

NOTICE

ELECTRONIC ARTS RESERVE THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME WITHOUT NOTICE.

THIS MANUAL AND THE SOFTWARE DESCRIBED IN THIS MANUAL IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

MANUAL © 1988 INTERPLAY PRODUCTIONS. ALL RIGHTS RESERVED



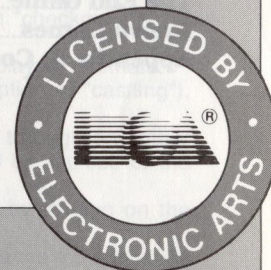
ELECTRONIC ARTS®
Home Computer Software

ELECTRONIC ARTS LIMITED
11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND

Y62711EM

MANUAL

BATTLE CHESS



Interplay

TABLE OF CONTENTS

Basics of chess.....	1
The Basic Rules.....	1
The Pieces.....	2
The King.....	3
The Queen.....	3
The Rook.....	3
The Bishop.....	3
The Knight.....	4
The Pawn.....	4
Castling.....	4
Check and Checkmate.....	5
Chess Notation.....	5
The three phases of a Chess game.....	7
The Opening Game.....	7
The Middle Game.....	7
The End Game.....	8
Drawn Games.....	8
Appendix A: Complete Chess Games.....	10

Battle Chess

There is a darkness over the battlefield. The wind sighs gently and there, in the distance, comes the flash of lightning and the rumble of thunder. With a sudden gust of wind, your warriors appear - the King, the Queen, two each of Bishops, Knights and Rooks, and before them all, a row of Pawns. Waiting, your King turns to you, ready to order his servants forward to their deaths in your battle to rule the field. Yet you hesitate. In that moment, you hear the clank of armour as the wind grows stronger, and somewhere nearby, there comes the sound of metal upon metal as one of your warriors draws his blade, impatient for the coming slaughter. Suddenly the thunder cracks overhead and lightning flashes shadows upon the chequered board. The time has come. There can be no more delay. The storm is upon you, and so too the battle. You make your choice - a Pawn marches forward against the darkness opposing you. And here, the game begins...

Basics of Chess

1/The Basic Rules

*Two opponents play against each other. One player is White and the other is Black (Magenta and Blue in the Amiga version of Battle Chess).

*The object of the game is to put the opponent's King in "checkmate" (see below).

*The White player makes the first move and then the two players alternate.

*You may only move one piece per turn (with the exception of "castling"). Each kind of piece moves in its own individual way.

* No piece (except the Knight) may jump over or pass through any other piece. No piece can land in a square already occupied by a piece of the same player.

* Any piece may capture one of the opponent's pieces by landing on the same square.

Movement: With the exception of the Knight, all Chess pieces must move in straight lines. Some may move "on the rank", that is, in any straight line across the board. Others may move "on the file", that is, up or down. Other pieces move diagonally.

2/The Pieces



1 KING



1 QUEEN



2 BISHOPS



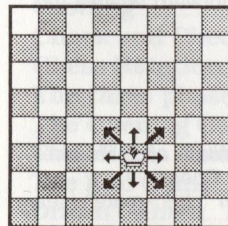
2 KNIGHTS



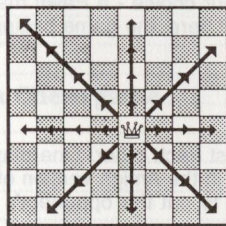
2 ROOKS



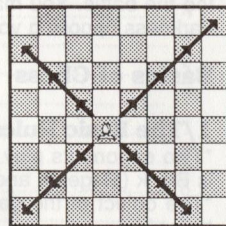
8 PAWNS



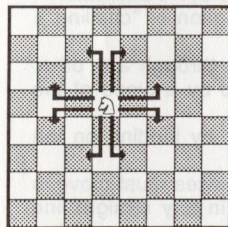
KING



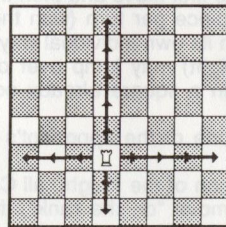
QUEEN



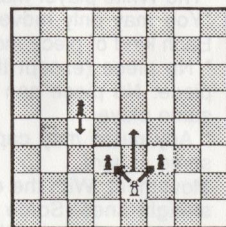
BISHOPS



KNIGHTS



ROOKS



PAWNS

*The King

This is your most important piece. The two primary goals of your game will be to protect your King from being checkmated and to put your opponent's King in checkmate.

With the exception of Castling, your King can only move one square at a time in any direction. Under no circumstance may your King move into check. The King is not to be heavily used in attack.

*The Queen

This is your most powerful piece. Your Queen can move or attack in any straight line in any direction. It can move as many squares as you want, provided there is a clear path.

*The Rook

It is considered second to your Queen in terms of power. Your two Rooks are restricted to rank and file movements only. Your Rook can move as many squares as you want, provided there is a clear path.

*The Bishop

Your two Bishops are restricted to diagonal movement only, but they can move as many squares as you want, provided there is a clear path. Don't forget that both Bishops starts on a colour (one on Black, one on White) and that each Bishop remains on the same colour squares for the entire game.

* The Knight

It is a unique piece. It moves in an L-shaped pattern. It can skip over any pieces in its way (but doesn't capture them). It only captures any of the opponent's pieces by landing on this piece's square.

* The Pawn

This is your weakest piece. Pawns can only move forward (no retreat), one square at a time. The Pawn's attack pattern doesn't match their movement pattern. Indeed, the Pawn attacks diagonally.

A special move called "en passant" allows your pawn to capture the opposing pawn even though it is not at a diagonal to yours: When an enemy pawn moves two squares forward (this can only occur on the enemy pawn's first move) by passing one of your attacking pawns in an attempt to avoid being captured, your pawn can advance diagonally by one square, moving into the square directly behind the enemy pawn, and your opponent's pawn is captured. It is not a required move, but it's an optional one.

Pawn promotion: If any of your pawns manage to cross the entire board, upon reaching the opposite side of the board, your Pawn must change into another piece (a Queen, a Rook, a Bishop or a Knight).

3/Castling

This move can occur only once per player per game. It is a powerful defensive move and it is recommended that you "castle" fairly early in the game. Castling can only occur if

- there is a clear path between your King and either of the two Rooks.
- The King and the Rook involved have not been moved at any time during the game preceding the castle.
- the King is not in check, doesn't move into check, and by castling it doesn't move through check (that is, if there isn't a clear line of attack by an opposing piece on any square-in-between the King and the Rook).

Then, you may move your King two squares to the right or left, depending on which Rook you are using, while the Rook is moved to the opposite side of the King.

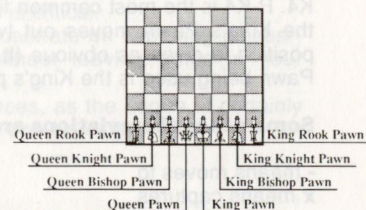
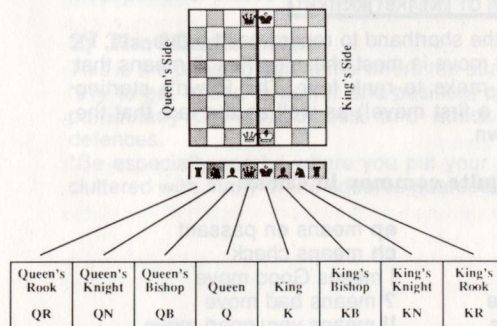
4/Check and Checkmate

* When an opponent's piece threatens the King and that piece could capture the King in the next move, the King is said to be in "check". There are three ways to escape check: (1) the King may move out of the line of attack; (2) another piece may move and block the line of attack; (3) the attacking piece maybe captured. Remember that you can never move the King into check and this rule may be a factor in blocking the King's escape from check.

* If you cannot avoid check, the King is in "checkmate", you have lost, and the game is over.

Chess Notation

So you can study and understand books on Chess strategy, you should know basic chess notation. If you divide the chessboard vertically right down the middle, you will notice that both Queens are to one side of the line, while the Kings are on the other. Every piece on the King's side of the board is referred to as King's (piece), i.e., King's Rook, King's Bishop... while every piece on the Queen's side is referred to as Queen's (piece). This also applies to pawns, i.e. you have a King's Rook Pawn, Queen's Bishop Pawn... See the figure below for the standard abbreviation of each piece.



Every location on the board can be identified by a combination of rank and file. Files are named like the pieces, i.e., the King's file is the file the King is located on. The ranks have two names, depending on whether you are looking at them from the Black or White side, i.e., the White's 1st rank will be the Black's 8th rank...Using abbreviations, each square on the board is identified as shown on the figure below. The top name in each square is the black player's name. The lower name is the white player's name for the same square.

QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

Now you have just to understand the shorthand to record each move, i.e., P-K4. P-K4 is the most common first move in most chess games. It means that the King's Pawn moves out two ranks to rank four. The Pawn's starting position is given as obvious (It is a first move!) as well as the fact that the Pawn being used is the King's pawn.

Some other abbreviations are quite common in Chess:

- means moves to
 x means captures
 o-o means castles King-side
 o-o-o means castles Queen's-side
 1-0 means checkmate, White wins
 0-1 means checkmate, Black wins

ep means en passant
 ch means check
 ! means Good move
 ? means bad move
 !! means very good move
 ?? means very bad move

The three phases of a Chess Game

1/ The Opening game

It is the portion of the game that occurs generally between the first and the eighth to the fifteenth move. The point of the opening game is to organize and co-ordinate your pieces as quickly as possible in order to take maximum advantage of their power.

If you are a beginner, then bear the following things in mind:

- * Your first move should be a centre Pawn.
- * Don't forget that a pawn cannot retreat.
- * Avoid moving the same piece twice during the opening game, unless you can take advantage of an opportunity to capture an opponent's piece.
- * Move out your Knights and Bishops before your Rooks and Queen. For best control of the board, try to move them toward the centre.
- * Initially you should stay on your side of the board.
- * Castle early in the game. Then, move your Rooks to K1 or Q1 for greater range of power.
- * Do not move your Queen out too quickly, and do not prematurely move your most powerful pieces into the centre of the board.

2/ The Middle Game

This is the phase of the game where the attack is critical.

- * Try to get ahead in power and position, concentrate on capturing pieces - particularly powerful pieces, and attack without leaving holes in your defences.
- * Be especially careful where you put your pieces, as the centre is certainly cluttered with many of the squares guarded by one or more pieces.

3/ The End Game

This is the portion of the game where both sides will have relatively few pieces left on the board.

*The King may actually be part of an offensive strategy.

*The few pieces remaining will increase in importance, so use every piece to its full potential.

*The use of Pawns specifically during the end game is a major strategy; if you are one or two pawns ahead of your opponent, and if you must make a choice between specific types of piece to trade, then trade your power pieces first.

* If you are down to one Bishop, avoid putting your pawns on squares that are the same colour as your Bishop.

* Bishops are generally better than Knights during the end game, so trade the Knights first, if you have to trade power pieces.

Drawn Games: the other ending

There is a chance of a no win/ no defeat for both sides. In Chess, that situation is called a "draw" or "Stalemate".

There are several types of "drawn games". These include:

* Draw by perpetual check: This occurs when one player continually puts the other player's King in Check and the checked player has no alternative but to endlessly repeat the same moves to avoid check.

* Draw by Stalemate: This occurs when the only possible move for the player, whose turn it is, is to move the King onto a square which would place him in check (which is of course illegal). Then this is stalemate and the game is over without claim for victory or defeat.

* Draw by insufficient Checkmating material: Simply neither side has enough pieces left on the board to achieve checkmate.

* Draw by mutual agreement: This is when both players agree that the game is a draw.

* Fifty move draw: If fifty moves have been made on each side without a single capture or a single pawn move, then the game should be considered drawn. This rarely happens.

* Repeat move draw: If a player repeats the exact same moves for three continuous game turns, then the game can be considered drawn.

This manual covers only the basic moves and basic strategies of chess as well as basic chess notation. But all of it is nothing without playing the game. Battle Chess awaits you. Let the Battle and the Legend begin...

1 KING



1 QUEEN



2 BISHOPS



2 KNIGHTS



2 ROOKS



8 PAWNS



APPENDIX A: COMPLETE CHESS GAMES

What follows here are twenty games played between chess masters. These games bring together everything that has been discussed in the manual and much more. In each case, the players are identified with the White player listed first, followed by the location and date of the match, and the type of opening used.

For help on understanding chess notation, see the section of the manual titled, "Chess Notation".

(1) Fischer -- Olafsson, Bled 1961, Sicilian Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-QB4	15.	R-Q2	KR-Q1	29.	BPXP	KRPXP
2.	N-KB3	P-KN3	16.	K-R1	B-B3	30.	PXP	BXP
3.	P-Q4	PXP	17.	Q-KN1	N-Q2	31.	R-R1	Q-B1
4.	NXP	B-N2	18.	P-B5	P-N3	32.	B-Q5!!	B-R3
5.	N-QB3	N-QB3	19.	RL-Q1	N-B4	33.	PXR	BXQ
6.	B-K3	N-B3	20.	N-N5!	Q-K2	34.	R4XB	Q-R3
7.	B-QB4	Q-R4	21.	NXP	NXB	35.	R-KB1	B-B5
8.	O-O	P-Q3	22.	NXN	NXB	36.	P-N3	Q-R6
9.	N-N3	Q-B2	23.	QXN	PXN	37.	R4-R1	BXP
10.	B-K2	O-O	24.	B-K2	BXP	38.	R-R8+	K-N2
11.	P-B4	P-QR4	25.	P-QN3	B-K1	39.	RXP+	K-R3
12.	P-QR4	N-QN5	26.	B-B4	P-R5	40.	R-R8+	1-0
13.	R-B2!	P-K4?	27.	B-Q5	RXN			
14.	B-B3	B-Q2	28.	BXR	R-Q5			

(2) Petrosian -- Schmid, Zurich 1961, Modern Benoni Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-QB4	12.	P-QR4	P-N3	23.	R-N1+	K-R1
2.	P-Q5	P-Q3	13.	N-B4	B-QR3	24.	R-N3	R-K2
3.	P-QB4	P-KN3	14.	B-N5	BXN	25.	R1-N1	R-KN2
4.	N-QB3	B-N2	15.	BXB	P-QR3	26.	P-K5	PXP
5.	P-K4	N-KB3	16.	K-R1	R-N1	27.	QXP	N2-K1
6.	B-K2	O-O	17.	Q-K2!	Q-B1	28.	RXR	BXR
7.	N-B3	P-K3	18.	B-B4	B-B1	29.	RXR	KXR
8.	O-O	PXP	19.	OR-N1	N-R4	30.	Q-K7+	K-N3
9.	BXP	R-K1	20.	B-Q2	P-B4?	31.	P-Q6!	Q-N2
10.	N-Q2	N-R3	21.	P-KN4!	N-B3	32.	Q-K3!	1-0
11.	P-B3!	N-B2?	22.	NXP	PXP			

(3) Spassky -- Ghitescu, Beverwijk 1967, Old Benoni Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	13.	Q1-N1	B-Q2	25.	Q-N2	NXR
2.	P-QB4	P-QB4	14.	N-Q2	K-R1	26.	P-K5	R-B2
3.	P-Q5	P-K4	15.	P-KR4	N-N1	27.	QXN	R-KR2
4.	N-QB3	P-Q3	16.	B-K3	P-KR4	28.	P-K6	B-KN4
5.	P-K4	B-K2	17.	P-N5	B-K1	29.	Q-K4	BXB+
6.	N-B3	C-O	18.	P-B4	P-B4	30.	QXB	Q-K2
7.	B-Q3	QX-Q2	19.	NXPXP	NXP	31.	N-K4	RXP
8.	Q-K2	N-K1	20.	PXP	PXP	32.	NK4-B6	Q-QB2
9.	P-KN4!	P-KN3	21.	N-B3	N-N5	33.	B-K4	Q-R4
10.	B-R6	N-N2	22.	RXN	PXR	34.	Q-KN3	P-KN4
11.	O-O-O	N-B3	23.	NXP	N-R4	35.	NXB	RR1XN
12.	P-KR3	P-R3	24.	NXP/N4!	N-N6	36.	Q-K3+	1-0

(4) Burn -- Duras, Breslau 1912, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	13.	B-K1	P-B5!	25.	R-R2	BXP
2.	P-QB4	P-K3	14.	B-B2	P-N5	26.	P-K5	N-Q4
3.	N-QB3	P-QR3	15.	N-N1	Q-N4	27.	N-K4	B-B5
4.	P-K3	N-KB3	16.	QX-Q2	KR-B1	28.	RXB	RXR
5.	N-B3	B-K2	17.	N-B1	P-QR4	29.	N-O6	R-B2
6.	B-Q3	PXP	18.	N-N3	B-R3	30.	N-KN5	B-O6
7.	BXP	P-QN4	19.	P-K4	P-R5	31.	R-K1	BXB
8.	B-N3	B-N2	20.	B-Q2	P-N6!	32.	N-N5	R-R8
9.	O-O	QX-Q2	21.	PXP	BXP	33.	NXR	B-B4
10.	Q-K2	P-B4	22.	QXP	BXQ	34.	NXR	RXR CH
11.	R-O1	Q-N3	23.	B-N1	P-R6!	35.	BXR	P-N8=Q
12.	B-Q2	O-O	24.	PXP	P-N7!	36.	N-K7 ch	K-B1

Resigns

(5) Benko -- Petrosian, Bled 1959, Reti Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	N-KB3	N-KB3	13.	Q-B2	Q-B2	25.	P-QR4	R-N1
2.	P-KN3	P-Q4	14.	B-K3	P-B4!	26.	PXP	PXP
3.	B-N2	P-B3	15.	BxB	QxB	27.	R-R7	P-N4!
4.	P-B4	PXP	16.	BxB	R-B1	28.	P-R4	P-QN5
5.	N-R3	P-QN4	17.	P-QN4	N-K5	29.	R-K5	P-N6!
6.	P-Q3	PXP	18.	Q-N2	BxB!	30.	RXP ch	K-B1
7.	N-K5!	P-QR3!	19.	PxB	O-O	31.	R-KR5	P-R3!
8.	O-O	N-N2	20.	N-B4	RXP	32.	RXP	K-N2
9.	Q-N3	P-K3	21.	N-Q6	Q-B3	33.	RXP	R-R7
10.	R-Q1	Q-B2	22.	NxN	QxN	34.	R-B7	P-N7
11.	QXP!	QX-Q2	23.	R-Q4	R-B7!		Resigns	
12.	NxN	QxN	24.	RxQ	RxQ			

(6) Flanberg -- Alekhine, Mannheim 1914, Ruy Lopez

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	14.	R-K3	N-B5	27.	Q-R5	P-N6
2.	N-KB3	N-QB3	15.	B-B2	P-QB4!	28.	PXP	BXP
3.	B-N5	P-QR3	16.	N-N3	P-B5!	29.	B-Q3	P-R6!
4.	B-R4	N-B3	17.	N-Q2	P-B4	30.	RxRP	RxR
5.	O-O	NxP	18.	N-B1	R-B2	31.	PxR	P-N7
6.	P-Q4	P-QN4	19.	R-KN3	N-N3	32.	Q-Q1	R-B1!
7.	B-N3	P-Q4	20.	P-B4	P-QR4	33.	R-N3	R-R1
8.	PxB	B-K3	21.	B-K3	P-N5	34.	B-QN1	RxP
9.	P-B3	B-K2	22.	N-Q2	Q-N3	35.	B-N1	R-R8
10.	R-K1	O-O	23.	N-B3	B-Q2	36.	R-QB3	B-N5
11.	QN-Q2	N-B4	24.	N-N5	BxN	37.	Q-Q3	B-R4
12.	N-Q4	NxN	25.	RxB	P-R5	38.	Q-Q1	Q-R3
13.	PxN	N-Q6	26.	K-R1	N-K2		Resigns	

(7) Benko -- Taimanov, Buenos Aires 1960, English Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-QB4	P-K3	14.	P-N5!	R-K1	27.	KR-N1	N-K2
2.	P-KN3	P-Q4	15.	PxRP	PXP	28.	B-B1	N-B1
3.	B-N2	N-KB3	16.	P-K3	P-KR4	29.	RxRP	RxR
4.	N-KB3	N-B3	17.	N-K2	Q-Q3	30.	BxR	Q-Q1
5.	O-O	B-K2	18.	N-B4	P-R5	31.	BxKT	QxB
6.	P-Q4	O-O	19.	P-N4!	P-N4	32.	P-R6	B-K2
7.	PXP	PXP	20.	P-R3	N-N3	33.	R-N7	Q-Q1
8.	B-N5	P-KR3	21.	P-R3	N-N3	34.	P-R7	B-B1
9.	BxN	BxB	22.	Q-B2	B-Q2	35.	Q-B5!	B-K2
10.	N-B3	N-K2	23.	N-B5	KR-QB1	36.	NxNP!!	BxKN
11.	R-B1	P-B3	24.	R-N1	B-K1	37.	N-K6!!	Q-B3
12.	P-QN4!	P-R3	25.	P-R5	R-B2	38.	QxQ	BxQ
13.	P-QR4!	N-B4	26.	R-N6	R(B2)-R2	39.	N-B7	Resigns

(8) Anderssen -- Kieseritzky, London 1851, Bishop's Gambit

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	9.	N-B5	P-QB3	17.	N-Q5!	QxP
2.	P-KB4	PXP	10.	P-KN4	N-B3	18.	B-Q6!!	BxR
3.	B-B4	Q-R5 ch	11.	R-N1!	PxB	19.	P-K5!!	QxR ch
4.	K-B1	P-QN4	12.	P-KR4	Q-N3	20.	K-K2	N-QR3
5.	BxP	N-KB3	13.	P-R5	Q-N4	21.	RxP ch	K-Q1
6.	N-KB3	Q-R3	14.	Q-B3	N-N1	22.	Q-B6 ch	NxQ
7.	P-Q3	N-R4	15.	BxP	Q-B3	23.	B-K7	1-O
8.	N-R4!	Q-N4	16.	N-B3	B-B4			

(9) Paulsen -- Morphy, New York 1857, Four Knights' Game

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	11.	B-B3	R-K3	21.	K-R1	B-R6
2.	N-KB3	N-QB3	12.	P-B3?	O-O6!	22.	K-B1	B-N7 ch
3.	N-B3	N-B3	13.	P-QN4	B-N3	23.	K-R1	B-R6 ch
4.	B-N5	B-B4	14.	P-QR4	PxP	24.	K-R1	BxP
5.	O-O	O-O	15.	KxP	B-Q2	25.	O-B1	BxQ
6.	NxP	R-K1	16.	R-R2?	QR-K1	26.	RxB	R-R7
7.	NxKT	QxN	17.	Q-R6	QxB!!	27.	R-R1	R-R3
8.	B-B4	P-QN4	18.	PxQ	R-N3 ch	28.	P-Q4	B-K6!
9.	B-K2	NxP	19.	K-R1	B-R6	Resigns		
10.	NxN	RxN	20.	R-Q1	B-N7 ch			

(10) Bird -- Morphy, London 1858, Philidor Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	11.	P-KN4	NxP	21.	K-B2	O-R5 ch
2.	N-KB3	P-Q3	12.	NxN	QxN	22.	K-N2?	BxNP!
3.	P-Q4	P-RB4	13.	N-K5	N-B3	23.	PxB	RxP ch
4.	N-B3	BxP	14.	B-K2	Q-R6	24.	QxR	QxQ ch
5.	QxNP	P-Q4	15.	NxN	PxN	25.	K-B2	P-K6!
6.	N-N3	P-K5	16.	B-K3	R-N1	26.	BxP	B-B4 ch
7.	N-K5	N-KB3	17.	O-O-O	RxBP!!	27.	R-Q3	Q-B5 ch
8.	B-KN5	B-Q3	18.	BxR	Q-R6!	28.	K-Q2	Q-R7 ch
9.	N-R5	O-O	19.	P-B3	QxP	29.	K-Q1	Q-N8 ch
10.	Q-Q2	Q-K1	20.	P-N4	Q-R8 ch	Resigns		

(11) Zimmer -- Thaimann, San Diego Freeway 1988, English Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-QB4	P-K3	12.	N-Q2	QN-B3	23.	P-B5!	N-K5
2.	P-K3	N-KB3	13.	P-B3	NxN	24.	BxN	PxB
3.	N-KB3	P-QN3	14.	QxN	PxP	25.	PxNP!	R-B7
4.	B-K2	B-K2	15.	BxP	P-Q4?	26.	PxP ch	K-R1
5.	O-O	P-Q4	16.	B-Q3	KR-B1	27.	P-O5 ch	P-K4
6.	P-Q4	B-Q3	17.	QR-K1	R-B2	28.	Q-N4!!	R(B1)-B4
7.	N-B3	O-O	18.	P-K4	QR-QB1	29.	N-B8 ch!	KxP
8.	P-QN3	QN-Q2	19.	P-K5	N-K1	30.	QxP ch	K-N2
9.	B-N2	Q-K2	20.	P-B4	P-N3	31.	BxP ch!	KxR
10.	N-QN5	N-K5	21.	R-K3!	P-B4	32.	B-N7 ch!	QxB
11.	NxB	PxN	22.	PxP	NxP	33.	Q-K8	1-0

(12) Bogolyubov -- Alekhine, Hastings 1922, Dutch Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-RB4	19.	N-R3	P-Q4!	37.	RxB	QxR
2.	P-QB4	N-KB3	20.	N-B1	N-K2	38.	P-N4	N-B6 ch!
3.	P-KN3	P-K3	21.	P-R4	N-B3	39.	BxN	PxB
4.	B-N2	B-N5 ch	22.	R-Q2	N-QN5	40.	PxP	Q-K7!!
5.	B-Q2	BxB ch	23.	B-R1	Q-K1!	41.	P-O5	K-N1!
6.	NxB	N-B3	24.	R-KN2	PxP	42.	P-R5	K-R2
7.	KN-B3	O-O	25.	PxP	BxP	43.	P-K4	NxKP
8.	O-O	P-Q3	26.	N-B2	B-Q2	44.	NxN	QxN
9.	Q-N3	K-R1	27.	N-Q2	P-QN4!	45.	P-O6	PxP
10.	Q-B3	P-K4!	28.	N-Q1	N-O6	46.	P-B6	PxP
11.	P-K3	P-QR4!	29.	RxP	P-N5!	47.	R-Q2	Q-K7!
12.	P-N3	Q-K1!	30.	RxR	PxQ!	48.	RxQ	PxR
13.	P-QR3	Q-R4!	31.	RxQ	P-B7!!	49.	K-Q2	K-B2
14.	P-KR4	N-KN5	32.	RxR ch	K-R2	50.	KxQ	K-N2
15.	N-N5	B-Q2	33.	N-B1	P-B(8)Q ch	51.	K-B2	K-B2
16.	P-B3	N-B3	34.	N-B1	N-K8!	52.	K-K3	K-K3
17.	P-B4	P-K5	35.	R-R2	QxBP	53.	K-K4	P-Q4 ch
18.	KR-Q1	P-R3	36.	R-QN8	B-N4	Resigns		

(13) Saemisch -- Nimzovich, Copenhagen 1923, Queens Indian Defense

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	10.	B-B4	P-QR3!	19.	R-N1	B-Q3!!
2.	P-QB4	P-K3	11.	R-B1	P-QN4	20.	P-K4	BXP!
3.	N-KB3	P-QN3	12.	Q-K3	N-B3	21.	QXN	RXP
4.	P-KN3	B-N2	13.	NXN	BXN	22.	Q-N5	OR-KB1
5.	B-N2	B-K2	14.	P-KR3	Q-Q2	23.	K-R1	R(B1)-B4
6.	N-B3	O-O	15.	K-R2	N-R4!	24.	Q-K3	B-Q6!
7.	O-O	P-Q4	16.	B-Q2	P-B4!	25.	OR-K1	P-R3!!!
8.	N-K5	P-B3	17.	Q-O1	P-N5!			Resigns
9.	PXP	BXP	18.	N-N1	B-QN4			

(14) Chekhover -- Botvinnik, Leningrad 1931, Reti Opening

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	18.	N-R2	B-QR3	35.	R-B2	R-R2
2.	N-KB3	P-QN3	19.	P-B4	N-R4	36.	OR-KB1	R-B5
3.	P-KN3	B-N2	20.	B-KB1	P-B5	37.	N-B6	R-B2
4.	P-N2	P-N3	21.	K-N2	KR-B1	38.	P-K5	PXP
5.	O-O	B-N2	22.	B-K3	N-B4	39.	NXP	P-B7
6.	P-B4	O-O	23.	P-N4	N-B3	40.	NXR	RXN
7.	QN-Q2	P-B4	24.	BXN	RXB	41.	RXKBP	P-B8=Q
8.	P-Q5	P-K3	25.	P-N5	N-R4	42.	R-B8 ch	K-N2
9.	P-K4	PXP	26.	P-B5	Q-Q1	43.	R(B8)-B7	K-R3
10.	BXP	P-Q3	27.	P-B6	NXP	44.	RXQ	RXR
11.	R-K1	R-K1	28.	PXN	OXP	45.	N-N4 ch	K-N4
12.	N-B4	O-K2	29.	N(B4)-B3	QXP	46.	P-O6	P-K6
13.	ON-B3	ON-Q2	30.	QXQ	BXQ	47.	P-Q7	R-Q8
14.	B-Q2	P-QN4	31.	QR-N!	P-B6	48.	K-K3	P-R3
15.	Q-B3	Q-R3	32.	BX3	RXB	49.	R-B3	PXP
16.	Q-B2	P-QR4	33.	N-Q4	P-R5			Resigns
17.	P-KR3	P-N5	34.	R-KR1	P-R6			

(15) Reti -- Alekhine, Baden-Baden 1925, King's Fianchetto

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-KN3	P-K4	15.	R-Q2	Q-B!	29.	QXP	QXQ
2.	N-KB3	P-K5	16.	N-QB5	B-P6!!	30.	NXQ	NXP ch
3.	N-Q4	P-Q4	17.	B-B3	B-N5	31.	K-R2	N-K5!
4.	P-Q3	PXP	18.	B-N2	R-R6	32.	R-B4	NXP
5.	CXP	N-KB3	19.	B-N3	B-N5	33.	B-K3	B-K3!
6.	B-N2	B-N5 ch	20.	B-R1	P-KR4!	34.	R(B4)-B2	N-N5 ch
7.	B-Q2	BXB ch	21.	P-N4	P-R3	35.	K-Q3	N-K4 ch
8.	NxB	O-O	22.	R-QB1	P-N5	36.	K-R2	RXN!
9.	P-QB4	N-R3!	23.	P-R4	PXP	37.	RXN	N-N5 ch!
10.	PXP	N-QN5	24.	RXP	Q-B2	38.	K-R3	N-K6 ch
11.	Q-B4	N(5)XP	25.	P-N5	RXP	39.	K-R2	NXR
12.	N(2)-N3	P-B3	26.	PXP	R-K6!!	40.	BXR	N-Q5!!
13.	O-O	R-K1	27.	N-B3	PXP			Resigns
14.	KR-Q1	B-N5	28.	QXP	N-B6!			

(16) Spielmann -- Eliskases, Match 1932, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	12.	P-B5!	KXP!	23.	K-B2	KR-K1
2.	N-KB3	P-K3	13.	P-K6	PXP	24.	N-B5	B-B1
3.	P-B4	P-QB3	14.	NXP	Q-N3	25.	P-QN4	K-N1
4.	N-B3	PXP	15.	P-OR4	PXN!	26.	B-N2	R(KB)-K6
5.	P-K4	P-QN4	16.	P-B5	O-R3	27.	Q-Q1	P-B6
6.	P-K5	B-N2	17.	Q-B2	N(Q2)-B3	28.	B-B1	P-B7!!
7.	B-K2	N-K2	18.	RXN	BXR	29.	CXP	R-K7 ch
8.	N-K4	N-Q4	19.	QXP	K-B2!	30.	QXR	BXP ch
9.	O-O	N-Q2	20.	N-B5	QR-K1	31.	B-K3	RXB
10.	N-N5	B-K2	21.	Q-B3	RXB!	32.	Q-B1	R-OR6 ch
11.	P-B4	P-N3	22.	NXQ	R-K8 ch			Resigns

(17) Mannheim -- Nimzovitch, Frankfurt 1930, French Defense

#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K3	16.	N-R2	Q-R1
2.	P-Q4	P-Q4	17.	Q-K3	Q-N2
3.	N-OB3	B-N5	18.	Q-B3	N-K5
4.	PXP	PXP	19.	B-B1	P-B4
5.	N-B3	N-K2	20.	Q-Q3	N-R4
6.	B-Q3	Q-N-B3	21.	P-KB4	Q-Q2
7.	P-KR3	P-KB4	22.	N-B3	Q-B3
8.	BXB	BXB	23.	N-K5	Q-K3
9.	O-O	BXN	24.	R-N1	P-N3
10.	PXP	O-O	25.	K-R2	N-B5
11.	O-Q3	N-Q3	26.	B-K3	P-KM4!
12.	N-N5	P-KN3	27.	P-N3	R-B3
13.	B-B4	Q-B3	28.	Q-R1	R-KN1
14.	B-Q2	P-KR3	29.	B-B1	P-N4!
15.	N-B3	K-R2	30.	N-B3	P-KN5
					Resigns

(18) Labourdonnais -- MacDonnell, London 1834, Bishop's Opening

#	WHITE	BLACK	#	WHITE	BLACK
1.	P-K4	P-K4	14.	K-N1	PXP
2.	B-B4	B-B4	15.	PXP	P-OR4
3.	Q-K2	N-KB3	16.	KN-B3	B-Q2
4.	P-Q3	N-B3	17.	P-KM4	P-R3
5.	P-OB3	N-K2	18.	Q-R1	P-R5
6.	P-B4	PXP	19.	P-N5	PXP
7.	P-Q4	B-N3	20.	BXP	P-R6
8.	BXP	P-Q3	21.	P-N3	B-B3
9.	B-Q3	N-N3	22.	P-N4	B-R4
10.	B-K3	O-O	23.	P-R4	BXN
11.	P-KR3	R-K1	24.	NXB	R-R4
12.	N-Q2	Q-K2	25.	P-R5	RXB
13.	O-O-O	P-B4	26.	RXR	N-B5
					Q-Q

(19) Goglidze -- Smorodsky, Tiflis 1928, Queen's Gambit Declined

#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	P-Q4	14.	P-QN4!	P-R3
2.	N-KB3	N-KB3	15.	P-QR4!	N-B1
3.	P-B4	P-K3	16.	Q-Q2!	N-K1
4.	N-B3	Q-Q2	17.	P-K5	RXP
5.	B-N5	B-K2	18.	PXP	PXP
6.	P-K3	C-C	19.	NXP	N-Q3
7.	R-B1	P-B3	20.	R-B5	NXN
8.	PXP	KXP	21.	QXN	B-K3
9.	B-Q3	R-K1	22.	N-K5	P-B3
10.	Q-B2	P-KR3	23.	N-K6	NXN
11.	B-R4	N-R4	24.	BXN	R-B1
12.	BXB	RXB	25.	KR-B1	RXR
13.	C-C	KN-B3	26.	RXP	P-B4

(20) Euwe -- Keres, Match 1940, Queen's Indian Defense

#	WHITE	BLACK	#	WHITE	BLACK
1.	P-Q4	N-KB3	13.	P-Q5	BXP
2.	P-QB4	P-K3	14.	QXP	N-B4
3.	N-KB3	P-QN3	15.	Q-K2	B-KB3!
4.	P-KN3	B-N2	16.	B-B3	R-K1
5.	B-K2	B-K2	17.	B-B3	Q-Q1!
6.	C-C	O-O	18.	BXN	PXP!
7.	N-B3	N-K5	19.	B-R6 ch	K-R1
8.	Q-B2	NXN	20.	R-Q1	QXPB
9.	QXN	P-Q3	21.	N-K2	P-Q5
10.	Q-B2	P-KB4	22.	P-B4	P-Q6!!
11.	N-K1	Q-B1	23.	RXP	QXR!!
12.	P-K4	N-Q2	24.	QXQ	B-Q5 ch