

THE CENTER GAME

by

PAFU

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**First edition printed in Italy by LiRiCo in Yr.1 (AD. 2001)
All inquiries should be directed to web site www.beginnersgame.com**

ISBN 88-900519-7-3

Preface to The Center Game

Read this book carefully and you will master the game of chess. Even if you are a complete beginner, you will soon master the system described in this book, called the Center Game. Using it, you will play the chess opening quickly and accurately. With a little experience, you will be able to play well enough to challenge any opponent and offer them a tough game. This new system is without doubt the easiest and best way ever found for beginners to start playing chess, even better than the system described previously by the author in 'The Beginner's Game'.

Like the Beginner's Game, the Center Game is a totally new approach to playing chess. Like the Beginner's Game, it is based on a standard opening, and a large number of related variants defined by a simple set of rules. These two new systems bear little resemblance to conventional chess in their style of play, but are both valid and very strong. Their strength combined with ease of play makes them the easiest way to improve for players of all levels.

The Center Game challenges everything practiced until the present in chess, confronting any conceivable adversary response with a standard opening. The Center Game cannot be forced to enter any of the conventional lines played until the present in the chess opening. You do not need to know anything about what has been played in the past - it's a new game of chess!

In extensive experimentation at master level the Center Game has proved its worth, compiling consistently positive results against every imaginable style of adversary play. Try the Center Game and you too will be convinced of both its validity and its strength. On defense it is absolutely invulnerable; on offense it is highly aggressive, always generating dangerous attacks.

The Center Game is for everyone, from beginners to experts. Beginners will learn to play good chess more rapidly with this system than with any other method known. Those who already play will quickly master a brand new system that will complement and enrich their opening play. Those who love chess will find in the Center Game a vast new universe of fascination.

Like the Beginner's Game before it, the Center Game is one of the perfect jewels of chess, something of great and everlasting beauty. It was there all along, passed over by hundreds of millions of people, but never found before. Now it is here, and it will change forever the way the game is played. It is surely the easiest, but also one of the best, ways ever found to play chess.

with love,
Pafu

**In Love Intelligent
Life is Triumphant
And Heart and Head
Serve Now the One**

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1. Introduction: The Easiest Way Ever Found to Play Chess!

An amazing and totally unexpected discovery has been made: a system of playing chess that is absolutely the simplest imaginable! Even those who have never played can master the basic opening in a few minutes. In a few hours anyone can learn the complete system, including a large number of strong variants, and play fluently and correctly during and after the opening, at least thru the first 10-12 moves. It is the easiest system ever found for those learning to play chess, even simpler than the system previously described by the author in 'The Beginner's Game.'

At the same time, this system is definitely very strong for competitive chess. In hundreds of games played at master level this system has proved its worth, compiling an impressive record of wins and draws against every imaginable style of opponent play. Given the ease with which it can be learned, It is therefore the quickest way to improve for anyone who already plays chess.

This system is completely new, never been presented or described before this publication. Research by the author has not revealed anyone who has played it before. It is not based on any existing method, and bears little resemblance to conventional chess opening systems.

This new system has a number of remarkable properties rarely seen before in chess, that make it truly unique. The most important of these is that, playing with either white or black, in most games the opening can be carried out in standard form regardless of how the opponent plays. This makes it easy for everyone, even beginners, to learn it quickly and play it correctly.

The basic opening is called the Center Game, and the set of related variants on the opening is called the C-system. All C-system openings respect a simple set of rules for opening play, that distinguish them from previous chess practice. The Center Game and the C-system challenge all of current chess opening theory and, in the hands of a competent player, emerge victorious.

Suitable for Beginners, Intermediate, and Advanced Players Alike

If you have never learned to play chess before, consider yourself fortunate: you have been spared the arduous task of studying the thick encyclopedias on the chess opening. Instead you can learn in minutes to play the Center Game, which guarantees you a successful opening. This system is absolutely foolproof: even absolute beginners can use it to play the opening accurately and fluently, choosing from a large number of strong lines. Any beginner playing this system will not only defend well, he will also be able to attack his adversary, no matter how strong he is!

For intermediate players, this system is salvation. From the occasional to the serious club player, all have difficulty with the openings. It is there that better players take most advantage of them, wrecking their plans, and putting them at a disadvantage after only a few moves. Using their knowledge of the openings, better players push their adversaries away from more familiar lines, present difficult tactical situations and traps, force disadvantageous exchanges, and in general, disorient and discourage their adversaries. Most occasional players do not have the time

or interest to study the openings, so condemning themselves to mediocrity. Do they really have to digest the entire body of opening theory in order to play well? It's just a game, right?

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

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

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

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

A Completely New Practice of Chess

The Center Game and C-systems openings are not a complement to existing chess practice. They are a totally new framework for playing chess, that did not exist in any form until the present. Rules defining sound opening play have been difficult to formulate in the past; with this simple and powerful system they are now made clear and understandable for all.

The Center Game is completely new: it has not been presented or described before by anyone. Research in games databases has not revealed anyone who has played this system before. Only very few players have experimented with a similar approach to opening play. This simple but powerful system of playing chess appears to be completely new, a pristine discovery.

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

As the Center Game is occupied with its development only, the opponent is free to pursue any development he desires. Adversary responses are typically perfect classical deployments of the pieces and pawns. They are not only the strongest conventional openings ever seen in chess, they are the strongest openings that can be imagined. All of them are quite impossible to achieve in conventional play, where their aggressive deployments would be challenged and restricted.

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

The Center game is not a rote opening: it has an great variety of ways of playing it. So have the openings in its related system of variants, which introduce different moves into the standard opening, using the system rules. This system constitutes a subspace of the possible openings that has been largely unexplored until the present. Almost all of the openings in this system are completely new, and most all of them are also generally playable and surprisingly strong.

All variants in the C-system respect the same simple and easy to learn rules for opening play. All C-system variants, like the Center Game itself, strive to produce predetermined positions after the opening. To achieve this, they must resist adversary play, either as attacks during the opening, or as preparations for attacks following their deployment. Amazingly, the rules of the system result generally in deployments with this strong independence to the adversary play.

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

On defense the Center Game is one of the best openings in chess. It is like an across-the-board castle position, a fortress that resists all attacks. It rarely needs to modify its opening moves; attacks on it bring the adversary no gains. The Center Game really has no weak points: however it is attacked, it will resist. This has been proved in extensive experimentation, against every conceivable style of opposing play. So the Center Game and its related system should appeal to all players who like to build a defense of stone and keep the game under control.

The Center Game concentrates in the first moves on building a solid defense; only when this is complete does it pass to the offensive. This seems to be a sensible way of playing the opening, to complete one's own development before confronting the adversary. But in no sense does it lose its attacking potential for subsequent play; on the contrary, it is highly aggressive. The compact defensive formation of the Center Game moves rapidly and naturally into powerful attacks on a broad front, which the adversary can neither predict nor prevent.

On offense the Center Game is one of the best openings in chess. It always develops dangerous attacks, from a vast selection of possible lines. A player of the Center Game is never at a loss finding ways to attack. Once an attack starts, it is almost always effective in gaining space. These advances quickly produce favorable positions from which any experienced player can apply his skills to obtain a decisive advantage. So, the Center Game and its related system should also appeal to all players who like to pressure their adversaries with an aggressive attack.

These are all startling claims, but the evidence accumulated to date firmly supports them: The Center Game and the C-system is one of the best ever found for playing chess, on defense, on offense, and in every other sense! And at the same time it is absolutely the simplest!

One might guess that an easy to learn standard opening might result in dull games, tending towards drawn results, but instead it is exactly the opposite - the Center Game and C-system result in brilliant games of superior quality. They are true showcases for virtuosity, and anyone who loves chess will soon find inspiration in this amazing new way of playing the game.

Characteristics of Play

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

In games using the system, there is never a rout of a defensive position, nor are there games in which strong attacking lines after the opening are not present. Losses recorded usually do not result from any demonstrable weakness following the opening. Losses occur mostly when the system player overexploits the natural strengths of the opening much later on, taking excessive risks in an attempt to win. Good players should be quite familiar with this phenomenon: trying for the win also increases your chances of losing - that's just part of the game.

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

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

A surprising, almost miraculous, aspect of the Center Game and most C-system openings is that they can be carried out in near complete tranquility. There is practically nothing that the opponent can do to disrupt these openings. At best he can force exchanges of pawns or pieces, or cause minor damage which has minimal effect on the balance of the game.

Challenges All of Classical Chess Theory and Practice

The Center Game and most of the C-system can confront any of the conventional openings. In this sense they challenge all of classical chess, that is, everything practiced in the game until the present. They also challenge, and in large part refute, much of what has been expounded until now as sound guidelines for opening play. You could say that the entire system is radically opposed to conventional chess opening theory and practice.

In hundreds of games the author has played this system, against a computer opponent of professional strength, the Center Game and the C-system openings have proved exceptionally strong. Playing this system, there has been a consistently positive balance of wins. No adversary response has yet been found which could defeat the standard opening in a series of games, and most of the strongest adversary defenses and early attacks have been tried. There is already a considerable amount of experimental evidence confirming the validity of this system.

How Important is this Discovery?

The Beginner's Game was claimed by the author as is the greatest discovery ever made in chess. But the Center Game may eventually surpass it, because it is more resistant and easier to play. The Center Game alone confronts all of conventional chess. Together with the C-system, it has the potential to change dramatically the entire practice of the game. A completely new game of chess results from playing it, bearing little resemblance to all that has gone before!

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

The validity of this system must be tested by extensive play, but the probable result is already evident. It is the easiest and one of the best ways ever found to play chess. It is also quite possibly an optimal way of playing the game. Optimal in the strong sense means it is always capable of winning or drawing when played correctly. It would take a tremendous amount of research to test the hypothesis, but it could be done, and the result might well be that it is true.

It is too soon to say if the Center Game and its related system will never meet its equal. Perhaps millions of games must be played before we can feel sure of that. But it is an exciting theory, and in the meantime we can wonder whether the game of chess was really just a puzzle, waiting to be solved. The Center Game could well be that solution.

Entering a New Era of Chess

Share the enthusiasm of the author as you discover for yourself this amazingly strong, yet simple system of playing chess. Use it, and you will be playing good chess right away. Even if you are a beginner, you will soon be able to confront strong players and give them a tough match.

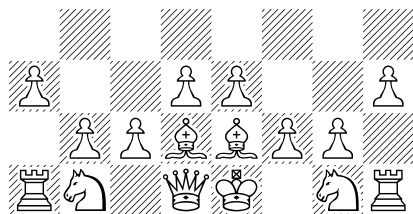
The game of chess is no longer too difficult for most people; it is now a truly universal game that anyone can learn to play well in weeks. This correction was sorely needed in the sport, to make it more accessible and more balanced between players of different levels of expertise.

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

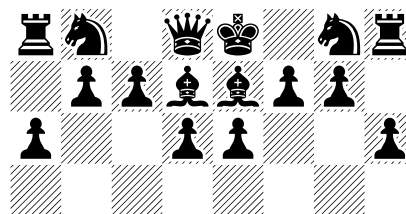
2. The Center Game

(Note - if you are completely new to chess, you will learn by playing all the moves in the text on your own chess set. Read the appendix on move notation, or ask someone who plays to explain the basic rules and move notation, and then come right back: you'll learn to play well more quickly with this system than with any other method which teaches chess for beginners.)

The Center Game is a standard configuration reached after six moves. With its symmetric aspect, it can be memorized at a glance. The position of the Center Game for white and black is:



Center Game With White



Center Game with Black

In the Center Game the queen and king pawns and the two rook pawns are advanced to the third rank, and the bishops are developed to the squares in front of the king and queen. It is this position that all players should reproduce in the opening six moves. Beginners and most intermediate level players should continue to play this standard opening until their general chess playing skills improve significantly. Advanced players can move into variants once they are confident that they understand and can exploit the natural strengths of this standard opening.

The Center Game has proved very strong in competitive play at master level, resulting in a large positive balance of wins and draws. But perhaps the most interesting thing about the Center Game is that, with either white or black, this same opening position can be reached in almost every game, regardless of how the adversary plays. This makes it easy for everyone, even beginners, to learn this opening quickly and play it correctly.

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

The Center Game is a compact defensive position highly resilient to attack. All approaches to it are heavily protected. The pawns in front of the position are in short chains, that cannot be attacked by pieces. From their recessed central placements, the bishops sweep the flanks of the board, supporting flank pawn advances, and can also repair damage to the center. The rooks and knights have not yet been developed, but from their original positions they support a coherent defense. The queen and king are safe behind the strong pawn wall and the active pieces.

All pawns and pieces are well placed to co-operate in the defense. The deployment executed in the first six moves has placed all pawns and pieces in a compact position, that nevertheless covers the entire of our side of the board. The position is so compact that the

adversary has to spend additional moves to bring his forces into range to attack; and the position is so resistant, that there is practically nothing for him to attack once he is in range.

The center of our position is extremely solid. It may be attacked with pawns, but such center pawn attacks at best succeed in exchanging. These exchanges can also be avoided in most cases, and there are many other effective ways of responding to any attack on our center.

The only accessible undefended squares on our side of the board are our Knight 2 squares. These squares are vulnerable to fianchetto or queen attacks, but both of these attacks are easily blocked by moves which both develop and strengthen our position.

In fact, there are no weak points in our position. Our defense can respond to any enemy invasion, and force an adversary piece placed on our side of the board to retreat and so lose time. Moreover, moves used to repel an adversary piece fit perfectly into our game. As we shall see, forward piece placements are rarely attempted by our opponent, confirming their low value.

In the opening moves we have kept open options for castling, which can be performed king-side, queen-side, or quite frequently, not at all. The Center Game already contains a strong defensive structure for the protection of the king, formed by the central pawns and the bishops. The author calls this position the 'center castle', a castle created without a castling move. The center castle is new to chess, and the style of play based on it is also new to the game.

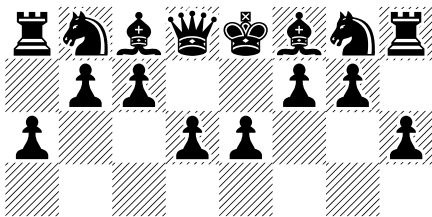
We can almost always play the six standard moves of the Center Game, and after we have done so we have a basis for completing and consolidating our defense. We can be confident that our position will resist and repel any adversary attack. We can now concentrate on offense.

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

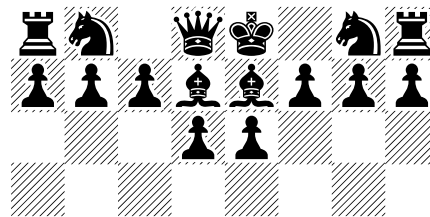
Our position is symmetric, which means that any co-ordinated pawn and piece actions playable on one side can be played on the other. This mirror aspect benefits the system player, allowing him to transfer experience in play between sides. Considering also that the Center Game is used for both white and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

Move Sequences

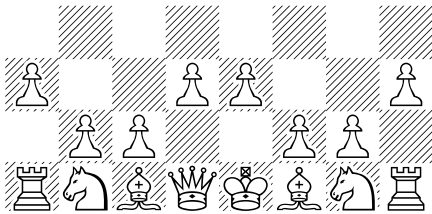
What sequence of moves should be used to produce the standard position of the Center Game? Actually, subject to the limitation that center pawns must be moved prior to placement of the bishops behind them, any of the possible orderings of pawn and bishop moves are playable. This results in a rather large number of ways of playing the same opening (exactly: 140) all resulting in this same position after six moves. Here are a few examples of move sequences to produce the Center Game. (The move notation is given for white and black alternately.)



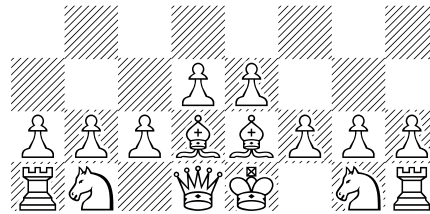
Sequence P:
Pawns first, eg.
1. a3
2. d3
3. e3
4. h3
then bishops
eg.
5. Bd2
6. Be2
(48 ways)



Sequence B:
Bishops first, eg
1. d6
2. Bd7
3. e6
4. Be7
then rook
pawns, eg.
5. h6
6. a6
(12 ways)



Sequence K:
K-side first,
eg.
1. e3
2. h3
3. Be2
then Q-side, eg.
4. d3
5. Bd2
6. a3
(16 ways)



All Sequences
have the same
six moves, in
different order.

There are 140
ways of playing
the standard 6
move opening!

Sequences of type P offer the largest variety of move orderings. Sequences of type B give priority to developing bishops first, and have fewer orderings. Sequences of type K, developing the king side early, and of type Q, developing the queen side first, have proved to be very strong. There are also other types of sequences in addition to the thematic groups shown above.

One would think that different move sequences would result in different games, but it has not shown to be the case. All the possible move sequences are generally playable regardless of what the adversary does. Players may prefer some sequences to others, because they encourage certain adversary responses; but in general, move sequence is just a matter of personal preference - there is no 'best' sequence for playing the standard opening.

Those who already play chess may be uncomfortable with the freedom of this near random move ordering. Conventional chess openings have rigid move sequences, and even slight modifications can change dramatically the games that result. In the Center Game, the order of the first moves hardly matters at all. Anyone can and should try many different sequences. Here the system player has an advantage: he can vary move sequences while playing a standard opening, whereas his opponent often tries to invent different responses, changing his game each time.

Those who already play chess will definitely be uncomfortable with the idea of playing the same opening all the time, and will already be thinking of modifying the opening, so that their opponents will not know in advance what they are going to play. Many strong variants of the standard opening exist, and will be discussed later. But even if your opponent knows that you are playing the standard opening he can do little to stop you, and whatever opening he plays, you will be able to confront it successfully. You can even announce at the start that you will play the Center Game, it changes practically nothing. It is a singular aspect that the Center Game shares with the newly discovered Beginner's Game, something rarely seen before in chess.

What if your adversary's play prevents you from carrying out your standard opening? As it turns out, there is practically nothing that he can do to attack or disrupt this opening. Only small modifications to the standard opening are needed to respond to these attacks, so your game doesn't change very much. Each of these early attacks also has a number of valid possible responses from which you can choose, so your play will never be forced by your adversary.

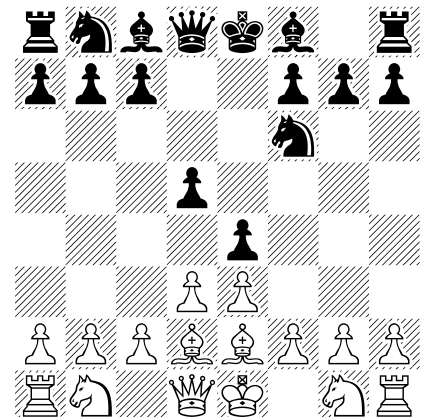
Two of the possible early attacks are shown in the following diagrams.

Center Pawn Attack

Your opponent advances a center pawn past the middle of the board, challenging one of your center pawns. You can usually capture the attacking pawn, let your adversary exchange pawns, or advance the attacked pawn, avoiding the exchange.

Example Pc:

1. e3 d5
2. d3 e5
3. Be3 Nf6
4. Bd2 e5

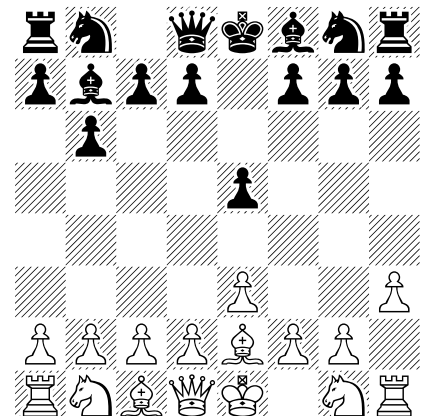


Fianchetto Attack

Your opponent opens a fianchetto opening attacking your knight pawn. Here you can block the diagonal with your knight or pawn, protect the pawn with your bishop, queen, or rook, or challenge the fianchetto with your bishop. Any of these moves result in variants of the standard opening.

Example Bf:

1. e3 e5
2. h3 b6
3. Be2 Bb7

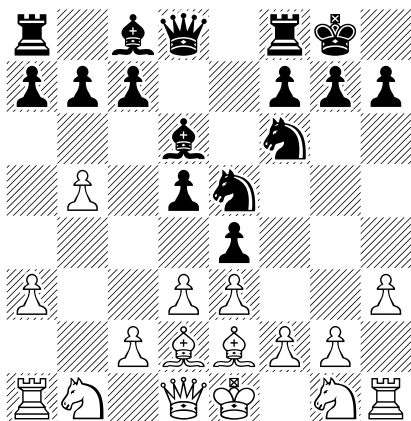


These and other early attacks and some of the best ways of handling them will be dealt with in detail later on. What you should know now is that none of the early attacks are particularly effective. None of them can win material, threaten your king or queen, or gain any real advantage. In most cases they result in delayed development and loss of initiative for your opponent.

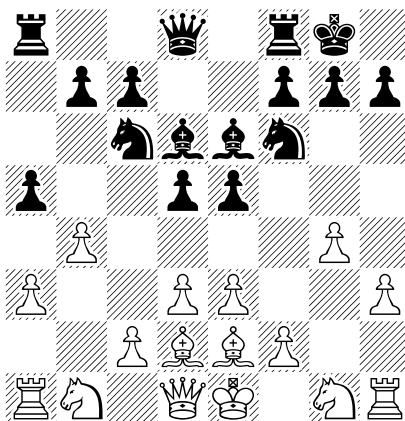
In hundreds of games the author has played the standard opening against a computer opponent of master level, early attacks against the Center Game were used in a small minority of games. Early attacking lines do not appear to be as effective as other lines which build in the opening and avoid early contact. In other words, your opponent does better to pursue his own development rather than trying to disrupt yours; so you can usually complete your Center Game without modifications. After the standard opening, you will have a solid defensive position and many good lines for attacking, no matter what your opponent has played in the meantime.

Adversary Openings

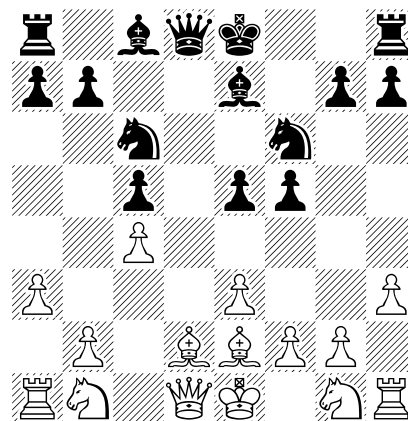
Now we take a look at some typical responses of the adversary. These are the positions using the standard opening after eight moves each side. We'll see the complete games later on.



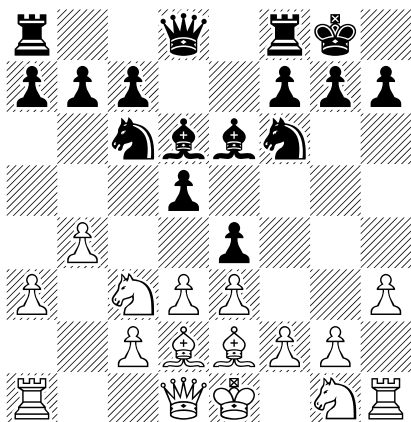
Game 3



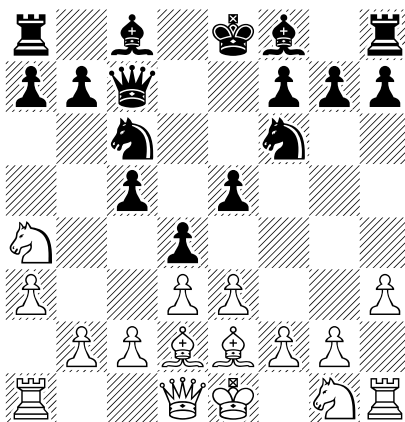
Game 5



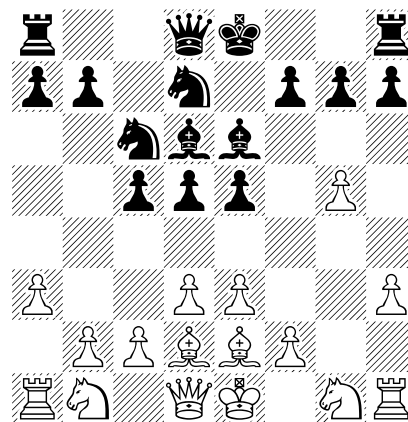
Game 7



Game 11

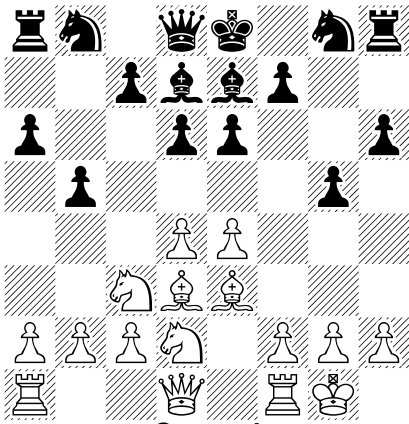


Game 13

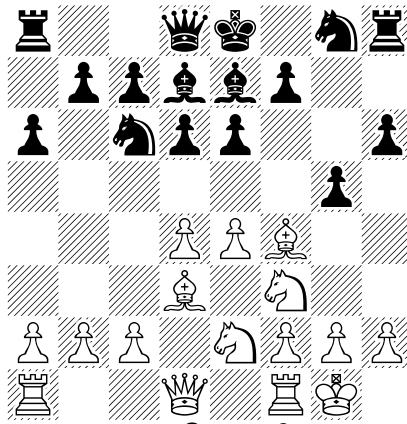


Game 19

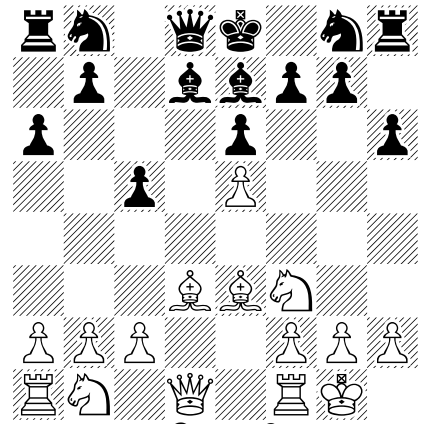
Adversary Openings (White plays the Center Game)



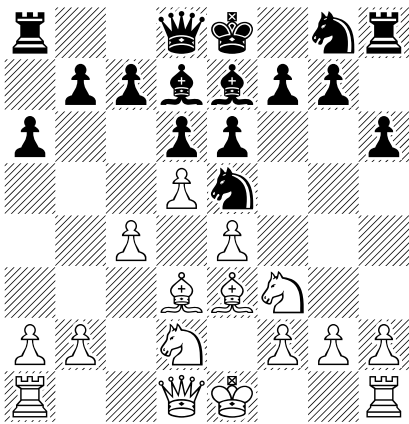
Game 4



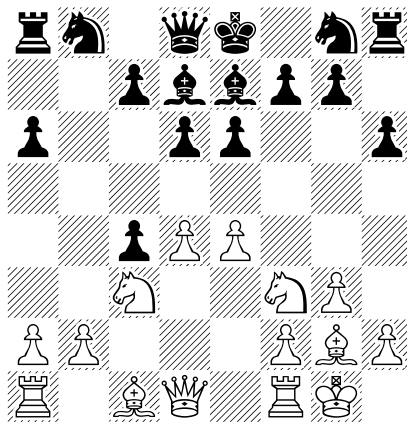
Game 6



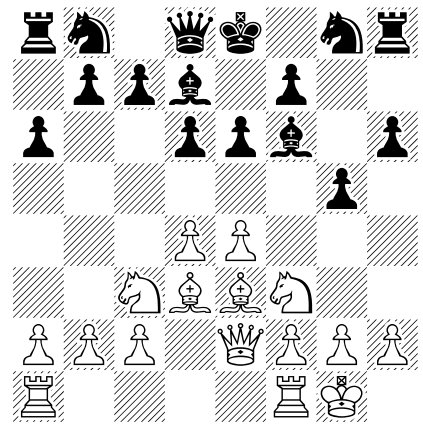
Game 8



Game 10



Game 16



Game 18

Adversary Openings (Black plays the Center Game)

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

Our opponent usually does not attack during the opening, because there is little to attack. He also has difficulty orienting his defensive strategy, because he does not know where we will attack. Our early development has been calm and restrained, and our adversary's development has been highly aggressive, but now that situation is about to be reversed. Playing with either white or black, in most games the Center Game will attack its opponent. This should surprise anyone who thought that the aggressive openings in chess have already been well researched.

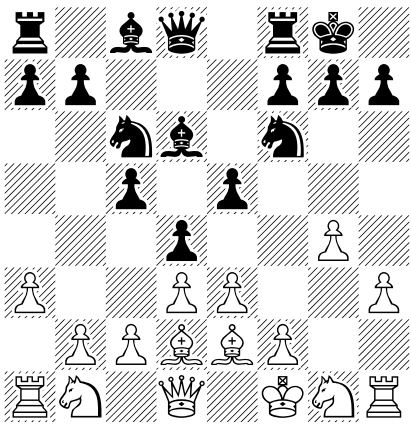
In all games our opponent claims more space on the chessboard than does the ultra compact Center Game. He appears to have absolute control of the center; he certainly occupies it, and we don't. He is also attacking far more on our side than we are on his: only our bishops are doing this a bit. He seems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

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

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

Now we present two complete games using the standard opening, one with white and one with black. In both games the player of the Center Game completes his opening in standard form, and has good play and winning chances in the ensuing contest.

Game 1: Center Game with White

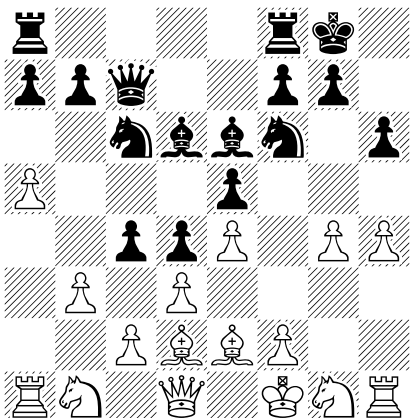


1. e3 d5
2. h3 e5
3. a3 Nf6
4. Be2 Bd6
5. d3 O-O
6. Bd2 c5
7. Kf1 Nc6
8. g4 d4

This is one of the better Center Games the author has played, here with white against a master level opponent.

White tries for the first time a continuation of the standard opening with an unforced king move, rarely seen in the opening.

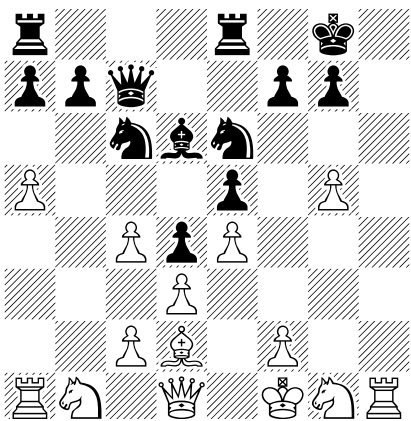
Black adopts a 3 pawn classical defense, and then offers a central pawn exchange.



9. e4 Qb6
10. b3 Be6
11. a4 h6
12. h4 c4
13. a5 Qc7

White refuses the pawn exchange, closes the center, and advances on both flanks. His strategy is to concentrate firepower on the K-side, and try to hold on the Q-side.

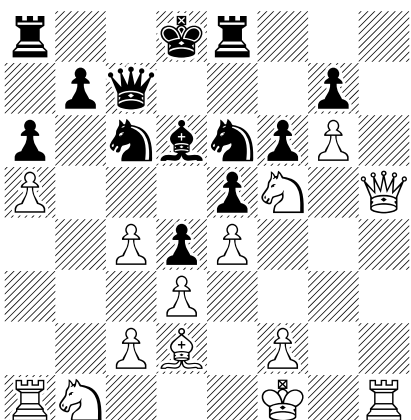
Black is compressed to a 'central cone' by the white flank pawn advances. Black sees white's K-side threats, but still tries for counter play with his c-pawn challenge.



14. bxc4 Nd7
15. g5 hxg5
16. hxg5 Rfe8
17. Bg4 Nf8
18. Bxe6 Nxe6

Now white starts the attack on the K-side, advancing and exchanging to open lines. White already has a serious assault on the king aided by the open rook file.

From this point black plays defensively; he is very concerned about his king safety.



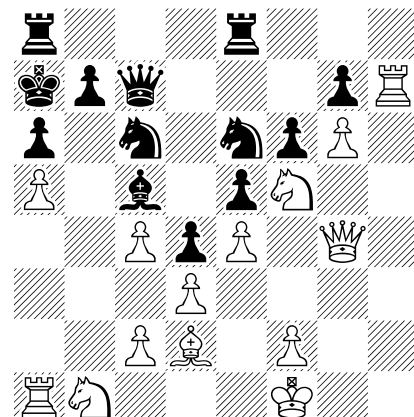
19. Qh5 Kf8
20. Ne2 Ke7
21. Ng3 Kd8
22. g6 f6
23. Nf5 a6

Black's king starts what will be a long journey, to the other side of the board. Black does better challenging with ..Bb4.

White brings up his queen and knight. His defense is holding adequately, and his active K-side pieces pose multiple threats.

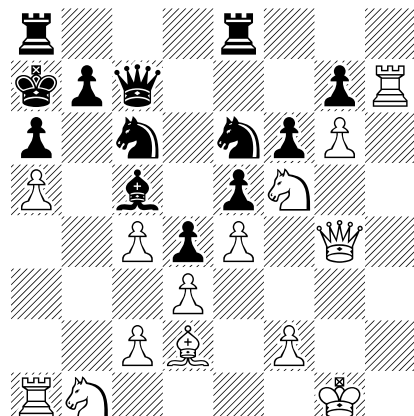
White now brings up the rook, looking for an attacking angle. The question is how to overcome black's defenses in the corner.

- | | | |
|-----|-----|-----|
| 24. | Qh3 | Bc5 |
| 25. | Qf3 | Kc8 |
| 26. | Rh7 | Kb8 |
| 27. | Qg4 | Ka7 |



White now finds a draw by repetition. He catches black off balance, obliging him to shuttle back and forth with his rook.

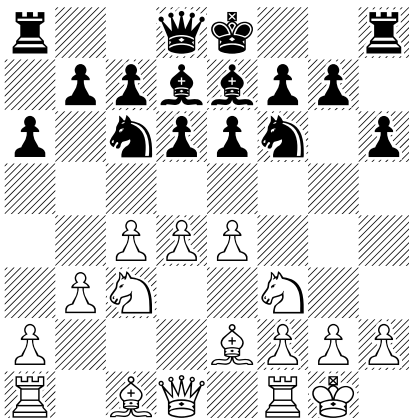
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|-----|-----|------|
| 28. | Kg1 | Rg8 |
| 29. | Nh6 | Rge8 |
| 30. | Nf5 | Rg8 |
| 31. | Nh6 | Rge8 |
| 32. | Nf5 | |
- 1/2-1/2



This is but the first of many Center Games that we will see, but this one game should be already be sufficient to startle anyone who thought that the openings in chess have already been thoroughly researched, or that there is no interest in trying new lines. The Center Game is a not just a new opening, it's a completely new way of playing the game!

The first impression that this opening should make is that it is extremely solid. Since it cannot be seriously attacked, it can almost always be played out in standard form. And it is as strong on offense as it is on defense: look what an amateur using this opening did to a player of master level - attacked him the entire game! The Center Game is one aggressive opening!

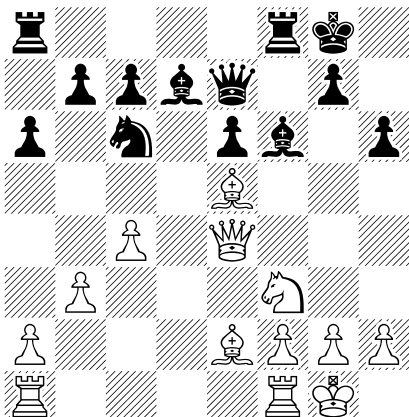
Game 2: Center Game with Black



1. e4 e6
2. d4 d6
3. c4 a6
4. Nf3 Be7
5. Nc3 h6
6. b3 Bd7
7. Be2 Nc6
8. O-O Nf6

Black plays the standard opening followed by the double forward knight placements: this is the strong Center Game CvBG.

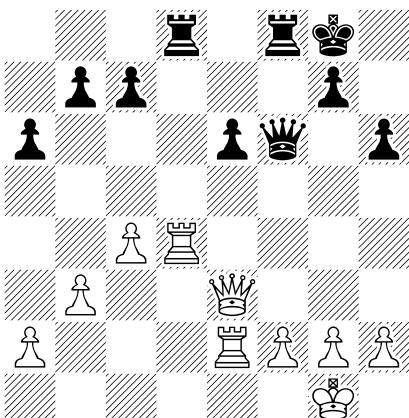
White plays a custom opening with an expanded Q-side, planning to develop his bishop fianchetto. By classical standards white has a definite positional advantage.



9. Bb2 O-O
10. e5 dxe5
11. dxe5 Ng4
12. Ne4 f6
13. exf6 Nxf6
14. Qc2 Nxe4
15. Qxe4 Bf6
16. Be5 Qe7

After the opening, black has no problems whatsoever trading down, all the while maintaining comfortable equality.

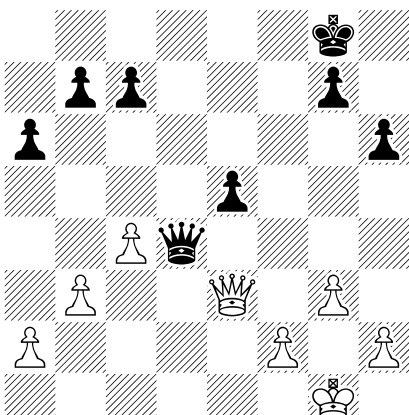
White has not been able to build any serious threats; black is now contending for the open lines.



17. Rad1 Be8
18. Rfe1 Bh5
19. Nd4 Nxd4
20. Bxd4 Bxd4
21. Rxd4 Qf6
22. Qe3 Bxe2
23. Rxe2 Rad8

The minor pieces are exchanged, and black is still in very good shape. The isolated king pawn turns out not to be a weakness, but rather a strength of his position.

Black maintains pressure on the open files; his position gives him a slight edge for the coming endgame.



24. Red2 e5
25. Rxd8 Rxd8
26. Rxd8+ Qxd8
27. g3 Qd4

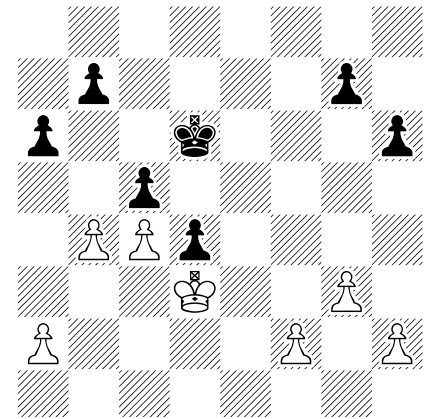
Black forces the exchange of both rooks, and then invites the queen exchange, which white does best to accept. We're already in the endgame, and black has the tempo and evident winning chances.

(Beginners note: if white plays 27.Qxe5, it's checkmate! 27..Qd1+ 28.Qe1 Qxe1#)

After the queen exchange, black has repaired his pawn structure. He has the Q-side majority and a passed pawn.

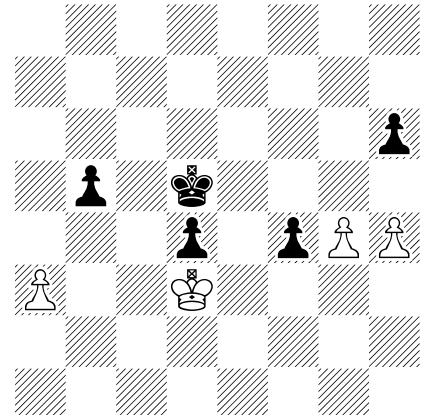
White is now obliged to play defense: his king cannot move away to support the advance of his own K-side pawn majority.

28. Qxd4 exd4
 29. b4 Kf7
 30. Kf1 Ke6
 31. Ke2 Kd6
 32. Kd3 c5



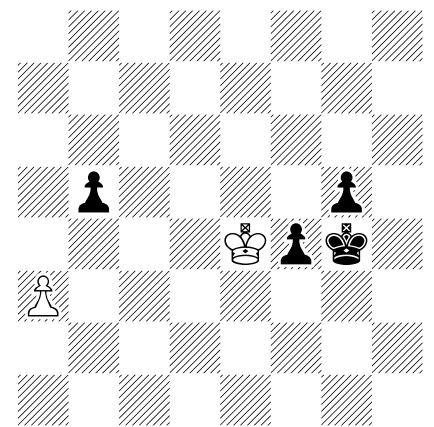
Black shuts down the break thru on the Q-side easily. Since white's king cannot move freely, white is crippled tactically. With a desperate pawn sacrifice white tries to launch his K-side pawns.

33. g4 g5
 34. a3 b5
 35. cxb5 axb5
 36. bxc5+ Kxc5
 37. f4 gxf4
 38. h4 Kd5



Soon it's all over, white can do nothing to prevent the black pawns from promotion. Afterwards black mates easily with:

- | | | | | | |
|----------|------|---------|------|----------|------|
| 46. Kd4 | f3 | 52. Ka6 | Kf3 | 39. h5 | Ke5 |
| 47. Kc5 | f2 | 53. Ka7 | Qb5 | 40. g5 | hxg5 |
| 48. a4 | bxa4 | 54. Ka8 | Ke4 | 41. h6 | Kf6 |
| 49. Kb4 | f1=Q | 55. Ka7 | Kd5 | 42. Kxd4 | Kg6 |
| 50. Kxa4 | Qc4+ | 56. Ka8 | Kc6 | 43. Ke4 | Kxh6 |
| 51. Ka5 | Qb3 | 57. Ka7 | Qb7# | 44. Kf3 | Kh5 |
| | | | | 45. Ke4 | Kg4 |



Like many other games we shall see, this one shows how solid the Center Game is, both on defense and on offense. It can face any conceivable adversary opening, however aggressive!

The middle game is typically characterized by highly complex combinations involving many exchanges. This phase of the game is the most demanding of your chess playing skills.

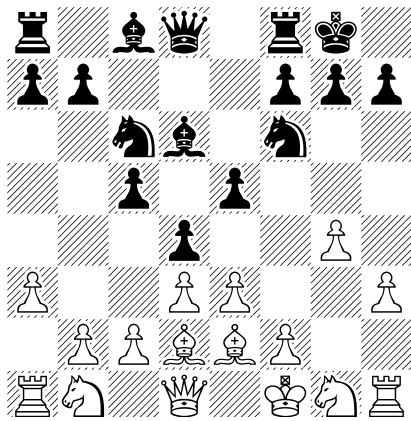
The endgame is very often favorable for the player of the standard opening, with the pawns usually cooperating well, and typically remaining in advanced chains or other good structures.

3. Continuing Play After the Standard Opening

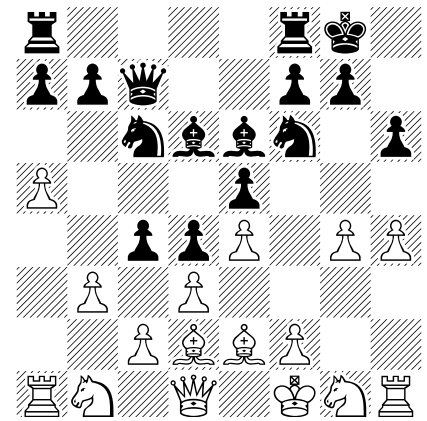
The Center Game is a fixed position reached after six moves. Here we present a general summary of what often follows, to give you an idea of how to play on an additional five to eight moves after the standard opening. Excerpts are taken from complete games in the next section.

Across-the-board pawn advances are the most evident characteristic of play following the standard opening. The Center Game begins attacking right after the standard opening, and these first attacking moves are mostly pawn advances. Knight pawn double advances are the most frequent; if your opponent has a bishop in the center, this advance forces it to retreat. The knight pawn is often advanced a second time, dislodging an adversary knight from its usual placement.

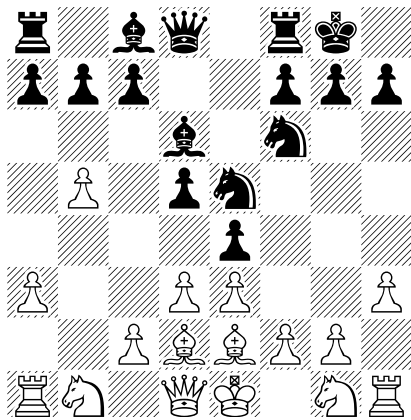
Game 1: White's pure pawn play after the opening is typical: he closes the center, and advances on both flanks. White compromises somewhat on king safety, but obtains a strong K-side assault. White continued on the attack later, and maintained pressure the entire game.



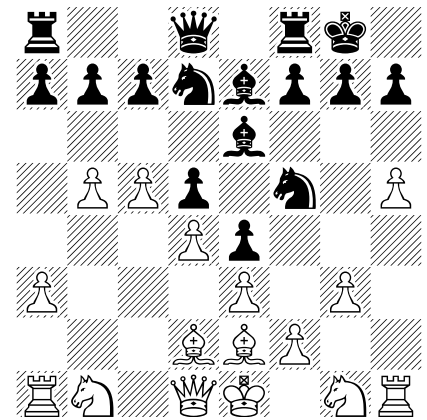
1.	e3	d5	9.	e4	Qb6
2.	h3	e5	10.	b3	Be6
3.	a3	Nf6	11.	a4	h6
4.	Be2	Bd6	12.	h4	c4
5.	d3	O-O	13.	a5	Qc7
6.	Bd2	c5			
7.	Kf1	Nc6			
8.	g4	d4			



Game 3: White follows the standard opening with another pawns only assault. Black loses time retreating with his pieces, and has a cramped position afterwards. White obtains a significant space advantage after the opening, giving him the better game from that point on.

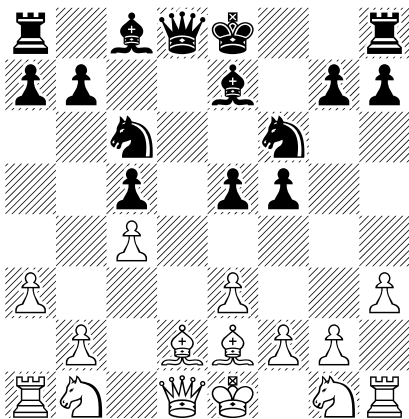


1.	d3	e5	9.	d4	Ng6
2.	e3	d5	10.	c4	Be6
3.	h3	Nc6	11.	c5	Be7
4.	a3	Nf6	12.	h4	Nd7
5.	Be2	Bd6	13.	h5	Nh4
6.	Bd2	O-O	14.	g3	Nf5
7.	b4	e4			
8.	b5	Ne5			

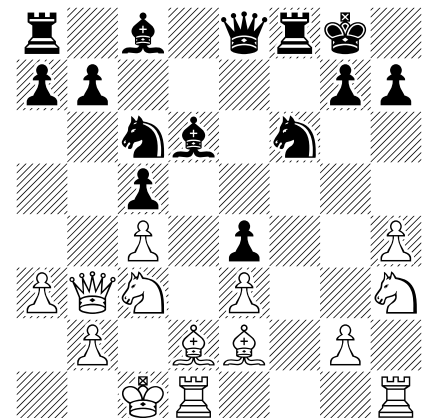


Bishop pawn double advances are most often used to challenge the center, but center pawn advances are also seen. The opponent usually occupies the center heavily with pawns and pieces, so these challenges must be well calculated. Center challenges usually open lines for the rooks and bishops. Beginners should be cautious about challenging with the center pawns.

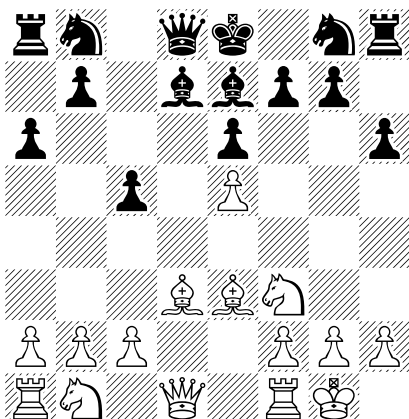
Game 7: White follows the standard opening by striking immediately at the big forward pawn wall with his bishop pawn. He then brings out his queen and knights, and exchanges center pawns. White's Q-side castle supports a strong K-side attack that resulted in a quick victory.



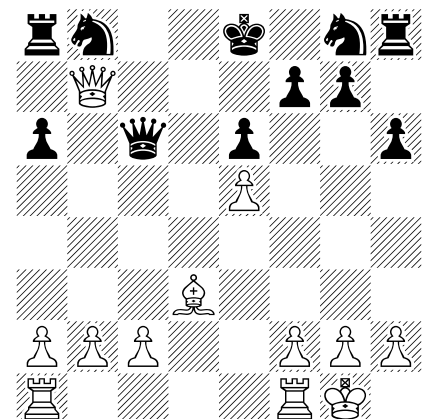
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|----|------|------|-----|-------|------|
| 1. | e3 | e5 | 9. | Nc3 | O-O |
| 2. | d3 | d5 | 10. | Qb3 | e4 |
| 3. | a3 | c5 | 11. | h4 | f4 |
| 4. | h3 | f5 | 12. | Nh3 | fxe3 |
| 5. | Be2 | Nf6 | 13. | fxe3 | Bd6 |
| 6. | Bd2 | Nc6 | 14. | O-O-O | Qe8 |
| 7. | c4 | dxc4 | | | |
| 8. | dxc4 | Be7 | | | |



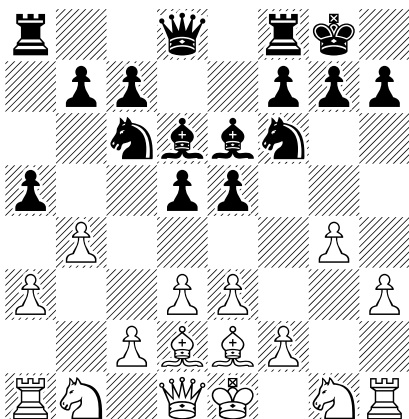
Game 8: Black responds to a central pawn attack by exchanging. After completing his standard opening he challenges the center with a bishop pawn double advance. Black then wins a piece for two pawns with the 'poison pawn' trap. Black plays it risky, but he comes out ahead.



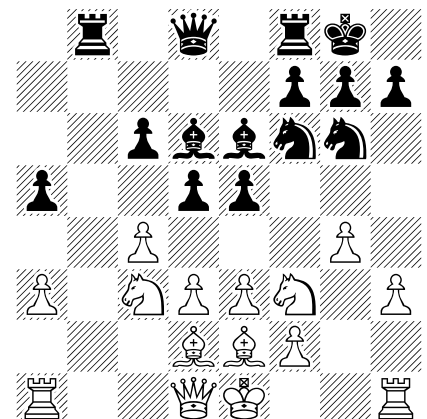
- | | | | | | |
|----|------|------|-----|------|------|
| 1. | e4 | e6 | 9. | Nc3 | Qc7 |
| 2. | d4 | d6 | 10. | Ne4 | Bc6 |
| 3. | Nf3 | h6 | 11. | Nxc5 | Bxc5 |
| 4. | Bd3 | a6 | 12. | Bxc5 | Bxf3 |
| 5. | O-O | Be7 | 13. | Qxf3 | Qxc5 |
| 6. | e5 | dxe5 | 14. | Qxb7 | Qc6 |
| 7. | dxe5 | Bd7 | | | |
| 8. | Be3 | c5 | | | |



Game 5: White follows the standard opening with knight pawn double advances. He responds to a typical challenge on the flank by advancing the b and c pawns. White then brings out both knights, and is now ready to challenge black's center. A sharp tactical contest followed.



















- | | | | | | |
|----|-----|-----|-----|------|------|
| 1. | d3 | e5 | 9. | b5 | Ne7 |
| 2. | a3 | Nf6 | 10. | Nf3 | c6 |
| 3. | h3 | d5 | 11. | bxc6 | bxc6 |
| 4. | e3 | Nc6 | 12. | c4 | Ng6 |
| 5. | Be2 | Bd6 | 13. | Nc3 | Rb8 |
| 6. | Bd2 | O-O | | | |
| 7. | b4 | Be6 | | | |
| 8. | g4 | a5 | | | |



















The knights are typically active in the first moves following the opening. The only knight moves possible after the standard opening are to Bishop 3. This placement often provokes the adversary to advance one of his center pawns, attacking and usually displacing the knight, which then often moves downfield to threaten an adversary bishop or knight, or relocates back.

















Game 2: After the standard opening black develops both knights. When white challenges the knight with a center pawn advance, it shifts forward, then returns to position by recapturing. Black plays aggressive defense, simplifies quickly, and later was able to win a pawn endgame.

	1.	e4	e6	9.	Bb2	O-O	
	2.	d4	d6	10.	e5	dxe5	
	3.	c4	a6	11.	dxe5	Ng4	
	4.	Nf3	Be7	12.	Ne4	f6	
	5.	Nc3	h6	13.	exf6	Nxf6	
	6.	b3	Bd7	14.	Qc2	Nxe4	
	7.	Be2	Nc6	15.	Qxe4	Bf6	
	8.	O-O	Nf6	16.	Be5	Qe7	

Game 6: Black follows the standard moves with a challenge to white's advanced bishop, then exchanges his knight for a bishop (the 'quality' advantage). Black later adopts a defensive posture, using quiet single pawn advances, and finally draws in a fairly straightforward game.

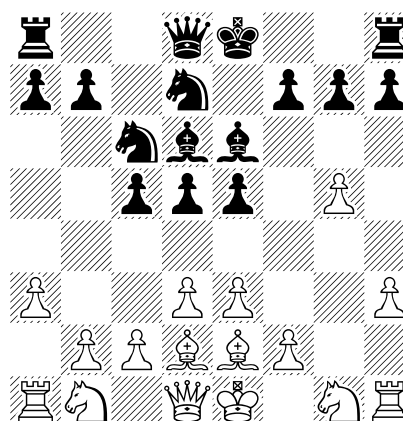
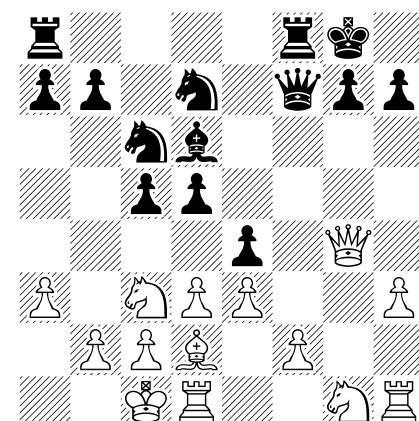
	1.	e4	d6	9.	Be3	Nb4	
	2.	d4	e6	10.	Nc3	Nxd3	
	3.	Bf4	h6	11.	Qxd3	c6	
	4.	Nd2	a6	12.	e5	d5	
	5.	Bd3	Bd7	13.	Rad1	b6	
	6.	Ne2	Be7				
	7.	O-O	Nc6				
	8.	Nf3	g5				

Game 13: White's follows his Center Game with an invitation to black to take the 'poison' b-pawn. Black wisely declines it, and retreats. White castles, and opens the Q-side with a gambit.

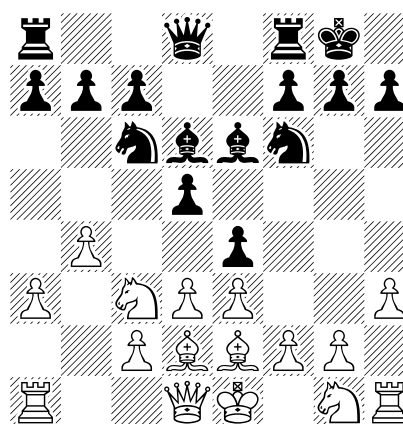
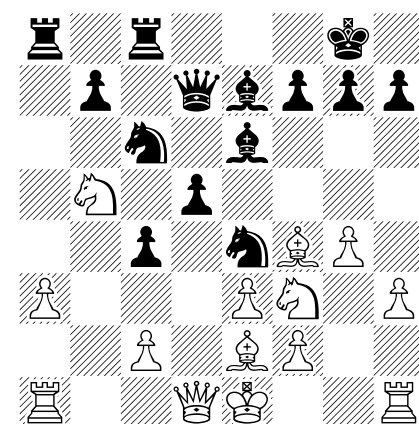
	1.	e3	e5	9.	c4	dxe3	
	2.	d3	d5	10.	Bxe3	Nd4	
	3.	Be2	Nf6	11.	Nc3	Qb6	
	4.	a3	c5	12.	Nf3	Bd6	
	5.	Bd2	Nc6	13.	O-O	Bd7	
	6.	h3	Qb6	14.	b4	cxb4	
	7.	Nc3	d4	15.	axb4	Bxb4	
	8.	Na4	Qc7				

In the Center Game the bishops are already well placed in their central positions, and do not need to move right after the opening, unless used to recapture in a central pawn exchange. Bishop replacements to Bishop 3 or Knight 4 are quite playable however, and can be very strong.

Game 19: White follows the standard by advancing the g-pawn twice, displacing black's knight and setting up for a bishop exchange and a queen invasion. White's Q-side castle helps support a strong K-side attack. White continued on the offensive for the remainder of the game.

	1.	a3	e5	9.	Nc3	O-O	
	2.	h3	d5	10.	Bg4	f5	
	3.	e3	c5	11.	gxf6	Qxf6	
	4.	Be2	Nc6	12.	Bxe6+	Qxe6	
	5.	d3	Nf6	13.	Qg4	Qf7	
	6.	Bd2	Be6	14.	O-O-O	e4	
	7.	g4	Bd6				
	8.	g5	Nd7				

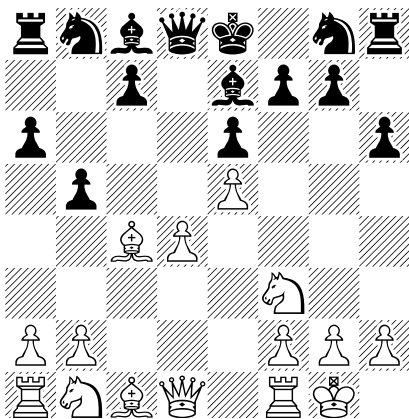
Game 11: White follows the standard opening with a Q-side expansion. White's bishops are active after the opening, one recapturing a pawn, the other exploring open lines in the black defenses. White later gained the upper hand in a difficult game but could only manage a draw.

	1.	d3	e5	9.	g4	exd3	
	2.	a3	Nf6	10.	Bxd3	a5	
	3.	h3	d5	11.	bx a5	Nxa5	
	4.	e3	Nc6	12.	Nb5	Be7	
	5.	Be2	Bd6	13.	Bc3	c5	
	6.	Bd2	O-O	14.	Be5	Nc6	
	7.	b4	Be6	15.	Bc7	Qd7	
	8.	Nc3	e4	16.	Bf4	c4	
				17.	Be2	Ne4	
				18.	Nf3	Rfc8	

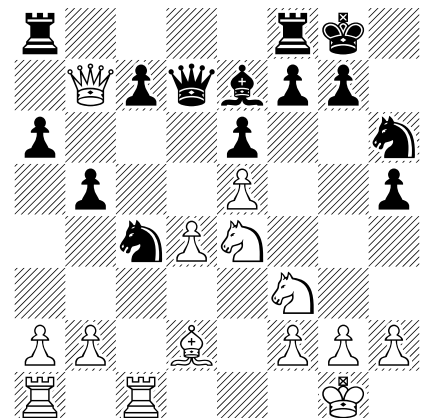
Queen and rook moves soon after the standard opening are somewhat different from those used in conventional chess. The queen occasionally relocates forward after a c-pawn advance, but frequently it moves off the queen file to avoid a rook attack, or to cover the b-pawn. Rook placements on open or half-open files are strongest, and are most commonly used. In play with this system, files on the flanks are as likely to be opened as the center files.

Castling may be performed in the moves immediately following the standard opening, but very often it is omitted. Right to castle is often forfeited by moving the king or rooks, or rendered less attractive after the flank pawns have joined in an attack. The king side castle is always easier and safer, but a queen side castle is usually possible. A queen side castle will greatly enhance your ability to attack on the king side. In this system all pawns are used in the attack; even after castling has been performed, the castled position pawns are advanced along with the others.

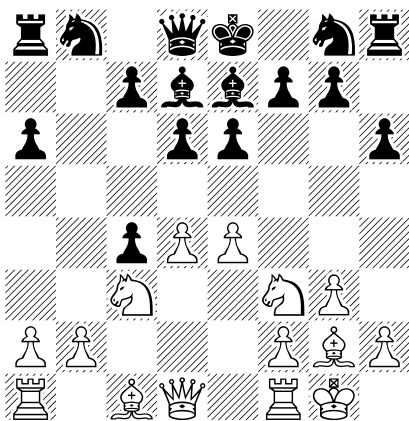
Game 12: Black plays the standard until he is attacked by center pawns. Black repulses the forward white bishop, and develops his fianchetto. Black castles and consolidates his defense, despite white's invasion. Black's pieces are now well placed for a sharp continuation.



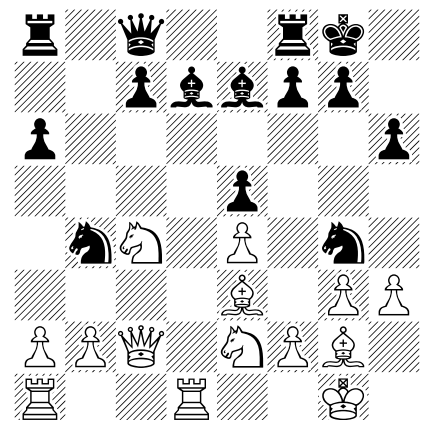
- | | | | | | |
|----|------|-------|-----|------|------|
| 1. | e4 | e6 | 9. | Bd3 | Bb7 |
| 2. | d4 | d6 | 10. | Nc3 | Nd7 |
| 3. | Nf3 | h6 | 11. | Be4 | Bxe4 |
| 4. | Bd3 | a6 | 12. | Nxe4 | Nb6 |
| 5. | O-O | Be7 | 13. | Bd2 | h5 |
| 6. | e5 | d5 | 14. | Qc2 | Nh6 |
| 7. | c4 | dx c4 | 15. | Qc6+ | Qd7 |
| 8. | Bxc4 | b5 | 16. | Qb7 | O-O |
| | | | 17. | Rfc1 | Nc4 |



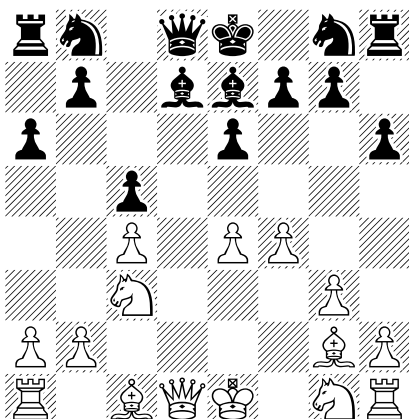
Game 16: Black follows the standard opening with a b-pawn advance and exchange. Black then brings out his knights, which move down field to exchange with a bishop and harass white's queen. After a central pawn exchange black castles to safety, and now has an excellent game.



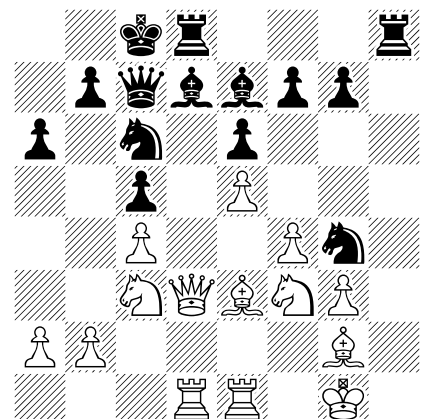
- | | | | | | |
|----|-----|------|-----|-------|-------|
| 1. | d4 | d6 | 9. | Be3 | Nc6 |
| 2. | e4 | e6 | 10. | Nd2 | e5 |
| 3. | c4 | h6 | 11. | dx e5 | dx e5 |
| 4. | Nc3 | a6 | 12. | Nxc4 | Nf6 |
| 5. | g3 | Be7 | 13. | Qc2 | O-O |
| 6. | Nf3 | Bd7 | 14. | Rfd1 | Ng4 |
| 7. | Bg2 | b5 | 15. | Ne2 | Qc8 |
| 8. | O-O | bxc4 | 16. | h3 | Nb4 |



Game 20: After the standard opening, black challenges and exchanges with a center pawn. Black sends his rook pawn and then his knight to attack white's fianchetto. He clears his back rank and makes the strong Q-side castle. Black is now in good shape, and went on to win handily.



- | | | | | | |
|----|-------|-------|-----|------|-------|
| 1. | e4 | h6 | 9. | Nf3 | Nc6 |
| 2. | d4 | a6 | 10. | e5 | h5 |
| 3. | c4 | e6 | 11. | O-O | h4 |
| 4. | Nc3 | Be7 | 12. | Be3 | hxg3 |
| 5. | g3 | d6 | 13. | hxg3 | Nh6 |
| 6. | Bg2 | Bd7 | 14. | Qd3 | Ng4 |
| 7. | f4 | c5 | 15. | Rad1 | Qc7 |
| 8. | dx c5 | dx c5 | 16. | Rfe1 | O-O-O |



In summary, moves usually played after the standard opening are:

1. Knight pawn double advances, second advances and exchanges
2. Bishop pawn double advances, and exchanges
3. Rook pawn second advances, generally supporting the knight pawn
4. Center pawn second advances and exchanges
5. Knight moves to Bishop 3, and subsequent relocations
6. Bishop relocations or recaptures after central pawn exchanges
7. King relocation or castle
8. Queen and Rook replacements

Even with an easy to learn system like the Center game, one cannot reduce play after the opening to a simplistic sequence of habitual moves. But most of the typical moves listed above can be played against most adversary deployments. Players of all levels should try improvising continuations based on a selection of moves taken from this frequently used set. Below are two more specific move sets, one suggested for beginners and another for better players.

Better players can learn quickly the most effective move sequences corresponding to different general categories of adversary defenses, and so prepare anticipated lines up to 15 moves into the game. Beginners should concentrate on consolidating and then maintaining a coherent defense, with a more cautious approach to attacking, especially against better players.

Move Set for Beginners

- ♦ Center pawn exchanges: avoid or accept, but do not initiate
- ♦ Knight pawn single or double advances and subsequent advances
- ♦ Knight forward placements and forays
- ♦ Queen bishop pawn double advance
- ♦ King side castle
- ♦ Queen relocation off open file
- ♦ Rook relocation on open file
- ♦ Play Defensively

Move Set for Better Players

- ♦ Center pawn exchanges: initiate and accept
- ♦ Knight forward placements and forays
- ♦ Knight pawn double advances
- ♦ Bishop pawn double advances
- ♦ Center Castle or queen side castle
- ♦ Relocate rooks and queen
- ♦ Play Aggressively

Players of all levels should experiment with the many strong and valid continuations of the standard opening. There are dozens of interesting and playable lines - develop your repertoire!

4. The Center Game in Action

Now we present, including the two already seen, twenty complete games with the Center Game, alternating playing with white and black. Most games use the standard opening; a few are variants. A variety of defenses to the Center Game are used in this collection. By 'defense' is meant any adversary response other than early attack, whether played with white or black.

These strong conventional deployments may look aggressive, but they are nevertheless appropriately called defenses, because as we will see, in most cases it is the Center Game that attacks after the opening. There is little the adversary can do to disrupt this opening, so he usually contents himself with occupying the center heavily with pieces and pawns. As often as not, he also allows the system player to attack rather than trying to seize the initiative himself. This observation is also well supported by analysis: the strongest adversary responses are not those which challenge the Center Game either during or immediately after the opening.

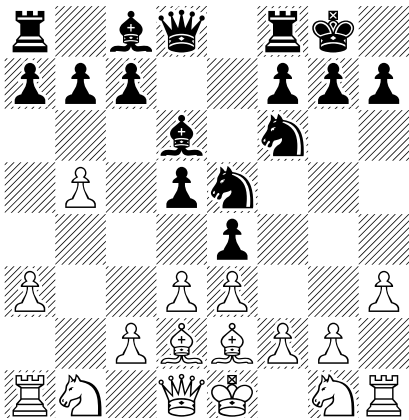
Watch in these games how the player of the Center Game is able to carry out his standard opening, while the opponent usually concentrates on building a strong defense. Notice the great variety of defenses possible. Study carefully the moves made following the standard opening, to develop a general idea of how to continue play with this system after the opening moves.

Unless otherwise noted, all games were played by the computer, using adequate time (45 minutes per side) to produce a contest of master level quality. All games have also been analyzed to insure that they are free of serious errors, and that the moves chosen on both sides are consistently from among the strongest and most promising. They are all good examples of chess being played extremely well from start to finish, and they can provide you with valuable ideas on how to exploit the strengths of this opening system in the middle and endgames.

In all these games the Center Game wins or draws. Losses have not been included, because we are just beginning to document the validity of the basic system. In the next chapters we will address the topic of playing against the Center Game. For the moment we are only gaining familiarity with the standard opening and play immediately following it, but at the same time beginning to develop an impression of the style of games that result from using this system.

Play thru these games before reading on in the book. For beginners it is essential to see how games proceed from beginning to end. But players of all levels can benefit from reviewing these games. By so doing you will become familiar with the standard opening, the range of defenses usable against it, and the type of games that result from playing this system. Attack!

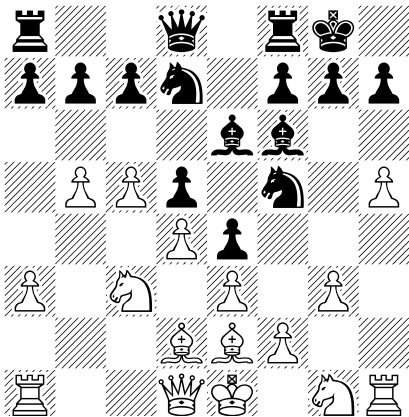
Game 3: Center Game with White



1. d3 e5
2. e3 d5
3. h3 Nc6
4. a3 Nf6
5. Be2 Bd6
6. Bd2 O-O
7. b4 e4
8. b5 Ne5

Here is an impressive victory from the first days of experimentation with the newly discovered Center Game.

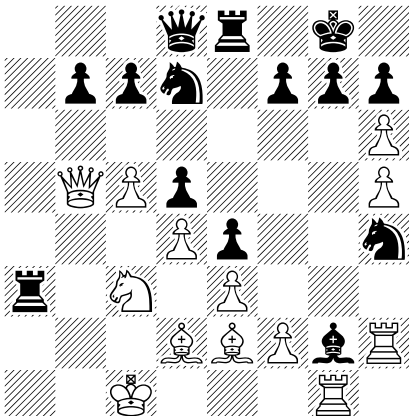
White follows the standard opening with a queen flank attack. Black tries a sharp line with his forward knight relocation, inviting white to advance the queen side pawns.



9. d4 Ng6
10. c4 Be6
11. c5 Be7
12. h4 Nd7
13. h5 Nh4
14. g3 Nf5
15. Nc3 Bf6

White advances on the queen side, then pushes forward on the king side as well. Black's play is forced: the advancing pawns give him no alternative but retreat.

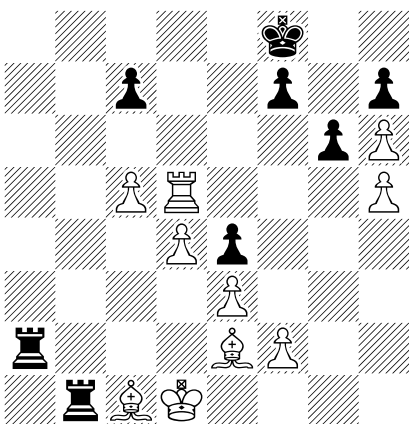
Black's initial space advantage has been reversed; white now commands the board. Whatever illusions black had of attack are gone; he can only hope for counterplay.



16. Qa4 Re8
17. Nh3 Bg5
18. g4 Nh4
19. O-O-O Bh6
20. Rdg1 a6
21. g5 Bxh3
22. gxh6 Bg2
23. Rh2 axb5
24. Qxb5 Rxa3

Black allows his bishop to be trapped by the K-side pawn advance rather than retreat further. Black stays even by trading down, but cannot stop the main assault with rook and pawn on his K-side.

White now has to react to the black bishop and rook incursions, but his combined threats are still stronger than black's.



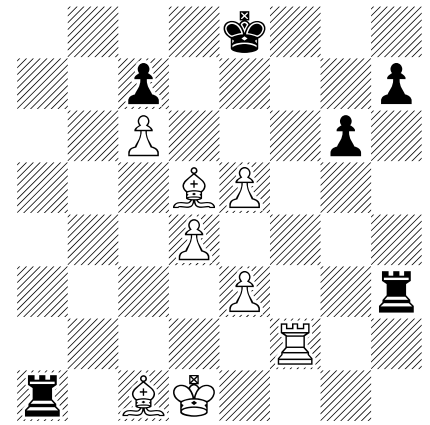
25. Rgxg2 Nxc2
26. Rxc2 g6
27. Qxb7 Nf6
28. Rg5 Qb8
29. Qxb8 Rxb8
30. Nxd5 Ra1+
31. Kc2 Ra2+
32. Kd1 Nxd5
33. Rxd5 Rb1+
34. Bc1 Kf8

Black does his best to defend, but white trades down quickly, and emerges with advantage of two pawns, enough to win.

Note how white's mate threat prevents black from winning the pinned bishop.

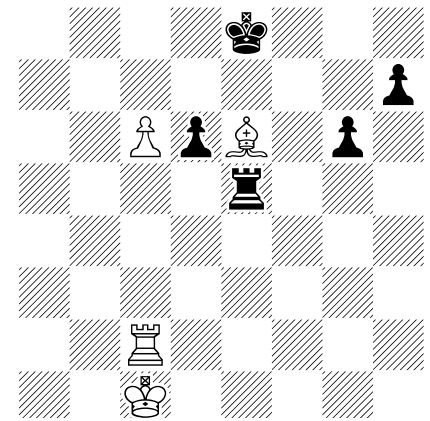
White stops the double rook attack, and begins moving forward with his mass of central pawns, always retaining just the minimum defense necessary to hold.

35. hxg6 fxg6
 36. c6 Ke7
 37. Rc5 Kf6
 38. Rc2 Ra5
 39. f3 Rh5
 40. fxe4 Rxh6
 41. e5+ Ke7
 42. Bf3 Rh3
 43. Rf2 Ra1
 44. Bd5 Ke8



Black sacrifices a rook for bishop and pawn, trying to slow the white pawns. White ignores the capture of his pawn and drives straight for promotion.

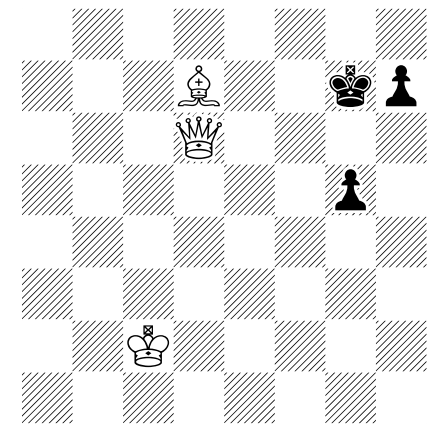
45. Kc2 Ra5
 46. Be6 Rg3
 47. d5 Rc5+
 48. Kd2 Rxc1
 49. Kxc1 Rxe3
 50. d6 cxd6
 51. Rc2 Rxe5



White now trades rooks and moves in for the final checkmate:

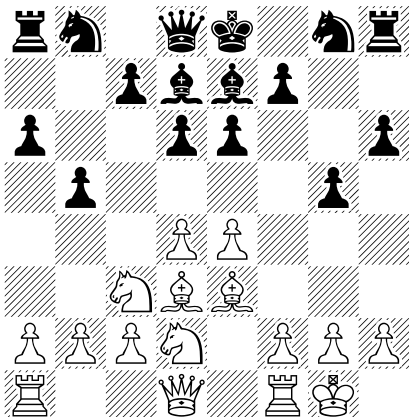
58. Be8 Kg8
 59. Qe6+ Kh8
 60. Qf6+ Kg8
 61. Qf7+ Kh8
 62. Qf8#

52. Bd7+ Ke7
 53. c7 Kf6
 54. c8=Q Kg7
 55. Qc7 Rc5
 56. Qxd6 Rxc2+
 57. Kxc2 g5



A fine victory for white with the brand new Center Game!

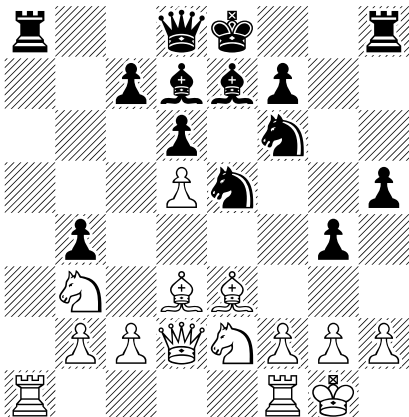
Game 4: Center Game with Black



1. e4 e6
2. d4 d6
3. Nc3 a6
4. Nf3 h6
5. Bd3 Be7
6. O-O Bd7
7. Be3 g5
8. Nd2 b5

Here is one of the more remarkable games the author has seen with the Center Game. It's remarkable in the sense that black takes lots of risks, but still comes out OK.

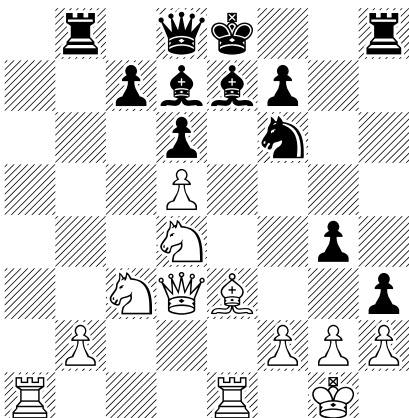
Against white's 2 pawn standard defense black plays the standard opening, with the strong continuation with knight pawn double advances: Center Game Cv27.



9. Qf3 h5
10. Nb3 g4
11. Qd1 b4
12. Ne2 a5
13. a3 Nc6
14. d5 exd5
15. exd5 Ne5
16. axb4 axb4
17. Qd2 Nf6

Black advances on both flanks, flaunting conventional chess practice. When white challenges the advanced pawns, black moves forward with his knights, drawing a central pawn advance and exchange.

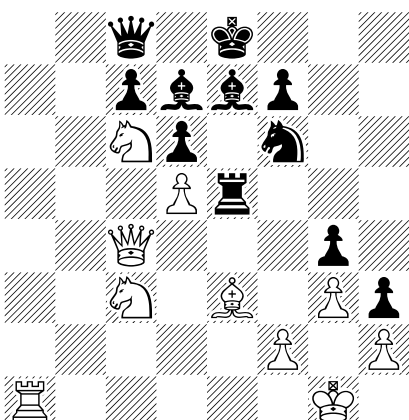
Black's b-pawn is a problem, but so is the d-pawn for white; black always has threats in compensation.



18. c4 bxc3
19. Nxc3 Rb8
20. Nd4 Nxd3
21. Qxd3 h4
22. Rfe1 h3

After more exchanges black's position is still holding together well. Black's K-side pawns cannot break open white's castle, but do succeed in lodging there.

Black is developing threats, but is also taking risks, leaving a pin on his bishop and a 'hole' on c6 for the white knight.



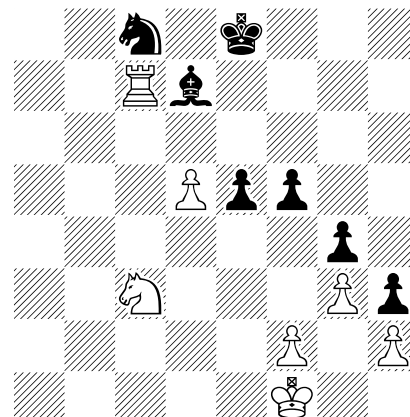
23. g3 Rh5
24. Qc4 Rxb2
25. Ra7 Re5
26. Rea1 Qc8
27. Ra8 Rb8
28. Rxb8 Qxb8
29. Nc6 Qc8

Black brings his rook out, captures a pawn and has a potential mate threat with his centrally placed rook. White attacks at the same time, and now wins the threatening black rook for his knight.

White has the lead and a strong attack, but black is still very much in the game.

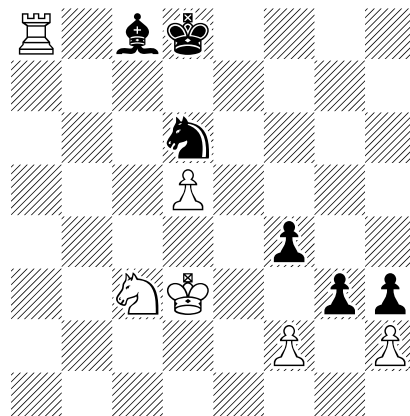
White trades down further to go ahead by the exchange, but it's not over yet - a black K-side pawn storm is on the horizon!

30. Nxe5 dxe5
 31. Bg5 Ng8
 32. Bxe7 Nxe7
 33. Ra7 f5
 34. Kf1 Qb8
 35. Qxc7 Qxc7
 36. Rxc7 Nc8



White has some difficulty getting his pieces into play. After due consideration, white brings his king out rather than leave it back to cover the promotion squares.

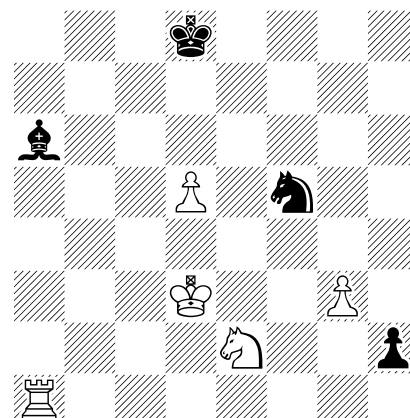
37. Ke2 Kd8
 38. Rb7 Nd6
 39. Ra7 f4
 40. gxf4 exf4
 41. Kd3 g3
 42. Ra8+ Bc8



Black's pawns crash into the white castle. At least one of them is going thru. Black's pieces are also fortuitously well placed to support their advance to promotion.

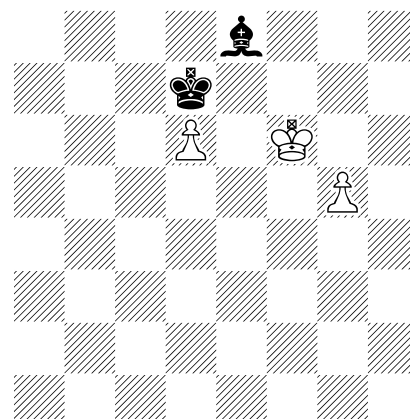
Everything clicks for black: his rook pawn advances for promotion, and white can only cover with his rook. With the bishop check white loses his knight, and then either black's bishop or his knight can cover the promotion square. Neat!

43. fxf3 fxf3
 44. hxg3 Nf5
 45. Ne2 h2
 46. Ra1 Ba6+



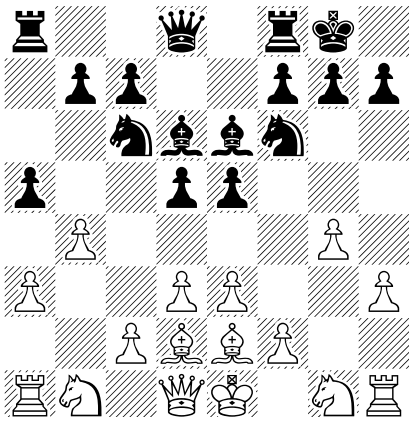
Black forces the pawn promotion, winning white's rook. He then covers easily against the two white pawns with his bishop. A drawn game is the agreed result.

47. Ke4 Bxe2
 48. Kxf5 Bf3
 49. d6 h1=Q
 50. Rxh1 Bxh1
 51. g4 Kd7
 52. Ke5 Bf3
 53. g5 Bh5
 54. Kf6 Be8
 1/2-1/2



This new style of play is radically different from everything seen in chess until now, but it is nonetheless valid and surprisingly resistant. Here the white attack looked serious - but he only managed a draw!

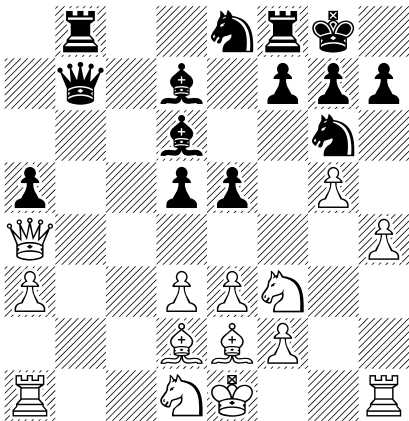
Game 5: Center Game with White



1. d3 e5
2. a3 Nf6
3. h3 d5
4. e3 Nc6
5. Be2 Bd6
6. Bd2 O-O
7. b4 Be6
8. g4 a5

Now we play with white the same opening as in the last game, Cv27. This opening can almost always be played against 2 pawn center defenses. It's one of the sharpest continuations of the standard.

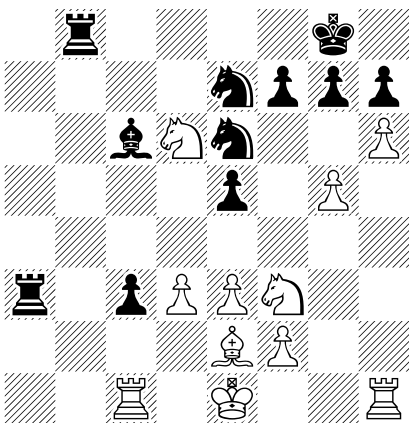
Here black challenges with his rook pawn; the most frequent response to challenge white's flank pawn advance.



9. b5 Ne7
10. Nf3 c6
11. bxc6 bxc6
12. c4 Ng6
13. Nc3 Rb8
14. Qa4 Qc7
15. cxd5 cxd5
16. g5 Ne8
17. Nd1 Qb7
18. h4 Bd7

Continuing play is also typical: white advances his knight pawn, displacing the knight, and exchanges when challenged. He advances and exchanges the c-pawn, then advances the K-side flank pawns.

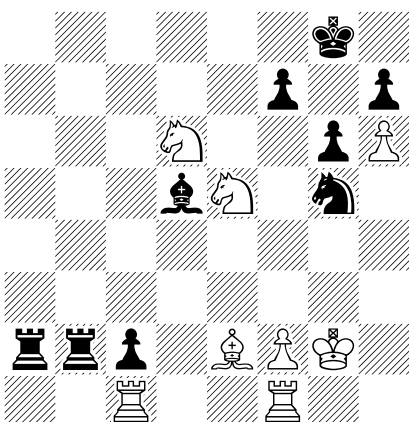
Black appears in better shape because of his conventional castle, but the white uncastled position is as good: it's more active, resists well, and saves a move.



19. Qxa5 Ra8
20. Qc3 Nc7
21. h5 Ne7
22. h6 Ne6
23. Qb2 Qxb2
24. Nxb2 Rfb8
25. Bc3 d4
26. Nc4 dxc3
27. Nxd6 Rxa3
28. Rc1 Bc6

Black offers a pawn, which white accepts. Afterwards black seizes the initiative, taking control of the Q-side, regaining his lost pawn, and producing a passed pawn.

White is clearly under pressure, but his unconventional position is still holding.



29. e4 Ra2
30. Nxe5 Nf4
31. Bh5 g6
32. Bf3 Rbb2
33. O-O c2
34. d4 Nh3+
35. Kg2 Nxg5
36. d5 Ba8
37. Be2 Nxd5
38. exd5 Bxd5+

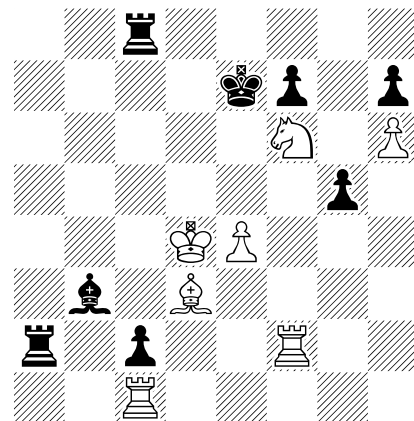
White finally castles, at his 33rd move! Non castling and delayed castling are very characteristic of play with this system.

The white defense continues to resist, and black can do little to force the situation. Finally he sacrifices a piece for 2 pawns to break open the game. Black looks strong, but white is about to turn things around.

It takes accurate play, but white is able to defend against all black's threats while building his counter attack. White now threatens to win two more black pawns.

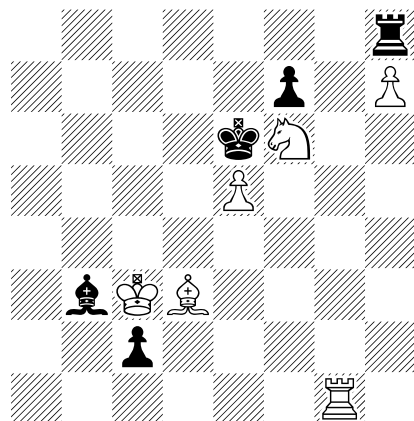
Note how his king's early entry in action has given white the initiative.

39. f3 Rb3
40. Kf2 Kf8
41. Ne4 Nxe4+
42. fxe4 Be6
43. Bd3 Ke8
44. Ke3 Rc3
45. Kd4 Rc8
46. Rf2 Bb3
47. Ng4 g5
48. Nf6+ Ke7



White is only a step ahead, but it's enough to win. What seemed like a close race now becomes a total disgrace. An impotent black is utterly destroyed.

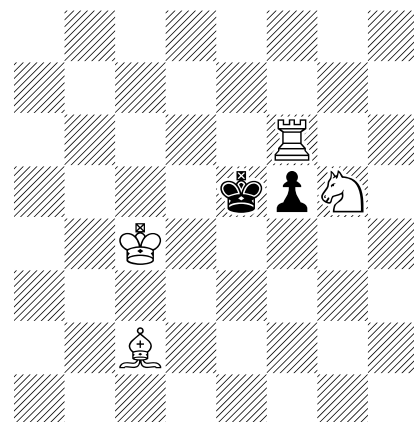
49. Nxh7 g4
50. Nf6 g3
51. Rf5 g2
52. h7 Rh8
53. e5 Ra4+
54. Kc3 Rh4
55. Rg5 Rh1
56. Rg8 g1=Q
57. Rgxg1 Rxg1
58. Rxg1 Ke6



Here's the culmination of 'faite accomplie' three pieces versus a naked king.

Black must be thinking 'I did everything right .. how did everything go wrong?' Black didn't do anything wrong, he simply met an adversary of equal strength whose strategy and tactics were totally different from his own.

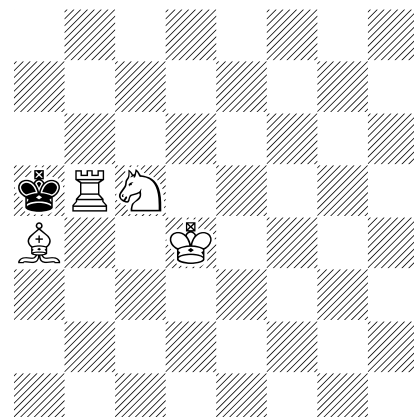
59. Kxb3 Kxe5
60. Ng4+ Kd5
61. Bxc2 Kc5
62. Nf6 Kd6
63. Rg8 Rxh7
64. Nxh7 Kd7
65. Rf8 Ke6
66. Kc4 Kd6
67. Ng5 f5
68. Rf6+ Ke5



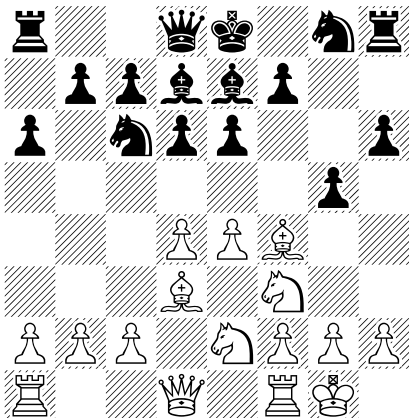
Now there's just the mating exercise left. That doesn't mean you don't have to think any more .. checkmate is a fine art, even when the outcome is no longer in doubt!

Another surprising game, but by now you should be getting used to it. The word best describing the Center Game is 'surprising'.

69. Rxf5+ Kd6
70. Ne4+ Kd7
71. Nc5+ Kd6
72. Rf7 Ke5
73. Bb3 Kd6
74. Kd4 Kc6
75. Ba4+ Kb6
76. Rb7+ Ka5
77. Rb5#



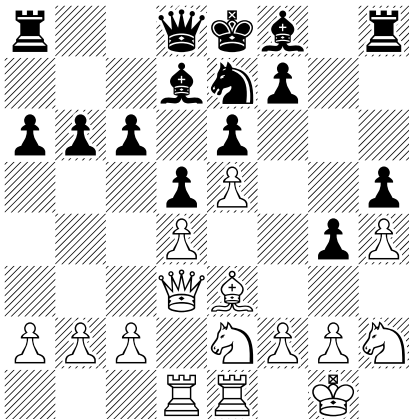
Game 6: Center Game with Black



1. e4 d6
2. d4 e6
3. Bf4 h6
4. Nd2 a6
5. Bd3 Bd7
6. Ne2 Be7
7. O-O Nc6
8. Nf3 g5

Here the Author with black plays the Center Game and manages a draw against his strong computer opponent.

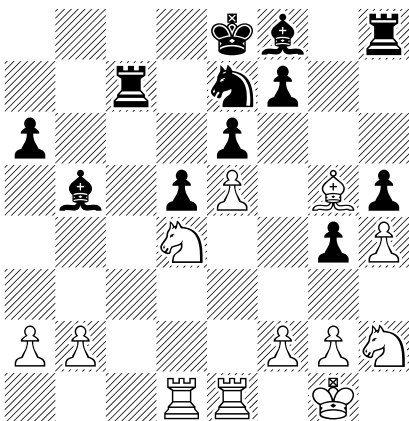
White plays a 2 pawn classical defense, with a forward bishop placement and a knight shift. Black's Center Game Cv7B brings out a knight, then challenges the forward bishop with a flank advance.



9. Be3 Nb4
10. Nc3 Nxd3
11. Qxd3 c6
12. e5 d5
13. Rad1 b6
14. Ne2 Bf8
15. Rfe1 Ne7
16. h4 g4
17. Nh2 h5

Black exchanges knight for bishop and moves forward cautiously. He avoids a pawn exchange, allowing white to lodge the central pawns.

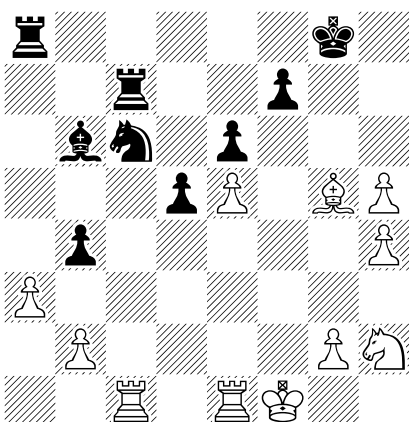
White has been losing time shifting pieces, but now counter attacks with 16.h4, a dubious gambit that black refuses, giving an invitation to white to attack the K-side.



18. Bg5 c5
19. dxc5 Bb5
20. Qa3 bxc5
21. Qxc5 Rc8
22. Qa7 Rxc2
23. Nd4 Qc7
24. Qxc7 Rxc7

Black offers a pawn, and regains it quickly, then forces white's invading queen to exchange. Now the pin on the black knight is released, and white's forward piece placements can be challenged.

Black has maintained parity without too much difficulty, even though white always pursued aggressive lines.



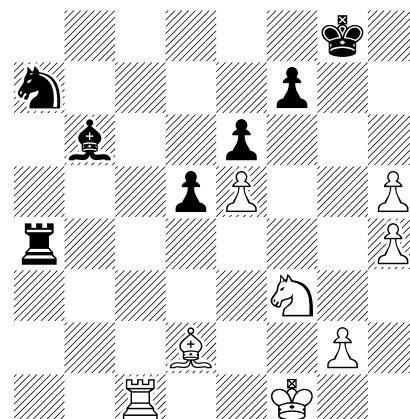
25. f3 Nc6
26. Nxb5 Bc5+
27. Kf1 axb5
28. fxg4 O-O
29. gxh5 Ra8
30. Rc1 Bb6
31. a3 b4

White again tries for the initiative with a challenge to black's advanced K-side pawns. Instead of exchanging the pawns, Black castles, allowing white to take them.

Black plans to win one of white's Q-side pawns, then attack the weak doubled rook pawns later with his king. It's a risky plan, but it looks as though it might work.

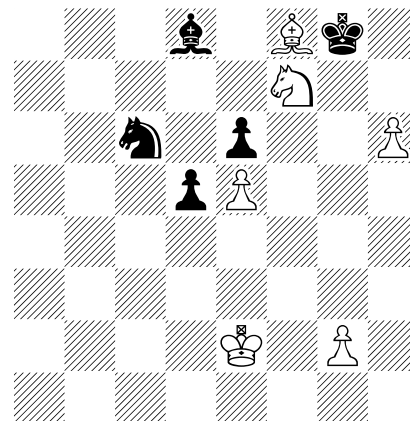
White gives back one of the pawns. Black rearranges his pieces to avoid a white rook incursion, and then starts applying pressure to white's backward rook pawn.

32. Nf3 bxa3
 33. bxa3 Rxa3
 34. Ra1 Rca7
 35. Rxa3 Rxa3
 36. Rc1 Na7
 37. Bd2 Ra4



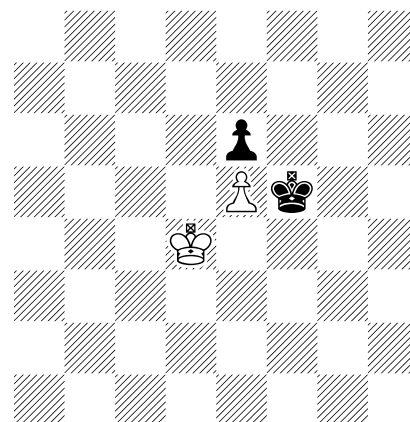
Black exchanges rooks, and brings his pieces back into play to respond to the K-side threat. White tries his best, but is not able to support the pawn advance: black has an answer to every threat.

38. h6 Rg4
 39. h5 Ra4
 40. Ng5 Rh4
 41. h7+ Kh8
 42. h6 Rh1+
 43. Ke2 Rxc1
 44. Bxc1 Nc6
 45. Ba3 Bd8
 46. Nxf7+ Kxh7
 47. Bf8 Kg8



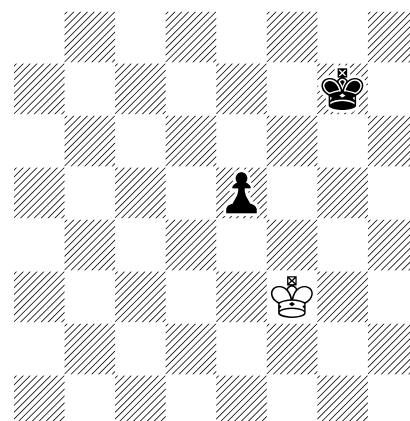
It's a tricky situation, but black can now equalize by forcing further exchanges. His active king is what makes the difference.

48. Nxd8 Nxd8
 49. Bg7 Nf7
 50. Ke3 Kh7
 51. Kf4 Nxh6
 52. Bxh6 Kxh6
 53. g4 Kg6
 54. Kg3 Kg5
 55. Kf3 d4
 56. Ke4 Kxg4
 57. Kxd4 Kf5



The author gives it a try but can't win the game. If you want to beat a strong player or the computer, you have to keep the game as complicated as possible for him.

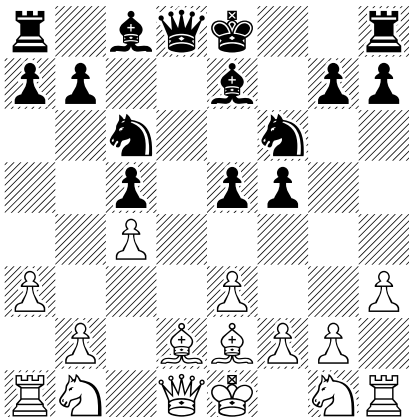
58. Kd3 Kxe5
 59. Ke3 Kd5
 60. Kd3 Kc6
 61. Ke4 Kd7
 62. Ke5 Ke7
 63. Ke4 Kd6
 64. Kd4 e5+
 65. Ke3 Ke7
 66. Ke2 Kf8
 67. Kf3 Kg7



The Center Game is more complicated for your adversary than it is for you - that's the secret of its strength!

1/2-1/2

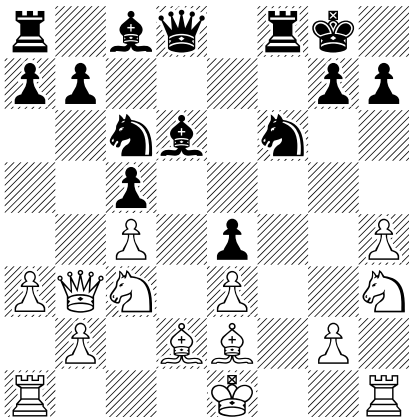
Game 7: Center Game with White:



1. e3 e5
2. d3 d5
3. a3 c5
4. h3 f5
5. Be2 Nf6
6. Bd2 Nc6
7. c4 dxc4
8. dxc4 Be7

White plays the Center Game and wins quickly in a short and action packed game.

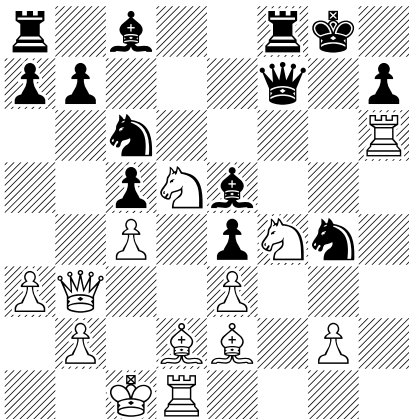
Black tries a highly aggressive custom defense with a big four pawn forward wall. White strikes at it immediately after his opening; he's playing Center Game Cv34x.



9. Nc3 O-O
10. Qb3 e4
11. h4 f4
12. Nh3 fxe3
13. fxe3 Bd6

After another center pawn exchange, black's position looks strong, but in fact his K-side is about to be overrun!

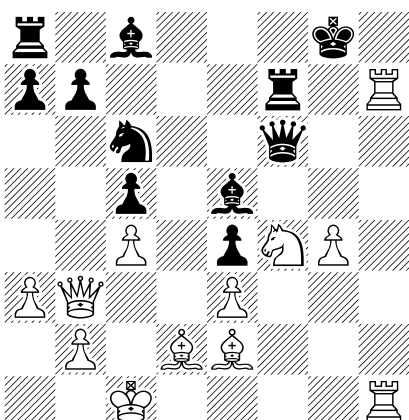
White now castles Q-side, anticipating the bishop check. Two white rooks bearing down on the black king will prove to be decisive factors in the building attack.



14. O-O-O Qe8
15. h5 Bg3
16. h6 gxh6
17. Nd5 Be5
18. Nhf4 Qf7
19. Rxh6 Ng4

White opens the castled position, and brings his pieces into the attack. Black figured 16..gxh6 could hold; g6 was safer.

There is little black can do now to prevent the loss of his rook pawn and a K-side invasion. Black plays the knight forward, hoping to exchange; better was 19..Nxd5, but even so white keeps in the lead.



20. Rh4 Nf6
21. Rdh1 Bf5
22. g4 Bc8
23. Nxf6+ Qxf6
24. Rxh7 Rf7

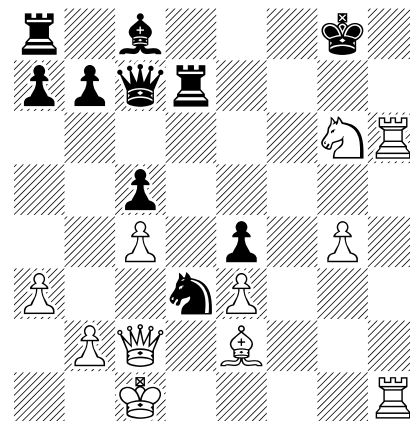
White configures a rook barrage, winning the rook pawn. The main onslaught is now underway with rooks and knight.

White keeps his bishops and queen back where they can help defend, while attacking from a distance.

Black's king is completely exposed, as the defending pieces retreat or are traded off. Black's reactions to the growing white attack are increasingly desperate.

White has a material advantage, a passed pawn, and serious assault. He also has every intention of winning the game.

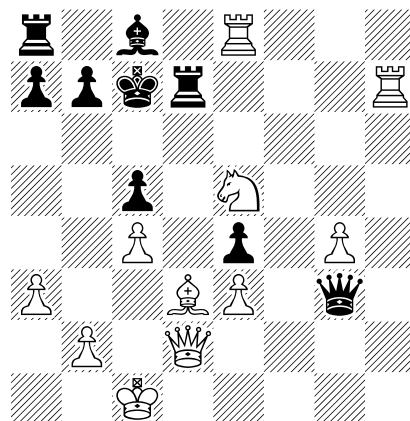
25. R7h6 Qe7
 26. Ng6 Qc7
 27. Bc3 Rd7
 28. Bxe5 Nxe5
 29. Qc2 Nd3+



Black delays recapture of the bishop, making a queen sortie. White continues the king hunt with his knight and rooks.

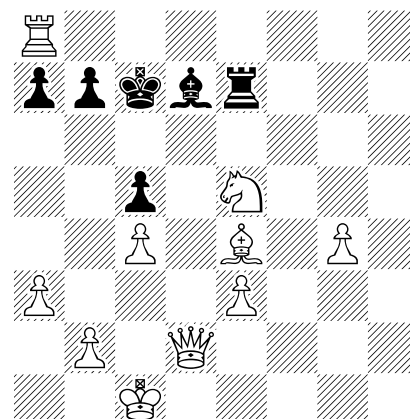
White can win easily with the obvious 35.Rxd7+ but instead he treats us to a lovely mating trap: if black plays 35..Rhx7 it's mate in three!

30. Bxd3 Qg3
 31. Rh8+ Kf7
 32. Ne5+ Ke7
 33. R1h7+Ke6
 34. Re8+ Kd6
 35. Qd2 Kc7



Black's game turns into a humiliating rout. He has to throw away his queen and rook just to delay the inevitable mate.

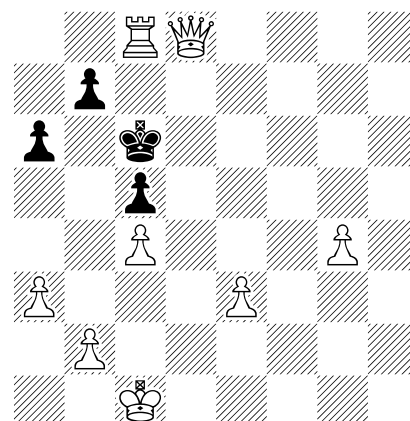
36. Bxe4 Qe1+
 37. Qxe1 Rxh7
 38. Qd2 Bd7
 39. Rxa8 Re7



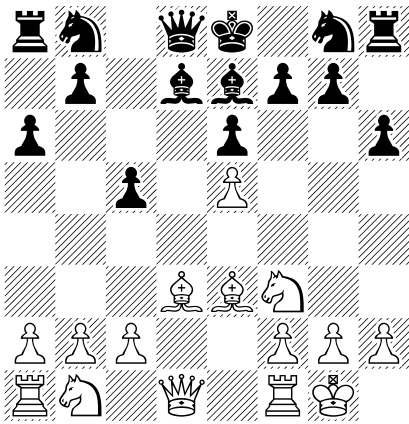
White ends it all with a few swift strokes.

Black certainly got punished in this game. It's only one example, but the rule seems to be that the expansive and aggressive defenses to the Center Game are no more effective than the conventional ones.

40. Qd5 Rxe5
 41. Qxe5+Kb6
 42. Qd6+ Bc6
 43. Bxc6 a6
 44. Qd8+ Kxc6
 45. Rc8#



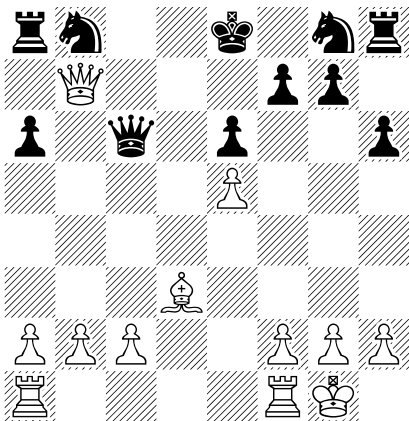
Game 8: Center Game with Black



1. e4 e6
2. d4 d6
3. Nf3 h6
4. Bd3 a6
5. O-O Be7
6. e5 dxe5
7. dxe5 Bd7
8. Be3 c5

Black's Center Game is challenged in the opening moves by a center pawn early attack. Black accepts the pawn exchange and then counters immediately with c5.

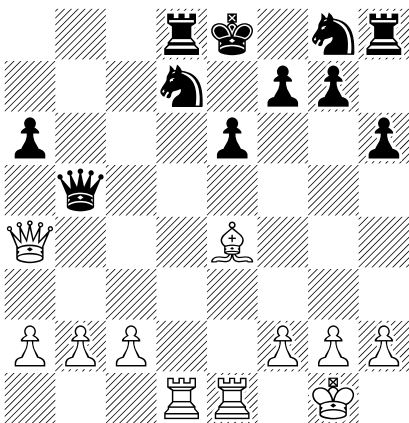
Black has good play on the Q-side, and no trouble with white's advanced pawn. As in many games against the standard opening this pawn is the only concrete positional advantage obtained by the adversary.



9. Nc3 Qc7
10. Ne4 Bc6
11. Nxc5 Bxc5
12. Bxc5 Bxf3
13. Qxf3 Qxc5
14. Qxb7 Qc6

White brings his knight forward, trying for the attack. Black offers a gambit that pays off quickly, winning a piece for a pawn.

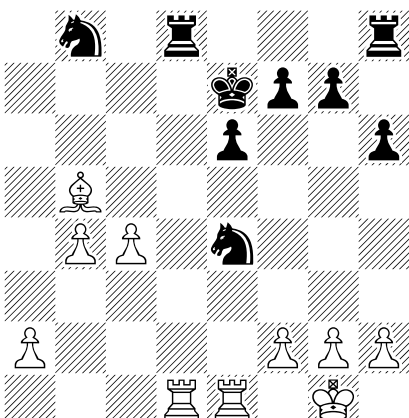
Trying to remedy his loss, white takes the 'poison pawn' with his queen. Black forces the queen to retreat or exchange. White does better to retreat; exchanging leaves black ahead in an early endgame.



15. Qb4 Qc7
16. Qg4 Qxe5
17. Rfe1 Qg5
18. Qa4+ Nd7
19. Be4 Rd8
20. Rad1 Qb5

White tries for counterattack, offering a pawn that black snaps up immediately. White hopes to exploit the pin on the knight, but black has no troubles covering, and again forces white to either lose time moving his queen or accept an exchange.

White's best course is to exchange and regain one of the lost pawns. He still has chances with his strong Q-side pawns.



21. Qxb5 axb5
22. Bc6 Nf6
23. Bxb5 Ke7
24. b4 Nb8
25. c4 Ne4

Black's 'center castle' is now better than white's conventional one, allowing black to control the open queen file and use it to force further exchanges, all in his favor.

By contrast, white's classical undeveloped castled position is now a serious liability, as black's last move shows. White also has little time to remedy the problem.

Black's play is focussed on exploiting white's undeveloped castled position. Until it is corrected, white's rook is nailed to the back rank, and his passed pawn threats are empty.

Black demonstrates this by taking the center of the passed pawns, ending most of white's promotion prospects.

White trades, and finally relieves his stifled king, but the material difference is still decisive. Black now offers a rook exchange and white may as well accept; his scattered pawns cannot be protected by his rook.

Note the strong formation of the black pawns, unchanged from the first moves. This formation is very hard to attack.

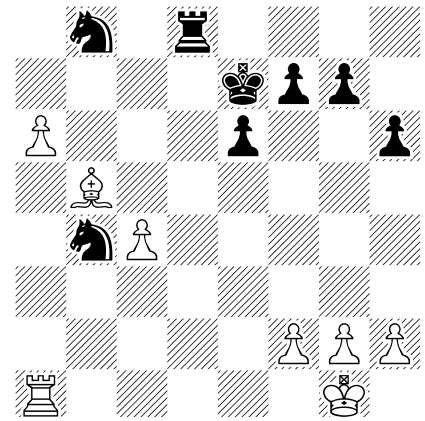
After the rook exchange black has an easy time closing the K-side, preparing to clean up white's isolated pawns.

(below:) It's just a routine task for black afterwards to escort his own passed pawn to promotion.

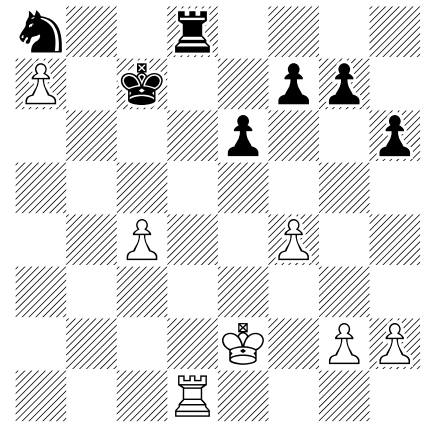
Here's the final checkmate:

49.	Ke3	Kd5	56.	Ke1	e2
50.	Kf3	Kd4	57.	Kf2	Kd2
51.	Ke2	e4	58.	Kf3	e1=Q
52.	Kd2	e3+	59.	Kg2	Ne4
53.	Ke2	Nd5	60.	Kh2	Qg3+
54.	Ke1	Nc3	61.	Kh1	Nf2#
55.	Kf1	Kd3			

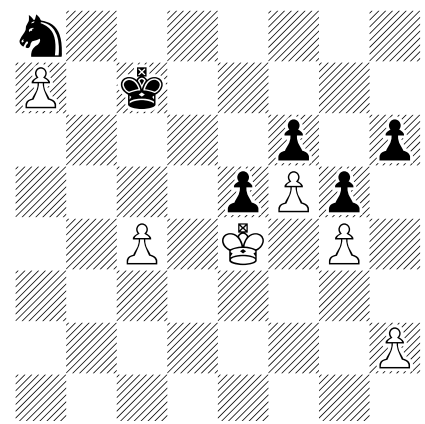
26.	a4	Rxd1
27.	Rxd1	Nc3
28.	Ra1	Rd8
29.	a5	Na2
30.	a6	Nxb4



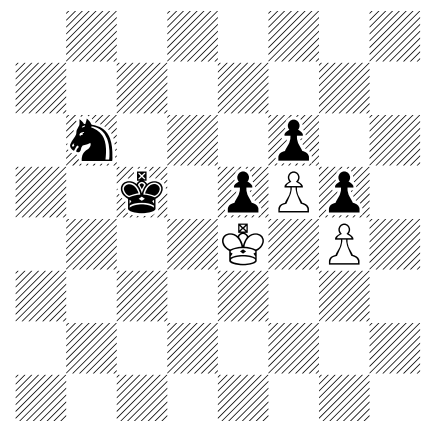
31.	a7	N8a6
32.	Bxa6	Nxa6
33.	Kf1	Nc7
34.	Ke2	Na8
35.	f4	Kd6
36.	Rd1+	Kc7



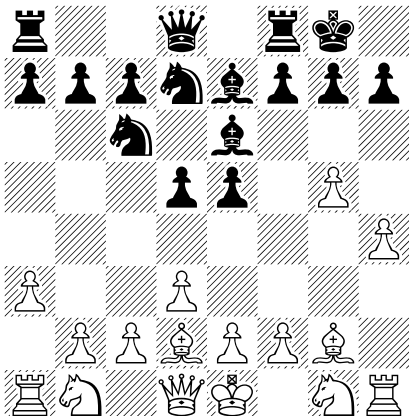
37.	Rxd8	Kxd8
38.	Kd3	Kc7
39.	Ke4	f6
40.	g4	g5
41.	f5	e5



42.	Kf3	Kb7
43.	Kg3	Kxa7
44.	c5	Kb7
45.	h4	Kc6
46.	hxg5	hxg5
47.	Kf3	Kxc5
48.	Ke4	Nb6



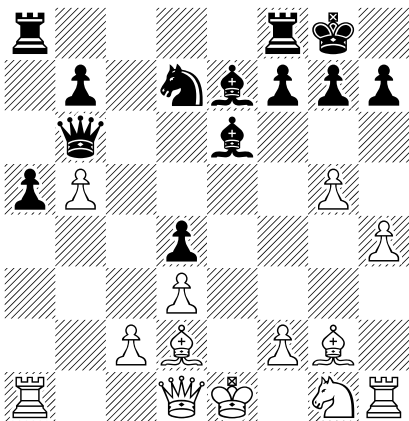
Game 9: C-system Variant Cv778F with White



1. a3 e5
2. d3 d5
3. Bd2 Nf6
4. h3 Nc6
5. g4 Be6
6. g5 Nd7
7. Bg2 Be7
8. h4 O-O

Here we try a variant of the standard opening: white plays 4 standard moves, then expands early on the K-side and places his bishop in fianchetto; this is C-system distant variant Cv778F.

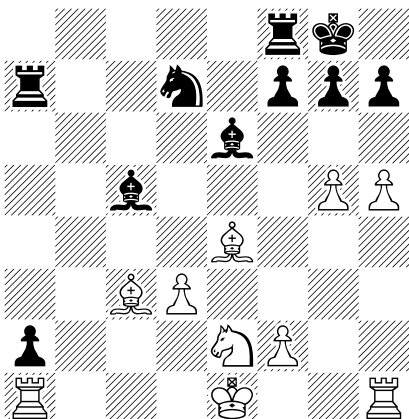
Black plays a 2 pawn classical defense, the most commonly used response to the Center Game and its variant openings.



9. b4 a5
10. b5 Na7
11. a4 c6
12. e3 cxb5
13. Nc3 d4
14. exd4 exd4
15. Nxb5 Nxb5
16. axb5 Qb6

White's pawns advance on both flanks, as is seen in most continuations of the Center Game and C-system openings.

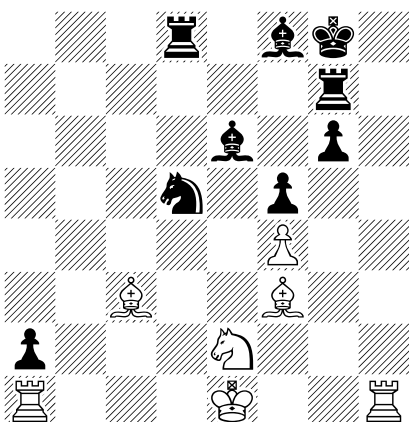
White offers a pawn and regains it quickly. Black threatens, but white stays even with sharp play, forcing further exchanges.



17. Qf3 Qxb5
18. Qxb7 Qxb7
19. Bxb7 Ra7
20. Be4 a4
21. Ne2 Bc5
22. h5 a3
23. c4 dxc3
24. Bxc3 a2

Black develops an advanced passed pawn, but white defends the queening square adequately, and sets up a formidable attack on black's castled position.

In chess, the best use of the pieces is for both attack and defense simultaneously!



25. f4 f5
26. Bf3 Nb6
27. h6 Rd8
28. g6 hxg6
29. hxg7 Rxg7
30. d4 Bf8
31. d5 Nxd5

White offers a pawn to open the black castle. Black does better avoiding this attack with 27..g6, but like most opponents of the Center Game, he is intent on winning. The pawn offer proves to be a trap, which wins the exchange for white.

White delays capturing the rook, playing 30.d4 and 31.d5 instead. This allows him to win black's threatening rook pawn.

Black finds a clever way to regain a pawn and equality with his knight attack.

White still has the two rooks however, and tries his best to use them effectively to put pressure on black's king and bishops.

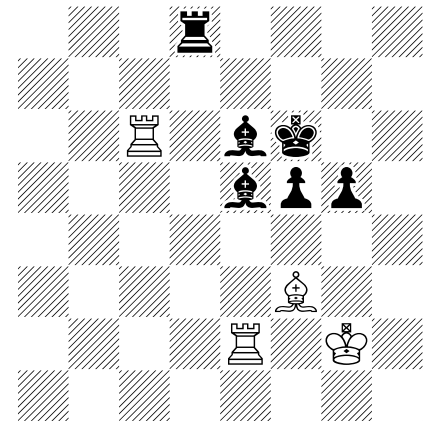
It simplifies to a classic endgame: rook vs. bishop and two pawns. In principle this is equal material, but now well into the endgame black threatens more, with his well supported advanced pawns.

White does what he can to slow the advance of the pawns, and finally finds a way to hold. The current position offers white an opportunity to draw, and he jumps on the the occasion, with 59. Rxf3.

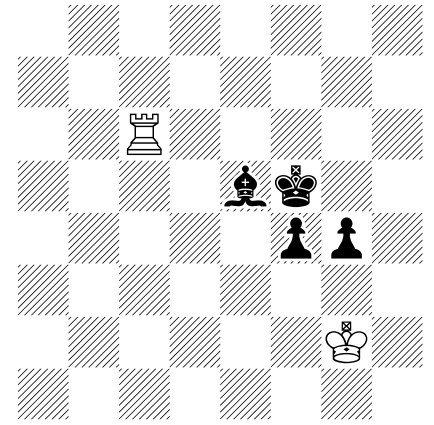
Black declines the draw and keeps trying, but there's nothing to do. It continued:

68. Rf1 Be5+
69. Kg2 Bd4
70. Rf8 Bc5
71. Rc8 Be3
72. Rg8+ Kh4
73. Rh8+ Kg5 1/2-1/2
Interesting game!

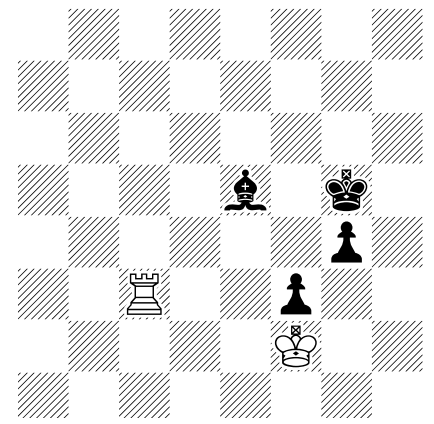
32. Bxg7 Kxg7
33. Rxa2 Bb4+
34. Kf2 Bc5+
35. Kg3 Nxf4
36. Rc2 Nxe2+
37. Rxe2 Kf6
38. Rc1 Bd4
39. Rc6 Be5+
40. Kg2 g5



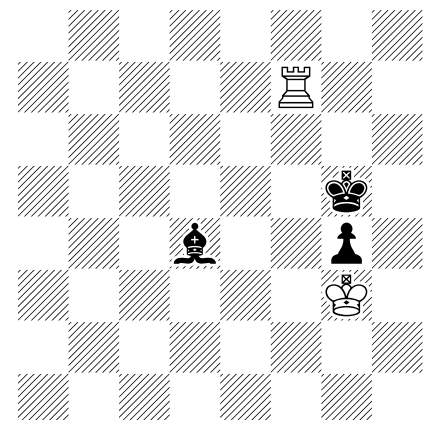
41. Rc5 Bf4
42. Rc6 Rd6
43. Rxd6 Bxd6
44. Rd2 Bf4
45. Rd3 g4
46. Bd5 Bxd5+
47. Rxd5 Be5
48. Rc5 f4
49. Rc4 Ke6
50. Rc6+ Kf5



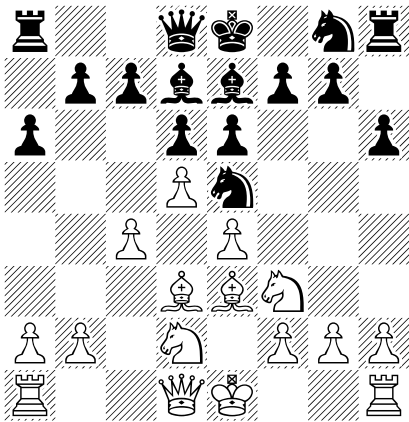
51. Rc4 Bf6
52. Rb4 f3+
53. Kg3 Be5+
54. Kf2 Bd6
55. Rc4 Bh2
56. Rc3 Kf4
57. Rc4+ Kg5
58. Rc3 Be5



59. Rxf3 Kh4
60. Rf7 Bd4+
61. Kg2 Be3
62. Rg7 Bc5
63. Rd7 Be3
64. Rh7+ Kg5
65. Re7 Bd4
66. Kg3 Kf5
67. Rf7+ Kg5



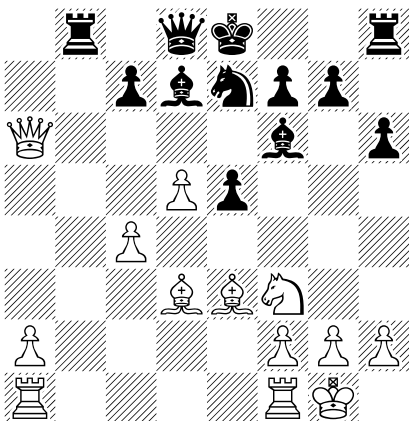
Game 10: Center Game with Black



1. e4 h6
2. d4 d6
3. Nf3 e6
4. Be3 Bd7
5. Nbd2 a6
6. c4 Be7
7. Bd3 Nc6
8. d5 Ne5

Black plays Center Game CvBB, inviting a center pawn attack and knight exchange.

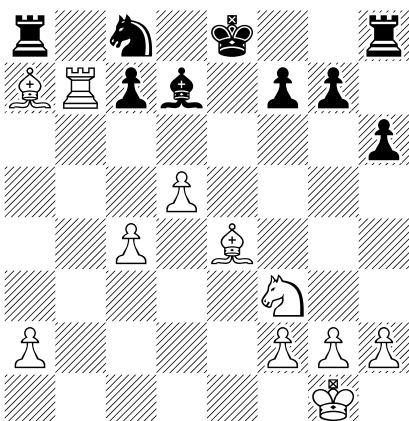
White's strong 3 pawn classical opening is optimally placed to challenge black's line: white's backward knight can move into place immediately to pressure black's center pawn after the knight exchange.



9. Nxe5 dxe5
10. Nf3 exd5
11. exd5 Bf6
12. Qb3 Ne7
13. Qxb7 Rb8
14. Qxa6 Rxb2
15. O-O Rb8

Black moves his bishop onto the long diagonal protecting his pawn, but also threatening white's b-pawn and rook.

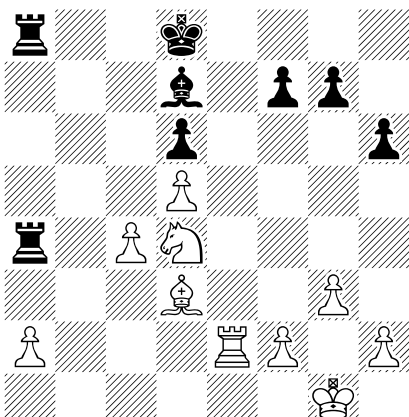
Black then offers the 'poison pawn' which white accepts and keeps, while continuing to threaten on black's opened Q-side.



16. Ba7 Ra8
17. Qb7 e4
18. Bxe4 Bxa1
19. Rxa1 Qc8
20. Rb1 Qxb7
21. Rxb7 Nc8

Black resists the Q-side assault, and then equalizes nicely with a pawn sacrifice that discloses the bishop attack on the rook.

Black now overpowers white in the corner, forcing him to retreat with the bishop.



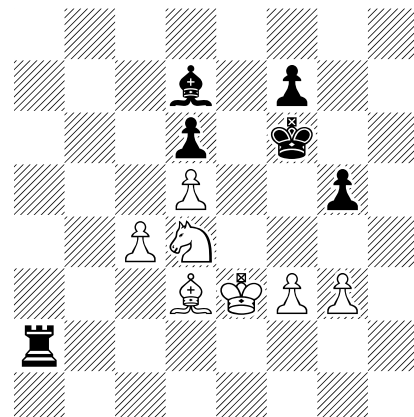
22. Bc5 Nd6
23. Bxd6 cxd6
24. Rb2 Ke7
25. Nd4 Rhb8
26. Nb3 Rb4
27. Bd3 Bc8
28. Re2+ Kd8
29. Nd4 Bd7
30. g3 Rba4

Black has the rook pair, giving him an edge offensively. His position can defend easily against anything white can play.

White is struggling, and finally has to abandon the defense of his isolated rook pawn. Black can take the lead and now has good prospects of winning.

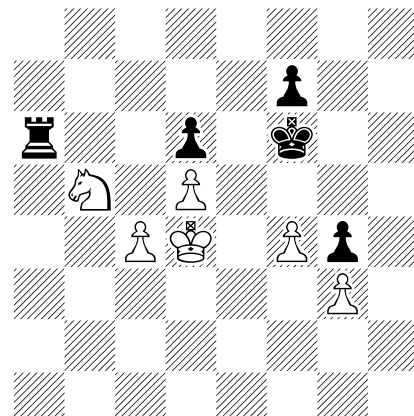
Black wins the rook pawn and forces a rook trade. He then starts looking for a way to attack white's surviving forces, which remain in a compact and highly resistant central cluster.

31. Kg2 Rxa2
 32. Kf3 R8a3
 33. Rxa2 Rxa2
 34. Ke3 Ke7
 35. h4 Kf6
 36. f3 g5
 37. hxg5+ hxg5



Black forces a bishop exchange, then tries to win white's K-side pawns with his pawn sacrifice offer.

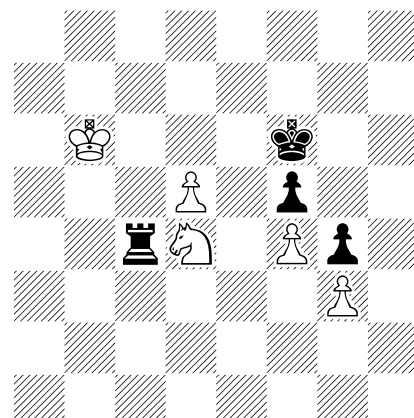
38. Ne2 Ra3
 39. Kd4 Bf5
 40. Bxf5 Kxf5
 41. Nc3 g4
 42. Nb5 Ra6
 43. f4 Rb6
 44. Kd3 Kf6
 45. Kd4 Ra6



White counters with the shattering move 42. Nb5! attacking black's rook and pawn, and covering the queening square. Black falls back, and white closes the K-side.

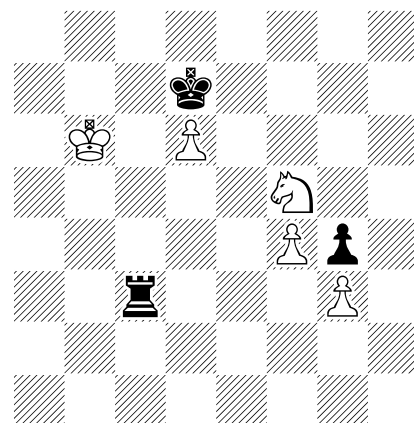
White forces an exchange of pawns and liberates his central pawn. Now black is under pressure: he has to play carefully to avoid promotion of the passed pawn.

46. Ke4 Kg6
 47. Kd4 f5
 48. Kc3 Kf7
 49. Kb4 Kf6
 50. c5 dxc5+
 51. Kxc5 Ra1
 52. Nd4 Rc1+
 53. Kb6 Rc4



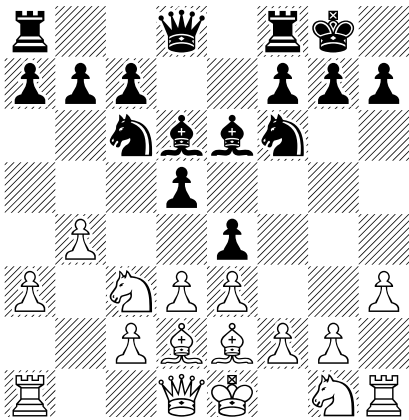
White drives for promotion, and black has to intervene with his king to stop it. Solid knight play wins white another pawn, and finally forces a draw by repetition. (Beginner's note: Black can't play 56..Kxd6 because of 57.Nb5+, winning the rook.)

54. Nc6 Rc3
 55. d6 Ke6
 56. Nd4+ Kd7
 57. Nxf5 Ke6
 58. Nd4+ Kd7
 59. Nf5 1/2-1/2



Excellent play by both sides, but black's Center Game was closer to victory, in a convincing demonstration of its strength.

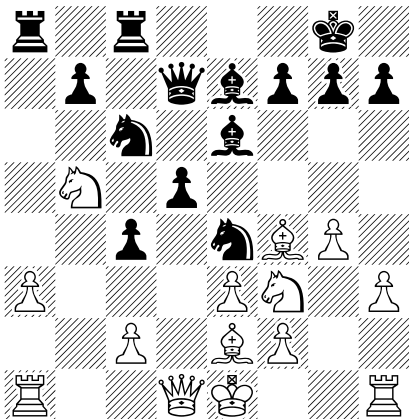
Game 11: Center Game with White:



1. d3 e5
2. a3 Nf6
3. h3 d5
4. e3 Nc6
5. Be2 Bd6
6. Bd2 O-O
7. b4 Be6
8. Nc3 e4

Here white plays the standard opening, followed by a Q-side expansion, the robust and versatile Center Game Cv2B.

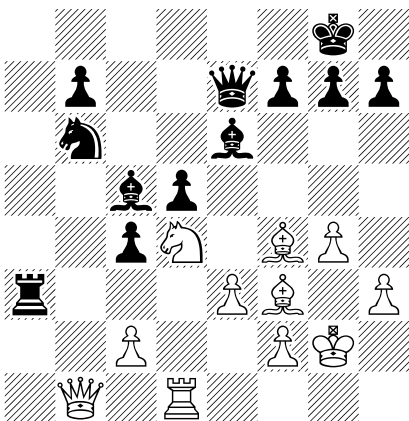
Black plays the 2 pawn standard classical defense, and tries for the initiative after the opening with a center pawn attack.



9. g4 exd3
10. Bxd3 a5
11. bxa5 Nxa5
12. Nb5 Be7
13. Bc3 c5
14. Be5 Nc6
15. Bc7 Qd7
16. Bf4 c4
17. Be2 Ne4
18. Nf3 Rfc8

White's pieces maneuver over the board, exploring the holes in the black defense.

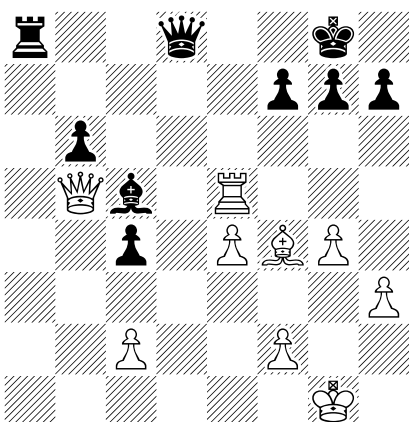
Black gets a forward knight post, but it causes no inconvenience; white is moving forward in a more definitive manner.



19. Kf1 Ra5
20. Nfd4 Nxd4
21. Nxd4 Rca8
22. Kg2 Rxa3
23. Rxa3 Rxa3
24. Qb1 Bc5
25. Qb2 Nc3
26. Bf3 Na4
27. Qb1 Nb6
28. Rd1 Qe7

White moves his king rather than castle. In the skirmish that follows he offers black a pawn rather than retreat. Both sides then maneuver for position.

Black appears to have won the pawn outright, but white still has a means of recuperating it.

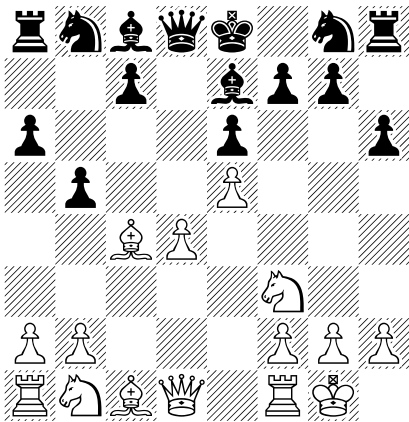


29. Kg1 Ra6
30. Bg2 Na4
31. Ne2 Qd7
32. Bxd5 Bxd5
33. e4 Nb6
34. Nc3 Qe7
35. Nxd5 Nxd5
36. Rxd5 b6
37. Re5 Qd8
38. Qb5 Ra8

White regroups, then wins the pawn back with a bishop sacrifice and subsequent pin on the queen. White has repulsed the black pieces, can now take a pawn, and has winning chances.

White's position is advanced and active; black's conventional position far less so.

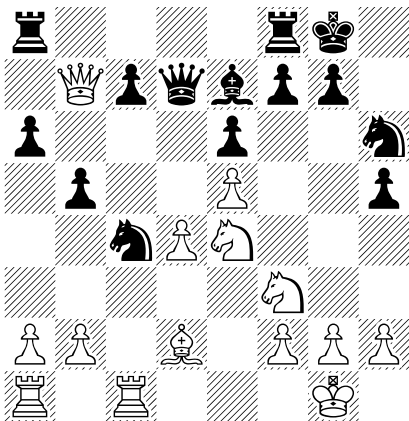
Game 12: C-system variant Cv244x with Black



1. e4 e6
2. d4 d6
3. Nf3 h6
4. Bd3 a6
5. O-O Be7
6. e5 d5
7. c4 dxc4
8. Bxc4 b5

Black plays five of the standard opening moves, then reacts to two center pawn attacks, avoiding the first exchange and accepting the second one. He is playing the C-system variant Cv24'4x.

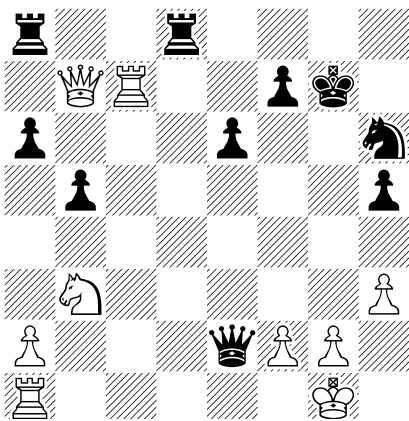
White has tried for the attack, but now loses time retreating with his bishop.



9. Bd3 Bb7
10. Nc3 Nd7
11. Be4 Bxe4
12. Nxe4 Nb6
13. Bd2 h5
14. Qc2 Nh6
15. Qc6+ Qd7
16. Qb7 O-O
17. Rfc1 Nc4

White keeps looking for trouble; black avoids it, and consolidates his position. Black's counter attacking threats keep white slightly off balance.

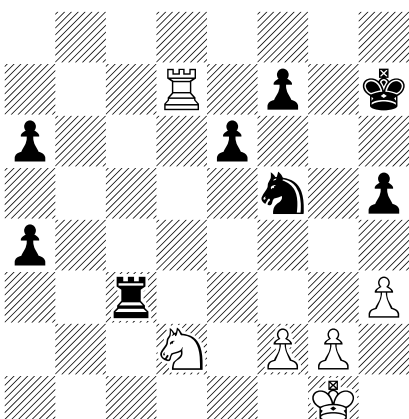
Black's pawn structure is cohesive and aggressive. Effective use of the pawns is the basis of the Center Game's strength.



18. Nf6+ Bxf6
19. exf6 Nxd2
20. Nxd2 Qxd4
21. fxd2 Rfd8
22. Nb3 Qxb2
23. h3 Kxg7
24. Rxc7 Qe2

Now the exchanges start; black comes out a pawn ahead, and still threatens. Black's last move prepares for a rook check.

The white attack has faltered; black can now simplify and consolidate his lead.



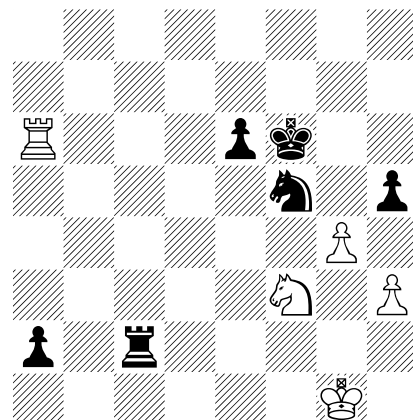
25. Rd7 Rab8
26. Qc7 Rxd7
27. Qxd7 Kh7
28. Qd1 Qxd1+
29. Rxd1 Rb6
30. Rd4 Rc6
31. a4 Rc3
32. Nd2 Nf5
33. Rd7 bxa4

Black exchanges rooks and queens, then launches his pawn for promotion.

Black offers white a pawn and a check, but gets a passed rook pawn in return; it can be stopped only at the cost of a piece.

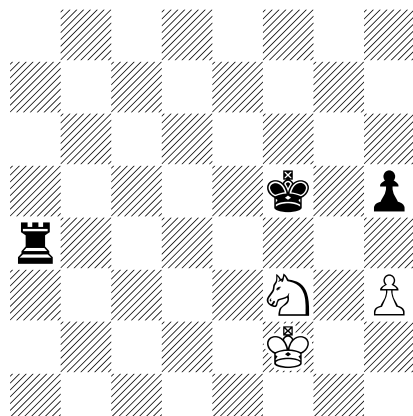
Black drives for the queening square. He allows white to take his knight, but gets the white rook, more than compensation.

- | | | |
|-----|-------|-------|
| 34. | Rxf7+ | Kg6 |
| 35. | Ra7 | Rc2 |
| 36. | Nf3 | a3 |
| 37. | Rxa6 | a2 |
| 38. | Kh2 | Kf6 |
| 39. | g4 | Rxf2+ |
| 40. | Kg1 | Rc2 |



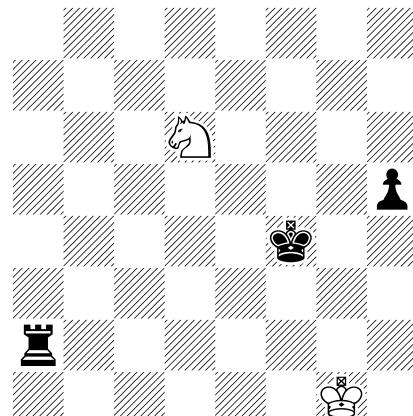
The exchange difference in the endgame is usually sufficient to win. Still it takes accurate play and persistent pressure to compress white's position.

- | | | |
|-----|------|------|
| 41. | gxf5 | Rc1+ |
| 42. | Kf2 | a1=Q |
| 43. | Rxa1 | Rxa1 |
| 44. | fxe6 | Kxe6 |
| 45. | Ke3 | Ra4 |
| 46. | Nd4+ | Ke5 |
| 47. | Nf3+ | Kf6 |
| 48. | Kf2 | Kf5 |



Black presses white to the wall, and wins his remaining pawn. The outcome is now certain, but even so correct play is needed by black to keep the knight out of the way.

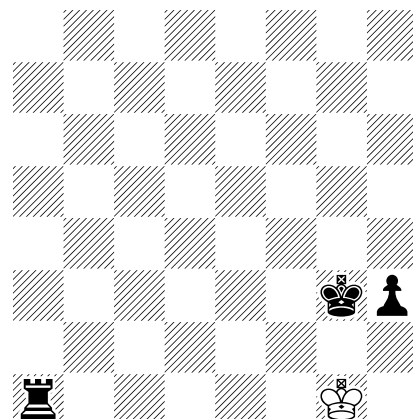
- | | | |
|-----|------|------|
| 49. | Kg3 | Ra3 |
| 50. | Kf2 | Kf4 |
| 51. | Nh4 | Ra2+ |
| 52. | Kf1 | Kg3 |
| 53. | Nf5+ | Kxh3 |
| 54. | Kg1 | Kg4 |
| 55. | Nd6 | Kf4 |



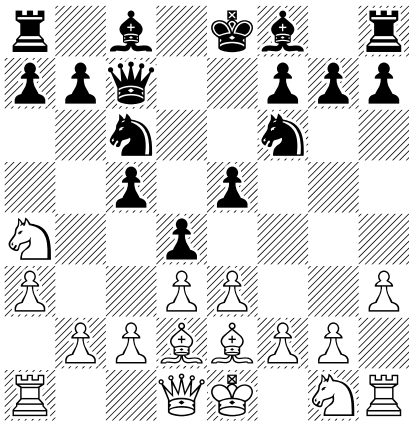
Black makes an easy win look even easier. Another good show by the Center Game!

This game is just one example, but the rule seems to be that attacking the Center Game early is no formula for success - early attacks often turn into early defeats!

- | | | |
|-----|-----|------|
| 56. | Kf1 | h4 |
| 57. | Kg1 | h3 |
| 58. | Kh1 | Ra6 |
| 59. | Nf5 | Kxf5 |
| 60. | Kh2 | Kf4 |
| 61. | Kg1 | Ra2 |
| 62. | Kh1 | Kg3 |
| 63. | Kg1 | Ra1# |



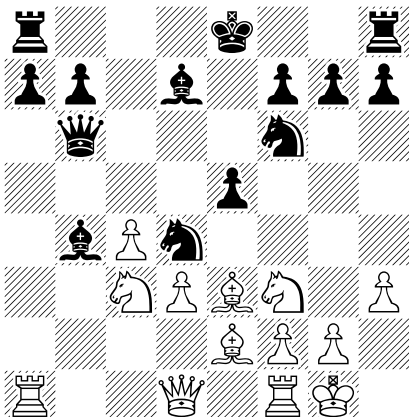
Game 13: Center Game with White



- | | | |
|----|-----|-----|
| 1. | e3 | e5 |
| 2. | d3 | d5 |
| 3. | Be2 | Nf6 |
| 4. | a3 | c5 |
| 5. | Bd2 | Nc6 |
| 6. | h3 | Qb6 |
| 7. | Nc3 | d4 |
| 8. | Na4 | Qc7 |

White plays Center Game CvBB against a 3 pawn classical opening with a queen attack. White's continuation move 7. Nc3 invites black to take the 'poison pawn.' Here black wisely declines it, and retreats.

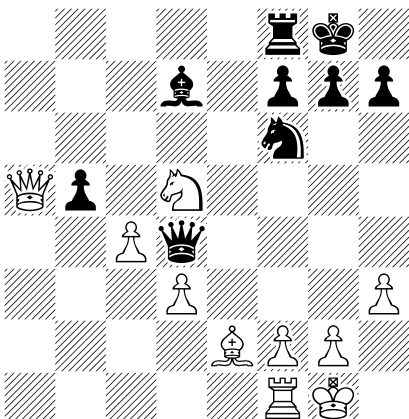
This excellent trap will catch many players, especially in blitz games. If 7..Qxb2, 8.Rb1 Qxa3, 9. Nb5 Qa2, 10. Nc7+, winning the rook, and usually the game.



- | | | |
|-----|------|------|
| 9. | c4 | dxe3 |
| 10. | Bxe3 | Nd4 |
| 11. | Nc3 | Qb6 |
| 12. | Nf3 | Bd6 |
| 13. | O-O | Bd7 |
| 14. | b4 | cxb4 |
| 15. | axb4 | Bxb4 |

Following the opening, white challenges black's center with the powerful 9.c4. Black exchanges center pawns, moves his knight to a forward post, and brings his queen back into the attack as previously.

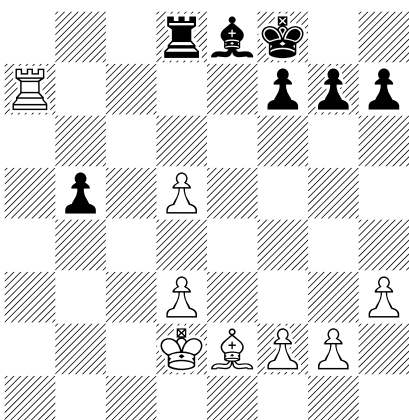
White's 14. b4 is a splendid gambit that black is virtually forced to accept. White is now attempting to seize the initiative.



- | | | |
|-----|------|------|
| 16. | Qb1 | Qd6 |
| 17. | Nxd4 | exd4 |
| 18. | Bxd4 | Qxd4 |
| 19. | Qxb4 | a5 |
| 20. | Rxa5 | Rxa5 |
| 21. | Qxa5 | O-O |
| 22. | Nd5 | b5 |

White regains the gambit easily, and then takes a pawn effortlessly. Black now loses a Q-side pawn, whatever he does.

19..a5 was probably a good move, but all black's lines lose. White trades rooks and now obliges black to trade queens as well.



- | | | |
|-----|------|------|
| 23. | Qa1 | Qxa1 |
| 24. | Rxa1 | Nxd5 |
| 25. | cxd5 | Re8 |
| 26. | Kf1 | Kf8 |
| 27. | Ra7 | Rc8 |
| 28. | Ke1 | Be8 |
| 29. | Kd2 | Rd8 |

Following the queen trade, black doubles white's center pawns, but he is not able to win them. After a feinted attack black returns to the baseline to defend.

We're already in the endgame; white has a comfortable lead, but still needs correct play to win.

White has to react to tactics for a while, dodging a rook exchange that would allow black's king to come into the game.

White's doubled passed pawn proves hard to attack, and it also prevents black from using his rook on the open c-file.

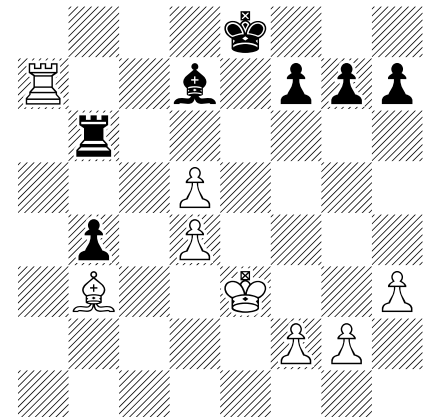
White accepts an invitation to trade K-side pawns, and then prepares to escort his doubled pawn to promotion. Black now abandons the defense of his rook pawn; he can no longer stop the advance of the white pawns to promotion.

White livens up the finale with a few clever moves that also help things along nicely.

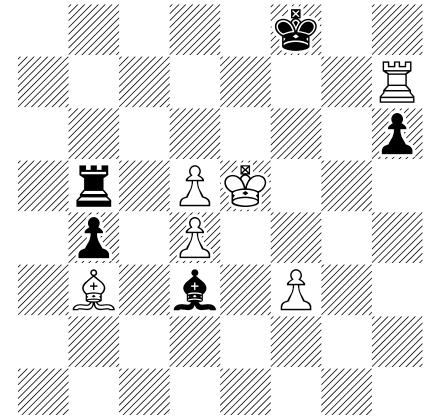
White now offers a pawn with 57.Kg8, further accelerating his pawn promotion.

White now checkmates with precision play. This is the style of game you can expect with the Center Game - easy for you to play, much harder for your opponent!

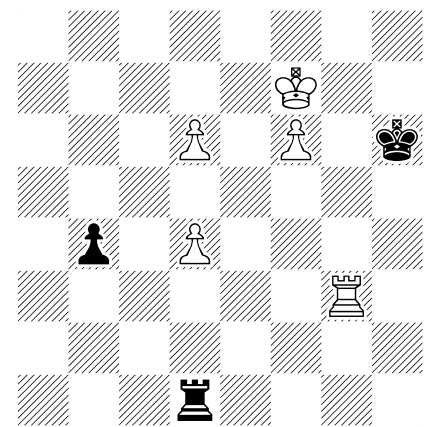
30. Bf3 Rd7
31. Ra6 Ke7
32. Rb6 Rd6
33. Rb7+ Bd7
34. d4 Kd8
35. Ra7 Rf6
36. Ke3 Rb6
37. Bd1 b4
38. Bb3 Ke8



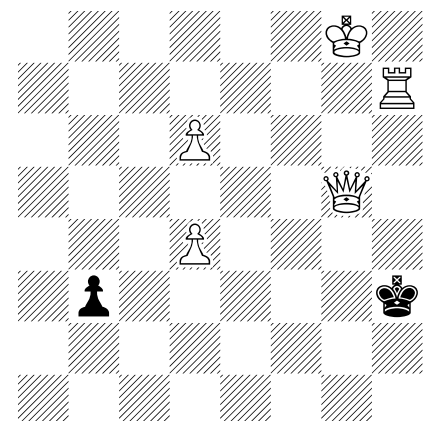
39. f3 h6
40. g4 f5
41. gxf5 Bxf5
42. Rxc7 Bxc7
43. Ke4 Bf1
44. Ke5 Kf8
45. Rc7 Rb5
46. Rh7 Bd3



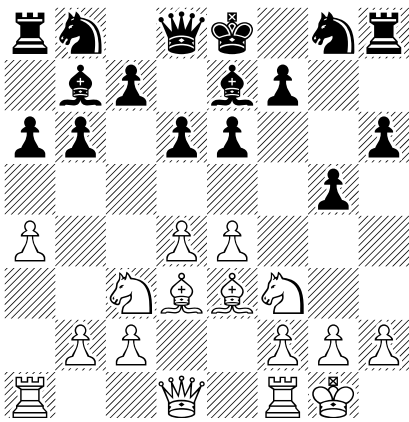
47. Rxh6 Kg7
48. Rh3 Ra5
49. f4 Bb5
50. f5 Ba4
51. Ke6 Bxb3
52. f6+ Kg6
53. Rxb3 Ra1
54. Rg3+ Kh6
55. d6 Re1+
56. Kf7 Rd1



57. Kg8 Kh5
58. Rg7 Ra1
59. f7 Ra5
60. f8=Q Rg5
61. Qf3+ Kh4
62. Qf4+ Kh3
63. Qxg5 b3
64. Rh7#



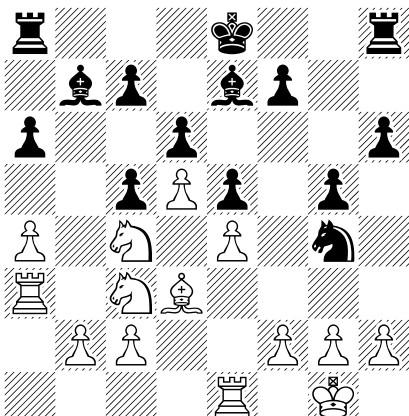
Game 14: C-system Variant Cv2'7C with Black



1. d4 h6
2. e4 e6
3. Nc3 a6
4. Nf3 Be7
5. Bd3 d6
6. O-O b6
7. Be3 g5
8. a4 Bb7

Here the author with black plays 5 standard moves, then experiments with a C-system variant, Cv2'7C. Black's K-side flank advance and Q-side fianchetto can support a strong K-side attack, but compromises somewhat on defense.

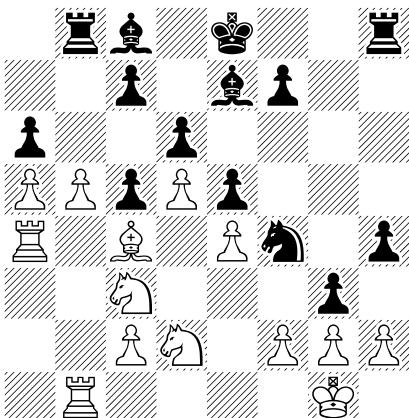
White plays the 2 pawn standard classical defense, followed by a rook pawn attack.



9. d5 e5
10. Nd2 Nd7
11. Re1 Ngf6
12. Qe2 Qc8
13. Ra3 Nc5
14. Bxc5 bxc5
15. Nc4 Qg4
16. Qxg4 Nxc4

Black closes the center, then exchanges queens and pieces. Black's position is solid; he will now try for play on the b-file, and also probe for an attack on the K-side.

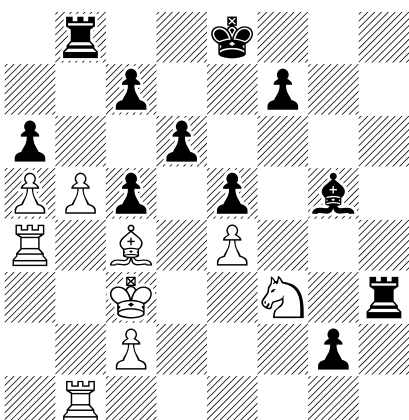
White not been able to secure any advantage after the opening: he has no good play for his pieces, no attack, and is probably concerned about his king safety!



17. a5 Rb8
18. Be2 h5
19. Nd2 Nf6
20. Rb1 Bc8
21. Ra2 h4
22. Ra4 Nh5
23. b4 Nf4
24. Bc4 g4
25. b5 g3

Black advances on the K-side, as white attacks on the Q-side. Black keeps the game under control, builds carefully, and never underestimates white's threats.

Black has equality, but the situation is now critical, as both sides go for the attack.



26. fxg3 hxg3
27. h3 Bxh3
28. gxh3 Nxh3+
29. Kg2 Nf4+
30. Kf3 Rh3
31. Ke3 Bg5
32. Nf3 Nxd5+
33. Kd3 Nxc3
34. Kxc3 g2

Black breaks open the castled position, and white inadvertently helps him with 27.h3, setting up for the bishop sacrifice and a full scale K-side invasion.

White now is struggling and has to play very carefully; any misstep will cost him the game, most notably the tempting 30.Kxg3, which results in a quick mate!

Black presses as best he can, but has to sacrifice his bishop and pawn to stop white's promotion threat.

Black's central pawns have remained in the same compact and highly resistant formation since just after the opening; now they must be mobilized.

Black has to surrender his isolated rook pawn to cover the rook and knight attack on his backward f-pawn. He then undoubles his pawns, resulting in another resistant structure, a long chain.

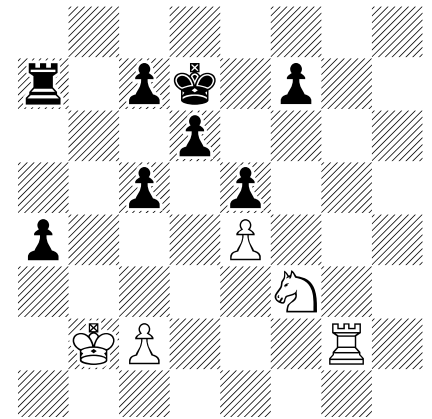
Black again presses, forcing white to defend on the back rank. His king then moves down the board, harassed by white's knight and rook.

Black now drops another pawn, but the remaining three will support a pawn promotion. It's a tense finale.

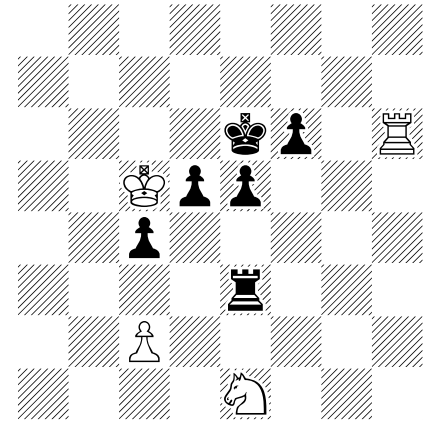
Black then drives for promotion, and white has to sacrifice his rook for black's queen. It's then a drawn game, king and rook can't mate against king and knight, except in a few rare cases.

There was good play on both sides, but black's Center Game variant showed to be strong, and had chances of winning.

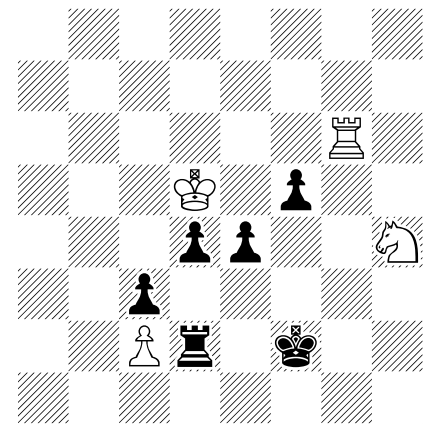
35. Be2 Rxb5
36. Rg1 Rg3
37. Bxb5+ axb5
38. Kb2 bxa4
39. a6 Kd7
40. a7 Bc1+
41. Kxc1 Rg8
42. Rxg2 Ra8
43. Kb2 Rxa7



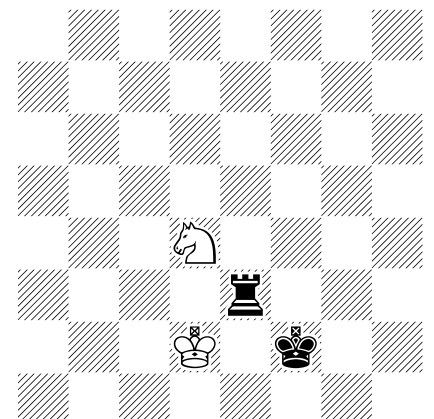
44. Ka3 c6
45. Rf2 f6
46. Rh2 Ra8
47. Rh7+ Ke6
48. Rh6 Rg8
49. Kxa4 d5
50. exd5+ cxd5
51. Kb5 c4
52. Kc5 Rg3
53. Ne1 Re3



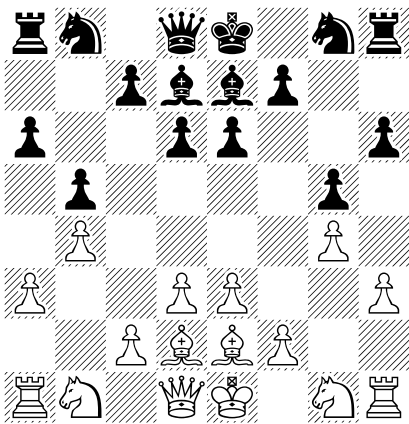
54. Rh1 Re2
55. Rg1 c3
56. Kb4 d4
57. Kc4 Rd2
58. Rg8 Kf5
59. Kd5 e4
60. Rg1 Kf4
61. Rg6 f5
62. Ng2+ Kf3
63. Nh4+ Kf2



64. Nxf5 d3
65. cxd3 exd3
66. Ke4 c2
67. Rc6 Rd1
68. Rc3 Re1+
69. Kxd3 c1=Q
70. Rxc1 Rxc1
71. Kd2 Re1
72. Nd4 Re3

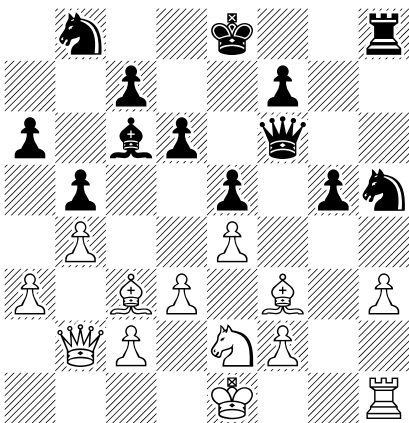


Game 15: Center Game with White



1. e3 e6
2. d3 d6
3. h3 h6
4. a3 a6
5. Be2 Be7
6. Bd2 Bd7
7. b4 b5
8. g4 g5

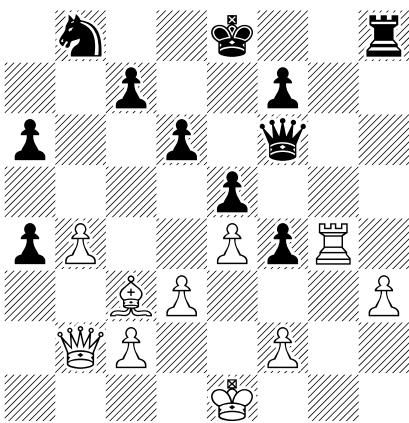
Here's the first ever match of the Center game against itself. After 8 moves striking patterns of broad diagonals and triangular shapes are created on the chessboard. Why haven't such positions ever been tried before? Players often repeat their opening moves of previous games; isn't it much the same thing if both sides play to set up an opening position like this one?



9. Bf3 Bf6
10. Bxa8 Bxa1
11. Nc3 Bb2
12. Qb1 Bxc3
13. Bxc3 e5
14. Bf3 Nf6
15. Ne2 Bc6
16. e4 h5
17. gxh5 Nxh5
18. Qb2 Qf6

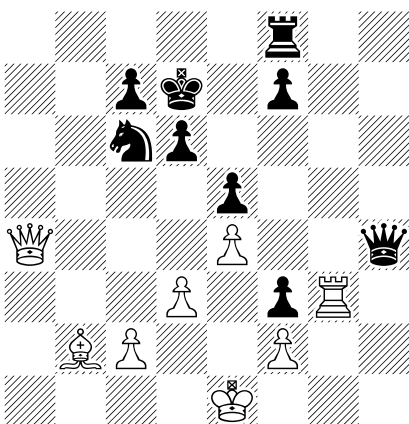
It's a wild game afterwards. Both sides jump on the diagonals and take out a rook. The action is fast and furious, even after the diagonals are closed.

White positions his queen for action on the long diagonal. Black brings his queen out to threaten white's K-side.



19. Bg4 Bd7
20. Rg1 Bxg4
21. Rxf4 Nf4
22. gxf4 gxf4
23. a4 bxa4

White is forced to trade bishops and knights, and has to abandon his rook pawn, which he can no longer defend. He goes for counter play on the Q-side, while maintaining his attack on the diagonal.



24. b5 a3
25. Qxa3 axb5
26. Qa5 Kd7
27. Qxb5+Nc6
28. Qa6 Rb8
29. Qa2 Rf8
30. h4 Qh6
31. Qa4 f3
32. Bb2 Qh5
33. Rg3 Qxh4

White attacks on the Q-side, and black on the K-side. The situation remains tense and unstable, but still balanced materially.

Note how both flanks have been cleared, leaving only the central pawns. This would never happen in a classical game, where the center pawns are mostly exchanged, and flank pawns remain on the board.

Black tries to unbalance his adversary on the K-side. White's defense is minimal, but still adequate to respond to all threats.

Black's position may be somewhat better, but it is not obvious how he can exploit it to derive any definitive advantage.

Black looks for a winning attack, but finds only draws by perpetual check. The board here is almost identical to the one above.

The game looks fairly certain to end in a draw, but there are still surprises in store!

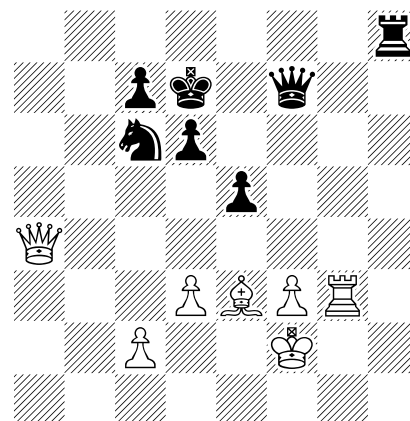
White now opens the attack, forcing a queen exchange and producing a strong passed pawn. White has the initiative, but has a difficult task to promote the pawn.

(below:) in a dramatic climax the exchange of the remaining pieces is forced, and a novel drawn endgame position results, to accompany this novel opening.

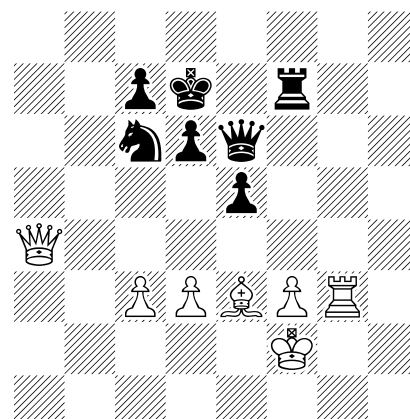
Here are the final drawing moves:

72.	c4	dxc4	76.	Ke4	Kd6
73.	dxc4	Kf6	77.	c5+	Kxc5
74.	Ke2	Ke6	78.	Kxe5	1/2-1/2
75.	Kd3	Kd7			

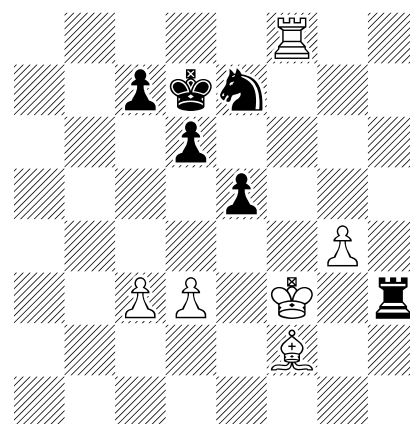
34.	Rxf3	f5
35.	Rg3	Qh1+
36.	Ke2	Qh5+
37.	Ke1	Rf7
38.	exf5	Qxf5
39.	f3	Rh7
40.	Kf2	Qf7
41.	Bc1	Rh1
42.	Be3	Rh8
43.	Rg5	Rh2+



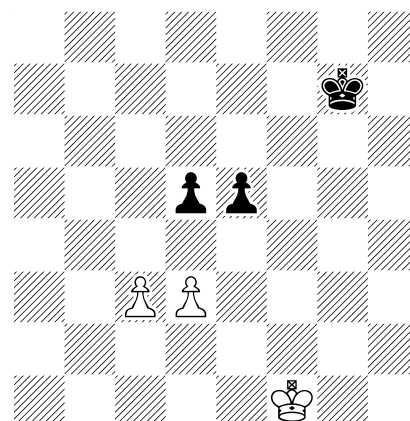
44.	Kg3	Rh7
45.	c3	Qe6
46.	Kg2	Qh3+
47.	Kf2	Rf7
48.	Rg3	Qh2+
49.	Rg2	Qh5
50.	Rg3	Qh2+
51.	Rg2	Qh3
52.	Rg3	Qe6



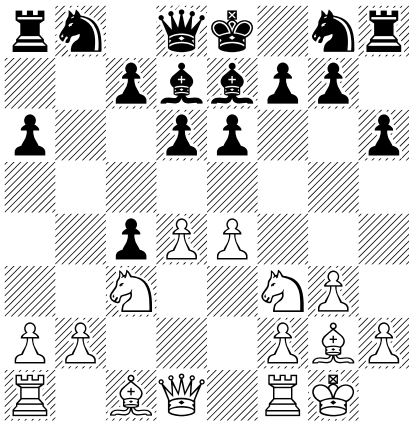
53.	Ke2	Rh7
54.	Rg2	Qf5
55.	Rg8	Rh2+
56.	Ke1	Rh1+
57.	Ke2	Rh2+
58.	Bf2	Qf7
59.	Qg4+	Qe6
60.	Rf8	Qxg4
61.	fxg4	Ne7
62.	Kf3	Rh3+



63.	Bg3	Nd5
64.	g5	Ke7
65.	Rc8	Ne3
66.	g6	Nf1
67.	Rxc7+	Kf6
68.	g7	Rxg3+
69.	Kf2	d5
70.	Kxf1	Rxg7
71.	Rxg7	Kxg7



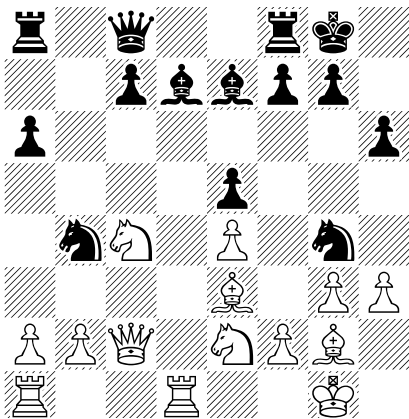
Game 16: Center Game with Black



1. d4 d6
2. e4 e6
3. c4 h6
4. Nc3 a6
5. g3 Be7
6. Nf3 Bd7
7. Bg2 b5
8. O-O bxc4

Black plays the Center Game against a 3 pawn classical defense with a fianchetto. After the opening, black challenges and exchanges with his b-pawn: this is the Center Game Cv22x.

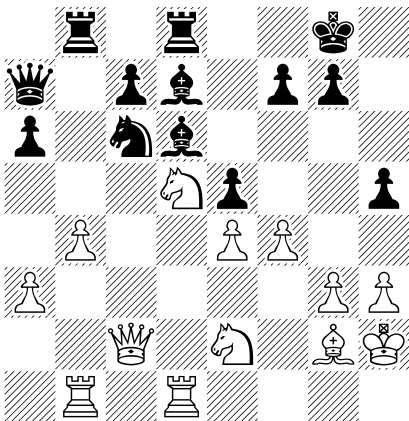
White allows black to take the pawn and now delays the recapture; in so doing he is able to generate a strong attack.



9. Be3 Nc6
10. Nd2 e5
11. dxe5 dxe5
12. Nxc4 Nf6
13. Qc2 O-O
14. Rfd1 Ng4
15. Ne2 Qc8
16. h3 Nb4

White recaptures the pawn and goes for control of the Q-file. Black sends both knights down field to create confusion in the ranks, and to threaten white's bishop.

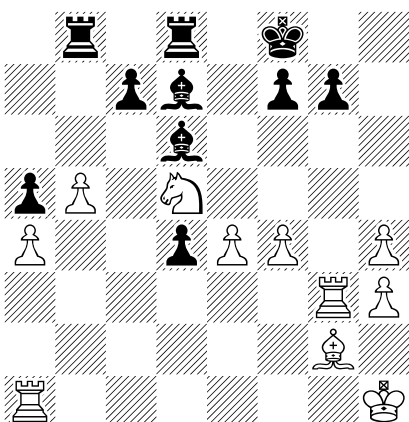
The game enters a complex tactical phase, with both sides trying for control of the open lines. Black has more success doing so; his bishops are now especially strong.



17. Qc3 Nxe3
18. Nxe3 Rb8
19. a3 Nc6
20. Rac1 Rd8
21. b4 Be8
22. Nd5 Bd6
23. Rb1 Bd7
24. Kh2 Qb7
25. Qc2 Qa7
26. f4 h5

Black and white maneuver for position; the situation remains tense, with both sides fighting for a positional edge.

White gets a forward knight posting, but as often occurs, cannot bring other pieces into play to develop any combinations.



27. Rb3 h4
28. Kh1 Qb7
29. gxh4 Qa7
30. Rg3 Kf8
31. Qb2 a5
32. b5 Qc5
33. a4 Qc4
34. Ra1 Nd4
35. Nxd4 Qxd4
36. Qxd4 exd4

Black offers a pawn to open the K-side. He uses a pin on the queen in order to bring his pieces downfield, then forces the exchange of queens and knights.

Black now has a potentially serious threat with his passed pawn, and a menacing double bishop attack on the K-side.

Black drops a pawn, but traps the white knight in the process. Black reconfigures his bishops, and brings his rooks down field, producing this interesting position.

Because of the disclosed check, white loses if he exchanges rooks or moves his bishop; his best course is to offer the exchange, giving black equality.

Black's rooks give chase to the king, and foil white's attempts to counter attack via the f-file. Black makes a fine sacrifice of his bishop, again trapping the knight, and freeing way to promotion for his pawn.

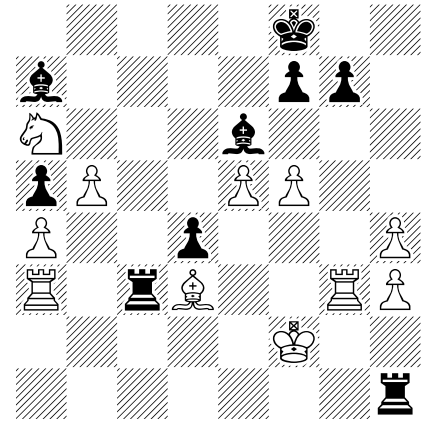
White now has problems coordinating his pieces to defend against the promotion; he is stumbling, and soon he falls.

Now come the crushing moves: black brings his rooks in position to support the pawn advance. White can only harass the black king, he cannot stop the main threat.

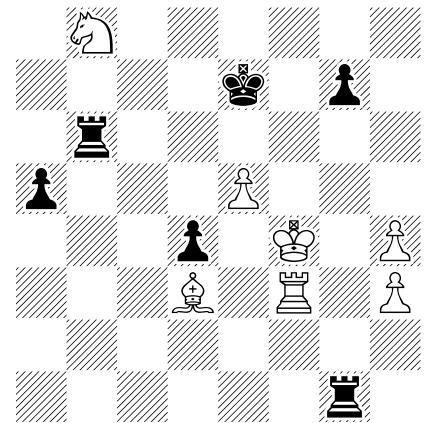
White can't prevent the pawn promotion, and he resigns when it finally occurs.

Although tactical chess at this level is not something most players can imitate, it shows that the Center Game with black can find the resources to win, even offering a few pawns in the process.

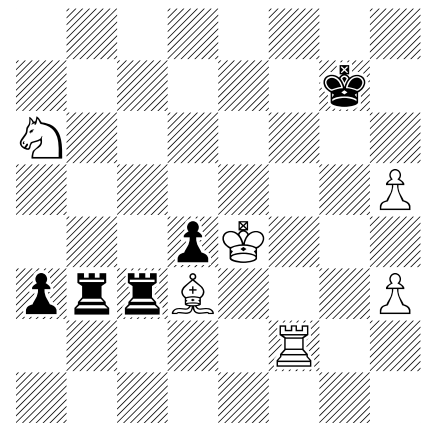
37. e5 Bc5
38. Nxc7 Rbc8
39. Na6 Ba7
40. Be4 Rc3
41. Kh2 Be6
42. Ra3 Rc1
43. Kg2 Re1
44. Bd3 Rc8
45. Kf2 Rh1
46. f5 Rc3



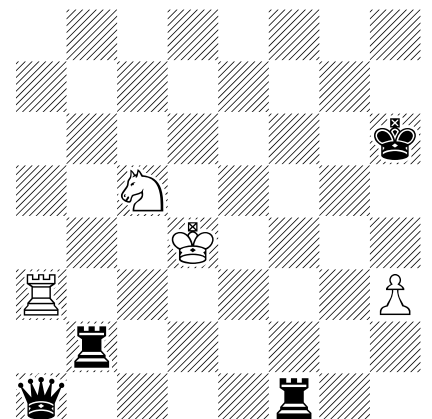
47. fxe6 Rxa3
48. Rf3 Ra2+
49. Kg3 Rg1+
50. Kf4 fxe6
51. Nc7 Rxa4
52. Nxe6+ Ke7
53. Nc7 Ra3
54. b6 Bb8
55. Na6 Rb3
56. Nxb8 Rxb6



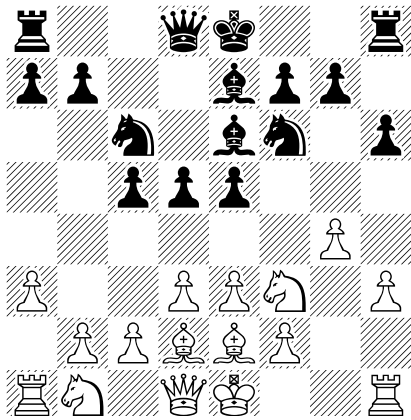
57. Na6 Rc1
58. Rg3 Kf7
59. h5 a4
60. Rg6 Rb3
61. Ke4 a3
62. e6+ Kf8
63. e7+ Kxe7
64. Rxg7+ Kf8
65. Rg2 Rcc3
66. Rf2+ Kg7



67. Rg2+ Kh6
68. Bf1 Rb2
69. Rg6+ Kxh5
70. Kxd4 Rc1
71. Rg1 Kh6
72. Rg3 a2
73. Ra3 Rxf1
74. Nc5 a1=Q
0-1



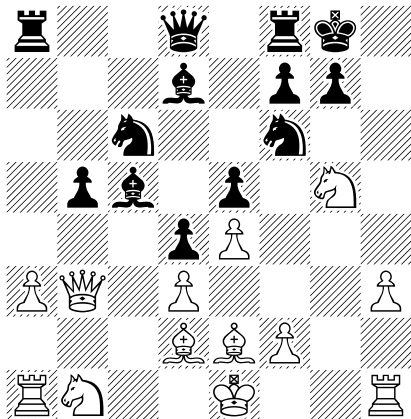
Game 17: Center Game with White



1. a3 e5
2. h3 d5
3. e3 c5
4. Be2 Nc6
5. d3 Nf6
6. Bd2 Be7
7. g4 Be6
8. Nf3 h6

Here white plays the standard opening followed by a K-side expansion: this is Center Game Cv7G.

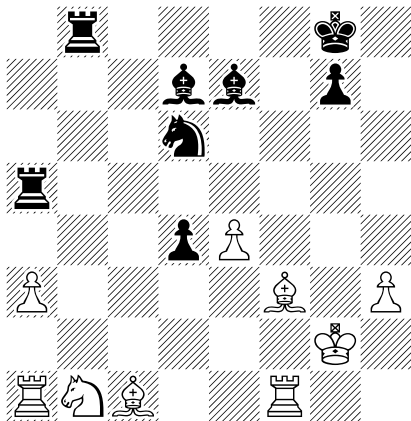
Black responds with a 3 pawn classical defense. He expects to slow the K-side expansion with his rook pawn advance, but white now proceeds as though ignoring this last move.



9. g5 hxg5
10. Nxc4 Bd7
11. c4 d4
12. b4 a6
13. bxc5 Bxc5
14. e4 b5
15. cxb5 axb5
16. Qb3 O-O

White attacks in the characteristic manner, on both flanks. He then closes the center, producing the characteristic 'center cone' black defensive formation.

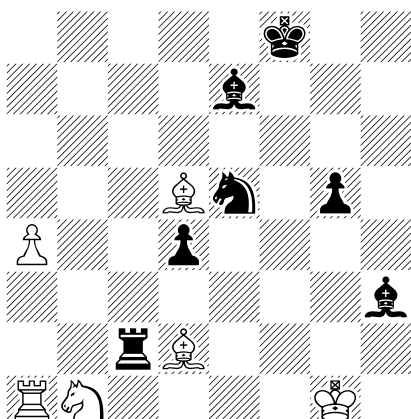
Black has to castle to safety; white can now win his abandoned b-pawn to take the lead. Note that no difficult moves were needed by white, just natural play.



17. Qxb5 Be7
18. O-O Qb8
19. Qxb8 Rfxb8
20. Bc1 Ne8
21. Kg2 Nd6
22. f4 f5
23. fxe5 Nxe5
24. Nf3 Nxf3
25. Bxf3 fxe4
26. dxe4 Ra5

White snaps up the pawn, and black starts counter attacking. After the queens are exchanged black's situation is improved, but he still has to regain his lost pawn.

The exchanges have compromised white's position; it is not certain that he can hold out in the coming open field battle.



27. Rd1 Rc5
28. Bf4 Rb2+
29. Rd2 Rcc2
30. Rxc2 Rxc2+
31. Kg1 Bxh3
32. e5 Nf7
33. a4 g5
34. Bd2 Nxe5
35. Bd5+ Kf8

Black presses the attack; white defends adequately, but has to give the pawn back. White then sacrifices a pawn, to develop a his rook pawn promotion threat.

White slips neatly past the attacking black pieces, while pushing for promotion. Black has to defend against the pawn advance and is again forced to exchange. White is now out of danger and has equalized.

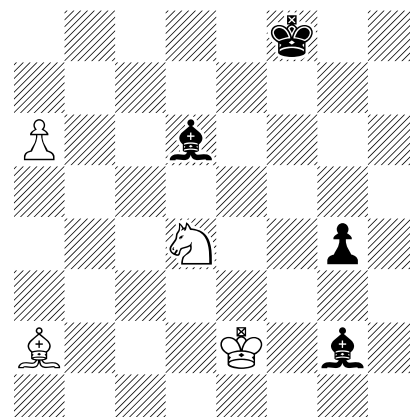
The stage is set for a difficult endgame, with slim chances of a win for either side.

White maneuvers well, staying just a step ahead of black all the way. White's knight is able to create some confusion in the black ranks, still there's no win in sight.

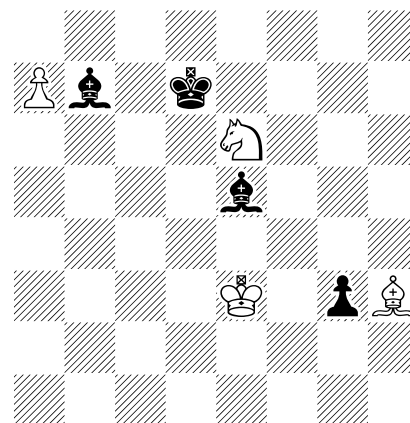
The game finally arrives at an impasse - neither pawn can advance, it's a draw.

A draw with white is nothing exceptional; what is exceptional is the ease with which white was able to find good attacking lines and maintain pressure on his adversary.

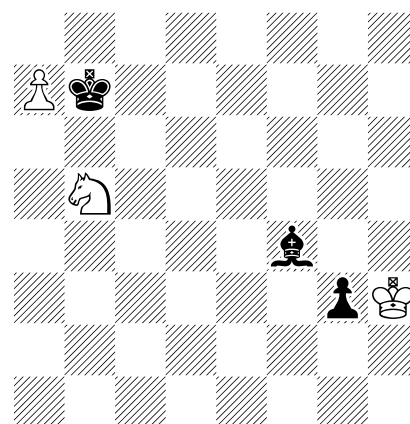
36. a5 Bg4
 37. a6 Nf3+
 38. Kf1 Bh3+
 39. Ke2 Nxd2
 40. Nxd2 Bb4
 41. Ra2 Rxa2
 42. Bxa2 Bg2
 43. Nf3 g4
 44. Nxd4 Bd6



45. Kf2 Be4
 46. Ke3 Bh1
 47. Nb5 Be5
 48. Be6 g3
 49. a7 Ba8
 50. Bh3 Ke7
 51. Ke2 Bc6
 52. Ke3 Kd8
 53. Nd4 Bb7
 54. Ne6+ Kd7

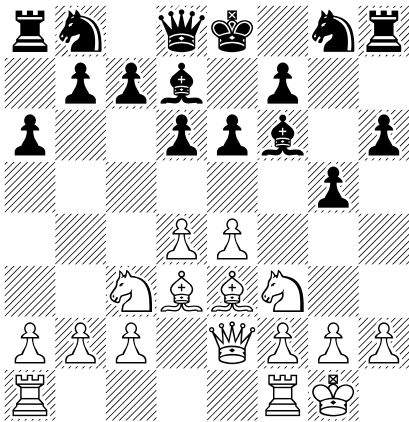


55. Ke2 Kc8
 56. Kf1 Ba6+
 57. Kg1 Bb7
 58. Nd4+ Kc7
 59. Nb5+ Kb6
 60. Bg2 Bxg2
 61. Kxg2 Kb7
 62. Kf3 Ka8
 63. Kg2 Bf4
 64. Kh3 Kb7



1/2-1/2

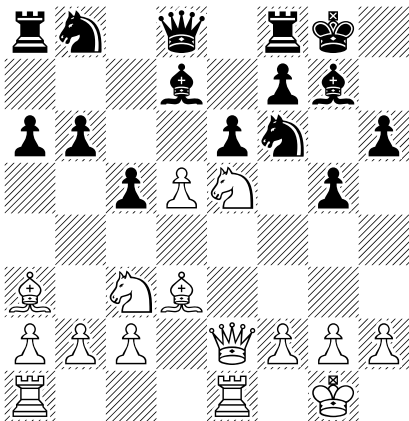
Game 18: Center Game with Black



1. d4 e6
2. e4 d6
3. Nf3 h6
4. Nc3 Be7
5. Bd3 Bd7
6. Be3 a6
7. O-O g5
8. Qe2 Bf6

The author with black plays the standard opening, followed by a K-side advance. He tries a line with several bishop relocations, testing the resistance of his standard opening: Center Game Cv7F.

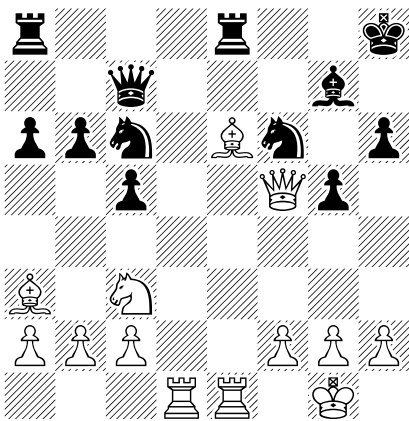
White plays the 2 pawn standard defense, and now accepts the invitation to advance his center pawn, attacking the bishop.



9. e5 Bg7
10. d5 dxe5
11. Bc5 b6
12. Ba3 c5
13. Nxe5 Nf6
14. Rfe1 O-O

White advances one center pawn, then the other. Double center pawn attacks are more aggressive in appearance than in fact. Better for white was a waiting move; like most adversaries he's impatient to attack.

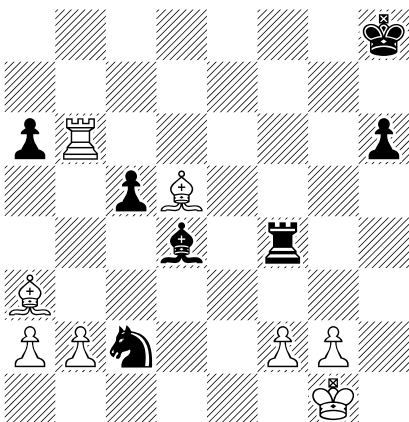
To castle and consolidate his position, black first blocks the bishop attack. Black now risks losing a pawn, but there's an answer to this attack.



15. Nxd7 Nbx d7
16. dxe6 Re8
17. Bf5 fxe6
18. Bxe6+ Kh8
19. Rad1 Qc7
20. Qd3 Ne5
21. Qf5 Nc6

Black drops the pawn, and has to move his king and queen away, but his position holds. He still has fighting chances, because white's dark square bishop is temporarily out of the game. Black now tries for simplification, which will make this weakness more serious.

White has the lead and the attack as well, but has difficulty finding a sharp continuation.



22. h4 gxh4
23. Nd5 Nxd5
24. Bxd5 Rxe1+
25. Rxe1 Rf8
26. Qe4 Nd4
27. Qxh4 Nxc2
28. Re6 Qf4
29. Qxf4 Rxf4
30. Rxb6 Bd4

White tries to press the attack with 22.h4. Rapid exchanges follow, leaving black in better shape than before; he's still a pawn down, but now has a threat in Rxf2. He can also capture the bishop, doubling white's pawns, and creating a passed pawn of his own.

Chess is full of surprises, eg. when an 'inferior' line turns out to be playable!

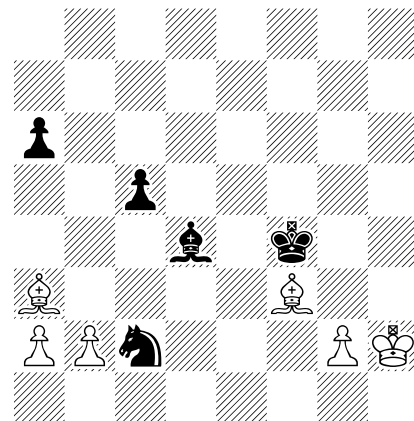
White wins a pawn and gives check, but he did better to defend with 31.Bf3. Black now attacks with the remains of his forces. The white checks give him an opportunity to bring his king forward.

Because of the threat of a bishop pin on white's rook if he leaves it on g3, black can play for a draw by perpetual check with 36..Kh4. He tries for a win instead, by advancing the king and exchanging rooks.

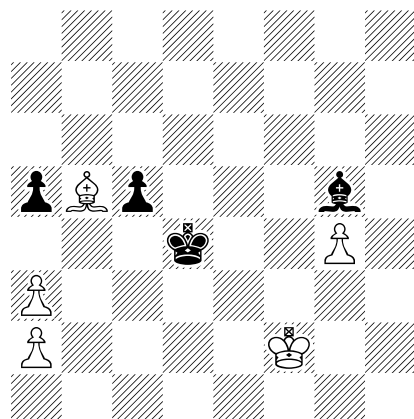
Black keeps the initiative for a few moves afterwards, but the game now looks fairly certain to end in a draw.

Black gives it a try, but there's no win to be found. Still, it's satisfying to draw against a player stronger than yourself.

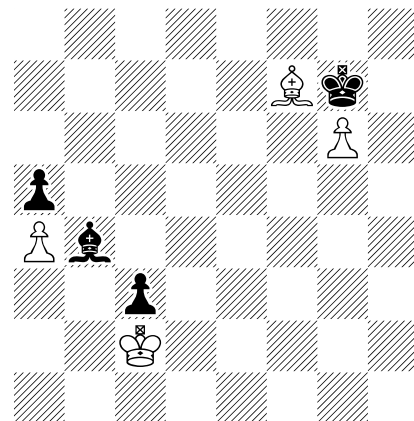
31. Rxh6+ Kg7
 32. Rh3 Rxf2
 33. Kh2 Ne3
 34. Rg3+ Kh6
 35. Rh3+ Kg5
 36. Rg3+ Kf4
 37. Rf3+ Rxf3
 38. Bxf3 Nc2



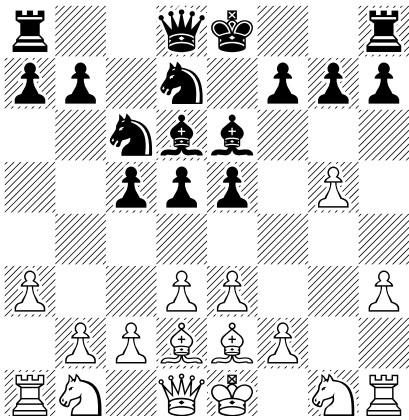
39. Be2 a5
 40. g4 Nxa3
 41. bxa3 Ke3
 42. Bb5 Bf6
 43. Kg1 Kd4
 44. Kf2 Bg5



45. Ke1 c4
 46. Be8 Be7
 47. Kd2 Bxa3
 48. g5 Bb4+
 49. Kd1 Ke5
 50. Bf7 Kf5
 51. g6 Kf6
 52. Kc2 Kg7
 53. a4 c3
 1/2-1/2



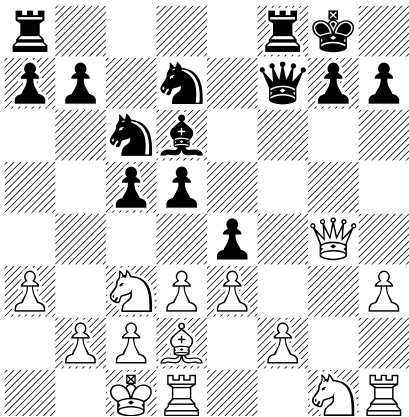
Game 19: Center Game with White



1. a3 e5
2. h3 d5
3. e3 c5
4. Be2 Nc6
5. d3 Nf6
6. Bd2 Be6
7. g4 Bd6
8. g5 Nd7

The Center Game is such a strong opening that it not only allows amateurs to confront much stronger players, but also to pressure them with serious attacks.

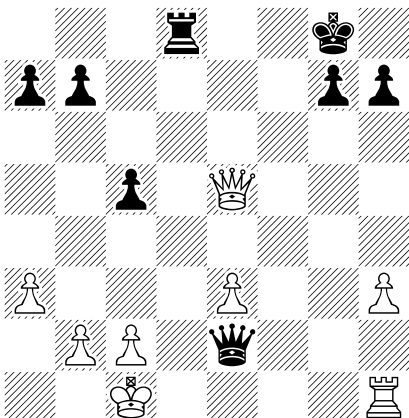
Here white plays Center Game Cv77 against the 3 pawn classical defense. Black's perfect conventional opening is already being challenged!



9. Nc3 O-O
10. Bg4 f5
11. gxf6 Qxf6
12. Bxe6+ Qxe6
13. Qg4 Qf7
14. O-O-Oe4

White's push on the K-side forces a bishop exchange and opens lines for both sides.

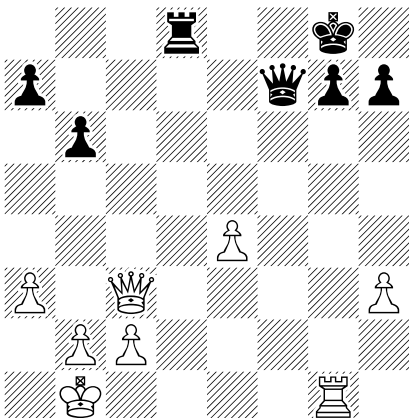
Black's queen and rook barrage is strong, but he is unable to launch it because white's active queen threatens even more. After his long castle white is well positioned to attack on the K-side.



15. dx4 Nf6
16. Qg2 Nxe4
17. Nxe4 dx4
18. Bc3 Rad8
19. Ne2 Be5
20. Bxe5 Nxe5
21. Rxd8 Rxd8
22. Qxe4 Qxf2
23. Qxe5 Qxe2

Black goes for the attack, but white trades down easily, all the while maintaining potential mating threats.

Despite his optimal opening and best efforts at attacking, black has not been able to exploit any weakness in white's position.

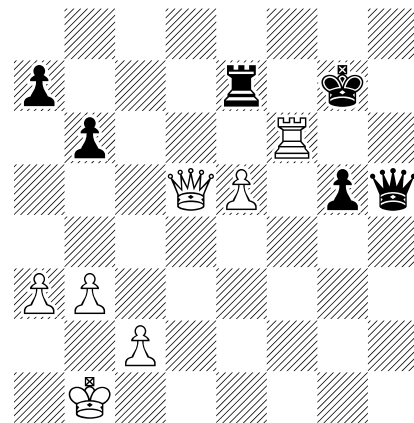


24. Rg1 Qd2+
25. Kb1 Qd7
26. Qxc5 b6
27. Qc4+ Qf7
28. Qc3 Re8
29. Qd4 Re7
30. e4 Rd7
31. Qc3 Rd8

White's active queen and mating threats allow him to win a pawn outright. With his Q-side majority and passed pawn, white has in theory a won game. The rest of the contest is very interesting however, because white continues to build his lead.

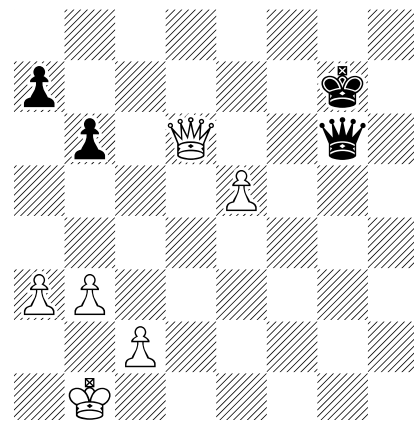
White presses the advantage carefully, advancing his pawns and bringing his rook and queen up for a close quarters attack on the black king.

32. e5 Re8
33. Re1 Qe6
34. h4 Re7
35. b3 h6
36. Qf3 g5
37. hxg5 hxg5
38. Rf1 Qf7
39. Qg2 Qg6
40. Rf6 Qh5
41. Qd5+ Kg7



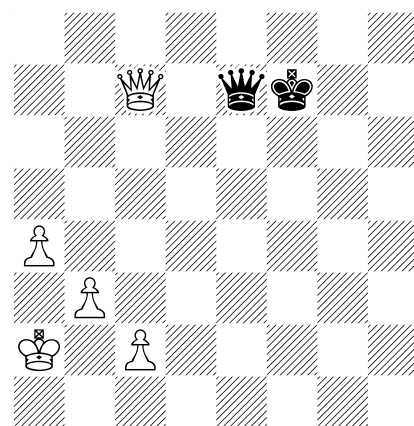
White wins another pawn as he continues to threaten checkmate. Black's undoing has been his vulnerable king, which has been exposed to attack since the opening!

42. Qd6 Qe8
43. Rf5 Re6
44. Rxg5+ Kh6
45. Qd2 Kh7
46. Qd3+ Kh6
47. Rg1 Rg6
48. Rxg6+ Qxg6
49. Qd6 Kg7



White takes out both of black's remaining pawns while continuing to give check. Black tries for perpetual check, but now accepts a queen exchange, leaving white with a crushing advantage of three pawns.

50. e6 Qf6
51. a4 Kg6
52. Qd3+ Kg7
53. Qg3+ Qg6
54. Qc7+ Kf6
55. e7 Qe4
56. Qxa7 Qe1+
57. Ka2 Kf7
58. Qxb6 Qe2
59. Qc7 Qxe7

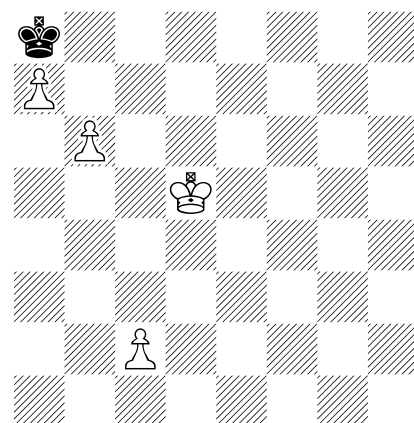


(below:) White's pawns roll on to victory.

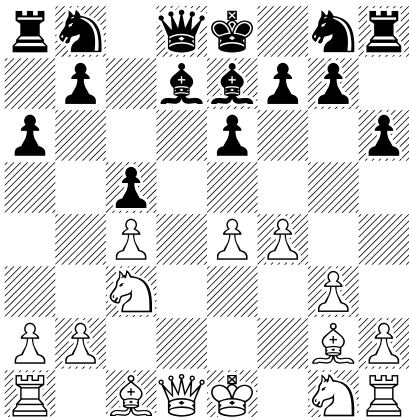
The final checkmate:

70. c4 Kb7
71. a8=Q+Kxa8
72. Kc6 Kb8
73. b7 Ka7
74. Kc7 Ka6
75. b8=Q Ka5
76. Qb5#

60. Qxe7+Kxe7
61. b4 Kd6
62. a5 Kc6
63. Kb3 Kc7
64. b5 Kb8
65. Kc4 Kc7
66. a6 Kb6
67. Kd5 Kc7
68. a7 Kb7
69. b6 Ka8



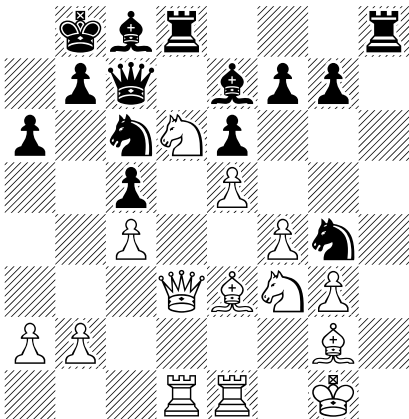
Game 20: Center Game with Black



1. e4 h6
2. d4 a6
3. c4 e6
4. Nc3 Be7
5. g3 d6
6. Bg2 Bd7
7. f4 c5
8. dxc5 dxc5

Black plays the Center Game against a custom defense with 4 forward pawns and a fianchetto. After completing his standard opening, black challenges the big pawn center right away with 7..c5.

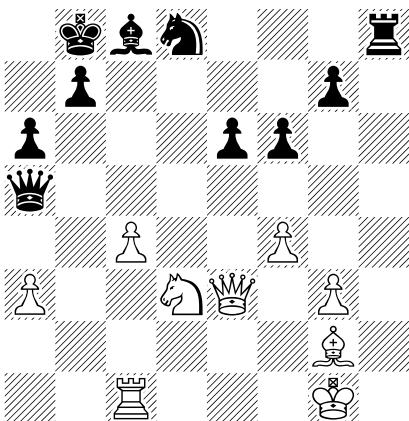
Experimentation with fianchetto defenses has not shown them to be more effective than the standard classical defenses.



9. Nf3 Nc6
10. e5 h5
11. O-O h4
12. Be3 hxg3
13. hxg3 Nh6
14. Qd3 Ng4
15. Rad1 Qc7
16. Rfe1 O-O-O
17. Ne4 Kb8
18. Nd6 Bc8

Black plays a strong continuation, opening files for his rooks, bringing his knight forward, and castling Q-side.

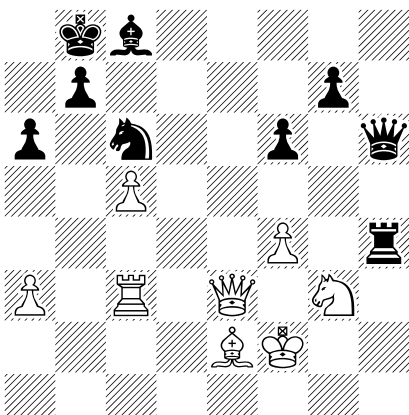
White tries to exploit his advanced knight posting. This incursion will soon to prove to be not only a waste of time, but a waste of material as well.



19. Qb3 Nxe3
20. Qxe3 Bxd6
21. exd6 Rxd6
22. Rxd6 Qxd6
23. Ng5 Nd8
24. Ne4 Qd4
25. Nxc5 Qxb2
26. Nd3 Qc3
27. Rc1 Qa5
28. a3 f6

Black now starts the exchanges; he emerges and stays a pawn up. His queen is chased for a while, but his position defends without any difficulties.

The player of the Center Games has been able to develop a powerful attack by keeping a minimal yet adequate defense. That's the secret to winning chess!



29. Nc5 Rh5
30. Ne4 e5
31. Bf3 exf4
32. gxf4 Rh4
33. c5 Qa4
34. Be2 Qe8
35. Rc3 Nc6
36. Kf2 Qg6
37. Ng3 Qh6

The game now enters a tactical phase; black's queen and rook keep the pressure on white, leaving him no opportunity for counter attack.

Black is now ready to start the assault, with all his pieces and K-side pawns. It already looks grim for white at this point.

Black now uses the open lines to invade the white defense. White drops two pawns trying to avoid more serious threats.

With the forced queen exchange the last of white's castle is torn apart, and black is ahead by three devastating passed pawns.

Black grabs yet another pawn, as he attacks and defends deftly. His piece play is beautifully coordinated throughout.

Black now has a won game, but even so there is the challenge of playing accurately and incisively until the end.

Black now advances his pawns, while maintaining pressure on the white king. His pieces force white's king to the back rank, where mate is easier.

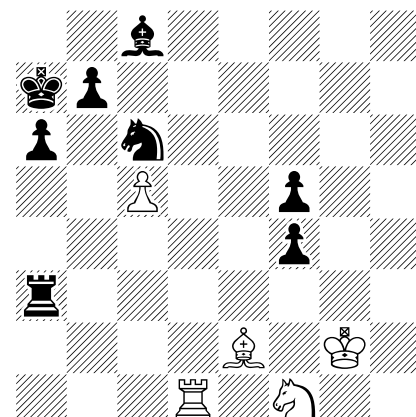
(below:) Despite white's best efforts, black gets his queen, then ends the game with a few swift strokes.

Here's the final checkmate:

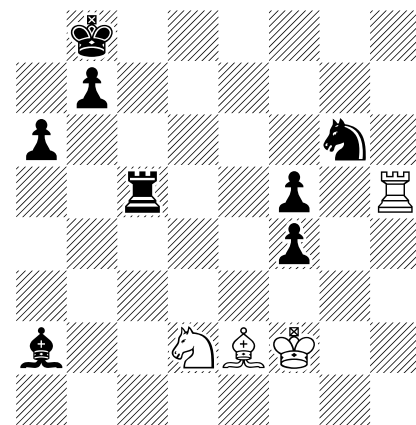
- | | | | | | |
|-----|------|------|-----|-----|------|
| 76. | Kh2 | Qc2+ | 80. | Rf2 | Qd1+ |
| 77. | Kg1 | Bc6 | 81. | Rf1 | Qg4+ |
| 78. | Bxd3 | Qd1+ | 82. | Kf2 | Bb5 |
| 79. | Rf1 | Qxd3 | 83. | Rg1 | Qe2# |

A relentless destruction of white from start to finish, and another illustration of the strength of the Center Game with black.

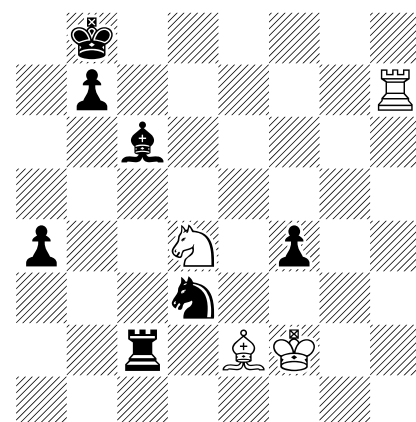
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|-----|------|------|
| 38. | Rc4 | Rh2+ |
| 39. | Kg1 | f5 |
| 40. | Rc1 | Qh4 |
| 41. | Nf1 | Rh3 |
| 42. | Qd2 | Rxa3 |
| 43. | Qd6+ | Ka7 |
| 44. | Kg2 | g5 |
| 45. | Rd1 | Qxf4 |
| 46. | Qxf4 | gxf4 |



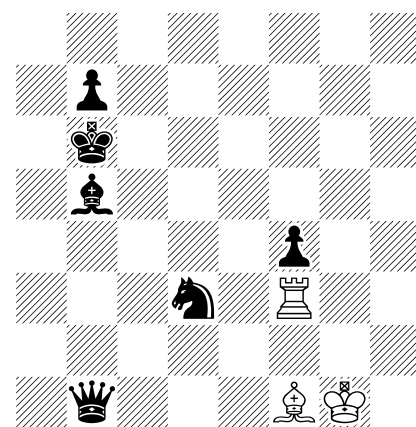
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| 47. | Rd6 | Rc3 |
| 48. | Nd2 | Kb8 |
| 49. | Rd5 | Be6 |
| 50. | Rd6 | Ba2 |
| 51. | Kf2 | Rxc5 |
| 52. | Rh6 | Rc2 |
| 53. | Ke1 | Ne5 |
| 54. | Rh4 | Ng6 |
| 55. | Rh5 | Rc1+ |
| 56. | Kf2 | Rc5 |



- | | | |
|-----|------|------|
| 57. | Nf3 | a5 |
| 58. | Bd3 | Ne7 |
| 59. | Rh7 | Nc6 |
| 60. | Nh4 | a4 |
| 61. | Nxf5 | Bd5 |
| 62. | Nd6 | Ne5 |
| 63. | Be2 | Bc6 |
| 64. | Nf5 | Rc2 |
| 65. | Nd4 | Nd3+ |



- | | | |
|-----|------|--------|
| 66. | Kg1 | Rc1+ |
| 67. | Bf1 | a3 |
| 68. | Rh8+ | Ka7 |
| 69. | Rh5 | Kb6 |
| 70. | Rh2 | Nb4 |
| 71. | Rh3 | a2 |
| 72. | Nb3 | Bb5 |
| 73. | Rf3 | Rb1 |
| 74. | Nd2 | Nd3 |
| 75. | Nxb1 | axb1=Q |



Characterizing Play With the Center Game

For players of all skill levels the standard opening moves can be carried with minimal or no modifications, and a solid defense is constructed. Afterwards the system player starts to expand his position with pawn advances and forward piece placements, usually the knights. Pawn advances inevitably push back the adversary and gain space. Knight placements typically draw center pawn attacks, and often mark the beginning of real contact on the board.

The recessed pawn formation of the Center Game prevents any breakthrough by the adversary, either in the center or on the flanks. He usually settles for exchanging or lodging a central pawn. In most games, an advanced central pawn is the only enemy figure placement on our side of the board until well into the middle game. This 'advanced post' turns out to have little strategic value, because it generally cannot support a forward knight placement, which is challenged by our centrally placed bishops. Moreover, knight incursions usually turn out to be empty threats - our position behind the pawn wall simply doesn't present any easy targets.

There is a standard strategy in playing this system, with myriad possible lines to go about it. The standard strategy is to advance on both flanks, confining the adversary to a central 'cone', where his mobility is limited. Flank pawn advances are well supported, and inevitably gain time by chasing the opponent's knights from their usual placements. Flank pawns often continue to advance and exchange with the adversary's pawns, opening files for the rooks. There are also many good lines which attack and break open the center, but the most commonly used strategy in continuing play from the standard opening is based on the double flank advances.

As often as not, castling is omitted in this system. This is a special characteristic of the Center Game not shared by other opening systems in chess. The 'center castle' position turns out to be very resistant and highly flexible, in the sense that it can move into a large number of playable lines, most of them also being quite aggressive. Non castling combined with flank advances exposes the king somewhat, but the offensive value of using all the pawns in the attack seems to outweigh the weaknesses introduced with these moves, such as loss of right to castle.

The adversary responses to the center game are highly predictable: typically he plays the 2 or 3 pawn standard defenses, sometimes with a piece on the second instead of the third rank. Since the adversary reactions are so predictable, it is easy for all players to develop experience rapidly in playing this system. Even beginners can quickly acquire the experience and tactical skills to play confidently and correctly after the opening and well into the middle game.

During the opening a system player carries out a standard opening, in most cases with no modification forced by opponent play. This is the great strategic advantage of the Center Game, that it confronts successfully all possible adversary opening deployments. But development can continue long after the standard moves, as he proceeds according to plan along preferred lines. Using the standard opening, any system player can prepare deep into the middle game; and anyone that well prepared will have an adequate basis to become an extremely solid player.

5. Early Attacks on the Center Game

The adversary of the Center Game can choose from a large number of valid responses to the standard opening. He can focus on his own development, as does the Center Game itself, which he is free to pursue without opposition. Most opponents use this opportunity to build strong classical positions which occupy and control the center, and provide good play afterwards. In master level play, such well constructed classical defenses are those most frequently used.

It is also possible to attack the Center Game during its opening moves, or immediately afterwards. These early attacks have limited scope, seeking in general only to exchange or lodge a central pawn. Early attacks do not seriously affect the standard opening, and they are neither dangerous nor disruptive. In many cases the Center Game can be completed in standard form even when subjected to an early attack; in other cases a reaction is preferable. Any player of the Center Game should be familiar with all of the early attacks, and also know several of the most effective ways to respond to each of them.

The Center Game always plays the same opening moves, so all the early attacks are generally valid against it, that is they can almost always be played. For each type of early attack, some sequences of the standard opening will be more vulnerable than others. The system player therefore does well to vary his sequences of opening, to keep his opponent guessing.

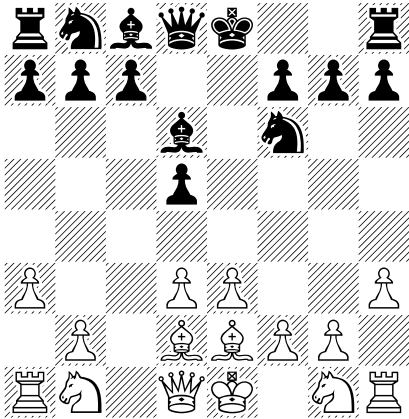
Some of the early attacks are shut down by 'prophylactic' moves that are also occasionally used in continuing play from the standard position. The most common prophylactic moves are the knight pawn single advances and second advances of the center pawns. If your opponent favors early attacks you may prefer to introduce one of these moves. This only delays your standard opening slightly and in most cases shuts down the early attack completely.

The underpinning provided by prophylactic moves justifies their introduction; but they are mostly defensive in nature and so do not contribute best to an attack. The sharper lines therefore are those where little or no use is made of prophylaxis, and the system player counter attacks rather than defending against an early attack. The Center Game is remarkably resistant to attacks of any kind; against all the early attacks it generates sharp counter play, always retaining equality with a solid position, and often punishing the adversary for his impatience and aggression.

The early attacks on the Center Game fall into a small number of very distinct categories: center pawn, fianchetto, bishop, and queen. Combinations of early attacks are also possible. All the early attacks are easy to recognize; and in most cases the obvious responses are also correct, so even beginners should be able to deal with them adequately. Better players will be able to formulate strong counterattacks to any early attacks. Beginners should stick to prophylaxis, and avoid sharper exchange and counter attacking lines until their chess playing skills improve significantly. In chess, before you attack you should be confident that your defense is adequate.

Center Pawn Early Attacks on the Center Game

The only serious early attack on the Center Game, and the one most frequently seen in play, is the center pawn attack. In it your adversary attacks your center with two or three pawns supported by pieces. The attack has different forms, including combinations with other early attacks. It takes at least 5 moves to mount this attack, but in general it is not until the 7th or 8th move that your opponent starts it, so you can usually complete your standard opening without disruptions. Center pawn attacks should not be ignored, but this does not mean that a reaction is forced: there are always several ways to respond to a center pawn attack. Here are a few examples of center pawn early attacks and responses, alternating play with white and black.

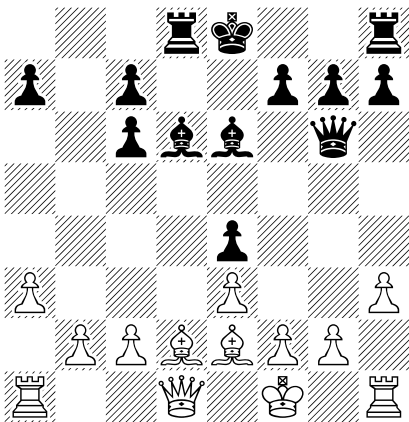


Example 3a:

1. e3 Nf6
2. a3 e5
3. Be2 d5
4. h3 Bd6
5. d3 e4
6. Bd2 exd3
7. cxd3

Center pawn attacks that start too early don't accomplish much. Here black starts the attack on his 5th move, but white doesn't bother to react, since his pawn is defended. Advancing and exchanging pawns uses a move and obtains nothing: white's position now is as good as before.

Black does better to delay the exchange of pawns a move or two, and build his attack.

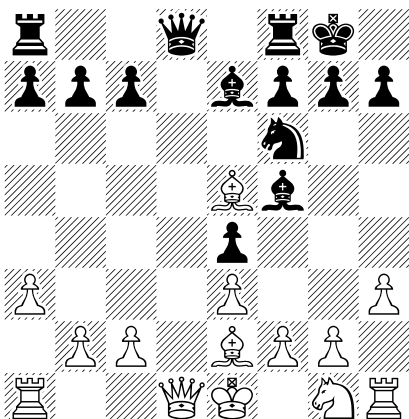


Example 3b:

5. d3 Nc6
6. Bd2 e4
7. dxe4 Nxe4
8. Nf3 Qf6
9. Nc3 Qg6
10. Kf1 Be6
11. Nxe4 dxe4
12. Nd4 Rd8
13. Nxc6 bxc6

When the center pawn attack starts a bit later it succeeds better. Here black starts the attack at his 6th move; white completes his standard opening and then accepts the pawn exchange.

Black then tries a sharp line with a queen sortie on the K-side. After the exchange of the knights white is still in good shape.



Example 3c:

5. d3 Nc6
6. Bd2 e4
7. Bc3 O-O
8. Nd2 Bf5
9. dxe4 dxe4
10. Nc4 Be7
11. Ne5 Nxe5
12. Bxe5

In this different continuation white does not initiate the exchange of center pawns, but counterattacks instead, placing his bishop on the opened long diagonal.

White then gains time with his knight foray and exchange, and is again in good shape.

Another response to a center pawn attack is to avoid the exchange by advancing your attacked pawn. This usually shuts down the attack, blocks the center, and allows you to continue your development. It also allows you to counter attack on the opposite side, as in this continuation.

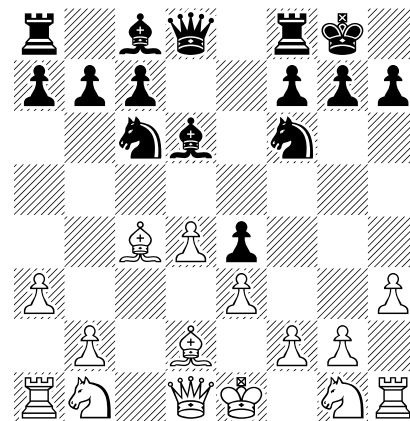
Avoiding the exchange is advisable for beginners, because it's usually less risky.

You can ignore a center pawn attack and start counterattacking, but don't overdo it. Here white counter attacks on both flanks. He overextends, and weakens his position.

The Center Game is highly resistant, but even it does not allow you to completely ignore attacks, at least not for too long!

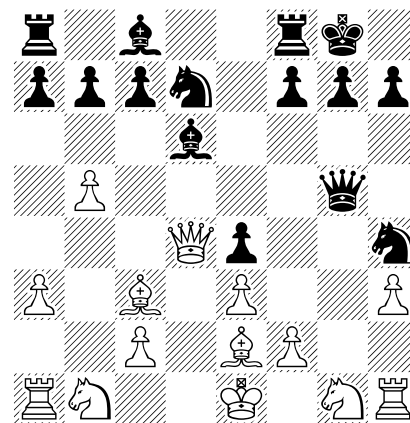
Example 3d:

5.	d3	Nc6
6.	Bd2	e4
7.	d4	O-O
8.	c4	dx4
9.	Bxc4	



Example 3e:

5.	d3	Nc6
6.	Bd2	e4
7.	b4	O-O
8.	b5	Ne7
9.	Bc3	Nf5
10.	g4	Nh4
11.	g5	Nd7
12.	dx4	dx4
13.	Qd4	Qxg5



Remember: a center pawn early attack usually has these possible reactions:

- ♦ No reaction, when your pawn is adequately defended
- ♦ exchanging your attacked pawn
- ♦ advancing your attacked pawn
- ♦ counterattacking

After an exchange of central pawns, be more concerned about king and queen safety.

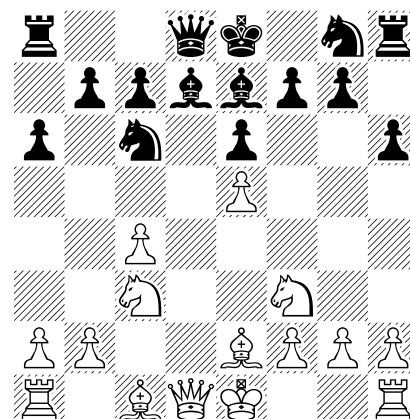
More commonly, your adversary will keep building his position for quite a while before challenging you with a center pawn early attack. In most games they start at the 7th or 8th move. If by that time your adversary is not attacking you, start attacking him!

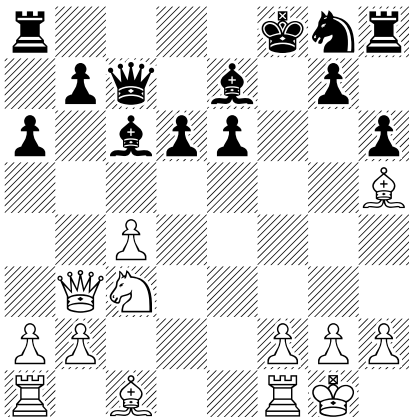
Here's a typical center pawn attack starting at the 7th move. Black exchanges one pawn, then brings out his knight, putting pressure on white's isolated center pawn.

Initiating a center pawn exchange opens a center file, which has its pros and cons: your pieces have more scope, but you are also more vulnerable to attack.

Example 4a:

1.	c4	e6
2.	Nf3	d6
3.	d4	h6
4.	Nc3	Be7
5.	e4	a6
6.	Be2	Bd7
7.	e5	dx4
8.	dx4	Nc6



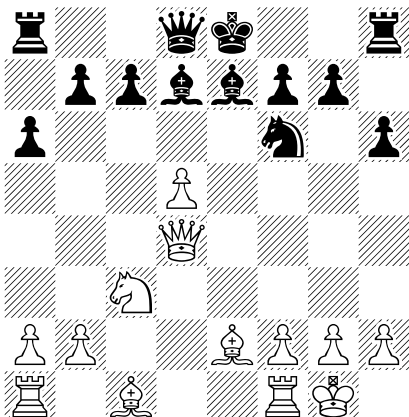


Example 4b:

7. e5 Nc6
8. exd6 cxd6
9. O-O Qc7
10. d5 Ne5
11. dxe6 Nxf3+
12. Bxf3 fxe6
13. Qb3 Bc6
14. Bh5+ Kf8

Exchanging center pawns is usually not the best line for your adversary but it does press the attack. Here white advances and exchanges twice; black recaptures with pawns, replacing his original pawn center.

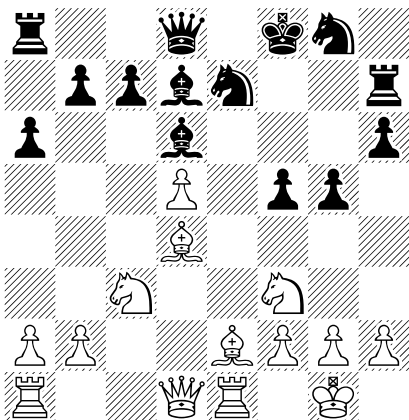
Black's unconventional position appears damaged, but in fact offers good play.



Example 4c:

7. e5 Nc6
8. O-O dxe5
9. d5 exd5
10. cxd5 Nd4
11. Nxd4 exd4
12. Qxd4 Nf6

The center pawn attack is usually harder for your adversary to play than it is for you to defend against. Here white tries hard to find a forcing line; but black escapes all trouble with straightforward play, and now has a compact and active position.

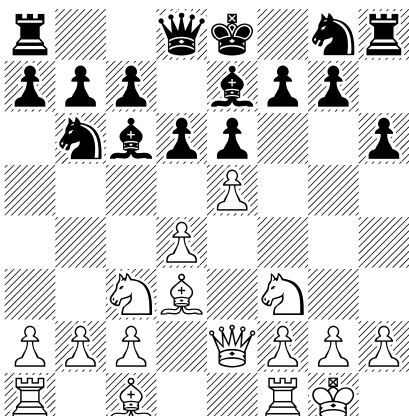


Example 4d:

7. e5 Nc6
8. O-O f5
9. Be3 g5
10. exd6 Bxd6
11. d5 exd5
12. cxd5 Nce7
13. Bd4 Rh7
14. Re1 Kf8

The strong resistance of the Center Game to attack may even encourage you to start counter attacking too ambitiously. Black here does better with 8..dxe5; he goes for the attack instead with 8..f5, overexposing himself, but still has a reasonable game.

Against lesser players, aggressive but less sound lines may be experimented with; against better players be more cautious.



Example 5a:

1. e4 d6
2. d4 e6
3. Nf3 h6
4. Bd3 Bd7
5. O-O Be7
6. e5 Bc6
7. Qe2 Nd7
8. Nc3 Nb6

A good way to respond to the center pawn attack is with a knight or bishop sortie on the side opposite to the attack. These piece placements are rather unusual in normal chess, so the style of games and the positions that result will usually be completely unfamiliar to your adversary.

Probably the strongest defensive line to the center pawn attack is to ignore it and continue the standard opening. Afterwards you will always have a number of ways of reacting that defend adequately.

Here Black uses a counter challenge in the center and consolidates his position well.

Always a good line with the Center Game, whether playing against a center pawn attack or not, is to complete the standard opening and then follow with the strong c-pawn double advance.

Black has now improved the scope of his dark square bishop and has softened the threats posed by white's center pawns.

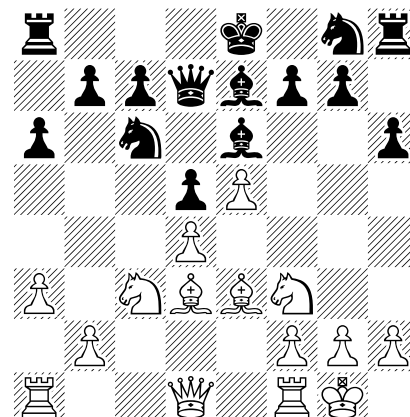
Here's another example of an alternative response: rather than wait for an attack to start, black challenges the center and exchanges, creating a doubled pawn that he can now capture while counter attacking. This line is somewhat stronger than recapturing immediately with 9..Nxd5.

More often your adversary will build a big position before starting a center pawn attack. Black here offers the 'poison pawn' trap, forces the enemy queen to retreat, and then redeploys his knight back.

There is a wide variety of responses to center pawn attacks, and all of them are worth trying. Develop your repertoire!

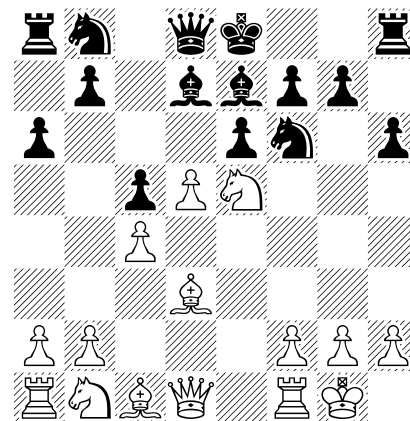
Example 5b:

- | | | |
|-----|------|------|
| 6. | e5 | a6 |
| 7. | c4 | Nc6 |
| 8. | Be3 | d5 |
| 9. | cxd5 | exd5 |
| 10. | a3 | Be6 |
| 11. | Nc3 | Qd7 |



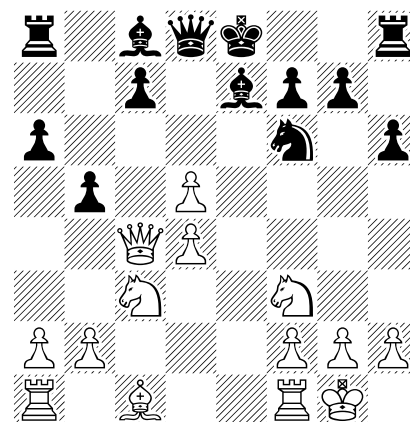
Example 6a:

- | | | |
|----|------|------|
| 1. | Nf3 | h6 |
| 2. | e4 | e6 |
| 3. | d4 | a6 |
| 4. | Bd3 | Be7 |
| 5. | c4 | d6 |
| 6. | O-O | Bd7 |
| 7. | e5 | c5 |
| 8. | d5 | dxe5 |
| 9. | Nxe5 | Nf6 |



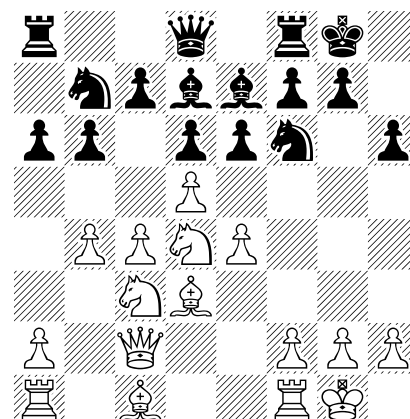
Example 6b:

- | | | |
|-----|------|------|
| 6. | O-O | d5 |
| 7. | exd5 | exd5 |
| 8. | cxd5 | Nf6 |
| 9. | Nc3 | Nbd7 |
| 10. | Qb3 | Nb6 |
| 11. | Bc4 | Nxc4 |
| 12. | Qxc4 | b5 |



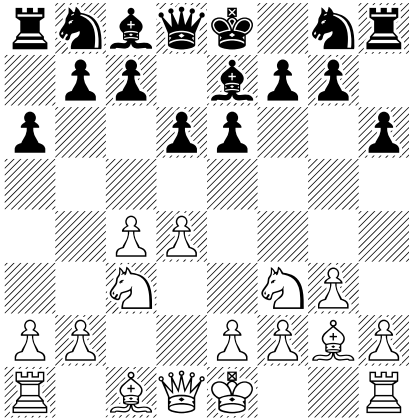
Example 6c:

- | | | |
|-----|-----|-----|
| 6. | Nc3 | Bd7 |
| 7. | Qb3 | Nc6 |
| 8. | d5 | Na5 |
| 9. | Qc2 | b6 |
| 10. | b4 | Nb7 |
| 11. | O-O | Nf6 |
| 12. | Nd4 | O-O |



Fianchetto Early Attacks on the Center Game

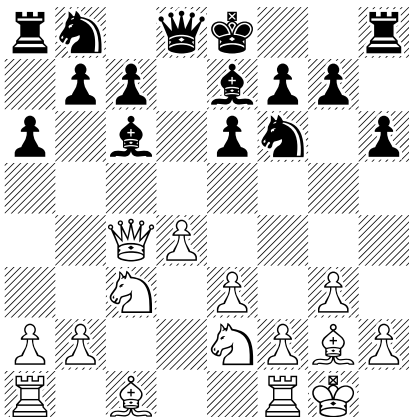
In the fianchetto attack, your opponent develops one of his bishops in the fianchetto position. Your opponent's fianchetto will often be started early in play. After he has developed the fianchetto, your knight pawn is attacked and must either be defended or the fianchetto blocked. In its original placement your bishop of the same color defends the knight pawn, but if your bishop has already moved, or if you want to move it, then you have to block the fianchetto diagonal. In many cases your opponent will block the diagonal himself so you can continue your standard opening. If he doesn't block it, you have to change your opening somewhat. There are a large number of possible responses to this attack, which is not to be considered dangerous.



Example 7a:

1. d4 d6
2. g3 e6
3. Bg2 Be7
4. c4 h6
5. Nc3 a6
6. Nf3

If your opponent opens a fianchetto, your bishop is tied to the defense of the knight pawn. You can simply delay your bishop move until your adversary blocks the diagonal, as white does here. Afterwards, you can proceed with your bishop move; there's little risk from the disclosed attack. You can also delay your bishop move further, and play a variant opening, eg with 6..Nd7, ..Nf6, ..Bf6, ..d5, etc.

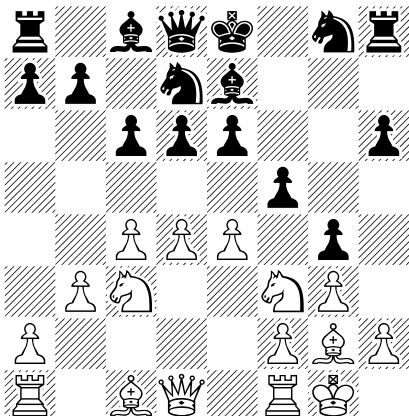


Example 7b:

6. e3 Nf6
7. Nge2 d5
8. O-O dxc4
9. Qa4+ Bd7
10. Qxc4 Bc6

If your adversary keeps the fianchetto open, as in this continuation, you can find good counter play with a center challenge then a direct challenge to the fianchetto.

Here black has effectively neutralized the fianchetto, and is ready to counter attack.



Example 7c:

5. Nc3 c6
6. Nf3 g5
7. O-O Nd7
8. b3 f5
9. e4 g4

You can also block the diagonal yourself, with good results. Here the quiet looking 5..c6 turns out to be the springboard for a massive K-side onslaught.

Black's pawn storm threatens to disrupt white's castle and fianchettoed bishop, but black is also taking risks, exposing his king by intensifying the K-side assault.

Blocking the fianchetto with your knight usually leads into good lines. Make sure the knight has a relocation square, as it will usually be forced to move following your opponent's center pawn advance.

Here black blocks the fianchetto with his knight, then relocates backward after the center pawn challenge. Black has played defensively, but can now counter attack.

The exchange lines following your knight blocking move are also very good. Here black exchanges pawns and queens and already has pressure on white's center.

It is difficult to exploit the fianchetto: the center pawns are needed in order to attack the Center Game, but their advances block the fianchetto diagonal, as happens here.

Also strong are immediate challenges to the fianchetto, as in the continuation. Black draws a center pawn attack and neutralizes the fianchetto, succeeds in exchanging queens, and has a good game.

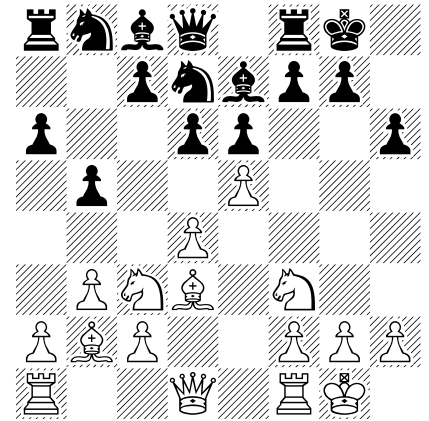
Early queen exchanges result in simpler games with freer play for the pieces, and are often favorable for the system player.

There are also various good lines which block the fianchetto with a center pawn counter challenge, as black does here.

You can find lively counter play using any of these more direct challenges, but clearly you are diverging from your mainstream Center Game. As a system player, you may want to reserve such reactions for surprise effect.

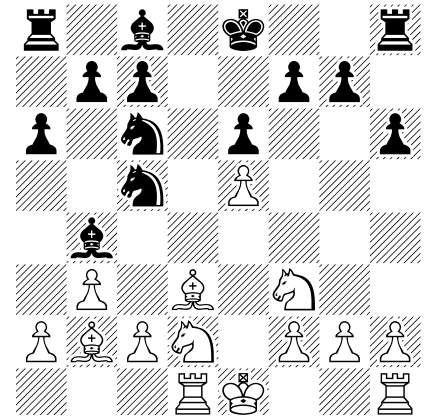
Example 8a:

- | | | |
|----|-----|------|
| 1. | e4 | e6 |
| 2. | Nf3 | Be7 |
| 3. | b3 | d6 |
| 4. | Bb2 | Nf6 |
| 5. | Nc3 | a6 |
| 6. | d4 | h6 |
| 7. | e5 | Nfd7 |
| 8. | Bd3 | O-O |
| 9. | O-O | b5 |



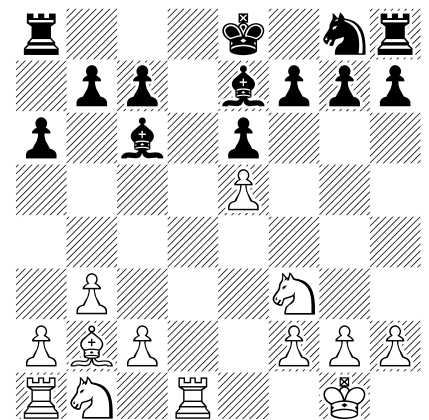
Example 8b:

- | | | |
|-----|------|-------|
| 7. | e5 | dxe5 |
| 8. | dxe5 | Qxd1+ |
| 9. | Rxd1 | Nfd7 |
| 10. | Bd3 | Nc6 |
| 11. | Ne4 | Bb4+ |
| 12. | Ned2 | Nc5 |



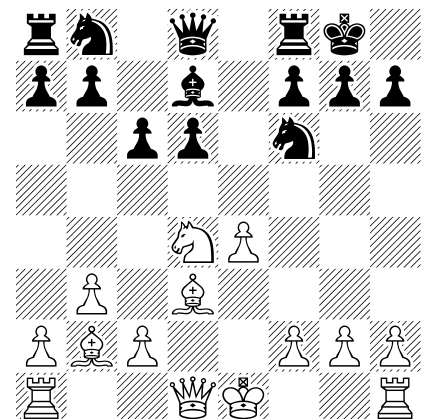
Example 8c:

- | | | |
|-----|------|------|
| 4. | Bb2 | Bf6 |
| 5. | d4 | Nc6 |
| 6. | Bb5 | Bd7 |
| 7. | O-O | a6 |
| 8. | Bxc6 | Bxc6 |
| 9. | e5 | dxe5 |
| 10. | dxe5 | Qxd1 |
| 11. | Rxd1 | Be7 |



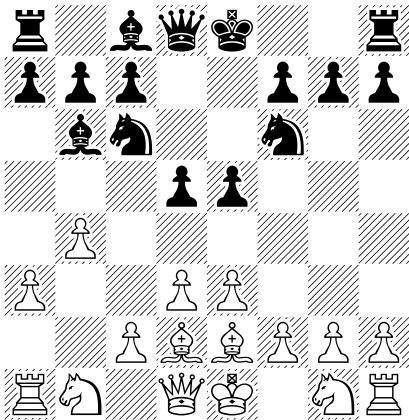
Example 8d:

- | | | |
|-----|-------|------|
| 4. | Bb2 | e5 |
| 5. | d4 | exd4 |
| 6. | Nxd4 | Bf6 |
| 7. | Nc3 | Bd7 |
| 8. | Nd5 | c6 |
| 9. | Nxf6+ | Nxf6 |
| 10. | Bd3 | O-O |



Bishop Early Attacks on the Center Game

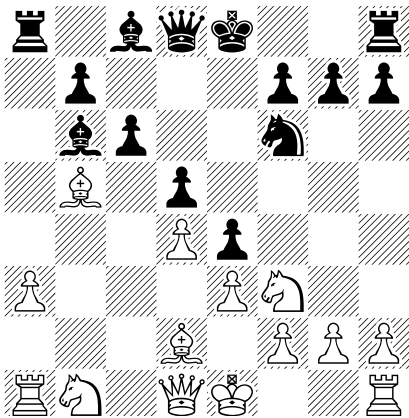
In the bishop early attack, your opponent brings a bishop out beyond his third rank. Forward bishop placements are commonplace in classical chess, but in master level play against the Center Game they are not very frequently seen. Forward bishop placements can always be challenged, in a variety of ways. The obvious challenges use flank pawn advances, but the knights, bishops, and center pawns can also challenge forward bishops. If the bishop retreats to the flank, it is still subject to attack. As a rule, your adversary does better to deploy his bishops back; in all standard classical defenses to the Center Game they are placed behind the pawns.



Example 1:

1. e3 e5
2. d3 d5
3. Be2 Nf6
4. Bd2 Nc6
5. a3 Bc5
6. b4 Bb6

An adversary's forward bishop can be challenged immediately and forced to retreat. Rather than retreat along the original diagonal and admit losing a move, many adversaries retire to the flank. You can then continue to harass the forward bishop with further flank pawn advances.

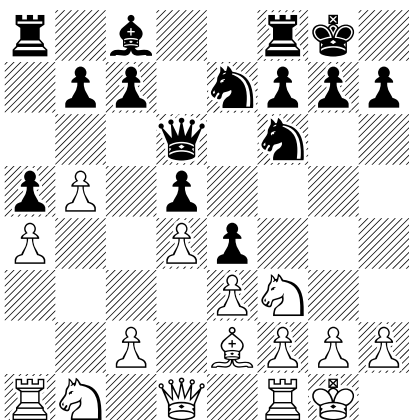


Example 1a:

7. c4 a6
8. b5 axb5
9. cxb5 Na7
10. Nf3 Nxb5
11. d4 e4
12. Bxb5+ c6

There are various ways of pursuing the retreating bishop with the flank pawns; here's one of the possible scenarios.

White now has equality and an easy game with 13. Be2, or he can try for the attack with either Ne5 or Bxc6.



Example 1b:

7. a4 a5
8. b5 Ne7
9. Nf3 Qd6
10. Bc1 O-O
11. O-O e4
12. Ba3 Bc5
13. Bxc5 Qxc5
14. d4 Qd6

Different flank pawn advances can produce radically different scenarios.

Here white first challenges with a flank pawn advance, then exchanges with black's forward bishop. White later closes the center, and now has a good game.

Here's another scenario with another strong flank pawn challenge. White's pawn displaces the knight and later exchanges with the rook pawn.

Bishop early attacks are easily contrasted with any of several flank pawn challenges. The bishop early attack usually doesn't result in any advantage for your opponent.

You can also challenge the forward bishop with your knight. Here white's knight foray obliges the bishop to retreat, after which the knight returns to its normal placement.

This is a more conservative approach, avoiding exchanges and simplification, and often allowing you to close the game.

Slower flank pawn advances in reaction to the bishop early attack can be even more effective than rapid and immediate ones.

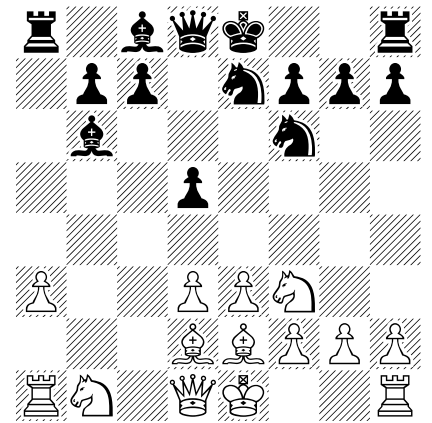
Here white completes his opening, then begins a slow advance on the Q-side with c3, d4, and b3. White avoids trouble and plays for the longer term objectives of a stable K-side and a gradual Q-side attack.

One of the best reactions is to ignore the bishop early attack until after you have completed the standard opening, and then challenge the bishop in continuing play, as shown here.

All of the possible reactions to the bishop early attack contain good lines for the system player, and all are worth trying.

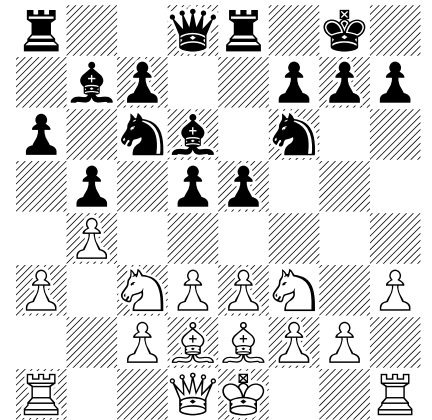
Example 1c:

- | | | |
|-----|------|------|
| 7. | b5 | Ne7 |
| 8. | Nf3 | e4 |
| 9. | Nd4 | exd3 |
| 10. | cxd3 | a6 |
| 11. | bxa6 | Rxa6 |
| 12. | Nf3 | Ra8 |



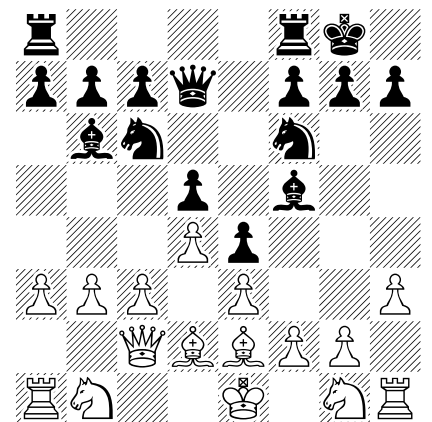
Example 1d:

- | | | |
|-----|-----|-----|
| 6. | Nc3 | O-O |
| 7. | Na4 | Bd6 |
| 8. | b4 | b5 |
| 9. | Nc3 | a6 |
| 10. | Nf3 | Re8 |
| 11. | h3 | Bb7 |



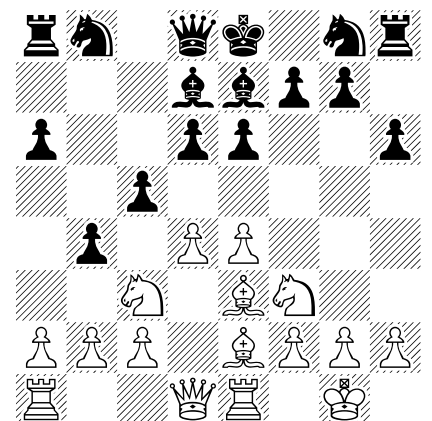
Example 1e:

- | | | |
|-----|-----|-----|
| 6. | h3 | O-O |
| 7. | c3 | e4 |
| 8. | Qc2 | Bb6 |
| 9. | d4 | Bf5 |
| 10. | b3 | Qd7 |



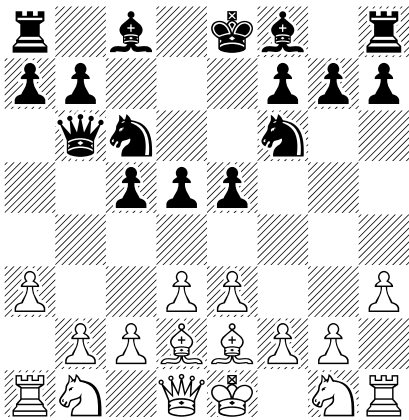
Example 2:

- | | | |
|----|-----|-----|
| 1. | e4 | e6 |
| 2. | d4 | d6 |
| 3. | Nc3 | h6 |
| 4. | Bc4 | a6 |
| 5. | Nf3 | Bd7 |
| 6. | O-O | Be7 |
| 7. | Re1 | c5 |
| 8. | Be3 | b5 |
| 9. | Be2 | b4 |



Queen Attacks on the Center Game

In the queen attack, your opponent brings his queen out to attack your knight pawn, which is no longer defended after your bishop has moved. The queen attack is frequently seen in play, as it is one of the few obvious ways of threatening the standard opening. Even if the knight pawn is not defended, it doesn't mean that it will be taken: this is the 'poison pawn,' one of the most famous traps in all of chess. In the Center Game the poison pawn exists in one of its most 'venomous' forms. This trap will catch many unsuspecting adversaries, especially in blitz games.

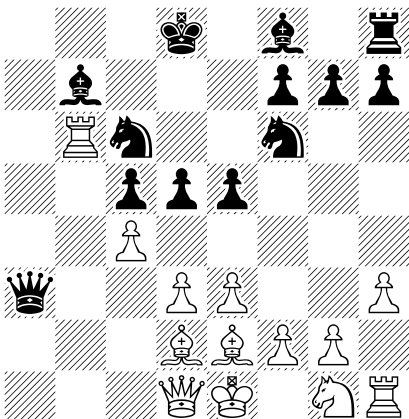


Example 4:

1. d3 d5
2. e3 e5
3. Be2 Nf6
4. h3 c5
5. a3 Nc6
6. Bd2 Qb6

Queen attacks are frequent on the Q-side following adversary 3 pawn openings, as played by black here.

Black now threatens the b-pawn. White can defend easily with b3, Qc1, Bc1 or even Ra2, but he can also ignore the attack, offering the 'poison pawn' gambit. It's a good trap for use in speed chess.

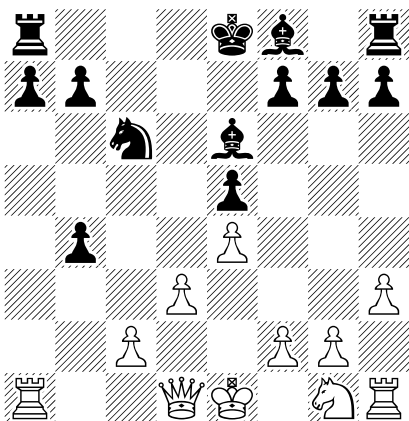


Example 4a:

7. Nc3 Qxb2
8. Rb1 Qxa3
9. Nb5 Qa2
10. Nc7+ Kd7
11. Nxa8 b6
12. Ra1 Qb2
13. c4 Bb7
14. Rb1 Qa3
15. Nxb6 axb6
16. Rxb6

If your adversary goes for the poison pawn, he can get stung badly. Here's a typical continuation after accepting this dangerous gambit.

Black's queen takes two pawns, but then is chased about, as the white knight gives check, and takes the rook. With advantage of the exchange, white should now win.



Example 4b:

7. Nc3 Qxb2
8. Rb1 Qxa3
9. Ra1 Qb4
10. Nxd5 Nxd5
11. Bxb4 cxb4
12. Bf3 Be6
13. Bxd5 Bxd5
14. e4 Be6

Here's another way to sting the adversary. White can settle for a draw by repetition if black plays 9..Qb2, or enter the same line above after the queen returns to a3.

If black plays 9..Qb4 as here, white wins the queen for two pieces and a pawn. Many adversaries would then resign!

Entirely satisfactory, and recommended for beginners and less strong players, is the obvious knight pawn single advance, blocking the attack. This move also allows you lots of flexibility in following play. Other good moves are 7.Bc1 and 7.Qc1.

Here white first blocks the queen attack with the b-pawn, challenges white's queen, and closes the center, with a good game.

The queen early attack can also be made on the K-side. In this case the g-pawn is not a 'poison' pawn, but a normal gambit that usually leads into free and easy play.

Here black ignores the queen early attack offering the g-pawn gambit, which he then regains quickly. Later white tries to press the attack and falls into a trap. Black can now force a draw or go a pawn up.

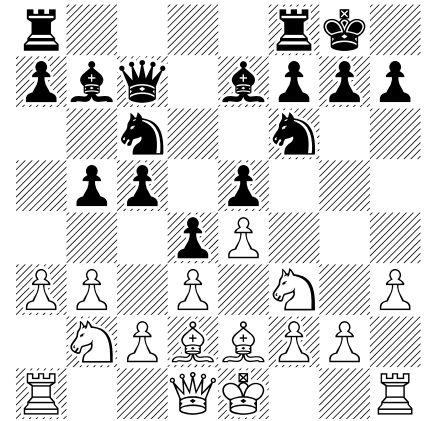
If your opponent doesn't take the gambit g-pawn, his queen can be attacked and loses several moves retreating, as in this continuation, one of several good lines.

Here black keeps the gambit on offer, then starts a counter attack on the K-side with harassment of the queen. It's hard for your adversary to press the queen early attack; more often it costs him the initiative.

A knight pawn single advance again shuts down the queen early attack completely, and allows you to continue your standard opening without complications. Also good are covering with 3..Bf8 or 3..Kf8. After the standard opening, you can strike at the exposed adversary queen in any of a number of ways. Here black chooses a good line suiting beginner's style of play, defusing the attack and closing the game.

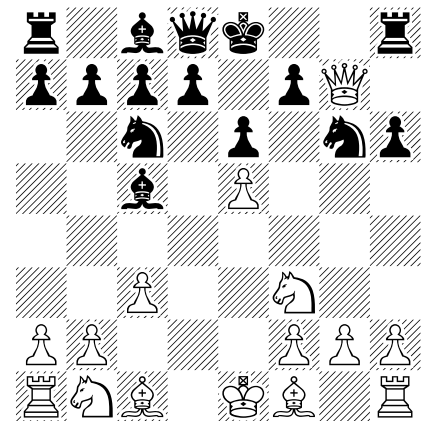
Example 4c:

- | | | |
|-----|-----|-----|
| 7. | b3 | Be7 |
| 8. | Nc3 | d4 |
| 9. | Na4 | Qc7 |
| 10. | e4 | b5 |
| 11. | Nb2 | Bb7 |
| 12. | Nf3 | O-O |



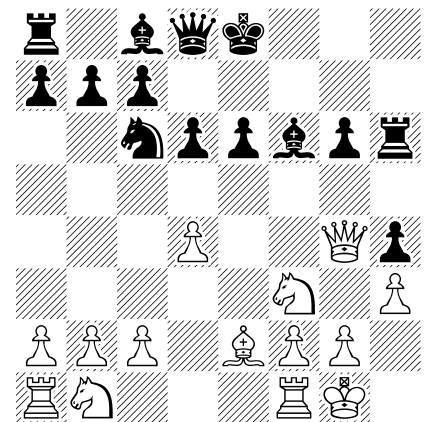
Example 5a:

- | | | |
|----|------|------|
| 1. | e4 | e6 |
| 2. | d4 | Be7 |
| 3. | Qg4 | h6 |
| 4. | Qxg7 | Bf6 |
| 5. | Qg3 | Bxd4 |
| 6. | Nf3 | Nc6 |
| 7. | c3 | Bc5 |
| 8. | e5 | Nge7 |
| 9. | Qg7 | Ng6 |



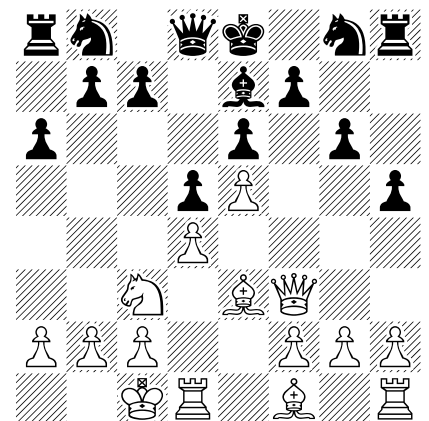
Example 5b:

- | | | |
|-----|------|------|
| 4. | Nf3 | Nc6 |
| 5. | e5 | g6 |
| 6. | Be2 | d6 |
| 7. | O-O | h5 |
| 8. | Qg3 | h4 |
| 9. | Qg4 | Nh6 |
| 10. | Bxh6 | Rxh6 |
| 11. | h3 | f5 |
| 12. | exf6 | Bxf6 |



Example 5c:

- | | | |
|-----|-------|------|
| 3. | Qg4 | g6 |
| 4. | e5 | a6 |
| 5. | Nf3 | d6 |
| 6. | Nc3 | Bd7 |
| 7. | Be3 | h5 |
| 8. | Qf4 | Bc6 |
| 9. | O-O-O | Bxf3 |
| 10. | Qxf3 | d5 |



6. Playing Against the Center Game

This can be considered a difficult subject, or an easy one. Until now no response has been found to the Center Game that consistently puts it in serious difficulty. But a large number of responses have shown to be very strong. We can already identify many of the best defenses. Among them are the strongest conventional openings that have ever been seen in chess; each a theoretically perfect deployment. But none of them have proved superior to the standard opening.

The Center Game allows the adversary to play any opening he wants, almost without opposition. Responses to the standard opening are the least constrained and so in principle the most varied possible. The Center Game has to face hundreds of valid adversary defenses, far more than for other openings in chess. Most of these defenses are new, in the sense that they have not been playable until the present. In fact, a completely new game of chess results from playing this system, because the opening positions on both sides have never been seen before!

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

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

This discussion of playing against the Center Game is divided into five parts: early attacks, classical defenses, custom defenses, B-system defenses, and C-systems defenses. These are all strong responses, but none of them to date have proved better than the standard opening.

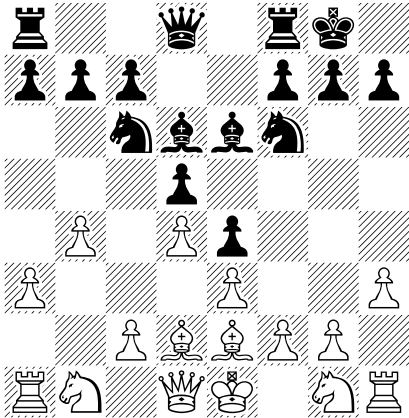
Early Attacks:

Early attacks start at the 5th to 8th move. Those most frequently seen in master level play are the center pawn attacks, but the other early attacks are used as well. When attacked early, usually no more than one or two moves of the standard opening are affected; most development and resulting play remains the same. In general early attacks do not succeed in pushing the Center Game off track. Often they result in loss of time and initiative for the adversary. All early attacks can be avoided by defensive play and can also be challenged by aggressive counter play. Early attacks are aggressive, but not more aggressive than responses which avoid early conflict and build strong positions. In play at master level, early attacks occur in a small minority of games: it would therefore appear that they are not the strongest responses to the Center Game.

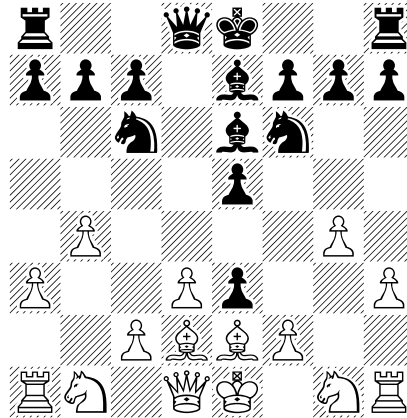
The author's assessment of the various early attacks:

- ♦ Center pawn attacks have a large number of effective responses.
- ♦ Fianchetto attacks are generally not disruptive.
- ♦ Bishop attacks are not dangerous, and usually lose time.
- ♦ Queen attacks are not dangerous unless misplayed.

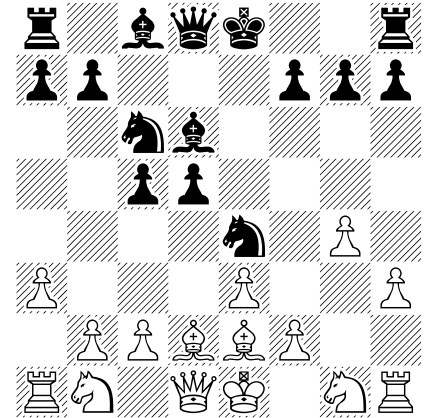
Early attacks have scored wins in games from the positions shown below at 8 moves. Most wins were recorded with the center pawn attacks, but all the early attacks have won on occasion.



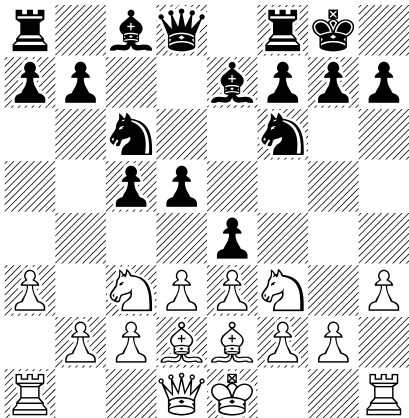
A2v5 Center Pawn



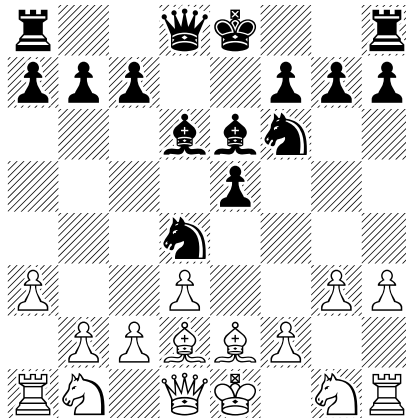
A2v44xF1 Center Pawn



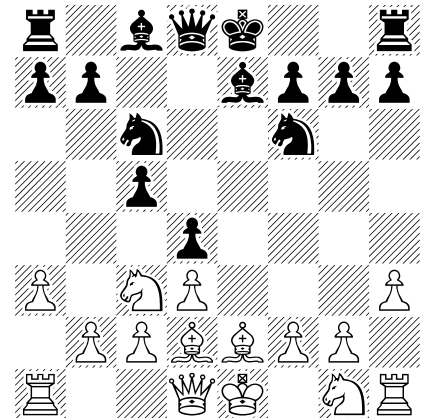
A3v5Gx Center Pawn



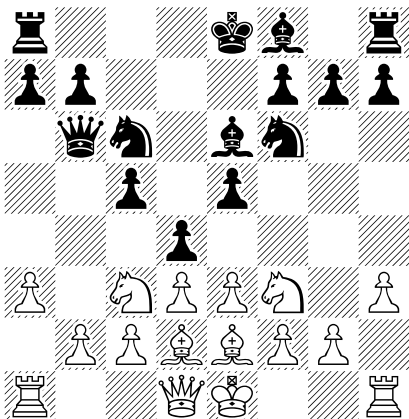
A3v5F1 Center Pawn



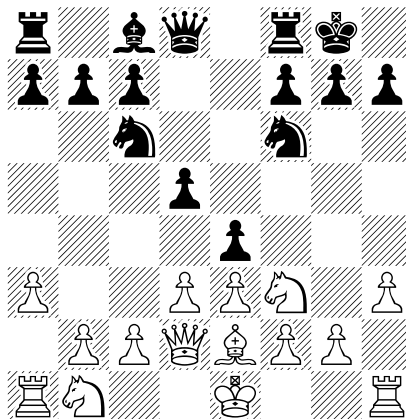
A2v4Bx Center Pawn



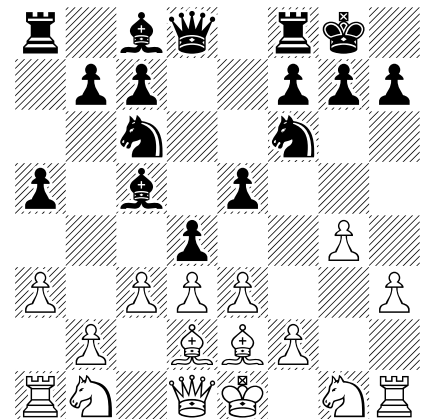
A3v45xF1 Center Pawn



A3v4D2 Cntr Pawn & Queen



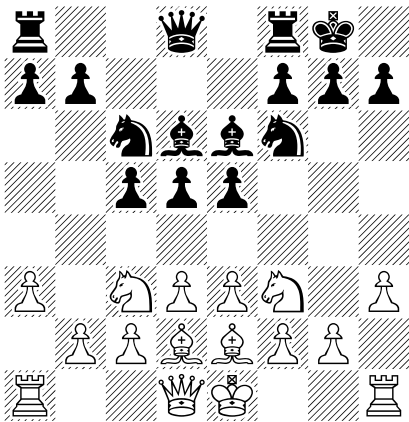
A2v5F3Fx Cntr Pawn & Bishop



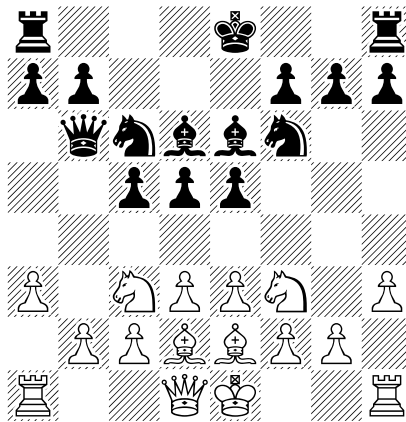
A3v14F2 Cntr & Rook Pawn

Classical Defenses:

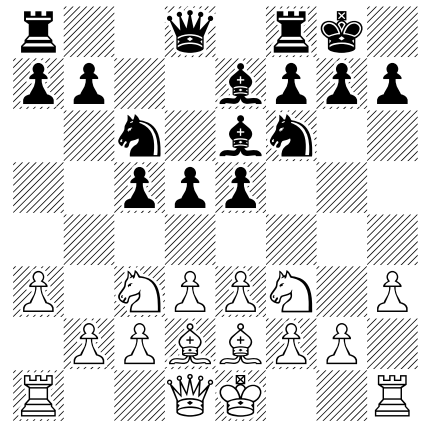
The classical defenses shown here are the strongest conventional openings that exist. They use two or three doubly advanced center pawns, and strong central piece placements. Castling is usually performed, and the queen relocated. Classical defenses place a great mass of material in the center, maximizing the potential for attack while retaining a strong defense. Those shown below are among the defenses most commonly used. For purposes of illustration, only Center Game CvBG is shown. Most of these defenses were first described in 'The Beginner's Game.' Coded names are explained briefly below; descriptive names are simpler, but less precise.



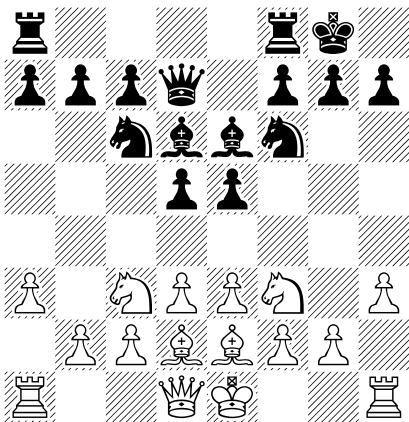
C3v0 3 Pawn Standard



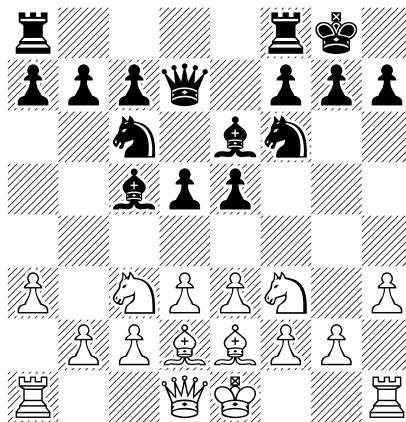
C3vD2 3 Pawn Queen out



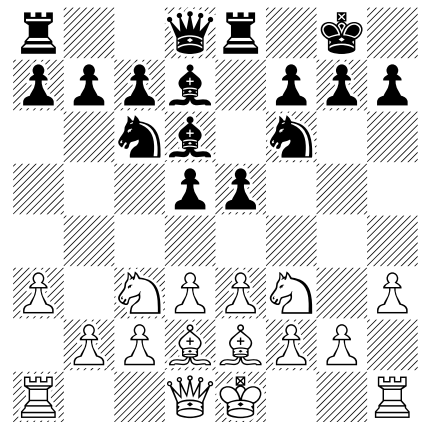
C3vF1 3 Pawn F back



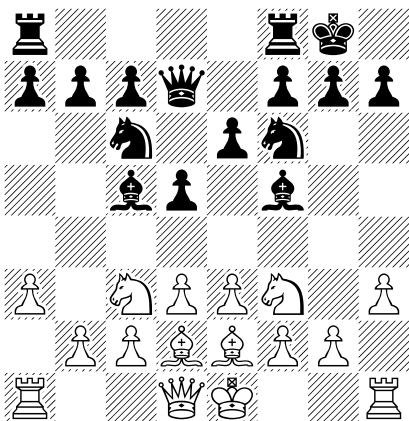
C2v0 2 Pawn Standard



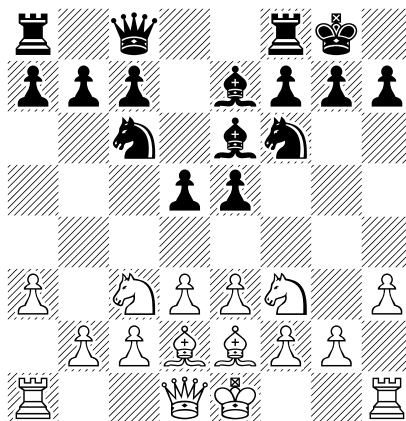
C2vF2 2 Pawn F center



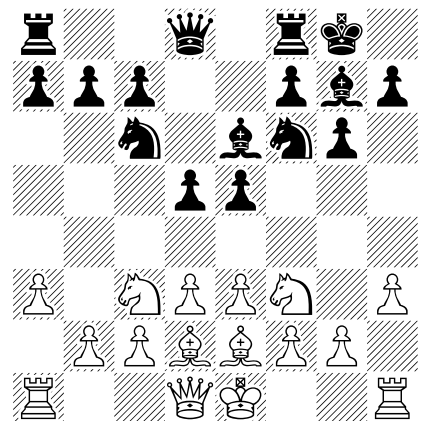
C2vC1H1 2 Pawn C back



C1v5C2F2 1 pawn FC center



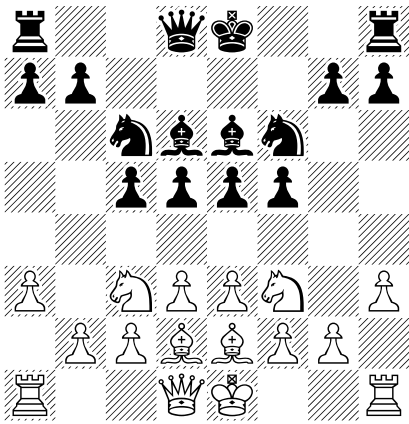
C2vD1F1 2 pawn F back



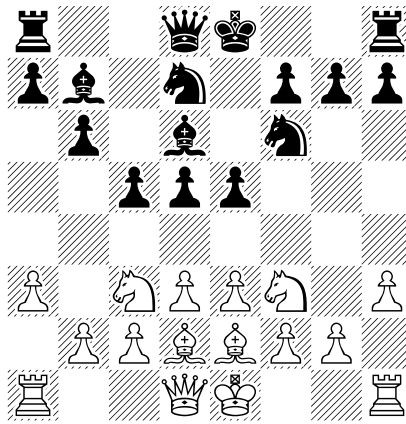
C2v7F5 2 pawn F fianchetto

Custom Defenses:

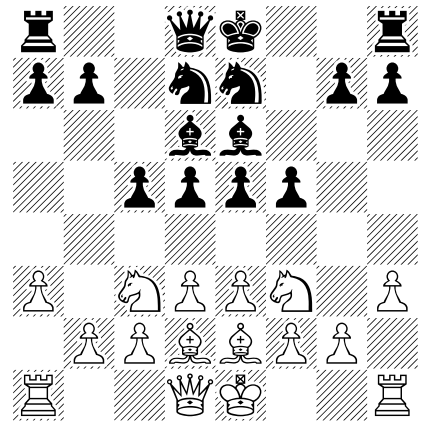
A custom defense is one which has been specially designed to confront the Center Game. Many imaginative and often impressive openings can be designed. The custom defenses shown below have all proved to be strong responses to the standard opening. These defenses were first introduced and named by the author in 'The Beginner's Game.' Despite their expansive and aggressive deployments, until the present the custom defenses have not proved to be stronger than the more commonly played classical defenses. (NB: in this and the next sections only Center Game CvBG is shown in diagrams; these are not starting positions from actual games.)



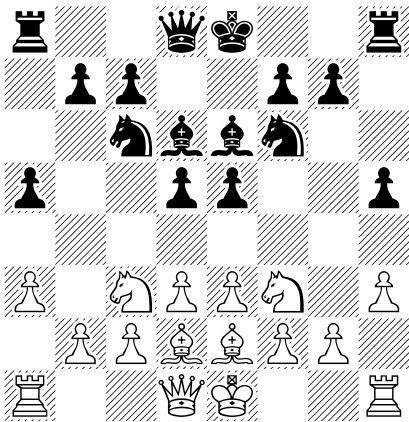
D4v0 4 pawn Standard



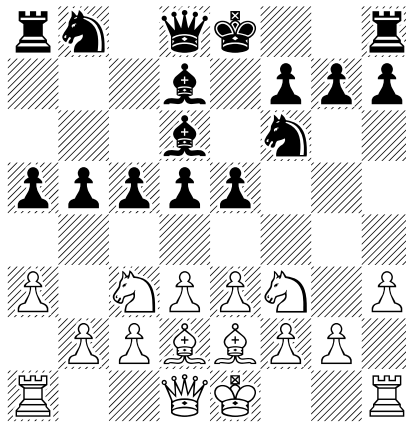
D3v2B1C5 3 pawn 'Shotgun'



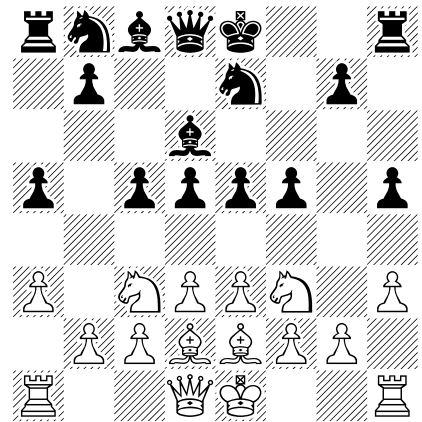
D4vB1G1 4 pawn 'Tomahawk'



D4v18 4 pawn 'Battle Axe'



D5vC1 5 pawn 'Queen Wing'

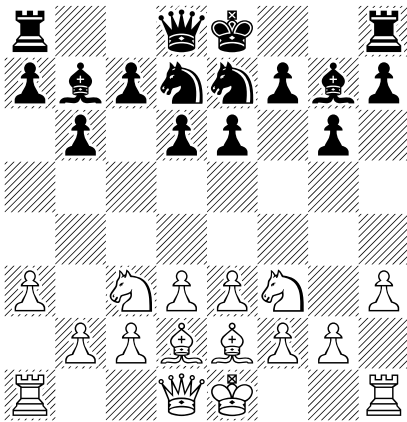


D6vG1 6 pawn 'Six Gun'

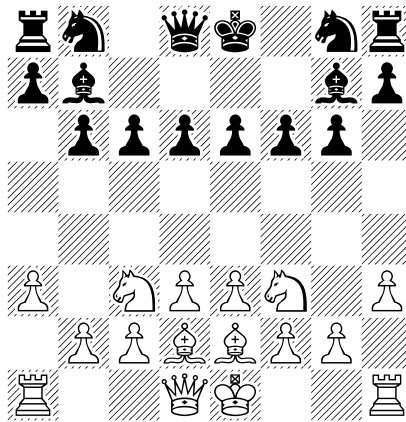
The coded names attempt to give details of the opening: first the type of response (early **A**ttack, **B**-system, **C**lassical, custom **D**esigned), then the number of doubly advanced pawns, then 'v' (meaning 'variant'), and then the figures that moved differently from the related standard opening: first numbers (1-8) for the pawns, and then letters (A-H) for the pieces. The pieces have several variant moves; the number following the piece letter indicates which of these moves was made. If a figure is moved twice, this is indicated by repeating the pawn number or piece letter. Note that C-system openings have names starting with the Initials 'Cv', whereas classical defenses have names starting with C1v, C2v or C3v, so the two naming schemes are easily distinguished.

B-system Defenses

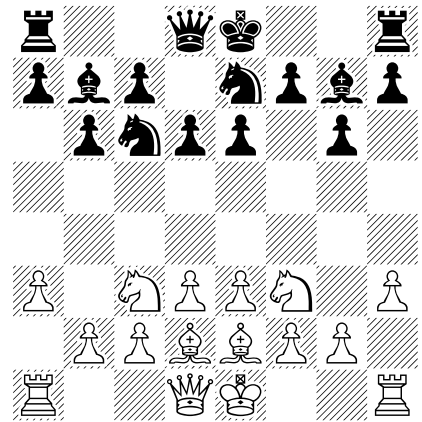
B-system openings are related to the Beginner's Game, and all obey a set of rules similar to that of the C-system, using pawn chains and piece placement mostly behind the pawns. Their names list component moves different from the Beginner's Game. The coded names use a more compact form of the nomenclature used for classical and custom defenses. The defenses shown below with black are a only a few of the many B-system openings that are strong responses to the Center Game. B-system close variants, which imitate closely the Beginner's Game, are among the best defenses, but almost all of the B-system variants are playable, and most are very strong!



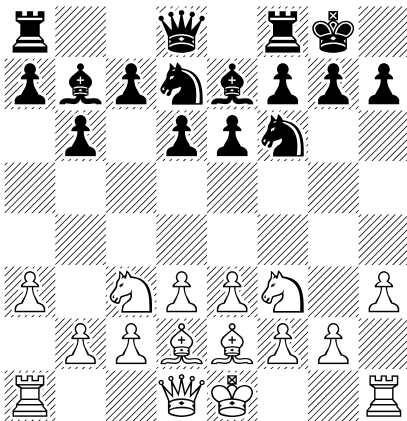
Beginner's Game



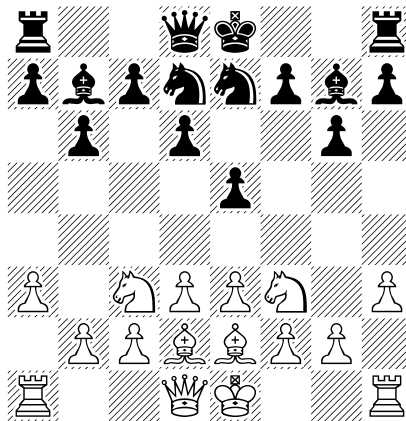
Bv3'6'



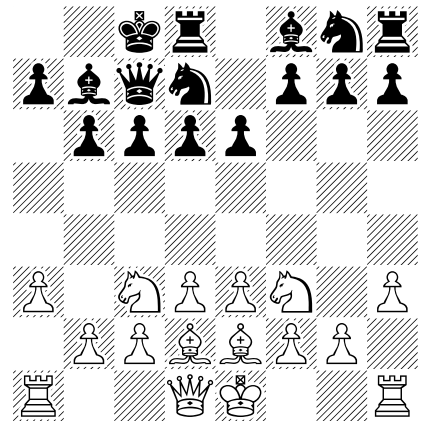
BvB



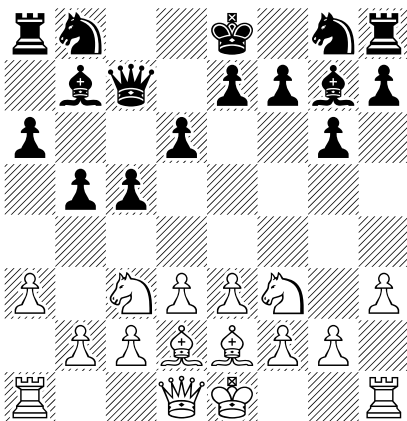
BvEFG



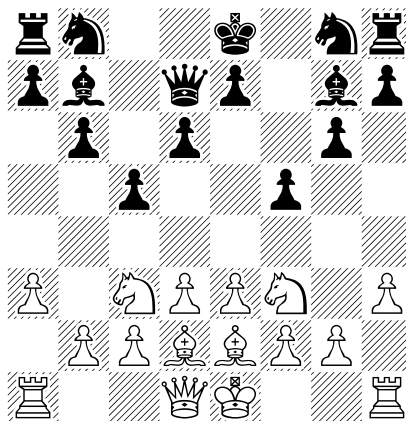
Bv5



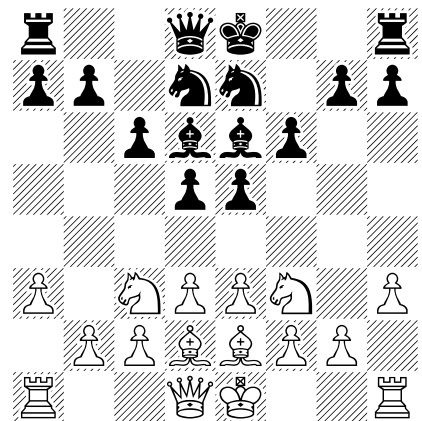
Bv3'DE'



Bv123D



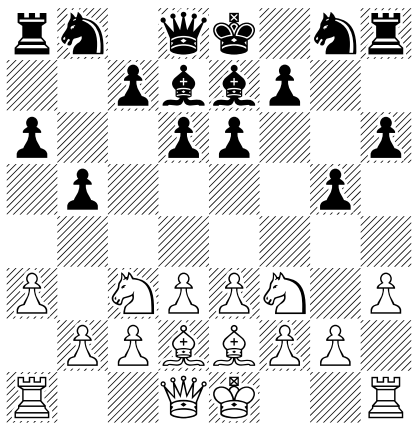
Bv36D'



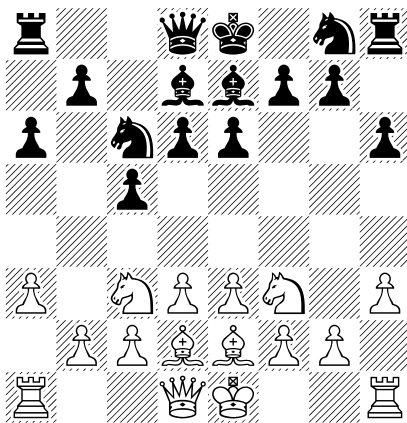
Bv3'456'C'F'

C-system Defenses

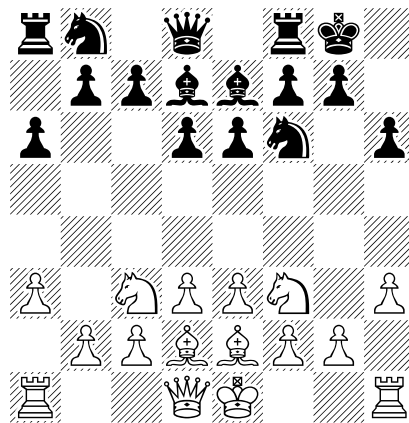
Among the best defenses to the Center Game are its own variants in the C-system. Virtually all of the C-system variants are playable against the Center Game, and most all of them are also very strong responses. Those shown below with black are just a few of the C-system variants that have proved to be very effective against the standard opening. Variant names list their component moves that are different from the six standard moves of the Center Game.



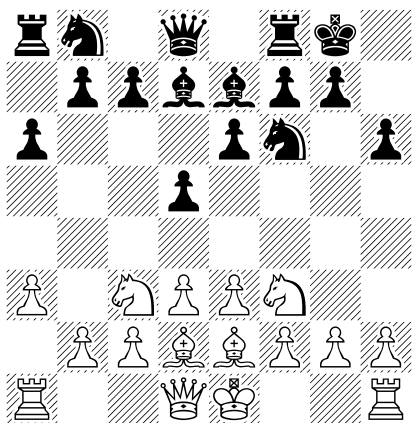
Cv27



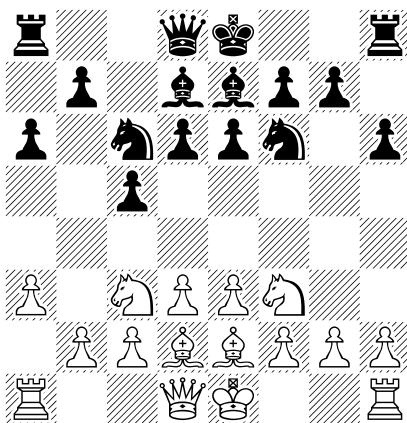
Cv3B



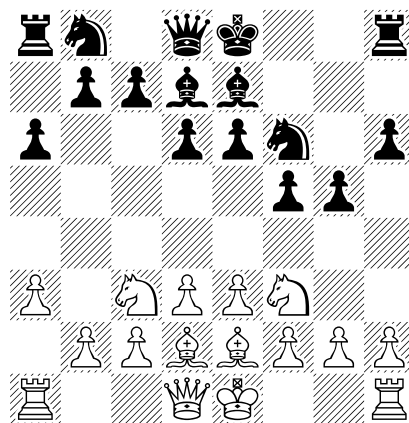
CvEG



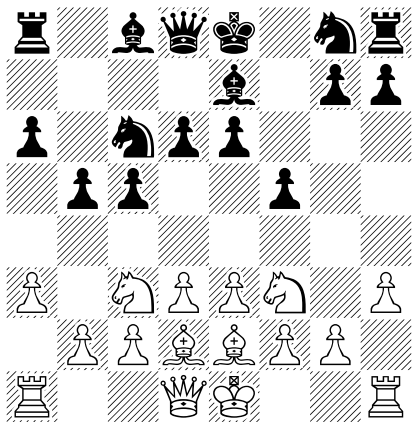
Cv4EG



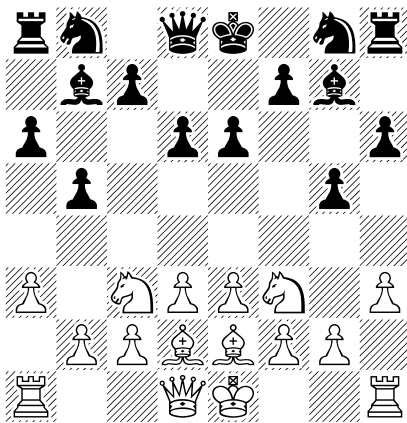
Cv3BG



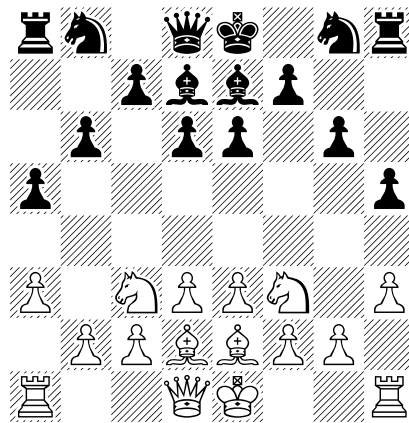
Cv67G



Cv236B



Cv27CF



Cv12'7'8

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

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

7. The C-system Definition

We have already seen examples of variants of the Center Game, which introduce moves into the standard opening. Some of these result from reactions to adversary play, as in the early attacks. In most such variants however introduced moves are not forced but voluntary. Often introduced moves are chosen from those typically used in continuing play after the standard opening. If the omitted moves are then performed later, these variants are in fact different threads of the same basic opening, and should be included in a general system of play associated with it.

Pawn moves are commonly introduced during the opening, especially knight pawn moves, but almost any of the possible pawn moves may be played. Knight moves are the next most frequently introduced, but there also many other introduced moves that are playable. Most of these moves contain valid lines and so merit inclusion in a general schema for opening play.

In an attempt to describe a complete system around the standard opening, which is both valid and clearly related to it, the author here proposes the C-system definition. All openings in the C-system contain most of the standard opening moves, and also resemble the Center Game in the general style of play that results. A simple rule-based definition of the C-system allows to distinguish clearly openings that are in the system from those that are not.

Many of the variants of the Center Game are in the B-system, and it would be possible to base a C-system definition on a subset of the B-system, eg. all B-system members that contain most of the 6 standard moves. But many interesting variants of the Center Game are outside the B-system rules. The most common violations of the B-system rules in these cases are pawn and knight double moves and double forward knight placements. If we want to include these interesting variants in the C-system, we must use a different set of rules from that of the B-system.

The C-system definition proposed differentiates and distinguishes the C-system from the B-system. The Center Game itself is very distant from the Beginner's Game: only the central pawn single advances figure in both. They are also very different in the style of games that result. The C-system rules chosen help keep the two systems at a significant and recognizable distance.

The Beginner's Game and the B-system definition is based on a standard eight move opening. The Center Game contains only six moves; in the interest of defining a complete system containing most of the playable lines, the C-system definition is also based on openings at eight moves. So, even if a C-system member contains all of the six standard opening moves, it will also contain two additional moves to distinguish it as a variant of the Center Game.

Openings which are close to both the Center Game and the Beginner's Game are of special interest to chess. The author calls these openings the BC hybrids. They contain aspects of both of the standard openings, and so are links between the two systems of play. Knowing how to play the BC hybrids increases a system player's capacity to move between and exploit the natural strengths of both these powerful new chess opening systems.

C-system Rules:

An opening is in the C-system if during the first eight opening moves:

- ♦ At least four of the six standard moves of the Center Game are played
- ♦ Single pawn advances are generally used
(Double advances are allowed when that pawn joins a pawn chain)
- ♦ Bishops are developed initially behind the pawns.

The set of all openings which obey the above rules is called the C-system. C-system members are also called C-system variants. Openings that perform the standard six moves first are called Center Games. Openings that play all of the standard moves are called close variants. Openings that omit one or two of the standard moves are called distant variants.

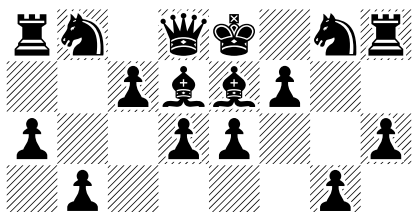
The nomenclature for C-system openings makes clear their relationship to the Center Game. Members of the C-system are denoted by the letters 'Cv' ('C-system variant'), followed by 2 to 4 figure symbols for pawn or piece moves in that opening not in the standard set of six moves.

The variants generated using these rules are almost all playable and very strong. There are not too many of them, it is a manageable collection. They also retain a clear similarity in style of play to the Center Game, the main characteristic sought for in the formulation of suitable rules.

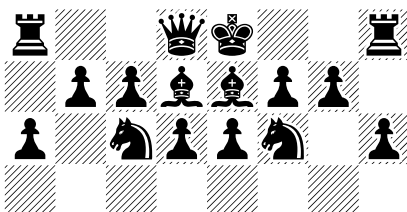
There is another motive in defining the C-system other than to enrich play with the Center Game. The Center Game is a completely new opening, and shows promise of eventually proving to be an optimal way of playing chess. Most of the openings in the C-system are also brand new, rarely if ever seen before in play. If defined correctly, this new system may also prove to be optimal or very close to it. In other words the C-system is an attempt to define an optimal subset in the space of all possible chess openings, which is at the same time is virtually new.

Only few members of the C-system have been seen before in play, and very rarely at that. Those that have been played are considered experimental or alternative openings, and are not documented in current catalogs of chess openings. The C-system as a whole bares little commonality with or resemblance to chess openings played until the present. It is a totally new approach to playing the game. In any case the C-system is distinguished from conventional chess practice, and is certainly not based on any of the known openings.

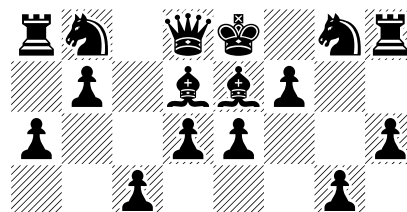
The rules for the C-system are precise enough to allow us to determine immediately whether any candidate opening is in the system or not. A few examples of valid C-system openings, and openings not in the system are given here to make these distinctions clear:



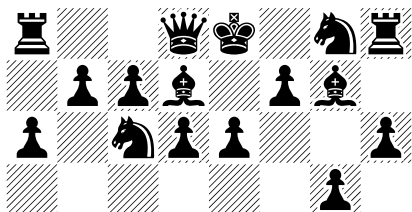
Cv27



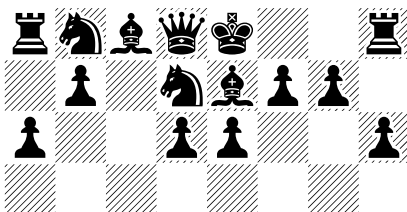
CvBG



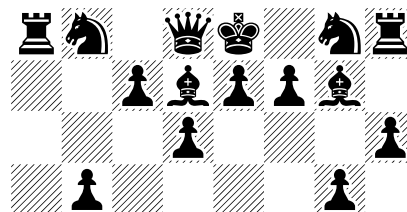
Cv37



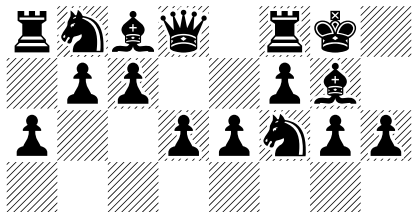
Cv7BF



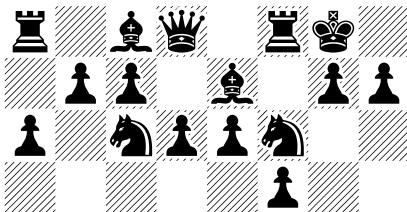
Cv3xGG



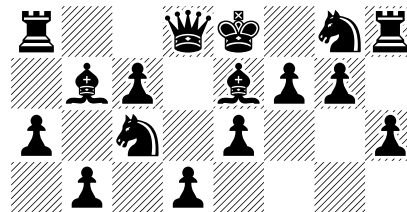
Cv1x27F



Cv7'EFG

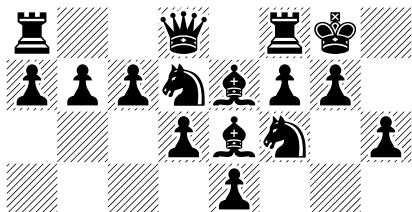


Cv6BEG

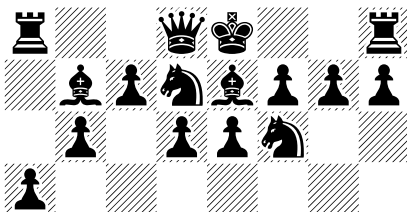


Cv24BC

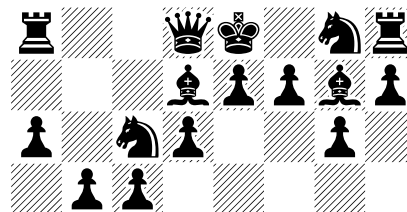
Valid C-system Openings



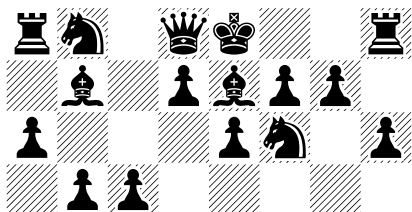
Only 3 standard moves ('borderline' opening)



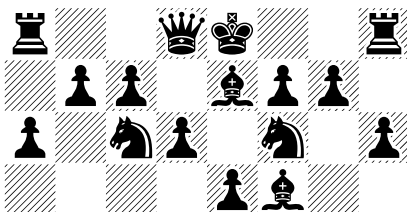
Only 3 standard moves ('borderline' opening)



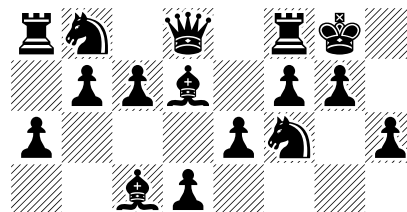
Only 3 standard moves ('borderline' opening)



Advanced pawn not in pawn chain



Bishop developed in front of pawn



Bishop developed in front of pawn

Non C-system Openings

Note that C-system also includes many openings which contain exchanges, whether or not these are forced by adversary play. On the whole the C-system is a well-defined set: it's fairly easy for anyone to look at an opening and tell right away if it's in the C-system or not.

The C-system rules result in the generation of hundreds of variants. The author has not yet made an attempt to catalogue them all, but estimates that there are more than a thousand, including the exchange variants. This gives a large variety of possible lines for C-system players.

The salient characteristic of the Center Game and the entire C-system is its extraordinary resilience to adversary play. Most of the C-system openings are generally playable, meaning that they confront successfully most adversary openings. The entire system gives you the best possible guarantee of passing intact thru the opening, with a solid position for the ensuing game. Like Center Game itself, C-system openings can usually succeed in carrying out preconceived developments with minimal or no alterations imposed by adversary play.

The C-system is so vast that a system player can stay comfortably within its limits, while constantly varying his game. His opening moves may appear restrained because they are based on compact and highly resistant defensive structures, but after the opening he will show his true aggressiveness. His choice of moves will be highly varied, but whatever he plays in the opening can build to a position within the C-system, without having to leave its large confines.

Also interesting are the 'borderline' openings, which obey the C-system rules except that they contain only three moves of the standard opening. Borderline openings were defined outside the C-system to avoid including a few known chess opening lines in the system. Even so, most of the borderline openings are completely new to chess. The borderline openings constitute a vast constellation of openings associated with the C-system, which continue to share many similarities in style of play. It is certainly worthwhile experimenting with these more distant variants. Borderline openings of most interest to system players are those with introduced moves for exchanges and the BC hybrids which are close variants of the Beginner's Game.

C-system Rules OK

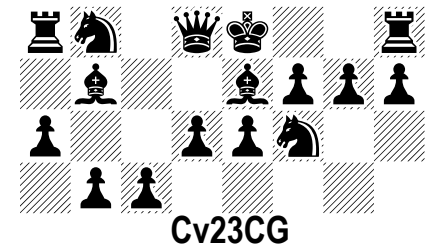
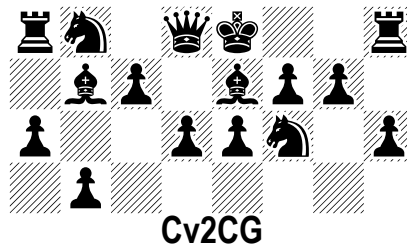
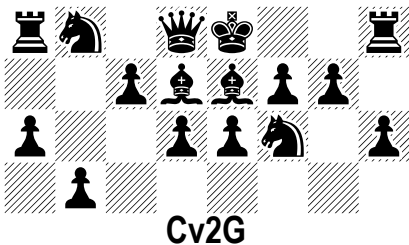
The C-system rules were quite ad-hoc, so it is quite possible that some other set of rules could be even better. Relaxing the rules would include many more strong openings; tightening them would refine the system. Here the author has drawn a line in the sand. On one side are the Center Game and the C-system, virtually unknown. On the other side are all the chess openings played until the present, along with a great multitude of new openings that are even stronger, including almost everything which is conceivably playable. A great battle between them is about to begin. It should not be compared to the battle between David and Goliath, but rather to a battle between David and an army of Goliaths. But the Center Game and the C-system have a real chance of winning this battle. If they do, then we'll say the C-system rules OK.

8. C-system Variants

The Center Game is the basis for the definition of a new set of chess openings called the C-system. All C-system openings respect the same restrictive and well-defined rules for opening play. They also resemble the Center Game, containing most of its component moves, and adding other moves which combine well with its basic pawn structure and recessed piece placements.

The main interest in defining the C-system is to identify openings close to the Center Game, in the sense of being alternative lines of the standard opening. Due to their proximity to the Center Game and their conformity to the same set of rules, all C-systems openings are related in terms of the style of games that result, so there is good commonality of play in the entire system.

The classification system for C-system openings defines any opening in the system as a variant of the Center Game. Variants are named by indicating the pawn and piece moves in that opening that are not present in the Center Game. Pieces are labeled A - H, and pawns 1 - 8, starting from the queen side. For example, a variant of the Center Game in which the king knight is developed to Bishop 3 is called a variant G, whether for white or for black. All variant names start with the letters 'Cv' (meaning 'C-system variant') and then put the variant moves in first numerical, and then alphabetical order. Variant names do not specify any move ordering.

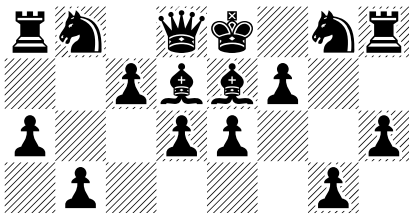


If a variant contains all the moves of the Center Game, such as Cv2G above, its name gives a complete list of the component moves of the opening. When moves of the Center Game are omitted, as in the other two examples, often we do not know from the variant name which moves of the standard opening were left out. If this detail is needed, we can append a version qualifier to the variant name, listing the moves not played, as shown in the examples below. In general we will refer to C-system members using only the variant names, without version qualifiers.



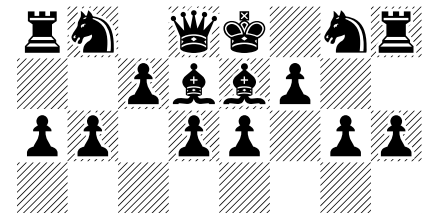
The variant name, even with inclusion of the version qualifier, still does not give a complete description of the opening. Missing in particular, is the move order. Also missing is a description of how pawn and piece moves different from the Center Game were actually performed. The idea is to have a convenient nomenclature for openings in the C-system, that makes clear their

C-system Variants at Distance 2: Close Variants

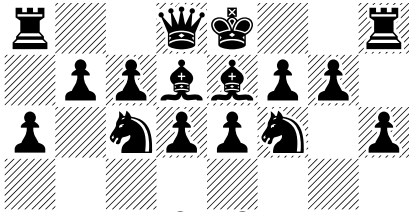


Cv27

Close variants perform all of the standard 6 opening moves, and add 2 other moves from the allowable set. If the standard moves are performed first, they are called Center Games. Cv27 left was the first one found.

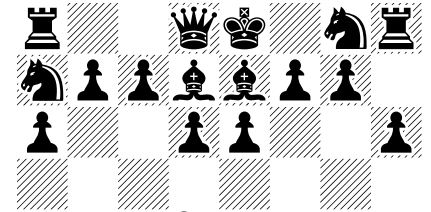


Cv2'7'

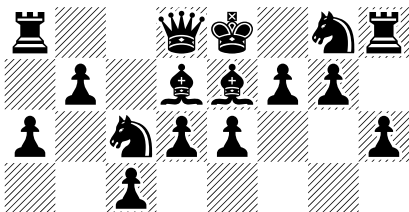


CvBG

Any distance 2 variant may or may not be a Center Game, depending on the actual move order that is used. Orderings that put standard moves first are generally the most playable. CvBG left is very frequently played.

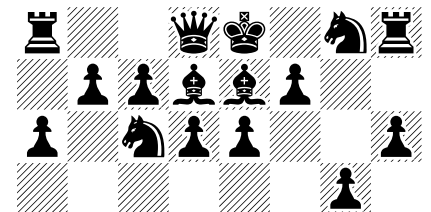


CvBB

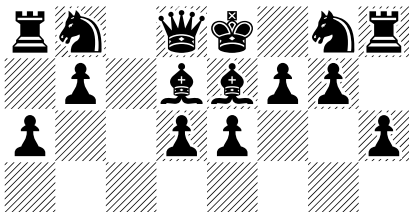


Cv3B

These are two strong close variants. Cv3B prepares for a Q-side invasion, whereas Cv7B often aims for a K-side assault. They're both quite solid on defense and dangerous on offense.

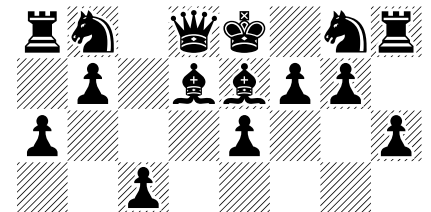


Cv7B

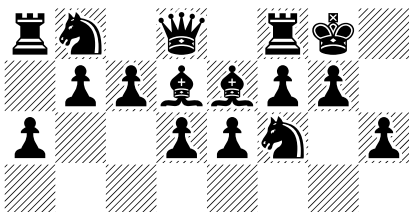


Cv33x

Cv33x left is an aggressive line challenging with and exchanging the c-pawn. Cv34x right results from the same challenge with the pawn exchange initiated by the adversary. They're among the sharpest lines.

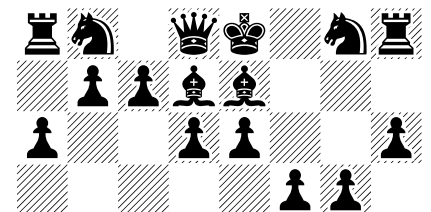


Cv34x

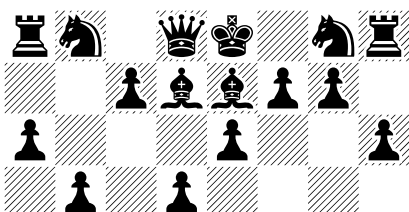


CvEG

CvEG left is another of the best close variants and well worth remembering. Variant Cv67 right is one of the most aggressive, launching a full scale K-side attack during the opening!

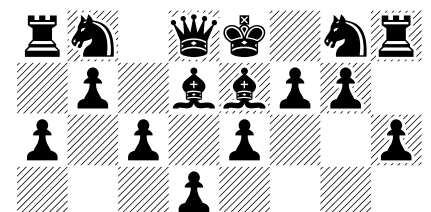


Cv67

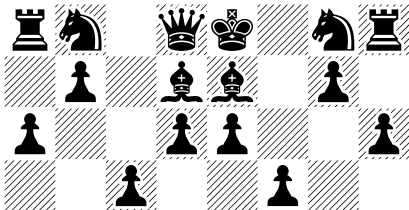


Cv24'

These two variants contain second d-pawn advances, generally used to avoid exchanging center pawns. This tactic is ideal for beginners but also quite playable at master level.

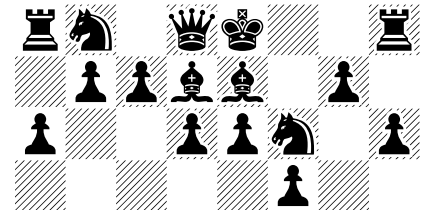


Cv3'4'

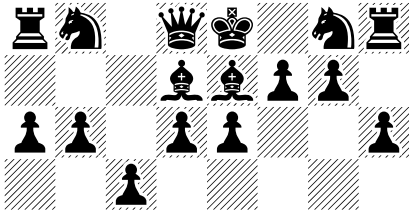


Cv36

Opponents will often hesitate to capture either of the advanced pawns in Cv36: both are doubly defended. Cv6G right opens to a sharp K-side attack unless white reacts quickly.

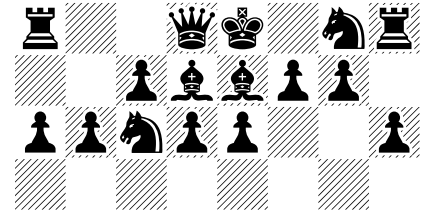


Cv6G

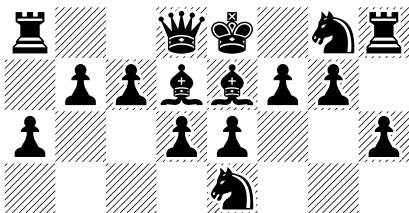


Cv2'3

Cv2'3 left usually plays the b-pawn move first, underpinning the c-pawn advance. It looks for quiet counter play on the Q-side. Cv2'B right is another line in the same vein, which brings a knight into play first.

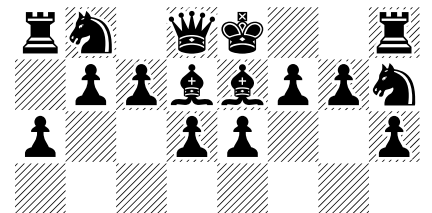


Cv2'B

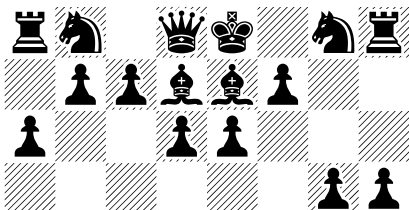


CvBB

Knight forward placements often provoke a central pawn attack. CvBB left draws this advance, then moves the knight forward. CvGG right tucks the knight away in front of the rook, inviting the bishop to exchange.

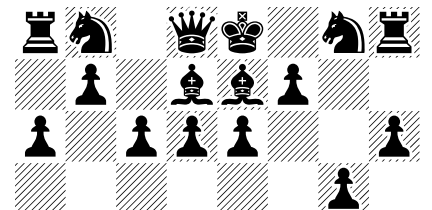


CvGG

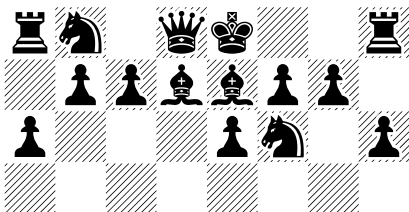


Cv78'

Most of the possible distance 2 variants with pawn advances are not only playable, but very strong. These two are examples. Cv78' launches a K-side attack, whereas Cv3'7 can support an across-the-board assault.

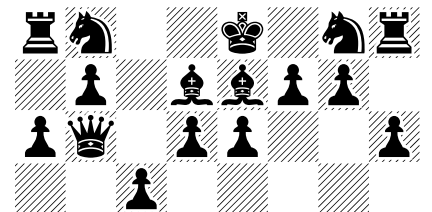


Cv3'7

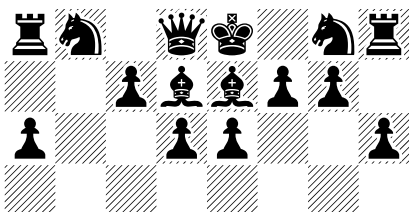


Cv4xG

Cv4xG left exchanged the d-pawn in a center pawn challenge. Cv3D'' right with the queen sortie imitates one of the adversary's most commonly used lines of attack.

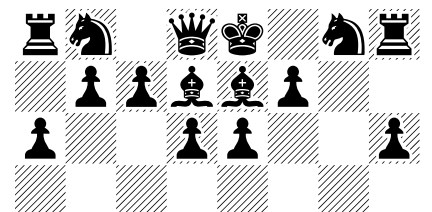


Cv3D''



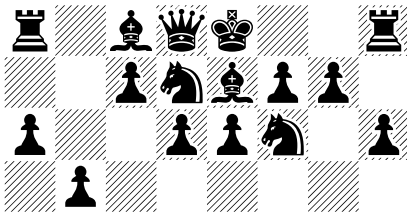
Cv22

Sometimes the best lines are also the most obvious ones. Cv22 left and Cv77 right attack on the flanks without bothering to prepare further. Both of them invariably gain time by forcing adversary knights to relocate.



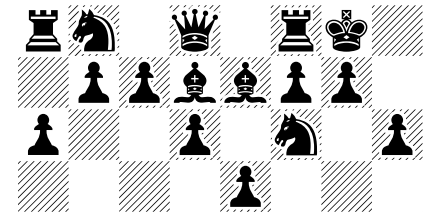
Cv77

C-system Variants at Distance 3: Distant Variants

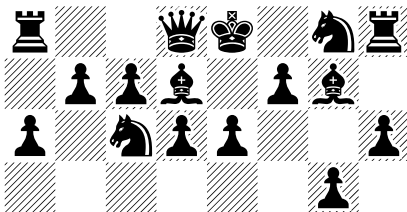


Cv2B'G

Distance 3 variants omit just one of the standard moves. There are many variants at this distance. Most use a piece placement not in the standard opening, usually a fianchetto or a knight placed back as in Cv2B'G left.

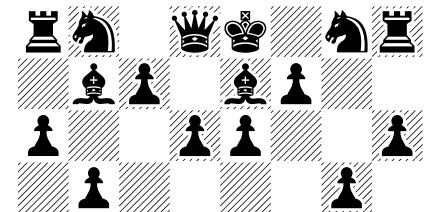


Cv5EG

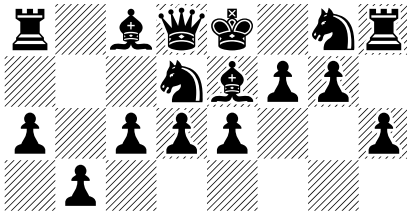


Cv7BF

Distance 3 variants offer a whole new world of lines not in the standard. They often are entered with early flank pawn advances, opening the fianchetto on that side. This allows for alternative piece placements.

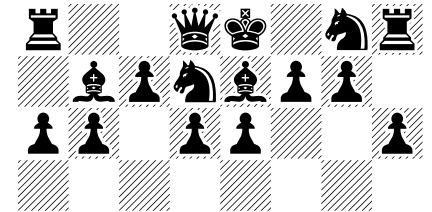


Cv27C

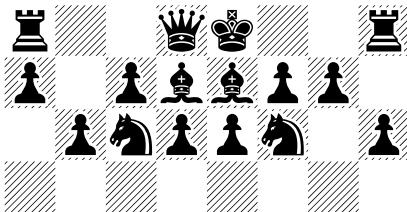


Cv23'B'

The great flexibility in choice of pawn moves gives rise to many interesting and playable lines. Single advances support positional play and a strong defense; double advances are powerful attacking moves.

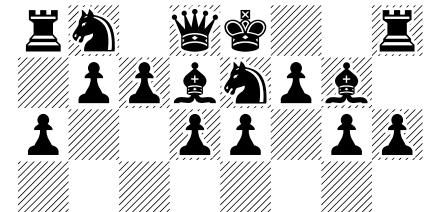


Cv2'B'C

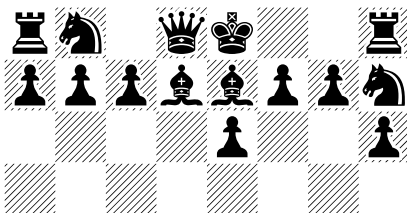


Cv2'BG

Alternative piece placements may be used as in Cv7'FG' right or not, as in Cv2'BG left. Your adversary cannot anticipate which of these many possible lines you will choose.

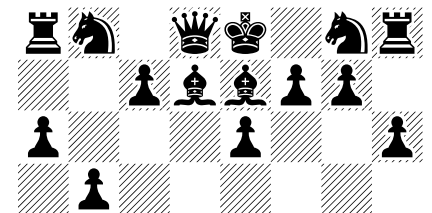


Cv7'FG'

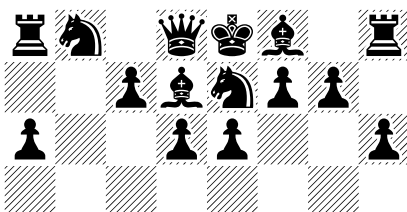


Cv4xGG

A number of distance three variants result from center pawn exchanges and forced knight moves such as Cv4xGG left. Others result from lines within the Center Game which go for the attack early such as Cv244x right.

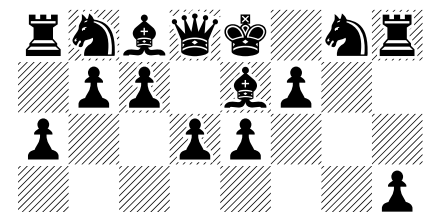


Cv244x

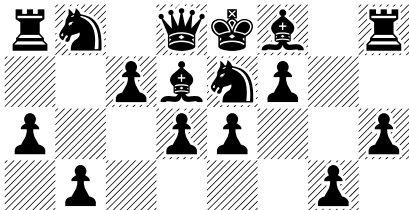


Cv22G'

Virtually any combination of early flank pawn advances with delayed bishop developments are playable: Cv22G' left and Cv778' right are typical examples of these flexible and often aggressive lines, which greatly enhance play with the Center Game.

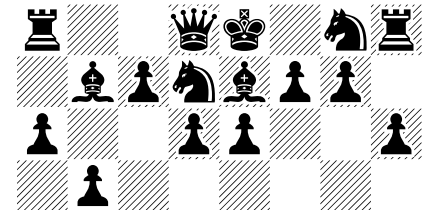


Cv778'

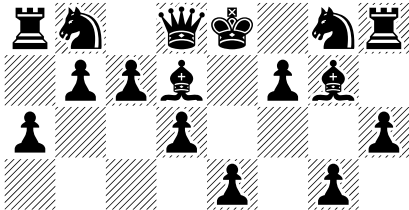


Cv27G'

The alternative piece placements can reinforce attacks on the flanks or in the center. All these openings retain the basic schema of the standard, and constitute an enormous space of possibility for the system player.

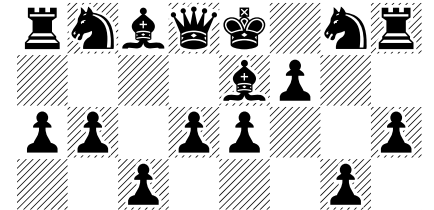


Cv2B'C

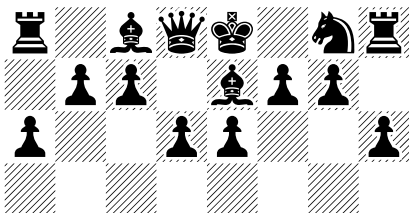


Cv5'7F

The mobility of the forward pawn wall and the large choice of pawn moves gives the distant variants myriad attacking lines, while staying within the same basic structure for defense.

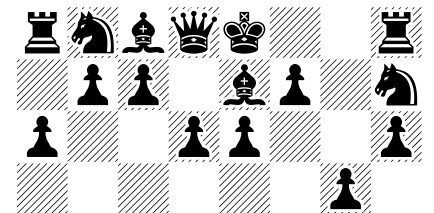


Cv2'37

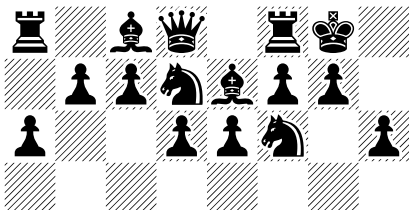


CvBBBx

CvBBBx left sends the knight off to exchange with an adversary bishop, almost always a favorable exchange. Cv7GG right opens to K-side attacks that are risky for both sides.

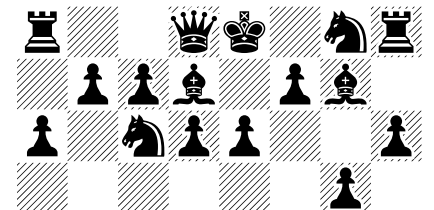


Cv7GG

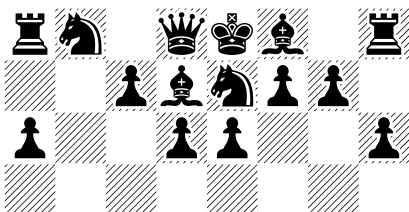


CvB'EG

CvB'EG left is compact, but uncoils rapidly, and is worth remembering. Cv7BF right is another powerful line counter attacking early on the K-side and also challenging the center.

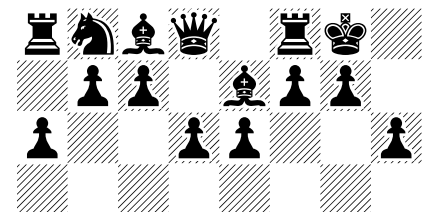


Cv7BF

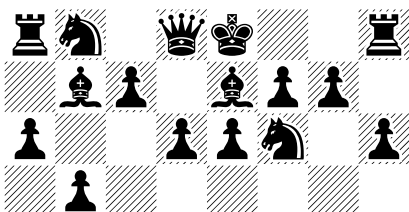


Cv22G'

Here are two aggressive distance 3 variants: Cv22G' left opens the Q-side for active play. The versatile CvEGG right consolidates and sends a knight downfield to exchange with a bishop. Both of these variants are playable in most games.

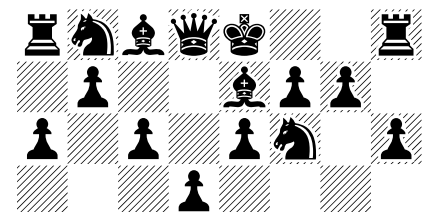


CvEGG



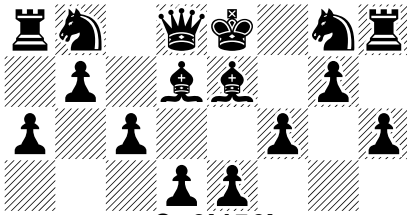
Cv2CG

These variants show the great palette of possibilities a system player has to work with once he begins to play the alternative lines to the standard. There are many distance 3 variants and almost all of them are strong!



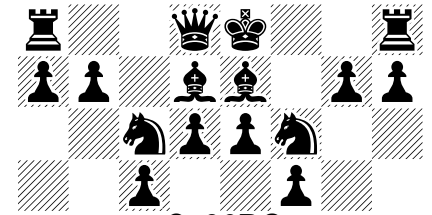
Cv3'4'G

C-system Variants at Distance 4:

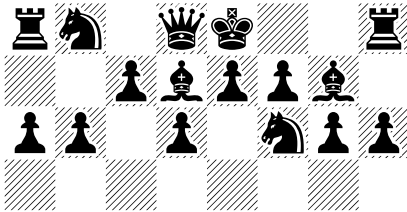


Cv3'456'

These two distance 4 variants were cited in 'The Beginner's Game'. They are examples of 'canonical forms', symmetric openings in the system. Both of them are also very strong defenses to the Beginner's Game.

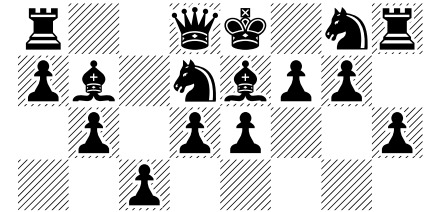


Cv36BG

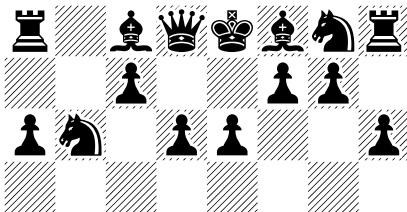


Cv2'7'FG

These two are BC hybrids, sharing many of the moves of both Center Game and Beginner's Game. The BC hybrids inherit singular properties of both these strong opening systems.

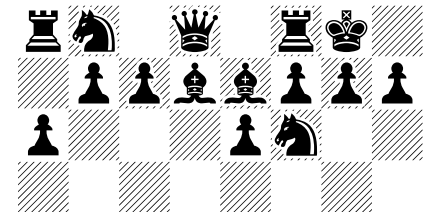


Cv2'3B'C

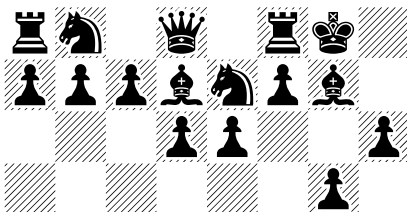


Cv22xB'B

When exchanges are present in the opening, distance 4 variants often result. Such exchanges rarely cause serious damage to your opening; they open the game and usually give you good lines for counter play.

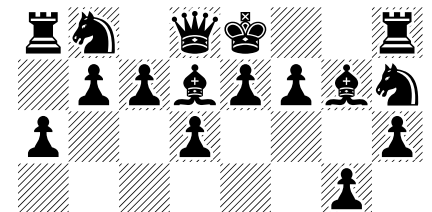


Cv44xEG

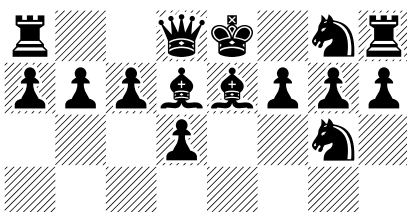


Cv7EFG'

Cv7EFG' left and Cv7FGG feature the mobile K-side castle position, that has already proved highly effective in the Beginner's Game. Advancing the castled position pawns gives you an attack, but adds to your vulnerability.

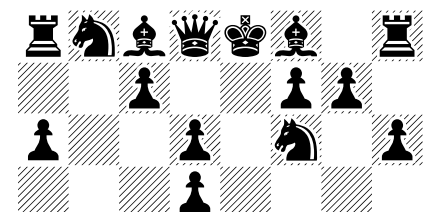


Cv7FGG

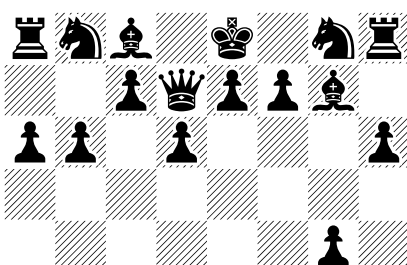


Cv5xBBB

Center pawn exchanges combined with knight excursions, such as in Cv5xBBB left, confuse the opponent. Advance and exchange variants such as Cv22x5xG right open lines and often lead into sharp continuations.

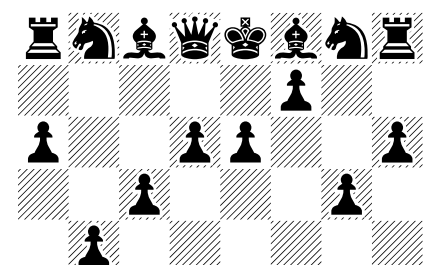


Cv22x5xG

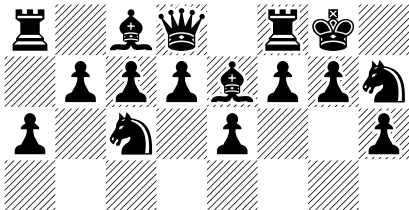


Cv2'77DF

Distance 4 variants based on pawn moves only can be very strong and inevitably surprise the adversary. The usual is to attack on both flanks, as in Cv2237 right. Note that pieces on the back rank are still quite active!

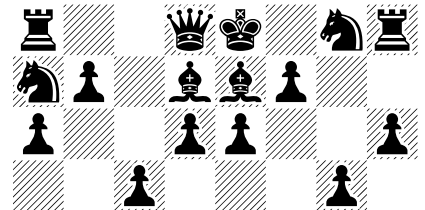


Cv2237

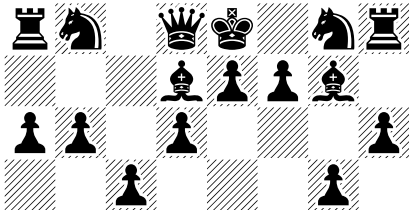


CvBEGG

CvBEGG left maintains a compact and coherent defense, always a good strategy. Cv37BB right, like many other good distance 4 variants, can attack on either side, but usually opts for the less risky Q-side assault.

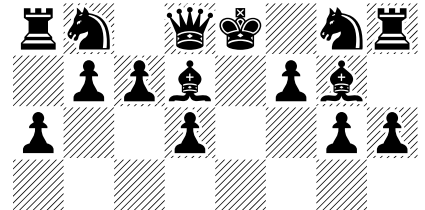


Cv37BB

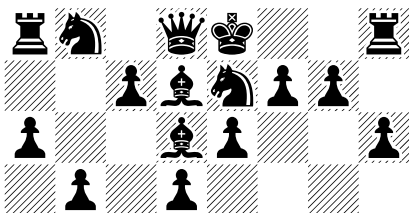


Cv23'7F

The combination of standard bishop placement with a fianchetto often results in powerful control by both bishops along these important diagonals, as in these two examples.

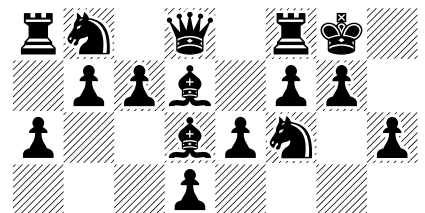


Cv55x7'F

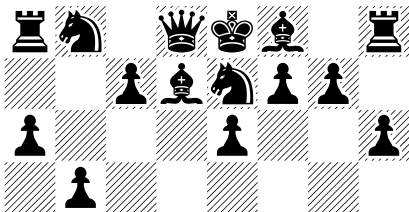


Cv24F'G'

A bishop 'stack' in the center is an interesting configuration, yielding more classical looking positions. These variants are playable against some types of adversary responses.

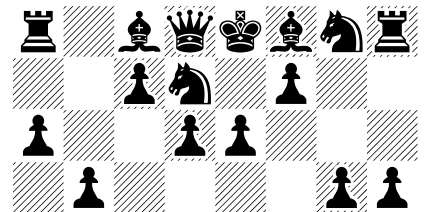


Cv4EF'G

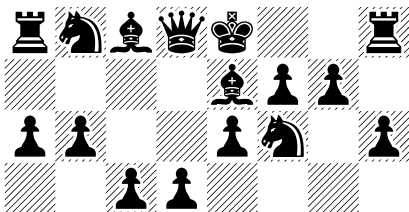


Cv244xG'

Flank pawn advances combined with alternative knight placements define a subset of the distant variants rich in possible lines, even in the face of adversary attack, as in Cv244xG' left.

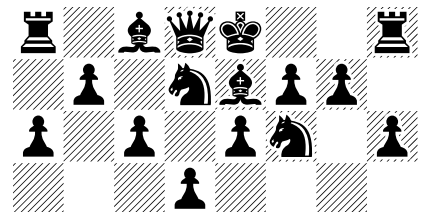


Cv278'B'



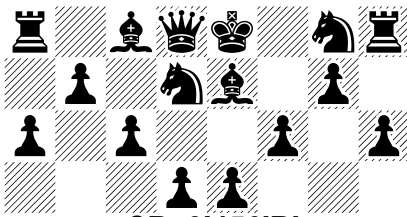
Cv2'34G

The characteristic K-side formation in these two interesting variants has proved to be virtually immune to enemy attack. This allows to try for an aggressive Q-side expansion.



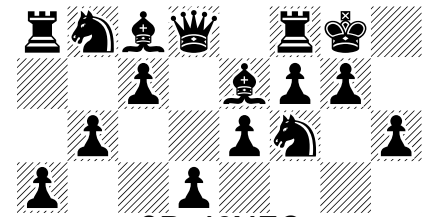
Cv3'4B'G

The author hopes that the brief exposition of the C-system given here will stimulate all readers to try them in play. You can be a true pioneer in chess by defining your own new openings in the system and researching the best continuation lines well into the game. Set out on your own!

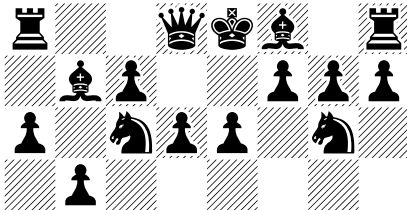
Borderline or CB Variants:

CBv3'456'B'

Borderline variants contain only 3 moves of the standard opening, but otherwise conform to system rules. By definition they are not in the C-system, but are still close enough to share many similarities in play.

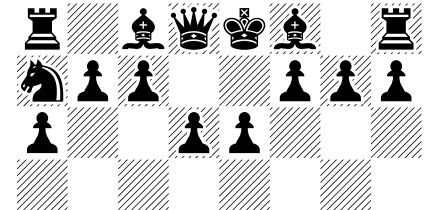


CBv12'4EG

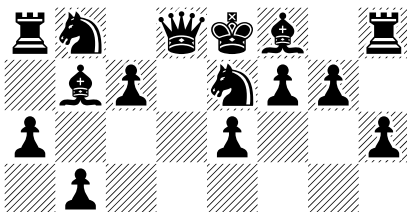


CBv2BCG'G

The borderline variants are denoted by the prefix 'CBv' followed by the moves not in the standard opening. There are very many such variants, probably more than there are in the C-system. Most of them are also new.

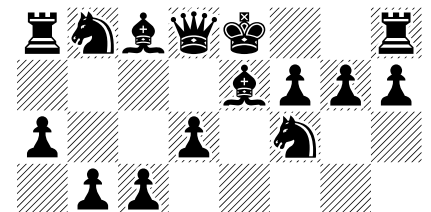


CBvBBGGGx

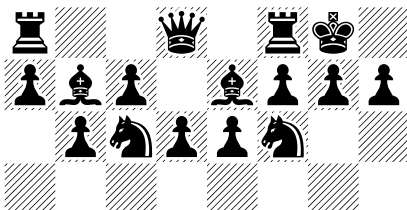


CBv244xCG'

Many of the borderline variants are exchange lines of C-system distant variants, such as these with central pawn exchanges. Exchanges are often initiated by the system player, as is the case in these two examples.

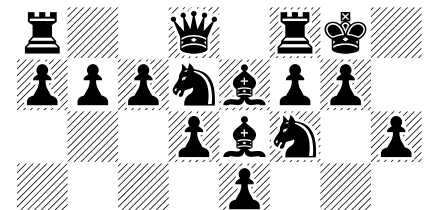


CBv2355xG

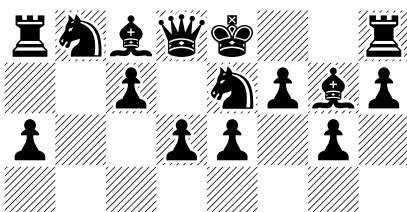


CBv2'BCEG

Many of the borderline variants are also generally playable, that is, valid against most lines of adversary play. This is usually determined by their resistance to center pawn attacks.

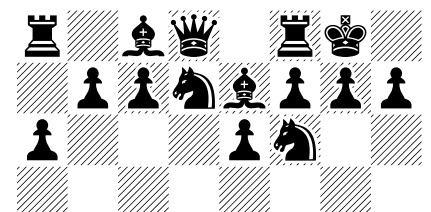


CBv5B'C'EG

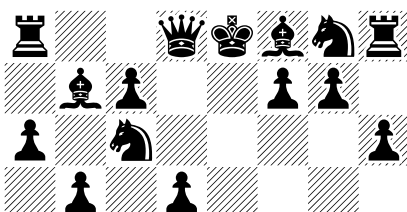


CBv22x7'FG'

Many of the borderline variants are more aggressive versions of system openings, which attack early and move into different lines, based on a wide variety of piece placements.

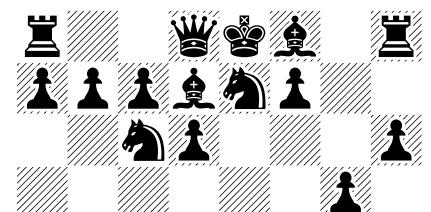


CBv44xB'EG



CBv245xBC

Like C-system openings, borderline variants contain a great wealth of alternatives that can surprise your adversary and oblige him to enter lines that he has never seen before.



CBv55x7BG'

Try experimenting with the borderline openings; most of them are new and many are very strong!

9. Playing the C-system

C-system variants use opening play similar to that of the newly discovered Center Game. Play is positional, with single pawn advances or doubly advanced pawns in chains, and the bishops placed behind the pawns. Like the Center Game, C-system openings are basically preconceived positions for starting play after the opening. All have many possible sequences of their component moves, and many of them have several versions as well. All C-system openings also have a number of transpositions to other members within the system.

The C-system probably includes more than a thousand different members, but they are all somewhat similar in their style of play. Use of recessed pawn structures, and bishop placements initially behind the pawn chains tends to result in openings that share many common aspects.

Though only a tiny subset of the possible openings, the C-system is believed to contain some of the strongest opening lines in chess. The C-system rules result in most cases in openings that share the strengths of the Center Game, such as a resistant defense and a powerful offense. All C-system variants give rise to highly tactical games and brilliant combinatorial play.

There are so many openings in the C-system, that it was not possible to present the entire system in a book of this size. Also most testing was done with the Center Game, in order to establish the validity of the standard opening. Research with the distant variants has been limited to trying about one hundred of the more plausible ones as a quick test of their general pliability. In these first tests almost all the distant variants performed extremely well.

Several of the C-system variants are shown here in action during and after the opening. Excerpts are taken from complete games in the final section of the book. The scant introduction to playing the C-system given here is only sufficient to wet the intellectual appetite. Many of the C-system variants are among the strongest openings in chess, and almost all of them are completely new. Players of all levels should select a few interesting variants and experiment with them. Your game will improve as you develop the ability to move from the standard opening into chosen variants, especially when these have been carefully selected to respond to adversary play.

Close Variants

With the Center Game alone a player can respond well to virtually anything the adversary can do in the opening. The standard opening with its numerous strong continuation lines is a complete system in itself, offering great flexibility of play for those who want to use it exclusively.

Close variants are permutations of Center Games: they have all of the six standard opening moves, but do not necessarily put them first in the actual move order played. By this definition all Center Games are close variants, but most close variants are not Center Games. Introducing nonstandard moves early in the opening gives more possibilities to the system player, allowing him to enter lines not normally reachable with pure Center Games.

Introduced moves in close variants are often early attacking moves, for example the knight pawn double advances, which can surprise the adversary and oblige him to retire a piece. Other introduced moves, in particular the normal knight placements, invite the adversary to advance and commit to a forward position. In some cases introduced moves give rise to continuations seen when playing the related Center Game; more frequently however, different lines are entered.

Adversary reactions to introduced moves often result in your having to play into distant variants. This depends on the type of introduced moves, and when they are played. The more aggressive the introduced moves and the earlier they are played, the more likely your adversary is to react to them, and the more likely you are to play into a distant variant.

The best way for beginners and most intermediate players to approach the variants is to move into them gradually, introducing moves relatively late, after having played most of the standard moves. In this way you will be able to see the differences in the resulting games more clearly, and your exploration of the alternative lines of the Center Game will be more systematic. Now we look at some examples of close variants and how they can be played after the opening.

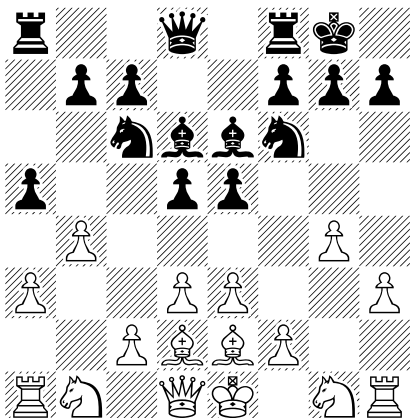
Game 60: Black's Cv37 stakes an early claim in the center against a recessed fianchetto opening by white. A massive black assault starts soon after the opening, which threatens to open white's entire K-side. White is already in serious trouble, and must play well to avoid losing.

	1.	g3	e6	9.	Qb3	Nc6	
	2.	Nf3	h6	10.	Nd2	Qc7	
	3.	Bg2	d6	11.	Rab1	f5	
	4.	d3	a6	12.	Rfe1	Nf6	
	5.	O-O	Be7	13.	h3	O-O-O	
	6.	c4	g5	14.	Rbc1	e5	
	7.	Nc3	Bd7	15.	Nf3	f4	
	8.	Be3	c5				

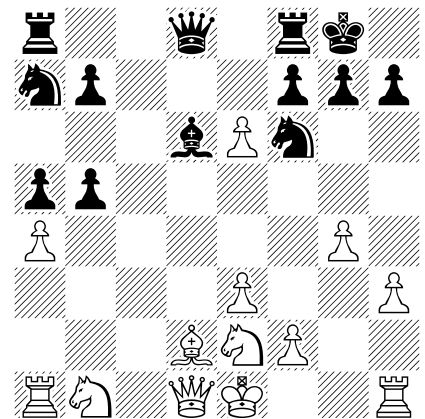
Game 61: Black's Cv22x challenges a 3 pawn opening early. Black finds a neat pawn fork to maintain easy equality. Black now has a good position; note his strong C-system K-side castle.

	1.	d4	a6	10.	Nc3	Nxe4	
	2.	e4	d6	11.	Nxe4	d5	
	3.	Nf3	h6	12.	Bd3	dxex4	
	4.	Nc3	e6	13.	Bxe4	Bc6	
	5.	Bd3	b5	14.	Re1	Bxe4	
	6.	O-O	Be7	15.	Rxe4	Nd7	
	7.	Ne2	Bd7	16.	Bd2	Nf6	
	8.	c4	bxex4	17.	Re2	O-O	
	9.	Bxc4	Nf6	18.	Rc1	Qd5	

Game 62: White begins a flank attack early, but a typical Center Game Cv27 results. After the opening both sides challenge with pawn advances that rip open the center, putting each other under considerable pressure. White stays a step ahead however, and threatens to take a pawn.



- | | | | | | |
|----|-----|-----|-----|------|------|
| 1. | a3 | e5 | 9. | b5 | Na7 |
| 2. | h3 | d5 | 10. | a4 | c6 |
| 3. | d3 | Nf6 | 11. | c4 | e4 |
| 4. | Bd2 | Nc6 | 12. | cxd5 | exd3 |
| 5. | b4 | Be6 | 13. | dxe6 | dxe2 |
| 6. | e3 | Bd6 | 14. | Nxe2 | cxb5 |
| 7. | Be2 | O-O | | | |
| 8. | g4 | a5 | | | |

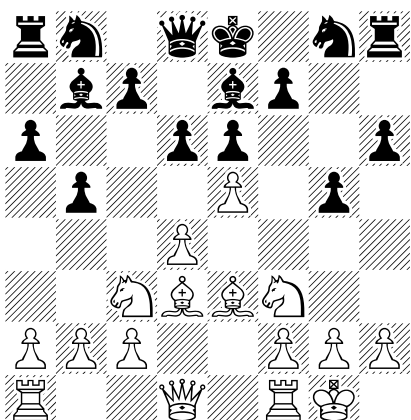


Distant Variants

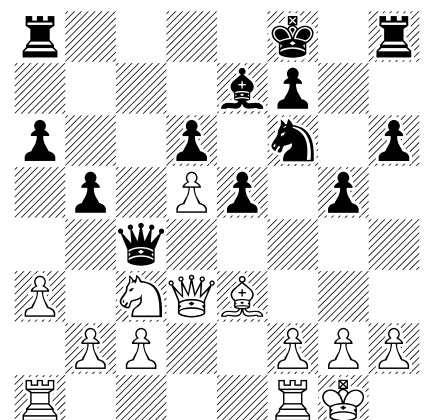
Distant variants omit one or two moves of the standard opening. Distant variants generally have one or two advanced pawns, and often forward piece placements as well. These moves offer the opponent more opportunity to engage, so there are more lines with modifications imposed by adversary play. Even so, many of the distant variants are generally playable, that is strong against most adversary deployments. As C-system members, distant variants still retain most characteristics of the Center Game and general similarities in play.

Playing the distant variants requires more tactical skills than playing the Center Game and its close variants. Beginners and most intermediate players should venture into this enormous space of possibility only after they have mastered the standard opening and its close variants, and are enjoying some success playing it. Better players can rely on their general skills to start playing distant variants right away, but they too are encouraged to explore them systematically. Examples of distance 3 and distance 4 variants are shown in the examples below.



















Game 65: Black's Cv27C expands early on both flanks and plays a Q-side fianchetto. Black puts pressure on white's d-pawn, and then simplifies with a queen exchange. Black maintained the initiative for most of the remainder of the game, but was not able to force a win.




















- | | | | | | |
|----|-----|-----|-----|-------|------|
| 1. | d4 | h6 | 9. | exd6 | cxd6 |
| 2. | e4 | e6 | 10. | d5 | e5 |
| 3. | Nc3 | Be7 | 11. | Nd2 | Nf6 |
| 4. | Nf3 | g5 | 12. | Nde4 | Nbd7 |
| 5. | Bd3 | a6 | 13. | Nxf6+ | Nxf6 |
| 6. | O-O | b5 | 14. | a3 | Kf8 |
| 7. | Be3 | Bb7 | 15. | Bf5 | Bc8 |
| 8. | e5 | d6 | 16. | Qd3 | Bxf5 |
| | | | 17. | Qxf5 | Qc8 |
| | | | 18. | Qd3 | Qc4 |



















Game 66: White's Cv2'7B' faces the 3 pawn standard classical defense. White plays cautiously during and after the opening, blockading black's central pawns and preparing for a K-side assault. A balanced contest followed, which finally resulted in a draw.

	1.	a3	e5	9.	Bb2	d4	
	2.	h3	d5	10.	e4	a6	
	3.	d3	Nf6	11.	Ngf3	b5	
	4.	e3	c5	12.	Nf1	c4	
	5.	Be2	Nc6	13.	dxc4	Nxe4	
	6.	b3	Bd6	14.	cxb5	axb5	
	7.	Nd2	O-O	15.	N1d2	Nxd2	
	8.	g4	Be6	16.	Nxd2	Qb6	
				17.	Bd3	Ne7	
				18.	Ne4	Qc6	

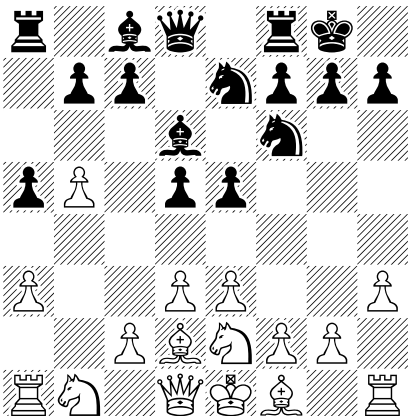
Game 67: Black plays Cv23'B', forcing white's hand on the Q-side. Black's play afterwards is razor sharp, always attacking in spite of serious white threats. Black uses every opportunity to challenge for the active lines, and kept the tension at climax levels until a crushing victory.

	1.	d4	h6	9.	axb6	Qxb6	
	2.	e4	e6	10.	Be3	Ngf6	
	3.	Nc3	a6	11.	Qb1	O-O	
	4.	Nf3	Be7	12.	d5	Qc7	
	5.	Bd3	d6	13.	dxex6	fxex6	
	6.	O-O	Nd7	14.	Qa2	d5	
	7.	a4	c6	15.	exd5	cxd5	
	8.	a5	b5	16.	Rfe1	Bb7	
				17.	Bd4	Bc5	

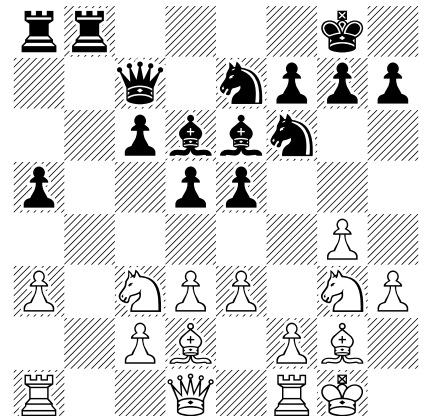
Game 73: Black plays Cv4xGG against a 3 pawn classical defense, developing his knight early, and inviting a central pawn advance and exchange. Black plays in typical fashion after the opening, offering the poison pawn and then trading down. Note black's variant C-system castle.

	1.	d4	Nf6	9.	Nxe5	O-O	
	2.	c4	d6	10.	Qb3	Nc6	
	3.	Nf3	Bd7	11.	O-O	Nxe5	
	4.	Nc3	h6	12.	dxex5	Bc6	
	5.	e4	e6	13.	Rad1	Qc8	
	6.	e5	Nh7				
	7.	Be3	Be7				
	8.	Be2	dxex5				

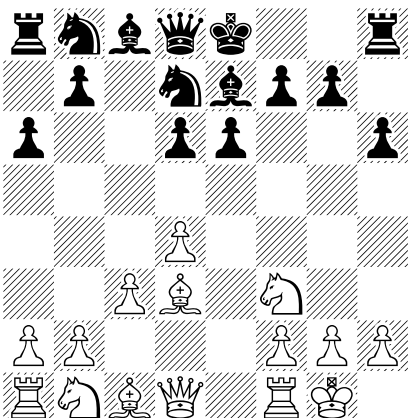
Game 80: After playing 5 moves of the standard opening, white launches the b-pawn, then tries a recessed knight placement with Cv22G'. He follows with a king side pawn advance and fianchetto. After the opening white plays solid defense, and prepares to repulse a black assault.



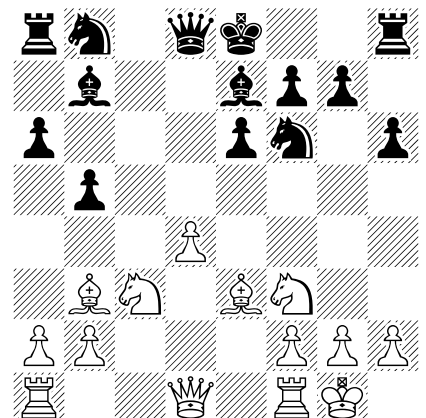
- | | | | | | |
|----|-----|-----|-----|------|------|
| 1. | a3 | d5 | 9. | g4 | Be6 |
| 2. | h3 | e5 | 10. | Ng3 | c6 |
| 3. | d3 | Nf6 | 11. | bxc6 | bxc6 |
| 4. | Bd2 | Nc6 | 12. | Bg2 | Qb6 |
| 5. | e3 | Bd6 | 13. | Nc3 | Rfb8 |
| 6. | b4 | O-O | 14. | O-O | Qc7 |
| 7. | Ne2 | a5 | | | |
| 8. | b5 | Ne7 | | | |



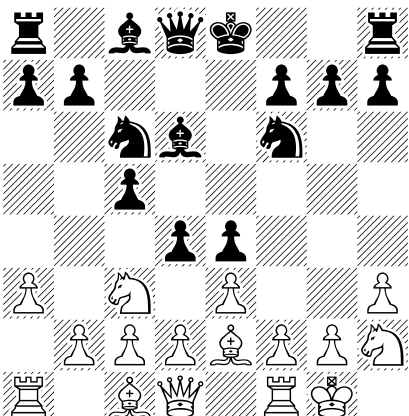
Game 84: Black plays Cv3xGG, inviting white to advance and exchange central pawns, then retreating with his knight to the center. After the opening black blocks the center with d5. White's try to reopen it loses time, allowing black to free his game. Black went on to win handily.



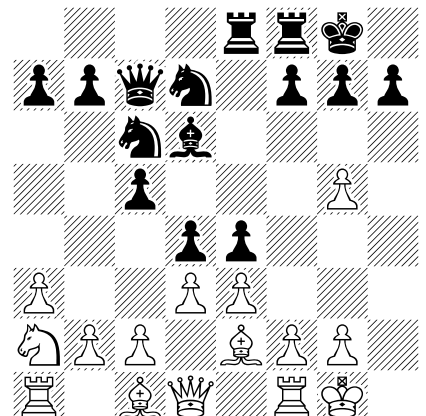
- | | | | | | |
|----|------|------|-----|------|-----|
| 1. | e4 | d6 | 9. | Be3 | d5 |
| 2. | d4 | a6 | 10. | c4 | dx4 |
| 3. | c3 | h6 | 11. | Bxc4 | b5 |
| 4. | Nf3 | e6 | 12. | Bb3 | Nf6 |
| 5. | Bd3 | Be7 | 13. | Nc3 | Bb7 |
| 6. | O-O | Nf6 | | | |
| 7. | e5 | Nfd7 | | | |
| 8. | exd6 | cx4 | | | |




















Game 92: White plays distant C-system variant CvBEGG, inviting two center pawn attacks and relocating both knights to the edges. White jams the center, exchanges a knight for a bishop, and is now ready to start pushing on the Q-side. White went on to draw in a close game.





















- | | | | | | |
|----|-----|-----|-----|------|------|
| 1. | a3 | e5 | 9. | Na2 | O-O |
| 2. | h3 | d5 | 10. | d3 | Qc7 |
| 3. | e3 | c5 | 11. | Ng4 | Bxg4 |
| 4. | Be2 | Nc6 | 12. | hxg4 | Rae8 |
| 5. | Nf3 | e4 | 13. | g5 | Nd7 |
| 6. | Nh2 | Bd6 | | | |
| 7. | Nc3 | Nf6 | | | |
| 8. | O-O | d4 | | | |





















Game 98: White flaunts classical theory with the pawns only Cv2237, developing his first piece at move 12. White goes for the attack with a pawn sacrifice that opens the K-side. In the closed game that followed white had to work hard, but finally was able to force a win.

	1.	a3	d5	9.	dxc4	Nbd7	
	2.	d3	Nf6	10.	g5	Ne4	
	3.	h3	e5	11.	h4	Nb6	
	4.	b4	Bd6	12.	Qc2	Nc5	
	5.	g4	O-O	13.	Nd2	Qd7	
	6.	e3	a5	14.	h5	f6	
	7.	b5	Be6	15.	Ngf3	Bf5	
	8.	c4	dxc4	16.	e4	Bg4	
				17.	Be2	fxg5	

















Game 101: Black's Cv44xEG contains a conventional center pawn challenge and exchange. Black has good play after the opening, maintaining equality and causing some structural damage. In the following game black's highly mobile queen and pieces provided the winning margin.

	1.	d4	a6	9.	Bxc4	c5	
	2.	Nf3	e6	10.	Be2	Nc6	
	3.	e3	Be7	11.	Qc2	cxd4	
	4.	Bd3	d5	12.	exd4	Nb4	
	5.	O-O	Bd7	13.	Qb3	a5	
	6.	c4	Nf6	14.	Ne5	a4	
	7.	Nc3	O-O	15.	Qd1	Bc6	
	8.	Bd2		16.	Nxc6	Nxc6	
				17.	Be3	Qa5	
				18.	Qd2	Rfd8	



















Game 102: White plays Cv24AB', closing black's 2 pawn center and preparing to open the Q-side. After the opening white frees his game and can now castle and consolidate his defense. White went on to overpower black with superior tactical play in an open field game.

	1.	a3	e5	9.	c4	dxc4	
	2.	e3	Nf6	10.	Bxc4	Bxc4	
	3.	h3	Be7	11.	Nxc4	Qd5	
	4.	Be2	O-O	12.	Qc2	b5	
	5.	d4	e4	13.	Nd2	a5	
	6.	b4	d5	14.	bx a5	Rxa5	
	7.	Nd2	Be6	15.	Ne2	b4	
	8.	Rb1	Nc6	16.	Nf4	Qd7	
				17.	Nb3	Ra7	
				18.	a4	Bd6	

Game 103: Black plays the solid Cv7EFG' against the 2 pawn F back classical defense. After the opening white tries to exploit the open K-side, but black holds with accurate play. Black continued to fight for equality in a highly tactical continuation, and finally managed to draw.

	1.	e4	d6	9.	Qd2	f5	
	2.	d4	Bd7	10.	dxe6	Bxe6	
	3.	Nf3	h6	11.	Bd4	Nbc6	
	4.	Nc3	g5	12.	Bxg7	Kxg7	
	5.	Be3	Bg7	13.	Nd4	Nxd4	
	6.	Be2	e6	14.	Qxd4+	Kh7	
	7.	O-O	Ne7	15.	exf5	Bxf5	
	8.	d5	O-O	16.	Bd3	Qc8	

Game 107: White plays C-system variant Cv24F'G versus black's Cv2'34G. Play during and after the opening is focussed on the Q-side, which is about to be completely closed. Later black had better mobility for his pieces, and was able to configure a winning K-side attack.

	1.	a3	h6	9.	O-O	Nc6	
	2.	h3	a6	10.	c3	O-O	
	3.	e3	e6	11.	Qc2	c4	
	4.	d4	Be7	12.	Be2	Qc7	
	5.	Bd3	Nf6	13.	Re1	Bd7	
	6.	Bd2	d5	14.	Bc1	e5	
	7.	Nf3	b6	15.	a4	e4	
	8.	b4	c5	16.	Nh2	Rfe8	
				17.	Nf1	Bd6	

By now the reader should have a better appreciation of the C-system and its relevance to the Center Game. Players of all levels are encouraged to stay within the C-system when they play variants of the standard opening. In this manner you will profit most from any improvisations you make, taking note of the variants that you are playing, and how well they do versus different adversary responses. With experience you should be able to select familiar variants that respond more sharply to adversary play than does the Center Game with its various continuation lines.

The author hopes that the brief introduction to playing the C-system given here will stimulate the interest of all readers to experiment with them. Try playing some of the variants shown, and others in the C-system variants chapter and in the games section. Better yet, define new openings of your own in the system, and carry them forward to victory!

10. Why Wasn't It Found Before?

You would think that we would have found the Center Game long before now. After all, chess has been around for a very long time. Hundreds of millions of people have played hundreds of billions of games. Every new game is a search for the best way to play, from the first moves onwards. There are only so many different valid openings. With the substantial experimentation and novelty of every game, in probabilistic terms we should have found the Center Game and most of the C-system long ago. The reasons we didn't are thus primarily psychological ones.

The obvious reason is that play in the chess opening has been mostly imitation. Most players seem to have accepted tacitly that the openings have already been thoroughly researched, and that the best anyone can do is to imitate the established lines. That almost all players repeat as best they can the known lines still seems a bit strange, given that in the rest of the game everyone is completely on his own. Imitation rather than innovation has always characterized any traditional activity, but often to its detriment. Starting with the premise that it was possible to find something new, the author invented scores of valid original openings in just a few months.

Stylized though it is, chess is still a battle, encouraging aggressive behavior. Some players slam down the pieces, or make other gestures showing their natural reaction to conflict. Even better behaved players not indulging in these displays are nevertheless busy perfecting their true aggressiveness in play. In this context the first moves, being the only ones that are also well rehearsed, have been used almost theatrically to make an aggressive gesture.

No opening move is more aggressive than the double advance of a center pawn. About ninety-five percent of all openings start with one, and virtually all of the remaining few percent of openings use them immediately afterwards. So basically it would seem that everyone has been playing aggressively from the beginning, too immersed in the confusion of battles started with their first moves to consider whether the less aggressive openings might have some merit.

Another factor explaining our failure to find the Center Game is what the author calls the 'dance mentality'. The music has started and our partner is already dancing, so shouldn't we be dancing with him? In other words, shouldn't we be reacting closely to what he does? The Center Game shows that the answer is not necessarily yes. If you think again of the analogy of chess with battle, the negative response makes more sense: instead of responding immediately to our adversary's first aggressive moves, we first carry out a redeployment of our own forces, to place them in battle formation. They are then better able to resist and repulse the invader.

It would also seem that practically no one was looking for openings with the characteristics of the Center Game. The main criterion for research for the author was that the same opening moves could always be carried out, regardless of the adversary's play. Anyone seriously looking for openings with this characteristic would have been lead to their discovery, because only a few openings exist having this independence, even in a limited form. Among these, the Center Game is probably the most resistant of them all, even more resistant than the Beginner's Game.

There are several other ways that anyone interested in looking could have discovered the Center Game and its related variants in the C-system. One is by looking for the most compact developments possible. Another is by looking for the strongest defensive positions possible. Yet another is by looking for the best offensive positions possible, in the sense of offering the most lines for attack. The Center Game responds to all these quests for the superlative.

If we can excuse most serious chess players for being too concerned with their results in competition to be highly innovative in opening play, it is more difficult to excuse chess analysts, whose main activity is to explore new lines. The author started his quest for a new opening with pawn to King 3. This solid opening move with white has been almost completely neglected in chess. A popular collection of best games commented that after this first move one was basically moving into unknown territory. You might call it a more than a slight oversight.

Following the discovery of the Center Game, the author began checking the chess literature to see whether others had ever played anything similar. One well known player came close: Basman, who has pioneered new openings. Others on the right road were Nimzovitch, Reti, Capablanca, Colle, Bogoljubow, Keres, Benko, Petrosian, Larsen, Spassky, Miles, and Spielman, to name just a few, But many outstanding players with a positional approach to opening could have found it as well. In fact, anyone experimenting with new chess openings could have found it.

How close did they actually come? In fact, only a few games of this select vanguard have as many as three of the six moves of the standard opening. Only very rarely did they come closer. Still, many of their games share the same style of opening play as the C-system, with primary use of pawn chains and piece placement mainly behind the pawns. Many similarities to this new system can be found in their games, but it seems there remained an element of aggressiveness in their opening play that could not be abandoned completely, that lead them elsewhere.

Why didn't our chess playing programs, with their incredibly ability to research new lines, find the Center Game? The answer is that they were playing their openings books, repeating the past. But even without them, programmed as they are, they would never have found it.

The reason for this is that the position evaluation function, the decision making element of the chess playing engine, invariably rates the Center Game as inferior throughout the opening. It is judged to be poor because it seems to be losing the contest for control of the entire chessboard but most especially for the center. Computer display of this evaluation shows the Center Game to be at a significant disadvantage, in all games. In other words, the expert designers of these chess programs had decided that computers, like themselves, should play aggressively from the start; any other style of play was considered unacceptable, or not worth exploring in depth.

A suitably programmed computer could have discovered the Center Game. It would have used different rules for position evaluation, giving more weight to the solidity of the defense, and to the number of options for attack. More flexibility in move choice was needed, with less emphasis on maximizing the advantage at each move. In a way, this is what good chess is all about - finding less obvious moves, whose true strength is revealed only later.

There are other factors in the philosophy and practice of classical chess that also explain our failure to find the Center Game until the present. In classical chess, control of the center is the objective of opening play. Pieces placed in the center have more power, because they strike more squares, especially on the adversary's side of the board. You can refer to almost any book on chess, and find much the same advice: during the opening you should contest the center, developing the central pawns and most of the pieces in the open field.

Control of the center as the correct objective of opening play is refuted by the success of the Center Game. The standard opening contends just its side of the board. The battle for control of squares on the other side begins only after the opening. This misplaced emphasis in classical chess on control of the center during the opening has excluded from consideration the less aggressive openings, such as the Center Game and the C-system variants.

Classical chess openings also typically aim at producing some advantage, however slight, in the first moves. Play is highly tactical, with frequent piece relocations and exchanges. At times the objective seems less to define the most sound lines, as to find complications and traps which might confound the opponent. Many classical openings are still preferred for the tactical complexity they present the adversary, rather than for their natural strength against correct play.

Many of the gambit openings are good examples of this tendency to exploit psychological factors in addition to searching for correct play. Gambits are often taken because it seems pointless to refuse them. When the player tries to hold on to his lead however, he often falls into a trap. In more correct play gambits are usually refused, or offered back soon afterwards.

Lesser players tend to favor trades, and so better players can often win just by proposing slightly unfavorable exchanges. We often see considerable simplifications in the classical openings seeking these and other small advantages.

The Center Game is one of the best openings in chess largely because it is absolutely free of these extraneous objectives: it avoids conflict, shuns exchanges and simplifications, and does not attempt to produce any advantage. Not only is it completely free of psychological factors, it is virtually independent of, and largely uninfluenced by, adversary play. And it develops some of the most complex positions ever seen in chess, from the easiest to play opening ever invented!

The intent is neither to bury classical chess nor to praise it. Classical openings have evolved from the simpler cut and thrust style of early days to the more solid positional play of recent years. At the end of this long road we have found the Center Game. It is the final stage of the longest journey ever made by the human intellect, to find the best way to play the game of chess. It is also the final step in the evolution of the chess player, from the young firebrand eager to engage, into the mature warrior who prepares calmly as his enemy approaches.

No reference is made in this book to any of the known openings, and minimal reference to the players that invented or used them. Nor are there any examples taken from the games of others who played C-system openings; all the games reported here were played by the computer,

or by the author. Here many readers will object, arguing that all that anyone can do is add to the existing knowledge, and that this is best done by referring to what has already been agreed and documented. But this argument is not valid in the present case, for several reasons.

The standard opening and the close variants are completely new, and even the distant variants are virtually unknown in the current practice of chess. The C-system contains no lines of the well known conventional openings. Very few games taken from conventional play respect the C-system rules, and these rules are definitely not in conformity with the guidelines for opening play expounded in virtually every book ever written on chess. The Center Game and the C-system are as radically different from conventional chess theory and practice as can be imagined. You could say that they are ideologically opposed to classical chess.

All of the openings described in this system are eight moves deep. This results in the least possible overlap with any existing openings, systems, or nomenclatures that have been used to date. Openings in the C-system that have ever been played before may be better described and understood by relating them to this new system than to any previous one.

The Center Game and the C-system were discovered by the author without referring to the accumulated knowledge of the chess openings. No other player had any influence on him in making this discovery. The few players who have used openings in the C-system obviously have not recognized the full extent or significance of the system. Few of them used the same openings with white and black, or with different move sequences, both key aspects of play in the C-system.

To date, the author has not found games on record in which the standard opening was produced exactly. Occurrences of close variants are extremely rare. A handful of distant variants have been played, but they are also rare (a few games in 10,000). Most instances were with black, and from recent years, by players of all master levels. Games within the C-system have usually occurred as isolated episodes in a player's career. Most players who tested this approach to opening play abandoned it quickly; probably their impression was that it was too passive.

Rare and isolated occurrences should not detract from the serious and authentic claims to the discovery of the Center Game and its related system of variants. Never before has there been any real familiarity with or understanding of this vast and powerful new system for playing chess, nor a suitable announcement of it to the world. It is one thing to pass along a new pathway and notice something glittering on the ground. It is quite another to dedicate a good portion of one's life to working there, mining and refining the precious matter hidden below, and then bringing it back to town, minted into coin whose value anyone can recognize.

11. How the Center Game Was Found

The Center Game was discovered by the author alone, unassisted by other persons, or special chess playing programs, and without reference to the chess literature or previously played games. It is completely original, not based on or even similar to, other openings used to date.

The chess opening is probably the most researched subject of all time, so nothing could be more surprising than finding something completely new, making a pristine discovery. When truth is revealed, it is almost always far simpler than the approximations made to it previously. Here in the midst of the incredible complexity of the chess opening was a simple arrangement that even a small child could reproduce with ease. It was perfect in shape, proved impossible to break, and had sharp cutting edges: it was a true jewel, something unique, of great and everlasting beauty.

The Center Game was originally discovered by the author during the research to produce a catalog of the B-system. A Center Game opening was cited in 'The Beginner's Game' on page 105. It is B-system variant Bv1278CF, cited as an example of a distant six canonical form. This is Center Game Cv27, one of the strongest continuations of the standard opening. It was commented briefly with "contains an interesting 'center castle' position, and may be generally playable."

At the time of publication of 'The Beginner's Game' the author had played only a few Center Games, but found them very interesting, and worthy of further study. The opening was already noted to be highly resilient to adversary play, the principal characteristic sought by the author in all his research on chess. It definitely called for attention from the very beginning.

Significant discoveries are rarely lucky finds. If you are not actively looking for something definite, even if you stumble on an important find you may not recognize it at all. The author found the Beginner's Game and its related system only because he was actively looking for it. When the first Center Game opening was composed, the author recognized it quickly because of its high degree of independence to adversary play, as has the Beginner's Game. So the Center Game was not just a lucky find, and that's the way it should be, because chess is a game of skill, not of luck.

The Center Game showed early to be highly aggressive: in the first games played it attacked on both flanks simultaneously, contradicting the age-old precept of classical chess: 'don't attack on the flanks unless you control the center'. The previously described B-system generally did not respect conventional guidelines for opening play, but the Center Game was even more radically opposed to them. This was clearly a completely new way of playing the game.

It was not until after the publication of 'The Beginner's Game' that the author had time to research the Center Game seriously. The early test results were truly startling: not only did it defend adequately, it proved virtually immune to early attack. The opponent could do practically nothing to disrupt the opening. That was an important first test of both its validity and strength.

Adversary responses to the Center Game were invariably the same: 2 and 3 pawn classical defenses and their close variants. The limited range of reactions to the Center Game was another

significant finding of early research, pointing not only to the validity of the opening, but also to its potential optimality. If an optimal opening system exists, it probably has this characteristic, that it provokes or constrains the adversary into playing one of a limited number of standard responses.

The most significant finding emerging from early research was the aggressiveness of the Center Game, both on offense and on defense. On defense it rarely conceded the adversary any piece placements on its side of the board; the compact and resistant pawn structure simply didn't allow them. In most games a single advanced center pawn was the only adversary penetration until well into the middle game. The central pawns could be challenged, but all of the possible responses to this attack proved acceptable. In general, play on our side was never forced.

On offense, the Center Game consistently showed an aggressive character. Following the standard opening it almost always attacked, even at the risk of exposing the king. In all games it quickly gained ground against the adversary, who often lost several moves relocating his pieces. In the middle game it consistently controlled more of the chessboard than did its opponent. All of the early research pointed to both the validity and the strength of this new opening system.

At first the author thought to add a chapter to 'The Beginner's Game' describing the Center Game, but soon it became clear that the new system merited a complete exposition in a book of its own. The compilation of games and drafting work began, using the format of the first book.

The first description of the Center Game including a small collection of commented games, was deposited by the author for copyright in May of Yr.1 (AD 2001). It was still too soon to be completely certain the new system was entirely valid, but all the early indicators were positive.

The author then started extensive experimentation with the Center Game, using the computer to play on after the standard opening. In game after game at master level, the opening piled up wins and draws. With black results were truly impressive: this was a fighting defense! The quality of these games was excellent; each of them was a valid original contribution to chess.

Months of experimentation then followed. The opening was doing well against all the classical defenses, but it also had to be tried against custom designed unconventional openings. Possible refuting lines had to be explored. The computer was main tool for this research, but only to test openings improvised by the author. All the C-system openings, as well as the B-system and non-classical defenses to the Center Game, were designed by the author, not the computer.

After playing several hundred games at master level, the author compiled the results. The Center Game had consistently won more than its share of games. With white, results were good; with black, they were outstanding. More importantly, no defense or early attack was found which could put the standard opening in real difficulty, or give any impression of being a refuting line. The Center Game was ready to be presented to the entire world.

The author is an amateur chess player who makes no pretense of being an 'authority'. He is interested in chess, but in many other things as well, and so does not have the time or ambition to become a master level player. Some readers may disparage this book because it was written by an amateur, but this is unfair. Most serious players now make extensive use of chess playing computers; using them even amateurs can do valid research and analysis, and make significant discoveries. Games generated by computer are more likely to be correct than games between humans. In any case top players frequently use lines suggested by computer analysis, and the original content of master level games during opening play is often relatively small.

Consider this account of a game between two of the world's best players. The top ranked player with white sacrificed a piece for two pawns, with an attack that tore black's position to shreds. Miraculously, the defense held. Unable to either force the situation further or recuperate his material, white finally resigned - one of the extremely rare games he ever lost playing white. The game was sensational, but the interesting part of the story was the discussion following it.

After the game both players admitted that they had played prepared lines well into the middle game. The loser expressed his perplexity, because his piece sacrifice move had been the fruit of extensive computer analysis indicating that it was valid. His opponent then stated that he too had analyzed the same move extensively by computer, and the result was that it was unsound, as the actual game suggested. The discussion at this point turned to a review of their respective computer analyses, in order to determine what had 'gone wrong'.

This game may be one of the best ever played, by two of the best players of all time, but in the opinion of the author it is a perfect instance of what chess is not supposed to be: rote play to reach positions deep in the middle game, followed by key moves and continuations suggested by computer analysis. If this is how the best players approach chess, why should we consider their games to be significantly more original or valid than those produced by the computer alone?

Not without reason a former world champion commented that 'chess is dead'. Interest in chess is greater now than ever before and standards of play higher as well, but chess based on rote play with little personal original content is lifeless. If we want this great game to live and thrive, then all players, but most especially the top players, should be improvising all thru their games. Players who constantly repeat the same lines are contributing to the decline of chess, and anyone unwilling to face the dangers of the unknown should never even approach the game.

The Center Game is not a curiosity to be filed away in the literature on irregular openings. It is a totally new approach to playing chess, with the potential to change the entire practice of the game. Based on a standard configuration that can always be played, and a large constellation of variants closely related to it, the Center Game, like the Beginner's Game before it, is one of the perfect jewels of chess. When you first see it, you can only marvel at its simplicity and beauty, which like chess itself, is eternal. The author hopes that the amazement that this discovery will provoke in others will also inspire them to use their own great capacity to think for themselves, which is the only way that we can rise above our ignorance, and the great suffering it causes.

12. Can It be Refuted? Is It Optimal?

The singular properties of the Center Game and the positive results using it in play at master level make these two questions quite serious indeed. Of course we must start by trying to answer the first question, whether the Center Game can be refuted. All serious chess players will certainly try their best to do so, and we can expect that in the period following the announcement of this system there will be widespread and concerted efforts to overturn it. But it is extremely improbable that this system will ever be refuted, for a number of good reasons.

There are 140 possible ways of playing the six moves of the standard opening. Even in the improbable scenario that some of these sequences should prove to be problematic, we can always use other sequences instead. In this respect the Center Game is less likely to be refuted than the conventional openings, which have strict or limited move orderings.

Experimentation doesn't support the conjecture. In hundreds of games played at master level, there have been very few in which the Center Game was in any real difficulty during or after the opening. Serious problems were seen only where the continuation of the opening was badly misplayed. Most importantly, no adversary openings were found which could consistently win from the same opening positions, and most of the best defenses have been tried.

All games seen to date demonstrate the difficulty of attacking the standard opening. The defense is so compact and coherent that it resists all attacks. There are practically no weaknesses that can be exploited. Even if some lines are found where serious weaknesses can be provoked, strong responses will be found: there are always other sequences of the standard opening that counter effectively, or we can move into one of the large number of variants.

The C-system variants are as strong as the Center Game, and may even be stronger, in the context of particular adversary responses. The distant variants add a large number of possible lines, while retaining the character of the standard opening. The C-system insures that the Center Game will be able to resist any opposing play, while remaining close to its basic form.

On the offense, there is always a wide range of options present. The open field in front of the position makes almost all the pawn moves playable. The pieces all have relocation squares, and are ideally placed to support the pawn advances, which can be made on any front. Various queen placements and castling options exist as well. The attacking potential of the Center Game has been demonstrated in almost every single game played with it. It seems to be a natural consequence of the standard opening that it always uncoils into powerful attacks.

Can some of the C-systems openings be refuted? Certainly some may prove useful only in defined contexts, because they contain forward placements that can't always be supported, or because other members in the system are more effective along given lines. The Center Game itself is almost certainly the most generally playable of the C-system openings. But most openings in this new system should prove valid against most lines of adversary play, and the entire C-system is worthy of inclusion in a revised compendium of chess openings.

In summary, it is highly unlikely that the Center Game, and most of its variants in the C-system will ever be refuted.

Optimality:

There are various possible definitions of optimality. The strong definition is that it is always possible to win or draw using the opening. If an optimal solution in this sense is found, it constitutes in effect a solution to the game of chess. Optimality in this sense is extremely hard to prove, given the immense number of possible games, even from advanced starting positions. A simpler, operational definition would be that the opening results in the largest percentage of wins (and draws) in games at master level between players with similar ratings.

If an optimal opening according to the strong definition does exist, it is likely to have the characteristics of the Center Game. Principal among these is use of the same opening for black and white, and the ability to confront any adversary with a standard deployment. The existence of a small and well defined set of related variants, such as the variants of the C-system, would also likely be a part of an optimal system. These variants offer flexibility in responding to those few situations in which an adversary could develop a significant advantage.

General playability of a standard set of opening moves may be considered an indicator of possible optimality, but the real question is of course, what happens after the opening. Here a candidate for optimality must show superior ability on offense and on defense. Experience in play to date with the Center Game strongly supports its validity, but can only hint at optimality.

The author had suggested the optimality of the Beginner's Game, and in the case of the Center Game the conjecture arises again, with different prospects for success. There are factors which enhance its prospects, and others which diminish them. During the opening, the Center Game is virtually unattackable, whereas the Beginner's Game can be attacked early. The Beginner's Game cannot always reproduce its eight standard moves, whereas the Center Game almost always succeeds in playing its six moves. The author believes that the Beginner's Game has better chances of proving optimal however, because it develops more complex positions.

A true test of strong optimality would require the compilation of millions of games, with extensive research into lines that put the standard opening in difficulty. The vast majority of these games could be generated by computer, but still with significant human participation. The Center Game was not found by a computer, and the best defenses to it may not be found by a computer either. A real test of strong optimality can only be done with massive experimentation; but even a limited experiment would furnish an excellent indication of operational optimality.

With highly specialized chess playing programs alone we should be able to come very close to a definitive response to the question of strong optimality. The participation of many experts would still be necessary: not only expert players, but also designers and analysts capable of modifying and improving these programs. Any competent group that decides to dedicate themselves to this research will certainly find a receptive audience for their findings.

With even a modest amount of organization, it should be possible to collect and build databases of games generated by players of this system. The chess playing community could be enlisted to research advanced positions, and submit results for compilation. Using large game databases, we can identify problematic lines, and begin pruning the move trees. With the participation of a large number of interested persons, it should be possible to obtain a very reliable response to the question of strong optimality.

Because the entire process is one of gradually approaching absolute certainty, research into the optimality of the Center Game may go on for many years. And if the final answer is affirmative, it doesn't mean the end of chess, or even the end of chess as it has been played until the present. It does mean the end of the real competition between humans and computers. They will finally be unbeatable, as has always been predicted. But this shouldn't conceal the triumph of the human over the computer, because most of the moves of their lookup game will have been taught to them by humans. Moreover it was humans who designed, built, and programmed them!

The author ventures the following odds on the possible results of strong optimality:

- ♦ White can always win or draw: about 1/4
- ♦ Black can always win or draw: about 1/4

In all this discussion we have not considered what is probably the best practical definition of optimality: that the greatest number and variety of players can adopt the system and immediately improve their game. Under this definition the Center Game is definitely optimal!

The X1 series Experiments

The author ran a controlled experiment with the Center Game and C-system to see how strong it is. A series of 200 games was generated, played by the computer from the ninth move onwards, using different 'personalities'. Most games used classical defenses, invented by the computer. A small minority of games used strong custom defenses such as those presented previously, invented by the author. Both sides had equal computing time of 45 minutes.

The results of this experiment are good: the Center Game won 43% and drew 27% of the games. Wins with black were almost as frequent as with white, whereas white showed a higher percentage of draws. The first impression from reading these results is that this is definitely a fighting system for black, and most probably a drawing system for white. Other experiments showed that, using the C-system, anyone can play at master level thru the first 10 moves, and has a reasonable chance of maintaining equality thru 15 moves. With this system even beginners can play well enough in the opening to make the game interesting for any opponent, however skilled.

Although far too limited to be a serious indicator of how well the Center Game will perform in practice at master level, these experiments should nevertheless serve to arouse our interest. Not only have we found the easiest and most probably one of the best systems ever for playing the opening, we may well have found an optimal way of playing the game of chess.

13. What Happens Now to Chess?

Unless extensive analysis and experience in play refutes this new system, or proves it to be inferior, it is almost certain that the game of chess will never be the same as before, or even anything like it. If this new system proves valid and strong in play, as the author believes it will, then it definitely has the potential to change dramatically the entire practice of chess.

Regardless of the evaluation that master level players will finally condescend to give it, this system has already found a niche in chess, at the amateur level. Here it will certainly survive and prosper, because it is by far the easiest way of playing the opening that has ever been found. With this system any beginner can not only play the opening correctly but also seriously attack his adversary, regardless of how well he can play. Never before has this been the case in chess.

Another niche where the Center Game will certainly thrive, and find many enthusiastic practitioners, is in speed chess. In games of 15 minutes or less, this system should prove to be a stellar performer. The main component in its favor is again the ease of opening play, but also the limited nature of typical responses. The combination of the two allows blitz players to quickly master a number of strong lines which will surprise and confound the adversary, and help them gain an important psychological edge with rapid and incisive play during and after the opening.

Beginners and lesser intermediate players should be easy converts to the Center Game: for them it is the quickest route to playing well, and one of the few systems allowing them to survive for more than a few moves against superior opponents. Better players will be more difficult to convince, but as they face these openings more often, they will learn not only how to play against them, but how to play with them. As their initial curiosity in the novel system grows to a deep appreciation, more and more good players will try it, in casual play at first, then in competition.

Most advanced players will be reluctant converts, because they have made tremendous efforts to master their current games and push their way up using them. But their current openings do not work against this new system, and like it or not, they are moving into a new and completely different practice of opening play. The lines they wish to pursue against it are incredibly rich in possibility, so every top player can and should have his own novel defense. We can expect to see brilliant and highly innovative chess against the Center Game, and there are some big trophies waiting for those who can consistently bring it down. But even the best players should finally appreciate that there is no easy way to stop the C-system.

Given the impact the new system will make on chess, it is fairly certain to divert the interest of analysts. The Center Game and its related system is an extremely fertile field for original research. The strongest defenses to confront them have to be found, and the sharpest lines explored. These defenses will be strong in the hands of superior players. But where skills are evenly matched, the new system should begin to show a positive balance of outcomes.

In chess, as in most difficult games, better players usually win, and that formula doesn't change with the introduction of a new opening, however strong it is. So the best players with

their well known classical openings will probably remain at the top for quite a while. Eventually some champions will come forward from the increasing ranks of good players already using the system regularly. Maybe some of them will have learned to play chess with the Center Game!

Can we say adieu to classical chess? Not at all. It will continue to live and thrive. But it will gradually be less practiced, first by beginners, then by occasional and club players, and finally by the top players. Will the new chess be better or worse than the old chess? In the opinion of the author it will be much better. It will be better because it will be more accessible: there is no reason now why anyone cannot learn quickly to play reasonably well. There should be a surge in new players, and so an increase in interest in the game as played at championship levels. Even top players holding out against the new system will benefit from all the new interest in the game.

The new chess will also be better because the quality of games resulting from play with this system is superior. All of the games the author has seen with the Center Game and the C-system are very interesting; many of them are superb. These openings give rise naturally to highly complicated positions that encourage the most brilliant combinations and tactical play.

Another principal improvement will be that more games will be close, between players of differing skill levels. When in the past could a beginner offer an interesting game to an expert player? Many potentially interested people have turned away from chess after a few humiliating experiences of being badly beaten. The better player is often bored or arrogant, making everything worse. Most people don't react well to failure, especially when it reflects on their intelligence. But anyone who plays well can feel satisfied, even in defeat. This is very important.

Chess is fascinating, even exciting, to those interested in it, but it is incredibly boring to those who aren't. A little compassion for non-players goes a long way. What is the interest of sitting in silence for hours hunched over a board? Life is to be lived, not contemplated. Now even those with a justified aversion to chess can learn quickly to play reasonably well, and so begin to share your passion for the game. Your whole world will brighten up if you spend more time with your loved ones and less in the isolation of a pastime they cannot appreciate.

Chess has always been a predominately male pursuit. Wives, daughters, sisters, and girlfriends take note: you can gain the respect of someone close to you by learning to play. In the process maybe you can help them understand that all games, and life in general, should be fun. Chess is also famous for attracting and producing introverts, lost in this interior world. There is too often a somber atmosphere to the game, imposed by those who take it too seriously. So what if you lose - set the pieces up again! Reintroduce the human element into the game: lighten up, enjoy yourself, laugh when you lose, and do something else occasionally than play chess.

The world of chess should recognize that this totally new system is completely valid and impressively strong. This is the stone the builders discarded, which is now the most important stone of them all. True to prophesy, it cuts to shreds those who fall upon it, and crushes to dust those upon whom it falls. Judgement day has arrived, where it was least expected: in chess.

14. Games Section

Now we propose a large collection of complete games. In all games the author played the C-system opening to at least eight moves. After that, unless otherwise noted, the computer played both sides until the conclusion. In all games the computer played at top strength, and was given one and a half hours computing time, with equal time for each side. Games have been analyzed to insure they are free from errors, with lines chosen by both sides consistently from among the most promising. The quality of play overall is approximately at the master level.

These are excellent chess games, but they are not really a careful selection. They were taken from a series of less than 200 generated games. The intention of this compilation is principally to document the variety of openings in the system, and some of the best defenses, especially the classical ones. Many of these games may prove to contain best lines for playing the C-system, but in general they should be considered as first experiments with the system.

Only wins and draws are presented in this collection. Of course there were losses, and many of them are quite interesting and instructive. The author is not proposing strategies for the adversary however: finding best defenses to the Center Game and other C-systems openings is left to the imagination and analytical skills of all readers.

The collection presents a variety of openings. There are many Center Games, starting with the six standard moves, but with various continuations, some of which are responses to early attacks. There are a few games with close variants, then fairly many games with the distance 3 and distance 4 variants, which omit one or two moves respectively of the standard opening. They are grouped in sections according to the distance of the variant played.

Games are reported on one page each, with a brief text outline giving highlights of each. Six diagrams per game are shown, presenting snapshots of the ongoing contest. Better players should be able to follow most of the action from these diagrams alone. In all games the position of the board after eight moves each side is shown. Afterwards, diagrams show the progress of the game at intervals, trying to catch some of the more interesting moves. Diagrams are labeled with the move about to be made. Asterisks in the move lists flag the corresponding diagrams.

There are a large number of openings in the C-system; this collection only attempts to document some of the interesting ones. It is only an introduction to the system; the variants presented here still have to be tested thoroughly to firmly establish their validity. Hopefully this collection of games will stimulate the interest of all readers to research the C-system openings, and by using them in competition help to establish their rightful places in the openings pantheon.

Openings in the C-system give rise to highly tactical games. Most have a few exchanges soon after the opening, with no material gain for either side. A complex middle game then follows in which superior combinatorial skills are needed, both to maintain parity and to obtain any advantage. Many games remain materially balanced until relatively late in the game, while others are characterized by sacrifice of material in exchange for superior position. Endgames with symmetric pawn structures are fairly uncommon, as are endgames with identical material. Rook and bishop endgames are among those most frequently encountered.

The Center Game and the C-systems openings typically result in sharp tactical contests that showcase a player's combinatorial skills. To succeed with this system, you must be willing to take serious risks, retaining a minimal defense to develop the strongest possible attack. You rarely see dull games with this system, because it naturally seeks sharp attacking lines, and its minimalist approach to defense encourages the adversary to attack as well. The C-system openings always attack and defend superbly, no matter what strategy the adversary adopts.

Master level chess can be hard to follow for lesser skilled players. This book does not pretend to make the game of chess simple, just the chess opening. Even if you're a natural genius, you must work very hard to be able to play at master level. It should be obvious that to excel at anything as difficult as chess you must develop a high level of skills. Playing thru games in this collection will help you acquire a feel for correct and incisive play, and help to develop your mastery of chess in the middle and endgames, where the contest will be decided.

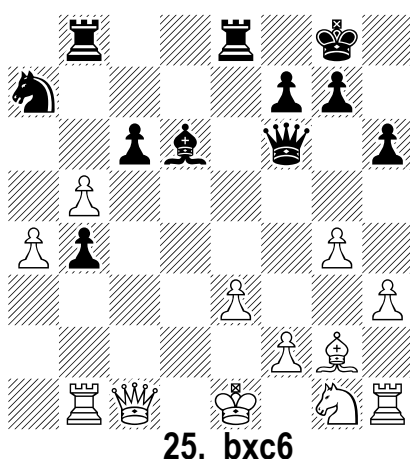
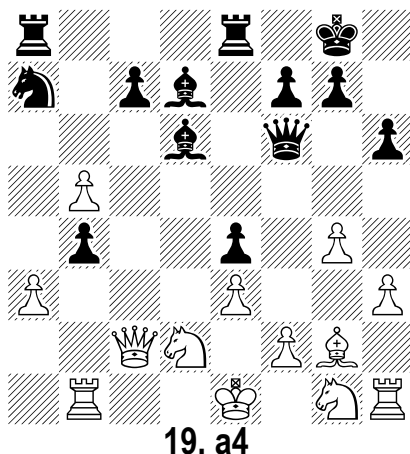
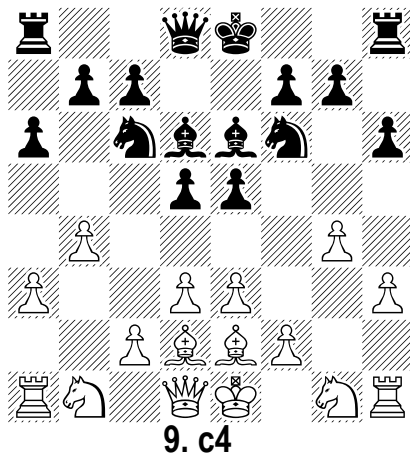
There is only one game with a borderline variant, at the end of the collection. Borderline variants have been defined outside the C-system, but occasionally a system player enters one when trying to play a distant variant, as is the case in the example given. Borderline variants constitute a vast space of largely new openings. In the limited experimentation done with them, most have proved to be very strong. Better players especially are encouraged to explore them.

At the end of the collection is a surprising anomaly game, which should cause all of us to reflect on the chess opening. The Center Game and Beginner's Game are startling discoveries, but there are many other impressive discoveries yet to be made in this amazing game.

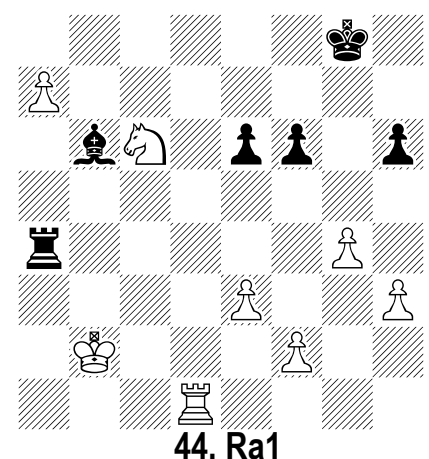
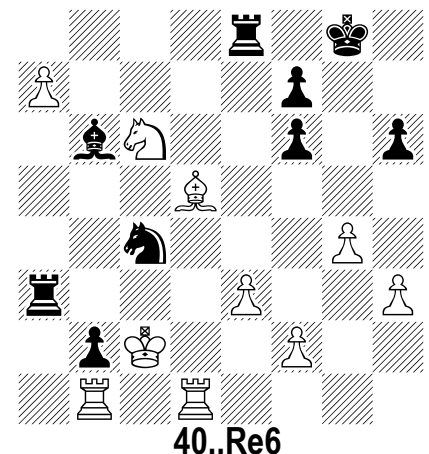
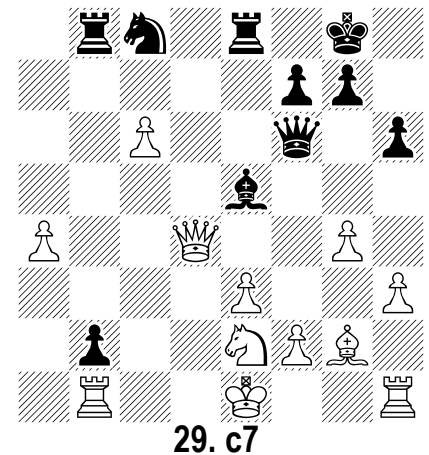
As with any collection, readers should look for games of special interest and play them first. But all of these games are worthy of review; they are all good examples of play within the C-system, and each one you work thru and understand will help you on the road to complete mastery of the game of chess. Find those that attract, and .. attack!

Game 21: Center Game Cv27 with White

White's 'evergreen' Cv27 faces the 2 pawn classical defense with advanced rook pawns. Black's attempted Q-side break thru falters, after which sharp play by white takes two pawns (19,25). White then rides the crest of the wave, offering a pawn (29) and pushing for promotion. His combined threats win a full piece (40), following which white clenches a dazzling victory (44). Here's a question for all you 'classicists' out there .. how do you stop the Center Game?

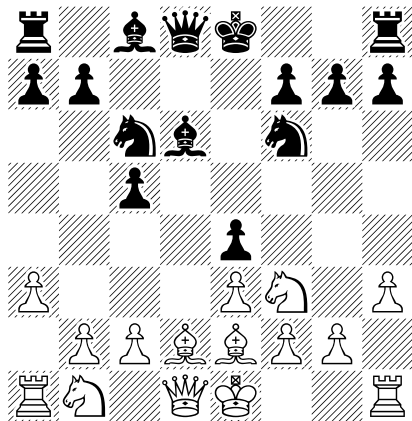


- | | | | | | |
|------|-------|------|------|------|------|
| 1. | a3 | d5 | 35. | a5 | Rb5 |
| 2. | h3 | e5 | 36. | a6 | Bb6 |
| 3. | e3 | Nf6 | 37. | a7 | Rb3+ |
| 4. | d3 | Nc6 | 38. | Kc2 | Ra3 |
| 5. | Be2 | Be6 | 39. | Rhd1 | Nc4 |
| 6. | Bd2 | Bd6 | 40.* | Bd5 | Re6 |
| 7. | b4 | a6 | 41. | Bxe6 | fxe6 |
| 8. | g4 | h6 | 42. | Rxb2 | Nxb2 |
| 9.* | c4 | dxc4 | 43. | Kxb2 | Ra4 |
| 10. | dxc4 | e4 | 44. | Ra1 | Rxa1 |
| 11. | Bc3 | O-O | 45. | Kxa1 | Bxa7 |
| 12. | Qc2 | Re8 | 46. | Nxa7 | Kf7 |
| 13. | Nd2 | Bd7 | 47. | Nb5 | f5 |
| 14. | Bf1 | b5 | 48. | f4 | Kg6 |
| 15. | Bg2 | a5 | 49. | Kb2 | fxg4 |
| 16. | cxb5 | axb4 | 50. | hxg4 | Kf6 |
| 17. | Bxf6 | Qxf6 | 51. | Kc3 | e5 |
| 18. | Rb1 | Na7 | 52. | Nd6 | exf4 |
| 19.* | a4 | Be6 | 53. | exf4 | Kg6 |
| 20. | Nxe4 | Qg6 | 54. | f5+ | Kg7 |
| 21. | Qc1 | Bd5 | 55. | Kd4 | Kf6 |
| 22. | Nf6+ | Qxf6 | 56. | Ne4+ | Kf7 |
| 23. | Bxd5 | c6 | 57. | Ke5 | Ke7 |
| 24. | Bg2 | Rab8 | 58. | f6+ | Kf7 |
| 25.* | bx c6 | b3 | 59. | Nd6+ | Kg8 |
| 26. | Ne2 | b2 | 60. | f7+ | Kg7 |
| 27. | Qc4 | Nc8 | 61. | Ke6 | h5 |
| 28. | Qd4 | Be5 | 62. | Nf5+ | Kg6 |
| 29.* | c7 | Bxc7 | 63. | f8=Q | Kg5 |
| 30. | Qxf6 | gxf6 | 64. | Qh6+ | Kxg4 |
| 31. | Nd4 | Nd6 | 65. | Qe3 | h4 |
| 32. | Ke2 | Rb4 | 66. | Nh6+ | Kh5 |
| 33. | Nc6 | Rb7 | 67. | Kf5 | h3 |
| 34. | Kd3 | Rb6 | 68. | Qg5# | |



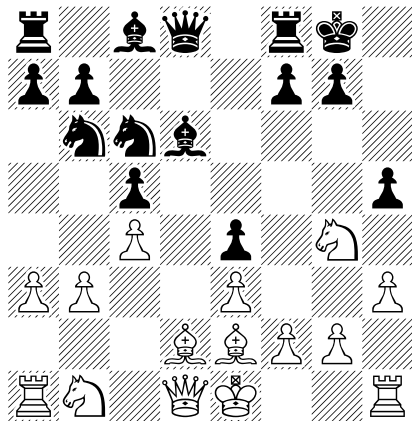
Game 22: Center Game Cv4xG with White

White plays Cv4xG against a 3 pawn classical defense (9), and draws quickly. Rather than retreat with his threatened knight, white sacrifices it (13), eyeing a potential mating attack on the rook file. Black's return of the knight sacrifice (16) is also surprising but fully justified, opening the Q-side castle and giving him the better position (22). But white's calculations aren't completely wrong, only a few moves later (25) he is able to force a draw. Still plenty of time for another game, what?

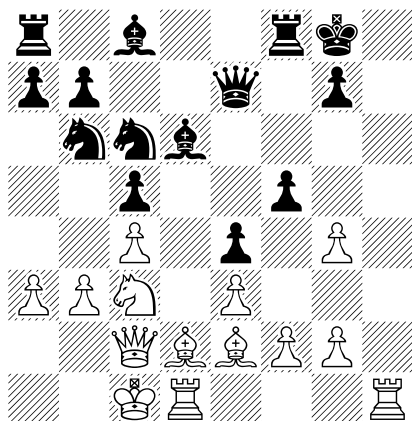


9. Nh2

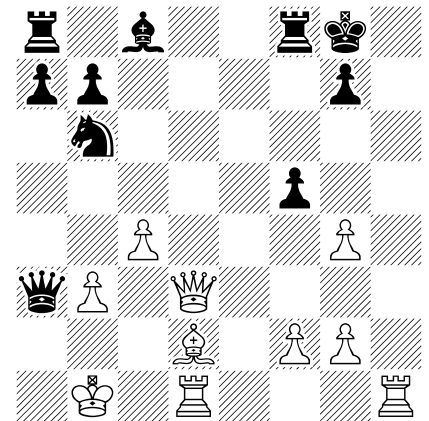
- | | | | | | |
|------|-------|------|------|---------|-------|
| 1. | Nf3 | c5 | 18. | Nb5 | d3 |
| 2. | a3 | Nf6 | 19. | Bxd3 | exd3 |
| 3. | d3 | d5 | 20. | Qxd3 | Bxa3+ |
| 4. | h3 | Nc6 | 21. | Nxa3 | Qxa3+ |
| 5. | e3 | e5 | 22.* | Kb1 | Qe7 |
| 6. | Be2 | Bd6 | 23. | Rde1 | Qd8 |
| 7. | Bd2 | e4 | 24. | Qc2 | Re8 |
| 8. | dxe4 | dxe4 | 25.* | gxf5 | Rxe1+ |
| 9.* | Nh2 | O-O | 26. | Rxe1 | Bxf5 |
| 10. | Ng4 | Nd5 | 27. | Qxf5 | Qxd2 |
| 11. | c4 | Nb6 | 28. | Qe6+ | Kf8 |
| 12. | b3 | h5 | 29. | Qf5+ | Kg8 |
| 13.* | Nc3 | hgx4 | 30. | Qe6+ | Kf8 |
| 14. | hgx4 | f5 | 31. | Qf5+ | Kg8 |
| 15. | Qc2 | Qe7 | 32. | Qe6+ | |
| 16.* | O-O-O | Nd4 | | 1/2-1/2 | |
| 17. | exd4 | cxd4 | | | |



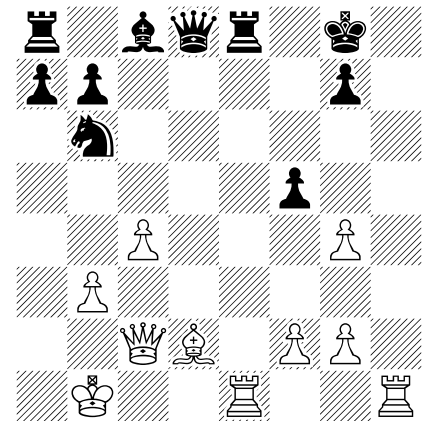
13. Nc3



16..Nd4



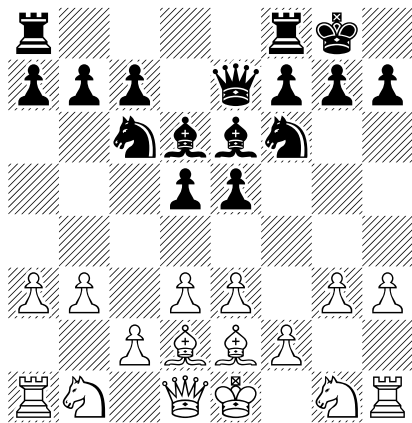
22..Qe7



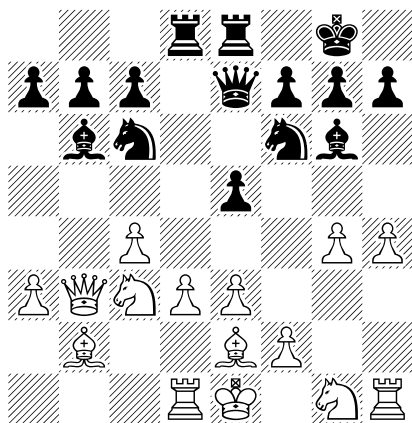
25. gxf5

Game 23: Center Game Cv2'7' with White

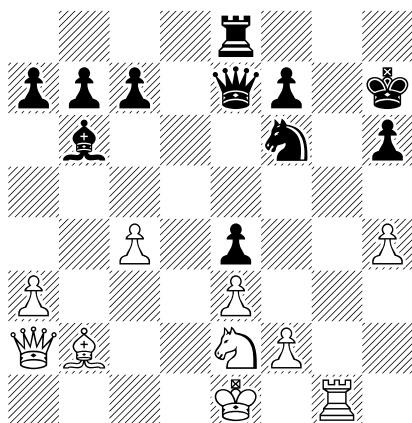
White plays the solid Cv2'7' against the 2 pawn standard classical defense. In the face of a white advance black tries a counter attack starting (18) temporarily winning a pawn, but also opening his K-side to a queen, bishop, and rook barrage (28). White abandons his pawns to configure a mating attack that wins material (33), but afterwards he has difficulties cleaning up. Black is then able to force the critical pawn exchanges (44,58) that salvage a draw. Interesting Game!



9. c4

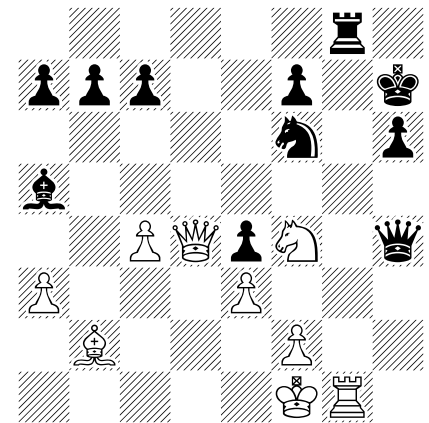


18..h5

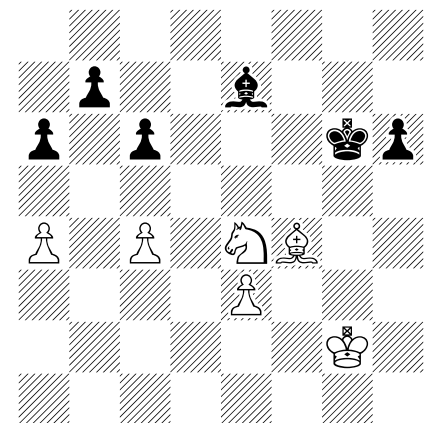


28. Qa1

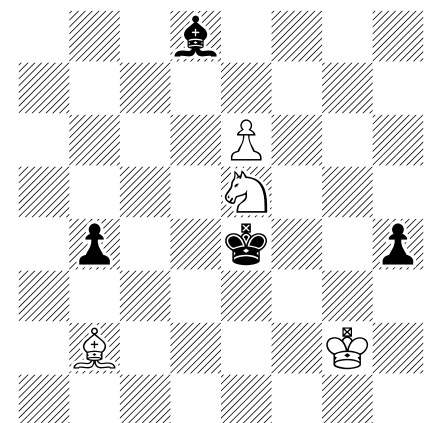
- | | | | | | |
|------|------|-------|------|------|------|
| 1. | a3 | d5 | 37. | Kg2 | Be7 |
| 2. | h3 | e5 | 38. | a4 | f5 |
| 3. | e3 | Nf6 | 39. | f3 | Kg8 |
| 4. | d3 | Nc6 | 40. | fxe4 | fxe4 |
| 5. | Be2 | Be6 | 41. | Ne2 | a6 |
| 6. | Bd2 | Bd6 | 42. | Nc3 | Kf7 |
| 7. | b3 | O-O | 43. | Bf4 | Kg6 |
| 8. | g3 | Qe7 | 44.* | Nxe4 | b5 |
| 9.* | c4 | Rad8 | 45. | axb5 | axb5 |
| 10. | Qc2 | Rfe8 | 46. | cxb5 | cxb5 |
| 11. | Bc1 | dxc4 | 47. | Nd2 | h5 |
| 12. | bxc4 | Bc5 | 48. | Nb3 | b4 |
| 13. | Bb2 | Qd7 | 49. | e4 | Kf7 |
| 14. | Nc3 | Bf5 | 50. | Kf3 | Kf6 |
| 15. | Rd1 | Qe7 | 51. | Nd4 | Bc5 |
| 16. | g4 | Bg6 | 52. | e5+ | Kg6 |
| 17. | Qb3 | Bb6 | 53. | Nb3 | Bg1 |
| 18.* | h4 | h5 | 54. | Kg2 | Bb6 |
| 19. | gxh5 | Bf5 | 55. | Bc1 | Kf5 |
| 20. | Nf3 | Nd4 | 56. | Bb2 | h4 |
| 21. | Qa2 | Nxf3+ | 57. | Nd2 | Bc7 |
| 22. | Bxf3 | Rxd3 | 58.* | Nf3 | Ke4 |
| 23. | Rxd3 | Bxd3 | 59. | e6 | Bd8 |
| 24. | h6 | e4 | 60. | Ne5 | Kd5 |
| 25. | Be2 | Bxe2 | 61. | Nd3 | Kxe6 |
| 26. | Nxe2 | gxh6 | 62. | Nxb4 | Bf6 |
| 27. | Rg1+ | Kh7 | 63. | Bc1 | Kf5 |
| 28.* | Qa1 | Nh5 | 64. | Nc6 | Bg5 |
| 29. | Nf4 | Ba5+ | 65. | Ba3 | Kg4 |
| 30. | Kf1 | Qxh4 | 66. | Ne5+ | Kf5 |
| 31. | Qd1 | Nf6 | 67. | Nf3 | Kg4 |
| 32. | Qd4 | Rg8 | 68. | Nh2+ | Kf5 |
| 33.* | Qxf6 | Rxg1+ | 69. | Kh3 | Ke5 |
| 34. | Kxg1 | Qxf6 | 70. | Ng4+ | Kd4 |
| 35. | Bxf6 | c6 | 71. | Bb4 | Kc4 |
| 36. | Be5 | Bd8 | 72. | Bd6 | Kd5 |



33. Qxf6



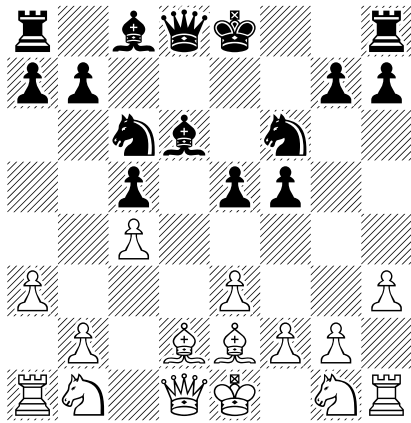
44..b5



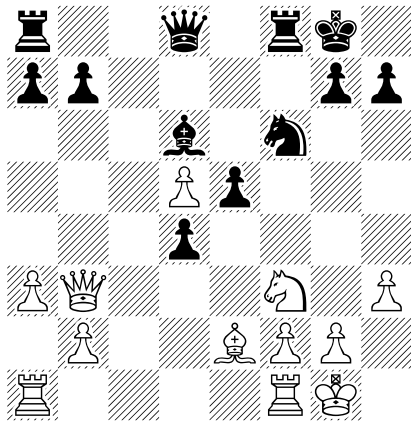
60..Kd5

Game 24: Center Game Cv34x with White

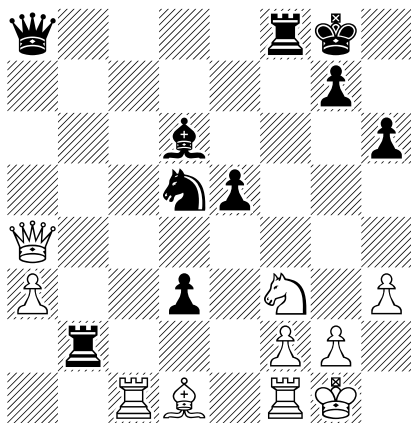
White's Cv34x challenges a 4 pawn custom defense, striking immediately at the pawn wall, and initiating a sharp struggle in the center (16). White's queen is the star performer thru most of the rest, covering the entire board and pressing the attack, but also defending brilliantly against a number of serious black threats. In a complex tactical struggle involving 10 pieces in the open field, his queen makes the right moves (22, 27,31,36), and white takes home a lovely victory.



9. Nc3

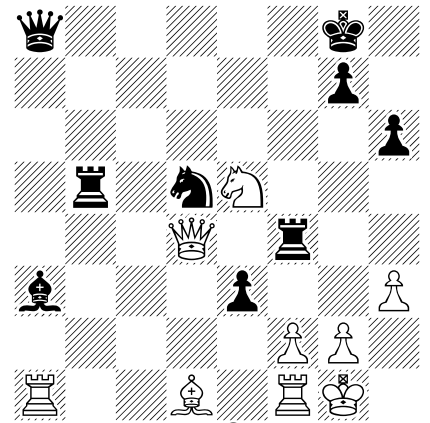


16..d3

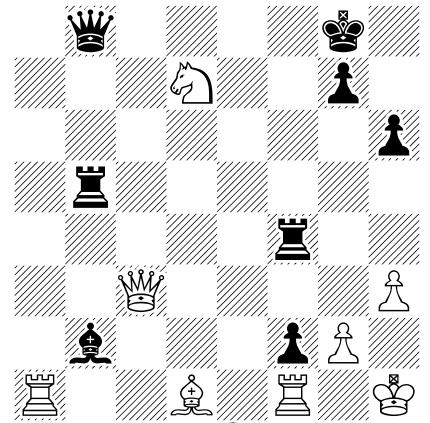


22. Qc4

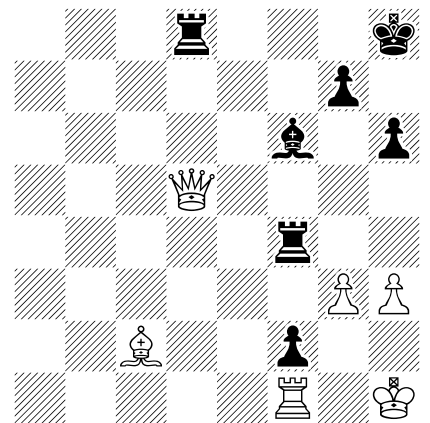
- | | | | | | |
|------|------|-------|------|-------|-------|
| 1. | a3 | e5 | 32. | Nxb8 | Rxb8 |
| 2. | h3 | d5 | 33. | Qd5+ | Kh8 |
| 3. | e3 | c5 | 34. | Bc2 | Bf6 |
| 4. | Be2 | f5 | 35. | g3 | Rd8 |
| 5. | d3 | Nf6 | 36.* | Qxd8+ | Bxd8 |
| 6. | Bd2 | Nc6 | 37. | gxf4 | Bb6 |
| 7. | c4 | dxc4 | 38. | Rd1 | Kg8 |
| 8. | dxc4 | Bd6 | 39. | Kg2 | Kf8 |
| 9.* | Nc3 | O-O | 40. | Rd7 | g5 |
| 10. | Nd5 | Be6 | 41. | f5 | Ke8 |
| 11. | Qb3 | f4 | 42. | Rh7 | Bd4 |
| 12. | Nf3 | fxe3 | 43. | Rxx6 | Kd7 |
| 13. | Bxe3 | Nd4 | 44. | f6 | Bc5 |
| 14. | Bxd4 | cxd4 | 45. | Ba4+ | Ke6 |
| 15. | O-O | Bxd5 | 46. | Bb3+ | Ke5 |
| 16.* | cxd5 | d3 | 47. | f7 | Ke4 |
| 17. | Bd1 | h6 | 48. | Rh8 | g4 |
| 18. | Qxb7 | Rb8 | 49. | hxxg4 | Kf4 |
| 19. | Qxa7 | Rxb2 | 50. | Bd1 | Ke3 |
| 20. | Rc1 | Nxd5 | 51. | g5 | Kd2 |
| 21. | Qa4 | Qa8 | 52. | g6 | Kxd1 |
| 22.* | Qc4 | Rf4 | 53. | g7 | Bd4 |
| 23. | Qxd3 | e4 | 54. | f8=Q | Bxxg7 |
| 24. | Qd4 | Bxa3 | 55. | Qf3+ | Kd2 |
| 25. | Ra1 | Rb5 | 56. | Rd8+ | Bd4 |
| 26. | Ne5 | e3 | 57. | Rxd4+ | Kc2 |
| 27.* | Qd3 | exf2+ | 58. | Qd3+ | Kc1 |
| 28. | Kh1 | Nc3 | 59. | Rc4+ | Kb2 |
| 29. | Qxc3 | Qb8 | 60. | Rc2+ | Ka1 |
| 30. | Nd7 | Bb2 | 61. | Qf1# | |
| 31.* | Qc6 | Bxa1 | | | |



27. Qd3



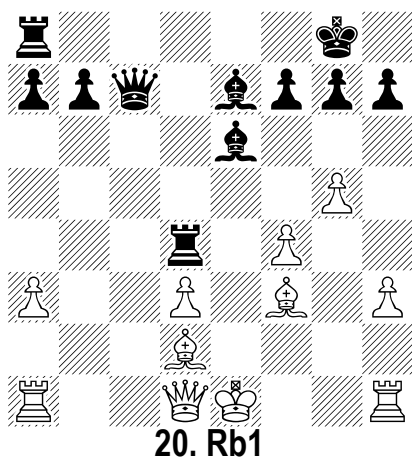
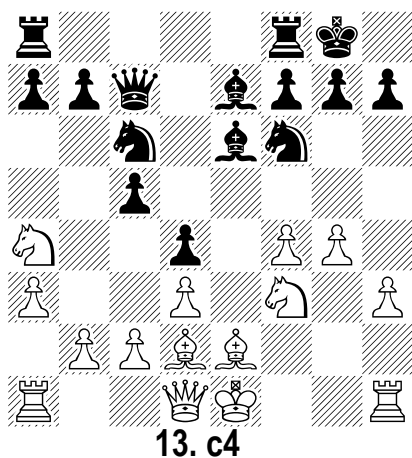
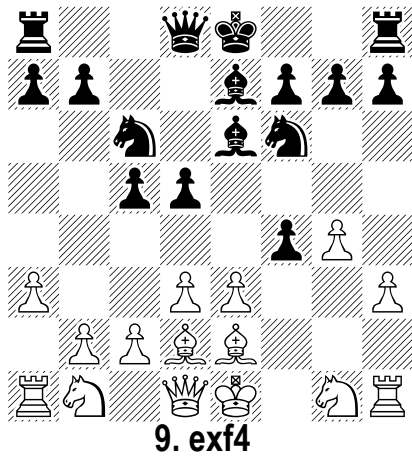
31. Qc6



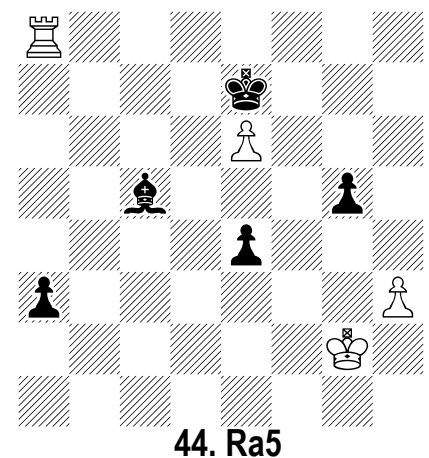
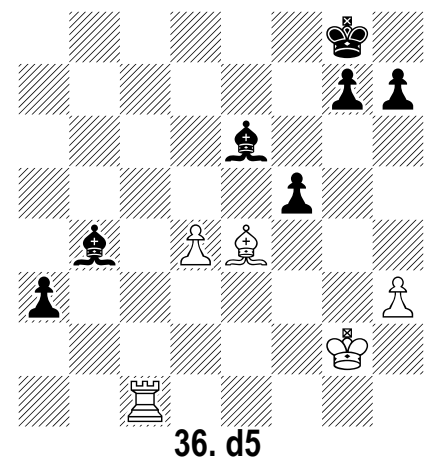
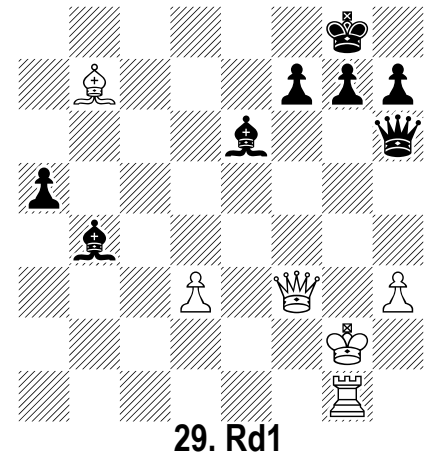
36. Qxd8+

Game 25: Center Game Cv67 with White

White's Cv67 looks for aggressive counter play against the 3 pawn F back classical defense. White attacks on both flanks (13), and black is never able to capitalize on his vulnerability (20). White is even more at risk after black's exchange sacrifice, but accurate rook and pawn play (29,36,44) stops black's promotion threats, giving white a well deserved triumph. Plenty of action!

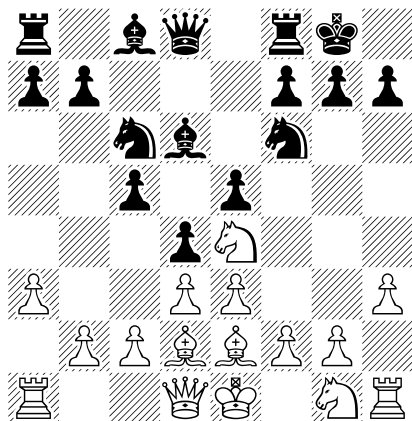


- | | | | | | |
|------|------|------|-----|-------|------|
| 1. | e3 | c5 | 38. | Rc7 | g5 |
| 2. | d3 | Nc6 | 39. | Rxh7 | Bc5 |
| 3. | h3 | d5 | 40. | Rf7+ | Ke8 |
| 4. | a3 | e5 | 41. | Rc7 | Bd4 |
| 5. | Be2 | Nf6 | 42. | Rc8+ | Ke7 |
| 6. | Bd2 | Be7 | 43. | Ra8 | Bc5 |
| 7. | g4 | Be6 | 44. | Ra5 | Bd6 |
| 8. | f4 | exf4 | 45. | Kf2 | Bb4 |
| 9.* | exf4 | O-O | 46. | Ra4 | Bc5+ |
| 10. | Nf3 | Qb6 | 47. | Ke2 | Kxe6 |
| 11. | Nc3 | d4 | 48. | Rxe4+ | Kd6 |
| 12. | Na4 | Qc7 | 49. | Kd3 | Kd5 |
| 13.* | c4 | dxc3 | 50. | Ra4 | Kc6 |
| 14. | Nxc3 | Nd4 | 51. | Kc4 | Kb6 |
| 15. | g5 | Nd5 | 52. | Ra8 | Kb7 |
| 16. | Nxd4 | Nxc3 | 53. | Rd8 | Kc7 |
| 17. | bxc3 | cxd4 | 54. | Rh8 | Be3 |
| 18. | cxd4 | Rfd8 | 55. | Rf8 | Bc1 |
| 19. | Bf3 | Rxd4 | 56. | Kb3 | Kd6 |
| 20.* | Rb1 | Rb8 | 57. | Rf1 | Bb2 |
| 21. | Be3 | Rxf4 | 58. | Rg1 | g4 |
| 22. | Bxf4 | Qxf4 | 59. | Rxg4 | Kd5 |
| 23. | Rxb7 | Rxb7 | 60. | h4 | Ke6 |
| 24. | Bxb7 | Bxa3 | 61. | h5 | Kf5 |
| 25. | Qf3 | Bb4+ | 62. | Rg1 | Bd4 |
| 26. | Kf1 | Qxg5 | 63. | Rh1 | a2 |
| 27. | Rg1 | Qh6 | 64. | Kxa2 | Bh8 |
| 28. | Kg2 | a5 | 65. | h6 | Kg5 |
| 29.* | Rd1 | a4 | 66. | h7 | Kg6 |
| 30. | d4 | Qg6+ | 67. | Kb3 | Kg5 |
| 31. | Kh1 | Qf5 | 68. | Kc4 | Kg6 |
| 32. | Qxf5 | Bxf5 | 69. | Kd5 | Kg7 |
| 33. | Kg2 | a3 | 70. | Ke6 | Kg6 |
| 34. | Rc1 | Be6 | 71. | Rg1+ | Kxh7 |
| 35. | Be4 | f5 | 72. | Kf7 | Kh6 |
| 36.* | d5 | fxe4 | 73. | Rh1+ | Kg5 |
| 37. | dxe6 | Kf8 | 74. | Rxh8 | 1-0 |

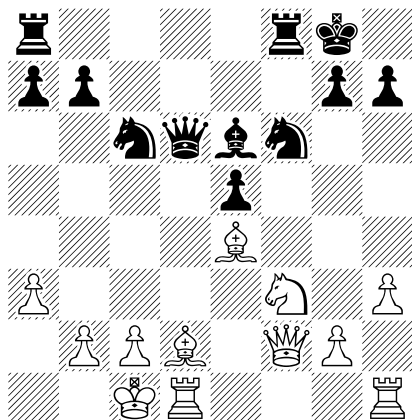


Game 26: Center Game CvBB with White

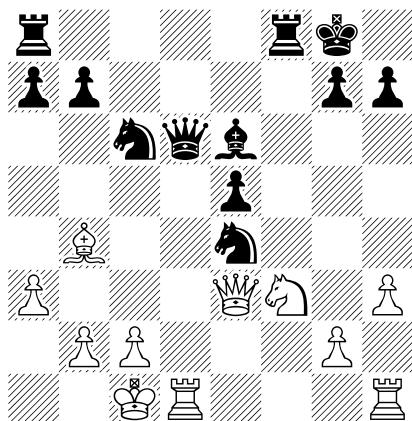
White's CvBB faces the 3 pawn classical defense (9). After the opening white parries a determined black assault in the center. White counters by springing a double attack on the black queen (18), that wins the exchange (19) and initiates a rapid tradedown. White then proceeds with a general cleanup on the K-side (26,32), to insure a won game. Afterwards white finds clever ways (38) to liven up an easy victory. The Center Game can handle any adversary attack - it's solid!



9. Nxd6

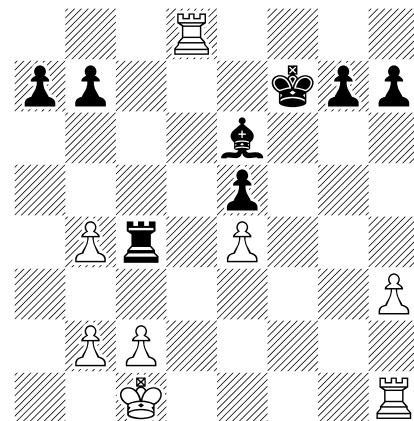


18. Bb4

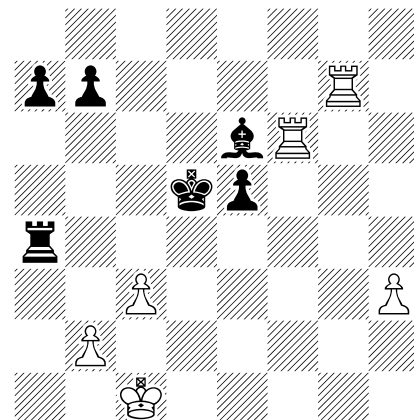


19..Rxf3

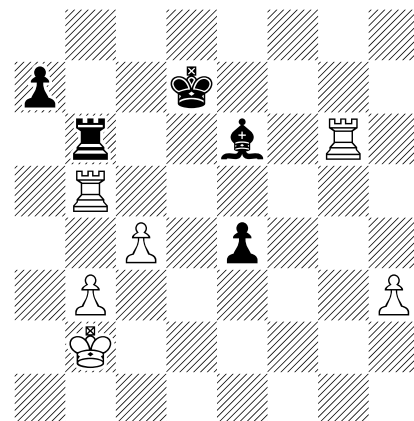
- | | | | | | |
|------|-------|------|------|-------|------|
| 1. | d3 | e5 | 31. | Rf6 | Kd5 |
| 2. | e3 | d5 | 32.* | b3 | Ra1+ |
| 3. | h3 | Nf6 | 33. | Kb2 | Ra6 |
| 4. | a3 | c5 | 34. | Rxb7 | e4 |
| 5. | Be2 | Nc6 | 35. | Rb5+ | Kd6 |
| 6. | Bd2 | Bd6 | 36. | c4 | Kd7 |
| 7. | Nc3 | d4 | 37. | Rg6 | Rb6 |
| 8. | Ne4 | O-O | 38.* | Ra5 | a6 |
| 9.* | Nxd6 | dxe3 | 39. | Re5 | a5 |
| 10. | fxe3 | Qxd6 | 40. | Rxe4 | Rd6 |
| 11. | e4 | c4 | 41. | Rexe6 | Rxe6 |
| 12. | Nf3 | cxd3 | 42. | Rxe6 | Kxe6 |
| 13. | Bxd3 | Be6 | 43. | Ka3 | Ke5 |
| 14. | Qe2 | Nh5 | 44. | Ka4 | Kd6 |
| 15. | Qf2 | f5 | 45. | Kxa5 | Kc5 |
| 16. | O-O-O | fxe4 | 46. | h4 | Kd4 |
| 17. | Bxe4 | Nf6 | 47. | h5 | Ke5 |
| 18.* | Bb4 | Nxe4 | 48. | c5 | Kf5 |
| 19.* | Qe3 | Rxf3 | 49. | c6 | Kg5 |
| 20. | gxf3 | Qc7 | 50. | b4 | Kxh5 |
| 21. | fxe4 | Nxb4 | 51. | b5 | Kg4 |
| 22. | axb4 | Rc8 | 52. | b6 | Kf5 |
| 23. | Qd3 | Qc4 | 53. | c7 | Ke5 |
| 24. | Qxc4 | Rxc4 | 54. | c8=Q | Kd4 |
| 25. | Rd8+ | Kf7 | 55. | Kb4 | Kd3 |
| 26.* | Rf1+ | Ke7 | 56. | Qc3+ | Ke2 |
| 27. | Rh8 | Rxe4 | 57. | b7 | Kf2 |
| 28. | Rxh7 | Rxb4 | 58. | b8=Q | Kf1 |
| 29. | Rxg7+ | Kd6 | 59. | Qbg3 | Ke2 |
| 30. | c3 | Ra4 | 60. | Qce1# | |



26. Rf1+



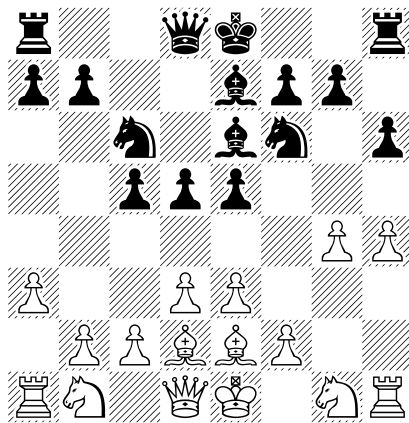
32. b3



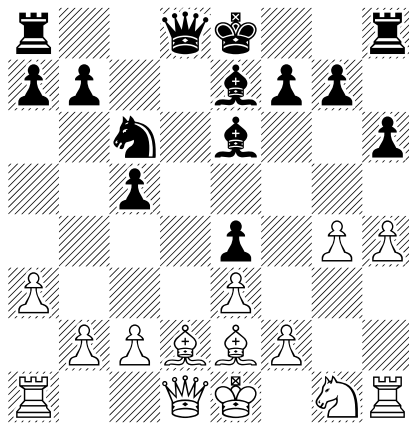
38. Ra5

Game 27: Center Game Cv78 with White

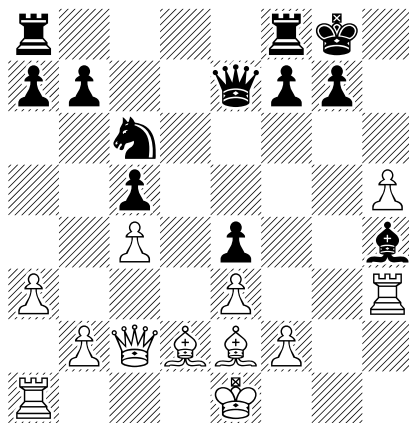
White plays the standard opening against the optimal 3 pawn F back classical defense (9), pushing forward on the K-side and then offering two splendid gambits (12,17), which rip apart black's defense and put him in serious peril (20). White builds the tension with incessant threats to black's queen and king, then smashes the black position (29), eventually cashing in for a material advantage of 3 pawns and a piece (38). Enough to make black swear off taking gambits!



9. Nc3

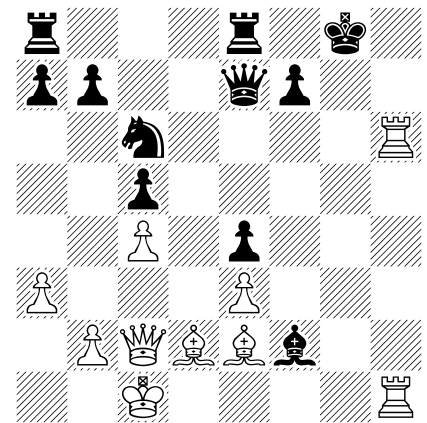


12. Nh3

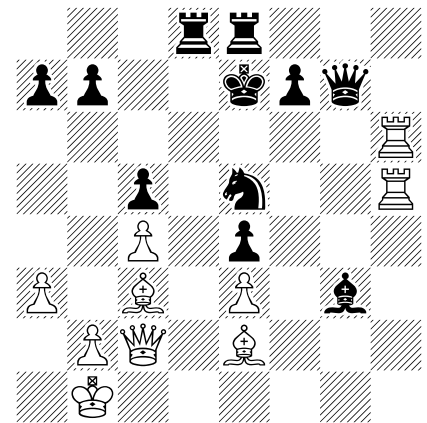


17. O-O-O

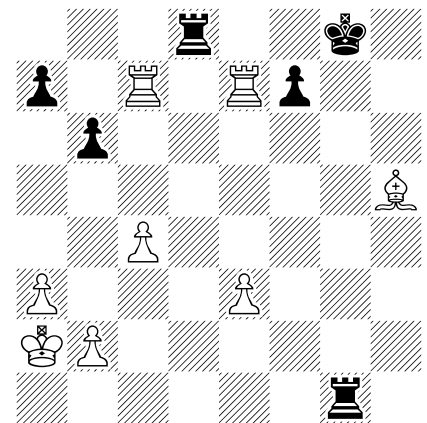
- | | | | | | |
|------|-------|------|------|------|------|
| 1. | a3 | e5 | 33. | Rxc5 | Rg3 |
| 2. | h3 | d5 | 34. | Rc7 | Kg7 |
| 3. | e3 | c5 | 35. | Re6 | Kg8 |
| 4. | d3 | Nc6 | 36. | Ree7 | b6 |
| 5. | Bd2 | Be6 | 37. | Bh5 | Rg1+ |
| 6. | Be2 | Nf6 | 38.* | Ka2 | Kh8 |
| 7. | g4 | Be7 | 39. | Bxf7 | Rg7 |
| 8. | h4 | h6 | 40. | Rxa7 | Rc8 |
| 9.* | Nc3 | e4 | 41. | a4 | Rf8 |
| 10. | dxe4 | Nxe4 | 42. | Reb7 | Rh7 |
| 11. | Nxe4 | dxe4 | 43. | Be6 | Rxb7 |
| 12.* | Nh3 | Bxh4 | 44. | Rxb7 | Ra8 |
| 13. | c4 | h5 | 45. | b3 | Rd8 |
| 14. | gxh5 | Bxh3 | 46. | Bd5 | b5 |
| 15. | Rxh3 | O-O | 47. | Rxb5 | Re8 |
| 16. | Qc2 | Qe7 | 48. | e4 | Rd8 |
| 17.* | O-O-O | Bxf2 | 49. | a5 | Rd6 |
| 18. | h6 | gxh6 | 50. | Bb7 | Rd2+ |
| 19. | Rxh6 | Rfe8 | 51. | Ka3 | Kg7 |
| 20.* | Rdh1 | Qg5 | 52. | a6 | Rd1 |
| 21. | Kb1 | Bg3 | 53. | Kb4 | Ra1 |
| 22. | Rh8+ | Kg7 | 54. | Ra5 | Rd1 |
| 23. | R1h7+ | Kf6 | 55. | a7 | Rd8 |
| 24. | Bc3+ | Ne5 | 56. | Rc5 | Kf7 |
| 25. | Qd1 | Ke7 | 57. | Rc8 | Rxc8 |
| 26. | Rh5 | Qf6 | 58. | Bxc8 | Kf6 |
| 27. | R8h6 | Rad8 | 59. | a8=Q | Ke5 |
| 28. | Qc2 | Qg7 | 60. | Qb8+ | Kf6 |
| 29.* | Qxe4 | Rg8 | 61. | Qd6+ | Kf7 |
| 30. | Bxe5 | Bxe5 | 62. | Bf5 | Kg8 |
| 31. | Qxe5+ | Qxe5 | 63. | Qe7 | Kh8 |
| 32. | Rxe5+ | Kf8 | 64. | Qf8# | |



20..Qg5



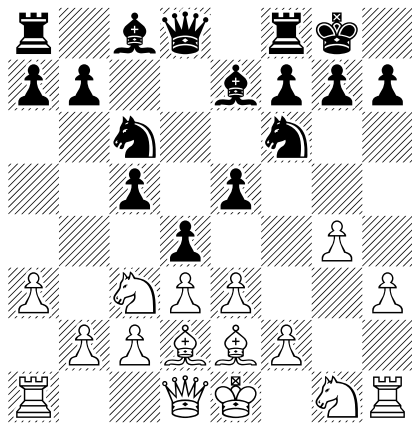
29. Qxe4



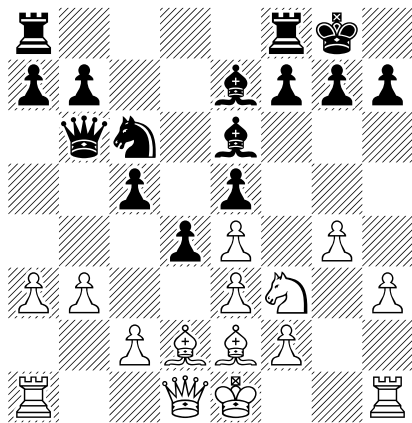
38..Kh8

Game 28: Center Game Cv7B with White

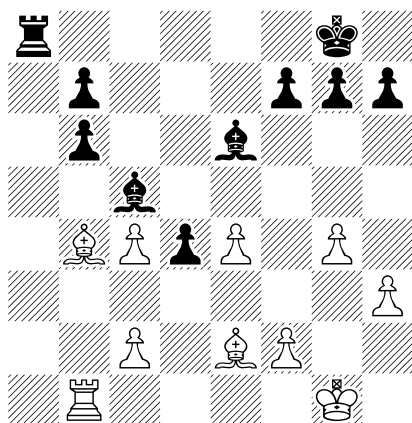
White's standard opening is challenged by a 3 pawn classical defense (9). Black tries an attack (12), but white maintains equality, inflicts equal damage and consolidates well. In the face of an immanent K-side pawn storm black tries for counter play (21), but white keeps the tactical edge with an advanced and surprisingly coherent position. Black ultimately can do little but watch (34,38,42) as white grabs his remaining pawns and coasts to a crushing victory. Very impressive!



9. Ne4

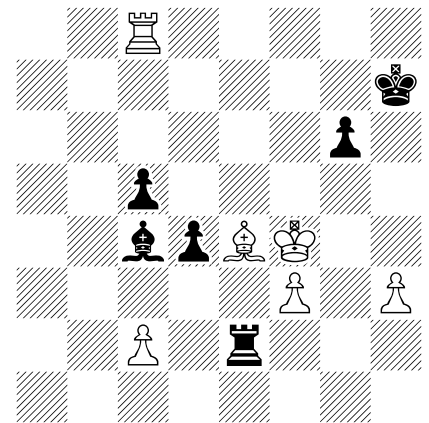


12..c4

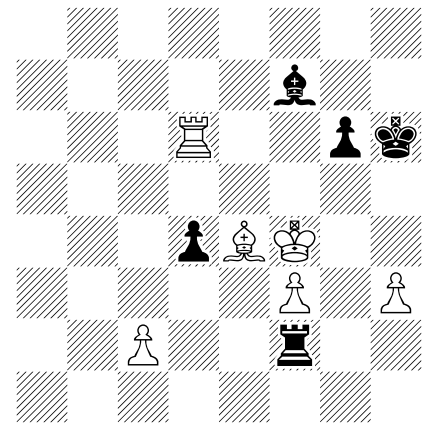


21..h5

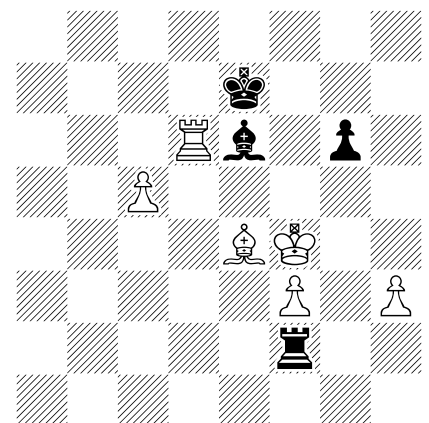
- | | | | | | |
|------|-------|------|------|------|-------|
| 1. | e3 | e5 | 36. | Rc7+ | Kh6 |
| 2. | h3 | d5 | 37. | Rc6 | Bf7 |
| 3. | d3 | Nf6 | 38.* | Rd6 | Kg7 |
| 4. | a3 | c5 | 39. | Rxd4 | Be6 |
| 5. | Be2 | Nc6 | 40. | c4 | Kf6 |
| 6. | Bd2 | Be7 | 41. | Rd6 | Ke7 |
| 7. | Nc3 | O-O | 42.* | c5 | Bf5 |
| 8. | g4 | d4 | 43. | Bxf5 | gxf5 |
| 9.* | Ne4 | Nxe4 | 44. | Rd5 | Rh2 |
| 10. | dxe4 | Qb6 | 45. | Kg3 | Re2 |
| 11. | b3 | Be6 | 46. | Rxf5 | Ke6 |
| 12.* | Nf3 | c4 | 47. | Rg5 | Ke7 |
| 13. | bxc4 | Rfd8 | 48. | h4 | Re6 |
| 14. | Qb1 | Bxa3 | 49. | Kf4 | Kf8 |
| 15. | Qxb6 | axb6 | 50. | h5 | Kf7 |
| 16. | exd4 | Nxd4 | 51. | Rd5 | Rc6 |
| 17. | Nxd4 | exd4 | 52. | Rf5+ | Kg7 |
| 18. | O-O | Rdc8 | 53. | Ke4 | Rc7 |
| 19. | Rfb1 | Bc5 | 54. | Kd5 | Rd7+ |
| 20. | Rxa8 | Rxa8 | 55. | Ke6 | Rd3 |
| 21.* | Bb4 | h5 | 56. | c6 | Rc3 |
| 22. | gxh5 | Ra4 | 57. | Kd6 | Rd3+ |
| 23. | Bxc5 | bxc5 | 58. | Rd5 | Rxf3 |
| 24. | Rxb7 | Bxc4 | 59. | c7 | Rf8 |
| 25. | Rb8+ | Kh7 | 60. | Kd7 | Rf7+ |
| 26. | Bf3 | Ra2 | 61. | Kc6 | Rxc7+ |
| 27. | e5 | Ra1+ | 62. | Kxc7 | Kf6 |
| 28. | Kh2 | Re1 | 63. | Kd7 | Kf7 |
| 29.* | Kg3 | Rxe5 | 64. | Rd6 | Kg8 |
| 30. | Kf4 | Re1 | 65. | Ke8 | Kg7 |
| 31. | Be4+ | g6 | 66. | Rg6+ | Kh8 |
| 32. | Rc8 | Re2 | 67. | Kf7 | Kh7 |
| 33. | hxg6+ | fxg6 | 68. | Re6 | Kh8 |
| 34.* | f3 | Be6 | 69. | Rh6# | |
| 35. | Rxc5 | Rf2 | | | |



34..Be6



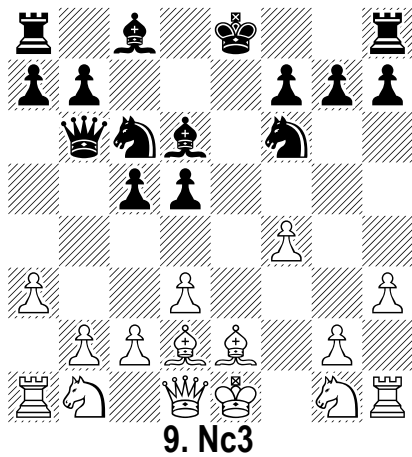
38..Kg7



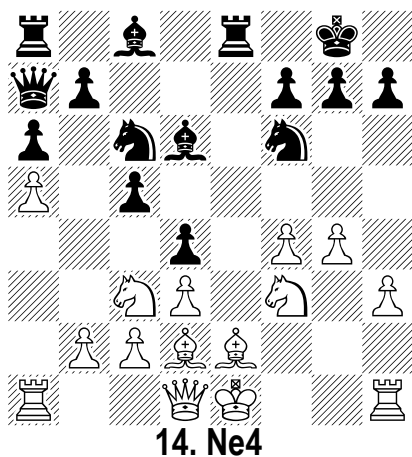
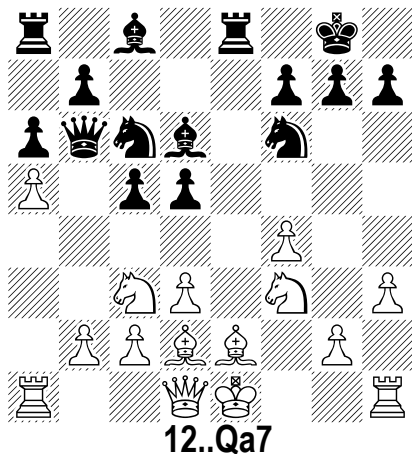
42..Bf5

Game 29: Center Game Cv5x6 with White

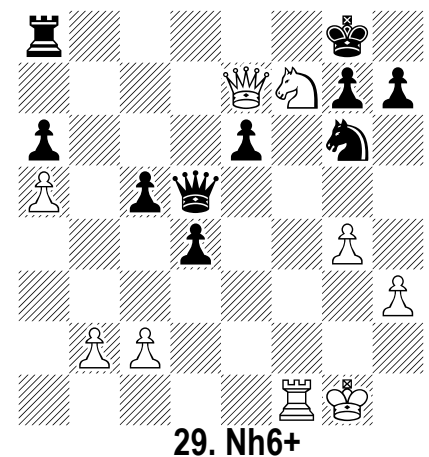
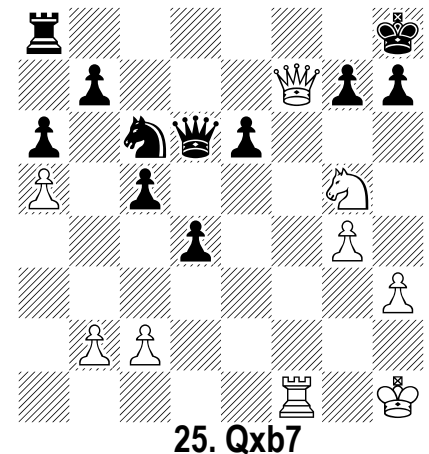
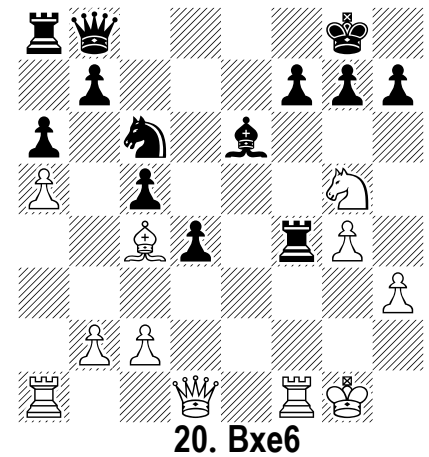
White plays Center Game Cv5x6 against the 3 pawn queen out classical defense (9) in this remarkable game. After the opening white keeps the b-pawn gambit on offer, but black refuses it obstinately (12). White then offers a startling double gambit (14) that black simply can't refuse. White later develops a strong attack (20,25), but also has a highly exposed position, so he decides to bring the game to a quick conclusion with a slick perpetual check (29). Really good chess!



- | | | |
|------|------|-------|
| 1. | e3 | e5 |
| 2. | d3 | d5 |
| 3. | a3 | c5 |
| 4. | h3 | Nc6 |
| 5. | Be2 | Nf6 |
| 6. | Bd2 | Bd6 |
| 7. | f4 | exf4 |
| 8. | exf4 | Qb6 |
| 9.* | Nc3 | O-O |
| 10. | Nf3 | Re8 |
| 11. | a4 | a6 |
| 12.* | a5 | Qa7 |
| 13. | g4 | d4 |
| 14.* | Ne4 | Nxe4 |
| 15. | dxe4 | Rxe4 |
| 16. | O-O | Bxf4 |
| 17. | Bxf4 | Rxf4 |
| 18. | Ng5 | Qb8 |
| 19. | Bc4 | Be6 |
| 20.* | Bxe6 | Rxf1+ |

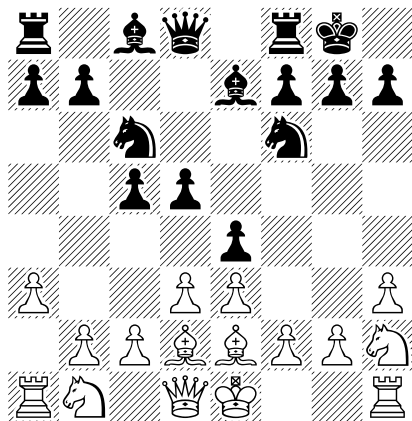


- | | | |
|------|------|---------|
| 21. | Qxf1 | fxe6 |
| 22. | Qf7+ | Kh8 |
| 23. | Rf1 | Qg3+ |
| 24. | Kh1 | Qd6 |
| 25.* | Qxb7 | Qd5+ |
| 26. | Kg1 | Ne5 |
| 27. | Qe7 | Ng6 |
| 28. | Nf7+ | Kg8 |
| 29.* | Nh6+ | gxh6 |
| 30. | Qf7+ | Kh8 |
| 31. | Qf6+ | Kg8 |
| 32. | Qf7+ | Kh8 |
| 33. | Qf6+ | Kg8 |
| 34. | Qf7+ | 1/2-1/2 |

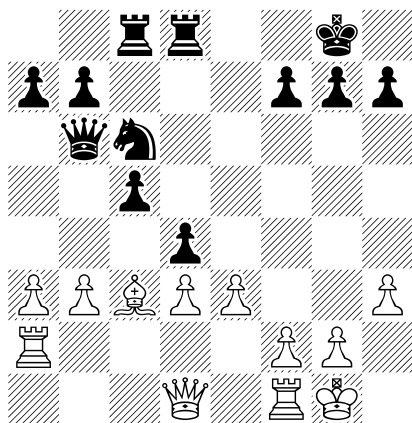


Game 30: Center Game CvGG with White

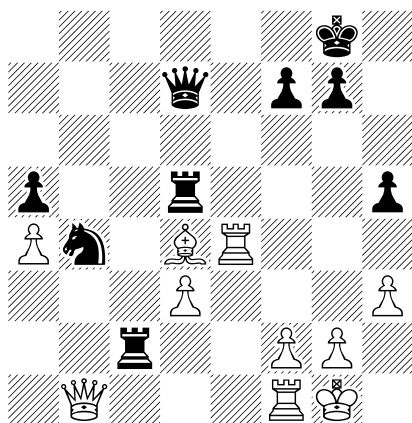
White's CvGG faces a 3 pawn classical defense with center pawn attack (9). White trades down calmly, encouraging black to advance. When the black attack stalls white takes a pawn (28), then stings black with a bishop sacrifice offer that disrupts the K-side (30). A dream combination (33) wins the queen for rook, piece and pawn. White then builds a mating trap (38), that soon leaves black with a hopeless rout (48). Counter attack: consistently an effective strategy in chess!



9. O-O

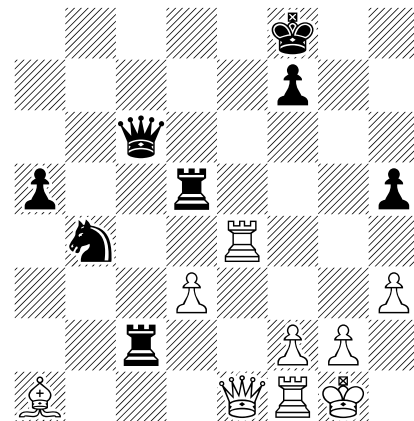


18..Ba1

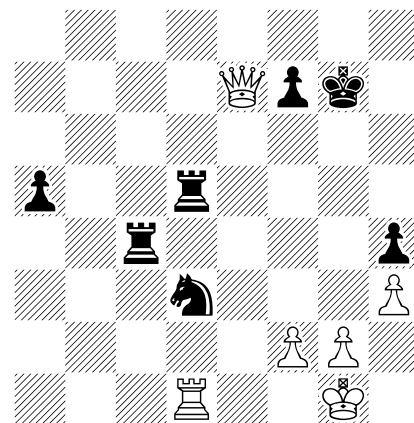


30. Bxg7

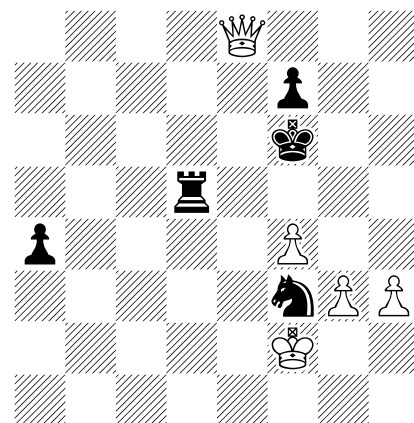
- | | | | | | |
|------|-------|------|------|-----------|------|
| 1. | a3 | d5 | 37. | Qe7 | h4 |
| 2. | h3 | e5 | 38.* | f4 | a4 |
| 3. | e3 | Nf6 | 39. | Qxh4 | Rcd4 |
| 4. | Be2 | c5 | 40. | Rf1 | Rf5 |
| 5. | d3 | Nc6 | 41. | Qg4+ | Kf6 |
| 6. | Bd2 | Be7 | 42. | g3 | Rc5 |
| 7. | Nf3 | e4 | 43. | Qg8 | Rcd5 |
| 8. | Nh2 | O-O | 44. | Qf8 | Re4 |
| 9.* | O-O | Qb6 | 45. | Rb1 | Re1+ |
| 10. | Nc3 | Rd8 | 46. | Rxe1 | Nxe1 |
| 11. | b3 | Bf5 | 47. | Qe8 | Nf3+ |
| 12. | Ng4 | exd3 | 48.* | Kf2 | Kg7 |
| 13. | Nxf6+ | Bxf6 | 49. | Qe4 | Rd4 |
| 14. | Bxd3 | Bxd3 | 50. | Qxf3 | Rd2+ |
| 15. | cxd3 | Rac8 | 51. | Ke3 | Ra2 |
| 16. | Ra2 | Bxc3 | 52. | Qg4+ | Kf8 |
| 17. | Bxc3 | d4 | 53. | f5 | Ra3+ |
| 18.* | Ba1 | Qa6 | 54. | Kd2 | Ra2+ |
| 19. | exd4 | cxd4 | 55. | Kd3 | Ra3+ |
| 20. | a4 | Nb4 | 56. | Kc4 | f6 |
| 21. | Rd2 | b5 | 57. | Qg6 | Rb3 |
| 22. | Re1 | bxa4 | 58. | Qxf6+ | Ke8 |
| 23. | bxa4 | Qa5 | 59. | Qe6+ | Kd8 |
| 24. | Qb3 | h5 | 60. | f6 | Kc7 |
| 25. | Rdd1 | Rc2 | 61. | Qe7+ | Kc6 |
| 26. | Re4 | Qf5 | 62. | Qe8+ | Kc7 |
| 27. | Rf1 | a5 | 63. | Qxa4 | Rb6 |
| 28. | Bxd4 | Rd5 | 64. | Qa7+ | Rb7 |
| 29. | Qb1 | Qd7 | 65. | Qxb7+Kxb7 | |
| 30.* | Bxg7 | Qxa4 | 66. | f7 | Kc7 |
| 31. | Ba1 | Qc6 | 67. | f8=Q | Kd7 |
| 32. | Qe1 | Kf8 | 68. | Kd5 | Kc7 |
| 33.* | Re8+ | Qxe8 | 69. | Kc5 | Kd7 |
| 34. | Bg7+ | Kxg7 | 70. | Qf7+ | Kc8 |
| 35. | Qxe8 | Nxd3 | 71. | Kc6 | Kd8 |
| 36. | Rd1 | Rc4 | 72. | Qf8# | |



33. Re8+



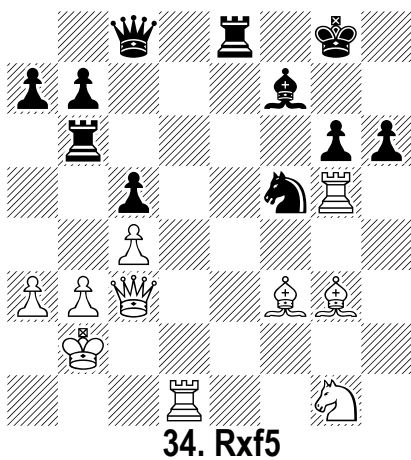
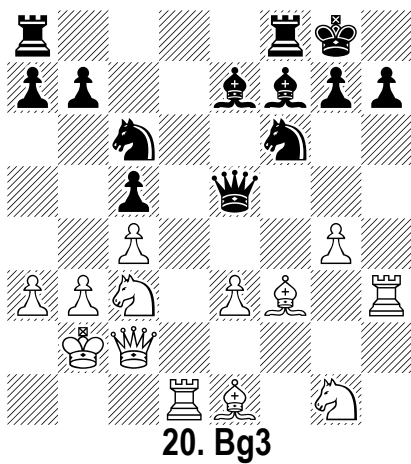
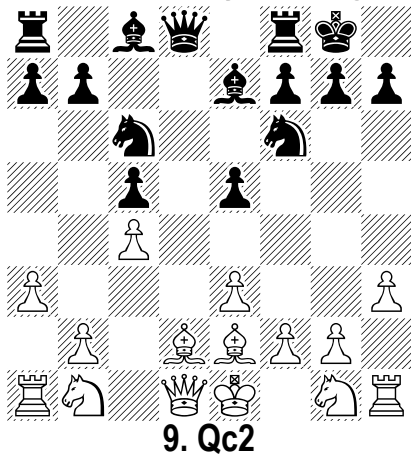
38. f4



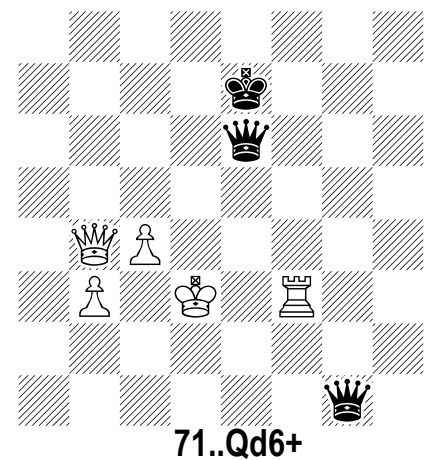
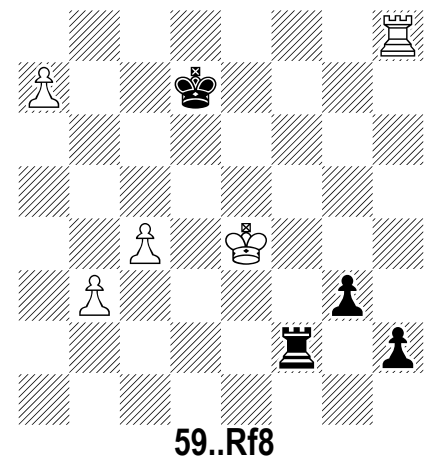
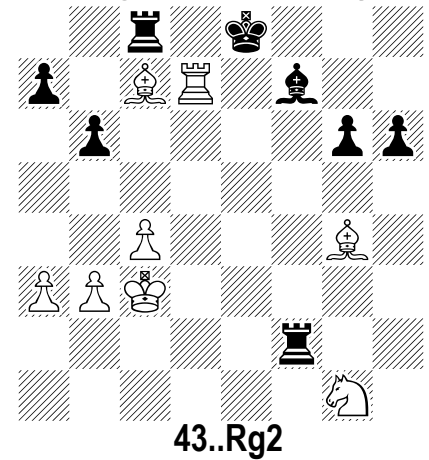
48..Kg7

Game 31: Center Game Cv34x with White

White's Cv34x strikes at the center of a 3 pawn F back classical defense (9). White castles long and opens the K-side, starting with a trap (20) that wins him a piece for two pawns. White's lovely sacrifice of the exchange (34) wins material, but black punishes his overextension, first equalizing (43), then nearly winning (58). White later has a tough task to draw in the endgame (71). Heavy!

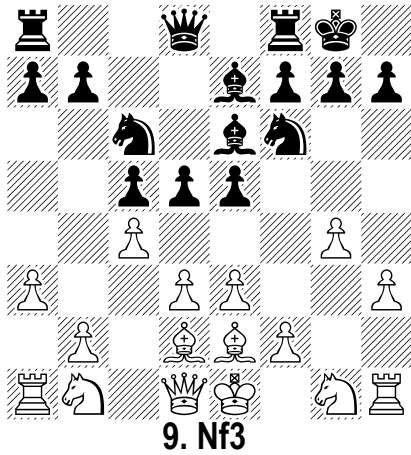


- | | | | | | |
|------|-------|-------|------|-------|-------|
| 1. | a3 | e5 | 40. | Re7 | Kf8 |
| 2. | h3 | d5 | 41. | Rd7 | Ke8 |
| 3. | e3 | c5 | 42. | Bg4 | Rf2+ |
| 4. | Be2 | Nc6 | 43.* | Kc3 | Rg2 |
| 5. | d3 | Nf6 | 44. | Bh3 | Rxg1 |
| 6. | Bd2 | Be7 | 45. | Rxf7 | Rxc7 |
| 7. | c4 | dx c4 | 46. | Rxc7 | Rg3+ |
| 8. | dx c4 | O-O | 47. | Kc2 | Rxh3 |
| 9.* | Qc2 | Be6 | 48. | Rxa7 | h5 |
| 10. | Nc3 | Ne8 | 49. | Rb7 | g5 |
| 11. | b3 | f5 | 50. | Rxb6 | h4 |
| 12. | O-O-O | Nf6 | 51. | Rg6 | Rg3 |
| 13. | g4 | e4 | 52. | a4 | h3 |
| 14. | f3 | Qa5 | 53. | a5 | g4 |
| 15. | Kb2 | Qc7 | 54. | Rg8+ | Kd7 |
| 16. | Be1 | exf3 | 55. | Rh8 | Rg2+ |
| 17. | Bxf3 | fxg4 | 56. | Kd3 | h2 |
| 18. | hxg4 | Qe5 | 57. | Ke4 | Rf2 |
| 19. | Rh3 | Bf7 | 58. | a6 | g3 |
| 20.* | Bg3 | Qxe3 | 59.* | a7 | Rf8 |
| 21. | Re1 | Qd4 | 60. | Rxf8 | h1=Q+ |
| 22. | g5 | Bg6 | 61. | Rf3 | Qh7+ |
| 23. | Qc1 | Qd7 | 62. | Kf4 | g2 |
| 24. | Rd1 | Nd4 | 63. | a8=Q | Qf7+ |
| 25. | gxf6 | Bxf6 | 64. | Ke4 | Qe6+ |
| 26. | Nd5 | Rae8 | 65. | Kd3 | g1=Q |
| 27. | Nxf6+ | Rxf6 | 66. | Qb7+ | Kd6 |
| 28. | Bd5+ | Bf7 | 67. | Qb8+ | Kc6 |
| 29. | Rh5 | Nf5 | 68. | Qb5+ | Kc7 |
| 30. | Qc2 | g6 | 69. | Qa5+ | Kd7 |
| 31. | Qc3 | Rb6 | 70. | Qb5+ | Ke7 |
| 32. | Bf3 | Qc8 | 71.* | Qb4+ | Qd6+ |
| 33. | Rg5 | h6 | 72. | Qxd6+ | Kxd6 |
| 34.* | Rxf5 | Qxf5 | 73. | Rf6+ | Kd7 |
| 35. | Bc7 | Rbe6 | 74. | Rf7+ | Ke6 |
| 36. | Rd5 | Qf6 | 75. | Rf3 | Qg6+ |
| 37. | Qxf6 | Rxf6 | 76. | Kc3 | Qg7+ |
| 38. | Rxc5 | b6 | 77. | Kd3 | Kd6 |
| 39. | Re5 | Rc8 | 78. | Re3 | Qb2 |

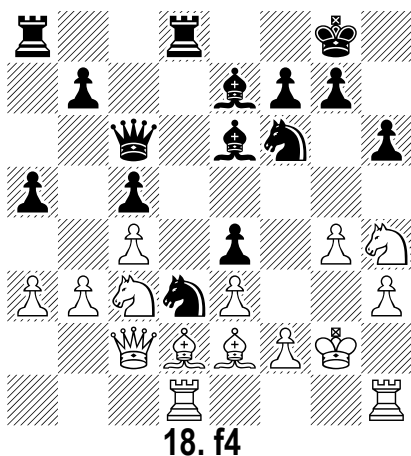
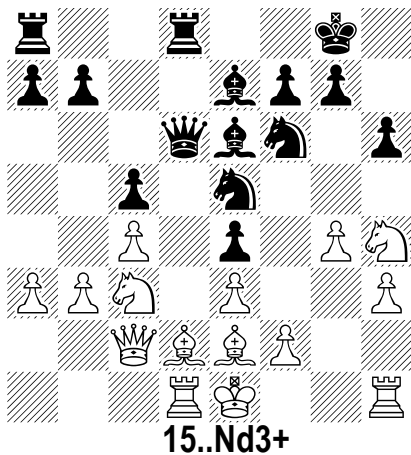


Game 32: Center Game Cv37 with White

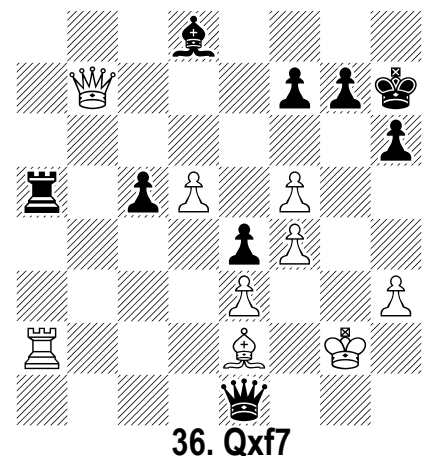
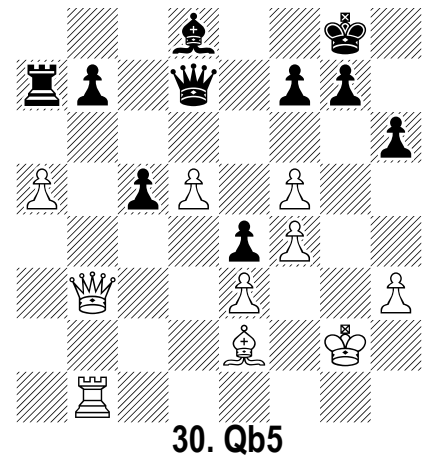
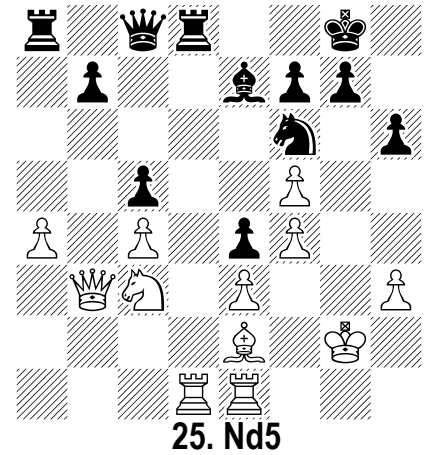
White continues after his standard opening with the robust Cv37 (9). Black's knight incursion looks troublesome (15) but white calmly moves away with his king, then launches his pawns into the attack (18). In all the action white maintains the initiative (25,30). After inviting the black queen forward, white finds a quick draw with perpetual check (35). About as easy as it gets in chess!



1. d3 d5
2. e3 e5
3. h3 c5
4. a3 Nf6
5. Be2 Nc6
6. Bd2 Be7
7. g4 O-O
8. c4 Be6
- 9.* Nf3 dxc4
10. dxc4 h6
11. Nc3 e4
12. Nh4 Ne5
13. b3 Qd6
14. Qc2 Rfd8
- 15.* Rd1 Nd3+
16. Kf1 Qc6
17. Kg2 a5
- 18.* f4 a4
19. Nf5 Bxf5
20. gxf5 axb3
21. Qxb3 Ra6
22. a4 Raa8
23. Be1 Nxe1+
24. Rhxe1 Qc8
- 25.* Nd5 Nxd5

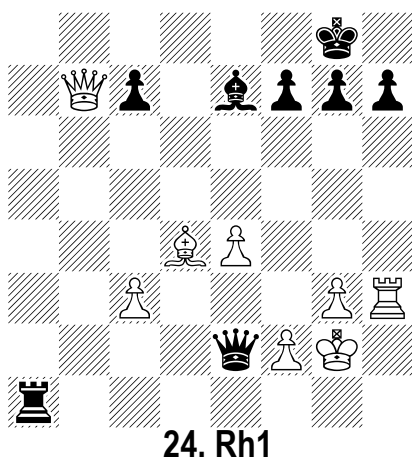
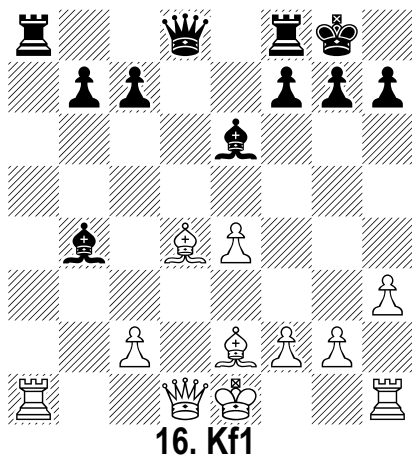
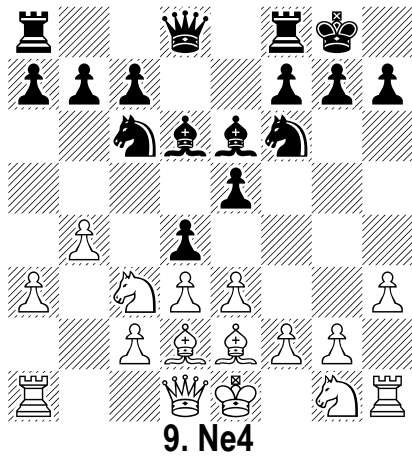


26. Rxd5 Rxd5
27. cxd5 Qd7
28. Rb1 Ra7
29. a5 Bd8
- 30.* Qb5 Qe7
31. Ra1 Ra6
32. Kf2 Kh7
33. Ra2 Qh4+
34. Kg2 Qe1
35. Qxb7 Rxa5
- 36.* Qxf7 Rxa2
37. Qg6+ Kg8
38. Qe8+ Kh7
39. Qg6+ Kg8
40. Qe8+ Kh7
41. Qg6+ 1/2-1/2

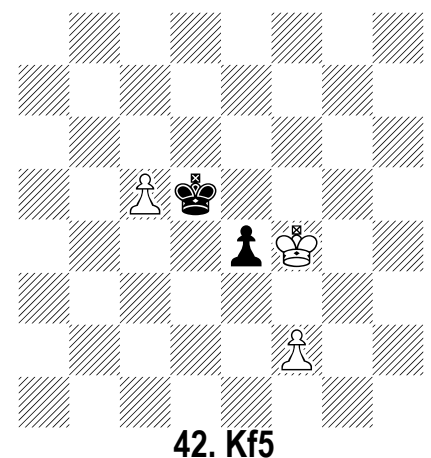
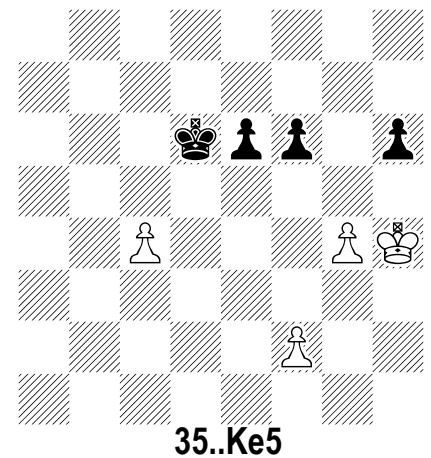
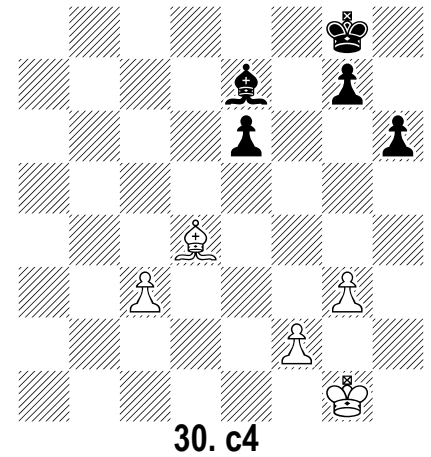


Game 33: Center Game Cv2B with White

White plays Cv2B against a 2 pawn classical defense (9), and wins in straightforward fashion. White forfeits his right to castle (16), but following rook trades (24) has the better game. After queens are exchanged white's passed pawn is enough to make the difference (30). White has the game in hand (35), and an easy endgame exercise (42). Pawn structure can decide the outcome!

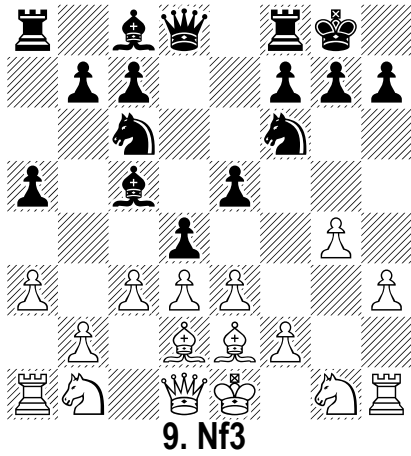


- | | | | | | |
|------|------|-------|------|------|------|
| 1. | a3 | e5 | 32. | Kg2 | Kf7 |
| 2. | d3 | d5 | 33. | g4 | Ke7 |
| 3. | Bd2 | Nf6 | 34. | Kg3 | Kd6 |
| 4. | h3 | Nc6 | 35.* | Kh4 | Ke5 |
| 5. | e3 | Be6 | 36. | Kh5 | f5 |
| 6. | Be2 | Bd6 | 37. | gxf5 | Kxf5 |
| 7. | Nc3 | O-O | 38. | Kxh6 | e5 |
| 8. | b4 | d4 | 39. | c5 | Ke6 |
| 9.* | Ne4 | dxe3 | 40. | Kg5 | e4 |
| 10. | Bxe3 | Nd4 | 41. | Kf4 | Kd5 |
| 11. | Nf3 | a5 | 42.* | Kf5 | Kxc5 |
| 12. | Nxd4 | exd4 | 43. | Kxe4 | Kd6 |
| 13. | Bxd4 | Nxe4 | 44. | Kf5 | Ke7 |
| 14. | dxe4 | axb4 | 45. | Kg6 | Ke6 |
| 15. | axb4 | Bxb4+ | 46. | f4 | Ke7 |
| 16.* | Kf1 | Qh4 | 47. | f5 | Kf8 |
| 17. | Rxa8 | Rxa8 | 48. | Kf6 | Ke8 |
| 18. | c3 | Be7 | 49. | Kg7 | Kd7 |
| 19. | Qb1 | Qf4 | 50. | f6 | Kd6 |
| 20. | g3 | Qd2 | 51. | f7 | Ke5 |
| 21. | Qxb7 | Ra1+ | 52. | f8=Q | Kd4 |
| 22. | Kg2 | Bxh3+ | 53. | Qf4+ | Kd5 |
| 23. | Rxh3 | Qxe2 | 54. | Kf6 | Kc5 |
| 24.* | Rh1 | Rxh1 | 55. | Ke6 | Kb6 |
| 25. | Kxh1 | Qf3+ | 56. | Qd6+ | Kb5 |
| 26. | Kg1 | h6 | 57. | Kd5 | Ka4 |
| 27. | Qxc7 | Qxe4 | 58. | Kc4 | Ka5 |
| 28. | Qd7 | Qe6 | 59. | Qe6 | Ka4 |
| 29. | Qxe6 | fxe6 | 60. | Qa6# | |
| 30.* | c4 | Bf6 | | | |
| 31. | Bxf6 | gxf6 | | | |

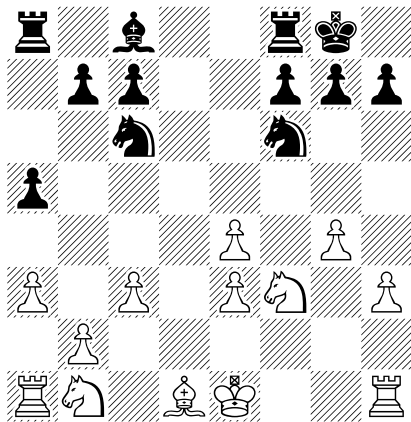


Game 34: Center Game Cv3'7 with White

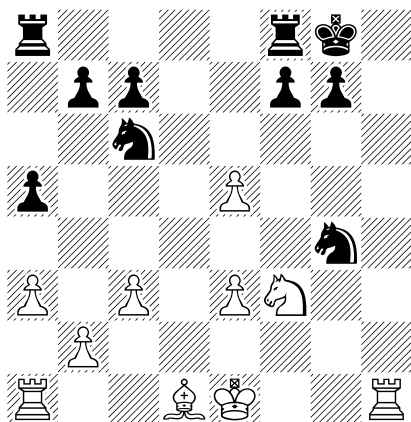
White plays Cv3'7 against black's combination of bishop, rook pawn, and center pawn attacks (9). Heavy trades follow the opening. Black goes for a sharp attacking line threatening a K-side break thru (13). White is in trouble, but he buys time (18), and later can simplify (26,36) to a knight and pawn endgame, where he is able to force a draw (51). The Center Game is full of surprises!



9. Nf3

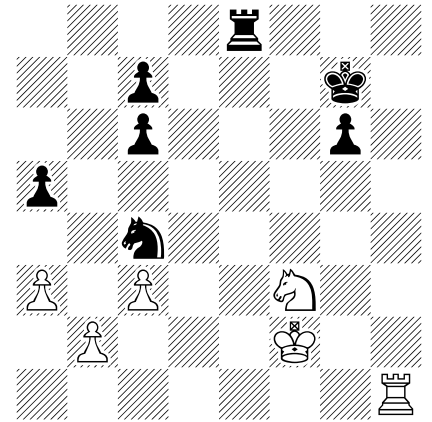


13..h5

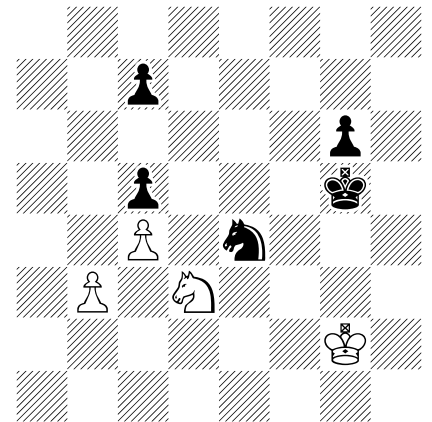


18. Bc2

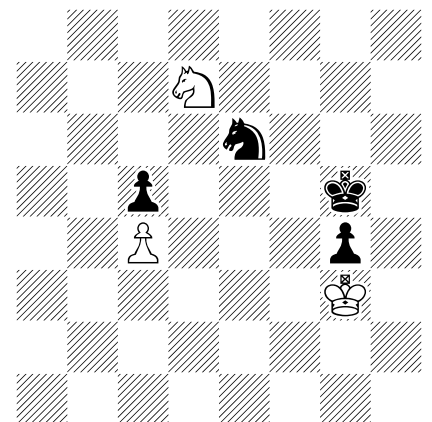
- | | | | |
|-----------|-------|-----------|---------|
| 1. e3 | e5 | 33. Re1 | Rxe1 |
| 2. d3 | Nc6 | 34. Nxe1 | Ne4 |
| 3. Be2 | d5 | 35. Nd3 | Kg5 |
| 4. h3 | Nf6 | 36. b4 | cxb4 |
| 5. Bd2 | Bc5 | 37. Nxb4 | Kf5 |
| 6. a3 | a5 | 38. Nd5 | c5 |
| 7. c3 | O-O | 39. Ne7+ | Kf6 |
| 8. g4 | d4 | 40. Nd5+ | Ke5 |
| 9.* Nf3 | dxe3 | 41. Kf3 | Nd6 |
| 10. Bxe3 | Bxe3 | 42. Nb6 | Kf5 |
| 11. fxe3 | e4 | 43. Ke3 | g5 |
| 12. dxe4 | Qxd1+ | 44. Nd7 | Ne4 |
| 13.* Bxd1 | h5 | 45. Kf3 | Nd2+ |
| 14. Nbd2 | hxc4 | 46. Kf2 | Nb3 |
| 15. hxc4 | Bxc4 | 47. Kf3 | Nd4+ |
| 16. e5 | Bxf3 | 48. Ke3 | Ne6 |
| 17. Nxf3 | Ng4 | 49. Kf3 | g4+ |
| 18.* Bc2 | g6 | 50. Kg3 | Kg5 |
| 19. e6 | Nxe3 | 51.* Ne5 | Nf4 |
| 20. exf7+ | Kxf7 | 52. Nxc4 | Nd3 |
| 21. Be4 | Rae8 | 53. Nh2 | Kf5 |
| 22. Bxc6 | bxc6 | 54. Nf3 | Nc1 |
| 23. Kf2 | Kg7 | 55. Kh4 | Nb3 |
| 24. Rae1 | Nc4 | 56. Kg3 | Na5 |
| 25. Rxe8 | Rxe8 | 57. Nd2 | Ke5 |
| 26.* b3 | Nxa3 | 58. Kg4 | Kd4 |
| 27. Ra1 | Nb5 | 59. Kf3 | Kd3 |
| 28. c4 | Nd6 | 60. Ne4 | Nb7 |
| 29. Rxa5 | Ne4+ | 61. Nxc5+ | Nxc5 |
| 30. Kg2 | c5 | 62. Kg4 | Nd7 |
| 31. Ra6 | Kh6 | 63. c5 | Nxc5 |
| 32. Ra1 | Nd6 | | 1/2-1/2 |



26. b3



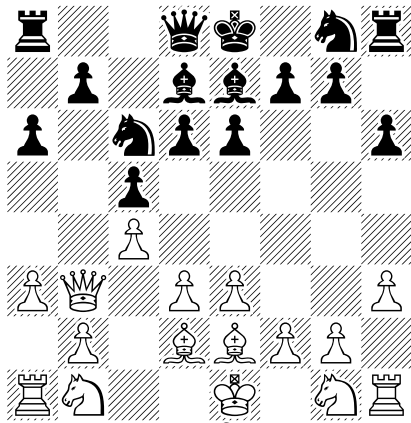
36. b4



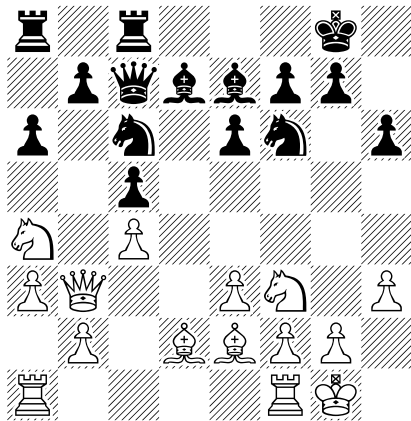
51. Ne5

Game 35: Center Game with White and Black

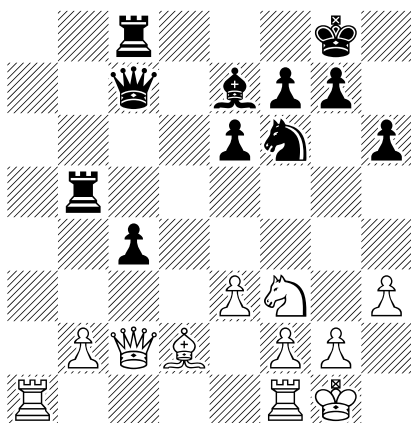
Both sides play the standard opening: white tries the queen out Cv3D", and black offers the b-pawn gambit with Cv3B. Black lashes out on the Q-side with a gambit (14) that gets white in trouble but he holds (22) and finds counter play. Black stays a step ahead in a balanced contest (29,33) but can't find a winning attack, and lets white end the game with perpetual check (35). An interesting exercise in the theory of drawing, produced from identical openings: the Center Game!



9. Nf3

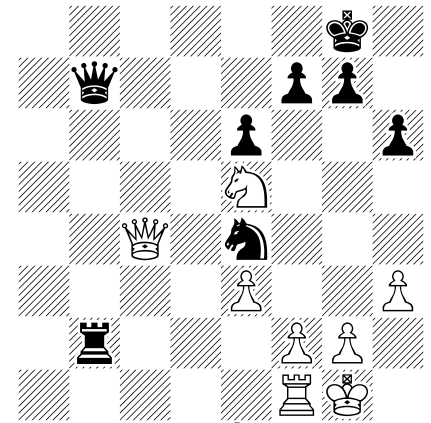


14..b5

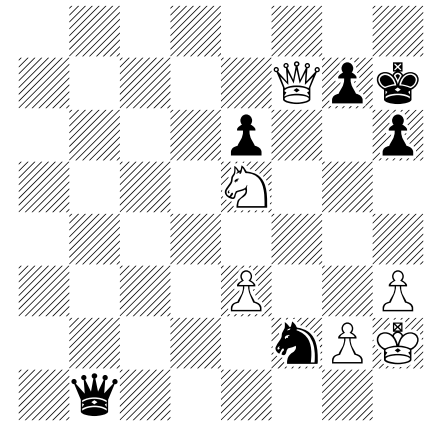


22. Bc3

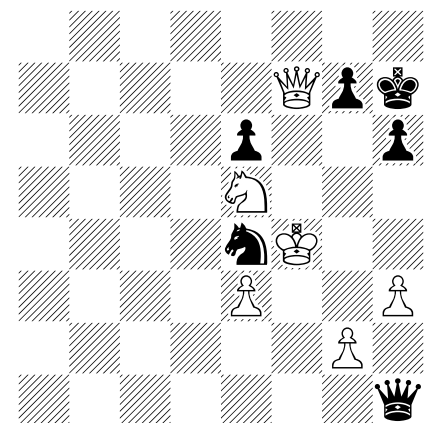
- | | | | | | |
|------|-------|-------|------|------|---------|
| 1. | e3 | e6 | 26. | Rxc4 | Rxc4 |
| 2. | d3 | d6 | 27. | Qxc4 | Rxb2 |
| 3. | h3 | h6 | 28. | Ne5 | Ne4 |
| 4. | a3 | a6 | 29.* | Qa4 | Rb1 |
| 5. | Be2 | Be7 | 30. | Qe8+ | Kh7 |
| 6. | Bd2 | Bd7 | 31. | Rxb1 | Qxb1+ |
| 7. | c4 | c5 | 32. | Kh2 | Nxf2 |
| 8. | Qb3 | Nc6 | 33.* | Qxf7 | Qh1+ |
| 9.* | Nf3 | Nf6 | 34. | Kg3 | Ne4+ |
| 10. | O-O | O-O | 35.* | Kf4 | Ng5 |
| 11. | Nc3 | Qc7 | 36. | Qg6+ | Kg8 |
| 12. | d4 | Rfc8 | 37. | Qe8+ | Kh7 |
| 13. | dx c5 | dx c5 | 38. | Qg6+ | Kg8 |
| 14.* | Na4 | b5 | 39. | Qe8+ | Kh7 |
| 15. | cx b5 | ax b5 | 40. | Qg6+ | 1/2-1/2 |
| 16. | Bx b5 | Rab8 | | | |
| 17. | Nc3 | Na7 | | | |
| 18. | a4 | c4 | | | |
| 19. | Qc2 | Nx b5 | | | |
| 20. | ax b5 | Bx b5 | | | |
| 21. | Nx b5 | Rx b5 | | | |
| 22.* | Bc3 | Nd5 | | | |
| 23. | Bd4 | Bf6 | | | |
| 24. | Bx f6 | Nx f6 | | | |
| 25. | Ra4 | Qb7 | | | |



29. Qa4



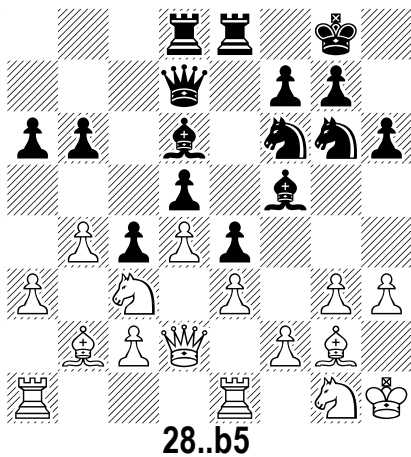
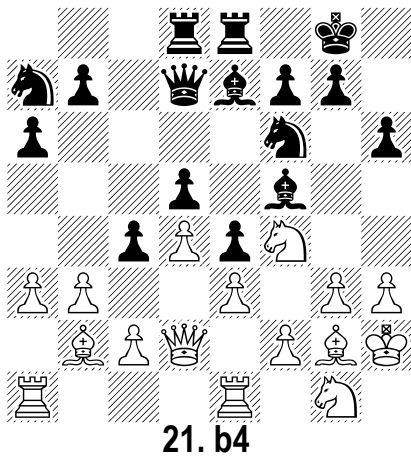
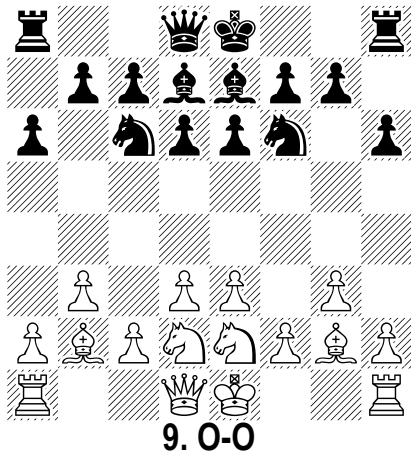
33..Qh1+



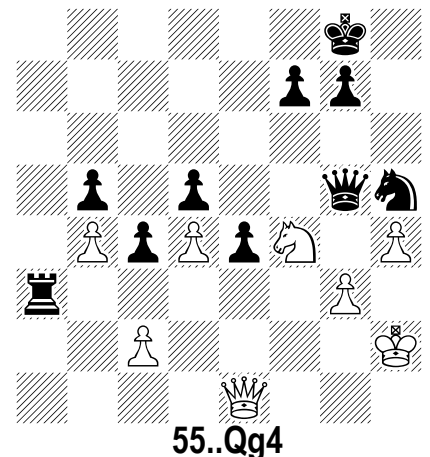
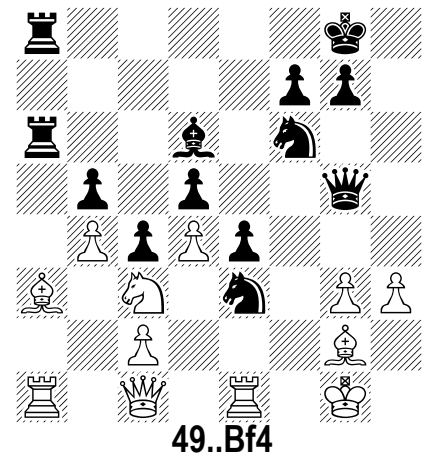
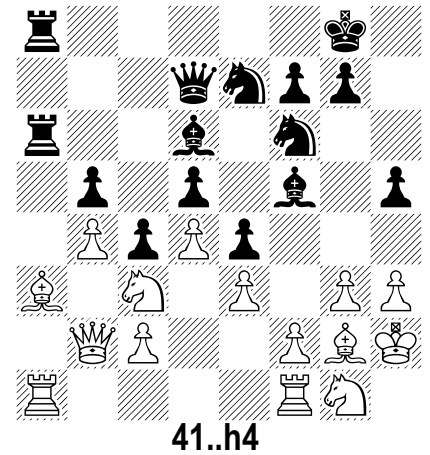
35..Ng5

Game 36: Center Game with Black vs. Beginner's Game

Black plays Center Game CvBG against white's Beginner's Game. White refuses all invitations to open the center (21), and the game remains closed for a while afterwards (28), with white seemingly content to accept a draw. Black gradually adds pressure and finally is able to launch an attack (41). Black takes a pawn, then overwhelms the white defenses (49,55), taking rook odds and rolling on to a crushing victory. Two completely new systems for playing the game of chess!

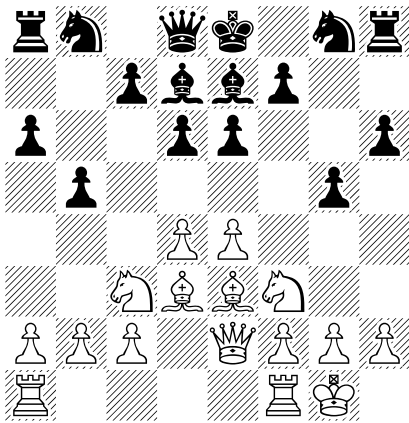


- | | | | | | |
|------|------|------|------|------|-------|
| 1. | b3 | d6 | 36. | Qb2 | Rda8 |
| 2. | Bb2 | Bd7 | 37. | Red1 | h5 |
| 3. | g3 | e6 | 38. | Rf1 | Rc8 |
| 4. | Bg2 | Nc6 | 39. | Qc1 | Ne7 |
| 5. | e3 | Nf6 | 40. | Kh2 | Rca8 |
| 6. | Ne2 | Be7 | 41.* | Qb2 | h4 |
| 7. | d3 | a6 | 42. | Nge2 | hxc3+ |
| 8. | Nd2 | h6 | 43. | fxg3 | Be6 |
| 9.* | O-O | O-O | 44. | Rfb1 | Nf5 |
| 10. | h3 | e5 | 45. | Nf4 | Nxe3 |
| 11. | a3 | Be6 | 46. | Nxe6 | Qxe6 |
| 12. | Nf3 | Qd7 | 47. | Kg1 | Qf5 |
| 13. | Kh2 | Bf5 | 48. | Re1 | Qg5 |
| 14. | Qd2 | e4 | 49.* | Qc1 | Bf4 |
| 15. | Nfg1 | d5 | 50. | Ne2 | Nxc3 |
| 16. | Rad1 | Rad8 | 51. | Nxf4 | Nxe1 |
| 17. | Rfe1 | Rfe8 | 52. | Qxe1 | Rxa3 |
| 18. | Ra1 | Na7 | 53. | Rxa3 | Rxa3 |
| 19. | Nf4 | c5 | 54. | Kh2 | Nh5 |
| 20. | d4 | c4 | 55.* | h4 | Qg4 |
| 21.* | b4 | Bd6 | 56. | Nxc3 | Qxc3 |
| 22. | Nfe2 | b6 | 57. | Qf2 | Qf3 |
| 23. | Kh1 | Bg6 | 58. | Qxf3 | Rxf3 |
| 24. | Kh2 | Nc8 | 59. | Kg2 | Rf6 |
| 25. | Nc3 | Ne7 | 60. | g4 | e3 |
| 26. | Kh1 | Bf5 | 61. | g5 | Rf5 |
| 27. | Kh2 | Ng6 | 62. | g6 | fxg6 |
| 28.* | Kh1 | b5 | 63. | h5 | gxh5 |
| 29. | Reb1 | Rc8 | 64. | c3 | e2 |
| 30. | Rf1 | Red8 | 65. | Kh3 | e1=Q |
| 31. | Rfe1 | Bc7 | 66. | Kh2 | Rg5 |
| 32. | a4 | Bd6 | 67. | Kh3 | Qg3# |
| 33. | axb5 | axb5 | | | |
| 34. | Ba3 | Ra8 | | | |
| 35. | Qc1 | Ra6 | | | |

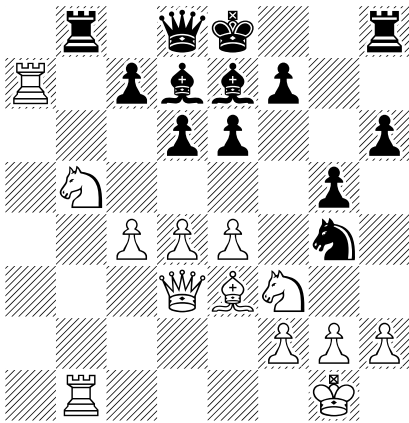


Game 37: Center Game Cv27 with Black

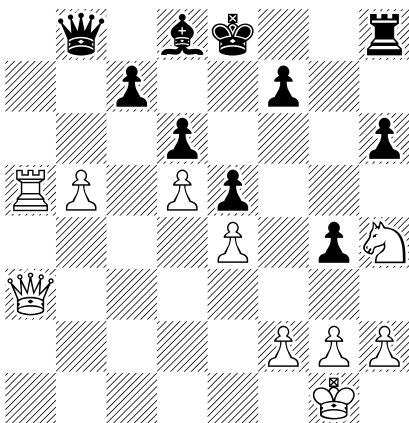
This is the result of the author's first experiment with the Center Game. White plays the 2 pawn standard defense (9), and opens the Q-side early. Black avoids pressures by simplifying (16) and is in fair shape following the exchanges (23). White's pawn sacrifice (28) starts a general invasion K-side, giving him the edge (35). With black slightly ahead in the promotion race however (41), white decides to end the game with perpetual check. Master level chess, playable by amateurs!



9. b4

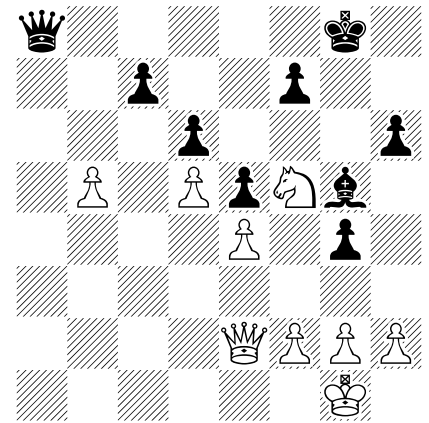


16..Bxb5

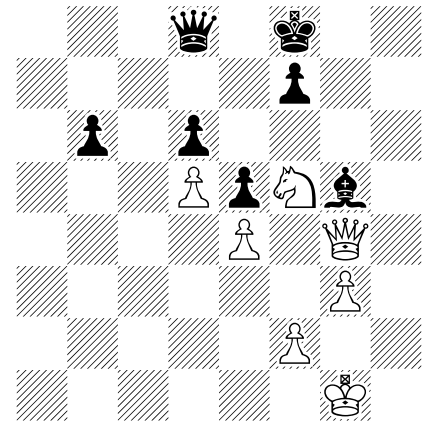


23..O-O

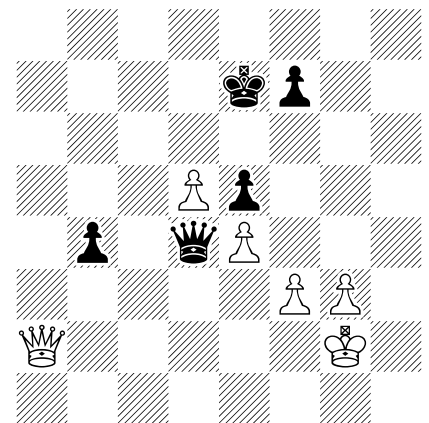
- | | | | | | |
|------|-------|------|------|-------|---------|
| 1. | e4 | d6 | 26. | Qe2 | Ra8 |
| 2. | d4 | e6 | 27. | Rxa8+ | Qxa8 |
| 3. | Nf3 | h6 | 28.* | b6 | cxb6 |
| 4. | Nc3 | a6 | 29. | g3 | h5 |
| 5. | Bd3 | Be7 | 30. | h3 | gxh3 |
| 6. | O-O | Bd7 | 31. | Qxh5 | Qd8 |
| 7. | Be3 | g5 | 32. | Qg4 | Kf8 |
| 8. | Qe2 | b5 | 33. | Qxh3 | Kg8 |
| 9.* | b4 | Nc6 | 34. | Qg4 | Kf8 |
| 10. | a4 | Nxb4 | 35.* | Nxd6 | Qxd6 |
| 11. | axb5 | Nxd3 | 36. | Qxg5 | b5 |
| 12. | Qxd3 | axb5 | 37. | Qc1 | b4 |
| 13. | Nxb5 | Rb8 | 38. | Qb1 | Qc5 |
| 14. | Rfb1 | Nf6 | 39. | Kg2 | Ke7 |
| 15. | c4 | Ng4 | 40. | Qa2 | Qd4 |
| 16.* | Ra7 | Bxb5 | 41.* | f3 | Qc3 |
| 17. | Rxb5 | Nxe3 | 42. | Qa7+ | Kd6 |
| 18. | Qxe3 | Rxb5 | 43. | Qb8+ | Ke7 |
| 19. | cx b5 | Qb8 | 44. | Qb7+ | Kd6 |
| 20. | d5 | e5 | 45. | Qb6+ | Ke7 |
| 21. | Ra5 | g4 | 46. | Qa7+ | Kd6 |
| 22. | Qa3 | Bd8 | 47. | Qb8+ | Ke7 |
| 23.* | Nh4 | O-O | 48. | Qa7+ | |
| 24. | Nf5 | Bg5 | | | 1/2-1/2 |
| 25. | Qb2 | Qb7 | | | |



28. b6



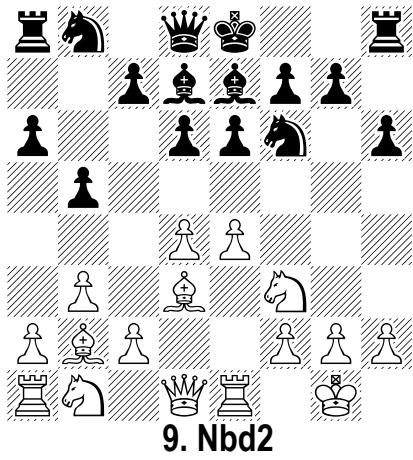
35..Nxd6



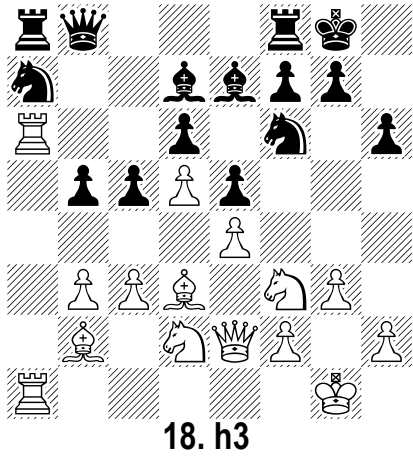
41. Qc3

Game 38: Center Game Cv2G with Black

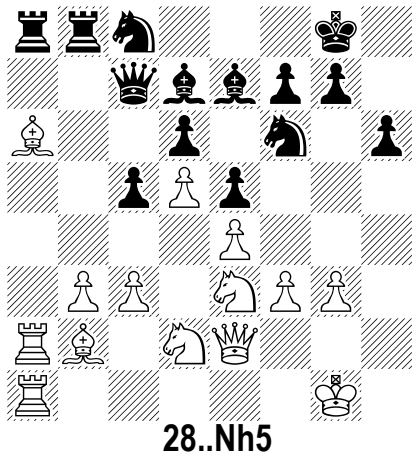
Black plays the Center Game against a two pawn fianchetto defense (9). White opens the Q-side, but black consolidates his position, and then starts counterattacking (25). Black builds the attack very slowly, and finally takes a pawn (46). White's position looks as though it can hold out, but black overpowers the defenses (60) and finds a clever checkmate (73). A fine game for black!



9. Nbd2

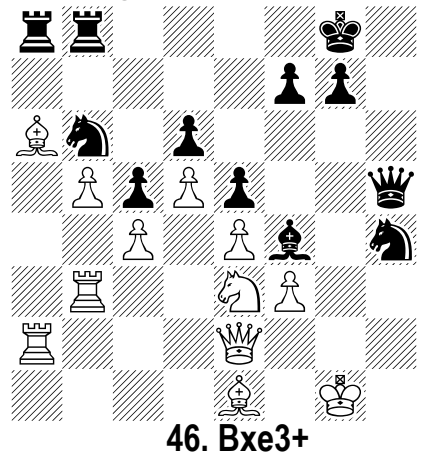


18. h3

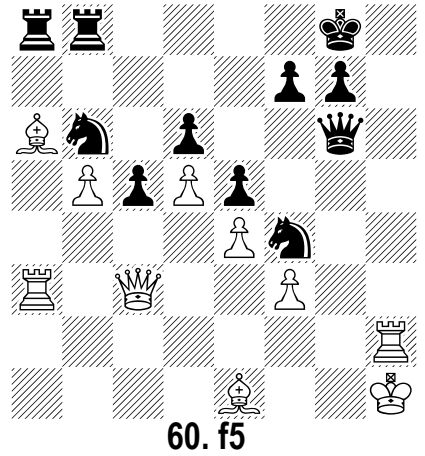


28..Nh5

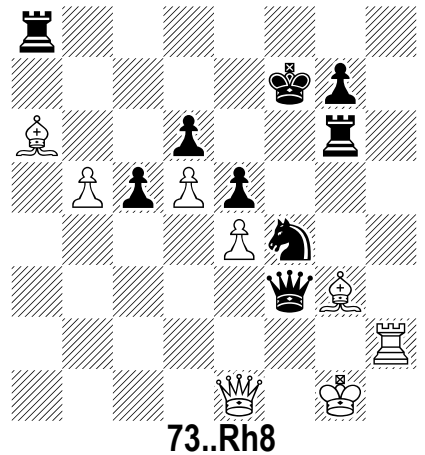
- | | | | | | |
|------|------|------|------|------|-------|
| 1. | d4 | d6 | 39. | Kh1 | h4 |
| 2. | e4 | e6 | 40. | gxh4 | Nxh4 |
| 3. | Nf3 | h6 | 41. | b5 | Nb6 |
| 4. | b3 | a6 | 42. | Rb3 | Bf4 |
| 5. | Bb2 | Be7 | 43. | Ra2 | Qd8 |
| 6. | Bd3 | Bd7 | 44. | c4 | Qg5 |
| 7. | O-O | b5 | 45. | Be1 | Qh5 |
| 8. | Re1 | Nf6 | 46.* | Kg1 | Bxe3+ |
| 9.* | Nbd2 | Nc6 | 47. | Rxe3 | Qg5+ |
| 10. | c3 | O-O | 48. | Kf1 | Nxc4 |
| 11. | a4 | e5 | 49. | Rb3 | Nb6 |
| 12. | d5 | Na7 | 50. | Bd2 | Qg3 |
| 13. | axb5 | axb5 | 51. | Qf2 | Qh3+ |
| 14. | Qe2 | c5 | 52. | Kg1 | Nc4 |
| 15. | Ra6 | Nh5 | 53. | Be1 | Ng6 |
| 16. | g3 | Nf6 | 54. | Qc2 | Nb6 |
| 17. | Rea1 | Qb8 | 55. | Qc3 | Qh6 |
| 18.* | h3 | Bc8 | 56. | Rh2 | Qg5+ |
| 19. | R6a5 | Bxh3 | 57. | Rg2 | Qf6 |
| 20. | Bxb5 | Qb7 | 58. | Rh2 | Nf4 |
| 21. | Ba6 | Qc7 | 59. | Ra3 | Qg6+ |
| 22. | Ne1 | Bg4 | 60.* | Kh1 | f5 |
| 23. | f3 | Bd7 | 61. | Qc2 | Nd7 |
| 24. | Bd3 | Rfb8 | 62. | Ra4 | fxe4 |
| 25. | Ng2 | Qb7 | 63. | fxe4 | Kf7 |
| 26. | Ne3 | Nc8 | 64. | Bh4 | Rh8 |
| 27. | Ba6 | Qc7 | 65. | Ra3 | Nf6 |
| 28.* | R5a2 | Nh5 | 66. | Re3 | Ng4 |
| 29. | Nef1 | Bh3 | 67. | Rg3 | Qh5 |
| 30. | Ra3 | Nb6 | 68. | Rxg4 | Qxg4 |
| 31. | Qh2 | Bxf1 | 69. | Qf2 | Rh6 |
| 32. | Nxf1 | Nf6 | 70. | Qg3 | Qd1+ |
| 33. | Ne3 | Nbd7 | 71. | Qe1 | Qf3+ |
| 34. | Bc1 | Nf8 | 72. | Kg1 | Rg6+ |
| 35. | Bd2 | Ng6 | 73.* | Bg3 | Rh8 |
| 36. | b4 | Nd7 | 74. | b6 | Rxh2 |
| 37. | Qe2 | Bg5 | 75. | b7 | Rh1# |
| 38. | Kg2 | h5 | | | |



46. Bxe3+



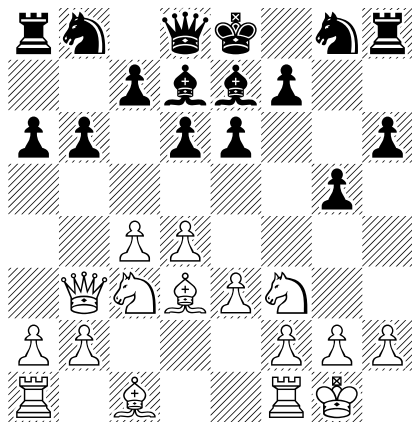
60. f5



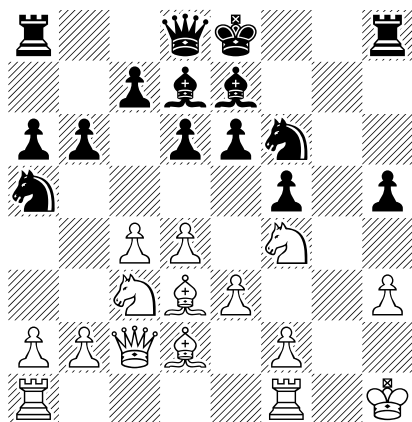
73..Rh8

Game 39: Center Game Cv2'7 with Black

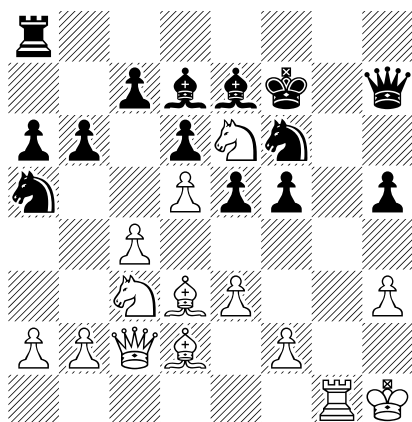
The author with black plays Center Game Cv2'7 and defeats his strong computer rival in a straightforward contest. White explores an attack on the Q-side as black opens the K-side (16). Black drops the exchange (21) but regains it quickly (24). Afterwards white's vulnerable position obliges him to throw away all his remaining pieces (33,40) to slow the inevitable mate. A big win!



9. h3

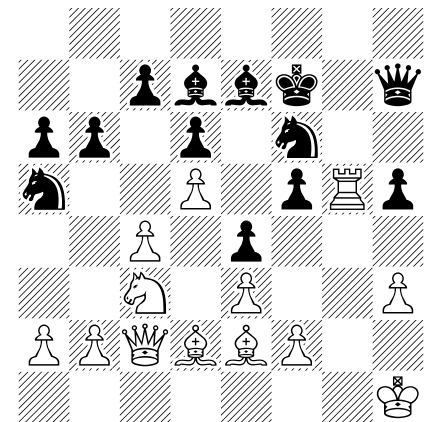


16..Kf7

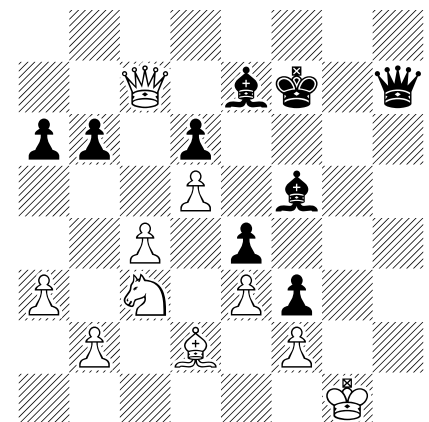


21..Rg8

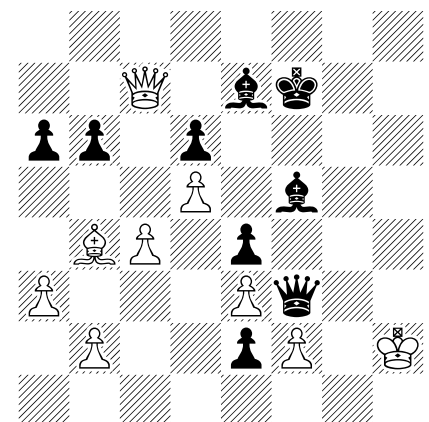
- | | | | | | |
|------|-------|------|------|------|-------|
| 1. | d4 | d6 | 26. | hgx4 | hgx4+ |
| 2. | c4 | e6 | 27. | Kg1 | Nb7 |
| 3. | e3 | Bd7 | 28. | Qa4 | Nc5 |
| 4. | Nc3 | Be7 | 29. | Qc6 | Nd7 |
| 5. | Nf3 | h6 | 30. | Qxc7 | Ne5 |
| 6. | Bd3 | a6 | 31. | a3 | Nf3+ |
| 7. | O-O | g5 | 32. | Bxf3 | gxf3 |
| 8. | Qb3 | b6 | 33.* | Ne2 | fxe2 |
| 9.* | h3 | Nc6 | 34. | Bb4 | Qg7+ |
| 10. | Bd2 | h5 | 35. | Kh2 | Qh6+ |
| 11. | Kh1 | g4 | 36. | Kg1 | Qg5+ |
| 12. | Ng1 | f5 | 37. | Kh2 | Qh4+ |
| 13. | Nge2 | gxh3 | 38. | Kg1 | Qg4+ |
| 14. | gxh3 | Na5 | 39. | Kh2 | Qf3 |
| 15. | Qc2 | Nf6 | 40.* | Qc8 | Qxf2+ |
| 16.* | Nf4 | Kf7 | 41. | Kh1 | Bxc8 |
| 17. | Rg1 | Rg8 | 42. | Be1 | Qxe1+ |
| 18. | Rxg8 | Qxg8 | 43. | Kg2 | Qf1+ |
| 19. | d5 | e5 | 44. | Kg3 | e1=Q+ |
| 20. | Rg1 | Qh7 | 45. | Kh2 | Qh4# |
| 21.* | Ne6 | Rg8 | | | |
| 22. | Ng5+ | Rxg5 | | | |
| 23. | Rxg5 | e4 | | | |
| 24.* | Be2 | Ng4 | | | |
| 25. | Rxf5+ | Bxf5 | | | |



24..Ng4



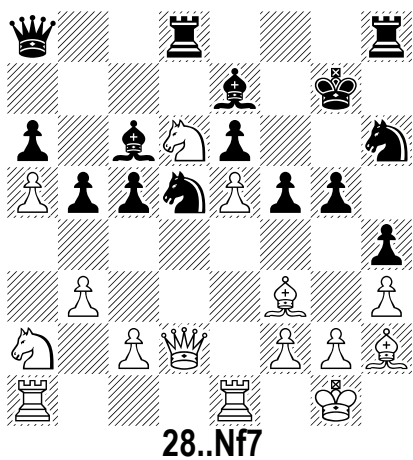
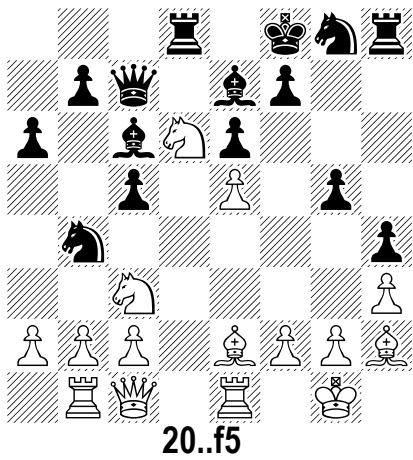
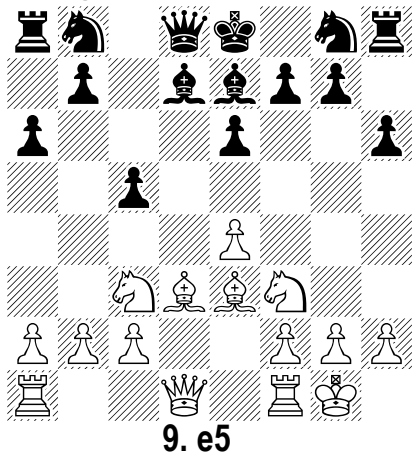
33. Ne2



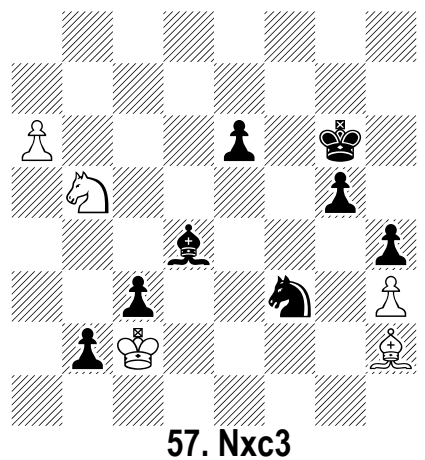
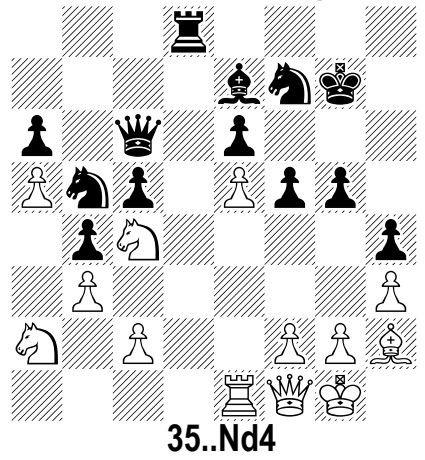
40. Qc8

Game 40: Center Game Cv34x with Black

Black plays Cv34x, challenging the center of white's 2 pawn defense (9). Black advances on both flanks in the characteristic manner. White's advanced knight posting (20) achieves little; black continues his advance before challenging it (28). Black takes a pawn (35) and trades down to a won game, but still has to work hard for it (47,57). A victory for black and for positional play!

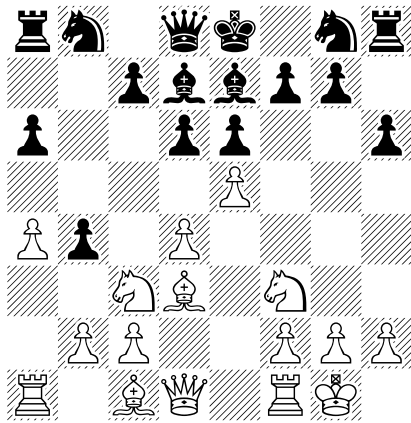


- | | | | | | |
|------|------|------|------|-------|-------|
| 1. | e4 | e6 | 39. | Rd1 | Qe4 |
| 2. | d4 | a6 | 40. | Re1 | Qc2 |
| 3. | Nf3 | h6 | 41. | Nb6 | Nxb3 |
| 4. | Nc3 | d6 | 42. | Nxb3 | Qxb3 |
| 5. | Bd3 | Bd7 | 43. | Qxa6 | Rd1 |
| 6. | O-O | Be7 | 44. | Rxd1 | Qxd1+ |
| 7. | Be3 | c5 | 45. | Qf1 | Qxf1+ |
| 8. | dxc5 | dxc5 | 46. | Kxf1 | b3 |
| 9.* | e5 | Qc7 | 47.* | Nc4 | Nxe5 |
| 10. | Bf4 | g5 | 48. | Nd2 | c4 |
| 11. | Bg3 | Nc6 | 49. | a6 | Bc5 |
| 12. | Re1 | Qb6 | 50. | Ke2 | b2 |
| 13. | Rb1 | h5 | 51. | Kd1 | Bxf2 |
| 14. | h3 | Nb4 | 52. | Kc2 | Bd4 |
| 15. | Be2 | h4 | 53. | Ne4 | Kg6 |
| 16. | Bh2 | Bc6 | 54. | Nc3 | f3 |
| 17. | Nd2 | Rd8 | 55. | gxf3 | Nxf3 |
| 18. | Qc1 | Qc7 | 56. | Nb5 | c3 |
| 19. | Nc4 | Kf8 | 57.* | Nxc3 | Nxh2 |
| 20.* | Nd6 | f5 | 58. | Ne2 | Ba7 |
| 21. | Qd2 | b5 | 59. | Kxb2 | Nf1 |
| 22. | a4 | Qb6 | 60. | Kc2 | e5 |
| 23. | b3 | Nh6 | 61. | Kd1 | Ne3+ |
| 24. | Bh5 | Kg7 | 62. | Kd2 | Nd5 |
| 25. | Ra1 | Nd5 | 63. | Nc1 | e4 |
| 26. | a5 | Qa7 | 64. | Ke1 | Nc7 |
| 27. | Na2 | Qa8 | 65. | Ne2 | Nxa6 |
| 28.* | Bf3 | Nf7 | 66. | Nc3 | Kf5 |
| 29. | Rad1 | Nc7 | 67. | Nb5 | Bc5 |
| 30. | Bxc6 | Qxc6 | 68. | Kf1 | Nb4 |
| 31. | Qe2 | b4 | 69. | Nc3 | Nd3 |
| 32. | Nc4 | Nb5 | 70. | Ne2 | Nf4 |
| 33. | Rd3 | Rxd3 | 71. | Nc1 | g4 |
| 34. | Qxd3 | Rd8 | 72. | hxg4+ | Kxg4 |
| 35.* | Qf1 | Nd4 | 73. | Ke1 | h3 |
| 36. | Rd1 | Nxc2 | 74. | Kd2 | e3+ |
| 37. | Nc1 | Nd4 | 75. | Kc2 | h2 |
| 38. | Rd3 | f4 | 76. | Nb3 | h1=Q |

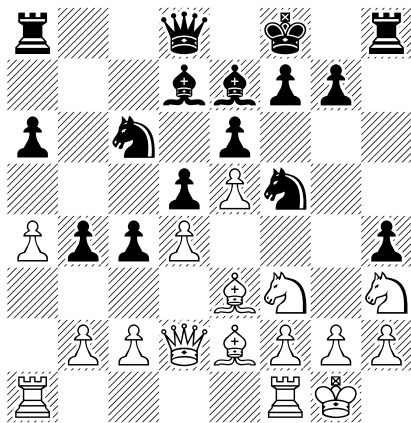


Game 41: Center Game Cv22 with Black

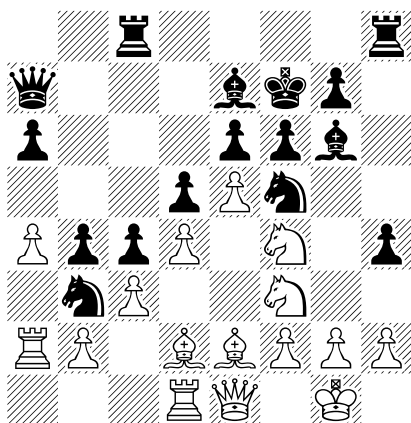
Black's Cv22 counter attacks, forcing white to lose time with a knight relocation (9). Black divides the board diagonally and challenges the ends of the pawn chain (18). After compressing white's position he sacrifices a pawn (31) to start a slow assault on the K-side. Black exploits a pin on the pawn to bring his pieces into attack position (43). An exchange sacrifice (50) wins material, then a fine knight sacrifice (56) opens the way for black's pawns. Maître .. du Champagne!



9. Ne4

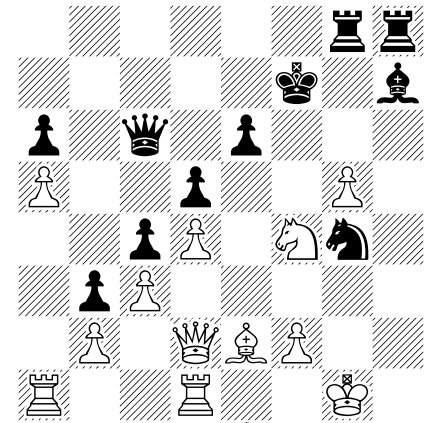


18..f6

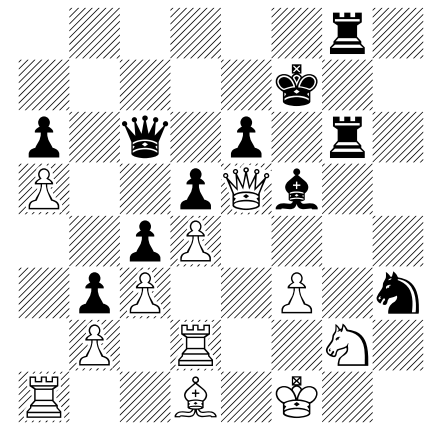


31..h3

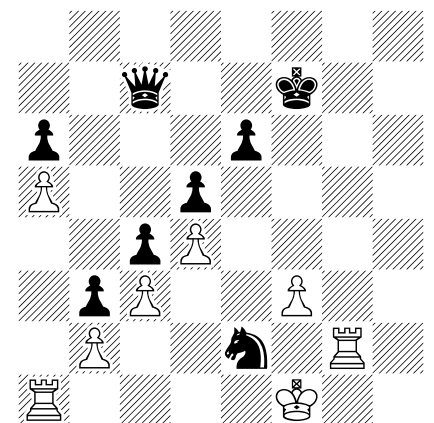
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|------|------|------|------|-------|-------|
| 1. | e4 | a6 | 37. | g5 | Nxd2 |
| 2. | d4 | h6 | 38. | Qxd2 | b3 |
| 3. | Nc3 | d6 | 39. | Raa1 | Rcg8 |
| 4. | Nf3 | e6 | 40. | h4 | Ng4 |
| 5. | Bd3 | Be7 | 41. | gxf6 | Bxf6 |
| 6. | O-O | Bd7 | 42. | Ng5+ | Bxg5 |
| 7. | e5 | b5 | 43.* | hxg5 | Nf6 |
| 8. | a4 | b4 | 44. | Ng2 | Ne4 |
| 9.* | Ne4 | d5 | 45. | Qf4+ | Bf5 |
| 10. | Ng3 | c5 | 46. | f3 | Nxg5 |
| 11. | Be3 | c4 | 47. | Qe5 | Nh3+ |
| 12. | Be2 | h5 | 48. | Kf1 | Rh6 |
| 13. | Nd2 | h4 | 49. | Rd2 | Rhg6 |
| 14. | Nh5 | Kf8 | 50.* | Bd1 | Rxg2 |
| 15. | Nf4 | Nc6 | 51. | Rxg2 | Bd3+ |
| 16. | Nh3 | Nh6 | 52. | Be2 | Bxe2+ |
| 17. | Nf3 | Nf5 | 53. | Qxe2 | Nf4 |
| 18.* | Qd2 | f6 | 54. | Rxg8 | Nxe2 |
| 19. | Rfd1 | Qb6 | 55. | Rg4 | Qc7 |
| 20. | Bf4 | Be8 | 56.* | Rg2 | Nxd4 |
| 21. | Kh1 | Kg8 | 57. | cxd4 | c3 |
| 22. | c3 | Na5 | 58. | Rc1 | Qc4+ |
| 23. | Ra2 | Nb3 | 59. | Re2 | c2 |
| 24. | Qe1 | Bg6 | 60. | Ke1 | Qxd4 |
| 25. | Bf1 | Kf7 | 61. | Rcxc2 | bx c2 |
| 26. | Be2 | Rac8 | 62. | Rxc2 | Qg1+ |
| 27. | Kg1 | Bh5 | 63. | Kd2 | Qf2+ |
| 28. | Bd2 | Qb8 | 64. | Kd1 | Qxf3+ |
| 29. | Bf4 | Qa7 | 65. | Kd2 | d4 |
| 30. | Bd2 | Bg6 | 66. | Ke1 | Qe3+ |
| 31.* | Nf4 | h3 | 67. | Kf1 | d3 |
| 32. | Nxh3 | Qb6 | 68. | Rf2+ | Ke7 |
| 33. | Nf4 | Bh7 | 69. | Kg2 | d2 |
| 34. | a5 | Qc6 | 70. | Rf1 | Qe2+ |
| 35. | g4 | Nh6 | 71. | Kg1 | Qxf1+ |
| 36. | exf6 | gxf6 | 72. | Kxf1 | d1=Q |



43..Nf6



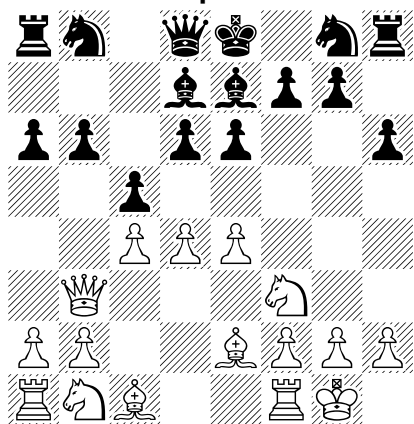
50..Rxg2



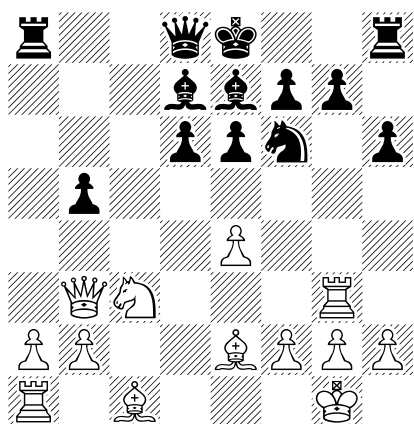
56..Nxd4

Game 42: Center Game Cv2'3 with Black

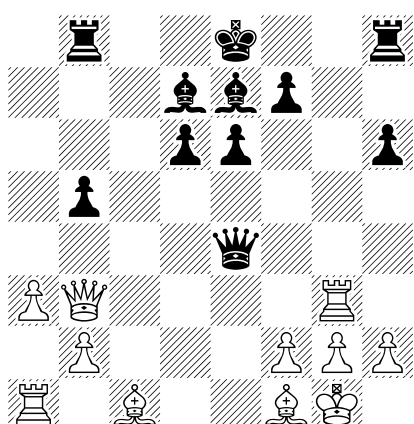
One of the best strategies in chess is to offer material for a superior position. Here black offers interesting gambits (15,20) to open attacking lines. Black's center castle position moves forward (31), and white is confined to the corner and then threatened with losing his pinned bishop (39). Black later equalized in the four bishops endgame (68); afterwards neither side could force a win.



9. Nc3

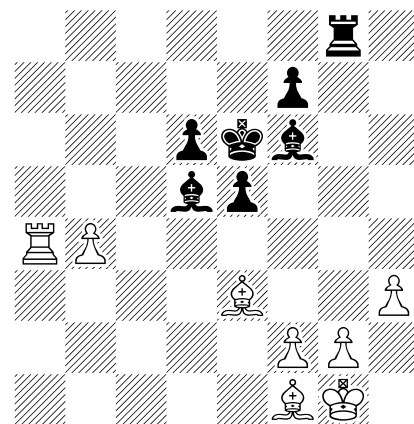


15..Rb8

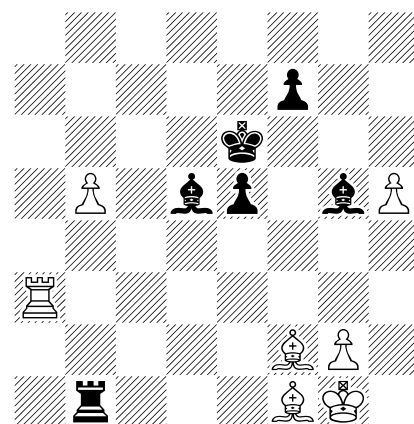


20..Bf6

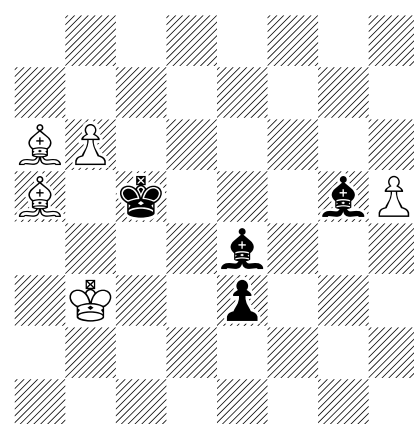
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|------|------|------|------|------|---------|
| 1. | Nf3 | e6 | 40. | b6 | f5 |
| 2. | e4 | a6 | 41. | g3 | Bb7 |
| 3. | d3 | d6 | 42. | Rb3 | Rd1 |
| 4. | Be2 | Be7 | 43. | Bc5 | Ra1 |
| 5. | O-O | h6 | 44. | Rb2 | Rc1 |
| 6. | c4 | Bd7 | 45. | Bf2 | Rd1 |
| 7. | Qb3 | b6 | 46. | Re2 | Kd6 |
| 8. | d4 | c5 | 47. | Re1 | Rxe1 |
| 9.* | Nc3 | Nc6 | 48. | Bxe1 | e4 |
| 10. | Rd1 | cxd4 | 49. | Kf2 | Kc5 |
| 11. | Nxd4 | Nxd4 | 50. | Ba5 | f4 |
| 12. | Rxd4 | Nf6 | 51. | gxf4 | Bxf4 |
| 13. | Rd3 | b5 | 52. | Be2 | e3+ |
| 14. | cxb5 | axb5 | 53. | Ke1 | Be4 |
| 15.* | Rg3 | Rb8 | 54. | Kd1 | Bc6 |
| 16. | a3 | Qa5 | 55. | Kc1 | Bb7 |
| 17. | Rxg7 | Nxe4 | 56. | Kc2 | Bh6 |
| 18. | Nxe4 | Qe1+ | 57. | Kb2 | Bg7+ |
| 19. | Bf1 | Qxe4 | 58. | Kc1 | Bf8 |
| 20.* | Rg3 | Bf6 | 59. | Kd1 | Bh6 |
| 21. | Bxh6 | Qe5 | 60. | Kc2 | Be4+ |
| 22. | Bc1 | Ke7 | 61. | Kc1 | Kc6 |
| 23. | h3 | Bc6 | 62. | Kb2 | Bf4 |
| 24. | Qe3 | Qxe3 | 63. | Kb3 | Kc5 |
| 25. | Rxe3 | Bd5 | 64. | Ka3 | Bb7 |
| 26. | Rg3 | Rhg8 | 65. | Kb2 | Bh6 |
| 27. | Rxg8 | Rxg8 | 66. | Kc3 | Bg5 |
| 28. | a4 | bxa4 | 67. | Kb3 | Be4 |
| 29. | Rxa4 | e5 | 68.* | Ba6 | Bd8 |
| 30. | b4 | Ke6 | 69. | h6 | Bxb6 |
| 31.* | Be3 | Bd8 | 70. | Bb4+ | Kc6 |
| 32. | f4 | Rg3 | 71. | Bc3 | Bh7 |
| 33. | Bf2 | Rb3 | 72. | Be2 | Bd8 |
| 34. | fxe5 | Rb1 | 73. | Bd4 | Bg5 |
| 35. | b5 | dxe5 | 74. | Bg7 | Kd5 |
| 36. | h4 | Bb7 | 75. | Kc3 | Bf4 |
| 37. | h5 | Bg5 | 76. | Bc4+ | Ke4 |
| 38. | Ra3 | Bd5 | 77. | Kc2 | Kf3+ |
| 39.* | Rc3 | f6 | 78. | Kd1 | 1/2-1/2 |



31..Bd8



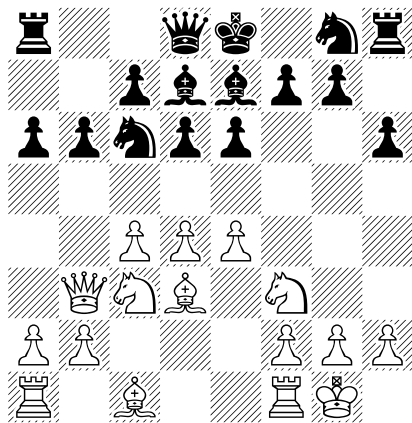
39. Rc3



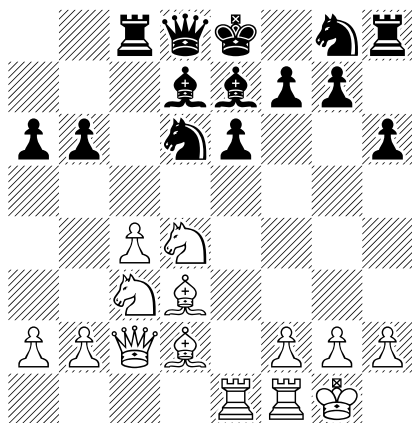
68..Bd8

Game 43: Center Game Cv2'B with Black

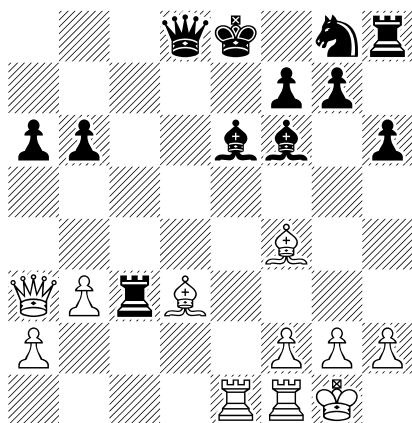
Black plays the cautious Cv2'B against a 3 pawn queen out classical defense. White offers a pawn (15) to open an attack containing a dangerous trap (20). Black gives the pawn back and stays a step ahead going into the endgame (27). With his vulnerable castled position under siege, white tries for counterplay by splitting black's pawns (39). Black again gives the pawn back (49), then plays clockwork chess to take the win. Generosity is often handsomely rewarded in chess!



9. Bd2

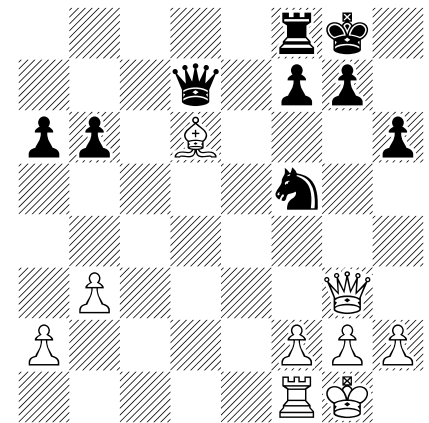


15. Bf4

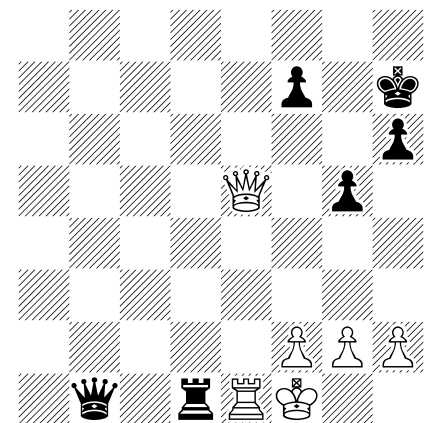


20. Rxe6+

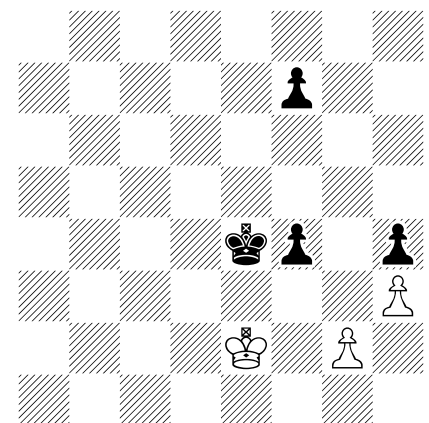
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|------|-------|------|------|-------|-------|
| 1. | e4 | a6 | 35. | Qxa5 | Rd1 |
| 2. | d4 | h6 | 36. | Qe5 | Qd3 |
| 3. | Nf3 | e6 | 37. | Re1 | Qb1 |
| 4. | Bd3 | d6 | 38. | Kf1 | g5 |
| 5. | O-O | Be7 | 39.* | f4 | Rxe1+ |
| 6. | c4 | Bd7 | 40. | Qxe1 | Qxe1+ |
| 7. | Qb3 | b6 | 41. | Kxe1 | gxf4 |
| 8. | Nc3 | Nc6 | 42. | Ke2 | Kg6 |
| 9.* | Bd2 | Na5 | 43. | Kf3 | Kf5 |
| 10. | Qc2 | Nb7 | 44. | Ke2 | Kg4 |
| 11. | Rae1 | c5 | 45. | Kf2 | h5 |
| 12. | e5 | cxd4 | 46. | h3+ | Kf5 |
| 13. | exd6 | Nxd6 | 47. | Ke2 | Ke4 |
| 14. | Nxd4 | Rc8 | 48. | Kf2 | h4 |
| 15.* | Bf4 | Nxc4 | 49.* | Ke2 | f3+ |
| 16. | b3 | Na3 | 50. | gxf3+ | Kf4 |
| 17. | Qb2 | Bf6 | 51. | Kf2 | f6 |
| 18. | Qxa3 | Rxc3 | 52. | Ke2 | Kg3 |
| 19. | Nxe6 | Bxe6 | 53. | Ke3 | Kxh3 |
| 20.* | Rxe6+ | Be7 | 54. | Kf2 | f5 |
| 21. | Rd6 | Bxd6 | 55. | f4 | Kg4 |
| 22. | Bxd6 | Rxd3 | 56. | Kg2 | Kxf4 |
| 23. | Qa4+ | Qd7 | 57. | Kh3 | Kg5 |
| 24. | Qe4+ | Ne7 | 58. | Kg2 | f4 |
| 25. | Qxd3 | O-O | 59. | Kf3 | h3 |
| 26. | Qg3 | Nf5 | 60. | Kf2 | Kg4 |
| 27.* | Qg4 | Qxd6 | 61. | Kf1 | f3 |
| 28. | Qxf5 | Qd2 | 62. | Kg1 | Kf4 |
| 29. | a4 | Re8 | 63. | Kf1 | Ke3 |
| 30. | Qb1 | Rd8 | 64. | Ke1 | f2+ |
| 31. | Qe4 | Qc3 | 65. | Kd1 | f1=Q+ |
| 32. | Qb7 | Qxb3 | 66. | Kc2 | Qb5 |
| 33. | Qxa6 | Kh7 | 67. | Kc1 | Kd3 |
| 34. | a5 | bxa5 | 68. | Kd1 | Qb1# |



27. Qg4



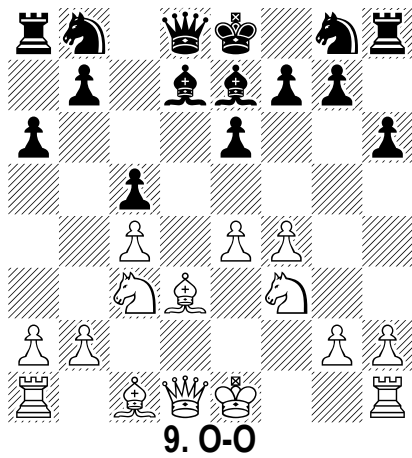
39. f4



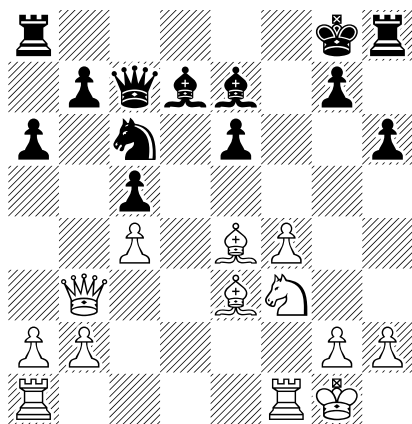
49..f3+

Game 44: Center Game Cv34x with Black

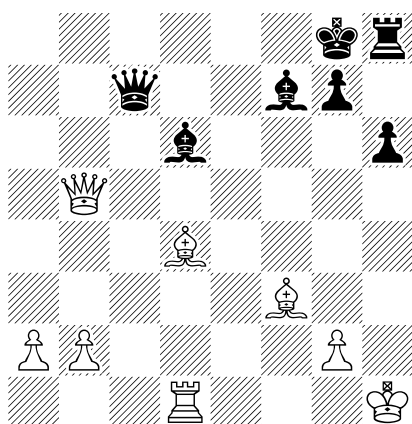
Black's Cv34x strikes immediately at the center of a 4 pawn custom defense (9). In spite of the apparent damage to his position, black has few problems defending (16). White wins a pawn in a long series of exchanges, but black's superb offer of the exchange (35) gives him the lead (40). White's lone rook is then no match for the black bishop pair, and white gets both barrels (63).



9. O-O

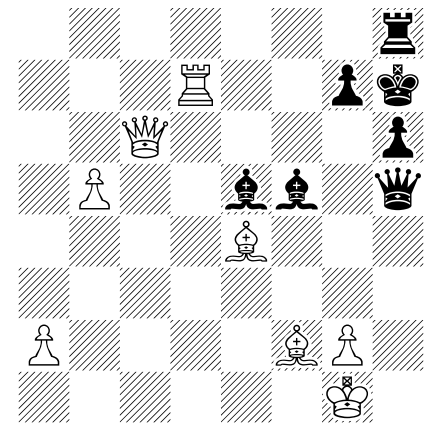


16..Be8

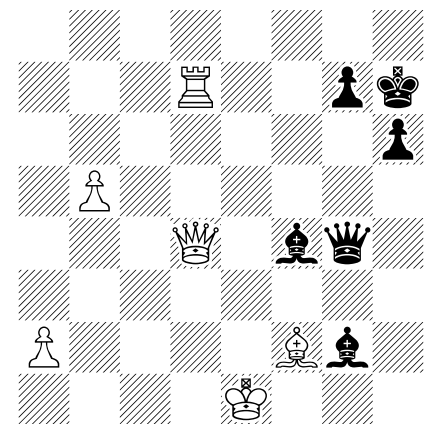


28..Qe7

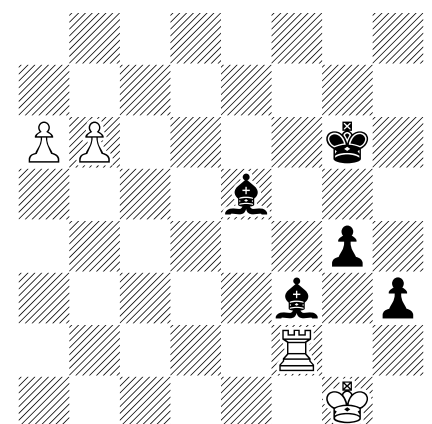
- | | | | |
|-----------|-------|----------|-------|
| 1. d4 | d6 | 37. Kf1 | Qg4 |
| 2. e4 | a6 | 38. Qc5 | Bf4 |
| 3. f4 | h6 | 39. Qd4 | Bxg2+ |
| 4. Nf3 | Bd7 | 40.* Ke1 | Qe6+ |
| 5. Bd3 | e6 | 41. Be3 | Qxe3+ |
| 6. c4 | Be7 | 42. Qxe3 | Bxe3 |
| 7. Nc3 | c5 | 43. a4 | Bb6 |
| 8. dxc5 | dx5 | 44. Rd6 | Bc5 |
| 9.* O-O | Nc6 | 45. Re6 | Bb4+ |
| 10. e5 | f5 | 46. Kf2 | Bb7 |
| 11. exf6 | Nxf6 | 47. Re8 | Kg6 |
| 12. Bg6+ | Kf8 | 48. Rd8 | Ba5 |
| 13. Be3 | Qc7 | 49. Rd6+ | Kh7 |
| 14. Ne4 | Nxe4 | 50. b6 | h5 |
| 15. Bxe4 | Kg8 | 51. Kg3 | Be1+ |
| 16.* Qb3 | Be8 | 52. Kh2 | Bc3 |
| 17. Rad1 | Bd6 | 53. Rd3 | Be5+ |
| 18. Rfe1 | Rd8 | 54. Kh3 | Bc8+ |
| 19. Bf2 | Bxf4 | 55. Kg2 | g5 |
| 20. Bxc5 | Rxd1 | 56. a5 | Kg6 |
| 21. Rxd1 | Ne5 | 57. Rd8 | Bb7+ |
| 22. Bd4 | Nxf3+ | 58. Kf1 | h4 |
| 23. Bxf3 | Bxh2+ | 59. Rd7 | Be4 |
| 24. Kh1 | b5 | 60. Kg1 | h3 |
| 25. cxb5 | axb5 | 61. Rd2 | Bf3 |
| 26. Qxe6+ | Bf7 | 62. a6 | g4 |
| 27. Qa6 | Bd6 | 63.* Rf2 | g3 |
| 28.* Qxb5 | Qe7 | 64. Rxf3 | Bd4+ |
| 29. Bf2 | Qg5 | 65. Kf1 | g2+ |
| 30. Qc6 | Be5 | 66. Ke2 | g1=Q |
| 31. Rd7 | Bg6 | 67. Rxh3 | Qg2+ |
| 32. b4 | Kh7 | 68. Kd3 | Bxb6 |
| 33. b5 | Bf5 | 69. Rh8 | Qd5+ |
| 34. Be4 | Qh5+ | 70. Kc2 | Qc4+ |
| 35.* Kg1 | Rc8 | 71. Kd1 | Qd4+ |
| 36. Qxc8 | Bxe4 | 72. Ke2 | Qxh8 |



35..Rc8



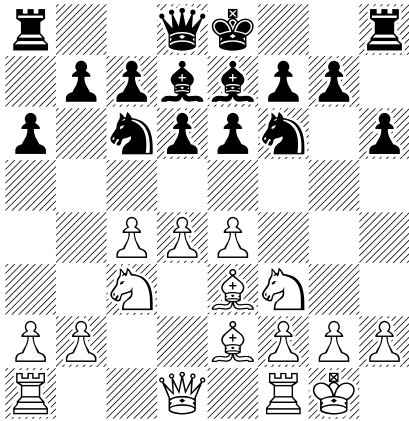
40..Qe6+



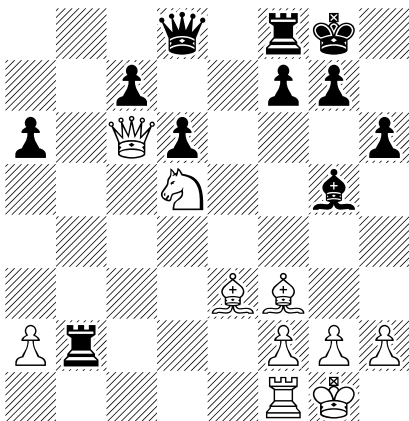
63..g3

Game 45: Center Game CvBG with Black

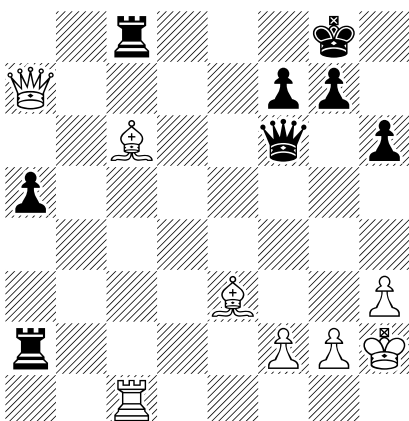
Black plays CvBG against the 3 pawn F back defense (9), offering the b-pawn gambit. After taking it white looks for a continuation (19), while black develops his passed pawn and pushes for the endgame. Still under threat, black makes a surprising rook sacrifice offer (31). Tactical play ensues (37) until black invites a skewer on his queen, rook, and king (55), breaking the contest wide open. In a tenacious finale neither side is able to prevail. Plenty of thrills & spills!



9. Qb3

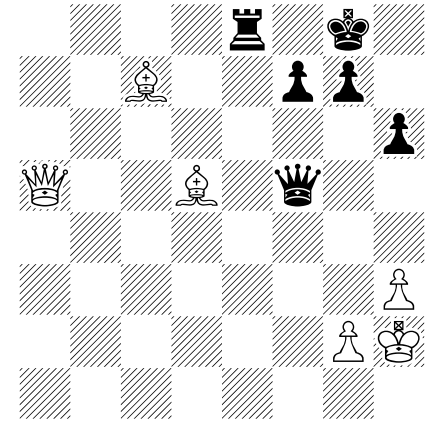


19. Qc3

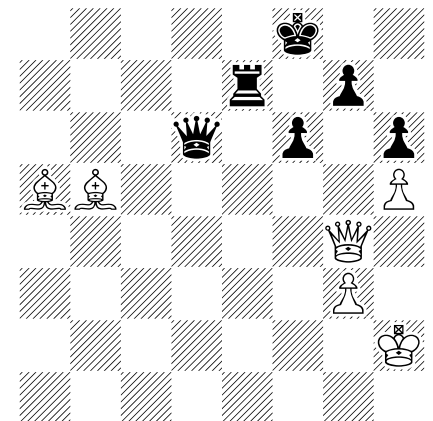


31..Rxf2

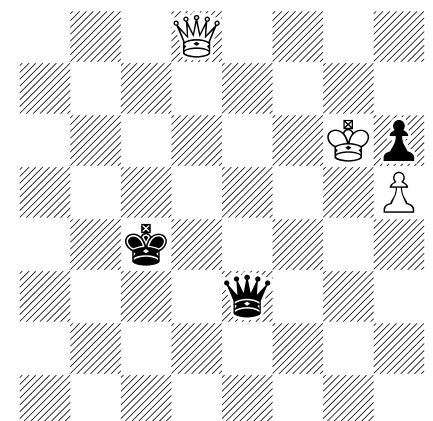
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|------|------|-------|------|-----------|---------|
| 1. | e4 | a6 | 39. | Bg3 | Qf5 |
| 2. | d4 | h6 | 40. | Qd2 | Qd7 |
| 3. | Nf3 | e6 | 41. | Qa2 | Rd8 |
| 4. | c4 | d6 | 42. | Bc4 | Qb7 |
| 5. | Nc3 | Be7 | 43. | Qe2 | Qd7 |
| 6. | Be3 | Bd7 | 44. | h4 | Qa7 |
| 7. | Be2 | Nc6 | 45. | Qe5 | Kf8 |
| 8. | O-O | Nf6 | 46. | Qf4 | Qe7 |
| 9.* | Qb3 | O-O | 47. | h5 | Rd7 |
| 10. | d5 | Ne5 | 48. | Bf2 | Qb4 |
| 11. | dxe6 | Nxf3+ | 49. | Bd4 | Kg8 |
| 12. | Bxf3 | Bxe6 | 50. | Ba1 | Kf8 |
| 13. | Qxb7 | Bxc4 | 51. | Qg4 | Qd6+ |
| 14. | e5 | Rb8 | 52. | g3 | f6 |
| 15. | Qc6 | Bxf1 | 53. | Bc3 | Rc7 |
| 16. | exf6 | Bxf6 | 54. | Ba5 | Re7 |
| 17. | Rxf1 | Rxb2 | 55.* | Bb5 | Qc5 |
| 18. | Nd5 | Bg5 | 56. | Bb4 | Qxb5 |
| 19.* | Qc3 | Rxa2 | 57. | Bxe7+Kxe7 | |
| 20. | Bd4 | c6 | 58. | Qxg7+Ke6 | |
| 21. | Qxc6 | Qc8 | 59. | Qg4+ | f5 |
| 22. | Qxd6 | Qb8 | 60. | Qf3 | Qb2+ |
| 23. | Ne7+ | Bxe7 | 61. | Kh3 | Qd2 |
| 24. | Qxe7 | Re8 | 62. | g4 | fxg4+ |
| 25. | Qc5 | Qc8 | 63. | Qxg4+Kd6 | |
| 26. | Bc6 | Rd8 | 64. | Qg6+ | Kc7 |
| 27. | Be3 | Qe6 | 65. | Kg4 | Qe3 |
| 28. | h3 | a5 | 66. | Kf5 | Kd7 |
| 29. | Rc1 | Rc8 | 67. | Qf7+ | Kd6 |
| 30. | Kh2 | Qf6 | 68. | Qf6+ | Kd5 |
| 31.* | Qa7 | Rxf2 | 69. | Qd8+ | Kc4 |
| 32. | Be4 | Re8 | 70.* | Kg6 | Qe4+ |
| 33. | Bxf2 | Qf4+ | 71. | Kxh6 | Qe6+ |
| 34. | Bg3 | Qxc1 | 72. | Kg5 | Qe5+ |
| 35. | Bd5 | Qf1 | 73. | Kg6 | Qe4+ |
| 36. | Qxa5 | Qf5 | 74. | Kf7 | Qf5+ |
| 37.* | Bc7 | Qd7 | 75. | Qf6 | Qxh5+ |
| 38. | Bf4 | Rc8 | | | 1/2-1/2 |



37..Qd7



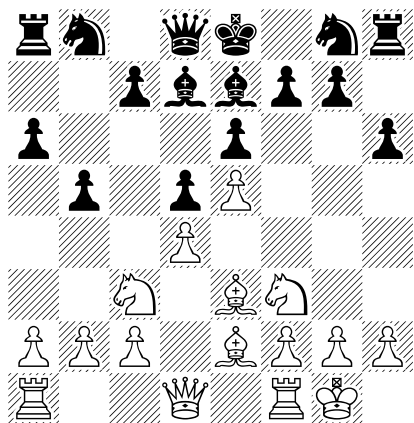
55..Qc5



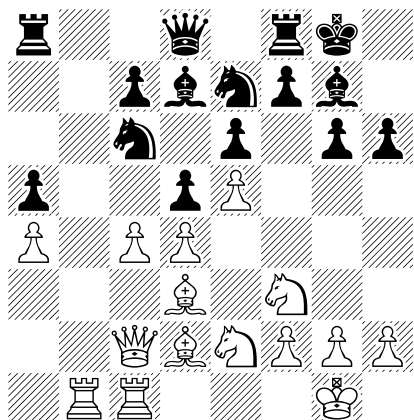
70..Qe4+

Game 46: Center Game Cv24' with Black

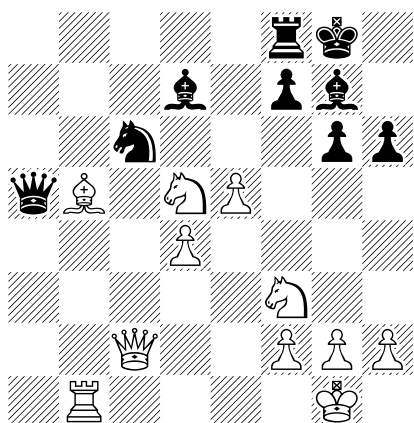
Black plays Center Game Cv24' against white's classical C2v5F1. Black consolidates his defense, then offers a pawn (18). White's Q-side attack wins material, but black stays even with a skewer on the rook (29). White then attacks furiously but black keeps calm and stays even (35). In the endgame white can't find a way to promote his pawns (45), and eventually loses them all (59). In modern chess this is a draw; according to the ancient rules of the game black is the winner!



9. Bd3

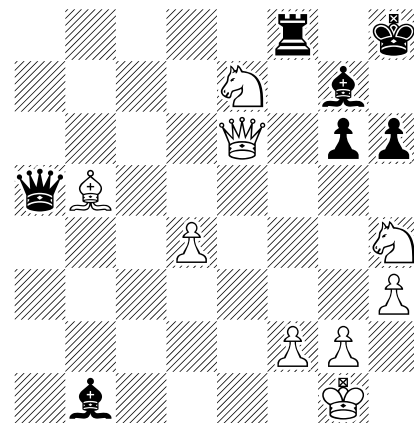


18..Nb4

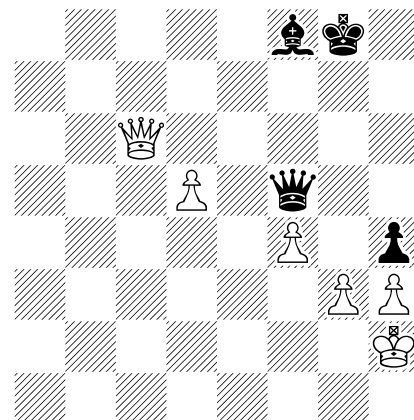


29..Bf5

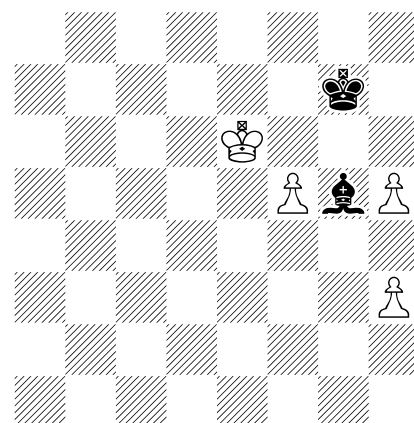
- | | | | | |
|------|-----------|-------|---------|-------------|
| 1. | d4 | d6 | 36. | Nhxg6+ Bxg6 |
| 2. | e4 | h6 | 37. | Nxg6+ Kh7 |
| 3. | Nf3 | a6 | 38. | Nxf8+ Bxf8 |
| 4. | Nc3 | Bd7 | 39. | d5 Qb1+ |
| 5. | Be2 | e6 | 40. | Kh2 Qg6 |
| 6. | O-O | Be7 | 41. | Qd7+ Kg8 |
| 7. | Be3 | b5 | 42. | g3 h5 |
| 8. | e5 | d5 | 43. | Qc6 Qf5 |
| 9.* | Bd3 | g6 | 44. | f4 h4 |
| 10. | a4 | b4 | 45.* | Qe6+ Qxe6 |
| 11. | Ne2 | Nc6 | 46. | dxe6 Kg7 |
| 12. | c4 | bxc3 | 47. | gxh4 Kf6 |
| 13. | bxc3 | Bf8 | 48. | Kg3 Kxe6 |
| 14. | Qc2 | Nge7 | 49. | Kg4 Be7 |
| 15. | Rab1 | Bg7 | 50. | f5+ Kf6 |
| 16. | c4 | O-O | 51. | h5 Bf8 |
| 17. | Bd2 | a5 | 52. | Kf4 Bd6+ |
| 18.* | Rfc1 | Nb4 | 53. | Ke4 Kg7 |
| 19. | Bxb4 | axb4 | 54. | Kd5 Be7 |
| 20. | Rxb4 | Ra7 | 55. | Ke5 Bf6+ |
| 21. | Nc3 | Qa8 | 56. | Kd6 Bd8 |
| 22. | cxd5 | exd5 | 57. | Kd7 Bf6 |
| 23. | Nb5 | Nc6 | 58. | Ke6 Bg5 |
| 24. | Rb2 | Rxa4 | 59.* | h6+ Bxh6 |
| 25. | Nxc7 | Qa5 | 60. | h4 Be3 |
| 26. | Bb5 | Ra1 | 61. | Ke5 Bh6 |
| 27. | Rxa1 | Qxa1+ | 62. | f6+ Kg6 |
| 28. | Rb1 | Qa5 | 63. | Ke6 Bf8 |
| 29.* | Nxd5 | Bf5 | 64. | f7 Bc5 |
| 30. | Qxc6 | Bxb1 | 65. | Kd5 Bf8 |
| 31. | h3 | Ba2 | 66. | h5+ Kxf7 |
| 32. | e6 | fxe6 | 67. | h6 Be7 |
| 33. | Qxe6+ Kh8 | | 68. | h7 Bf6 |
| 34. | Nh4 | Bb1 | 69. | h8=Q Bxh8 |
| 35.* | Ne7 | Qxb5 | 1/2-1/2 | |



35..Qxb5



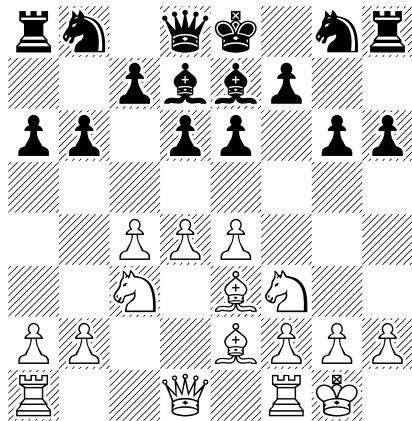
45. Qe6+



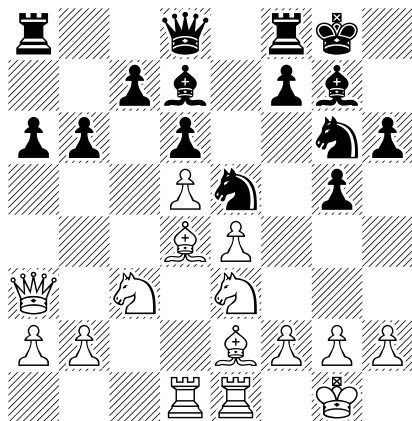
59. h6+

Game 47: Center Game Cv2'7' with Black

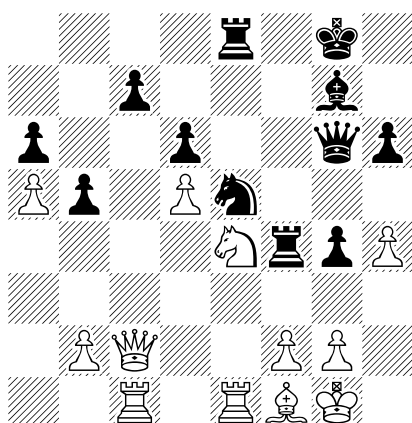
Black plays the calm but strong Cv2'7' against white's 3 pawn F back classical defense (9). Black builds a solid position, then starts developing an attack on the K-side (18). A knight sacrifice opens the assault on the white's castled position (32). Black continues taking pawns while threatening mate with his advanced pawn, bishop and queen (39). He wins the exchange with a bishop sacrifice (48), then wins outright with a fine pawn sacrifice offer (70). Top flight chess!



9. Qb3

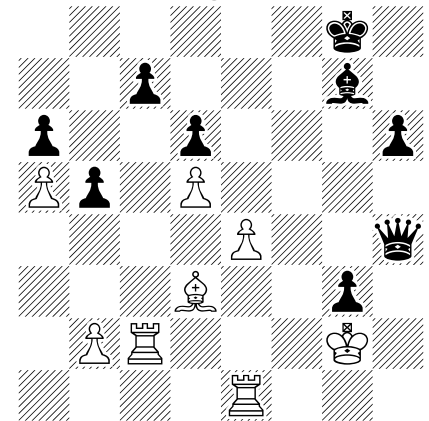


18..f5

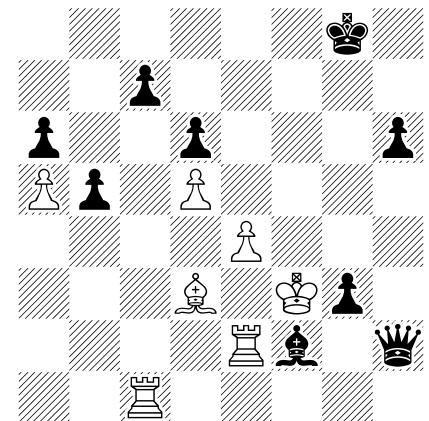


32..Nf3+

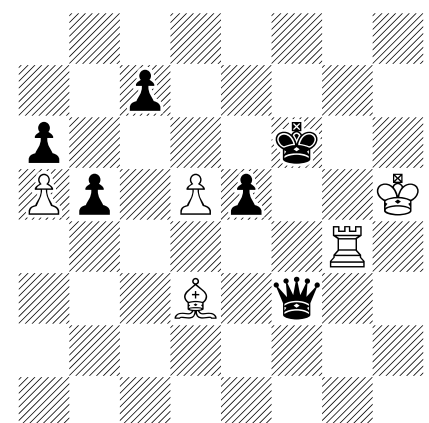
- | | | | | | |
|------|------|-------|------|-------|------|
| 1. | c4 | d6 | 39.* | Bd3 | Bxb2 |
| 2. | Nc3 | Bd7 | 40. | Rh1 | Qf6 |
| 3. | d4 | h6 | 41. | Rf1 | Qg7 |
| 4. | Nf3 | e6 | 42. | Be2 | Bc3 |
| 5. | e4 | a6 | 43. | Rf3 | Be1 |
| 6. | Be2 | Be7 | 44. | Bd3 | Qe7 |
| 7. | O-O | b6 | 45. | Re3 | Bf2 |
| 8. | Be3 | g6 | 46. | Ree2 | Qh4 |
| 9.* | Qb3 | Nc6 | 47. | Rc1 | Qh2+ |
| 10. | Rad1 | Bf6 | 48.* | Kf3 | g2 |
| 11. | d5 | exd5 | 49. | Rxf2 | Qh5+ |
| 12. | cxd5 | Ne5 | 50. | Ke3 | Qg5+ |
| 13. | Nd2 | Ne7 | 51. | Kf3 | Qxc1 |
| 14. | Bd4 | g5 | 52. | Rxg2+ | Kf8 |
| 15. | Qa3 | O-O | 53. | Ra2 | Qd1+ |
| 16. | Rfe1 | N7g6 | 54. | Ke3 | Qe1+ |
| 17. | Nf1 | Bg7 | 55. | Kf3 | h5 |
| 18.* | Ne3 | f5 | 56. | Rh2 | h4 |
| 19. | Bxe5 | Nxe5 | 57. | Rh3 | Kg7 |
| 20. | exf5 | Bxf5 | 58. | Kg4 | Kf6 |
| 21. | Nxf5 | Rxf5 | 59. | Rf3+ | Ke5 |
| 22. | Qa4 | Rf4 | 60. | Kg5 | h3 |
| 23. | Qc2 | Qd7 | 61. | Rxh3 | Qd2+ |
| 24. | Ne4 | b5 | 62. | Kh5 | Qg2 |
| 25. | Bf1 | Rc8 | 63. | Rh4 | Qf3+ |
| 26. | Qb3 | Re8 | 64. | Kh6 | Qe3+ |
| 27. | Qc2 | Qf5 | 65. | Kg6 | Qg3+ |
| 28. | a4 | Qd7 | 66. | Kh5 | Kf6 |
| 29. | a5 | Qf7 | 67. | e5+ | dxe5 |
| 30. | h3 | g4 | 68. | Rg4 | Qh3+ |
| 31. | h4 | Qg6 | 69. | Rh4 | Qf3+ |
| 32.* | Rc1 | Nf3+ | 70.* | Rg4 | e4 |
| 33. | gxf3 | Rexe4 | 71. | Kh4 | exd3 |
| 34. | Qxe4 | Rxe4 | 72. | Rg3 | Qf2 |
| 35. | fxe4 | g3 | 73. | Kh3 | d2 |
| 36. | f4 | Qg4 | 74. | Rg8 | Qf5+ |
| 37. | Rc2 | Qxf4 | 75. | Kg3 | Qe5+ |
| 38. | Kg2 | Qxh4 | 76. | Kf2 | d1=Q |



39..Bxb2



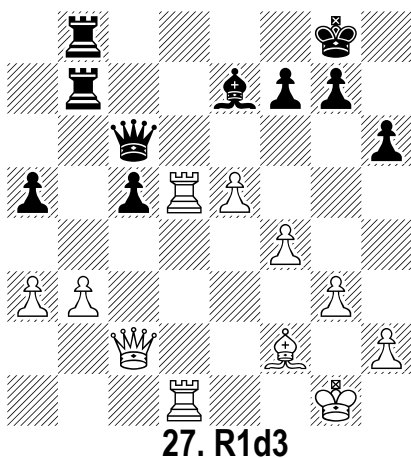
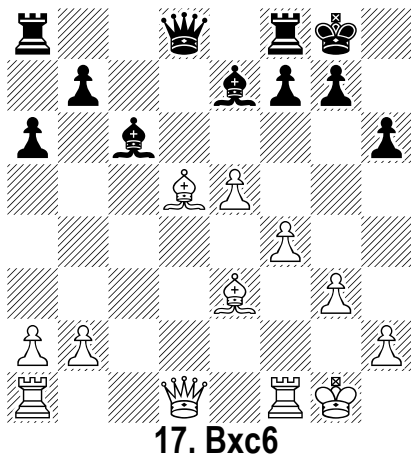
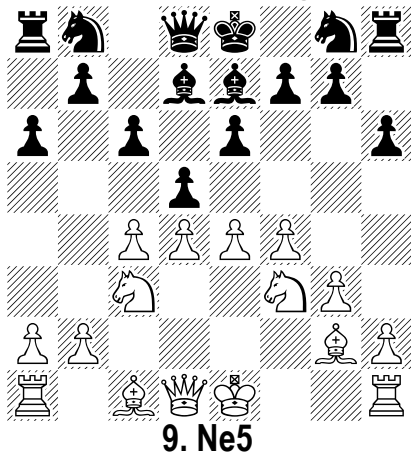
48..g2



70..e4

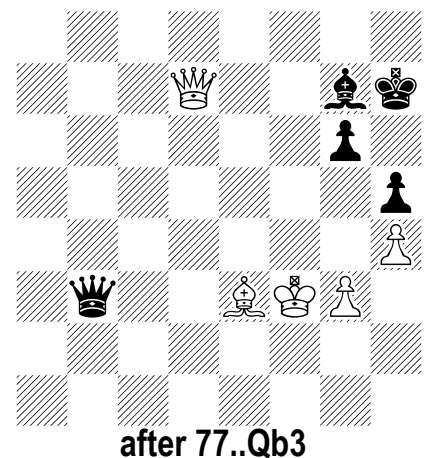
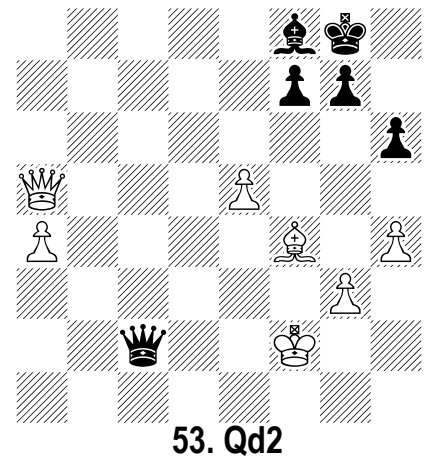
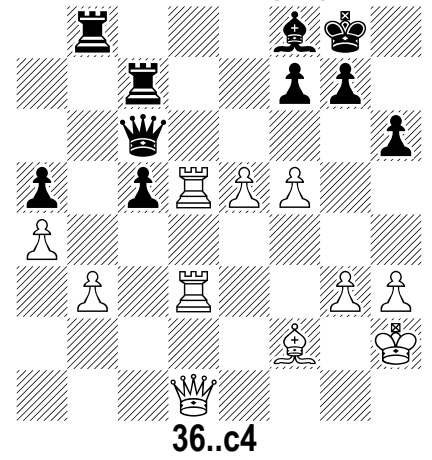
Game 48: Center Game Cv3'4' with Black

Black's Center Game is challenged by a 4 pawn custom defense (9). Black drops a pawn in a series of trades and gets an isolated pawn (17), that is piled on. Both sides then build a double rook and queen barrage (27). Still a pawn down and always threatened, black counterattacks (36). He harasses the king until white offers equality (53), with a draw agreed soon after. Tough game!



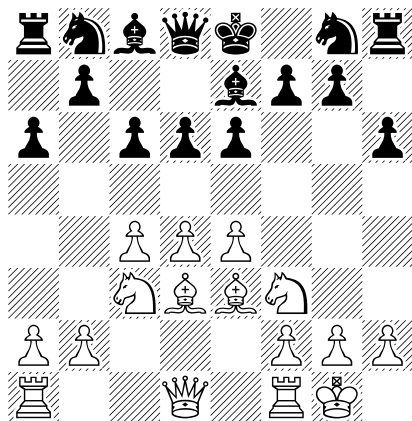
1. e4 e6
2. d4 d6
3. c4 h6
4. g3 Be7
5. f4 a6
6. Nf3 Bd7
7. Nc3 c6
8. Bg2 d5
- 9.* Ne5 Nf6
10. O-O O-O
11. cxd5 cxd5
12. exd5 exd5
13. Be3 Nc6
14. Nxd5 Nxd5
15. Bxd5 Nxe5
16. dxe5 Bc6
- 17.* Bxc6 bxc6
18. Qc2 Qd5
19. Rfd1 Qf3
20. Rd3 Rab8
21. Rad1 c5
22. Bf2 Qc6
23. Rd7 Rb7
24. R7d5 Rc8
25. b3 a5
26. a3 Rcb8
- 27.* R1d3 Rb6
28. a4 R6b7
29. Be1 Ra7
30. h3 Qe6
31. Kh2 Qc6
32. Qd1 Qe6
33. Bf2 Qc6
34. Qc2 Rc7
35. f5 Bf8
- 36.* Qd1 c4
37. bxc4 Rb2
38. Rd2 Rxd2
39. Qxd2 Qxc4

40. Qxa5 Qa2
 41. Rd2 Rc2
 42. Be3 Rxd2+
 43. Bxd2 Qc4
 44. h4 Qd4
 45. Kg2 Qe4+
 46. Kf2 Qxf5+
 47. Kg1 Qb1+
 48. Kh2 Qd3
 49. Bf4 Qc2+
 50. Kh1 Qe4+
 51. Kg1 Qb1+
 52. Kf2 Qc2+
 - 53.* Qd2 Qxa4
 54. Be3 Qe4
 55. Qd4 Qf5+
 56. Kg2 h5
 57. Bf2 g6
 58. Be3 Bg7
 59. Bf4 Qc2+
 60. Kf3 Qc6+
 61. Ke3 Kh7
 62. Kf2 Qb5
 63. Ke1 Qb7
 64. Ke2 Qg2+
 65. Kd3 Qf3+
 66. Kc2 Qe2+
 67. Kc3 Qb5
 68. Kd2 Qb3
 69. Ke2 Qe6
 70. Kf2 f6
 71. exf6 Bxf6
 72. Qa7+ Bg7
 73. Qb7 Qf5
 74. Qc7 Qe4
 75. Qd7 Qc2+
 76. Kf3 Qc3+
 - 77.* Be3 Qb3
- 1/2-1/2

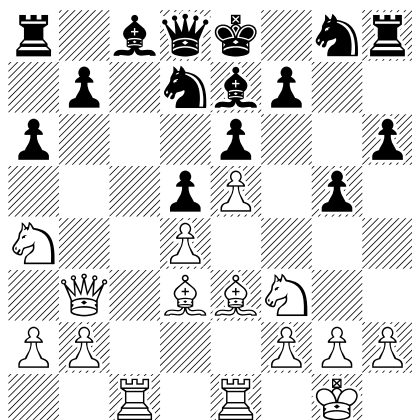


Game 49: Center Game Cv3'C with Black

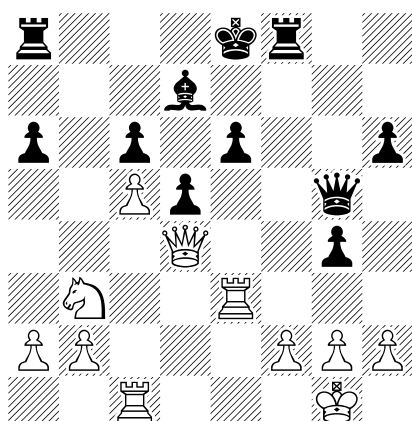
Black flaunts all common sense in the chess opening by 'undeveloping' a piece, encouraging white to attack with the center pawns (9). White continues attacking later on instead of building (eg. 15. Re2 was better). Black's play begins to appear quite rational when he has an advanced and coherent position (26). Still intent on smashing black's game (31), white passes up other more solid building moves. White's aggression continues and he wins material, but all to no avail, because black's passed pawn is enough to win (40, 45). Classicists versus Iconoclasts!



9. e5

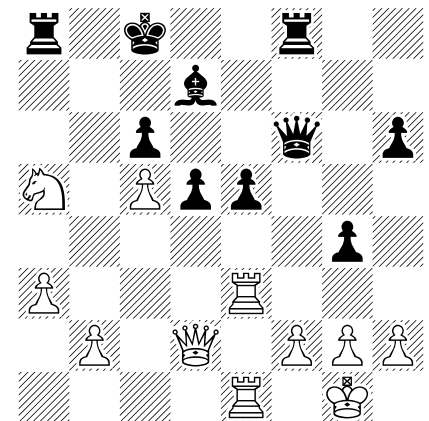


15. Nc5

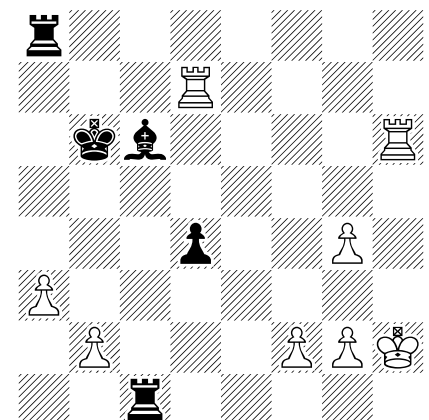


26..a5

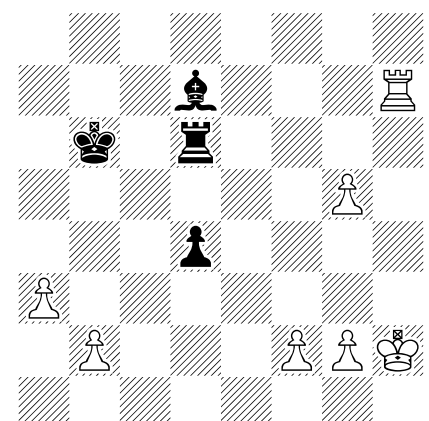
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|------|------|------|------|------|-------|
| 1. | d4 | a6 | 37. | hxc4 | d4 |
| 2. | e4 | h6 | 38. | Re7+ | Kb6 |
| 3. | c4 | e6 | 39. | Rd7 | Rc1+ |
| 4. | Nc3 | Be7 | 40.* | Kh2 | Rh8 |
| 5. | Nf3 | d6 | 41. | Rxc4 | Bxd7 |
| 6. | Be3 | Bd7 | 42. | Rh5 | Rc5 |
| 7. | Bd3 | c6 | 43. | Rh6+ | Rc6 |
| 8. | O-O | Bc8 | 44. | Rh7 | Rd6 |
| 9.* | e5 | Nd7 | 45.* | g5 | d3 |
| 10. | Re1 | d5 | 46. | Kg3 | d2 |
| 11. | Rc1 | Nf8 | 47. | Rh1 | d1=Q |
| 12. | Qb3 | g5 | 48. | Rxd1 | Rxd1 |
| 13. | cxd5 | cxd5 | 49. | f3 | Rd2 |
| 14. | Na4 | Nd7 | 50. | b3 | Rd3 |
| 15.* | Nc5 | Bxc5 | 51. | Kf4 | Rxb3 |
| 16. | dxn5 | g4 | 52. | g6 | Rxa3 |
| 17. | Nd2 | Nxe5 | 53. | g7 | Be6 |
| 18. | Bd4 | f6 | 54. | Kg5 | Bg8 |
| 19. | Bxe5 | fxe5 | 55. | Kh6 | Ra2 |
| 20. | Rxe5 | Ne7 | 56. | g3 | Ra3 |
| 21. | Qa4+ | Nc6 | 57. | g4 | Rxf3 |
| 22. | Re3 | Qg5 | 58. | Kg6 | Bf7+ |
| 23. | Bb5 | Bd7 | 59. | Kg5 | Kc5 |
| 24. | Bxc6 | bxn6 | 60. | Kh6 | Rf6+ |
| 25. | Qd4 | Rf8 | 61. | Kg5 | Rg6+ |
| 26.* | Nb3 | a5 | 62. | Kf5 | Be8 |
| 27. | Qd2 | Kd8 | 63. | g5 | Kd4 |
| 28. | Nxa5 | e5 | 64. | Kg4 | Ke4 |
| 29. | a3 | Kc8 | 65. | Kh5 | Kf4 |
| 30. | Rce1 | Qf6 | 66. | g8=Q | Rxc5+ |
| 31.* | Nxc6 | Bxc6 | 67. | Kh6 | Rxc8 |
| 32. | Rxe5 | Qf4 | 68. | Kh7 | Bf7 |
| 33. | Qxf4 | Rxf4 | 69. | Kh6 | Ke5 |
| 34. | Re6 | Kc7 | 70. | Kh7 | Kf6 |
| 35. | Rxc6 | Rc4 | 71. | Kh6 | Rh8# |
| 36. | h3 | Rxc5 | | | |



31. Nxc6



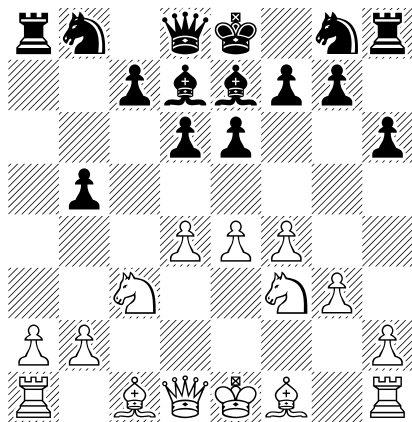
40..Rh8



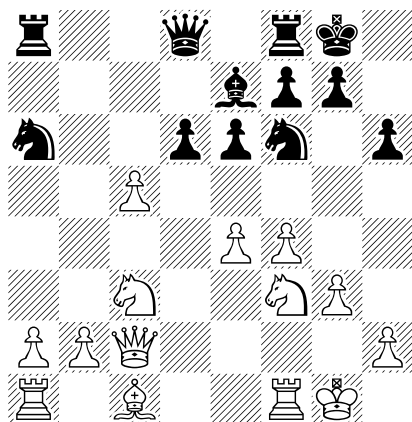
45..d3

Game 50: Center Game Cv1x2 with Black

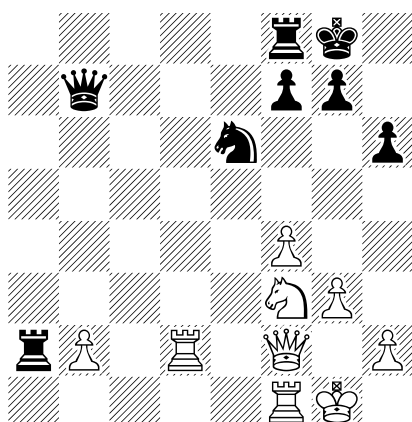
Black plays Cv1x2 against a 4 pawn custom defense, offering a dubious gambit (9), that still allows him good counterplay (14). Always a pawn down but with an active position (23), black simplifies (31) and finally equalizes (43). The rest is a study in rook and pawn endings; black is a hair closer to victory at the end but has to accept a draw (62). So .. was that gambit valid or not?



9. Bxb5

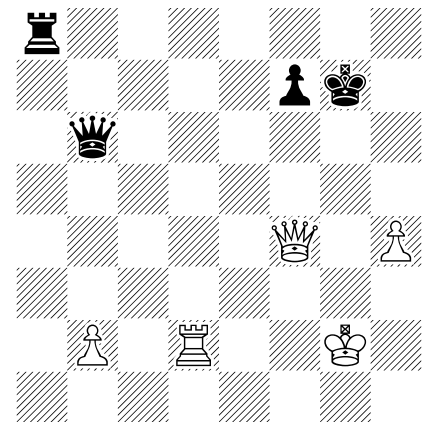


14..d5

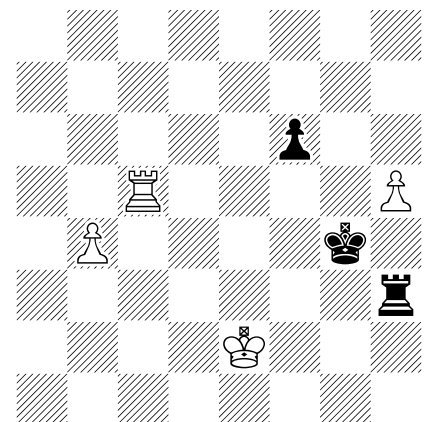


23. f5

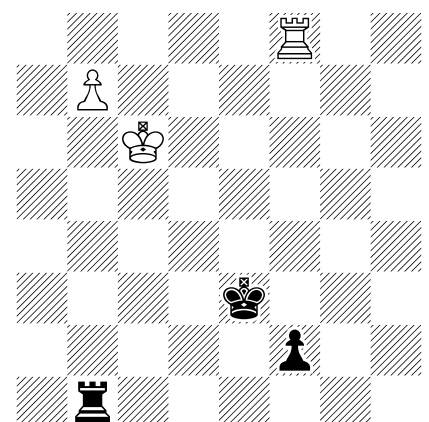
- | | | | |
|-----------|-------|----------|---------|
| 1. d4 | d6 | 36. Kg1 | Rd1+ |
| 2. e4 | e6 | 37. Kh2 | Rd2+ |
| 3. c4 | h6 | 38. Kg3 | Rd3+ |
| 4. g3 | a6 | 39. Kf2 | f6 |
| 5. f4 | Be7 | 40. b4 | Rb3 |
| 6. Nf3 | Bd7 | 41. Rb5+ | Kg4 |
| 7. Nc3 | b5 | 42. Ke2 | Rh3 |
| 8. cxb5 | axb5 | 43.* Rc5 | f5 |
| 9.* Bxb5 | Bxb5 | 44. b5 | Rxh5 |
| 10. Nxb5 | Nf6 | 45. Kd3 | Rh3+ |
| 11. O-O | O-O | 46. Kc4 | Rh1 |
| 12. Qc2 | Na6 | 47. b6 | Rc1+ |
| 13. Nc3 | c5 | 48. Kd5 | Rb1 |
| 14.* dxc5 | d5 | 49. Rc4+ | f4 |
| 15. Be3 | Bxc5 | 50. Kc5 | Kg5 |
| 16. Bxc5 | Nxc5 | 51. Kc6 | f3 |
| 17. exd5 | exd5 | 52. Rc2 | Kf4 |
| 18. Rad1 | Qb6 | 53. Kc7 | Ke3 |
| 19. Nxd5 | Nxd5 | 54. Rc3+ | Ke4 |
| 20. Rxd5 | Ne6+ | 55. Rc4+ | Kd3 |
| 21. Qf2 | Qb7 | 56. Rf4 | Rc1+ |
| 22. Rd2 | Rxa2 | 57. Kd6 | Ke3 |
| 23.* f5 | Ng5 | 58. Rf8 | Rb1 |
| 24. Nxg5 | hxg5 | 59. Kc7 | Rc1+ |
| 25. f6 | Rfa8 | 60. Kd7 | f2 |
| 26. fxg7 | Ra1 | 61. b7 | Rb1 |
| 27. h4 | gxh4 | 62.* Kc6 | Rc1+ |
| 28. gxh4 | Rxf1+ | 63. Kd6 | Rb1 |
| 29. Qxf1 | Qb6+ | 64. Kc7 | Rc1+ |
| 30. Kg2 | Kxg7 | 65. Kd6 | Rb1 |
| 31.* Qf4 | Qf6 | 66. Kc7 | Rc1+ |
| 32. Qxf6+ | Kxf6 | 67. Kd6 | 1/2-1/2 |
| 33. Rd6+ | Kf5 | | |
| 34. Rb6 | Rd8 | | |
| 35. h5 | Rd2+ | | |



31..Qf6



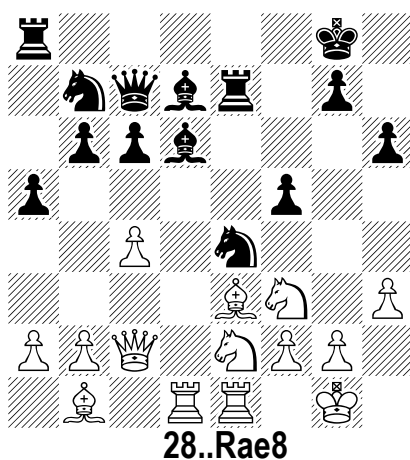
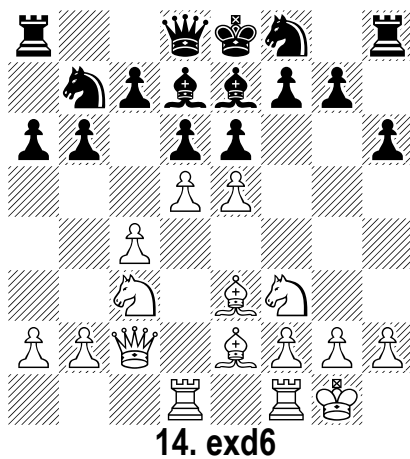
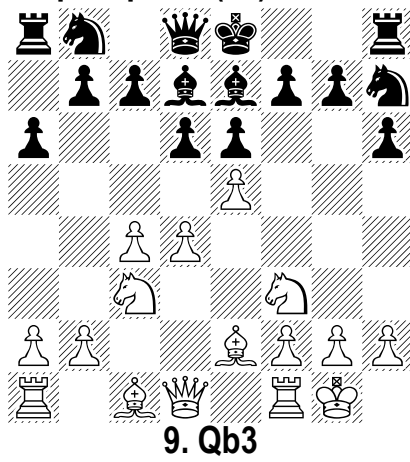
43..f5



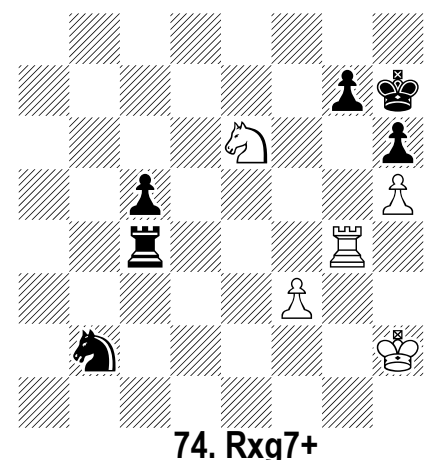
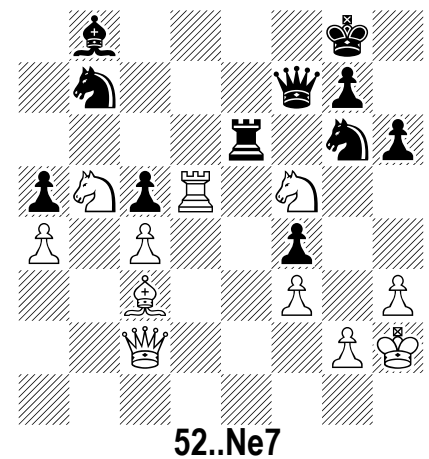
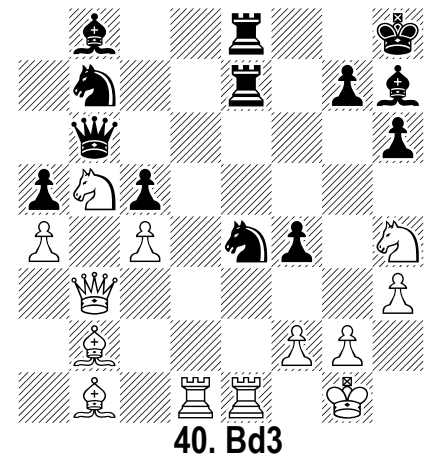
62..Rc1+

Game 51: Center Game CvGG with Black

Black draws a central pawn advance with CvGG, then maneuvers with his knights to strengthen the defense (14). Black has a solid position with K-side attacking potential (28) but white also plays well (40), and the game becomes purely tactical. Black tries for simplification (52), but then drops a pawn (74) and has to rally to regain parity and finally force a draw Real defensive chess!

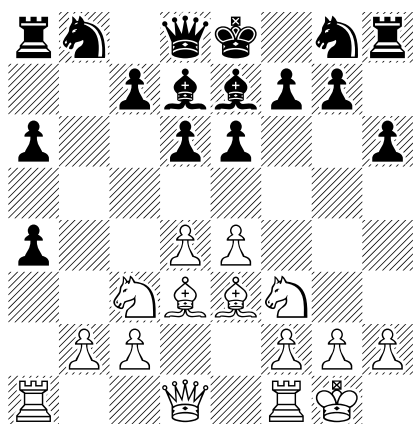


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|------|-------|-------|------|-------|---------|
| 1. | c4 | d6 | 40.* | Bd3 | Qc6 |
| 2. | d4 | Bd7 | 41. | Qc2 | Re6 |
| 3. | Nf3 | h6 | 42. | f3 | Ng5 |
| 4. | Nc3 | e6 | 43. | Rxe6 | Rxe6 |
| 5. | e4 | Be7 | 44. | Bxh7 | Nxh7 |
| 6. | Be2 | a6 | 45. | Qd2 | Nf8 |
| 7. | O-O | Nf6 | 46. | Nf5 | Be5 |
| 8. | e5 | Nh7 | 47. | Qc2 | Qe8 |
| 9.* | Qb3 | Nc6 | 48. | Rd5 | Ng6 |
| 10. | Be3 | b6 | 49. | Bc3 | Qf7 |
| 11. | Rad1 | Na5 | 50. | Kh2 | Kg8 |
| 12. | Qc2 | Nb7 | 51. | Be1 | Bb8 |
| 13. | d5 | Nf8 | 52.* | Bc3 | Ne7 |
| 14.* | exd6 | Bxd6 | 53. | Rd7 | Qxf5 |
| 15. | dxe6 | Nxe6 | 54. | Qxf5 | Nxf5 |
| 16. | Rfe1 | O-O | 55. | Rxb7 | Be5 |
| 17. | Bd3 | Re8 | 56. | Bxa5 | Ra6 |
| 18. | Bh7+ | Kh8 | 57. | Bc3 | Bxc3 |
| 19. | Be4 | c6 | 58. | Nxc3 | Ne3 |
| 20. | Qe2 | Nec5 | 59. | Rb8+ | Kh7 |
| 21. | Bb1 | a5 | 60. | Re8 | Rg6 |
| 22. | Qc2 | f5 | 61. | Kh1 | Nxg2 |
| 23. | Qd2 | Kg8 | 62. | Re4 | Ne3 |
| 24. | Ne2 | Qc7 | 63. | Ne2 | Rf6 |
| 25. | Qd4 | Re4 | 64. | Nxf4 | Nd1 |
| 26. | Qc3 | Re7 | 65. | Kh2 | Nb2 |
| 27. | Qc2 | Ne4 | 66. | Kg3 | Nxa4 |
| 28.* | h3 | Rae8 | 67. | h4 | Nb2 |
| 29. | a3 | f4 | 68. | h5 | Rf5 |
| 30. | Bc1 | Bf5 | 69. | Kh4 | Rg5 |
| 31. | Ned4 | Bh7 | 70. | Ne6 | Rg2 |
| 32. | Qa4 | Rc8 | 71. | Kh3 | Rg1 |
| 33. | b4 | c5 | 72. | Kh2 | Rc1 |
| 34. | Nb5 | Qc6 | 73. | Rg4 | Rxc4 |
| 35. | bx a5 | bx a5 | 74.* | Rxg7+ | Kh8 |
| 36. | Bb2 | Rce8 | 75. | Kg3 | Nd3 |
| 37. | Qb3 | Bb8 | 76. | Rg6 | Kh7 |
| 38. | Nh4 | Qb6 | 77. | Rg7+ | Kh8 |
| 39. | a4 | Kh8 | 78. | Rg6 | 1/2-1/2 |

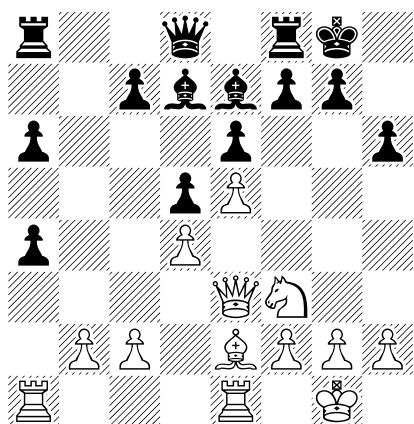


Game 52: Center Game Cv22x with Black

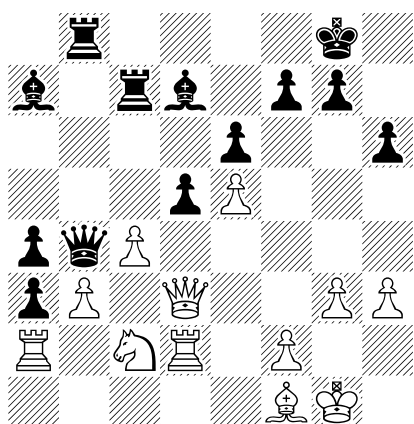
Black's Cv22x accepts a rook pawn exchange (9). White delays recapture of the pawn, giving black time to consolidate and leaving white poor prospects of regaining lost material (18). Black builds the tension masterfully, then breaks the game open with a fine queen sacrifice (31). A long ballet of bishops and rooks (42) closes in on the cornered white forces (60), and the rest is carnage (67).



9. Bc4

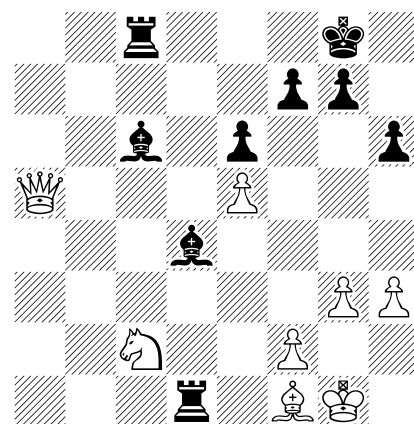


18. Qc3

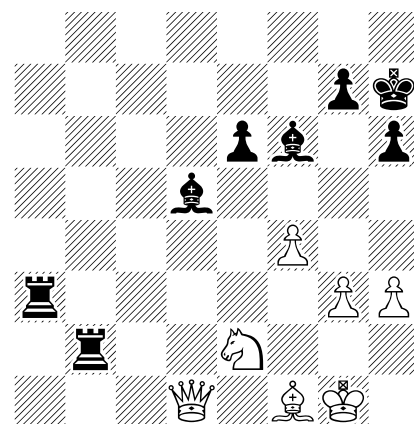


31. Qxd2

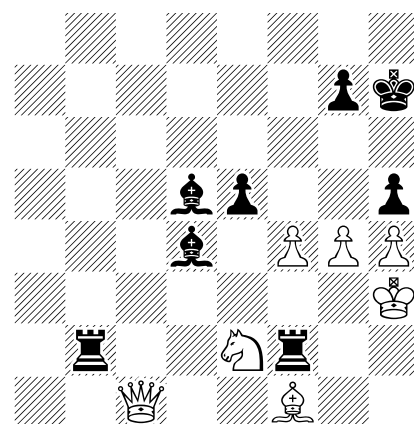
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|----------|-------|-----------|-------|
| 1. e4 | e6 | 39. Qc3 | Rb1 |
| 2. d4 | d6 | 40. Ne1 | Rd1 |
| 3. Nf3 | h6 | 41. Qa5 | Bd4 |
| 4. Nc3 | a6 | 42.* Nc2 | Bc3 |
| 5. Bd3 | Be7 | 43. Qa6 | Rdd8 |
| 6. O-O | Bd7 | 44. Qe2 | Bd5 |
| 7. Be3 | b5 | 45. Na3 | Bd4 |
| 8. a4 | bx a4 | 46. Qe1 | f6 |
| 9.* Bc4 | Nf6 | 47. exf6 | Bxf6 |
| 10. Qd3 | Nc6 | 48. Nb5 | Rc2 |
| 11. e5 | Nb4 | 49. Bd3 | Rb2 |
| 12. Qd2 | Nfd5 | 50. Nc3 | Bb3 |
| 13. Rfe1 | Nxc3 | 51. Bf1 | Rf8 |
| 14. Qxc3 | Nd5 | 52. Ne2 | Bd5 |
| 15. Qd3 | Nxe3 | 53. Qd1 | Be5 |
| 16. Qxe3 | d5 | 54. Qd3 | Rf3 |
| 17. Be2 | O-O | 55. Qd1 | Rf7 |
| 18.* Qc3 | Qb8 | 56. f4 | Bf6 |
| 19. Red1 | Qb6 | 57. Qc1 | Ra7 |
| 20. Ra2 | c5 | 58. Qc8+ | Kh7 |
| 21. Qa3 | Rab8 | 59. Qc1 | Ra3 |
| 22. h3 | Rfc8 | 60.* Qd1 | Bc4 |
| 23. Bf1 | Rc7 | 61. Qc1 | Bd4+ |
| 24. g3 | Qb4 | 62. Kh1 | Bd5+ |
| 25. Qe3 | cx d4 | 63. Kh2 | Rf3 |
| 26. Nxd4 | Bc5 | 64. h4 | Rf2+ |
| 27. Rd2 | a3 | 65. Kh3 | h5 |
| 28. b3 | a5 | 66. g4 | e5 |
| 29. Qd3 | Ba7 | 67.* Qxb2 | Bxb2 |
| 30. c4 | a4 | 68. Ng3 | exf4 |
| 31.* Nc2 | Qxd2 | 69. Bd3+ | g6 |
| 32. Qxd2 | ax b3 | 70. Be4 | Bc4 |
| 33. Nxa3 | bx a2 | 71. Bg2 | hxg4+ |
| 34. Qxa2 | Rcb7 | 72. Kh2 | Bd5 |
| 35. Nc2 | dx c4 | 73. Ne4 | Bxe4 |
| 36. Qxc4 | Rc8 | 74. Kg1 | Rxg2+ |
| 37. Qe4 | Bc6 | 75. Kf1 | f3 |
| 38. Qc4 | Rb2 | 0-1 | |



42..Bc3



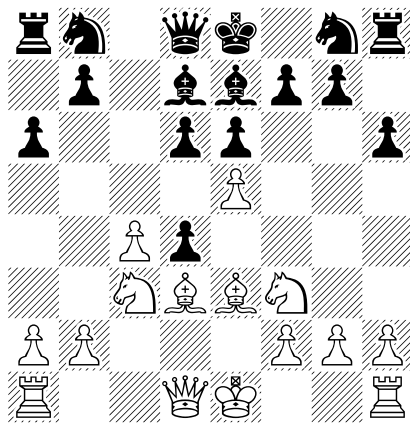
60..Bc4



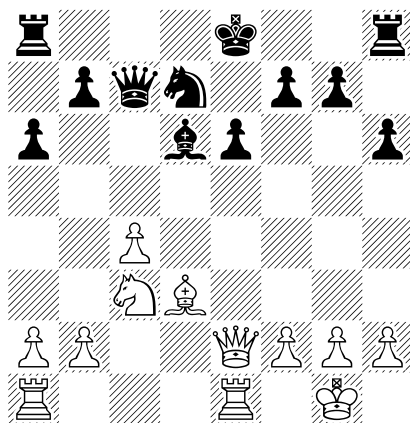
67. Qxb2

Game 53: Center Game Cv33x with Black

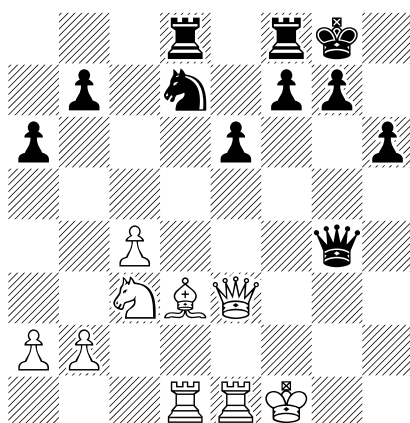
Black's strong Cv33x challenges the three pawn standard defense (9), with easy equality after the opening. Both sides go for the attack (16), but the loss of the white's K-side pawns gives black the better game. In spite of white's exposed king, black has to work hard for even a temporary material advantage (24,34) and must calculate risks precisely before launching a pawn for promotion (47). Not long after however, it's time for black to say 'gute Nacht' (52).



9. Bxd4

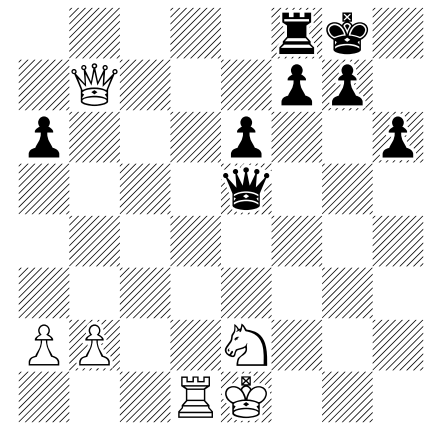


16. Nd5

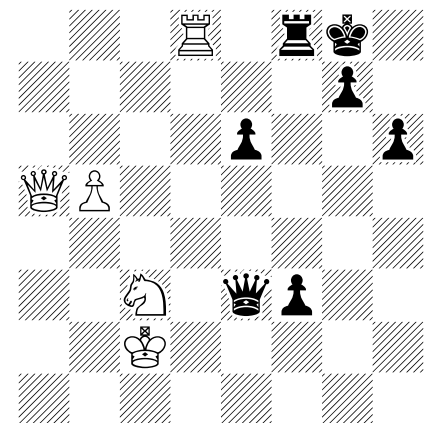


24..Ne5

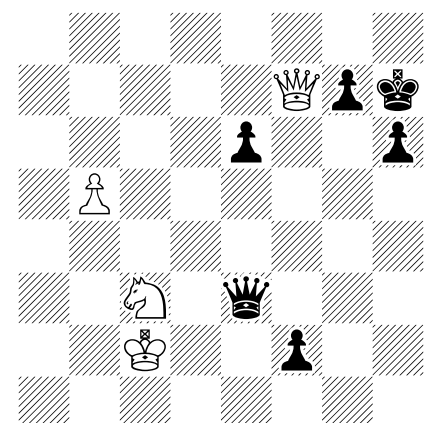
- | | | | | | |
|------|------|-------|------|-------|-------|
| 1. | e4 | a6 | 36. | Rd6 | a5 |
| 2. | d4 | e6 | 37. | Qb5 | Qb1 |
| 3. | c4 | Be7 | 38. | Ra6 | Qh1 |
| 4. | Nc3 | h6 | 39. | Qxa5 | Qh2+ |
| 5. | Nf3 | d6 | 40. | Ke3 | Qh3+ |
| 6. | Bd3 | Bd7 | 41. | Kd2 | Qf3 |
| 7. | Be3 | c5 | 42. | Rd6 | Qe4 |
| 8. | e5 | cxd4 | 43. | b4 | f5 |
| 9.* | Bxd4 | dxe5 | 44. | b5 | f4 |
| 10. | Bxe5 | Nf6 | 45. | Nc3 | Qe3+ |
| 11. | O-O | Nc6 | 46. | Kc2 | f3 |
| 12. | Qe2 | Nxe5 | 47.* | Rd8 | f2 |
| 13. | Nxe5 | Qc7 | 48. | Rxf8+ | Kxf8 |
| 14. | Nxd7 | Nxd7 | 49. | Qd8+ | Kf7 |
| 15. | Rfe1 | Bd6 | 50. | Qd7+ | Kg6 |
| 16.* | Nd5 | Bxh2+ | 51. | Qe8+ | Kh7 |
| 17. | Kh1 | Qd6 | 52.* | Qf7 | Qe1 |
| 18. | g3 | Bxg3 | 53. | Kb3 | f1=Q |
| 19. | fxg3 | Qxg3 | 54. | Qxf1 | Qxf1 |
| 20. | Qe3 | Qh4+ | 55. | Kb4 | h5 |
| 21. | Kg2 | Qg4+ | 56. | Ka5 | Qc4 |
| 22. | Kf1 | O-O | 57. | Nd1 | h4 |
| 23. | Nc3 | Rad8 | 58. | b6 | h3 |
| 24.* | Rad1 | Ne5 | 59. | b7 | Qc5+ |
| 25. | Qxe5 | Qf3+ | 60. | Ka4 | Qa7+ |
| 26. | Kg1 | Rxd3 | 61. | Kb3 | Qxb7+ |
| 27. | Qe4 | Qg3+ | 62. | Kc3 | Qf3+ |
| 28. | Qg2 | Qd6 | 63. | Kc4 | Qxd1 |
| 29. | Rxd3 | Qxd3 | 64. | Kc3 | h2 |
| 30. | Rd1 | Qxc4 | 65. | Kc4 | h1=Q |
| 31. | Qxb7 | Qc5+ | 66. | Kc5 | Qdd5+ |
| 32. | Kf1 | Qf5+ | 67. | Kb4 | Qb1+ |
| 33. | Ke1 | Qe5+ | 68. | Ka3 | Qdb3# |
| 34.* | Ne2 | Qa5+ | | | |
| 35. | Kf2 | Qxa2 | | | |



34..Qa5+



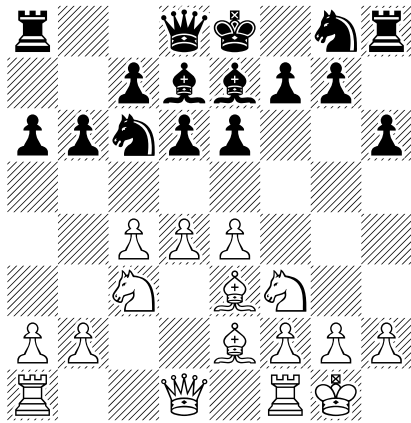
47..f2



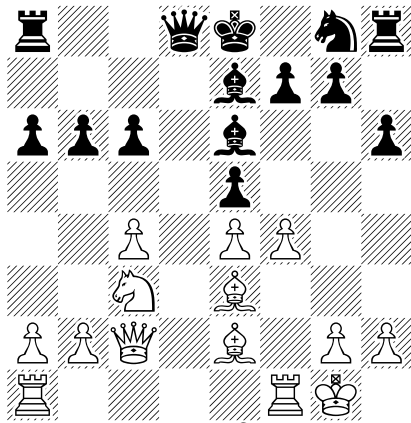
52..Qe1

Game 54: Center Game Cv2'B with Black

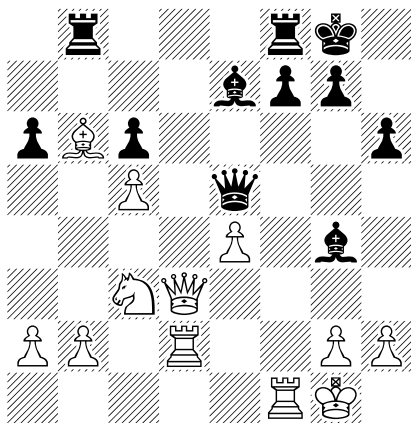
Black plays Cv2'B against the 3 pawn F back classical defense (9). Black offers a pawn (13), and then gains it back with tempo (20). He stays a step ahead to win a pawn at the start of the endgame (29). Black develops his promotion threat winning a piece for a pawn (43), and takes an easy victory in the endgame (49). By all appearances the Center Game is both completely valid and very strong; certainly white made few mistakes in this game .. but he certainly got beaten!



9. d5

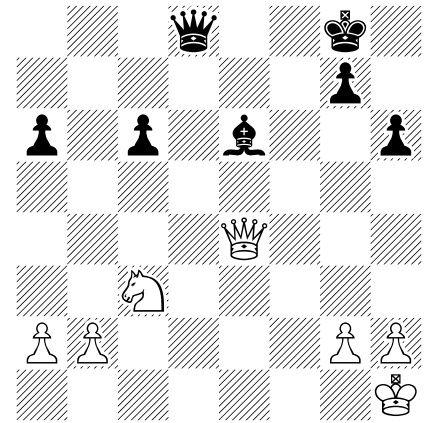


13..Nf6

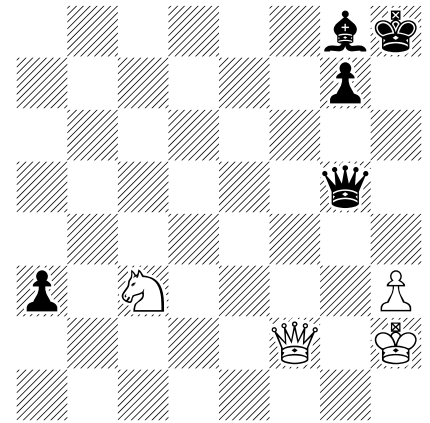


20..Bxc5+

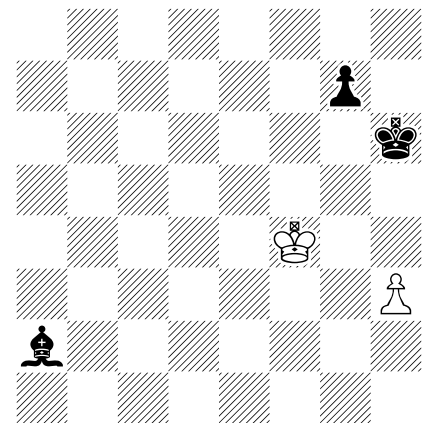
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|------|-------|-------|------|------|------|
| 1. | e4 | a6 | 36. | Qe3 | Qb4 |
| 2. | d4 | d6 | 37. | g4 | a4 |
| 3. | Nf3 | Bd7 | 38. | g5 | Qd6+ |
| 4. | Be2 | e6 | 39. | Kg2 | a3 |
| 5. | c4 | Be7 | 40. | gxh6 | Qxh6 |
| 6. | Nc3 | h6 | 41. | Qf2 | Qg5+ |
| 7. | O-O | b6 | 42.* | Kh2 | a2 |
| 8. | Be3 | Nc6 | 43. | Nxa2 | Qe5+ |
| 9.* | d5 | Ne5 | 44. | Kg1 | Qa1+ |
| 10. | dxe6 | Bxe6 | 45. | Kg2 | Qxa2 |
| 11. | Nxe5 | dxe5 | 46. | Qxa2 | Bxa2 |
| 12. | Qc2 | c6 | 47. | Kf3 | Kh7 |
| 13.* | f4 | Nf6 | 48. | Kf4 | Kh6 |
| 14. | Rad1 | Qc7 | 49.* | Ke5 | Kh5 |
| 15. | fxe5 | Qxe5 | 50. | Kd6 | Kh4 |
| 16. | Bxb6 | O-O | 51. | Ke5 | Bb1 |
| 17. | Qd3 | Ng4 | 52. | Kd5 | Kxh3 |
| 18. | Bxg4 | Bxg4 | 53. | Kc4 | g5 |
| 19. | Rd2 | Rab8 | 54. | Kc3 | g4 |
| 20.* | c5 | Bxc5+ | 55. | Kb2 | Bg6 |
| 21. | Bxc5 | Qxc5+ | 56. | Kc3 | g3 |
| 22. | Kh1 | Qb6 | 57. | Kd4 | Bh5 |
| 23. | Qg3 | Be6 | 58. | Ke3 | g2 |
| 24. | Rf3 | Rbd8 | 59. | Kf2 | Bf7 |
| 25. | Rfd3 | f5 | 60. | Kg1 | Bg6 |
| 26. | Rxd8 | Rxd8 | 61. | Kf2 | Kh2 |
| 27. | Rxd8+ | Qxd8 | 62. | Ke2 | g1=Q |
| 28. | Qe3 | fxe4 | 63. | Kd2 | Qd4+ |
| 29.* | Qxe4 | Bxa2 | 64. | Ke1 | Bh5 |
| 30. | Qxc6 | Qd2 | 65. | Kf1 | Qg1# |
| 31. | Qa8+ | Kh7 | | | |
| 32. | h3 | Qxb2 | | | |
| 33. | Qe4+ | Kh8 | | | |
| 34. | Qd3 | Bg8 | | | |
| 35. | Kh2 | a5 | | | |



29..Bxa2



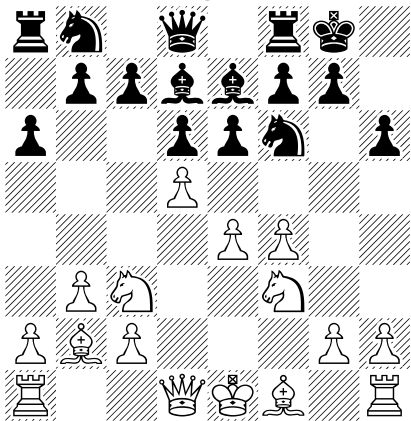
42..a2



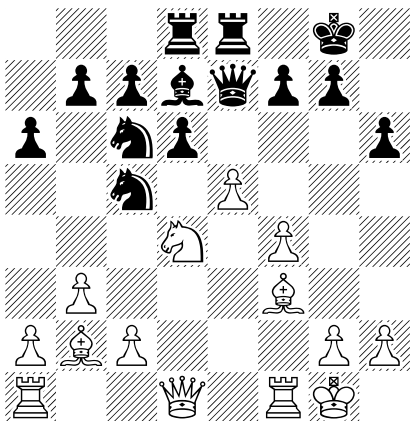
49. Ke5

Game 55: Center Game CvEG with Black

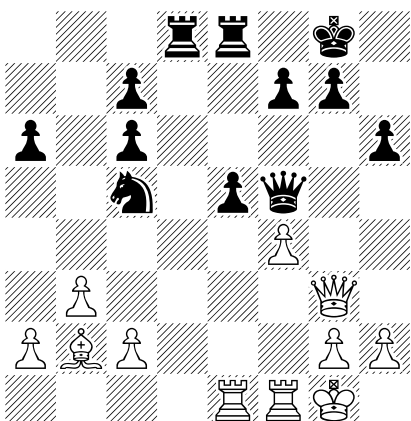
Black's compact CvEG confronts a custom 3 pawn opening with a Q-side fianchetto (9). White creates a doubled pawn (18) and has K-side threats aided by the fianchetto. White offers a pawn (23) to start an all-out attack on the king. Black manages to repel the assault (35) by giving the pawn back. Afterwards black's poor pawn structure and quality disadvantage (49) finally oblige him to simplify to a bishop and pawn endgame unwinnable for white (61). Interesting game!



9. Be2

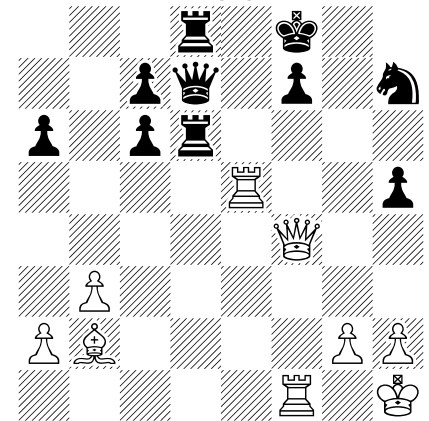


18. Nxc6

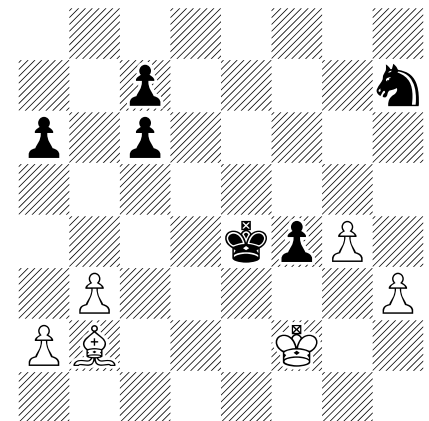


23. fxe5

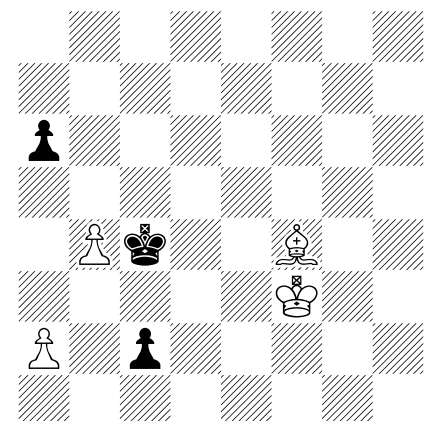
- | | | | | | |
|------|-------|-------|------|-------|------|
| 1. | e4 | d6 | 39. | Qf3 | Rd7 |
| 2. | d4 | a6 | 40. | Rh6 | Kg7 |
| 3. | f4 | h6 | 41. | Qh5 | Rd1+ |
| 4. | Nf3 | Bd7 | 42. | Qxd1 | Kxh6 |
| 5. | b3 | e6 | 43. | Qf1 | Kg6 |
| 6. | Bb2 | Be7 | 44. | Qd3+ | Qf5 |
| 7. | Nc3 | Nf6 | 45. | Qxf5+ | Kxf5 |
| 8. | d5 | O-O | 46. | g4+ | Ke4 |
| 9.* | Be2 | exd5 | 47. | Kg2 | f5 |
| 10. | e5 | Ne4 | 48. | Kg3 | f4+ |
| 11. | Nxd5 | Nc6 | 49.* | Kf2 | Nf8 |
| 12. | Bd3 | Nc5 | 50. | h4 | f3 |
| 13. | O-O | Bg4 | 51. | g5 | Ng6 |
| 14. | Be2 | Re8 | 52. | h5 | Nf4 |
| 15. | Nd4 | Bd7 | 53. | g6 | Nxh5 |
| 16. | Nxe7+ | Qxe7 | 54. | g7 | Nxg7 |
| 17. | Bf3 | Rad8 | 55. | Bxg7 | Kd3 |
| 18.* | Nxc6 | Bxc6 | 56. | Be5 | c5 |
| 19. | Bxc6 | bxc6 | 57. | Kxf3 | c4 |
| 20. | Qf3 | Qd7 | 58. | b4 | c3 |
| 21. | Qg3 | dxe5 | 59. | Bxc7 | Kc4 |
| 22. | Rae1 | Qf5 | 60. | Bd6 | c2 |
| 23.* | fxe5 | Qxc2 | 61.* | Bf4 | c1=Q |
| 24. | e6 | Nxe6 | 62. | Bxc1 | Kxb4 |
| 25. | Bf6 | Rd7 | 63. | Bb2 | Ka5 |
| 26. | Bxg7 | Rd3 | 64. | Be5 | Ka4 |
| 27. | Qg4 | Qc5+ | 65. | Bd6 | a5 |
| 28. | Kh1 | h5 | 66. | Be7 | Kb5 |
| 29. | Qe2 | Qd5 | 67. | Bf8 | a4 |
| 30. | Bh6 | Rd8 | 68. | Be7 | a3 |
| 31. | Qf2 | Qd7 | 69. | Bf8 | Ka4 |
| 32. | Bc1 | Nf8 | 70. | Bd6 | Kb5 |
| 33. | Bb2 | Nh7 | 71. | Be7 | Ka4 |
| 34. | Qf4 | Rd6 | 72. | Bf8 | Kb5 |
| 35.* | Re5 | f6 | 73. | Bd6 | Ka4 |
| 36. | Rxh5 | Rd1 | 74. | Bc5 | Kb5 |
| 37. | h3 | Rxf1+ | 75. | Bxa3 | Ka4 |
| 38. | Qxf1 | Qe6 | | | |



35..f6



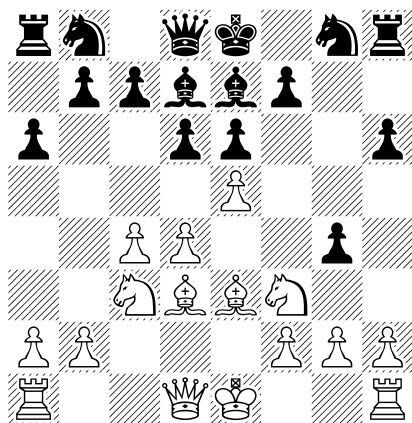
49..Nf8



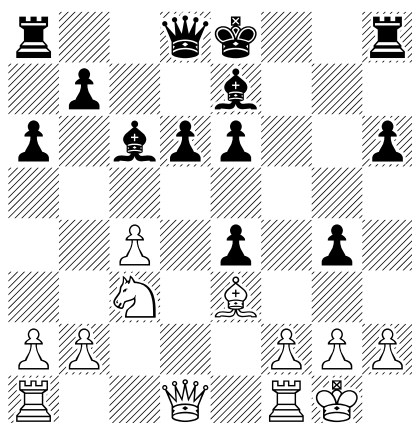
61..c1=Q

Game 56: Center Game Cv77 with Black

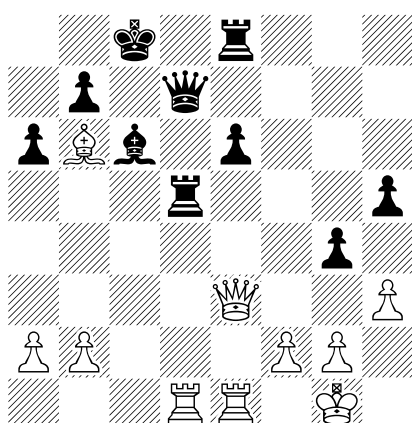
Black's Cv77 faces a 3 pawn standard opening with a center pawn attack. White misses his best line (16.Qxg4) but even so develops serious threats all over the chessboard. Black manages to consolidate and stay even. White looks for an attacking angle (26), but later his queen is poorly placed, resulting in loss of a pawn and the initiative. White makes a brave attempt at regaining the upper hand (42), but black simplifies to a rook versus bishop endgame (54), and wins handily.



9. exd6

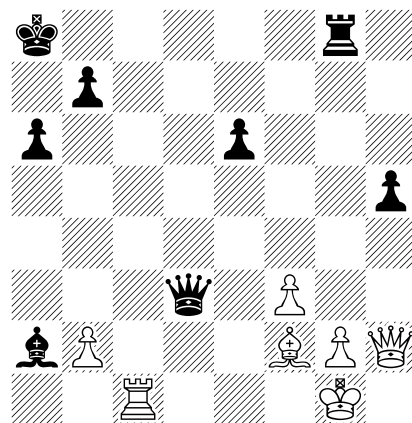


16. Nxe4

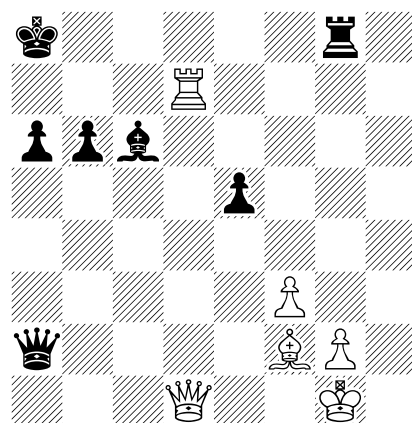


26. Qb3

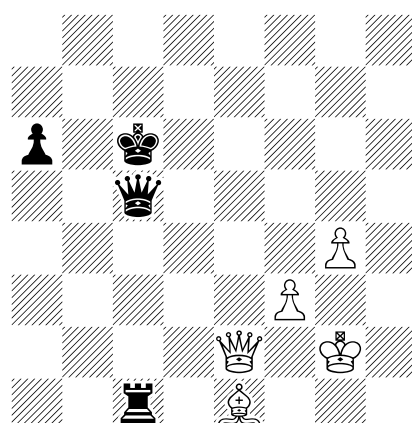
- | | | | | | |
|------|-------|-------|------|------------|------|
| 1. | e4 | a6 | 38. | Qe3 | Bd5 |
| 2. | d4 | e6 | 39. | Qe1 | Rg8 |
| 3. | Nf3 | h6 | 40. | Qd1 | Qa2 |
| 4. | c4 | Be7 | 41. | Rd7 | Bc6 |
| 5. | Nc3 | d6 | 42.* | Rg7 | Rxg7 |
| 6. | Be3 | Bd7 | 43. | Qd8+ | Kb7 |
| 7. | Bd3 | g5 | 44. | Qxb6+Kc8 | |
| 8. | e5 | g4 | 45. | Qxc6+Rc7 | |
| 9.* | exd6 | cxd6 | 46. | Qe8+ | Kb7 |
| 10. | Nd2 | Nc6 | 47. | Qxe5 | Rc1+ |
| 11. | O-O | Nf6 | 48. | Be1 | Qb1 |
| 12. | Nde4 | Nxe4 | 49. | Kf2 | Qc2+ |
| 13. | Bxe4 | f5 | 50. | Kf1 | Qc4+ |
| 14. | d5 | fxe4 | 51. | Qe2 | Qb5 |
| 15. | dxcc6 | Bxc6 | 52. | g4 | Kc6 |
| 16.* | Nxe4 | h5 | 53. | Kf2 | Qc5+ |
| 17. | Qd3 | Qc7 | 54.* | Kg2 | Qc2 |
| 18. | Rad1 | d5 | 55. | Qxc2+Rxc2+ | |
| 19. | Nc5 | Bxc5 | 56. | Kg3 | Kb5 |
| 20. | Bxc5 | O-O-O | 57. | g5 | a5 |
| 21. | Qe3 | Qf7 | 58. | Bxa5 | Kxa5 |
| 22. | Rfe1 | Rhe8 | 59. | f4 | Kb6 |
| 23. | Bb6 | Rd7 | 60. | g6 | Rc1 |
| 24. | cxd5 | Rxd5 | 61. | Kh2 | Rc8 |
| 25. | h3 | Qd7 | 62. | f5 | Kc7 |
| 26.* | Qb3 | gxh3 | 63. | Kg3 | Kd6 |
| 27. | Rxd5 | Bxd5 | 64. | Kf4 | Ke7 |
| 28. | Qxh3 | Rg8 | 65. | Kg5 | Rc5 |
| 29. | Rc1+ | Kb8 | 66. | g7 | Kf7 |
| 30. | f3 | Bxa2 | 67. | g8=Q+Kxg8 | |
| 31. | Qh2+ | Ka8 | 68. | Kf6 | Rc6+ |
| 32. | Be3 | Qd3 | 69. | Ke5 | Kf7 |
| 33.* | Bf2 | b6 | 70. | Kd5 | Rc1 |
| 34. | Qxh5 | Qd2 | 71. | Kd4 | Kf6 |
| 35. | Rc6 | Qxb2 | 72. | Ke4 | Re1+ |
| 36. | Rc7 | Rh8 | 73. | Kd3 | Kxf5 |
| 37. | Qg5 | e5 | 0-1 | | |



33..b6



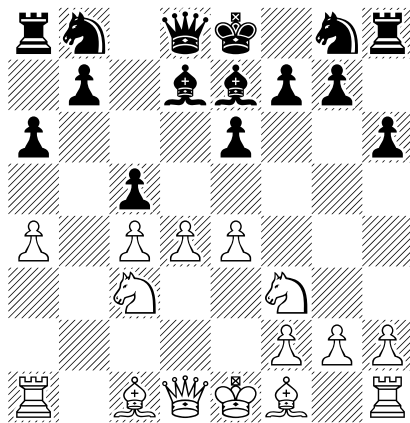
42. Rg7



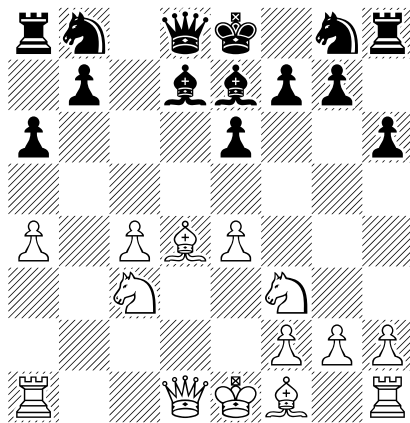
54..Qc2

Game 57: Center Game Cv34x with Black

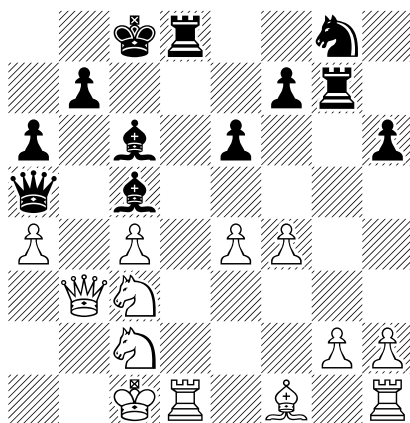
Black's Cv34x quickly takes a few chunks out of the pawn wall of the imposing 'queen wing' custom defense (9). Black offers a startling gambit (10), giving him a superior position with control of all the open lines (18). Black equalizes and continues to threaten as white tries to hold on (32). Black delivers the 'coup de grace' with an exchange sacrifice (38) followed by a piece sacrifice (40). Black gets his queen, and makes hash of white. As they say en français .. mince!



9. Be3

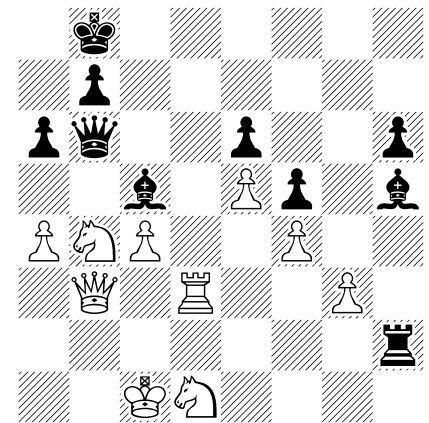


10..Nc6

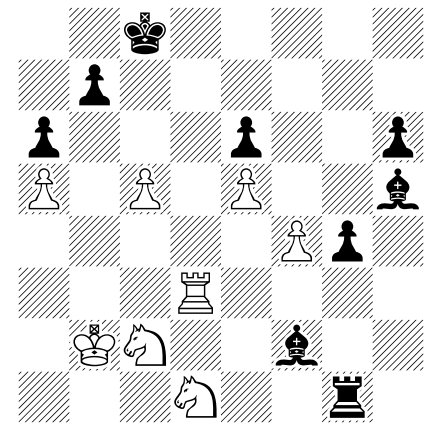


18. Rxd8+

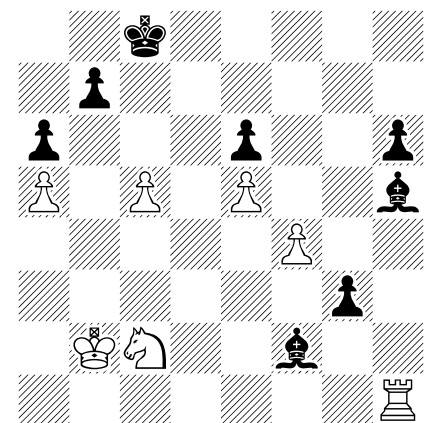
- | | | | | | |
|------|-------|-------|------|------|-------|
| 1. | d4 | d6 | 36. | a5 | Rg1 |
| 2. | c4 | h6 | 37. | g4 | fxg4 |
| 3. | b4 | a6 | 38.* | Kb2 | Rxd1 |
| 4. | Nc3 | Bd7 | 39. | Rxd1 | g3 |
| 5. | a4 | e6 | 40.* | Rh1 | g2 |
| 6. | Nf3 | Be7 | 41. | Rxh5 | g1=Q |
| 7. | e4 | c5 | 42. | Rxh6 | Bd4+ |
| 8. | bxc5 | dxc5 | 43. | Nxd4 | Qxd4+ |
| 9.* | Be3 | cxd4 | 44. | Kb3 | Qe3+ |
| 10.* | Bxd4 | Nc6 | 45. | Kc2 | Qxf4 |
| 11. | Bxg7 | Rh7 | 46. | Rh3 | Qa4+ |
| 12. | Bd4 | Qa5 | 47. | Rb3 | Kc7 |
| 13. | Qb3 | Nxd4 | 48. | Kb2 | Qxa5 |
| 14. | Nxd4 | Bc5 | 49. | Rd3 | Qb4+ |
| 15. | Nc2 | Rg7 | 50. | Kc2 | Qe4 |
| 16. | O-O-O | O-O-O | 51. | Kd2 | Qxe5 |
| 17. | f4 | Bc6 | 52. | Rc3 | Kc6 |
| 18.* | Rxd8+ | Qxd8 | 53. | Rc2 | Qh2+ |
| 19. | g3 | f5 | 54. | Kc3 | Qxc2+ |
| 20. | Bh3 | Rd7 | 55. | Kxc2 | Kxc5 |
| 21. | Re1 | Rd2 | 56. | Kc3 | e5 |
| 22. | Bf1 | Rxh2 | 57. | Kd3 | Kd5 |
| 23. | Rd1 | Qe8 | 58. | Ke3 | e4 |
| 24. | e5 | Bf3 | 59. | Ke2 | Kd4 |
| 25. | Rd3 | Bh5 | 60. | Kd2 | e3+ |
| 26. | Nd1 | Ne7 | 61. | Ke2 | b5 |
| 27. | Ne1 | Nc6 | 62. | Kd1 | b4 |
| 28. | Bg2 | Kb8 | 63. | Kc2 | b3+ |
| 29. | Bxc6 | Qxc6 | 64. | Kc1 | b2+ |
| 30. | Nc2 | Qc7 | 65. | Kxb2 | e2 |
| 31. | Nb4 | Qb6 | 66. | Ka3 | e1=Q |
| 32.* | Nc2 | Qxb3 | 67. | Kb2 | Qc3+ |
| 33. | Rxb3 | Rh1 | 68. | Ka2 | Qb4 |
| 34. | Rd3 | Bf2 | 69. | Ka1 | Kc3 |
| 35. | c5 | Kc8 | 70. | Ka2 | Qb2# |



32. Nc2



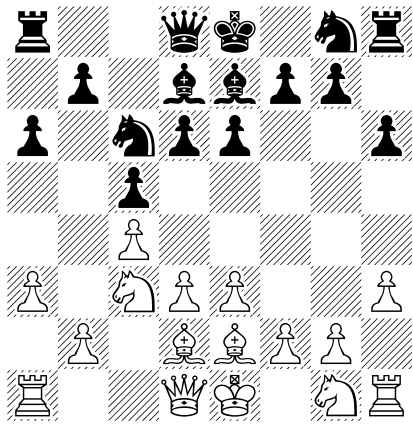
38..Rxd1



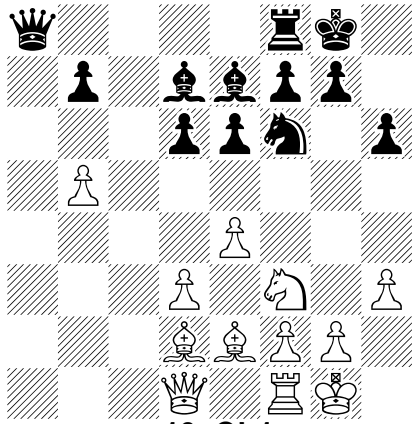
40. g2

Game 58: Center Game Cv3B with White and Black

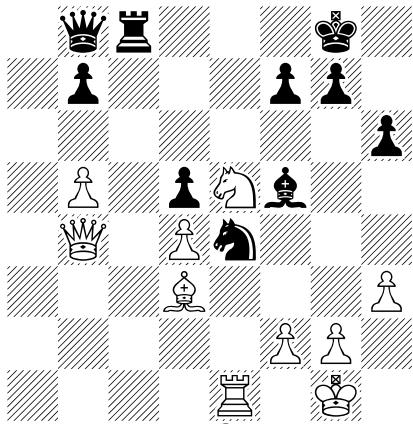
White and black both play Center Game Cv3B (9). Balanced positions follow, not just after the opening (18,25), but for the entire game! In a long and tenacious rook, knight, and pawn endgame (46,69) neither side is able to obtain an advantage, and a drawn game results. Has anyone ever seen equilibrium maintained so perfectly thru an entire game as in this ballet on the tightrope?!



9. b4

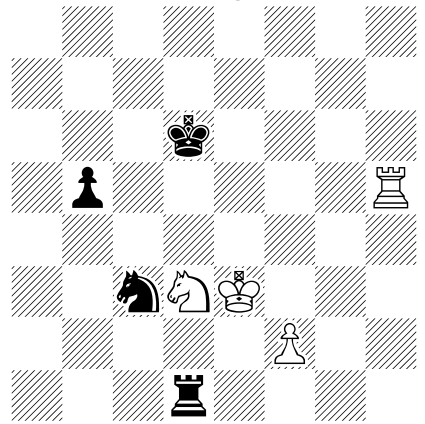


18. Qb1

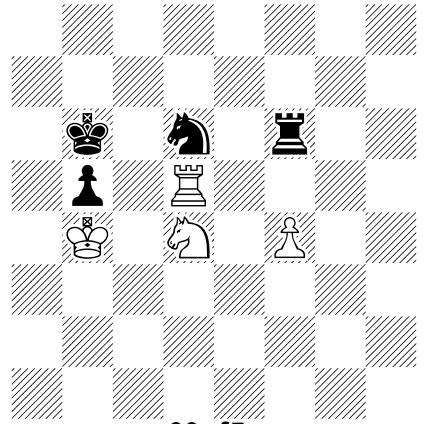


25..Qd6

- | | | | |
|----------|------|----------|------|
| 1. a3 | e6 | 40. Ne5 | h5 |
| 2. h3 | d6 | 41. Kf3 | Ke8 |
| 3. e3 | Be7 | 42. Rh7 | Nxd5 |
| 4. Be2 | Bd7 | 43. Rxh5 | Ke7 |
| 5. d3 | h6 | 44. Ke2 | Nc3+ |
| 6. Bd2 | a6 | 45. Ke3 | Kd6 |
| 7. c4 | c5 | 46.* Nd3 | Nd5+ |
| 8. Nc3 | Nc6 | 47. Ke2 | Ra1 |
| 9.* b4 | cxb4 | 48. Rh6+ | Ke7 |
| 10. axb4 | Nf6 | 49. Rh7+ | Ke6 |
| 11. b5 | axb5 | 50. Rb7 | Kd6 |
| 12. Rxa8 | Qxa8 | 51. Kd2 | Ra2+ |
| 13. cxb5 | Nb4 | 52. Kc1 | Nc3 |
| 14. Nf3 | Nbd5 | 53. Rb6+ | Kc7 |
| 15. Nxd5 | Nxd5 | 54. Rf6 | Ne4 |
| 16. e4 | Nf6 | 55. Rf5 | Kb6 |
| 17. O-O | O-O | 56. f4 | Ra1+ |
| 18.* Qb1 | Rc8 | 57. Kc2 | Nd6 |
| 19. d4 | d5 | 58. Re5 | Kc6 |
| 20. exd5 | exd5 | 59. Kc3 | Kd7 |
| 21. Ne5 | Ne4 | 60. Nc5+ | Kc7 |
| 22. Bb4 | Bxb4 | 61. Ne6+ | Kb6 |
| 23. Qxb4 | Bf5 | 62. Nd4 | Rc1+ |
| 24. Bd3 | Qb8 | 63. Kb2 | Rg1 |
| 25.* Re1 | Qd6 | 64. Rd5 | Rg6 |
| 26. Qxd6 | Nxd6 | 65. Ka3 | Ka5 |
| 27. Bxf5 | Nxf5 | 66. Nb3+ | Ka6 |
| 28. Nf3 | Nd6 | 67. Kb4 | Kb6 |
| 29. Re5 | Nxb5 | 68. Nd4 | Rf6 |
| 30. Rxd5 | Nc3 | 69.* f5 | Rh6 |
| 31. Rd7 | b5 | 70. Rc5 | Ka6 |
| 32. Rb7 | Ra8 | 71. Rc1 | Kb6 |
| 33. g4 | Ra2 | 72. Rc2 | Nc4 |
| 34. h4 | f6 | 73. Rg2 | Ne5 |
| 35. g5 | fxg5 | 74. Re2 | Nd3+ |
| 36. hxg5 | Kf8 | 75. Kc3 | Rh3 |
| 37. d5 | Ra1+ | 76. Re8 | Nf4+ |
| 38. Kg2 | Rd1 | 77. Kc2 | Rh2+ |
| 39. gxh6 | gxh6 | 78. Kb3 | Kc5 |



46..Nd5+

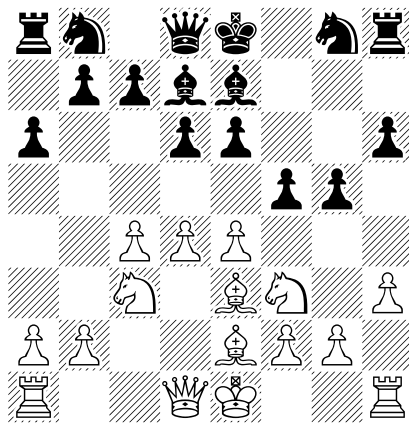


69. f5

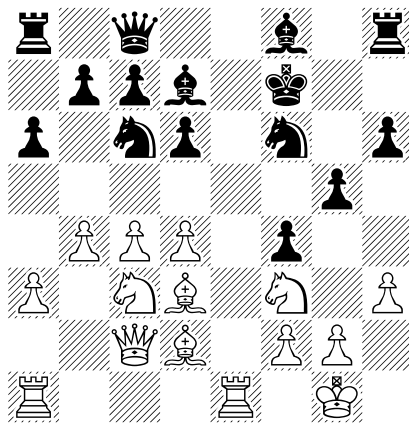
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|----------|------|---------------|------|
| 79. Rd8 | Rh6 | 93. Re5 | Kc6 |
| 80. Kc2 | b4 | 94. Re6+ | Kc7 |
| 81. Nb3+ | Kc6 | 95. Nd4 | Rf1 |
| 82. Kb2 | Rh7 | 96. Re8 | Kd7 |
| 83. Nd4+ | Kc7 | 97. Rb8 | Rf4 |
| 84. Re8 | Nd5 | 98. Kd3 | Ke7 |
| 85. Kb3 | Rh4 | 99. Kc4 | Ne3+ |
| 86. Kc4 | Nb6+ | 100.Kc5 | Nxf5 |
| 87. Kd3 | Kd7 | 101.Rb7+ | Kf6 |
| 88. Re3 | Rh1 | 102.Rb6+ | Kf7 |
| 89. Kc2 | Nd5 | 103.Nxf5Rxf5+ | |
| 90. Re5 | Kd6 | 104.Kxb4 | |
| 91. Re6+ | Kc5 | 1/2-1/2 | |
| 92. Nb3+ | Kb5 | | |

Game 59: Center Game Cv67 with Black

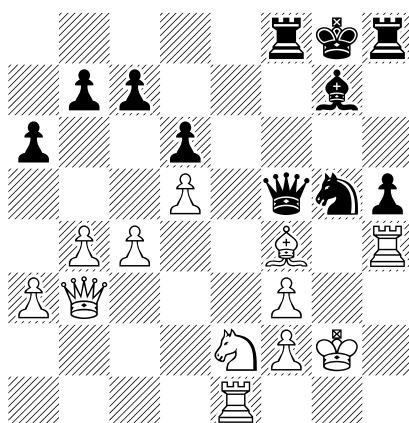
Black's Cv67 launches the K-side pawns against white's 3 pawn F back standard defense (9). Both sides then develop dangerous attacks. Black offers a pawn and disrupts white's castle (16), but has to work hard to find ways to sustain an attack (32) that often risks stalling. Black seizes control with a spectacular series of sacrifices (45,50), opening lines for his queen and rooks. The contest finishes with an interesting perpetual check (57). Good play all the way by both sides.



9..exf5

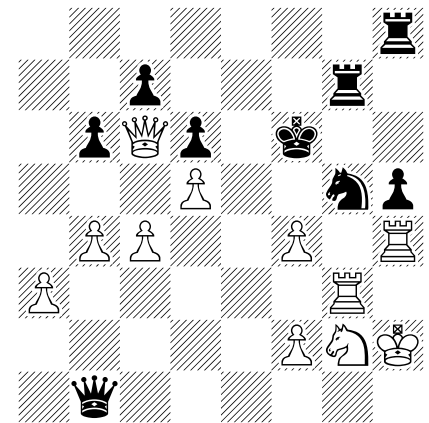


16..g4

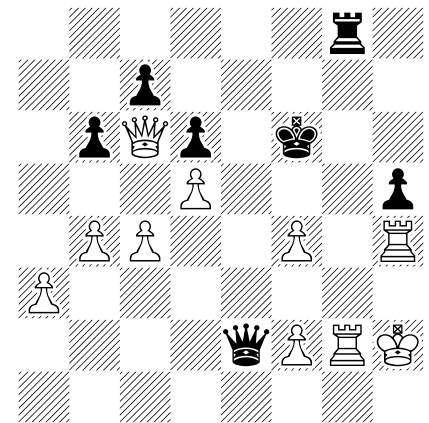


32..Be5

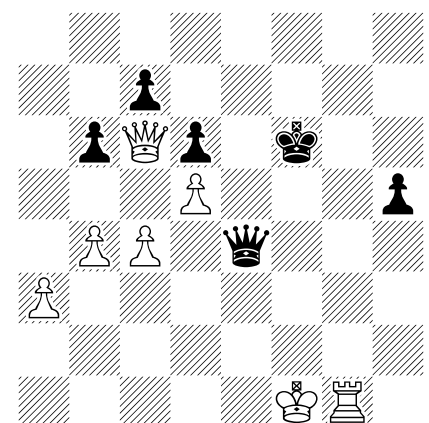
- | | | | | | |
|------|------|------|------|------|---------|
| 1. | d4 | d6 | 34. | Nxf4 | Rh7 |
| 2. | c4 | h6 | 35. | Rg1 | Kh8 |
| 3. | e4 | a6 | 36. | Qd4+ | Kg8 |
| 4. | Nf3 | Bd7 | 37. | Kh1 | Kf7 |
| 5. | Be3 | e6 | 38. | Rg3 | Ke8 |
| 6. | Nc3 | Be7 | 39. | Qa7 | b6 |
| 7. | Be2 | g5 | 40. | Qxa6 | Ke7 |
| 8. | h3 | f5 | 41. | Qb7 | Kf6 |
| 9.* | exf5 | exf5 | 42. | Qc6 | Rfh8 |
| 10. | O-O | f4 | 43. | Ng2 | Qb1+ |
| 11. | Bd2 | Nf6 | 44. | Kh2 | Rg7 |
| 12. | Qc2 | Kf7 | 45.* | f4 | Nf3+ |
| 13. | b4 | Nc6 | 46. | Rxf3 | Rxg2+ |
| 14. | a3 | Bf8 | 47. | Kxg2 | Rg8+ |
| 15. | Rfe1 | Qc8 | 48. | Rg3 | Qe4+ |
| 16.* | Bd3 | g4 | 49. | Kh2 | Qe2 |
| 17. | Bg6+ | Kg7 | 50.* | Rg2 | Qf3 |
| 18. | hxg4 | Bxg4 | 51. | Rxg8 | Qxf2+ |
| 19. | Ne2 | Bxf3 | 52. | Kh1 | Qe1+ |
| 20. | gxf3 | Qd7 | 53. | Rg1 | Qxh4+ |
| 21. | Kh2 | Kg8 | 54. | Kg2 | Qg4+ |
| 22. | Bxf4 | Ne7 | 55. | Kf2 | Qxf4+ |
| 23. | Bd3 | Bg7 | 56. | Ke2 | Qe4+ |
| 24. | Qb3 | Nh7 | 57. | Kf1 | Qf3+ |
| 25. | Kg2 | Ng5 | 58. | Ke1 | Qe4+ |
| 26. | Rh1 | Rf8 | 59. | Kf2 | Qf4+ |
| 27. | Rh4 | Nf5 | 60. | Ke1 | Qe3+ |
| 28. | Bxf5 | Qxf5 | 61. | Kf1 | Qf3+ |
| 29. | Re1 | Ne6 | 62. | Ke1 | Qe4+ |
| 30. | Bg3 | h5 | 63. | Kf2 | Qf4+ |
| 31. | d5 | Ng5 | 64. | Ke1 | Qe3+ |
| 32.* | Bf4 | Be5 | 65. | Kf1 | Qf3+ |
| 33. | Qe3 | Bxf4 | | | 1/2-1/2 |



45..Nf3+



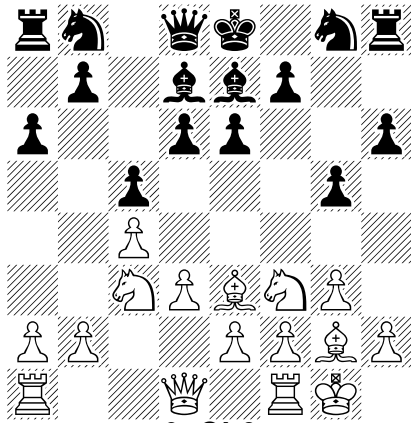
50..Qf3



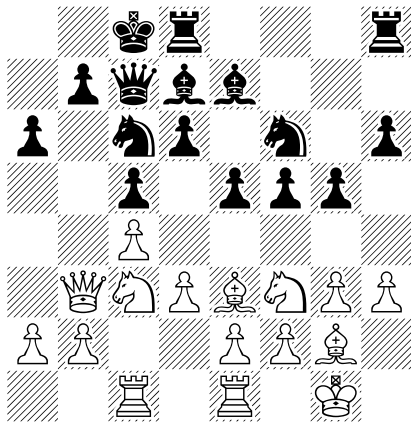
57..Qf3+

Game 60: Close Variant Cv37 with Black

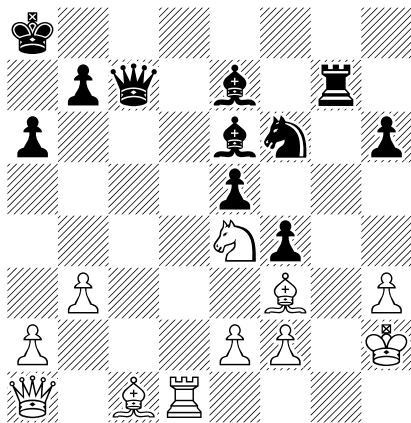
Black plays Cv37 against a fianchetto opening by white (9). A massive black assault starts soon after the opening (15), opening the K-side and the center. White is under pressure, but maintains equality, and surprises his adversary with his bishop sacrifice (34). White wins a pawn but he has to pay it back later, with interest (40). Black's pieces then close in on the white king (45). When the dust clears, black has a clear winning margin (53). A spectacular display of tactical chess!



9. Qb3

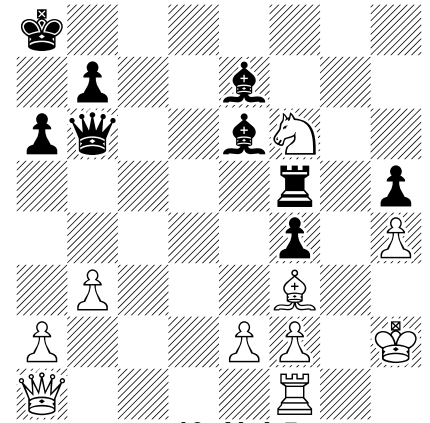


15..f4

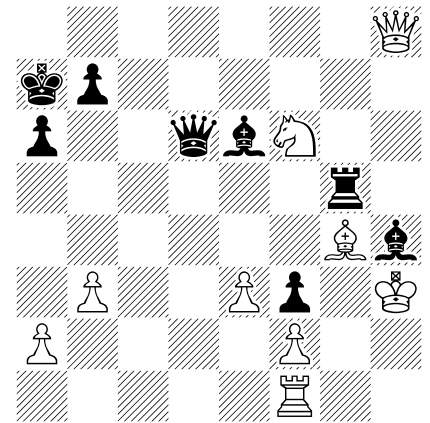


34. Bxf4

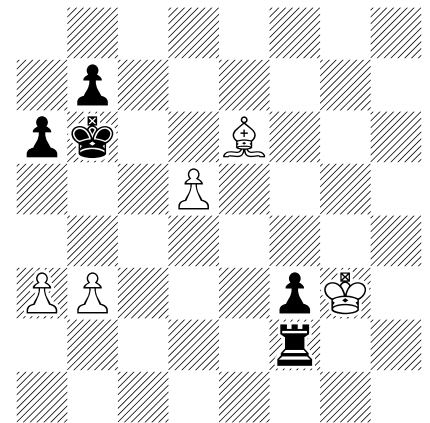
- | | | | | | |
|------|------|-------|------|------|-------|
| 1. | g3 | e6 | 37. | Nf6 | Qa5 |
| 2. | Nf3 | h6 | 38. | h4 | Qb6 |
| 3. | Bg2 | d6 | 39. | Rf1 | Rf5 |
| 4. | d3 | a6 | 40.* | Nxh5 | Bxh4 |
| 5. | O-O | Be7 | 41. | Qh8+ | Ka7 |
| 6. | c4 | g5 | 42. | Bg4 | f3 |
| 7. | Nc3 | Bd7 | 43. | e3 | Qd6+ |
| 8. | Be3 | c5 | 44. | Kh3 | Rg5 |
| 9.* | Qb3 | Nc6 | 45.* | Nf6 | Qe5 |
| 10. | Nd2 | Qc7 | 46. | Qxh4 | Qxf6 |
| 11. | Rab1 | f5 | 47. | Rg1 | Qe5 |
| 12. | Rfe1 | Nf6 | 48. | Bxe6 | Rxg1 |
| 13. | h3 | O-O-O | 49. | Qd4+ | Qxd4 |
| 14. | Rbc1 | e5 | 50. | exd4 | Rg2 |
| 15.* | Nf3 | f4 | 51. | d5 | Kb6 |
| 16. | gxf4 | gxf4 | 52. | a3 | Rxf2 |
| 17. | Bd2 | Rhg8 | 53.* | Kg3 | Rd2 |
| 18. | Kh2 | Be6 | 54. | Kxf3 | Rd3+ |
| 19. | Rg1 | Kb8 | 55. | Kf4 | Rxb3 |
| 20. | Qa4 | Rdf8 | 56. | a4 | Rb4+ |
| 21. | Rcd1 | d5 | 57. | Ke5 | Rxa4 |
| 22. | cxd5 | Nxd5 | 58. | d6 | Kc5 |
| 23. | Bh1 | Nb6 | 59. | d7 | Rd4 |
| 24. | Qc2 | Nd4 | 60. | Kf6 | Kc6 |
| 25. | Qc1 | c4 | 61. | Ke7 | Kc7 |
| 26. | dxc4 | Nxf3+ | 62. | Bf5 | b5 |
| 27. | Bxf3 | Qxc4 | 63. | Be6 | Rd6 |
| 28. | Rxg8 | Rxg8 | 64. | Bf5 | a5 |
| 29. | Qb1 | Rg7 | 65. | Be4 | a4 |
| 30. | b3 | Qc7 | 66. | Bc2 | Rxd7+ |
| 31. | Ne4 | Nd5 | 67. | Kf6 | Rd2 |
| 32. | Qa1 | Ka8 | 68. | Bh7 | Kd6 |
| 33. | Bc1 | Nf6 | 69. | Kf5 | a3 |
| 34.* | Bxf4 | exf4 | 70. | Bg8 | Rd5+ |
| 35. | Nxf6 | Rg5 | 71. | Ke4 | a2 |
| 36. | Ng4 | h5 | 72. | Bxd5 | a1=Q |



40. Nxh5



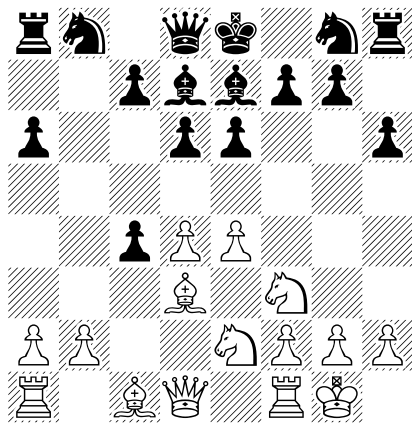
45..Qe5



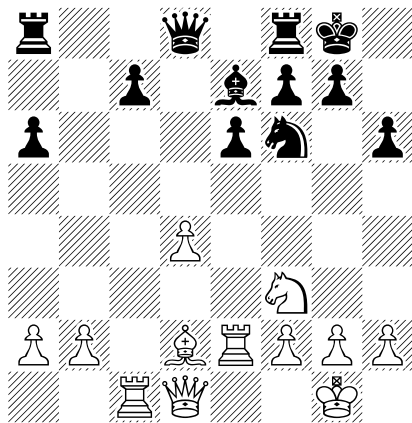
53..Rd2

Game 61: Close Variant Cv22x with Black

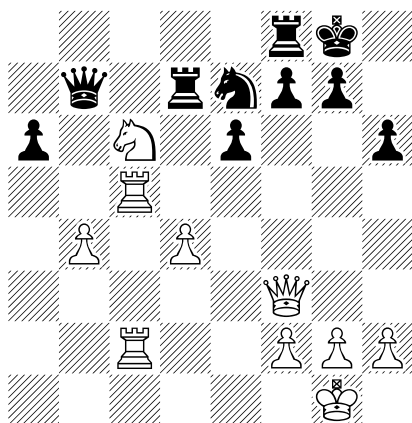
Black's Cv22x triumphs over the 3 pawn standard defense in a fine tactical display. Black finds a pawn fork to maintain easy equality after the opening (18). In a charged situation white tries for the attack (30), but drops a pawn that proves decisive. Black exchanges queen and pawn for two rooks (37), and then the converse (45), and closes the game soon afterwards (54). This is a good example of the tactics that C-game players can use effectively in blitz. Take the world by storm!



9. Bxc4

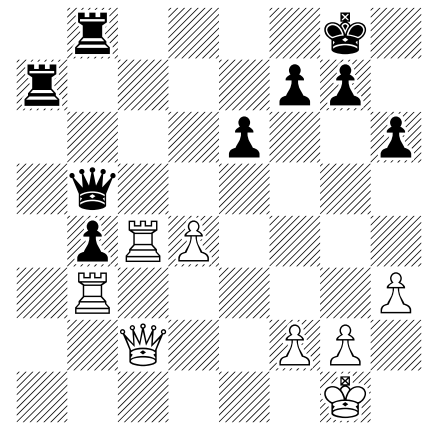


18..Qd5

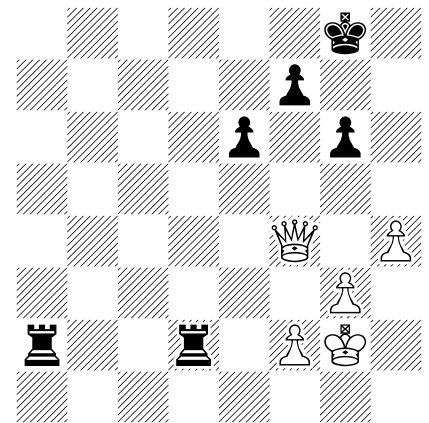


30. b5

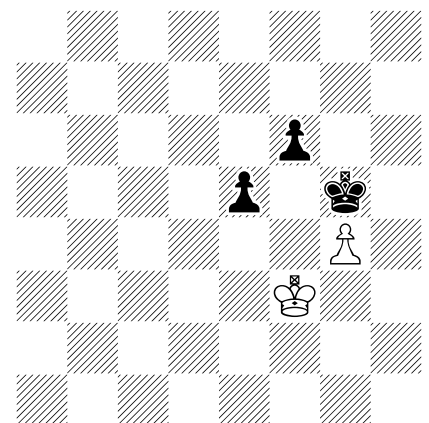
- | | | | | | |
|------|-------|-------|------|-------|-------|
| 1. | d4 | a6 | 37.* | h3 | g6 |
| 2. | e4 | d6 | 38. | Rcxb4 | Qxb4 |
| 3. | Nf3 | h6 | 39. | Rxb4 | Rxb4 |
| 4. | Nc3 | e6 | 40. | Qd2 | Raa4 |
| 5. | Bd3 | b5 | 41. | Qxh6 | Rxd4 |
| 6. | O-O | Be7 | 42. | g3 | Ra2 |
| 7. | Ne2 | Bd7 | 43. | h4 | Rd1+ |
| 8. | c4 | bx c4 | 44. | Kg2 | Rdd2 |
| 9.* | Bxc4 | Nf6 | 45.* | Qf4 | Rxf2+ |
| 10. | Nc3 | Nxe4 | 46. | Qxf2 | Rxf2+ |
| 11. | Nxe4 | d5 | 47. | Kxf2 | Kg7 |
| 12. | Bd3 | dxe4 | 48. | Kf3 | Kh6 |
| 13. | Bxe4 | Bc6 | 49. | g4 | g5 |
| 14. | Re1 | Bxe4 | 50. | Kg3 | gxh4+ |
| 15. | Rxe4 | Nd7 | 51. | Kxh4 | f6 |
| 16. | Bd2 | Nf6 | 52. | Kh3 | Kg5 |
| 17. | Re2 | O-O | 53. | Kg3 | e5 |
| 18.* | Rc1 | Qd5 | 54.* | Kf3 | Kh4 |
| 19. | Bf4 | Qxa2 | 55. | Ke3 | Kg3 |
| 20. | Bxc7 | Ra7 | 56. | g5 | fxg5 |
| 21. | Bb6 | Rb7 | 57. | Ke4 | Kf2 |
| 22. | Bc5 | Qd5 | 58. | Kf5 | g4 |
| 23. | Bxe7 | Rxe7 | 59. | Kxg4 | e4 |
| 24. | Rc5 | Qb7 | 60. | Kf4 | e3 |
| 25. | Rec2 | Nd5 | 61. | Ke4 | e2 |
| 26. | Ne5 | Nf4 | 62. | Kd3 | e1=Q |
| 27. | Nc6 | Rd7 | 63. | Kc4 | Qe4+ |
| 28. | Qf3 | Nd5 | 64. | Kc5 | Ke3 |
| 29. | b4 | Ne7 | 65. | Kd6 | Kd4 |
| 30.* | b5 | axb5 | 66. | Kc7 | Kd5 |
| 31. | Nxe7+ | Rxe7 | 67. | Kb6 | Qe7 |
| 32. | Qe2 | Rb8 | 68. | Kb5 | Qb7+ |
| 33. | R2c3 | b4 | 69. | Ka4 | Kc4 |
| 34. | Rb3 | Rd7 | 70. | Ka5 | Qb5# |
| 35. | Rc4 | Qb5 | | | |
| 36. | Qc2 | Ra7 | | | |



37..g6



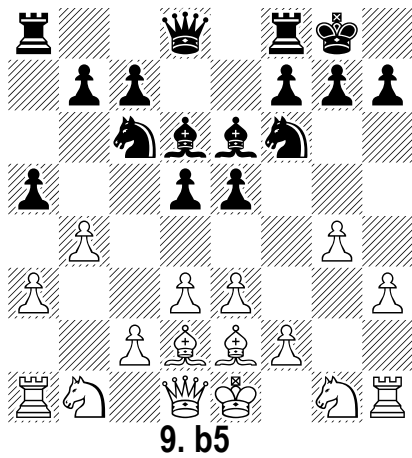
45..Rxf2+



54..Kh4

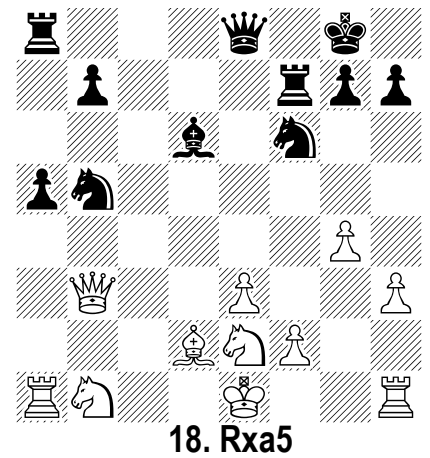
Game 62: Close Variant Cv27 with White

White's close variant Cv27 confronts the 2 pawn standard opening (9) in a 'quick draw' contest. After both challenge with center pawns (13) white has the opportunity to grab a pawn (18). In view of his poor prospects of defending against a serious black invasion on the Q-side, white decides to accept an early draw by repetition rather than try to 'hang on grimly.' A quickie but a goodie!

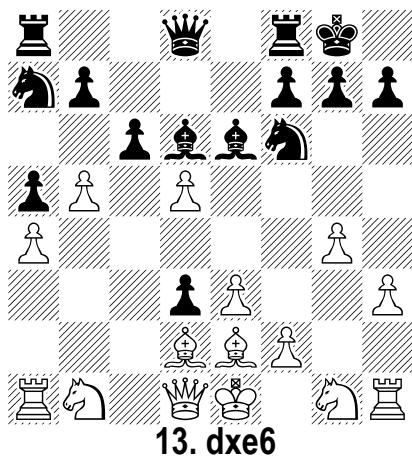


9. b5

- | | | | | | |
|-----|------|------|------|-------|---------|
| 1. | a3 | e5 | 16. | Qb3 | Qe8 |
| 2. | h3 | d5 | 17. | exf7+ | Rxf7 |
| 3. | d3 | Nf6 | 18.* | Rxa5 | Rxa5 |
| 4. | Bd2 | Nc6 | 19. | Bxa5 | Qc6 |
| 5. | b4 | Be6 | 20. | Rf1 | Ne4 |
| 6. | e3 | Bd6 | 21. | Nd2 | Nc5 |
| 7. | Be2 | O-O | 22. | Qc4 | Na3 |
| 8. | g4 | a5 | 23. | Qc3 | Nb5 |
| 9.* | b5 | Na7 | 24. | Qc4 | Na3 |
| 10. | a4 | c6 | 25. | Qc3 | Nb5 |
| 11. | c4 | e4 | 26.* | Qc4 | |
| 12. | cxd5 | exd3 | | | 1/2-1/2 |



18. Rxa5



13. dxe6

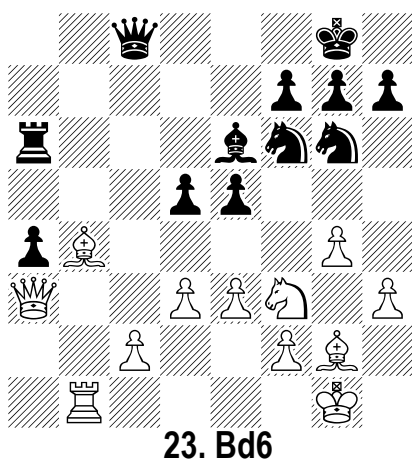
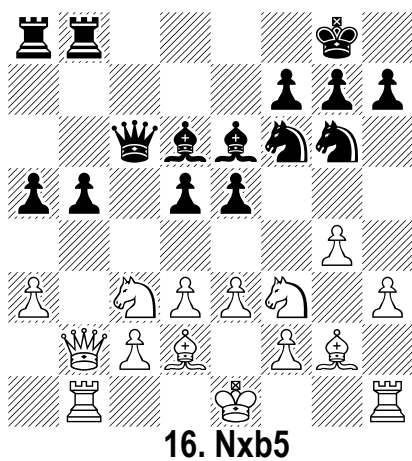
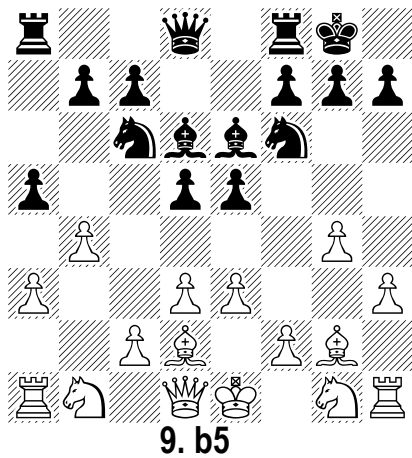
- | | | |
|------|------|------|
| 13.* | dxe6 | dxe2 |
| 14. | Nxe2 | cxb5 |
| 15. | axb5 | Nxb5 |



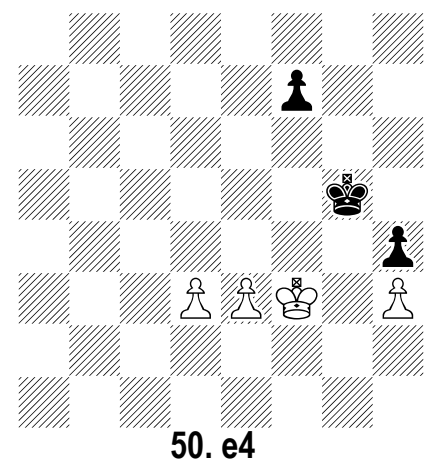
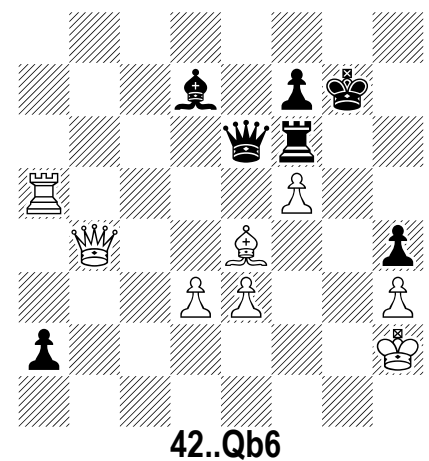
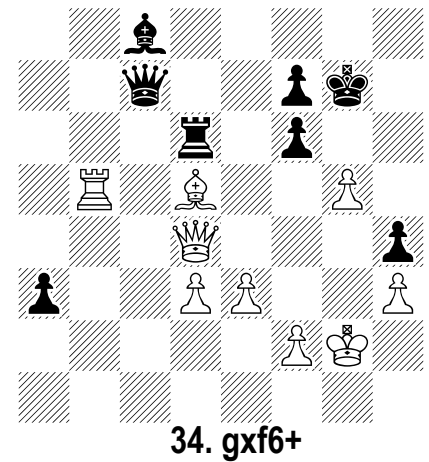
after 26. Qc4

Game 63: C-system Variant Cv27F with White

White plays the strong Cv27F and triumphs in a fine tactical contest. After opening black sets up a powerful Q-side barrage, but white plays right into it (16), then springs a trap on his adversary (23). White stays on the attack later while covering black's threats, and finally takes a pawn (34). After losing his own passed pawn (42), black is finished off easily in the endgame (50). Smashing!

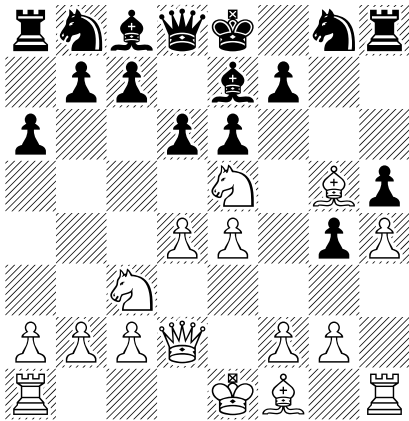


- | | | | | | |
|------|-------|------|------|-------|------|
| 1. | a3 | e5 | 36. | Qc3 | Be6 |
| 2. | d3 | d5 | 37. | f4 | a2 |
| 3. | Bd2 | Nf6 | 38. | Kh2 | Bd7 |
| 4. | h3 | Nc6 | 39. | Rg5+ | Kf8 |
| 5. | e3 | Be6 | 40. | Ra5 | Qe6 |
| 6. | b4 | Bd6 | 41. | Qb4+ | Kg7 |
| 7. | g4 | O-O | 42.* | f5 | Qb6 |
| 8. | Bg2 | a5 | 43. | Qxb6 | Rxb6 |
| 9.* | b5 | Ne7 | 44. | Rxa2 | Kf6 |
| 10. | Nc3 | c6 | 45. | Kg2 | Bxf5 |
| 11. | Nf3 | Qb6 | 46. | Rf2 | Rb5 |
| 12. | Rb1 | Ng6 | 47. | Bxf5 | Rxf5 |
| 13. | bxc6 | Qxc6 | 48. | Rxf5+ | Kxf5 |
| 14. | Qc1 | Rfb8 | 49. | Kf3 | Kg5 |
| 15. | Qb2 | b5 | 50.* | e4 | Kf6 |
| 16.* | Nxb5 | Bxa3 | 51. | d4 | Kg5 |
| 17. | Qxa3 | Rxb5 | 52. | d5 | Kf6 |
| 18. | Rxb5 | Qxb5 | 53. | Kf4 | Ke7 |
| 19. | O-O | Ra6 | 54. | e5 | Kd7 |
| 20. | Ra1 | a4 | 55. | Kf5 | Ke7 |
| 21. | Bb4 | Qb8 | 56. | Kg5 | Ke8 |
| 22. | Rb1 | Qc8 | 57. | Kxh4 | Kd7 |
| 23.* | Bd6 | Qxc2 | 58. | Kg5 | Ke7 |
| 24. | Rb8+ | Bc8 | 59. | h4 | Kd7 |
| 25. | Nxe5 | Nxe5 | 60. | h5 | Ke8 |
| 26. | Bxe5 | h5 | 61. | h6 | Kd7 |
| 27. | Qb2 | Rc6 | 62. | Kf6 | Kc7 |
| 28. | Bxf6 | gxf6 | 63. | d6+ | Kb6 |
| 29. | Qd4 | Kg7 | 64. | h7 | Kb7 |
| 30. | g5 | Rd6 | 65. | h8=Q | Kc6 |
| 31. | Bxd5 | a3 | 66. | Qa8+ | Kc5 |
| 32. | Kg2 | h4 | 67. | d7 | Kd4 |
| 33. | Rb5 | Qc7 | 68. | d8=Q+ | Ke3 |
| 34.* | gxf6+ | Rxf6 | 69. | Qg2 | Kf4 |
| 35. | Be4 | Qd6 | 70. | Qd4# | |

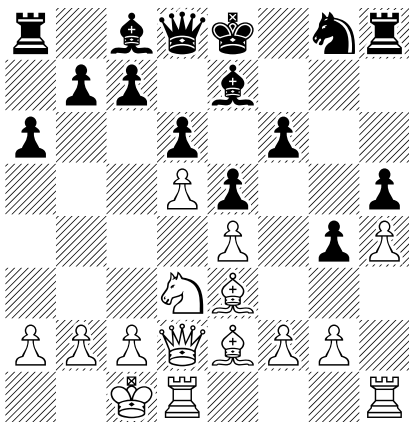


Game 64: C-system Variant Cv778 with Black

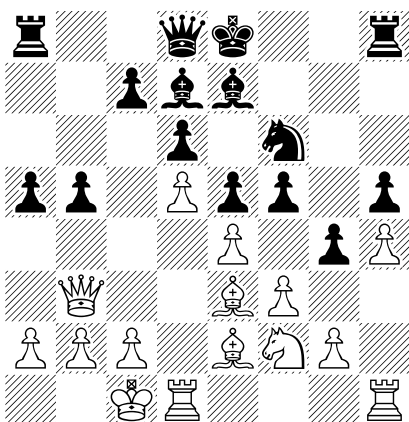
Black departs early from the Center Game to harass the K-side of a 2 pawn classical defense (9). White accepts the invitation to attack but immediately afterwards is repulsed, as black advances relentlessly on both flanks (14,19), leaving white with a cramped game (26). In extremis, white sacrifices two pieces (32), bowing out unceremoniously with a perpetual check. Bad, blackie, bad!



9. Nd3



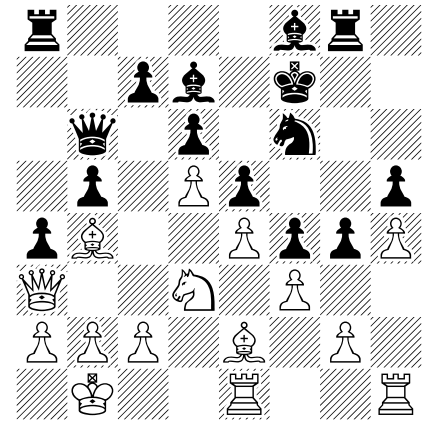
14. f3



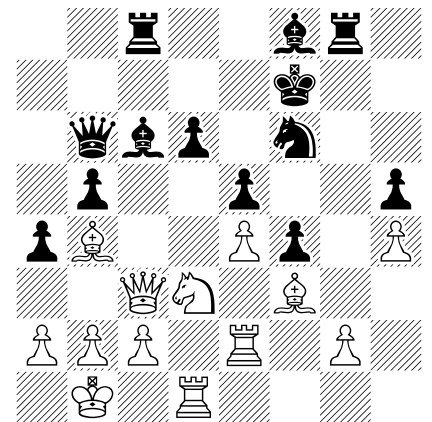
19..a4

1. d4 h6
2. e4 e6
3. Nc3 a6
4. Nf3 g5
5. h4 g4
6. Ne5 h5
7. Bg5 Be7
8. Qd2 d6
- 9.* Nd3 Nc6
10. d5 Nd4
11. O-O-O e5
12. Ne2 Nxe2+
13. Bxe2 f6
- 14.* Be3 f5
15. Qb4 a5
16. Qc4 Nf6
17. f3 Bd7
18. Nf2 b5
- 19.* Qb3 a4
20. Qb4 f4
21. Bd2 Qb8
22. Qa3 Kf7
23. Nd3 Qb6
24. Kb1 Rhg8
25. Bb4 Bf8

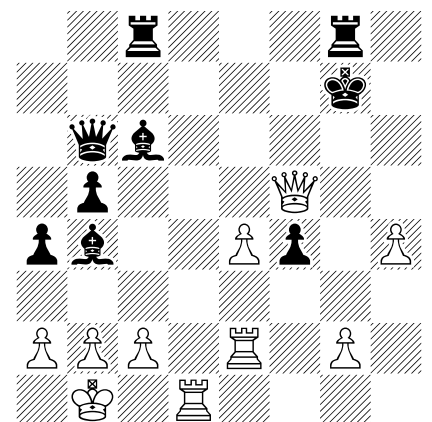
- 26.* Rde1 gxf3
27. Bxf3 Bg4
28. Re2 Rc8
29. Rd1 Bd7
30. Qc3 c5
31. dxc6 Bxc6
- 32.* Nxe5+ dxe5
33. Qxe5 Bxb4
34. Bxh5+Nxh5
35. Qxh5+Kf8
36. Qf5+ Kg7
- 37.* Qg5+ Kh7
38. Qh5+ Kg7
39. Qg5+ Kh7
40. Qh5+ Kg7
41. Qg5+ 1/2-1/2



26..gxf3



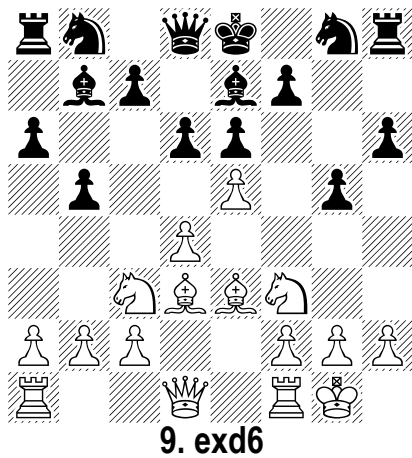
32. Nxe5+



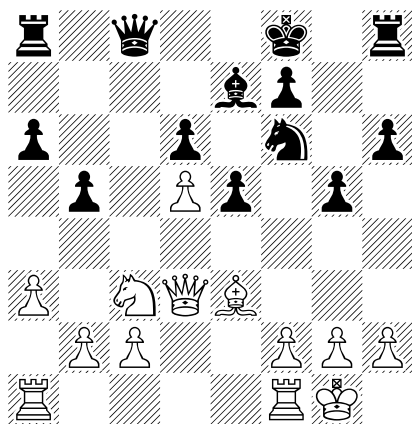
37. Qg5+

Game 65: C-system Variant Cv27C with Black

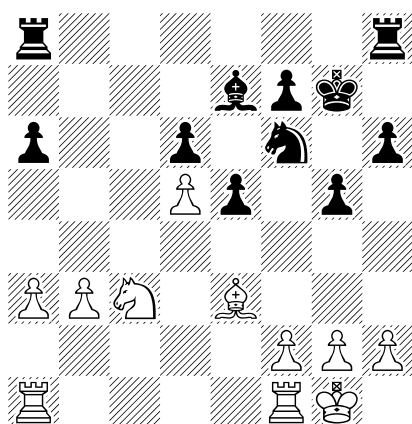
Black plays Cv27C against the two pawn standard classical defense. White's attack is shut down quickly, and afterwards black maintains pressure on the isolated forward pawn and the half open c-file (18). White finds a superb pawn sacrifice (22) leading to a full scale attack (28) that later has black on the ropes (39). Black has to give the pawn back, and finally accept a draw (57). Tenaz!



9. exd6

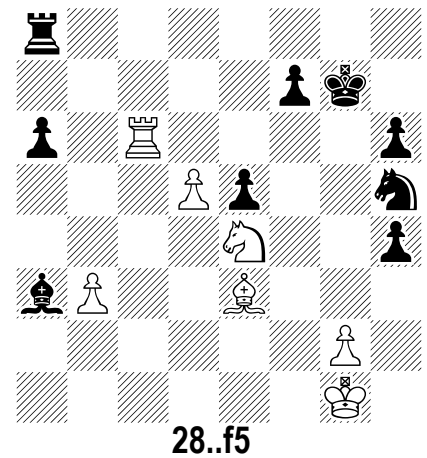


18..Qc4

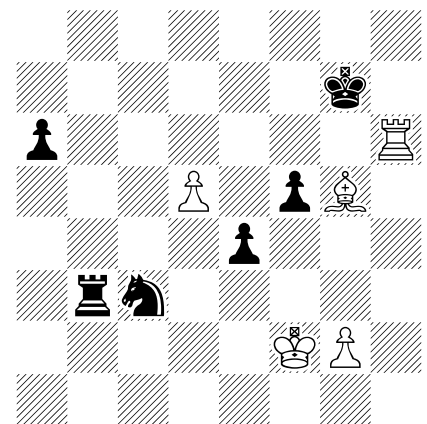


22. h4

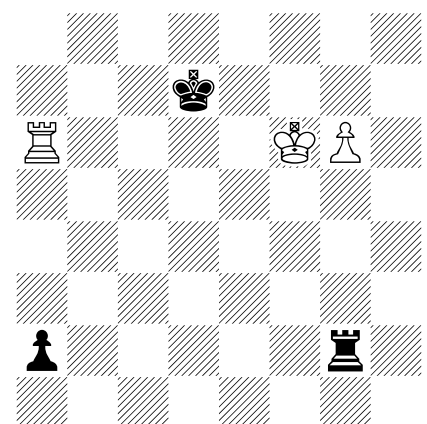
- | | | | |
|-----------|-------|----------|---------|
| 1. d4 | h6 | 33. Bxh4 | Nf4 |
| 2. e4 | e6 | 34. Bf6 | e4 |
| 3. Nc3 | Be7 | 35. Bg5 | Ne2+ |
| 4. Nf3 | g5 | 36. Kf2 | Nc3 |
| 5. Bd3 | a6 | 37. Rg6+ | Kh7 |
| 6. O-O | b5 | 38. Rh6+ | Kg7 |
| 7. Be3 | Bb7 | 39.* d6 | Nb5 |
| 8. e5 | d6 | 40. Re6 | Rd3 |
| 9.* exd6 | cxd6 | 41. Bf4 | a5 |
| 10. d5 | e5 | 42. Be5+ | Kf8 |
| 11. Nd2 | Nf6 | 43. Rf6+ | Ke8 |
| 12. Nde4 | Nbd7 | 44. Rxf5 | Rd5 |
| 13. Nxf6+ | Nxf6 | 45. g4 | a4 |
| 14. a3 | Kf8 | 46. Ke3 | a3 |
| 15. Bf5 | Bc8 | 47. Kxe4 | Rd1 |
| 16. Qd3 | Bxf5 | 48. Rf6 | a2 |
| 17. Qxf5 | Qc8 | 49. d7+ | Rxd7 |
| 18.* Qd3 | Qc4 | 50. g5 | Nd6+ |
| 19. Qxc4 | bx c4 | 51. Kf4 | Nf7 |
| 20. b4 | cx b3 | 52. Ra6 | Nxe5 |
| 21. cx b3 | Kg7 | 53. Kxe5 | Rd2 |
| 22.* h4 | gx h4 | 54. Kf5 | Kd7 |
| 23. f4 | Rhc8 | 55. g6 | Rf2+ |
| 24. Rac1 | Nh5 | 56. Kg5 | Rg2+ |
| 25. fx e5 | dx e5 | 57.* Kf6 | Rf2+ |
| 26. Ne4 | Rxc1 | 58. Kg7 | Rg2 |
| 27. Rxc1 | Bxa3 | 59. Ra8 | Ke7 |
| 28.* Rc6 | f5 | 60. Ra5 | Rc2 |
| 29. Bxh6+ | Kg8 | 61. Kg8 | Kf6 |
| 30. Nd6 | Bxd6 | 62. g7 | Rd2 |
| 31. Rxd6 | Rb8 | 63. Ra6+ | 1/2-1/2 |
| 32. Bg5 | Rxb3 | | |



28..f5



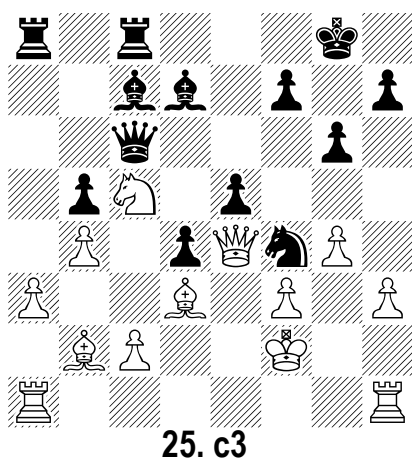
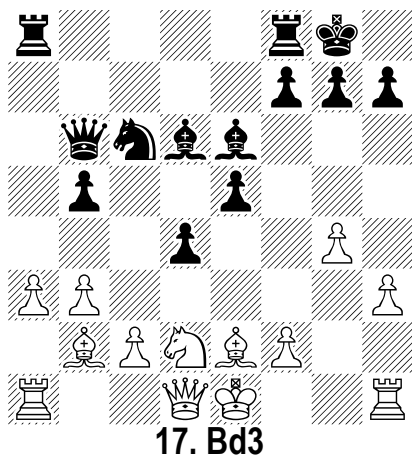
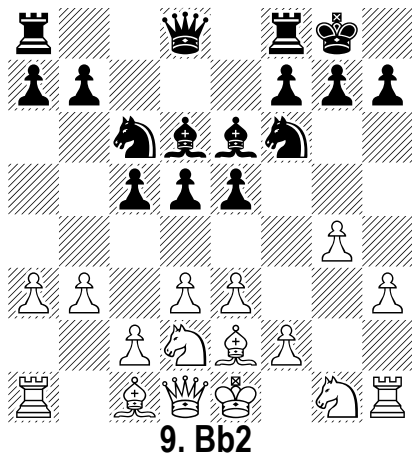
39. d6



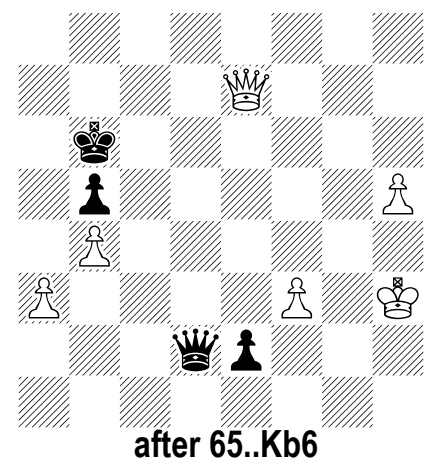
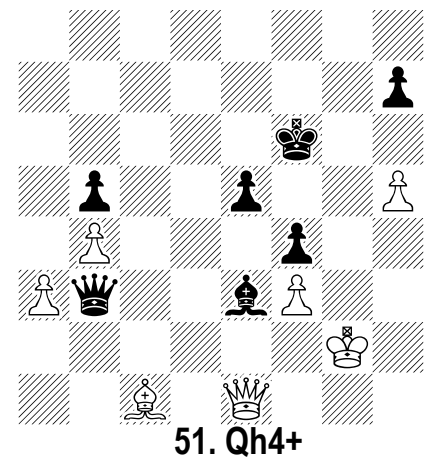
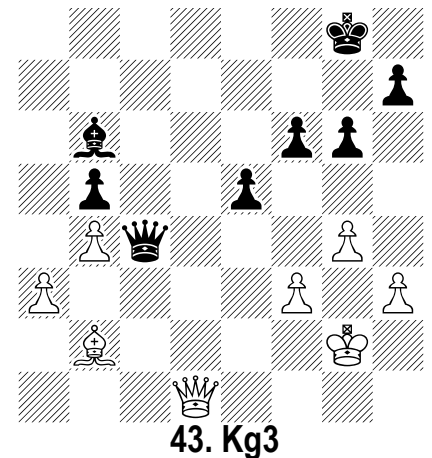
57. Rf2+

Game 66: C-system Variant Cv2'7B' with White

The author with white plays Cv2'7B', and draws against his strong computer rival. White makes a few quick trades after the opening and consolidates (17). He then moves forward, opening the Q-side (25). White is still even at the start of the endgame (43) and finds a perpetual check which stops black a move away from winning (51,65). The Center Game: chess power to the masses!

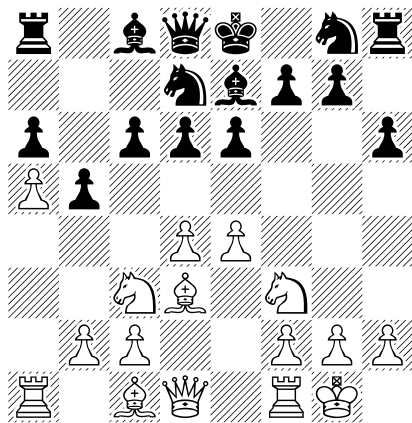


- | | | | |
|----------|-------|--------------|------|
| 1. a3 | e5 | 34. Kg2 | f6 |
| 2. h3 | d5 | 35. Be1 | Bd4 |
| 3. d3 | Nf6 | 36. Rab1 | Ra8 |
| 4. e3 | c5 | 37. Bc3 | Bb6 |
| 5. Be2 | Nc6 | 38. Bb2 | Rd5 |
| 6. b3 | Bd6 | 39. Re1 | Rad8 |
| 7. Nd2 | O-O | 40. Rbd1 | Rxd1 |
| 8. g4 | Be6 | 41. Rxd1 | Rxd1 |
| 9.* Bb2 | d4 | 42. Qxd1 | Qc4 |
| 10. e4 | a6 | 43.* Kg3 | Bd4 |
| 11. Ngf3 | b5 | 44. Bc1 | Kf7 |
| 12. Nf1 | c4 | 45. h4 | f5 |
| 13. dxc4 | Nxe4 | 46. gxf5 | gxf5 |
| 14. cxb5 | axb5 | 47. Kg2 | f4 |
| 15. N1d2 | Nxd2 | 48. Qd2 | Qb3 |
| 16. Nxd2 | Qb6 | 49. h5 | Kf6 |
| 17.* Bd3 | Ne7 | 50. Qe1 | Be3 |
| 18. Ne4 | Qc6 | 51.* Qh4+ | Kf7 |
| 19. f3 | Bc7 | 52. Bxe3 | fxe3 |
| 20. Qe2 | Bd7 | 53. Qe4 | Qb2+ |
| 21. b4 | Nd5 | 54. Kh3 | e2 |
| 22. Nc5 | Nf4 | 55. Qxh7+Ke6 | |
| 23. Qe4 | g6 | 56. Qg6+ | Ke7 |
| 24. Kf2 | Rfc8 | 57. Qe4 | Qd2 |
| 25.* c3 | dx3 | 58. Qxe5+Kf7 | |
| 26. Bxc3 | Qd6 | 59. Qf5+ | Ke8 |
| 27. Nxd7 | Nxd3+ | 60. Qe5+ | Kd8 |
| 28. Ke3 | Qxd7 | 61. Qf6+ | Kc7 |
| 29. Qxd3 | Qc6 | 62. Qe5+ | Kb7 |
| 30. Rhc1 | Rd8 | 63. Qe7+ | Ka6 |
| 31. Qe4 | Qe6 | 64. Qf6+ | Ka7 |
| 32. Kf2 | Rac8 | 65. Qe7+ | Kb6 |
| 33. Qe2 | Bb6+ | 1/2-1/2 | |

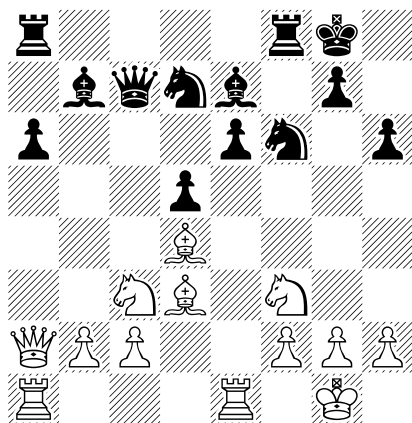


Game 67: C-system Variant Cv23'B' with Black

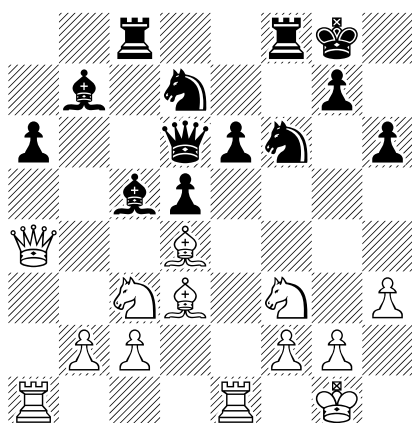
Black's Cv23'B' aims for sharp counter play on the Q-side. Black develops the fianchetto and stays on the attack, in spite of white's threats (17). In a tight situation (20) white exchanges his queen for rook, bishop and pawn, but his situation shortly afterwards is critical. White goes for broke (28), but black's queen and knights do a little dance and white gets stung badly (33). Then up a full rook, black plays 'like a machine' until a crushing win. The C-system strikes back!



9. axb6



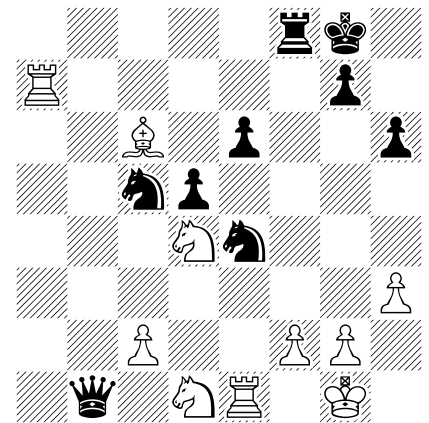
17..Bc5



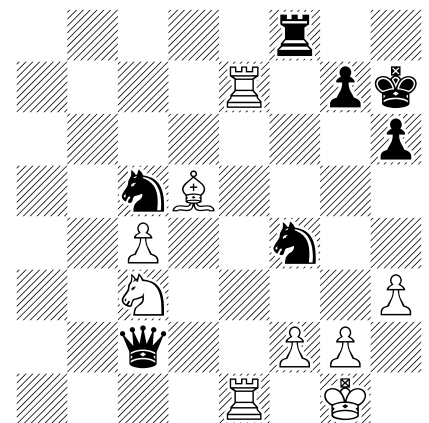
20. Bxa6

- | | | | |
|-----------|------|-----------|-------|
| 1. d4 | h6 | 33.* R1e3 | Nxd5 |
| 2. e4 | e6 | 34. cxd5 | Qxf2+ |
| 3. Nc3 | a6 | 35. Kh2 | Rf6 |
| 4. Nf3 | Be7 | 36. Ne2 | Rg6 |
| 5. Bd3 | d6 | 37. Ng3 | Qf4 |
| 6. O-O | Nd7 | 38.* Rf3 | Qd6 |
| 7. a4 | c6 | 39. Re1 | Qxd5 |
| 8. a5 | b5 | 40. Re7 | Qd6 |
| 9.* axb6 | Qxb6 | 41. Ree3 | Rf6 |
| 10. Be3 | Ngf6 | 42. Rxf6 | Qxf6 |
| 11. Qb1 | O-O | 43. Ne2 | h5 |
| 12. d5 | Qc7 | 44. Kg1 | Kh6 |
| 13. dxe6 | fxe6 | 45. g3 | Qf5 |
| 14. Qa2 | d5 | 46. Kg2 | Nd3 |
| 15. exd5 | cxd5 | 47. Nf4 | Nxf4+ |
| 16. Rfe1 | Bb7 | 48. gxf4 | Qxf4 |
| 17.* Bd4 | Bc5 | 49. Rf3 | Qd2+ |
| 18. h3 | Qd6 | 50. Rf2 | Qg5+ |
| 19. Qa4 | Rac8 | 51. Kh2 | Qe5+ |
| 20.* Bxa6 | Ra8 | 52. Kg2 | Kg5 |
| 21. Bxb7 | Rxa4 | 53. Kf1 | Kh4 |
| 22. Rxa4 | Qb6 | 54. Rf3 | g5 |
| 23. Ba8 | Bxd4 | 55. Rf2 | Kxh3 |
| 24. Nxd4 | Qxb2 | 56. Rf3+ | Qg3 |
| 25. Nd1 | Qb1 | 57. Re3 | g4 |
| 26. Bc6 | Nc5 | 58. Rxc3+ | Kxc3 |
| 27. Ra7 | Nfe4 | 59. Ke2 | h4 |
| 28.* Nxe6 | Nxe6 | 60. Kf1 | Kh2 |
| 29. Bxd5 | Nc5 | 61. Ke2 | g3 |
| 30. c4 | Kh7 | 62. Ke3 | h3 |
| 31. Re7 | Nf4 | 63. Ke4 | g2 |
| 32. Nc3 | Qc2 | 64. Kf4 | g1=Q |

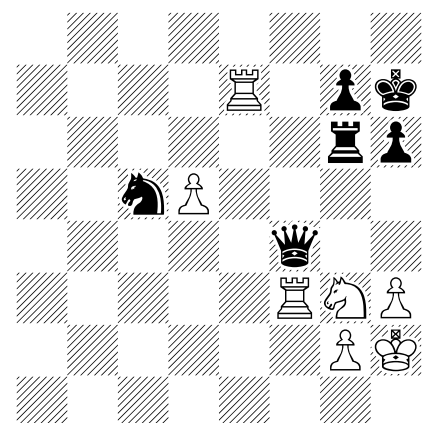
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28. Nxe6



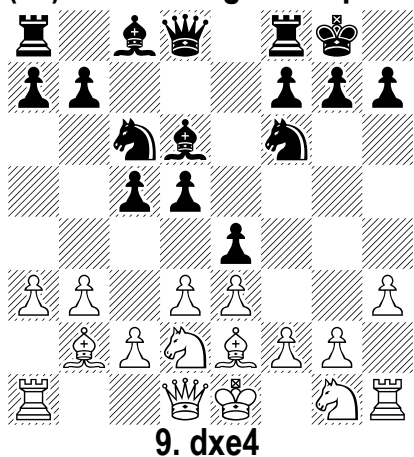
33. Nxd5



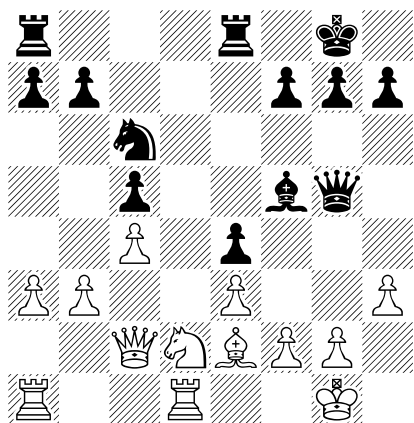
38..Qd6

Game 68: C-system Variant Cv2'B'C with White

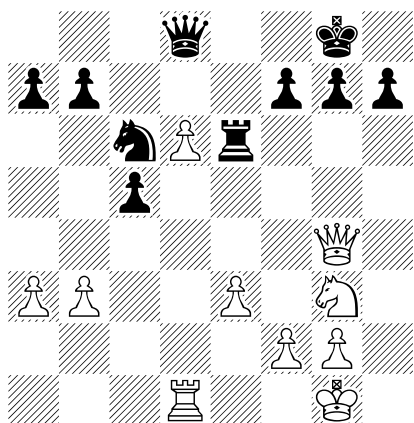
White's Cv2'B'C (also a B-system close variant: Bv18F) confronts a 3 pawn classical defense. After the opening exchanges white invites the attack (18), and it proves to be a well constructed trap. White has the edge and presses hard (28), but can find no way to exploit the situation until he forces the rook exchange (41). White goes two pawns up, but can't protect his lead afterwards (48). In the knight and pawn endgame white comes close, but can't quite clench the win (70).



9. dxe4

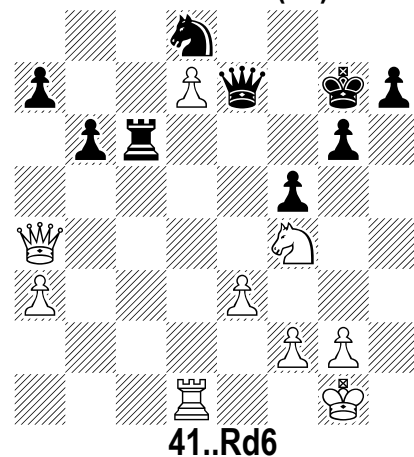


18. Nf1

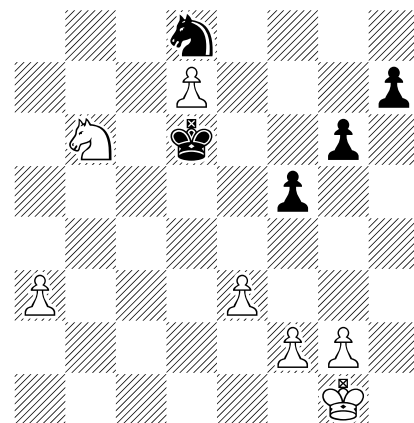


28. d7

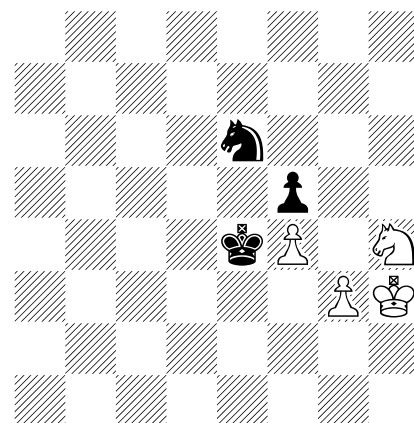
- | | | | |
|----------|-------|-----------|-------|
| 1. a3 | e5 | 39. Nf4 | Rc5 |
| 2. h3 | d5 | 40. Rd1 | Rc6 |
| 3. e3 | c5 | 41.* Qa4 | Rd6 |
| 4. Be2 | Nc6 | 42. Rxd6 | Qxd6 |
| 5. b3 | Nf6 | 43. Qxa7 | Kf7 |
| 6. Bb2 | Bd6 | 44. Qa4 | Ke7 |
| 7. d3 | O-O | 45. Qb5 | Qc5 |
| 8. Nd2 | e4 | 46. Nd5+ | Kd6 |
| 9.* dxe4 | Nxe4 | 47. Qxb6+ | Qxb6 |
| 10. Ngf3 | Re8 | 48.* Nxb6 | Kc5 |
| 11. c4 | Qe7 | 49. Nc8 | Kc6 |
| 12. Nxe4 | dxe4 | 50. a4 | Kxd7 |
| 13. Nd2 | Be5 | 51. Na7 | Kc7 |
| 14. Bxe5 | Qxe5 | 52. Nb5+ | Kb6 |
| 15. O-O | Bf5 | 53. f3 | Ka5 |
| 16. Qc2 | Qe7 | 54. Nc3 | Kb4 |
| 17. Rfd1 | Qg5 | 55. Nd5+ | Kxa4 |
| 18.* Nf1 | Bxh3 | 56. Nf6 | h5 |
| 19. Ng3 | Bg4 | 57. Kf2 | Kb5 |
| 20. Rd5 | Qf6 | 58. Kg3 | Ne6 |
| 21. Rad1 | Bxe2 | 59. Nd5 | g5 |
| 22. Qxe2 | Rad8 | 60. f4 | Kc4 |
| 23. Qg4 | Rxd5 | 61. Ne7 | gxf4+ |
| 24. cxd5 | Ne5 | 62. exf4 | Nd4 |
| 25. Qxe4 | Qd8 | 63. Kh4 | Kd3 |
| 26. d6 | Nc6 | 64. Kxh5 | Ke4 |
| 27. Qg4 | Re6 | 65. Ng6 | Ne6 |
| 28.* d7 | g6 | 66. g3 | Kf3 |
| 29. Qf4 | Kg7 | 67. Kh4 | Ke4 |
| 30. Ne4 | Re5 | 68. Kh3 | Kf3 |
| 31. Rd6 | Rf5 | 69. Nh4+ | Ke4 |
| 32. Qg4 | Qe7 | 70.* Ng2 | Nd4 |
| 33. Ng3 | Re5 | 71. g4 | fxg4+ |
| 34. Qd1 | Nd8 | 72. Kxg4 | Nf5 |
| 35. Rd2 | f5 | 73. Kg5 | Ng7 |
| 36. Ne2 | c4 | 74. Kg6 | Nf5 |
| 37. Qc2 | cx b3 | 75. Kf7 | Ne3 |
| 38. Qxb3 | b6 | 76. f5 | Nxf5 |



41..Rd6



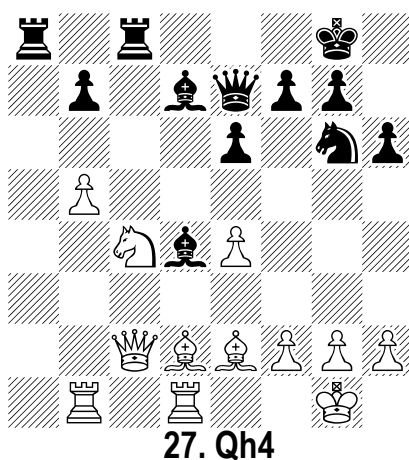
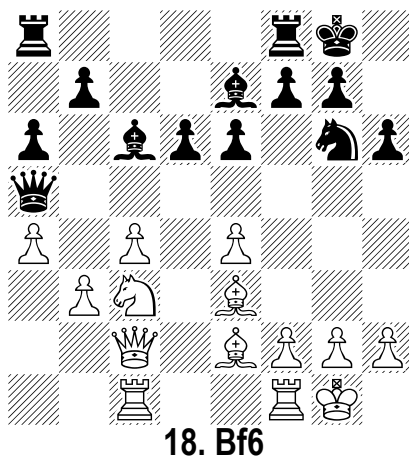
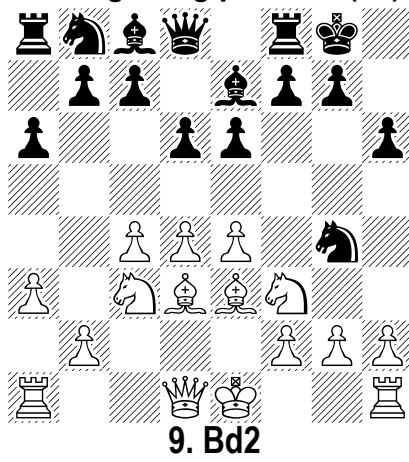
48..Kc5



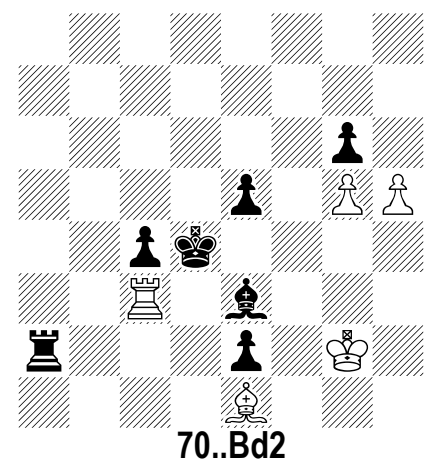
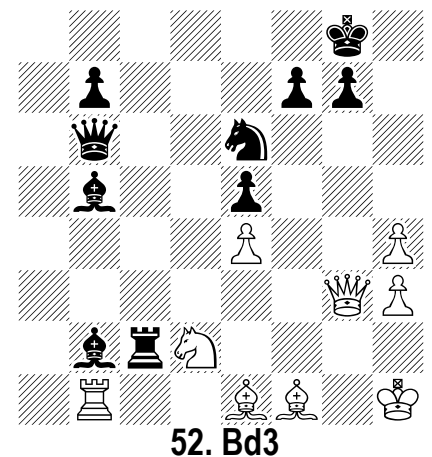
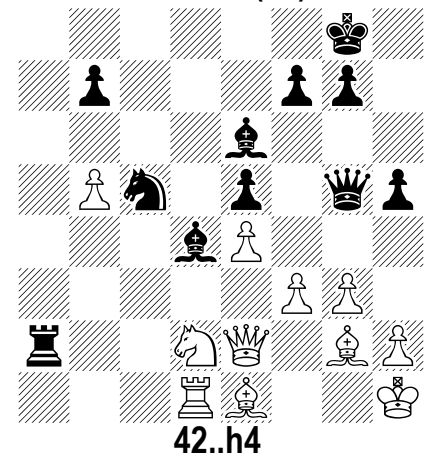
70. Ng2

Game 69: C-system Variant CvEGG with Black

Black plays the 'EGG' against a 3 pawn classical defense (9). After the opening black has lively play finding weak points in the white defense (18). Black's queen ranges over the board (27) as he builds an all-out attack K-side, opening with an astute pawn sacrifice (42). White tries to save his disintegrating position (52) but black presses him to the wall and then finishes him off (70). Wow!

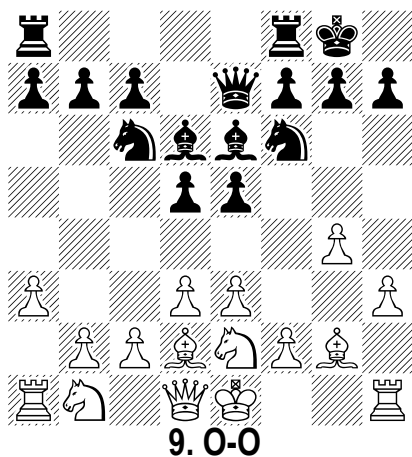


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|------|------|------|------|------|------|
| 1. | c4 | Nf6 | 40. | Bg2 | Nc5 |
| 2. | d4 | e6 | 41. | Rb1 | h5 |
| 3. | Nc3 | h6 | 42.* | Rd1 | h4 |
| 4. | a3 | a6 | 43. | gxh4 | Qh6 |
| 5. | e4 | d6 | 44. | f4 | Qxf4 |
| 6. | Be3 | Be7 | 45. | Qf3 | Qh6 |
| 7. | Nf3 | O-O | 46. | Qg3 | Bd7 |
| 8. | Bd3 | Ng4 | 47. | Bf1 | Rc2 |
| 9.* | Bd2 | c5 | 48. | h3 | Qb6 |
| 10. | O-O | cxd4 | 49. | Qg5 | Ne6 |
| 11. | Nxd4 | Ne5 | 50. | Qg3 | Bxb6 |
| 12. | Be2 | Bd7 | 51. | Rb1 | Bb2 |
| 13. | Be3 | Qc7 | 52.* | Bd3 | Bxd3 |
| 14. | b3 | Nbc6 | 53. | Qxd3 | Qc6 |
| 15. | Nxc6 | Bxc6 | 54. | Nf3 | f5 |
| 16. | Rc1 | Qa5 | 55. | Qd5 | fxe4 |
| 17. | a4 | Ng6 | 56. | Qxc6 | bx6 |
| 18.* | Qc2 | Bf6 | 57. | Ng5 | Nxg5 |
| 19. | Nd1 | d5 | 58. | hxg5 | Kf7 |
| 20. | Bd2 | Qc5 | 59. | h4 | Ke6 |
| 21. | b4 | Qe7 | 60. | Kg1 | Bd4+ |
| 22. | Rb1 | Rfc8 | 61. | Kf1 | e3 |
| 23. | b5 | axb5 | 62. | Kg1 | g6 |
| 24. | axb5 | Bd7 | 63. | Kf1 | Kd5 |
| 25. | Ne3 | dxc4 | 64. | Kg1 | c5 |
| 26. | Nxc4 | Bd4 | 65. | Kh1 | Ra2 |
| 27.* | Rfd1 | Qh4 | 66. | Kg1 | c4 |
| 28. | Be1 | e5 | 67. | Rc1 | e2+ |
| 29. | g3 | Qf6 | 68. | Kg2 | Be3 |
| 30. | Qb3 | Nf8 | 69. | Rc3 | Kd4 |
| 31. | Rdc1 | Be6 | 70.* | h5 | Bd2 |
| 32. | Bf1 | Nd7 | 71. | Rc1 | Bxc1 |
| 33. | Qd1 | Ra2 | 72. | hxg6 | Bd2 |
| 34. | Nd2 | Rxc1 | 73. | Bf2+ | Ke4 |
| 35. | Rxc1 | Nc5 | 74. | g7 | Ra8 |
| 36. | Qe2 | Qg5 | 75. | Kh3 | Kf3 |
| 37. | Kh1 | Bg4 | 76. | Kh4 | Kxf2 |
| 38.* | f3 | Nb3 | 77. | Kg4 | e1=Q |
| 39. | Rd1 | Be6 | | | 0-1 |

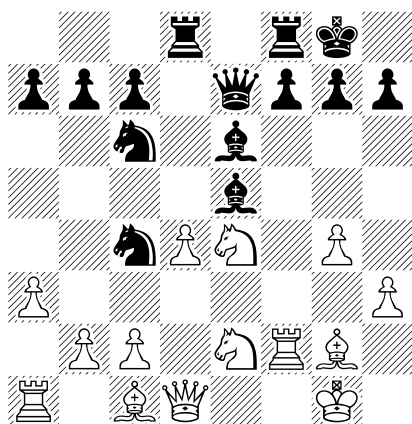


Game 70: C-system Variant Cv7FG' with White

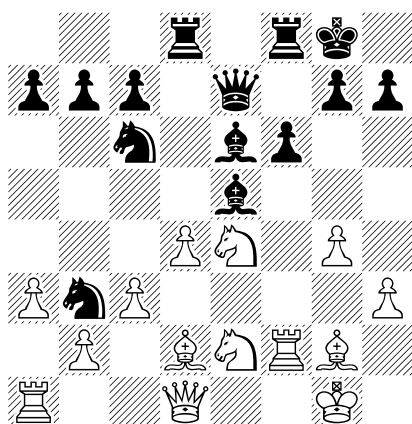
White plays Cv7FG' against a 2 pawn standard defense (9), pursuing a tactical line with an active defense (19,22). White springs a pin of the queen on the king (30) to win material, uses a mate threat to win more material (37), and plays heads up chess to power thru the remnants of black's position (54). Who would have thought such quiet openings could lead to such aggressive games!



9. O-O



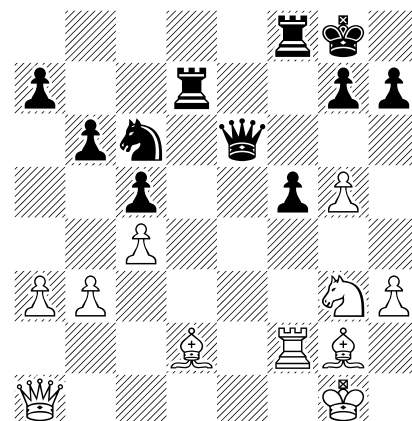
19. c3



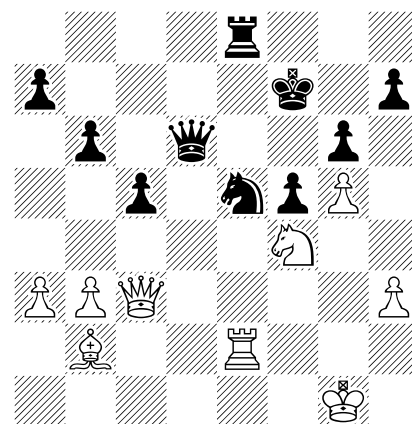
22. dxe5

1. a3 d5
2. d3 Nc6
3. Bd2 Nf6
4. h3 e5
5. e3 Bd6
6. Ne2 O-O
7. g4 Be6
8. Bg2 Qe7
- 9.* O-O e4
10. Nbc3 Be5
11. d4 Bd6
12. f3 exf3
13. Rxf3 Nd7
14. Rf2 Nb6
15. e4 dxe4
16. Nxe4 Rad8
17. Be3 Nc4
18. Bc1 Be5
- 19.* c3 N4a5
20. Bg5 f6
21. Bd2 Nb3
- 22.* dxe5 Nxe5
23. Nd4 Nxa1
24. Qxa1 b6
25. b3 Rd7
26. g5 f5
27. Ng3 c5
28. Nxe6 Qxe6
29. c4 Nc6
- 30.* Bd5 Rxd5
31. cxd5 Qxd5
32. Qc3 g6
33. Ne2 Ne5
34. Nf4 Qd6
35. Bc1 Re8
36. Re2 Kf7
- 37.* Bb2 Qd4+

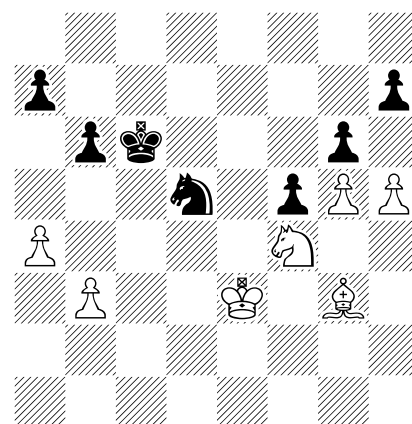
38. Qxd4 cxd4
39. Kf2 Nc6
40. Rxe8 Kxe8
41. Ne6 d3
42. Bc3 Ke7
43. Nf4 d2
44. Ke2 Kd6
45. Kxd2 Nd8
46. h4 Ne6
47. Ke3 Nc7
48. Be1 Kc6
49. Bg3 Nb5
50. a4 Nc3
51. h5 Nd5+
- 52.* Kd4 Nxf4
53. Bxf4 gxh5
54. Bg3 a5
55. Be1 Kd6
56. Bf2 Ke6
57. Ke3 Kd5
58. Kf4 Kc6
59. Kxf5 b5
60. Kf6 bxa4
61. bxa4 Kd5
62. Kg7 Kc4
63. Kxh7 Kb4
64. g6 Kxa4
65. g7 Kb4
66. g8=Q Kc3
67. Be1+ Kb2
68. Qg7+ Ka2
69. Qc3 Kb1
70. Qb3+ Kc1
71. Bc3 a4
72. Qb2+ Kd1
73. Qd2#



30. Bd5



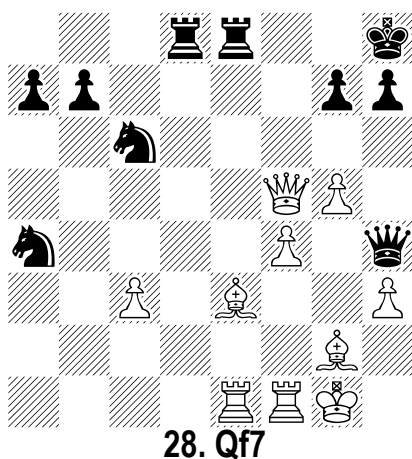
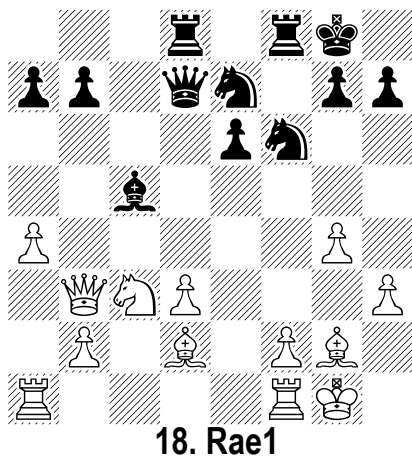
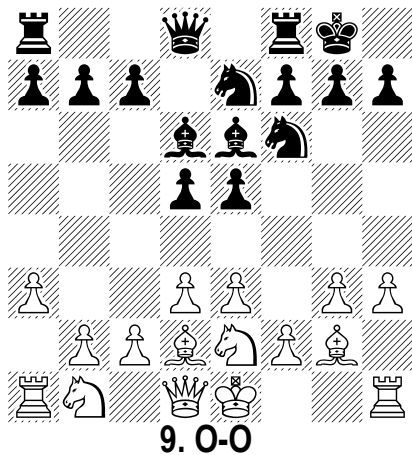
37..Qd4+



54. Kd4

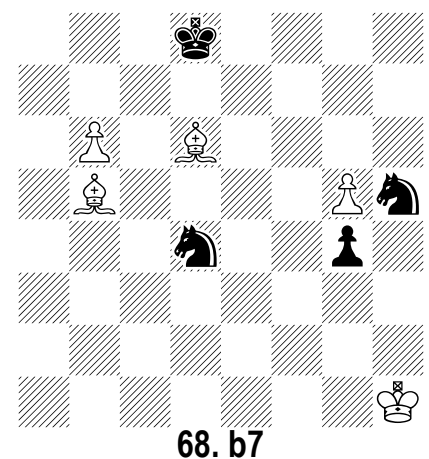
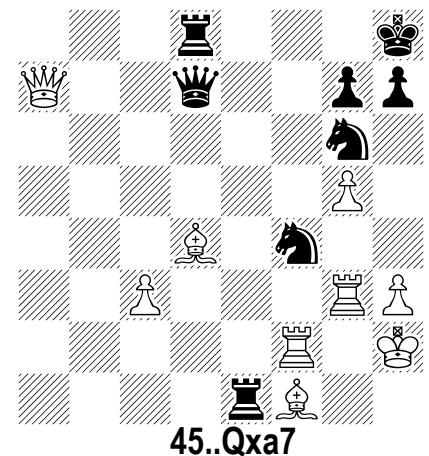
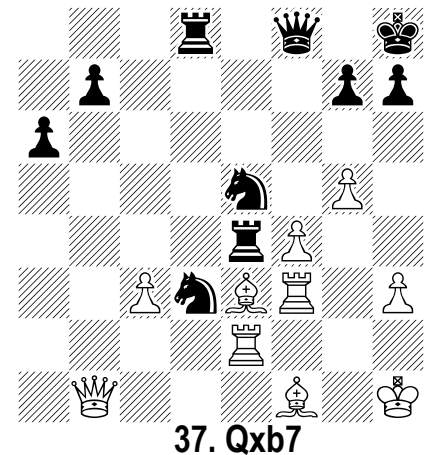
Game 71: C-system Variant Cv7'FG' with White

White's Cv7'FG' is also a B-system close variant (Bv18C). Black offers an interesting gambit, but white counters attacks (18) in an attempt to keep black under control. White then isolates black's queen, while threatening with his own (28). In a tense situation white calculates carefully, then decides to take a pawn (37). After a forced queen exchange (45), white's powerful bishops support the advance of his game winning passed pawn (68). An impressive win with superior tactical play.



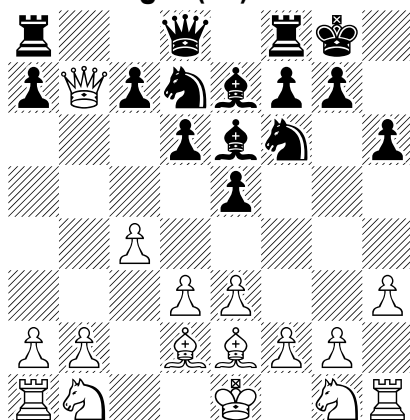
1. d3 e5
 2. a3 d5
 3. Bd2 Nf6
 4. h3 Nc6
 5. g3 Bd6
 6. Bg2 O-O
 7. e3 Be6
 8. Ne2 Ne7
 9.* O-O c5
 10. a4 e4
 11. Nbc3 exd3
 12. cxd3 Qd7
 13. g4 d4
 14. exd4 cxd4
 15. Nxd4 Bc5
 16. Nxe6 fxe6
 17. Qb3 Rad8
 18.* Rae1 Nc6
 19. g5 Nd5
 20. Qc4 Bb4
 21. d4 Nb6
 22. Qb3 Qxd4
 23. Qxe6+ Kh8
 24. Be3 Qh4
 25. f4 Rfe8
 26. Qf5 Bxc3
 27. bxc3 Nxa4
 28.* Qf7 Re7
 29. Qb3 Nc5
 30. Qc4 Nd3
 31. Re2 a6
 32. Kh1 Qh5
 33. Rf3 Qe8
 34. Bf1 Re4
 35. Qa2 Qf8

36. Qb1 Nce5
 37.* Qxb7 Qf5
 38. Rg3 Nxf4
 39. Rf2 Neg6
 40. Bd4 Re7
 41. Qxa6 Qd5+
 42. Kh2 Re1
 43. Qb5 Qd6
 44. Qc5 Qd7
 45.* Qa7 Qxa7
 46. Bxa7 Ne6
 47. Be3 Ne5
 48. Rf5 Rd5
 49. Kg2 Kg8
 50. c4 Ra5
 51. Bf2 Re4
 52. Rb3 h6
 53. Rb5 Rxb5
 54. cxb5 g6
 55. Rf6 Nf4+
 56. Kh1 hxg5
 57. Rd6 g4
 58. h4 Rb4
 59. Rd8+ Kf7
 60. Rd4 Rxd4
 61. Bxd4 Nf3
 62. Bf2 Ke6
 63. b6 Kd7
 64. Bb5+ Kd8
 65. Bg3 g5
 66. hxg5 Nh5
 67. Bd6 Nd4
 68.* b7 Nxb5
 69. b8=Q+ 1-0

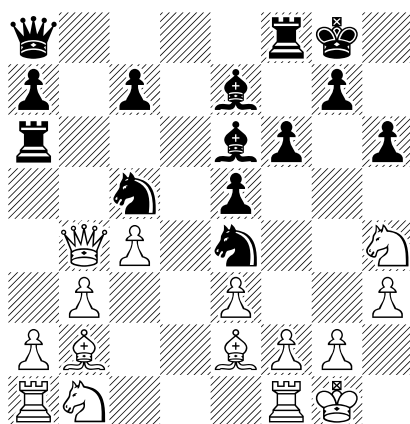


Game 72: C-system Variant Cv3D"Dx with White

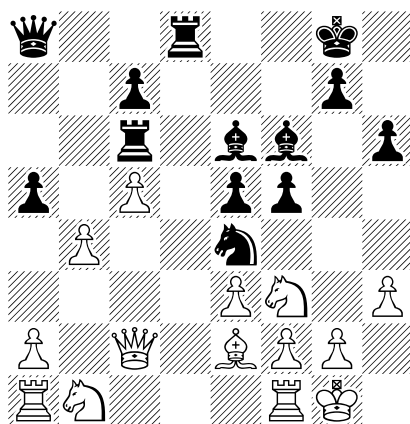
White's Cv3D"Dx accepts a b-pawn gambit offered by a borderline C-system opening (9). Black then has a good position and a strong attack (18), but he later loses the exchange (26). Black keeps attacking for a long time afterwards, developing a strong passed pawn and even trapping a white knight (43). White is finally able to simplify to a rook vs. bishop endgame (59) and win it.



9. Qa6

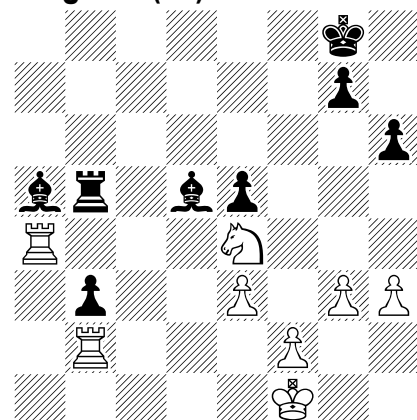


18..Rb8

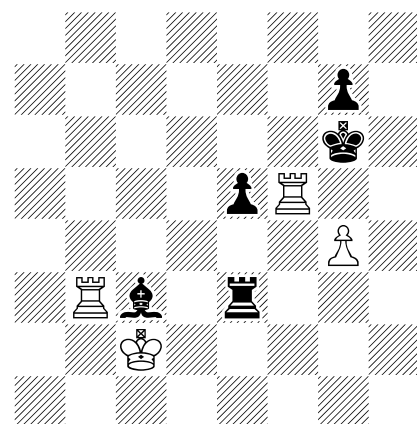


26. Bb5

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|------|------|------|------|------|------|
| 1. | d3 | d6 | 39. | Rb2 | Bd5 |
| 2. | e3 | e5 | 40. | g3 | Kg8 |
| 3. | Be2 | Be7 | 41. | Ra4 | Bc7 |
| 4. | h3 | Be6 | 42. | Nxe4 | Ba5 |
| 5. | Bd2 | h6 | 43.* | Kf1 | Bb4 |
| 6. | c4 | Nf6 | 44. | Ke2 | Bc4+ |
| 7. | Qb3 | Nbd7 | 45. | Kd1 | Bd5 |
| 8. | Qxb7 | O-O | 46. | f3 | Rb7 |
| 9.* | Qa6 | d5 | 47. | Kc1 | Kh7 |
| 10. | Nf3 | Nc5 | 48. | Rf2 | Bc6 |
| 11. | Qa5 | dxc4 | 49. | Ra6 | Bxe4 |
| 12. | dxc4 | Rb8 | 50. | fxe4 | Bc3 |
| 13. | b3 | Nfe4 | 51. | Ra3 | Rb4 |
| 14. | O-O | Rb6 | 52. | Re2 | h5 |
| 15. | Bc3 | Ra6 | 53. | Kb1 | Rb7 |
| 16. | Qb4 | f6 | 54. | Rf2 | Rb4 |
| 17. | Nh4 | Qa8 | 55. | Rf5 | Rxe4 |
| 18.* | Bb2 | Rb8 | 56. | Rxb3 | Rxe3 |
| 19. | Qe1 | Na4 | 57. | Kc2 | Kg6 |
| 20. | Qc1 | Nxb2 | 58. | g4 | hxc4 |
| 21. | Qxb2 | Rd8 | 59.* | hxc4 | Bd4 |
| 22. | Qc2 | f5 | 60. | Rxe3 | Bxe3 |
| 23. | Nf3 | Bf6 | 61. | Rxe5 | Bd4 |
| 24. | c5 | Rc6 | 62. | Rf5 | Ba1 |
| 25. | b4 | a5 | 63. | Kd3 | Bf6 |
| 26.* | Bb5 | axb4 | 64. | Ke4 | Be7 |
| 27. | Bxc6 | Qxc6 | 65. | Rb5 | Ba3 |
| 28. | Nbd2 | Qxc5 | 66. | Rb7 | Kf6 |
| 29. | Qxc5 | Nxc5 | 67. | Ra7 | Bb2 |
| 30. | Rac1 | Ne4 | 68. | Ra6+ | Kg5 |
| 31. | Nxe4 | fxe4 | 69. | Kf3 | Bc3 |
| 32. | Nh2 | Bxa2 | 70. | Rd6 | Bb2 |
| 33. | Rxc7 | Rb8 | 71. | Rd5+ | Kg6 |
| 34. | Rfc1 | Be6 | 72. | Kg3 | Ba3 |
| 35. | Nf1 | b3 | 73. | Kh4 | Bb2 |
| 36. | Rb1 | Rb5 | 74. | Rd6+ | Kf7 |
| 37. | Nd2 | Bd8 | 75. | Kg5 | Be5 |
| 38. | Ra7 | Kh7 | 76. | Rb6 | Bf6+ |



43..Bb4

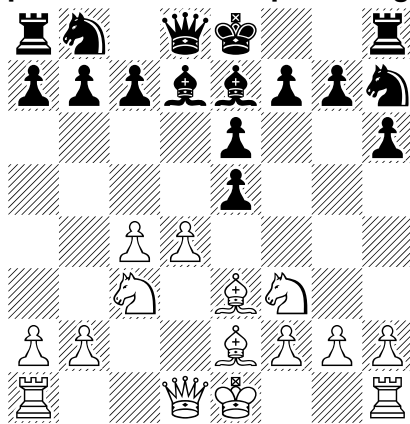


59..Bd4

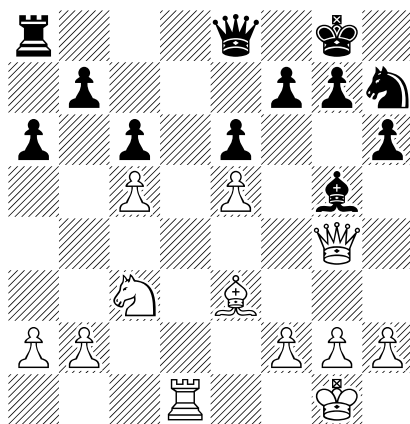
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| 77. | Kh5 | g6+ | 89. | Kg6 | Kd6 |
| 78. | Kh6 | g5 | 90. | Kf6 | Kd7 |
| 79. | Rb7+ | Ke6 | 91. | Ke5 | Kc7 |
| 80. | Kg6 | Bd8 | 92. | Ke6 | Kc6 |
| 81. | Rb5 | Be7 | 93. | Ke7 | Kc7 |
| 82. | Rxc5 | Bf6 | 94. | Rc5+ | Kb7 |
| 83. | Rh5 | Be7 | 95. | Kd7 | Kb6 |
| 84. | g5 | Bc5 | 96. | Kd6 | Kb7 |
| 85. | Kh7 | Bd4 | 97. | Rb5+ | Ka7 |
| 86. | g6 | Kd6 | 98. | Kc7 | Ka6 |
| 87. | g7 | Bxc7 | 99. | Rd5 | Ka7 |
| 88. | Kxc7 | Ke6 | 100. | Ra5 | # |

Game 73: Variant Cv4xGG with Black

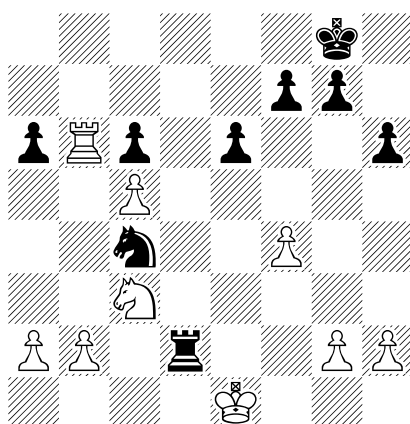
The author with black plays Cv4xGG, inviting advance and exchange of center pawns (9). After the opening black plays for straightforward simplification, and white's best alternative is to follow suit (21). White grabs a pawn, but then black's rook and knight move like 'pacmen' thru his position. The computer suggested the interesting tempo move (32) and winning continuation.



9. Nxe5

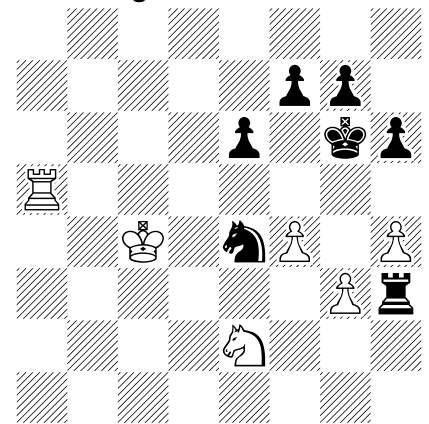


21. Bxg5

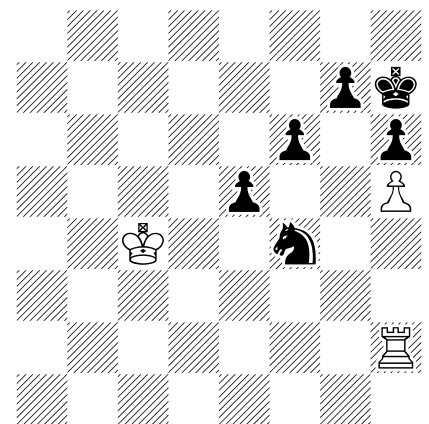


32..Rc2

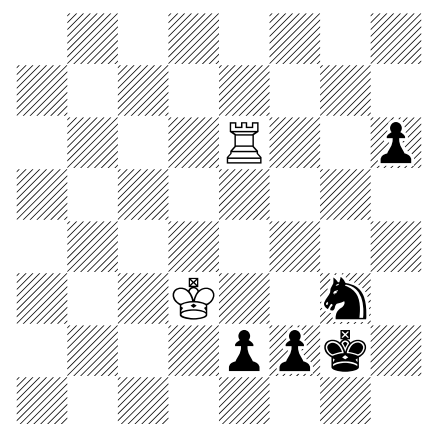
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|------|------|------|------|------|------|
| 1. | d4 | Nf6 | 40. | Nc3 | Rxa5 |
| 2. | c4 | d6 | 41. | Ke2 | Nc5 |
| 3. | Nf3 | Bd7 | 42. | Rxc6 | Nd7 |
| 4. | Nc3 | h6 | 43. | Kd3 | Nf6 |
| 5. | e4 | e6 | 44. | Kc4 | Ra1 |
| 6. | e5 | Nh7 | 45. | Rc5 | Rh1 |
| 7. | Be3 | Be7 | 46. | h4 | Rh3 |
| 8. | Be2 | dxe5 | 47. | Ne2 | Ne4 |
| 9.* | Nxe5 | O-O | 48.* | Ra5 | Nxg3 |
| 10. | Qb3 | Nc6 | 49. | Ra3 | Nxe2 |
| 11. | O-O | Nxe5 | 50. | Rxh3 | Nxf4 |
| 12. | dxe5 | Bc6 | 51. | Rg3+ | Kf6 |
| 13. | Rad1 | Qc8 | 52. | Ra3 | e5 |
| 14. | c5 | a6 | 53. | Ra6+ | Kf5 |
| 15. | Bd3 | Rd8 | 54. | Ra7 | Kg6 |
| 16. | Be4 | Rxd1 | 55. | Kc3 | Ne2+ |
| 17. | Rxd1 | Qe8 | 56. | Kc4 | f6 |
| 18. | Qc4 | Bxe4 | 57. | h5+ | Kh7 |
| 19. | Qxe4 | c6 | 58. | Ra2 | Nf4 |
| 20. | Qg4 | Bg5 | 59.* | Rh2 | Kg8 |
| 21.* | Bxg5 | Nxg5 | 60. | Kc3 | Kf7 |
| 22. | Qb4 | Qe7 | 61. | Kd2 | f5 |
| 23. | Qd4 | Nh7 | 62. | Rh1 | Ke6 |
| 24. | Qd7 | Re8 | 63. | Rh4 | Nd5 |
| 25. | Qxe7 | Rxe7 | 64. | Rh2 | Nf6 |
| 26. | Rd8+ | Nf8 | 65. | Ke2 | f4 |
| 27. | Rb8 | Rd7 | 66. | Rh1 | e4 |
| 28. | Kf1 | Rd2 | 67. | Kf1 | Kf5 |
| 29. | Rxb7 | Ng6 | 68. | Kf2 | Kg5 |
| 30. | Rb6 | Nxe5 | 69. | Rb1 | Nxh5 |
| 31. | f4 | Nc4 | 70. | Rb7 | Kg4 |
| 32.* | Ke1 | Rc2 | 71. | Re7 | e3+ |
| 33. | Rxa6 | Nxb2 | 72. | Ke1 | Kh3 |
| 34. | Ne2 | Nd3+ | 73. | Ke2 | Kg2 |
| 35. | Kf1 | Rxc5 | 74. | Kd3 | Ng3 |
| 36. | a4 | Kh7 | 75. | Rxg7 | e2 |
| 37. | g3 | Kg6 | 76. | Re7 | f3 |
| 38. | a5 | Rc2 | 77. | Re6 | f2 |
| 39. | Rb6 | Ra2 | 78.* | Rxe2 | Nxe2 |



48..Nxg3



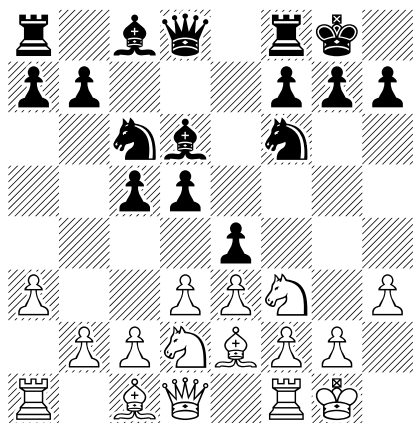
59. Kg8



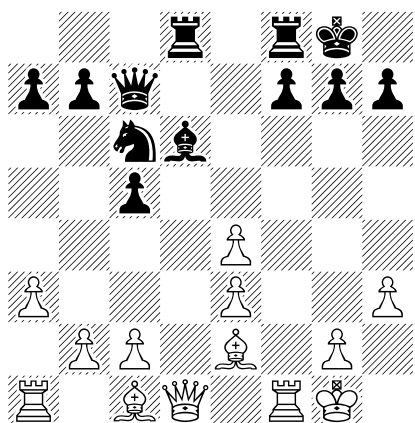
78. Rxe2

Game 74: C-system Variant CvB'EG with White

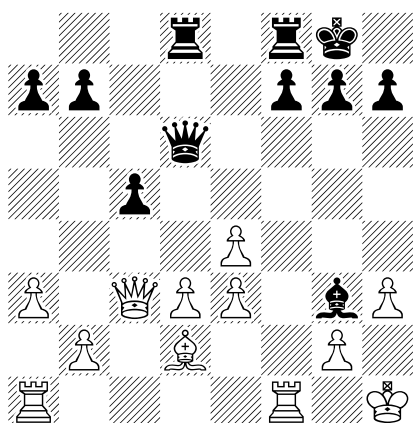
White's compact strong CvB'EG faces a 3 pawn standard defense (9). After the opening black offers a pawn for the attack (15). White gives the pawn back for simple equality (21), and a tough rook and queen endgame ensues. White's passed pawn gives him the necessary margin, but he still has to work hard for the win (33,44,56). The C-system can get you to the endgame quickly with complete equality; but to succeed with it you must have the necessary endgame skills.



9. dxe4

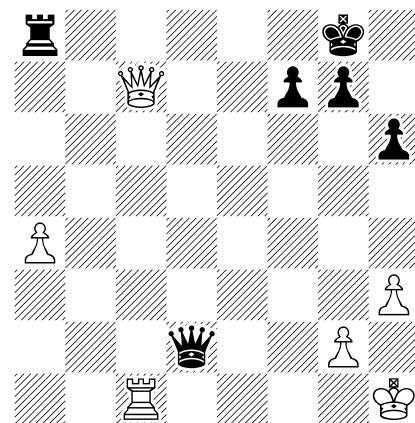


15. Qe1

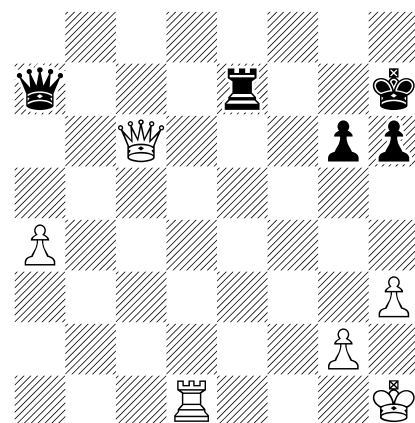


21. d4

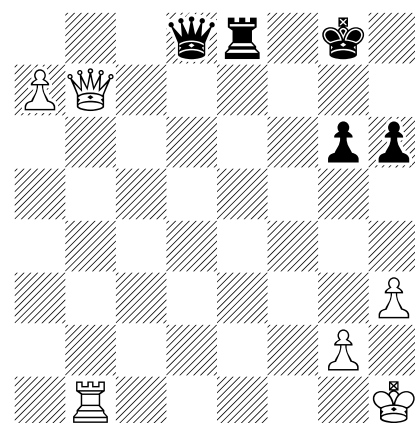
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|-----------|-------|-----------|------|
| 1. Nf3 | c5 | 38. Qb4 | Qa5 |
| 2. e3 | d5 | 39. Qg4 | Re8 |
| 3. Be2 | Nc6 | 40. Rd1 | Re7 |
| 4. h3 | e5 | 41. Qc8+ | Kh7 |
| 5. d3 | Nf6 | 42. Qc2+ | g6 |
| 6. a3 | Bd6 | 43. Qc6 | Qa7 |
| 7. Nbd2 | O-O | 44.* Qf6 | Rg7 |
| 8. O-O | e4 | 45. Qa1 | Qa5 |
| 9.* dxe4 | dxe4 | 46. Rf1 | Re7 |
| 10. Ng5 | Bf5 | 47. Qa2 | Kg7 |
| 11. f3 | Qc7 | 48. Qa3 | Qe5 |
| 12. Ngxe4 | Nxe4 | 49. a5 | Qe2 |
| 13. Nxe4 | Bxe4 | 50. Ra1 | Re3 |
| 14. fxe4 | Rad8 | 51. Qb4 | Qf2 |
| 15.* Qe1 | Bh2+ | 52. a6 | Qf6 |
| 16. Kh1 | Bg3 | 53. Qb7+ | Kg8 |
| 17. Qc3 | Qe7 | 54. Rb1 | Qd8 |
| 18. Bd3 | Ne5 | 55. a7 | Re8 |
| 19. Bd2 | Nxd3 | 56.* Rb6 | Qxb6 |
| 20. cxd3 | Qd6 | 57. Qxb6 | Kf7 |
| 21.* d4 | cxtd4 | 58. Qc7+ | Ke6 |
| 22. exd4 | Qxd4 | 59. Qc6+ | Kf7 |
| 23. Qxg3 | Qxd2 | 60. Qxe8+ | Kxe8 |
| 24. Qb3 | Qd7 | 61. a8=Q | Kf7 |
| 25. Rad1 | Qc7 | 62. Qb7+ | Kf6 |
| 26. e5 | Rxd1 | 63. Qh7 | h5 |
| 27. Rxd1 | Qxe5 | 64. h4 | Kf5 |
| 28. Qxb7 | h6 | 65. Qf7+ | Ke5 |
| 29. Qxa7 | Qxb2 | 66. Qxg6 | Kd4 |
| 30. a4 | Qe2 | 67. g4 | Ke5 |
| 31. Rc1 | Qd2 | 68. gxh5 | Kd4 |
| 32. Qc7 | Ra8 | 69. h6 | Ke3 |
| 33.* Rb1 | Kh7 | 70. h7 | Kf3 |
| 34. Qxf7 | Qa5 | 71. Qd3+ | Kf4 |
| 35. Ra1 | Qe5 | 72. h8=Q | Kg4 |
| 36. Qf1 | Qd5 | 73. Qg7+ | Kh5 |
| 37. Qb1+ | Kh8 | 74. Qdh7# | |



33. Rb1



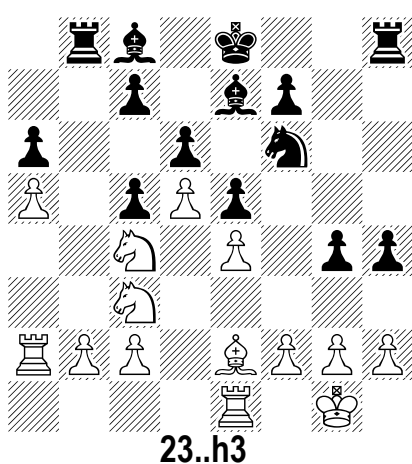
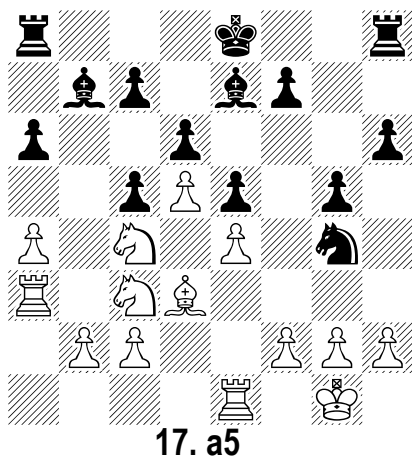
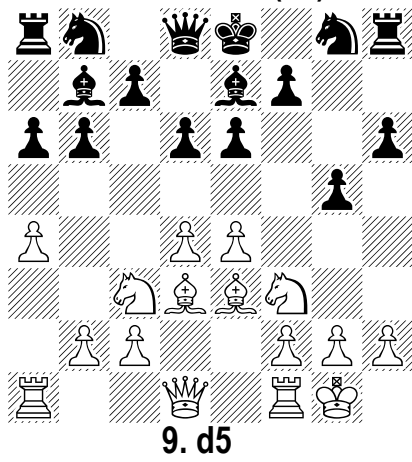
44. Qf6



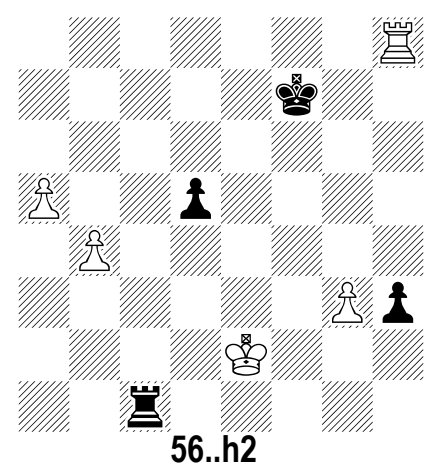
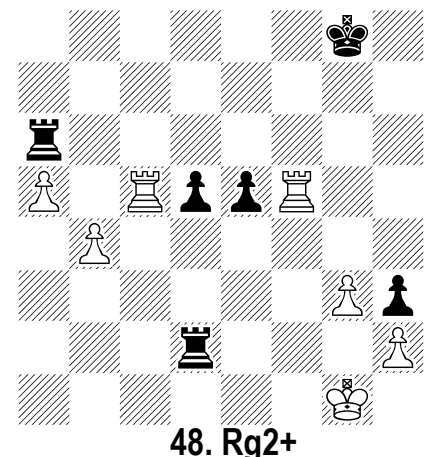
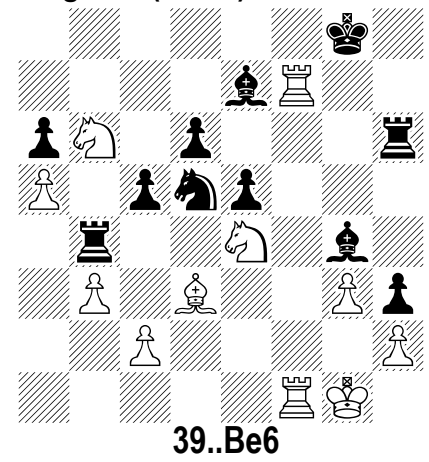
56. Rb6

Game 75: C-system Variant Cv2'7C with Black

The author with black plays Cv2'7C against a 2 pawn standard defense with rook pawn attack (9). Black closes the center easily and exchanges queens, and the white attack stalls (17). Black's own K-side attack (23) succeeds only in lodging a pawn. Black barely survives a dangerous counter offensive (39), but finds the winning moves in the four rooks endgame (48,56). Zah!

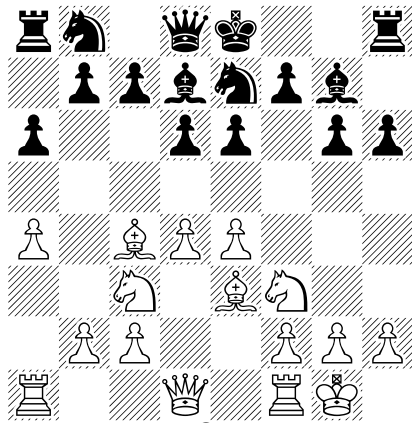


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|------|-------|------|------|------|-------|
| 1. | d4 | h6 | 40. | Nxd5 | Bxd5 |
| 2. | e4 | e6 | 41. | Rxe7 | Bxe4 |
| 3. | Nc3 | a6 | 42. | Bxa6 | Rd4 |
| 4. | Nf3 | Be7 | 43. | Bd3 | Bxd3 |
| 5. | Bd3 | d6 | 44. | cxd3 | d5 |
| 6. | O-O | b6 | 45. | Rc7 | Rxd3 |
| 7. | Be3 | g5 | 46. | Rxc5 | Ra6 |
| 8. | a4 | Bb7 | 47. | b4 | Rd2 |
| 9.* | d5 | e5 | 48.* | Rf5 | Rg2+ |
| 10. | Nd2 | Nd7 | 49. | Kf1 | Rxh2 |
| 11. | Re1 | Ngf6 | 50. | Rxe5 | Rf6+ |
| 12. | Qe2 | Qc8 | 51. | Ke1 | Ra2 |
| 13. | Ra3 | Nc5 | 52. | Rc8+ | Kf7 |
| 14. | Bxc5 | bxc5 | 53. | Rh8 | Rc6 |
| 15. | Nc4 | Qg4 | 54. | Re2 | Rc1+ |
| 16. | Qxg4 | Nxg4 | 55. | Kf2 | Rxe2+ |
| 17.* | a5 | Rb8 | 56.* | Kxe2 | h2 |
| 18. | Be2 | h5 | 57. | Kd3 | h1=Q |
| 19. | Nd2 | Nf6 | 58. | Rxh1 | Rxh1 |
| 20. | Rb1 | Bc8 | 59. | Kd4 | Ke6 |
| 21. | Ra2 | h4 | 60. | g4 | Rc1 |
| 22. | Re1 | g4 | 61. | b5 | Rc4+ |
| 23.* | Nc4 | h3 | 62. | Ke3 | Rxg4 |
| 24. | g3 | Bb7 | 63. | b6 | Rb4 |
| 25. | f4 | gxf3 | 64. | Kd3 | Kd6 |
| 26. | Bxf3 | c6 | 65. | Kd2 | d4 |
| 27. | Rf1 | cxd5 | 66. | Kd3 | Kc5 |
| 28. | exd5 | Kf8 | 67. | Ke4 | Rb5 |
| 29. | Raa1 | Kg7 | 68. | Kd3 | Rxa5 |
| 30. | Rae1 | Bc8 | 69. | Ke4 | Rb5 |
| 31. | Be2 | Rb4 | 70. | Kd3 | Rxb6 |
| 32. | b3 | Ng4 | 71. | Ke4 | Re6+ |
| 33. | Bd3 | Nf6 | 72. | Kd3 | Re3+ |
| 34. | Rf3 | Bg4 | 73. | Kc2 | Kc4 |
| 35. | Rf2 | Rh5 | 74. | Kb2 | Re2+ |
| 36. | Ref1 | Rh6 | 75. | Kc1 | d3 |
| 37. | Ne4 | Nxd5 | 76. | Kb1 | Kc3 |
| 38. | Rxf7+ | Kg8 | 77. | Ka1 | Kb3 |
| 39.* | Nb6 | Be6 | 78. | Kb1 | Re1# |

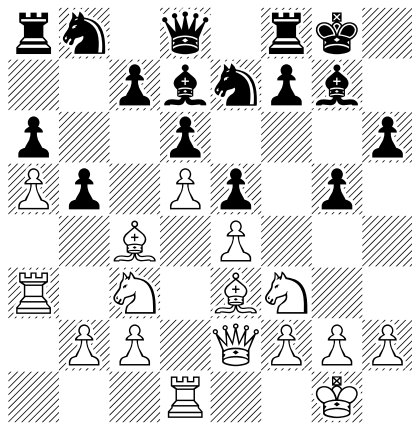


Game 76: Center Game Cv7'FG' with Black

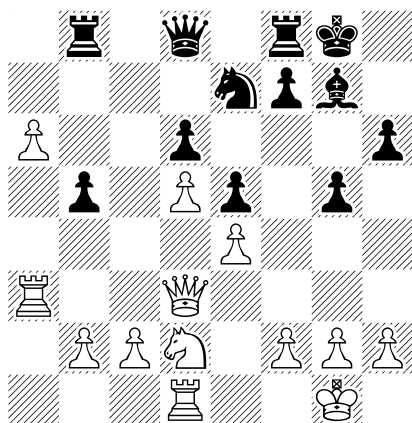
The author with black plays Cv7'FG' and blitzes the computer in a speed chess game. Faced with a closed position, white decides to sacrifice a piece for two pawns (14). Black slows the advance of white's passed rook pawn (21), then brings his fianchetto into play (25), producing two passed pawns of his own. Both sides then threaten (32), but black stays a tempo ahead (42) and wins. The C-system gives you a real chance to win or draw speed games against stronger players.



9. Qe2

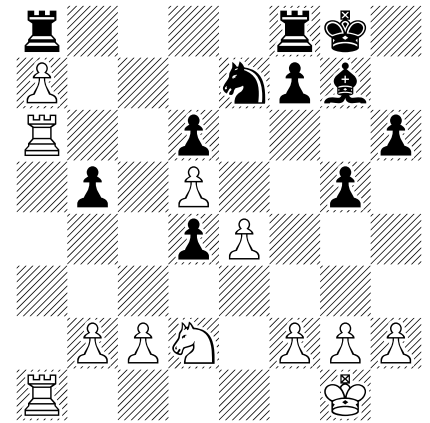


14. Nxb5

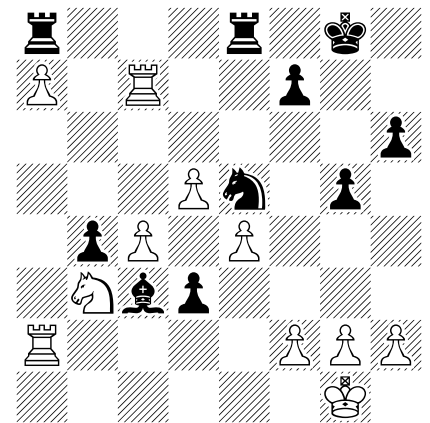


21..Qb6

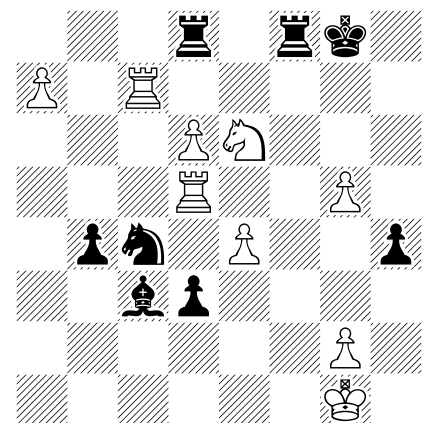
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|-----------|------|----------|--------|
| 1. e4 | h6 | 34. fxe4 | Rad8 |
| 2. d4 | d6 | 35. d6 | Rf8 |
| 3. Nc3 | a6 | 36. h3 | h5 |
| 4. Be3 | Bd7 | 37. Ra5 | h4 |
| 5. Nf3 | g6 | 38. Rd5 | g4 |
| 6. a4 | Bg7 | 39. hxg4 | Rf6 |
| 7. Bc4 | e6 | 40. g5 | Rff8 |
| 8. O-O | Ne7 | 41. Nc5 | Nxc4 |
| 9.* Qe2 | b6 | 42.* Ne6 | Ne3 |
| 10. Ra3 | O-O | 43. Kh2 | Nxd5 |
| 11. Rd1 | g5 | 44. Rc5 | Be5+ |
| 12. d5 | e5 | 45. Kh3 | Nf4+ |
| 13. a5 | b5 | 46. Nxf4 | Bxf4 |
| 14.* Nxb5 | Bxb5 | 47. Ra5 | d2 |
| 15. Bxb5 | axb5 | 48. Ra1 | Bxd6 |
| 16. Qxb5 | Nd7 | 49. Rd1 | Bc5 |
| 17. a6 | Rb8 | 50. g3 | Bxa7 |
| 18. Qc4 | Nb6 | 51. e5 | Rf3 |
| 19. Bxb6 | cxb6 | 52. Kxh4 | Re3 |
| 20. Nd2 | b5 | 53. e6 | Rd4+ |
| 21.* Qd3 | Qb6 | 54. Kh3 | Rxe6 |
| 22. a7 | Ra8 | 55. g6 | Re1 |
| 23. Rda1 | Qd4 | 56. Rxd2 | Rxd2 |
| 24. Qxd4 | exd4 | 57. Kg4 | Rf2 |
| 25.* Ra6 | d3 | 58. Kh5 | Rh1+ |
| 26. c4 | b4 | 59. Kg5 | Be3+ |
| 27. Rxd6 | Bxb2 | 60. Kg4 | Rh6 |
| 28. Raa6 | Bc3 | 61. g7 | Rg6+ |
| 29. Rd7 | Ng6 | 62. Kh3 | Rf3 |
| 30. Ra2 | Ne5 | 63. Kg2 | Rgxc3+ |
| 31. Rc7 | Rfe8 | 64. Kh1 | Rg1+ |
| 32.* Nb3 | f5 | 65. Kh2 | Rxc7 |
| 33. f3 | fxe4 | 66. Kh1 | Rh3# |



25..d3



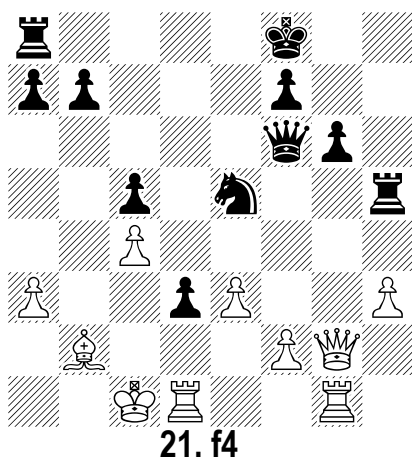
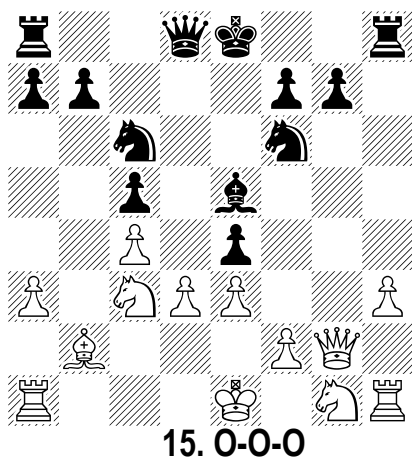
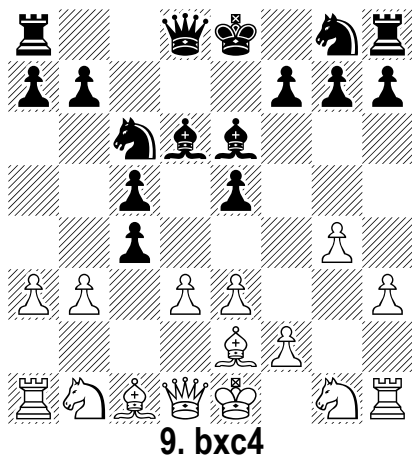
32..f5



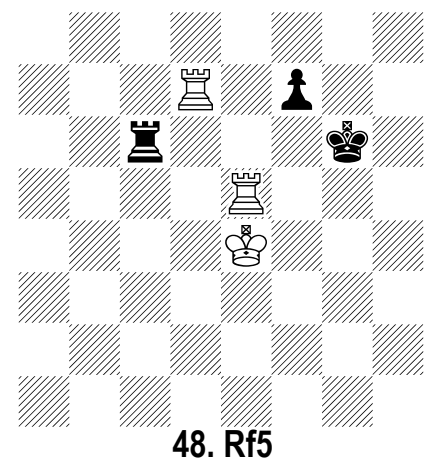
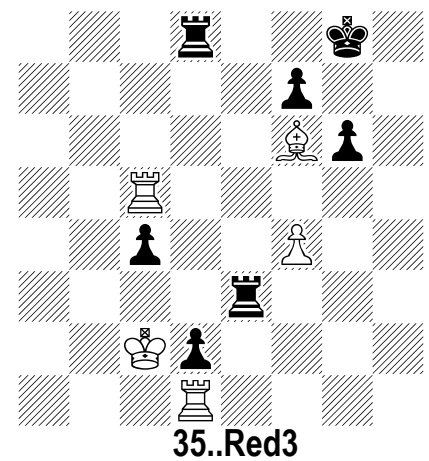
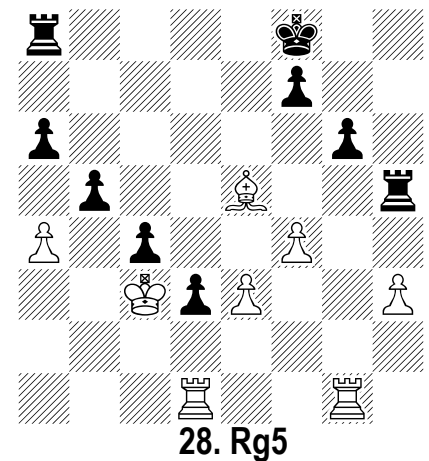
42..Ne3

Game 77: C-system Variant Cv2'37 with White

White's Cv2'37 repels black's forward bishop and challenges the center (9). White has pressure on black's K-side early, intensifying it with a long castle gambit (15). He pins and wins the knight (21), and holds easily against a black counter attack. White starts dismantling black's pawn chains (28), then develops a bishop and rook mating combination which wins the exchange (35). Afterwards white forces a rook exchange (48) to win. The opening moves a3 and h3 are as good as any pair!

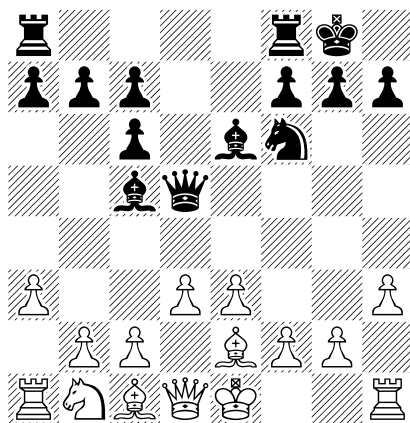


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|------|-------|-------|------|------|------|
| 1. | a3 | e5 | 38. | Rxd2 | Ra8 |
| 2. | h3 | d5 | 39. | Rd7 | Ra5 |
| 3. | b3 | Bf5 | 40. | Kd3 | Ra3+ |
| 4. | d3 | c5 | 41. | Ke4 | Ra6 |
| 5. | e3 | Nc6 | 42. | Re7 | Kg7 |
| 6. | Be2 | Bd6 | 43. | Rcc7 | Rf6 |
| 7. | g4 | Be6 | 44. | Rcd7 | Kf8 |
| 8. | c4 | dxc4 | 45. | Re5 | Rc6 |
| 9.* | bxc4 | h5 | 46. | f5 | Kg7 |
| 10. | Nc3 | hxc4 | 47. | fxg6 | Kxg6 |
| 11. | Bxc4 | Bxc4 | 48.* | Rf5 | Rc4+ |
| 12. | Qxc4 | Nf6 | 49. | Kd3 | Kxf5 |
| 13. | Qg2 | e4 | 50. | Kxc4 | Ke6 |
| 14. | Bb2 | Be5 | 51. | Rc7 | f6 |
| 15.* | O-O-O | exd3 | 52. | Kd4 | Kf5 |
| 16. | Nf3 | Kf8 | 53. | Kd5 | Kg5 |
| 17. | Rhg1 | g6 | 54. | Rc2 | Kg4 |
| 18. | Nxe5 | Nxe5 | 55. | Ke4 | f5+ |
| 19. | Ne4 | Rh5 | 56. | Ke5 | Kf3 |
| 20. | Nxf6 | Qxf6 | 57. | Rc3+ | Kg4 |
| 21.* | f4 | Qa6 | 58. | Rc4+ | Kf3 |
| 22. | Bxe5 | Qxc4+ | 59. | Kxf5 | Ke3 |
| 23. | Kb1 | Qb3+ | 60. | Ke5 | Kd3 |
| 24. | Qb2 | Qxb2+ | 61. | Rc6 | Ke3 |
| 25. | Kxb2 | c4 | 62. | Rc3+ | Kd2 |
| 26. | Kc3 | b5 | 63. | Kd4 | Ke2 |
| 27. | a4 | a6 | 64. | Rd3 | Kf2 |
| 28.* | Rg5 | Rxh3 | 65. | Re3 | Kf1 |
| 29. | axb5 | axb5 | 66. | Kd3 | Kf2 |
| 30. | Bd6+ | Kg8 | 67. | Kd2 | Kg1 |
| 31. | Rxb5 | Rc8 | 68. | Re2 | Kf1 |
| 32. | Rc5 | Rd8 | 69. | Ke3 | Kg1 |
| 33. | Be5 | Rxe3 | 70. | Rf2 | Kh1 |
| 34. | Bf6 | d2+ | 71. | Kf4 | Kg1 |
| 35.* | Kc2 | Red3 | 72. | Kg3 | Kh1 |
| 36. | Rxc4 | R3d5 | 73. | Rf1# | 1-0 |
| 37. | Bxd8 | Rxd8 | | | |

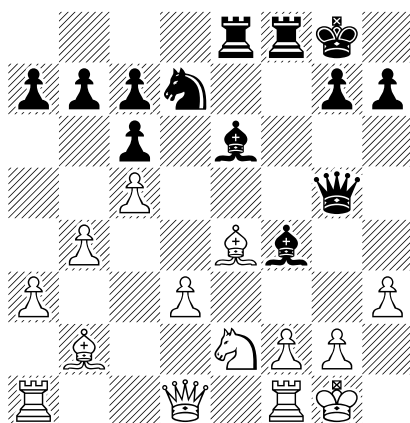


Game 78: C-system Variant CvBBxBx with White

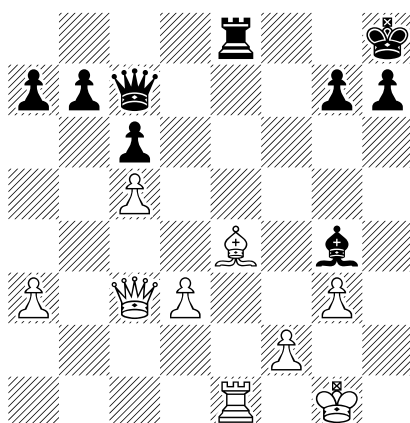
White snaps up a questionable black opening gambit, then adopts a C-system defense against a serious looking attack (9). White gains time and space chasing black's pieces, and is in position to counter when the black assault begins (18). A spectacular series of exchanges ends with equal material, but with white in complete control of the chessboard. White takes a pawn with his bishop sacrifice (28), but still needs precision play (52,59) to win the endgame. Lots of surprises!



9. Bf3

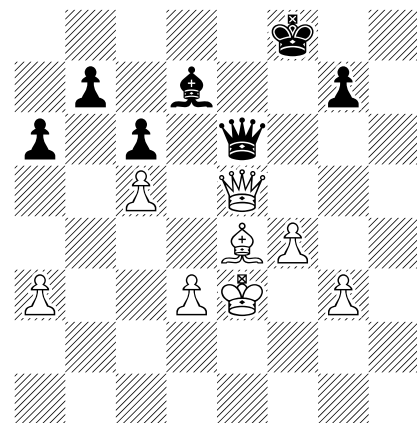


18..Bxh3

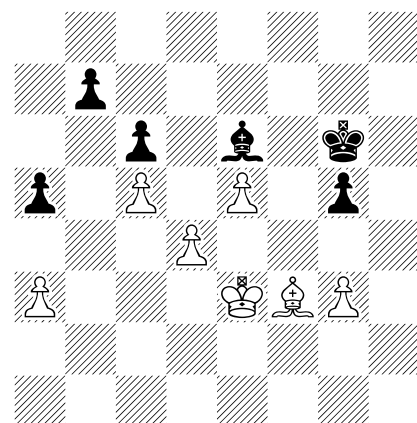


28. Bxh7

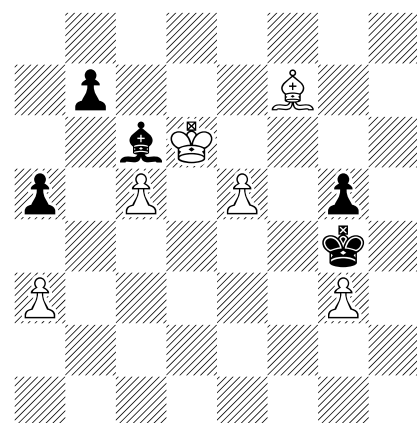
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|-----------|-------|----------|------|
| 1. Nf3 | e5 | 36. f4 | Qd5 |
| 2. Nxe5 | Nc6 | 37. Kf2 | Bd7 |
| 3. Nxc6 | dxc6 | 38. Ke3 | Qe6 |
| 4. d3 | Nf6 | 39.* Be4 | Qxe5 |
| 5. h3 | Bc5 | 40. fxe5 | g5 |
| 6. e3 | O-O | 41. Bg6 | Kg7 |
| 7. Be2 | Be6 | 42. Bh5 | Be6 |
| 8. a3 | Qd5 | 43. Ke4 | Kh6 |
| 9.* Bf3 | Qg5 | 44. Be2 | Kg6 |
| 10. b4 | Bd6 | 45. d4 | a5 |
| 11. e4 | Qg6 | 46. Ke3 | Kf7 |
| 12. Bb2 | Nd7 | 47. Bh5+ | Kg7 |
| 13. c4 | f5 | 48. Kf3 | Bd5+ |
| 14. O-O | fxe4 | 49. Ke2 | Be6 |
| 15. Bxe4 | Qg5 | 50. Ke3 | Kh6 |
| 16. c5 | Bf4 | 51. Bf3 | Kg6 |
| 17. Nc3 | Rae8 | 52.* d5 | cxd5 |
| 18.* Ne2 | Bxh3 | 53. Kd4 | Bd7 |
| 19. Nxf4 | Rxf4 | 54. Bxd5 | Bc8 |
| 20. g3 | Bxf1 | 55. Bc4 | Kf5 |
| 21. Bc1 | Be2 | 56. Bf7 | Bd7 |
| 22. Qb3+ | Kh8 | 57. Kd5 | Bc6+ |
| 23. Bxf4 | Qd8 | 58. Kd6 | Kg4 |
| 24. Re1 | Bg4 | 59. Bd5 | Bxd5 |
| 25. Qc3 | Qe7 | 60. Kxd5 | Kxg3 |
| 26. Bxc7 | Nxc5 | 61. e6 | g4 |
| 27. bxc5 | Qxc7 | 62. e7 | Kh2 |
| 28.* Bxh7 | Rxe1+ | 63. e8=Q | g3 |
| 29. Qxe1 | Qf7 | 64. Qb8 | a4 |
| 30. Be4 | a6 | 65. Ke4 | Kg2 |
| 31. Qb4 | Be6 | 66. Qf4 | b6 |
| 32. Qd4 | Qe8 | 67. Qd2+ | Kh3 |
| 33. Qe5 | Qd7 | 68. Kf3 | b5 |
| 34. Bg6 | Kg8 | 69. Qh6# | |
| 35. f3 | Kf8 | | |



39..Qxe5



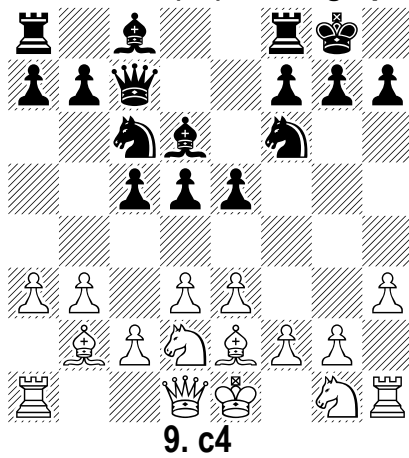
52. d5



59. Bd5

Game 79: C-system Variant Cv2'B'C with White

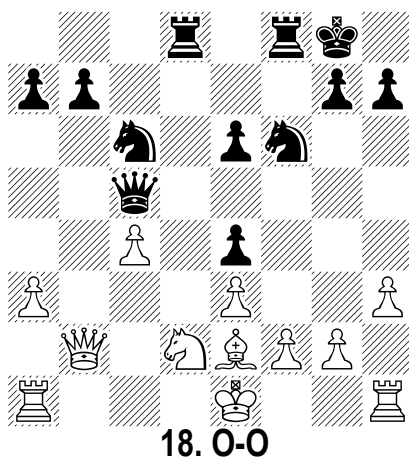
White's Cv2'B'C (also a B-system close variant: Bv18F) triumphs in a superb tactical display. In the opening exchanges white forces a doubled pawn, then consolidates, declining a pawn offer (18). Black's try for counterplay (27) almost works, but leaves him another doubled pawn that white wins (44), setting up for a fine pair of rook sacrifice offers (56,58) and an elegant victory.



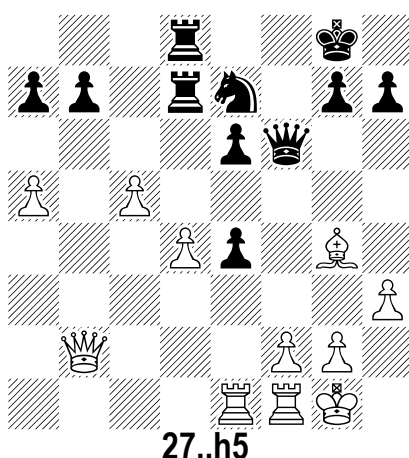
9. c4

1. a3 e5
2. h3 d5
3. d3 Nf6
4. e3 Bd6
5. b3 O-O
6. Be2 c5
7. Nd2 Nc6
8. Bb2 Qc7
9.* c4 Be6
10. Ngf3 e4
11. dxe4 dxe4

40. Kh1 a5
41. Qe3 Qe7
42. Qf4+ Rf6
43. Qh4 Rfd6
44.* Qh8+ Kf7
45. Qh5+ Kf8
46. Qxa5 Rd5
47. Qd2 a5
48. Re1 Qc7
49. Qe3 Kg8
50. Qe7 Qb6
51. Be8 Rf5
52. Bg6 Rff8
53. Qg5 Rd6
54. Be4 Ne6
55. Bd5 Rf6
56.* Rxa5 Rf8
57. Rxe6 Rxe6
58.* Ra7 Qxa7
59. Bxe6+ Rf7
60. f3 Qc7
61. Qf5 Qa7
62. Bxf7+ Qxf7
63. Qxf7+ Kxf7
64. Kg1 Ke6
65. Kf2 Ke5
66. Ke3 Kf6
67. f4 Ke6
68. Ke4 Kf6
69. g4 Kf7
70. Kf5 g6+
71. Kg5 Kg7
72. h4 Kh7
73. Kf6 Kg8
74. Kxg6 Kf8
75. f5 Kg8
76. f6 Kh8
77. h5 Kg8
78. f7+ 1-0



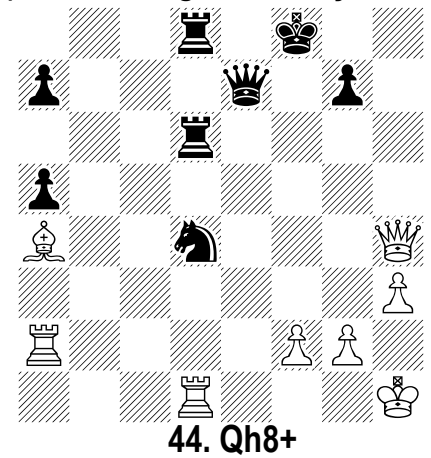
18. O-O



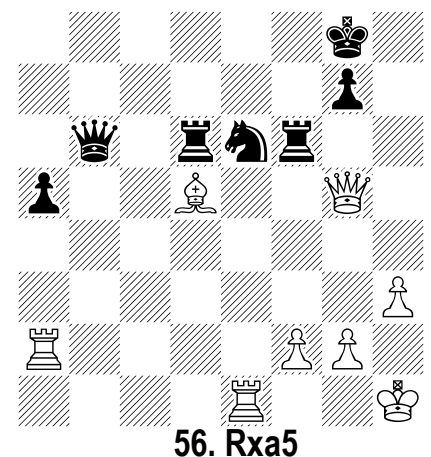
27..h5

13. Nxe6 fxe6
14. Qc2 Bxb2
15. Qxb2 Rad8
16. b4 Qd6
17. bxc5 Qxc5
18.* O-O Qf5
19. Nb3 Nd7
20. Nd4 Nxd4
21. exd4 Nb6
22. a4 Qf6
23. a5 Nc8
24. Rad1 Rf7
25. c5 Rfd7
26. Bg4 Ne7
27.* Rde1 h5
28. Bxh5 Nc6
29. Qb1 Nxd4
30. Bg4 Rc7
31. a6 bxa6
32. Qxe4 Rxc5
33. Bxe6+ Kf8
34. Ba2 Rc2
35. Bb3 Rc3
36. Ba4 Rc4
37. Ra1 Rb4
38. Ra2 Rb6
39. Rd1 Rbd6

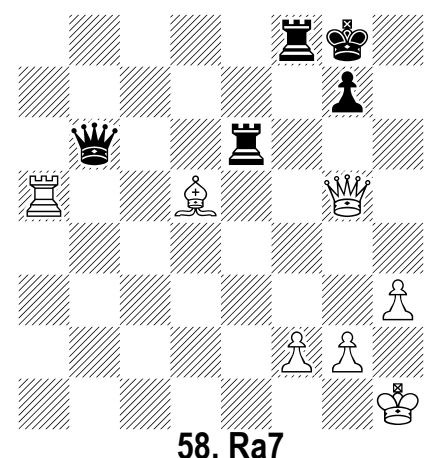
51. Be8 Rf5
52. Bg6 Rff8
53. Qg5 Rd6
54. Be4 Ne6
55. Bd5 Rf6
56.* Rxa5 Rf8
57. Rxe6 Rxe6
58.* Ra7 Qxa7
59. Bxe6+ Rf7
60. f3 Qc7
61. Qf5 Qa7
62. Bxf7+ Qxf7
63. Qxf7+ Kxf7
64. Kg1 Ke6
65. Kf2 Ke5
66. Ke3 Kf6
67. f4 Ke6
68. Ke4 Kf6
69. g4 Kf7
70. Kf5 g6+
71. Kg5 Kg7
72. h4 Kh7
73. Kf6 Kg8
74. Kxg6 Kf8
75. f5 Kg8
76. f6 Kh8
77. h5 Kg8
78. f7+ 1-0



44. Qh8+



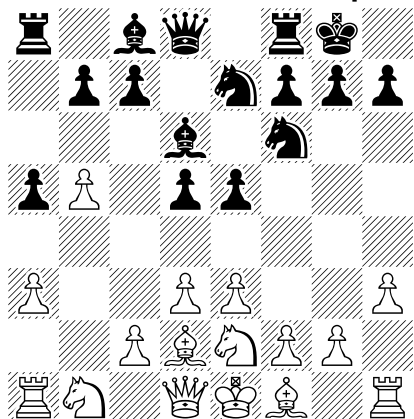
56. Rxa5



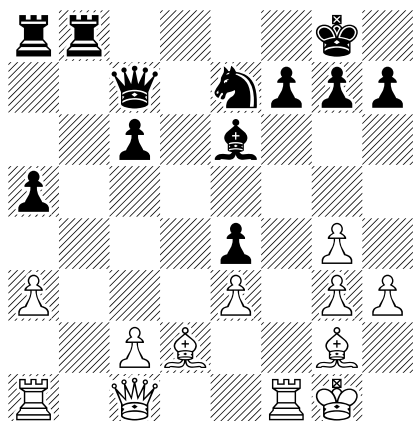
58. Ra7

Game 80: Center Game variant Cv22G' with White

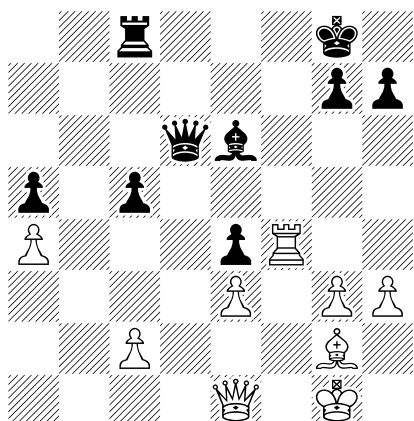
White's Cv22G' responds to a rook pawn challenge (9). then moves into a K-side fianchetto. After the opening black tries to inflict damage, but the pawn structure remains symmetric. White pressures with a pile up on the e-pawn (19,29), and finally takes the lead, but the game closes (43), leaving him a difficult job of converting it to a win. White goes for broke (52), opening up his defense to break the impasse, but black shuts him down neatly and draws. Interesting game!



9. g4

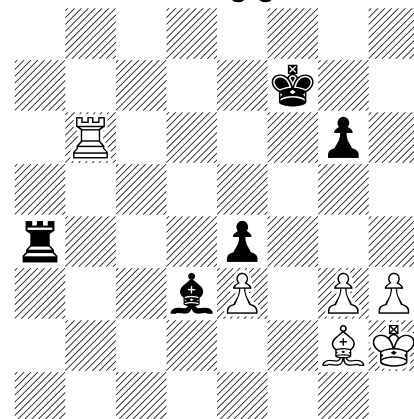


19. Qe1

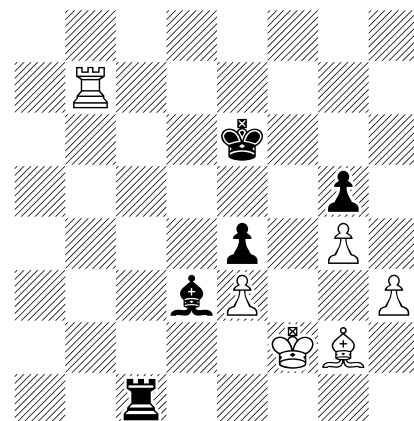


29. Kh2

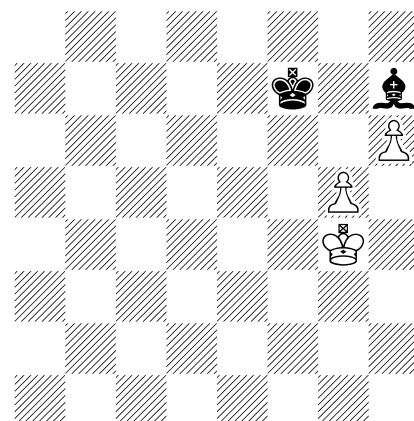
- | | | | |
|----------|------|----------|-------|
| 1. a3 | d5 | 39. Rxh7 | Ra6 |
| 2. h3 | e5 | 40. Rg7 | Kf6 |
| 3. d3 | Nf6 | 41. Rb7 | Rxa4 |
| 4. Bd2 | Nc6 | 42. Rb6+ | Kf7 |
| 5. e3 | Bd6 | 43.* Rb2 | Ra1 |
| 6. b4 | O-O | 44. g4 | g5 |
| 7. Ne2 | a5 | 45. Kg3 | Kf6 |
| 8. b5 | Ne7 | 46. Rf2+ | Kg6 |
| 9.* g4 | Be6 | 47. Rd2 | Kf6 |
| 10. Ng3 | c6 | 48. Rb2 | Re1 |
| 11. bxc6 | bx6 | 49. Kf2 | Rc1 |
| 12. Bg2 | Qb6 | 50. Rb6+ | Kf7 |
| 13. Nc3 | Rfb8 | 51. Rb7+ | Ke6 |
| 14. O-O | Qc7 | 52.* Rb4 | Rc2+ |
| 15. Qc1 | e4 | 53. Kg3 | Ke5 |
| 16. dxe4 | Bxg3 | 54. Rb6 | Re2 |
| 17. fxg3 | Nxe4 | 55. Rg6 | Rxe3+ |
| 18. Nxe4 | dxe4 | 56. Kh2 | Kf4 |
| 19.* Qe1 | f5 | 57. Rf6+ | Ke5 |
| 20. gxf5 | Nxf5 | 58. Rf5+ | Kd4 |
| 21. Rf4 | Nd6 | 59. Rxg5 | Re1 |
| 22. a4 | Rd8 | 60. h4 | e3 |
| 23. Bc3 | Qa7 | 61. Rd5+ | Kc4 |
| 24. Bd4 | c5 | 62. Re5 | e2 |
| 25. Be5 | Rac8 | 63. Bf3 | Rf1 |
| 26. Bxd6 | Rxd6 | 64. Bxe2 | Rf2+ |
| 27. Rd1 | Qd7 | 65. Kg3 | Rxe2 |
| 28. Rxd6 | Qxd6 | 66. Rxe2 | Bxe2 |
| 29.* Kh2 | Bd5 | 67. Kf4 | Kd5 |
| 30. Qxa5 | Rb8 | 68. Kf5 | Bd3+ |
| 31. Qc3 | Re8 | 69. Kf6 | Ke4 |
| 32. Rf5 | Rd8 | 70. Kg5 | Be2 |
| 33. Qe5 | g6 | 71. h5 | Ke5 |
| 34. Qxd6 | Rxd6 | 72. h6 | Bd3 |
| 35. Re5 | Kf7 | 73. Kh5 | Kf6 |
| 36. c4 | Bxc4 | 74. g5+ | Kf7 |
| 37. Rxc5 | Bd3 | 75.* Kg4 | Bh7 |
| 38. Rc7+ | Ke6 | 1/2-1/2 | |



43. Rb2



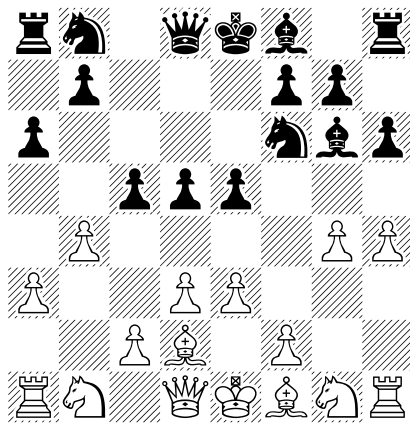
52. Rb4



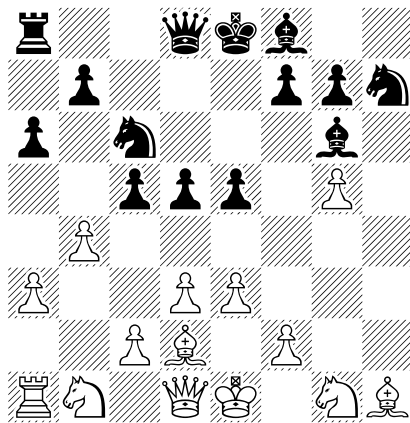
after 75..Bh7

Game 81: C-system Variant Cv278 with White

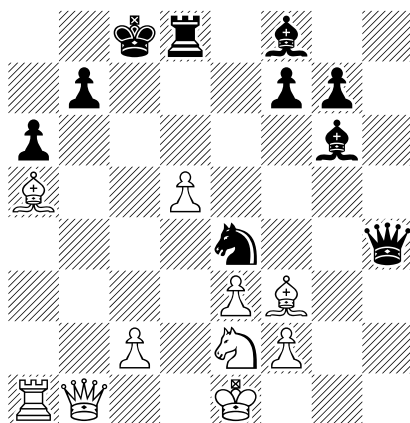
White plays Cv278, pushing early on both flanks (9). White's K-side fianchetto applies pressure (13) and helps win rook for piece and pawn (22). White stays ahead with sharp tactical play, and presses his advantage until the win. Move 41 is interesting, a queen sacrifice that is also the only winning move. At move 57 black is in 'zugzwang', meaning 'obliged to move' by the rules of chess. Only rarely do positions arise such as this one, where one might have to invoke the rule.



9. Bg2

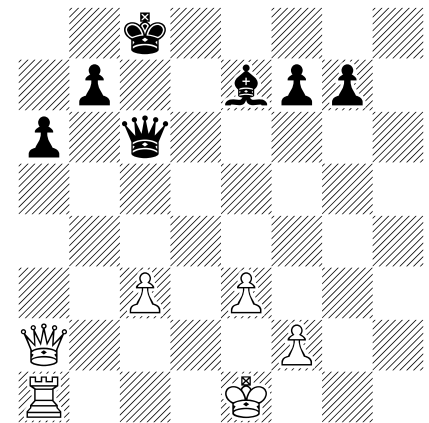


13. Nc3

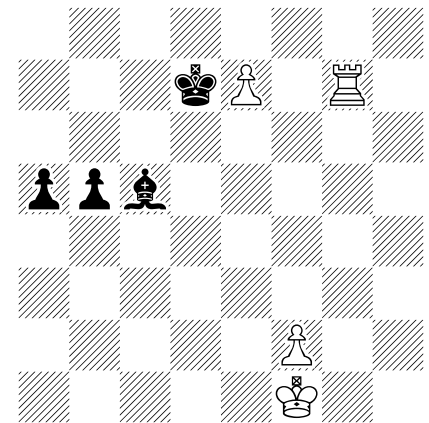


22. Bxe4

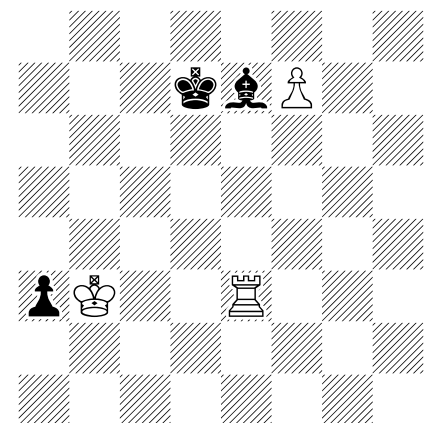
- | | | | | | |
|------|------|-------|------|-------|------|
| 1. | d3 | e5 | 33. | Qd5 | Qxd5 |
| 2. | e3 | Nf6 | 34. | Rxd5 | b5 |
| 3. | h3 | d5 | 35. | e4 | Kc7 |
| 4. | a3 | Bf5 | 36. | e5 | Be7 |
| 5. | g4 | Bg6 | 37. | e6 | Kc6 |
| 6. | b4 | c5 | 38. | Rd7 | Bc5 |
| 7. | h4 | h6 | 39. | Rxg7 | a5 |
| 8. | Bd2 | a6 | 40. | e7 | Kd7 |
| 9.* | Bg2 | Nc6 | 41.* | e8=Q+ | Kxe8 |
| 10. | g5 | hxg5 | 42. | Rg5 | Be7 |
| 11. | hxg5 | Rxh1 | 43. | Rxb5 | a4 |
| 12. | Bxh1 | Nh7 | 44. | Ra5 | a3 |
| 13.* | Nc3 | e4 | 45. | Ke2 | Kd7 |
| 14. | dxe4 | cxb4 | 46. | Kd3 | Kc6 |
| 15. | axb4 | Qxg5 | 47. | f4 | Kb6 |
| 16. | Nge2 | Nxb4 | 48. | Ra8 | Kb5 |
| 17. | Nxd5 | Nxd5 | 49. | f5 | Kb6 |
| 18. | exd5 | Nf6 | 50. | Kc2 | Kb7 |
| 19. | Qb1 | O-O-O | 51. | Ra4 | Kc8 |
| 20. | Ba5 | Qh4 | 52. | Rf4 | Bg5 |
| 21. | Bf3 | Ne4 | 53. | Rf3 | Be7 |
| 22.* | Bxe4 | Bxe4 | 54. | f6 | Bf8 |
| 23. | Bxd8 | Qxd8 | 55. | Re3 | Kd7 |
| 24. | Nc3 | Bxd5 | 56. | f7 | Be7 |
| 25. | Nxd5 | Qxd5 | 57.* | Kb3 | a2 |
| 26. | Qb2 | Bb4+ | 58. | Kxa2 | Kd6 |
| 27. | c3 | Be7 | 59. | Ka3 | Bf8 |
| 28. | Qa2 | Qc6 | 60. | Kb4 | Kd5+ |
| 29.* | Rd1 | Qxc3+ | 61. | Kb5 | Bh6 |
| 30. | Kf1 | Qf6 | 62. | Re8 | Bg7 |
| 31. | Qc4+ | Qc6 | 63. | f8=Q | Bxf8 |
| 32. | Qxf7 | Bf6 | 64. | Rxf8 | 1-0 |



29. Rd1



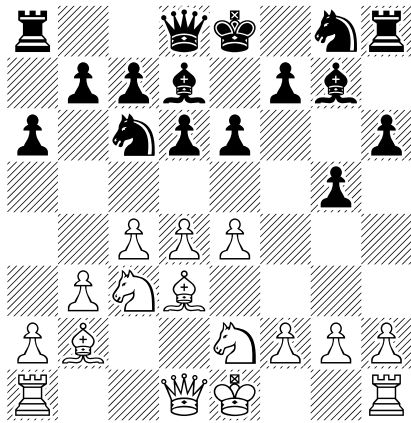
41..e8=Q+



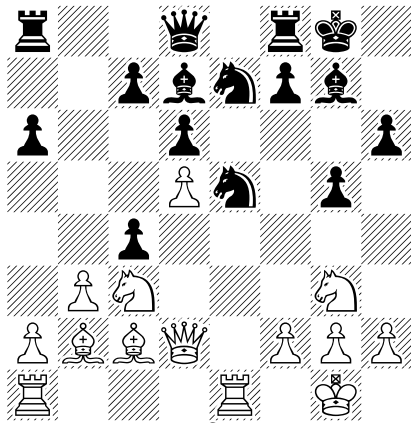
57..a2

Game 82: C-system Variant Cv7BF with Black

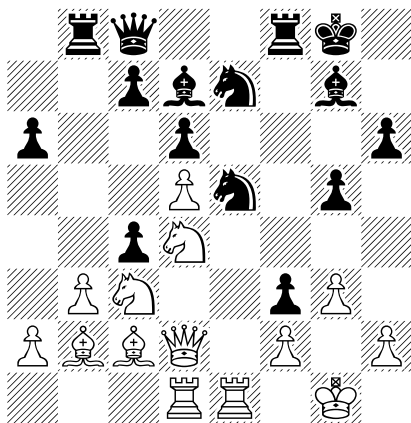
Black departs late from the Center Game into a K-side fianchetto variant, Cv7BF. White tries for the attack, but drops a pawn and then has to defend against a full scale K-side assault (15). Black lodges a pawn supporting a mate threat and trapping a knight (20). White tries desperately for counterplay, sacrificing the knight to start a complex series of exchanges. Black keeps the edge, then pins and wins two pieces (33) at once! A savage and relentless destruction of white - scary!



9. d5

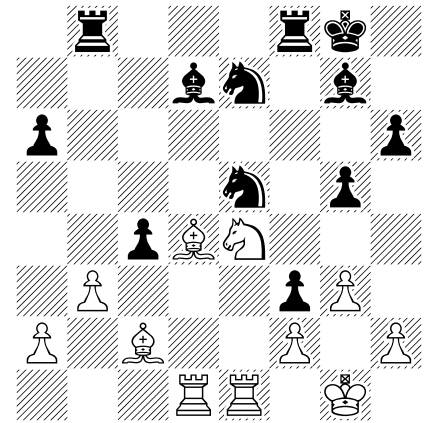


15..f5

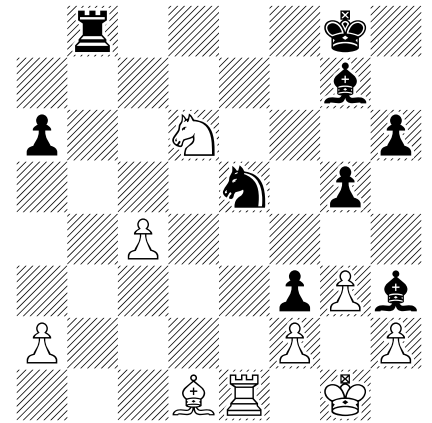


20..c5

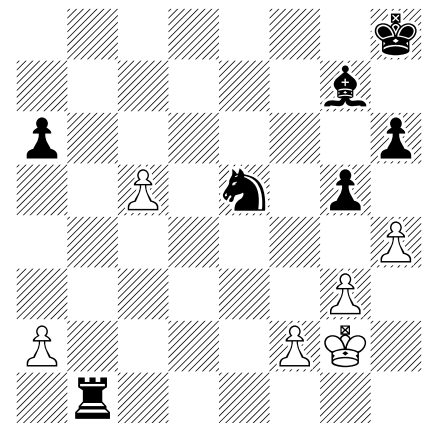
- | | | | | | |
|------|------|------|------|------|------|
| 1. | d4 | d6 | 25.* | Bxd4 | N7c6 |
| 2. | c4 | e6 | 26. | Bc5 | Rfd8 |
| 3. | e4 | h6 | 27. | Bd6 | Rbc8 |
| 4. | b3 | a6 | 28. | Nc5 | Bh3 |
| 5. | Bb2 | Bd7 | 29. | Nb7 | Rd7 |
| 6. | Nc3 | g5 | 30. | Bxe5 | Rxd1 |
| 7. | Bd3 | Bg7 | 31. | Bxd1 | Nxe5 |
| 8. | Nge2 | Nc6 | 32. | bxc4 | Rb8 |
| 9.* | d5 | Ne5 | 33.* | Nd6 | Rb1 |
| 10. | Bc2 | b5 | 34. | c5 | Kh8 |
| 11. | Qd2 | bxc4 | 35. | Nf5 | Bxf5 |
| 12. | O-O | Ne7 | 36. | h4 | Nd3 |
| 13. | Rfe1 | O-O | 37. | Rf1 | Bh3 |
| 14. | Ng3 | exd5 | 38. | Kh2 | Bxf1 |
| 15.* | exd5 | f5 | 39. | Bxf3 | Ne5 |
| 16. | Nge2 | f4 | 40. | Bg2 | Bxg2 |
| 17. | Nd4 | f3 | 41.* | Kxg2 | g4 |
| 18. | g3 | Rb8 | 42. | f3 | Rb2+ |
| 19. | Rac1 | Qc8 | 43. | Kf1 | Nxf3 |
| 20.* | Rcd1 | c5 | 44. | c6 | Bd4 |
| 21. | Ne4 | cxd4 | 45. | a3 | Rf2# |
| 22. | Nxd6 | Qc5 | | | |
| 23. | Ne4 | Qxd5 | | | |
| 24. | Qxd4 | Qxd4 | | | |



25..N7c6



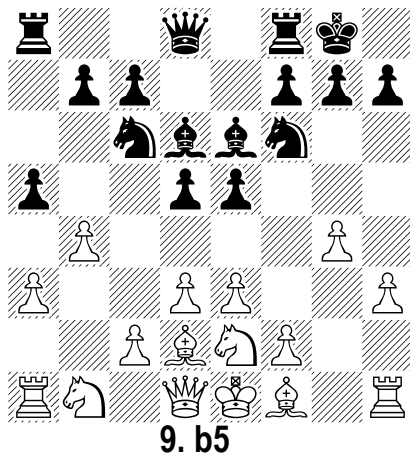
33..Rb1



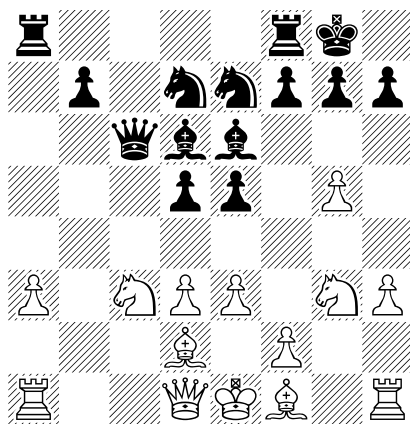
41..g4

Game 83: C-system Variant Cv27G' with White

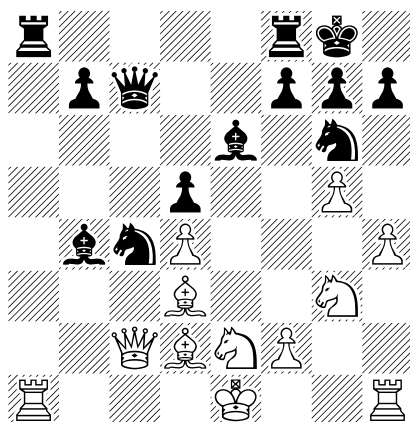
White plays variant Cv27G', versus black's classical C3v1 with a rook pawn challenge (9). After the opening both play to open the Q-side. White tries a sharp line (17) which drops a pawn and opens his position to attack (24), but he holds well and then counter attacks (30). Both sides threaten in a tense finale but black finally stumbles (44) and white moves in for the slaughter (53).



9. b5

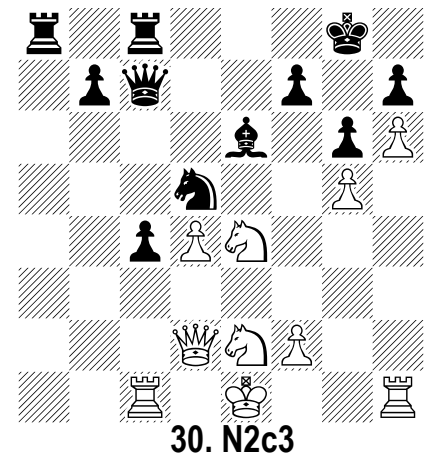


17. d4

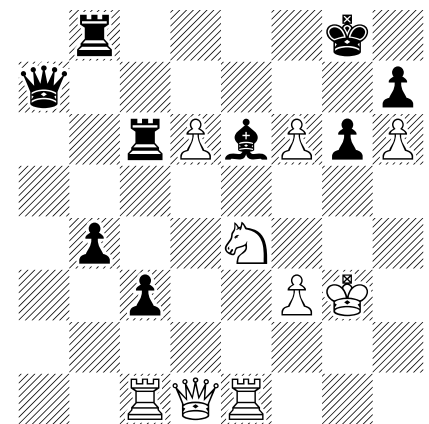


24. Rc1

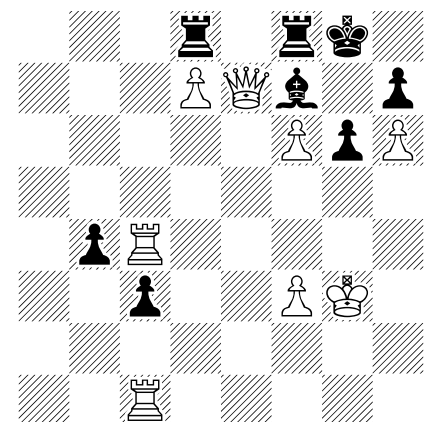
- | | | | | | |
|------|------|-------|------|-------|------|
| 1. | a3 | e5 | 31. | gxf6 | Nxc3 |
| 2. | d3 | d5 | 32. | Nxc3 | b5 |
| 3. | Bd2 | Nf6 | 33. | Ne4 | Rab8 |
| 4. | h3 | Nc6 | 34. | Ke2 | b4 |
| 5. | e3 | Bd6 | 35. | d5 | Bf7 |
| 6. | g4 | Be6 | 36. | d6 | Qc6 |
| 7. | b4 | O-O | 37. | Qd4 | c3 |
| 8. | Ne2 | a5 | 38. | Ke3 | Qd7 |
| 9.* | b5 | Ne7 | 39. | f3 | Rc4 |
| 10. | Ng3 | c6 | 40. | Qd3 | Rc6 |
| 11. | g5 | Nd7 | 41. | Kf2 | Qa7+ |
| 12. | c4 | cxb5 | 42. | Kg3 | Bc4 |
| 13. | cxb5 | Qb6 | 43. | Qd1 | Be6 |
| 14. | Nc3 | a4 | 44.* | Re1 | Qf7 |
| 15. | Nxa4 | Qxb5 | 45. | Ng5 | Bb3 |
| 16. | Nc3 | Qc6 | 46. | Qd4 | Rc4 |
| 17.* | d4 | exd4 | 47. | Qe5 | Rcc8 |
| 18. | exd4 | Nb6 | 48. | Nxf7 | Bxf7 |
| 19. | Bb5 | Qc7 | 49. | Qe7 | Re8 |
| 20. | Nce2 | Bxa3 | 50. | d7 | Red8 |
| 21. | Bd3 | Nc4 | 51. | Re4 | Rf8 |
| 22. | Qc2 | Ng6 | 52. | Rc4 | Rbd8 |
| 23. | h4 | Bb4 | 53.* | Qxd8 | Rxd8 |
| 24.* | Rc1 | Bxd2+ | 54. | Rc8 | Bd5 |
| 25. | Qxd2 | Rfc8 | 55. | Rxd8+ | Kf7 |
| 26. | Bxc4 | dxc4 | 56. | Rf8+ | Ke6 |
| 27. | h5 | Ne7 | 57. | d8=Q | g5 |
| 28. | h6 | g6 | 58. | Re1+ | Be4 |
| 29. | Ne4 | Nd5 | 59. | fxe4 | b3 |
| 30.* | N2c3 | f5 | 60. | Qe7# | |



30. N2c3



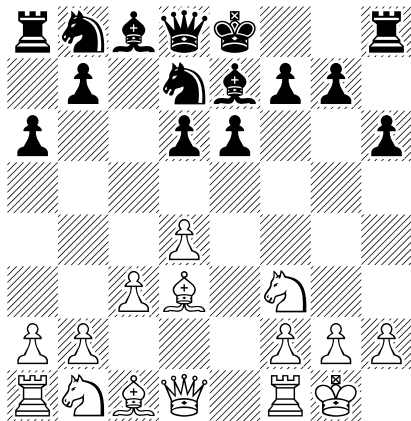
44..Qf7



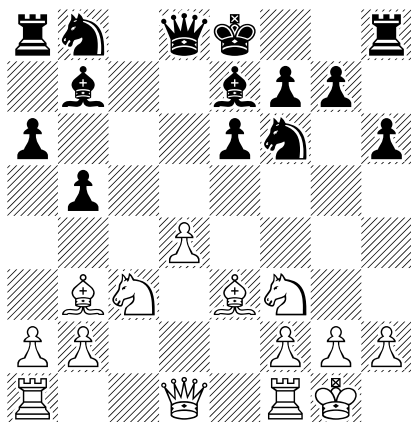
53. Qxd8

Game 84: C-system Variant Cv3xGG with Black

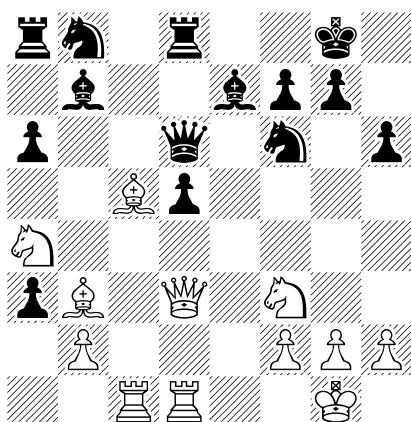
Black plays Cv3xGG, inviting white to advance and exchange central pawns (9). White offers his isolated queen pawn to open the game (14) but it backfires badly with black's queen sacrifice (20). Black then trades down (26) to a comfortable endgame. To defend against the promotion threat white has to abandon his K-side (33), giving black advantage of three pawns and an easy win (57).



9. Be3

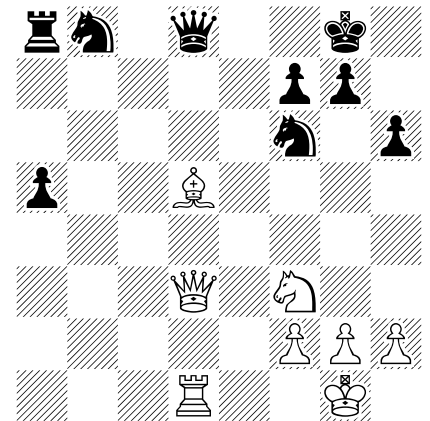


14. d5

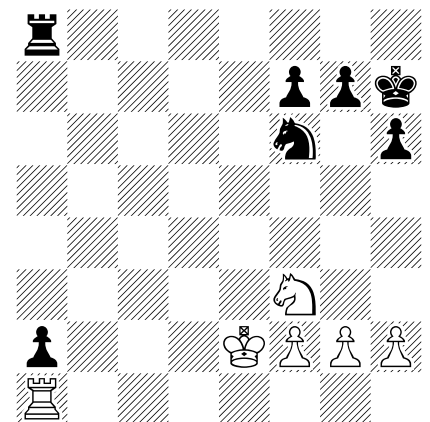


20..axb2

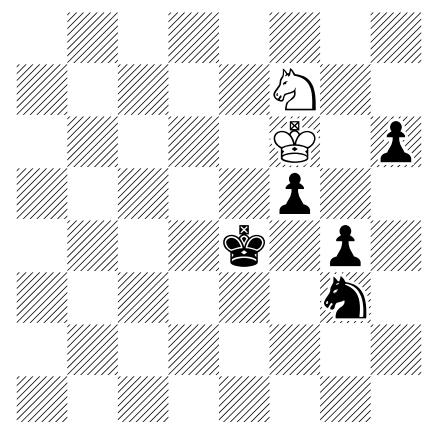
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|------|------|---------|------|------|------|
| 1. | e4 | d6 | 35. | Kc3 | Kg6 |
| 2. | d4 | a6 | 36. | Ne1 | Ng4 |
| 3. | c3 | h6 | 37. | h3 | Ne3 |
| 4. | Nf3 | e6 | 38. | Kb3 | Kg5 |
| 5. | Bd3 | Be7 | 39. | g3 | Nf1 |
| 6. | O-O | Nf6 | 40. | Rxa2 | Rxa2 |
| 7. | e5 | Nfd7 | 41. | Nf3+ | Kf5 |
| 8. | exd6 | cxd6 | 42. | Kxa2 | Nxg3 |
| 9.* | Be3 | d5 | 43. | Kb3 | Kf4 |
| 10. | c4 | dx c4 | 44. | Nd4 | Nf5 |
| 11. | Bxc4 | b5 | 45. | Ne2+ | Kf3 |
| 12. | Bb3 | Nf6 | 46. | Nc3 | Kg3 |
| 13. | Nc3 | Bb7 | 47. | Kc4 | Kxh3 |
| 14.* | d5 | exd5 | 48. | Kd5 | Ng3 |
| 15. | a3 | O-O | 49. | Ke5 | f5 |
| 16. | Qd3 | Qd6 | 50. | Nd1 | g5 |
| 17. | Rfd1 | Rd8 | 51. | Nf2+ | Kg2 |
| 18. | Rac1 | b4 | 52. | Nd3 | Kf3 |
| 19. | Na4 | bx a3 | 53. | Kf6 | Ke4 |
| 20.* | Bc5 | axb2 | 54. | Nc5+ | Kd4 |
| 21. | Bxd6 | bx c1=Q | 55. | Nd7 | g4 |
| 22. | Bxe7 | Qc7 | 56. | Ne5 | Ke4 |
| 23. | Bxd8 | Qxd8 | 57.* | Nf7 | Nh5+ |
| 24. | Nc3 | a5 | 58. | Kg6 | g3 |
| 25. | Nxd5 | Bxd5 | 59. | Kxh6 | f4 |
| 26.* | Bxd5 | Qxd5 | 60. | Kxh5 | g2 |
| 27. | Qb1 | Qe4 | 61. | Ng5+ | Ke3 |
| 28. | Rd8+ | Kh7 | 62. | Nh3 | f3 |
| 29. | Rxb8 | Qxb1+ | 63. | Kh4 | f2 |
| 30. | Rxb1 | a4 | 64. | Nxf2 | Kxf2 |
| 31. | Kf1 | a3 | 0-1 | | |
| 32. | Ke2 | a2 | | | |
| 33.* | Ra1 | Ne4 | | | |
| 34. | Kd3 | Nxf2+ | | | |



26..Qxd5



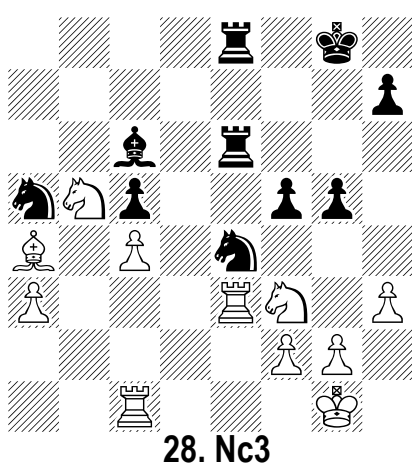
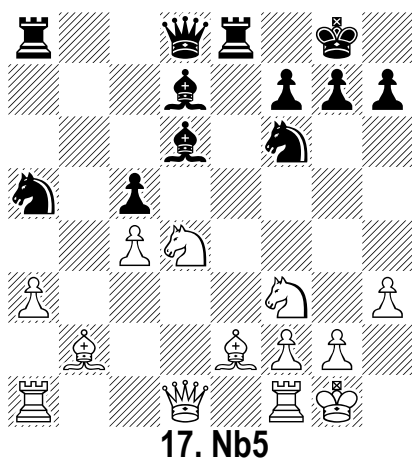
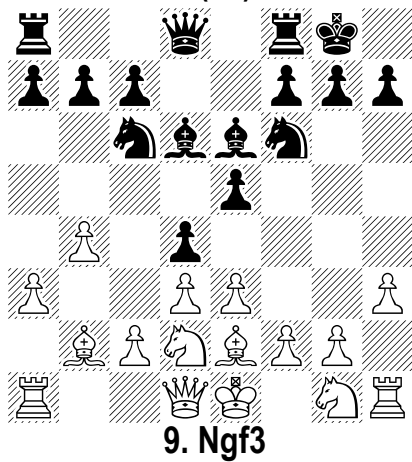
33..Ne4



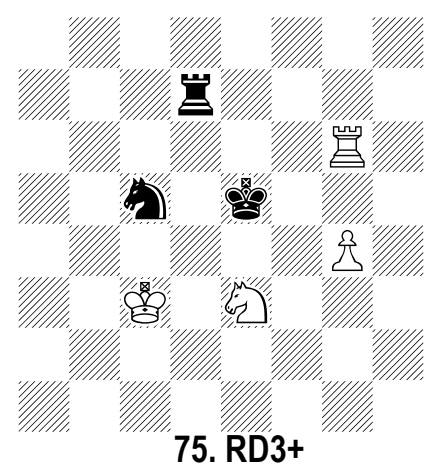
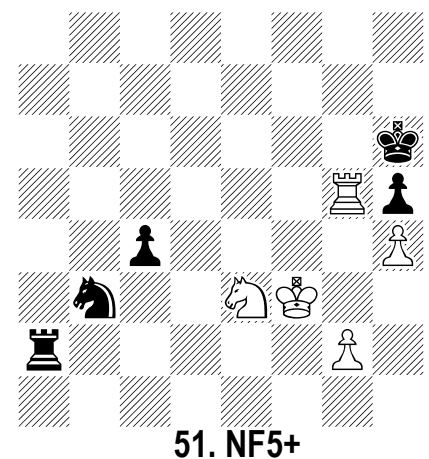
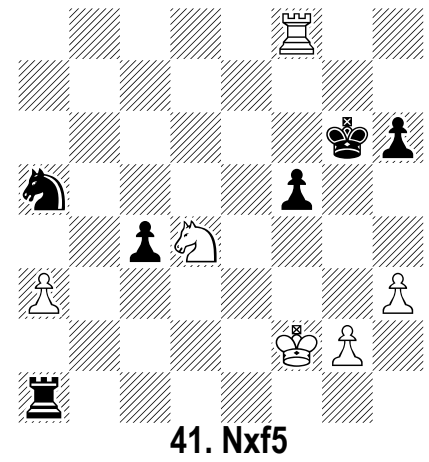
57..Nh5+

Game 85: C-system Variant Cv2B'C with White

The author with white plays Cv2B'C in a sharp game. White piles up on the queen pawn and wins it outright, but black maintains all the tension on the chessboard (17). White simplifies (28) but drops a pawn in the ensuing rook and knight free-for-all (41). He regains it later with an easy combination (51). Black was later able to force the draw (75), but for white it still felt like a win!

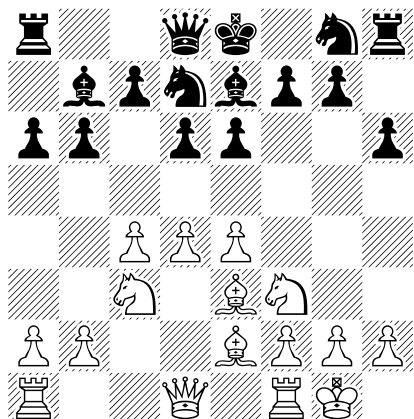


- | | | | | | |
|------|-------|-------|------|-------|------|
| 1. | a3 | e5 | 40. | Rf8+ | Kg6 |
| 2. | e3 | d5 | 41.* | Nxf5 | Rxa3 |
| 3. | Be2 | Nc6 | 42. | Ne3 | h5 |
| 4. | d3 | Nf6 | 43. | Rc8 | Ra2+ |
| 5. | h3 | Bd6 | 44. | Kg3 | Ra3 |
| 6. | b4 | O-O | 45. | Kf4 | Ra2 |
| 7. | Bb2 | Be6 | 46. | h4 | Rf2+ |
| 8. | Nd2 | d4 | 47. | Ke4 | Re2 |
| 9.* | Ngf3 | b5 | 48. | Kf3 | Ra2 |
| 10. | exd4 | exd4 | 49. | Rc5 | Kh6 |
| 11. | Nb3 | a5 | 50. | Rg5 | Nb3 |
| 12. | bx a5 | Nxa5 | 51. | Nf5+ | Kh7 |
| 13. | Nbxd4 | Bd7 | 52. | Rxh5+ | Kg8 |
| 14. | c4 | bx c4 | 53. | Rg5+ | Kf8 |
| 15. | dx c4 | Re8 | 54. | h5 | c3 |
| 16. | O-O | c5 | 55. | h6 | Ra7 |
| 17.* | Nb5 | Bf4 | 56. | Ne3 | Rf7+ |
| 18. | Bd3 | Bc6 | 57. | Kg4 | Rh7 |
| 19. | Bc1 | Bxc1 | 58. | Rb5 | Nd4 |
| 20. | Rxc1 | Qd7 | 59. | Rb8+ | Kf7 |
| 21. | Bc2 | Rad8 | 60. | Kh5 | Ne2 |
| 22. | Qxd7 | Rxd7 | 61. | Rc8 | Nf4+ |
| 23. | Ba4 | Ne4 | 62. | Kg5 | Ne6+ |
| 24. | Rfe1 | Rde7 | 63. | Kf5 | Rxh6 |
| 25. | Re3 | f5 | 64. | Rxc3 | Rh5+ |
| 26. | Rc2 | Re6 | 65. | Ke4 | Rb5 |
| 27. | Rc1 | g5 | 66. | g4 | Kf6 |
| 28. | Nc3 | Nxc3 | 67. | Rc8 | Rb4+ |
| 29. | Bxc6 | Rxe3 | 68. | Kf3 | Ke5 |
| 30. | fxe3 | Rxe3 | 69. | Re8 | Rf4+ |
| 31. | Bd5+ | Nxd5 | 70. | Ke2 | Rf7 |
| 32. | cx d5 | c4 | 71. | Kd3 | Rd7+ |
| 33. | Nxg5 | Rd3 | 72. | Kc3 | Kf6 |
| 34. | Re1 | Rxd5 | 73. | Rb8 | Ke5 |
| 35. | Re8+ | Kg7 | 74. | Rb6 | Nc5 |
| 36. | Rc8 | Rd1+ | 75.* | Rg6 | Rd3+ |
| 37. | Kf2 | h6 | 76. | Kc4 | Rxe3 |
| 38. | Nf3 | Ra1 | 77. | Kxc5 | Rg3 |
| 39. | Nd4 | Kf6 | 78. | Rg8 | Kf4 |

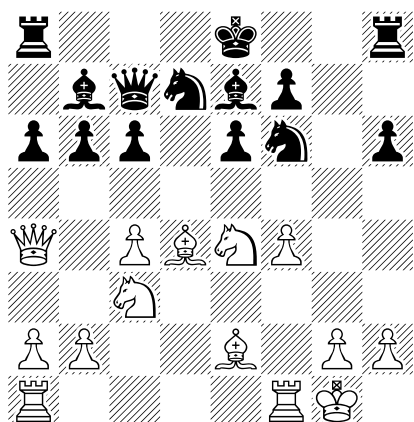


Game 86: C-system Variant Cv2'B'C with black

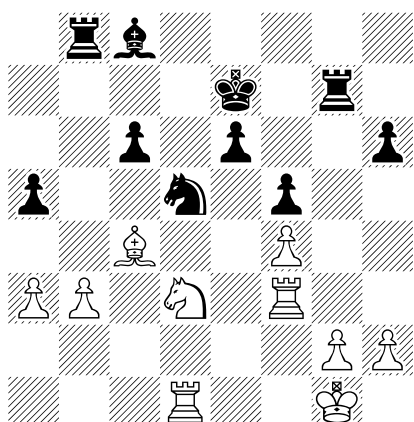
The author with black plays variant Cv2'B'C against the C3vF1 classical defense. Black maintains equality after the opening, preferring to exchange when possible (17). White has the better position but isn't able to exploit it, so black has time to look for a counter attack (31). The critical moment for black is the launch of his pawn (37), simplifying (44), and finally forcing a draw (71).



9. e5

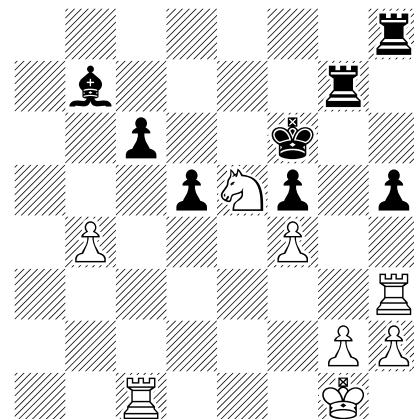


17..Nxe4

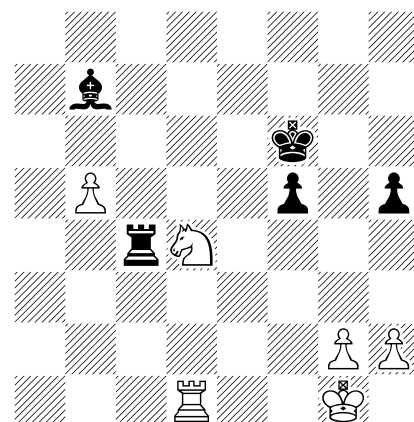


31..Bb7

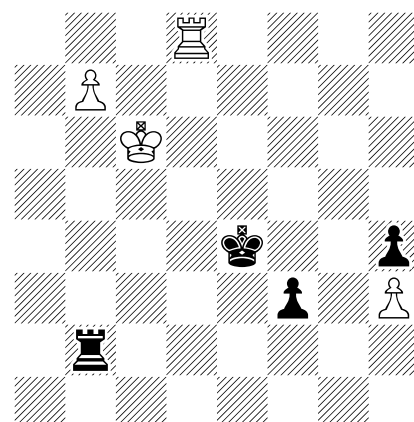
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|------|------|------|------|------|---------|
| 1. | d4 | h6 | 39. | Rd3 | Rxf4 |
| 2. | e4 | e6 | 40. | Rxd4 | Rxd4 |
| 3. | Nf3 | Be7 | 41. | Nxd4 | Rd8 |
| 4. | c4 | a6 | 42. | Rd1 | Rc8 |
| 5. | Nc3 | d6 | 43. | b5 | Rc4 |
| 6. | Be3 | Nd7 | 44.* | Nc6 | Bxc6 |
| 7. | Be2 | b6 | 45. | Rd6+ | Ke5 |
| 8. | O-O | Bb7 | 46. | Rxc6 | Rb4 |
| 9.* | e5 | g5 | 47. | b6 | h4 |
| 10. | Qa4 | g4 | 48. | h3 | f4 |
| 11. | Nd2 | dxe5 | 49. | Kf2 | Rb3 |
| 12. | Bxg4 | c6 | 50. | Rh6 | Ke4 |
| 13. | dxe5 | Nxe5 | 51. | Ke1 | Rb2 |
| 14. | Be2 | Qc7 | 52. | Rc6 | Kd5 |
| 15. | f4 | Nd7 | 53. | Rg6 | Kd4 |
| 16. | Bd4 | Ngf6 | 54. | Kf1 | Ke5 |
| 17.* | Nde4 | Nxe4 | 55. | Kg1 | Rb1+ |
| 18. | Nxe4 | Rg8 | 56. | Kf2 | Kf5 |
| 19. | c5 | bxc5 | 57. | Rc6 | Rb2+ |
| 20. | Bc3 | Nb6 | 58. | Kf3 | Rb3+ |
| 21. | Qa5 | Nd5 | 59. | Ke2 | Ke4 |
| 22. | Qxc7 | Nxc7 | 60. | Kd2 | Kd5 |
| 23. | Bf6 | Nd5 | 61. | Kc2 | Rb4 |
| 24. | Bxe7 | Kxe7 | 62. | Rh6 | Ke4 |
| 25. | Nxc5 | Rab8 | 63. | Kc3 | Rb1 |
| 26. | Rad1 | a5 | 64. | Kc4 | Rb2 |
| 27. | Rf3 | Bc8 | 65. | Re6+ | Kf5 |
| 28. | b3 | f5 | 66. | Rd6 | Rc2+ |
| 29. | Bc4 | Rg6 | 67. | Kb5 | Rxg2 |
| 30. | a3 | Rg7 | 68. | b7 | f3 |
| 31.* | Nd3 | Bb7 | 69. | Rd5+ | Ke4 |
| 32. | Rh3 | Rh8 | 70. | Rd8 | Rb2+ |
| 33. | b4 | axb4 | 71.* | Kc6 | f2 |
| 34. | axb4 | Kf6 | 72. | Rf8 | Ke3 |
| 35. | Bxd5 | exd5 | 73. | Re8+ | Kd2 |
| 36. | Ne5 | h5 | 74. | Rd8+ | Ke2 |
| 37.* | Rc1 | d4 | 75. | Re8+ | Kd2 |
| 38. | Nxc6 | Rg4 | | | 1/2-1/2 |



37..d4



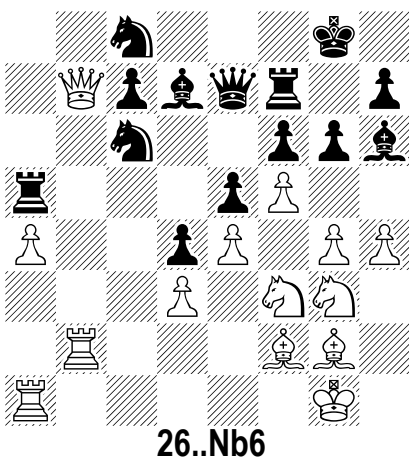
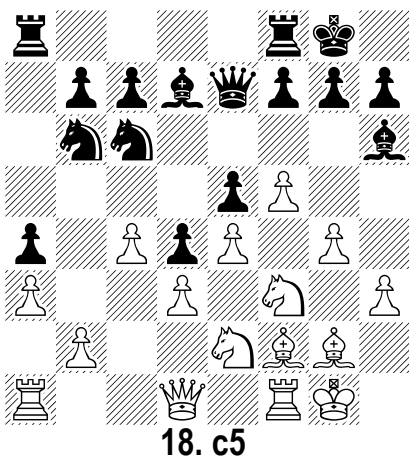
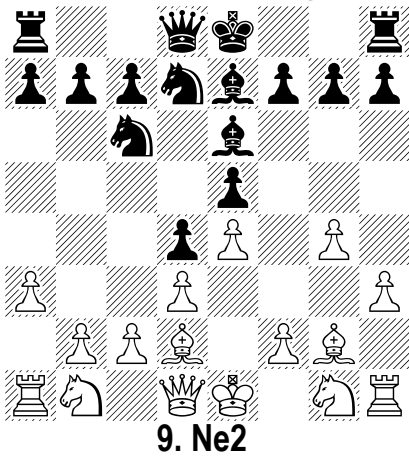
44. Nc6



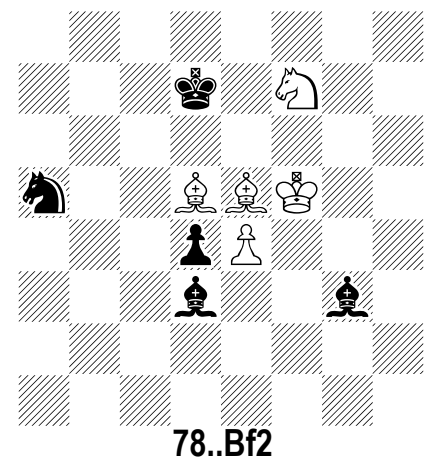
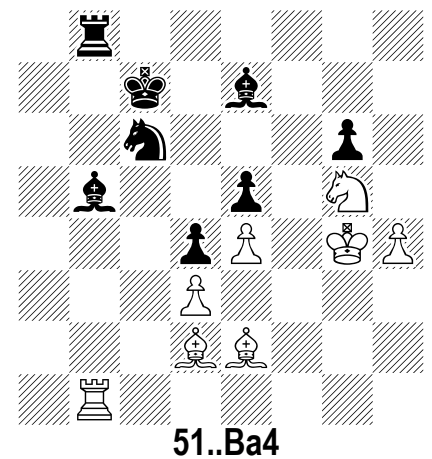
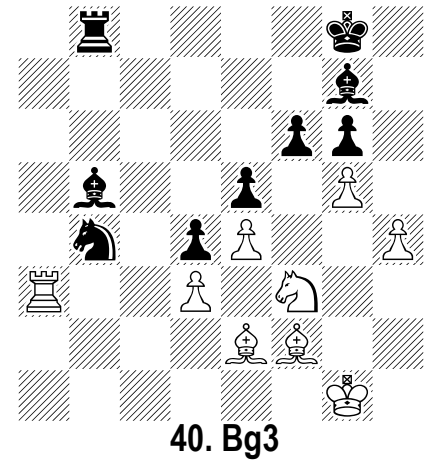
71..f2

Game 87: C-system Variant Cv5'7F with White

White plays Cv5'7F, avoiding a central pawn exchange and opening the K-side (9). White then starts a Q-side assault to accompany his K-side advance(18). Black is under pressure (26), but after exchanging queens has a satisfactory position with good chances (40). Black then simplifies to a bishops and knights endgame (51), that despite white's best efforts results in a draw (78).

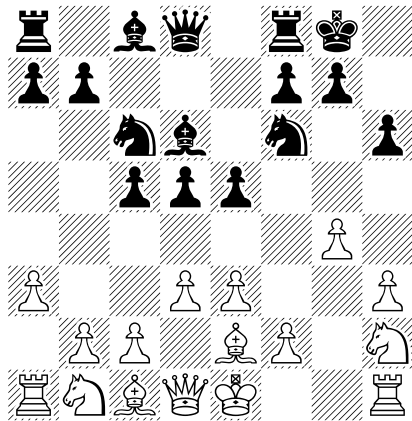


- | | | | | | |
|------|-------|-------|------|-------|-------|
| 1. | d3 | e5 | 40.* | Bg3 | Nc6 |
| 2. | a3 | d5 | 41. | Kg2 | Kf7 |
| 3. | h3 | Nf6 | 42. | Ra1 | Ke6 |
| 4. | Bd2 | Be6 | 43. | Rb1 | Ke7 |
| 5. | g4 | Nc6 | 44. | gxf6+ | Bxf6 |
| 6. | Bg2 | Be7 | 45. | Kh3 | Bg7 |
| 7. | e3 | d4 | 46. | Ra1 | Ke6 |
| 8. | e4 | Nd7 | 47. | Ng5+ | Kd6 |
| 9.* | Ne2 | O-O | 48. | Be1 | Bf6 |
| 10. | O-O | Nb6 | 49. | Kg4 | Be7 |
| 11. | f4 | a5 | 50. | Bd2 | Kc7 |
| 12. | f5 | Bd7 | 51.* | Rb1 | Ba4 |
| 13. | c4 | a4 | 52. | Rxb8 | Nxb8 |
| 14. | Be1 | Bg5 | 53. | Nf7 | Bf6 |
| 15. | Nd2 | Qe7 | 54. | Bb4 | Nc6 |
| 16. | Nf3 | Be3+ | 55. | Bd6+ | Kd7 |
| 17. | Bf2 | Bh6 | 56. | h5 | gxh5+ |
| 18.* | c5 | Nc8 | 57. | Kf5 | Bh4 |
| 19. | h4 | f6 | 58. | Bxh5 | Bc2 |
| 20. | b4 | axb3 | 59. | Ba3 | Bg3 |
| 21. | Qxb3+ | Rf7 | 60. | Be2 | Bb3 |
| 22. | a4 | Ra5 | 61. | Ng5 | Nd8 |
| 23. | Qxb7 | Rxc5 | 62. | Bg4 | Bc2 |
| 24. | Rfb1 | g6 | 63. | Kf6+ | Kc7 |
| 25. | Rb2 | Ra5 | 64. | Be2 | Bb1 |
| 26.* | Ng3 | Nb6 | 65. | Bb4 | Nc6 |
| 27. | Qxc7 | Nxa4 | 66. | Bc5 | Nb8 |
| 28. | Rb8+ | Nxb8 | 67. | Kf5 | Kc6 |
| 29. | Qxa5 | Nc3 | 68. | Be7 | Ba2 |
| 30. | Qb6 | Nc6 | 69. | Bh5 | Kd7 |
| 31. | Qb3 | Qb4 | 70. | Bf6 | Nc6 |
| 32. | Qxb4 | Nxb4 | 71. | Bf7 | Bb1 |
| 33. | g5 | Bg7 | 72. | Be6+ | Kd6 |
| 34. | Bf1 | Ba4 | 73. | Nf7+ | Kc5 |
| 35. | Ne2 | Nxe2+ | 74. | Bc4 | Na5 |
| 36. | Bxe2 | Bb5 | 75. | Be7+ | Kc6 |
| 37. | fxg6 | hxg6 | 76. | Bd5+ | Kd7 |
| 38. | Ra8+ | Rf8 | 77. | Bf6 | Bxd3 |
| 39. | Ra3 | Rb8 | 78.* | Bxe5 | Bf2 |

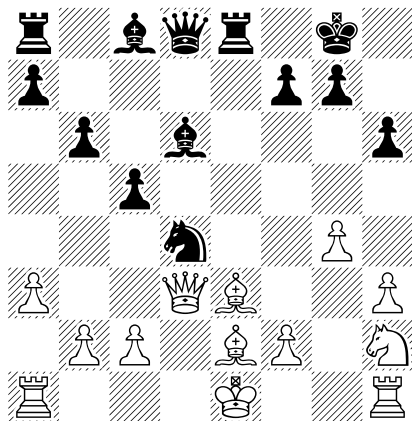


Game 88: C-system Variant Cv7GG with White

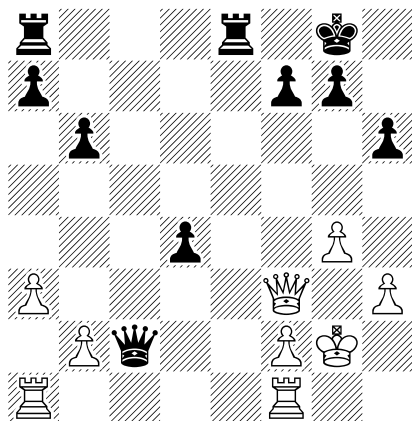
The author with white tries the highly unconventional Cv7GG, with an enticing gambit offer (9). White regains the gambit with prospects of winning black's isolated pawn (16) but is stung by bishop and queen checks and drops a pawn instead. Black's counter attack (22) leads to an exchange of queens and rooks (27) and equality in the symmetric pawn endgame (36,53). If you are playing for a draw with white, the 'C-game' is one of the best systems you can find!



9. e4

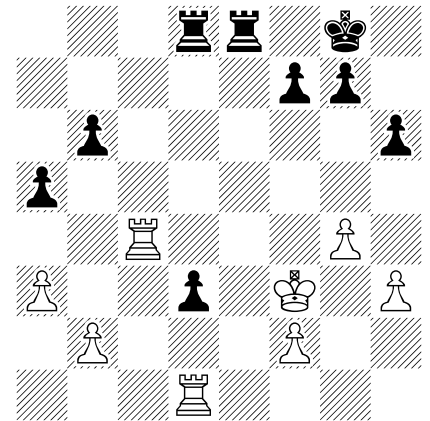


16. Bxd4

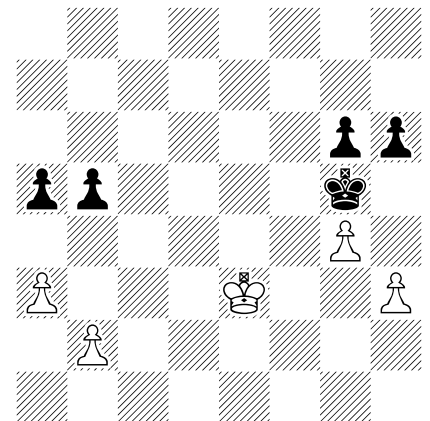


22. Rfc1

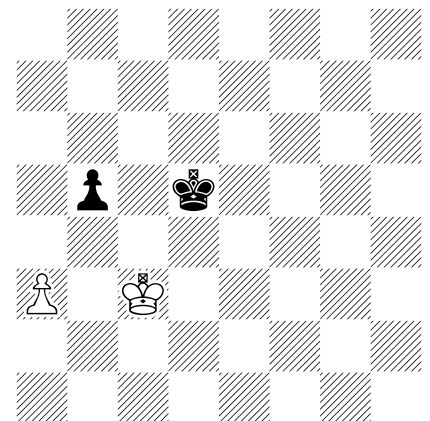
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|------|------|-------|------|------|---------|
| 1. | a3 | e5 | 31. | fxg6 | fxg6 |
| 2. | h3 | d5 | 32. | Ke3 | Kf7 |
| 3. | e3 | Nf6 | 33. | Rxd2 | Rxd2 |
| 4. | d3 | Bd6 | 34. | Kxd2 | Kf6 |
| 5. | Nf3 | O-O | 35. | Ke3 | Kg5 |
| 6. | Be2 | c5 | 36.* | Kf3 | Kh4 |
| 7. | g4 | h6 | 37. | Kg2 | a4 |
| 8. | Nh2 | Nc6 | 38. | Kh2 | h5 |
| 9.* | e4 | dxe4 | 39. | gxh5 | Kxh5 |
| 10. | Nc3 | exd3 | 40. | Kg3 | g5 |
| 11. | Qxd3 | e4 | 41. | Kf3 | Kh4 |
| 12. | Nxe4 | Nxe4 | 42. | Kg2 | g4 |
| 13. | Qxe4 | Re8 | 43. | hxg4 | Kxg4 |
| 14. | Qd3 | Nd4 | 44. | Kf2 | Kf4 |
| 15. | Be3 | b6 | 45. | Ke2 | Ke4 |
| 16.* | Bxd4 | Bb7 | 46. | Kd2 | Kd4 |
| 17. | O-O | cxd4 | 47. | Kc2 | Kc4 |
| 18. | Bf3 | Bxh2+ | 48. | Kb1 | Kc5 |
| 19. | Kxh2 | Bxf3 | 49. | Kc2 | Kd4 |
| 20. | Qxf3 | Qc7+ | 50. | b3 | axb3+ |
| 21. | Kg2 | Qxc2 | 51. | Kxb3 | Kc5 |
| 22.* | Rfc1 | Qe2 | 52. | Kc3 | Kd5 |
| 23. | Rc7 | Qxf3+ | 53.* | a4 | bxa4 |
| 24. | Kxf3 | Rad8 | 54. | Kb4 | a3 |
| 25. | Rd1 | a5 | 55. | Kxa3 | 1/2-1/2 |
| 26. | Rc4 | d3 | | | |
| 27.* | Re4 | Rxe4 | | | |
| 28. | Kxe4 | d2 | | | |
| 29. | f4 | b5 | | | |
| 30. | f5 | g6 | | | |



27. Re4



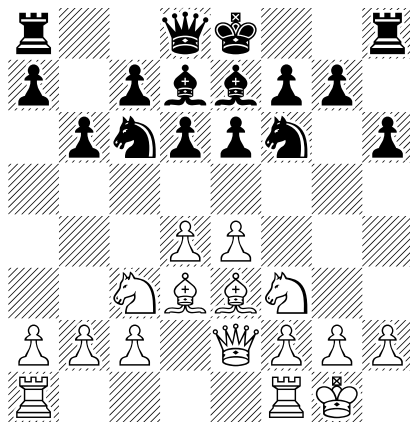
36. Kf3



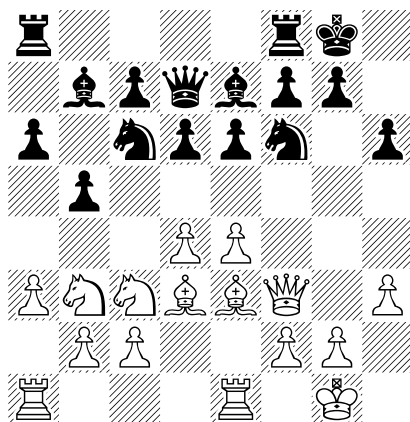
53. a4

Game 89: C-system Variant Cv2'BG with Black

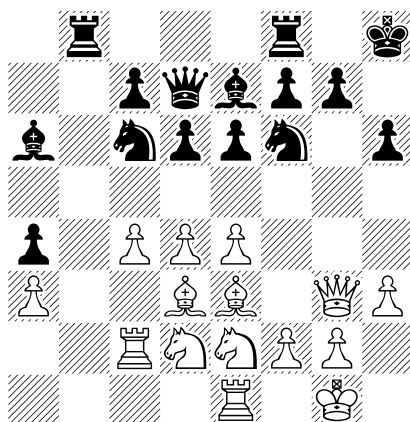
Black draws easily against the 2 pawn standard defense with fluid tactical play. Both sides maneuver after the opening, but black is able to open and control the b-file (17), and close and hold the center (24,30). Black then has more mobility and uses it to lock up the game with an impressive bishop and pawn central barrage (51). Black can then yawn (64), for win can no one.



9. a3

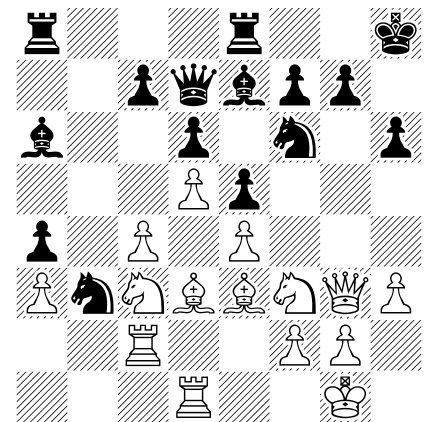


17..b4

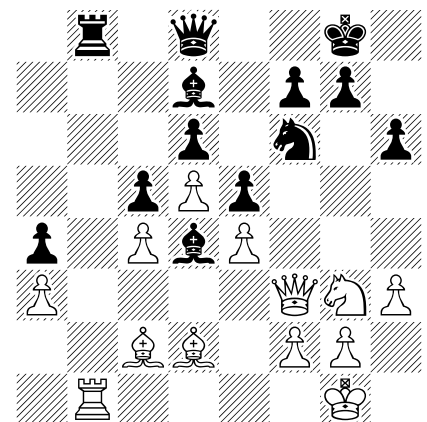


24..e5

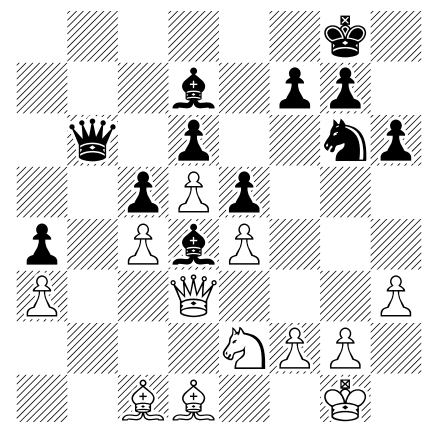
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|------|-------|-------|------|------|---------|
| 1. | e4 | e6 | 36. | Rdb1 | Red8 |
| 2. | d4 | d6 | 37. | Qf3 | Kg8 |
| 3. | Nf3 | Be7 | 38. | Qd1 | Qd7 |
| 4. | Be3 | Bd7 | 39. | Qc2 | Re8 |
| 5. | Bd3 | h6 | 40. | Nf1 | Bd8 |
| 6. | O-O | b6 | 41. | Qd1 | Bc7 |
| 7. | Nc3 | Nc6 | 42. | Nd2 | Reb8 |
| 8. | Qe2 | Nf6 | 43. | Bc2 | Rxb2 |
| 9.* | a3 | O-O | 44. | Rxb2 | Bc8 |
| 10. | h3 | Bc8 | 45. | Nf1 | Qd8 |
| 11. | Nd2 | Bb7 | 46. | Ng3 | Bd7 |
| 12. | Qf3 | Qd7 | 47. | Bc1 | Ba5 |
| 13. | Rfe1 | a6 | 48. | Rb1 | Bc3 |
| 14. | Nb3 | b5 | 49. | Qf3 | Bd4 |
| 15. | Qg3 | Nh5 | 50. | Bd2 | Rb8 |
| 16. | Qg4 | Nf6 | 51.* | Qd1 | Qc7 |
| 17.* | Qf3 | b4 | 52. | Qc1 | Rb6 |
| 18. | Ne2 | bxax3 | 53. | Qf1 | Rb2 |
| 19. | bxax3 | Rab8 | 54. | Rxb2 | Bxb2 |
| 20. | c4 | a5 | 55. | Qd3 | Qb6 |
| 21. | Nd2 | Ba6 | 56. | Bd1 | Qa6 |
| 22. | Ra2 | a4 | 57. | Be1 | Bc1 |
| 23. | Qg3 | Kh8 | 58. | Ne2 | Bb2 |
| 24.* | Rc2 | e5 | 59. | Ng3 | Bd4 |
| 25. | d5 | Na5 | 60. | Bc2 | Nh7 |
| 26. | Nc3 | Rfd8 | 61. | Bd2 | Nf8 |
| 27. | Rd1 | Nb3 | 62. | Bd1 | Qb6 |
| 28. | Nf3 | Re8 | 63. | Ne2 | Ng6 |
| 29. | Ba7 | Ra8 | 64.* | Bc1 | Qa6 |
| 30.* | Be3 | c5 | 65. | Bd2 | Bb2 |
| 31. | Rb2 | Bd8 | 66. | Bc2 | Qa7 |
| 32. | Ne2 | Nd4 | | | 1/2-1/2 |
| 33. | Nd2 | Nxe2+ | | | |
| 34. | Bxe2 | Qe7 | | | |
| 35. | Bd3 | Ba5 | | | |



30..c5



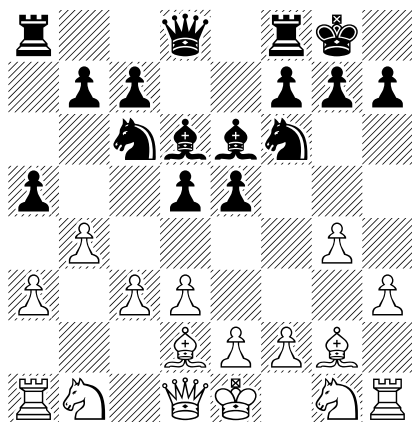
51. Qd1



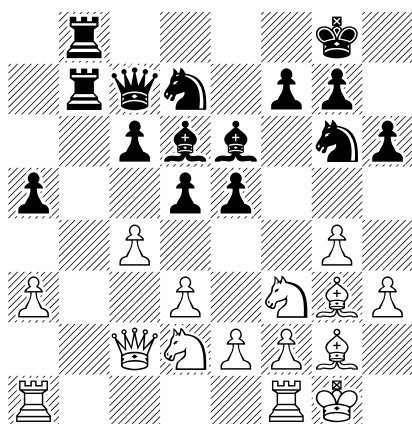
64..Qa6

Game 90: C-system Variant Cv23'7F with White

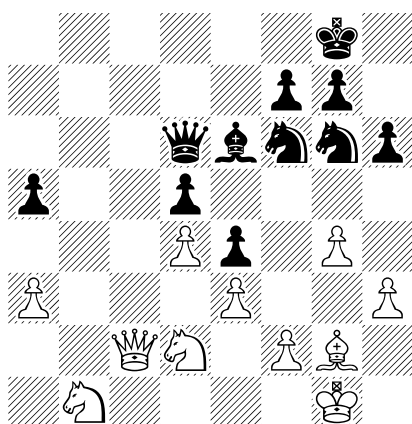
White plays Cv23'7F, with a K-side fianchetto and a broad Q-side pawn assault (9). White then builds a big castled position and forces the exchange of rooks (19). Black develops a K-side attack (26) that succeeds in winning a pawn. White has to respond with drastic measures (39) and is barely able to save himself with a fine combination (56) to draw in a dramatic endgame.



9. b5

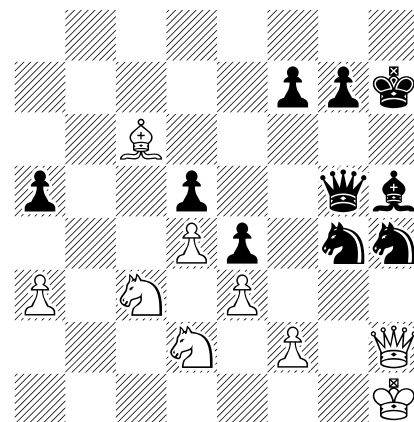


19. Rfb1

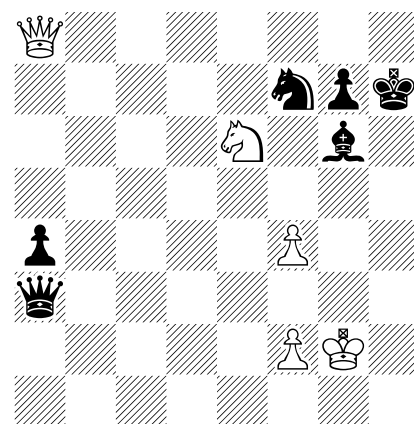


26..h5

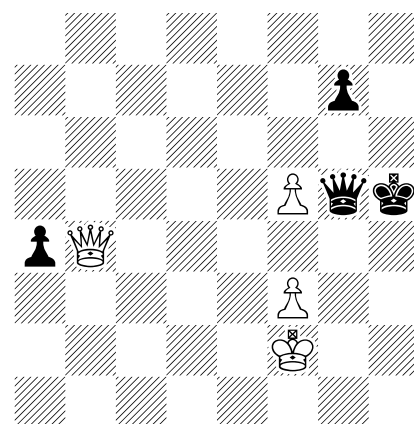
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|------|-------|-------|------|-------|-------|
| 1. | a3 | e5 | 39.* | Ndxe4 | dxe4 |
| 2. | d3 | d5 | 40. | Nxe4 | Qe7 |
| 3. | Bd2 | Nf6 | 41. | Qg3 | Ng6 |
| 4. | h3 | Nc6 | 42. | Kg2 | f5 |
| 5. | b4 | Be6 | 43. | Nc5 | f4 |
| 6. | g4 | Bd6 | 44. | exf4 | Qf6 |
| 7. | c3 | O-O | 45. | Bf3 | Nh4+ |
| 8. | Bg2 | a5 | 46. | Kg1 | Nxf3+ |
| 9.* | b5 | Ne7 | 47. | Qxf3 | Qxd4 |
| 10. | Bg5 | Nd7 | 48. | Nb3 | Qb6 |
| 11. | Nf3 | c6 | 49. | Qe4+ | Bg6 |
| 12. | bx c6 | bx c6 | 50. | Qh1+ | Nh6 |
| 13. | Nbd2 | h6 | 51. | Qd5 | a4 |
| 14. | Bh4 | Qc7 | 52. | Nc5 | Qb2 |
| 15. | c4 | Rab8 | 53. | Ne6 | Qa1+ |
| 16. | Qc2 | Ng6 | 54. | Kg2 | Qxa3 |
| 17. | Bg3 | Rb7 | 55. | Qa8 | Nf7 |
| 18. | O-O | Rfb8 | 56.* | Nf8+ | Kh6 |
| 19.* | Rfb1 | Rxb1+ | 57. | Nxg6 | Kxg6 |
| 20. | Rxb1 | Rxb1+ | 58. | Qe4+ | Kh6 |
| 21. | Nxb1 | Qb8 | 59. | Qe6+ | Kh7 |
| 22. | cx d5 | cx d5 | 60. | Qxf7 | Qc5 |
| 23. | e3 | Nf6 | 61. | f5 | Qc6+ |
| 24. | d4 | e4 | 62. | f3 | Qd6 |
| 25. | Bxd6 | Qxd6 | 63. | Qa7 | Qd2+ |
| 26.* | Nfd2 | h5 | 64. | Kg3 | Qg5+ |
| 27. | gxh5 | Nh4 | 65. | Kf2 | Qh4+ |
| 28. | Bf1 | Qd7 | 66. | Kg2 | Kh6 |
| 29. | Qb3 | Bxh3 | 67. | Qb6+ | Qf6 |
| 30. | Qb8+ | Kh7 | 68. | Qb4 | Qg5+ |
| 31. | Be2 | Bg4 | 69. | Kf2 | Kh5 |
| 32. | Bb5 | Qf5 | 70.* | f6 | gxf6 |
| 33. | Nc3 | Bxh5 | 71. | Qxa4 | Qd2+ |
| 34. | Qg3 | Ng6 | 72. | Kg3 | Qe1+ |
| 35. | Qc7 | Qg4+ | 73. | Kg2 | Qe2+ |
| 36. | Kh1 | Qg5 | 74. | Kg3 | Qe1+ |
| 37. | Qh2 | Nh4 | 75. | Kg2 | Qe2+ |
| 38. | Bc6 | Ng4 | 76. | Kg3 | Qe1+ |



39. Ndxe4



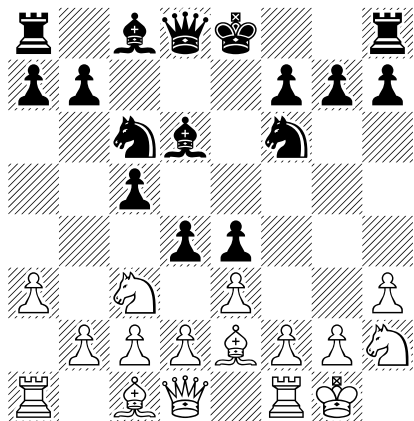
56. Nf8+



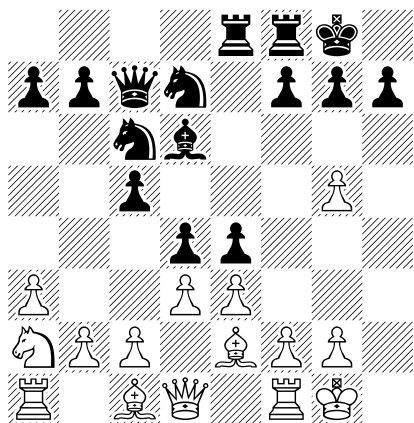
70. f6

Game 92: C-system Variant CvBEGG with White

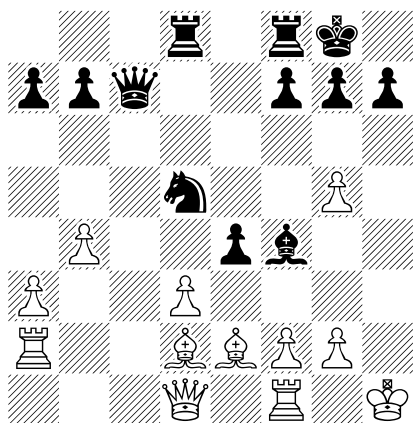
White plays distant C-system variant CvBEGG, castling early and retiring both knights to the edges (9). White trades a knight for a bishop, then challenges on the Q-side (14). After the exchange of queens (22), black tries to exploit a pin on the rook (26). Black is in slightly better shape for the endgame (41), but white sprints ahead in the promotion race and uses his move advantage to regain equality and draw (53). The Center Game distant variants are hard to beat!



9. Na2

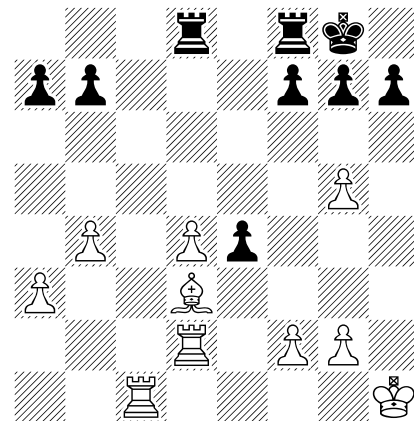


14. c3

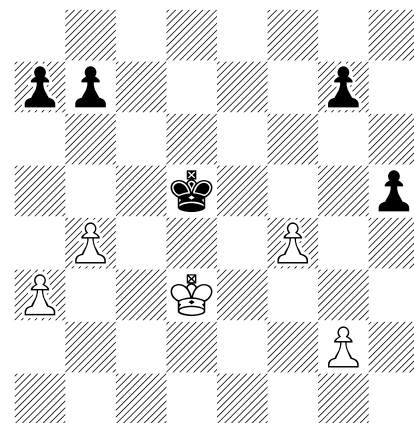


22. Qc1

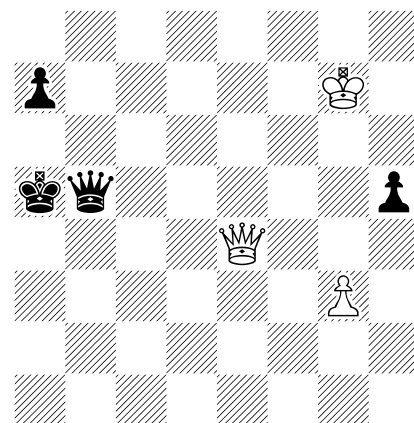
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|------|------|------|------|-------|---------|
| 1. | a3 | e5 | 33. | f4 | Re2 |
| 2. | h3 | d5 | 34. | Rd7+ | Re7 |
| 3. | e3 | c5 | 35. | Rd5 | Ke6 |
| 4. | Be2 | Nc6 | 36. | Re5+ | Kf6 |
| 5. | Nf3 | e4 | 37. | Rxe7 | Kxe7 |
| 6. | Nh2 | Bd6 | 38. | Kf2 | Ke6 |
| 7. | Nc3 | Nf6 | 39. | Ke3 | Kd5 |
| 8. | O-O | d4 | 40. | Kd3 | h5 |
| 9.* | Na2 | O-O | 41.* | g3 | b5 |
| 10. | d3 | Qc7 | 42. | Ke3 | Kc4 |
| 11. | Ng4 | Bxg4 | 43. | Ke4 | Kb3 |
| 12. | hxg4 | Rae8 | 44. | Kf5 | Kxa3 |
| 13. | g5 | Nd7 | 45. | Kg6 | Kxb4 |
| 14.* | c3 | Nb6 | 46. | Kxg7 | Ka4 |
| 15. | exd4 | cxd4 | 47. | f5 | b4 |
| 16. | Nb4 | dxc3 | 48. | f6 | b3 |
| 17. | bxc3 | Nxb4 | 49. | f7 | b2 |
| 18. | cxb4 | Rd8 | 50. | f8=Q | b1=Q |
| 19. | Ra2 | Nd5 | 51. | Qe8+ | Qb5 |
| 20. | Bd2 | Bh2+ | 52. | Qe4+ | Ka5 |
| 21. | Kh1 | Bf4 | 53.* | Kh6 | Qc5 |
| 22.* | Qc1 | Bxd2 | 54. | Qg6 | Kb4 |
| 23. | Rxd2 | Qxc1 | 55. | Qb1+ | Kc4 |
| 24. | Rxc1 | Nf4 | 56. | Qc1+ | Kb5 |
| 25. | d4 | Nd3 | 57. | Qxc5+ | Kxc5 |
| 26.* | Bxd3 | Rxd4 | 58. | Kxh5 | a5 |
| 27. | Rc4 | Rxd3 | 59. | g4 | a4 |
| 28. | Rxd3 | exd3 | 60. | g5 | a3 |
| 29. | Rd4 | f6 | 61. | g6 | a2 |
| 30. | gxf6 | Rxf6 | 62. | g7 | a1=Q |
| 31. | Kg1 | Kf7 | 63. | g8=Q | 1/2-1/2 |
| 32. | Rxd3 | Re6 | | | |



26..Rxd4



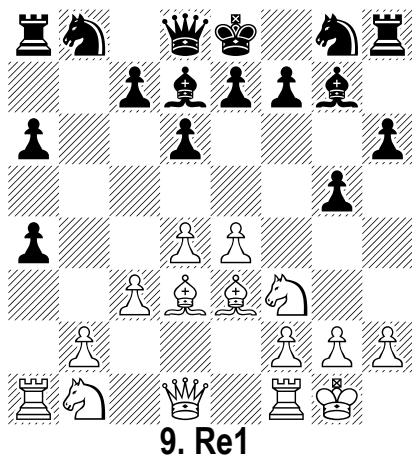
41. g3



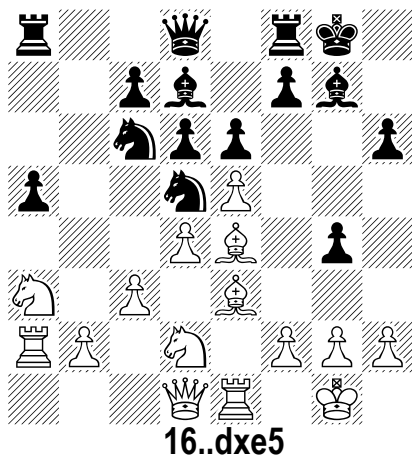
53..Kh6

Game 93: C-system Variant Cv22x7F with Black

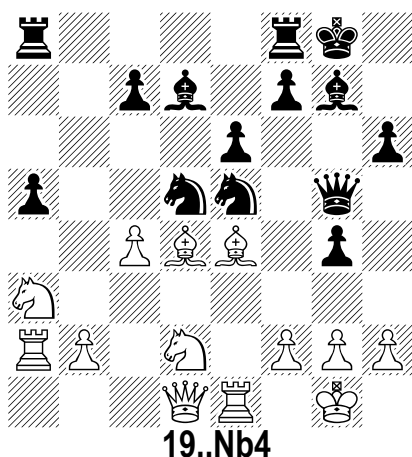
Black accepts a rook pawn gambit and then moves into a fianchetto variant in spite of the 'granite' diagonal (9). White regains his gambit quickly, but has trouble later with black's counterattack in the center (16,19). An open field battle ensues, with each side threatening to promote a passed pawn (26). Black cleverly shuts down white's threat while keeping his own alive. When his pawn is ready for promotion (31) black takes a piece, and then an easy victory. It's a new game of chess!



9. Re1

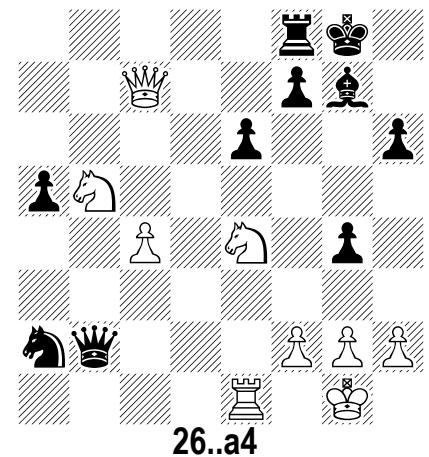


16..dxe5

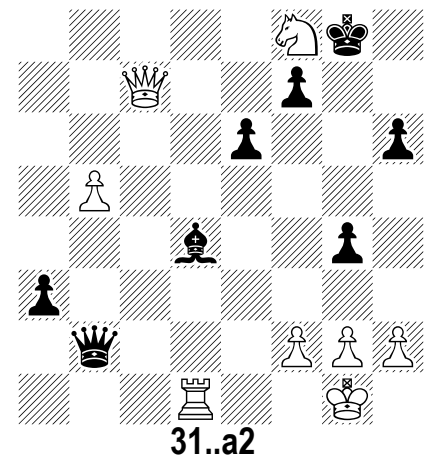


19..Nb4

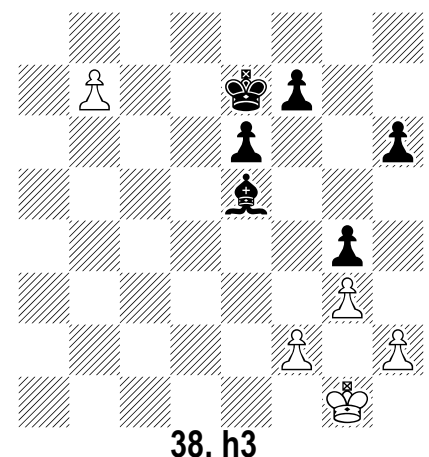
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|------|------|------|------|------|-------|
| 1. | d4 | d6 | 31.* | Nxf8 | a2 |
| 2. | e4 | a6 | 32. | Qa5 | Kxf8 |
| 3. | c3 | Bd7 | 33. | b6 | a1=Q |
| 4. | Bd3 | h6 | 34. | Rxa1 | Qxa1+ |
| 5. | Nf3 | b5 | 35. | Qxa1 | Bxa1 |
| 6. | O-O | g5 | 36. | b7 | Be5 |
| 7. | a4 | bxa4 | 37. | g3 | Ke7 |
| 8. | Be3 | Bg7 | 38.* | h3 | gxh3 |
| 9.* | Re1 | e6 | 39. | f4 | Bd6 |
| 10. | e5 | Ne7 | 40. | Kh2 | Kd7 |
| 11. | Bc2 | Nbc6 | 41. | Kxh3 | Kc6 |
| 12. | Rxa4 | Nd5 | 42. | Kh4 | Kxb7 |
| 13. | Ra2 | a5 | 43. | Kh5 | Kc6 |
| 14. | Be4 | O-O | 44. | Kg4 | Kd5 |
| 15. | Na3 | g4 | 45. | f5 | e5 |
| 16.* | Nd2 | dxe5 | 46. | Kf3 | e4+ |
| 17. | dxe5 | Nxe5 | 47. | Ke3 | Bxg3 |
| 18. | Bd4 | Qg5 | 48. | Ke2 | Kd4 |
| 19.* | c4 | Nb4 | 49. | Kd2 | e3+ |
| 20. | Bxa8 | Nxa2 | 50. | Ke2 | Ke4 |
| 21. | Ne4 | Qf5 | 51. | f6 | h5 |
| 22. | Bxe5 | Qxe5 | 52. | Kd1 | Kd3 |
| 23. | Qxd7 | Qxb2 | 53. | Kc1 | Bd6 |
| 24. | Nb5 | Rxa8 | 54. | Kb2 | e2 |
| 25. | Qc6 | Rf8 | 55. | Kb3 | e1=Q |
| 26.* | Qxc7 | a4 | 56. | Ka2 | Qf2+ |
| 27. | Nc5 | Nc3 | 57. | Kb1 | Qc2+ |
| 28. | Nd7 | Nxb5 | 58. | Ka1 | Be5# |
| 29. | cxb5 | Bd4 | | | |
| 30. | Rd1 | a3 | | | |



26..a4



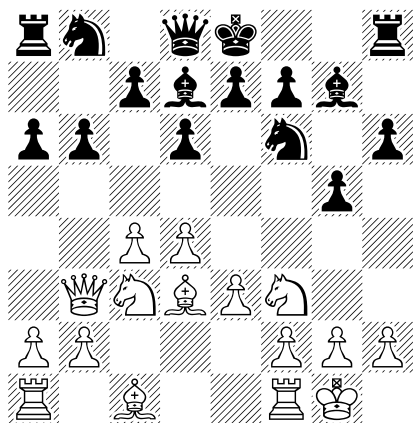
31..a2



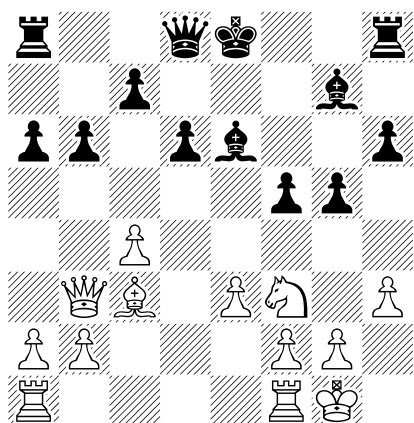
38. h3

Game 94: C-system Variant Cv2'7FG with Black

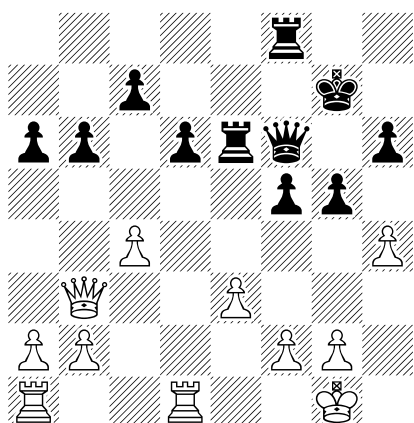
Black plays Cv2'7FG, a distant variant with an early fianchetto (9). After the opening black moves forward on the K-side. White tries for the attack but succeeds only in exchanging (16), after which black is better placed (21). Black's autonomous Q-side pawns allow him to prepare his K-side cannonade. Black sidesteps a perpetual check (25), before winning a pawn to take the lead. Black then pushes on to a convincing win, adding a few artistic touches (54). Spitzze!



9. h3

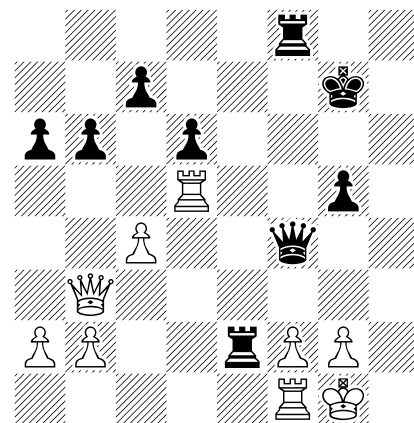


16..O-O

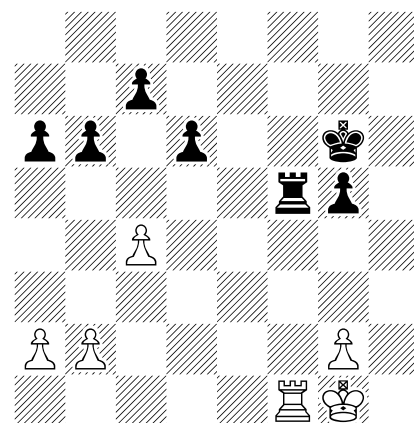


21..f4

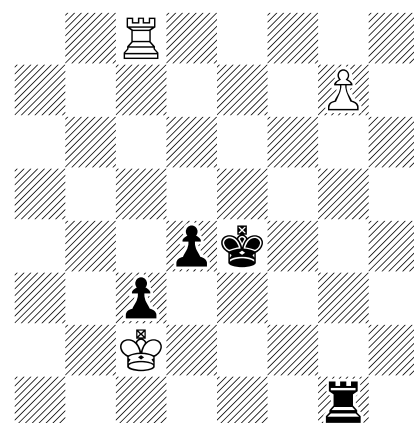
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|------|-------|------|------|------|------|
| 1. | c4 | a6 | 37. | a4 | bxa4 |
| 2. | Nf3 | h6 | 38. | bxa4 | Ra5 |
| 3. | d4 | d6 | 39. | Ke3 | c5 |
| 4. | Nc3 | Bd7 | 40. | g4 | Ke5 |
| 5. | e3 | g5 | 41. | Rf1 | d4+ |
| 6. | Bd3 | Bg7 | 42. | Kd3 | Rxa4 |
| 7. | O-O | Nf6 | 43. | Rf5+ | Kd6 |
| 8. | Qb3 | b6 | 44. | Rxg5 | Ra3+ |
| 9.* | h3 | Nc6 | 45. | Ke2 | Re3+ |
| 10. | Bd2 | e6 | 46. | Kf2 | c4 |
| 11. | Ne4 | Nxe4 | 47. | Rg8 | c3 |
| 12. | Bxe4 | f5 | 48. | Rc8 | Kd5 |
| 13. | Bxc6 | Bxc6 | 49. | g5 | Re5 |
| 14. | d5 | Bd7 | 50. | g6 | Rg5 |
| 15. | dxe6 | Bxe6 | 51. | Ke2 | Rg2+ |
| 16.* | Bc3 | O-O | 52. | Kd1 | Ke4 |
| 17. | Bxg7 | Kxg7 | 53. | g7 | Rg1+ |
| 18. | Rfd1 | Qf6 | 54.* | Kc2 | d3+ |
| 19. | Nd4 | Rae8 | 55. | Kb3 | c2 |
| 20. | Nxe6+ | Rxe6 | 56. | Rc4+ | Ke3 |
| 21.* | h4 | f4 | 57. | Rxc2 | dxg2 |
| 22. | hxg5 | hxg5 | 58. | Kxc2 | Rxg7 |
| 23. | exf4 | Re2 | 59. | Kc3 | Rc7+ |
| 24. | Rd5 | Qxf4 | 60. | Kb4 | Ke4 |
| 25.* | Rf1 | Rf7 | 61. | Kb5 | Kd5 |
| 26. | Qd3 | Rxf2 | 62. | Kb4 | Rc4+ |
| 27. | Qc3+ | Kg6 | 63. | Kb5 | Rd4 |
| 28. | Qd3+ | Rf5 | 64. | Kb6 | Rd3 |
| 29. | Qxf5+ | Qxf5 | 65. | Kb5 | Rb3+ |
| 30. | Rxf5 | Rxf5 | 66. | Ka4 | Kc4 |
| 31.* | Rd1 | b5 | 67. | Ka5 | Rb4 |
| 32. | cxg5 | axb5 | 68. | Ka6 | Kc5 |
| 33. | a3 | Kf6 | 69. | Ka5 | Rd4 |
| 34. | b3 | Ke6 | 70. | Ka6 | Rd7 |
| 35. | Ra1 | Rc5 | 71. | Ka5 | Ra7# |
| 36. | Kf2 | d5 | | | |



25..Rf7



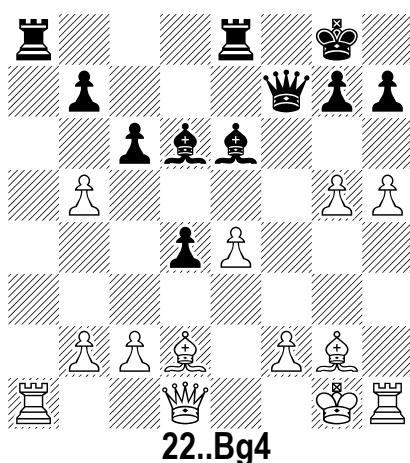
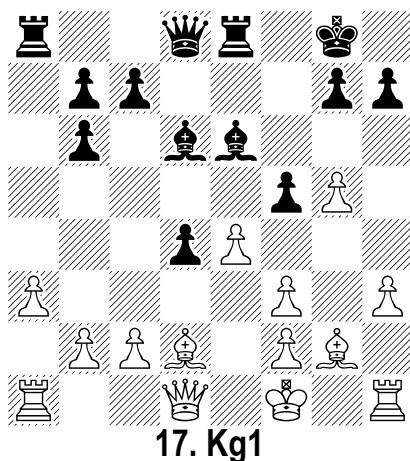
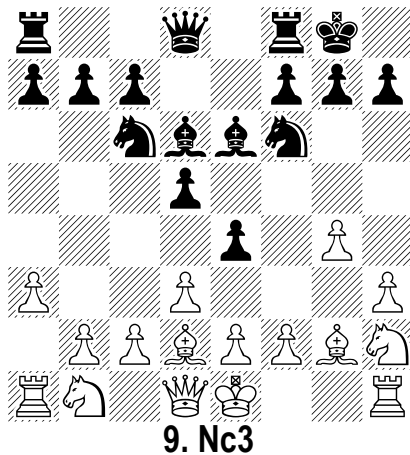
31. Rd1



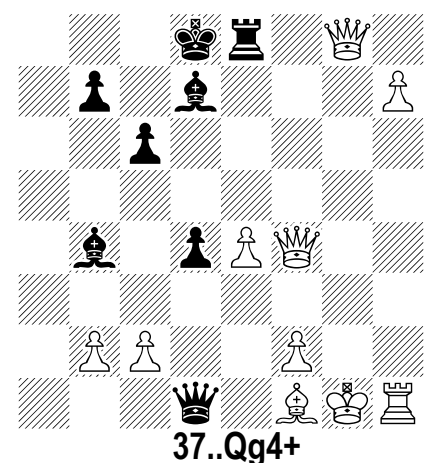
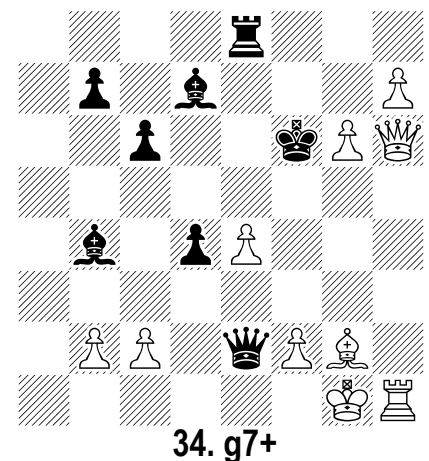
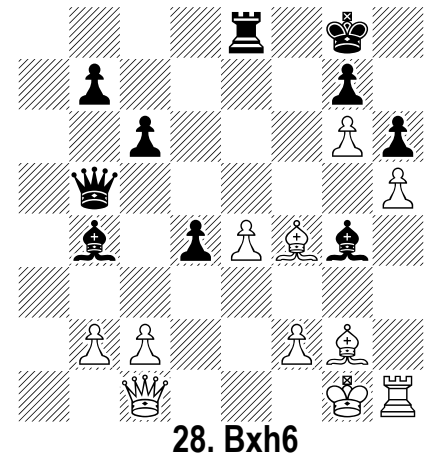
54..d3+

Game 95: C-system Variant Cv7FGG with White

White invites a central pawn attack with his forward knight, then moves into Cv7FGG. Black offers a pawn to intensify the attack. White moves his king away (17) and develops his K-side pawn threat. Black counter attacks (22) but gets into serious trouble after white's double bishop sacrifice (28,29) destroys his defense and opens to a crushing attack (34). White's extra queens then put a quick end to black's misery (37). The C-system: unconventional but effective!

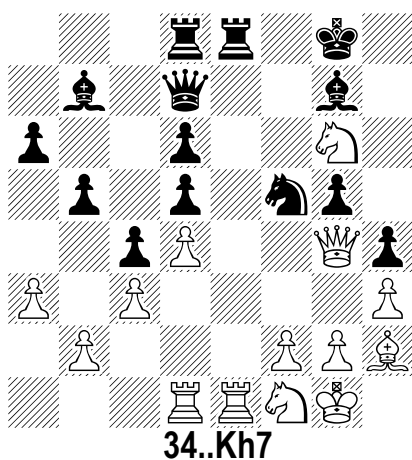
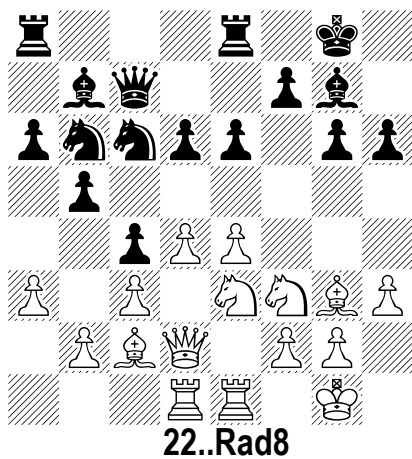
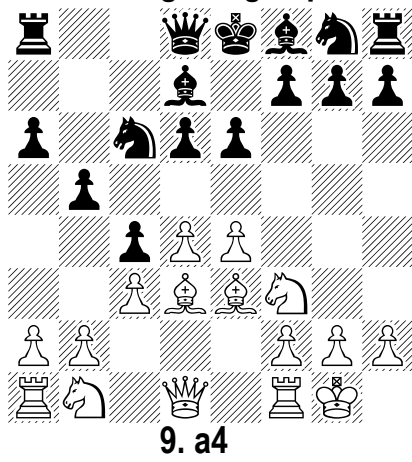


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|------|------|------|------|------|------|
| 1. | a3 | e5 | 26. | g6 | h6 |
| 2. | d3 | d5 | 27. | Bf4 | Bb4 |
| 3. | Bd2 | Nf6 | 28.* | Bxh6 | Qe2 |
| 4. | h3 | Nc6 | 29. | Bxg7 | Kxg7 |
| 5. | Nf3 | e4 | 30. | Qg5 | Kg8 |
| 6. | Nh2 | Bd6 | 31. | h6 | Bd7 |
| 7. | g4 | O-O | 32. | h7+ | Kg7 |
| 8. | Bg2 | Be6 | 33. | Qh6+ | Kf6 |
| 9.* | Nc3 | Re8 | 34.* | g7+ | Ke7 |
| 10. | g5 | Nd7 | 35. | g8=Q | Kd8 |
| 11. | dxe4 | d4 | 36. | Qf4 | Qd1+ |
| 12. | Nd5 | Nce5 | 37.* | Bf1 | Qg4+ |
| 13. | Kf1 | Nb6 | 38. | Qg4 | Bxg4 |
| 14. | Nxb6 | axb6 | 39. | h8=Q | Rxh8 |
| 15. | Nf3 | Nxf3 | 40. | Rxh8 | Kd7 |
| 16. | exf3 | f5 | 41. | Qxg4 | Kd6 |
| 17.* | Kg1 | c6 | 42. | Qf4+ | Kc5 |
| 18. | h4 | Qd7 | 43. | Qf8+ | Kb6 |
| 19. | h5 | Qf7 | 44. | Qxb4 | Kc7 |
| 20. | a4 | fxe4 | 45. | Rh7+ | Kd8 |
| 21. | fxe4 | b5 | 46. | Qf8# | |
| 22.* | axb5 | Bg4 | | | |
| 23. | Qe1 | Rxa1 | | | |
| 24. | Qxa1 | Qc4 | | | |
| 25. | Qc1 | Qxb5 | | | |

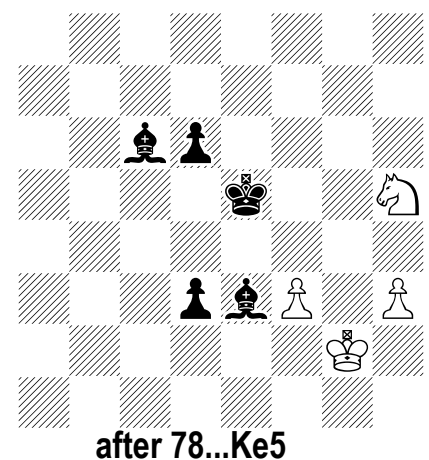
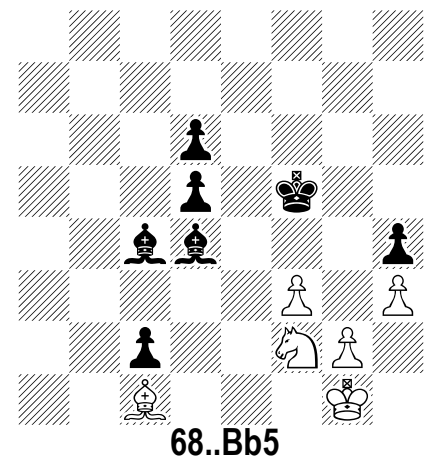
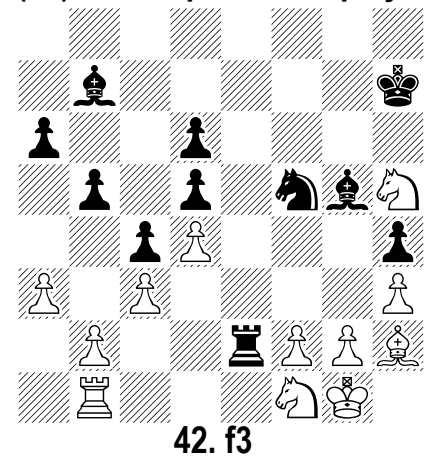


Game 96: C-system Variant Cv233B with Black

Black plays Cv233B, challenging white's forward bishop with pawn advances (9). He consolidates and maneuvers extensively, building a formidable recessed position (22). Black invites invasion on his K-side (34), dropping a pawn, but gaining the initiative (42). Black's bishops then provide the winning margin, producing a decisive zugzwang (68), then the win (78). Good positional play!

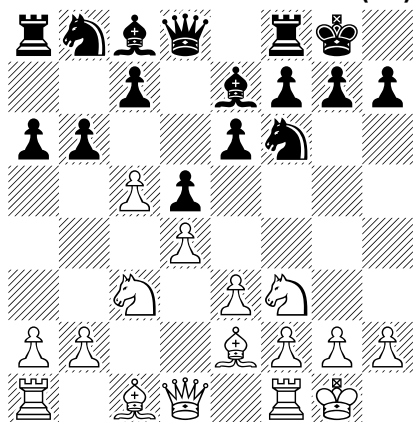


- | | | | | | |
|------|------|------|------|------|-------|
| 1. | d4 | d6 | 40. | Nh5 | Re2 |
| 2. | Nf3 | a6 | 41. | Rb1 | Bg5 |
| 3. | e4 | Bd7 | 42.* | f3 | Rc2 |
| 4. | Bc4 | e6 | 43. | Nf4 | Bc6 |
| 5. | O-O | b5 | 44. | Kh1 | Kg8 |
| 6. | Bd3 | c5 | 45. | Kg1 | a5 |
| 7. | c3 | Nc6 | 46. | Kh1 | b4 |
| 8. | Be3 | c4 | 47. | Ne6 | Bf6 |
| 9.* | Bc2 | Nf6 | 48. | axb4 | axb4 |
| 10. | Qe2 | Be7 | 49. | Bg1 | bxc3 |
| 11. | Nbd2 | O-O | 50. | bxc3 | Rxc3 |
| 12. | h3 | Qc7 | 51. | Rd1 | Ra3 |
| 13. | a3 | Bc8 | 52. | Re1 | Ra2 |
| 14. | Rfe1 | Bb7 | 53. | Be3 | c3 |
| 15. | Bf4 | Nd7 | 54. | Bg1 | c2 |
| 16. | Bg3 | Rfe8 | 55. | Ne3 | Rb2 |
| 17. | Nf1 | Bf6 | 56. | Rc1 | Nxe3 |
| 18. | Ne3 | g6 | 57. | Bxe3 | Rb1 |
| 19. | Rad1 | Bg7 | 58. | Kh2 | Rxc1 |
| 20. | Ng5 | Nb6 | 59. | Bxc1 | Kf7 |
| 21. | Qd2 | h6 | 60. | Nf4 | Bxd4 |
| 22.* | Nf3 | Rad8 | 61. | Kh1 | Kf6 |
| 23. | Ng4 | h5 | 62. | Nd3 | Ba4 |
| 24. | Ne3 | Ne7 | 63. | Nf4 | Bb3 |
| 25. | Ng5 | Qd7 | 64. | Nd3 | Bc3 |
| 26. | Nf1 | f6 | 65. | Nf2 | Kf5 |
| 27. | Nf3 | f5 | 66. | Kg1 | Bd4 |
| 28. | Qe2 | fxe4 | 67. | Kf1 | Bc4+ |
| 29. | Bxe4 | Nbd5 | 68.* | Kg1 | Bb5 |
| 30. | Nh4 | g5 | 69. | Bd2 | Bb2 |
| 31. | Ng6 | h4 | 70. | Ng4 | c1=Q+ |
| 32. | Bh2 | Nf5 | 71. | Bxc1 | Bxc1 |
| 33. | Bxd5 | exd5 | 72. | Kf2 | d4 |
| 34.* | Qg4 | Kh7 | 73. | g3 | hxg3+ |
| 35. | Rxe8 | Rxe8 | 74. | Kxg3 | d3 |
| 36. | Qxg5 | Bh6 | 75. | Kf2 | Kf4 |
| 37. | Qf6 | Qe6 | 76. | Nf6 | Be3+ |
| 38. | Qxe6 | Rxe6 | 77. | Kg2 | Bc6 |
| 39. | Nf4 | Re4 | 78.* | Nh5+ | Ke5 |

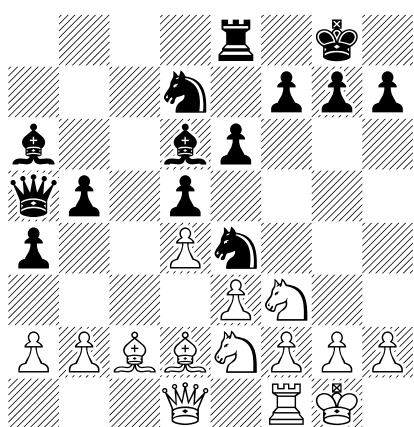


Game 97: C-system Variant Cv2'4'EG with Black

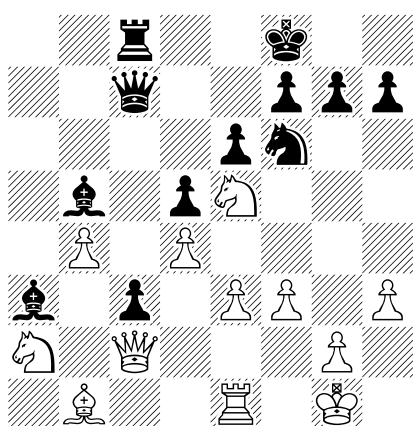
Black's remotely classical Cv2'4'EG (9) blocks the center and then advances steadily on the Q-side (23). After a tactical phase black has a well supported passed pawn (41). Following the exchange of queens and pieces, white is a pawn down, with little hope of counter play (50). Black then controls the board (62) and takes all of white's remaining material in a devastating finale (78).



9. cxb6

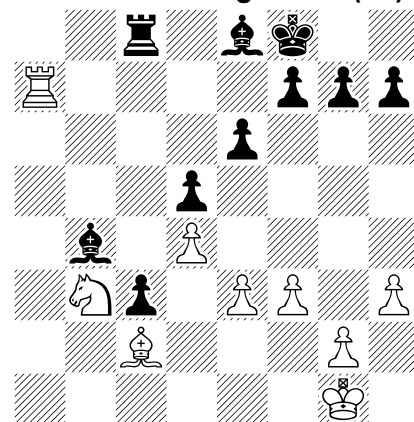


23..b4

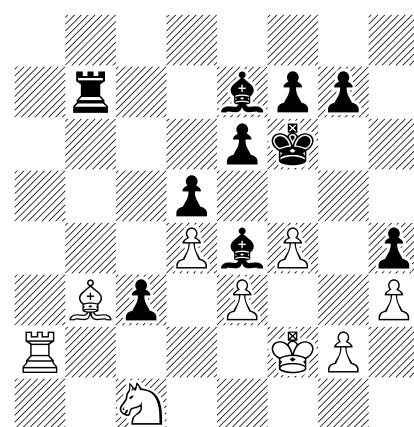


41..Bb2

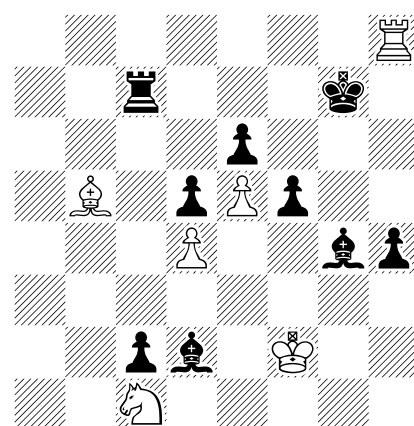
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|------|------|------|------|-------|------|
| 1. | c4 | e6 | 40. | b4 | Kf8 |
| 2. | d4 | d6 | 41.* | Re1 | Bb2 |
| 3. | Nf3 | Be7 | 42. | Nc1 | Qa7 |
| 4. | Nc3 | Nf6 | 43. | Nb3 | Ba3 |
| 5. | e3 | O-O | 44. | Qa2 | Qa4 |
| 6. | Be2 | a6 | 45. | Bc2 | Bxb4 |
| 7. | O-O | d5 | 46. | Ra1 | Qxa2 |
| 8. | c5 | b6 | 47. | Rxa2 | Nd7 |
| 9.* | cxb6 | cxb6 | 48. | Nxd7+ | Bxd7 |
| 10. | Qc2 | Bb7 | 49. | Ra7 | Be8 |
| 11. | Bd3 | Nbd7 | 50.* | Ra6 | h5 |
| 12. | Bd2 | Rc8 | 51. | Kf2 | Be7 |
| 13. | Qb3 | Ne4 | 52. | Ra7 | h4 |
| 14. | Be1 | Bd6 | 53. | Nc1 | Bd6 |
| 15. | Rd1 | Re8 | 54. | Kg1 | Rb8 |
| 16. | Bb1 | b5 | 55. | Bb3 | Bb5 |
| 17. | Ne2 | Qb6 | 56. | f4 | Bd3 |
| 18. | Bd2 | a5 | 57. | Kf2 | Be4 |
| 19. | Rc1 | a4 | 58. | Ra6 | Ke7 |
| 20. | Qd1 | Rxc1 | 59. | Ra7+ | Kf6 |
| 21. | Bxc1 | Ba6 | 60. | Ra6 | Be7 |
| 22. | Bc2 | Qa5 | 61. | Ra2 | Rb7 |
| 23.* | Bd2 | b4 | 62. | Ra1 | c2 |
| 24. | Re1 | Bb5 | 63. | Ra2 | Rc7 |
| 25. | Nc1 | Qa6 | 64. | Ra4 | g5 |
| 26. | Bb1 | Rc8 | 65. | fxg5+ | Kg6 |
| 27. | h3 | Be7 | 66. | Ke2 | Bxg2 |
| 28. | Bc2 | Nb6 | 67. | Ra2 | Be4 |
| 29. | b3 | axb3 | 68. | Ra8 | Bf5 |
| 30. | axb3 | Nd7 | 69. | Ra6 | Kxg5 |
| 31. | Bb1 | Bd6 | 70. | Ra2 | f6 |
| 32. | Na2 | Qa5 | 71. | Ba4 | Bb4 |
| 33. | Nc1 | Nc3 | 72. | Bb5 | Bxh3 |
| 34. | Bxc3 | bxc3 | 73. | Ra8 | Bg4+ |
| 35. | Qc2 | Nf6 | 74. | Kf2 | f5 |
| 36. | Na2 | Qc7 | 75. | Rg8+ | Kf6 |
| 37. | Rd1 | Ba3 | 76. | e4 | Bd2 |
| 38. | Ne5 | Ne4 | 77. | e5+ | Kf7 |
| 39. | f3 | Nf6 | 78.* | Rh8 | Kg7 |



50. Ra6



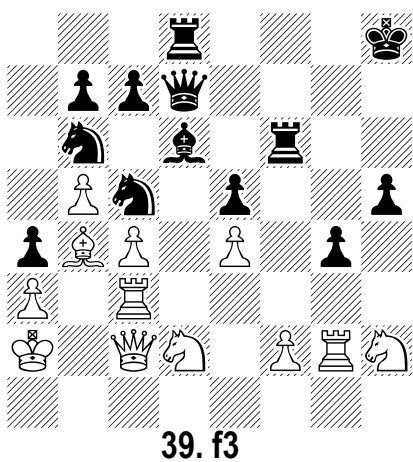
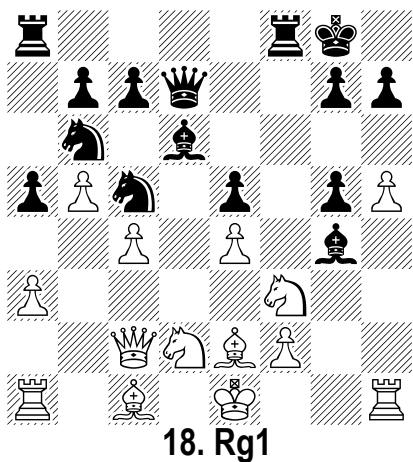
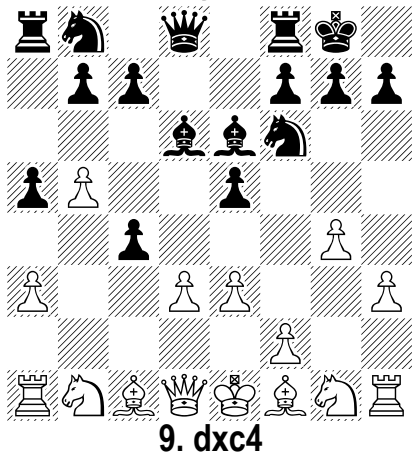
62. Ra1



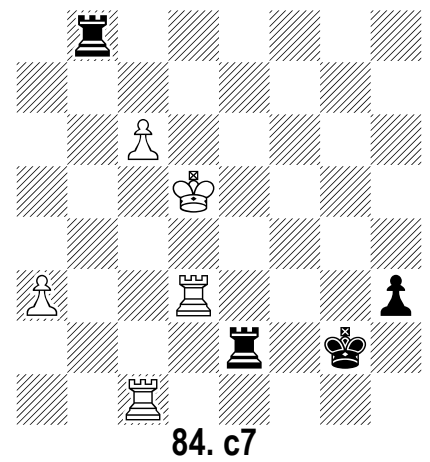
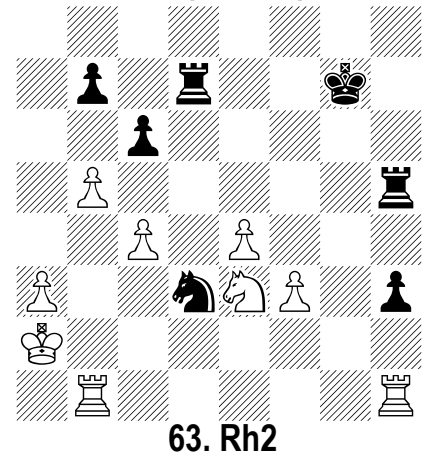
after 78..Kg7

Game 98: C-system Variant Cv2237 with White

White flaunts classical chess with a pawns only opening, developing his first piece at move 12. He goes for the attack with a pawn exchange that opens the K-side (18). A closed game ensues, until white is able to press the attack (39) and liberate his pieces. When black's pawn threat fades (63) white has only the hard work of winning a won game (84). The C-system: a new way to play chess!



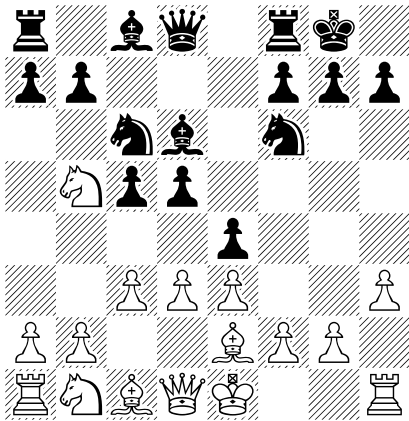
- | | | | |
|-----------|-------|-----------|-------|
| 1. a3 | d5 | 40. Rxg3 | Bf8 |
| 2. d3 | Nf6 | 41. Nhf1 | Ne6 |
| 3. h3 | e5 | 42. Ba5 | Bc5 |
| 4. b4 | Bd6 | 43. Bxb6 | Bxb6 |
| 5. g4 | O-O | 44. Qxa4 | Bf2 |
| 6. e3 | a5 | 45. Rg2 | Bd4 |
| 7. b5 | Be6 | 46. Rc2 | Nc5 |
| 8. c4 | dx c4 | 47. Qa5 | h4 |
| 9.* | dx c4 | 48. Rg4 | Bf2 |
| 10. g5 | Ne4 | 49. Qc3 | Nd3 |
| 11. h4 | Nb6 | 50. Nh2 | Bg3 |
| 12. Qc2 | Nc5 | 51. Nhf1 | Be1 |
| 13. Nd2 | Qd7 | 52. Ne3 | h3 |
| 14. h5 | f6 | 53. Nd5 | Rh6 |
| 15. Ngf3 | Bf5 | 54. Rg1 | Bf2 |
| 16. e4 | Bg4 | 55. Rh1 | Ne1 |
| 17. Be2 | fxg5 | 56. Qxe5+ | Qg7 |
| 18.* | Rg1 | 57. Qxg7+ | Kxg7 |
| 19. Rxg5 | Qe8 | 58. Rb2 | Nd3 |
| 20. Bb2 | h6 | 59. Rbb1 | Rd7 |
| 21. Rg3 | Rf4 | 60. Nf1 | c6 |
| 22. O-O-O | Rd8 | 61. Nde3 | Bxe3 |
| 23. Rdg1 | Rd7 | 62. Nxe3 | Rh5 |
| 24. Kb1 | Nba4 | 63.* | Rh2 |
| 25. Ba1 | Kh7 | 64. Nf5+ | Kf6 |
| 26. R1g2 | Nb6 | 65. bxc6 | bx c6 |
| 27. Bc3 | a4 | 66. Rb6 | Nd3 |
| 28. Ka2 | Kg8 | 67. Rxc6+ | Kg5 |
| 29. Kb1 | Re7 | 68. Ng3 | Rh8 |
| 30. Bb4 | Kh8 | 69. Ne2 | Rb7 |
| 31. Ng1 | Rd7 | 70. Rd6 | Rb2+ |
| 32. Kb2 | Bxe2 | 71. Ka1 | Rd2 |
| 33. Nxe2 | Rf6 | 72. c5 | Rd1+ |
| 34. Ng1 | g5 | 73. Ka2 | Nc1+ |
| 35. Rc3 | Rd8 | 74. Nxc1 | Rxc1 |
| 36. Ngf3 | Qd7 | 75. c6 | Kf4 |
| 37. Ka2 | g4 | 76. Kb2 | Rc5 |
| 38. Nh2 | h5 | 77. Kb3 | Kxf3 |
| 39.* | f3 | 78. e5 | Kg3 |



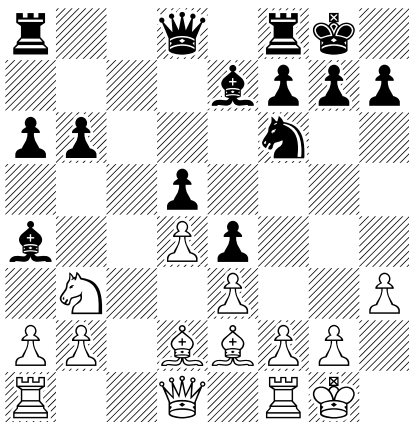
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|----------|------|-----------|------|
| 79. Rh1 | Rxe5 | 96. Kc4 | Ra8 |
| 80. Rd3+ | Kg2 | 97. Kd3 | Rf2 |
| 81. Rc1 | Rb8+ | 98. Ra6 | Rf3+ |
| 82. Kc4 | Re4+ | 99. Kd4 | Rf4+ |
| 83. Kd5 | Re2 | 100. Kd5 | Rf5+ |
| 84.* | c7 | 101. Kc4 | Rf4+ |
| 85. Rd4 | h2 | 102. Kc5 | Rf5+ |
| 86. Rg4+ | Kf3 | 103. Kb6 | Rf2 |
| 87. Rh4 | Rce8 | 104. Kb7 | Raf8 |
| 88. a4 | Kg3 | 105. Ra3+ | Kf4 |
| 89. Rh7 | Rd2+ | 106. a8=Q | Rb2+ |
| 90. Kc6 | Rf8 | 107. Kc6 | Rc2+ |
| 91. a5 | Rb2 | 108. Kd6 | Rxa8 |
| 92. a6 | Ra8 | 109. Rxa8 | Rd2+ |
| 93. Ra1 | Rg8 | 110. Ke6 | Re2+ |
| 94. a7 | Rc2+ | 111. Kf6 | Rc2 |
| 95. Kb5 | Rb2+ | 112. c8=Q | 1-0 |

Game 99: C-system Variant Cv3'GGG with White

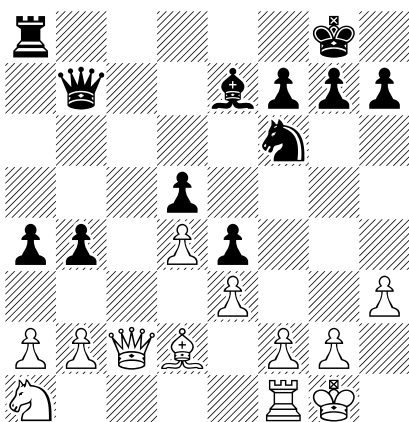
White's Cv3'GGG draws the attack with its knight foray (9), but results in a solid position for white soon afterwards (17). Black tries to press, opening the Q-side further (27), and leading to a standoff on the back ranks (38). White repulses the invader and later threatens mate, but has slim prospects of winning, and decides to settle for a draw by perpetual check a few moves later (51).



9. d4

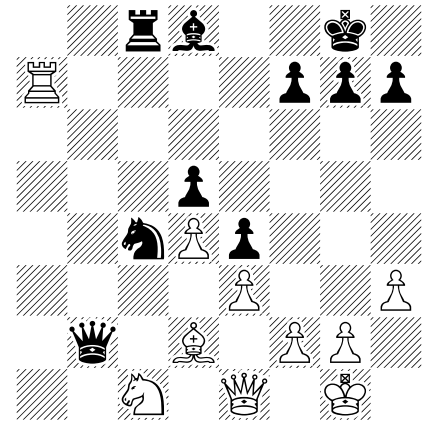


17. Rc1

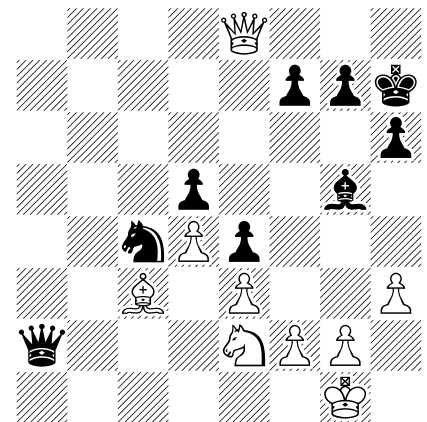


27..b3

- | | | | | | |
|------|-------|------|------|------|---------|
| 1. | e3 | e5 | 29. | Qd1 | Rb8 |
| 2. | Be2 | d5 | 30. | Qe2 | Ne8 |
| 3. | h3 | Nf6 | 31. | Rc1 | Nd6 |
| 4. | c3 | Bd6 | 32. | Rc3 | Qa7 |
| 5. | Nf3 | e4 | 33. | Nxb3 | Qa2 |
| 6. | Nd4 | c5 | 34. | Nc1 | Qxb2 |
| 7. | Nb5 | Nc6 | 35. | Rc7 | Bd8 |
| 8. | d3 | O-O | 36. | Ra7 | Rc8 |
| 9.* | d4 | Be7 | 37. | Qe1 | Nc4 |
| 10. | dxcc5 | Bxc5 | 38.* | Ra2 | Qb1 |
| 11. | Nd2 | Bd7 | 39. | Bc3 | Bh4 |
| 12. | Nb3 | b6 | 40. | Qd1 | Bg5 |
| 13. | O-O | a6 | 41. | Ra1 | Qb8 |
| 14. | N5d4 | Nxd4 | 42. | Ne2 | Rc6 |
| 15. | cxdd4 | Be7 | 43. | Qa4 | Rb6 |
| 16. | Bd2 | Ba4 | 44. | Qd7 | Rb1+ |
| 17.* | Rc1 | Qd7 | 45. | Rxb1 | Qxb1+ |
| 18. | Re1 | Rfc8 | 46. | Kh2 | Qb8+ |
| 19. | Bc3 | a5 | 47. | Kh1 | Qa8 |
| 20. | Bf1 | b5 | 48. | Kg1 | h6 |
| 21. | Rb1 | b4 | 49. | Qb5 | Qa2 |
| 22. | Bd2 | Bb5 | 50. | Qe8+ | Kh7 |
| 23. | Rc1 | Bxf1 | 51.* | Qxf7 | Qxe2 |
| 24. | Rxf1 | a4 | 52. | Qf5+ | Kh8 |
| 25. | Na1 | Rxc1 | 53. | Qc8+ | Kh7 |
| 26. | Qxc1 | Qb7 | 54. | Qf5+ | Kh8 |
| 27.* | Qc2 | b3 | 55. | Qc8+ | Kh7 |
| 28. | axb3 | axb3 | 56. | Qf5+ | 1/2-1/2 |



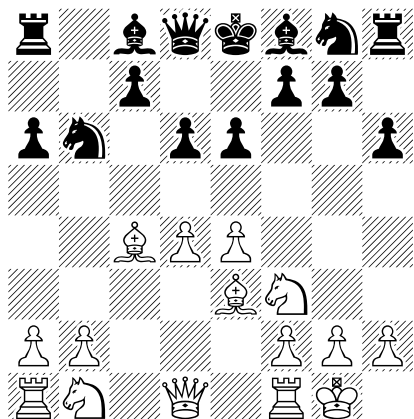
38. Ra2



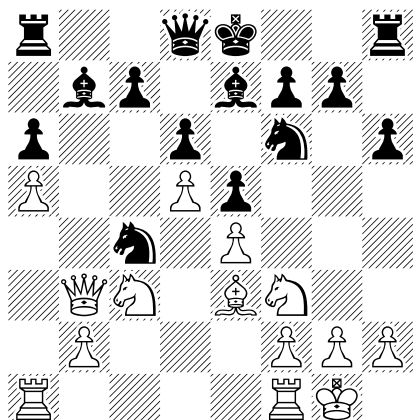
51. Qxf7

Game 100: C-system Variant Cv22xB'B with Black

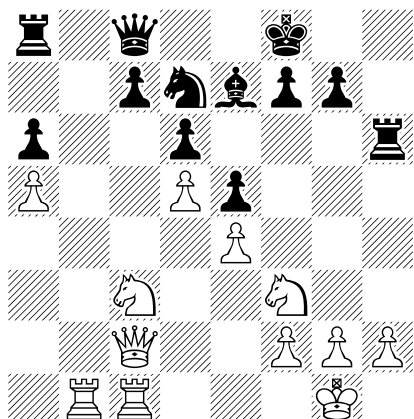
Black tries distant variant Cv22xB'B and draws quickly in this straightforward game. Black closes the center after the opening, and waits. White tries to disrupt his position with a bishop sacrifice (14) but obtains only equality (19). A knight fork trap (24) also achieves nothing. Faced with the probable loss of his a-pawn, white decides to bow out ungraciously with a perpetual check (33).



9. Nc3



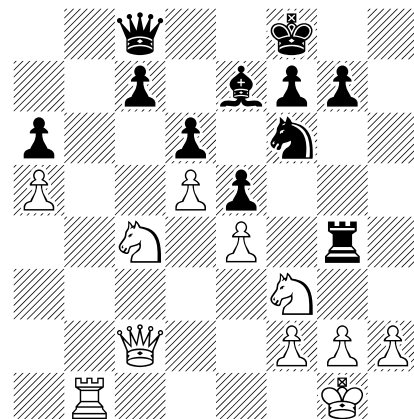
14. Bxh6



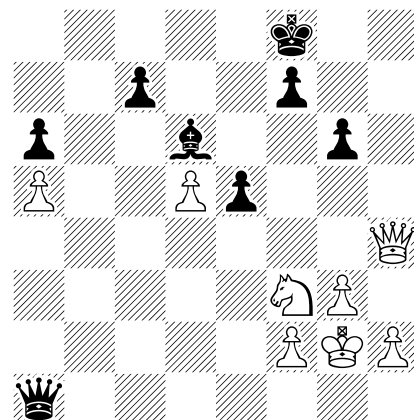
19..Rb8

1. d4 a6
2. e4 h6
3. Nf3 d6
4. Bd3 Nd7
5. O-O e6
6. Be3 b5
7. c4 bxc4
8. Bxc4 Nb6
- 9.* Nc3 Bb7
10. d5 e5
11. Qb3 Nf6
12. a4 Be7
13. a5 Nxc4
- 14.* Bxh6 Rxh6
15. Qxb7 Nxb2
16. Qxb2 Nd7
17. Qc2 Kf8
18. Rab1 Qc8
- 19.* Rfc1 Rb8
20. Na4 Rxb1

21. Rxb1 Nf6
 22. Nb2 Rg6
 23. Nc4 Rg4
 - 24.* Rb4 Rxe4
 25. Nxd6 Bxd6
 26. Rxe4 Nxe4
 27. Qxe4 Qb7
 28. g3 Qb2
 29. Qh4 Qa1+
 30. Kg2 g6
 31. Qh8+ Ke7
 32. Qh4+ Kf8
 - 33.* Qh8+ Ke7
 34. Qh4+ Kf8
- 1/2-1/2



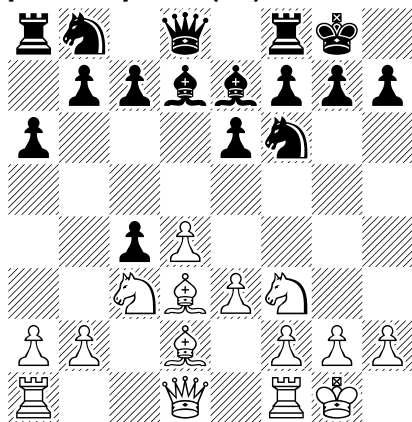
24. Rb4



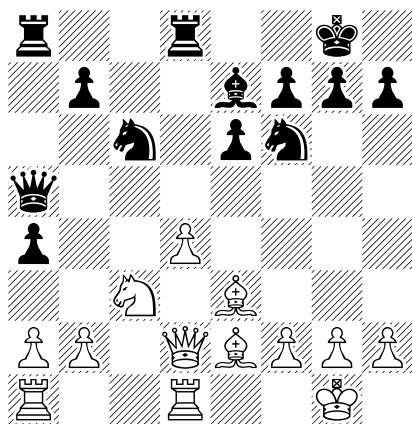
33. Qh8+

Game 101: C-system Variant Cv44xEG

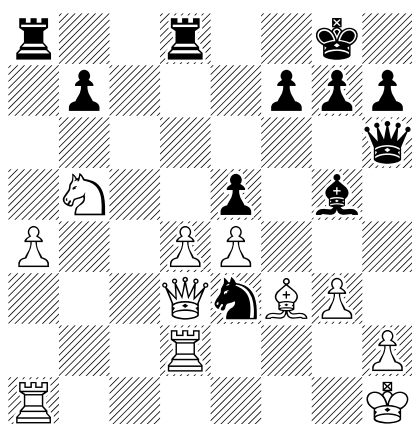
Black has good play from his remotely classical variant Cv44xEG. Black maintains equality while provoking weaknesses (19), then outmaneuvers his adversary to go a pawn ahead (35). White tries for counterplay on the Q-side (42), but is later forced to exchange a piece for an advanced passed pawn (61). The material advantage is then sufficient to guarantee black an easy win.



9. Bxc4

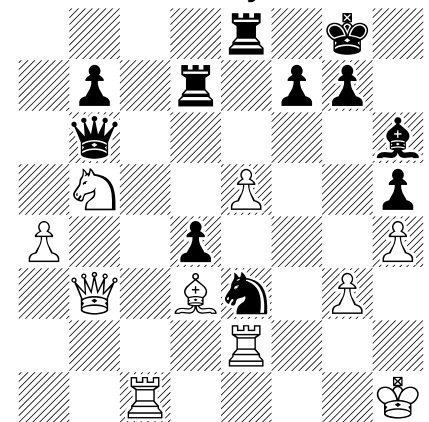


19..a3

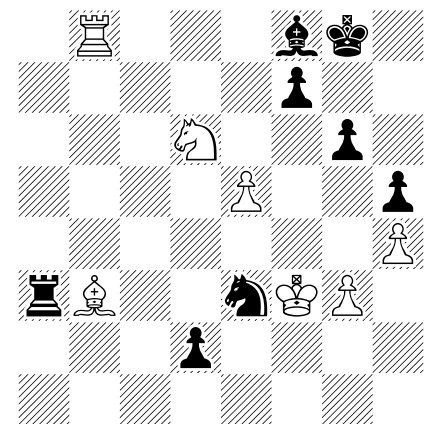


35. Re2

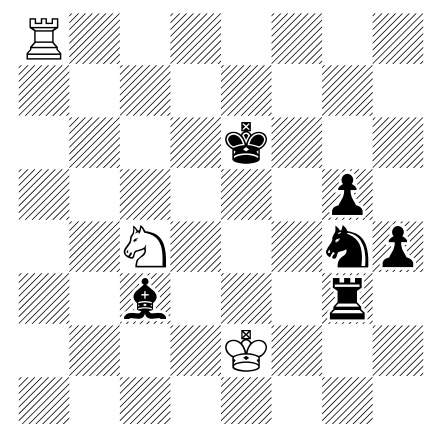
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|------|------|------|------|------|-------|
| 1. | d4 | a6 | 40. | Rc1 | Re8 |
| 2. | Nf3 | e6 | 41. | Bd3 | Qb6 |
| 3. | e3 | Be7 | 42.* | a5 | Qxa5 |
| 4. | Bd3 | d5 | 43. | Nd6 | Rf8 |
| 5. | O-O | Bd7 | 44. | Bb5 | Rc7 |
| 6. | c4 | Nf6 | 45. | Rb1 | Rc3 |
| 7. | Nc3 | O-O | 46. | Qa4 | Qxa4 |
| 8. | Bd2 | dxc4 | 47. | Bxa4 | d3 |
| 9.* | Bxc4 | c5 | 48. | Reb2 | Ng4 |
| 10. | Be2 | Nc6 | 49. | Rxb7 | d2 |
| 11. | Qc2 | cxd4 | 50. | Kg2 | Ne3+ |
| 12. | exd4 | Nb4 | 51. | Kh2 | Rc1 |
| 13. | Qb3 | a5 | 52. | Rb8 | g6 |
| 14. | Ne5 | a4 | 53. | Ne4 | Ng4+ |
| 15. | Qd1 | Bc6 | 54. | Kg2 | Rc4 |
| 16. | Nxc6 | Nxc6 | 55. | R8b4 | Rxb4 |
| 17. | Be3 | Qa5 | 56. | Rxb4 | Rd8 |
| 18. | Qd2 | Rfd8 | 57. | Nd6 | Ne3+ |
| 19.* | Rfd1 | a3 | 58. | Kf3 | Ra8 |
| 20. | bx3 | Bxa3 | 59. | Bb3 | Ra3 |
| 21. | Qc2 | Rdc8 | 60. | Rb8+ | Bf8 |
| 22. | Qb3 | Bb4 | 61.* | Bd1 | Nxd1+ |
| 23. | Nb5 | Nd5 | 62. | Ke2 | Nf2 |
| 24. | a3 | Be7 | 63. | Kxd2 | Rxg3 |
| 25. | Bd2 | Qb6 | 64. | Re8 | Rh3 |
| 26. | Qd3 | Bf6 | 65. | Ke2 | Ng4 |
| 27. | Be3 | Nce7 | 66. | Nc4 | Rxh4 |
| 28. | Bf3 | Nxe3 | 67. | e6 | fxe6 |
| 29. | fxe3 | Bg5 | 68. | Rxe6 | Kf7 |
| 30. | a4 | Nd5 | 69. | Rc6 | Rh3 |
| 31. | e4 | Ne3 | 70. | Rc8 | g5 |
| 32. | Rd2 | e5 | 71. | Rc6 | Bb4 |
| 33. | Kh1 | Qh6 | 72. | Rb6 | Bc3 |
| 34. | g3 | Rd8 | 73. | Ra6 | Ke7 |
| 35.* | Re2 | exd4 | 74. | Ra8 | h4 |
| 36. | e5 | Qa6 | 75. | Ra6 | Rg3 |
| 37. | Be4 | h5 | 76. | Ra7+ | Ke6 |
| 38. | Qb3 | Rd7 | 77.* | Ra8 | h3 |
| 39. | h4 | Bh6 | 0-1 | | |



42. a5



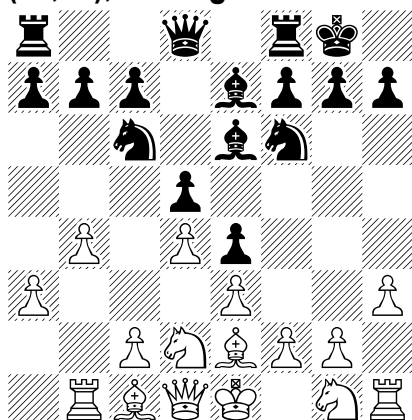
61. Bd1



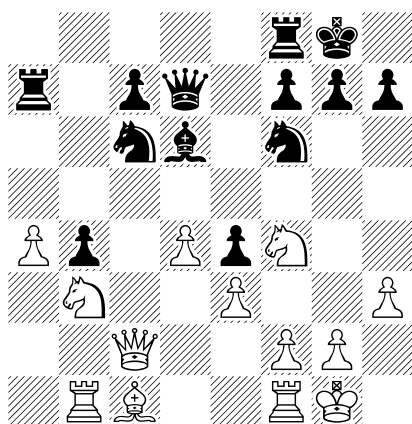
77..h3

Game 102: C-system Variant Cv24AB' with White

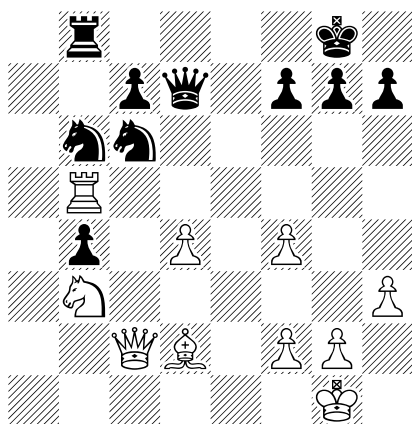
White plays Cv24AB', opening the Q-side (9). Black tries to inflict structural damage (19), but is beaten back, and faced with losing a pawn (31). White uses the pileup on the pawn as an opportunity to bring his forces forward. After taking the pawn, white initiates a general tradedown (44,53), leaving a clear road to victory for an unstoppable K-side pawn steamroller. Impressive!



9. c4

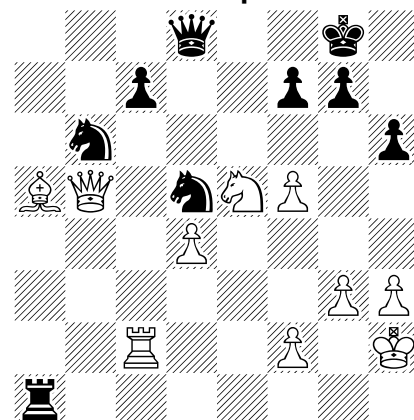


19..Bxf4

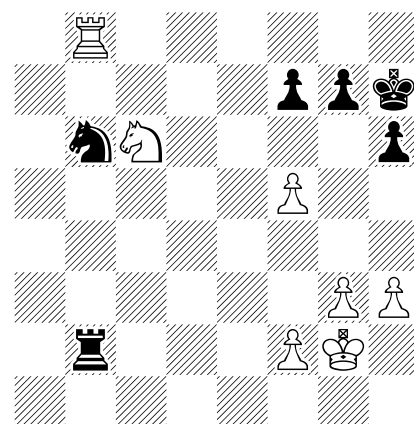


31..Ne7

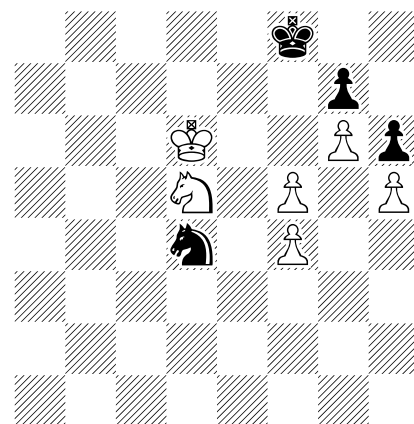
- | | | | | | |
|------|------|------|------|------|------|
| 1. | a3 | e5 | 40. | Rb2 | Ra1 |
| 2. | e3 | Nf6 | 41. | Rc2 | Qd8 |
| 3. | h3 | Be7 | 42. | Ba5 | Rd1 |
| 4. | Be2 | O-O | 43. | g3 | Ra1 |
| 5. | d4 | e4 | 44.* | Bxb6 | Nxb6 |
| 6. | b4 | d5 | 45. | Qb3 | Qe7 |
| 7. | Nd2 | Be6 | 46. | Qc3 | Ra4 |
| 8. | Rb1 | Nc6 | 47. | Qxc7 | Qxc7 |
| 9.* | c4 | dx4 | 48. | Rxc7 | Rxd4 |
| 10. | Bxc4 | Bxc4 | 49. | Rb7 | Rd5 |
| 11. | Nxc4 | Qd5 | 50. | Nc6 | Rb5 |
| 12. | Qc2 | b5 | 51. | Kg2 | Rb2 |
| 13. | Nd2 | a5 | 52. | Rb8+ | Kh7 |
| 14. | bx4 | Rxa5 | 53.* | Ne5 | Nc4 |
| 15. | Ne2 | b4 | 54. | Rxb2 | Nxb2 |
| 16. | Nf4 | Qd7 | 55. | Nxf7 | Nc4 |
| 17. | Nb3 | Ra7 | 56. | Kf3 | Kg8 |
| 18. | a4 | Bd6 | 57. | Nd8 | Kf8 |
| 19.* | O-O | Bxf4 | 58. | Ne6+ | Kf7 |
| 20. | ex4 | Qd6 | 59. | Ke4 | Kf6 |
| 21. | Be3 | Nd5 | 60. | g4 | Nd6+ |
| 22. | Rfc1 | Na5 | 61. | Kd5 | Nb5 |
| 23. | Bd2 | Nb7 | 62. | f4 | Nc3+ |
| 24. | Qxe4 | Rxa4 | 63. | Kd4 | Ne2+ |
| 25. | Ra1 | Rxa1 | 64. | Ke3 | Nc3 |
| 26. | Rxa1 | Rb8 | 65. | Nc7 | Kf7 |
| 27. | Qd3 | Qd7 | 66. | h4 | Nd1+ |
| 28. | Qc4 | Nd8 | 67. | Kd4 | Nf2 |
| 29. | Ra5 | Nb6 | 68. | g5 | Ng4 |
| 30. | Qc2 | Nc6 | 69. | Nd5 | Nh2 |
| 31.* | Rb5 | Ne7 | 70. | Ke4 | Nf1 |
| 32. | Qc5 | Ned5 | 71. | g6+ | Kf8 |
| 33. | Na5 | Ra8 | 72. | Ke5 | Nd2 |
| 34. | Nc6 | b3 | 73. | h5 | Nf3+ |
| 35. | Rxb3 | Ra1+ | 74. | Kd6 | Nd4 |
| 36. | Kh2 | h6 | 75.* | f6 | gxf6 |
| 37. | Ne5 | Qa4 | 76. | Nxf6 | Kg7 |
| 38. | Qb5 | Qa8 | 77. | Ne4 | Kg8 |
| 39. | f5 | Ra2 | 78. | Ng3 | 1-0 |



44. Bxb6



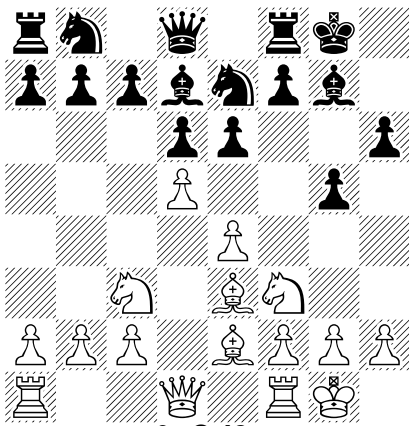
53. Ne5



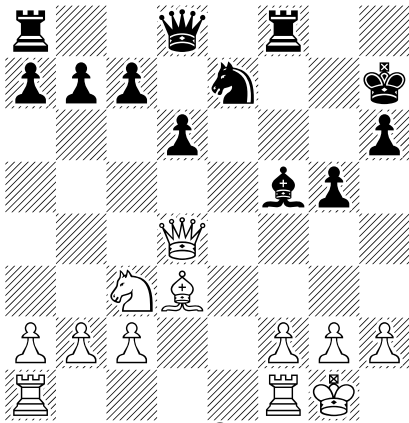
75. f6

Game 103: C-system Variant Cv7EFG' with Black

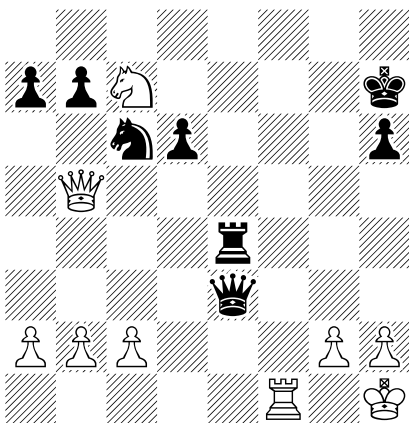
Black plays the solid Cv7EFG' against the 2 pawn F back defense. White tries to exploit the open K-side, but black holds (16), then offers a pawn for the attack (25). A wide open queen and knight endgame results in which black struggles to maintain equality (32). White almost pulls it off (42), but black calculates well (51) and salvages a respectable draw. If you're a strong endgame player, you'll like the C-system: it gets you there fast with good chances, especially when playing black!



9. Qd2



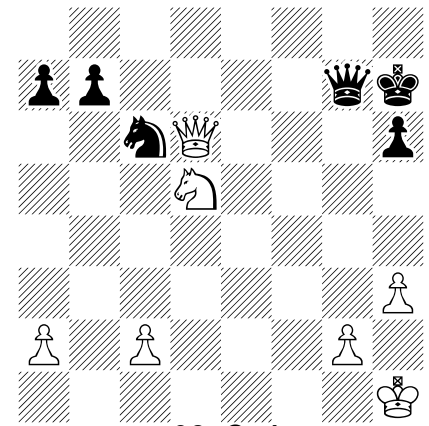
16..Qc8



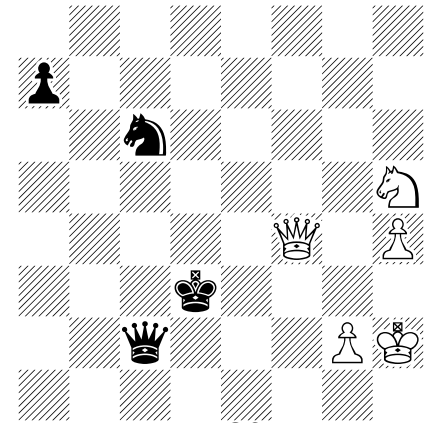
25..Rf4

- | | | | | | |
|------|-------|-------|------|-----------|------|
| 1. | e4 | d6 | 32.* | Qxd6 | Qa1+ |
| 2. | d4 | Bd7 | 33. | Kh2 | Qxa2 |
| 3. | Nf3 | h6 | 34. | Qd7+ | Kg6 |
| 4. | Nc3 | g5 | 35. | h4 | h5 |
| 5. | Be3 | Bg7 | 36. | Nf4+ | Kf6 |
| 6. | Be2 | e6 | 37. | Nxh5+ | Ke5 |
| 7. | O-O | Ne7 | 38. | Qxb7 | Qxc2 |
| 8. | d5 | O-O | 39. | Qc7+ | Kd4 |
| 9.* | Qd2 | f5 | 40. | Qd6+ | Ke3 |
| 10. | dxe6 | Bxe6 | 41. | Qf4+ | Kd3 |
| 11. | Bd4 | Nbc6 | 42.* | Qf5+ | Kc3 |
| 12. | Bxg7 | Kxg7 | 43. | Qxc2+ | Kxc2 |
| 13. | Nd4 | Nxd4 | 44. | Nf6 | a5 |
| 14. | Qxd4+ | Kh7 | 45. | h5 | a4 |
| 15. | exf5 | Bxf5 | 46. | h6 | Ne5 |
| 16.* | Bd3 | Qc8 | 47. | h7 | Nf7 |
| 17. | f4 | Bxd3 | 48. | Nd5 | a3 |
| 18. | Qxd3+ | Qf5 | 49. | Nb4+ | Kb3 |
| 19. | Qc4 | Nc6 | 50. | Nd3 | Kc3 |
| 20. | Nd5 | Rae8 | 51.* | Nc1 | Kd4 |
| 21. | fxg5 | Qxg5 | 52. | g4 | Ke5 |
| 22. | Nxc7 | Qe3+ | 53. | Kg2 | Kf6 |
| 23. | Kh1 | Re4 | 54. | h8=Q+Nxh8 | |
| 24. | Qb5 | Rxf1+ | 55. | Kf3 | Ng6 |
| 25.* | Rxf1 | Rf4 | 56. | Ke4 | Ne5 |
| 26. | Nd5 | Rxf1+ | 57. | g5+ | Ke6 |
| 27. | Qxf1 | Qe5 | 58. | Kd4 | Kd6 |
| 28. | Qf7+ | Kh8 | 59. | Kc3 | Kd5 |
| 29. | h3 | Qxb2 | 60. | Kb3 | Ke6 |
| 30. | Qe8+ | Kh7 | 61. | Kxa3 | Kf5 |
| 31. | Qd7+ | Qg7 | 62. | g6 | Nxg6 |

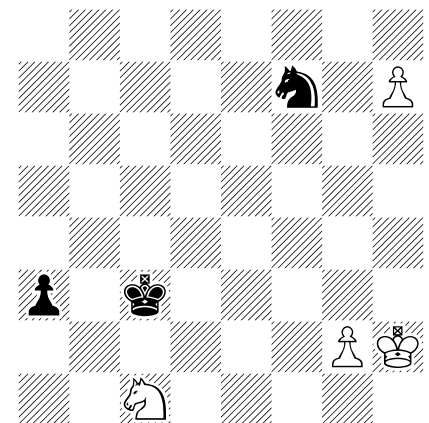
1/2-1/2



32..Qa1+



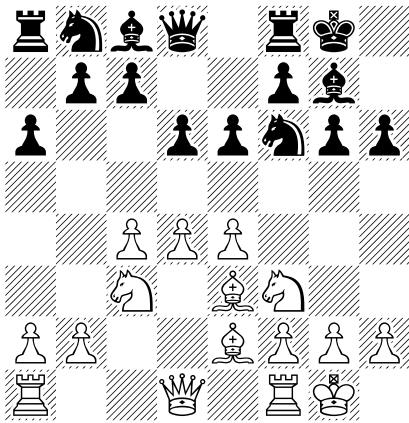
42. Qf5+



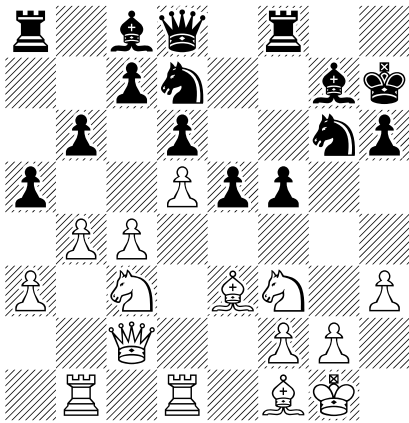
51..Kd4

Game 104: C-system Variant Cv7'EFG with Black

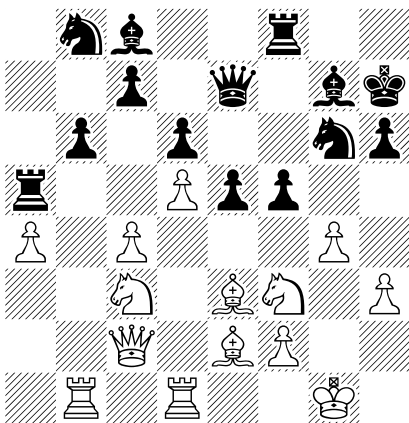
Black plays Cv7'EFG in this brilliant 'quick draw' game. Black closes the position initially, but then strikes on both flanks. White's counter attack (19) is something of a bluff, but it works. A fine gambit by white (23) leads into a wild series of exchanges and an open field battle. Attacked on all sides (29), black still finds the right moves to stay in the game. In a tense climax white is finally forced to accept perpetual check (37). This is hard hitting chess, definitely not for the fainthearted!



9. h3

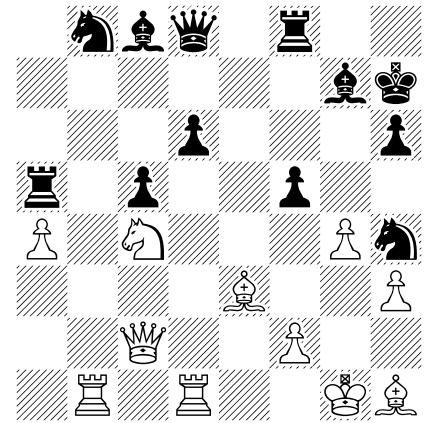


19. g4

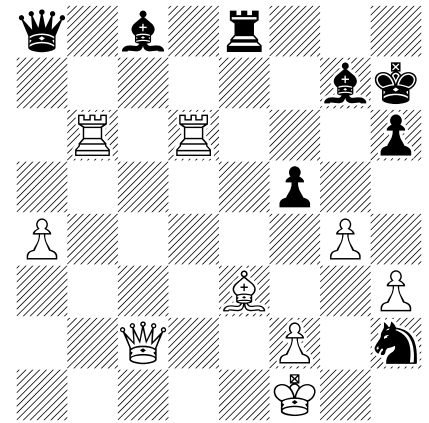


23. c5

- | | | | | | |
|------|------|------|------|------|---------|
| 1. | e4 | e6 | 21. | bxa5 | Rxa5 |
| 2. | d4 | d6 | 22. | a4 | Qe7 |
| 3. | c4 | h6 | 23.* | c5 | dx c5 |
| 4. | Nc3 | a6 | 24. | d6 | cx d6 |
| 5. | Nf3 | g6 | 25. | Nd5 | Qd8 |
| 6. | Be3 | Bg7 | 26. | Nxb6 | e4 |
| 7. | Be2 | Nf6 | 27. | Nc4 | ex f3 |
| 8. | O-O | O-O | 28. | Bxf3 | Nh4 |
| 9.* | h3 | Nc6 | 29.* | Bh1 | Nd7 |
| 10. | d5 | Ne7 | 30. | Nxa5 | Qxa5 |
| 11. | Qd2 | Kh7 | 31. | Rxd6 | Ne5 |
| 12. | Qc2 | b6 | 32. | Bxc5 | Nef3+ |
| 13. | Rfd1 | e5 | 33. | Bxf3 | Nxf3+ |
| 14. | b4 | a5 | 34. | Kf1 | Qa8 |
| 15. | a3 | Nd7 | 35. | Rbb6 | Re8 |
| 16. | Rab1 | f5 | 36. | Be3 | Nh2+ |
| 17. | exf5 | gxf5 | 37.* | Kg1 | Nf3+ |
| 18. | Bf1 | Ng6 | 38. | Kf1 | Nh2+ |
| 19.* | g4 | Nb8 | 39. | Kg1 | Nf3+ |
| 20. | Be2 | Qe8 | 40. | Kf1 | 1/2-1/2 |



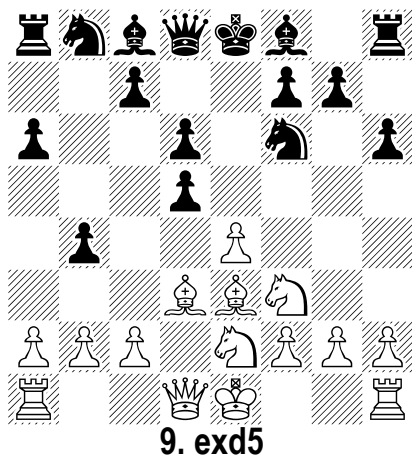
29..Nd7



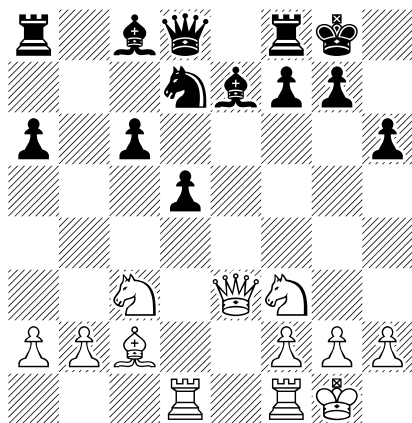
37. Kg1

Game 105: C-system Variant Cv225xG with Black

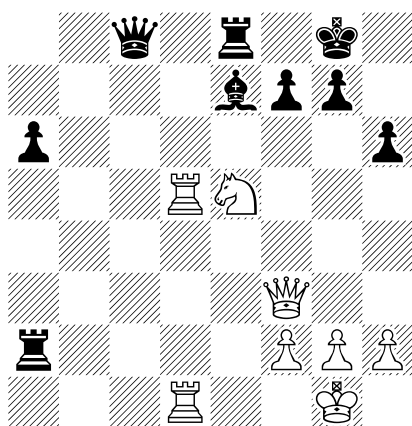
White shows how easy it is to get overambitious in the opening (7.Bd3?), dropping a pawn and allowing black to consolidate. White sacrifices a piece for two pawns (17) and a good attack, but black stays ahead by a strong passed rook pawn (24). A tactical phase follows, with black looking for a some way to crack the defenses (37). The crunch comes with a trade down (42) leaving black with a lengthy mating exercise, but a clearly won game (48). The C-system punishes mistakes!



9. exd5



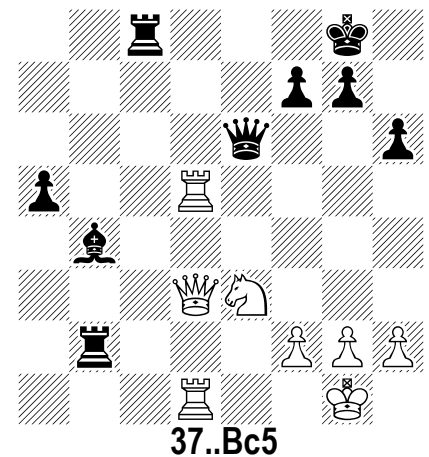
17. Nxd5



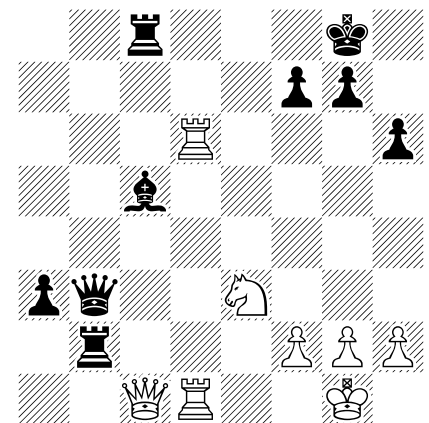
24..Bf6

- | | | | | | |
|------|-------|------|------|------|------|
| 1. | e4 | e6 | 37.* | Rd5 | Bc5 |
| 2. | d4 | d6 | 38. | Qc3 | Qb6 |
| 3. | Nc3 | a6 | 39. | Rd7 | a4 |
| 4. | Nf3 | h6 | 40. | R7d4 | a3 |
| 5. | d5 | Nf6 | 41. | Rd6 | Qb3 |
| 6. | Be3 | b5 | 42.* | Qc1 | Rb1 |
| 7. | Bd3 | b4 | 43. | Qxb1 | Qxb1 |
| 8. | Ne2 | exd5 | 44. | Rxb1 | Bxd6 |
| 9.* | exd5 | Nxd5 | 45. | Ra1 | Ra8 |
| 10. | Qd2 | Nxe3 | 46. | Ra2 | Rb8 |
| 11. | Qxe3+ | Be7 | 47. | Nf1 | Rb2 |
| 12. | Rd1 | d5 | 48.* | Rxb2 | axb2 |
| 13. | O-O | O-O | 49. | Nd2 | Kh7 |
| 14. | c4 | bxc3 | 50. | f3 | Kg6 |
| 15. | Nxc3 | c6 | 51. | Kf2 | Kg5 |
| 16. | Bc2 | Nd7 | 52. | g3 | h5 |
| 17.* | Nxd5 | cxd5 | 53. | Ne4+ | Kf5 |
| 18. | Rxd5 | Rb8 | 54. | Nc3 | h4 |
| 19. | Ba4 | Rxb2 | 55. | gxh4 | Bxh2 |
| 20. | Bxd7 | Rxa2 | 56. | Ke3 | g6 |
| 21. | Ne5 | Qc7 | 57. | Nb1 | Bg3 |
| 22. | Bxc8 | Qxc8 | 58. | Kd3 | Bxh4 |
| 23. | Rfd1 | Re8 | 59. | Kc2 | Bf6 |
| 24.* | Qf3 | Bf6 | 60. | Nd2 | Kf4 |
| 25. | Ng4 | Bc3 | 61. | Kd3 | g5 |
| 26. | Ne3 | Qe6 | 62. | Ke2 | Bd4 |
| 27. | Rd6 | Qe5 | 63. | Nb1 | f5 |
| 28. | Qc6 | Bb4 | 64. | Na3 | Kg3 |
| 29. | R6d4 | a5 | 65. | Nb1 | Kg2 |
| 30. | Rd5 | Qe4 | 66. | Nd2 | g4 |
| 31. | Qb5 | Rb2 | 67. | fxg4 | f4 |
| 32. | R5d4 | Qe6 | 68. | g5 | Bc3 |
| 33. | R4d3 | Rc8 | 69. | Nb1 | f3+ |
| 34. | Rd5 | Qf6 | 70. | Kd3 | Ba5 |
| 35. | Rf5 | Qe7 | 71. | Kc2 | f2 |
| 36. | Qd3 | Qe6 | 72. | Kxb2 | f1=Q |

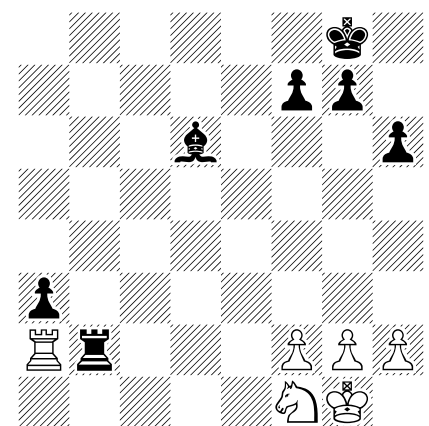
0-1



37..Bc5



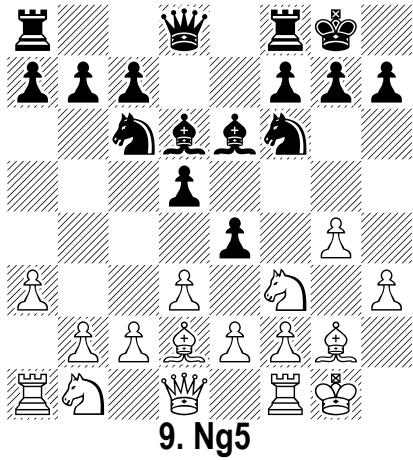
42..Rb1



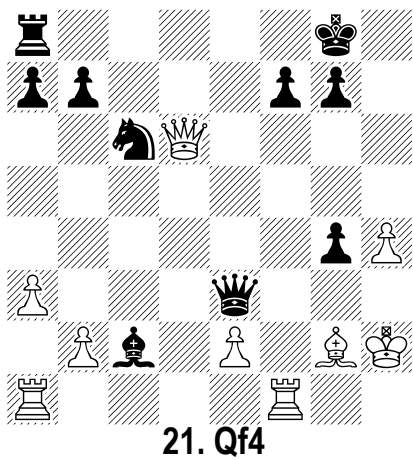
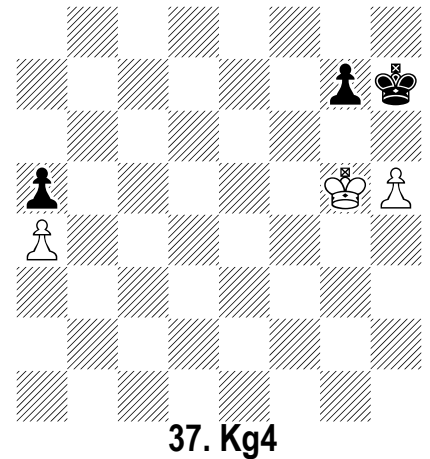
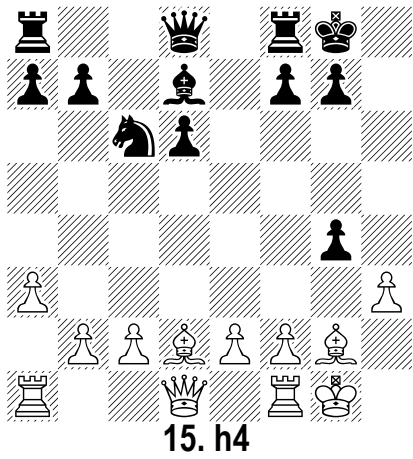
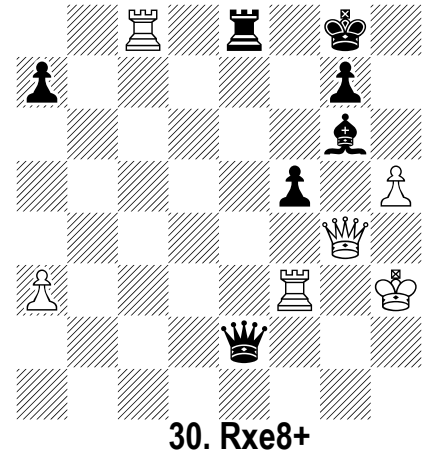
48. Rxb2

Game 106: C-system Variant Cv7EFG with White

White plays Cv7EFG against the 2 pawn standard defense (9) in a short and brutal battle. White tries a provocative line opening his K-side, but still avoiding serious trouble (15). Both sides then attack furiously (21). White's king is more vulnerable, but he stays ahead by the exchange (30) until the game ends suddenly in a draw. Non-stop action and nonstop aggression: the C-system!

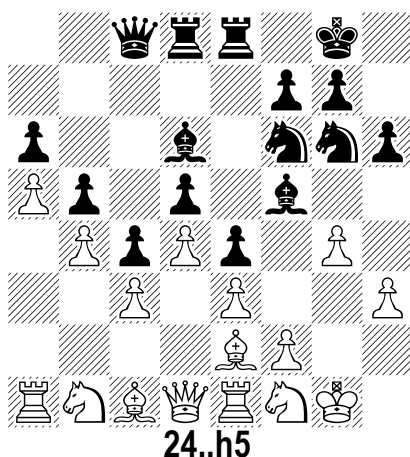
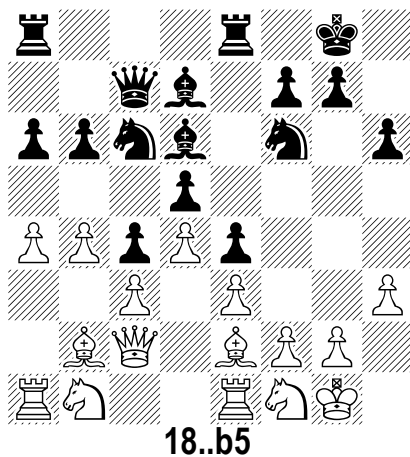
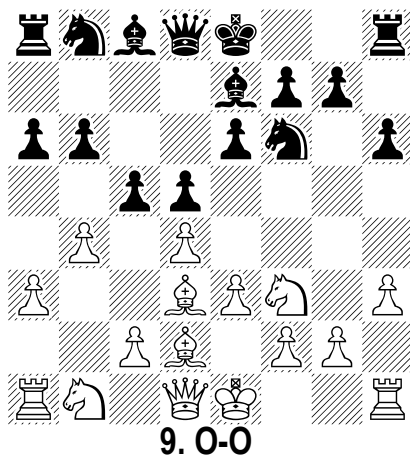


- | | | | | | |
|------|------|-------|------|---------|-------|
| 1. | a3 | e5 | 26. | Kh3 | Re8 |
| 2. | d3 | d5 | 27. | Rc8 | Qe3+ |
| 3. | Bd2 | Nf6 | 28. | Rf3 | Qxe2 |
| 4. | h3 | Be6 | 29. | h5 | f5 |
| 5. | Nf3 | Bd6 | 30.* | Rxe8+ | Bxe8 |
| 6. | g4 | O-O | 31. | Rxf5 | Qxg4+ |
| 7. | Bg2 | Nc6 | 32. | Kxg4 | Bd7 |
| 8. | O-O | e4 | 33. | Kg5 | Bxf5 |
| 9.* | Ng5 | Bd7 | 34. | Kxf5 | Kh7 |
| 10. | dxe4 | Nxe4 | 35. | Kg5 | a6 |
| 11. | Nxe4 | dxe4 | 36. | a4 | a5 |
| 12. | Nc3 | h5 | 37.* | Kg4 | Kh6 |
| 13. | Nxe4 | hxg4 | 38. | Kh4 | Kh7 |
| 14. | Nxd6 | cxd6 | 39. | Kg5 | Kg8 |
| 15.* | h4 | Re8 | 40. | Kg6 | Kh8 |
| 16. | Bg5 | Qb6 | 41. | h6 | Kg8 |
| 17. | Qxd6 | Bf5 | 42. | hxg7 | |
| 18. | Be3 | Rxe3 | | 1/2-1/2 | |
| 19. | fxe3 | Qxe3+ | | | |
| 20. | Kh2 | Bxc2 | | | |
| 21.* | Qf4 | Qb3 | | | |
| 22. | Rac1 | Bg6 | | | |
| 23. | Qxg4 | Qxb2 | | | |
| 24. | Bxc6 | bxc6 | | | |
| 25. | Rxc6 | Qe5+ | | | |

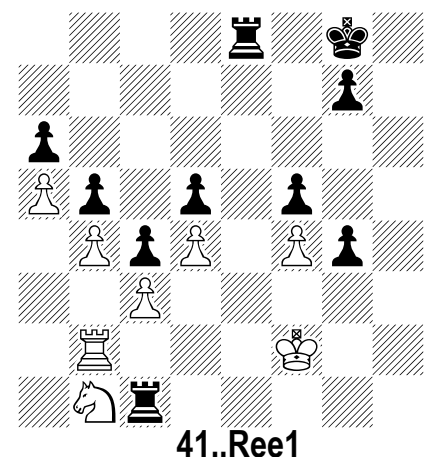
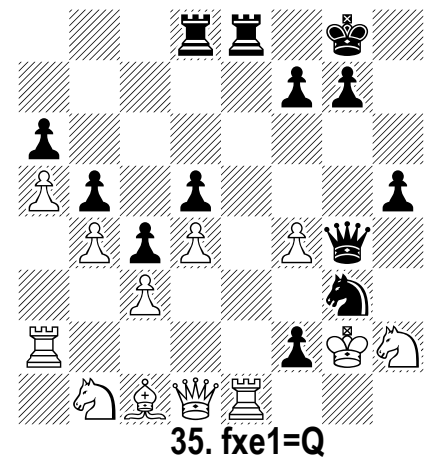
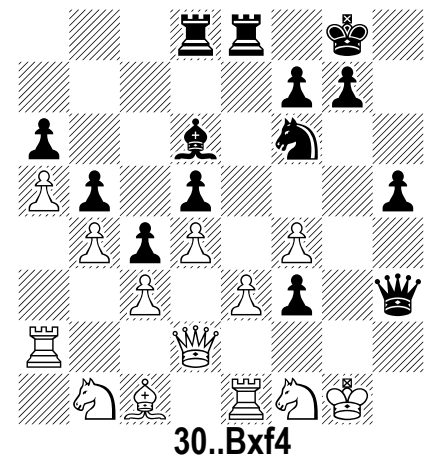


Game 107: C-system Variant Cv24F'G with White versus Cv2'34G

White and black both play C-system variants. The Q-side is completely closed soon after the opening (18). Black starts a terrific attack with a surprising offer of a piece (24) that white accepts; later he isn't as prone to do so (30). The tension reaches heights (35) as black promotes his pawn, winning exchange and pawn. Afterwards black's rook pair have no problems cleaning up the remains of white's position for a convincing win. The C-system openings with black are tough!

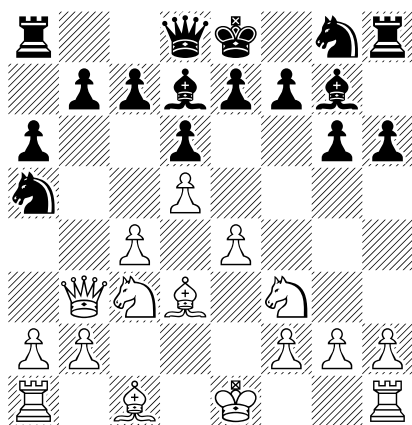


- | | | | | | |
|------|------|------|------|------|--------|
| 1. | a3 | h6 | 31. | Qd1 | Qg4+ |
| 2. | h3 | a6 | 32. | Kh1 | Ne4 |
| 3. | e3 | e6 | 33. | exf4 | f2 |
| 4. | d4 | Be7 | 34. | Nh2 | Ng3+ |
| 5. | Bd3 | Nf6 | 35.* | Kg2 | fxe1=Q |
| 6. | Bd2 | d5 | 36. | Qxe1 | Rxe1 |
| 7. | Nf3 | b6 | 37. | Nxg4 | Rxc1 |
| 8. | b4 | c5 | 38. | Kxg3 | hxg4 |
| 9.* | O-O | Nc6 | 39. | Rb2 | f5 |
| 10. | c3 | O-O | 40. | Kg2 | Re8 |
| 11. | Qc2 | c4 | 41.* | Kf2 | Ree1 |
| 12. | Be2 | Qc7 | 42. | Na3 | Rg1 |
| 13. | Re1 | Bd7 | 43. | Ke3 | Rxc3+ |
| 14. | Bc1 | e5 | 44. | Kf2 | Rgg3 |
| 15. | a4 | e4 | 45. | Kf1 | Rxa3 |
| 16. | Nh2 | Rfe8 | 46. | Rd2 | Ra1+ |
| 17. | Nf1 | Bd6 | 47. | Kf2 | Rag1 |
| 18.* | Bb2 | b5 | 48. | Rd1 | R1g2+ |
| 19. | a5 | Bf5 | 49. | Kf1 | c3 |
| 20. | Nbd2 | Rad8 | 50. | Ke1 | Rh2 |
| 21. | Nb1 | Ne7 | 51. | Kf1 | Rh1+ |
| 22. | Qd1 | Qc8 | 52. | Kf2 | Rf3+ |
| 23. | Bc1 | Ng6 | 53. | Ke2 | Rh2+ |
| 24.* | g4 | h5 | 54. | Ke1 | g3 |
| 25. | gxf5 | Qxf5 | 55. | Rd2 | Re3+ |
| 26. | f4 | Qxh3 | 56. | Kf1 | Rxd2 |
| 27. | Qd2 | Nh4 | 57. | Kg1 | Re1# |
| 28. | Bd1 | Nf3+ | | | |
| 29. | Bxf3 | exf3 | | | |
| 30.* | Ra2 | Bxf4 | | | |

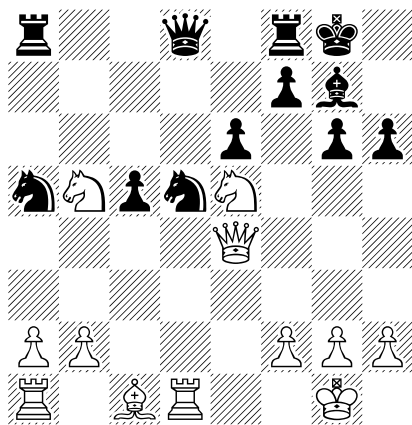


Game 108: C-system Variant Cv7'BBF with Black

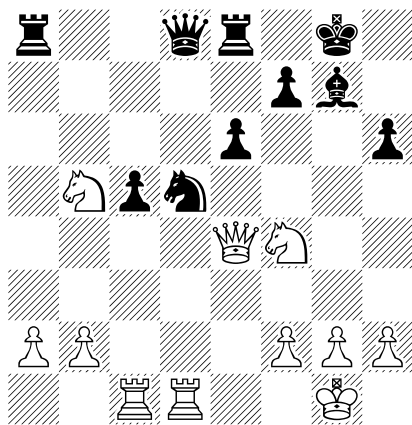
Black offers the poison pawn, then chases away white's queen with Cv7'BBF. Continuously sharp play follows. From a curious 'row of knights' formation white attacks (18) and takes a pawn, but black has a variety of counter attacks and chooses a good one (21), equalizing and then going ahead. In a thrilling climax (29) both sides press well. Black stays ahead thru a rook and pawn endgame (33), but misses winning it by just a tempo. One mean chess machine, the C-system!



9. Qc2

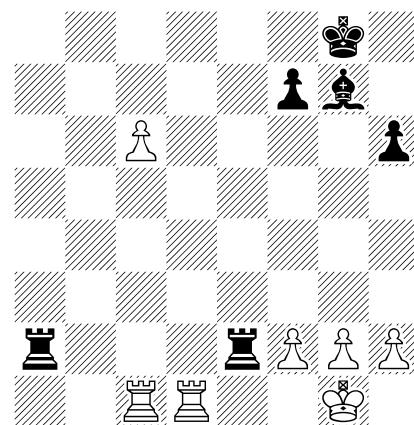


18. Nxc6

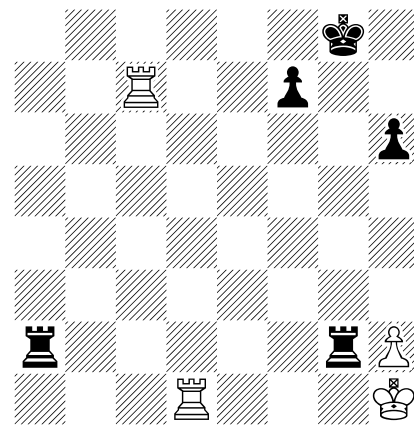


21..Qb8

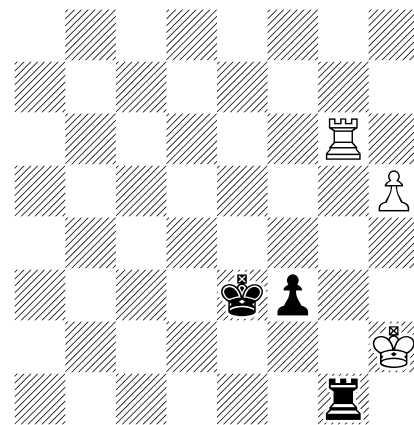
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|------|------|------|------|------|---------|
| 1. | d4 | a6 | 33.* | Rg1 | Rxc7+ |
| 2. | e4 | h6 | 34. | Kxc7 | Kg7 |
| 3. | c4 | g6 | 35. | Rc4 | h5 |
| 4. | Nc3 | d6 | 36. | h4 | Kg6 |
| 5. | Nf3 | Bd7 | 37. | Kf1 | Rb2 |
| 6. | Bd3 | Bg7 | 38. | Rc6+ | f6 |
| 7. | Qb3 | Nc6 | 39. | Rc4 | f5 |
| 8. | d5 | Na5 | 40. | Rc6+ | Kg7 |
| 9.* | Qc2 | c5 | 41. | Rc7+ | Kf6 |
| 10. | O-O | b5 | 42. | Rc6+ | Ke5 |
| 11. | e5 | dxe5 | 43. | Rh6 | Ke4 |
| 12. | cxb5 | axb5 | 44. | Rxc7 | Rc2 |
| 13. | Bxb5 | Bxb5 | 45. | Rg5 | f4 |
| 14. | Nxb5 | Nf6 | 46. | h5 | Ke3 |
| 15. | Nxe5 | Nxd5 | 47. | Rg6 | Rc1+ |
| 16. | Qe4 | O-O | 48. | Kg2 | f3+ |
| 17. | Rd1 | e6 | 49. | Kg3 | Rg1+ |
| 18.* | Nxc6 | Re8 | 50.* | Kh2 | Re1 |
| 19. | Nf4 | Nb3 | 51. | Re6+ | Kf2 |
| 20. | Rb1 | Nxc1 | 52. | Rxe1 | Kxe1 |
| 21.* | Rxc7 | Qb8 | 53. | h6 | f2 |
| 22. | Nxd5 | exd5 | 54. | h7 | f1=Q |
| 23. | Qd3 | c4 | 55. | h8=Q | Qf2+ |
| 24. | Qxd5 | Re5 | 56. | Kh3 | Qf3+ |
| 25. | Qxc4 | Qxb5 | 57. | Kh2 | Qf4+ |
| 26. | b3 | Qxc4 | 58. | Kh1 | Qe4+ |
| 27. | bxc4 | Rxa2 | 59. | Kh2 | Qc2+ |
| 28. | c5 | Ree2 | 60. | Kg3 | Qd3+ |
| 29.* | c6 | Be5 | 61. | Kf4 | Qd2+ |
| 30. | c7 | Bxc7 | 62. | Kg3 | Qe3+ |
| 31. | Rxc7 | Rxf2 | | | 1/2-1/2 |
| 32. | Kh1 | Rxc2 | | | |



29. Be5



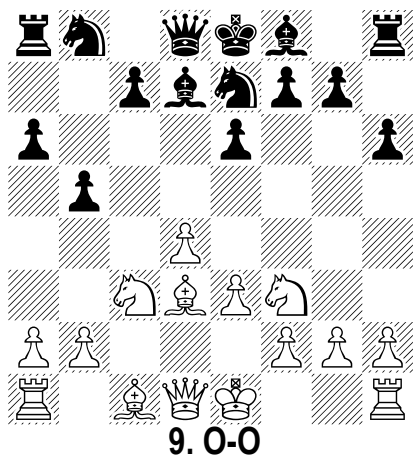
33. Rg1



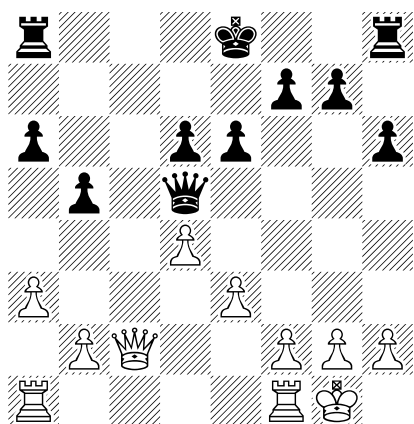
50..Re1

Game 109: C-system Variant Cv244xG' with Black

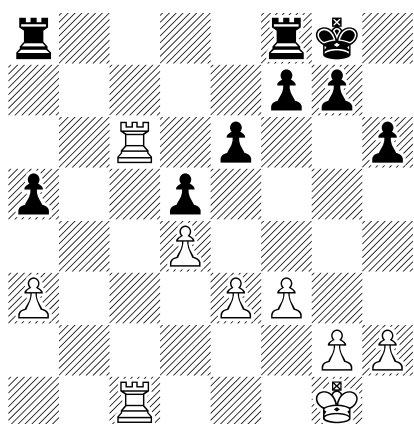
Black challenges the center with Cv244xG', then 'wastes' three bishop moves, but white finds nothing better than to trade down for equality (19) in the rook endgame. The situation remains balanced (25) until black is able to gain time with an attack on the king (31). Black goes up by a passed pawn, then pushes on to win with superior tactical play (48,58). Like rook endgames?



9. O-O

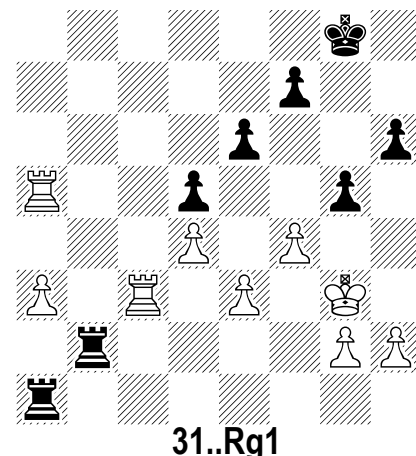


19. Rac1

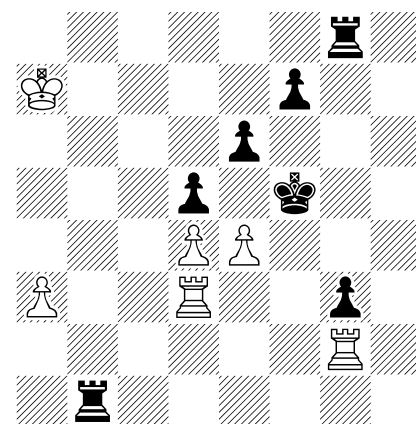


25..Rab8

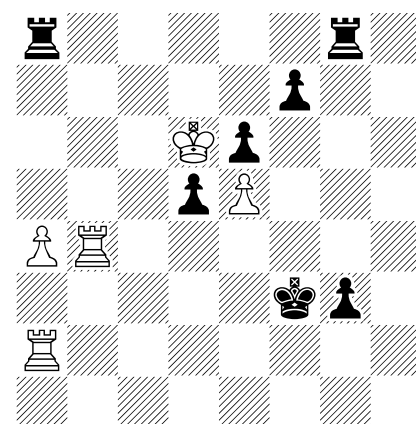
- | | | | |
|-----------|--------|---------------|------|
| 1. e3 | e6 | 39. Rb3 | Rf3 |
| 2. d4 | d5 | 40. Rc2 | g3 |
| 3. c4 | Ne7 | 41. Rcb2 | Rf5+ |
| 4. Nc3 | a6 | 42. Kd6 | Kf6 |
| 5. Nf3 | h6 | 43. Kc5 | Rc1+ |
| 6. Bd3 | dxc4 | 44. Kb6 | Rg5 |
| 7. Bxc4 | b5 | 45. Rg2 | Rg8 |
| 8. Bd3 | Bd7 | 46. Rd3 | Rb1+ |
| 9.* O-O | Bc6 | 47. Ka7 | Kf5 |
| 10. Ne5 | Bb7 | 48.* e4+ | Kf4 |
| 11. Be4 | Bxe4 | 49. e5 | Rf1 |
| 12. Nxe4 | Nec6 | 50. Rdd2 | Ke3 |
| 13. Nxc6 | Nxc6 | 51. Rb2 | Rd1 |
| 14. Bd2 | Qd5 | 52. Rb3+ | Kf4 |
| 15. Qc2 | Nb4 | 53. Kb7 | Rxd4 |
| 16. Bxb4 | Bxb4 | 54. Kc6 | Rc4+ |
| 17. a3 | Bd6 | 55. Kd6 | Rcc8 |
| 18. Nxd6+ | cxd6 | 56. a4 | Ra8 |
| 19.* Rac1 | O-O | 57. Rb4+ | Kf3 |
| 20. Qc7 | a5 | 58.* Ra2 | d4 |
| 21. Qc6 | Qxc6 | 59. Rb3+ | Ke4 |
| 22. Rxc6 | d5 | 60. a5 | d3 |
| 23. Rfc1 | b4 | 61. Ra1 | g2 |
| 24. f3 | bxa3 | 62. Rbb1 | Ra6+ |
| 25.* bxa3 | Rab8 | 63. Ke7 | Ra7+ |
| 26. R1c3 | Rb1+ | 64. Kd6 | d2 |
| 27. Kf2 | Ra1 | 65. Rg1 | Rd8+ |
| 28. Kg3 | Rb8 | 66. Kc6 | Rxa5 |
| 29. Ra6 | Rb2 | 67. Rad1 | Kf3 |
| 30. Rxa5 | g5 | 68. Kc7 | Rd3 |
| 31.* f4 | Rg1 | 69. Kb7 | Rxe5 |
| 32. ffg5 | hxg5 | 70. Ra1 | Kf2 |
| 33. Kg4 | Rbxg2+ | 71. Kc6 | Re1 |
| 34. Kf3 | Rxh2 | 72. Rxg2+Kxg2 | |
| 35. Ra7 | Kg7 | 73. Ra2 | Rc1+ |
| 36. Rac7 | g4+ | 74. Kb5 | Kg3 |
| 37. Kf4 | Rf2+ | 75. Ra4 | Rb3+ |
| 38. Ke5 | Ra1 | 76. Ka6 | d1=Q |



31..Rg1



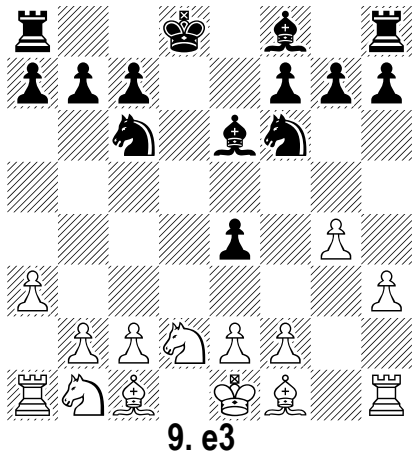
48..Kf4



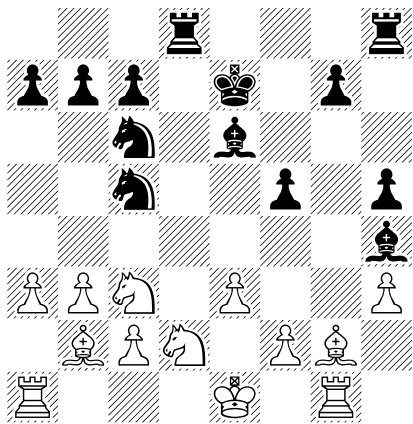
58..d4

Game 110: Borderline Variant BCv4x7DxGG with White

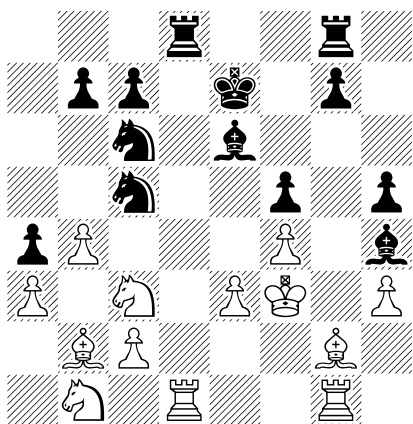
White's borderline opening introduces a queen exchange (9). White adopts a center castle position and contests the open lines (18). Black goes for an attack on the K-side starting with a fine piece sacrifice (23), but white counter attacks strongly with his king (31) to save the day. White is then able to take enough material (47) to ensure victory in the finale (56). Good game!



9. e3

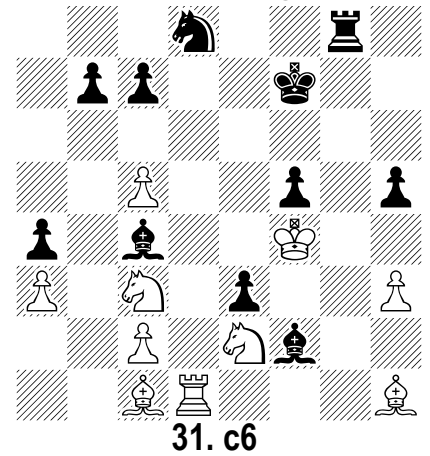


18. Rd1

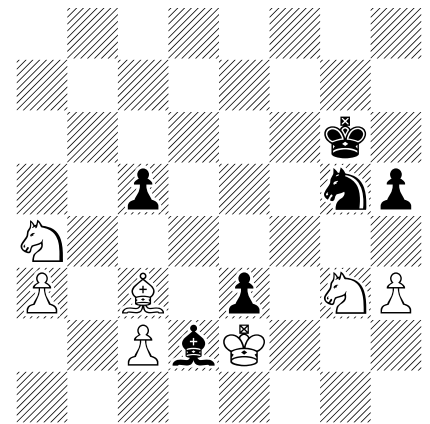


23. g5

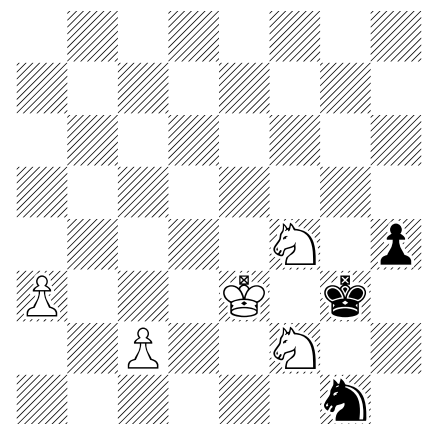
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|-----------|-------|----------|------|
| 1. a3 | e5 | 40. Ra7 | Be1 |
| 2. d3 | d5 | 41. Rxa4 | Rxa4 |
| 3. h3 | Nf6 | 42. Nxa4 | Bd2 |
| 4. Nf3 | Nc6 | 43. Bb2+ | Kf5 |
| 5. g4 | e4 | 44. Bc3 | c5 |
| 6. dxe4 | dxe4 | 45. Ng3+ | Kg6 |
| 7. Qxd8+ | Kxd8 | 46. Kf3 | Ng5+ |
| 8. Nfd2 | Be6 | 47.* Ke2 | Bxc3 |
| 9.* e3 | Be7 | 48. Nxc3 | Nxh3 |
| 10. Bg2 | h5 | 49. Nd5 | h4 |
| 11. g5 | Nd7 | 50. Ne4 | Ng1+ |
| 12. Nc3 | Bxg5 | 51. Kxe3 | Kf5 |
| 13. Ncxe4 | Bh4 | 52. Nxc5 | Ke5 |
| 14. b3 | f5 | 53. Nf4 | Kf5 |
| 15. Nc3 | Ke7 | 54. Ne4 | Kg4 |
| 16. Bb2 | Rad8 | 55. Nf2+ | Kg3 |
| 17. Rg1 | Nc5 | 56.* a4 | Nf3 |
| 18.* Rd1 | Bf6 | 57. a5 | Ne5 |
| 19. f4 | a5 | 58. a6 | Nc6 |
| 20. Kf2 | Rhg8 | 59. N4h3 | Na7 |
| 21. Ndb1 | a4 | 60. c4 | Nc6 |
| 22. b4 | Bh4+ | 61. Ke4 | Kg2 |
| 23.* Kf3 | g5 | 62. Kf4 | Na7 |
| 24. bxc5 | gxf4 | 63. Kg4 | Kf1 |
| 25. Ne2 | Rxd1 | 64. Kxh4 | Ke2 |
| 26. Rxd1 | fxe3 | 65. Ne4 | Kd3 |
| 27. Bh1 | Bf2 | 66. Nd6 | Nc6 |
| 28. Kf4 | Kf7 | 67. Ng5 | Kd4 |
| 29. Bc1 | Bc4 | 68. Nge4 | Ke5 |
| 30. Nbc3 | Nd8 | 69. Kg5 | Kd4 |
| 31.* c6 | Ne6+ | 70. Kf4 | Kd3 |
| 32. Kxf5 | bxc6 | 71. Nc5+ | Kc3 |
| 33. Bxc6 | Rg5+ | 72. Nd7 | Kb3 |
| 34. Ke4 | Rc5 | 73. Nb8 | Na7 |
| 35. Bd5 | c6 | 74. c5 | Kb4 |
| 36. Bxc4 | Rxc4+ | 75. Nb7 | Nb5 |
| 37. Kf3 | Ng5+ | 76. Nc6+ | Kc4 |
| 38. Kg2 | Ne6 | 77. a7 | Nc7 |
| 39. Rd7+ | Kf6 | 78. Ke5 | Kb5 |



31. c6



47..Bxc3

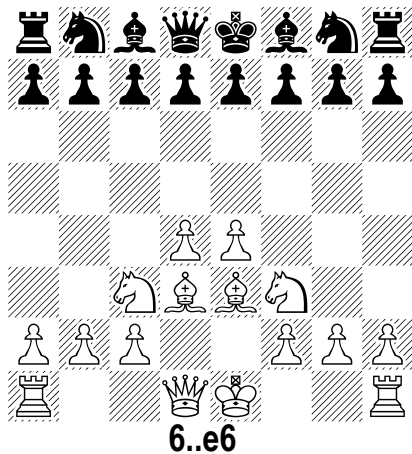


56. a4

- | | | | |
|---------|-----|---------|-----|
| 79. Kd6 | Na8 | 81. Na6 | Kd4 |
| 80. Nb8 | Kc4 | 82. Nc7 | 1-0 |

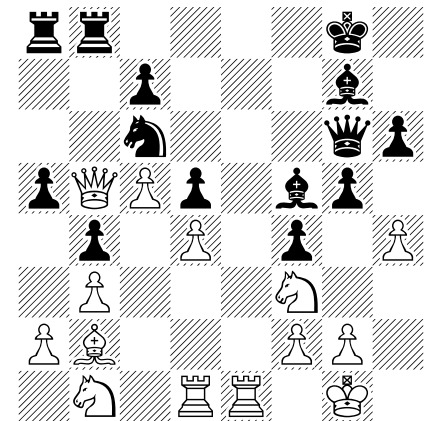
Game 111: Parting Shot: Does White Really Have an Advantage?

Black spots white 6 moves in the opening (6) and still wins! White's perfect opening is countered by an aggressive near C-system defense leaving white looking for lines (14). Black moves forward, cramping white's position (25) and confining his queen (34). Black then controls the chessboard, and finally humiliates his opponent (43,46). In a series of 10 master level games from this starting position, black won 6, drew 4. This result casts serious doubts on virtually everything ever said to date about the opening in chess, in particular whether having the first move is to your advantage!

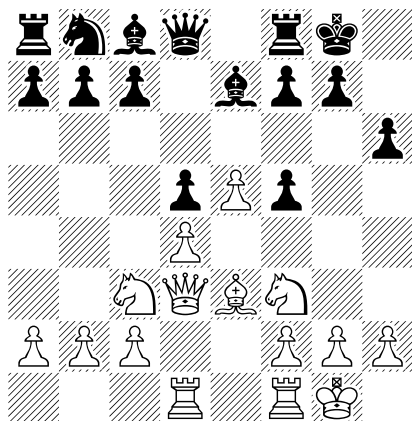


1. e4
2. d4
3. Ng3
4. Nc3
5. Bd3
6.* Be3

29. c4
30. c5
31. Bb2
32. Qb5
33. h4
34.* Qa4
35. hxg5
36. Re7
37. Rxe8+
38. Nbd2

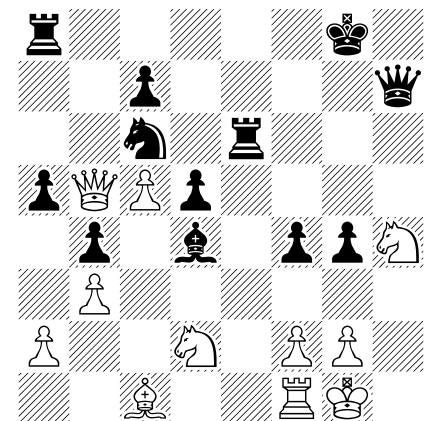


34. Qa4

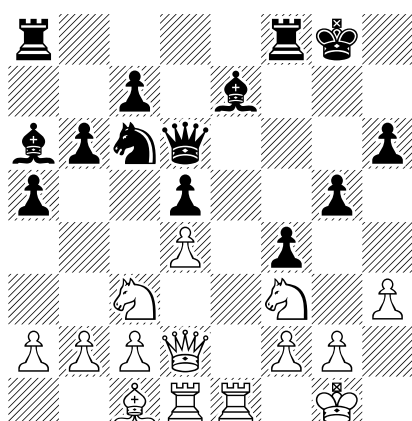


11. Bxf5
12. Qd3
13. Rad1
14.* Ne2
15. Rfe1
16. Ng3
17. Bd2
18. Be3
19. Bc1
20. Ne2
21. Qd2
22. h3

39. Nh4
40. Rf1
41. Bc1
42. Qb5
43.* Ne4
44. Qb7
45. Qb5
46.* Be3
47. fxg3
48. Kh2
49. Rf3
50. Qf1

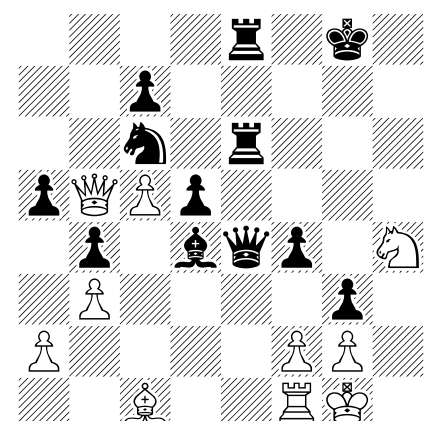


43. Ne4



23. exf6
24. Nc3
25.* b3
26. Nb1
27. Qd3
28. c3

51. gxh4
52. Rh3
53. g3
54. Rxg3+
55. Kh1



46. Be3

15. Conclusion

The Center Game and its related system is a totally new way of playing chess. The author believes that it is as strong or stronger than any system ever proposed, including the system already described by the author in 'The Beginner's Game'. Although just an introduction, the exposition of the system made in this book should be enough to convince you that the 'C-Game':

- ♦ is a new and valid system for playing chess
- ♦ is playable by black and white indifferently
- ♦ is very strong on both offense and defense
- ♦ is the easiest way to learn to play chess
- ♦ is the quickest way to improve for players of all levels

Advice for Beginners

If you were new to chess when you picked up this book, you have by now learned to play well for the first part of the game. You still lack the basic chess playing skills that you need in the middle and end games. But you should already be able to play well enough to make the contest interesting for your opponent, and if you think about it, that's the most important thing.

While you are acquiring your basic skills, don't be impatient for your first big wins. Most players spend their entire lives without ever offering a serious challenge to a local chess 'bully.' So practice a while before confronting that certain someone who thought you didn't have the brains to play. The best revenge is to prove you deserve someone's respect, and to do that, you've got to keep finding good moves each time it's your turn.

It's a thinking game, and you can't succeed at it by just playing anything that looks playable. You must try hard to play well. You have to go deep into moves that look interesting and see the positions that can result. You have to calculate exchanges precisely, and foresee as best you can anything that your opponent can do. As you get better, you will begin to feel more in control of the evolving situations, and will play with more confidence.

Some of those who are just now learning will dedicate themselves to the game, and go on to become first rate players. To these the author offers this encouragement: you are armed with one of the best weapons that exists for this battle. Use it well, and you will be a true warrior, or even a champion. You will have the satisfaction of doing well something that is very difficult, and will prove yourselves, in a way that anyone will recognize and respect.

Advice for Intermediate Players

Intermediate players of all levels should take note of this system, because the best way to improve your game is to master the opening. This system offers you safe passage thru the dangerous first moves, and it will give you the basis for pushing your performances beyond your current limits. If you are not a strong player, then you should improve immediately and significantly by adopting this system. Try the system against your friends or the computer, and you should see the evidence right away that you are playing better than before.

Stronger players should ask themselves whether they know their current openings to 12-15 moves, something they get with minimal effort using openings in the system. They should also ask themselves whether they really like their current openings, or whether they keep playing them just because it's what they know best. The alternative is to move to a new system that is second to none, and that accommodates every style of play.

Advice for Advanced Players

Top players and those aspiring to become contenders spend years studying the openings. Worthy adversaries still kick them about however, and after the opening they often find themselves playing their opponent's game, not their own. You do not beat someone easily by trying to find the best alternatives among the poor moves he leaves you. The openings in this system have the characteristic that your opponent has to play your game. Add to that the possibility to extend original analysis deeper than in current practice, and you should see the interest in researching openings in this system in preparation for championship play.

This system has to prove itself at the highest levels, and you can be a protagonist or antagonist of this effort, as you prefer. You can be one of those who carry it on to victory, or one of those who make victory tougher to achieve. All are invited to do their best, and also to do both.

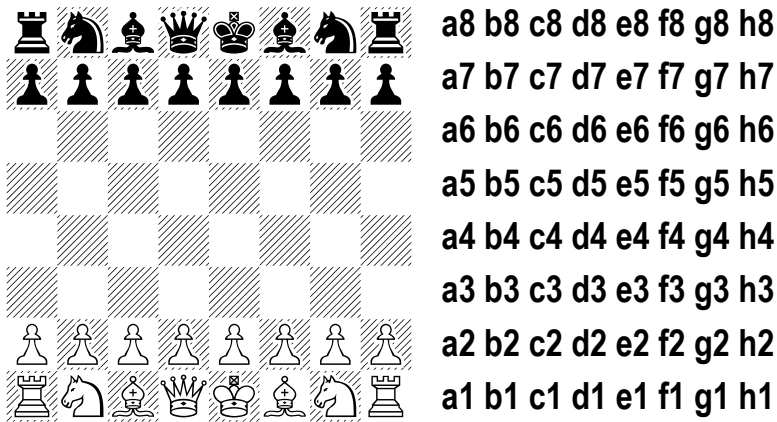
The Center Game, like the Beginner's Game, is revolutionary, introducing a totally new practice of chess. A true revolution is one giving the common man that which was the preserve of a privileged few. Such a revolution can now happen, as more people take up the game, interest increases worldwide, overall quality of play improves, and finally the system is victorious at the highest levels. Be part of it - it's the most interesting thing that ever happened in chess!

On closing the author again appeals to you: Save your Earth. We can do this easily, by returning large areas of it to natural state. Unless our earth is healthy we have no future - only by taking care of our Earth can we insure that humanity will also survive and prosper. This Earth, not some imagined afterlife, is Paradise. If you don't see it that way, it's because you're not looking. This Earth, with all the spectacularly beautiful life forms on it, is the perfection of evolution, the jewel of the universe, and it is ours. If Life has any value to you, then Do Something Now for your Earth. If we act now, then we are the saviors of humanity and of all Life. If we do not act now, the great wealth of creation - Life in all its highly evolved and beautiful forms, will be destroyed. Calmed only by the fragile buffer of Life, the savage forces of wind and flood will then turn on us, punishing us brutally for our stupidity - and not in some distant future, in our own lifetimes.

It's time to close, and the author hopes to leave you again with your hearts thumping. What has happened here in chess is just one of the revolutions that will occur, as our understanding expands and our intelligence dispels ignorance. So bright this lovely new star, among the many stars now on the horizon. Dedicate yourself again to this amazing game, and to the great game of Life as it evolves, and know the satisfaction to be found in playing the game well.

Appendix: Chess Move Notation

The arrangement of chess figures at the start of the game is shown in the diagram below left; the coordinate system used for chess move notation is shown in the diagram beside it. The chess figures are named: ♙ - pawn, ♘ - knight, ♗ - bishop, ♖ - rook, ♕ - queen, ♔ - king.



There are various systems for move notation. The one used in this book is the algebraic system, which is the one most commonly used. In this system squares on the board are identified with a letter and a number. The horizontal axis of the board is labeled a-h, and the vertical axis labeled 1-8, starting from the lower left hand corner of white's side of the board.

In this notation system a move is coded by indicating first the type of figure that moves, and then the square that it goes to. If a capture is involved, the symbol 'x' is inserted after the figure symbol. The pieces are labeled as: 'R' - rook, 'N' - knight, 'B' - bishop, 'Q' - queen, 'K' - king. Pawn moves are indicated by the destination square alone, unless a capture is involved, in which case the column that the pawn was on is prefixed (eg. 'exd5' - king pawn takes figure on square d5). Pawn captures using the 'en passant' rule are coded in the same way.

When either of two rooks or knights (or queens) can move to a destination square, it is necessary to specify which of the two pieces that moves. This is done by appending a column identifier (or if they are both on the same column, a row number) to the symbol of the piece to indicate where it came from. If a move involves check, attacking the king, then the symbol '+' is added at the end of the move. If the move gives checkmate, ending the game, then '#' is used instead. When a pawn reaches the last row, it can be promoted to any other figure. This is indicated by appending '=' then the figure to which the pawn is promoted (typically a queen), eg. 'a8=Q'. Castling is indicated by 'O-O' for the king side castle, and 'O-O-O' for the queen side castle.

These are the six standard moves of the Center Game, using a 'Pawns First' sequence proceeding from the Q-side to the K-side, and developing first the queen bishop then the king bishop:

- ♦ White: a3, d3, e3, h3, Bd2, Be2
- ♦ Black: a6, d6, e6, h6, Bd7, Be7

With this explanation of move notation you can return to the text. Be sure to actually reproduce all moves in the text on your own chess set or computer screen. If you make a mistake playing out a game, go back to an earlier diagram, reset the board as shown, and play forward from there.

Acknowledgements:

To the Creator and Sustainer of Life: in sincere thanks this humble offering, fruit of the greatest achievement of evolution on this planet, the human brain.

To my wife Liliana, for the immensity of her love. In her company the author has found the light of understanding which now illuminates his life.

To my grandfather, who taught me how to play chess, but not the openings. His motto was "If you see a good move, don't make it .. look for a better one."

To the millions of hopeless victims of chess, slain countless times only to return to this terrible battlefield; that all its warriors may go out well armed.

To the arrogant and abusive players whose behavior has diminished our enjoyment of this superb game, this stroke thru their collective brains.

