openings by Reuben Fine (Paperback)

Modern Chess Openings: MCO-14 McKay Chess Library by Nick De Firmian (Paperback)

Art of Attack in Chess by Vladimir Vukovic (Paperback)

Logical Chess: Move By Move: Every Move Explained New Algebraic Edition by Irving Chernev (Paperback)

How To Think In Chess by Jan Przewoznik, et al (Paperback)

The Road to Chess Improvement by Ludek Pachman, Allen S. Russell (Paperback)

Nunn's Chess Openings (Everyman Chess Series) by John Nunn, et al (Paperback)

Think Like A Grandmaster: Algebraic Edition by Alexander Kotov (Paperback)

Play Like a Grandmaster by Alexander Kotov (Paperback)

Appendix A

The Immortal game – Anderssen Vs Kieseritzky

The immortal game is a chess game played in 1851 by Adolf Anderssen and Lionel Kieseritzky. It is one of the most famous chess games of all time.

Adolf Anderssen was one of the strongest players of his time, and was considered by many to be the world champion after winning the 1851 London tournament. Lionel Kieseritzky lived in France much of his life, where he gave chess lessons or played games for 5 francs an hour at the Cafe de la Regence, Paris, France. Kieseritzky was well known for being able to beat lesser players in spite of great odds (that is, despite giving them a material advantage at the start of the game--Kieseritzky playing without his queen, for instance).

This was an informal game played between these two great players at the Simpon's on the Strand Divan in London. Kieseritzky was very impressed when the game was over, and telegraphed the game moves to his Parisian chess club. The French chess magazine ***La Regence*** published the game in July 1851. This game was later nicknamed "The Immortal Game" in 1855 by the Austrian Ernst Falkbeer.

The immortal game has resurfaced in many unusual guises. The town of Marostica, Italy has replayed the immortal game with living persons every year, beginning on September 2, 1923. The position after the 20th move is on a 1984 stamp from Surinam. The final part of the game was used as an inspiration for the chess game in the movie ***Blade Runner*** in 1982, though the chessboards are not arranged exactly the same (in fact, in the movie Sebastian's and Tyrell's board do not even match each other).

This game is an excellent demonstration of the style of chess play in the 1800s, where rapid development and attack were considered the most effective way to win, where many gambits and counter-gambits were offered (and not accepting them would be considered slightly ungentlemanly), and where material was often held in contempt. These games, with their rapid attacks and counter-attacks, are quite fun to review, even if some of the moves would no longer be considered the best ones by today's standards.

In this game, Anderssen demonstrates amazing cleverness - he sacrifices a bishop on move 11, then sacrifices both rooks starting on

move 18, and wraps it up with a queen sacrifice on move 22 to produce checkmate. Anderssen later demonstrated the same kind of extraordinary cleverness in the evergreen game.

The game is given below in algebraic chess notation. Note that some published versions of the game have errors, as described in the annotations.

Annotated moves of the game

1. e4 e5 2. f4

This is the ***King's Gambit***: Anderssen offers his pawn in exchange for faster development.

2...exf4

Kieseritsky accepts the gambit; this variant is thus called the King's Gambit Accepted. This was a common opening in the 1800s; it's less common today, as black is often able to eventually equalize development, so white will be down in material.

3. Bc4 Qh4+

Kieseritsky's move will force Anderssen to move his king and Anderssen will not be able to castle, but this move also places Kieseritsky's queen in peril, and Kieseritsky will have to waste time to protect it.

John Savard's commentary claims that the moves were actually: 3.... b5 4. Bxb5 Qh4+ 5. Kg1 with the moves afterwards the same. These are transposed positions, with the final resulting position the same. However, no other work claims this is correct, so this is unlikely to be correct.

4. Kf1 b5?

This is the Bryan gambit, named after Thomas Jefferson Bryan. It's not considered a sound move by most players today.

Position after 4... b5?

5. Bxb5 Nf6 6. Nf3

This is a common developing move, but the knight now attacks black's queen, forcing black to protect it instead of developing his own side.

6...Qh6 7. d3

With this move, white now has solidified control over the critical center of the board. German grandmaster Robert Huebner recommends 7. Nc3 instead.

7...Nh5

This move does threaten Ng3+, and it protects the pawn at f4, but it also sidelines the knight to a poor position at the edge of the board - where knights are the least powerful.

8. Nh4 Qg5

John Savard claims this is 8.... c6, but this is an error in Savard's documentation.

9. Nf5 c6

This simultaneously unpins the queen pawn and attacks the bishop. However, some have suggested 9.... g6 would be better, to deal with a very troublesome knight.

10. g4 Nf6 11. Rg1!

This is a clever piece sacrifice. If black accepts, his queen will be moved away from the action, giving white a lead in development.

Position after 11. Rg1!

11.... cxb5?

Huebner believes this was the critical mistake; this gains material, but loses in development, at a point where white's strong development is able to quickly mount an offensive. Huebner recommends 11. ...h5 instead.

12. h4!

A clever move. White's knight at f5 protects the pawn, which is attacking black's queen.

12...Qg6 13. h5 Qg5 14. Qf3

Anderssen now has two threats:

Bxf4, which will snatch black's queen (the queen has no safe place to go),

e5, which would attack black's knight at f6 while simultaneously exposing an attack by white's queen on the unprotected black rook at a8.

14...Ng8

This deals with the threats, but undevelops black even further - now the only black piece not on its starting square is the queen, which is about to be put on the run, while white has control over an immense amount of the board.

15. Bxf4 Qf6 16. Nc3 Bc5

An ordinary developing move by black, which also attacks the rook at g1.

17. Nd5

Anderssen responds to the attack with a counter-attack. This move threatens Nc7, which would fork the king and rook. Richard Reti recommends 17. d4 ... 18. Nd5, which results in an advantage for white.

17...Qxb2

Black gains a pawn, and threatens to gain the rook at a1 with check.

Position after 17... Qxb2

18. Bd6!!

This is an amazingly clever sacrifice - white offers to sacrifice both his rooks! However, there is controversy about this move. Huebner comments that, from this position, there are actually many ways to win, and he believes there are at least 3 better moves than Bd6: d4, Be3, or Re1, which lead to strong positions or checkmate without needing to sacrifice so much material. However, Grandmaster **Garry Kasparov** has pointed out that the world of chess would have lost one of its "crown jewels" if the game had continued in such an unspectacular fashion. This particular move is quite striking because white is willing to give up so much material.

18... Bxg1?

This is a mistake, resulting in the loss of the game as the next moves show. Steinitz suggested in 1879 that a better move would be 18... Qxa1+; likely moves to follow are 19. Ke2 Qb2 20. Kd2 Bxg1.

Note that "The Mammoth Book of the World's Greatest Chess Games" has a mistake at this point; move 18 black through move 20 black inclusive are different. "Mammoth" records the moves as: 18... Qxa1+ 19. Ke2 Bxg1 20. e5 Na6 21. Nxg7+ Kd8 22. Qf6+!! Nxf6 Be7# 1-0

However, it seems to be quite alone in this claim; other resources including Eade's book and the Chesslive Online Database give the moves listed here. Nor does "Mammoth" explain why it has a different move sequence than other works. The commentary here presumes that "Mammoth" is in error at this point. Note that this is a reordering of the moves, and the positions become the same again at the end of move 20.

19. e5!

This sacrifices yet another white rook. More importantly, this move prevents the black queen from protecting black's g7 pawn - in fact, the black queen won't be able to easily return to defend black's king at all. It sets up a dangerous possible attack, 20. Nxg7+ Kd8 21. Bc7#.

19...Qxa1+ 20. Ke2

At this point, black's attack has run out of power; black has a queen and bishop on the back row, but can't effectively mount an immediate attack on white, while white can storm forward. According to Bill Wall, Kieseritzky resigned at this point. Huebner notes that an article by ***Friedrich Amelung*** in the journal Baltische Schachblaetter, 1893, reported that Kiesertizky probably played 20... Na6, but Anderssen then announced the mating moves. In any case, it's suspected that the last few moves were not actually played on the board in the original game.

20...Na6

This move was probably made to counter 21. Nc7, which would fork the black king and rook, and it prevents the bishop from occupying c7 as part of a mating attack, but white has another dangerous attack available.

21. Nxg7+ Kd8 22. Qf6+

This is a queen sacrifice, on top of the earlier sacrifices of a bishop and both rooks, and black cannot avoid taking the queen.

Position after 22. Qf6+

22...Nxf6 23. Be7# 1-0

At the end, black is way ahead in material: a queen and two rooks ahead, plus the advantage of having both bishops, while having only one less pawn. But the material doesn't matter. White has been able to use his remaining pieces (just 2 knights and a bishop!) together to force mate.

References

Burgess, Graham, John Nunn, and John Emms. The Mammoth Book of the World's Greatest Chess Games. 1998. New York: Carroll and Graf Publishers, Inc. ISBN 0-7867-0587-6. This detailed summary unfortunately has an error starting in move 18.

Chernev, Irving. The Chess Companion. 1968. ISBN 0-671-20104-2.

Eade, James. Chess for Dummies. 1996. Foster City, CA: IDG Books Worldwide, Inc. ISBN 0-7645-5003-9.

Hayes, David. The Immortal Game. http://www.logicalchess.com/resources/bestgames/traditional/game13parent.html

Kavalek, Lubomir. Chess (newspaper column). Washington Post. July 2003.

Savard, John. The Immortal Game. http://www.hypermaths.org/quadibloc/chess/ch02.htm This is an interesting move-by-move description, but unfortunately marred with some errors starting in move 3 and move 8 (the moves claimed were

not the moves made). (Site seems to have gone down since the writing of the article).

Wall, Bill. The Immortal Game. http://www.geocities.com/siliconvalley/lab/7378/immortal.html

Wheeler, David A. The Immortal Game. http://www.dwheeler.com

Chesslive Online Database. http://www.chesslive.de

Evergreen game – Anderssen Vs Dufresne

The evergreen game is the name of a famous chess game was played in 1852 by **Adolf Anderssen** and **Jean Dufresne**.

Adolf Anderssen was one of the stongest players of his time, and was considered by many to be the world champion after winning the 1851 London tournament. Jean Dufresne was a popular author of chess books, and did manage to win a few games against masters.

This was an informal game, like the "***immortal game***". Wilhelm Steinitz later identified the game as being the "evergreen in Anderssen's laurel wreath", giving this game its name.

The game is recorded below in algebraic chess notation.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4

This is the ***"Evans Gambit"***, a favorite opening in the 1800s and still used today. White gives up material to gain an advantage in development.

4...Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O d3?!

This isn't considered by many to be a good response; alternatives include dxc3 or d6.

8. Qb3!?

This immediately attacks, in particular the f7 pawn, but Burgess suggests Re1 instead.

8.... Qf6 9. e5 Qg6

The e5 pawn can't be captured right now; if 9... Nxe5, then 10. Re1 d6 11. Qb5+ at which point black has lost a piece.

10. Re1! Nge7 11. Ba3 b5?!

Instead of defending, this is a counter-sacrifice. This is a bad idea, since white has a better strategic position. Burgess suggests instead ...a6, to allow the b-pawn to advance later.

12. Qxb5 Rb8 13. Qa4 Bb6

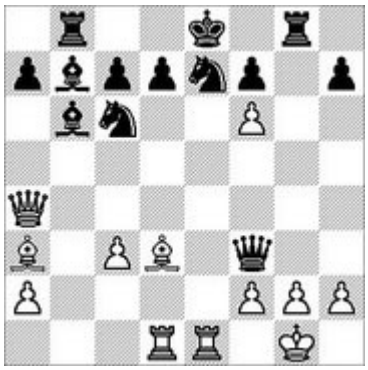
Black cannot play O-O here, because 14. Bxe7 would overwhelm the knight on c6.

14. Nbd2 Bb7 15. Ne4 Qf5? 16. Bxd3 Qh5 17. Nf6+!?

This is a beautiful sacrifice. Burgess notes that 17. Ng3 Qh6 18. Bc1 Qe6 19. Bc4 wins material in a much simpler way.

17.... gxf6 18. exf6 Rg8 19. Rad1! Qxf3

The black queen can just dangle on f3, because the rook on g8 pins the white pawn on g2.



After 19....Qxf3

20. Rxe7+! Nxe7? 21. Qxd7+!! Kxd7 22. Bf5+

A double-check, which is often dangerous. It's certainly dangerous, and decisive, in this case.

22.... Ke8 23. Bd7+ Kf8 24. Bxe7# 1-0

References

Burgess, Graham, John Nunn, and John Emms. The Mammoth Book of the World's Greatest Chess Games. 1998. New York: Carroll and Graf Publishers, Inc. ISBN 0-7867-0587-6.

Eade, James. Chess for Dummies. 1996. Foster City, CA: IDG Books Worldwide, Inc. ISBN 0-7645-5003-9.

Wheeler, David A. http://www.dwheeler.com

Opera game – Paul Morhy Vs Duke, Isouard

The **Opera Game** was a famous chess game played in 1858 between the American chess master **Paul Morphy** and two strong amateurs, the German noble **Karl, Duke** of Brunswick and the French aristocrat **Count Isouard**, who consulted, playing together as partners against Morphy.

The Duke frequently invited Morphy to the Italian Opera House in Paris, where hehad a private box that was so close to the stage, according to Frederick Edge, Morphy's associate, that "you might kiss the ***prima donna*** without any trouble."

The Duke was a chess enthusiast as well as an opera lover, and kept a chess set in his private box. Morphy was extremely fond of music and opera, and eager to see norma, which played on his first visit. Unfortunately, his host had seen norma countless times, and Morphy found himself forced to play chess, and even seated such that his back was to the stage.

As the game progressed, the two allies conferred loudly enough with each other, debating their moves against the American genius, that it attracted the attention of the opera performers. Madame Penco, who had the role of the Druidic priestess in ***Norma***, kept looking into the Duke's box, to see what all the fuss was about, even as she was performing the opera. Then the performers who were the Druids, marched about, "chanting fire and bloodshed against the Roman host, who, they appeared to think, were in the Duke's box," Edge recounted.

It is doubtful if the distracted opera singers had a good enough view of what was going on, to see that what was being created on the chessboard was a game so brilliant, yet so clean and simple in appearance, that it has been remembered long after their opera performance has been forgotten. Comically, Morphy created this brilliant game while spending his time trying to overcome his blocked view of the opera, while the performers tried to catch glimpses of what was going on in the Duke's box!

The game is often used by chess teachers to demonstrate the importance of rapidly developing one's pieces, as well as other lessons. It is given here in algebraic notation.

1. e4 e5 2. Nf3 d6

This is Philidor's Defense.

3. d4 Bg4?

3...exd4 is usual. 3...f5 is a more aggressive alternative.

4. dxe5 Bxf3

If ... dxe5, then 5. Qxd8 Kxd8 6. Ne5 and White wins a pawn.

5. Qxf3 dxe5 6. Bc4 Nf6 7. Qb3 Qe7 8. Nc3

White prefers fast development to material. Modern players would prefer an uncomplicated win with 8. Qb7 Qb4+ 9. Qb4 Bb4+, but the romantic style of play was popular in Morphy's era.

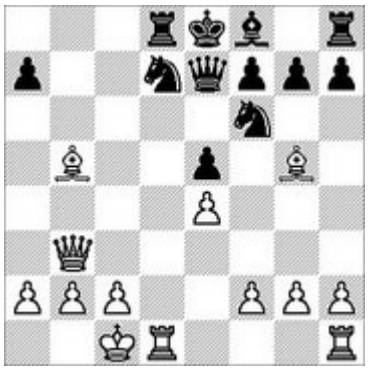
8. ... c6 9. Bg5 b5? 10. Nxb5!

Morphy chooses not to retreat the bishop, which would allow Black to gain time for development.

10. ... cxb5 11. Bxb5+ Nbd7 12. 0-0-0

The combination of the bishop's pin on the knight and the open file for the rook will lead to Black's defeat.

12. ... Rd8



After 12....Rd8

13. Rxd7 Rxd7 14. Rd1 Qe6

Compare the activity of the White pieces with the idleness of the Black pieces.

15. Bxd7+ Nxd7

If ... Qxd7, then 16. Qb8+ Ke7 17. Qxe5+ Kd8 18. Bxf6+ gxf6 19. Qxf6+ Kc8 20. Rxd7 Kxd7 21. Qxh8 and White is clearly winning.

16. Qb8+! Nxb8 17. Rd8#

References

The Exploits & Triumphs in Europe of Paul Morphy the Chess Champion by Frederick Milne Edge, with a new introduction by David Lawson. Dover 1973; 203 pages. ISBN 0-48622882-7 (out of print)

The Game of the Century – Byrne Vs Fischer

The Game of the Century usually refers to a chess game played between **Donald Byrne** and 13-year old **Bobby Fischer** in the Rosenwald Memorial Tournament in New York City on *October 17, 1956*. It was nicknamed "The Game of the Century" by Hans Kmoch in ***Chess Review.*** (Other people have offered different games as candidates for this description, such as the game between Garry Kasparov and Veselin Topalov at the Wijk aan Zee Corus tournament in 1999.)

In this game, Fischer (playing black) demonstrates brilliance, innovation, improvisation and poetry. Byrne (playing white), after a standard opening, makes a minor mistake on move 11, moving the same piece twice (wasting time). Fischer pounces, with strong sacrificial play, culminating in an incredible queen sacrifice on move 17. Byrne captures the queen, but Fischer more than compensates by taking many other pieces. The ending is an excellent demonstration of pieces working together to achieve a checkmate.

Chess book author Graham Burgess suggests three lessons to be learned from this game, which can be summarized as follows:

In general, don't waste time by moving the same piece twice in an opening; get your other pieces developed first.

Material sacrifices are likely to be effective if your opponent's king is still in the middle and a central file is open.

Even at 13, Fischer was a player to be reckoned with.

Donald Byrne (1930–1976), by the time of this game, had already obtained first place in the 1953 US Open Championship, and would later represent the United States in three Olympiads (1962, 1964, and 1968). He became an International Master in 1962. Robert "Bobby" Fischer (b. 1943) won the world chess championship in 1972.

The game is given here in algebraic notation:

1. Nf3

A noncommittal move. From here, the game can develop into a number of different openings.

1. ... Nf6 2. c4 g6 3. Nc3 Bg7

Fischer has opted for a defense based on "hypermodern" principles: he's inviting Byrne to establish a classical pawn stronghold in the center, which Fischer hopes to undermine and transform into a target. Fischer has fianchettoed his bishop, so it can attack the a1-h8 diagonal including its center squares.

4. d4 O-O

Fischer castles, concentrating on protecting his king immediately.

5. Bf4 d5

This introduces the Grünfeld Defense, an opening usually brought about with the opening moves 1.d4 Nf6 2.c4 g6 3.Nc3 d5.

6. Qb3

The so-called Russian System, putting pressure on Fischer's central d5 pawn.

6. ...dxc4

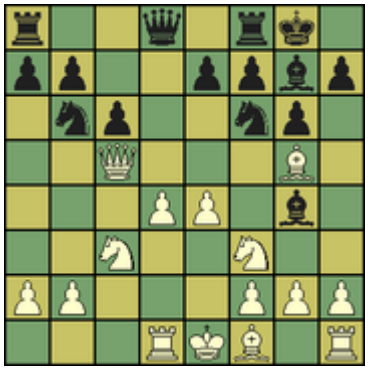
Fischer relinquishes his center, but draws Byrne's queen to a square where it is a little exposed and can be attacked.

7. Qxc4 c6 8. e4 Nbd7 9. Rd1 Nb6 10. Qc5 Bg4

At this point, Byrne's pieces are more developed, and he controls the center squares. However, Fischer's king is well-protected, while Byrne's king is not.

11. Bg5?

Here Byrne makes a mistake - he moves the same piece twice, losing time, instead of developing in some way. Both [Burgess, Nunn and Emms] and [Wade and O'Connell] suggest 11. Be2; this would protect the King and enable a later kingside castle. For example, the game Flear-Morris, Dublin 1991, continued 11. Be2 Nfd7 12. Qa3 Bxf3 13. Bxf3 e5 14. dxe5 Qe8 15. Be2 Nxe5 16. O-O and white is better.



The position after 11. Bg5. Byrne has just moved his bishop twice, wasting time, a mistake upon which Fischer will quickly pounce.

11. ... Na4!!

Here Fischer cleverly offers up his Knight, but if Byrne takes it with Nxa4 Fischer will play Nxe4, and Byrne then suddenly has some terrible choices:

13. Qxe7 Qa5+ 14. b4 Qxa4 15. Qxe4 Rfe8 16. Be7 Bxf3 17. gxf3 Bf8 produces a terrible pin.

13. Bxe7 Nxc5 14. Bxd8 Nxa4 15. Bg5 Bxf3 16. gxf3 Nxb2 gives Fischer an extra pawn and ruins Byrne's pawn structure.

13. Qc1 Qa5+ 14. Nc3 Bxf3 15.gxf3 Nxg5 gives Fischer back his piece and a better position.

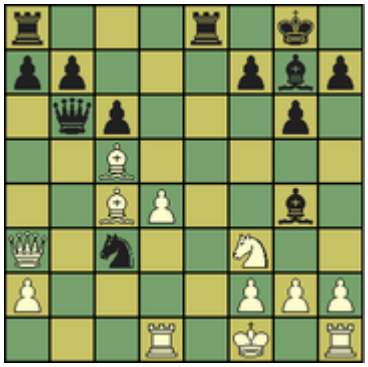
12. Qa3 Nxc3 13. bxc3 Nxe4!

Fischer offers to Byrne material, in exchange for a much better position that is especially dangerous to white: an open e-file, with white's king poorly protected.

14. Bxe7 Qb6 15. Bc4

Byrne wisely decides to decline the offered material.

15. ... Nxc3! 16. Bc5 Rfe8+ 17. Kf1



After 17. Kf1. Instead of protecting his queen, Fischer launches a stunning counter-attack that made the game famous.

Be6!!

This is a very clever move by Fischer; the move that made this game famous. Instead of trying to protect his queen, Fischer viciously counter-attacks using his bishop and sacrifices his queen.

18. Bxb6

Byrne takes Fischer's offered queen, which leads to a massive loss of material, but other moves are no better. For example, 18.Bxe6 leads to a forced smothered mate with 18...Qb5+ 19.Kg1 Ne2+ 20.Kf1 Ng3+ 21.Kg1 Qf1+ 22.Rxf1 Ne2#.

18. ... Bxc4+

Fischer now begins a series of discovered checks, picking up material.

19. Kg1 Ne2+ 20. Kf1 Nxd4+ 21. Kg1 Ne2+ 22. Kf1 Nc3+ 23. Kg1 axb6

This move by Fischer takes time out to capture a piece, but it doesn't waste time because it also threatens Byrne's queen. Byrne's queen cannot take the knight on c3, because it's protected by Fischer's bishop on g7.

24. Qb4 Ra4

Fischer uses his pieces together nicely in concert; the knight on c3 protects the rook on a4, which in turn protects the bishop on c4. This forces Byrne's queen away.

25. Qxb6

Byrne's queen picks up a pawn, but it's now poorly placed.

25. ... Nxd1

Fischer has taken a rook, 2 bishops, and a pawn as compensation for his queen; in short, Fischer has gained significantly more material than he's lost. In addition, Byrne's remaining rook is stuck on h1 and it will take precious time to free it, giving Fischer opportunity to set up another offensive. White has the only remaining queen, but this will not be enough. Most players would resign at this point, but Byrne plays on until mate.

26. h3 Rxa2 27. Kh2 Nxf2 28. Re1 Rxe1 29. Qd8+ Bf8 30. Nxe1 Bd5 31. Nf3 Ne4 32. Qb8 b5 33. h4 h5 34. Ne5 Kg7

Fischer breaks the pin, allowing the bishop to attack as well.

35. Kg1 Bc5+

Now Fischer "peels away" the white king from his last defender, and begins a series of checks that culminate in checkmate. This series of moves is interesting in the way Fischer shows how to use various pieces together to force a checkmate.

36. Kf1 Ng3+

The knight enters the fray to force Byrne's king to the queenside.

37. Ke1 Bb4+ 38. Kd1 Bb3+ 39. Kc1 Ne2+ 40. Kb1 Nc3+ 41. Kc1 Rc2# 0-1

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Burgess, Graham, John Nunn, and John Emms. "The Mammoth Book of The World's Greatest Chess Games." 1998. ISBN 0-7867-0587-6. pp. 213-216.

Eade, James. "Chess for Dummies". NY, NY: IDG Books. 1996. ISBN 0-7645-5003-9.

Wade, Robert G. and Kevin J. O'Connell. "Bobby Fischer's Chess Games". 1972. ISBN 0-385-08627-X. pp. 110-113 (game 179).

Deep Blue - Kasparov, 1996, Game 1

Deep Blue - Kasparov, 1996, Game 1 is a famous chess game. It was the first game to be won by a chess-playing computer against a reigning world champion under normal chess tournament conditions (in particular, normal time controls).

Deep Blue was a computer developed by IBM to beat Garry Kasparov. Deep Blue won this game, but Kasparov rebounded over the following 5 games to win 3 and draw 2, soundly beating the machine in the 1996 match. In the 1997 rematch, Deep Blue managed to win two more games and the entire match.

Despite these losses, Garry Kasparov is still widely considered to be one of the greatest chess players.

The game was played on February 2, 1996 in Philadelphia, Pennsylvania. The machine had white. It is given here in algebraic notation.

1. e4 c5 2. c3

It is more common to play 2. Nf3, but Kasparov has deep experience with that line, so White's opening book goes in a different direction.

2..... d5 3. exd5 Qxd5 4. d4 Nf6 5. Nf3 Bg4 6. Be2 e6 7. h3 Bh5 8. O-O Nc6 9. Be3 cxd4 10. cxd4 Bb4

A more common move here is Be7. This was a new approach by Kasparov, developing the bishop in an unusual way. The merit of the new move is debated. After this move, the computer left its opening book and began calculating its next move.

11. a3 Ba5 12. Nc3 Qd6 13. Nb5 Qe7?!

This allows white to make its pieces more active. Other moves, which would probably be better, include Qb8 and Qd5.

14. Ne5! Bxe2 15. Qxe2 O-O 16. Rac1 Rac8 17. Bg5

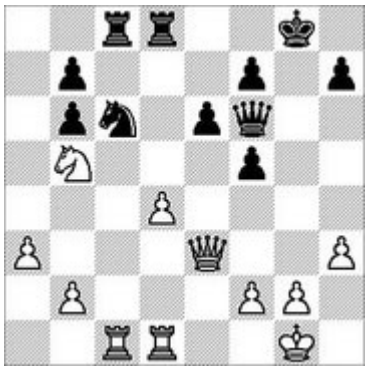
Black now has a problem, especially with the pinned knight on f6.

17.... Bb6 18. Bxf6 gxf6

Kasparov avoids ... Qxf6? because white would gain material with 19. Nd7. Note that Kasparov's king is now far more exposed.

19. Nc4! Rfd8 20. Nxb6! axb6 21. Rfd1 f5 22. Qe3!

This is an excellent place for the white queen.



After 22....Qf6

22... Qf6 23. d5!

This type of pawn sacrifice is typical of Kasparov's style of play. Indeed, Kasparov commented that he might have played 23. d5 himself in this position, since it hurts black's pawn structure and opens up the board, and black's exposed king suggests that there is probably a way to exploit the result. Kasparov has been attacking White's d-pawn, and the computer wisely decides to advance it for an attack instead of trying to defend it.

23... Rxd5 24. Rxd5 exd5 25. b3! Kh8?

Kasparov attempts to prepare a counter-attack by preparing to move his rook to file g, but it will not work. Burgess suggests that 25.... Ne7 Rxc8+ would have been better, though white would still have some advantage. Indeed, after this point on it's difficult to identify any move that will dramatically help black.

26. Qxb6 Rg8 27. Qc5 d4 28. Nd6 f4 29. Nxb7

This is a very materialistic move, typical of computers; white grabs an undeveloped pawn for a small gain in material. However, Deep Blue has not identified any threat of checkmate from black, so it simply acquires the material.

29.... Ne5 30. Qd5

30. Qxd4?? would lose to 30... Nf3+.

30.... f3 31. g3 Nd3

The move 31... Qf4 won't work, because of 32. Rc8! Qg5 33. Rc5!

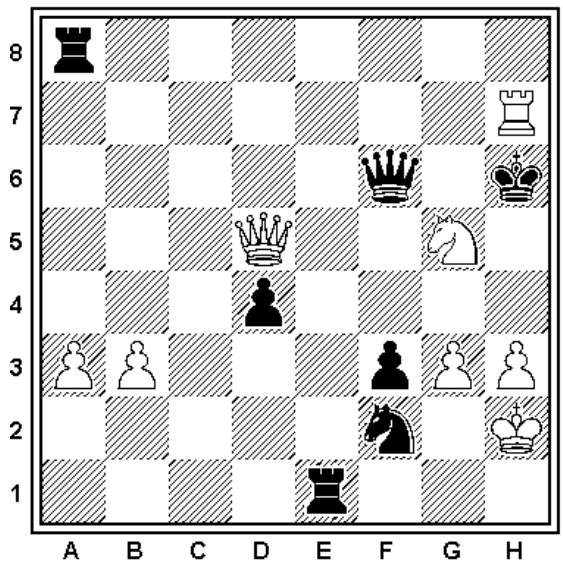
32. Rc7 Re8

Kasparov is attacking, but the computer has correctly determined that the attack is not a real threat.

33. Nd6 Re1+ 34. Kh2 Nxf2 35. Nxf7+ Kg7 36. Ng5+ Kh6 37. Rxh7+ 1-0

After 37.... Kg6 38. Qg8+ Kf5 39. Nxf3, Black cannot meet the simultaneous threats of 40. Nxe1, 40. Rf7 and 40. Qd5+. Kasparov resigned.

Final Position



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Kasparov versus The World

In 1999, **Garry Kasparov** agreed to play a game of chess, via the Internet, against the entire rest of the world in consultation, with the World Team moves to be decided by majority vote. The host and promoter of the match was the MSN Gaming Zone (*http://zone.com*).

Over View of the Game

1 Pre-game speculation and preperation

2 1.e4 c5 2.Nf3 d6 3.Bb5+

3 3...Bd7 4.Bxd7+ Qxd7 5.c4

4 5...Nc6 6.Nc3 Nf6 7.0-0 g6

5 8.d4 cxd4 9.Nxd4 Bg7 10.Nde2

6 10...Qe6!

7 11.Nd5 Qxe4 12.Nc7+ Kd7 13.Nxa8 Qxc4 14.Nb6+ axb6

8 15.Nc3!

9 15...Ra8

10 16.a4!

11 16...Ne4 17.Nxe4 Qxe4 18.Qb3

12 18...f5!

13 19.Bg5

14 19...Qb4 20.Qf7

15 20...Be5

16 21.h3

17 21...Rxa4 22.Rxa4 Qxa4 23.Qxh7 Bxb2 24.Qxg6 Qe4 25.Qf7 Bd4

18 26.Qb3

19 26...f4!

20 27.Qf7

21 27...Be5 28.h4 b5 29.h5 Qc4

22 30.Qf5+ Qe6 31.Qxe6+ Kxe6 32.g3 fxg3 33.fxg3

23 33...b4 34.Bf4

24 34...Bd4+

25 35.Kh1!

26 35...b3 36.g4

27 36...Kd5!

28 37.g5

29 37...e6

30 38.h6 Ne7 39.Rd1 e5 40.Be3 Kc4 41.Bxd4 exd4

31 42.Kg2 b2 43.Kf3 Kc3 44.h7

32 44...Ng6 45.Ke4 Kc2 46.Rh1

33 46...d3 47.Kf5

34 47...b1Q 48.Rxb1 Kxb1 49.Kxg6 d2 50.h8Q d1Q

35 51.Qh7

36 51...b5?! 52.Kf6+

37 52...Kb2?

38 53.Qh2+?! Ka1! 54.Qf4

39 54...b4? 55.Qxb4 Qf3+ 56.Kg7 d5 57.Qd4+ Kb1 58.g6

40 58...Qe4 59.Qg1+

41 59...Kb2 60.Qf2+ Kc1 61.Kf6 d4 62.g7 1-0

42 References

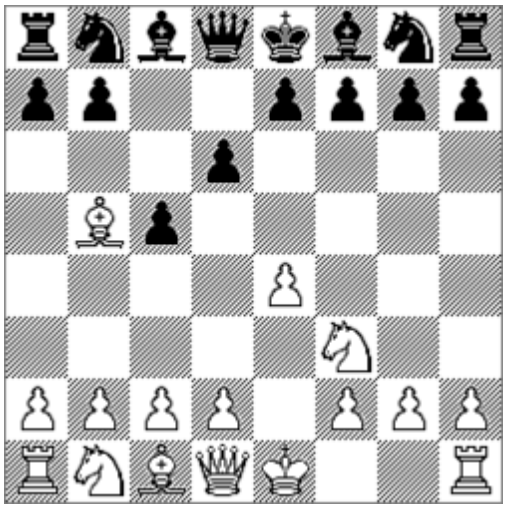
Pre-game speculation and preparation

Prior to the game, **Kasparov** was considered a prohibitive favorite. Not only was he reigning World Champion, and playing with the advantage of the white pieces, there also had been previous examples of the mediocre competition provided by majority Internet voting. For example, Anatoly Karpov had taken the black pieces against the rest of the world earlier that year, and won effortlessly. However, contrary to all expectations, the game turned into a scintillating brawl, with deep tactical and strategic ideas surfacing till the very end. After sweating through intricate complications for four months, Kasparov emerged victorious, but admitted that he had never expended as much effort on any other game in his life, and declared it to be the "greatest game in the history of chess".

The World Team did have several advantages which were innovative for an Internet game. First, four young chess stars were selected by MSN to suggest moves for the World Team. They were, in order of FIDE rating, **Etienne Bacrot, Florin Felecan, Irina Krush,** and **Elisabeth Paehtz**. Also, grandmaster Danny King, recruited to provide a running commentary, often acted as a fifth advocate. Second, the moves were slowed down to a pace of one move per player every two days. That is to say, Kasparov had 24 hours to consider each of his moves, and the World Team had 24 hours to respond, etc. Third, MSN provided a bulletin board for the discussion of the team's moves. It was hoped that these advantages would collectively allow for true consultation, and raise the level of play.

Kasparov played the first move on June 21, his normal king pawn opening, and the World Team voted by a 41% plurality to meet him on his home turf with the Sicilian Defense.

1.e4 c5 2.Nf3 d6 3.Bb5+



Position after 3.Bb5+. Kasparov chose to move into a rather unusual closed game after starting with his favorite Sicilian Defense. He apologized later to the World Team for this move.

Kasparov's third move was the first real surprise of the game. He typically plays the more ambitious 3.d4 in this position, immediately opening the game. His actual move is more likely to result in a closed game with only a strategic pull for White. Kasparov apologized to the World Team for this move, but excused himself in light of his upcoming match for the World Championship against Viswanathan Anand in 2000. Presumably he had prepared some innovations in his main lines, and didn't want to reveal them in advance.

3...Bd7 4.Bxd7+ Qxd7 5.c4

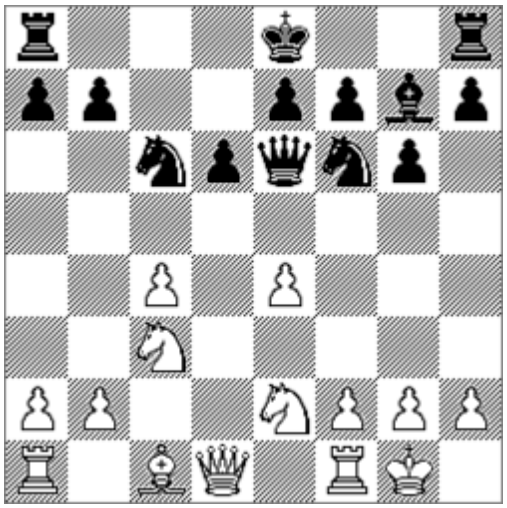
Kasparov solidified his hold on the d5 square by advancing the c-pawn before developing his queen's knight, which joined the attack on d5 on the next move. The resulting pawn formation for White is sometimes called the Maroczy Bind, a way of cramping Black's position. The World Team responded by contesting control of the d4 square.

5...Nc6 6.Nc3 Nf6 7.0-0 g6

The World Team opted to fianchetto its remaining bishop, further contesting the dark central squares. Kasparov immediately broke up the center with his queen's pawn, before the black bishop could come to bear.

8.d4 cxd4 9.Nxd4 Bg7 10.Nde2

The center was too hot for the white knight on d4, because the World Team was threatening a discovered attack by moving the black knight away from f6, unmasking the g7 bishop. Exchanging knights on c6 would have been silly for Kasparov, as it would have brought a black pawn to c6, giving the World Team greater control of d5; instead a retreat was in order. All of Kasparov's moves up to this point were considered good according to opening theory of the time, but the line has since fallen out of favor, precisely because of what occurred next in this game. If White wants to achieve the strategic aims of this opening line, i.e. cramping Black's position without allowing counterplay, then either a different move (10.Nc2) or a different move order is necessary.



After 10...Qe6!. This was a novelty by the World Team that blew the game wide open. The black queen is forking two central pawn and White cannot save them unless it joins battle for the center.

10...Qe6!

This fantastic move was a ***novelty*** by the World Team, i.e. a move which had never before been played in a recorded game. Krush discovered and analyzed the move, and enlisted Paehtz to recommend it as well, to give it a better chance of winning the vote. Their combined advocacy, plus much discussion on the bulletin board, was enough to gain it 53% of the vote.

A few notes about World Team cooperation are in order here. First, MSN requested after this move that the four official analysts not coordinate with each other, perhaps to ensure a greater variety of recommendations. The analysts worked in isolation from each other thereafter.

Second, it was clear from a look at the voting results that, although the World Team was managing to pick theoretically correct moves, many rank amateurs were voting as well. Demonstrably bad moves were garnering a significant percentage of the votes; even worse, on move 12, about 2.4% of the voters chose illegal moves which didn't get the World Team out of check! (MSN declined to release the raw vote totals, but apparently over five thousand people were voting on each move.)

Third, the World Team was not coordinating well with itself on the bulletin board. Typical posts were of the form, "My suggested move is brilliant, and if you don't vote for it, you are an idiot!". Much more energy was being spent on flame wars than on analysis.

Fourth, of the analysts only Krush was even attempting to listen to the bulletin board, and weed out the bad analysis from the good. As it turned out, her patient efforts in an environment which appeared almost hopelessly hostile gradually earned admiration and respect. Through her postings of analysis, the cooperation on the World Team gradually became more real than ostensible.

The tenth move was a turning point for the World Team, not only because it increased Krush's stature and energized the rabble, but because it blew the position on the board wide open. The black queen forked Kasparov's central pawns; he couldn't save them both. Counterattacking with 11.Qb3 would have been met by 11... 0-0 12.Qxb7 Rfc8, and the World Team would have won back a central pawn with a favorable game. Kasparov was forced to enter the maelstrom with the next several moves.

After 14...axb6. The position is now materially even but Black has a lead in development and control of the center to compensate for the doubled Pawns and centralized King.

11.Nd5 Qxe4 12.Nc7+ Kd7 13.Nxa8 Qxc4 14.Nb6+ axb6

After forced moves on both sides, Kasparov made a desperado move with his knight to double the World Team's pawns. Materially the game was still even, with a knight and two pawns balancing a rook. Positionally, the World Team had the disadvantages of doubled pawns and a centralized king, but the advantage of a lead in development and a central pawn mass. With no central pawns, Kasparov had no obvious way to expose the black king. In the judgement of most commentators, the World Team was at least equal, and it was perhaps even Kasparov who was fighting uphill.

Kasparov rose to the challenge with an excellent move picked from alternatives which would have let the World Team take a strong initiative. For instance, it was tempting to harass the black queen and possibly fianchetto the white bishop with 15.b3, but this would have invited the World Team to switch wings and initiate a kingside attack with 15...Qh4. Or, to blindly follow the rule "never move a piece twice in the opening when you can develop another piece" with 15.Be3 would have allowed the World Team to play 15...Nd5, bringing the black knight to the square it most fervently wished to occupy. Kasparov's actual move contested d5, somewhat blunted the effect of the black bishop on g7, and retained a compact, flexible position.

15.Nc3!

On the fifteenth move the World Team hotly debated a number of promising alternatives, including 15...e6 (still contesting d5), 15...d5 (occupying d5 outright!), 15...Ne4 (trading off Kasparov's best-placed piece), 15...Rd8 (intending to artificially castle and mobilize the central pawns), 15...Ra8 (pressuring the queenside and threatening a rook lift via a5), and 15...b5 (threatening to dislodge the white knight and pressure the queenside). The plethora of strong options available to the World Team was reflected in the analysts' recommending four different moves.

By this point in the game, several chess clubs had begun posting daily analysis to complement what was available on the official bulletin board and Web site of the game. The weightiest of these was The GM School (*http://www.gmchess.com/*), a consortium of Russian grandmasters. For the World Team's 15th move, they recommended 15...b5, along

with Paehtz. Some people expected the unofficial recommendation of the GM School to be influential, particularly when the official analysts could not agree, but 15...b5 came in a distant second with 15% of the vote. In first place was Krush's recommendation of 15...Ra8 with 48% of the vote.

15...Ra8

The results of the vote were a reflection of the increasing coordination of the World Team. Krush was maintaining an analysis tree, and continually updating with all the suggestions and refutations from the bulletin board. Not only did the analysis tree allow the World Team to work with less duplication of effort, it served as a standing, detailed argument for the correctness of the recommended move.

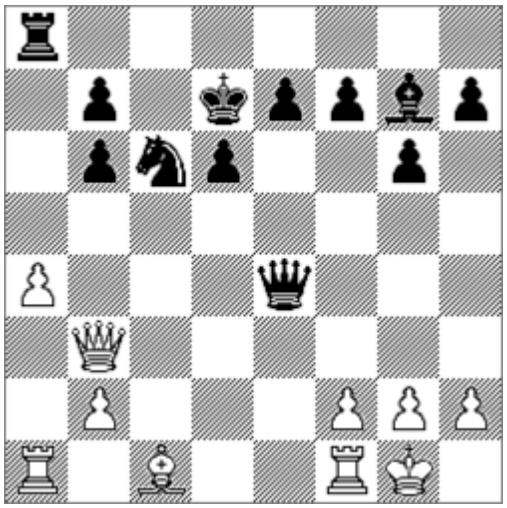
In short, Krush was facilitating two tasks simultaneously: not only discovering a good move, but building a consensus that it was indeed a good move. Given that Krush had become the center of all the cooperative effort of the World Team (as opposed to individual effort, however heroic), even players of much greater strength than Krush began sharing their ideas with her, so that she would incorporate them into her analysis. In particular, Alexander Khalifman of the GM School struck up a constructive correspondence with her.

Kasparov, for his part, continued to play inspired chess.

16.a4!

This beautiful move was a near-refutation of the World Team's 15th move, far stronger than the alternative straightforward developing moves. For starters, it stopped the black rook lift cold: 16...Ra5 could now be met by 17.Nb5!, paralyzing the black queenside. Simultaneously, Kasparov threatened a rook lift of his own via Ra3, which could disrupt Black's plans in several continuations. Finally, 16.a4 prevented the World Team's doubled b-pawns from advancing, thus making them future targets. The game remained very unclear and dynamic, but it suddenly appeared to be the World Team which was fighting to retain its balance.

Again for the 16th move the four analysts made four different recommendations. This time Krush's suggestion of 16...Ne4 garnered 50% of the vote to 14% for 16...Nd4 in second place.



After 18.Qb3. Kasparov responded to the aggressive play of the World Team with a fork by his Queen. The World Team however, aided by Alexander Khalifman, found suitable counterplay.

16...Ne4 17.Nxe4 Qxe4 18.Qb3

On its 16th move, The World Team forced Kasparov to trade off his only piece that wasn't on the back rank, and simultaneously unmasked the action of the g7 bishop. Kasparov responded with a queen fork of the black pawns on b6 and f7. The loss of a pawn appeared unavoidable, but the World Team uncovered ways to gain some counterplay. The bulletin board debate raged between playing 18...e6 19.Qxb6 Nd4, to make sure it was the weak doubled pawn which went missing, or the more aggressive immediate 18...Nd4, allowing 19.Qxf7. Khalifman, however, found the extremely subtle move 18...f5, and after chewing it over, the bulletin board was more or less convinced.

The strength of the bulletin board consensus was tested when the other three analysts unanimously recommended 18...Nd4. The vote came out with 43% in favor of Krush's recommendation of 18...f5, and 35% in favor of the otherwise unanimous recommendation of 18...Nd4. This sparked loud grumbling on the bulletin board that Krush had "taken over the game". Those who complained were not overstating Krush's influence; her recommendations were selected every single move from the 10th to the 50th. But, unlike some participants who aggressively pushed their own ideas, Krush was not attempting to enforce her will upon the masses. Many times during the game she changed her mind based on analysis contributed via the bulletin board, so one might as well say that the rabble influenced her as vice versa. She patiently listened to everyone, and incorporated all contributed analysis in her analysis tree, with attribution to the author. She did ultimately choose a

move to recommend based on her own opinion, but Krush's genius was not so much in positional judgment as in enabling cooperation, and voicing the consensus created thereby.

18...f5!

The World Team offered Kasparov the b6 pawn, but for a price. After 19.Qxb6 Nd4, the World Team would have had dual threats of Nc2 and Ra6, ensuring very active play for the pawn. If instead Kasparov continued developing with 19.Be3, the World Team could have offered a queen trade with 19...Qb4, and banked on the central pawn mass to be quite strong in any end game. But rather than these, Kasparov once again found a powerful continuation: a developing move with stronger attacking possibilities.

19.Bg5

Kasparov, up against much stiffer resistance from the World Team than he had imagined possible, began to drop hints that he was effectively playing against the GM School, and not against the Internet as a whole, but move 19 (among others) debunked that theory. The GM School recommended 19...Qd4, while the bulletin board found a flaw in their analysis, and generally favored 19...Qb4 as being more forcing. Furthermore, for much of the game, a few top grandmasters of the GM School were busy with other commitments, and the World Team analysis was driven instead by a handful of dedicated IM's and FM's, along with dozens of amateurs exploring and double-checking countless lines with strong chess software.

On this particular move, the voting was further complicated by a large faction in favor of 19...Nd4, with a counter-attack, and this was the recommendation of both Felecan and Paehtz. The winning total of 35% for 19...Qb4 was the lowest winning total for any move of the game, perhaps because the move essentially forced Kasparov to intensify his attack on the kingside. Note that a queen trade was strategically out of the question for White, as it leads to a favorable end game for Black.

After 20.Qf7. White can grab a pawn and protect its bishop with 20...Qxb2. But this puts terrific pressure on the e7 pawn and the Black King.

19...Qb4 20.Qf7

On move twenty it was tempting for the World Team to grab a pawn and protect the g7 bishop with 20...Qxb2, daring the white rooks to occupy whichever files they chose, but in many continuations the World Team's king would sit rather uncomfortably in the center. After much debate on the bulletin board, no clear refutation of the pawn grab was discovered, but it was still deemed too risky by many. Bacrot, Felecan, Paehtz, and King independently agreed, and by a large margin the World Team decided to protect its bishop and close the e-file with

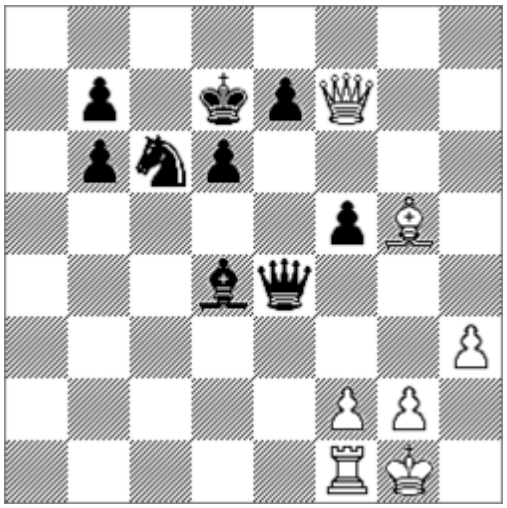
20...Be5

Kasparov of course did not fall for the simple trap of grabbing the h-pawn, because 21.Qxh7 Rh8 (skewering Kasparov's queen and h-pawn) 22.Qxg6 Bxh2+ 23.Kh1 Qg4 would have won at least a piece for the World Team. Instead he opted for a simple defensive move which restored his threat to plunder the black kingside.

21.h3

A few World Team members favored shoring up the kingside with 21...Rh8, effectively admitting that the 15th move was a mistake. To defend in that way would have left Black with a very passive position, and invited Kasparov to activate his pieces. Instead, the World Team opted to play actively, exchanging its kingside pawns for Kasparov's

queenside pawns. This line showed that the pressure the black rook exerted on the queenside was not illusory, and Kasparov's reply on move 16, albeit brilliant, did create a weakness.



After 25...Bd4. The game has now started to become an end game. White and Black are in a race to get their b- and h-pawns respectively, promoted.

21...Rxa4 22.Rxa4 Qxa4 23.Qxh7 Bxb2 24.Qxg6 Qe4 25.Qf7 Bd4

The dust settled, and the material was still even, with a rook balancing a knight and two pawns. With a pair of rooks exchanged, and neither side having pawn levers to use against the enemy king, both kings were safe enough that direct attacks became less likely. Therefore, although the queens remained on the board, the game started to take the character of an end game, with the struggle to promote a pawn rising to the foreground. Indeed, Kasparov could have immediately begun marching his h-pawn forward, and the World Team would have had difficulty restraining it. On the other hand, the World Team's b-pawn would have been able to advance equally quickly, making the position very double-edged. Rather than launching the race at once, Kasparov made a subtle move to tie down the World Team into a more passive position.

26.Qb3

Kasparov hit at the weak b-pawn, and prepared Be3. The World Team did not want to trade bishops, and considered the consolidating move 26...Bc5 so that 27.Be3 could be met with 27...Nd4. However, Kasparov had the even deeper threat of first using his queen to help his rook into

play. After 26...Bc5 27.Qb1!, the World Team couldn't have accepted a queen exchange which would bring the white rook to life, but moving away the queen would allow 28.Re1, and suddenly the white pieces would be coordinating very well.

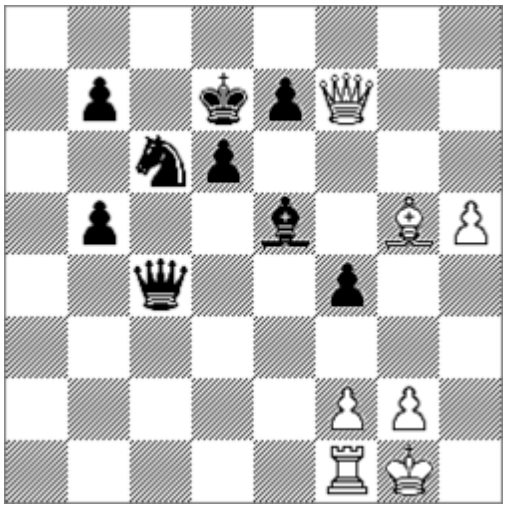
In keeping with its play throughout the game, the World Team found a sharp, active alternative in 26...f4, which extensive analysis showed to be at least as good as 26...Bc5. However, Krush's recommendation on behalf of the bulletin board once against stood alone against the unanimous recommendations of the other three analysts. In a hair-raising vote, 26...f4 edged out 26...Bc5 by a margin of 42.61% to 42.14%.

26...f4!

The World Team blocked off Kasparov's bishop from its natural post on e3, and threatened to generate an attack on the white king after all. 27.Qb1 could be met by 27...Bxf2+, while 27.Qd1 would run into 27...f3, and starting the pawn race with 27.h4 would be answered by 27...Ne5 with attacking play for the World Team. Kasparov instead opted for a simple and natural move.

27.Qf7

Moving the queen to the square it just came from only superficially appeared to lose time. In actuality, the World Team had to use a move to defend its f-pawn. Furthermore the white queen indirectly supported Kasparov's h-pawn to advance, and put the brakes on the World Team's threat of advancing the f-pawn to f3. After the World Team defended its f-pawn, Kasparov decided to launch the race to queening which had been hovering in the background for several moves.

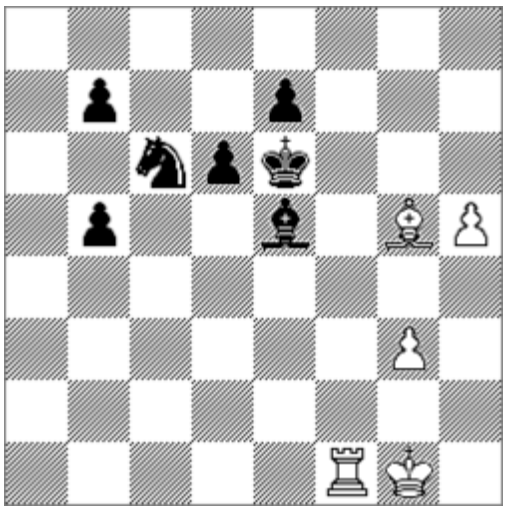


After 29...Qc4. White cannot match the march of White's h-pawn by moving its b-pawn, without losing tempo. The game has started to shift towards Kasparov's advantage.

27...Be5 28.h4 b5 29.h5 Qc4

The World Team could not afford to blindly keep racing the b-pawn forward with 29...b4, because the white queen still guarded the b3 square, which Black would have to lose a tempo to guard before advancing again. The move 29...Qc4, in contrast, did not lose a tempo, because Kasparov could not afford to trade queens in a way that would have undoubled the black pawns and given the World Team a central pawn steamroller for the end game. The alternative 29...Qe2 also might have held the fort for Black, by offering to exchange the white h-pawn for the black f-pawn. However, as part of the trade, the bishops would also have come off, and none of the four analysts was prepared to trade the World Team's lovely bishop for Kasparov's cramped one just yet.

Some of the bulletin board analysis focused on Kasparov's possible reply 30.Qf8, keeping the queens on the board and threatening to harass the black king from behind. However, computer checking of many lines found no advantage for White in this strategy, and in fact revealed chances for White to press too hard in a complex position and stumble into disadvantage. Kasparov elected to force a queen trade, break free his imprisoned bishop, open the f-file for his rook, and create connected passed pawns in a pure end game. The World Team's responses were essentially forced.



After 33.fxg3. The ensuing position is a sharp one for both sides, with six passed pawns in total. Here, as elsewhere in the game, the World Team opted for counterplay.

30.Qf5+ Qe6 31.Qxe6+ Kxe6 32.g3 fxg3 33.fxg3

Despite the reduced material, the position remained sharp due to the presence of six passed pawns. On move 33, the World Team had the option of snatching Kasparov's g-pawn, losing two tempi in the queening race. After the sequence 33...Bxg3 34.h6 Be5 35.h7 Bg7 36.Rf8 b4 37.h8Q Bxh8 38.Rxh8 an extremely unbalanced end game would have ensued, with Kasparov having a rook and bishop versus the World Team's knight and four pawns. The central position of the black king might have been just enough to hold a draw for the World Team, but none of the four analysts trusted the position enough to recommend it. Instead the World Team opted for counterplay, as usual, this time by a vote of 72%.

33...b4 34.Bf4

Kasparov's offer to trade bishops caught the bulletin board entirely off guard. It had been assumed that Kasparov would try to bring his king into the center to restrain the black pawns, and the World Team gave deep thought to 34.Kf2 Kf5. After Kasparov's actual move, it would have been suicide for the World Team to trade off its precious bishop. 34...Bd4+ looked promising, particularly because it wouldn't lose a tempo, since Kasparov would have to move out of check. After the game, Kasparov said that he would not have been able to break through if the World Team had played the more defensive 34...Bh8, but the possibility didn't receive much attention on the bulletin board. Danny King forwarded 34...Bh8 in his running commentary, but all four official analysts felt more comfortable with the more active move, so 34...Bd4+ overwhelmingly won the vote.

34...Bd4+

The World Team had hastily put together proposed defenses against either of Kasparov's king advances 35.Kg2 and 35.Kh2. In one of the former lines, the black knight threatens to usher home the b-pawn and returns to the kingside just barely in time to stop the white h-pawn, delivering a check from f4 on the way. In one of the latter lines it turned out to be critical that the black bishop could attack the white king from e5. But Kasparov stunned everyone (including the GM School) with an incredible move:

35.Kh1!

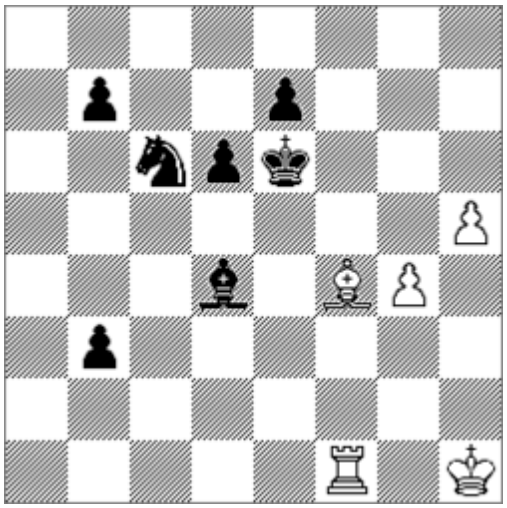
Although it is intuitively crazy to move the white king away from the action into a corner where it can neither support the white pawns toward queening, nor delay the black pawns from queening, this move put the World Team in a serious predicament.

But perhaps even greater than the effect of this move on the position was its effect on the psyche of the bulletin board. For the second straight move, Kasparov had avoided almost all of the World Team's preparation without positionally conceding anything in the process. A small number of people had been rude and abusive the entire game, and Krush had graciously accepted their analysis while ignoring their incivility, but the tenuous nature of the World Team's position emboldened the complainers. As the World Team began to panic in a dangerous position, the flames, insults, and petty bickering reached heights not seen since the initial dozen moves of the game. For example, there were shrill cries that the 33rd move had lost the game for the World Team.

A more subtle annoyance, from Krush's perspective, were the participants who complained that she was not giving them sufficient recognition for their contributions of analysis. Krush had from the beginning credited every good move idea for the World Team to whomever posted the analysis first on the bulletin board, as well as thanking contributors along with her recommendations to the broader public. Furthermore, she didn't attach her own name to any of her own analysis, instead always giving credit to the team. She balked, however, at demands to credit moves for White to specific members of the bulletin board. Perhaps it was presumptuous, in her opinion, for anyone on the World Team to claim to have thought of Kasparov's moves before he thought of them. One or two World Team members, taking exception to Krush's incorporation of their analysis without what they considered to be due credit, forbid her from using it. This created an awkward situation, given that legally the moves of a chess game cannot be copyrighted, but commentary can be copyrighted, making it somewhat unclear what ownership individuals could claim over their posted analysis.

Eventually Krush got fed up with the pressure of providing courteous service to the World Team while enduring constant criticism and invective. Around move 41 or so, she drastically scaled back her participation on the bulletin boards. She continued to maintain an analysis tree, and eventually, at the begging of many World Team members, re-assumed a somewhat more active leadership role, but the unity and effectiveness of the World Team was definitely strained for a while, and perhaps permanently damaged.

In the scramble following Kasparov's 35th move, no one on the World Team noticed that 35...Ne5 is probably enough to hold the draw, and somewhat fatalistically opted for pushing the b-pawn.



After 36.g4. Kasparov's connected passed pawns are marching towards victory. Black, on the other hand, is in a very awkward position and must attempt to salvage a draw.

35...b3 36.g4

In this position Kasparov had connected passed pawns supporting each other, whereas the World Team needed the knight (or possibly even the king) to laboriously move into position to usher the black b-pawn to queening. Furthermore, should the black bishop move, the white rook could slide over to g1 where it would support the g-pawn from behind while still keeping an eye on the b1 queening square, an additional subtle point of Kasparov's 35th move. Finally, by temporarily controlling the dark squares with his bishop and the light squares with his pawns (which 36.h6 wouldn't have done) Kasparov kept the black king from advancing to f5, which in some lines would have been sufficient to blockade the pawns.

The bulletin board was near despair at this point, having convinced itself that 36...b2 would lose to 37.g5 Nb4 38.g6 Nd3 39.h6, and then 39...Nxf4 would not be check due to Kasparov's 35th move, and would therefore fail to hold the draw. Similarly an immediate 36...Nb4 would merely transpose to the above line and lose. The only move for which some lines seemed still possibly drawn was 36...Kd5, which Krush duly recommended, but Bacrot and Felecan suggested 36...b2, while Paehtz

favored 36...Nb4. This created yet another razor-thin vote, with 36...Kd5 scoring 37.69% of the vote winning over 36...b2 with 37.11%.

36...Kd5!

This game, which had started in June, had now spilled over into September, longer than anyone had anticipated. Kasparov, however, had grown sufficiently confident in his position that he called a press conference about the game, presumably in order to announce a forced win. The black pieces did not seem up to the task of both holding off the white pawns and pushing through the black pawn, while the white rook was working effectively through threats alone, without even moving.

37.g5

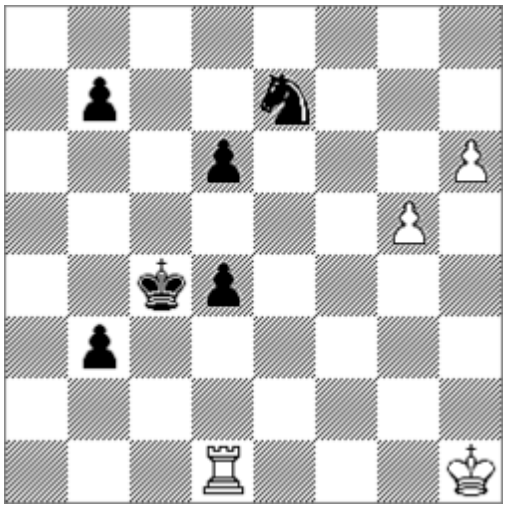
Kasparov's two passers apparently required two black pieces to restrain, but the black knight couldn't cross over via e5 because Kasparov would have simply exchanged the white bishop for it. Therefore the bulletin board turned its attention to 37...e5, driving away the white bishop and clearing the way for Ne7. But Kasparov had a devilish reply in 38.Bc1! His pawns would be so strong in this line that he could have sacrificed his bishop for Black's b-pawn, particularly since the black bishop would be temporarily cut off from the h8 queening square. Also, in many lines where Black doesn't force the white bishop to give itself up, it can reverse field with Ba3, tying the black king to the defense of the d6 pawn.

With its back against the wall, the World Team found the only saving move.

37...e6

This move opened e7 so the black knight could cross over, but also kept open the a1-h8 diagonal for the black bishop. Kasparov probably had thought that 38.Rd1 was winning in this line. Certainly many participants on the bulletin board thought so! But an exhaustive analysis shows that the World Team had the resources to hold on, at times by the narrowest of margins, if it responded with 38...Ke4. The power of the centralized black king vis-a-vis the white king off in the corner would come into play, showing that even brilliant chess moves have minor disadvantages.

Instead of trying the complexities of the 38.Rd1 line, Kasparov said at his press conference that he had no idea how the game would turn out, and began to force the World Team into an ending in which each side got a new queen, and the outcome was still very unclear.



After 41.exd4. As play progressed through the end game, the World Team's voting became increasingly more erratic, responding poorly even to forced moves.

38.h6 Ne7 39.Rd1 e5 40.Be3 Kc4 41.Bxd4 exd4

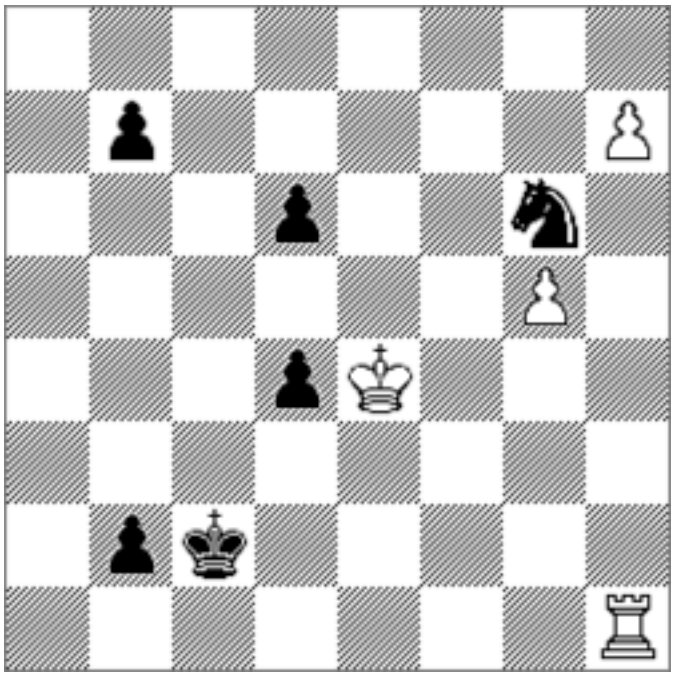
The World Team's moves were all essentially forced. Kasparov's main chance to deviate would have been with 40.Bc1, but then 40...Ke6 appeared to hold. Although the black bishop was at that time temporarily cut off from holding back the pawns, the black king was temporarily not cut off, and an extra tempo in such positions makes all the difference. Kasparov, when making his 38th move, had in all probability already elected to force the World Team's responses all the way to move 50.

As the game became more and more strategic, with end game plans replacing middle-game tactics, voting for a good move seemed increasingly beyond the ability of casual World Team members. For example, on the 41st move Kc4 was a crucial tempo in the World Team's fight to promote the b-pawn, so it was recommended by all the analysts and Danny King, but it received a mere 79% of the vote. Earlier forced moves had gotten as much as 98% of the vote. Perhaps this reflected the fact that many weak players got hints from their home computers, which are notoriously poor at end games.

The World Team's pawns, albeit ugly, had become a sufficiently potent threat that Kasparov's rook couldn't take the double role of guarding the home rank and forcing through the passed pawns against black's knight. Therefore the white king had to come out of its corner at last.

42.Kg2 b2 43.Kf3 Kc3 44.h7

Kasparov could have made the pawn advance on either of the two previous moves as well, but it would have merely transposed, with the World Team responding as it did in the actual game:



After 46.Rh1. If white tries to queen the b-pawn immediately it loses after 6...b1Q 47.Rxb1 Kxb1 48.Kxd4.

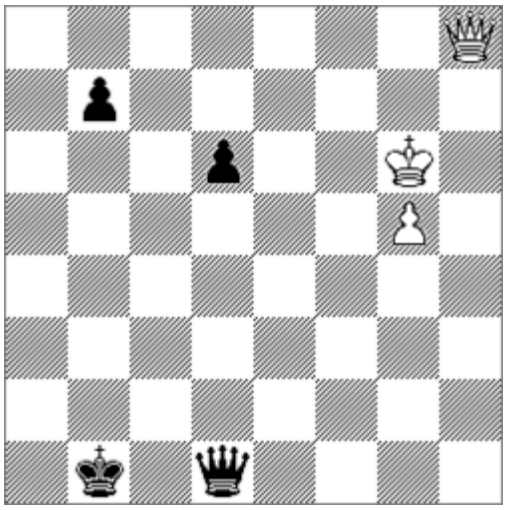
44...Ng6 45.Ke4 Kc2 46.Rh1

The World Team needed to advance the d-pawn as well as the b-pawn, in order to get a second queen after Kasparov sacrificed his rook for the first one. Against the recommendations of the analysts, nine percent of the World Team voted for the horrible blunder of immediately queening the b-pawn, which loses after 46...b1Q 47.Rxb1 Kxb1 48.Kxd4. It was merely to give the World Team this opportunity to blunder that Kasparov marched his king to the center instead of straight forward. The white king arrived to assist the white pawns just as quickly with diagonal moves as with straight ones, and the diagonal moves gave it incidental threats in the center.

46...d3 47.Kf5

For the World Team's 47th move, the analysts were again unanimous, this time recommending immediate queening. Yet 15% of the voters

were tempted to try to hang onto the knight a few moves longer with 47...Nh8. This would have led to a lost end game after 48.g6 d2 49.g7 d1Q 50.Rxd1 Kxd1 51.gxh8Q b1Q+, when Black can't engineer a perpetual check.



After 51...b1Q+. The resolution of this end game is unclear. White seems to have an advantage with his advanced g-pawn, but later analysis seemed to indicate a drawn position with exact play on both sides.

47...b1Q 48.Rxb1 Kxb1 49.Kxg6 d2 50.h8Q d1Q

The race to queen a pawn ended in a tie! The position was not equal, though. Kasparov's far-advanced g-pawn was an imminent threat to queen, while the World Team's pawns were potentially liabilities as much as assets, since they could give the white king a modicum of shelter from threatened checks. The general plan of defense for the World Team was to place its king favorably, so that Kasparov couldn't threaten a deadly queen trade, and then determinedly check Kasparov's king to prevent him from queening the g-pawn. In some lines the World Team could gain counterplay by advancing its own pawns, but this was a secondary strategy.

The World Team had relied heavily on computer analysis for much of the game, but at this point the forward-searching chess engines began to produce worthless suggestions. This type of position is seldom understood by computers, except by end game tablebases. As of October 1999, however, there were no seven-piece end game tablebase, and seven pieces remained in the actual position. After the game was over, Peter Karrer constructed a specialized tablebase for the

purpose of fully understanding this end game. With the aid of the tablebase, Krush and IM Ken Regan were able to prove that the position after the World Team's 50th move was drawn with best play on both sides. Both Kasparov and the bulletin board suspected that the position was drawn, but as the further course of the game proved, no one fully understood the position at the time.

Some World Team members tried to gain insight from the position by consulting state-of-the-art five piece tablebases, with the black pawns missing, and were encouraged to find the position dead drawn. Unfortunately for the World Team, the extra black pawns complicated the position enormously, and not necessarily to the World Team's advantage. For example, analysis positions arose which were theoretically drawn with both black pawns in place, but which would be won for White if exactly one black pawn weren't there, and then again drawn with both black pawns gone.

51.Qh7

This fine move threatened to gain Kasparov time by advancing the king with discovered check. The bulletin board and Krush came up with the response 51...Ka1, which Kasparov later said he had considered dead drawn, and the subsequent tablebases confirmed to be so. But Felecan recommended 51...d5 and Paehtz favored 51...b5, while Bacrot sat out the turn. For the first time in 40 moves, Krush's recommendation was not selected, receiving only 34% for 51...Ka1 to 39% for 51...b5.

There are several reasons the vote might have gone as it did. For starters, end games are hard for amateurs, and even for fairly accomplished players. It is harder to see why a move is good even when presented with a good move. Secondly, computers are little help. Thirdly, the World Team had done well with counter-attack the entire game, eschewing purely defensive moves whenever there was a more active alternative. It was in keeping with the fighting spirit of the World Team to bid for a promotion of its own, rather than merely hoping to hinder Kasparov's promotion.

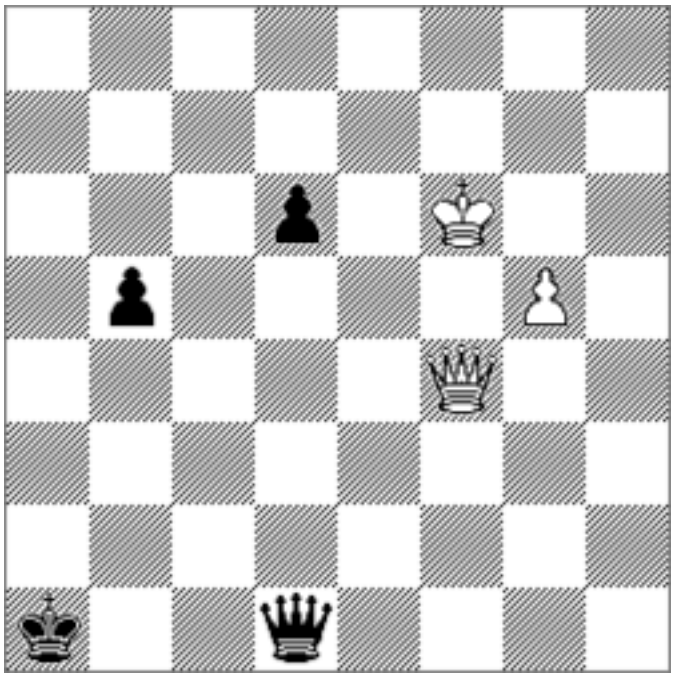
Unfortunately, an uglier possibility emerged when someone bragged to the bulletin board that he had tricked MSN into letting him vote multiple times for 51...b5. He went so far as to tell everyone how he had done it. Whether or not he had actually added unfair votes, and if so, whether or not the number of votes added was enough to tip the balance, the ballot-stuffing method he outlined was indeed workable, as several bulletin board members verified on the 59th move, after Kasparov had already secured the victory.

51...b5?! 52.Kf6+

The bulletin board and Krush now concluded that 52...Kc1 offered the best chances of holding a draw, and tablebases later verified it was both sufficient and necessary. However, with Bacrot recommending 52...Ka1 and both Felecan and Paehtz favoring 52...Kb2, the latter move eked out a victory with 42%. The idea was to use the king to support the b-pawn towards promotion, but it doesn't quite work.

52...Kb2?

Tablebases show that Kasparov could have initiated a forced win with 53.Qe4, but the win is so deep that he failed to spot it. This end game position was beyond the realm of previous end game theory, and even the World Champion did not quite grasp all the threads. (That said, it is of course far beyond the scope of this article to demonstrate the win.) Instead Kasparov made an inadequate but reasonable-looking queen maneuver to shelter his king from checks on the f-file:

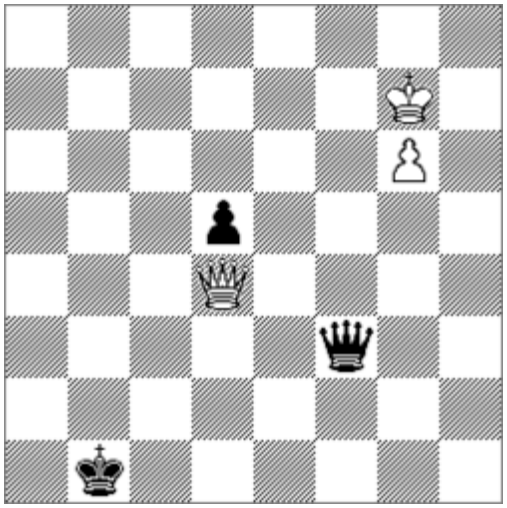


After 54.Qf4. At this point, Barcot's recommendation of 54..Qd5 would have saved the game, but ironically the World Team chose to go along with Krush's doomed suggestion.

53.Qh2+?! Ka1! 54.Qf4

Kasparov gave the World Team a chance to save the draw after all with accurate defense. However, the position was so complex that the bulletin board discussion wasn't sure whether any defensive move was sufficient. Eventually they and Krush recommended sacrificing the b-pawn with 54...b4 in order to allow the black queen to give check on the f-file. Bacrot advocated centralizing the black queen with 54...Qd5, while Felecan and Paehtz suggested 54...Qd3. Later analysis showed that Bacrot's recommendation could hold the draw in a relatively comprehensible fashion, and Felecan and Paehtz's move could hold after some desperate ingenious squirming, but Krush's move would concede Kasparov a forced win, if he could find it.

It was the great irony of the game that, after getting into severe trouble by rejecting Krush's excellent recommendations twice in a row on moves 51 and 52, the World Team on move 54 accepted her recommendation and thus doomed itself. That said, it was consistent with the World Team's voting mentality throughout to threaten something whenever possible rather than shoring up the position with a defensive move.



After 58.g6. Both possible continuations 58...Qe4 and 58...Qf5 are ultimately losing.

54...b4? 55.Qxb4 Qf3+ 56.Kg7 d5 57.Qd4+ Kb1 58.g6

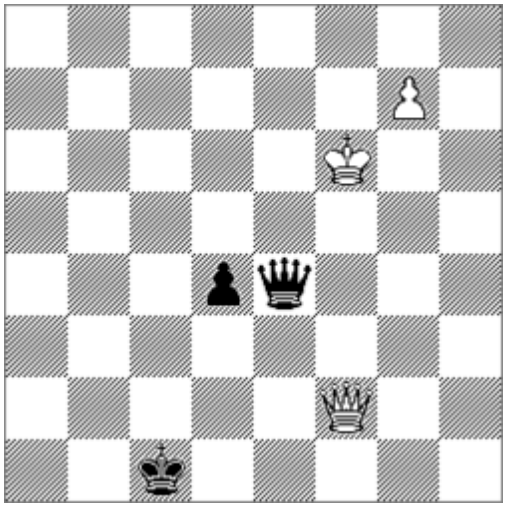
Kasparov played forcefully on moves 55-57, and the World Team responded each time with a large majority for the best plausible move. On move 58, however, there was another swirl of controversy. Both 58...Qe4 and 58...Qf5 looked reasonable, but the bulletin board had analyzed the former to a forced loss, so Krush duly recommended the

latter. Due to an e-mail glitch, her recommendation and analysis were not received on time by the MSN site, and voting proceeded for some time with Bacrot and Paehtz both recommending 58...Qe4 against only Felecan favoring 58...Qf5. When the weaker move won the vote 49% to 44%, there were dismayed cries from the bulletin board that the result of the game had been invalidated by the delay of Krush's recommendation.

Kasparov admitted that 58...Qf5 would have put up stiffer resistance, but claimed it was also losing, and published a "forced win". Subsequently tablebases showed an error in Kasparov's analysis (a testament to the enduring complexity of the game) but it is reasonable to suppose he would have had time to find the correct continuation had the line in question actually been played.

58...Qe4 59.Qg1+

At this point several disgruntled members of the bulletin board, knowing the game to be lost, decided to test whether ballot stuffing was in fact technically possible by voting multiple times for 59...Qe1??. Apparently they successfully engineered a majority for this suicidal move, because MSN invalidated all votes for it, and elevated the second-place move to first. Also, MSN announced that this was the ***only*** move on which ballot stuffing had taken place. How they made such a determination is not clear, particularly since claims of minor ballot stuffing had by this point proliferated. Yet in defense of MSN, the rigorous security measures necessary to absolutely prevent ballot stuffing would have made it cumbersome to register to vote, and the game would likely not have attracted the thousands of participants from all over the world which made it so enjoyable.



After 62.g7. White's promotion of his g7 pawn is unstoppable. The World Team resigned after this move.

59...Kb2 60.Qf2+ Kc1 61.Kf6 d4 62.g7 1-0

After a few more moves, a majority of the World Team voters were ready to throw in the towel on October 22, four months after the game commenced. Ultimately, the controversies that surfaced towards the end do not detract much from an otherwise fantastic game.

By all accounts, Krush's leadership on the bulletin board was the decisive influence in enabling world-class play by the World Team. The communal creation of an analysis tree bears striking resemblance to the process behind open source software, and the creation of Wikipedia content. While chess lovers can take from the game lessons in the opening, middlegame, and end game, fans of open collaboration can learn about the importance of courtesy, patience, inclusiveness, and the attribution of original ideas.

References

Smart Chess Online
(*http://www.smartchess.com/SmartChessOnline/default.htm*) has an analysis of the game by Krush and Regan under the Annotated Games index.

MSN Gaming Zone Archives
(*http://classic.zone.msn.com/kasparov/TodaysMove6-21.html*) allow one to replay the game move by move, with analysis and voting totals.

Barnet chess club perspective
(*http://www.gtryfon.demon.co.uk/bcc/drama/kaspvsrestofworld/kaspvsrest.htm*) has the relevant team links of the match at the time

Helpful Web Sites

http://www.uschess.org/beginners/letsplay.html
http://www.eusa.ed.ac.uk/societies/chess/Chess/Rules/pieces.html
http://homepages.ihug.co.nz/~Sacummin/
http://www.infochess.com/theory/
http://www.eudesign.co.uk/chessops/chesshom.htm
http://www.cs.odu.edu/~carr/chess/openings/base.htm

Play For Free Online

http://www.freegamesuproar.com

http://www.letsplaychess.com

http://www.redhotpawn.com/

Chess Glossary

active

A piece is active when it is able to participate in guards and attacks.

algebraic notation

A board location notation in which the ranks are numbered from 1 (white's home rank) to 8 (black's home rank), and the files are lettered from `a' (queen's rook's file) to `h' (king's rook's file), and spaces are denoted by their file letter followed by their rank number.

army

Collectively, a player's chessmen.

back rank

The rank containing the king's home space.

backward

Toward the player's back rank.

See also: forward.

battery

Two or more pieces supporting each other on the same line.

bishop

A species of chessman. Due to the way it moves, it always remains on the same color space as its home.

black

One of the two colors of chess spaces, pieces, and players.

See also: color, white.

board

The playing surface for the game. Comprised of an 8 by 8 square lattice of equal-sized square spaces. The rows are called ranks, and the columns are called files. The spaces are alternately black and white as one moves up a file, or across a rank. The space at the intersection of the first rank and the first file (conventionally, the lower-left space on the board) is black.

capture

When a piece is moved to a space occupied by an enemy chessman, the previous occupant is captured, and removed from play.

castle

A special move involving the king and one of the rooks. Also, an informal alternate name for a rook.

See: castle long, castle short, rook.

castle long

Castling involving the king's rook.

castle short

Castling involving the queen's rook.

castling on opposite wings

When one player castles short and the other castles long.

centerl

The four central spaces, at the intersection of ranks 4 and 5 and files d and e.

check

A guard against the opposing king.

See also: checkmate, double check, exposed check.

checkmate

Trapping the opposing king. The word `mate' comes from a word meaning `to kill'.

See also: check, trap.

chessclock

The special clock used in timed chess games.

chessman, chessmen

The name given to the objects that are moved around on the board during a game of Chess.

clock

Short for chessclock.

See: chessclock.

color

Refers not to the actual color of things, but to the fact that there are two distinct kinds of each, and these are given the names `black', and `white'.

See also: black, white.

combination

A sequence of forced moves leading to advantage.

correspondence chess

Chess played by postal or electronic mail.

demolition

Destruction of the pawn structure protecting the hostile king's by way of a sacrifice.

descriptive notation

See: English Descriptive Notation.

development

Moves that activate chessmen.

diagonal

The conceptual equivalent to a rank or file, but rotated 45 degrees. As ranks and files are to rooks, diagonals are to bishops. The long diagonals are the two diagonals that connect opposite corners of the board.

diagonal battery

A battery on a diagonal involving the queen and a bishop.

double check

The piece that moves ends up guarding the king, but its movement also exposes check by another piece as well.

See also: check, exposed check.

doubled pawns

Two pawns of the same color on the same file.

doubled rooks

A battery of two rooks.

draw

See: stalemate

en passant

French for `in passing'. A special pawn capture rule.

en pris

French for `in take'. When a chessman is threatened.

enemy

See: opponent.

English Descriptive Notation

An older notation where the files are referred to by side of the board (queen's or king's) along with the type of piece on the home rank at the beginning of the game (rook, knight, bishop). The ranks are referred to by the names 1 to 8 as with algebraic notation, but the counting is relative to the home rank of the player. So, each space will have two names: one when referred to by black, and another when referred to by white.

exposed check

When check is achieved indirectly. Most commonly, the piece that moves ends up in a position such that it guards the enemy king. But, if instead, the piece that moves gets out of the way so that some other piece guards the king, check has been exposed.

See also: check, double check.

fianchetto

When a bishop moves from its home onto one of the long diagonals.

flag

The time forfeit indicator on the chessclock.

forced mate

A forcing sequence leading up to checkmate.

forced move

When there is only one legal move possible. For example, when the king is in check, and there is only one way to remedy it. Sometimes also used to refer to a weaker situation when there is only one ``good'' move. For example, when the Queen is threatened and there is only one way to neutralize the threat.

forward

Toward the enemy's back rank.

See also: backward.

four-move checkmate

Another name for scholar's mate.

gambit

An opening involving a pawn sacrifice.

Gruenfeld Gambit

A chessman sacrificed by Black in the Gruenfeld Defense.

guard

A piece guards an enemy piece when the enemy piece is in a space that could be reached by it in the next move, without regard for the possibility that the piece under consideration may in reality be pinned in its current location.

Also, a piece can guard a friendly piece so that if the guarded piece is captured, the guarding piece can capture back.

See also: pin, threat.

half-open line

A line with no friendly pawn that does have an enemy pawn.

home

The initial space of a piece.

isolated pawn

A pawn which does not have any neighboring friendly pawns.

king

A species of chessman. The only one that may not be captured (because if it is not permitted to even be guarded, much less threatened, and as soon as it is not possible to remove such a guard or threat--called checkmate--the game is over).

kingside

On the half of the board containing the king's home. Files `e' to `h'.

See also: queenside.

knight

A species of chessman. The only one that can jump over other pieces.

Legall's Mate

A pattern that arises when one side sacrifices the Queen to checkmate with one bishop and two knights.

line

A rank, file, or diagonal.

line segment

A contiguous portion of a line. Maximally, an entire line; minimally a single space.

luft

A square left open in front of the king to prevent checkmate on the home rank.

major pieces

Queens and rooks.

man

Short for chessman.

mate

From the Persion mat (death).

See: checkmate.

material

Another name for chessmen.

mating attack

An attack that could leat to checkmate.

minor pieces

Knights and bishops.

move

A white ply followed by a black ply. Sometimes used to refer to a ply itself, when the ply is an occupation rather than a capture.

See also: ply, occupy.

neutralize

A guard or threat can be neutralized by one of three direct methods: (i) capture the offending enemy piece; (ii) interpose another piece; or (iii) move the piece away to a safe location. An indirect method is to create a greater threat for the opponent.

occupy

When a ply results in a chessman ending up in a space that did not already contain an enemy chessman, the piece occupies the space.

See also: capture.

open file

A file containing no pawns of either color.

open line

A line containing no pawns of either color.

open rank

A rank containing no pawns of either color.

opening

The first moves in the game, where the focus is usually on the development of the pieces.

opponent

White is the opponent of black and vice-versa.

passed pawn

A pawn for which its file is free of enemy pawns and the two neighboring files are free of enemy pawns forward of its rank. No longer can it be blocked or captured by enemy pawns (unless another capture brings an enemy pawn onto one of these ranks).

pawn

A species of chessman. The pawn is the only chessman that moves and captures in distinct ways.

pawn duo

Two friendly pawns in the same rank and neighboring files.

piece

A chessman that is not a pawn. Sometimes, the word `piece' is used in place of `chessman'. Usually context makes it clear which is meant.

pin

A chessman is pinned when it is not legal for it to move from its current location. Usually this is caused by an enemy piece being placed such that moving the chessman would expose the king to a guard by the enemy.

Also used to refer to a weaker case when it is not desirable to lose the more valuable piece behind it.

play

See ply.

ply

One play in a Chess game.

promotion

When a pawn reaches the back rank of the opponent, it is promoted to any other piece than a pawn or king.

queen

A species of chessman.

queenside

On the half of the board containing the queen's home. Files `a' to `d'.

See also: kingside.

rook

A species of chessman. Can participate in castling with the king.

sacrifice

A purposeful loss of a chessman in the interest of gaining some other advantage.

safe

A square which is not guarded by the enemy.

scholar's mate

Mate in four moves using the queen and bishop. Also called scholar's mate and four-move checkmate. One way it could be played is:

1. e4 e5
2. Bc4 h6?
3. Qh5 a5?? Could also be 3. Qf3 ...
4. Qxf7#

The particular moves of black are not important, just that they don't interfere with white's line of play.

shepherd's mate

Another name for scholar's mate.

Sicilian Defense

An asymetrical answer to White's 1. e4. First played in Palermo in the 1500's.

space

A board location that may be empty or contain a single chessman.

square

See space.

stalemate

When the player to move has no legal move, but is not in check, it is stalemate.

TODO: Other ways: repetition, etc.

starting rank

See: home rank

tie

See: stalemate

trap

A piece is trapped when it is threatened and the threat cannot be neutralized. Also, a series of moves by one player leading to an unfavorable position for the opponent.

See also: neutralize.

turn

See move.

unblocked lines

A line segment containing no chessmen.

unit

Another name for a chessman.

white

One of the two colors of chess spaces, pieces, and players.

See also: color, black.

win an exchange

When an enemy rook is captured at the loss of a knight or a bishop.

zeitnot

German term for a situation in which a player has little time to consider his plies due to time control.

zugzwang

From the German `compulsion to move'. A player foregoes immediate capture of compensating material for that just lost, and instead creates a larger threat the enemy must respond to, eventually achieving material (and perhaps positional) compensation.

Also, when every possible move worsens one's position.

zwischenzug

German for an in-between move.