

Kill KID 1

A White Repertoire with the Four Pawns Attack

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Chess Stars

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Introduction

Warning! Do not kill any kid around, I only refer to the King's Indian Defence! That one, I have been trying to kill for more than 20 years.

This book is based mostly on my own original analysis of the Four Pawns Attack (FPA).

It does not offer just minor improvements here and there in some irrelevant variations. I devised new plans in all the major systems and I propose a detailed analysis of all the arising branches I could think of.

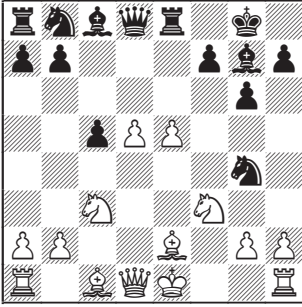
I quit active chess long ago so I have no reason to withhold any novelty I came upon over all those years. On the contrary, I have always wanted to share my numerous discoveries. I feel that current theory of the FPA is totally messed up if not entirely wrong. However, I had a gaping hole in the main Modern Benoni line and it took me many years to strike upon a decent idea. I hope it will cause considerable headache to Black players.

I have always been unhappy with the Classical variation against the KID. It accumulated such an enormous amount of theory that it is impractical to keep in pace with it even

for a professional player. Even bigger problem is the character of positions that arise. You probably remember Radjabov's show in the Wijk aan Zee 2007 super tournament, where he won all his three black KID games against heavily prepared top rated players. There is something basically wrong – to give the second players such attacking chances as in the Classical variation.

I understand that in the KID White sacrifices time in exchange for space. But that space can also be used in reverse – to repel the enemy pieces and slice through Black in the centre. Such a strategy has obvious pluses. White is the aggressor so he limits the opponent's choice to a very narrow survival path. Instead of following a well tested attacking scheme, as it happens in most of the Classical variation games, Black must defend with only moves. The "only" drawback is that Black had a rock solid equaliser in the main line:

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1 d4 ♖f6 2 c4 g6 3 ♘c3 ♙g7 4
e4 d6 5 f4 c5 6 d5 0-0 7 ♗f3 e6 8
♙e2 exd5 9 cxd5 ♖e8 10 e5 dxe5 11
fxe5 ♗g4
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White used to play here 12 ♗g5 when 12...♙b6! should lead at least to a draw.

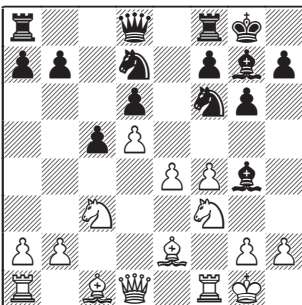
My proposition is:

12 e6! fxe6 13 d6!

This variation has been played before, but I link it with ideas that aim for sound positional compensation instead of depending on long, forcing variations. You will find about 30 pages of original analysis as well as a critical survey of the current theory.

Beside this variation, most theoretical books recommend to Black the line:

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 f4 c5 6 d5 0-0 7 ♘f3 e6 8 ♗e2 exd5 9 cxd5 ♗g4 10 0-0 ♘bd7



The current state of theory is favourable to Black, but I believe that my approach will change that. Another 30 pages of new analysis show that White very often should checkmate the opponent with a direct attack. The lead in is 11 h3! ♗xf3 12 ♗xf3 followed by g4. A major fine point of my plan is that White does not play ♗e1 nor a4 at all.

In Part 4 I reach the authentic KID waters where Black refrains from ...c5 in favour of 6...♘a6 or other continuations. I am sure that White is clearly better after 6...♘a6 7 ♗d3!

The best part of having the FPA in one's repertoire is that Black will often try to outsmart you with tricky move orders and second grade systems which commonly delay ...♘f6 or ...g6.

I want to supply a complete repertoire based on the FPA so in Parts 5-7 I examine all the deviations of Black from the common KID move order.

I do not deal, however, with 1 d4 d6. In my opinion, the best answer is 2 e4! which could lead to the Pirc. Chess Stars has published a whole 400-pages-thick book on that subject – *An Opening for White According to Anand, volume 4*.

I am not contemplating a Kill KID 2. I hope that the readers themselves will write it with their games if they like my ideas. But Chess Stars will keep open this option. Perhaps someone is working on, say, the Saemish?!

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