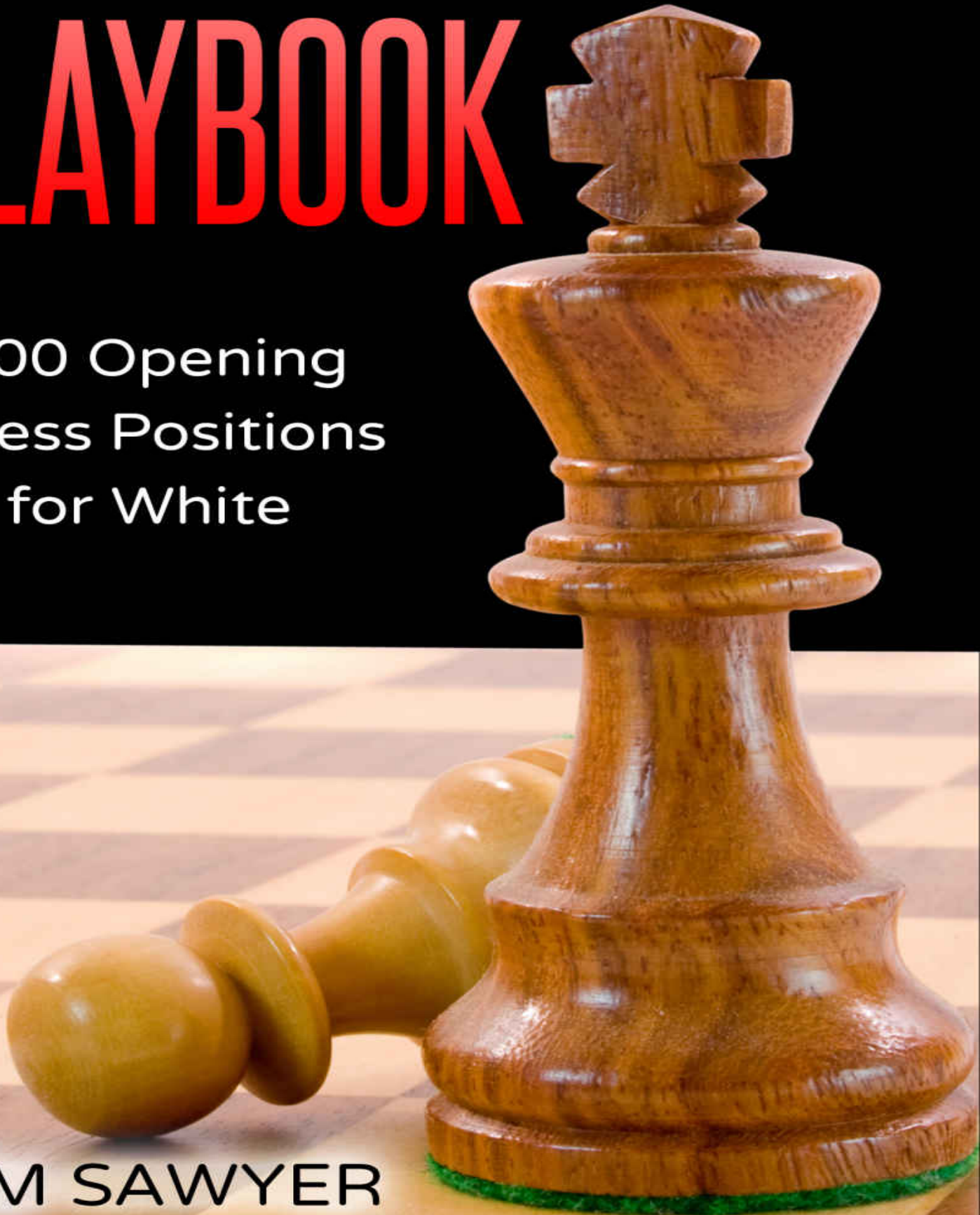


KINGS GAMBIT PLAYBOOK

200 Opening
Chess Positions
for White

TIM SAWYER



Kings Gambit Playbook

200 Opening Chess Positions for White

By Tim Sawyer

Kings Gambit Playbook: 200 Opening Chess Positions for White

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Before you go

Introduction

This Kings Gambit Playbook is a step by step basic guide to your easy repertoire for White. The bold King's Gambit has fascinated tactical chess players from every generation.

Attack and win! You offer material in a gambit to gain big advantages against the normal moves of your opponent. A gambit increases the excitement and risk for both players. Your opponent will make more mistakes under pressure.

This playbook provides guidance for White. This opening is well suited for players who like to attack. The notes have more moves than explanations due to the tactical nature of the positions. Play is sharp after 1.e4 e5 2.f4 exf4 3.Nf3. The author avoids some wild and complex lines in favor of variations that are sound in theory and easy to remember.

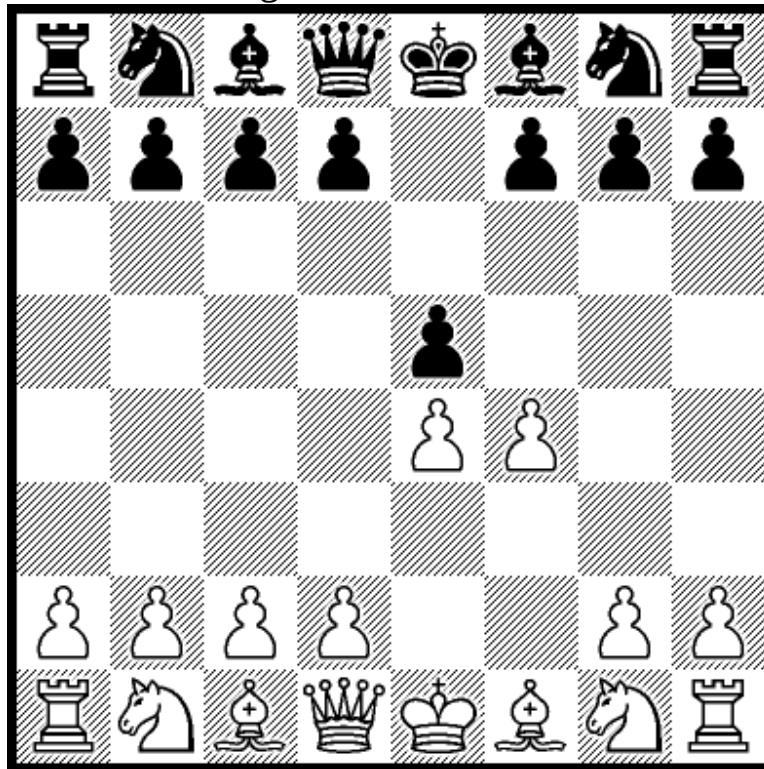
Gambits are seen in the sports world. Basketball defenders double team star players. Baseball fielders shift to one side of the diamond against pull hitters. Football linebackers blitz the quarterback. Hockey teams pull goalies. It works.

This Playbook is a tool to help you easily prepare to play your opening. The 200 diagrams in this playbook cover the variations that you are most likely to face.

It is White's move in every diagram. The author gives one reasonable move for White in each position with analysis on what to expect from the position. Be prepared!

1.e4 e5 2.f4

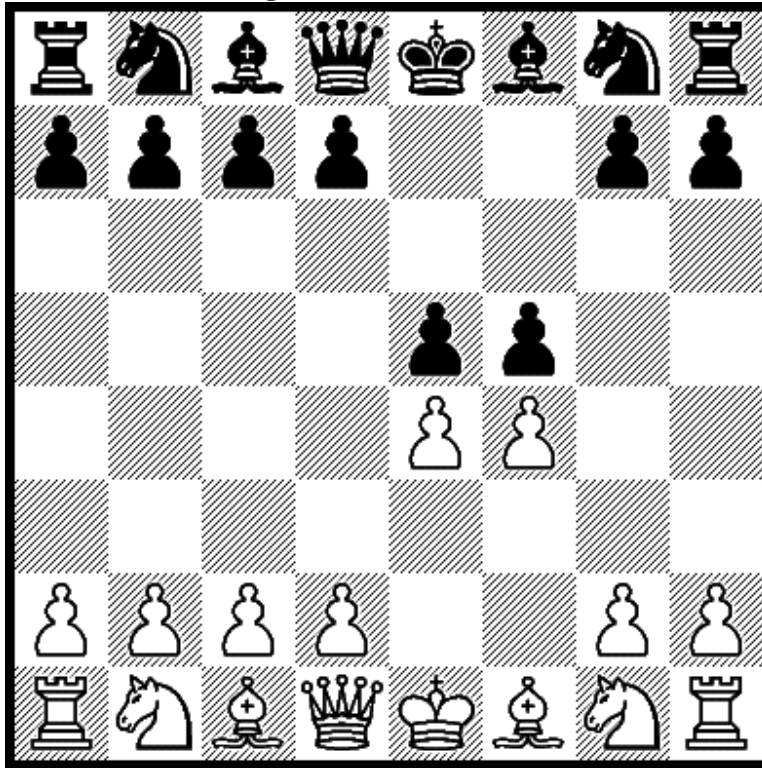
Diagram 1 after 1.e4 e5



2.f4

White offers the King's Gambit to weaken Black's center.

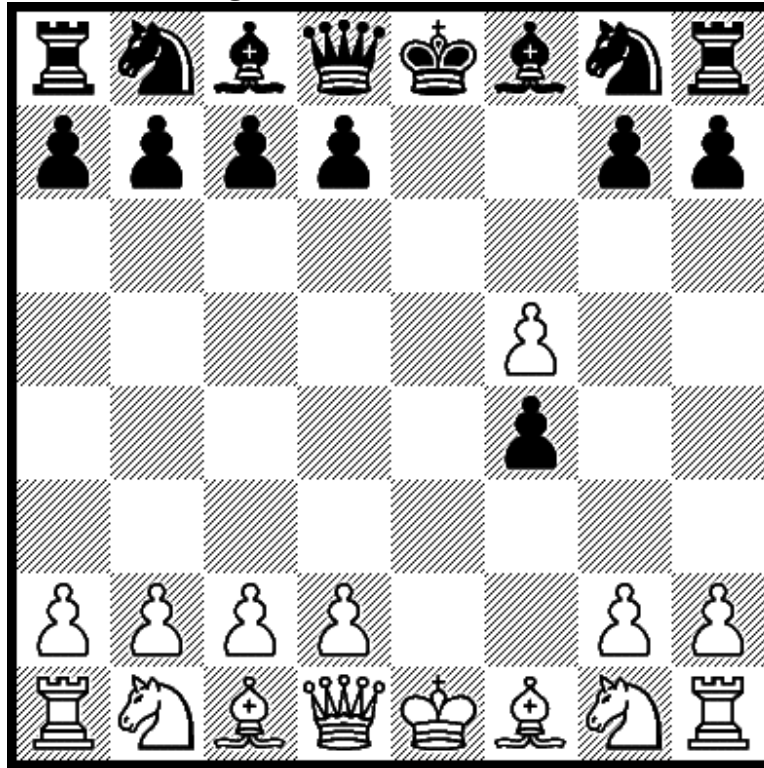
Diagram 2 after 2.f4 f5



3.exf5

It is dangerous to copy. If 3...e4 4.Qh5+. If 3...Qe7 4.Nf3.

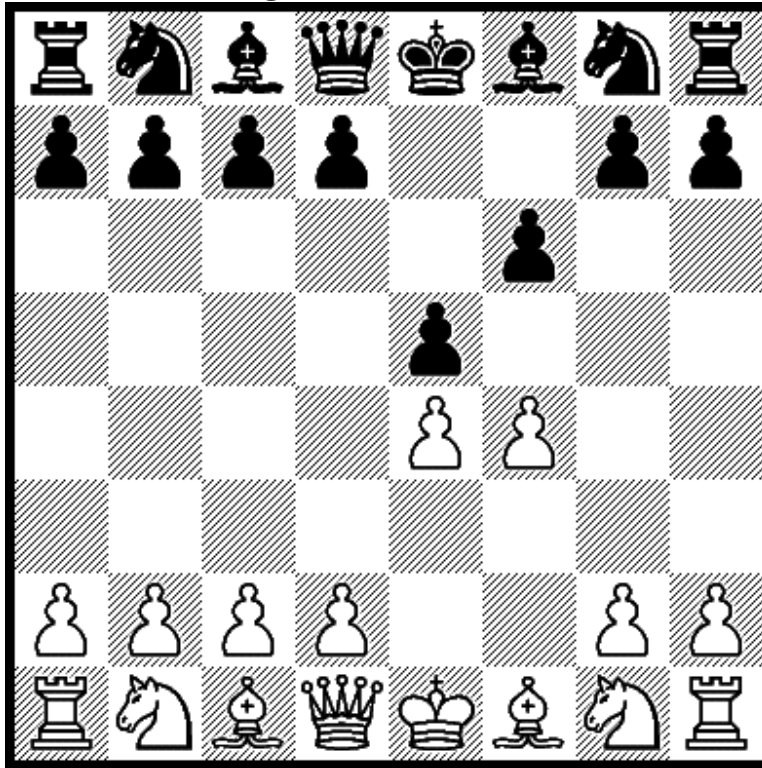
Diagram 3 after 3.exf5 exf4



4.Qh5+

If 4...g6 5.fxg6 Qe7+ 6.Be2. If 4...Ke7 5.d4 Qe8 6.Qh4+.

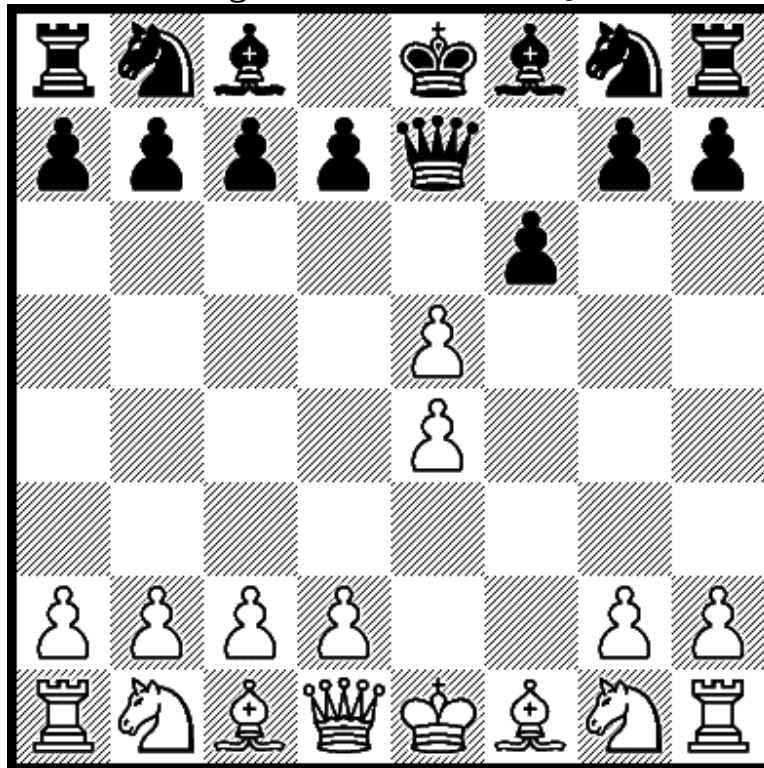
Diagram 4 after 2.f4 f6



3.fxe5

Black has 3...Qe7, 3...Nc6, and 3...fxe5.

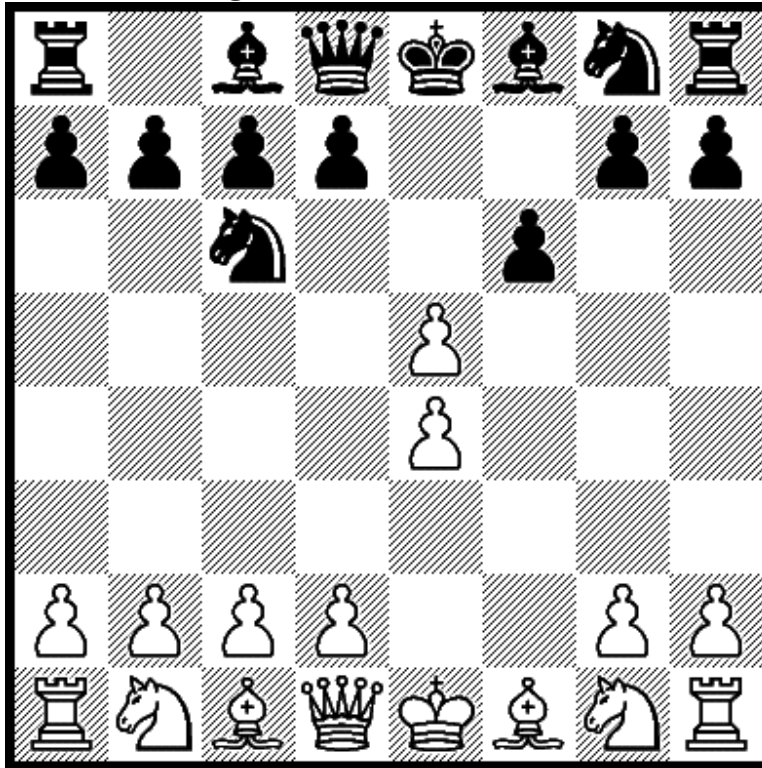
Diagram 5 after 3.fxe5 Qe7



4.Nf3

If 4...fxe5 5.Nc3 Nf6 6.Bc4 Nc6 7.d3.

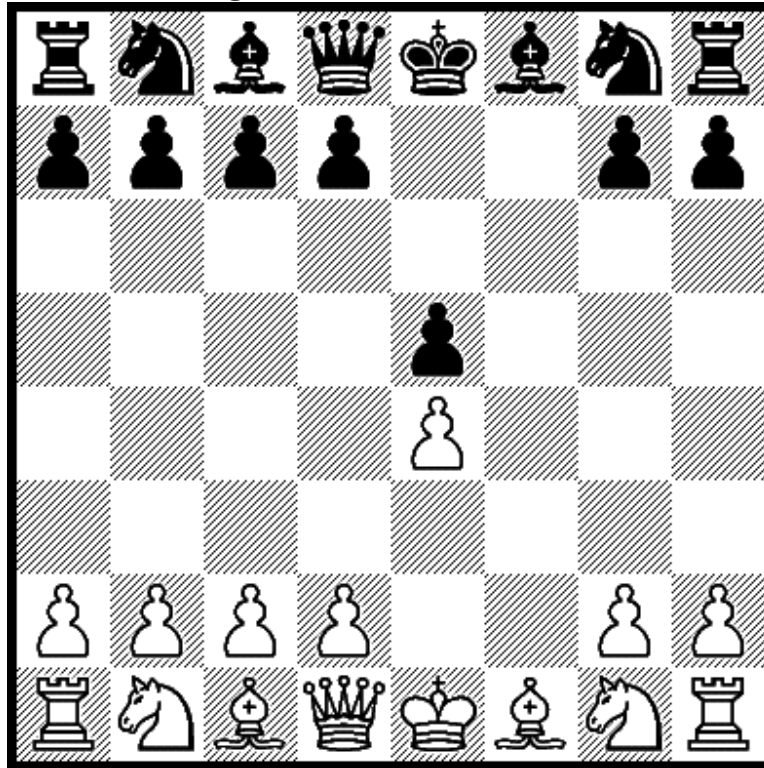
Diagram 6 after 3.fxe5 Nc6



4.Bb5

A good response. If 4...Bc5 5.Bxc6 dxc6 6.Qh5+ g6 7.Qh4.

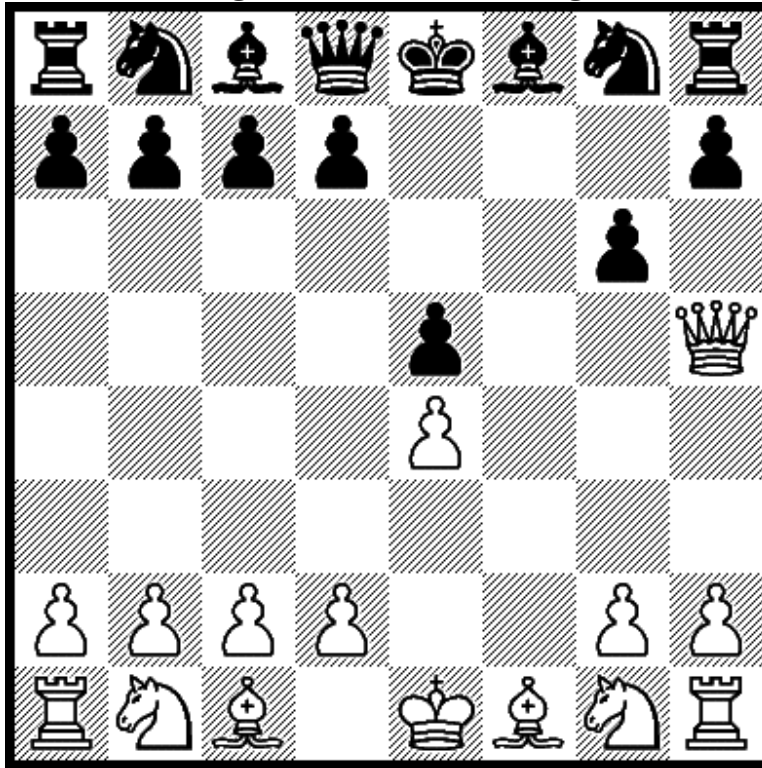
Diagram 7 after 3.fxe5 fxe5



4.Qh5+

This illustrates typical threats. Black has 4...g6 and 4...Ke7.

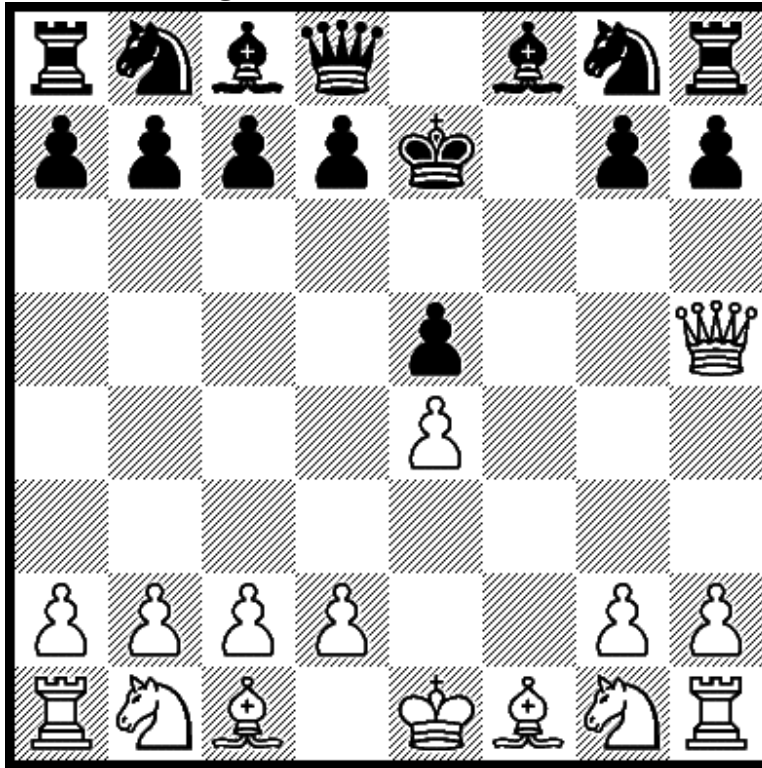
Diagram 8 after 4.Qh5+ g6



5.Qxe5+

If 5...Qe7 6.Qxh8 Nf6 7.d3 with the threat 8.Bg5.

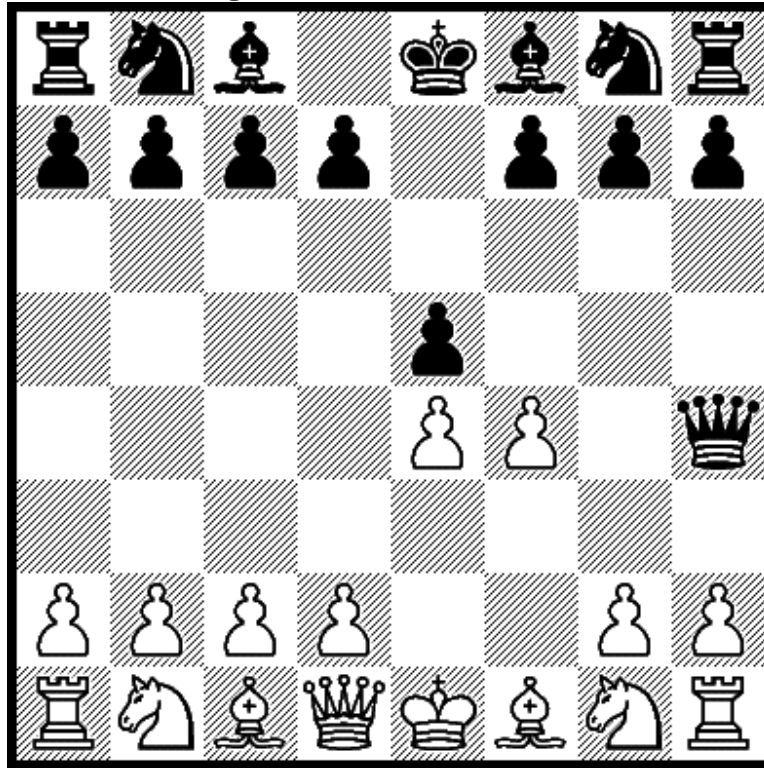
Diagram 9 after 4.Qh5+ Ke7



5.Qxe5+

If 5...Kf7 6.Bc4+ d5 7.Bxd5+ Kg6 8.Qg3+ with big threats.

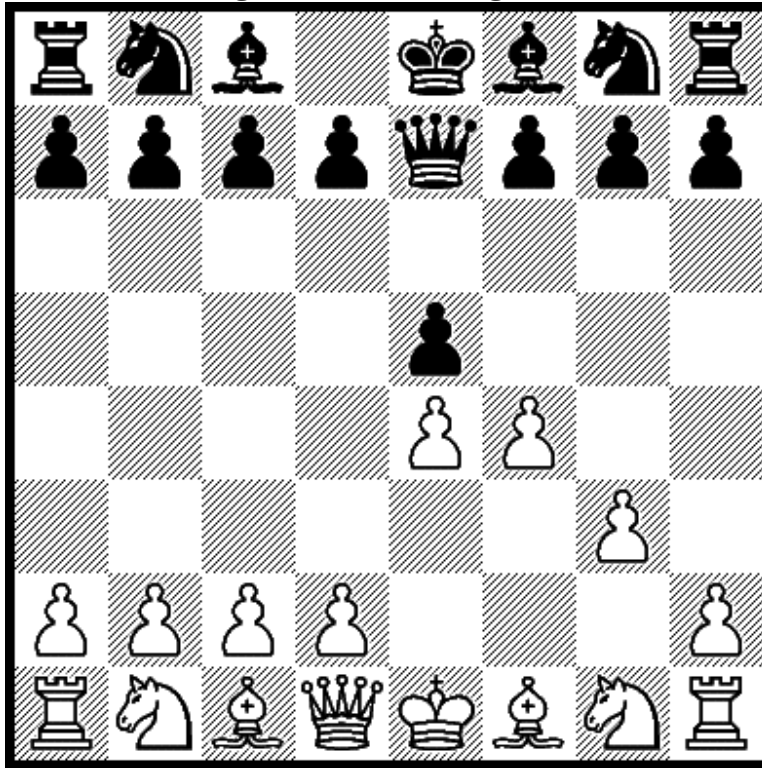
Diagram 10 after 2.f4 Qh4+



3.g3

The White pawn stops the check and protects f4.

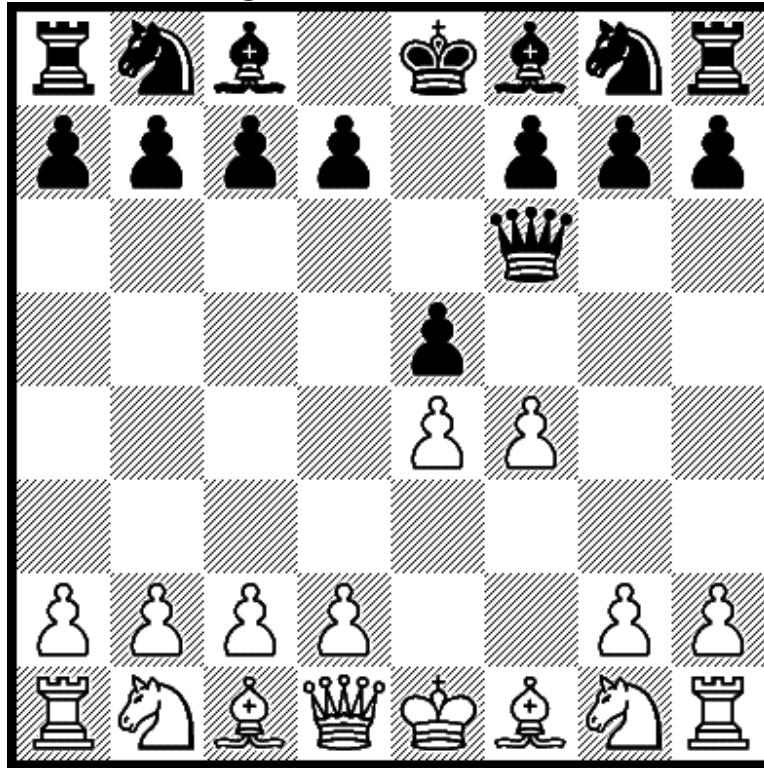
Diagram 11 after 3.g3 Qe7



4.fxe5

If 4...Qxe5 5.Nc3 Nc6 6.d4. If 4...d6 5.d4 dxe5 6.d5.

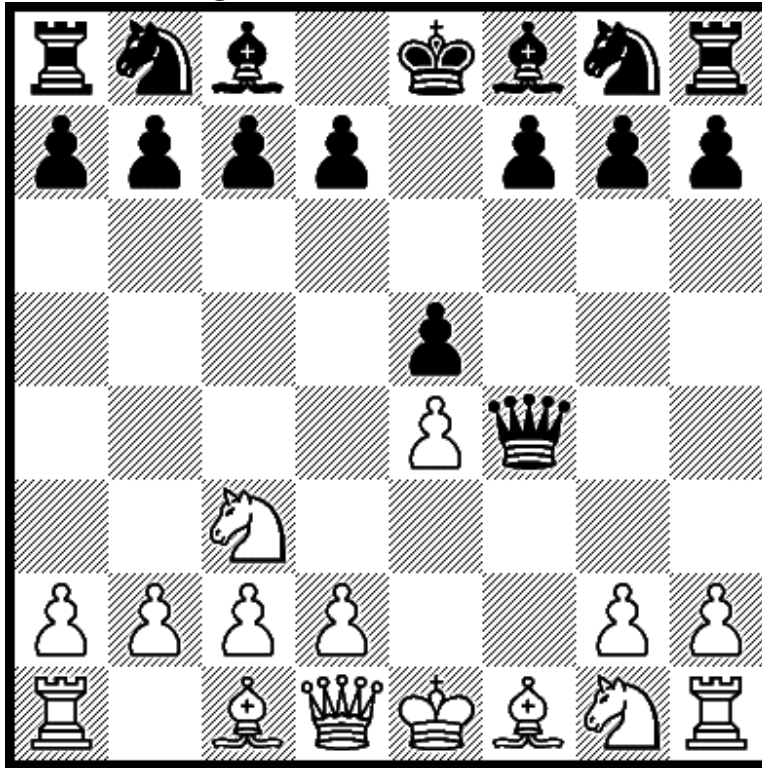
Diagram 12 after 2.f4 Qf6



3.Nc3

Now if 3...exf4 4.Nf3 and White has Nd5, e5, or d4.

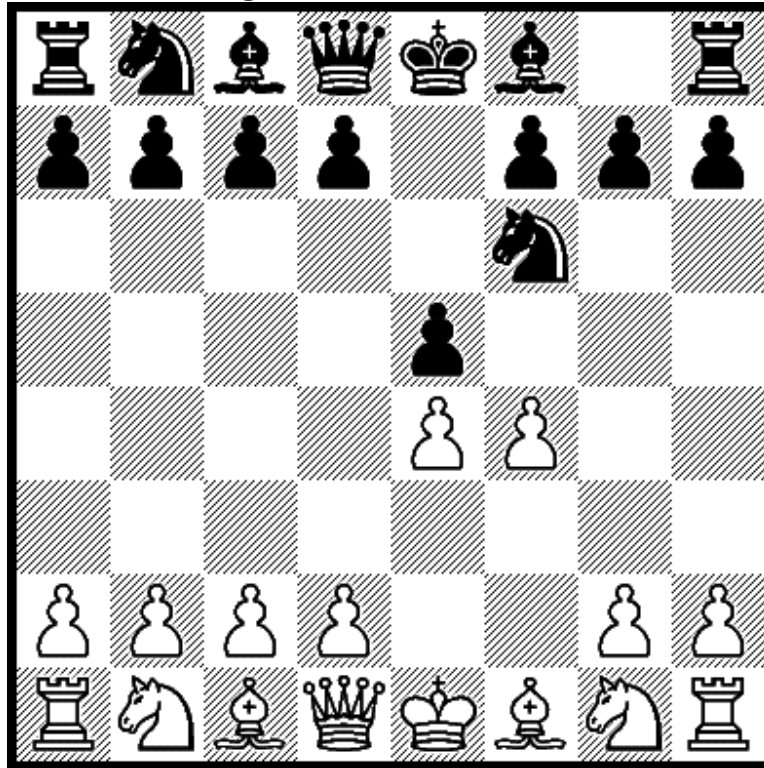
Diagram 13 after 3.Nc3 Qxf4



4.d4

If 4...Qh4+ 5.g3 Qd8 6.dxe5 and Black is undeveloped.

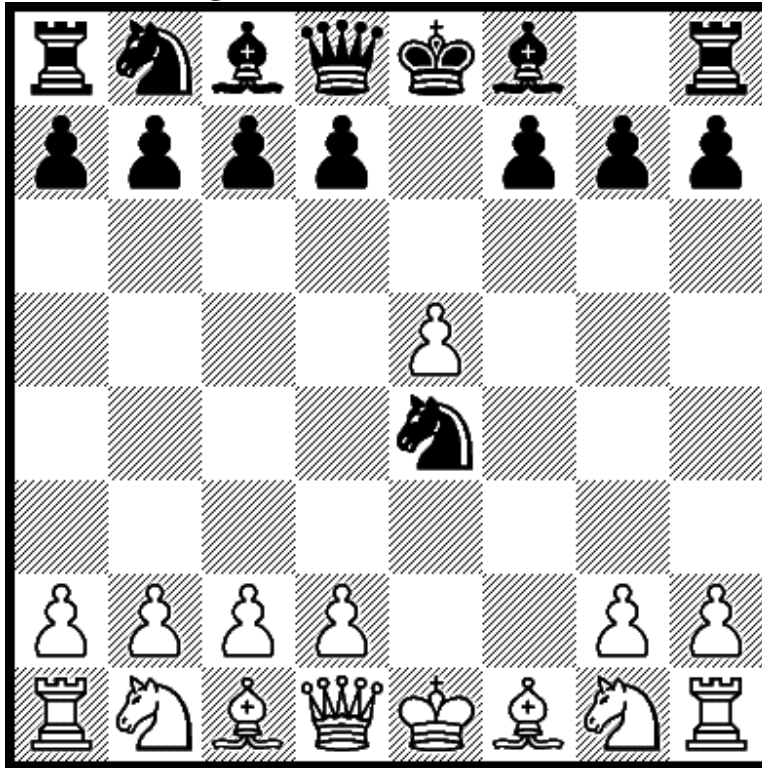
Diagram 14 after 2.f4 Nf6



3.fxe5

White plays this when Black cannot play 3...Qh4+.

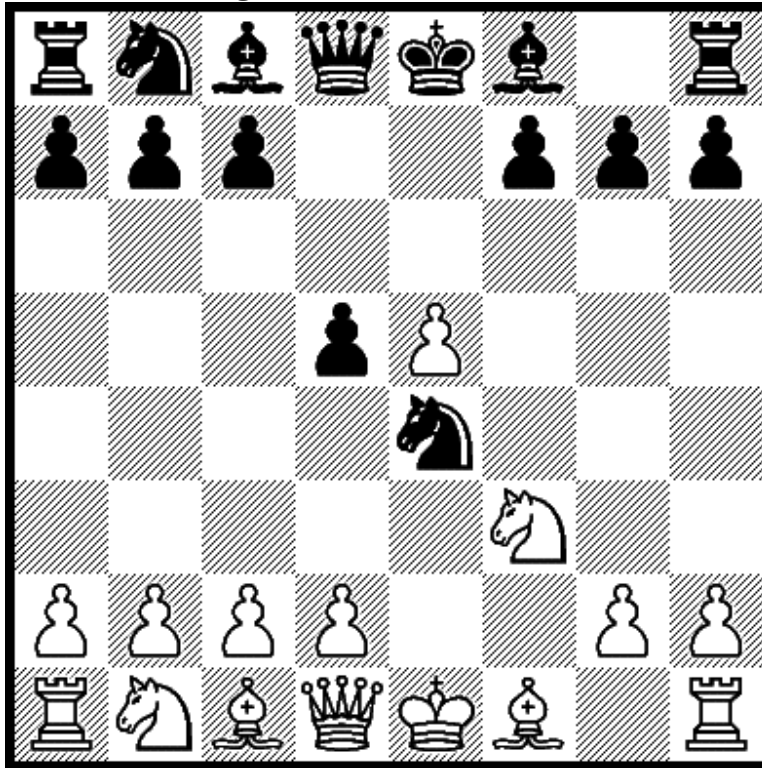
Diagram 15 after 3.fxe5 Nxe4



4.Nf3

White must prevent 4...Qh4. Black has 4...d5 and 4...Ng5.

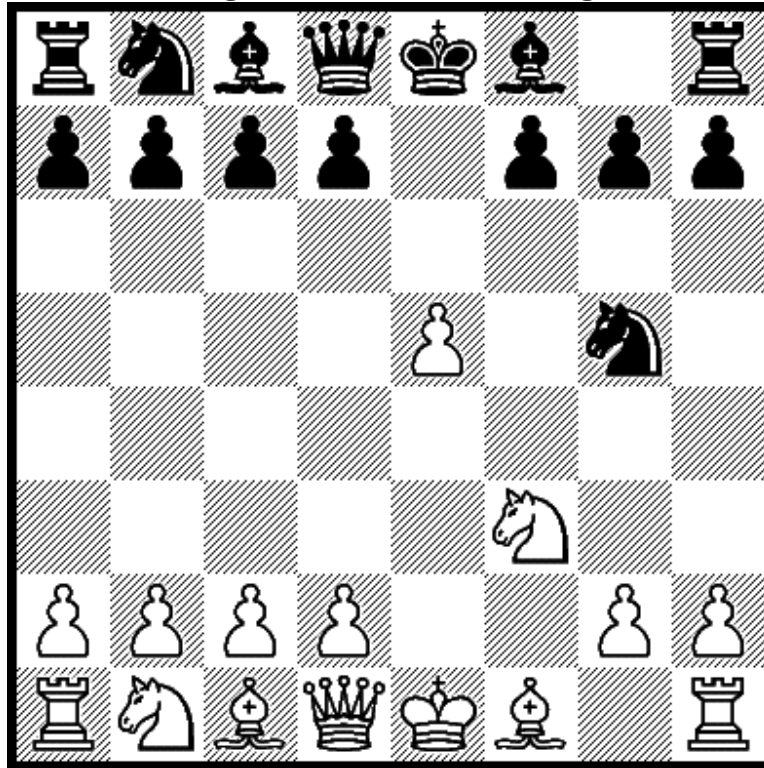
Diagram 16 after 4.Nf3 d5



5.d3

If 5...Nc5 6.d4 Ne4 7.Bd3 Be7 8.0-0 0-0 9.c4.

Diagram 17 after 4.Nf3 Ng5

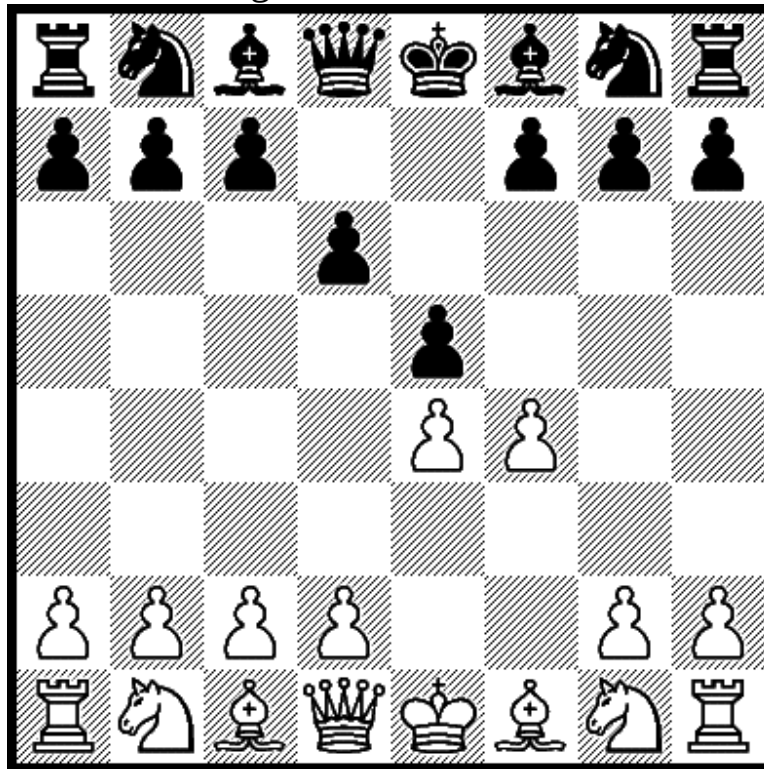


5.d4

If 5...Nxf3+ 6.Qxf3 Qh4+ 7.Qf2 Qxf2+ 8.Kxf2 Nc6 9.c3.

1.e4 e5 2.f4 d6

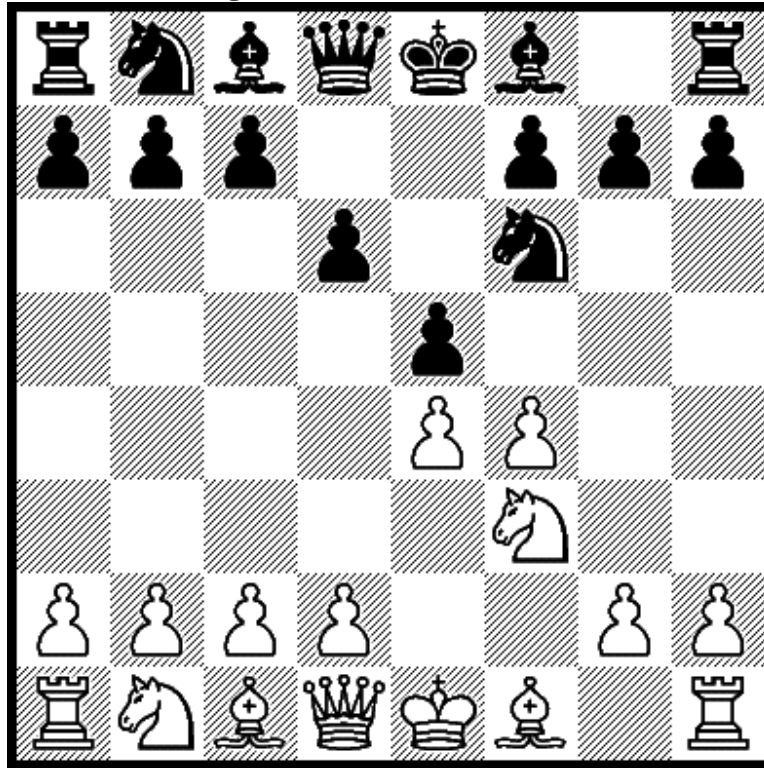
Diagram 18 after 2.f4 d6



3.Nf3

2...d6 players rarely transpose to 2...exf4 with 3...exf4

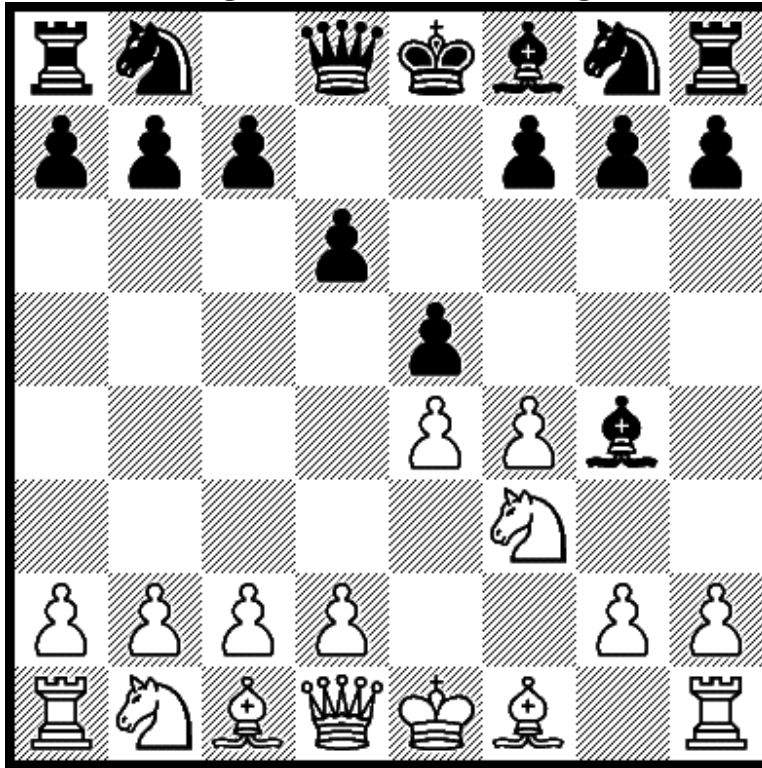
Diagram 19 after 3.Nf3 Nf6



4.Nc3

If Black grabs the pawn with 4...exf4, then 5.d4 is good.

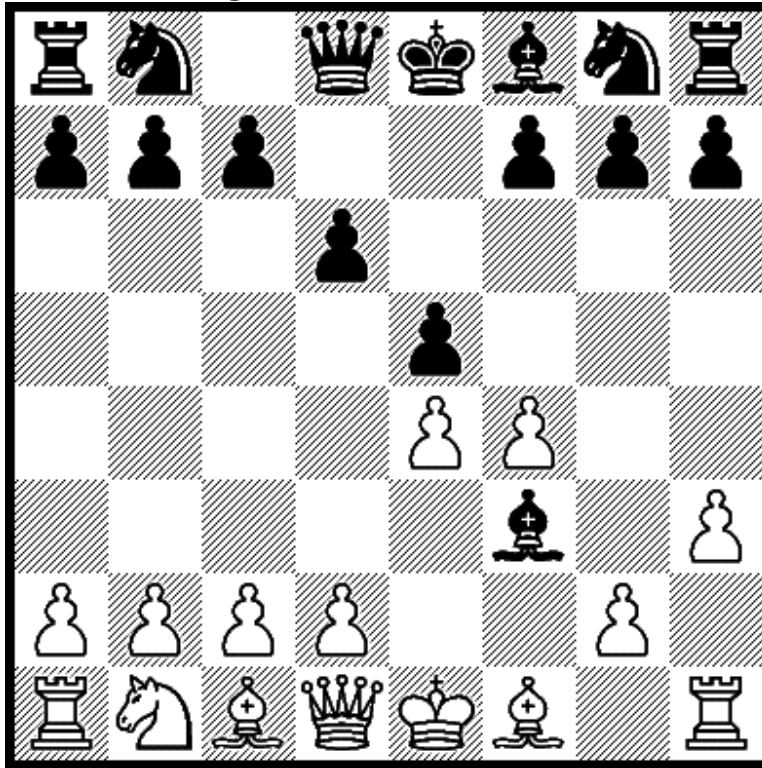
Diagram 20 after 3.Nf3 Bg4



4.h3

Now 4...Bh5 5.g4 Bg6 6.f5 traps the bishop.

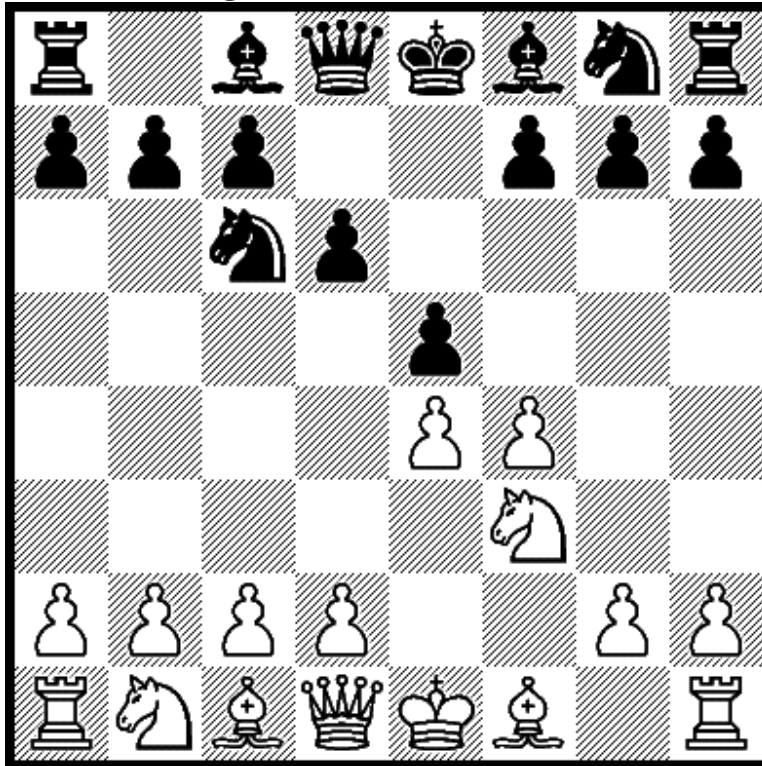
Diagram 21 after 4.h3 Bxf3



5.Qxf3

White has the advantage of the two bishops.

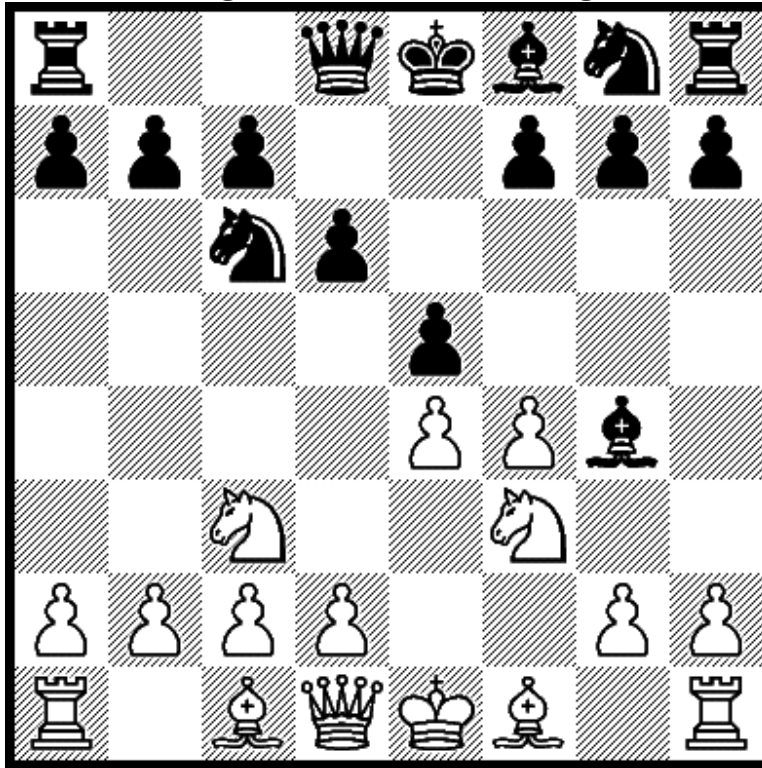
Diagram 22 after 3.Nf3 Nc6



4.Nc3

White develops the second knight.

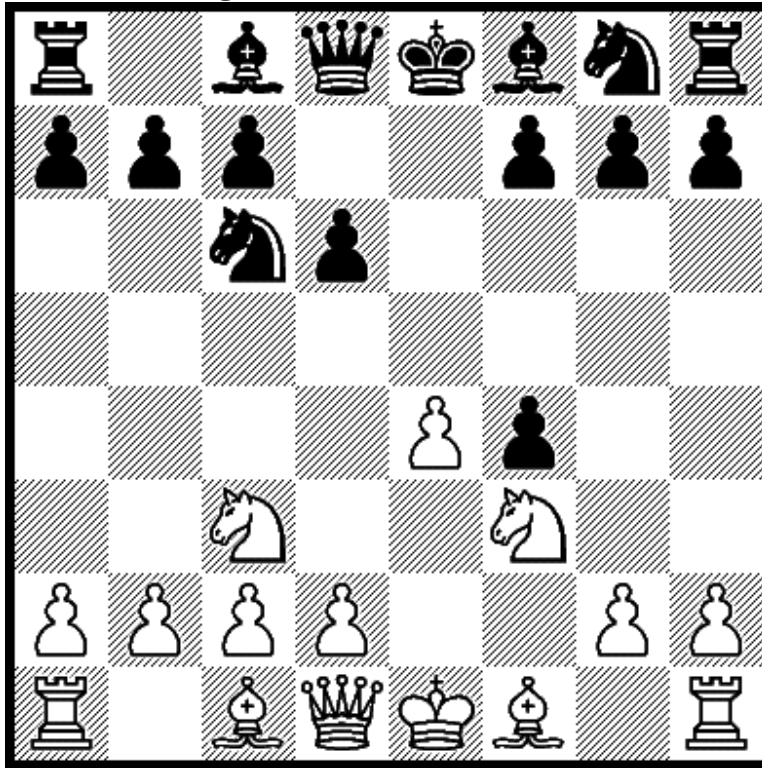
Diagram 23 after 4.Nc3 Bg4



5.Bb5

The bishop pins the knight to prevent 5...Nd4.

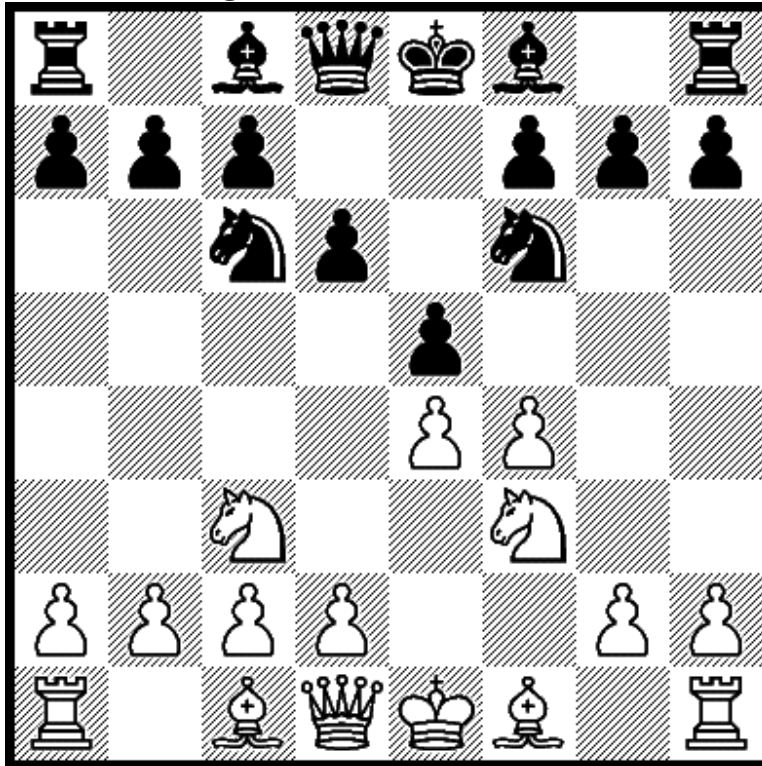
Diagram 24 after 4.Nc3 exf4



5.d4

If Black defends with 5...g5 then 6.d5 Ne5 7.Bb5+.

Diagram 25 after 4.Nc3 Nf6

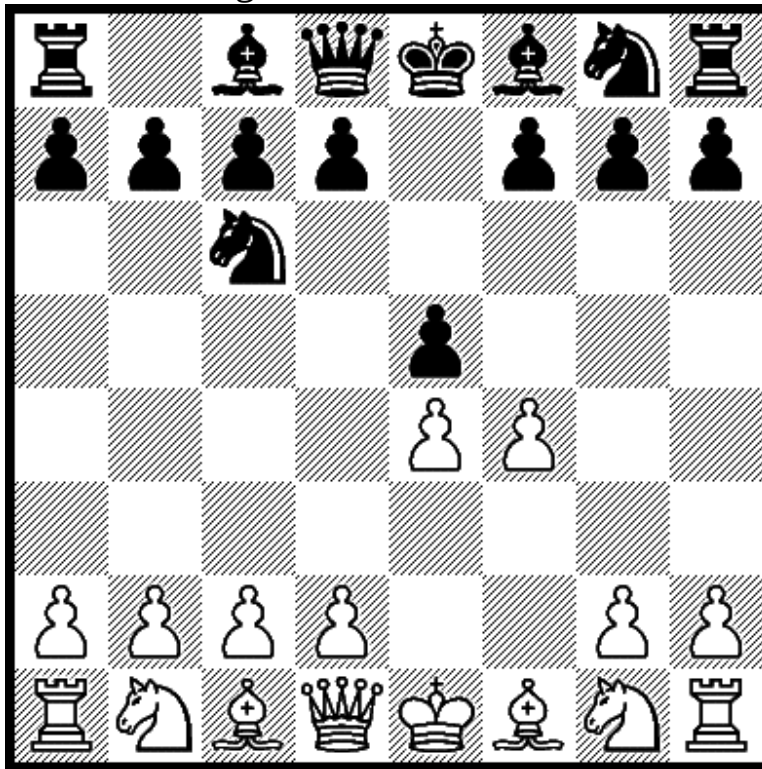


5.d4

Play might continue 5.exd4 6.Nxd4 Bd7 7.Bc4.

1.e4 e5 2.f4 Nc6

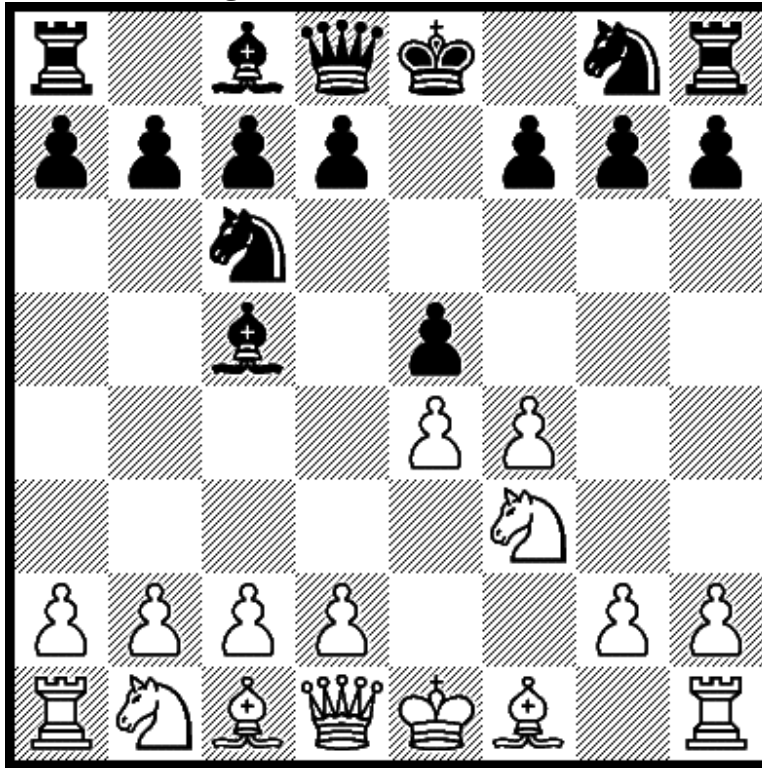
Diagram 26 after 2.f4 Nc6



3.Nf3

If 3...d6 see 2...d6. Now Black has 3...Bc5 or 3...f5.

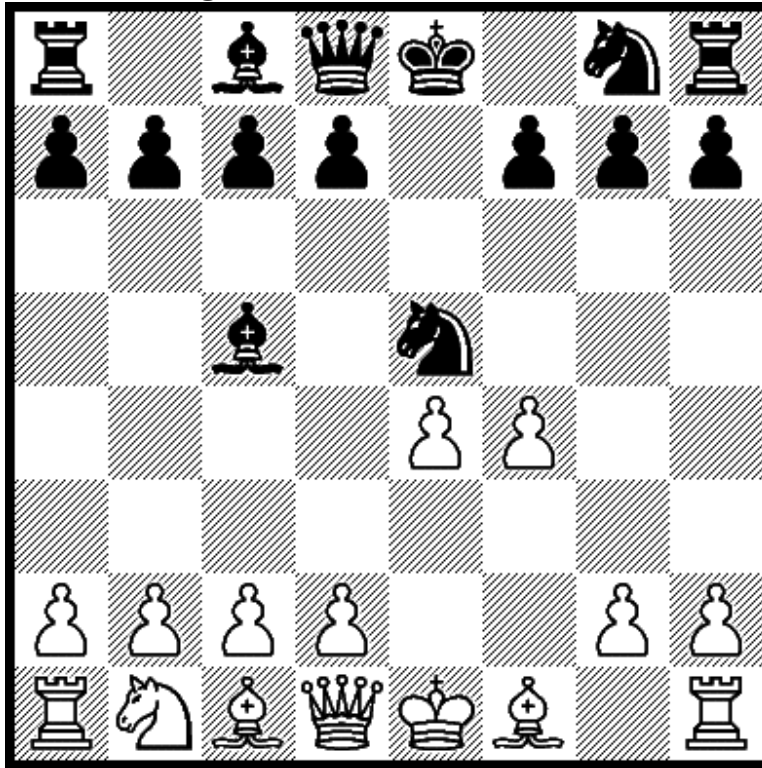
Diagram 27 after 3.Nf3 Bc5



4.Nxe5

White prevents transposition into 2...Bc5 lines.

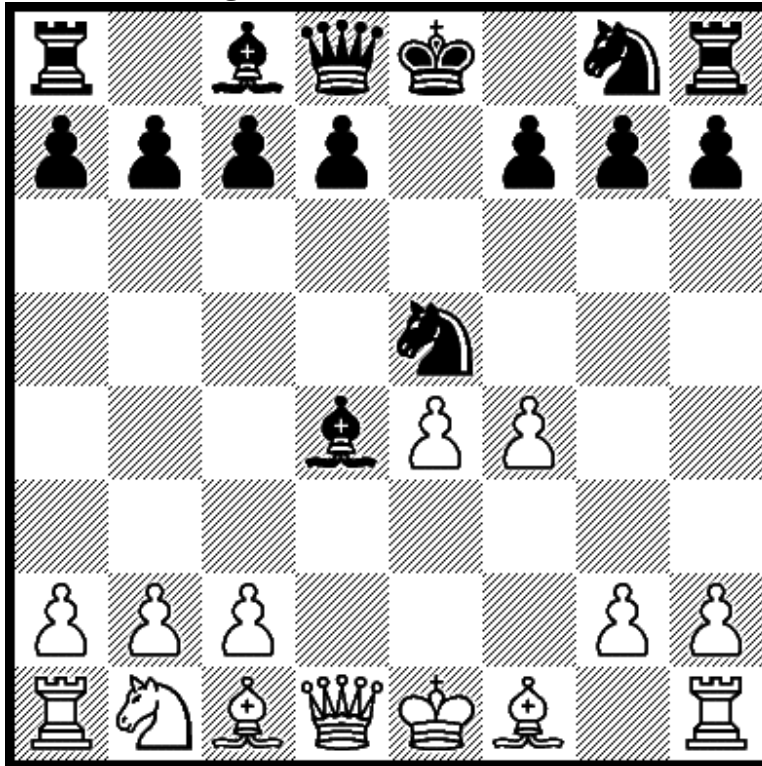
Diagram 28 after 4.Nxe5 Nxe5



5.d4

White will regain the piece. If 5...Bb6 6.dxe5. Or 5...Bxd4.

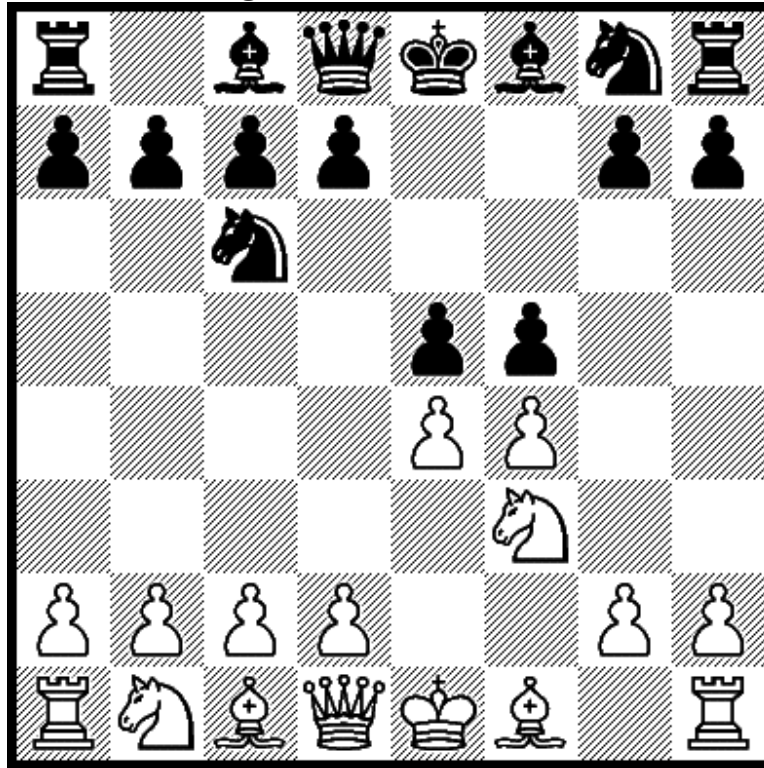
Diagram 29 after 5.d4 Bxd4



6.Qxd4

If 6...Qh4+ 7.Qf2 Qxf2+ 8.Kxf2 Ng4+ 9.Kf3.

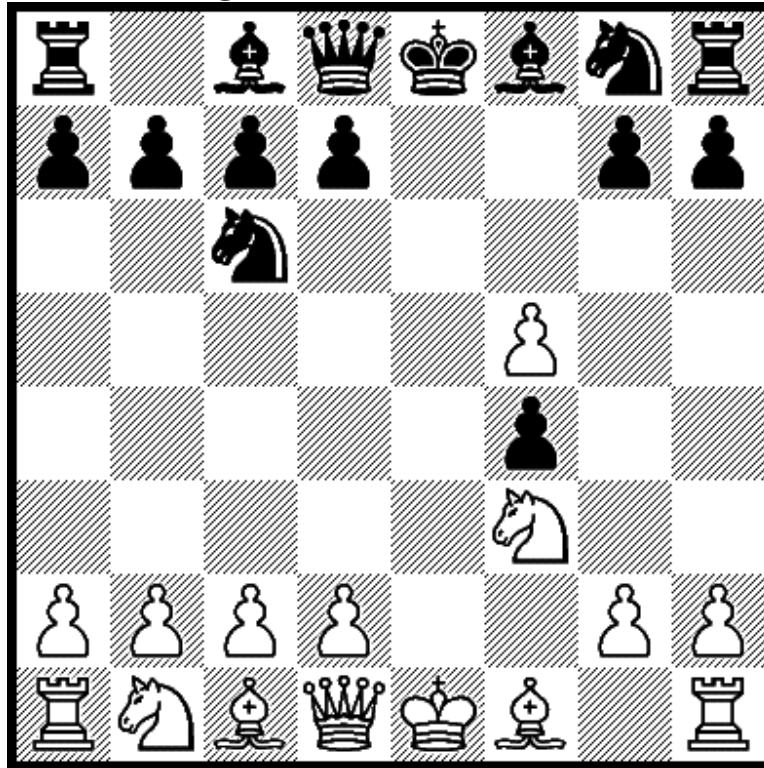
Diagram 30 after 3.Nf3 f5



4.exf5

Avoids the annoying 4...fxe4. Black has 4...exf4 and 4.e4.

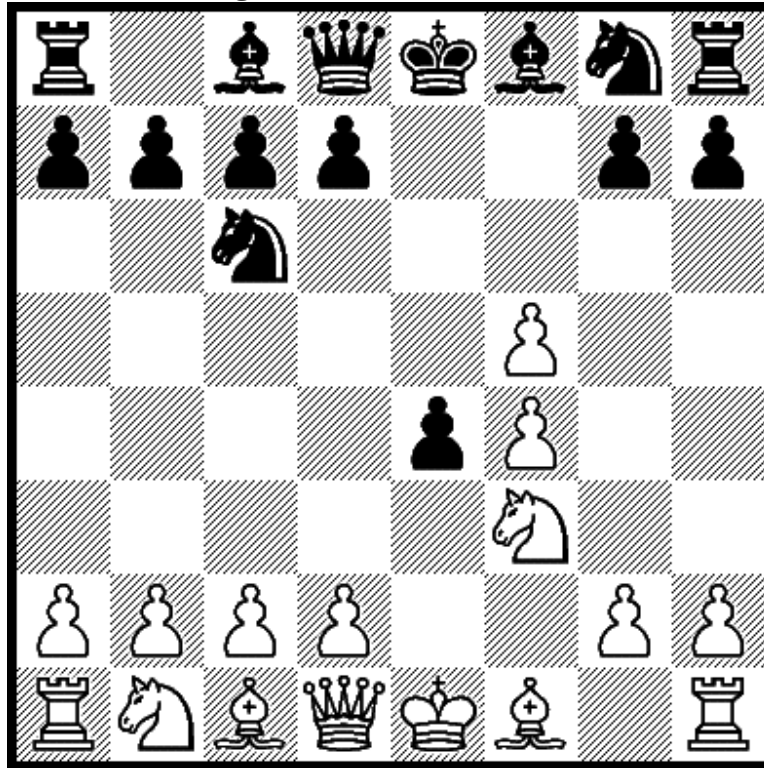
Diagram 31 after 4.exf5 exf4



5.d4

If 5...d5 6.Nc3 Bxf5 7.Bxf4 Bb4 8.Bd3.

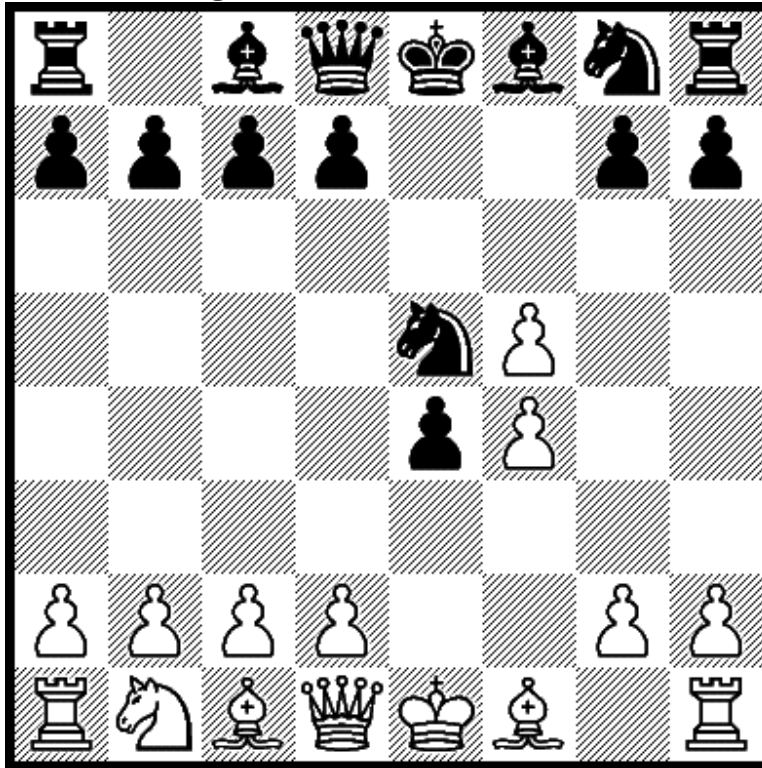
Diagram 32 after 4.exf5 e4



5.Ne5

White threatens 6.Qh5+. Black has 5...Nxe5 and 5...Nf6.

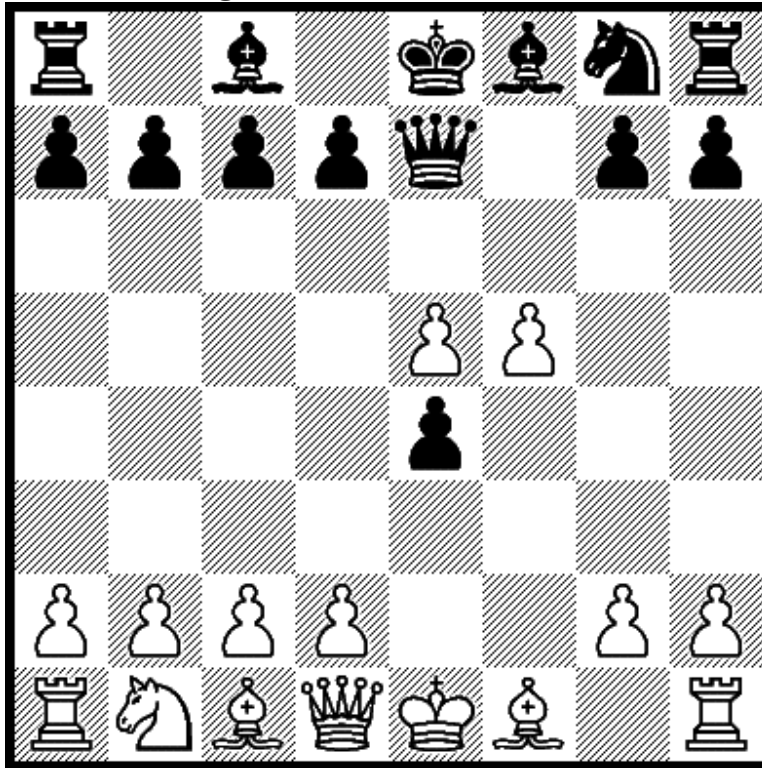
Diagram 33 after 5.Ne5 Nxe5



6.fxe5

White has to recapture the knight.

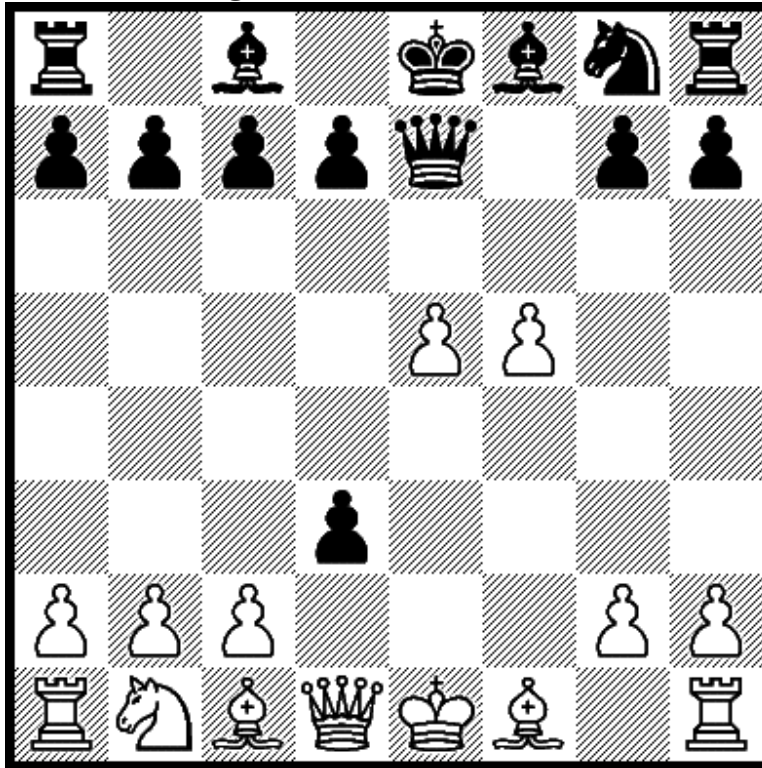
Diagram 34 after 6.fxe5 Qe7



7.d4

Straightforward play makes the most sense.

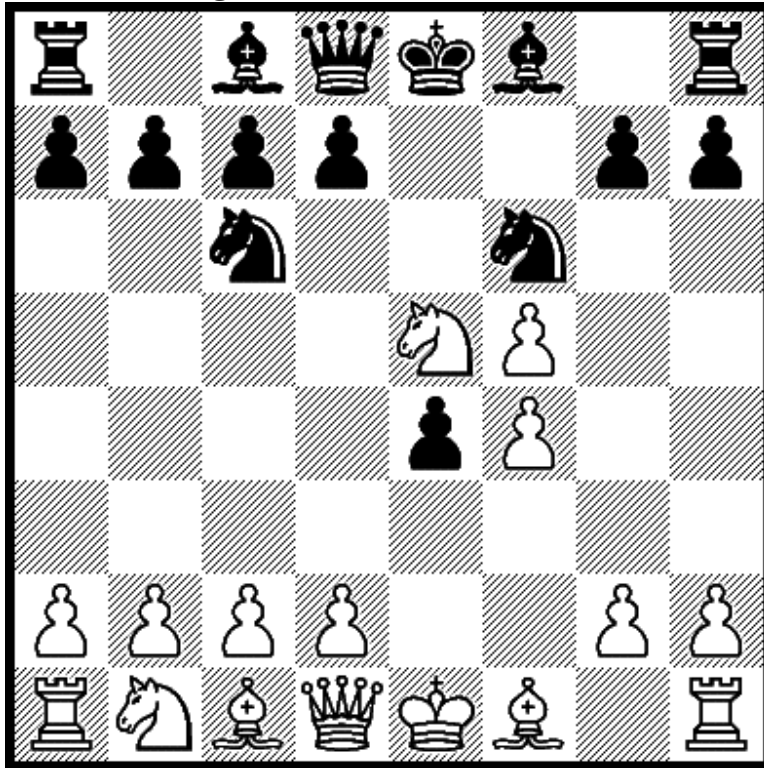
Diagram 35 after 7.d4 exd3



8.Qxd3

This keeps the queens on the board. If 8...Qxe5 9.Be2.

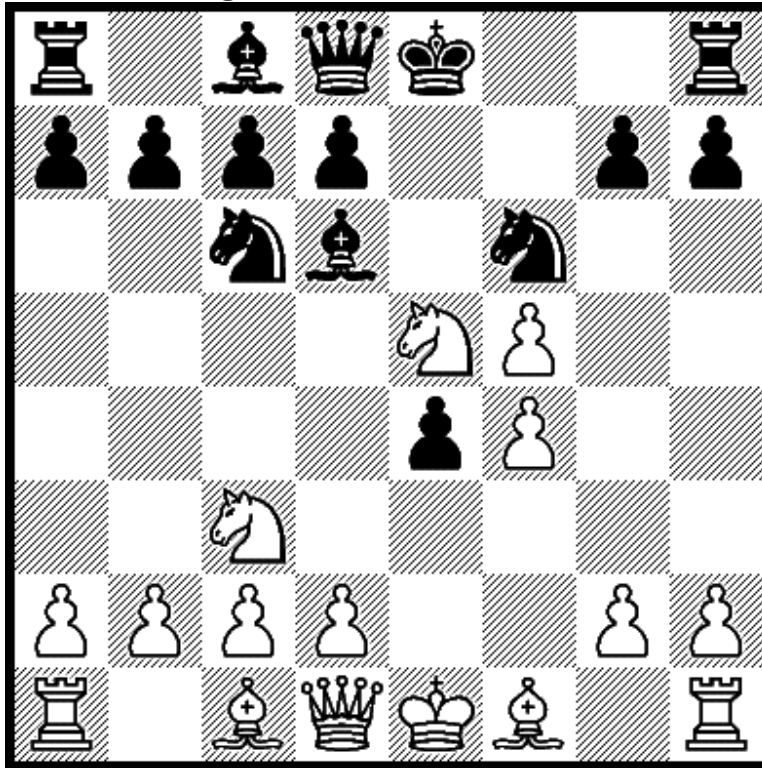
Diagram 36 after 5.Nxe5 Nf6



6.Nc3

The knight aims at the e4 pawn.

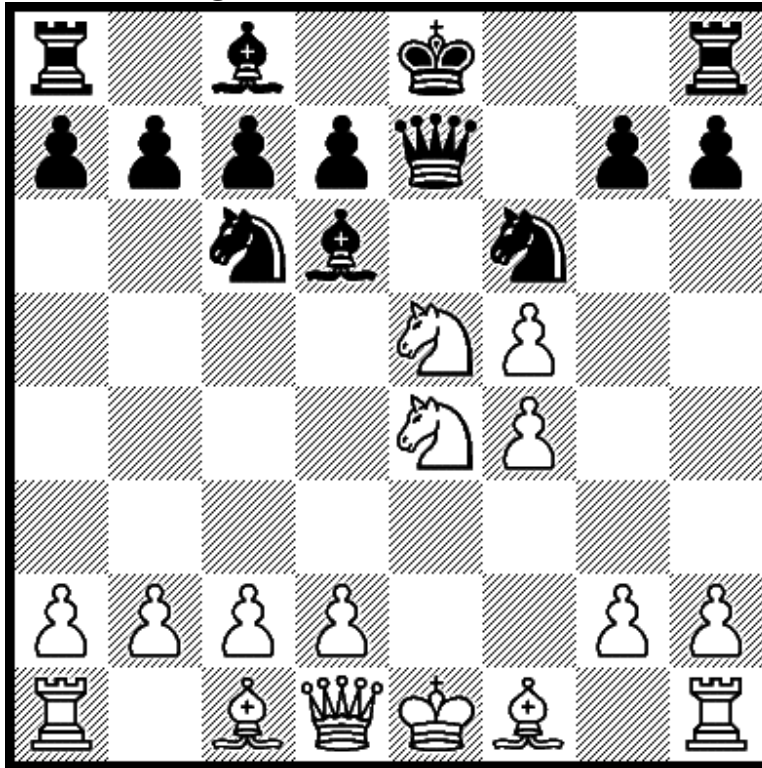
Diagram 37 after 6.Nc3 Bd6



7.Nxe4

White chooses to attack. If 7...Nxe4 8.Qh5+ is strong.

Diagram 38 after 7.Nxe4 Qe7

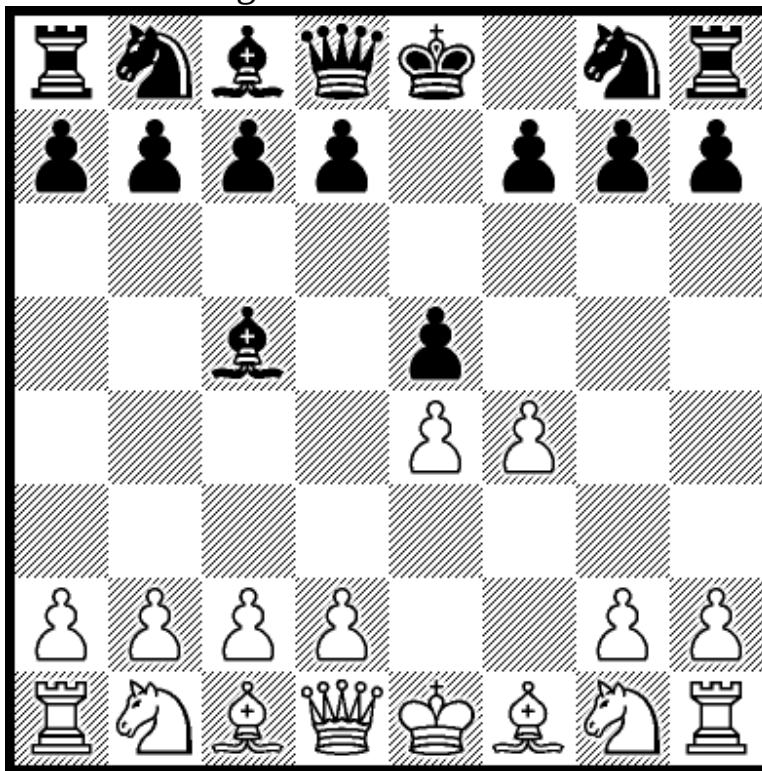


8.Nxf6+

If 8...gxf6 9.d4 fxe5 10.Qh5+ Qf7 11.Qxf7+ Kxf7 12.fxe5.

1.e4 e5 2.f4 Bc5

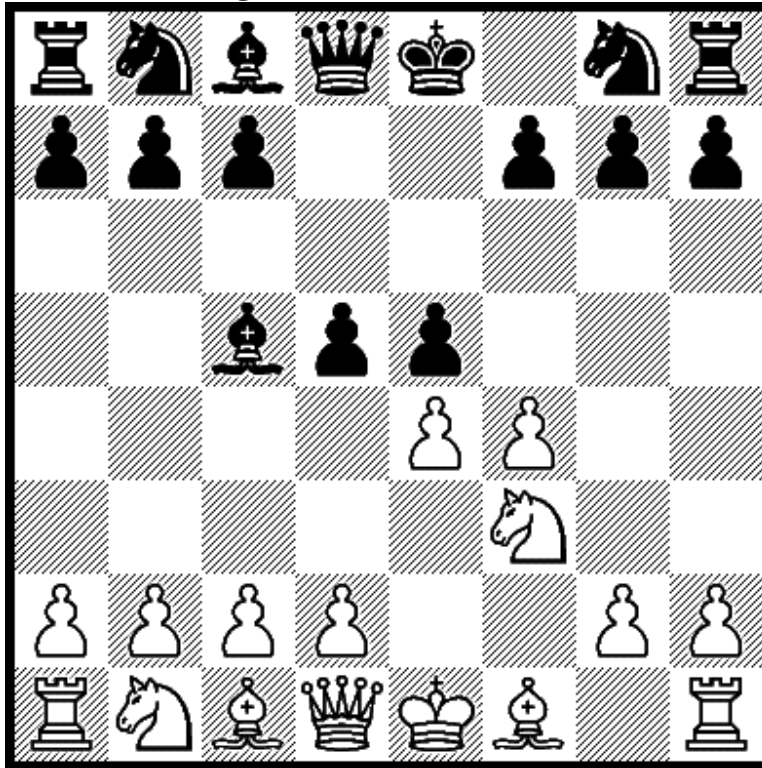
Diagram 39 after 2.f4 Bc5



3.Nf3

White stops 3...Qh4+. Now Black has 3...d5, 3...exf4, 3...d6.

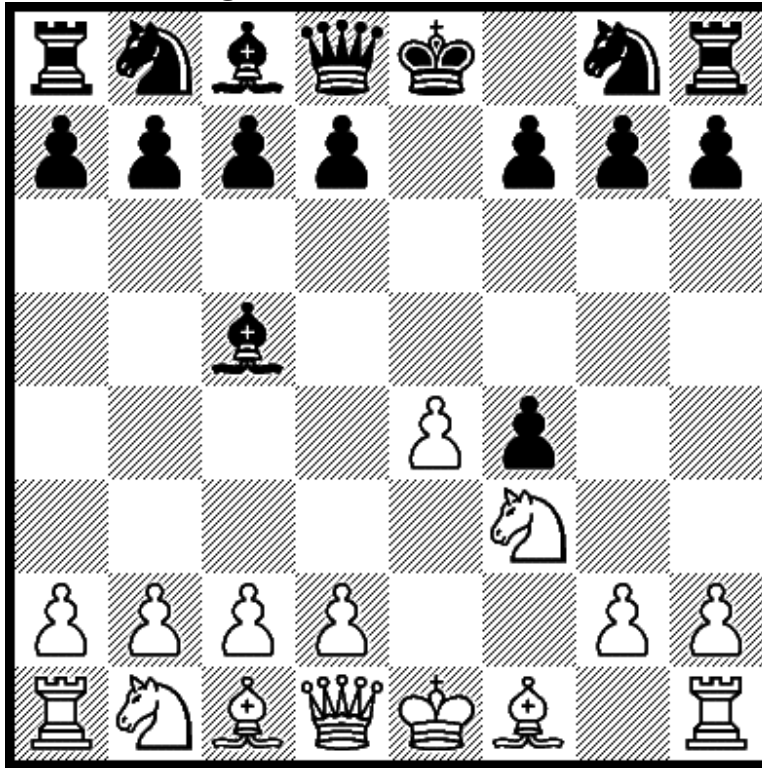
Diagram 40 after 3.Nf3 d5



4.Nxe5

If 4...de4 5.Qh5 Qe7 6.Nxf7 Nf6 7.Nxd6+ Kd8 8.Qxc5.

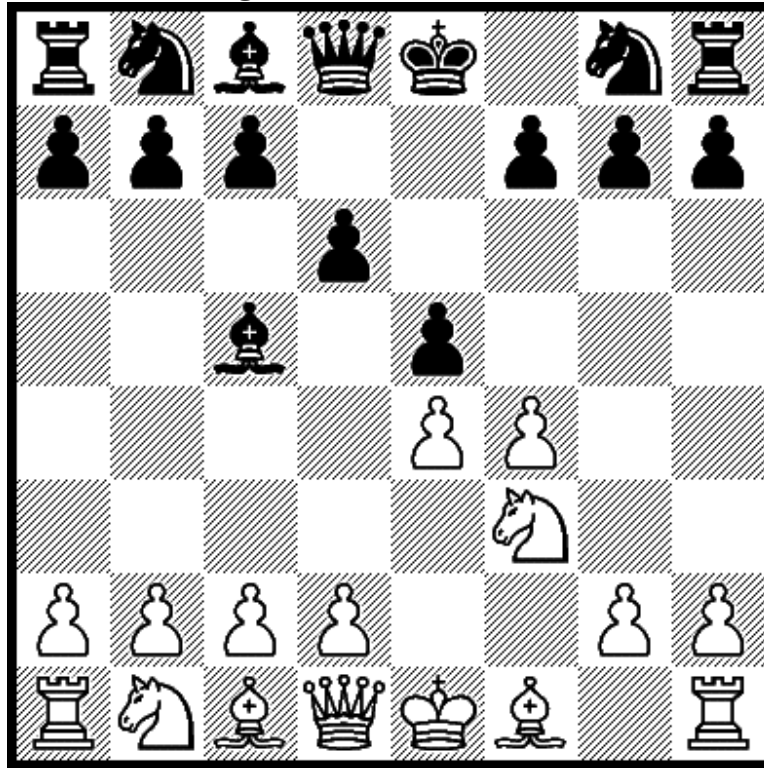
Diagram 41 after 3.Nf3 exf4



4.d4

White kicks the bishop. If 4...Bb6 5.Bxf4 d6 6.Bc4.

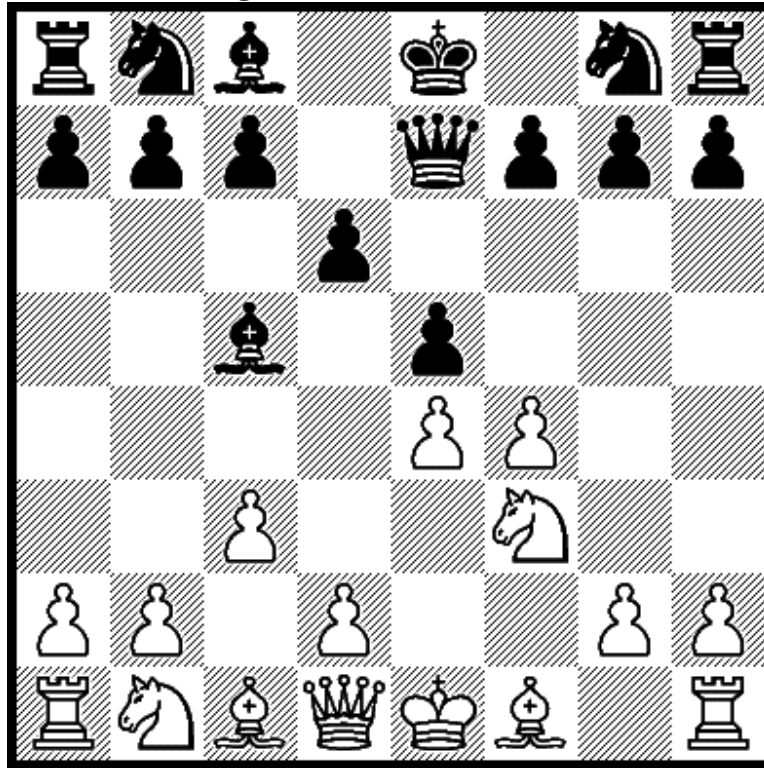
Diagram 42 after 3.Nf3 d6



4.c3

Black has 4...Qe7, 4...f5, 4...Nc6, 4...Bb6, 4...Bg4, or 4...Nf6.

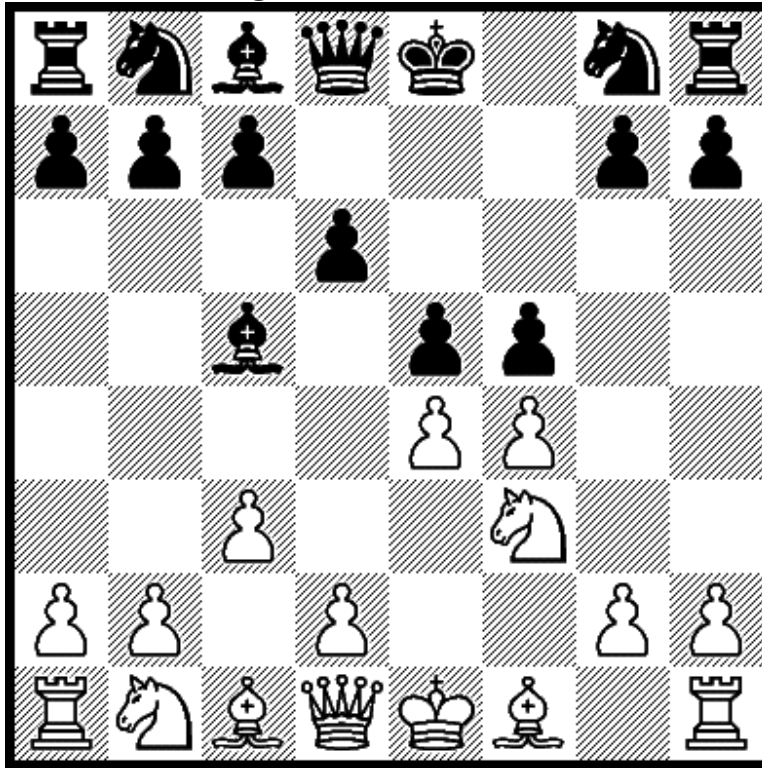
Diagram 43 after 4.c3 Qe7



5.d4

After 5...exd4 6.cxd4 Bb6 7.Nc3 White has a big center.

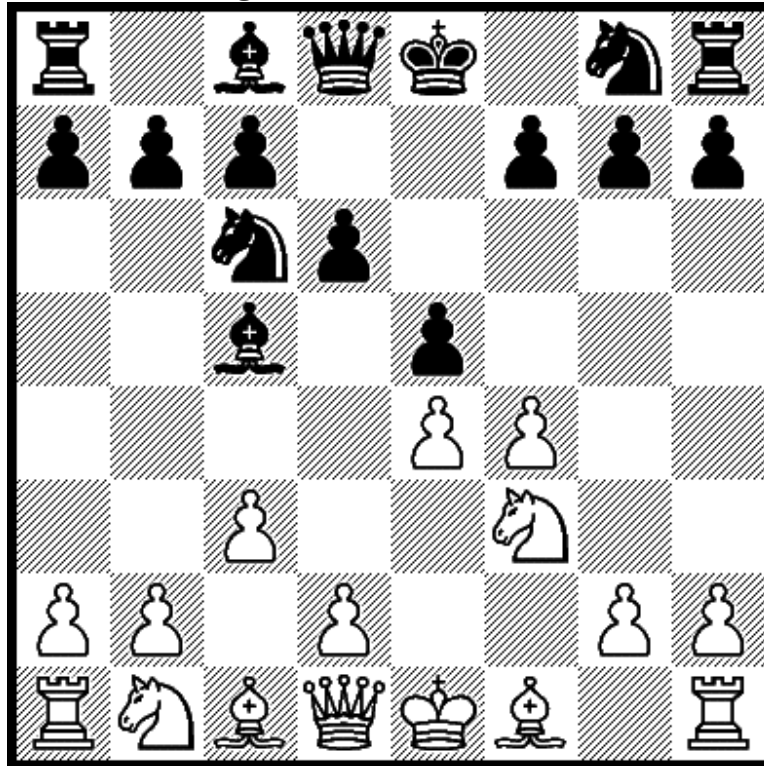
Diagram 44 after 4.c3 f5



5.exf5

If 5...e4 6.Qa4+. If 5...Qe7 6.fxe5. If 5...Bxf5 6.d4.

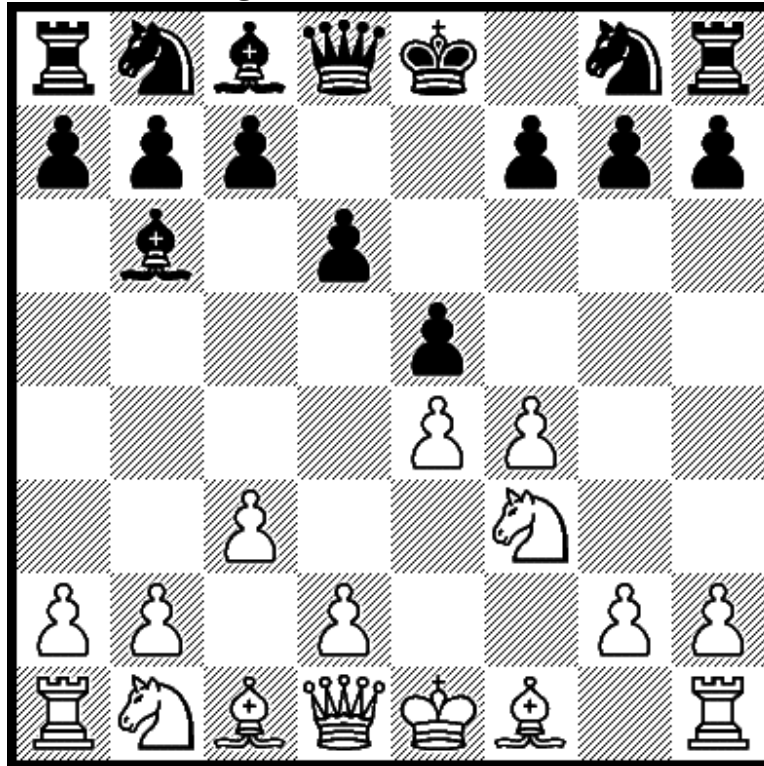
Diagram 45 after 4.c3 Nc6



5.Bb5

If 5...Bd7 6.d4 exd4 7.cxd4 Bb6 8.Nc3.

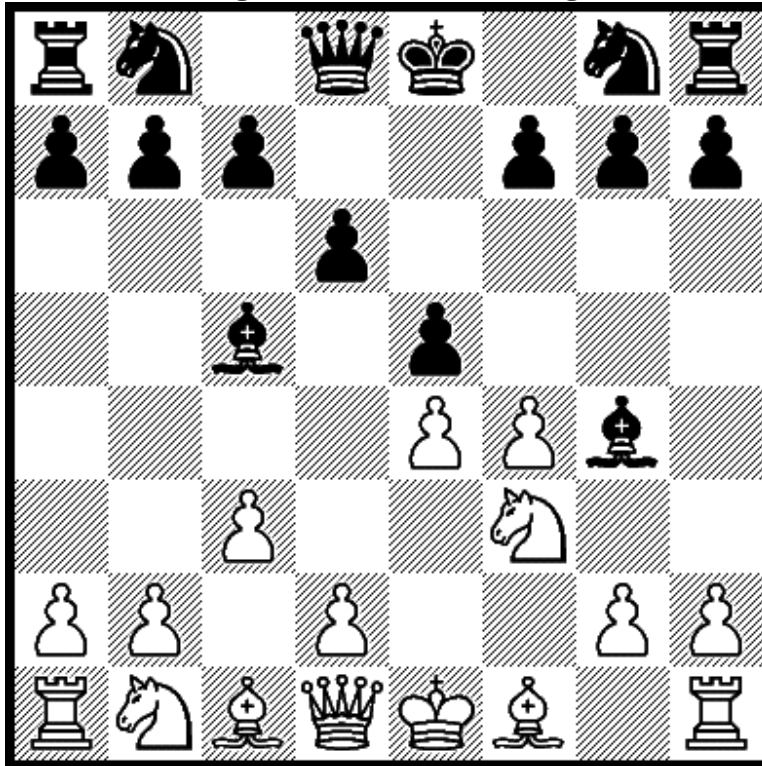
Diagram 46 after 4.c3 Bb6



5.fxe5

If 5...dxe5 6.Na3 Nf6 7.Nc4 Nxe4 8.Qe2.

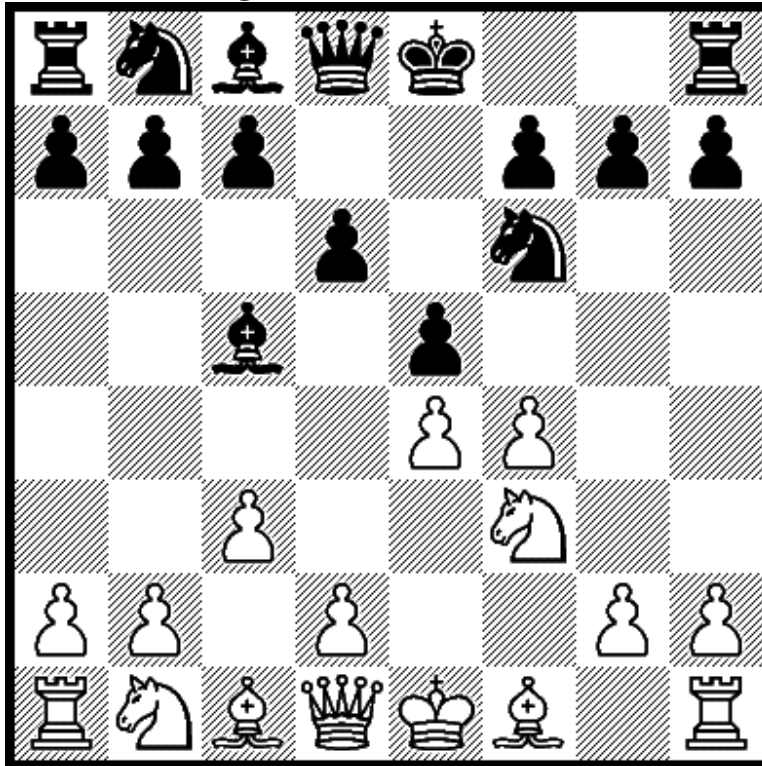
Diagram 47 after 4.c3 Bg4



5.fxe5

If 5...dxe5 6.Bc4 Nc6 7.b4 Bd6 8.d3 Nf6 9.0-0.

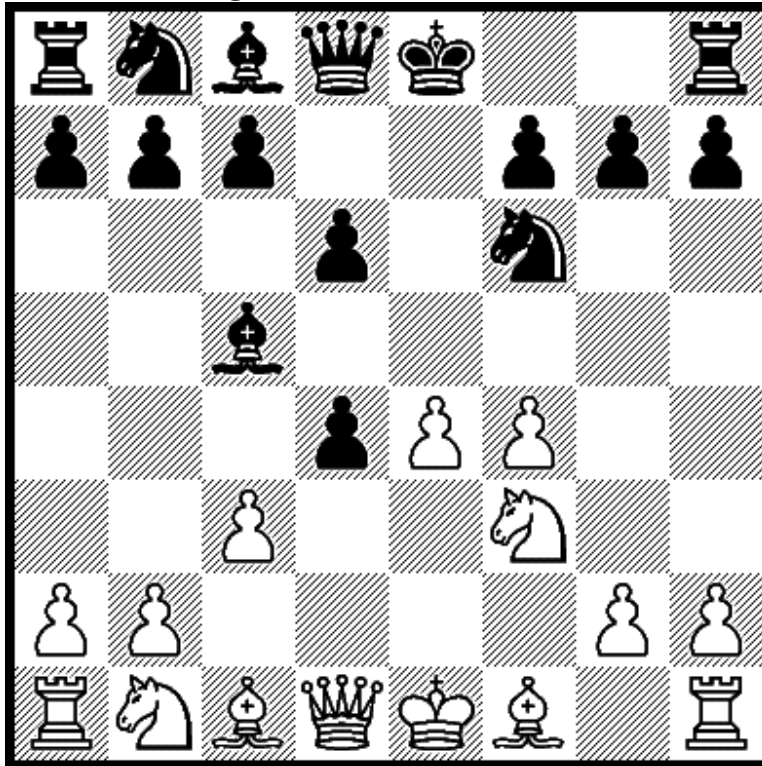
Diagram 48 after 4.c3 Nf6



5.d4

If 5...Bb6 6.fxe5 dxe5 7.Nxe5 0-0 8.Bg5.

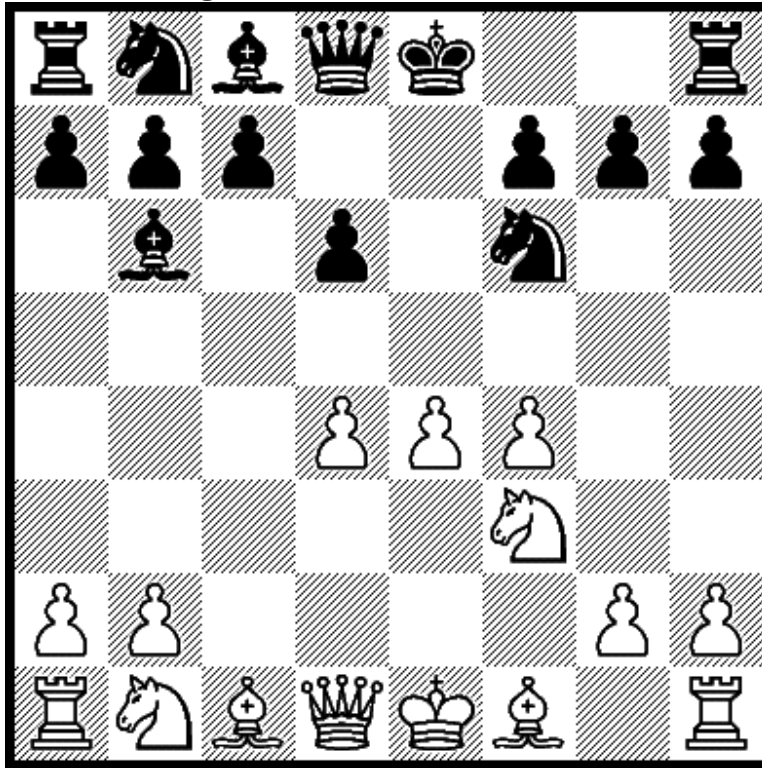
Diagram 49 after 5.d4 exd4



6.cxd4

If 6...Bb4+ 7.Bd2 Bxd2+ 8.Nbxd2 0-0 9.Bd3.

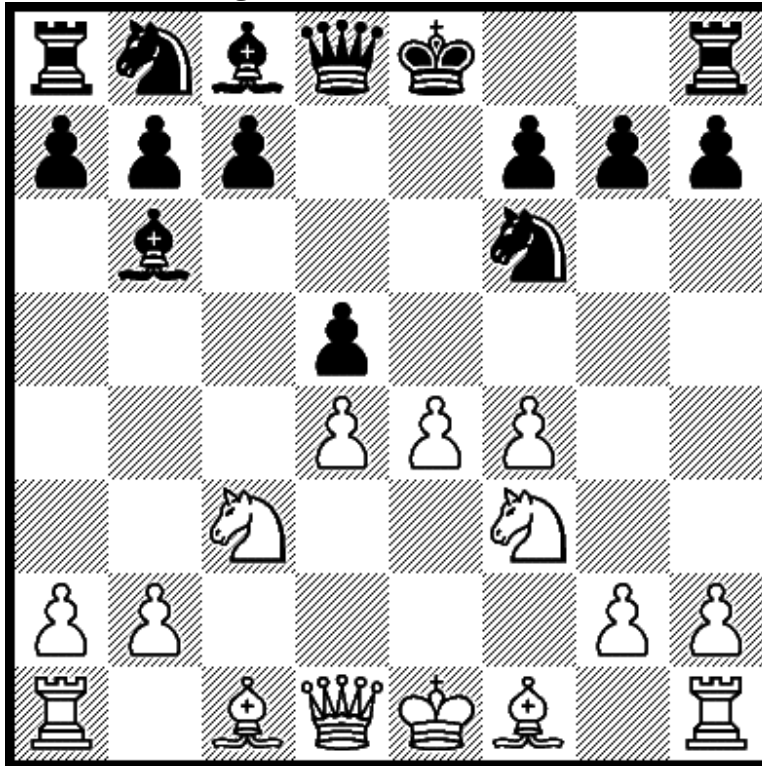
Diagram 50 after 6...cxd4 Bb6



7.Nc3

Three central pawns. Now 7...d5, 7...Bg4, 7...Nc6, or 7...0-0.

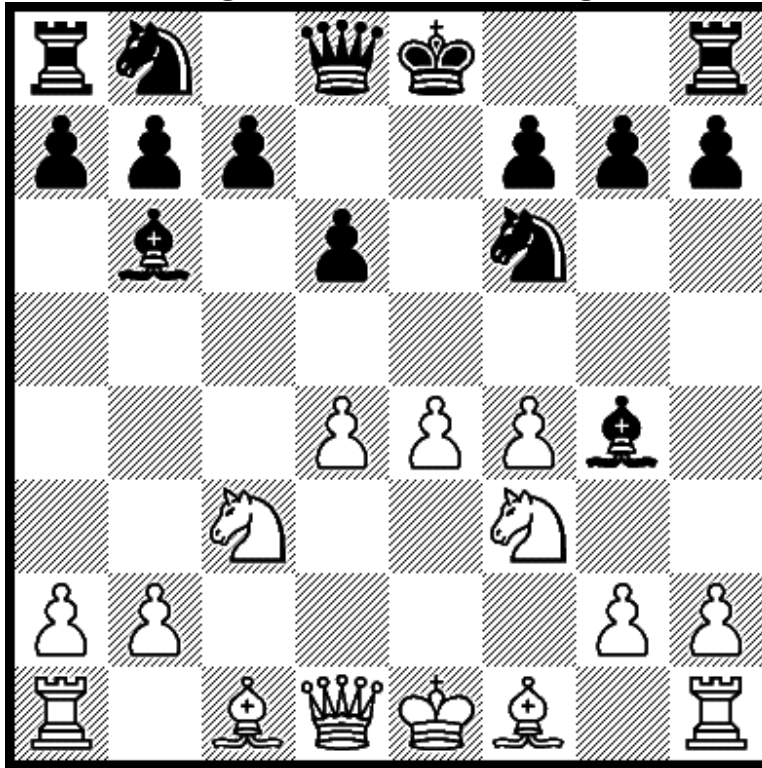
Diagram 51 after 7.Nc3 d5



8.e5

If 8...Ne3 9.Bd3 Nc6 10.Be3 Bf5 11.0-0.

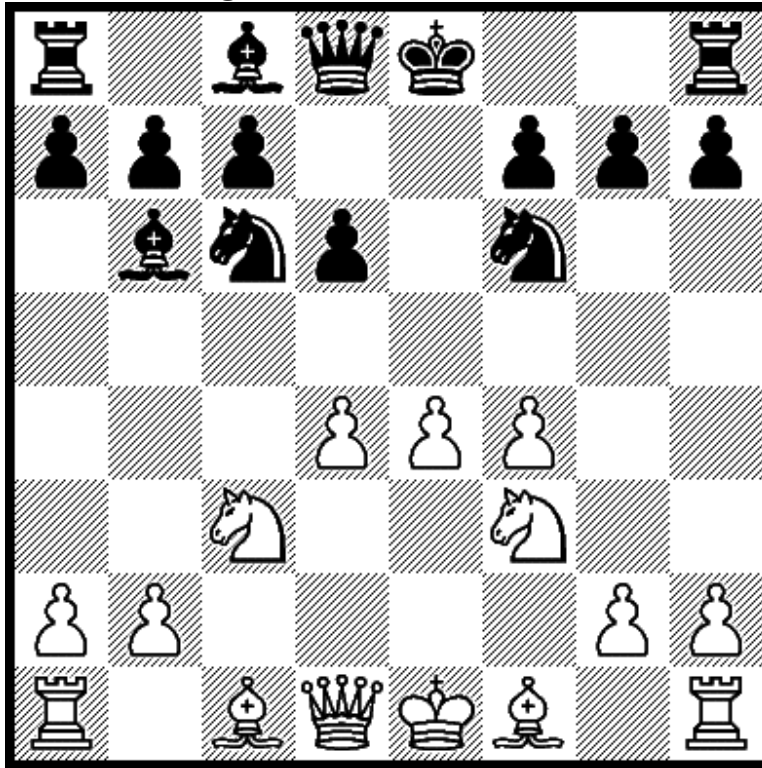
Diagram 52 after 7.Nc3 Bg4



8.Bb5+

If 8...Nbd7 9.e5 dxe5 10.fxe5. Or if 8...c6 9.Be2 0-0 10.0-0.

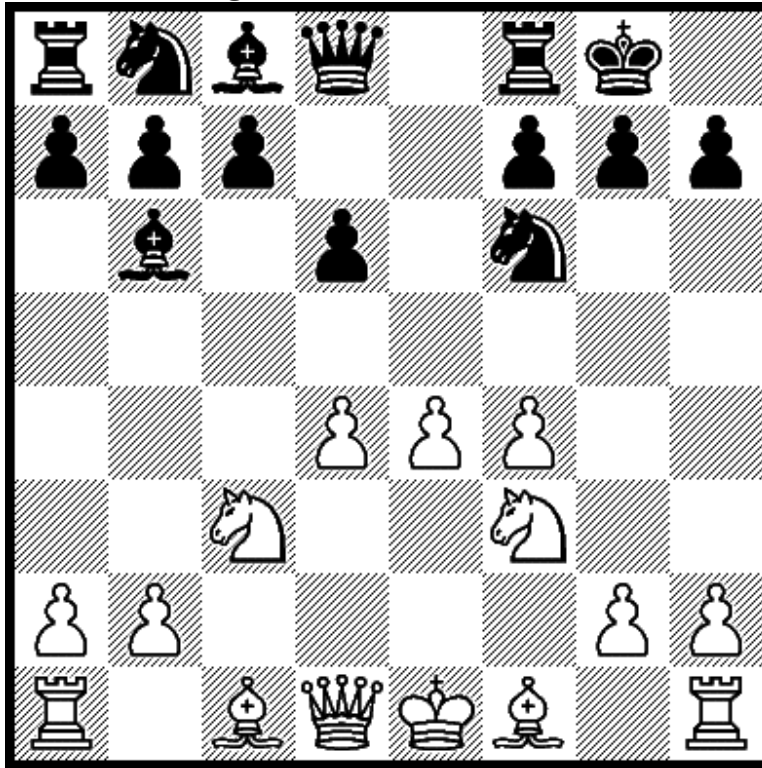
Diagram 53 after 7.Nc3 Nc6



8.e5

If 8...dxe5 9.fxe5 Nd5 10.Bg5 f6 11.exf6 gxf6 12.Bc4!?

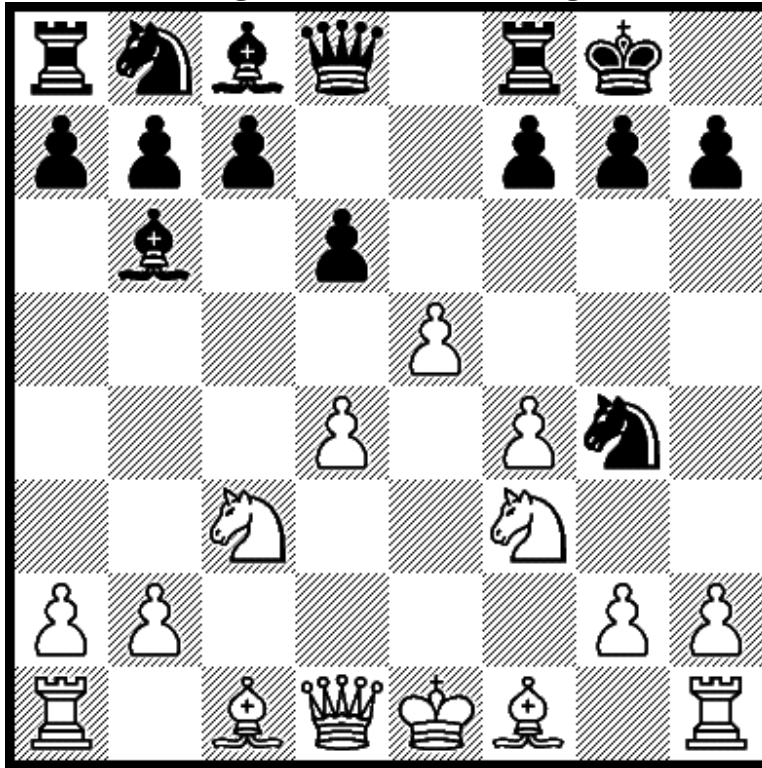
Diagram 54 after 7.Nc3 0-0



8.e5

White attacks. Black has 8...Ng4, 8...Ne8, Re8, or 8...dxe5.

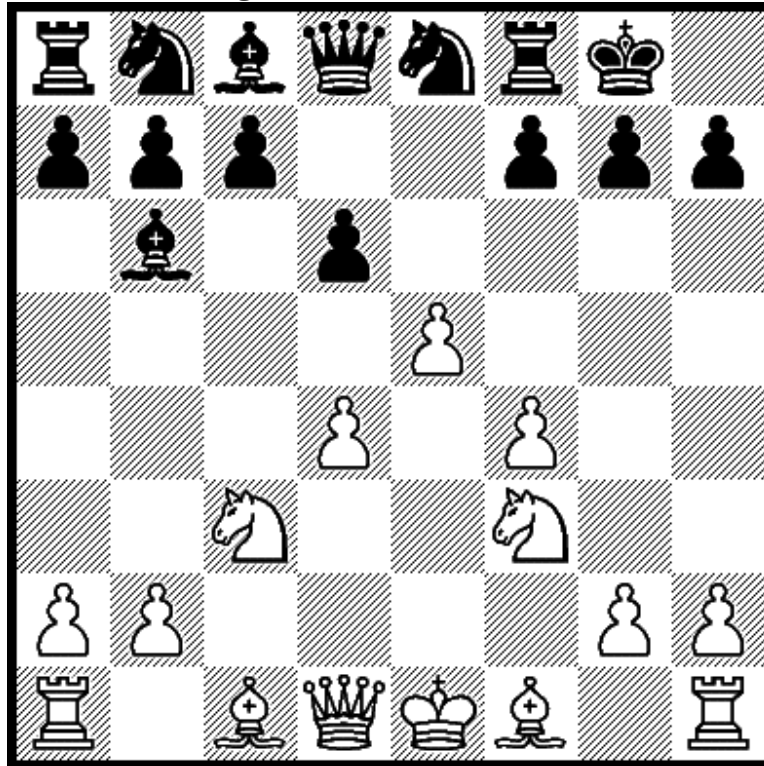
Diagram 55 after 8.e5 Ng4



9.Nd5

If 9...Ba5+ 10.b4 dxe5 11.dxe5. If 9...Nc6 10.Nxb6.

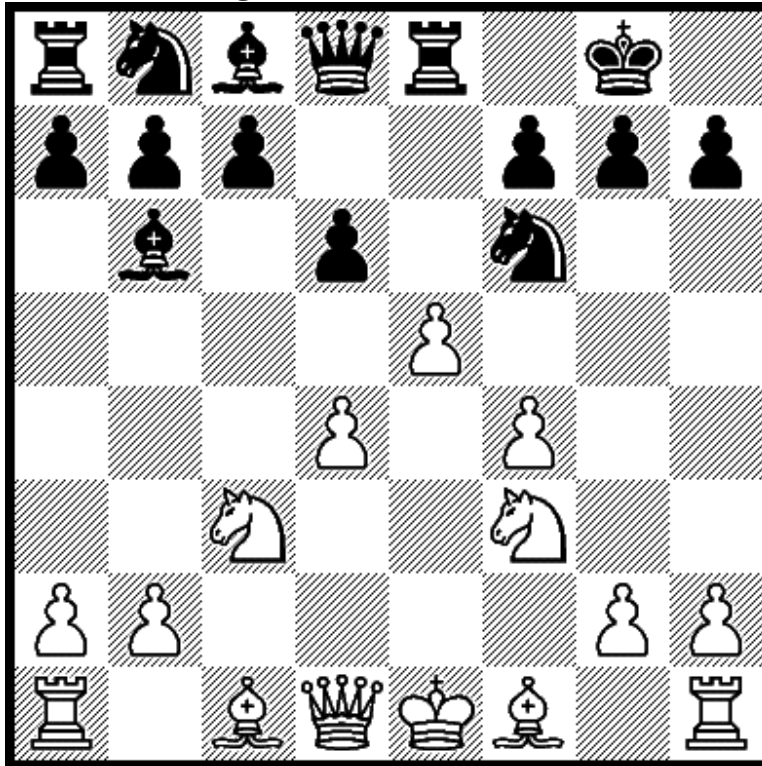
Diagram 56 after 8.e5 Ne8



9.Be3

If 9...dxe5 10.fxe5 Nc6 11.Bb5.

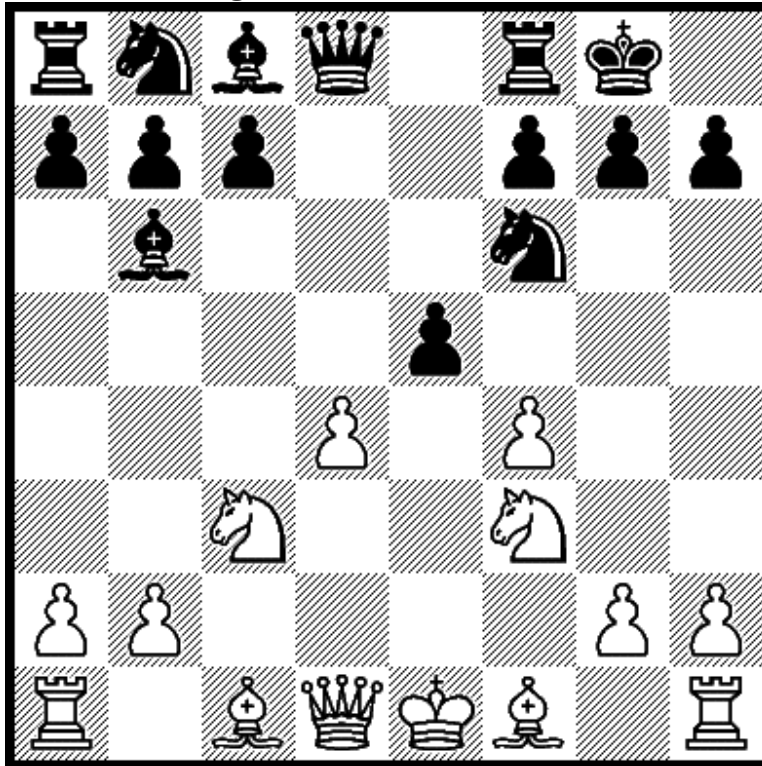
Diagram 57 after 8.e5 Re8



9.Be2

If 9...dxe5 10.fxe5 Nd5 11.Bg5 f6 12.exf6.

Diagram 58 after 8.e5 dxe5

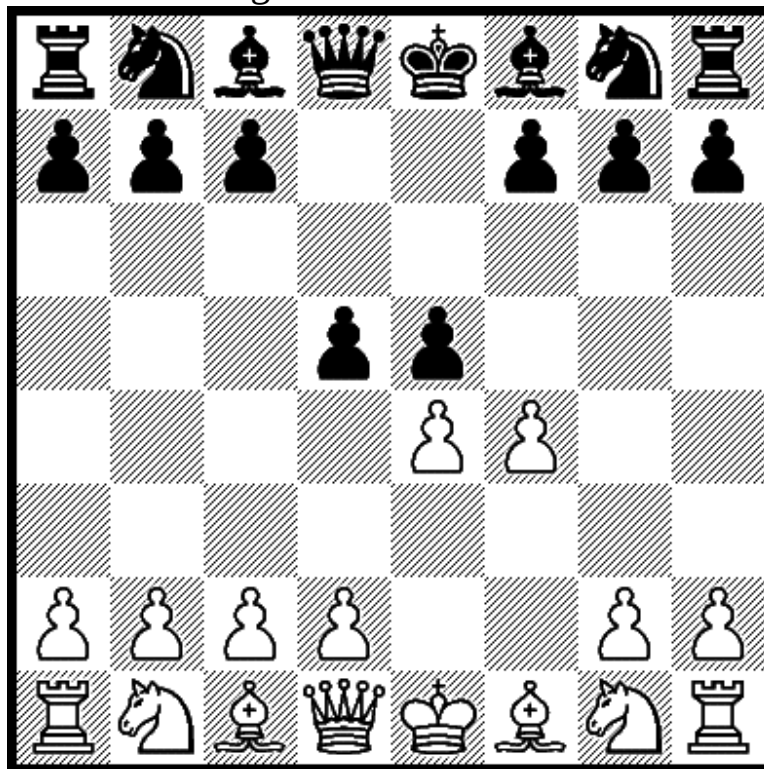


9.fxe5

If 9...Nd5 10.Bg5 Ne7 11.Bc4 Nbc6 12.Qe2.

1.e4 e5 2.f4 d5

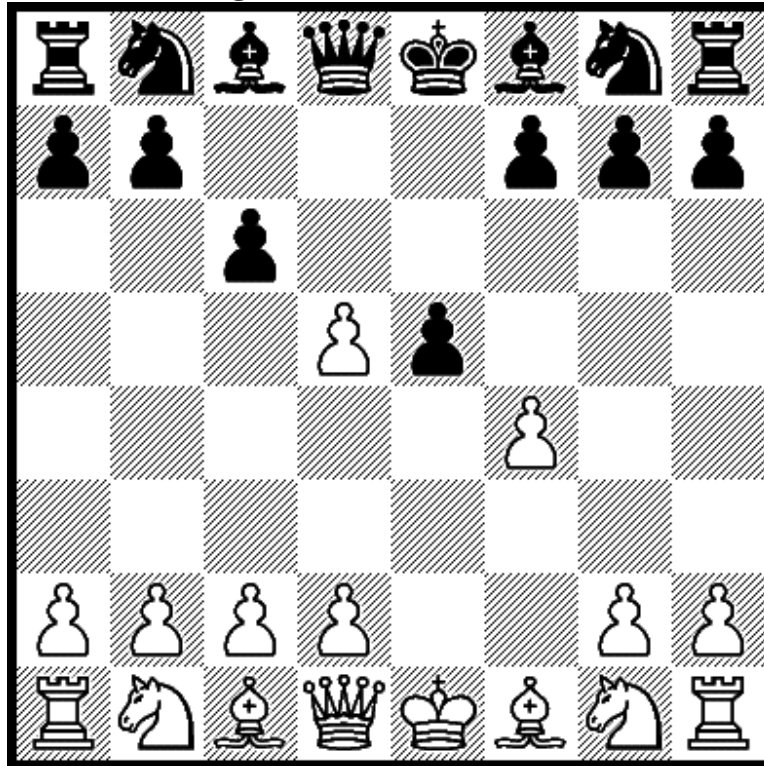
Diagram 59 after 2.f4 d5



3.exd5

If 3...exf4 4.Nf3 see 2...exf4. Black has 3...c6 and 3...e4.

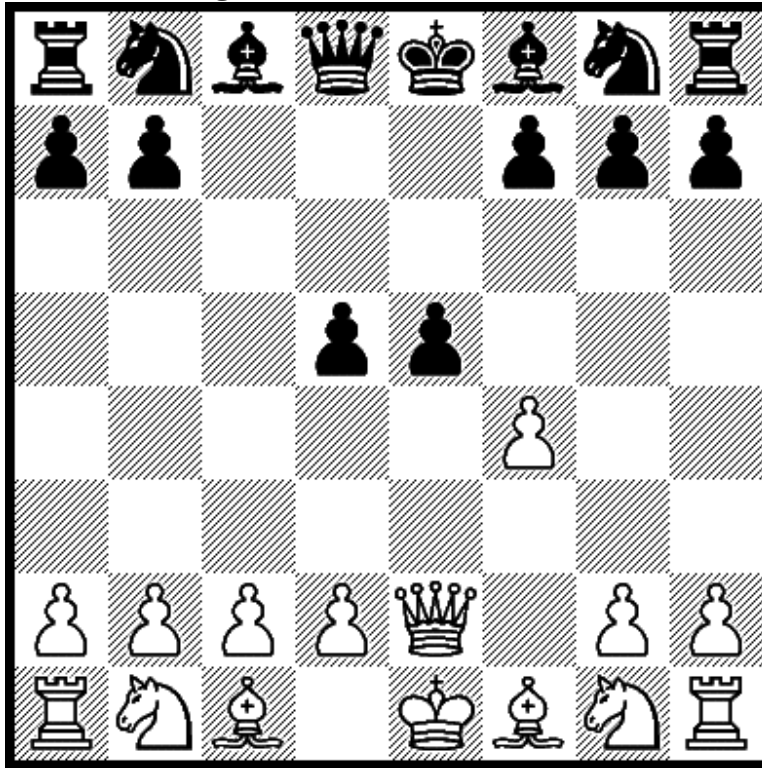
Diagram 60 after 3.exd5 c6



4.Qe2

White pins the e5 pawn.

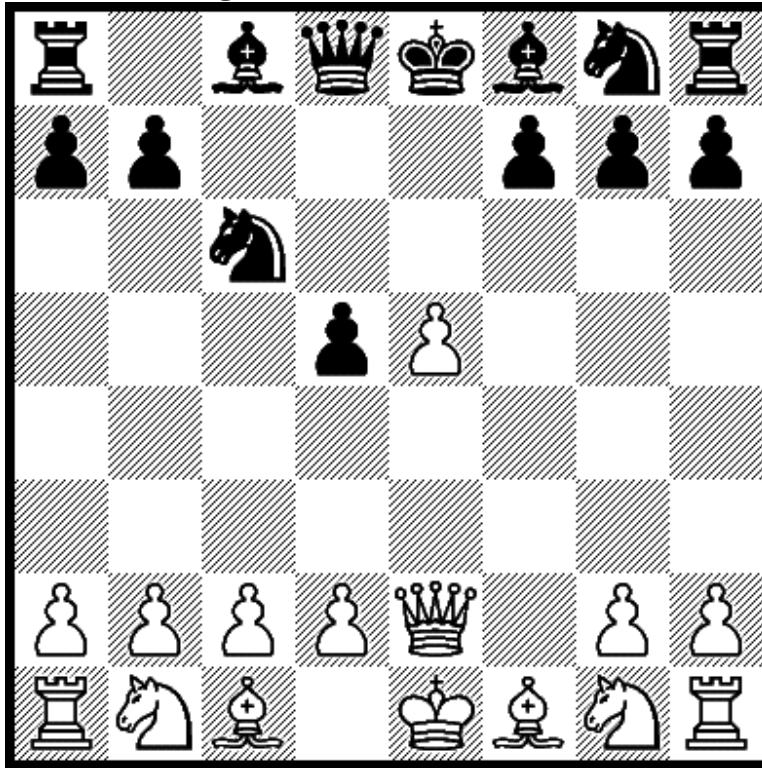
Diagram 61 after 4.Qe2 cxd5



5.fxe5

White has an extra pawn, at least for the moment.

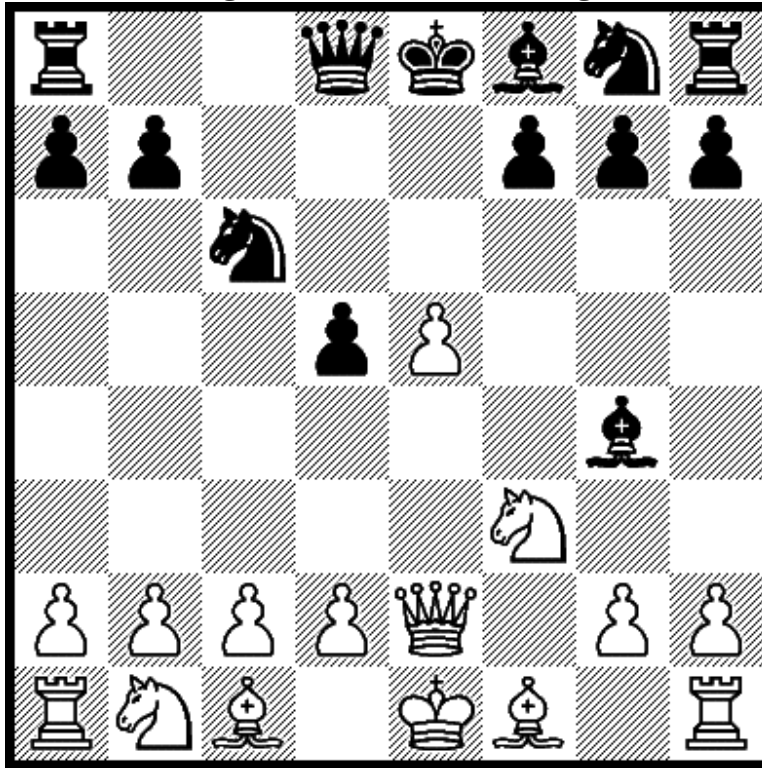
Diagram 62 after 5.fxe5 Nc6



6.Nf3

White protects e5. Now Black has 6...Bg4 and 6...Bc5.

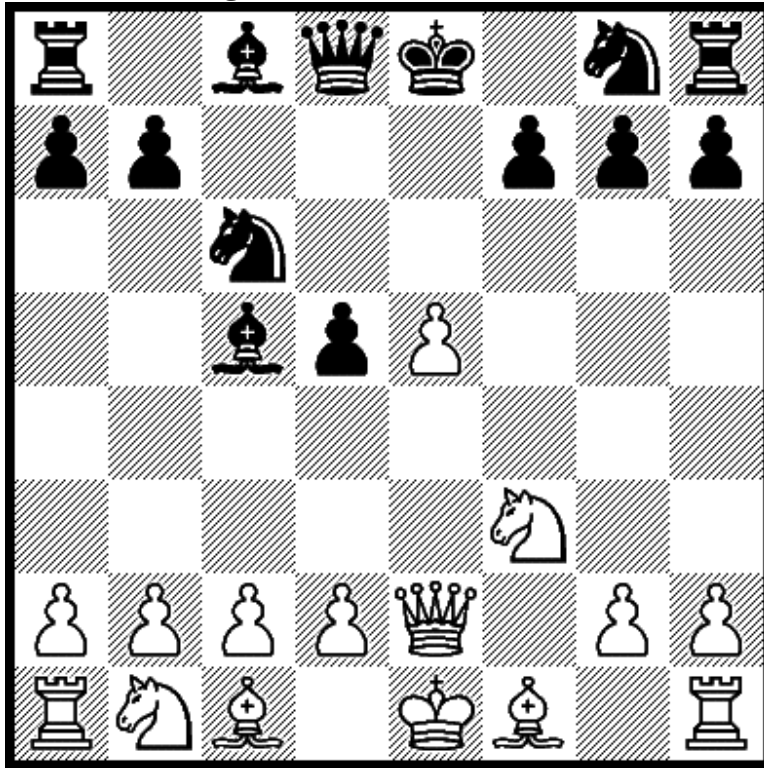
Diagram 63 after 6.Nf3 Bg4



7.Qf2

If 7...Bxf3 8.Qxf3 Nxe5 9.Bb5+ Nc6 10.0-0 Nf6 11.d4.

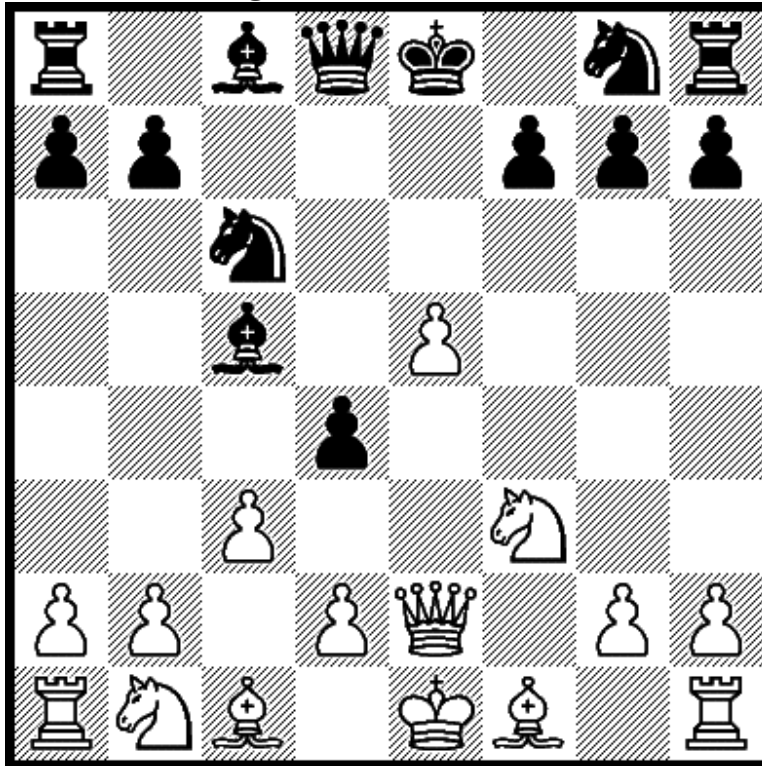
Diagram 64 after 6.Nf3 Bc5



7.c3

The threat is 8.d4 with a nice White advantage.

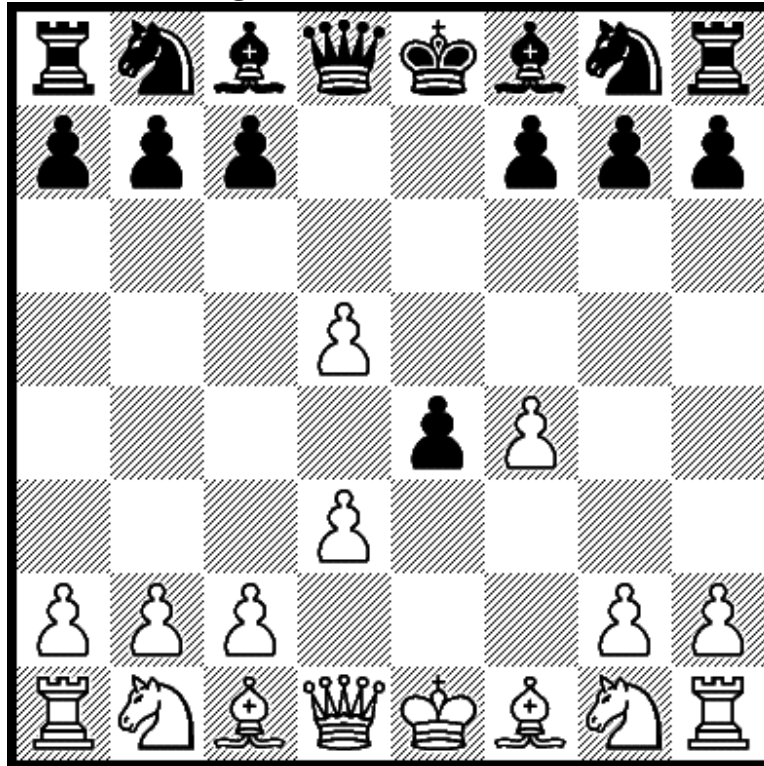
Diagram 65 after 7.c3 d4



8.b4

If 8...Bb6 9.b5 Nce7 10.Nxd4 Bxd4 11.cxd4 Qxd4 12.Nc3.

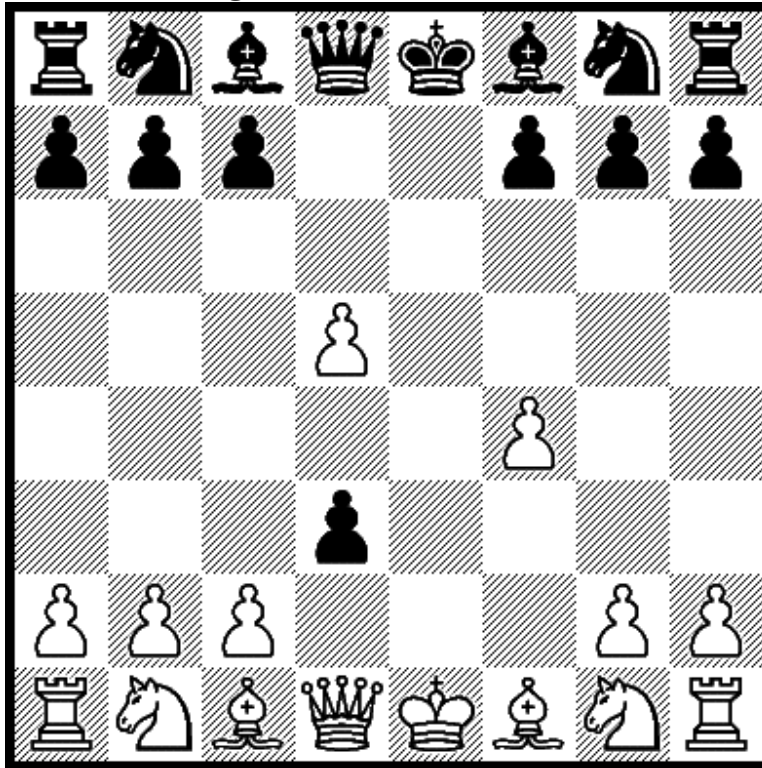
Diagram 66 after 3.exd4 e4



4.d3

Black has 4...exd3, 4...Qxd5, and 4...Nf6.

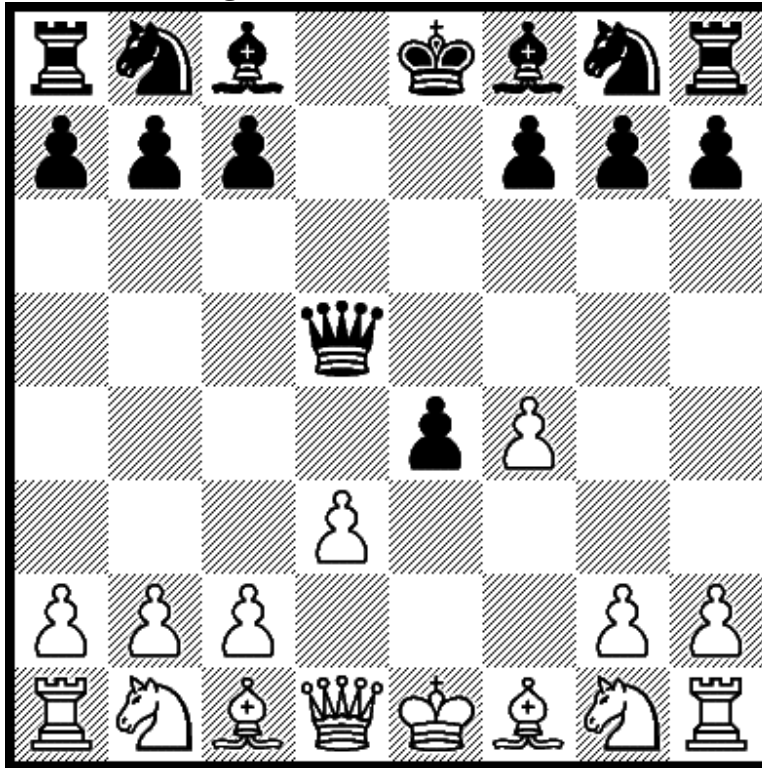
Diagram 67 after 4.d3 exd3



5.Bd3

If 5...Qxd5 6.Nf3. If 5...Nf6 6.Nc3 Bc5 7.Qe2+ Qe7 8.Bd2.

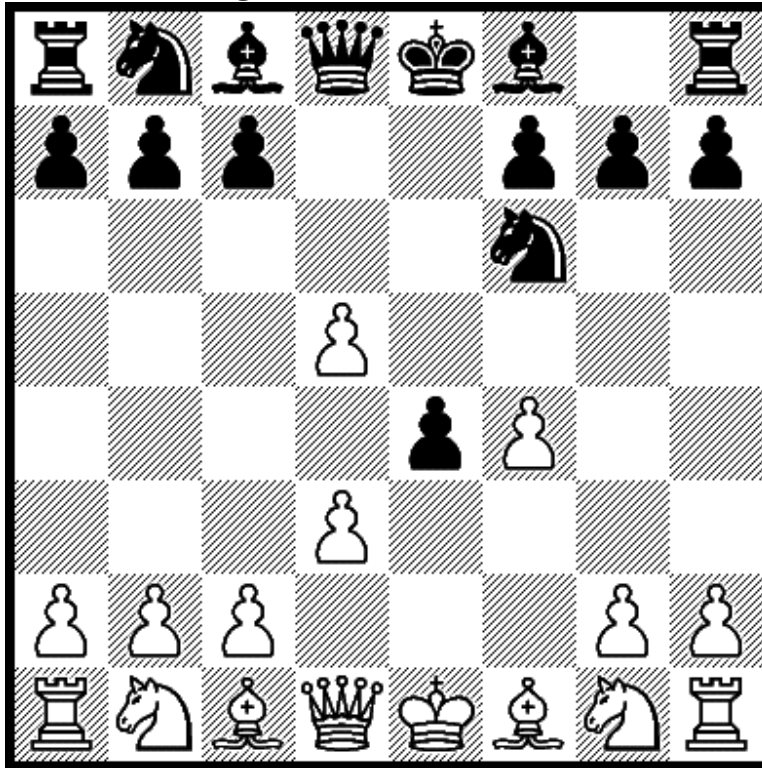
Diagram 68 after 4.d3 Qxd5



5.Nc3

If 5...Bb4 6.Bd2 Bxc3 7.Bxc3 Nf6 8.dxe4 Qxe4+ 9.Qe2.

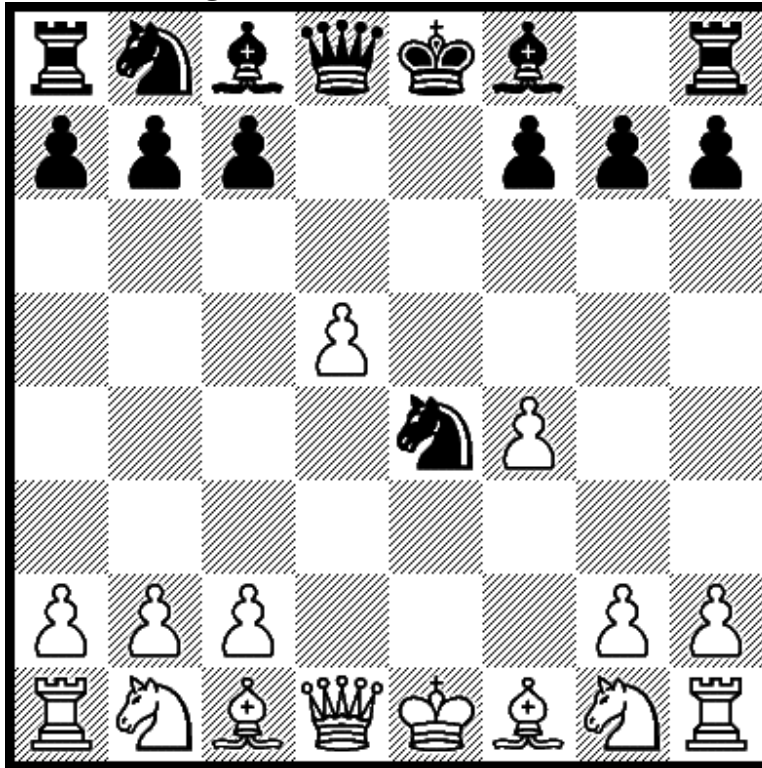
Diagram 69 after 4.d3 Nf6



5.dxe4

White is temporarily ahead by two pawns.

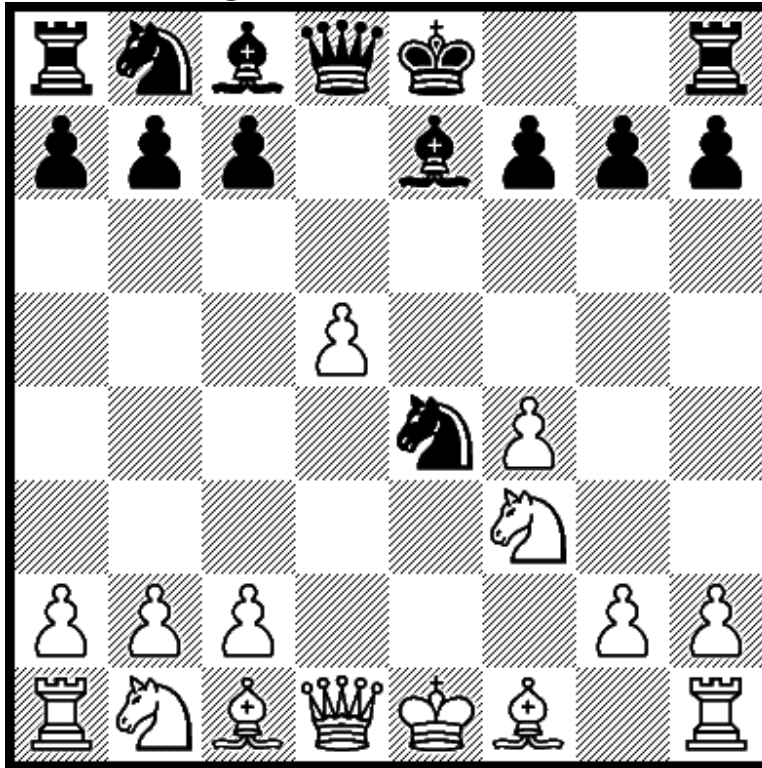
Diagram 70 after 5.dxe4 Nxe4



6.Nf3

White stops 6...Qh4+. Black has 6...Be7, 6...c6, and 6...Bc5.

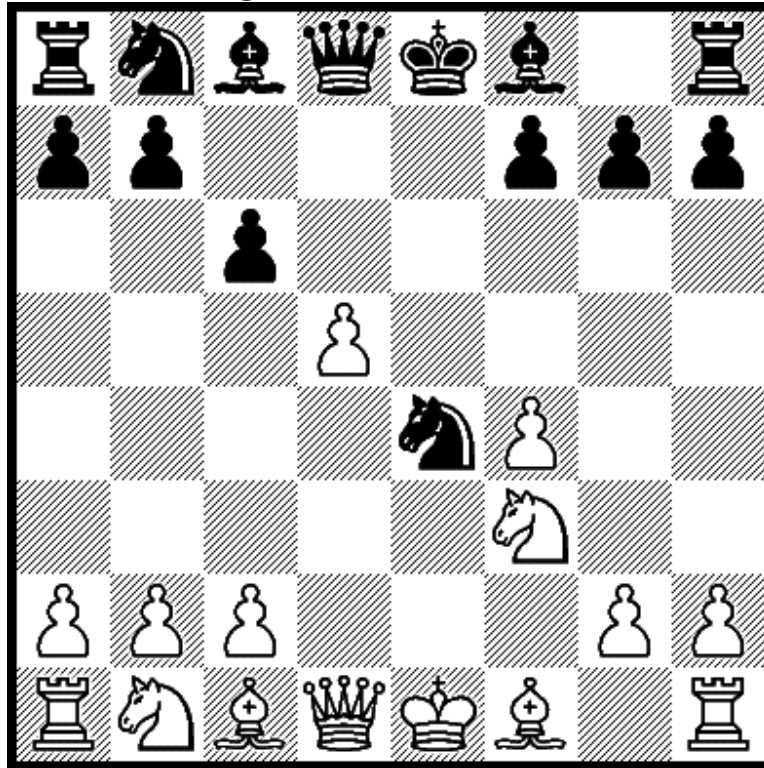
Diagram 71 after 6.Nf3 Be7



7.Qd4

If 7...Nf6 8.Nc3 0-0 9.Be3 Re8 10.0-0-0 Nbd7 11.Bg1.

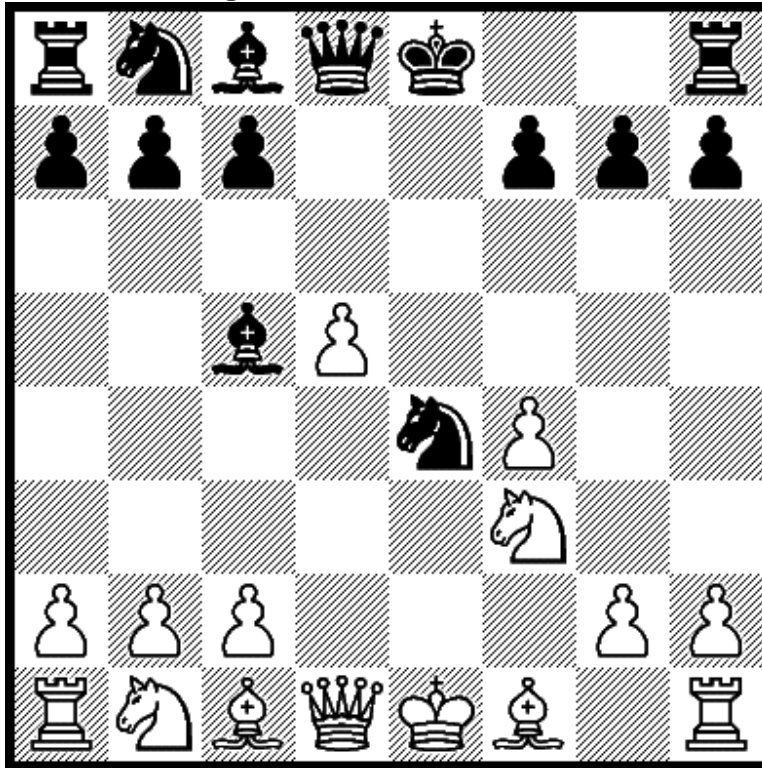
Diagram 72 after 6.Nf3 c6



7.Nbd2

If 7...Nf6 8.dxc6 Nxc6 9.Bd3 Be7 10.0-0 0-0 11.Ne4.

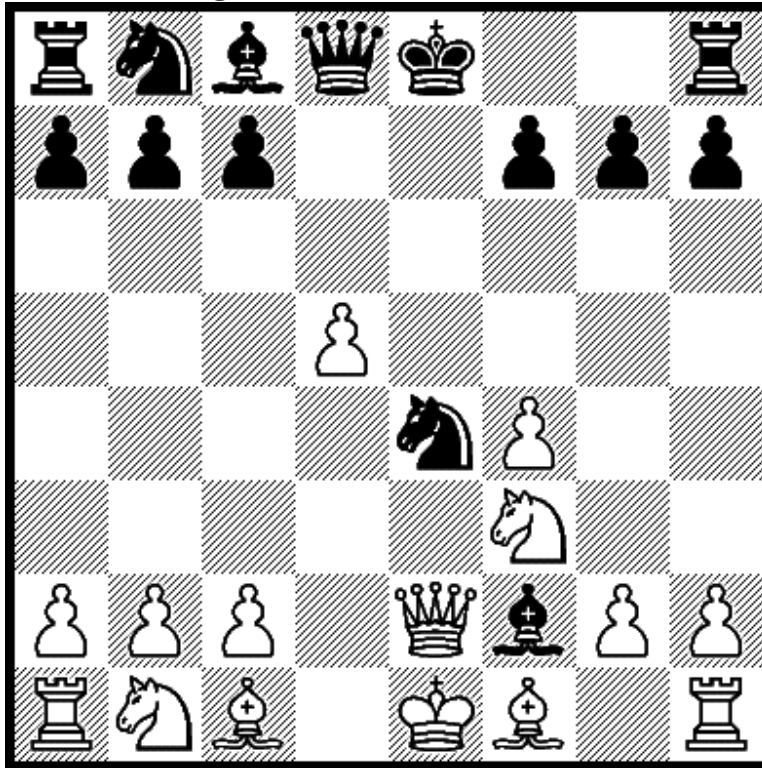
Diagram 73 after 6.Nf3 Bc5



7.Qe2

Pin the knight. Black has 7...Bf2+, 7...f5, 7...Qe7, 7...Bf5.

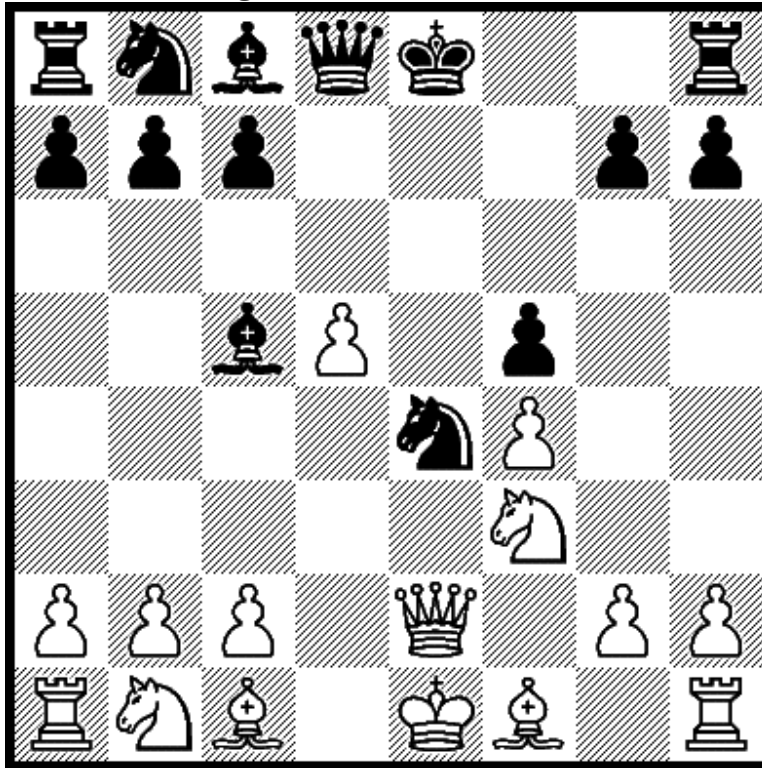
Diagram 74 after 7.Qe2 Bf2+



8.Kd1

If 8...Qxd5+ 9.Nfd2 f5 10.Nc3 Qd4 11.Ncxe4 fxe4 12.c3.

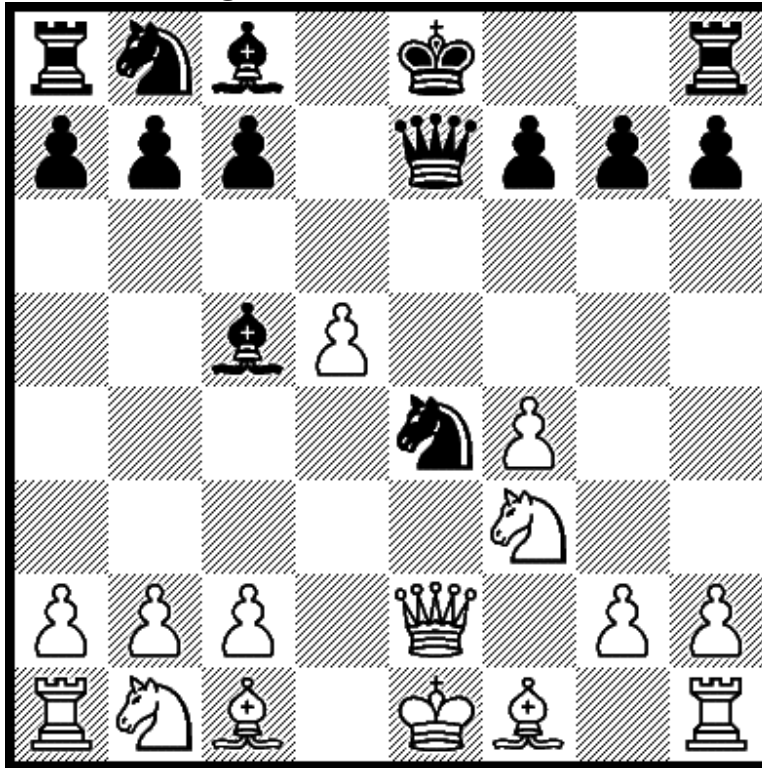
Diagram 75 after 7.Qe2 f5



8.Be3

If 8...Qxd5 9.Bxc5 Qxc5 10.Nc3 0-0 11.0-0-0 Nxc3 12.Qc4+.

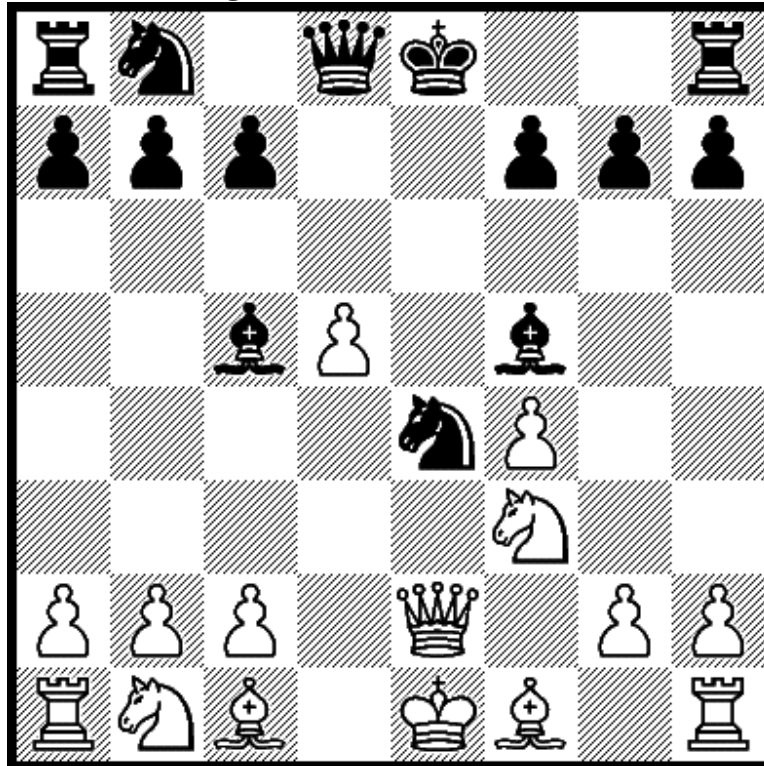
Diagram 76 after 7.Qe2 Qe7



8.Be3

8...Bxe3 9.Qxe3 0-0 10.Nbd2 Re8 11.0-0-0.

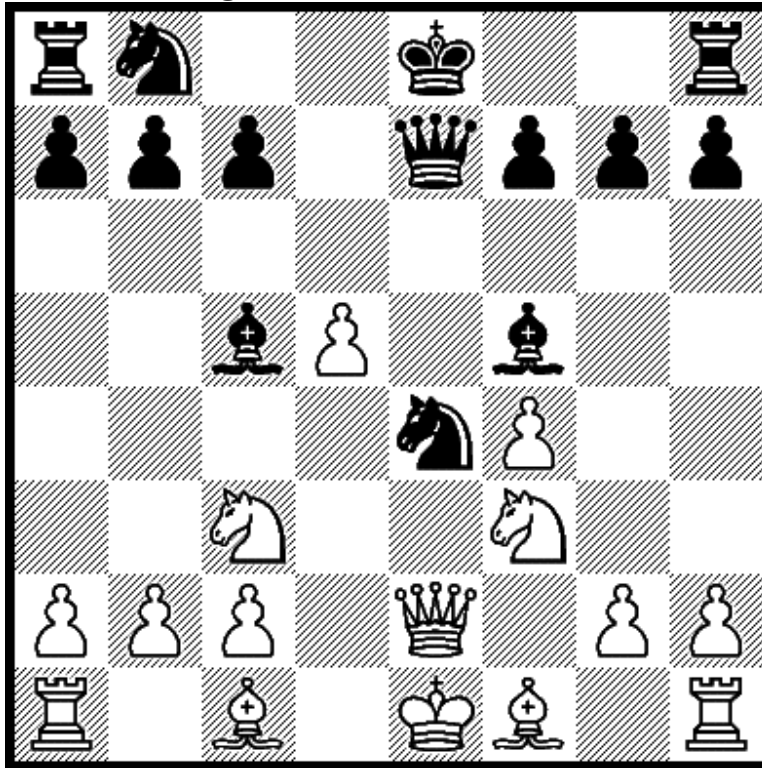
Diagram 77 after 7.Qe2 Bf5



8.Nc3

White attacks the pinned Black knight on e4.

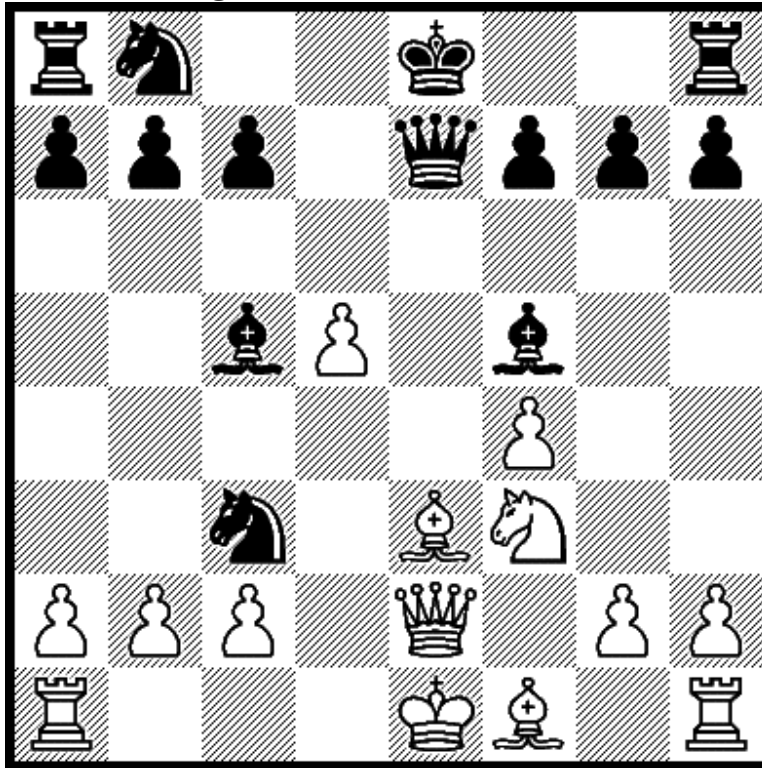
Diagram 78 after 8.Nc3 Qe7



9.Be3

Black has two possible captures 9...Nxc3 and 9...Bxe3.

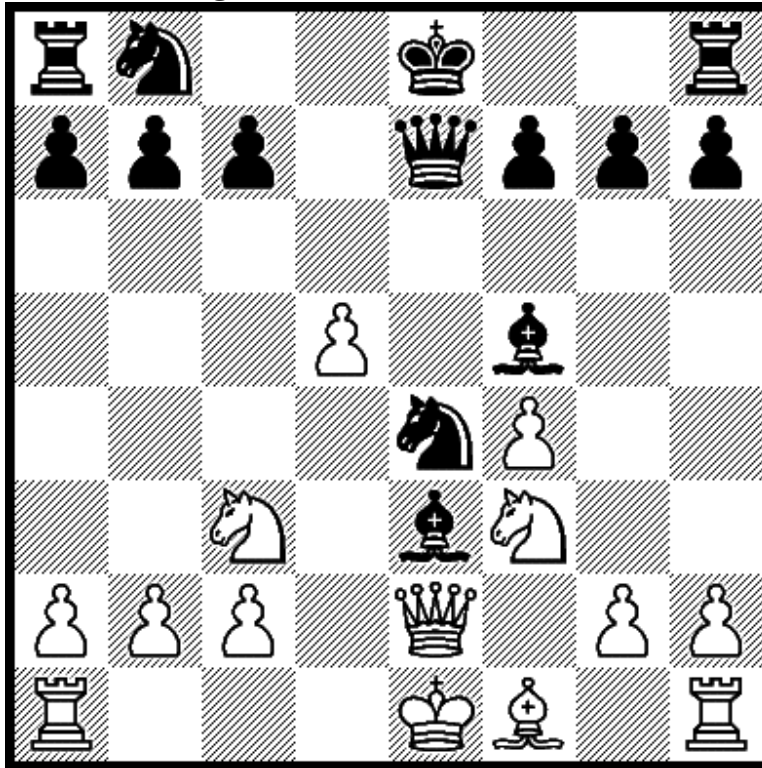
Diagram 79 after 9.Be3 Nxc3



10.Bxc5

If 10...Qxe2+ 11.Bxe2 Nxe2 12.Kxe2 Na6 13.Ba3.

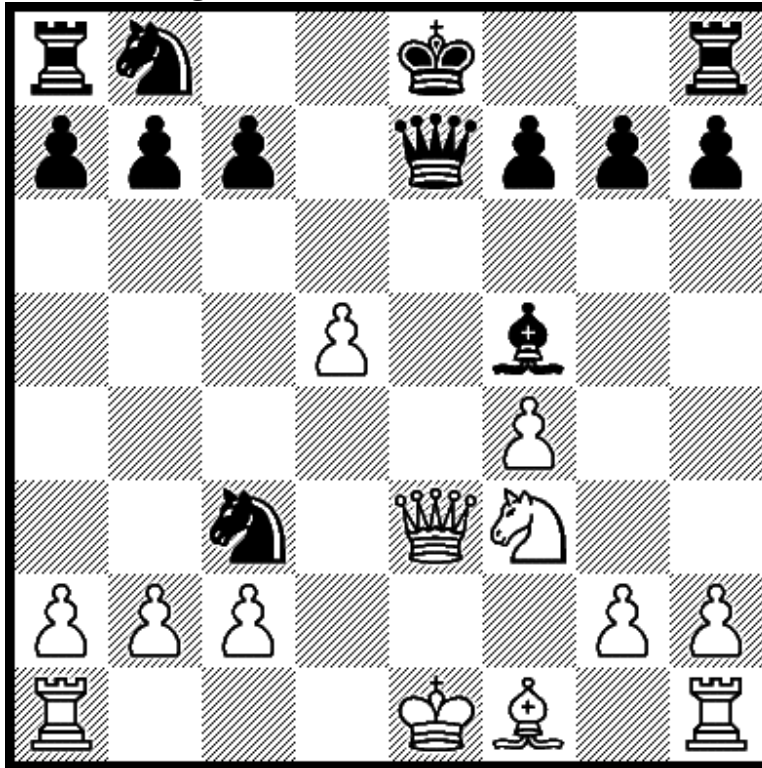
Diagram 80 after 9.Be3 Bxe3



10.Qxe3

White heads for a slightly better endgame.

Diagram 81 after 10.Qxe3 Nxc3

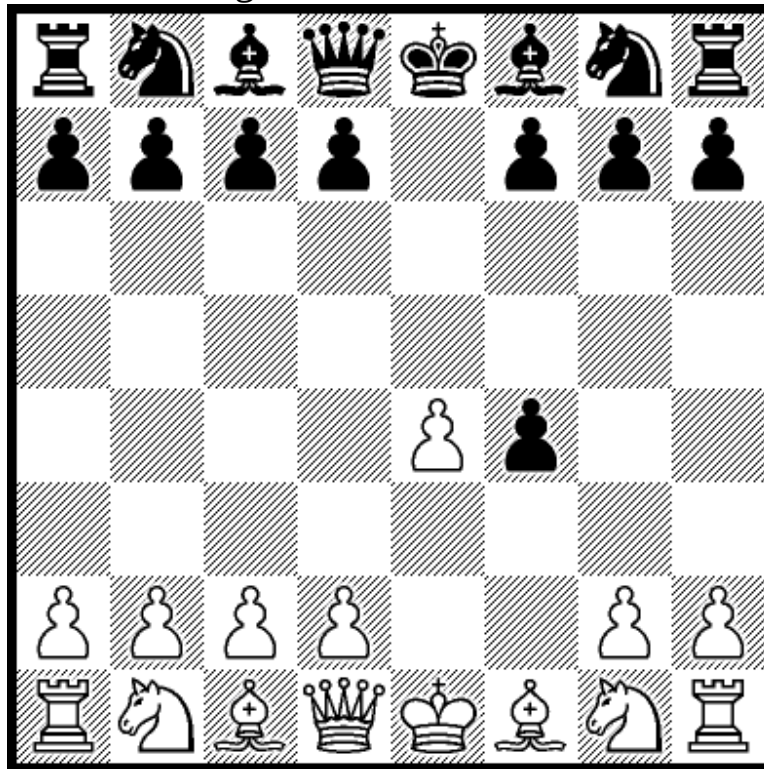


11.Qxe7+

If 11...Kxe7 12.bxc3 Bxc2 13.Kd2 Or here 12...Be4 13.Ng5.

1.e4 e5 2.f4 exf4

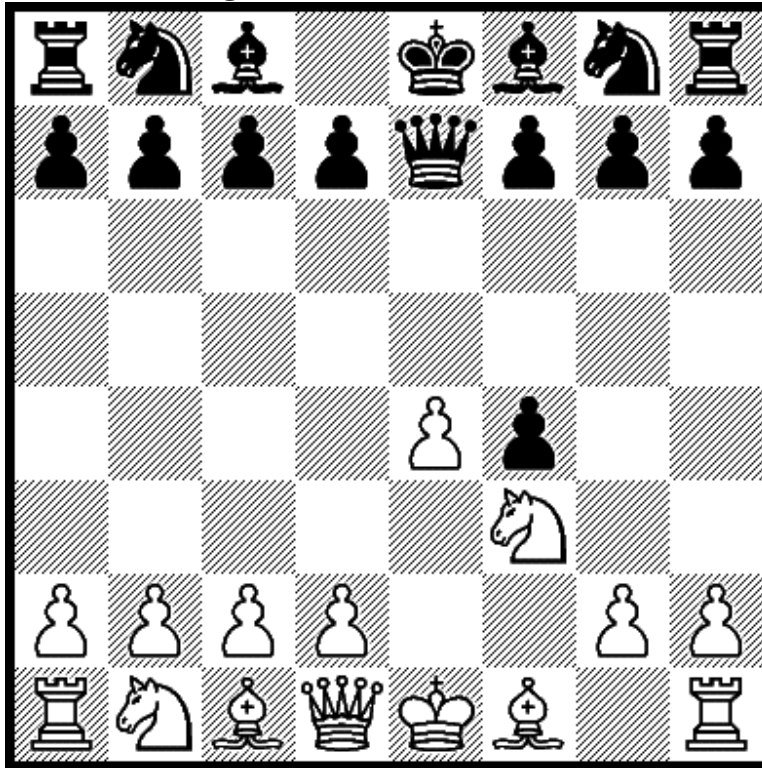
Diagram 82 after 2.f4 exf4



3.Nf3

Black has 3...Qe7, 3...Bc5, 3...h5, 3...h6, 3...Ne7, and 3...Nc6.

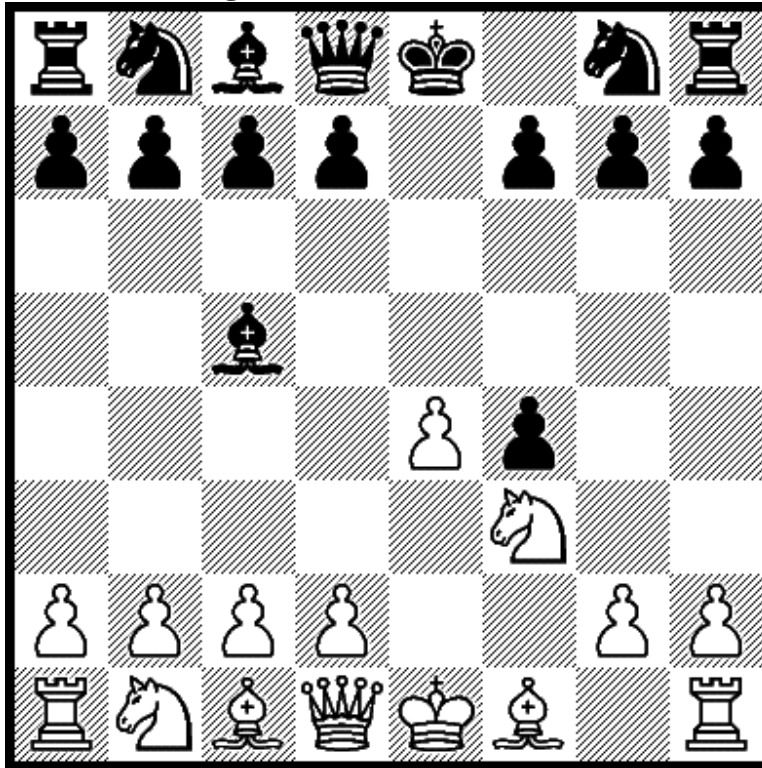
Diagram 83 after 3.Nf3 Qe7



4.Nc3

This defends e4. If 4...d5 5.d3. If 4...Nf6 5.d4. If 4...c6 5.d4.

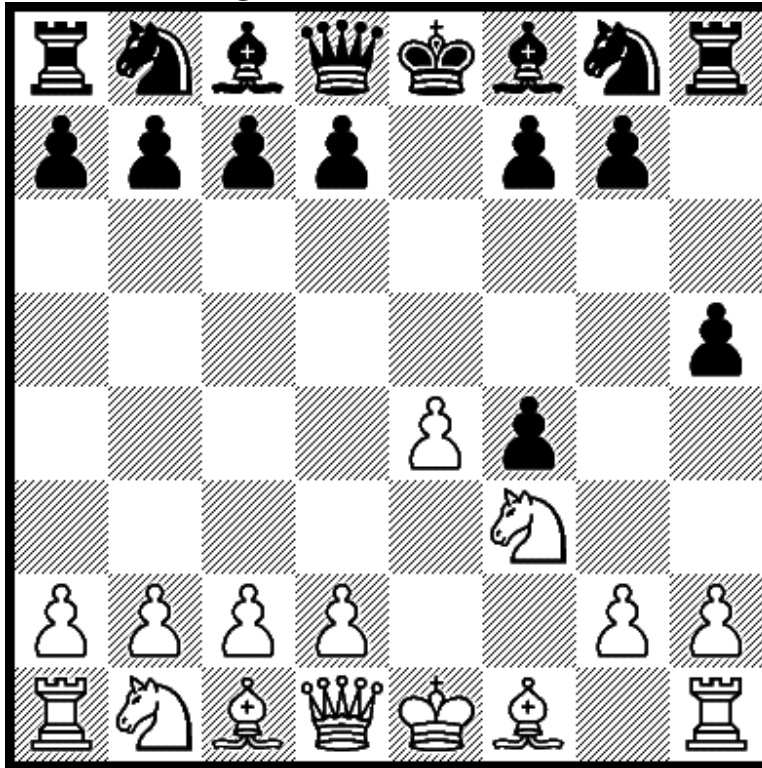
Diagram 84 after 3.Nf3 Bc5



4.d4

If 4...Bb6 5.Bxf4 and White regains the gambit pawn.

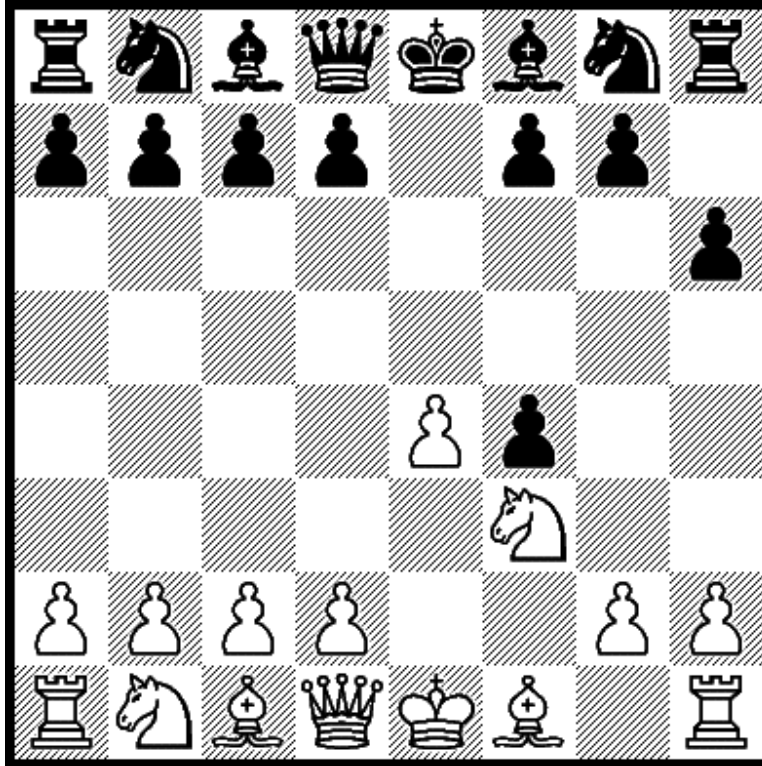
Diagram 85 after 3.Nf3 h5



4.Bc4

If 4...h4 5.Nc3 d6 6.d4 g5 7.e5.

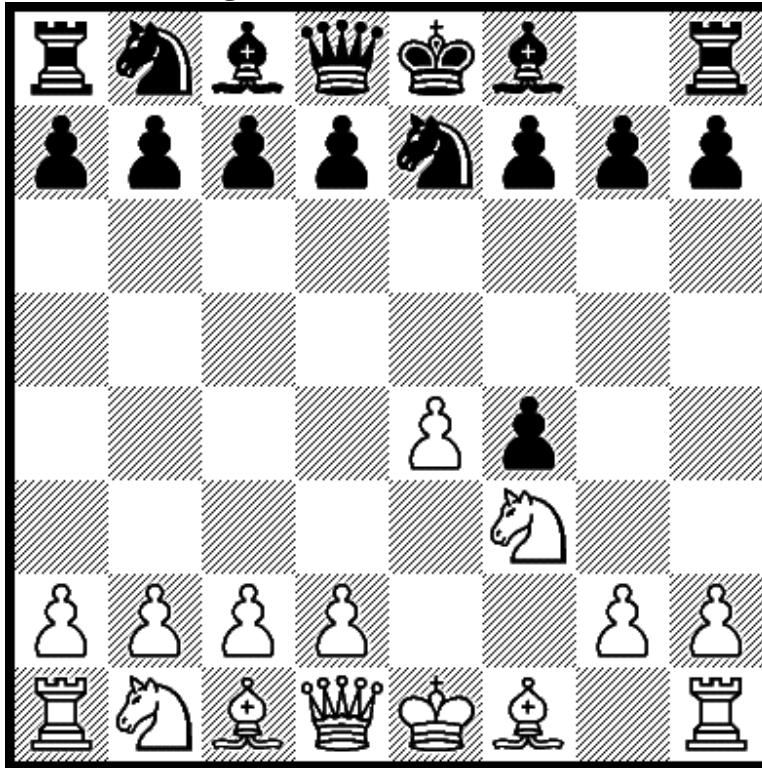
Diagram 86 after 3.Nf3 h6



4.Nc3

If 4...d6 5.d4 g5 6.Qd3 g4 7.Ng1 Qh4+ 8.Kd1 Bg7 9.Bxf4.

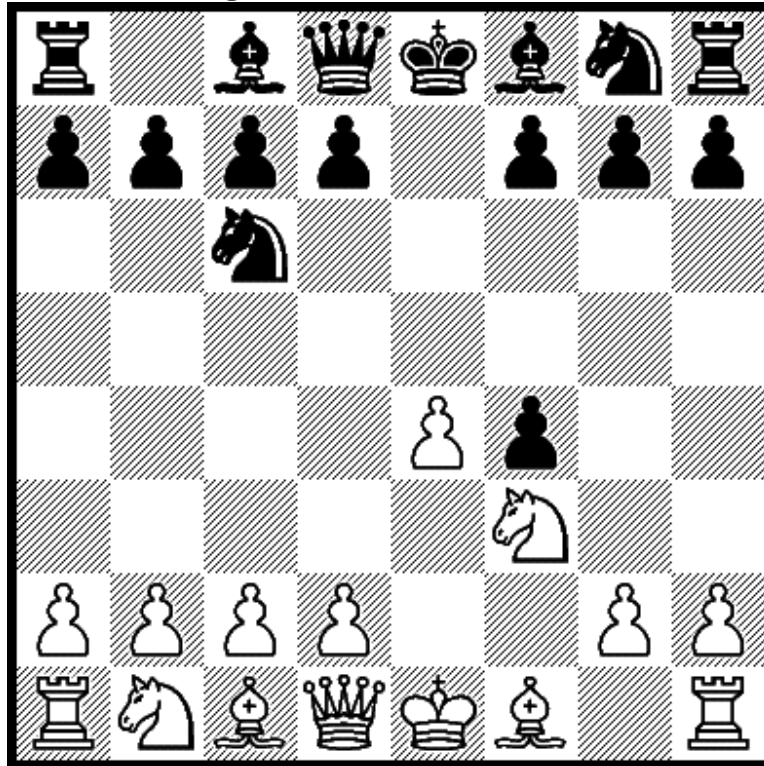
Diagram 87 after 3.Nf3 Ne7



4.d4

If 4...Ng6 5.Nc3 Bb4 6.h4 h5 7.Bc4 c6 8.0-0.

Diagram 88 after 3.Nf3 Nc6

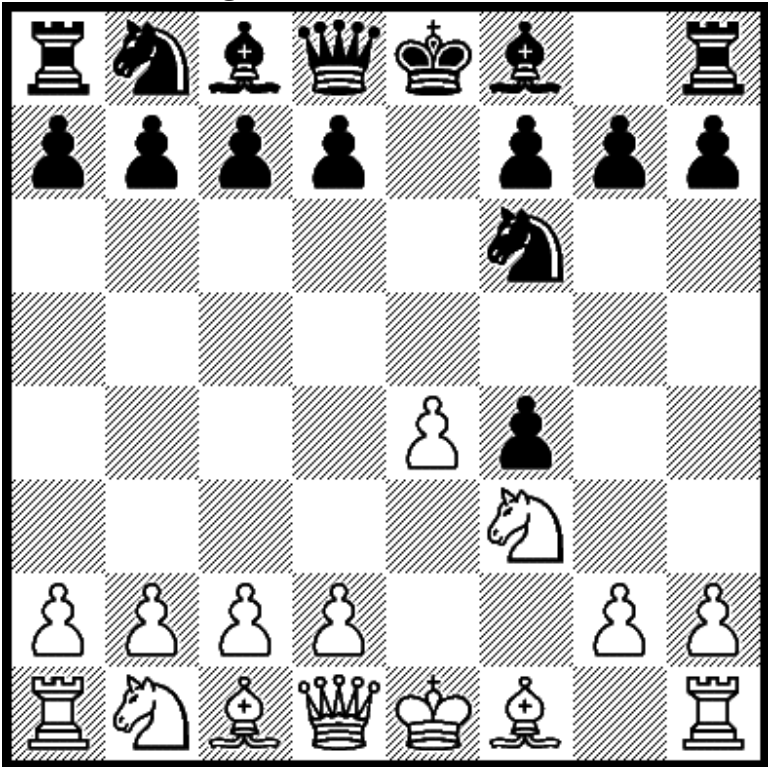


4.d4

If 4...g5 5.d5 g4 6.dxc6 gxf3 7.Qxf3 Qh4+ 8.g3 fxg3 9.hxg3.

2.f4 exf4 3.Nf3 Nf6

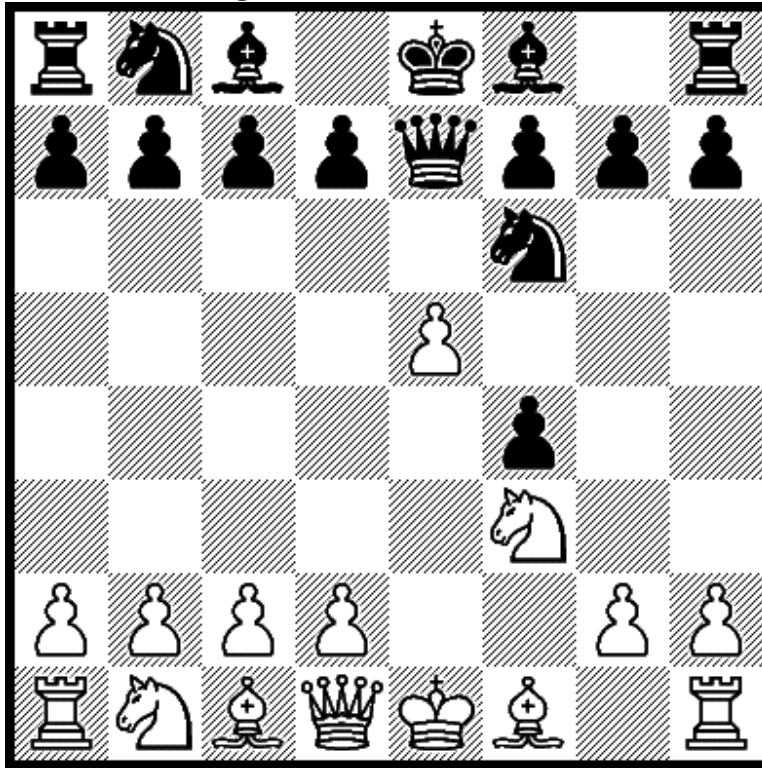
Diagram 89 after 3.Nf3 Nf6



4.e5

Black has 4...Qe7, 4...Ng4, 4...Ne4, 4...Nd5, and 4...Nh5.

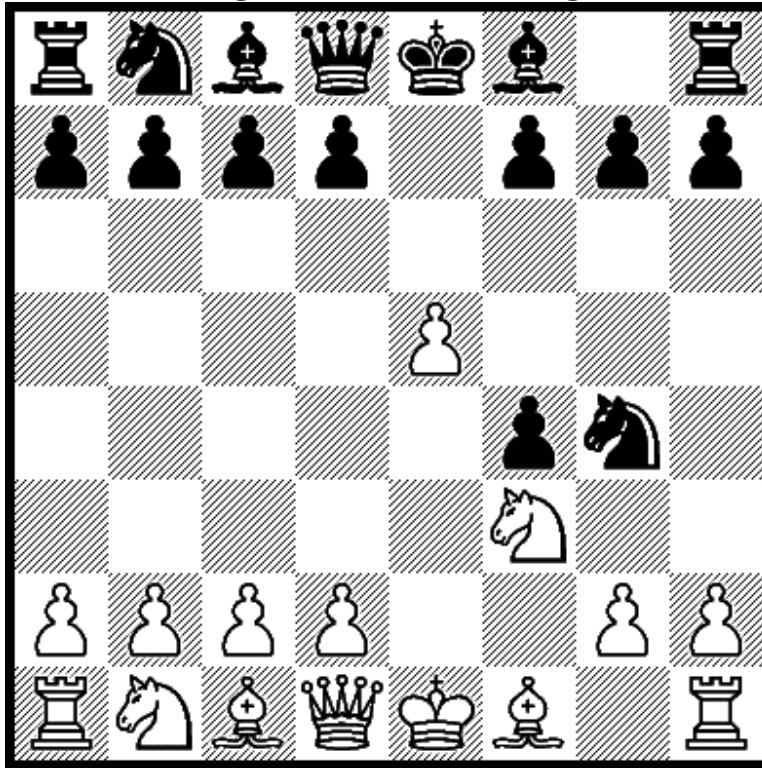
Diagram 90 after 4.e5 Qe7



5.Qe2

If 5...Nh5 6.Nc3. If 5...Nd5 6.c4 Nb4 7.d4 covers c2.

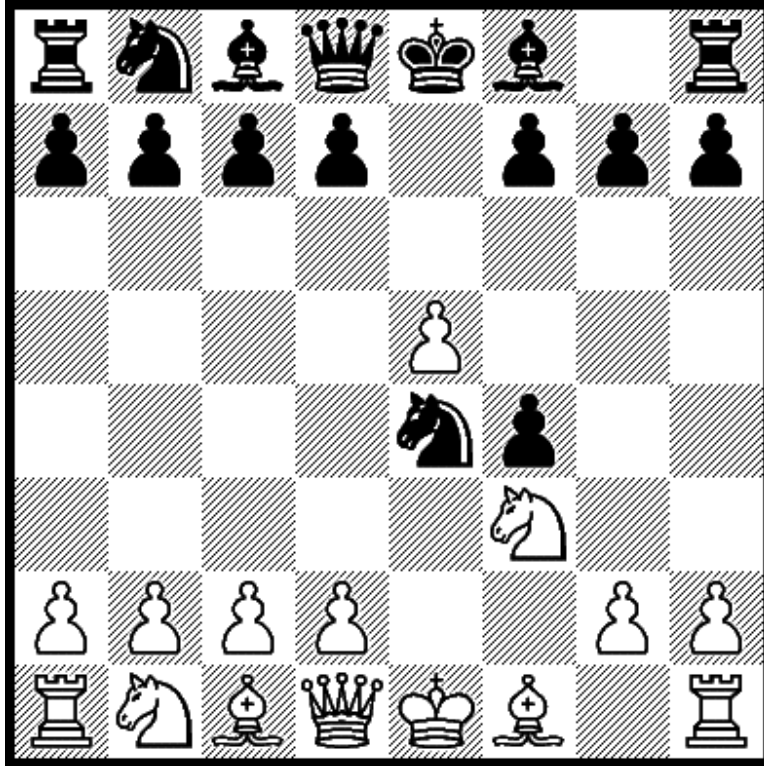
Diagram 91 after 4.e5 Ng4



5.h3

If 5...Nxe5 6.Qe2 d6 7.d4. If 5...Nh6 6.d4 g5 7.h4 g4 8.Ng5.

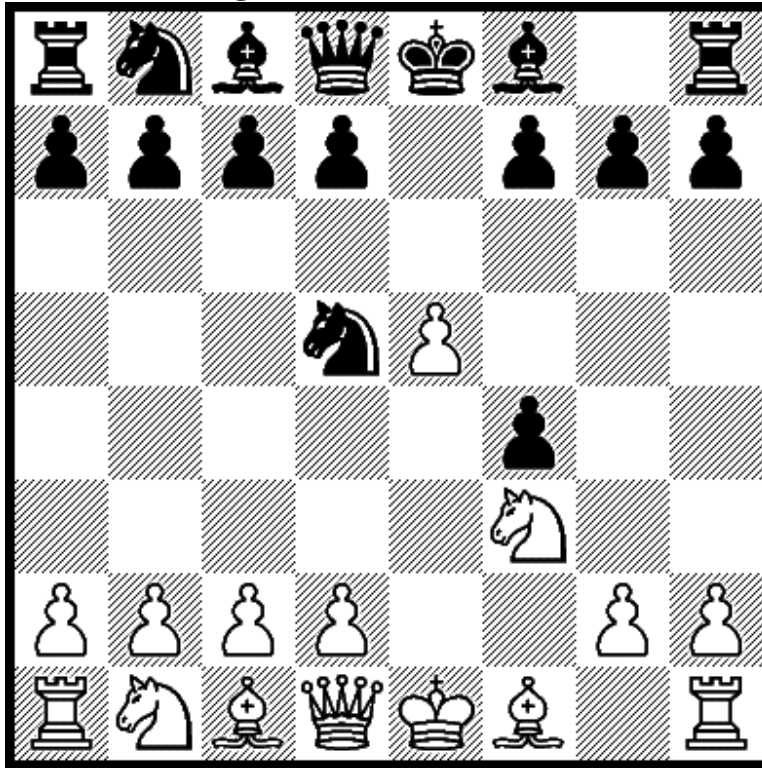
Diagram 92 after 4.e5 Ne4



5.d3

If 5...Nc5 6.d4 Ne4 7.Bd3. Or if 5...Ng5 6.Bxf4 Ne6 7.Be3.

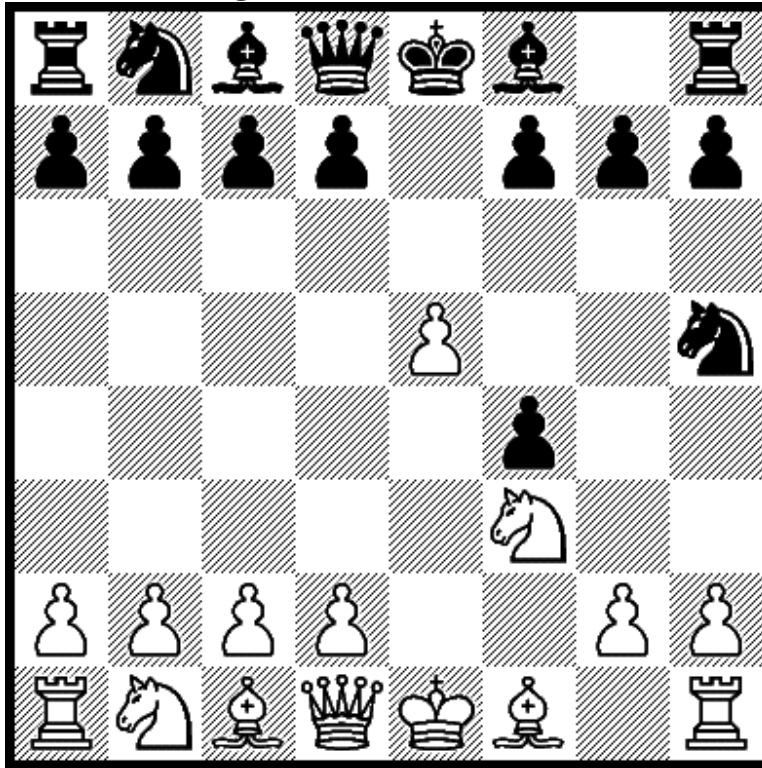
Diagram 93 after 4.e5 Nd5



5.Nc3

If 5...Nxc3 6.dxc3 d6 7.Bxf4. If 5...c6 6.Nxd5 cxd5 7.d4.

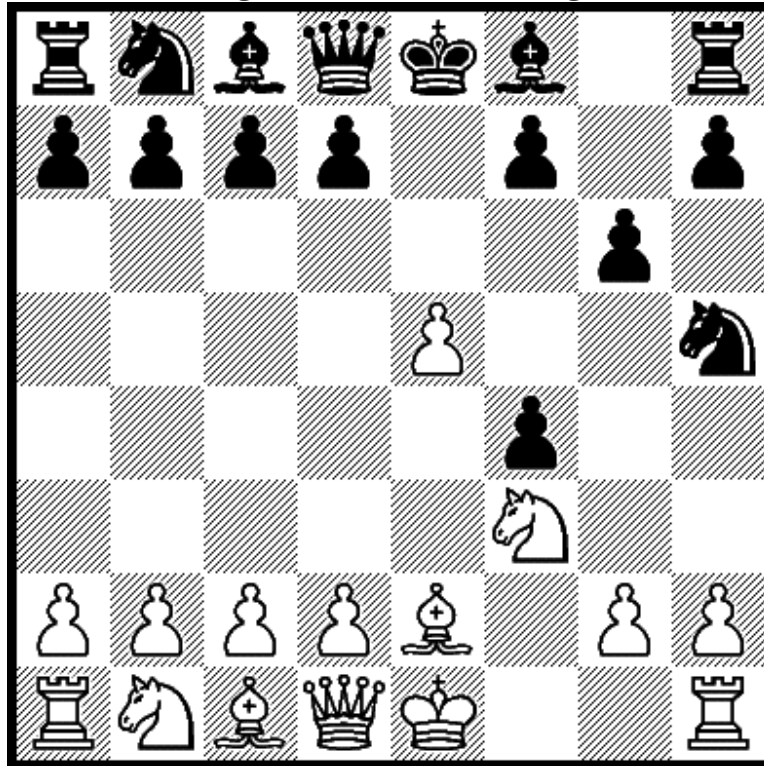
Diagram 94 after 4.e5 Nh5



5.Be2

Black has options such as 5...g6, 5...g5, 5...d5, and 5...d6.

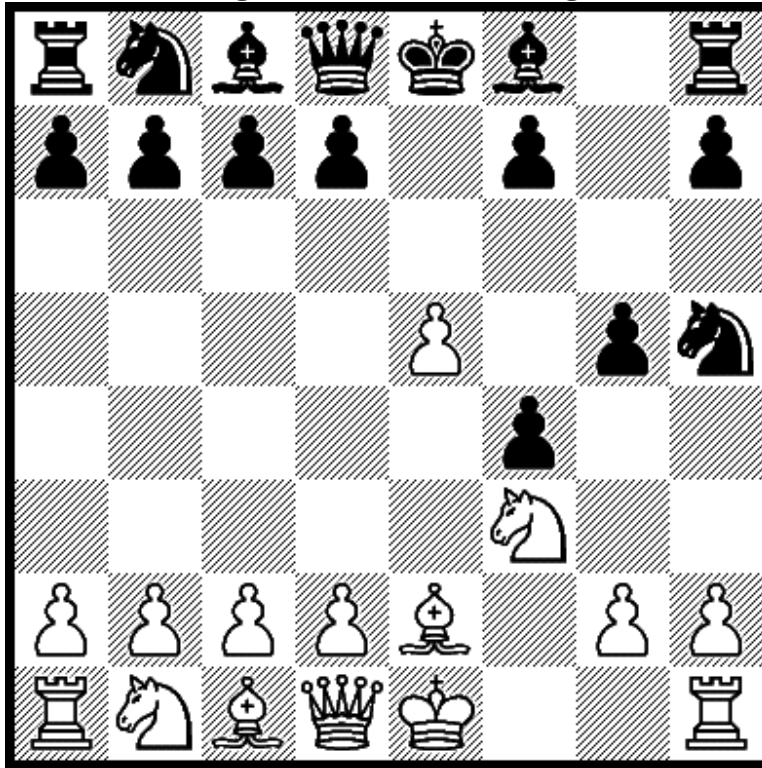
Diagram 95 after 5.Be2 g6



6.d4

If 6...Bg7 7.0-0 d6 8.exd6 Qxd6 9.c3 Nd7 10.Ne1.

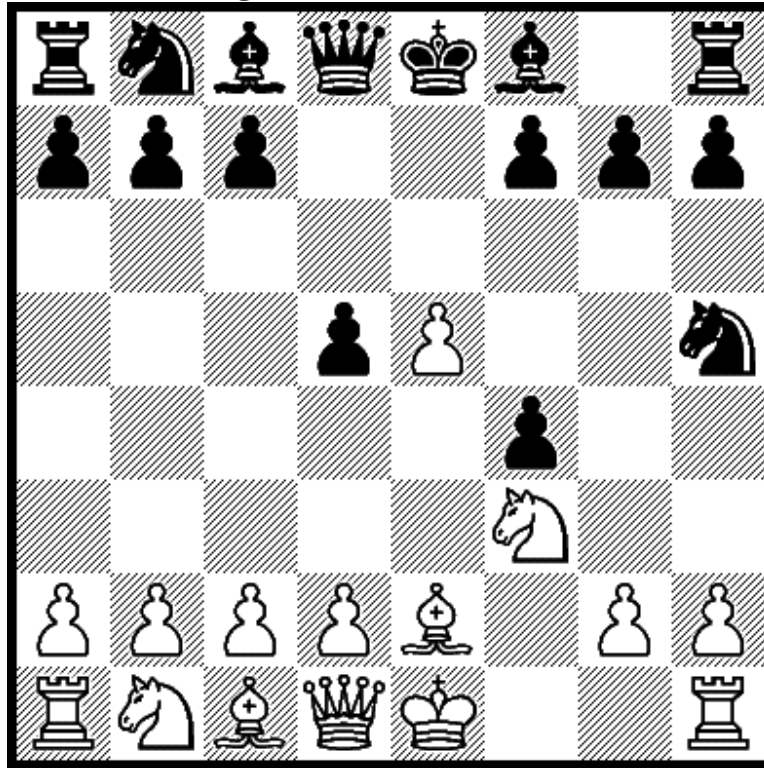
Diagram 96 after 5.Be2 g5



6.d4

If 6...g4 7.0-0 gxf3 8.Bxf3 Ng7 9.Nc3 d6 10.Bxf4.

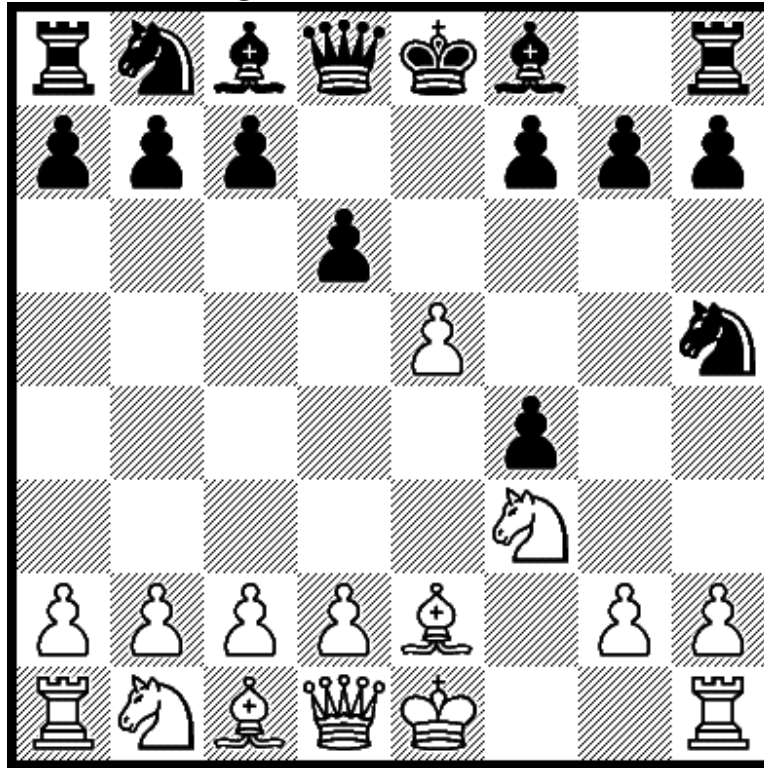
Diagram 97 after 5.Be2 d5



6.0-0

If 6...Bg4 7.d4 Nc6 8.c3 g6 9.Ne1 Bxe2 10.Qxe2.

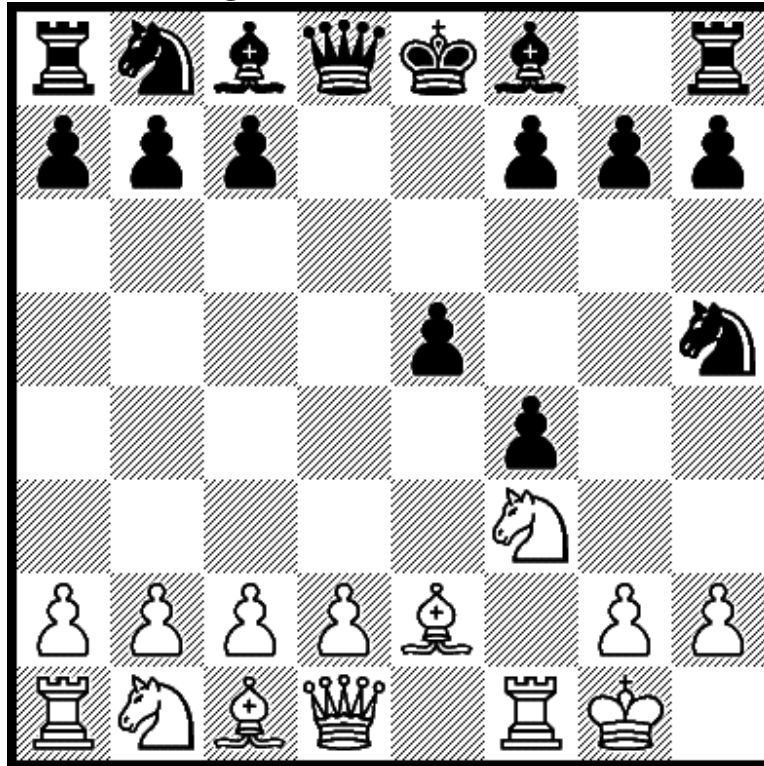
Diagram 98 after 5.Be2 d6



6.0-0

If 6...g6 7.d4 Nc6 8.exd6 Bxd6 9.Nc3 0-0 10.Ne5.

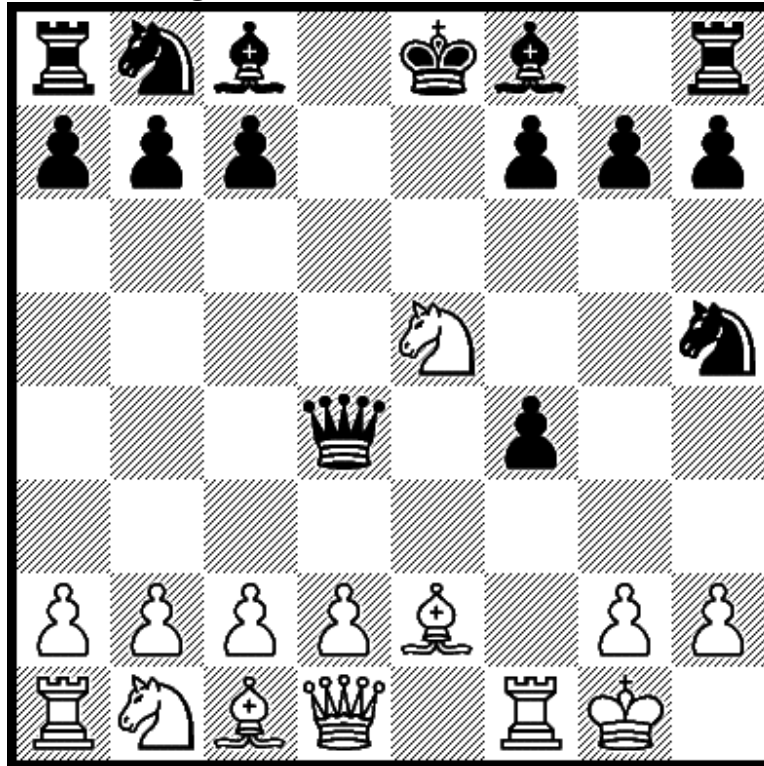
Diagram 99 after 6.0-0 dxe5



7.Nxe5

Note the knights. Black has 7...Qd4+ and 7...Bc5+

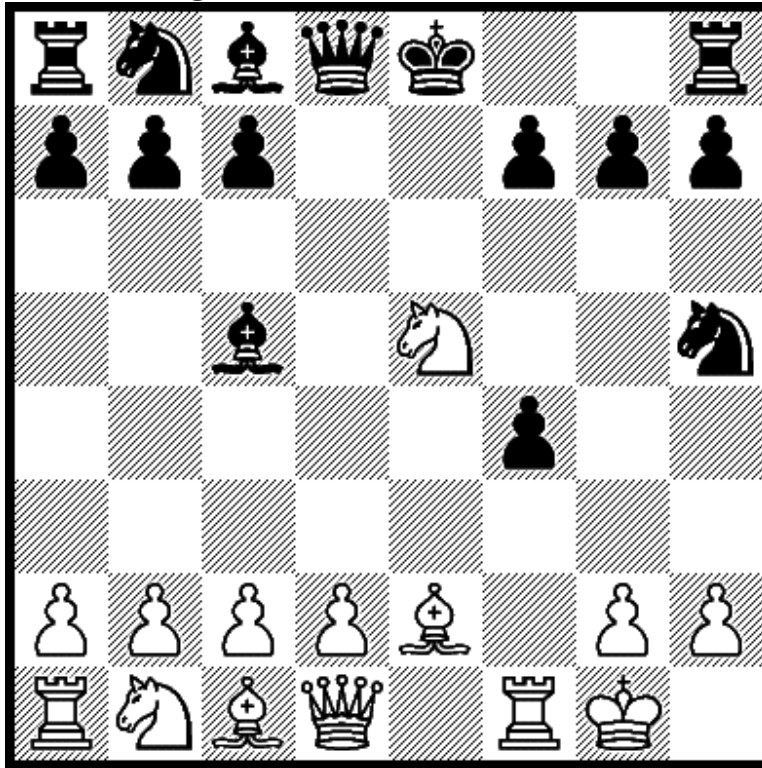
Diagram 100 after 7.Nxe5 Qd4+



8.Kh1

If 8...Nf6 9.Nf3 Qd8 10.Re1 Be7 11.d4 0-0 12.Bxf4.

Diagram 101 after 7.Nxe5 Bc5+

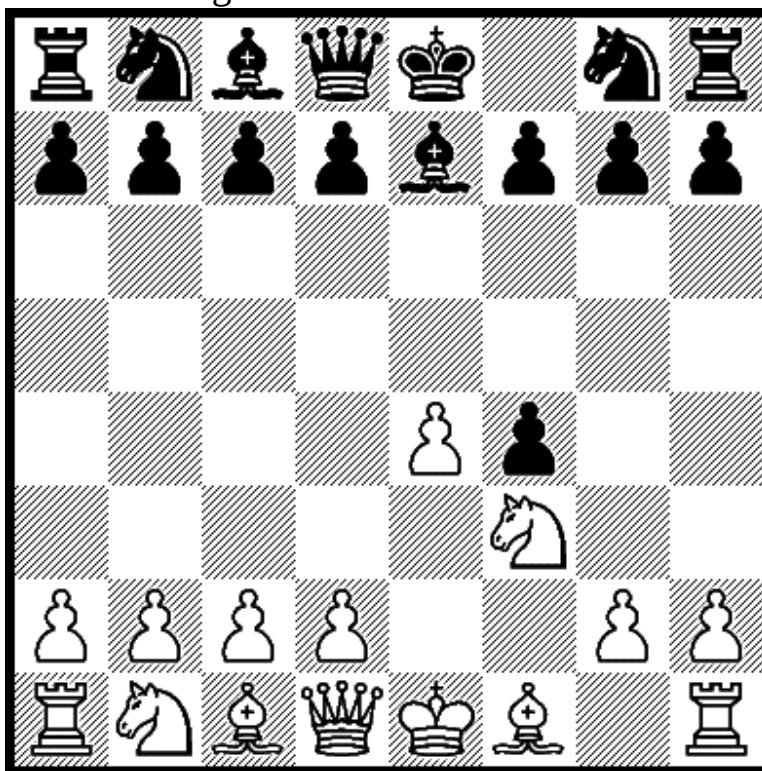


8.Kh1

If 8...Ng3+ 9.hxg3 fxg3 10.Bb5+ c6 11.Qh5 0-0 12.Bc4.

2.f4 exf4 3.Nf3 Be7

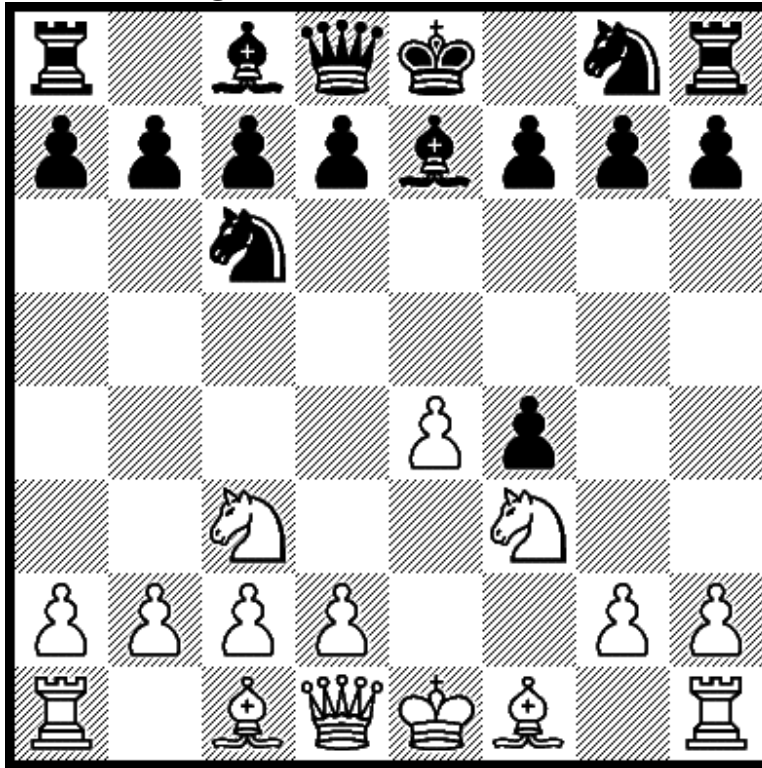
Diagram 102 after 3.Nf3 Be7



4.Nc3

Black has the continuations 4...Nc6, 4...Nf6, and 4...Bh4+.

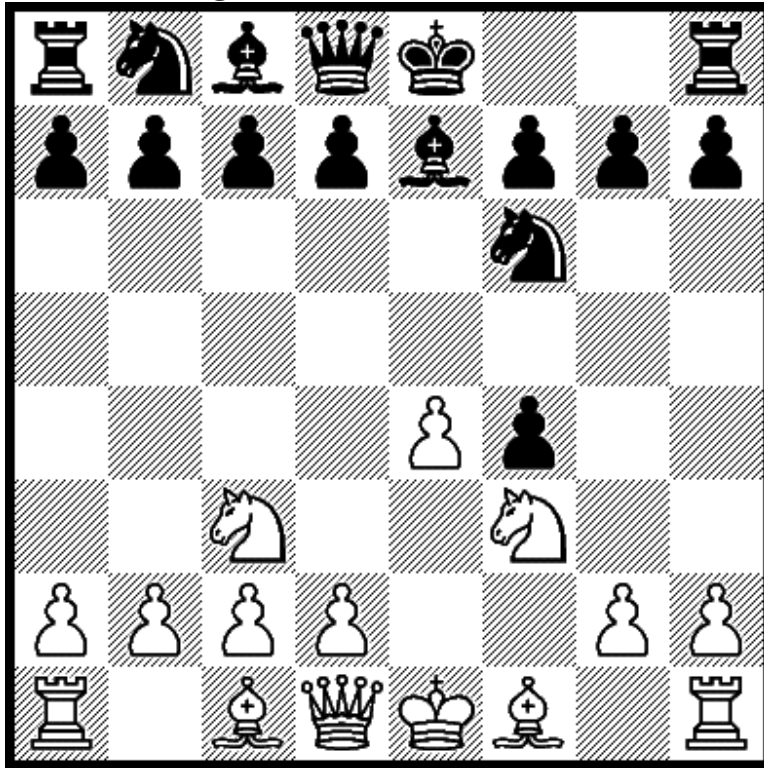
Diagram 103 after 4.Nc3 Nc6



5.d4

If 5...Bh4+ see 4...Bh4+. If 5...d6 6.Bxf4 Nf6 7.Bc4 Bg4 8.0-0.

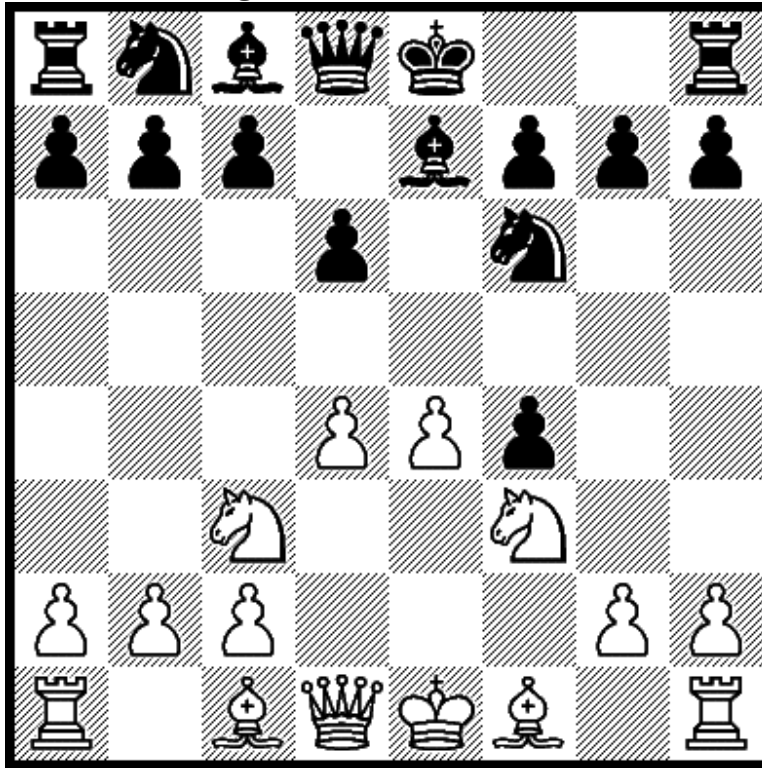
Diagram 104 after 4.Nc4 Nf6



5.d4

Black has 5...d6 and 5...d5.

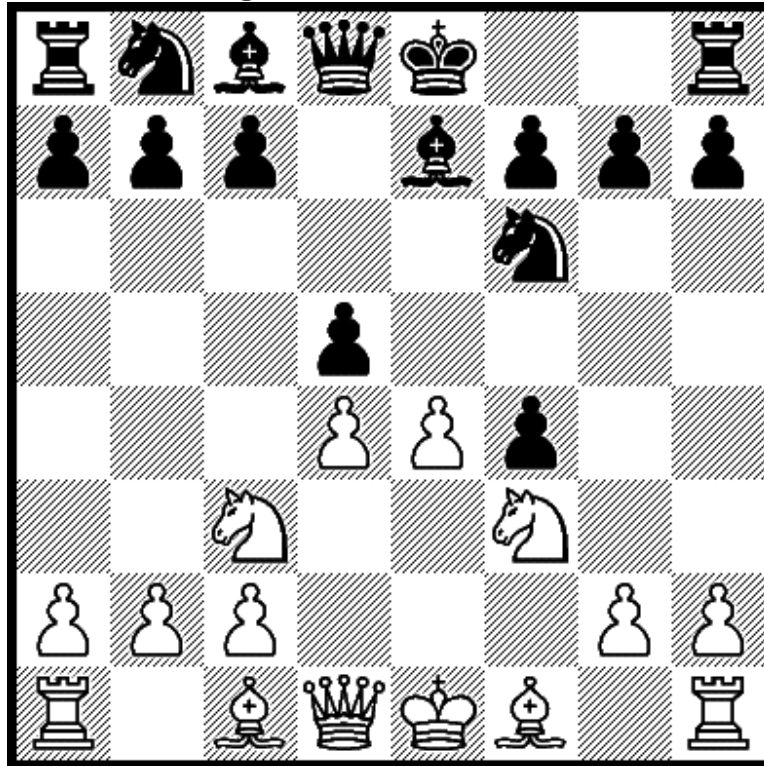
Diagram 105 after 5.d4 d6



6.Bxf4

If 6...0-0 7.Bd3 Bg4 8.h3 Bh5 9.e5 dxe5 10.dxe5.

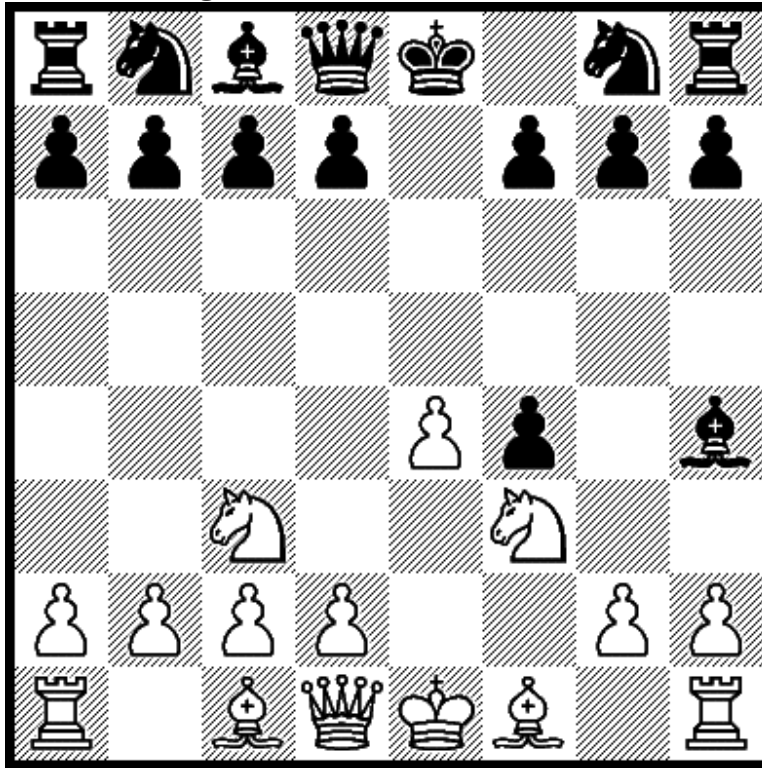
Diagram 106 after 5.d4 d5



6.exd5

If 6...Nxd5 7.Bd3 Nc6 8.0-0 0-0 9.Nxd5 Qxd5 10.Bxf4.

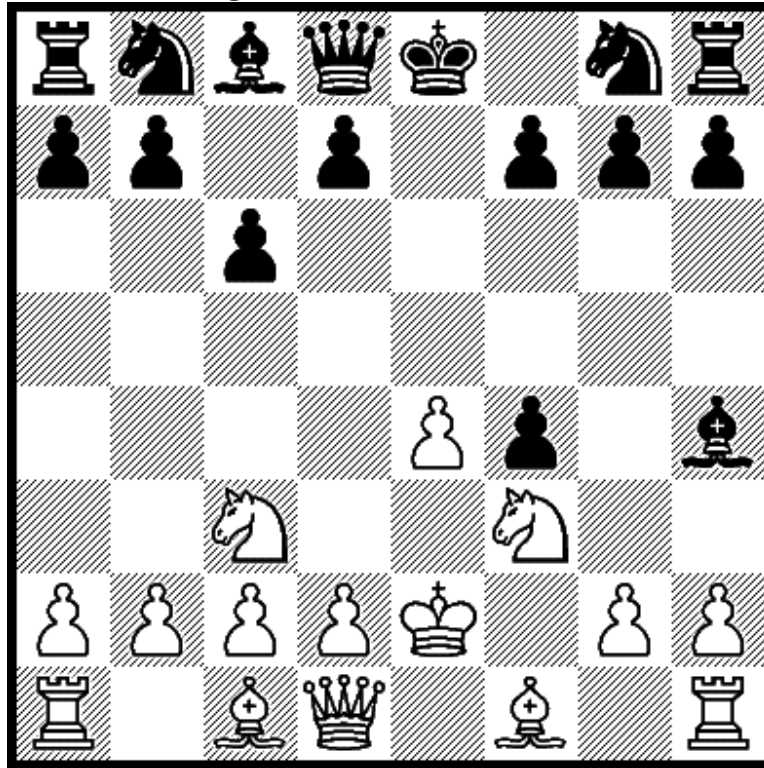
Diagram 107 after 4.Nc3 Bh4+



5.Ke2

Black has 5...c6, 5...Nc6, 5...Be7, 5...d6, and 5...d5.

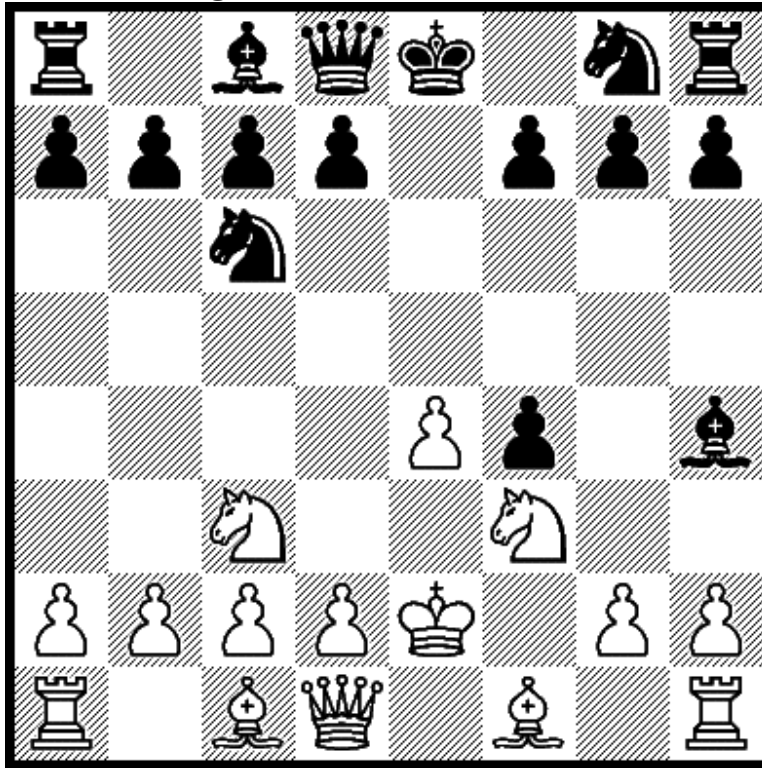
Diagram 108 after 5.Ke2 c6



6.d4

If 6...d5 7.Bxf4 dxe4 8.Nxe4 Qe7 9.Be5 f6 10.Nd6+.

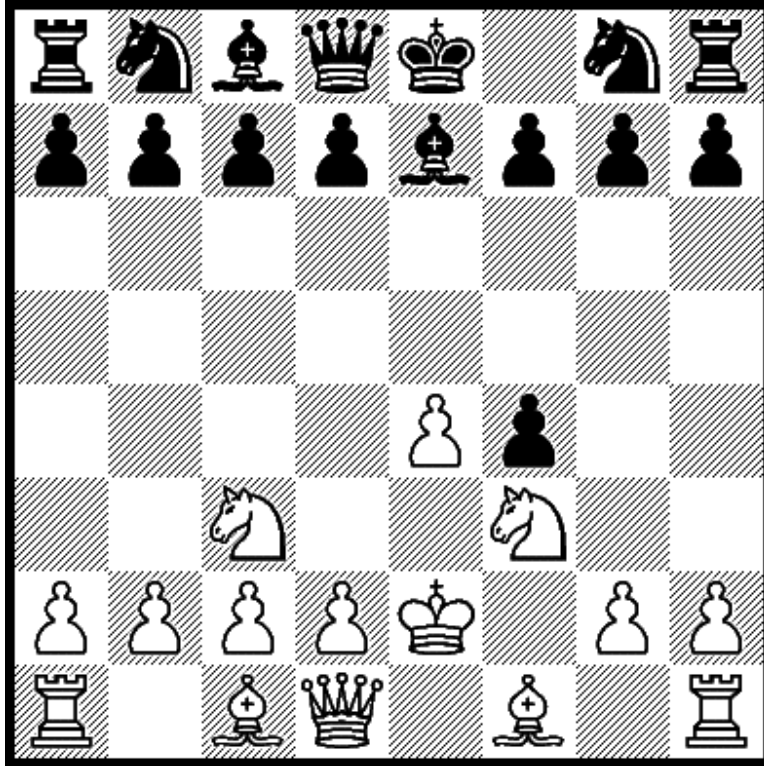
Diagram 109 after 5.Ke2 Nc6



6.d4

If 6...d6 7.Bxf4 Bg4 8.Qd3 Nge7 9.Kd2 Ng6 10.Nxh4.

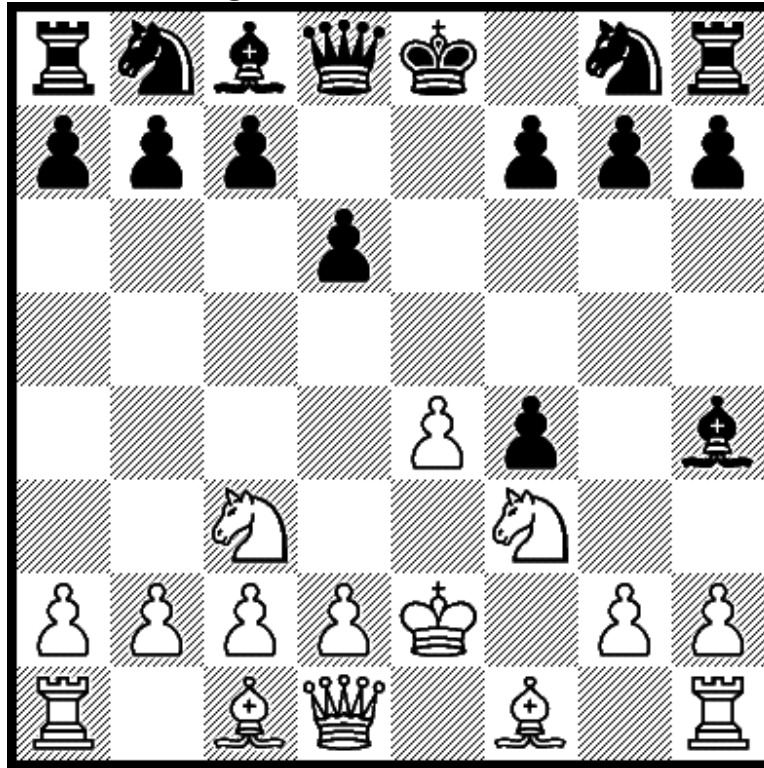
Diagram 110 after 5.Ke2 Be7



6.d4

If 6...g5 7.Qd3 d6 8.Kd1 Nc6 9.h4 g4 10.Ne1 Bxh4 11.Bxf4.

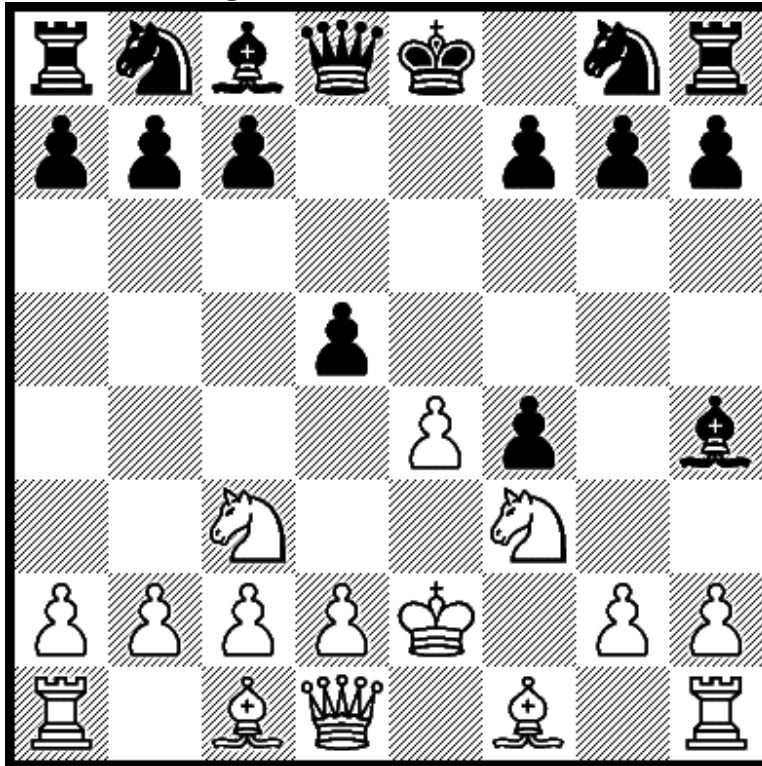
Diagram 111 after 5.Ke2 d6



6.d4

If 6...Bg4 7.Bxf4 Nc6 8.Qd3 Nge7 9.Kd2 Bxf3 10.gxf3.

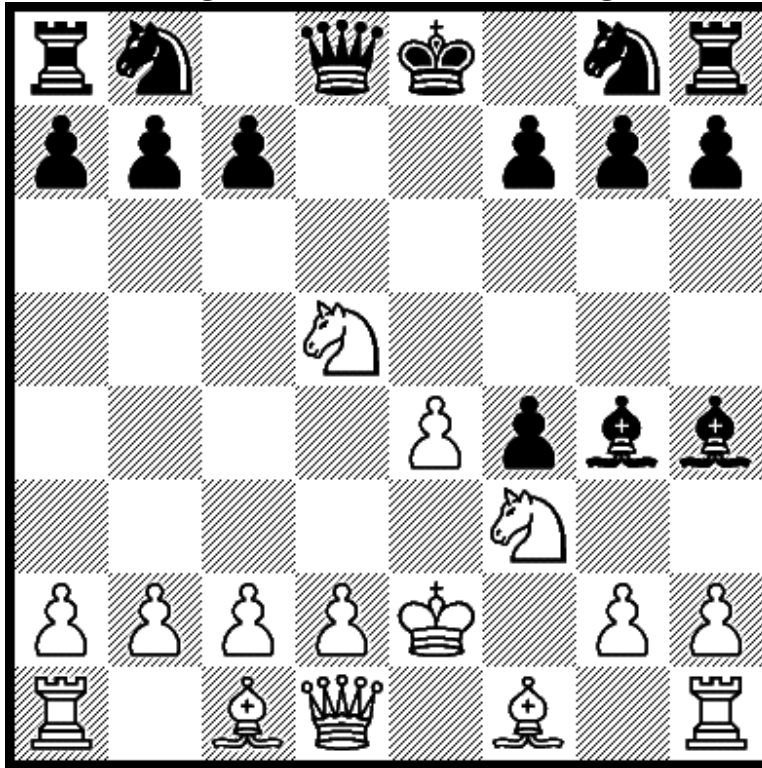
Diagram 112 after 5.Ke2 d5



6.Nxd5

Here Black has 6...Bg4 and 6...Nf6.

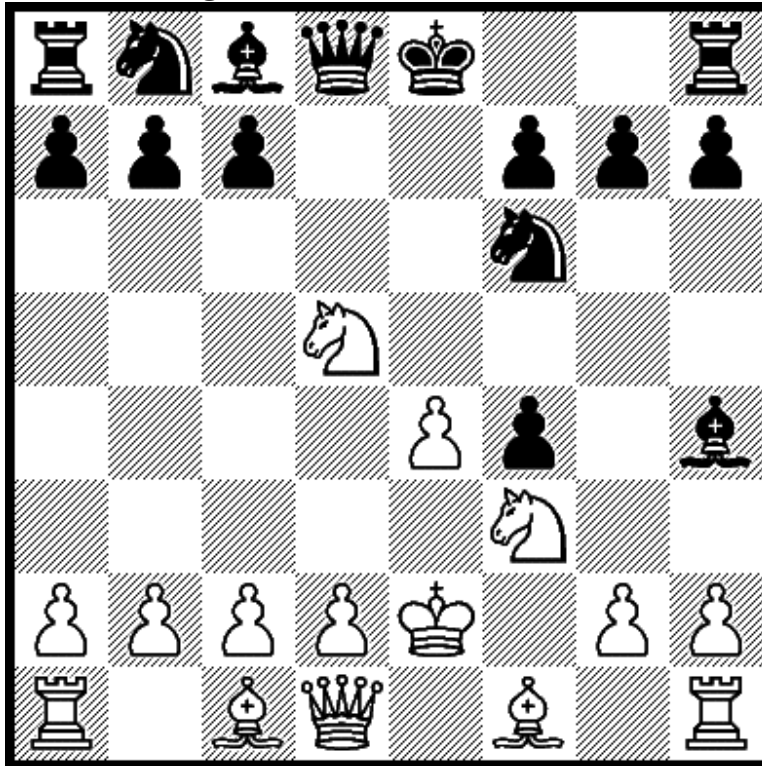
Diagram 113 after 6.Nxd5 Bg4



7.d4

If 7...Nf6 8.Nxf6+ Qxf6 9.Qd2 Nc6 10.c3 g5 11.Kd1.

Diagram 114 after 6.Nxd5 Nf6

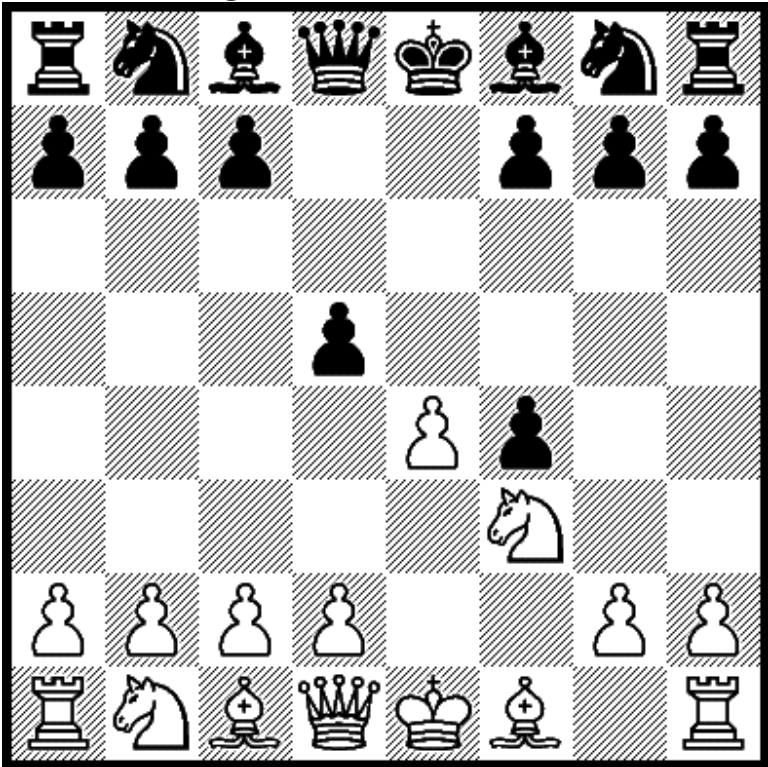


7.Nxf6+

7...Bxf6 8.d4 g5 9.Qd3 Nc6 10.c3 Qe7 11.Kf2.

2.f4 exf4 3.Nf3 d5

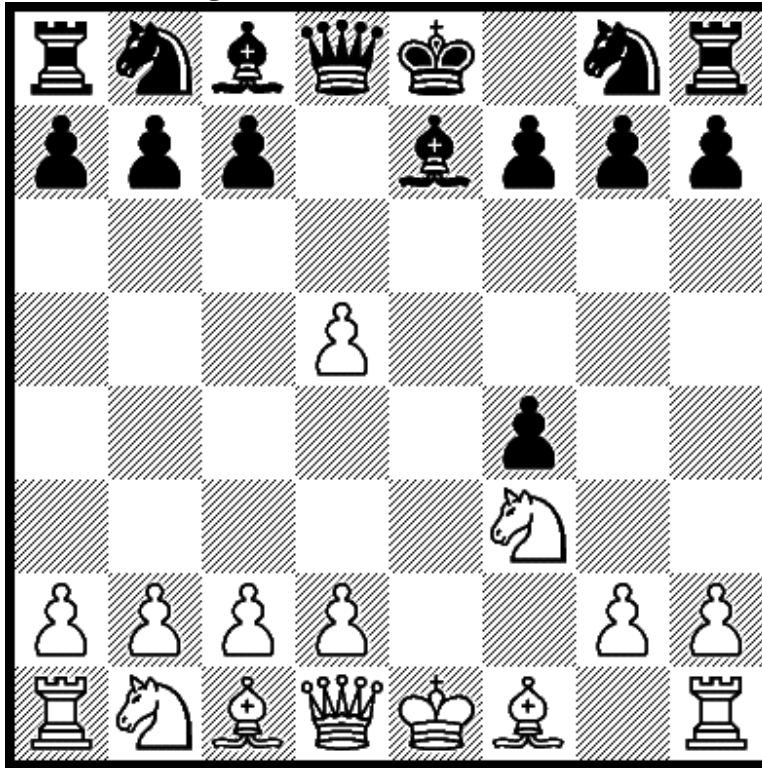
Diagram 115 after 3.Nf3 d5



4.exd5

Black has 4...Be7, 4...Bg4, 4...c6, 4...Bd6, 4...Qxd5, 4...Nf6.

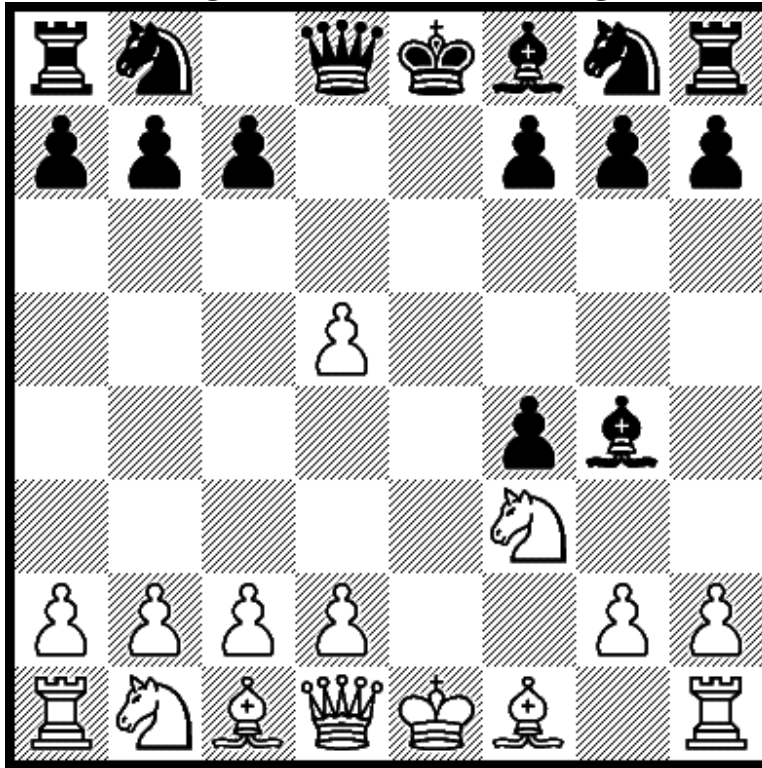
Diagram 116 after 4.exd5 Be7



5.Bc4

If 5...Bh4+ 6.Kf1 Bg4 7.d4 Ne7 8.Nxf4 Nxd5 9.Bxd5.

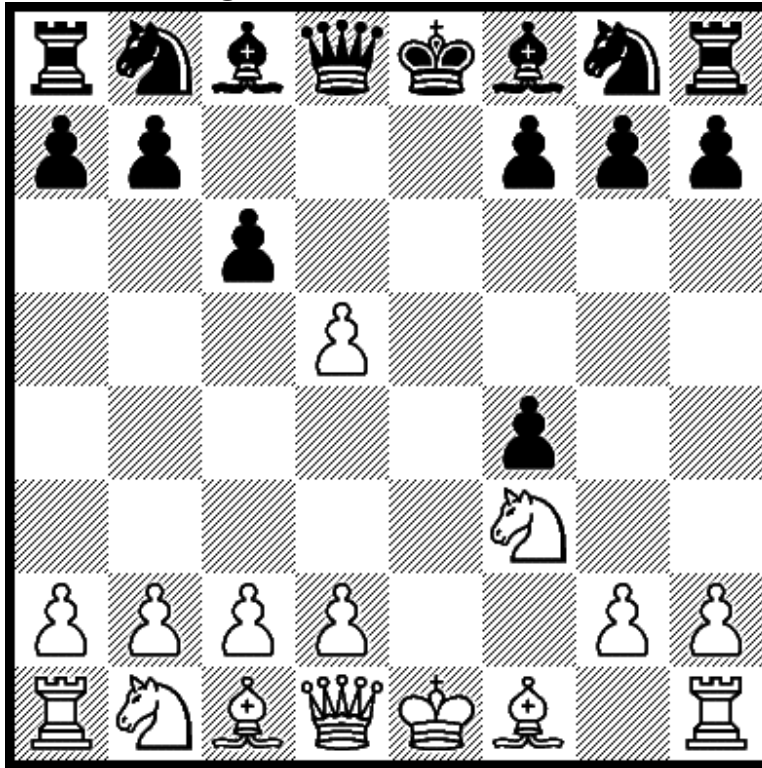
Diagram 117 after 4.exd5 Bg4



5.d4

If 5...Qxd5 6.Qe2+ Qe6 7.Bxf4 Nc6 8.Qxe6+ Bxe6 9.c3.

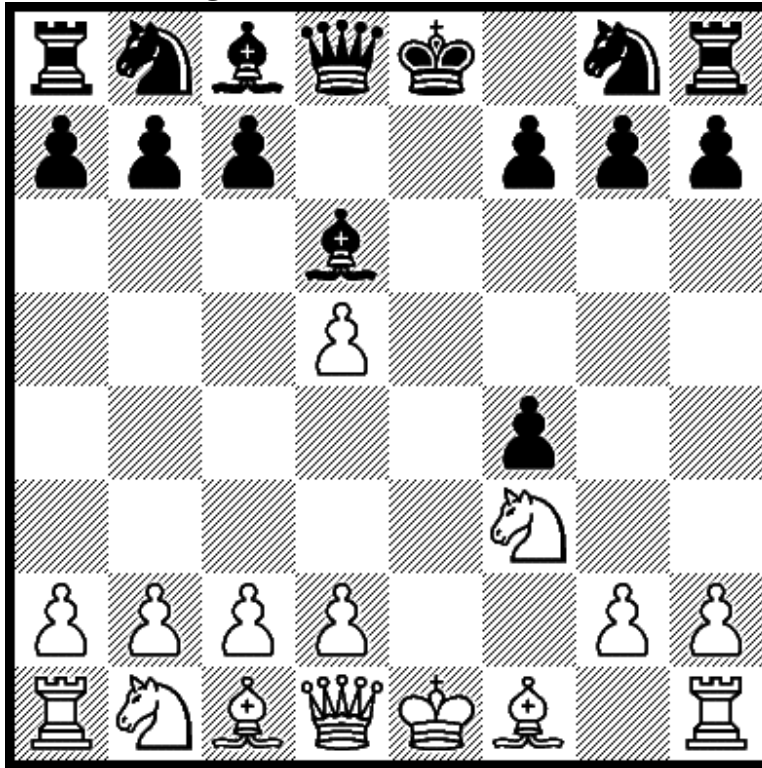
Diagram 118 after 4.exd5 c6



5.d4

Black offers another pawn. If 5...Bd6 see 4...Bd6 5.d4 c6.

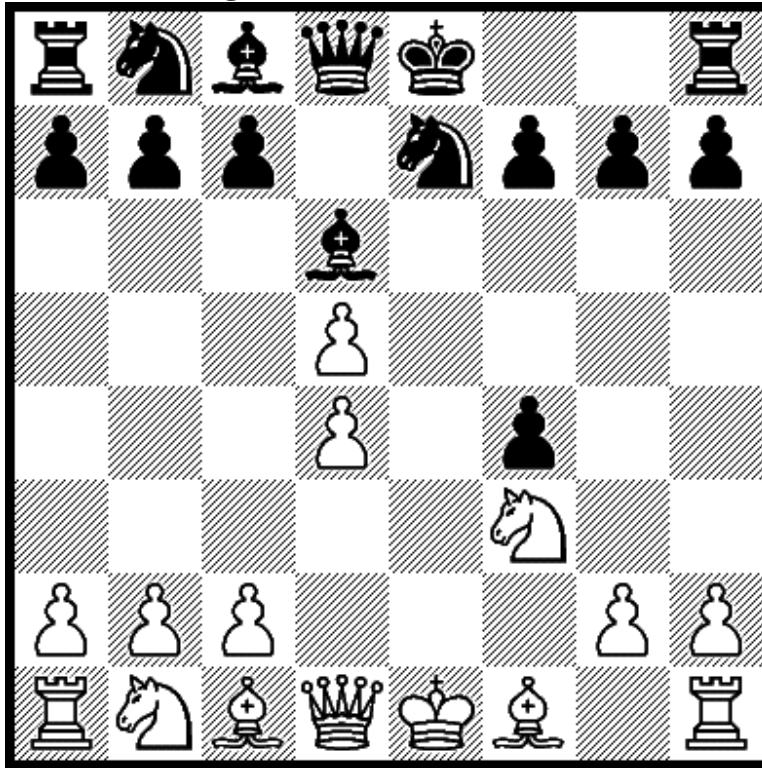
Diagram 119 after 4.exd5 Bd6



5.d4

Black usually continues with 5...Ne7, 5...Nf6, or 5...c6.

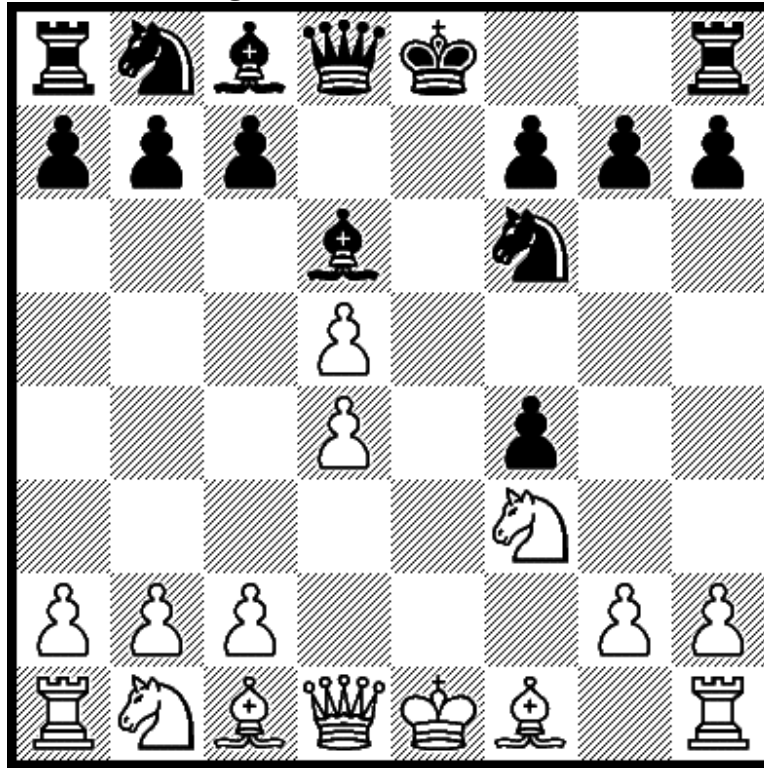
Diagram 120 after 5.d4 Ne7



6.c4

If 6...c5 7.Bd3 0-0 8.0-0. Or if 6...Ng6 7.Bd3 0-0 8.0-0.

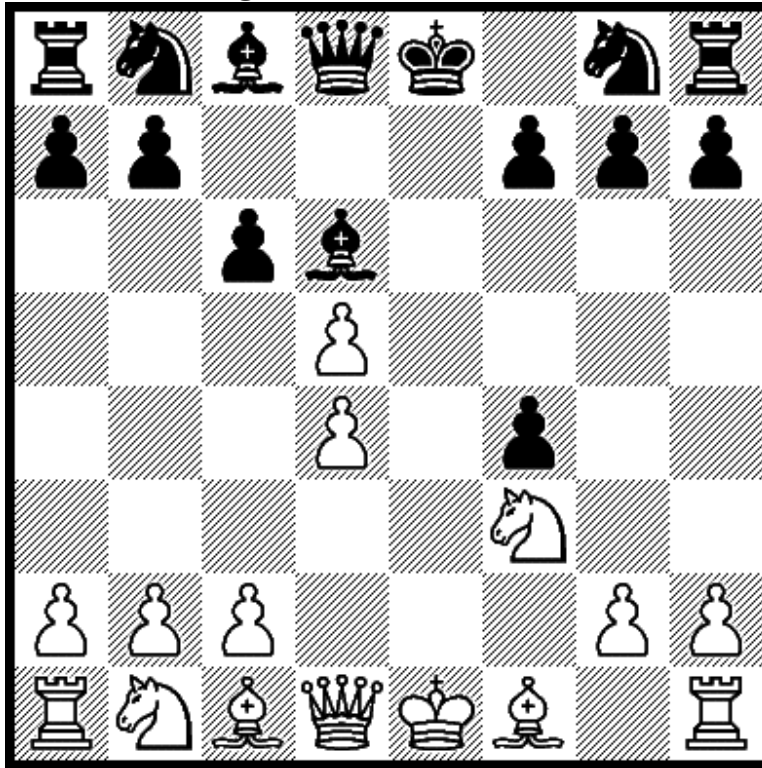
Diagram 121 after 5.d4 Nf6



6.Qe2+

If 6...Qe7 7.c4 Qxe2+ 8.Bxe2 b6 9.Nc3 0-0 10.0-0.

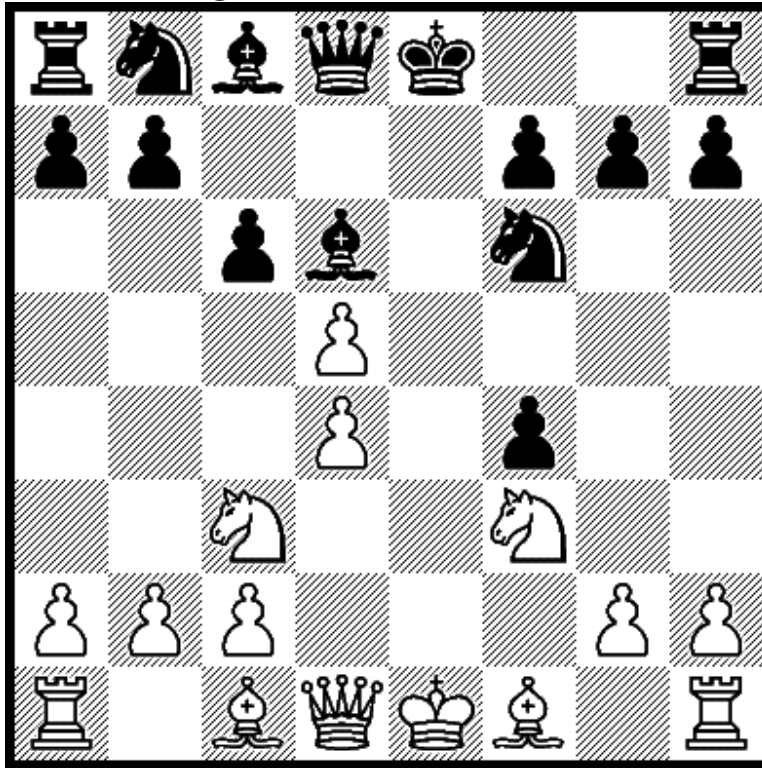
Diagram 122 after 5.d4 c6



6.Nc3

If 6...cxd5 7.Nxd5. Otherwise Black has 6...Nf6 or 6...Ne7.

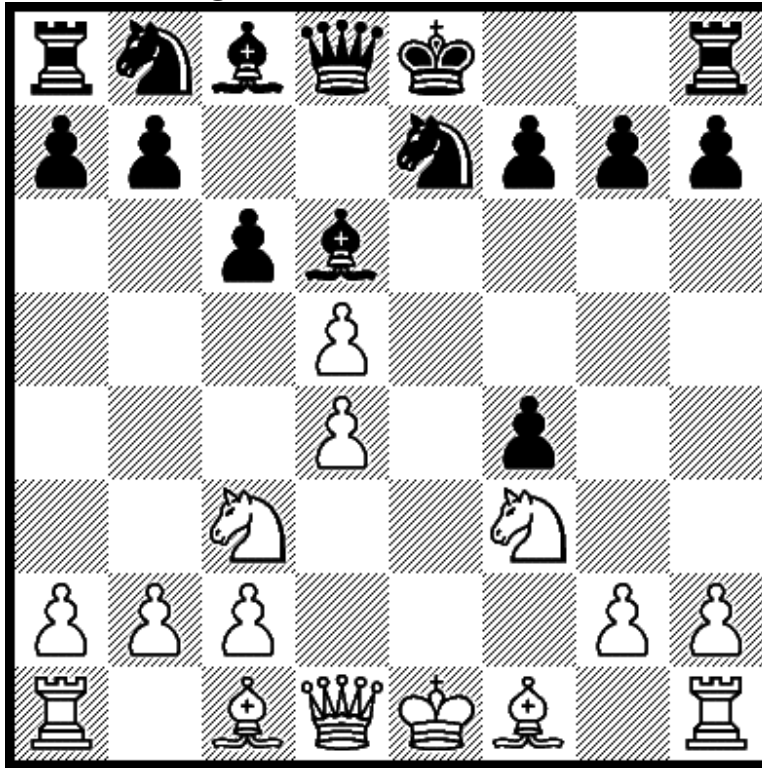
Diagram 123 after 6.Nc3 Nf6



7.Qe2+

If 7...Qe7 8.Qxe7+ Kxe7 9.Bc4 b5 10.Bb3 b4 11.Ne2.

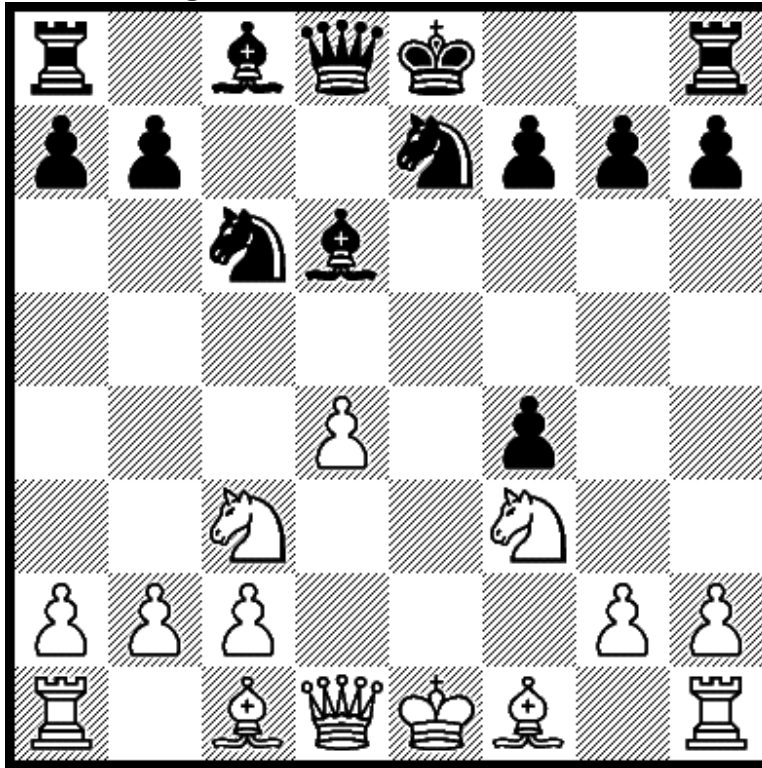
Diagram 124 after 6.Nc3 Ne7



7.dxc6

See unbalanced pawn structure. If 7...bxc6 8.Bc4 0-0 9.0-0.

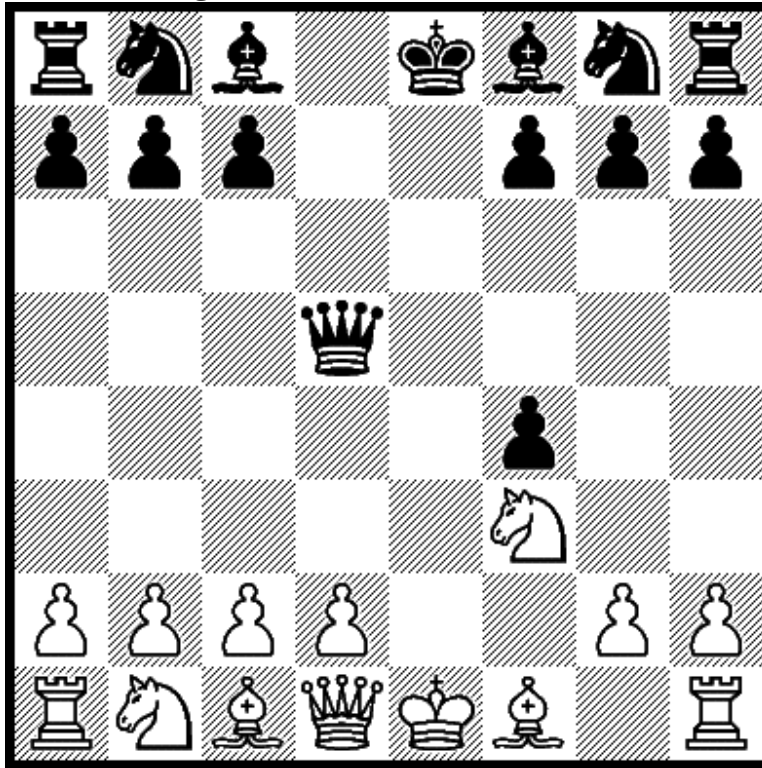
Diagram 125 after 7.dxc6 Nbxc6



8.d5

If 8...Nb4 9.Bc4 0-0 10.a3 b5 11.Bb3 Na6 12.0-0.

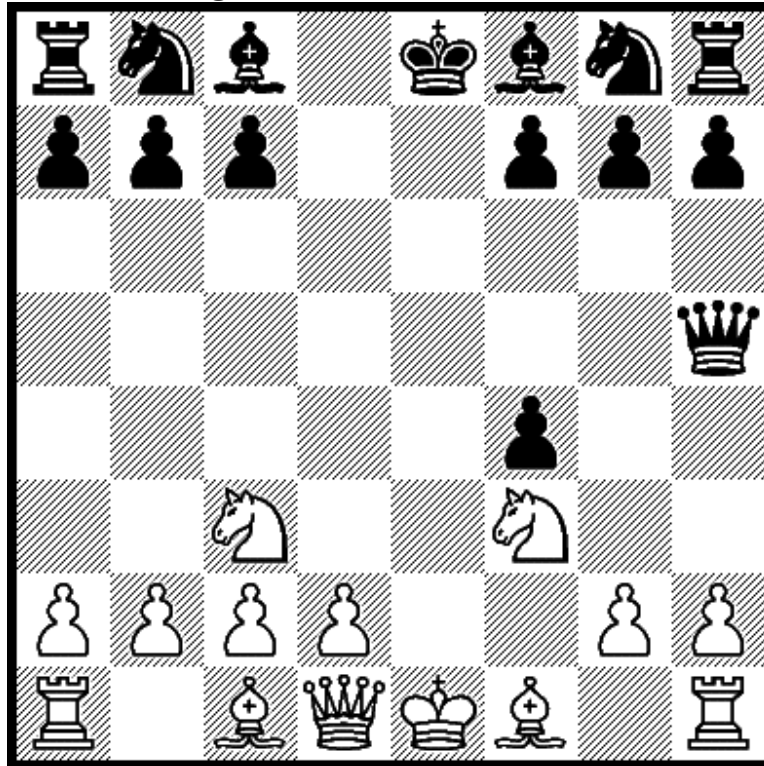
Diagram 126 after 4.exd5 Qxd5



5.Nc3

Black has 5...Qh5, 5...Qa5, 5...Qd8, and 5...Qd8.

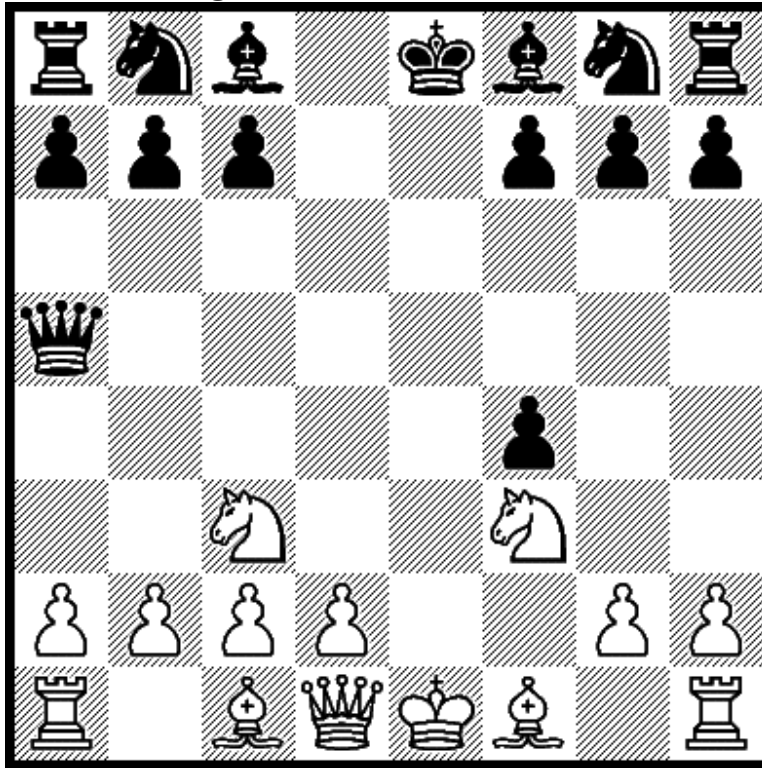
Diagram 127 after 5.Nc3 Qh5



6.d4

If 6...Bd6 7.Nb5 Nf6 8.Nxd6+ cxd6 9.Bxf4 0-0 10.Be2.

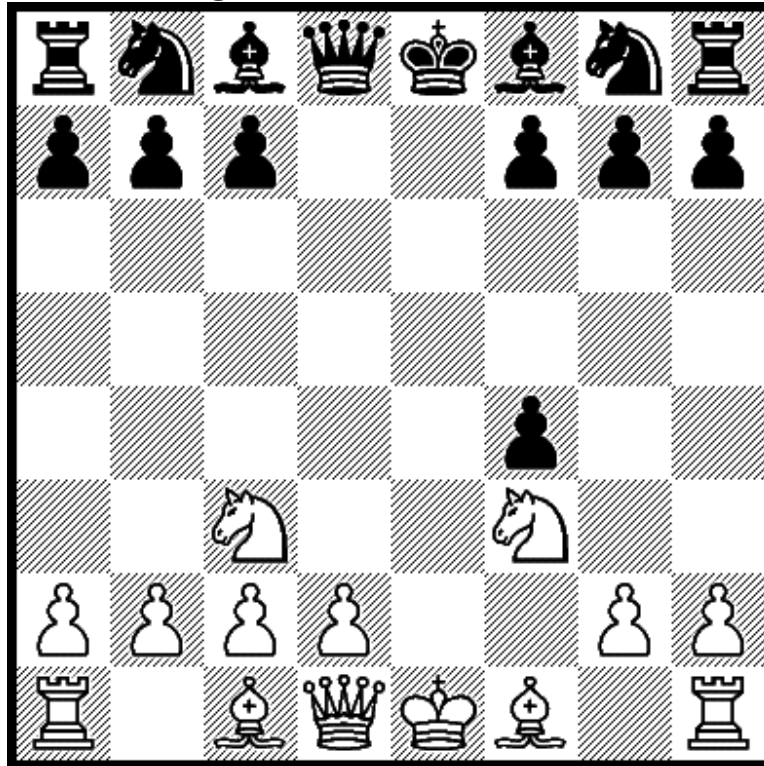
Diagram 128 after 5.Nc3 Qa5



6.d4

6...Nf6 7.Bc4 Nc6 8.Qe2+ Be7 9.Bxf4 0-0 10.0-0-0.

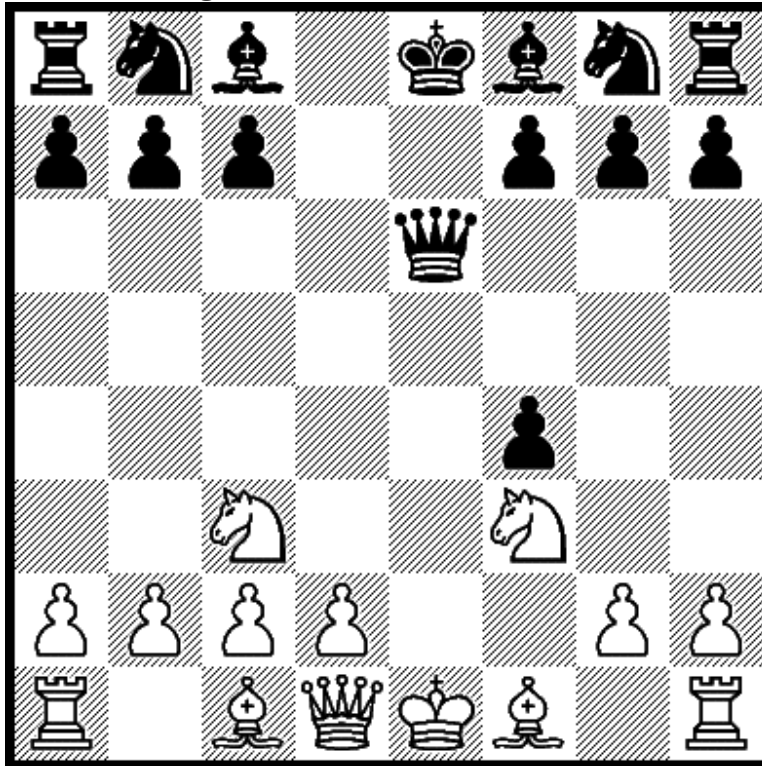
Diagram 129 after 5.Nc3 Qd8



6.d4

If. 6...Bd6 7.Bc4 Nf6 8.Qe2+ Qe7 9.Qxe7+ Kxe7 10.0-0.

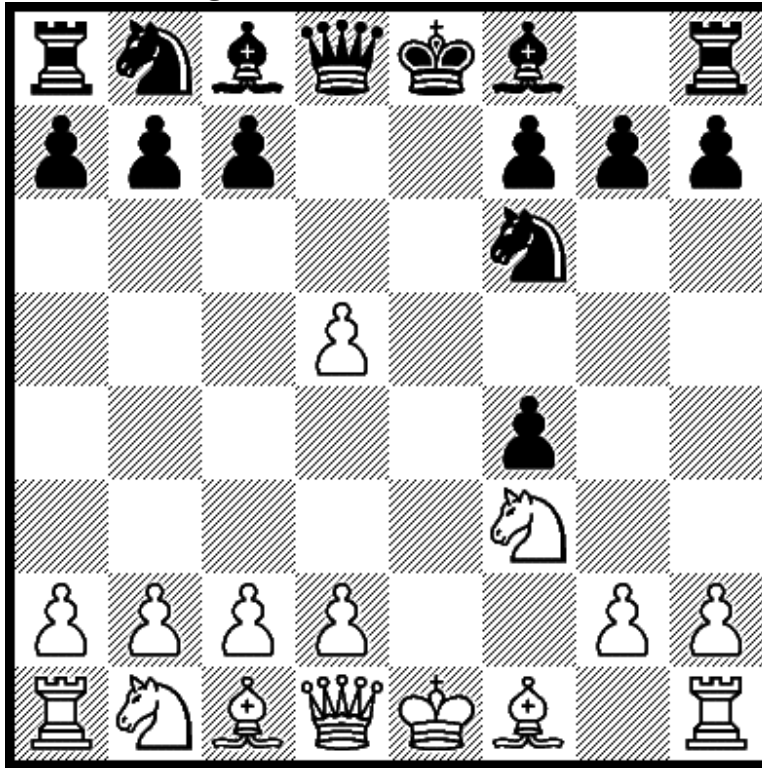
Diagram 130 after 5.Nc3 Qe6+



6.Be2

If 6...Bd6 7.0-0 Ne7 8.d4 0-0 9.Ng5 Qh6 10.Nce4.

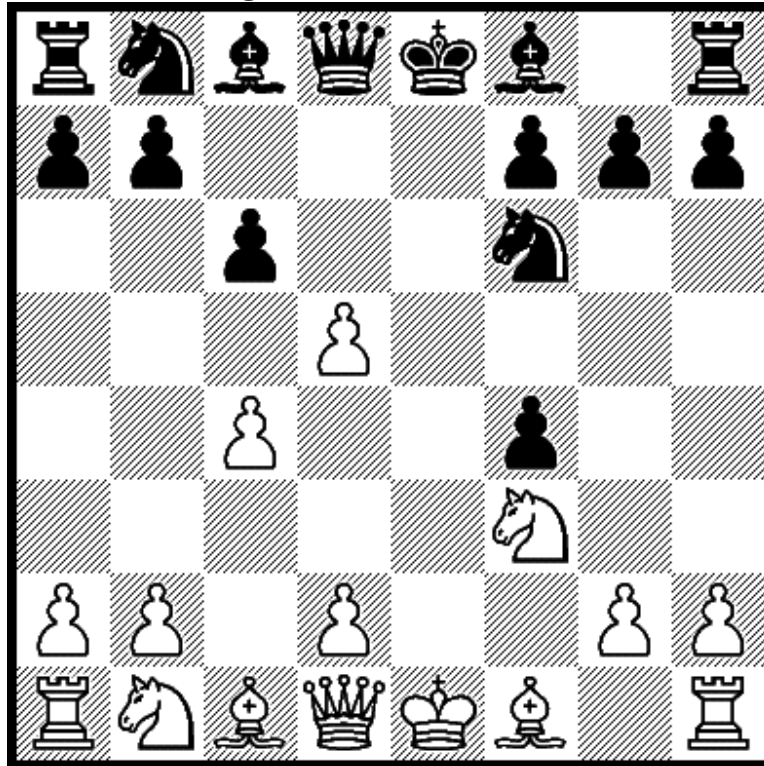
Diagram 131 after 4.exd5 Nf6



5.c4

White temporarily protects his advanced d-pawn.

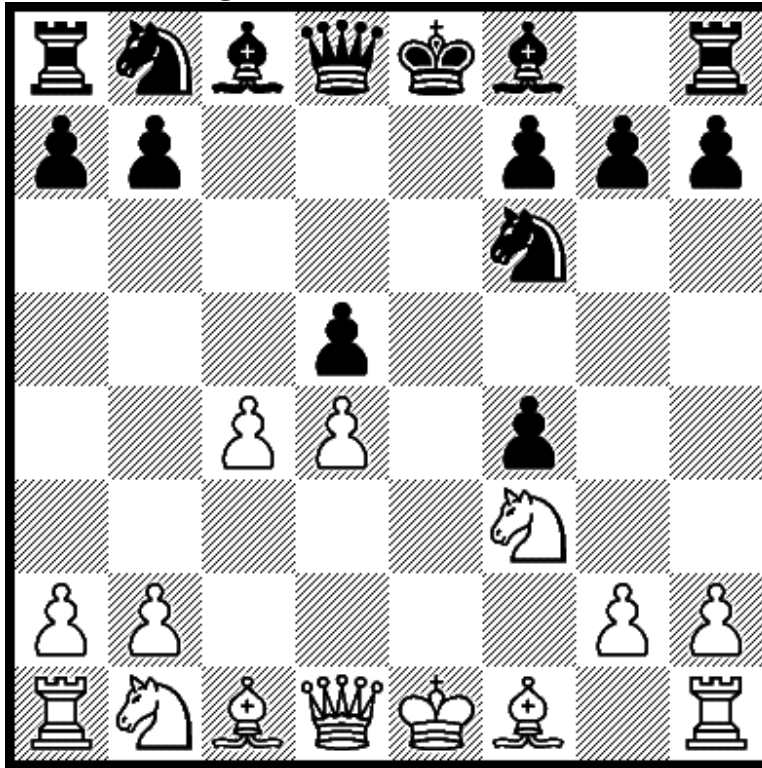
Diagram 132 after 5.c4 c6



6.d4

Black has two logical options: 6...cxd5 or 6...Bb4+.

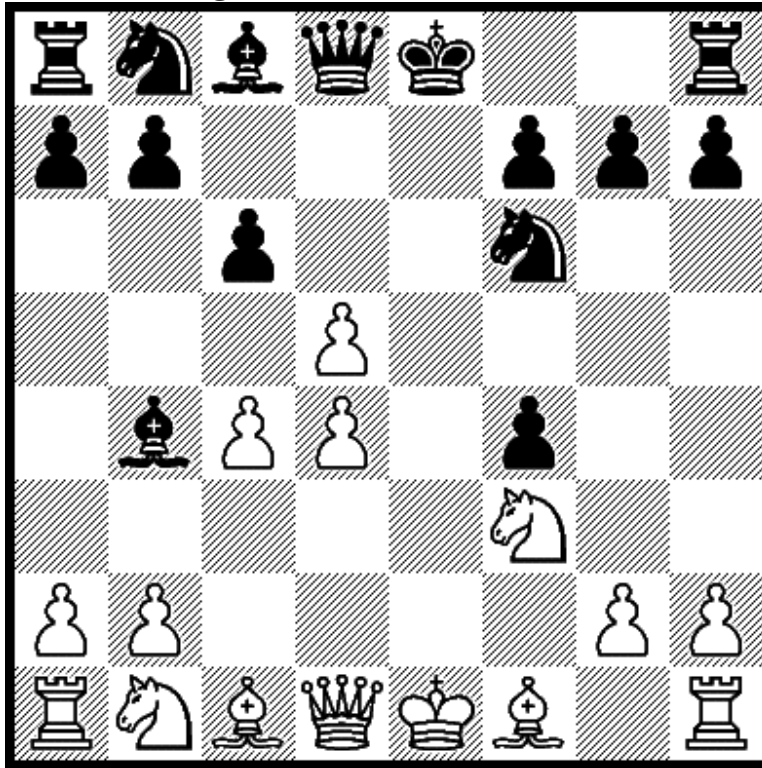
Diagram 133 after 6.d4 cxd5



7.c5

If 7...b6 8.b4 a5 9.Qa4+ Bd7 10.Bb5 Bxb5 11.Qxb5+.

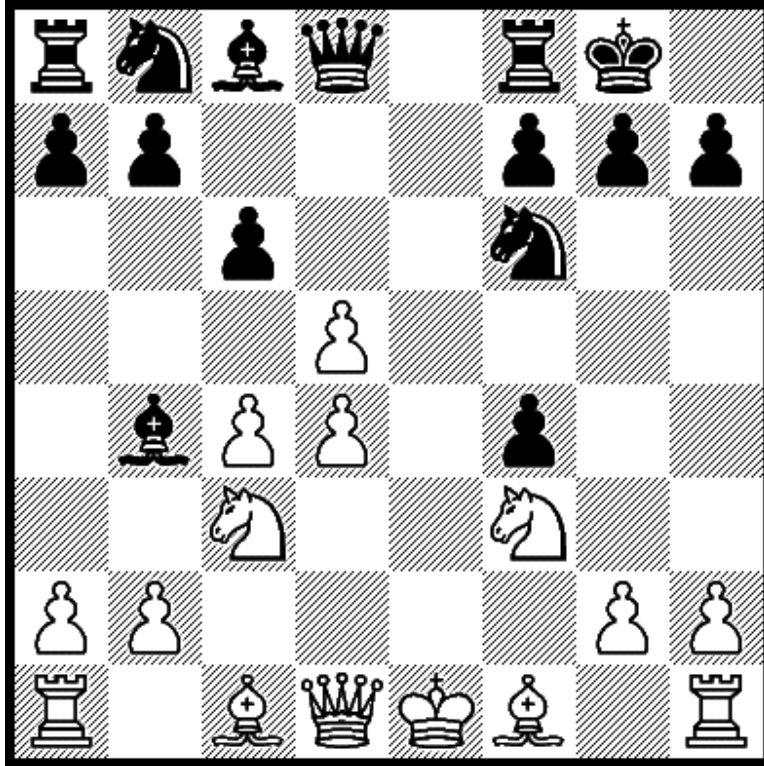
Diagram 134 after 6.d4 Bb4+



7.Nc3

Here Black has 7...0-0 which could transpose to 7...cxd5.

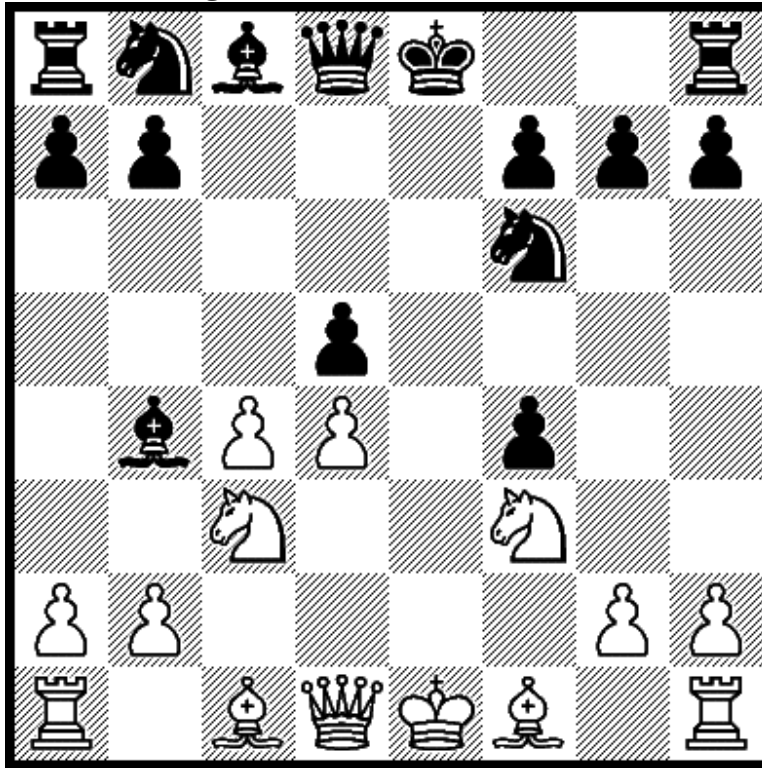
Diagram 135 after 7.Nc3 0-0



8.Be2

If 8...cxd5 see 7...cxd5. If 8...Ne4 9.Qc2 cxd5 10.0-0.

Diagram 136 after 7.Nc3 cxd5

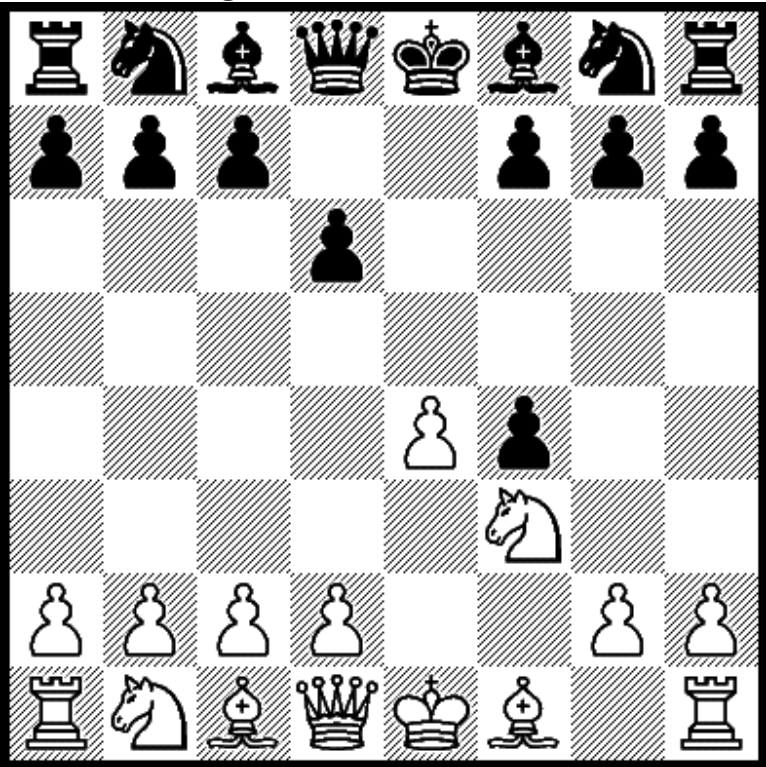


8.Be2

If 8...0-0 9.0-0 dxc4 10.Bxc4 Bg4 11.Bxf4 Nc6 12.a3.

2.f4 exf4 3.Nf3 d6

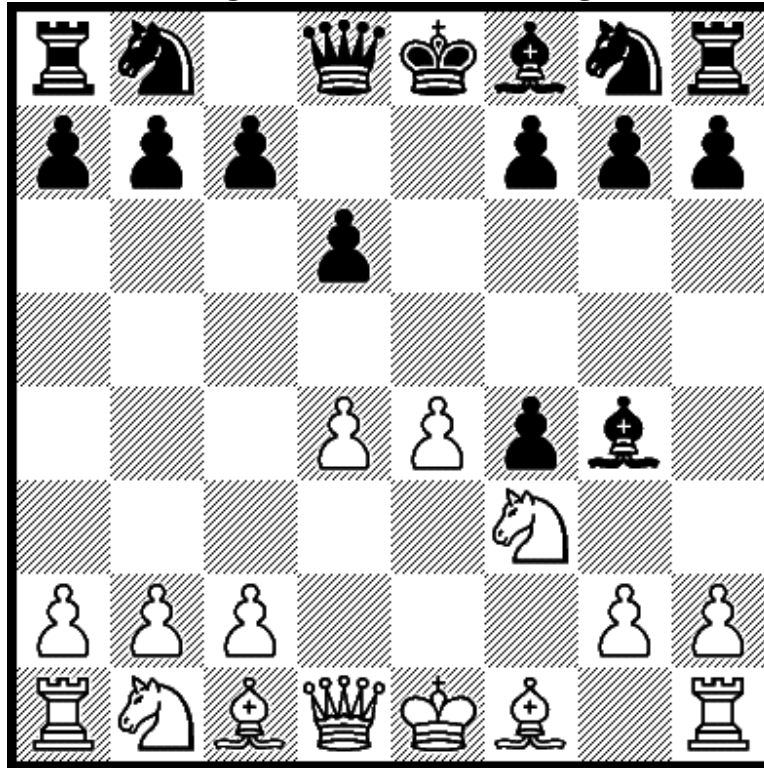
Diagram 137 after 3.Nf3 d6



4.d4

Black has 4...Bg4, 4...Nf6, 4...Nc6, and 4...g5.

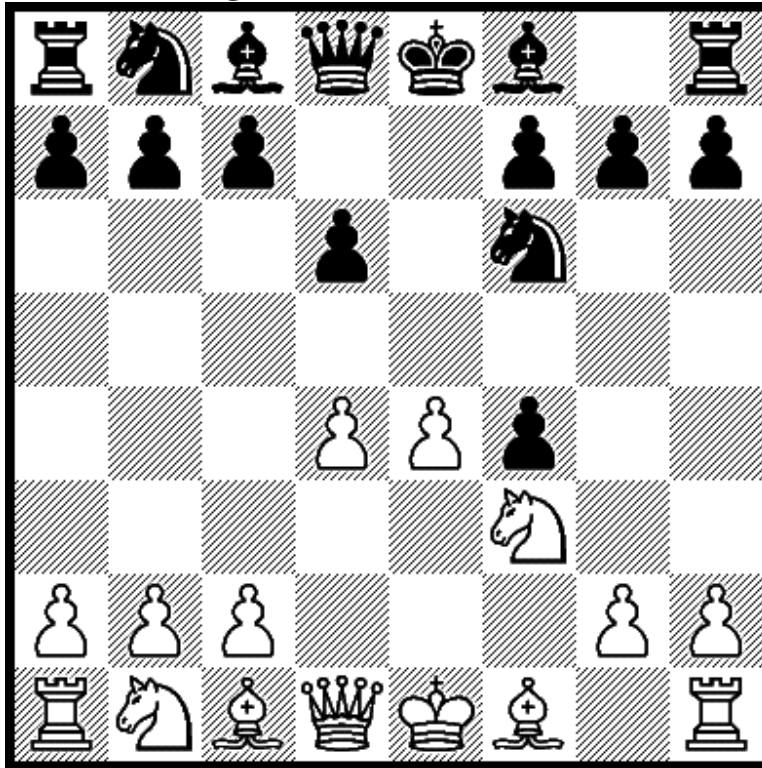
Diagram 138 after 4.d4 Bg4



5.Bxf4

If 5...Nc6 6.Nc3 Nf6 7.Be2 Be7 8.Qd2 0-0 9.0-0.

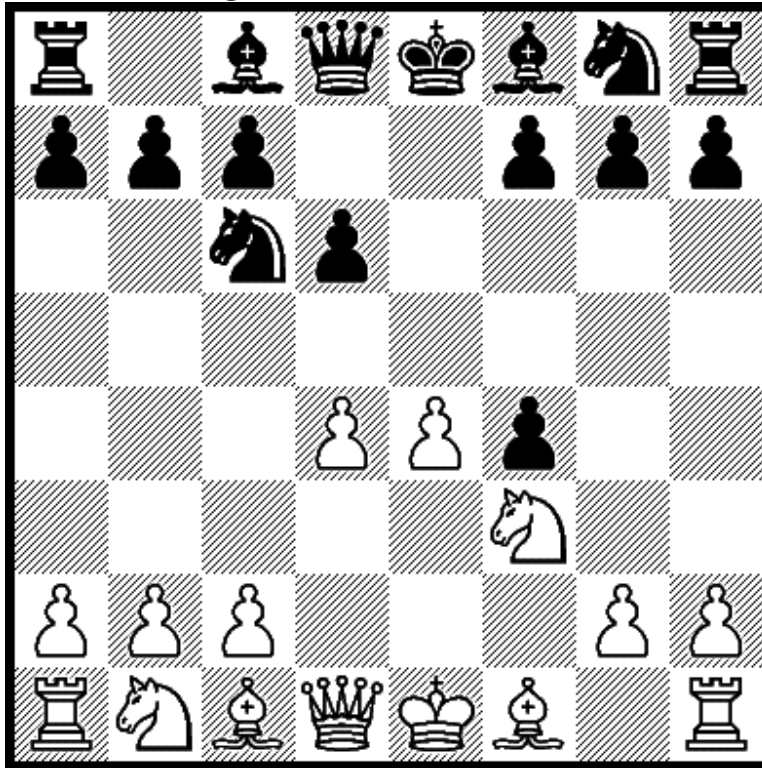
Diagram 139 after 4.d4 Nf6



5.Nc3

If 5...Be7 6.Bxf4 0-0 7.Bd3 Bg4 8.h3 Bh5 9.e5.

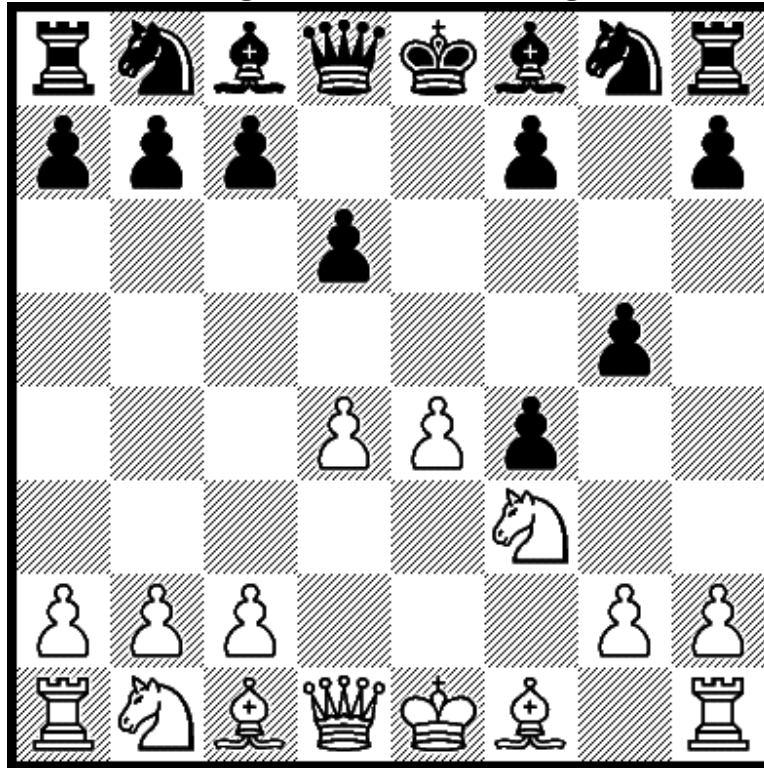
Diagram 140 after 4.d4 Nc6



5.Bxf4

If 5...Nf6 6.Nc3 Be7 7.Bc4 Bg4 8.0-0 0-0 9.Kh1.

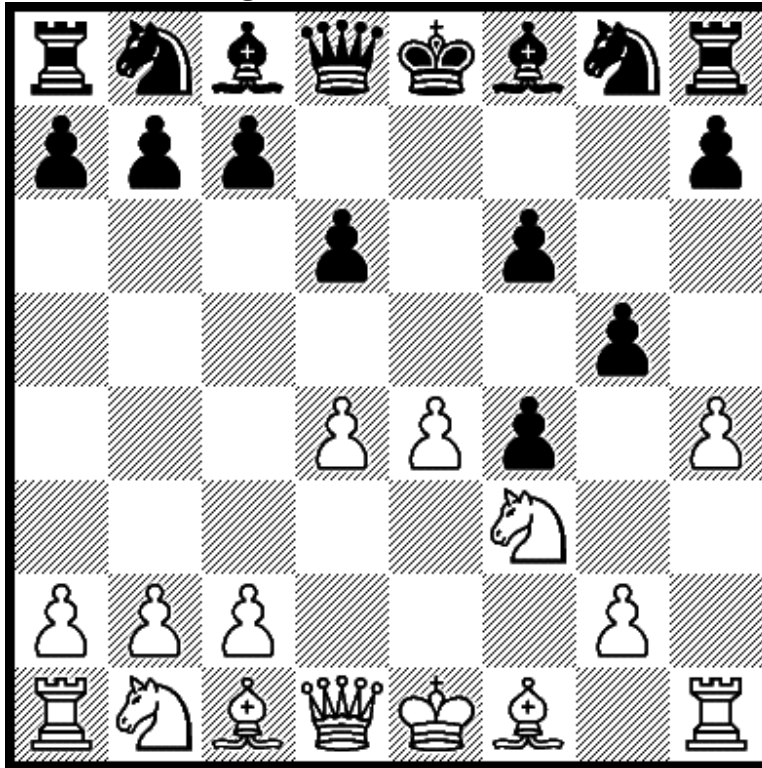
Diagram 141 after 4.d4 g5



5.h4

Black can defend with 5...f6 or attack with 5...g4.

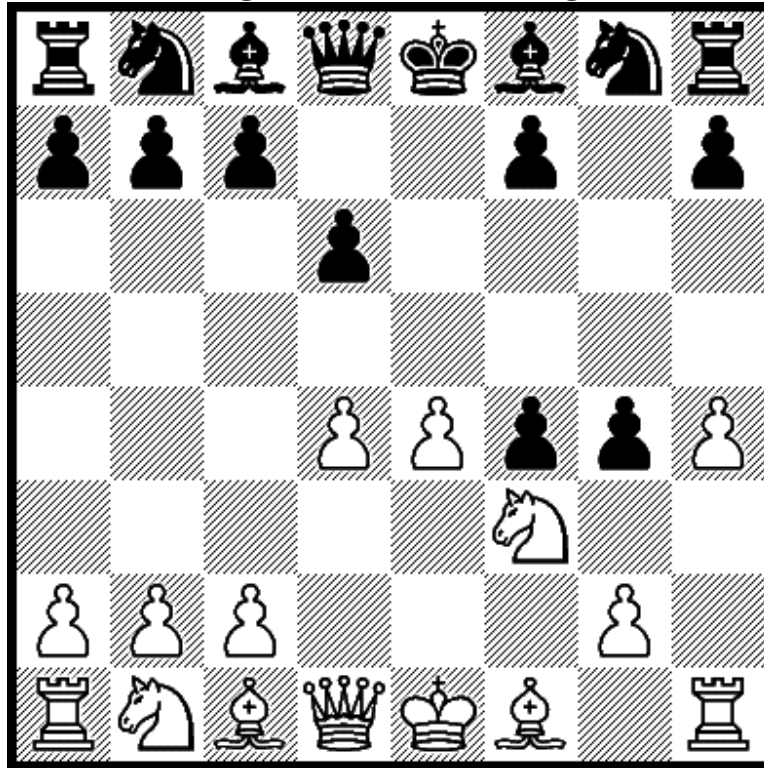
Diagram 142 after 5.h4 f6



6.Bc4

If 6...Bg7 7.Nc3 h6 8.Qe2 Nc6 9.e5 fxe5 10.dxe5.

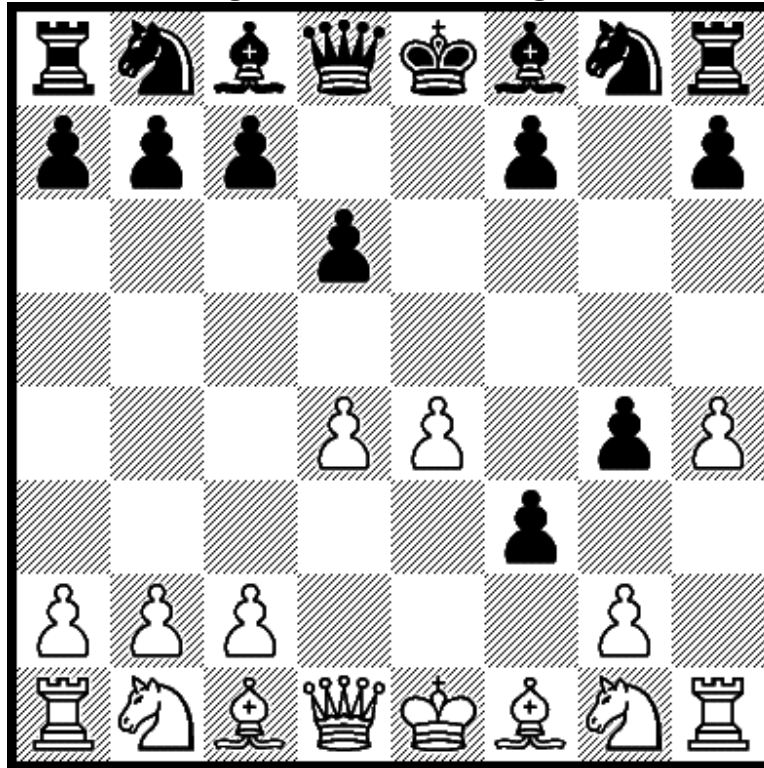
Diagram 143 after 5.h4 g4



6.Ng1

Black may choose 6...f3, 6...f5, 6...Nf6, 6...Qf6, or 6...Bh6.

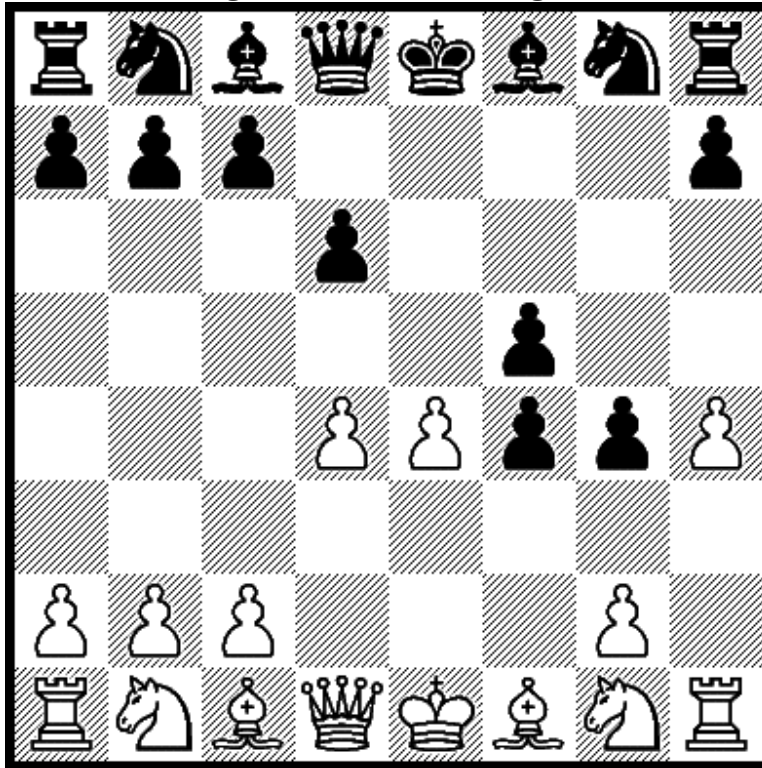
Diagram 144 after 6.Ng1 f3



7.Bg5

If 7...fxg2 8.Bg2 Be7 9.Qd2 h5 10.Nc3 Bxg5 11.hxg5.

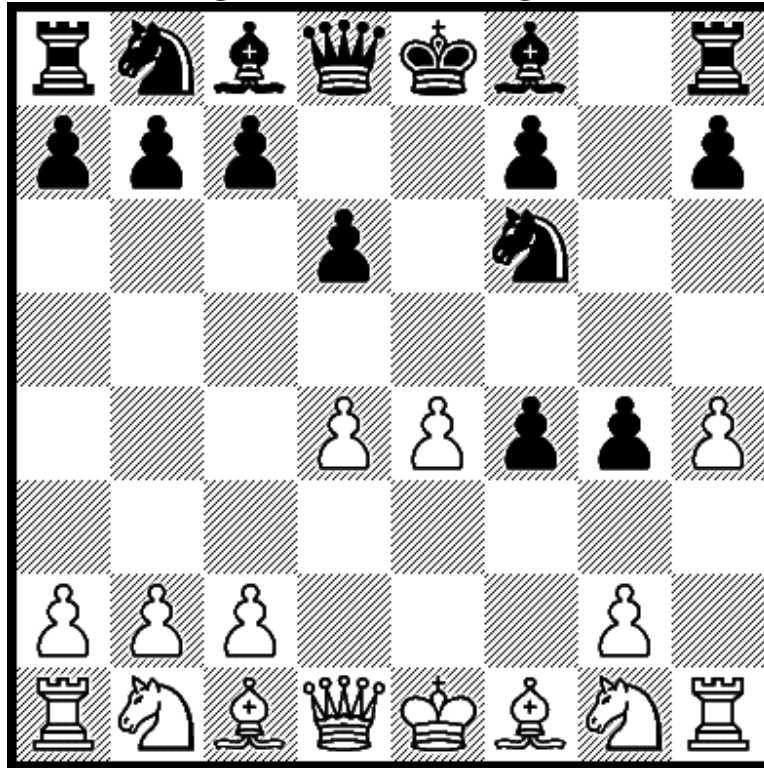
Diagram 145 after 6.Ng1 f5



7.Bxf4

If 7...fxe4 8.Nc3 d5 9.Qd2 c6 10.Nge2 Nf6 11.Ng3.

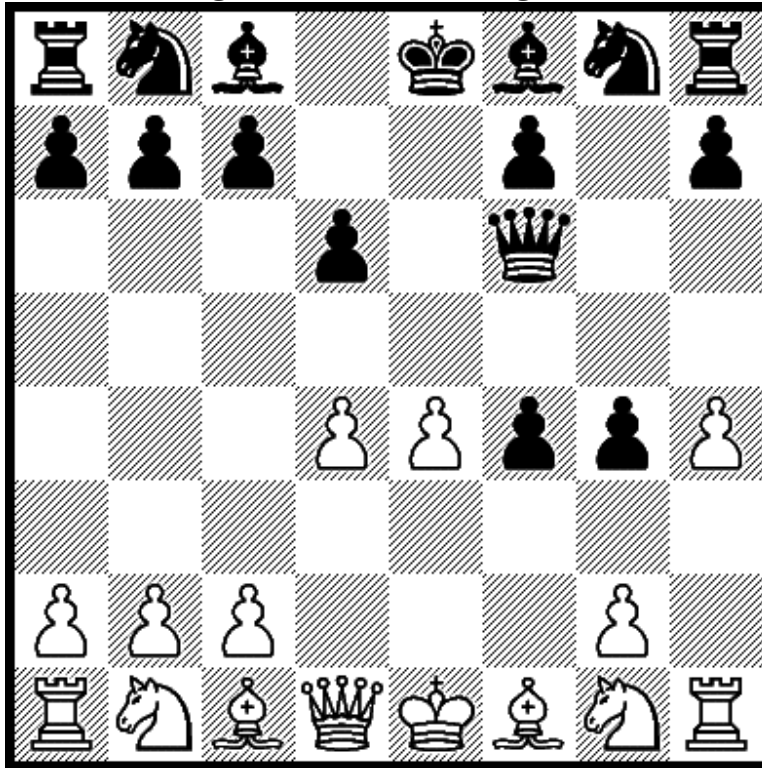
Diagram 146 after 6.Ng1 Nf6



7.Bxf4

If 7...Nxe4 8.Bd3 d5 9.Ne2 Be7 10.0-0 Bh4 11.c4.

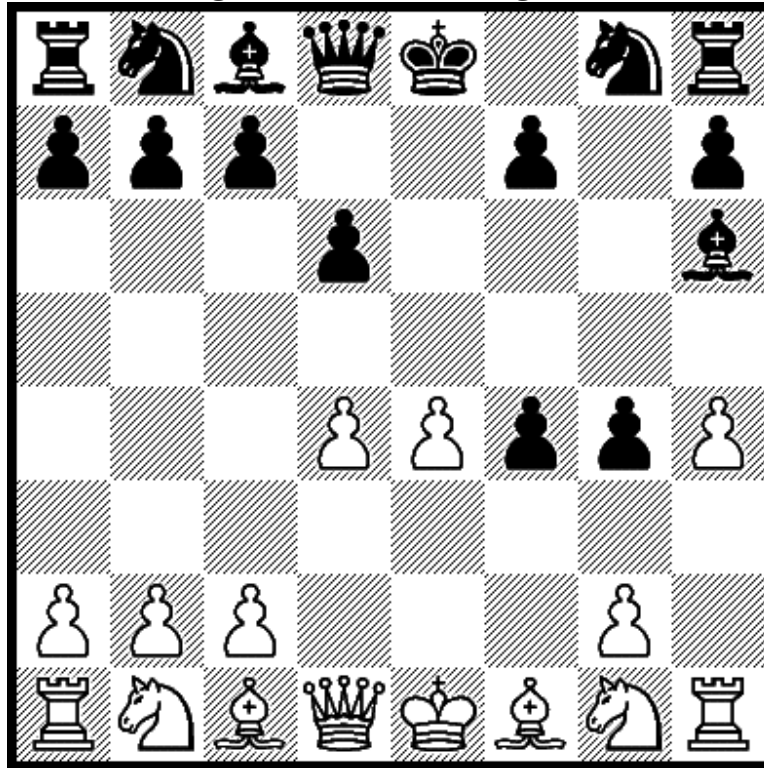
Diagram 147 after 6.Ng1 Qf6



7.Nc3

If 7...Ne7 8.Nge2 Nh6 9.Qd2 Nbc6 10.Nb5 Kd8 11.e5.

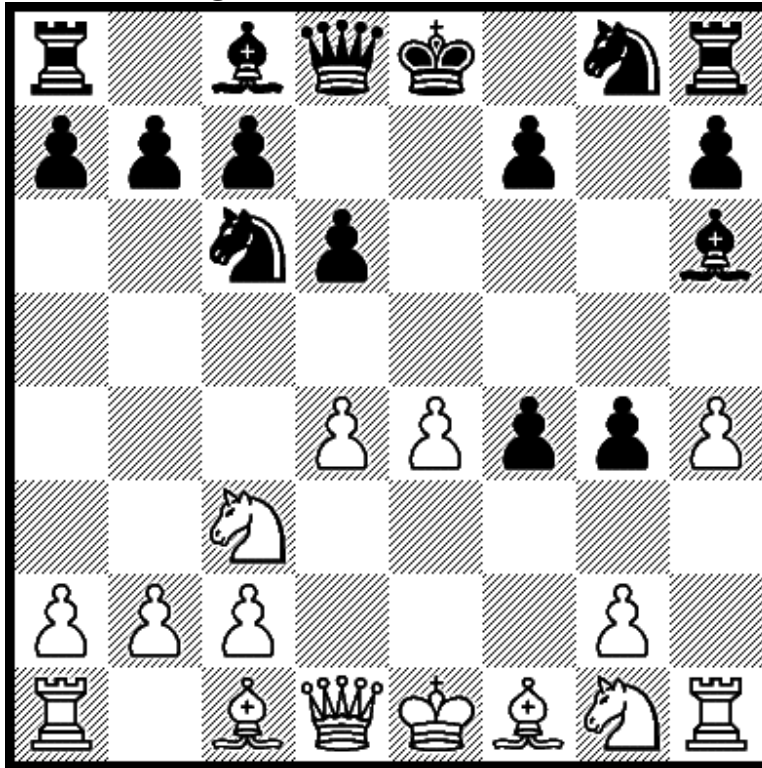
Diagram 148 after 6.Ng1 Bh6



7.Nc3

Black typically choose between 7...Nc6 and 7...c6.

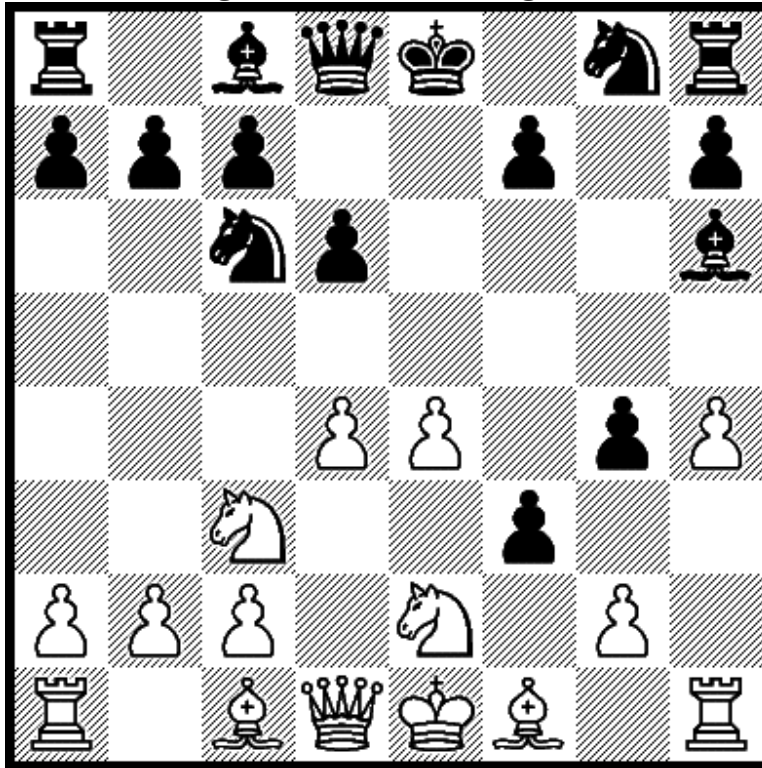
Diagram 149 after 7.Nc3 Nc6



8.Nge2

White develops the knight and attacks the f4 pawn.

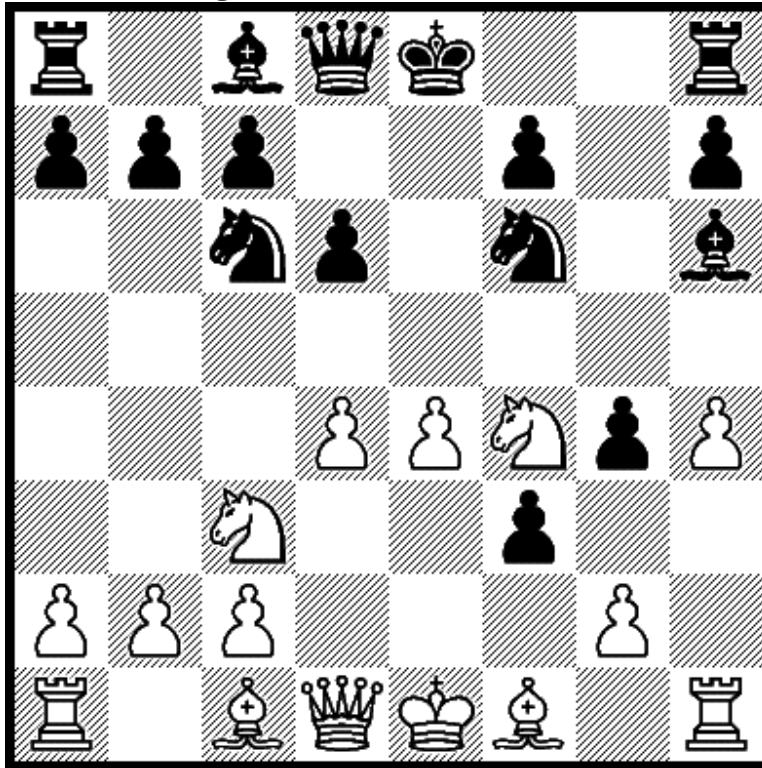
Diagram 150 after 8.Nge2 f3



9.Nf4

Black has 9...Nf6 and 9...f2+.

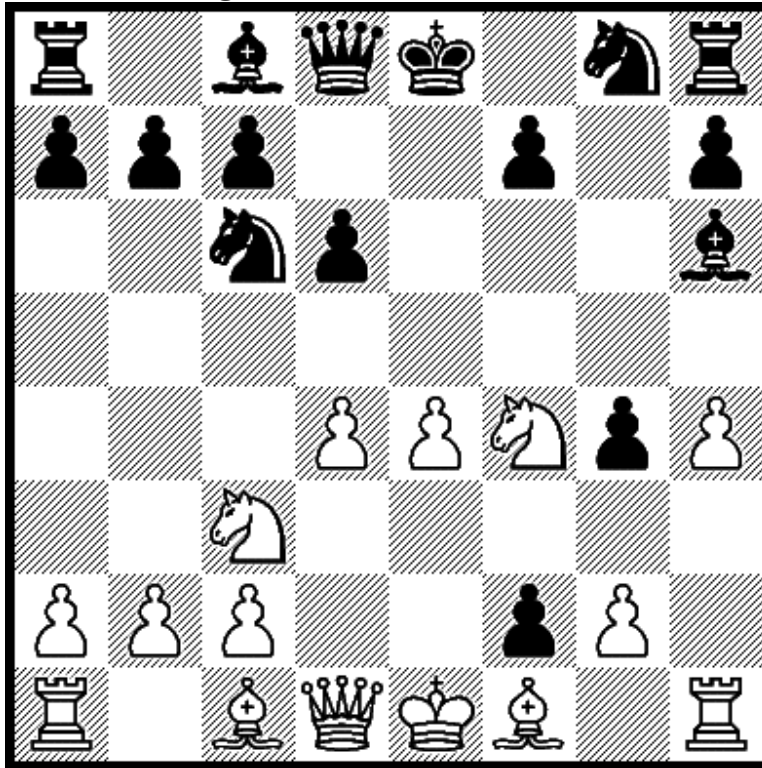
Diagram 151 after 9.Nf2 Nf6



10.Nfd5

If 10...Bxc1 11.Qxc1 Nxd4 12.Qd2 Nc6 13.Qf4.

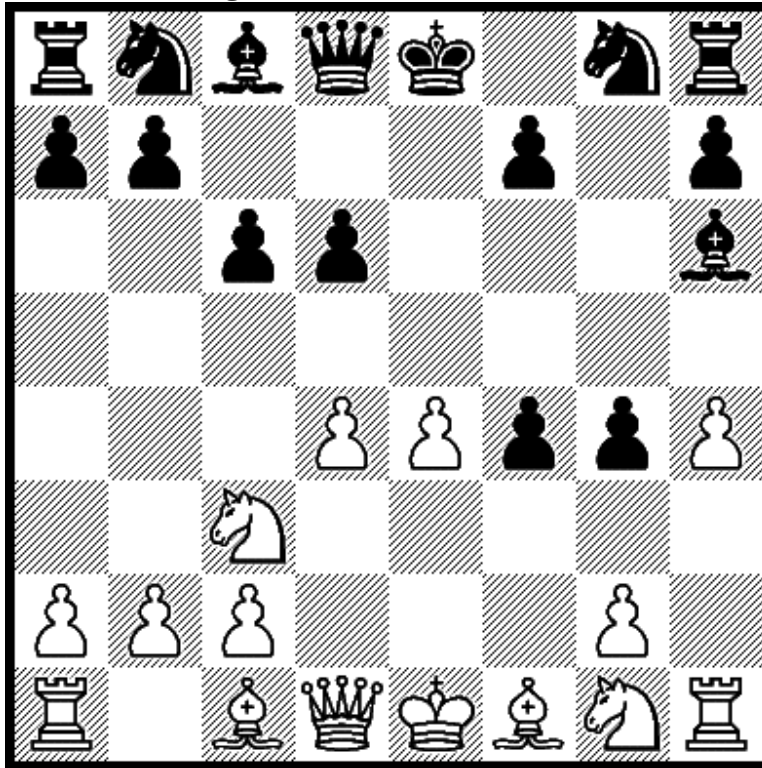
Diagram 152 after 9.Nf4 f2+



10.Kxf2

If 10...g3+ 11.Kxg3 Nf6 12.Kh2 Bg4 13.Qd3.

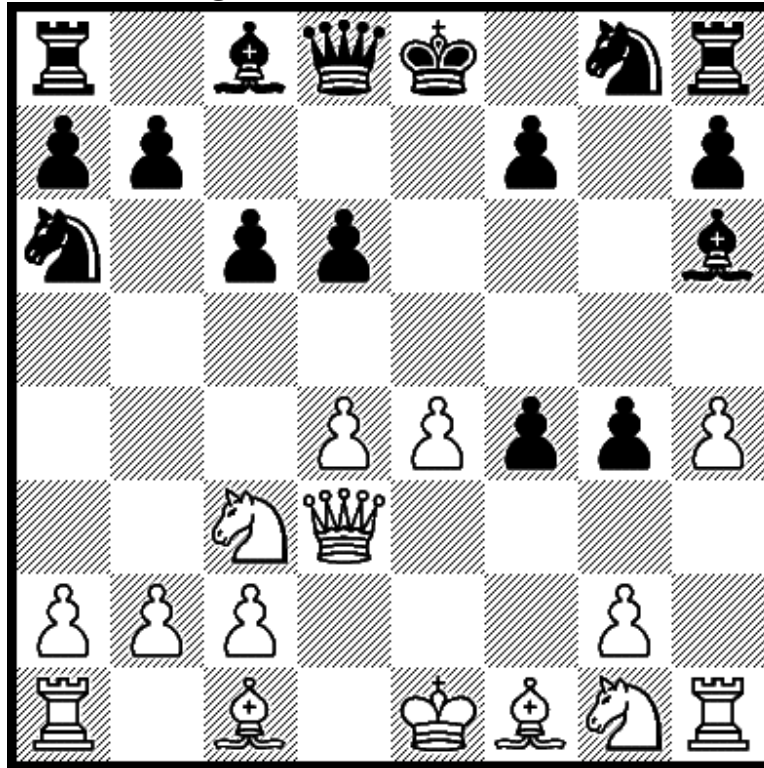
Diagram 153 after 7.Nc3 c6



8.Qd3

Black has 8...Na6 and 8...Qf6.

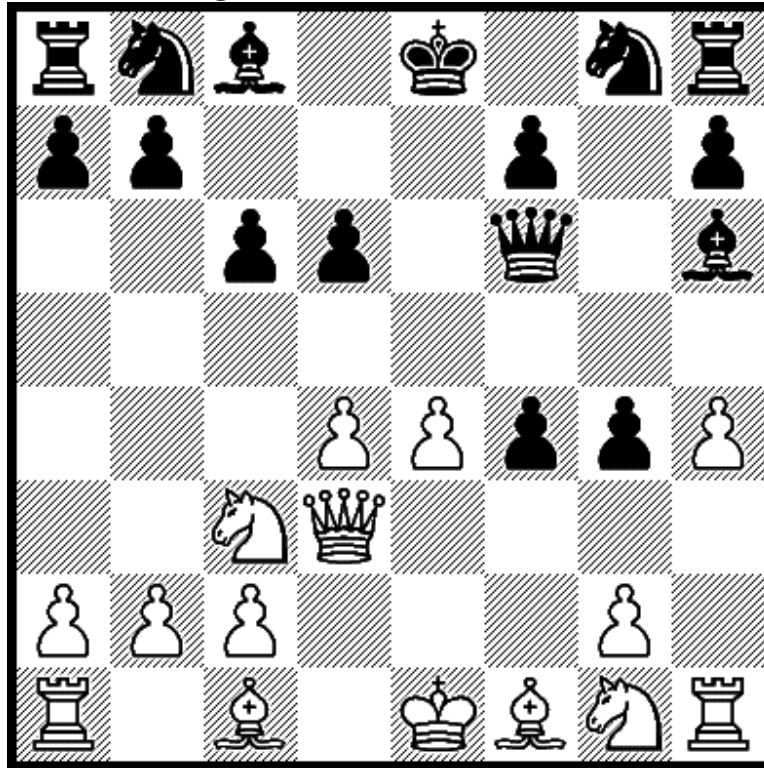
Diagram 154 after 8.Qd3 Na6



9.a3

If 9...Nc7 10.Nge2 Qf6 11.Bd2 f3 12.Ng3 f2+ 13.Kd1.

Diagram 155 after 8.Qd3 Qf6

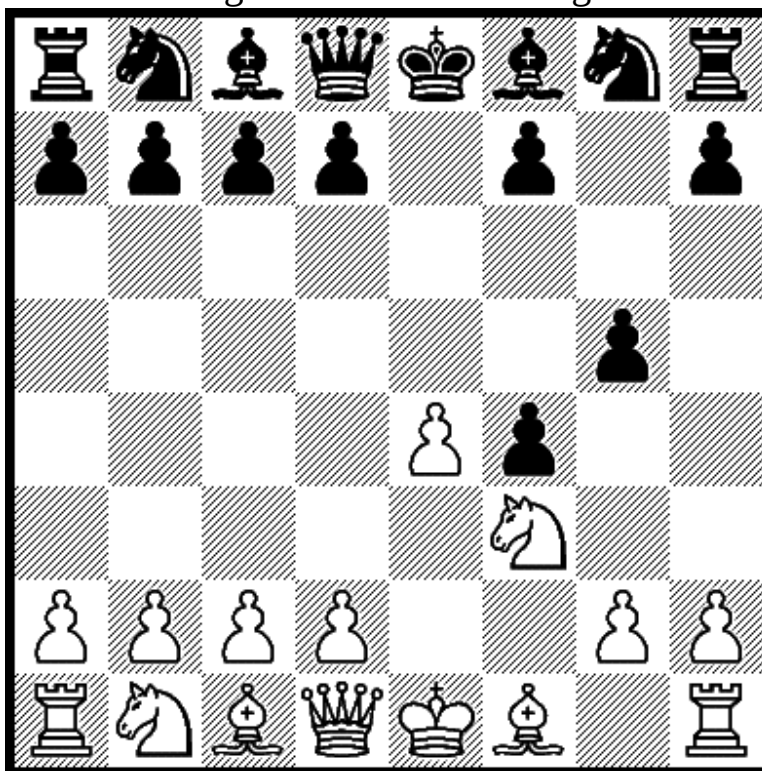


9.Bd2

If 9...Ne7 10.0-0-0 0-0 11.Kb1 Re8 12.Nge2 Nd7 13.Re1.

2.f4 exf4 3.Nf3 g5

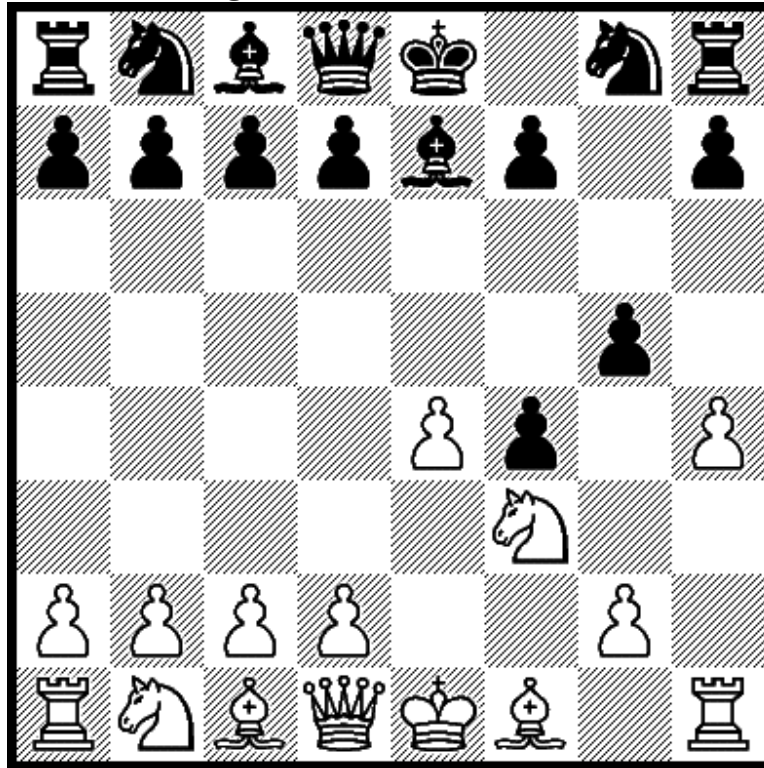
Diagram 156 after 3.Nf3 g5



4.h4

Black has 4...Be7, 4...f6, and 4...g4.

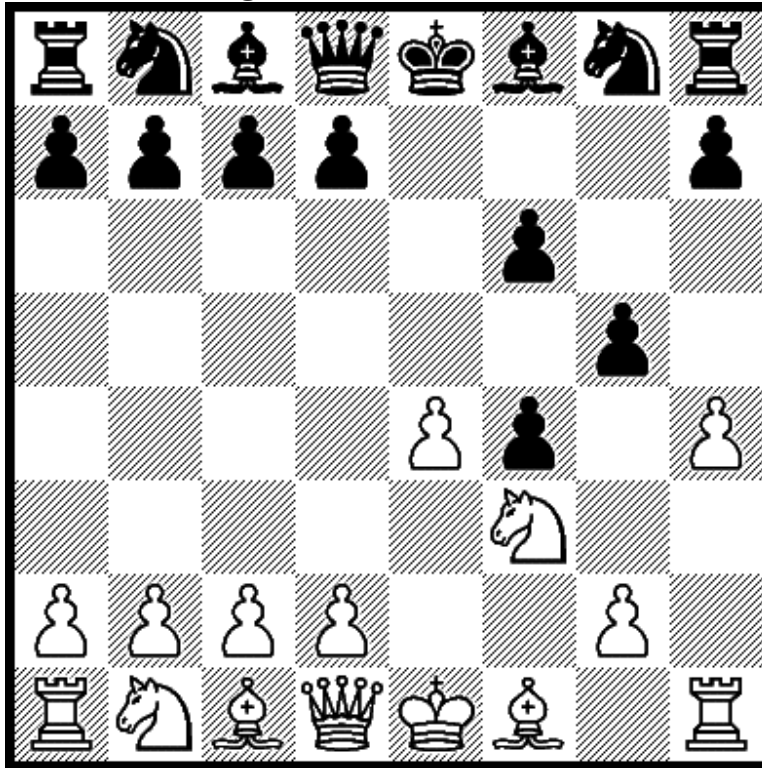
Diagram 157 after 4.h4 Be7



5.hxg5

If 5...Bxg5 6.d4 d6 7.Qd3 Bh6 8.Nc3 c6 9.Bd2.

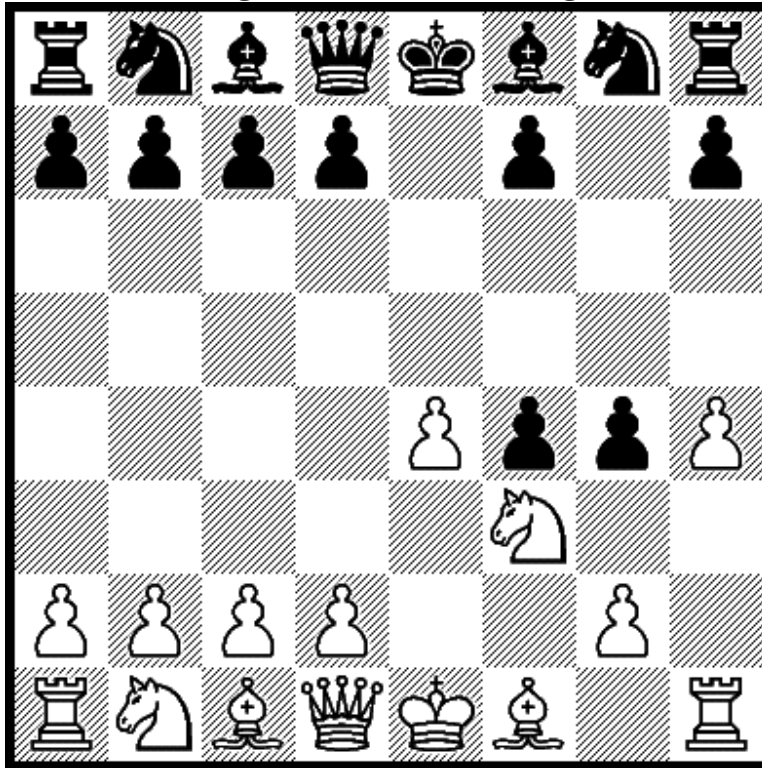
Diagram 158 after 4.h4 f6



5.Nxg5

If 5...fxg5 6.Qh5+ Ke7 7.Qxg5+ Ke8 8.Qh5+! Ke7 9.Qe5+.

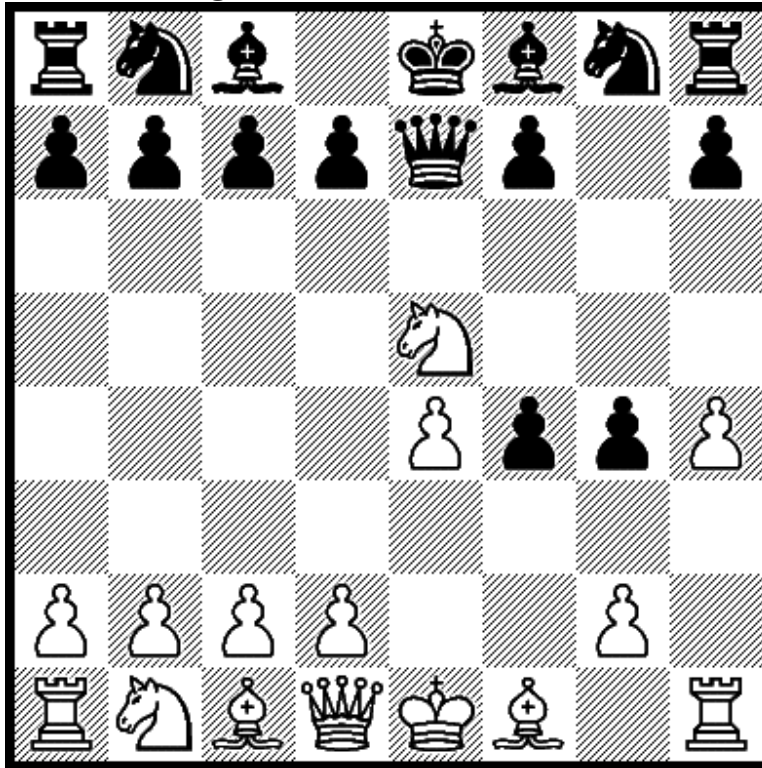
Diagram 159 after 4.h4 g4



5.Ne5

Now 5...Qe7, 5...Be7, 5...Bg7, 5...h5, 5...d5, 5...d6, or 5...Nf6.

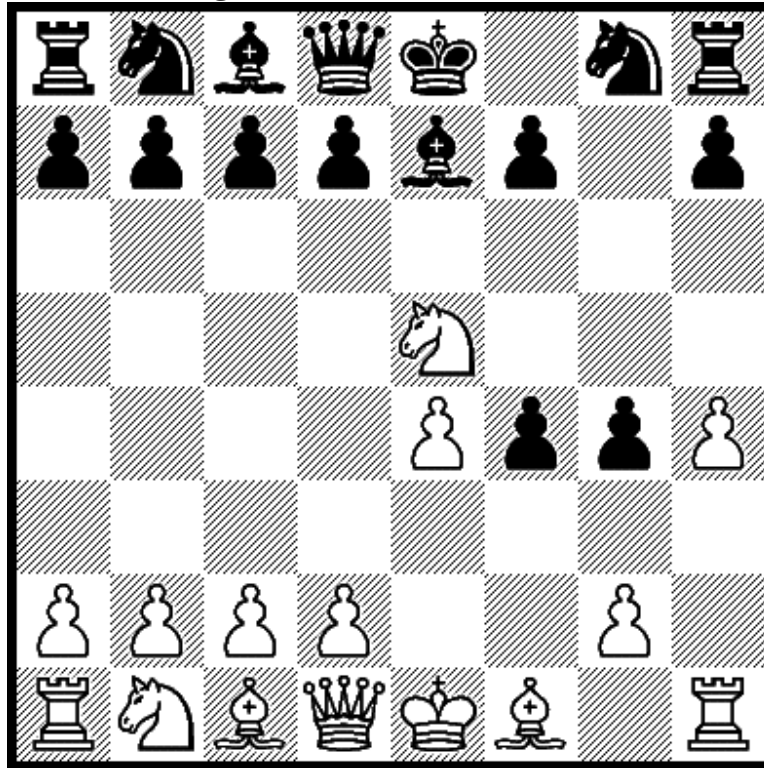
Diagram 160 after 5.Ne5 Qe7



6.d4

If 6...d6 7.Nxg4 Qxe4+ 8.Qe2 Qe7 9.Qxe7+ Bxe7 10.Nf2.

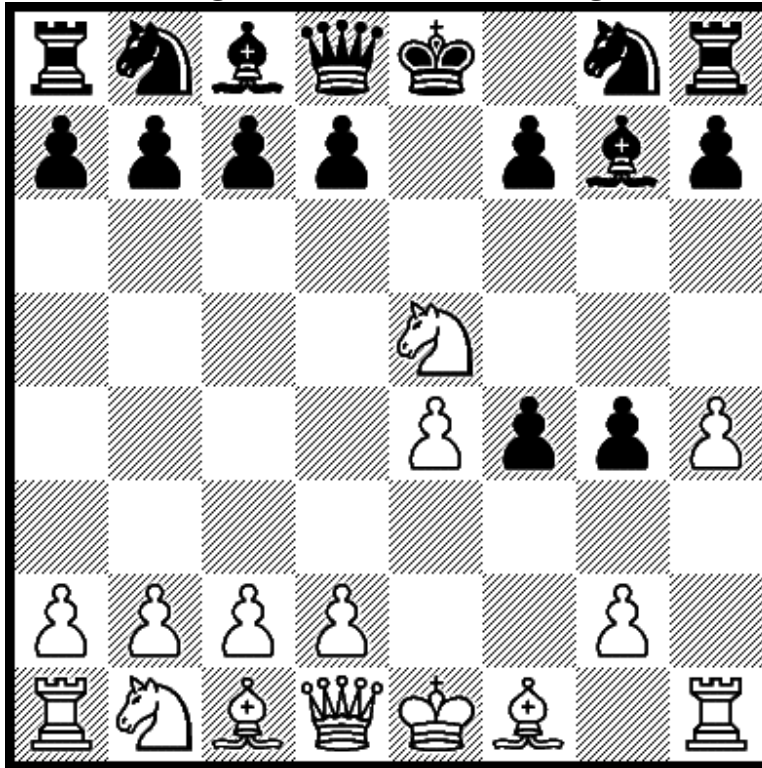
Diagram 161 after 5.Ne5 Be7



6.Bc4

If 6...Nh6 7.d4 d6 8.Nd3. If 6...Bh4+ 7.Kf1 Nh6 8.Nxg4.

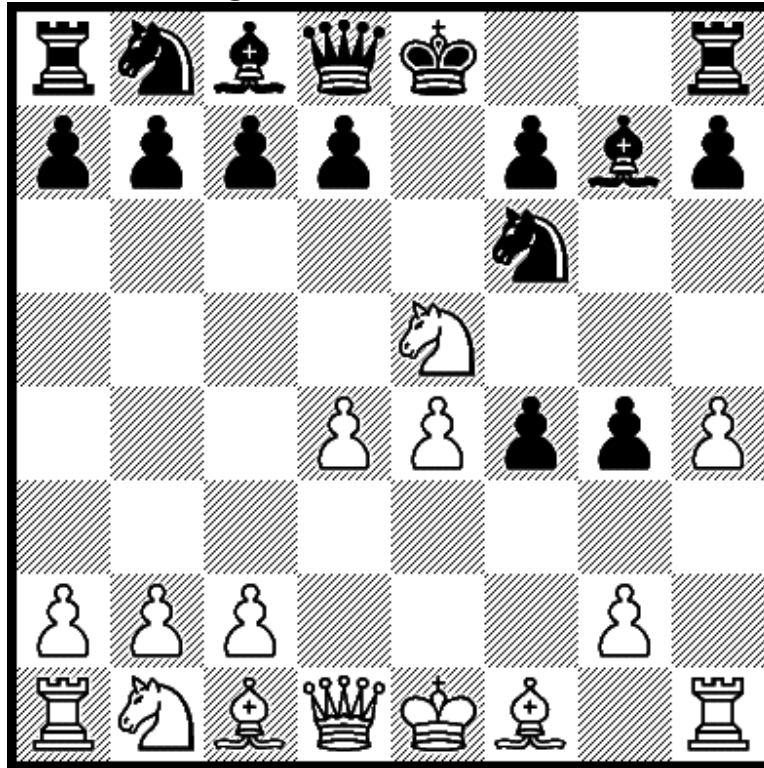
Diagram 162 after 5.Ne5 Bg7



6.d4

Black has 6...Nf6 and 6...d6.

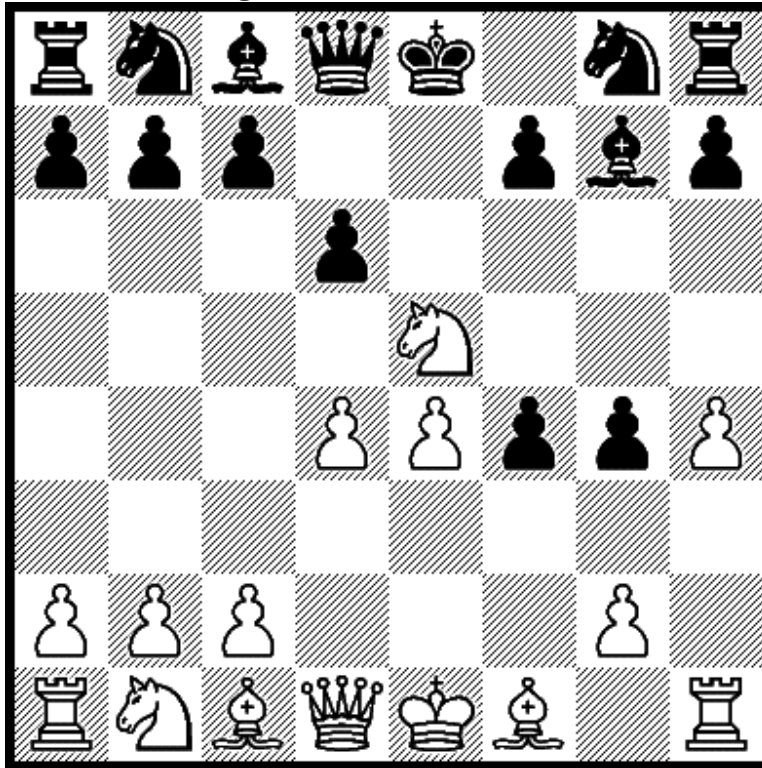
Diagram 163 after 6.d4 Nf6



7.Nxg4

If 7...Nxe4 8.Nc3 Nxc3 9.bxc3 Qe7+ 10.Qe2 d6 11.Nf2.

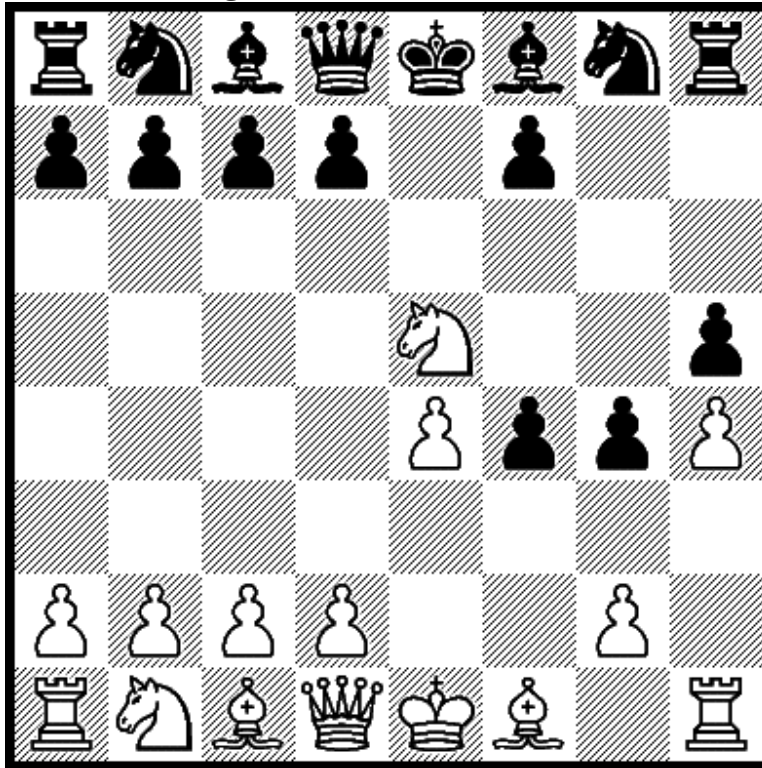
Diagram 164 after 6.d4 d6



7.Nxg4

If 7...Bxg4 8.Qxg4 Bxd4 9.Nc3 Nf6 10.Qxf4 Nc6 11.Nd5.

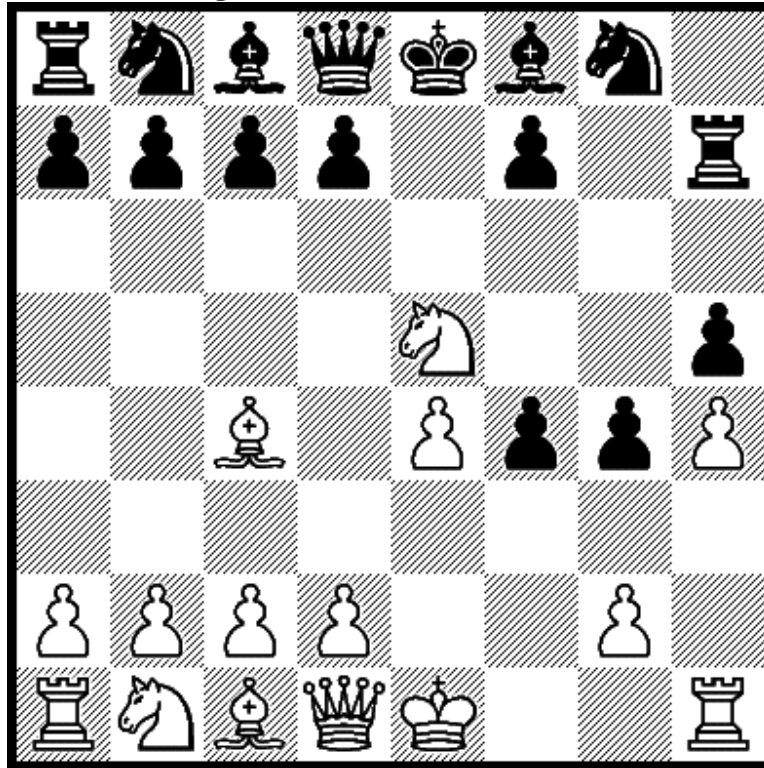
Diagram 165 after 5.Ne5 h5



6.Bc4

Black can defend f7 by either 6...Rh7 or 6...Nh6.

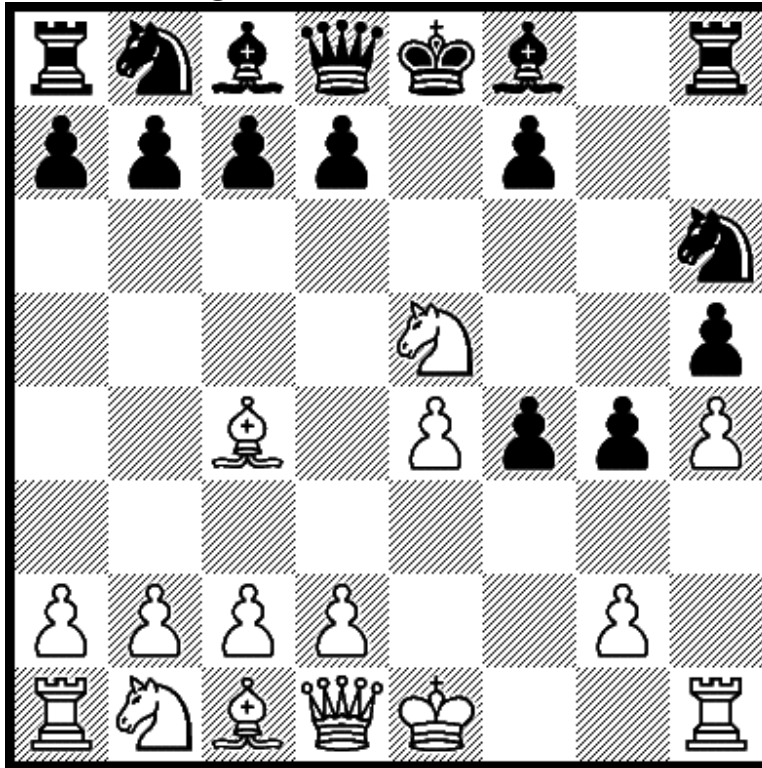
Diagram 166 after 6.Bc4 Rh7



7.d4

If 7...d6 8.Nxf7 Rxf7 9.Bxf7+ Kxf7 10.Bxf4 Bh6 11.Bxh6.

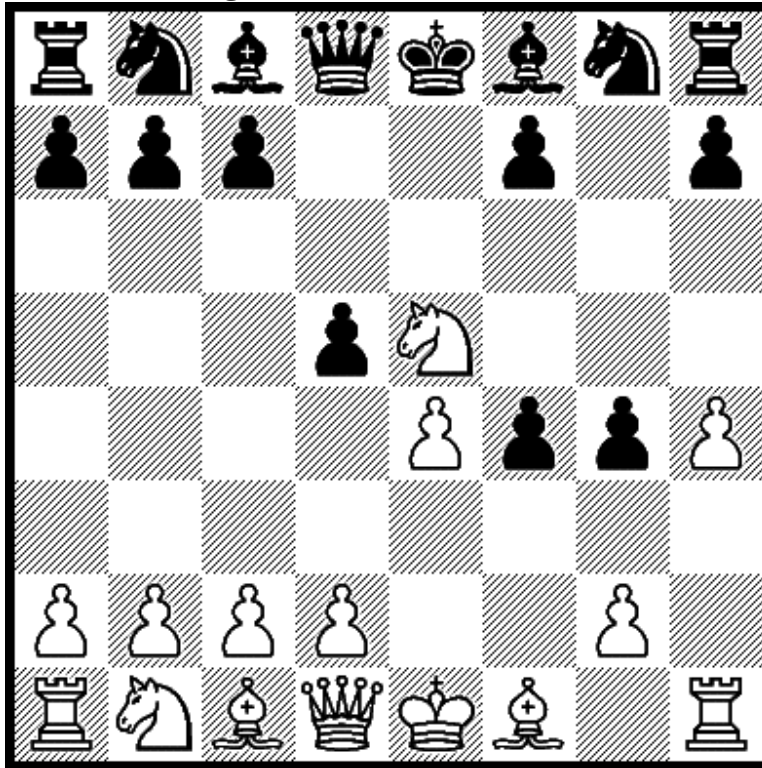
Diagram 167 after 6.Bc4 Nh6



7.d4

If 7...d6 8.Nd3 f3 9.gxf3 Be7 10.Be3 Bh4+ 11.Kd2.

Diagram 168 after 5.Ne5 d5

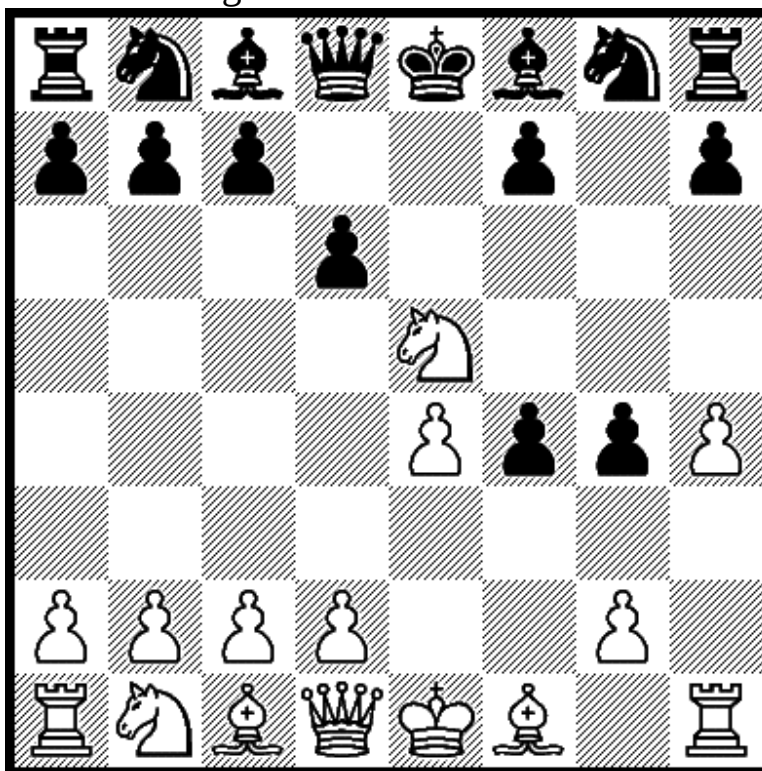


6.d4

If 6...Nf6 7.Bxf4 Nxe4 8.Nd2 Nxd2 9.Qxd2 f6 10.Nd3.

4.h4 g4 5.Ne5 d6

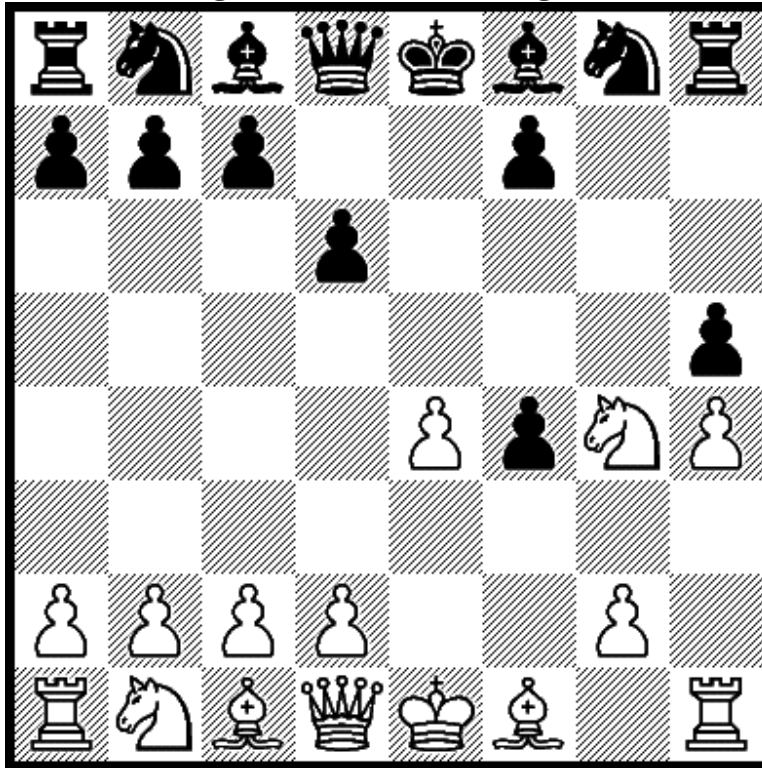
Diagram 169 after 5.Ne5 d6



6.Nxg4

If 6...Nf6 see 5...Nf6. Here 6...h5, 6...Bxg4, 6...Bg7, or 6...Be7.

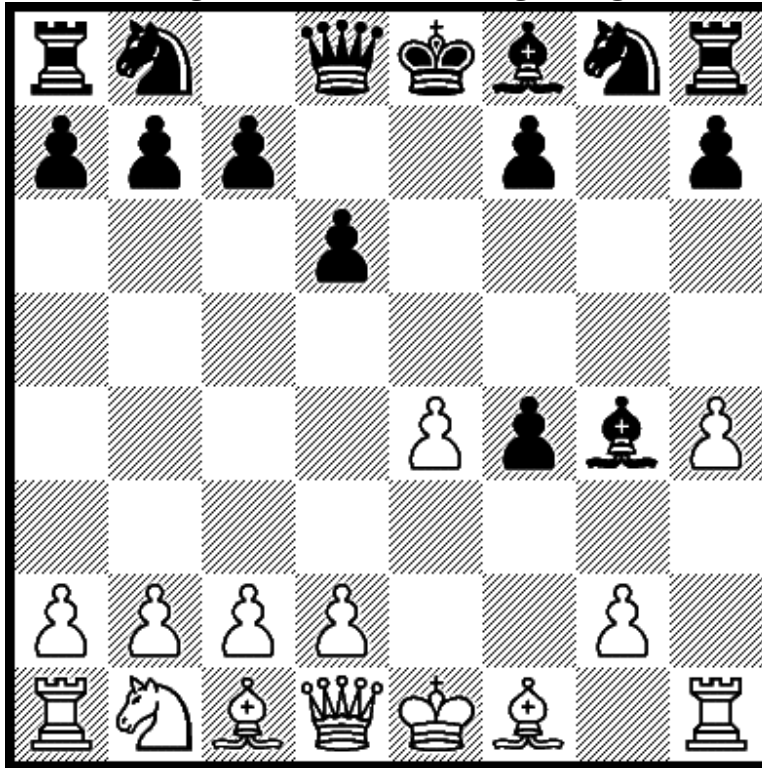
Diagram 170 after 6.Nxg4 h5



7.Nf2

If 7...Nf6 8.d4 Bh6 9.Nc3 Bg4 10.Be2 Nc6 11.Qd3.

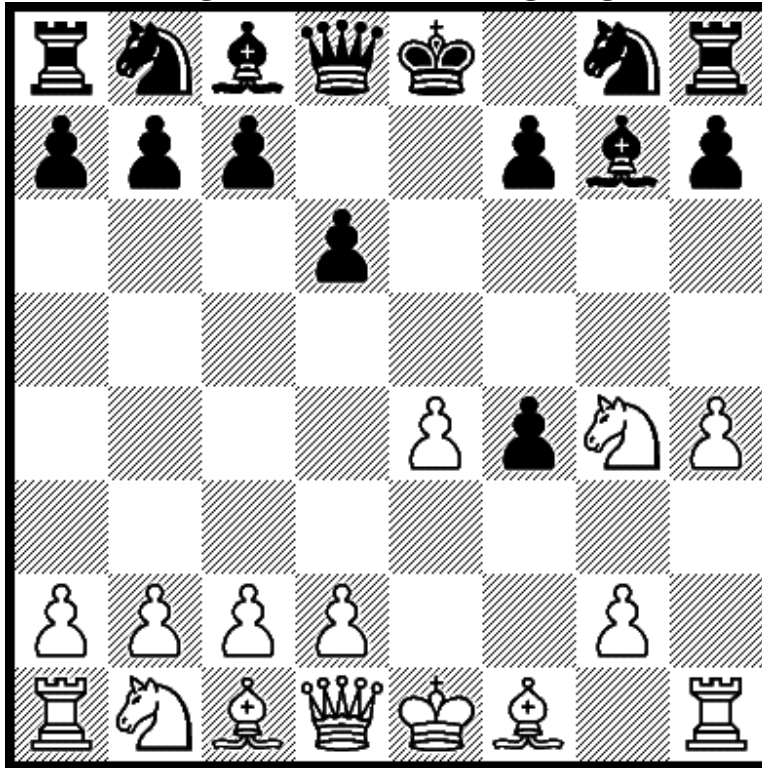
Diagram 171 after 6.Nxg4 Bxg4



7.Qxg4

If 7...Nf6 8.Qxf4 and now 8...Qe7 9.Nc3 or 8...Nbd7 9.g4.

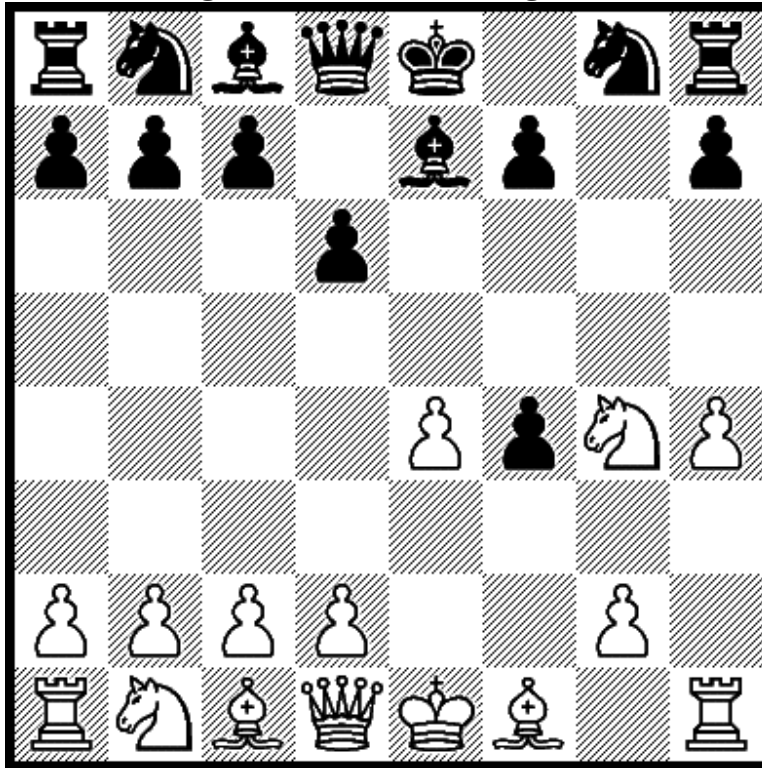
Diagram 172 after 6.Nxg4 Bg7



7.Nc3

If 7...Nf6 8.Nf2 Nc6 9.d4. If 7...Nc6 8.Nf2 Bd4 9.d3.

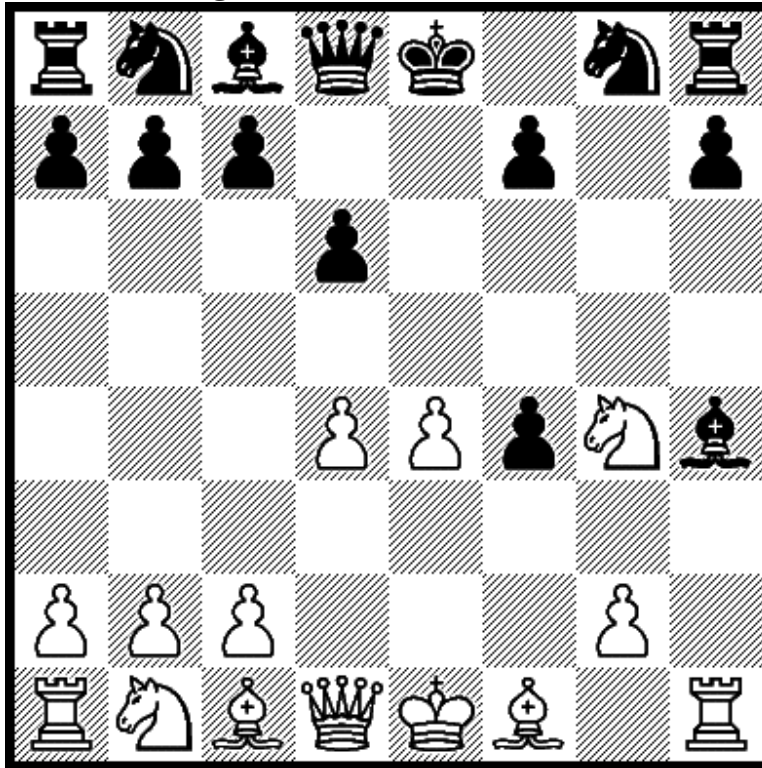
Diagram 173 after 6.Nxg4 Be7



7.d4

The White center is compensation for the extra pawn.

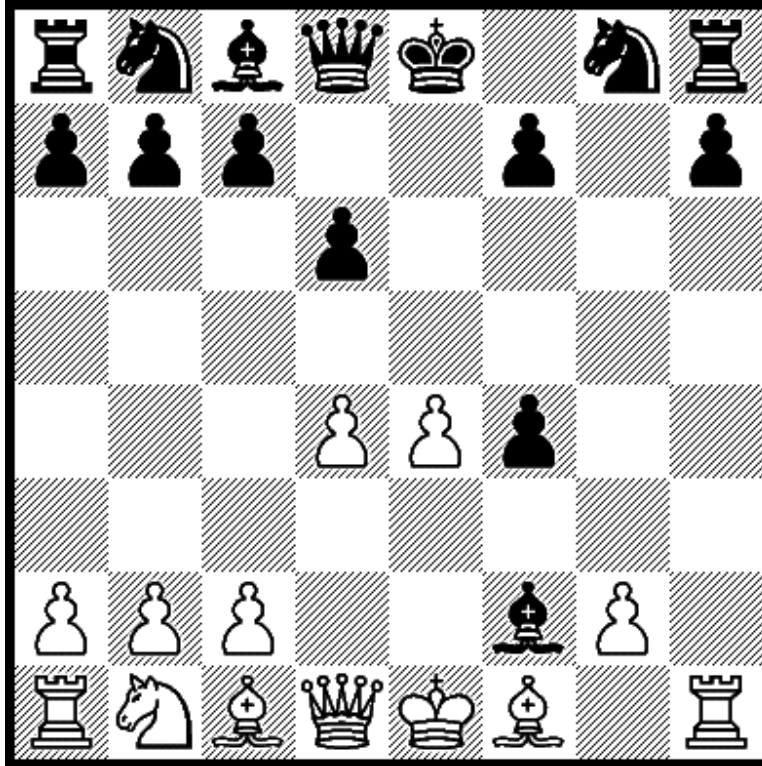
Diagram 174 after 7.d4 Bh4+



8.Nf2

Now Black has 8...Bxf2+, 8...Bg3, and 8...Qg5.

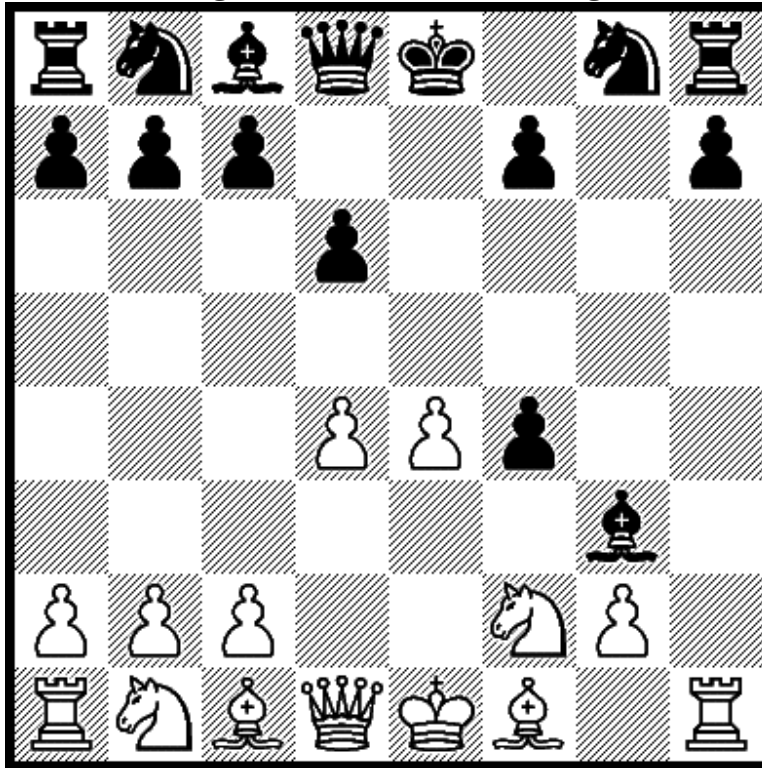
Diagram 175 after 8.Nf2 Bxf2+



9.Kxf2

If 9...Qg5 10.Qf3 Nc6 11.Bxf3 Qg7 12.c3.

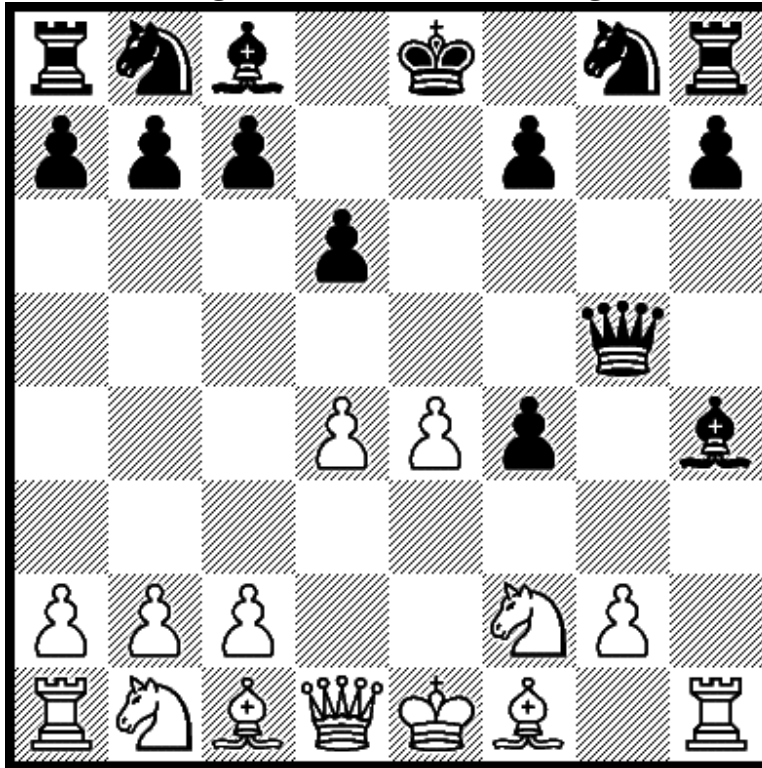
Diagram 176 after 8.Nf2 Bg3



9.Qf3

If 9...Qg5 see 8...Qg5 9.Qf3 Bg3.

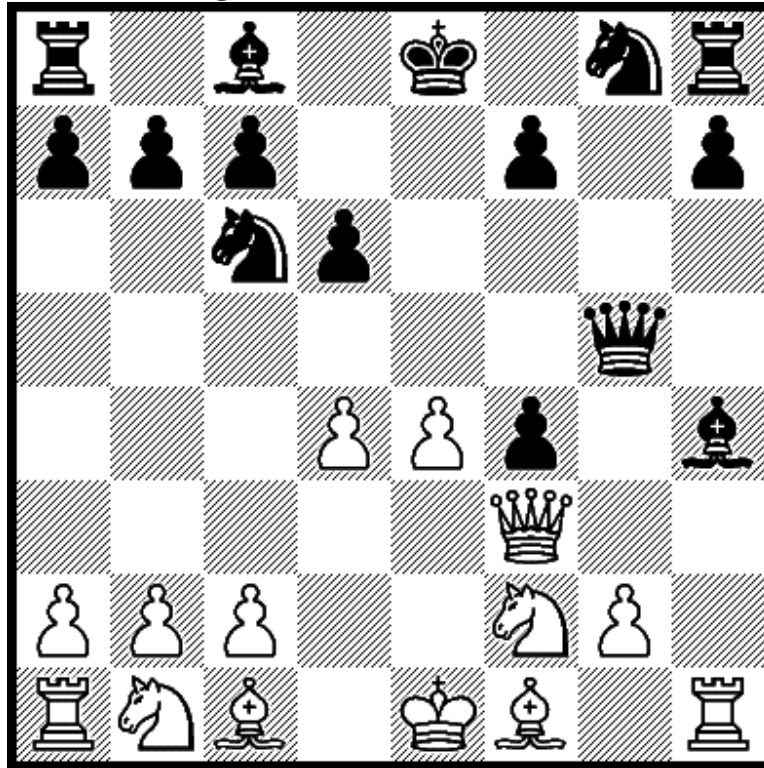
Diagram 177 after 8.Nf2 Qg5



9.Qf3

Now Black has 9...Nc6 and 9...Bg3.

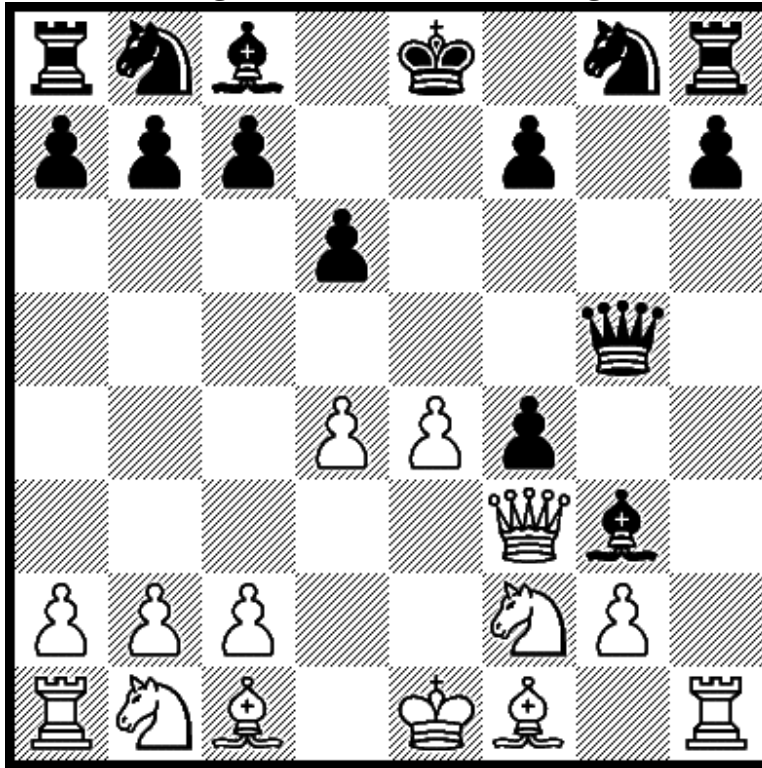
Diagram 178 after 9.Qf3 Nc6



10.d5

If 10...Nd4 11.Qd3 Bxf2+ 12.Kxf2 Qg3+ 13.Kg1 f3 14.Qxd4.

Diagram 179 after 9.Qf3 Bg3

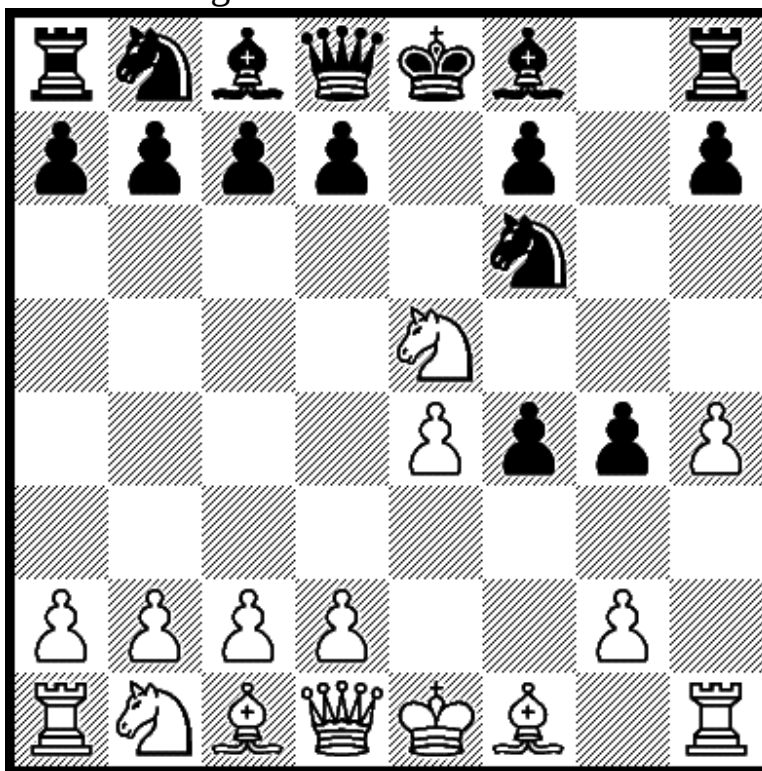


10.Nc3

If 10...Nf6 11.Bd2 Nc6 12.Bb5 Bd7 13.Bxc6 Bxc6 14.0-0-0.

4.h4 g4 5.Ne5 Nf6

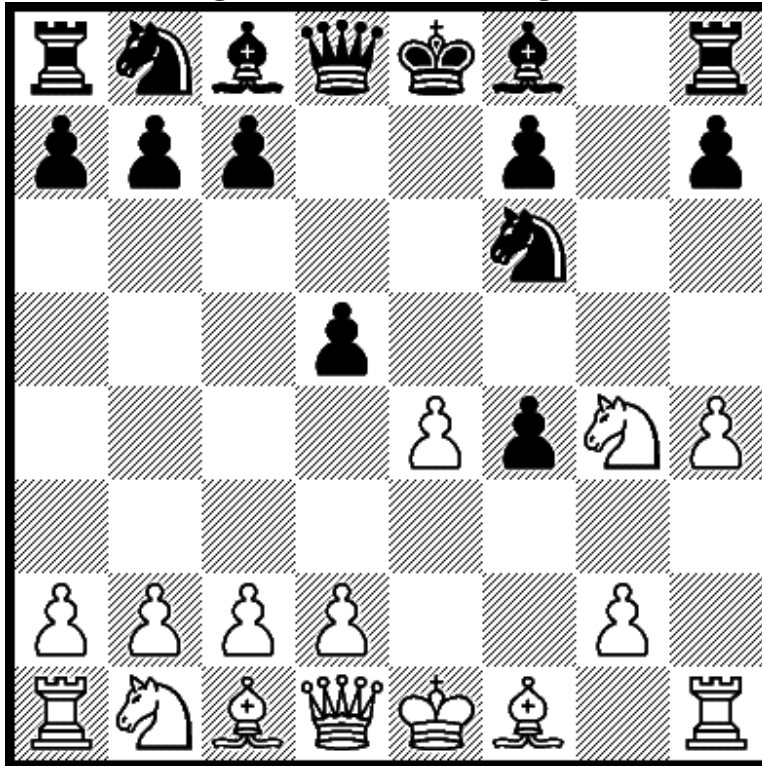
Diagram 180 after 5.Ne5 Nf6



6.Nxg4

Now Black has 6...d5, 6...Nxg4, 6...Nxe4, and 6...d6.

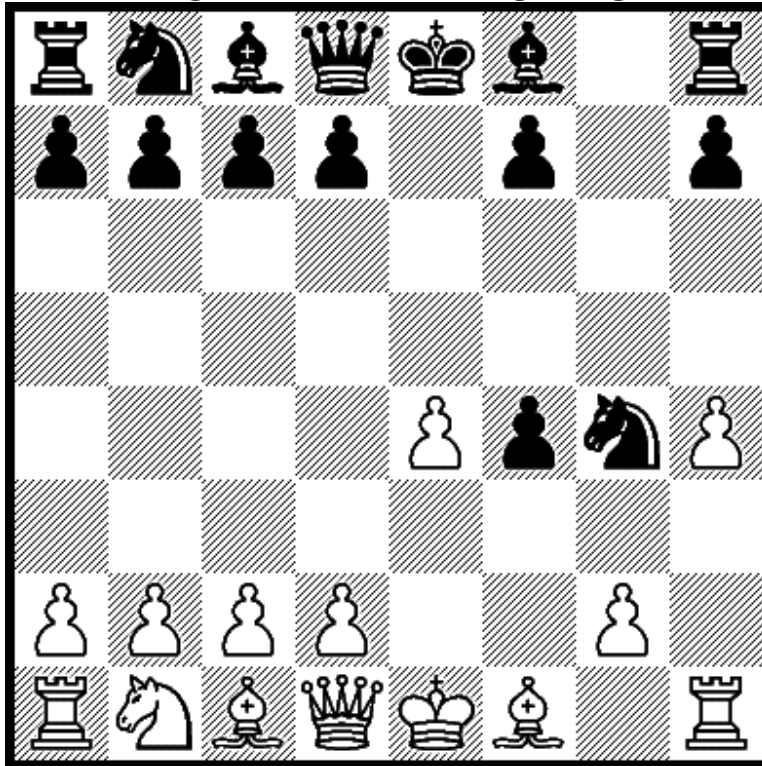
Diagram 181 after 6.Nxg4 d5



7.Nxf6+

If 7...Qxf6 8.Nc3 dxe4 9.Nxe4 Qg6 10.d3.

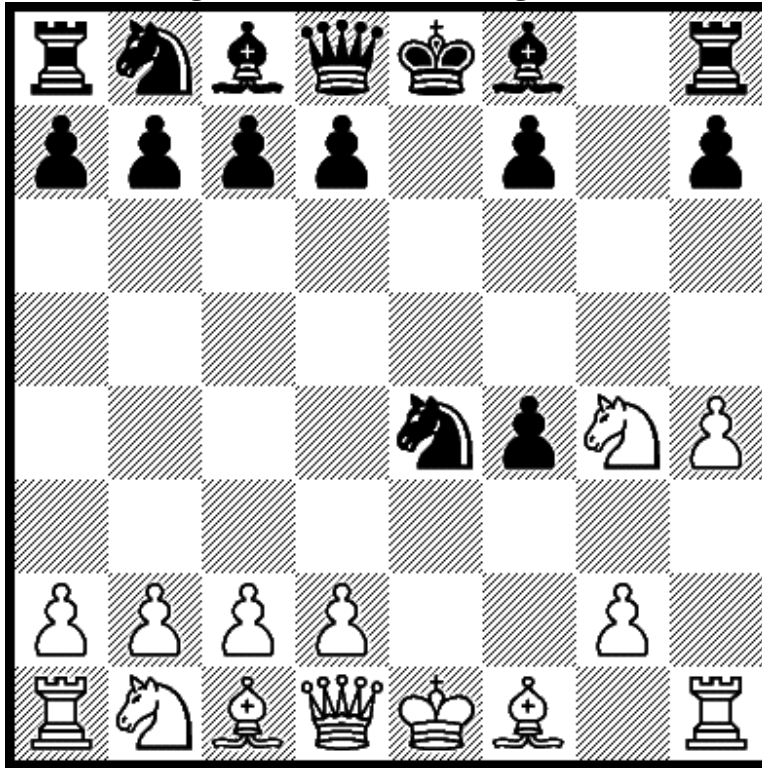
Diagram 182 after 6.Nxg4 Nxg4



7.Qxg4

If 7...d5 8.Qxf4 Nc6 9.exd5 Qxd5 10.Nc3.

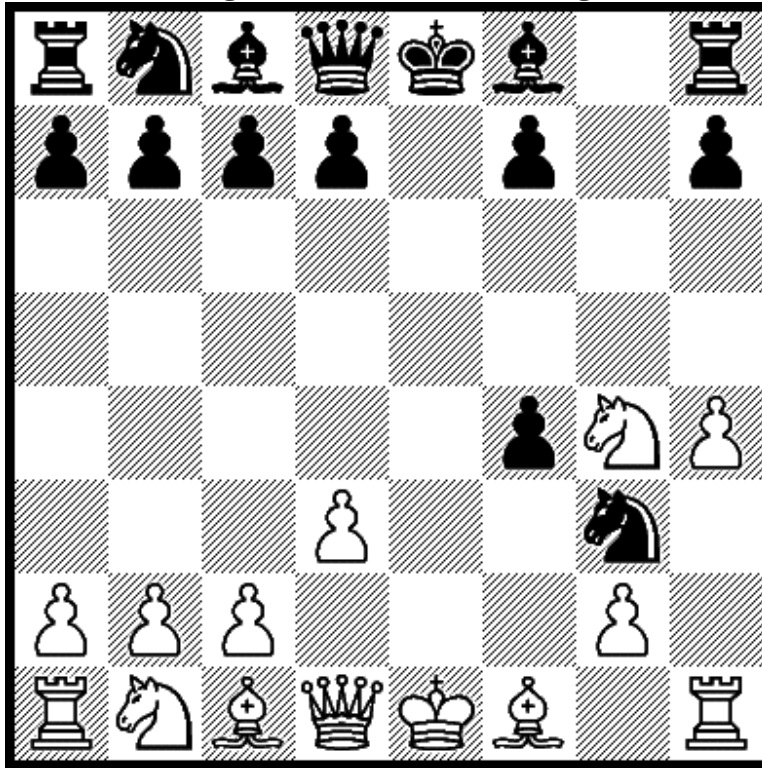
Diagram 183 after 6.Nxg4 Nxe4



7.d3

White simultaneously attacks the knight and pawn.

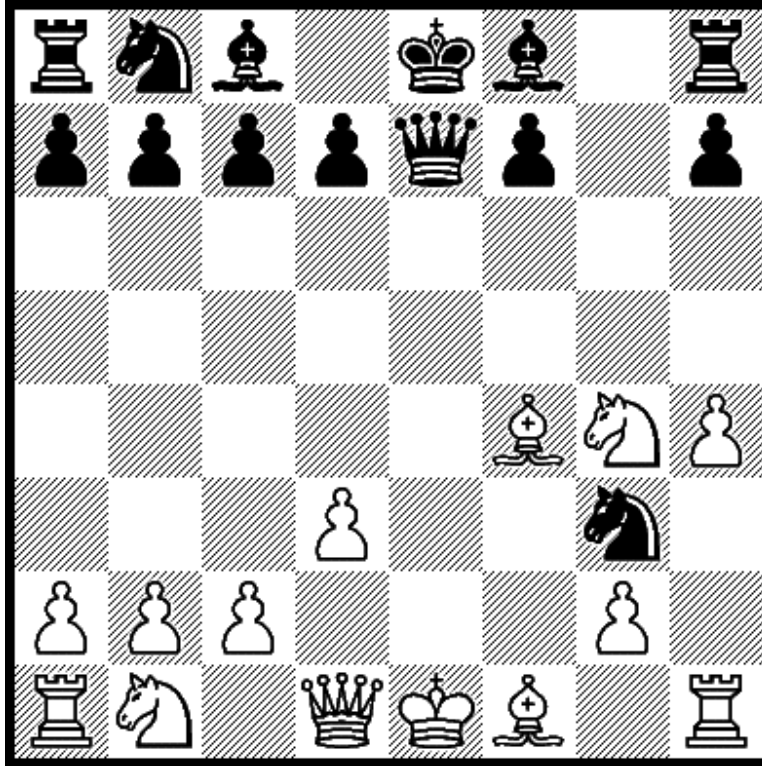
Diagram 184 after 7.d3 Ng3



8.Bxf4

White sacs the Exchange. Black has 8...Qe7+ and 8...Nxf1.

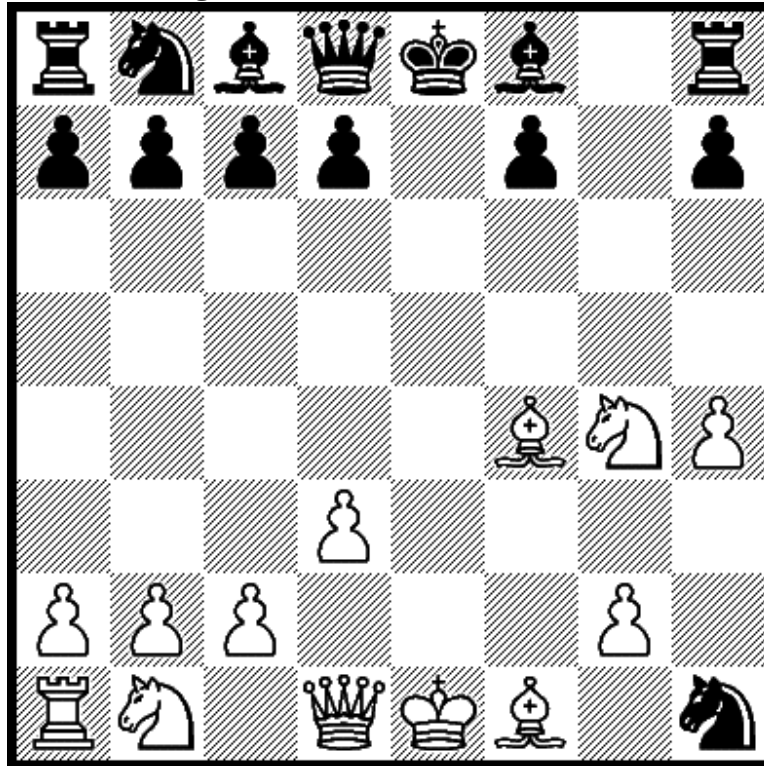
Diagram 185 after 8.Bxf4 Qe7+



9.Be2

If 9...Qb4+ 10.Qd2 Qxd2+ 11.Nxd2 Nxh1 12.Nf6+.

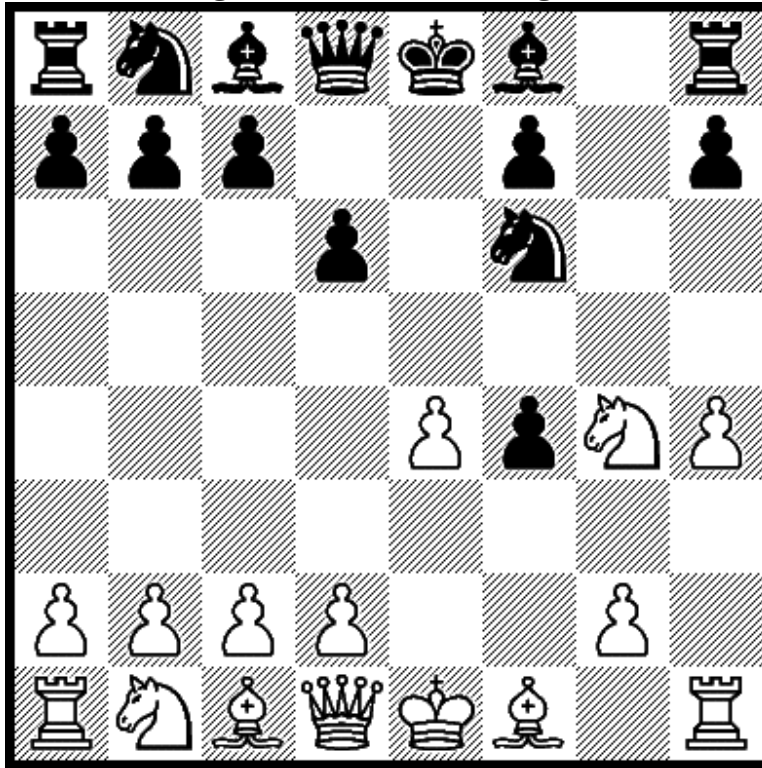
Diagram 186 after 8.Bxf4 Nxf1



9.Qe2+

9...Qe7 10.Nf6+ Kd8 11.Bxc7+ Kxc7 12.Nd5+ Kd8 13.Nxe7.

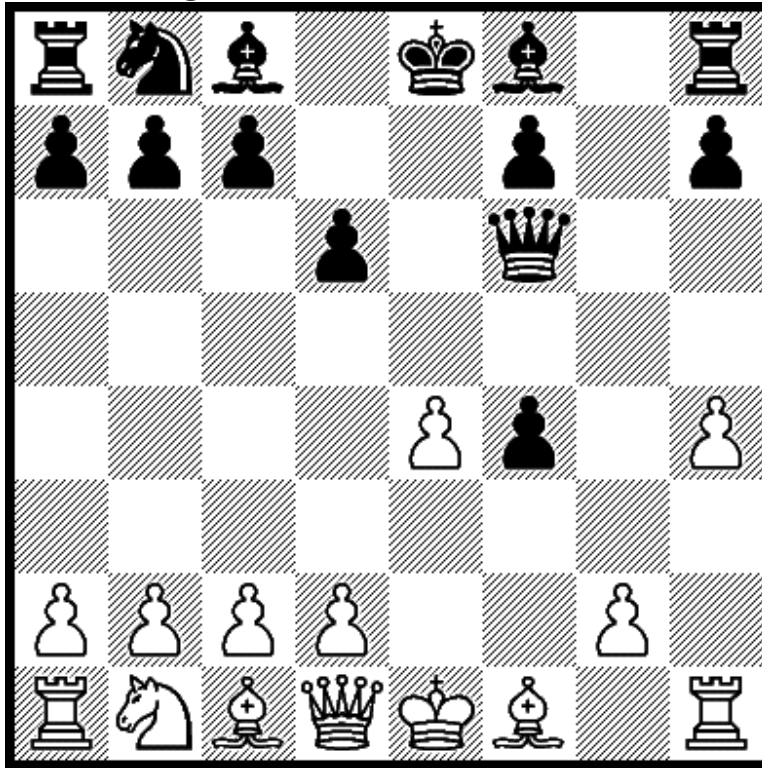
Diagram 187 after 6.Nxg4 d6



7.Nxf6+

Swapping knights seems a little stronger than retreating.

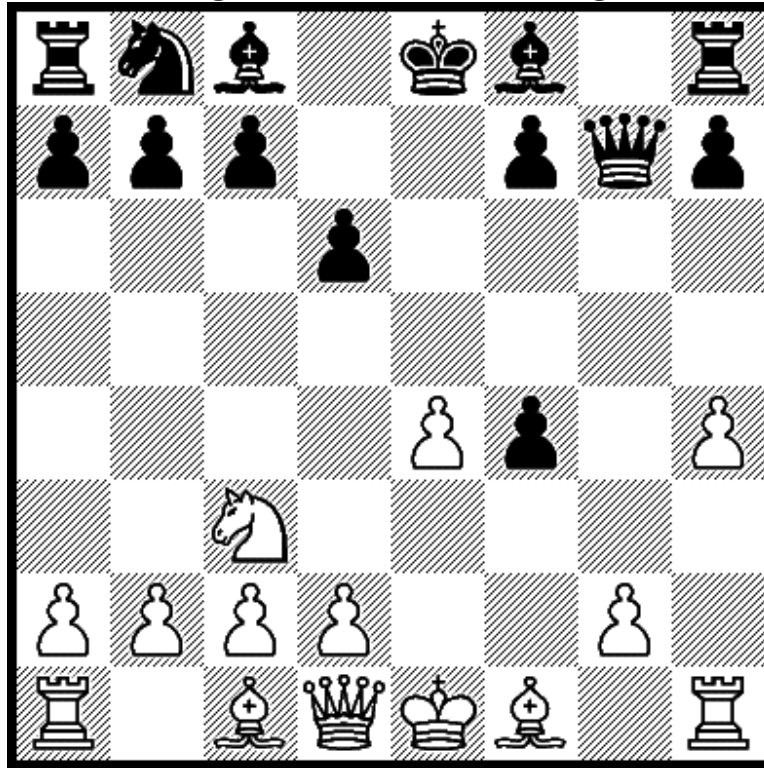
Diagram 188 after 7.Nxf6+ Qxf6



8.Nc3

Black has 8...Qg7, 8...Be6, 8...c6, and 8...Nc6.

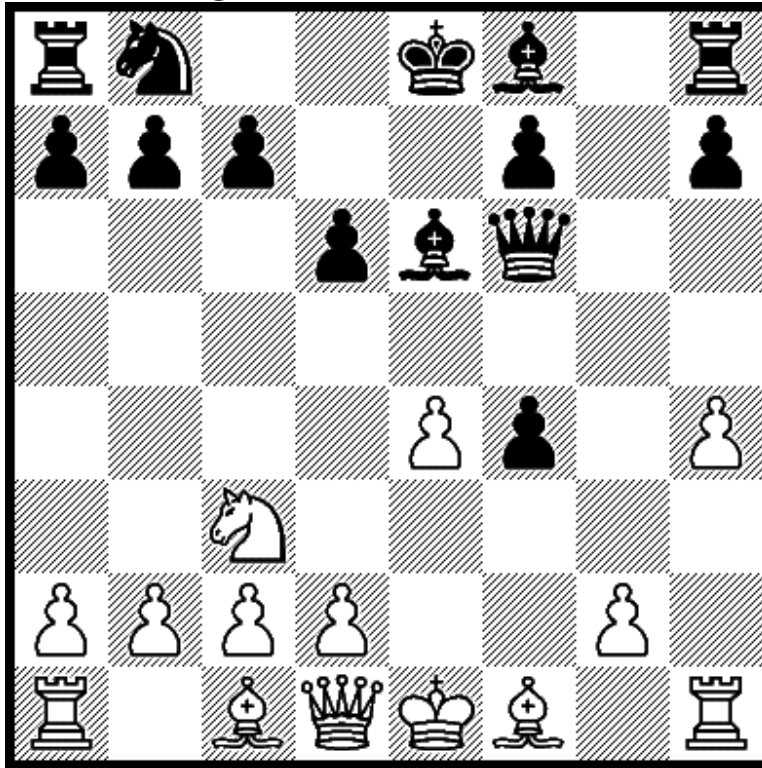
Diagram 189 after 8.Nc3 Qg7



9.Qf3

If 9...Qg3+ 10.Qxg3 fxc3 11.Nd5 Kd8 12.d4 Be6 13.Bg5+.

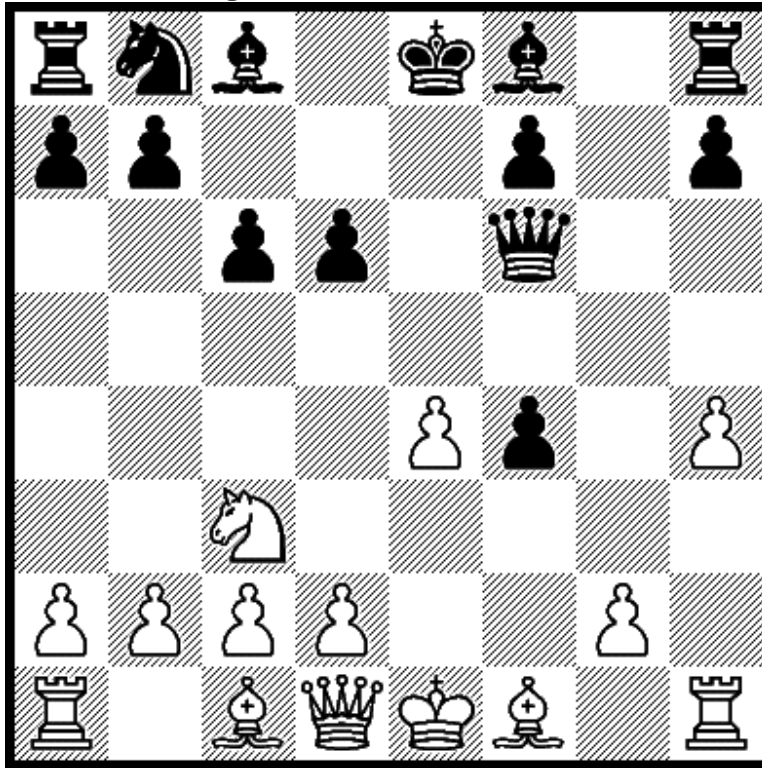
Diagram 190 after 8.Nc3 Be6



9.d4

If 9...Rg8 10.Nd5 Bxd5 11.exd5 Bh6 12.Qe2+ Kf8 13.Bd2.

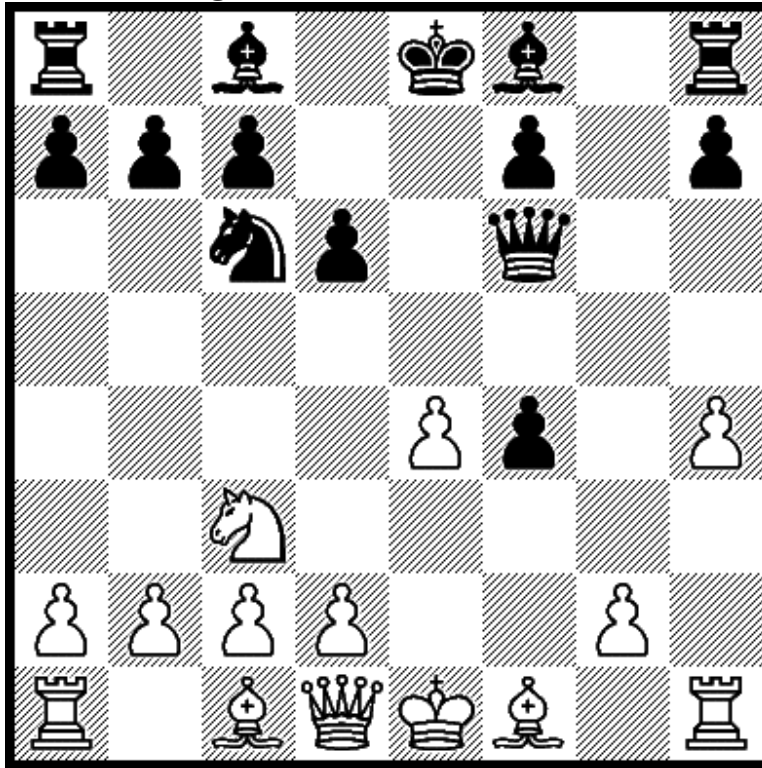
Diagram 191 after 8.Nc3 c6



9.Qf3

If 9...Rg8 10.Qf2 Bg4 11.d3 Bh6 12.Be2 Nd7 13.g3.

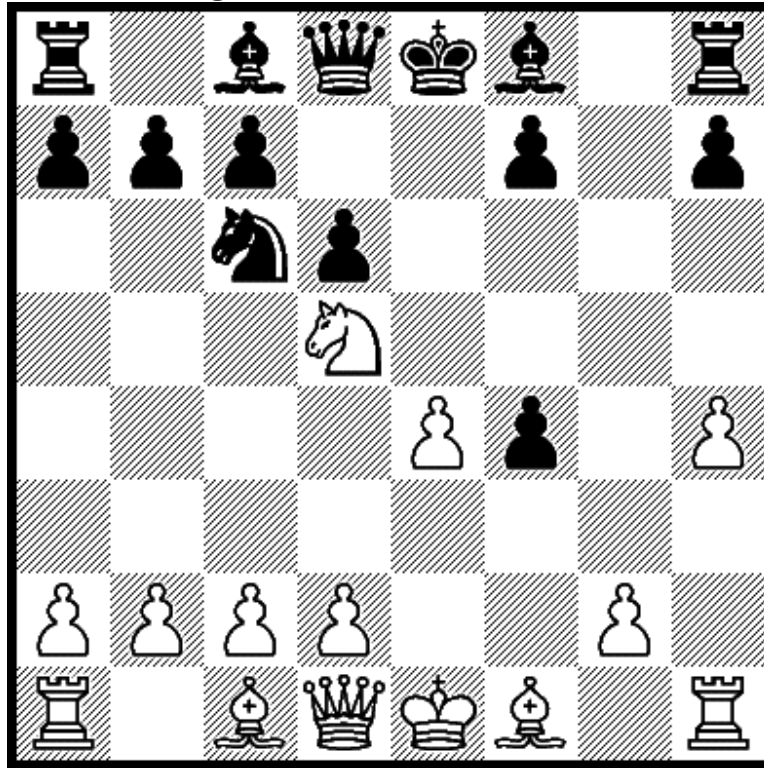
Diagram 192 after 8.Nc3 Nc6



9.Nd5

Black has 9...Qd8 and 9...Qg6.

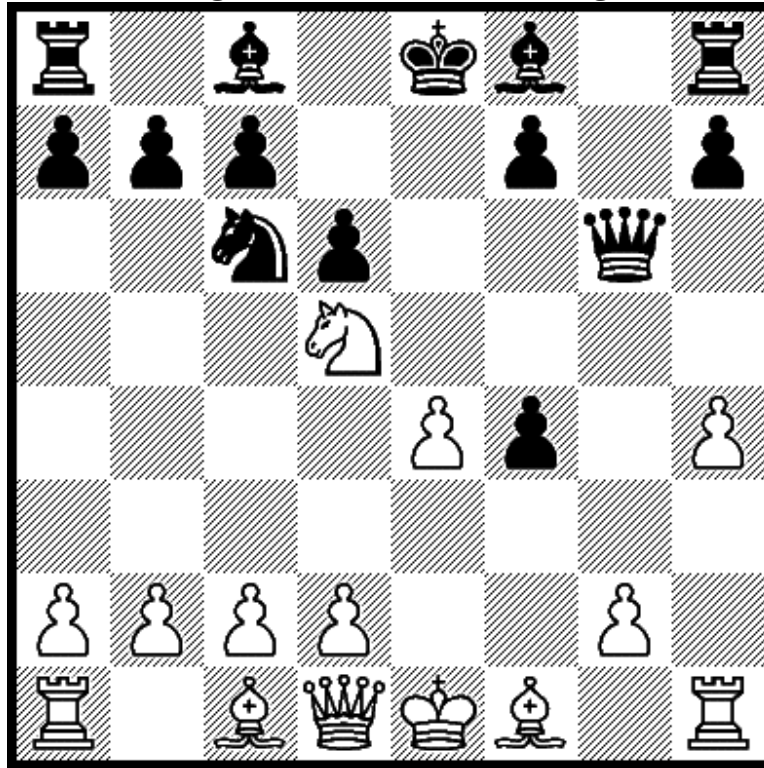
Diagram 193 after 9.Nd5 Qd8



10.d4

If 10...Bg7 11.c3 0-0 12.Bxf4 Ne7 13.Ne3 d5 14.Qf3.

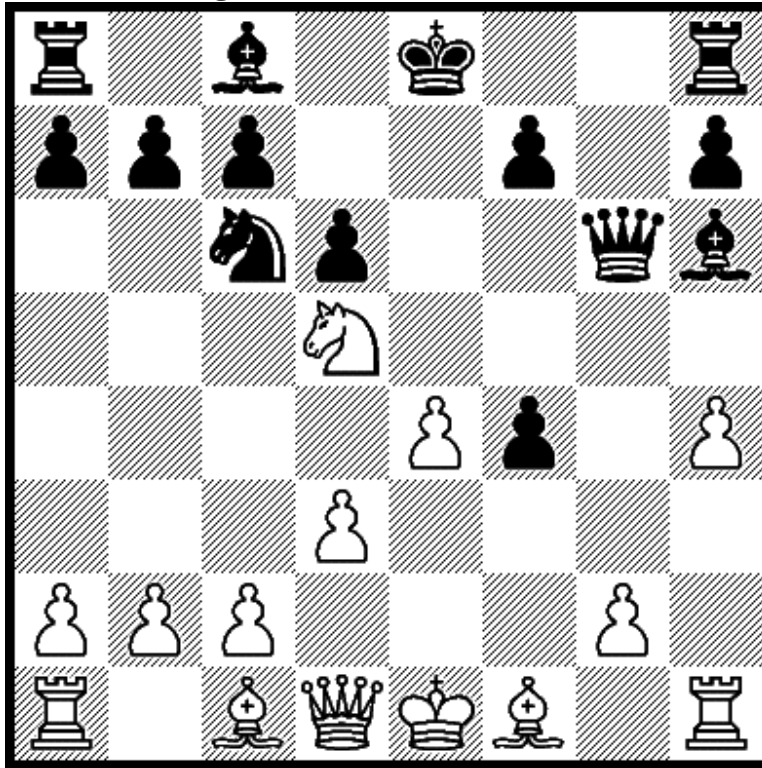
Diagram 194 after 9.Nd5 Qg6



10.d3

Protect e4 and attack f4. Black has 10...Bh6 and 10...Qg3+.

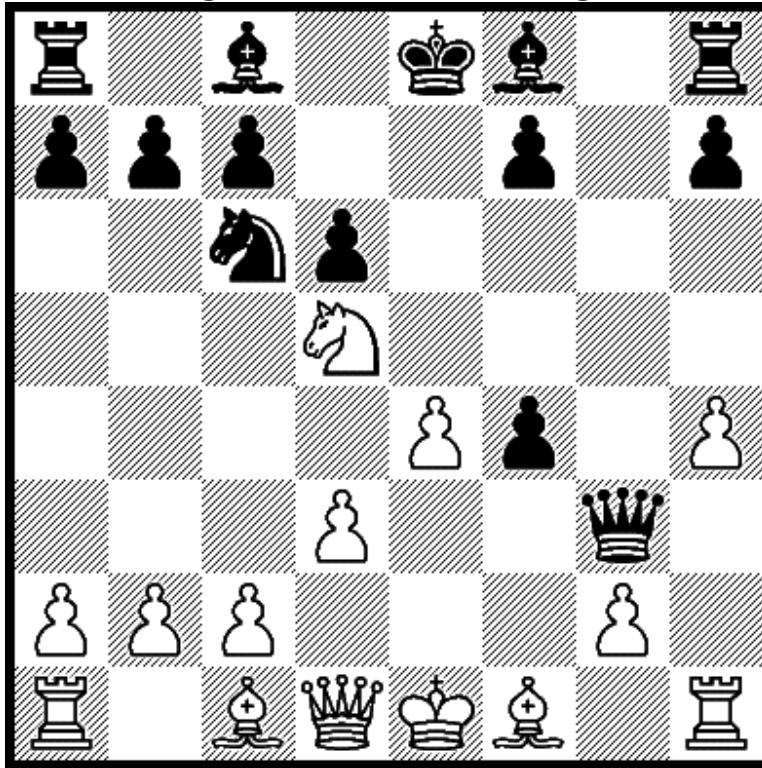
Diagram 195 after 10.d3 Bh6



11.Qf3

Now 11...Nd4 12.Qf2 Ne6 13.Be2 Qg7 14.Bd2 Rg8 15.Bg4.

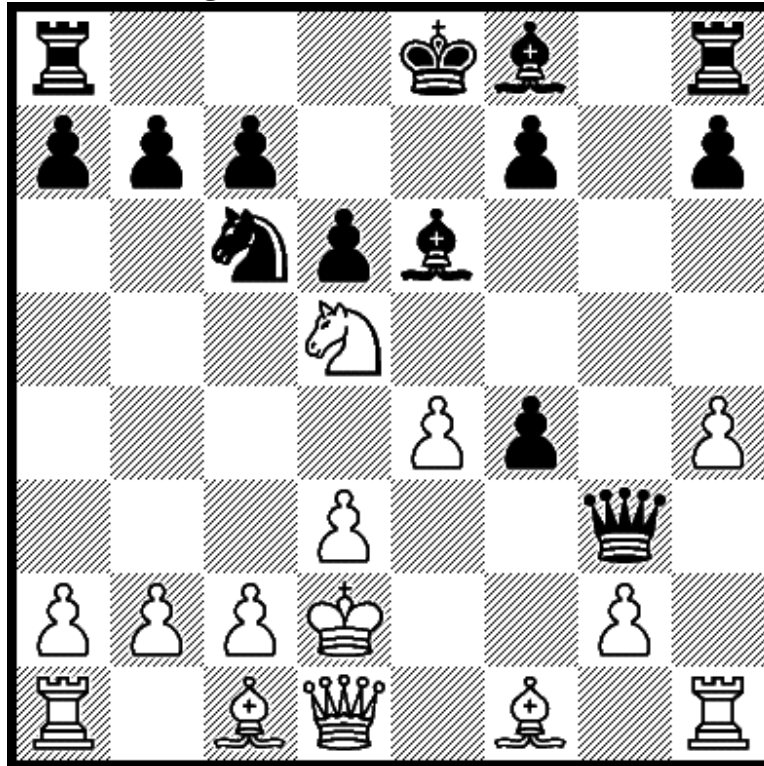
Diagram 196 after 10.d3 Qg3+



11.Kd2

Black has 11...Be6, 11...Bh6, 11...Nb4, and 11...Ne7.

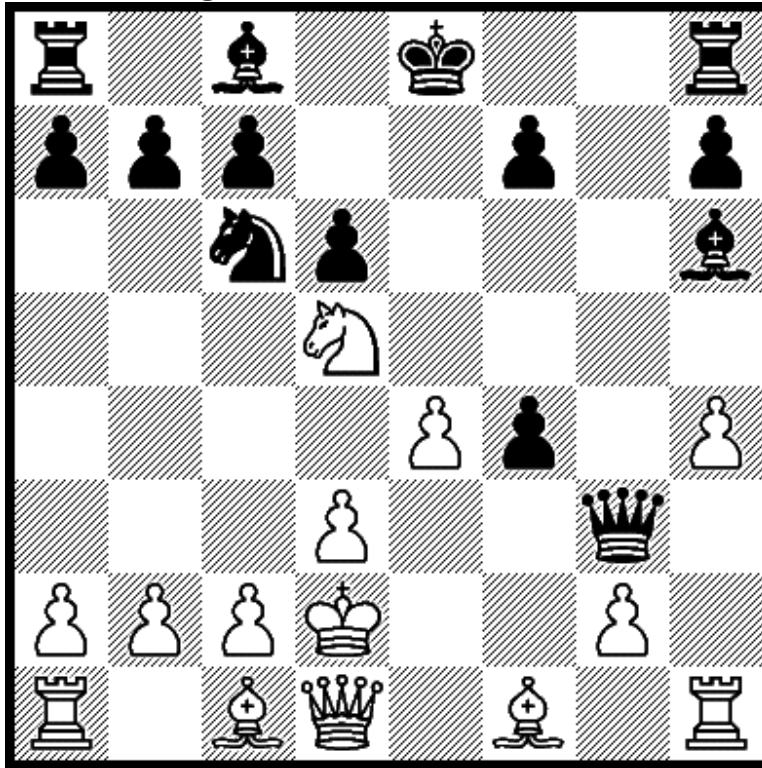
Diagram 197 after 11.Kd2 Be6



12.c3

If 12...0-0-0 13.Kc2 Bg4 14.Be2 Qxg2 15.Nxf4 Bxe2 16.Nxe2.

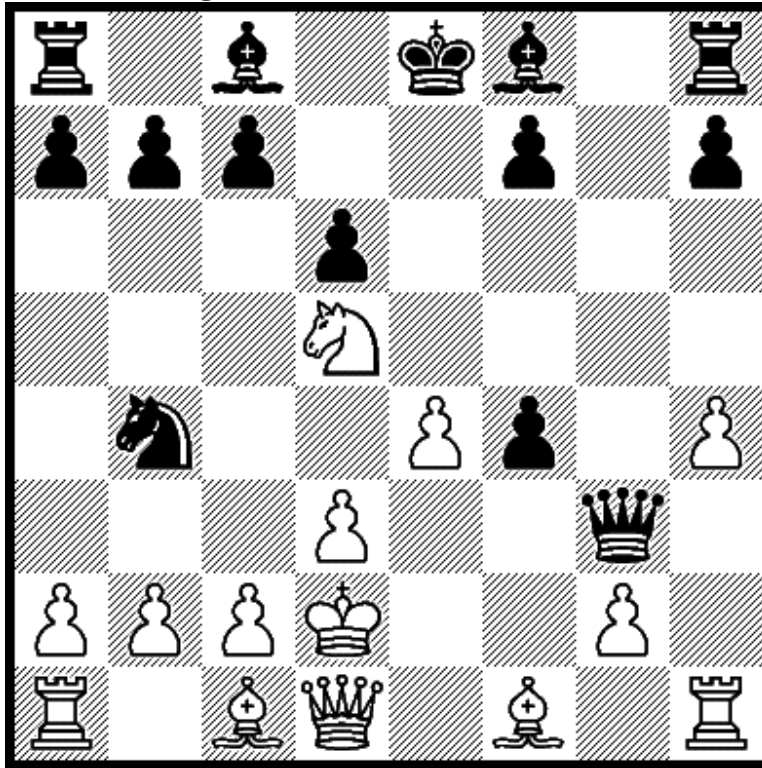
Diagram 198 after 11.Kd2 Bh6



12.Qf3

If 12...Kd8 13.Qxg3 fxg3+ 14.Kd1 Bxc1 15.Rxc1 f5 16.Be2.

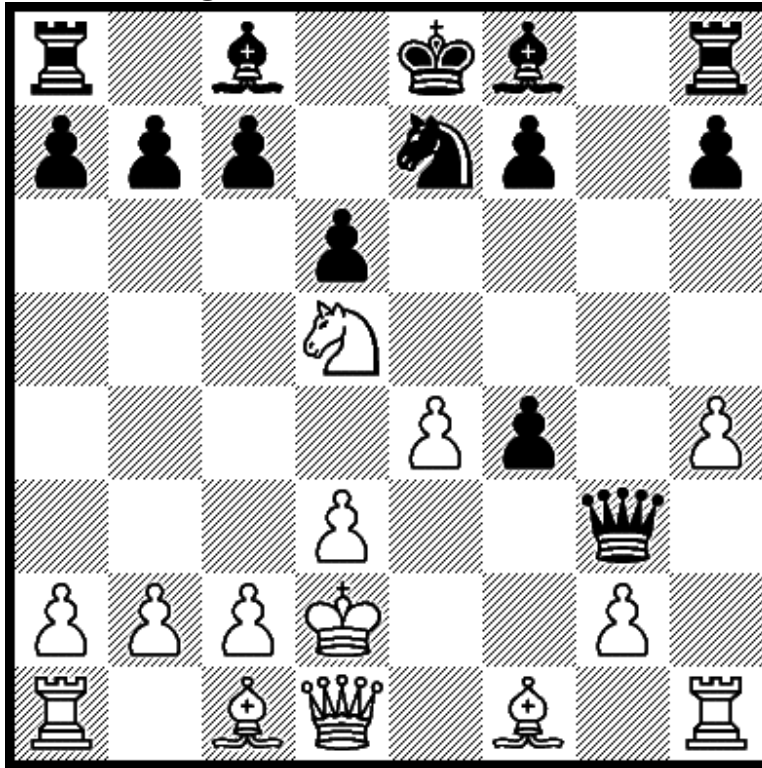
Diagram 199 after 11.Kd2 Nb4



12.Qf3

If 12...Qxf3 13.gxf3 Nxd5 14.exd5 Rg8 15.Ke2 Bh6 16.Bd2.

Diagram 200 after 11.Kd2 Ne7



12.Qe1

If 12...Nxd5 13.Qxg3 fxg3 14.exd5 Bg7 15.c3 0-0 16.Kc2.

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