

The Frankenstein-Dracula Variation

Of the Vienna Game
Compiled by Steven Craig Miller

1. e4 e5
2. ♖c3 ♗f6
3. ♗c4 ♖xe4

If 4. ♗xe4, then Black can re-gain the piece with the “pawn fork trick” 4. ... d5! On the other hand, Black can avoid this variation altogether by playing 3. ... ♗c6.

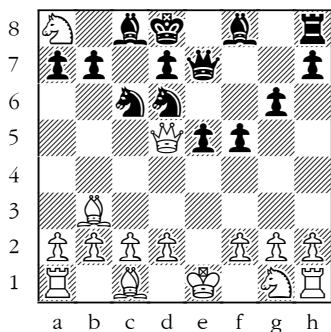
4. ♖h5 ♗d6
5. ♗b3 ♖c6

5. ... ♗e7 is Black’s last chance to avoid the “Frankenstein-Dracula” Variation. For example: 6. ♗f3 ♗c6 7. ♗xe5 g6 8. ♗xc6 dxc6 9. ♖f3 0-0 10. 0-0 =

6. ♗b5 g6
7. ♖f3 f5

7. ...f6 8. ♗xc7+ ♖xc7 9. ♖xf6 b6 10. ♗f3 ♗a6 11. ♗xe5 ♗xe5 12. ♖xe5 ♗d8 13. ♖xh8 ♖c6 14. d3 ♖xg2 15. ♖f1 ♖c7 16. ♗e3 ±, Minev [ECO].

8. ♖d5 ♖e7
9. ♗c7 ♗d8
10. ♗xa8



Black has sacrificed a rook, but White’s knight cannot escape so in effect Black has sacrificed an “exchange.” Black’s lead in development somewhat compensates for White’s material advantage.

10. ... b6
11. ♗xb6 axb6
12. ♖f3 ♗b7
13. d3 ♗d4
14. ♖h3 e4

(a) 14. ... f4 15. c3 ♗4f5 16. ♗d2 ± Nunn.

(b) 14. ... h5 15. f3 f4 16. ♗d2 g5 17. 0-0-0 ♖g7 18. g4 ±, Lane 2000:45.

(c) 14. ... g5 15. ♗e3 (15. c3 ♗e6 16. ♗xe6 dxe6 17. ♗e2 ♗e3) h5 16. ♗xd4 exd4+ 17. ♖f1 g4 18. ♖g3 h4 19. ♖f4 h3 ♖, Lane 2000:45.

15. ♗e3 ♗xb3

15. ... exd3 16. 0-0-0 ♗xc2 17. ♗xb6+ ♖e8 18. ♗f3 ♗e4 19. ♖h4 ± Nunn.

16. cxb3 exd3
17. 0-0-0 ±

Nunn’s Chess Openings 1999:289-290n26. See also “Vienna Game: Frankenstein-Dracula Variation” by Nikolay Ninov & Dimitar Kostakiev (*New In Chess Yearbook* 54[2000]:109-112).