




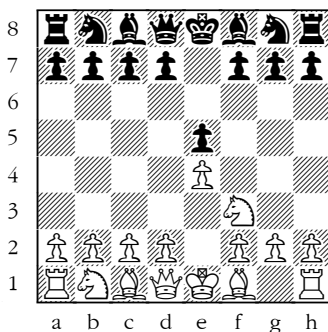
1. e4 e5 2. f3 Introduction


Compiled by Steven Craig Miller





1. e4 e5
2.  c4 ...

Other 2nd moves for White include:


2. f4 — King's Gambit
2.  c3 — Vienna Game
2.  c4 — Bishop's Opening
2. d4 — Center Game & Danish Gambit






If Black makes a pawn move (such as 2... g6) which does not defend Black's e5 pawn, the correct move for White is 3.  xe5. Now if the Black queen is brought out to e7 White should retreat the knight and allow Black to take White's e4 pawn.

2. ... g6
3.  xe5  e7
4.  f3  xe4

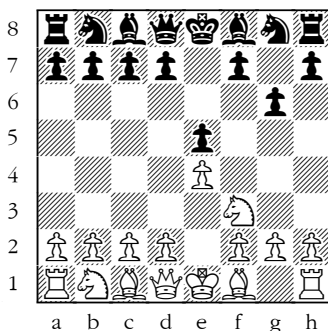
If 4. ... d5, then 5. d3 is best.

5.  e2

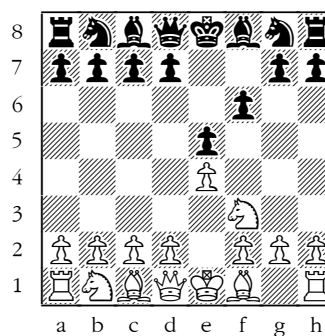
Here White has developed two minor pieces while White's opponent has only the misplaced Black queen developed. So White stands better.


2. ... g6?
2. ... f6?
2. ...  d6?!
2. ... f5 — Latvian Gambit
2. ... d6 — Philidor's Defense
2. ...  f6 — Petrov's Defense
2. ...  c6 — mainline



2. ... g6?









2. ... f6?



Here Black has attempted to protect the e5-pawn, but its protection is an illusion. The correct move here is again 3.  xe5!

2. ... f6?
3.  xe5  e7

3. ... fxe5?? 4.  h5+  f7 (4. ... g6? 5.  xe5) 5.  c4+ d5 (5. ...  g6?? 6.  f5+)

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6. ♗xd5 and White has a winning position.

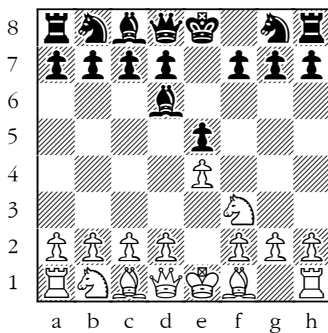
4. ♖f3 ♜xe4

If 4. ... d5, then 5. d3 is best.

5. ♗e2

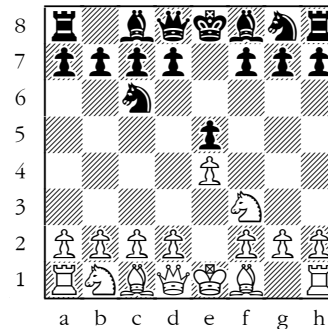
Here White has developed two minor pieces while White's opponent has only the misplaced Black queen developed. So White stands better.

2. ... ♗d6?!



Unlike 2. ... g6? and 2. ... f6?, this move (2. ... ♗d6) is a smaller type of mistake. Here at least Black has developed a piece, unfortunately Black has developed a piece in front of a center pawn (namely the d7-pawn). White should continue with normal development. At sometime Black will either need to move the d6-bishop (losing a tempo), or else it will remain a poorly developed piece. On the other hand, White should avoid doing anything to the position which would help Black activate this misplaced piece.

2. ... ♖c6



From here White has the choice of:

- 3. ♗c4 — the Italian Game
- 3. d4 — Scotch Game, Scotch Gambit, and Göring Gambit
- 3. c3 — Ponziani's Opening
- 3. ♖c3 — Three & Four Knights Game
- 3. ♗b5 — Spanish Game (the Ruy Lopez)