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Six Symbols



TRICK: hidden tactics and some tricky ideas, e.g. traps you can set and pitfalls you have to avoid.



PUZZLE: possible transpositions, move order subtleties, curiosities and rare lines.



WEAPON: the best lines to choose; strong or surprising options for both attack and defence, which deserve attention.



PLAN: the main ideas for one of the sides in the next phase of the game.



STATISTICS: winning percentage for a line or for either side/player.



KEEP IN MIND: here, fundamental ideas for either side are given.

Dear reader!

After the success of my book *The Fabulous Budapest Gambit* (2007) we now have the pleasure to present to you, exclusively in this new edition, the latest updates on this opening, which still hides many mysteries despite its long history.

What's new in the 2017 edition?

- all games and introductions have been revisited
- the author's new 6 Symbols system, refining and categorizing the comments
- nearly 50 extra pages, including many new pictures and protagonists
- 18 of the 'old' games have been replaced by new 'jewels'
- updates and, where necessary, expansions in every chapter
- hundreds of improvements, alternatives and new ideas
- proof that the Fajarowicz Gambit is entirely playable now!

For this update, I have taken the perspective of the Budapest Gambit player and I have tried to see what kind of game is played today, what Black's weak points are and, consequently, where he needs help. I collected all the new games with the opening from the years 2007-2017 and analysed them, in order to find out where Black is experiencing the main problems, and to suggest new ideas to help him to improve.

All kinds of games from many sources are included – good, bad and regular ones – I have even added some of my games (Moskalenko – CapNemo on the Internet), because in those games I adopted the perspective of Budapest Gambit players to see what our main needs are.

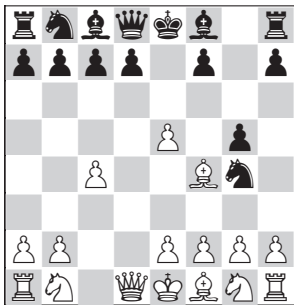
It's never too late to spice up your repertoire with the Budapest Gambit! Let's attack more often, my dear chess players!

Grandmaster Viktor Moskalenko,
Dubai, September 2017

PART III

Black Jet, or The Fianchetto

1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♗f4 g5



Introduction

The ‘Black Jet’ thrust 4...g5 is a creative move which attacks White’s queen’s bishop and aims to fianchetto the bishop on f8. The stem game is Skalicka-Vecsey, Prague 1930 – see the comments in Game 36, De Haan-Moskalenko.

Without doubt, 4...g5 is an extravagant reply that never fails to surprise the opponent. Black’s intention is to fianchetto his bishop on g7 and recover the e5-pawn. The disadvantage of this aggressive move consists in the many weaknesses that arise in Black’s kingside pawn structure, forcing him to play as actively as possible. However, it is a very interesting possibility about which there is hardly any theoretical analysis.

The key of this line is the development of the black bishop to g7 instead of b4. The bishop is much more powerful on this square, dominating the long a1-h8 diagonal, controlling key squares in the centre and threatening the b2-pawn.

The determining move of the Budapest Gambit is 2...e5, which opens the f8-a3 diagonal for the development of the dark-squared bishop. So, why is it necessary to play a second move such as 4...g5, opening a second diagonal, with all the weaknesses that this move creates? Simply because it attacks Rubinstein’s bishop on f4 and thus forces White to choose between two alternatives:

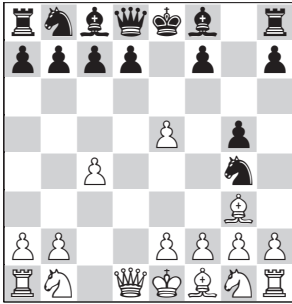
1. Abandon the defence of the e5-pawn, which is the key of Rubinstein’s plan, and move it to d2;
2. Maintain the support of the pawn, but from the less active square g3.

Directions

What is the best plan for White, 5.♙g3 or 5.♙d2 ? And does an effective refutation of the aggressive 4...g5 advance exist?

A) 5.♙g3

The most common reply. Now there are many options for both sides.



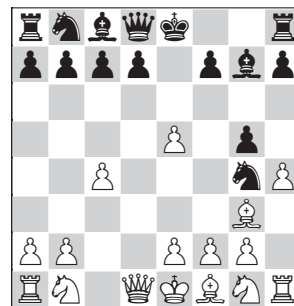
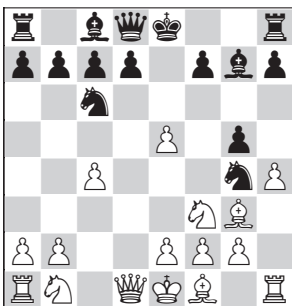
After 5...♙g7 6.♘f3 (also 6.e3 – Game 35, and 6.h4 – Game 41) 6...♖c6 it seems that White's best alternatives are:

A1) 7.♘c3. A natural move; see Games 36 and 37. The best example is De Haan-Moskalenko (Game 36), which features another crazy advance: 7...♗gxe5 8.♗xe5 ♗xe5 9.e3 and now 9...h5!?

A2) Or the more aggressive 6/7.h4!?:

7.h4!?. A dangerous break which may be a good attempt to quickly refute the Black Jet push 4...g5, see Games 38-40.

6.h4! (Bures-Zwardon, Game 41) contains a plan that is, in my opinion, a good way to seek an advantage with this break.



The basic plan for Black is to attack the white king's pawn with the bishop on g7 and the knight on c6, and generally to capture it. The rest of the pieces are developed as follows: the c8-bishop goes to e6, the queen goes to d7 and the king castles queenside. Once he has completed development,

Black proceeds to attack the white kingside, using his g- and h-pawns (see Game 35 Van Wely-Mamedyarov).

The basic plan for White is to develop his g1-knight to f3 and exchange it on e5. The f1-bishop goes to e2, and the b1-knight to c3. The key to his strategy is the move h2-h4!?, with which White tries to attack the dark-square weaknesses, also opening the h-file, and in some lines the rook enables Rubinstein's bishop on g3 to move to h4.

In Game 36 (De Haan-Moskalenko), Black played 9...h5!? (instead of the main move 9...d6, Game 37) and it worked for him, as we will see. Of the three games in which White played 7.h4, Black won one and the other two ended in a draw. Really incredible is Game 40 (Shimanov-Durarbayli), which ended in a draw. Black only tried to avoid the opening of the g-file in Games 35-38, which resulted in four wins. So, in the games in which White didn't play h2-h4 (and hxg5), or postponed it, Black achieved the best results.

What does Black play to counter White's h2-h4 ? Generally, he either waits until White captures the g-pawn or advances it to keep the h-file closed.

White's attack is conducted by two typical Budapest Gambit moves: c4-c5 and ♘c3-d5, as well as different attacks by the white queen on the light-squared diagonals. The pawn push to c5 was analysed in Part I. In fact, Rubinstein's bishop stays on the h2-b8 diagonal, and therefore all that was said there applies also here. The queen's knight has an excellent square on d5 from which it attacks both the queenside and the weak squares on the kingside.

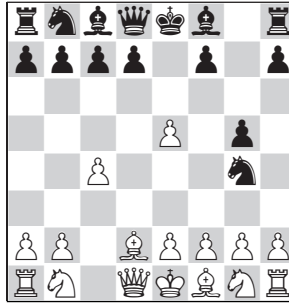
The white queen is an important piece in this variation. It is much more active here than in other lines of the Rubinstein Variation. It moves along the light-squared diagonals d1-a4, d1-h5 and c2-h7, and can attack both the kingside light-square weaknesses and the b7- and c6-squares.

The advance e2-e4

White's move e2-e4 (see Game 43 and the note to White's 9th move in Game 36) is not very successful here. In fact, it almost never is in the Rubinstein Variation. The pawn is better placed on e3, where it does not obstruct the b1-h7 and h1-a8 diagonals, and also facilitates a possible f2-f4 break.

B) 5. ♙d2

5. ♙d2! is a strong and solid counterplan.



The Rubinstein bishop will move to c3 and attack on the long diagonal a1-h8, which has been severely weakened. In the clash between the two bishops, White's is defended, so Black must pay attention to the pin on his knight after capturing on e5. This is what happened in Games 42 and 43. One way to avoid this pin is to capture the white knight with the bishop after the exchange on e5. If the white bishop attacks the black bishop on e5 it can be defended by either the knight on c6, the d-pawn, or the queen on f6. It seems to me that the queen will be well placed on e5 or on the diagonal a1-h8 (see Game 47 Candela-Campora). On the other hand, the black knight will be well placed on c5, where it defends the queenside, especially square b7, and also controls some central squares. The c8-bishop nearly always goes to e6.

In this variation, the h-pawn was only advanced on one occasion (Game 43 Dreev-Topalov), however Black castles queenside more often than in the case of 5. ♖g3. By castling kingside Black defends some of the weaknesses created by 4...g5. If White also castles kingside, Black's dark-square weaknesses on this flank are even more glaring.

The white queen keeps playing on the light squares, but in the examples with 5. ♖d2 White's attack is not so strong as with 5. ♖g3. For example, in Games 42, 44, 45 (and 47, see the notes to Black's 8th move), the white queen captured many of the black pawns, but Black still managed to win!

Black Jet – games

Game 35

Loek van Wely 2680

Shakhriyar Mamedyarov 2662

Spain tt 2004 (4)

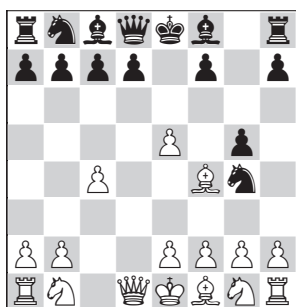
1.d4 ♖f6 **2.c4** e5

Once again, GM Mamedyarov opts for the BG, as he already did in his game against Nybäck in the European Championship 2004 (see Chapter 3).

3.dxe5 ♗g4 **4. ♕f4**

Before this game, Van Wely had only faced the Gambit in four serious games and had always chosen 4. ♕f4.

4...g5!?



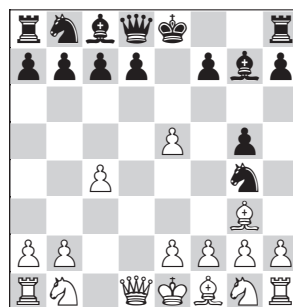
Zoltan Vecsey's idea, see Game 37. With this move Black threatens the Rubinstein bishop and opens the kingside to develop the black bishop on g7, from which it dominates the long diagonal. However, in chess pawns can't move back and the advance of the g-pawn leaves many weaknesses around the black king. This forces both sides to play energetically!

5. ♕g3

This move seems quite logical, as the bishop continues to defend e5.

The main alternative is 5. ♕d2, but it is not clear that White can count on much of an advantage despite the potential holes (f5 and h5) in Black's position. See also Games 42-48.

5... ♖g7



6.e3

An unusual move, but White wants to try out a new plan, developing his knight to e2.

Either 6. ♖f3 or 6.h4! may be preferable (see the following model games).

6... ♗xe5 7. ♗c3 d6 8.h4 g4!

I think that this is the best option for Black against the h2-h4 thrust. The kingside is temporarily fixed, giving Black time to breathe and finish his development. The h-pawn will be weak if White decides to castle kingside.



TRICK: But never 8... h6?! 9.hxg5 hxg5 10. ♖xh8+ ♕xh8 11. ♗h5 with a strong initiative for White.

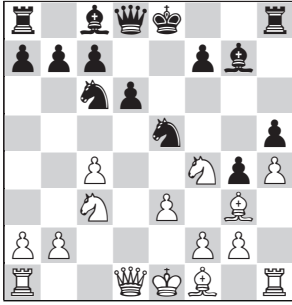
9. ♗ge2 ♗bc6

Black prepares an ambitious plan involving queenside castling. 9...0-0 looks more solid, though.

10. ♗f4

With the idea of ♗h5.

10...h5!?



11. ♘cd5

Occupying the d5-square. This may be Black's weakest square in the BG, but there are many more important squares on the board!
Another plan is 11. ♖c2!? with the idea of 0-0-0 and c4-c5.

11... ♘e7

11... ♙f5!?

12. ♘xe7 ♖xe7 13. ♖c2 ♙e6 14. ♜c1

A discreet try to attack with c4-c5. Better was 14.0-0-0 0-0-0∞.

14... 0-0-0!

Black rounds off the opening phase successfully and is ready for central action. Meanwhile, the white king isn't safe.

15. ♙e2 ♘b8!?

A little prophylaxis.

16. b4



The critical middlegame moment. The position is balanced – however, both armies will be shedding blood...



Of the younger generation, Shakhriyar Mamedyarov is one of few supporters of the Budapest Gambit.

16... ♘g6!? 17. ♘xg6

17. ♘xe6 ♖xe6 18.0-0 ♙e5=

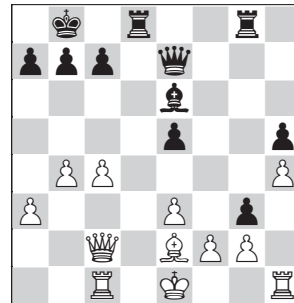
17... fxg6 18. ♖xg6 ♙e5

Interesting was 18... ♙b2!?, 19. ♜c2 ♙f6!?, ♞, when the queen cannot return to c2.

19. ♙xe5

Safer is 19.0-0.

19... dxe5 20. a3 ♜hg8! 21. ♖c2 g3!



Such moves never fail to annoy the opponent.

22. f3 ♖f6! 23. ♖c3 ♖f5

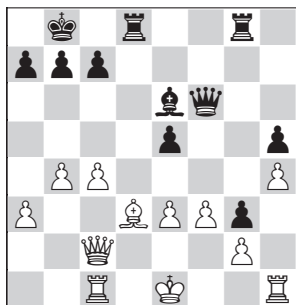
A natural continuation was 23... ♜g4!?, and the h4-pawn falls.

24. ♖c2 ♖f6

Maybe Van Wely needed the full point, so he continued:

25. ♖d3?!

Objectively it would have been better to repeat moves with 25. ♖c3!? though it's not too late for Black to find the idea 25... ♗g4!.



25... ♗g4!

Maybe this sacrifice is more powerful now than in the previous note.

25... ♗g7!?

26. ♖c3?⇌



TRICK: The most interesting plan was to accept the rook: 26. fxfg4!? ♗xd3! 27. ♖f1 ♖ ♖d8! 28. ♖f3 e4 29. ♗xg3 hxg4 with a strong attack for Black.

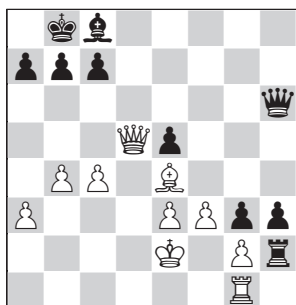
26... ♗xh4

The game is decided.

27. ♗g1 ♗h2 28. ♗d1 ♖h3! 29. ♗d2 h4

30. ♖e4 ♗xd2 31. ♖xd2 ♖c8 32. ♖d5

♖h6! 33. ♖e2 h3



In this game the g- and h-pawns are the best soldiers in Black's army.

34. ♖g8 ♗xg2+ 35. ♗xg2 hxg2

36. ♖f5 a6! 37. ♖xc8+ ♖a7 38. ♖e4

♖b6

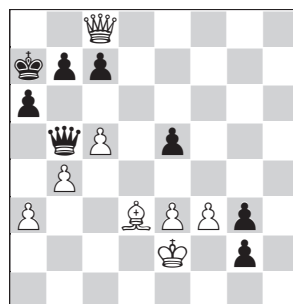
38...c6!

39.c5

At last this advance!

39... ♖b5+ 40. ♖d3 ♖c6 41. ♖e4

♖b5+ 42. ♖d3



42...g1 ♖+!

First, the h-pawn promotes to a new piece (Bishops against Knights!).

43. ♖d2 ♖c6

43... ♖xf3+!

44. ♖g4 ♖xf3 45. ♖g7 g2 46. ♖xc7

♖c6 47. ♖xc6 bxc6 48. ♖e4 ♖f3+ 0-1

On the next move the g-pawn promotes, and the strong 'Black Jet' brings victory. An interesting game that demonstrates the power of the move 4...g5!?. If Black plays actively and doesn't allow White to consolidate, then chances are equal.

Game 36

Eric de Haan

2325

Viktor Moskalenko

2560

Sitges 2007 (3)

As we will see, c4-c5 and h2-h4 are always White's most convenient options in this variation.

1.d4 ♗f6 2.c4 e5 3.dxe5 ♖g4 4.♗f4 g5!?

‘The Budapest has certainly become more fun since this move was endorsed by strong players such as Mamedyarov and Moskalenko. Black gains a tempo in order to place his bishop on g7, and hopes that this early advance will destabilize White, rather than being self-weakening’ – Glenn Flear on ChessPublishing.com.

5.♗g3 ♗g7 6.♖f3

The most ambitious idea is to immediately push 6.h4!?! – Game 41.

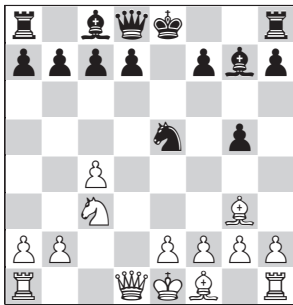
6...♗c6 7.♗c3

A natural move. White prefers to avoid risks. The alternative is 7.h4!?, see Games 38 and 40.



TRICK: 7.♗d5?! d6!

7...♗xe5 8.♗xe5 ♗xe5



9.e3

A) After the advance 9.e4 Black obtains good counterplay (as we will also see in the game Dreev-Topalov): 9...d6 10.♗e2 ♗e6 11.0-0 ♗d7 (11...h5!?!; 11...c6!?!⇒) 12.♗d5 0-0-0 13.♗d2 h6 14.♗ad1∞ with a sharp game (0-1 on move 46) Gligoric-Bakonyi, Budapest 1948;

B) 9.♗b3 was a dubious novelty: after 9...f5! the position becomes



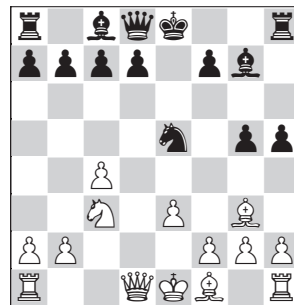
Eric de Haan

reminiscent of a Leningrad Dutch: 10.♗xe5 ♗xe5 11.g3 c6, reducing all pressure along the long diagonal. Black was already at least equal in A.Smith-Sulskis, Borup 2009 (0-1 on move 39).

Now Black has a choice between two ideas.

9...h5!?

Black has high hopes!



A sharp game ensues, full of such tactical mistakes as typically occur in the Budapest Gambit.

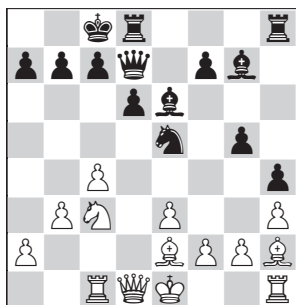
The main move 9...d6 will be deeply analysed in the next game.

10.h4!

This answer is logical, but the h4-pawn may become a weakness.



PLAN: After the routine 10.h3 Black obtained good play with 10...d6 11.♙e2 (11.c5 h4 12.♙h2 0-0!) 11...♙e6 12.♞c1 ♖d7 13.b3 h4 14.♙h2 0-0-0!

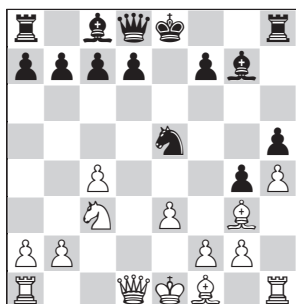


analysis diagram

Black has the initiative. White's king will soon be under attack by ...f7-f5 and ...g5-g4.

15.♘b5 ♖b8 16.♘d4 f5! (starting a classical attack with the kingside pawns) 17.♘xe6 ♗xe6 18.♗d5 ♗g6! 19.♞d1 g4 20.hxg4 fxg4 21.♙f4 c6 22.♗d2 h3 23.gxh3 gxh3 and Black is winning as White has no counterplay (0-1 on move 34) Tunik-Tjurin, Voronezh 2003.

10...g4!



11.♗c2!?

WEAPON: If 11.c5 then here 11...b6! is a very important

tactical resource, with the idea 12.♙xe5 (12.♗d5 c6∞) 12...♙xe5 13.♗d5 ♙xc3+ 14.bxc3 ♗f6! 15.♞c1 ♞b8≠ (0-1 on move 37) Shemeakin-Zwardon, Pardubice 2011; **PLAN:** 11.♙e2 d6 12.♗c2 ♙e6 13.♘d5 c6 14.♘f4 ♗a5+ 15.♙f1 0-0-0⇒ Cskamoskva-CapNemo, playchess.com 2007.



11...d6 12.c5!?

The right way to try and create further potential weaknesses in the black camp.

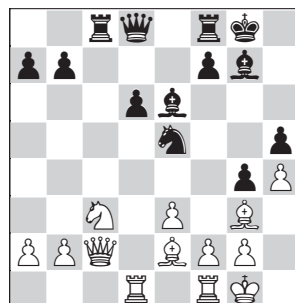
12...0-0

It would be naive to accept the pawn as after 12...dxc5? 13.♞d1 White has a very strong initiative.

13.♞d1

13.0-0-0 ♙e6∞

13...♙e6 14.cxd6 cxd6 15.♙e2 ♞c8 16.0-0



With mutual chances. The isolated d6-pawn is weak, but Black's pieces are active.

16...♗b6

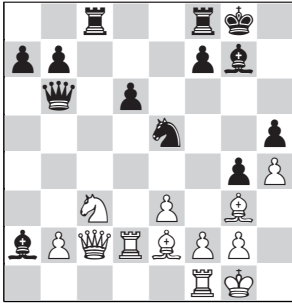
WEAPON: 16...♙xa2!? 17.♗a4 ♙e6 18.♗xa7 ♞c6∞

The stem game for 4...g5 went 16...♗e7 17.♗a4± (1-0 on move 37) Skalicka-Vecsey, Prague 1930.

17.♞d2

More prudent was 17. ♖b1, removing the queen from the c-file and stopping Black's next.

17... ♕xa2!?



Aiming for murky play.

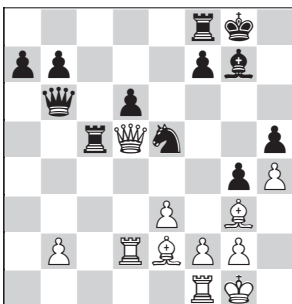
18. ♖e4

After 18. ♖f5!?, because of the dual threats to the h5-pawn and the bishop on a2 White regains the pawn. However after 18... ♕b3!? 19. ♖xh5 ♖c5 (19... f5!?) the position is complex: 20. ♕xe5 (20. ♖h1 f5!) 20... ♖xe5 21. ♖xg4 ♖xe3!∞

18... ♕e6 19. ♖d5

If White isn't going to get his pawn back for a while he should bring his final piece into play with 19. ♖fd1, e.g. 19... ♖fd8 (19... ♖c6!?) 20. ♖d5 ♕xd5 21. ♖xd5 ♖xb2 22. ♕f1 with interesting play for the pawns.

19... ♕xd5 20. ♖xd5 ♖c5!



21. ♖e4

21. ♖xd6 hands a comfortable advantage to Black after 21... ♖xd6 22. ♖xd6 ♖c2.

21...d5! 22. ♖b1

22. ♖xd5? f5-+

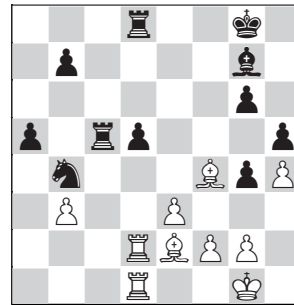
22... ♖d8 23. ♖fd1 a5! 24. b3

24. ♖a2 can be met by 24... ♖c6!± followed by ... ♖b4.

24... ♖c6! 25. ♕f4?

25. ♖f5 d4!

25... ♖b4 26. ♖f5 ♖g6! 27. ♖xg6 fxg6



This endgame is nearly winning for Black.

28. ♕g5 ♖e8 29. ♖b1 ♖f7 30. ♕f4

♕e5 31. ♕g5 ♖ec8 32. g3 ♖c1+

33. ♖d1 ♖xb1 34. ♖xb1 ♖c2-+

Black's pieces dominate.

35. ♕b5 ♖a2 36. ♕d3 ♖d2 37. ♕f1

♖c3 38. ♖c1 ♖a2 39. ♕d8 b5 40. ♕c7

♕f6 41. ♖xc3

A desperate sacrifice.

41... ♕xc3 42. ♕xb5 ♖b2 43. ♕a4

♖e6 44. ♖f1 ♖f5 45. ♕b6 ♖e4

46. ♕e8 ♖f3 47. ♕xg6 ♖xf2+ 0-1

Conclusion:

The advance 9...h5! is not only an attacking move, it also serves to block the white h-pawn permanently, which is not possible if Black first plays the main move 9...d6 – see the next game.

Game 37

Zhou Weiqi 2585

Li Shilong 2514

Xinghua ch-CHN 2010 (1)

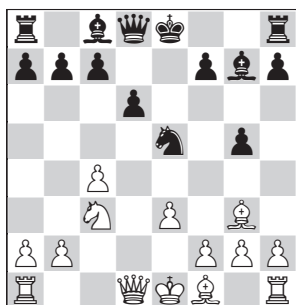
1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♙f4 g5!?

More fun (perhaps) than classical development, but certainly more risky.

5.♙g3 ♙g7 6.♘f3 ♘c6 7.♘c3 ♘gxe5

8.♘xe5 ♘xe5 9.e3 d6!?

Instead of the ultra-aggressive 9...h5 from the previous game.



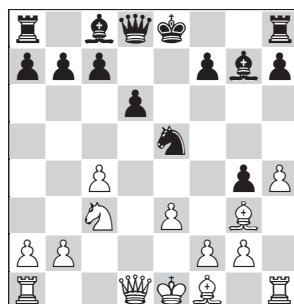
This is another key position in the 4...g5 system. Now White has to make an important decision.

10.h4!?

WEAPON: The typical BG break 10.c5! is also an important resource for White in this variation (similar to the previous game, but there the 'Black Jet' pawn was still on g5): 10...0-0 (10...dxc5? 11.♙xd8+ ♚xd8 12.0-0-0+!) 11.cxd6 cxd6 12.♙e2 ♙e6 13.0-0 f5 (also 13...♘c4!?) 14.♙xc4 ♙xc4⇒) 14.♙d2∞ and now: 14...♖c8!N 15.♖fd1 d5! 16.f4 ♘c4 17.♙xc4 dxc4 with a double-edged game.

WEAPON: 10.♙e2 ♙e6 11.f4?! (a suspicious advance; 11.h4 g4! transposes to the next game!; 11.♖c1 ♙d7 12.0-0 0-0-0!N) 11...gxf4 12.exf4 ♘xc4! 13.♙a4+ ♙d7 14.♙xd7+ ♚xd7 15.f5 ♙xc3+! 16.bxc3 ♙d5♠ Buxade Roca-Moskalenko, Sitges 2008.

10...g4!



The current position is typical for this variation, Black usually achieves enough counterplay.

11.h5!?



Keep in Mind: Because of this annoying advance I preferred to play 9...h5! as Black (see previous game).



PUZZLE: 11.♙e2 leads to the next game, Wojtaszek-Jobava.

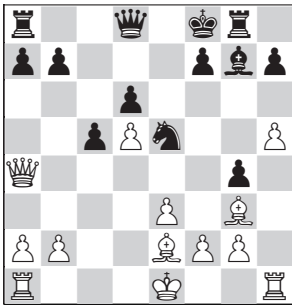


WEAPON: Again, 11.c5! 0-0 12.cxd6 ♙e6! (12...cxd6) 13.h5 h6 14.♙e2 ♙xd6 15.♙xd6 cxd6 16.♘b5 ♖fc8 17.♘d4 ♙d7 18.0-0 Gappel-Jimena Bonillo, ICCF email 2009. Now: 18...♘c4!⇒ would be an improvement on the game.

11...0-0!?

A highly dynamic move, castling daringly without any fear of the h-pawn advance!

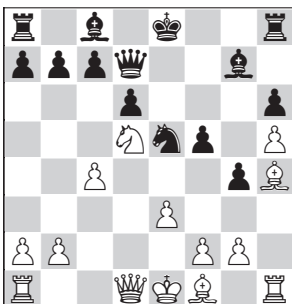
Practice has also seen 11...♙e6
12.♘d5 ♙xd5 13.cxd5 c5 14.♖a4+
♜f8 15.♙e2 ♖g8.



analysis diagram

This position is rather unclear, despite the engine's assurance that White is clearly better. Black's control of the e5-square is the linchpin of his strategy. 16.♖c2 h6 17.♙f4 b5 (Jirka-Kalod, Pardubice 2007) looked slightly precarious at first but Black ultimately came out on top.

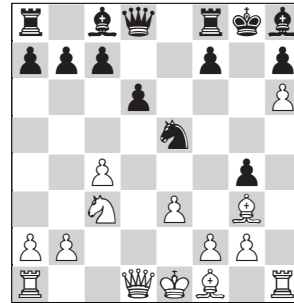
🔪 **WEAPON:** 11...h6!? 12.♙h4!?
(12.♖c2 ♙e6 13.0-0-0 0-0
14.♘d5 ♖d7!∞; 12.c5 0-0
13.cxd6 cxd6 14.♙e2 ♙e6∞)
12...♖d7!? (otherwise 12...♙f6
13.♙xf6 ♖xf6 14.♘d5 ♖d8
15.♖d4 ♙e6 16.0-0-0±)
13.♘d5 f5!



analysis diagram

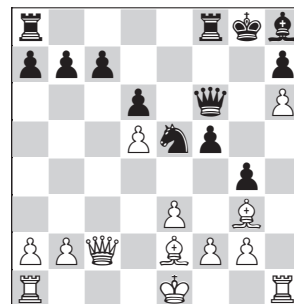
14.c5!? (14.♖b3 ♖f7 15.0-0-0
0-0 16.♘e7+ ♜h8 17.♘xc8
♙axc8 18.♙g3 ♘d7!= Guzy-
Ohtake, ICCF email 2007)
14...c6 15.♘f6+ ♙xf6 16.♙xf6
0-0!N 17.♙xe5 dxe5 18.♖b3+
♜g7 19.♖c3 ♖e7 20.♗d1 b6⇒
(analysis)

12.h6 ♙h8



Despite the first impression, Black's king is actually reasonably safe as White doesn't have a mass of forces at hand to exploit the h-pawn wedge.

13.♙e2
13.♗h5!?, or perhaps 13.♖c2, but
again Black can consider 13...f5
14.0-0-0 ♖e7.
13...♙e6 14.♘d5 f5 15.♖c2
15.♘f4!?, occupying the hole on f4.
15...♙xd5 16.cxd5 ♖f6!?



17.♗c1!?

After 17.♖xc7 or 17.0-0 in both cases Black's king remains insecure. I fancy Black's practical chances.

17...♖f7 18.♖b3

18.♗xe5!? ♖xe5 19.♗h5!

18...b6 19.♖c2 ♗g6 20.♖a4

Zhou Weiqi probes at the light squares, but still has to decide what to do about his king.

20...♖g5 21.♗f1 a5 22.♗b5 ♗e5!?



A deceptive position. White has made some progress on the queen-side, but the h6-pawn is a problem for him as his rook is tied down defending it. This shows that an h-pawn advance is not always good!

23.♗xe5

23.♗d7!?

23...♗xe5 24.♖f4 ♖f6 25.♗h5

Pressing against the possible weaknesses on f5 and g5.

25...♗h8

So far so good, but now White cannot make any progress. Basically his pieces are not cooperating, and the black knight on e5 stops the bishop becoming a threat.

26.♖d4 ♖af8

Threatening 27...f4 to seize the initiative.

27.f4?!

A wild try, but this is too loosening. Safer was 27.♗d3.

27...gxf3 28.gxf3 f4!

Now White no longer gets in f3-f4.

29.e4?

29.exf4□

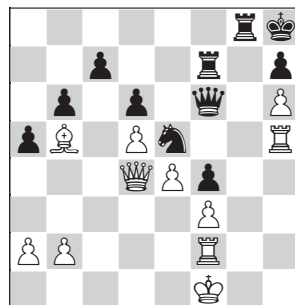
29...♖g8!

Capturing on f3 is premature:

29...♗xf3 30.♖xf6+ ♖xf6 31.♗d7!?!⇒

30.♖f2??

A blunder. White could defend for now with 30.♖c3 ♖g3 31.♖f2 but the momentum would still be with Black.



How should Black continue?

30...♖g1+!

A nice blow to shatter White's illusions.

31.♗e2

31.♗xg1 drops the queen to

31...♗xf3+.

31...♖e1+! 0-1

White still loses his queen to a knight check.

Game 38

Radoslaw Wojtaszek

2711

Baadur Jobava

2710

Wijk aan Zee 2014 (5)

1.d4 ♗f6 2.c4 e5 3.dxe5 ♗g4 4.♗f4 g5!?

5.♗g3 ♗c6

Probably a better move order is

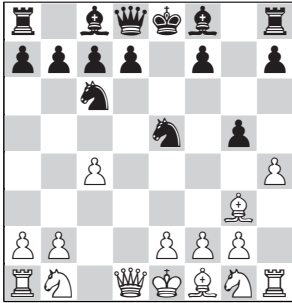
5...♗g7, as seen in the other model

games with 5.♗g3.

6. ♗f3



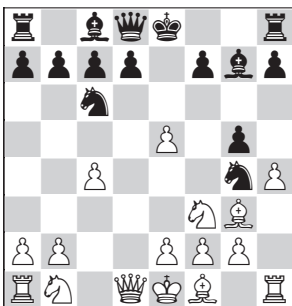
PUZZLE: White should try the dangerous attempt with 6.h4!? ♗gxe5



analysis diagram

7.hxg5! (after the slow 7.e3 g4! Black has active counterplay (as in Games 35-37): 8. ♗c3 h5 9. ♖c1 ♕g7 10. ♗d5 ♗e7 11. ♗e2 ♗f5⇌ Van Wely-Mamedyarov, Nice 2008) 7... ♗xc4 8. ♗c3! 8. ♗c3 ♕b4 9. ♖c1 d6 10.a3 ♕xc3+ 11. ♖xc3± (1-0 on move 30) Chuprikov-Tkachenko, Dimitrovgrad 2009.

6... ♕g7 7.h4!?



The key move as Black cannot avoid the opening of lines on the kingside.

7... ♗gxe5

Attacking c4 and then b2.

7...h6?! allows White to attack along the h-file: 8.hxg5 hxg5 9. ♖xh8+ ♕xh8 10. ♗c3 ♗gxe5 11. ♗xe5 ♗xe5 12. ♖c2↑, eyeing the h7-square, followed by 13.0-0-0. Black has not solved his opening problems.

8. ♗xe5

8.hxg5!?! – see Game 40; 8. ♗xg5?! h6 9. ♗e4 ♗xc4 10. ♗bc3 looks good for Black, Zechner-Laske, Triesen 2008.

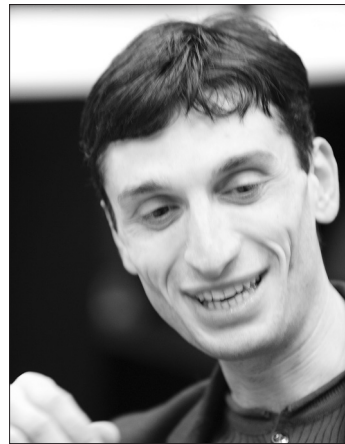
8... ♗xe5 9. ♗c3



PUZZLE: This transposes to the plans with an early ♗c3, as in the previous games.

For the flexible move 9. ♗d2!?! see Game 39.

The main response is the dynamic capture 9.hxg5!?, see Game 40.



GM Baadur Jobava, widely acknowledged as the most dangerous hunter in 'jungle openings'.

9...g4! 10.e3 d6!



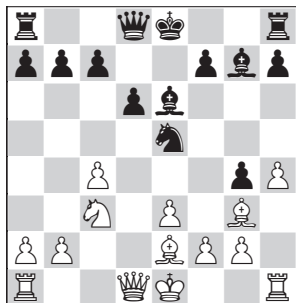
PUZZLE: The prophylactic move 10...h5!?! leads to the game De Haan-Moskalenko.

11. ♕e2

Again a calm continuation, which is always less challenging for the second player.

PUZZLE: More aggressive is 11.h5!? (or 11.c5!?) as in the previous game Zhou Weiqi-Li Shilong.

11...♙e6!



This position is already fine for Black, demonstrating that a 'slow game' in the opening phase is usually good for the second player.

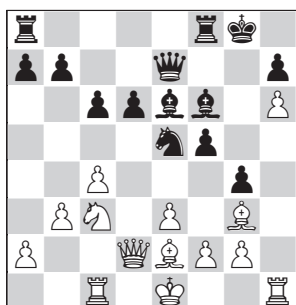
12.♖c1

12.♙xe5 dxe5 13.♙xg4 ♖xd1+
14.♙xd1 ♙xc4= Savina-Nozdrachev,
Dubna 2007.

12...0-0 13.b3 c6 14.h5

Too late.

14...f5! 15.h6 ♙f6 16.♗d2 ♗e7



17.f4?!

This weakens the king's position too much.

17.0-0?! leaves the pawn on h6 weak. But 17.♘f1!? was possible, to put the king on g1 while keeping the rook on the h-file.

17...gxf3 18.gxf3 ♘h8!

Black will use the g-file.

19.f4 ♜ad8!

Developing his last piece.

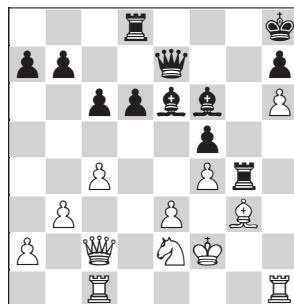
19...♞d7±

20.♗c2

20.fxe5? dxe5 followed by f5-f4-f3 is terrible for White.

20...♞g4 21.♙xg4 ♜g8 22.♞e2 ♜xg4

23.♘f2



23...d5!

Now White's position is very hard to defend.

24.♜cd1 ♜e8 25.c5 ♙f7 26.♗c1

♗e4 27.♞d4 0-1

White resigned because of 27.♞d4 ♜xg3 (other moves also win) 28.♘xg3 ♙xd4 followed by 29...♜g8+ etc.

Game 39

Alexander Riazantsev 2688

Kovalev Vladislav 2531

Jerusalem Ech 2015 (8)

1.d4 ♞f6 2.c4 e5 3.dxe5 ♞g4 4.♙f4
g5 5.♙g3 ♙g7 6.♞f3

Another good attempt for White is the immediate 6.h4!? – see Game 41.

6...♞c6 7.h4!?

White's best-scoring approach.

7...♞xe5!

One of the problems of 7...h6?! is that Black can never castle kingside.

8. ♘xe5

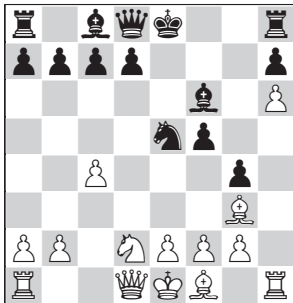
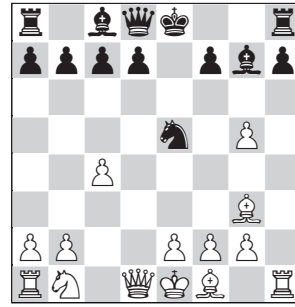
8.hxg5!? is another critical line; see Game 40.

8... ♘xe5 9.hxg5!?

Finally pursuing the idea behind 7.h4. This is always the principled option after any h2-h4 push.

9.♘d2 conveniently develops a piece whilst defending the c4-pawn.

However the knight is generally better placed on c3: 9...g4 10.h5 f5!? (defending the g4-pawn, but also denying White access to e4; 10...h6!? 11.h6 ♙f6



analysis diagram

The bishop is happy enough here, as it cannot be hit by the knight now that it is on d2 rather than c3: 12.♙c2 d6 13.e4 (ambitious, but ultimately dubious. After the superior 13.e3 Black could consider 13...♙e7!?= to restrain the c4-c5 advance) 13...0-0! 14.exf5? (14.0-0-0 ♘c6⇒) 14...♙g5 (Black threatens to recapture on f5 with the bishop, and thus obtain the more active pieces; 14...♘c6! also gives him a clear advantage) 15.♙xe5 ♙e7 16.0-0-0 ♙xf5 17.♙d3 ♙xd3 18.♙xd3 ♙xe5 and White is going nowhere with his pieces, whereas Black's pieces are fully mobilized, Gladyshev-V.Kovalev, Yelets 2014.

9... ♘xc4

Starting tactical complications.



TRICK: 9...♙xg5? leads to the desired pawn structure for White, and much more: 10.e3 d6 11.♘c3 ♙e6 12.♘d5!± 0-0-0?? (12...♙d8 13.♙h4!) 13.♙h5, winning the black queen, 1-0 Riazantsev-Tjurin, Voronezh 2004.

10. ♘c3! c6!

In fact, the only move.



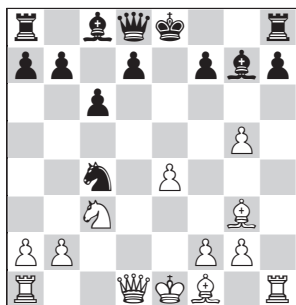
TRICK: 10...♘xb2? 11.♙c1 (11.♙b3!±+−) 11...♘c4 12.♘d5! c6 13.♙c7+−

10...♙xg5 is similar to all the lines given above with this recapture: 11.♙h4!? (11.♙c1±) 11...♘e5! 12.♘d5 0-0 13.e3 d6 14.♙h5! with a strong white initiative, Riazantsev-Ponkratov, Satka 2008.

11.e4!?

Other options are worse:

- A) 11.e3 ♘xb2! 12.♙d2 ♘a4 (12...♙a5? 13.♙c1+− Ponkratov-V. Kovalev, Berlin Wch Blitz 2015) 13.♙c1 ♘xc3 14.♙xc3 d5!±;
- B) 11.♙c2 d5 12.e3 ♙xg5 13.♙xc4 dxc4 14.♘e4 ♙a5+ is unclear, Blagojevic-Dimitrov, Plovdiv 2010;
- C) 11.♙b3 d5 12.e3 ♙xg5 13.♙xc4 dxc4 14.♙b4!? a5 15.♙xc4 ♙e6 is also good for Black, Bozinovich-Valkovic, Zadar 2014.



11... ♖xb2!

11...d5!? 12. ♕xc4! dxc4 13. ♖xd8+ ♔xd8 14. 0-0-0+ ♖e8 15. ♖h4 ♕e6 16. ♖dh1± and the h-pawn falls, G.Gutman-Tjurin, Pardubice 2008.

12. ♖d2

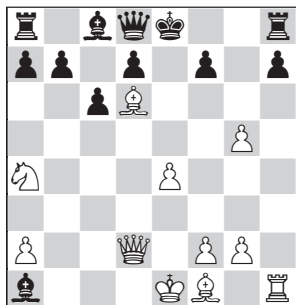
This is the critical moment of the entire line with 7.h4 and 9.hxg5!?. The main defence is:

12...d5!

Continuing the complications.



TRICK: 12... ♖a4? is a logical answer, but it fails tactically: 13. ♖xa4! (the surprises keep coming) 13... ♕xa1 14. ♕d6!



analysis diagram

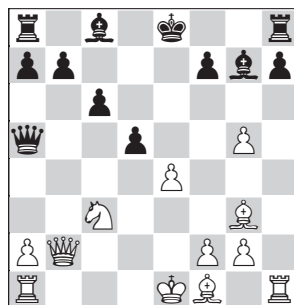
Now Black is in trouble. 14... b5 (14... ♕g7 15.e5!; 14... ♖g8 15.f4!) 15. ♖b2!+- ♖g8 16. ♖xh7 ♕xb2 17. ♖xb2 ♖xg5 18. ♖h8! with mate in a few moves, Kouatly-Preissmann, Bagneux 1983.

13. ♖xb2



WEAPON: 13.exd5!? ♖e7+!? (13... ♖a4? 14. ♖c1± Vecek-Krzyzanowski, ICCF email 2012; 13...0-0 14. ♖xb2 ♖e8+ 15. ♕d1∞) 14. ♕e2 ♖c4 15. ♖d3 ♕g4!? 16.f3 ♖a3 17.0-0 ♖xc3 with mutual chances.

13... ♖a5!



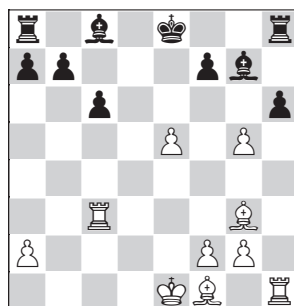
14.e5

14. ♖c1 d4 transposes.

14...d4 15. ♖c1 dxc3

15... ♕f8?! 16.g6! fxg6 17. ♕d3↑

16. ♖xc3 ♖xc3+ 17. ♖xc3 h6! =



This endgame is equal.

18.gxh6 ♖xh6 19. ♖xh6 ♕xh6

20. ♕c4 ♕g5 21. ♖f3 ♕e6 22. ♕xe6 fxe6 23. ♕f4 ♕xf4 24. ♖xf4 c5 25. ♖f6 ♕e7 26. ♖h6 ♖f8 1/2-1/2

The following two games show an interesting method to combat the Black Jet: 7/8.hxg5!?

Game 40

Aleksandr Shimanov 2633

Vasif Durarbayli 2608

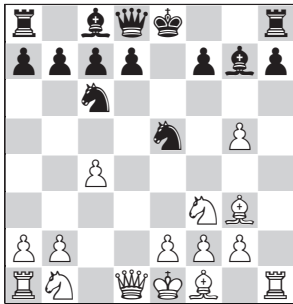
Merida 2016 (7)

1.d4 ♘f6 2.c4 e5 3.dxe5 ♘g4 4.♙f4 g5 5.♙g3 ♙g7 6.♘f3

Another good attempt for White is the immediate 6.h4!? – see Game 41.

6...♘c6 7.h4!? ♘gxe5 8.hxg5!?

Sharpening up the struggle. 8.♘xe5 was seen in Games 38 and 39.



8...♘xf3+

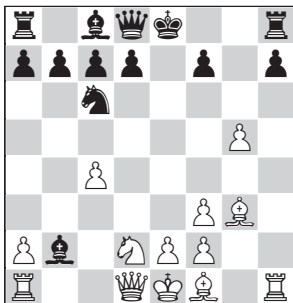


TRICK: Capturing on c4 is not entirely satisfactory for Black: 8...♘xc4 9.♘c3 ♘xb2 (if 9...d5 then 10.♖c1± Kuljasevic-Ramirez, South Padre Island 2009) 10.♙c2 ♘a4 11.♘d5! d6 12.g6! gives White a strong initiative.

9.gxf3 ♙xb2

9...♙xg5 10.♘c3±

10.♘d2



The critical moment.

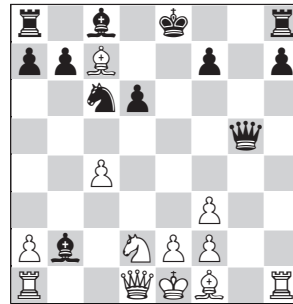
10...♙xg5

A) After 10...♙xa1? 11.♙xa1+— Black will get trounced on the dark squares around his king;

B) 10...d6 11.♖b1 (11.♘e4!?) 11...♙g7 12.f4± – overall White has the better options, but the position is still complex, E.l'Ami-Tratar, Legnica 2013.

11.♙xc7 d6!?

11...♙f6 12.♖c1!



Equal pawns, but hardly a symmetrical structure!

12.♘e4 ♙xa1

Too risky.

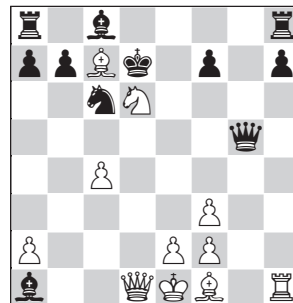


WEAPON: Black should try 12...♙g7!? 13.♖c1 0-0 14.♖h5 h6 15.♙xd6 ♖e8 16.♙f4 ♖d8∞ 17.♙d2 f5 18.♘c3 ♘d4 19.♘d5 ♙e6 etc. (analysis)

13.♘xd6+

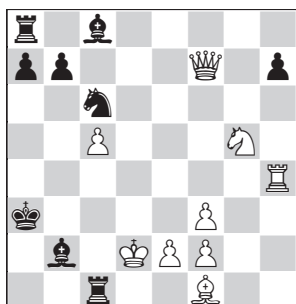
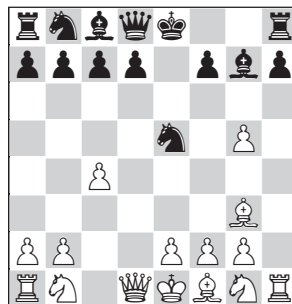
13.♙xa1!? ♙e5 14.♙c1!

13...♙d7!



A far from standard position! Now Black's king escapes miraculously, and later helps his army to save the day.

14. ♖e4+ ♜xc7 15. ♚d6+ ♜b6
 16. c5+ ♜a5 17. ♚c7+ ♜b4 18. ♗xg5
 ♙c3+ 19. ♗d1 ♜d8+ 20. ♜c2 ♜d2+
 21. ♜c1 ♜xa2 22. ♜h4+ ♜a3 23. ♚xf7
 ♙b2+ 24. ♜b1 ♜a1+ 25. ♜c2 ♜c1+
 26. ♜d2



- 26...h6!
 26... ♜xf1? 27. ♜e4±
 27. ♗e4 ♗e5! 28. ♚e7□ ♗c4+
 29. ♜d3 ♗e5+ 30. ♜e3 ♙d4+
 30... ♗c4+ 31. ♜d3=
 31. ♜d2 ♜b2 32. e3 ♙c3+ 33. ♗xc3
 ♜c2+ 34. ♗d1 ♜c1+ ½-½
 An excellent game by both players.

Game 41
Jaroslav Bures 2394
Vojtech Zwardon 2424
 Czechia tt 2016 (6)

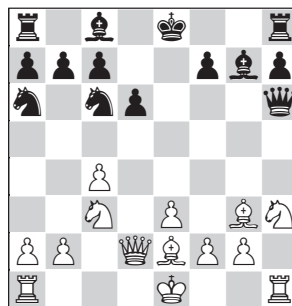
1. d4 ♗f6 2. c4 e5 3. dxe5 ♗g4 4. ♙f4
 g5 5. ♙g3 ♙g7

Another interesting attempt for White is the immediate...

6. h4!
 This seems like the best moment to make this dangerous break.
 6... ♗xe5 7. hxg5!

PUZZLE: We have the same position as in Game 39, but here the two knights (♗g1 and ♗b8) are still on the board. This factor clearly favours White. In most of the games we showed (with a correct follow-up) he obtained an edge.

- 7... ♗xc4
 Black doesn't solve his opening problems after 7... ♚xg5 8. e3!? d6
 9. ♗c3 ♗a6 10. ♗h3 ♚h6 11. ♙e2 ♗c6
 12. ♚d2 (12. ♗d5!?)



analysis diagram

- 12... ♙e5 13. ♙xe5 dxe5 14. 0-0-0
 ♚g6 15. g4 h6 16. f4 ♙xg4 17. ♜dg1 f5
 18. ♗f2 ♚d6 19. ♚xd6 cxd6 20. ♗xg4
 fxg4 21. f5 0-0-0 22. ♜xg4 ♜b8
 23. f6 h5 24. ♜gh4 ♜hf8 25. ♜f1 ♗c7
 26. ♗e4 ♗e6 27. ♜xh5 1-0 Dineen-Simmelink, FICGS email 2011.

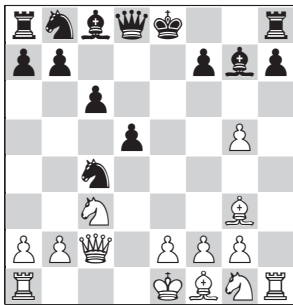
8.♘c3 c6

In another encounter, after 8...♘c6 White achieved an advantage in the following manner: 9.♙c1 (9.e3!?) 9...d6 10.e3 ♘4e5 11.♙e2 ♙e6 12.♘f3 ♘xf3+ 13.♙xf3 ♙xg5 14.♙h5! (14.♘d5 is also good) 14...♙e7 15.♙b5 Bizovi-Vekemans, Avoine 2014. Most notable here is the strong rook manoeuvre.



TRICK: Again, after 8...♙xg5 either e.g. 9.♙h4! (this might be even stronger than 9.♙c1±, which was seen in Chuprikov-Tkachenko, Voronezh 2008) 9...♘xb2? 10.♙e4+ is winning for White.

9.♙c2! d5



10.e3!

This seems like a strong improvement (played in several correspondence games after 2008, see below).

10.e4 has also been played:

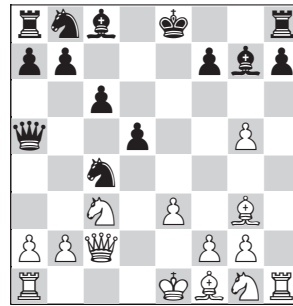
10...♘b2 (10...♘a6!?) 11.♙xb2 (11.exd5!?) 11...♙a5 12.e5 d4 13.♘ge2 dxc3 14.♙xc3 ♙xc3+ 15.♘xc3 ♙f5 16.0-0-0 h6= Mareco-Santiago, Mar del Plata 2014.

10...♙xg5

After 10...♘d6 White has a choice between two promising captures: 11.♙xh7 or 11.♘xd5 cxd5 12.♙xd6.



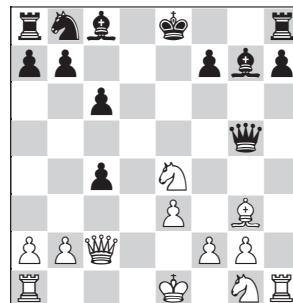
STATISTICS: Previously in this line, four email games also ended in White's favour: 10...♙a5



analysis diagram

11.♘ge2 (11.♙xc4!? dxc4 12.♙f1 ♙f5 13.e4± Kolanek-Vasquez Nigro, LSS email 2012) 11...♙b4 12.♙b1 (12.♙c1 ♘d7 13.b3± Kuosa-Jedinger, ICCF email 2008) 12...♘d7 13.♙xh7 ♙g8 (13...♙xh7 14.♙xh7 ♙f8 15.♘d4† Meissner-Fels, ICCF email 2009) 14.a3 ♙c5 15.♙c1 ♘f8 16.♙h1 ♘g6 17.♘f4 ♘xf4 18.♙xf4 ♙e6 19.b4† ♙e7 20.♙xc4 dxc4 21.♘e4† Dunlop-Maitre, ICCF email 2012.

11.♙xc4 dxc4 12.♘e4!



A pawn more or less is hardly relevant with Black's king in the firing line.

12...♙a5+ 13.♙f1 ♙e6 14.♘d6+ ♙f8 15.♘e2

Development is more important than pawns.

15...♖d7 16.♗d4

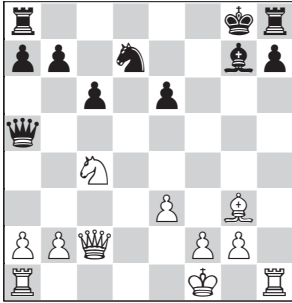
16.♗f4! is even stronger, as in the game Black has the additional option of 16...♗xd4.

16...♙g8 17.♗xe6

Time to regain the pawn under favourable circumstances.

17...fxe6 18.♗xc4

18.♖xc4!? ♖d5 19.♖e2+–



18...♖f5

Otherwise after 18...♖g5 19.♖d1 ♗b6 20.♗d6 White obtains great pressure anyway. With the queens on the board Black's kingside is even more endangered.

19.♖xf5

The simplest way to get a decisive advantage.

19.e4!?

19...exf5 20.♖h5 ♗f6

Or 20...♖f8 21.♖d1 ♗b6 22.♗d6 and, unlike Black, White has all his forces in play.

21.♖xf5 ♗e4 22.♗e5 ♖d8



Black is a clear pawn down in a worse position, whatever he tries to conjure up.

23.f3 ♗xe5 24.♖xe5 ♗f6 25.♖e7! b5

26.♗e5 ♗d5 27.♖xa7 ♗xe3+ 28.♗e2 ♗c2 29.♖c1 ♗d4+ 30.♗f2

With the rook out of play on h8, it's not surprising that Black drops a second pawn.

30...h6 31.♗xc6 ♗xc6 32.♖xc6 ♖h7

33.♖xh7 ♗xh7 34.♖c2

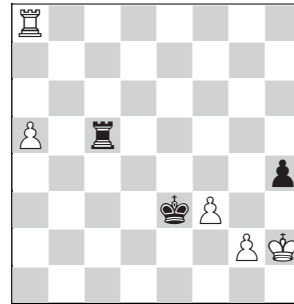
Safety first.

34...♗g6 35.♗g3 ♖d5 36.♖c6+ ♗g5

37.♖b6 h5 38.b3 ♖c5 39.a4 bxa4

40.bxa4 ♖c2 41.a5 ♖c5 42.♖a6 h4+

43.♗h2 ♗f4 44.♖a8 ♗e3



I doubt Black really believed in this idea, but it makes one feel better to at least have a certain purpose.

45.a6 ♗f2 46.♗h3 ♖h5 47.a7 ♖h7

48.f4! ♗g1 49.f5 ♗f2 50.f6 ♗g1

51.♖g8

Simplest.

51...♖xa7 52.♗xh4 ♖h7+ 53.♗g5 1-0

Summary of 5.♗g3:

In this line White generally has a suitable pawn structure for an attack with h2-h4 or c4-c5. These moves are always convenient options in this variation; see Games 35-41. In all respects these are the best recent examples.