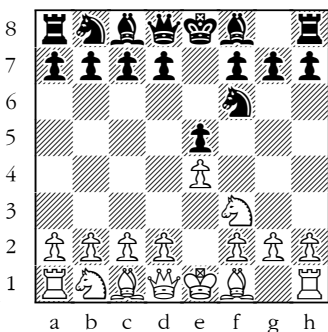


Petrov's Defense (aka Russian Game)

Compiled by Steven Craig Miller

1. e4 e5
2. f3 f6



3. exe5 ...

(a) 3. c3 b4 (3. ... c6 transposes into the *Four Knights' Game*) 4. e5 0-0 5. e2 e8 6. d3 c3 7. dxc3 exe4 etc.

(b) 4. d4 is worth serious consideration:
(b1) 4. ... e4 5. d4 d5 6. exd6 d6 7. d3 c6 8. f4 etc. (b2) 4. ... exd4 5. xd4 d5 6. exd6 d6 7. c3 c6 8. f4 etc.

3. ... d6

⇒ 3. ... exe4?! 4. e2 e7 (4. ... f6? 5. c6 +-) 5. xe4 d6 6. d4 dxe5 (6. ... f6 7. f4) 7. dx5 ±

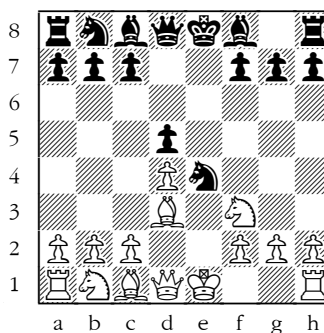
4. f3 ...

A speculative and entertaining sacrifice is:
4. xf7, e.g. 4. ... xf7:

(a) 5. c3 c5 6. c4+ e6 7. e6+ xe6 8. d4 f7 9. dxc5 c6 with chances for both sides, Topalov—Kramnik, Linares 1999.

(b) 5. d4 e7 (5. ... exe4 6. h5+) 6. c3 c6 7. c4+ d5 8. exd5 cxd5 9. dxd5 e6 etc.

4. ... exe4
5. d4 d5
6. d3 ...



Now Black has three basic options:

(a) 6. ... e7 7. 0-0 c6: (a1) 8. c4 b4 9. e2 (9. cxd5 dxd3 10. xd3 xd5 11. e1 f5 etc.) 0-0 10. c3 e6 etc. (a2) 8. e1 g4 9. c4 f6 10. cxd5 dxd5 11. c3 0-0 etc.

(b) 6. ... c6 7. 0-0 g4 (for 7. ... e7 see line 'a') 8. c4 f6 9. cxd5 (9. c3 xf3 10. xf3 dxd4 etc.) xf3 10. xf3 xd5 etc.

(c) 6. ... d6 7. 0-0 0-0 8. c4 c6 9. cxd5 cxd5 10. c3 xc3 11. g4 12. b1 etc.

Especially learn the section marked with an arrow (⇒) and the mainline up to the second diagram (ending at 6. d3).