



White Knight Review

Chess E-Magazine

Interactive E-Magazine

Volume 3 • Issue 1

January/February 2012

THE
INCOMPARABLE

CHESS GAMBITS

GARRY

KASPAROV



Canada and Chess

The Immortal Game

Anderssen- Vs. -Kieseritzky

BILL WALL'S TOP 10 CHESS SOFTWARE PROGRAMS

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White Knight Review Chess E-Magazine

January/February - 2012

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My Move

Editorial - Jerry Wall



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Well it has been over a year now since we started this publication. It is not easy putting together a 32 page magazine on chess every couple of months but

it certainly has been rewarding (maybe not so much financially but then that really never was the goal).

We wanted to put together a different kind of chess publication that wasn't just diagrams, problems, analytical moves and such. We wanted to talk about Chess's rich history, human interest stories, current news and some of its colorful players and characters. We have had articles from chess apps for the iPhone and iPad to chess convicts, crooks, spies and the seedy side of life.

We have explored chess computers and chess game variations, street chess, tournament chess, and even prison chess.

This coming year we hope to develop even more exciting stories and articles about chess.

We have change the look of WKR a bit this year but still have many of Bill Wall's new as well as old articles on chess. Many of Bill Wall's articles can also be found at chess.com.

Like always if you have any suggestion for articles or questions, please let us know. Happy New Year! Enjoy!

Jerry Wall
Editor

Let us know what you think of the magazine. Perhaps you have some suggestions for future articles or have other comments. Let us know and drop me a line at: editor@offthewallchess.com



White Knight Review

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Feature



Your Move eh!

Chess has been played in Canada since the early 18th century and perhaps earlier. Mention has been made that **Samuel de Champlain** (1567-1635), founder of Quebec (in 1608), played chess. It has been proven that chess existed in Lower Canada under the French regime in its early days. Chess was played by its early governors and the military officers from France in the late 1600s.

In 1758, the earliest documented chess game in Canada was played by **Louis-Guillaume Verrier**, Solicitor-General of Quebec and Hocquart, Intendant of Quebec.

In 1759, **General Sir John Hale** (1728-1806) and **General James Wolfe** (1727-1759) played chess on their way over to the taking of

Quebec. The chess set that they used is now in the Canadian War Museum in Ottawa.

Chess was played among the elite of Montreal as far back as 1779.

In 1787, there was a chess club in Halifax, Nova Scotia. Its president was **Richard Bulkeley** (1717-1800), Nova Scotia Director of Public Works.

By the 1840s, there were chess clubs in Quebec and Kingston, Ontario.

In 1841, the first correspondence chess game in Canada took place between the Quebec City and Kingston chess clubs.

In 1844, the Montreal Chess Club (MCC) was formed. Its founding member was **Thomas Workman** (1813-1889).

In 1846, the Toronto Chess

Club was formed. A correspondence match was played between Toronto and St. Catharines during this time.

On September 24, 1872, the Chess Federation of Canada (CFC) was founded in Hamilton, Ontario. At the time, it was called the Canadian Chess Association (CCA). Its first president was **John B. Cherriman**,



a professor at the University of Toronto. A tournament with 16 players was held to determine the Canadian champion, but the tournament was not completed due to distractions of the accompanying agricultural fair. The Canadian Chess Association is reputed to be the very first and oldest national chess federation in the



world.

In 1872, the first Canadian chess book, 100 Gems of Chess, edited by Thomas D.S. Moore, was published by the Western Advertiser in London, Ontario.

In May 1873, Albert W. Ensor (1833?-1883)

won the first completed Canadian championship, held in Toronto. Ensor was also the first Canadian to give a blindfold simultaneous exhibition. He once claimed that he was champion of all of England.



In 1873-74, Henry Robertson won the first Canadian correspondence tournament.

In 1874, John Henderson won the Canadian championship, held in Toronto.

In 1879, the Ontario Chess Association (OCA) was founded.

In 1880, the first Ontario Chess Championship was won by W.M. Stark.

In 1882, the Toronto Chess Club defeated the Quebec Chess Club with the score 7-4 in a telegraph match.

In 1886, Nicholas MacLeod (1870-1965), age 16, won the Canadian Chess championship. He is the youngest player ever to win the championship. He won again in 1888.



In 1888, James Narraway (1857-1947) tied for 1st place in the Canadian championship. He won the Canadian championship in 1893, 1897, and 1898.

He was a paleontologist with several new discoveries.

In 1894, Montreal hosted the last 8 games of the world championship match between Emanuel Lasker and William Steinitz, in celebration of the Montreal Chess Club's 50th anniversary.

In 1899, Magnus Smith (1869-1934) won the Canadian Championship. He would also win it in 1904 and 1906.

In January 1901, the first Canadian chess magazine, Checkmate, was published by J.H. Graham of Prescott, Ontario. It lasted until 1904.

In 1910, John Morrison (1889-1975) won the Canadian Championship. He won it five times (1910, 1913, 1922, 1924, and 1926). He played Board 1 for Canada at the 1939 Chess Olympiad in Buenos Aires.



In 1921, the Canadian Correspondence Chess Association (CCCA) was founded.

In 1922, Malcolm Sim (1881-1956) started the first chess column in the Toronto Telegram. It lasted until 1956.

In 1924, Canada was one of the 15 founding members of the Federation Internationale des Echecs (FIDE). It became a full member in 1935.

In 1925, Nathan Divinsky was born in Canada. He was a mathematician, chess master, and author. He won the Canadian championship in 1945. He played on the 1954 and 1966 Canadian Olympiad chess team. He was editor of the



chess magazine, Canadian Chess Chat, from 1959 to 1974. His wife, Kim Campbell, was the 19th Prime Minister of Canada. He served for many years as the president of the Canadian Chess Federation.



In 1927, Maurice Fox (1898-1988), who emigrated to Canada in 1923, won the Canadian chess championship. He would win it 8 times (1927, 1929, 1931, 1935, 1938, 1940, and 1949). He won the Montreal City Championship in 1928 and 1929.

In 1932, the CCA was transformed into the Canadian Chess Federation (CCF), which was renamed the Chess Federation of Canada (CFC) in 1945 to avoid confusion with the CCF (Cooperative Commonwealth Federation) political party. The main organizer was Bernard Freedman (1894-1983). Freedman was FIDE Vice-President from 1947 to 1957. He served as President of the Chess Federation of Canada from 1949 to 1951, and in 1955.

In 1934, the first Canadian Boys Championship was held in Toronto.

In 1936, Daniel Abraham (Abe) Yanofsky (1925-2000) won the Canadian Senior Boys Championship and the Canadian Major Open Championship.



In 1937, Abe Yanofsky won the Manitoba Championship and played in his first Canadian championship.

In 1939, Canada played in its first chess Olympiad.

In 1941, Abe Yanofsky, age 16,



won his first Canadian championship. He would win a record eight times (1941, 1943, 1945, 1947, 1953, 1959, 1963, and 1965). He won the Canadian championship twice with a perfect score of 11 out of 11 in 1943 and 1959. He later became Canada's first grandmaster.

During World War II, no correspondence chess play was allowed between civilians and Canadian servicemen because of censor restrictions.

In 1947, the chess magazine Canadian Chess Chat was first published by Daniel MacAdam (1885-1985). It lasted until 1988. It was originally called Maritime Chess News, then Maritime Chess Chat.

In 1948, Frank Anderson (1928-1980) won the Ontario championship. He won it again in 1949 with a perfect score of 8 out of 8, and also won in 1951. He won the Canadian championship in 1953 and 1955. In 1954, he was awarded the International Master title.



In 1949, Feodor Bogatirchuk (1892-1984) emigrated from the USSR to Canada. He was the first persona non grata in Soviet chess. He was nominated by Canada for the Grandmaster title, but the Soviet representatives to FIDE protested this title, which he never received but deserved. He had played in six Russian championships and won the USSR championship in 1927.

In 1950, Abe Yanofsky was awarded the International Master (IM) title from FIDE to become Canada's first titled player.

In 1953, Jonathan Berry was born in Canada. He is a well



known chess player, organizer, and chess author. He is an International FIDE Arbiter (1975), FIDE Master (1984), and ICCF

Grandmaster (1985). He was Canadian Correspondence Champion in 1978 and 1980. He was North American Correspondence Champion in 1982. He represented Canada in the 1982 Chess Olympiad.

In 1954, Toronto hosted the World Junior Championship.

In 1954, Frank Anderson became the first Canadian-born International Master (Yanofsky was born in Poland).

In 1955, John Prentice (1907-1987) was elected President of the Chess Federation of Canada. He remained president until 1971. From 1957 to 1987 he was a FIDE representative. He was the director of the Bank of Montreal and one of the richest persons in Canada.

In 1956, the first Canadian Open had held in Montreal. Bobby Fischer, as a 13 year old, played in it. The winners were Larry Evans and William Lombardy.



In 1959, Phil Haley was Chair of the Chess Foundation of Canada, a founding trustee and its first donor. He was president of the Chess Federation of Canada from 1971 to 1973.

In 1960, the first Canadian Universities Team Chess Championship was held, won by Queen's University.

In 1961, John F. Cleeve (1926-1995) won the Canadian Correspondence Championship.

From 1965 through 1990, he was the president of the Canadian Correspondence Chess Association.

In 1964, Abe Yanofsky was awarded the Grandmaster title, becoming Canada's first GM and the first GM of the British Commonwealth.



In 1964, Duncan Suttles represented Canada in the Chess Olympiad. He would represent Canada in Olympiads in 1966, 1968, 1970, 1972, 1974, 1982, and 1984. He was awarded the GM title in 1973.

In 1967, Lawrence Day represented Canada at the World Junior Championship.



In 1968, Lawrence Day first played on the Canadian team at the World Chess Olympiad. He would represent Canada in 13 chess Olympiads (1968, 1972, 1974, 1976, 1978, 1980, 1982, 1984, 1986, 1992, 1994, 1996, and 1998).

In 1971, Vancouver, British Columbia, hosted the quarter-final match of the world championship between Robert Fischer and Mark Taimanov. Also in 1971, Boris Spassky won the Canadian Open.



In **1973**, **Duncan Suttles** of Vancouver, British Columbia, was awarded the GM title. He was Canada's second Grandmaster.

In **1975**, the World Class Championship was held in Vancouver, BC. It was won by **Grandmaster Paul Keres**. Keres died of a heart attack a few days later. Every year since then, Vancouver has hosted the Paul Keres Memorial.



In **1976**, **Jean Hebert** won the Canadian Junior Championship. In **1978**, he won the Canadian Championship and was awarded the International Master title. In **2009**, he won the Canadian Championship and was Canadian Chess Player of the Year.

In **1978**, Canada had their best finish in a chess Olympiad when they tied for 7th place at the chess Olympiad held in Buenos Aires.

In **1979**, **Roma Pelts** became Canada's first professional chess teacher. He set up a chess studio in Montreal, the first Canadian chess school.



In **1982**, **Duncan Suttles** was awarded the Correspondence Grandmaster title, becoming Canada's first Correspondence GM and the first Canadian double Grandmaster (over-the-board and correspondence). He later retired from chess and became involved in stocks and computer programming.

In **1985**, the Chess'n Math

Association was founded by **Larry Bevand** as a non-profit organization dedicated to bringing chess into Canadian schools.



In **1985**, **Kevin Spraggett** became the first Canadian-born Grandmaster.

In **1986**, **Abe Yanofsky** played in his last Canadian championship – a span of 49 years (**1937** to **1986**).

In **1988**, St. John, New Brunswick hosted the Candidates Matches.

In **1989**, Quebec hosted the Candidate semi-final match between **Artur Yusupov** and **Kevin Spraggett**.

In **2000**, the Canadian Chess Hall of Fame was founded.

In **2008**, **Alexander Ugge** of Canada won a Silver medal in the 21st World Correspondence Championship final, 2005-8. He was 68 when the tournament began and is the oldest person in the history of chess to win a medal in a World Championship.

The **2011** Canadian Chess Open saw a three-way tie between **Walter Arencibia**, **Joel Benjamin**, and **Dejan Bojkov**.



The Canadian Chess Hall of Fame inductees include :

John Cleeve,	Kevin Spraggett,	Malcom Sim,
Maurice Fox,	Duncan Suttles,	Nava Starr,
Bernard Freeman,	Abraham Yanofsky,	Peter Biyiasas,
Phil Haley,	Frank Anderson,	Fedor Bohatirchuk,
Daniel MacAdam,	Jonathan Berry,	Lynn Stringer,
Nicholas MacLeod,	Larry Bevand,	John Henderson,
John Morrison,	Lawrence Day,	Zoltan Sarosy,
James Narraway,	Nathan Divinsky,	John Cherriman,
William Pollock,	Jean Hebert,	Cyril Large,
John Prentice,	Dudley LeDain,	Walter Holowach,
Magnus Smith,	Monty Newborn,	Zvonko Vranesic,
	Roman Pelts,	Paul Vaitonis

Canada has 6 International Grandmasters

(Mark Bluvshstein, Pascal Charbonneau, Alexandre Lesiege, Kevin Spraggett, Duncan Suttles, and Dimitri Tyomkin)

Canada has 23 International Masters.

The current Canadian chess champions for 2011 are International Master **Eric Hansen** and Grandmaster **Bator Sambuev** (2513 FIDE). (Sambuev won on tiebreak.)

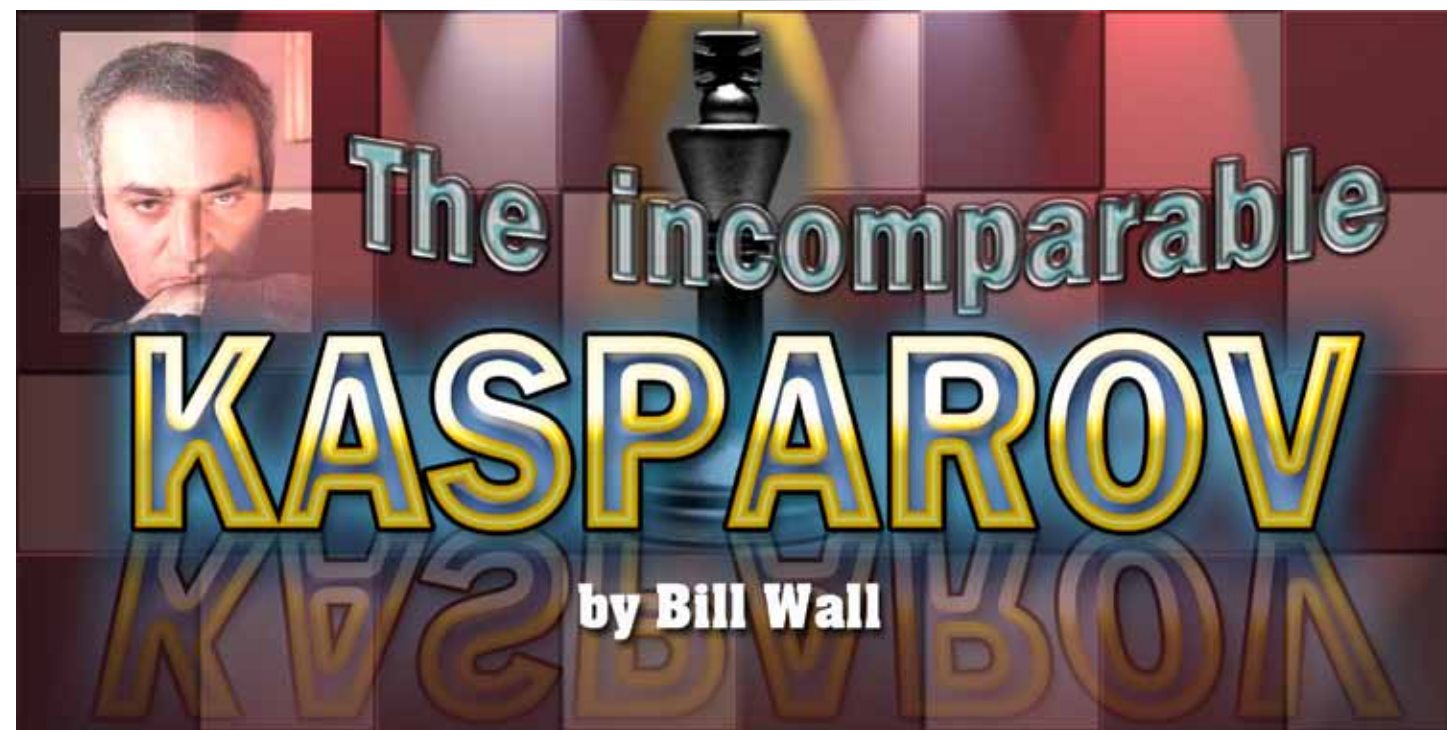
Currently, the highest rated player in Canada is **Kevin Spraggett**. He was FIDE-rated 2633 in 2007 and ranked 80th in the world.



Bill Wall's Top 10 Chess Software Programs

- Fritz 13 by ChessBase.** This is one of the top chess programs on the market. It has an improved and enhanced database management feature, with improved user interface in Windows Office 2010 standard, and a new and more powerful Fritz 13 chess engine. It includes a professional board graphics, engine management, adjustable playing strength, coach functions, move explanation, automatic game analysis and commentary, training modules for openings, tactics and endgames, and professional printing of games and diagrams. Also included is a database of 1.5 million games and 5 hours of private video instructions by grandmasters. You also get a 6 month free premium membership to the world's largest chess server, playchess.com. The list price is \$69.99, but many sites have it cheaper.
- Mega Database 2011 by ChessBase.** This database contains more than 4.8 million chess games, with 65,000 of them annotated by top chess grandmasters. It identifies 257,000 players and had 32,000 pictures of the best-known chess players. It also has an option to update itself automatically for a full year, keeping it permanently up-to-date through the whole of 2011. The Mega Database 2012 will be out in December, 2011 with 5.1 million games (http://chessbase-shop.com/en/products/mega_database_2012). The games are from 1560 to 2011. The database also has an opening classification with more than 100,000 key positions, with direct access to players, tournaments, middlegame themes, and endgames.
- Chessbase 11 (CB 11) by ChessBase.** This is the premium chess database. Chessbase 11 is based on the new Microsoft Office-based interface. One new option is its novelty annotator, which finds in a game where a new move was played different than all the other played games. A repertoire database helps players prepare their opening repertoires much simpler and easier. It also includes a Fritz 6 engine and the Crafty engine. Another option is the "try out" move option. This allows the program to indicate the strongest reply with an arrow.
- Rybka 4 chess engine.** This is one of the strongest computer chess engines available. It is a normal UCI engine without copy protection. It includes a single-processor and multi-processor version. It has an updated and improved search function with increased tactical accuracy. It is priced around \$50.
- Houdini 2 chess engine.** Houdini is a state-of-the-art chess engine for Windows. It leads most of the major computer chess rating lists. Houdini 2 Pro can support up to 32 cores and 32 GB of hash memory. Houdini has a strength limit feature from 0 (beginner) to 100 (full strength). It also incorporates a "Mate Search" function that helps to solve long mates faster than without this option.
- Chess Assistant 12.** Another good chess database which allows you to play chess online, analyze games, or play chess against a computer engine. It also has an automatic update function to get the latest chess games. It includes the Houdini 2 engine and Aquarium GUI.
- Shredder 12.** A strong program also available for Android. You can play against Shredder, analyze with it, and solve chess problems. Shredder is one of the few commercial chess programs which are available for Windows, Mac OS, and Linux and priced under \$70. It is also available on the iPhone, the iPad, and Android for less than \$10.
- SCID (Shane's Chess Information Database)** is a free chess database application for Windows, Linux, and the Mac OS operating systems. With SCID, you can maintain a database of chess games, search games by many criteria, view graphical trends, and produce printable reports on players and openings. You can also use it to analyze games and study endings with endgame tablebases. <http://scid.sourceforge.net>.
- Chessmaster 11.** This has a 600,000 game database and an extensive course on the basics of chess. The tutorials are good for the beginner or intermediate chess player. It includes a lot of chess lessons and sample chess positions. The lessons and tutorials are by Josh Waitzkin and Larry Christiansen.
- iChess for Android.** A free Android app that I use on my Kindle. There are over 1,100 chess puzzles with three levels of difficulty. You can also analyze positions from actual tournaments. It has a nice hint feature. Chess puzzles are ideal to play and solve when you don't have a chess opponent or can't find time playing an actual game. iChess for Android presents over 1,100 puzzles in a nice graphics format. You can copy a chess problem in FEN format to analyzed with an external engine such as Chess for Android. There is also a scorecard to keep track of your progress, including the number of puzzles solved and hints used.

Other good software programs are ChessGenius, Pocket Fritz 4, Junior 12, Hiarcs 13, Tigr 15, Junior 12, ZapChess, Chess Mentor, CT-ART, Zappa,



Garry Kimovich Kasparov

(originally Garik Kimovich Weinstein or Weinshtein or Wainshtein) was born in Baku, Azerbaijan on April 13, 1963. His father, Kim Moiseyevich Weinstein, an engineer by training, was Jewish and his mother, Klara Shagenovna Kasparova was Armenian and an automation engineer.

Garry learned the game of chess in 1968, at age 5, after he saw a chess problem set up by his parents. They had been solving chess problems published in a local newspaper and edited by chess master Suryen Abramian (born in 1910). Both his parents taught him the moves of the chess pieces.



Garry's father died of leukemia in 1970 at the age of 39, when Garry was 7 years old.

In 1970, Rostak Korsunsky, a boy in the 7th grade from a neighboring

apartment, took Garry to the chess circle of the Young Pioneers movement in Baku. The Baku Young Pioneers chess circle started in 1937 and have produced over 25 masters and over 200 first category players. At the Young Pioneers, Garry's first trainer was Oleg Privorotsky.

In 1972, at the age of 9, Garry was a first category player rated around 2000. He reached the final of the Baku lightning championship. His exceptional memory helped him remember almost all the world championship games at that time.

In June 1973, at age 10, Garry played in his first serious chess tournament, the Youth Team Championship at Vilnius. He won the event despite being the youngest player. A month later, on the recommendation of Alexander Nikitin, Garry was invited to a session of former world champion Mikhail Botvinnik's Soviet chess school in Moscow. World champion Anatoly Karpov had been an earlier student of Botvinnik. Botvinnik's school was limited to 20 boys and girls.

In 1973, Garry began training at Botvinnik's Soviet chess school. Garry's chess coach was Vladimir Andreevich Makogonov. He

was later trained by Alexander Shakharov. Botvinnik stated that Kasparov was the greatest chess talent he had ever seen. Garry spent 5 years (1973-1978) training under Botvinnik's chess school. The main work of the school was conducted by correspondence, but the pupils met with Botvinnik two or three times a year in Moscow.

In 1974, Garry won all 5 games in a Young Pioneers team event and qualified for the All-Union final of the Komsomolskaya Pravda event. In a simultaneous event, he defeated Grandmaster Yuri Averbakh and drew Grandmaster Kuzmin. Kasparov was then being coached by International Master (later GM) Bagirov.

In January 1975, he was the youngest player in the 1975 USSR Junior Championship and took 7th place. He was the youngest Candidate Master since Karpov. One of his games was published by Leonard Barden in The Guardian on February 24, 1975. It was the first western report of Garry Kasparov (still known as Garry Weinshtein). Barden also predicted that Kasparov would be the successor to Anatoly Karpov for the world championship.

In 1975, at the age of 12, Garry legally adopted his mother's Armenian surname, Gasparyan. He



later modified it to a more Russian version, Kasparov.

In the autumn of 1975, Weinstein, now known as Kasparov, won the Baku "City Cup."

In November 1975, in a Grandmasters vs. Young Pioneers event in Leningrad, Kasparov drew Viktor Korchno, Lev Polugaevsky, and Gennady Kuzmin, but lost to new world champion Anatoly Karpov. It was the first time that Kasparov had played Karpov.

In January 1976, Kasparov won the USSR Junior (under 18) Chess Championship in Tbilisi, Riga, scoring 7 points out of 9 (5 wins, 4 draws) in this 38-player event. He won his first major tournament on his first try. The winner of the girls championship was Maya Chiburdanidze, who later became women's world champion.

In July 1976, Kasparov, age 13, participated in the World Cadet Cup (under 18) championship in France. He tied for 3rd-6th place. No junior as young as 13 had ever represented the USSR in a "Western" country before Kasparov.

In January 1977, Garry repeated his performance at the Soviet Junior Championship, held in Riga, scoring 8.5 out of 9 (8 wins, 1 draw). No other player had won two Soviet junior championships.

In April 1977, Kasparov took 2nd place, behind Artur Yusupov, in the

USSR Junior Qualifying tournament held in Leningrad. The winner went on the World Junior (under 20) Championship in Colombia. Yusupov went on to win the world junior title. It was at this time that Kasparov wanted to become a professional chess player.



In September 1977, he won the bronze medal at the first World Cadet (Under-16) Chess

Championships, held in France.

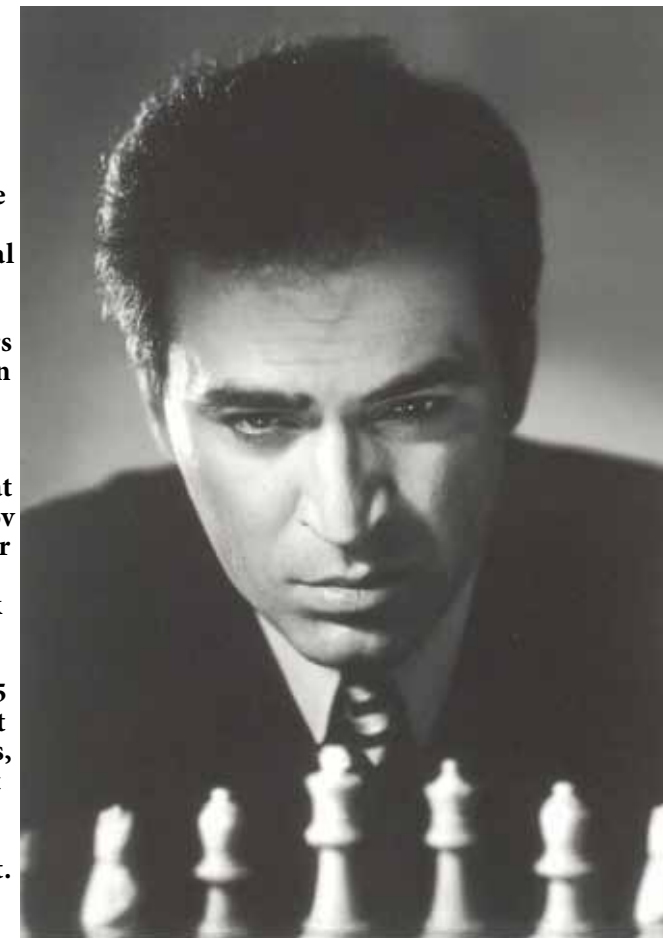
In late 1977, there were arguments over whether to invite 14-year-old Candidate Master Kasparov to the Sokolsky Memorial Tournament. It was supposed to be a tournament of masters only. But an exception was made, and Kasparov was invited.

In January 1978, at the age of 14, Kasparov won the 8th Alexander Sokolsky Memorial Tournament in Minsk and became a Soviet master (he exceeded the Soviet norm by 3.5 points), scoring 13 out of 17 (11 wins, 2 losses, and 4 draws). He beat his first grandmaster in a tournament (Lutikov) in this event.

In June-July 1978, he qualified for the Soviet Chess Championship after winning a 64-player Swiss system tournament at Daugavpils on tiebreak over Igor Ivanov, scoring 9 out of 13 (6 wins, 1 loss, 6 draws). At 15, he was the youngest ever player to qualify for the Soviet championship. At the time, he was still unrated internationally.

In December 1978, he played in his first Soviet Championship (the 46th USSR Championship) in Tbilisi and finished 9th out of 18, scoring 9-8 (4 wins, 4 losses, 9 draws), two points behind the winner Mikhail Tal. Kasparov had to play 16 grandmasters in this event.

In April 1979, without a FIDE rating (the only player without a rating, which included 14 grandmasters), he won an international tournament in Banja Luka, Yugoslavia (now Bosnia and Herzegovina) with 8 wins and 7 draws (2 points ahead of 2nd place finisher Ulf Andersson). This was his first international tournament and he gained his first IM and GM norm. Kasparov had been invited at the last minute with no rating.



He was a replacement for Soviet defector Viktor Korchnoi whom was originally invited but withdrew due to a threat of a boycott from the Soviet chess players.

In July 1979, Kasparov appeared for the first time on a FIDE rating list. His first rating was 2545. His Soviet rating was 2510.

In December 1979, at the 47th USSR Championship held in Minsk, he finished 3rd (behind Geller and Yusupov) scoring 10 out of 17 (6 wins, 3 losses, and 8 draws). He was awarded the International Master title in 1979.

In January 1980, Kasparov's rating was now 2595 and one of the top 20 players in the world.

Kasparov was selected for the Soviet team to play in the European Team Championship at Skara (board 10). The event was held in January 1980. He won 5 games, drew one game and scored 91.6%.

In April 1980, he won at Baku with 8 wins and 7 draws, gaining his second and final norm for the



International Grandmaster title.

In August 1980, he won the 19th World Junior Championship in Dortmund, West Germany, at the age of 17, scoring 10.5 out of 13 (8 wins, 5 draws).



In November-December 1980, Garry played as second reserve (Board 6) for the USSR at the 24th Chess Olympiad in Malta. He would later play in 8 chess Olympiads, representing the USSR 4 times and Russia 4 times.

In January 1981, Kasparov's rating was 2625 and one of the top 10 players in the world.

In April 1981, he was second, behind Karpov, at the Moscow International.

In July 1981, Kasparov's rating was 2630. World champion Karpov was rated 2700.

In December 1981, he tied for first place, scoring 12.5 out of 17 (10 wins, 2 losses, 5 draws), with Lev Psakhis in the 49th USSR Championship and Zonal at Frunze, and qualified for the Interzonal.

In January 1982, Kasparov's rating was 2640 and one of the top 5 players in the world.

After high school, Kasparov became a student at the Foreign Languages Institute in Baku, majoring in English.

In May 1982, he won at the super category 14 tournament in Bugojno, Yugoslavia with 6 wins and 7 draws.

In July 1982, Kasparov's rating was 2675, just behind Karpov's rating of 2700.

In September 1982, he won the Moscow Interzonal with 7 wins and 6 draws, thus becoming a Candidate for the world championship. At age 19, he was the youngest Candidate since Bobby Fischer, who was a Candidate at age 15. When asked how he prepared for a tournament, he replied, "I've studied all the latest chess literature, and analyzed my games, particularly the ones I lost. When I'm busy with chess, I like to listen to music, and especially pop songs."

In November-December 1982, he played board 2 for the USSR team at the 25th World Olympiad in Lucerne, Switzerland. He won 6 games and drew 5 games.

At the end of 1982, the International Chess Journalists Association (AIPE) awarded the Chess Oscar for the most outstanding performances of 1982 to Garry Kasparov. He was now the second highest rated player in the world, behind Anatoly Karpov.

In January 1983, Kasparov's rating was 2690. World champion Karpov was at 2710.

In March 1983, he defeated Alexander Beliavsky (4 wins, 1 loss, 4 draws) in the Candidates Quarter-final match in Moscow.

In September 1983, he won a strong Grandmaster tournament in

Niksic.

In December 1983, he defeated Korchnoi (4 wins, 1 loss, 6 draws) in London in the Candidates Semi-final match. He was originally scheduled to play Korchnoi in Pasadena, California, but Kasparov was forfeited when he did not show up in Pasadena due to politics. The match was later played in London.

He won the chess Oscar for **1983**.

In January 1984, Kasparov became the number 1 ranked player in the world, rated 2710. He became the youngest ever world No. 1 player until Vladimir Kramnik broke his record in 1996, and now broken again by Magnus Carlsen in 2010.



In 1984, at the age of 21, he joined the Communist Party of the Soviet Union (CPSU). Three years later, he was elected to the Central Committee of Komsomol. He left the Communist Party in 1990.

In April 1984, he defeated Vasily Smyslov in the Candidates Final Match (4 wins, 9 draws) in Vilnius and became the challenger for the world championship.

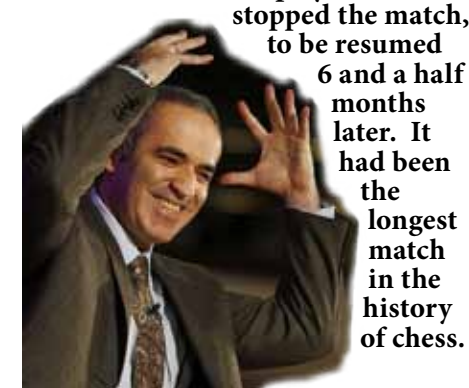
In June 1984, he played board 2 for the USSR in the USSR vs Rest of the World match.

In 1984, Kasparov gave the first satellite simultaneous exhibition as he played players in London and New York.



On September 10, 1984

Kasparov and Karpov began their marathon match in the House of Unions in Moscow. The match was for the first to win 6 games. After nine games, Karpov was winning 4-0. Then there was a series of 17 draws in a row. Kasparov won his first game (his first win ever against Karpov) after 32 games had been played. Then there was another series of 15 successive draws. After 3 wins (games 32, 47, and 48), 40 draws, and 5 losses (48 games) for Kasparov, FIDE President Campomanes stopped the match after 5 months of play. Both players stated that they wanted to continue, but Campomanes cited the health of the players and



stopped the match, to be resumed 6 and a half months later. It had been the longest match in the history of chess.

The Kasparov-Karpov match was halted on **February 15, 1985**. On September 3, 1985 Kasparov and Karpov resumed their match in Moscow. This time, Kasparov won with 5 wins, 16 draws, and 3 losses (13-11). The match had been limited to 24 games. Garry Kasparov became the youngest world men's chess champion at age 22 years, 210 days on November 9, 1985. He held the official World Chess Federation (FIDE) title until 1993, when a dispute with FIDE led him to set up the rival chess organization, Professional Chess Association

(PCA). He was the 13th official world chess champion from 1985 to 1993.

In 1985, Kasparov played a simultaneous exhibition against 32 of the strongest

chess computers and won all 32 games.

He won the chess oscar for **1985**.

In 1986, Kasparov created the Grandmasters Association (GMA) to represent professional chess players.

On July 25, 1986 Kasparov defended his title against Karpov in London, then in Leningrad in their 3rd world championship match. Prime Minister Margaret Thatcher delivered a welcoming speech in London wearing a chessboard design dress. Kasparov won with 5 wins, 15 draws, and 4 losses (12.5-11.5). At one point, Kasparov was up 3 games, but then Karpov won 3 games in a row to tie the match. At that point, Kasparov dismissed one of his seconds, GM Evgeny Vladimirov, accusing him of selling his opening preparation to Karpov.

Kasparov won at Brussels (OHRA) later that year. Kasparov won the chess Oscar for **1986**.

Kasparov was the number 1 rated chess player from **1986** until his retirement in **2005**. His highest Elo rating was 2851. He was the world number 1 ranked play for 255 months.

In April, 1987 Kasparov tied for first at Brussels (SWIFT) with Ljubojevic.

On October 12, 1987 Kasparov defended his title in Seville, Spain against Karpov in their 4th world

championship match. He retained his title by drawing the match with 4 wins, 16 draws, and 4 losses (12-12). He won the chess Oscar for 1987. His FIDE rating was 2750.

In 1988, Kasparov won at Amsterdam, Belfort, and Reykjavik. In August, he tied for first with Karpov at the USSR championship. In 1988 he was doing commercials, thus becoming the first Soviet in Western commercials.

In 1989, Kasparov won at Barcelona, Skelleftea (tied with Karpov), Tilburg, and Belgrade. Kasparov won the Grand Masters Association World Cup for 1988-89. His FIDE rating peaked at 2810 in 1989, the highest ever recorded. He also defeated Deep Thought computer in a two game match in New York.

In January 1990, Kasparov passed 2800 in rating, breaking Bobby Fischer's record of 2785.

In February, 1990 Kasparov took first place at Linares, Spain.

In October 1990, he again defended his title against Karpov in their 5th world championship match. They played their match in New York and Lyon, France. Kasparov won the match with a score of 12.5 - 11.5 and won \$1.7 million. After five world championship matches, Kasparov had 21 wins, 19 losses, and 104 draws, for a total of 144 games.

In 1991, Kasparov won at Tilburg, a Category 17 tournament with the average rating of 2666. Kasparov became the first registered user of ChessBase in 1991.





In 1992, Kasparov won at Paris.

In March, 1993 Kasparov won at Linares, Spain. This was a Category 18 event, with 11 of the top 14 players in the world participating.

In March, 1993 Kasparov declined to play for the world chess championship organized by FIDE. FIDE forfeited Kasparov as the World Champion as Kasparov founded the Professional Chess Association, sponsored by Intel.

In September, Kasparov began his PCA World Championship match in London against Nigel Short (who defeated Karpov in a qualifying match). Kasparov won the match with a score of 12.5 - 7.5 (6 wins, 13 draws, 1 loss).

Before the match, both Kasparov and Short had been ejected from FIDE. FIDE then organized a World Championship match between Karpov and Jan Timman, which Karpov won and became world champion again.

There were now two world chess champions, one recognized by FIDE, and the other by the PCA. The title would remain split for 13 years.

Kasparov continued to hold the "Classical" World Chess Championship until 2000, when he was defeated by Grandmaster Vladimir Kramnik.

In 1994, Kasparov lost to Fritz 3 in a blitz event in Munich.

In 1995,

Kasparov won at Riga and Novgorod.

In September 1995, he began his Intel-PCA World Championship match with Viswanathan Anand in New York. He won the match with 4 wins, 13 draws, and 1 loss. The match was held on the top floor of the World Trade Center in New York City.

In November 1995, Kasparov won the Paris Intel Grand Prix. Later, he defeated Fritz 4 in London

There were now two world chess champions, one recognized by FIDE, and the other by the PCA. The title would remain split for 13 years.

with one win and one draw. In December, Kasparov played 10 players over the Internet, winning 7 and drawing 3.

In January-February 1996, Kasparov defeated Deep Blue with a 4-2 score. After the match, Intel, one of the major backers of the PCA, withdrew its sponsorship in retaliation for Kasparov's choice to play the IBM Deep Blue. Intel was a chief rival to IBM. The lack of sponsorship ended the PCA.

In 1996, Kasparov helped Russia win its gold medal at the 32nd Chess Olympiad in Yerevan. He played board 1.

In December 1996, he won at Las Palmas, a category 21 tournament with an average rating of 2757.

In 1997, Kasparov supported a scholarship program to Oakham School in England, which was the only school to have a full-time chess coach in the United Kingdom.

On May 11, 1997 he lost to Deeper Blue by the score of 2.5-3.5. Kasparov was the first world chess champion to lose a match to a computer under



standard time controls.

In October 1997, he tied for 1st (with Kramnik and Svidler) at Tilburg.

In July 1999, Kasparov was at his peak Elo rating of 2851.

In January 2000, Kasparov won Corus at Wijk aan Zee.

In March 2000, he tied for 1st (with Kramnik) at Linares.

In November 2000, Kasparov lost to Vladimir Kramnik in the Braingames World Chess Championship. Kramnik won the match with the score of 8.5-6.5 (2 wins, 13 draws). Kasparov had been world champion for 15 years until he lost this world championship match. In January 2001, he won Corus at Wijk aan Zee. In March, he won at Linares.

In 2001, Kasparov refused an invitation to the 2002 Candidates



Tournament in Dortmund, claiming that he results from previous tournaments earned him a rematch with Kramnik.

In December 2002, Karpov defeated Kasparov (2 wins, 1 draw) in a rapid time control match in New York City.

In February 2003, he drew with Deep Junior in New York with one win, one loss, and four draws.

In 2003, Kasparov published the first volume of his 5-volume work Garry Kasparov on My Great Predecessors.

In November 2003, he drew with Fritz X3D in New York with one win, one loss, and two draws.

In November 2004, he won the Russian Chess Championship for the first time. He had a +5 score.

In March 2004, Kasparov announced he was retiring from chess. He had just tied for 1st (with Topalov) at Linares, which he had won for the 9th time. His last Elo rating was 2812.

On March 10, 2005, Kasparov announced his retirement from professional chess. He devoted his time away from chess to politics and writing. At the time of his retirement, he was still ranked number 1 in the world.

On April 10, 2005, Kasparov was hit over the head with a wooden chessboard he had just signed in Moscow. The attacker was protesting Kasparov's politics and for giving up chess.

On August 22, 2006, Kasparov played in the Lichthof Chess Champions blitz tournament. Kasparov tied for 1st

with Karpov.

Kasparov formed the United Civil Front movement and joined as a member of The Other Russia, a group opposing the administration of Vladimir Putin.

On April 14, 2007, Kasparov was

arrested in Moscow while heading for a demonstration protesting against Putin.

In September 2007, Kasparov entered the Russian Presidential race, receiving 379 of 498 votes by The Other Russia congress.

In November 2007, Kasparov was detained at an Other Russia rally in Moscow. He was charged with resisting arrest and spent 5 days in jail.

In 2008, Kasparov announced himself as candidate for the 2008 Russian presidential race, but later withdrew.

In February 2009, Kasparov began coaching GM Magnus Carlsen. He coached him for one year. Kasparov is currently coaching Hikaru Nakamura, which he started coaching in January, 2011.

In September 2009, Kasparov played a 12-game match with Karpov in Valencia, Spain. Kasparov won 9-3.

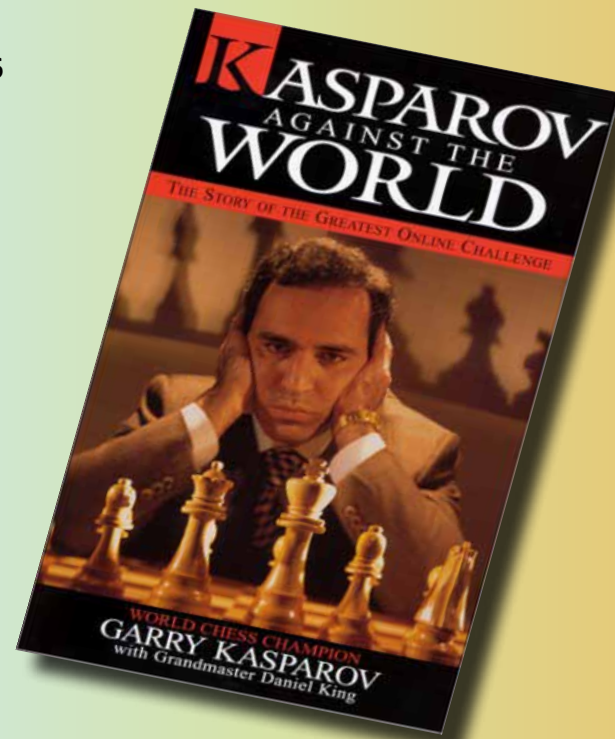
Kasparov has been married three times. His first wife was **Masha**, and they had one daughter, Polina, born in 1993. His second wife was Yulia, and they had one son, Vadim, born in 1996. His third wife is Daria and they have one daughter, Aida, born in 2006.





Kasparov's published books include:

- The Test of Time, 1986
- Kasparov Teaches Chess, 1986
- World Chess Championship Match, Moscow 1985, 1986
- Child of Change: An Autobiography, 1987
- London-Leningrad Championship Games, 1987
- Unlimited Challenge, 1990
- The Sicilian Scheveningen, 1991
- The Queen's Indian Defence, Kasparov System, 1991
- Kasparov Versus Karpov, 1990
- Kasparov on the King's Indian, 1993
- Garry Kasparov's Chess Challenge, 1996
- Lessons in Chess, 1997
- Kasparov Against the World, 2000
- My Great Predecessors Part I, 2003
- My Great Predecessors Part II, 2003
- Checkmate!: My First Chess Book, 2004
- My Great Predecessors Part III, 2004
- My Great Predecessors Part IV, 2004
- My Great Predecessors Part V, 2006
- How Life Imitates Chess, 2007
- Garry Kasparov on Modern Chess, Part 1: Revolution in the 70s, 2007
- Garry Kasparov on Modern Chess, Part 2: Kasparov vs Karpov 1975-1985, 2008
- Garry Kasparov on Modern Chess, Part 3: Kasparov vs Karpov 1986-1987, 2009
- Garry Kasparov on Modern Chess, Part 4: Kasparov vs Karpov 1988-2009, 2010
- Garry Kasparov on Garry Kasparov, part I, 2011



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Feature

CHESS VARIANTS

Unorthodox Chess Variations

Chess variants, or unorthodox chess, are versions of chess that do not conform to the normal laws of international chess. There are over 2,000 chess variants. Forms such as chaturanga, chatrang, shatranj, and medieval chess were orthodox in their time. The difference from chess might include one or more of the following: **Different board** (larger or smaller, non-square board shape overall or different intra-board cell shapes such as triangles or hexagons). **Addition, substitution or removal of pieces in standard chess** (non-standard pieces are known as fairy pieces). **Different rules for capture, move order, game objective, etc.** Some of the chess variants are the following:

Absorption chess is a chess variant in which a capturing piece gains the movement abilities of the piece it is capturing. The rule does not apply to the pawns or the king.

Accelerated chess is a chess variant in which each player makes two no-capturing moves or one capturing move in each turn.

Active chess, invented by G. Kuzmichov in 1989, is a chess variant played on a 9x8 board. An extra queen is placed with an extra pawn in front.

Alice chess was invented in 1954 by Vernon Parton (1897-1974) and named after the principle character in Lewis Carroll's *Through the Looking Glass* (Alice in Wonderland). Two boards and one set of men are required. The game begins with all the men (pieces and pawns) on one board. Every time a piece or pawn is moved it is transferred to its corresponding arrival square on the other board ("through the looking glass"). A move needs to be legal only

on the board from which the moved man departs, but the square of the other board to which the piece or pawn is transferred must be vacant. A man can capture only on the board from which it departs and check only on the board to which it is moved.

Amazon chess substitutes the queen for an amazon piece, which can move like a rook, bishop, or knight. The amazon piece was first described in a 16th-century manuscript.

Andernach chess is a chess variant in which a piece making a capture changes color.

Atomic chess is a chess variant in which any capture on a square also removes all pieces in any of the eight surrounding squares, except for pawns.

Avalanches chess is a chess variant invented by Ralph Betza in 1977. After moving one of your own pieces, you must move one of your opponent's pawns forward one space.

Benedict chess is a chess variant in which pieces are not allowed to be captured. If a piece when moved could capture an opposing piece in its next move, that opposing piece changes sides.

Berolina pawn chess was invented in 1926 by Edmund Nebermann. The pawn move diagonally, but it captures on the square directly ahead on the file (the opposite of how a regular pawn moves and captures).

Bughouse chess is a popular chess variant. Two teams of two players face each other on two boards. The team players use opposite colors and give captured pieces to their partner.

Camel chess substitutes a knight move of leaping. The coordinates of its leap are 3,1 instead of 2,1 for an ordinary knight. So a knight on b1 can move to a4 or c4 or d3 instead of the more normal a3 or b3 or d2 square. Another variant is Giraffe chess, where the coordinates of its leap are 4,1 instead of 3,1 for Camel chess or 2,1 for normal chess.

Continue



Chad chess is a chess variant invented by Christian Freeling in 1979. It is played on a checkered 12x12 board using one king surrounded by 8 rooks. The rooks can be promoted to queens.

Checkers chess is chess variant in which pieces can only move forward until they have reached the far rank.

Checkless chess is a chess variant in which players are forbidden from giving check except to checkmate.

Chess 960, or **Fischer Random chess**, is probably the most common chess variant. The placement of the pieces on the first rank is randomized (960 possible positions), and the pieces of the 8th rank mirror it. The chess variant was advocated by Bobby Fischer, who originally announced and promoted it on June 19, 1996 in Buenos Aires. Full castling options are retained in all starting positions. The king must be on a square between the rooks, and the bishops must be on a light and dark square.

Chess draughts was invented in 1883 by H. Richter of London. Play is on dark squares only. Pawns are moved diagonally forward and capture in the same way.

Circle chess, or circular chess, was invented in 1967 by Pierre Monreal (1916-). Captured men (pieces or pawns) are replaced on their supposed squares of origin: rook, bishop, and knight on a square of the same color as that on which they are captured, pawns on the same file as that on which they were taken, pieces obtained by promotion as for other pieces. Kings cannot be captured. If the replacement square is occupied, the captured man is removed from the board in the usual way. A man cannot be taken if its replacement would place the capturer in check.

Crazyhouse chess is a chess variant in which captured pieces change color and can be dropped on any unoccupied location.

Cubic chess is a three-dimensional variant played



on a 6x6x6 board. Each player has 6 pieces and 12 pawns.

Cylinder chess is played on a cylinder board with the a- and h-files "connected." Thus, a player can use them as if the a-file were next to the h-file.

Dice chess is a chess variant played with one die. A roll of the die tells you what you must move. A roll of 1 means you must move a pawn. A roll of 2 means you move a knight. A roll of 3 means you move a bishop. A roll of 4 means you move a rook. A roll of 5 means you move a queen. A roll of 6 means you move the king.



Displacement chess is a variant in which some pieces in the initial position are exchanged, such as flipping the position of the king and queen, or the knight on the b-file is traded with the bishop on the f-file.

Dark chess is a chess variant invented by Jens Nielsen and Torben Osted in 1989. A player does not see the entire board, only their own men and squares where these men could move. The goal is to capture the king. A player isn't told if their king is in check. Failing to move out of check, or moving into check, can result in a capture and loss of the game.

Doublewide chess uses two or four regular chess boards. Each player has two complete sets of chess pieces. Each player has two king, so the first king can be captured without ending the game.

Dunsany's chess, or Horde chess, is a chess variant in which one side has standard chess pieces, and the other side had 32 pawns.

Empress chess substitutes a piece, called the empress, which moves like a rook or a knight. The new piece is added in a chess variant called Chancellor Chess.

Flying chess is a three-dimensional chess variant played on a 8x8x2

board. Only certain pieces can move to and from the additional level.

Four-handed chess is a game for four players. The earliest version was played in the 11th century. Each player has a rook, knight, bishop, and king in his corner on the first rank, with four pawns on the second rank in front of his pieces. Each player then makes alternate moves. To win, the kings of the opponents must be checkmated. The game can also be played with modified boards, adding an 8x2 addition or a 4x4 addition to the normal board.

Genesis chess is a chess variant in which the game begins with an empty board and the players take turns placing down or moving pieces.

Giveaway chess (also known as loser's chess, suicide chess, anti-chess, Take Me chess, Must Kill, Reverse) is a chess variant in which whoever gives away all his pieces wins. Capturing is compulsory so both players must capture if they can. If more than one capture is possible, the player may decide on which man to capture. There is no check or checkmate. Kings may be captured and may be moved into check. A pawn may be promoted to a king.

Great chess is a generic name where chess is played on an enlarged two-dimensional chess. Enlarged boards can be 10x8, 9x9 (Chancellor chess), 10x10 (decimal chess), 13x13, 14x14, 14x10 (Duke of Rutland chess), and 16x12 (Capablanca's double chess). Other shapes are 10x10 with and extra square at the right of the second rank and another to the left of the 9th rank (Timur chess) and 10x10 with an extra square at each corner (Citadel chess).

Grid chess is a chess variant invented by Walter Stead in 1953. It is played on a grid board. This is a normal chess board with a grid of lines further dividing the board into larger squares. For a move to be legal, the piece moved must cross at least one of these lines.

Hexagonal chess is played on a board formed from hexagons. The earliest version was suggested by Siegmund Wellisch in 1912. The hexagonal board is used for three-



handed chess for three players.

Hierarchical chess is a chess variant in which the pieces must be moved in the following order: pawn, knight, bishop, rook, queen, and king. A player who has the corresponding piece but cannot move it loses the game.

Infinite chess is a chess variant using a board shaped like the infinity symbol. It is connected at the center, and all the men of a normal chess set are used.

Kamikaze chess is a chess variant that when capturing, the capturing piece is removed from the board also.

Korkser chess is a variant where each side has two consecutive moves to start the game.

Kriegspiel is one of the most popular of variant chess games. It was invented by Henry Temple (1862-1928) in 1898. Each opponent uses a separate set without seeing or being told the other's moves. On a third board, out of sight of the players, a moderator copies the play, preventing any illegal moves. The moderator announces that a move has been made, and, if it is a capture, names the square but not the capturing man.

Lord Loss chess is a chess variant played on 5 different chess boards with two players. One person moves a piece on any board and the opponent can choose to move on a different or the same board. The game was featured in the book *Lord Loss* by Darren Shan.

Los Alamos chess, or anti-clerical chess, is played on a 6x6 board without bishops. This was a chess-like game played by a computer at Los Alamos in the 1950s.



Monochromatic chess is a chess variant in which all pieces must stay on the same color square as they initially begin on.



four pawns against Black and all of its pawns and pieces. All the rules of chess apply, except that White makes two successive moves per turn. The White king can move into check on the first move of the turn. The goal is to capture the opponent's king.

Must-capture chess is a game in which a capture must be made if possible, although a player may choose which capture to make if there is an option; otherwise the normal laws of chess apply. This game was described as early as 1283, where it was called forced game or maidens' game. A variant to this game is if a capturing man can make a further capture, it must do so. Thus, several consecutive single-move captures can be made on a player's turn to move.

Pawns game is a variant in which White places from 7 to 9 extra pawns anywhere on the 3rd or 4th rank and plays without the queen. A variant is that White adds 3 or 4 extra pawns and plays with only one rook.

Peasants' revolt was invented by R.L. Frey in 1947. White has a king and eight pawns (the peasants) against Black that has a king, pawn, and four knights (the nobles).



Pocket knight chess, also known as tombola chess, is a variant in which before play starts, both players remove a knight from the board and at any time during the game, may place this 'pocket' knight anywhere on the board in substitution for a move. In kleptomantic chess, some piece other than a knight is pocketed.

Pre-Chess is a chess variant proposed by Pal Benko in 1978. The initial position of the pieces are selected as follows: First, White

places one of his pieces on his first rank, and then Black does the same. Players continue to alternate in this manner until all the pieces have been placed. Bishops must be on opposite colors. Castling is permitted only if the king and rook were placed on their usual squares.

Princess chess, or centaur chess, adds a new piece that combines the moves of a bishop and knight.

Progressive chess, also known as Scotch chess, is a variant in which White makes the first move, Black makes two single-moves in reply, White then makes three single-moves, then Black makes four single-moves, etc.

Randomized chess, or Shuffle chess, is any variant that leaves the pawns intact, and behind them, the pieces are placed in an unorthodox manner. Commonly, a symmetrical arrangement is made. Each player must have a light and dark bishop.

Reflex chess, invented by William Geary (1839-1923) in 1881, is a variant in which both players try to get themselves checkmated, but either must give mate on the move if this becomes possible.

Refusal chess, also known as Outlaw chess or Rejection chess, is a variant that when a player makes a move, the opponent can refuse to accept it, forcing the first player to change to another move, which must be accepted. The only exception is when only one legal move is possible.

Replacement chess is a chess variant in which captured pieces are not removed from the board, but moved by the capturer anywhere on the board.

Rifle chess (or Outlaw chess or Rejection chess), invented by William Seabrook (1886-1945) in 1921, is a variant in which a capturing man remains stationary, shooting its target off the board without occupying the vacant square. Captures can be made in no other way, and only one at a time.

Round chess is a chess variant that is played on a round board. Round



boards have been used since the 10th century. A version known as zatrikion or Byzantine chess, uses a board of four concentric rings, each divided into 16 spaces. Each of the ranks, which are arranged like spokes in a wheel, contains four spaces.

Screen chess (sometimes called battle chess, baseline chess, or Brunner chess) is like randomized chess, but the White and Black pieces are not intentionally mirrored. A screen is temporarily placed across the board while the players set up their own pieces in any formation they wish.

Star Trek chess or Tri-D chess, is a three-dimensional variant of chess depicted in the television series Star Trek. The rules were developed by Andres Bartmess in 1976.

Stationary King chess is a variant in which the players' kings are not allowed to move.

Three-check chess is a chess variant in which a player wins if he checks the opponent three times.

Three-dimensional chess, or space chess, was first invented by Ferdinand Maack (1861-1930) in 1907. He proposed eight 8x8 boards, one above another. In 1945, Charles Beatty introduced Total chess, using four 8x8 boards

Three-handed chess is a chess variant for three players. The earliest special board, dating from 1722, consisted of the normal 64 squares with 24 squares (8x3) added to three sides.

Transcendental chess is similar to Chess960, but the opening White and Black positions do not mirror each other.

Upside-down chess is a chess variant in which the black and white pieces are switch so that all the pawns are one step away from getting promoted.

Weak chess is a chess variant in which White has the usual pieces, but Black has one king, seven knights, and 16 pawns.



Chess Variants

For more information see the following resources:

<http://www.chessvariants.com/>
http://www.chessville.com/links/links_comp_variants.htm



Proof Games

A proof game (PG) in chess is a type of retrograde analysis chess problem where a solver must reconstruct a legal chess game starting from the initial chess position, which ends a given position. This proves that the chess position is reachable after a specified number of moves. A proof game is called a shortest proof game (SPG) if no shorter solution exists. The task is to construct the shortest possible game ending with the given position. From the diagram, it is your job to try and see how did the game go from the initial startup position of a chess game. White and Black effectively cooperated to achieve this. Most likely, the moves would not be sensible in a competitive game of chess, but the problems are fun to solve and pretty neat.

The main point in most SPGs lies in its visual effect, a kind of deceptive symmetry. What makes an SPG different from other retro problems is the specified length of the game. This is an extra restriction which increases the scope of the problem. By convention, SPGs will consist of a precise sequence of moves without any dual or alternative move order.

A diagram is usually included with a caption that may say "Position after Black's fourth move. How did the game go?" Sometimes the caption will say SPG in 9.0, where 9.0 indicates how many total moves must be played to reach the position. 9.0 means the position is reached after black's 9th move. If it says SPG in 7.5, then the position is reached after seven and a half moves, or after White's 8th move.

Most proofs have only one solution. The moves in the solution are unique and their order is usually unique. Solving a SPG typically begins with a count of the number of "visible" moves made by the pieces no longer on their starting squares. Sometimes there is a substitution of a captured piece on its initial square by its promoted counterpart. This is known as the Pronkin theme – a promoted piece goes to the initial square of a similar piece, which is already captured. A homebase position is one in which every piece stands on its game array square. Multiple captures of promoted pieces is called the Frolkin theme. The longest SPG created so far is one of 58 moves, created

by Dmitry Pronkin. A position after the 58th moves of White is shown and you have to show how the game went.

The first SPGs were composed by Sam Loyd (1841-1911) in the 1890s, but had duals (alternative move orders). The earliest dual-free proof game was composed by Thomas Dawson (1889-1951) in 1913. In the 1980s, Michel Caillaud created many unique SPFs.

A recent trend in proof games is problems with more than one solution. The different solutions are usu-

ally thematically related.

If there is a unique game leading to a given position in the minimum possible number of moves, then this is called a uniquely realizable game (URG). For example, Fool's Mate, 1.g4 e5 2.f3 Qh5 mate, cannot be a URG because the final position can be obtained by a number of other opening moves (such as 1.f3 e6 2.g4 Qh5 mate). The shortest URGs are 1.e4 e5 2.Qh5 Ke7 3.Qxe5 mate and 1.e4 f5 2.exf5 g5 3.Qh5 mate. A URG that has no captures is 1.f3 e5 2.Kf2 Qh4+ 3.Ke3 Qd4 mate.

The following are 10 example proof games. See if you can solve any before looking at the solution. They can be tricky.

Answers on page 30



Position after Black's 4th move.



Position after Black's 4th move.



Position after Black's 4th move.



Position after White's 4th move.



Position after White's 7th move.



Position after White's 4th move.



Position after Black's 4th move.



Position after Black's 6th move.



Position after White's 4th move.



Position after White's 5th move.



Kieseritzky

The Immortal Game

by Bill Wall



Anderssen

The Immortal Game is one of the most famous games in all of chess. It was played by Adolf Anderssen (1818-1879) and Lionel Kieseritzky (1806-1853) as an informal game, played at the Simpson's-in-the-Strand Divan (chess cafe, men's club, and tavern) in London on June 21, 1851. The game was played during a break of the first international tournament (May 27 to July 15, 1851), London 1851.

Anderssen sacrificed his bishop, two rooks, and potentially his queen in the game. This may have been a swindle and Black may have resigned in a drawn position, at least prematurely if Black had continued with 20...Ba6 instead of 20...Na6. Black's 20th move may not have been played as Kieseritzky resigned rather than allow checkmate after 20...Na6, ensuring an immortal combination of a Queen sacrifice that leads to mate after sacrificing a Bishop and two Rooks earlier. When Kieseritzky sent his game by telegraph to a chess magazine, the game ended after White's 20th move. But another chess magazine during that time published Black's last move as 20...Na6, stating that "Black (sic) gave mate in three moves." It is also possible that Kieseritzky played 20...Na6 and Anderssen announced a mate in three without actually playing the moves.

Adolf Anderssen was a math teacher from Breslau. He won the 1851 London International, held at the St. George Chess Club, defeating Kieseritzky in the first knockout round, with two wins and a draw. Anderssen was considered the strongest player of his day.

Lionel Adalbert Bagration Felix Kieseritzky was also a math teacher from Dorpat (now Tartu), Livonia (now inside of Estonia). He was also a chess tutor at the Cafe de la Régence, in Paris, where he gave chess lessons at 5 francs an hour. Two years later, Kieseritzky died penniless in the Hotel du Dieu in Paris, a charity hospital for the insane. No one attended his burial in a pauper's grave.

The opening was a King's Gambit Accepted

(1.e4 e5 2.f4 exf4), Bishop's variation (3.Bc4), Bryan Counter Gambit (3...b5).

When the game was over, Kieseritzky was so impressed with the game that he telegraphed the moves to his chess club in Paris. The game was publicized in the French chess magazine La Régence in July, 1851 (page 221, game 186). In this game, the last move was 20.Ke2. The game was also published in Chess Player, volume 1, July 1851, by Horwitz and Kling. In that game, the last move was 20...Na6, with the note "And Black gave mate in three moves." It should have read "And White gave mate in three moves."

The game was first called the "Immortal Game" (Eine unsterbliche Partie) by the Austrian player Ernst Falkbeer in 1855 when he annotated the game in the August 1855 German chess magazine Wiener Schachzeitung, page 293. He included the move 20...Na6 as the last move and annotated several other possibilities (20...f6, 20...Bb7, and 20...Ba6) for Black's 20th move.

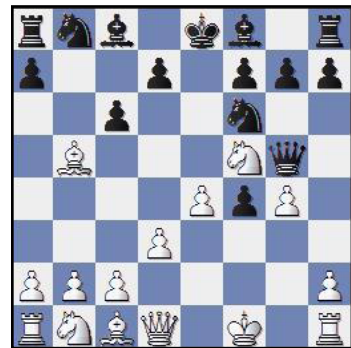
On September 2, 1923 the town of Marostica, Italy played the immortal game with living persons. They have been recreating this game with living persons every year.

The final part of the game was used in the 1982 movie Blade Runner but the chessboards are not exactly arranged as in the Immortal Game. Sebastian's (Batty) board does not match Tyrell's board.

A position of the game after the 20th move has been recreated on a chess stamp from Surinam in 1984.

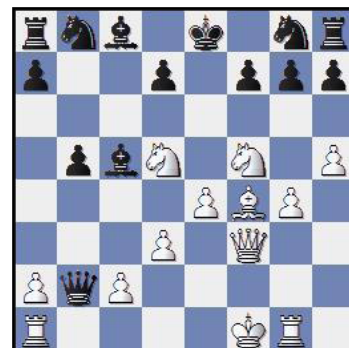
Anderssen,A - Kieseritzky,L - London, June 6, 1851

1.e4 e5 2.f4 exf4 the King's Gambit Accepted 3.Bc4 [3.Nf3] 3...Qh4+ [3...d5; 3...Nf6] 4.Kf1 b5? the Bryan Counter Gambit to deflect the bishop from attacking the central squares [4...d5; 4...d6; 4...Nf6] 5.Bxb5 Nf6 [5...Bb7 6.Nc3 Bb4] 6.Nf3 [6.Nc3 Ng4 7.Nh3 Nc6] 6...Qh6 [6...Qh5 7.Nc3 c6 (7...Bb7 8.Bc4 Nxe4 9.Nxe4 d5 10.Bb5+ c6 11.Nf6+ gxf6 12.Be2) 8.Be2 Qh6] 7.d3 [7.Nc3 c6 (7...g5 8.d4 Bg7 (8...Bb7 9.h4 Rg8 10.Kg1) 9.e5 Nh5 10.Ne4) 8.Bc4 d6 9.d4] 7...Nh5?! threatening 8...Ng3+ 9.hxg3 Qxh1+ and 8...Nxf4 [7...Ng4; 7...Bc5 8.d4 Bb6 9.Nc3 Bb7 10.Bd3; 7...Nc6 8.Nc3 Ne7 9.Ne5] 8.Nh4?! [8.Rg1!? threatening 9.g4 8...Nf6 (8...Qb6 9.Nc3 c6 10.Bc4) 9.Qd2 Bc5; 8.Ke2 g5 9.Nc3 Nc6 10.Nd5 g4 11.Nxc7+ Kd8 12.Bxc6 gxf3+ 13.gxf3 Qxc6; 8.Qe1 a6 9.Bc4] 8...Qg5 threatening 9...Qxb5 and 9...Qxh4 [8...g6 9.g3 Be7 10.Qg4] 9.Nf5 [9.g4 Qxh4 10.gxh5 c6 11.Ba4 d5 12.Qd2 Bh3+ 13.Ke2 f3+ 14.Kd1 f2 15.Qf4 Qxh5+ 16.Kd2 dxe4] 9...c6?! [9...g6 10.h4 (10.Nd4 Bg7) 10...Qf6 11.Nc3 c6 12.Ba4 Na6] 10.g4?! [10.Ba4 d5 (10...g6 11.Ng3 Nxc3+ (11...Ng7 12.Bb3) 12.hxg3 Qxg3 13.Nc3 Bc5 14.Qe1) 11.Nc3 (11.g4 dxe4 12.dxe4 Ba6+ 13.Kg2 Nf6 14.Qf3) 11...dxe4 12.Nd6+ Bxd6 13.Nxe4 Qh6 14.Nxd6+ Qxd6 15.Qxh5; 10.Rg1 cxb5 11.g4 Nf6 12.h4] 10...Nf6 Diagram

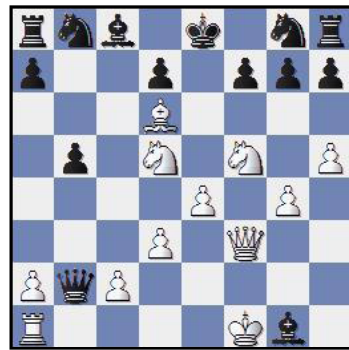


[10...cxb5 11.gxh5 g6 12.Nd4 Bg7; 10...g6?! 11.gxh5 gxf5 12.h4 Qf6 13.Bc4 fxe4 14.dxe4 Rg8] 11.Rg1!? sacrificing the bishop [11.Ba4; 11.Bc4 Nxc4 12.h3 Ne5] 11...cxb5 [11...d5 12.h4 Qg6 13.h5 Qg5 14.Qf3 Bxf5 15.exf5 cxb5 16.Bxf4 Qh4 17.Nc3 Nc6; 11...h5!? 12.h4 Qg6 13.g5 Ng4 14.Ba4] 12.h4! [12.Qf3 Ng8 (12...g6 13.e5 gxf5 14.Qxa8 Nxc4; 12...h5 13.Bxf4 Nxc4 14.Bxc5 Nxc2+ 15.Ke2 Nxf3 16.Kxf3 b4) 13.Nc3 a6] 12...Qg6 13.h5 [13.Bxf4 h5 14.gxh5 Qxh5 15.Nc3 a6] 13...Qg5 [13...Nxc3 14.gxh5 Qf6 15.Nc3 Bb7 16.Bxf4] 14.Qf3!? threatening 15.e5 and 15.Bxf4 and trapping the queen 14...Ng8 making room for the queen to escape [14...Nxc4 15.Rxc4 Qxh5 16.Bxf4 Bb7 (16...g6 17.Nd6+ Bxd6 18.Bxd6 Nc6 19.Qf6 Rg8 20.Nc3; 16...d5 17.Nc3 Bxf5 18.exf5); 14...g6 15.Bxf4 Nxc4 16.Rxc4 Qf6] 15.Bxf4 [15.Nc3 a6;

15.Qxf4 Qxf4+ 16.Bxf4 Bb7] 15...Qf6 threatening 16...Qxb2 [15...Qd8 16.Nc3 a6 17.Bd6] 16.Nc3 [16.c3 Bb7 17.Nd2 h6; 16.e5 Qc6 17.Nd2 Qxf3+ 18.Nxf3] 16...Bc5?! [16...Qc6! 17.Nd4 Qb7 18.Ndx5 Na6; 16...Bb7 17.Nxb5 (17.Qg3 Na6 (17...d6 18.Nxd6+ Bxd6 19.e5) 18.Nxb5 Qxb2 19.Nfd6+ Bxd6 20.Nxd6+ Kf8 21.Be5 Qb6 22.Kg2 f6 23.g5) 17...Qxb2 18.Nc7+ Kd8 19.Qd1 Na6 20.Rb1 Qxa2 21.Rxb7 Kc8 22.Rb3 Nxc7 23.Rc3; 16...Nc6 17.g5 Qd8 18.Nxb5; 16...Na6 17.g5 Qc6 18.Be5] 17.Nd5 [17.d4!? Bf8 (17...g6 18.Be5 Qxe5 19.dxe5 gxf5 20.exf5) 18.Be5 Qg5 (18...Qc6 19.Nxc7+ Bxc7 20.Bxc7 b4 21.Nd5) 19.Nd5; 17.Nxb5 Qxb2 18.Nc7+ Kd8 19.Qd1] 17...Qxb2 Diagram

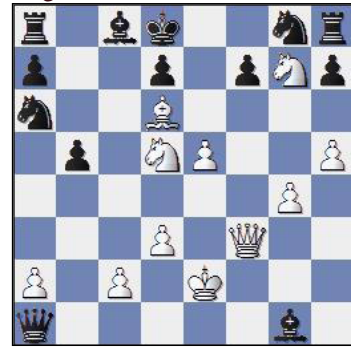


[17...Qd8 18.Nc7+ Kf8 19.Bd6+ Bxd6 20.Nxd6 f6 21.Nxa8; 17...Qc6 18.Nc7+ Kd8 19.d4] 18.Bd6?! perhaps a dubious sacrifice [18.Nc7+ Kd8 19.Re1 Bxg1 20.Nxa8 Bc5; 18.d4 Qxa1+ (18...Bf8 19.Nc7+ Kd8 20.Re1 Bb7 21.Nxa8 Bxa8 22.Bxb8) 19.Kg2 Qb2 20.dxc5 Na6 21.Nd6+ Kf8 22.Be5 Qxc2+ 23.Kh3 f6 24.Nxf6 gxf6 25.Bxf6; 18.Re1 Nc6 (18...Na6 19.Bd6 Bxg1 20.e5 Kd8 21.Nxc7 Bb7 22.Qxf7 Ne7 23.Ne6+ dxe6 24.Bc7+ Kd7 25.Qxe7+ Kc8 26.Qxe6#) 19.Nc7+ Kf8 20.Nxa8 Bxg1 21.Kxg1; 18.Be3 Qxa1+ (18...d6 19.Bd4 Bxd4 20.Nxd6+ Kd8 21.Nxf7+ Ke8 22.Nd6+ Kd8 23.Qf8+ Kd7 24.Qf7+ Kxd6 25.Qc7+ Ke6 26.Nf4+ Kf6 27.g5#) 19.Kg2 Qb2 20.Bxc5 Qxc2+ 21.Kh3 Qxc5 22.Rc1 d6 23.Rxc5 Bxf5 24.Qxf5 dxc5 25.Qc8#] 18...Bxg1? Diagram



[18...Qxa1+! 19.Ke2 Bxg1? a)19...Qxg1!? 20.Nxc7+ Kd8 21.Bc7#; b)19...

Qb2! 20.Rc1 b1)20.Kd2 Bxg1 (b1)20...g6 21.Re1 Bb7 22.Bxc5 gxf5 23.exf5+ Kd8 24.Bb6+ axb6 25.Qc3 Bxd5 26.Qxb6+ Kc8 27.Re8#) 21.e5 Ba6 (b1)21...Bb7 22.Nxc7+ Kd8 23.Qxf7 Be3+ 24.Nxe3 Ne7 25.Qxe7+ Kc8 26.Qf6 Qxa2 27.Ngf5 Qa5+ 28.Ke2 Re8) 22.Nxc7+ (b1)22.Nc7+ Kd8 23.Qxa8 Bb6 24.Qxb8+ Bc8 25.Nd5 Ba5+ 26.Ke3 Qxc2 27.Qxa7 Qd2+ 28.Kf3 Qd1+ 29.Kg3 Qe1+ 30.Kg2 Qe2+ 31.Kh3=) 22...Kd8 23.Qxf7 Kc8 (b1)23...Nh6! 24.Qf6+ Kc8 25.Qxh6 Nc6 26.Qf6 Kb7 27.Qf5 Rad8 28.Ne6 Rc8) 24.Qe8+ Kb7 25.Qd8 Kc6 26.Nb4+ Qxb4+ 27.Bxb4 Bb7; b2)20.Bxc5 Qxc2+ 21.Kf1 Qxc5 22.Qf4 f6 (b2)22...Kd8 23.Qg5+ f6 24.Qxg7 Bb7 25.Nfe7 d6 26.Qxh8 Qc1+ 27.Kg2 Qd2+ 28.Kh3 Qxd3+ 29.Kh4 Qf3 30.Qxg8+ Kd7 31.Qg7) 23.Nd6+ Kf8 24.g5 Qd4 25.gxf6 g6 26.f7 Ne7 27.Qh6+ Qg7 28.Qxg7+ Kxg7 29.Nxe7; 20...g6 21.Bxc5 gxf5; 20.e5 Na6 a)20...f6 21.Nxc7+ Kf7 22.Nxf6 Kxg7 (a)22...Bb7 23.Nd5+ Kxg7 24.Qf8#) 23.Ne8+ Kh6 24.Qf4#; b)20...Bb7 21.Nxc7+ Kd8 22.Qxf7 Nh6 23.Ne6+ dxe6 24.Qe7+ Kc8 25.Qc7#; 21.Nxc7+ Kd8 22.Qf6+ Nxf6 23.Be7#] 19.e5! cutting off the queen and threatening 20.Nxc7+ Kd8 21.Bc7 mate [19.Nxc7+?? Qxg7] 19...Qxa1+ [19...Ba6 20.Nc7+ Kd8 21.Nxa6 Qxa1+ 22.Ke2 Qc3] 20.Ke2 and Black resigned here [20.Ke2 Na6? Kieseritzky probably played this move a)20...Ba6 21.Nc7+ Kd8 22.Nxa6 (a)22.Qxa8 Bc8 23.Qxb8 Qc3; a)22.Nxa8? Kc8) 22...Qc3 (a)22...Qxa2 23.Bc7+ Ke8 24.Nb4 Nc6 25.Nxa2 Bc5 26.Bd6 Bxd6 27.Nxd6+ Kd8 28.Nxf7+; a)22...Bb6 23.Qxa8 Qc3 24.Qxb8+ Qc8 25.Qxc8+ Kxc8 26.Bf8 h6 27.Nd6+ Kd8 28.Nxf7+ Ke8 29.Nxh8 Kxf8 30.Kf3 Ne7 31.Ke4) 23.Bc7+ Qxc7 24.Nxc7 Nc6 (a)24...Kxc7 25.Qxa8 f6 (a)25...Bc5 26.Nd6 Bxd6 27.exd6+ Kc8 28.Qxa7; a)25...Nc6 26.Nd6 Nxe5 27.Nxb5+ Kb6 28.Qb8+ Kc6 29.c4 Nxc4 30.dxc4 Kc5 31.Qd6+ Kxc4 32.Na3+ Kc3 33.Qd2#) 26.Nd6 fxe5 27.Nxb5+ Kc8 28.Nd6+ Kc7 29.Nf7) 25.Nxa8 Bd4 26.h6 Bxe5 27.hxc7; b)20...Nc6?? 21.Nxc7+ Kd8 22.Bc7#; c)20...f6 21.Nxc7+ Kf7 22.Nxf6 Kxg7 23.Ne8+ Kh6 24.Qf4#; d)20...Bb7 21.Nxc7+ Kd8 22.Qxf7 Nh6 23.Ne6+ dxe6 24.Qe7+ Kc8 25.Qc7#; 21.Nxc7+ Kd8 Diagram



Albania

– Hou Yifan of China retained her Women's World Championship after defeating Humpy Koneru of India in November. The final score was 5.5 -2.5 in favor of Yifan Hou.

Beijing

– The 2011 SportAccord World Mind Games were held in Beijing from December 9-16, which included chess. The rapid championship was won by Wang Hao of China. The blitz championship was won by Maxime Vachier-Lagrave of France. The blindfold championship was won by Zoltan Almasi of Hungary. There were 38 European teams competing.

Brazil

– The World Youth Championship was won by GM Samvel Ter-Sahakyan of Armenia.

Croatia

– The World Senior championship was won by International Master Vladimir Okhotnik.

Greece

– Germany won the 2011 European Team Championship held in Greece in November. 2nd place went to Azerbaijan. 3rd place went to Hungary.

Iraq

– Iraq's first International Chess Championship was held in Duhok in November and won by GM Merab Gunganishvili.

London

– Vladimir Kramnik won the 2011 London Classic, followed by Hikaru Nakamu-

ra, Magnus Carlsen, Luke McShane, Vishy Anand, Lev Aronian, Nigel Short, David Howell, and Michael Adams. The event was played from December 3-12. The ceremony was opened by tennis star Boris Becker, who made the first opening move.

Moscow

– Magnus Carlsen won the Tal Memorial in November, beating Hikaru Nakamura in the final round. Carlsen won on tie-break over Lev Aronian.

Orange, California

– Varuzhan Akobian won the 47th American Open, held from November 24-27, 2011. 2nd place went to Joshua Friedel.

Prague

– The 4th annual "Snowdrops vs. Old Hands" tournament was won by the Old Hands, scoring 21-11. The Old Hands consisted of Robert Huebner, Boris Gulko, Rafael Vaganian, and Vlastimil Hort. The Snowdrops consisted of Natalia Pogonina, Tania Sachdev, Maria Muzychuk, and Eva Kulovania.

Saint Louis

– GM Georgi Kacheishvili won the Chess Club and Scholastic Center of Saint Louis Invitational in December.

Uzbekistan

– Former FIDE World Champion Rustam Kasimdzhanov won the 1st Central Asia Cup in October.

Warsaw

– GM Baadur Jobava of Soviet Georgia won the 2011 European Rapid Championship, held in Warsaw, Poland from December 16-18, 2011. GM Hrant Melkumyan of Armenia took the blitz title after a tiebreak playoff with Alexei Dreev and Radoslaw Wojtaszek.



Garry Kasparov on Garry Kasparov

Part 1-1973-1985

Published by Gloucester Publishers (Everyman Chess), 2011, 520 pages

This is an autobiographical book by former world chess champion Garry Kasparov, covering his early life and chess. His chess outlook came from Botvinnik's school of chess and his opening repertoire was developed under his trainers Alexander and Alexander Shkarov. This book is the first book of a three-volume series covering Kasparov's life. The period in this book opens with his childhood years (he was born in 1963) and ends with Kasparov's first match with reigning world champion Karpov in 1984.

Kasparov goes through his childhood years, how he learned chess, the death of his father, early chess events, the change of his name from Weinstein to Kasparov, and his early successes. He annotates one of his first memorable games from a tournament in Baku in 1973, and another from Vilnius in 1973. He tells the story of his rise from a Category 3 player to Candidate Master, then master. He recounts his 7th place finish in the 1975 USSR Junior championship, then winning it the next year and the year after that. Each progression includes an annotated game as he gets stronger and stronger (his first Soviet rating was 2309). He deeply annotates his first game that he played against recently crowned world champion Anatoly Karpov, played in Leningrad at the tournament of Pioneer Palaces in November, 1975.

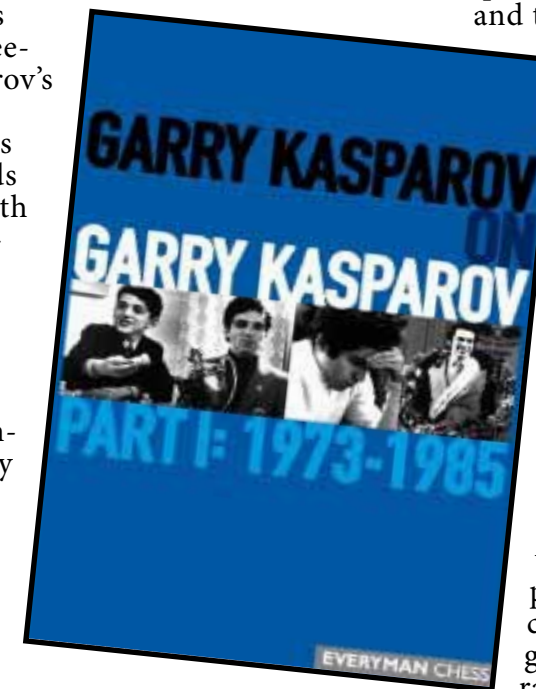
This volume is in three chapters. The first chapter is titled Baku Universities, which covers the period of his first chess up to when he was about to become a strong master at age 14. The second chapter is titled Adult games (master to grandmaster). The third chapter is titled Challenger (world championship challenger against Karpov). The book also includes an index of openings, and index of opponents, and an index of games. Kasparov includes many quotes from other players and correspondents during the events he participated in.

The second chapter starts out with Kasparov's first win over a grandmaster (Lutikov) as well as winning his first adult chess tournament (Sokolsky Memorial in Minsk in 1978) and gaining his master title at age 14. He then qualified to play in the USSR championship in a qualifying tournament, and then took 9th place in his first

USSR championship, the 46th USSR Championship played in Tbilisi in 1978. His next success was winning the international tournament in Banja Luka in 1979 without even having an international rating. This was followed by taking 3rd place in the 47th USSR championship in late 1979. By 1980, he was a grandmaster after participating in the European Team Championship and an international tournament in Baku (which he won). Kasparov annotates many of the important games from these tournaments, as well as from the world junior championship, in which he won, and the chess Olympiad, in which he won a gold medal. By 1981, Kasparov was rated 6th in the world and 3rd in the USSR. He also tied for 1st in the 49th USSR championship in late 1981.

Chapter three, entitled Challenger, starts with games from the Interzonal tournament in Moscow, in which Kasparov won in 1982. It includes his Candidates matches with Beliavsky, Korchnoi, and Smyslov. It ends with 7 annotated games with Karpov in the 1984/85 world championship match.

This volume contains 100 deeply annotated chess games from Kasparov's early days. Some of these games has appeared in his earlier books, but he has updated these games with new annotations. There are many diagrams included with each game, and Kasparov includes the amount of time spent on some of the critical moves and the total time of each player in the game. Kasparov also included crosstables from many of his major tournaments that he participated in. If you like chess games with deep annotations from a world champion, this is the book for you.





Feature



A gambit is an opening in which one player, usually White, offers to give up material, usually a pawn, in the expectation of gaining a positional advantage and space. A gambit is played to get control of the center, take a lead in development, weaken the enemy king position, or to open up lines which can be used for an attack.

The word is derived from the Italian *gambetto*, a wrestling term for tripping up the heels. It was first used in its chess sense by Ruy Lopez in 1561 in his book *Libro del juego del ajedrez*, who applied it to the **Damiano Gambit** (1.e4 e5 2.Nf3 f6 3.Nxe5) in the form gambitto. The Italians later used the native form *gambetto*, from which the earliest English form “gambit(t),” and later the English “gambit” derived from. Greco introduced the term into England and France in 1623.

The word itself is derived from the Italian word *gamba*, meaning “leg,” and from *gambitare*, meaning “to set traps.” Italian wrestlers used the word *gambitare*, by which they mean “to set traps to catch the legs.” The gambit, a cunning and sharp method of opening a chess game by giving up material, does, indeed, conceal a lot of dangerous traps and pitfalls.

Gambits became popular in the 19th century when the art of defense was little understood. It was a time of enterprising but unsound gambits that was successful for the gambiteer. Nowadays, players have learned how to defend against gambits, and they are not as popular at the top level of chess. However, gambits

remain popular in chess clubs, correspondence play, and on the Internet, especially with faster time controls.

If you run into a gambit, don't panic. If you have not seen it before, *a usual rule of thumb is to accept the gambit*. If taking the gambit looks too dangerous, you may have to give the material back in order to gain time or development. You may even want to play a counter gambit to force an

The word is derived from the Italian gambetto, a wrestling term for tripping up the heels.

early tactical decision by obtaining opening lines and quick development. In a counter gambit, if White offers a gambit, Black also resorts to a sacrifice to achieve the same objective as his opponent. If, however, a sacrifice is turned down, it is known as a **declined gambit**.

Here is a list of some of the most important gambits.

The Albin Countergambit (1.d4 d5 2.c4 e5) starts out as a Queen's Gambit, but then Black offers his own pawn with 2...e5. The usual continuation is 3.dxe5 (accepting the gambit) 3...d4. Black has a central wedge at d4 and tries to attack. It was first seen in a game Salvioli-Cavallotti, Milan 1881, then popularized after the game Lasker-Adolf Albin (1848-1920), New York 1893. However, Albin lost in 33 moves.

The Benko Gambit (1.d4 Nf6 2.c4

c5 3.d5 b5). The original name was **the Volga Gambit**, used in Russian literature. Beginning in the late 1960s, Pal Benko started playing and popularizing this gambit. It soon became named after him, and he published a book called *The Benko Gambit* in 1974. Black gets good compensation for the pawn as White gets behind in development as Black gets fast development and control of the half-open a- and b- files. Some of the top players in the world have played the Benko Gambit with success. It is a demanding opening that is highly unbalanced strategically and leads to many endgames.

The Blackmar-Diemer Gambit (1.d4 d5 2.e4 dxe4 3.Nc3) is usually followed by 3...Nf6 4.f3 exf3 5.Nxf3 (or 5.Qxf3). White aims for rapid development of his pieces and a strong attack at the cost of his pawn. The Blackmar-Diemer Gambit arose out of the Blackmar Gambit (1.d4 d5 2.e4 dxe4 3.f3), which was analyzed by Armand Blackmar (1826-1888) in the early 1880s. Emil Diemer (1908-1990) popularized the continuation 3.Nc3 Nf6 4.f3 and wrote a book on it. The gambit is considered an aggressive opening and is popular in correspondence chess.

The Blumenfeld Gambit (1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nf3 b5) almost looks like a Benko Gambit. Black sacrifices a wing pawn to establish control of the center. The opening is named after Benjamin Blumenfeld (1884-1947) who popularized the gambit in Russia.



The Budapest Gambit (1.d4 Nf6 2.c4 e5) was first played in the late 19th century, then later popularized by players in Budapest, Hungary. After 3.dxe5, Black can play 3...Ne4 (the Fajarowicz variation) or 3...Ng4. Black gets a good pawn structure with lots of possibilities of attack on the kingside. Black can also play the Abonyi Gambit of the Budapest Defense (1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.e4 Nxd5 5.f4 Nec6). It is named after Istvan Abonyi (1886-1942) who published analysis on it in *Deutsches Wochenschach* in 1922.

The Cochrane Gambit (1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7) is part of the Petroff Defense. The gambit is credited to John Cochrane (1798-1878), a Scottish master who spent half his life in India.

The Danish Gambit (1.e4 e5 2.d4 exd4 3.c3) is an opening in which White sacrifices one or two pawns (3...dxc3 4.Bc4 cxb2) for the sake of rapid development and attack. The opening was popularized by the Danish player Martin From after playing it in the Paris 1867 tournament. In Denmark, the opening is called the Nordic Gambit.

The Elephant Gambit (1.e4 e5 2.Nf3 d5), also known as the Queen's Pawn Countergambit or Englund Counterattack, is an opening in which Black sacrifices a pawn to gain a move and some initiative. If White plays accurately, Black does not get sufficient compensation for the sacrificed pawn. The name Elephant Gambit seems to come from a monograph on the opening published in 1988, called *The Elephant Gambit* by Tom Purser.

The Englund Gambit (1.d4 e5), also known as the Charlick Gambit, is an opening where Black's idea is to create an open game with tactical chances. The Swedish player Fritz Carl Anton Englund (1871-1933) sponsored a thematic tournament with this opening. The main line of the Englund Gambit is 2.dxe5 Nc6 3.Nf3 Qe7.

The Evans Gambit (1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4) is named after Welsh sea captain William Davies Evans (1790-1872), who first thought of the gambit in 1824 and played it in 1827 on leave in London. The first analysis of the gambit was published in 1832. It is an aggressive opening in which White gives up a pawn in order to secure a strong center and bear down on Black's weak f7 square.

The From Gambit (1.f4 e5) is played by Black to challenge White's plan to control the e5 and center squares.

The gambit is named after the Danish chess player Martin Severin From (1828-1895) who did much analysis in this gambit. White could transpose the opening into a King's Gambit with 2.e4, but most accept the pawn and play 2.fxe5. Black now usually plays 2...d6 with lots of traps for both sides.

The Goering Gambit (1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3) looks like a Danish Gambit, but evolved from the Scotch Opening. White sacrifices a pawn or two for quick development. The gambit was first played in the early 1840s. Carl Theodor Goering (1841-1879) introduced it into master play in 1872.

The Jerome Gambit (1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Bxf7) is an offshoot of the Giuoco Piano where White sacrifices a piece or two to expose Black's king. There are a lot of traps in this opening, and if Black does not know how to defend properly, he will most likely get mated or lose quickly. The opening is named after Alonzo Wheeler Jerome (1834-1902).

The King's Gambit (1.e4 e5 2.f4) is the most popular of all gambits and is one of the oldest documented openings. It was first mentioned by Ruy Lopez in his book *Libro de la invencion liberal y arte del juego del ajedrez* (Book of the Liberal Invention and Art of Playing chess), published in 1561. It has been a popular gambit for over 300 years and has been played by many of the strongest players in the world. White offers a pawn to divert Black's central e-pawn so as to build up a strong center with d4. Black can either decline the gambit or accept it. One of the most popular ways to decline the pawn is to play 1.e4 e5 2.f4 d5 3.exd5 e5 (the Falkbeer Countergambit). However, Black usually accepts with 2...exf4. The two main continuations of the King's Gambit Accepted are 3.Nf3 and 3.Bc4 (the Bishop's Gambit). The moves 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Ng5 is known as the Allgaier Gambit, named after Johann Allgaier (1763-1823) who published analysis on it in 1819. The moves 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.O-O, sacrificing a knight, is known as the Muzio Gambit. The opening received the name Muzio Gambit from a book by Jacob Sarratt, who blundered in the translation of the observer who first saw the move, when Saratt translated the works of Damiano and Salvio in 1813. The

move was observed by Mutio (not Muzio), a third class player in the Naples Academy in the 1600s, who says he saw the move played between Girolamo (Geronimo) Cascio, a priest from Piazza, and another player.

The Latvian Gambit (1.e4 e5 2.Nf3 f5), also known as the Greco Countergambit, looks like a King's Gambit but with colors reversed. It is an aggressive gambit for Black which can lead to many traps. It is popular in correspondence play. The main line for White is 3.Nxe5. The opening name was a tribute to the Latvian players (Apscheneek, Behten, et al) who analyzed this gambit in the early 20th century.

The Lisitsin Gambit (1.Nf3 f5 2.e4) is named for Soviet International Master Georgi Lisitsin (1909-1972). It was also analyzed by Vaja Pirc, and the gambit is sometimes known as the Pirc-Lisitsin Gambit. The main line is 1.Nf3 f5 2.e4 fxe4 3.Ng5. Black has few assets other than the extra pawn, and his position is weak.

The Queen's Gambit (1.d4 d5 2.c4) is not a true gambit, as White can regain the pawn after 2...dxc4 3.Qa4+ and 4.Qxc4. But 1.d4 d5 2.c4 dxc4 is known as the Queen's Gambit Accepted as Black surrenders the center and White tries to seize space in the center. After 1.d4 d5 2.c4 dxc4, the most popular move is 3.Nf3. White delays capturing the pawn, preventing Black from controlling the center with ...e5. White usually gets the pawn back with 4.e3 and 5.Bxc4.

The Scotch Gambit (1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4) can transpose in the Two Knights Defense with 4...Nf6, or continue with 4...Bc5. White can then play 5.c3 dxc3 6.Nxc3 and gain a lead in development.

The Smith-Morra Gambit (1.e4 c5 2.d4) in the Sicilian Defense is usually followed by 2...cxd4 3.c3. It can be a dangerous opening for Black if he is unprepared as White gets fast development. The opening is named after Pierre Morra (1900-1969) and Ken Smith (1930-1999). Morra advocated the opening in the 1940s and Smith devoted over 40 years of research to the opening.

The Staunton Gambit (1.d4 f5 2.e4) is named after Howard Staunton, who played it against Horwitz in a chess match in 1846. White sacrifices a pawn for quick development and an attack on Black's kingside. After 2...fxe4, the game usually continues 3.Nc3 Nf6, with the main line being 4.Bg5.



LIST OF CHESS GAMBITS

Alekhine’s Defence

Alekhine Gambit – B02 – 1.e4 Nf6 2.e5 Nd5 3.c4 Nb6 4.d4 d6 5.Nf3 Bg4 6.Be2 dxe5 7.Nxe5
Spielmann Gambit – B02 – 1.e4 Nf6 2. Nc3 d5 3. e5 Nfd7 4. e6?!

Amar Opening

Amar Gambit – A00 – 1.Nh3 d5 2.g3 e5 3.f4

Benko Gambit

Benko Gambit (Volga Gambit) – A57 – 1.d4 Nf6 2.c4 c5 3.d5 b5

Benko Opening

Dada Gambit – A00 – 1.g3 e5 2.Bg2 d5 3.b4

Benoni Defence

Zilbermints Gambit – A43 – 1.d4 c5 2.b4

Bird’s Opening

From Gambit – A02 – 1.f4 e5 Sturm Gambit – A03 – 1.f4 d5 2.c4
Swiss Gambit – A02 – 1.f4 f5 2.e4 fxe4 3.Nc3 Nf6 4.g4
Williams Gambit – A03 – 1.f4 d5 2.e4

Bishop’s Opening

Calabrian Countergambit – C23 – 1.e4 e5 2.Bc4 f5
Four Pawns Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.b4 Bxb4 4.f4 exf4 5.Nf3 Be7 6.d4 Bh4+ 7.g3 fxg3 8.O-O gxh2+ 9.Kh1
Greco Gambit – C24 – 1.e4 e5 2.Bc4 Nf6 3.f4 Nxe4
Jerome Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.Bxf7+ Kxf7
Lewis Countergambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.c3 d5
Lopez Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.Qe2 Nf6 4.d3 Nc6 5.c3 Ne7 6.f4
McDonnell Double Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.b4 Bxb4 4.f4
Petroff Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.Nf3 d6 4.c3 Qe7 5.d4
Ponziani Gambit – C24 – 1.e4 e5 2.Bc4 Nf6 3.d4

Urusov (Ponziani) Gambit – C24 – 1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3
Wing Gambit – C23 – 1.e4 e5 2.Bc4 Bc5 3.b4

Blackmar-Diemer

Gambit

Blackmar Gambit – D00 – 1.d4 d5 2.e4 dxe4 3.f3
Blackmar-Diemer Gambit – D00 – 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3
Ryder Gambit – D00 – 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Qxf3
Hubsch Gambit – D00 – 1.d4 d5 2.Nc3 Nf6 3.e4 Nxe4 4.Nxe4 dxe4 4.Bc4

Blumenfeld Gambit

Blumenfeld Gambit – E10 – 1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nf3 b5.

Budapest Gambit

Budapest Gambit – A51 – 1.d4 Nf6 2.c4 e5
Farajowicz Gambit – A51 – 1.d4 Nf6 2.c4 e5 3.dxe5 Ne4
Balogh Gambit – A52 – 1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.e4 d6

Caro-Kann Defence

Alekhine Gambit – B15 – 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Bd3
Godley Gambit 1. e4 c6 2. d4 d5 3. exd5 Nf6!?
Rasa-Studier gambit - B15 - 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.f3

Catalan Opening

Catalan Queens Gambit – E00 – 1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.g3

Danish Gambit

Danish Gambit – C21 – 1.e4 e5 2.d4 exd4 3.c3
Halasz Gambit – C21 – 1.e4 e5 2.d4 exd4 3.f4

Dutch Defence

Krejciak Gambit – A80 – 1.d4 f5 2.g4
Lasker Gambit – A83 – 1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.Bg5 c6 (or 4...g6) 5.f3
Staunton Gambit – A82 – 1.d4 f5 2.e4

Elephant Gambit

Queen’s Pawn Countergambit (Elephant Gambit, Maroczy Gambit) – C40 – 1.e4 e5 2.Nf3 d5

English Opening

Bellon Gambit – A22 – 1.c4 e5 2.Nc3 Nf6 3.Nf3 e4 4.Ng5 b5
Jaenisch Gambit – A10 – 1.c4 b5

Englund Gambit

Charlick Gambit – A40 – 1.d4 e5
Englund Gambit – A40 – 1.d4 e5 2.dxe5 Nc6 3.Nf3 Qe7 4.Qd5 f6 5.exf6 Nxf6

Evans Gambit

Evans Countergambit – C51 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 d5
Evans Gambit – C51 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4

Four Knights Game

Belgrade Gambit – C47 – 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4 exd4 5.Nd5
Halloween Gambit (Müller-Schultze) Gambit – C47 – 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Nxe5

French Defence

Milner-Barry Gambit – C02 – 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 cxd4 7.cxd4 Bd7 8.Nc3 Nxd4 9.Nxd4 Qxd4
Nimzowitsch Gambit – C02 – 1.e4 e6 2.d4 d5 3.e5 c5 4.Qg4
Alapin Gambit – C00 – 1.e4 e6 2.d4 d5 3.Be3
Reti Gambit – C00 – 1.e4 e6 2.b3 d5 3.Be2
Winawer, Alekhine (Maroczy) gambit - C15 - 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Ne2
Winawer, Alekhine gambit - C15 - 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Ne2 dxe4 5.a3 Bxc3+
Winawer, Alekhine gambit, Kan variation - C15 - 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Ne2 dxe4 5.a3 Bxc3+ 6.Nxc3 Nc6
Winawer, Alekhine gambit, Alatortsev variation - C15 - 1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Ne2 dxe4 5.a3 Be7 6.Nxe4 Nf6 7.N2g3 O-O 8.Be2 Nc6
Diemer-Duhm Gambit - C00 - 1.e4 e6 2.d4 d5 3.c4
French: Wing gambit - C00 - 1.e4 e6 2.Nf3 d5 3.e5 c5 4.b4

Giucoco Piano

Blackburne Shilling Gambit – C50 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nd4

Italian Gambit – C50 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d4
Jerome Gambit – C50 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Bxf7+ Kxf7
Rousseau Gambit – C50 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 f5

Grünfeld Defense

Grünfeld Gambit – D83 – 1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Bf4 Bg7 5.e3 O-O

King’s Gambit

Allgaier Gambit – C39 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ng5
Bertin (Three Pawns) Gambit – C35 – 1.e4 e5 2.f4 exf4 3.Nf3 Be7 4.Bc4 Bh4+ 5.g3 fxg3 6.O-O gxh2+ 7.Kh1
Bishop’s Gambit – C33 – 1.e4 e5 2.f4 exf4 3.Bc4
Blackburne Gambit – C39 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ng5 h6 6.Nxf7 Kxf7 7.Nc3
Breyer Gambit – C33 – 1.e4 e5 2.f4 exf4 3.Qf3
Bryan (Kieseritzky) Countergambit – C33 – 1.e4 e5 2.f4 exf4 3.Bc4 b5
Bryan Countergambit – C33 – 1.e4 e5 2.f4 exf4 3.Bc4 Qh4+ 4.Kf1 b5
Carrera (Basman) Gambit – C33 – 1.e4 e5 2.f4 exf4 3.Qe2
Charousek Gambit – C32 – 1.e4 e5 2.f4 d5 3.exd5 e4 4.d3 Nf6 5.dxe4 Nxe4 6.Qe2
Cunningham Gambit – C35 – 1.e4 e5 2.f4 exf4 3.Nf3 Be7
Double Muzio Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.O-O gxf3 6.Qxf3 Qf6 7.e5 Qxe5 8.Bxf7+
Falkbeer Countergambit – C31 – 1.e4 e5 2.f4 d5
Ghulam Khassim Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.d4
Gianutio Countergambit – C34 – 1.e4 e5 2.f4 exf4 3.Nf3 f5
Greco (Calabrian) Gambit – C38 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 Bg7 5.h4 h6 6.d4 d6 7.Nc3 c6 8.hxg5 hxg5 9.Rxh8 Bxh8 10.Ne5
Hanstein Gambit – C38 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 Bg7 5.O-O
Keres Gambit – C33 – 1.e4 e5 2.f4 exf4 3.Nc3
Kieseritzky Gambit – C39 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ne5
Kings Gambit – C30 – 1.e4 e5



LIST OF CHESS GAMBITS

2.f4
Lopez-Gianutio Countergambit – C33 – 1.e4 e5 2.f4 exf4 3.Bc4 f5
McDonnell Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Nc3
Morphy Gambit – C31 – 1.e4 e5 2.f4 d5 3.exd5 e4 4.Nc3 Nf6 5.d3 Bb4
Muzio Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.O-O
Philidor Gambit – C38 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 Bg7 5.h4
Polerio Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 Quaaade Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Nc3 Rice Gambit – C39 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.h4 g4 5.Ne5 Nf6 6.Bc4 d5 7.exd5 Bd6 8.O-O
Rosentreter Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.d4 g4
Salvio Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Ne5
Sorensen Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.d4 g4 5.Ne5
Stamma Gambit – C33 – 1.e4 e5 2.f4 exf4 3.h4
Tartakower (Lesser Bishop’s) Gambit – C33 – 1.e4 e5 2.f4 exf4 3.Be2
Villemson Gambit – C33 – 1.e4 e5 2.f4 exf4 3.d4
Wild Muzio Gambit – C37 – 1.e4 e5 2.f4 exf4 3.Nf3 g5 4.Bc4 g4 5.Bxf7+

King’s Indian Defense

Danube Gambit – E60 – 1.d4 Nf6 2.c4 g6 3.d5 b5

King’s Pawn Opening

Chicago Gambit – C44 – 1.e4 e5 2.Nf3 Nc6 3.Nxe5 Nxe5 4.d4

Latvian Gambit

Svendenborg’s Variation – C40 – 1.e4 e5 2.Nf3 f5 3.Nxe5 Nf6 4.Bc4 fxe4 5.Nf7 Qe7 6.Nxh8 d5
Latvian Gambit (Greco Countergambit) – C40 – 1.e4 e5 2.Nf3 f5

Petrov’s Defence

Boden-Kieseritzky Gambit – C42 – 1.e4 e5 2.Nf3 Nf6 3.Bc4 Nxe4 4.Nc3 Nxc3 5.dxc3 f6

Cochrane Gambit – C42 – 1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7
Urusov Gambit – C43 – 1.e4 e5 2.Nf3 Nf6 3.d4 exd4 4.Bc4

Philidor Defence

Locock Gambit – C41 – 1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.Ng5 h6 5.Nxf7
Lopez Countergambit – C41 – 1.e4 e5 2.Nf3 d6 3.Bc4 f5
Philidor Countergambit – C41 – 1.e4 e5 2.Nf3 d6 3.d4 f5

Ponziani Opening

Ponziani Countergambit – C44 – 1.e4 e5 2.Nf3 Nc6 3.c3 f5

Queen’s Pawn Opening

Steinitz Countergambit – D00 – 1.d4 d5 2.Bf4 c5

Queen’s Gambit Accepted

Alekhine Defense – D22 – 1.d4 d5 2.c4 dxc4 3.Nf3 a6 4.e3

Queen’s Gambit

Queens Gambit – D06 – 1.d4 d5 2.c4

Reti Opening

Lisitsin Gambit – A04 – 1.Nf3 f5 2.e4
Reti (Landstrasse) Gambit – A09 – 1.Nf3 d5 2.c4
Tennison (Lemberg) Gambit – A06 – 1.Nf3 d5 2.e4 {also 1.e4 d5 2.Nf3}

Ruy Lopez

Alapin Gambit – C68 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.O-O Bg4 6.h3 h5
Basque Gambit – C84 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.d4 exd4 7.e5 Ne4 8.c3
Harksen Gambit – C80 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Nxe4 6.d4 b5 7.Bb3 d5 8.e4
Hopkins Gambit – C77 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.e4
Marshall Gambit – C89 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 O-O 8.c3 d5
Schliemann (Jaenisch) Gambit – C63 – 1.e4 e5 2.Nf3 Nc6 3.Bb5 f5

Scandinavian Defense

Kotrc-Mieses Gambit – B01 – 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.b4
Marshall Gambit – B01 – 1.e4 d5 2.exd5 Nf6

Scotch Game

Goring Gambit – C44 – 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.c3
Relfsson Gambit – C44 – 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bb5
Scotch Gambit – C44 – 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4

Semi-Slav Defense

Anti-Meran Gambit – D44 – 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c6 5.Bg5
Marshall Gambit – D31 – 1.d4 d5 2.c4 e6 3.Nc3 c6 4.e4 dxe4 5.Nxe4 Bb4+ 6.Bd2
Anti-Moscow Gambit – D44 – 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 c6 5.Bg5 h6 6.Bh4 g5 7.Bg3 dxc4 8.e4

Sicilian Defence

Andreaschek Gambit – B21 – 1.e4 c5 2.d4 cxd4 3.Nf3 e5 4.c3
Bronstein Gambit – B52 – 1.e4 c5 2.Nf3 d6 3.Bb5+ Bd7 4.Bxd7+ Qxd7 5.O-O Nc6 6.c3 Nf6 7.d4
Kasparov Gambit – B44 – 1.e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nb5 d6 6. c4 Nf6 7.N1c3 a6 8. Na3 d5
Morra Gambit – B32 – 1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.c3
Rubinstein Countergambit – B29 – 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5 4.Nc3 e6 5.Nxd5 exd5 6.d4 Nc6
Sicilian Gambit – B45 – 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 Nc6 6.Be2 Bb4 7.O-O
Smith-Morra Gambit – B21 – 1.e4 c5 2.d4 cxd4 3.c3
Wing Gambit Deferred [Sicilian 2...d6] – B50 – 1.e4 c5 2.Nf3 d6 (or 2...e6) 3.b4
Wing Gambit – B20 – 1.e4 c5 2.b4
Zollner Gambit – B73 – 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be2 Bg7 7.Be3 Nc6 8.O-O O-O 9.f4 Qb6 10.e5

Slav Defense

Slav Gambit – D15 – 1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.e4

Tolusch-Geller Gambit – D15 – 1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.e4 b5 6.e5
Winawer Countergambit – D10 – 1.d4 d5 2.c4 c6 3.Nc3 e5

Sokolsky Opening

Tartakower (Fischer) Gambit – A00 – 1.b4 e5 2.Bb2 f6 3.e4

Tarrasch Defense

Marshall Gambit – D32 – 1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.e4
Tarrasch Gambit – D32 – 1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5 5.dxc5 d4 6.Na4 b5
Von Hennig-Schara Gambit (Hennig-Schara Gambit, Schara Hennig Countergambit) – D32 – 1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 cxd4

Torre Attack

Wagner Gambit – A46 – 1.d4 Nf6 2.Nf3 e6 3.Bg5 c5 4.e4

Two Knights Defense

Boden-Kieseritzky Gambit – C55 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Nxe4 5.O-O
Fegatello/Fried Liver Attack – C57 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.ed Nxd5 6.Nxf7
Two Knights’ Gambit – C58 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Na5
Wilkes-Barre/Traxler Variation – C57 – 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 Bc5

Vienna Game

Adams Gambit – C27 – 1.e4 e5 2.Nc3 Nf6 3.Bc4 Nxe4 4.Qh5 Nd6 5.Bb3 Nc6 6.d4
Fyfe Gambit – C25 – 1.e4 e5 2.Nc3 Nc6 3.d4
Hamppe-Allgaier Gambit – C25 – 1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.Nf3 g5 5.h4 g4 6.Ng5
Hamppe-Muzio Gambit – C25 – 1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.Nf3 g5 5.Bc4 g4 6.O-O
Pierce Gambit – C25 – 1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.Nf3 g5 5.d4 g4 6.Bc4
Steinitz Gambit – C25 – 1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.d4
Vienna Gambit – C29 – 1.e4 e5 2.Nc3 Nf6 3.f4

Ware Opening

Ware Gambit – A00 – 1.a4 e5 2.a5 d5 3.e3 f5 4.a6



In Retrospect

by Bill Wall

Studying annotated (games with comments) is a great way to see why certain moves are good or bad.

Bareev, E – Kasparov, G - Paris, 1991

Here is an annotated game played by Kasparov against one of the top 100 players in the world.

1.d4 Nf6 2.c4 g6
3.Nc3 Bg7 King's Indian Defense
4.Nf3 0-0
5.e3 [5.e4] 5...c5 [5...d5]
6.Be2 cxd4
7.exd4 d5
8.0-0 Nc6
9.h3 [9.Re1] 9...Bf5 [9...dxc4]
10.cxd5 [10.Ne5; 10.Be3] 10...Nxd5
11.Qb3 threatening 12.Qxd5 and
12.Qxb7 11...Be6
12.Qxb7 Nxd4
13.Nxd4 Bxd4
14.Bh6 [14.Nxd5 Bxd5 15.Qb4 e5]
14...Rb8 [14...Re8 15.Rfd1 Bxc3
16.bxc3 Qa5]
15.Qa6 [15.Qc6 Rxb2 16.Nb5 Bd7]
15...Rxb2 [15...Re8 16.Rfd1 Bxc3
17.bxc3 Qc7]
16.Nxd5 [16.Nb5 Nb4 17.Qa4 Rxe2;
16.Bxf8 Nxc3 17.Bc4 Bxc4 18.Qxc4
Qxf8] 16...Qxd5 [16...Bxd5 17.Bxf8
Qxf8 18.a3 Rb3] 17.Bxf8 [17.Rfd1
Qe5 18.Bxf8 Rxe2] 17...Kxf8
18.a4? [18.Rad1 Rxa2 (18...Qe5)

19.Qd3 Bf6] 18...Rb3! 19.Rad1??

Diagram



[19.Rac1 Rg3
20.Qc6 Rxg2+
21.Kh1 Rxf2+
22.Bf3 Qxc6
23.Bxc6 Rxf1+
24.Rxf1 Bxh3 wins for Black] 19...Rg3! [19...Rg3 20.Bf3 Qxf3] 0-1



ANSWERS TO PROOF GAMES! (Page 21)

- 1 - Position after Black's 4th move. 1.Nf3 e5 2.Nxe5 Ne7 3.Nxd7 Nec6 4.Nxb8 Nxb8
- 2 - Position after Black's 4th move. 1.d3 e5 2.Qd2 Ba3 3.Qb4 f6 4.Qf8+ Bxf8
- 3 - Position after Black's 4th move. 1.e4 e6 2.Bb5 Ke7 3.Bxd7 c6 4.Be8 Kxe8
- 4 - Position after White's 4th move. 1.d4 d5 2.Qd3 Qd6 3.Qh3 Qh6 4.Qxc8 mate
- 5 - Position after White's 7th move. 1.b4 h5 2.b5 Rh6 3.b6 Rc6 4.bxc7 Rxc2 5.cxb8=Q Rxd2 6. Qd6 Rxd1+ 7.Qxd1
- 6 - Position after White's 4th move. 1.e3 h5 2.Bd3 h4 3.Bh7 f5 4.Bg6 mate
- 7 - Position after Black's 4th move. 1.d3 e5 2.Bh6 Qg5 3.Qc1 Qxc1+ 4.Bxc1 f6
- 8 - Position after Black's 6th move. 1.f4 c5 2.f5 c4 3.f6 c3 4.fxc7 cxb2 5.gxf8=B bxc1=B 6.Bg7 Bb2
- 9 - Position after White's 4th move. 1.c4 c5 2.Qb3 Qa5 3.Qb6 Qxa2 4.Qxa7
- 10 - Position after White's 5th move. 1.e3 a6 2.Bxa6 h5 3.Bf1 Rxa2 4.Qxh5 Ra8 5.Qd1

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Ask Bill Wall

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From Joshua – What was your first chess book and what chess books do you recommend?

Joshua, my first chess book was *Practical Chess Openings* by Reuben Fine, which I found in a used book store in the summer of 1969. It was an old book, but it helped me study chess openings. I later bought *Modern Chess Openings* (MCO) by Korn. I recommend at least a book or two on openings, such as MCO or *Nunn's Chess Openings* or *Fundamental Chess Openings*, and a book or two on endgames, such as *Basic Chess Endings* by Benko and Fine, or *Nunn's Chess Endings*. Also good for annotated games is *My 60 Memorable Games* by Fischer, or any of Kasparov's chess books.

From Ed S – What is a good chess database program to use and what do you use?

Ed, the standard commercial chess database may be ChessBase 11. Others like Chess Assistant 12. You can find free ones like SCID that are pretty good. I have older versions of ChessBase (ChessBase 8) and Chess Assistant, but I keep up to date with the ChessBase Mega databases that have over 5 million games. I have over 34,000 games in my own file of games and use the ChessBase feature of finding theoretical novelties in my games or use the search function to find similar opening positions. It also comes with some chess engines, such as Fritz 6, that can be used to analyze my games. I store my games in ChessBase and pgn format.

From Bryan D – I want to play you in a game of chess. How can I do that?

Bryan, you just have to catch me

and make a request when I am online playing chess. I usually play at three different sites. I play a lot of 5 minute and 10 minute games, and some tournament games at chess.com in the evenings and on weekends when I am not playing tennis or watching Mystery Science Theater 3000. I also play blitz or rapid chess at the Free Internet Chess Server (FICS) and playchess.com. My handle at those sites is billwall.

From Ken T. – How does old age affect chess?

Well, Ken, I am in my 60s and still play a lot of chess, but for tournament chess, most players peak at age 30 and are not as active. Guys like Korchnoi, at age 80, are still going strong and still playing at grandmaster strength. I peaked in the late 1980s in my late 30s, barely making it to master strength. Since then, I have dropped in rating as I don't seem to calculate accurate enough or take up too much time thinking in difficult positions. One doesn't have as much endurance, so three rounds a day can be very stressful. As you get older, you cannot calculate as fast and get more tired in long games.

From Bill P. - What exactly is a "positional player" or "tactical player?"

Bill, a positional player is one that plays safe with no risks and does not go out of his way to avoid unfamiliar positions. They rely on general chess understanding and make slow improving moves. The pawns and pieces work together and are neatly organized to hold of dynamic positions. Positional players look for more controlling space to better pawn structure or greater control of the center. A tactical player looks for combinations and sacrifices to open up the game. He takes bigger risks in trying to win.

From Yusef - I play chess online. Is it cheating if I consult a chess

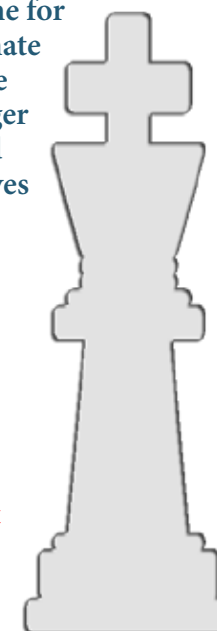
book or database of games?

Yusef, no it is not cheating if you use an opening chess book or database for online or correspondence chess. You cannot use a computer or chess engine for analysis or to suggest a move. Though that may be hard to enforce, there are programs that look for patterns to see if you are using a chess engine for your moves in a game. With online or correspondence chess, you may use references, opening books, databases, and analysis boards.

From Jonathan – What are some of the most common mistakes in chess?

Jonathan, one of the most common mistakes in chess, and I am guilty of it, is to move too fast without thinking. Many chess players have a serious problem of using their time correctly and making fast moves. It is important to slow down and look at the threats and other possible candidate moves. Avoid grabbing a free pawn or piece or making the first move that comes in your mind. You need self-control in chess. Another mistake is to play too passively and with no plan. Learn how to attack rather than defend all the time. A final mistake is to underestimate your opponent and hope he doesn't see a better move that could lose the game for you. Don't underestimate a player just because he is lower rated or younger than you. Stay focused and make the best moves possible.

Do you have a question for Bill?
You can email him at
bill_wall@bellsouth.net



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