

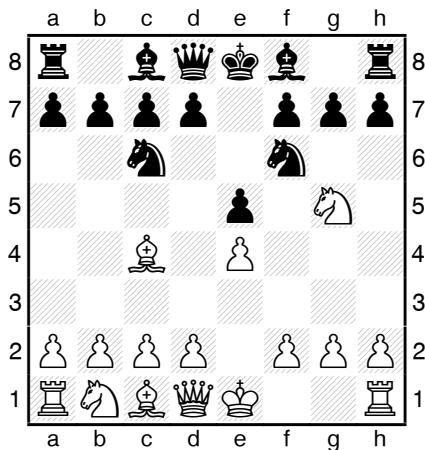
5-Move Fork

(Also known as "Fried Liver Attack" or "Two Knights Opening")

The Fried Liver Opening is basically no more than a trap. It works against beginners who aren't going to fall for the Four Move checkmate, but backfires badly against very experienced players.

It is worth a try if you get the chance, but remember that Black can prevent your attack.

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



White moves his knight twice in the opening, usually a bad thing, but threatens a fork by capturing on f7.

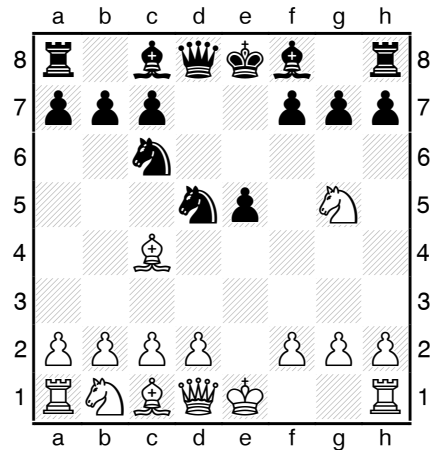
Black has only one way of stopping this threat.

- 4... d5
5. exd5

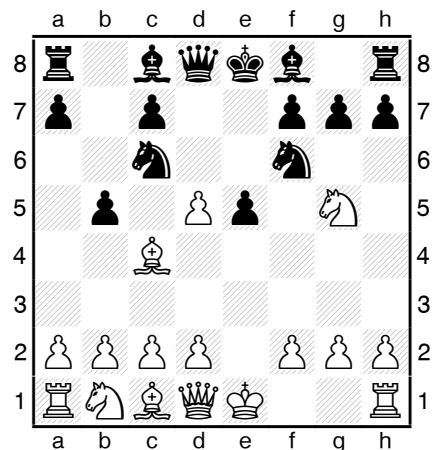
There are now three paths Black can follow.

- (a) Falling into the Fried Liver trap.
- (b) Playing ...b5 to avoid the trap.
- (c) Playing ...Na5! to avoid the trap.

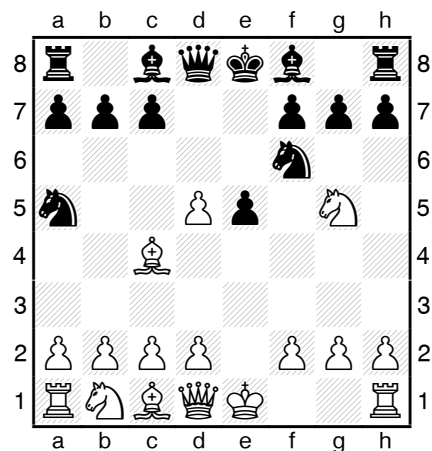
(a)



(b)

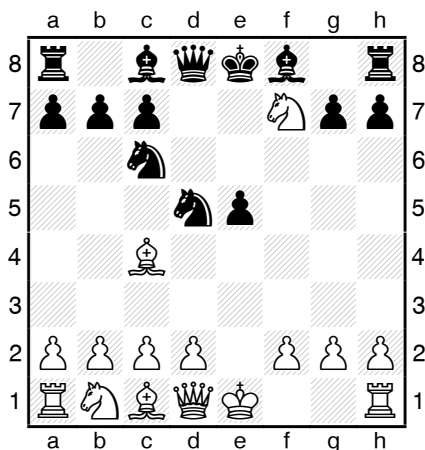


(c)



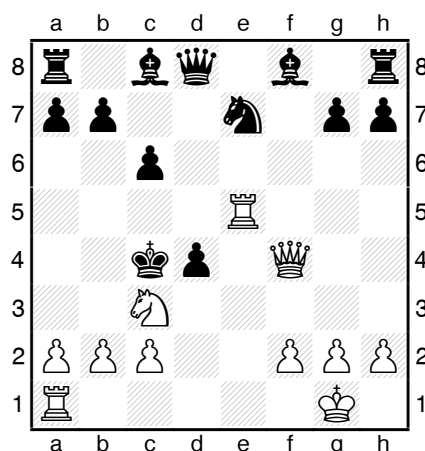
(a) Black falls into the trap.*Practice Match***David Cordover****Anonymous Student**

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 This move only works when both Black knights have been developed, and not the bishop. If the bishop on f8 had been moved Black can just O-O to escape from danger. **4...d5 5.exd5 Nxd5?** This move allows White to use the Fried Liver Trap. **6.Nxf7!**



A sacrifice to open up the King and draw him into a pin. (Although 6.d4 is a far more sound way of continuing. Eg. 6.d4 exd4 7.O-O Be6 8.Re1 Qd7 9.Nxf7! Kxf7 10. Qf3+ Kg8 11.Rxe6! and Black resigns) **6...Kxf7 7.Qf3+** Attacking the pinned knight on d5 again as well as giving check. **7...Ke6** A terrible move, but the only one to stay ahead on material. Anything else Black does just allows 8.Bxd5 when White is a pawn up and Black's King is stuck in the centre. **8.Nc3** Bringing more pressure onto the pinned piece. **8...Nce7** The only move to defend again. **9.0-0 9.d4!** is better, opening up the King. One possibility is 9...exd4 10.Qe4+ Kf7 11.Nxd5 Nxd5 12.Bxd5+ Kf6 13.Qh4+ Kg6 14.Qg3+ Bg4 15.Qxg4+ Qg5 16.Qxg5++ White has plenty of time. Castling makes sure White's King is safe as well as bringing

the rook into the attack. Black can't move any of his pieces without losing the knight on d5. White must still be careful because if he can't convert the temporary advantages (time & space) into permanent ones (material or checkmate) he will lose eventually. **9...c6** What else? Neither of the bishops can move, the knights are tied down as is the King and Queen. Black hopes here to run his King away to c7 where it will at least have some pawn shelter. **10.d4!** When you are attacking you have to create open files and open lines for your big pieces to attack. Sacrificing a pawn to remove Black's pawn cover is the best move. **10...exd4 11.Re1+ Kd6 12.Bf4+ Nxf4** If 12...Kd7 13.Nxd5 Nxd5 14.Bxd5 cxd5 15.Qxd5+ Bd6 16.Qxd6# **13.Qxf4+ Kc5** If 13...Kd7 14.Be6+ Ke8 15.Qf7# **14.Re5+** The King is so far out into the open that there is no hope. **14...Kxc4**



15.b3+ And now it is a forced checkmate. **15...Kxc3 16.Rd1!** This quiet move is the winning one. Black is so tied down that he can't prevent White's checkmate plan. **16...b5 17.Qd2+ Kb2 18.c3+ Ka3 19.Qc1+ Kxa2 20.Qc2+ Ka3 21.Ra1# 1-0**

Some basic ideas to remember.

- This is only a trap, if Black plays well he can avoid all of it. Beware!

(b) Black plays ...b5.

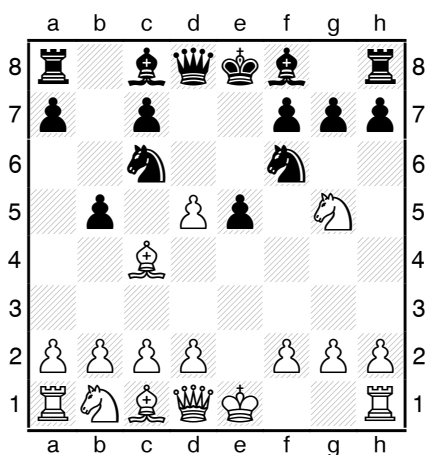
This is a pawn sacrifice that is slightly unsound, but can offer chances if White misplays the opening.

Correspondence, 1969

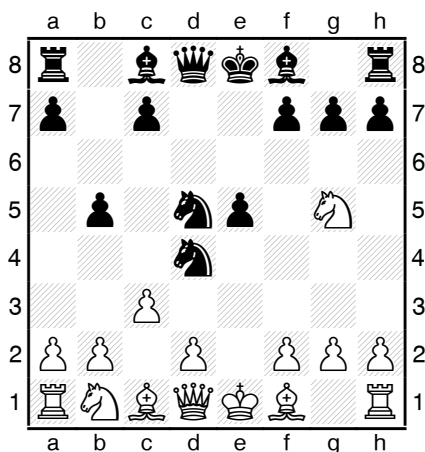
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1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 b5?!



6.Bf1! If 6.Bxb5? Qxd5 7.Nc3 Qxg2 8.Qf3 Qxf3 9.Nxf3 Bd7 10.d3 Nd4 11.Bxd7+ Kxd7! And Black is better.
6...Nd4 Alternatively 6...Nxd5? 7.Bxb5 Bd7 8.d4 exd4 9.0-0 With a winning position for White. **7.c3 Nxd5**



8.Ne4! Qh4 9.Ng3 Bg4 10.f3 e4 11.cxd4 Bd6 12.Bxb5+ Kd8 13.0-0! exf3 14.Rxf3 Rb8 15.a4 c6 16.Bxc6 Bxf3

17.Qxf3 Qxd4+ 18.Kh1 Rc8 19.Nc3 Rxc6 20.Qxd5 Qf2 21.Nge2 Kc7 22.d4 Bxh2 23.Bg5 1-0

Some basic ideas to remember.

- Black gets a good position if White is too hasty to capture the b-pawn (ie. 6.Bxb5).
- White must realise that he has fewer pieces developed and strive to develop quickly.
- Both players in this opening need to be playing actively. Material is second to piece activity.

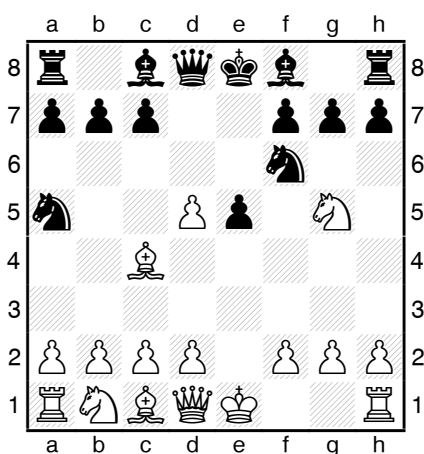
(c) Black plays ...Na5!

This is Black's most sound reply. White should not attempt to grab too many pawns because Black's lead in development becomes quite strong.

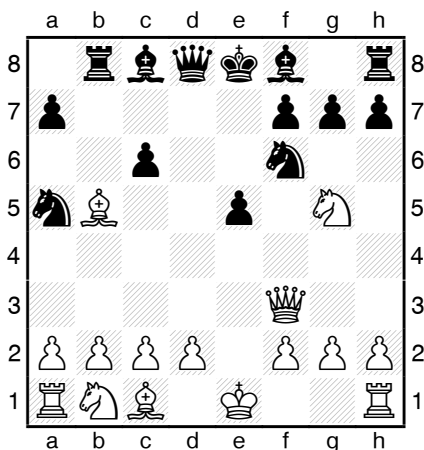
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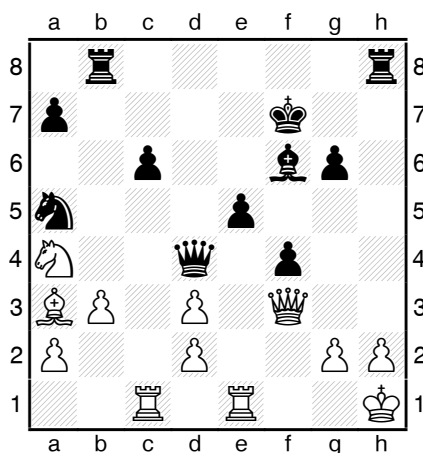
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5
5.exd5 Na5**



6.Bb5+ Another possibility, suggested by Paul Morphy, is 6.d3. This doesn't cause Black much trouble if he plays actively. **6...c6 7.dxc6 bxc6 8.Qf3?!** The best move is 8.Be2. 8...h6 9.Nf3 (or Nh3!?) e4 10.Ne5 Qd4 11.d4 exd3 and Black has plenty of compensation for the pawn. **8...Rb8!**



9.Bd3 Not 9.Bxc6+? Nxc6 10.Qxc6+ Nd7 When Black's lead in development is fatal (threats of ...Qxg5, ...Rb6, ...Bb7 and ...e5-e4, after the withdrawal of the knight from g5). **9...h6 10.Ne4 Nd5 11.Ng3 g6 12.b3 h5 13.0-0 Bg7 14.Ba3 Bg4 15.Qe4 f5 16.Qe1 h4 17.f3? 17.Ne2** was better. **17...hxg3 18.Qxg3 Bh5 19.Re1 Kf7 20.Nc3 Nb4 21.Kh1 Nxd3 22.cxd3 Qd4 23.Rac1 Bf6 24.Na4 f4 25.Qh3 Bxf3! 26.Qxf3**



26...Rhx2+! 27.Kxh2 Rh8+ 28.Qh3 Rxh3+ 29.Kxh3 Qf2 0-1 White resigns.

Some basic ideas to remember.

- Black's main plan is a Kingside attack, taking advantage of White's lack of development.
- Black's active pieces and material deficit mean he has to try to keep the initiative.
- Keep active!