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Keep It Simple 1.e4 – 2.0

A Rich and Dynamic Chess Opening Repertoire for White

New In Chess 2023

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Preface

Welcome to Keep It Simple: 1.e4 - 2.0!

This book provides a complete repertoire for the white pieces, based on the most popular and 'best by test' opening move 1.e4.

Before we discuss the contents, some words about me. My name is Christof Sielecki, I am an International Master and a professional chess teacher and content creator. I started this profession in 2014. I offered chess lessons to individual students and groups online and over the board.

This focus has changed, mostly due to the first edition of *Keep It Simple: 1.e4*, released in 2018, a groundbreaking course for Chessable and for me. It was the first course to feature video, the first to be converted to a printed book (also with New In Chess), and the reason why I am a full-time course creator now. The reception of the course was outstanding. Even after almost five years since the release, students play the suggested lines and use the course to build and improve their opening repertoire.

Since 2018, I have created a dozen courses for Chessable, including two more *Keep It Simple* courses. One about 1.d4 for White, one to handle the black pieces. *Keep It Simple for Black* was released at Christmas 2021 and thus a late entry for the Chessable Awards. It won prizes for 'Course of the Year' and 'Opening Course of the Year', which felt like a late Christmas present to me! The students loved the key changes that I had made, compared to earlier courses. The most common request that I received was: 'Make a new version of *KIS 1.e4*, in the style of *KIS for Black*'. Well, here it is!

Let's talk about the concept of 'Keep It Simple' and this book.

- The chosen lines are easy to learn and practical. I want to follow simple recipes, if possible. In some cases, I suggest more ambitious lines or moves that pose more problems for our opponent. Some of the lines are sharp and tactical. Simple does not mean 'boring'!

- It must be possible to find your way even if you forgot your lines. The book provides guidelines and rules of thumb to understand the concepts better. This makes it easier to find your way, even if you have forgotten your move-by-move preparation. All chosen opening lines are fully sound and playable for a wide range of players. All the lines are well-founded on sound principles and not 'refutable', not even by very strong opponents that prepare for the game. I suggest mainstream openings that can be played on all levels: from your local town championships to online speed chess to classical time control games against titled opponents.
We have about the same number of variations as in *KIS for Black*, but even more explanations and guidance. I focus on lines that strike a balance between best play/master level, and lines that regularly occur in amateur games. The book does include high-level theory, but also keeps an eye on typical early mistakes or wrong concepts that are employed by amateur players.

Some topics are best presented together. To have a better grip on the large number of chapters, the book is grouped into sections that each have an Intro/Overview. These Intros explain how the chapters tie together and why the selected lines were chosen.

Here is a list of the sections and a brief overview of the repertoire choices.

A. 1.e4 e5: Open Games – 10 chapters

I suggest playing the **Ruy Lopez 1.e4 e5 2.** (1)**f3** (2)**c6 3.** (2)**b5**, a major change from the first edition. The Ruy Lopez is a great opening that will lead to exciting games. It is a very versatile opening that teaches you a lot about chess in general. It's not a 'simple' opening, but I have selected lines that make it accessible to you.

B. 1.e4 c5: Sicilian Defence – 8 chapters

We fight the Sicilian with a combination of 皇b5 lines and a delayed version of the c3-Sicilian (Alapin). The key lines are the **Rossolimo Variation 1.e4 c5 2.**②f3 公c6 3. 皇b5, the **Moscow Variation 1.e4 c5** 2.②f3 d6 3. 皇b5+, and the line 1.e4 c5 2.②f3 e6 3.c3. This approach avoids the 'Open Sicilians', while still challenging Black. The first edition was based on the same concept, and there was no reason to change it. All the chapters are fully updated and improved, though. There are several changes and much more instruction and strategy pointers.

C. 1.e4 e6: French Defence – 3 chapters

I suggest fighting the **French Defence** with the **Tarrasch Variation 1.e4 e6 2.d4 d5 3.** (a) change from the first edition, which featured the Exchange Variation. The Tarrasch exerts more pressure, while keeping our theoretical workload reasonable. The resulting positions also harmonize well with our choices against the Sicilian and the Caro-Kann, as we frequently play against the Isolated Queen's Pawn.

D. 1.e4 c6: Caro-Kann Defence – 2 chapters

I suggest playing the Exchange Variation against the Caro-Kann, a new addition to the repertoire. I got interested in this line while writing my *KIS for Black* course, which featured the Caro-Kann from Black's perspective. I noticed that Black's job is not easy and felt the Exchange is an excellent weapon for White in the KIS context.

E. 1.e4 d5: Scandinavian Defence – 3 chapters

The theory of the Scandinavian has not changed much in the last years. My basic recommendations have not changed, as the ways to an advantage for White are well-known. There are several improvements and simplifications compared to the first edition, though.

F. 1.e4 d6/g6: Pirc and Modern Defences – 3 chapters

This section features various lines based on ...d6 and ...g6, like the Pirc and Modern Defences. I suggest playing an aggressive system, based on an early f4.

G. 1.e4: other replies – 2 chapters

This section covers Black's rare first moves, from Alekhine's Defence to 1...2c6 and 1...b6.

It is also important to note that it is possible to only employ the material from certain sections of this book. You can, for example, easily combine your favourite lines from the first edition with new ones presented here.

Enjoy the course and your games with 1.e4 !

Christof Sielecki Dinslaken, Germany, September 2023

SECTION B Sicilian Defence

1.e4 c5 2. ගිf3



The most popular replies to 1.e4 are the symmetrical 1...e5 and the Sicilian 1...c5. Depending on the stats you use, one of them is the most played move. You can expect the Sicilian in 30-40% of your games, which also explains why we need to cover it in detail. It's a significant opening, as it is sound, complex, and frequently played.

White has many options against the Sicilian, but only a few are considered critical tests. For the first edition, I decided to go for 2.②f3, the move that leads to Open Sicilians, and recommended an approach based on 3.单b5 lines (Moscow Variation 2.②f3 d6 3.单b5+, Rossolimo Variation 2.②f3 ②c6 3.单b5), combined with a delayed Alapin Variation (2.②f3 e6 3.c3 or 2.②f3 g6 3.c3, for example). This set of lines is challenging for Black but keeps our learning effort at reasonable proportions.

When I decided to suggest the Ruy Lopez in the second edition, the idea of sticking with this framework of lines became even more compelling. Many lines in the Rossolimo and Moscow lead to positions with Ruy Lopez characteristics.

Let's have an overview of the chapters and their contents. We play **1.e4 c5 2.**②f**3**, when Black's second move leads to a split. Black's plays 2...d6 or 2...公c6 about 30%-40% of the time, 2...e6 occurs in about 15-20% of the games, while others account for about 10%. 2...d6 3. 2b5+ 2d7 (Chapter 11) – this is Black's most popular reply to our check. After 4. 2xd7+, we will often reach a comfortable position in the so-called Maroczy Bind structure, which controls the centre reliably. Black's position is sound, but we usually reach a small plus at low risk.

2...d6 3. 2b5+ 2d7 (Chapter 12) – Black may also play 3...2d7 to answer our check. I recommend 4.c3 and d4 soon, leading to structures similar to a Ruy Lopez. In this chapter, Black's best lines get them close to equality, but the positions are interesting and may not be the type they wanted. It looks like a Ruy Lopez, not a Sicilian.

2...②c6 3. ③b5 g6 (Chapter 13) – against 2...③c6 I also suggest 3. ④b5, the Rossolimo. This is White's main weapon against 2...④c6 and promises a small advantage. Black's main reply is 3...g6, when 4.0-0 ④g7 5. III ④f6 6.c3 is the main line. I have changed my recommendation to 6.c3, compared to 6.e5 of the first edition. The new line is even more promising and fits better with the Ruy Lopez style theme of playing c3 & d4 to occupy the centre.

2...公**c6 3. 全b5 e6/3...d6 (Chapter 14)** – we cover Black's two other main replies to the Rossolimo in this chapter. In both cases, we play 0-0 and 邕eī and play to build a centre with c3 & d4, if allowed.

2... ②c6 3. 单b5: sidelines (Chapter 15) – Black's rare and mostly dubious replies to the Rossolimo are covered here.

2...e6 3.c3 d5 and other third moves (Chapter 16) – against 2...e6, I suggest playing 3.c3, a delayed Alapin. I like to play c3 on the third move, as Black's move 2...e6 has limited their choice of defence. In this chapter, we cover 3....d5 and related systems. White has good chances for a small pull.

2...e6 3.c3 ②f6 (Chapter 17) – the second chapter on 2...e6 3.c3 covers 3...②f6, which looks like Black's best reply. I suggest a lesser-known continuation for White that scores well in practice. Black should be close to equality with perfect play, but they often fail.

2.②f3: sidelines on move 2 (Chapter 18) – Black rarely goes for a different move than 2..d6, 2...②c6 or 2...e6. These rare lines are covered in this chapter. The most important ones are 2...g6 and 2... a6, when 3.c3 is our choice.

Compared to the first edition, the framework of lines looks the same. There are several changes in all chapters, though. The goal was to improve the repertoire on all accounts. If you know the first edition, you will recognize the overall spirit and most of the lines, but it's all neatly organized and has fresh paint.

CHAPTER 13

Rossolimo Variation: 2...公c6 3. 皇b5 g6

8 7 6 ÷ 5 Å 4 Er 3 Å 2 Å 1 а b С d е f g h

1.e4 c5 2.公f3 公c6 3. 息b5 g6

When Black plays 2...⁽²⁾C6, our reply 3.⁽²⁾B5 leads to the Rossolimo Variation. This chapter covers Black's most popular reply, 3...g6, preparing the kingside fianchetto. It is played in roughly 50% of all the Rossolimo games and is a cornerstone of our Sicilian repertoire. Compared to the first edition, I have made some changes in my recommendations that I will discuss further in the notes to the fifth move.

After 4.0-0 2g7...



I suggest playing **5.里e1**, just as I did in the first edition. There is an important difference, though. After Black's main reply, **5...**公f**6**, I am now recommending **6.c3**, aiming for a full pawn centre. This continuation is more in line with the general spirit of our repertoire, which emphasizes building a pawn duo e4 & d4. The Ruy Lopez is the perfect example of this strategy, of course.

Now, seeing that we will answer 5...公f6 with 6.c3, what about playing 5.c3 instead? This is indeed an excellent alternative, which I seriously considered. Let's briefly discuss the difference between the two.

The simple part is that 5.c3 必f6 6.罩e1 and 5.罩e1 公f6 6.c3 lead to the same position. However, 5.c3 e5 and 5.罩e1 e5 differ considerably.

After 5. Iel e5, we have the strategically complex but promising option 6. 2xc6 dxc6 7.d3, with a later queenside initiative in mind. The capture on c6 is not as promising after 5.c3 e5, as the move c3 is less useful and weakens our central structure. White's best (and more or less only) way forward is 6.d4!?, an interesting pawn sacrifice. It usually continues with 6...cxd4 7.cxd4 exd4 8. 2f4, when White has active pieces for the pawn and enough compensation. The conclusion is that 5.c3 involves a commitment to this gambit play, while 5. I is more geared towards a strategic battle.

It's a tough call between these concepts, but I decided to stick with 5.罩el for consistency reasons. We play 3...d6 4.0-0 总d7 5.罩el and 3...e6 4.0-0 公ge7 5.罩el, which makes the rook move look very consistent.

There is one conceptual difference, though. In the mentioned lines, we play Iel to prepare In reply to ...a6, as the capture on c6 had become unattractive. Here, in the 3...g6 4.0-0 In 5.Iel line, we will take on c6 frequently, as it creates doubled pawns that we can exploit.

Let's make an overview of Black's options. **C** and **D** are the most important by a mile, played in about 75-80% of the games. We will also check some minor moves, as their study has enormous instructional value.

A) 5...e6? is bad due to c3 & d4 – we get the full centre and Black has no counterplay.

B) 5...d6? is met by 6.e5!, which is surprisingly strong.

C) 5...e5 aims to block the centre. It's Black's second most popular move.

D) 5.... (5) f6 is very popular and logical.

A fifth move worth mentioning is 5...a6?!, when the capture leads to a good game for us, so we don't mind giving up the bishop pair. In this particular situation, there is also no good alternative. After 6. \pm fl? e5! our play is very toothless. After 6. \pm xc6 bxc6 7.h3! we transpose to an excellent position that we examine via 3...a6 in the Rossolimo sidelines chapter. Please have a look at this chapter for more information.

Relatively better is probably 6...dxc6, but it does not merit special coverage. We will play 7.d3 and reach a very similar position to one of the following two lines:

1) 1.e4 c5 2.创f3 创c6 3. 創b5 a6 4. 創xc6 dxc6 in the Rossolimo sidelines chapter;

2) 1.e4 c5 2. $2f_3$ $2c_6$ 3. $2b_5$ g6 4.0-0 $2g_7$ 5. Ee_1 e5 6. $2xc_6$ dxc6, which is a main option in the current chapter.

A) 5...e6?



Combining the moves ...e6 and ...g6 does not work well for Black in the Rossolimo. It weakens the dark squares substantially and is slow. We should open the position quickly to exploit this deficit.

6.c3

A tough call here, as 6. & xc6 is just as good. This was my recommendation in the first edition, intending to answer 6... bxc6 with 7.c3 – very good for White. I am now switching to 6.c3, as the theme of playing c3 & d4 is so prominent in this book.

6...Øge7

That was Black's idea, of course. They have discouraged the capture on c6, but we are playing for central dominance.

7.d4 cxd4 8.cxd4 d5

Black needs some pawn in the centre. Here 8...0-0 9.d5 looks awful for Black.



And we have reached a dream French-type position. A typical continuation could be 9... 2d7 10. 2c3 0-0 11.h4 h6 12. 2f4, putting pressure on Black's kingside. We are much better here as Black's kingside is seriously weakened, and they have no clear counterplay. An interesting line to compare is 1.e4 c5 2. 2f3 g6 3.c3 2g7 4.d4 cxd4 5.cxd4 d5 6.e5, when a similar scenario arises frequently.

B) 5...d6?



9.e5

Attaching a question mark to this move is a bit harsh, but it is a mistake. In practice, White quite often fails to punish it.

6.e5!

A very strong reply! Black's pawn structure is seriously weakened now, as we will see below. A word about two alternatives:

1) 6.êxc6+ bxc6 7.e5! is very similar to my recommendation and just as good;

2) 6.c3 is not a bad move, but a bit pedestrian in comparison to the best options. After 6... 皇g4! 7.h3 皇xf3 8.響xf3 White is slightly better, but not more.

6...dxe5 7.∕∆xe5 ≜d7

Here 7...響c7 8.②xc6 bxc6 9.響f3! is great for White, too.

8.<u>≜</u>xc6

Taking with the knight is just as good.

8...<u>∲</u>xc6

Black's other capture is no better: after 8...bxc6 9.豐f3 公f6, 10.公xc6 already wins a pawn.

9.∕∆xc6



I am stopping here, as after 9... bxc6 about every sensible move is good enough to give White a large advantage. Black's pawn structure is destroyed, and we have good ways to exploit this. A typical plan is playing d3 and moving our knight to c4, a fantastic, uncontested square.

C) 5...e5

The only fully respectable alternative to 5... 신f6. Black clamps down on d4 and intends to develop with ... 신ge7 next. 6. இxc6



One of the few cases where I recommend taking on c6 when still relatively unprovoked. Why is the capture a good choice? There is no onesentence answer because Black has two possible recaptures, and we need different plans against each.

Let's discuss the two moves and see why White should keep a pull.

C1) 6...bxc6

Black captures towards the centre, according to an old 'rule' that rarely applies in the opening. Well, I am just making a joke here, but very often, taking away from the centre makes a lot of sense to speed up development.

In the case at hand, Black should also prefer 6...dxc6, the far more popular move. Let's see how to exploit Black's sideline.



7.c3!

White opens up the centre while being better developed and ultimately aims to target central weaknesses, particularly d6. Contrary to general wisdom, it is often an idea to open the position against the bishop pair – it's a matter of timing and often very much dependent on concrete factors. We will see that Black's c8-bishop has a difficult time ever becoming relevant, which is the key issue. **7... 2e7** The next moves are more or less forced and always played. 8.d4 cxd4 9.cxd4 exd4 10.公xd4 0-0 11.公c3



This sequence is forced after 7.c3. Black's main problem is that the pawns on d7 and c6 have problems moving to set up a reliable central structure. There will always be some square or pawn weakness that White might play against. As a logical consequence, the c8-bishop remains passive.

11....b8

This move is the most challenging to face. Black activates their rook before we might play 2f4 to stop it. Black has some much worse alternatives:

1) 11...d5? 12.exd5 cxd5 13.9g5 already amounts to a disaster for Black. Their position is full of holes and weaknesses;

2) 11...h6 12.皇f4 d6 14.響d2 is terrible for Black, too. The d6-pawn is too weak; 3) 11..營b6 attacks our knight, but after 12.②b3 we threaten 逾e3 with tempo. Black has gained nothing.

12.⁄වb3

White threatens 2c1-f4-d6 now, with a deadly bind. I already recommended this move in the first edition, and I still like it for White.

A good alternative is the engine alternative 12.h3, arguing that Black has no great move.

12...d5

The most interesting try. After 12....@c7 13. 2e3 d6 14. 2d4, we trade off Black's best piece and have a substantial advantage. Black's pawns are long-term weaknesses.

13.創f4



This looks best and most forcing as we attack Black's rook. Let's see how it may continue:

1) 13...²b7 can be answered with a queen move to c1 or c2;

2) 13... \Begin{bmatrix} 2 b 4 is more interesting, when the black rook exerts some

pressure on the fourth rank. A good reply is 14.響d2, which threatens the discovered attack 公xd5 and keeps an advantage, as 14...a5 15.皇g5 or 15.簋ad1 are good ways to increase the pressure.

C2) 6...dxc6

This is more reliable than 6... bxc6. Black opens the c8-bishop and increases control over the d4-square. which leads to an entirely different game than 6...bxc6, when c3 & d4 opens the centre favourably. We won't play in the centre. Our target in the ...dxc6 pawn structure is the aueenside. Depending on Black's set-up, we have multiple ways of attacking this side of the board, but our main device will be a pawn break: a3 & b4. We will start with a universally useful move that we need anyway:





Now we need to consider three moves by Black. Our strategy

against them is quite similar, but there are enough differences to make a split worthwhile. We want to open the queenside with a2-b4, attacking Black's weakened pawn structure.

1) **7... (C21)** is the most popular below master level. It looks normal to develop the knight and prepare to castle, but the knight is passively placed on e7 and does not connect to the dark squares that will be crucial in the coming queenside battle;

2) 7... (它名) covers the e-pawn and prepares ... ②g8-f6-d7 to help cover the queenside. This move is probably the best choice for Black and the most popular on the GM level;

3) **7... (C23**) follows a similar idea, but the different queen position changes some details, compared to 2.

C21) 7...⁄වe7

8.a3

It's also possible to start with 8. 2e3 here.

8...a5

Black tries to slow us down this way. After 8...0-0 9.b4 cxb4 10.axb4, we have an excellent position. Black has no counterplay, as ...f5 is tough or even impossible to engineer. We can easily build up pressure on the queenside. Moves like 2e3 and knight tours to c4 or b3-c5 or a5 come to mind.

9.<u></u>≜e3

We develop and provoke ...b6. 9...b6 10. ②bd2



Black's defensive task is tough now. Even with the best play, they will be worse, but a wrong move can easily lead to disaster. I will have a look at 10...a4 and 10...0-0 now.

C211) 10...0-0

Black is walking a tightrope after this move.

11.∕⊇c4

More convincing than 11.b4 cxb4 12.axb4 a4, which I rather want to avoid.

11...ĝg4!

The only move, as 11...響c7? 12.b4! is a disaster: 12...axb4 13.axb4 罩xal 14.響xal b5 15.公cxe5 leads to a dominating position for White. **12.h3** We get rid of the pin and force Black to give up the bishop pair. **12... 2xf3 13. ^wxf3**



We have a comfortable advantage here. Black has avoided a breakdown on the queenside, but there are other ideas. The comp suggests 13...a4 14. I g3, followed by h3-h4-h5. A sudden change in the battle area, but it makes a lot of sense. h3-h4-h5 and the knight tour I c4-d2-f3 look scary for Black.

C212) 10...a4

This move makes it more difficult to open the queenside. **11.b3**

It's also possible to not play this break immediately, but prepare it with a different move first. Moves like 11.公c4 and 11.豐b1 are just as good, given that you play for b3 next. We want to open the queenside quickly.

11...0-0

Not 11...axb3? 12.④xb3 and a3-a4a5, dismantling the queenside.

12.bxa4 🖾xa4 13.\@b1



Our idea is to play 빨b3 and/or 公c4. If Black retreats the rook, a3-a4-a5 is the plan. Black needs to defend carefully to stay in the game, which is a fair assessment of the whole 7...신e7 variation.

C22) 7...₩e7

This is played to cover e5 and thus prepare ...②f6. ...④f6 is the first step for a possible later ...④f6-d7-f8-e6-d4 manoeuvre. **8.a3**



White has a wide choice here, but I still like my suggestion from the first edition. Trying to open the queenside quickly makes a logical impression. Black now usually continues developing with **8...**心f6 (**C222**), but they may also try **8...a5** to close the queenside (**C221**):

C221) 8...a5

Black doesn't want to allow b2-b4 without a fight.

9.⁄වbd2

This is a new suggestion, compared to 9. 全e3 公f6 10.a4 from the first edition. It's not a bad plan to close the queenside and shift the focus to other ideas – very long-term, f2-f4 is an idea in such a structure. Still, my choice was clear when I found that 9. 公bd2 is possible to still try for b2-b4.



9...∕⊇f6

Black's usual reply, but it might not be best. The move 9.心bd2 is a newer idea, so there aren't as many sample games to draw from.

The engine prefers 9... 皇e6, when I would suggest 10.b3, planning to go 心c4 next. A later 皇d2 and b3-b4 is still an option.

An annoying move for Black, forcing a small concession.

11...f6 12.âd2 a4

This looks a bit better than 12...b6 13.b4, but we still manage to open the queenside now: 13.b4

8 7 6 5 R 4 Å E 3 R Ě 2 Ŵ 1 b С f d е g h а

And finally, we have managed to push the b-pawn, as we wanted to do all along. After 13... axb3 14.cxb3 0-0 15.營c2 we have pressure on the queenside, with the idea to play a4 and prepare b4 next. It's tough to play for Black, who has no counterplay.

C222) 8... විf6

Black's main move by far, preparing castling and not trying to stop our b-pawn. **9.b4**



Here we go. White immediately opens it up. Of course, a slower course of action is also possible.

9...0-0

Taking the b-pawn would be a serious concession. Black can't play 9...cxb4 10.axb4 營xb4?, as 11. 全a3 gives White a fantastic attack. Playing 10...營xb4? is naive, of course. It would be better to play a sensible move like castling, but we clearly benefit from the opening of the queenside.

Black can also play 10...2d7, when 11.a4 2xc5 12.2a3 leads to the same structure. The queen capture has been the recent preference on the GM level, but White still retains a pull.

11.a4

A simple threat to win the exchange, but it's not about a simple trick. Gaining space on the queenside is useful, and 2a3 may be attractive even without immediately winning material.

11...**¤**e8 12.**@**a3



This looks very natural and was played successfully by Anish Giri vs Wang Hao, Stavanger Blitz 2022, but it's not clear if it is best. Stockfish also likes a set-up with h3 and 2e3, which looks good too.

The game continued 12... 響a5 13. ②bd2 皇e6 14. 響b1, 響c7 and now 15. ②g5 is a small engine improvement on Giri's 15.a5; I think White has a nagging pull in this type of position, as Black has to defend the weakened squares and their bishop pair doesn't count for much.

C23) 7...₩c7 8.ዿe3

Starting with 8.a3 is not a mistake here, but I think attacking the pawn and forcing ...b6 is a better choice. The following line is more or less forced, as we will see.

8...b6 9.a3

We prepare b4, our standard idea.

9...a5

Otherwise we would get in b4 immediately.

10. විbd2 විf6

Black's usual choice, intending to go for the following line.

11.b4

Here we go. 11...必q4



This line has been played two times in games between Hikaru Nakamura and Magnus Carlsen. We have a comfortable choice now.

12.<u></u>ĝ5

I recommend this move but want to show the alternative played in the two mentioned games. After 12.bxc5 公xe3 13.fxe3 bxc5 14.公c4 皇e6 15.公fd2, we reach a position with two knights vs two bishops, but White's knights are perfectly coordinated and we control c4. In my course *Fight Like Magnus*, I reached this position from the Black side and concluded that Black is OK but has zero chance of winning. This is not a bad scenario, but I feel 12.皇g5 may give White more chances to win.

12...axb4 13.axb4 🖾xa1

These trades look like the best defence for Black.

14.\"xa1 cxb4 15.\"a4

The final important move. Black can't keep the b-pawn.

15...0-0 16.₩xb4



We have regained the pawn and kept a small advantage, as Black's queenside pawns remain targets.

D) 5... ්රිf6

Black develops the kingside and prepares to castle. This is a very natural move and the most popular one.

6.c3

In the first edition, I recommended 6.e5, which remains a good option. My main incentive to switch to 6.c3 is the conceptual consistency with the Ruy Lopez. Building a pawn centre by playing c3 & d4 is a logical concept here and a challenging approach for Black.



There are mostly three scenarios:

1) Black plays **...a6** at some point, forcing a decision about our bishop (**D1**);

2) 6...0-0 7.d4 cxd4 8.cxd4 d5 (D21);

3) **6...0-0 7.d4 d5 (D22)**.

2 and 3 are very similar lines. By inserting the capture on d4, Black is limiting their options. A usual scenario is a transposition to comfortable lines of 3. We will focus the coverage on lines 2 and 3, which occur in about 80-90% of the games. Option 1 is rare, but Black has different moments to go for ...a6, and it might be unclear if you haven't studied it. As Black is experiencing problems in 2/3, option 1 might become more popular. White looks better, but the positions are not as well explored.

Black attacks our bishop and forces a decision. To take or not to take, that's the question.

7.**≜xc**6

As usual in this chapter, or general against all unprepared ...a6 moves, I suggest capturing on c6.

The move 7.2fl is not a mistake, but it makes Black's life easier after 7...0-0 8.d4 d5 when they reach a better version of the current chapter's main line. In those lines, we often capture c6 to worsen Black's structure.

7...dxc6

Black's almost exclusive choice. They avoid 7...bxc6 8.e5 公d5 9.c4 公c7 10.公c3, when we have a comfortable advantage.



This position is very similar to the line we examine in the Rossolimo sidelines chapter. After 3...a6 4. 2xc6 bxc6 5.0-0 g6 6. 2 el 2 g7 7.h3! 2 f6 8.e5 2 d5 9.c4 2 c7 10. 2 c3, we reach almost the same position – the extra tempo h3 is nice, but not

D1) 6...a6

a large difference. We are much better in both cases, going for d4 next to open the position favourably.

After 7...dxc6, it's interesting to compare the position to the one after 3...a6 4. 2xc6 dxc6 5.0-0 g6 6. 2e1. In this variation, we play a d3-based set-up and avoid c3, preferring the stable pawn chain c2/d3/e4. With c3 already on the board, a d3-based continuation is still possible, but I want to suggest a different option.

8.h3



We start with this move to prevent ... 294 and want to play d4 next to occupy the centre. In this scenario, we will see that Black's bishop has no good squares, making h3 a tempo well-spent.

8...0-0

The move 8...c4? is refuted by 9.b3 cxb3 10.axb3, when Black has strengthened our centre even more. Trading the d-pawn vs the a-pawn can't be good.

9.d4

Going for a full pawn centre. It is possible to play 9.d3 here for a slower, manoeuvring game. White continues with moves like 皇e3, 響c2 and 创bd2 and tries to exploit Black's weakened queenside.

I suggest 9.d4, though. There are two reasons: White preserves an advantage, and it makes a lot of sense from a repertoire perspective. Black may play 6...0-0 7.d4 a6, when 8. 2xc6 dxc6 9.h3 transposes to our position on the board. This way, one solution works for both lines.

9...cxd4

Black manages to get rid of their doubled pawns, but it does not solve some key issues.

10.cxd4



Black has three basic problems in this position:

1) We have a full pawn centre that is not easily challenged.

2) The c8-bishop has no clear role or development perspective.

 The queenside dark squares are permanently weakened.
 I think Black has only one satisfactory reply now. I will discuss the moves 10... 受 c7?!
 (D11) and 10...c5! (D12) to demonstrate why Black should rather push the c-pawn instead.

D11) 10...₩c7?!

A slow move like this looks too passive.

11.∕ົΩc3 ⊒d8



12.<u></u>d2!

A strong move! We want our rook on cl as soon as possible to be ready for ...c5. It looks more natural to play 12. 2e3, but placing the bishop on d2 allows the capture dxc5, as we will see. It looks like this puts Black in even more trouble.

12...c5

This fails to convince, but it's tough to give Black any good advice. If they go for a slow move like 12...a5, we play 13. Icl and Black will probably never manage ...c5. We can slowly improve and exploit the queenside weaknesses in such a position. One idea is 2a4, Ic2 and playing for d4-d5 next. Black has no active ideas, which gives us time to prepare carefully.

13.**≝**c1



Black is more or less busted now. We threaten to take and win the c-pawn, and 13... b6 14.dxc5 bxc5 15.2a4 hardly counts as a solution.

D12) 10...c5!

I don't think Black manages to equalize fully with this move, but it's much better than going for a passive solution.



11.d5!

We need to avoid 11.dxc5? 빨xd1 12.፪xd1 ②xe4, when Black is better. The move 11.②c3 is not as terrible, but 11...cxd4 12.③xd4 ②g4! looks OK for Black. Gaining central space with 11.d5 is a much better way forward.

11...b5

This is best. Black prepares to develop with ... 全b7 and ... 宣c8. The move 11...e6? is bad due to 12. 全g5, when the pin is a huge problem for Black. After 12... h6 13. 全xf6 響xf6 14.e5 響f5 15. 公c3, we have a large advantage. Black has many weaknesses we can exploit (d6, c5), and their bishops are passive.

12.∕ົΩc3 ໍ≜b7 13.ໍ≜f4

We finish our minor piece development and have a small advantage. I like White's well-centralized pieces and coordination. If Black plays a slow move now, a good way to continue is @d2, intending @h6. Black needs to consider if they ever want to advance the c-pawn. It gains ground on the queenside but gives us the d4-square in return. **13...c4**



The comp thinks this is best for Black. It's good to check it, as White needs a precise move now:

14.<u></u>£e5!

What's the point of this move? The main issue is that the natural 14.響d2 is not great due to 14...e6!. when 15.dxe6 \vert xd2 16.exf7+ 邕xf7 17. 힃xd2 b4 is already good for Black. After 14. 2e5! we are much better equipped to combat 14...e6, as 17.¤axd1 more or less wins for White. Black must play 15...fxe6, when 16. 皇d6 邕e1 17.e5 or 17.a4 still look a bit better for White. Black has some weaknesses created by ...e6 that won't go away. It's probably Black's best option here to go for this position, as it activates the b7-bishop.

Keep It Simple 1.e4 – 2.0

Index of variations (numbers refer to pages)

1.e4 e5



Open Games

2.②f3 ②c6 3.皇b5



Ruy Lopez

3...a6 4. 💁 a4

4⁄⊡f6 5.d3 b5 6.Ձb3	
6ዿc5 7.∅c3	
7d6 8.∅d5	
70-0 8.⁄迎d5	
7h6 8.遒d5	
69e7 7.a4	
7b4 8.a5	
7罩b8 8.axb5 axb5 9.公c3	
7ŷb7 8.0-0	
6d67.a4	
5单e7 6.单xc6 dxc6 7.⁄公xe5	
5怠c5 6.怠xc6 dxc6 7.心bd2	61
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5Öge7 6.d4	
4b5 5. Åb3 &c5 6.c3	
5d6 6.a4	
5ዿe7 6.d4	
5ඕa5 6.ඕc3	

4d6 5.囟c3	
5\$g4 6.h3 \$h5 7.d4	
5b5 6.êb3	
6ඵf6 7.ඵg5	
6⊉g4 7.h3 ≗h5 8.⁄∆xe5	
5\$d7 6.\$xc6 \$xc6 7.d4	
5∅f6 6.≗xc6 bxc6 7.d4	134
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4g6 5.d4	
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4d6 5.c3	
4ዿc5 5.ዿxc6 dxc6 6.⊘bd2	
3 â.c5 4.c3	
4a6 5.皇xc6 dxc6 6.必xe5	
4d6 5.d4	
4f5 5.d4	
4∅f6 5.d4	
4∅ge7 5.d4	
3d6 4.d4	
4exd4 5.∅xd4 ዿd7 6.∅c3	
4ዿੈd7 5.⊘c3 ⊘f6 6.ዿੈxc6	
3f5 4.d3 fxe4 5.dxe4 创f6 6.0-0	
6d67. <u>@</u> c4	
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3 2 d4 4. 2 xd4 exd4 5.0-0	
5 <u>\$</u> c5 6. <u>\$</u> c4	152
5c6 6.皇c4	
3g6 4.d4 exd4 5. 2g5	
3\@ge7 4.0-0	
4g6 5.d4	
4∅g6 5.d4	160



Petroff Defence

3එc6 4.එxc6 dxc6 5.එc3 âc5 6.h3	176
3②xe4 4.響e2 響e7 5.響xe4 d6 6.d4]	177

3d6 4.@f3 @xe4 5.d4 d5 6.盒d3	
6⁄ac6 7.0-0	
6≗f5 7.0-0 ∕∆c6 8.≣e1	
6ĝe7 7.0-0	
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2.ගිf3 other moves



2f5 3.②xe5 響f6 4.d4	204
2d5 3.exd5 e4 4.ee2	205
2d6 3.d4	
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1.e4 c5 2.⁄2f3



Sicilian Defence

2...d6 3. 🕸 b5+



Moscow Variation

3ûd7 4.ûxd7+	
4∅xd7 5.0-0 ∅gf6 6.≝e2	
6g6 7.c3	
6e6 7.b3	
4豐xd7 5.c4	
5響g4 6.0-0	
5එc6 6.එc3 g6 7.d4	
5e5 6.@c3 @c6 7.d3	230
5②f6 6.②c3	
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4②gf6 5.響e2	
5e5 6.d4	
5e6 6.d4	
5g6 6.d4	
5a6 6.@a4 b5 7.@c2	
7c4 8.b3	
7e5 8.d4	
7ዿb7 8.d4	

2...∕ົ∂c6 3.≜b5



Rossolimo Variation

3g6 4.0-0 Ձg7 5.Щe1	
5e6 6.c3	277
5d6 6.e5	
5e5 6.≜xc6	
6bxc6 7.c3	279
6dxc6 7.d3	280
5②f6 6.c3	
6а6 7. âxc6	286
60-0 7.d4	290
3d6 4.0-0	
4âg4 5.c3	303
4âd7 5.¤e1	
5g6 6.c3	305
5ûf6 6.c3	306

3e6 4.0-0 ②ge7 5.띨e1	
5@d4 6.@xd4 cxd4 7.c3	
5a6 6.ĝf1	
6g6 7.d4	
6b5 7.c3	
6⁄\2)g6 7.c3	
6d5 7.exd5	
7響xd5 8.②a3	
7∅xd5 8.d4	
3心d4 4.心xd4 cxd4 5.c3	
3e5 4.0-0 âd6 5.c3	
3響c7 4.0-0 a6 5.皇xc6 響xc6 6.囵c3	
3a6 4. 🕯 xc6	
4dxc6 5.d3	
4bxc6 5.0-0	
3心f6 4. 魚xc6 dxc6 5.d3	
5g6 6.h3	
5ቌ̀g4 6.h3 ቌ̀h5 7.g4 ቌ̀g6 8.ゐ̀bd2	

2...e6 3.c3



1.e4 e6 2.d4 d5 3.⁄වd2



French Defence, Tarrasch Variation

3...∅f6 4.e5 ∅fd7 5.c3 c5 6.f4 ∅c6 7.∅df3

7ĝe7 8.ĝd3	
7cxd4 8.cxd4	
8a5 9. âd3	
8\$b4+9.\$f2	
7響b6 8.a3	
3c5 4.∕∆gf3	
4dxe4 5.迩xe4 cxd4 6.響xd4	
4∅c6 5.exd5	
5響xd5 6.힕c4 響d8 7.dxc5	
5exd5 6.Ձb5	
6∕∆f6 7.0-0	
6 âd 6 7.dxc5	
6響e7+ 7.힕e2	
4∅f6 5.exd5 exd5 6.≗b5+	
4a6 5.exd5 exd5 6.dxc5	
4cxd4 5.迩xd4	
5∅f6 6.exd5	
6響xd5 7.②b5	
6∅xd5 7.∅2f3	
5బీc6 6. భీb5 భీd7 7.బీxc6	
7âxc6 8.âxc6 bxc6 9.c4	
7bxc6 8.@d3	

3විc6 4.විgf3 විf6 5.e5 විd7 6.ඵe2	
3 倉e7 4. 倉d3 c5 5.dxc5 公f6 6.響e2	
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4බf6 5.බxf6+	451
4âd7 5.@f3 âc6 6.âd3 @d7 7.c3	453
4්ටd7 5.එf3	
7ዿ̀d6 8.ዿ̀d3	456
7∅d5 8.≗d2	457

1.e4 c6 2.d4 d5 3.exd5 cxd5 4. 2d3



Caro-Kann Defence, Exchange Variation

4....විf6 5.h3

5g6 6.心f3 힕g7 7.0-0 0-0 8.뽈el 心c6 9.c3	
5e6 6.@f3 âd6 7.0-0 0-0 8.Iel @c6 9.c3	
4∕⊡c6 5.c3	
5g6 6.회f3 힕g7 7.0-0 汹h6 8.틸e1 0-0 9.h3	
5…e6 6.∅f3 ≜d6 7.0-0 ∅ge7 8.≣e1 0-0 9.∅bd2	
5響c7 6.h3 e5 7.dxe5 公xe5 8.怠b5+	
5&f6 6.h3	
6…e5 7.dxe5 ∅xe5 8.∅f3	
8公xf3+ 9.豐xf3	
8⁄ົ∆xd3+ 9.≝xd3	
6g6 7.⁄2f3	
7豐c7 8.0-0	
8ĝg7 9.ãel	
8ŷf5 9.¤e1	
7ĝg7 8.0-0 0-0 9.Ïel	
7ĝf5 8.0-0	
8ģg7 9. l e1	
8ዿ̂xd3 9.ৠxd3	

1.e4 d5 2.exd5



Scandinavian Defence

2...≝xd5 3.公c3

3響a5 4.d4	
4c6 5.∅f3 ዿf5 6.∅e5	
4②f6 5.②f3	
5∮)c66.≗d2	
5≗f5 6.⊉e5	
5	
5c6 6.@c4	
3豐d6 4.d4 心f6 5.心f3	
5Ձg4 6.h3 Ձh5 7.g4 Ձg6 8.@e5	
5c6 6.@e5 @bd7 7.f4	
5a6 6.g3	
6b5 7.≗g2 ≗b7 8.0-0 e6 9.⊘e5	
6ዿੈg4 7.h3 ዿੈh5 8.ዿੈg2 🖄c6 9.d5	
3≝d8 4.d4	
4c6 5.②f3	
4\@f6 5.\@f3	
5皇f5 6.迩e5	
5	
2⊕f6 3.≜b5+	
3c6 4.dxc6 bxc6 5. [§] e2	529
32bd7 4.d4 ∅xd5 5.∅f3 c6 6.≜e2	
3\$d7 4.\$e2 @xd5 5.d4	
5e6 6.©f3 c5 7.c4	
5 創f5 6. 创f3 e6 7.0-0 創e7 8.a3 0-0 9.c4	



3...g6 4.f4 ዿੈg7 5.⊘f3



Pirc Defence, Austrian Attack

3e5 4.බf3 බbd7 5.ॾg1	
3c6 4.f4 響a5 5.臭d3 e5 6.②f3	
3⊘bd7 4.f4 e5 5.⊘f3 exd4 6.≝xd4	
6Øc6 7.0-0	
6∅a6 7.0-0 c5 8.d5	
6c6 7.0-0 b5 8.e5	
6ĝg4 7.h3	
6c5 7.dxc5 dxc5 8.e5	
50-0 6. <u>\$</u> d3	
7響xc5 8.힕e3 響a5 9.響b5+	
70-0 8.響b5	
5c5 6.dxc5	

1.e4 g6 2.d4 **≜g7 3.**∕∆c3



Modern Defence

3c5 4.dxc5	
4響a5 5.息d2 響xc5 6.创d5	
4 \$xc3+ 5.bxc3 響a5 6.響d4	
3c6 4.f4 d5 5.e5	
5∅h6 6.ዿe2	
5h5 6.@f3	
3d6 4.f4	
4②c6 5.皇e3 ②f6 6.②f3 0-0 7.e5	
4e6 5.@f3 @e7 6.@d3 @d7 7.@e3 a6 8.響e2 b5 9.e5	569
4a6 5.∅f3 b5 6.≗d3	
6追b7 7.a4 b4 8.迩e2	
6බ්d7 7.a4 b4 8.බ්e2	

1.e4



other replies

5exd6 6.创f3	
6ዿੈg4 7.h3 ዿੈh5 8.⁄ົ່ນc3	
6ዿ̀e7 7.h3 0-0 8.ዿ̀e2	597
5cxd6 6. ² f3	
6\$g4 7.h3	600
6g6 7.h3	602

1...b6 2.d4 🚊b7 3.ዿd3 (Owen's Defence)

3f5 4.exf5	608
3e6 4.创f3	
4c5 5.c3 ∅f6 6.≝e2	610
4g6 5.0-0 âg7 6.c4	610
4d5 5.exd5 響xd5 6.c4	611

1...එc6 2.එf3 (Nimzowitsch Defence)

2d5 3.exd5 響xd5 4.心c3 響a5 5.息b5	613
2f5 3.exf5 d5 4. 2b5 2xf5 5.d4 e6 6. 2e5	615
2d6 3.d4 @f6 4.@c3	
4ĝg4 5.ĝb5	617
4g6 ≗b5	618