QUEEN'S INDIAN DEFENSE

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CONTENTS

Glossary................................................................. viii
Chess Notation.......................................................... x

Part One
The Ideas Behind the Queen’s Indian Defense, Andy Soltis . 1

Part Two
King Bishop Fianchetto—Normal Lines, Andy Soltis .... 19

Part Three
King Bishop Fianchetto—Black Is Aggressive,
Raymond Keene .................................................. 74

Part Four
Two Knights Variation, Edmar Mednis ......................... 97

Part Five
Quiet Line, Edmar Mednis ........................................ 118

Part Six
White Varies on Move Four, John Grefe ...................... 138

Part Seven
The Modest White Center, Andy Soltis ...................... 158

Part Eight
The Queen’s Indian Attack, Andy Soltis ...................... 174

Index of Complete Games ......................................... 182
Index of Opening Moves ........................................... 183
Part One
The Ideas Behind the Queen’s Indian Defense

Andy Soltis

The Queen’s Indian Defense is the neglected stepchild of the opening variations that begin with 1 d4 d5 6. Its growth and history are inextricably bound up with the more exciting and popular Nimzo-Indian Defense—it is almost taken for granted that a player who learns the Nimzo-Indian will also have to acquaint himself with the QID—but there remains that lingering neglect: you can’t ignore the QID, but you’d rather not spend much time studying it.

This neglect is a product of the last forty years of tournament experience. In the early days of the QID, the period between the World Wars, it was an active, almost aggressive alternative to the Queen’s Gambit Declined. It was so closely tied to the Nimzo-Indian that Savinly Tartakower, the noted annotator, considered the two to be opposite sides of the same opening, the “New Indian Defense.” But whereas the Nimzo was sharpened with new attacking ideas during the 1930’s and again in the fifties and sixties, the QID lost some of its zing before World War II. It was found that White, with accurate play, could neutralize Black’s strategy of seizing the a8-h1 diagonal. This neutralizing, however, was often accomplished in part through exchanges which, though preserving White’s slight advantage, also made it likely the game would be ultimately drawn.

In Aron Nimzovich’s original conception, both the QID and the Nimzo-Indian were based on a fight for the center squares, especially e4, without the occupation of those squares by Black pawns. After 1 d4 d5 2 c4 e6 Black has made no commitments toward the center and is awaiting events.

If White brings his Queen Knight to c3, where it observes d5 and
prepares e2-e4, Black enters the Nimzo-Indian by playing 3 ... \texttt{b4}. (He can, of course, enter the Queen's Gambit with 3 ... d5.) The Bishop move temporarily disables White's Knight by pinning it and prevents him from advancing immediately in the center (4 e4? \texttt{exd4}). But what if White doesn't develop his Queen Knight or postpones its development until he has castled, and plays 3 \texttt{f3} instead? Nimzovich's answer was 3 ... \texttt{b6}, preparing ... \texttt{b7}. Once Black has two minor pieces bearing down on e4, White will need imagination and skill—and some extra pieces—to engineer e2-e4.

The general rule of thumb here is simple: If White gets his pawn to e4 without making concessions, he wins the battle of the opening. He opens excellent lines for his two Bishops—posting one probably on g5, the other on d3—and severely restricts Black's pieces. If he ever gets to play e4-e5 he will have a ready-made attack because Black will have to remove his best defensive piece—the Knight on f6—from the Kingside.

But White cannot get his pawn to e4 without making concessions. For example, in the Nimzo-Indian White can get in e2-e4 at the cost of permitting ... \texttt{b4xc3}, which damages his Queenside pawns and creates an immobile pawn at c3 that may limit the scope of his Queen Bishop. There are other ways for White to battle for e4, however. In the QID, the simplest way is to build up slowly with such moves as e2-c3, \texttt{d3}, \texttt{bd2}, and \texttt{e2} or \texttt{c2}—in the long run White can aim more firepower at e4 than Black can, largely because it is closer to White's pieces. But in the meantime Black can initiate diversionary action. He can strike back in the center with ... c7-c5 before White gets a chance to advance his e-pawn, or he can occupy e4 with a Knight and reinforce it there with ... f7-f5.

Another method for White is to try to neutralize Black's pieces. He can meet the power of Black's fianchettoed Bishop on b7 by fianchettoing his own Bishop on g2, forgoing the attacking chances he usually obtains with his Bishop on d3. This also invites Black to attack the pawn on c4, which lacks its natural protection if the Bishop is not on d3 or e2. White can also try to neutralize Black's other minor piece that challenges e4, the Knight on f6. But, unlike Black's ... \texttt{b4}, White's \texttt{g5} pin is not really a threat to capture the pinned Knight. When Black plays ... \texttt{d4} he expects to meet a2-a3 with ... \texttt{xc3}+, doubling White's pawns (in most variations). But when White plays \texttt{g5} he expects to meet ... h7-h6 with \texttt{h4}, because Black can answer ... \texttt{xf6} with ... \texttt{xf6} to avoid doubled pawns. This means that Black can break the pin on his Knight with ... h7-h6 and (after \texttt{h4}) ... g7-g5. Black thus weakens his Kingside but achieves unchallenged control of the e4-square.

Besides e2-e4, there is another possible White pawn advance for Black to worry about: d4-d5, which hinders Black's minor pieces by taking the c6-square from his Queen Knight and entombing his Queen Bishop. It also allows White to play a Knight to d4, a strong central square where the Knight can keep an eye on several key squares in the middlegame, such as e6, f5, and c6. White's d4-d5 is particularly strong in reply to the Black center attack ... c7-c5, because Black's c-pawn, having already advanced to c5, cannot go to c6 to attack the d5-square, and because c5, one of the key squares White concedes when he plays d4-d5, is occupied merely by a Black pawn. In playing d4-d5 White gives up pawn control of c5 and e5; although he usually can use his minor pieces to prevent Black from taking control of e5, the c5-square can be an excellent outpost, and a safe one, for a Black Knight—unless Black has already occupied that square with a pawn.

If White does not play c2-c4 on his second move, the QID takes on a less distinct personality. For instance, 1 d4 \texttt{xf6} 2 \texttt{f3} b6 keeps many of White's options open.

Having not moved his c-pawn, White need not fear ... \texttt{d4}, which he can answer with c2-c3. He can also use c2-c3 to support his center, for instance after ... c7-c5. Without a pawn on c4 White will probably be unable to play the forceful d4-d5 in the middlegame, but he will be able to keep a strong pawn on d4 even if Black plays ... c7-c5 and ... cxd4, because he can use his c-pawn to recapture. With the pawn on c4 White would be forced to recapture with a piece: his excellent center pawn would be deprived of needed support.

The absence of c2-c4 also helps Black in some ways. He wants to avoid any move that would permanently block the diagonal of his Queen Bishop, which will be developed on b7. If White has played c2-c4, Black can play ... d7-d5 knowing that he can always exchange on c4 to open the Bishop's diagonal. But without a White pawn on c4 Black can treat the center more flexibly: he need not play d7-d5 immediately and can centralize his pieces effectively. For example, he can put his King Knight on d5, and if White then advances a pawn to c4 or e4 the Knight can go to f4 or b4, often with a gain of time that permits Black to do serious damage to the White center with ... c7-c5.
Now let's see the Queen's Indian in action. Nimzovich, and others before him, had experimented with Black's system for some time before he introduced it into tournament practice. Its international debut was less than a complete success, but it nicely laid out the principles of the opening.

Instructive Game No. 1

White: O. Bernstein  
Black: A. Nimzovich

St. Petersburg 1914

White  
1 d4  
2 Df3  
3 e4  

Black declares his intention to keep his pawns out of the center for the first several moves of the opening. The idea of controlling the center from a distance with Knight and fianchettoed Bishop was hardly new, even in 1914. It had been employed with some occasional success in serious games for more than half a century. What Nimzovich did was to organize this unformed opening idea into a system.

1 d4  
2 Df3  
3 e4  

Without this move, or the threat of this move, the QID has little bite. Black's King Bishop has only two good squares in this opening, c7 and b7. Black's King Bishop is only two good squares in this opening, c7 and

b4. The move ... Db4 has a point if White has played Dc3 or if the move gives check: in either case the Bishop advance does something forceful—it threatens to double the enemy pawns or to "capture" the King. But if White has already castled or put his Queen Knight on d2, then ... Db4 can be met simply by a2-a3!. This fine Bishop would then have to be exchanged for a Knight of lesser value—without compensation—or lose time by retreating.

7 a3  
8 Dxc3 + 

Black is quite prepared to give up a Bishop for a Knight if he gets something in return. The first form of compensation he seeks is the superior pawn structure, which he obtains when White is forced to answer ... Dxc3 + with bxc3. But White's last move avoided the doubled pawns (... Dxc3 +, Dxc3!), so Black now aims for a different form of compensation, time. He will wait until White has spent a move on a2-a3 before he parts with the Bishop.

10 Dxb2

White feels that this aggressive move is justified by what he regards as a somewhat inferior Black opening. He prepares the advance c4-c5 and frees the b2-square for his Queen Bishop, looking forward to the day (after Black has castled) when he can play the moves d4-d5 and Dg7 mate!
impossible by removing some pawn control from the c5-square.

11 \( \texttt{a}e2 \) \( axb4 \)

He captures now, before White can connect Rooks by castling. The point is that White will have to recapture on a1 with his Bishop and will thus lose time later when he moves the Bishop off the first rank to give his Rook access to the a-file and the a-square.

12 axb4 \( \texttt{a}xa1+ \)
13 \( \texttt{a}xa1 \) 0-0
14 0-0 \( \texttt{d}e4! \)

This is the kind of position Nimzovich must have dreamt about when he worked out the strategy of the QID. He has complete control of e4 and with it some promising attacking chances on the Kingside. He can also go to work on the Queenside with proper preparation.

To regain control over e4 White would have to move his Knight from f3 and play f2-f3, a move that would take away an important protector of e3 and encourage an enemy assault on the King. Without a White Knight on f3, Black should have an easy time making threats with ... f7-f5 and ... \( \texttt{f}6-h6 \) followed by ... \( \texttt{w}h4. \)

15 \( \texttt{w}c2 \) f5

All part of the strategy. Control of e4 is reinforced and the prospect of Kingside attack is nurtured.

16 \( \texttt{d}d2 \)

This helps Black's attack, but White does not have a good alternative plan. If he prepares for and achieves d4-d5, Black will simply play ... e6-e5 and bring his Queen Bishop back into the game by way of c8. White doesn't have enough firepower to enforce c4-c5 yet, so he wants to eliminate Black's advanced Knight, one of the enemy pieces that observes c5.

16 ... \( \texttt{g}g5 \) is very strong, threatening to unmask an attack on g2 with 17 ... \( \texttt{x}d2. \) If White plays 17 \( \texttt{f}3 \) he loses material by 17 ... \( \texttt{x}d2 18 \texttt{xb7 x}f1. \)

17 \( \texttt{x}d2 \) \( \texttt{a}a8 \)

White's soft underbelly. White is covering the critical squares a1 and a2 and, if necessary, can oust the Black Rook from a3 and a4 by attacking it with the Queen or one of the Bishops. Black's Rook is better placed on one of the central or Kingside files.

But most of all, Black's move is bad because it misses the opportunity for 17 ... e5!, a good active plan preparing to crack open the Kingside with ... f5-f4 or the center with a later ... exd4. To be sure, it is a double-edged plan because any exchange of pawns helps White's Bishops. But at least it's a concrete plan.

18 \( \texttt{e}c3 \) \( \texttt{e}e8 \)

This move is hard to explain until you notice a trap. Black wants to continue his control of the a-file (even though he can't do much with it). To maintain that control he prepares to meet 19 \( \texttt{a}a1, \) the move White readied when he moved his Bishop to c3, with 19 ... \( \texttt{a}a1 + 20 \texttt{xa1 xa}xg2! 21 \texttt{hxg2 x}a8+, \) forking the King and the Bishop. The resulting position would be unclear after 22 d5!, but there is an even greater drawback to 18 ... \( \texttt{e}8 \) (uneven).

19 d5!

Working on the wrong side of the board. The a-file offers Black's Rook no point of penetration into center, and now the clogging of the center with d4-d5. White's idea is twofold: to improve the scope of his own Bishop on b2 and to limit the scope of Black's Bishop on b7. If Black were a bit better organized—that is, if his Rook were back at f8 and his Queen at e7—he would be able to take advantage of the opening of Kingside lines that now follows.

19 ... e5

To keep the long dark-square diagonal closed. Black gets nothing from 19 ... exd5 20 cxd5 \( \texttt{f}7 \) 21 \( \texttt{f}3 \) except a weak pawn at c7 that can never advance safely.

20 f4!

White insists on opening the Queen Bishop's diagonal. He would love to have a fully open file as well, after 20 ... exf4? 21 xf4 followed by \( \texttt{d}d3 \) and \( \texttt{e}e1. \)

20 ... \( \texttt{c}e8 \)

Black must now accurately reposition his pieces—Bishop on d7 and Rook on e8—to avoid being overrun in the center. The first threat was fx5 and \( \texttt{xf}5, \) so he protects f5 with the Bishop.

21 \( \texttt{b}2! \)

White maximizes his strength on the a1-g7 diagonal and prepares to
undermine the e5-square with c4-c5 or to challenge the a-file with Aa1. Black cannot survive long with that crucial diagonal in White's hands, especially since White also has the possibility of invading along the a- or c-file.

21 ... Ae7

Clearly admitting that 18 ... Ae8 was an error.

22 fxe5 Aexe5
23 Aa4!

Another excellent move. It anticipates any attack on c3 and also prepares c4-c5.

23 ... Ad7
24 Aa1 Ae8

If Black exchanged Rooks he would face the permanent threat of Aa7. In response to that move, his own Queen would have to be free to move to e8 or a8, but it couldn't leave the e-file while White maintained the possibility of winning material by capturing twice on e5. Also, the exchange of Rooks would give White the winning plan of c4-c5 followed by cxd6 or c5-c6! and then Aa7. For better or worse, Black must preserve some material for counterattacking purposes, so he abandons the a-file to White.

25 Aa7 Ad8

This is a clumsy way of protecting the c-pawn but it's the best Black has. Now with 26 c5! White could have begun a late middlegame attack that would probably have scored the point.

26 Aa1?

This looks better than it is. The idea, presumably, is to play Aa6-b7 or, if Black moves his Queen, Aa8. But it allows Black to make his first aggressive move in quite a while.

26 ... Aa4!

Black opens two Kingside files just when the enemy has shifted his two heaviest pieces away from that side of the board. If White wants to avoid the coming exchanges, he has to play 27 e4?, which would hamper his good-light-square Bishop, or 27 Axc5?, which would give up an excellent minor piece. Black's move, however, involves great risk.

27 exf4 Ag6

Now White has a virtual monopoly on the eight squares of the long dark-square diagonal. He threatens 30 Aa6, to push the Black Queen away from the Kingside, followed by 31 h8! with a big threat of mate on g7—a stark illustration of what can happen when one player controls a key diagonal absolutely.

29 ... Ag5! GREAT

But Black is very much alive after this because he can mix defense of g7 with threats of his own against g2. He threatens to take the Bishop, of course, but he also has plans like 30 Axe2! followed by 31 Aex2 +, and 30 Ah3 + followed by 31 Axe3.

30 Ah8!

This move is vital to White's sudden need for defense. It insures that Black's Queen will not be able to abandon the g7 square. Oddly enough, the White Bishop is as safe on h8 as it would be anywhere else, and on h8 it doesn't block the route of White's Queen to the Kingside. The move stops the plan of 30 ... Ah3 + 31 Ah1 Axe3!! because of 32 Ag7 mate, and it enables him to meet 30 ... Ae2 calmly with 31 g3.

30 ...

The Knight move carries two new threats: a Rook check on White's first rank, winning the Queen, and 31 ... Axe3 + 32 Ah1 Axe1 + and mates.

31 h4!

A fine defensive move. The Black Queen cannot lose sight of g7, so it advances. Why not go to g6? You'll know in two moves. The move chosen adds 31 ... Ae2 + to the existing threats.

31 ...
32 Aa8 Ae8
Black must keep the Rooks on the board, for otherwise his main threats would evaporate and White would use his own threats on the seventh and eighth ranks to usurp the initiative.

33 \( \text{Le4!!} \)

This spectacular move is actually quite simple. Since Black’s attack needs the e-file, White blocks that file. Now, instead of a Black threat of \( ... \text{Le1+} \), there’s a White threat to the Knight on d3.

That’s not all, of course, but it’s easy to see that White has more than the initiative after \( ... \text{Le4} 34 \text{Le}x\text{e}4 35 \text{Lx}e8+ \text{Lf}7 36 \text{Lx}f6 \) mate. We can also see that two moves ago, \( 31 ... \text{Lg}6 \) (instead of \( ... \text{Lg}3 \)) would probably have lost the game, since now \( 34 \text{Ld}4 \) would be attacking both the Knight and the Queen, and the Queen would be unable to protect the Knight and at the same time defend against mate at g7 (\( 31 ... \text{Lg}6 32 \text{La}8 \text{Le}c8 33 \text{Le}4!! \text{Lg}3 34 \text{Lx}d3 \)).

33 ... \( \text{Lf}2+ \)
34 \( \text{Lh}1 \)
35 \( \text{Lg}1 \)

Black can force a draw by repeating his last two moves. He tries for more because his threats are more dangerous than White’s. To accomplish something, though, he must first remove the threat of \( \text{Lg}7 \) mate.

35 ... \( \text{Le5}! \)

This looks like a blunder because Black can win the now unprotected Bishop with another series of Queen checks (\( ... \text{Lh}6+ 43 \text{Lg}1 \text{Lc}3+ \)). But White, now threatening to kill all Black attacking ideas with \( 43 \text{Ld}4 \), has seen that and more besides. Note that \( 42 ... \text{Lx}c4 \) would invite \( 43 \text{Lh}5! \), attacking the Rook and threatening \( \text{Lg}5+ \).

36 \( \text{Lx}e5 \)
37 \( \text{Lh}8! \)

Back again. The renewal of the mate threat leaves Black without a constructive plan. His Queen, tied to the defense of g7, cannot maneuver except to give check. His Bishop cannot move except to give check or to exchange Rooks. His Rook cannot leave the first rank because otherwise the Bishop would be lost.

37 ... \( \text{Le}3+ \)
38 \( \text{Lh}2 \)
39 \( \text{Lg}1 \)
40 \( \text{Le}3 \)

This temporarily releases the pressure against Black’s Kingside but leaves Black’s Rook and Bishop bottled up.

40 ... \( \text{Le}3+ \)
41 \( \text{Lh}1 \)
42 \( \text{Ld}1! \)

Black undoubtedly saw what was coming but couldn’t find a way to play for a win. There is none.

47 \( \text{Lx}c8! \)
48 \( \text{Lg}4+ \)

The point. White gets his Rook back and is sure to have plenty of drawing chances in the Queen-and-pawn ending because of the rich possibilities for perpetual check.

48 ... \( \text{Lh}7 \)
49 \( \text{Lx}c8 \)
50 \( \text{Lf}5+ \) Draw

It’s a perpetual check because White can always prevent the Black King from escaping by checking at e8, g8, and e6.

Instructive Game No. 2

White: E. Colle
Black: J. R. Capablanca

Carlsbad 1929

1 \( \text{d}4 \)
2 \( \text{d}f3 \)
3 \( \text{e}3 \)

To fully appreciate what happens in this game we should travel back in time to the early part of this century—the formative years of the Queen’s Indian Defense and most other answers to \( \text{d}4 \).

In the period after World War I chess was awash with new ideas about how to play the opening. Some were revolutionary: they held that the center pawns should be held back until their advance could be well prepared. The revolutionaries, called Hypermoderns, challenged the theories held by the Classicists, who advocated prompt occupation of the center by White and a direct head-to-head battle for the center by Black.
QUEEN'S INDIAN DEFENSE

But there was also a group of what might be called moderates in this ideological dispute. They didn’t want to seize all of the center, as the Classicists did, but believed that you had to have some anchor for your pieces in the early part of the game. The moderates developed their own opening systems, based on direct, simple development usually involving the two-square advance of only one center pawn.

Colle, like his Mexican colleague Carlos Torre, had a personal system which we remember by his name. It involved these no-fault opening moves: d2-d4, e2-e3, c2-c3, d3, b2, c2 (or c2), 0-0, and ultimately e3-c4-e5! These moves did not interfere with Black’s development and almost didn’t challenge him for key squares: White played, so to speak, without an opponent.

Colle won many fine games against quality opposition in the 1920’s. But would his treatment work as well against former World Champion José Capablanca as it had against mere masters?

3 ... b6!

This game was one of the earliest demonstrations of the power of the Queen’s Indian Defense against White’s unassuming system. It fits in beautifully as a counter to White’s plan of attacking on the Kingside with e4-c5.

4 ... bd2

We will discuss this setup in detail in Part Seven, but we can already understand White’s basic thinking. He has just as much control over e4 as he would with c2-c4 and c3, but he has denied Black the counter-idea of ... b4 to contest that square. Unless Black plays ... d7-d5, White will be able to advance his e-pawn to the fourth and then the fifth rank. This will force Black’s King Knight off f6, thereby depriving his Kingside of its best defensive piece. Then, after Black has castled on the Kingside, he will have to worry about a concentration of enemy pieces, specifically a White Bishop on d3 and Knights on f3 and g5 or e4 and g5, all focused on h7.

All in all, this is a logical method of opening the game. And it requires little thought by White during the first seven or eight moves, since those moves are always the same.

5 ... b7

Black puts his finger on a major deficiency of the enemy program: White can’t meet ... c7-c5 with d4-d5 as he can in so many other QID positions.

What this means for the middlegame is that White will have to concede some squares in the center or on the Queenside if he wants to play e3-e4. (Without that move, he doesn’t have a promising plan.) But when White eventually does push his e-pawn, Black will capture on d4, forcing White to choose between cxd4, which would open the e-file for Black’s pieces (White will have moved c2-c3 by then), and cxd4, which would grant Black control of e5 and c5, two squares now denied him by White’s d-pawn.

Capablanca’s handling of the opening is superbly logical. “What is inherently wrong with White’s opening system?” he asks himself. His answer becomes clearer in a few moves.

6 0-0 c6

Note that Black refrains from using either of his center pawns in the opening stage. He most particularly avoids ... d7-d5 because he wants to leave d5 free for his pieces. In answer to c3-e4-e5 Black hopes to play ... d5! And there is no good reason to play ... d7-d6 yet.

7 c3

It would have been against Colle’s prescription to develop his Queen Bishop early in the game, but there is something to be said for 7 b3. Then he could continue with ... b2 and ultimately c2-c4, with development similar to that discussed in Part Five. But Black’s alert Knight can exploit White’s failure to play an early c2-c4. For instance, after 7 b3 cxd4 8 exd4 b4, Black threatens 9 ... a5. If White preserves his Bishop with 9 d5, Black continues 9 ... cxd5, intending 10 ... c3! or 10 ... c4!, in either case with a superior game.

7 ... b7

Black is content to complete his development and castle. White has entombed his own Queen Bishop with pawns at c3 and e3, so now he must play e3-e4 to free it.

White’s system suffers from predictability. That is what made it so easy for Black to construct a counterplan.
QUEEN'S INDIAN DEFENSE

This has to be timed accurately. After 8 ... 0-0 9 e5! d5 10 dxe4 or 10 dxc5 and 11 wxe2, Black, for a while at least, has no prospect of creating threats to divert White from beginning a mating attack. To avoid mate Black has to get his opponent's attention.

9 dxd4?! 

This centralizes a piece and avoids all the petty annoyances that arise after 9 cxd4 d6! 10 e6 (10 e2? \(x\)xe4) 10 ... \(\text{a}6\) 11 \(\text{e}1\) d3!. But it also makes e4-e5 harder to get in and grants Black excellent piece activity in the next few moves. To preserve his hopes for a Kingside attack, White might be better off going into the 9 cxd4 line and playing 12 d4.

9 ... 0-0 

10 wxe2

WHITE IDEA IN ERR

Another move that can be criticized. Probably White was concerned about his development, and this move develops the Queen with the idea of supporting the e5 pawn push. Without that attacking strategy, he lacks a promising plan. For example, moving the Knight from d2 permits 10 ... \(\text{d}x\text{d}4\) and 11 ... \(\text{d}x\text{e}4\). Perhaps 10 \(\text{e}1\) is best.

10 ... \(\text{e}5\)!

This had to be considered in connection with his next move, for otherwise the time Black gains by attacking White's Bishop would be lost when White plays f2-f4.

11 \(\text{c}2\)

White can seek the exchange of Bishops with 11 \(\text{a}6\), but that would be an admission that his attack is dead and would allow Black to prepare to occupy the weakened light squares. Without a Bishop to protect them, White would have to worry about ... \(\text{a}d3\) and ... \(\text{c}4\) in a few moves.

11 ... \(\text{e}8\)!

This illustrates the versatility of the QID Bishop and the drawback of 10 \(\text{e}2\). Having done its duty on \(\text{b}7\), the Bishop is ready to probe the a6-f1 diagonal, where White has clumsily lined up his heavy pieces. White is not in a position to block that line with 12 c4 because of 12 ... \(\text{b}4\), threatening to win the c-pawn after ... \(\text{d}x\text{d}2\), or 12 ... \(\text{c}5\), forcing new weaknesses. In order to protect his light squares, he would have to make things worse for himself on the dark squares.

12 f4

This is probably the best practical chance. As we will see, Black cannot win material.

12 ... \(\text{a}6\)

13 \(\text{d}1\)

Now 13 ... \(\text{x}f1\) would be bad because of 14 \(\text{e}5\)!; when Black would be left with a Bishop hanging on \(\text{f}1\) and a Knight subject to capture on \(\text{f}6\). This finesse buys White time to move his Rook.

13 ... \(\text{c}6\)!

Black retreats profitably. The maneuver begun with 10 ... \(\text{d}5\) has disoriented White's pieces a bit and has given Black control of the board's nicest diagonal (a6-f1).

14 \(\text{f}3\)

The Rook is aggressively placed here because it can shift to h3 and g3 and participate in a Kingside attack. For example, after 14 ... \(\text{xd}4\) 15 \(\text{x}c6\) \(\text{xc}6\) White can play 16 e5 planning to sacrifice a Bishop on h7—one of the oldest combinations in chess: 16 ... \(\text{d}5\) 17 \(\text{x}h7\) + \(\text{x}h7\) 18 \(\text{h}3\) + followed by 19 \(\text{h}5\). In this case, however, Black would be safe after 18 ... \(\text{g}8\) and 19 ... \(\text{f}6\). A better sequence is 16 \(\text{e}3\)

\(\text{b}7\) 17 \(\text{h}3\) + with the threat of \(\text{e}4-e5\), and White has a strong attack.

14 ... \(\text{g}6\)

The foregoing discussion explains this move. True, it weakens some of the dark squares around Black's King, specifically \(\text{f}6\) and \(\text{h}6\). But White will not be able to begin exploiting those weaknesses for several moves to come, for his dark-square Bishop is still at home and blocked by two of White's own pieces. Meanwhile, Black's move denies the enemy his only reasonable plan, the attack on \(\text{h}7\).

15 \(\text{d}b3\) \(\text{xd}4\)

16 \(\text{xd}4\) \(\text{b}7\)!

Again Black changes direction with this Bishop. He sees that he can inhibit White's development because of the chronic vulnerability of the pawn on \(\text{e}4\).

17 \(\text{e}2\) \(\text{c}5\)
QUEEN'S INDIAN DEFENSE

What is White to do now? He can't play 18 \( \texttt{Qe3} \) because it would cut off the Queen's protection of the e-pawn \( (18 \ldots \texttt{Qxe4}) \). He can't play \( 18 \texttt{Qd2} \) because it would cut off the Queen's protection of the Bishop on c2 \( (18 \ldots \texttt{Qxd4+} \; 19 \texttt{Qxd4} \; \texttt{Qxc2}) \). And he can't move the e-pawn immediately because of \( 18 \ldots \texttt{Qxf3} \). Finally, it is just plain illegal to move the Knight. That doesn't leave much.

18 \texttt{Kh3}

For better or worse, White places his hopes on mate. Now he will be able to play \texttt{e4-e5} without losing the Exchange, and the Rook on h3 can play a role in an attack on h7 if he ever manages to get the Queen to h6.

18 \ldots \texttt{Wc6!}

Nicely timed. Black is not going to wait for White to make another decision in the center. By attacking the e-pawn he virtually forces it to advance.

19 \texttt{e5} \texttt{Qd5}

White's Queen Bishop is still hemmed in. Black is ready to exploit his superiority on the Queenside and in the center with \( 19 \ldots \texttt{Qxd4+} \) and \( \texttt{Qe8} \) followed by penetration along the c-file. White cannot keep the Black pieces out of all those squares \( (c2, c4, c1) \).

20 \texttt{Wf2}

This breaks the pin on the Knight and permits it to move \( (21 \texttt{Qxc6}) \). More important, White threatens \( \texttt{Wh4} \) and \( \texttt{Wxh7+} \). If Black now had to defend with \( h7-h5 \), his position would be severely compromised.

20 \ldots \texttt{Qxd4!} 

The Bishop was not as good a piece as White's Knight in this position; Black would have given it up sooner or later to open the c-file. Note that White cannot recapture on d4 with the Queen because the g2-square would lose its only protector. Black could open the deadly diagonal leading to g2 with \( 21 \ldots \texttt{Qxf4} \) or \( 21 \ldots \texttt{Qxc3} \), and White would have to scramble to stop \( 22 \ldots \texttt{Wxg2} \) mate.

21 \texttt{cxd4} \texttt{Qac8}

This is stronger than it may appear at first. It coordinates Black's two primary advantages—his control of the board's only open file and of the board's crucial diagonal. If White pursues his plan to give mate on h7 by trying \( 22 \texttt{Wh4} \), Black will be able to put his two superior lines to good use with \( 22 \ldots \texttt{Wf6} \), which simultaneously defends h7, threatens mate on g2, and threatens to take the Bishop on c2.

But suppose White keeps his Queen at f2 for one move more and plays \( 22 \texttt{Qe4} \) first. That would apparently neutralize the long diagonal of the QID Bishop and would renew the threat of \( \texttt{Wh4} \)—but it would lose immediately. The refutation is \( 22 \ldots \texttt{Qxc1+} \) and White loses gobs of material after \( 23 \texttt{Qxc1} \texttt{Qxc1} \) +.

22 \texttt{Qd1}

A sad move, but the above-mentioned Queen sacrifice virtually forces it. Now \( 22 \ldots \texttt{Qxc1} \) would not be a check.

22 \ldots \texttt{f6!}

There was no better time to put an end to White's Kingside pressure and to open lines on the Kingside for Black's own mating attack. Black can now answer \( \texttt{Wh4} \) with \( \ldots \texttt{Wf7} \), protecting h7. Also, the Rook on f8 or f7 will be able to participate in Black's attack once he plays \( \ldots \texttt{fxe5} \).

23 \texttt{Wh4} \texttt{Wf7}
24 \texttt{Wf3} \texttt{Wc4}

Having won a major share of the light squares, Black uses them well.

25 \texttt{Qe3}

A tricky move like this shows that White still has some tactical chances, but it indicates also that he is hanging on due to his inventive imagination rather than the solidity of his position. Black just has to find a way to simplify advantageously.

25 \ldots \texttt{Qxe3}
26 \texttt{Qxb7} \texttt{Qf5!}

Black's wonderful QID Bishop has been traded for White's sickly Queen Bishop. But the exchange has been profitable for Black because now he will win the d-pawn.

27 \texttt{We1} \texttt{Qc7}

White has no convenient defense of the d-pawn; \( 25 \texttt{Wf2} \) would permit the Queen sacrifice on c1 again (with check).

28 \texttt{Qe4} \texttt{Qxd4+}
29 \texttt{Wh1} \texttt{fxe5}

White's idea was to cut his losses.
by playing his Bishop to e4 and exchanging it for the Knight. But in the endgame that follows, Black’s heavy pieces remain superior and force the win of more pawns. From a technical point of view, the game is already decided.

30 \text{exf5} \text{exf5}!

There’s no reason to complicate matters with 30 ... \text{exf5} 31 \text{h4}. The text is simple enough.

\begin{align*}
31 & \text{fxe5} & \text{e7} \\
32 & \text{xe3} & \text{xb2} \\
\text{Black can win a third pawn whenever he wants to, with ... exf2.} \\
33 & \text{e6} & \text{dxe6} \\
34 & \text{xe6} & \text{f7}! \\
\text{White resigns.} \\
\end{align*}

The conservative reputation of the Queen’s Indian Defense stems largely from this, the most popular line. It is popular among all players—masters, grandmasters, and casual club players—but perhaps more so among the stronger classes. There doesn’t seem to be enough fight in this simplifying system to attract many young competitors, but just that simplification is what makes the variation so appealing to masters. It is a riskless way to play for a small edge with White, and against a strong opponent a small edge is all you can reasonably expect.

\textbf{White} \hspace{1cm} \textbf{Black}

\begin{align*}
1 & \text{d4} & \text{f6} \\
2 & \text{c4} & \text{e6} \\
3 & \text{f3} \\
\end{align*}

To reach the main fianchetto line, which is, in effect, the main line of the whole Queen’s Indian Defense, both sides have to bypass opportunities to sharpen the play. White’s first chance comes at the third move, when he plays out his King Knight rather than his Queen Knight. In this way he avoids the double-edged Nimzo-Indian Defense (3 \text{c3} \text{b4}) with its complex positional themes, such as doubled pawns and the struggle of a good White Bishop against a Black Knight after ... \text{c3} + . The Nimzo-Indian is a “hard” opening, and one rich in subtleties. There are more possibilities—both good and bad—in a typical Nimzo-Indian position than in a typical Queen’s Indian position. By playing 3 \text{f3} White signals his opponent that he is seeking a somewhat easier game.

But he pays a price for this. By developing his King Knight instead of his Queen Knight on the third move, White leaves Black’s control
QUEEN’S INDIAN DEFENSE

of the e4-square temporarily unchallenged. This means that for some time White will be unable to play e2-e4, the move that would give him commanding pawn control in the center. White will continue to exert a strong influence in the center with the two pawns he already has there, the c-pawn and the d-pawn, but the presence of the e-pawn on the fourth rank would have a tremendous additional impact. It would block the diagonal of a Black Bishop at b7 and it would threaten to tangle Black’s minor pieces after e4-e5. It would also deny Black the use of the e4-square for his own pieces, principally his King Knight.

3 ... b6

Now e2-e4 will be nearly impossible to achieve in the opening stage of the game. Black will reinforce his control over e4 with a Bishop at b7, and the combination of his King Knight and Queen Bishop will be enough to discourage any White attempts to control e4. Notice that White’s Knight on f3 at least temporarily prevents him from controlling e4 with a pawn: he cannot play f2-f3.

4 g3

This marks the opening as the fianchetto system. It did not become popular until the late 1920’s, and by World War II it was the main line. Lately there has been a resurgence of more aggressive alternatives for White (see Parts Four and Six), but it is no longer clear that there is a better way of meeting Black’s fianchetto than by White’s counterfianchetto. One good Bishop faces another.

Let’s consider what 4 g3 does. It prepares to contest Black’s so far uncontested control of e4. It also looks toward d5, a square White controls with a pawn but not yet with a piece. And the Bishop that will arrive at g2 will influence the long diagonal as far as c6, b7, and even a8. If for some reason Black places his Queen Bishop on another diagonal (a6-f1, for instance) or exchanges it for a White Knight, then White’s Bishop may find itself controlling a magnificent unchallenged line that runs along the light squares from h1 all the way to the a8 corner.

Now the demerits. Every move by a piece or pawn gives additional protection to some squares at the expense of others. With 4 g3 White announces that he will post his Bishop at g2. He will not be able to use that Bishop along the fine b1-h7 diagonal that figures so prominently in attacks against the Black Kingside, and the pawn on e4 loses its most natural defender. And the pawn move g2-g3 weakens his own Kingside slightly: if White is later required to support his center with e2-e3 or to build his center with e2-e4, his f3-square will have no pawn support at all. That square can be a vulnerable target for enemy pieces, such as the Bishop on b7.

4 ... Bb7

This is not so obvious as it may appear. Black can post his Bishop on a6, where it attacks White’s c-pawn (see Part Three). And Black should realize that in proceeding with ... Bb7 he is admitting that his own demands in the middlegame will be modest. Why? Because White will be able to trade off the light-square Bishops at any of several points in the next dozen moves or so by playing Bb4, or, after castling, by moving the Knight anywhere, thus opening the diagonal of his fianchettoed Bishop. As long as White’s Bishop is protected at g2, Black will have to decide whether to exchange Bishops with ... Bxg2, surrender control of the h1-a8 diagonal by moving his Bishop to a6 or c8, or put a piece or pawn on one of the squares between the Bishops to prevent the exchange. But it is rarely a good policy for Black to avoid the exchange of light-square Bishops. The diagonal is simply too valuable for either player to give over entirely to his opponent. Black would be better off with both Bishops gone than to allow White to have the diagonal all to himself. Clogging up the diagonal (as with ... d7-d5) to avoid the exchange can be unpleasant for Black because the piece or pawn doing the clogging can come under heavy enemy fire.

Notice one important difference between the two Bishops. The one at g2 is easily protected. The one at b7 can, in a pinch, be protected by a Rook (... Bb8) or, more conveniently, by the Queen (... Qc8), but to use either of those heavy pieces for such a purely passive task is wasteful for Black. His Queen usually has better things to do than to play nursemaid at c8. So, although at the moment Black’s Bishop at b7 has much greater range than White’s at g2, he cannot maintain this superiority for long and must be careful to avoid the many traps based on the lack of protection at b7. We’ll see some of those traps in the next several pages.

One final thing should be said about 4 ... Bb7 and about this defense in general. Inevitably Black will have to make a decision about which pawn to advance in the center. But he can put off that decision for at least a half dozen moves, and in chess procrastination is often a virtue. By delaying the choice be-
QUEEN'S INDIAN DEFENSE

tween ... d7-d5, ... c7-c5, and other center advances, Black continues to develop his pieces in preparation for the crisis that must eventually occur in the middle of the board, and his preparations will be aided by his knowledge of how White sets up his pieces and pawns. Since Black is most likely to bring his Bishop to b7 anyway, he commits himself the least by doing it now.

5 \( \text{Bg2} \)

A: 5 ... \( c5 \)

The sharpest fifth move is 5 ... \( c5! \). It gained great attention in the period between the two world wars largely because of its success in one master game: Alekhine-Capablanca in the New York tournament of 1927. The tournament was held several months before Alekhine and World Champion Capablanca were due to play a match for the title, and Capablanca's smashing victory— with the Black pieces in the Queen's Indian—seemed to support predictions that Alekhine's challenge for the world championship would be unsuccessful.

But Alekhine won that match. He might have won the New York game too if he had handled 5 ... \( c5 \) expertly. The sharp attack on White's d-pawn is highly doubtful, according to modern theory, because of some unique features of this particular position. Before we get to those features, consider the basic pawn structure we are dealing with:

And this is White's least committal move. White was obviously thinking only of \( g2 \) for his Bishop when he played 4 \( g3 \), so he might as well complete the thought immediately. Besides, if White postpones \( \text{Bg2} \) Black may find a favorable opportunity to muddle the enemy plans with ... \( \text{Bxf3} \). This would double White's pawns on the f-file and block the g2-a8 diagonal. It may or may not be a good idea for Black to double White's pawns by giving up his fine Bishop for the White Knight on f3, but with 5 \( \text{Bg2} \) White doesn't give his opponent the chance even to consider it.

Any other fifth move by White would have disadvantages. The most natural alternative is 5 \( \text{Bc3} \). But Black could effectively meet that with 5 ... \( \text{Bb4} \), giving himself a favorable mixture of the Nimzo-Indian and the Queen's Indian Defenses. White's Queenside would then face the positional threat of ... \( \text{Bxc3+} \), with or without the additional pressure of ... \( \text{Dc4} \). Of course, White could bring the Knight out to d2 instead of to the more aggressive post on c3. But on d2 the Knight does nothing except protect c4, which is not yet under attack. White made a decision at move three to postpone \( \text{Bc3} \) and he might as well continue with that plan.

5 ...

\( \text{Be7} \)

Since White has postponed \( \text{Bc3} \), this is the best square for Black's King Bishop. But it is not the only good fifth move. There are at least three reasonable alternatives. Each of them is more committing than the quiet ... \( \text{Be7} \) and therefore leads to an earlier resolution of the tensions hidden beneath the surface in these positions. And each of the alternatives is based on a different idea about what to do with Black's central pawns. Let's examine them in some detail.

Black is attacking White's unprotected d-pawn and would like to exchange his c-pawn for it. If White supports his d-pawn with \( e2-c3 \) he weakens his f3-square, as we mentioned earlier. Also, Black could meet \( e2-e3 \) with ... \( \text{exd4} \) and, after \( \text{exd4} \), continue with something like ... \( d7-d5 \). The result of this pawn play would be the liquidation of most of White's center strength—his powerful pawns—and the creation of an isolated White pawn on d4. After Black exchanges his c-pawn for White's e-pawn, and his d-pawn for White's c-pawn, the only pawn remaining in the center will be White's d-pawn, which, deprived of any possible pawn support, could easily become a bombardment target for Black's Rooks along the d-file. So, White will probably decide against meeting ... \( c7-c5 \) with \( e2-e3 \).

But should he permit Black to capture on d4? That capture would reopen the diagonal of Black's Bishop on f8 and, assuming White recaptures on d4 with a piece, would permit Black to develop his Queen Knight on c6 without fearing \( d4-d5 \). It would be a good exchange for Black to make in the center. Yet for many years it was thought that the exchange of Black's c-pawn for White's d-pawn was highly risky for Black because White could quickly take control of the open d-file. Actually, Black would get a good deal of compensating play along the c-file, which, like the d-file, would be open for only part of its length, with

Pawn structure after 5 ... \( c5 \)
QUEEN’S INDIAN DEFENSE

one pawn still on it. Black’s pressure against c4 should balance White’s pressure against d7 after the exchange of pawns on d4.

But there is one other idea. If White doesn’t want to support d4 with a pawn or allow the exchange of pawns on d4, there is still d4-d5!. This is White’s most dangerous advance in all the basic lines of the 4 g3 fianchetto: its most serious effect is to shorten the range of Black’s fianchettoed Queen Bishop, and it also denies Black’s Queen Knight a natural developing square (c6). The White pawn on d5 can be supported by the Bishop on g2 and a Knight on c3 (notice that Black, with a pawn on c5, cannot play ...b4).

Now let’s look at our specific position:

![Position after 5 ... c5]

Here we can see that 6 ... cxd4 would be a slightly discomfiting move for White, for the recapture on d4 with his King Knight permits ... \( \text{gxg}2 \). Even after 6 0-0 cxd4 7 \( \text{gxg}2 \ \text{gxg}2 \ 8 \text{gxg}2 \), Black has no problems despite White’s slight lead in development. He simply plays 8 ... \( \text{Qc8}! \), attacking the c-pawn and preparing to play 9 ... \( \text{b7=+} \). Once Black’s Queen replaces his Bishop on b7 he should have no difficulty equalizing. His remaining minor pieces all have useful squares, and he can eliminate his last pawn weakness when he plays ... d7-d5!.

Of course, White can recapture on d4 with his Queen, but 6 0-0 cxd4 7 \( \text{Qxd4} \) can be met by 7 ... \( \text{Qc6} \) with fine development. White’s position is then similar to a generally favorable pawn structure, called the Maroczy Bind, in which White pawns at c4 and e4 restrict a Black pawn at d7 or d6. But in this case White hasn’t yet played e2-e4, and even if he can manage it he will have some problems making his advantage in space count. Black’s gain of time with ... \( \text{Qc6} \) and his otherwise active pieces tend to negate his structural problems, such as they are.

The real problem with 5 ... c5 is 6 d5!. It is based on one of the many little tricks that can come into play on the long diagonal. Before 6 d5 White’s Knight was pinned—that is, it could not move (except to h4) without losing the Bishop on g2, and in any case White may not want to trade Bishops. But after 6 0-0 White turns the tables with 6 d5 \( \text{exd5} 7 \text{Qh4} \) or 7 \( \text{Qg5} \), for now it is Black who is pinned (7 ... \( \text{dxg5} 8 \text{Qxb7} \)).

This is the tactical justification of 6 d5: although the pawn on d5 is attacked three times and defended only twice, it cannot be won. The positional justification was mentioned above—the stark jamming effect of the d5 pawn on Black’s minor pieces. For example, after 6 d5 \( \text{exd5} 7 \text{Qh4} \) and now 7 ... g6, Black has stopped White’s threat to plant his Knight on f5, but he has granted White a wonderful grasp of the center; e.g., 8 \( \text{Qc3} \text{Qg7} 9 \text{exd5} \).

KING BISHOP FIANCHETTO—NORMAL LINES

King Bishop fianchetto is normal lines

The move 5 ... c5 offers more opportunities for interesting middlegame play than 5 ... \( \text{Qe7} \) does, but White gets more of those opportunities.

\[ B: 5 \text{ ... d5} \]

Again we should consider the general question of this pawn push before examining the specific positions resulting from it. Here is the basic pawn structure:

![Pawn structure after 5 ... d5]

The advance of the d-pawn secures a major chunk of central real estate for Black. He will not have to worry about e2-e4 any more and can safely assume that for the foreseeable future the e4-square will be available for his Knights. Also, ... d7-d5 clears
THE d7-square and partly opens the d-file for Black's pieces: he can develop his Queen Knight on d7, and a Rook might be well placed on d8. In other words, the commitment of the d-pawn permits Black to find good squares for his pieces.

The advance also creates the first pawn tension of the game: White can capture on d5 or Black can capture on c4. Sooner or later one of those captures is going to be played.

Black would not mind playing ... dxc4 if given the chance. That exchange would clear his fianchettoed Bishop's diagonal and prepare for either an attack on the enemy d-pawn along the d-file or, more likely, the complete liquidation of the center with ... c7-c5. Keep this last idea in mind: When Black plays ... d7-d5 he is usually going to follow up with ... c7-c5, and when he plays ... c7-c5 he is often preparing for ... d7-d5. The advance of both center pawns is likely to lead to a series of exchanges that will wipe out whatever domination of the center White has retained from 1 d4 and 2 c4. Black's pieces will be able to control such squares as d5, c5, and d4 just as well as White's pieces do.

But there is a difference that must be appreciated. If Black plays ... dxc4, or if White captures first (exd5) and Black responds with either ... exd5 or ... exd5, Black will have no fixed pawn in the center. But if White plays exd5 and Black recaptures there with his e-pawn, Black will retain a permanent bridgehead in the center. That newly established pawn at d5 can be a target or it can be a source of strength—all depends on where the other pieces and pawns are placed.

Now let's examine the specific case:

This has been tried by Aron Nimzovich, who first popularized the Queen's Indian Defense, and condemned by Alexander Alekhine, who called it simply a bad move. However, 5 ... d5 has never been refuted. The best try at refutation begins with 6 Qe5, which sets up a pin on the long diagonal. Earlier it was the White Knight on f3 that was pinned—that is, unable to move without allowing the undesirable ... Nxf2. But after 6 Qe5 the pin has been reversed: now Black would lose a Bishop after 6 ... dxc4?!

Nimzovich used to recommend a solid defensive move such as 6 ... c6 in answer to 6 Qe5. But that is somewhat conservative. Black will want to play ... c7-c5 sooner or later and should spend his sixth move on something more useful. For example, 6 ... Nbd7 takes aim at the newly arrived Knight on e5, and its exchange would ease Black's game. Now 7 Qc3 can be handled by 7 ... Qd6, threatening to take on e5. A clear example of what can happen when the center is dissolved is 5 ... d5 6 Qe5 Nbd7 and now 7 Qa4. Black is temporarily pinned along the a4-e8 diagonal, but after 7 ... c5! 8 exd5 Qxd5! he should equalize. White will be forced to make more trades in the center, thus relaxing his pressure and simplifying the game. For example, 9 dxc5 Qxc5 10 0-0 a6! threatens to win material by 11 ... b5!, breaking the pin. Even though White has already castled and his opponent has not, Black has fine development.

We'll return to the ... d7-d5 idea at later points in this analysis. But it can be played here on the fifth move with some degree of security.

C: 5 ... Nbd4 +

The last major alternative at the fifth move is the most forcing move available, a check. With 5 ... Nbd4 + Black hopes to solve the problem of what to do with his King Bishop. He cannot wait any longer if he wants to give this check, because White may castle on his next move; after that, White can ignore ... Nbd4 and just shoo the Bishop away with a2-a3.

The check was first popularized by José Capablanca more than half a century ago. The Cuban World Champion was a master at anticipating danger, and he often sought an early exchange of pieces in this manner. White must either castl or the awkward Qf1. White has plenty of choices, however: he can play 6 Qc3, 6 Nbd2, or 6 Qd2.

The first move, 6 Qc3, turns the position into a kind of Nimz-Indian Defense, characterized by the Bishop on b4 and the Knight on c3. Black can immediately create an unbalanced position with 6 ... Nc5+, leaving White with pawn weaknesses. After 7 bxc3 0-0 8 0-0 White must be careful to avoid a blocked middlegame in which his Bishops will be inferior to Black's Knights. But Black may not be able to keep the position closed because of White's threat to play d4-d5!, the move that so often paralyzes Black's pieces. For example, 8 ... d6 can be
met by 9 d5 exd5 10 Qh4! followed by cxd5 with a fine game for White. If Black insists on a closed position with 9 ... e5 (instead of 9 ... exd5), White will have much more play than his opponent after 10 Qh4 followed by e2-e4 and f2-f4.

It also stands to reason that if White wanted to permit the characteristic Nimzo-Indian situation (Qb4/Qc3) he could have done so as early as the third move by playing 3 Qc3 instead of 3 Qf3. White wants to control d5 and e4 with a Knight, but only after ... Qb4 has lost its sting. This explains why 6 Qbd2 is frowned upon as a way of meeting the check. White's Knight is simply misplaced on d2. After 6 Qbd2 Black can play 6 ... c5! without fearing the d4-d5 move that is so often powerful. Or he can play 6 ... 0-0 followed by 7 ... d5, and if White eventually plays a2-a3 the Black Bishop retreats to e7 having accomplished its mission of tricking White into playing the inferior Qbd2.

By the process of elimination, we are left with 6 Qd2 as the best way of meeting the Bishop check. After Black captures on d2 White recaptures with his Queen so that Qc3! will be available to him on the next move. And unless Black is willing to lose time by retreating the Bishop, he must capture on d2 eventually—otherwise White will eliminate the possibility; e.g., 6 Qd2 Qe7 7 0-0 0-0? 8 Qf4!, and now Black can have none of the simplifying exchanges that usually help him, and he will be forced to lose time after a2-a3.

Thus we can look forward to 6 ... Qxd2+ 7 Qxd2 0-0 as a likely position. White can now safely bring out his Queen Knight at c3 and begin the middlegame battle for control of e4. For example, 8 Qc3 d6 9 Qc2! would be quite effective:

![Position after 9 Qc2!]

White will have an excellent position if he can play e2-e4 safely. He need not fear center advances by Black. Again we can see that 9 ... c5 is met by 10 d5! (10 ... exd5 11 Qh4!). Moreover, in this kind of position Black doesn't want to play ... d7-d5 (especially after spending a move on ... d7-d6). With his dark-square Bishop exchanged, Black must avoid entering a middlegame in which his remaining Bishop is restricted by his own pawn on d5. He should be seeking a dark-square pawn structure in the center. The way to accomplish that is 9 ... Qe7! followed by ... e6-e5!. If White then plays d4-d5, the move that is usually so good for him, he will discover that he has simply made his own Bishop at g2 less effective. In other words, whoever occupies d5 with a pawn in this kind of position limits the scope of his own fianchettoed Bishop.

There is one interesting trap we should mention before leaving Capablanca's 5 ... Qb4+. It arises out of logical play by Black: after 6 Qd2 Qxd2 + 7 Qxd2 0-0 8 Qc3 he may want to exchange another set of minor pieces with 8 ... Qe4. This is very similar to an idea we will examine later in the main line. But here 8 ... Qe4 is dubious because of 9 Qc2!. The point is that after 9 ... Qxc3 (the only consistent move; 9 ... f5 is positionally weak), White can win material with 10 Qg5!, threatening mate on h7 as well as Qxb7. The best Black has is to go back with 10 ... Qe4, but White gets a material edge by capturing twice on e4: 11 Qxe4 Qxe4 12 Qxe4 Qxg5 13 Qxa8. Remember this little trick.

Now let's return to the main line and 5 ... Qc7.

This Bishop development is an ideal waiting move and leaves all options open. There is no rush for Black to declare himself in the center with his pawns or to develop his Queen Knight just yet. During the next few moves opportunities will arise in which Black may be well advised to play ... c7-c5 or ... Qc6 or ... Qc8 or any number of alternatives. But he shouldn't commit himself until White has made some commitments of his own.

6 0-0

Yet another noncommittal move. It is a very rare Queen's Indian Defense when White castles on the Queenside, so he is not giving up many options by choosing 0-0 here. He would be reducing his options if he tried, say, 6 b3 or 6 Qb2. Then Black would be perfectly justified in responding 6 ... c5!, which is much stronger here than it would have been on the fifth move. One tactical point is that 6 b3 c5! cannot be refuted by 7 d5, the natural move, because of 7 ... exd5 8 Qh4 and now 8 ... Qe4 with the threats of 9 ... Qf6! and 9 ... Qxb4.

There is, however, another move to be considered: 6 Qc3. White has avoided this natural developing move thus far because of ... Qb4, but it would make no sense for Black to meet 6 Qc3 with 6 ... Qb4 now that he has spent a move on 5 ... Qc7. Moreover, whenever White plays Qc3 in this opening—on the
sixth or seventh move or even later—he is making a bid for a major positional edge. There is a real live threat in the position: the central advance d4-d5 or c2-c4 and e2-e4.

However, it will take White two moves to build his ideal center (c2-c4 and the e-pawn advance). After 6 ... 0-0 7 c2 Black has an opportunity for mischief in the center: When White plays c2, reducing the support of his d-pawn, he usually leaves himself vulnerable to ... c7-c5. And 7 ... e5! is appropriate now. After 8 d5! exd5 9 g5 White has the possibility of mate on h7 and also a new positional threat.

That's why the threat is a positional one. To meet it, 9 ... g6 removes the possibility of h7 and forces White to capture on d5 with a pawn. This changes the center situation considerably, for now White's d-pawn will be a target. For example, Black can play 7 ... d7-d6 followed by ... b6-c7 and ... d7. White's d-pawn will be under continuous attack, and Black will have a clean, clear diagonal for his King Bishop after ... f6 while White's Bishop at g2 will be hampered by the pawn at d5.

Therefore, White's positional plan of c2 and c4-e4 can wait a little while longer. It will be stronger after he has castled: then his action in the center can be supported by his King Rook at e1 or d1.

Black has to be ready for that when it is threatened. Since he has given up the possibility of ... b4 in the battle for control of e4 and d5 (having already moved the Bishop, moving it again would lose valuable time), he must look for another idea. He can find it in 6 ... d4!, which occupies the key square and threatens to double White's pawns with ... c3. Those doubled pawns would be ripe for capture in the middlegame once Black has played ... d7-d6, ... d6-a5, and ... c7-c5, with ... e8 and ... a6 in reserve. Then White would have all the disadvantages of the Nimzo-Indian Defense with none of the advantages.

White's choices after 6 c3 c4! come down to three moves: 7 c4, 7 c2, and 7 b2!?. We'll consider each of them in some detail after both sides have castled. The addition of 0-0 and 0-0 has no major bearing on the choice.

6 ... 0-0

This is the position both sides have been trying to avoid! White has no further "passes"—noncommittal moves—and neither does Black. Now the players must either play pointless, inconsequential moves like h2-h3 or a2-a3, or reveal their plans.

7 c3

Finally the Knight comes out, and with it comes the positional threat of 8 c2! followed by c2-e4. He can play 7 c2 first and then c3—a possibility discussed in Instructive Game No. 1. For now, let's consider the most extreme alternatives at move seven. They are the super-aggressive 7 d5 and the supercautious 7 e1.

The first of these is the more risky one, of course, and it leads to an unusual gambit. Most gambits offer material to entice the opponent to lose time or to accept weaknesses. In this case, Black actually has more pieces developed than White and has no noticeable problems, so the 7 d5 gambit has other aims. Its chief ideas are to make something of White's substantial hold on the center, especially through the use of the d4-square, and to reduce Black's influence on the e4-square by cutting off his King Bishop.

Position after 7 d5

After 7 ... cxd5 8 e4 the White Knight heads for f5 and at the same time opens the g2-b7 diagonal. Black can decline the gambit with 8 ... c6, when White can win his pawn back with 9 cxd5. Then 9 cxd5 c5! eliminates much of White's central superiority, whether he retreats his Queen or plays 11 dxc6, but White retains some edge after 11 d2 followed by c3 and the fianchetto of his Queen Bishop with b2-b3 and a2. As usual, the greatest challenge to a gambit comes with its acceptance.
QUEEN'S INDIAN DEFENSE

After 7 ... exd5 8 Qxd4 Black cannot capture on c4, but he must reorganize his pieces somehow if he hopes to complete the development of his Queenside. The best way to do this is 8 ... Lc6! If White then takes the Bishop with his Knight he gives up a strong centralized piece for a passive one. A better choice is 9 exd5 Lxd5! 10 Lxd5 and 11 Lf5 or 11 e4, after which he has prospects of attacking Black's Kingside, especially the g7-square. It is easy to imagine White Knights at f5 and d5 and his Bishop bearing down on g7 from b2 or c3, with his Queen on, say, d4. Whether his attacking chances are worth a pawn depends on the skills of the players.

A possible improvement for White is 8 Qb4, also headed for f5 but this time not allowing 8 ... Lc6 because 9 exd5 would force the Bishop back. The chief advantage of 8 Qb4 over the more natural 8 Qd4 is the direct, unobstructed pressure on d5 by the White Queen. If Black plays 8 ... c6 to keep his pawn, then after 9 exd5 Lxd5 10 Lf5 he will have serious—not insurmountable—problems developing his Queenside, and White will have ample chances. But both sides have plenty of room for improvement in this gambit line, since it is relatively new. The move 8 Qd4 gained attention only in 1980, when Lev Polugaevsky tried it successfully against Viktor Kornechnoi in their candidates match.

At the opposite end of the range of strategies in the center is 7 Ke1. It carries the wait-and-see policy one step further—further than most players are willing to carry it. The main advantage of this quiet move is to prepare e2-e4 at some point, all the while anticipating any aggressive action by Black. For instance, 7 ... Qe4, which makes sense after 7 Qc3, does not make sense after the Rook move because the Knight cannot follow up with a capture on c3. Black may end up in an unpleasant pin after the attractive 8 Lfd2 or find himself with an inferior position after the space-grabbing and equally attractive 8 d5! (not a gambit this time).

There is also a tactical point. After 7 Ke1 Black can “pass” with any number of quiet moves, of which 7 ... d6 is probably the most useful. But that pawn advance has the disadvantage of allowing White to play 8 Qc3 without having to pay a price for it. Now if Black continues as if nothing has changed, he will see the point of 7 Ke1: after 8 ... Qe4 (he must stop e2-e4) 9 Qe2 Qxc3 there now suddenly appears 10 Qg5! This move, often dangerous in this kind of position, threatens mate at h7 and a capture at b7. White must win material after 10 ... Lxg5 11 Lxb7 though temporarily remaining a piece behind. And the point of 7 Ke1 is simply that Black cannot play 10 ... Lxc2+, which, without the Rook move, could confound White’s pieces (11 Qxe2 Lxg2!).

There are, however, two good ways of meeting the innocuous 7 Ke1. Black can spend his “free” extra move on 7 ... Qc8, protecting his Bishop, or he can force matters in the center with 7 ... d5. Both ideas are quite reasonable. After 7 ... d5 8 exd5 Qxd5 9 Qc3 Black has the fortunate choice between the solid defense 9 ... c6 followed by ... Lbd7, ... Qc7, and ... Qe8, or the risky 9 ... c5!? The latter move always throws some extra excitement into the position by opening it up before either side is developed enough to handle the complications advantageously. After 9 ... c5 10 dxc5 bxc5 the main feature of the pawn structure is the infamous “hanging pawns,” of which more in a few pages.

After the text move, 7 Qc3, White is ready to do business in the center.

KING BISHOP FIANCHETTO—NORMAL LINES

This makes a strange impression the first time you see it. Black spends two moves to advance an already developed piece and exchange it for one that has just made its appearance off the first rank (White’s Queen Knight). The maneuver does very little to aid Black’s development (what is to become of his Queen Knight or, for that matter, his Queen Rook?). Also, the Knight move, by blocking the long light-square diagonal, allows White to move his Knight from f3 at some point without risking an immediate exchange of Bishops. In fact, Black’s own Knight at e4 may become pinned because his Bishop at b7 is unprotected.

But these are theoretical objections, not practical problems. The Knight move is properly flexible and consistent with the preceding moves, and it does offer important benefits to Black, as we shall see. First, let’s discuss the alternatives, beginning with the committal 7 ... d5.

The move 7 ... d5 has become popular in the last five years of master chess, especially after it was adopted by World Champion Anatoly Karpov. It is similar to the
The pawns at d5 and c5 are said to be hanging because they are unsupportable by other pawns and will remain where they are, subject to attack by Rooks from c1 and d1 and by all sorts of minor pieces, for the better part of the middlegame. Once Black has those hanging pawns, they are hard to eliminate in a favorable way. In certain circumstances he may be able to turn one of them into a powerful passed pawn ( ... d5-d4 followed by ... c5-c4 and ... d4-d3), but this is rare. The constant danger Black generally faces is that the pawns will become immobilized and blockaded. For example, ... d5-d4 would enable White to stick a piece, ideally a Knight, at c4, where it would have excellent prospects and would stop Black from advancing any farther. If Black were to move the c-pawn instead, White would rush to occupy d4 with a minor piece. (White often fianchettoes his Queen Bishop with b2-b3 and \( b2 \) just to be able to control the d4-square in this type of pawn position.)

Although Black’s position can be powerful in the hands of a player who is accustomed to playing positions that contain pawn weaknesses and is comfortable with them, it is generally advisable to avoid permanent targets when there is no compensation for them. Compensation can take many forms, such as material, but in this type of position Black’s compensation usually takes the form of greater freedom of action. If Black’s activity becomes restricted, that’s usually the tipoff that he doesn’t have enough compensation for his pawn weaknesses (the hanging pawns).

Now back to 7 ... d5.

White can try to restrict Black’s activity with 8 \( \text{Qe}5 \). If 8 ... \( \text{Qbd}7 \) 9 \( \text{cxd5} \) \text{exd5} Black appears to have a solid game, with ... \( \text{c7-c5} \) coming up to undermine the Knight on e5. But now Black’s freedom of action is really bollixed up by 10 \( \text{Qa}4 \), threatening 11 \( \text{Qc}6 \). If Black is forced to give up his fine Queen Bishop for that Knight, he grants the enemy free access to the light squares on the Queenside, which would be weaknesses with the Queen Bishop gone: White would be able to occupy b7, c6, a6, and b5 at will. Black can stop 11 \( \text{Qc}6 \), but the choices are unpleasant: 10 ... \( \text{Qb}8 \) is an ugly, time-losing retreat, and 10 ... \( \text{Qxe}5 \) 11 \( \text{dxe}5 \) \( \text{Qe}8 \) leaves his pawns under attack after 12 \( \text{Qxd}1 \) and 13 e4.

The right way for Black to handle the position after 7 ... d5 8 \( \text{Qe}5 \) is with the paradoxical 8 ... \( \text{Qa}6 \)!. Because \( \text{d5} \) becomes a weakness, any attempt by White to capture it would lose a pawn.

Now, after an exchange of pawns on \( d5 \) (9 \( \text{cxd5} \) \text{exd5}) followed by 10 \( \text{Qa}4 \), Black can play 10 ... \( \text{Qc}8 \) with a good game. He need not fear an exchange of Queens because his weaknesses would be readily defensible and he would have a slight edge in development. White has not yet found a really good square for his Queen Bishop. If, instead of trading pawns, he tries 9 \( \text{Qc}5 \) or 9 \( b3 \) \( e5 \), Black stands well for the middlegame.

Black can head for this type of pawn structure at various points in the Queen’s Indian, as we have seen, but here on the seventh move he can do it without committing any pieces prematurely to poor squares. This point comes to mind in considering 7 ... \( \text{Qc}8 \), another alternative to 7 ... \( \text{Qe}4 \). If White plays 8 \( \text{Qc}2 \), intending \( e2-e4 \), Black has to try for a share of the center with 8 ... \( e5 \). Moving the c-pawn is most appropriate now because White, in reply, cannot support the advance d4-d5 with his Queen off the d-file. But Black should not try 8 ... \( d5 \) here because 9 \( \text{cxd5} \) \text{exd5} would leave his Queen somewhere misplaced on \( c8 \). White would be able to bear down on the c-file with \( R\text{ac}1 \) after he moves his Queen Bishop, and then Black’s Queen would look foolish. A similar situation arises after 7 ... \( \text{Qc}8 \) 8 \( b3 \) \( d5 \) 9 \( \text{cxd5} \) \text{exd5} 10 \( \text{Qb2} \) \( \text{Qbd}7 \) 11 \( \text{Rc}1 \) with a fine game for White.

But 7 ... \( \text{Qc}8 \) has its uses and they should not be underestimated. It eliminates all the tactical tricks
QUEEN'S INDIAN DEFENSE

White would otherwise be able to try on the long diagonal to exploit the unprotected position of the Bishop on b7; for instance, 8 d5 exd5 9 \(\text{Qh}4\)? simply loses a pawn after 9 ... dxc4. And, as mentioned above, after 8 \(\text{Qc}2\) c5! Black stands very well. The reply 9 e4?, which Black's maneuvers were designed to prevent, is met by 9 ... cxd4!, winning the c-pawn. White does better with 9 b3 cxd4 10 \(\text{Qxd4}\), but Black gets fine prospects with 10 ... \(\text{Qg}2\) 11 \(\text{Qg}2\) \(\text{Qc}6\) followed by ... d7-d5.

If White is to anticipate ... c7-c5 (after 7 ... \(\text{Qc}8\)), he does best with 8 b3 instead of 8 \(\text{Qc}2\), leaving his Queen at home on d1. Then 8 ... c5 9 d5 gains tremendous scope for White's pieces and severely restricts Black's (he already faces the threat of d5-d6).

Now let us consider the advantages of the text move, 7 ... \(\text{Qe}4\).

\[
8 \ \text{Qc2}
\]

This is a useful move regardless of what Black does, even if he leaves his Knight on e4. On c2 the Queen influences the e4-square and at the same time covers c3, avoiding doubled pawns (after ... \(\text{Qxc}3\)).

As with 7 \(\text{Qc}3\), White steers a middle course between aggression and solidity. The double-edged and complex 8 \(\text{Qd}2\)? is considered a playable and attractive alternative to the routine text move. But 8 \(\text{Qxe}4\) is regarded as too dull. Let’s see why.

White can break the Black blockade on e4 now with 9 \(\text{Qe}1\), but Black has nothing to fear after 9 ... \(\text{Qg}2\) and 10 ... d5. Once Black gets a share of the center by advancing a central pawn, especially the d-pawn, he should be all right in such a simplified position. The absence of

at d6 keeps White's pieces off e5 and shortens the diagonal of White's Bishop on f4. To make his advantage in space count White will need a pawn break; that is, the advance of a pawn to open lines. Since e2-e4 is still unplayable and c4-c5 unsupportable, White's middlegame prospects will depend on d4-d5. But that move can be readily met by ... e6-e5! Although then the pawn structure in the center would be locked, Black's Bishop on e4 would not be out of action, as it would be if it were still on b7. However, his other Bishop, the one on e7, would be affected by d4-d5 and ... e6-e5 because Black's center pawns would be on dark squares, the same color as that Bishop. But as long as Black is able to play ... f7-f5 and ... \(\text{Qf}6\) eventually, he should not feel uncomfortable.

This last situation, in which White plays d4-d5 and Black plays ... e6-e5, is not uncommon (although usually Black plays ... e6-e5 first, to which White replies d4-d5). It is important to evaluate these positions carefully in advance, for either side may be forced to head into one of those pawn structures to avoid disadvantage.

The positions that arise after 8 \(\text{Qd}2\) are much more complicated.

This has become the most popular new move in the fianchetto variation during the last decade of master experimentation. If Black captures on c3 now or on the next move, White can retake with his Bishop and
will be perfectly prepared to play d4-d5. Since White's usual plan in the main line is to develop this Bishop on the long diagonal (by means of b2-b3 and b2), the plan d2 followed by recapturing with the Bishop on c3 is quite compatible with his strategy.

But 8 d2 still looks odd. Can it be good for White to give up a Bishop for a Knight (8 ... d2) and give Black the advantage of the two Bishops? Actually, Black should not take the Bishop because that would leave White far ahead in development, with his Queen in a good position, his Rooks connected and ready to move to the central files, and a powerful advance in the center coming up. And Black would be giving up his most active piece, his centralized Knight.

After 8 d2 Black should postpone any capture with his Knight. One plausible idea, now that the d-file is temporarily blocked, is 8 ... c5. As usual when Black plays ... c7-c5, White obtains virtually nothing from quiet moves such as 9

Position after 8 d2

needed to recapture on c3. After 11 f4 c5 White obtains a clear positional edge with 12 xc4 dx4 13 d2 f6 14 xc5 and 15 db3, after which Black's pawns at e4 and on the Queenside are vulnerable.

Finally, Black can avoid the problems associated with dynamic pawn moves after 8 d2 by playing 8 ... f6 or 8 ... d6, but he must have some way of responding to 9 d5, which gains space in the center. For instance, after 8 ... f6 9 d5 xc3 10 xc3 xc3 11 xd6 White's powerful d-pawn is too much for Black to handle, which gains space in the center. For instance, after 8 ... f6 9 d5 xc3 10 xc3 xc3 11 xd6 White's powerful d-pawn is more than enough compensation for his doubled c-pawns. Black will either have to undermine White's pawns with ... edx5 or worry constantly about dxe6, d5-d6, and e2-e4-e5, backed up by White Rooks on the d- and e-files.

Now let's continue the main line after 8 Qc2.

8 ... xc3

After 8 d2 d5 9 edx5 exd5 10 xc1

Black's center is beginning to look shaky and he must play accurately. The immediate 10 ... c5 is bad because of 11 dxc5, leaving Black with weak pawns no matter how he recaptures. After 10 ... d7 11 b3 White has good pressure against Black's d-pawn. White can also answer 10 ... d7 with 11 f4!, now that the Bishop is no longer desired attention.

It certainly looks odd to move the Bishop from one unprotected square to another one—indeed, one that seems much more vulnerable than b7. However, by moving the Bishop...
Position after 9 ... e4

to e4 Black is, in a way, safeguarding it. Now White will not have an opportunity to exploit a pin with d4-d5 and (after ... exd5) Qh4. Should White want to play d4-d5, he will have to back it up directly rather than with tactical tricks such as pins. And even if the pawn does go to d5, Black can either ignore it or, after proper preparation, push his own center pawn past it (... e6-e5!) without worrying about hemming in his Queen Bishop.

White can answer 9 ... e4 with an offer to exchange light-square Bishops, either immediately or later. He is unlikely to be able to play the middlegame effectively without moving his King Knight sooner or later, and as soon as he moves it Black will be able to trade Bishops. Basically, it’s a question of the right time.

The immediate 10 Qe1 Qxg2 11 Qxg2 certainly has its merits. White then threatens to advance strongly in the center with 12 d5. If Black forestalls that with 11 ... d5, White can profitably exchange pawns with 12 cxd5 exd5 13 Qd4: after 13 ... c5 14 cxd5! and 15 Qad1, Black has permanent targets in the middle of the board, or after 13 ... c6 Black has a limp and lifeless game. But Black can meet the direct challenge 10 Qe1 Qxg2 11 Qxg2 with 11 ... e6!—Then after 12 d5! Black should not try to win a pawn by capturing twice on d5, for White would regain his temporarily sacrificed material advantageously with Qad1 and Qf4—Black would have succeeded only in isolating his remaining d-pawn and granting White plenty of open center space. Instead, Black should try to catch up in piece activity with 12 ... exd5 13 cxd5 Qf6 or 13 ... Qa6 followed by 14 ... Qc8.

The slower method of treating the opening after 9 ... e4 is 10 Qf4!, postponing the Qe1 idea. Now Black has to be careful: the position requires him to be passive—since at the moment White is ahead in development and controls more space—yet he can’t be too passive. After 10 ... Qd6 11 Qfd1 Qd7 12 Qe3! (restraining a later ... e6-e5), Black can quickly find himself with a very cramped position. White can even start an attack on the Kingside with h2-h3 and g3-g4, and may be able to exploit the position of Black’s dark-square Bishop if it goes to f6 (g4-g5!).

Instead, Black can defend by setting up a rock-solid center with 10 ... c6 followed by ... d7-d5. This, however, will give up some of Black’s flexibility, particularly in the center, and will leave him with some weak light squares, especially c6.

The verdict on 9 ... e4: White gets too active too quickly.

A more flexible plan is 9 ... d6, which gives Black the opportunity to bring his Knight, via d7, to f6, leaving his Bishop at e7. And while the Knight is on d7, it can keep an eye on the possibility ... e6-e5. But 9 ... d6 does nothing about the positional dangers posed by White’s twin threats of e2-e4 and d4-d5. Black will not be able to prevent both of them—and the means to stop one may make the other one only more dangerous.

For example, after 10 Qc2! (a move that 9 ... e4 prevented) White threatens to play the long-awaited e2-e4. Black can anticipate that with 10 ... f5, perhaps intending 11 ... e4. But he won’t get a chance for the Bishop move if White is alert enough to play 11 d5!

Now if 11 ... exd5 White plays 12 Qd4, threatening Qd6 and Qxf5 and also threatening to recapture with the c-pawn on d5, thus exposing the Black position to pressure along the c-file. Once again White uses the tactical device of a pin on the long diagonal to achieve a positional end. After 11 ... exd5 12 Qd4 Qd7 13 Qxd5, for instance, Black’s position is just awful.

Black can avoid much of this danger with 11 ... e5! (instead of 11 ... exd5), thereby denying d4 to White’s Knight. But White still has a very fine game with 12 e4!, e.g., 12 ... fxe4 13 Qxe4 Qd7 14 Qe3 Qf6 (or 14 ... Qf5) 15 Qe2. Then Black’s Bishops sit passively behind pawn chains (the one on b7 restricted by White pawns, the one on e7 by Black pawns), and White will soon be ready to open lines with f2-f4!, using his Rooks to exploit the enemy “holes” on f5 and e6. (They are called holes because they are relatively vulnerable points in the enemy position which have lost their natural pawn protection.)

All this happened because Black tried to stop e2-e4 by means of ... f7-f5. It makes somewhat more sense to allow White’s e-pawn to advance with something like 9 ... d6 10 Qc2 Qc8 or 10 ... Qc6. But in answer to the Queen move White’s 11 e4! can be quite strong when followed by b2-b3 and a2-b2 and eventually c1! and f2-f4. The Knight move 10 ... Qc6 can be easily handled by 11 e4 with a slight edge for White, but 11
QUEEN'S INDIAN DEFENSE

d5! is even better. The middlegame after 11 ... exd5 12 cxd5 Qb4 13 Qb3 Qxd5 is very strong for White because of that wonderful move again: 14 Qd4!

Besides the too quiet 9 ... dxe4 and the structurally defective 9 ... d6, the other chief alternative to 9 ... f5 is 9 ... c5. Just as 8 Qd2 is White's best way of sharpening play in the fianchett0 variation, so 9 ... c5 has become known as Black's most dangerous bid for more than equality.

That rosy view has been upset in recent years, not by a new move but by a re-evaluation of the kinds of positions reached after Black plays ... d7-d6, ... Qf6, and ... Qxe7 followed by ... Qc6 or ... Qd7, and White plays e2-e4 and develops his Queen Bishop either by b2-b3 and Qb2 or by Qf4. The positions are no longer considered so clearly in White's favor. (For instance, 9 ... c5 10 Qd1 d6 11 Qc2 Qd7 12 Qg5 Qxg5 13 Qxb7 Qxb1, though slightly favorable for White, is not particularly dangerous.)

With his Bishop on f6, his pawn on c5, and his Knight on c6, Black will have pressure on the d4-square. If White captures on c5 in that type of position, Black will probably recapture with the d-pawn to keep the pawn structure symmetrical and to avoid having to defend a weak pawn on the d-file. (When Black plays ... c7-c5 earlier, such as on the fifth or sixth move, Black is happy to answer dxc5 with ... bxc5! because he can follow up quickly with ... d7-d5 and develop a strong center. Here, with White castled and a Rook on d1, Black is not in a position to break open the center with ... d7-d5.)

White maintains the lion's share of the center after 9 ... c5, but no more so than after 9 ... f5. The difference here is that White can open lines at once with dxc5 or perhaps d4-d5, adding an element of dynamism to the game. But Black, with his Bishop on f6, will contest those lines. White will not be able to keep his Queen on c3 for very long if he hopes to use his superior force in the center, but will drop it back to d2 or c2. Black should be adequately developed by then to meet any crisis in the center.

Let's take a sample line. After 9 ... c5 10 Qd1 seems best. If 10 Qe3 instead, then after 10 ... Qf6 11 Qfd1 Black can already take advantage of the inexact enemy play and equalize the position in the center with 11 ... Qxf3! 12 Qxf3 Qc6!. Black's pressure on d4 would then be so great that White would be well advised to liquidate both the pressure and the center with 13 Qxc6 Qxc6 14 Qd3 cxd4, with dead equality.

Therefore, 10 Qd1 is better, to exert immediate pressure on the d-file; e.g., 10 ... Qf6 11 Qd3, hoping to upset the coordination of Black's pieces as he tries to protect d7. However, even here Black has an answer: after 11 ... Qc6! 12 dxc5 Qxc5 13 Qxd7 Qxb6 14 Qf4 (to allow the Queen to escape to c7) 14 ... Qac8!, Black's position is so active and threatening—mainly with 15 ... Qf6 but also with ideas against b2—that his loss of the d-pawn is insignificant and probably temporary anyway.

The best for Black after 9 ... c5 10 Qd1 may be 10 ... Qd5 11 h3 Qf6 12 Qb2 Qe7.

Position after 12 ... Qe7

Although White can continue to build his center with 13 Qc2, getting his Queen off the enemy Bishop's diagonal, after 13 ... Qc8 14 Qe5 Black obtains a solid game. His Bishop is safe because it can retreat to g7 in case of an eventual e4-e5. That advance would leave White with a very weak pawn on e5 after an exchange of pawns there. White would do better with d4-d5, but that would also justify Black's position and would even justify ... g7-g6: after 15 d5 Qb4 16 Qxf6 Qxf6 17 Qd2 Black plays 17 ... e5! and follows up with an eventual ... Qf7-f5, attacking the most vulnerable point in the White center—the e4-square. In addition, this line would revive Black's temporarily blocked Bishop on b7, which would soon come to live, via c8, on the diagonal leading to h3. Note that White's own Bishop at g2 in this position is restricted by its own pawns—a classic example of the "bad" Bishop.

Now back to 9 ... f5.
10 b3

Once Black plays ... \( \text{Qf6} \), White will not be able to play the d4-d5 idea conveniently. As our Instructive Game No. 1 shows, there are times when d4-d5 can be risky for White. But now, for what is truly the first time in the game, White can play d4-d5 without risking material (compare 7 d5, for example).

After 10 d5 exd5 White cannot play 11 \( \text{Qd4} \), as he can in some similar positions, because of 11 ... c5! followed by 12 ... d4, attacking the Queen and gaining time to play ... \( \text{Qxg}2 \). If White wants to retain material equality he must do it with 11 \( \text{Qe1} \). But this is quite sufficient after 11 ... \( \text{Qf6} \) 12 \( \text{Qd2} \), forcing Black to defend against the threat to win with 12 \( \text{Qxd5} + \text{Qxd5} \) 13 \( \text{Qxd5} + \).

Instead of 10 ... exd5, Black should preserve the cohesion of his pawns by first hitting the enemy Queen with 10 ... \( \text{Qf6} \). If White brings his Queen back to c2 to support his center with c2-e4, Black can play 11 ... c6!, liquidating the White center effectively; e.g., 12 \( \text{Qxe6} \) \( \text{Qxe6} \) 13 \( \text{Qf}4 \) \( \text{Qe7} \) followed by 14 ... e6-c5 with a good game for Black. Therefore 11 \( \text{Qd2} \) is better, to meet 11 ... c6 with 12 \( \text{Qd4} \) with an excellent concentration of strength in the center (12 ... c5? 13 \( \text{Qb5} \)). If White can maintain the center tension—that is, possibilities of exchanging or advancing pawns there at his option—he will have an edge.

This explains why he stands a little better also after 10 d5 \( \text{Qf6} \) 11 \( \text{Qd2} \) \( \text{Qe8} \): White again plays his Knight to the fine outpost at d4. Black then can close the center with 12 ... \( \text{Qxd4} \) 13 \( \text{Qxd4} \) e5 and gain time to complete his development. By putting his e-pawn and, later, his d-pawn on dark squares, he will minimize the disadvantage of not having a dark-square Bishop. But one advantage of having two Bishops when the opponent doesn't is the possibility of opening lines by exchanging pawns later on in the middlegame or endgame, since open lines are what Bishops thrive on. In concrete terms, this means that after 13 ... e5 14 \( \text{Qc3} \) d6 White can improve the future of his Bishops with 15 \( \text{Qf4} \), one of the points being that if Black tries to avoid the exchange by playing 15 ... e4, White takes powerful control of the long diagonal leading to Black’s King with 16 b3 followed by \( \text{Qb2} \). Black should therefore play 15 ... \( \text{Qd2} \).

Another bid for advantage lies in 10 \( \text{Qe1} \), simplifying the position.

This offer to exchange Bishops is available to White at any point in the opening after he has castled. Since Black is getting too strong a grip on the light squares, White offers the trade now, to facilitate his intended action in the center (eventually d4-d5 or e2-e4 or both). However, 10 \( \text{Qe1} \) momentarily decentralizes the King, so White answers 10 ... \( \text{Qxg2} \) by recapturing 11 \( \text{Qxg2} \), to get the Knight back near the center. But now the Knight does not protect the d-pawn as it did when it was on f3, and Black immediately pounces with 11 ... \( \text{Qf6} \).

White's problem is that he can't play \( \text{Qc2} \), intending d4-d5 or e2-e4, because the d-pawn can simply be taken. Instead, he can play the Queen to d3 with d4-d5 or e2-e4 in mind, at the same time keeping the d-pawn protected—but the Queen is awkwardly placed on d3 in view of the pressure Black can add to d4 with his Knight. After 12 \( \text{Qd3} \) \( \text{Qc6} \) the advance 13 d5, for example, is premature because of 13 ... \( \text{Qb4} \) 14 \( \text{Qb3} \) \( \text{Qa6} \) followed by 15 ... \( \text{Qc5} \), and with his two excellently placed minor pieces, Black has nothing to worry about. This is one of those times when d4-d5 does not work.

White can improve on this with 12 \( \text{Qe3} \) instead of 12 \( \text{Qd3} \). Then 12 ... c5 is too dangerous for Black because of White's rapid occupation of the d-file after 13 \( \text{Qd2} \). Black must either trade with 13 ... \( \text{Qxd4} \) or protect his c-pawn, but both alternatives are weak. Therefore, instead of 12 ... c5 Black should maneuver toward ... e6-e5; for example, 12 ... d6 or 12 ... \( \text{Qc6} \) followed by 13 ... \( \text{Qe8} \) seem most appropriate.

After 10 d5 or 10 \( \text{Qe1} \) White obtains a slight advantage. The fianchetto of White's Queen Bishop is a try for a bigger advantage.
QUEEN’S INDIAN DEFENSE

This position was advocated by Milan Vidmar, the first great Yugoslav player. White doesn’t make things easier for his opponent by exchanging pieces and doesn’t try to force matters in the center, which would let Black find squares for his pieces. Now, for instance, Black has to face a question he has been avoiding for several moves: what should he do with his Knight? And what about his Queen and Queen Rook? While White’s Rooks will have plenty to do on e1 and d1 (or d1 and c1 if White plays c4-c5), Black’s heavy pieces have uncertain futures.

One of the two most natural solutions to the problem of Black’s Knight is to give it a square at d7 by playing ... d7-d6; the other is to develop it immediately at c6. Both have their drawbacks, but they do have the advantage of keeping Black’s pieces aimed at the center.

The older move here is 11 ... d6, with the idea of playing ... e7-e7, ... e6-e5, and ... d7-d7. Nimzovich, to whom this opening owes so many of its ideas, also liked to play ... e7-e7 and ... g7-g5! in similar positions. In either case Black must be extremely alert to the dangers involved in the opening of the d-file and in White attacks on his e6. The Black pawns at f5, e6, and d6 are very brittle and are subject to all sorts of attacks, including the familiar d4-d5 idea.

A natural continuation is 11 ... d6 12 a3 a7-e7. Now, finally, it looks like the right time for 13 a3-e1 and the exchange of Bishops by 13 ... a8-a5 14 a4 a5. White can put his Queen on the diagonal just vacated by the Bishops; e.g., 14 ... a7-d7 15 a3-f3! followed by c2-e4 or the annoying raid a7-b7. Black would do better to play 14 ... e6 in this case.

But why not move the Knight there in the first place (instead of 11 ... d6)? True, it is not the most effective place for the Knight, for it blocks the Bishop and may provoke d4-d5. But the c6 square is only a springboard, as David Bronstein has called it, to other points. The Knight can drop back to d8 and later to f7. Or it can go to e7 and then join in a Kingside attack. Moreover, with 11 ... e6 instead of 11 ... d6 Black avoids the weakening of his e6 that can get him into so much trouble. White will be taking aim at e6 when he plays a1, recaptures a8xg2, and eventually puts the Knight on f4, a fine post where the Knight attacks e6 and supports the d4-d5 thrust.

Here are three games to illustrate the ideas of the King Bishop fianchetto variation. In the first White misplays his center, in the second he handles it accurately, and in the third Black diverges from the main line at an early point so that he can establish his own pawn foothold in the center.

Instructive Game No. 1

**White:** A. Miles
**Black:** V. Korchnoi

Wijk aan Zee 1978

1 d4 a6
2 e4 e5
3 a3 b5
4 a5
5 c4

A strange and neglected move here is 5 ... g6, turning the game into a kind of King’s Indian Defense in which Black has played ... e7-e6 instead of ... d7-d6. The difference is likely to leave Black with weaknesses on some dark squares (f6, for instance), but it remains to be proved that they are serious weaknesses. If Black gets a good share of the center for his pieces, White may not be able to get close enough to Black’s position to exploit the weak squares. For example, 6 0-0 g7 7 e3 0-0 8 c2 d5 leads to double-edged play. Perhaps White’s best try to exploit the situation is 8 d5! followed by a7-d4.

6 0-0
7 e3

Since this permits Black’s useful ... a4 move, and since ... e4 is a questionable move in other situations, White has good reason to consider alternatives that reinforce the e4-square. The move that comes to mind is 7 a7-c2.

1
2
3
4
5

Position after 7 a7-c2 (analysis)

If Black proceeds automatically with 7 ... e4, White closes the trap
with 8 \(\text{Qd}2\), and Black's horse, suddenly stuck in the middle of a highly volatile diagonal, must step lively to avoid being lost; e.g., after 8 ... \(\text{Qa}2\) 9 \(\text{Qxb7} \text{Qxf1} 10 \text{Qxa8}\), Black loses material. He can avoid the trap with 8 ... \(\text{Qd6}\), protecting the b7 Bishop with his Knight, but he has a terrible game after 9 e4!

Black must play actively after 7 \(\text{Qc2}\) because quiet moves such as 7 ... d6 invite 8 \(\text{Qc3}\) and 9 e4. Fortunately, there are ways for Black to exploit 7 \(\text{Qc2}\). Since it is not a developing move, as 7 \(\text{Qc3}\) is, it gives Black the extra time he needs to open the game and it puts the Queen on a square that could be overrun.

For example, now 7 ... d5 is a good idea for Black because the liquidation of the center after 8 \(\text{Qc5} c5\) will help Black's development. After 9 dx5 \(\text{Qxc5} 10 \text{Qc3}\) Black can play the tricky 10 ... \(\text{Qc8}\), protecting his Bishop on b7 and thus threatening to win the pawn on c4. The trick, however, is 11 dx5 \(\text{Qxd5} 12 \text{Qxd5} \text{Qxd5} 13 \text{Qxd5} \text{Qxf2} +!\) winning the unprotected Queen on c2.

This is not the only way of embarrassing the White Queen. With 7 ... \(\text{Qc6}\) Black stops 8 e4 because of the threat 8 ... \(\text{Qb4}\)!. Moreover, he can respond to 8 \(\text{Qc3}\) with 8 ... d5! 9 cxd5 \(\text{Qb4}\) followed by recapturing on d5 with the Queen Knight. Black then plays ... \(\text{Qc8}\) and ... c7-c5 with excellent chances—and perhaps even a lead in development.

The position can become very sharp after, for example, 9 ... f5 10 d5 \(\text{Qc8}\) 11 \(\text{Qd4} c5\) 12 \(\text{Qb3} d6\) and, if possible, ... e6-e5. White's pawn at c3 is not a major weakness in this position, but the pawn on c4 can become one.

Another way of exploiting that potential weakness is 9 ... \(\text{Qc6}\). This does nothing to prevent 10 e4; its purpose is to distract White from any attacking ideas after 10 e4 \(\text{Qa5}! 11 \text{Qd2} \text{Qa6}\). White's pawn on c4 will be highly vulnerable and almost unprotectable after a subsequent ... \(\text{Qc8}\) and ... c7-c5xd4. White does better to trade off one of the pieces that can attack c4 by way of 10 \(\text{Qd2}\) (instead of 10 e4) 10 ... \(\text{Qa5} 11 \text{Qxb7}\) and then 12 e4. His chances of making his superior pawn center count would then be pretty good.

This may be Black's last chance to take charge in the center at the price of accepting the hanging pawns. After 9 ... d5 the Black center can become subject to attack by Rooks on the d- and c-files after either 10 \(\text{Qf4}\) or the direct 10 cxd5 exd5 11 \(\text{Qd1} \text{Qd7} 12 \text{Qf4}\). Now with 12 ... c5 Black gets more freedom than he usually enjoys in this opening, but after 13 dx5 bxc5 14 \(\text{Qc2}\) and 15 \(\text{Qa1}\) (intending e2-e4! followed by \(\text{Qe5}\), or immediately \(\text{Qd5}\)), White's advantage is sure.

The Knight seems clumsy on this square. There is a general rule of thumb for Queenside openings: don't block your c-pawn with a Knight. Here the rule seems appropriate because the Knight doesn't really add to the pressure on White's center and is always in danger of being kicked away by d4-d5! Compare what happens in the game with what could happen after 11 ... \(\text{Qc7}\) (instead of 11 ... \(\text{Qc6}\)) 12 \(\text{Qd2}\) and now 12 ... \(\text{Qc6}\)!. White would be already prepared to advance in the center and could play 13 d5! followed by 14 \(\text{Qd4}\), with considerable pressure on e6 and f5 and with e2-e4 coming up very quickly.

This is a good waiting move; Black is unable to prevent White's d-pawn from advancing and opening lines. But since White will not be able to play d4-d5 until his Queen moves off
QUEEN’S INDIAN DEFENSE

the long diagonal (12 d5??  bxc3), 12  d2 is worth considering. And so is 12  e2, intending to support e2-e4 after  e1.

12  

The Queen move clears the first rank so that Black can play ...  ae8, and it gives Black’s Knight a good square at d8 in case it has to retreat.

13  d2

All according to plan. White hopes to play d4-d5 next move and follow up with  d4 and e2-e4. The opening of lines in the center will almost certainly favor the better developed player. The plan is sound, but in this particular middlegame it just doesn’t lead to much of an edge. White would do better to aim for e2-e4 directly. For example, 13  e2! looks like an excellent alternative. If Black continues as in the game with 13 ...  d8, White can bring additional pressure to bear on e4 with 14  e1. Then, after the exchange of light-square Bishops, White will play e2-e4 and open the e-file for use by his Queen and King Rook. Thus White would keep d4-d5 in reserve and retain the extra option of opening the c-file with c4-c5 at some later point.

Notice the tactical trick involved in 13  e5. This would also lead to the exchange of light-square Bishops, but on terms not favorable for White. Black can play 13 ...  c4!, threatening to fork the enemy King and Queen with a check at e2. After 14  xd4  xg2 15  xg2 d6 Black neutralizes the pressure (16  e6  e8).

pawn will create tremendous pressure against c7 on the newly opened c-file. White would then bring a Knight to d4 to survey several of the most critical squares in this position, especially c6, f5, and e6.

But Black can upset this outlook if he reacts properly.

14  

15  x2  d6!

13  

Now we can appreciate Black’s idea. His Knight was not intended to remain on c6 but was headed all along for the Kingside, specifically for f7, where it can support an advance in the center (... e6-e5) or a pawn charge against the enemy King (... g7-g5-g4 and ...  g5). While at d8, the Knight protects the Bishop at b7 so that White will not have any tactical tricks aimed at that Bishop.

White should now accept the fact that he must exchange light-square Bishops. His best bet is 14  e1.

14 d5?

This is good in so many other positions that it is surprising how punchless it is here. If Black captures on d5, White’s recapture with a}

KING BISHOP FIANCHETTO—NORMAL LINES

with several squares that can no longer be protected by pawns, specifically e6 and c6, and d5 loses the valuable support of the e-pawn. But 15 ... d6 gives Black excellent piece play. He will be able to put his Knight on c5 and concentrate once again on the e4-square. Eventually White will have to trade Bishops and this will weaken White’s Kingside. Finally, the exchange of center pawns by dxe6 will give Black at least as much activity along the half-open e-file as White will get out of the half-open d-file.

Thus it appears Black is quite secure whether or not he gets to play ... e6-e5. Perhaps White’s best line here is 16  e3 (to stop 16 ... f4) and then after 16 ... e5 the flexible plan 17  d2 and 18  f4!.

16 dxe6  e6

The Knight is placed even better at e6 than at f7 because now it can easily hop to c5 or g5.

17 b4?

This at least keeps the Black Knight out of c5. It also looks like what White should be doing. He needs some additional open lines for his pieces because the d-file alone, with nothing to attack and a rocksolid d6, will not give him much. Perhaps if White can play c4-c5 ...

17 ...  f4!
Black now has a solid advantage, although even masters may be excused for failing to appreciate it. He has all the major options in the middlegame: he can attack on the Kingside with ... a6-h6 and ... h5, in the center with ... a8e8 and ... d5, or on the Queenside with ... a7-a5 (since the reply b4-b5! would surrender c5 to Black's Knight). White is not prepared to enforce c4-c5 and he dare not try to open the center with e2-e3. This means he will have to live with the pawn structure that exists now or with whatever changes in it Black wants to make.

The Black pawn at f4 is powerful for several reasons. Black has the option of ... fxg3, of course, but he also can play ... f4-f3! at some point, to block White's access to defensive squares (we'll see more of this later). Also, the pawn stops White from building a solid Kingside with e2-e3 and d1-d3.

18 a3

This does virtually nothing. White would do better to trade off some minor pieces by moving his Knight. Black still stands better after 18 d1 d2g2 and 19 ... a1g6; or, if White tries to trade two pairs of pieces with 18 d4, then 18 ... d2g2 and 19 ... a1g5! But at least the exchanges would ease the pressure. The text move gives the enemy a few free moves.

18 ... a1f6
19 a3 c3
20 a3 f6
21 a1d3 h5
22 a1d1

Black's plan is quite simple: he will bring a Rook to h6 and his Queen to h5. The threat will then be ... a3x3 and ... a3xh2 mate. White could cover his h2 only by advancing his h-pawn, but at h3 the pawn would be vulnerable to ... d5 and at h4 it would walk into ... g7-g5 or a similar attack.

Admitting that 18 a1d2 didn't do anything.

23 h4

Although this would have alleviated some of Black's Kingside pressure several moves ago, now it only speeds up the attack. White might as well wait a little longer to see if Black can find a crushing method of attack. After 23 a2 or some other "pass" move, Black can try 23 ... a1h6 but would still have a long way to go after 24 h3.

The exchange of Bishops that now follows is quite helpful to Black because it removes the last defender of h3. This means that White will not be able to play h2-h3 as a defense against ... a3xh2 mate.

23 ... a3xg2
24 a1xg2

So the King watches h3. After 24 a3xg2, the maneuver that White usually relies on to bring his Knight back into play in the center, Black can use that ... f4-f3 move we mentioned earlier. For example, 24 a3xg2 f3! 25 exf3 a1h3!! and there is no defense to 26 ... a1h6 followed by ... a3xh2+. The point of 24 ... f3 was to block White's Queen from defending the Kingside as it could after 24 ... a1h3? 25 gxh4!, attacking Black's Queen.

This explains why Black didn't play ... a3xg3 earlier: he kept the option open as long as possible, knowing that the only way White could deny it to him was by gxf4, which would wreck his own Kingside.

24 ... g5

Now the Knight must retreat. But at least White's King can keep the Queen out of h3 for a move or two.

25 a3 f6

The threat here is 26 ... a1h3 + 27 a1g1 g4 28 a1h4 a1xh4! and ... f4-f3. Black's attack is succeeding because it is aimed at more than one square. In some cases it is h2 that is threatened, in others g2, and in some lines White can be mated on h3 or f2 or even f1. In fact, if White covers his h-file weaknesses with 26 a1h1, Black plays 26 ... a1h3 + 27 a1g1 a3xg3 (not 27 ... g4 28 a1e1! a3xg3 because of 29 a3xg3!) 28 a3xg3 g4 and penetration along the f-file (29 a1h4 a1h6).

26 h4

This should not work. All Black
has to do is calculate a few variations to see how to exploit this obvious weakening of the Kingside.

26 ... gxh4

If White now recaptures on h4 with his Knight, Black has a very nice combination using the theme of blocking the Kingside: 27 \( \text{Qxh4 f3+!} \) 28 exf3 \( \text{Qf4+!} \), and mate follows 29 gxf4 \( \text{Qg8+} \).

27 \( \text{Qc3+} \) 28 \( \text{Qg8} \)

Now that the Queen has left d3, White can consider the line mentioned above. There would be no fork of King and Queen after 28 \( \text{Qxh4 f3+} \) 29 exf3 \( \text{Qf4+} \) and he could play 30 \( \text{Qh2} \). But the position would be hopeless because of 30 ... \( \text{Qf5!} \) (possible now because of White’s 27th move), threatening 31 ... \( \text{Qh3+} \).

The only other defense is 28 \( \text{Ah1} \), to pin the pawn at h4. But Black should win after 28 ... \( \text{h3+} \).

28 ... \( \text{Qg4+} \) 29 \( \text{Qh2} \)

Black might be tempted to play 29 ... \( \text{Qxh4+} \) now, removing the last pawn in the way of his attack force. But White’s Queen would still be available for defense and would rush to the King’s aid after 29 ... \( \text{Qxh4+} \) 30 \( \text{Qxh4 Qxh4+} \) 31 \( \text{Qh3!} \). Black needs another idea.

29 ... \( \text{Qg5!} \)

You saw, of course, that White was threatening to win with 30 \( \text{Qg1} \). Black’s move stops it by threatening 30 ... \( \text{Qh3+} \) while blocking the g-file. The main point of 29 ... \( \text{Qg5} \) will be revealed in a couple of moves.

30 \( \text{Qxg5} \) f3!

Now if the Knight takes the f-pawn we will have the same position as in the diagram but without the Black Knight—and without the Black f-pawn. The difference is 31 \( \text{Qxf3} \) \( \text{Qxf3} \) followed by 32 ... \( \text{Qxh4+} \).

31 \( \text{Qxf3} \)

Giving up the Queen cannot be an adequate defense, but Black had to see a few moves deeper.

31 ... \( \text{Qxh4+} \) 32 \( \text{Qh3} \)

White would still have a game to play after 32 ... \( \text{Qxh3} + 33 \text{Qxh3}: \) he has weathered the attack and can put up a fight with his Rooks. But he doesn’t get the chance for that.

32 ... \( \text{Qxg5!} \)

The final point. Black gets the Queen and the Knight. He doesn’t allow White to regain the Queen with 33 \( \text{Qg1} \) because that would be met by 33 ... \( \text{Qxf2+} \). There is only one option left to White: he resigns.

Instructive Game No. 2
White: T. Petrosian
Black: M. Botvinnik
World Championship Match, Moscow 1963

19th Game

1 \( \text{c4} \) \( \text{Qf6} \)
2 \( \text{Qc3} \)

At times White avoids an early c2-c4 and only later reaches a normal Queen’s Indian setup. Here he avoids d2-d4. There are some advantages to the way he plays these early moves: he avoids the complications of an early attack on his d-pawn by ... \( \text{c7-c5} \), he can play \( \text{e2-e4} \) more easily, and he doesn’t have to worry about ... \( \text{Qb4} \) because, not having advanced his d-pawn, that Bishop move does not pin his Knight on c3. But the game transposes into a normal Queen’s Indian by move seven.

Position after 7 b3 (instead of \( \text{Qc3} \))

If White can play \( \text{Qb2} \) and \( \text{Qc2} \) before \( \text{Qc3} \), he will achieve the same kind of position he eventually reaches at move 11 but without helping Black’s game by allowing the exchange ... \( \text{Qxe4} \). Unfortunately for White, he can’t do everything he would like to do. Black can now play one of the active center moves that
QUEEN'S INDIAN DEFENSE

are usually too dangerous for him so early in this opening.

For example, 7...e5! is a fine move here, since White cannot support d4-d5 sufficiently and because of an extra finesse. That finesse is revealed in 8 d5? exd5 9 Qh4 (so far, just like several other positions we have seen) 9...Qe4 threatening ...Qxf6! as well as ...Qxb4, and White is in danger of losing material because of his b2-b3 move. The move 7...e5 is properly energetic and can end up giving Black excellent play after either 8 dxc5 bxc5! followed by ...d7-d5 and ...Qc6, or 8 Qb2 cxd4 9 Qxd4 Qxg2 and 10 d5.

Black can also get a good game with 7...d5 because the lack of a White Knight on c3 limits White from effectively countering Black's moves in the center. White does not have the pressure against Black's d-pawn that he normally enjoys, so Black obtains good chances after either 8 cxd5 exd5 9 Qb2 Qbd7 followed by ...Qe8 and ...Qf8, or 8 Qb2 dxc4! 9 bxc4 e5!

| 7   | Qe4 |
| 8   | Qc2 |
| 9   | Qxc3 |

White would dearly like to play 9 Qg5, the by-now familiar coup of attacking h7 and b7 with one move (9...Qxg7 10 Qxb7). But it fails here because of 9...Qxe2+! (10 Qxe2 Qxg2 or 10 Qh1 Qxg2+).

| 9   | f5 |

An interesting idea here is 9...Qc8 to be followed by ...Qb7 after the inevitable exchange of Bishops. The Queen on c8 also watches the e5-square and permits Black to play ...d7-d6 and ...f7-f5 without fear. White should respond by calmly continuing his development with 10 Qf4 or 10 b3. For example, 10 Qf4 d6 11 Qfe1! f5 (otherwise e2-e4) 12 Qad1 with a purposeful concentration of pieces in the center that can suddenly explode after, say, 12...a5 13 a3 a4? 14 c5! (14...dxc5 15 dxc5 Qxc5 16 Qe5! Qf7 17 Qg5).

The moves of a typical Queen's Indian Defense, especially in the fianchetto variation, often seem quiet and unassuming; but they are very precise—one slip can often produce a suddenly one-sided position, as the above line shows.

| 10  | Qf6 |
| 11  | Qb2 |
| 12  | d6 |

Something can be said for 11...Qe8 even at this late date. Then 12 Qd2, getting the Queen off the sensitive diagonal, can transpose into the present game after 12...d6 13 Qe1 Qxg2, but Black would have the extra option of playing ...Qb7 after White recaptures on g2. That long light-square diagonal from b7 to g2 is worth fighting for.

| 13  | Qd1 |
| 14  | Qd7 |

With the Queen on c8 Black would be safe from little combinations such as the one White can initiate here with 13 Qg5?!. Actually, this tactical device would quickly lead to an exchange of almost everything necessary to make the middlegame interesting, and the position would probably be drawn after 13 Qg5 Qxg2! 14 Qxe6 Qe7 15 Qxf8 Qxf8 16 Qxd7 Qxe2.

If Black can bring his Knight safely to d7, as he can here, there is no reason to delay. The Knight will head for e4 by way of f6 or will support ...e6-e5. There are other ideas, such as ...a7-a5 or ...Qa6 and eventually ...Qc5, but it is rarely a mistake to develop your pieces in or near the center.

| 13  | Qe1! |
| 14  | Qxg2 |

The Knight heads for the very good square f4, but it can get there only by a circuitous route: Qe1-g2-f4.

| 13  | Qa8 |
| 14  | Qce2 |

White has the beginnings of a wonderful position, but it takes a jeweler's eye to see it. The exchange of two sets of minor pieces has actually helped him by giving him a clear superiority in mobility with his remaining Bishop and Knight. Now, for example, 14...Qxg7 seems to be Black's most natural move since it connects his Rooks and more-or-less completes his development. But it does not end his problems because White continues 15 Qc2! intending e2-e4. Black could not then respond 15...d5 because of 16 cxd5 followed by 17 Qxc7. And if he plays 15...Qe8, White's advantage would be clear after 16 e4 fxe4 17 Qxe4. Even better than 15 Qc2 in this line is 15 Qf3!, with the same e2-e4 idea but also with thoughts of sweeping through the Queenside at b7.

Since the battle is shaping up over e2-e4, Black must either try to prevent it directly or take White's attention away from it.

The limited number of minor pieces prevents Black from finding
counterplay, as does his overall weakness in the center. For example, 14 ... e5 looks active enough to distract White from his own plans. But then 15 \( \text{f}3! \) gives White a slight but solid edge; e.g., 15 ... g6 16 \( \text{d}5 + \) followed by dxex5.

Black can try to delay e2-e4 with 14 ... \( \text{e}8 \) 15 \( \text{c}2 \) g5?!? This move telegraphs Black's intent to attack on the Kingside after 16 e4 f4! (the advanced pawn is safe because of 17 gxf4 gxf4 18 \( \text{x}4f \) \( \text{x}d4! \)). Its main idea is to avoid the exchange on e4 or f5 that would result from e2-e4, which would help White's game by giving him central lines for his Rooks. At the same time, Black tries to open Kingside lines for his own pieces. But after 15 ... g5 White can play 16 f4! \( \text{g}6 \) 17 \( \text{e}1 \), and now e2-e4 cannot be denied in a favorable position for White. Black would have problems on the e-file.

14 ... 

g5

Another idea: Black intends to meet \( \text{f}4 \) with ... \( \text{x}f4 \) and to meet e2-e4 with ... f5-f4. But can Black safely ignore what is happening in the center? Can he allow his opponent to build a vast pawn fortress backed up by his Rooks? Not likely.

15 \( \text{c}2 \)

White is ready to play 16 f4! and 17 e4. So Black plays ...

15 ... h6
16 e4!

If 16 f4 Black squelches e2-e4 once and for all by bringing his Knight to f6. Black would probably then stand better because he can post his Knight on e4 and open the Kingside with ... g7-g5 while White is trying to find something to do with his suddenly inferior Bishop.

16 ...

As we saw in the previous game, this pawn can wreak havoc on the Kingside if supported by an appropriate cast of characters. The difference between the two games, however, lies in Black's inability to back up this pawn. His Queen and Rook are essentially out of action and his Knight is denied a useful role by the White pawn center.

17 \( \text{e}1 \)

This takes the sting out of ... f4-f3 and enables White to safely ignore the Kingside. If Black captures on g3, White retakes with his h-pawn and keeps the f-file partly closed.

Now White prepares to open the center, where he has a noticeable edge. There are three basic "breaks," or methods of forcing an exchange of pawns: c4-c5, d4-d5, and e4-e5. Each has its different pros and cons in the different typical Queen's Indian positions. In this position, for instance, d4-d5 would be met by ... e6-e5, keeping the center closed and giving Black the time he needs to bring his Queen into action via ... \( \text{g}3 \)-h5-h3 followed by ... \( \text{f}6 \)-g4. And e4-e5 will need extra support because the e5-square is amply guarded by Black's Knight.

But there is nothing Black can do about a well-timed e4-e5. If Black pushes his d-pawn in answer to e4-e5, he permits the opening of the e-file. If he exchanges on e5 he opens the d-file. And if he allows exd6 he leaves his e-pawn on a half-open file and subject to pounding by \( \text{x}4 \). Finally, he cannot stop e4-e5 with 17 ... e5 because of 18 dxex5 dxex5 19 \( \text{x}5 \) (19 ... \( \text{d}5 \)?? 20 \( \text{x}d8 \)).

17 ... 

\( \text{e}7 \)!

Black should at least try 17 ... \( \text{g}3 \). Then 18 e5 dxex5 19 dxex5 \( \text{e}5 \) 20 \( \text{e}4 \) \( \text{d}4 \) or 20 ... \( \text{f}7 \) or, best, 20 ... \( \text{h}5 \) threatening the Rook at d1, would help Black considerably.

18 e5! 

19 dxex5

White has the strong positional threat of \( \text{e}4-c6 \), with powerful penetration into the squares that Black has left exposed. After 19 ... \( \text{d}5 \) White can kick the Knight back with b3-b4, but more annoying is \( \text{a}3 \), intending \( \text{x}c5 \) as soon as Black moves his Queen out of the pin.

19 ... 

\( \text{d}8 \)

Among the defensive formations suggested after the game was 19 ... \( \text{f}7 \) followed by ... \( \text{a}8 \) and \( \text{b}8 \) or by ... \( \text{f}8-g6 \). If that's the best Black can do, he's in a bad way.

20 \( \text{e}2 \)

This enables White to bring his Knight to c2 and from there to d4, but it's more likely that White wants to play \( \text{f}3 \) without having to worry that ... fxg3 will expose it to attack on the f-file. Notice that on 20 \( \text{e}4 \) Black's 20 ... \( \text{e}5 \) would force the Queen back to e2 to guard the attacked Rook.

20 ... 

\( \text{g}5 \)
For better or worse, this was the time to play a Knight move; e.g., 20 ... \( \text{Qc5} \). Now the Black Queen turns out to be misplaced.

21 \( \text{Qg2!} \) \( a5 \)
22 \( \text{Qf3} \) \( \text{b5} \)

Now we can see the point of White's King move: to protect his Knight on f3 and allow his Queen to move freely.

23 \( \text{Qa3} \) \( \text{Qe8} \)

Black doesn't want his pawns to be wrecked by 23 ... \( \text{Qc5} \) 24 \( \text{Qxc5} \); 23 ... \( \text{Qf7} \) would create a pin for White on the d-file and 23 ... \( \text{c5} \) would give White the occupation of d6 with 24 \( \text{Qd6}! \). The lesser of the four evils is the text move, which gives up all hope of play along the f-file.

24 \( \text{Qd4!} \)

With the enemy Queen offside at h5, White sees that he can penetrate with his own Queen or Rooks along the d-file. He threatens to double Rooks on the file now.

24 ... \( \text{Qb8} \)
25 \( \text{Qfd1} \) \( \text{Qxd4} \)

If 25 ... \( \text{Qe6} \), hoping to exchange both sets of Rooks on d8, White answers 26 \( \text{Qxd7}! \).

26 \( \text{Qxd4} \) \( \text{fxg3} \)

Eventually White would have taken the pawn on f4. The exchange on g3 helps White in a few ways: it gives him the h-file (see the note after White's 29th move) and eliminates the danger of a subsequent ... f4-f3 as in Miles-Korchnoi (Instructive Game No. 1). Slowly but surely, White is making progress.

27 \( \text{hxg3} \) \( \text{Qf7} \)
28 \( \text{Qe4} \) \( g6? \)

Black has no good moves (28 ... \( \text{Qd7} \) 29 \( \text{Qb7} \), so it is not surprising that this one loses. That it loses in forty moves rather than in five or twenty-five is due to White's sloppiness in the latter part of this game. But even that shows that there are many different methods of exploiting this kind of advantage.

It is the kind of advantage, moreover, that is common in the Queen's Indian Defense when Black mishandles the center, as he has done in this game. White has exchanged off the light-square Bishops and now occupies the square he has been fighting for since the very beginning. His superiority in terms of center pawns has been translated into control of the board's only open file (the d-file), thanks to e4-e5. And the power of his heavy pieces enables him to control more terrain than their Black counterparts.

29 \( \text{Qb7} \)

This is so logical and consistent that it is hard to criticize. But 29 \( \text{Qh4!} \) would have won almost immediately. The Bishop has no good retreat because of \( \text{Qg5} \) (29 ... \( \text{Qf8} \) 30 \( \text{Qg5} \) \( \text{Qg7} \) 31 \( \text{Qxf8} \)). The defense 29 ... \( \text{Qg7} \) loses to 30 \( \text{Qd8}! \). The reason White didn't play 29 \( \text{Qh4} \) was that he overlooked the right answer to 29 ... \( \text{Qg7} \). The crushing response he missed was 30 \( \text{Qd1}! \) followed by 31 \( \text{Qh1} \), exploiting another of White's advantages, the half-open h-file.

29 ... \( \text{Qg7} \)
30 \( \text{c5!} \)

Positionally, this decides the game because now virtually any type of endgame will be in White's favor due to Black's ruptured pawns. The variation he had to calculate before playing 30 \( \text{c5} \) was 30 ... \( \text{Qf8} \) 31 \( \text{Qxb6}! \) and if 31 ... \( \text{Qxa3} \) 32 \( \text{Qxc7} \) wins easily; so Black would have to recapture on b6, whereupon White would exchange Queens and Bishops and begin taking prisoners with \( \text{Qd6}! \).

30 ... \( \text{bxc5} \)
31 \( \text{Qxc5} \) \( \text{Qd7} \)

This enables Black to fight on for a while by exchanging Queens. Otherwise he would lose the a-pawn and probably also the c-pawn as soon as White attacked them.

32 \( \text{Qxc7} \) \( \text{Qxe5} \)
33 \( \text{Qxf7}+ \) \( \text{Qxf7} \)

The endgame would be even worse after 33 ... \( \text{Qxf7} \) 34 \( \text{Qxe5}+ \) \( \text{Qxe5} \) 35 \( \text{Qd7}+ \) and \( \text{Qa7} \). In an endgame you want your pawns to be compact and in as few groups as possible. White has two pawn "islands" now, Black three. This, with White's advantage in piece activity, is decisive.

34 \( \text{Qa4} \) \( \text{Qc3} \)
35 \( \text{Qc4} \)

The faster way was 35 \( \text{Qd4} \) because Black could not avoid exchanging Bishops (35 ... \( \text{Qb4} \) 36 \( a3 \)), after which his a-pawn could not be defended.
brings his Knight to the center and then raids the Kingside with his Rook.

44 a4  
45 d2  
46 d4  
47 d3  
48 d4!

Now he threatens to bring the Bishop or Knight to f6. White is playing the position very cautiously, but eventually Black must create more weaknesses.

48 ...  
49 b2!  
50 a3+  
51 g5+  
52 hxh7  
53 g4+?  
54 d7  
55 x7  
56 f6  
57 d7  
58 b6  
59 c5!  
60 x5  
61 b7  
62 e3  
63 d2  
64 h3  
65 a5  
66 g2  

Black resigns.

This move is a remarkable way of...
preparing to occupy the center. The Knight seems lonely and isolated out on a6, with little prospect of reaching happiness at c5. But 7 ... \( \text{Qa6} \) is a kind of waiting move.

Black intends to play ... d7-d5 followed by ... c7-c5. (Remember that it is often hard for Black to play ... c7-c5 unless he has first stopped White’s reply d4-d5!.) However, occupying the center with pawns will lead to dynamic play that could easily go against Black, so he wants White to commit himself first. That will make it easier for Black to decide what to do in the center and when to do it. By playing the Knight move before ... d7-d5 (in some variations Black puts the Knight there anyway, but after ... d7-d5), Black keeps his plans secret. Will he play ... d7-d5 now or later? Or never? What about ... c7-c5? Will he play it before or after ... d7-d5? Will he play it at all? White doesn’t know—but he must do something.

For example, after 7 ... d5 White might decide that his Queen Bishop belongs on g5 to threaten to undermine d5 with \( \text{Qxf6} \). White may even win a pawn through a combination of \( \text{Qe5} \), \( \text{Qxf6} \), and \( \text{Qxd5} \). But if Black postpones ... d7-d5, is White’s Bishop well placed on g3? Should he be less committal now, in view of Black’s refusal to commit himself, and play the generally useful \( \text{Qe5} \) instead?

The struggle in this variation, as it is in many others, is for very subtle advantages in timing. Whether a crucial center advance like ... c7-c5 or ... d7-d5 or d4-d5 is strong or weak usually depends on tiny details, as we have seen and will see in this interesting game.

8 \( \text{Qg5} \)

Anyway. We can see that 8 \( \text{Qe5} \) doesn’t mean much in this position because Black can simply play 8 ... \( \text{Qxg2} \) and take the upper hand on the long diagonal with 9 ... \( \text{Qc8} \) and 10 ... \( \text{Qb7} + \). He can then out White’s Knight from e5 with ... d7-d6.

8 \( \text{Qg5} \) is a forceful move that carries with it a little threat of 9 \( \text{Qxf6} \) and 10 e4, establishing that classic pawn center. The Bishop move also leaves him well prepared for the coming struggle in the center when Black plays ... d7-d5.

But is there a way of absolutely stopping ... d7-d5? Yes, there is, if White is willing to mix it up in the center with 8 ... d5? Let’s consider the balance sheet.

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**Advantages:** White stops ... d7-d5 and thereby prevents Black from anchoring his pieces on center squares such as e4. He also insures that he will be able to occupy d4 with his own pieces and may be able to play e2-e4 (and perhaps e4-e5!) with a large share of the central real estate. If Black wants to challenge the center with pawns he will have to plan carefully (8 ... c6?? 9 d6! wins a piece) because of his severe lack of working room.

**Disadvantages:** Unlike situations in which White answers ... c7-c5 with d4-d5, Black has left his e5-square unoccupied. He can play ... \( \text{Qe5} \) and control e4 with his Knights. The Knight on c5 can be reinforced by ... a7-a5 to stop b2-b4 by White. The pawn at d5 blocks White’s diagonal from g2 to a8 and has opened a good diagonal for Black’s King Bishop when it gets to f6.

White’s preference for a solid move like 8 \( \text{Qg5} \) is understandable. He is not seeking to refute Black’s play immediately, but to take only modest advantage of it.

8 ... d5

This is consistent with 7 ... \( \text{Qa6} \), as we will appreciate in a few moves. But 8 ... \( \text{Qe4} \) is an attractive alternative, practically forcing White to exchange two sets of minor pieces, the dark-square Bishops and one pair of Knights. After 9 \( \text{Qxe7} \) \( \text{Qxe7} \) 10 \( \text{Qxe4} \) \( \text{Qxe4} \), for instance, Black is ready to play 11 ... d5 without getting into that famous pin on the long diagonal. White can try to extract some advantage from the offside position of Black’s remaining Knight with 11 \( \text{Qa4} \), but after 11 ... \( \text{Qb4} \) followed by ... c7-c5 or ... \( \text{Qc6} \) (or even ... \( \text{Qc2} \) in some cases) Black should be okay.

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This sets up the pin we mentioned (9 ... dxc7?? 10 \( \text{Qxb7} \)). It also serves a few other functions that may not seem significant now but will be so in the next few moves.

First, it intensifies the attack on the d5-square. White’s minor pieces are in position for a capture on d5 as soon as Black releases the protection. For example, 9 ... \( \text{Qc8} \), which permits Black to break the pin with 10 ... dxc4 now that his Queen Bishop is protected by the Queen, would turn out to be a careless error after 10 \( \text{Qxf6} \) \( \text{Qxf6} \) 11 \( \text{Qxd5} \) \( \text{Qxd5} \).

Second, the Knight on e5 watches some important squares that have
lost some of their natural protection. With Black’s Knight on a6, he has only his Bishop at b7 to watch over c6. Black has to be careful to prevent White from invading that square by \( \text{a4} \) and \( \text{c6} \). There may even come a time when White can embarrass Black by occupying d7 (after \( \text{a4} \) or after exchanging pawns on d5 followed by \( \text{d3} \)).

9  \ldots  \text{c5}

Again consistent—but again Black might consider delaying this in favor of moving his Knight to e4. The position then simplifies a bit; for example, 9  \ldots  \text{d4} 10 \text{dxe7} \text{dxe7}. The addition of the Black pawn at d5 creates a new situation that we have not considered previously. If White captures on e4, Black will have to recapture with a pawn. That pawn could turn out to be a tower of strength—or it could be completely surrounded and lost.

The variations are many, but we should examine one typical line. After 9  \ldots  \text{d4} 10 \text{dxe7} \text{dxe7} White gets nothing out of 11 \text{a4} because his own center would be under assault after 11  \ldots  \text{c5}, threatening such freeing moves as 12 \text{dxc4} and 12  \ldots  \text{xc3} followed by 13  \ldots  \text{dxc4} (his Bishop on b7 is protected by the Queen). If Black can manage to capture on d4 when White must retake there with a Rook or a minor piece, Black can then bring that lonely Knight back into the game with 12  \ldots  \text{d5}. Notice also that after

9  \ldots  \text{d5} 10 \text{dxe7} \text{dxe7} 11 \text{a4} c5

Black does not fear 12 \text{d6} because he needs only to attack the Knight with 12  \ldots  \text{d7} or 12  \ldots  \text{e8} to drive it back, and then, if he wants, he can trade Queens.

This last variation illustrates why Black’s Knight is well posted on a6. Black’s pieces would be in a traffic jam if the Knight had gone to d7 after 11  \ldots  \text{d7}-d5. Then the \text{a4} move by White would be awkward to meet because of the dangerous little threat of \text{d5}.

10  \text{e3!}

Black's delay in playing 10  \text{d4} has enabled him to challenge the center early in the game, while each player still has four major pieces. Since 12 \text{dxc4} might otherwise enable Black to bring his Queen Knight to c5, White adds a pawn to the protection of his d4-square so that he can meet 10  \ldots  \text{dxc4} with 11  \text{dxc4}, leaving Black's Knight at a6.

White may be tempted to exchange pawns in the center instead of adding another center pawn with the text move. He can put his Rooks on d1 and c1 and then go to work on Black’s weakened center by playing \text{dxc5} and then \text{dxc5}. But it isn’t so easy. After 10 \text{c1}, for example, Black finally plays 10  \ldots  \text{d4!}, and then 11 \text{dxe7} \text{dxe7} 12 \text{dxc5} \text{dxc5} 13 \text{dxe4} \text{dxe4}! gives Black excellent play because he can get a Rook to the d-file, with 14  \ldots  \text{d8}, before White can. One possibility is 14  \text{b4}

\text{d8} 15 \text{c2}, when Black faces the imminent loss of his e-pawn once his Knight moves. But Black uses his superior heavy pieces with 15  \text{g5!} threatening to play 16  \ldots  \text{dxe5} and to invade White’s second rank with his Rook.

Such variations indicate how much active play Black can obtain if he is willing to accept a weak pawn or two.

10  \ldots  \text{d4!}

A good time for the Knight to arrive. Black’s minor pieces are no worse than White’s from now on.

11  \text{xe7}

White has little choice here, but he has no reason for wanting to preserve this Bishop anyway—all his pawns from the d-file to the h-file are on dark squares, so he should be happy to rid himself of it. On the other hand, the exchange of Black’s dark-square Bishop could leave Black with seriously weakened dark squares later on.

11  \ldots  \text{xe7}

12  \text{d5}

White has postponed the exchange on d5 so far, and it’s easy to see why. After this trade Black gets the use of several squares on the e-file for his Queen and Rooks. White’s Knight on e5, which will now be attacked by Black’s Queen, must be defended by the d-pawn; this means that White won’t have time to play \text{dxe5} because of the reply 12  \text{xe5}. Yet if White doesn’t simplify in the center, Black will do it himself with 12  \text{xc3} and ... \text{dxc4} at a more appropriate time for himself.

If White plays 12  \text{xe4} hoping to exploit Black’s weak e-pawn after 12  \text{dxe4}, he will be disappointed to find that he has deprived his own Knight of its retreat squares d3 and f3, and embarrassed to see the Knight trapped in the center of the board after 13 \text{c2 f6! 14 d4 h5}.

12  \ldots  \text{dxe4}

The exchange has left Black with a
QUEEN'S INDIAN DEFENSE

majority of pawns on the Queenside. That may not mean much now, but ... c5-c4 and a subsequent ... b6-b5-b4! will increase the strength of those pawns. For example, 13 ... Qc7 14 Qa4 can be met by 14 ... Qxc3 and ... c5-c4 followed by ... b6-b5 with advantage. On the other hand, if White can occupy c6 safely with a Knight—and keep it there—he will have the upper hand. The position is now delicately balanced.

13 Qa4

A good idea here or later is Qd3 followed by Qf4! with heightened pressure on d5. Moving the Knight from e5 would also free White's d-pawn for a possible capture on c5.

13 ... De7

Black has several attractive responses here. He can seek an exchange of Queens with 13 ... Qe8, to blunt whatever pressure White plans for the Queenside. But 13 ... Qe8 14 Qxe4! would be annoying. Then 14 ... dx4 would allow 15 Qd7!, and Black's King Rook is trapped. Or if 14 ... Qxe4 15 Qxa4 dxe4 16 dx5 gives Black weak pawns on both c5 and e4.

A tricky idea here is 13 ... Qe8 but it involves a bit of a trap. Did you see what 13 Qa4 was threatening? It wasn’t 14 Qc6, it was 14 Qxd5! Qxd5 15 Qxa6, winning a pawn. However, this would take White’s pieces away from their primary duties, and Black would probably have good compensation for his pawn. After 13 ... Qe8 14 Qxd5 Qxd5 15 Qxa6 Black plays 15 ... cxd4 16 exd4 Qe6! with dangerous threats, including 17 ... f6 followed by 18 ... Qc4!, or 17 ... Qg5 followed either by 18 ... Qh3 + or by a trade of Bishops followed by ... Qd5 + .

Black’s choice is much safer and also more hopeful—he begins preparations for a Queenside pawn advance.

14 Qfd1 Qe8
15 Qac1

It is still too early for Qxe4 because White’s Knight will be exposed to danger after ... dx4 (... f7-f6!) and because Black’s minor pieces are now prepared to occupy the d5-square that would be vacated by his pawn. A Knight on d5 would be a beautiful sight for Black to behold.

White’s pieces are well placed for the attack on the hanging pawns should he find a way to capture safely on c5. Given a few moves’ time (for Qd3-f4), White would be very well off.

15 ... Qxc3!
16 bxc3

Black would stand clearly better if White recaptured with the Rook: then 16 ... c4 and ... b6-b5-b4 would provide him with a winning plan—promoting one of the Queenside pawns. Black would gain time in advancing his b-pawn to b4 because it would attack White’s Rook. How quickly Black’s pawns can turn from weaklings into giants!

16 ... f6

This weakens Black’s light squares, particularly e6 and, to a lesser degree, g6. But with White’s Queen out on a4 and White’s Rooks inactive behind his own pawns, Black is not worried.

17 Qd3 c4!
18 Qf4

It shouldn’t be hard to see what Black’s plan is. He will advance his b-pawn to b5 and then b4 and continue the assault on c3 with ... Qb4! If White, to avoid worse, is

Rooks, finally promoting one of them at a1, b1, or c1. It’s hard to see what White can do about this, since his Rooks have much less potential for activity than Black’s.

Black can begin the advance right now, with 18 ... a5! followed by 19 ... b5. He needs to push the a-pawn first because the immediate 18 ... b5? would allow White to blockade the Queenside with 19 Qa5! Then it would take dynamite to remove White’s Queen and get the Queenside pawns rolling before White strikes back with Qb1 and a2-a4!.

18 ... Qd6

A cautious move which protects the d-pawn one more time.

19 Qb1 a5

KING BISHOP FIANCHETTO—NORMAL LINES
forced to capture on b4 when Black puts his pawn there, thus opening the a-file for Black after ... axb4, White will be in bad trouble. Black could choose either to build up against the a-pawn with his active Rooks, or simply to advance his passed c-pawn with his Rooks at b8 and c8. White needs a way to meet this plan and he needs it fast.

20 e4!

For better or worse, this is a necessity. The advance temporarily sacrifices a pawn in order to unLng Black's solid pawn mass and place Black's c-pawn in danger. Moreover, White can try starting a Kingside attack with \( \mathcal{C}c2 \) and \( \mathcal{E}e1 \).

20 ... b5
21 \( \mathcal{C}c2 \) dxe4

The pawn at e4 will be reinforced by ... f6-f5. Now Black is ready to occupy d5 with one of his minor pieces. After he plays ... g6-g5 to drive White's Knight off, ... \( \mathcal{D}d5! \) will give him an overwhelming position.

22 a4!

White needs counterplay and this is the best source. Clearly, 21 ... bxa4 is impossible because of 22 \( \mathcal{E}xb7 \). But Black finds a powerful response in keeping with his overall plan.

22 ... g5!

The strength of this will become clear in two moves.

23 \( \mathcal{D}h5 \) b4!
24 exb4 axb4

If White's Knight were still on f4, his strategy of attacking the pawns with 22 a4 would now pay off handsomely with 25 \( \mathcal{W}xc4 \) + and if 25 ... \( \mathcal{D}d5 \) then 26 \( \mathcal{D}xd5 \) followed by 27 \( \mathcal{W}xb4 \). But now, with the Knight on h5, 25 \( \mathcal{W}xc4 + \mathcal{D}d5 \) would leave White with equal material—but a lost game. Black would almost certainly win the exposed pawn at a4, but he may not want a mere pawn when he can seize the initiative with 26 ... \( \mathcal{A}ac8 \) followed by ... \( \mathcal{A}a6-d3 \) or ... \( \mathcal{D}c3 \). Black would also have the possibilities of attacking on the Kingside with ... e4-e3 and trying to win the Knight on h5, which has no retreat.

25 \( \mathcal{A}xb4!! \)

This is White's second crisis of the game (the first came before 20 e4).

29 ... \( \mathcal{W}xb7 \)
30 \( \mathcal{A}xe4 \) \( \mathcal{W}b3! \)

Now let's go back and consider what would have happened if Black had moved his King to g7 instead of f7 at move 25. We would have the same position except for the location of the Black King. White cannot afford to trade Queens and win back his Rook, regardless of where Black's King is, because then Black's b-pawn runs to the eighth rank and queens. (The specific line is 31 \( \mathcal{W}xb3? \) \( \mathcal{C}xb3 \) 32 \( \mathcal{A}xa8 \) \( \mathcal{W}f6 \) and 33 ... b2.) But with the King at g7, White would not have the immediate check that he has in the game (see the next move). He would have to try 31 \( \mathcal{D}d2 \), threatening \( \mathcal{W}g5+ \), and hope that he has enough after 31 ... \( \mathcal{A}a7 \).

27 \( \mathcal{D}xe8 \) \( \mathcal{D}xe8! \)

Black recaptures with his Knight so that on the next move he can defend his Bishop at b7 with his Queen at c7. After 27 ... \( \mathcal{D}xe8? \) 28 \( \mathcal{A}b1 \) White should win.

28 \( \mathcal{A}b1 \) \( \mathcal{A}e7 \)
29 \( \mathcal{A}xb7! \)

Again the only good try. After 29 \( \mathcal{W}xc4 + \mathcal{A}f8 \) Black will play 30 ... \( \mathcal{D}d6 \) and have a relatively safe position with everything protected—and an extra piece.

So White agrees to remain a piece behind—but he expects to win most of the remaining pawns, reducing Black's winning chances to nil.

31 \( \mathcal{D}d5 + ! \)

A very fine finesse. The Black King cannot go to c7 now because of a White Queen check at e4 or e2 followed by \( \mathcal{A}xa8 \). Nor can it try for a haven on the f-file, for after 31 ...
QUEEN'S INDIAN DEFENSE

\( f8 32 \text{xf5} + \) White would be a move better off than in the game, and after 31 ... \( \text{gf6} 32 \text{xh7}! \) White is threatening mate at f7.

In other words, Black has only one move.

31 ... \( \text{g7} \\
32 \text{xf5!} \\

Even without giving check this move is dangerous. White threatens to draw by perpetual check starting with 33 \( \text{xg5} + \) or 33 \( \text{f7} + \). Given the opportunity, he might even grab the Rook and play for a win. Black would not be able to queen his pawn so quickly with Queens on the board, compared with the situation after 31 \( \text{xb3?} \), and White would have good chances for perpetual check, at least.

32 ... \( \text{a6!} \\

A very fine defense—for indeed Black must think about defense even though he's a Rook ahead. If he puts the Rook on a7 to stop 33 \( \text{f7} + \), White has 33 \( \text{xg5} + \text{f8} \) (not 33 ... \( \text{h8??} \) 34 \( \text{g8} + \) mate) 34 \( \text{f8} + \) followed by \( \text{f7} + \) and \( \text{xa7} \). If Black moves his Rook to the protected square b8, then 33 \( \text{f7} + \) is the dangerous move: after 33 ... \( \text{h6} 34 \text{f8} + \) Black can be mated quickly (34 ... \( \text{g7} 35 \text{f6} + \) or 34 ... \( \text{h5} 35 \text{f7} + \text{g4} 36 \text{e6} + \)).

33 \( \text{f7} + \text{h6} \\

Now Black can meet a check at f8 by interposing his Knight, since White cannot follow up with \( \text{f6} + \).

34 \( \text{xe8} \\

Materially, White has equalized, and in terms of King safety he is more than well off. Black is happy to draw.

34 ... \( \text{d1} + \\
35 \text{g2} \text{xd4} \\

Black is not thinking about the pawn. This square is a very good one for the Queen, for here it denies White checks on some key squares in the last few moves of the game.

36 \( \text{f8} + \text{g7} \\
37 \text{c8!} \\

White's last try to win. He threatens the Rook as well as a check on h3 that would keep his chances alive.

37 ... \( \text{a7}! \\
38 \text{f8} + \text{g7} \\

KING BISHOP FIANCETTO—NORMAL LINES

39 \( \text{c8} \text{a7} \\
40 \text{f8} + \) Draw

Black's pieces were more active than White's for most of the game, but the weaknesses incurred by his pawn moves gave White enough to equalize the chances. In other words, this is an example—a more eventful one than usual—of what can happen when Black occupies the center with ... d7-d5 in this variation.
Part Three
King Bishop Fianchetto—Black Is Aggressive
Raymond Keene

Part Two dealt with Black’s most usual fourth move in the fianchetto variation, 4 ... ²b7. In this chapter we will consider the two more aggressive moves for Black, 4 ... ²b4+ and 4 ... ²a6, concentrating mainly on 4 ... ²a6, which has more independent significance.

White  Black
1  d4  ²f6
2  c4  e6
3  ²f3  b6
4  g3

Before discussing the main line 4 ... ²a6, let us have a brief look at 4 ... ²b4 +.

In variations in which Black opens 1 ... ²f6 and 2 ... e6, often b4 is the most appropriate square for Black’s King Bishop. Indeed, after 1 d4 ²f6 2 c4 e6 3 ²c3, now 3 ... ²b4 is clearly Black’s best move. (That particular move order constitutes the Nimzo-Indian Defense and falls outside the scope of this book.) In the Queen’s Indian Defense, White develops with ²f3 so that if Black does play ... ²b4+, the Bishop will not be pinning White’s Knight on c3. Even so, ... ²b4+ is not a bad move, since it develops the Black King Bishop on a good square and forces White to play either his Queen Knight or Queen Bishop to a square he might not choose if he were not forced to meet the check. After 4 ... ²b4+ White has three ways of parrying the check, and we shall consider each of them in turn.

\[ A: 5 ²c3 \]

This falls in with Black’s plans. Firstly, White voluntarily walks into a pin, which means that, at least for the time being, his Queen Knight is absolutely immobilized. Secondly, ²e7 with a promising position for Black. White’s doubled c-pawns could prove weak, and Black has the key square e4 (always an important square in the Queen’s Indian Defense) firmly under control.

\[ B: 5 ²bd2 \]

After 4 ... ²b4+ 5 ²bd2

White runs the risk that after ... ²xc3+ and the reply bxc3, his doubled c-pawns will become objects of attack. Neither of these disadvantages is disastrous, especially because White obtains the Bishop pair as compensation, but they do mean that Black should have no difficulty in obtaining a satisfactory position from the opening. But Black should not be in a hurry to play ... ²xc3+—the pin is useful and should be maintained until the exchange (or the retreat of the Bishop) has a positive purpose.

After 5 ²c3 Black can obtain a reasonable position by such simple developing moves as 5 ... 0-0 or 5 ... ²b7 or 5 ... ²a6. However, we recommend the more active approach 5 ... ²d4, threatening to win material with 6 ... ²xc3. If White defends with 6 ²d2, Black can play 6 ... ²xd2, gaining the slight advantage of two Bishops against Bishop and Knight. If White plays 6 ²e2, the game might continue 6 ... ²b7 7 ²g2 f5 8 0-0 ²xc3 9 bxc3.
c4 e6 3 d3 f3 b6 4 g3 \(g7\) 5 g2 \(b4\) + 6 dbd2.

Although Black has several good replies to 5 \(b2\), he should not be lulled into the false belief that anything goes. After 5 ... d5??, the only thing that goes is Black's game! White continues 6 \(a4\) + ! \(c6\), and now 7 \(e5\) wins a piece (7 \(x6+c6\) is more complicated because after 7 ... \(d7\) White will have trouble extricating his Queen).

C: 5 \(d2\)!

After 4 ... \(b4\) + 5 \(d2\)

This is White's best reply to 4 ... \(b4\) + . Black has four possible answers, all of which leave White with a very slight advantage.

5 ... a5. This works well if White is tempted to double Black's b-pawns with 6 \(x4\). After 6 ... \(x4\) + White must choose between two unpleasant alternatives: 7 \(d2\), when 7 ... \(x2\) leaves White with no tangible compensation for the sacrificed pawn, or 7 \(d2\) \(x2\) + 8 \(b2\), when the early exchange of Queens leaves White with few prospects of an opening advantage. Black can also play 7 ... \(x4\), and it's hard to see what White has for his lost pawn.

Instead of 6 \(x4\) White should play 6 \(c3\), leaving Black's Queen on the board. Not very usefully placed on e7. Another good move is 6 \(g2\), getting ready to castle. Since Black's Queen plays the Bishop's retreat to e7, he will probably be forced eventually to...

The slight advantage of two Bishops against Bishop and Knight.

5 ... \(e7\). This loss of time (the Bishop uses two moves to go where it could have gone in one move) would be justified if White were to continue 6 \(h3\), for then Black could play 6 ... \(a6\) and transpose into the main line. Instead, White should play 6 \(c3\), when 6 ... \(a6\) would allow 7 e4, defending the c-pawn with the Bishop on f1. After 7 e4 White's powerful pawn center would guarantee him some advantage. As usual in the Queen's Indian Defense, White is doing well if he can get in e2-e4 with impunity.

After 5 ... \(e7\) 6 \(c3\) Black's best move is 6 ... \(b7\), preventing 7 e4. After 7 \(g2\) the game would transpose into variations considered in Part Two except that White has had the "free" move \(d2\). This move is useful in several ways and clears the e-file for White to post a Rook quickly on the e-file. White has some advantage.

5 ... \(x2\) + . This is Black's best move. After 6 \(x2\) (6 \(x2\) turns out well if Black plays 6 ... \(a6\) allowing 7 e4), but Black can obtain a satisfactory position by playing 6 ... \(b7\), preventing e2-e4), play might continue 6 ... \(a6\) 7 \(b3\) \(d5\) 8 \(g2\)! e6 (not 8 ... \(x4\) when 9 \(e5\) threatening 10 \(x8\) is very hard to meet) 9 \(e5\) 0-0 10 0-0.

This position offers chances for both sides. White has a slight advantage in space because of his two pawns on the fourth rank against Black's one, and because of his aggressively placed Knight on e5. But Black has a solid position and should be able to neutralize White's temporary advantage by such moves as 6 ... \(d7\), trying to exchange White's advanced Knight, and 7 ... c7-c5, striking back in the center.

Our general conclusion is that 4 ... \(b4\) + is not a bad move, but against best play by White (5 \(d2\)), Black has a somewhat uphill struggle to maintain level chances. We therefore prefer 4 ... \(b7\) or 4 ... \(a6\). The first of these moves was considered in the previous chapter. Now let us turn to the second.

4 ... \(a6\)

In the early days of the Queen's Indian Defense, 4 ... \(a6\) was considered bizarre, a move definitely not to be taken seriously. The arguments which caused the move to be neglected ran roughly as follows:

1. Why deploy the Queen Bishop on the diagonal a6-f1 when the
perfectly good—and longer—diagonal a8-h1 is available?

2. Furthermore, on b7 the Bishop controls the key squares d5 and e4, always important squares in the Queen's Indian Defense; on a6 it does not.

3. True, 4 ... \( \text{\textit{a6}} \) threatens White's c-pawn. But what's the point of attacking a pawn that can be so easily defended?

Now let's look at the counterarguments:

1. Of course a8-h1 is an important diagonal, but it isn't the only diagonal. On a6 the Bishop attacks not only the pawn on c4, but White's pawn on e2 may also become a target. Bishops can be developed on the strongest diagonals in many openings, but just because that kind of development is available doesn't mean it's the best. Much depends on how the other pieces are deployed and on what the opponent is doing on his side of the board.

2. Black must keep a close watch on the squares d5 and e4, that is true; but for the time being White is not threatening to occupy either of those squares with his pawns. 5 d5 loses a pawn to 5 ... \( \text{\textit{\textbf{x}c4}} \), and 5 e4 to 5 ... \( \text{\textit{\textbf{x}e4}} \). In due course, Black may be able to maintain sufficient control of those key squares without the aid of his Queen Bishop (by such moves as ... d7-d5).

3. Although White has no fewer than four plausible ways of defending his c-pawn, all of them suffer from slight drawbacks, as we shall see. So 4 ... \( \text{\textit{\textbf{a6}}} \) at least has some nuisance value.

To these counterarguments there can be added this: Black's Bishop has by no means finally committed itself to the square a6. It can always go back to b7. Even if Black thereby loses one move (at worst), in the meantime he may have caused a decisive disruption in White's position.

At present, the counterarguments are at least holding their own. 4 ... \( \text{\textit{\textbf{a6}}} \) is generally considered a perfectly satisfactory alternative to 4 ... \( \text{\textit{\textbf{b7}}} \).

White's overall strategy in the 4 ... \( \text{\textit{\textbf{a6}}} \) variation is to try to show that Black's Bishop is misplaced on a6. He will usually achieve this aim if he can safely play d4-d5 or e2-e4. So important are these moves that, given the opportunity, he should play them even if at that stage he has not completed the development of his pieces.

Black's strategy, of course, includes preventing White from playing d4-d5 or e2-e4 in favorable circumstances. But his plans are by no means entirely negative. He also hopes to show that his Bishop on a6 is a source of strength. If things go well for Black, it may be White's Bishop on g2 that is misplaced. If that Bishop is ever forced to retreat to f1 to neutralize Black's Bishop on a6, Black will have scored a real moral victory—and maybe quite a bit more.

After 4 ... \( \text{\textit{\textbf{a6}}} \) White must defend his c-pawn. The trap 5 \( \text{\textit{\textbf{g2}}} \), hoping for 5 ... \( \text{\textit{\textbf{xc4}}} \) 6 \( \text{\textit{\textbf{e5}}} \) (attacking Bishop and Rook) 6 ... d5? 7 \( \text{\textit{\textbf{xc4}}} \) backfires if Black simply plays 6 ... \( \text{\textit{\textbf{d5}}} \), remaining a safe pawn up.

In addition to 5 b3, which we shall consider the main line, there are three plausible ways for White to defend his c-pawn.

**A: 5 \( \text{\textit{\textbf{a4}}} \)**

Position after 5 \( \text{\textit{\textbf{a4}}} \)

This is a multipurpose move. Apart from defending the c-pawn, the Queen prevents ... \( \text{\textit{\textbf{b4}}} + \), restrains ... d7-d5 for the time being (the d-pawn is pinned), and ties Black's Queen Knight to the defense of his Bishop on a6. The disadvantage of the move is that the White Queen's role on a4 is largely negative. The Queen simply doesn't belong here—it belongs where it can have more influence in the center: on d1, supporting a possible d4-d5, or on c2, supporting a possible c4-e4.

Black has two good replies to 5 \( \text{\textit{\textbf{a4}}} \): 5 ... \( \text{\textit{\textbf{c5}}} \). One of the hallmarks of the Queen's Indian Defense is its flexibility. By refraining from central pawn advances early in the game, Black reserves the option of making a number of different pawn advances later on. Normally, ... d7-d5 is the most appropriate advance in the 4 ... \( \text{\textit{\textbf{a6}}} \) line, but since that move is impossible in the present position, Black falls back on his reserve plan, ... c7-c5.

Now 6 d5?, a clever attempt to take over control of the center, fails to 6 ... exd5 7 cxd5 \( \text{\textit{\textbf{b7}}} \) (not 7 ... \( \text{\textit{\textbf{xd5}}} \) 8 \( \text{\textit{\textbf{e4}}} + \) and White wins material), and White is unable to support his advanced pawn: 8 \( \text{\textit{\textbf{c3}}} \) \( \text{\textit{\textbf{xd5}}} \) 9 \( \text{\textit{\textbf{e4}}} + \) fails to the resource 9 ... \( \text{\textit{\textbf{e7}}} \), and 8 e4 is met by 8 ... \( \text{\textit{\textbf{e7}}} \) 9 \( \text{\textit{\textbf{d3}}} \) \( \text{\textit{\textbf{xd5}}} \) or 9 ... \( \text{\textit{\textbf{xd5}}} \).

Therefore, play might continue 6 \( \text{\textit{\textbf{g2}}} \) \( \text{\textit{\textbf{b7}}} \) (again illustrating the flexibility of the Queen's Indian Defense: White was threatening to get control of the long diagonal; e.g., 6 ... \( \text{\textit{\textbf{e7}}} \) 7 \( \text{\textit{\textbf{d5}}} \) 7 0-0 \( \text{\textit{\textbf{c4}}} \) 8 \( \text{\textit{\textbf{xd4}}} \) (The position after 7 ... \( \text{\textit{\textbf{c4}}} \) is identical to the one after 1 \( \text{\textit{\textbf{d4}}} \) 6 2 \( \text{\textit{\textbf{c4}}} \) e6 3 \( \text{\textit{\textbf{d3}}} \) b6 4 g3 \( \text{\textit{\textbf{b7}}} \) 5 \( \text{\textit{\textbf{g2}}} \) c5 6
QUEEN’S INDIAN DEFENSE

0-0 cxd4—see Part Two—except that White’s Queen is on a4 instead of d1 and Black has used two moves to get his Queen Bishop to b7. The “development” of White’s Queen to a4 turns out, however, to be a real disadvantage, since here White cannot play Qxd4 and thus avoid the exchange of light-square Bishops which generally eases Black’s game.

8 ... Qxg2 9 Qxg2.

Position after 9 Qxg2

The chances are about equal. Both sides will be able to complete their development without undue interference from the opponent. White has a slight space advantage based on his pawn at c4 but Black should be able to maintain sufficient counterplay. A typical game (van Scheltinga-Keres, Beverwijk 1964) continued: 9 ... Qc5 10 Qf3 0-0 11 Qc3 Qc6 12 Qg5 h6 13 Qxf6 Qxf6 14 Qad1 Qd8 15 Qc2 Qb4 16 Qb1 Qc6. Here the players agreed to a draw! Of course, the abandonment of hostilities was premature, but it does show that two strong players considered the position sufficiently balanced for a draw to be a legitimate result.

5 ... c6. This is a more ambitious move than 5 ... c5. Black hopes to play b6-b5 and, after a trade of pawns on that square, to follow up with b5-b4, permanently opening the a6-f1 diagonal for his Queen Bishop. Play might continue 6 Qc3 (to discourage b6-b5) 6 ... b5! (determined to carry through his plan even at the cost of a pawn) 7 exb5 cxb5 8 Qxb5 Qb6.

Position after 8 ... Qb6

In return for his pawn Black has obtained a very active position. He can mass his forces on the Queenside by such moves as ... Qc6, ... Qb4, ... 0-0, ... Qf8, and ... Qab8. Then he can select an appropriate target to attack, which, depending on how White organizes his defense, might be White’s b-, d-, or e-pawn. Objectively, the chances in the diagram are probably about equal, with

White’s extra pawn counterbalancing Black’s aggressive position. In practice, however, Black has tended to score very well in games proceeding from this position. Presumably, this is because most players find it easier to attack than to defend. Instructive Game No. 1, Tukmakov-Gulko, is one example of what Black can achieve if White defends inaccurately.

B: 5 Qc2

Position after 5 Qc2

This move has an advantage over 5 Qa4 in that White’s Queen is more centrally placed and he has the immediate threat of 6 e4. The drawback is that 5 Qc2 does not prevent ... d7-d5. So, 5 ... d5! This prevents c2-e4 and exerts pressure on c4. Black hopes for a favorable exchange of his d-pawn for White’s e-pawn that will increase the scope of his Bishop on a6. Therefore, 6 cxd5? would fall in with Black’s plans: after 6 ... exd5, not only would his

Bishop on a6 be menacing White’s e-pawn, but he would also have the chance of later adding to the pressure by putting a Rook on e8, making use of the file which White has so kindly allowed to become half-open. After 5 ... d5!, play might continue 6 Qbd2 Qc7 7 Qg2 0-0 8 0-0 e5.

Position after 8 ... e5

As in so many positions in this variation, Black’s Queen Bishop has prospects on the a6-f1 diagonal and White’s King Bishop on the h1-a8 diagonal. Pawn exchanges in the center are bound to occur at some stage, each player having to decide which is the appropriate moment. The position is tense and offers chances to both sides; as usual, the better player will have the better chances.

C: 5 Qbd2

Again, White simultaneously
QUEEN'S INDIAN DEFENSE

Position after 5 \( \text{Q} \text{bd}2 \)
defends the c-pawn and threatens c2-e4. As usual, 5 ... \( \text{d} \text{5} \) is Black's soundest continuation, but 5 ... \( \text{Q} \text{b}4 \) and 5 ... c5 are also quite good.

White's safest reply to 5 ... \( \text{d} \text{5} \) is 6 \( \text{Q} \text{c}2 \), transposing into variation B, but instead he can throw down a challenge with the temporary pawn sacrifice 6 \( \text{Q} \text{g}2 \). With 6 ... \( \text{dx} \text{c}4 \) Black accepts the challenge (he can play it safe with 6 ... \( \text{Q} \text{e}7 \), leading to a position similar, but not quite identical, to variation B). Now 7 \( \text{Q} \text{e}5 \) unmask an attack on Black's Queen Rook, and the only defense is 7 ... \( \text{Q} \text{d}5 \), after which 8 \( \text{Q} \text{xc}4 \) retakes the pawn (but not 8 \( \text{Q} \text{xc}4 \) \( \text{f}6 \) and Black wins one of the Knights). The resulting position is double-edged. White may be able to obtain an imposing pawn center with c2-e4, but he must be careful in that case not to allow his d-pawn to become too weak. Play might continue 8 ... \( \text{Q} \text{e}7 \) 9 0-0 (not 9 e4 \( \text{Q} \text{b}4 \) and White's d-pawn falls) 9 ... 0-0 10 \( \text{Q} \text{c}2 \) c5 11 \( \text{dx} \text{c}5 \) \( \text{Q} \text{xc}5 \).
The chances are level. Both players should complete their development and then try to make use of the c- and d-files.

We now return to the main line.

5 \( \text{b}3 \)

This is White's least committal defense of the c-pawn: he reserves the option of where to develop his Queen Knight and Queen.

5 ... \( \text{Q} \text{b}4 \)

As in various lines considered above, 5 ... \( \text{d} \text{5} \) is also a good move here. Normally, it leads back to the main line after 6 \( \text{Q} \text{g}2 \) \( \text{Q} \text{b}4 \) + 7 \( \text{Q} \text{d}2 \) \( \text{Q} \text{e}7 \). However, both sides can vary. White can try 6 \( \text{Q} \text{bd}2 \), which leads to a position similar to those arising in variations B and C above. But 6 \( \text{Q} \text{c}2 \) is weak here, for after 6 ... \( \text{dx} \text{c}4 \) 7 \( \text{bx} \text{c}4 \) c5, the exchange of Black's c-pawn for White's d-pawn will leave White's c-pawn isolated and exposed to attack.

After 5 ... \( \text{d} \text{5} \) 6 \( \text{Q} \text{g}2 \), if Black is feeling adventurous he can try 6 ... \( \text{dx} \text{c}4 \), leading to a myriad of complications after 7 \( \text{Q} \text{e}5 \) \( \text{Q} \text{b}4 \) + 8 \( \text{Q} \text{d}2 \) \( \text{Q} \text{xd}4 \) 9 \( \text{Q} \text{xb}4 \) \( \text{Q} \text{xa}1 \) 10 \( \text{Q} \text{c}3 \) \( \text{Q} \text{xa}2 \) 11 \( \text{Q} \text{xa}8 \) \( \text{Q} \text{xb}3 \).

KING BISHOP FIANCHETTO—BLACK IS AGGRESSIVE

Position after 11 ... \( \text{Q} \text{xb}3 \)

Black has four pawns in exchange for a Bishop, and it's anybody's guess who stands better. This continuation can be recommended only to devotees of Russian roulette!

After 5 ... \( \text{d} \text{5} \) 6 \( \text{Q} \text{g}2 \) \( \text{Q} \text{b}4 \) + White played the unnatural 7 \( \text{Q} \text{f}2 \) in the game Uhligmann-Smyslov. Instructive Game No. 2 shows how he was punished.

6 \( \text{Q} \text{d}2 \)

This is the best way to parry the check. Compare the comments earlier in this chapter on 4 ... \( \text{Q} \text{b}4 \) + .

6 ... \( \text{Q} \text{e}7 \)

Another example of the need for flexible thinking in this opening. Black "wastes" a move by taking two moves to post his Bishop on e7, but this is justified because White has been induced to place his Queen Bishop temporarily on an inferior square. Once White has played b2-b3, the a1-h8 diagonal is the Bishop's most effective location. White can still get it there (e.g., \( \text{Q} \text{c}3 \)), but only at the cost of wasting a move of his own, thus negating Black's wasted move.

The alternative 6 ... \( \text{Q} \text{xd}2 \) + is not bad, but it allows White a slightly freer game. Play might continue 7 \( \text{Q} \text{xb}2 \) d5 8 \( \text{Q} \text{g}2 \) 0-0 9 0-0 \( \text{Q} \text{bd}7 \) 10 \( \text{Q} \text{e}1 \) c5 11 \( \text{e}4 \) \( \text{dx} \text{c}4 \) 12 \( \text{Q} \text{xe}4 \) \( \text{Q} \text{xe}4 \) 13 \( \text{Q} \text{xe}4 \) \( \text{Q} \text{b}7 \) 14 \( \text{Q} \text{e}2 \).

Position after 14 \( \text{Q} \text{e}2 \)

After Black exchanged his d-pawn for White's e-pawn, his Queen Bishop could no longer count on that d-pawn for its help in attacking White's c-pawn. The Bishop was therefore redeployed on a more useful diagonal.

Nevertheless, White has a small plus. After the coming exchange of pawns, he will have a majority of
three pawns to two on the Queenside. This constitutes a long-term advantage because it creates the possibility of making a passed pawn on the opposite side of the board from where the Kings are situated (thus, an "outside" passed pawn). Since the opposing King is often not near enough to prevent an outside passed pawn from advancing to the eighth rank, such pawns are particularly dangerous. Of course, the prospect of either side promoting a pawn from the position in the above diagram is a long way off and Black ought to be able to take the necessary preventive measures in time. Still, the possibility that White may obtain an outside passed pawn should at least force Black to be careful.

8 e4, is not dangerous for Black, since he can strike back at once in the center with 8 ... d5, and if 9 e5 Qxe4! 10 Qxe4? (10 Qd3 or 10 Qc2 is better) 10 ... dx4 11 Qg1 (where else?) 11 ... Qxd4 and Black wins a pawn, at least. This variation is an exception to the general rule that White should play e2-e4 if he can. The reason it's an exception is that White's Bishop is misplaced on d2. In the above diagram, imagine that White's Queen Bishop is on b2 instead of d2, and now repeat the variation just given: 7 Qc3 c6 8 e4 d5 9 e5 Qxe4 10 Qxe4 dx4 11 Qd2!, and instead of White losing his d-pawn, Black will lose his c-pawn.

After 7 Qc3, Qb7 is a less satisfactory way of trying to prevent White's d4-d5. A game Popov-Ornstein continued 8 Qg2 c5? (better is 8 ... 0-0 9 0-0 Qe4) 9 d5 exd5 10 Qh4! and White regained his pawn with advantage. For the continuation, see Instructive Game No. 3.

7 ...

c6

Black is preparing ... d7-d5 and wants to be able to answer cxd5 with ... cxd5.

The immediate 7 ... d5 is also quite playable. If 8 Qe5, then 8 ... c6 9 0-0 transposes into a line considered in the text after 9 Qc3. If White wants to try to exploit the fact that Black has omitted ... c6, he can play 8 cxd5 exd5 9 0-0 0-0 10 Qe5.

In this position, White hopes to obtain play by making use of the half-open c-file to attack Black's c-pawn. If that pawn advances to c5 White will consider playing dxc5 at an opportune moment and then use the half-open d-file to attack Black's d-pawn. But Black need not face that future with any great alarm, since he can obtain counterplay along the half-open e-file with such moves as ... Qe8 and ... Qd6.

8 0-0
d5

This Bishop would have had to be repositioned eventually; now is as good a time as any. The alternatives are:

9 cxd5? cxd5! leaves Black with a slight advantage since his pawn on d5 is solidly defended and so White's Bishop on g2 will not be particularly well placed for the middlegame. At the same time, Black's Bishop on a6 will have a fine, clear diagonal.

9 Qc3? loses a pawn after 9 ... dxc4. White's best try is 10 Qe5, hoping for 10 ... Qxd4 when 11 Qxc6! leads to the win of significant material; but after 10 ... Qb7 11 bxc4 Black can play 11 ... Qxd4 with impunity.

9 Qe5 is about as good as 9 Qc3. Play might continue 9 ... 0-0 (not 9 ... dxc4 10 Qxc6!, winning material) 10 Qc3 (now 10 ... dxc4 really was threatened) 10 ... Qfd7 11 Qxd7 Qxd7 12 Qd2 Qc8.

Position after 10 Qe5

Position after 12 ... Qc8

The chances are about level. In a world championship candidates match game between Korchmnoi and Petrosian in 1971, the players made only four more moves before agreeing to a draw. Since those two great players happen to be sworn enemies, maybe the reason was that they couldn't stand to sit opposite each other any longer than necessary!

9 ...

0-0

Another position offering equal chances. Play might continue 10
QUEEN'S INDIAN DEFENSE

7 cxb5 cxb5 8 Qxb5 b6

This position was discussed on pages 80-81.

9 d3

It may be better for White to play 9 e3, defending the Knight on b5 with his King Bishop. But having played 4 g3 intending h2, White was presumably reluctant to tie his King Bishop down to the f1-a6 diagonal.

9 ... d4
10 Kg2 0-0
11 Ke2?

White greedily tries to hang onto his booty. He should give it back with 11 0-0 dxc3 12 bxc3 dxe2 13 Ke1, buying time to complete the development of his pieces harmoniously.

11 ... d6
12 0-0

KING BISHOP FIANCHETTO—BLACK IS AGGRESSIVE

under attack and cannot both be defended.

12 ... Axe8
12 ... Qxd4? allows White to win the Exchange with 13 Qxd4 Qxd4 14 Qxa8.

13 a3 Qxc3
14 bxc3 Qd5

This threatens 15 ... Qxd4! 16 Qxd4 Qxd4! 17 cxd4 Ke2. But 14 ... Qxd4 at once doesn't work because White can play Qxa8 at the end of the exchanges. The Knight on d5 blocks the White King Bishop's diagonal.

15 Qd1 Qc7
16 Qb2 Qb8
17 Qab1 Qb3

Black piles on the pressure. White must have regretted his greed on move 11!

18 Qxb3 Qxb3
19 Qd2 Qb6

White's c- and e-pawns are both

So Black begins to cash in on his earlier vigorous play. And there are more White pawns just waiting to be won!

20 Qxc3 Qxc3
21 Qxc3 Qxc3
22 Qbc1

If 22 Qa1, defending the a-pawn, Black's Rooks launch a triumphant invasion of the seventh rank with 22 ... Qb2 followed by ... Qc2. White would then lose the e-pawn instead of the a-pawn, and would be in danger of losing the f- and h-pawns as well.

22 ... Qxa3
23 Qc7 Qb5
24 Qc1 Qf8
25 Qd4 Qxc4
26 Qxe4 Qe8
QUEEN'S INDIAN DEFENSE

27 \text{\bf \underline{c}1c2} \texttt{d8}
28 \texttt{g2}

\text{\bf \underline{d}1f3} \texttt{b6}
4 g3 \texttt{\underline{a}6}
5 b3 d5
6 \texttt{\underline{g}2} \texttt{b4}+
7 \texttt{\underline{f}d2}?

The correct way of meeting the check is 7 \texttt{\underline{d}2}—see page 83.

7 ... \texttt{c5}

Black takes immediate steps to open the position in order to expose the rather passive situation of White's pieces.

8 dx\texttt{c5} \texttt{\underline{x}c5}
9 \texttt{\underline{b}2} 0-0
10 0-0 \texttt{\underline{d}6}
11 \texttt{\underline{c}3} \texttt{\underline{e}8}
12 ex\texttt{d5}?

This further opening of the position helps Black. Correct is 12 \texttt{\underline{a}4}.

12 ... \texttt{exd5}
13 \texttt{\underline{a}4}

The situation has clarified. Black is a pawn up, and the rest of the game concerns his nursing the pawn through to the eighth rank.

28 ... a5 29 \text{\bf \underline{c}c5} \texttt{\underline{b}8} 30 d5 ex\texttt{d5} 31 \texttt{\underline{x}xd5} \texttt{\underline{x}xd5} 32 \texttt{\underline{a}8} 33 \texttt{\underline{c}4} a4 34 \texttt{\underline{b}5} h6 35 \texttt{\underline{g}4} \texttt{\underline{a}6} 36 \texttt{\underline{x}g7} \texttt{\underline{h}3} 37 \texttt{\underline{h}7} a3 38 \texttt{\underline{e}5} h6 \texttt{\underline{a}7} 39 \texttt{\underline{x}f7} \texttt{\underline{b}b7} 40 \texttt{\underline{h}8}+ \texttt{\underline{c}7} 41 \texttt{\underline{f}3}

White resigned without waiting for Black's reply. After 41 ... a2 White has a few checks, but as soon as they run out Black will promote his a-pawn.

Instructive Game No. 2

\textit{White}: W. Uhlmann
\textit{Black}: V. Smyslov

Moscow 1956

1 \texttt{d4} \texttt{\underline{f}6}
2 \texttt{c4} \texttt{e6}

KING BISHOP FIANCETTO—BLACK IS AGGRESSIVE

13 ...

\texttt{\underline{d}4}!

Powerful centralization. Black threatens White's e-pawn, a frequent target in this variation.

14 \texttt{\underline{c}3}

If 14 \texttt{\underline{x}d4} \texttt{\underline{x}d4} 15 \texttt{\underline{b}1} b5 16 \texttt{\underline{b}2} \texttt{\underline{a}5} and White's position is under intolerable pressure. Even worse is 14 \texttt{\underline{e}1}? in view of 14 ... \texttt{\underline{c}2}! forking Black's Rooks (15 \texttt{\underline{c}xc2}? \texttt{\underline{xf}2}! 16 \texttt{\underline{xf}2} \texttt{\underline{xc}2}).

14 ... \texttt{\underline{e}7}
15 \texttt{\underline{e}1} \texttt{\underline{c}2}!

He has lost the Exchange and has no compensation, which is enough of a disadvantage to be decisive in grandmaster chess.

This game, played before the 4 ... \texttt{\underline{a}6} variation became fashionable, did wonders for its reputation.

Instructive Game No. 3

\textit{White}: Popov
\textit{Black}: Ornstein

Albena 1978

1 \texttt{d4} \texttt{\underline{f}6}
2 \texttt{c4} \texttt{e6}
3 \texttt{\underline{f}3} \texttt{b6}
4 g3 \texttt{\underline{a}6}
5 b3 \texttt{\underline{b}4}+
6 \texttt{\underline{d}2} \texttt{\underline{e}7}
7 \texttt{\underline{c}3} \texttt{\underline{b}7}?

Black's Knight is not to be denied. Now 16 \texttt{\underline{xc}2} loses to 16 ... \texttt{\underline{x}f2}+!! 17 \texttt{\underline{xf}2} \texttt{\underline{g}4}+ 18 \texttt{\underline{f}3} (or 18 \texttt{\underline{g}1} \texttt{\underline{e}3}+ 19 \texttt{\underline{h}1} \texttt{\underline{f}2}+ 20 \texttt{\underline{g}1} \texttt{\underline{h}3}+ 21 \texttt{\underline{h}1} \texttt{\underline{g}1}+!! 22 \texttt{\underline{x}g1} \texttt{\underline{f}2}—a smothered mate) 18 ... \texttt{\underline{f}6}+!! 19 \texttt{\underline{x}g4} \texttt{\underline{c}4}+!! 20 \texttt{bxc4} \texttt{\underline{c}8}+ 21 \texttt{\underline{h}5} \texttt{\underline{h}6} mate. In this spectacular combination, Black sacrifices much of his army to lure the helpless White King to his doom.

16 \texttt{\underline{f}1} \texttt{\underline{xa}1}
17 \texttt{\underline{xa}1} \texttt{\underline{fd}8}
18 \texttt{\underline{f}3} \texttt{\underline{a}3}

White resigns.

The right move is 7 ... c6—see page 84.

8 \texttt{\underline{g}2} \texttt{c5}?

And here 8 ... 0-0 is better.
QUEEN’S INDIAN DEFENSE

9 d5! exd5

If Black does not take the pawn, White will play e2-e4.

10 Qh4!

Black’s d-pawn is pinned, so White is able to regain his pawn with a dominating position.

10 ... 0-0
11 exd5 d6
12 0-0 Qe8
13 Qf5

White signals his intention of launching a Kingside offensive. Black is unable to find adequate counterplay elsewhere on the board.

13 ... Qf8
14 e4 b5
15 Qc2

15 Qxb5? Qxe4! would ease Black’s difficulties.

15 ... Qb6

27 f6!

White drives a wedge into Black’s Kingside. Black dare not capture the f-pawn because that would leave his Kingside too exposed.

27 ... Qbxd5

At last Black obtains some compensation for his inferior position. But White’s attack is now too well advanced for one measly pawn to matter.

28 Qg4 g6
29 Qh4 h5
30 Qg5 Qh7

White threatened 31 Qh6 and 32 Qg7 mate.

31 Qh3 Qe8
32 Qf5!

Black has no satisfactory defence to 33 Qxh5 + since 32 ... gxf5 allows 33 Qg7 mate. Black chooses to delay the end by sacrificing his Queen, but this leaves him with a hopeless material disadvantage.

32 ... Qxd2
33 Qxd2 Qe5
34 Qxh5 + Qg8
35 Qh6 Qf6
36 Qxg6 Qd5
37 Qe2 Qe2
38 Qg5 + Qf8
39 Qf1 Black resigns.

KING BISHOP FIANCHEtTO—BLACK IS AGGRESSIVE

Supplemental Game

Notes by Andy Soltis

White: R. Vaganian
Black: Y. Balashov

U.S.S.R. Championship 1974

1 d4 Qf6
2 Qf3 e6
3 c4 b6
4 g3 Qb4 +
5 Qd2! Qxd2 +
6 Qxd2 Qa6

Of course the Bishop can go to b7 immediately—and without forcing White to play the useful move b2-b3. The position after 6 ... Qb7 would resemble those of Part Two but without the dark-square Bishops. After, say, 7 Qe3 0-0 8 Qg2, Black finds that the standard freeing maneuver of Part Two, 8 ... Qe4, does not free. After 9 Qc2! Black cannot play 9 ... Qxc3 because of that by-now familiar trick 10 Qg5! (10 ... Qxg5 11 Qxb7 or 10 ... Qe4 11 Qxe4 Qxe4 12 Qxe4 Qxg5 13 Qxa8, winning the Exchange in either case).

And once Black is committed with 8 ... Qe4 he can’t turn back: 9 Qc2 f5 permits 10 Qe5!, setting up in business on the long diagonal. Due to White’s threat to win a pawn on e4, Black would have to play ... d7-d5 and let White’s Knight remain on e5. If 10 ... Qd6 11 Qxb7 Qxb7 12 e4!, with a great advantage for White.
Instead of 8 ... \( \text{De}4 \), Black would have to proceed more cautiously, such as with 8 ... \( \text{d}6 \) 9 \( \text{Ec}2! \) \( \text{Ee}7 \), preparing ... \( \text{c}7\text{-e}5 \). That break can be effective here for tactical reasons. For example, after 10 \( \text{e}4 \) \( \text{c}5 \), the advance 11 \( \text{d}5 \) doesn't work because White hasn't castled yet and his e-pawn will be pinned after 11 ... \( \text{exd}5 \) 12 \( \text{cxd}5 \) \( \text{Exd}5 \) 13 \( \text{Exd}5 \) \( \text{Exd}5 \). Also, after 10 0-0, which prepares \( \text{e}2\text{-e}4 \), Black can play 10 ... \( \text{c}5 \) without fear of 11 \( \text{d}5 \) \( \text{exd}5 \) 12 \( \text{Eh}4 \), the device common in the main ... \( \text{c}7\text{-e}5 \) lines of Part Two, because now Black's Queen protects his Bishop at \text{b}7 (12 ... \( \text{d}4 \) 13 \( \text{Exf}5 \) \( \text{Bd}7 \) or 12 ... \( \text{dxc}4 \)).

![Diagram]

7 \( \text{b}3 \)

Two other moves come into consideration: 7 \( \text{Ec}2 \), with its usual plan of supporting \( \text{e}2\text{-e}4 \), and 7 \( \text{Aa}3 \), a move unique to this position.

The Queen move has an obvious drawback: 7 ... \( \text{c}5! \) 8 \( \text{Ag}2 \) \( \text{Ed}6 \) and White's d-pawn is under attack before it can be supported by \( \text{Ed}1 \) and before \( \text{d}4\text{-d}5 \) is playable (9 \( \text{e}3 \) is passive and weakens the light squares). The position after 9 \( \text{dxc}5 \) \( \text{bxc}5 \) should be safe enough for Black if he can find the right answer to White's plan of occupying the d-file with Rooks. A timely ... \( \text{d}7\text{-d}5 \) should suffice.

The Knight move aims to keep the Queen at \text{d}2 where it can support \( \text{d}4\text{-d}5 \), and also intends to keep the e-file clear of pieces so that a Rook at \text{c}1 will have unimpeded scope along a file that is likely to be opened in the middlegame. After 7 \( \text{Aa}3 \) 0-0 8 \( \text{Ag}2 \) \( \text{c}6 \) 9 0-0 \( \text{d}5 \), a somewhat passive formation for Black, White will enjoy a fine game by placing his Rooks at \text{c}1 and \text{d}1 and maneuvering his Knight to \text{b}4 via \text{c}2.

7 ... 0-0

Here 7 ... \( \text{c}5 \) comes into consideration, but the presence of the Queen at \text{d}2 instead of \( \text{e}2 \) makes ... \( \text{c}7\text{-e}5 \) less effective. Now after 8 \( \text{Ag}2 \) \( \text{Ec}6 \) 9 0-0 0-0 White can get a good game in the center with 10 \( \text{d}5 \); for example, 10 ... \( \text{exd}5 \) 11 \( \text{Exd}5 \) \( \text{Ed}4 \) 12 \( \text{Exd}4 \) \( \text{Exd}4 \) 13 \( \text{Exd}4 \) \( \text{Exe}2 \) 14 \( \text{Bc}1 \).

8 \( \text{Ag}2 \) \( \text{d}5 \)
9 \( \text{Bc}3 \) \( \text{c}5?! \)

Black pursues a new strategy in place of the solid 9 ... \( \text{c}6 \). He knows that at some point he will be able to free his pieces by playing his pawn to \( \text{c}5 \)—why not now?

The problems Black incurs as a result of this move illustrate why freeing your pieces slowly and methodically is almost always preferable to trying to do it in a hurry. After first putting his Queen Knight on \text{d}7, developing his Queen, and bringing his Rooks to \text{c}8 and \text{d}8, then he will be all set for ... \( \text{c}7\text{-e}5 \). His attempt to save time gets him into a nest of tactical difficulties.

10 \( \text{De}5! \)

This stops ... \( \text{dxc}4 \) for the rest of the game and makes it impossible for Black to develop his Knight at \text{c}6, at least for the moment. Factor No. 1 in this middlegame is the pin on the diagonal from \text{g}2 to \text{g}7.

10 ... \( \text{Bb}7 \)

Black has to neutralize the long diagonal. If now 11 \( \text{Ed}1 \), adding to the pressure on \( \text{d}5 \), Black can play 11 ... \( \text{Bbd}7 \) because 12 \( \text{Bxd}7 \) \( \text{Bxd}7 \) 13 \( \text{dxc}5 \), which appears to win a pawn, permits the clever 13 ... \( \text{d}4! \). Then White's Bishop at \text{g}2 is hanging and he doesn't have time to take pawns (14 \( \text{Bxb}7? \) \( \text{Bxb}7 \) 15 \( \text{Exd}4? \) \( \text{Bh}1+ \), or 14 \( \text{Exd}4? \) \( \text{Exd}4 \) 15 \( \text{Exd}4 \) \( \text{Exg}2 \)).

11 0-0 \( \text{Bbd}7 \)

Black was all set to play his Knight to \text{c}6, but it loses a pawn in a way typical of what can happen to Black's center. The variation runs 11 ... \( \text{Ec}6 \) 12 \( \text{Exc}6 \) \( \text{Bxc}6 \) 13 \( \text{dxc}5 \) \( \text{bxc}5 \) 14 \( \text{Bf}1! \) and now Black's pawns are too fragile; e.g., 14 ... \( \text{Bh}7 \) 15 \( \text{Exd}5 \) \( \text{Exd}5 \) 16 \( \text{Bxd}5 \) \( \text{Bxd}5 \) 17 \( \text{Exd}5 \) \( \text{Bxe}2 \) 19 \( \text{Bxc}5 \). It's "only" a pawn, but such pawns win games.

Suppose that instead of the immediate ... \( \text{Ec}6 \), Black uses a different order of moves to try to foil White's win of a pawn. For example, 11 ... \( \text{Exd}4 \) 12 \( \text{Exd}4 \) \( \text{Ec}6 \) 13 \( \text{Bxc}6 \) \( \text{Bxc}6 \). Now there is no pawn at \text{c}5 to be captured at the end of that long series of exchanges. But in this new situation, White can take advantage of the superior placement of his Queen with 14 \( \text{Bf}1 \) \( \text{Bh}7 \) 15 \( \text{Be}5! \). The Black e-pawn is now pinned, and
White’s Rook at d1 has joined in the attack on the d-pawn. So even here Black still loses a pawn: 15 ... \(\text{Qb7}\) 16 \(\text{cx}d5\) \(\text{ex}d5\) 17 \(\text{Qx}d5\) \(\text{Qx}d5\) 18 \(\text{Qf}e8\) 19 \(\text{Qx}c6!\) \(\text{Qxc}6\) 20 \(\text{Qb}2!\) (another benefit of b2-b3!).

12 \(\text{Qfd}1\) \(\text{Qe}8\)

The idea of this move is to take aim at e2. This may seem strange with all that material in the way, but if White is going to try to win a pawn (as in the variations given above), he will have to trade Knights and permit Black to recapture on d5 with his e-pawn.

13 \(\text{Qac}1\)

White has played fairly obvious moves and is now ready to think about winning a center pawn. He certainly isn’t worried about ... \(\text{Qxe}5\), because when he recaptures with the d-pawn, Black’s Knight will be forced to abandon the defense of his d-pawn. Notice that White has so far patiently refrained from forcing a liquidation of the center by taking pawns. It is better for him to marshal his forces behind those pawns and wait for the right moment to break open the center.

13 ... \(\text{cx}d4\)

It is hard to suggest a better move. If the Black Queen leaves d8 it risks immediate loss of the d-pawn; e.g., 13 ... \(\text{Qb}8\) 14 \(\text{Qxd}7\) \(\text{Qxd}7\) 15 \(\text{Qc}5\)

14 \(\text{Qd}4\) \(\text{Qf}8\)

Black prepares an answer for e2-e4!, the natural method for White to increase his pressure on d5. Now on 15 e4 Black can simply capture on e4 with his d-pawn.

15 \(\text{Qg}4!\)

This powerful move performs two major tasks: it undermines Black’s Knight at f6 so that Black’s d-pawn will be once again threatened, and it threatens direct attack against d5 by way of \(\text{Qe}3!\).

15 ... \(\text{Qe}4\)

This appears to be a defense, but it is only temporary. The liquidation of the center ensues.

16 \(\text{cx}d5\) \(\text{Qxc}3\)
17 \(\text{Qxc}3\) \(\text{ex}d5\)
18 \(\text{Qe}3!\) \(\text{Qe}8\)
19 \(\text{Qd}2\) \(\text{Qxc}1\)
20 \(\text{Qxc}1\)

Black has run out of simple methods of defending the d-pawn, and it cannot advance because of that long-standing pin (20 ... \(\text{Qd} 21 \text{Qxb}7\)). Black is forced to make moves like 20 ... \(\text{Qe}5\), a terrible place to put a Rook because of its vulnerability to attack. But White wins the d-pawn anyway.

20 ... \(\text{Qe}5\)
21 \(\text{Qxd}5!\)

Simple yet elegant. All the tactics are in White’s favor: 21 ... \(\text{Qxe}2\) 22 \(\text{Qf}4\) or 21 ... \(\text{Qxd}5\) 22 \(\text{Qxd}5\) \(\text{Qxd}5\) 23 \(\text{Qd}2\).

21 ... \(\text{Qxd}5\)
22 e4

So White wins a pawn, and the game is soon over. Why is the victory so certain? Because he will recapture on d5 with a pawn, which immediately becomes a powerful passed pawn. Black’s other pieces, which were set up to defend the d-pawn, now find themselves misplaced. They must be activated quickly to try to prevent the pawn from advancing; for example, 22 ... \(\text{Qd}6\) 23 \(\text{ex}d5\) \(\text{Qe}8\) sets up a temporary blockade of the pawn. But White can break it with 24 \(\text{Qc}6!\) \(\text{Qd}6\) 25 \(\text{Qxd}6\) \(\text{Qxd}6\) 26 \(\text{Qc}1\) followed by \(\text{Qd}6\) or \(\text{Qc}7\).

22 ... \(\text{Qd}6\)
23 \(\text{ex}d5\) \(\text{Qd}6\)

The Rook is a somewhat better blocker than the Queen. Now White turns his attention to harassing the enemy pieces.

24 \(\text{Qc}4\) \(\text{Qg}6\)
25 h4 \(\text{Qe}7\)
26 b4!

White aims for a2-a4-a5 to create a new target or a new open line.

26 ... \(\text{Qd}6\)
27 a4 \(\text{Qd}7\)
28 \(\text{Qb}5!\) \(\text{Qd}6\)
29 a5 \(\text{bxa}5\)
30 bxa5 \(\text{h}5\)

Black can only bide his time.

31 \(\text{Qc}5\) \(\text{Qd}7\)
32 \(\text{Qb}1!\)
Part Four

Two Knights Variation

Edmar Mednis

 practical and psychological reasons, he wanted to avoid the Nimzo-Indian pin, 3 ... \text{\texttt{b4}}. Why prevent something on move three and then allow it a move later? Also, the presence of a Knight on c3 often gives Black the chance to play ... \text{\texttt{De4}} with the purpose of exchanging at least one set of minor pieces—for exchanging pieces usually makes the defender’s job easier. And concerning the fight for control of e4, the instability of the Knight on c3 (... \text{\texttt{b4}}, ... \text{\texttt{De4}}) makes it less effective in the long run than 4 g3 followed by 5 \text{\texttt{g2}}.

In summary, although 4 \text{\texttt{d3}} is a fully adequate continuation, it is no better than other good plans.

4 ... \text{\texttt{b7}}

On the face of it, White’s fourth move would seem to require no explanation: the Queen Knight is developed early to its most active square and the fight over the e4-square—Black’s primary central objective in the Queen’s Indian Defense—is intensified. Can’t we therefore say that 4 \text{\texttt{d3}} is the most logical fourth move?

A deeper consideration shows that there are also slight disadvantages. Obviously, Black is now able to pin the Queen Knight with ... \text{\texttt{b4}}. White played 3 \text{\texttt{f3}} instead of 3 \text{\texttt{c3}} because, for

\begin{verbatim}
32 ... \text{\texttt{b7}}
33 \text{\texttt{b7!}} \text{\texttt{xb7}}
34 \text{\texttt{xd6}}

This eliminates the last effective blockader. The Knight cannot get to d6 in time.

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A deeper consideration shows that there are also slight disadvantages. Obviously, Black is now able to pin the Queen Knight with ... \text{\texttt{b4}}. White played 3 \text{\texttt{f3}} instead of 3 \text{\texttt{c3}} because, for

\begin{verbatim}
32 ... \text{\texttt{b7}}
33 \text{\texttt{b7!}} \text{\texttt{xb7}}
34 \text{\texttt{xd6}}

This eliminates the last effective blockader. The Knight cannot get to d6 in time.

<table>
<thead>
<tr>
<th>White</th>
<th>Black</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 d4</td>
<td>\text{\texttt{f6}}</td>
</tr>
<tr>
<td>2 e4</td>
<td>e6</td>
</tr>
<tr>
<td>3 \text{\texttt{f3}}</td>
<td>b6</td>
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<tr>
<td>4 \text{\texttt{c3}}</td>
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queens indian defense

avoiding it on move three? Often the reason is a preference for particular subvariations. For example, in the Rubinstein Variation (4 e3) of the Nimzo-Indian, White may not want to play against the subvariations 4 ... c5 or 4 ... 0-0 but would be comfortable if Black chose 4 ... b6. By playing 4 uc3 he tries to "trick" Black into that subvariation. (All these lines will be covered in detail elsewhere in this series, in the volume devoted to the Nimzo-Indian Defense.) White may also play 5 ug5 after 4 ... ub4, leading to the variations considered in our text after Black's sixth move.

Other fourth moves by Black are clearly inferior: 4 ... ec5?! allows the advance 5 d5!; 4 ... uc7?! gives White the center after 5 e4; 4 ... d5?! is an unsatisfactory mix of the Queen's Indian and the Queen's Gambit Declined which White can exploit by 5 cxd5! exd5 6 ug5!, leading to a type of position in which ... b6 is irrelevant.

5 ug5

This active Bishop move gives independent significance to 4 uc3 and establishes the Two Knights Variation (sometimes called the Classical Variation). White aims for very rapid development of his Queenside in order to bring about a sharp, unbalanced fight for key center squares, in particular e4. In response, Black has three basic approaches, which we will consider separately in connection with Black's sixth move—after an "intermezzo" on move five.

White has two other good moves here, but they lead merely to other established variations. 5 a3 brings about the same position as 4 a3 uc3 5 uc3 and is considered in Part Six of this book. 5 e3 again allows the Nimzo-Indian if Black plays 5 ... ub4; if not, other normal moves by Black lead to positions which can arise from the Quiet Line (4 e3) covered in Part Five.

Black has nothing to fear from 5 uc2, since he has two good responses. He can transpose into a harmless line of the Nimzo-Indian with 5 ... ub4 (usually reached by the move order 1 d4 uf6 2 c4 edc3 3 ulb4 4 uc3 b6 5 uc2), or he can exploit the absence of White's Queen from the d-file by playing 5 ... c5!, since 6 d5? is not feasible.

5 ...

Since White usually does not exchange on f6 in answer to this move, Black is, in effect, getting something for nothing: not only is control of the g5-square of some value, but, after the interpolation of 5 ... h6 6 uh4, Black also has the option of advancing ... g7-g5 at his convenience.

There is nothing fundamentally wrong with 5 ... h6. If Black is hell-bent to exchange two sets of minor pieces, then 5 ... uc7 6 uc4 uc4 is perfectly acceptable. From a practical standpoint, the exchange of two pairs of minor pieces brings Black very close to equality, which, however, leads to positions so simplified that his winning chances are close to zero. If a win with the Black pieces is desired, this is not a satisfactory approach.

6 uh4

White's basic strategic plan includes fighting for the e4-square by pinning Black's King Knight. The text is the only move consistent with this plan.

Of course, White can play 6 uc6 uc6 7 e4 with the same idea; given time to complete his development, he will have the advantage because of his strong center. But Black can strike immediately at White's center and, with active play, obtain a fully satisfactory game: 7 ... ulb4! 8 ud3 (8 ec5! uc4! merely weakens White's position) 8 ... c5! 9 b0 0 cxd4 10 ub5 uc8! 11 uc6 uc7. Black has a very solid position, much of White's center strength has disappeared, and Black's pair of Bishops will be valuable assets in the middlegame. The game Geller-Bolshatsky (Zurich Candidates Tournament, 1953) continued instructively: 11 uc6 uc6 0-0 12 uc3 uc3 13 uc1 uc1 14 uc4 uc4 15 uc8 uc8 16 e5 uc5, with equal chances. Note how Black, starting with move eight, chipped away at White's center and kept increasing the scope of his pieces.

6 ...

uc7

This is by far Black's most solid continuation. The pin on the Knight is broken so that it can participate in the fight for e4, and the intended uc4 will lead to the exchange of at least one pair of minor pieces. Black's chances for full equality are very bright after the text move; his winning prospects, however, are extremely modest. To increase his winning chances, Black can choose one of the following unbalancing variations:
Further increasing their scope. Since Black’s position is inherently quite solid, his middlegame prospects are no worse than White’s.

Black should now develop his Knight with 10...\(\underline{\text{d}}\text{6}\) and prepare to castle on the Queenside. Again, modesty should be White’s watchword; he should then continue 11 \(\underline{\text{e}}\text{e}2\) \(\underline{\text{e}}\text{e}7\) 12 0-0-0 0-0-0, with balanced prospects. Instead, the attempt to fix Black’s h-pawn with 11 g4?! (so that White can attack it along the h-file) boomeranged in Reshevsky-Grefe (U.S. Championship, 1977): 11...\(\underline{\text{e}}\text{e}7\) 12 a3 0-0-0 13 \(\underline{\text{c}}\text{c}2\) h5?! 14 \(\underline{x}\text{hxh}5\) \(\underline{\text{g}}\text{4}\) 15 \(\underline{\text{d}}\text{d}2\) f5 16 \(\underline{\text{e}}\text{e}2\) \(\underline{\text{g}}\text{5}\), and Black recovered the pawn and took the initiative on the Kingside. Note that now 17 \(\underline{\text{f}}\text{f}4\)? is refuted by 17...\(\underline{\text{d}}\text{d}4\)!, and 17 \(\underline{\text{g}}\text{3}?!\) allows a most dangerous attack after 17...\(\underline{\text{f}}\text{4}!\) 18 \(\underline{\text{d}}\text{g}4\) \(\underline{\text{h}}\text{6}\) 19 \(\underline{\text{f}}\text{f}1\) \(\underline{\text{g}}\text{3}!\).

\[B: 6 \ldots \underline{\text{b}}\text{4},\] trying for counterplay in the center.

After 6...\(\underline{\text{b}}\text{4}\)

By pinning the Queen Knight, Black emphasizes his interest in controlling e4—always the thematic central square for Black in the Queen’s Indian. Although Black can give White doubled c-pawns by capturing on e3 at the right moment, that exchange will deprive Black of one of his Bishops. Without the Bishop-pair, it will be difficult for Black to break the annoying pin on his King Knight by playing... g7-g5, as in variation A above, for the Bishop-pair was his compensation for his weakened Kingside. Furthermore, by recapturing on e3 with a pawn, White strengthens his center.

All in all, the coming strategic play is tough and complicated. Black will want to build on his control of e4 and hopes to exploit White’s eventually doubled c-pawns. White will try to exploit the pin on Black’s Knight (or Black’s weakened Kingside in case of... g7-g5) and will aim for central activity with d4-d5. Play can now develop as follows:

7 \(\text{e}3\). White has nothing better than to strengthen his center and prepare to develop his King Bishop. Attempts to prevent the doubling of his pawns—7 \(\underline{\text{b}}\text{3}, \underline{\text{c}}\text{2}, \underline{\text{c}}\text{1}\)—all give Black good central counterplay with 7...\(\underline{\text{c}}\text{5}!\).

After 7 \(\text{e}3\), Black has four logical-looking continuations, but not all of them are in fact logical:

a) 7...0-0? not only doesn’t help Black, it complicates his development. With Black castled on the Kingside, the idea... g7-g5 must be ruled out as too weakening, and so that very annoying pin on Black’s Knight remains. White can establish a clear advantage with the following straightforward play: 8 \(\underline{\text{d}}\text{3}\) \(d6\) 9 \(\underline{\text{b}}\text{3}, \underline{\text{x}}\text{c}3+\) 10 \(\underline{\text{x}}\text{c}3\) \(\underline{\text{d}}\text{d}7\) 11 \(\underline{\text{c}}\text{2}!\) (control of e4) 11...\(\underline{\text{e}}\text{8}\) 12 0-0 \(\underline{\text{e}}\text{7}!\) 13 \(\underline{\text{d}}\text{d}2!\) (control of e4) 13...\(\underline{\text{f}}\text{8}\) 14 \(\text{f}4\). Black has managed to extricate himself from the pin, but his position is very passive. White, on the other hand, has a considerable spatial advantage and obviously the more active position.

b) 7...\(\text{c}5\) is a positionally risky attempt to start challenging White’s center, since it aims at White’s strongpoint, d4, instead of the weaker e4.

After 6...\(\text{b}4\) 7 \(\text{e}3\) \(\text{c}5\)

White should continue with active development and play 8 \(\underline{\text{d}}\text{3}!\). Now the only continuation with independent significance is 8...\(\text{exd}4??\) 9 \(\text{exd}4\) \(\underline{\text{x}}\text{f}3??\) 10 \(\underline{\text{x}}\text{f}3\) \(\underline{\text{e}}\text{6}??\) (everything else is either inconsistent
or transposes into other lines: the move 8 ... \( \text{Lxc3} \) will be considered under 7 ... \( \text{Lxc3} \); the continuation 8 ... exd4!? 9 exd4 0-0!? 10 0-0 \( \text{Lxe7} \) 11 \( \text{Lxe2} \) leads to an obvious central superiority for White, without any compensating features for Black. After 11 \( \text{Lxe3} \) \( \text{Lxe7} \) 12 \( \text{Lg3} \) d5 \( \text{d5} \) we reach the crucial position of this subvariation. Black can equalize after 13 0-0?! \( \text{Lbd4} \). However, the immediate 13 exd5 should retain White’s advantage, since 13 ... exd5 14 \( \text{Lxd5} \) \( \text{Lxd5} \)?! is questionable because of 15 0-0! and the strong threat 16 \( \text{Lxe4} \) (15 ... \( \text{Lxd4} \) 16 \( \text{Lxe4} \) and Black loses his Knight on c6).

c) 7 ... \( \text{Lxc3} + \) 8 \( \text{bxc3} \) weakens White’s pawn formation by giving him doubled c-pawns, and the exchange of White’s Queen Knight strengthens Black’s grip on e4. On the other hand, White’s control of d4 is strengthened by the pawn on c3, and Black’s King Bishop will be missed defensively.

After 6 ... \( \text{Lb4} \) 7 e3 \( \text{Lxc3} \) 8 \( \text{bxc3} \)

Black must establish some central presence. His rational choices are either ... e7-c5 or ... e6-e5.

8 ... c5 9 \( \text{Ld3} \) d6 10 0-0 \( \text{Lbd7} \).

Since the fight is over control of e4, White’s most thematic plan is 11 \( \text{Ld2!} \) \( \text{Lc7} \) 12 \( \text{Lc2} \), with better chances for White: after 12 ... 0-0 he plays 13 f4! with a central advantage and the more active position; after 12 ... g5 13 \( \text{Lg3} \) h5 he can immediately exploit his control of e4 with 14 \( \text{Lxe4} \), giving him a clear advantage due to the various weaknesses in Black’s position.

8 ... d6 9 \( \text{Ld2!} \) e5. White can now obtain the advantage by establishing control of e4: 10 f3! \( \text{Lxe7} \) 11 e4 \( \text{Lbd7} \) 12 \( \text{Ld3} \). White clearly has more space in the center and Black has nothing to offset this. If Black maneuvers quietly with 12 ... \( \text{Ld8} \), White retains the advantage with 13 \( \text{Ld1!} \) \( \text{Lg6} \) 14 \( \text{Ld2} \) \( \text{Ld4} \) 15 \( \text{Ld3} \). If Black attacks with 12 ... \( \text{Ld5} \) 13 \( \text{Lg2} \) \( \text{Lh5} \) 14 \( \text{Lf1!} \) exd4 15 exd4 f5, White can return the compliment and gain the advantage after 16 \( \text{Ld3!} \) fxe4 17 \( \text{Ld5} \) \( \text{Lf7} \) 18 fxe4 \( \text{Ld4} \) 19 0-0, as in Tal-Mnatsakanyan (1962 U.S.S.R. Championship).

d) 7 ... g5?! 8 \( \text{Lg3} \) \( \text{e4} \) is by far Black’s sharpest and most consistent plan.

At the cost of weakening his Kingside, Black tries to exploit the strength of his position: control of e4 and the pin on White’s Queen Knight. The ensuing variations are very complicated and difficult to judge, but probably give White no more than the usual advantage he gets as a result of having the first move.

After 6 ... \( \text{Lb4} \) 7 e3 \( \text{g5} \) 8 \( \text{Lg3} \) \( \text{e4} \)

The next couple of moves are easy to call: 9 \( \text{Lxe2} \) (developing while protecting c3 and influencing the e4-square) 9 ... \( \text{Lxc3} + \) (this will have to come sooner or later, and playing it immediately gives Black more flexibility later on) 10 \( \text{bxc3} \) \( \text{d6} \) (controlling e5 and preparing the smooth development of the Queen Knight via d7; since now White’s Queen Bishop cannot leave g3, there is no need to hurry with ... \( \text{Lg3} \), which could speed White’s opportunities along the h-file) 11 \( \text{Ld3!} \) (simple and good: White develops the Bishop actively and with gain of time; 11 \( \text{Ld2} \) makes less sense because after 11 ... \( \text{Lxg3} \) 12 hgx3 \( \text{Ld7} \) White must lose time to safeguard his g-pawn with 13 f3 before he can develop his Bishop).

With his Knight—and the e4-square—under attack, Black has to decide whether to continue to fight for control of that square or change his plans. Both approaches lead to interesting chess:

Position after 11 \( \text{Ld3} \)

11 ... f5, trying to hold the e4-square. White, to try to undermine Black’s position, must play 12 d5!; otherwise, after 12 ... \( \text{Ld7} \) and 13 ... \( \text{Ld6} \) Black will have a strong grip on e4. After 12 d5, Black cannot afford the obvious 12 ... exd5?! 13 exd5 \( \text{Lxd5} \) because White recovers his pawn with 14 \( \text{Ld4} \) \( \text{f6} \) 15 f3! \( \text{Lxg3} \) 16 hxg3 \( \text{Ld7} \) 17 \( \text{Lxf5} \) and has the advantage because Black’s King will have difficulty finding safety. For instance, 17 ... 0-0 18 \( \text{Lxe4} \) a5 19 \( \text{Lxf5} \) 20 \( \text{Lxb1} \), with a very strong attack in the offing (see Instructive Game No. 1).

Therefore, after 12 d5! Black should complete his development with 12 ... \( \text{Ld7} \), getting ready to strengthen e4 with 13 ... \( \text{Ldc5} \) or 13 ... \( \text{Ld6} \). White then has nothing better than the immediate 13 \( \text{Lxe4} \) \( \text{f6e4} \) 14 \( \text{Lxe4} \). However, Black gets sufficient counterplay with 14 ... \( \text{Lxf6} \) 15 0-0 0-0-0! White can now
enter the endgame with 16 \( \text{ex}e6 \text{ex}e6 17 \text{dx}e6 \text{dc}5 18 \text{dd}4 \) and perhaps will have a slight advantage. Nevertheless, after 18 ... \( \text{de}8 \) 19 f3 \( \text{d}a6 \) Black will have strong play against White's isolated and doubled c-pawns and excellent prospects for full equality.

11 ... \( \text{dx}g3 \) 12 \( \text{hx}g3 \text{dd}7 \), satisfied with modestly completing his development. Black's Kingside looks a little shaky because White's King Rook is well placed on the h-file, but much practical experience has shown that, with care, Black can just equalize. After 13 \( \text{ec}4 \text{ex}e4! \) 14 \( \text{ex}e4 \text{ee}7 \) Black will chase the Queen back with 15 ... \( \text{df}6 \) and will stand no worse, since White's King is also somewhat insecure.

The insertion of 13 \( a4 \) \( a5 \) doesn't radically change the situation.

In all these variations, Black is on the verge of full equality. The weaknesses in both positions are about equivalent and more or less cancel each other out. In practice, of course, the one who plays better will win.

Now we return to the main line, 6 ... \( \text{ee}7 \).

7 e3

Now that White has developed his Queenside pieces, he should complete the development of his Kingside. The modest text move is the best way to start.

The superficially attractive 7 \( \text{ec}2 \) to contest e4, reduces White's control of d4 and the d-file, and, as usual in such cases, Black can get immediate counterplay in the center with 7 ... \( \text{c}5 \). Since 8 e3?! would now allow the ruin of White's Kingside by 8 ... \( \text{xf}3 \) 9 \( \text{gx}f3 \text{cd}4 \) 10 exd4 \( \text{dc}6 \), White has nothing better than the consistent followup 8 \( \text{e}4 \).

Now Black can exploit White's significantly reduced control of d4 to gain complete equality with 8 ... \( \text{cd}4 \) 9 \( \text{ex}d4 \text{dc}6 \). For example, 10 \( \text{dd}1 \text{xd}4 ! \) 11 \( \text{xd}4 \text{ee}7 \) 12 \( \text{dc}4 \text{ee}5 \), and Black has good pressure on both d4 and e4.

7 ... \( \text{ee}4 \)

This standard freeing and exchanging maneuver is the logical followup to 6 ... \( \text{ee}7 \). By exchanging one or two pairs of minor pieces, Black hopes to significantly decrease the danger of White's greater central influence. Since one of the major values of a strong center is that it restricts the opponent's pieces, each exchange reduces the effectiveness of the center.

Also playable is 7 ... \( \text{ee}5 \), initiating pressure on d4 while the e4-square is in Black's hands. After 8 \( \text{ee}2 \) 0-0 9 0-0 Black has two plausible courses of action. He can initiate the exchange of his Kingside minor pieces with 9 ... \( \text{ee}4 \), or he can complete the development of his Queenside with 9 ... \( \text{cd}4 \) 10 \( \text{ex}d4 \) (after 10 \( \text{ex}d4 \text{d}5 \) Black also stands well) 10 ... \( \text{dc}6 \). In either case, Black can expect full equality in due course.

8 \( \text{xe}7 \)

The straightforward move, but not the only satisfactory one. The two alternatives are 8 \( \text{xe}4 \) and 8 \( \text{g}3 \).

There is a sophisticated positional trap associated with 8 \( \text{xe}4 \). The seemingly strong capture 8 ... \( \text{xe}4 ? \) is actually inferior because after 9 \( \text{dd}3 \) \( \text{ee}7 \) 10 0-0 0-0 11 \( \text{xe}2 \) \( \text{d}6 \) 12 \( \text{g}3 \) White's control of e4 and his general central superiority give him the advantage; he is ready to play \( \text{dd}3 \), and after 12 ... \( \text{ee}7 \) he can increase his central advantage with 13 \( \text{d}5 \). Therefore Black must satisfy himself with the simple 8 ... \( \text{ee}4 \). Then 9 \( \text{ee}7 \) transposes to our main line. If 9 \( \text{g}3 \) instead, Black should complete his development with 9 ... 0-0 10 \( \text{dd}3 \) \( \text{xd}3 \) 11 \( \text{xd}3 \) \( \text{d}6 \) 12 0-0 \( \text{ee}7 \). Since two sets of minor pieces have left the board, White's slight central edge is not significant and Black can expect to equalize soon.

White's most dynamic move is 8 \( \text{g}3 ? \). The strategic ideas are: (1) after 8 ... \( \text{xe}4 \) 9 \( \text{hx}g3 \) 0-0 10 \( \text{dd}3 \), White can neutralize Black's efforts to control e4, and, since only one set of minor pieces has been exchanged, White's general central superiority is still significant; (2) after 8 ... \( \text{xe}4 \) 9 \( \text{xe}4 \) \( \text{d}6 \) 10 \( \text{dd}3 \), White's control of d4 is strengthened and his prospects of controlling e4 are good, factors which outweigh the doubled c-pawns. The correct response to 8 \( \text{g}3 ? \) is 8 ... \( \text{bb}4 \), a no-risk counterpart to the line with 6 ... \( \text{bb}4 \) considered earlier: Black keeps control of e4 and hasn't had to weaken his Kingside with ... g7-g5 to break the pin on his King Knight because White has voluntarily retreated his Bishop to g3. After 9 \( \text{ee}2 \) \( \text{xe}4 \) 10 \( \text{xe}4 \) 0-0 11 \( \text{d}3 \) \( \text{f}5 \), Black's King is comfortably and
safely castled, and his control of e4 gives him the central influence necessary for complete equality.

8...
9 \( \text{Qxe4} \)

To exchange or to allow the exchange—that is the question. The reasoning behind the text move is that the position of Black's Bishop on e4 will be unstable: either White will gain a tempo by attacking it or Black will lose a tempo by retreating it.

Instead, White can choose to continue his development with 9 \( \text{Qxc2} \) and after 9...
\( \text{Qxc3} \) play \( 10 \text{Qxc3} \) (in this case 10 bxc3 is inferior because with few pieces on the board White will have insufficient compensation for the doubled pawns). By completing his development and establishing a fair amount of central influence, Black can achieve approximate equality. Thematic play is 10...
\( 0-0\)
\( 11 \text{Qe2} \)
\( d6 \)
\( 12 \text{Qd7} \)
\( 13 \text{Qd1} \)
\( \text{Qf6} \)
\( 14 \text{Qd2} \)
\( c5 \), as in Flohr-Keres (AVRO 1938).

Black has achieved his immediate strategic goal of exchanging two sets of minor pieces and has thereby come closer to full static equality. It must be emphasized that Black's ultimate goal in this particular variation is only a draw; his theoretical chances for this are excellent—certainly better than 90%.

In further play White will try to build on his slight central advantage to come up with some initiative. Black will try to neutralize any threatening White plan while completing his development and establishing enough of a central presence to maintain steady equality. Instructive Game No. 2 illustrates typical play in detail.

Instructive Game No. 1

White: M. Tal
Black: R. Vaganian

1974 U.S.S.R. Championship

1 \( \text{Qf3} \)
2 \( \text{Qf6} \)
3 \( \text{d4} \)
4 \( \text{Qe3} \)
5 \( \text{Qg5} \)
6 \( \text{e3} \)
7 \( \text{h4} \)
8 \( \text{g3} \)
9 \( \text{c2} \)

Although the moves were played in a different sequence than the ones we've been discussing (such transpositions are quite common in master chess), we have reached the main position of the subvariation starting with 6...
\( \text{Qb4} \). The text move is decidedly the best, since it combines development, pressure on e4, and protection of the Knight on c3.

Those who thrive on obscure lines can try the unclear pawn sacrifice 9...
\( \text{Qd2}! \)
\( \text{Qxc3} \)
10 bxc3 \( \text{Qxc3} \)
11 \( \text{Qxc1} \).

The correct retreat is 11...
\( \text{Qb4} \) and after 12 h4? \( \text{Qxh4} \)
13 \( \text{Qf3} \)
14 \( \text{Qd2} \)
15 \( \text{Qd7} \), it is not clear that White has any compensation for the pawn. True, Black's Kingside has been weakened, but so has White's!

The other alternative, 9...
\( \text{Qc1?!} \), is clearly inferior because of 9...
\( \text{h5}! \), putting White's Queen Bishop in serious danger. Then neither 10 h3 \( \text{Qxg3} \)
11 \( \text{Qxg3} \)
\( \text{Qd6} \) nor 10 d5 \( \text{Qxc1}! \)
11 bxc3 \( \text{Qa3} \) is attractive for White.

9...
10 \( \text{Qxc3} \)

Since the key interest is e4, this move makes the most sense. Inconsistent moves are 9...
\( \text{Qxg3}!! \)
10 h3 \( \text{Qf6} \)
11 0-0-0! and 9...
\( \text{d6} \)
10 \( \text{Qd3} \)
\( \text{Qxg3}!! \)
11 h3. It is too risky to play 9...
\( 0-0-0?! \) because of the weakened Kingside. The idea 9...
\( \text{h5}?! \) is, in effect, a tempo behind the 9...
\( \text{Qc1}?! \)
\( \text{h5}! \), line, and with 10 \( \text{d3}! \)
\( f5 \)
\( 11 d5! \), White gains the advantage because he will control most of the open lines that result from, for example, 11...
\( \text{exd5} \)
12 \( \text{exd5} \)
\( \text{Qxd5} \)
13 0-0-0! \( \text{Qxc1} \)
14 \( \text{Qxe4} \)
15 \( \text{Qxc3} \)
16 \( \text{Qxd4} \), and White has a very strong attack against Black's weak Kingside.

10 bxc3
11 \( \text{d6} \)

Again remembering Black's interest in controlling e4, we can see how inconsistent are such plans as 10...
\( \text{Qxg3}?! \)
11 h3 \( g4 \). After 12 \( \text{Qe5} \)
\( \text{Qg5} \)
13 \( \text{Qh4} \)
14 \( \text{c5} \)!
\( \text{Qc6} \)
15 \( \text{d3} \), White's space advantage and attacking chances give him the edge.

11 \( \text{Qd3}! \)

Attacking while developing must be the right approach. The "un-
developing.” 11 \( \text{d2} \) is less logical, since Black can use the extra time to overtake White in development with 11 ... \( \text{exg3} \) 12 \( \text{hxg3} \) \( \text{d2} \) 13 \( f3 \) \( \text{e7} \) 14 \( \text{d3} \) 0-0-0, obtaining thereby a safe and sound position. See the next game for more on 11 \( \text{d2} \).

11 ...  \( f5 \)

This is the sharper of the two main alternatives; 11 ... \( \text{xg3} \) 12 \( \text{hxg3} \) \( \text{d7} \) is discussed in the theoretical part.

12 \( d5! \)

Unless White acts resolutely to blow up Black’s center he will be left with less than nothing. The modest 12 0-0 \( \text{d7} \) 13 \( \text{d2} \) \( \text{f6} \) 14 \( \text{e4} \) \( \text{xe4} \) 15 \( \text{exf5} \) \( \text{dxe4} \) 16 \( f3 \) \( \text{d5} \) yielded only equality in Gligoric-Taimanov (Zurich Candidates Tournament, 1953).

12 ...  \( \text{exd5}?! \)

As discussed in the theoretical section (the note after Black’s seventh move), the only satisfactory move is 12 ... \( \text{d7} \). Nevertheless, the text is very common in practical play—the idea of annihilating White’s center is too attractive to be resisted.

13 \( \text{cx} \text{d5} \) \( \text{xd5} \)
14 \( \text{d}4! \)

Because Black’s f-pawn is so weak, White is sure to recover his temporarily sacrificed pawn, and then he will have good play against the various weak points in Black’s position.

14 ...  \( \text{f6} \)
15 \( \text{f3} \)!

The fancy 15 \( \text{xf5} \) (with the idea 15 ... \( \text{xf5} \) 16 \( f3 \) allows the clever retreat 15 ... \( \text{c5} \), and Black has equalized.

15 ...  \( \text{xg} \text{3} \)

But here 15 ... \( \text{c5} \) is ineffective, for after 16 \( \text{xf5} \) White’s Bishop has a great location on \( f5 \) and his Knight controls much more useful territory at \( d4 \) then it would at \( f5 \).

16 \( \text{hxg3} \) 17 \( \text{xf5} \)

19 \( \text{f7} \)

Before embarking on any decisive action, White puts his King in the safest available spot and connects his Rooks. The immediate 19 \( g4 \) is also good.

19 ...  \( \text{b7}?! \)

Now Black will be without any counterplay. For better or worse, 19 ... \( h5 \) has to be played, though in Keres-Taimanov (1955 U.S.S.R. Championship) White built up a very strong attacking position after 20 \( \text{ab1} \) \( h4 \) 21 \( e4 \) \( b7 \) 22 \( xh4 \) \( g4 \) 23 \( c6 \).

20 \( g4! \)

With Black’s h-pawn fixed in place and therefore vulnerable, White is now king of all roads. The pin on Black’s Knight is particularly unpleasant. Black decides that his best chance is to relieve the pressure by giving up the Exchange rather than to try holding on with 20 ... \( \text{f7} \).

20 ...  \( \text{e7} \)
21 \( \text{c6} \)  \( \text{g7} \)

21 ... \( \text{xc6} \) 22 \( \text{xc6} \) will lead to death on the light squares.

22 \( \text{xd8} \) \( \text{xd8} \)
23 \( \text{d4} \)  \( \text{f8} \)
24 \( \text{h3}! \)  \( \text{b8} \)

108 109
QUEEN’S INDIAN DEFENSE

25 \text{a}h1 \text{f}7
26 a4 \text{e}5
27 \text{a}h6 \text{a}2+

Thanks to his thematic play, White has also won the h-pawn and now has a quite won position, theoretically. Black has obtained a bit of counterplay, however, and the fight continues: in chess, nothing is certain until the game is actually over.

28 \text{g}g3 \text{e}2!
29 \text{h}8?!

There is little point in exchanging Black’s passive Rook. It is much more logical to chase away Black’s Queen with 29 \text{d}d1! \text{xe}3 30 \text{c}1!, and if 30 \text{c}5 then simply 31 \text{xg}5.

29 ... \text{xh}8
30 \text{h}8+ \text{a}7
31 \text{e}4?

This allows a surprising save. After 31 e4 White would retain excellent winning chances.

\begin{center}
\begin{tabular}{c|c}
25 & \text{a}h1 \\
26 & a4 \\
27 & \text{a}h6 \\
28 & \text{g}g3 \\
29 & \text{h}8?! \\
30 & \text{h}8+ \\
31 & \text{e}4?
\end{tabular}
\end{center}

\begin{center}
31 ... \text{x}f3!!
\end{center}

Now 32 gxf3 allows an immediate perpetual check starting with 32 ... \text{e}1+, and 32 \text{xf}3 a later one after 32 ... \text{xf}3 33 \text{h}2 \text{e}4!! 34 \text{xe}4 \text{e}1+.

32 \text{d}3 \text{g}1!
33 \text{h}2

After 33 \text{xe}2?! \text{xe}2+ the endgame is favorable for Black.

33 ... \text{f}3 +
34 \text{g}3 \text{g}1

Draw.

Instructive Game No. 2

White: B. Spassky
Black: M. Tal

Final Candidates Match
Tiflis 1965

1 d4 \text{f}6
2 \text{c}4 e6
3 \text{f}3 \text{b}6
4 \text{e}3 \text{b}7
5 \text{g}5 \text{h}6
6 \text{h}4 \text{e}7
7 \text{e}3 \text{d}4
8 \text{xe}7 \text{xe}7
9 \text{xe}4 \text{xe}4
10 \text{e}2 \\

For White to build something on his slight central superiority he must keep a sufficient number of pieces on the board. Thus 10 \text{d}3 \text{b}4+ 11

\begin{center}
\begin{tabular}{c|c}
31 & \text{x}f3!! \\
32 & \text{xd}2 + 12 \text{xd}2 \text{xd}3 \\
33 & \text{xd}3 would be completely even, and \\
10 & a3 loses time.
\end{tabular}
\end{center}

14 \text{xb}7 \text{xb}7
15 \text{f}3 \text{d}7

Black now has almost equaled White’s central influence and is ready to continue with 14 ... \text{c}6. White therefore brings his Knight back to an active position.

10 ... 0-0!

Completing Kingside development is the most sensible course. Instead, 10 ... \text{b}4+ is risky if White responds with the sharp 11 \text{d}2?!. After 11 ... \text{xe}2 12 \text{g}1 \text{h}7 13 \text{xg}7 \text{xc}6 14 \text{c}5! \text{bx}c5 15 a3 White has excellent compensation for the pawn (Spassky-Keres, Candidates Match, Riga 1965).

11 0-0 d6
12 \text{dd}2 \text{b}7!

Of course the Bishop should remain on its primary diagonal rather than go to g6. The simple return to b7 is better than the awkward 12 ... \text{c}6?!, since then after 13 \text{f}3 Black can neither develop his Knight nor use his e-pawn to influence the center.

13 \text{f}3 c5!

16 dxc5 dxc5
17 \text{d}6 \text{a}d8
18 \text{f}d1 \text{b}8!

Not allowing White to triple on the file with \text{d}2 and \text{a}d1, for if 19 \text{d}2 \text{xd}6.

19 b3 \text{xd}6!
20 \text{xd}6 \text{b}8!
QUEEN’S INDIAN DEFENSE

Black can’t allow the pin to remain. On b8 the Knight prevents White’s penetration via c6.

21 \textbf{\textit{Qad1}} \textbf{\textit{Qxd6}}
22 \textbf{\textit{Qxd6}} \textbf{\textit{Qe8!}}
23 \textbf{\textit{Qf1}} \textbf{\textit{Qf8}}
24 \textbf{\textit{Qe2}} \textbf{\textit{Qe7}}
25 \textbf{\textit{Qd1}} \textbf{\textit{Qe6}}
\textbf{\textit{Draw.}}

Supplemental Game

Notes by Andy Soltis

\textit{White: V. Korchnoi}
\textit{Black: A. Matanovic}
Belgrade 1964

This is the story of a Bad Bishop that isn’t as bad as it seems. White’s King Bishop becomes horribly hemmed in by his own pawns as a natural consequence of his efforts to dominate the center with e2-e4. But while White’s Bishop is restricted by his pawns, his Rooks threaten to occupy key squares and files—thanks to those very pawns. It is White who determines the tempo and theater of the middlegame fighting, and ultimately it is White who decides when it will be resolved. Though White’s pawns inhibit his King Bishop, they benefit other pieces—and, in the end, the Bishop has its day in the sun.

1 \textbf{\textit{d4}} \textbf{\textit{Qdf6}}
2 \textbf{\textit{e4}} \textbf{\textit{e6}}
3 \textbf{\textit{Qf3}} \textbf{\textit{b6}}

\textbf{\textit{4 Qc3}} \textbf{\textit{Qb7}}
\textbf{\textit{5 Qg5}} \textbf{\textit{Qe7}}
\textbf{\textit{6 e3}} \textbf{\textit{h6}}
\textbf{\textit{7 Qh4}} \textbf{\textit{Qc4}}

If White is going to take risks, this is where to start: he is willing to accept doubled pawns on both sides of the board.

\textbf{\textit{8 ... Qb4!}}
\textbf{\textit{9 Qe2}} \textbf{\textit{Qxc3+}}

White would have forced an exchange of minor pieces eventually with Qd2 or Qd3.

\textbf{\textit{10 bxc3}} \textbf{\textit{d6}}

Black prepares to set up a wall of pawns on dark squares (d6, c5, and perhaps e5) now that he has no Bishop that would be restricted by them.

11 \textbf{\textit{Qd2}} \textbf{\textit{Qxg3}}

This is so natural a move that it is hard to criticize. But the fact is that in the following phase of the game Black becomes shut out of the action in the center. Perhaps 11 ... Qxd2!? is better so that Black can maintain control of e4; for example, 12 Qxd2 f5 followed by ... Qd7-e6 and ... Qe7 would give Black a fine position with an active central strategy (... e5?).

12 hxg3 \textbf{\textit{Qd7}}
13 e4!

A more dogmatic player might have chosen f2-f3 followed by Qd3-e4 to get rid of White’s bad Bishop. A Bishop is bad when it is blocked by pawns of the same color (like the ones at c4 and g2). After e3-e4 White has yet another pawn in the Bishop’s way, and after ... e6-e5!, that’s where it will stay.

But White has a clearer vision of the middlegame. This move stops ... f7-f5. Now Black will have a hard time initiating action in the center or on the flanks with pawns—he will have to make do with pieces. The game shows, however, that this strategy is inadequate.

13 ... \textbf{\textit{e5}}
14 \textbf{\textit{Qd3}} \textbf{\textit{Qf6}}

Black wants to force White to advance his d-pawn by threatening it. If it goes to d5 Black will be able to post his Knight excellently at c5, and White’s Bishop will be severely restricted.

15 \textbf{\textit{Qb3}} \textbf{\textit{a5}}
16 \textbf{\textit{a4}}

Notice how Black’s strategy of attacking the dark squares forces White to put more and more of his pawns on light squares, the color of White’s Bishop. The threat was 16 ... a4!, winning the d-pawn after the Knight retreats.

16 ...
17 \textbf{\textit{Qf7}}
18 \textbf{\textit{Qf1??}}

Now Black threatens to open the game with 17 ... f5!; e.g., 18 exf5 exd4 + .

17 \textbf{\textit{f3!}} \textbf{\textit{0-0}}

18 \textbf{\textit{Qf1?}}

This “mysterious” move shows that White has complete confidence in his position. His plan is to attack on the Kingside—gradually. For this he will need to play his pawns to g4 and g3, followed by bringing his King to safety at g2. Then he will be ready to open Kingside lines with
moves like $Ah5 and $Ahl followed by g4-g5!. The King move to f1 is much better here than 18 0-0 because after castling White would have to get his Rook to the h-file all over again.

White's confidence is based on his belief that the closed center is likely to remain that way. If Black were able to clear the e- and d-files of pawns, White's King would be in a precarious position on f1.

18 ... 
19 g4! 
20 g3 
21 $g2 e6! 

This can get Black into trouble later on because it weakens the b6-square. Before ... a7-a5 and ... c7-c6, White's potential control of the b-file (which is open from his side) was insignificant. Now, however, the b-file is a good fall-back plan in case his Kingside initiative doesn't pan out.

22 $ae1 f6? 

Here (or on his last move) Black should have continued his strategy of attacking the dark squares with ... $f6. Under favorable circumstances Black might even play ... exd4 and ... c7-c5 to make room for his Knight and Queen.

The move 22 ... f6 is part of a passive dark-square strategy. Black puts his pawns on dark squares (seven of them!) to forestall anything like g4-g5. The bankruptcy of this thinking is that it leaves Black with nothing to do except anticipate enemy threats. Unmolested, White can calmly build up for the breakthrough to activate his Rooks while Black can only run around his side of the board putting out fires.

23 $b2 $ab8 

24 $d2 

Now that Black has deprived himself of the option of attacking d4 with his Queen, White can transfer the Knight to a more active spot. If Black hadn't played 22 ... f6, he could now renew the pressure with 24 ... $e8 (to protect the b-pawn) and 25 ... $f6. If White ever plays dxe5?, Black recaptures with his d-pawn and charges down the d-file.

24 ... $d6 

Black's position suffers from the lack of a pawn-break—that is, an effective way of opening the position by exchanging pawns. The Bishop on a6 looks like it is preparing ... b6-b5 but Black never has enough muscle to back up that idea.

25 $f1 exd4? 

This is a bad pawn-break. By removing his pawn from c5, Black creates a winning plan for White—e4-e5!—and does nothing for Black's pieces. But Black was beginning to worry about White's threatened $e3-f5!.

26 $xd4 c5 
27 d5! 

White sees the e4-e5 plan now and isn't going to worry about a bad Bishop. That Bishop is going to win the game for him when he plays it to c2 and puts the Queen in front of it at d3. Then e4-e5 will lead almost to a forced mate.

27 ... $d4 
28 $e3 $e8 
29 $c2! 

White's Knight has accomplished something by its threat to go to f5 and is no longer needed to further his plan. But it is needed to get rid of Black's only active piece, his Knight on d4.

29 ... $xc2 
30 $xc2 $d7 

Perhaps Black will be able to divert the enemy's attention by piling up on the pawn at a4. If Black can get his Queen to e8 and his Rook to e7 . . .

31 $b3 

This begins a little duet of feint-and-parry. White threatens to bring his Queen to h7 with $d3 followed by e4-e5!. Black sees that his best defense is to match his Queen against White's. He cannot stop the advance of the e-pawn mechanically because ... $e5 can always be met by f3-f4, but if he gets his Queen to e6, then e4-e5 will only be an offer to exchange Queens.

31 ... $f7 
32 $d3 $g6 

This wasn't immediately necessary because White would have no more than a check or two after 32 $e7 33 e5 dxe5 34 $h7+. But White had the more methodical threat of $h4 followed by f3-f4 and then e4-e5 or g4-g5 to open the f-file.
33 \( \mathcal{G}d1! \)

This protects the pawn at g4 so that he doesn’t need \( \mathcal{A}h4 \) as preparation for f3-f4. With White’s Queen off the b1-h7 diagonal, Black’s must also get off that dangerous line because of the threat e4-e5.

33 \( \mathcal{G}f7 \)
34 \( \mathcal{G}f8 \)

If Black renew the attack on g4 with 34 ... \( \mathcal{G}g6 \), White’s 35 \( f5? \) would extinguish his own winning chances by closing the position on the side of the board where he needs it to be opened, and would deny himself the long-awaited pawn-break. But after 34 ... \( \mathcal{G}g6 \) there is a much better move—indeed a winning move: 35 e5!. After 35 ... \( \mathcal{X}xg4 \) 36 \( \mathcal{D}d3 \) the main point is not White’s threats of \( \mathcal{H}h7 + \), e5-e6, exd6, and exf6; it is 37 \( \mathcal{H}h4! \), trapping the Queen.

35 \( \mathcal{A}h1 \)

This is an attractive move, the kind masters make all the time. It lines up a Rook against a Queen. Of course, there are pawns in the way, but there won’t be after 36 e5 fxe5 37 fxe5. Yet White had a better move (see the next note).

35 \( \mathcal{G}e8 \)
36 \( \mathcal{A}h1 \)

Hoping Black will repeat the position with 36 ... \( \mathcal{G}f7 \). Then White would look for a breakthrough with g4-g5 or e4-e5. Actually, 36 ... \( \mathcal{G}f7 \) 37 e5! should win (just as it would have at move 35), with variations similar to the game.

36 ... \( \mathcal{G}b7 \)
37 \( \mathcal{G}e5! \)

After 37 g5 Black can keep the most dangerous lines closed with 37 ... hgx5 38 fxe5 \( \mathcal{G}e5! \), stopping e4-e5.

37 ... \( \mathcal{G}d3 \)
38 fxe5

This is what White has been preparing for twelve moves—a direct consequence of 25 ... exd4?. To repeat what we said earlier: pawns can restrict certain pieces, such as a Bishop, but at the same time help other pieces considerably.

38 ... e4

The threat was 39 \( \mathcal{H}h7 + \) \( \mathcal{G}f7 \) 40 \( \mathcal{G}g6 + \), winning the Queen. After 38 ... \( \mathcal{G}d8 \) 39 \( \mathcal{H}h7 + \) \( \mathcal{G}f7 \) 40 \( \mathcal{G}g6 + \) or 40 fxe5 followed by a check on the f-file, Black can go home.

39 \( \mathcal{E}xe4 \) \( \mathcal{G}g6 \)

A nice try at defense. White cannot move the Rook without permitting an exchange of Queens.

40 \( f5 \) \( \mathcal{G}f6 \)

Has Black finally erected a sufficiently strong wall on the dark squares?

41 ... \( \mathcal{H}h1 \! \)!

No. White will break the blockade of his f-pawn with 42 \( \mathcal{A}h4 \) and 43 \( \mathcal{G}e6! \). If Black then captures the Rook on e6, White retakes with his f-pawn, simultaneously attacking the Black Queen and opening the diagonal along which Black’s King will be threatened with mate.

Of course, if Black doesn’t take the Rook when it gets to e6, White just advances the f-pawn to f6 and plays \( \mathcal{H}h7 + \).

41 ... \( \mathcal{H}h5 \)

Black has to play 41 ... g5 and pray.

42 \( \mathcal{H}f4! \) \( \mathcal{G}e8 \)

As planned, 42 ... hgx4 loses outright to 42 \( \mathcal{G}e6 \); for example, 43 ... \( \mathcal{G}xe6 \) 44 fxe6 \( \mathcal{H}h6 \) 45 \( \mathcal{G}h7 + \)!

leads to a winning Rook-and-pawns endgame in which Black will lose his d-pawn and cannot stop the advance of White’s two center pawns.

43 \( \mathcal{E}e6 \) \( \mathcal{G}d8 \)

Now we see a point to 36 ... \( \mathcal{H}b7 \). Black’s Rook defends h7!

44 \( f6! \) \( \mathcal{G}xf6 \)

Now on 45 ... \( \mathcal{G}g7 \) White can continue 46 \( \mathcal{H}g4 \) (46 ... \( \mathcal{X}xg4 \) 47 \( \mathcal{H}h7 \) mate), but 46 ... \( f5 \) complicates matters. A simpler finish after 45 ... \( \mathcal{G}g7 \) would be 46 \( \mathcal{H}h6 \) \( \mathcal{H}b7 \) 47 \( \mathcal{G}g4 + \) and 48 \( \mathcal{G}e7 \).

45 ... \( \mathcal{G}e7 \)
46 \( \mathcal{G}g4 + \) \( \mathcal{H}h8 \) \( \mathcal{G}e7 \) \( \mathcal{G}e3 \) and checks at h6.
Part Five
Quiet Line
Edmar Mednis

White  |  Black
---|---
1 d4  |  ∆f6
2 c4  |  e6
3 ∆f3  |  b6
4 e3

This is an unassuming yet healthy system. White will complete the development of his Kingside with ∆d3 and 0-0 and then develop the Queenside. Since White expects to fianchetto his Queen Bishop, the text move does not lock it in, as it seems to do. Once his development is complete, White expects that his slight central superiority will lead to some initiative in the middlegame. In general, White will be looking for Kingside play while Black looks for counterplay on the Queenside.

Black's immediate goal should be to develop his Bishops, bring his King to safety by castling, and establish some central pawn presence. Since his Queen Knight has no great prospects at present, it will probably be developed last.

4 ... ∆b7

Since this is the main reason for 3 ... b6, it is neither necessary nor logical to postpone it. Still, Black can try other move orders. For instance, 4 ... ∆e7 followed by 5 ... ∆b7 is all right, as is the immediate 4 ... ∆b4+ (which will be covered in some detail under Black's fifth move).

5 ∆d3!

Surely this is the most active location for the King Bishop. 5 ∆e2 is unnecessarily passive.

5 ... ∆e7

The most flexible continuation. Black will castle and then advance either the c- or d-pawn.

There are four alternatives which deserve serious consideration. Two of them (5 ... c5 and 5 ... d5) can transpose into our main line; the other two always lead to independent lines. In order of theoretical significance, the four are:

A: 5 ... ∆e4, immediately occupying e4.

Position after 5 ... ∆e4

Since Black's primary objective in the Queen's Indian is control of e4, why not grab it immediately? A good question, of course, but the answer must take into consideration the permanence of Black's occupation of e4. If he can keep control of that square, great; if not, he will be pushed back and pay the price of a serious loss of time. In general, early activity by Black—before his development is complete—will not lead to permanent accomplishments.

Best play for White now is: 6 0-0 (White's prospects of fruitful action against Black's Knight are much better with the King castled; the immediate 6 ∆c3 allows Black to transpose into the Nimzo-Indian Defense with 6 ... ∆b4 or to aim for the unclear complications possible after 6 ... f5 7 ∆xe4!? fxe4 8 ∆d2 ∆g5.) 6 ... f5 (This is necessary if Black wants to retain control of e4.) 7 ∆fd2! (Remember that the fight is over e4: this move in conjunction with White's next is the only way to successfully challenge Black's control of it. The routine 7 ∆d2 is harmless because of 7 ... ∆d6! If then 8 ∆c2 ∆xd2 9 ∆xd2, Black can force a draw by a perpetual check combination: 9 ... ∆xh2+! 10 ∆xh2 ∆h4+ 11 ∆g1 ∆xg2! 12 ∆xg2 ∆g4+. 7 ... ∆e7 (With White's Queen still guarding Kingside squares, the attacking attempt 7 ... ∆h4 8 ∆c3! ∆d6 is easily parried by 9 f4 ∆xc3 10 bxc3 0-0 11 ∆e2; if Black is not convinced and tries 11 ... ∆ec6 12 ∆b1 ∆f6, White has 13 c5! ∆f8 14 e4! with a significant advantage.) 8 ∆c3! ∆xc3 9 bxc3 0-0 10 e4!.

Position after 10 e4

And so Black's control of e4 has been dissipated and the square now
QUEEN’S INDIAN DEFENSE

belongs to White. This is a much more important factor than the doubled pawns, and therefore White has a comfortable plus. Here are the three possibilities from this position:

10 ... fxe4 11 Qxe4 with 12 Qh5 in the offering.

10 ... c6 11 Qe2 Qc8 12 f4 with great central superiority.

10 ... c5 11 exf5 exf5 12 d5 d6 13 Qc2 Qc8 14 Qf3 Qa6 15 Qe1 with a considerable spatial advantage.

B: 5 ... Qb4+, developing the King Bishop with an apparent gain of time.

Position after 5 ... Qb4+

This check has a lot in its favor. By developing with a threat (a check may be thought of as a threat to capture the King), Black gains time to castle quickly, and the move indirectly reinforces his control of e4. White has three reasonable replies, two of which give Black no particular difficulties:

a) 6 Qc3 transposes into the Nimzo-Indian Defense (1 d4 Qf6 2 c4 e6 3 Qc3 Qb4 4 e3 b6 5 Qd3 Qb7 6 Qf3 is the usual move order). With 6 ... 0-0 or 6 ... Qc4 Black achieves “normal” play. (The Nimzo-Indian will be covered in another volume in this series.)

b) 6 Qd2 Qxd2 + allows the even-voilet exchange of Bishops and gives Black approximate equality after 7 Qbxd2 (or 7 Qxd2 d6 8 Qc3 Qbd7 9 Qc2 0-0 10 0-0 Qe7) 7 ... d6 8 0-0 e5 9 Qxe2 Qc6 10 Qfd1 0-0. Black’s development is sound and he has enough central influence.

c) 6 Qbd2 is the way to give Black some problems. The exchange of Black’s King Bishop for the Knight would weaken the dark squares in Black’s position, and since White would still have his own dark-square Bishop, he might be able to take advantage of this. On the other hand, if Black’s Bishop retreats, Black simply loses time. Thematic play in each of these cases is:

6 ... Qe4 7 0-0 f5 8 Qc2! Qxd2 9 Qxd2! Qh4 10 f3! Qxd2 11 Qxd2 Qc6 12 b4 0-0. White has more space in the center and on the Queenside as well as two potentially active Bishops. He has a clear strategic advantage.

6 ... c5 7 0-0-0 0-8 dxc5 Qxc5 (8 ... bxc5 9 b3 d5 10 Qb2 turns the Bishop on b4 into a lonely spectator) 9 a3 a5 10 b3 Qc6 11 Qb2 d5 12 Qc2. White’s more active Bishops give him a slight advantage.

C: Immediate central influence with 5 ... d5.

Position after 5 ... d5

Black immediately establishes a strong pawn in the center, with particular relevance to the e4-square. A slight drawback is that the Bishop’s diagonal is partly blocked. Follow-up play can often transpose into our main line, but there are some low-level alternatives along the way: 6 0-0 Qd6 (Black wants a more active location for his Bishop than e7, but on d6 the Bishop can be vulnerable to White’s possible Qb5 or e3-e4-e5) 7 Qc3 0-0 8 b3 Qbd7 9 Qb2. Both sides have completed the development of their minor pieces in a sound way. The next question for Black is what specific middlegame plan to adopt. There are two logical choices:

9 ... Qe4, to control e4. White should now force Black to permanently block his Queen Bishop’s diagonal with 10 cxd5! exd5 and then play 11 Qc2!, challenging e4 and beginning to exert pressure along the half-open c-file. Logical play may go like this: 11 ... Qxe3 12 Qxc3 Qf6 13 Qfd1 Qe7 14 b4! Qd4 15 Qe1 c6

16 Qb2 a6 17 Qac1. White has a tiny edge because Black’s Queenside pawns are slightly vulnerable while White’s position contains no fundamental weaknesses.

9 ... e5, a full assault on the center. After 10 cxd5 exd5 11 Qc1 Qe7 12 Qe2 Qd8 13 Qfd1 the position is difficult to judge. Although Black’s pawns act on more key central squares than White’s, his center often proves to be a bit overextended and his Queen Bishop’s diagonal will remain blocked indefinitely. White’s position has no weaknesses, yet a concrete active plan is not easy to find. From a practical standpoint, I would rate the chances equal.

D: Immediate central influence with 5 ... e5.

Position after 5 ... e5

Instead of using a central pawn for his main central thrust, Black uses a side pawn. The text move, of course, attacks the key d4-square, and, unlike the variation 5 ... d5, the Queen Bishop’s diagonal remains...
fully open. Again, transpositions into our main line are common; in this case, however, attempts by Black to vary are not successful. After 6 0-0 Ke7 7 Qc3 Black’s choices are:

a) 7 ... cxd4! 8 exd4 d5!, transposing into our main line. This is Black’s only correct plan.

b) 7 ... d5?! 8 cxd5! exd5 9 Qb5+!, and Black has no fully satisfactory reply:

9 ... Qbd7 10 dxc5! bxc5 11 Qe5.

9 ... Qe6 10 Qa4! Qxb5 11 Qxb5+ Qd7 12 Qe5! Qxb5 13 Qxb5 Qa6 14 Qd1.

9 ... Qf8 10 b3 Qc6 12 Qb2 Qc8 13 Qe5!

In all these cases, Black has no compensation for the various deficiencies in his position.

c) 7 ... 0-0? 8 d5! exd5 9 Qxd5. White has a clear advantage whether Black captures the d-pawn or not:

9 ... Qxd5 10 Qxd5 Qxd5 11 Qxh7+ Qxh7 12 Qxd5 Qc6 13 Qd1. Black’s King is insecure and his d-pawn is weak.

9 ... d6 10 e4 Qbd7 11 Qd2! Qe5 12 Qe2 Qe8 13 f4 Qg6 14 Qd3 Qf8 15 Qf3. White has a substantial central superiority and obviously the more active position.

6 0-0

Since the basic idea behind the Quiet Line is smooth, rapid, and flexible development, this and the next two moves are the most consistent approach.

Of course, there can be no objection to 6 Qc3, which is equally good. Then 6 ... c5 7 0-0 cd4! 8 exd4 d5! again transposes into the main line. Independent lines result if Black postpones ... c7-c5 in favor of the immediate 6 ... d5 and White tries to profit from this factor. After 7 0-0 White has two ways to depart from main line play:

A: White exchanges in the center to immobilize Black’s d-pawn after 8 cxd5 exd5 (other recaptures give White too much central control). With the center fixed, White can try for a Kingside attack with 9 Qe5 c5! 10 Qf3 Qc6 11 Qh3, but Black has a solid position and after, e.g., 11 ... Qe8 he has no particular worries. The chances are equal.

B: White accelerates central action with 8 Qe2 c5 9 dxc5. Black should not try for symmetry here with 9 ... dxc4?! 10 Qxc4 Qxc5 because White—making use of his first-move advantage—can execute a powerful central advance with 11 e4! Qbd7 12 e5!. In a game Petrosian-Karpov (1973 U.S.S.R. Championshio), White obtained a significant initiative after 12 ... Qxf3 13 gxf3 Qd5 14 Qd1 Qe7 15 f4 g6 16 f5! and went on to win on move 65. Instead, Black’s correct approach is to aim for maximum central influence with 9 ... bxc5! 10 Qd1 Qb6 11 cxd5 exd5. Black now has the so-called hanging pawns—a double-edged proposition. Their advantage is that they cover many central squares; their disadvantage is that, lacking pawn support, they are vulnerable to attack and may ultimately be lost. In this particular instance, the pawns are secure enough to give Black dynamically equal chances.

White’s Queen Bishop clearly has no future on its original diagonal, whereas by fianchettoing it White assures the Bishop of good prospects along its central diagonal. Again, 7 Qc3 leads to transpositions after either the accurate 7 ... d5! or the inaccurate 7 ... c5?! 8 d5!.

7 ...

d5

After his seventh move White had a clear central superiority since he had two pawns on his fourth rank and Black had none on his. Now that Black’s Kingside development is complete, he must start challenging White’s center, which means he will need to push his c- and d-pawns to his fourth rank. The order in which he plays those two moves is not significant.

8 a2 c5!

Thematic play might be: 12 b3 Qbd7 (so that the Queen Bishop can continue to protect the d-pawn; this wouldn’t be true after 12 ... d6!) 13 Qb2 Qe8 14 Qd1 Qc6. As play continues, Black will want to use his central pawns to provide activity there eventually, and White will try to show up the fundamental weakness of the hanging pawns.

Black hereby establishes the same
central pawn formation as White. There are no disadvantages connected with this move or the plan it belongs to, so there is no reason to avoid or postpone it. If Black chooses a plan without ... c7-c5, he will remain with a slight central inferiority and a much more difficult road to equality. For instance, 8 ... \( \text{bd7} \) 9 \( \text{c3} \) \( \text{e4} \) 10 \( \text{e2} \) \( \text{xc3} \) 11 \( \text{xc3} \) \( \text{e6} \) 12 \( \text{f1} \) \( \text{e4} \) 13 \( \text{b2} \) \( \text{d6} \) 14 \( \text{ac1} \). White has more central space and complete, harmonious development—the very goals of the Quiet Line. This makes it difficult for Black to undertake anything. Now the push ... c7-c5 would give Black serious problems with his central pawns, since both of White’s Rooks are ideally placed for central play.

9 \( \text{c3} \)

White would gain nothing by exchanging in the center, since Black would recapture with a pawn and end up with more central influence. Therefore White is correct to complete the development of his minor pieces. There are two logical squares for this Knight: c3 and d2. 9 \( \text{bd2} \) has the advantage of leaving the diagonal of the Queen Bishop open and thus keeping the d-pawn comfortably protected. The disadvantage of 9 \( \text{bd2} \) is that the Knight is not actively placed. This very important line will be discussed further in the first two instructive games at the end of the chapter.

The centrally active move, of course, is 9 \( \text{c3} \), pressing on the d5-square. But the move has the disadvantage of leaving d4 insecurely protected and in certain important variations this leads to more complicated play and good counterchances for Black.

9 ... \( \text{e6} \)

Black also has the choice between the active 9 ... \( \text{e6} \) and the modest 9 ... \( \text{bd7} \). Both are common in master practice, though it seems to me that Black’s task is more difficult after 9 ... \( \text{bd7} \). This important line is considered in Instructive Game No. 3.

The position in the diagram is symmetrical in every respect but one: White’s King Bishop has a more active location on d3 then its counterpart has on e7. From a purely mathematical standpoint, this could offer White a very slight advantage. Of at least equal importance is that it is White’s move. Still, Black’s position is excellent in every respect and he can expect to achieve eventual equality. It can be anticipated that some exchanges will take place in the center, which will lead to an unbalancing of the position. The important possibilities stemming from this position are covered in Instructive Games Nos. 4 and 5.

Instructive Game No. 1

White: K. Commons
Black: R. Byrne

1978 U.S. Championship

1 c4 e6
2 d4 f6
3 d4 b6
4 e3 b7
5 d3 e7
6 0-0 0-0
7 b3 d5
8 b2 c5
9 bd2 e6!

Developing the Knight to its most active square is Black’s best policy against 9 \( \text{bd2} \). Instead, 9 ... \( \text{bd7} \), though solid, limits the Knight to a solely defensive role, and White can expect a slight edge after 10 \( \text{e2} \); for example, 10 ... \( \text{cxd4} \) 11 \( \text{exd4} \) \( \text{h5} \) 12 \( \text{e3} \) \( \text{g6} \) 13 \( \text{e5} \), with a moderate initiative for White.

The immediate 9 ... \( \text{cxd4} \) 10 \( \text{exd4} \) \( \text{d6} \) is fine, however, and leads ultimately to the same position via a different move order.

10 e1

With the minor pieces developed, the next order of business is to bring out the heavy artillery. Because of the four-way tension in the center, something obviously will have to give. Therefore the Rooks and Queen should generally be developed toward the center. The most effective major-piece placement for White is: Queen Rook on c1, King Rook on e1 or d1, Queen on e2 (if the King Rook is slated to go to d1).

10 ... \( \text{e8} \)

By far the best location for the Queen Rook: it opposes White’s Rook and looks forward to possible play of its own along the c-file.

11 \( \text{e2} \)

The Queen is comfortable here, and the d1-square is released for White’s King Rook. This is White’s most flexible and popular buildu. Against other moves by White, Black’s best plan is the same as in the game:
QUEEN'S INDIAN DEFENSE

Preparing to safeguard the Kingside with 13 ... \( \text{Qf8} \) and ... g7-g6.

13 \( \text{Qf1} \) \( \text{Qf8} \)

14 h3

White wants to increase the activity of his Queen by placing it on e3, and he therefore prevents Black’s possible ... \( \text{Qg4} \). The two alternative approaches are:

14 \( \text{Qf1} \) g6 15 \( \text{Qe3} \) \( \text{Qh5} \) 16 g3 \( \text{Qf6} \)? with a solid position for Black. He hopes eventually to profit from White’s g2-g3, which has lengthened the potential diagonal of Black’s Queen Bishop.

14 \( \text{Qe5} \) dxc4! 15 \( \text{Qxc4} \) \( \text{Qb4} \) 16 \( \text{Qb1} \) \( \text{Qbd5} \). Black’s solid control of d5 gives him equality.

14 ... g6

15 \( \text{Qc3} \) \( \text{Qh5} \! \)

With two plans in mind: 15 ... \( \text{Qf6} \) followed by 16 ... \( \text{Qf4} \), and 15 ... \( \text{Qg7} \) followed by 16 ... \( \text{Qf5} \).

16 g4?!

This prevents both threats but at the cost of a significant weakening of the Kingside. The modest 16 \( \text{Qf1} \) is called for, with dynamic equality.

16 ... \( \text{Qg7} \)

17 \( \text{Qf1} \) \( \text{f6} \)

18 \( \text{Qg3} \) \( \text{d7} \)

19 \( \text{Qf4} \) \( \text{d6} \)

20 \( \text{Qe3} \) \( \text{f7} \)

21 \( \text{Qf1} \) \( \text{Qe7} \! \)

22 \( \text{Qg2} \) \( \text{g5} \! \)

White has defended well, and Black should now satisfy himself with the slight advantage he would have after 29 ... dxc4! 30 bxc4 \( \text{Qe4} \! \) 31 \( \text{Qc3} \) \( \text{b5} \! \). Instead, he feels that the time is right for more decisive action.

29 ... \( \text{e5} \! ? \)

30 \( \text{Qd3} \? \)

And this error vindicates Black’s judgment. Correct is 30 dxe5! fxe5 31 cxd5 \( \text{Qxd5} \) 32 \( \text{Qg3} \) and, with both Kingsides weakened, the chances are equal.

30 ... dxe4

31 bxc4 \( \text{exd4} \! \)

32 \( \text{Qxf4} \)

32 \( \text{Qxd4} \) loses to 32 ... \( \text{Qe4} \! \) 33 \( \text{Qd2} \) \( \text{Qd8} \).

32 ... \( \text{gx4} \)

33 \( \text{Qxd4} \) \( \text{Qg4} \! \)

34 \( \text{Qxh2} \) \( \text{Qe3} \! \)

The only defense, since 25 \( \text{Qd3} \) allows the powerful 25 ... e5!.

25 ... \( \text{Qxf4} \)

26 \( \text{Qf1} \) \( \text{h5} \)

27 \( \text{Qe1} \) \( \text{Qg6} \)

28 \( \text{Qd1} \) \( \text{hxg4} \)

29 hxg4

White is certainly paying a heavy
QUEEN'S INDIAN DEFENSE

35 f3  \text{Exf3}
36 \text{g2} \text{h3+!}
37 \text{g1} \text{g3}

White resigns.

Instructive Game No. 2

White: J. Tisdall
Black: F. Gheorghiu

Orense 1977

1 d4 \text{f6}
2 c4 e6
3 \text{d3} b6
4 e3 b7
5 \text{d3} e7
6 0-0 0-0
7 b3 c5
8 \text{b2} cxd4
9 exd4

Again, this recapture is the only way to try for more than equality. Of course, if you want to draw with the White pieces, you can be quite satisfied after 9 \text{Exd4 d5}.

9 ... d5
10 \text{bd2} \text{c6}
11 \text{c1} dxc4?
12 \text{bxc4}

Black's 11th move is a very interesting strategic idea. By exchanging center pawns he has given White the infamous hanging pawns, hoping that their vulnerability will offer Black more winning chances

than he normally gets in this opening. This strategy is very double-edged, of course, since White's center control is significantly increased. But the risk is diminished by White's choice of the passive \text{bd2}, which means that Black does not have to fear White's dangerous d4-d5 advance.

12 ... \text{e8!}
13 \text{f1} \text{g6!}

Black is ready to execute the same basic idea as in Instructive Game No. 1: he will play ... \text{f8} and then most likely ... \text{g7}. This will serve both to strengthen the Kingside and to apply pressure against White's d-pawn.

15 \text{g5}?

Black's reply stamps this as premature. Correct is the centralizing 15 \text{e3}, with dynamic equality.

15 ... \text{Exe5!}

After this simple capture Black will have excellent play against various weak points in White's position. 15 ... \text{Exd4?} is inferior, since the complications after 16 \text{Exf7}! \text{Exf7} 17 \text{Exd4 are no worse for White (17 ... \text{Exd4?? loses to 18 \text{Exg6+}).}}

16 dxe5 \text{d7}
17 \text{b1} \text{g5!}

Black's very active Bishops give him the advantage.

18 \text{c3} \text{c5}
19 \text{g4} \text{h5!}
20 \text{g3} \text{c7!}
21 \text{c1} \text{xc1}
22 \text{3xc1} \text{d7}
23 \text{f4} \text{d4}

Now Black's control of the d-file is his major trump. There was no need to hurry, however; the simpler 23 ... \text{g7?}! would have prevented the incursion of White's Queen.

24 \text{h6!} \text{c4!}

Black escapes the threat of per-
QUEEN'S INDIAN DEFENSE

petual check after 42 \( \text{h}1 \text{h}3 + 43 \text{g}1 \text{x}d8! 44 \text{x}d8 + \text{x}h7 45 \text{h}6 \text{g}3! 46 \text{x}f7 + \text{h}6 47 \text{f}8 + \text{h}h5.

Instructive Game No. 3

*White: B. Spassky*

*Black: G. Sigurjonsdottir*

Munich 1979

1 \( \text{d}4 \text{f}6
2 \text{c}4 \text{e}6
3 \text{f}3 \text{b}6
4 \text{e}3 \text{b}7
5 \text{d}3 \text{c}7
6 0-0 0-0
7 \text{b}3 \text{d}5
8 \text{b}2 \text{bd}7
9 \text{c}3 \text{c}5
10 \text{e}2

White first develops the Queen to its most useful location, retaining maximum flexibility for the Rooks. White is better here because two of his minor pieces are more active than Black's—his Queen Knight and King Bishop. Although Black's position is solid, its inherent passivity makes it difficult for him to come up with a good plan.

10 ... \( \text{cxd}4

The standard central exchange in this variation. Nevertheless, perhaps Black should take advantage of the only positive aspect of his somewhat passive ... \( \text{bd}7, which is that his pawns on c5 and d5 are smoothly protected. Black's chances for ultimate equality are better if he keeps the status quo in the center and plays 10 ... \text{e}c8?! 11 \text{cxd}1 \text{cxd}6!?.

After, for example, 12 \text{exd}5 \text{exd}5 13 \text{xc}1 \text{e}7 14 \text{xc}5 \text{bxc}5 15 \text{a}6 \text{xa}6 16 \text{xa}6 \text{xb}6 Black is closer to equality than he is in the actual game.

11 \text{exd}4 \text{e}8
12 \text{a}d1!

Because of Black's passive Queen Knight, he will not be able to develop any pressure against White's central pawns. Therefore White is able to arrange his Rooks in a more active way: the Queen Rook goes to d1 and the King Rook remains on the Kingside to be used for attack.

12 ... \text{a}18
13 \text{e}5

White's center pawns and his full use of the forward e5-square give him a solid initiative.

13 ... \( \text{g}6
14 \text{f}4 \text{e}8
15 \text{f}2 \text{b}8

Seeing the error of its ways, the Knight heads for c6 to exert some pressure on White's center.

16 \text{e}3 \text{c}6
17 \text{e}2 \text{b}4
18 \text{f}3 \text{a}5
19 \text{exd}5 \text{xd}5

The attempt to gain d5 under favorable terms with 19 ... \text{xc}3? is refuted by the "in-between" move 20 \text{xe}6!, threatening \text{ex}f7+.

20 \text{xd}5 \text{xd}5
21 \text{xd}5 \text{xd}5
22 \text{g}4!

From a strictly strategical viewpoint, Black has succeeded in blocking the d5-square. The cost, however, has been high: the Queen is at a notoriously poor blockader and the Queen Knight and King Bishop are out of play. This is immediately underscored by White's 22nd and 23rd moves.

22 ... \text{e}7
23 \text{a}3!

This does nothing to meet the threat of the Knight check on f6. Also unsatisfactory is 23 ... \text{d}8? because of 24 \text{f}1! \text{gxf}5 25 \text{h}6 + \text{g}7 26 \text{xf}5 +. The only defense is to get rid of the Knight by playing 23 ... \text{h}5! 24 \text{xe}7 \text{hxg}4. The dark squares on Black's Kingside would be noticeably weak, so White would still have the edge, but with correct and careful defense Black should be able to hold.

24 \text{h}3 \text{h}4
25 \text{e}2! \text{f}5

White threatened a winning breakthrough with 26 \text{d}5!. The text weakens the Kingside even more.

26 \text{e}5 \text{c}3?!
Since the whole point of the way Black has deployed his forces is to exert pressure actively on White’s position, the text is by far the most logical continuation. After the passive 12... $d$8 13 $e$e5! White has a slight initiative because 13... $d$x$c$6 14 $d$x$c$6 $d$x$c$4 leads to a more secure White center now that its possible attacker—Black’s Queen Knight—has been exchanged.

13 $d$f1 $e$e4!

The Queen is not comfortable here; 17... $h$h5! is worth considering.

18 $d$5! $d$a5
19 $d$d4! $d$x$d$5?

Black snaps off a poisoned pawn. Required is 19... $e$f6!, with unclear complications.

20 $d$b5! $d$d7
21 $h$h3!

The triumph of Black’s logical central strategy. With White’s King Bishop no longer on the b1-h7 diagonal, the important e4-square now belongs to Black. The ensuing exchange of Knights lessens the importance of White’s control of more central space and allows Black comfortable equality.

14 $a$3 $d$x$c$3
15 $d$x$c$3 $d$c$6
16 $e$x$d$5!??

It is more promising to try to get in the desirable d4-d5 advance (which this move prepares) than to rush a Kingside attack with 16 $d$x$e$5 $d$x$e$5 17 $d$x$e$5 $f$f6 18 $h$h5. As a game Keres-Smyslov showed (1953 Zurich Candidates tournament), Black’s defenses are fully adequate after 18... $g$6! 19 $c$c3 $d$x$c$4! and the best White can expect is a draw.

16...
17 $d$c4
18 $d$d5
19 $d$a5
20 $d$b5
21 $h$h3!

Because of the lack of defenders on the Kingside, Black is ill prepared
to meet White's coming onslaught. For instance, 21 ... g6 loses to the electrifying 22 Wh5! (22 ... gxh5 23 g3 +), and there is no time for 21 ... Dx4 because of 22 Dxg7!! (22 ... Dxg7 23 g4 + Wh8 24 Wh5).

21 ... f6
22 Dd3 g6
23 Exh7! Dd4

Postponing the inevitable. Mate is immediate after 23 ... Dxh7 24 Wh5 +, etc.

24 Dxe4 Dh7
25 Dd4! De8
26 Dh5 + Black resigns.

After 26 ... Dh7, 27 Eg4 is decisive.

Instructive Game No. 5
White: K. Grigorian
Black: A. Karpov

1976 U.S.S.R. Championship
1 d4 d5
2 e4 e6
3 Dc3 Dc7
4 Df3 Df6
5 e3 0-0
6 b3 Db7
7 Db2 e5
8 Dd3 c5
9 0-0 exd4
10 exd4

After 10 Dx4, either 10 ... Dc6 or 10 ... Dxe4 11 Dxc4 a6 followed by 12 ... b5 suffices for equality.

10 ... Dc6!
11 Dd2

From a theoretical standpoint, this is the crucial basic position in the Quiet Line. Both sides are aiming for the most active setup. Whose will be the more effective one?

11 ... Db4!

An aggressive yet still solid approach. It is very dangerous to give up the center with 11 ... Dxc4 12 bxc4. The d-pawn is poisoned: 12 ... Dxd4? 13 Dxd4 Dxd4 14 Dd5 Dc5 15 Dxc6! gx6 (15 ... Dxe6 loses to 16 Dxe4) 16 Dg4 + Dh8 17 Dh4! and White wins. Therefore 12 ... Dc8 is in order, and after 13 Dc1 Dc8 14 Dd1 Black has to solve the problem of how to cope with White's planned d4-d5. Unsatisfactory tries are 14 ... Db7?! 15 Df5 exd5 16 Dxd5 Db8 17 Dg2 and White has strong pressure in the center (BarczahGolombek, Stockholm 1952); and 14 ... Dd6?! 15 Dd1 Df4 16 Df5 exd5 17 exd5 (17 Dxd5 is also good) 17 Db8 18 Dd4! Dd6 19 Dc1, and...

White's d-pawn is a great strength (Keres-Taimanov, 1951 U.S.S.R. Championship). In Martz-Mednis (Norristown 1973), Black attempted an indirect way to prevent or at least slow down the d4-d5 advance by playing 14 ... Dh8!. After 15 Db1 (15 d5? exd5 attacking White's Queen) 15 ... g6 16 Df1 Da5 Black was all right (the riskier 16 ... Dc6 could also have been played).

Still, White's center pawns look menacing after 11 ... Dxc4 12 bxc4; it is quite possible that improvements are available on White's moves 13-16.

12 Db1!

The Bishop must be preserved; after 12 Dc1?? Dxc4 13 Dxd3 Axc8 Black has a marvelous position: he can attack c4 and is in no danger.

12 ... Dxc4!

Without this and the following move, 11 ... Db4 is pointless.

13 bxc4 Dxc4!

Questioning the whole basis of White's setup, Black tries to exploit the temporarily clumsy position of White's pieces on the Queenside as well as the unprotected d-pawn.

14 gxf3!

White doesn't want to ruin his Kingside, but the Queen must stay where it is to protect the Queen Bishop. After 14 Dxf3? Black can play 14 ... Dxd4! with impunity: 15 a3 Da6 16 Dc1 (after 16 Dc7 Dc6! 17 Dxa6 Black gets a decisive attack by means of 17 ... Dh2 + 18 Dh2 Dh4 + 19 Ag1 Dh4) 16 ... Dh4 17 Db7 leads to an attack only for Black after 17 ... Dc5 18 Dxa6 Dh4.

14 ... Dxd4?!

An out-and-out effort to refute White's system. However, considerable analysis after the game showed that White's counterchances should not be underestimated. Black's best is therefore 14 ... Dh5!, leading to an unbalanced fight in which Black has play against various weaknesses in White's position, and White's compensation consists of his center pawns and the potential of his two Bishops against Black's Kingside.

15 Dd4!

The only correct way of exposing Black's Queen to attack by the Bishop. 15 Dd5? De5 keeps Black's...
QUEEN'S INDIAN DEFENSE

Queen active and gives White less than nothing after 16...\textit{xf}6 \textit{gf}6!.

21 \textit{h}5 the threat of 22 \textit{h}5+ forces Black to sacrifice the Exchange (22...\textit{e}5 23 \textit{f}4!, etc.), for which he does not get sufficient compensation.

18 ... \textit{gxf}6
19 \textit{hxh}7+ \textit{g}7!!

Now that this square is available for Black's King, Black can repel White's attack, remaining with the superior pawn formation and the better chances.

15 ... \textit{d}8
16 \textit{d}1 \textit{c}7

After 16 ... \textit{d}7? 17 \textit{a}3 \textit{e}6 18 \textit{d}3 \textit{cb}8 19 \textit{d}4 Black is in a permanent bind (19 ... \textit{f}6 allows 20 \textit{g}5!).

17 \textit{xf}6+ \textit{xf}6

White's Queen Bishop stays alive after 17 ... \textit{gf}6?, allowing White a decisive attack along the g-file after the preparatory 18 \textit{h}1!.

18 \textit{xf}6?

White has the right idea but plays the moves in the wrong order. The immediate 18 \textit{hxh}7+! is correct. Then 18 ... \textit{h}8 leads to a forced loss: 19 \textit{c}4+ \textit{g}8 20 \textit{xf}6 \textit{gf}6 21 \textit{g}4+ \textit{h}8 22 \textit{q}1 followed by death along the g- and h-files. Therefore 18 ... \textit{h}8 is required, and after 19 \textit{e}4! \textit{xb}2 20 \textit{xb}2 \textit{c}6

20 \textit{d}4 \textit{h}8!
21 \textit{g}4+ \textit{f}8

Of course not 21 ... \textit{hxh}7?? because of 22 \textit{f}1! followed by 23 \textit{h}3+.

22 \textit{b}2 \textit{hxh}7

Conservatively played. A bigger advantage was obtainable by 22 ... \textit{e}7! 23 \textit{e}4 \textit{d}8 followed by 24 ... \textit{a}6 and 25 ... \textit{e}5.

23 \textit{xb}4+ \textit{c}5

QUEEN'S INDIAN DEFENSE

24 \textit{d}2 \textit{e}8
25 \textit{d}1 \textit{e}7!
26 \textit{d}4 \textit{h}5
27 \textit{h}4?

In time pressure, White creates a disastrous weakening of his Kingside. After the logical 27 \textit{d}7 \textit{c}5 28 \textit{xa}7 White's disadvantage is minor.

27 ... \textit{f}5
28 \textit{g}2 \textit{hxh}4

Winning a pawn and keeping the superior position. The rest is duck soup for Karpov.

29 \textit{qh}4 \textit{e}8
30 \textit{h}1 \textit{f}6!
31 \textit{d}6 \textit{g}7
32 \textit{h}2 \textit{d}8
33 \textit{g}1 \textit{f}8
34 \textit{c}7 \textit{d}4
35 \textit{b}8 \textit{d}8
36 \textit{g}3 \textit{f}4
37 \textit{h}2 \textit{f}6
38 \textit{c}1 \textit{d}2
39 \textit{g}1 \textit{a}2

White resigns.

White actually played 40 \textit{h}5 but then resigned in view of 40 ... \textit{g}7+! 41 \textit{f}1 \textit{b}2.
Part Six
White Varies on Move Four
John Greve

Although the Bishop at g5 doesn’t bear directly on the central squares, its masked attack on the enemy Queen severely curtails the mobility of Black’s pinned King Knight, which contests the vital squares e4 and d5.

4 ...  \( \text{b7} \)

Black assures himself of maximum flexibility by first developing those pieces destined for particular squares. This move, of course, also prevents an immediate e2-e4.

5 e3

Making way for the King Bishop, which at d3 will support the e-pawn’s further advance and keep a watchful eye on the Black King’s castled position (Black rarely castles on the Queenside in the Queen’s Indian Defense). 5 \( \text{d}3 \) transposes to a position covered in Part Four.

With 5 \( \text{bd2} \) White can avoid the doubled pawns which could result after 5 \( \text{c}3 \), and he might even be able to execute the advance e2-e4 in a single move. The flip side of this tune, however, tells the sad tale of a hobbled horse. At d2 the Knight exerts far less influence on the center than it would from c3, and this allows Black to equalize easily.

For example, 5 \( \text{bd2} \) might be followed by 5 ... h6. In general, Bishops are slightly superior to Knights, so Black has no reason to fear the exchange on f6. If White wants to maintain the pin, he has to retreat the Bishop by 6 \( \text{h}4 \), abandoning the c1-h6 diagonal. Black can then forcibly break the pin at any moment by playing ... g7-g5. And once Black castles (on the Kingside), his King will have a ready-made escape route at h7 should White ever threaten mate on the back rank. After 6 \( \text{h}4 \) Black should play 6 ... \( \text{e}7 \) (the more aggressive 6 ... \( \text{b}4 \) lacks its usual vigor with no White Knight on c3 and is easily repulsed by 7 a3 \( \text{x}2+ \ 8 \text{x}2 \)). Black would then be left squirming under a noxious pin. After 7 e3 0-0 (see Part Four for 7 ... \( \text{d}4 \ 8 \text{x}e7 \text{xe}7 \ 9 \text{xe}4 \) 8 \( \text{d}3 \) d5, Black’s prospects are excellent. His minor pieces are well placed and he will soon carry out the advance ... c7-c5, further challenging White in the center.

5 ...  \( \text{h}6 \)

6 \( \text{h}4 \) \( \text{b}4+ \)

The more restrained 6 ... \( \text{e}7 \) grants White too much freedom in the center now that he has played e2-e3. After 7 \( \text{d}3 \) \( \text{e}4 \) (Black must play this before White monopolizes e4 with \( \text{c}3 \) 8 \( \text{x}e7 \text{xe}7 \) 9 0-0 0-0 10 \( \text{d}2 \), White emerges victorious in the battle for the center, for e3-e4 can no longer be prevented unless Black is prepared to make serious positional concessions.

7 \( \text{d}2 \)

For 7 \( \text{c}3 \), see Part Four. The careless 7 \( \text{d}2 ? \) is a gross tactical error which in its time has left at least two famous grandmasters blushing. The forcing continuation 7 ... g5 8 \( \text{g}3 \) g4 9 \( \text{e}5 \) (9 a3 \text{gx}3 10 \text{ax}4 \text{f}2, as played in Tarrasch-Bogolyubov, Goteborg 1920, also leaves White fatally behind in material) 9 ... \( \text{e}4 \) 10 \( \text{xe}4 \) (there is no good way to protect the Queen Knight, so White grabs whatever isn’t nailed down) 10 ... \( \text{x}2+1 \) 11 \text{e}2 \( \text{b}4 \) 12 \( \text{h}4 \) \( \text{e}7 \) 13 \( \text{g}7 \) \( \text{f}8 \) gave Black a winning material superiority in Uhlmann-Kinmark (Halle 1963).

7 ... 0-0

Since Black wants to retain his King Bishop he avoids the continuation 7 ... c5 8 a3, and after 7 ...
d5? 8 a4+ Black is forced to play the awkward 8 ... c6. So Black takes the opportunity to transfer his King to safer quarters.

8 a3

This modest pawn move holds the key to White’s strategy. Once the Black King Bishop retires, White’s Queen Knight will be safe from harassment on c3. And 8 ... dxe2+ 9 dxe2 (9 dxe2? permits Black to unpine with 9 ... dxe1) since White’s Bishop on h4 is unprotected: 10 d8d8 dxe2 11 dxe7 d3 12 a2 c1 13 d1 c3, etc., ending the game with a curious draw) again shackles Black with an annoying pin that can be broken with ... g7-g5 only at the cost of seriously endangering his King.

8 ... c7

Developing his Bishop to c7 has cost Black two moves instead of the usual one. But White has not profited from his opponent’s loss of time: 8 a3 contributed nothing to his development and did not actively fight for the center, and 7 d8d2 removed a developed piece from its central watch.

9 ... c5

If the opening had followed the sequence 1 d4 d6 2 c4 e6 3 d3 b6 4 g5 e7 5 c3 h6 6 b4 c3 0-0 8 c4? c5 (that is, omitting White’s a2-a3 and Black’s b4+-e7), White would be horsewhipped for his eighth move. Besides losing time and placing the King Knight on a poor square, it weakens the point d4 and allows Black to threaten 9 cxd4 10 exd4 d5, which would soon burden White with a weak, isolated d-pawn that he would have to nurse for the remainder of the game. 8 c4? also brings White’s Kingside development to a standstill, for his King Bishop is virtually glued to f1 by the necessity of guarding the g-pawn.

A glance at the diagram reveals that the only difference between the two lines is that in the text position White’s a-pawn is on a3 instead of a2—a rather dubious accomplishment. Can White escape the consequences of his folly? Sometimes White can live with a weak move or a loss of time, especially in closed positions. A brief analysis of the diagrammed position, however, will demonstrate that Black should be happy if his opponent ventures this variation.

Suppose the game continues 10 dxe5 dx e5 11 d3 (11 e4? would surrender the point d4) 11 ... d5 12 d1 d7 13 d3, a line recommended by the Encyclopedia of Chess Openings as offering equal chances. Black plays 13 ... c6!, and White must somehow counter the threat of 14 ... d6 and 15 c8b8. As we see, the “extra” move a2-a3 has proved to be a severe handicap by weakening White along the b-file.

White’s best chance after 9 ... c5 is the contraire 10 d3. If then 10 ... d4, a typical counterblow in such positions, White wriggles free with 11 d7x7 dxe7 12 dxe4 dxe4 13 d3. If 10 ... d4f3? 11 dxf3 c6 12 d1 cxd4 13 exd4 d5 14 cxd5! dxd5 15 d3 d7 16 dxd5 dxd5 17 c5 c8d5. White must assume a defensive stance due to his blockaded, isolated d-pawn, although he can probably hold the ending. Not much of an accomplishment for the first player!

B: 4 d4

4 d4 lay buried deep within the footnotes of opening manuals for several decades until, in 1978, the young English grandmaster Tony Miles resurrected it. With the unfamiliar problems it presented to Black, it wreaked havoc on both woodpusher and grandmaster, like a vindictive zombie that had been condemned without a trial. However, unlike such fictional creatures as Frankenstein’s monster, which eventually destroy their creators, it gratefully rewarded the diligent and enterprising pioneer who had given it new life with a remarkable string of victories over some of the world’s best players. Miles’s most notable opponent, former World Champion Boris Spassky, was victimized twice within a matter of months, and himself chose 4 d4 against Karpov at the great tournament in Montreal in 1979.

Why had 4 d4 been interred without an epitaph? Because its underlying ideas seemed too primitive to hold any potential for an opening advantage. Postioning the Queen Bishop outside the confines of its imprisoning pawns and reinforcing control of the e5-square constitute sound positional ideas, but they lack bite. They fail to put Black under any pressure. They contribute nothing to White’s grand plan of enforcing e2-e4 or d4-d5. (True, fianchettoing the Queen
Bishop entails similar drawbacks, but on b2 the Bishop may eventually redeem itself by commanding a splendid attacking diagonal. Furthermore, the Bishop on f4 is exposed to a number of tactical hazards, especially ...g7-g5.

Outweighing all this, however, is the irresistible evidence of Miles's success. And, unless we believe that Miles possesses supernatural powers, we must credit him with superior positional insight.

Let's try to gain a little of this insight ourselves by delving further into the mysteries of this long-forgotten variation.

4 ... 
5 e3

The reasoning behind these moves was explained earlier in this chapter.

5 ... 
6 Bd4+

Simple development with 5 ... Ae7 eventually leads to a small advantage for White. There might follow 6 h3! (Black threatened 6 ... Dh5!, obtaining the advantage of the two Bishops; on the previous move, 5 ... Dh5 would have been pointless because of 6 Kg5) 6 ... 0-0 7 Dc3 d5 (7 ... De4 may offer prospects for equality, but 7 ... c5 8 d5!, with e3-e4 to follow, shuts in Black's Queen Bishop behind a wall of pawns and so favors White) 8 cxd5 exd5 (8 ... Dxd5 leads to play similar to the Miles-Ligterink game at the end of this chapter) 9 Ad3 c5 10 Df5 exd4 11 exd4 Ae6 12 Dxc6 Dx6 13 0-0.

Position after 13 0-0

All of White's minor pieces are actively placed, whereas Black's Queen Bishop is obstructed by the pawn at d5. This assures White of slightly better prospects in the coming middlegame: he will complete his mobilization by bringing his Rooks to the open files and may deploy his Queen at f3, where it observes the center and the Kingside.

6 Bd2

This was Miles's original idea when he first revived this line. As we have seen in connection with a similar move in the 4 Kg5 line, however, White cannot realistically hope for an opening advantage with such an "unprincipled" retreat.

Earlier we mentioned that 4 f4 possesses some inherent tactical flaws. A brief look at the natural move 6 Dc3 (and a comparison with the parallel ideas covered in Part Four) will bring them into focus: 6 ... De4 7 Dc2 d6 8 Kg3 f5 9 0-0 Dxc3 10 bxc3 0-0, and now, after that virtually forced sequence of moves, White faces the unpleasant threat of an eventual ... e6-e5 or ... g7-g5 followed by ... f5-f4, incarcerating his Queen Bishop.

The alternative 6 Dbd2 offers many intriguing possibilities. After 6 ... De4 (6 ... c5 and 6 ... 0-0 are also playable) 7 a3 Dxa2+ (another road is 7 ... Dxd2 8 Dxd2 Ae7; Black shouldn't fear 8 axb4 since after 8 ... Dxf1 9 Dxf1 d5 White's more active pieces and edge in development are offset by his doubled pawns and imprisoned King Rook) 8 Dxd2 Dxd2 (avoiding White's Dxe4 followed by his winning a tempo with f2-f3 and continuing with e3-e4) 9 Dxd2 d6, and the chances are even in the coming middlegame. White will try to increase his central influence with f2-f3 and e3-e4, and Black will do the same with ... e6-e5 and ... f7-f5.

Instead of 7 a3, White may want to continue straightforward development with 7 d3, since the complications after 7 ... Dxd2 (the calmer 7 ... 0-0 is quite playable) 8 Dxd2 Dxa2+ (snatching the g-pawn is senseless since White would win back the pawn at g7, and 8 ... g5 runs into 9 Kg5 f6 10 Kg6+ Dg7 11 Kg3 Dg2 12 Kg1 Kg7 13 h4, giving White a very strong attack against Black's uprooted King and shaky Kingside) 9 Dxd2 (9 Dxd2?!, keeping the White Queen on the d1-h5 diagonal, promises a game full of fireworks: the closed center shields the King while the two active Bishops in concert with moves like Dg4, h2-h4, and Kg3 should appeal to players with a flair for the attack) 9 ... g5 10 Kg5 f6 11 Kg3 Kg2 12 Kg1 Kg3! (to stop 0-0-0) 13 h4 give White the initiative at the small cost of a pawn.

6 ... 0-0
7 a3

After 7 d3 Dg2 Black faces a frightening (though not clearly decisive) attack: 8 Kg1 Df7 9 Kg6 Df8 10 Kg5 f5. But instead of taking the g-pawn he can play the simple 7 ... Df8 0-0 8 Kg1 Kg3 9 Dxd2 Kg2 10 Dxd2 exf4 11 Dxf4 Dxc6 and follow up with ... Dxc4, obtaining active play against White's d-pawn.

7 ... Ae7
8 Dc3
8 ... d5

8 ... c5?! has a serious tactical drawback. After 9 d5! White threatens to drive a wedge into the Black position with e3-e4 and then eventually e4-e5 and d5-d6. Black would like to take the d-pawn, but after 9 ... exd5 10 cxd5 cxd5 (10 ... dxe4? 11 f3 and White wins material) 11 cxd5 cxd5 12 f3 c7 (forced, to protect the Rook; Black would get a Queen and pawn for his two Rooks after 13 cxd7 cxd7 14 f4 c6, and White's Rooks would still be a long way from the battle) 13 c7 c6 14 c4, White will win back the pawn on d6 (after 0-0-0) and keep a clear edge.

9 cxd5 cxd5

The position after 9 ... exd5 10 c3 c5 11 0-0 c6 12 f3 is similar to ones examined in section C below, the move 4 a3. That little move turns out to be useful in several ways, and it stamps ... c4+ in this line as erroneous.

10 cxd5 cxd5

With ... c7-c5 Black will equalize in the center, and his next task will be to complete his mobilization with ... d7, ... c8, etc. If White answers ... c7-c5 with dxc5, a symmetrical pawn structure results, leading to a quiet game. For a continuation, see Instructive Game No. 1.

C: 4 a3

Former World Champion Tigran Petrosian, a great disciple of Nimzovich, the father of prophylaxis (the art of foiling the opponent's active schemes before they can be realized), was the first to recognize the potential of this extremely modest move. Although Petrosian was not its originator, he employed it with great success. Among grandmasters, it is currently the most popular line in the Queen's Indian Defense.

The underlying idea is simple: Black's King Bishop is excluded from the fight to dominate the e4-square. Although such pawn moves are rare so early in the game, Black will find it impossible to exploit White's loss of time because of the closed nature of the position.

4 ... b7

White does best to answer the sharp 4 ... c5 with the restrained 5 e3. After the committal 5 d5 a6! 6 c2 (White loses the right to castle, at least on the Kingside, after 6 e3? exd5 7 cxd5 c5!) 6 ... c7 (naturally not 6 ... cxd5 7 cxd5 a6? 8 c4+ and White wins a piece), he cannot support his central wedge with e4? because the pin on his e-pawn costs a pawn after 7 ... exd5 8 cxd5 e5.

The move 5 e3 might be followed by 5 ... b7 6 c3 d4 (Black fears 7 d5, and he is reluctant to allow White the strong tactical pressure he would obtain along the a4-e8 diagonal after 6 ... d5 7 cxd5 and 8 a5++ 7 cxe4 (it would be criminal to permit the doubling of his pawns for no good reason) 7 ... dxe4. Now 8 d5 would no longer imprison Black's Bishop, so best is 8 c3 cxd5 9 cxd5 cxd4 10 cxd4 d6 11 0-0 c7. White will try to increase the pressure on the pawn at d6, and Black will strive for Queenside counterplay via ... a7-a6 and ... b6-b5.

5 c3 d5
6 cxd5

Now 6 e3 would merely lead to a standard position discussed in an earlier chapter, but with the difference that White has lost time with the irrelevant move a2-a3.

6 ... exd5

Those with a penchant for active play will undoubtedly prefer 6 ... cxd5, keeping the diagonal of the Queen Bishop open. After 7 e3 c7 8 b4+ c6 (8 ... c7? 9 c5) 9 c3 c6 0-0 e4 cxe4 c5 12 0-0 d7 13 c7 c7, White has usurped the center with his pawns, but Black's pieces will soon exert central pressure (... c8, ... b8, etc.).
7... $g5

7 $f4 leads to a static, heavyweight maneuvering game after 7... $bd7 8 e3 $d6!? 9 $xd6 exd6 10 e3 0-0 11 $d3. Black's pieces have little scope, but the doubled d-pawns, though potentially weak, keep the White pieces at bay. Many exchanges will occur, and White will try to provoke further weaknesses and win in the endgame.

The fianchetto development 7 g3 leads to positions similar to those with exchanges at d5 covered in an earlier chapter. The difference is that there a pair of Knights is exchanged, which makes it easier for Black to maneuver.

7... $e7 8 e3 0-0 9 $c1 $bd7

After castling, White will attempt to establish a Knight on the outpost square e5. With his active Bishops supported by the Queen and perhaps the King Rook, he can build a formidable Kingside attack. Black will begin active operations on the Queenside with ... c7-c5 and will either seek play along the c-file or build a pawn assault with ... c5-c4, ... a7-a6, ... b6-b5, etc. See Instructive Game No. 2.

Instructive Game No. 1

White: A. Miles
Black: H. Ligterink
Zonal Tournament, Amsterdam 1978

1 $d4 $f6
2 c4 $e6
3 $f3 $b6
4 $c4 $b7
5 e3

If Black intends to try an early ... c7-c5 or ... $e4, it's more logical to play 5... $e7 first, since it appears to force the defensive 6 $h3, and then 6... c5 or 6... $e4. A sample: 6... c5 7 dxc5 (White will try to exploit Black's eventual hanging pawns at c5 and d5) 7... bxc5 8 $d3 0-0 9 $e2 $d6 10 0-0 d5 (Black accepts the challenge; he can play 10... d6 instead, when a maneuvering game with equal prospects arises: White should get his heavy pieces into the fray with $c1, $c2, and $d1, and Black might try ... $ac8, ... $b6, and $c4 (8... $d8) 11 exd5 exd5 12 $c1 $d4 13 $a4 $d5. If Black manages to consolidate his foothold in the center he will have the advantage. White might try 14 $b3, seeking a tactical solution.

6 $fd2 d5
7 a3 $e7
8 $c3 0-0
9 exd5 $xd5
10 $xd5 $xd5

Via a slight transposition of moves we have reached a key position.

Black's possible replies are limited by the twofold attack on the pawn at c7.

11...

The c-pawn makes an important contribution to the struggle for the center.

12 $xc5

White cannot allow 12... exd4 13 exd4, for his isolated d-pawn would then come under strong pressure by ... $e6, ... $f6, and a frontal assault along the d-file.

12...

After 12... bxc5? Black's c-pawn would become a liability, and the c4-square, which could no longer be challenged by a Black pawn, would become a jumping-off point for White's pieces.

13 $c4

Exchanging the opponent's active pieces has long been recognized as a generally sound strategy. Furthermore, White has spotted a potential weakness at d6 and begins to zero in on it by clearing the obstruction at d5.

13...

$xc4

13... $xg2? loses the Exchange for a pawn after 14 $g1 $b7 15 $h6, etc., but 13... $b7, keeping
QUEEN’S INDIAN DEFENSE

the White Knight away from Black’s only real weakness (d6), offers equal chances. With 13 ... \( \text{x} \text{xc}4 \), Black no doubt hopes to gain a lead in development, for he sees that when White, after 14 \( \text{xc}4 \) \( \text{xd}1+ \), recaptures with his King (retaking with the Rook deprives the King of its best square), he will ultimately have to lose time moving it again.

14 \( \text{xc}4 \)

Into the breach . . .

14 ... \( \text{xd}1+ \)
15 \( \text{xd}1 \)

... e5, offers Black a good game after 16 \( \text{e}2 \) or 16 \( \text{x} \text{xb}8 \); but 16 \( \text{d}2 \) is unplayable on account of 16 ... \( \text{xd}6 \) 17 \( \text{d}6 \) \( \text{d}8 \) 18 \( \text{e}8 \) \( \text{xe}8 \) 19 \( \text{xe}8 \) \( \text{e}6 \) 20 \( \text{d}6 \) \( \text{d}8 \), etc.

16 \( \text{e}2 \) \( \text{f}6 \)
17 \( \text{d}6 \) \( \text{d}6 \)

17 ... \( \text{xf}8 \) 18 b4 forces the exchange anyway.

18 \( \text{d}6 \) \( \text{fd}8 \)

White takes command of the vital seventh rank following 18 ... \( \text{e}8 \) 19 \( \text{hd}1 \) \( \text{d}6 \) 20 \( \text{d}6 \) \( \text{ac}8 \) 21 \( \text{xc}8 \) \( \text{xc}8 \) 22 \( \text{d}7 \), as 22 ... \( \text{c}2+? \) 23 \( \text{d}3 \) \( \text{xb}2?? \) 24 \( \text{d}8 \) is checkmate.

19 \( \text{c}6 \) \( \text{f}8 \)
20 \( \text{hc}1 \) \( \text{d}7 \)
21 \( \text{b}5 \) \( \text{ad}8 \)
22 \( \text{c}2 \) \( \text{e}4 \)
23 f4

Despite considerable simplification Black faces an arduous defensive task due to the danger looming over his Queenside pawns.

15 ... \( \text{d}7? \)

15 ... \( \text{c}6 \) doesn’t solve Black’s problems either, because after 16 \( \text{e}2 \) (but not 16 b4 \( \text{e}7 \) 17 \( \text{xb}6? \) \text{xb6} 18 \( \text{xc}6 \) \( \text{xa}3 \), then 19 \( \text{xb}6 \) loses a Rook to 19 ... \( \text{a}1+ \) ) 16 ... \( \text{d}8? \) fails to 17 b4 \( \text{e}7 \) 18 \( \text{xb}6 \), etc. But 15 ... f6!, planning to shut White’s Queen Bishop out by 16

23 ... \( \text{e}7 \)
24 \( \text{c}7 \)

The inevitable fall of a Black pawn leads to a forced win for White, assuming accurate technique on his part.

24 ... \( a6 \)

WHITE VARIES ON MOVE FOUR

25 \( \text{d}4 \)

Threatening 26 \( \text{c}6+ \).

25 ... \( \text{f}6 \)
26 b4 \( \text{h}6 \)

Instructive Game No. 2

White: P. Peev
Black: H. Liebert
Stary Smokovec 1974

1 \( \text{d}4 \) \( \text{f}6 \)
2 \( \text{c}4 \) \( \text{e}6 \)
3 \( \text{f}3 \) \( \text{b}6 \)
4 \( \text{a}3 \) \( \text{b}7 \)

Black can play 4 ... \( \text{a}6 \), borrowing an idea from the lines in which White fianchettoes his King Bishop. One sample of the lively play likely to result is 5 \( \text{e}3 \) \( \text{d}5 \) 6 \( \text{c}3 \) (two worthwhile alternatives are 6 \( \text{bd}2 \), intending a Queenside expansion and a fianchetto Queen Bishop with b2-b4, and the more modest 6 b3) 6 ... \( \text{dxc}4 \) 7 \( \text{e}5 \) \( \text{d}6 \) 8 \( \text{e}2 \) \( \text{f}3 \) 9 \( \text{d}3 \) \( \text{xb}5 \) 10 \( \text{xe}5 \) \( \text{xd}7 \) 11 \( \text{xe}5 \) \( \text{xe}5 \) 12 \( \text{d}3 \) \( \text{xe}5 \) 13 \( \text{d}6 \) \( \text{d}6 \), and White emerges two pawns ahead) 9 a4 b4 10 \( \text{xd}7 \) (another road is 10 \( \text{d}5 \) \( \text{xe}5 \) 11 \( \text{xe}5 \) \( \text{d}5 \) 12 \( \text{xc}4 \) \( \text{c}6 \) 13 \( \text{d}6 \) \( \text{d}6 \)
White has regained the pawn but his inferior development and Black's centralized position make it impossible for White to exploit the inconvenienced Black King) 10 ... \( \text{\textit{Q}} \text{x}d7 \). White's laggard development again emboldens the Black King, which will soon find a haven at e8. 10 ... \( \text{\textit{Q}} \text{x}d7 \), on the other hand, would spell \textit{f\textsc{in}}\text{\textsc{is}} for Black after 11 \( \text{\textit{Q}} \text{h}5 \) (threatening \( \text{\textit{Q}} \text{x}c7+ \) followed by \( \text{\textit{Q}} \text{x}a8 \) 11 ... \( \text{\textit{Q}} \text{b}6 \) 12 \( \text{\textit{Q}} \text{c}6+ \), etc.

5 \( \text{\textit{Q}} \text{c}3 \) d5
6 \( \text{\textit{Q}} \text{x}d5 \) exd5
7 \( \text{\textit{Q}} \text{g}5 \) \( \text{\textit{Q}} \text{e}7 \)
8 e3 \( \text{\textit{Q}} \text{d}7 \)
9 \( \text{\textit{Q}} \text{c}1 \) 0-0
10 \( \text{\textit{Q}} \text{d}3 \) a6

Black can play 10 ... c5 at once. With 10 ... a6, expecting that White will not exchange with \( \text{\textit{Q}} \text{x}c5 \) when Black plays ... c7-c5, Black plans to continue with ... c5-c4 and ... b6-b5, mobilizing the Queenside pawns and creating counterplay in that sector.

11 0-0 c5

The time has come for White to clarify his intentions for the middlegame, though to a certain extent he's already done so. He has two good plans. One is to play 12 \( \text{\textit{Q}} \text{x}c5 \) bxc5 (capturing on c5 with a piece leaves Black with an inferior game because the important d4-square falls into White's hands and Black's Queen Bishop becomes a mere spectator; also Black's d-pawn would be quite sickly) 13 \( \text{\textit{Q}} \text{b}1 \), preparing an assault on the d-pawn by \( \text{\textit{Q}} \text{a}2 \), \( \text{\textit{Q}} \text{c}2 \), \( \text{\textit{Q}} \text{xd}1 \), etc. Black can obtain dynamic counterplay in this line, however; he can successfully defend his central pawns and later advance them to good effect.

White's other plan unfolds in the game.

5 \( \text{\textit{Q}} \text{c}2 \)
6 \( \text{\textit{Q}} \text{e}5 \) followed by 13 f4, 14 \( \text{\textit{Q}} \text{f}3 \), and later \( \text{\textit{Q}} \text{h}3 \), increasing the Kingside pressure, is more direct.

17 ... \( \text{\textit{Q}} \text{xe}5 \)

This enterprising sacrifice of Rook for Bishop and pawn is completely justified by the position: Black gets two strong Bishops and a solid outpost for his Knight on d3, and White's King Bishop is out of play. Since White may be able to keep his footing with a countersacrifice once Black's Knight lands on d3, it is also worthwhile to consider 17 ... \( \text{\textit{Q}} \text{e}8 \), since after 18 e6 \( \text{\textit{Q}} \text{c}5 \) 19 exf7+ \( \text{\textit{Q}} \text{xf}7 \) 20 f4 \( \text{\textit{Q}} \text{f}6 \) Black's extremely active and well-coordinated pieces can easily protect his King.

Now 21 exd4 fails to 21 ... \( \text{\textit{Q}} \text{f}3+! \)
22 \( \text{\textit{Q}} \text{h}1 \) (22 \( \text{\textit{Q}} \text{xf}3 \) \( \text{\textit{Q}} \text{g}5+ \) ) 22 ... \( \text{\textit{Q}} \text{x}d2 \) 23 \( \text{\textit{Q}} \text{x}d2 \) \( \text{\textit{Q}} \text{xd}4 \), when Black's extra pawn and dominating position will prove easily decisive. And 21 f4, attempting to defend the second rank, allows Black a monstrous passed pawn by 21 ... d3.

White must attend to the check looming at g5.
Things look bleak for White: the Black Bishops sweep the board, his Queenside majority poses an ever-present threat to create a passed pawn, and White's crippled Kingside makes life miserable for his King.

The rest of the game requires no comment. First Black reduces his opponent to a state of helplessness by forcing him to defend his numerous weaknesses; then he penetrates decisively.

24  hod1  h6 25  g2  d8 26  e3  hxd1  +  27  xxd1  h5! 28  c2  e5  29  b3  d6 30  e4  b8 31  e3  e5  32  d1  e6  33  d2  g5!  34  fet  f7  35  e2  b6  36  f1  d4  37  e3  e5  38  h4  gxh5  39  h4x5  40  f1  h6  41  e2  e4  42  e3  f6  43  d1  d8  44  e1  h8  45  d2  h2  46  c2  e4  47  e1  h1+  48  f1  h3  49  e2  g2  50  e3  f3  51  d2  h8  52  c2  d4, White resigns.

But there is some room for improvement and experimentation in 5 ... e4, as in a comparable position in the main fianchetto lines (Part Two) when White is preparing for d4-d5 and e2-e4. Here 6  c2  cxd4  7  xxd4  f7 followed by ... f7-f5 and ... e6 should be safe enough for Black.

6  g5  e7
7  e3  0-0
8  cxd5  exd5

Now 5 ... c5 would have less impact than on the fourth move because White is better set up for d4-d5!. But there are some other moves to consider here:

In a world championship match game, Boris Spassky once played 5 ... xf7! but found that he had very little compensation for giving up an excellent Bishop for a Knight. The exchange would have some merit if Black could exploit the weakness of White's Kingside or take advantage of White's loss of control of d4 and e5 now that his Knight is gone. But 6 gxf7  e7  7  f4! gave White a fine game with g2 coming up.

5 ... e7 is too quiet because it does nothing to compete in the center. White has 6 d5!, and now the idea ... a6 (which works well in the 4 ... c5 5 d5  a6 line) is too slow here, especially since the Bishop has already moved once. After 6 ... d6 7 e4 White has much more terrain than Black.

We are headed into one of those positions that are controversial for more than three-quarters of a century. In the 1890s—before Harry Pillsbury—it was taken for granted that Black would stand better if he could establish a majority of Queenside pawns with ... c7-c5-c4 and ... b6-b5. This is what Black accomplishes in Instructive Game No. 3 of Part Two—and he very nearly wins.

But Pillsbury argued that White's Kingside attack should be just as dangerous as the enemy's pawn steamroller. When he went to Europe in 1895 the American won several fine games with an attacking formation based on g5, c2, d3, and e5. His critics said he was lucky and that his tactical skill made up for the incorrectness of his strategy. The analysts have been arguing ever since.

9  d3  e4!

Pillsbury's successes were actually in the Queen's Gambit Declined—the Queen's Indian Defense wasn't even played in those days. But the positions are very similar, in some cases identical. Black's simplifying method here takes much of the sting out of the "Pillsburials."

10  f4!?

If White is willing to forget Pillsbury and concentrate on the Queenside and the center instead of the Kingside, he gets a good game with 10 xe7 and 11 xcl. That tends to discourage Black from playing ... c7-c5 because he would face pressure against his pawns following dxc5!.

10 ... c5
11 e1?

Pillsbury's frequent method, but it is inexact. White should exchange pawns here so that if Black later advances ... c5-c4 he will be surrendering the d4-square to White's pieces.
QUEEN'S INDIAN DEFENSE

White now gets a wonderful square for his Bishop at e5, but Black would not have been any better off with 15 ... Df6. White could secure the e4-square with f2-f3! and then begin to work on the Kingside with g2-g4! followed by A.c2-g2. White's Kingside attack would then have to be dealt with.

16 A.xe5 g6!? This is a disagreeable move to make when White has a Bishop at e5. But there was a nasty possibility of 17 A.xh7+ A.xh7 18 A.h5+ followed by bringing the Rook into action along the third rank—say with e3-c4 or first A.g7?!

17 f3 A.e8
18 A.c2 a5

Black's plan is simple: advance the b-pawn to b4. That will force an exchange of a-pawns and open the a-file for Black's Queen Rook. Then, with prospects of ... c4-c3 or ... b4-b3 Black hopes to have more than enough counterplay to outweigh White's attack.

19 g3!

This strange move begins a highly unusual attack on the Kingside that may include the moves h4-h5 and A.h2. The text is an "ugly" move because it locks the Bishop outside the pawn skeleton. Black can even trap the Bishop with 19 ... f6 20 A.f4 g5. But then White gets his chance to raid the Kingside with 21 A.xc4!!; e.g., 21 ... dxc4 22 A.c2 and A.xh5+

This would be a good time for 19 ... A.c8! Black's "Queen's Indian Bishop" has done all it should have done at b7; now it can be used to neutralize White's attack by going to h3 or f5.

19 ... A.f18?!
20 h4! A.b6

This threatens 21 ... A.xc5 22 dxc5 A.xe5+ and 23 ... A.xe5 with two excellent pawns for the Exchange. Then Black's own pawns (... d5-d4) would come roaring down the board. But Black should be thinking about killing the enemy attack through simpler means. He should try ... A.d6 on this or the next move so that c3 becomes a target. After the text move, Black gets no counterplay to speak of. His Queenside pawns turn out to be insufficient.

21 A.f4 f6
22 A.e2 A.ad8

Pillsbury showed that, all else being equal, a Kingside attack beats a Queenside attack because the Kingside is usually where the Kings are! Here we can see that Black enjoys a host of advantages: better centralized pieces, especially Rooks; better pawns; more targets to attack (c3 is about to become one). But White has the biggest target of all—the enemy King.

25 ... g5
26 A.g3 b3?

This shuts off the possibility of ... c4-c3 because White now makes haste to set up a blockade at c3. With the Queenside locked up, the only ways the position can be opened are by White's e3-e4 or f3-f4 or by Black's ... f6-f5. The most dynamic advance and the easiest to engineer is that by the e-pawn. The tide is turning.
QUEEN'S INDIAN DEFENSE

27 \(\text{d}1\!\) \(\text{d}6\)
28 \(\text{c}3\!\) \(\text{e}7\)
29 \(\text{e}1\) \(\text{de}8\)
30 \(\text{f}1\) \(\text{f}7\)

The next phase of the game revolves around e3-e4. If White can achieve that safely, he will stand better because e4-e5 and f3-f4-f5 will follow and the White pawns will push everything out of their way.

31 \(\text{g}2\)
32 \(\text{h}3\!\)!

White finds the best square for the King. He needs to control the g3-square with it and yet wants to get it off the h1-a8 diagonal because that diagonal may be opened after e3-e4.

34 \(\text{e}1\)
35 \(\text{f}xe4\) 

Now White is ready for the slow push forward with 36 e5 or 36 d5. At this point Black gambles everything on what appears to be a brilliant shot.

35 \(\ldots\) \(\text{f}5\!\)?

The first point is that 36 exf5?? loses because Black can capture twice on e2 and end up with an extra Rook because White's Queen cannot give up its defense of g3 to recapture.

The second point is 36 gxf5 g4+1, opening some extremely dangerous lines around the White King. White cannot capture the g-pawn because then Black's Rooks enter stage right (... \(\text{g}7+\text{g}3\)). A likely continuation would be 37 \(\text{g}2\!\) \(\text{h}2+\) 38 \(\text{f}1\) \(\text{h}1+\) with perpetual check.

36 \(\text{e}5\!\)

White correctly looks for more than a draw. The two center pawns at d4 and e5 act as a shield for his King, which is safe even at g4.

36 \(\ldots\) \(\text{f}xg4+\)
37 \(\text{xg}4\) \(\text{d}5\)

White meets a Queen check with \(\text{f}5\!\). Now he can have his will with the f-file and the b1-h7 diagonal. Black's Rooks are frozen out of play by the e-pawn.

WHITE VARIES ON MOVE FOUR

41 \(\ldots\) \(\text{h}6\)
42 \(\text{x}c8\) \(\text{x}c8\)
43 \(\text{f}6\)

This should force a winning endgame; for example, 43 \(\ldots\) \(\text{f}6\)
44 \(\text{xf}6\) \(\text{f}7\)
45 \(\text{ef}2\) \(\text{xf}6\)
46 \(\text{xf}6\) \(\text{d}8\)
47 \(\text{a}6\) followed by d4-d5 or \(\text{g}4\!-\!f5\).

43 \(\ldots\) \(\text{h}5\!\)?
44 \(\text{xe}7\) Black resigns.

38 \(\text{f}1\) \(\text{c}8+\)
39 \(\text{g}3\) \(\text{c}6\)
40 \(\text{e}4\) \(\text{e}6\)
41 \(\text{f}5\!\)

Black cannot afford to exchange Queens (41 \(\ldots\) \(\text{xf}5\)
42 \(\text{xf}5\) \(\text{xf}5\)
43 \(\text{xf}5\)) because in the resulting endgame he would probably lose his pawns at c4 and b3 or permit the White pawns to advance to e6 and d5. Either would be a winning plan for White.

On 44 \(\ldots\) \(\text{xe}2\) White plays 45 \(\text{xe}6\), either winning Black's other Rook (with check) or mating.
Part Seven
The Modest White Center
Andy Soltis

The variations we’ve examined so far can be considered controversial as well as theoretical. They are controversial because even top-notch players may disagree about whether White can obtain an advantage with best play or whether Black can balance the chances; such lines are therefore susceptible to new strategic ideas which may bring a particular line into or out of fashion. And they are theoretical because they have captured the attention of most analysts and the strongest masters for most of the life span of the opening.

But there are variations that are relatively simple yet promise White just as much advantage as anything we’ve seen. “Simple” means here that White reduces or avoids the clash of pawns in the center which often makes a middlegame so complex. In this section we’ll examine positions in which White builds a modest center—with d2-d4 but without putting a pawn on c4.

In the first systems we’ll consider, White plays e2-e3 and c2-c3 to support his pawn on d4. His Knights go to f3 and d2 and his King Bishop to d3. What distinguishes the Torre System from the London System and the Colle System is the placement of White’s Queen Bishop: in the Torre System it goes to g5, in the London System f4, and in the Colle System it stays home at c1 or is fianchetted at b2. In all cases, White intends to expand in the center only when he is more completely developed and can support his center pawns with his Queen and Rooks.

Another modest-center development, which we consider in section C below, is similar to the fianchetto variations in the first parts of this book, but this time White delays or avoids c2-c4.

A: Torre System

1. d4  e6
2. c3  b6

The immediate fianchetto development is more effective after 2 c3 than after 2 c4. The difference is that 2 c3, as in the other variations discussed in this chapter, does little to prepare White for the fight over the e4-square. But after 2 c4 White is ready to fight for e4; for example, 2 ... b6?! 3 c4 c6 4 b3! or 4 f3, and White is ready to play e2-e4 while Black still needs two moves (e7-e6 and ... c6) to prevent it. See

During a remarkably short period in the 1920’s—barely two years—the Mexican master Carlos Torre terrorized international chess with this system. He played it against virtually any development by Black and scored several impressive wins, defeating even former World Champion Emanuel Lasker. Then, due to poor health, Torre disappeared from chess and never played in another major event.

The strategic basis of his system is the pin on Black’s Knight. Yes, I know the Knight is not pinned now because Black has not played ... e7-e6, but eventually he will advance the e-pawn to get his King Bishop out, and then the Knight will be unable to move without endangering the Queen. As a result, Black’s control of e4 is undermined. For example, after 3 ... e6 4 b2 b7 — a perfectly natural way for Black to continue—now 5 e4! gives White pleasant prospects. Although 5 ... h6 forces him to surrender his Bishop for a Knight (on 6 h4 g5! Black wins the e-pawn), after 6 exf5 xf5 7 e5 or 7 d3 and then xe2, 0-0, and maybe even f4, f2-f4, and f3, White has a terrific position in the center.

3 ... b7!

An obvious move but a very good one. We already know that 3 ... e6 creates an unpleasant pin; the text move avoids not only that but also all the trouble that the adventurous 3 ... c4 can cause for Black. White will not play xf6 unless he is forced to—his idea is to exert pressure, not trade pieces—so the Knight is in no particular danger on f6. The trouble with 3 ... c4 is two-fold. First, the Knight cannot be supported on e4 indefinitely and will eventually be exchanged, for if Black tries to reinforce the Knight with a pawn, he may end up losing that pawn when it takes the Knight’s place on e4. Second, the Knight move does not eliminate White’s pin along the h4-d8 diagonal! After, say, 4 h4! b7 5 b7 Black may wonder how he will ever get his King Bishop developed. Clearly, 5 ... e6?? 6 xd8 is impossible. He can try to fianchetto it with 5 ... g6, but White’s game will be much easier to play than Black’s after 6 e3 and 7 d3 or 7 c4.
After 4 \( \textit{Qbd2} \) Black recaptures with the e-pawn and can develop a good game in the center with \( \ldots \, g7-g6, \, f7-f5, \, c5 \), and maybe \( \textit{d7-f6-e4} \) later on.

4 \( \textit{Qbd2} \)

**B: London System**

1 \( d4 \)  \( \textit{Qf6} \)
2 \( e4 \)  \( b6 \)
3 \( c3 \)  \( \textit{Qe7} \)

Now Black has little to worry about: the elimination of the pin will enable him to reduce the pressure on his position with \( \ldots \, \textit{Qd5} \) at some future point. White will then be forced to exchange dark-square Bishops. Once that exchange has been made, White would not want to play e3-e4 or c3-c4 to drive the Knight from its fine position because either move would weaken his control of important dark squares that can no longer be controlled by a Bishop. The following typical continuation illustrates this idea:

7 \( \textit{Qd3} \)  \( 0-0 \)
8 \( 0-0 \)  \( \textit{cxd4!} \)

Now White has a choice of recaptures:

a) After 9 \( \textit{exd4} \)  \( \textit{Qd5} \) 10 \( \textit{Qxe7} \)  \( \textit{Qxe7} \), Black has \( \ldots \, \textit{Qf4} \) coming up. He certainly doesn’t stand worse.

b) After 9 \( \textit{exd4} \)  \( \textit{Qd5} \) 10 \( \textit{Qxe7} \)  \( \textit{Qxe7} \), Black will play \( \ldots \, \textit{Qc6} \) and \( \ldots \, f7-f5 \) to control more center squares. White will find it difficult to do anything but exchange pieces.

Thus, the Torre System can be neutralized by accurately taking advantage of the absence of c2-c4.

In the Torre System we just examined, Black capitalized on the Queen Bishop’s placement with a timely \( \ldots \, \textit{Qd5} \). The London System also has an Achilles’ Heel. Not surprisingly, it is the Bishop on f4.

3 \( \ldots \)  \( \textit{Qb7} \)

The two sides are not yet in conflict, since their pieces and pawns do not attack one another and there are no direct threats. Therefore the order of developing moves does not have to be precise. For example, Black can play \( \ldots \, e6 \) here.

4 \( e3 \)

White can postpone this move too, in favor of \( \textit{Qbd2} \). Eventually, however, he will have to play e2-e3 to get his King Bishop into the game.

4 \( \ldots \)  \( e6 \)
5 \( \textit{Qbd2} \)  \( \textit{Qh5}! \)

Having placed his Bishop outside a dark-square wall of pawns, White has no way of bringing it back behind the wall now that the Bishop is threatened. Now Black intends \( \ldots \, \textit{Qxf4} \) followed by \( \ldots \, c5 \), which would seriously undermine White’s d-pawn. (Compare this with Miles’s 4 \( \textit{Qf4} \) in Part Six. There White had played c2-c4 and could play \( \textit{Qc3} \) to control the d5-square.)

Logic would seem to indicate that White should seek an exchange of dark-square Bishops with \( \textit{Qg5} \) because without the Bishops he will control more dark squares (due to his center pawns) than Black. Black would not avoid that exchange—6 \( f6 \) is too weakening and 6 \( \textit{Qe8} \) is too cowardly—but simply 6 \( \textit{exf6} \) 7 \( \textit{Qxe7} \) 8 \( \textit{Qxe7} \) promises him adequate play. He can even think about a Kingside attack with \( \ldots \, f7-f5 \) and \( \textit{Qf6-e4} \) later on. (But in Miles’s variation in Part Six, White was able to act in the center with d4-d5!)

6 \( \textit{Qg3} \)  \( d6 \)

Black is in no hurry to capture on g3 because White would retake with his h-pawn and attack the h7-square with \( \textit{Qd3} \). Black can postpone that exchange on g3 until postponing
it further becomes inconvenient. Meanwhile, the Bishop on g3 is certainly not doing any damage.

7  \( \text{d}d3 \)  \( \text{d}d7 \)
8  \( \text{e}e2 \)  \( \text{e}e7 \)
9  c3  c5!

Black counterattacks in the center. Now 10 \( \text{f}4 \) creates the threat of \( \text{xd}x6 + \), so this is the right time for Black to capture on g3. After 10 ... \( \text{xd}3 \) 11 \( \text{hx}x3 \), it is better for Black to protect h7 with 11 ... \( \text{g}6 \) than with 11 ... \( \text{h}6 \) because in the latter case White can still try to open lines with g3-g4-g5!, whereas after 11 ... \( \text{g}6 \) White's Bishop would butt its head against a granite-hard pawn. Black's Kingside can then be protected most securely with ... \( \text{g}8 \)-\( \text{g}7 \)! (instead of castling) because the King on g7 and the Rook on h8 stop all ideas directed at key Kingside squares.

The position in the diagram is at least equal for Black. The future belongs to the player with the two Bishops!

\begin{center}
\begin{tikzpicture}
\end{tikzpicture}
\end{center}

C: Fianchettro Without c2-c4

1  d4  f6
2  f3  b6
3  g3

Remembering the positions examined in the early parts of this book, we should recognize how this position and the ones that follow differ from them. In this position Black is denied the possibility of an effective ... \( \text{b}4 \) because White can respond with c2-c3 and force the Bishop back. Also, White needn't worry here about defending the c-pawn (after ... \( \text{a}6 \), for example), because that pawn has not been advanced.

At the same time, however, White denies himself one of his primary sources of strength in the fianchettro lines: the possibility of d4-d5!

3  ...  b7
4  g2  c5!

This is a good time for this shot. Any other move would either be wasteful or too committing. For example, 4 ... \( \text{e}6 \) followed by 5 ... \( \text{c}5 \) is probably adequate, but it rules out an important option for Black, the fianchettro of his King Bishop. We will see this possibility come alive in our main variation.

Consider now what might happen after 4 ... \( \text{c}5 \) 5 \( \text{d}x\text{c}5 \) \( \text{b}x\text{c}5 \). Maybe White thinks Black's c-pawn will turn out to be weak on c5. But in fact it is White's Queenside, especially the b2-square, that can turn out to be vulnerable: after 6 \( \text{c}4 \) Black plays 6 ... \( \text{g}6 \) in order to pound b2 along the b-file and along the diagonal leading from g7. In one master game, Rubininstein-Nimzovich (Marienbad 1925), Black held the advantage after 7 b3 \( \text{g}7 \) 8 \( \text{bb}2 \) 0-0 9 0-0 \( \text{c}6 \) 10 \( \text{d}x\text{a}5 \) 11 \( \text{dd}2 \) d6 12 \( \text{e}1 \) \( \text{d}7 \) and 13 ... \( \text{b}4 \).

5 0-0

But suppose White reinforces the center with 5 \( \text{e}3 \) or 5 \( \text{c}3 \). The c-pawn is inappropriate because on \( \text{e}3 \) it would keep White's Queen Bishop locked in. The c-pawn is better, but then Black renounces the possibility of a Kingside fianchettro and plays 6 ... \( \text{e}6 \). Once White has solidified his pawn on d4, Black's King Bishop is better placed on e7.

5  ...  cxd4

This leads to an unusual situation for the Queen's Indian Defense: White has no pawns in the center.

Although he must recapture with a piece, neither of the two possible recaptures helps him much. On d4 his Queen would be subject to attack by ... \( \text{a}6 \) or by a fianchetted Black Bishop at g7. And if he recaptures on d4 with his Knight, he invites an exchange of light-square Bishops that can help only Black.

6 \( \text{x}d4 \)

After 6 \( \text{x}d4 \) \( \text{c}6 \) 7 \( \text{h}4 \) followed by \( \text{g}5 \) White seems to be okay—but no better than that. Eventually he will play c2-c4 and \( \text{c}3 \) with the idea of exerting pressure on the d-file, especially d5. But now that Black has a half-open c-file, White's pawn at c4 could very well become a target after ... \( \text{a}5 \) and ... \( \text{e}8 \).

Black now has a choice of Bishop developments: ... \( \text{e}7 \)-\( \text{e}6 \) and ... \( \text{c}7 \), or ... \( \text{g}7 \)-\( \text{g}6 \) and ... \( \text{g}7 \). In either case, he will stand well. Black's play along the c-file should balance White's chances along the d-file.
QUEEN'S INDIAN DEFENSE

6 ... \( \text{gxg2} \)
7 \( \text{hxg2} \) g6!

The position is quiet, but Black must be careful not to get carried away with big ideas. For example, the absence of a White pawn in the center and the exchange of light-square Bishops may convince Black that it is time for him to assume the initiative by occupying the center with 7 ... d5. But then it would be White's turn to assault the enemy pawns. After 8 e4! White stands well; for example, 8 ... dxc4 9 \( \text{wa4+} \) \( \text{d7} \) 10 \( \text{xe4} \) followed by \( \text{d1} \), \( \text{c3} \), \( \text{f4} \), and \( \text{a1} \) and White has a lead in development. Similarly, 8 ... e6 9 \( \text{wa4+} \) \( \text{d7} \) 10 \( \text{d5} \) gives Black problems. He has acted too quickly in the center.

If Black wants to be very cautious he can play 7 ... \( \text{c8} \). This stops White from playing c2-c4 and also prepares to assume control of the diagonal that has just been "demilitarized" by the exchange of Bishops. Black can make up his mind about how to develop his King Bishop after ... \( \text{b7} \) and ... \( \text{c6} \).

8 e4

Inevitably White must advance the c-pawn or the e-pawn to the fourth rank. There is a gambit here with 8 e4, sacrificing a pawn in the hope of exploiting Black's slow development, but after 8 ... \( \text{dxe4}! \) 9 \( \text{xe1} \) \( \text{e5} \) Black's position remains solid.

Therefore White might try 8 \( \text{c3} \)

Now if 9 \( \text{d3} \) Black has just enough time to free himself: 9 ... \( \text{d6} \) 10 b3 \( \text{b7} \) 11 f3 d5! 12 \( \text{dxe6} \) dxc4! 13 \( \text{xe4} \) \( \text{c8} \) regaining the piece. The difference between a passive position and an active one is often based on the accurate timing of a central thrust like 11 ... d5!

9 ... \( \text{c8} \)
10 \( \text{d3} \) \( \text{b7} \)
11 f3 d5!

The position is very slightly better for White after 12 \( \text{cxd5} \) \( \text{dxc5} \). Both sides will be able to occupy the d- and c-files with Rooks, which is likely to lead to a series of exchanges. But White will retain a lead in development after, say, 13 \( \text{dxe6} \) \( \text{dxe6} \) 14 \( \text{c3} \). The pawn structure c4, c5, and f3 is very firm for White and prevents Black from freeing his game with ... d7-d5.

Instructive Game No. 1

White: R. Spielmann
Black: V. Chekhov

Moscow 1935

5 \( \text{cxd5} \) \( \text{dxd5} \)

1 d4 \( \text{f6} \)
2 c4 \( \text{b6} \)!!

This is a bit premature. A comparison with 2 \( \text{d3} \) shows that here White is better prepared to support e2-e4 because he can readily play \( \text{g3} \) and \( \text{f2} \). In fact, 3 \( \text{f3} \) deserves attention right here because Black would find himself with a clogged up game after 3 ... \( \text{e6} \) 4 \( \text{e4} \), and then 4 ... d5 5 \( \text{cxd5} \) exd4 6 e5! followed by f3-

f4 and \( \text{d3} \) would make things even worse for Black.

3 \( \text{d3} \) \( \text{d7} \)
4 \( \text{d2} \)!

Now e2-e4 cannot be prevented. Our rule of thumb tells us that, in general, when White gets in e2-e4 in this opening, he is already well off.

4 ... \( \text{d5} \)

4 ... \( \text{e6} \) is just too late: Black doesn't get a chance to play the move he needs (... \( \text{b} \)) to stop e2-e4. After 5 \( \text{e4} \) \( \text{d5} \) 6 \( \text{cxd5} \) \( \text{cxd5} \) 7 e5! White is doing very well.

Despite 4 ... d5, Black knows he will not be able to stop e2-e4. Rather, he hopes to exchange off his d-pawn to open the d-file from his side of the board. Then he may be able to attack d4 with ... c7-c5 or ... e7-e5.

6 e4!!
QUEEN’S INDIAN DEFENSE

This is consistent but inaccurate. White doesn’t realize that Black will be able to begin an immediate attack on the White center. After the accurate 6...e5, stopping Black’s...c7-e5 and reinforcing d4, White obtains a major advantage with e2-e4. As it stands, the game now becomes complicated by Black’s opportunities in the center.

6...exd4
7. bxc3 e5!

Black cannot permit the enemy to maintain such a fine phalanx of pawns. His offer of the e-pawn is based upon variations like 8...dxe5 d4 9...d3...c6 10...f3...xg4! followed by 0-0-0 and ...e5 with good chances of regaining his material and discommodating White’s Kingside.

8...e4!

Now what? 9...dxe4 is hardly appetizing, since it leaves White with a weak pawn at c3 and gives up all hope of preserving that fine center at d4 and e4. But 9...dxe4, the move he would love to play, is upset by 9...e4! Then 10.e2...xg4+ leaves White the choice between 11...d4...d2...c4, 11...d2...xh2, or the ugly 11...d2...c4.

9...dxe4+

White plays a gambit of his own, in the style of the 19th century. His aim is to block Black’s Queen’s Indian Bishop.

9...c6
10...b5

This makes a poor impression. Black is not ready for 10...dxc3 because of 11...g5 or 11...e4, making use of the superior activity of White’s pieces. He hopes White will either block the d-file (11...d3) or off to the Queenside (11...d4) where the Bishop would be vulnerable to...c6-c5-c4!.

11...e2...dxe4
12...xc3...d7

White’s Bishops will have excellent scope and his heavy pieces good open lines in the ensuing middlegame. We can see...b2 coming up, followed perhaps by...d1 and...e1. White also has a2-a4 to open lines.

13. 0-0...e7??

Black has a hard time getting his King Bishop out. He doesn’t fear 13...e7 14...xg7 because then 14...f6 15...b2; e.g., 14...d6 15.b5.

14...b2...xe5

Black attacks the e-pawn and threatens 15...dxa4, which would enable him to get rid of one of White’s terrible Bishops. Due to the absence of center pawns and the rather open position, those White Bishops can pose a great danger to Black.

THE MODEST WHITE CENTER

A spectacular point is revealed after 17...cxb5, the move Black must have preferred. The trouble with it is 18...xa6!+, e.g., 18...xa6 (18...xa6 19...xc6+ and...xc6) 19...xb5+...d8 20...xa6 and 21...e1+ with an overwhelming attack.

18...xa6+...xg8
19...e1!

This threatens 20...c5 (20...cxb5 21...xc8+). If Black tries to block the Queenside with 19...d5, then 20...d3!, or if 19...e7 20...e5.

19...e5

White sees that any Black capture on e4 would open a hornet’s nest on the e-file. For example, 15...xe4 16...e1! and Black must lose material in view of 17...d3. On the other hand, 15...xe4 would lose because of a very nice variation: 16...d3!...xg3 (16...xd3 17...f1!)+ 17...f1+...e7 18...xc5 with a winning position.

15...e6

This is a concession that Black’s last few moves have been misguided. He will not be able to castle unless White lets him. All White needs for victory now is an open file or two. His pieces are eager to penetrate.

16 a4! a6
17 axb5 axb5

The threats keep coming: 21...d7 or 21...h5!.

20...b7
21...h5!

This is better than 21...d7, which would permit Black to sacrifice his
Queen for a Rook and a Bishop and keep his hopes alive. Black doesn’t deserve even that slight hope.

The attack on f7 cannot be parried by 21 ... g6 because after 22 Qg4! White threatens both 23 N takes-something followed by 24 axh8, and also 23 dx7! Qxh7 24 axe6+ Qxe6 25 Qb3 mate.

21 ... f8

Not a very optimistic move. Black probably expects to lose now, but he hopes White will not be able to find an effective method of bringing his threats together.

22 Qb3!

Threatening not only 23 Qxe6 but also 23 Qxf7 or 23 Qxh7.

22 ... g6
23 Qg4 Qc8

Black gets into a series of pins here that must eventually break. After 23 ... Qc5 White can swing his pieces to a different point of attack with 24 Qh3! h5 25 Qd7+; e.g., 25 ... Qxd7 26 Qxd7 Qc8 27 Qa7! and 28 Qxa8 (or if 27 ... Qb7 28 Qa8!).

24 Qxh7! Qxh7
25 Qf3+ Qe8

If the King goes to g8 White plays 26 Qh3! (26 ... Qg5 27 Qb3+) and wins.

26 Qh3 Qf4
27 Qd7+! Black resigns.

Now everything happens with check (27 ... Qxf7 28 Qxh7+). Black got more play than his dubious opening deserved, but ultimately White’s freer position and security against enemy counterplay generated the threats that won.

Instructive Game No. 2

White: E. Colle
Black: E. Grünfeld

Berlin 1926

1 d4 Qf6
2 Qf3 e6

Thus far we have barely mentioned an idea that can be used after 2 ... b6, an idea that deserves more attention that it has been paid in master competition: 3 Qc3 in conjunction with Qg5. White’s intention is to press for control of e4, as in other lines, but without surrenders a control of d5. This order of moves enables White to answer an early ... c7-c5, the usual antide to the Torre System, with Q4-d5!

This variation has been played so infrequently in major tournaments that a proper evaluation is hard to support with examples from master play. Most games in which the moves 2 ... b6 3 Qc3 were played turned out in White’s favor after 3 ... Qb7 4 Qg5 d5 Qe5! followed by e2-e3 and Qd3. Black generally castled on the Kingside, after which White could look forward to a Kingside attack with Qf3-h3.

This suggests that ... d7-d5 is premature. A more accurate move may be 4 ... Qe6, so that on 5 c4 h6 White must either part with his Bishop or lose the e-pawn (6 Qh4? g5!). But 6 Qxf6 Qxf6 produces a position from the Torre System that we considered somewhat better for White even when White’s Queen Knight was at d2 instead of c3. This could be an excellent “antithetical” way of meeting the Queen’s Indian Defense if you aren’t up on the latest opening theory.

3 e3 b6

This brings us back into the Queen’s Indian Defense and leads to positions similar to the Colle-Capablanca game in Part One. This time White plays a bit more subtly than his rather crude and misguided Kingside attack against Capablanca (three years later!). And Black, in contrast to Capablanca, plays rather planlessly here.

4 Qd3 Qb7
5 Qbd2 c5!

An interesting finesse arises after 6 e4, the move White appears to have prepared with his last three moves. Black can answer this with 6 ... cxd4!, creating a pawn structure similar to that of the open variations of the Sicilian Defense (1 e4 c5 2 Qf3 any 3 d4 cxd4). But Black has another trick in the position: 6 ... c4!?. Regardless of how White captures on c4 (or retreats), Black will take the e-pawn. It is generally useful for Black to trade a side pawn for a center pawn (in this case, his c-pawn for White’s e-pawn). The continuation 7 Qxe4 Qxe4 8 0-0 Qxd2 9 Qxd2 leaves Black well behind in development but with some positional insurance in his central pawn majority.

Capablanca’s 6 ... Qc6 (see Part One) is more exact because the Knight has some clever hops at its disposal. For instance, 7 b3, the move played in this game, would not be good after 6 ... Qc6. The difference lies in the sequence 7 ... cxd4! 8 cxd4 Qb4 (attacking the excellent Bishop on d3) 9 Qe2 Qbd5! followed by 10 ... Qc3 or 10 ... Qf4. Although such maneuvers often lose more time than Black can afford, that isn’t the case here.
because Black’s threats to capture a good Bishop for a Knight are serious enough to force White to lose time avoiding that exchange (\textit{\textbf{d3-c2}}).

7 \textbf{b3!}

This aims for positions similar to those of Part Five, the Quiet Line, but with White’s Queen Knight at d2 instead of c3. Because Black has not yet committed his d-pawn, it is possible to get into completely new positions. Nevertheless, Black needs the counterplay that can be provided by \ldots d7-d5; in this game, however, he plays only \ldots d7-d6.

7 \textbf{... exd4}

There was no need to hurry. If White ever played dxc5, Black would recapture with his b-pawn and would stand well.

8 \textbf{exd4} \textbf{d6?}

Black needs counterplay, something to counteract the play White will naturally achieve by dint of his superior center. This is why the well-timed \textbf{8 \ldots d5} is better: it permits Black to play \textbf{... dxc4} at some point (after White plays \textbf{c2-c4}, of course) when it will do him the most good—to weaken \textbf{c4}, for instance. As it stands, Black drifts into a position in which he has no firm control of anything beyond his third rank, while White can dance around the fourth and fifth ranks at will.

9 \textbf{\textit{\textbf{b2}} \textbf{bd7}}

10 \textbf{c4}

Now Black has few prospects on the c-file with his Rooks or Queen; the c4-square is protected very well by White pieces. The only way for Black to get something going on the Queenside is to swallow his pride and play \ldots d6-d5?!, and soon.

10 \textbf{... 0-0}

11 \textbf{\textit{\textbf{e1}} \textbf{e8}}

12 \textbf{\textit{\textbf{e1}} \textbf{c7}}

13 \textbf{\textit{\textbf{e2}} \textbf{ac8}}

14 \textbf{\textit{\textbf{f1}} \textbf{b8}}

It’s worthwhile to compare this position with similar positions that occur in grandmaster games every day. They arise out of the Sicilian Defense (and other openings) when Black exchanges his c-pawn for White’s d-pawn. Then, if permitted, White may play \textbf{c2-c4}, establishing the “Maroczy Bind,” a particularly solid pawn formation named for a noted player who had a great deal of success with this type of structure: White pawns at \textbf{e4} and \textbf{c4} and Black pawns at \textbf{e6} and \textbf{d6}. As you can see, the only difference here is that White has a pawn on d4 instead of e4. But it’s a highly significant difference, for whereas in those Sicilian positions White has only a minimal advantage, in the present position his advantage is much more obvious. For example, here White can make threats based on his pressure along the c-file, such as \textbf{\textit{\textbf{g5}}} followed by capturing on \textbf{f7} or \textbf{e6}, gaining two pawns and a strong attack for a piece—often a good investment. Furthermore, Black’s minor pieces, especially his Knights, are hampered by their inability to make use of the important squares \textbf{e5} and \textbf{c5}, in contrast to the Sicilian positions, in which Black’s Knights can be effective on those squares. Black also lacks the dynamic, explosive force of \ldots d7-d5. He can still push his pawn to d5 and later, perhaps, obtain some localized pressure by attacking White’s pawn at c4. But in the comparable Sicilian positions, \ldots d7-d5 forces open at least one center file and clears the board for Black’s Queen Bishop and Knights: it’s a move with dramatic impact. In the present position, that move would still be useful, but it couldn’t have the same impact.

15 \textbf{\textit{\textbf{g3}} \textbf{a8}}

The coordination of Black’s Queen and Queen Bishop is the best thing about his position. And his Rook at \textbf{e8} serves the important function of protecting the King Bishop; otherwise, White could make progress with \textbf{16 \textit{\textbf{f5}} (16 ... exf5 17 \textbf{\textit{\textbf{x}}e7}) or 16 \textbf{d5}. But the Rook at \textbf{e8} also leaves a few squares unprotected. Such as \textbf{f7}.

16 \textbf{\textit{\textbf{g5}!}}

The power of this move is revealed in some nice variations that could occur but don’t. The most challenging move by Black is \textbf{16 ... \textit{\textbf{xg2}}, the intended refutation of 16 \textbf{\textit{\textbf{g5}}}. But then White closes the diagonal of Black’s Queen Bishop
and opens that of his own with 17 d5!. Black's Bishop has no retreat so it must be protected tactically: 17 ... exd5, hoping for 18 Bxd2 dxc4+ and Black gets a few pawns for the Bishop. But White's pieces come alive with 18 Bf5! (instead of 18 Bxg2), threatening the Bishop on e7. If the Bishop retreats by 18 ... Bf8, White has the remarkable move 19 Bf5!! If the Queen is captured, White mates after 20 Bh6+!. Black has a better defense in 19 ... g6, but he is still in trouble after 20 Bh6+ Bxh6 21 Bh6 followed by Bxh7.

16 ...

This defensive move does two things: it keeps a White Knight out of f5 and it shortens the diagonal of the Bishop at d3. It's true that the pawn at e6 already watches f5, but that pawn will soon be eliminated by a White sacrifice on e6 or f7; for example, 16 ... d5 17 Bxf7! Bxf7 18 Be6+ and 19 Bf5. The text move is an attempt to take the sting out of a sacrifice like that, but Black should seek to render such a sacrifice impossible. He would be much safer after 16 ... Bf8 or 16 ... Bd8.

17 Bxf7! Bxf7
18 Be6+ Bg7

Black has to think twice about putting his King on the same diagonal as White's Queen Bishop—even though the diagonal is temporarily blocked by a pawn and a piece. But after 18 ... Bd8, the only other move, White can play 19 Bc1 and threaten Bc1-h6 mate!

19 d5!

White's long diagonal from b2 to g7 is now open for business, and Black's from b7 to e2 is out of business. White's immediate threat is to capture the Knight at d7, for its protection is made nonexistent by the position of Black's King.

Black can play 19 ... Be5 here to try to close the dangerous diagonal, but we can assume that White would reopen it at once with 20 Bxe5! dxe5 21 Bxe5. Then with threats of Bc4 and d6-d7 he would be winning.

19 ...

Be5

A more subtle defense. White has to find an active response to the threats of ... Bxe6 and ... Bd3. The Queen sacrifice 20 Bxe6+ Bxe7 21 Bxe7+ Bd8 is not forceful enough.

20 Bf5 +!

Now the Black King must retreat because after 20 ... Bxf5 21 Bxf5 there are too many threats, chief among them 22 Bxh7+! and 22 Bxe7+ Bxe7 23 Bxf6+.

20 ...

Bf8!

For the first time in five moves White doesn't have a check, a capture, or a devastating threat. He must retreat his Queen, but, fortunately, it can reposition itself for invasion at h6.

21 Be3 gxf5

Another pretty—but unplayed—line is 21 ... Bg8, which protects h6 but allows 22 Bg7+ Bh7 23 Be6+!! Bxe6 24 dxe6 mate.

22 Bh6+ Bh7

The g8-square is also available, but then Bxf5 would be even stronger; for instance, 22 ... Bg8 23 Bxf5 Bh7 24 Bxh7+! Bxh7 25 Bg7 mate.

23 Bxf5

This relatively quiet move maintains some of the threats of the last few moves (such as Bxe7+ followed by Bxf6+) and adds a few new ones (such as Be6+ and Bxh7+ followed by Bh7+). For example, after 23 ... Bh8 White continues 24 Bh7 and has a winning attack even though he's behind a lot of material.

23 ...

Bxd5

For the last seven moves Black has been playing without benefit of his Queen or Queen Bishop. This bid for freedom, however, comes too late.

24 Bxe7 +!

Taking with the King allows 25 Bxf6 mate.

25 Bxf6+ Bh8
26 Bh8+ Bh7
27 Bxc8 Black resigns.

Sometimes a player who is ahead in material will not resign even if he's about to be mated. Here Black suddenly realizes that he is two pawns behind and faces just as many threats as he did before (28 cxd5, 28 Bh7+, 28 Bh6).
Part Eight
The Queen's Indian Attack
Andy Soltis

The reversed version of the Queen’s Indian Defense—that is, White playing the moves that Black normally plays and Black playing the moves that White normally plays—has been generally ignored even by players who regularly meet 1 d4 \( \text{\textsf{d}}f6 \) 2 c4 e6 3 \( \text{\textsf{d}}f3 \) with 3 ... b6. There is a lurking suspicion that although the Queen's Indian is a good defense, it doesn’t generate enough energy to make it a good attack, even though White is playing the Black moves with an extra tempo.

The ideas of the Queen’s Indian Attack are similar to what we’ve already examined, except that White is Black and Black White. But the advantage of the first move creates a subtle difference. The sharp variations—the ones in which White tries for a clearer advantage than he usually gets in the quieter lines—are not so good with colors reversed. Here’s an example.

\[
\begin{align*}
&1 \text{\textsf{d}}f3 \quad d5 \\
&2 \text{\textsf{b}}3 \quad e5
\end{align*}
\]

Here Black is playing as if he held the White pieces and had begun 1 d4. This enterprising strategy can be rewarded; for example, 3 \( \text{\textsf{h}}b2? \) can be met by 3 ... f6!, intending 4 ... e5! with the better game for Black because of his solid center.

But suppose White plays cautiously with 3 e3! Then 3 ... f6 can be met by 4 d4. And the attempt to gain a good game in the center with 3 ... \( \text{\textsf{d}}c6 \) is questionable because White responds by transposing into a favorable QID-like position with 4 \( \text{\textsf{h}}b5! \); for example, 4 ... \( \text{\textsf{g}}g4 \) 5 h3! \( \text{\textsf{h}}h5 \) 6 \( \text{\textsf{g}}g4 \) 7 \( \text{\textsf{d}}e5 \) or 5 ... \( \text{\textsf{xf}}3 \) 6 \( \text{\textsf{x}}c6+! \) \( \text{\textsf{bxc}}6 \) 7 \( \text{\textsf{x}}f3 \) with favorable versions of the Two Knights Variation—but again with an extra tempo that makes them even better for White.

Or suppose that after 3 e3 \( \text{\textsf{c}}c6 \) 4 \( \text{\textsf{h}}b5 \) Black decides to play quietly, conceding that he has no advantage.

After 4 ... \( \text{\textsf{d}}d7 \), a move White would be reluctant to play in a comparable version of the Queen's Indian Defense (1 d4 \( \text{\textsf{d}}f6 \) 2 c4 e6 3 \( \text{\textsf{d}}f3 \) b6 4 \( \text{\textsf{e}}c3 \) \( \text{\textsf{b}}b4 \) 5 \( \text{\textsf{d}}d2?! \)), White obtains a very pleasant attacking position on the Kingside with 5 \( \text{\textsf{a}}b2 \) \( \text{\textsf{f}}6 \) 6 0-0 e6 7 \( \text{\textsf{x}}c6! \) \( \text{\textsf{x}}c6 \) 8 d3.

\[
\begin{align*}
\text{Position after 8 d3}
\end{align*}
\]

Black has no control of the e5-square, which White will occupy with a Knight. Even 8 ... \( \text{\textsf{d}}d6 \) is dangerous for Black because of 9 \( \text{\textsf{d}}fd2 \) and 10 \( \text{\textsf{e}}c2 \) followed by e3-e4-e5!.

More conservative play follows 8 ... \( \text{\textsf{e}}7 \), but White stands very well on both sides of the board and in the center after 9 \( \text{\textsf{e}}e5! \) \( \text{\textsf{c}}c8 \) (to keep his pawns from being doubled after \( \text{\textsf{x}}c6 \)) 10 \( \text{\textsf{d}}d2 \) 0-0 11 \( \text{\textsf{f}}4! \). White can continue e3-e4 or aim at g7 with \( \text{\textsf{f}}3-g3 \) and \( \text{\textsf{g}}4 \).

This suggests that Black should avoid ... \( \text{\textsf{c}}c6 \) but should play a version of the Quiet Line discussed (with colors reversed, of course) in Part Five. But the fact that White has an extra move can create novel strategies. For instance:

\[
\begin{align*}
1 \text{\textsf{d}}f3 \quad d5 \\
2 \text{\textsf{b}}3 \quad e5 \\
3 \text{\textsf{e}}3 \quad \text{\textsf{f}}6 \\
4 \text{\textsf{h}}b2 \quad e6 \\
\text{Position after 8 d3}
\end{align*}
\]

Now 5 c4, as in a comparable position from Part Five, is quite good. But 5 \( \text{\textsf{c}}e5 \) may be even better. Consider what happens if Black plays “theoretically.”

\[
\begin{align*}
5 \text{\textsf{c}}e5 \quad \text{\textsf{d}}d6 \\
6 \text{\textsf{f}}4 \quad 0-0
\end{align*}
\]

Black cannot play 6 ... \( \text{\textsf{fd}}7 \) here because White wins a pawn with 7 \( \text{\textsf{x}}d7 \) and 8 \( \text{\textsf{x}}g7 \).

\[
\begin{align*}
7 \text{\textsf{d}}3? \quad \text{\textsf{fd}}7 \\
8 \quad 0-0
\end{align*}
\]

Black is following a strategy of fighting for control of the e5-square—exactly the same strategy and the same moves as in the battle.
for the e4-square in Part Five. But White's extra move comes into focus quickly. The “correct” move here, according to our analysis in Part Five, is 8 ... dxc6. But after playing that move here Black can resign!

8 ... dxc6?
9 dxc6!
10 hxh7 + !

Kingside attack is a possibility that is always lurking beneath the surface in the Quiet Line. Here it surfaces.

10 ... dxe6
11 f3
12 g5

If Black captures the Bishop, he mated after 13 g4 + and f3-h3 +. If he doesn't, he allows either f3-g3 or g8 mate.

Though hardly conclusive, this is a dramatic example of how White's extra move can make itself felt. (Another example of the Quiet Line is the Instructive Game at the end of the chapter.)

The extra tempo can be used also to take advantage of Black's lack of control over the d4-square. For instance:

1 d3 d5
2 b3 d6
3 b2 c5
4 e3 g6

This should head into the venerable fianchetto system we examined in Part Two. But White can avoid comparable positions if he plays:

5 c4!

Now Black cannot do what he would like (5 ... d4) because he doesn't have enough control of the key central square. If Black had an extra move—in other words, he were playing his position with the White pieces—he would already have a Bishop at g7 and could play 5 d4 6 exd4 d5 followed by 7 ... cxd4. But here the Bishop is still on f8 and Black must scramble to avoid a bad game (5 ... g7 6 cxd5 f6d5?? 7 dxe7, or 6 ... xd5 7 dxe3 d8 8 d4).

Perhaps the best way for Black to meet the Queen's Indian Attack is to admit that he cannot hope for more than equality. After all, he is playing the Black pieces and is therefore a move behind. He can choose one of the modest systems analyzed in Part Seven; in those positions the advantage is least likely to swing sharply from one player to the other if an extra move is gained or lost.

Or perhaps he should avoid 1 d5 or any ... d7-d5 altogether. Remember, that move gives up control over the key square e5. Since White's second move in the Queen's Indian Attack (2 b3) announces his intention of controlling e5, a player with Black might consider 1 d3 d6 so as to meet 2 b3 with a more purposeful setup. For instance, he can fianchetto his King Bishop with 2 ... d6 3 d2 d7 and 4 ... 0-0. If White doesn't play d2-d4, Black will enjoy a healthy piece of the center with ... e7-e5. If White does play d2-d4, Black can prepare for the e-pawn advance until he can accomplish it safely. Or he can attack the center from the flank with ... c7-c5. In these positions, Black should not worry about the weaknesses around his Kingside if his dark-square Bishop is exchanged for White's at b2, for White would also obtain weaknesses as a result of the exchange, particularly at a3 and c3.

In short, the Queen's Indian Attack offers a solid way of setting up shop in the middlegame and offers extra appeal to anyone familiar with the Queen's Indian Defense. It's greatest disadvantage is that it's a bit on the quiet side—just like the Queen's Indian Defense.

Instructive Game

White: J. Kaplan
Black: C. Pritchett

Skopje Olympiad 1972

1 d3 c5

With this opening move Black feints at setting up an "anti-Queen's Indian" pawn skeleton; that is, pawns at c5, d6, and e5 to blunt the impact of White's fianchetto Queen Bishop. It's chief demerit is that it concedes control of d5, which White can occupy with d3-d5 and reinforce with e2-e3 and e3-e5.

2 b3 d5
3 c3 d6
4 d2 d6
5 dxe5 e7

Black's play is exceptionally acquiescent. He makes a minimal effort to compete for the e5-square.

6 f4

One major problem with White's position is his difficulty in finding good squares for his Queen Knight. But because his attack against the enemy Kingside works so well, he can manage the early middlegame without his Queenside Knight and Rook. Meanwhile, Black is having his own problems mobilizing his Queenside. 6 dxc6? would allow White to double his pawns without compensation (7 dxc6) or to insure occupation of e5 (7 d5). And 6 ... dxc6?
QUEEN’S INDIAN DEFENSE

\(\text{Qbd7 followed by ... Qxe5 will not gain Black much breathing space if White recaptures with the f-pawn. Note that with his King Bishop at e7 Black can play ... Qxe5 without losing a piece after fxe5. But after ... Qd6, then ... Qxe5 would lose a piece after fxe5.}\)

Black’s c5 and b7 pawns can become targets.

7 ... b6

Very slow. The unusual nature of White’s play has lulled Black into thinking he can play the Quiet Line quietly.

8 g4!

This is the way they used to play chess more than a century ago. White makes no secret of his plan: g4-g5 to drive the Knight away, then Qh5 and Qxh7 mate. If Black defends h7 with ... g7-g6, he is asking for trouble on the diagonal leading from b2.

There is still time for 8 ... Qe4, but then comes 9 g5! to forestall ... f7-f6. For example, 9 ... f6 10 Qxe4 dxe4 11 gx6 (or 10 ... fx5? 11 Qxh7+! Qxh7 12 Qh5+ and 13 g6 with a quick mate).

8 ... Qb7

Black is understandably reluctant to move his King Knight from the Kingside. Perhaps he is thinking that the long light-square diagonal (the QID Bishop!?) will be useful to him if he can play ... d5-d4 and threaten White’s Rook at h1. But he doesn’t get enough time.

9 g5 Qe4
10 Qxe4! dxe4

THE QUEEN’S INDIAN ATTACK

13 fxe5 Qxg5
14 h4

White played this way in order to maintain attacking prospects. But now Black becomes more tenacious.

14 ... Qe7
15 Qe3

There is no mate after 15 Qf6+, as White had hoped, because of 15 ... gxf6 16 Qh6 Qxe5 17 Qxe5 Qh8! and Black is safe. With the Qf6+ idea out of the picture and Qg3-h3 no longer meaningful, White has to win the game all over again with his b2-g7 diagonal.

11 Qh5!

White is already winning. He can play Qg1-g3-h3 followed by mate on h7. If Black tries to defend by advancing his g- or h-pawn, he only shortens the game.

11 ... Qd6

The best try is 11 ... Qd7, which defends f6 and can protect h7 by moving to f8. But even after 11 ... Qd7 White has a winning attack after 12 Qg4!. The threat would then be not only Qg1-g3-h3 but also Qh6+ after Qg1. Black could not capture on h6 because of gxh6 discovered check and a quick mate. And after 11 ... Qd7 12 Qg4 f5 White plays 13 g6! hxg6 14 Qxg6 followed by Qxg7 mate, or Qxe6+, or Qh6+.

12 Qg4! e5

This is already desperation. White should just play 13 Qxe5! and be a pawn ahead.

16 exf6 Qxf6
17 Qxe4!

Now it’s easy. Black had to keep the Kingside files and diagonal closed.

Better to open the b2-g7 diagonal
immediately than wait for Black to protect e4. Here 17 ... $\text{£}x\text{b}2$ allows
18 $\text{£}g5$ h6 19 $\text{£}xh6+$ $\text{gxh6}$ 20 $\text{£}g6+$! and 21 $\text{£}h7$ mate.

17 ... $\text{£}d4$!
18 $\text{£}gxf6+$ $\text{£}xf6$

Or 18 ... $\text{gx}f6$ 19 $\text{£}g1+$ $\text{£}h8$ 20 $\text{exd}4$ followed by castling on the
Queenside. White would win soon, thanks to his threats on the g-file ($\text{£}g4$).

19 $\text{£}xf6+$ $\text{£}xf6$
20 $\text{£}xd4$ $\text{cxd}4$
21 $\text{£}f1$ $\text{£}e7$
22 0-0-0 a5
23 $\text{£}b5$ dxe3
24 dxe3 $\text{£}xe3+$
25 $\text{£}b1$ h6
26 $\text{£}c4+$ $\text{£}h7$
27 $\text{£}de1$ $\text{£}h3$
28 $\text{£}g1$ $\text{£}e8$
29 $\text{£}xg7+$! $\text{£}xg7$
30 $\text{£}e7+$ $\text{£}f6$
31 $\text{£}f7$ mate.
Index of Complete Games

Bernstein vs. Nimzovich .................................................. 4
Colle vs. Capablanca ....................................................... 11
Miles vs. Korchnoi ......................................................... 47
Petrosian vs. Botvinnik ................................................... 55
Browne vs. Spassky ......................................................... 63
Tukmakov vs. Gulko ....................................................... 86
Uhlmann vs. Smyslov ..................................................... 88
Popov vs. Ornstein ......................................................... 89
Vaganian vs. Balashov ................................................... 91
Tal vs. Vaganian .......................................................... 106
Spassky vs. Tal .............................................................. 110
Korchnoi vs. Matanovic .................................................. 112
Commons vs. R. Byrne ................................................... 125
Tisdall vs. Gheorghiu .................................................... 128
Spassky vs. Sigurjonsson ............................................... 130
Zhidkov vs. Gulko ........................................................ 132
Grigorian vs. Karpov ....................................................... 134
Miles vs. Ligterink ........................................................ 146
Peev vs. Liebert ............................................................ 149
Vaganian vs. Damianovic ............................................... 152
Spielmann vs. Chekhov .................................................. 165
Colle vs. Grünfeld ........................................................ 168
Kaplan vs. Pritchett ....................................................... 177

Index of Opening Moves

Part Two: King Bishop Fianchetto—Normal Lines .................. 19–73
1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 g3 ♝b7 5 ♝g2 ♝e7
5 ... c5 ................................................................. 23
5 ... d5 ................................................................. 25
5 ... g6 ................................................................. 47
5 ... ♝b4+ ........................................................... 27
6 ♝c3 ................................................................. 27
6 ♝bd2 ............................................................... 28
6 ♝d2 ................................................................. 28

6 0-0 ................................................................. 29
6 ... ♝c3 ............................................................... 29
6 ... 0-0 7 ♝c3 ........................................................ 31
7 d5 ................................................................. 31
7 ♝e1 ................................................................. 32
7 ♝c2 ................................................................. 47
7 ... ♝e4 ............................................................... 33
7 ... d5 ................................................................. 33
7 ... ♝c8 ............................................................... 35
7 ... ♝a6? .............................................................. 63

8 ♝c2 ................................................................. 36
8 ♝xc4 ............................................................... 36
8 ♝d2 ................................................................. 37
8 ... ♝xc3 9 ♝xc3 .................................................... 38
9 bxc3 ............................................................... 48
9 ... f5 ................................................................. 39
9 ... ♝e4 ............................................................... 39
9 ... d6 ................................................................. 41
9 ... c5! ................................................................. 42
9 ... d5 ................................................................. 49
9 ... ♝c8 ............................................................... 56

10 b3 ................................................................. 44
10 d5 ................................................................. 44
10 ♝e1 ................................................................. 45
10 ... ♝f6 11 ♝h2 d6 ................................................... 46
11 ... ♝e6 ............................................................. 46, 49
11 ... ♝e8 ............................................................. 56
QUEEN'S INDIAN DEFENSE

Part Three: King Bishop Fianchetto—Black Is Aggressive ............. 74–96
1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 g3 ♝a6
4 ... ♝b4 + ... 74
5 ♝c3 ........................................ 74
5 ♝bd2 ................................. 75
5 ♝d2! ........................................ 76
5 ... a5 ........................................ 76
5 ... ♝e7 ........................................ 76
5 ... ♝e7 ........................................ 77
5 ... ♝xd2 + ................................ 77, 91

5 b3 ........................................ 79, 86
5 ... ♝a4 ........................................ 79
5 ... c5 ........................................ 79
5 ... c6 ........................................ 80, 86
5 ♝c2 ........................................ 81
5 ♝bd2 ........................................ 81
5 ... ♝b4 + ................................ 82, 88
5 ... d5 ........................................ 82, 88

6 ♝d2 ♝e7! ................................. 83, 91
6 ... ♝xd2 + ................................ 83, 91

7 ♝g2 ........................................ 84
7 ... ♝c3 ........................................ 84
7 ... ♝e8 ........................................ 84
7 ... ♝b7? ....................................... 89

7 ... c6 ........................................ 84
7 ... d5 ........................................ 84

8 0-0-0 d5 9 ♝c3 .................................. 85
9 cxd5? ........................................ 85
9 ♝c3? ........................................ 85
9 ♝e5 ........................................ 85

Part Four: Two Knights Variation .............................. 97–117
1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 ♝c3 ♝b7
4 ... c5?! ...................................... 98
4 ... ♝e7?! ...................................... 98
4 ... d5?! ...................................... 98

5 ♝g5 ........................................ 98
5 ... ♝c2 ........................................ 98

5 ... ♝b6 ........................................ 98, 112
5 ... ♝e7 ........................................ 98, 112
6 ♝h4 ........................................ 99
6 ♝xf6 ........................................ 99

INDEX OF OPENING MOVES

6 ... ♝e7 ........................................ 100
6 ... g5 ........................................ 100–101
6 ... ♝b4 7 e3 .................................. 101
7 ... 0-0? ...................................... 102
7 ... ♝xe3 + .................................. 102
7 ... ♝g5?? ..................................... 107

7 e3 ........................................ 104
7 ... ♝c2 ........................................ 104
7 ... ♝e4 ........................................ 105
7 ... ♝c5 ........................................ 105
8 ♝xe7 ........................................ 105
8 ♝xe4 ........................................ 105
8 ♝g3?! ........................................ 112
8 ... ♝xe7 9 ♝xe4 ............................ 106
9 ♝c2 ........................................ 106

Part Five: The Quiet Line ................................. 118–137
1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 e3 ♝b7 5 ♝d3! ♝e7
5 ... ♝e4 ........................................ 119
5 ... ♝b4 + ...................................... 120
5 ... d5 ........................................ 120
5 ... ♝c5 ........................................ 121
6 0-0 ........................................ 122
6 ... ♝c3 ........................................ 122
6 ... 0-0 7 b3 d5 .................................. 128
7 ... ♝c5 ........................................ 128
8 ♝b2 c5! ...................................... 128
8 ... ♝bd7 ...................................... 128
8 ... ♝xd4 ...................................... 128
9 ♝c3 ........................................ 125
9 ... ♝e6 ........................................ 124, 132
9 ... ♝c7 ........................................ 134
9 ... ♝xh4 ................................. 134
9 ... ♝xh4 ...................................... 134
9 ... ♝xh4 ...................................... 134

Part Six: White Varies on Move Four ............. 134–157
1 d4 ♜f6 2 c4 e6 3 ♜f3 b6 4 ♝g5 ♝b7 5 e3
5 ♝bd2 ........................................ 138
5 ... b6 6 ♝h4 ♝b4 + .......................... 139
5 ... ♝e7 ........................................ 139
7 ♝fd2 ........................................ 139
7 ... ♝e7? ....................................... 139
QUEEN'S INDIAN DEFENSE

INDEX OF OPENING MOVES

1 d4 \(\text{d}f6\) 2 d3 b6 3 g3 \(\text{g}7\) 4 b7 c5 5 e3 \(\text{b}4\)

7 ... 0-0 8 a3 \(\text{e}7\) 9 \(\text{c}3\) c5 ........................................ 140

1 d4 \(\text{d}f6\) 2 c4 e6 3 \(\text{f}3\) b6 4 \(\text{f}4\) b7 5 e3 \(\text{b}4\) +

5 ... \(\text{c}e7\) ................................................... 142, 146

6 \(\text{d}f2\)

6 \(\text{c}3\) ...................................................... 142

6 \(\text{bd}2\) .................................................... 143

6 ... 0-0 7 a3

7 \(\text{d}3\) .............................................................. 143

7 ... \(\text{e}7\) 8 \(\text{c}3\) d5

8 ... c5?! ............................................................ 144

9 cxd5 \(\text{xd}5\)

9 ... exd5 .......................................................... 144

10 \(\text{xd}5\) \(\text{xd}5\) .................................................. 144, 147

1 d4 \(\text{d}f6\) 2 c4 e6 3 \(\text{f}3\) b6 4 a3 \(\text{b}7\)

4 ... c5 .......................................................... 145

4 ... \(\text{a}6\) ....................................................... 149

5 \(\text{c}3\) d5

5 ... \(\text{xf}3?!\) .................................................. 152

5 ... \(\text{e}7\) ...................................................... 152

5 ... \(\text{e}4\) ...................................................... 153

6 cxd5 exd5

6 ... \(\text{xd}5\) ..................................................... 145

7 \(\text{g}5\)

7 \(\text{xf}4\) .......................................................... 146

7 ... \(\text{e}7\) 8 e3 0-0 9 \(\text{c}1\)

9 ... \(\text{d}3\) ..................................................... 153

9 ... \(\text{bd}7\) .................................................... 146, 150

Part Seven: The Modest White Center ........................................... 158–173

1 d4 \(\text{d}f6\) 2 d3 b6 3 g5 \(\text{b}7\)!

3 ... e6 .......................................................... 159

3 ... \(\text{e}4\) ...................................................... 159

4 \(\text{bd}2\)

4 \(\text{xf}6\) .......................................................... 160

4 ... c5! 5 e3 e6 6 e3 \(\text{e}7\) 7 \(\text{d}3\) 0-0 8 0-0 cxd4 ........................................ 160

1 d4 \(\text{d}f6\) 2 d3 b6 3 \(\text{f}4\) ........................................ 160

Part Eight: The Queen's Indian Attack ......................................... 174–180

1 \(\text{d}f3\) d5 2 b3 c5 3 e3!

3 \(\text{b}2\)? ........................................................ 174

3 ... \(\text{f}6\) 4 \(\text{b}2\) e6

4 ... g6 .......................................................... 176

5 \(\text{e}5\) \(\text{d}6\)

5 ... \(\text{e}7\) .......................................................... 177

6 f4 0-0 7 \(\text{d}3\)? \(\text{fd}7\) 8 0-0 ........................................ 175

1 d4 \(\text{d}f6\) 2 d3 b6 3 g3 \(\text{b}7\) 4 \(\text{g}2\) c5!

4 ... e6 .......................................................... 163

5 0-0

5 dxc5 ............................................................. 163

5 ... cxd4 6 \(\text{xd}4\)

6 ... \(\text{xd}4\) ...................................................... 163

6 ... \(\text{e}6\) 7 \(\text{xg}2\) 7 \(\text{xg}2\) \(\text{g}6\)!

7 ... d5 ............................................................. 164

7 ... \(\text{e}8\) ...................................................... 164

8 c4

8 ... c4 ............................................................. 164

8 ... \(\text{c}3\) ....................................................... 164

8 ... \(\text{c}8\)!

8 ... \(\text{g}7\) .......................................................... 164

9 h3

9 ... \(\text{d}3\) .......................................................... 165

9 ... \(\text{g}7\) 10 \(\text{e}3\) \(\text{b}7\) + 11 f3 d5! ...................................... 165

1 d4 \(\text{d}f6\) 2 c4 b6?! ........................................... 165

1 d4 \(\text{d}f6\) 2 \(\text{d}f3\) e6 3 e3 ........................................ 168–169