

THE MIDDLE GAME IN CHESS

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The middle game in chess by Eugene Znosko-Borovskii

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EUGENE ZNOSKO-BOROVSKII

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GAME IN CHESS**

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IN CHESS

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THE MIDDLE GAME IN CHESS

BY
EUGENE ZNOSKO-BOROVSKY



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PREFACE

IT is impossible to refrain from wonder that the middle game in chess, *i.e.*, the most important and decisive part of the game, its very essence, has up to now been scarcely studied at all, and that there is practically no book specially devoted to it. At a time when the opening and the end game have been worked out in detail, the middle game is not an object of theoretical studies, and there are only the practical games and their analysis to guide the player. Consequently the student of the text-books, who learns scores of "variations" by heart, remains quite at a loss during the middle game. The books furnish him with no weapons to give him confidence in the actual battle; and hardly has he left the opening when he finds himself entirely on his own.

Such an abnormal state of affairs has induced me to occupy myself for a long time with the theoretical study of the middle game. There was no question for me, Is such a study possible? Why, I should like to know, should that question arise? To me the study seemed not only very desirable, but also quite necessary. My only doubt was how to begin it and how best to carry it out. Everything had to be created. There was not even a classification, which is the basis of all science; and the mass of raw material—the endless number of annotated games—alarmed me by its immensity.

As I pursued my study, I saw very clearly that the middle game in chess is chess itself. Chess is neither the ending, which may often be reduced to a mere arithmetical calculation, nor the opening, which, starting from a constant set position, develops the forces by an involuntary following of beaten paths. The middle game, I repeat, is chess itself; chess, with all its possibilities, its attacks, defences, sacrifices, etc. If, therefore, there is a theory of the game, not as a conglomeration of different variations, but as a system of general concrete realities based on objective facts, then the theory of the middle game will present no special difficulties.