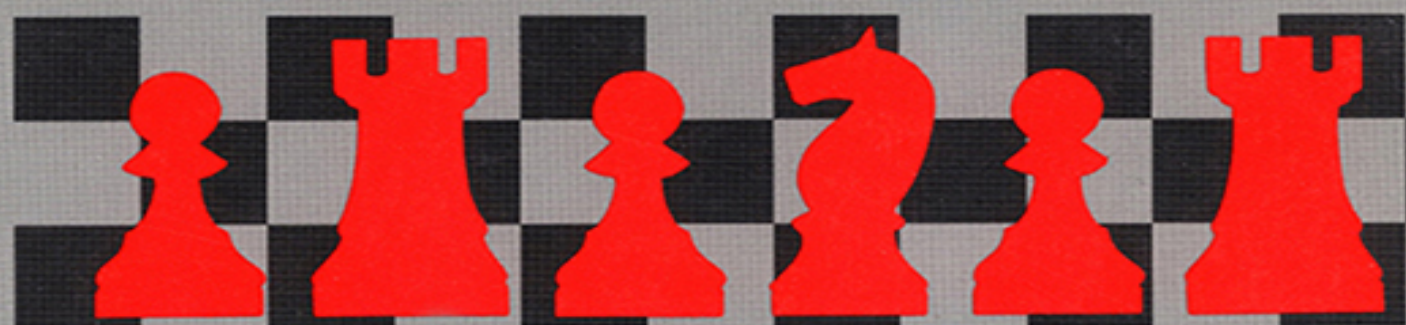




WINNING WITH THE KING'S GAMBIT

JOE GALLAGHER



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BATSFORD

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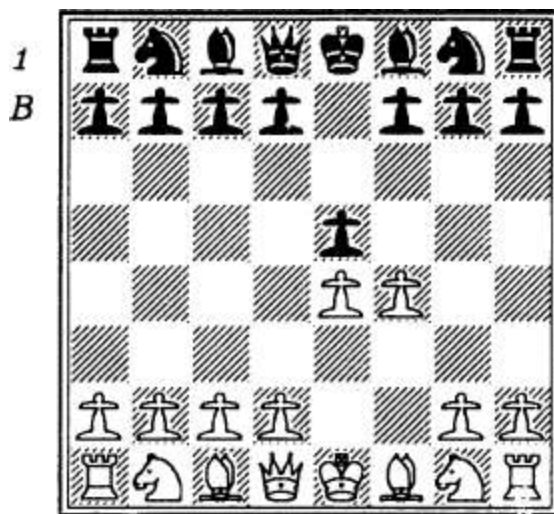
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Symbols

+	Check
++	Double check
!	Good move
!!	Excellent move
?	Bad move
??	Blunder
!?	Interesting move
?!	Dubious move
1-0	White wins
0-1	Black wins
1/2-1/2	Draw
Ch	Championship
ol	Olympiad
Corr.	Correspondence

Introduction

1 **e4** **e5**
2 **f4 (1)**



The King's Gambit is, of course, an opening with a great history, but for the larger part of this century it has been lying dormant, a rare visitor to tournament practice. However, I am inclined to take the optimistic view and regard its demise as purely a matter of fashion.

The Spanish Game (or Ruy Lopez, who incidentally was the first person to publish King's Gambit analysis) has now ruled the open game for countless years, but there is evidence that its reign could be drawing to a close. The last few years have witnessed an upsurge in the popularity of Scotch's, Vienna's and Four Knights', including at the highest level - Kasparov used the Scotch with success in his latest match with Karpov, and Short employed various antiquated systems in his most recent Candidates' tussle with Speelman, even a couple of King's Gambit Declineds by transposition. I believe it can only be a

matter of time before the King's Gambit (proper) joins in this revolution. I know that many players have been toying with the idea of introducing the King's Gambit into their repertoire, but have not yet found the courage to push that f-pawn two squares on their second move. My hope is that this book will help to allay many of their fears.

Winning With the King's Gambit, as the title should inform you, is a look at this opening from the White point of view. Whilst I have endeavoured to remain as objective as possible in my assessments of positions, much more time has been devoted to finding new ideas for White, rather than attempting to refute existing theory where White already stands well. I see this as a task for our future opponents.

The theoretical revival of the King's Gambit is really not that surprising, as it has always been based on sound positional principles. If Black accepts the gambit, then White is normally able to build a strong centre and if Black gives (or loses) the pawn back, White will also achieve a space advantage on the kingside. When Black plays to keep the material with... g5, then White usually does best to undermine the pawn chain as quickly as possible by playing h4 (see the chapters on Fischer or Kieseritzky, for example), forcing Black to advance... g4, which can often lead to a wrecked kingside.

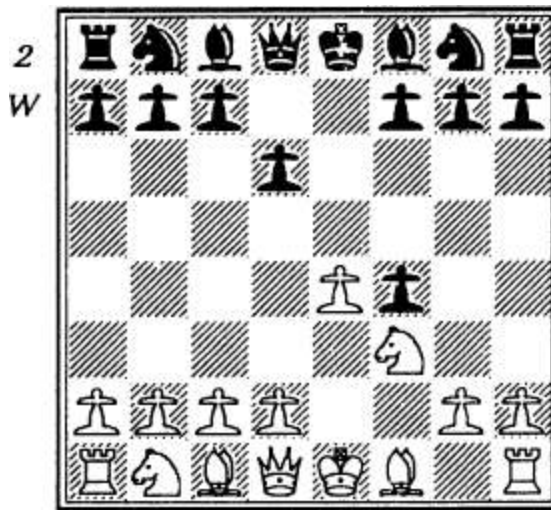
The format of this book is one which is becoming increasingly popular and involves studying the opening through a series of annotated games. This is extremely important, as it enables the reader to familiarise himself (or herself) with the middlegame positions (and occasionally endgames) which arise from the King's Gambit.

This is a book for the practical player (but also one who will appreciate the special buzz around this opening), and for that reason not all variations of the King's Gambit are included, but only those which offer White good chances of obtaining the advantage. However, the chosen variations have been analysed in depth, as often it can be just as important to know which variations are bad (and

why) as to which are good. The repertoire is based on the King's Knight Gambit, so my apologies to those fans of the Bishop's, and various other third move gambits, but my advice to you is to start playing 3 f3.

1) Fischer Defence

- | | | |
|---|---|---------------|
| 1 | e4 | e5 |
| 2 | f4 | ef |
| 3 |  f3 | d6 (2) |

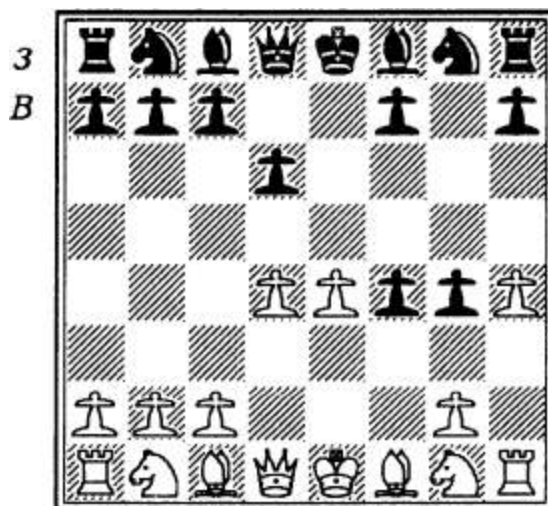


Over the last few years this variation has developed into the most popular way of accepting the gambit. Personally, I feel quite happy about this as Black seems to be struggling in most of the lines. I only hope that this chapter won't frighten off any potential opponents!

After his famous defeat against Spassky at Mar del Plata 1960, the great Bobby decided to refute the King's Gambit. In the summer of 1961, the *American Chess Quarterly* published his analysis. "A high-class waiting move", was how he described 3... d6.

The main point of the variation is demonstrated after the moves 4 d4 g5 5 h4 g4. White does not have the possibility of 6 Nxe5, as in the Kieseritzky Gambit. Therefore he has to go 'all in' with 6 Ng5 (not to be recommended, I'm afraid) or return to base with the rather sad-looking 6 Ng1 (3), when quite a comical position has arisen on the

board - after six moves neither side has managed to get a piece off the back rank!



At the moment, Black is a pawn up but f4 is seriously weak and, if White manages to restore material equality without any sideeffects, Black's punctured kingside will not allow him an easy game. Let's have a look at some games to see how Black attempts to solve his problems.

Game 1
Gallagher - Conquest
British Championship,
Blackpool 1988

1	e4	e5
2	f4	ef
3	♘f3	d6
4	d4	

White does have other possibilities, but 4 d4 is clearly the most critical. However, the plan of ♘c4 followed by d3 is also interesting and can be seen later in games 9 and 10.

4	...	g5
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Other moves have been tried from time to time without much success, for example: 4... ♖f6 5 ♖c3 ♖h5 6 ♗e2 (maybe 6 ♔d3, ♗d2 and 0-0-0) 6... ♗g4 7 0-0 c6 (7... g6 8 ♖d5) 8 ♖e1! ♗xe2 9 ♔xe2 g6 10 ♖d3 leaves White with a clear advantage.

5 ♗h4

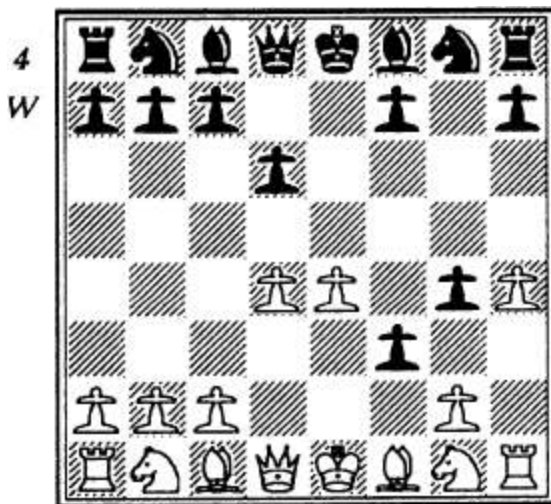
5 ♗c4 is illogical: if White wants to play this he should play it on the fourth move, as then Black is forced play... h6. The Dutch player Bosboom has experimented with 5 ♖c3, his idea being 5... g4 6 ♗xf4 and on with the game. His game with Ermenkov, Amsterdam 1985, continued instead: 5... ♗g7 6 h4 g4 (6 ... h6 should be considered) 7 ♖g1 ♖c6 8 ♗b5 ♗d7 9 ♗xc6 bc 10 ♗xf4 ♖e7 11 h5 with advantage to White. Further tests awaited!

5 ... g4

6 ♖g1

As already mentioned, 6 ♖g5 runs into trouble. Not because of 6... h6 though, as after 7 ♖xf7 White has a decent version of the Allgaier Gambit (if there is such a thing), but 6... f6! and after 7 ♖h3 gh 8 ♔h5+ ♔d7 9 ♗xf4 ♔e8! 10 ♔f3 ♔d8 White doesn't have enough for the piece (Fischer).

6 ... f3!? (4)



Black decides to give back his pawn in order to disrupt the white kingside. The other possibilities: 6... ♖f6, 6... ♗h6 and 6... ♔f6, will be considered in games 4 to 8.

7 gf

7 ♗g5 can be seen in games 2 and 3, whilst 7 ♗e3 occurred in the game Popovic - Spassky, New York 1986. However, after 7... ♗e7 8 ♗f2 ♗f6 9 gf ♔g8 10 ♗g2 ♗c6 11 ♗c3 gf 12 ♗xf3 ♗g4, Black had the initiative

7 ... ♗e7

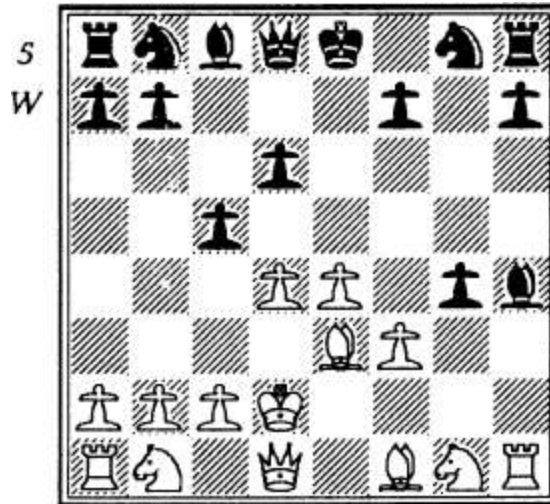
8 ♗e3

This sensible developing move minimises the disruptive value of the check on h4. During the game I was sorely tempted to play 8 h5 but couldn't quite summon up the courage to do so. Only Mark Hebden has, in his game with R. Alvares, Costa del Sol 1987, which continued: 8... ♗h4+ 9 ♔e2 (Not such a pretty place for the king, but we still have our h-pawn) 9... gf+ 10 ♗xf3 ♗g4 11 ♔d3 ♗c6 12 c3 ♗e5+?! (I have a vague memory of looking at 12... f5 with Mark and after 13 ♗h3 fe+ 14 ♔xe4 ♗f6+ 15 ♔d3 coming to the conclusion that Black's king was in more trouble than White's. Maybe we were drunk!) 13 de de+ 14 ♔e3! ♔xd1 15 ♗b5+ c6 16 ♔xd1 cb 17 ♔d5 and White had the better endgame.

8 ... ♗xh4+

9 ♔d2 c5! (5)

This new idea of Conquest's certainly seems to be Black's best try. After 9 ... ♗c6 10 ♗c3 ♗f6 (or 10... ♗g5 11 f4 ♗f6 and White's centre is stronger than Black's passed pawns) 11 ♗b5 ♗d7 12 ♗xc6 bc 13 fg White held the advantage in Gallagher - Konrad, Lloyds Bank 1985.



10 ♔c1!?

10 c3 also deserves consideration, but at the time I was afraid that I wouldn't be able to support my centre, as it would come under heavy pressure from moves such as ... ♖c6, ... ♗f6, ... ♔b6 etc.

10	...	cd
11	♔xd4	♗f6
12	♔d2	♖c6
13	♖c3	♗e6
14	♖d5	♗xd5?!

After this, White has very good play for the pawn; 14... ♗g7 looks better. I'm sure White has some compensation, but the position is such a mess it is hard to define exactly what. Maybe it's his safer king!

15	ed	♖e5
16	f4	♖d7
17	♔h5!	

Black is prevented from connecting his passed pawns.

17	...	♖e7
18	♗e2	g3

19 a4!

White continues developing in beginner's fashion with his second rook about to enter the fray along the file.

19 ... a6

Black doesn't want to have to concern himself with any ♗b5+'s.

20 ♖a3 ♖c8

21 ♗d4 ♖g8

22 ♖xh7?

I set off on a false trail. With 22 ♖e3! White has the better chances.

22 ... ♘f5

23 ♗h5 ♗xd4!

Not 23 ... ♗xd4? 24 ♖e3+.

24 ♖xf7 ♔b6!

Black is not afraid.

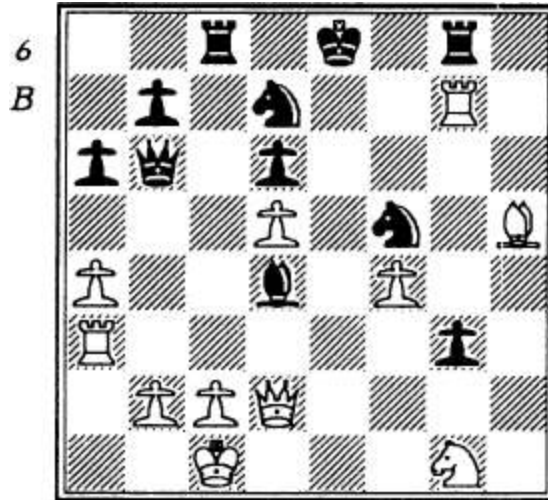
25 ♖g7+ (6)

25 ... ♔d8!!

Black is willing to invest an enormous amount of material to keep the game going.

26 ♖xg8+ ♔e7!

27 ♔e2+ ♘e5!



28 ♖xc8

Both sides now had very little time remaining until move 40, which made the game even more random. White's great material advantage is offset by the amazing lack of co-ordination between his pieces.

28 ... ♜xb2+

29 ♔d2 ♕xg1!

30 fe

Loses, but what else?

30 ... ♜c1+

31 ♔c3 ♕d4+

32 ♔b3 ♕b2+

33 ♔c4 b5+

34 ab ab+

35 ♔d3 ♕d4 mate

One of the advantages of the King's Gambit over other, more mundane, openings, is that even when you lose it can occasionally be enjoyable.

Game 2
Gallagher - Bode
Bad Wörishofen 1991

1	e4	e5
2	f4	ef
3	 f3	d6
4	d4	g5
5	h4	g4
6	 g1	f3
7	 g5	

To my knowledge, this is the first time 7  g5 had been played in a serious game.

7	...	 e7
8	 d2	f6

This can't be good, but the alternatives don't look rosy either.

(a) 8...  xg5 9 hg and the black squares on the kingside are already terminally ill.

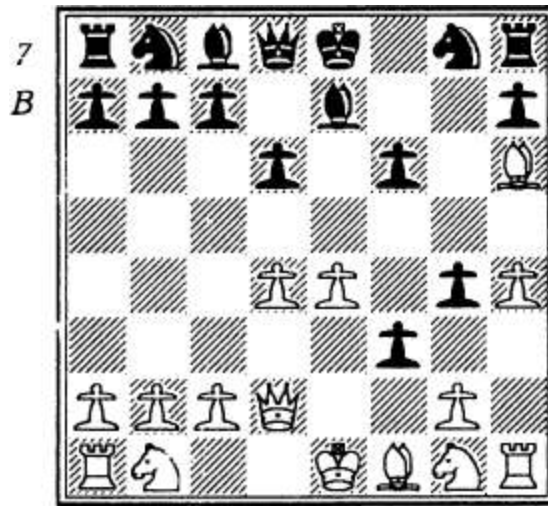
(b) 8... f2+ 9  xf2 (9  xf2!?) 9...  f6 10  d3! (This vacates the f1-square for the king) 10... g3+ 11  xg3  g8 12  f2  g4+ 13  f1 and White stands clearly better, for example: 13...  xg5 14 hg  xg5 15  xg5  xg5 16  xh7  e3+ 17  f2  xg2+ 18  xe3  xg1 19  h8+  d7. A very curious position has arisen with both sides having terrible problems completing their development. However, the weakness of the black f-pawn enables White to gain a decisive advantage with 20  f8!

(c) 8... h6 is examined in game 3.

9  **h6! (7)**

Black had banked on something like 9  e3 f5 with a good game. Now 9  h6 f5 10  g7!  xh4+ 11  d1 and any compensation Black

appears to have is just illusory. For example: 11... f6 12 ♖xh8 ♗g5 13 ♔e1! By skilfully manoeuvring his king and queen, White has achieved a won position. If now 13... d5, then 14 gf gf 15 ♖xf3 ♗g4 16 ♗e2!; or 11... ♗f6 12 ♖xh8 ♗xh8 13 ♔xh7 (or 13 gf) wins for White.



9 ... ♖xh6

10 ♔xh6 ♗e6

10 ... f2+ is possible, but it is not clear if it helps Black at all.

11 gf

11 ♔h5+ ♗f7 12 ♔xg4 is an alternative, but I didn't want to let the initiative slip away.

11 ... gf

After 11... d5, I intended 12 ♗c3 de 13 o-o-o ef and then deciding between 14 ♔h5+ ♗f7 15 ♔xg4 or 14 ♔e1. Both seem to be good for White.

12 ♗xf3 c6

Black has to work hard to try and develop.

13 ♗c3 ♔a5?

It was essential to play 13... ♗f8! 14 ♔d2 h5 to prevent White from castling. Even then, after 15 ♔f2! ♗h6 16 ♗d2, White's

superiority is evident.

14 ♖g5! fg

15 ♔xe6 ♖d7

16 ♗c4!

Stronger than 16 ♗h3 ♖f8.

16 ... ♔f8?!

A better chance was 16... gh as now 17 o-o-o? ♔g5+ 18 ♔b1 o-o-o. White should instead play 17 e5! and if 17 ... d5 18 ♗e2 or 17... de 18 o-o-o and Black is unlikely to survive for very long, e.g. 18... ed 19 ♔xd4 ♔g5+ 20 ♔b1 o-o-o 21 ♔hd1 and wins.

17 o-o-o gh

Black is dreaming of escaping by... ♔g5+ and... o-o-o. However,

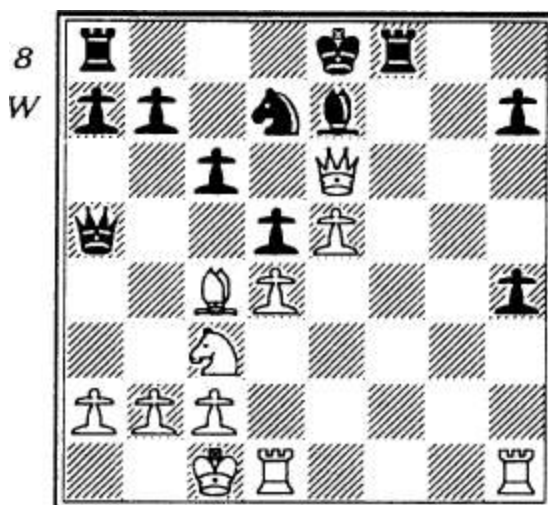
18 e5!

This cuts all communications.

18 ... d5 (8)

19 ♗xd5! 1-o

19... cd 20 ♖xd5 ♔d8 21 ♔hf1 and Black is totally paralysed; or alternatively 19... o-o-o 20 ♔xe7 cd 21 ♔xh4 and White will soon be two pawns ahead with a good position.



Game 3
Gallagher - Ziatdinov
Lenk 1991

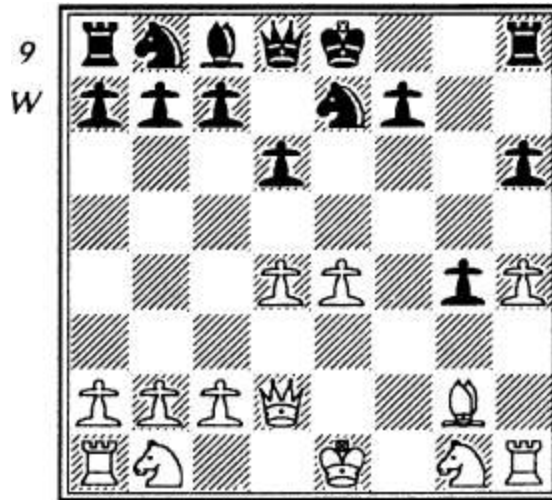
1	e4	e5
2	f4	ef
3	 f3	d6
4	d4	g5
5	h4	g4
6	 g1	f3
7	 g5	 e7
8	 d2	h6
9	 xe7	fg

This is better than 9... xe7 10 gf g6 11 h5 with advantage to White; or 9... xe7 10 c3 and again Black has an unenviable position (10... d5 doesn't help: 11 o -o-o de 12 xe4!).

10	 xg2	 xe7 (9)
11	 c3	

For the pawn, White has a lead in development and a strong centre; when you add this to Black's weakened kingside, you can already see the writing on the wall.

11	...	 g6
12	 f2	 d7



This is a very strange move. My opponent said he didn't like his position after 12... h5, but this is no excuse for allowing yourself to be pushed around.

13 h5 ♘gf8

14 ♗ge2

White keeps open the option of castling short. Even though his king will feel less secure on the kingside, the swift placing of the rooks on the e- and f-files would be telling.

14 ... ♔f6

15 ♔g3 ♘e6

After 15... ♔g5 16 O-O it is dangerous to take the h-pawn, e.g. 16... ♔xh5 17 ♗f4 ♔a5 18 ♗fd5! (threatening b4) 18... c6 19 ♔xd6 cd 20 ♗xd5! ♗g6 21 b4! winning. If Black had tried 17... ♔g5, then 18 ♗fd5 ♗e6 19 ♖f5 with an enormous attack.

16 O-O-O ♔g5+

17 ♔b1 ♗f6?!

Black gets greedy, but good moves are hard to come by.

18 e5!

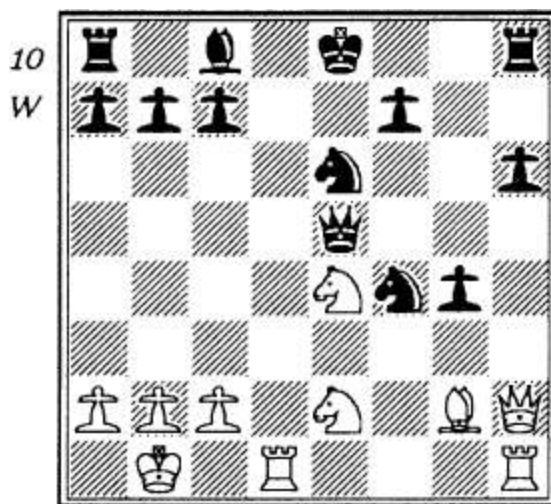
Of course.

18 ... de

18... ♖xh5 19 ♔h2 ♖hf4 20 ♗e4 g3 21 ♗2xg3 with a winning attack.

19 de ♗d7

Now if 19... ♖xh5 20 ♔h2 (20 ♖xh5 followed by ♗e4 also looks good) 20... ♖hf4 21 ♗e4 ♔xe5 (10)



22 ♖d5!! There's no answer to a move like this.

20 ♖d5!

I thought an awful long time as there were a number of tempting alternatives:

(a) 20 ♗e4 ♔xe5 21 ♖xd7 ♖xg3 22 ♗f6+ ♔f8 23 ♗xg3 ♗xd7 24 ♗xd7+ ♔e7 25 ♗e5 with a clear advantage for White. But I wanted more than this.

(b) 20 ♖xd7!? ♗xd7 21 ♗e4 ♔e7 22 ♗f6+ with a very dangerous attack, but then I thought "why sacrifice at all?". After 20 ♖d5, White has an attack of similar strength, but is only a pawn down.

20 ... c6

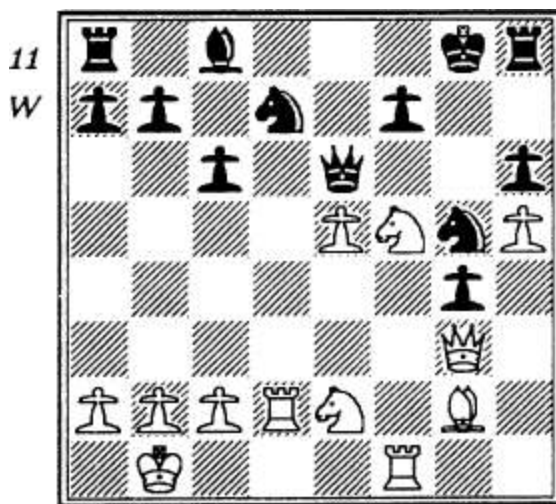
21 ♗e4 ♔e7

21... ♔g7 is no better. At the board I was considering the exchange sacrifice 22 ♖xd7 as 22... ♗xd7 loses to 23 ♗f6+ ♔e7 24 ♖d3!; but 22... ♔xd7 is a much tougher nut to crack: 23 ♖d3+ ♔c7 24 ♖d6+

♔b6 25 ♘2c3 a5! and I can't see any forced win for White. Therefore it's better not to 'sac' the exchange and play instead 22 ♘d6+ ♔f8 23 ♚a3! Black is forced to play 23... c5, as 23... ♔g8 loses to 24 ♘xc8 cd 25 ♘e7+ ♔h7 26 ♚d3+.

22 ♖d2 ♘g5
 23 ♘d6+ ♔f8
 24 ♘f5! ♚e6
 25 ♖f1 ♔g8 (11)

This allows White to win a piece, but there was nothing better.



26 ♖d6! ♚xe5

Otherwise Black will quickly get mated.

27 ♖xd7! ♚xg3

27... ♚xe2 28 ♖d8+ ♔h7 29 ♖xh8+ ♔xh8 30 ♚c3+! is the main point.

28 ♖d8+ ♔h7

29 ♖xh8+ ♔xh8

30 ♘fxg3!

This removes Black's last hope of counterplay.

30 ... ♘e6

31	 c1	 e8
32	 f4	 c8
33	 d2	 e5
34	 d4	 h7
35	 f1!	c5
36	 xd3+	 h8
37	 df5	 e6
38	 xh6	 f3+
39	 c3	b5

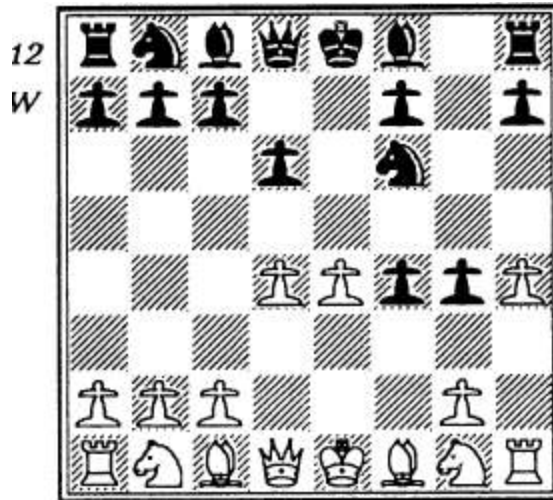
Threatening mate!

40	b3	c4
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Black continues till the bitter end. The remaining moves were: 41 bc bc 42  **xc4**  **e3+** 43  **b2**  **xc4** 44  **xc4**  **e5** 45  **c8+**  **h7** 46  **hf5**  **f3** 47  **c7** **a6** 48 **a3**  **f4** 49  **e7**  **c4+** 50  **c3**  **xa3** 51  **xf7+**  **h8** 52  **e7**  **b5+** 53  **d3** **a5** 54  **h4**  **g8** 55 **h6**  **f7** 56  **e4**  **h7** 57  **hf5**  **a7** 58  **xg4** **a4** 59  **e4**  **a6** 60  **g7+**  **h8** 61  **g5**  **d6** 62  **e7** 1-0.

Game 4 Hebden - Borm Orange 1987

1	e4	e5
2	f4	ef
3	 f3	d6
4	d4	g5
5	h4	g4
6	 g1	 f6 (12)



Black launches a counterattack against the white e-pawn and hopes that this will give him time to defend with ♖h5.

7 ♖xf4!?

It looks strange to give up a central pawn for the one on f4, which might drop off anyway, but as always in this type of position Black's extra pawn is virtually useless.

White's main alternative is 7 ♔d3, after which Black should play 7... d5 (of course 7... ♖h5 loses to 8 ♔b5+) 8 e5 ♖h5 (8... ♖e4 occurred in Gallagher - Westerinen, Metz 1987, and after 9 ♖xf4 c5 10 ♖d2 ♖c6 11 ♖xe4 de 12 ♔xe4 ♔xd4 13 ♔xd4 ♖xd4 14 o-o-o, the game was roughly level) 9 ♖e2 ♖h6! (9... ♖e7 10 ♖xf4 c5 11 dc ♖c6 12 ♖bc3 ♖xf4 13 ♖xf4 ♖xe5 14 ♔e3 ♖f6 15 ♖cxd5 o-o 16 o-o ♖g7 17 ♖h5 ♖d7 18 ♖e7+ ♔h8 19 ♖xg7 ♔xg7 20 ♔xd7 1-0 Gallagher- Sanz,Gijon 1988) 10 g3 and now Bangiev gives 10... ♖c6! with a fully satisfactory game for Black. For example: 11 ♖xf4 (11 ♖g2 ♖e7 with the idea of... ♖f5) 11... ♖xf4 12 ♖xf4 ♖xf4 13 gf ♖e7 with a good blockade on the light squares.

7 ... ♖xe4

8 ♖d3!

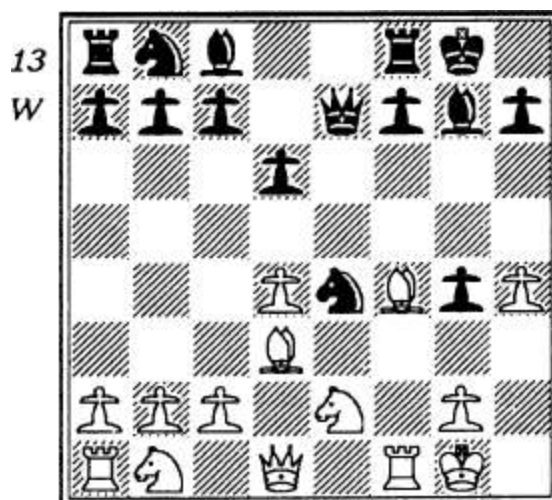
An improvement on the previously played 8 ♖c3, which leads to unclear play after 8... ♖xc3 9 bc ♖c6 10 ♖d3 ♖e6!

8 ... ♔e7

Hebden - Psakhis, Moscow 1986, continued 8... f5 9 ♘e2 ♘g7 10 ♘xe4 fe 11 ♘g5 ♘f6 12 ♘bc3 ♘xg5 13 hg ♔xg5 14 ♘xe4 ♔e3 15 ♘f6+ ♔d8 16 ♔d2! ♔xd2+ 17 ♔xd2 ♘c6 18 ♔af1 and White eventually picked up the two kingside pawns and won a long ending.

9 ♘e2 ♘g7

10 o-o o-o (13)



11 ♘xe4!

After this White's lead in development begins to take serious proportions.

11 ... ♔xe4

12 ♘bc3 ♔c6

13 ♔d2 d5

Black has to stop 14 ♘h6.

14 ♘g3 ♔f6

This move demonstrates the dire situation that Black is already in. Unable to find a satisfactory way of getting his pieces out, he decides to indulge in a spot of pawn hunting instead.

15 ♘e5 ♔xh4

39	♔c3	a5
40	d4	♞c6
41	d5	♞e5
42	♔d4	f6
43	d6	h5
44	♔d5	♔e8
45	♔e6	1-0

McDonald certainly hadn't expected his first - King's Gambit to provide one of his best positional games!

Index of Variations

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D)

2... ♖f6 186

2 ... ♔h4+ 189

3 ♖f3 and now:

A) 3 ... d6

B) 3 ... ♖e7

C) 3 ... g5

D) 3 ... d5

E) 3 ... ♖c6

F) 3 ... h6

G) 3 ... ♖f6

H) 3 ... Others

A)

3 ... d6 4 d4 g5 5 h4 g4 6 ♖g1 f3 7 gf 11 11

7 ♖g5 ♖e7 8 ♔d2 f6 13

8 ... h6 14

6 ... ♖f6 17

6 ... ♖h6 7 ♖c3 c6 19

7 ... ♖e6 22

7 ... ♖c6 25

6 ... ♔f6 28

4 ♖c4 h6 5 d3 g5 6 g3 ♖h3 31

6 ... g4 34

B)

3... . ♖e7 4 ♖c4 ♖f6 5 e5 ♖g4 6 d4 39

6 o-o 42

4 ♖c3 ♖f6 44

4 ... ♖h4+ 5 ♔e2 c6 46

5 ... d5 49

C)

3.. . g5 4 h4 g4 5 ♖e5 h5 53

5 ... d5 55

5 ... d6 56

5 ... ♖g7 59

5 ... ♖f6 6 ♖c4 d5 7 ed ♖d6 8 d4 ♖h5 63

8 ... o-o 67

6 d4 d6 7 ♖d3 ♖xe4 →

8 ♖xf4 ♔e7 9 ♔e2 ♖c6 10 c3 ♖f5 11 ♖d2 ♖xd2 73

11 ... O-O-O 76

D)

3 ... d5 4 ed ♖d6 78

4 ... ♗f6 5 ♜c4 ♗bd7 81

5 ... ♜d6 84

5 ... ♗xd5 6 O-O ♜e7 86

6 ... ♜e6 91

5 ♜b5+ c6 6 dc bc 95

6 ... ♗xc6 7 d4 ♜d6 8 ♔e2+ 99

8 O-O 101

E)

3 ... ♗c6 4 ♗c3 g5 5 h4 g4 6 ♗g5 h6 7 ♗xf7 ♔xf7 8 d4 d5 109

8 ... f3 111

5 d4 113

F)

3 ... h6 4 d4 118

4 b3 121

G)

3 ... ♗f6 4 e5 ♗h5 5 ♜e2 124

5 d4 127

H)

3 ... ♗e7 130

3 ... f5 131