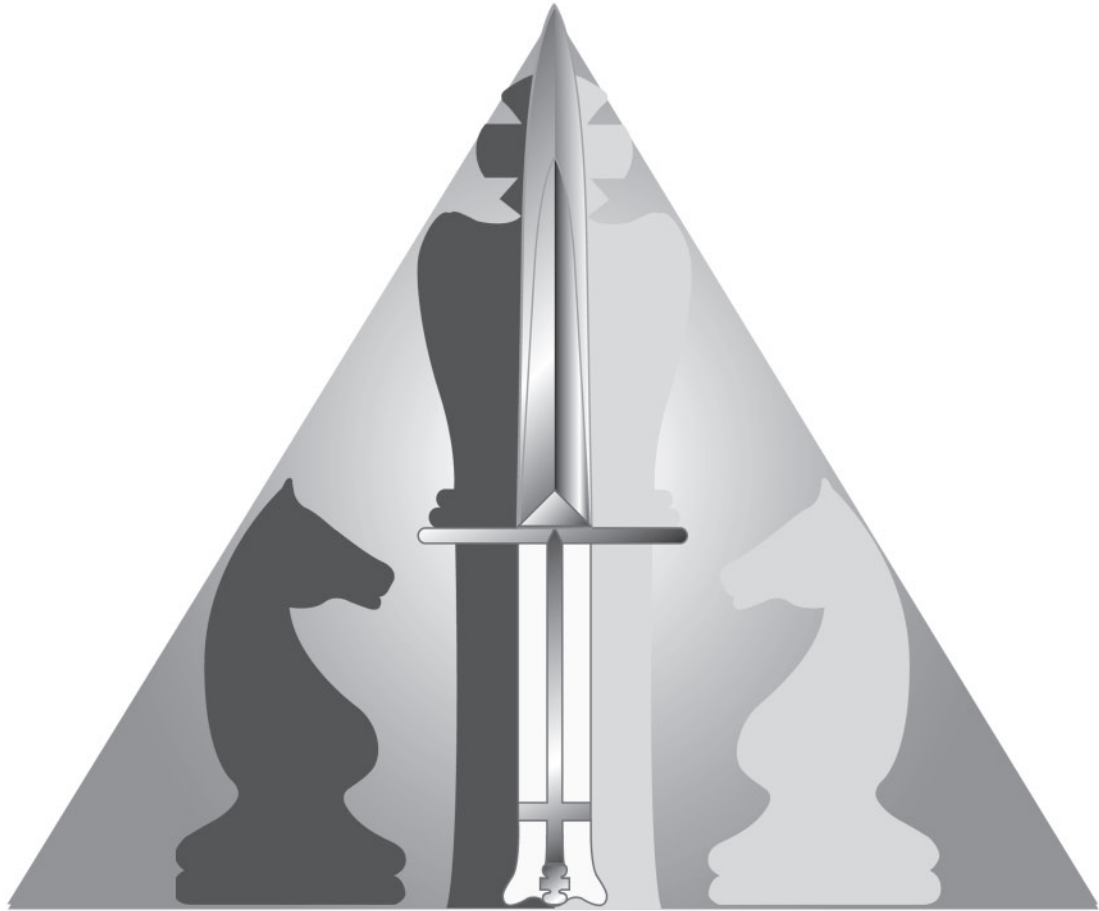


THE BEGINNER'S GAME



by

PAFU

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Preface to The Beginner's Game

Read this book carefully and you will master the game of chess. If you are new to chess, you will learn to play fast! In a few minutes you will play the opening moves of the game as well as anybody. In a few hours, you will play with confidence well beyond the opening. In the few weeks it will take you to go thru this book, from a complete beginner you will become a solid player, able to confront even the strongest opponents, and offer them a tough game.

If you already play chess, then take this book seriously, because it challenges all of chess opening theory and practice. This system is better than anything you play now, or have ever played. You are challenged to put your favorite opening, or any opening for that matter, against this system. After the opening, you will have no advantage. In the ensuing game, against an opponent of equal strength, your chances of winning will prove to be less than his.

Try this system and you will be convinced of its validity. It is incredibly strong: On defense it is practically invulnerable. On offense it generates multitudes of dangerous attacks. Games that result from play with this system are of the highest quality, technically and artistically.

This completely new and radically different system has a most remarkable property: in most games, with white or black, the same openings can be played out in standard form, regardless of what your opponent does. He simply cannot prevent you! And anything he plays, any conceivable opening, does not prove better than your standard game.

It is a startling claim, but all the evidence accumulated to date firmly supports it - it is the best system that has ever been found for playing the game of chess. Not only that, it is quite possibly the best system that exists, the optimal way to play the game.

It is a wonderful and inspiring discovery. It is something incredibly simple, in the midst of incredible complexity, a true jewel of great and eternal beauty. And it was there all along, passed over by hundreds of millions of people, until someone who was looking for it found it.

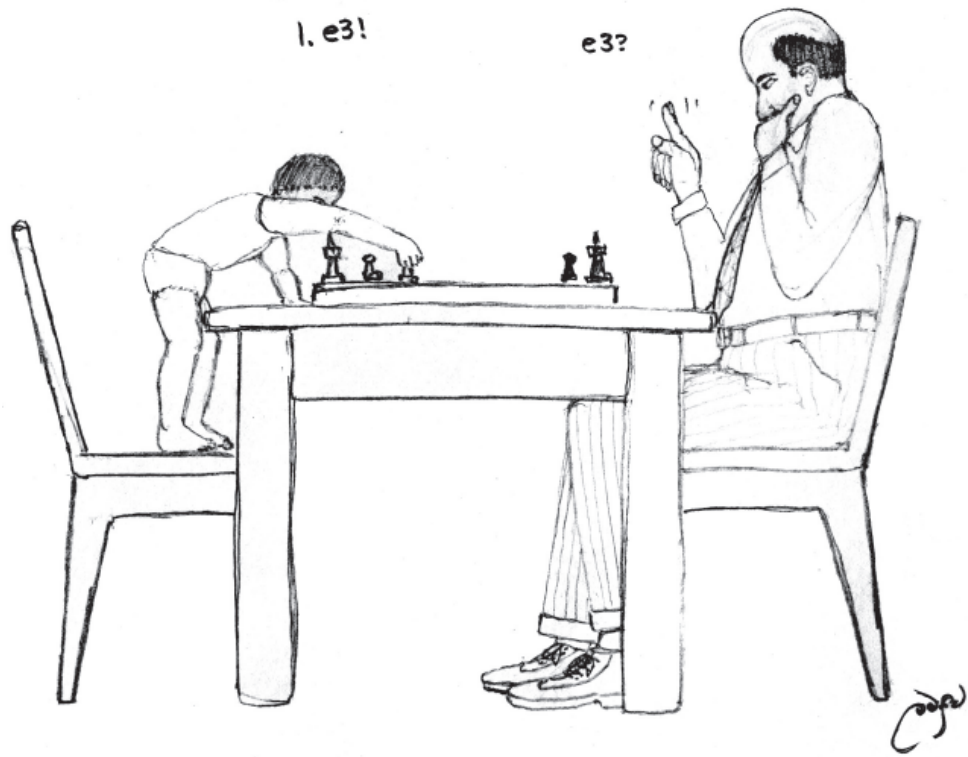
It is the greatest discovery ever made in chess, one that will change forever the way the game is played. And in the sense that chess has always been one of the most important of all human intellectual pursuits, it is in fact one of the greatest discoveries in human history!

Read on!

**Great Are Thy Gifts
Lord
He Who Loves You
Lives**

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1. e3!

e3?

Handwritten signature

1. Introduction: The Easiest and Best way to Play Chess Ever Found!

A truly amazing and most unexpected discovery has been made: a new system of playing chess that is absolutely the simplest imaginable! It is incredibly easy to learn: even those who have never played before can master the basic opening in a matter of a few minutes. In a few hours anyone can learn a large number of strong related variants, and develop a good sense of how to play during and after the opening, at least thru the first 12 - 15 moves. It is, with absolute certainty, the best system ever found for those learning to play the game of chess.

At the same time, this system is one of the strongest that has ever been seen, even for serious chess at championship level! In a thousand games played at master level this system has proved its worth, compiling an impressive record of wins against every imaginable style of opponent play. Given the ease with which it can be learned, It is therefore the quickest way to improve for everyone who already play chess, whatever their current level of expertise.

This system is totally new, it has never been presented or described before this publication. It is not an improvement or a development of any existing method, but a brand new, amazingly strong, and easy to play system, based on simple rules for playing the chess opening.

This system is unbelievably strong, both on defense and offense. It has a number of remarkable properties rarely seen before in chess openings, that make it truly unique. Among these are that it can be played by both white and black indifferently, and that the openings can be carried out in most cases in standard form, irrespective of how the opponent plays.

The basic opening is called the Beginner's Game, and the set of related variants on the opening is called the B-system. They all respect the same simple set of rules for opening play that distinguishes them from openings used before. Together, they challenge all of classical chess opening theory and practice, and in the hands of a competent player, emerge victorious.

Suitable for Beginners, Intermediate, and Advanced Players Alike

If you have never learned to play chess before, consider yourself fortunate - you have been spared years of drubbing by everyone better than you, while you struggled to learn the complex labyrinth of chess openings. Instead you can memorize in a few minutes the Beginners Game, which guarantees you a successful opening. The author has taught the Beginner's Game to people with no familiarity with chess (and even an aversion to learning to play!) and seen them playing quite well after a few games. A beginner can now play the openings like a professional!

For intermediate players, this system is a godsend. From the occasional to the serious club player, all have most difficulty with the openings. It is there that the better players take most advantage of them, wrecking their plans, and putting them at a disadvantage after only a few moves. Using their knowledge of the openings, better players push their adversaries away from the more familiar lines, present difficult tactical situations and traps, force disadvantageous exchanges, and in general, disorient and discourage their adversaries. Most occasional players do

not have the time or interest to study the openings, so condemning themselves to mediocrity. Do they really have to digest the entire body of opening theory to play well? It's just a game, right?

The chess opening can be immensely complicated and unbelievably difficult. Until now it has generally been assumed that the only way to succeed in this phase of the game is by laborious study and meticulous imitation. This system frees you from that drudgery, allowing you to master the chess opening in the least time imaginable. It is enough to follow a few simple rules, keep in mind a few useful examples, and develop your own experience. With these, you will pass intact thru this most difficult and dangerous phase of the game. And you will do it by deploying according to plan, and without allowing your adversary to develop any advantage.

Advanced players, including professional chess players, will be amazed by this system of openings. It is truly exceptional, having properties that distinguish it from anything known previously in chess. These unique properties give a player of the system a real advantage over any rival of comparable strength. You play your game, not your adversary's. You control the nature of the game, closed or open, quiet or full of risks, where and when attacks are made, all the characteristics of play. You will also be able to anticipate the middle game well past the usual limits, extending your preparation deep into the game. In addition, you are sure to find among the great diversity of variants in this opening system many that suit your preferred style of play.

Chess analysts will find a wealth to explore in the Beginner's Game and its related system of variants. The Beginner's Game is a kind of resonance point in chess, with many fascinating properties to discover and understand. There is so much to explore, so much to experiment. Analysts will find much to research in the tuning of the system, such as selection of suitable variants to counter sharper adversary play. Finding best defenses to the Beginner's Game and other B-systems openings is a fascinating quest, not just for analysts, but for players of all levels.

Here then, is something for everyone, from beginners thru all grades of intermediate players, up to the top contenders for championship tournaments. By adopting this new system you are guaranteed to enrich and improve your game.

A Completely New Philosophy and Practice of Chess

The Beginner's Game in particular, and the B-systems openings in general, are not a complement to existing chess practice. They are a new framework for playing chess, that did not exist in any real form until the present. Rules defining sound opening play have been difficult to formulate in the past; now they are made clear and understandable for all.

The Beginner's Game is completely new: it has not been presented or described before by anyone. There have been a few well known players who experimented with a related approach to opening play however, and deserve mention. A few names of those who have played something similar would include Nimzovitch, Reti, Petrosian, Larsen, and Spassky, all well known protagonists of modern openings. But even this elite vanguard of highly innovative players did not find this incredibly simple but supremely powerful system of playing chess.

In conventional chess the opening is a race to control the center of the chessboard, and quickly develops into skirmishes to fight for that 'high ground.' The Beginner's Game is a tactical redeployment of one's own forces, in order to arrive at a solid position for the ensuing conflict. It does not contest the center, avoids all engagement, and shows little or no reaction to the opponent's play. In this sense the Beginner's Game is not just a new chess opening, it is a new concept of what the opening in chess is all about.

As the Beginner's Game is occupied with its development only, the opponent is free to pursue whatever development he desires. The resulting adversary openings are typically classically perfect deployments of the pieces and pawns, the strongest configurations that can be imagined. They are certainly the strongest conventional openings that have ever been seen in chess. Almost all of them are quite impossible to achieve in normal play, where their aggressive deployments would be challenged and restricted.

The Beginner's Game therefore typically faces an opponent who has deployed more powerfully than is normally possible in the chess opening. In no sense can its superiority be attributed to any deficiency on the part of the adversary, quite the contrary. But the Beginner's Game confronts without any difficulty any classical opening, even more enlarged and more aggressive versions of them. In fact it confronts any conceivable opening on the part of the adversary! And it has proved to be stronger than any of them! All of this defies the imagination, but it appears to be undeniably true.

The Beginner's game is not a rote opening: it has an enormous variety of ways of playing it. So also do the openings in its related system of variants, which introduce different moves into the standard opening, using the system rules. This system constitutes a subspace of the possible openings, that has been largely unexplored until now. Almost all of the openings in this system are new, and almost all of them are playable. Many of them, and certainly the Beginner's Game itself, are among the best openings that have ever been found in chess.

All the openings in this new system respect the same simple and easy to learn rules for opening play. All openings, like the Beginner's Game itself, strive to produce predetermined positions after the opening. To achieve this, they must resist adversary play, either as attacks during the opening, or as preparations for attacks following their deployment. Amazingly, the rules of the system seem to result generally in deployments with this strong aspect of near independence of one's opening to the adversary play.

As the Beginner's Game goes about its business of building a solid defense, it reveals as little as possible to the adversary, concerning either its final defensive position, or its possible lines of attack. The philosophy of the Beginner's Game is this - give the opponent nothing to attack, nothing to engage, no basis for orienting a counter strategy. At the same time, it develops and maintains full options for its own defense and offense, as always to a large degree irrespective of the opponent's play.

The author is convinced that, on the defense, the Beginner's Game is absolutely the best opening in chess! It is like an across-the-board castle position, a fortress that resists all attacks. It rarely needs to modify its opening moves, except when forced to make exchanges, that bring its adversary no tangible gains. The Beginner's Game really has no weak points: however it is attacked, it will resist. This has been proved in extensive experiments, against every conceivable style of opposing play. So the Beginner's Game and its related system should appeal to all players who like to maintain a solid defense and keep the game under control.

The Beginner's Game and the B-system openings concentrate in the first moves on building a solid defense; only when this is complete do they pass to the offensive. This appears to be a sensible way of playing the opening, to complete one's own development before confronting the adversary. But in no sense do they lose their attacking potential for subsequent play; on the contrary, these are all highly aggressive openings. The compact defensive formations of the Beginner's Game and B-systems openings uncoil naturally into strong attacks on a broad front, which the adversary can never totally prevent.

The author is convinced that, on the offense, the Beginner's Game is absolutely the best opening in chess! It always develops dangerous attacks, from an impressively large selection of possible lines. A player of the Beginner's Game is never at a loss finding ways to attack. Once an attack starts, it is almost always effective in gaining space. These advances quickly produce favorable positions from which any experienced player can apply his skills to obtain a decisive advantage. So, the Beginner's Game and its related system will also appeal to all players who like to maintain pressure on their adversaries with an aggressive attack.

All these claims defy the imagination, but the evidence accumulated to date firmly supports them. The Beginner's Game and the B-system is simply the best system ever found for playing chess, on defense, on offense, and in every other sense! At the same time it's also the simplest!

One might guess that an easy to learn standard opening might result in dull games, probably tending towards drawn results. Exactly the opposite is true - the Beginner's Game and the B-system openings result in brilliant games of superior quality, sparkling with possibility, and rippling with danger. They are true showcases for virtuosity, and anyone who loves chess will soon find himself in a hitherto unknown universe of fascination!

Characteristics of Play

The same characteristics of play are almost always evident with this system: the defense is solid, and there are plenty of opportunities for attacking. These openings are therefore suitable for attacking and defending players alike. On the defense, they offer little weakness, and a great flexibility of options for the consolidation of a solid position. On the offence they are extremely strong; regardless of how the adversary plays, powerful attacking lines are always present.

In games using the system, there is almost never a rout of a defensive position, or games in which strong attacks after the opening are not present. Moreover, the losses recorded do not

seem to result from any demonstrable weakness following the opening. Losses occur mostly when the system player overexploits the natural strengths of the opening, and takes excessive risks in an attempt to win. Good players should be quite familiar with this phenomenon: trying for the win also increases your chances of losing - it's just part of the game.

The basic aim of these openings, often achievable in practice, is to carry out essentially preconceived developments, with minimal adaptations. This gives a player of the system real advantages. He knows how to play within the familiar lines of his well-practiced opening, and he is better prepared to respond to anything his opponent might do.

In playing an opening that goes according to plan, you are at the same time forcing your opponent to play your game, and that is the basic strategy in any encounter. When your opponent plays your game, your confidence improves and so does your quality of play. You know your own game, with its risks and opportunities, so your decisions are better founded in experience.

A surprising, almost miraculous, aspect of the Beginner's Game and many of the B-system openings is that they can be usually be carried out in near complete tranquility. There is little that the opponent can do to disrupt these openings. At best he can force exchanges of pawns or pieces, or cause other minor damage which has minimal effect on the balance of the game.

Challenges All of Classical Chess Theory and Practice

The Beginner's Game and many of the B-system openings confront any of the known openings, without particular difficulty. In this sense they challenge all of classical chess. Moreover, the general style of play in this system is very different from the guidelines for opening play described in almost all books on chess written to date. You could say that the entire system is conceptually opposed to conventional chess opening theory and practice.

To the degree that this new system has already proved successful against conventional openings, it may be said to challenge virtually all of what has been practiced in the game of chess until the present. It certainly challenges, and in large part refutes, much of what has been expounded until now as sound rules for opening play.

In a thousand games the author has played this system, with a computer opponent of professional strength, the Beginner's Game and the better B-systems openings have proved to be exceptionally strong. Playing the system with either white or black, there has been a consistently large positive balance of wins. No adversary response has ever been found which could defeat the standard opening in a series of games, and most of the strongest adversary defenses and early attacks have already been tried. There is already a considerable amount of experimental evidence confirming the validity of this system.

How Important is this Discovery?

The Beginner's Game is the greatest discovery ever made in chess. But even this may be an understatement, because this system, containing multitudes of strong new openings, may eventually turn out to be comparable in significance to all of existing chess opening theory! It is practically certain to change completely and irrevocably the entire practice of chess. In fact, it's a completely new game of chess that results, bearing little resemblance to all that has gone before!

Chess has been a principal intellectual pastime of modern civilization for hundreds of years, and in this sense the Beginner's Game and its related system must be considered as one of the greatest discoveries in human history. This is not a self judgment; it is a simple logical statement, whose truth is established once the system has proved its superiority in competition.

Although the validity of this system must be tested by extensive play and universal acceptance, the preliminary findings are very encouraging indeed. Not only is it the easiest and probably the best way to play the game that has ever been found, it is also quite possibly the optimal way of playing the game. Optimal in the strong sense means that it is always capable of producing a win or draw, when played correctly. It would take a tremendous amount of research to test this hypothesis, but it could be done, and the final result might well be that it is true.

It is too soon to say if the Beginner's Game and its related system will never meet its equal. Perhaps millions of games must be played before we can begin to feel sure of that. But it is an exciting theory, and in the meantime we can wonder whether the game of chess was really just a puzzle, waiting all along to be solved. The Beginner's Game could be that solution. If there exists a solution to the game of chess, then most likely this is it.

Entering a New Era of Chess

Share the excitement and enthusiasm of the author as you discover for yourself this amazingly strong, yet incredibly simple system of playing chess. Use it, and your game will improve immediately and significantly. You will now be able to confront even the strongest players and offer them a tough match.

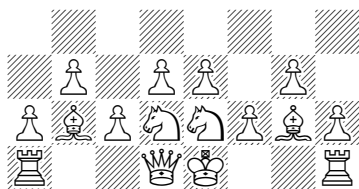
The game of chess is no longer the preserve of a privileged few, with a rigid pecking order among those devoted to playing it seriously. It is now a truly universal game that anyone can learn to play well in a few weeks. This was a correction that was sorely needed in the sport, to make it more accessible, and more balanced between players of different levels of expertise.

The openings books must be revised, but that is not all. The entire practice of chess is about to undergo a dramatic revolution, experience a complete transformation, and enter a totally new era. Be part of it - it's the most interesting thing that ever happened to the dull old game!

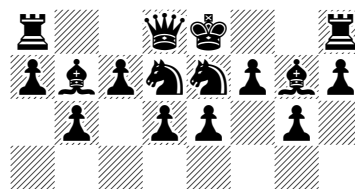
2. The Beginner's Game

(Note - if you are completely new to chess, then you will learn by playing all the moves in the text on your own chess set. Read the appendix on move notation, or better yet, ask someone who plays chess to explain the basic rules and move notation, and then come right back.)

The Beginner's Game is a standard configuration that is achieved after eight moves. With its symmetrical aspect, this configuration can be memorized at a glance. The standard position of the Beginner's Game for both white and black is shown below:



Beginner's Game With White



Beginner's Game with Black

In the Beginner's Game four pawns are brought forward to the third rank: the queen and king pawns, and the two knight pawns. Four pieces are placed on the second rank: the bishops in the fianchetto position, and the knights in front of the king and queen. It is this position that all players should reproduce in the opening eight moves. Beginners and most intermediate level players should continue to play the standard opening until their general chess playing skills improve significantly. More advanced players can move into B-system variants as soon as they are confident that they understand and can exploit the natural strengths of the standard opening.

The Beginner's Game has proved very strong in competition, resulting in an impressively large percentage of wins and draws. But perhaps the most interesting aspect of the Beginner's Game is that, with few exceptions, this same opening position can be reached in most games, with white or black, regardless of how the adversary plays. This makes it easy for everyone, even beginners, to learn the opening and play it correctly.

Before concerning ourselves with what order of moves is used to open, or what our opponent might be doing in the meantime, let's take a good look at this standard position.

The Beginner's Game is like an across-the-board castled position, with all approaches to it heavily protected. The entire front of the position is formed by pawns. Moreover, they are all in pawn chains, defending each other, so they cannot be attacked by pieces. All the pieces are placed behind the pawns, making them also very difficult to attack. The pieces are all active: the bishops control the open long diagonals, and the knights control three forward squares each. The queen and king are safe behind the strong pawn wall and the active pieces.

All pawns and pieces are well placed to co-operate in the defense. The deployment executed in the first eight moves has placed all pawns and pieces in a very compact defensive position; in fact it is one of the most compact deployments possible in chess. Since our position is so compact, our adversary will have to spend additional moves to bring his forces into range to attack. That will cost him time, and therefore loss of initiative.

The center of our position is extremely solid. The four squares in front of the position are triply guarded, which minimizes the threat of frontal attack. As we shall see, most frontal attacks succeed only in exchanging pawns, and even pawn exchanges can be avoided in most cases.

The only accessible undefended squares on our side of the board are our Knight 4 squares. Here our opponent can place a bishop, pinning one of our knights. But the bishop can only stay there momentarily - on any following move we can advance the rook pawn and oblige him to either retreat or exchange with our knight. Neither option is advantageous for our opponent, so this bishop placement is in general an empty threat. Similarly, an opponent's knight placed on the same square can generally be forced to retreat by our rook pawn advance.

In fact there are really no vulnerable points in our position. Our defense can respond to any enemy incursion. We have also kept open options for castling, which can be performed king-side, queen-side, or not at all. This makes it difficult for our opponent to orient his offense, because he does not yet know where to attack!

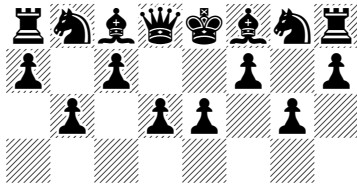
Having achieved this standard position of the Beginner's Game, we have the basis for completing and consolidating our defense. We can be confident that our position will resist and repel any adversary attack. We can now concentrate on offense.

The compact pawn structure with pieces placed behind them leaves a completely empty field in front of our position. All of our pawns can advance, unhindered by pieces. These pawn advances can continue to construct other pawn chains, always hard to attack. Our adversary cannot prevent these pawn advances, whatever his position is, because they can be made on such a broad front. And there are so many possible moves that he cannot know where we will attack, and so cannot prepare for it. As we shall see, the Beginner's Game attacks after the opening, in almost every single game.

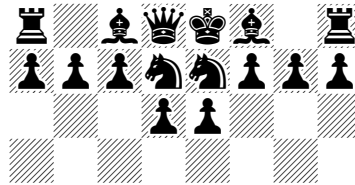
Our position is perfectly symmetric, which means that any co-ordinated pawn and piece actions playable on one side can be played on the other. This mirror aspect benefits the system player significantly, allowing him to transfer experience in play between sides. Considering also that the Beginner's Game is used for both white and black, and can be carried out in most games without modifications, the result of all these factors is a dramatic reduction of the difficulty of the chess game for all players of this opening, with a corresponding increase in the chance of playing it well.

Move Sequences

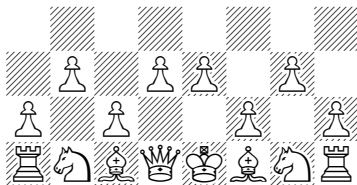
What is the correct sequence of moves to produce the standard position of the Beginner's Game? Actually, subject to the limitation that pawn moves must be performed prior to placement of the pieces behind them, any of the possible orderings of pawn and piece movements are playable. This results in a very large number of ways (exactly: 2280!) to play the opening, all resulting in this same position after eight moves. Here are a few examples of move sequences to produce the Beginner's Game: (the move notation is shown for white and black alternately).



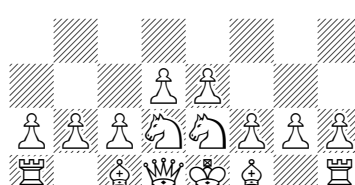
- Sequence P:**
Pawns first, eg.
1. b3
2. d3
3. e3
4. g3
then pieces, eg.
5. Bb2
6. Ne2
7. Nd2 (576 ways)
8. Bg2



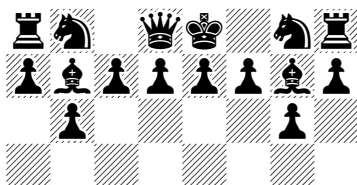
- Sequence N:**
Knights first, eg.
1. d6
2. Nd7
3. e6
4. Ne7
then bishops, eg.
5. g6
6. Bg7
7. b6 (36 ways)
8. Bb7



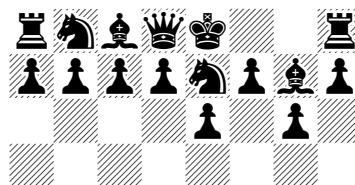
- Sequence B**
bishops first, eg.
1. b3
2. Bb2
3. g3
4. Bg2
then knights, eg.
5. e3
6. Ne2
7. d3 (36 ways)
8. Nd2



- Sequence K:**
K-side first, eg.
1. g6
2. e6
3. Bg7
4. Ne7
then Q-side, eg.
5. d6
6. Nd7
7. b6 (36 ways)
8. Bb7

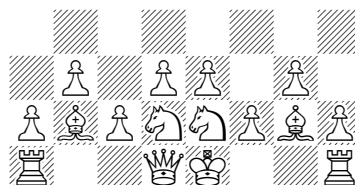
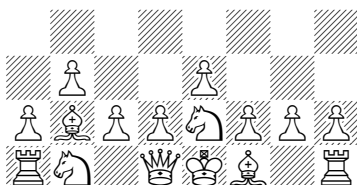
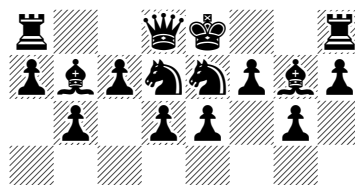
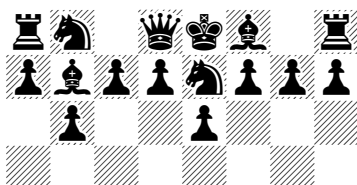
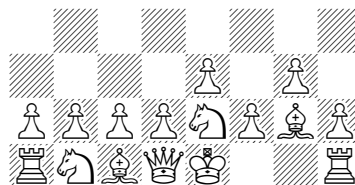
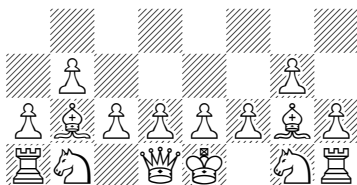


- Sequence PtP:**
Pawn then Piece, eg.
1. b3
2. Bb2
3. e3
4. Ne2
3. d3
4. Nd2
7. g3 (24 ways)
8. Bg2



All Sequences contain the same eight moves, just in different order.

There are 2280 sequences of the standard opening, and all of them are playable!



Sequences of type P are easy to remember, and offer a large variety of move orderings. Sequences of type B and N give priority to developing bishops or knights first, and have fewer orderings. Sequences of type K develop the king side early, permitting early castling. Sequences of type Q, developing the queen side first, and of type PtP, that bring out the pieces right after moving the corresponding pawn, have generally proved to be very strong. There are also many other types of sequences in addition to the thematic groups shown above.

One can go into any amount of detail on the possible move sequences to produce the standard configuration of the Beginner's Game, or the strengths or weaknesses of each with regard to adversary play. The important thing to know is that all of the possible orderings are playable. In a given game some sequences may be preferable to others, in the sense of forcing or limiting the adversary's play. But in general, move sequence is just a matter of personal preference - there is no 'best' sequence for playing the standard opening.

Those who already play chess may be uncomfortable with the freedom of this near random move ordering. Conventional chess openings have rigid move sequences, and even slight modifications can change dramatically the games that result. In the Beginner's Game, the order of the first moves hardly matters at all. Anyone can and should try many different sequences.

Depending on which sequence is chosen, the Beginner's Game is subject to different types of adversary attacks at different times. Some attacks may constrain the choice of sequences, or even force introduction of moves not normally used. But here again the system player is at an advantage: he can vary his move sequences while still playing his standard opening, whereas his opponent often tries to invent different responses, changing his game each time.

Those who already play chess will definitely be uncomfortable with the idea of playing the same opening all the time. They will already be thinking of modifying the standard opening, so that their opponents will not know in advance what they are going to play. Many interesting variants of the standard opening exist, and will be discussed in detail later. The important thing is that even if your opponent knows that you are playing the standard opening he can do little to stop you, and whatever opening he plays, you will be able to confront it successfully. You can even announce at the start that you will play the Beginner's Game, it changes practically nothing. It is another singular aspect of the Beginner's Game that has never been seen before (and may never be seen again) in any opening in chess.

What if your adversary's play prevents you from carrying out your standard opening? As it turns out, there is little that he can do to attack or disrupt this opening, and only in a few rare cases can you get into serious trouble during these first eight moves. Only minor modifications to the standard position are made by your responses to these attacks, so your game doesn't really change that much. Each of these early attacks also has a number of possible responses that you can choose from, so your play will almost never be forced by your adversary.

A quick overview of the early attacks is given in the following diagrams. We will discuss these attacks and the possible ways to respond to them in more detail later on.

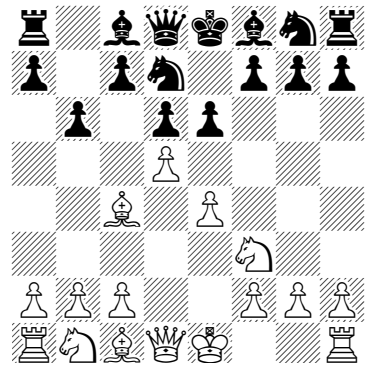
Center Pawn Attack

Your opponent advances a center pawn past the middle of the board, challenging one of your center pawns.

You can usually advance the attacked center pawn, exchange pawns, or in many cases, even ignore the attack.

Example Pc:

1. e4 d6
2. d4 b6
3. Nf3 Nd7
4. Bc4 e6
5. d5

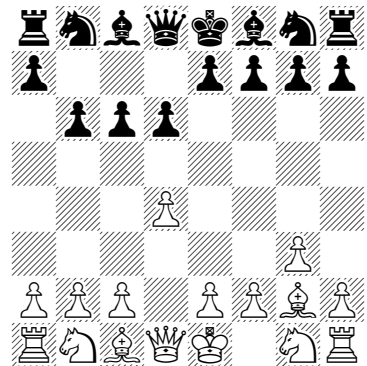


Fianchetto Attack

Your opponent starts a fianchetto opening before you do. Here you can wait for him to block the diagonal with his own knight or pawns, which often occurs, or block the diagonal yourself, with a bishop pawn as shown here, a center pawn, or your knight. Any blocking moves that you perform will result in a variant of the standard opening.

Example Bf:

1. d4 d6
2. g3 b6
3. Bg2 c6

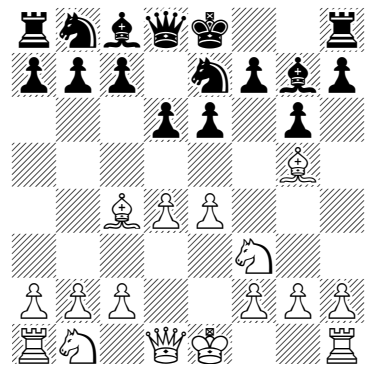


Bishop Pin Attack

Your opponent attacks your king or queen with his bishop. Here you can block the attack by your normal knight move. If he exchanges his bishop for your knight then your queen recaptures. You can also drive the bishop off with rook or bishop pawn advances.

Example Bp:

1. e4 g6
2. d4 d6
3. Nf3 Bg7
4. Bc4 e6
5. Bg5 Ne7



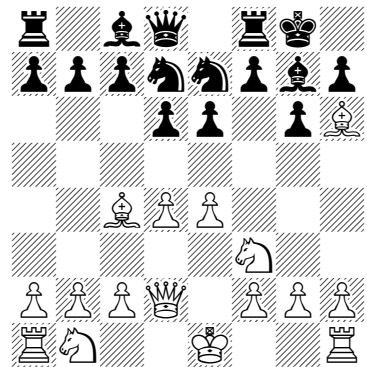
Queen and Bishop Attack

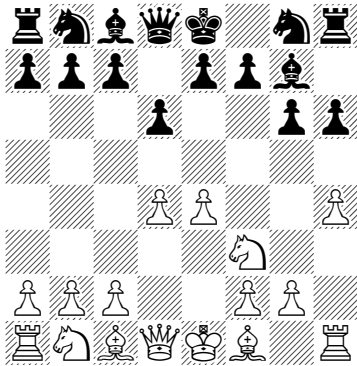
Your opponent aligns his queen with his bishop, threatening to bring his bishop to your Rook 3 square, and force you to exchange.

You can either advance your rook pawn to shut down the attack, or wait for his bishop to come down, and then exchange.

Example Q&B:

1. e4 g6
2. d4 d6
3. Nf3 Bg7
4. Bc4 e6
5. Bg5 Ne7
6. Qd2 Nd7
7. Bh6 O-O





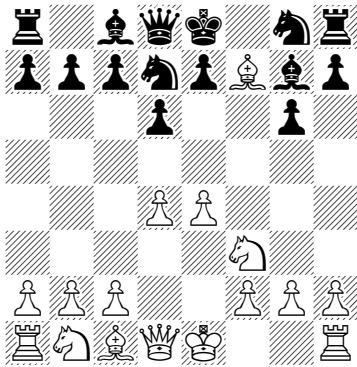
Example Pr:

1. e4 g6
2. d4 d6
3. Nf3 Bg7
4. h4 h6

Rook Pawn Attack

Your opponent advances a rook pawn, threatening to dislodge your bishop, or exchange with your knight pawn.

You can counter by advancing the rook pawn one or two squares, or react in various other ways.



Example N&B:

1. e4 g6
2. Nf3 d6
3. Bc4 Bb7
4. d4 Nd6
5. Bxg7+

Knight and Bishop Attack

Your opponent uses his knight and bishop to attack your bishop pawn or the center pawn beside it, usually on the king side.

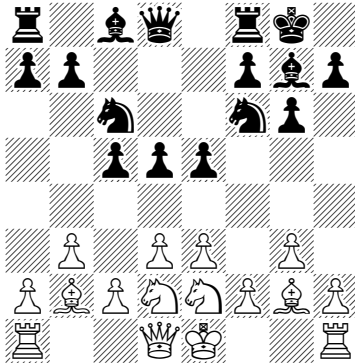
You can usually shut down the attack by advancing the center pawn or the rook pawn on the attacked side.

All of these attacks and the possible ways of handling them will be dealt with in more complete detail later on. What you should know now is that none of these attacks are particularly effective. They may put you under psychological pressure, but if you deal with them correctly, none of them can win material, seriously threaten your king or queen, or gain any real advantage. In most cases they result in delayed development and loss of initiative for your opponent.

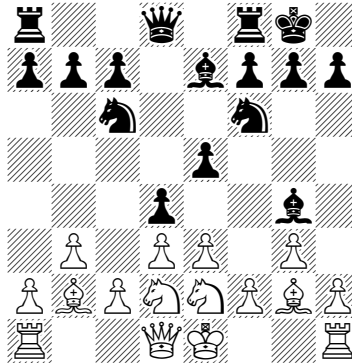
In the many hundreds of games the author has played the standard opening against a computer opponent of master level, these early attacks were used in a relatively small minority of games; that is a good commentary on their value. It would seem that your opponent has a better game if he concentrates on his own development rather than trying to disrupt yours; so you will often be able to complete your Beginner's Game without modifications. If you complete the standard opening, you will have a solid defensive position and many good lines for attacking, no matter what your opponent has played in the meantime.

Adversary Openings

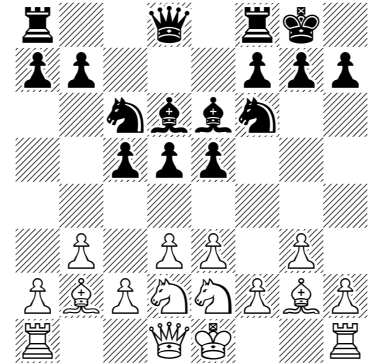
Now we take a look at some typical responses of the adversary. These are opening positions of some of the games we will play thru in the next section, using the standard opening.



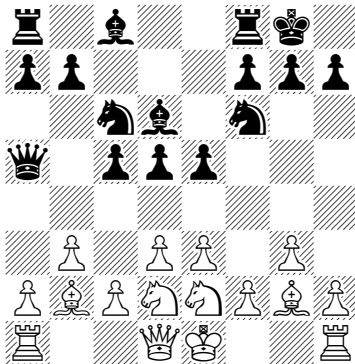
Game 3



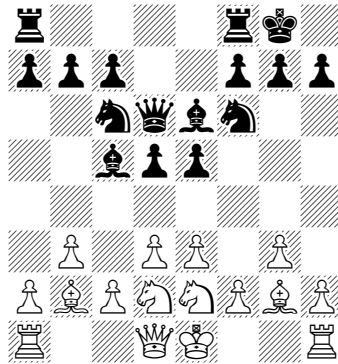
Game 5



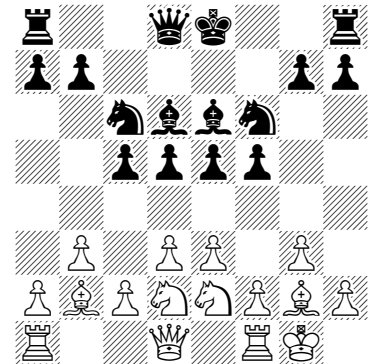
Game 7



Game 15



Game 17

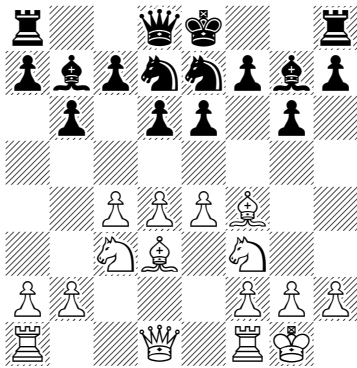


Game 19

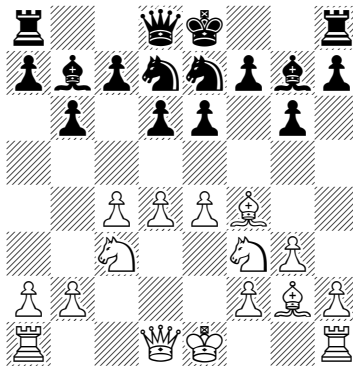
Adversary Openings
(White Plays the Beginner's Game)

During the opening our opponent has been left to pursue his development in the almost complete absence of threats from our side. The deployments that he makes, in his near total freedom to compose them, are usually perfect classical formations, typically with two or three advanced center pawns, bishops and knights optimally placed, the king castled, and the queen relocated. In almost all cases the adversary places an impressive mass of material in the center.

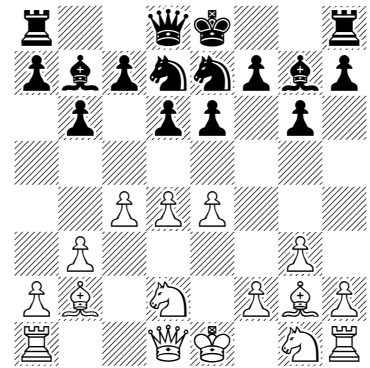
In all games our opponent claims far more space on the chessboard than does the ultra compact Beginner's Game. He appears to have absolute control of the center; he certainly occupies it, and we don't. He is also attacking far more on our side than we are on his: only our bishops are doing this a bit. He seems poised to pour over the center of the chessboard with an overwhelming attack. Classical chess would rate our opponent a solid favorite at this point. A classical player would feel certain to have thoroughly crushed his timid opponent in the opening.



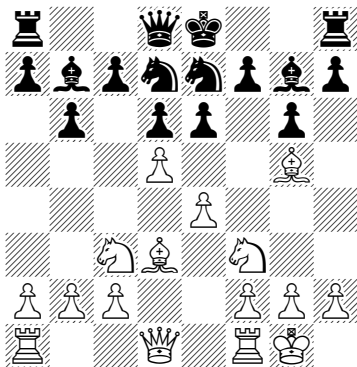
Game 4



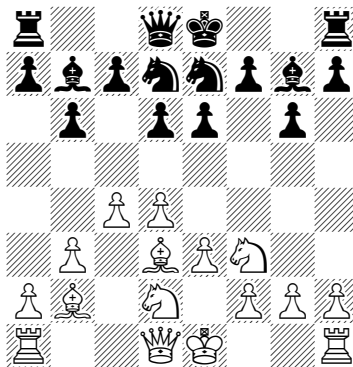
Game 6



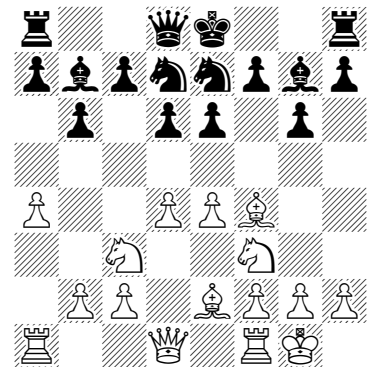
Game 12



Game 14



Game 16



Game 18

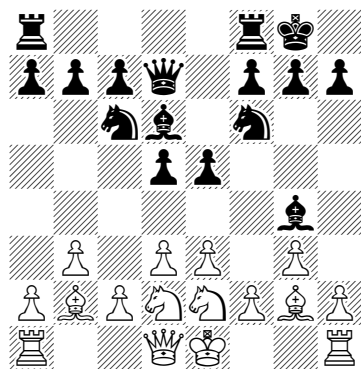
Adversary Openings
(Black Plays the Beginner's Game)

It was the dream of classical chess to dominate the center so thoroughly in the opening as in any of these examples. Such successful deployments are virtually impossible to achieve in conventional chess; against us they can be played with almost no resistance. The Beginner's Game always plays against the strongest possible opposition, this much is certain. Our opponent is always doing the maximum that anyone can possibly achieve in the chess opening.

All of the adversary deployments shown in these examples above are evidently valid, and obviously very strong. In fact, all of them are stronger than any openings that have normally been playable in chess until the present! As we play our standard moves, we watch as our opponent builds one of these impressive positions; but we are not particularly concerned. Formidable as they appear, none of them will prove to have any real advantage over the Beginner's Game!

Now we present two complete games using the standard opening, one with white and one with black. In both games the player of the Beginner's Game is able to complete his standard opening, has good play afterwards, and produces a victory.

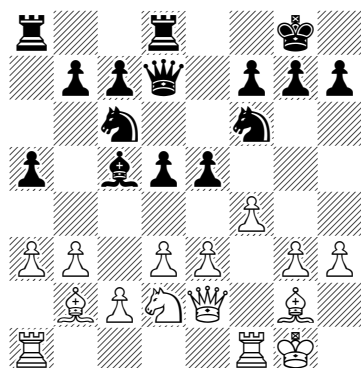
Game 1: Beginner's Game with White



1. b3 e5
2. Bb2 Nc6
3. d3 d5
4. Nd2 Nf6
5. g3 Bd6
6. Bg2 O-O
7. e3 Bg4
8. Ne2 Qd7

This game was the author's first win with the Beginner's Game against a top strength computer opponent. It's nothing brilliant, just a straightforward victory.

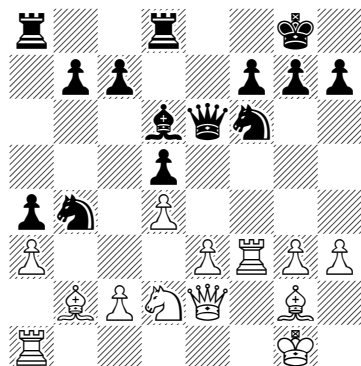
Black has a perfect classical deployment, controlling the center with pawns and pieces aggressively poised. Black is strong; white has not yet begun to fight!



9. h3 Bxe2
10. Qxe2 a5
11. a3 Bc5
12. O-O Rfd8
13. f4 ...

White advances both rook pawns, castles and advances the bishop pawn - a typical continuation of the Beginner's Game. Black exchanges his bishop for a knight, improving the placement of white's queen.

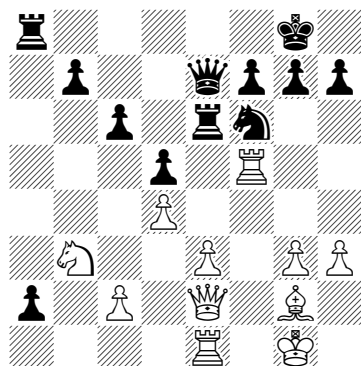
White is developing in a regular and coordinated manner; black is not able to halt his push, or find counter attacks.



13. ... exf4
14. Rxf4 Qe6
15. d4 Bd6
16. Rf3 a4
17. b4 Nxb4

After the exchange of pawns, white starts moving forward on the queen side.

Black here offers to sacrifice a piece for two pawns, with his passed rook pawn threat in compensation for the material disadvantage.



18. axb4 Bxb4
19. Ba3 Bxa3
20. Rxa3 Qe7
21. Ra1 a3
22. Raf1 Rd6
23. Rf5 a2
24. Nb3 Re6
25. Re1 c6

White exchanges bishops, and stops the rook pawn from advancing to promotion. Black missed a better line with 19..Bc3, but even with that he doesn't regain equality.

White explores an attack with two rooks on the open bishop file. In spite of his obligation to double protect the queening square, white keeps all his pieces active.

Now follows a phase in which most of the pieces are exchanged. It shows how quickly material can be traded down from this opening. The trades help white, since the material advantage is in his favor.

White offers to exchange for the advanced rook pawn; black's rook can no longer protect all of his queen side pawns!

White snaps up another pawn, then forces black to exchange his advanced pawn by developing a advanced pawn himself.

White's strategy from this point will be to exchange rooks, then cash in his knight for the isolated pawn, leaving black's king too far away to intervene on the king side.

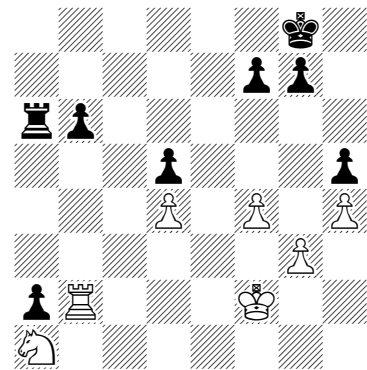
White's knight takes Black's passed pawn, but black doesn't have time to recapture!

Black's king gets back, but cannot prevent the loss of his remaining pawns.

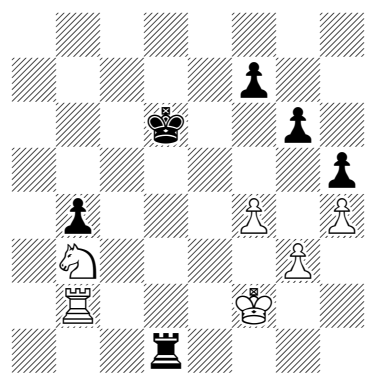
White mates easily, with 2 queens.

- | | | | |
|----------|-----|-----------|------|
| 66. Ng3 | Kf6 | 75. h7 | Kxg4 |
| 67. h5 | Ke6 | 76. h8=Q | Kf3 |
| 68. h6 | Kf7 | 77. f6 | Ke4 |
| 69. Nxf5 | Kg8 | 78. f7 | Kd3 |
| 70. Ke5 | Kh8 | 79. f8=Q | Kc4 |
| 71. Ke6 | Kg8 | 80. Qd6 | Kb3 |
| 72. Ne3 | Kh7 | 81. Qc8 | Ka2 |
| 73. Ng4 | Kg6 | 82. Qb6 | Ka3 |
| 74. f5+ | Kg5 | 83. Qa8++ | |

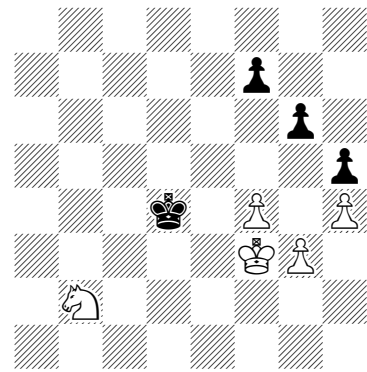
26. Rff1 b6
27. c3 Ra3
28. Na1 Ne4
29. Bxe4 Rxe4
30. Rf4 Rxf4
31. exf4 Qxe2
32. Rxe2 h5
33. Kf2 c5
34. h4 cxd4
35. cxd4 Ra4
36. Rb2 Ra6



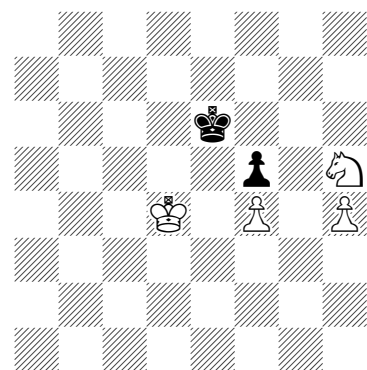
37. Rb5 g6
38. Rxd5 Kf8
39. Re5 Ra4
40. d5 Ra7
41. d6 b5
42. Re2 b4
43. d7 Rxd7
44. Rxa2 Ke7
45. Rb2 Rd1
46. Nb3 Kd6



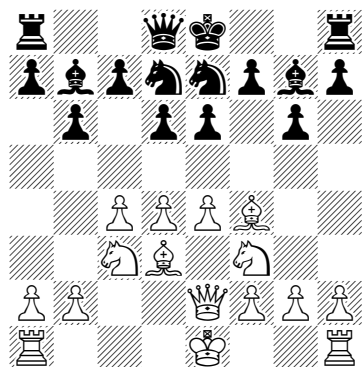
47. Rd2+ Rxd2+
48. Nxd2 Kc5
49. Ke2 Kd4
50. Kf3 Kd3
51. Nb3 Kc3
52. Na5 Kd2
53. Nc6 b3
54. Na5 b2
55. Nc4+ Kc3
56. Nxb2 Kd4



57. g4 Kd5
58. gxh5 gxh5
59. Nd3 f5
60. Ke3 Kd6
61. Kd4 Ke6
62. Nf2 Kf6
63. Nh1 Ke6
64. Ng3 Kf6
65. Nxf5+ Ke6



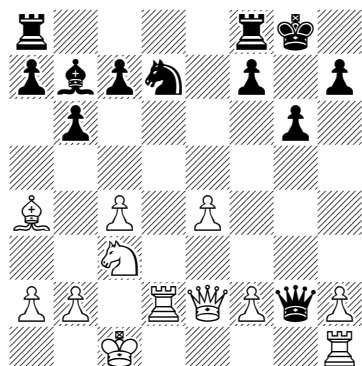
Game 2: Beginner's Game with Black



1. c4 b6
2. Nc3 e6
3. e4 g6
4. d4 Ne7
5. Nf3 Bg7
6. Bd3 d6
7. Bf4 Nd7
8. Qe2 Bb7

Black plays the Beginner's Game, with one of its numerous opening sequences.

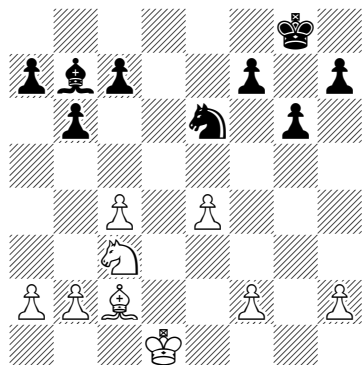
White has a formidable development with three pawns and all pieces aggressively placed in the center. He follows with a Q-side castle, to intensify his attack. Such overwhelming control of the center has never been seen before in chess!



9. O-O-O e5
10. dx5 dx5
11. Be3 Nc6
12. Bc2 O-O
13. Ba4 Nd4
14. Nxd4 exd4
15. Bxd4 Bxd4
16. Rxd4 Qg5+
17. Rd2 Qxg2

But appearances are misleading - it is not white, but black, that attacks! Black gains space and makes a quick series of exchanges that shatters white's impressive center and neutralizes all his threats.

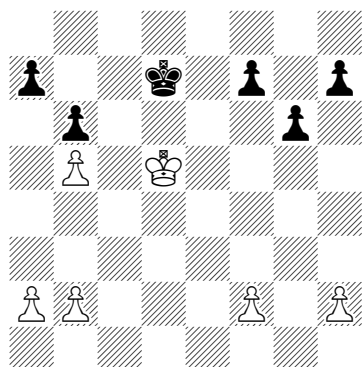
Materially, there is equality at this point, but black has clearly seized the initiative.



18. Qf1 Qxf1+
19. Rxf1 Nc5
20. Bc2 Rad8
21. Rxd8 Rxd8
22. Rd1 Rxd1+
23. Kxd1 Ne6

Queens and rooks are exchanged, and it is still an even contest, but white now has some weakness in his pawn structure.

Black's position is compact and harmonious. All the exchanges have left it perfectly intact.



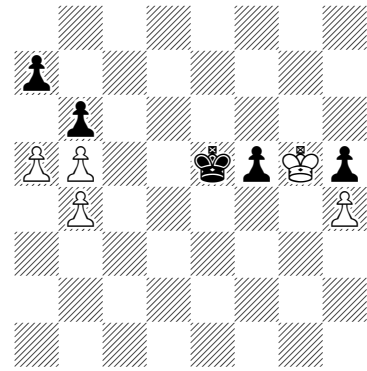
24. Nd5 Nd4
25. Nxc7 Nxc2
26. Kxc2 Bxe4+
27. Kc3 Bc6
28. Nb5 Bxb5
29. cxb5 Kf8
30. Kd4 Ke7
31. Kd5 Kd7

Black exchanges the remaining pieces neatly, resulting in a doubled pawn, which cripples white's queen side majority.

The kings now begin their maneuvers, and it is black who has the opposition, and what is already looking like a win.

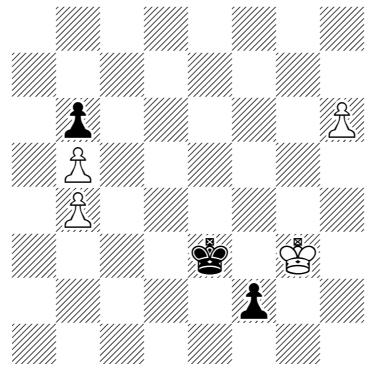
On the queen side white's damaged majority cannot advance. On the king side, the timing is close, but black is able to produce a game winning passed pawn with his pawn sacrifice.

- 32. a4 g5
- 33. Ke5 Ke7
- 34. b4 f6+
- 35. Kf5 Kf7
- 36. a5 h6
- 37. h3 h5
- 38. f4 gxf4
- 39. Kxf4 Ke6
- 40. h4 f5
- 41. Kg5 Ke5



Black's pawn is going in; white can queen his pawn as well, but loses it immediately after white checks on g1 and then h1.

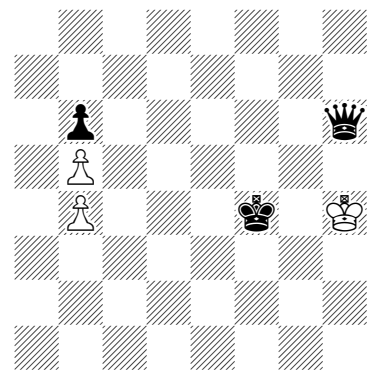
- 42. Kxh5 f4
- 43. Kg4 Ke4
- 44. h5 f3
- 45. Kg3 Ke3
- 46. axb6 axb6
- 47. h6 f2



It's all over except for the mating exercise.

With his queen advantage, black mates quickly and easily.

- 48. Kg2 Ke2
- 49. Kh3 f1=Q+
- 50. Kg4 Qf6
- 51. h7 Ke3
- 52. h8=Q Qxh8
- 53. Kf5 Qe8
- 54. Kg5 Qe6
- 55. Kh4 Kf4
- 56. Kh5 Qd6
- 57. Kh4 Qh6++



Like many other games we shall see, this one shows how with incisive play following the standard opening, an experienced player is able to reduce even the most aggressive defenses to disarray.

The middle game often proves quite intense, with highly complex combinations involving many exchanges. Against any defense there are always a number of playable and promising lines.

The endgame is very often favorable for the player of the standard opening, with the pawns being relatively advanced and usually remaining in chains or other good structures.

3. Continuing Play After the Opening

The Beginner's Game is a fixed position reached after eight moves. Here we present a general summary of what often follows, to give you an idea of how to play on an additional five to eight moves after the standard opening. Excerpts are taken from the games in the next section.

The player of the Beginner's Game normally begins attacking right after the standard opening. Many of the first attacking moves are pawn advances. The rook pawns are often the first to be moved. If your opponent has placed a bishop in the center, your knight pawn then often advances, forcing it to retreat. Bishop pawn double advances are most frequently used to challenge the opponent's center, although center pawn advances are always strong as well. Castling is usually done in the first moves after the opening, often before challenging the center.

Game 1: White plays five of the most commonly seen continuation moves of the Beginner's Game, advancing both rook pawns, exchanging knight for bishop, and castling. White then attacks with a bishop pawn double advance, striking at the center, and opening the bishop file.

	1. b3	e5	9. h3	Bxe2	
	2. Bb2	d5	10. Qxe2	a5	
	3. d3	Nf6	11. a3	Bc5	
	4. Nd2	Nc6	12. O-O	Rfd8	
	5. g3	Bd6	13. f4		
	6. Bg2	O-O			
	7. e3	Bg4			
	8. Ne2	Qd7			



















The knights are usually active in the first moves following the opening. The most frequent knight moves are relocations to bishop 3 or 4, or knight 3, and exchanges in the center. Knights often succeed in exchanging with opponent's bishops, especially when they are on the sixth rank.

Game 20: Black advances both rook pawns, then strikes the king side of the center with e5 and f5. He castles, and relocates his knights, bringing them both into the attack. Black gains space, and limits his opponent's mobility. He can now exchange his knight for a bishop.



















	1. d4	d6	9. Qd2	h6	
	2. Nf3	b6	10. Bc4	a6	
	3. e4	g6	11. d5	e5	
	4. Nc3	Bg7	12. Bb3	f5	
	5. Be3	Bb7	13. Qd3	O-O	
	6. Bd3	Nd7	14. Rad1	Nf6	
	7. O-O	e6	15. exf5	Nxf5	
	8. Re1	Ne7	16. Nd2	b5	

Deciding how and when to strike at the center is a critical aspect of play after the opening. The opponent usually occupies the center heavily with pawns and pieces. You can challenge only with well calculated moves. You must see the resulting board positions, not only if pawns are exchanged, but also if your opponent advances his attacked pawn, or piles up on yours. Central pawn exchanges usually serve to blunt an opponent's attack, and prepare for a longer series of exchanges. Beginners should avoid the more complicated exchanges in the center until they can calculate the resulting positions with reasonable accuracy.

Game 4: Black castles, and pushes a rook pawn, then strikes at white's center, attacking his well defended square e4. Black avoids a central pawn exchange, and instead advances his solo pawn and gives check. After the exchanges black's position is good; his bishops are very strong.











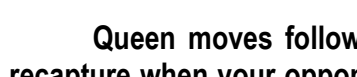
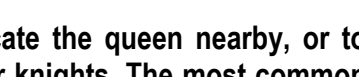
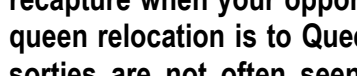
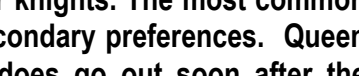
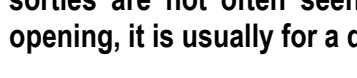
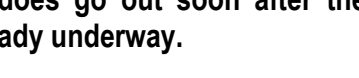
	1.	c4	b6	9.	Qa4	O-O	
	2.	Nc3	e6	10.	Rad1	h6	
	3.	e4	g6	11.	Be2	f5	
	4.	d4	Ne7	12.	e5	g5	
	5.	Nf3	Bg7	13.	Bc1	a6	
	6.	Bd3	d6	14.	Be3	f4	
	7.	O-O	Bb7	15.	exd6	fxe3	
	8.	Bf4	Nd7	16.	dxe7	exf2+	
				17.	Rxf2	Qxe7	

Game 6: Black strikes immediately at the center with e5, forcing white to retreat. He then exchanges with the queen pawn, stopping white's center threats. Black castles and brings his knight forward, then advances his queen side pawns. All black's pieces are well placed and active.

	1.	d4	e6	9.	O-O	e5	
	2.	c4	b6	10.	Be3	exd4	
	3.	e4	Bb7	11.	Nxd4	O-O	
	4.	Nc3	Ne7	12.	Rc1	Ne5	
	5.	g3	g6	13.	Qe2	c5	
	6.	Bf4	Bg7	14.	Ndb5	a6	
	7.	Bg2	d6	15.	Na3	Qd7	
	8.	Nf3	Nd7				
							











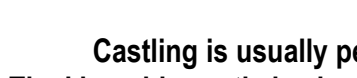

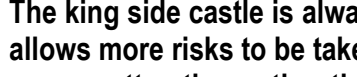

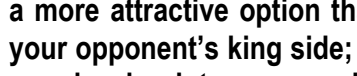
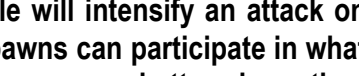
In the Beginner's Game, the bishops are already very well placed in their fianchetto positions, and rarely move right after the opening, unless they are exchanged with opposing fianchettoed bishops, or with knights in their usual placements on Bishop 3. The adversary often forces exchange of bishops in the queen and bishop attack. Bishop captures in the center usually occur as part of a series of exchanges somewhat later on.

Game 7: White castles, and immediately challenges the center with e4. He trades bishops, then maneuvers his knights to make favorable exchanges. White now pushes for the endgame; he is in better shape, with his solid pawn structure, and quality advantage (bishop versus knight).

	1.	b3	e5	9.	O-O	Qd7	
	2.	e3	Nf6	10.	e4	Bh3	
	3.	Ne2	d5	11.	Bxh3	Qxh3	
	4.	Bb2	Bd6	12.	exd5	Nxd5	
	5.	g3	O-O	13.	Nc3	Nxc3	
	6.	Bg2	c5	14.	Bxc3	Qd7	
	7.	d3	Nc6	15.	Nc4	b5	
	8.	Nd2	Be6	16.	Nxd6	Qxd6	

Queen moves following the opening are used either to relocate the queen nearby, or to recapture when your opponent exchanges his bishop for one of your knights. The most common queen relocation is to Queen Bishop 2, with Queen 2 and King 2 secondary preferences. Queen sorties are not often seen right after the opening. If the queen does go out soon after the opening, it is usually for a queen exchange, or to support attacks already underway.

Game 15: White first castles, then expands on the queen side, in spite of black's concentration of forces there. White's queen relocation to c2 is typical. After repelling black on the queen side, white starts to attack on the king side. The exchange of bishop for knight gives up white's strong fianchetto, but is effective in reducing black's potential to attack.

	1.	e3	d5	9.	O-O	Be6	
	2.	b3	e5	10.	c4	d4	
	3.	Bb2	Bd6	11.	a3	Bf5	
	4.	Ne2	Nf6	12.	Qc2	Rfe8	
	5.	g3	O-O	13.	b4	Qb6	
	6.	Bg2	c5	14.	Nb3	Nd7	
	7.	d3	Nc6	15.	f4	Bg6	
	8.	Nd2	Qa5	16.	Bxc6	Qxc6	

Castling is usually performed in the 5-8 moves immediately following the standard opening. The king side castle is always easier and safer; but the defensive strength of the Beginner's Game allows more risks to be taken. The queen side castle, which is almost always possible, is therefore a more attractive option than in classical chess. A queen side castle will intensify an attack on your opponent's king side; most of the pieces and all the king side pawns can participate in what can develop into an overwhelming assault. If you are confident that you are a better player than your opponent, then definitely you should experiment with the queen side castle.

Game 9: White follows his standard opening with knight relocations and exchanges. The bishop is used to recapture, then returns to its initial position. White now finds a very sharp continuation - from this position he offers a splendid gambit by castling queen side!

	1.	e3	e5	9.	Nc3	d4	
	2.	b3	Nf6	10.	Nce4	Nxe4	
	3.	g3	d5	11.	Bxe4	f5	
	4.	d3	Bd6	12.	Bg2	dxe3	
	5.	Bg2	O-O	13.	fxe3	f4	
	6.	Bb2	c5	14.	Qe2	fxe3	
	7.	Ne2	Nc6	15.	Qxe3	Qa5	
	8.	Nd2	Be6				

Even from a king side castle, the king side pawns are typically advanced to use them in the attack. These advances are more natural from the fianchetto position, as they are supported by the bishop. Here is another strength of the Beginner's Game, that the castled position pawns also participate actively in the attack, whereas in classical chess these pawns have a purely defensive role. The king is more active as well, advancing to defend his pawns, and mobilize his rooks on the back rank. In all sharper play, stronger attacks are generated by taking more risks, including that of exposing the king somewhat.

Rook placements in the Beginner's Game are similar to those usually seen in conventional chess. The rook placements on Queen 1 and King 1 are frequently seen, but so also are those on Bishop 1. Rook placements opposite the adversary queen are as always, among the strongest.

Game 8: Black castles, and advances the queen side pawns. He then maneuvers his knight down field, and takes out a white bishop. Black's position expands naturally, as white continually loses mobility. Black's bishops are strong on the diagonals; his rooks are now on active squares.

	1.	Nf3	d6	9.	e4	O-O	
	2.	Nc3	e6	10.	Ba3	a6	
	3.	e3	Ne7	11.	Qe3	c5	
	4.	Bd3	Nd7	12.	Rad1	b5	
	5.	O-O	b6	13.	Bb2	Nc6	
	6.	b3	g6	14.	a3	Nd4	
	7.	Bb2	Bg7	15.	Rb1	f5	
	8.	Qe2	Bb7	16.	Ne1	Ne5	
				17.	exf5	exf5	
				18.	f4	Nxd3	
				19.	Qxd3	Re8	
				20.	Kh1	Rc8	

In Summary the typical moves after the standard opening are:

- ♦ Rook pawn single advances
- ♦ Bishop pawn double advances
- ♦ Center pawn single advances
- ♦ Knight pawn single advances
- ♦ Knight relocations to Bishop 3, Bishop 4, or Knight 3
- ♦ Queen relocation to Queen Bishop 2, or Queen 2, or King 2
- ♦ Castle king side, or queen side
- ♦ Rook relocations to Queen Bishop 1, or Queen 1, or King 1
- ♦ Center pawn and piece exchanges

Even with an easy to learn system like the Beginner's game, one cannot reduce play after the opening to a simplistic sequence of habitual moves. But some moves occur so frequently in games, that players of all levels should look first at selecting from this usual set. Below are two suggested move sets for use after the opening, one for beginners and one for better players.

Better players can learn quickly the most effective move sequences to counter different general categories of adversary defenses, and so prepare most anticipated lines up to 15 moves into the game. Beginners should concentrate on consolidating and then maintaining a coherent defense, with only occasional attempts at attacking, when they see the opportunity.

Move Set for Beginners

- ♦ Push one or both rook pawns
- ♦ Castle king side
- ♦ Push knight pawn if bishop can be attacked
- ♦ Push queen bishop pawn
- ♦ Relocate queen to Queen Bishop 2
- ♦ Relocate one or both knights
- ♦ Relocate rook to Queen 1 or King 1
- ♦ Avoid center pawn exchanges
- ♦ Keep pawns mostly in chains

Move Set for Better Players

- ♦ Push one rook pawn
- ♦ Push bishop pawn or center pawn
- ♦ Relocate one or both knights
- ♦ Relocate queen
- ♦ King or queen side castle
- ♦ Center pawn exchanges
- ♦ Relocate rooks

4. The Beginner's Game in Action

Now we present, including the two you have already seen, twenty complete games using the standard opening, alternating playing with white and black. A wide variety of defenses to the Beginner's Game are used in this interesting collection. In this context 'defense' is used to mean any response to the standard opening other than early attack, whether played with white or black.

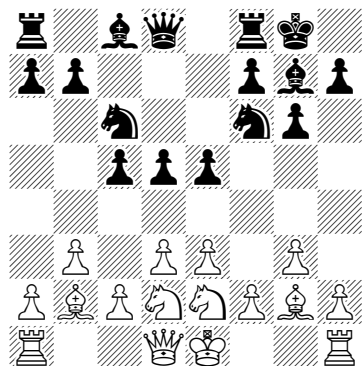
Watch in these games how the player of the Beginner's Game is able to carry out his standard opening, while the opponent builds a strong defense. Notice the great diversity of defenses that are possible. Study carefully the moves made immediately following the standard opening, to get a feel for how to continue play with the system after the first eight moves.

All games were played at master level, so they should be free from errors, with the more promising lines having been chosen by both players throughout. They are all good examples of chess being played well from start to finish, and can provide you with many valuable ideas of how to exploit the strengths of the standard opening as you progress into the middle and endgames.

In all these games the player of the Beginner's Game either wins or draws. These opening positions do not necessarily lead to the same results, of course. Losses also occur, but they have not been included here, because we are still learning to play with the basic system. In later chapters we will address the topic of playing against the Beginner's Game.

Work carefully thru these games, before reading on in the book. It is essential that you develop familiarity with the standard opening, the type of defenses used against it, and the play that results, especially right after the opening. Every effort you make to understand these games will add to your ability to play the system accurately and successfully. Attack!

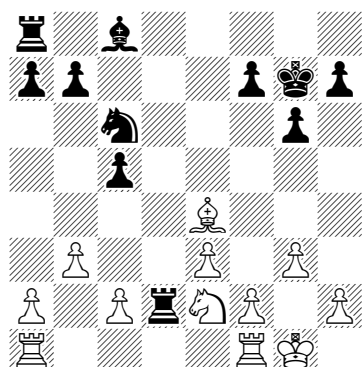
Game 3: Beginner's Game with White



1. d3 g6
2. g3 Bg7
3. Bg2 Nf6
4. b3 O-O
5. Bb2 c5
6. Nd2 Nc6
7. e3 d5
8. Ne2 e5

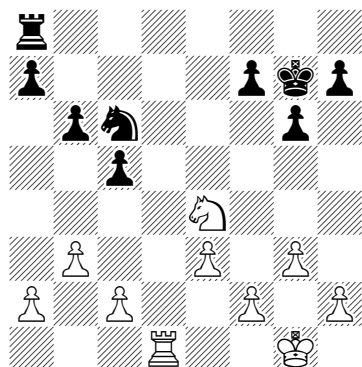
White plays the Beginner's Game, with one of the many possible opening sequences.

Black has a powerful development with a three pawn center, and the king bishop in fianchetto: one of many effective classical defenses to the Beginner's Game.



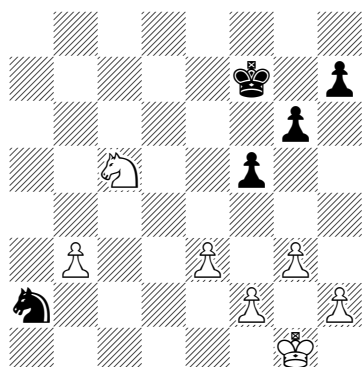
9. O-O e4
10. dxe4 Nxe4
11. Bxg7 Kxg7
12. Nxe4 dxe4
13. Qxd8 Rxd8
14. Bxe4 Rd2

Black starts the attack, but after a rapid series of exchanges, soon finds himself a pawn down. Black tries to recuperate the lost pawn by attacking with his rook.



15. Nc3 Bf5
16. Rad1 Rxd1
17. Rxd1 Bxe4
18. Nxe4 b6

After more exchanges, black is still a pawn down, and white keeps the initiative, with control of the open queen file.

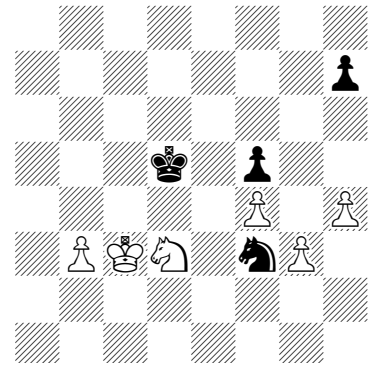


19. Rd6 Nb4
20. Rd7 Kg8
21. Ng5 Rf8
22. Rxa7 Nxc2
23. Rb7 Nb4
24. Rxb6 Nxa2
25. Ne4 Rc8
26. Rb5 f5
27. Rxc5 Rxc5
28. Nxc5 Kf7

White feints an attack on the king side, then cleans out all black's queen side pawns. After the rooks are exchanged, white is two pawns up, and has the game in hand. That was quick!

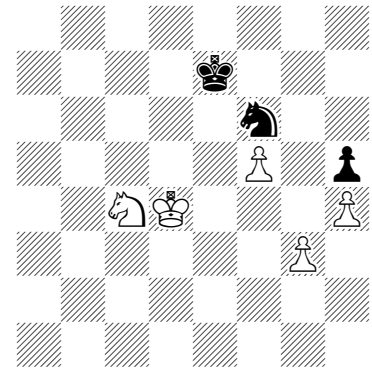
White's king moves over to support his passed pawn. Black does what he can to oppose him, but the material difference doesn't permit him to intervene for long.

- 29. f3 Nb4
- 30. Kf2 g5
- 31. f4 gxf4
- 32. exf4 Ke7
- 33. Ke3 Kd6
- 34. Nd3 Nc2+
- 35. Kd2 Nd4
- 36. Kc3 Nf3
- 37. h4 Kd5



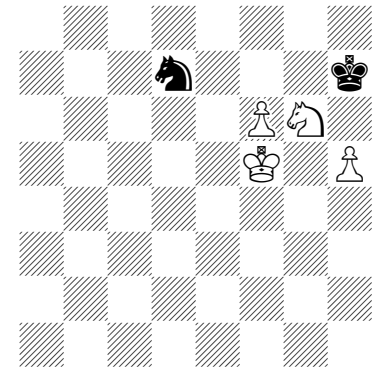
White cashes in the passed pawn, and then concentrates on his king side majority. Accurate play forces black into retreat.

- 38. b4 Nh2
- 39. Nc1 Ng4
- 40. b5 Kc5
- 41. Nb3+ Kxb5
- 42. Nd4+ Kc5
- 43. Nxf5 Nf6
- 44. Kd3 h5
- 45. Ne3 Kd6
- 46. Kd4 Ke6
- 47. f5+ Kd6
- 48. Nc4+ Ke7



White now cleans up on the king side, and prepares to advance his pawns towards promotion.

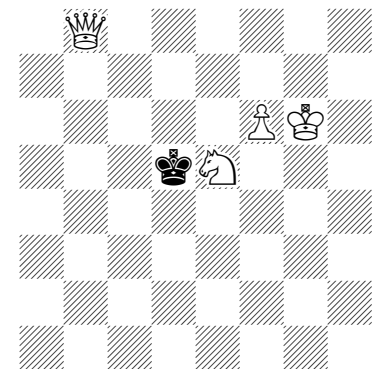
- 49. Ke5 Nd7+
- 50. Kf4 Kf6
- 51. Ne3 Nb6
- 52. g4 hxg4
- 53. Nxc4+ Kf7
- 54. h5 Kg8
- 55. f6 Nd7
- 56. Kf5 Nf8
- 57. Ne5 Kh7
- 58. Ng6 Nd7



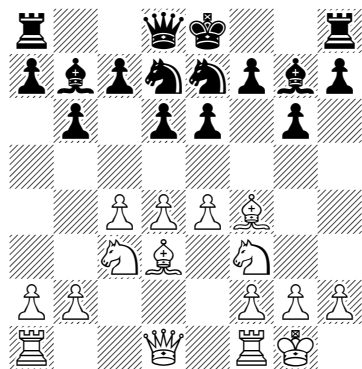
White mates quickly, with two queens:

- 69. Qb3+ Kxe5
- 70. f7 Kd4
- 71. f8=Q Ke5
- 72. Qe3+ Kd5
- 73. Qfc5++

- 59. Kg5 Kg8
- 60. h6 Nc5
- 61. Kf5 Nb7
- 62. Ne5 Nd8
- 63. Kg6 Kf8
- 64. h7 Nf7
- 65. Nxf7 Ke8
- 66. h8=Q+ Kd7
- 67. Ne5+ Kd6
- 68. Qb8+ Kd5



Game 4: Beginner's Game with Black

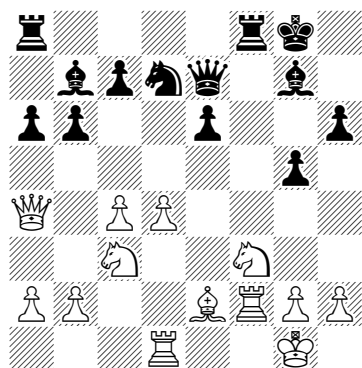


1. c4 b6
2. Nc3 e6
3. e4 g6
4. d4 Ne7
5. Nf3 Bg7
6. Bd3 d6
7. O-O Bb7
8. Bf4 Nd7

Black plays the Beginner's Game, using a sequence completing the king side early.

White uses a powerful classical opening, with three advanced pawns and all pieces aggressively poised in the center.

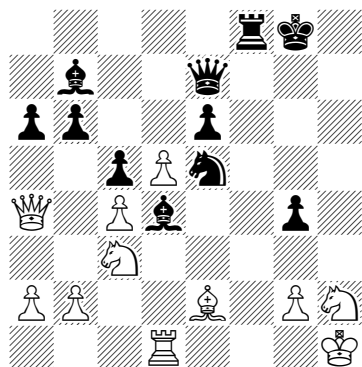
Despite white's impressive deployment, it is black's Beginner's Game that seizes and maintains the initiative.



9. Qa4 O-O
10. Rad1 h6
11. Be2 f5
12. e5 g5
13. Bc1 a6
14. Be3 f4
15. exd6 fxe3
16. dxe7 exf2+
17. Rxf2 Qxe7

White looks to attack on the queen side, but instead gets pushed back on the king side. Black launches his castled position pawns into the attack - rarely seen this early in classical chess, but a common theme in continuing play from the standard opening.

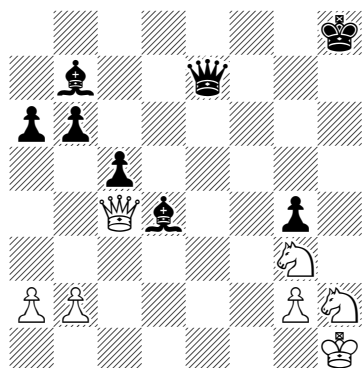
Both sides seize the chance to send solo pawns ripping thru the defenses.



18. h3 h5
19. Rff1 g4
20. hxg4 hxg4
21. Nh2 c5
22. d5 Rxf1+
23. Kxf1 Rf8+
24. Kg1 Bd4+
25. Kh1 Ne5

A few more moves, and black has a serious assault on white's king side with the participation of all his pieces, and a dangerous advanced pawn.

Black's king is highly exposed - he has committed everything to the attack!



26. Ne4 Rf4
27. Ng3 exd5
28. Rf1 Rxf1+
29. Bxf1 dxc4
30. Bxc4+ Nxc4
31. Qxc4+ Kh8

Following further trades, black retains his double bishop attack on white's king. The endgame superiority of bishop over knight is here quite evident.

Black's isolated king is very vulnerable however, and his subsequent play makes this critical.

Black chooses a very sharp line which leaves his king completely open, and white seizes the opportunity to attack.

Black has to sacrifice a bishop to get out of trouble. The situation is then even materially, still it is black that threatens more, with three powerful passed pawns.

Queens are exchanged, and the advance of black's pawns begins. It appears they can reach promotion, especially since the white king is far away.

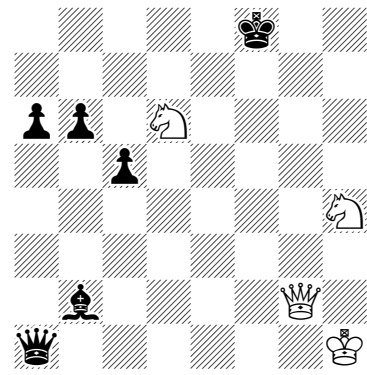
White's knights slow the pawn advance, and succeed in exchanging one knight for the bishop and a pawn.

Can black now find a way to promote one of the remaining pawns?

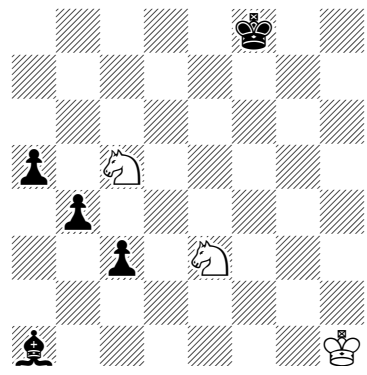
Hard luck! Black has to settle for a draw.

Even so, black kept the initiative from start to finish, and kept his adversary under severe pressure the entire game!

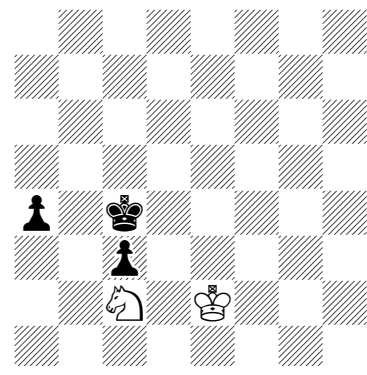
- 32. Qf1 Bxb2
- 33. Nf5 Qe6
- 34. Qf2 Kh7
- 35. Nxc4 Qxa2
- 36. Nf6+ Kg6
- 37. Nh4+ Kg7
- 38. Ne8+ Kg8
- 39. Qg3+ Kf8
- 40. Nd6 Bxc2+
- 41. Qxc2 Qa1+



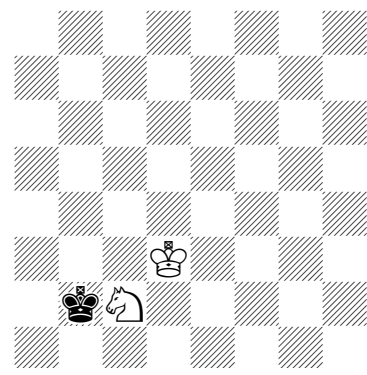
- 42. Qg1 b5
- 43. Nhf5 b4
- 44. Qxa1 Bxa1
- 45. Ne4 c4
- 46. Ne3 c3
- 47. Nc5 a5



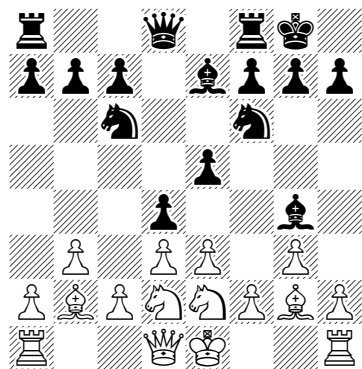
- 48. Nb3 a4
- 49. Nxa1 b3
- 50. Nac2 Ke7
- 51. Kg2 Kd6
- 52. Kf3 Kc5
- 53. Ke2 bxc2
- 54. Nxc2 Kc4



- 55. Ne3+ Kb3
- 56. Kd3 a3
- 57. Nc2 a2
- 58. Na1+ Kb2
- 59. Nc2 a1=Q
- 60. Nxa1 c2
- 61. Nxc2 drawn



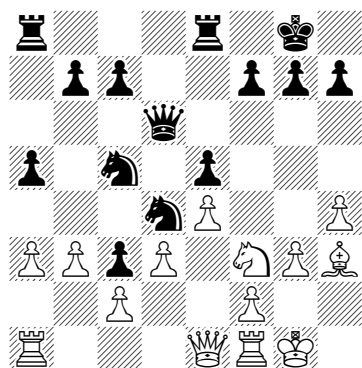
Game 5: Beginner's Game with White:



1. e3 e5
2. b3 d5
3. Bb2 Nc6
4. Ne2 Nf6
5. g3 Be7
6. Bg2 O-O
7. d3 Bg4
8. Nd2 d4

This game shows how easy it is for the player of the Beginner's Game to choose the open or closed nature of the contest. Here the author with white quickly closes the center, and finally earns a draw against his top strength computer rival.

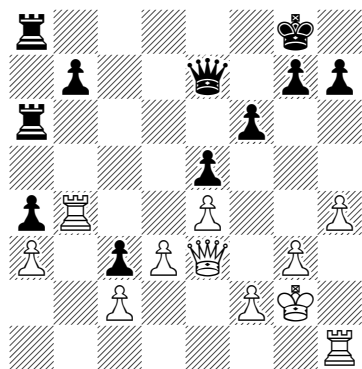
Black uses a classical 2 pawn center game, and initiates an attack as white completes his standard opening.



9. e4 Bxe2
10. Qxe2 Bb4
11. a3 Bc3
12. Bxc3 dxc3
13. Nf3 Qd6
14. h3 Nd7
15. O-O Rfe8
16. h4 a5
17. Bh3 Nc5
18. Qe1 Nd4

White has no trouble closing and holding the center. A few pieces are traded, and the resulting position is fairly stable.

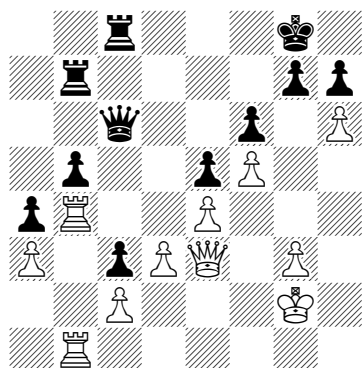
The closed game is the safe option when using the Beginner's Game against a stronger opponent, as was the case here.



19. Nxd4 Qxd4
20. Kg2 Ne6
21. Rh1 a4
22. b4 c5
23. Rb1 cxb4
24. Rxb4 Qc5
25. Bxe6 Rxe6
26. Qe3 Qe7
27. Qg5 f6
28. Qe3 Rea6

White keeps the game closed. He exchanges his remaining bishop for the knight - with almost all the pawns still on the board, knights are more dangerous.

Facing a superior opponent, white is content to trade down, keeping the game even and under control. What can black do to about it?



29. Rhb1 Rb8
30. f4 b6
31. f5 b5
32. h5 Rb7
33. Qc1 Qc5
34. Qg1 Qc6
35. Qe3 Ra8
36. h6 Rc8

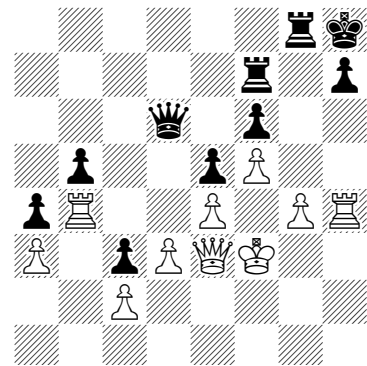
White proposes to exchange queens, but black refuses. All the while white gains space on the king side, and now threatens to break open black's castled position.

But black's position is not that easy to attack. White does not commit further, he is content with a draw.

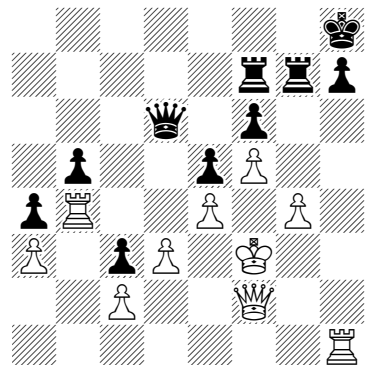
The to-and-fro movements of the pieces confirm that neither player is willing or able to force the situation.

A few more moves, and it is obvious that neither side will be able to produce any decisive advantage from the position. A draw is agreed.

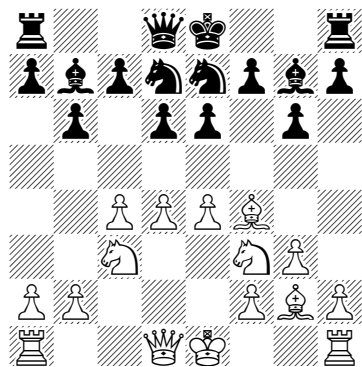
- 37. Rh1 Kh8
- 38. g4 gxh6
- 39. Rxh6 Rg8
- 40. Rh4 Qd6
- 41. Kg3 Rc7
- 42. Kf3 Rd7
- 43. Rh1 Rb7
- 44. Rh4 Rf7



- 45. Rh6 Rfg7
 - 46. Rh4 Qc6
 - 47. Qf2 Rb8
 - 48. Rh6 Rc8
 - 49. Rb1 Rf8
 - 50. Rb4 Rff7
 - 51. Rh1 Qd6
- drawn



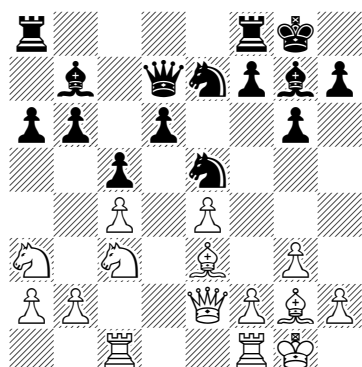
Game 6: Beginner's Game with Black



1. d4 e6
2. c4 b6
3. e4 Bb7
4. Nc3 Ne7
5. g3 g6
6. Bf4 Bg7
7. Bg2 d6
8. Nf3 Nd7

Black plays the Beginner's Game. White has a powerful opening featuring a three pawn center and aligned bishops. He is poised for a massive queen side attack.

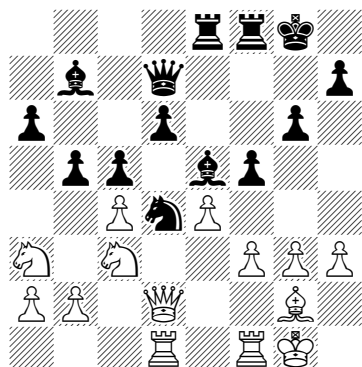
But such impressive deployments do not overwhelm the Beginner's Game - it's tough!



9. O-O e5
10. Be3 exd4
11. Nxd4 O-O
12. Rc1 Ne5
13. Qe2 c5
14. Ndb5 a6
15. Na3 Qd7

White takes time to castle, and black attacks! A pawn is exchanged, and white's pieces are forced into retreat.

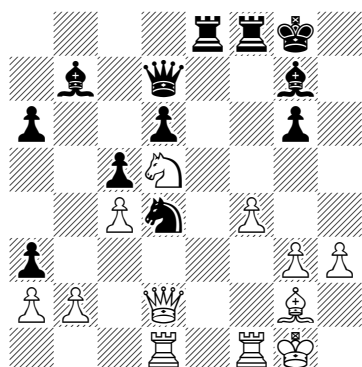
Black always moves forward; his knights are active and his bishops gain in strength as the long diagonals are cleared.



16. f3 f5
17. Bh3 Rae8
18. Qd2 Qd8
19. Bf4 N7c6
20. Bg2 Nd4
21. h3 Qd7
22. Rcd1 b5
23. Bxe5 Bxe5

White looks for counterplay, but black still maintains the initiative. His forward knight and strong bishop and rook placements keep white from regaining the upper hand.

Black now threatens with a pawn fork of the knights, and is also in position to attack the king side with all of his pieces.



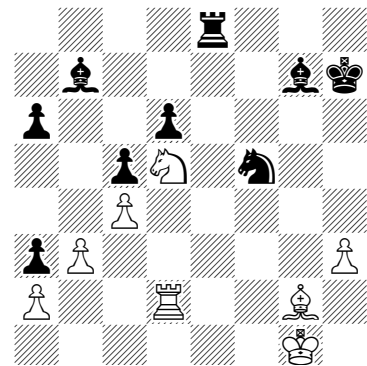
24. f4 Bg7
25. exf5 b4
26. Nd5 bxa3
27. fxg6 hxg6

White loses a piece for a pawn, and tries to consolidate his position. He has trouble defending and finding any counter play.

Black's pieces are all poised for the attack.

The rook incursion and exchanges after it worsen white's game - he goes a full piece down, and black keeps up the pressure.

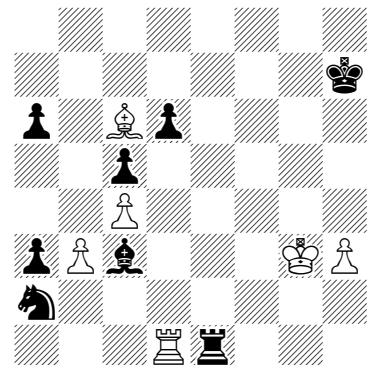
- 28. b3 Re2
- 29. Qd3 Qf5
- 30. Rf2 Rfe8
- 31. Qxf5 Nxf5
- 32. g4 Nd4
- 33. Rd2 Kh7
- 34. f5 gxf5
- 35. gxf5 Rxd2
- 36. Rxd2 Nxf5



White exchanges knight for bishop, trying to win the rook pawn, but only gets into more trouble.

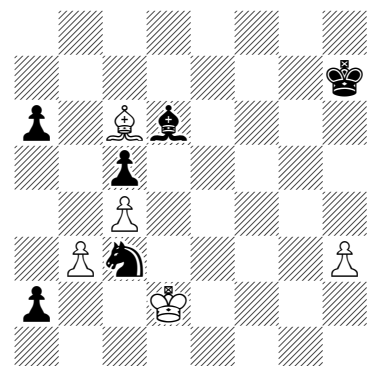
Black now has the game won, his passed pawn can no longer be stopped.

- 37. Nf6+ Bxf6
- 38. Bxb7 Bc3
- 39. Rd3 Bd4+
- 40. Kf1 Ne3+
- 41. Kf2 Nc2+
- 42. Kg3 Nb4
- 43. Rd2 Bc3
- 44. Rd1 Nxa2
- 45. Bc6 Re1



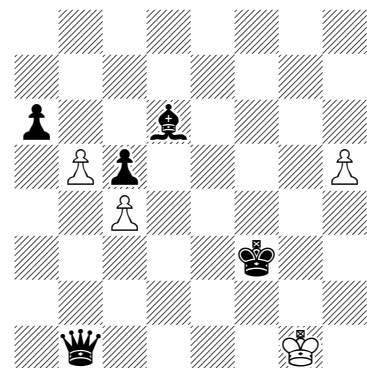
Rooks are exchanged, and black advances his pawn for promotion. There is nothing white can do about it, other than resign.

- 46. Rxd6 Be5+
- 47. Kf2 Bxd6
- 48. Kxe1 Nc3
- 49. Kd2 a2

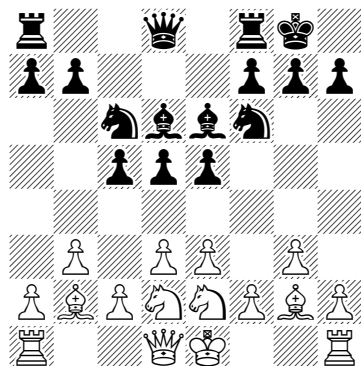


A devastating win with black for the brand new and amazing Beginner's Game!

- 50. Kxc3 a1=Q+
- 51. Kd2 Qf1
- 52. Ke3 Qe1+
- 53. Kf3 Qh1+
- 54. Ke3 Qxc6
- 55. h4 Kg6
- 56. b4 Kf5
- 57. Kf2 Qe4
- 58. h5 Kg4
- 59. Kg1 Kf3
- 60. b5 Qb1++



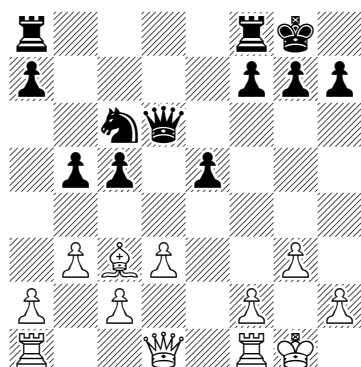
Game 7: Beginner's Game with White:



1. b3 e5
2. e3 Nf6
3. Ne2 d5
4. Bb2 Bd6
5. g3 O-O
6. Bg2 c5
7. d3 Nc6
8. Nd2 Be6

White plays the Beginner's Game in a straightforward manner, exchanging when possible and maintaining equality until the end, where he emerges a tempo ahead.

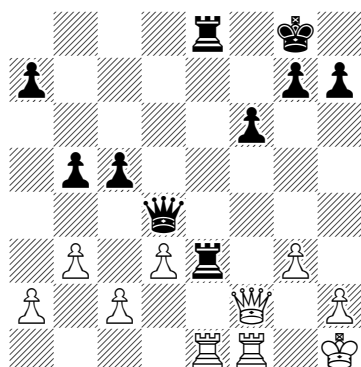
Black plays the superlative 3 pawn standard classical defense, with all pieces optimally placed on his third rank.



9. O-O Qd7
10. e4 Bh3
11. Bxh3 Qxh3
12. exd5 Nxd5
13. Nc3 Nxc3
14. Bxc3 Qd7
15. Nc4 b5
16. Nxd6 Qxd6

Three pieces are exchanged quickly, completely disarming black's game. He never developed any threat.

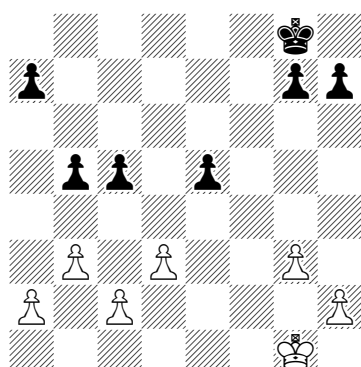
Black's queen incursion on h3 only looks dangerous - if black then plays Ng4, white covers with Nf3.



17. f4 Nd4
18. fxe5 Qxe5
19. Bxd4 Qxd4+
20. Kh1 Rae8
21. Qf3 Re3
22. Qf2 f6
23. Rae1 Rfe8

The remaining minor pieces are traded, and white sets up to trade off the rooks and queens as well.

White decides the character of the contest: it's a race to the endgame, and white is in better shape, with his queen side majority.



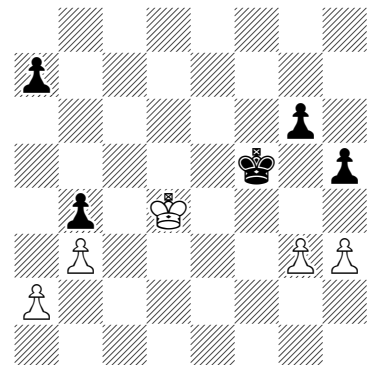
24. Rxe3 Rxe3
25. Re1 Qd5+
26. Kg1 Rxe1+
27. Qxe1 Qe5
28. Qxe5 fxe5

All the remaining pieces are exchanged, and it becomes a classic pawn endgame.

Black repairs his disadvantage somewhat, by bringing a pawn towards the center to slow white's queen side pawns.

Center pawns are exchanged; the situation remains balanced. White has only a slight advantage, but it's enough: it's his move.

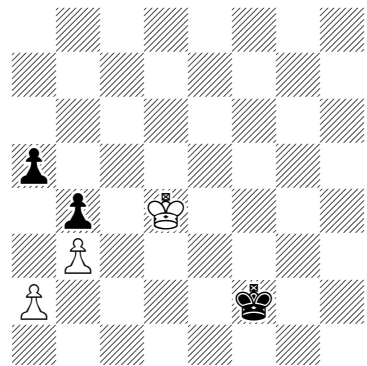
- 29. c3 Kf7
- 30. Kf2 Ke6
- 31. Ke3 b4
- 32. cxb4 cxb4
- 33. Ke4 h5
- 34. h3 g6
- 35. d4 exd4
- 36. Kxd4 Kf5



Both take out the other's king side pawns; white's king is then better positioned.

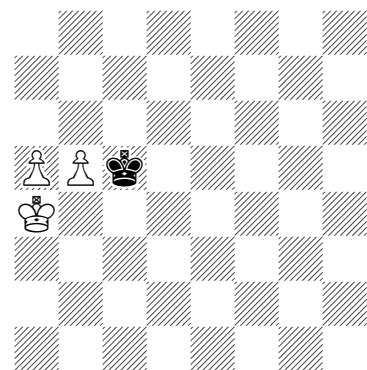
White has effectively retained his opening move advantage thru the entire game!

- 37. Kd5 h4
- 38. gxh4 Kf4
- 39. Ke6 Kg3
- 40. Kf6 Kxh4
- 41. Kxg6 Kxh3
- 42. Kf5 Kg3
- 43. Ke4 Kf2
- 44. Kd4 a5



White's king gets to the queen side first, capturing both of black's pawns. White's pawn pair can no longer be stopped.

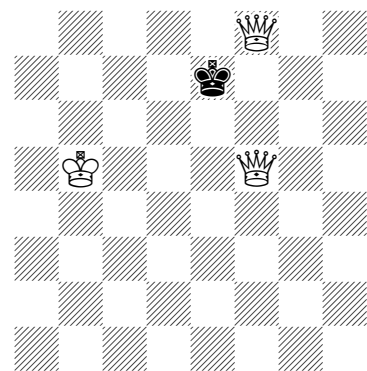
- 45. Kc5 Ke3
- 46. Kb5 Kd4
- 47. Kxa5 Kc5
- 48. Ka4 Kb6
- 49. Kxb4 Kc6
- 50. a4 Kb6
- 51. a5+ Kc6
- 52. Ka4 Kc5
- 53. b4+ Kc6
- 54. b5+ Kc5



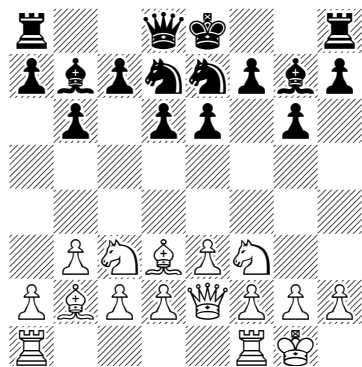
White once again mates with two queens.

White won the game in a nearly effortless manner, trading down at every occasion until the end!

- 55. b6 Kc6
- 56. Kb4 Kb7
- 57. Kb5 Kc8
- 58. a6 Kd7
- 59. a7 Ke6
- 60. a8=Q Ke5
- 61. Qf3 Kd6
- 62. Qf5 Ke7
- 63. b7 Kd6
- 64. b8=Q+ Ke7
- 65. Qbf8++



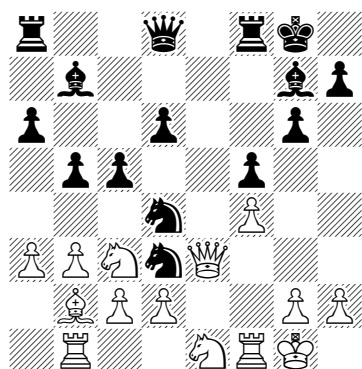
Game 8: Beginner's Game with Black



1. Nf3 d6
2. Nc3 e6
3. e3 Ne7
4. Bd3 Nd7
5. O-O b6
6. b3 g6
7. Bb2 Bg7
8. Qe2 Bb7

Black plays the Beginner's Game, against a hypermodern opening by white. Neither side occupies the center, it's completely empty.

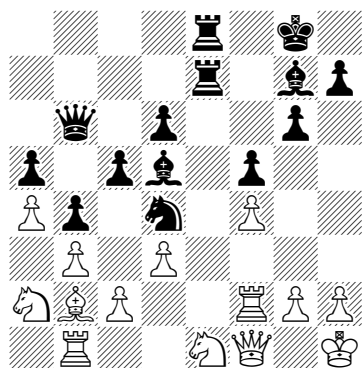
The hypermoderns were right that new and even better openings could be found. They would have recognized the Beginner's Game as the ideal that they were pursuing.



9. e4 O-O
10. Ba3 a6
11. Qe3 c5
12. Rad1 b5
13. Bb2 Nc6
14. a3 Nd4
15. Rb1 f5
16. Ne1 Ne5
17. exf5 exf5
18. f4 Nxd3

Black follows the standard opening by naturally expanding his position while white continues to lose mobility.

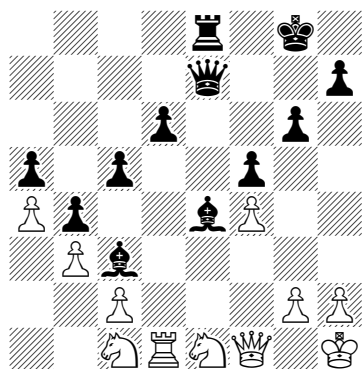
Black takes out one of white's bishops; his own bishops are now very strong, and get even stronger as the contest evolves.



19. Qxd3 Re8
20. Kh1 Rc8
21. Rf2 Rc7
22. a4 b4
23. Na2 Rce7
24. Qc4+ Kh8
25. Qf1 Qb6
26. Ba1 a5
27. Bb2 Bd5
28. d3 Kg8

Black consolidates defensively, and brings all his pieces into attack formation.

White can find nothing better than to exchange his other bishop for black's knight. He has no counterattack, and is beginning to have difficulties defending.



29. Rd2 Qc6
30. Bxd4 Bxd4
31. Rbd1 Qb7
32. Nc1 Be3
33. Re2 Bc6
34. d4 Re4
35. Ned3 Bxd4
36. Ree1 Qe7
37. Rxe4 Bxe4
38. Ne1 Bc3

White surrenders a pawn and exchanges rooks, but doesn't get any more room to maneuver than he had before. Black is slowly but surely crushing his position.

There follows a phase of feints and shifts with no exchange of material. Black finds ways to limit further the already scant mobility of his adversary.

White's position approaches zugzwang; he is running out of effective defenses.

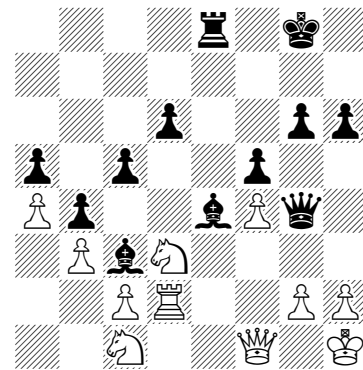
Black plays the tunes, and white has to dance to them, awkwardly.

White's position is barely holding; black is gradually forcing it open.

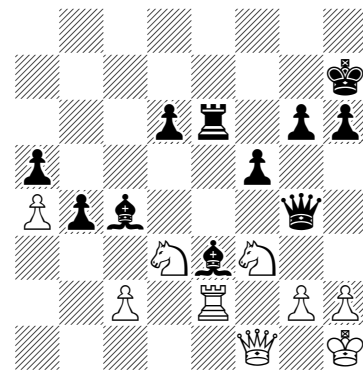
Black goes two pawns ahead, but still has to crack the remaining defenses. He sets up for the final exchanges.

Black's attack finally pays off: at move 80 white must lose one of his pieces. After that one of black's pawns queens, and white loses his last piece for it. The game ends with a mate for beginners.

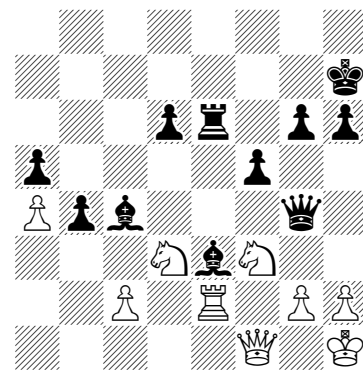
- 39. Kg1 Qh4
- 40. Ned3 Bd4+
- 41. Kh1 Qh5
- 42. Re1 Bc3
- 43. Re2 Qh4
- 44. Na2 Bd4
- 45. Nac1 h6
- 46. Rd2 Qh3
- 47. Re2 Qg4
- 48. Rd2 Bc3



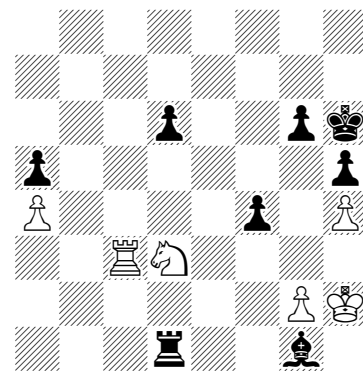
- 49. Rf2 Kh7
- 50. Ne2 Bd2
- 51. Nec1 Be3
- 52. Re2 Bd5
- 53. Ne1 c4
- 54. bxc4 Bxc4
- 55. Ncd3 Re4
- 56. Nf3 Bxf4
- 57. Rf2 Be3
- 58. Re2 Re6



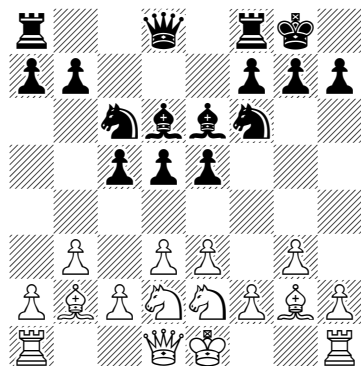
- 59. Qe1 f4
- 60. Qd1 Qf5
- 61. Re1 b3
- 62. Qb1 Qe4
- 63. Rd1 Bd5
- 64. Nde1 Bc5
- 65. cxb3 Qe2
- 66. Qd3 Bxb3
- 67. Ra1 Re3
- 68. Qxe2 Rxe2



- | | | |
|---------------|----------------|---------------|
| 80. Kh3 Bd4 | 91. Rxd6 a2 | 69. Nd3 Be3 |
| 81. Rc1 Rxd3+ | 92. Rd1 Bd4+ | 70. Nfe1 Bd5 |
| 82. Kh2 Ra3 | 93. Ke2 f3+ | 71. h3 Be4 |
| 83. Rf1 Rxa4 | 94. Kd3 Rg1 | 72. Ra3 Rd2 |
| 84. Rf3 Bf6 | 95. Ra1 Rxa1 | 73. h4 Kg7 |
| 85. Rh3 Re4 | 96. Kxd4 Rd1+ | 74. Rb3 h5 |
| 86. Kg1 Re3 | 97. Kc5 a1=Q | 75. Rc3 Rd1 |
| 87. Rh2 a4 | 98. Kb4 Qb2+ | 76. Kh2 Kh7 |
| 88. g3 a3 | 99. Kc5 Qc3+ | 77. Rb3 Kh6 |
| 89. Rd2 Rxc3+ | 100. Kb6 Rb1+ | 78. Rc3 Bxd3 |
| 90. Kf2 Bb2 | 101. Ka7 Qa1++ | 79. Nxd3 Bg1+ |



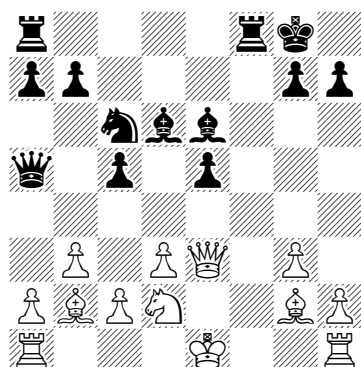
Game 9: Beginner's Game with White:



1. e3 e5
2. b3 Nf6
3. g3 d5
4. d3 Bd6
5. Bg2 O-O
6. Bb2 c5
7. Ne2 Nc6
8. Nd2 Be6

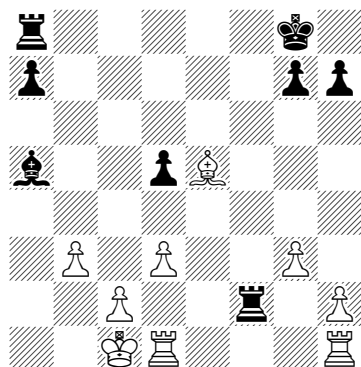
Here is another quick and easy win for the Beginner's Game. White trades down and then wins a rook and pawn endgame.

Black's 3 pawn standard opening, like other perfect classical openings, does not prove better than the Beginner's Game!



9. Nc3 d4
10. Nce4 Nxe4
11. Bxe4 f5
12. Bg2 dxe3
13. fxe3 f4
14. Qe2 fxe3
15. Qxe3 Qa5

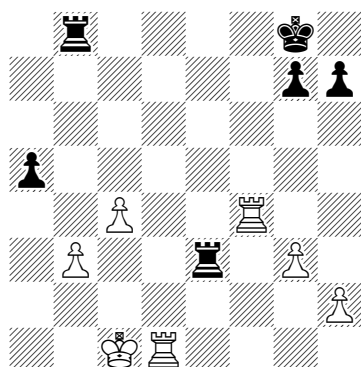
After a trade of knights and two pawns, white chooses a clever continuation from this position: he castles queen side!



16. O-O-O Qxa2
17. Bxc6 bxc6
18. Ne4 Bc7
19. Qxc5 Bd5
20. Nc3 Qa5
21. Qxa5 Bxa5
22. Nxd5 cxd5
23. Bxe5 Rf2

Fine tactical play by white - not only does he easily regain his sacrificed pawn, he smashes black's center and wins a pawn!

Neat combinations like this one can almost always be found in sharper lines following the standard opening.

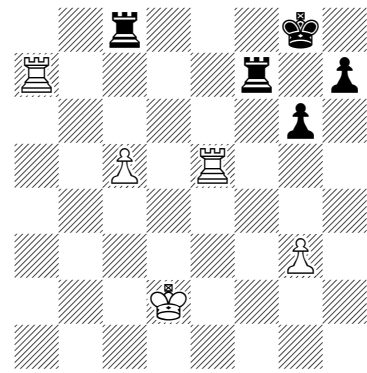


24. Rdf1 Re2
25. Bd4 Rc8
26. c4 dxc4
27. dxc4 Bb6
28. Rd1 Bxd4
29. Rxd4 a5
30. Rf4 Rb8
31. Rd1 Re3

White retains his pawn lead after the bishops are exchanged, but now the black rooks threaten white's backward pawns.

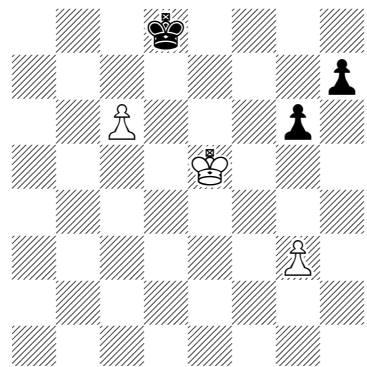
Black regains his lost pawn, but white still has the tempo, and a passed pawn as well. He must make the most of both to win.

- 32. Rd5 Rxb3
- 33. Rxa5 Rb1+
- 34. Kd2 R1b2+
- 35. Kc3 Rxh2
- 36. Ra7 Rg2
- 37. Rg4 g6
- 38. c5 Rg1
- 39. Rg5 Rc8
- 40. Kd2 Rf1
- 41. Re5 Rf7



Rooks are exchanged, and white develops his passed pawn threat. Here white's king abandons his passed pawn and goes after black's pawns instead; this wins the game.

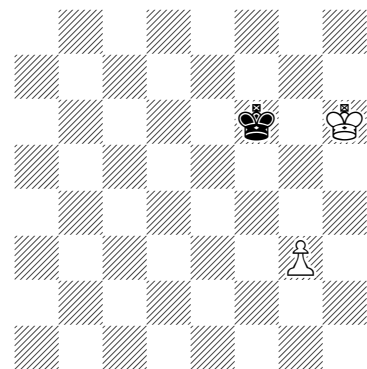
- 42. Rxf7 Kxf7
- 43. Kd3 Re8
- 44. Kd4 Rxe5
- 45. Kxe5 Ke7
- 46. c6 Kd8



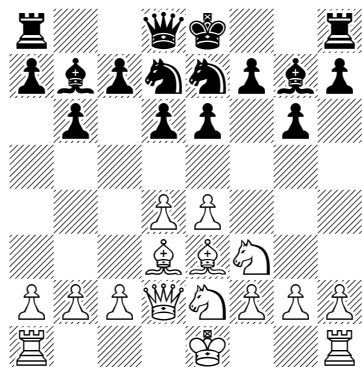
A few moves later white prepares for the advance of his game winning pawn. It ended with:

- | | | | |
|----------|-----|-----------|-----|
| 55. g4 | Kf7 | 63. Kf5 | Kb4 |
| 56. g5 | Kg8 | 64. Qd5 | Kc3 |
| 57. Kg6 | Kf8 | 65. Ke4 | Kc2 |
| 58. Kh7 | Ke7 | 66. Qc5+ | Kd2 |
| 59. g6 | Kd6 | 67. Qc7 | Ke2 |
| 60. g7 | Ke5 | 68. Qc2+ | Kf1 |
| 61. Kg6 | Kd4 | 69. Kf3 | Kg1 |
| 62. g8=Q | Kc5 | 70. Qg2++ | |

- 47. Kf6 Kc7
- 48. Kg7 g5
- 49. Kxh7 g4
- 50. Kg6 Kxc6
- 51. Kf5 Kd6
- 52. Kxg4 Ke6
- 53. Kg5 Kf7
- 54. Kh6 Kf6



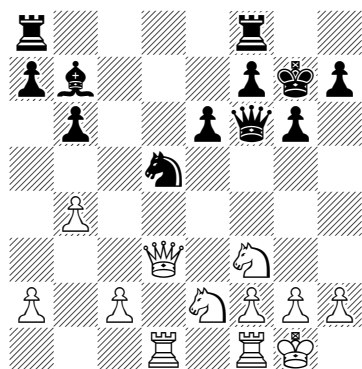
Game 10: Beginner's Game with Black



1. d4 g6
2. e4 Bg7
3. Be3 d6
4. Nf3 Nd7
5. Qd2 b6
6. Bd3 Bb7
7. Nc3 e6
8. Ne2 Ne7

The author with black produces a draw against his top strength rival, here playing the two pawn standard classical defense.

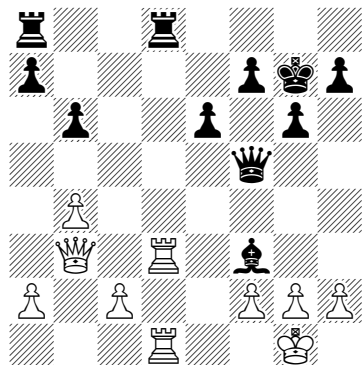
White's maneuver with the queen knight starts one of the sharper lines from his opening. He is perfectly positioned for an all-out attack on the king side.



9. Bh6 O-O
10. O-O c5
11. Bxg7 Kxg7
12. Rad1 d5
13. exd5 Nxd5
14. dxc5 Nxc5
15. b4 Nxd3
16. Qxd3 Qf6

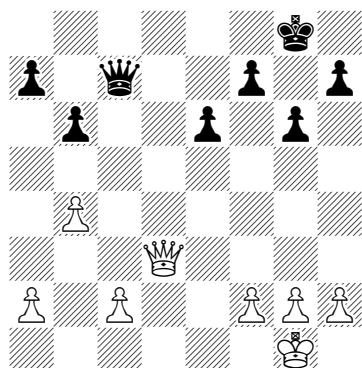
Black plays a straightforward continuation of the standard opening, simplifying where possible, and maintaining a tight defense.

As in many games against the classical defenses, the opponent quickly loses his bishop pair and pawn center, depriving him of much of his attacking potential.



17. Qb3 Nf4
18. Nxf4 Qxf4
19. Rd4 Qf5
20. Rd3 Rfd8
21. Rfd1 Bxf3

Black exchanges knights, then finds this neat little combination which puts white under a bit of pressure, and forces the exchange of the remaining minor pieces.



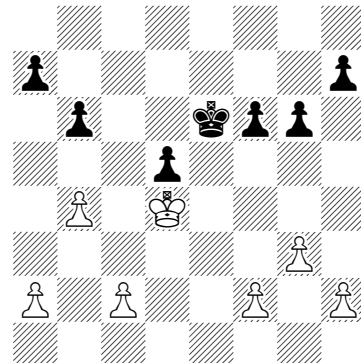
22. Rxd8 Rxd8
23. Rxd8 Qg5
24. Qxf3 Qxd8
25. Qc3+ Kg8
26. Qd3 Qc7

White stops the mate threat easily, and the resulting position is still balanced.

Even non-expert players of the Beginner's Game can reach parity in the endgame as here, by a series of simplifying exchanges, all the while maintaining the initiative!

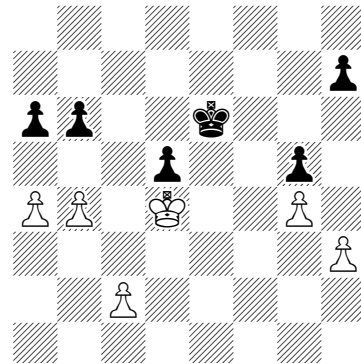
Following this black forces the exchange of queens, and meets white's king in the center. White cannot invade on either side or otherwise provoke a pawn asymmetry which would permit him to exploit his superior skills in the endgame.

- 27. g3 Qe5
- 28. Kg2 Qd5+
- 29. Qxd5 exd5
- 30. Kf3 f6
- 31. Ke3 Kf7
- 32. Kd4 Ke6



White brings his pawns up, but black has no difficulty keeping the center closed and the game equal and under control.

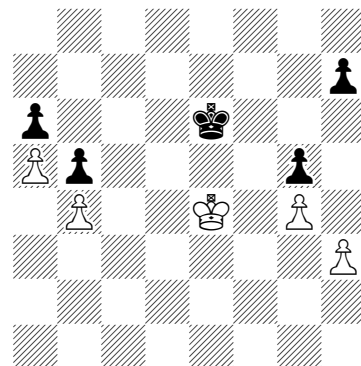
- 33. a4 Kd6
- 34. g4 a6
- 35. f4 g5
- 36. fxg5 fxg5
- 37. h3 Ke6



White now tries to lure black's king forward, but black doesn't go for it: he's satisfied with things the way they are.

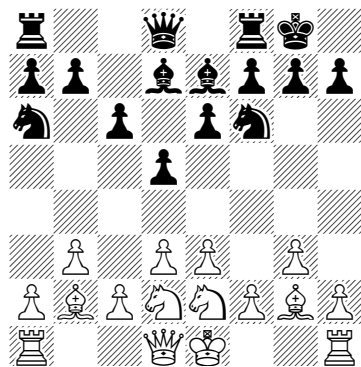
Black sits on the opposition until white has to accept the drawn conclusion.

- 38. Kd3 Kd6
 - 39. c4 dxc4+
 - 40. Kxc4 Kc6
 - 41. Kd4 Kd6
 - 42. Ke4 Ke6
 - 43. a5 b5
 - 44. Kd4 Kd6
 - 45. Ke4 Ke6
 - 46. Kd4 Kd6
 - 47. Ke4 Ke6
- drawn



Although certainly not a candidate for any brilliancy prizes, this game nevertheless illustrates that with the Beginner's Game even amateur wood pushers can go right to the wire with top competition, and even keep a step ahead all the way!

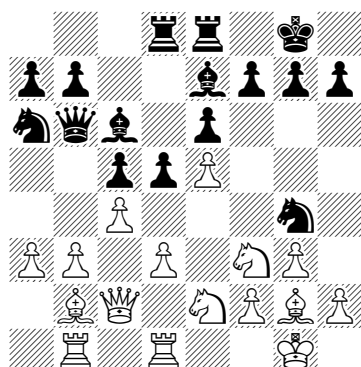
Game 11: Beginner's Game with White



1. e3 Nf6
2. Ne2 e6
3. g3 Be7
4. Bg2 d5
5. b3 O-O
6. Bb2 Na6
7. d3 Bd7
8. Nd2 c6

White plays the Beginner's Game and defeats his adversary with brilliant tactical play, of the highest technical standards.

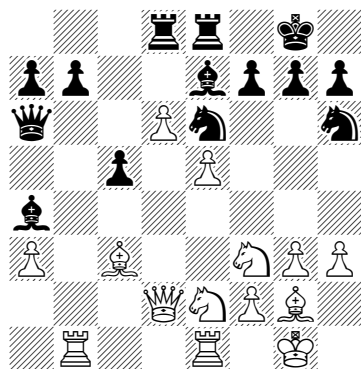
Black's opening, like white's, is compact, but can uncoil into a very strong attack.



9. O-O Qc7
10. Nf3 Rad8
11. c4 c5
12. a3 Qb6
13. Qc2 Nb8
14. e4 Rfe8
15. Rfd1 Na6
16. e5 Ng4
17. Rab1 Bc6

White pushes forward quickly, placing his opponent in a disadvantageous position. Black's knights have no good placement, and his king side is becoming vulnerable.

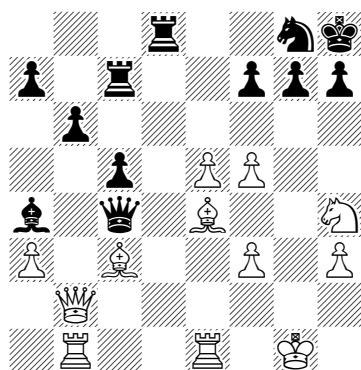
White's knights are active, and his king side castled position is unassailable.



18. d4 dxc4
19. bxc4 Qa5
20. h3 Nh6
21. d5 exd5
22. cxd5 Ba4
23. Qd2 Qb6
24. Re1 Nc7
25. d6 Ne6
26. Bc3 Qa6

Black's attempt to win the exchange proves futile. White's center pawns advance, scattering black's pieces.

White is pressing his initiative to the maximum, developing threats all over the chessboard.



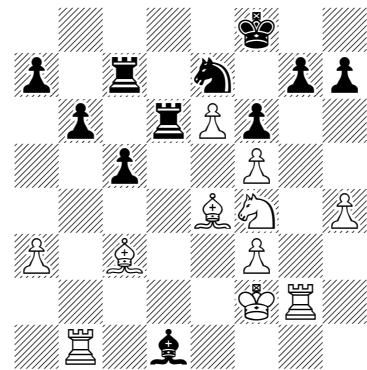
27. Qb2 b6
28. dxe7 Rxe7
29. Nh4 Red7
30. Nf4 Nxf4
31. gxf4 Qc4
32. Be4 Rc7
33. f3 Kh8
34. f5 Ng8

Black loses a piece for poor compensation. White positions his bishops and advances his pawns, building for a king side assault, supported by the open knight file. Black is in serious trouble.

White exchanges queens, and concentrates on the king side attack with all his pieces.

Black will now be forced to surrender the exchange, as the white attack continues.

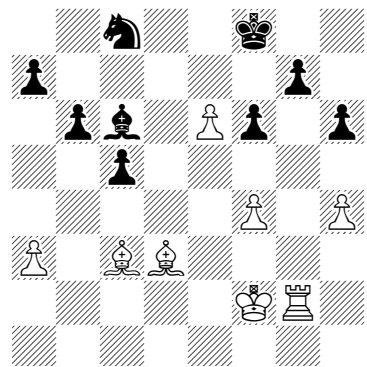
- 35. Ng2 Bc6
- 36. e6 f6
- 37. Nf4 Qa4
- 38. Qb3 Qxb3
- 39. Rxb3 Ne7
- 40. Rbb1 Ba4
- 41. Kf2 Kg8
- 42. Rg1 Kf8
- 43. h4 Rd6
- 44. Rg2 Bd1



White then forces an exchange of rooks, and redeploys to attack the king side with his remaining pieces.

White now looks for a way to cash in his advanced passed pawn.

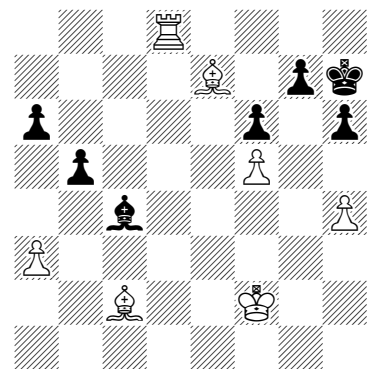
- 45. Nd5 Rxd5
- 46. Bxd5 Bc2
- 47. Rc1 Bxf5
- 48. Bc4 Bg6
- 49. Rd1 Be8
- 50. Rd8 Rc8
- 51. Rxc8 Nxc8
- 52. Bd3 h6
- 53. f4 Bc6



Black's position gets ever more desperate, he has to sacrifice his knight to stop the pawn promotion. White now wins by force with his two piece advantage.

White's rook on the back rank signals that the end is near for black.

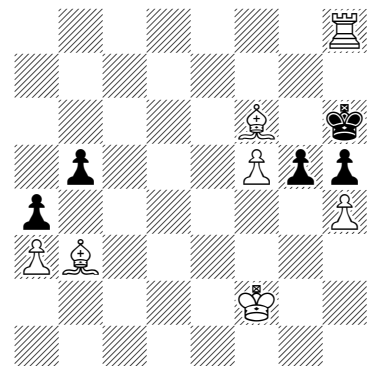
- 54. Rg1 Ne7
- 55. f5 a6
- 56. Bd2 b5
- 57. Rd1 Kg8
- 58. Bc2 Be8
- 59. Be3 Nc6
- 60. Bxc5 Kh7
- 61. e7 Bf7
- 62. Rd8 Nxe7
- 63. Bxe7 Bc4



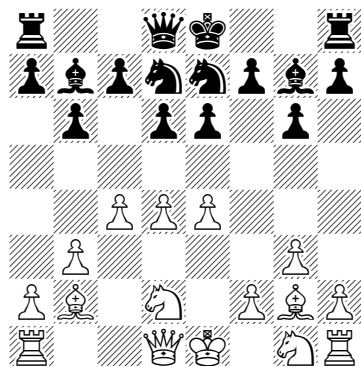
White now checkmates with precision play. Very few games at master level end like this one, with an advantage of three pieces.

Bravo, Beginner's Game, brilliantly played!

- 64. Bd1 Bf7
- 65. Rf8 h5
- 66. Rxf7 Kh6
- 67. Bb3 a5
- 68. Rf8 g5
- 69. Bxf6 a4
- 70. Rh8++



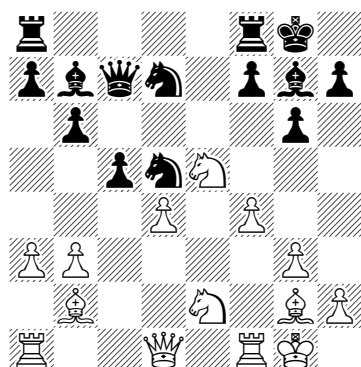
Game 12: Beginner's Game with Black



1. d4 e6
2. c4 Ne7
3. e4 g6
4. b3 Bg7
5. Bb2 b6
6. g3 Bb7
7. Bg2 d6
8. Nd2 Nd7

Black plays the Beginner's Game, with a 'Pawn then Piece' opening sequence.

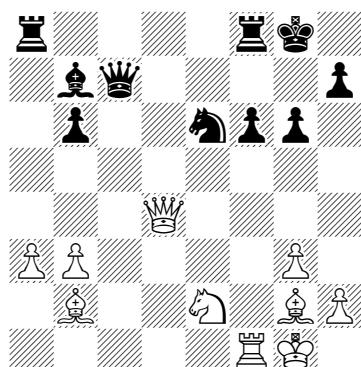
White tries a custom opening with a big forward pawn wall, and piece placement as in the Beginner's Game. The pawn wall does not do much damage however, and finally black wins with superior tactics.



9. Ne2 O-O
10. f4 c5
11. O-O Qc7
12. a3 Nc6
13. Nf3 d5
14. exd5 exd5
15. cxd5 Ne7
16. Ne5 Nxd5

White manages some offensive action from his aggressive version of the Beginner's Game, but doesn't produce any real gains.

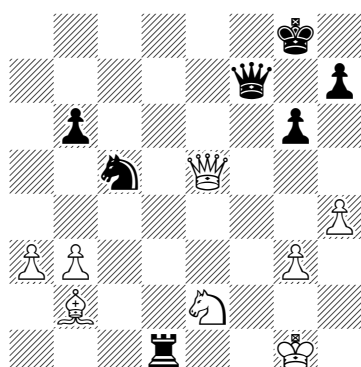
Black's position is active and coherent; his continuing play is fully consistent with the standard opening.



17. dxc5 Bxe5
18. fx5 Ne3
19. cxb6 axb6
20. Rc1 Nc5
21. Qd4 Nxf1
22. e6 f6
23. Rxf1 Nxe6

White's play generates threats; but black doesn't have difficulty finding responses, and wins the exchange with a knight fork.

White now loses time with his queen move, and black takes command of the game.

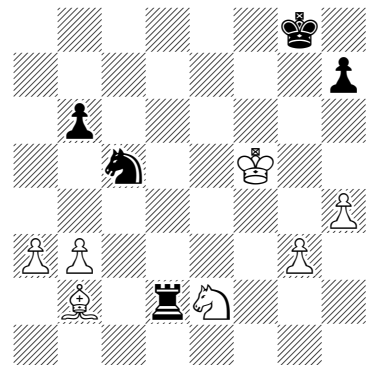


24. Qe3 Nc5
25. Bxb7 Qxb7
26. Rxf6 Rxf6
27. Bxf6 Qf7
28. Bb2 Rd8
29. h4 Rd3
30. Qe5 Rd1+

White regains a pawn, and threatens mate on the move, but black again finds the right response: check!

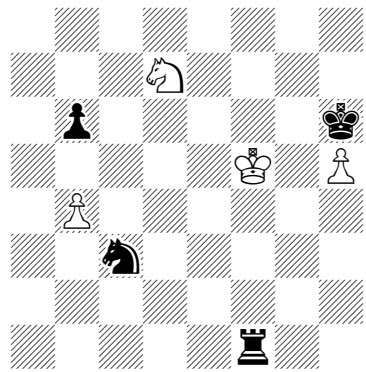
After more checks and a queen exchange, black finds another fork. Now up a full piece, black has the game in hand.

- 31. Kh2 Qf2+
- 32. Kh3 Qf1+
- 33. Kg4 Qf5+
- 34. Qxf5 gxf5+
- 35. Kxf5 Rd2



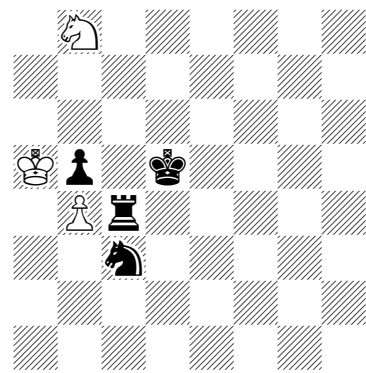
The material advantage is decisive; black presses on for his victory.

- 36. Nd4 Rxb2
- 37. b4 Na4
- 38. g4 Nc3
- 39. g5 Ra2
- 40. h5 Rxa3
- 41. g6 Ra1
- 42. Nc6 Kg7
- 43. gxh7 Kxh7
- 44. Ne5 Kh6
- 45. Nd7 Rf1+



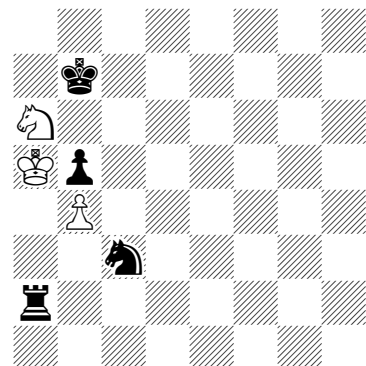
Black's king moves over to assist. White here runs out of options: he can lose his knight, or lose the game! It ends quickly.

- 46. Ke5 Re1+
- 47. Kd6 Rd1+
- 48. Kc6 b5
- 49. Nc5 Rd4
- 50. Na6 Rc4+
- 51. Kb6 Kxh5
- 52. Ka5 Kg5
- 53. Nb8 Kf5
- 54. Nd7 Ke4
- 55. Nb8 Kd5

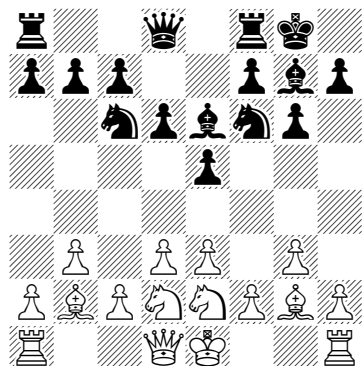


A clever mate and a resounding win for the surprisingly strong new Beginner's Game!

- 56. Nd7 Rc7
- 57. Nb8 Rc8
- 58. Na6 Kc6
- 59. Nc5 Rd8
- 60. Na6 Rd2
- 61. Nb8+ Kb7
- 62. Na6 Ra2++



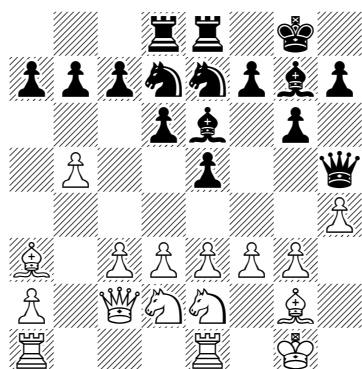
Game 13: Beginner's Game with White



1. e3 g6
2. g3 Bg7
3. Bg2 d6
4. Ne2 Nf6
5. b3 O-O
6. Bb2 e5
7. d3 Nc6
8. Nd2 Be6

White plays the Beginner's Game against a strong classical defense with a king side fianchetto. It uses a similar style of play as the standard opening, with pawn chains and mostly recessed piece placements.

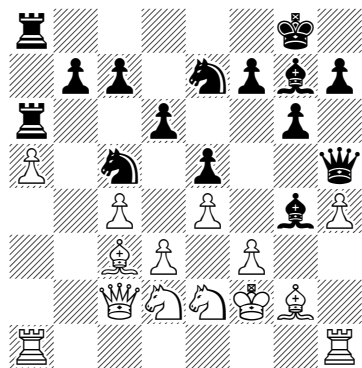
Against any classical opening, black would have a good game; far less so against the Beginner's Game.



9. h3 Qe7
10. O-O Rad8
11. Ba3 Rfe8
12. Re1 Nd7
13. c3 Qg5
14. Qc2 Qh6
15. h4 Qh5
16. b4 Bg4
17. f3 Be6
18. b5 Ne7

Following the opening, white pushes forward with his pawns. Black's knights retreat to the Beginner's Game position: a curious 'echo' of the standard opening that frequently occurs.

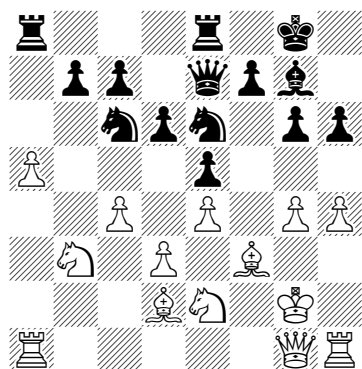
White's queen placement on c2 is strong. Black looks aggressive, but white's mobile king side castle position holds well.



19. c4 Nf5
20. Kf2 a6
21. bxa6 Ra8
22. Bb2 Rxa6
23. a4 Rea8
24. Bc3 Nc5
25. a5 Ne7
26. Rh1 Bf5
27. e4 Bd7
28. g4 Bxg4

Black opens the queen rook file, but white prevents any break thru.

Seeming frustrated with the closing position, black decides to sacrifice a piece to open the king side - but he will get only a single pawn for it, and his attack is stopped cold.

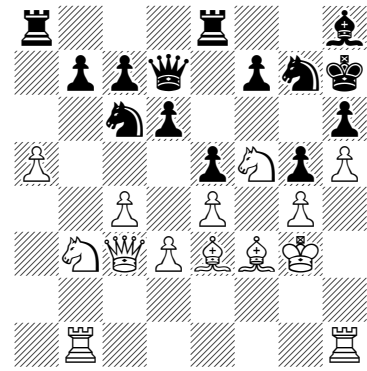


29. Ng3 Qh6
30. f4 Qf4+
31. Bf3 Nc6
32. Ne2 Qf6
33. Nb3 Ne6
34. Qd2 h6
35. Kg2 Rb8
36. Qe3 Re8
37. Qg1 Qe7
38. Bd2 Raa8

Black regroupes his pieces and improves his game somewhat, but is by now too far behind materially to start any offensive action. White also consolidates nicely, and now has all his pieces well placed for both defense and offense.

White moves forward in preparation for a king side attack, but black is dug in. It is now a question of finding some way to storm the black fortress.

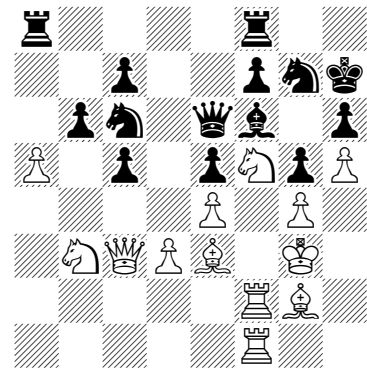
- 39. Rb1 Qd7
- 40. Qe1 Reb8
- 41. Be3 Re8
- 42. Qd2 Kh7
- 43. h5 g5
- 44. Ng3 Nf4+
- 45. Kh2 Ne6
- 46. Nf5 Bf6
- 47. Qc3 Bh8
- 48. Kg3 Ng7



White shifts his rooks into attack position. The opening move of his assault is now clear: Nxh6!

There is absolutely nothing that black can do about it. He tries to distract white with a pawn advance on the queen side.

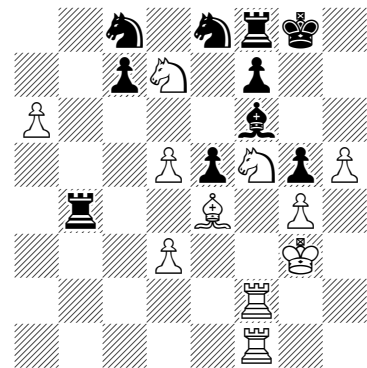
- 49. Qd2 Ne6
- 50. Kg2 Bf6
- 51. Qc3 Reb8
- 52. Ra1 Ng7
- 53. Rhf1 Re8
- 54. Kg3 Rg8
- 55. Bg2 Qe6
- 56. Ra2 Rgf8
- 57. c5 dxc5
- 58. Raf2 b6



White's bishop sacrifice opens up the queen side, producing a dangerous passed pawn.

White attacks all across the chessboard, developing multiple threats. His forward knights wreak black's scattered defenses, and his rooks now smash what remains.

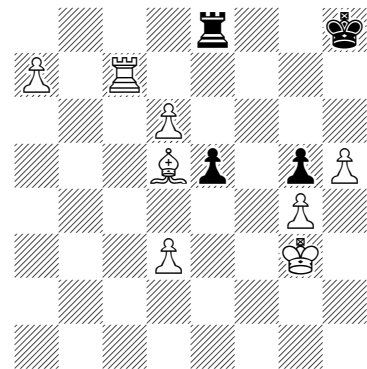
- 59. Nxh6 Ne8
- 60. Bxc5 bxc5
- 61. Nxc5 Qd6
- 62. Nf5 Qd8
- 63. a6 Rb8
- 64. Qc4 Rb4
- 65. Qd5 Qxd5
- 66. exd5 Na7
- 67. Be4 Kg8
- 68. Nd7 Nc8



White finishes his adversary in few moves:

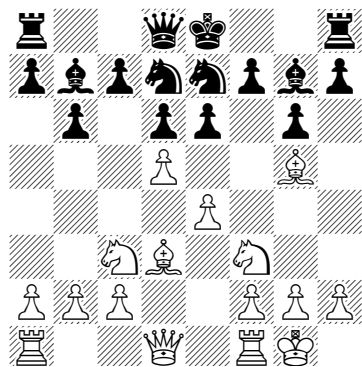
- 79. a8=Q Rxa8
- 80. Bxa8 Kg8
- 81. d7 Kf7
- 82. d8=Q+ Ke6
- 83. Bd5++

- 69. Nxf6+ Nxf6
- 70. Nh6+ Kh8
- 71. Rxf6 Nd6
- 72. Nxf7+ Nxf7
- 73. Rxf7 Rxf7
- 74. Rxf7 Kg8
- 75. Rxc7 Rb8
- 76. d6 Rd8
- 77. Bd5+ Kh8
- 78. a7 Re8



An unrelenting attack from the best new opening in chess, the Beginner's Game!

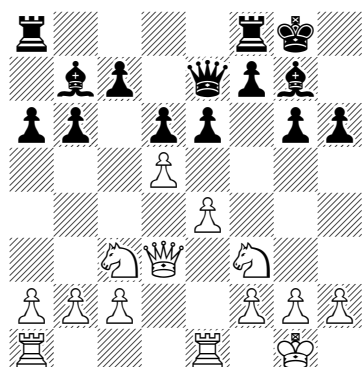
Game 14: Beginner's Game with Black



1. e4 d6
2. d4 e6
3. Nf3 g6
4. Bd3 b6
5. Nc3 Bg7
6. Bg5 Ne7
7. O-O Bb7
8. d5 Nd7

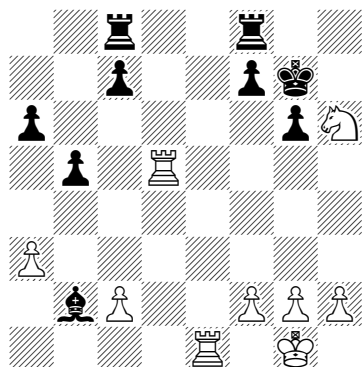
Here is a simple and elegant victory for black's Beginner's Game. The win is so effortless it seems almost magical. But the Beginner's Game is a surprising opening, and amazing games evolve from it!

White starts an attack from his 2 pawn and pin classical defense as black completes his opening, using a pawns first sequence.



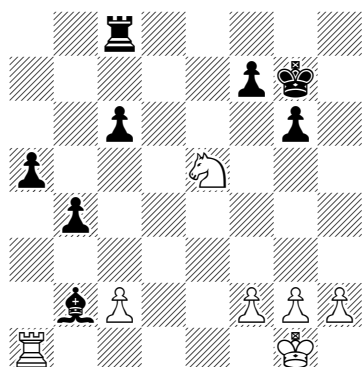
9. Bb5 a6
10. Bxd7+ Qxd7
11. Qd3 O-O
12. Rfe1 h6
13. Bxe7 Qxe7

White trades bishops for knights: players who automatically pin the knights often find nothing better to do when the rook pawns 'put the question' to the bishops.



14. Rad1 b5
15. a3 Rac8
16. e5 dxe5
17. Nxe5 Qd6
18. Ng4 exd5
19. Nxd5 Bxd5
20. Qxd5 Qxd5
21. Rxd5 Bxb2
22. Nxh6+ Kg7

A long series of exchanges ends with an unpleasant 'sting' for white: he must retire his knight, and then lose his rook pawn.



23. Ng4 Rfd8
24. Ne3 Rxd5
25. Nxd5 c6
26. Nb4 a5
27. Nd3 Bxa3
28. Ra1 b4
29. Ne5 Bb2

Black delays the capture of the rook pawn, and then traps white with a subtle bishop fork: rook takes pawn contains another sting, but what else can white do?

White loses the exchange rather than allow black's pawn to pass. Now there's another sting - black has a mate threat, and uses it to win another pawn.

An undeveloped castled position often proves the undoing of classical defenses. It never happens to the Beginner's Game!

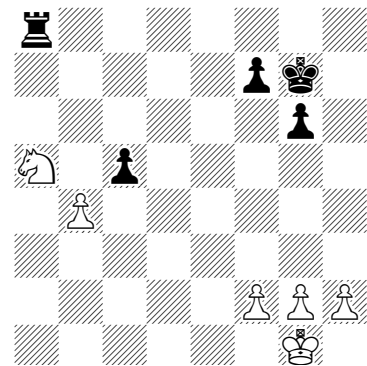
Black's pawn marches straight in. White's efforts to stop it are almost comically futile.

Black's play is easy and precise; he has already won the game decisively.

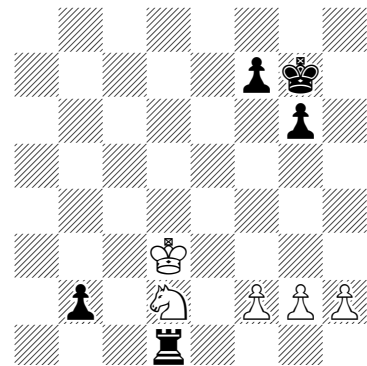
White is awaiting his execution. The advance of black's king will allow the pawn to queen; but black mates in two, without bothering to promote the pawn.

A tidy finish to a lovely game - Bravo, the Beginner's Game!

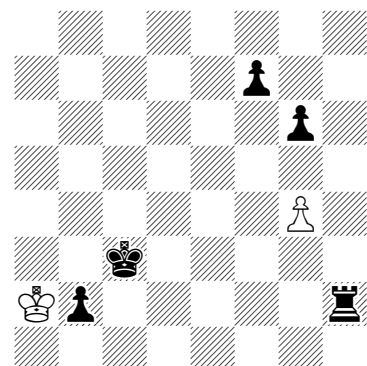
- 30. Rxa5 Bc3
- 31. Nc4 b3
- 32. cxb3 Bxa5
- 33. Nxa5 Ra8
- 34. b4 c5



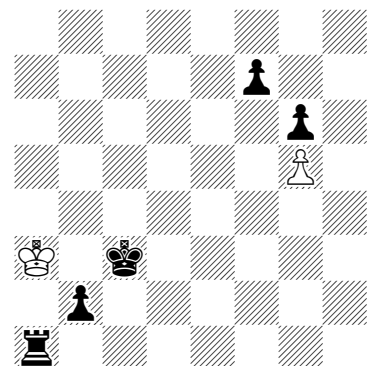
- 35. Kf1 cxb4
- 36. Nb3 Ra3
- 37. Nd2 b3
- 38. Ke2 b2
- 39. Nb1 Ra1
- 40. Nd2 Rc1
- 41. Kd3 Rd1



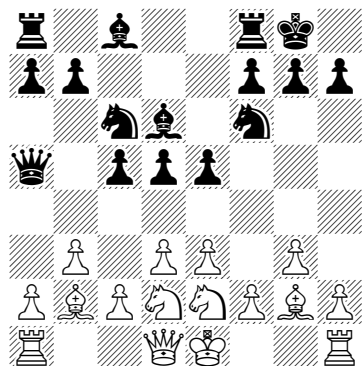
- 42. Kc2 Rxd2+
- 43. Kb1 Rxf2
- 44. g3 Rxh2
- 45. Ka2 Kf6
- 46. Kb1 Ke5
- 47. Ka2 Kd4
- 48. g4 Kc3



- 49. g5 Rh1
- 50. Ka3 Ra1++



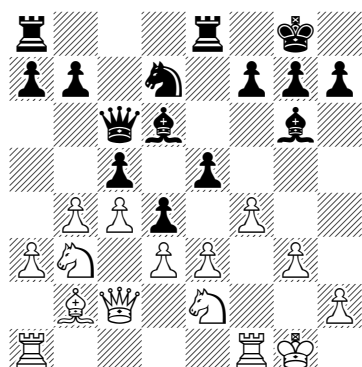
Game 15: Beginner's Game with White



1. e3 d5
2. b3 e5
3. Bb2 Bd6
4. Ne2 Nf6
5. g3 O-O
6. Bg2 c5
7. d3 Nc6
8. Nd2 Qa5

Here is one of the earliest wins ever recorded with the new Beginner's Game. It shows many of the elements of sound play following the standard opening.

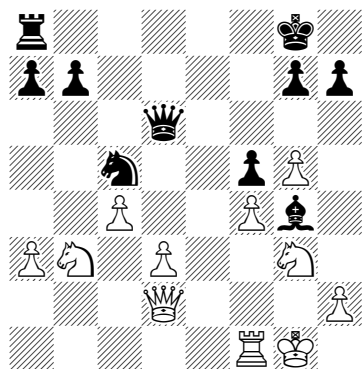
Black's opening dominates the center and prepares for an attack on the queen side. Needless to say, he never gets the chance!



9. O-O Be6
10. c4 d4
11. a3 Bf5
12. Qc2 Rfe8
13. b4 Qb6
14. Nb3 Nd7
15. f4 Bg6
16. Bxc6 Qxc6

White castles, then starts forward with a series of pawn advances. White's queen placement on c2, and knight on b3 are also typical moves following the opening.

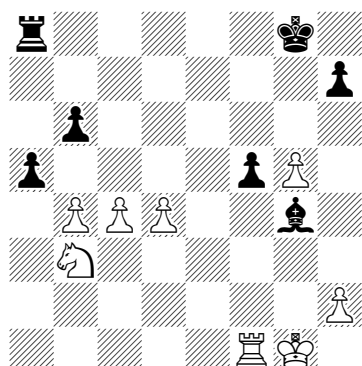
White's exchange of bishop for knight gives up a worthy resource, but succeeds in disarming black's buildup on the queen side.



17. exd4 exd4
18. g4 f5
19. bxc5 Bxc5
20. g5 Bh5
21. Ng3 Bg4
22. Qf2 Re3
23. Bxd4 Rf3
24. Qd2 Rxf1+
25. Rxf1 Qd6
26. Bxc5 Nxc5

Effective combinatorial play by white wins him a pawn, creates a passed pawn, and still keeps the pressure on his adversary.

Neat combinations such as this one seem to abound in the Beginner's Game, no matter what defense is played against it!

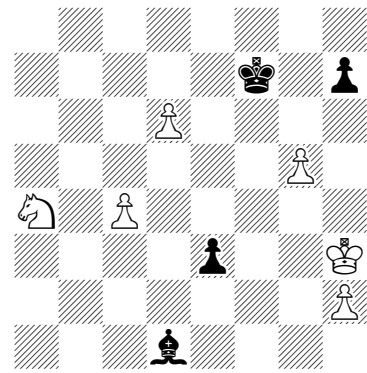


27. Qb4 b6
28. d4 Ne4
29. Nxe4 Qxb4
30. Nf6+ gxf6
31. axb4 fxg5
32. fxg5 a5

Knights and queens are exchanged; white's interposed knight check splits black's king side pawns, creating another weakness.

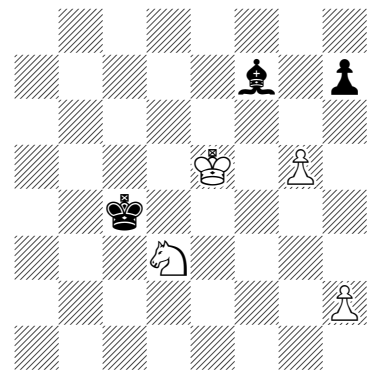
Black abandons his rook pawn and tries to attack white's king with rook, bishop and pawn. He is two pawns down, but still threatens with a pawn nearing promotion.

- 33. bxa5 bxa5
- 34. Ra1 a4
- 35. Ra3 Bd1
- 36. Nc5 Re8
- 37. d5 f4
- 38. d6 Re1+
- 39. Kg2 Re2+
- 40. Kh3 Kf7
- 41. Nxa4 Re3+
- 42. Rxe3 fxe3



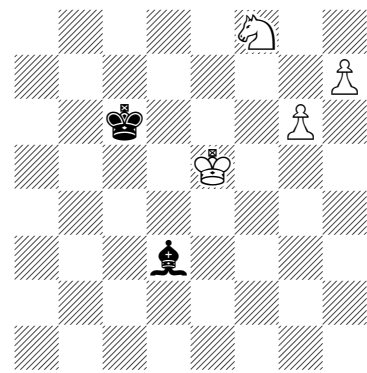
Correct knight play stops black's last threat. White then drops a pawn, leaving black's king too far away to intervene on the king side.

- 43. Nb2 e2
- 44. Nd3 Bc2
- 45. Ne1 Bf5+
- 46. Kg3 Ke6
- 47. Kf2 Kxd6
- 48. Kxe2 Be6
- 49. Ke3 Kc5
- 50. Nd3+ Kxc4
- 51. Ke4 Bd5+
- 52. Ke5 Bf7



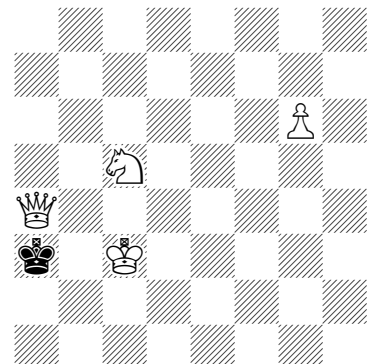
Here's the situation a bit later. Black can no longer stop the pawns from advancing, and checkmate comes a few moves later.

- 53. Nf4 Be8
- 54. Ne6 Ba4
- 55. Nf8 Bc2
- 56. h4 Bd3
- 57. h5 Kc5
- 58. Nxh7 Kb6
- 59. Nf8 Kc7
- 60. g6 Kb6
- 61. h6 Kb5
- 62. h7 Kc6

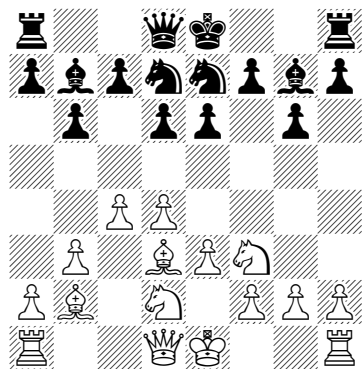


Another convincing demonstration of the strength of the Beginner's Game in master level play!

- 63. h8=Q Bc4
- 64. Ne6 Kb5
- 65. Qb8+ Ka4
- 66. Nc5+ Ka3
- 67. Kd4 Bb5
- 68. Qxb5 Ka2
- 69. Kc3 Ka3
- 70. Qa4++



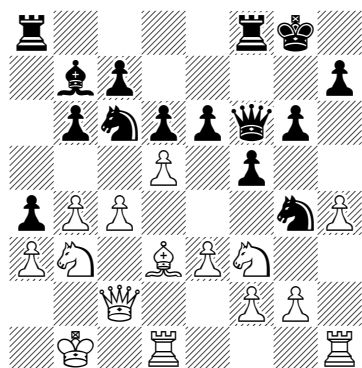
Game 16: Beginner's Game with Black



1. d4 e6
2. e3 b6
3. Bd3 Bb7
4. Nf3 d6
5. c4 Ne7
6. b3 g6
7. Bb2 Bg7
8. Nbd2 Nd7

Here is an interesting contest in which white uses a special opening to confront black's Beginner's Game. It is a variant of the standard opening, called Bv34F'G.

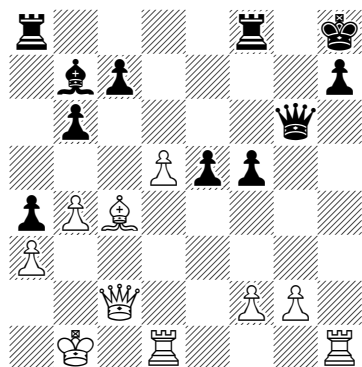
This opening gives white a strong king side attack, especially after a long castle. Most of the variants of the Beginner's Game are among its toughest opponents!



9. Qc2 O-O
10. O-O-O Nc6
11. a3 f5
13. h4 Nf6
14. b4 Ng4
15. Nb3 a5
16. d5 Bxb2+
17. Kxb2 Qf6+
18. Kb1 a4

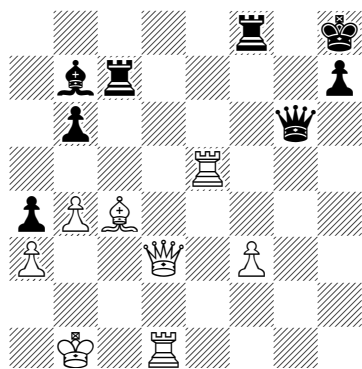
White makes final adjustments to his position to support an all-out attack on the king side.

Black starts to spoil his game; the queen check costs white the initiative.



19. Nbd4 Nxd4
20. exd4 exd5
21. h5 dxc4
22. Bxc4+ Kh8
23. hxg6 Qxg6
24. d5 Ne5
25. Nxe5 dxe5

The knights are exchanged and white, though a pawn down, regains the initiative and finds an attack. But black seems to have no real difficulties defending, and white must regain his lost material.

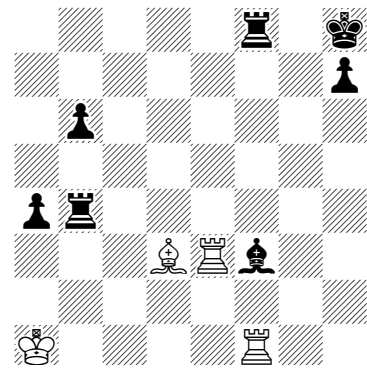


26. Rhe1 Qg7
27. f3 Rf7
28. d6 Rd7
29. dxc7 Rxc7
30. Qxf5 Rf8
31. Qd3 Qxg2
32. Rxe5 Qg6

White wins back his pawn, but cannot build the attack. The board is being cleared rapidly, and white still has problems to maintain equality.

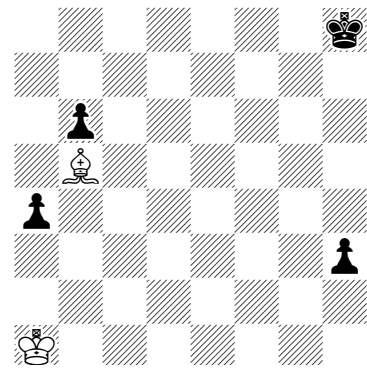
Queens are exchanged, and then black leaps to the occasion, taking out three pawns. He will lose his bishop for it, but it still looks like a fair exchange at this point in the game.

- 33. Re6 Qxd3+
- 34. Bxd3 Bxf3
- 35. Rf1 Rc3
- 36. Re3 Rb3+
- 37. Ka1 Rxa3+
- 38. Kb2 Rb3+
- 39. Ka1 Rxb4



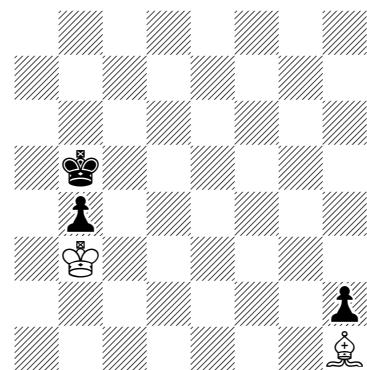
Rooks are exchanged, and the board looks like this: white can't win, and it doesn't look like black can either.

- 40. Rxf3 Rxf3
- 41. Rxf3 h5
- 42. Rf5 h4
- 43. Rb5 Rxb5
- 44. Bxb5 h3

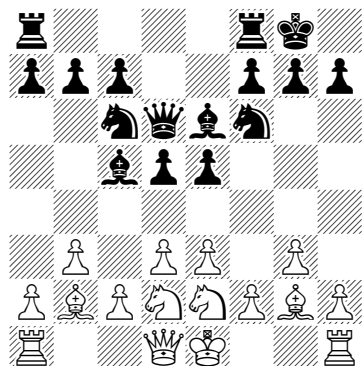


After a few moves, it's clear that neither black pawn can advance; it's a draw. Good game!

- 45. Bxa4 Kg7
 - 46. Bc6 Kf6
 - 47. Kb2 Ke5
 - 48. Kc3 Kd6
 - 49. Bb7 Kc5
 - 50. Be4 b5
 - 51. Bf3 b4+
 - 52. Kb3 h2
 - 53. Bh1 Kb5
- drawn



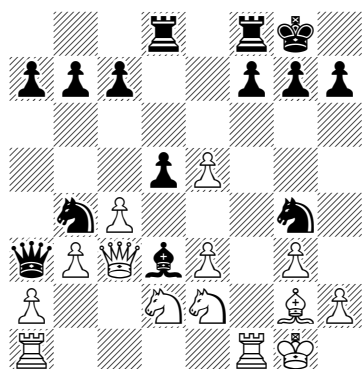
Game 17: Beginner's Game with White



1. g3 d5
2. d3 Nc6
3. Bg2 Nf6
4. b3 e5
5. Bb2 Be6
6. Nd2 Bc5
7. e3 O-O
8. Ne2 Qd6

Here is one of the first contests ever played with the newly discovered Beginner's Game. Seeing games like this gave the author confidence that he had found the best opening in chess.

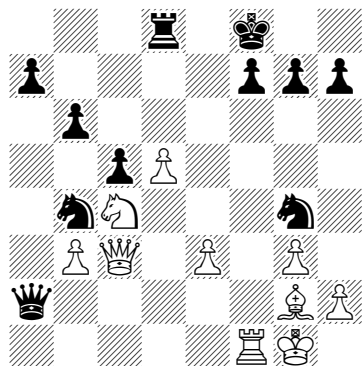
Both sides play superbly, but white develops the most threats, all the while living 'on the edge of the abyss'.



9. O-O Ba3
10. Bxa3 Qxa3
11. c4 Rad8
12. Qc2 Nb4
13. Qc3 Bg4
14. f3 Bf5
15. f4 Bxd3
16. fxe5 Ng4

Black tries the queen and bishop attack, and white accepts. This attack against the Beginner's Game is often seen but rarely dangerous; afterwards the queen is poorly placed, and has to get back in the game.

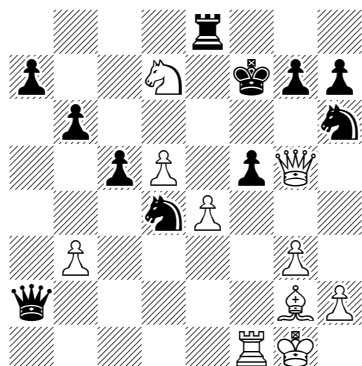
White's move 15. f4 is surprising, but well calculated, and gives rise to a very sharp continuation, with both sides now fully committed to the attack!



17. e6 Bxe2
18. e7 Bxf1
19. Exf8=Q+ Kxf8
20. Rxf1 c5
21. cxd5 b6
22. Nc4 Qxa2

Following the white pawn's solo march to promotion and the equally effective rip thru the ranks by black's bishop, things seem to be going in black's favor - he is a pawn up and has two knights and his queen in enemy territory.

But from this position white attacks!



23. e4 Nc2
24. Qf3 Nh6
25. Ne5 Nd4
26. Qh5 f5
27. Qg5 Re8
28. Nd7+ Kf7

A bit later, the board has a completely different aspect. White now is threatening, and black's king is dangerously exposed.

Here white finds an excellent continuation, allowing his bishop to join the attack.

White plays a brilliant series of moves. His attack seems to hang in midair, but it is all as correct as it is sharp.

Black has trouble avoiding the tightening noose, but is equally resourceful in finding adequate defenses.

White proposes to exchange queens, and it produces this situation. It appears white cannot advance his passed pawns, but he finds the winning moves!

White has seen this continuation with the exchange of queens: an impressive showing of his powers of calculation.

Lovely chess!

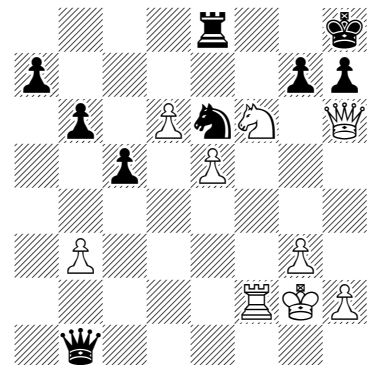
If 44..Rxe5, white wins by 45.d7 Rd5, 46.Re3. White's 46.Rxd4 is also very fine.

There's not much black can do now.

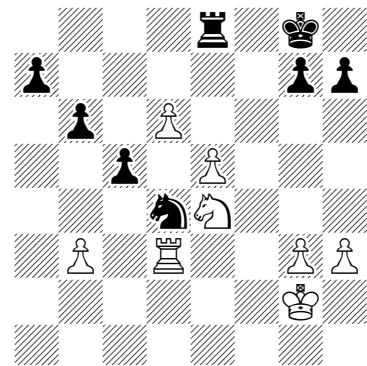
From here white won easily with:

- | | | | |
|----------|------|-----------|------|
| 62. h4 | g6 | 67. b5 | Ke3 |
| 63. Kb3 | Kd6 | 68. b6 | Kf2 |
| 64. Nc4+ | Kd5 | 69. b7 | Kxg3 |
| 65. Ka4 | Kxc4 | 70. b8=Q+ | etc. |
| 66. Ka5 | Kd4 | | |

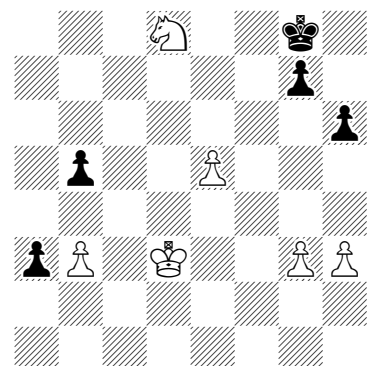
29. d6 Qe2
30. e5 Ne6
31. Bd5 Qd3
32. Bc4 Qd4+
33. Kg2 Qxc4
34. Rxf5+ Kg8
35. Nf6+ Kh8
36. Qxh6 Qc2+
37. Rf2 Qb1



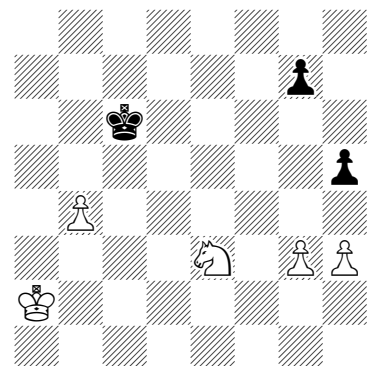
38. Qh4 Rd8
39. h3 Rf8
40. Qe4 Qxe4+
41. Nxe4 Kg8
42. Rf3 Nd4
43. Rd3 Re8



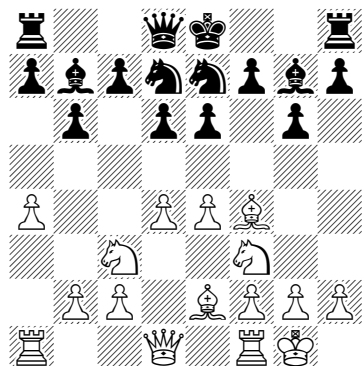
44. Ng5 h6
45. d7 Rb8
46. Rxd4 cxd4
47. Ne6 d3
48. Kf3 a5
49. Ke3 b5
50. D8=Q+ Rxd8
51. Nxd8 a4
52. Kxd3 a3



53. Kc3 Kf8
54. Ne6+ Kf7
55. Nd4 b4+
56. Kxb4 a2
57. Nc2 Ke6
58. Ka3 Kxe5
59. b4 h5
60. Kxa2 Kd5
61. Ne3+ Kc6



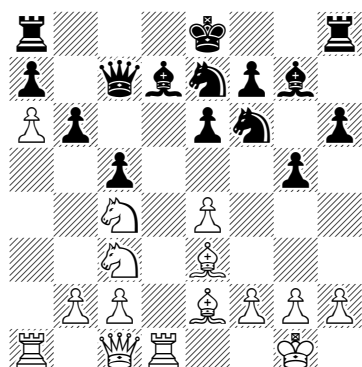
Game 18: Beginner's Game with Black



1. e4 e6
2. d4 g6
3. Nf3 Bg7
4. Nc3 Ne7
5. Be2 b6
6. O-O Bb7
7. Bf4 d6
8. a4 Nd7

Black produces a sensational win with the Beginner's Game, building slowly and surely to a smashing finale. Following his standard opening he neatly escapes white's attack, all the while carefully preparing one of his own.

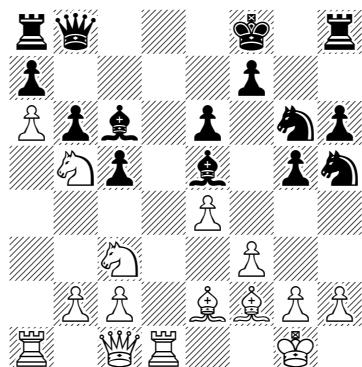
White's strong classical opening ends with the launching of a rook pawn attack.



9. a5 h6
10. a6 Bc8
11. Be3 Nf6
12. Qc1 Bd7
13. Rd1 g5
14. Nd2 c5
15. Nc4 Qc7
16. dxc5 dxc5

Following the opening, it's all white's game, lodging the rook pawn, controlling the queen file, and preventing black from castling.

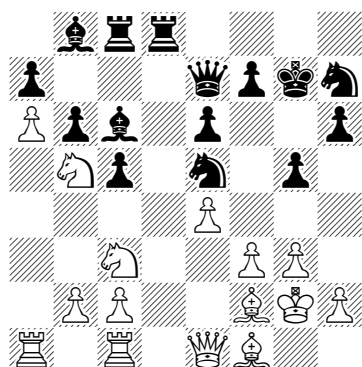
Both white knights are about to enter deep into black's position and create further havoc. It looks like a rout.



17. Nd6+ Kf8
18. Ncb5 Qb8
19. f3 Bc6
20. Bf2 Ng6
21. Nc3 Nh5
22. Ndb5 Be5

The knights go in, but cause no damage. Unable to bring any other pieces into play, white pulls them out again.

The episode has been not only futile, but costly - in the meantime all of black's pieces have been aggressively redeployed!



23. g3 Nf6
24. Qe3 Kg7
25. Rab1 Qf8
26. Ra1 Qe7
27. Bc4 Rhd8
28. Qe1 Rac8
29. Bf1 Bb8
30. Rdc1 Ne5
31. Kg2 Nh7

Black now goes thru a patient restructuring phase, bringing rooks into communication, and finding better placements for his queen, bishop, and knights.

White finds few moves that can improve his game, and changes to a defensive posture.

Now black starts his attack, gradually adding pressure to the critical e4 pawn. But this pawn is only a fraction of White's real troubles across the board.

Black has carefully built the tension in this position; with his next three moves he effectively wins the game!

One, two, three, and black has a mate threat, and a double attack on white's rook.

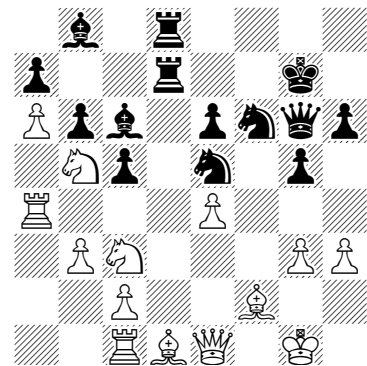
From here on, all white can do is throw away material to delay the end. Better was 39.Kf1, but even so white loses.

White ditches his rook and loses his queen. The impotence of his final moves is truly pathetic.

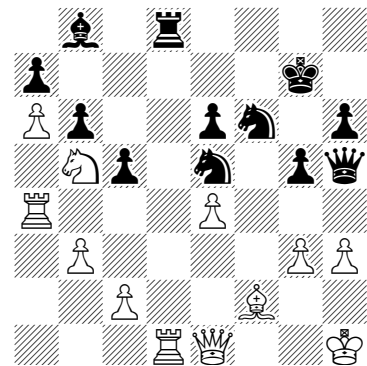
None of white's forces can defend the king. Black mates with the participation of all of his pieces.

A marvelous example of chess at its best, from the best opening in chess, the brand new Beginner's Game!

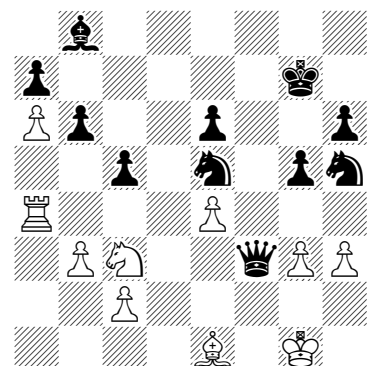
- 32. Ra4 f5
- 33. Be2 Nf6
- 34. h3 fxe4
- 35. fxe4 Qe8
- 36. b3 Qg6
- 37. Bd1 Rd7
- 38. Kg1 Rcd8



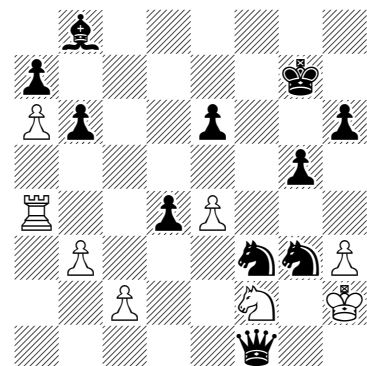
- 39. Kh1 Bxb5
- 40. Nxb5 Rxd1
- 41. Rxd1 Qh5



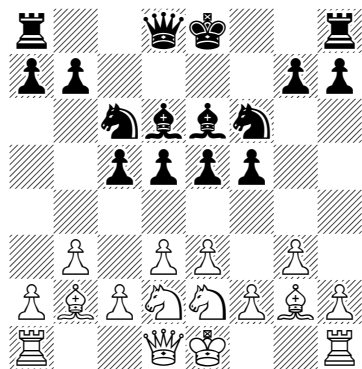
- 42. Rd7+ Rxd7
- 43. Kg2 Qf3+
- 44. Kg1 Rd1
- 45. Nc3 Rxe1+
- 46. Bxe1 Nh5



- 47. Nd1 Qe2
- 48. Bc3 Nxc3
- 49. Bd4 cxd4
- 50. Nf2 Qf1+
- 51. Kh2 Nf3++



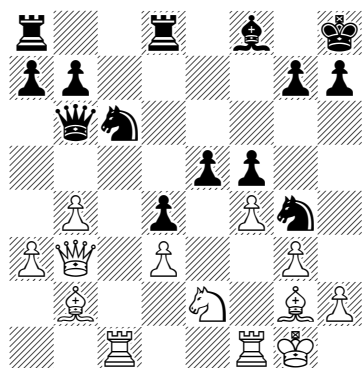
Game 19: Beginner's Game with White



- | | | |
|----|-----|-----|
| 1. | b3 | e5 |
| 2. | g3 | d5 |
| 3. | e3 | c5 |
| 4. | Bb2 | Nc6 |
| 5. | Ne2 | Bd6 |
| 6. | Bg2 | Be6 |
| 7. | d3 | f5 |
| 8. | Nd2 | Nf6 |

The Beginner's Game is such a strong opening that, using it, even amateurs can offer a real challenge to the best players. Here the author plays white and draws against his top strength computer rival.

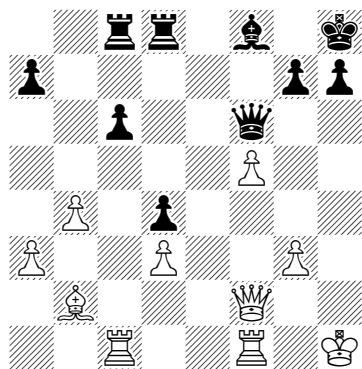
Black's 4 pawn standard opening is absolutely formidable; but neither this, nor any other opening ever tested, has proved to be better than the Beginner's Game!



- | | | |
|-----|------|------|
| 9. | O-O | O-O |
| 10. | c4 | d4 |
| 11. | exd4 | cxd4 |
| 12. | a3 | Qb6 |
| 13. | b4 | Rfd8 |
| 14. | Nb3 | Kh8 |
| 15. | f4 | Ng4 |
| 16. | c5 | Bxb3 |
| 17. | Qxb3 | Bxc5 |
| 18. | Rac1 | Bf8 |

White seems quite out of his depth after the opening. He tries for a pawn fork, but black ignores it: there is no substance!

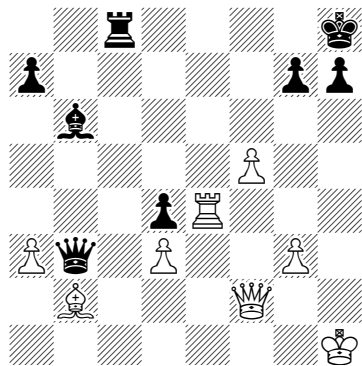
White is already in trouble; in order to keep the material balanced, white has to open the king side to black's knight pair.



- | | | |
|-----|------|------|
| 19. | fxe5 | Na5 |
| 20. | Qa4 | Qh6 |
| 21. | h3 | Qe3+ |
| 22. | Kh1 | Qxe2 |
| 23. | hxg4 | Nc6 |
| 24. | Bxc6 | bxc6 |
| 24. | gxf5 | Rac8 |
| 26. | Qc2 | Qxe5 |
| 27. | Qf2 | Qf6 |

White's plan of action on the queen side is invalidated by the redefinition of the king side as theater of operations.

White is under pressure, but manages to stay even by keeping black's pieces under threat of capture.

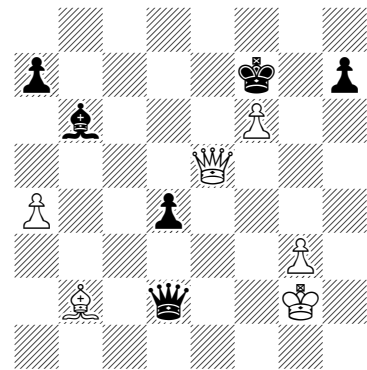


- | | | |
|-----|------|------|
| 28. | Rc4 | c5 |
| 29. | bxc5 | Bxc5 |
| 30. | Re1 | Bb6 |
| 31. | Rxc8 | Rxc8 |
| 32. | Re6 | Qf7 |
| 33. | Re4 | Qb3 |

White consolidates his game, and piles up on the d4 pawn, to keep black tied up. But black now starts threatening again, and white's best bet is to counter attack.

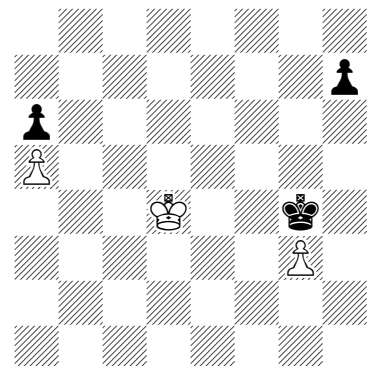
White's counter attack buys him some time and simplifications. Black was not able to force the situation, because white threatened to win the exchange, or even checkmate.

- 34. f6 Qxd3
- 35. Re7 Kg8
- 36. Rxc7+ Kf8
- 37. a4 Rc5
- 38. Kg2 Rh5
- 39. Rg4 Rf5
- 40. Rf4 Rxf4
- 41. Qxf4 Kf7
- 42. Qe5 Qd2+



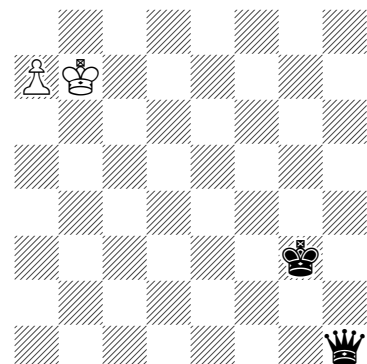
The remaining pieces are traded, and black is a move ahead in the race to promotion. When black gets his queen, it covers white's promotion square. It looks like its all over, but white can still draw!

- 35. Kh3 Qh6+
- 36. Kg4 Qxf6
- 37. Qxf6+ Kxf6
- 38. a5 Bc5
- 39. Kf4 a6
- 40. Ke4 Kg5
- 41. Bxd4 Bxd4
- 42. Kxd4 Kg4



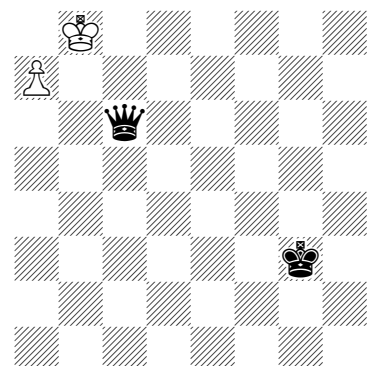
Black's queen gives check and covers the queening square, but white's pawn is just a move away from promotion. There is no way black can win, unless white makes a mistake and gets trapped in the corner.

- 43. Kc5 Kxg3
- 44. Kb6 h5
- 45. Kxa6 h4
- 46. Kb7 h3
- 47. a6 h2
- 48. a7 h1=Q+



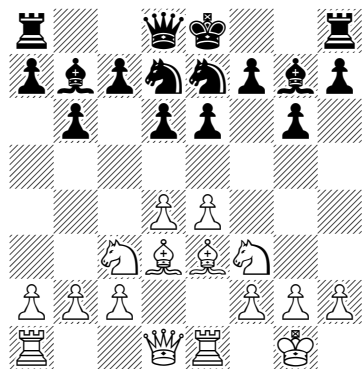
Black gives it a try, but white knows what's good for him. A few more moves and it's obvious; the result is a draw.

- 49. Kb8 Qb1+
- 50. Ka8 Qh7
- 51. Kb8 Qg8+
- 52. Kb7 Qd5+
- 53. Kb8 Qb5+
- 54. Kc8 Qc6+
- 55. Kb8 drawn



Even in the hands of an amateur, the Beginner's Game is a potent weapon!

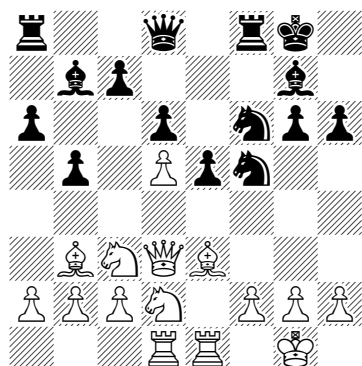
Game 20: Beginner's Game with Black



1. d4 d6
2. Nf3 b6
3. e4 g6
4. Nc3 Bg7
5. Be3 Bb7
6. Bd3 Nd7
7. O-O e6
8. Re1 Ne7

Black plays the Beginner's Game, and triumphs in convincing fashion in a contest distinguished by a fine pawn sacrifice that launches a winning attack.

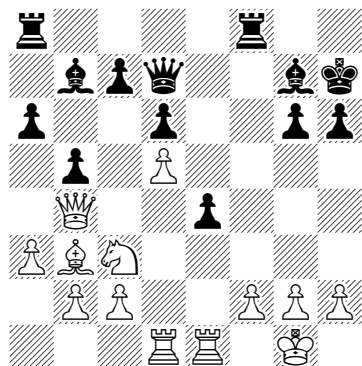
White opens with the 2 pawn standard classical defense, dominating the center, unopposed by black. How often in classical chess have players tried to achieve this opening position!



9. Qd2 h6
10. Bc4 a6
11. d5 e5
12. Bb3 f5
13. Qd3 O-O
14. Rad1 Nf6
15. exf5 Nxf5
16. Nd2 b5

White maneuvers, looking for some way to attack, as black's position unfolds nicely.

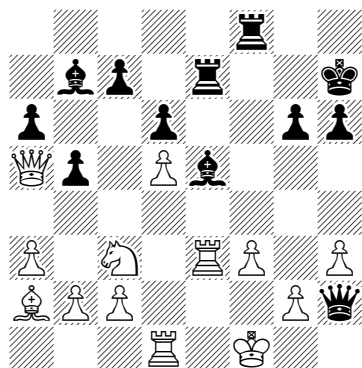
Black's moves after the opening are among those most typically made. His game proceeds naturally and consistently.



17. Nde4 Nxe3
18. Qxe3 Nxe4
19. Qxe4 Kh7
20. Qb4 Qd7
21. a3 e4

Black cashes in his knights; white looks for something to attack on the queen side.

Black now offers a deep pawn sacrifice, and starts building what will become a savage attack, that will end in mate.



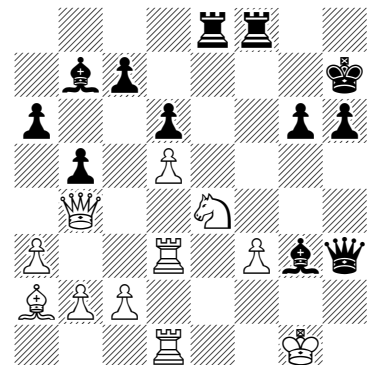
22. Rxe4 Qf5
23. f3 Rae8
24. Rde1 Be5
25. Ba2 Qh5
26. h3 Qf5
27. Rd1 Qg5
28. Qa5 Re7
29. Kf1 Qg3
30. Re3 Qh2

Black arranges all his pieces for the attack; There is little that white can do about it, his forces are poorly coordinated for defense.

Black smashes white's king side, and threatens to end it all quickly; white is barely able to respond.

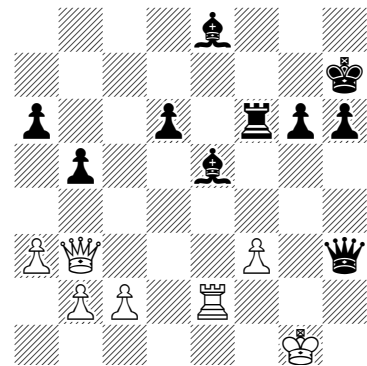
More trouble is on the way, black's other bishop is about to join the fight.

- 31. Qb4 Ree8
- 32. Red3 Bf6
- 33. Ne4 Qh1+
- 34. Kf2 Bh4+
- 35. g3 Qh2+
- 36. Kf1 Qxh3+
- 37. Kg1 Bxg3



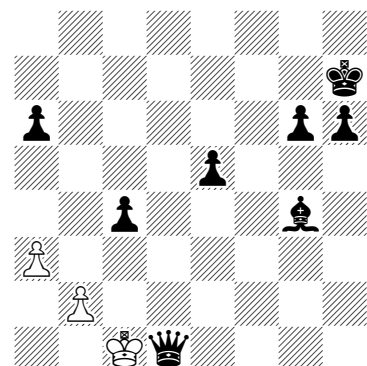
White loses two pieces trying to slow mate, but as they say in French, 'rien ne va plus.'

- 38. R1d2 c5
- 39. dxc6 Bxc6
- 40. Re3 Bf4
- 41. Bg8+ Kxg8
- 42. Qb3+ Kh7
- 43. Nf6+ Rxf6
- 44. Rxe8 Bxe8
- 45. Re2 Be5



Now come white's most desperate moves: he loses both rook and queen. Afterwards black mates quickly.

- 46. Rxe5 Qg3+
- 47. Kf1 Rxf3+
- 48. Qxf3 Qxf3+
- 49. Ke1 dxe5
- 50. Kd2 Bd7
- 51. c4 bxc4
- 52. Kc1 Qe3+
- 53. Kc2 Bf5+
- 54. Kd1 Bg4+
- 55. Kc2 Qd3+
- 56. Kc1 Qd1++



A well deserved win from a perilous attack. Bravo, the Beginner's Game!

Characterizing Play With the Beginner's Game

For a skilled player, the typical course of events in play with the Beginner's Game is as follows: the opening moves are carried out in standard fashion with minimal or no modifications, and a solid defensive position is constructed. Afterwards the diversity of options for ensuing play allows the system player to attack in any of a number of ways. When the attack starts, it inevitably pushes back the adversary, maintaining the initiative as it gains space. The opponent's position is compressed, his mobility limited; he often has to fall back and play defense.

After the initial gain of space, the system player can decide for a closed or open game. The game can be closed to almost any degree, and kept closed if preferred. In open games on the other hand, a phase of exchanges soon starts, usually initiated and controlled by the system player. This phase can be highly complex, involving exchanges of many of the pieces. Accurate and incisive play in this phase often results in a decisive advantage for the system player. A great deal of skill is needed here, to strike precisely and forcefully, and cause the greatest damage to the opponent's position. Such skills are acquired only with experience; but all players will become skilled quickly by playing the same opening all the time, with both black and white.

In all closed games, and in open games following the exchange phase, there is typically a tactical phase, in which the system player must find strong lines for the rest of the middle game. At this point the game has moved far beyond the opening, and only superior combinatorial play can guarantee success in what follows. A skilled player can take the initiative from the opening all the way to a favourable result. Of course no opening, however strong, can give you the win; it has to be earned with superior play in the middle game and in the endgame as well. But any player should be able to complete his opening in near standard form, and will have plenty of strong continuations to choose from afterwards. And anyone using the opening should at least be able to play well enough into the middle game to present a tough position for his adversary to attack, no matter what his skill level is.

Games after the standard opening are confrontations on a highly complex tactical level, in which almost anything can and does happen. Unlike conventional openings, in which general objectives of the middle game can often be identified in advance and then worked for, games in this system are considerably more complicated, with action covering the entire board. As an example, control of the center is far more difficult to achieve for either side, and does not seem to confer any definitive advantage, because there is always plenty of action on both flanks.

During the opening a system player is carrying out a regular plan of deployment with only minimal adaptations imposed by the opponent's play. This is the great strategic advantage of the Beginner's Game, that it is able to confront successfully the largest possible variety of adversary opening deployments. But such development can continue long after the eight standard moves, as a player proceeds according to plan along his preferred lines. Using the standard opening, any serious player should be able to extend his analysis and preparation well into the middle game; and anyone that well prepared will almost certainly prove to be an extremely tough player.

5. Early Attacks on the Beginner's Game

The adversary of the Beginner's Game has the greatest possible range of responses to the standard opening. He can focus on his own development, as does the Beginner's Game, which he is free to pursue without opposition. Most opponents use this opportunity to build strong classical positions which occupy and control the center, and provide good play afterwards. In master level play, such well constructed classical defenses are those most frequently seen.

It is also possible to attack the Beginner's Game during its opening moves. These early attacks have limited scope, seeking in general only to exchange pawns or pieces. Most early attacks do not seriously affect the standard opening. They are rarely dangerous or very disruptive. In many cases the Beginner's Game can be completed in standard form even though it is subjected to an early attack; in other cases a reaction is forced, or is preferable. Any player of the Beginner's Game should be familiar with all the early attacks, and should also know some of the most effective ways to respond to them.

Since the Beginner's Game always plays the same opening moves, all of the early attacks are generally valid against it, that is they can almost always be played. For any given type of early attack, some sequences of the standard opening will be more vulnerable than others; only a few sequences will be seriously at risk. The system player therefore does well to vary the sequences of his standard opening, in order to keep his opponent guessing. In the examples shown in this section, the sequences chosen were generally those more at risk to that particular early attack.

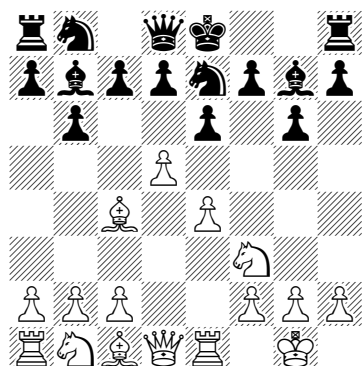
Most of the early attacks can be shut down by 'prophylactic' moves that frequently occur in continuing play from the standard position. If your opponent favors early attacks you may prefer to introduce one of these moves. This only delays your standard opening and in most cases stops the early attack completely. The most common prophylactic moves are the rook pawn advances, preventing the most threatening bishop and knight placements on our side of the board.

The solid underpinning provided by prophylactic moves justifies their introduction; but they are mostly defensive in nature and so do not contribute best to an attack. The sharper lines therefore are those where minimal use is made of prophylaxis, and the system player allows his opponent to build and launch an early attack. Even without prophylaxis, the Beginner's Game is remarkably resistant to attacks of any kind, from the simplest to the most elaborate. Against all of the early attacks it always generates sharp counter play, even from the most perilous situations.

The early attacks on the Beginner's Game fall into a small number of distinct categories: center pawn, fianchetto, bishop pin, rook pawn, queen and bishop, and knight and bishop. Combinations of early attacks are also possible. All the early attacks are easy to recognize, even for beginners. Better players should be able to deal with any of the early attacks without difficulty, and be able to formulate strong counterattacks. Beginners should stick to prophylaxis, and avoid sharper exchange lines until their general chess playing skills improve significantly.

Center Pawn Early Attacks on the Beginner's Game

The most serious early attack on the Beginner's Game, and the one most frequently used, is the center pawn attack. In it your adversary attacks your center with two or three pawns supported by pieces. The attack is most often on your more vulnerable king side, supported by the adversary's king bishop and king knight, but it has different forms, including combinations with other early attacks. It takes 5 moves to mount the attack. In those moves you will have already built half of your Beginner's Game, and whatever you have done, it will resist the attack. But you may be obliged to exchange pawns, or make other moves not normally in the standard opening. Center pawn attacks should not be ignored, but this does not mean that a reaction outside the opening is forced. The main thing is to recognize any early attacks in time. Here are a few examples of center pawn early attacks, playing mostly with the more vulnerable black.

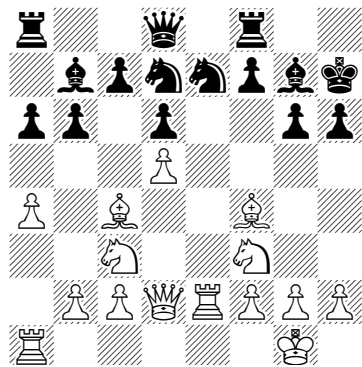


Example 1:

- | | | |
|----|-----|-----|
| 1. | d4 | g6 |
| 2. | e4 | e6 |
| 3. | Bc4 | b6 |
| 4. | Nf3 | Bb7 |
| 5. | d5 | Ne7 |
| 6. | O-O | Bg7 |
| 7. | Re1 | ... |

White starts an attack on his 5th move, but black doesn't need to react yet: his doubly attacked pawn is doubly defended. White also does better by delaying the exchange of pawns and building the attack, bringing in his rook.

Black chooses not to play the standard 7..d6; he would lose a pawn after 8.dxe6.

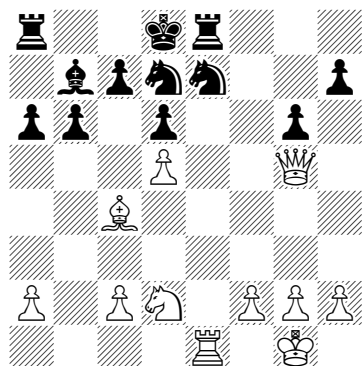


Example 1a:

- | | | |
|-----|------|------|
| 7. | ... | O-O |
| 8. | Nc3 | a6 |
| 9. | a4 | h6 |
| 10. | Bf4 | exd5 |
| 11. | exd5 | d6 |
| 12. | Qd2 | Kh7 |
| 13. | Re2 | Nd7 |

Instead he substitutes three moves often used after the standard opening: O-O, a6, and h6. Black then exchanges pawns, and plays his familiar d6 and Nd7.

Black has returned to a continuation of the opening, with minimal disruptions, and now has even chances.



Example 1b:

- | | | |
|-----|------|------|
| 7. | ... | exd5 |
| 8. | exd5 | d6 |
| 9. | Bg5 | f6 |
| 10. | Nd4 | fxg5 |
| 11. | Ne6 | Bxb2 |
| 12. | Nxd8 | Kxd8 |
| 13. | Nd2 | Bxa1 |
| 14. | Qxa1 | Re8 |
| 15. | Qf6 | Nd7 |
| 16. | Qxg5 | a6 |

In this different continuation, black gets into trouble, exchanging pawns and then trying to continue his standard opening. His game is disrupted and he loses material. Black should castle on his 8th move instead of proceeding with the standard opening. After a center pawn exchange your king and queen are exposed to attack!

In this continuation black exchanges center pawns, and castles right after. White then attacks on the open king file. Black is under pressure, but is able to complete his standard opening, and has good chances from here.

Also playable for black in this context is f6, which gains time by forcing the bishop to retreat, but is somewhat riskier.

The alternative response to the center pawn attack is to avoid the exchange by advancing your attacked pawn. This often blocks the center long enough for you to complete your standard opening.

Avoiding the exchange is advisable for beginners, because it is usually less risky. It generally isn't the strongest line; still black has roughly even chances.

Remember: a center pawn early attack usually obliges your reaction, eg.

- *Delayed reaction, as long as your pawn is adequately defended*
- *exchanging your attacked pawn*
- *advancing your attacked pawn*
- *castling*
- *counterattacking*

If you exchange central pawns, attend to the safety of your king and queen!

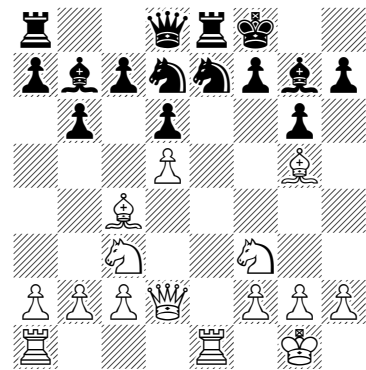
Game 21: Beginner's Game with Black (Center Pawn Early Attack)

To complete this example, we show how a player of the Beginner's Game can offer a gambit in a center pawn early attack and still win. Risky lines like this may appeal to better players; beginners should be wary!

Black ignores the attack at his 5th move; white immediately wins a pawn, attacking deep in black's position with his knight.

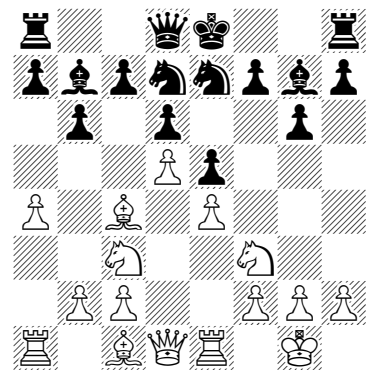
Example 1c:

- | | | |
|-----|------|------|
| 7. | ... | exd5 |
| 8. | exd5 | O-O |
| 9. | Nc3 | d6 |
| 10. | Bg5 | Re8 |
| 11. | Qe2 | Kf8 |
| 12. | Qd2 | Nd7 |

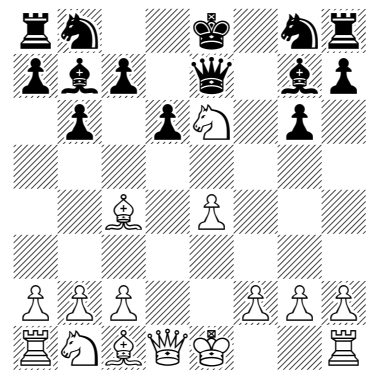


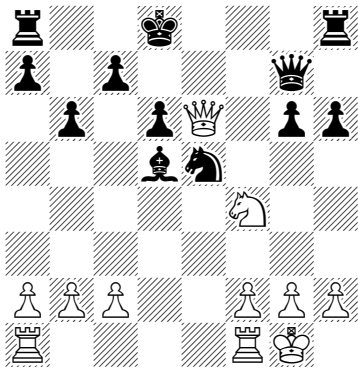
Example 1d:

- | | | |
|----|-----|-----|
| 7. | ... | e5 |
| 8. | Nc3 | d6 |
| 9. | a4 | Nd7 |



- | | | |
|----|-------|-------|
| 1. | e4 | e6 |
| 2. | d4 | b6 |
| 3. | Bc4 | Bb7 |
| 4. | Nf3 | d6 |
| 5. | d5 | g6 |
| 6. | dxex6 | fxex6 |
| 7. | Ng5 | Qe7 |
| 8. | Nxe6 | Bg7 |

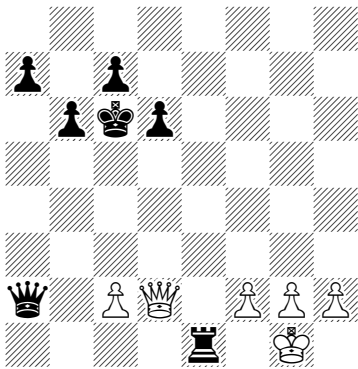




9. Nxc3 Qxc3
10. O-O Nf6
11. Nc3 Nc6
12. Bg5 h6
13. Bxf6 Qxf6
14. Nd5 Qg7
15. Qg4 Ne5
16. Qe6+ Kd8
17. Nf4 Bxe4
18. Bd5 Bxd5

White presses the attack, exchanging two pieces. Black's position improves, but white still looks very threatening.

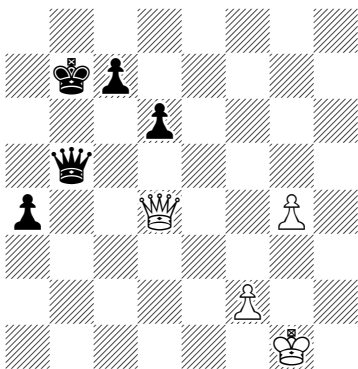
White's attack slows when he is obliged to defend his bishop. In spite of the threats to his king and queen, black manages to equalize.



19. Qxd5 Kd7
20. Qe6+ Kc6
21. Nd3 Rae8
22. Nxe5+ Qxe5
23. Qxg6 Qxb2
24. Rae1 Rxe1
25. Rxe1 Qxa2
26. Qg7 Rd8
27. Qxh6 Re8
28. Qd2 Rxe1+

White continues his attack on the king, but black now has an answer to everything. White decides not to exchange queens, and both sides go off pawn hunting.

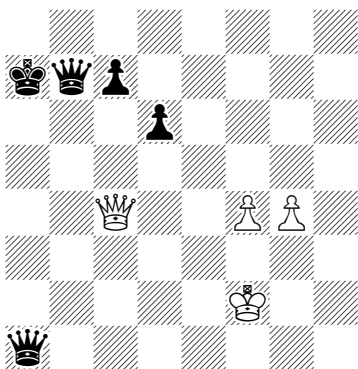
White's undeveloped castled position now becomes a liability. Luft! - the Beginner's Game never suffers from such suffocation! Black exploits this weakness with a well timed rook challenge, threatening mate.



29. Qxe1 Qxc2
30. h4 b5
31. h5 b4
32. Qxb4 Qd1+
33. Kh2 Qxh5+
34. Kg1 a5
35. Qa4+ Qb5
36. Qe4+ Kb6
37. g4 a4
38. Qd4+ Kb7

Black's challenge with the rook wins him a pawn. He now takes command of the game, pressing his advantage to develop his promotion threats.

White can do nothing more than harass black's king; he cannot stop the pawns.



39. Qa1 Qb3
40. Qd4 a3
41. Qe4+ Kb6
42. Qd4+ Kb5
43. Kg2 a2
44. f4 Qb1
45. Qd5+ Kb6
46. Qd4+ Kb7
47. Qd5+ Kb8
48. Qg8+ Ka7
49. Qc4 Qb7+
50. Kf2 a1=Q

Finally a queen down, white must resign: a surprising but well deserved victory for black, playing the new Beginner's Game!

This game illustrates how a player of the standard opening can find resources to resist intense pressures of an early attack.

NB: White can also win or draw this game with sharper play, eg. 9.O-O, 10.Bg5.

Example 2 is a different, less dangerous center pawn attack, still black can be put under pressure.

Here the opponent's center pawn attack is not supported by the bishop. As it is not a double attack, we are not obliged to react by modifying the standard opening.

Advancing the attacked center pawn in this example is strong, because it anchors to the pawn beside it. This allows completion of the opening, so it's good for beginners.

What if black doesn't react to the attack, completing his opening with 8..Nd7? White exchanges, then attacks the king pawn. Black is left with some pawn problems, but otherwise his position is satisfactory.

Staying to the standard is always the basic strategy in playing the Beginner's Game - go off it only if you have to, or want to!

Black can also castle first, then exchange center pawns. His center still comes under pressure, and he has to fall back, but his position holds, and he maintains equality.

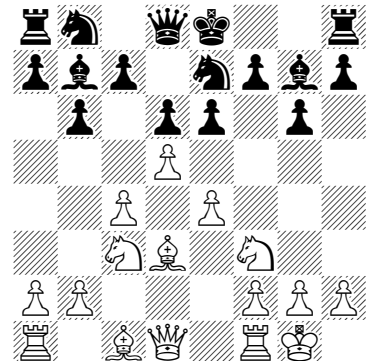
Castling away from a center pawn attack is a solid move, but it doesn't stop the attack.

Black does much better by exchanging the center pawns and castling immediately afterwards. Black now has a fine game.

Exchanging is often the best option for responding to the center pawn attack: it frees the center, and gives you better counter play, but it puts you more at risk.

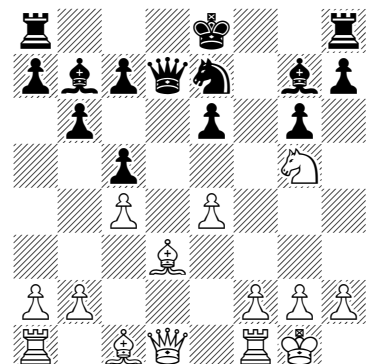
Example 2:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | c4 | g6 |
| 3. | e4 | Bg7 |
| 4. | Nf3 | b6 |
| 5. | Nc3 | Bb7 |
| 6. | Bd3 | Ne7 |
| 7. | O-O | d6 |
| 8. | d5 | ... |



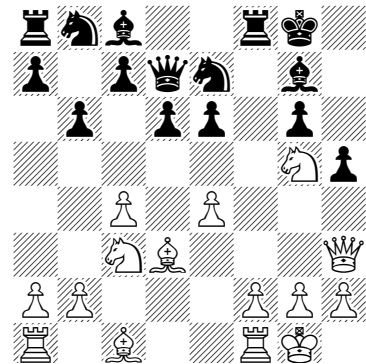
Example 2a:

- | | | |
|-----|------|------|
| 8. | ... | Nd7 |
| 9. | dxe6 | fxe6 |
| 10. | Ng5 | Nc5 |
| 11. | Na4 | Qd7 |
| 12. | Nxc5 | dx5 |



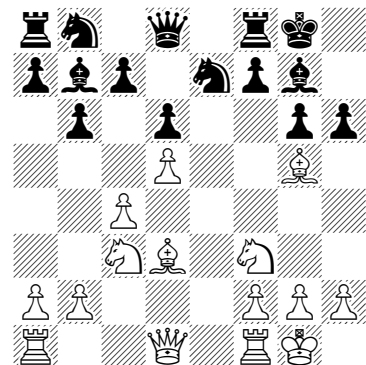
Example 2b:

- | | | |
|-----|------|------|
| 8. | ... | O-O |
| 9. | dxe6 | fxe6 |
| 10. | Ng5 | Bc8 |
| 11. | Qg4 | h5 |
| 12. | Qh3 | Qd7 |

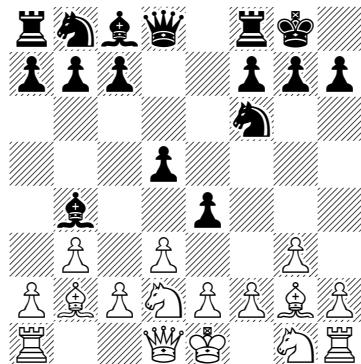


Example 2c:

- | | | |
|-----|------|------|
| 8. | ... | exd5 |
| 9. | exd5 | O-O |
| 10. | Bg5 | h6 |



Now we look at some potentially dangerous combinations of center pawn with other early attacks.

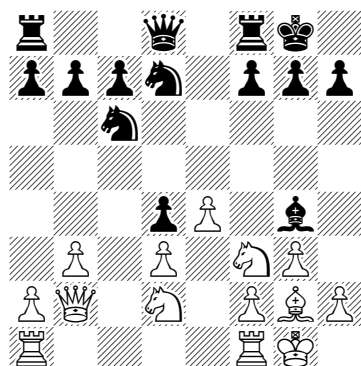


Example 3:

1. b3 e5
2. Bb2 d5
3. d3 Bb4+
4. Nd2 Nf6
5. g3 O-O
6. Bg2 e4

Here black attacks, using a combination of center pawn and bishop pin. This is very risky attack on his part, including a gambit offer of his king pawn. White doesn't go for it, and stays with his standard opening.

Black starts the attack at his sixth move. We first see what happens if white doesn't react to the attack immediately, and goes ahead with his standard move, 7.e3.

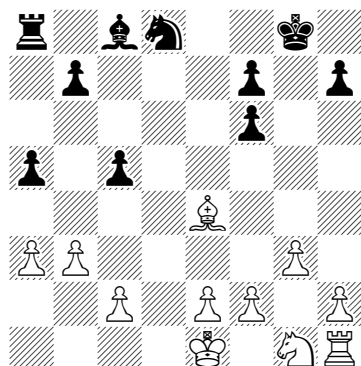


Example 3a:

7. e3 exd3
8. cxd3 d4
9. e4 Bc3
10. Qc2 Bxb2
11. Qxb2 Nc6
12. Ngf3 Bg4
13. O-O Nd7

White exchanges one center pawn, then avoids a second pawn exchange. Black's attack is stopped, and white now has a stable position, and an excellent game. A second pawn exchange 9..exd4 results in a sharp game, that still favors white.

Exchanging with 7.dxe4 is also fine. The exchange option is far less risky in this case, since the king pawn isn't attacked.

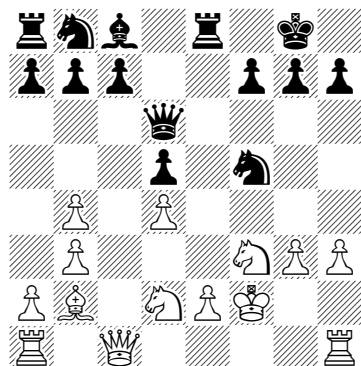


Example 3b:

7. a3 Bxd2+
8. Qxd2 c5
9. Rd1 Nc6
10. dxe4 dxe4
11. Qxd8 Rxd8
12. Rxd8+ Nxd8
13. Bxf6 gxf6
14. Bxe4 a5

White also does well by counter attacking; here his rook pawn advance forces black's bishop to exchange or retreat.

White avoids all complications and trades down quickly. In this continuation he also goes a pawn up, enough to win the game.



Example 3c:

7. d4 e3
8. fxe3 Ng4
9. Qc1 Nxe3
10. c3 Nxe3
11. Kf2 Ne3
12. cxb4 Re8
13. h3 Nf5
14. Ngf3 Qd6

Advancing the attacked pawn in this case is dangerous, as it does not anchor to the center pawn beside it. White's opening is disrupted and he must now scramble to stay even.

Avoiding the exchange by advancing your attacked center pawn doesn't necessarily stop the attack, or result in a quiet game!

A worst case scenario with a combination center pawn and bishop pin early attack is shown here. Black effectively loses the game after only seven moves!

This particular combination early attack is worth remembering. Alarms should sound any time you see a potential combination early attack.

Black should have reacted to the bishop pin early attack as soon as it is presented, rather than continuing his opening, and waiting for the combination attack to start.

In this continuation, black shuts down the bishop pin portion of the combination attack with his bishop pawn advance. He exchanges, and has good play afterwards.

Here is another dangerous combination, of center pawn, and knight and bishop early attacks. White's bishop sacrifice and subsequent knight incursion disrupt black's position. Black is under pressure, and can stay even only with accurate play.

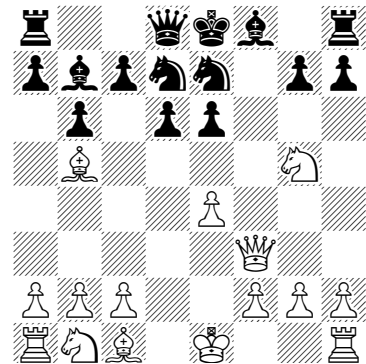
Recapturing the pawn with 7..gxf5 also leads into difficult lines for black.

The previous situation can be avoided by reacting differently to the knight and bishop attack, which was present as soon as 6. Bc4 was played. Instead of inviting the combination early attack with 6..e6, black shuts most of it down with 6..h6.

Black here is still fighting for equality, but now he has better counter play, in what will continue as a sharp contest.

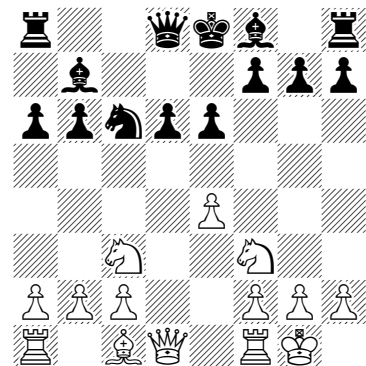
Example 4:

- | | | |
|----|-------|-------|
| 1. | e4 | d6 |
| 2. | d4 | e6 |
| 3. | Nf3 | b6 |
| 4. | d5 | Ne7 |
| 5. | Bb5+ | Nd7 |
| 6. | dx e6 | fx e6 |
| 7. | Ng5 | Bb7 |
| 8. | Qf3 | |



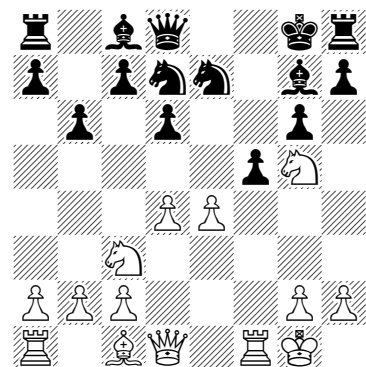
Example 4a:

- | | | |
|----|-------|-------|
| 5. | Bb5+ | c6 |
| 6. | dx c6 | Nbxc6 |
| 7. | O-O | Bb7 |
| 8. | Nc3 | a6 |
| 9. | Bxc6+ | Nxc6 |



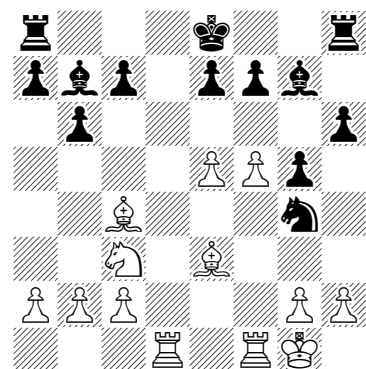
Example 5a:

- | | | |
|-----|-------|------|
| 1. | d4 | d6 |
| 2. | e4 | g6 |
| 3. | f4 | Bg7 |
| 4. | Nf3 | Nd7 |
| 5. | Nc3 | b6 |
| 6. | Bc4 | e6 |
| 7. | f5 | exf5 |
| 8. | O-O | Ne7 |
| 9. | Bxf7+ | Kxf7 |
| 10. | Ng5+ | Kg8 |



Example 5b:

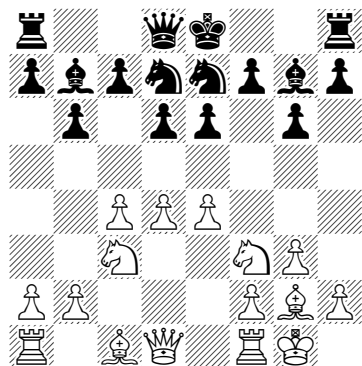
- | | | |
|-----|-------|-------|
| 6. | Bc4 | h6 |
| 7. | O-O | Bb7 |
| 8. | f5 | g5 |
| 9. | Be3 | Ngf6 |
| 10. | e5 | dx e5 |
| 11. | Nxe5 | Nxe5 |
| 12. | dx e5 | Qxd1 |
| 13. | Raxd1 | Ng4 |



Fianchetto Early Attacks on the Beginner's Game

In the fianchetto attack, your opponent develops one or both of his bishops as you do in the Beginner's Game, in the fianchetto position. If he is first in doing so, you will not be able to develop your own fianchetto on the same diagonal, until one of you moves a pawn or piece to block the attack. If your opponent blocks the diagonal, you can usually continue with your own fianchetto and complete the standard opening. If he doesn't block the diagonal, you will have to change your opening somewhat. There are a large number of possible responses to this attack.

Your opponent's fianchetto will usually be on his king side, and generally started early in the opening play. You can either challenge his fianchetto immediately, or wait.

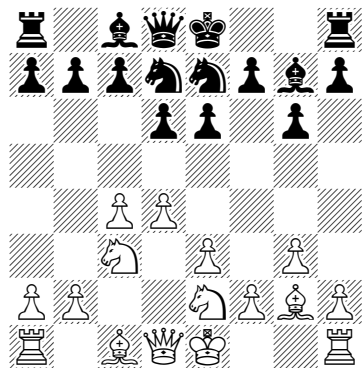


Example 6:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | g3 | g6 |
| 3. | Bg2 | Bg7 |
| 4. | Nf3 | b6 |
| 5. | O-O | Bb7 |
| 6. | c4 | Ne7 |
| 7. | Nc3 | d6 |
| 8. | e4 | Nd7 |

When your opponent starts his fianchetto before you do, it's often best to wait a few moves. He will usually block the diagonal with a knight or center pawn. You can then proceed with your own fianchetto and finish the standard opening.

***Remember:** an opponent's fianchetto usually doesn't require you to change your standard opening.*



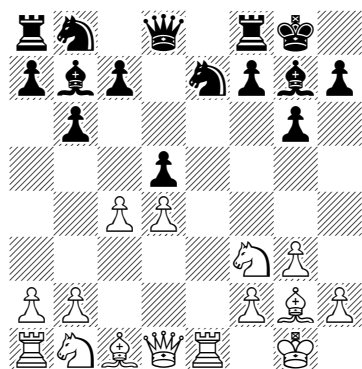
Example 7:

- | | | |
|----|------|-----|
| 1. | d4 | e6 |
| 2. | g3 | g6 |
| 3. | Bg2 | Bg7 |
| 4. | c4 | Ne7 |
| 5. | Nc3 | d6 |
| 6. | e3 | Nd7 |
| 7. | Nge2 | ... |

If your opponent keeps the diagonal open, as in the Beginner's Game, you're obliged to modify the standard opening.

Here black cannot play the usual 7..b6, but he has a number of other moves: c6, c5, e5, f5, Nc6, Nf6, Rb8, O-O, etc.

Black went on to play c6, b6, Bb7, Qc7, and O-O-O, then started a king side attack.



Example 8:

- | | | |
|----|------|------|
| 1. | d4 | e6 |
| 2. | g3 | b6 |
| 3. | Bg2 | d5 |
| 4. | e4 | Bb7 |
| 5. | exd5 | exd5 |
| 6. | Nf3 | g6 |
| 7. | O-O | Bg7 |
| 8. | Re1+ | Ne7 |
| 9. | c4 | O-O |

You can open your fianchetto later than your opponent on an open diagonal, but you will have to react immediately with a blocking move when his bishop moves.

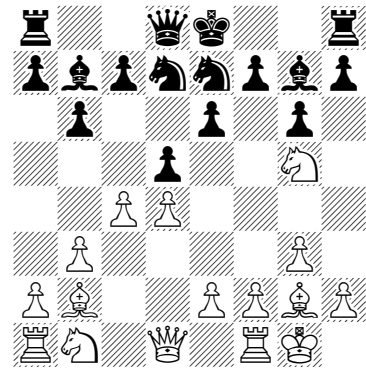
Here black plays the blocking move d5, and then continues his standard opening. Black is then forced to exchange pawns; after castling he has a satisfactory game.

Your opponent may also reveal an attack on your half finished fianchetto, forcing an immediate reaction, as in this example.

In this case only the blocking moves 8..c6 and 8..d5 were playable, or 8..Rb8. Here black played 8..d5 and completed his Beginner's Game without any problems.

Example 9:

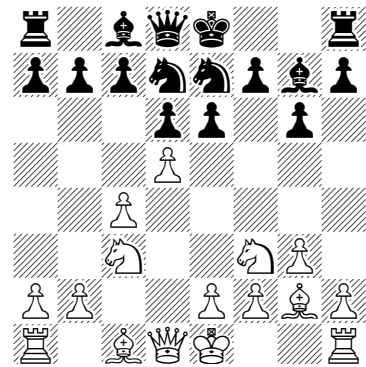
- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | g3 | g6 |
| 3. | Bg2 | Bg7 |
| 4. | b3 | Ne7 |
| 5. | Bb2 | d6 |
| 6. | Nf3 | Nd7 |
| 7. | O-O | b6 |
| 8. | Ng5 | d5 |
| 9. | c4 | Bb7 |



A revealed attack on your half finished fianchetto may be combined with a center pawn attack. Here black gets into trouble with his standard move 7..b6, but he has several good alternatives, eg. exd, e5, O-O, and Nb6.

Example 10:

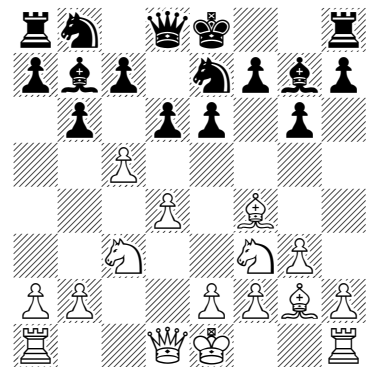
- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | g3 | g6 |
| 3. | Bg2 | Bg7 |
| 4. | c4 | Ne7 |
| 5. | Nc3 | d6 |
| 6. | Nf3 | Nd7 |
| 7. | d5 | ... |



Here white again combines center pawn and fianchetto attacks. Black loses a pawn if he plays his usual 8..Nd7 because of the double attack, but he can avoid difficulties with 8..dxc, the best alternative.

Example 11:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | g3 | g6 |
| 3. | Bg2 | Bg7 |
| 4. | c4 | Ne7 |
| 5. | Nf3 | b6 |
| 6. | Bf4 | Bb7 |
| 7. | Nc3 | d6 |
| 8. | c5 | ... |

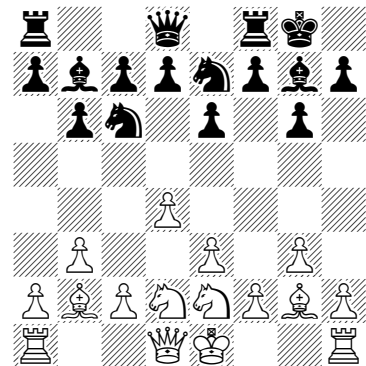


Risk takers can attempt the gambit 8..Nd7, which can actually win from this position!

If both are playing the Beginner's Game, the active diagonal must be blocked by the player starting his own fianchetto late.

Example 12:

- | | | |
|----|-----|------|
| 1. | g3 | g6 |
| 2. | Bg2 | e6 |
| 3. | e3 | Ne7 |
| 4. | b3 | Bg7 |
| 5. | d4 | Nbc6 |
| 6. | Bb2 | b6 |
| 7. | Ne2 | Bb7 |
| 8. | Nd2 | O-O |

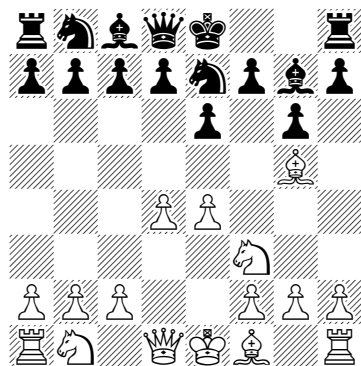


The usual blocking moves are center pawn double advances, or knight placements forward. Here both moves are seen.

Since black's knight is developed forward, d6 is not needed, so black castles instead.

Bishop Pin Early Attacks on the Beginner's Game

In the bishop pin attack, your opponent brings a bishop to one of your Knight 4 squares, attacking either directly or indirectly your king or queen. There are two types of bishop pins: the pin on the knight, and the pin on the pawn. Bishop pins on the knight are often seen, as they are commonly used in classical chess; bishop pins on the pawn are seen less frequently. Bishop pins alone rarely cause difficulties for the Beginner's Game; when combined with center pawn attacks however, they can be dangerous. Often bishop pins are a waste of time, because the bishops have to retreat or exchange when challenged by your pawn advances. On the whole, your adversary does better to deploy his bishops behind his pawns. In all the standard defenses to the Beginner's Game they are optimally placed on the opponent's third rank.

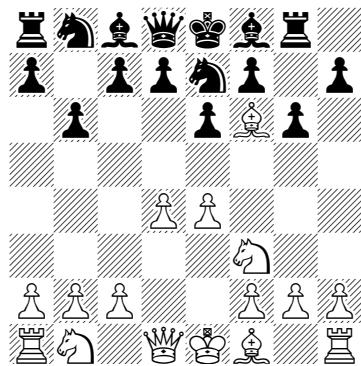


Example 13:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | e4 | g6 |
| 3. | Nf3 | Bg7 |
| 4. | Bg5 | Ne7 |

A bishop attack on your exposed king or queen is not a problem: proceed with your standard knight move, blocking the attack.

Your opponent's bishop can be challenged later by your rook pawn. The bishop must retreat or exchange with your knight; both of these moves are to your advantage.

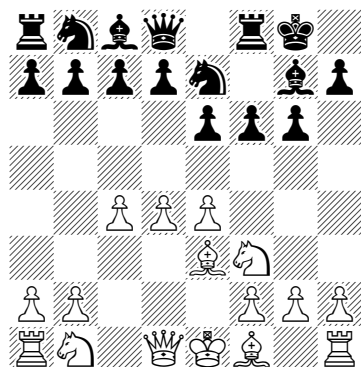


Example 14:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | e4 | g6 |
| 3. | Nf3 | b6 |
| 4. | Bg5 | Ne7 |
| 5. | Bf6 | Rg8 |

If your fianchetto on the attacked side is half finished, the bishop can then advance and force you to move your rook, as in this example. White stops black from castling king side, and cramps his game.

You can avoid this situation by reacting aggressively to the bishop pin with a nonstandard move: 4..Be7 or 4..f6.



Example 15:

- | | | |
|----|-----|-----|
| 1. | d4 | e6 |
| 2. | e4 | g6 |
| 3. | Nf3 | Bg7 |
| 4. | Bg5 | f6 |
| 5. | Be3 | Ne7 |
| 6. | c4 | O-O |

The bishop pawn advance is an aggressive response to the bishop pin, forcing your adversary's bishop to retreat. It may seem better than the normal blocking move with the knight, but in general it is not: the center pawn beside it is often seriously weakened.

An early castle after your bishop pawn advance, as shown here, is safest.

A bishop pin on the pawn stops you from developing your king or queen pawn, and so from completing the standard opening.

You can run the bishop off with rook and knight pawn moves, as shown here, but then your position is compromised: your advanced flank pawns can be attacked, driving you further from your opening.

The forceful response to the bishop pin on the pawn is again your bishop pawn advance, relieving the pin. You should be able then to proceed with your opening.

A double advance of the center pawn beside the advanced bishop pawn is then normally used. Here the standard single advance wasn't even playable.

Respond to the bishop pin on the pawn early, before your adversary can build an attack around it. Here black waits several moves and is attacked. His game is disrupted, but he maintains equality and even manages to find good counterplay.

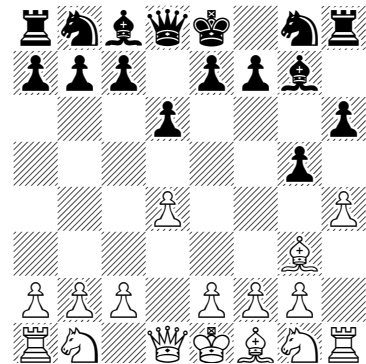
Remember: *Relieve the bishop pin on the pawn before it becomes a problem.*

In the previous situation Black does better by moving into a different variant, with 5..Ngf6 and 6..O-O, stopping the attack and starting a strong counter offensive.

An early reaction to the bishop pin on the pawn may be the best course, even though you depart from the standard opening.

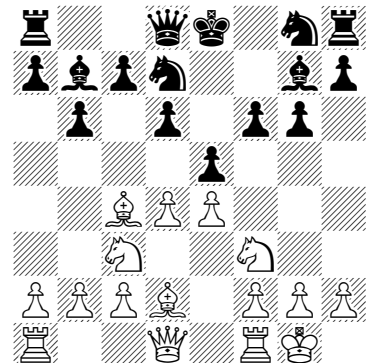
Example 16:

- | | | |
|----|-----|-----|
| 1. | d4 | d6 |
| 2. | Bg5 | h6 |
| 3. | Bh4 | g5 |
| 4. | Bg3 | Bg7 |
| 5. | h4 | ... |



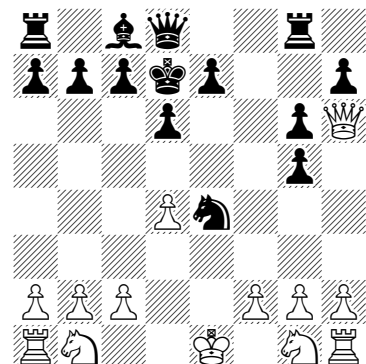
Example 17a:

- | | | |
|----|-----|-----|
| 1. | d4 | d6 |
| 2. | Bg5 | f6 |
| 3. | Bd2 | g6 |
| 4. | e4 | Bg7 |
| 5. | Nf3 | b6 |
| 6. | Bc4 | Bb7 |
| 7. | Nc3 | Nd7 |
| 8. | O-O | e5 |



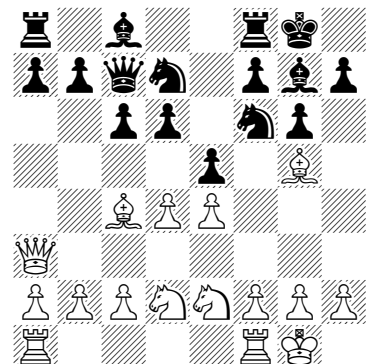
Example 17b:

- | | | |
|-----|------|------|
| 1. | d4 | d6 |
| 2. | Bg5 | g6 |
| 3. | e4 | Bg7 |
| 4. | Bc4 | Nd7 |
| 5. | Qf3 | f6 |
| 6. | Qb3 | fxg5 |
| 7. | Bxg8 | Nf6 |
| 8. | Qf7+ | Kd7 |
| 9. | Qxg7 | Rxg8 |
| 10. | Qh6 | Nxe4 |



Example 17c:

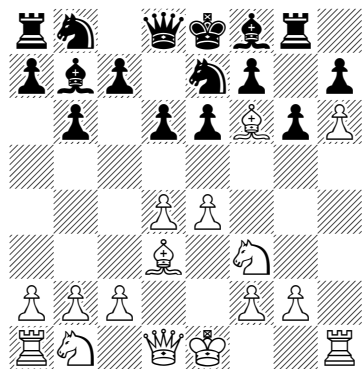
- | | | |
|----|-----|------|
| 5. | Qf3 | Ngf6 |
| 6. | Nd2 | O-O |
| 7. | Ne2 | c6 |
| 8. | O-O | e5 |
| 9. | Qa3 | Qc7 |



Rook Pawn Early Attacks on the Beginner's Game

In the rook pawn attack, your opponent's rook pawn is advanced to the fifth rank, where it threatens either to exchange with your knight pawn, or to advance and displace your fianchetto. Rook pawn attacks are seen somewhat less frequently in master level play against the Beginner's Game than the other early attacks presented so far, but they are nevertheless just as effective.

Rook pawn early attacks can be disruptive; in most cases they force departures from the standard opening. They may also be combined with other early attacks, in particular the queen and bishop attack. There is a variety of adequate responses.

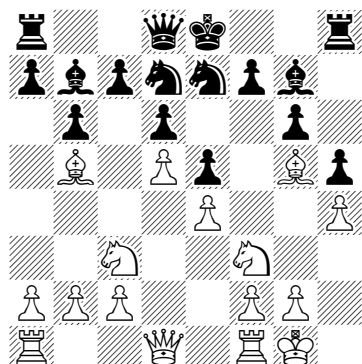


Example 18a:

1. e4 e6
2. d4 g6
3. Bd3 Bg7
4. Nf3 b6
5. h4 Ne7
6. h5 Bb7
7. h6 Bf8
8. Bg5 d6
9. Bf6 Rg8

Rook pawn attacks can be dangerous. Here black ignores the attack; his king side is invaded and he now loses a pawn, after 10.Ng5 and 11.Nxh7.

When the attack starts, different standard moves, 5..Bb7 or 5..d6 resist better. After 5..Ne7 black could play 6..gxh or 6..O-O instead, but both give white a strong king side assault, aided by the open rook file.

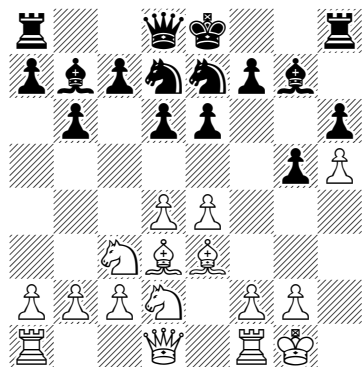


Example 18b:

5. h4 h5
6. O-O Bb7
7. Nc3 Ne7
8. Bg5 d6
9. d5 e5
10. Bb5+ Nd7

You can respond immediately to the rook pawn early attack with a double advance of your rook pawn, stopping the attack.

This introduced move avoids exchanges, and allows you to complete your opening, so it's good for beginners. Here black also avoids a later center pawn exchange, and now has a reasonably good game.



Example 18c:

5. h4 h6
6. h5 g5
7. Nc3 d6
8. O-O Ne7
9. Be3 Bb7
10. Nd2 Nd7

You can also respond to the rook pawn early attack with an immediate single advance of your rook pawn, which often shuts down the attack. If white presses the attack, you can advance your knight pawn as here, so avoiding the exchange.

This is a quieter alternative to the standard moves. Black can complete his Beginner's Game after the two introduced moves.

Most of the exchange lines following your rook pawn single advance are dangerous, and should not be entered into unless you are prepared with a sharp counter attack. Here black maintains parity by aggressive defense. Recapturing with the knight gives better results than with the bishop pawn, which leaves weaknesses on e6 and g6.

Remember: many exchange lines in the rook pawn early attack are risky.

If the attack begins before the fianchetto on that side has been started, you can play the fianchetto last, and your nearly completed development resists better.

Black here plays his standard opening, with the fianchetto last. He recaptures with the knight, as shown, to avoid weakening his king pawn. Black now has reasonable chances, despite the king side damage.

If the fianchetto on the attacked side has not been started, you have a wide range of responses outside the standard as well. Here black stops the rook pawn advance, and moves into a strong close variant with different knight and bishop placements.

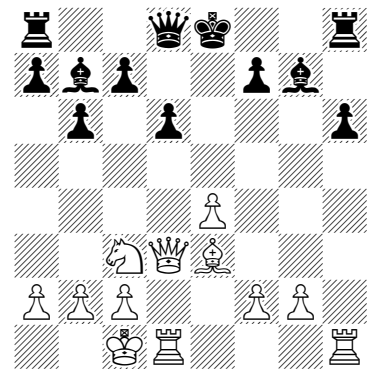
Black completes his variant opening, and has good play from this position. Many other close variants respond just as well.

If the fianchetto on the attacked side is half finished when the rook pawn early attack starts, you may as well proceed with the standard moves. If the rook pawn then advances, you can bring the bishop out to Bishop 3. If it exchanges instead, you can then exchange rooks, as here.

After the exchanges both sides will castle Q-side. Black has roughly even chances.

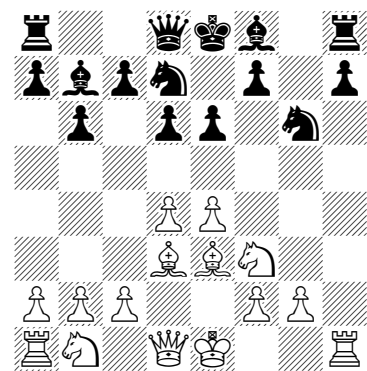
Example 18d:

5. h4 h6
6. h5 Ne7
7. hxg6 Nxg6
8. Be3 Bb7
9. Qd2 Nc6
10. Nc3 e5
11. dxe5 Ngxe5
12. Nxe5 Nxe5
13. O-O-O Nxd3+
14. Qxd3 d6



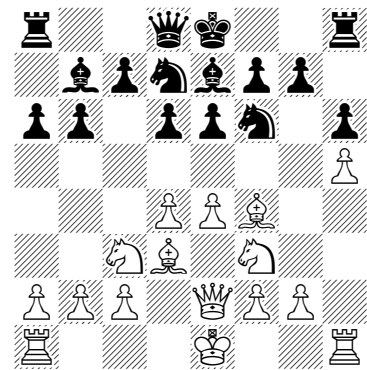
Example 19:

1. e4 e6
2. d4 b6
3. Bd3 Bb7
4. h4 Ne7
5. Nf3 d6
6. h5 Nd7
7. Be3 g6
8. hxg6 Nxg6



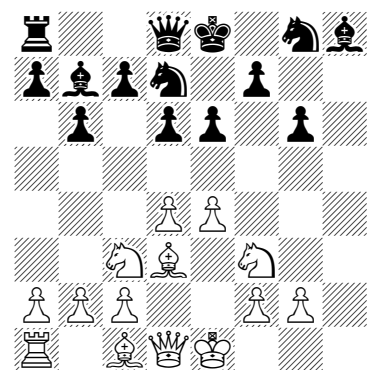
Example 20:

1. e4 e6
2. d4 b6
3. Bd3 d6
4. h4 Bb7
5. h5 h6
6. Nc3 Nd7
7. Nf3 Be7
8. Bf4 Ngf6
9. Qe2 a6



Example 21:

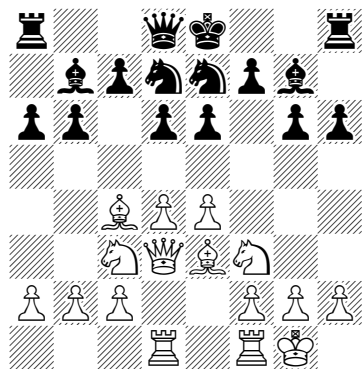
1. d4 g6
2. e4 d6
3. Nf3 Nd7
4. Nc3 b6
5. Bd3 Bb7
6. h4 e6
7. h5 Bg7
8. hxg6 hxg6
9. Rxh8 Bxh8



Queen and Bishop Early Attacks on the Beginner's Game

In the queen and bishop attack, your opponent aligns his queen with one of his bishops to attack one of your fianchettoes via the Rook 3 square. Queen and bishop attacks are frequently seen in play, most usually on the king side. There are some cases in which the queen and bishop attack can succeed in winning a pawn, but not without substantial cost.

You have a number of ways to respond to the queen and bishop attack: stop it, with a rook pawn advance, or by keeping your knight in place, exchange when his bishop challenges yours, or wait for your opponent to exchange bishops.

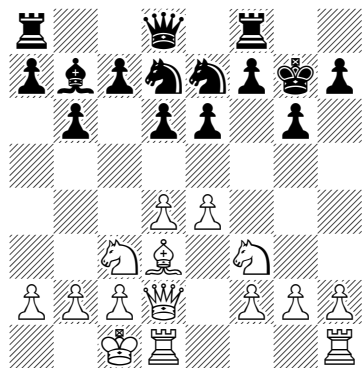


Example 23:

1. e4 d6
2. d4 g6
3. Be3 Nd7
4. Nf3 b6
5. Qd2 h6
6. Bc4 Bb7
7. Nc3 Bg7
8. Qd3 a6
9. O-O e6
10. Rad1 Ne7

Queen and bishop attacks may be stopped by pushing the rook pawn. Since these rook pawn advances often figure in play following the opening, you may prefer to make these 'prophylactic' moves as soon as the attack is presented.

Here black responds to two queen and bishop attacks with rook pawn advances. He completes his standard opening, and is in very good shape.

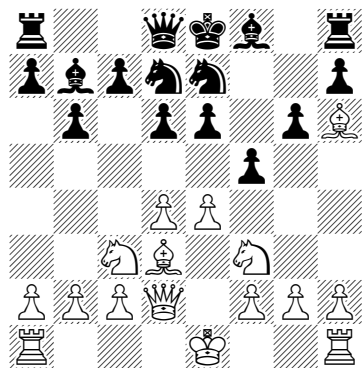


Example 24:

1. e4 g6
2. d4 b6
3. Bf4 Bg7
4. Qd2 e6
5. Nf3 Bb7
6. Bd3 d6
7. Nc3 Nd7
8. O-O-O Ne7
9. Bh6 O-O
10. Bxg7 Kxg7

As long as your knight is in place, the attack is shut down. Here white has the queen and bishop attack ready by his 4th move, but can launch it only much later, after black finally moves his king knight.

Black completes his Beginner's Game and castles rather than initiating the exchange of bishops. The bishop exchange has not seriously affected the balance of the game.



Example 25:

1. e4 d6
2. d4 g6
3. Be3 Nd7
4. Nf3 b6
5. Qd2 e6
6. Bd3 Ne7
7. Nc3 Bb7
8. Bh6 f5

If your adversary starts the queen and bishop attack before your bishop is in the fianchetto position, you can start counter attacking, eg. with the bishop pawn double advance as shown.

White stops black from completing his opening and castling on the king side, but he must take serious risks to derive any definitive advantage from this position.

Here we see what happens when your adversary continues this attack. White exchanges bishops, and then invades on black's king side, winning a pawn.

Afterwards white loses several moves retreating with his queen however, as black counter attacks. White retains the pawn lead, but black has a very strong king side offensive to compensate for it.

Much the same scenario results if you initiate the bishop exchange when challenged, as in this continuation.

Once again white wins a pawn with the attack, and once again black responds with a strong counter offensive. Here black pushes on the queen side as well as preparing to attack white's king side.

It would appear that you do somewhat better by blocking the attack with the rook pawn advance, since this move is often used in play following the opening.

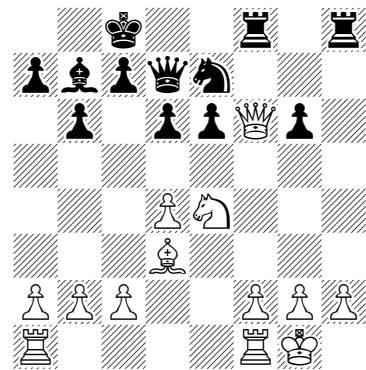
The problem is that as long as the attack is in place, you will not be able to castle king side. But in general you have good play from the completed standard opening.

If your opponent persists in using the queen and bishop attack, you may wish to try some of the close variants of the Beginner's Game as alternative openings.

Here black draws a center pawn advance with his forward king knight placement, and then neutralizes white's attack with an exchange. Black now has good chances.

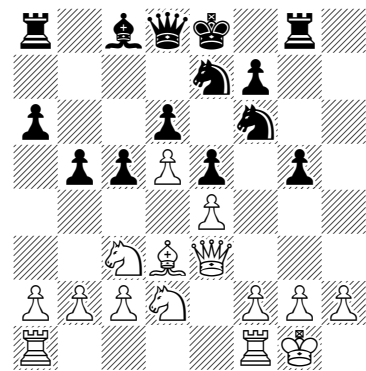
Example 25a:

- | | | |
|-----|------|-------|
| 9. | Bxf8 | Rxf8 |
| 10. | Qh6 | Nf6 |
| 11. | Ng5 | Qd7 |
| 12. | Nxh7 | Nxh7 |
| 13. | Qxh7 | fxe4 |
| 14. | Nxe4 | O-O-O |
| 15. | O-O | Rh8 |
| 16. | Qg7 | Rdg8 |
| 17. | Qf6 | Rf8 |



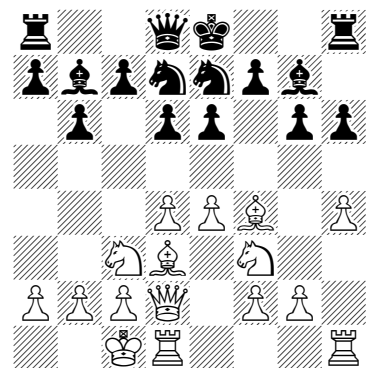
Example 25b:

- | | | |
|-----|------|------|
| 8. | Bh6 | Bxh6 |
| 9. | Qxh6 | a6 |
| 10. | Qg7 | Rg8 |
| 11. | Qxh7 | g5 |
| 12. | O-O | c5 |
| 13. | d5 | e5 |
| 14. | Nd2 | Nf6 |
| 15. | Qh3 | Bc8 |
| 16. | Qe3 | b5 |



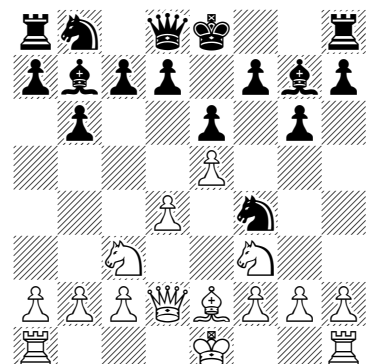
Example 26:

- | | | |
|----|-------|-----|
| 1. | e4 | g6 |
| 2. | d4 | b6 |
| 3. | Bf4 | Bg7 |
| 4. | Qd2 | e6 |
| 5. | Nf3 | Bb7 |
| 6. | Bd3 | d6 |
| 7. | Nc3 | Nd7 |
| 8. | O-O-O | h6 |
| 9. | h4 | Ne7 |



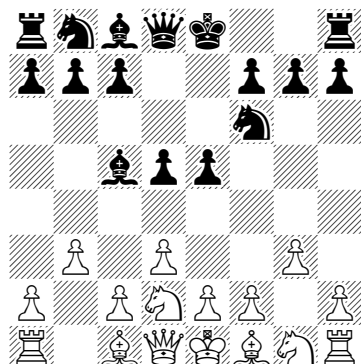
Example 26a:

- | | | |
|----|-----|------|
| 6. | Nc3 | Nf6 |
| 7. | e5 | Nh5 |
| 8. | Be2 | Nxf4 |



Knight and Bishop Early Attacks on the Beginner's Game

This is the most famous early attack in all of chess, the 'fegatello', or 'brave little' attack. The knight and bishop attack is usually on your King Bishop 2 and King 3 squares. The threat is a bishop sacrifice for a pawn on either square, disrupting your opening and sometimes winning material as well. In most of the possible sequences of the Beginner's Game the attack is shut down easily, by the advance of the king or king rook pawns. There are some sequences that are vulnerable however, and should be remembered. In master level play this potentially dangerous attack is rarely seen, as it is easy to stop and the forward bishop can then be repelled, losing time.

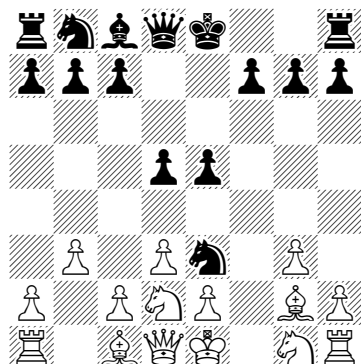


Example 27:

1. d3 d5
2. b3 e5
3. g3 Bc5
4. Nd2 Nf6

After only four moves, the knight and bishop attack is in place, making it the fastest, and one of the most dangerous, early attacks on the Beginner's Game.

Here white avoids all problems with his standard move 5.e3, or the introduced move 5.h3, but watch what happens if he plays the standard move 5.Bg2...

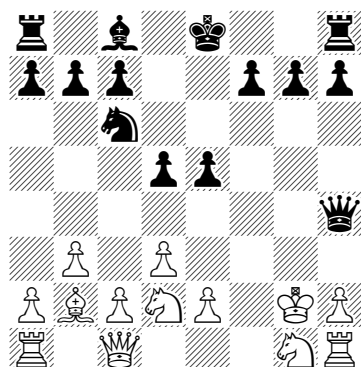


Example 27a:

5. Bg2 Bxf2+
6. Kxf2 Ng4+
7. Ke1 Ne3

The bishop sacrifice and knight incursion disrupt white's game and cost him a pawn. Here white misplays: he should refuse the sacrifice with 6.Kf1; he accepts, and now loses his queen!

Remember: the knight and bishop attack can start as soon as both pieces are in the field; Defend your King and Queen!



Example 27b:

5. Bb2 Nc6
6. Bg2 Bxf2+
7. Kxf2 Ng4+
8. Ke1 Ne3
9. Qc1 Nxd2+
10. Kf2 Nh4
11. gxh4 Qxh4+
12. Kg2

White's standard move 5.Bg2 was wrong, and 5.e3 was right. What about 5.Bb2? In this continuation, black again attacks, but doesn't obtain adequate compensation for his sacrificed bishop.

Still the attack is disruptive; anytime your opponent has a knight fork of your queen and bishop he obtains near equality.

After you have advanced the King pawn, the attack loses most of its threat. But even this pawn chain can be attacked, if you do not repel the knight immediately when it invades, as in this continuation.

Black here wins a pawn. White should react immediately to the knight incursion with 8.h3 instead of his standard 8.Ne2. If black then plays 8..Bxe3, 9.hxg4!

Here's another example, to insist on the point for the beginners: 7.h3 or even 7.Nb3 is OK. But the usual 7.b3 loses a pawn, as shown here. Note that 7.O-O also loses.

Remember: you usually must react when a knight invades. An enemy bishop on your side of the board is a nuisance; an enemy knight is a serious threat!

On the queen side, the knight and bishop attack does not work as well, for various reasons. Even so, you should normally react to a queen side knight invasion.

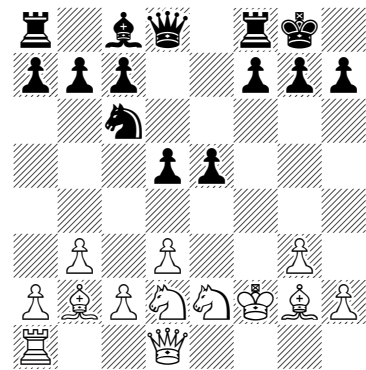
Here 8.a3 can drive the black knight off. White continued with his standard move 8.Bg2, and is attacked, but manages to stay even, and still has a good game.

If completely ignored, the knight and bishop attack on the queen side can be dangerous. Here white should repel the knight with 6.a3, or play the standard move 6.g3. He ignores the attack, playing 6.Nd2, and gets into serious trouble.

Beginners note: if white recaptures with 7.cxd3, he is checkmated!

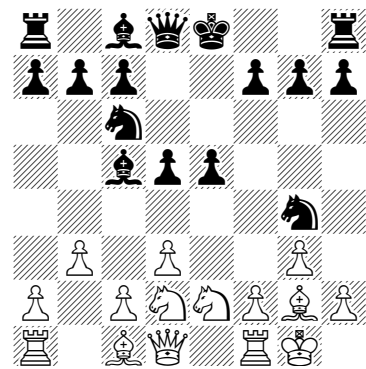
Example 27c:

- 5. Bb2 Nc6
- 6. Bg2 O-O
- 7. e3 Ng4
- 8. Ne2 Bxe3
- 9. O-O Nxf2
- 10. Rxf2 Bxf2+
- 11. Kxf2



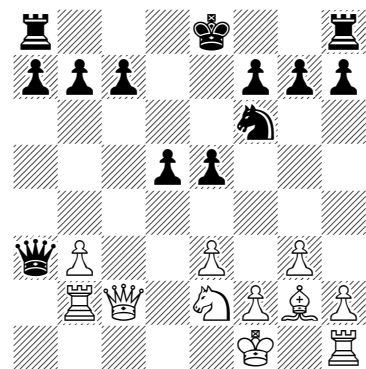
Example 28a:

- 1. d3 d5
- 2. e3 e5
- 3. Nd2 Bc5
- 4. Ne2 Nc6
- 5. g3 Nf6
- 6. Bg2 Ng4
- 7. b3 Bxe3
- 8. O-O Bc5



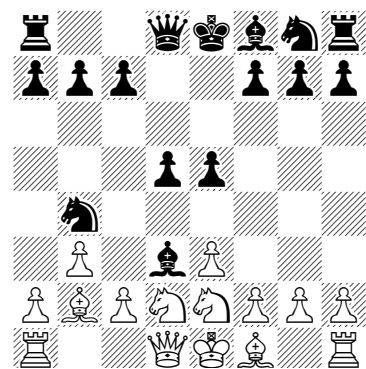
Example 28b:

- 6. b3 Bf5
- 7. Bb2 Nb4
- 8. Bg2 Bxd3
- 9. cxd3 Nxd3+
- 10. Kf1 Nxb2
- 11. Qc2 Ba3
- 12. Nb1 Qe7
- 13. Nxa3 Qxa3
- 14. Rb1 Qxa2
- 15. Rxb2 Qa3



Example 29:

- 1. b3 d5
- 2. e3 Nc6
- 3. Ne2 Bf5
- 4. Bb2 e6
- 5. d3 Nb4
- 6. Nd2 Bxd3



6. Playing Against the Beginner's Game

This at the same time a difficult subject, and an easy one. No responses have been found to the Beginner's Game that consistently put it in serious trouble. But a large number of openings have shown to be strong responses, and have won games against it. We can already identify many of the best defenses. They are the strongest conventional openings that have ever been seen in the game of chess; each one is a theoretically perfect deployment. But none of them have proved superior to the standard opening.

The Beginner's Game allows the adversary to perform any opening he wishes without opposition. Responses to the standard opening are the least constrained, and therefore the most varied possible. The Beginner's Game has to face hundreds of valid adversary defenses, far more than for other openings in chess. Most of these defenses are new, in the sense that they have not been playable until the present. In fact, a completely new game of chess results from playing this system, because the opening positions on both sides have rarely if ever been seen before!

It is a fascinating quest to find the best rivals to the Beginner's Game. When one is at almost complete liberty to compose, play in the opening becomes an exercise for the imagination, quite different from the close contact and blow-by-blow character of conventional opening play. The usual dynamic clash of force and constraint becomes instead a calm deployment phase as one plays the component moves of a preferred opening position. It is as though you are setting up the board eight moves into the opening and starting the game from there!

Here we present a sampler of adversary openings which have shown to be strong against the Beginner's Game. It is a highly varied assortment of stunning new openings. All readers are encouraged to choose a few that look interesting to try in play. Beginners and lesser intermediate players should mostly play the close variants of the Beginner's Game, while they are gaining experience in the system. Better players should try some of everything. It's a new game of chess!

This discussion of playing against the Beginner's Game is divided into four parts: early attacks, classical defenses, custom defenses, and B-systems defenses. In each section examples show adversary responses that have won games from these positions, reached after eight moves. No adversary defense or early attack has been able to win consistently against the standard.

Early Attacks:

The early attacks on the Beginner's Game have been discussed earlier in some detail. Due to the compact deployment of the standard opening, any attacks on it take longer to mount. Early attacks start at the 5th to 7th move. The most frequently seen at master level are the center pawn attacks, but all the other attacks: fianchetto, bishop pin, rook pawn, queen and bishop, and knight and bishop, are used as well. Combination early attacks are generally the most problematic for players of the system. At amateur level early attacks will often be played, since they can force modifications in the standard opening, and put weaker players under more pressure. At this level, it is also likely that all of the early attacks will be tried with about the same frequency.

When the Beginner's Game is attacked early, usually no more than one or two of the first eight opening moves have to be changed. Most of the development, and therefore much of the resulting play remains the same. Staying as close as possible to the standard moves is always the basic strategy when playing the Beginner's Game.

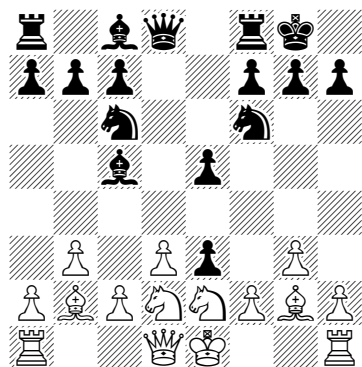
Early attacks are aggressive, but not necessarily more aggressive than openings which avoid early conflict and concentrate on building a strong position, as does the Beginner's Game itself. In play against the computer at master level, early attacks are seen in a small minority of games. It would appear that the best responses take more time to prepare. It is also probable however that the computer, not knowing it is playing against the standard opening, doesn't use early attacks as often because they are not judged to be strongest in the general context.

Further research will reveal which move sequences of the standard opening are overly vulnerable to specific early attacks. Moves outside the standard opening may be needed to deal adequately with these situations. At present, the early attacks do not appear to be the strongest responses to the Beginner's Game, because they don't push it significantly off track. In most cases they only succeed in forcing exchanges which do not seriously affect the strength of the standard opening. Often they result in loss of time and initiative for the adversary. All the early attacks can be avoided by defensive play, or challenged by aggressive counter play.

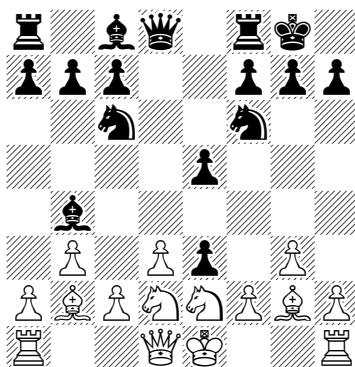
The author's assessment of the different early attacks:

- ◆ The center pawn attacks can be responded to in too many ways to be consistently effective.
- ◆ The fianchetto attacks, as seen in the B-system close variants, are generally not disruptive.
- ◆ The bishop pin attacks are not effective, unless combined with center pawn attacks.
- ◆ The rook pawn attacks are somewhat disruptive, but have a variety of adequate responses.
- ◆ The queen and bishop attacks can force the bishop exchange, but give no real advantage.
- ◆ The knight and bishop attacks are not dangerous unless ignored or misplayed.

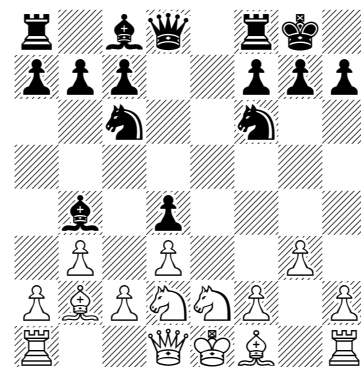
Early attacks have scored wins in games from the positions shown below at 8 moves. Most wins were recorded with the center pawn, rook pawn, or combination center pawn and bishop pin attacks, but all of the early attacks can be dangerous, and all of them have won on occasion.



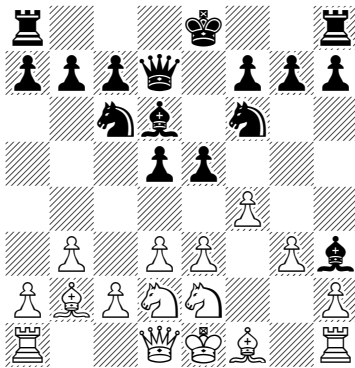
A2v44xF2 Center Pawn Gambit



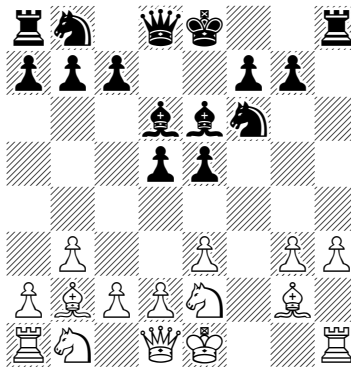
A2v44xF3 Center Pawn and Pin



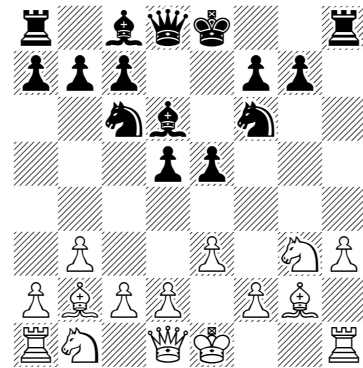
A2v45xF3 Center Pawn and Pin



A2vC Queen and Bishop



A3v88x Rook Pawn



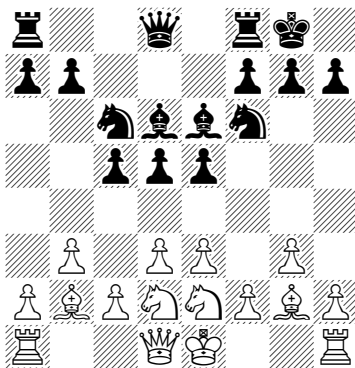
A3v88x Rook Pawn

Classical Defenses:

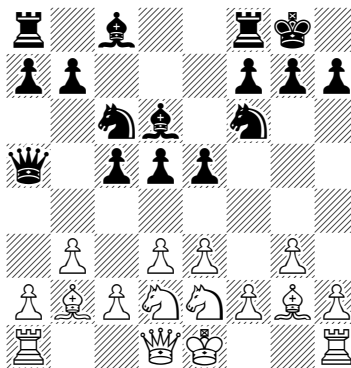
The classical defenses shown here are not only valid, they are the strongest conventional openings that exist. They all develop aggressively, typically with two or three doubly advanced center pawns, and the pieces optimally deployed, most frequently to the third rank. Castling in most cases has been performed, and the queen has been relocated. Classical defenses all place a mass of material in the center, maximizing potential for attack while retaining a strong defense.

During the eight moves used to complete the standard opening, the opponent is at complete freedom to compose a perfect classical opening. He usually completes it in 7 moves, a move earlier than does the Beginner's Game. But his extra move and attacking potential are hard to capitalize, because in general he can find little to attack.

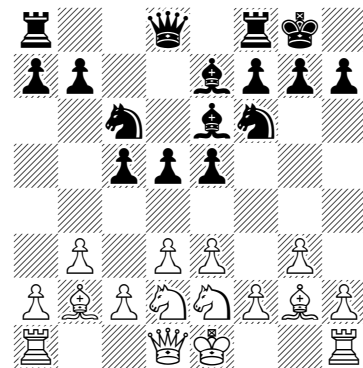
Two main categories of classical defenses are those with either two or three advanced center pawns. Three pawn centers provide better support for a pawn assault, but there is no conclusive evidence they are better than the two pawn centers, or the other non-classical defenses. Below are some of the classical defenses that have won games. As they have been seen only rarely in chess, the author has taken the liberty of giving them names. The coded names are explained briefly below; the descriptive names are simpler, but also less precise.



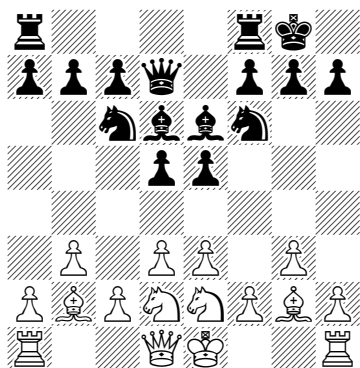
C3v0 3 pawn standard



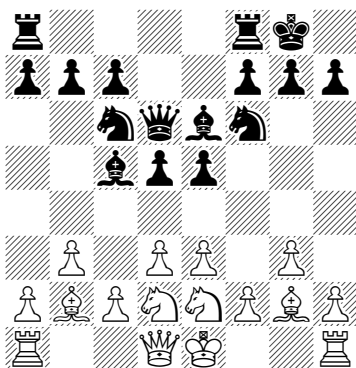
C3vD3 3 pawn queen out



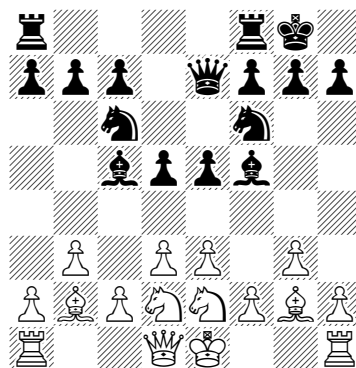
C3vF1 3 pawn F back



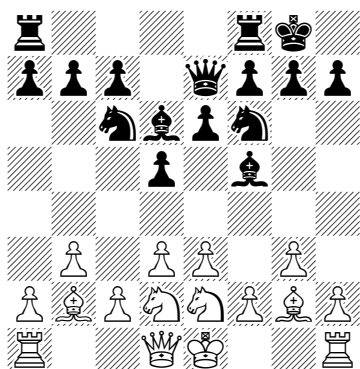
C2v0 2 pawn standard



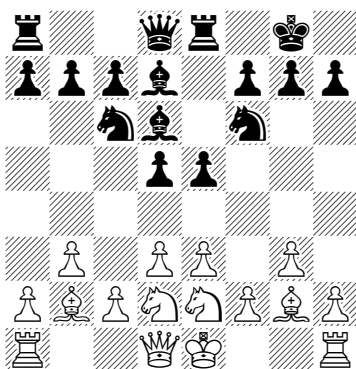
C2vD4F2 2 pawn F center



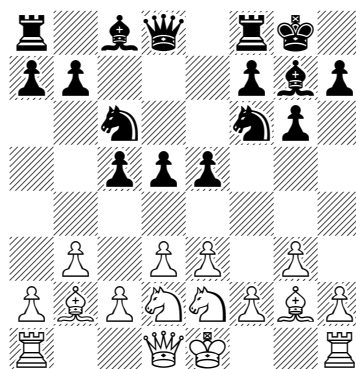
C2vC2D5F2 2 pawn CF center



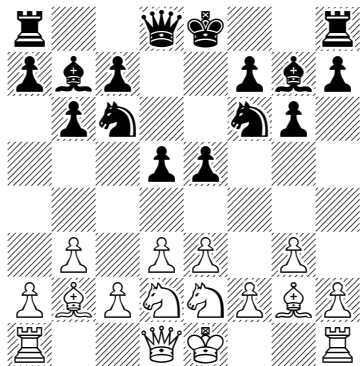
C1v5C2D5 1 pawn C center



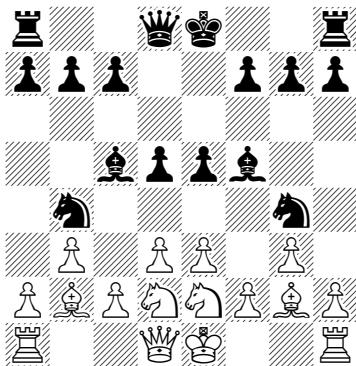
C2vC1H1 2 pawn C back



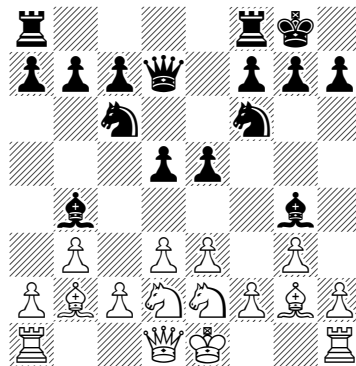
C3v7F5 3 pawn F fianchetto



C2v27C5F5 2 pawn 2 fianchetto



C2vBC2F2G 2 pawn 2 N&B

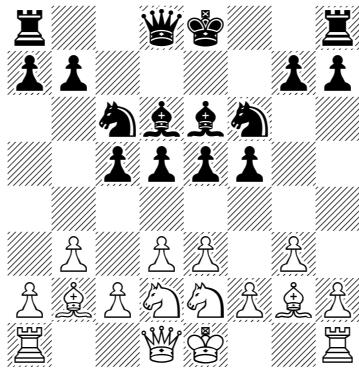


C2vC3F3 2 pawn CF pin

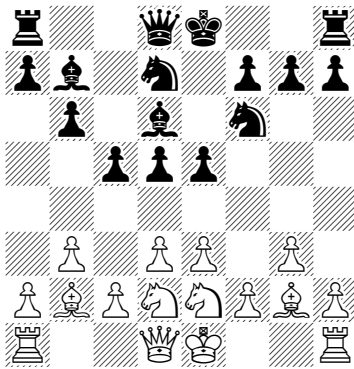
The coded names attempt to give details of the opening: first the type of response (early Attack, B-system, Classical, custom Designed), then the number of doubly advanced pawns, then 'v' (meaning 'variant'), and then the figures that moved differently from the related standard opening: first numbers (1-8) for the pawns, and then letters (A-H) for the pieces. The pieces have several variant moves; the number following the piece letter indicates which of these moves was made. If a figure is moved twice, this is again indicated by giving the pawn number or piece letter.

Custom Defenses:

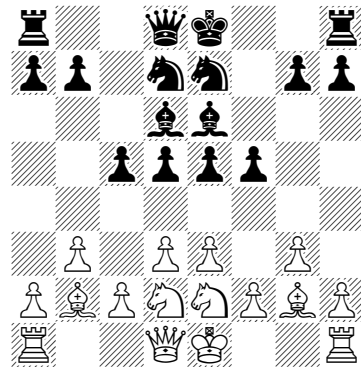
A custom defense is one which has been specially designed to confront the Beginner's Game. There are many imaginative and often impressive openings that can be designed. All these openings are virtually new to chess, so the author has taken liberty to invent names for them. The custom defenses below have proved to be very strong responses to the standard opening.



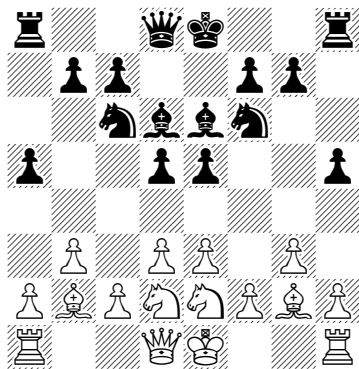
D4v0 4 pawn Standard



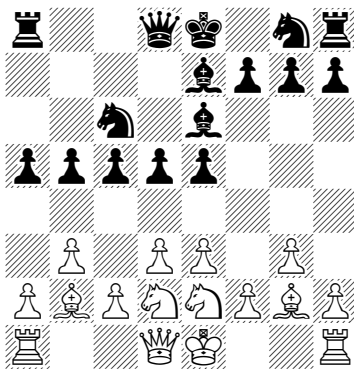
D3v2B1C5 3 pawn 'Shotgun'



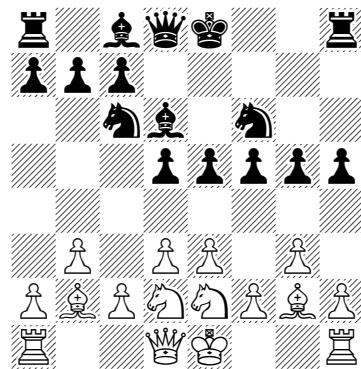
D4vB1G1 4 pawn 'Tomahawk'



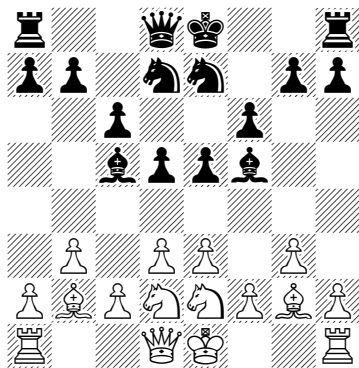
D4v18 4 pawn 'Battle Axe'



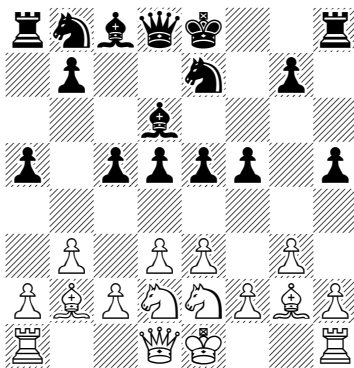
D5vF1 5 pawn 'Queen Wing'



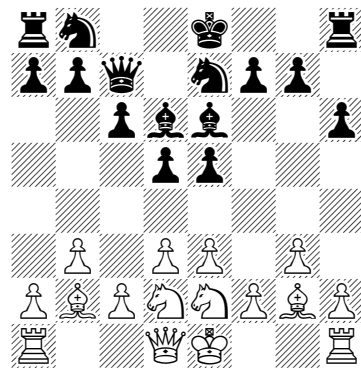
D5v678 5 pawn 'King Wing'



D2v36B1C2F2G1 'BroadAxe'



D6vG1 6 pawn 'Six Gun'

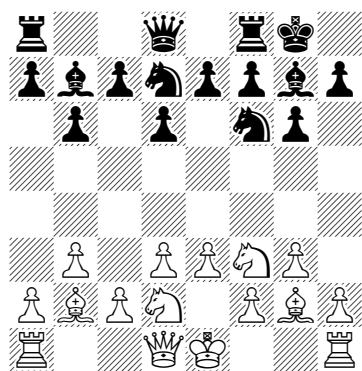


D2v3D1G1 2 pawn 'Shotgun'

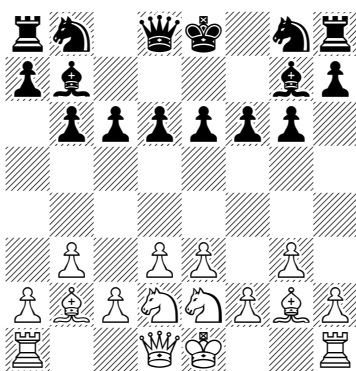
B-System Defenses:

B-system openings obey a strict set of rules that distinguish them from most classical openings, and make them close relatives of the Beginner's Game. All make primary use of pawn chains and piece placement behind the pawns. Their names list the component moves that are different from the Beginner's Game. The ones shown below with black are only a few of the many B-system openings that have proved to be very strong responses to the standard opening. The coded names use a slightly more compact form of the nomenclature presented earlier, since there are less variant moves used in B-system openings than in the responses to the standard opening.

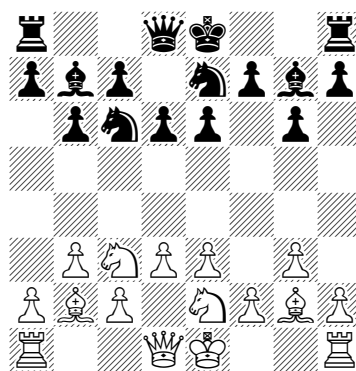
Those openings which imitate closely the Beginner's Game are among the best defenses that exist. These are the B-system close variants. They are used when both are playing the Beginner's Game, but they are also valid openings in their own right. All of the B-system close variants are exceptionally strong; in certain contexts they can be stronger than the standard!



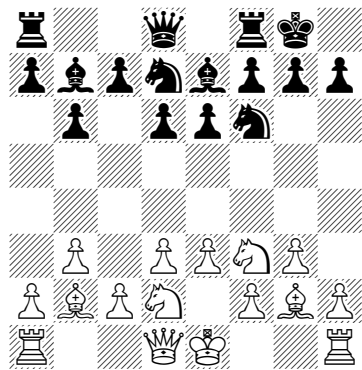
BvEG



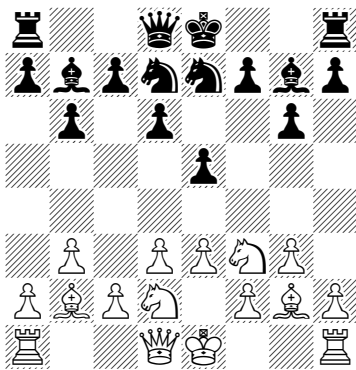
Bv3'6'



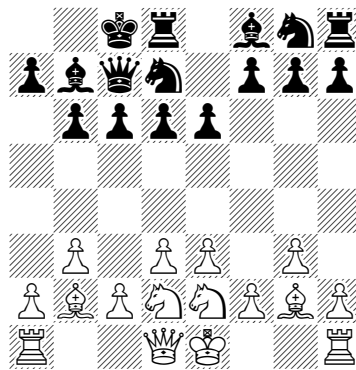
BvB



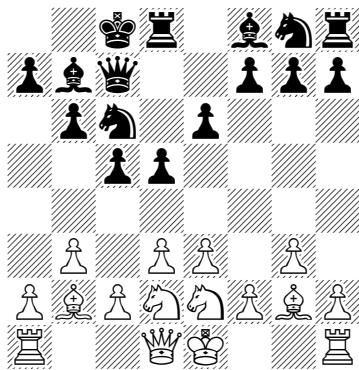
BvEFG



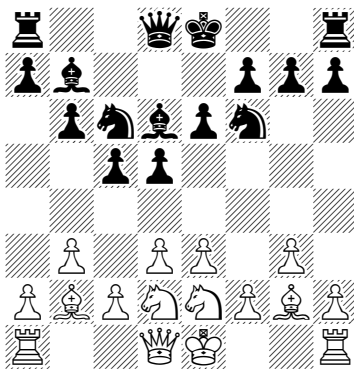
Bv5



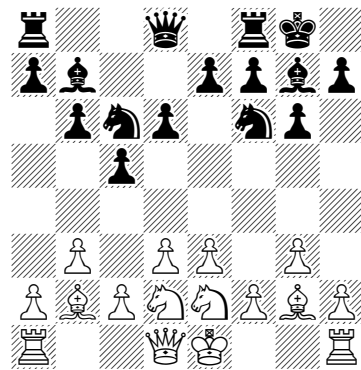
Bv3'DE'



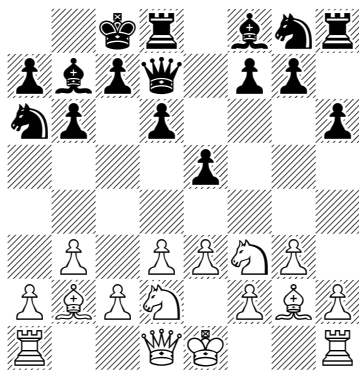
Bv34BDE'



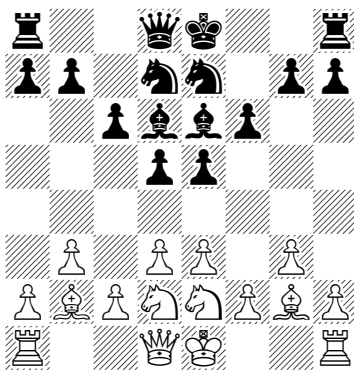
Bv34BF'G



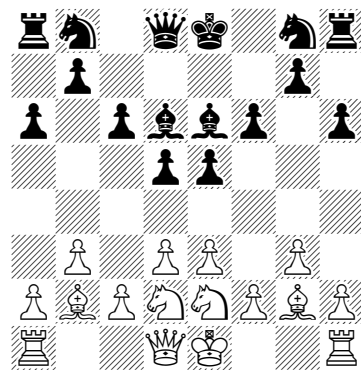
Bv3BEG



Bv58B'D'E'



Bv3'456'C'F'



Bv13'456'8C'F'

All of the defenses shown in this chapter are very effective against the standard opening. But there are hundreds of others that are as good. All of the openings in this great multitude are as strong or stronger than anything ever seen before in chess. We can only react with utter amazement that none of them have proved to be consistently effective against the standard opening, with its fixed set of moves !

The enormous variety of valid responses to the Beginner's Game increases the probability that eventually some can be identified which present serious problems. But even if some defenses are found that can put the standard opening in real difficulty, there are so many possible sequences, and so many close variants, that there will always be ways of avoiding specific problematic lines. The large number of move sequences and diversity of strong close variants is the best possible guarantee that the standard opening will never be surpassed in its ability to respond to attacks of any kind.

7. The B-System Definition

We have seen examples of the possible variants of the Beginner's Game which can be forced by adversary play in the early attacks. These variants are part of the system associated with the standard opening, that one should know in order to play the standard opening correctly.

There are many other possible variants of the Beginner's Game. Some are obtained by introducing moves typically used in continuing play into the first eight moves of the opening, and playing the omitted standard moves a bit later. Examples would be advancing a rook pawn or castling early. Such variants retain the basic character of the opening, and can be considered as different threads of the same game. It is interesting to experiment with such variants, as it is interesting to experiment with different orderings of the eight moves of the Beginner's Game.

Other variants may be defined in which any moves at all are introduced into the first eight. If only a few moves of the basic opening are changed, and the introduced moves fit in well, then these variants may also be worth trying. Some such variant openings will prove to be strong, and a player of the Beginner's Game might consider adding a few to his openings portfolio.

As more moves of the standard opening are modified, the resulting variants get farther away from the Beginner's Game. We then start to lose the synergy that playing a close variant opening has with playing the standard familiar one. If we decide to get interested in more distant variants, then we should focus our interest on those that not only work well, but that also are in some way similar to the Beginner's Game, in the sense that we can profit from our knowledge of how to play with the standard opening.

The number of possible variants is enormous, growing rapidly with each move of the standard opening that is changed. How can we find the strongest ones without having to try everything that appears it might work? We need a heuristic, a method to reduce the search and testing to a tiny subset of all possible variants, but which still contains most of the best ones.

For the author, the best heuristic was to select variants that respect a set of rules for opening play, similar to those used by the Beginner's Game itself. It respects the following rules:

- Pure positional play
- Single pawn advances, constructing pawn chains
- Piece placement behind pawns

The success of the Beginner's Game confirms that these are valid rules for opening play. But there is only one opening which truly obeys these rules, and that is the Beginner's Game itself. We get no variants with these rules, so we have to change the rules somewhat to start admitting candidate variants.

Now the obvious thing to say is that these rules should still be generally respected in opening play, but that a few exceptions are allowed. These exception cases must be well defined and highly restrictive, to permit us to search effectively in a small subset of the enormous space of possible openings; and they must result of course, in the selection of the strongest variants. The author has experimented extensively with variants on the Beginner's Game that respect the following modified rules, for the first eight moves:

B-System Rules

- Play in the opening is purely positional; pawns and pieces are not moved twice unless it is necessary.
- Single pawn advances are generally used. Double pawn advances are allowed only if the pawn joins a pawn chain.
- Pieces are developed behind the pawns. The only exception allowed is that one knight may be played in front of the pawns.
- Queen and rook moves behind the pawns are allowed.
- Castling is allowed.

Any opening which obeys these rules is in the B-system. All B-system openings are in fact variants of the Beginner's Game, in a way that we can describe and quantify. A special nomenclature for B-system openings makes clear their relationship to the Beginner's Game.

Of the variants generated using these modified rules, most are interesting, almost all are playable, and many are very strong. There are not too many of them, it is a manageable collection. And they do retain a kind of similarity in play with the Beginner's Game, that we were looking for.

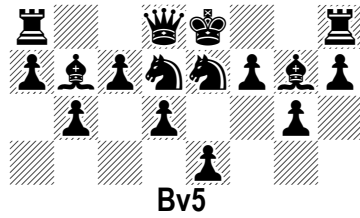
Note that there is no mention in the B-System rules to the Beginner's Game. In particular there is no mention of the number of moves of the Beginner's Game which may be modified. An opening in the B-system may have any number of component moves different from the Beginner's Game, even all eight of them!

You would think that variants with many moves different from the standard opening would be too different to be useful, in the sense that they share commonalties in play with it. But conformity to the same strict set of rules seems to predominate over the differences in actual component moves. Openings in the B-system, no matter how distant they are from the Beginner's Game, still have much in common with it, and play much like it.

There is another motive in defining a set of variants other than to enrich play with the Beginner's Game. The Beginner's Game is a new opening, and is the charter member of the B-system. Most of the openings in the B-system are also new, rarely if ever seen before in play. It is quite possible that within this practically new system we will find not only many strong openings, but many that like the Beginner's Game itself, are optimal or close to it. In other words, the B-system is an attempt to define an optimal subset in the space of all possible chess openings, which at the same time is largely new.

With few exceptions, the members of the B-system that have been seen before in play are generally considered alternative openings, and are not very commonly used. The B-system as a whole should be considered as a new way of playing the chess opening. The entire style of play in this system is quite different from that of classical chess. In any case the B-system is distinguished from, not based on other openings or opening systems that have been used to date.

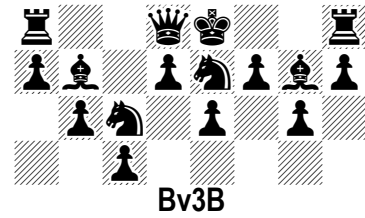
The rules for the B-system are precise enough to allow us to determine immediately whether any candidate opening is in the system or not. A few examples of valid B-system openings, and openings not in the system are given here to make these distinctions clear:



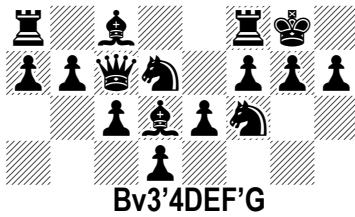
Bv5



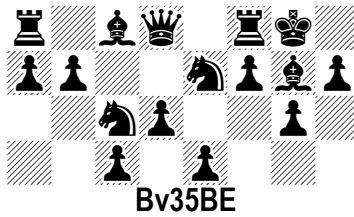
Bv4EF'G



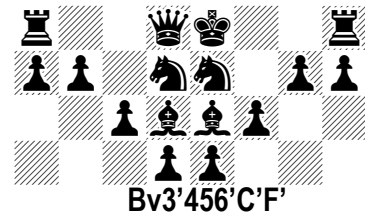
Bv3B



Bv3'4DEF'G

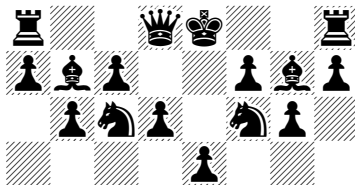


Bv35BE

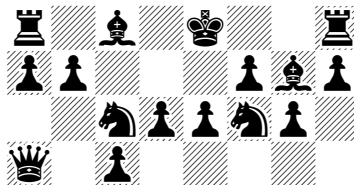


Bv3'456'C'F'

Valid B-system Openings



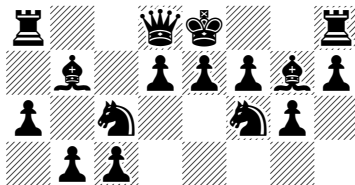
More than one knight
in front of pawns



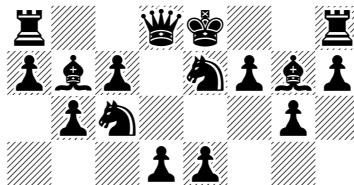
Queen in front
of Pawn



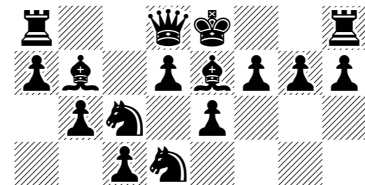
Bishop in front
of Pawn



advanced pawn not in
pawn chain



advanced pawns not in
pawn chains



unforced knight
double move

Non B-system Openings

These illustrations show positions that are still intact after eight moves. We also include in the B-system variations of these openings which have had to make exchanges, as forced by adversary play, even though positions after these exchanges may not conform completely with the system rules. There are a few borderline cases, but as a whole the B-system is a well-defined set. It's fairly easy for anyone to look at an opening and tell if it's in the B-system or not.

The B-system rules result in the generation of a large number of variants. The author has not made an attempt to count them, but estimates there are several thousand, including the exchange variants. Not all of these are worthy of our attention. Once again we need a heuristic we can apply to determine the best openings in the system for further study; once again we can look for openings that share other characteristics of the highly successful Beginner's Game.

There are various characteristics that we can look for. These are not hard and fast rules, such as those used to define the B-system, but secondary guidelines, that may prove useful in the identification of interesting candidates for further study.

Examples of such guidelines are:

- Exchanges of pieces or pawns are generally not offered. Exchanges proposed by the opponent are not accepted unless necessary.
- Generally, no offensive action is initiated prior to completing the opening. The openings prepares however, for attacking immediately afterwards.
- Castling options are generally maintained thru the opening.

The most important opening guideline however, is that most singular characteristic of the Beginner's Game, of being able to play with either white or black, making only minimal modifications as imposed by adversary play. The variants we are most interested in are those that are generally playable, confronting successfully the largest possible variety of adversary responses. In this system, we are trying to maximise our chances of getting intact thru the opening, while achieving a good starting position for the game that follows.

As in the Beginner's Game, the B-system player is striving to carry out a preconceived plan, with only slight alterations as necessary to counter adversary play. He is trying to produce a predefined configuration, which should be evident by his eighth move. His choice of moves will be highly varied, but anything he plays should be building to a position within the system.

B-system Rules OK

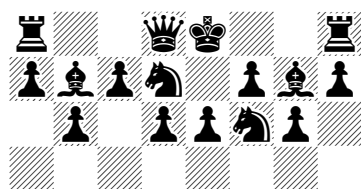
The B-system rules were quite ad-hoc, so naturally you might ask if some other set of rules could be even better. Relaxing the rules would include many more strong openings; tightening them would refine the system. Here the author has drawn a line in the sand. On one side are the Beginner's Game and the B-system, virtually unknown. On the other side are almost all the chess openings ever played until the present, and a large number of even stronger new ones. A great battle between them is about to begin. It is now the battle between the new chess and the old; but if the B-system rules OK, this line marks the field for most of the future battles in chess.

8. B-System Variants

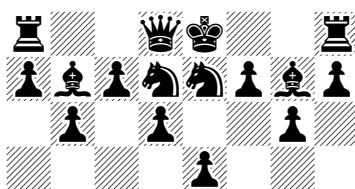
The Beginner's Game is the central member of a set of openings defined by the author, called the B-system. All B-system openings respect the same restrictive and well-defined rules for opening play. These rules have already been detailed, and include as elements primarily use of recessed pawn structures and piece placement behind the pawns, as in the Beginner's Game.

The main interest in defining the B-system is to identify those openings which are close to the Beginner's Game, in the sense of being alternative lines of the standard opening. Due to their conformity to the same set of rules, even distant B-systems openings are generally related in terms of the style of games that result, so there is good commonality of play in the entire system.

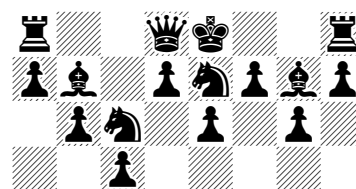
A classification system for B-system openings is introduced here which defines any opening in the system as a variant of the Beginner's Game. Variants are named by indicating the pawn and piece moves in that opening that are not present in the Beginner's Game. Pieces are labeled A - H, and pawns 1 - 8, starting from the queen side. For example, a modification of the Beginner's Game in which the king knight is developed to Bishop 3 instead of King 2 is called a variant G, whether for white or for black. All variant names start with the letters 'Bv' (meaning B-system variant) and then put the variant moves in first numerical, and then alphabetical order.



variant G - BvG

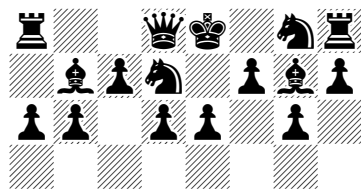


variant 5 - Bv5

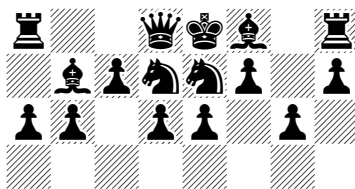


variant 3B - Bv3B

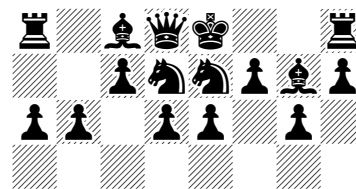
The variant name by itself does not describe the opening completely. We usually do not know for example, which moves of the standard opening were left out. When this detail is needed, we can include a version qualifier, which is a list of the moves of the Beginner's Game which were not made. For example, a Beginner's Game with an introduced queen rook pawn move, but without the usual king knight move, would be called variant 1 Version G. In general, we will refer to variants using only the names, without the version qualifiers.



variant 1 - Version G



Bv1 - Version F



Bv1(VC)

The variant name, even with inclusion of the version qualifier, still does not give a complete description of the opening. Missing in particular, is the move order. Also missing is a description of how pawn and piece moves different from the Beginner's Game were actually performed.

The idea is to have a convenient nomenclature for openings in the B-system, that makes clear their relationship to the Beginner's Game. Including too much information in the variant names makes them long and unusable. We can leave out information on move order because, as in the Beginner's Game, variants may be produced using many different sequences of moves. But it is useful to indicate for the modified moves how the piece or pawn has moved.

A shorthand for variations of the modified moves is suggested here which appends a modifier to the pawn number or piece letter for less frequently used moves, but not to the most frequently used move. This shorthand makes the variant names more precise, without making them too complicated. The pieces and pawns have different rules for use of qualifiers, according to which of their moves are most frequently made. Here is the suggested syntax:

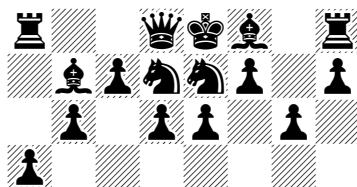
Most Frequent Moves - No Qualifier

Rook pawns: single advance
 Other pawns: double advance
 Knights: to Bishop 3
 Bishops: to King 2 / Queen 2
 Rooks: to King 1
 Queen: to Queen Bishop 2
 King: King side castle

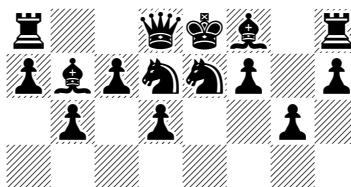
Less Frequent Moves - Single Qualifier

Rook pawns: double advance
 Other pawns: single advance
 Knights: to Rook 3
 Bishops: to King 3 / Queen 3
 Rooks: to Knight 1
 Queen: to Queen 2
 King: Queen side castle

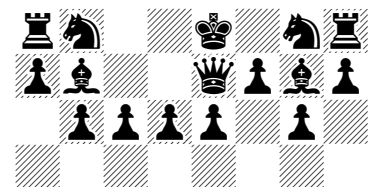
Other moves, eg. Bishop to Rook 3, Queen to King 2 (or King 1 or Queen Bishop 1), have a double qualifier. The single qualifier is the apostrophe; the double qualifier is the quote sign. The qualifier 'x' is used when a pawn or piece captures. If a figure is forced to move a second time, only the figure symbol is repeated in the variant name. With this shorthand for moves, we can now name and describe all openings in the B-system. Below are some examples with move qualifiers:



Bv1'(VF)



Bv5x(VF)



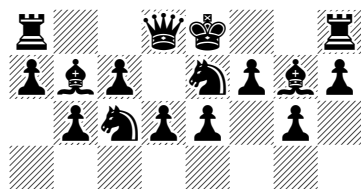
Bv3'D'' (VBG)

This naming scheme allows us to refer to all B-system members in a convenient fashion. Unlike other nomenclatures for chess openings, it succeeds in giving an accurate and adequate description of an opening set of moves, in a way that anyone can understand and use quite easily.

The 'distance' of a B-system variant from the Beginner' Game is equal to the number of moves that are different from the standard opening, which is equal to the number of figure symbols in the name. Most classical openings are not in the B-system of course, but we can measure their distance from the Beginner's Game in the same way. Almost all are 6 to 8 moves distant; the overall average is about 6.5 moves. That's another reason why the Beginner's Game doesn't have much in common with most conventional chess openings.

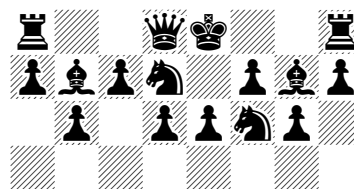
Now we present a brief catalog of B-systems variants. This is just a small representative sample of the entire system. These are listed according to their distance from the Beginner's Game.

B-System Variants at Distance 1:

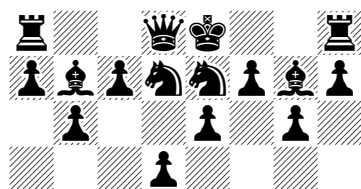


variant B - BvB

The B-system variants at distance 1 which modify one move of the Beginner's Game, but perform all of the other standard moves are the knight move variants B and G, and..

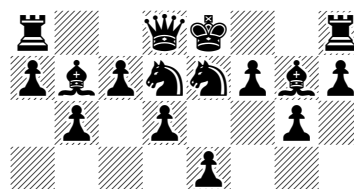


variant G - BvG

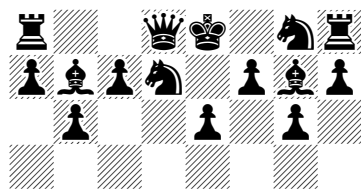


Bv4

Variants 4 and 5, with center pawn double advances. All other variants omit moves of the standard opening. A version qualifier can be added to show the standard moves left out.

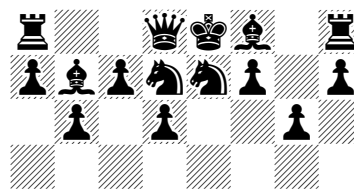


Bv5

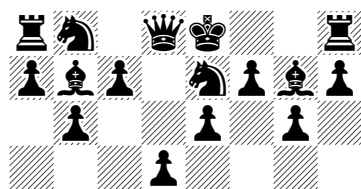


Bv4x(version G - VG)

Variants Bv4x and Bv5x have made central pawn exchanges, and omitted one of the piece moves. Each of these variants has 4 versions; shown are versions G and F, respectively.

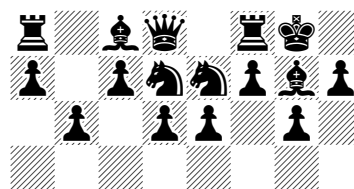


Bv5x(Version F -VF)

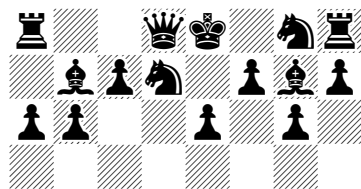


Bv4'(VB)

In variant Bv4' the queen pawn has been moved twice. This variant has four versions; shown is Version B. Variant BvE, with an early castle, has two versions; version C is shown.

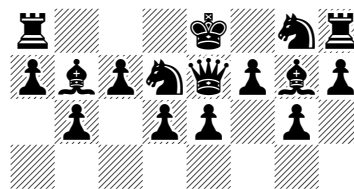


BvE(VC)



Bv1(VG)

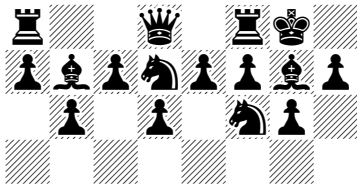
Variant Bv1 has substituted a queen rook pawn move for a piece move. Shown is version G. Similarly for Bv1' Bv8 & Bv8', Bv3 & Bv3', Bv6 & Bv6'. Variant BvD'' has several forms; this version prepares a long castle.



BvD''

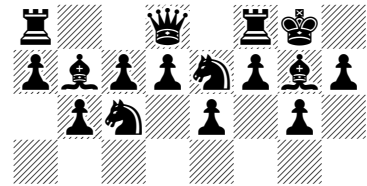
Variants Bv4' & Bv4x, Bv5' & Bv5x are responses to central pawn attacks, forced by adversary play. Variants Bv1 & Bv8, Bv3' & Bv6' reply to bishop pins or knight incursions. Variants BvB & BvG, Bv4 & Bv5 respond to fianchetto attacks, or are used when both are playing the Beginner's Game. Variants BvD'' and BvE are general purpose alternatives to the standard opening.

B-System Variants at Distance 2:

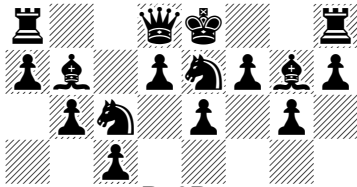


BvEG

At distance 2 from Beginner's Game are many interesting variants, such as these two with one knight forward and early castling. They are strong, easy to play, and worth remembering.

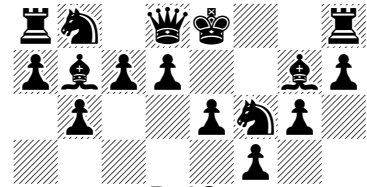


BvBE



Bv3B

Variants with advanced bishop pawn and a knight forward are very strong. These four variants are prominent among the rare occurrences of close variants that have been seen in play.

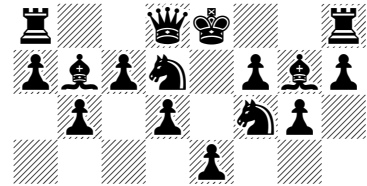


Bv6G

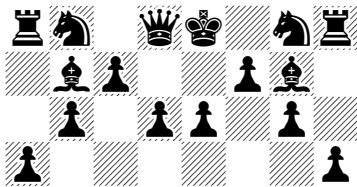


Bv4B

These two variants with a center pawn double advance and a knight forward are generally playable, since the challenge in the center can be made last. The compact variants are the most generally playable.

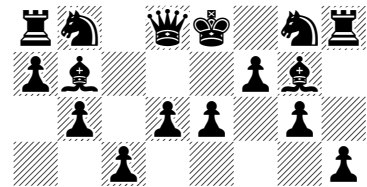


Bv5G

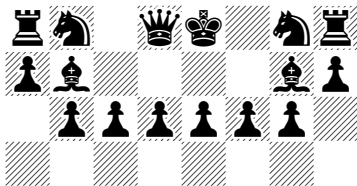


Bv1'8'

There is a variety of variants at this distance which use double advances of the rook pawns. These variants keep open options for placement of both the knights and the bishops.

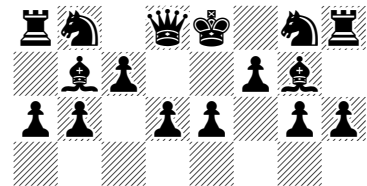


Bv38'

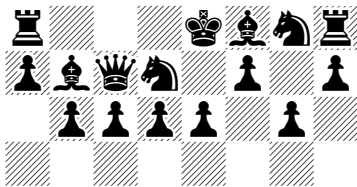


Bv3'6'

Variants with introduced pawn moves such as these two 'canonical forms' are strong. Bishop pawn moves (left) block an opponent's bishop pin; rook pawn moves (right) prevent them.

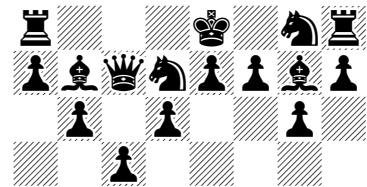


Bv18



Bv3'D(VFG)

Various distance 2 variants develop the queen side, and prepare a long castle. These openings can give rise to very powerful king side attacks.



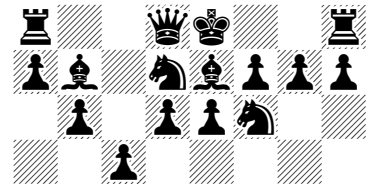
Bv3D(V5G)

B-System Variants at Distance 3:

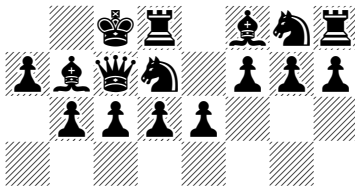


BvEFG

At distance 3 from the standard are many strong variants, such as these two with changed king knight and bishop placements. Both of them were experimented with before the discovery of the Beginner's Game.

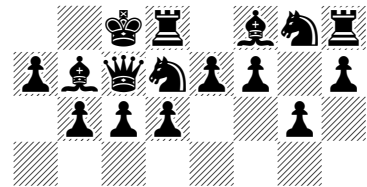


Bv3FG



Bv3'DE'(V7FG)

The queen side opening left was an important intermediate discovery on the road to the Beginner's Game. This and similar openings such as the version right are valid and strong.

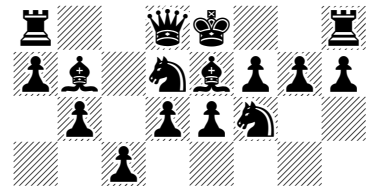


Bv3'DE'(V5FG)

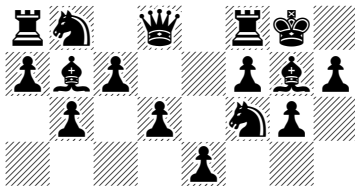


Bv3DG

A number of interesting, generally playable variants can be found with a queen bishop pawn double advance. They are more aggressive, but also more vulnerable, than those above.

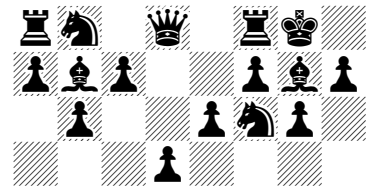


Bv3FG

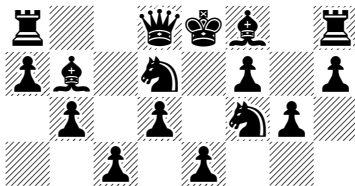


Bv5EG

Many of the better variants at this distance include early castling and a challenge in the center, as in the two strong variants shown here.



Bv4EG

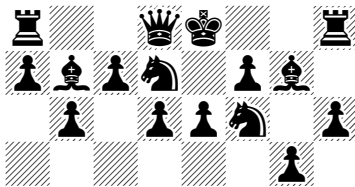


Bv35G

We also find variants such as these, with advanced queen bishop and king pawns. There is good play from these and other similar variants.

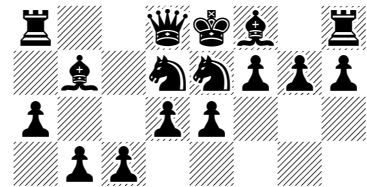


Bv35B



Bv78G

Some of the distance 3 variants result from early pawn moves on the flanks. These moves usually repulse bishop incursions, gaining time, and often initiating a pawn assault on that side.



Bv123

B-System Variants at Distance 4:



Bv6BEG

At distance 4 from the Beginner's Game we find a large variety of openings. These two with forward knight placements and one bishop pawn forward are typical examples.



Bv3BEG

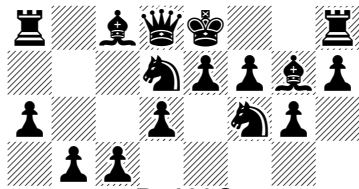


Bv4EF'G

There are a number of strong variants with different king knight and bishop placements. Those shown here play very well, and can evolve easily and naturally from a classical opening.

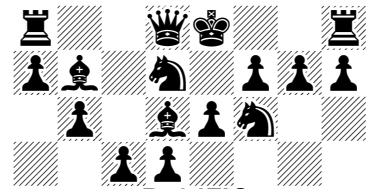


Bv5EFG



Bv123G

There are larger and more aggressive queen side developments, with two doubly advanced pawns, and a large choice of placements for the pieces.



Bv34F'G



Bv5BC'E

Many of the better variants at this distance include early castling, and alternate placements for two pieces. Pawn structure and K-side fianchetto are here the common elements.



Bv5EGH



Bv4x5EG

There are a few lines of the classical fianchetto openings for white and black with variants at this distance.



Bv58EG



Bv3'DEG

These and most other openings on this page are beginning to have a more classical look; but most of the conventional opening lines in the system are at distance 5 or more.



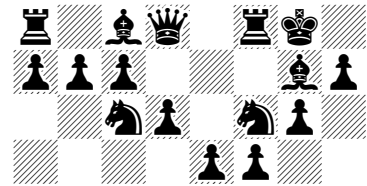
Bv35BE

B-System Variants at Distance 5:

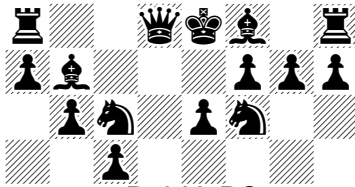


Bv3BEFG

At distance 5 are a large number of variants. Most retain only one piece placement from the standard. At this distance we find many of the lines of conventional openings that by definition are in the B-system.

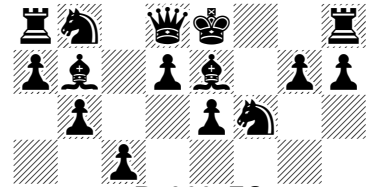


Bv56BEG



Bv344xBG

More distant variants must make use of advanced pawn placements, so many include exchanges made in the first moves, as in these examples.

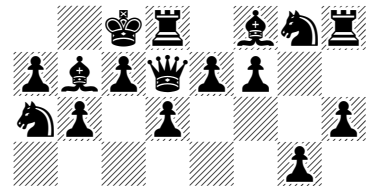


Bv366xFG

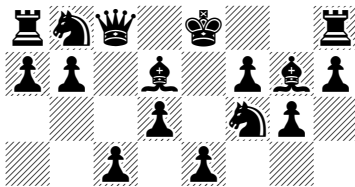


Bv13BDE'

The first new opening studied by the author was the intriguing 'king and queen in the castle' position left. It's strong on attack, not on defense. The compact variant right with a long castle attacks early on the king side.

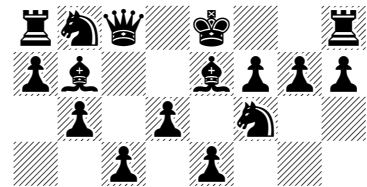


Bv78B'D'E'

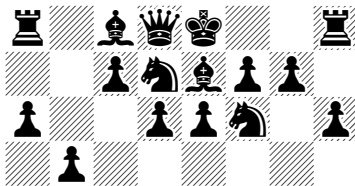


Bv35CD'G

Variants with this characteristic center pawn formation can be strong, with active diagonals for the bishops and queen; defensively they are fairly solid, despite the backward pawn.

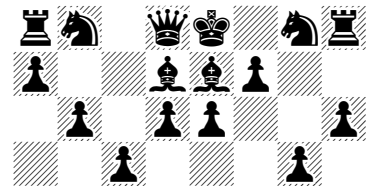


Bv35D''FG

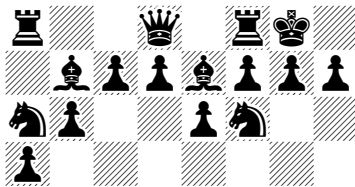


Bv128FG

Many variants at this distance have flank pawn advances (best used as reactions to early attacks), combined with alternative placements for the pieces, as in these two examples.

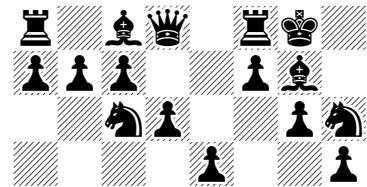


Bv378CF



Bv1'B'EFG

There are also variants with a doubly advanced rook pawn, often with the knight or bishop behind it. Openings of this type are often playable when they contest the center only later on.



Bv58BEG'

B-System Variants at Distance 6:



Bv348BCG

At distance 6 from the standard opening there are many variants, but not very many that are generally playable. Among these very distant variants we find some of the best defenses to the Beginner's Game.



Bv3BDEFG



Bv3'5DEFG

Several classical openings have lines that obey the B-system rules at this distance; these two are examples.



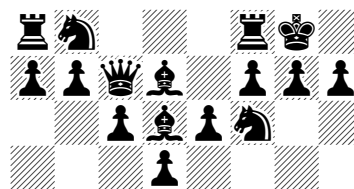
Bv3'4DEF'G

B-System Variants at Distance 7:



Bv35BCEFG

Distance 7 variants develop all pieces differently from the Beginner's Game. Usually a queen or king pawn move is the only remaining element of the standard opening.

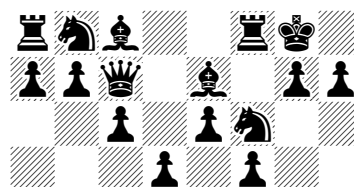


Bv3'4CDEF'G



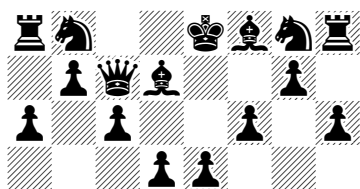
Bv158CEFG

Many variants at this distance centralize the bishops and bring the knights forward. In spite of all the differences, such distant B-system members continue to resemble the standard opening in style of play.



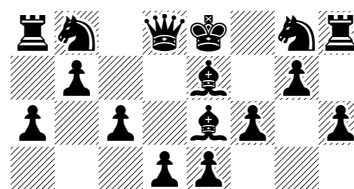
Bv3'46DEFG

B-System Variants at Distance 8:



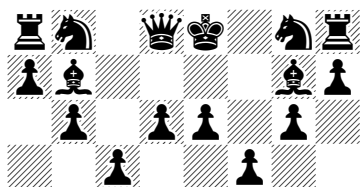
Bv13'456'8CD

Variants at distance 8 do not retain a single move of the Beginner's Game, and don't look at all like conventional openings. The most distant variants are best played against the standard or the other B-system openings.



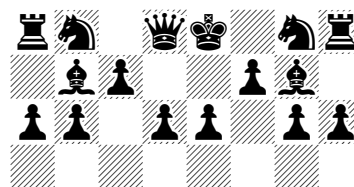
Bv13'456'8C'F

B-System Variants: Canonical Forms

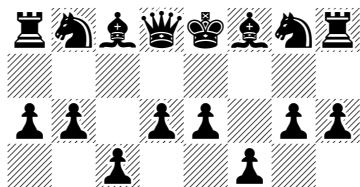


Bv36

Canonical forms are symmetric deployments in the B-system. They may or may not be used as general purpose openings. Mainly they are interesting reference configurations for pawn and piece placements.

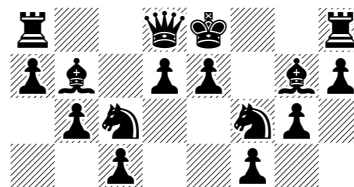


Bv18

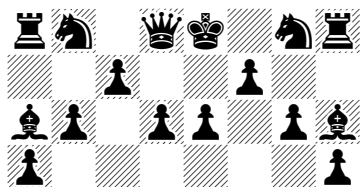


Bv1368

Canonical forms can be thought of as leitmotifs which guide initial development. Any of them can be used, at least in large part, as a schema for play in the opening.

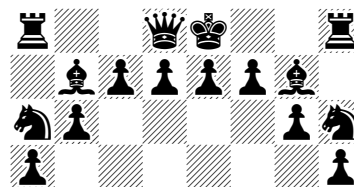


Bv36BG

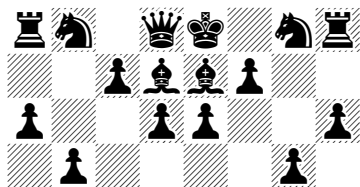


Bv1'8'C'F''

Some of the canonical forms may eventually prove the basis for valid general purpose openings, such as these, which develop on the flanks.

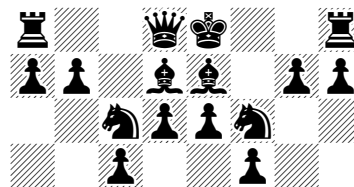


Bv1'8'B'G'

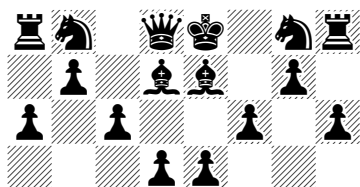


Bv1278CF

Is it possible the best defense to the Beginner's Game is, like it, a canonical form? Shown right is a form that has already won several times against it. The form left has an interesting 'center castle' and may be generally playable.

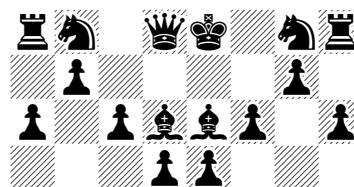


Bv36BCFG



Bv134568CF

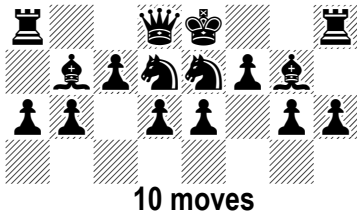
Here are two distance eight canonical forms that have proved very effective against the Beginner's Game. Both block the long diagonals, and prepare for an across-the-board pawn assault.



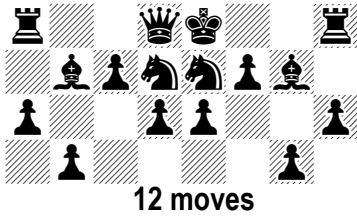
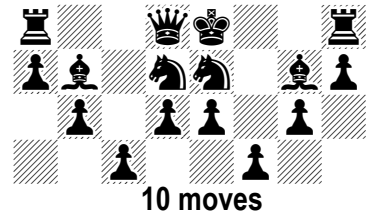
Bv134568C'F'

The author believes that the serious study of the canonical forms in chess could reveal some very startling discoveries. It is certainly more than a coincidence that the Beginner's Game is a canonical form! It is also more than a coincidence that the B-system rules generate most of the symmetric deployments in chess that are also generally playable openings!

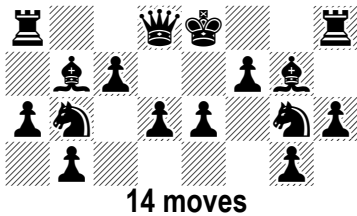
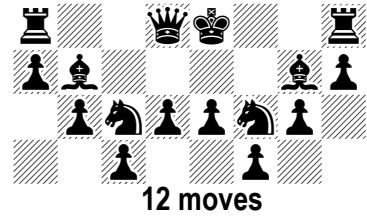
Canonical Forms After the Beginner's Game:



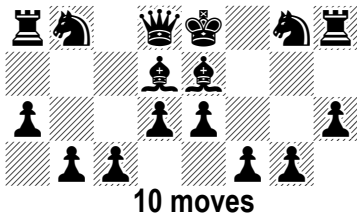
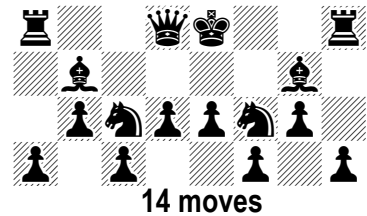
It is interesting to look at canonical forms that can occur with evolution of the standard opening. The form shown left may be considered the standard one, as it is often seen in play after 10 moves.



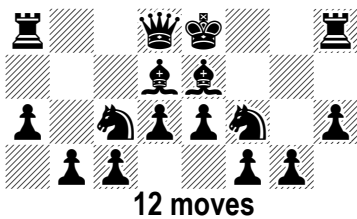
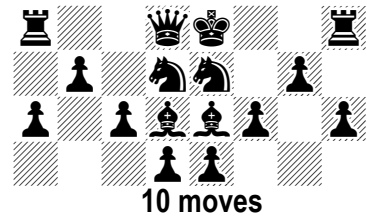
If we look only at forms which stay within the B-system rules (except for double moves), we find they exhibit many of the characteristic structures frequently seen in games, at least on one side of the board.



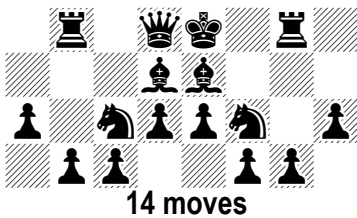
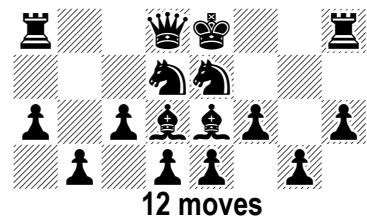
These diagrams contain patterns often seen in play. They can provide you some valuable ideas for playing on after the standard opening.



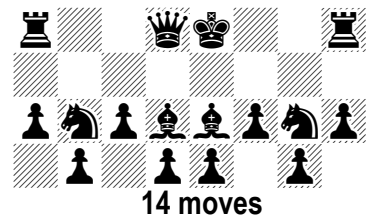
It is also interesting to look at the evolution of other canonical forms. Here are two of the various possible starting from the canonical forms Bv1278CF (left) and Bv13'456'8C'F'.



Again looking only at those canonical forms which stay close to the system rules, we find that they evolve with one of several characteristic piece symmetries and a mobile pawn wall.



A systematic study of canonical forms might reveal useful information to players of this system, eg. on how to transpose between different lines. Does the form right remind you of anything you have seen before?



9. Playing the B-System

B-system variants use rules for opening play similar to those of the newly discovered Beginner's Game. Play is purely positional, using either single pawn advances or doubly advanced pawns in chains, with most of the pieces placed behind the pawns. B-system openings also share that principle objective of the Beginner's Game, of trying to reproduce a preconceived position, at about the eighth move. All have many possible sequences of their component moves, and most of them have a number of related versions as well. All openings in the system have a large number of possible transpositions, while staying within the system rules.

The B-system includes a fairly large number of openings, perhaps several thousand. But all B-system members share the same rules for opening, that make them all somewhat similar in their style of play. Use of recessed pawn structures, and piece placements mostly behind the pawns, tends to result in openings that share many common aspects.

Though only a small subset of all the possible openings, the B-system is believed to contain many of the best openings in chess. The B-system rules seem to result in many cases in openings that inherit to a large extent the strengths of the Beginner's Game, such as a resistant defense and a powerful offense. They all give rise to interesting, highly complex games.

Because there are so many openings in the B-system, and because experimenting with the B-system was of secondary importance to researching the Beginner's Game, it was not possible for the author to do a truly systematic study of the B-system. Research has been limited to trying about a hundred different system openings in play, as a quick test of their general validity. In these first tests most of them performed quite well.












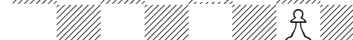






Several of the B-system variants selected for testing are shown here in action during and after the opening. All these examples are excerpts taken from complete games in the final section of the book. The scant introduction to playing the B-system offered here is only sufficient to wet the intellectual appetite. Many B-system variants are among the strongest openings in chess. Some have been played before, but most of them are completely new. Players of all levels should select several interesting variants and experiment with them. Your game will improve as you develop the ability to move from the standard opening into your chosen variants, especially when these have been carefully selected to respond to adversary play.

Close Variants

























Close variants have from one to three moves different from the standard opening. The close variants play much like the Beginner's Game. Almost all the close variants are also very strong in general play, against any adversary opening. With the Beginner's Game and its close variants alone a player can respond well to virtually anything his adversary can do in the opening.

Variants Bv4', Bv4x, Bv5', and Bv5x are reactions to center pawn attacks. Bv1, Bv3', Bv6', and Bv8 respond to bishop pins. Bv4, Bv5, BvB, and BvG are used primarily when both are playing the Beginner's Game; the single move different from the standard opening blocks the active diagonal of the opponent's fianchetto. BvE and BvD'' are general purpose openings.

Game 45: White plays the close variant Bv3'. His bishop pawn advance runs off black's bishop, and prepares for a queen side castle. A second bishop pin attack is met with another bishop pawn advance. Black loses time with these moves, but white is able to incorporate them into his game. Soon after the opening white trapped black's bishop, and went on to win easily.



















	1.	b3	e5	9.	f3	Be6	
	2.	g3	d5	10.	Ne2	Qd7	
	3.	Bb2	Nc6	11.	f4	Bf5	
	4.	Bg2	Nf6	12.	Qc2	Ng4	
	5.	d3	Bb4+	13.	Nf1	Rae8	
	6.	c3	Be7	14.	h3	Nf6	
	7.	Nd2	O-O	15.	g4	Bg6	
	8.	e3	Bg4	16.	f5	Bh5	
				17.	Nh2	a6	

Game 46: Black plays close variant Bv5', responding to a center pawn early attack by advancing his pawn. He completes his Beginner's Game with a queen side castle, and begins what will develop into a powerful king side attack and a quick win.

























	1.	e4	e6	9.	Qe2	a6	
	2.	d4	b6	10.	a4	Nd7	
	3.	Nf3	Bb7	11.	Nd2	f5	
	4.	Nc3	g6	12.	Bg5	h6	
	5.	Bc4	Bg7	13.	Bxe7	Qxe7	
	6.	Be3	Ne7	14.	Qe3	Bf6	
	7.	O-O	d6	15.	Nf3	O-O-O	
	8.	d5	e5	16.	b4	Kb8	
				17.	Rfb1	Qf7	
				18.	Rd1	Be7	
				19.	a5	b5	
				20.	Ba2	Nf6	

There are many B-system variants at distances 2 and 3 that are strong in general play, as well as against the standard opening. Some introduce moves generally seen in continuing play into the first eight moves. Others use different piece placements, especially for the knights.


















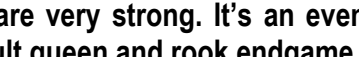

Game 61: After opening on the queen side in the usual fashion, white moves into close variant BvEG. Following his opening, white launches his queen side pawns. All of black's pieces have to retreat under the white advance. White's defense is solid, and he is already attacking well.

	1.	b3	Nf6	9.	c4	d4	
	2.	Bb2	d5	10.	h3	Bh5	
	3.	d3	Nc6	11.	a3	Rad8	
	4.	Nd2	e5	12.	b4	Qe6	
	5.	Ngf3	Bd6	13.	Qc2	Be7	
	6.	g3	O-O	14.	Rfe1	Nd7	
	7.	Bg2	Qe7	15.	b5	Ncb8	
	8.	O-O	Bg4	16.	e3	dxe3	
				17.	Rxe3	f6	



















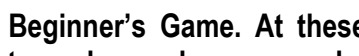
Game 68: Black plays variant Bv3'DE' blocking white's fianchetto with his bishop pawn, then castling queen side. After the opening black gains space, and prepares an assault on the king side. Notice how white's knights fall back to their position in the standard opening.

	1.	c4	e6	9.	Bf4	h6	
	2.	g3	b6	10.	Qa4	g5	
	3.	Bg2	c6	11.	Be3	a6	
	4.	Nf3	Bb7	12.	Qc2	Bg7	
	5.	Nc3	Qc7	13.	Nd2	c5	
	6.	d4	d6	14.	d5	Ngf6	
	7.	O-O	Nd7	15.	Bh3	g4	
	8.	e4	O-O-O	16.	Bg2	Kb8	
				17.	Rfe1	Ne5	
				18.	Bf4	Ng6	
				19.	Ne2	Rhe8	
				20.	Rad1	b5	

Game 73: White plays variant BvEFG, another strong compact deployment with alternative king knight and bishop placements. Black counters with the 3 pawn C back classical defense. Both sides have good play after the opening, but white is slightly ahead in his push forward.

	1.	e3	e5	9.	c4	d4	
	2.	b3	d5	10.	Ng5	Qe7	
	3.	Bb2	Nf6	11.	Ba3	Bc7	
	4.	d3	Bd6	12.	Bf3	Rae8	
	5.	Be2	O-O	13.	Nge4	b6	
	6.	Nd2	c5	14.	Ng3	Rd8	
	7.	Ngf3	Nc6	15.	Re1	Qd6	
	8.	O-O	Bd7	16.	Qe2	Rfe8	
				17.	Nde4	Nxe4	
				18.	Bxe4	Qf6	
				19.	Qh5	h6	

Game 78: Black plays close variant Bv4EG against white's Bv3BEG, both contending the fianchettoes. Many variants of both types exist, and most of them are very strong. It's an even match after the opening. White later gained the upper hand in a difficult queen and rook endgame.





















	1.	c4	e6	9.	d4	dx4	
	2.	b3	b6	10.	bxc4	c5	
	3.	Bb2	Nf6	11.	dx4	Ne4	
	4.	Nf3	Bb7	12.	Nxe4	Bxb2	
	5.	Nc3	g6	13.	Rb1	Bxe4	
	6.	g3	Bg7	14.	Rxb2	bx4	
	7.	Bg2	d5	15.	Qc1	Nd7	
	8.	O-O	O-O	16.	Qe3	Bc6	
				17.	Ne5	Nxe5	
				18.	Qxe5	Bxg2	
				19.	Kxg2	Rc8	

Distant Variants





















Distant variants have from 4 to 8 moves different from the Beginner's Game. At these distances from the standard opening, variants generally have one or two advanced pawns, and a number of different piece placements. Typically one or both knights are forward, and different bishop placements are also seen. Examples of variants at distances 4,5,6, and 8 are shown below.

The advanced placements of pawns and pieces in these more distant variants offers the opponent more to attack. There are more lines with exchanges and modifications imposed by adversary play. Even so, many distant variants are generally valid openings, strong against most types of adversary deployments. As B-system members, even the distant variants retain many characteristics of the Beginner's Game and similarities in play.





















Game 85: White plays the classical looking variant Bv5EGH. Queens are exchanged soon after the opening; white then gains space and begins contention of the open lines.

	1.	g3	d5	9.	Nxe4	Nxe4	
	2.	Bg2	g6	10.	dxe4	Rd8	
	3.	d3	Bg7	11.	Qxd6	cxd6	
	4.	Nd2	Nf6	12.	c3	Be6	
	5.	Ngf3	Nc6	13.	Be3	Rac8	
	6.	O-O	O-O	14.	Red1	Bg4	
	7.	e4	Qd6	15.	h3	Bd7	
	8.	Re1	dxe4	16.	Rac1	h6	
				17.	Nd4	Na5	
				18.	b3	b5	

Game 79: White plays variant Bv1378, an improbable looking development consisting of mostly pawn moves. Still it plays quite well - so much for the old theories about the opening! White emerges from his unconventional start with a threatening king side attack, and an active although somewhat scattered position. White went on to draw in a sharp contest.





















	1.	e3	e5	9.	Nd2	a5	
	2.	b3	Nf6	10.	Bg2	Rfd8	
	3.	Bb2	Nc6	11.	Qc2	dxg4	
	4.	c4	Be7	12.	dxg4	h5	
	5.	d3	O-O	13.	Ngf3	hxg4	
	6.	a3	d5	14.	hxg4	Bxg4	
	7.	h3	Be6	15.	O-O-O	Qd3	
	8.	g4	Qd6	16.	Qxd3	Rxd3	
				17.	Rh2	Rad8	
				18.	Rdh1	Kf8	

Game 89: Black plays variant Bv345xF'G against a compact white fianchetto opening. Black's strong bishop placements are well countered. Both sides have good play after the opening, but black develops more threats, moving his pieces early into enemy territory.





















	1.	g3	e6	9.	Nc3	O-O	
	2.	Nf3	b6	10.	Bg5	d4	
	3.	Bg2	Bb7	11.	Nb5	Nc6	
	4.	O-O	c5	12.	e4	dxe3	
	5.	d3	d5	13.	fxe3	Be7	
	6.	c4	Nf6	14.	Rad1	a6	
	7.	cxg5	exd5	15.	Na3	Ng4	
	8.	Qb3	Bd6	16.	Bxe7	Qxe7	
				17.	Qxb6	Nb4	
				18.	Nc4	Bd5	

Many of the most distant B-system variants are playable only against the Beginner's Game, or other system variants. The two examples shown below are of this description. There are some distant variants that are generally playable however, usually those that do not contest the center.

Game 98: Black plays the distant variant Bv3'456'C'F' against white's Beginner's Game. After the opening both sides have good play. White's queen placement is better than black's. The game continued into a difficult tactical contest, which resulted in a draw.

	1.	e3	e5	9.	c4	O-O	
	2.	b3	d5	10.	O-O	Qb6	
	3.	Bb2	Bd6	11.	Nc3	Rae8	
	4.	g3	Be6	12.	Re1	Bb4	
	5.	Bg2	c6	13.	a3	Bd6	
	6.	Ne2	f6	14.	b4	Qa6	
	7.	d3	Nd7	15.	Qc2	Kh8	
	8.	Nd2	Ne7	16.	Qb3	dx4	
				17.	dx4	f5	
				18.	Rad1	Bc7	

Game 100: Black plays the strange looking distance 8 variant Bv13'456'8C'F', against white's Beginner's Game. After the opening black goes a pawn down, but he opens the queen side, and gains ground against the standard opening. Black eventually wins in a close match.

	1.	e3	e5	9.	c4	Ne7	
	2.	b3	d5	10.	a3	Nd7	
	3.	Bb2	Bd6	11.	b4	c5	
	4.	g3	Be6	12.	Qb3	dx4	
	5.	Bg2	c6	13.	Nxc4	O-O	
	6.	Ne2	f6	14.	b5	Nb6	
	7.	d3	h6	15.	bx4	Rxa6	
	8.	Nd2	a6	16.	Bxb7	Ra7	
				17.	Bg2	Nxc4	
				18.	dx4	Qa5+	

By now the reader should have a better appreciation of the B-system and its relevance to the Beginner's Game. Players of all levels are encouraged to stay within the B-system when they play variants of the standard opening. In this manner you will profit most from any improvisations you make, taking note of the variants that you are playing, and how well they do versus particular adversary deployments. With experience you should be able to move into familiar variants that respond best to different general categories of adversary openings.

The author hopes that this brief introduction to playing the B-system will stimulate the interest of all readers. Try playing some of the variants shown here, and others in the B-system variants chapter and in the games section. Better yet, define new openings of your own in the system, and carry them on to victory !

10. Why Wasn't It Found Before?

You would think that we would have found the Beginner's Game long before now. After all, chess has been around for a very long time. Hundreds of millions of people have played hundreds of billions of games. Every new game is a search for the best way to play, from the first moves onwards. There are only so many different valid openings. With the substantial novelty and experimentation of every game, in probabilistic terms we should have found the Beginner's Game and most of the B-system long ago. The reasons we didn't are thus primarily psychological ones.

The most obvious reason is that play in the chess opening has been purely imitation. Most players seem to have accepted tacitly that the openings have already been thoroughly researched, and that the best anyone can do is to imitate the established lines. That almost all players repeat as best they can the known lines still seems a bit strange, given that in the rest of the game everyone is completely on his own. Imitation rather than innovation has always characterized any traditional activity, but often to its detriment. Starting with the premise that it was possible to find something new, the author invented scores of valid original openings in just a few months.

Stylized though it is, chess is still a battle, encouraging aggressive behavior. Some players slam down the pieces, or make other gestures showing their natural reaction to conflict. Even better behaved players not indulging in these displays are nevertheless busy perfecting their true aggressiveness in play. In this context the first moves, being the only ones that are also well rehearsed, have been used almost theatrically to make an aggressive gesture.

No opening move is more aggressive than the double advance of a center pawn. About ninety-five percent of all games start with one, and virtually all of the remaining few percent of games use them immediately afterwards. So basically it would seem that everyone has been playing aggressively from the start, too immersed in the confusion of battles started with their first moves to consider whether the less aggressive openings might have some merit.

Another factor explaining our failure to find the Beginner's Game is what the author calls the 'dance mentality'. The music has started and our partner is already dancing, so shouldn't we be dancing with him? In other words, shouldn't we be reacting closely to what he does? The Beginner's Game shows that the answer is not necessarily yes. If you think again of the analogy of chess with battle, the negative response makes more sense: instead of responding immediately to our adversary's first aggressive moves, we first carry out a redeployment of our own forces, to place them in battle formation. They are then better able to resist and repulse the invader.

It would also seem that practically no one was looking for openings with the characteristics of the Beginner's Game. The main criterion for research for the author was that the same opening moves could always be carried out, regardless of the adversary's play. Anyone seriously looking for openings with this characteristic would have been lead to their discovery, because only a few openings exist having this independence, even in a limited form. Among these few, the Beginner's Game is almost certainly the most resistant of them all.

There are several other ways that anyone interested in looking could have discovered the Beginner's Game and its close variants in the B-system. One is by looking for the most compact developments possible. Another is by looking for the strongest defensive positions possible. Yet another is by looking for the best offensive positions possible, in the sense of offering the most lines for attack. The Beginner's Game is the unique answer to all these quests for the superlative.

If we can excuse most serious chess players for being too concerned with their results in competition to be highly innovative in opening play, it is more difficult to excuse chess analysts, whose main activity is to explore new lines. The author started his quest for a new opening with pawn to King 3. This solid opening move with white has been almost completely neglected in chess. A popular collection of best games commented that after this first move one was basically moving into unknown territory. You might call it a more than a slight oversight.

Following the discovery of the Beginner's Game, the author began checking the chess literature to see whether others had ever played anything similar. Some well known players had come close, and could easily have found it. A few of those on the right road were Nimzovitch, Reti, Petrosian, Larsen, and Spassky. But there have been many outstanding players with a positional orientation who experimented with openings, such as Capablanca, Colle, Bogoljubow, Keres, Benko, Miles, and Speelman. Any of these and many others could have found it as well.

How close did they actually come? In fact, only few games of this select vanguard have as many as four of the eight moves of the standard opening. Only rarely did they come closer. Still, many of their games share the same style of opening play as the B-system, with primary use of pawn chains and piece placement mainly behind the pawns. Many similarities to this new system can be found in their games, but it seems there remained an element of aggressiveness in their opening play that could not be abandoned completely, that lead them elsewhere.

Why didn't our chess playing programs, with their incredibly ability to research new lines, find the Beginner's Game? The answer is that they were playing their openings books, repeating the past. But even without them, programmed as they are, they would never have found it.

The reason for this is that the position evaluation function, the decision making element of the chess playing engine, invariably rates the Beginner's Game as inferior throughout the opening. It is judged to be poor because it seems to be losing the contest for control of the entire chessboard, but most especially for the center. Computer display of this evaluation shows the Beginner's Game to be at a significant disadvantage, in all games. In other words, the expert designers of these chess programs had decided that computers, like themselves, should play aggressively from the start; any other style of play was considered unacceptable.

A suitably programmed computer could have discovered the Beginner's Game. It would have used different rules for position evaluation, giving more weight to the solidity of the defense, and to the number of options for attack. More flexibility in move choice was needed, with less emphasis on maximizing the advantage at each move. In a way, this is what good chess is all about - finding less obvious moves, whose true strength is revealed only later.

There are other factors in the philosophy and practice of classical chess that also explain our failure to find the Beginner's Game until the present. In classical chess, control of the center is the objective of opening play. Pieces placed in the center have more power, because they strike more squares, especially on the adversary's side of the board. You can refer to almost any book on chess, and find much the same advice: during the opening you should contest the center, developing the central pawns and most of the pieces in the open field.

Control of the center as the correct objective of opening play is refuted by the success of the Beginner's Game. The standard opening contends just its side of the board. The battle for control of squares on the other side begins only after the opening. This misplaced emphasis in classical chess on control of the center during the opening has excluded from consideration the less aggressive openings, such as the Beginner's Game and most of the B-system variants.

Classical chess openings also typically aim at producing some advantage, however slight, in the first moves. Play is highly tactical, with frequent piece relocations and exchanges. At times the objective seems less to define the most sound lines, as to find complications and traps which might confound the opponent. Many classical openings are still preferred for the tactical complexity they present the adversary, rather than for their natural strength against correct play.

Many of the gambit openings are good examples of this tendency to exploit psychological factors in addition to searching for correct play. Gambits are often taken because it seems pointless to refuse them. When the player tries to hold on to his lead however, he often falls into a trap. In more correct play gambits are usually refused, or offered back soon afterwards.

Lesser players tend to favor trades, and so better players can often win just by proposing slightly unfavorable exchanges. We often see considerable simplifications in the classical openings seeking these and other small advantages.

The Beginner's Game is the best opening in chess largely because it is absolutely free of these extraneous objectives: it avoids conflict, shuns exchanges and simplifications, and does not attempt to produce any advantage. Not only is it completely free of psychological factors, it is virtually independent of, and largely uninfluenced by, adversary play. And it develops the most complex positions ever seen in chess, from the easiest to play opening ever invented!

The intent is neither to bury classical chess nor to praise it. Classical openings have evolved from the simpler cut and thrust style of early days to the more solid positional play of recent years. At the end of this long road we have found the Beginner's Game. It is the final stage of the longest journey ever made by the human intellect, to find the best way to play the game of chess. It is also the final step in the evolution of the chess player, from the young firebrand eager to engage, into the mature warrior who prepares calmly as his enemy approaches.

No reference is made in this book to any of the known openings, and minimal reference to the players that invented or used them. Nor are there any examples taken from the games of

others who played B-system openings; all the games reported here were played by the computer, or by the author. Here many readers will object, arguing that all that anyone can do is add to the existing knowledge, and that this is best done by referring to what has already been agreed and documented. But this argument is not valid in the present case, for several reasons.

The standard opening is completely new, and almost all the close variants of the B-system are virtually unknown, in the current practice of chess. The B-system contains only a few lines of the conventional openings, and they are almost all distant variants. No more than a few games in a thousand taken from conventional play respect the B-system rules, and these rules are not in conformity with the guidelines for opening play expounded in virtually every book ever written on chess. The Beginner's Game and the B-system are radically different from conventional chess theory and practice. You could say that they are ideologically opposed to classical chess.

All of the openings described in this system are eight moves deep. This results in the least possible overlap with any existing openings, systems, or nomenclatures that have been used to date. Those openings in the B-system that have been played before may be better described and understood by relating them to this new system than to any previous one.

The Beginner's Game and the B-system were discovered by the author without referring to the accumulated knowledge of the chess openings. No other player had any influence on him in making this discovery. Most players who have used openings in the B-system apparently have not recognized the full extent or significance of the system. Few of them used the same openings with white and black, or with different move sequences, both key aspects of play in the B-system.

In the last few years a handful of players have appeared who play B-system close variants regularly. These players seem to be well aware of the strengths of their openings. It is also likely that some of them have recognized the position of the standard opening as the basis for their variants. The author would like to salute this elite group of modern players who have used the close variants in competition. Certainly for them this book will ring every bell in the tower!

There are only a few rare games on record in which the standard opening was produced exactly. Among the extremely rare games found on record, the first one found was with black, by Spassky. Other instances were mostly with black, and all from recent years, by several other players of all master levels. Occurrences of most of the close variants are also fairly rare. Games with the standard opening and its close variants have usually occurred as isolated episodes in a player's career. Most players who tested this approach to opening play abandoned it quickly; probably their impression was that it was too passive.

Rare and isolated occurrences should not detract from the serious and authentic claims to the discovery of the Beginner's Game and its system of variants. Never before has there been a real understanding of this vast and powerful new system for playing chess, nor a suitable announcement of it to the world. It is one thing to pass along a new pathway and notice something glittering on the ground. It is quite another to dedicate a good portion of one's life to working there, mining and refining the precious matter hidden below, and then bringing it back to town, minted into coin whose value anyone can recognize.

11. How the Beginner's Game Was Found

The Beginner's Game was discovered by the author alone, unassisted by any other persons, or special chess programs, and without consultation of the chess literature or previously played games. It is completely original; this is the exact truth. This system is new in concept and realization; it is not based on any other openings, or methodology that has been used to date.

It was found by looking for it, not by stumbling upon it. It was the result of serious research lasting for months, involving formation of hypotheses, extensive experimentation, and analysis of results - by scientific method. So, fortunate as he is to be the agent of this discovery, the author is also saying that it wasn't just a lucky find. And that's the way it should be, because chess is a game of skill, not of luck.

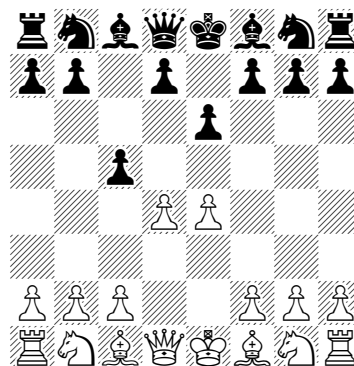
The author is an amateur chess player with scant experience in competition. He enjoys chess, but plays only occasionally, and has never studied it. He had tried many of the classical openings, but was not satisfied with any of them. Preferring the stability and control of positional play, he usually looked to build in the opening rather than to engage quickly. But openings he had tried that were strong on defense seemed weak on offense. He began to try new moves; with all the openings possible, surely something different could be found, maybe something better.

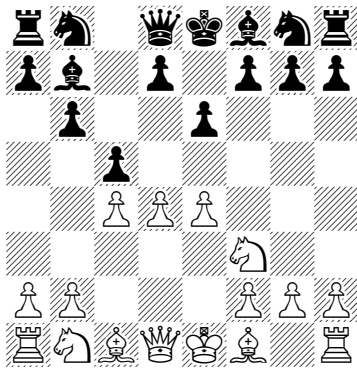
From the outset, the intention was to find an opening that could be played, to the largest extent possible, regardless of the opponent's play. This was the working hypothesis thru the entire process, the criterion for judging any opening that was tried. It was not a temporary advantage that was being sought after the opening, but a solid position reached in a system of playing your own game, instead of having to adapt closely to that of the adversary.

The author started out playing black, which is more challenging, and invented the following opening moves: e6 followed by c5. A few games with these two moves showed them to be fairly solid, and worthy of further investigation.

Black's opening move 1..e6 often provokes white to advance both center pawns. Black's next move 2..c5 strikes at this formation effectively: if white plays 3.dxc5, black gains time with 3..Bxc5.

White is now obliged to protect his queen pawn, else 3..cxd4 4.Qxd4 Nc6 and white again loses time relocating his queen. These two opening moves with black seemed quite solid, and also effective in forcing white's play.





If white plays 3.d5, black exchanges pawns, with a good game afterwards. If white prefers to build, he can play 3.Nf3 as shown, or 3.Be3. Black can then exchange pawns, but if he wants to build as well, a natural move is 3..b6, preparing the fianchetto.

White then has various moves, but 4.c4 as shown is one of the most aggressive. Normal black knight moves at this point are problematic; but either 4..Be7 or the fianchetto 4..Bb7 shown here are good building moves.

In a few games played on from this position, the author managed to defend, and then later developed a strong attack. The new opening moves with black were holding up.

At this point there was a fortuitous coincidence: a message arrived from a best friend and chess rival of university years. On hearing he was still playing regularly, a mention was made of the new opening, and he took the bait. We started a series of correspondence matches, played over the next six months, at the rate of one move each per day.

















Correspondence chess is unlike chess played in real time. You have plenty of time to analyze positions, and can also play forward on the board and try moves out. Move search is deeper, play is more correct, and quality games result. Investing so much time, you try that much harder to win. Chess is always a tough game, but correspondence chess is toughest of all.

Here are the openings the author improvised in two of the correspondence games:

First Game: The author with black confronts an aggressive attempt to refute his opening 1..e6 and 2..c5. White attacks black's center and sacrifices a pawn, disrupting black's castling. Black retained the pawn lead, exchanged queens and pieces, and then attacked white's weak king side pawns with his knight, which decided the outcome.

	1.	e4	e6	9.	gxf3	d5	
	2.	d4	c5	10.	Qa4+	Nc6	
	3.	c3	b6	11.	Nd6+	Bxd6	
	4.	e5	Bb7	12.	exd6	Qxd6	
	5.	Nf3	Qc7	13.	Bb5	Ne7	
	6.	Be3	d6	14.	Rg1	g6	
	7.	Na3	a6	15.	Bh6	Kd7	
	8.	Nc4	Bxf3				

Second Game: The new opening with black was again challenged in an aggressive manner, this time with a king side assault. After the opening black consolidates well, and starts a counteroffensive on the queen side that succeeds in preventing white from castling. Black here has already made inroads into white's position, and went a pawn up soon afterwards.

	1.	e4	e6	9.	h4	Bxg5	
	2.	d4	c5	10.	hxg5	g6	
	3.	c3	b6	11.	Qg4	f5	
	4.	Nf3	Be7	12.	Qh3	Qe7	
	5.	a4	Nf6	13.	e5	cxd4	
	6.	Nbd2	O-O	14.	cxd4	Nc6	
	7.	Bd3	Bb7	15.	Nf3	Nb4	
	8.	Ng5	Ne8	16.	Bb1	Ba6	

In the third and fourth games the author with white experimented with another invention, trying the moves 1.d4 and 2.Nd2. Afterwards he continued building the center in classical fashion, once with 3.e4, and 4.c3, and once with 3.e3 and 4.c3. These were all tough contests, but the author won three of the four correspondence games, using the new openings. This was a first confirmation of their validity, and provided encouragement to keep trying these new lines.

Using the opening with black in casual play afterwards, results were mixed. It had weak points: in many games white blocked the center with his pawns, closing the bishop's diagonal. The queen side was regularly attacked and disrupted. Various moves were tried to shore up the opening. Even so, it was difficult to avoid exchanges that inevitably weakened the position.

Convinced that the new opening could be made to work, the author decided to research it seriously. In several weeks of experiments, various forms were improvised and tested. Throughout the entire process, the author felt growing confidence that he would find a valid new opening in chess.

The first opening with black (shown here at 7 moves) used the same 3 opening pawn moves, but in any order. It was oriented to the queen side, with a long castle and queen placement on c7. In most games black would add a6 to avoid white's Nb5, and often d6 to shore up the c5 pawn.

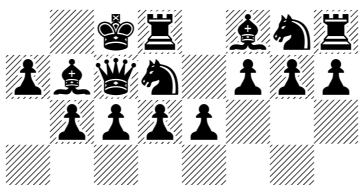


The first opening

This first new opening was interesting: the novel 'King and Queen in the castle' position was intriguing, and could be reached in some form in most games. But far more impressive was the potential for attack: massive king side assaults could be mounted, with participation of all the pieces and king side pawns. When this opening was tried with white, it resulted in several overpowering wins. At this point the author began working full time researching new openings.

When this first opening was tested more extensively however, it didn't hold up well. In many games this position could not be reached. The pawn on c5 often had to be exchanged, and the knight on c6 was displaced. Without them, the 'castled couple' position was vulnerable. Until a better defense was found, the attacking potential of the opening could not be unleashed.

The long castle and the queen on c7 still looked attractive, but better placements for the forward pawn and knight had to be found. The second opening was designed to improve these.

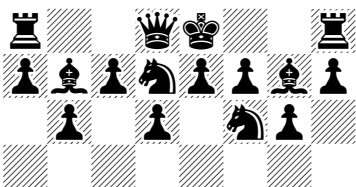


The second opening

The second opening at 8 moves substituted c5 and Nc6 with the more compact c6 and Nd7. The powerful 'castled couple' position was retained, and also the full attacking potential of the first opening. The new move c6 also prevented a knight incursion on b5. Many variants of this opening can be found; most include some king side development in the first 8 moves.

This second opening proved far better than the first one: the more compact formation did succeed in lessening the frequency and intensity of attacks, and the position could be reached in recognizable form in most games. It was tested in play, and it proved quite solid. Still it was almost always under pressure: black's concentration of forces on the Q-side guaranteed that any adversary would focus his attack there, and some cases succeeded in breaking thru the defenses.

In chess openings it is often useful to keep open options for castling, but in these two openings a long series of moves had to be made before the long castle could be performed. These preparations began to appear too elaborate. Some experimenting was done with delaying the moves c6 and Qc7 in variants of the second opening. This seemed to make sense, especially in view of the possibility of playing c5 instead of c6. The new knight placement on d7 and the pawn on d6 were proving very solid, and so were retained in the next version of the opening.



The third opening

The third opening (at 7 moves) postponed c6, e6, Qc7, and O-O-O, and played g6, Bg7, and Nf6 instead. The postponed moves could then be played, or a straightforward O-O could be used instead. Other lines were possible, such as e6, Qe7, and O-O-O. This opening kept open options for consolidation of the defense as well as opening different lines for the attack.

This third opening and several of its close variants proved to be unqualified successes, and the research might have stopped here with these three openings and their related variants, except for the euphoria of the author, who was by now completely immersed in openings improvisation.

Throughout this entire period of experimentation and analysis, the author had the increasingly strong conviction that these new openings were all interrelated. They all used recessed pawn structures and piece placement mostly behind the pawns, and so seemed part of a same general system for opening play. The research began to focus on definition of a suitable set of rules that could define a set of valid openings related to the ones already invented.

The step from here to the Beginner's Game is but a short one. If the queen side seems all right, you might try the same on the king side. There are only a few ways to rearrange the remaining pieces, while retaining what already has proved to work. Still, making that final step was more like a mystical experience than a logical process. When the position of the Beginner's Game was finally composed, there was certain recognition. Eureka, I have found it !

Here something completely new was being revealed, something incredibly simple in the midst of incredible complexity, so symmetric it appeared to be an arrangement of pieces made by a small child. It was perfect in shape, proved extremely hard to break, and had sharp cutting edges as well. It was a true jewel, something unique, of great and everlasting beauty.

The author raced to write up a brief description of the opening, and deposit it for copyright. This was in July of 1999. It was hard to restrain the wild enthusiasm that this grand discovery was constantly provoking, to avoid attracting attention. There was also quite a bit of paranoia, because even a quick glance at the Beginner's Game by any knowledgeable person would reveal all.

The author then started extensive experimentation with the Beginner's Game, using the computer to play on after the standard opening. In game after game, with both white and black, the opening piled up wins, and draws that were near wins. It was winning at grandmaster level! The quality of the games was superb; every contest seemed a classic, a battle between titans.

Now the system had to be tried on beginners. The author taught the system quickly to someone with absolutely no familiarity with chess. Within a few weeks he was winning games, playing alone against a handheld computer at top level. Such rapid improvement would have been inconceivable without this system, and proved that it was the best ever found for learning to play.

A more extensive description of the Beginner's Game and the B-system was then drafted and deposited. At this time the author had a most profound personal experience, which cannot be related casually here, but which brought him the certainty that he is living in the grace of God. The discovery he made was part of that illumination. It was a gift of the eternal to humanity, and it had to be used to benefit all mankind. This remains the firm intention of the author, to convert the amazement and wonder that this discovery will provoke into a powerful force for the good of all.

Months of extensive experimentation now followed. There was so much to investigate. The opening was doing well against classical defenses but they all had to be tried. Was it also capable of confronting custom designed unconventional openings? Could it be refuted? The computer was of little aid here, because it did not invent radically new openings. This left the author alone to improvise strategies for the defense, including all of the custom and B-system openings.

After playing several hundred games at master level, the author compiled the results. Playing with either white or black, the Beginner's Game had won consistently more than its share of games. More importantly no defense, classical or improvised, or early attack was found which could consistently put the standard opening in difficulty, or could even produce a positive balance of wins against it. It was time to present the Beginner's Game to the entire world.

12. Can It be Refuted? Is It Optimal?

The singular properties of the Beginner's Game and the outstanding results obtained using it in master level play make both of these questions quite serious indeed. Of course we must start by trying to answer the first question, whether the Beginner's Game can be refuted. All serious chess players will certainly try their best to do so, and we can expect that in the period following the announcement of this system there will be tremendous efforts to overturn it. But it is extremely improbable that this system will ever be refuted, for a number of good reasons.

There are 2280 possible ways to play the eight moves of the standard opening. Even if some of these sequences prove to be problematic, we can always use other sequences instead. In this respect the Beginner's Game is far less likely to be refuted than any conventional opening having a strict or limited move ordering.

Experimentation doesn't support the conjecture. In hundreds of games played at master level, there have been very few where the Beginner's Game was in any real difficulty following the opening. Games in which a rout of the defensive position occurred were seen only where the opening was seriously misplayed. Most importantly, no adversary openings were found which could produce a positive score in a series of games starting from the same opening position.

All games seen to date demonstrate the difficulty of attacking the standard position. The defense is so compact and coherent that it resists all attacks. There are practically no weaknesses that can be exploited. Even if some lines are found where serious weakness can be provoked, strong responses will be found: there will always be other sequences of the standard opening to counter effectively, or we can move into one of the large number of close variants.

All the close variants are almost as strong as the Beginner's Game, and some of them may even be stronger, when responding to particular adversary openings. The large number of possible lines, all retaining the basic character of the standard opening, insures that the opening will be able to resist any opposing play, while retaining its basic form.

On the offense, there is always a wide range of options present. The open field in front of the position makes almost all the pawn moves playable. The pieces all have good relocation squares, and are ideally placed to support the pawn advances. Various queen placements and castling options exist as well. The attacking potential of the Beginner's Game has been demonstrated in almost every single game played with it. It seems to be a natural consequence of the standard opening that it always uncoils into strong attacks.

Can other B-systems openings be refuted? Certainly some will prove useful only in defined contexts, because they contain forward placements that can't always be supported, or because other members in the system are more effective in developing along given lines. The Beginner's Game is probably the most generally playable of all the B-system openings. But many

other new openings in the system will prove to be valid against most lines of adversary play, and so worthy of inclusion in a revised compendium of chess openings.

It is almost certain that the close variants of the Beginner's Game are valid: their similarity to the standard opening virtually guarantees it. They may be considered as part of an overall system of play, but each one is also a valid opening in its own right. Among the more distant variants, there are many examples of generally playable openings, even if many others are suitable only against certain conventional openings, or against other B-system openings.

In summary, it is highly unlikely that the Beginner's Game, its close variants, and many of the better distant variants of the B-system will ever be refuted.

Optimality:

In the early days of wild excitement after the discovery of the Beginner's Game, the author staggered about considering the consequences if it should prove to be optimal - it would mean that the game of chess was in fact a puzzle waiting all along to be solved. There's a real possibility that it is so. If there is such a solution, the first eight moves of it have likely been found.

There are various possible definitions of optimality. The strong definition is that it is always possible to win or draw using the opening. This type of optimality is extremely hard to prove, given the immense number of possible games, even from an advanced starting position. A simpler, more operational definition would be that the opening results in the largest percentage of wins (and draws) in play at master level between players with similar ratings.

The author feels confident that the Beginner's Game will prove optimal in the operational sense. Experience in play will soon put this hypothesis to a test. Proving optimality in the strong sense is another question altogether.

If an optimal opening according to the strong definition does exist, it is likely to have the characteristics of the Beginner's Game. Principal among these is use of the same opening for black and white, and ability to confront any adversary with a standard deployment. The existence of a small and well defined set of related variants, such as the close variants of the B-system, would also likely be a part of an optimal system. These variants offer some flexibility in responding to those few situations in which an adversary could possibly develop an advantage.

A true test of strong optimality would require the compilation of millions of games, with extensive research into lines that put the standard opening in difficulty. The vast majority of these games could be generated by computer, but still with significant human participation. The Beginner's Game was not found by a computer, and the best defenses to it may not be found by a computer either. A real test of strong optimality can only be done with massive experimentation; but even a limited experiment would furnish an excellent indication of operational optimality.

With highly specialized chess playing programs alone we should be able to come very close to a definitive response to the question of strong optimality. The participation of many experts would still be necessary: not only expert players, but also designers and analysts capable of modifying and improving these programs. Any competent group that decides to dedicate themselves to this research will certainly find a receptive audience for their findings.

With even a modest amount of organization, it should be possible to collect and build databases of games generated by players of this system. The chess playing community could be enlisted to research advanced positions, and submit results for compilation. Using large game databases, we can identify problematic lines, and begin pruning the move trees. With the participation of a large number of interested persons, it should be possible to obtain a very reliable response to the question of strong optimality.

Because the entire process is one of gradually approaching absolute certainty, research into the optimality of the Beginner's Game may go on for many years. And if the final answer is affirmative, it doesn't mean the end of chess, or even the end of chess as it has been played until the present. It does mean the end of the real competition between humans and computers. They will finally be unbeatable, as has always been predicted. But this shouldn't conceal the triumph of the human over the computer, because most of the moves of their lookup game will have been taught to them by humans. Moreover it was humans who invented, built, and programmed them!

The author ventures the following odds on the possible results of strong optimality:

- ♦ White can always win or draw: more than 1/2
- ♦ Black can always win or draw: about 1/2

In all this discussion we have not considered what is probably the best practical definition of optimality: that the greatest number and variety of players can adopt the system and immediately improve their game. Under this definition the Beginner's Game is definitely optimal!

The X series Experiments

The author ran a controlled experiment with the Beginner's Game to see how strong it is. A series of 200 games was generated, played by the computer from the ninth move onwards, using different 'personalities'. Two thirds of the games used classical defenses, invented by the computer. The other third of the games used strong custom defenses, such as those described previously, invented by the author. Both sides had equal computing time, of 20-30 minutes.

The results of this experiment are impressive: the Beginner's Game won 58% and drew 28% of the games. Results with black were almost as good as with white. Another experiment showed that, using this system, a beginner can play at master level thru the first 12 moves! Although far too limited to be a serious indicator of how well the Beginner's Game will perform in practice, these experiments should arouse our interest. Not only have we found the easiest and probably the best system ever for chess, we may well have found the optimal way of playing the game.

13. What Happens Now to Chess?

Unless extensive analysis and experience in play proves this new system to be inferior, it is fairly certain that the game of chess will never be the same as it was before, or even anything like it. Sooner or later, most play should move to the new system, displacing virtually all of the existing theory and practice of chess.

Beginners and lesser intermediate players will be the easy converts: for them it is the only quick route to playing well, the only system that allows them to survive for more than a few moves against superior opponents. Better players will be more difficult to convince, but as they face these openings more often, they will be learning not only how to play against it, but how to play with it. As their initial curiosity in the novel system grows into a deep appreciation, more and more good players will try it, in casual play at first, and then in competition.

Most advanced players will be reluctant converts, because they have made tremendous efforts to master their current games and push their way up using them. But their current openings do not work against this new system, and like it or not, they are moving into a new and completely different practice of opening play. The lines they wish to pursue against it are incredibly rich in possibility, so every top player can and should have his own novel defense. We can expect to see brilliant and highly innovative chess against the Beginner's Game, and there are some big trophies waiting for those who can consistently bring it down. But even the best players should finally appreciate that the easiest way of playing against the B-system is to play it yourself.

Given the impact the new system will make on chess, it is fairly certain to divert the interest of analysts. The Beginner's Game and the entire B-system is an extremely fertile field for original research. The strongest defenses to confront this new system have to be found, and the sharpest lines explored. These defenses will be strong in the hands of superior players. But where skills are evenly matched, the new system should begin to show a positive balance of outcomes.

In chess, as in most difficult games, better players usually win, and that formula doesn't change with the introduction of a new opening, however strong it is. So the best players now will probably remain at the top, but some may have to cross over to stay there. Any player with a reputation and a high ranking may agonize for a while about it, but the increasing ranks of good players using the system should be sufficient argument to help them make the commitment.

Will the new chess be better or worse than the old chess? In the opinion of the author it will be much better. It will be better because it will be more accessible: there is really no reason now why anyone cannot learn quickly to play well. There should be a surge in new players, and so there will be an increase in interest in the game as played at championship levels. Even top players holding out against the new system will benefit from all the new interest in the game.

The new chess will also be better because the quality of games resulting from play with this system is superior. All of the games the author has seen with the Beginner's Game and the

B-system are very interesting; many of them are superb. These openings give rise naturally to highly complicated positions that encourage the most brilliant combinations and tactical play.

Another principal improvement will be that more games will be close, between players of differing skill levels. When in the past could a beginner offer an interesting game to an expert player? Many potentially interested people have turned away from chess after a few humiliating experiences of being badly beaten. The better player is often bored or arrogant, making everything worse. Most people don't react well to failure, especially when it reflects on their intelligence. But anyone who plays well can feel satisfied, even in defeat. This is very important.

Chess is fascinating, even exciting, to those interested in it, but it is incredibly boring to those who aren't. A little compassion for non-players goes a long way. What is the interest of sitting in silence for hours hunched over a board? Life is to be lived, not contemplated. Now even those with a justified aversion to chess can learn quickly to play reasonably well, and so begin to share your passion for the game. Your whole world will brighten up if you spend more time with your loved ones and less in the isolation of a pastime they cannot appreciate.

Chess has always been a predominately male pursuit. Wives, daughters, sisters, and girlfriends take note: you can gain the respect of someone close to you by learning to play. In the process maybe you can help them understand that all games, and life in general, should be fun.

Chess is also famous for attracting and producing introverts, nonassertive types lost in their interior world. There is too often a somber atmosphere to the game, imposed by those who take it too seriously. So what if you lose - set the pieces up again! Reintroduce the human element into the game: lighten up, enjoy yourself, laugh when you lose, and do something else occasionally than play chess. Change the image by changing yourself.

Can we say adieu to classical chess? Not at all. It will continue to live and thrive. But it will lose its present exclusivity on opening play, and it will gradually be less practiced, first by beginners, then by intermediate players, then by computers, and finally, by the top players.

A few predictions by the author concerning the future of the Beginner's Game and the B-system:

- ♦ Within 1 year, the system will come to the attention of most serious chess players, and many casual ones. Most players adopting the system will increase ranking.**
- ♦ Within 2 years chess programs will be playing the system, and prove better than any previous generation programs. Best lines for play following the standard opening will be determined.**
- ♦ Within 3 years most players, including some of the world's best, will be using the system regularly or exclusively. There will be a great surge of interest in the game of chess globally.**

14. Games Section

Now we propose a large selection of complete games. In all games the author played the B-system opening to at least the eighth move. After that, unless otherwise noted, the computer played both sides until the conclusion. In all games the computer played at top strength, and was given one to two hours computing time, with equal time for each side. All games should be correct, that is free from errors, with lines chosen from among those most promising and forceful.

These are excellent chess games, as good as those typically found in collections of best games. The quality of play overall is at the master or grandmaster level. The Beginner's Game and the B-systems openings in general produce very interesting contests. It seems to be a natural result of these openings that very sharp games are produced. You rarely see boring games with this system, because it always attacks and defends superbly, whatever the adversary plays.

Only wins and draws are presented. Of course there were also losses, and many of them are very interesting. Naturally, the author wants to convey an optimistic image of the system, to encourage everyone to try it. But many losses were due to a lack of strategic competence by the computer in playing the system, and for this reason may not be especially instructive. The author has not found a consistently effective strategy for playing against the system, so he cannot propose with any confidence strategies for the adversary. Finding the best defenses to the Beginner's Game and other B-systems openings is left, as they say, as an exercise for the reader.

The collection presents a wide variety of openings. There are standard openings, and close variants where a departure from the standard opening was necessary to respond to an adversary early attack. There are other games with close variants, differing by 1-3 moves from the standard opening, but where play was not forced. Then there are games with distant variants, differing by 4-8 moves from the standard. Games are ordered roughly by the distance of the variant played.

Games are reported on one page each, with only a brief text outline and highlights of each. Six diagrams per game are shown, presenting snapshots of the ongoing contest, which should permit better players to follow most of the action from the diagrams alone. In all cases the position of the board after eight moves each is shown. Afterwards, diagrams show the progress of the game at intervals, trying to catch some of the more interesting moves. Diagrams are labeled with the move about to be made. Asterisks in the move lists flag the corresponding diagrams.

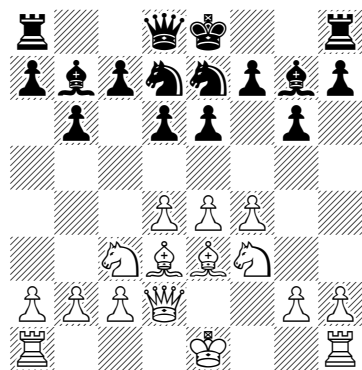
There are so many openings in the B-system, that it was impossible in a book of this size to give anything more than a brief presentation of a few of them. Many of these openings are very strong, as good as anything ever seen in chess to date. The author hopes that the few games presented here will stimulate the interest of readers to research some of the better B-system openings in serious play, and finally establish their rightful places in the openings pantheon.

All of the openings in the B-system use positional play; the games that result are usually quite complex. Some games have a complicated series of exchanges right after the opening, and pass quickly into the endgame. Others are closed, and characterized by long passages of position readjustment, with only insinuated threats and little overt action. Difficult sections of games of either type will be hard to follow for beginners and lesser intermediate players. Better players should appreciate that such passages are often seen in matches between closely matched experts. Understanding and reproducing these subtleties is a key skill for top players.

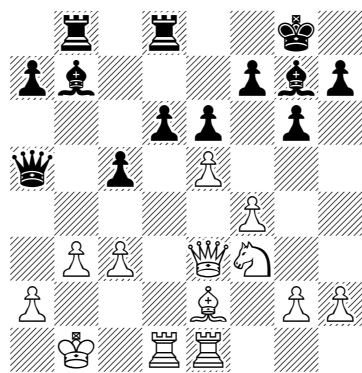
As with any collection, the reader should look about for games of special interest, and play them first. But all of the games in the collection are worthy of study. They are all good examples of play within the system, and each one you work thru and understand will help you on the road to complete mastery of the game of chess. Attack!

Game 22: Beginner's Game with Black

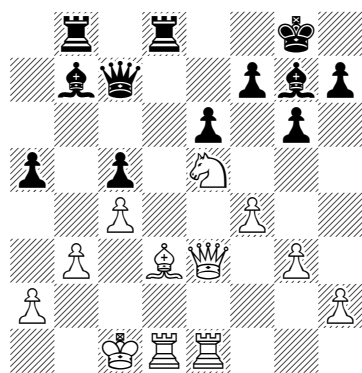
Black's Beginner's Game faces a 3 pawn classical defense, featuring a strong king side attack. White plays well into the middle game until black's pieces start to command all the open files. A fine sacrifice of the exchange at move 30 opens the way for black's pawns to a crushing victory. Major participants the entire game, black's bishop pair are front and center when the curtain falls.



9. O-O-O



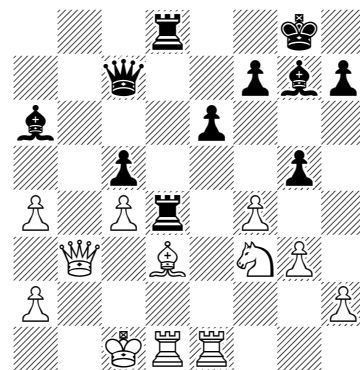
19..Qc7



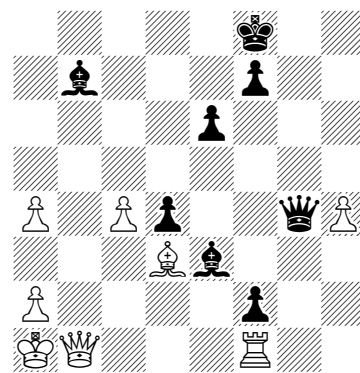
25..a4

1. d4 g6
2. e4 d6
3. f4 Bg7
4. Nf3 Nd7
5. Nc3 b6
6. Bd3 Bb7
7. Be3 e6
8. Qd2 Ne7
- 9.* O-O-O O-O
10. Kb1 c5
11. Bb5 Nf6
12. dxc5 bxc5
13. e5 Nfd5
14. Nxd5 Nxd5
15. Rhe1 Nxe3
16. Qxe3 Qa5
17. Be2 Rfd8
18. c3 Rab8
- 19.* b3 Qc7
20. g3 Bd5
21. c4 Bb7
22. exd6 Rxd6
23. Ne5 Rdd8
24. Bd3 a5
- 25.* Kc1 a4
26. bxa4 Rd4
27. Bc2 Rbd8
28. Qb3 Ba6
29. Bd3 g5
- 30.* Nf3 gxf4
31. Nxd4 cxd4
32. g4 f3
33. Qc2 Bh6+
34. Kb1 Be3
35. h4 f2
36. Rf1 Qg3

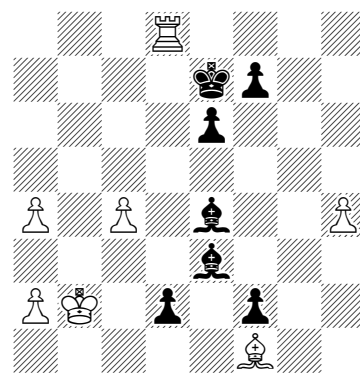
37. Bxh7+ Kf8
38. Bd3 Rb8+
39. Ka1 Qxg4
40. Rb1 Rb7
41. Rxb7 Bxb7
- 42.* Qb1 Bf3
43. Qb8+ Ke7
44. Rb1 Qf4
45. Qa7+ Kf6
46. Qb8 Qxb8
47. Rxb8 Be4
48. Bf1 d3
49. Rd8 d2
50. Kb2 Ke7
- 51.* Rxd2 Bxd2
52. Kb3 Kd6
53. a5 Bxa5
54. Ka4 Bd8
55. h5 Kc5
56. Kb3 Kd4
57. c5 Bd3
58. Bg2 Kxc5
59. Kc3 f1=Q
60. Bxf1 Bxf1
61. h6 Bf6+
62. Kc2 Kd4
63. Kd1 Bd3
64. a4 Bg5
65. Ke1 Bxh6
66. Kd1 Be3
67. Ke1 f5
68. Kd1 f4
69. a5 f3
70. a6 f2
71. a7 f1=Q++



30..gxf4



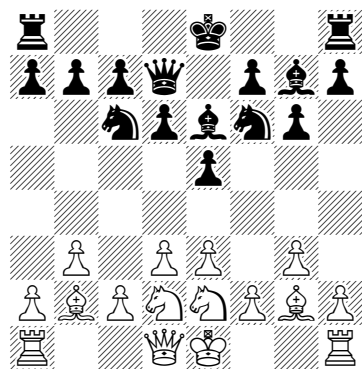
42..Bf3



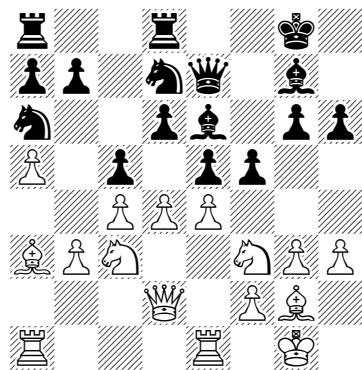
51. Rxd2

Game 23: Beginner's Game with White

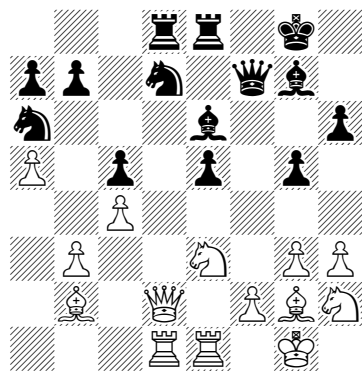
White plays the Beginner's Game against a strong near B-system opening. Neither side has the better of it until black offers a pawn at move 29 to start an offensive. White keeps the pawn, and the initiative too, winning a second pawn soon afterwards, then a third. Black's exposed position then makes it easy for white to finish him off in fine style with three pieces. An impressive victory!



9. h3

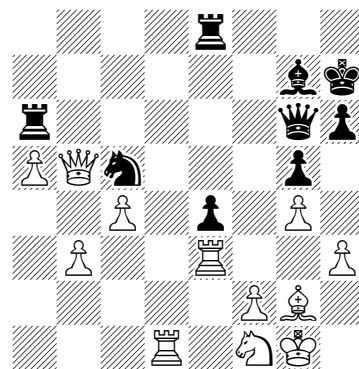


22. dxe5

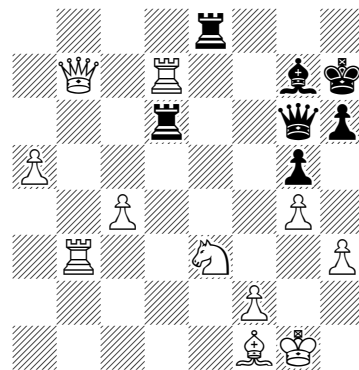


30. Bxb7

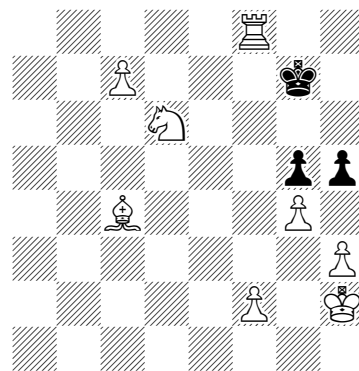
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|------|------|------|------|-------|------|
| 1. | g3 | e5 | 33. | Bxb4 | cxb4 |
| 2. | e3 | d6 | 34. | Qxb4 | Rc8 |
| 3. | Bg2 | Nc6 | 35. | Neg4 | Bf5 |
| 4. | Ne2 | g6 | 36. | Qb7 | Nc5 |
| 5. | b3 | Bg7 | 37. | Qxa7 | e4 |
| 6. | Bb2 | Be6 | 38. | Ne3 | Nd3 |
| 7. | d3 | Nf6 | 39. | Nxf5 | Qxf5 |
| 8. | Nd2 | Qd7 | 40. | Re2 | Rcd8 |
| 9.* | h3 | O-O | 41. | g4 | Qg6 |
| 10. | Nf3 | Qe7 | 42. | Re3 | Rd6 |
| 11. | c4 | Nd7 | 43. | Nf1 | Ra6 |
| 12. | O-O | Rfd8 | 44. | Qb7 | Nc5 |
| 13. | Nc3 | Nb4 | 45.* | Qb5 | Nxb3 |
| 14. | a3 | Na6 | 46. | Rxb3 | Re5 |
| 15. | d4 | Nb6 | 47. | Qb7 | Re8 |
| 16. | Qd2 | c6 | 48. | Rd7 | e3 |
| 17. | Rfe1 | f6 | 49. | Nxe3 | Rf6 |
| 18. | a4 | f5 | 50. | Bf1 | Rd6 |
| 19. | e4 | h6 | 51.* | Rxg7+ | Qxg7 |
| 20. | a5 | Nd7 | 52. | Nf5 | Qxb7 |
| 21. | Ba3 | c5 | 53. | Rxb7+ | Kg8 |
| 22.* | dxe5 | dxe5 | 54. | Nxd6 | Ra8 |
| 23. | Nd5 | Qf7 | 55. | c5 | Rxa5 |
| 24. | Rad1 | fxe4 | 56. | Bc4+ | Kh8 |
| 25. | Rxe4 | Bf5 | 57. | c6 | Ra1+ |
| 26. | Ree1 | g5 | 58. | Kh2 | Ra8 |
| 27. | Bb2 | Re8 | 59. | c7 | Rf8 |
| 28. | Ne3 | Be6 | 60. | Rb8 | Kg7 |
| 29. | Nh2 | Rad8 | 61. | Rxf8 | h5 |
| 30.* | Bxb7 | Nb4 | 62.* | Nf5+ | Kh7 |
| 31. | Bg2 | Qg6 | 63. | Rf6 | h4 |
| 32. | Bc3 | Kh7 | 64. | Rh6++ | |



45..Nxb3



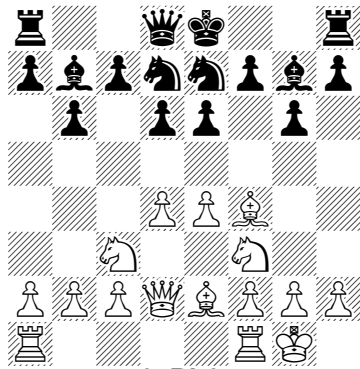
51. Rxg7+



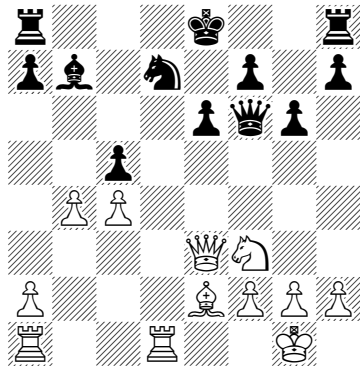
62. Nf5+

Game 24: Beginner's Game with Black

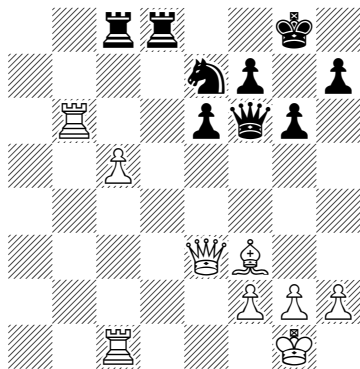
Black's Beginner's Game faces the 2 pawn C center F back classical defense. After the opening white develops a strong passed pawn, well supported by all his pieces. Black falls back to slow it, but then counterattacks. At move 31 white has to yield, as both his king and his advanced pawn are threatened. From that point on black tears up his position with finesse and deadly precision.



9. Bh6

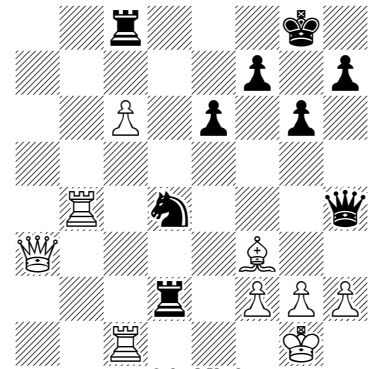


17..cxb4

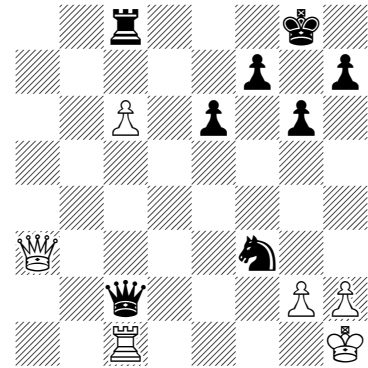


27..Nf5

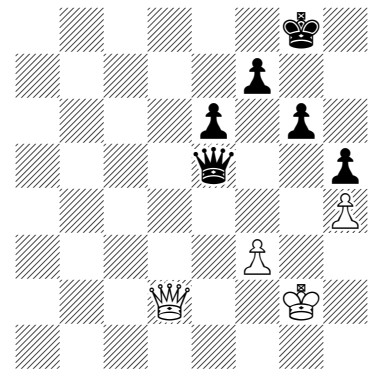
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|----------|------|-----------|-------|
| 1. Nf3 | e6 | 35.* Rc1 | Rd8 |
| 2. e4 | g6 | 36. gxf3 | Rd1+ |
| 3. d4 | Ne7 | 37. Rxd1 | Qxd1+ |
| 4. Nc3 | Bg7 | 38. Kg2 | Qc2+ |
| 5. Be2 | b6 | 39. Kg3 | Qxc6 |
| 6. O-O | Bb7 | 40. Qb4 | Qc7+ |
| 7. Bf4 | d6 | 41. Kg2 | Qe5 |
| 8. Qd2 | Nd7 | 42. h4 | h5 |
| 9.* Bh6 | Bxh6 | 43.* Qd2 | g5 |
| 10. Qxh6 | d5 | 44. Qxg5+ | Qxg5+ |
| 11. exd5 | Nxd5 | 45. hxg5 | Kg7 |
| 12. Nxd5 | Bxd5 | 46. Kg3 | Kg6 |
| 13. Qe3 | Qf6 | 47. f4 | f6 |
| 14. c4 | Bb7 | 48. Kh4 | fxg5+ |
| 15. Rfd1 | c5 | 49. fxg5 | e5 |
| 16. dxc5 | bxc5 | 50. Kg3 | Kxg5 |
| 17.* b4 | cxb4 | 51. Kf3 | h4 |
| 18. Rab1 | a5 | 52. Ke3 | h3 |
| 19. a3 | Bxf3 | 53. Kf3 | e4+ |
| 20. Bxf3 | Rc8 | 54. Kg3 | e3 |
| 21. axb4 | axb4 | 55. Kf3 | Kf5 |
| 22. Rxb4 | Ne5 | 56. Kxe3 | h2 |
| 23. Be2 | O-O | 57. Kf3 | h1=Q+ |
| 24. c5 | Nc6 | 58. Ke2 | Ke4 |
| 25. Rb6 | Rfd8 | 59. Kd2 | Qh2+ |
| 26. Rc1 | Ne7 | 60. Kc3 | Qg3+ |
| 27.* Bf3 | Nf5 | 61. Kc4 | Qa3 |
| 28. Qa3 | Rd2 | 62. Kb5 | Kd5 |
| 29. Rb4 | Nd4 | 63. Kb6 | Kd6 |
| 30. c6 | Qh4 | 64. Kb5 | Qb3+ |
| 31.* Kh1 | Qxf2 | 65. Ka6 | Kc6 |
| 32. Rbb1 | Rc2 | 66. Ka7 | Qb7++ |
| 33. Rxc2 | Qxc2 | | |
| 34. Rd1 | Nxf3 | | |



31. Kh1



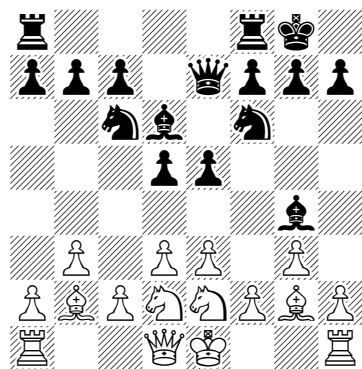
35..Rd8



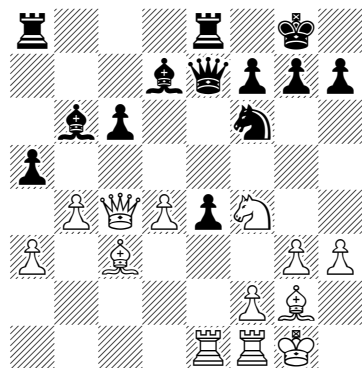
43..g5

Game 25: Beginner's Game with White

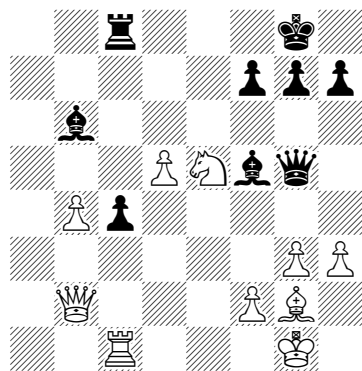
White plays the Beginner's Game against a 2 pawn C pin classical defense. White's play after the opening is very characteristic, forcing black into retreat. White wins a pawn, then another, with solid tactical play. As White's two passed pawns near promotion, black is pressed to the wall, losing one piece, then another, to stop them. Then two pieces up, white crushes the rest.



9. h3

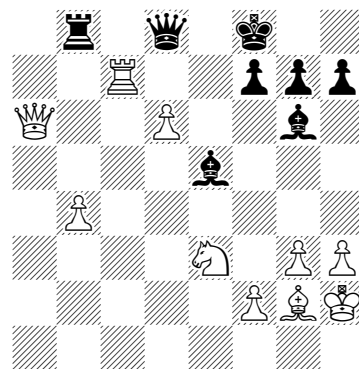


25. d5

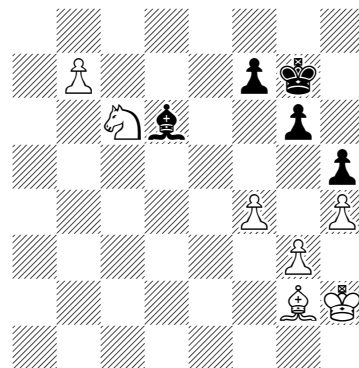


35. Nxc4

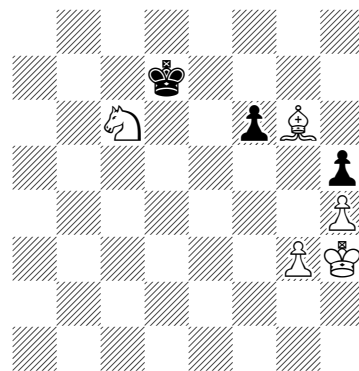
- | | | | |
|----------|------|-----------------|-----------|
| 1. b3 | e5 | 39. d6 | Be5 |
| 2. e3 | d5 | 40. Rc6 | Kf8 |
| 3. Ne2 | Nf6 | 41. Kh2 | Qd7 |
| 4. g3 | Nc6 | 42. Rc7 | Qd8 |
| 5. Bg2 | Bd6 | 43.* | Qa7 Kg8 |
| 6. Bb2 | O-O | 44. Nc4 | Bf6 |
| 7. d3 | Bg4 | 45. d7 | Bf5 |
| 8. Nd2 | Qe7 | 46. Nd6 | Be6 |
| 9.* | h3 | 47. b5 | Qf8 |
| 10. a3 | a5 | 48. Qxb8 | Qxb8 |
| 11. c4 | Rfe8 | 49. Rc8+ | Qxc8 |
| 12. O-O | Rad8 | 50. dxc8=Q+Bxc8 | |
| 13. Qc2 | Bc5 | 51. Nxc8 | Kf8 |
| 14. Nf3 | e4 | 52. b6 | Be5 |
| 15. dxe4 | dxe4 | 53. f4 | Bb8 |
| 16. Nfd4 | Nxd4 | 54. Na7 | Bd6 |
| 17. exd4 | Bb6 | 55. Nc6 | h5 |
| 18. c5 | Ba7 | 56. h4 | g6 |
| 19. Nf4 | Bf5 | 57. b7 | Kg7 |
| 20. Rae1 | Bd7 | 58.* | b8=Q Bxb8 |
| 21. Qc4 | c6 | 59. Nxb8 | f6 |
| 22. Bc3 | b5 | 60. Be4 | Kf7 |
| 23. cxb6 | Bxb6 | 61. f5 | gxf5 |
| 24. b4 | Ra8 | 62. Bxf5 | Kg7 |
| 25.* | d5 | 63. Nc6 | Kf7 |
| 26. axb4 | Rac8 | 64. Kh3 | Ke8 |
| 27. Bxf6 | Qxf6 | 65. Bg6+ | Kd7 |
| 28. Rxe4 | Rxe4 | 66.* | g4 f5 |
| 29. Qxe4 | c5 | 67. Bxf5+ | Kxc6 |
| 30. Rc1 | Bf5 | 68. gxh5 | Kd6 |
| 31. Qe2 | Qd6 | 69. h6 | Ke7 |
| 32. Nd3 | c4 | 70. h7 | Kd6 |
| 33. Ne5 | Qe7 | 71. h8=Q | Kd5 |
| 34. Qb2 | Qg5 | 72. Qc3 | Kd6 |
| 35.* | Nxc4 | 73. h5 | Kd5 |
| 36. Qa3 | Bg6 | 74. h6 | Kd6 |
| 37. Ne3 | Rb8 | 75. h7 | Kd5, |
| 38. Qa6 | Qd8 | 76. h8=Q | resigns |



43. Qa7



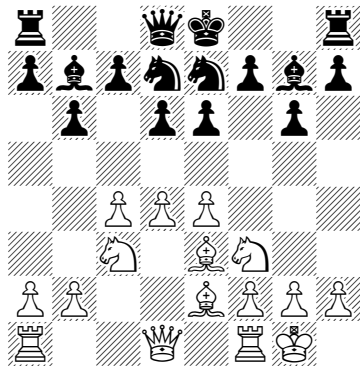
58. b8=Q



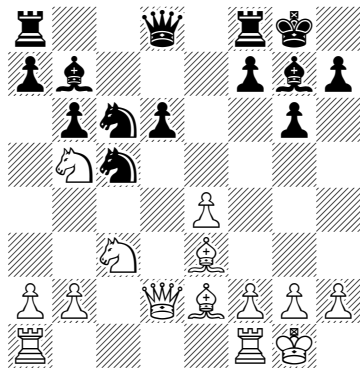
66. g4

Game 26: Beginner's Game with Black

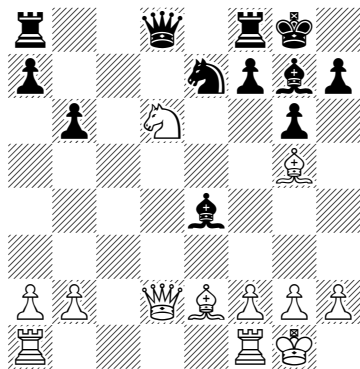
Black plays the Beginner's Game against the strong 3 pawn F back classical defense, in a short but action packed encounter. Faced with losing a pawn at move 14, black finds counterplay, and stays even. White attacks well, winning the exchange and later threatening mate, but black finds the right responses and is ready with a counter attack. White then settles for a draw by repetition.



9. d5



14..Ne7

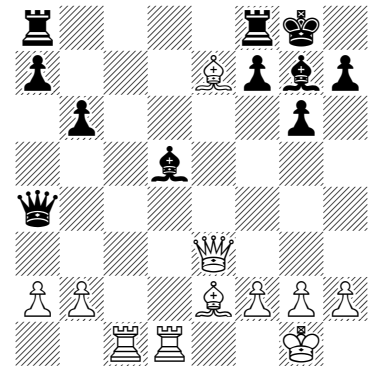


17..Bd5

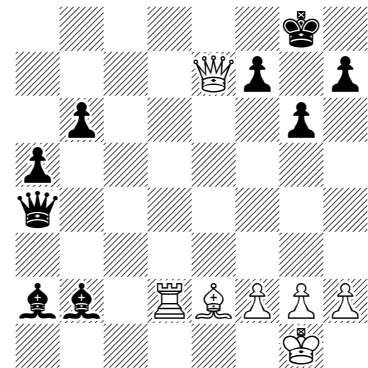
- 1. c4 g6
- 2. Nf3 e6
- 3. d4 b6
- 4. e4 Bg7
- 5. Nc3 Bb7
- 6. Be2 Ne7
- 7. O-O d6
- 8. Be3 Nd7
- 9. * d5 exd5
- 10. cxd5 O-O
- 11. Nd4 Nc5
- 12. Qd2 c6
- 13. dxc6 Nxc6
- 14.* Ndb5 Ne7
- 15. Bg5 Nxe4
- 16. Nxe4 Bxe4
- 17.* Nxd6 Bd5
- 18. Qe3 Qxd6

- 19. Bxe7 Qc6
- 20. Rac1 Qa4
- 21.* Rfd1 Bxa2
- 22. Bxf8 Rxf8
- 23. Rc7 Bxb2
- 24. Rdd7 a5
- 25. Rd2 Re8
- 26. Re7 Rxe7
- 27.* Qxe7 Be6
- 28. Rd8+ Kg7
- 29. Qf8+ Kf6
- 30. Qh8+ Ke7
- 31. Qf8+ Kf6
- 32. Qh8+ Ke7
- 33. Qf8+ Kf6

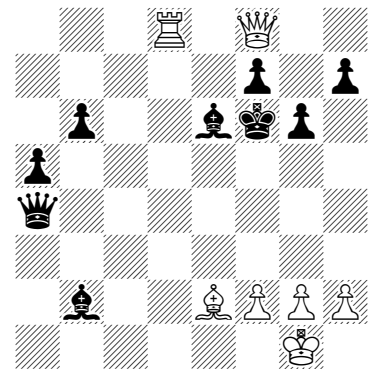
drawn
*



21..Bxa2



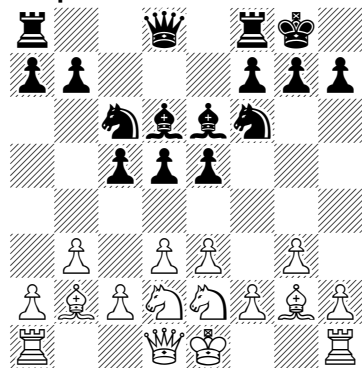
27..Be6



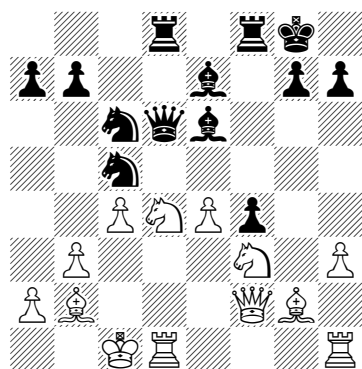
after 33..Kf6

Game 27: Beginner's Game with White

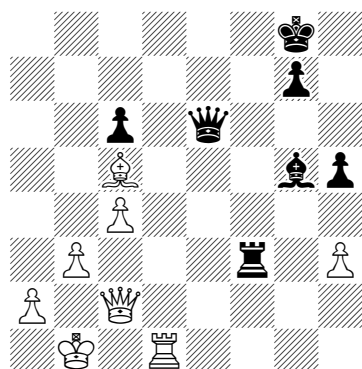
White's Beginner's Game faces the optimal 3 pawn standard classical defense. White has a fine game following his long castle. With a complex combination beginning at move 23 white succeeds in producing a queen side passed pawn. Black harasses white's exposed king to slow the pawn advance. Unable to avoid the insistent checks, white finally has to settle for a draw.



9. h3

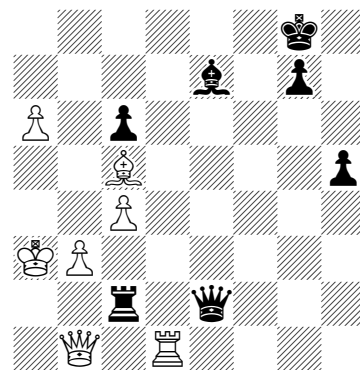


23. e5

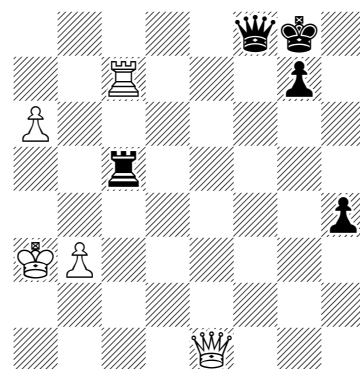


36. a4

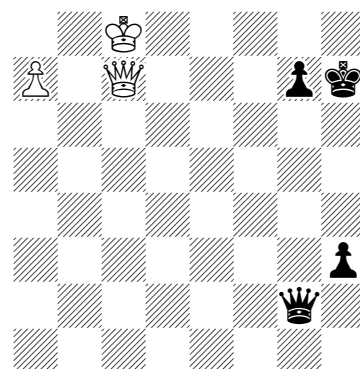
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | e3 | e5 | 40. | a5 | Qe2 |
| 2. | b3 | Nf6 | 41. | a6 | Be7 |
| 3. | g3 | d5 | 42.* | Bd6 | Bxd6+ |
| 4. | d3 | Bd6 | 43. | Rxd6 | Qf2 |
| 5. | Bg2 | O-O | 44. | Rxc6 | h4 |
| 6. | Bb2 | c5 | 45. | Rc7 | Qf5 |
| 7. | Ne2 | Nc6 | 46. | Qe1 | Qf8+ |
| 8. | Nd2 | Be6 | 47. | c5 | Rxc5 |
| 9.* | h3 | d4 | 48.* | Qe6+ | Kh7 |
| 10. | c3 | dxe3 | 49. | Rxc5 | Qxc5+ |
| 11. | fxe3 | Qd7 | 50. | Ka4 | Qd4+ |
| 12. | Qc2 | Be7 | 51. | b4 | Qd1+ |
| 13. | Nf3 | Rad8 | 52. | Kb5 | Qd3+ |
| 14. | O-O-O | Nd5 | 53. | Kb6 | Qd4+ |
| 15. | Qd2 | f5 | 54. | Ka5 | Qd8+ |
| 16. | e4 | Nb6 | 55. | Qb6 | Qd5+ |
| 17. | Qe3 | Qd6 | 56. | Qc5 | Qa2+ |
| 18. | c4 | f4 | 57. | Kb5 | Qe2+ |
| 19. | gxf4 | exf4 | 58. | Qc4 | Qe5+ |
| 20. | Qf2 | Nd7 | 59. | Kc6 | Qe8+ |
| 21. | d4 | cxd4 | 60. | Kc7 | Qe7+ |
| 22. | Nexd4 | Nc5 | 61. | Kc8 | Qe8+ |
| 23.* | e5 | Qc7 | 62. | Kb7 | Qe7+ |
| 24. | Nxc6 | bx6 | 63. | Kb6 | Qf6+ |
| 25. | Nd4 | f3 | 64. | Ka7 | Qe7+ |
| 26. | Bxf3 | Qxe5 | 65. | Kb8 | Qf8+ |
| 27. | Nxe6 | Bg5+ | 66. | Qc8 | Qxb4+ |
| 28. | Kb1 | Qf5+ | 67. | Ka7 | Qd4+ |
| 29. | Qc2 | Qxe6 | 68. | Ka8 | Qe4+ |
| 30. | Bg4 | Qf7 | 69. | Qb7 | Qf5 |
| 31. | Bd4 | Ne6 | 70. | Kb8 | h3 |
| 32. | Bxa7 | h5 | 71. | a7 | Qe5+ |
| 33. | Bxe6 | Rxd1+ | 72. | Qc7 | Qb2+ |
| 34. | Rxd1 | Qxe6 | 73. | Kc8 | Qg2 |
| 35. | Bc5 | Rf3 | 74.* | Qe5 | h2 |
| 36.* | a4 | Qxh3 | 75. | Qh5+ | Kg8 |
| 37. | Ka2 | Rc3 | 76. | Qe8+ | Kh7 |
| 38. | Qb1 | Qg2+ | 77. | Qh5+ | Kg8 |
| 39. | Ka3 | Rc2 | | | drawn |



42. Bd6



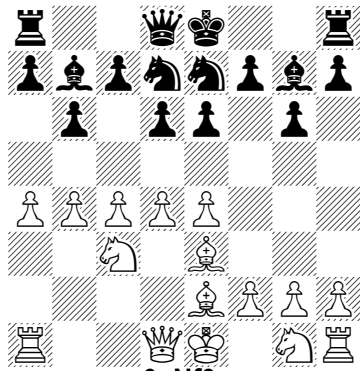
48. Qe6+



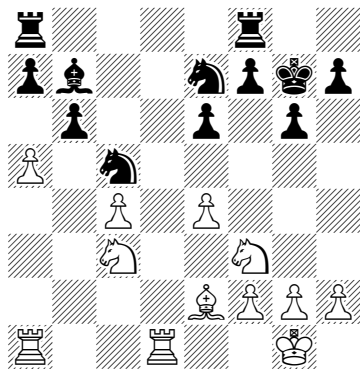
74. Qe5

Game 28: Beginner's Game with Black

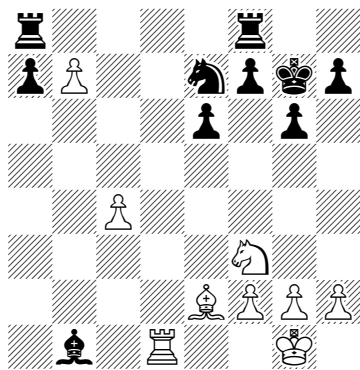
Black's Beginner's Game is challenged by the aggressive 5 pawn 'queen wing' custom defense. The big pawn wall does some damage, but black finds counterplay and goes up a pawn in a complex exchange soon afterwards. Then black goes straight for the win, using well calculated bishop and pawn sacrifices. Another good show by the surprising new Beginner's Game!



9. Nf3

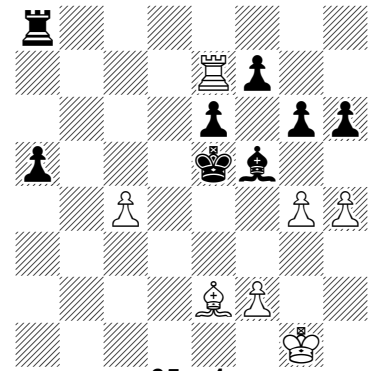


16. Rab1

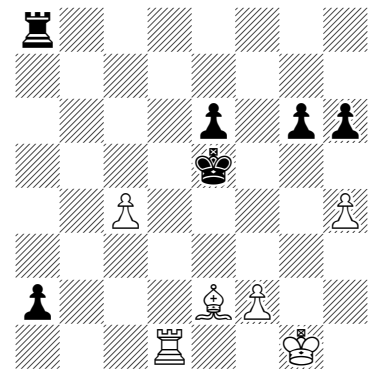


19..Bf5

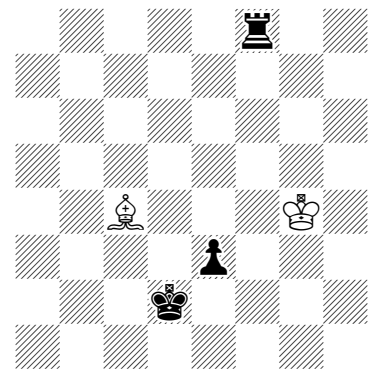
- | | | | |
|------------|-------|----------|-------|
| 1. d4 | b6 | 29.* Rd1 | a1=Q |
| 2. c4 | d6 | 30. Rxa1 | Rxa1+ |
| 3. Nc3 | g6 | 31. Kg2 | Kd4 |
| 4. e4 | Bb7 | 32. c5 | Kxc5 |
| 5. b4 | Nd7 | 33. Bd3 | Ra4 |
| 6. a4 | Bg7 | 34. Kf3 | Rxh4 |
| 7. Be3 | e6 | 35. Bxg6 | h5 |
| 8. Be2 | Ne7 | 36. Bf7 | Kd5 |
| 9.* Nf3 | O-O | 37. Kg3 | Rg4+ |
| 10. O-O | c5 | 38.* Kh3 | Rf4 |
| 11. bxc5 | dx c5 | 39. Bxh5 | Rxf2 |
| 12. a5 | cx d4 | 40. Kg3 | Rf8 |
| 13. Bxd4 | Nc5 | 41. Bd1 | e5 |
| 14. Bxg7 | Qxd1 | 42. Bh5 | Kc4 |
| 15. Rfxd1 | Kxg7 | 43. Be2+ | Kc3 |
| 16.* Rab1 | Nxe4 | 44. Bd1 | Kd2 |
| 17. Nxe4 | Bxe4 | 45. Bb3 | e4 |
| 18. axb6 | Bxb1 | 46. Bc4 | e3 |
| 19.* b7 | Bf5 | 47.* Kg4 | e2 |
| 20. bxa8=Q | Rxa8 | 48. Bxe2 | Kxe2 |
| 21. Rd7 | Kf6 | 49. Kh4 | Rg8 |
| 22. h4 | h6 | 50. Kh5 | Kf3 |
| 23. Ne5 | Kxe5 | 51. Kh4 | Rg4+ |
| 24. Rxe7 | a5 | 52. Kh5 | Kf4 |
| 25.* g4 | a4 | 53. Kh6 | Kf5 |
| 26. gxf5 | a3 | 54. Kh5 | Re4 |
| 27. fxe6 | fxe6 | 55. Kh6 | Re7 |
| 28. Rd7 | a2 | 56. Kh5 | Rh7++ |



25..a4



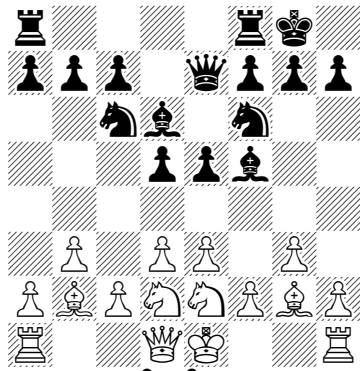
29..a1=Q



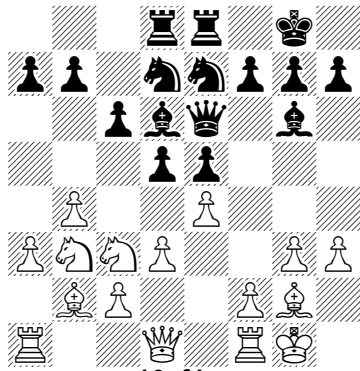
47..e2

Game 29: Beginner's Game with White

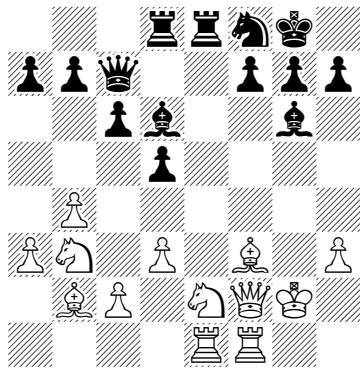
White plays the Beginner's Game against a 2 pawn C center classical defense. White surprises his adversary by advancing the castled position pawns, trapping a piece. Showing little concern for his exposed king, white concentrates on the attack. Starting at move 40, white begins an all-out offensive, with a novel queen sacrifice, that finally wins. More magic from the Beginner's Game!



9. a3



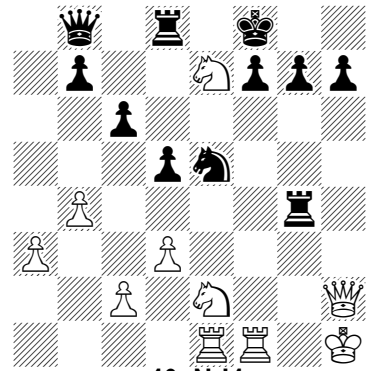
16. f4



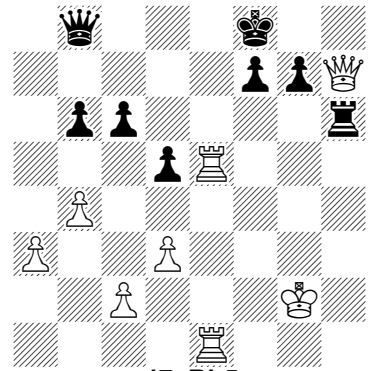
29. Qxa7

1. e3 d5
2. d3 e5
3. Ne2 Nf6
4. b3 Bd6
5. Nd2 Nc6
6. g3 O-O
7. Bg2 Bf5
8. Bb2 Qe7
- 9.* a3 Rad8
10. h3 Bg6
11. O-O Qe6
12. b4 Rfe8
13. Nb3 Nd7
14. Nc3 Ne7
15. e4 c6
- 16.* f4 exf4
17. gxf4 Bc7
18. Kh1 Bb6
19. f5 Nxf5
20. exf5 Bxf5
21. Qf3 Bg6
22. Qg3 Nf6
23. Bf3 Qc8
24. Ne2 Bc7
25. Qh4 Nd7
26. Rae1 Nf8
27. Kg2 Bd6
28. Qf2 Qc7
- 29.* Qxa7 Bf5
30. Qf2 Ng6
31. Nbd4 Bc8
32. Bh5 Re5

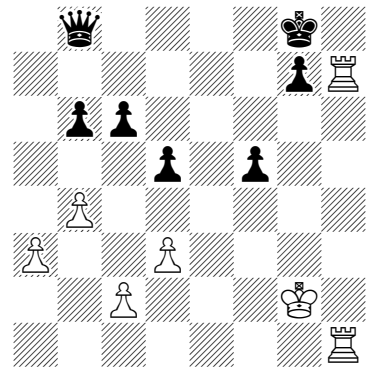
33. Bg4 Bxg4
34. hxg4 Rg5
35. Nf5 Rxc4+
36. Kh1 Be5
37. Bxe5 Nxe5
38. Qh2 Qb8
39. Ne7+ Kf8
- 40.* Nd4 Rxd4
41. Rxe5 Rd6
42. Nf5 Rf6
43. Rfe1 b6
44. Qxh7 Rh6+
45. Nxh6 Rh4+
46. Kg2 Rxh6
- 47.* Rh5 Rxh7
48. Rxh7 Kg8
49. Reh1 f5
- 50.* Rh8+ Kf7
51. Rxb8 b5
52. Rc8 f4
53. Rc7+ Ke6
54. Rxc6+ Kd7
55. Rg6 Ke7
56. Rxc7+ Kf6
57. Rb7 Ke5
58. c3 d4
59. Rh6 dxc3
60. Kf3 c2
61. Rxb5+ Kd4
62. Rc5 c1=Q
63. Rd6++



40. Nd4



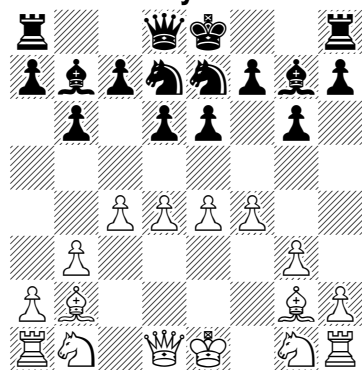
47. Rh5



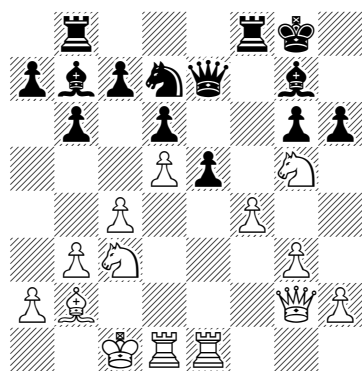
50. Rh8+

Game 30: Beginner's Game with Black

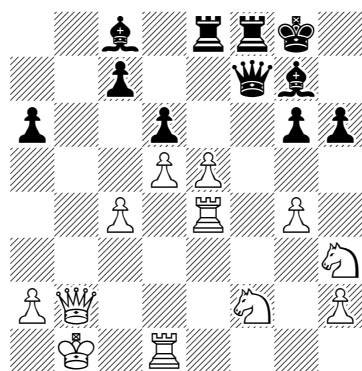
Black plays the Beginner's Game against a 4 pawn custom defense. White's expansive opening is strong, but he loses time later with ineffective knight play. Black opens up the queen side castle position and then wins white's queen for rook and bishop at move 30. White fights on afterwards, but black is by then too far ahead materially, and pushes on to a decisive win. Interesting game!



9. Nc3

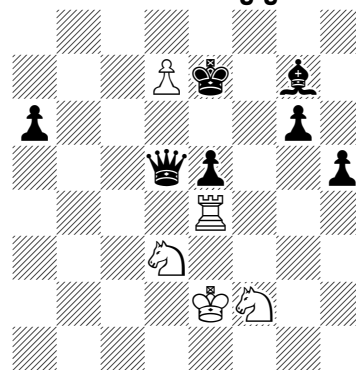


19. Nh3

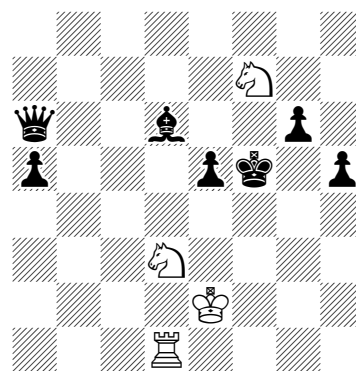


30..Bxg4

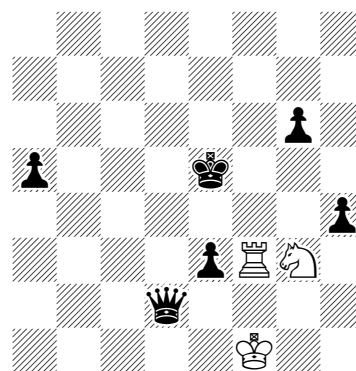
- | | | | | | |
|------|-------|-------|------|---------|------|
| 1. | d4 | e6 | 40. | Nxd3 | Qxh2 |
| 2. | c4 | Ne7 | 41. | Nhf2 | h5 |
| 3. | e4 | g6 | 42. | c5 | Qg1+ |
| 4. | b3 | Bg7 | 43. | Kd2 | Qb1 |
| 5. | Bb2 | b6 | 44. | d6 | Qa2+ |
| 6. | g3 | Bb7 | 45. | Ke3 | cxd6 |
| 7. | Bg2 | d6 | 46. | cxd6 | Qd5 |
| 8. | f4 | Nd7 | 47. | d7 | Kf7 |
| 9.* | Nc3 | Nf5 | 48. | Ke2 | Ke7 |
| 10. | Nf3 | Ne3 | 49.* | Nf4 | Qa2+ |
| 11. | Qe2 | Nxg2+ | 50. | Kf1 | Qf7 |
| 12. | Qxg2 | f5 | 51. | N4d3 | Qd5 |
| 13. | O-O-O | fxe4 | 52. | Nf4 | Qc6 |
| 14. | Ng5 | Qe7 | 53. | N4d3 | Qd6 |
| 15. | Ngxe4 | O-O | 54. | Rb4 | Qc7 |
| 16. | Rhe1 | Rab8 | 55. | Rb1 | Kxd7 |
| 17. | d5 | e5 | 56. | Rc1 | Qb6 |
| 18. | Ng5 | h6 | 57. | Ke2 | Ke6 |
| 19.* | Nh3 | Qf7 | 58. | Ne4 | Bf8 |
| 20. | Nb5 | a6 | 59. | Ng5+ | Kd5 |
| 21. | Nc3 | Rbe8 | 60. | Nf3 | Bd6 |
| 22. | Ne4 | b5 | 61. | Rd1 | Ke6 |
| 23. | Kb1 | bx c4 | 62. | Nf2 | a5 |
| 24. | bx c4 | Qf5 | 63. | Ng5+ | Kf5 |
| 25. | g4 | Qf7 | 64. | Nf7 | Qa6+ |
| 26. | Qd2 | Bc8 | 65.* | Nd3 | e4 |
| 27. | Nef2 | Nb6 | 66. | Nxd6+ | Qxd6 |
| 28. | Re4 | Na4 | 67. | Rf1+ | Ke6 |
| 29. | fxe5 | Nxb2 | 68. | Nf2 | Qa6+ |
| 30.* | Qxb2 | Bxg4 | 69. | Ke1 | e3 |
| 31. | Nxg4 | Rb8 | 70. | Ne4 | Ke5 |
| 32. | Rf4 | Rxb2+ | 71. | Ng3 | Qc4 |
| 33. | Kxb2 | Qe7 | 72. | Rf3 | Qc1+ |
| 34. | Re4 | dx e5 | 73. | Ke2 | Qd2+ |
| 35. | Ngf2 | Qb4+ | 74. | Kf1 | h4 |
| 36. | Kc2 | Qa4+ | 75.* | Rxe3+ | Qxe3 |
| 37. | Kd2 | Qxa2+ | 76. | Ne2 | h3 |
| 38. | Ke1 | Rf3 | 77. | Ng3 | Qxg3 |
| 39. | Rd3 | Rxd3 | | resigns | |



49. Nf4



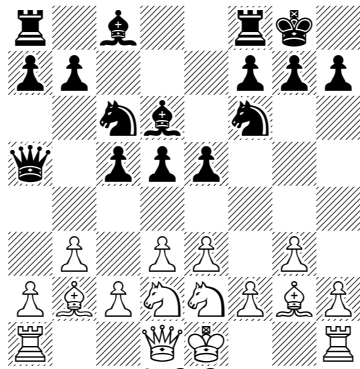
65..e4



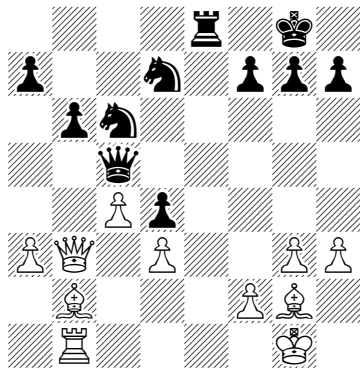
75. Rxe3+

Game 31: Beginner's Game with White

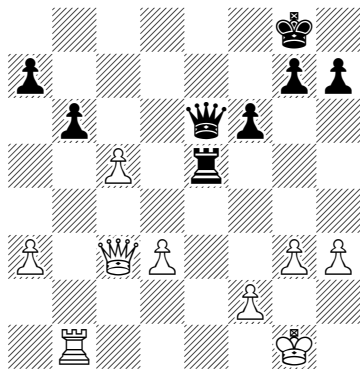
White's Beginner's Game is challenged by the 3 pawn queen out classical defense. White goes a pawn up at move 25. Black's vulnerable castled position then allows white to produce a passed pawn. After that, it is only a matter of maneuvering to cover the queening square - and avoid getting checkmated! The Beginner's Game can always find the resources to win, often with ease.



9. O-O



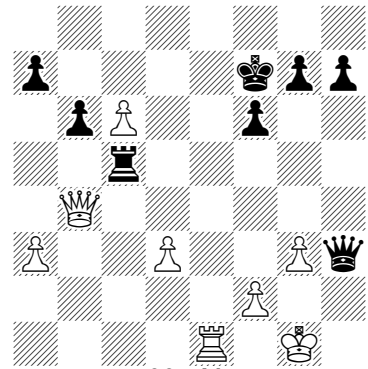
24. Bxc6



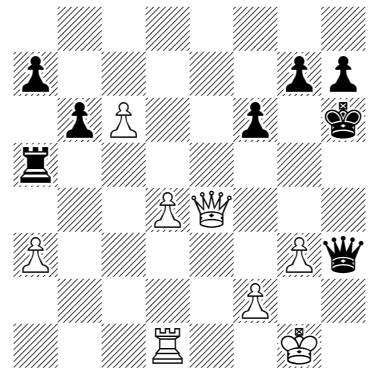
29. c6

1. e3 d5
 2. b3 e5
 3. g3 Nf6
 4. Bb2 Bd6
 5. Bg2 O-O
 6. Ne2 c5
 7. d3 Nc6
 8. Nd2 Qa5
 9.* O-O Be6
 10. c4 d4
 11. exd4 exd4
 12. a3 Rae8
 13. b4 Qb6
 14. bxc5 Bxc5
 15. Rb1 Bg4
 16. Re1 Qa6
 17. h3 Bxe2
 18. Rxe2 Rxe2
 19. Qxe2 Re8
 20. Qd1 Nd7
 21. Nb3 Qb6
 22. Nxc5 Qxc5
 23. Qb3 b6
 24.* Bxc6 Qxc6
 25. Bxd4 Ne5
 26. Bxe5 Rxe5
 27. Qc3 Qe6
 28. c5 f6
 29.* c6 Qxh3

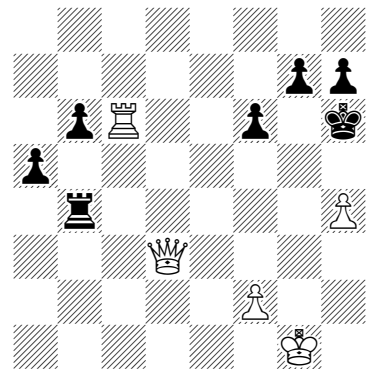
30. Qc4+ Kf8
 31. Qb4+ Kf7
 32. Re1 Rc5
 33.* d4 Rh5
 34. Qe7+ Kg6
 35. Qe4+ Kh6
 36. Rd1 Ra5
 37.* Qh4+ Qxh4
 38. gxh4 Rxa3
 39. Rc1 Rd3
 40. c7 Rxd4
 41. c8=Q a5
 42. Qh3 Rb4
 43. Rc6 Kg6
 44. Qd3+ Kh6
 45.* Rxb6 Rxh4
 46. Qe3+ Kg6
 47. Qg3+ Kh5
 48. Rb5+ g5
 49. Qf3+ Rg4+
 50. Kh2 a4
 51. Kh3 a3
 52. Qxg4+ Kh6
 53. Qf5 g4+
 54. Qxg4 a2
 55. Rh5++



33. d4



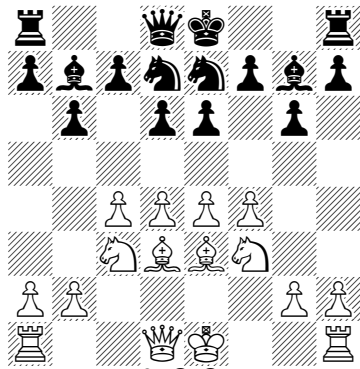
37. Qh4+



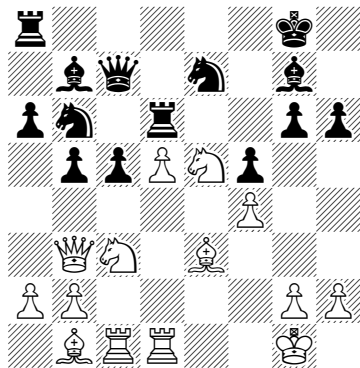
45. Rxb6

Game 32: Beginner's Game with Black

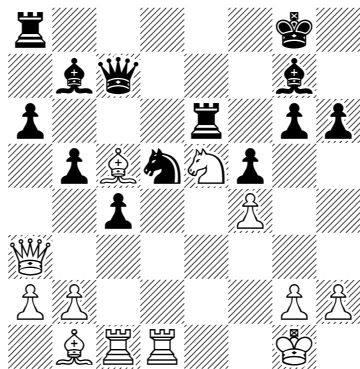
Black plays the Beginner's Game and destroys his rival, despite his impressive 4 pawn standard opening. In the midgame black piles up on the queen pawn and wins it. White offers the exchange soon afterwards, trying for counterattack. But he is doomed: black forces him to throw away all of his pieces to slow the inevitable mate. A convincing victory, over an optimal adversary opening!



9. O-O



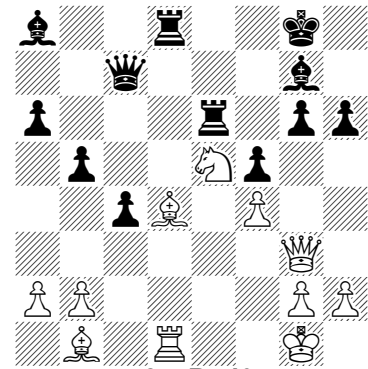
20..c4



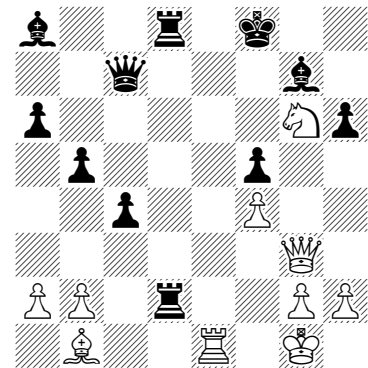
24. Rxd5

1. d4 b6
2. e4 Bb7
3. Bd3 g6
4. c4 Bg7
5. Be3 e6
6. f4 Ne7
7. Nc3 d6
8. Nf3 Nd7
- 9.* O-O O-O
10. Qb3 c5
11. d5 exd5
12. cxd5 a6
13. Ng5 b5
14. Rac1 Qc7
15. Bb1 Nb6
16. Rfd1 h6
17. Nf3 f5
18. e5 Rfd8
19. exd6 Rxd6
- 20.* Ne5 c4
21. Qa3 Nxd5
22. Nxd5 Nxd5
23. Bc5 Re6
- 24.* Rxd5 Bxd5
25. Bd4 Rd8

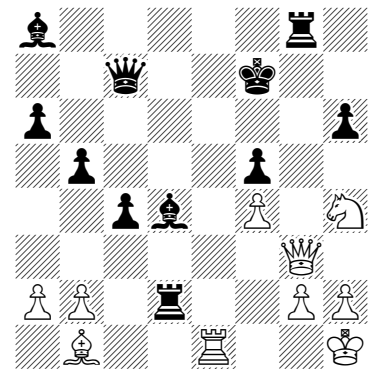
26. Rd1 Ba8
- 27.* Qg3 Red6
28. Re1 Rxd4
29. Nxg6 Rd2
30. Ne7+ Kf8
- 31.* Ng6+ Kf7
32. Nh4 Bd4+
33. Kh1 Rg8
- 34.* Bxf5 Rxd4
35. hxg3 Bf2
36. Bg6+ Kf6
37. Re6+ Kxe6
38. Kh2 Bxg3+
39. Kxg3 Rd4
40. Be4 Rxe4
41. Ng6 Rxf4
42. Nxf4+ Kf5
43. Kf2 Qxf4+
44. Ke2 Bxg2
45. a3 Qf3+
46. Kd2 Qf2+
47. Kd1 Bf3+
48. Kc1 Qe1+
49. Kc2 Be4++



27..Red6



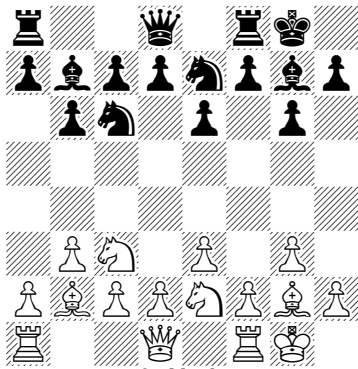
31..Kf7



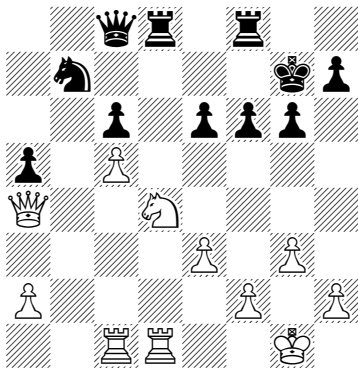
34. Bxf5

Game 33: Beginner's Game with White and Black

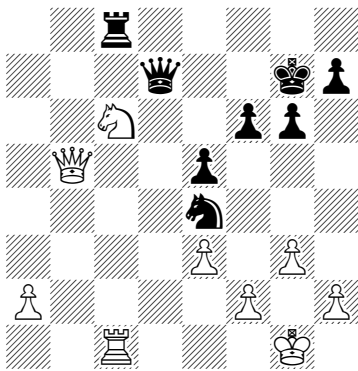
White and black play the Beginner's Game, both moving into variant BE. After the opening it's an even contest, until white decides to grab a rook pawn. He doesn't live to regret it - he is torn apart by a queen and pawn attack, beginning with a decisive knight sacrifice at move 30. Black is so intent on the offensive, that he ignores all of white's counter threats. A smashing encounter!



9. Na4

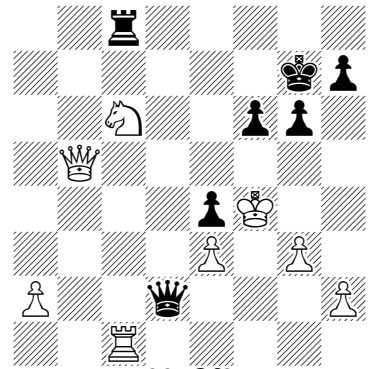


24..e5

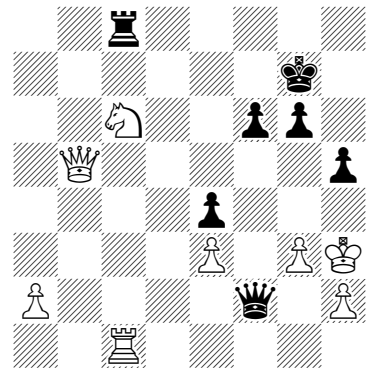


30..Nxf2

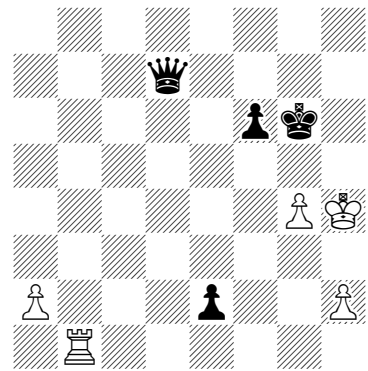
- | | | | |
|----------|-------|----------|-------|
| 1. g3 | g6 | 31. Kxf2 | Qd2+ |
| 2. b3 | Bg7 | 32. Kf3 | e4+ |
| 3. Nc3 | b6 | 33.* Kf4 | Qf2+ |
| 4. Bg2 | Nc6 | 34. Kg4 | h5+ |
| 5. Bb2 | Bb7 | 35.* Kh3 | g5 |
| 6. e3 | e6 | 36. Qb7+ | Kh6 |
| 7. Nge2 | Nge7 | 37. Qxc8 | g4+ |
| 8. O-O | O-O | 38. Qxg4 | hxg4+ |
| 9.* Na4 | d5 | 39. Kxg4 | Qxe3 |
| 10. Bxg7 | Kxg7 | 40. Rc2 | Qf3+ |
| 11. d4 | Qd7 | 41. Kh3 | Qf1+ |
| 12. c4 | dxg4 | 42. Rg2 | Qb5 |
| 13. bxc4 | Na5 | 43. Rc2 | e3 |
| 14. Bxb7 | Nxb7 | 44. Nd4 | Qd5 |
| 15. Qc2 | f6 | 45. Rc8 | Qxd4 |
| 16. Nac3 | Nf5 | 46. Rh8+ | Kg7 |
| 17. Ne4 | Nfd6 | 47. Rb8 | Qd7+ |
| 18. c5 | Nxe4 | 48. Kh4 | Kg6 |
| 19. Qxe4 | c6 | 49. g4 | e2 |
| 20. Rac1 | bxc5 | 50.* Rb1 | Qd6 |
| 21. dxc5 | Rad8 | 51. Kh3 | Qd3+ |
| 22. Qa4 | a5 | 52. Kg2 | Qxb1 |
| 23. Rfd1 | Qc8 | 53. h4 | Qf1+ |
| 24.* Nd4 | e5 | 54. Kh2 | e1=Q |
| 25. Nxc6 | Rxd1+ | 55. h5+ | Kh7 |
| 26. Rxd1 | Nxc5 | 56. a3 | Qh1++ |
| 27. Qb5 | Ne4 | | |
| 28. Rc1 | Qd7 | | |
| 29. Qxa5 | Rc8 | | |
| 30.* Qb5 | Nxf2 | | |



33..Qf2+



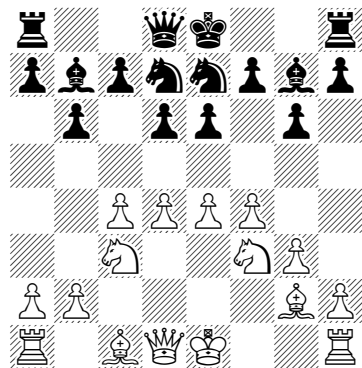
35..g5



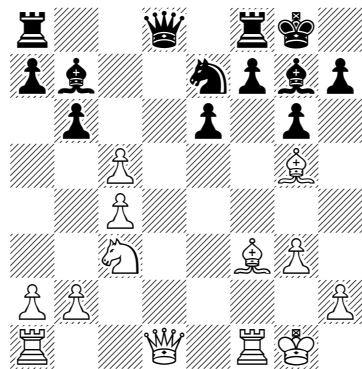
50..Qd6

Game 34: Beginner's Game with Black

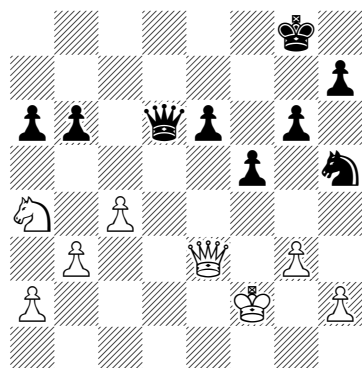
Black plays the Beginner's Game, against a strong 4 pawn custom defense. Black goes a pawn up as early as move 16, and then starts trading down, heading for the endgame. White forces a passed pawn at move 32 and develops his promotion threat. White outplays black in a curious knight and pawn endgame, that climaxes with black under promoting his pawn. A bitter draw!



9. O-O

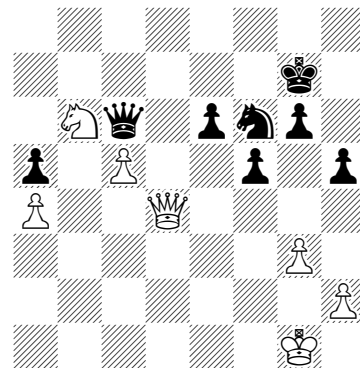


14..Qd4+

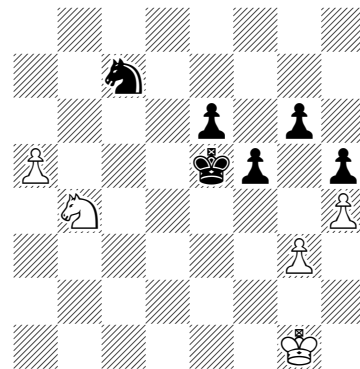


32..b5

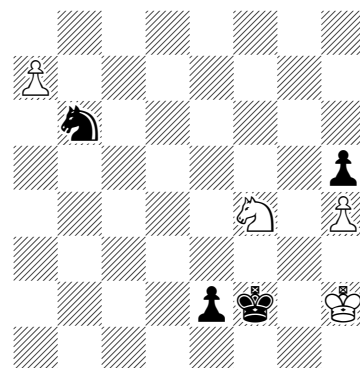
- | | | | |
|-----------|-------|-----------|-------|
| 1. d4 | e6 | 37. a4 | bxa4 |
| 2. e4 | d6 | 38. bxa4 | h5 |
| 3. f4 | Ne7 | 39.* Qd6 | Qxd6 |
| 4. c4 | Nd7 | 40. cxd6 | Kf7 |
| 5. Nf3 | g6 | 41. Nc4 | Ne4 |
| 6. Nc3 | Bg7 | 42. Nxa5 | Nxd6 |
| 7. g3 | b6 | 43. Nc6 | Ne8 |
| 8. Bg2 | Bb7 | 44. a5 | Nc7 |
| 9.* O-O | O-O | 45. h4 | Kf6 |
| 10. e5 | c5 | 46. Nb4 | Ke5 |
| 11. dxc5 | dxe5 | 47.* Nd3+ | Ke4 |
| 12. fxe5 | Nxe5 | 48. Nf4 | Kf3 |
| 13. Bg5 | Nxf3+ | 49. Kh2 | e5 |
| 14.* Bxf3 | Qd4+ | 50. Nxc6 | e4 |
| 15. Kh1 | Bxf3+ | 51. Ne7 | f4 |
| 16. Qxf3 | Qxc5 | 52. gxf4 | e3 |
| 17. Ne4 | Qc7 | 53. Nc6 | Ne6 |
| 18. Bf6 | Nf5 | 54. Ne5+ | Kxf4 |
| 19. Bxc7 | Nxc7 | 55. Nd3+ | Kf3 |
| 20. Nf6+ | Kh8 | 56. a6 | Nc7 |
| 21. Rad1 | Rad8 | 57. a7 | Na8 |
| 22. b3 | Rxd1 | 58. Kg1 | e2 |
| 23. Rxd1 | Rd8 | 59. Kh2 | Ke3 |
| 24. Rxd8+ | Qxd8 | 60. Ne1 | Kf2 |
| 25. Ne4 | f5 | 61. Ng2 | Nb6 |
| 26. Nc3 | Kg8 | 62.* Nf4 | e1=N |
| 27. Qe3 | Qd6 | 63. Nxc5 | Nf3+ |
| 28. Nb5 | Qc6+ | 64. Kh3 | Nxc5 |
| 29. Kg1 | a6 | 65. Kxc4 | Ke3 |
| 30. Nc3 | Qd6 | 66. Kg5 | Kd4 |
| 31. Kf2 | Nh5 | 67. Nf6 | Na8 |
| 32.* Na4 | b5 | 68. Nd7 | Kd5 |
| 33. c5 | Qc6 | 69. Nb8 | Kc5 |
| 34. Nb6 | Nf6 | 70. Kh6 | Kb6 |
| 35. Kg1 | a5 | 71. Nd7+ | Kxa7 |
| 36. Qd4 | Kg7 | | drawn |



39. Qd6



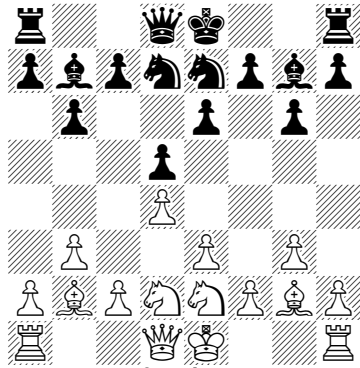
47. Nd3+



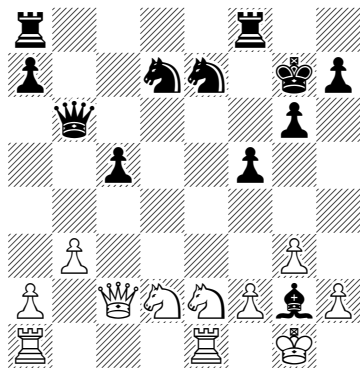
62..e1=N

Game 35: Beginner's Game with White and Black

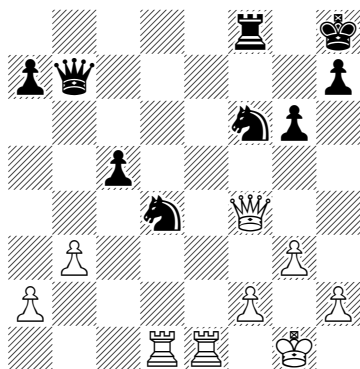
White and black play the Beginner's Game, both moving to variant 4. A tough contest follows, but black always manages to stay a step ahead. White tries aggressive alternatives to the more obvious moves (18, 26), but his attacks never seem to put black into trouble. White continues on the offensive later with his advanced pawns, but it's not enough; black stops his threats and wins.



9. c4

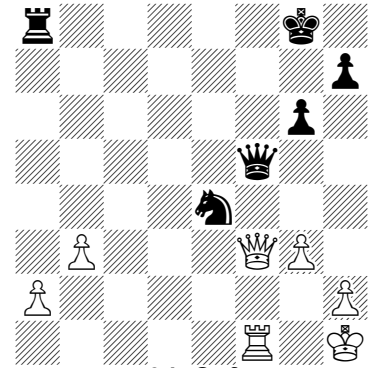


18. Nf4

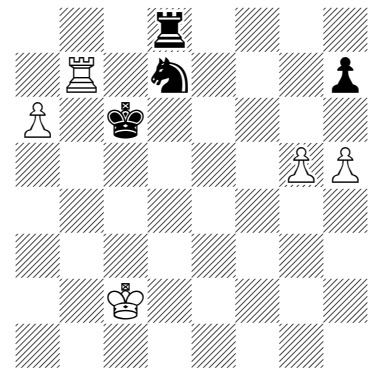


26. Rxd4

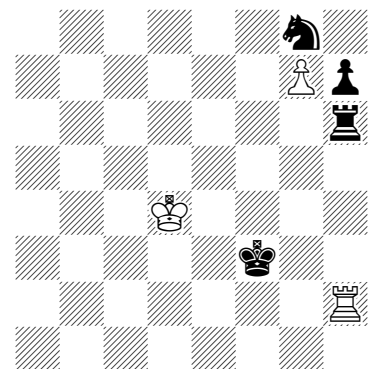
- | | | | |
|-----------|------|----------|---------|
| 1. g3 | g6 | 40. Kg2 | Kf7 |
| 2. e3 | e6 | 41. Kf3 | Rf5+ |
| 3. Bg2 | Bg7 | 42. Ke3 | Rh5 |
| 4. Ne2 | Ne7 | 43. h4 | Ra5 |
| 5. d4 | d5 | 44. g4 | Ra8 |
| 6. b3 | b6 | 45. Kd2 | Ke7 |
| 7. Bb2 | Bb7 | 46. g5 | Kd6 |
| 8. Nd2 | Nd7 | 47. Rb4 | Rd8 |
| 9.* c4 | c5 | 48. Kc1 | Kc6 |
| 10. Qc2 | O-O | 49. a5 | Kc7 |
| 11. dxc5 | bxc5 | 50. a6 | Nc5 |
| 12. Bxg7 | Kxg7 | 51. Rg4 | Rd6 |
| 13. cxd5 | exd5 | 52. h5 | Nd3+ |
| 14. O-O | Qb6 | 53. Kc2 | Ne5 |
| 15. e4 | f5 | 54. Ra4 | Rd8 |
| 16. exd5 | Bxd5 | 55. Rb4 | Kc6 |
| 17. Rfe1 | Bxg2 | 56. Rb7 | Nd7 |
| 18.* Nf4 | Be4 | 57.* Rb2 | Ra8 |
| 19. Nxe4 | fxe4 | 58. g6 | Rxa6 |
| 20. Qxe4 | Nf5 | 59. g7 | Ra8 |
| 21. Ne6+ | Kh8 | 60. h6 | Nf6 |
| 22. Nxf8 | Rxf8 | 61. Kc3 | Kd5 |
| 23. Qa4 | Nf6 | 62. Rg2 | Ng8 |
| 24. Qf4 | Qb7 | 63. Rd2+ | Ke4 |
| 25. Rad1 | Nd4 | 64. Re2+ | Kf3 |
| 26.* Rxd4 | cxd4 | 65. Rh2 | Ra6 |
| 27. Qxd4 | Kg8 | 66. Kd4 | Rxh6 |
| 28. f3 | Qxf3 | 67.* Rc2 | Rd6+ |
| 29. Rf1 | Qd5 | 68. Ke5 | Rd7 |
| 30. Qxa7 | Ra8 | 69. Rc3+ | Kg2 |
| 31. Qf2 | Ne4 | 70. Rc2+ | Kh3 |
| 32. Qf3 | Qc5+ | 71. Rc3+ | Kh4 |
| 33. Kh1 | Qf5 | 72. Rc4+ | Kg5 |
| 34.* Qxf5 | gxf5 | 73. Rc3 | h5 |
| 35. a4 | Nd2 | 74. Ke6 | Rxg7 |
| 36. Rxf5 | Nxb3 | 75. Rg3+ | Kh6 |
| 37. Rb5 | Nd4 | 76. Rxg7 | Kxg7 |
| 38. Rb4 | Ne6 | 77. Kf5 | Kh6 |
| 39. Rc4 | Ra5 | | resigns |



34. Qxf5



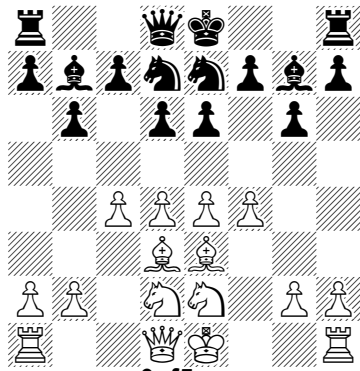
57. Rb2



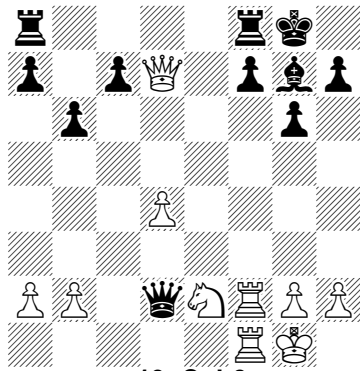
67. Rc2

Game 36: Beginner's Game with Black

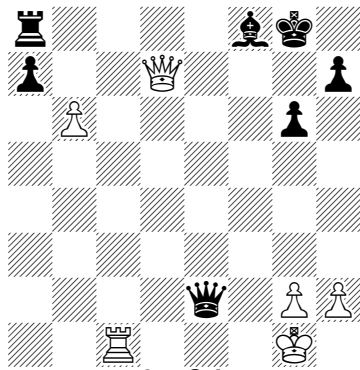
Black's Beginner's Game faces the 'Tomahawk' defense (4 pawn BG back), one of its most dangerous rivals. Most pieces are traded, and a wide open queen, rook, and piece endgame results, in which both sides attack fiercely. At move 31 white starts what looks like a final offensive but he falls into a subtle trap that costs him his queen and the game. Scintillating chess!



9. f5

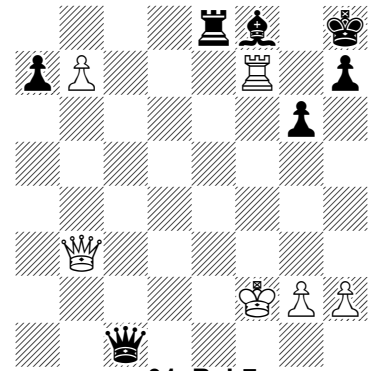


18..Qxb2

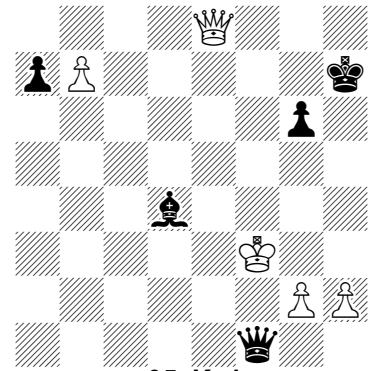


25. Qd5+

- | | | | |
|-----------|-------|-------------|--------|
| 1. d4 | e6 | 27. b7 | Qe7 |
| 2. e4 | g6 | 28. Qb3 | Qc7 |
| 3. Be3 | Bg7 | 29. Rf7 | Qc1+ |
| 4. Bd3 | b6 | 30. Kf2 | Re8 |
| 5. Ne2 | Bb7 | 31. * Rxh7+ | Kxh7 |
| 6. Nd2 | d6 | 32. Qf7+ | Bg7 |
| 7. f4 | Nd7 | 33. Qxe8 | Bd4+ |
| 8. c4 | Ne7 | 34. Kf3 | Qf1+ |
| 9. * f5 | exf5 | 35. * Ke4 | Qe2+ |
| 10. O-O | fxe4 | 36. Kxd4 | Qxe8 |
| 11. Bxe4 | d5 | 37. g3 | Qd7+ |
| 12. cxd5 | Nxd5 | 38. Ke5 | Qxb7 |
| 13. Qb3 | Qe7 | 39. Kf4 | a5 |
| 14. Bxd5 | Bxd5 | 40. h4 | a4 |
| 15. Qxd5 | Qxe3+ | 41. h5 | a3 |
| 16. Rf2 | O-O | 42. Kg5 | Qd5+ |
| 17. Qxd7 | Qxd2 | 43. Kf4 | Qd4+ |
| 18.* Raf1 | Qxb2 | 44. Kf3 | Qd3+ |
| 19. Rxf7 | Rxf7 | 45. Kg2 | Qe2+ |
| 20. Rxf7 | Qa1+ | 46. Kh3 | Qxh5+ |
| 21. Rf1 | Qxa2 | 47. Kg2 | Qe2+ |
| 22. Rc1 | c5 | 48. Kh3 | g5 |
| 23. dxc5 | Bf8 | 49. g4 | Qf3+ |
| 24. cxb6 | Qxe2 | 50. Kh2 | a2 |
| 25.* Qd5+ | Kh8 | 51. Kg1 | a1=Q+ |
| 26. Rf1 | Rb8 | 52. Kh2 | Qah1++ |



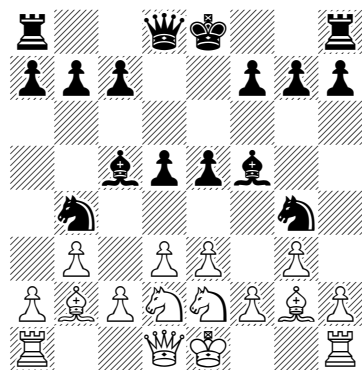
31. Rxh7+



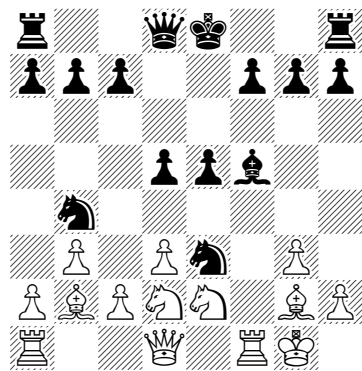
35. Ke4

Game 37: Beginner's Game with White

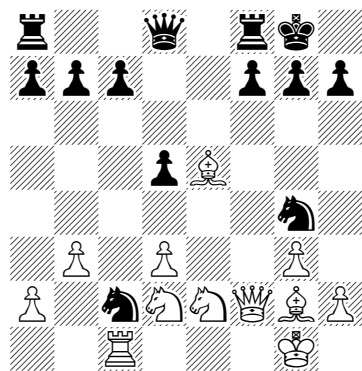
White's Beginner's Game confronts the highly aggressive double knight and bishop attack. After the opening black smashes white's position and threatens to win the queen, but white finds sharp counterplay and stays in the game. Under pressure all the way, white fights back in a marvelous display of tactical chess, and finally earns a draw. A true trial by fire for the new Beginner's Game!



9. O-O



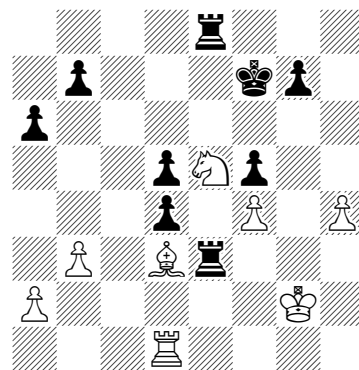
11. Rxf5



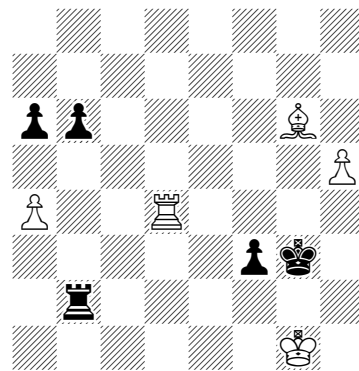
16. Qc5

1. b3 d5
2. e3 Nc6
3. Ne2 Bf5
4. Bb2 e5
5. g3 Nb4
6. d3 Bc5
7. Bg2 Nf6
8. Nd2 Ng4
- 9.* O-O Bxe3
10. fxe3 Nxe3
- 11.* Rxf5 O-O
12. Qe1 Nxf5
13. Qf2 Nh6
14. Bxe5 Nxc2
15. Rc1 Ng4
- 16.* Qc5 Nxe5
17. Qxc2 Re8
18. Nf4 c6
19. d4 Qb6
20. Qc3 Ng6
21. Nxg6 hxg6
22. Bf1 Re7
23. Nf3 Rae8
24. Bd3 Re3
25. Kg2 Qd8
26. Qd2 a6
27. Ne5 Qg5
28. Rd1 c5
29. Qf2 f5
30. h4 Qh6
31. Qf4 Qxf4
32. gxf4 cxd4
33. Nxg6 Kf7
- 34.* Ne5+ R8xe5
35. fxe5 Ke6
36. h5 Kxe5
37. b4 f4
38. a4 Rg3+

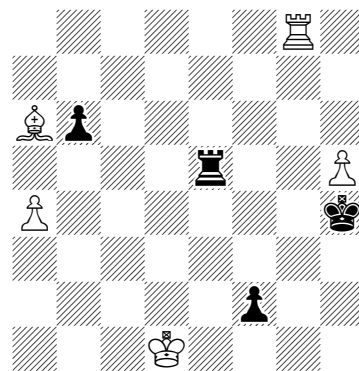
39. Kf2 Rh3
40. Bg6 b6
41. Re1+ Kf6
42. Re8 Rb3
43. Rf8+ Kg5
44. Rf5+ Kg4
45. Rf7 Rxb4
46. Rxc7 Rb2+
47. Kg1 Kg5
48. Rd7 f3
49. Rxd5+ Kf4
50. Rxd4+ Kg3
- 51.* Bf5 Rg2+
52. Kf1 Rf2+
53. Ke1 Re2+
54. Kd1 Re5
55. Rg4+ Kh3
56. Bc8 f2
57. Rg8+ Kh4
- 58.* Bxa6 b5
59. Bxb5 Rxb5
60. Rf8 Rb1+
61. Ke2 Rb2+
62. Ke3 Kg3
63. h6 Rb3+
64. Ke2 Rb2+
65. Kd3 Rb3+
66. Kd2 Rb2+
67. Kc3 Rb8
68. Rf7 Rh8
69. Rg7+ Kf3
70. Rf7+ Kg2
71. Rg7+ Kf1
72. h7 Rc8+
73. Kb4 Rb8+
74. Kc5 Ke2
75. Re7+ Kf3



34..R8xe5



51. Bf5

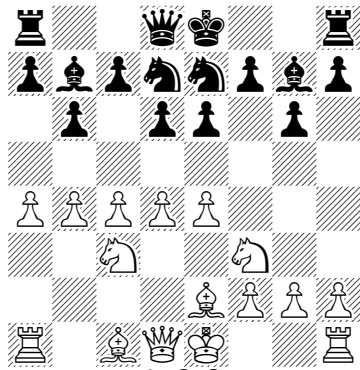


58..b5

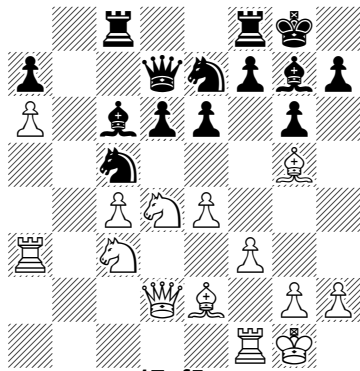
drawn

Game 38: Beginner's Game with Black

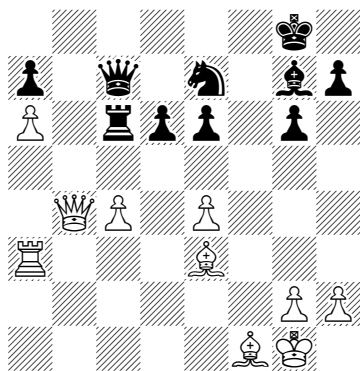
Black's Beginner's Game here faces the aggressive 'queen wing' custom defense. The big forward pawn wall succeeds only in exchanging a few pawns however, after which black obtains equality. At move 23 black launches a series of exchanges which wins him material, but which leaves white a dangerous passed pawn. Black can then do no better than to harass white's king for a draw.



9. O-O



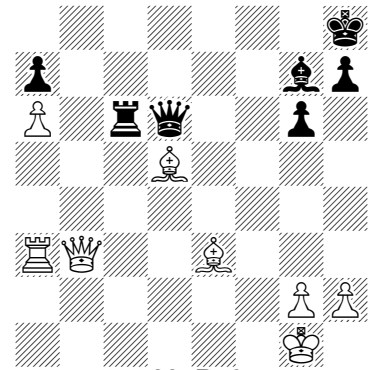
17..f5



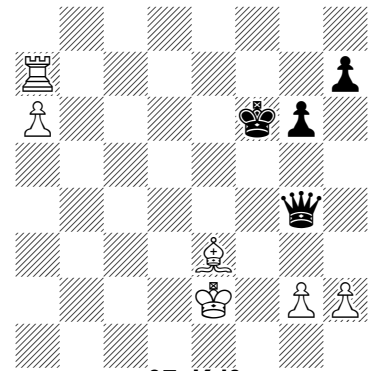
23..d5

- | | | | |
|----------|-------|----------|------|
| 1. d4 | d6 | 31. Rc8+ | Kg7 |
| 2. e4 | e6 | 32. Rc7+ | Kf6 |
| 3. c4 | Ne7 | 33. Rxa7 | Qd1+ |
| 4. Nc3 | g6 | 34. Kf2 | Qc2+ |
| 5. Nf3 | Bg7 | 35. Kf3 | Qf5+ |
| 6. b4 | b6 | 36. Ke2 | Qg4+ |
| 7. a4 | Nd7 | 37.* | Kd3 |
| 8. Be2 | Bb7 | 38. Rb7 | Qf1+ |
| 9. O-O | O-O | 39. Kd2 | Ke5 |
| 10. a5 | bxa5 | 40. Re7+ | Kd6 |
| 11. bxa5 | c5 | 41. Rb7 | Qg2+ |
| 12. a6 | Bc6 | 42. Kd3 | Qd5+ |
| 13. Ra3 | cxd4 | 43. Kc3 | Qc6+ |
| 14. Nxd4 | Nc5 | 44. Kd2 | Ke5 |
| 15. Bg5 | Rc8 | 45. Rb6 | Qg2+ |
| 16. Qd2 | Qd7 | 46. Kd3 | Qd5+ |
| 17.* | f3 | 47. Ke2 | Qh1 |
| 18. Be3 | fxe4 | 48. a7 | Qg2+ |
| 19. Nxc6 | Rxc6 | 49. Kd3 | Qe4+ |
| 20. Nxe4 | Nxe4 | 50. Kd2 | Qd5+ |
| 21. fxe4 | Rxf1+ | 51. Kc3 | Qf3 |
| 22. Bxf1 | Qc7 | 52. Rb5+ | Kd6 |
| 23.* | Qb4 | 53. Kd2 | Qg2+ |
| 24. cxd5 | exd5 | 54. Kd3 | Qf1+ |
| 25. exd5 | Nxd5 | 55. Kd4 | Qd1+ |
| 26. Qb3 | Qd6 | 56. Kc3 | Qf3 |
| 27. Bc4 | Kh8 | 57. Kc4 | Qe2+ |
| 28. Bxd5 | *Rc3 | 58. Kd4 | Qd1+ |
| 29. Qxc3 | Bxc3 | 59. Kc3 | Qf3 |
| 30. Rxc3 | Qxd5 | | |

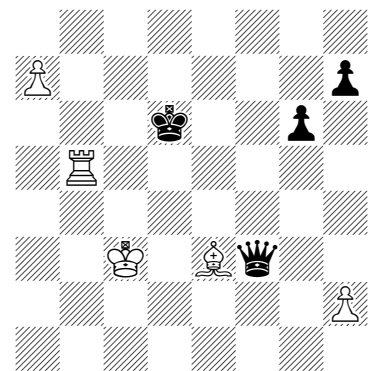
*drawn



28..Rc3



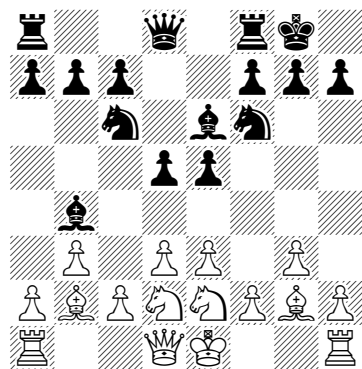
37. Kd3



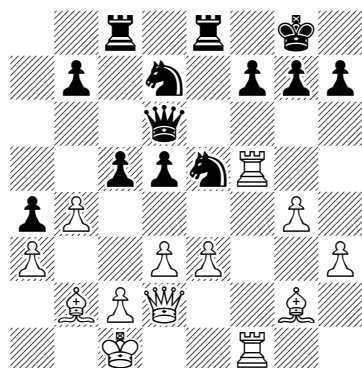
after 59..Qf3

Game 39: Beginner's Game with White

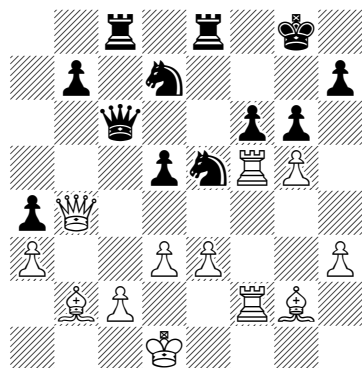
White provides a textbook win using the Beginner's Game. With accurate play he gains the quality advantage and has all pieces in attack position by move 20. He then overpowers black in the center, and starts an across-the-board assault on his hard pressed adversary. White finally takes his victory in regal manner, mating with two queens and two rooks: a real Beginner's treat!



9. a3



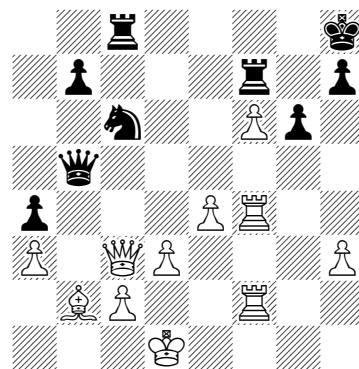
21. bxc5



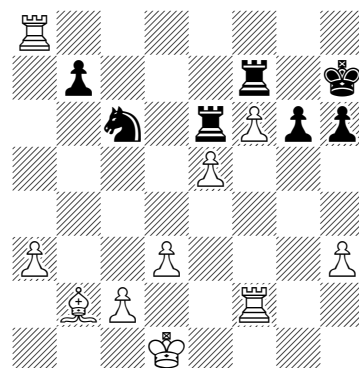
26. Qd4

1. b3 e5
2. Bb2 Nc6
3. d3 d5
4. e3 Nf6
5. Ne2 Bd6
6. Nd2 Be6
7. g3 O-O
8. Bg2 Bb4
- 9.* a3 Bxd2+
10. Qxd2 Qd6
11. O-O-O a5
12. h3 a4
13. b4 Rfe8
14. f4 exf4
15. Nxf4 Ne5
16. Nxe6 Qxe6
17. Rdf1 Qd6
18. g4 Nfd7
19. Rf5 Rac8
20. Rhf1 c5
- 21.* bxc5 Nxc5
22. Kd1 Ncd7
23. Qb4 Qc6
24. R1f2 f6
25. g5 g6
- 26.* Qd4 Kh8
27. R5f4 Qb5
28. gxf6 Nf7
29. Bxd5 Nde5
30. e4 Nc6
31. Qc3 Rf8
32. Bxf7 Rxf7
- 33.* e5 Qd5
34. Qc4 Qxc4
35. Rxc4 Re8
36. Rxa4 h6
37. Re2 Re6

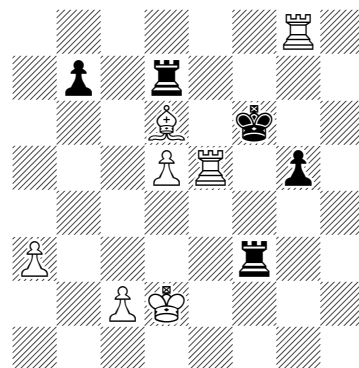
38. Ra8+ Kh7
- 39.* Rf2 Nxe5
40. Re2 Rxf6
41. Bxe5 Rf1+
42. Kd2 g5
43. d4 Re7
44. h4 Ref7
45. hxg5 hxg5
46. Rh8+ Kg6
47. Rg8+ Kf5
48. Bd6 Rf3
49. Re5+ Kf6
50. d5 Rd7
- 51.* Re6+ Kf5
52. Rf8+ Kg4
53. Re4+ Kh5
54. Rxf3 Rxd6
55. Rd4 b5
56. Rc3 Rd7
57. d6 Kg6
58. Rf3 Kh5
59. Rf5 Kg6
60. Rxb5 Kf6
61. Rbd5 Rd8
62. c4 Ke6
63. d7 g4
64. c5 Rf8
65. c6 Rf2+
66. Ke1 Rf8
67. c7 Rh8
68. d8=Q Rh1+
69. Kf2 g3+
70. Ke3 Re1+
71. Kd2 Rd1+
72. Kxd1 g2
73. c8=Q+ Kf7
74. Qdc7+ Kg6
75. Qa6++



33. e5



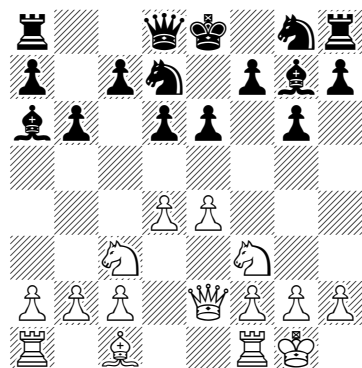
39..Nxe5



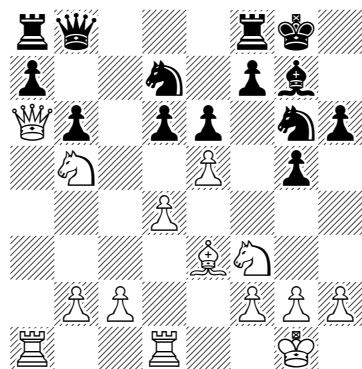
51. Re6+

Game 40: Beginner's Game with Black (Queen and Bishop Early Attack)

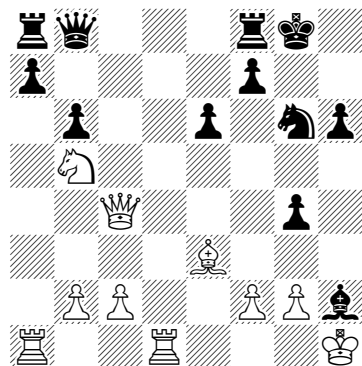
The author with black plays the Beginner's Game and defeats his strong computer rival in a straightforward manner. White attacks on the queen side as black launches a king side assault. Black goes a pawn up early, then trades down to a knight and rook endgame. At the right moment black launches his mobile king side castled position forward, creates a passed pawn, and wins.



9. Qxa6

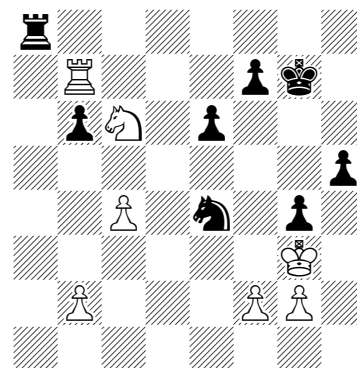


16..g4

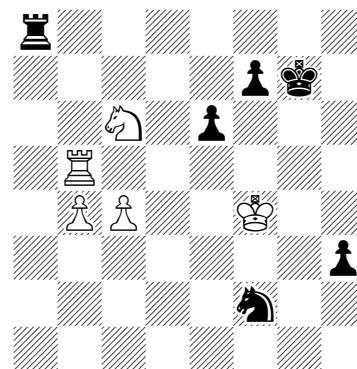


22..Bf4

- | | | | | | |
|------|------|-------|------|-------|-------|
| 1. | e4 | b6 | 31. | c4 | Nf6 |
| 2. | d4 | g6 | 32. | Nc6 | Ne4+ |
| 3. | Nf3 | Bb7 | 33.* | Kf4 | Nxf2 |
| 4. | Nc3 | Bg7 | 34. | Rxb6 | h4 |
| 5. | Bd3 | d6 | 35. | b4 | h3 |
| 6. | O-O | Nd7 | 36. | gxh3 | gxh3 |
| 7. | Qe2 | e6 | 37.* | Rb5 | Rh8 |
| 8. | Ba6 | Bxa6 | 38. | Ra5 | h2 |
| 9. * | Qxa6 | h6 | 39. | Ra1 | h1=Q |
| 10. | Be3 | g5 | 40. | Rxh1 | Rxh1 |
| 11. | a4 | Ne7 | 41. | Ke3 | Ng4+ |
| 12. | a5 | O-O | 42. | Kd4 | Rd1+ |
| 13. | Rfd1 | Ng6 | 43. | Kc5 | Kf6 |
| 14. | axb6 | cxb6 | 44. | b5 | Ne5 |
| 15. | Nb5 | Qb8 | 45. | Nxe5 | Kxe5 |
| 16.* | e5 | g4 | 46. | Kb6 | f5 |
| 17. | Nd2 | dxh2 | 47. | c5 | f4 |
| 18. | dxh2 | Bxe5 | 48. | c6 | Kd6 |
| 19. | Nc4 | Bxh2+ | 49. | c7 | Rc1 |
| 20. | Kh1 | Nde5 | 50. | Kb7 | Rxc7+ |
| 21. | Qa4 | Nxc4 | 51. | Kb8 | f3 |
| 22.* | Qxc4 | Bf4 | 52. | b6 | Rc3 |
| 23. | Bxf4 | Qxf4 | 53. | b7 | f2 |
| 24. | Qxf4 | Nxf4 | 54. | Ka7 | Ra3+ |
| 25. | Rxa7 | Rxa7 | 55. | Kb6 | Rb3+ |
| 26. | Nxa7 | Ra8 | 56. | Ka7 | Kc7 |
| 27. | Rd7 | h5 | 57. | b8=Q+ | Rxb8 |
| 28. | Kh2 | Nd5 | 58. | Ka6 | f1=Q+ |
| 29. | Rb7 | Kf8 | 59. | Ka7 | Qa1++ |
| 30. | Kg3 | Kg7 | | | |



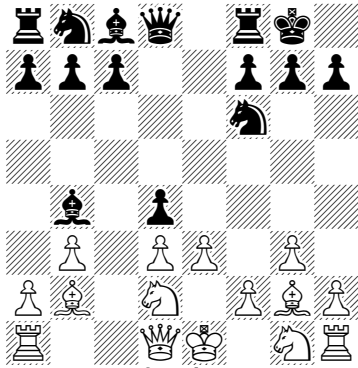
33. Kf4



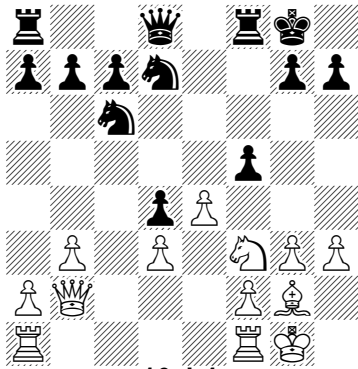
37..Rh8

Game 41: Beginner's Game with White (Center Pawn Early Attack)

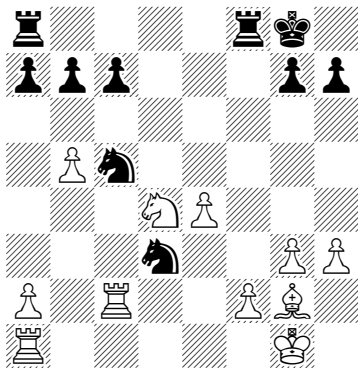
White plays the Beginner's Game, not reacting to the center pawn attack until black exchanges. White refuses a riskier second center pawn exchange and consolidates his defense. Black's challenge for the center trips up as white wins one pawn and then another. Here's an illustration of the main defects of early attacks: delayed development, loss of time, and no gain of material!



9. e4



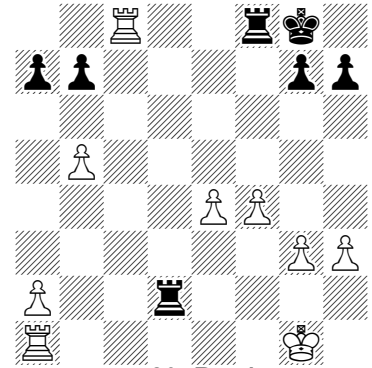
16. b4



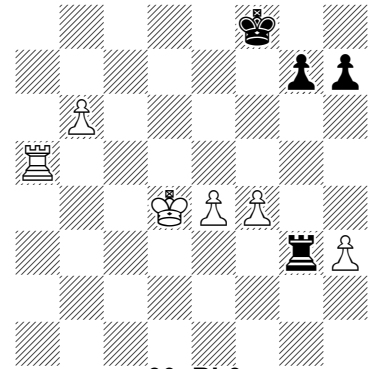
23. Bf1

1. b3 e5
2. Bb2 d5
3. d3 Bb4+
4. Nd2 Nf6
5. g3 O-O
6. Bg2 e4
7. e3 exd3
8. cxd3 d4
- 9.* e4 Bc3
10. Qc2 Bxb2
11. Qxb2 Nc6
12. Ngf3 Bg4
13. O-O Nd7
14. h3 Bxf3
15. Nxf3 f5
- 16.* b4 fxe4
17. dxe4 Qe7
18. b5 Qb4
19. Rfb1 Qxb2
20. Rxb2 Nce5
21. Nxd4 Nc5
22. Rc2 Ned3
- 23.* Bf1 Rad8
24. Bxd3 Rxd4
25. Rxc5 Rxd3
26. Rxc7 Rd2
27. f4 Rf7
28. Rc8+ Rf8
- 29.* Rac1 Rxa2
30. Rxf8+ Kxf8

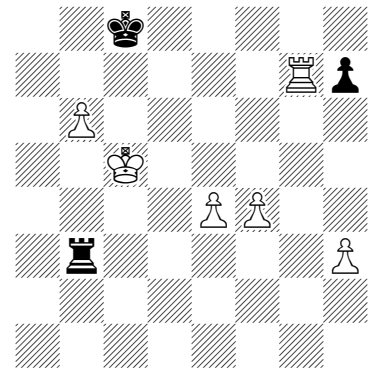
31. Rc8+ Ke7
32. Rc7+ Kf8
33. Rxb7 a5
34. Ra7 Ra1+
35. Kf2 Ra2+
36. Ke3 Ra3+
37. Kd4 Rb3
38. Rxa5 Rxc3
- 39.* b6 Rb3
40. Kc5 Ke7
41. Ra7+ Kd8
42. Rxc7 Kc8
- 43.* f5 Rc3+
44. Kd4 Rf3
45. Ke5 Rxh3
46. f6 h6
47. Rg8+ Kb7
48. f7 Rf3
49. f8=Q Rxf8
50. Rxf8 Kxb6
51. Kd6 Kb5
52. e5 Kc4
53. e6 h5
54. Rc8+ Kd3
55. e7 h4
56. e8=Q Kd2
57. Qe4 Kd1
58. Rc2 h3
59. Qe2++



29. Rac1



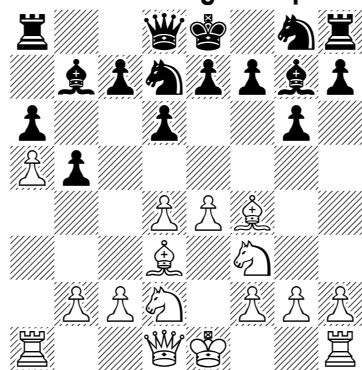
39..Rb3



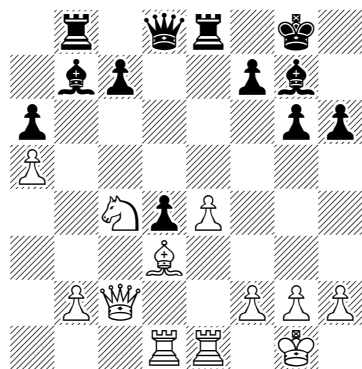
43. f5

Game 42: Beginner's Game with Black (Rook Pawn Early Attack)

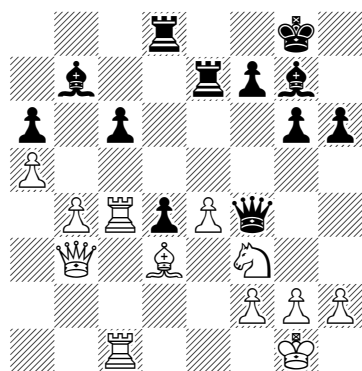
Black responds to the rook pawn attack by moving into variant Bv12, and then completes his Beginner's Game. A terrific queen and rook battle ensues, with each side threatening to promote a central passed pawn. Black cleverly shuts down white's threat while keeping his own alive. At move 45 black goes a pawn up, which proves to be just enough to win. Interesting game!



9. O-O

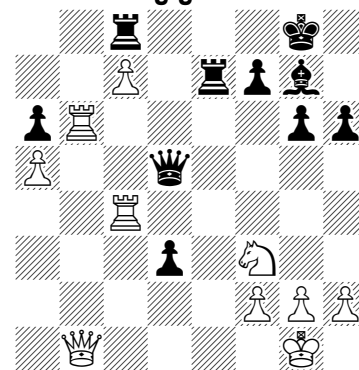


25. Nd2

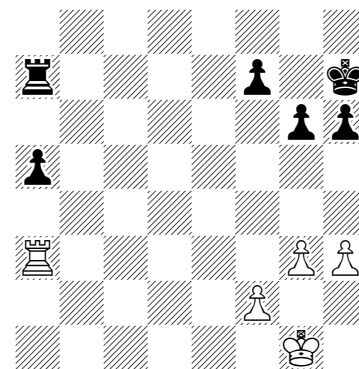


35..c5

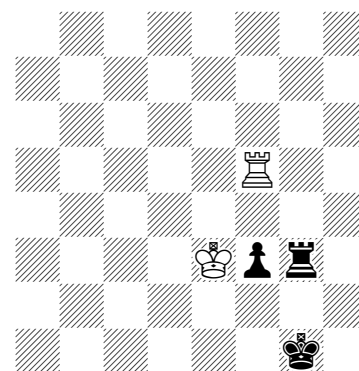
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | d4 | b6 | 40. | Qd1 | Re7 |
| 2. | e4 | d6 | 41. | Rcc4 | Rc8 |
| 3. | Nf3 | Bb7 | 42. | Qb1 | Qd6 |
| 4. | Bf4 | Nd7 | 43. | Rb6 | d3 |
| 5. | a4 | a6 | 44. | c7 | Qd5 |
| 6. | a5 | b5 | 45.* | Qc1 | Qxa5 |
| 7. | Nbd2 | g6 | 46. | Rb8 | Ree8 |
| 8. | Bd3 | Bg7 | 47. | Rc5 | Qa2 |
| 9.* | O-O | e6 | 48. | Qf4 | a5 |
| 10. | c3 | Ne7 | 49. | h3 | Qa3 |
| 11. | c4 | bx c4 | 50. | Rc6 | Qe7 |
| 12. | Nxc4 | O-O | 51. | Rb7 | Qe2 |
| 13. | Rc1 | h6 | 52. | Rb1 | Qe4 |
| 14. | Ncd2 | Rb8 | 53. | Qxe4 | Rxe4 |
| 15. | Qa4 | e5 | 54. | Rb8 | Ree8 |
| 16. | Be3 | exd4 | 55. | Rb3 | Kh7 |
| 17. | Bxd4 | Nc5 | 56. | g3 | Re7 |
| 18. | Bxc5 | Bc6 | 57. | Rb7 | Be5 |
| 19. | Qd1 | dx c5 | 58. | Nxe5 | Rxe5 |
| 20. | Nc4 | Re8 | 59. | Rd6 | Rc5 |
| 21. | Qc2 | Bb7 | 60. | Rxd3 | R8xc7 |
| 22. | Rfe1 | Nc6 | 61. | Rxc7 | Rxc7 |
| 23. | Rcd1 | Nd4 | 62. | Ra3 | Ra7 |
| 24. | Nxd4 | cx d4 | 63.* | Ra4 | Kg7 |
| 25.* | Nd2 | Qd6 | 64. | Kf1 | Kf6 |
| 26. | Rc1 | Qb4 | 65. | Ke2 | Ke6 |
| 27. | Ra1 | Bc8 | 66. | Kd3 | Kd5 |
| 28. | Reb1 | Qd6 | 67. | Kc3 | Kc5 |
| 29. | Rc1 | Re7 | 68. | Kb3 | Rb7+ |
| 30. | Ra2 | Bb7 | 69. | Ka3 | Rb5 |
| 31. | Ra4 | Rbe8 | 70. | Re4 | Rb1 |
| 32. | Rc4 | c6 | 71. | Re7 | f5 |
| 33. | b4 | Rd8 | 72. | Rc7+ | Kd5 |
| 34. | Nf3 | Qf4 | 73. | Rd7+ | Ke4 |
| 35.* | Qb3 | c5 | 74. | Rh7 | h5 |
| 36. | bx c5 | Bxe4 | 75. | Rg7 | Rf1 |
| 37. | Bxe4 | Rxe4 | 76. | Rxg6 | Rxf2 |
| 38. | c6 | Qc7 | 77. | Ka4 | Rh2 |
| 39. | Rb4 | Qf4 | 78. | Kxa5 | Rxh3 |



45. Qc1



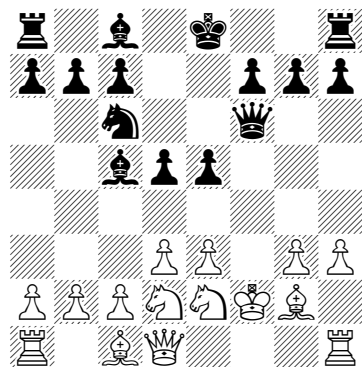
63. Ra4



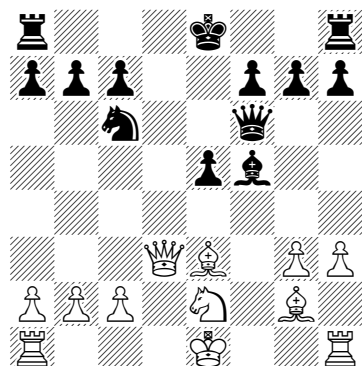
- | | | | | | |
|------|------|-----|-----|---------|------|
| 79. | Kb5 | Kf3 | 80. | Rg5 | Rxg3 |
| 81. | Rxh5 | f4 | 82. | Kc4 | Kg2 |
| 83. | Rf5 | f3 | 84. | Kd3 | Kg1 |
| 85.* | Ke3 | f2+ | | Resigns | |

Game 43: Beginner's Game with White (Knight and Bishop Early Attack)

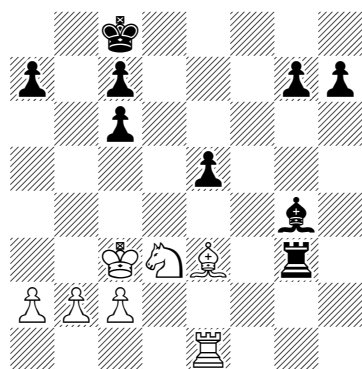
White's Beginner's Game is hit by the knight and bishop early attack. Black sacrifices a piece to disrupt his position, but white counterattacks (move 10. Ne4 is worth remembering) and retains his advantage. White wins a pawn and stops black's promotion threat with a slick rook sacrifice at move 29. It's then an easy task for white to shepherd his own pawns forward to victory. The knight and bishop attack looks far more dangerous than it really is: beginners take heart!



9. Ke1

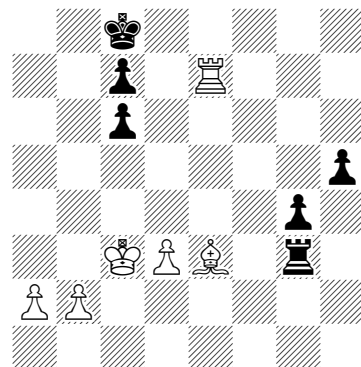


13. Qb5

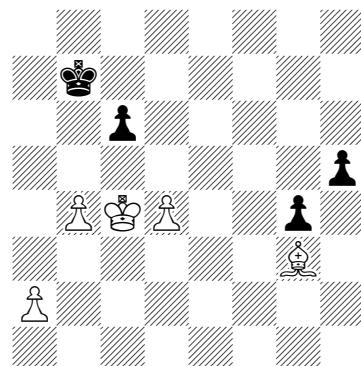


24. Bxa7

- | | | | |
|-----------|-------|------------|------|
| 1. d3 | d5 | 26. cxd3 | g5 |
| 2. e3 | e5 | 27. Be3 | g4 |
| 3. Nd2 | Bc5 | 28. Re7 | h5 |
| 4. Ne2 | Nc6 | 29.* Rxc7+ | Kxc7 |
| 5. g3 | Nf6 | 30. Bf4+ | Kb6 |
| 6. Bg2 | Ng4 | 31. Bxg3 | Kb5 |
| 7. h3 | Nxf2 | 32. d4 | Ka5 |
| 8. Kxf2 | Qf6+ | 33. Kc4 | Kb6 |
| 9.* Ke1 | Bxe3 | 34. b4 | Kb7 |
| 10. Ne4 | dxe4 | 35.* Kc5 | h4 |
| 11. Bxe3 | exd3 | 36. Bxh4 | Kc7 |
| 12. Qxd3 | Bf5 | 37. Bg3+ | Kd7 |
| 13.* Qb5 | O-O-O | 38. d5 | cxd5 |
| 14. Bxc6 | Qxc6 | 39. Kxd5 | Kd8 |
| 15. Qxc6 | bxc6 | 40. b5 | Kc8 |
| 16. Rf1 | Bxh3 | 41. Kc6 | Kd8 |
| 17. Rxf7 | Rhf8 | 42. b6 | Ke7 |
| 18. Rxf8 | Rxf8 | 43. Kd5 | Kf6 |
| 19. Kd2 | Rd8+ | 44. b7 | Kg6 |
| 20. Kc3 | Bg4 | 45. b8=Q | Kg7 |
| 21. Nc1 | Rf8 | 46. Ke6 | Kh6 |
| 22. Nd3 | Rf3 | 47. Kf6 | Kh7 |
| 23. Re1 | Rxg3 | 48. Qb7+ | Kg8 |
| 24.* Bxa7 | Bf5 | 49. Qg7++ | |
| 25. Rxe5 | Bxd3 | | |



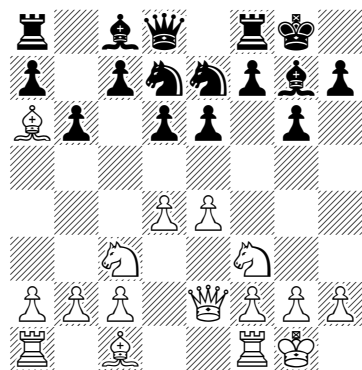
29. Rxc7+



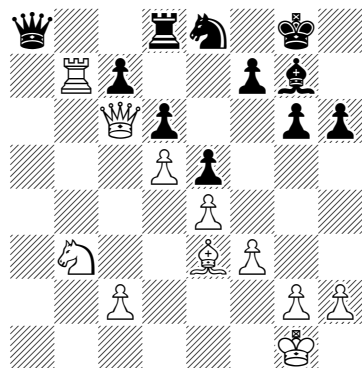
35. Kc5

Game 44: Beginner's Game with Black (Queen and Bishop Early Attack)

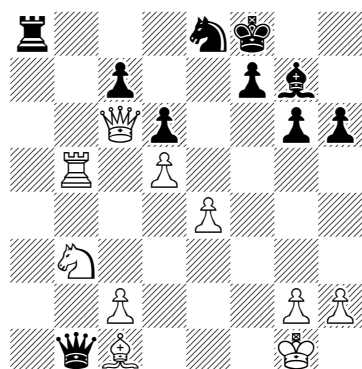
Black plays the Beginner's Game until he has to respond to the queen and bishop attack, then moves into BvE. After the opening white attacks, but black's defense is tight. Impatient with the closed position, white tries to open it with his 31st move. Black offers the exchange at move 36, and then sends his queen on a wild rampage thru white's poorly coordinated defenses. A big win!



9. Bxc8

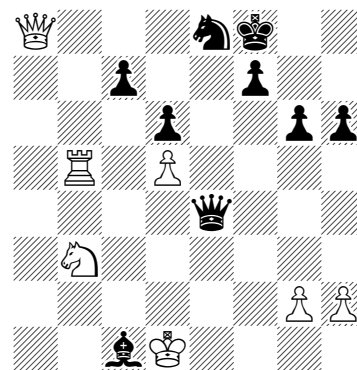


31. f4

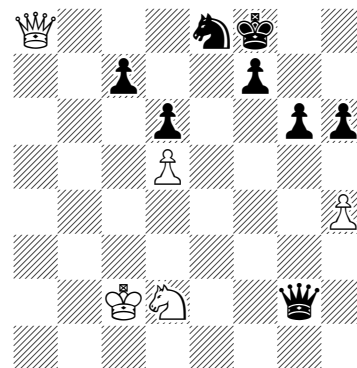


36..Bb2

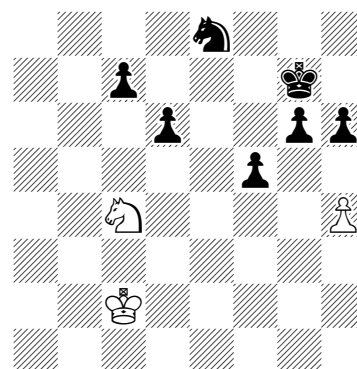
- | | | | | | |
|------|-------|-------|------|---------|-------|
| 1. | e4 | e6 | 39. | Ke1 | Qxe4+ |
| 2. | d4 | d6 | 40.* | Kd1 | Qd3+ |
| 3. | Nc3 | Ne7 | 41. | Kxc1 | Qxb5 |
| 4. | Nf3 | Nd7 | 42. | Nd2 | Qc5+ |
| 5. | Bd3 | g6 | 43. | Kd1 | Qg1+ |
| 6. | O-O | Bg7 | 44. | Kc2 | Qxg2 |
| 7. | Qe2 | b6 | 45.* | h4 | Qh1 |
| 8. | Ba6 | O-O | 46. | Qa4 | Qxd5 |
| 9.* | Bxc8 | Rxc8 | 47. | Qf4 | Kg7 |
| 10. | d5 | e5 | 48. | Qc4 | Qxc4+ |
| 11. | Be3 | h6 | 49. | Nxc4 | f5 |
| 12. | a4 | a5 | 50.* | Kd3 | Nf6 |
| 13. | Rfb1 | Ra8 | 51. | Ne3 | Kf7 |
| 14. | b4 | Nf6 | 52. | Ng2 | Nd5 |
| 15. | bx a5 | Rxa5 | 53. | Ne1 | c5 |
| 16. | Nb5 | Ra8 | 54. | Nf3 | Ke6 |
| 17. | Qc4 | Rc8 | 55. | Ke2 | Nc3+ |
| 18. | a5 | bx a5 | 56. | Kd2 | Ne4+ |
| 19. | Na7 | Rb8 | 57. | Ke3 | d5 |
| 20. | Rxb8 | Qxb8 | 58. | Kd3 | Kd6 |
| 21. | Nd2 | Qd8 | 59. | Ne1 | Ke5 |
| 22. | Nc6 | Nxc6 | 60. | Ke2 | c4 |
| 23. | Qxc6 | Qb8 | 61. | Nf3+ | Kf4 |
| 24. | f3 | Rd8 | 62. | Nd4 | Ng3+ |
| 25. | Rxa5 | Ne8 | 63. | Kf2 | Ke4 |
| 26. | Ra7 | Qb4 | 64. | Ne6 | f4 |
| 27. | Ra4 | Qb8 | 65. | Nc5+ | Kf5 |
| 28. | Nb3 | Kf8 | 66. | Ke1 | Ke5 |
| 29. | Ra7 | Kg8 | 67. | Nd7+ | Kd4 |
| 30. | Rb7 | Qa8 | 68. | Nf6 | h5 |
| 31.* | f4 | exf4 | 69. | Nd7 | c3 |
| 32. | Bxf4 | Qa2 | 70. | Nf6 | f3 |
| 33. | Bc1 | Qb1 | 71. | Kf2 | Ne4+ |
| 34. | Qc4 | Ra8 | 72. | Kxf3 | c2 |
| 35. | Rb5 | Kf8 | 73. | Nxe4 | dxe4+ |
| 36.* | Qc6 | Bb2 | 74. | Kg3 | e3 |
| 37. | Qxa8 | Bxc1 | 75. | Kf4 | c1=Q |
| 38. | Kf2 | Qxc2+ | | resigns | |



40..Qd3+



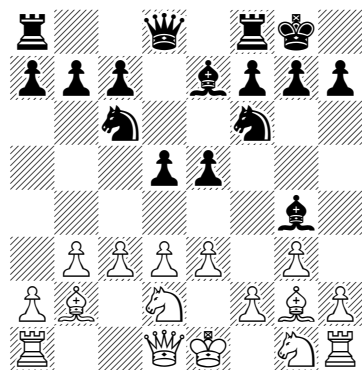
45..Qh1



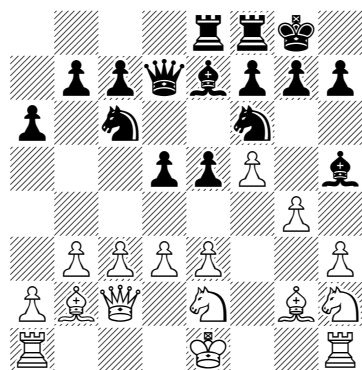
50. Kd3

Game 45: Beginner's Game with White (Bishop Pin Early attack)

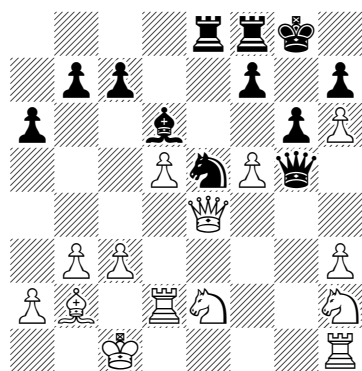
The author plays the Beginner's Game, responding to the bishop pin early attack. He gains time with both bishop pawn moves, and advances on the king side, trapping black's bishop. A queen side castle strengthens his position. White stays on the offensive, and keeps up the momentum until the win. There are a few pretty moves towards the end. Not bad, as they say, for an amateur.



9. f3



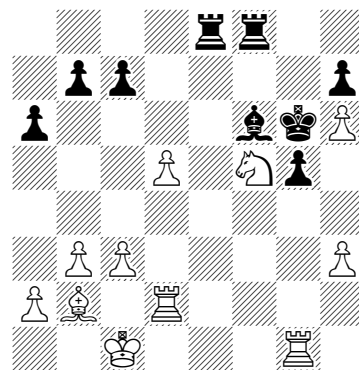
18. O-O-O



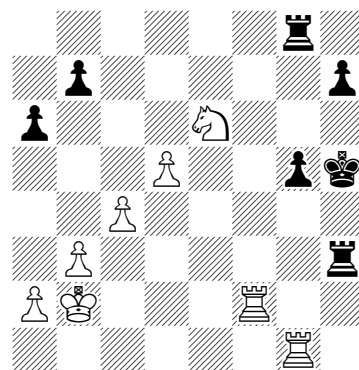
27. Ng4

1. b3 e5
2. g3 d5
3. Bb2 Nc6
4. Bg2 Nf6
5. d3 Bb4+
6. c3 Be7
7. Nd2 O-O
8. e3 Bg4
- 9.* f3 Be6
10. Ne2 Qd7
11. f4 Bf5
12. Qc2 Ng4
13. Nf1 Rae8
14. h3 Nf6
15. g4 Bg6
16. f5 Bh5
17. Nh2 a6
- 18.* O-O-O Bc5
19. d4 Bd6
20. gxh5 exd4
21. exd4 Qe7
22. Rd2 Ne4
23. Bxe4 dxe4
24. h6 g6
25. d5 Ne5
26. Qxe4 Qg5
- 27.* Ng4 gxf5
28. Qe3 f6
29. Qxg5+ fxg5
30. Nxe5 Bxe5

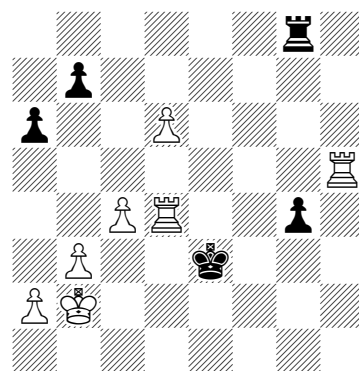
31. Rg1 Bf6
32. Nd4 Kf7
33. Nxf5 Kg6
- 34.* Ng7 Re4
35. Ne6 Rg8
36. c4 Bxb2+
37. Kxb2 Kxh6
38. Nxc7 Re3
39. Ne6 Kh5
40. Rf2 Rxh3
- 41.* Nf4+ Kh4
42. Nxf3 Kxh3
43. d6 g4
44. Rd2 h5
45. Rh1+ Kg3
46. Rxh5 Kf4
47. Rd4+ Ke3
- 48.* Rxf4 Rxf4
49. d7 Rg8
50. Re5+ Kf3
51. Re8 Rg2+
52. Kc3 Rg3
53. d8=Q Kg4+
54. Kd2 Rg2+
55. Ke3 Rg3+
56. Ke4 Re3+
57. Kxe3 b5
58. Qd7+ Kh4
59. Rg8 a5
60. Qg4++



34. Ng7



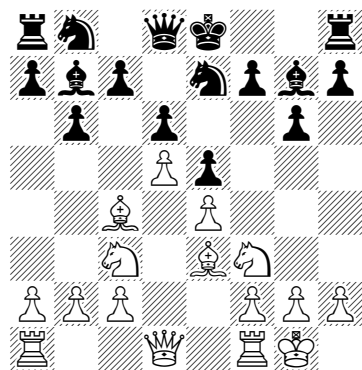
41. Nf4+



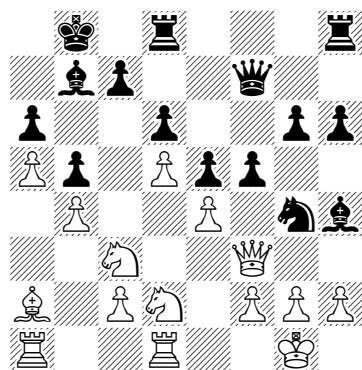
48. Rxf4

Game 46: Beginner's Game with Black (Center Pawn Early Attack)

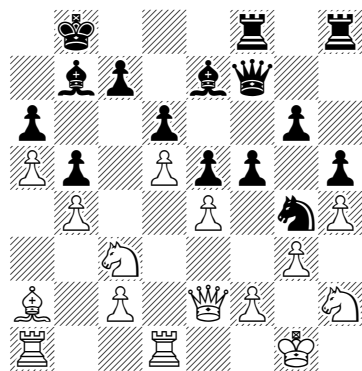
Black avoids the center pawn attack by advancing his pawn, and completes his Beginner's Game with the strong queen side castle. Black then attacks on the king side, bringing all his pieces and king side pawns into the assault. White shifts pieces about, barely able to respond to changing threats. In the end black traps his adversary in the king corner and nothing can stop mate.



9. Qe2



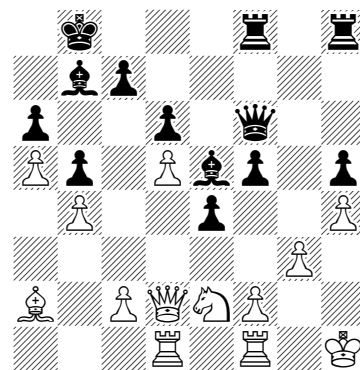
23. g3



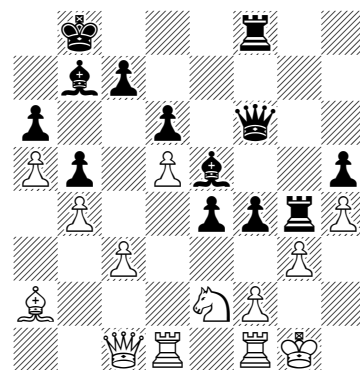
29. exf5

- 1. e4 e6
- 2. d4 b6
- 3. Nf3 Bb7
- 4. Nc3 g6
- 5. Bc4 Bg7
- 6. Be3 Ne7
- 7. O-O d6
- 8. d5 e5
- 9.* Qe2 a6
- 10. a4 Nd7
- 11. Nd2 f5
- 12. Bg5 h6
- 13. Bxe7 Qxe7
- 14. Qe3 Bf6
- 15. Nf3 O-O-O
- 16. b4 Kb8
- 17. Rfb1 Qf7
- 18. Rd1 Be7
- 19. a5 b5
- 20. Ba2 Nf6
- 21. Nd2 Ng4
- 22. Qf3 Bh4
- 23.* g3 Bg5

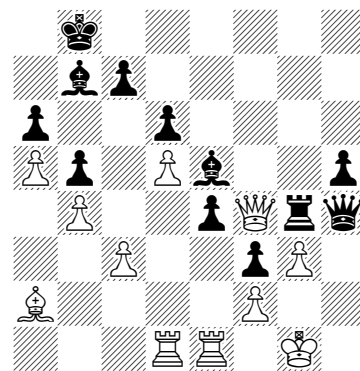
- 24. Nf1 h5
- 25. h3 Nh6
- 26. h4 Be7
- 27. Nh2 Rdf8
- 28. Qe2 Ng4
- 29.* exf5 Nxh2
- 30. Kxh2 gxf5
- 31. Rf1 e4
- 32. Rad1 Bf6
- 33. Qd2 Be5
- 34. Kh1 Qf6
- 35.* Ne2 f4
- 36. Qc1 Rhg8
- 37. c3 Rg4
- 38.* Kg1 f3
- 39. Nf4 Qxh4
- 40. Rfe1 Rxf4
- 41.* Qxf4 Qh3
- 42. Qf8+ Ka7
- 43. Qxf3 exf3
- 44. c4 Qg2++



35..f4



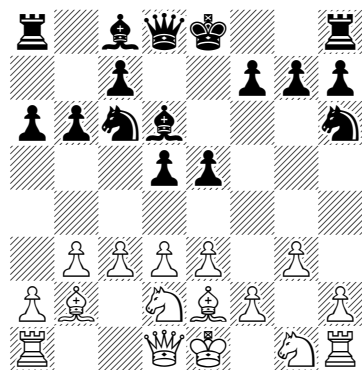
38..f3



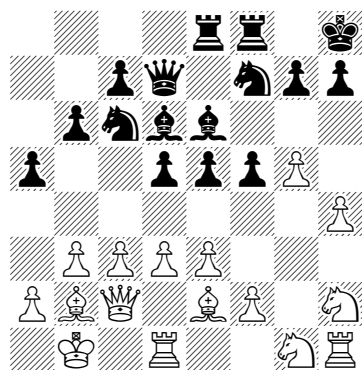
41..Qh3

Game 47: Beginner's Game with white (Bishop Pin Early Attack)

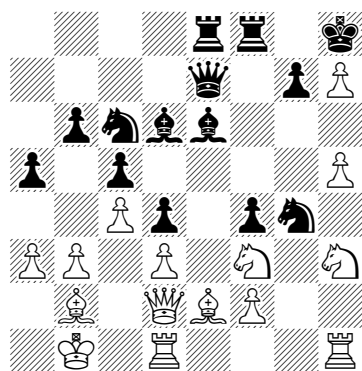
The author with white plays close variant Bv3'F against his computer rival. This position is best reached by repulsing the bishop pin, as in this case. White's defense holds, and his attack is good, but it doesn't quite succeed. White uses some rather unusual knight moves to support the attack. The finale is quite interesting, white finds a clever way to save a draw. Good try, mate!



9. Qc2



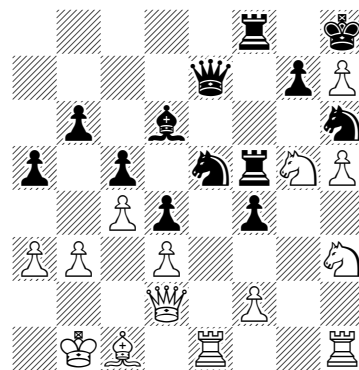
18. c4



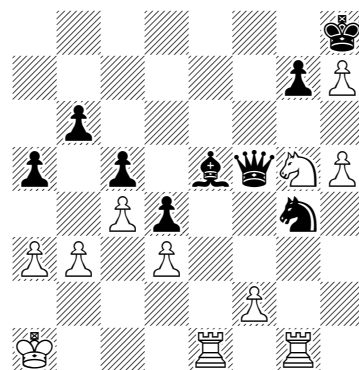
27. Rde1

1. e3 d5
2. g3 Nc6
3. b3 a6
4. Bb2 e5
5. d3 b6
6. Nd2 Nh6
7. Be2 Bb4
8. c3 Bd6
- 9.* Qc2 O-O
10. h3 Be6
11. O-O-O Qd7
12. Kb1 f6
13. Nf1 Kh8
14. Nh2 Rae8
15. g4 f5
16. g5 Nf7
17. h4 a5
- 18.* c4 d4
19. Nhf3 Nb4
20. Qd2 c5
21. h5 f4
22. exf4 exf4
23. g6 Nh6
24. gxh7 Ng4
25. Nh3 Qe7
26. a3 Nc6
- 27.* Rde1 Nh6

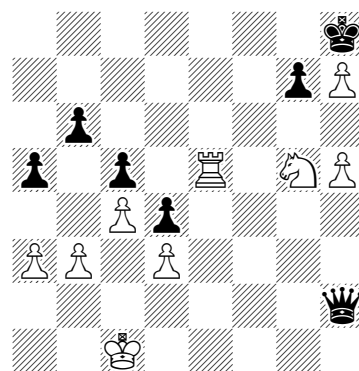
28. Nfg5 Bf5
 29. Bg4 Ne5
 30. Bxf5 Rxf5
 31. Bc1 Ref8
 - 32.* Nxf4 Rxf4
 33. Qxf4 Rxf4
 34. Bxf4 Qf6
 35. Bxe5 Bxe5
 36. Rhg1 Qf5
 37. Ka1 Ng4
 - 38.* Rxg4 Qxg4
 39. Rxe5 Qg1+
 40. Kb2 Qxf2+
 41. Kc1 Qg1+
 42. Kd2 Qh2+
 - 43.* Kc1 Qh1+
 44. Kb2 Qg2+
 45. Kc1 Qf1+
- drawn



32. Nxf4



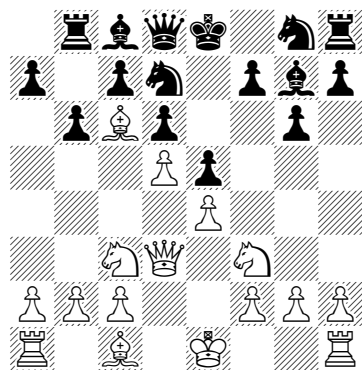
38. Rxg4



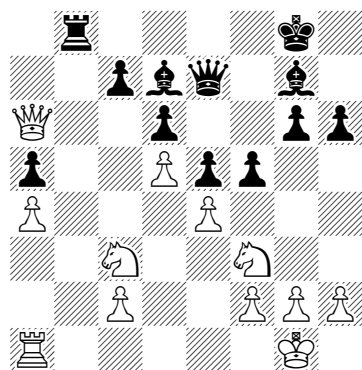
43..Qh1+

Game 48: Beginner's Game with Black (Center Pawn Early Attack)

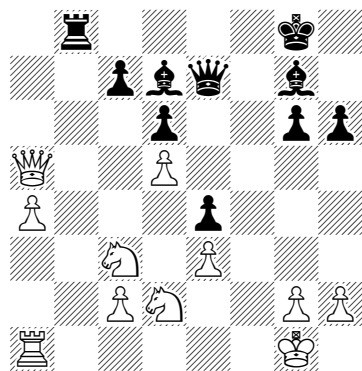
Black avoids the center pawn attack and subsequent bishop attack on his rook, moving into Bv5'A'. White trades his bishops for knights and goes after a pawn. Black parries all white's threats, and then responds with highly effective counterattacks, smashing white's position. and eventually winning rook odds Another easy victory for the remarkably strong Beginner's Game!



9. Bg5

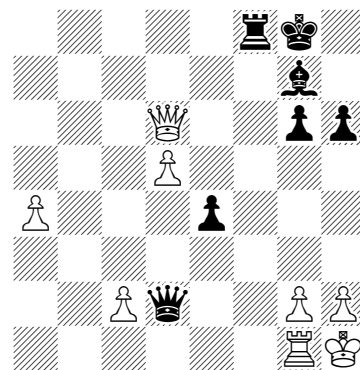


16..f5

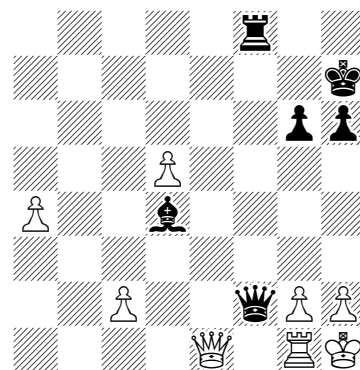


21..Qg5

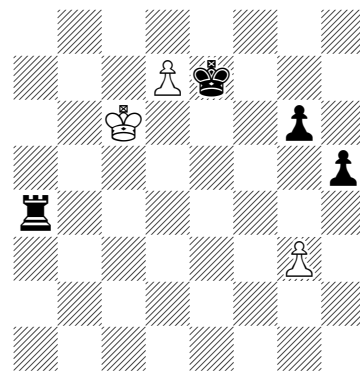
- | | | | |
|-----------|------|-----------|-------|
| 1. Nf3 | g6 | 26.* Qxd6 | Qf2 |
| 2. e4 | d6 | 27. Qe6+ | Kh7 |
| 3. d4 | b6 | 28. Qxe4 | Bd4 |
| 4. Nc3 | e6 | 29.* Qe1 | Qxg1+ |
| 5. d5 | e5 | 30. Qxg1 | Bxg1 |
| 6. Bb5+ | Nd7 | 31. Kxg1 | Rc8 |
| 7. Bc6 | Rb8 | 32. Kf2 | Rxc2+ |
| 8. Qd3 | Bg7 | 33. Ke3 | Kg7 |
| 9.* Bg5 | Ne7 | 34. g3 | Rxh2 |
| 10. b4 | O-O | 35. Kd4 | Ra2 |
| 11. O-O | h6 | 36. Kc5 | Rxa4 |
| 12. Bxe7 | Qxe7 | 37. d6 | Kf6 |
| 13. a4 | a5 | 38. d7 | Ke7 |
| 14. Bxd7 | Bxd7 | 39. Kc6 | h5 |
| 15. bxa5 | bxa5 | 40.* Kc5 | Kxd7 |
| 16.* Rfb1 | f5 | 41. Kd5 | Rg4 |
| 17. Rxb8 | Rxb8 | 42. Kc5 | Ke6 |
| 18. Qa6 | fxe4 | 43. Kc6 | Rxg3 |
| 19. Nd2 | e3 | 44. Kc5 | h4 |
| 20. fxe3 | e4 | 45. Kd4 | h3 |
| 21.* Qxa5 | Qg5 | 46. Kc4 | h2 |
| 22. Kh1 | Qxe3 | 47. Kb4 | h1=Q |
| 23. Qxc7 | Rf8 | 48. Kb5 | Qd5+ |
| 24. Qxd7 | Qxc3 | 49. Ka4 | Qc4+ |
| 25. Rg1 | Qxd2 | 50. Ka5 | Rg5+ |
| | | 51. Kb6 | Rb5+ |
| | | 52. Ka7 | Qa2++ |



26..Qf2



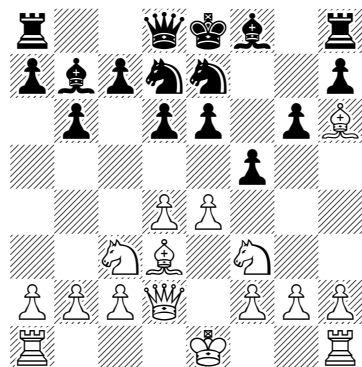
29..Qxg1+



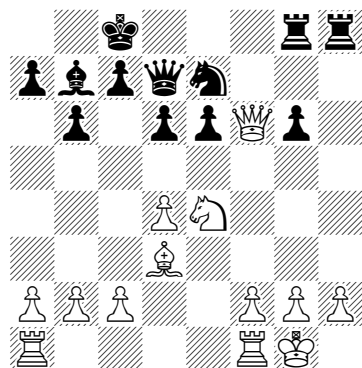
40. Kc5

Game 49: Beginner's Game with Black (Queen and Bishop Early Attack)

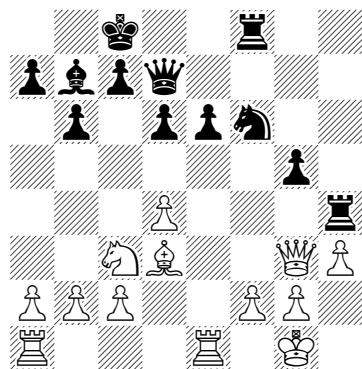
Black's Beginner's Game is interrupted by the queen and bishop early attack. White invades with his queen, and wins a pawn. He pays a high price for this pawn however: black's strong king side attack forces him to defend for the remainder of the game! Black finds interesting moves (23,28) to keep white under pressure. At move 33 black obtains equality, then quickly brings the game to a drawn conclusion. Aggressive players will enjoy playing such lines, with their powerful attacks.



9. Bxf8



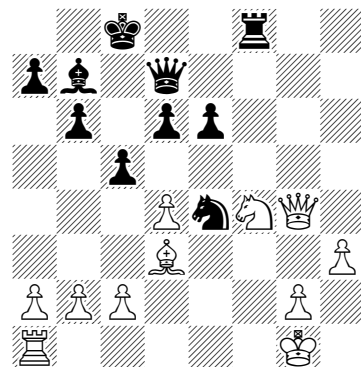
17..Rf8



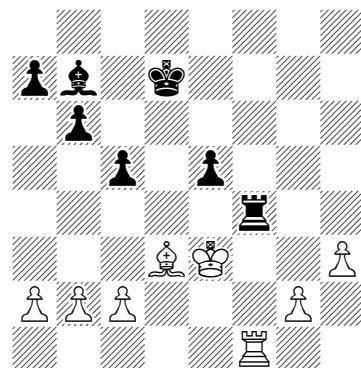
23. Rf4

- | | | | |
|-----------|-------|-----------|-------|
| 1. e4 | d6 | 25. Re2 | Rxe2 |
| 2. d4 | g6 | 26. Nxe2 | c5 |
| 3. Be3 | Nd7 | 27. Nf4 | Ne4 |
| 4. Nf3 | b6 | 28.* Qg4 | Nf2 |
| 5. Qd2 | e6 | 29. Kxf2 | e5 |
| 6. Bd3 | Ne7 | 30. Qxd7+ | Kxd7 |
| 7. Nc3 | Bb7 | 31. dxe5 | Rxf4+ |
| 8. Bh6 | f5 | 32. Ke3 | dxe5 |
| 9. * Bxf8 | Rxf8 | 33.* Rf1 | Bxg2 |
| 10. Qh6 | Nf6 | 34. Rxf4 | exf4+ |
| 11. Ng5 | Qd7 | 35. Kxf4 | Bxh3 |
| 12. Nxf7 | Nxf7 | 36. Bf5+ | Bxf5 |
| 13. Qxh7 | fxe4 | 37. Kxf5 | b5 |
| 14. Nxe4 | O-O-O | 38. Ke5 | Kc6 |
| 15. O-O | Rh8 | 39.* a3 | c4 |
| 16. Qg7 | Rdg8 | 40. Kd4 | a6 |
| 17.* Qf6 | Rf8 | 41. b3 | cxb3 |
| 18. Qg5 | Rh5 | 42. cxb3 | a5 |
| 19. Qg4 | Nd5 | 43. b4 | axb4 |
| 20. Nc3 | Nf6 | 44. axb4 | Kd6 |
| 21. Qg3 | g5 | 45. Ke4 | Ke6 |
| 22. Rfe1 | Rh4 | 46. Kd4 | Kd6 |
| 23.* h3 | Rf4 | 47. Ke4 | Ke6 |
| 24. Qxg5 | Rxf2 | 48. Kd4 | Kd6 |

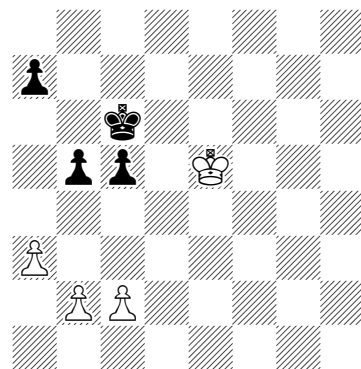
drawn



28..Nf2



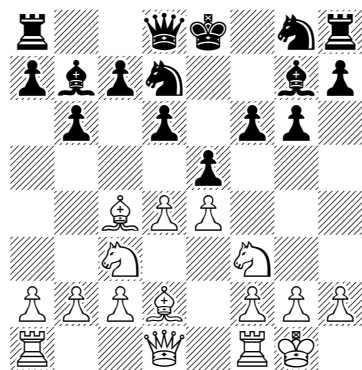
33..Bxg2



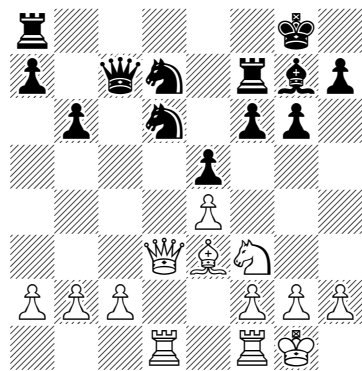
39..c4

Game 50: Beginner's Game with Black (Bishop Pin Early Attack)

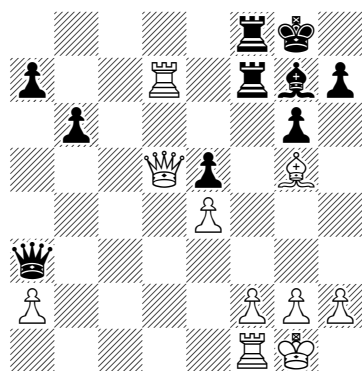
Black's Beginner's Game is challenged by a bishop pin early attack. Black reacts aggressively by moving into close variant Bv56' and completes his standard opening. White attacks for most of the game, but black skillfully defuses every threat. White finds a nice gambit (move 33) that finally wins a pawn, but then black develops his promotion threat to force the draw. Right on the edge!



9. Qe2

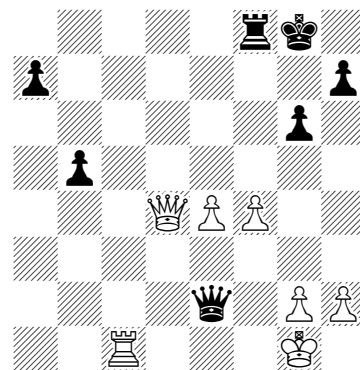


17. Qxd6

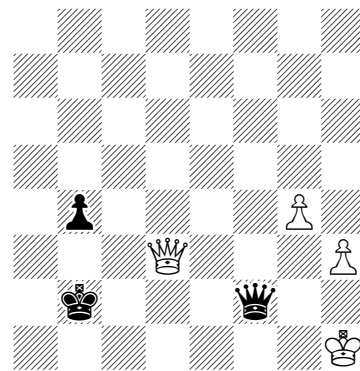


23..Qa4

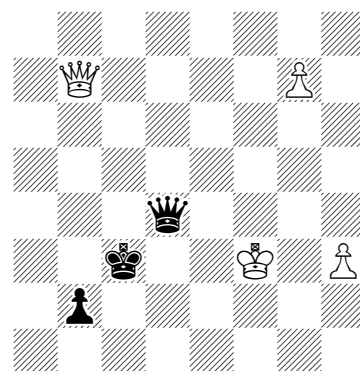
- | | | | | | |
|------|-------|------|------|-------|-------|
| 1. | d4 | d6 | 39. | Qe8+ | Kf6 |
| 2. | Bg5 | f6 | 40. | Qd8+ | Ke5 |
| 3. | Bd2 | g6 | 41. | Qe7+ | Kd4 |
| 4. | e4 | Bg7 | 42. | Qxa7+ | Kxe4 |
| 5. | Nf3 | b6 | 43. | Qe7+ | Kd3 |
| 6. | Bc4 | Bb7 | 44. | Qd6+ | Kc3 |
| 7. | Nc3 | Nd7 | 45. | Qf6+ | Kb3 |
| 8. | O-O | e5 | 46. | Qxg6 | Qe1+ |
| 9. | * Qe2 | Ne7 | 47. | Kh2 | b4 |
| 10. | dxe5 | dxe5 | 48. | g4 | Qf2+ |
| 11. | Rad1 | Nc8 | 49. | Kh1 | Ka2 |
| 12. | Bd5 | Bxd5 | 50. | Qa6+ | Kb2 |
| 13. | Nxd5 | Nd6 | 51.* | Qd3 | b3 |
| 14. | Be3 | O-O | 52. | g5 | Qc2 |
| 15. | Qd3 | Rf7 | 53. | Qd4+ | Ka3 |
| 16. | Nxc7 | Qxc7 | 54. | Qd6+ | Ka4 |
| 17.* | Qxd6 | Qxc2 | 55. | Qd4+ | Kb5 |
| 18. | Qd5 | Rd8 | 56. | Qd5+ | Kb6 |
| 19. | Rc1 | Qxb2 | 57. | Qd4+ | Kc6 |
| 20. | Rc7 | Qa3 | 58. | Qa4+ | Kd6 |
| 21. | Ng5 | fxg5 | 59. | g6 | Qc1+ |
| 22. | Bxg5 | Rf8 | 60. | Kh2 | Qd2+ |
| 23.* | Rxd7 | Qa4 | 61. | Kg3 | Qe3+ |
| 24. | Be7 | Rc8 | 62. | Kg2 | Qe2+ |
| 25. | Rd8+ | Rxd8 | 63. | Kg3 | Qe5+ |
| 26. | Qxd8+ | Bf8 | 64. | Kg4 | b2 |
| 27. | Bxf8 | Rxf8 | 65. | Qa6+ | Kc5 |
| 28. | Qd5+ | Rf7 | 66. | Qa7+ | Kb4 |
| 29. | Qxe5 | Qxa2 | 67. | Qb7+ | Kc3 |
| 30. | f4 | Qe2 | 68. | g7 | Qe6+ |
| 31. | Qd4 | b5 | 69. | Kf4 | Qf6+ |
| 32. | Rc1 | Rf8 | 70. | Ke3 | Qd4+ |
| 33.* | h3 | Rxf4 | 71.* | Kf3 | Qc4 |
| 34. | Rc8+ | Rf8 | 72. | Kg3 | Qd3+ |
| 35. | Rxf8+ | Kxf8 | 73. | Kf4 | Qf1+ |
| 36. | Qh8+ | Ke7 | 74. | Ke5 | Qe1+ |
| 37. | Qxh7+ | Kf6 | 75. | Kf6 | Qh4+ |
| 38. | Qh8+ | Ke6 | | | drawn |



33. h3



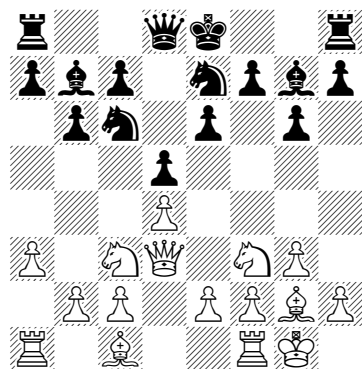
51..b3



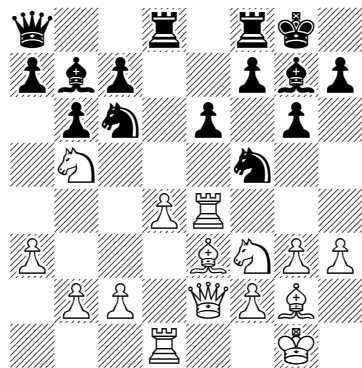
71..Qc4

Game 51: Beginner's Game with Black (Fianchetto Early Attack)

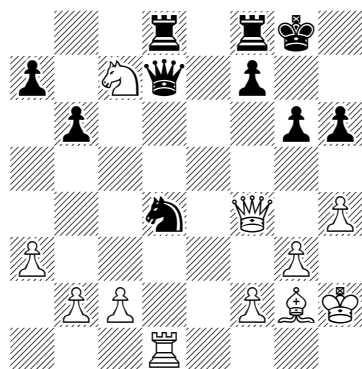
Black responds to a fianchetto early attack by moving into Bv4B. He puts white in difficulty early, piling on the queen pawn, and winning a rook for piece and pawn. Black plays a well calculated series of exchanges that keeps white under fire and clears the board. He stays ahead until the very end, but in a thrilling finale white develops his promotion threat and finally earns the draw.



9. Re1



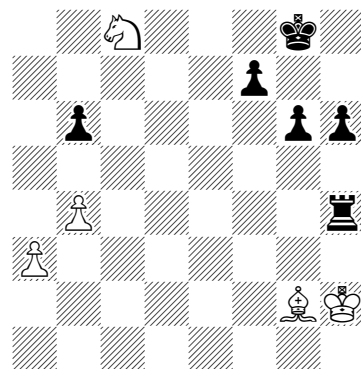
16..Nce7



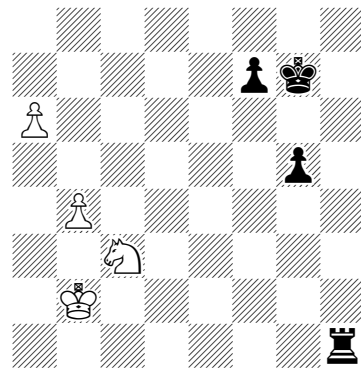
26..Ne6

- | | | | |
|----------|-------|------------|------|
| 1. g3 | b6 | 34.* Kg1 | b5 |
| 2. Bg2 | Nc6 | 35. Nd6 | Kg7 |
| 3. Nf3 | Bb7 | 36. Nxb5 | h5 |
| 4. O-O | e6 | 37. Kf2 | Rc4 |
| 5. d4 | g6 | 38. Ke3 | Rc1 |
| 6. Nc3 | Nge7 | 39. Kd4 | Ra1 |
| 7. a3 | Bg7 | 40. Kc3 | h4 |
| 8. Qd3 | d5 | 41. Kb2 | Rg1 |
| 9.* Re1 | O-O | 42. Bc6 | g5 |
| 10. e4 | dxex4 | 43. a4 | h3 |
| 11. Rxe4 | Qd7 | 44. a5 | h2 |
| 12. Be3 | Nf5 | 45. a6 | h1=Q |
| 13. Rd1 | Rad8 | 46. Bxh1 | Rxh1 |
| 14. Qe2 | Qc8 | 47.* Nc3 | Rh8 |
| 15. h3 | Qa8 | 48. b5 | Ra8 |
| 16.* Nb5 | Nce7 | 49. Kb3 | g4 |
| 17. Nxc7 | Qc8 | 50. Ne2 | Kf6 |
| 18. Bf4 | Bxe4 | 51. Kb4 | Ke5 |
| 19. Qxe4 | h6 | 52. Ka5 | Kd6 |
| 20. h4 | Qd7 | 53. b6 | Re8 |
| 21. Qe2 | e5 | 54. Nd4 | g3 |
| 22. Bxe5 | Bxe5 | 55. a7 | g2 |
| 23. Qxe5 | Nc6 | 56. Nf3 | Kc6 |
| 24. Qf4 | Ncxd4 | 57. Ka6 | f6 |
| 25. Nxd4 | Nxd4 | 58. Ng1 | Kc5 |
| 26.* Kh2 | Ne6 | 59. b7 | Re6+ |
| 27. Rxd7 | Nxf4 | 60. Ka5 | Re1 |
| 28. Rxd8 | Rxd8 | 61. Ka4 | Kc4 |
| 29. gxf4 | Rc8 | 62.* Ka3 | Rxg1 |
| 30. Nb5 | Rxc2 | 63. a8=Q | Ra1+ |
| 31. Nxa7 | Rxf2 | 64. Kb2 | Rxa8 |
| 32. b4 | Rxf4 | 65. bxa8=Q | g1=Q |
| 33. Nc8 | Rxh4+ | 66. Qa6+ | Kd5 |
| | | 67. Qxf6 | Qg2+ |

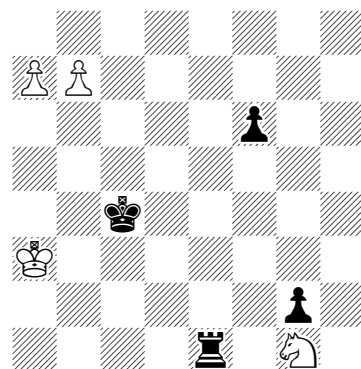
drawn



34. Kg1



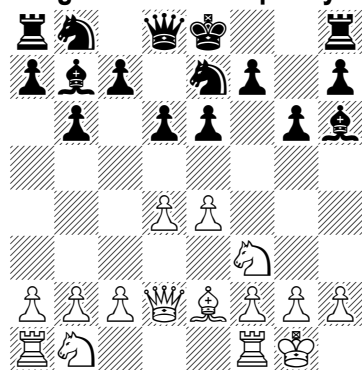
47..Rh8



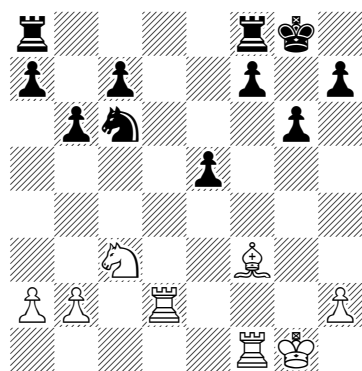
62..Rxg1

Game 52: Beginner's Game with Black (Queen and Bishop Early Attack)

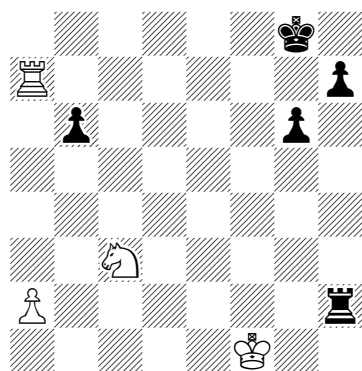
Black's Beginner's Game is interrupted by the queen and bishop attack. A wild series of exchanges follows the opening. Black first manages to maintain equality (3 pawns for piece), but then white's two pieces start to clean up. Black fights on and finally earns a draw in a colossal endgame. There is plenty of action for risk takers in the sharper lines of the Beginner's Game!



9. Qxh6

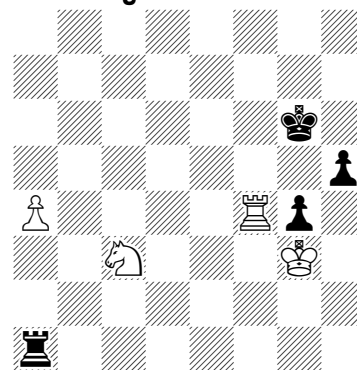


20..Rad8

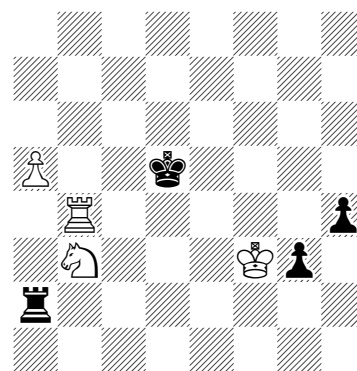


29..h5

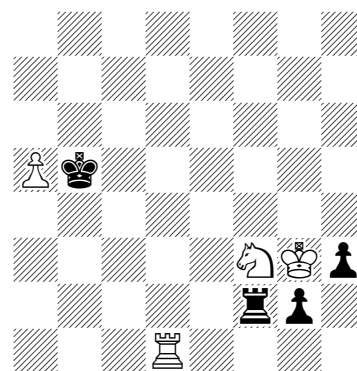
- | | | | | | |
|------|------|-------|------|------|-------|
| 1. | e4 | e6 | 40. | Rf5 | Rh1+ |
| 2. | d4 | g6 | 41. | Kg3 | Ra1 |
| 3. | Nf3 | Bg7 | 42. | Nc3 | Kg6 |
| 4. | Be2 | b6 | 43.* | Rf4 | Rg1+ |
| 5. | O-O | Bb7 | 44. | Kf2 | Rc1 |
| 6. | Bg5 | Ne7 | 45. | Rc4 | Kf5 |
| 7. | Qd2 | d6 | 46. | Rc5+ | Kg6 |
| 8. | Bh6 | Bxh6 | 47. | Kg3 | Rg1+ |
| 9.* | Qxh6 | Bxe4 | 48. | Kh2 | Ra1 |
| 10. | Nc3 | Bxc2 | 49. | Rd5 | Ra3 |
| 11. | Ne1 | Bf5 | 50. | Rd3 | h4 |
| 12. | g4 | e5 | 51. | Kg1 | Kf5 |
| 13. | gxf5 | Nxf5 | 52. | Kg2 | Rb3 |
| 14. | Qd2 | Nxd4 | 53. | a5 | Ra3 |
| 15. | f4 | O-O | 54. | Rd5+ | Kf6 |
| 16. | fxe5 | dxe5 | 55. | Ne4+ | Ke6 |
| 17. | Rd1 | Nbc6 | 56. | Rh5 | Ra2+ |
| 18. | Nf3 | Nxf3+ | 57. | Kf1 | Ra1+ |
| 19. | Bxf3 | Qxd2 | 58. | Kf2 | Ra2+ |
| 20.* | Rxd2 | Rad8 | 59. | Ke3 | Ra3+ |
| 21. | Re2 | Nd4 | 60. | Kf4 | g3 |
| 22. | Rxe5 | Nxf3+ | 61. | Rh6+ | Kd5 |
| 23. | Rxf3 | Rd2 | 62. | Rd6+ | Kc4 |
| 24. | Re7 | Rxb2 | 63. | Nd2+ | Kc5 |
| 25. | Rxc7 | Re8 | 64. | Rg6 | Kb5 |
| 26. | Rxf7 | Re1+ | 65. | Rb6+ | Kc5 |
| 27. | Rf1 | Rxf1+ | 66. | Nb3+ | Kd5 |
| 28. | Kxf1 | Rxh2 | 67. | Kf3 | Ra2 |
| 29.* | Rxa7 | h5 | 68.* | Rb4 | Rf2+ |
| 30. | Ra6 | Rc2 | 69. | Ke3 | Rb2 |
| 31. | Nd5 | Kf7 | 70. | Rd4+ | Kc6 |
| 32. | Nxb6 | g5 | 71. | Nd2 | h3 |
| 33. | Nd5 | Rc1+ | 72. | Nf3 | Kb5 |
| 34. | Kg2 | Rc2+ | 73. | Kf4 | g2 |
| 35. | Kf3 | Rc1 | 74. | Rd1 | Rf2 |
| 36. | Rf6+ | Kg7 | 75.* | Kg3 | Rf1 |
| 37. | a4 | g4+ | 76. | Kxh3 | Rxd1 |
| 38. | Kg3 | Rg1+ | 77. | Kxg2 | Kxa5 |
| 39. | Kh4 | Rd1 | | | drawn |



43..Rg1+



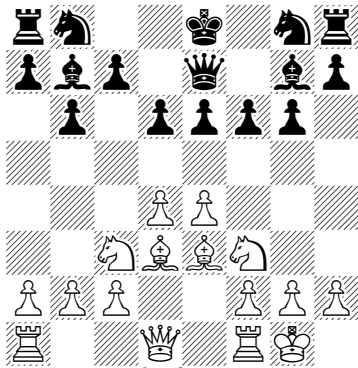
68..Rf2+



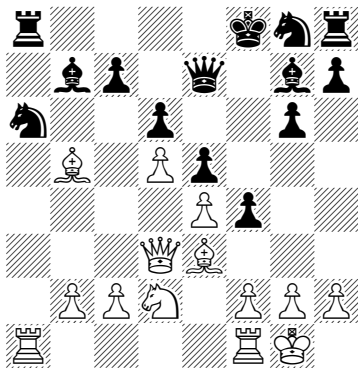
75..Rf1

Game 53: Beginner's Game with Black (Bishop Pin Early Attack)

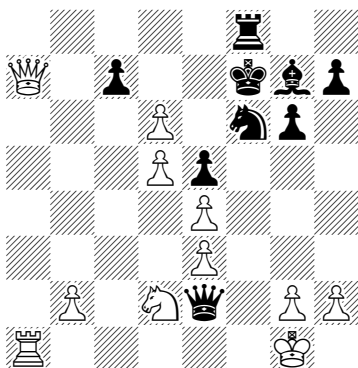
Black interrupts his Beginner's Game to repulse white's bishop and then moves into close variant Bv6'D'. White attacks furiously after the opening, sacrificing a piece to open the queen side. Black holds, then counter attacks. The tension culminates when white has to delay his pawn advances to defend. Black then takes enough material to guarantee a decisive win. Well played!



9. d5

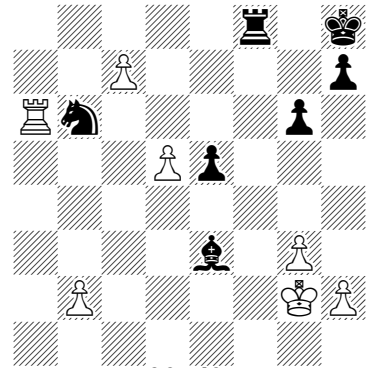


17. Bxa6

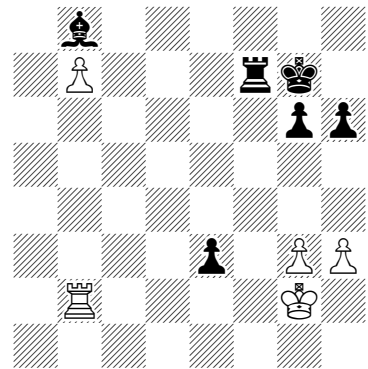


27..Qxd2

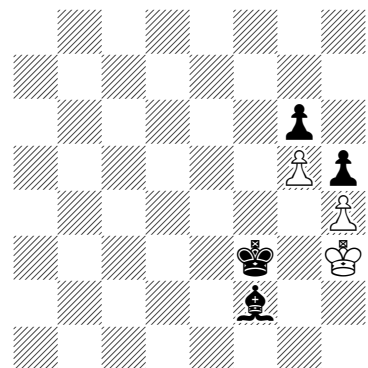
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | e4 | e6 | 36.* | d6 | Bc5 |
| 2. | d4 | b6 | 37. | b4 | Bxd6 |
| 3. | Nc3 | Bb7 | 38. | Rxb6 | Bxc7 |
| 4. | Nf3 | g6 | 39. | Rc6 | Bb8 |
| 5. | Bd3 | Bg7 | 40. | b5 | Kg7 |
| 6. | Bg5 | f6 | 41. | b6 | e4 |
| 7. | Be3 | Qe7 | 42. | b7 | Rf7 |
| 8. | O-O | d6 | 43. | Rb6 | e3 |
| 9.* | d5 | e5 | 44. | Rb2 | h6 |
| 10. | a4 | a6 | 45.* | h3 | e2 |
| 11. | a5 | b5 | 46. | Rxe2 | Rxb7 |
| 12. | Nxb5 | axb5 | 47. | Re3 | Ba7 |
| 13. | Bxb5+ | Kf8 | 48. | Rc3 | Rf7 |
| 14. | a6 | Nxa6 | 49. | g4 | Kf6 |
| 15. | Qd3 | f5 | 50. | Rf3+ | Ke6 |
| 16. | Nd2 | f4 | 51. | Rxf7 | Kxf7 |
| 17.* | Bxa6 | Bxa6 | 52. | Kf3 | Kf6 |
| 18. | Rxa6 | Rxa6 | 53. | h4 | Ke5 |
| 19. | Qxa6 | fxe3 | 54. | Kg3 | Ke4 |
| 20. | fxe3+ | Nf6 | 55. | Kg2 | Kf4 |
| 21. | Qa8+ | Kf7 | 56. | Kh3 | Kf3 |
| 22. | Qa3 | Rb8 | 57. | g5 | h5 |
| 23. | Ra1 | Qd7 | 58. | Kh2 | Bd4 |
| 24. | c4 | Qg4 | 59. | Kh3 | Bf2 |
| 25. | c5 | Qe2 | 60.* | Kh2 | Bxh4 |
| 26. | Qa7 | Rf8 | 61. | Kg1 | Bxg5 |
| 27.* | cxd6 | Qxd2 | 62. | Kf1 | Bd2 |
| 28. | dxg7 | Kg8 | 63. | Kg1 | g5 |
| 29. | Qb6 | Kh8 | 64. | Kh2 | g4 |
| 30. | Qc5 | Nxe4 | 65. | Kg1 | g3 |
| 31. | Qc1 | Bh6 | 66. | Kh1 | h4 |
| 32. | Qxd2 | Nxd2 | 67. | Kg1 | Be3+ |
| 33. | g3 | Bxe3+ | 68. | Kh1 | g2+ |
| 34. | Kg2 | Nc4 | 69. | Kh2 | g1=Q+ |
| 35. | Ra6 | Nb6 | 70. | Kh3 | Qg3++ |



36. d6



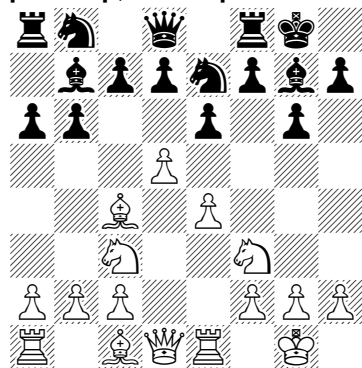
45..e2



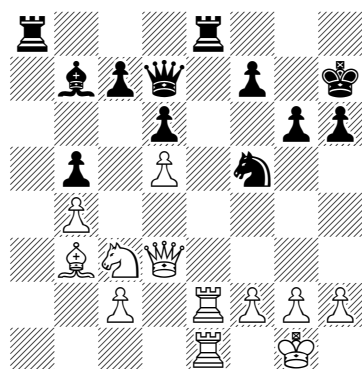
60. Kh2

Game 54: Beginner's Game with Black (Center Pawn Early Attack)

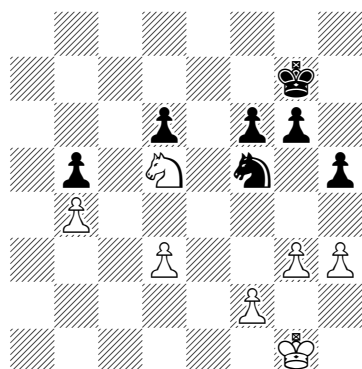
Black moves into Bv1E, in the face of a center pawn attack, then completes his Beginner's Game. Afterwards he keeps the game under control, trading down carefully, and staying even with white right down to the wire. In a highly entertaining knight and pawn endgame, black first goes a pawn up, then a pawn down, and then finally draws. Neck and neck from start to finish!



9. a4

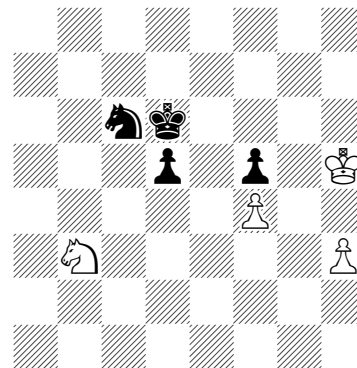


22..Rxe2

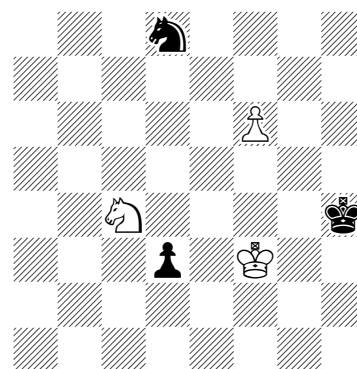


36..Kf7

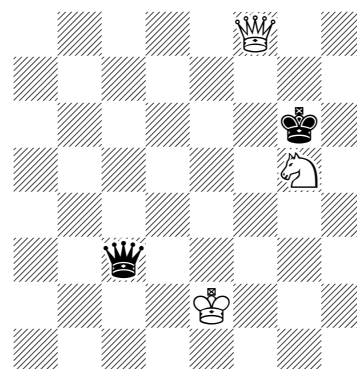
- | | | | |
|-----------|-------|-----------|-------|
| 1. d4 | g6 | 40. Ke3 | Nc2+ |
| 2. e4 | e6 | 41. Kf3 | Nxb4 |
| 3. Bc4 | b6 | 42. d4 | gxf4 |
| 4. Nf3 | Bb7 | 43. gxf4 | Kd7 |
| 5. d5 | Ne7 | 44. d5 | f5 |
| 6. O-O | Bg7 | 45. Nxb5 | Nxd5 |
| 7. Re1 | O-O | 46. Nd4 | Ne7 |
| 8. Nc3 | a6 | 47. Kg3 | d5 |
| 9.* a4 | h6 | 48. Kh4 | Kd6 |
| 10. Bf4 | exd5 | 49. Nb3 | Nc6 |
| 11. exd5 | d6 | 50.* Kxh5 | d4 |
| 12. Qd2 | Kh7 | 51. h4 | d3 |
| 13. Re2 | Nd7 | 52. Kg6 | Ke7 |
| 14. Rae1 | Re8 | 53. Nd2 | Kf8 |
| 15. Nd4 | Ne5 | 54. Kxf5 | Kg7 |
| 16. Ba2 | Qd7 | 55. Kg5 | Nd8 |
| 17. b4 | b5 | 56. Kg4 | Nb7 |
| 18. Bxe5 | Bxe5 | 57. Nc4 | Kh6 |
| 19. axb5 | axb5 | 58. Kf3 | Kh5 |
| 20. Bb3 | Bxd4 | 59. f5 | Kxh4 |
| 21. Qxd4 | Nf5 | 60. f6 | Nd8 |
| 22.* Qd3 | Rxe2 | 61.* Kf4 | Kh5 |
| 23. Nxe2 | Re8 | 62. Kf5 | Nf7 |
| 24. Rf1 | Re5 | 63. Nd2 | Nd6+ |
| 25. Nc3 | c6 | 64. Ke6 | Kg5 |
| 26. h3 | Qe8 | 65. Nb1 | Kg6 |
| 27. g3 | h5 | 66. Nc3 | Nf7 |
| 28. Kh2 | Kg7 | 67. Ne4 | Ng5+ |
| 29. Rg1 | f6 | 68. Nxc5 | d2 |
| 30. Ba2 | Re1 | 69. f7 | d1=Q |
| 31. dxc6 | Bxc6 | 70. f8=Q | Qe2+ |
| 32. Bd5 | Bxd5 | 71. Kd5 | Qd3+ |
| 33. Nxd5 | Qe2 | 72. Ke5 | Qc3+ |
| 34. Kg2 | Rxg1+ | 73. Ke4 | Qc4+ |
| 35. Kxg1 | Qxd3 | 74. Ke3 | Qc3+ |
| 36.* cxd3 | Kf7 | 75.* Ke2 | Qe5+ |
| 37. Nc3 | Nd4 | 76. Ne4 | Qxe4+ |
| 38. f4 | Ke6 | 77. Kd2 | Kg5 |
| 39. Kf2 | g5 | | drawn |



50..d4



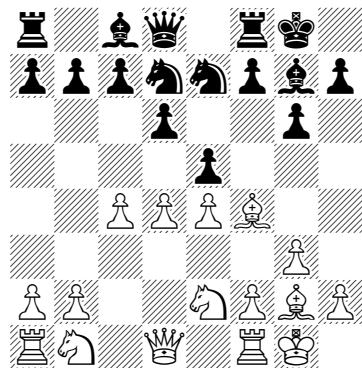
61. Kf4



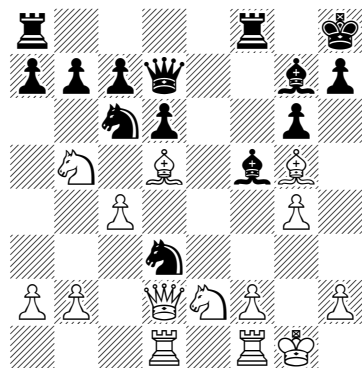
75..Qe5+

Game 55: Beginner's Game with Black (Combination Early Attack)

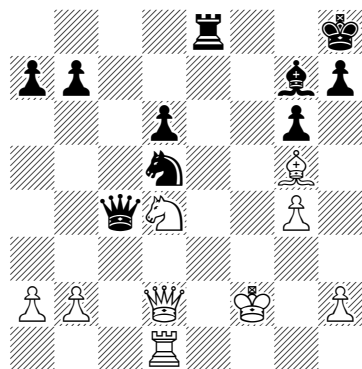
Black avoids a simultaneous center pawn and fianchetto attack on his Beginner's Game, by moving into variant Bv5'E. Both sides attack well after the opening, but black develops more threats. He accepts a sharp gambit on move 17, and finally gets to keep the pawn. But then white finds good counterplay, regains his lost pawn, and robs black just short of victory. Hard luck!



9..dxe5

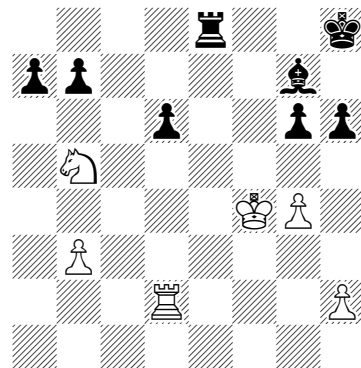


17..Bxg4

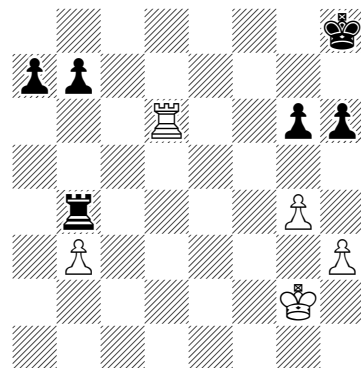


25..Qxa2

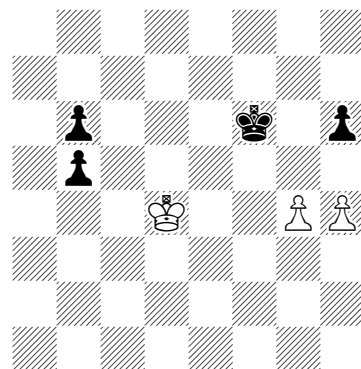
- | | | | |
|----------|-------|-----------|-------|
| 1. d4 | e6 | 26. Kg3 | Nb6 |
| 2. g3 | g6 | 27. b3 | Qxd2 |
| 3. Bg2 | Bg7 | 28. Rxd2 | h6 |
| 4. e4 | Ne7 | 29. Bf4 | Nd5 |
| 5. Bf4 | d6 | 30. Nb5 | Nxf4 |
| 6. c4 | Nd7 | 31.* Kxf4 | Be5+ |
| 7. Ne2 | O-O | 32. Kf3 | Rf8+ |
| 8. O-O | e5 | 33. Kg2 | Rf4 |
| 9.* dxe5 | Nxe5 | 34. h3 | Rb4 |
| 10. Na3 | N7c6 | 35. Nxd6 | Bxd6 |
| 11. Qd2 | f5 | 36.* Rxd6 | Rxb3 |
| 12. Rad1 | fxe4 | 37. Rxg6 | Rb6 |
| 13. Bxe4 | Bf5 | 38. Rxb6 | axb6 |
| 14. Bd5+ | Kh8 | 39. Kf3 | Kg7 |
| 15. Nb5 | Nd3 | 40. Ke4 | Kf6 |
| 16. Bg5 | Qd7 | 41. h4 | b5 |
| 17.* g4 | Bxg4 | 42. Kd5 | b6 |
| 18. Nxc7 | Qxc7 | 43.* Kd4 | Kf7 |
| 19. Qxd3 | Rae8 | 44. Kc3 | Ke6 |
| 20. f3 | Nb4 | 45. Kb4 | Ke5 |
| 21. Qd2 | Nxd5 | 46. Kxb5 | Kf4 |
| 22. fxg4 | Qc5+ | 47. g5 | hxg5 |
| 23. Nd4 | Rxf1+ | 48. hxg5 | Kxg5 |
| 24. Kxf1 | Qxc4+ | 49. Kxb6 | drawn |
| 25.* Kf2 | Qxa2 | | |



31..Be5+



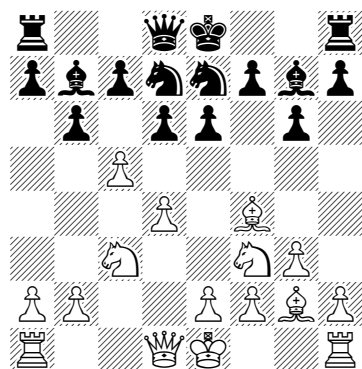
36..Rxb3



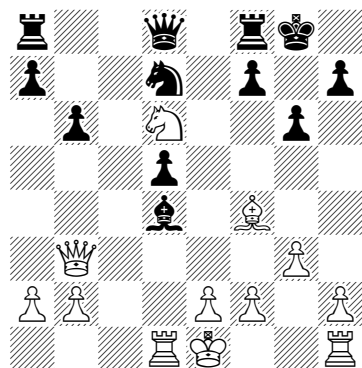
43..Kf7

Game 56: Beginner's Game with Black (Combination Early Attack)

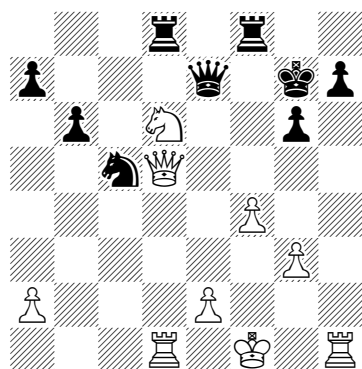
Black completes his Beginner's Game in spite of a combination of center pawn, fianchetto, and knight and bishop attacks, with a number of dangerous threats. Black goes down a pawn immediately and has to resolve various problems fast, but after some sharp counterplay he obtains parity. By move 24 it is white that is in trouble. Black finds a clever fork at move 28 to go a pawn up, then wins effortlessly in the pawn endgame. The Beginner's game is truly amazing!



9. cxd6

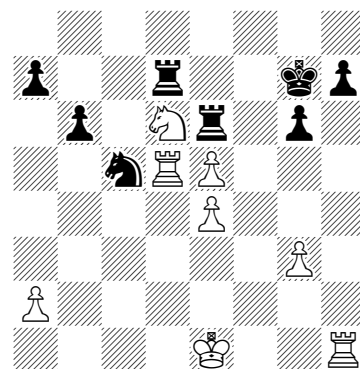


15..Nc5

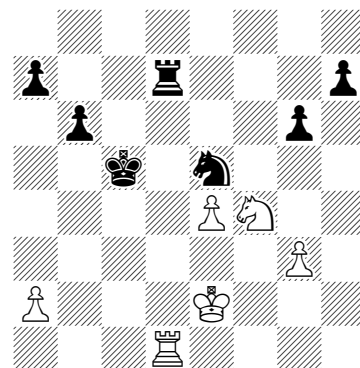


24. Ke1

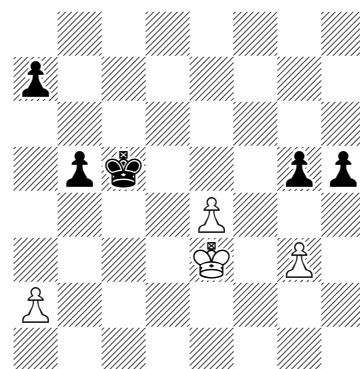
- | | | | |
|-----------|-------|-----------|-------|
| 1. d4 | e6 | 28.* Rd5 | Rxe5 |
| 2. g3 | g6 | 29. Rxe5 | Nd3+ |
| 3. Bg2 | Bg7 | 30. Ke2 | Nxe5 |
| 4. c4 | Ne7 | 31. Ne8+ | Kf7 |
| 5. Nf3 | b6 | 32. Nc7 | Kf6 |
| 6. Bf4 | Bb7 | 33. Nd5+ | Ke6 |
| 7. Nc3 | d6 | 34. Nf4+ | Kd6 |
| 8. c5 | Nd7 | 35. Rd1+ | Kc5 |
| 9. * cxd6 | cx-d6 | 36.* Nd3+ | Nxd3 |
| 10. Nb5 | O-O | 37. Rxd3 | Rxd3 |
| 11. Nxd6 | Bxf3 | 38. Kxd3 | h5 |
| 12. Bxf3 | Nd5 | 39. Ke3 | g5 |
| 13. Bxd5 | ex-d5 | 40. Kd3 | b5 |
| 14. Qb3 | Bxd4 | 41.* Ke3 | a5 |
| 15.* Rd1 | Nc5 | 42. Kd3 | b4 |
| 16. Qxd5 | Bxb2 | 43. e5 | Kd5 |
| 17. Bh6 | Bc3+ | 44. e6 | Kxe6 |
| 18. Kf1 | Bg7 | 45. Kc4 | h4 |
| 19. Bxg7 | Kxg7 | 46. gxh4 | gxh4 |
| 20. h4 | Qf6 | 47. a3 | bxa3 |
| 21. h5 | Rad8 | 48. Kb3 | h3 |
| 22. hxg6 | fxg6 | 49. Kxa3 | h2 |
| 23. f4 | Qe7 | 50. Ka4 | h1=Q |
| 24.* Ke1 | Rd7 | 51. Kb3 | Qc1 |
| 25. e4 | Rf6 | 52. Ka4 | Qb2 |
| 26. Qe5 | Qxe5 | 53. Kxa5 | Kd5 |
| 27. fxe5 | Re6 | 54. Ka6 | Kc6 |
| | | 55. Ka7 | Qb7++ |



28..Rxe5



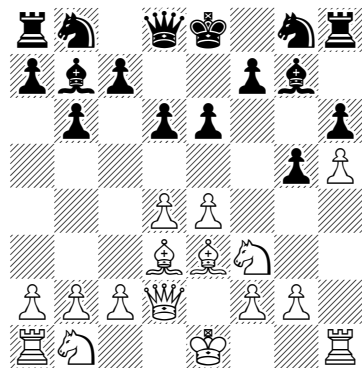
36. Nd3+



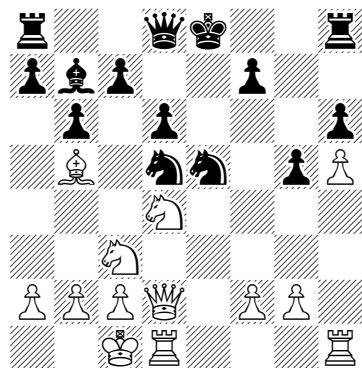
41..a5

Game 57: Beginner's Game with Black (Rook Pawn Early Attack)

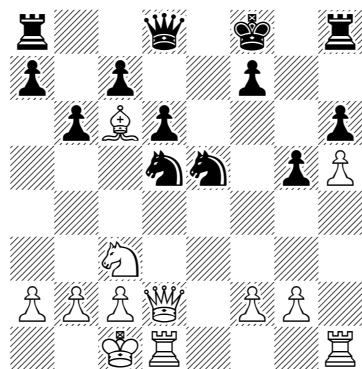
Black plays the Beginner's Game, with two introduced moves to respond to the rook pawn early attack. Following the opening white tries an attack on the queen side. Black plays sharp defense, and takes a pawn. White offers an aggressive gambit at move 20 that black accepts and survives, retaining odds of the exchange, enough to win. The Beginner's Game defends best by attacking!



9. Nc3



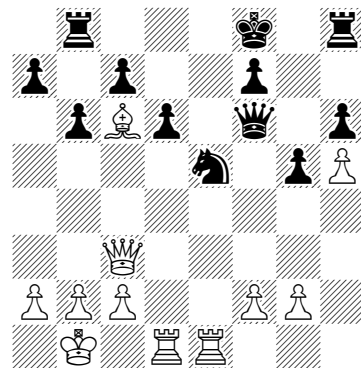
15..Kf8



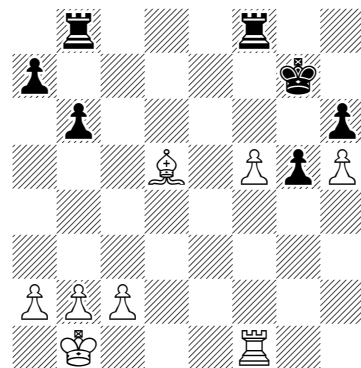
17..Nxc3

1. e4 e6
2. d4 b6
3. Bd3 g6
4. h4 h6
5. h5 g5
6. Nf3 d6
7. Be3 Bb7
8. Qd2 Bg7
- 9.* Nc3 Ne7
10. O-O-O Nd7
11. d5 exd5
12. exd5 Nxd5
13. Bd4 Bxd4
14. Nxd4 Ne5
- 15.* Bb5+ Kf8
16. Nc6 Bxc6
- 17.* Bxc6 Nxc3
18. Qxc3 Rb8
19. Rhe1 Qf6
- 20.* Kb1 Qxf2
21. Rxe5 dxe5
22. Qxe5 Kg8
23. Qxc7 Kg7
24. Qe5+ Qf6
25. Qxf6+ Kxf6
26. Rf1+ Kg7
27. Bd5 Rhf8
28. g4 f5

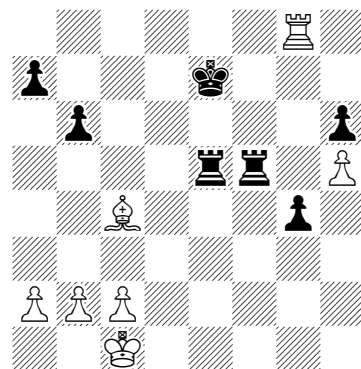
- 29.* gxf5 Rbe8
30. Kc1 Re5
31. Rd1 Rxf5
32. Bc4 g4
33. Rd7+ Kf8
34. Rd8+ Ke7
- 35.* Rg8 Rg5
36. Rxc5 Rxc5
37. Bf1 Rxh5
38. Kd2 Rh2+
39. Kd3 g3
40. a4 h5
41. b4 h4
42. a5 g2
43. Bxc2 Rxc2
44. axb6 axb6
45. c4 h3
46. c5 h2
47. Kc4 h1=Q
48. Kb5 Qb1
49. Ka6 Ra2+
50. Kb5 Qd3+
51. Kc6 Ra6
52. Kb7 bxc5
53. Kc8 Qd7+
54. Kb8 Rb6+
55. Ka8 Qb7++



20..Qxf2



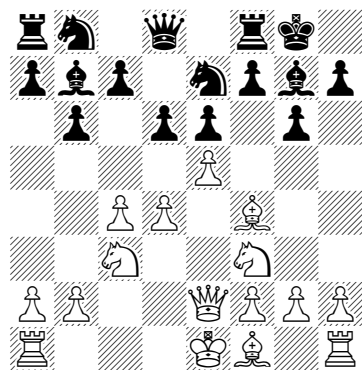
29..Rbe8



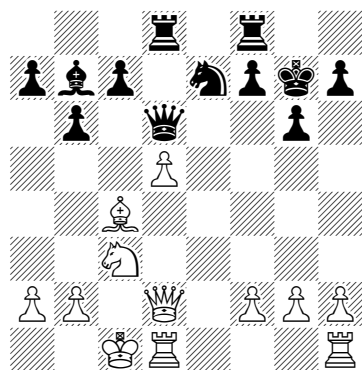
35..Rg5

Game 58: Beginner's Game with Black (Center Pawn Early Attack)

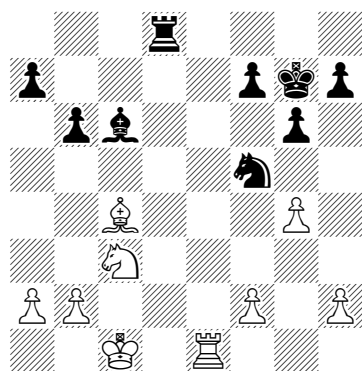
Black plays the Beginner's Game, with an early castle to avoid a center pawn attack. He trades down very rapidly to a rook and piece endgame, and breaks the pawn symmetry at move 22. His bishop versus knight advantage then proves more than sufficient. Black times his pawn advances perfectly and wins with a flourish. The Beginner's Game with black can beat any classical opening!



9. O-O-O

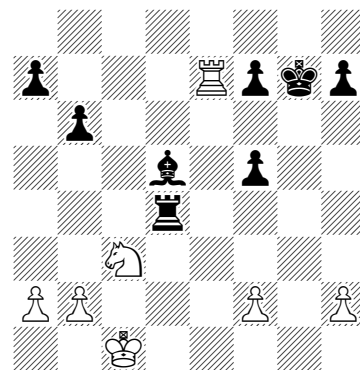


16..c6

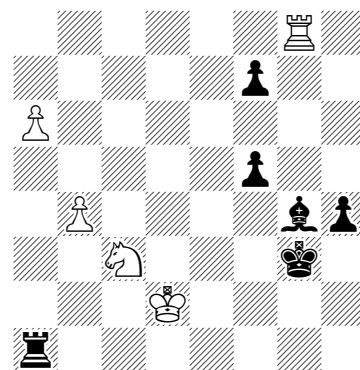


22..Rd4

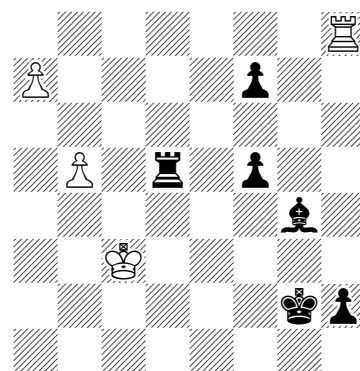
- | | | | | | |
|------|-------|-------|------|------|--------|
| 1. | c4 | b6 | 34. | Rh8 | Kg3 |
| 2. | Nc3 | e6 | 35. | Rg8+ | Bg4 |
| 3. | e4 | g6 | 36. | a6 | Rf1+ |
| 4. | d4 | Ne7 | 37. | Kd2 | Ra1 |
| 5. | Nf3 | Bg7 | 38.* | b4 | h3 |
| 6. | Bf4 | Bb7 | 39. | b5 | h2 |
| 7. | Qe2 | d6 | 40. | Rh8 | Kg2 |
| 8. | e5 | O-O | 41. | Nd5 | Rd1+ |
| 9.* | O-O-O | Nbc6 | 42. | Kc3 | Rxd5 |
| 10. | d5 | Nxe5 | 43.* | a7 | Bf3 |
| 11. | Nxe5 | dxe5 | 44. | a8=Q | Rc5+ |
| 12. | Bxe5 | exd5 | 45. | Kd4 | Bxa8 |
| 13. | Bxg7 | Kxg7 | 46. | Kxc5 | h1=Q |
| 14. | cxd5 | Qd6 | 47. | Rxa8 | Qc1+ |
| 15. | Qd2 | Rad8 | 48. | Kb6 | f4 |
| 16.* | Bc4 | c6 | 49. | Kb7 | f3 |
| 17. | dx6 | Qxd2+ | 50. | b6 | f2 |
| 18. | Rxd2 | Rxd2 | 51. | Ra2 | Qb1 |
| 19. | Kxd2 | Rd8+ | 52. | Re2 | Kg1 |
| 20. | Kc1 | Bxc6 | 53. | Rxf2 | Kxf2 |
| 21. | Re1 | Nf5 | 54. | Ka8 | f5 |
| 22.* | g4 | Rd4 | 55. | Kb7 | f4 |
| 23. | Bd5 | Bxd5 | 56. | Ka6 | f3 |
| 24. | gxf5 | gxf5 | 57. | b7 | Ke2 |
| 25.* | Re7 | Bf3 | 58. | Ka7 | Qa1+ |
| 26. | Rxa7 | Rh4 | 59. | Kb6 | Qe5 |
| 27. | Ra6 | Rxh2 | 60. | Kc6 | f2 |
| 28. | Rxb6 | Rxf2 | 61. | b8=Q | Qxb8 |
| 29. | a4 | h5 | 62. | Kd5 | f1=Q |
| 30. | Rb4 | Kf6 | 63. | Ke6 | Qb6+ |
| 31. | a5 | Kg5 | 64. | Kd5 | Qf3+ |
| 32. | Rb8 | h4 | 65. | Kc4 | Qfc6++ |
| 33. | Rg8+ | Kf4 | | | |



25..Bf3



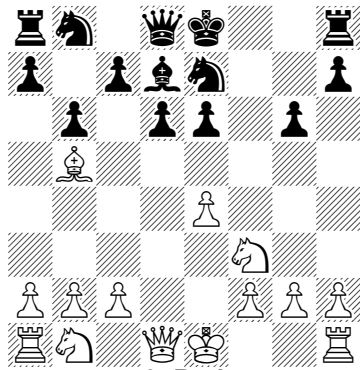
38..h3



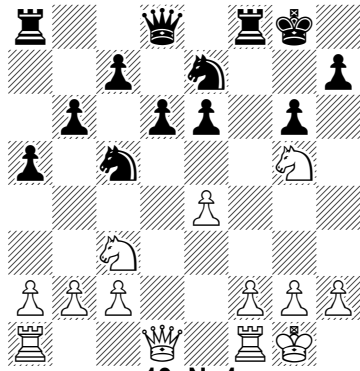
43..Bf3

Game 59: Beginner's Game with Black (Combination Early Attack)

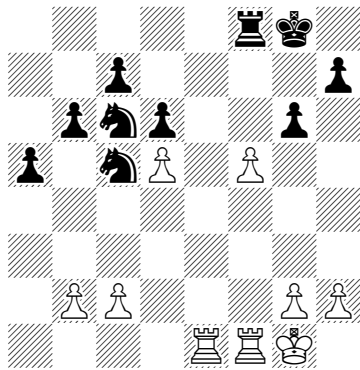
Black plays the Beginner's Game, reacting aggressively to the dangerous combination of center pawn and bishop pin early attacks. White trades his knights for a rook and pawn (move 13), and it proves to be a poor bargain. Afterwards black turns his knight pair loose on the queen side. White's rook and king cannot defend against the multiple forks, and black clenches an easy win.



9. Bxd7+

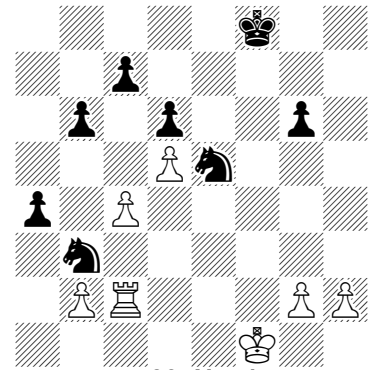


13. Na4

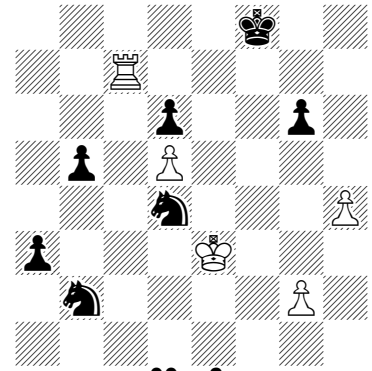


21..Nb4

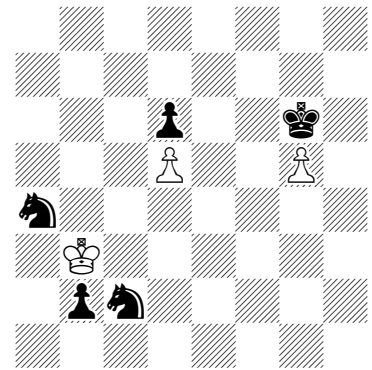
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | e4 | d6 | 26. | Kf1 | Ne5 |
| 2. | d4 | e6 | 27. | Rc1 | Nb3 |
| 3. | Nf3 | b6 | 28.* | Rc2 | Nxc4 |
| 4. | d5 | g6 | 29. | Kf2 | b5 |
| 5. | Bb5+ | Bd7 | 30. | h4 | Nd4 |
| 6. | dx e6 | fx e6 | 31. | Rc3 | Nxb2 |
| 7. | Bg5 | Be7 | 32. | Rxc7 | a3 |
| 8. | Bxe7 | Nxe7 | 33.* | Ke3 | a2 |
| 9.* | Bxd7+ | Nxd7 | 34. | Rc1 | Nb3 |
| 10. | O-O | O-O | 35. | Rf1+ | Kg7 |
| 11. | Nc3 | a5 | 36. | g4 | a1=Q |
| 12. | Ng5 | Nc5 | 37. | Rxa1 | Nxa1 |
| 13.* | Na4 | Nxa4 | 38. | Kd2 | Na4 |
| 14. | Nxe6 | Qd7 | 39. | h5 | b4 |
| 15. | Nxf8 | Rxf8 | 40. | Kc1 | b3 |
| 16. | Qd4 | Nc5 | 41. | hxg6 | b2+ |
| 17. | f4 | Qe6 | 42. | Kb1 | Kf6 |
| 18. | Rae1 | Qxa2 | 43. | g7 | Kxg7 |
| 19. | f5 | Nc6 | 44. | Ka2 | Nc2 |
| 20. | Qd5+ | Qxd5 | 45. | g5 | Kg6 |
| 21.* | exd5 | Nb4 | 46.* | Kb3 | b1=Q+ |
| 22. | fxg6 | hxg6 | 47. | Kc4 | Qf1+ |
| 23. | Rxf8+ | Kxf8 | 48. | Kb3 | Nd4+ |
| 24. | c4 | Nbd3 | 49. | Ka2 | Qb5 |
| 25. | Rb1 | a4 | 50. | Ka3 | Qb3++ |



28..Nxc4



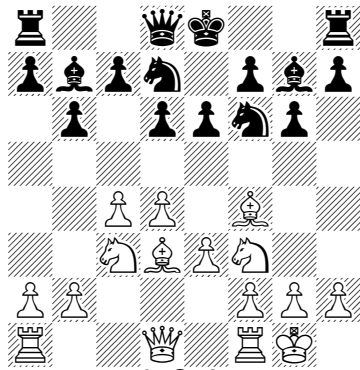
33..a2



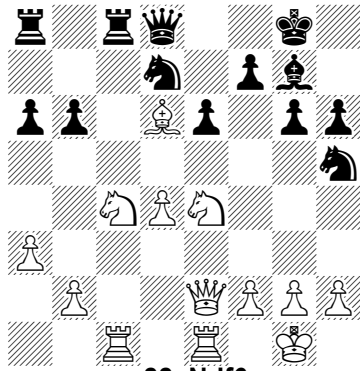
46..b1=Q+

Game 60: B-System Variant G with Black

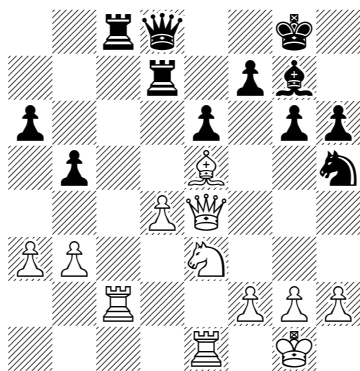
Black plays the distance one variant BvG and defeats a strong classical deployment by white. After the opening neither side is able to obtain any advantage, until black gains control of the queen file. Rather than defending, white tries to counterattack. Black then launches a fine offensive that wins two pawns and a piece, all the while threatening mate. Good tactical chess.



9. Qe2



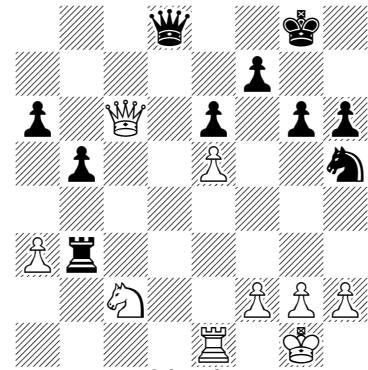
22..Ndf6



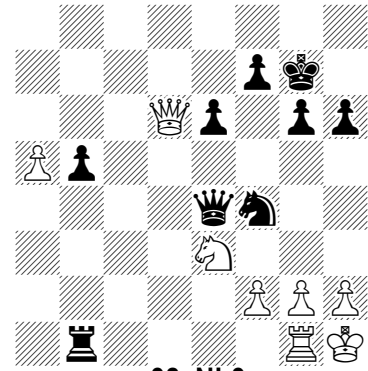
27..Rxc2

1. d4 e6
2. c4 g6
3. Nf3 Bg7
4. Nc3 b6
5. Bf4 Bb7
6. e3 Nf6
7. Bd3 d6
8. O-O Nbd7
- 9.* Qe2 O-O
10. Bg5 c5
11. Rac1 Qe7
12. Nd2 d5
13. a3 h6
14. Bh4 Rfe8
15. Rfe1 a6
16. Bc2 dxc4
17. Nxc4 cxd4
18. exd4 Rec8
19. Bg3 Nh5
20. Bd6 Qd8
21. Be4 Bxe4
- 22.* Nxe4 Ndf6
23. Be5 Nxe4
24. Qxe4 Ra7
25. b3 Rd7
26. Rc2 b5
- 27.* Ne3 Rxc2
28. Nxc2 Bxe5
29. dxe5 Rd3
30. Qc6 Rxb3
- 31.* a4 Qd2
32. Rf1 Nf4
33. Ne3 Qd4
34. a5 Kg7
35. Kh1 Qxe5

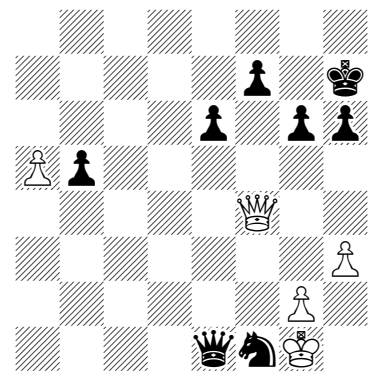
36. Qxa6 Qe4
37. Rg1 Rb1
- 38.* Qd6 Nh3
39. Rxb1 Qxb1+
40. Nd1 Nxf2+
41. Kg1 Nxd1
42. Qd4+ Kh7
43. h3 Ne3+
44. Kh2 Qe1
45. Qf4 Nf1+
- 46.* Kg1 Qe3+
47. Qxe3 Nxe3
48. a6 Nd5
49. Kf2 b4
50. a7 Nc7
51. Ke3 b3
52. Kd2 e5
53. Kd1 e4
54. h4 e3
55. g4 b2
56. Kc2 e2
57. Kxb2 e1=Q
58. h5 Qe2+
59. Kb3 Qxg4
60. hxg6+ fxg6
61. Kb2 Qd4+
62. Kc2 Qxa7
63. Kd3 Qa3+
64. Kd4 Ne6+
65. Ke4 Qc3
66. Kd5 Nf4+
67. Kd6 h5
68. Kd7 Qc5
69. Kd8 Qc6
70. Ke7 Nd5+
71. Kf8 Qa8+
72. Kf7 Qg8++



31. a4



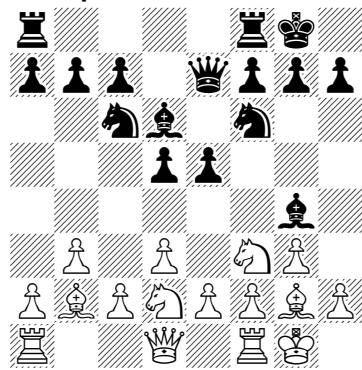
38..Nh3



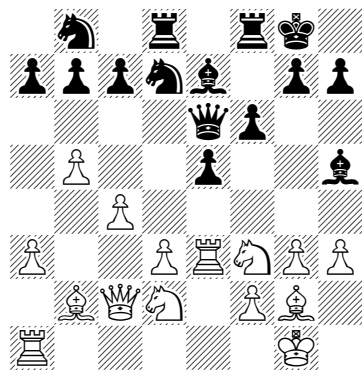
46..Qe3+

Game 61: B-System Variant EG with White

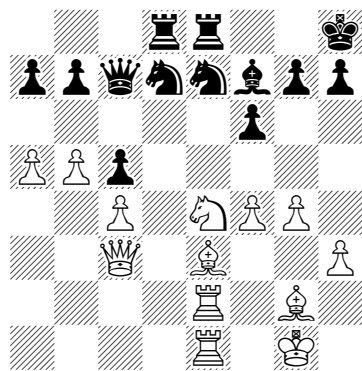
The close variant BvEG is worth remembering: it's strong! White gains territory after the opening, squeezes black's position, and finally wins the exchange at move 46. He then builds a mating attack. In a sharp combination at move 59, he forces black off base, and goes a rook up. A nice bishop sacrifice at move 64 then permits his pawn to queen. All first rate chess, sharp as a razor!



9. c4

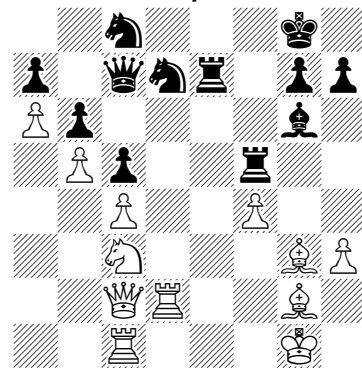


18. Ng5

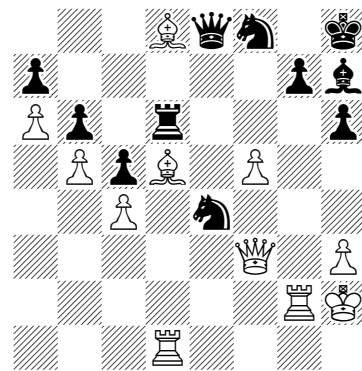


37. Rd2

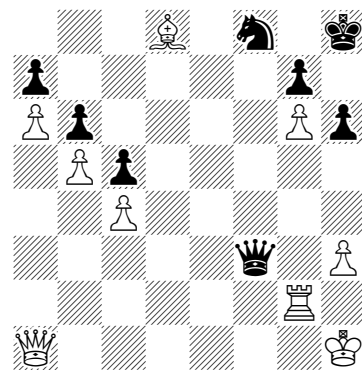
- | | | | | | |
|------|------|------|------|-------|---------|
| 1. | b3 | Nf6 | 40. | Qc2 | Re7 |
| 2. | Bb2 | d5 | 41. | Bg3 | Rf8 |
| 3. | d3 | Nc6 | 42. | a6 | f5 |
| 4. | Nd2 | e5 | 43. | gxf5 | Bh5 |
| 5. | Ngf3 | Bd6 | 44. | Rc1 | Rxf5 |
| 6. | g3 | O-O | 45. | Nc3 | Bg6 |
| 7. | Bg2 | Qe7 | 46.* | Nd5 | Rxd5 |
| 8. | O-O | Bg4 | 47. | Bxd5+ | Kh8 |
| 9.* | c4 | d4 | 48. | Qc3 | Bf5 |
| 10. | h3 | Bh5 | 49. | Bh4 | Re8 |
| 11. | a3 | Rad8 | 50. | Rg2 | Nf8 |
| 12. | b4 | Qe6 | 51. | Bc6 | Re6 |
| 13. | Qc2 | Be7 | 52. | Bd8 | Qf7 |
| 14. | Rfe1 | Nd7 | 53. | Bd5 | h6 |
| 15. | b5 | Ncb8 | 54. | Qg3 | Nd6 |
| 16. | e3 | dxe3 | 55. | Rd1 | Ne4 |
| 17. | Rxe3 | f6 | 56. | Qf3 | Qe8 |
| 18.* | Ng5 | Qb6 | 57. | Kh2 | Bh7 |
| 19. | Bd5+ | Kh8 | 58. | f5 | Rd6 |
| 20. | Ne6 | Bc5 | 59.* | Bxe4 | Rxd1 |
| 21. | Nxc5 | Nxc5 | 60. | Qxd1 | Qxe4 |
| 22. | d4 | Ncd7 | 61. | Qa1 | Bg6 |
| 23. | dxe5 | Nxe5 | 62. | fxg6 | Qf4+ |
| 24. | a4 | Bg6 | 63. | Kh1 | Qf3 |
| 25. | Qc3 | c6 | 64.* | Bxb6 | Qxh3+ |
| 26. | Bg2 | Qc7 | 65. | Kg1 | Qe3+ |
| 27. | Ba3 | c5 | 66. | Kh2 | Qf4+ |
| 28. | Ne4 | Nbd7 | 67. | Kh1 | Qxc4 |
| 29. | f4 | Nf7 | 68. | Bxa7 | Nd7 |
| 30. | Rae1 | Nh6 | 69. | Bxc5 | Qxc5 |
| 31. | g4 | Rfe8 | 70. | a7 | Qh5+ |
| 32. | Bc1 | Ng8 | 71. | Kg1 | Qc5+ |
| 33. | R3e2 | Nb6 | 72. | Rf2 | Qg5+ |
| 34. | a5 | Nd7 | 73. | Kf1 | Qxb5+ |
| 35. | Bd2 | Bf7 | 74. | Re2 | Qf5+ |
| 36. | Be3 | Ne7 | 75. | Ke1 | Qxg6 |
| 37.* | Rd2 | Nc8 | 76. | a8=Q+ | Kh7 |
| 38. | Red1 | b6 | 77. | Qg2 | Nf6 |
| 39. | Bf2 | Kg8 | 78. | Qxg6+ | resigns |



46. Nd5



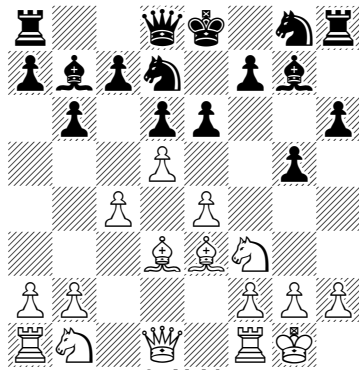
59. Bxe4



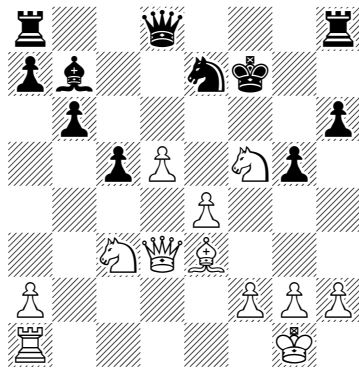
64. Bxb6

Game 62: B-System Variant 78 with Black

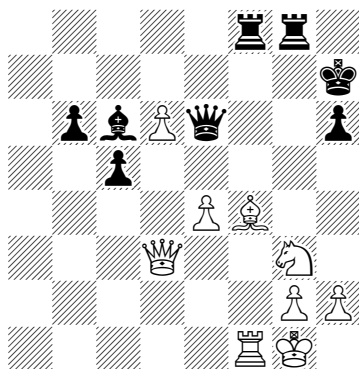
Black plays the close variant Bv78 and defeats white's strong 3 pawn classical opening. Black plays it risky, winning the exchange for pawn and piece, and loss of castling. He is under pressure afterwards, but finally manages to consolidate, and retain his pawn advantage. His rook and bishop then rip thru white's ranks, winning more material and finally permitting a pawn to queen.



9. Nd4

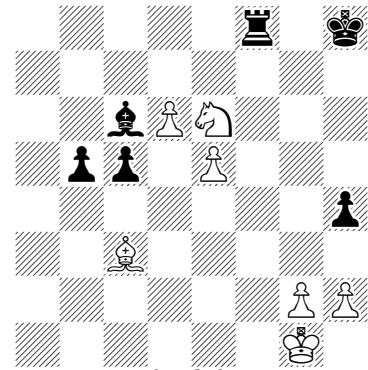


17. Nxe7

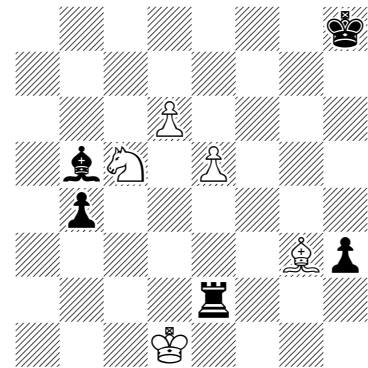


27. e5+

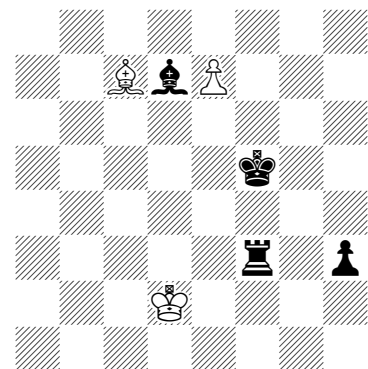
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | e4 | e6 | 33. | Qf8+ | Rg8 |
| 2. | d4 | b6 | 34. | Nf4 | Rxf8 |
| 3. | Nf3 | Bb7 | 35.* | Nxe6 | b4 |
| 4. | Bd3 | d6 | 36. | Be1 | Rg8 |
| 5. | O-O | Nd7 | 37. | Nxc5 | Rxg2+ |
| 6. | c4 | h6 | 38. | Kf1 | h3 |
| 7. | d5 | g5 | 39. | Bh4 | Rxh2 |
| 8. | Be3 | Bg7 | 40. | Bg3 | Bb5+ |
| 9.* | Nd4 | Ne5 | 41. | Ke1 | Re2+ |
| 10. | dxe6 | Nxd3 | 42.* | Kd1 | b3 |
| 11. | exf7+ | Kxf7 | 43. | Nxb3 | Re3 |
| 12. | Qxd3 | c5 | 44. | Bf4 | Rxb3 |
| 13. | Nf5 | Bxb2 | 45. | e6 | Rd3+ |
| 14. | Nc3 | Bxa1 | 46. | Kc2 | Kg7 |
| 15. | Rxa1 | d5 | 47. | Be5+ | Kg6 |
| 16. | cxd5 | Ne7 | 48. | e7 | Kf7 |
| 17.* | Nxe7 | Qxe7 | 49. | Bh2 | Rf3 |
| 18. | f4 | Kg7 | 50. | Be5 | Ke6 |
| 19. | d6 | Qf6 | 51. | d7 | Bxd7 |
| 20. | Rf1 | Raf8 | 52. | Bc7 | Kf5 |
| 21. | Ne2 | Qe6 | 53.* | Kd2 | Rf4 |
| 22. | Ng3 | gxf4 | 54. | Ke3 | h2 |
| 23. | Bxf4 | Bc6 | 55. | Bxf4 | h1=Q |
| 24. | a4 | Rhg8 | 56. | Bg3 | Qg1+ |
| 25. | a5 | Kh7 | 57. | Kf3 | Be8 |
| 26. | axb6 | axb6 | 58. | Ke2 | Qd4 |
| 27.* | e5+ | Kh8 | 59. | Kf1 | Kg4 |
| 28. | Qe2 | Rg4 | 60. | Kg2 | Bc6+ |
| 29. | Bd2 | Rxf1+ | 61. | Kf1 | Kxg3 |
| 30. | Qxf1 | h5 | 62. | Ke2 | Bf3+ |
| 31. | Bc3 | h4 | 63. | Kf1 | Qa1++ |
| 32. | Nh5 | b5 | | | |



35..b4



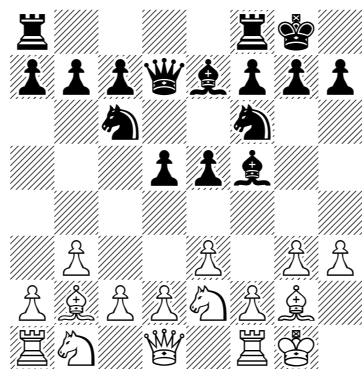
42..b3



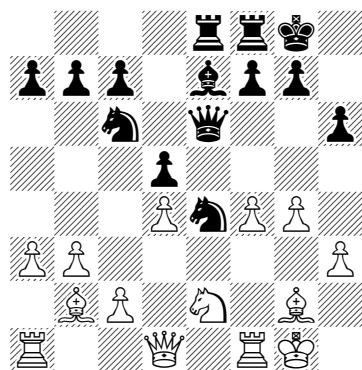
53..Rf4

Game 63: B-System Variant 8E with White

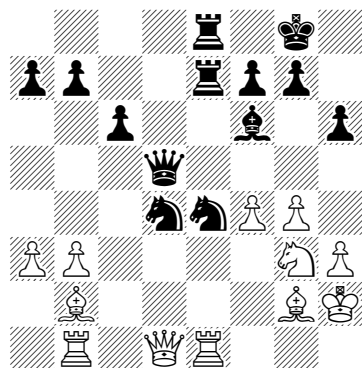
White plays the very solid variant Bv8E, which introduces a rook pawn move and early castle into the standard opening. White immediately pushes his opponent back, and then starts a masterful series of exchanges in the center which finally earns him a rook for piece and pawn. He then has no difficulty in exploiting his advantage for a quick win. The B-system close variants are powerful!



9. g4

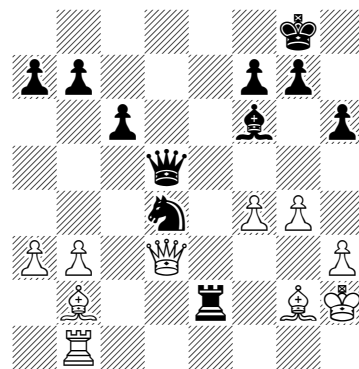


17. c4

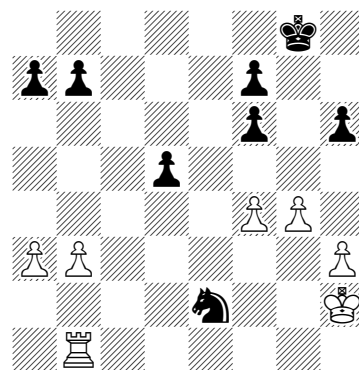


23. Nxe4

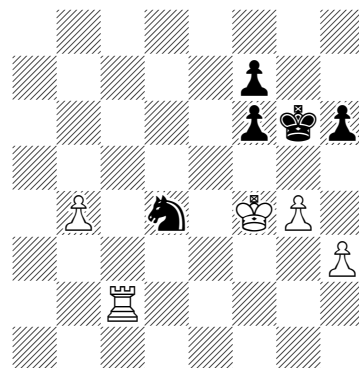
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|------|------|------|------|-------|------|
| 1. | b3 | e5 | 31. | Rxb7 | a5 |
| 2. | e3 | Nf6 | 32. | Rb8+ | Kg7 |
| 3. | Bb2 | Nc6 | 33. | Rd8 | Ne6 |
| 4. | Ne2 | d5 | 34. | Rd5 | Kg6 |
| 5. | g3 | Be7 | 35. | Kg3 | d3 |
| 6. | Bg2 | O-O | 36. | b4 | axb4 |
| 7. | O-O | Bf5 | 37. | axb4 | d2 |
| 8. | h3 | Qd7 | 38. | Rxd2 | Nc7 |
| 9.* | g4 | Be4 | 39. | Kf4 | Nb5 |
| 10. | f3 | Bg6 | 40. | Rc2 | Nd4 |
| 11. | a3 | Rae8 | 41.* | Rc5 | Ne6+ |
| 12. | d4 | exd4 | 42. | Ke4 | Nf8 |
| 13. | exd4 | Qe6 | 43. | Rd5 | Ne6 |
| 14. | Nbc3 | h6 | 44. | b5 | Nc7 |
| 15. | f4 | Be4 | 45. | b6 | Na6 |
| 16. | Nxe4 | Nxe4 | 46. | Kf4 | h5 |
| 17.* | c4 | Bf6 | 47. | gxh5+ | Kg7 |
| 18. | cxd5 | Qxd5 | 48. | b7 | Kh6 |
| 19. | Ng3 | Nxd4 | 49. | Rd8 | Kxh5 |
| 20. | Rb1 | Re7 | 50. | Ra8 | Nc7 |
| 21. | Re1 | Rfe8 | 51. | b8=Q | Nd5+ |
| 22. | Kh2 | c6 | 52. | Kf5 | Ne3+ |
| 23.* | Nxe4 | Rxe4 | 53. | Kxf6 | Nd5+ |
| 24. | Rxe4 | Rxe4 | 54. | Kxf7 | Kh4 |
| 25. | Qd3 | Re2 | 55. | Ra4+ | Kxh3 |
| 26.* | Qxe2 | Nxe2 | 56. | Qb3+ | Nc3 |
| 27. | Bxd5 | cxd5 | 57. | Qxc3+ | Kg2 |
| 28. | Bxf6 | gxf6 | 58. | Ra2+ | Kf1 |
| 29.* | Re1 | Nxf4 | 59. | Qa1++ | |
| 30. | Re7 | d4 | | | |



26. Qxe2



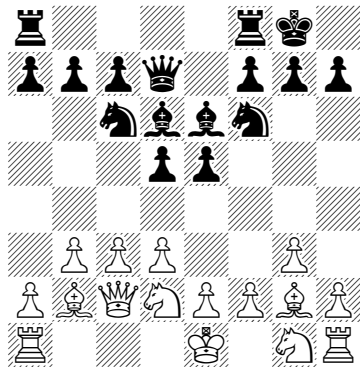
29. Re1



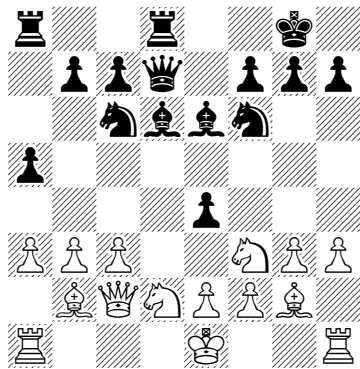
41. Rc5

Game 64: B-System Variant 3'D with White

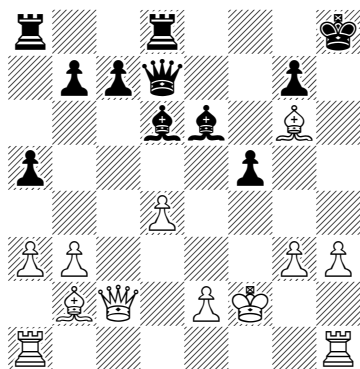
White plays close variant Bv3'D against the 2 pawn standard classical defense. Both sides then attack in a fierce battle. Black's fine bishop sacrifice at move 19 seems to have his opponent on the ropes, but soon afterwards black is fighting for his life, as white counterattacks brilliantly. Sharp games like these proliferate in the B-system, for those who like to live dangerously. E viva!



9. h3

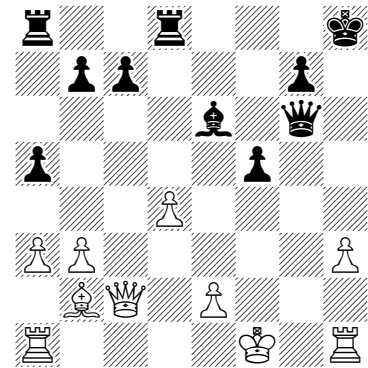


13. Nd4

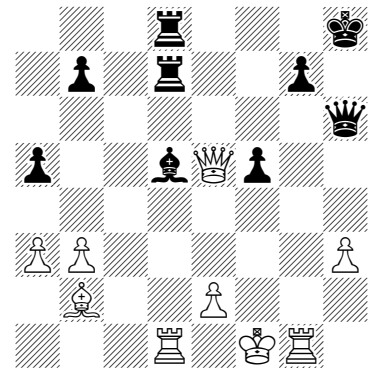


19..Bxg3+

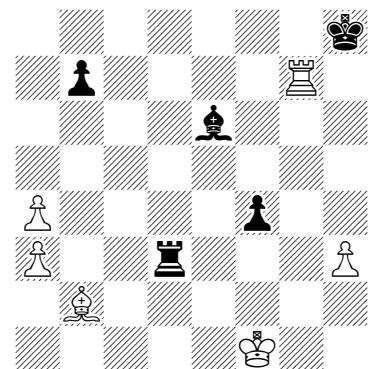
- | | | | | |
|--------|-------|------|-------|------|
| 1. b3 | e5 | 29.* | Rd3 | a4 |
| 2. d3 | d5 | 30. | bx a4 | f4 |
| 3. g3 | Nf6 | 31. | Rg5 | Qe6 |
| 4. Bg2 | Nc6 | 32. | Qxe6 | Bxe6 |
| 5. Bb2 | Bd6 | 33. | Rxg7 | Rxd3 |
| 6. Nd2 | O-O | 34. | exd3 | Rxd3 |
| 7. c3 | Be6 | 35.* | Rd7+ | Kg8 |
| 8. Qc2 | Qd7 | 36. | Rxd3 | Bc4 |
| 9.* | h3 | 37. | Ke2 | Kf7 |
| 10. | a3 | 38. | Bc1 | f3+ |
| 11. | Ngf3 | 39. | Kd2 | Bxd3 |
| 12. | dxe4 | 40. | Kxd3 | Ke6 |
| 13.* | Nd4 | 41. | Ke3 | f2 |
| 14. | Ne4 | 42. | Kxf2 | Kf5 |
| 15. | Kxf2 | 43. | Ke3 | Kg5 |
| 16. | Bxe4 | 44. | Kd4+ | Kh4 |
| 17. | Bxh7+ | 45. | Kc5 | Kxh3 |
| 18. | cx d4 | 46. | Kb6 | Kg4 |
| 19.* | Bg6 | 47. | Kxb7 | Kf3 |
| 20. | Kxg3 | 48. | a5 | Ke2 |
| 21. | Kf2 | 49. | a6 | Kd1 |
| 22. | Ke1 | 50. | Bg5 | Ke2 |
| 23. | Kf1 | 51. | a7 | Kf3 |
| 24.* | d5 | 52. | a8=Q | Ke4 |
| 25. | Qxc7 | 53. | Kb6+ | Kf5 |
| 26. | Qe5 | 54. | Qd5+ | Kg4 |
| 27. | Rg1 | 55. | Be3 | Kg3 |
| 28. | Rd1 | 56. | Qh5 | Kg2 |
| | | 57. | Qg4+ | Kf1 |
| | | 58. | Qf3+ | Ke1 |
| | | 59. | Qf2+ | Kd1 |
| | | 60. | Qd2++ | |



24..d5



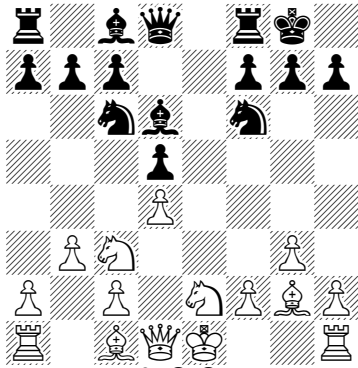
33. Rxg7



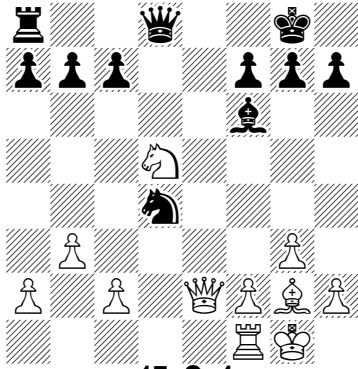
35. Rd7+

Game 65: B-System Variant 45xB with White

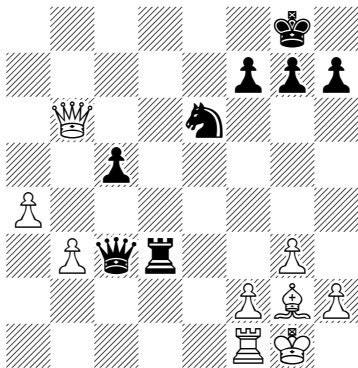
White anticipates a center pawn attack on his Beginner's Game by moving into Bv45xB. White goes a pawn up early, but black equalizes. White's active queen and bishop then make the difference: he again goes a pawn up, then promotes his rook pawn, winning a piece. It's clear sailing for white after that. Easy wins such as this can only result from superior openings!



9. O-O

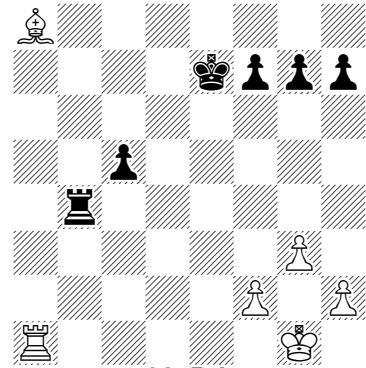


17. Qe4

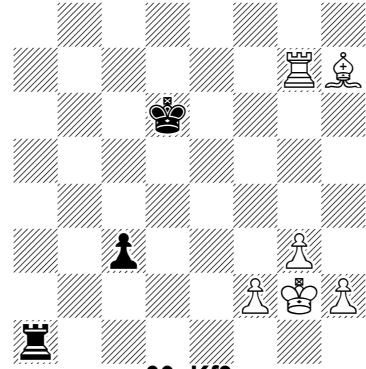


25. a5

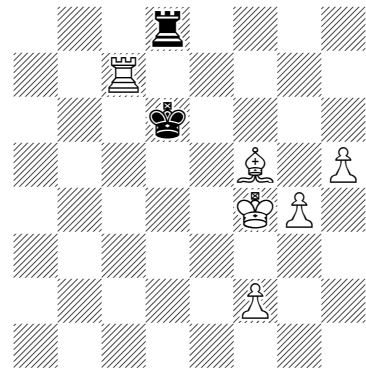
- | | | | | |
|---------|-------|------|--------|------|
| 1. e3 | Nf6 | 32.* | Bd5 | Rd4 |
| 2. g3 | d5 | 33. | Ra7+ | Kd6 |
| 3. Bg2 | e5 | 34. | Bxf7 | c4 |
| 4. Ne2 | Nc6 | 35. | Bg8 | c3 |
| 5. b3 | Bc5 | 36. | Bxh7 | Rd2 |
| 6. d4 | exd4 | 37. | Kg2 | Rd1 |
| 7. exd4 | Bd6 | 38. | Rxg7 | Ra1 |
| 8. Nbc3 | O-O | 39.* | Kf3 | Ra5 |
| 9.* | O-O | 40. | Rg6+ | Kd7 |
| 10. | Bg5 | 41. | Rh6 | Rc5 |
| 11. | Bxf6 | 42. | Bc2 | Ke7 |
| 12. | Nxd5 | 43. | h4 | Kf7 |
| 13. | Qd2 | 44. | Rh8 | Rc4 |
| 14. | Rae1 | 45. | g4 | Kg7 |
| 15. | Rxe2 | 46. | Ra8 | Rc5 |
| 16. | Qxe2 | 47. | h5 | Rd5 |
| 17.* | Qe4 | 48. | Rc8 | Rd2 |
| 18. | Nxf6+ | 49. | Rxc3 | Rd8 |
| 19. | c3 | 50. | Rc7+ | Kf6 |
| 20. | Qb4 | 51. | Kf4 | Ke6 |
| 21. | Qxb7 | 52. | Bf5+ | Kd6 |
| 22. | Qxa7 | 53.* | Rd7+ | Rxd7 |
| 23. | Qb6 | 54. | Bxd7 | Ke7 |
| 24. | a4 | 55. | g5 | Kxd7 |
| 25.* | a5 | 56. | h6 | Ke6 |
| 26. | Qxb3 | 57. | g6 | Kf6 |
| 27. | Ra1 | 58. | g7 | Kf7 |
| 28. | a6 | 59. | Ke5 | Ke8 |
| 29. | a7 | 60. | g8=Q+ | Kd7 |
| 30. | a8=Q | 61. | Qe6+ | Kc7 |
| 31. | Bxa8 | 62. | Qd6+ | Kb7 |
| | | 63. | h7 | Ka7 |
| | | 64. | h8=Q | Kb7 |
| | | 65. | Qhb8++ | |



32. Bd5



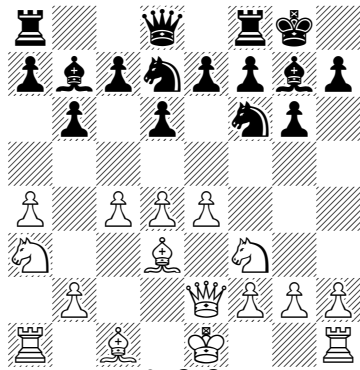
39. Kf3



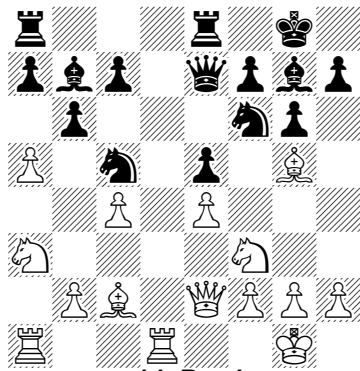
53. Rd7+

Game 66: B-System Variant EG with Black

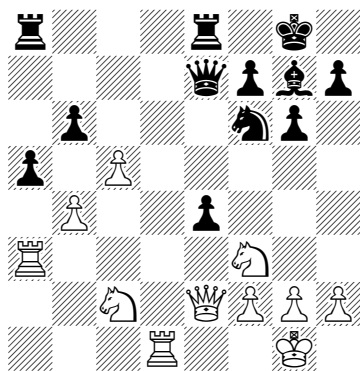
Black here plays the strong close variant BvEG, against a custom 4 pawn opening by white. Black wins a pawn fast, with a combination at move 14. He then presses the attack, as white threatens with two passed pawns. Black goes a rook up by move 27, stops white's pawn threat and prepares mate. This is chess as it should be played, with absolute precision and unrelenting aggression.



9. O-O

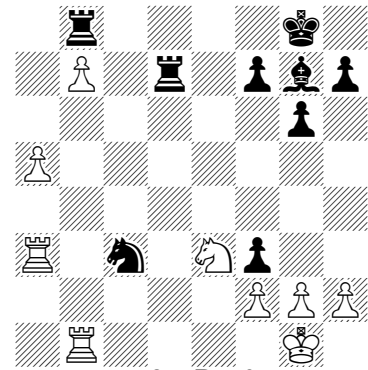


14..Bxe4

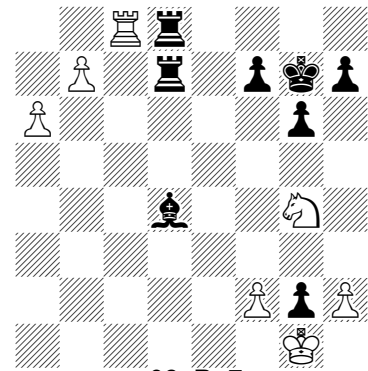


21. cxb6

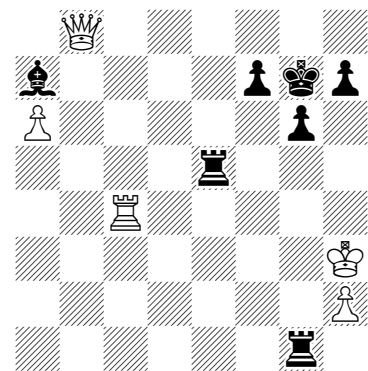
- | | | | |
|-----------|-------|-----------|-------|
| 1. d4 | b6 | 26. b7 | Rb8 |
| 2. e4 | g6 | 27.* Rxc3 | Bxc3 |
| 3. c4 | d6 | 28. a6 | Bd4 |
| 4. a4 | Bg7 | 29. Rd1 | Rbd8 |
| 5. Na3 | Nd7 | 30. Rc1 | fxg2 |
| 6. Nf3 | Bb7 | 31. Ng4 | Kg7 |
| 7. Bd3 | Ngf6 | 32.* Rc8 | Ba7 |
| 8. Qe2 | O-O | 33. Ne5 | Rd1+ |
| 9. * O-O | e5 | 34. Kxg2 | R8d2 |
| 10. dx e5 | dx e5 | 35. Ra8 | Rxf2+ |
| 11. Bc2 | Nc5 | 36. Kh3 | Rg1 |
| 12. Bg5 | Re8 | 37. Rc8 | Rf5 |
| 13. Rfd1 | Qe7 | 38. Rc4 | Rxe5 |
| 14.* a5 | Bxe4 | 39.* b8=Q | Rh5+ |
| 15. b4 | Bxc2 | 40. Rh4 | Rxh4+ |
| 16. Nxc2 | Nce4 | 41. Kxh4 | Bxb8 |
| 17. Bxf6 | Nxf6 | 42. a7 | Bxa7 |
| 18. axb6 | cx b6 | 43. Kh3 | Kh6 |
| 19. Ra3 | a5 | 44. Kh4 | g5+ |
| 20. c5 | e4 | 45. Kh3 | g4+ |
| 21.* cxb6 | exf3 | 46. Kh4 | Bf2++ |
| 22. Qxe7 | Rxe7 | | |
| 23. bxa5 | Rd7 | | |
| 24. Rb1 | Nd5 | | |
| 25. Ne3 | Nc3 | | |



27. Rxc3



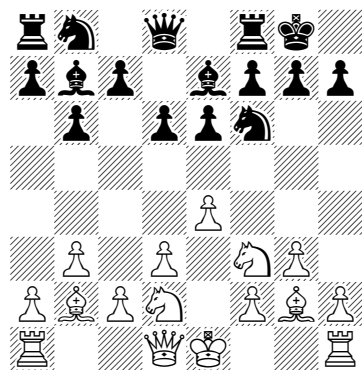
32..Ba7



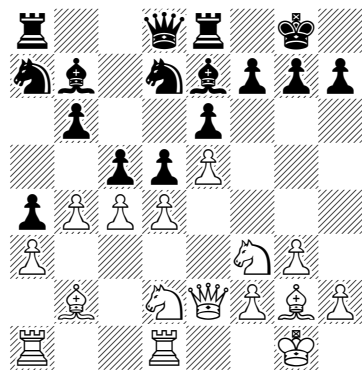
39..Rh5+

Game 67: B-System Variant 5G with White

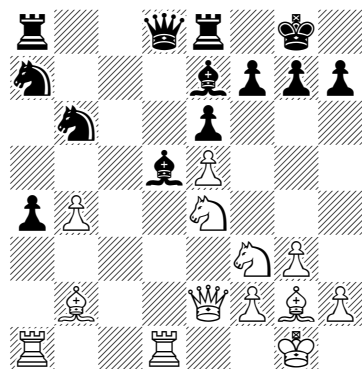
White plays the close variant Bv5G against black's near B-system opening (bishop relocated). A complex open field clash results on the queen side. White finally gets a hard earned pawn at 30 moves, then pushes his passed pawn. He can exchange it for the knight, but instead he patiently brings his king up, wins the piece outright, then gets his queen, and the victory. Well played!



9. O-O

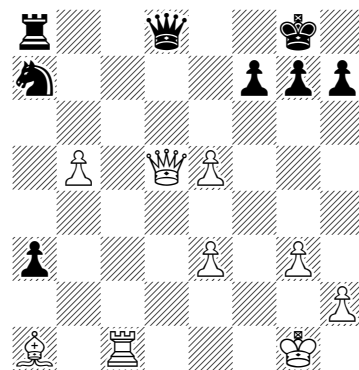


17. cxd5

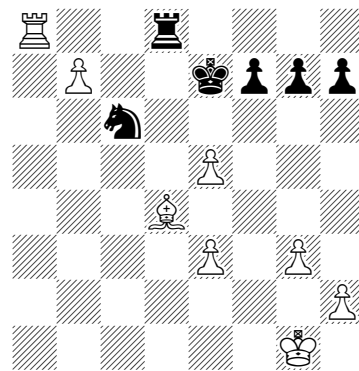


21. b5

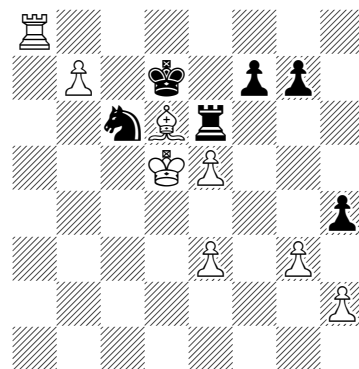
- | | | | |
|----------|------|-----------|------------|
| 1. Nf3 | Nf6 | 31. Rxd5 | Rd8 |
| 2. g3 | b6 | 32. Qd3 | Rxd5 |
| 3. Bg2 | Bb7 | 33. Qxd5 | Qd8 |
| 4. d3 | e6 | 34.* | Qxd8+ Rxd8 |
| 5. b3 | Bd6 | 35. b6 | Nc8 |
| 6. Bb2 | O-O | 36. b7 | Ne7 |
| 7. Nbd2 | Be7 | 37. Bd4 | a2 |
| 8. e4 | d6 | 38. Ra1 | Nc6 |
| 9.* | O-O | 39. Rxa2 | Kf8 |
| 10. Qe2 | Nc6 | 40. Ra8 | Ke7 |
| 11. d4 | Re8 | 41.* | Bc5+ Kd7 |
| 12. a3 | a5 | 42. Bd6 | Re8 |
| 13. Rfd1 | a4 | 43. Kg2 | h6 |
| 14. b4 | Na7 | 44. Kf3 | h5 |
| 15. c4 | c5 | 45. Ke4 | Re6 |
| 16. e5 | d5 | 46. Kd5 | h4 |
| 17.* | cxd5 | 47.* | Rf8 Ne7+ |
| 18. dxc5 | bxc5 | 48. Kc5 | Nc6 |
| 19. Ne4 | cxb4 | 49. Rxf7+ | Ke8 |
| 20. axb4 | Nb6 | 50. Rf8+ | Kd7 |
| 21.* | b5 | 51. Rc8 | Re8 |
| 22. Rac1 | a3 | 52. Rxc6 | Ke6 |
| 23. Ba1 | Bb4 | 53. Rc8 | Kf5 |
| 24. Nd4 | Na7 | 54. Rxe8 | Ke4 |
| 25. Nc2 | Be7 | 55. b8=Q | Kd3 |
| 26. Nc3 | Bc5 | 56. Qb1+ | Kd2 |
| 27. Ne3 | Bxe3 | 57. Kd4 | g5 |
| 28. fxe3 | Qb8 | 58. Rc8 | Ke2 |
| 29. Nxd5 | Nxd5 | 59. Rc2+ | Kf3 |
| 30. Bxd5 | exd5 | 60. Qd1++ | |



34. Qxd8+



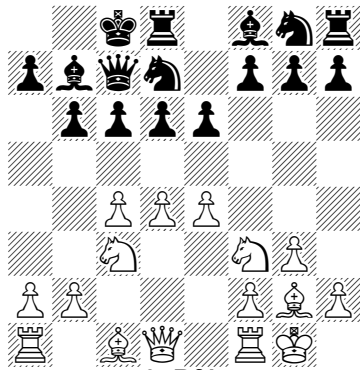
41. Bc5+



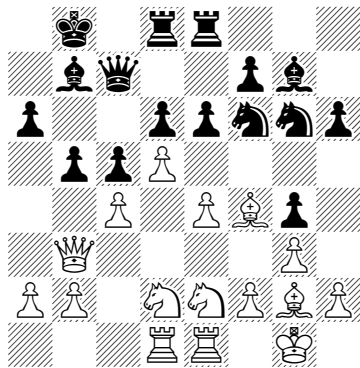
47. Rf8

Game 68: B-System Variant 3'DE' with Black

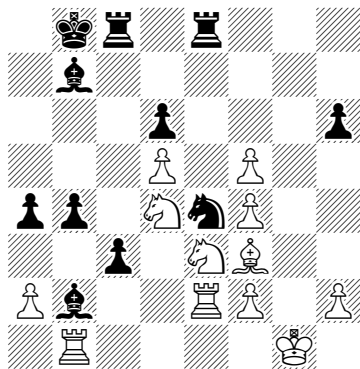
Variant Bv3'DE' was an important step towards the discovery of the Beginner's Game. Here it brushes aside a powerful queen side assault, and produces a tripled pawn and a menacing queen side pawn storm. White trades to stop it, going a rook down, but 5 pawns up! White promotes two pawns but still falls, to a combined attack of all black's pieces. Excellent tactical play throughout.



9. Bf4

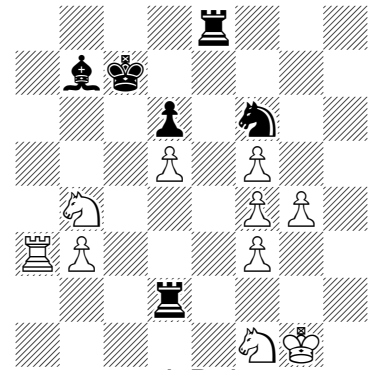


21..exd5

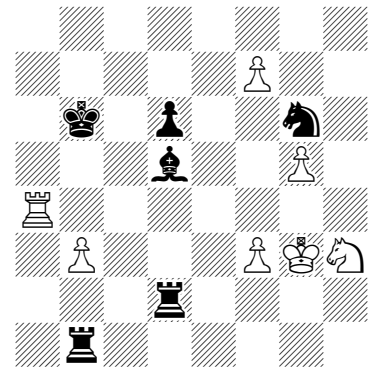


37..Ba6

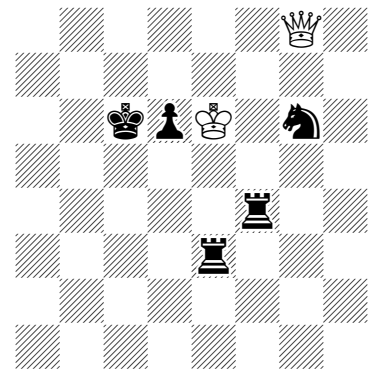
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | c4 | e6 | 39. | Rxb2 | Rg8+ |
| 2. | g3 | b6 | 40. | Bg4 | b3 |
| 3. | Bg2 | c6 | 41. | axb3 | a3 |
| 4. | Nf3 | Bb7 | 42. | Ra2 | Nf6 |
| 5. | Nc3 | Qc7 | 43. | h3 | h5 |
| 6. | d4 | d6 | 44. | Rxa3 | Bb7 |
| 7. | O-O | Nd7 | 45. | f3 | hxg4 |
| 8. | e4 | O-O-O | 46. | hxg4 | Rc3 |
| 9.* | Bf4 | h6 | 47. | Kf2 | Rd3 |
| 10. | Qa4 | g5 | 48. | Nc6+ | Kc7 |
| 11. | Be3 | a6 | 49. | Nb4 | Rd2+ |
| 12. | Qc2 | Bg7 | 50. | Kg1 | Re8 |
| 13. | Nd2 | c5 | 51.* | Nf1 | Re1 |
| 14. | d5 | Ngf6 | 52. | Ra7 | Rdd1 |
| 15. | Bh3 | g4 | 53. | g5 | Rxf1+ |
| 16. | Bg2 | Kb8 | 54. | Kg2 | Nh5 |
| 17. | Rfe1 | Ne5 | 55. | Nd3 | Rb1 |
| 18. | Bf4 | Ng6 | 56. | f6 | Rfd1 |
| 19. | Ne2 | Rhe8 | 57. | f7 | Rd2+ |
| 20. | Rad1 | b5 | 58. | Nf2 | Nxf4+ |
| 21.* | Qb3 | exd5 | 59. | Kg3 | Ng6 |
| 22. | cxd5 | c4 | 60. | Nh3 | Kb6 |
| 23. | Qc2 | Nxf4 | 61. | Ra4 | Bxd5 |
| 24. | gxf4 | Nh5 | 62.* | f8=Q | Nxf8 |
| 25. | Nf1 | Qa5 | 63. | Rf4 | Ne6 |
| 26. | Qb1 | Qb4 | 64. | Rf6 | Kc6 |
| 27. | Ne3 | Qxb2 | 65. | g6 | Rxb3 |
| 28. | Qxb2 | Bxb2 | 66. | Nf2 | Nd4 |
| 29. | Nxg4 | f5 | 67. | Nh3 | Nxf3 |
| 30. | exf5 | Rc8 | 68. | Nf4 | Ne5+ |
| 31. | Ne3 | b4 | 69. | Kh4 | Rh2+ |
| 32. | Rb1 | c3 | 70. | Kg5 | Rg3+ |
| 33. | Bf3 | Nf6 | 71. | Kf5 | Rf2 |
| 34. | Nd4 | a5 | 72. | Re6 | Bxe6+ |
| 35. | Red1 | a4 | 73. | Kxe6 | Rxf4 |
| 36. | Re1 | Ne4 | 74. | g7 | Ng6 |
| 37.* | Re2 | Ba6 | 75. | g8=Q | Re3++ |
| 38. | Rexb2 | cxb2 | * | | |



51..Re1



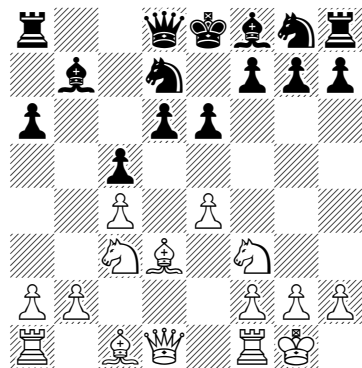
62. f8=Q



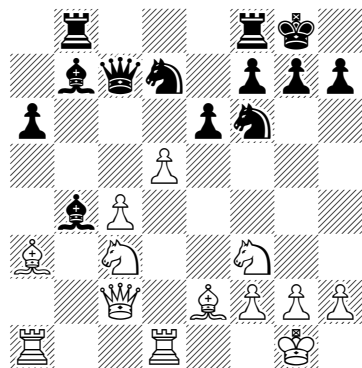
after 75..Re3++

Game 69: B-System Variant 12x3 with Black

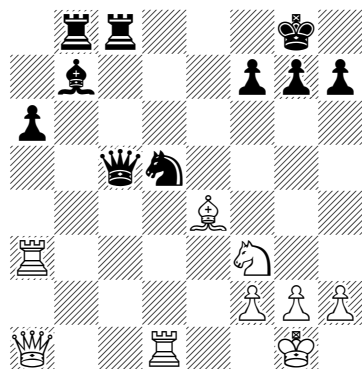
Black plays Bv12x3, a disrupted queen side opening that moves into other lines. White's attack loses inertia after the opening exchanges. There is a pile up on the center pawn, which black wins in a long episode. He then attacks, with consistently sharp play. Black's rook sacrifice offer at move 45 is very fine; the mate with 2 rooks and 2 queens is scintillating. An impressive victory!



9. Qb3

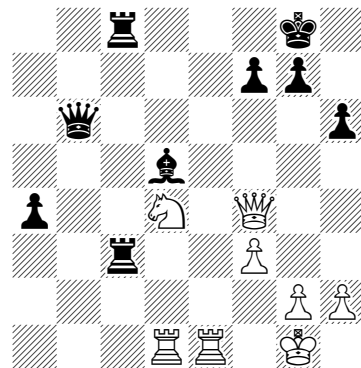


17..Bxa3

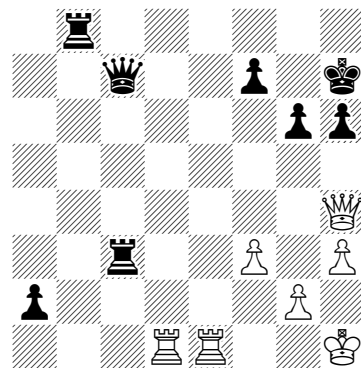


24..Qe7

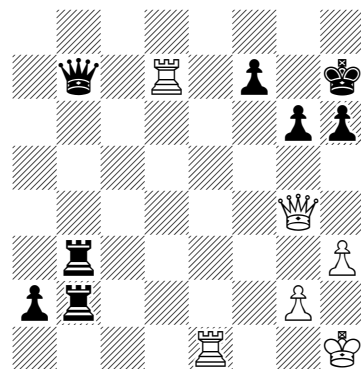
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|------|-------|-------|------|------|--------|
| 1. | e4 | e6 | 31. | R3d2 | Rdc8 |
| 2. | d4 | b6 | 32. | Re2 | a4 |
| 3. | Nf3 | Bb7 | 33. | Ree1 | h6 |
| 4. | Bd3 | d6 | 34. | Nd4 | Qg6 |
| 5. | O-O | Nd7 | 35. | f3 | Rc3 |
| 6. | c4 | c5 | 36. | Qf4 | Qb6 |
| 7. | Nc3 | a6 | 37.* | Kh1 | Qc7 |
| 8. | dx c5 | bxc5 | 38. | Qd2 | Rb8 |
| 9.* | Qb3 | Rb8 | 39. | Nf5 | Be6 |
| 10. | Qc2 | Be7 | 40. | Ne7+ | Kh7 |
| 11. | a3 | Ngf6 | 41. | Nd5 | Bxd5 |
| 12. | b4 | O-O | 42. | Qxd5 | a3 |
| 13. | Be2 | Qc7 | 43. | Qe4+ | g6 |
| 14. | Rd1 | d5 | 44. | Qh4 | a2 |
| 15. | exd5 | cx b4 | 45.* | h3 | Rxf3 |
| 16. | axb4 | Bxb4 | 46. | Qd4 | Rfb3 |
| 17.* | Ba3 | Bxa3 | 47. | Qf2 | Rb2 |
| 18. | Rxa3 | exd5 | 48. | Qd4 | R8b3 |
| 19. | cx d5 | Qc5 | 49. | Qg4 | Qb7 |
| 20. | Qa2 | Nb6 | 50.* | Rd7 | Rb1 |
| 21. | Qa1 | Rfc8 | 51. | Rdd1 | a1=Q |
| 22. | Bd3 | Nbxd5 | 52. | Kh2 | Qc7+ |
| 23. | Ne4 | Nxe4 | 53. | Kg1 | Qaa7+ |
| 24.* | Bxe4 | Qe7 | 54. | Kh1 | Qab8 |
| 25. | Bxd5 | Bxd5 | 55. | Re5 | Qxe5 |
| 26. | Re3 | Qd6 | 56. | g3 | Qb7+ |
| 27. | Qa5 | Rd8 | 57. | Kh2 | R1b2+ |
| 28. | Red3 | Rb5 | 58. | Rd2 | Rxd2+ |
| 29. | Qe1 | Rc5 | 59. | Qe2 | Qxg3++ |
| 30. | Qe3 | a5 | | | |



37. Kh1



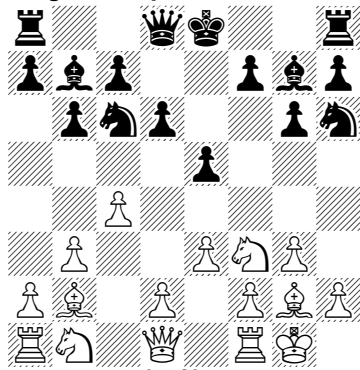
45..Rxf3



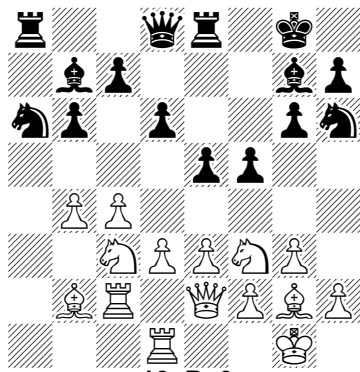
50..Rb1

Game 70: B-System Variant 3EG with White

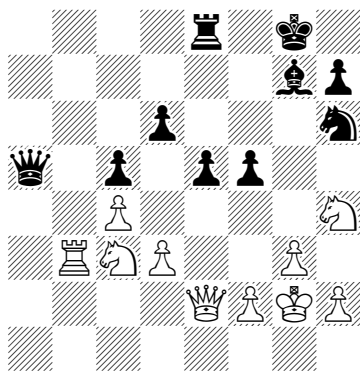
White plays Bv3EG against a near B-system opening by black. It's a close contest, but white eventually gets the upper hand. He wins two pawns and threatens mate, but black finds a mate-on-the-move which constrains white to abandon a piece. With advantage of 5 pawns versus knight and pawn, white still can't find a way to bring his pawns home, and has to settle for a draw.



9. d3

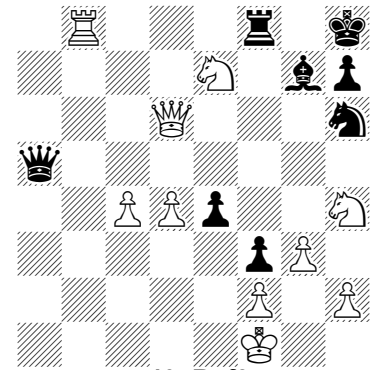


18. Ba3

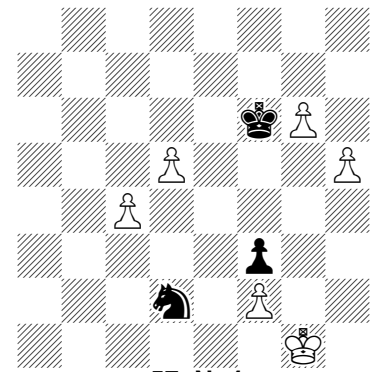


30. Nd5

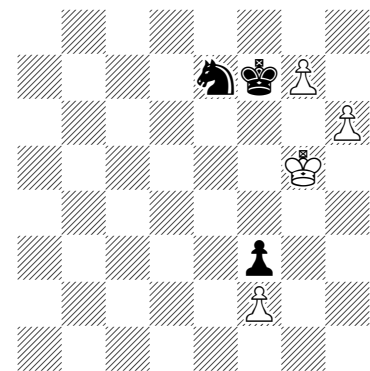
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|------|-------|-------|------|-------|-------|
| 1. | e3 | b6 | 40. | Qd6 | f4 |
| 2. | b3 | d6 | 41. | Rb8 | f3+ |
| 3. | g3 | Bb7 | 42. | Kf1 | Qa5 |
| 4. | Nf3 | g6 | 43.* | Rxf8+ | Bxf8 |
| 5. | Bb2 | e5 | 44. | Neg6+ | hxg6 |
| 6. | Bg2 | Nc6 | 45. | Qxf8+ | Ng8 |
| 7. | O-O | Bg7 | 46. | Nxg6+ | Kh7 |
| 8. | c4 | Nh6 | 47. | Qf7+ | Kh6 |
| 9.* | d3 | O-O | 48. | Qf4+ | Kxg6 |
| 10. | Nc3 | Re8 | 49. | Qxe4+ | Qf5 |
| 11. | Qe2 | a5 | 50. | Qxf5+ | Kxf5 |
| 12. | Rac1 | Nb4 | 51. | h4 | Ke4 |
| 13. | Rfd1 | f5 | 52. | d5 | Ke5 |
| 14. | a3 | Na6 | 53. | g4 | Nf6 |
| 15. | Rc2 | Nc5 | 54. | g5 | Ne4 |
| 16. | b4 | axb4 | 55. | g6 | Kf6 |
| 17. | axb4 | Na6 | 56. | h5 | Nd2+ |
| 18.* | Ba3 | c5 | 57.* | Kg1 | Ne4 |
| 19. | bx c5 | bx c5 | 58. | c5 | Nxc5 |
| 20. | e4 | Qa5 | 59. | d6 | Kg7 |
| 21. | Ra1 | Nb4 | 60. | Kh2 | Kf6 |
| 22. | Rb2 | Bc6 | 61. | Kh3 | Kg7 |
| 23. | Rb3 | Nf7 | 62. | Kg4 | Ne4 |
| 24. | Rab1 | Rab8 | 63. | d7 | Nf6+ |
| 25. | exf5 | gxf5 | 64. | Kg5 | Nxd7 |
| 26. | Nh4 | Bxg2 | 65. | h6+ | Kg8 |
| 27. | Bxb4 | Rxb4 | 66. | Kf4 | Kf8 |
| 28. | Kxg2 | Rxb3 | 67. | Kf5 | Kg8 |
| 29. | Rxb3 | Nh6 | 68. | Ke6 | Nf8+ |
| 30.* | Nd5 | Qa7 | 69. | Kf6 | Nd7+ |
| 31. | Qb2 | Qf7 | 70. | Kf5 | Kf8 |
| 32. | Rb7 | Qh5 | 71. | Kf4 | Kg8 |
| 33. | Qb5 | Rf8 | 72. | Ke4 | Kf8 |
| 34. | Qd7 | Qf7 | 73. | g7+ | Kf7 |
| 35. | Ne7+ | Kh8 | 74. | Kf4 | Nf6 |
| 36. | Qxd6 | Qf6 | 75. | Kf5 | Ng8 |
| 37. | Qxc5 | e4 | 76. | Kg5 | Ne7 |
| 38. | Rb6 | Qf7 | 77.* | Kf4 | Kg6 |
| 39. | d4 | Qh5 | 78. | Kxf3 | drawn |



43. Rxf8+



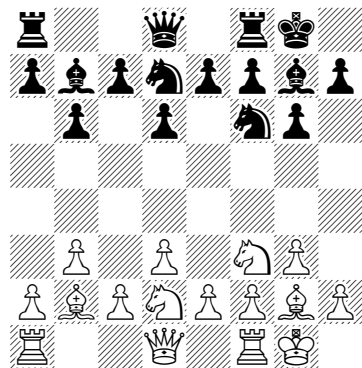
57..Ne4



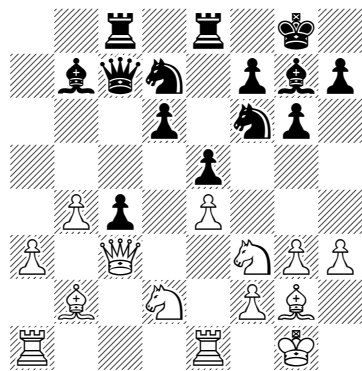
77. Kf4

Game 71: B-System Variant EG with White and Black

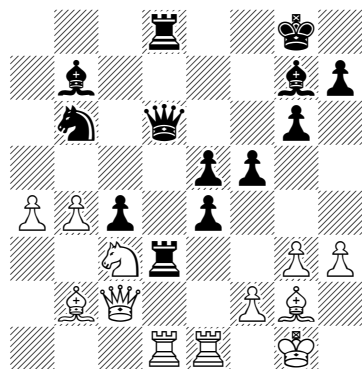
White and Black play the same strong B-system close variant. BvEG. In fact their positions are identical thru 12 moves! Black builds a powerful attack in the center and wins a pawn. But white then outmaneuvers him, and develops a serious threat in his passed rook pawn. This pawn, and black's exposed king finally make the difference. An excellent game, with one of the best variants.



9. c4

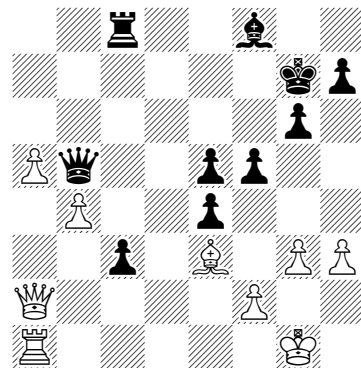


20..d5

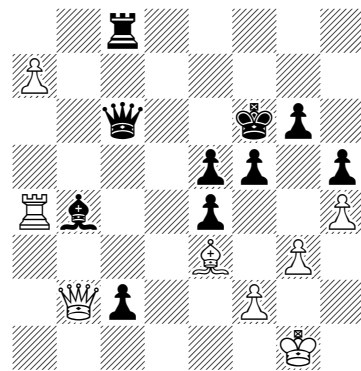


29. a5

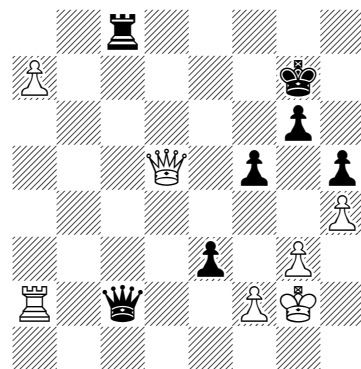
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|------|------|-------|------|-------|-------|
| 1. | b3 | Nf6 | 39. | Qd2 | c3 |
| 2. | Bb2 | b6 | 40. | Qa2+ | Kg7 |
| 3. | Nf3 | Bb7 | 41. | Bxb5 | Qxb5 |
| 4. | g3 | g6 | 42.* | a6 | Bxb4 |
| 5. | Bg2 | Bg7 | 43. | Qb3 | c2 |
| 6. | d3 | d6 | 44. | a7 | Qb7 |
| 7. | Nbd2 | Nbd7 | 45. | Qb2 | Kf6 |
| 8. | O-O | O-O | 46. | h4 | h5 |
| 9.* | c4 | c5 | 47. | Ra4 | Qc6 |
| 10. | Qc2 | Qc7 | 48.* | Qxb4 | c1=Q+ |
| 11. | e3 | e6 | 49. | Bxc1 | Qxc1+ |
| 12. | Rfe1 | Rfe8 | 50. | Kh2 | Qc6 |
| 13. | h3 | a6 | 51. | Qa3 | Qc2 |
| 14. | a3 | Rac8 | 52. | Kg2 | e3 |
| 15. | b4 | b5 | 53. | Qd6+ | Kg7 |
| 16. | e4 | e5 | 54. | Qxe5+ | Kf7 |
| 17. | cxb5 | axb5 | 55. | Qd5+ | Kg7 |
| 18. | Qb3 | c4 | 56.* | Ra2 | Qe4+ |
| 19. | dx4 | bxc4 | 57. | Qxe4 | fxe4 |
| 20.* | Qc3 | d5 | 58. | a8=Q | Rxa8 |
| 21. | Rac1 | Nb6 | 59. | Rxa8 | e2 |
| 22. | Qc2 | Nxe4 | 60. | Ra1 | Kf6 |
| 23. | Nxe4 | dxe4 | 61. | f4 | exf3+ |
| 24. | Nd2 | f5 | 62. | Kxf3 | Ke5 |
| 25. | Nb1 | Rcd8 | 63. | Ra5+ | Ke6 |
| 26. | Nc3 | Rd3 | 64. | Kxe2 | Kf6 |
| 27. | a4 | Red8 | 65. | Kf3 | Kg7 |
| 28. | Rcd1 | Qd6 | 66. | Kf4 | Kf6 |
| 29.* | a5 | Nd5 | 67. | Re5 | Kf7 |
| 30. | Nxd5 | Bxd5 | 68. | Kg5 | Kg7 |
| 31. | Bc3 | Bc6 | 69. | Re7+ | Kf8 |
| 32. | Ra1 | Bb5 | 70. | Kf6 | g5 |
| 33. | Bf1 | Rd5 | 71. | hxg5 | h4 |
| 34. | Be2 | Qc6 | 72. | gxh4 | Kg8 |
| 35. | Red1 | R5d7 | 73. | Re8+ | Kh7 |
| 36. | Bd2 | Rc8 | 74. | g6+ | Kh6 |
| 37. | Be3 | Rxd1+ | 75. | Rh8++ | |
| 38. | Qxd1 | Bf8 | | | |



42. a6



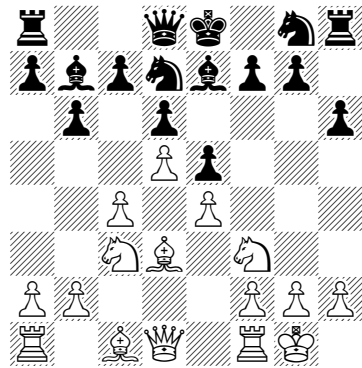
48. Qxb4



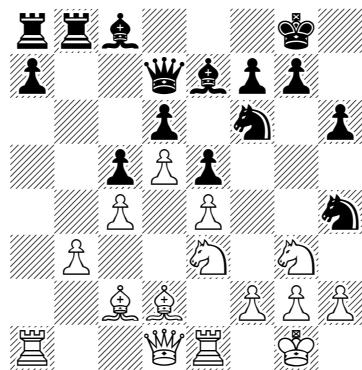
56..Qe4+

Game 72: B-System Variant 5'8F with Black

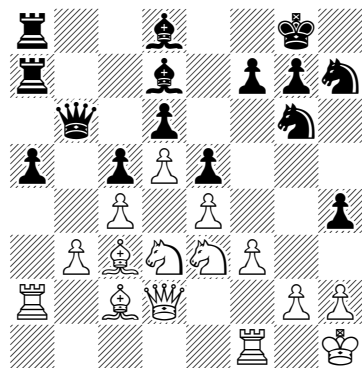
Black avoids a center pawn early attack, and moves into Bv5'8F. A very closed game results: neither side can make progress, until black finally manages to start a flank attack. Once black gets his queen and rook on the back ranks, however, his assault is unstoppable. If you prefer closed games, you'll like the Beginner's Game and the B-system: they're as closed as you want!



9. Be3

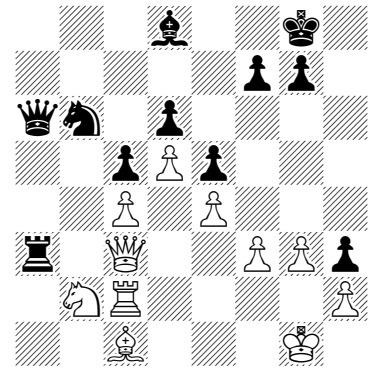


25..Qb7

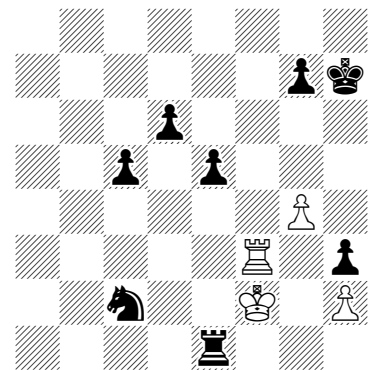


49..a4

- | | | | | | |
|------|------|-------|------|-------|-------|
| 1. | e4 | e6 | 40. | Re1 | Qb7 |
| 2. | d4 | b6 | 41. | Rf1 | a5 |
| 3. | Nf3 | Bb7 | 42. | Qd2 | h5 |
| 4. | Bd3 | d6 | 43. | Ne2 | h4 |
| 5. | O-O | Nd7 | 44. | Ne3 | Nh7 |
| 6. | c4 | h6 | 45. | Raa1 | Bd8 |
| 7. | d5 | e5 | 46. | Kh1 | Qb6 |
| 8. | Nc3 | Be7 | 47. | Nc1 | Rb7 |
| 9.* | Be3 | Ngf6 | 48. | Nd3 | Rba7 |
| 10. | Bc2 | O-O | 49.* | Ra2 | a4 |
| 11. | Qe2 | c6 | 50. | bxax4 | Bxa4 |
| 12. | Nd2 | Qc7 | 51. | Rb1 | Qc7 |
| 13. | Rfe1 | Ba6 | 52. | Bxa4 | Rxa4 |
| 14. | a4 | Rfc8 | 53. | Rxa4 | Rxa4 |
| 15. | b3 | c5 | 54. | Qb2 | Nhf8 |
| 16. | Nf1 | Nf8 | 55. | Qb3 | Ra6 |
| 17. | Ng3 | Ng6 | 56. | Nf5 | Bg5 |
| 18. | Bd2 | Nh4 | 57. | Qc2 | Nd7 |
| 19. | a5 | bxax5 | 58. | Be1 | Qa7 |
| 20. | Nd1 | Rcb8 | 59. | Nc1 | h3 |
| 21. | Ne3 | Ng6 | 60. | g3 | Ne7 |
| 22. | Bxa5 | Qd7 | 61. | Nxe7+ | Bxe7 |
| 23. | Bd2 | Bc8 | 62. | Bd2 | Ra3 |
| 24. | Qf3 | Nh4 | 63. | Nd3 | Qa6 |
| 25.* | Qd1 | Qb7 | 64. | Kg1 | Bd8 |
| 26. | Bc3 | Bd7 | 65. | Bc1 | Ra2 |
| 27. | Qe2 | Bd8 | 66. | Rb2 | Ra1 |
| 28. | f3 | Ng6 | 67. | Qc3 | Nb6 |
| 29. | Qf2 | Ne8 | 68. | Rc2 | Ra4 |
| 30. | Ra2 | a6 | 69. | Nb2 | Ra3 |
| 31. | Ngf5 | Qa7 | 70.* | Qd2 | Rxf3 |
| 32. | Rea1 | Bc7 | 71. | Nd1 | Qa1 |
| 33. | Qe2 | Nf6 | 72. | Nb2 | Rb3 |
| 34. | Qd2 | Ne8 | 73. | Qd1 | Ra3 |
| 35. | Qf2 | Nf6 | 74. | Kf2 | Ra2 |
| 36. | Qe1 | Rb7 | 75. | Re2 | Qb1 |
| 37. | Ng3 | Rbb8 | 76. | Qb3 | f5 |
| 38. | Nef5 | Ne8 | 77. | exf5 | Ra1 |
| 39. | Qf2 | Nf6 | 78. | Re1 | Qxf5+ |



70. Qd2

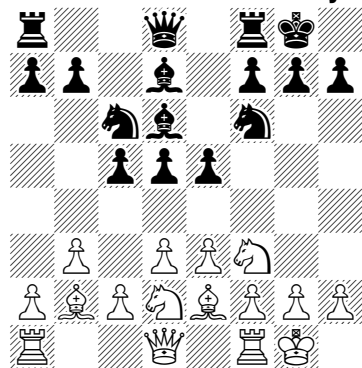


91..Re2+

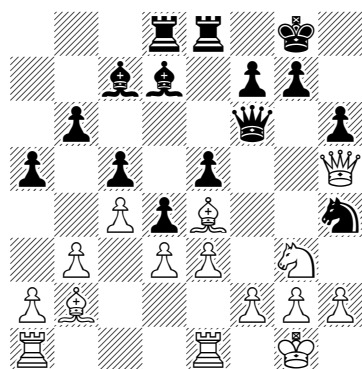
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|------|------|--------------|
| 79. | Kg1 | Bg5 |
| 80. | Nd3 | Qf3 |
| 81. | Qc2 | Bxc1 |
| 82. | Nxc1 | Nxc4 |
| 83. | Qf2 | Qxd5 |
| 84. | Nd3 | Ra3 |
| 85. | Rf1 | Ne3 |
| 86. | Qf8+ | Kh7 |
| 87. | Ne1 | Ra1 |
| 88. | Qf3 | Qxf3 |
| 89. | Rxf3 | Rxe1+ |
| 90. | Kf2 | Nc2 |
| 91.* | g4 | Re2+ |
| 92. | Kg3 | e4 |
| 93. | Rf2 | Rxf2 resigns |

Game 73: B-System Variant EFG with White

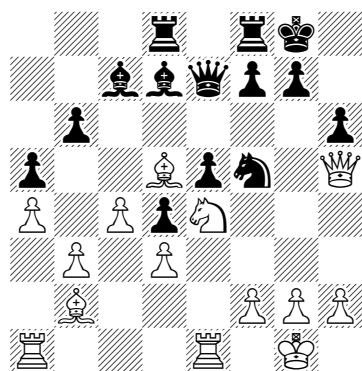
White plays BvEFG, one of the strongest close variants and a step towards the discovery of the Beginner's Game. In this game white triumphs by building the attack slowly, bringing his pieces to the center, and winning the exchange on move 31. He presses his advantage well, and finally overwhelms his adversary in the endgame. Masterful chess, from an opening for chess masters!



9. c4

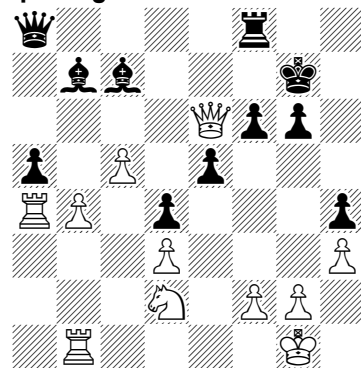


27. Bd5

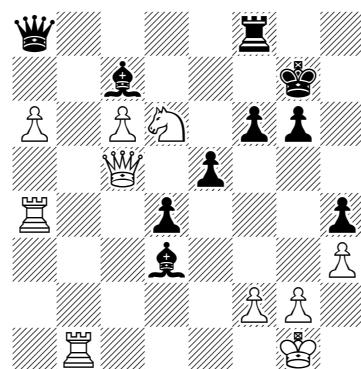


31. Ba3

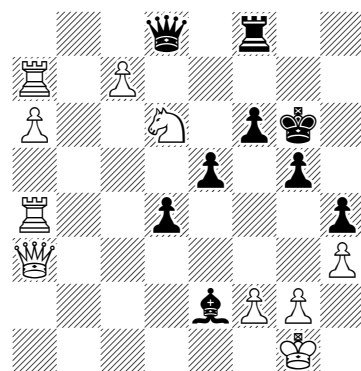
- | | | | |
|----------|------|-----------|------|
| 1. e3 | e5 | 40. h3 | h4 |
| 2. b3 | d5 | 41. Rbb1 | f6 |
| 3. Bb2 | Nf6 | 42. Rb2 | Qa3 |
| 4. d3 | Bd6 | 43. Rcb1 | Qb4 |
| 5. Be2 | O-O | 44. Rc2 | Bc7 |
| 6. Nd2 | c5 | 45. c5 | b5 |
| 7. Ngf3 | Nc6 | 46. Bc6 | bxa4 |
| 8. O-O | Bd7 | 47. Rc4 | Qb8 |
| 9.* c4 | d4 | 48. Rxa4 | Rf8 |
| 10. Ng5 | Qe7 | 49. b4 | Ne7 |
| 11. Ba3 | Bc7 | 50. Nd2 | Nxc6 |
| 12. Bf3 | Rae8 | 51. Qxc6 | Bb7 |
| 13. Nge4 | b6 | 52. Qe6 | Qa8 |
| 14. Ng3 | Rd8 | 53.* c6 | Bc8 |
| 15. Re1 | Qd6 | 54. Qc4 | Re8 |
| 16. Qe2 | Rfe8 | 55. bxa5 | Ba6 |
| 17. Nde4 | Nxe4 | 56. Qd5 | Rd8 |
| 18. Bxe4 | Qf6 | 57. Qe6 | Rf8 |
| 19. Qh5 | h6 | 58. Ne4 | Bc8 |
| 20. Rad1 | a6 | 59. Qd5 | Rd8 |
| 21. Qf3 | Qd6 | 60. Qc5 | Rf8 |
| 22. Rb1 | a5 | 61. a6 | Bf5 |
| 23. Bb2 | Ne7 | 62. Nd6 | Bxd3 |
| 24. Rbd1 | Ng6 | 63.* Rb7 | g5 |
| 25. Ra1 | Nh4 | 64. Rxc7+ | Kg6 |
| 26. Qh5 | Qf6 | 65. Ra7 | Qd8 |
| 27.* Bd5 | Rf8 | 66. Qa3 | Be2 |
| 28. Ne4 | Qe7 | 67.* c7 | Qc8 |
| 29. exd4 | cxd4 | 68. Nxc8 | Rxc8 |
| 30. a4 | Nf5 | 69. Qb3 | g4 |
| 31.* Ba3 | Qe8 | 70. Qe6 | Kg5 |
| 32. Rac1 | Bc8 | 71. Qxc8 | gxh3 |
| 33. Qg4 | Kh8 | 72. Qg8+ | Kf4 |
| 34. Bxf8 | Qxf8 | 73. c8=Q | h2+ |
| 35. Qh5 | g6 | 74. Kxh2 | Bh5 |
| 36. Qf3 | Kg7 | 75. Qge6 | Kg5 |
| 37. Re2 | h5 | 76. Qf5+ | Kh6 |
| 38. Rec2 | Bb8 | 77. Rh7++ | |
| 39. Rb2 | Qb4 | | |



53. c6



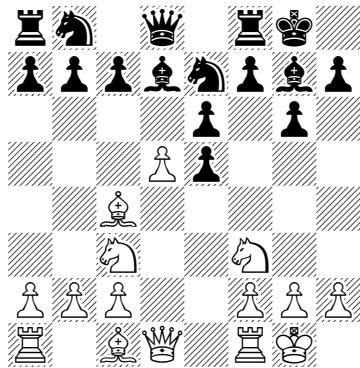
63. Rb7



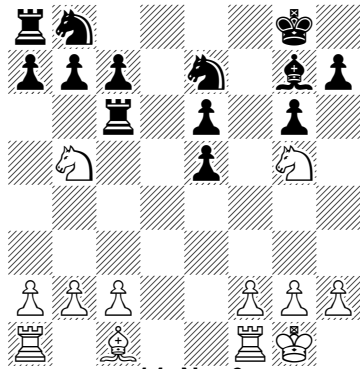
67..Qc8

Game 74: B-System Variant 4xCE with Black

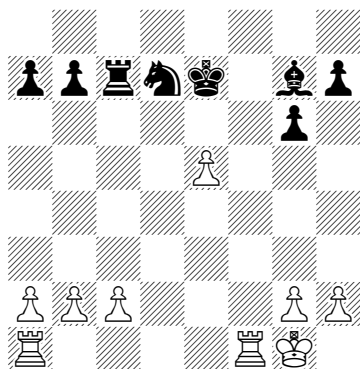
Black plays Bv4xCE, exchanging one of his two attacked center pawns. White quickly creates a doubled isolated pawn, which he then attacks and wins. But white's pawn advantage doesn't prove to be worth much: after a long series of exchanges black equalizes, producing his own counter threats. The game ends in a classic drawn position. B-systems openings are hard to beat!



9. dxe6

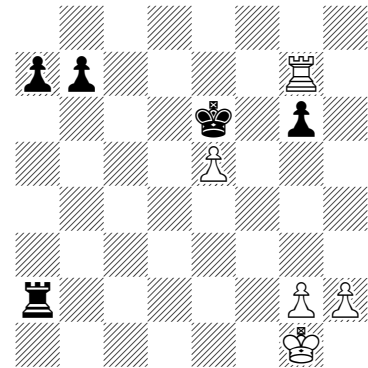


14. Nxe6

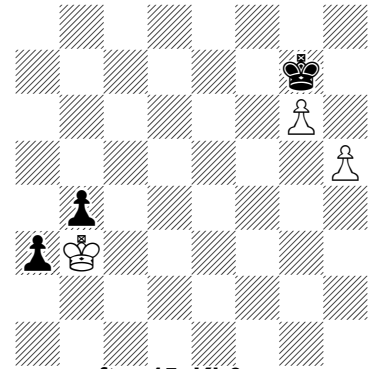


21. Rad1

- | | | | |
|-----------|-------|-----------|-------|
| 1. e4 | d6 | 24. Rxd7 | Rxb2 |
| 2. d4 | Bd7 | 25. Rxd7 | Rxa2 |
| 3. Nf3 | g6 | 26.* Rg7 | b5 |
| 4. Nc3 | Bg7 | 27. Rxd6+ | Kf7 |
| 5. Bc4 | e6 | 28. Rf6+ | Ke7 |
| 6. O-O | Ne7 | 29. Rf2 | Rxf2 |
| 7. d5 | O-O | 30. Kxf2 | b4 |
| 8. e5 | dxe5 | 31. Ke3 | a5 |
| 9.* dxe6 | Bxe6 | 32. h4 | Ke6 |
| 10. Bxe6 | fxe6 | 33. Kd4 | a4 |
| 11. Qxd8 | Rxd8 | 34. Kc4 | a3 |
| 12. Ng5 | Rd6 | 35. Kb3 | Kxe5 |
| 13. Nb5 | Rc6 | 36. g4 | Kf4 |
| 14.* Nxe6 | Nd7 | 37. h5 | Kg5 |
| 15. Nbxc7 | Rc8 | 38. Ka2 | Kh6 |
| 16. Bg5 | Kf7 | 39. Kb3 | Kh7 |
| 17. f4 | R8xc7 | 40. g5 | Kg7 |
| 18. Nxc7 | Rxc7 | 41. g6 | Kf6 |
| 19. fxe5+ | Ke6 | 42. Ka2 | Kg7 |
| 20. Bxe7 | Kxe7 | 43. Kb3 | Kf6 |
| 21.* Rad1 | Rxc2 | 44. Ka2 | Kg7 |
| 22. Rxd7+ | Kxd7 | 45.* Kb3 | drawn |
| 23. Rf7+ | Ke6 | | |



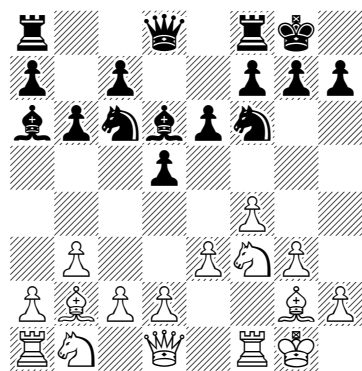
26..b5



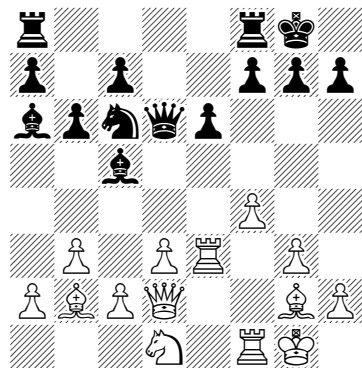
after 45. Kb3

Game 75: B-System Variant 6EG with White

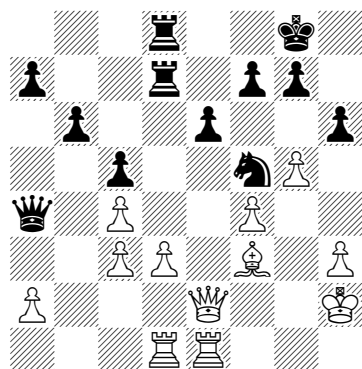
White plays close variant 6EG, against black's compact near B-system deployment. After the opening black attacks superbly, and almost wins the exchange. White saves himself with strong counter attacks. There follows a long tactical phase, in which black finally wins a pawn (move 52), but white out maneuvers him afterwards in brilliant style to win the contest. Great chess!



9. d3

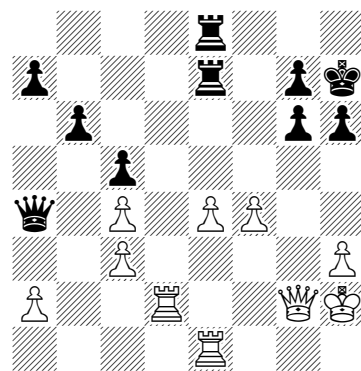


16. Qc3

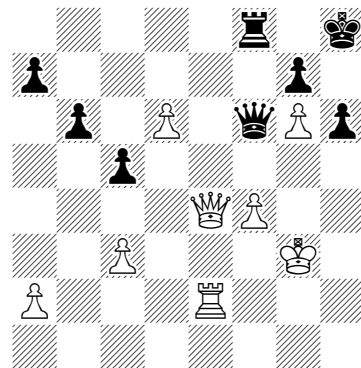


44. g6

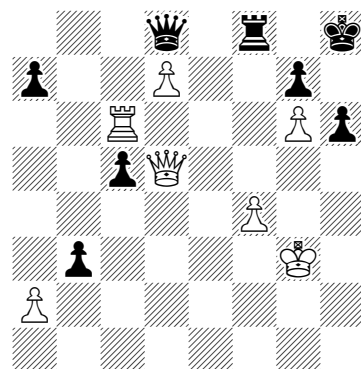
- | | | | | | |
|------|-------|------|------|--------|-------|
| 1. | b3 | d5 | 39. | Re1 | Qa4 |
| 2. | g3 | Nf6 | 40. | Rbd1 | Nd6 |
| 3. | f4 | e6 | 41. | Bf3 | Ne8 |
| 4. | Bg2 | Nc6 | 42. | g4 | Nd6 |
| 5. | e3 | Bd6 | 43. | g5 | Nf5 |
| 6. | Bb2 | O-O | 44.* | g6 | fxg6 |
| 7. | Nf3 | b6 | 45. | Qxe6+ | Kh7 |
| 8. | O-O | Ba6 | 46. | Qe2 | Re7 |
| 9.* | d3 | Ng4 | 47. | Be4 | Qd7 |
| 10. | Qd2 | Bb4 | 48. | Qf2 | Rde8 |
| 11. | Nc3 | Bc5 | 49. | Rd2 | Nd6 |
| 12. | Rae1 | Nxe3 | 50. | Qg2 | Nxe4 |
| 13. | Rxe3 | d4 | 51. | dxe4 | Qa4 |
| 14. | Nxd4 | Qxd4 | 52.* | Qf3 | Qxc4 |
| 15. | Nd1 | Qd6 | 53. | e5 | Qf7 |
| 16.* | Qc3 | Nd4 | 54. | Kg3 | Rf8 |
| 17. | Kh1 | Nf5 | 55. | Qe4 | Kh8 |
| 18. | Re5 | Bd4 | 56. | Ree2 | Re6 |
| 19. | Qd2 | Bxb2 | 57. | Rd6 | Qe7 |
| 20. | Nxb2 | Rad8 | 58. | Rd5 | Qe8 |
| 21. | Nc4 | Bxc4 | 59. | Rd6 | Kh7 |
| 22. | bx c4 | c5 | 60. | h4 | Rxd6 |
| 23. | Bh3 | Ne7 | 61. | exd6 | Qf7 |
| 24. | Qc3 | Qc6+ | 62. | h5 | Kh8 |
| 25. | Bg2 | Qd7 | 63. | hxg6 | Qf6 |
| 26. | Rd1 | Nf5 | 64.* | Rd2 | Qxc3+ |
| 27. | Ree1 | Rc8 | 65. | Rd3 | Qf6 |
| 28. | Qb2 | Rfd8 | 66. | d7 | Qd8 |
| 29. | c3 | Ne7 | 67. | Rd6 | b5 |
| 30. | Qe2 | Qa4 | 68. | Qd5 | b4 |
| 31. | Rb1 | Rc7 | 69. | Rc6 | b3 |
| 32. | Be4 | Rcd7 | 70.* | Qd6 | Rg8 |
| 33. | Kg1 | Qa5 | 71. | Qe6 | Rf8 |
| 34. | Rb3 | h6 | 72. | Rc8 | Qf6 |
| 35. | h3 | Qa6 | 73. | Rxf8+ | Qxf8 |
| 36. | Kh2 | Qc8 | 74. | Qe8 | Qg8 |
| 37. | Rd1 | Nf5 | 75. | Qxg8+ | Kxg8 |
| 38. | Rbb1 | Qa6 | 76. | d8=Q++ | |



52. Qf3



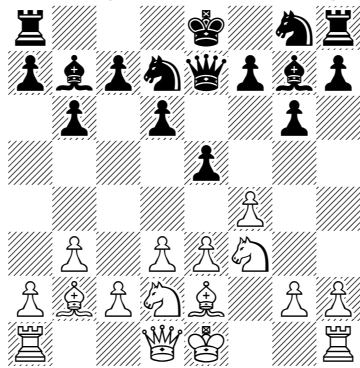
64. Rd2



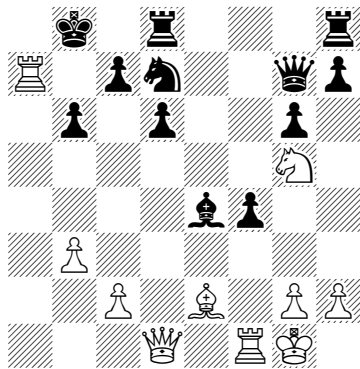
70. Qd6

Game 76: B-System Variants Bv6FG versus Bv5D"

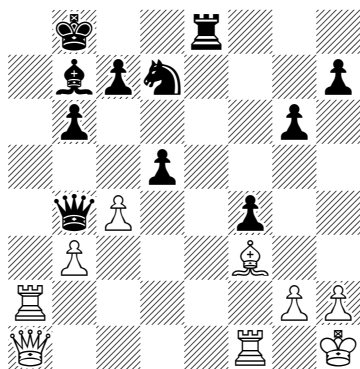
In a tough match between B-system close variants, white's Bv6FG takes on black's Bv5D". Both sides have good play after the opening, but white threatens more, and wins a pawn at move 27. Under pressure, black saves himself by trading down, then finding good moves with his knight. In the endgame black manages to keep his promotion threat alive, and earns a draw. Good game!



9. O-O

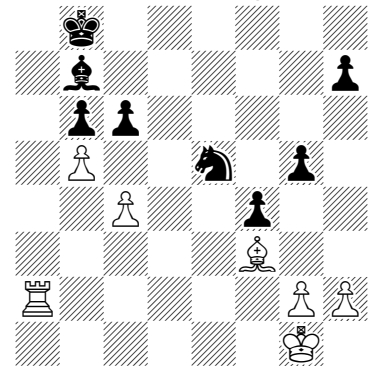


19. Ra2

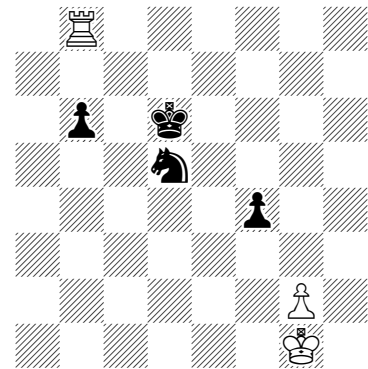


27. Bxd5

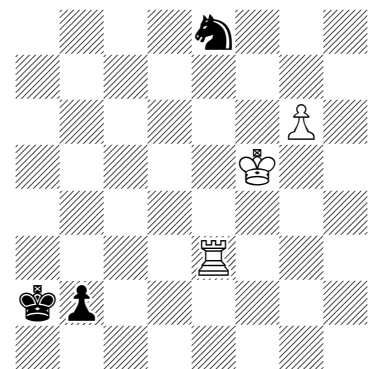
- | | | | | | |
|------|------|-------|------|-------|-------|
| 1. | e3 | d6 | 40. | Rh7 | gxh4 |
| 2. | b3 | g6 | 41. | Rxh6+ | Ke5 |
| 3. | Bb2 | e5 | 42. | Rxh4 | Ne3 |
| 4. | f4 | Bg7 | 43. | Rh8 | Nd5 |
| 5. | Nf3 | Nd7 | 44. | Rb8 | Kd6 |
| 6. | d3 | b6 | 45.* | Kf2 | Kc5 |
| 7. | Nbd2 | Bb7 | 46. | Kf3 | Kd4 |
| 8. | Be2 | Qe7 | 47. | Rb7 | Kd3 |
| 9.* | O-O | O-O-O | 48. | Ra7 | b5 |
| 10. | a4 | f5 | 49. | Ra5 | Nc3 |
| 11. | a5 | Ngf6 | 50. | Kxf4 | b4 |
| 12. | e4 | exf4 | 51. | Ra8 | b3 |
| 13. | axb6 | axb6 | 52. | Rb8 | Kc4 |
| 14. | Ra7 | fxe4 | 53. | g4 | Nb5 |
| 15. | dxe4 | Nxe4 | 54. | Rc8+ | Kb4 |
| 16. | Bxg7 | Qxg7 | 55. | Rc1 | b2 |
| 17. | Nxe4 | Bxe4 | 56. | Re1 | Kc3 |
| 18. | Ng5 | Kb8 | 57. | g5 | Nc7 |
| 19.* | Ra2 | Bb7 | 58. | Kf5 | Kc2 |
| 20. | Ne6 | Qc3 | 59. | g6 | Ne8 |
| 21. | Nxd8 | Rxd8 | 60. | Re2+ | Kb3 |
| 22. | Bf3 | d5 | 61. | Re3+ | Ka2 |
| 23. | Qa1 | Qe3+ | 62.* | Re1 | b1=Q+ |
| 24. | Kh1 | Re8 | 63. | Rxb1 | Kxb1 |
| 25. | c3 | Qe7 | 64. | Ke6 | Ng7+ |
| 26. | c4 | Qb4 | 65. | Kf6 | Nh5+ |
| 27.* | Bxd5 | c6 | 66. | Kf5 | Ng7+ |
| 28. | Bf3 | g5 | 67. | Ke5 | Ne8 |
| 29. | Qd4 | Qe1 | 68. | Kd5 | Nf6+ |
| 30. | Rxe1 | Rxe1+ | 69. | Ke6 | Nh5 |
| 31. | Qg1 | Rxg1+ | 70. | Ke5 | Kc2 |
| 32. | Kxg1 | Nc5 | 71. | Kf5 | Ng3+ |
| 33. | b4 | Nd3 | 72. | Kg4 | Ne4 |
| 34. | b5 | Ne5 | 73. | Kf4 | Nf6 |
| 35.* | Bxc6 | Bxc6 | 74. | Kf5 | Nd5 |
| 36. | bxc6 | Nxc4 | 75. | Ke5 | Ne7 |
| 37. | h4 | h6 | 76. | g7 | Ng8 |
| 38. | c7+ | Kxc7 | 77. | Ke6 | Nh6 |
| 39. | Ra7+ | Kd6 | | | drawn |



35. Bxc6



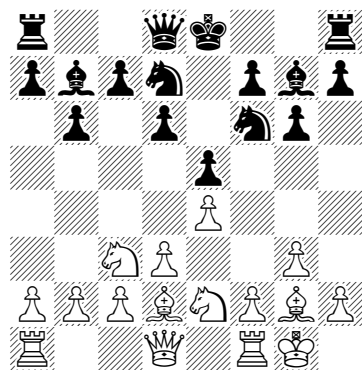
45. Kf2



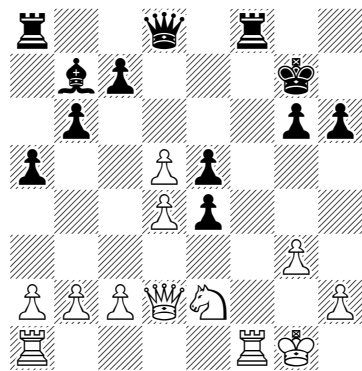
62. Re1

Game 77: B-System Variants 5BCE versus 5G

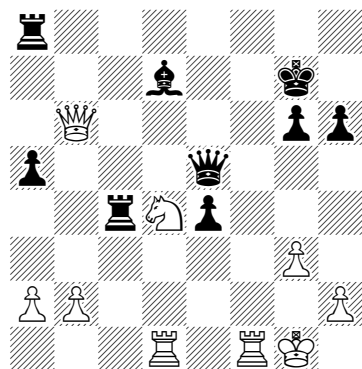
White and black play the strong B-system variants Bv5BCE and Bv5G. Both sides play well, but white's play is a bit sharper, and he wins the exchange at move 26 with a nice combination. Black later equalizes with a pin of the queen on the king, and emerges in slightly better shape for the pawn endgame. The finale is about as close as it can be, but black finally wins it by a hair.



9. Qc1

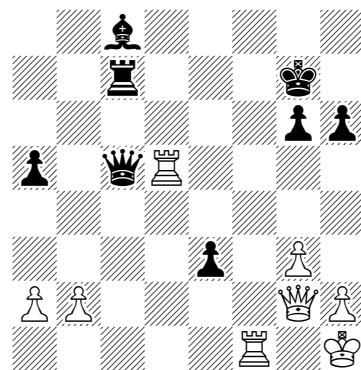


19. c4

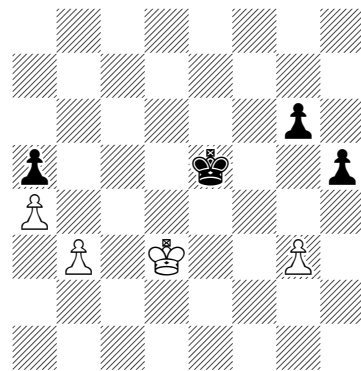


26. Nf5+

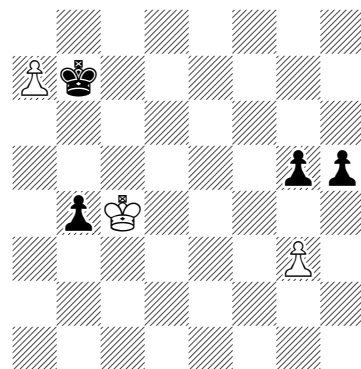
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|------|-------|------|------|------|-------|
| 1. | d3 | g6 | 31.* | Rd5 | Qxd5 |
| 2. | Bd2 | d6 | 32. | Qxd5 | Bb7 |
| 3. | Nc3 | b6 | 33. | Qxb7 | Rxb7 |
| 4. | e4 | Bb7 | 34. | b3 | Re7 |
| 5. | g3 | Nd7 | 35. | Kg2 | Rd7 |
| 6. | Bg2 | Ngf6 | 36. | Kf3 | Rd2 |
| 7. | Nge2 | Bg7 | 37. | a4 | Rhx2 |
| 8. | O-O | e5 | 38. | Rb1 | e2 |
| 9.* | Qc1 | O-O | 39. | Re1 | Kf6 |
| 10. | Bh6 | a5 | 40. | Rxe2 | Rxe2 |
| 11. | Bxg7 | Kxg7 | 41. | Kxe2 | Ke5 |
| 12. | Qd2 | Nc5 | 42. | Kd3 | h5 |
| 13. | f4 | h6 | 43.* | b4 | axb4 |
| 14. | Nd5 | Nxd5 | 44. | Kc4 | g5 |
| 15. | exd5 | f5 | 45. | a5 | Kd6 |
| 16. | fxe5 | dxe5 | 46. | a6 | Kc6 |
| 17. | d4 | Ne4 | 47. | a7 | Kb7 |
| 18. | Bxe4 | fxe4 | 48.* | Kd3 | h4 |
| 19.* | c4 | Qe7 | 49. | gxh4 | gxh4 |
| 20. | Qe3 | c6 | 50. | Kc4 | h3 |
| 21. | dx c6 | Bxc6 | 51. | Kxb4 | Kxa7 |
| 22. | dxe5 | Qxe5 | 52. | Kc5 | h2 |
| 23. | Qxb6 | Rfc8 | 53. | Kc4 | h1=Q |
| 24. | Nd4 | Bd7 | 54. | Kd4 | Kb6 |
| 25. | Rad1 | Rxc4 | 55. | Ke5 | Kc5 |
| 26.* | Nf5+ | Bxf5 | 56. | Kf4 | Qh4+ |
| 27. | Qb7+ | Rc7 | 57. | Ke5 | Qg4 |
| 28. | Qxa8 | Qc5+ | 58. | Kf6 | Kd6 |
| 29. | Kh1 | e3 | 59. | Kf7 | Qg5 |
| 30. | Qg2 | Bc8 | 60. | Kf8 | Ke6 |
| | | | 61. | Ke8 | Qe7++ |



31..Qxd5



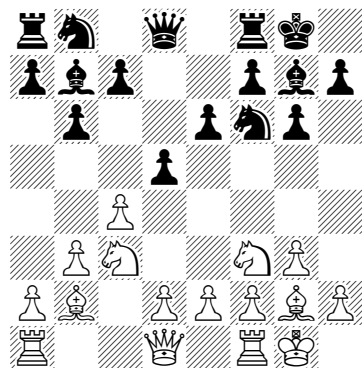
43. b4



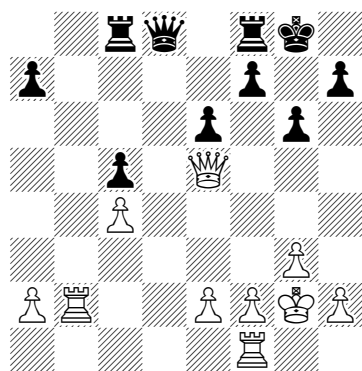
48. Kd3

Game 78: B-System Variants 3BEG vs 4EG

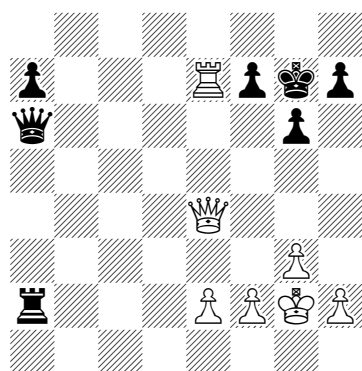
Here is another battle between strong B-system Variants: white plays Bv3BEG, and black plays Bv4EG. Note the tension on the diagonals after the opening. The minor pieces are traded quickly, and it turns into a long tough queen and rook endgame. Both sides play well but white finally gets the better of it starting at move 39, picking up two pawns and cruising to an easy win afterwards.



9. d4

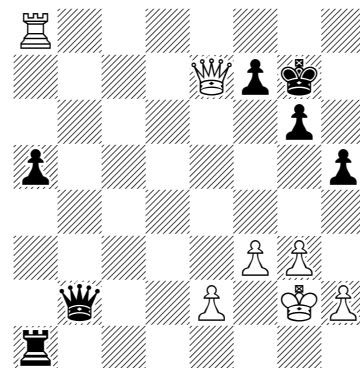


20. Rb7

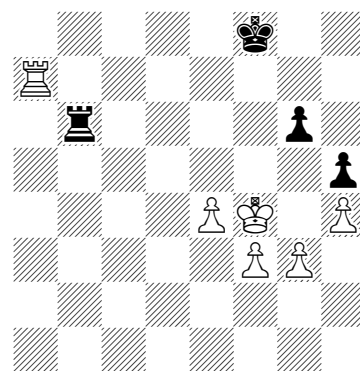


31. f3

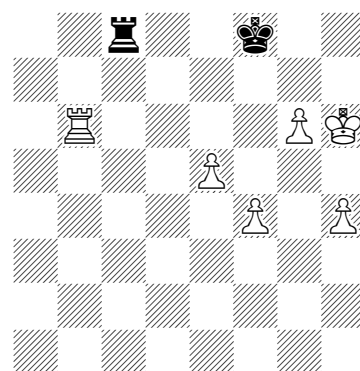
- | | | | | | |
|------|------|------|------|-------|------|
| 1. | b3 | e6 | 37. | Qc5 | Qb2 |
| 2. | c4 | b6 | 38. | Qe3+ | Kg7 |
| 3. | Bb2 | Nf6 | 39.* | Qe7 | Rb1 |
| 4. | Nf3 | Bb7 | 40. | Qf8+ | Kh7 |
| 5. | Nc3 | g6 | 41. | Qxf7+ | Qg7 |
| 6. | g3 | Bg7 | 42. | Qc4 | Rb2 |
| 7. | Bg2 | d5 | 43. | Rxa5 | Qe7 |
| 8. | O-O | O-O | 44. | Kf2 | Rd2 |
| 9.* | d4 | dx4 | 45. | h4 | Qd7 |
| 10. | bx4 | c5 | 46. | Ra8 | Qd4+ |
| 11. | dx4 | Ne4 | 47. | Qxd4 | Rxd4 |
| 12. | Nxe4 | Bxb2 | 48. | Ra7+ | Kg8 |
| 13. | Rb1 | Bxe4 | 49. | e4 | Kf8 |
| 14. | Rxb2 | bx4 | 50. | Ke3 | Rb4 |
| 15. | Qc1 | Nd7 | 51. | Kf4 | Rb6 |
| 16. | Qe3 | Bc6 | 52.* | Kg5 | Rd6 |
| 17. | Ne5 | Nxe5 | 53. | f4 | Re6 |
| 18. | Qxe5 | Bxg2 | 54. | e5 | Rc6 |
| 19. | Kxg2 | Rc8 | 55. | Kh6 | Rb6 |
| 20.* | Rb7 | Qa5 | 56. | Rg7 | g5+ |
| 21. | Rd1 | Qxa2 | 57. | Rg6 | Rb7 |
| 22. | Qf4 | e5 | 58. | hxg5 | Rc7 |
| 23. | Qe4 | Rcd8 | 59. | Rf6+ | Kg8 |
| 24. | Rxd8 | Rxd8 | 60. | g6 | h4 |
| 25. | Rc7 | Qa6 | 61. | Rb6 | Rc8 |
| 26. | Rxc5 | Rd4 | 62. | gxh4 | Kf8 |
| 27. | Qa8+ | Kg7 | 63.* | g7+ | Ke7 |
| 28. | Rxe5 | Rxc4 | 64. | f5 | Kd7 |
| 29. | Re7 | Rc2 | 65. | Rd6+ | Kc7 |
| 30. | Qe4 | Ra2 | 66. | f6 | Rd8 |
| 31.* | f3 | Qf6 | 67. | Rxd8 | Kb7 |
| 32. | Qe3 | a5 | 68. | g8=Q | Kb6 |
| 33. | Ra7 | Ra1 | 69. | Qb3+ | Kc7 |
| 34. | Ra8 | h5 | 70. | Qd5 | Kb6 |
| 35. | Qe8 | Kh6 | 71. | Rb8+ | Kc7 |
| 36. | Qf8+ | Qg7 | 72. | Qb7++ | |



39..Rb1



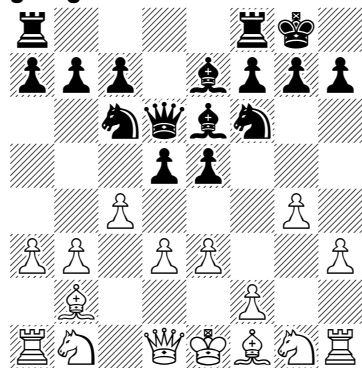
52. Kg5



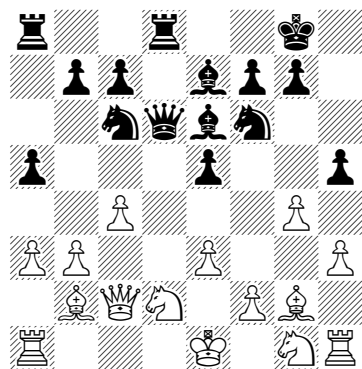
63. g7+

Game 79: B-System Variant 1378 with White

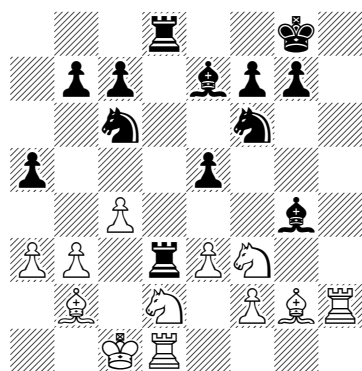
White plays Bv1378 a weird looking opening consisting of mostly pawn moves, but it plays well; so much for the old theories about the opening! White offers a pawn early to open the attack, and then keeps the pressure on for the remainder of the game. White's play is always sharp, always going for the win. Perilous attacks such as this are the fascination and delight of chess.



9. Nd2

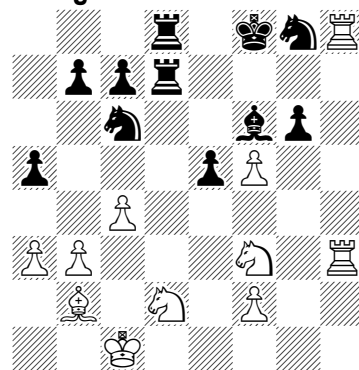


13. Ngf3

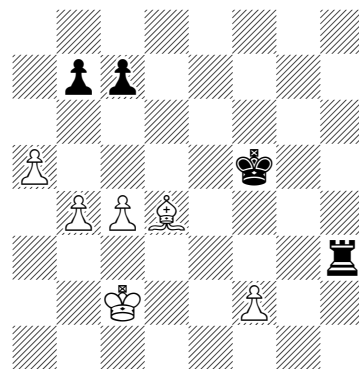


18. Rdh1

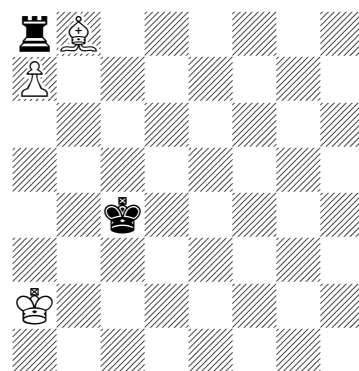
- | | | | |
|-----------|-------|----------|------|
| 1. e3 | e5 | 40. Bxd4 | Ra3 |
| 2. b3 | Nf6 | 41. a5 | Rh3 |
| 3. Bb2 | Nc6 | 42.* b5 | Ra3 |
| 4. c4 | Be7 | 43. Bc3 | Ra2+ |
| 5. d3 | O-O | 44. Kb3 | Rxf2 |
| 6. a3 | d5 | 45. a6 | bxa6 |
| 7. h3 | Be6 | 46. bxa6 | Ke4 |
| 8. g4 | Qd6 | 47. a7 | Rf8 |
| 9.* Nd2 | a5 | 48. Bb4 | Ra8 |
| 10. Bg2 | Rfd8 | 49. Bc5 | Kf5 |
| 11. Qc2 | dxh4 | 50. Ka3 | Ke6 |
| 12. dxc4 | h5 | 51. Kb4 | Kf5 |
| 13.* Ngf3 | hxg4 | 52. Ka5 | Ke4 |
| 14. hxg4 | Bxg4 | 53. Bf2 | Kd3 |
| 15. O-O-O | Qd3 | 54. Kb4 | Ke4 |
| 16. Qxd3 | Rxd3 | 55. Bg1 | Kd3 |
| 17. Rh2 | Rad8 | 56. Bc5 | Rd8 |
| 18.* Rdh1 | Kf8 | 57. Bf2 | Ke2 |
| 19. Rh8+ | Ng8 | 58. Bg1 | Ra8 |
| 20. Bf1 | R3d7 | 59. Kc3 | Kf3 |
| 21. Rg1 | Bf5 | 60. Kc2 | Kf4 |
| 22. Rg3 | f6 | 61. Bd4 | Ke4 |
| 23. Bh3 | Bxh3 | 62. Kc3 | Re8 |
| 24. Rgxh3 | f5 | 63. Bf2 | Rd8 |
| 25. e4 | g6 | 64. Bc5 | Ra8 |
| 26. exf5 | Bf6 | 65. Kc2 | Rh8 |
| 27.* fxg6 | Bxh8 | 66. Kb3 | Kd3 |
| 28. Rxh8 | Kg7 | 67. Bg1 | Rd8 |
| 29. Nxe5 | Nxe5 | 68. Bf2 | Ra8 |
| 30. Bxe5+ | Kxg6 | 69. Bc5 | Re8 |
| 31. Nf3 | Re8 | 70. Bb4 | Kd4 |
| 32. Bc3 | Kf5 | 71. Ba5 | Kc5 |
| 33. Bxa5 | Nf6 | 72. Bxc7 | Re3+ |
| 34. Rxe8 | Nxe8 | 73. Ka4 | Re2 |
| 35. Kc2 | Ng7 | 74. Bf4 | Kxc4 |
| 36. Bc3 | Ne6 | 75. Bd6 | Re8 |
| 37. b4 | Rh7 | 76. Bb8 | Re1 |
| 38. a4 | Rh3 | 77. Be5 | Re2 |
| 39. Nd4+ | Nxd4+ | 78. Ka3 | Re3+ |



27. fxg6



42. b5



79. Ka2 Re2+

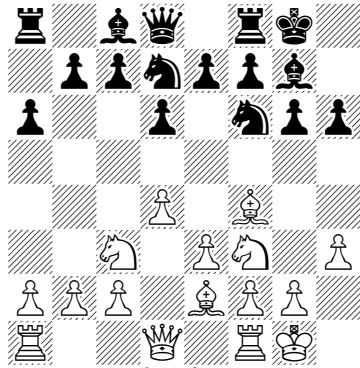
80. Bb2 Re8

81. Be5 Ra8

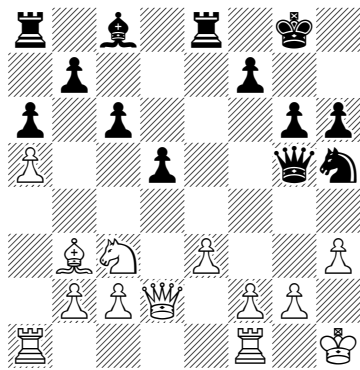
82.* Bb8 drawn

Game 80: B-System Variant 18EG with Black

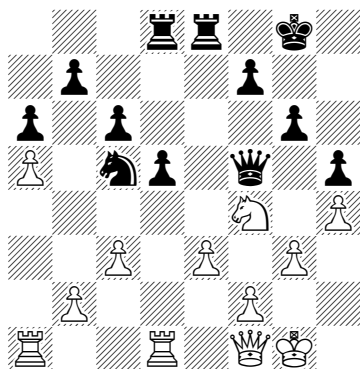
Black plays Bv18EG, a more distant variant of the strong BvEG. Black maintains easy equality after the opening exchanges, and is never threatened. For a long period afterwards black probes white's defenses, but no break thru is possible until move 59, when the white defense is forced off balance. Black wins a pawn, then the exchange, then smashes the remains of white's position.



9. a4

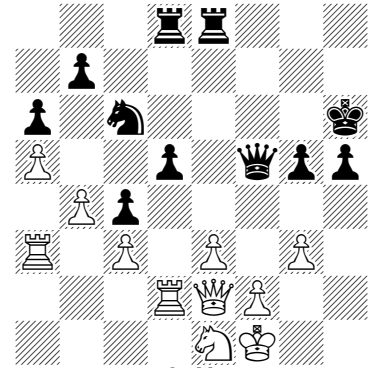


19..Ng7

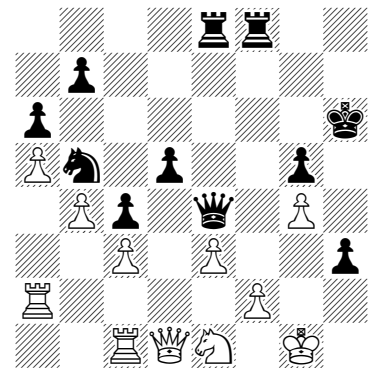


36..f6

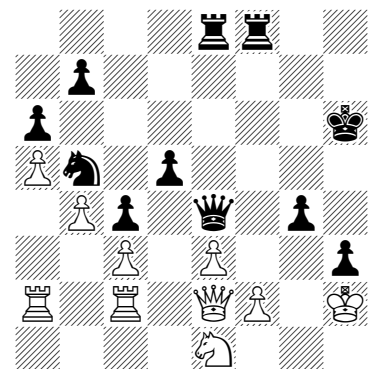
- | | | | |
|----------|------|-----------|---------|
| 1. Nf3 | Nf6 | 40. Qc2 | Qf7 |
| 2. d4 | g6 | 41. Ng2 | Nd7 |
| 3. Bf4 | Bg7 | 42. Rdd1 | Ne5 |
| 4. Nc3 | O-O | 43. Ra4 | g5 |
| 5. e3 | d6 | 44. Kg1 | c5 |
| 6. Be2 | Nbd7 | 45. Qe2 | c4 |
| 7. O-O | h6 | 46. Ra3 | Qg6 |
| 8. h3 | a6 | 47. Kf1 | Kh6 |
| 9. * a4 | Re8 | 48. b4 | Qe4 |
| 10. Bc4 | c6 | 49. Rd4 | Qf5 |
| 11. Bg3 | d5 | 50. Ne1 | Nc6 |
| 12. Bb3 | e5 | 51. hxg5+ | fxg5 |
| 13. dxe5 | Nh5 | 52.* Rd2 | Na7 |
| 14. Bh2 | Nxe5 | 53. Ra1 | Nb5 |
| 15. Bxe5 | Bxe5 | 54. Rc1 | Rf8 |
| 16. Nxe5 | Rxe5 | 55. Kg1 | h4 |
| 17. a5 | Re8 | 56. g4 | Qe4 |
| 18. Qd2 | Qg5 | 57. Ra2 | Rde8 |
| 19.* Kh1 | Ng7 | 58. Qd1 | h3 |
| 20. Ne2 | Qe7 | 59.* Qd2 | Qxg4+ |
| 21. Kg1 | Bd7 | 60. Kh2 | Qe4 |
| 22. Rfd1 | Rad8 | 61. Rcc2 | g4 |
| 23. c3 | Qg5 | 62.* Qe2 | Nxc3 |
| 24. Kh2 | Nf5 | 63. Rxc3 | Qe5+ |
| 25. Nf4 | Nd6 | 64. Kg1 | Qxc3 |
| 26. g3 | Qe7 | 65. Nc2 | Qe5 |
| 27. Qe2 | Ne4 | 66. Ne1 | g3 |
| 28. Ba4 | Qf6 | 67. Nf3 | Qh5 |
| 29. Nd3 | Qe6 | 68. fxc3 | Qxf3 |
| 30. Qf1 | Qd6 | 69. Qxf3 | Rxf3 |
| 31. Bc2 | h5 | 70. Kh2 | Rg8 |
| 32. Nf4 | Qf6 | 71. e4 | Rfxg3 |
| 33. Kg2 | Nc5 | 72. Ra1 | Rg2+ |
| 34. Kg1 | Bf5 | 73. Kh1 | c3 |
| 35. Bxf5 | Qxf5 | 74. Rf1 | c2 |
| 36.* h4 | f6 | 75. exd5 | Rg1+ |
| 37. Qe2 | Kg7 | 76. Rxc3 | Rxc3+ |
| 38. Kh2 | Qe4 | 77. Kxc3 | c1=Q+ |
| 39. Rd4 | Qe7 | | resigns |



52..Na7



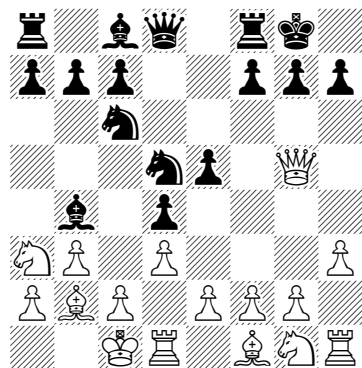
59. Qd2



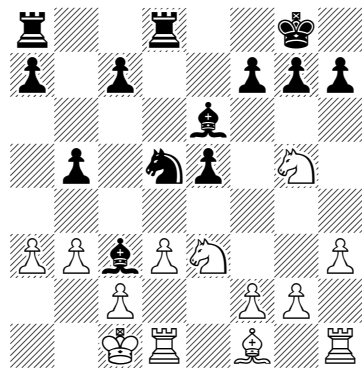
62..Nxc3

Game 81: B-System Variant 8B'D'DE' with White

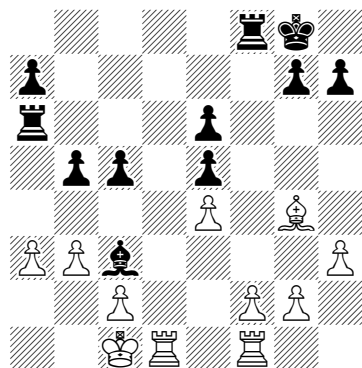
White plays Bv8B'D'DE', an interesting compact queen side variant here with a forced queen move. For most of the game white flirts with danger, keeping a step ahead of disaster. He neatly skirts a number of serious attacks, and masterfully coordinating his scattered forces, manages to win a pawn and finally walk away with a victory. The B-system is laden with such hidden treasure!



9. Qxd8

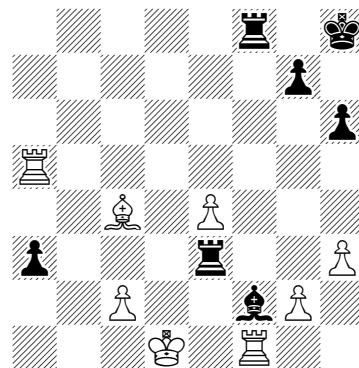


17. Be2

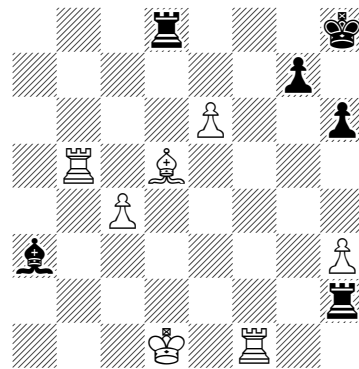


25. Rd7

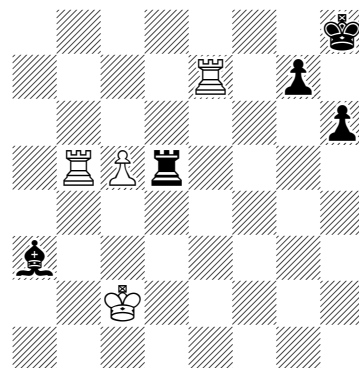
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|-----------|------|----------|---------|
| 1. b3 | e5 | 38. Ra5 | a3 |
| 2. Bb2 | d5 | 39.* Bd3 | Rg3 |
| 3. d3 | Nf6 | 40. e5 | Rxg2 |
| 4. Na3 | Nc6 | 41. e6 | Re8 |
| 5. Qd2 | d4 | 42. Rxa3 | Bc5 |
| 6. O-O-O | Bb4 | 43. Ra5 | Rb8 |
| 7. Qg5 | O-O | 44. Rb5 | Ra8 |
| 8. h3 | Nd5 | 45. c4 | Rh2 |
| 9.* Qxd8 | Rxd8 | 46. Be4 | Rd8+ |
| 10. Nc4 | b5 | 47. Bd5 | Ba3 |
| 11. e4 | dxe3 | 48.* Rf7 | Rxh3 |
| 12. Nxe3 | Be6 | 49. e7 | Re8 |
| 13. Nf3 | Nc3 | 50. c5 | Rxe7 |
| 14. Bxc3 | Bxc3 | 51. Rxe7 | Rd3+ |
| 15. Ng5 | Nb4 | 52. Kc2 | Rxd5 |
| 16. a3 | Nd5 | 53.* Kb3 | Rxc5 |
| 17.* Be2 | c6 | 54. Rb8+ | Kh7 |
| 18. Nxe6 | fxe6 | 55. Kxa3 | h5 |
| 19. Bg4 | Rd6 | 56. Rb1 | Kh6 |
| 20. Nf1 | Rf8 | 57. Re6+ | g6 |
| 21. Ng3 | Nf6 | 58. Kb4 | Rf5 |
| 22. Rhf1 | c5 | 59. Rh1 | Rf4+ |
| 23. Ne4 | Nxe4 | 60. Kc3 | Rg4 |
| 24. dxe4 | Ra6 | 61. Kd3 | h4 |
| 25.* Rd7 | Rxa3 | 62. Ke3 | Kh5 |
| 26. Bxe6+ | Kh8 | 63. Re8 | Rg3+ |
| 27. Kd1 | Ra6 | 64. Kf2 | g5 |
| 28. Bd5 | Bd4 | 65. Rg1 | Rxg1 |
| 29. Ke2 | Ra2 | 66. Kxg1 | Kg6 |
| 30. Kd2 | Bxf2 | 67. Kg2 | g4 |
| 31. Kd3 | h6 | 68. Rh8 | Kg5 |
| 32. Re7 | c4+ | 69. Kf2 | Kf5 |
| 33. bxc4 | Ra3+ | 70. Rxh4 | Kf4 |
| 34. Ke2 | Re3+ | 71. Rh1 | Ke5 |
| 35. Kd1 | bxc4 | 72. Kg3 | Kd4 |
| 36. Rxe5 | a5 | 73. Kxg4 | resigns |
| 37. Bxc4 | a4 | | |



39. Bd3



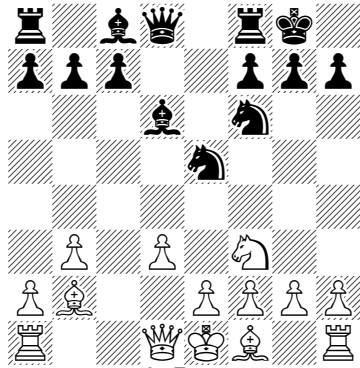
48. Rf7



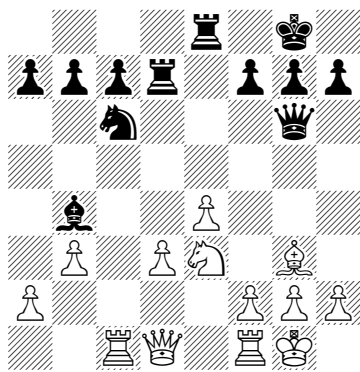
53. Kb3

Game 82: B-System Variant 3BxBxG with White

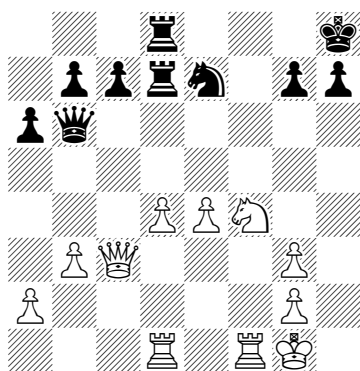
White plays the 'borderline' Bv3BxBxG, with knight capturing moves figuring in the first eight. White wins a pawn quickly, then plays active defense while black attacks. But he never succeeds in equalizing; white seizes the initiative at mid-game, and carries it all the way to victory. Variants such as this show how you can depart from the standard into more aggressive exchange lines.



9. Bxe5

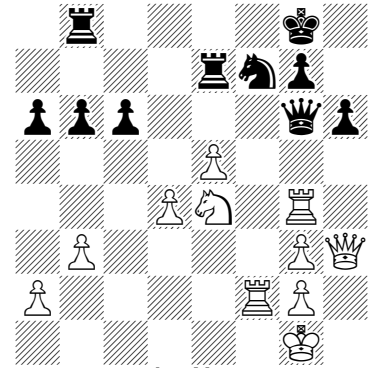


20. Nd5

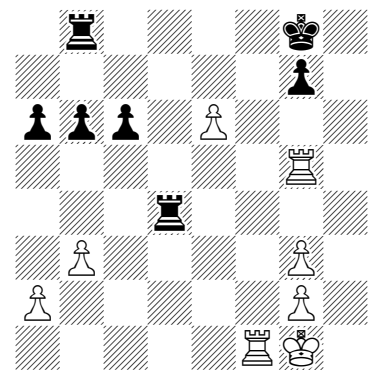


32. Ne2

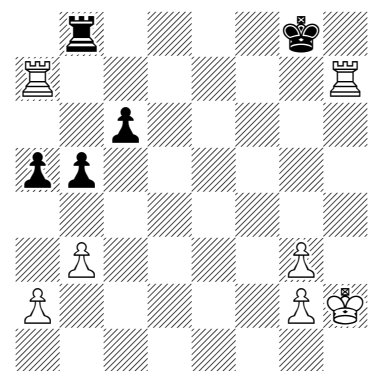
- | | | | | | |
|------|--------|-------|------|--------|-------|
| 1. | b3 | Nf6 | 40. | Qh4 | Kg8 |
| 2. | Bb2 | d5 | 41. | Rde1 | b6 |
| 3. | d3 | Nc6 | 42. | Ne4 | Nf7 |
| 4. | Nd2 | e5 | 43. | Rf4 | Qe6 |
| 5. | Ngf3 | Bd6 | 44. | Ref1 | Rb8 |
| 6. | c4 | dx c4 | 45. | R1f2 | h6 |
| 7. | Nxc4 | O-O | 46. | Qh3 | Qg6 |
| 8. | Ncx e5 | Nxe5 | 47.* | Rg4 | Ng5 |
| 9.* | Bxe5 | Bb4+ | 48. | Qh4 | Rd7 |
| 10. | Nd2 | Ng4 | 49. | Nxg5 | hxg5 |
| 11. | Bg3 | Qf6 | 50. | Rxg5 | Qb1+ |
| 12. | Rc1 | Re8 | 51. | Rf1 | Qd3 |
| 13. | e4 | Ne5 | 52. | e6 | Qxd4+ |
| 14. | Be2 | Nc6 | 53. | Qxd4 | Rxd4 |
| 15. | O-O | Bd7 | 54.* | Rf7 | Kh7 |
| 16. | Nc4 | Rac8 | 55. | Rfxg7+ | Kh8 |
| 17. | Bg4 | Rcd8 | 56. | e7 | Rd1+ |
| 18. | Bxd7 | Rxd7 | 57. | Kh2 | Re1 |
| 19. | Ne3 | Qg6 | 58. | Rf7 | b5 |
| 20.* | Nd5 | Bd6 | 59. | Rh5+ | Kg8 |
| 21. | Re1 | Bxg3 | 60. | Rhh7 | Rxe7 |
| 22. | hxg3 | a6 | 61. | Rhg7+ | Kh8 |
| 23. | Qd2 | Qh5 | 62. | Rxe7 | a5 |
| 24. | d4 | f5 | 63. | Rh7+ | Kg8 |
| 25. | f3 | fxe4 | 64. | Reg7+ | Kf8 |
| 26. | fxe4 | Qg6 | 65. | Ra7 | Kg8 |
| 27. | Qd3 | Kh8 | 66.* | Rhc7 | a4 |
| 28. | Rcd1 | Qd6 | 67. | bx a4 | bx a4 |
| 29. | Qc3 | Red8 | 68. | Rxa4 | Kf8 |
| 30. | Rf1 | Ne7 | 69. | Rxc6 | Re8 |
| 31. | Nf4 | Qb6 | 70. | Rc7 | Rd8 |
| 32.* | Ne2 | Qe6 | 71. | Raa7 | Rb8 |
| 33. | Qf3 | c6 | 72. | Rf7+ | Kg8 |
| 34. | Nf4 | Qd6 | 73. | a4 | Rc8 |
| 35. | Qg4 | Ng8 | 74. | a5 | Rb8 |
| 36. | Qh3 | Nh6 | 75. | Rg7+ | Kh8 |
| 37. | Ne6 | Re8 | 76. | Rh7+ | Kg8 |
| 38. | Nc5 | Rde7 | 77. | Rag7+ | Kf8 |
| 39. | e5 | Qg6 | 78. | Rb7 | Kg8 |



47..Ng5



54. Rf7

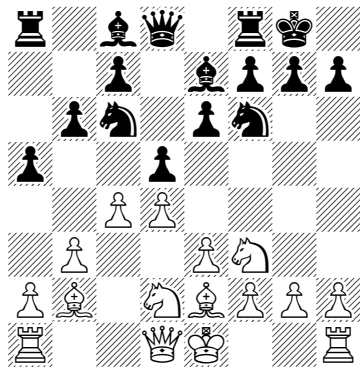


66. Rhc7

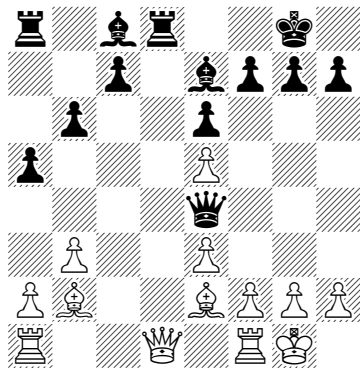
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|-----|-------|---------|
| 79. | Rxb8+ | Kxh7 |
| 80. | a6 | resigns |

Game 83: B-System Variant 34FG with White

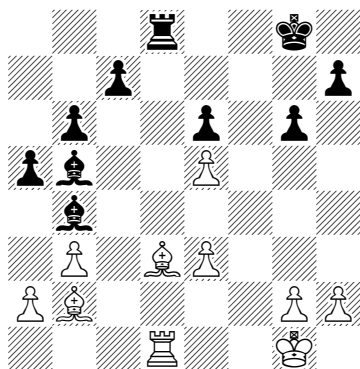
White plays Bv34FG against a near B-system opening by black. All pieces except the bishops are exchanged quickly, and the game looks fairly certain to end in a draw, in spite of black's queen side majority and white's doubled pawn. White actually succeeds in trapping a bishop, but he can't protect his scattered pawns afterwards. The B-system can get you to the endgame so fast that even with modest skills you should be able to draw many games against superior opponents.



9. cxd5



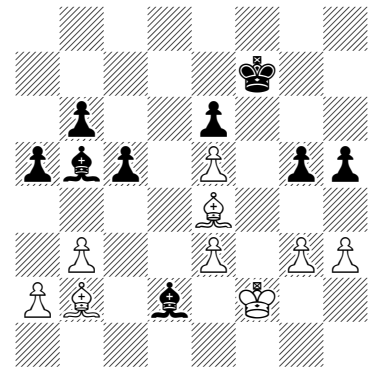
14. Bf3



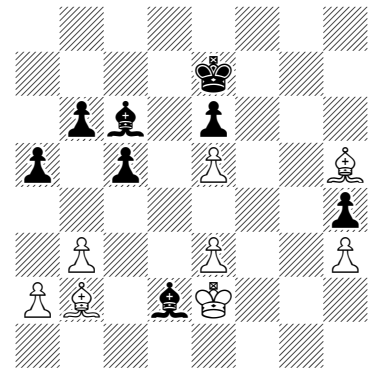
24. bc2

- | | | | | | |
|------|------|-------|------|------|------|
| 1. | b3 | Nf6 | 28. | Kg2 | c5 |
| 2. | Bb2 | e6 | 29. | Kf3 | g5 |
| 3. | c4 | Nc6 | 30. | Kg2 | Bd2 |
| 4. | e3 | Be7 | 31. | Kf3 | Bb4 |
| 5. | d4 | d5 | 32. | Kg2 | Be1 |
| 6. | Nd2 | O-O | 33. | Be4 | Bd2 |
| 7. | Ngf3 | b6 | 34. | Kf2 | Ba6 |
| 8. | Be2 | a5 | 35. | h3 | Bb5 |
| 9. | cxd5 | Qxd5 | 36.* | Bf3 | h4 |
| 10. | Ne5 | Nxe5 | 37. | gxh4 | gxh4 |
| 11. | dxe5 | Ne4 | 38. | Be2 | Bc6 |
| 12. | Nxe4 | Qxe4 | 39. | Bh5+ | Ke7 |
| 13. | O-O | Rd8 | 40.* | Ke2 | Bb4 |
| 14.* | Bf3 | Rxd1 | 41. | a3 | Bd5 |
| 15. | Bxe4 | Rxf1+ | 42. | axb4 | axb4 |
| 16. | Rxf1 | Rb8 | 43. | e4 | Bxb3 |
| 17. | Rd1 | Ba6 | 44. | Bc1 | Bc4+ |
| 18. | f4 | Bc5 | 45. | Ke1 | Ba2 |
| 19. | Bd4 | Bb4 | 46. | Bg5+ | Kd7 |
| 20. | Bb2 | Bb5 | 47. | Kd2 | Bb1 |
| 21. | f5 | g6 | 48. | Be2 | Bxe4 |
| 22. | fxe6 | fxe6 | 49. | Bxh4 | Bg2 |
| 23. | Bd3 | Rd8 | 50. | Bb5+ | Kc7 |
| 24.* | Bc2 | Rxd1+ | 51. | Kc2 | Bxh3 |
| 25. | Bxd1 | Be1 | 52. | Kb3 | Bg4 |
| 26. | Bc2 | Kf7 | 53. | Bg5 | Bf3 |
| 27. | g3 | h5 | 54. | Bc7 | Be4 |
| | | | 55. | Bd6+ | Kd8 |

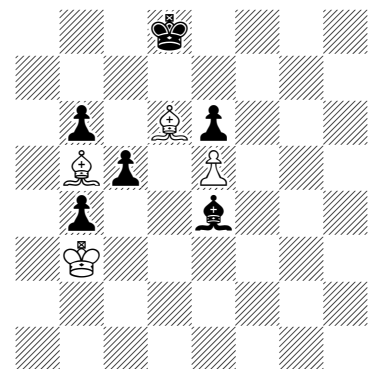
*drawn



36. Bf3



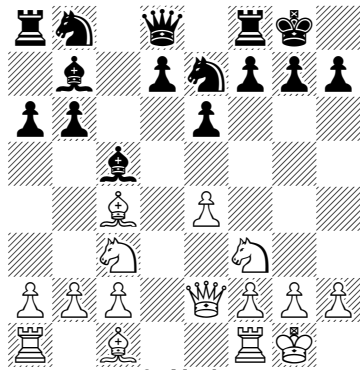
40..Bb4



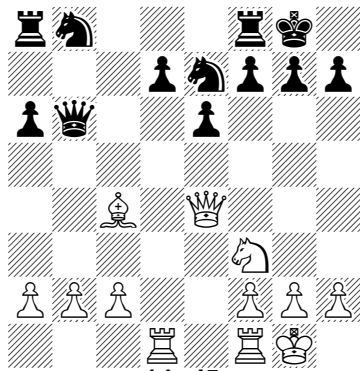
after 55..Kd8

Game 84: B-System Variant 13EFx with Black

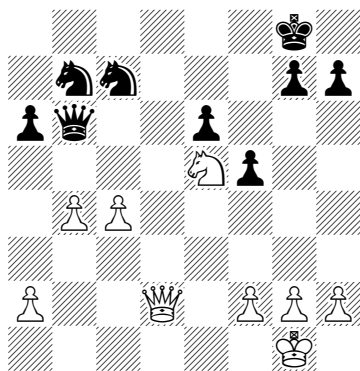
Black plays Bv13EFx, expanding on the queen side and exchanging pawns early on. White attacks after the opening, but falls into a trap that wins black a piece for a pawn as early as move 14. Afterwards black trades down without problems, and carries his advantage all the way to an easy victory. Games like this show the resistance of the B-system to attack: awesome and then some!



9..Na4

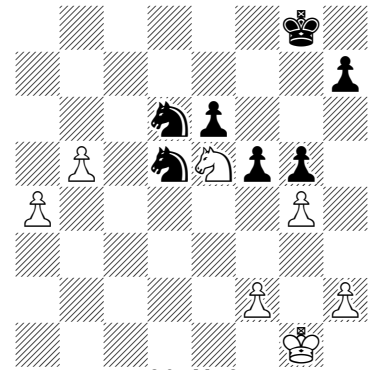


14..d5

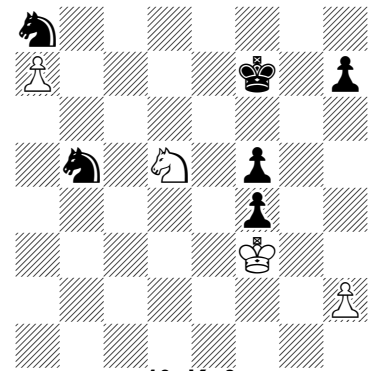


25..Qd6

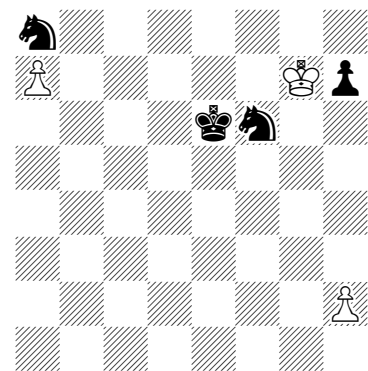
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | e4 | b6 | 36. | Nd3 | Nc7 |
| 2. | Nf3 | c5 | 37. | Nb4 | Kf7 |
| 3. | d4 | e6 | 38. | a7 | Ndb5 |
| 4. | dx c5 | Bxc5 | 39. | Nd5 | Na8 |
| 5. | Nc3 | Bb7 | 40.* | Kf3 | Ke6 |
| 6. | Bc4 | Ne7 | 41. | Kxf4 | Kxd5 |
| 7. | O-O | O-O | 42. | Kxf5 | Nd6+ |
| 8. | Qe2 | a6 | 43. | Kg5 | Ne4+ |
| 9. * | Na4 | Bd6 | 44. | Kh6 | Nf6 |
| 10. | Be3 | Bc7 | 45. | Kg7 | Ke6 |
| 11. | Rad1 | Bxe4 | 46. | Kf8 | h5 |
| 12. | Nxb6 | Bxb6 | 47. | Kg7 | Kf5 |
| 13. | Bxb6 | Qxb6 | 48.* | Kf8 | Nd5 |
| 14.* | Qxe4 | d5 | 49. | Kg7 | Kg5 |
| 15. | Bxd5 | Nxd5 | 50. | Kf7 | Ndc7 |
| 16. | c4 | f5 | 51. | Ke7 | Nb5 |
| 17. | Qe1 | Nc7 | 52. | Ke6 | Nxa7 |
| 18. | Qc3 | Nc6 | 53. | Ke5 | Kg4 |
| 19. | Rd7 | Rf7 | 54. | Kf6 | h4 |
| 20. | Rxf7 | Kxf7 | 55. | Kg6 | h3 |
| 21. | Rd1 | Rd8 | 56. | Kf6 | Kf3 |
| 22. | Rxd8 | Nxd8 | 57. | Ke5 | Kg2 |
| 23. | Qd2 | Nb7 | 58. | Kf4 | Kxh2 |
| 24. | Ne5+ | Kg8 | 59. | Kg4 | Kg2 |
| 25.* | b4 | Qd6 | 60. | Kf4 | Nb6 |
| 26. | Qxd6 | Nxd6 | 61. | Ke5 | h2 |
| 27. | a4 | g5 | 62. | Ke4 | h1=Q |
| 28. | b5 | axb5 | 63. | Kd4 | Qd1+ |
| 29. | cx b5 | Nd5 | 64. | Ke5 | Nc6+ |
| 30.* | g4 | Nc3 | 65. | Kf4 | Qf3+ |
| 31. | gxf5 | exf5 | 66. | Kg5 | Ne7 |
| 32. | a5 | Ncxb5 | 67. | Kh6 | Qf6+ |
| 33. | f4 | gxf4 | 68. | Kh7 | Qf7+ |
| 34. | Kf2 | Nd4 | 69. | Kh8 | Ng6++ |
| 35. | a6 | N6b5 | | | |



30..Nc3



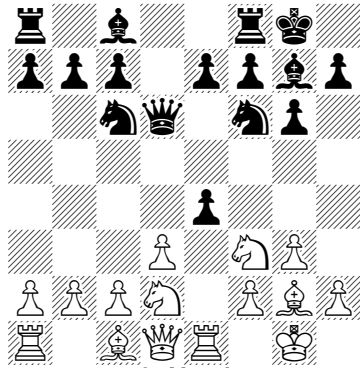
40..Ke6



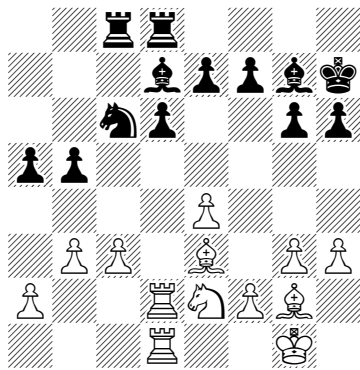
48. Kf8

Game 85: B-System Variant 5EGH with White

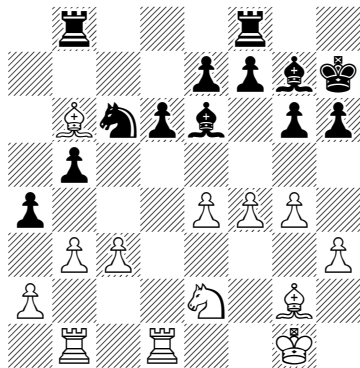
White plays Bv5EGH, a B-system opening with a distinctly classical aspect. Neither side produces anything decisive until move 34, when black surrenders a pawn and attacks with his rook, trying to free the way for his rook pawn. White nurses his lead until the decisive moment at move 66, when a valiant rook sacrifice launches his remaining pawns towards promotion. Well done!



9. Nxe4

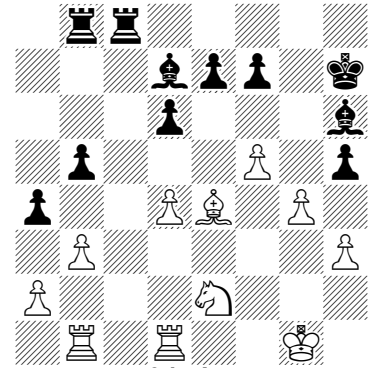


22. f4

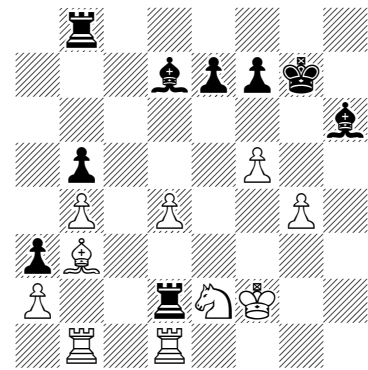


28. Bd4

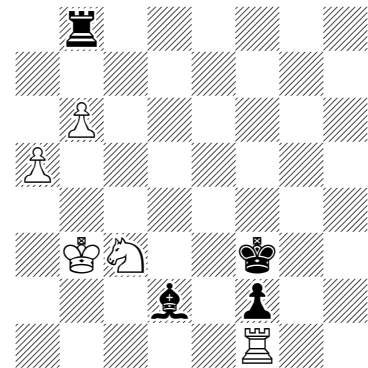
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|------|------|------|------|-------|---------|
| 1. | g3 | d5 | 40.* | Ke1 | Rb2 |
| 2. | Bg2 | g6 | 41. | Rxb2 | axb2 |
| 3. | d3 | Bg7 | 42. | Rb1 | Kf6 |
| 4. | Nd2 | Nf6 | 43. | Bd5 | Rg8 |
| 5. | Ngf3 | Nc6 | 44. | Bf3 | e6 |
| 6. | O-O | O-O | 45. | fxe6 | Bxe6 |
| 7. | e4 | Qd6 | 46. | Rxb2 | Bxg4 |
| 8. | Re1 | dxe4 | 47. | Bxg4 | Rxg4 |
| 9.* | Nxe4 | Nxe4 | 48. | Nc3 | Rxd4 |
| 10. | dxe4 | Rd8 | 49. | Nxb5 | Rh4 |
| 11. | Qxd6 | cxd6 | 50. | Kd1 | Rh1+ |
| 12. | c3 | Be6 | 51. | Kc2 | Ke5 |
| 13. | Be3 | Rac8 | 52. | a4 | f5 |
| 14. | Red1 | Bg4 | 53. | a5 | Be3 |
| 15. | h3 | Bd7 | 54. | Kd3 | f4 |
| 16. | Rac1 | h6 | 55. | Nc3 | Rh3 |
| 17. | Nd4 | Na5 | 56. | Re2 | Rh8 |
| 18. | b3 | b5 | 57. | Nd1 | Rd8+ |
| 19. | Rd2 | Kh7 | 58. | Kc2 | Kd4 |
| 20. | Ne2 | Nc6 | 59. | Kb3 | Kd3 |
| 21. | Rcd1 | a5 | 60. | Re1 | Rb8 |
| 22.* | f4 | Be6 | 61. | Nc3 | f3 |
| 23. | g4 | a4 | 62. | Rd1+ | Bd2 |
| 24. | Bb6 | Re8 | 63. | b5 | Ke3 |
| 25. | Rb1 | Rg8 | 64. | b6 | f2 |
| 26. | Rd3 | Rgf8 | 65. | Rf1 | Kf3 |
| 27. | Rdd1 | Rb8 | 66.* | Rxf2+ | Kxf2 |
| 28.* | Bd4 | Nxd4 | 67. | Ne4+ | Ke3 |
| 29. | cxd4 | Rfc8 | 68. | Nxd2 | Kxd2 |
| 30. | f5 | Bd7 | 69. | Kc4 | Rb7 |
| 31. | Rd2 | gxf5 | 70. | Kb5 | Rf7 |
| 32. | exf5 | h5 | 71. | a6 | Rf5+ |
| 33. | Be4 | Bh6 | 72. | Kc6 | Rf6+ |
| 34.* | Rdd1 | d5 | 73. | Kb7 | Rf7+ |
| 35. | Bxd5 | Rc2 | 74. | Ka8 | Rf6 |
| 36. | Kf2 | a3 | 75. | Ka7 | Rf7+ |
| 37. | b4 | hxg4 | 76. | b7 | Kd3 |
| 38. | hxg4 | Kg7 | 77. | Ka8 | Kc4 |
| 39. | Bb3 | Rd2 | 78. | b8=Q | resigns |



34..d5



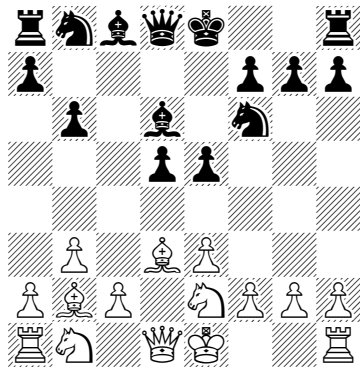
40. Ke1



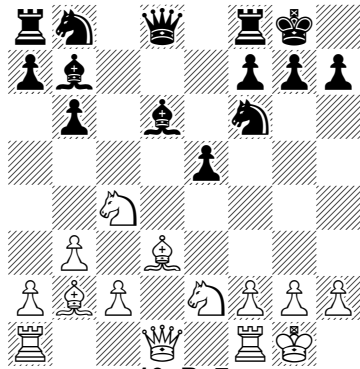
66. Rxf2+

Game 86: B-System Variant 4F'GxG with White

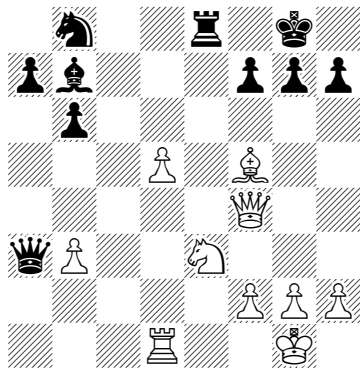
White wins easily with Bv4F'GxG (king knight forced to move twice) in this straightforward game. White goes up a pawn as early as move 14, then launches a pawn which finally costs black a piece. It's all downhill for black after that, his position is torn apart by white's queen, rook, and bishop. This game should serve as a warning for ill prepared attackers of the B-system openings!



9. Nd2

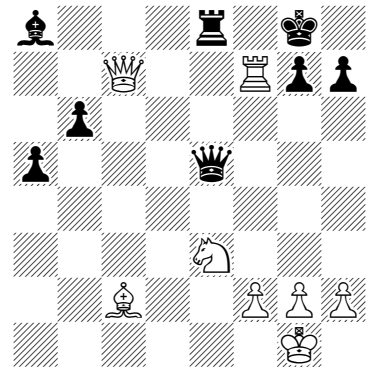


13..Bc7

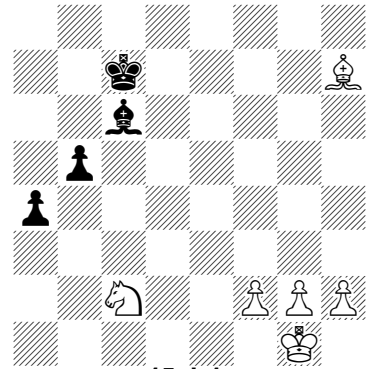


28. Qc7

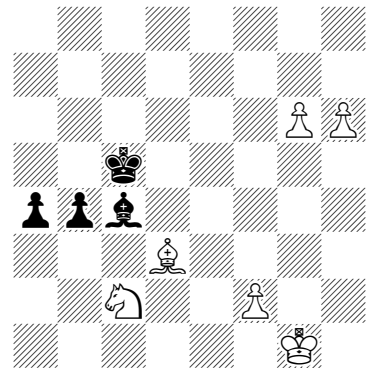
- | | | | | | |
|------|------|-------|------|------|------|
| 1. | b3 | Nf6 | 33. | Rxf7 | Qe5 |
| 2. | Bb2 | b6 | 34.* | Bb3 | Qxc7 |
| 3. | e3 | e6 | 35. | Re7+ | Kf8 |
| 4. | d4 | d5 | 36. | Rxc7 | Rd8 |
| 5. | Bd3 | c5 | 37. | Rf7+ | Ke8 |
| 6. | Ne2 | cxd4 | 38. | Rxg7 | Be4 |
| 7. | Nxd4 | e5 | 39. | Rg5 | Bc6 |
| 8. | Ne2 | Bd6 | 40. | Bc2 | b5 |
| 9.* | Nd2 | O-O | 41. | Bxh7 | a4 |
| 10. | e4 | Bb7 | 42. | Rg8+ | Ke7 |
| 11. | exd5 | Bxd5 | 43. | Rxd8 | Kxd8 |
| 12. | O-O | Bb7 | 44. | Nc2 | Kc7 |
| 13.* | Nc4 | Bc7 | 45.* | h4 | Be8 |
| 14. | Bxe5 | Bxe5 | 46. | Bd3 | Kb6 |
| 15. | Nxe5 | Qc7 | 47. | g4 | Kc5 |
| 16. | Nc4 | Rd8 | 48. | h5 | Bf7 |
| 17. | Qd2 | Na6 | 49. | h6 | Bg8 |
| 18. | Qf4 | Qc5 | 50. | g5 | b4 |
| 19. | Rfd1 | Nb4 | 51. | g6 | Bc4 |
| 20. | Ne3 | Re8 | 52.* | Nxb4 | Be6 |
| 21. | c4 | Rad8 | 53. | Nc2 | Bb3 |
| 22. | Bf5 | Qe7 | 54. | h7 | Kd6 |
| 23. | a3 | Nc6 | 55. | h8=Q | Bxc2 |
| 24. | Nc3 | Rxd1+ | 56. | Bxc2 | a3 |
| 25. | Rxd1 | Qxa3 | 57. | Qd8+ | Kc6 |
| 26. | Ncd5 | Nxd5 | 58. | Be4+ | Kc5 |
| 27. | cxd5 | Nb8 | 59. | Qa5+ | Kd6 |
| 28.* | Qc7 | Ba8 | 60. | Qd5+ | Ke7 |
| 29. | d6 | Qxb3 | 61. | Bf5 | Kf6 |
| 30. | Bc2 | Qb5 | 62. | f4 | Kg7 |
| 31. | d7 | Nxd7 | 63. | Qf7+ | Kh8 |
| 32. | Rxd7 | a5 | 64. | g7++ | |



34. Bb3



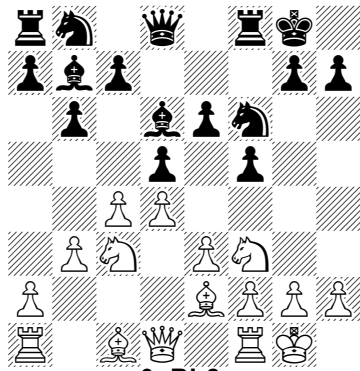
45. h4



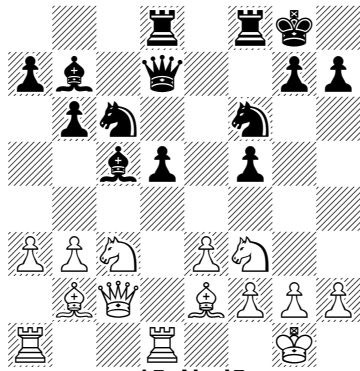
52. Nxb4

Game 87: B-System Variants 34BEFG versus 46EF'G

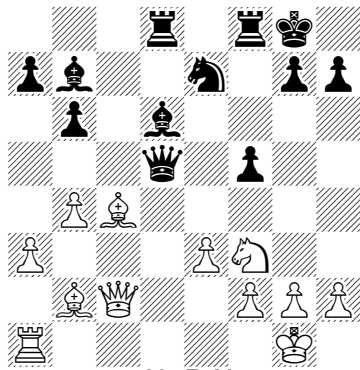
White and black both play B-system distant variants. White effectively wins the game soon after the opening, in a combination beginning at move 15 in which he sacrifices a rook to produce a pin of black's queen on his king. White then keeps the heat on until the final 'coup de grace.' Games such as this demonstrate the character of B-system openings: quiet . . . until they explode!



9. Bb2

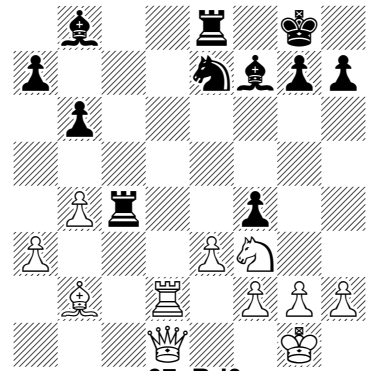


15. Nxd5

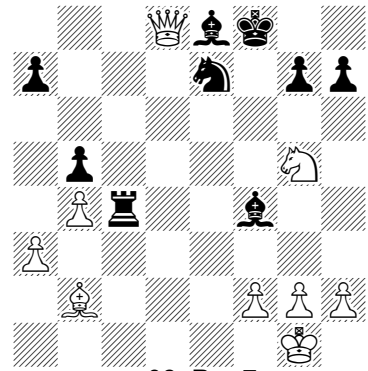


19. Rd1

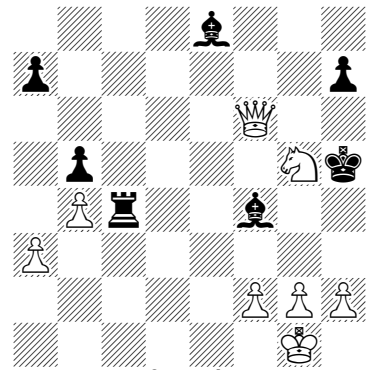
- | | | | |
|-----------|------|------------|-------|
| 1. e3 | e6 | 26. Nf3 | f4 |
| 2. d4 | f5 | 27.* Rd8 | Bc7 |
| 3. Nf3 | Nf6 | 28. Rxe8+ | Bxe8 |
| 4. Be2 | b6 | 29. Ng5 | b5 |
| 5. O-O | Bb7 | 30. exf4 | Bxf4 |
| 6. b3 | d5 | 31. Qd8 | Kf8 |
| 7. c4 | Bd6 | 32.* Bxg7+ | Kxg7 |
| 8. Nc3 | O-O | 33. Qxe7+ | Kh6 |
| 9.* Bb2 | c5 | 34. Qf6+ | Kh5 |
| 10. dxc5 | Bxc5 | 35.* g4+ | Kxg4 |
| 11. a3 | Nc6 | 36. h3+ | Kh5 |
| 12. cxd5 | exd5 | 37. Ne6 | Bh6 |
| 13. Qc2 | Qd7 | 38. Qf5+ | Kh4 |
| 14. Rfd1 | Rad8 | 39. f4 | Rc1+ |
| 15.* Nxd5 | Nxd5 | 40. Kh2 | Rc2+ |
| 16. Rxd5 | Qxd5 | 41. Qxc2 | Bxf4+ |
| 17. Bc4 | Ne7 | 42. Kg2 | h6 |
| 18. b4 | Bd6 | 43. Qf5 | Bc6+ |
| 19.* Rd1 | Rc8 | 44. Kf2 | Bg3+ |
| 20. Bxd5+ | Bxd5 | 45. Kg1 | Bf3 |
| 21. Qd3 | Rc4 | 46. Qxf3 | h5 |
| 22. Qe2 | Rfc8 | 47. Qe4+ | Bf4 |
| 23. Nd4 | Bf7 | 48. Qxf4+ | Kxh3 |
| 24. Rd2 | Bb8 | 49. Ng5++ | |
| 25. Qd1 | Re8 | | |



27. Rd8



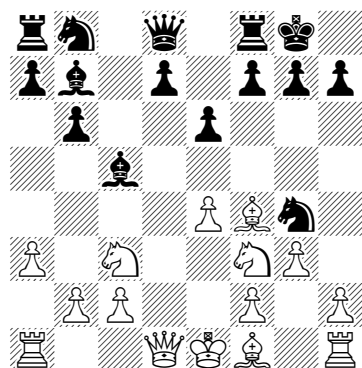
32. Bxg7+



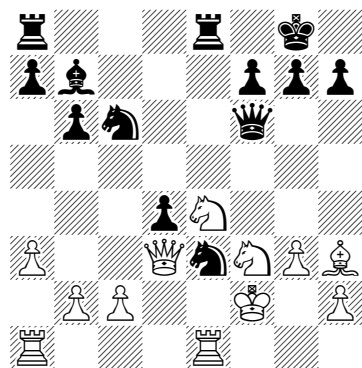
35. g4+

Game 88: B-System Variant 3EFxGG with Black

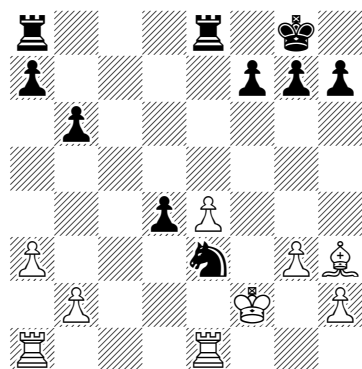
The author with black plays a 'borderline' variant, Bv3EFxGG, and trounces his computer rival. A 'borderline' variant is one with an unforced double move (outside system rules) that results in immediate gain of material. Black tries to win a pawn at his 8th move, but instead this turns out to be the first move of a winning attack! Black takes a pawn and then the exchange, and an easy victory. If the author can play the B-system openings and beat the computer, then so can you!



9. Qd2

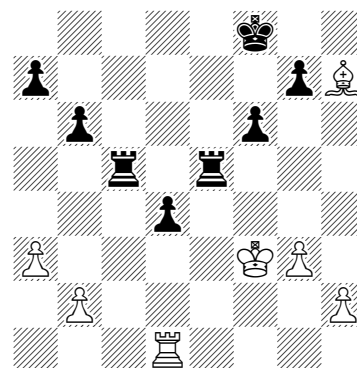


18..Qxf3+

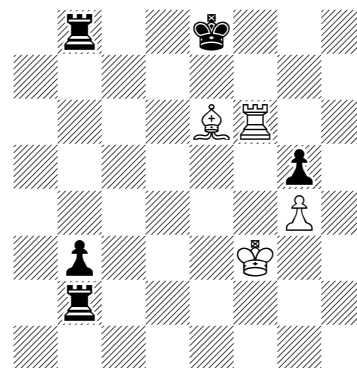


22..Nc2

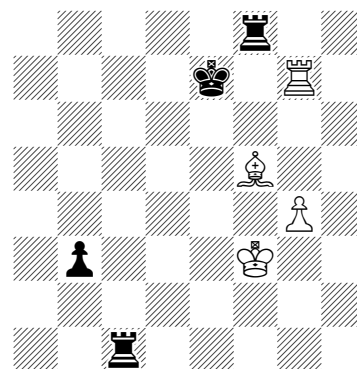
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|------|-------|--------|------|-------|---------|
| 1. | g3 | b6 | 29.* | Bxh7 | Rh5 |
| 2. | Nf3 | Bb7 | 30. | Bg6 | Rxh2 |
| 3. | e4 | c5 | 31. | Rxd4 | Rxb2 |
| 4. | d4 | e6 | 32. | Re4 | Rc8 |
| 5. | dx c5 | Bxc5 | 33. | Re3 | b5 |
| 6. | Bf4 | Nf6 | 34. | Bf5 | Rb8 |
| 7. | Nc3 | O-O | 35. | Rd3 | a5 |
| 8. | a3 | Ng4 | 36. | g4 | b4 |
| 9. * | Qd2 | Bxf2+ | 37. | axb4 | axb4 |
| 10. | Ke2 | d5 | 38. | Rd7 | b3 |
| 11. | exd5 | exd5 | 39. | Be6 | g5 |
| 12. | Bh3 | Re8+ | 40. | Rf7+ | Ke8 |
| 13. | Kf1 | Be3 | 41.* | Rxf6 | Ke7 |
| 14. | Bxe3 | Nxe3+ | 42. | Rg6 | Rf8+ |
| 15. | Kf2 | Nc6 | 43. | Bf5 | Rc2 |
| 16. | Rhe1 | d4 | 44. | Rxg5 | Rc1 |
| 17. | Qd3 | Qf6 | 45.* | Rg7+ | Rf7 |
| 18.* | Ne4 | Qxf3+ | 46. | Rxf7+ | Kxf7 |
| 19. | Kxf3 | Ne5+ | 47. | Bd3 | b2 |
| 20. | Kf2 | Nxd3+ | 48. | Kf4 | b1=Q |
| 21. | cx d3 | Bxe4 | 49. | Bxb1 | Rxb1 |
| 22.* | dxe4 | Nc2 | 50. | Ke5 | Kg6 |
| 23. | Bf1 | Nxa1 | 51. | Kf4 | Rf1+ |
| 24. | Rxa1 | Rac8 | 52. | Ke3 | Kg5 |
| 25. | Bd3 | f6 | 53. | Ke2 | Rf4 |
| 26. | Rd1 | Kf8 | 54. | Kd3 | Kxg4 |
| 27. | Kf3 | Rc5 | | | resigns |
| 28. | e5 | Rex e5 | | | |



29..Rh5



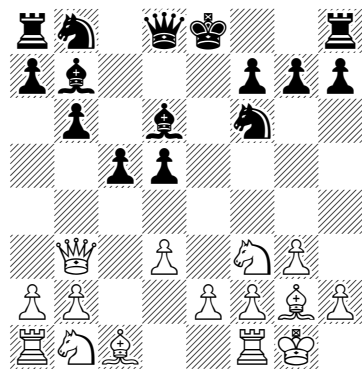
41..Ke7



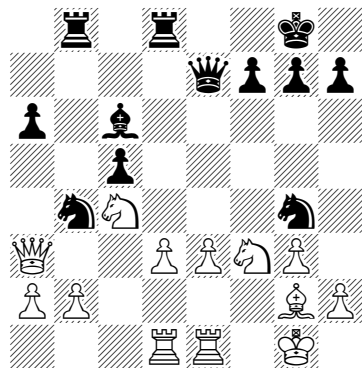
45..Rf7

Game 89: B-System Variant 345xF'G with Black

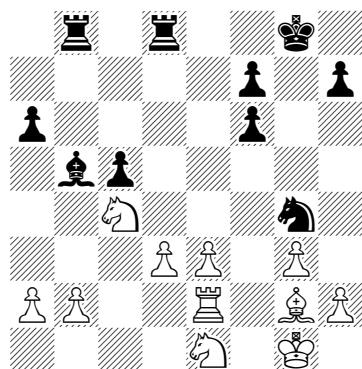
Black plays Bv345xF'G, a distant variant featuring the 'shotgun' double bishop attack on the king side. After the opening black comes under some pressure, but he gets out of it nicely. Black's knight fork at move 22, rook sacrifice at move 27, and pawn sacrifice at move 32 are fine examples of solid tactical chess. Yet another win with yet another opening of the powerful new B-system!



9. Nc3

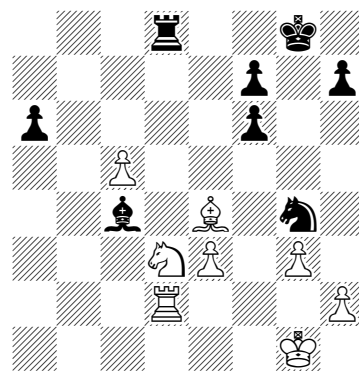


22..Nc2

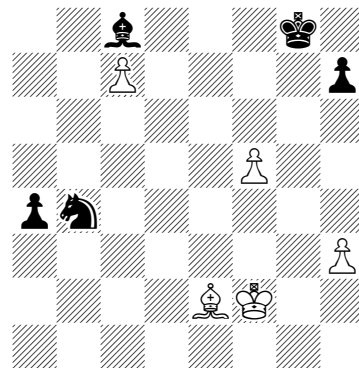


27..Rxd3

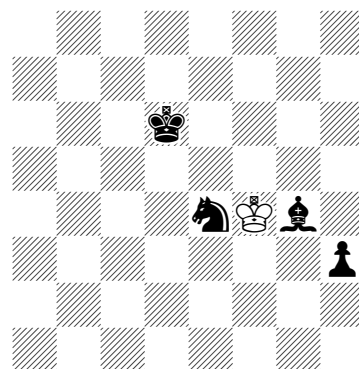
- | | | | | | |
|------|-------|------|------|------|-------|
| 1. | g3 | e6 | 38. | h3 | Ba6 |
| 2. | Nf3 | b6 | 39. | c7 | Bc8 |
| 3. | Bg2 | Bb7 | 40. | Kf2 | Nc2 |
| 4. | O-O | c5 | 41. | Be2 | Nb4 |
| 5. | d3 | d5 | 42. | g4 | a4 |
| 6. | c4 | Nf6 | 43.* | gxf5 | a3 |
| 7. | cxd5 | exd5 | 44. | Bc4+ | Kf8 |
| 8. | Qb3 | Bd6 | 45. | Ke3 | Bxf5 |
| 9.* | Nc3 | O-O | 46. | h4 | Ke7 |
| 10. | Bg5 | d4 | 47. | Kf4 | Bh3 |
| 11. | Nb5 | Nc6 | 48. | Kg3 | Bc8 |
| 12. | e4 | dxe3 | 49. | Kf4 | h6 |
| 13. | fxe3 | Be7 | 50. | Ke5 | a2 |
| 14. | Rad1 | a6 | 51. | Bxa2 | Nxa2 |
| 15. | Na3 | Ng4 | 52. | Kd4 | Kd6 |
| 16. | Bxe7 | Qxe7 | 53. | Kc4 | Kxc7 |
| 17. | Qxb6 | Nb4 | 54. | Kc5 | Bg4 |
| 18. | Nc4 | Bd5 | 55. | Kc4 | Kd6 |
| 19. | Rfe1 | Rab8 | 56. | Kd4 | Nb4 |
| 20. | Qa5 | Rfd8 | 57. | Ke3 | Nd5+ |
| 21. | Qa4 | Bc6 | 58. | Kf2 | h5 |
| 22.* | Qa3 | Nc2 | 59. | Ke1 | Ne3 |
| 23. | Qc3 | Nxe1 | 60. | Kd2 | Nf5 |
| 24. | Rxe1 | Qf6 | 61. | Ke1 | Nxh4 |
| 25. | Qxf6 | gxf6 | 62. | Kf1 | Nf3 |
| 26. | Re2 | Bb5 | 63. | Ke2 | h4 |
| 27.* | Ne1 | Rxd3 | 64. | Kf1 | Nd2+ |
| 28. | Nxd3 | Bxc4 | 65. | Kf2 | h3 |
| 29. | Rd2 | Rd8 | 66. | Kg3 | Ne4+ |
| 30. | Be4 | Bxa2 | 67.* | Kf4 | h2 |
| 31. | b4 | Bc4 | 68. | Kxe4 | h1=Q+ |
| 32.* | bx c5 | f5 | 69. | Ke3 | Qc1+ |
| 33. | Bxf5 | Nxe3 | 70. | Ke4 | Qc4+ |
| 34. | Be4 | f5 | 71. | Ke3 | Ke5 |
| 35. | Bf3 | Rxd3 | 72. | Kf2 | Qe2+ |
| 36. | Rxd3 | Bxd3 | 73. | Kg1 | Bh3 |
| 37. | c6 | a5 | 74. | Kh1 | Qg2++ |



32..f5



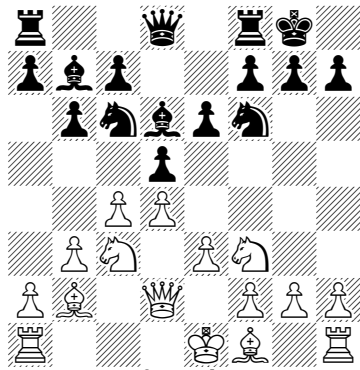
43. a3



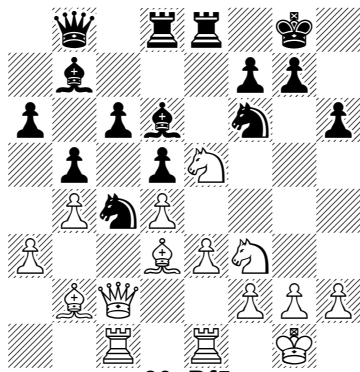
67..h2

Game 90: B-System Variant 34BD'G with White

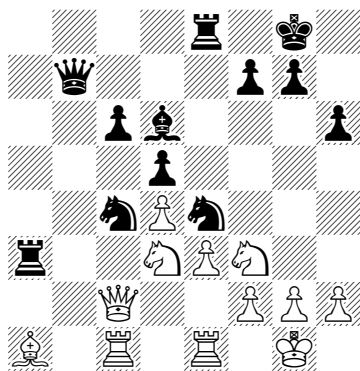
White plays Bv34BD'G, one of the strong queen side distant variants. Black counters well with a near B-system opening. After a long phase of tactical play, black seems better placed, but white later repulses him. White's 43rd move opens to a very sharp continuation: for twenty moves thereafter, both sides threaten across the board. White finally triumphs in this tenacious contest.



9. cxd5

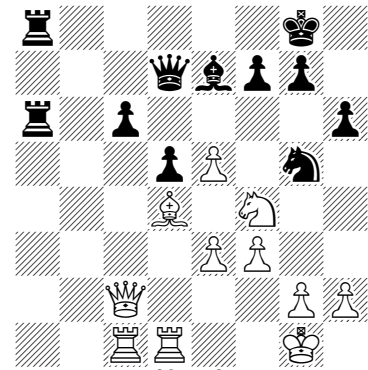


23. Bf5

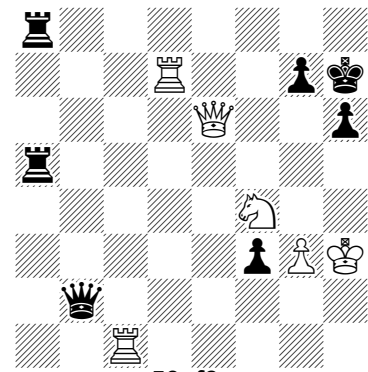


37. Nfe5

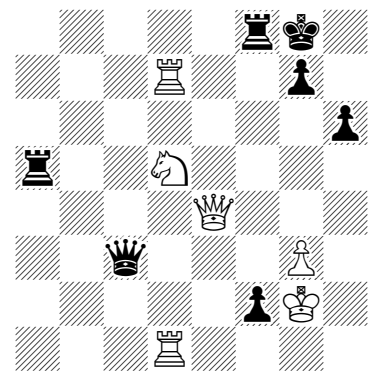
- | | | | |
|-----------|------|-----------|---------|
| 1. b3 | Nf6 | 40. Red1 | Rea8 |
| 2. Bb2 | e6 | 41. Bd4 | R3a6 |
| 3. c4 | Nc6 | 42. Nf4 | Qd7 |
| 4. Nc3 | d5 | 43.* e4 | dx e4 |
| 5. e3 | Bd6 | 44. h4 | exf3 |
| 6. d4 | O-O | 45. hxg5 | Bxg5 |
| 7. Nf3 | b6 | 46. e6 | fxe6 |
| 8. Qd2 | Bb7 | 47. g3 | Ra4 |
| 9.* cxd5 | exd5 | 48. Be5 | Qa7+ |
| 10. a3 | Qd7 | 49. Kh1 | Qf7 |
| 11. Bd3 | Ne7 | 50. Rd2 | c5 |
| 12. O-O | a6 | 51. Qxc5 | Bf6 |
| 13. Qc2 | Rfe8 | 52. Qe3 | Ra3 |
| 14. Rfe1 | Rad8 | 53. Qe1 | Qb7 |
| 15. Ne5 | Qc8 | 54. Kh2 | Bxe5 |
| 16. Rac1 | Qb8 | 55. Qxe5 | R3a5 |
| 17. Qe2 | b5 | 56. Qxe6+ | Kh7 |
| 18. b4 | c6 | 57. Rd7 | Qb2+ |
| 19. Qc2 | Nc8 | 58.* Kh3 | f2 |
| 20. Nb1 | Nb6 | 59. Rcd1 | Rf8 |
| 21. Nd2 | Nc4 | 60. Kg2 | Qc3 |
| 22. Ndf3 | h6 | 61. Qe4+ | Kg8 |
| 23.* Bf5 | Bc8 | 62.* Nd5 | Rxd5 |
| 24. Bxc8 | Rxc8 | 63. Qxd5+ | Kh7 |
| 25. Nd3 | Qc7 | 64. Qd3+ | Qxd3 |
| 26. Nc5 | Ra8 | 65. R7xd3 | h5 |
| 27. a4 | a5 | 66. Rf3 | Rc8 |
| 28. bxa5 | bxa4 | 67. Kxf2 | Rc7 |
| 29. Nxa4 | Rxa5 | 68. Rd6 | Rc2+ |
| 30. Bc3 | Rb5 | 69. Ke3 | Rc3+ |
| 31. Nb2 | Na3 | 70. Ke4 | Rc4+ |
| 32. Qa4 | Qb7 | 71. Kd5 | Rc2 |
| 33. Nd3 | Ne4 | 72. Rf5 | Rh2 |
| 34. Qd1 | Nc4 | 73. Rg5 | Rd2+ |
| 35. Qc2 | Rb3 | 74. Ke6 | Rxd6+ |
| 36. Ba1 | Ra3 | 75. Kxd6 | Kh6 |
| 37.* Nfe5 | Nxe5 | 76. Rc5 | g5 |
| 38. dx e4 | Be7 | 77. Ke5 | Kg6 |
| 39. f3 | Ng5 | 78. Rc6+ | resigns |



43. e4



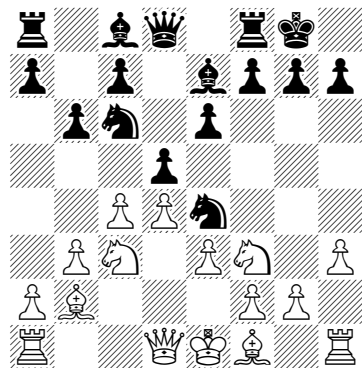
58..f2



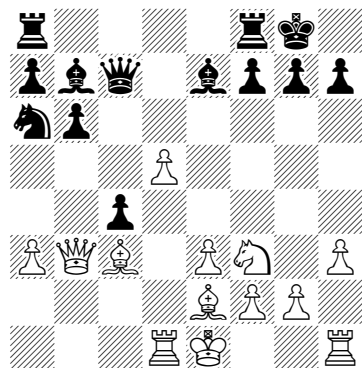
62..Rxd5

Game 91: B-System Variant 348BG White

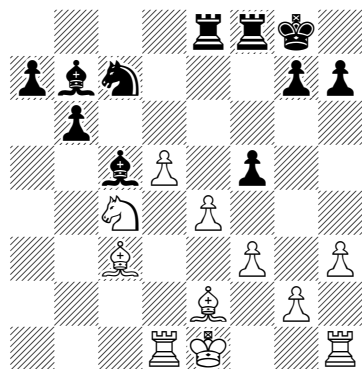
White plays Bv348BG, with an expanded queen side development, against black's near B-system opening. White delays castling, and then gets in trouble for it: his king is exposed and attacked. Assaulted on all sides, white still manages to remain intact, and threatens with a passed pawn. Black stays slightly ahead in material until the end, but still isn't able to force a win. Close game!



9. Bd3



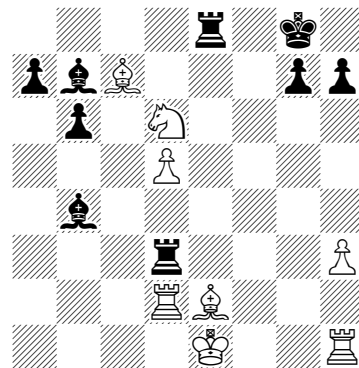
18. Qxc4



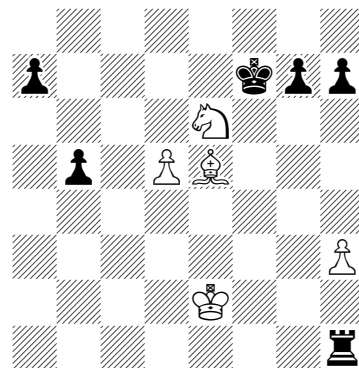
24. Be5

1. b3 Nf6
2. Bb2 e6
3. c4 Nc6
4. e3 Be7
5. d4 d5
6. Nf3 O-O
7. h3 b6
8. Nc3 Ne4
- 9.* Bd3 Nxc3
10. Bxc3 Nb4
11. Be2 dxc4
12. bxc4 c5
13. Qb3 Bb7
14. Rd1 Qc7
15. a3 Na6
16. d5 exd5
17. cxd5 c4
- 18.* Qxc4 Bxa3
19. Ne5 Bd6
20. Qxc7 Nxc7
21. Nc4 Bc5
22. e4 Rae8
23. f3 f5
- 24.* Be5 fxe4
25. Bxc7 exf3
26. gxf3 Rxf3
27. Rd2 Bb4
28. Nd6 Rd3
- 29.* Nxe8 Rxd2
30. Bd6 Bc3
31. Kf2 Ba6
32. Re1 Ra2
33. Kf1 Bxe1
34. Bxa6 Rxa6

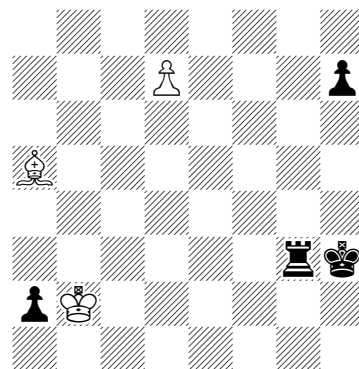
35. Kxe1 Ra1+
36. Ke2 Kf7
37. Nc7 Rh1
38. Ne6 b5
- 39.* Be5 b4
40. Bxg7 a5
41. Be5 a4
42. Kd2 Rf1
43. Ng5+ Kg6
44. d6 Kxg5
45. d7 Rf8
46. Bc7 Kh4
47. Bd6 Rg8
48. Bxb4 Kxh3
49. Ba5 a3
50. Kc3 Rg3+
51. Kc2 a2
- 52.* Kb2 Ra3
53. Ka1 Rd3
54. d8=Q Rxd8
55. Bxd8 h5
56. Kxa2 h4
57. Bc7 Kg2
58. Bd6 Kh1
59. Be7 h3
60. Bd6 Kg1
61. Kb3 Kf2
62. Bc5+ Kg3
63. Bd6+ Kg2
64. Bc7 Kh1
65. Bb8 h2
66. Bc7 Kg2
67. Bxh2 drawn



29. Nxe8



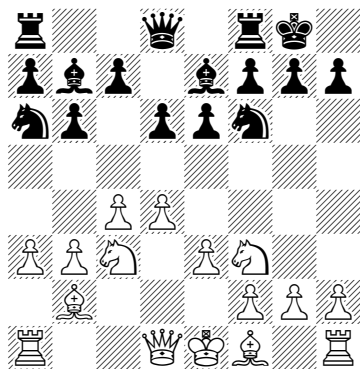
39..b4



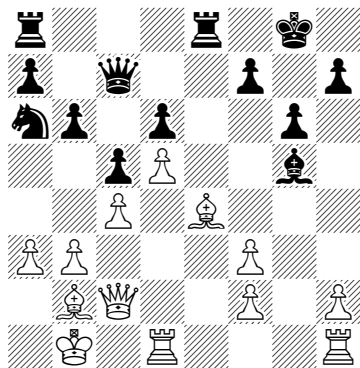
52..Ra3

Game 92: B-System Variant 134BG White

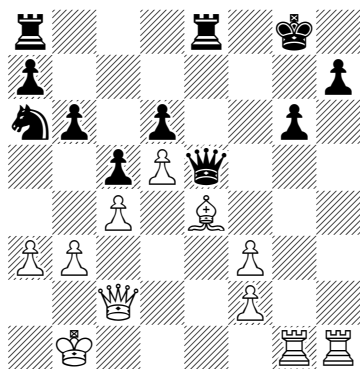
The author with white plays Bv134BG, and blitzes his computer rival. Black's opening is fairly restrained, allowing white to build his big queen side castled position. White has black's defense under pressure soon after the opening, with all pieces and the king side pawns participating in the offensive. The defending pieces are exchanged and an assault with queen, bishop, and rooks smashes black's king side and results in a quick and easy win. Chalk up one for the humans!



9. Bd3

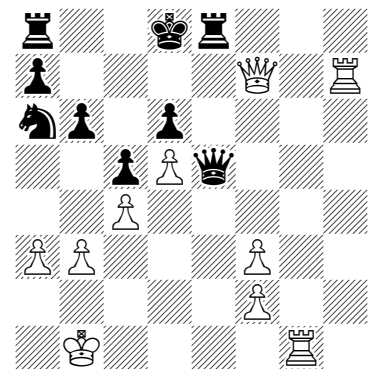


18. h4

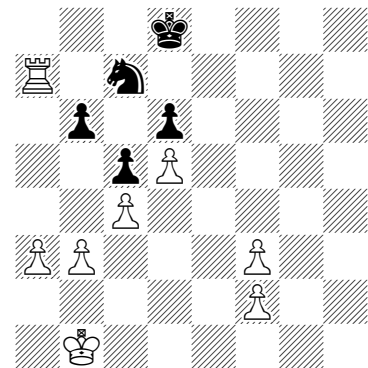


24. Bxg6

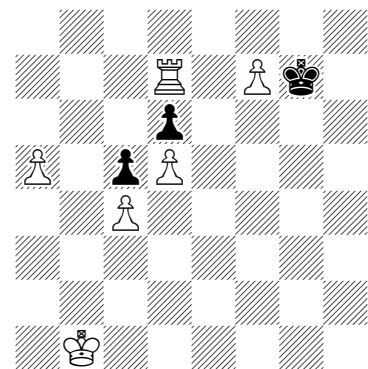
- | | | | |
|-----------|------|-----------|------|
| 1. e3 | e6 | 28.* Qf7 | Qe7 |
| 2. d4 | Nf6 | 29. Qxe7+ | Rxe7 |
| 3. Nf3 | Be7 | 30. Rg8+ | Kd7 |
| 4. b3 | O-O | 31. Rxe7+ | Kxe7 |
| 5. c4 | b6 | 32. Rxa8 | Nc7 |
| 6. Bb2 | Bb7 | 33. Rxa7 | Kd8 |
| 7. Nc3 | Na6 | 34.* f4 | Kc8 |
| 8. a3 | d6 | 35. f5 | Ne8 |
| 9.* Bd3 | e5 | 36. Re7 | Kd8 |
| 10. Qc2 | Bxf3 | 37. Re6 | b5 |
| 11. gxf3 | exd4 | 38. f6 | Nxf6 |
| 12. exd4 | c5 | 39. Rxf6 | bxc4 |
| 13. d5 | Re8 | 40. bxc4 | Kd7 |
| 14. O-O-O | Qc7 | 41. f4 | Kc7 |
| 15. Ne4 | Nxe4 | 42. Rf7+ | Kd8 |
| 16. Bxe4 | Bg5+ | 43. Ra7 | Kc8 |
| 17. Kb1 | g6 | 44. f5 | Kd8 |
| 18.* h4 | Bh6 | 45. f6 | Ke8 |
| 19. Rdg1 | Bg7 | 46. f7+ | Kf8 |
| 20. h5 | Bxb2 | 47. Rd7 | Kg7 |
| 21. Kxb2 | Qe7 | 48. a4 | Kf8 |
| 22. hxg6 | Qe5+ | 49. a5 | Kg7 |
| 23. Kb1 | fxg6 | 50.* a6 | Kg6 |
| 24.* Bxg6 | hxg6 | 51. f8=Q | Kh5 |
| 25. Qxg6+ | Kf8 | 52. Rg7 | Kh6 |
| 26. Qg8+ | Ke7 | 53. Qh8++ | |
| 27. Rh7+ | Kd8 | | |



28..Qe7



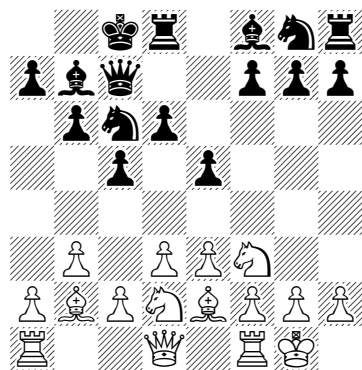
34. f4



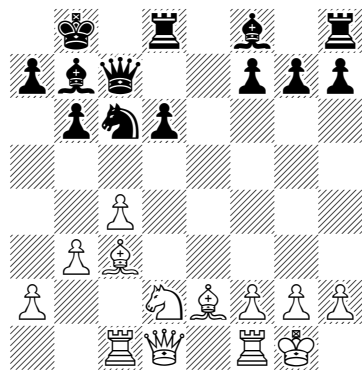
50. a6

Game 93: B-System Variants EFG versus 35BDE'

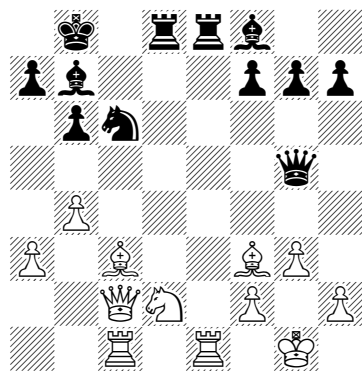
In this battle between strong B-system variants BvEFG and Bv35BDE' we get the flavor of games of the future. Both variants were tested prior to the discovery of the Beginner's Game. Here both attack well from their opposing castled positions. White takes a gambit at his 23rd move, and then barely survives a 3-way knight fork, but still wins. Another display of fireworks by the B-system!



9. c4

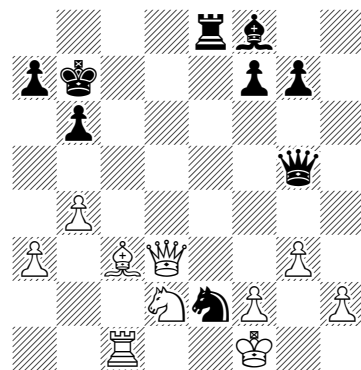


15..d5

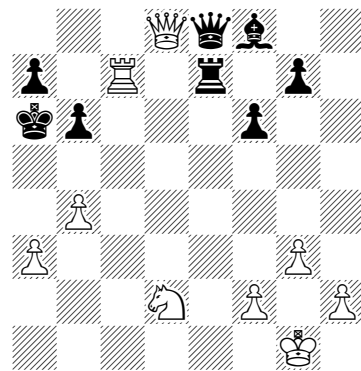


23. Qxh7

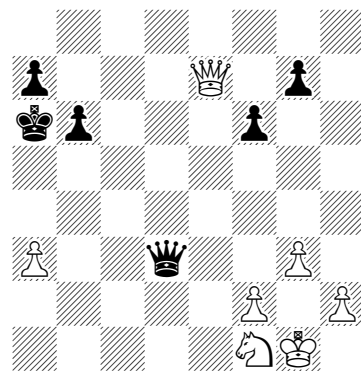
- | | | | | | |
|------|------|-------|------|-------|------|
| 1. | e3 | b6 | 29. | Rxc3 | Qh5 |
| 2. | b3 | Bb7 | 30. | Kg1 | f6 |
| 3. | Bb2 | d6 | 31. | Qd8 | Qe8 |
| 4. | d3 | c5 | 32. | Rc7+ | Ka6 |
| 5. | Nd2 | Qc7 | 33.* | b5+ | Qxb5 |
| 6. | Ngf3 | Nc6 | 34. | Rxe7 | Bxe7 |
| 7. | Be2 | O-O-O | 35. | Qxe7 | Qd3 |
| 8. | O-O | e5 | 36.* | Nf1 | f5 |
| 9.* | c4 | Kb8 | 37. | Qxg7 | Qxa3 |
| 10. | d4 | exd4 | 38. | Qe5 | Qc5 |
| 11. | exd4 | cxd4 | 39. | Qxc5 | bx5 |
| 12. | Nxd4 | Nxd4 | 40. | h4 | c4 |
| 13. | Bxd4 | Ne7 | 41. | Ne3 | Kb5 |
| 14. | Rc1 | Nc6 | 42. | h5 | f4 |
| 15.* | Bc3 | d5 | 43. | gxf4 | a5 |
| 16. | cx5 | Rxd5 | 44. | h6 | c3 |
| 17. | Bf3 | Rd8 | 45. | h7 | c2 |
| 18. | b4 | Qf4 | 46. | Nxc2 | a4 |
| 19. | a3 | Be7 | 47. | h8=Q | Kc6 |
| 20. | g3 | Qg5 | 48. | f5 | Kd7 |
| 21. | Qc2 | Rhe8 | 49. | f6 | Ke6 |
| 22. | Rfe1 | Bf8 | 50. | Nd4+ | Kd5 |
| 23.* | Qxh7 | Nd4 | 51. | f7 | a3 |
| 24. | Bxb7 | Kxb7 | 52. | f8=Q | Kc4 |
| 25. | Rxe8 | Rxe8 | 53. | Qc8+ | Kb4 |
| 26. | Qd3 | Ne2+ | 54. | Qhf8+ | Ka5 |
| 27.* | Kf1 | Re7 | 55. | Nc6+ | Kb6 |
| 28. | Rc2 | Nxc3 | 56. | Qb4++ | |



27..Re7



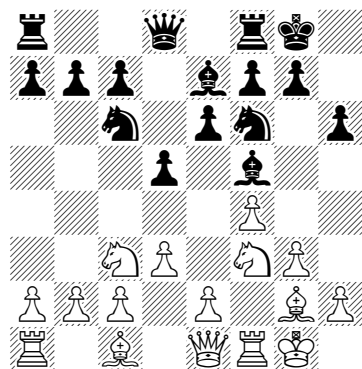
33. b5+



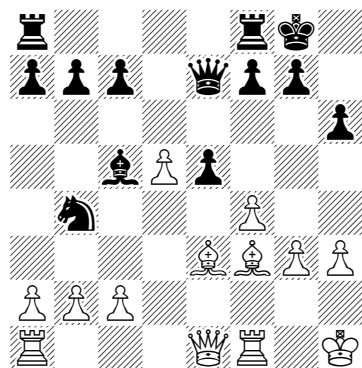
36..f5

Game 94: B-System Variant 6BD"EG with White

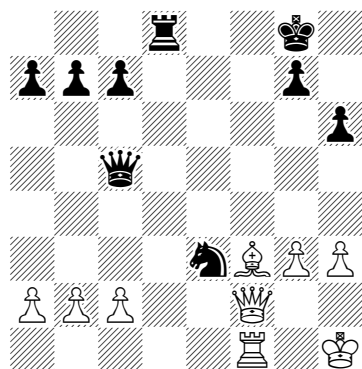
White plays the distant variant Bv6BD"EG and triumphs over black in another contest that quickly reaches the endgame. Following the opening white presses the initiative, ignoring black's threats. White's incisive play succeeds in keeping his opponent off balance. Black maintains equality throughout, but white always stays a tempo ahead, just enough to win in a classic pawn endgame.



9. e4

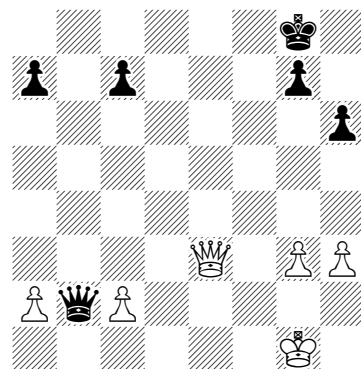


17. Bxc5

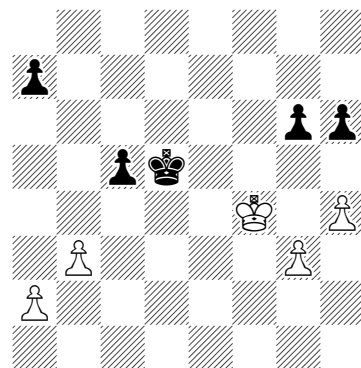


24. Re1

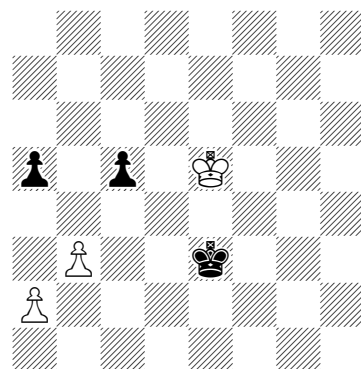
- | | | | |
|-----------|-------|-----------|------|
| 1. g3 | Nf6 | 29.* Qb3+ | Qxb3 |
| 2. Bg2 | d5 | 30. cxb3 | Kf7 |
| 3. f4 | Bf5 | 31. Kf2 | Ke6 |
| 4. Nf3 | e6 | 32. Ke3 | Kd5 |
| 5. O-O | Be7 | 33. Kf4 | g6 |
| 6. d3 | h6 | 34. h4 | c5 |
| 7. Qe1 | O-O | 35.* h5 | gxh5 |
| 8. Nc3 | Nc6 | 36. Kf5 | a5 |
| 9.* e4 | Bc5+ | 37. Kg6 | Ke4 |
| 10. Kh1 | dxe4 | 38. Kxh6 | Kf3 |
| 11. dxe4 | Bg4 | 39. Kxh5 | Kxg3 |
| 12. Be3 | Qe7 | 40. Kg5 | Kf3 |
| 13. h3 | Bxf3 | 41. Kf5 | Ke3 |
| 14. Bxf3 | e5 | 42.* Ke5 | Kf3 |
| 15. Nd5 | Nxd5 | 43. Kd5 | Kf4 |
| 16. exd5 | Nb4 | 44. Kxc5 | Ke5 |
| 17.* Bxc5 | Qxc5 | 45. Kb6 | Kd6 |
| 18. fxe5 | Rad8 | 46. Kxa5 | Kc6 |
| 19. Rd1 | Nxd5 | 47. b4 | Kb7 |
| 20. e6 | Ne3 | 48. b5 | Ka7 |
| 21. exf7+ | Kxf7 | 49. b6+ | Kb8 |
| 22. Rxd8 | Rxd8 | 50. Kb5 | Kb7 |
| 23. Qf2 | Kg8 | 51. a4 | Kc8 |
| 24.* Re1 | Re8 | 52. a5 | Kd7 |
| 25. Bxb7 | Qb5 | 53. a6 | Kd6 |
| 26. Rxe3 | Rxe3 | 54. a7 | Ke5 |
| 27. Qxe3 | Qxb7+ | 55. a8=Q | Kd4 |
| 28. Kg1 | Qxb2 | 56. Qf3 | Ke5 |
| | | 57. Kc5 | Ke6 |
| | | 58. b7 | Ke7 |
| | | 59. b8=Q | Ke6 |
| | | 60. Qd6++ | |



29. Qb3+



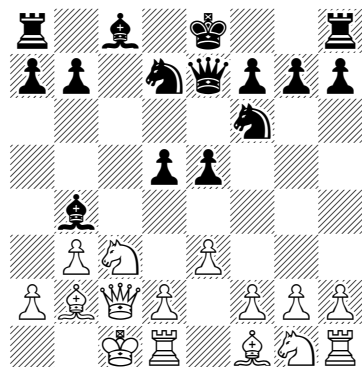
35. h5



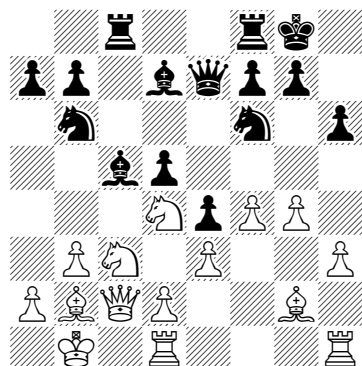
42..Kf3

Game 95: B-System Variant 33xBDE' with White

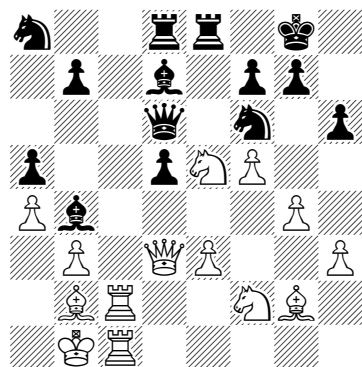
White plays the first opening invented by the author, featuring the 'king and queen in the castle' position. White's attack, using all the king side pawns and most of the pieces, is one of the strongest in chess. For it to succeed however, his defense must hold on the vulnerable queen side. In this complex tactical game the tension revolves around black's d5 pawn. It falls to the classic 'pile up with pieces, then advance a pawn' attack. Black's crippled game then falls as well.



9. g4



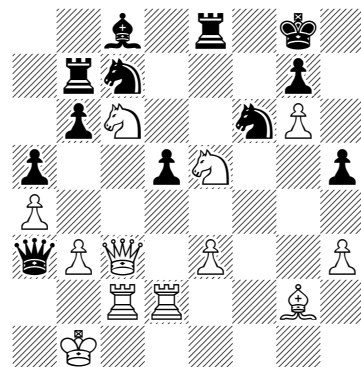
16. d3



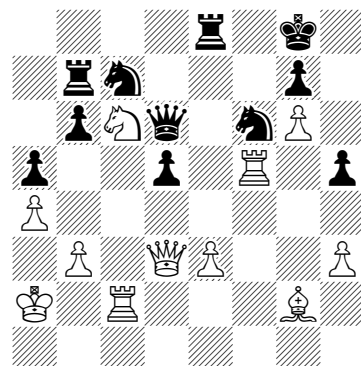
28. Qd4

1. b3 d5
 2. e3 e5
 3. Bb2 Nd7
 4. c4 Ngf6
 5. Qc2 c6
 6. Nc3 Bb4
 7. O-O-O Qe7
 8. cxd5 cxd5
 9.* g4 h6
 10. Bg2 Nb6
 11. h3 Bd7
 12. Nge2 O-O
 13. f4 e4
 14. Nd4 Rac8
 15. Kb1 Bc5
 16.* d3 Bb4
 17. Rc1 Rfe8
 18. Rhe1 exd3
 19. Qxd3 Ne4
 20. Re2 a6
 21. Rec2 Rcd8
 22. a4 Nf6
 23. Nd1 Na8
 24. Nf3 a5
 25. Ne5 Be6
 26. Nf2 Qd6
 27. f5 Bd7
 28.* Qd4 Bc8
 29. Nfd3 Ba3
 30. Bxa3 Qxa3
 31. Qc3 b6
 32. Nc6 Rd7
 33. Nde5 Rb7
 34. Rd2 Nc7
 35. Rcc2 h5
 36. g5 Nh7
 37. g6 fxg6

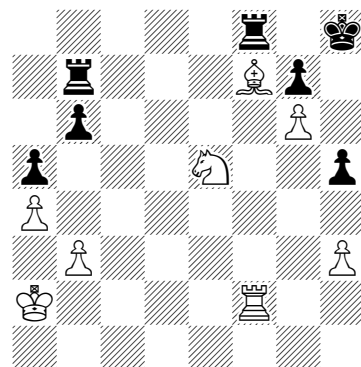
38. fxg6 Nf6
 39.* Rf2 Be6
 40. Qd3 Bc8
 41. Rf4 Be6
 42. Rf1 Qd6
 43. Ka2 Bd7
 44. Nxd7 Qxd7
 45. Rf5 Qd6
 46.* e4 Nxe4
 47. Rxd5 Nxd5
 48. Bxe4 Nb4+
 49. Nxb4 Qxd3
 50. Nxd3 Rbb8
 51. Bd5+ Kh8
 52. Rf2 Rf8
 53. Bf7 Rb7
 54.* Ne5 Rbxf7
 55. gxg7 g5
 56. Ng6+ Kg7
 57. Nxf8 Kxf8
 58. Rf5 g4
 59. hxg4 hxg4
 60. Rg5 Kxf7
 61. Rxg4 Ke7
 62. Rg6 b5
 63. axb5 Kd8
 64. Rc6 Kd7
 65. Rc4 Ke6
 66. b6 a4
 67. bxa4 Kd5
 68. Rc8 Ke4
 69. b7 Ke3
 70. b8=Q Kf3
 71. Qe5 Kg2
 72. Rf8 Kh3
 73. Qg7 Kh4
 74. Rh8++



39. Rf2



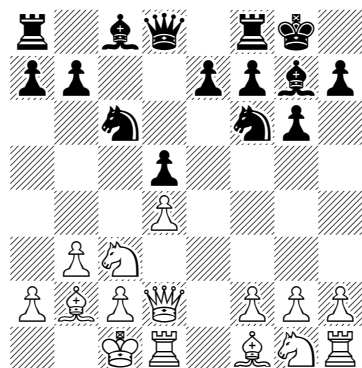
46. e4



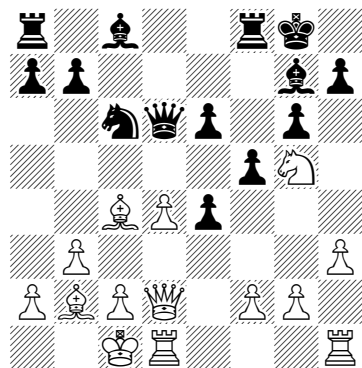
54..Rbxf7

Game 96: B-System Variant 45xBD'E' with White

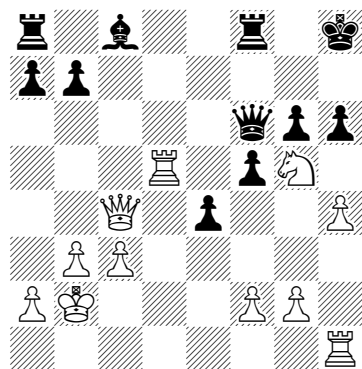
White plays Bv45xBD'E', a variant of the first opening invented by the author. This opening shows another way to move from a classical into a B-system opening. White's undeveloped king side comes into play only later on. Here white keeps the initiative all the way with sharp play, taking queen for rook on move 29, after an unusual knight sacrifice. It's an easy win for white afterwards.



9. h3

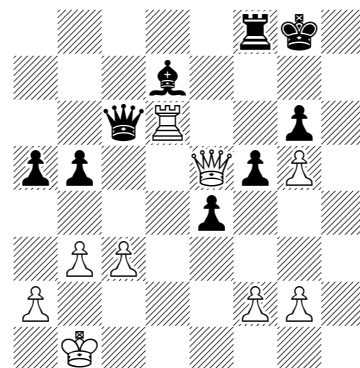


14. d5

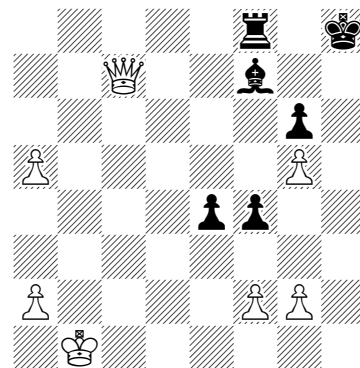


21. Kb1

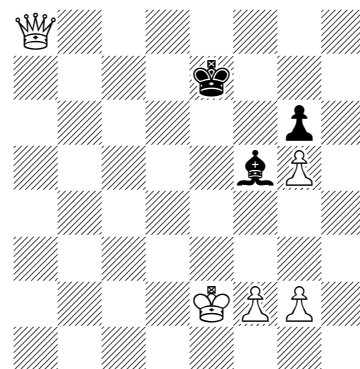
- | | | | |
|----------|-------|------------|------|
| 1. e3 | g6 | 34. bxa4 | Bf7 |
| 2. d4 | d5 | 35. Qc7 | Kh8 |
| 3. b3 | Nf6 | 36. a5 | f4 |
| 4. Bb2 | Bg7 | 37.* Kc1 | e3 |
| 5. Nc3 | O-O | 38. Qxf4 | e2 |
| 6. Qd2 | c5 | 39. Kd2 | Re8 |
| 7. O-O-O | cxd4 | 40. Ke1 | Bxa2 |
| 8. exd4 | Nc6 | 41. a6 | Bd5 |
| 9.* h3 | Qd6 | 42. Qf6+ | Kh7 |
| 10. Nf3 | Ne4 | 43. Qd6 | Bf7 |
| 11. Nxe4 | dxe4 | 44. Qd7 | Kg8 |
| 12. Ng5 | f5 | 45. Qb7 | Be6 |
| 13. Bc4+ | e6 | 46. a7 | Kf8 |
| 14.* d5 | Bxb2+ | 47. a8=Q | Rxa8 |
| 15. Kxb2 | Ne5 | 48. Qxa8+ | Ke7 |
| 16. Qc3 | Nxc4+ | 49. Kxe2 | Bf5 |
| 17. Qxc4 | exd5 | 50.* Qa7+ | Kf8 |
| 18. Rxd5 | Qf6+ | 51. Qc5+ | Kf7 |
| 19. c3 | Kh8 | 52. Kf3 | Bd7 |
| 20. h4 | h6 | 53. Qc7 | Ke6 |
| 21.* Kb1 | a5 | 54. Kg3 | Ke7 |
| 22. Rc5 | Bd7 | 55. f4 | Ke8 |
| 23. Rc7 | Rac8 | 56. Qe5+ | Kd8 |
| 24. Rd1 | b5 | 57. Qf6+ | Kc8 |
| 25. Qc5 | hxg5 | 58. Qxg6 | Kc7 |
| 26. hxg5 | Rxc7 | 59. Qf6 | Bb5 |
| 27. Qxc7 | Qc6 | 60. g6 | Bc4 |
| 28. Qe5+ | Kg8 | 61. Qc3 | Kd6 |
| 29.* Rd6 | Qxd6 | 62. Qxc4 | Ke7 |
| 30. Qxd6 | Be8 | 63. Qd5 | Ke8 |
| 31. Qd5+ | Kh7 | 64. Qf7+ | Kd8 |
| 32. c4 | bxc4 | 65. g7 | Kc8 |
| 33. Qxc4 | a4 | 66. g8=Q++ | |



29..Qxd6



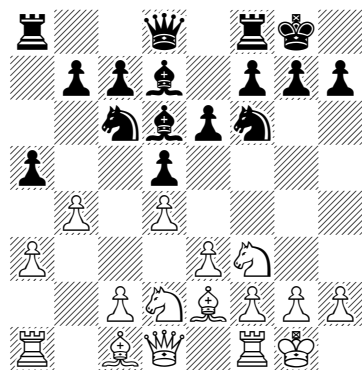
37. Kc1



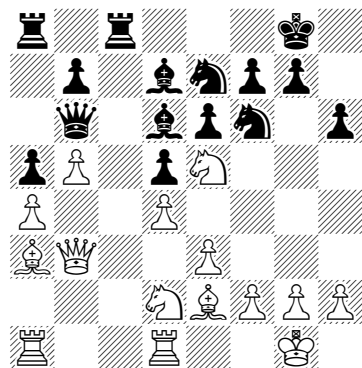
50. Qa7+

Game 97: B-System Variant 124EFG with White

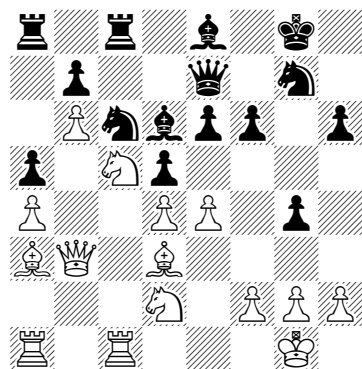
White plays the distant variant Bv124EFG, and triumphs in this complex positional game. White gains a slight space advantage on the queen side following the opening. After a long series of feints and shifts with only two pawns removed from the board, white finally finds a way to break it open at his 37th move. He wins a pawn, then another, and finally gets a hard earned victory.



9. b5



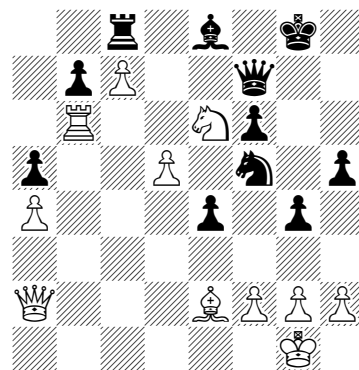
17. Bd3



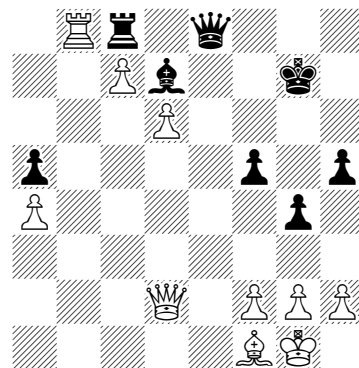
37. exd5

1. e3 Nf6
 2. d4 d5
 3. Be2 Nc6
 4. Nf3 e6
 5. a3 Bd6
 6. Nbd2 Bd7
 7. b4 O-O
 8. O-O a5
 9.* b5 Na7
 10. a4 c6
 11. c4 cxb5
 12. cxb5 Nc8
 13. Qb3 Qb6
 14. Ba3 Ne7
 15. Ne5 Rfc8
 16. Rfd1 h6
 17.* Bd3 Be8
 18. Qb2 Kh8
 19. Nb3 Qd8
 20. Nc5 Rab8
 21. b6 Nc6
 22. Nf3 Qe7
 23. Rac1 Ra8
 24. Bb5 Kg8
 25. Ra1 Nd8
 26. Bd3 Kh8
 27. Rdc1 Nc6
 28. Nd2 Kg8
 29. Qb3 Nd8
 30. Nf3 g6
 31. Qb2 Nh5
 32. Be2 f6
 33. Qb3 Ng7
 34. Bd3 g5
 35. e4 g4
 36. Nd2 Nc6
 37.* exd5 Nxd4

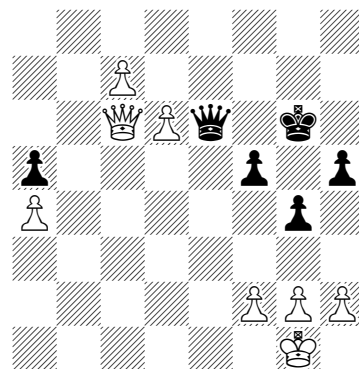
38. Qc4 e5
 39. Nde4 Ngf5
 40. Nxd6 Nxd6
 41. Qa2 Qf7
 42. Ne6 N4f5
 43. Rc7 Rxc7
 44. bxc7 e4
 45. Be2 h5
 46. Rb1 Rc8
 47. Bxd6 Nxd6
 48. Rb6 Nf5
 49.* Qc4 Bd7
 50. Qxe4 Ng7
 51. Nxg7 Qxg7
 52. d6 f5
 53. Qd5+ Kf8
 54. Rxb7 Qc3
 55. Rb8 Qe1+
 56. Bf1 Qe8
 57. Qd2 Kg7
 58.* Rxc8 Qxc8
 59. Bb5 Kg6
 60. Bxd7 Qxd7
 61. Qc1 Qc8
 62. Qc6 Qe6
 63.* Kf1 g3
 64. hxd3 Qf6
 65. c8=Q Qa1+
 66. Qc1 Qxc1+
 67. Qxc1 f4
 68. Qc2+ Kf6
 69. d7 Ke7
 70. Qc8 Kf7
 71. d8=Q f3
 72. Qf5+ Kg7
 73. Qdf8++



49. Qc4



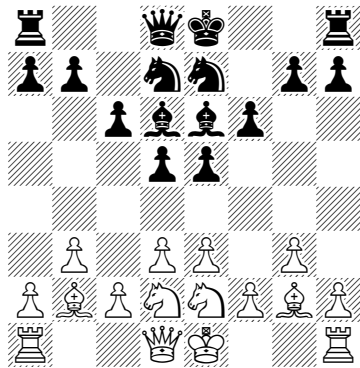
58. Rxc8



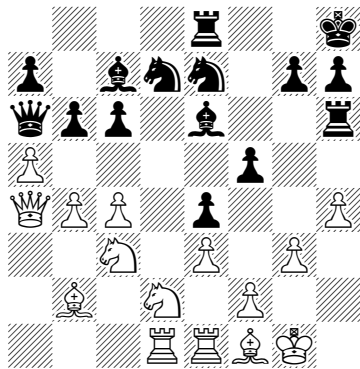
63. Kf1

Game 98: Beginner's Game with White versus B-System Variant 3'456'C'F'

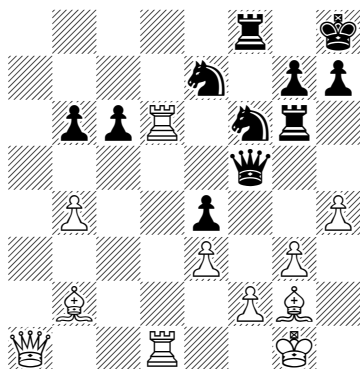
White's Beginner's Game faces one of its toughest rivals: distant B-system variant Bv3'456'C'F'. White has the best of it for most of the game, but black maintains order and finds counterattacks. In a fine combination initiated at his 45th move, white gains a piece for a pawn. He seems to have the victory in hand, but black finds the right responses, and finally salvages a draw. Superb game!



9. c4

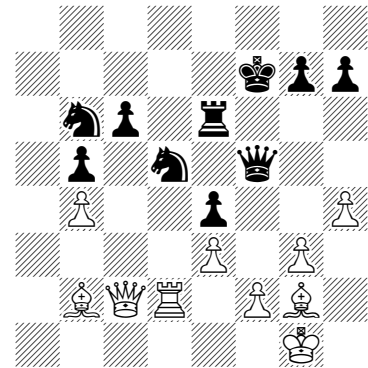


24. Nd5

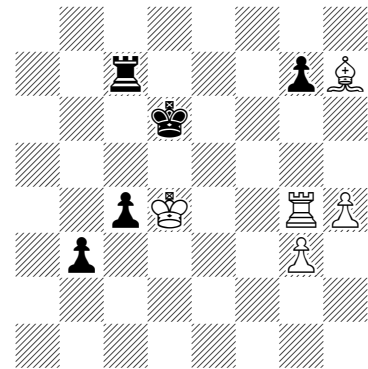


35..Ne8

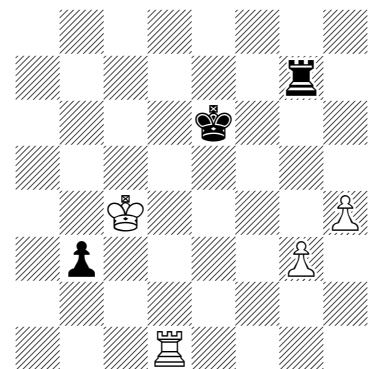
- | | | | | | |
|------|-------|-------|------|-------|-------|
| 1. | e3 | c6 | 38. | Qc2 | Nd5 |
| 2. | b3 | f6 | 39. | Qc5 | Kg8 |
| 3. | Bb2 | e5 | 40. | Ra1 | Nef6 |
| 4. | g3 | d5 | 41. | Ra6 | Nd7 |
| 5. | Bg2 | Bd6 | 42. | Qc2 | N7b6 |
| 6. | Ne2 | Be6 | 43. | Ra7 | Rf7 |
| 7. | d3 | Nd7 | 44. | Rxf7 | Kxf7 |
| 8. | Nd2 | Ne7 | 45.* | f3 | Nf6 |
| 9.* | c4 | O-O | 46. | fxe4 | Qg6 |
| 10. | O-O | Qb6 | 47. | e5 | Qxc2 |
| 11. | Nc3 | Rae8 | 48. | Rxc2 | Nfd5 |
| 12. | Re1 | Bb4 | 49. | Bh3 | Nxb4 |
| 13. | a3 | Bd6 | 50. | Rf2+ | Ke7 |
| 14. | b4 | Qa6 | 51. | Ba3 | Rxe5 |
| 15. | Qc2 | Kh8 | 52. | Bxb4+ | c5 |
| 16. | Qb3 | dx c4 | 53. | Bd2 | Nc4 |
| 17. | dx c4 | f5 | 54. | e4 | Nxd2 |
| 18. | Rad1 | Bc7 | 55. | Rxd2 | Rxe4 |
| 19. | a4 | Rf6 | 56. | Bf5 | Re5 |
| 20. | a5 | Rg6 | 57. | Bxh7 | c4 |
| 21. | h4 | Rh6 | 58. | Rd4 | Rc5 |
| 22. | Qa4 | e4 | 59. | Kf2 | b4 |
| 23. | Bf1 | b6 | 60. | Re4+ | Kd6 |
| 24.* | Nd5 | Bxd5 | 61. | Rg4 | Rc7 |
| 25. | cx d5 | Qc8 | 62. | Ke3 | b3 |
| 26. | Qa1 | Nf6 | 63.* | Kd4 | g5 |
| 27. | d6 | Bxd6 | 64. | Rxg5 | Rxh7 |
| 28. | Nxe4 | fxe4 | 65. | Kxc4 | Rb7 |
| 29. | Rxd6 | Qf5 | 66. | Rd5+ | Ke6 |
| 30. | axb6 | axb6 | 67. | Rd1 | Rg7 |
| 31. | Bc4 | Rf8 | 68.* | Kxb3 | Rxg3+ |
| 32. | Be6 | Qf3 | 69. | Kc2 | Rh3 |
| 33. | Bh3 | Rg6 | 70. | Rd4 | Kf5 |
| 34. | Bg2 | Qf5 | 71. | Rb4 | Kg6 |
| 35.* | Red1 | Ne8 | 72. | Rf4 | Kh5 |
| 36. | R6d2 | b5 | 73. | Kd2 | Rxh4 |
| 37. | Qb1 | Re6 | | | drawn |



45. f3



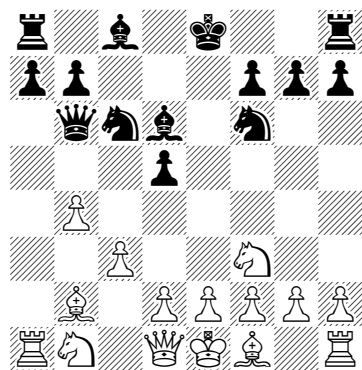
63..g5



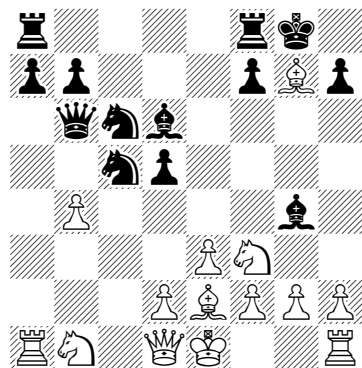
68. Kxb3

Game 99: B-System Variant 11x23'CxCG

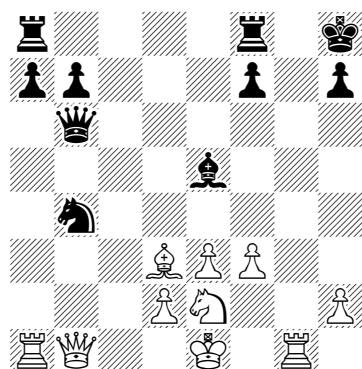
White defies all common sense with this outrageous 'borderline' opening, but still wins in a rollicking contest. Black offers a pawn to intensify a queen side assault, but white survives it with a punching counter attack that threatens mate and forces black to sacrifice his queen for rook and piece (move 25). There are always new ways to play the game, for anyone willing to experiment!



9. e3

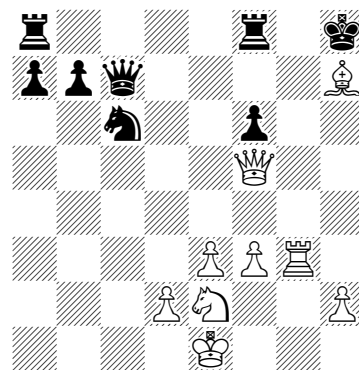


13..Nd3+

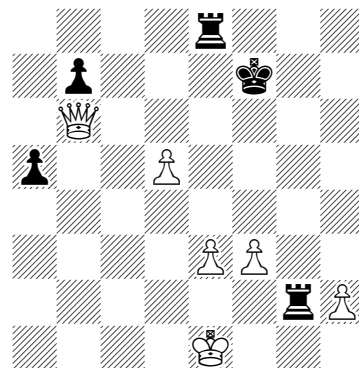


21. Bxh7

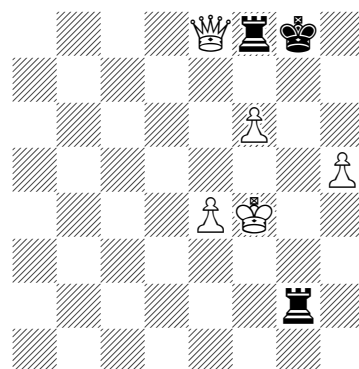
- | | | | | | |
|------|-----------|------|------|--------|------|
| 1. | a3 | e5 | 36.* | d6 | Ke6 |
| 2. | b4 | d5 | 37. | Qxb7 | Rgg8 |
| 3. | Bb2 | c5 | 38. | e4 | a4 |
| 4. | Bxe5 | Nc6 | 39. | Qa7 | Kxd6 |
| 5. | Bb2 | cxb4 | 40. | Qxa4 | Ke7 |
| 6. | axb4 | Qb6 | 41. | f4 | Rg2 |
| 7. | c3 | Nf6 | 42. | Qa3+ | Kf7 |
| 8. | Nf3 | Bd6 | 43. | Qh3 | Reg8 |
| 9.* | e3 | O-O | 44. | Qd7+ | Kg6 |
| 10. | Be2 | Bg4 | 45. | Qe6+ | Kg7 |
| 11. | c4 | Nd7 | 46. | f5 | Kh7 |
| 12. | c5 | Nxc5 | 47. | Kf1 | R8g7 |
| 13.* | Bxg7 | Nd3+ | 48. | f6 | Rg1+ |
| 14. | Bxd3 | Kxg7 | 49. | Ke2 | Ra7 |
| 15. | Nc3 | Nxb4 | 50. | Qf5+ | Kg8 |
| 16. | Qb1 | Bxf3 | 51. | Qd5+ | Rf7 |
| 17. | gxf3 | d4 | 52. | Qe6 | Rg5 |
| 18. | Ne2 | dxe3 | 53. | h4 | Rg2+ |
| 19. | fxe3 | Be5 | 54. | Ke3 | Rg3+ |
| 20. | Rg1+ | Kh8 | 55. | Kf4 | Rg1 |
| 21.* | Bxh7 | Bxa1 | 56. | h5 | Rg2 |
| 22. | Qxa1+f6 | | 57. | Qe8+ | Rf8 |
| 23. | Qb1 | Nc6 | 58.* | f7+ | Kg7 |
| 24. | Qf5 | Qc7 | 59. | h6+ | Kh7 |
| 25.* | Rg3 | Qxh7 | 60. | Qxf8 | Rg1 |
| 26. | Rh3 | Rf7 | 61. | Qe7 | Rf1+ |
| 27. | Rxh7+Rxh7 | | 62. | Kg5 | Rg1+ |
| 28. | Qxf6+ | Kg8 | 63. | Kh4 | Rh1+ |
| 29. | Nd4 | Nxd4 | 64. | Kg3 | Rg1+ |
| 30. | Qxd4 | a5 | 65. | Kf2 | Kg6 |
| 31. | Qa4 | Rg7 | 66. | f8=Q | Rf1+ |
| 32. | d4 | Kf8 | 67. | Kxf1 | Kh5 |
| 33. | d5 | Rg2 | 68. | Qf5+ | Kxh6 |
| 34. | Qd4 | Kf7 | 69. | Qef8++ | |
| 35. | Qb6 | Re8 | | | |



25..Qxh7



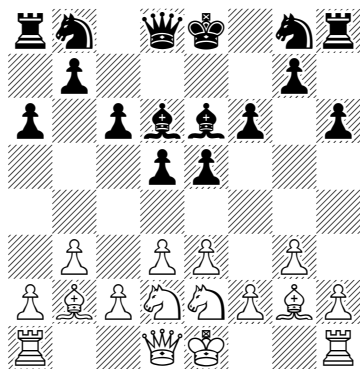
36. d6



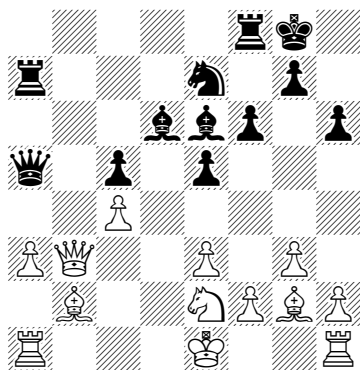
58. f7+

Game 100: B-System Variant 13'456'8C'F' with Black

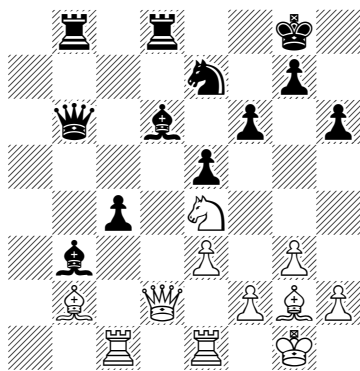
Black plays one of the most distant B-system variants possible, Bv13'456'8C'F': all eight moves are different from the Beginner's Game! Strange as it looks, it is a valid defense to the standard opening. In this swashbuckling encounter white goes a pawn up quickly, but then black attacks well on the queen side and wins two pawns. White struggles, and nearly equalizes by simplifying to a queen versus rooks endgame, but black then converts it to a one pawn advantage and wins!



9. c4

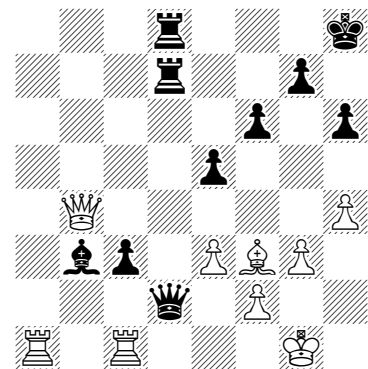


19. Nc3

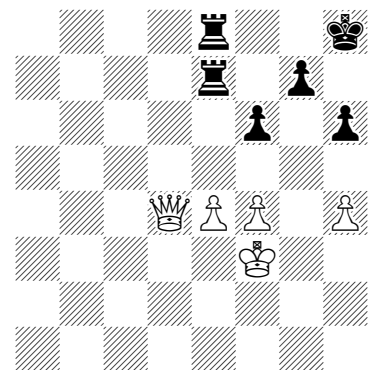


31. Nxd6

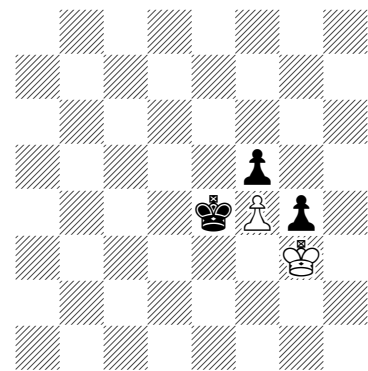
- | | | | |
|-----------|-------|-----------|----------|
| 1. e3 | c6 | 36. Bxb4 | Qxb4 |
| 2. b3 | f6 | 37. Rec1 | Kh8 |
| 3. Bb2 | e5 | 38. h4 | Qd2 |
| 4. g3 | d5 | 39. Bf3 | c3 |
| 5. Bg2 | Bd6 | 40.* | Qb4 Bd1 |
| 6. Ne2 | Be6 | 41. Rxd1 | Qxd1+ |
| 7. d3 | h6 | 42. Bxd1 | Rxd1+ |
| 8. Nd2 | a6 | 43. Kg2 | Rxa1 |
| 9.* | c4 | 44. Qxc3 | Raa8 |
| 10. a3 | Nd7 | 45. f4 | exf4 |
| 11. b4 | c5 | 46. gxf4 | Re8 |
| 12. Qb3 | dx c4 | 47. Kf3 | Re7 |
| 13. Nxc4 | O-O | 48. e4 | Rae8 |
| 14. b5 | Nb6 | 49.* | Qd4 Rxe4 |
| 15. bxa6 | Rxa6 | 50. Qxe4 | Rxe4 |
| 16. Bxb7 | Ra7 | 51. Kxe4 | g6 |
| 17. Bg2 | Nxc4 | 52. Kd5 | Kg8 |
| 18. dx c4 | Qa5+ | 53. Ke6 | Kg7 |
| 19.* | Nc3 | 54. Kd5 | Kf7 |
| 20. Qa2 | Ra6 | 55. Kd4 | f5 |
| 21. Rc1 | Rab6 | 56. Ke5 | Ke7 |
| 22. Ba1 | Rb3 | 57. Kd4 | Ke6 |
| 23. O-O | Rxa3 | 58. Kc5 | Kf6 |
| 24. Qd2 | Rd8 | 59. Kd4 | g5 |
| 25. Qc2 | Bxc4 | 60. hxg5+ | hxg5 |
| 26. Bb2 | Rb3 | 61. Ke3 | g4 |
| 27. Rfd1 | Rbb8 | 62. Ke2 | Ke6 |
| 28. Ne4 | Bb3 | 63. Ke3 | Kd5 |
| 29. Qd2 | Qb6 | 64. Kd3 | Kc5 |
| 30. Re1 | c4 | 65. Ke3 | Kc4 |
| 31.* | Nxd6 | 66. Ke2 | Kd4 |
| 32. Qe2 | Rbd8 | 67. Kf2 | Ke4 |
| 33. Qg4 | Nd5 | 68.* | Kg3 Ke3 |
| 34. Ra1 | Nb4 | 69. Kg2 | Kxf4 |
| 35. Ba3 | R6d7 | | resigns |



40..Bd1



49..Rxe4



68..Ke3

15. Concluding Remarks

The Beginner's Game and its related set of variants are a totally new system and practice for playing the game of chess. The author believes that it is the strongest system that exists, and that extensive analysis and experience in competition will finally prove this to be true.

Whatever you believe, you should by now be convinced that the 'B-Game':

- is a new and valid system for playing chess
- is playable by black and white indifferently
- is very strong on both defense and offense
- is the easiest way to learn to play chess
- is the quickest way to improve for players of all levels

Advice for Beginners

If you were new to chess when you picked up this book, you have by now learned to play well for the first part of the game. You still lack the basic chess playing skills that you need in the middle and end games. But you should already be able to play well enough to make the game interesting for your opponent, and if you think about it, that's the most important thing.

While you are acquiring your basic skills, don't be impatient for your first big wins. Most players spend their entire lives without ever offering a serious challenge to a local chess 'bully.' So practice a while before confronting that certain someone who thought you didn't have the brains to play. The best revenge is to prove you deserve someone's respect, and to do that, you've got to keep finding good moves each time it's your turn.

It's a thinking game, and you can't succeed at it by just playing anything that looks playable. You must try hard to play well. You have to go deep into moves that look interesting and see the positions that result. You have to calculate exchanges precisely, and foresee as best you can anything that your opponent can do. As you get better, you will begin to feel more in control of the evolving situations, and will play with more confidence.

Some of those who are just now learning will dedicate themselves to the game, and go on to become first rate players. To these the author offers this encouragement: you are armed with the best weapon that exists for this battle. Use it well, and you will be a true warrior, or even a champion. You will have the satisfaction of doing well something that is very difficult, and will prove yourselves, in a way that anyone will recognize and respect.

Advice for Intermediate Players

Intermediate players of all levels should take note of this system, because the best way to improve your game is to master the opening. This system offers you safe passage thru the dangerous first moves, and it will give you the basis for pushing your performances well beyond your current limits. If you are not a strong player, then you should improve immediately and

significantly by adopting this system. Try the system against your friends or the computer, and you should see the evidence right away that you are playing better than before.

Stronger players should ask themselves whether they know their current openings to 12-15 moves, which they get with minimal effort using openings in the system. They should also ask themselves whether they really like their current openings, or whether they keep playing them just because it's what they know best. The alternative is to move to a new system that is second to none, and accommodates every style of play.

Advice for Advanced Players

Top players and those aspiring to become contenders spend years studying the openings. Worthy adversaries still kick them about however, and after the opening they often find themselves playing their opponent's game, not their own. You do not beat someone easily by trying to find the best alternatives among the poor moves he leaves you. The openings in this system have the characteristic that your opponent has to play your game. Add to that the possibility to extend analysis deeper than in current practice, and you should see the interest in researching openings in this system in preparation for championship play.

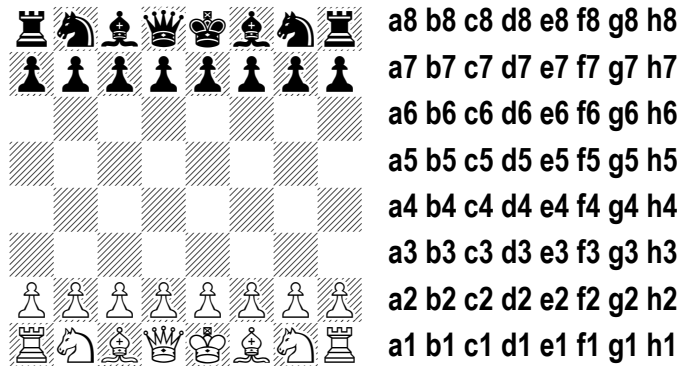
This system has to prove itself at the highest levels, and you can be a protagonist or antagonist of this effort, as you prefer. You can be one of those who carry it on to victory, or one of those who make victory tougher to achieve. All are invited to do their best, and also to do both.

The Beginner's Game is revolutionary, introducing a new philosophy and practice of chess never seen before. But a true revolution is one which places in the hands of the common man that which previously was the preserve of a privileged few. With this new system such a revolution can now take place, measured by the number of new people taking up the game, the increase of interest worldwide, the improvement in the overall quality of play, and finally the success of the system at the highest levels. Be part of it - the most exciting thing that ever happened in chess!

Before closing, the author would like to make a special appeal to you all: Save the Earth. We can do this easily, by leaving or returning large areas of it to natural state. Keeping a large part of the earth healthy is the best investment we can make in our own future. Only by taking care of the Earth can we guarantee that humanity will also survive and prosper. When left alone, the Earth returns to its normal state, a paradise, where all of us can live. And it is all life that is important, that is beautiful, that is precious, not just our own lives. This Earth is the jewel of creation, and it is our home. If this book gave you anything, then please give it back, to your Earth. Now, before it is irreparably damaged. If we act now, we will live on; if we don't, we won't.

It's time to close, and the author hopes to leave you all with your hearts thumping (or at least, still beating)! May your interest in chess, and in the world around you be born or reborn, by your delight at seeing this lovely new star on the horizon. There are many new stars rising along with it; choose some of your own, dedicate yourself to the game, and before long people you never expected to meet will be offering to shake your hand - from the other side of a chessboard!

Appendix: Chess Move Notation



There are various systems for move notation. The one used in this book is the algebraic system, which is the one most commonly used. In this system each square on the board is identified with a letter and a number. The horizontal axis of the board is labeled with the letters a - h, and the vertical axis 1 - 8, starting from the lower left hand corner on white's side of the board.

In this notation system a move is coded by indicating first the type of figure that moves, and then the square that it goes to. If a capture is involved, the symbol 'x' is inserted after the figure symbol. The pieces are labeled as: 'R' - rook, 'N' - knight, 'B' - bishop, 'Q' - queen, 'K' - king. Pawn moves are indicated by the destination square alone, unless a capture is involved, in which case the column that the pawn was on is prefixed (eg. 'exd5' - king pawn takes figure on square d5). Pawn captures using the 'en passant' rule are coded in the same way.

When either of two rooks or knights can move to a destination square, it is necessary to specify which of the two moves. This is done by appending a column identifier (or if they are both on the same column, a row number) to the figure symbol of the piece to indicate where it came from. If a move involves check, attacking the king, then the symbol '+' is added at the end of the move. If the move gives checkmate, ending the game, then '++' (or '#') is used instead. When a pawn reaches the last row, it can be promoted to any other figure. This is indicated by appending '=' then the figure to which the pawn is promoted (typically a queen), eg. 'a8=Q'. Castling is indicated by 'O-O' for the king side castle, and 'O-O-O' for the queen side castle.

These are the eight standard moves of the Beginner's Game, using a 'Pawn then Piece' sequence that proceeds from the queen side to the king side:

- ♦ White: b3, Bb2, d3, Nd2, e3, Ne2, g3, Bg2
- ♦ Black: b6, Bb7, d6, Nd7, e6, Ne7, g6, Bg7

With this explanation of move notation you can return to the text. Be sure to actually reproduce all moves in the text on your own chess set or computer screen. If you make a mistake playing out a game, go back to an earlier diagram, reset the board as shown, and play forward from there.

Acknowledgements:

My wife and constant companion, for her incomparable presence during the gestation of this momentous discovery.

My father, the finest man I have ever known, and my mother, for giving me a good start in life, and for setting the example.

My daughter, a lovely young woman, who was also the first beginner who learned to play the Beginner's Game.

My grandfather, who taught me how to play chess. A strong player, he beat me without mercy: a good introduction.

My best friend and chess rival during university years, who played the correspondence matches that started this research.

35. Nxf6+?! · Nxf6+!!

