



## COLUMNISTS

### The Openings Explained

Abby Marshall



**CHESSTHEATRE**  
 Play through and download  
 the games from  
[ChessCafe.com](#) in the  
[DGT Game Viewer](#).



## The Openings Explained

### The Two Knights [C55]

The focus of this column is on tactical play, which I know I've done a lot of lately, so next month will be something positional. But for now, I am examining the Max Lange Attack from the white point of view. My choice of reference is Chris Baker's *A Startling Chess Opening Repertoire*. I remember buying it a long time ago for the attractive yellow book jacket, and in this case, you can tell a book by its cover. It's great, offering offbeat lines, usually gambits, for White in e-pawn openings. What I like about Baker's book is that he often shows complete games rather than a fragment followed by the perfunctory "White is slightly better."

#### Theory

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6

This is the wonderfully important opening called the Two Knights Defense to the Italian Game. I love it as black, even if White has fun variations as well.

4.d4



This is the Scotch Gambit, another important opening that all players should be familiar with as white or black. It leads to open games with plenty of tactics and piece play, which is the quickest way to learn when you are below master-strength.

4...exd4

This makes the most sense. Black loses no time defending the e-pawn, and exchanges a center pawn for a center pawn

5.0-0

White is temporarily down a pawn, with a second one hanging. For this, White gets rapid development. It is a classic imbalance of material vs. time.

5.e5 d5 Often, a premature e5 allows Black to respond strongly with ...d5. Black opens the line for the c8-bishop, gains central space, and will get a bishop for a knight if White takes on f6.

5...Bc5

Black courageously hangs on to the pawn while developing another piece. This move does have the drawback of no longer defending the g7-pawn,

Purchases from our [shop](#) help  
keep [ChessCafe.com](#) freely  
accessible:



*Two Knight's Defence*  
by Lawrence Trent



*Two Knights Defence (CD)*  
by Reinhold Ripperger



*Gambiteer I*  
by Nigel Davies

unlike the previous variation (4.e5 d5) where Black was easily doing well. This move requires preparation, but comes with good rewards if White does not know what to do.

5...Nxe4 This is my personal choice. The problem is that it can often lead to drawish positions. For example, 6.Re1 d5 7.Bxd5 Qxd5 8.Nc3



It is taboo to take the knight. 8...Qh5 (8...Qa5 This is a better try for Black to spice up the play. It leads to equality. By inertia I am still playing 8...Qh5, but this leaves less prospects for interesting play.) 9.Nxe4 Be6 10.Bg5 Bd6!? 11. Nxd6+ cxd6 12.Bf4 Qd5 13.c3 0-0 14.Nxd4 Nxd4 15.Qxd4 Qxd4 16.cxd4 d5 Draw? This position is actually close to my heart. In the third round of the 2006 Virginia Closed State Championship, two girls were on Board One. This was not the girl's states or the high school states, but the state championship: open to anyone in Virginia. Having two girls play each other on the top board was huge. I was black and Ettie Nikolova was white, and we reached this position after fifteen minutes. Maybe this was the best result for both of us, but not the most inspiring for such a great moment for women's chess.

## 6.e5

White gains time and space with this pawn thrust. Here it is strong, because after taking the black knight, White is also threatening the g7-pawn, which the c5-bishop had previously protected.

## 6...d5!

This is logical, as well as the best move. Black strikes back in the center and wastes no time moving the knight.

6...Ng4 The knight moves away from the center and wastes a tempo. 7.Bf4 0-0 (7...d6 Black immediately attacks the encroaching pawn, but this opens lines with an uncastled king, not a wise decision. 8.exd6 Bxd6 9.Re1+ Kf8 10.Bxd6 + Qxd6 11.c3! Qc5 12.Nxd4! White continues to open lines against the vulnerable black king. 12...Qxc4 13.Nxc6 Bf5 14.Nd4



Black's abominable king is unsafe and obstructs the development of the h-rook. Black's pieces are also all over the place. White is close to completing development after developing the b-knight. White stands better.) 8.h3 Nh6 9. Bxh6 gxh6 10.c3 White challenges the Black d-pawn. Black will now be able to be a solid pawn up, but his kingside is wrecked and his c8-bishop remains behind the lines. 10...d5 11.Bb3 Taking en passant would be a mistake. White

should keep the e-pawn, which is securing a potential outpost on f6 for the white king and also stifles Black's position because it is advanced into Black's territory. 11...dxc3 (11...Bf5 is better. This would exchange more pieces and keeps lines closed, but the position still favors White. 12.Nxd4+/-) 12.Nxc3 d4 13.Nd5+/- Be7? 14.Qd3! White is almost forcing mate with the maneuver Qd3-Bc2. 14...Kg7 Only defense. 15.Rad1+- Bring all the pieces into the attack, and win one pawn back. Black is losing.

6...Ne4 Although the knight is in the center, it is so exposed and easy to attack that Black is probably almost busted. 7.Bd5 This is what Morphy played in a pretty game. (7.Re1 However, isn't this just winning? 7...d5 8.exd6 f5 9.Nbd2 +-) 7...f5 8.exf6 Nxf6 9.Bg5 Be7 10.Bxf6 Bxf6 11.Re1+ Ne7 12.Ne5 Bxe5 13.Qh5+ g6 14.Qxe5 Rf8 15.Nd2 c6 16.Nc4 d6 17.Nxd6+ Kd7 18.Be6+ Kc7 19.Nxc8+ Qd6 20.Qxd6# Baker says this was an old game of Morphy's. I believe it.

### 7.exf6



### 7...dxc4 8.Re1+

8.fxg7 This is not the best here. White should remain flexible. 8...Rg8 9.Re1+ Be6 10.Ng5 Qd5 11.Qg4 White piles pressure on the e6-bishop. 11...0-0-0 12.Nxe6 fxe6 13.Rxe6 Rxg7 14.Rg6+ Rgd7 White does better to delay the capture of the g-pawn until an opportune moment.

### 8...Be6

This is the most natural. Black develops a piece and retains castling rights.

8...Kf8 This looks dreadful, but at least defends the g7-pawn. 9.Bg5 White develops a piece and basically forces Black to open more lines. 9...gxf6 (9...Qd7 10.Bh6! gxh6 11.Qd2! This is a good example of exploiting weak color complexes. 11...Be7 Black has to block the e-file to survive. 12.Qxh6+ Ke8 13.Qg7 Rf8 14.fxe7 Nxe7 15.Ng5+- The whole kitchen sink comes at Black to tragic effect for the second player.) 10.Bh6+ Kg8 11.Nc3 Bf8 (11...Bf5 Black develops with the hope of blocking the g-file with a bishop on g6. However, it leaves the h6-bishop unopposed, which is threatens the safety of the black king. 12.Ne4 Bf8 13.Qd2 Bg6 (13...Bxh6 This allows the queen to get dangerously close to the weak king. 14.Qxh6 Bxe4 15.Rxe4 f5 16.Rf4 Qd5 17.Nh4 Ne7 18.Nxf5!+-) 14.Bxf8 Kxf8 15.Qh6+ Kg8 16.Nh4



White wins.) 12.Bxf8 (12.Nxd4? This attempt at cleverness backfires for

White. 12...Nxd4 13.Qxd4 Qxd4 14.Re8 Qd6 15.Ne4 Bf5! 16.Nxd6 Rxe8 17. Nxe8 Bxh6-+ White has either miscalculated or is bad at counting.) 12...Kxf8 13.Ne4 f5 14.Ng3 This position is complicated. Baker says that Black's trumps are the two extra pawns, while White has the better pawn structure, a lead in development, and good attacking chances. Mr. Materialistic Fritz likes Black - surprise, surprise - but not by much. Black could very easily lose unless White flounders around. I would practice this position with friends (though not with the computer because it is unrealistic competition and obviously an inhumanely expert defender).

### 9.Ng5

White keeps up the pressure. This is one of the key positions of the Max Lange Attack. Black has five - fortunately short - alternatives.

### 9...Qd5

Again, logical and strong. Black prepares to castle long and puts the queen in the center.

9...Qxf6 Natural, but it loses. 10.Nxe6 fxe6 11.Qh5+.



9...Qd6 fails to defend the h5 square, unlike Qd5. 12...Kd7 13.Nd2! Nice! A quiet move that develops a piece and attacks a pawn. 13...Qe7 14.Ne4 Bb4 15.Bg5+-.

9...Bb6 Black gets the bishop out of any tricks with the Qh5 double attack. 10. Nxe6 fxe6 11.Qg4 Black is completely exposed.

9...0-0 Terrible, but a natural forget-everything-and-get-castled reaction. 10. fxg7 Re8 (10...Kxg7 11.Rxe6! h6 12.Rxh6 Kxh6 13.Nxf7+) 11.Qh5 Kxg7 12. Qxh7+ Kf8 13.Rxe6 Absolutely disgusting.

9...g6 This is the only other conceivable alternative. 10.Qf3 Qd7? (10...0-0 This is better. Black is still having some problems. 11.Rxe6 fxe6 12.f7+ Kh8 13.Nxe6 unclear The weak dark squares are a common occurrence in this line.) 11.Rxe6+! fxe6 12.f7+ Ke7 13.Ne4 Qd5 14.Bg5+ Kf8 15.Qf6+-.

### 10.Nc3



The knight is untouchable.

## 10...Qf5

Black keeps the queen active and centralized.

## 11.Nce4

Develops into the center and prevents the queen from taking the f6-pawn.

## 11...0-0-0!

Black finally achieves king safety and activates the a8-rook. White still has dangerously poised pieces however. There are many alternatives to this move, but White is winning in most of the lines, so it's fun to learn them.

11...0-0 Black castles the wrong way. 12.fxg7 Rfe8 13.g4 Qe5 14.Nxh7.

11...gxf6 12.g4 Qe5 13.Nf3 Bxg4 14.Nxf6+ Kf8 15.Rxe5 Nxe5 16.Bh6+ Ke7 17.Qe2 White won the queen.

11...Bb4 The queen had the task of defending the c5-bishop because the white knight was attacking it. This move takes the burden off of the queen. 12.c3 dxc3 13.bxc3 Ba5 14.g4 Qg6 15.Nxe6 fxe6 16.f7+ Kxf7 17.Ng5+ Kg8 18.Rxe6 Qd3 19.Qe1+/- Rf8? 20.Re8 (20.Rxc6 This would have immediately won.) 20...Qd7 21.Rxf8+ Kxf8 22.Ba3+ Ne7 23.Rd1 Qxg4+ 24.Kf1!! Qxg5 25.Rd5! If the king had gone to h1, this finesse would have failed because the queen would take the rook with check. 25...Qh4 26.Rh5 Qf6 (26...Bxc3 This would have saved Black and left the position murky.) 27.Rf5



This variation illustrates the importance of being very precise.

11...Bb6 12.fxg7 Rg8 13.g4 Qg6 14.Nxe6 fxe6 15.Bg5 Rxg7 16.Qf3 Black has resolved the f6-g7 pawn tension as White garners force against the black king. 16...Rf7 (16...Kd7 17.Nf6+ Kc8 18.Rxe6! Qxg5 19.Rxc6 Qe5 (19...bxc6 20.Qxc6 Kb8 21.Re1+-) 20.Rxc4 Like a lot of these positions, it's a little bit crazy, but I like White, who has the extra material.) 17.Nf6+ Rxf6 18.Bxf6 Kd7 19.g5 Re8 20.Qe2 Nb4 21.Red1+/- White is up the exchange and the pawns are equal, however bizarre their structure may be. This ensures White's advantage.

11...Bf8 12.Nxf7! Kxf7 (12...Bxf7 13.Nd6+) 13.Ng5+ Kg8 (13...Kg6 14.Nxe6 gxf6 15.g4 Qa5 16.Bd2 c3 17.bxc3 dxc3 18.Bf4 Bd6 19.Qd3+ Kf7 20.Nxc7 +-) 14.g4 Qg6 (14...Qxg4+ 15.Qxg4 Bxg4 16.f7#; 14...Qxf6 15.Rxe6 Qd8 16.Qf3 Qd7 17.Re7! Pretty.) 15.fxg7 Bd5





Why not give up the rook, which is doing nothing on h8, and preserve the strong bishop. 16.gxh8Q+ Kxh8 17.Bf4 Bc5 18.Be5+ Kg8 19.Nh3 d3 20.cxd3 cxd3 21.Nf4 Qf7 22.Qxd3 Rd8 23.Qf5+- That was quite a lengthy set of variations. It's not necessary to memorize everything. Make sure to be aware of the tactics and ideas.

### 12.g4!

The white king is now definitely looser, but this ugly looking pawn push is disruptive to Black.

### 12...Qe5

12...Qd5 13.Nxe6 fxe6 14.fxg7 Rhg8 15.Nf6 Qd6 16.Nxg8 Rxg8 17.Bh6 d3 18.Qf3 Nd4 19.Qf7+-.

### 13.Nxe6 fxe6 14.fxg7 Rhg8 15.Bh6 d3!

Black opens lines and sticks an annoying pawn down White's throat. A pawn on the opponent's third rank is said to be as strong as a piece.

### 16.c3

It may look scary to give Black a protected passer on the third rank, but 16.c3 does shut down any open lines for Black. This is the second key position from the opening. Black has four choices.

### 16...d2!



Black insists on opening up avenues to make his or her pieces more active.

16...Bb6 17.Qf3 Qd5 18.Qg2 Ne5 19.Nf6 Nf3+ 20.Kf1 Nxe1 21.Qxd5 exd5 22.Rxe1 d2 23.Rd1 d4 24.Nxg8 Rxg8 25.Rxd2 d3 26.Rd1 Bc5 27.Re1 Kd7 28.Re4 b5 29.Rf4 Ke8 30.Rf5+- Of course, a pawn on the opponent's second is also very dangerous because it is so close to queening.

16...Be7 17.f4! Qd5 18.Qd2 Rd7 19.Re3 Nd8 20.b3 Nf7 21.bxc4 Qa5 22.Rh3 Nxe6 23.Rxe6 Rxg7 24.h3 Baker likes White. I'm not so sure, but I don't think White is worse. It's balanced.

16...Bd6 17.f4! Qd5 18.Qf3 Be7 19.Kg2 This is unclear with chances for both sides.

## 17.Re2

This is forced.

17.Nxd2 Bxf2+ 18.Kxf2 Qxh2+; 17.Bxd2 Rxc7.

## 17...Rd3 18.Nxc5

18.Qf1 is the other main continuation. It leads to an approximately equal game. Keep in mind that equal by no means is equatable with a draw. Maybe balanced is a better word to describe the position.

18...Qxc5 19.Rxd2 Ne5 20.Rxd3 cxd3 21.h3 unclear



The funny thing is that although the position looks complicated, it often quickly turns to an advantage to one side or the other. I chose three games to illustrate the strength of White's position as well as the danger.

## Lessons Learned

1. Tactical sense is crucial to playing this system. Although there are many variations, the lines are easy to memorize because they are tactical and interesting.
2. Piece play comes before material. Don't be afraid of holding back, as in the case of delaying capturing on g7.
3. In balanced positions, the winning result will come from the player who is better prepared. Practice these positions.

## Games

**Nystrom, Leif – Marshall, Frank**

Helsinki op (2), 1990

The Frank Marshall in this game is not the American grandmaster.

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6 5.0-0 Bc5 6.e5 d5 7.exf6 dxc4 8.Re1 + Be6 9.Ng5 Qd5 10.Nc3 Qf5 11.Nce4 0-0-0 12.g4 Qe5 13.fxg7 Rhg8 14.Nxe6 fxe6 15.Bh6 d3 16.c3 d2 17.Re2 Rd3 18.Nxc5 Qxc5 19.Rxd2 Ne5 20.Rxd3 cxd3



So here we are, at the start of where I left off in the theory section. I'm

showing this game as a cautionary tale for white players. It's important to realize that the situation from the opening is reversed: White is no longer sacrificing material and gunning for the black king. White's advantage lies in the endgame. After all, White is up a pawn. The danger for White lies in the middlegame because of the exposed king.

### 21.Kg2

I don't like this move, as it allows Black to centralize the queen with tempo and the white king feels a bit too exposed. I prefer 21.h3.

### 21...Qd5+ 22.Kg3 Nf7

Black has to recapture the g-pawn or else his rook is tied down.

### 23.Be3

This is not terrible, but White is on the wrong track. Trading pieces favors White, and White should try to hold on to the g-pawn, which is tying down Black's rook.

23.Qd2 is my preference. 23...e5 24.h3 Qd6 25.g5 Trapping the bishop makes me a little nervous, but on the other hand Black is threatened by back-rank problems because of the g-pawn.

### 23...Rxg7 24.Qa4?!

This is another move that I dislike. White should work on defending the kingside and trading into an endgame. White's job is not to play aggressor. Don't steal roles.

### 24...Nd6 25.f3



White reinforces protection of the g-pawn and stops the black pieces from going to e4, but Black has a strong reply. Unfortunately, Black's position is too strong at this point to offer any alternatives. 25...a6?!

25...h5! looks winning and obvious. 26.g5 Rf7 27.f4 e5 28.Rf1 h4+ White is losing, badly. 29.Kg4 Qe6+ 30.Kxh4 Rh7+ Mate in four.

### 26.Rf1 d2

Black missed a chance to gain a decisive advantage last move, but follows up strongly as White is now the one tied down by an enemy pawn on the seventh.

### 27.Rd1 Rf7





#### 28.Bf4

This loses immediately, but the alternatives offer little respite.

28.f4 e5 29.f5 c6 This frees Black's knight once the threat of Qe8 is extinguished. 30.Qb3 Nxf5+! 31.gxf5 Rg7+ 32.Kh4 Qe4+ 33.Kh5 Qxf5+ 34.Kh6 Qg6#.

#### 28...e5 29.Bxd2 Qxf3+ 30.Kh4 Qf2+ 31.Kg5 Rg7+ 32.Kh6 Rg6+ 0-1

White gave up in light of checkmate in a couple more moves. White players take note: be able to adapt to the position. Tactics and king hunts may still be flying around your head, but the win is found in the endgame.

#### Brudnova, Jana - Comp Fritz 2

Klatovy op-B, 1994

#### 1.e4

The players in these first two games are not the strongest. However, by looking at games of non-GMs we can recognize our own mistakes and learn how to correct them.

1...e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6 5.0-0 Bc5 6.e5 d5 7.exf6 dxc4 8.Re1+ Be6 9.Ng5 Qd5 10.Nc3 Qf5 11.Nce4 0-0-0 12.g4 Qe5 13.Nxe6 fxe6 14.fxg7 Rhg8 15.Bh6 d3 16.c3 d2 17.Re2 Rd3 18.Nxc5 Qxc5 19.Rxd2 Ne5 20.Rxd3 cxd3 21.h3



This is the move I recommend. We're back to the fun and games now. In this game, White wins mainly by neutralizing Black's counterplay.

#### 21...Qd5 22.f4!?

This is interesting. It does limit the range of the bishop, but it also kicks the black knight out of the active central square and creates more space for White.

22.Kh2 This keeps the equilibrium. 22...Nf7 23.Qd2 Nxh6 24.Qxh6 Qe5+ 25.f4 Qe2+? (25...Qe3 This is equal.) 26.Kg3 d2 27.Kh4!



The king can now escape the checks. White wins.

**22...Nf3+?**

This doesn't make much sense to me. Black drives the white king to a better square, wastes time, and puts the knight in a weird spot.

22...Nf7 This directly challenges White's idea by targeting the weakness it created: White's bishop has no space to move. 23.g5 Nd6 (23...Qe4 This leads to equality. 24.Qd2 Nxe6 25.gxh6 Qg6+ 26.Kh2 Qxh6 27.Rg1 Rxe7 28.Rxe7 Qxe7 29.Qxd3 A draw offer would not be misplaced.) 24.Qf1 c5 25.Rd1 c4 26.b3 b5 27.Qf2 Ne4 28.Qxa7 Nxc3 Both sides have attacking chances, and White has at least a perpetual ... probably. I would prefer White, but it's up for grabs who is better.

**23.Kf2 Nh4 24.Qh1**

24.Kg3 is stronger. 24...Ng6 25.Qf3 Qxf3+ 26.Kxf3 c5 27.c4+- Black will lose the d-pawn with zero compensation. The g7-pawn remains a thorn in the Black position. White wins.

**24...Qc5+ 25.Kg3 Ng6 26.Qe4 Qd6 27.Rd1 Qe7**



**28.g5**

Why allow counterplay?

**28...e5**

Black tries to create some play instead of dying a slow, sure death.

**29.fxe5 Nxe5 30.Qxh7**

Although White looks loose and the king is wide open, White has enough protection from his pieces. Black has hardly any pieces to attack with, so White is quite safe.

**30...Qf7**

This should have lost immediately.

**31.Qe4**

31.Rf1!



31...Rxcg7 32.Bxcg7 Qxf1 33.Qg8+ Kd7 34.Qd5+ Ke7 35.Qxe5+-.

**31...Re8 32.Qf4 Qg6 33.Re1 d2 34.Qxd2**

The rest of the game is fairly straightforward. In this game, Black did not create any play against the white king, so White consolidated and easily won.

**34...Qf5 35.Qe3 Qg6 36.Qe4 Qf7 37.g6 Qxa2 38.Qf5+ 1-0**

White is up something like plus a bazillion according to Fritz. The knight will fall and the pawns will queen shortly.

**Marshall, Frank – Capablanca, Jose**  
07.10.1910

I mainly threw in this game for fun. There's been some speculation about my relation to Frank Marshall; to clear the record, I am not in any way related to the famous American player.

**1.e4 e5 2.d4 exd4 3.Nf3 Nc6 4.Bc4 Bc5 5.0-0 Nf6 6.e5 d5 7.exf6 dxc4 8.Re1 + Be6 9.Ng5 Qd5 10.Nc3 Qf5 11.Nce4 0-0-0 12.Nxe6**

Marshall played this first instead of 12.g4, but it transposes.

**12...fxe6 13.g4 Qe5 14.fxg7 Rhg8 15.Bh6 d3 16.c3 Be7 17.Qf3**

Baker mentions that he thinks 17.f4 is even better. The advantage of moving the f-pawn is that it gains space and shoves the queen off e5.

**17...Qd5 18.Rad1 b5?!**

This is a bit bizarre. Why is Black weakening his king position? The c4-pawn is well protected.

18...Ne5 19.Qf4 Bd6 20.Re3 Qb5 21.Nd2 It's dynamically equal and tense. Black would do better to focus on piece play rather than pawn moves.

**19.g5 Ne5 20.Qf4 Rd7 21.Re3**



White lifts the rook to provide some protection to the king, retains the possibility of swinging over to help the g-pawn, and doubles on the e-file.

**21...a5 22.Rde1 b4?**

It's as though Capablanca was sleeping through this game.

**23.Nd2**

This quiet retreat is almost decisive.

**23...Bxg5?**

Now Black is simply down a piece with a sliver of a chance at an attack. White is winning.

23...Ng6 24.Qg4 e5 25.Nxc4 Bc5 26.Re4 bxc3 27.bxc3+/-.

**24.Qxg5 Nf7 25.Qh4**

White declines to trade queens even with the piece plus. The queen creates more threats than Black can handle.

**25...Nd6 26.Qf6**



**26...Nf5 27.Re5**

27.Qf8+ This is not a threat yet. 27...Rd8.

**27...Qb7 28.Rxf5 exf5 29.Qxf5**

This is easiest. It's a typical pattern to give back some material to simplify the position.

**29...Qd5 30.Re5 Qf7 31.Qxf7 Rxf7 32.Rxa5**

The win is simple.

**32...Kb7 33.cxb4 Rf6 34.Rb5+ Ka7 35.Rh5 Rg6+ 36.Kf1 Rb8 37.a3 Rg8 38.Be3+ 1-0**

Having two pieces for a rook is already a material advantage, and White will also be picking up Black's pawns and win with the queenside passers.

### Further Reading

*A Startling Chess Opening Repertoire* by Chris Baker. For any player looking for a repertoire book for white with lots of gambits, this book is golden.

### Practitioners

Top players usually don't play this opening; if both players are well-prepared, the game can quickly fizzle out to a draw. Of course, most of us aren't playing Anand or Kramnik, so the Max Lange is great. Frank Marshall played the

Max Lange on a few occasions. He was a grandmaster in the early twentieth century and a great American player.

---

© 2010 ChessCafe.com. All Rights Reserved.

---

Comment on this month's column via our [Contact Page](#)! Pertinent responses will be posted below daily.

---

 [TOP OF PAGE](#)

 [HOME](#)

 [COLUMNS](#)

 [LINKS](#)

 [ARCHIVES](#)

 [ABOUT THE  
CHESS CAFE](#)

[\[ChessCafe Home Page\]](#) [\[Book Review\]](#) [\[Columnists\]](#)  
[\[Endgame Study\]](#) [\[The Skittles Room\]](#) [\[Archives\]](#)  
[\[Links\]](#) [\[Online Bookstore\]](#) [\[About ChessCafe.com\]](#) [\[Contact Us\]](#)

© 2010 BrainGamz, Inc. All Rights Reserved.  
"ChessCafe.com®" is a registered trademark of BrainGamz, Inc.