

Giuoco Piano - Two Knights - Fried Liver [C57]

[Richard Westbrook, 2006]

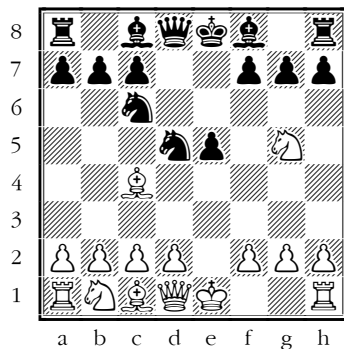
The “Fried Liver” Attack is a controversial one. Tarrasch called 4.Ng5 “a duffer’s move” because it violates the opening principle of not moving the same piece twice before all your pieces are developed. However, it practically forces Black to sacrifice a pawn just to stay in the game. Then the issue becomes whether Black can attain a sufficient lead in development to compensate for the pawn.

1.e4 e5
2.Nf3 Nc6
3.Bc4 Nf6
4.Ng5 d5

For the daring, there is 4...Bc4?!, The Traxler Counterattack, or Wilkes-Barre Variation. It is unsound, but is tricky and may catch an inexperienced opponent off-guard. See Appendix.

5.exd5 Black has four ways to defend:

- 5a) 5... Nd5?, below;
- 5b) 5... Na5, see page 4;
- 5c) 5... Nd4, see page 5;
- 5d) 5... b5!?, see page 5.



Practically suicidal is

5... Nxd5
6.Nxf7 Kxf7
7.Qf3+ Ke6

Black must “come out.” The alternatives lose quickly.

7... Ke8??

8.Qxd5+ Qxd5
 9.Bxd5+ Be6
 10.Bxe6#;

Or, 7... Ke8?
 8.Bxd5 with threats against f7 and c6. +-.

8.Nc3 Nce7

Black can try

8... Ncb4
 9.Qe4 ...

Or, 9.0-0 c6
 10.d4 Nxc2
 11.dxe5 Nxa1
 12.Rd1 Bc5
 13.Nxd5 cxd5
 14.Bxd5+ Kxe5
 15.Qf4#.

9... c6
 10.a3 (d4) Na6
 11.d4 Qd6
 12.Bf4 Kd7
 13.Bxe5 ...

White has a strong attack. For example,

13... Qe7?
 14.Nxd5 cxd5
 15.Qxd5+ Ke8
 16.Bb5+ Bd7
 17.Qxb7 Nc7
 18.0-0 ...

Stronger is 18.Bxd7+ Qxd7 19.Bxc7 +-.

18... Bxb5
 19.Rfe1 Ba6
 20.Qc6+ Kd8
 21.Bxc7+ ...

Black resigned because of

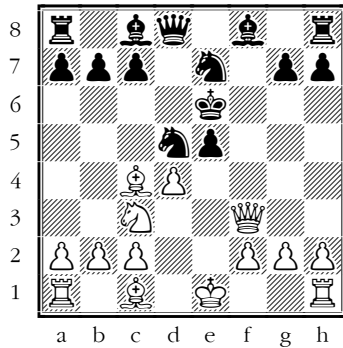
21... Kc8 (21...Qxc7? 22.Re8#)
 22.Ba5+ Kb8

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23.Rxe7 Bxe7
24.Qc7# 1-0
Budde-Muzdalo, 1994.

9.d4 ...



White could try
9.Ne4!? h6!

(Black has to stop Ng6+!).

If, for example,

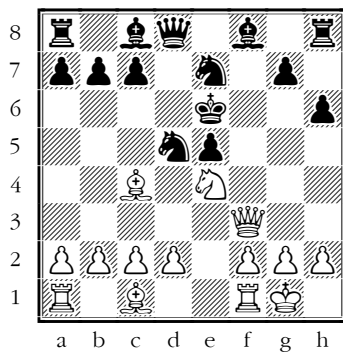
9... c6??

10.Ng5+ Kd7 +-

(10...Kd6? 11.Nf7+ Kd7 12.Nxd8)

11.Nf7 Qe8

12.Nxh8+-.)



10.0-0! ...

Not,

a) 10.Qh3+? Kf7

11.Qf3+ Kg8

12.0-0 c6 -+;

Nor,
b) 10.Nc5+!? Kd6

11.Qa3 Qe8?? (11...Kc6!)

12.Nxb7+ Kd7?? (12...Ke6!)

13.Bb5+ c6??

14.Qd6# 1-0.

Sanchez Garcia,J-Suarez Vega,E 1999.

10... c6

11.d4 Ng6

12.Re1 Qh4

13.g3 Qe7

14.Qh5 Kf7

15.f4± Qb4 (15...exd4!? 16.f5)

16.Nd2 Kg8

17.Qxg6 exd4

18.Re5 ...

White threatens 19.Rxd5!!

18... Qd6

19.Qxd6 Bxd6

20.Bxd5+ cxd5

21.Rxd5 +- Bc7

22.Nc4 Be6

23.Rxd4 Bxc4

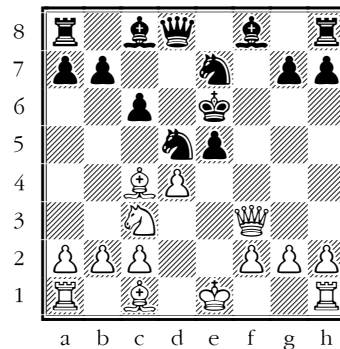
24.Rxc4 Bb6+

25.Kf1 Rd8

26.Re4 ±.

After 9.d4,

9... c6



10.0-0! ...

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Also playable are 10.Qe4, 10.Bg5, and 10.dxe5.

10.Qe4!? Qd6
11.0-0 ...

Or *11.Bf4 Kd7*
12.dxe5 Qg6
13.Qd4 Qxg2
14.0-0-0+-.

11... Kd7!?! (11...Kf7!?)
12.dxe5 Qg6
13.Bxd5 Nxd5
14.Qd4 Kc7
15.Nxd5+ cxd5
16.Qxd5 White has three pawns for the piece, but the open lines favor the bishop pair!.

And 10.Bg5 h6

If 10... exd4?!
11.Nxd5 cxd5
12.0-0-0 Qa5

Not *12... dxc4??*
13.Rhe1+ Kd7
14.Rxd4+ Kc7
15.Qf4+! Kb6
16.Rxd8 ... threatening both Qd4+ and Rd6+. +-

13.Rhe1+ Kd6
14.Qf4+ Kd7
15.Re5! ... White threatens Bxe7 followed by Rxd5+. +-

11.Bxe7 Bxe7
12.dxe5 Rf8
13.Qe4 Bc5

If *13...Rf5 14.f4* White threatens to castle and have a crushing position.

14.0-0-0 Qg5+
15.Kb1 Rf4

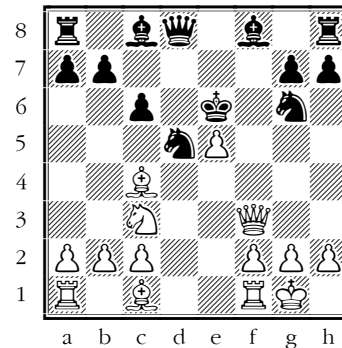
16.Bxd5+ Ke7
17.Qe2 Bb6
If *17...Rxf2 18.Qc4 Bb6 19.Ne4 +-.*

18.h4 Qf5
19.f3 +-;

And 10.dxe5!? Kxe5?
11.0-0 Ke6
12.Re1+ Kd7
13.Bf4.

10... Ng6
11.dxe5 ...

White now threatens Rd1! as well as Nxd5!?



Probably best is

11... Bc5

Catastrophic is

11... Kxe5??
12.Re1+ Kd6
13.Qg3+ Kd7
14.Nxd5! cxd5??
15.Bb5#!

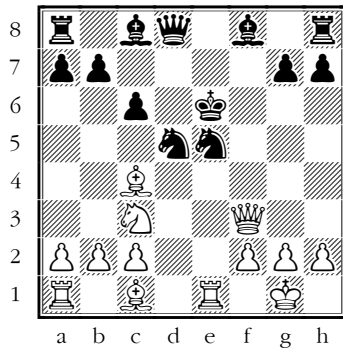
No better is

11... Nxe5?
12.Re1 +-.

(See diagram, top of next page.)

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White threatens (skip Black's move)

13.Rxe5+!! ...

And **13.Bxd5+!** cxd5

14.Rxe5+ Kxe5

15.Bf4+ Ke6

16.Re1+ Kf7

17.Bg5+ Qf6

18.Bxf6 gxf6

19.Nxd5+-.

13... Kxe5

14.Qe4+ Kd6

(14...Kf6!? 15.Qh4+ Kg6 16.Qxd8 and White wins.)

15.Bf4+ Kd7

16.Nxd5! Bd6 (16...cxd5?? 17.Bb5#)

17.Qf5+ Ke8

18.Re1+ Qe7

19.Rxe7+ Bxe7

20.Nc7+ Kd8

21.Qd3+ Bd6

22.Qxd6+ Bd7

23.Be6 Kc8

24.Qxd7+ Kb8

25.Na6#;

Black can run, but can not hide!

11... Kd7

12.Bxd5 cxd5

13.Nxd5 Nxe5

14.Qh3+ Ke8

15.Qh5+ Ng6

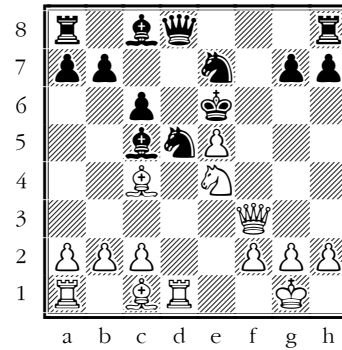
16.Re1+ Kd7

17.Bg5! Qa5

18.Rad1 +-.

12.Rd1! Nge7

13.Ne4! ...



White threatens

14.Nxc5+ Kxe5

15.Bxd5 Kd6

16.Qf4+ Kxc5

17.Be3+ Kb5

18.Qc4+ Ka5

19.b4+ Ka4

20.Qb3+ Kb5

21.Bc4#;

so Black has to play -

13... Qb6

14.Bh6!! Rg8

Not 14... gxh6?

15.Qf6+ Kd7

16.e6+ Kc7

17.Qe5+ Kd8

18.Qxh8+ and White will win.

15.Bxg7 ...

White is winning! For example,

15... Kd7

16.Nf6+ Kc7

17.Nxg8 Nxg8

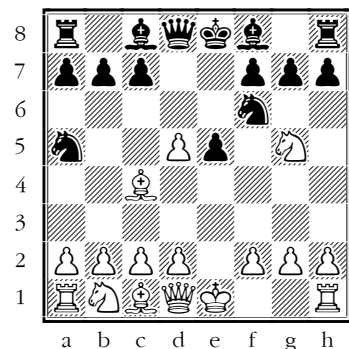
18.c3 ...

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To be able to play b2-b4 and less the pressure on f7. White is ahead in material; Black's king is still exposed: White should win easily.

5b) The most popular to defend way is 5...Na5.

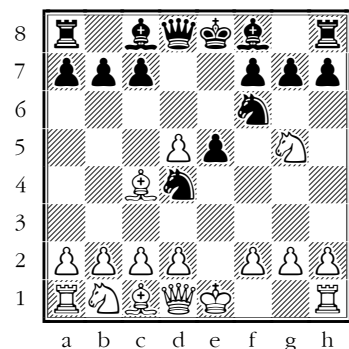


Black sacrifices a pawn with the hope that the gain in time and awkward placement of White's pieces will give good counterplay. For example,

6.Bb5+ c6
 7.dxc6 bxc6
 8.Be2 (8.Qf3! Rb8 9.Ba4) h6
 9.Nf3 e4
 10.Ne5 Bd6
 11.d4 exd3
 12.Nxd3 Qc7 (12...0-0 13.0-0 Qc7)
 13.h3 0-0
 14.0-0 Bf5
 15.Nc3!? ...

with roughly equal chances.

5c) Sharply debated at the top levels is 5...Nd4.



6.c3 b5
 7.Bf1 Nxd5
 8.Ne4 Qh4

(8...Bf5!? 9.cxd4 Bxe4 10.Bxb5+ Ke7)

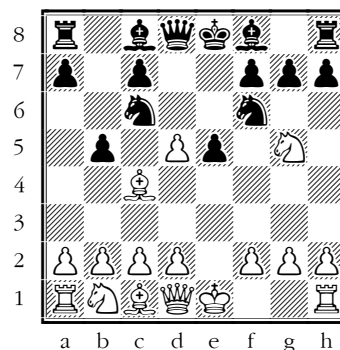
9.Ng3 Bg4!
 10.f3 e4

(10...Bd7 11.cxd4 Bd6 12.Qe2 0-0 13.Qf2 exd4 14.Ne4 Qe7 15.d3)

11.cxd4 Bd6
 12.Bxb5+ Kd8
 13.0-0 exf3
 14.Rxf3 Rb8
 15.a4 ...

White is probably winning, but Black still has good chances.

5d) An attempt at a tricky transposition is 5...b5!?



6.Bf1! ...

Not 6.Bxb5!? Qxd5
 7.Be2! ...

(7.Bxc6+? Qxc6 8.0-0 Bb7! (8...Bc5!))

6... Nd4 with play similar to
 5...Nd5.

But, perhaps stronger is
 6... h6!

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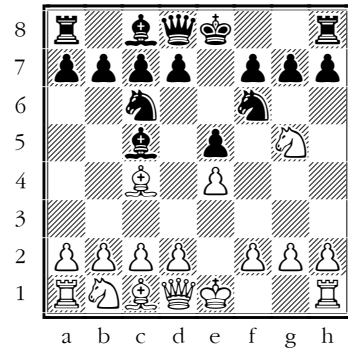
7.Nf3 Qxd5

10.Kf1 Rf8
11.Nc3 ...

Appendix:

The Traxler Counterattack, or Wilkes-Barre Variation.

11.Qe1? Qf4+
12.Kg2 Qg4+
13.Kh2 Qxc4 Black is winning.;



4... Bc5?!

This is unsound, but can be dangerous to those unaware.

5.Nxf7! ...

The text is strongest, but White can also get a good position with

5.Bxf7+!? Ke7

If 5...Kf8 6.Bb3 d5 7.exd5 Nd4.

6.Bd5 Rf8

7.0-0 +-

5... Bxf2+

6.Kxf2!? ...

White can avoid all the complications and have a comfortable game with 6.Kf1! Qe7

7.Nxh8 Bb6 8.Bf7+ Kd8 9.Bb3 +-.

6... Nxe4+

7.Kg1 Qh4

8.g3 Nxc3

9.Nxh8 ...

Not 9.hxc3? Qxc3+

11.d3!? d5! This sacrifice is typical.

12.Bxd5 Bh3+

13.Rxh3 Qxh3+

14.Kg1 Nd4

15.Nd2 Rxf7

16.Bxf7+ Kxf7

17.b3 Kg8

18.Ba3 Qg3+

19.Kh1 Qh4+

20.Kg1 Re8

21.Qf1 Nxc2

22.Rc1 Qg4+

23.Qg2 Qd4+

24.Qf2 Nxa3

25.Rxc7 ...

Black has two pawns, but the poor placement of the knight and White's active rook make the advantage difficult to exploit.

9... Nd4!

Batsford Chess Openings (BCO) gives

9... d5? "!", but it is wrong!

10.Qf3 Qd4+

11.Kg2! Nf5 +-;

9... Nxh1?

10.Qf1!

10.Bf7+ ...

If, instead,

a) 10.Nc3!? d5!

11.Bb5+ ...

a1) 11.Bxd5? Bg4

12.hxc3 ...

(12.Qe1?? Nge2+

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White either gives up the queen now, or is checkmated in 6:

13.Kf1 Bh3+
14.Bg2 Bxg2+
15.Kxg2 Nf4+
16.Kf1 Qh3+
17.Kf2 Qg2+
18.Ke3 Nxc2#);

a2) 11.hxg3 Qxg3+
12.Kf1 Bh3+
13.Rxh3 Qxh3+
14.Kg1 dxc4 —+;

Or, 11... c6
12.hxg3 Qxg3+
13.Kf1 Bh3+
14.Rxh3 Qxh3+
15.Kg1 Qg3+
16.Kf1 Ke7!! —+;

b) 10.hxg3! Qxg3+
11.Kf1 Qf4+
12.Kg2 Qg5+=;

After 10.Bf7+,

10... Ke7
11.hxg3 Qxg3+
12.Kf1 d6

(12...Qf4+ 13.Kg2 Qg5+=)

13.Bh5 Be6

The threat of ...Rf8+ is decisive.