# Contents

Symbols	4
Bibliography	4
Introducing the Open Games	5

# **Two Knights Defence**

1	Morphy Attack: 5 0-0	7
2	Morphy Attack: 5 e5	15
3	Duffer Attack (4 🖄 g5): Introduction and 6 d3	23
4	Duffer Attack: 6	33
5	Duffer Attack: Gunsberg Variation (8 🚊 d3)	42
6	Duffer Attack: Classical Main Line	50
7	Two Knights Pianissimo	62

# Giuoco Piano

8	Giuoco Pianissimo	80
9	Giuoco Piano: Aggressive Lines	101
10	Evans Gambit	113

# Four Knights and Scotch

11	Four Knights Ruy Lopez: 4 皇b5	122
12	Scotch Four Knights: 4 d4	134
13	Four Knights: Belgrade Gambit and Minor Lines	145
14	Scotch: 4心f6 and the Mieses Variation	153
15	Scotch 4 皇c5: Potter's 5 约b3	168
16	Scotch 4 皇c5 5 ②xc6	177
17	Scotch 4 🖞 c5 5 🖞 e3	184

# **Other Open Games**

18	Ponziani and Rare 3rd Moves	193
19	Vienna: Introduction and Fianchetto Lines	201
20	Vienna: 3 f4	208
21	Bishop's Opening	216
22	King's Gambit	226
23	Göring, Danish and Centre Game	238
24	Rare Second Moves	248
Ind	ex of Variations	254

# 8 Giuoco Pianissimo

In this chapter, we continue our investigation of quiet 3 2c4 lines, but now with the black bishop not on e7 but on the more active c5-square. Again, you will notice that there is little, if any, need for rote learning. Rather than concrete variations, you should primarily be looking for patterns, manoeuvres and ideas.

1 e4 e5 2 🖄 f3 🖄 c6 3 🚊 c4 🚊 c5 (D)



Chess nomenclature isn't very consistent. In some languages 3 2c4 is said to introduce the 'Italian Game' (and we shall follow this convention) but sometimes the opening is considered to be nameless until Black's reply (with 3...2c5 the Giuoco Piano and 3...2f6 the Two Knights Defence).

By putting the bishop on c5, Black sensibly prevents any immediate 2 g5 lines while preparing kingside castling. However, the bishop development threatens nothing and the bishop is somewhat exposed. There are also lines involving 2 g5 and threats of 2 d5 that need to be accurately met (quite often with a preventive ...h6).

In this chapter, we shall deal with White's quieter lines where he plays d3 rather than d4, corresponding to the quiet Two Knights lines in the preceding chapter. The more direct lines with d4 are the subject of Chapter 9. Compared to the lines in Chapter 7, White has some extra freedom and may choose between 4 c3, 4 d3 and 4 0-0 while heading for a flexible set-up with possibilities to play in the centre and on either wing. Mostly the players will end up with a position like this:



However, just as interesting as this exact position, is the number of possible 'adjustments' for both sides; e.g.:

- Each of the a-pawns may or may not advance.
- Each of the h-pawns may or may not advance.
- Both players may delay castling (or not).
- Both the active bishops may retreat early or stay at c4/c5 for some time.
- Both players may at various points offer an exchange of bishops with 2e3/...2e6.
- The rooks may go to the e-file immediately or stay on the f-file for some time.
- There are various quiet knight manoeuvres available for both sides.

In short, there are hundreds of permutations of this type of position that are just as playable for both sides but still subtly different. This makes the position relatively resistant to computer analysis, which most players consider an advantage. But even more importantly, it makes pure memorization of computer analysis almost impossible, which is a huge advantage if you are trying to win against a highly skilled opponent.

> Memorable Game 8 Jolly – Mazé French Ch, Agen 2017

## 1 e4 e5 2 2 f3 2c6 3 2c4 2f6

This move-order has the advantage of attacking e4 and thus limiting White's options. Most importantly, Black can now avoid Bird's line 3... & c5 4 c3 f6 5 b4, which is discussed in 8C. The relatively few remaining independent options that 3... & c5 offers White are dealt with in 8A.

#### 4 d3

This quiet move characterizes this chapter and the previous one. We have already dealt with all the alternatives (including the controversial  $4 \stackrel{\mathbb{Z}}{\cong} 25$ ) in Chapters 1-6.

#### 4....ĝc5 (D)

During 2017 this bishop development was clearly more popular than 4... 2e7 in top elite games. This may be just fashion, but the attraction of the more active bishop development is so obvious that it's really the alternatives that need justification.



#### 5 0-0

After 5 c3, Black should probably play 5...a6 (rather than 5...d6), in order to meet 6 b4 with 6... a7. See Line 8D for games where White delays or even omits kingside castling.

## 5...d6

5....a6, intending 6 c3 0-0 7 a4 d5!?, is an independent idea which you may add to your repertoire in due time. In this chapter I'll focus on ...d6 set-ups.

#### 6 a4

This has recently been played by So and Kariakin. More common is 6 c3, which usually transposes after 6...a6 7 a4.

## 6...a6

If there is any problem with White's early a4, it could be 6...a5!?, which has recently been played by Harikrishna and others. For an explanation, see the comment to Black's next move. **7 c3** 

# For analysis of the entertaining lines that can arise after 7 違g5 h6 8 急h4 g5, see Line 8B.

## 7...**≜a**7

This is clearly the most popular move and is my recommendation. Black will probably have to retreat his bishop quite soon anyway and it's nice to be free how to react to d3-d4. Anyway, the theory of this opening is in a state of flux, and currently the main move seems to be 7...h6!?, when after 8  $\Xi$ e1 0-0 9 h3 both Svidler and Grishchuk have played 9...a5!? in important games, reaching a position that has occurred several times with Black to move. I cannot fully explain the strength of this paradoxical tempoloss, but 9...a5 is at the top of Stockfish's ranking at 30 ply search depth.

We now return to 7... a7 (D):



#### 8 h3?!

When I was quite young I learned that in the Giuoco Pianissimo the move h3 or ...h6 was an invitation to attack if your opponent had castled and you hadn't, as you then could throw your g-pawn forward and use the h-pawn to open lines on the kingside. Of course, there are complicating factors. Even in the quiet Giuoco Piano lines, it's often possible to meet a wing attack with central counterplay. What we shall see in this game is a complicated struggle where it's not at all clear that Black's kingside attack is the most important factor. Nevertheless, I believe that 8  $\Xi$ e1 h6 9  $\Xi$ a3 (or 9  $\Xi$ bd2) is a better try for White to get a small plus from the opening.

#### 8...h6!

This is generally useful and doesn't oblige Black to go all-in for the kill.

## 9 **Ze**1

This is a standard move in the Pianissimo lines, among other things making room on f1 for a knight. Also after 9 Dbd2, Black has promising play after 9...g5 (although 9...0-0 is safer). White can try to slow the attack with 10 為h2 but 10 d4 is also possible. See Line 8G (note 'c2' to White's 8th move) for details. As a matter of fact, only 9 b4! seems active enough to make 9...g5 unattractive (and 9...0-0 the sensible reaction).

We now return to 9  $\Xi$ e1 (*D*):



The position may seem calm but Black has an opportunity to seize the initiative.

### 9...g5!?

This is my recommendation even if it's far from clear that Black gets an advantage. It should be noted that Kariakin-Mamedyarov, Paris rapid 2017 went 9...0-0 and after 10 心bd2 罩e8 11 b4 象e6 12 象xe6 罩xe6 13 響c2 響d7 14 心f1 心e7 15 心g3 心g6 16 c4 White had a small plus.

#### 10 🖄 h2

## 10...g4

Another idea is 10... g 8 11 & e3 g4 and after 12 & xa7 @ xa7 13 d4 gxh3 14 g3 @ c6 15 @ d2, in Kosteniuk-E.Pähtz, Erfurt blitz 2017 Black could have ensured a promising attack with 15...h5 (or with ...h5 on one of the next few moves).

#### 11 hxg4 **温g8** 12 **營f3**

This seems better than 12 g5 hxg5 13 &e3, as in J.Hernandez Sanchez-Ossa, Bogota 2016, where Black's most precise continuation probably was 13...&xe3 14  $\boxplus$ xe3 g4 15 d4  $\bigotimes$ h5 16  $\bigotimes$ d2  $\bigotimes$ f4 with a very dangerous attack.

12....鬯e7 (D)



With f7 protected, Black will win back his pawn with promising kingside play.

#### 13 **ge**3 🖄 xg4

Black should probably have exchanged on e3. The position is sharp, but not really of a forcing nature and over the next ten moves or so there are probably quite a few inaccuracies by both players but my general impression is that Black's position is easier to play as his attack is the more direct.

14 🚊 xa7 🖄 xa7 15 🖄 d2 🖄 xh2

15...h5 may be better.

## 16 當xh2 皇g4 17 豐e3 豐h4+ 18 當g1 ②c6 19 ②f1 皇e6 20 b4 ②e7 21 皇xe6 fxe6 22 d4 ②g6 23 ②g3? 0-0-0?

This is premature. The immediate 23...创f4, planning ... 異g5, is winning.

24 a5?

24 b5 a5 25 b6! is more challenging but 25...c6! 26 罩ad1 h5! seems to eliminate any hopes White may have for a perpetual.

**24...**∕⊡**f**4 (D)



Black is winning.

25 dxe5 **Ξg5 26 exd6 Ξdg8** 

Or 26...cxd6 27 罩ad1 罩dg8 28 罩d3 (28 響a7 罩h5 29 響a8+ 會c7 30 響xg8 響h2+ 31 會f1 響xg2#) 28...罩h5 29 響xf4 響xf4 30 公xh5 響h4 31 公g3 響g4 32 罩xd6 h5 -+. 28...e5

28...邕h5 29 鬯xf4 鬯xf4 -+.

29 響f3 罩xg3! 30 fxg3 罩xg3 31 響d1 约h3+ 32 含h2

32 會f1 響f4+ 33 會e2 響f2#. 32...公f2+ 0-1 33 會g1 響h1+ 34 會xf2 響xg2#.

# Chapter Guide

1 e4 e5 2 2 f3 2 c6 3 2 c4 2 c5 (4 c3 f f6 5 d3 a6 6 0-0 d6 7 a4) 8A: (4 🖄 c3) 83 8B: 4 d3 <sup>(2)</sup>f6 5 0-0 d6 (6 a4) 85 8C: (5b4) 89 8D: (5 d3 a6 6 \min b3 d6 7 \bar bd2) 91 92 8E: (7 b4) 8F: 7 遑b3 93 8G: 7 a4 96

# 8A: 4 🖄 c3 and Rare 4th Moves

(1 e4 e5 2 幻f3 幻c6 3 皇c4 皇c5)

4 🖄 c3

This move is active and more pointed than in similar lines with Black's bishop on e7. It's sometimes called the Canal Variation but that name should probably be reserved for lines where White combines the knight development with &g5 (which we shall not allow). Alternatives are rare and not particularly scary:

a)  $4 \stackrel{\text{\tiny def}}{=} 2 \stackrel{\text{\tiny def}}{=} 5 \stackrel{\text{\tiny def}}{=} xf7+?!$  has been known to be bad for White due to  $5 \dots \stackrel{\text{\tiny def}}{=} xf7 6 \stackrel{\text{\tiny def}}{=} c4+d5 7$  $\stackrel{\text{\tiny def}}{=} xc5 \stackrel{\text{\tiny def}}{=} xe4$  at least since Albin-Schlechter, Vienna 1914.

c) 4 d4 may be an invitation to the Max Lange Attack after 4...exd4 5 0-0 266 (probably 5...d6 is better) 6 e5, but my recommendation is 4...2xd4, offering a transposition to Line 9B via 5 0-0 266. Instead 5 2xd4 2xd4 6 f4?! (6 0-0 266 is again Line 9B) 6...d5 7 exd5 (6 0-0 266 is again Line 9B) 6...d5 7 exd5 (6 0-0 266 is again Line 9B) 6...d5 7 exd5 (6 0-0 266 is again Line 9B) 6...d5 7 exd5 (6 0-0 266 is again Line 9B) 6...d5 7 exd5 (6 0-0 2666 is again Line 9B) 6...d5 7 exd5 (6 0-0 2666 is again Line 9B) 6...d5 7 exd5 (6 0-0 2667 is again Line 9B) 6...d5 7 exd5 (6 0-0 2667 is again Line 9B) 6...d5 7 exd5 (6 0-0 2667 is again Line 9B) 6...d5 7 exd5 (6 0-0 2667 is again Line 9B) 6...d5 7 exd5 (7 0-0 2667 is again Line 9B) 6...d5 7 exd5 (7 0-0 2667 is again Line 9B) 6...d5 7 exd5 (7 0-0 2667 is again Line 9B) 6...d5 7 exd5 (7 0-0 2667 is again Line 9B) 6...d5 7 exd5 (7 0-0 26767 is again Line 9B) 6...d5 7 exd5 (7 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 7 exd5 (8 0-0 26767 is again Line 9B) 6...d5 8 0 exd5 (8 0-0 26767 is again Line 9B) 6...d5 8 0 exd5

**4...**∕⊇**f6** (D)



White has reached a symmetrical position he shouldn't head for via the Four Knights (see Line 13A for the details on that move-order). **5 d3** 

Now Black must decide how to handle the \$\overline{g5}\$ option. Alternatively, White can try:

a) For 5 h3 d6 6 0-0 h6 7 d3 a6, see Line 8A2.

b) 5 a3 a6 6 d3 h6 transposes to note 'a' to White's 6th move.

c)  $5 \stackrel{\text{\tiny{del}}}{=} 2$  is harmless. One path to equality is  $5 \dots \stackrel{\text{\footnotesize{del}}}{=} 3 \times 10^{-10} \text{ d}^2 = 1$ 

d) 5 2d5 doesn't have much point, except perhaps that 5...2xe4 6 22xf2?! may prove too naïve after 7 d4. A simpler solution is 5...d6 and normal development.

5...h6

Although this is mainly a useful defensive move, we shall see that it may also be part of some quite aggressive plans.

6 0-0

Or:

a) 6 a3 is relatively common but will usually transpose quickly after 6...a6. After 7 &e3 (for 7 0-0 d6, see note 'b' to White's 7th move below) 7...d6 8 &xc5 dxc5 9 h3 Bd6!? 10 0-0 0-0 11 Oe2 &e6 12 Od2 Oh5!? 13 Eb1 Of4 14 &xe6 fxe6 15 Oc4 We7 chances were equal in an interesting position in D.Ebeling-Halkias, Tromsø Olympiad 2014.

b)  $6 \ge 3 \ge 67 \bigtriangleup 15 = 68 \times 30^{-0} \times 95 \times 10^{-0} \times 10^$ 

c)  $6 \textcircled{2}d5 d6 7 c3 \textcircled{2}xd5 8 \textcircled{2}xd5 0-0 9 h3 \\ \textcircled{2}e6 10 \textcircled{2}xe6 fxe6 is quite comfortable for \\ Black. After 11 0-0 \textcircled{2}b6 12 \textcircled{2}e3 d5 13 exd5 \\ exd5 14 d4 exd4 15 \textcircled{2}xd4 \textcircled{2}xd4 16 \textcircled{2}xd4,$