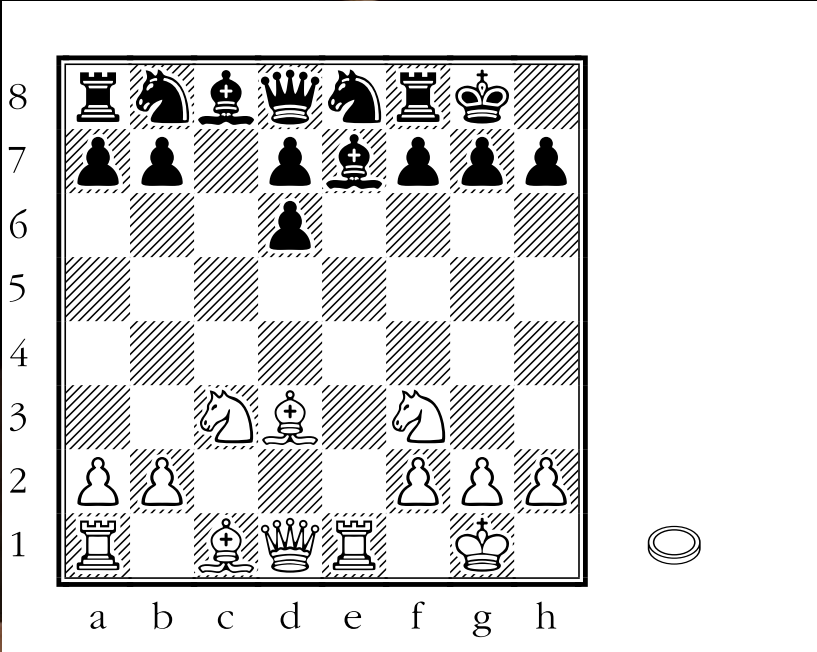




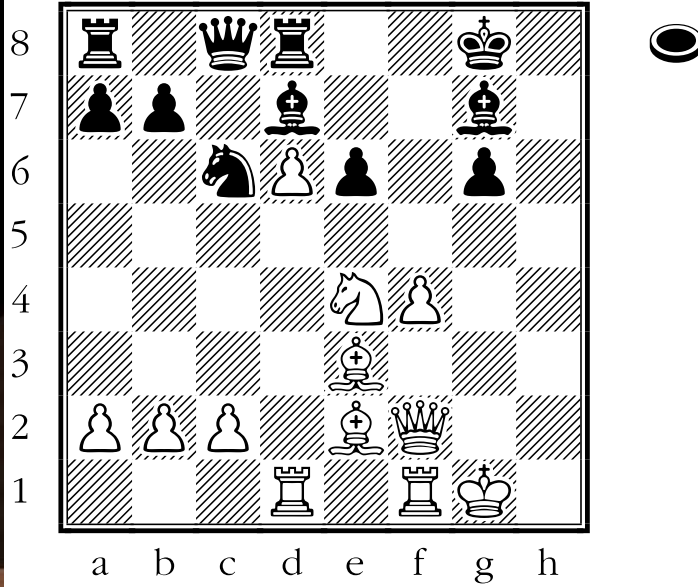
## 2. Fastest with the mostest



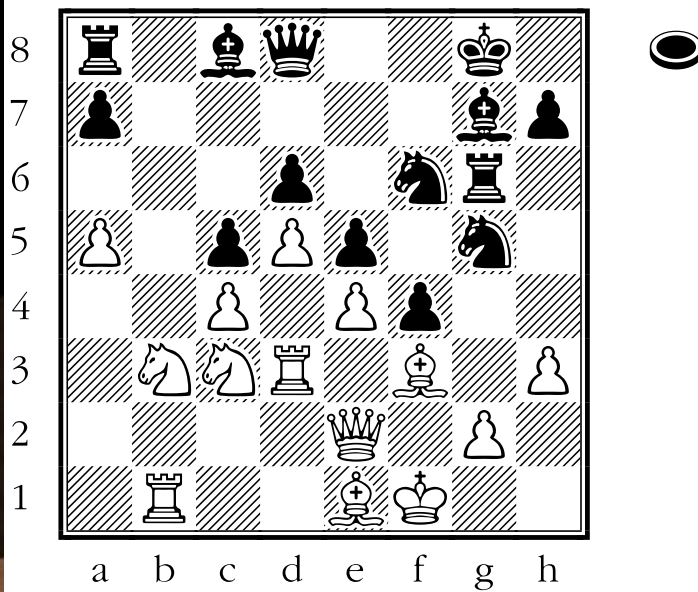
## Fastest



# Mostest



# Space



## Steinitz' rules of attack



you can base your attack in having an advantage in **time** (development), **numbers** and/or **space**

Steinitz went a bit further when working out his ideas, and said (in rather more words):

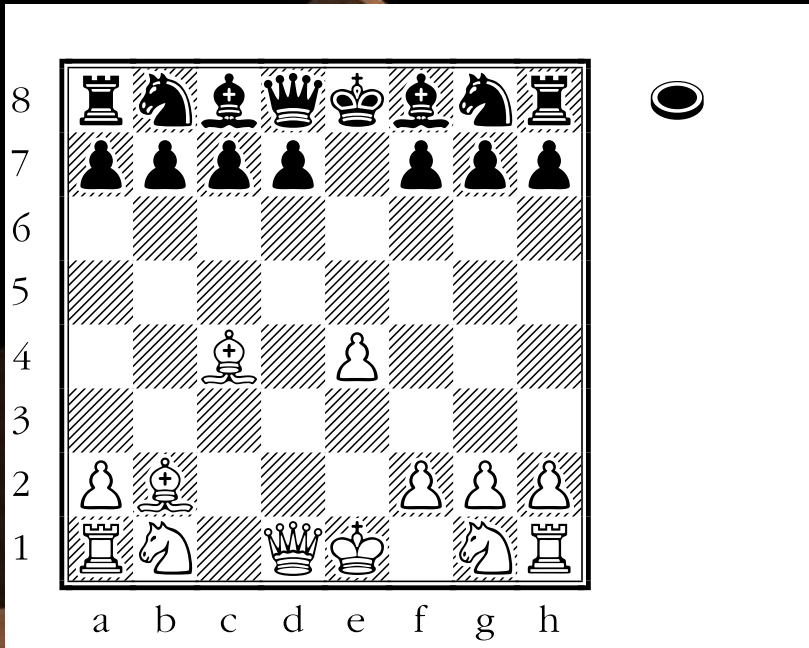
1. An attack will be **successful** if you have an advantage
2. If you have an advantage, you **must** attack, or your advantage will disappear
3. If you attack **without** an advantage, the attack won't work, and the **opponent** will get the advantage.

## 3. Two sorts of sacrifice





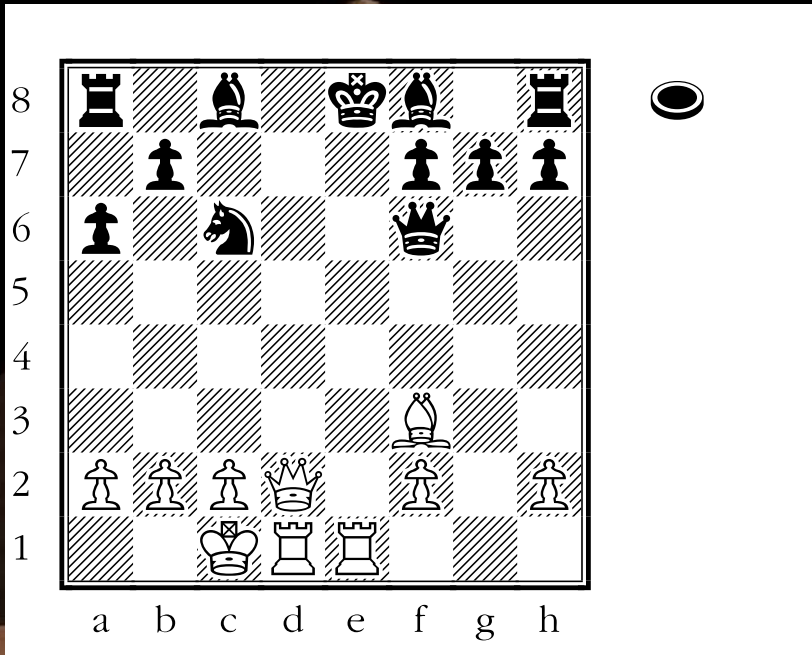
## Danish gambit



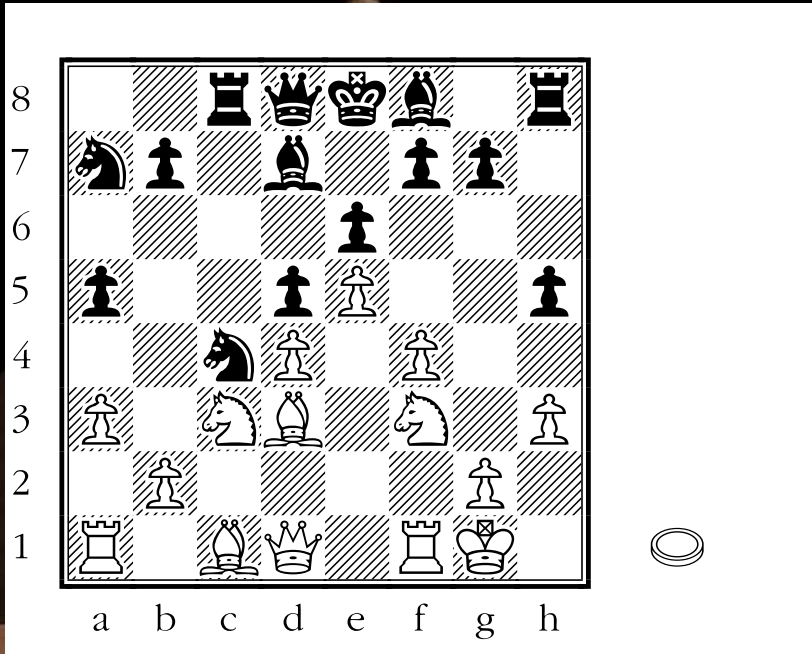
## 4. King in the middle



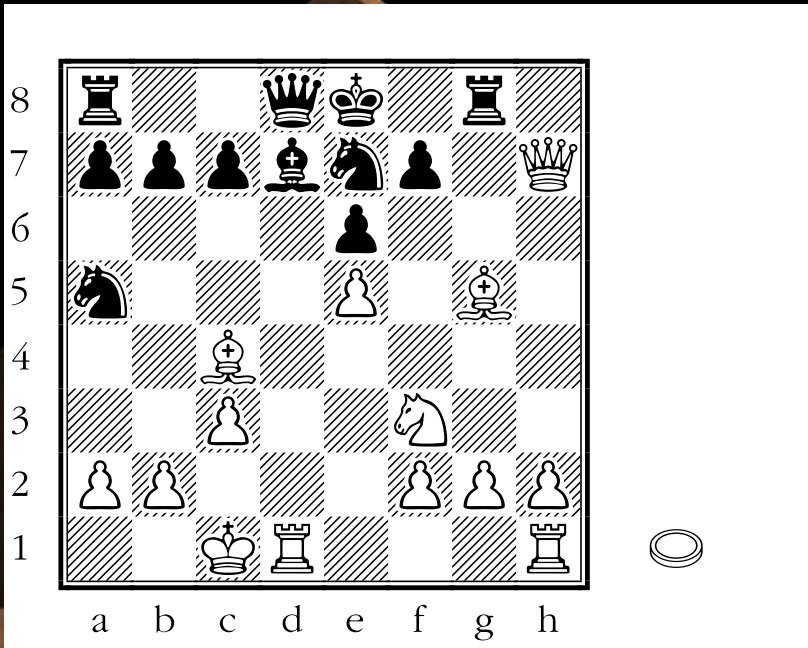
# Rooks



# Pawns



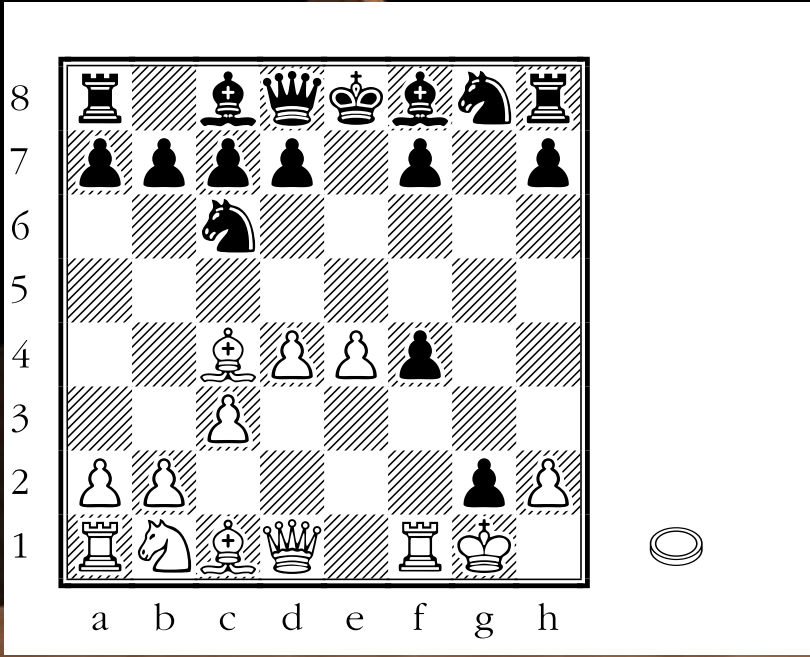
## Sacrifice



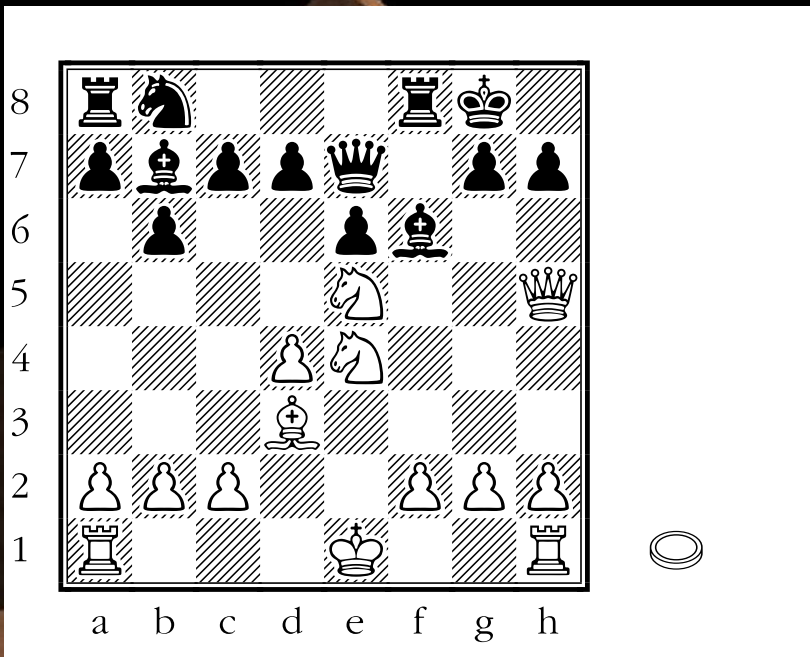
## 5. King on the run



# King hunt (uncastled)

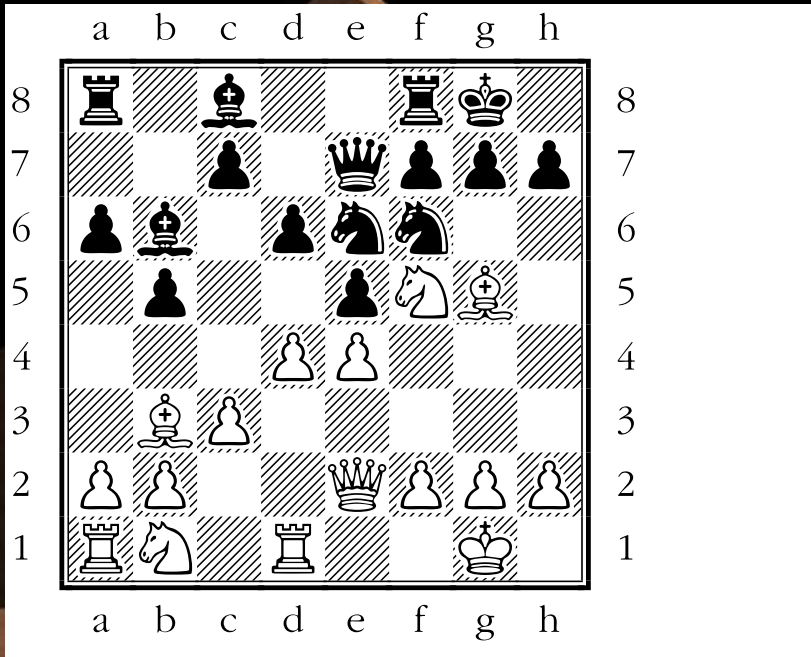


# King hunt (castled)

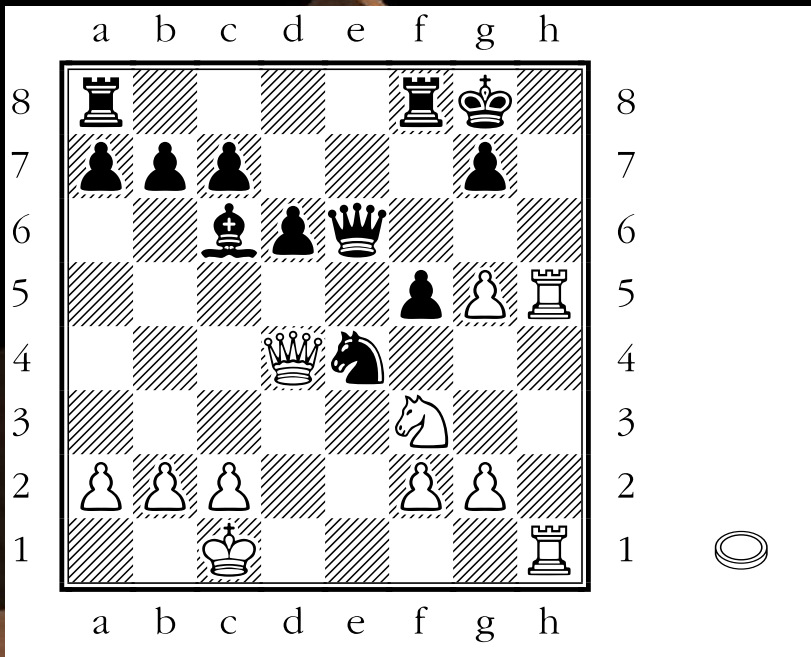




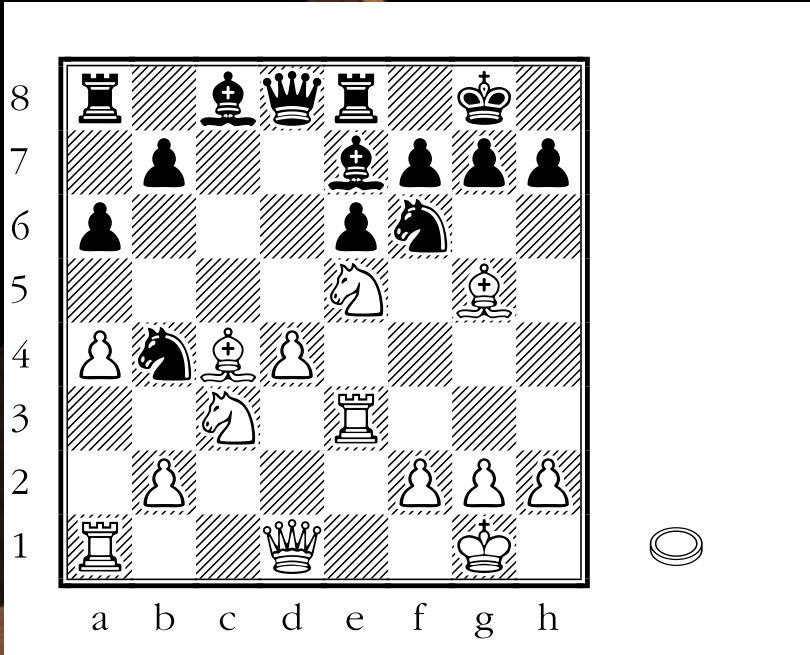
# Knight outpost



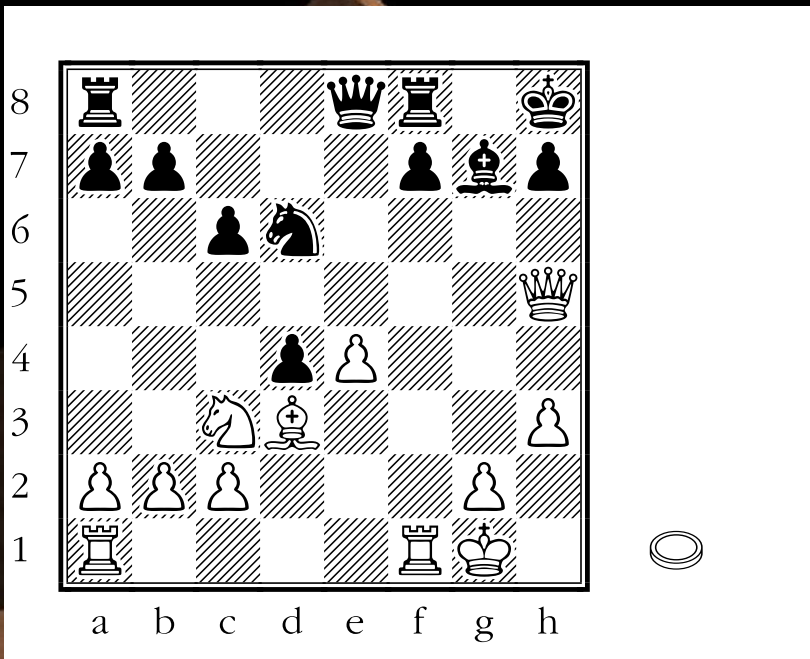
# h-file



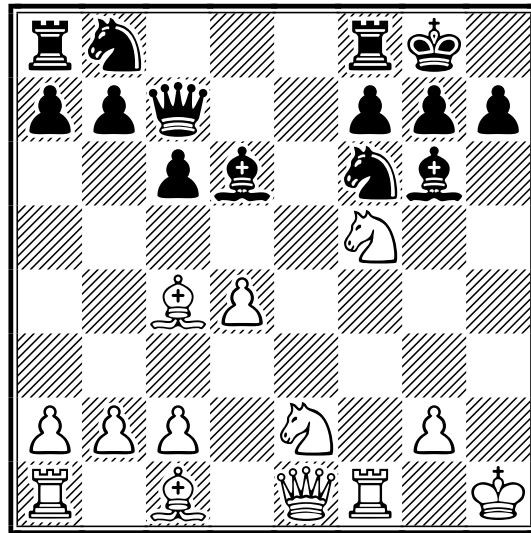
# Rook lift



# Greek diagonal



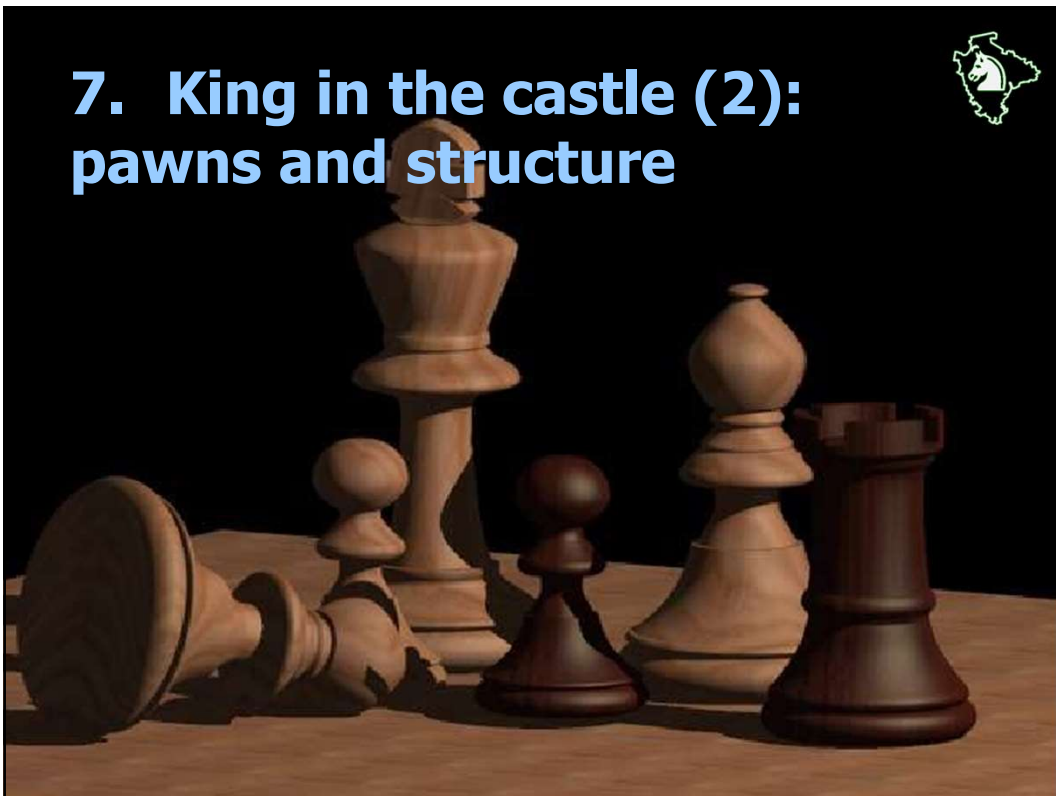
## Explosion on g7



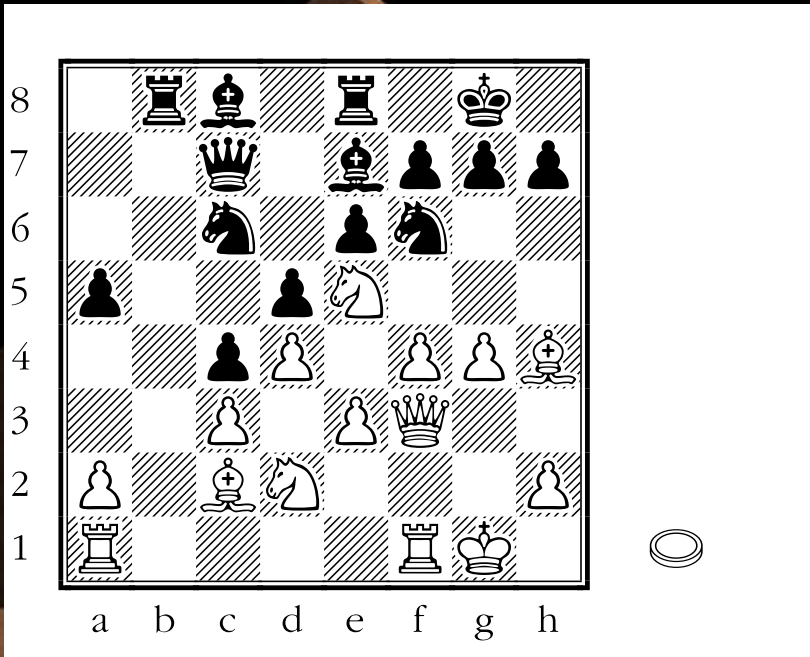
a b c d e f g h



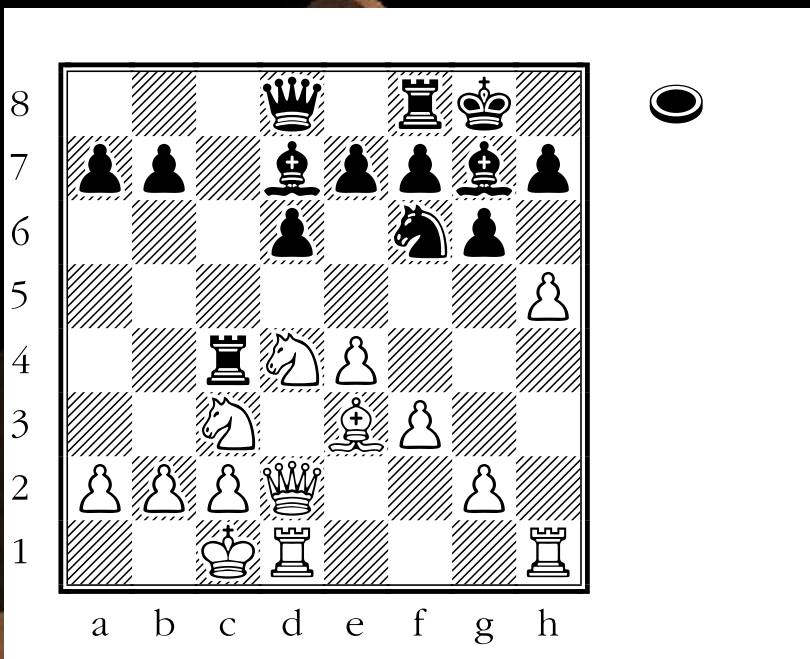
## 7. King in the castle (2): pawns and structure



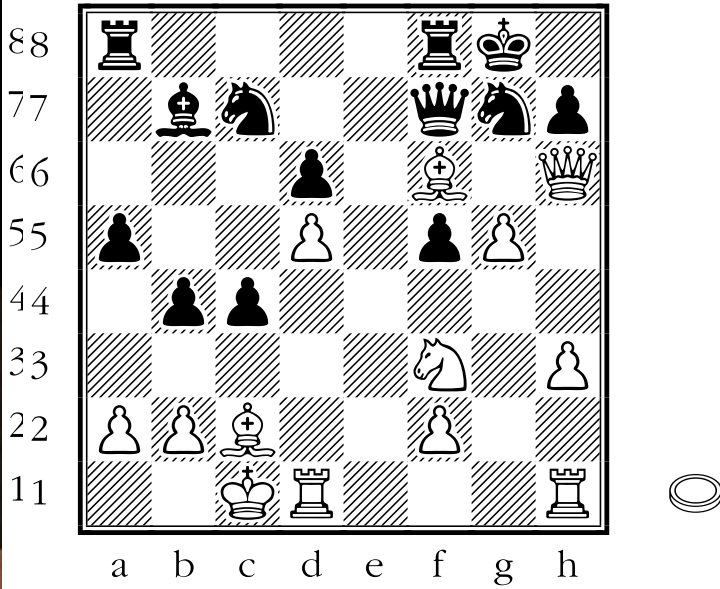
# Driving away defenders



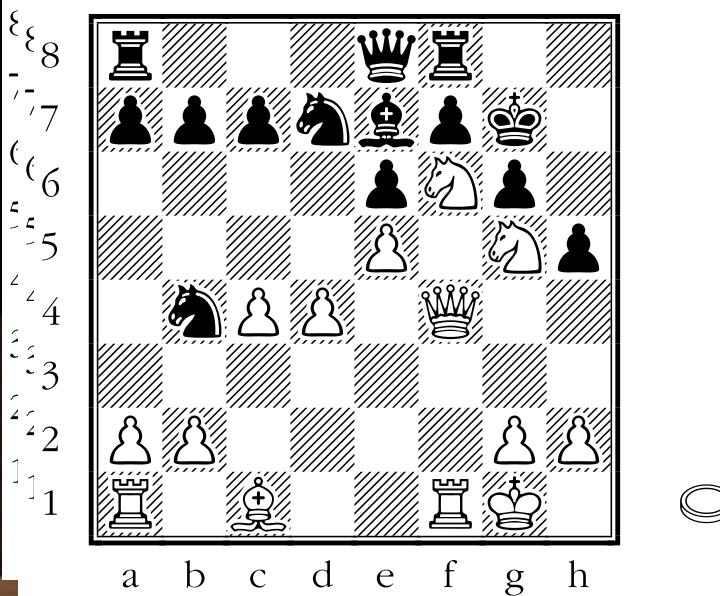
# Opening lines



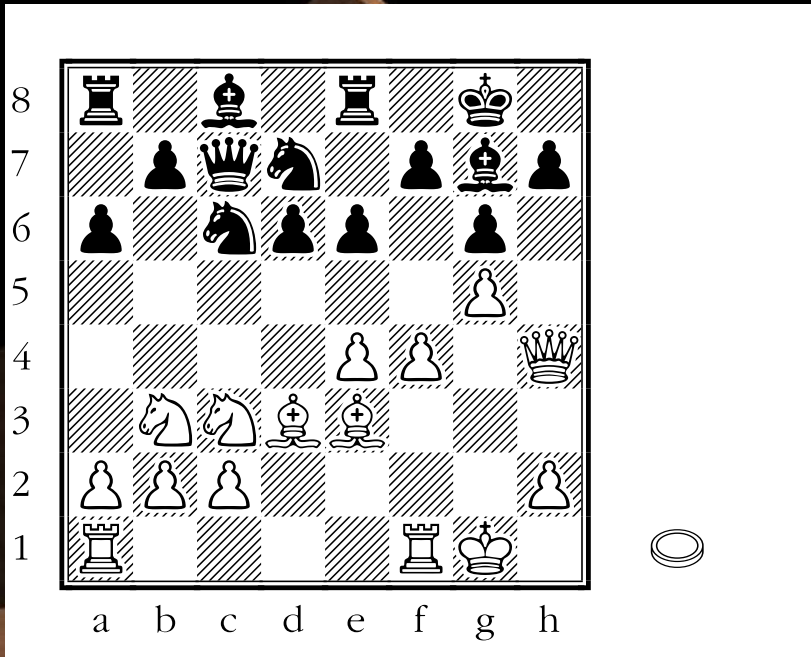
# Holes



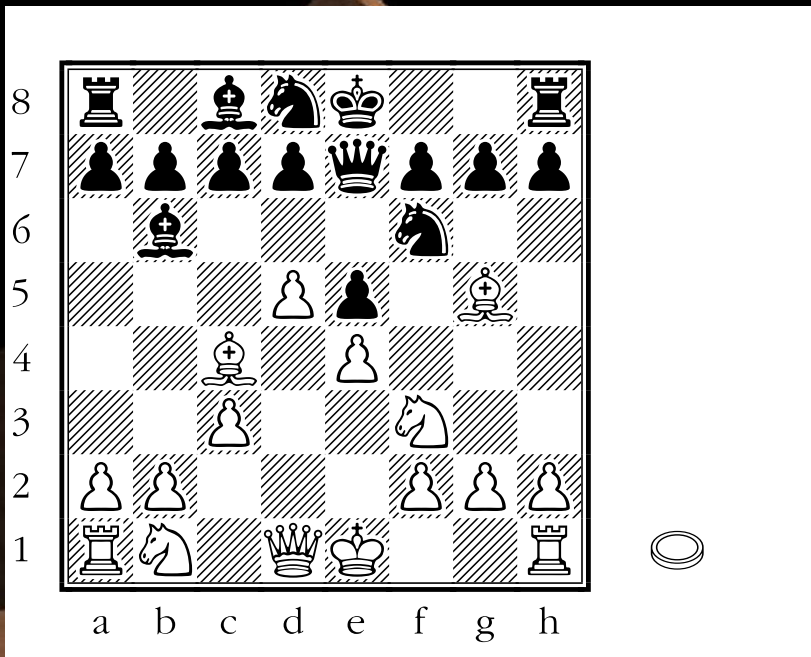
# Weakening the King's castle



# King's-side Pawn storm



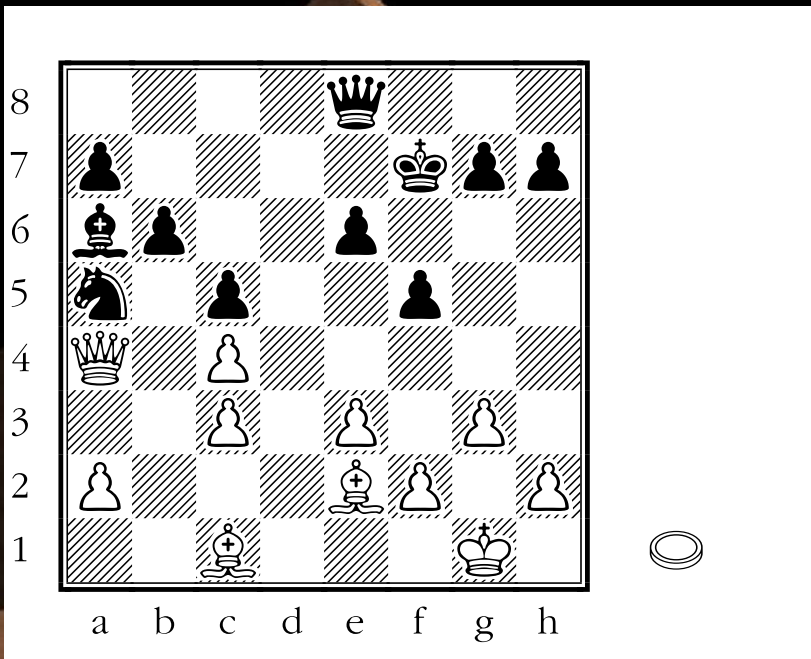
# Blockading sacrifice



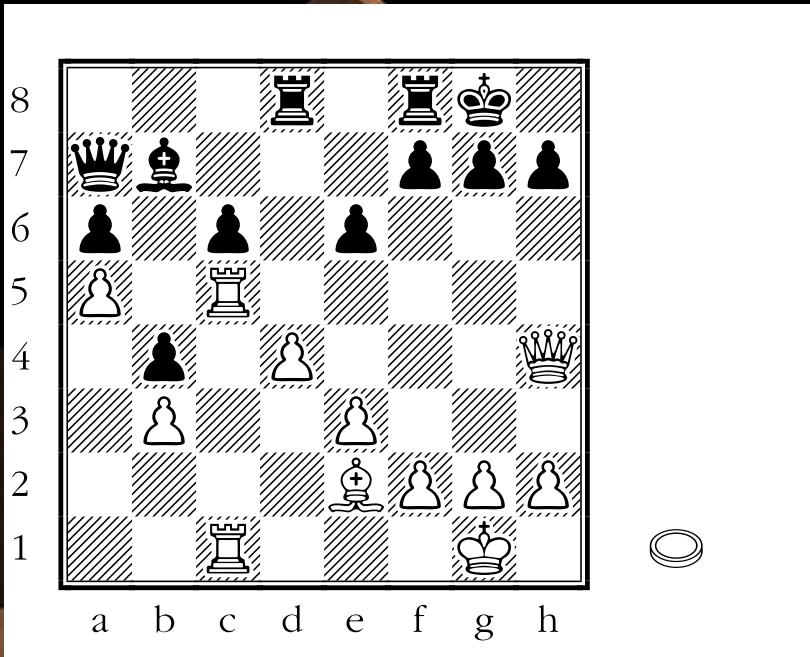
# 8. Queen's-side attack



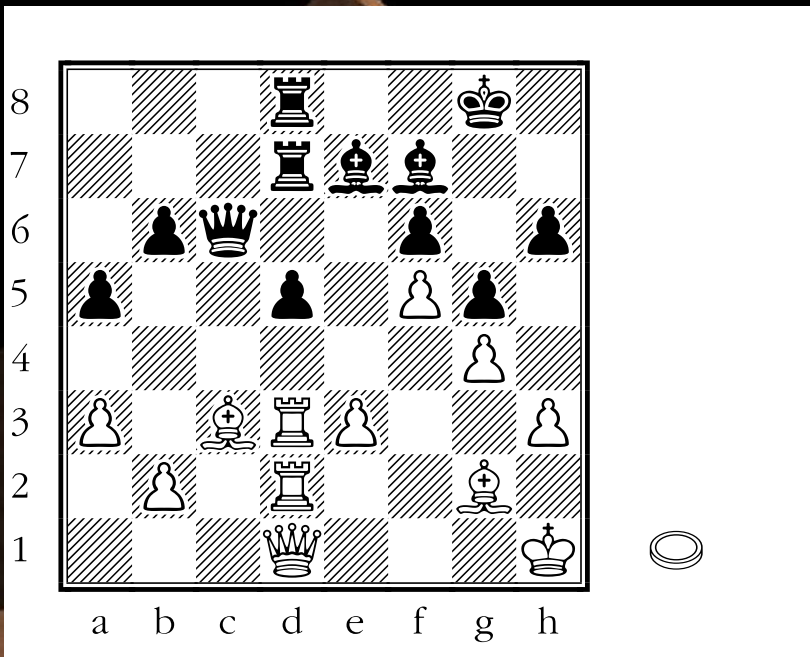
# Doubled pawn



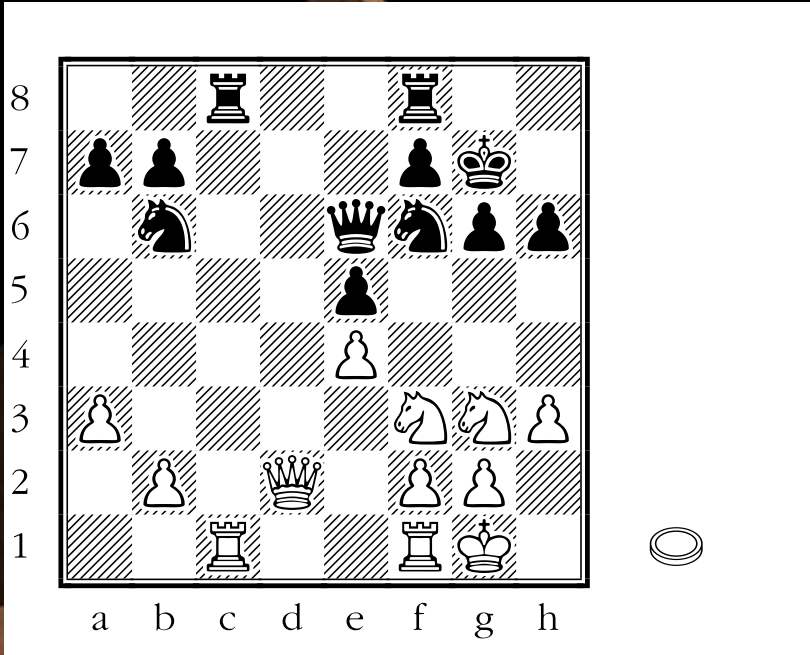
# Backward pawn



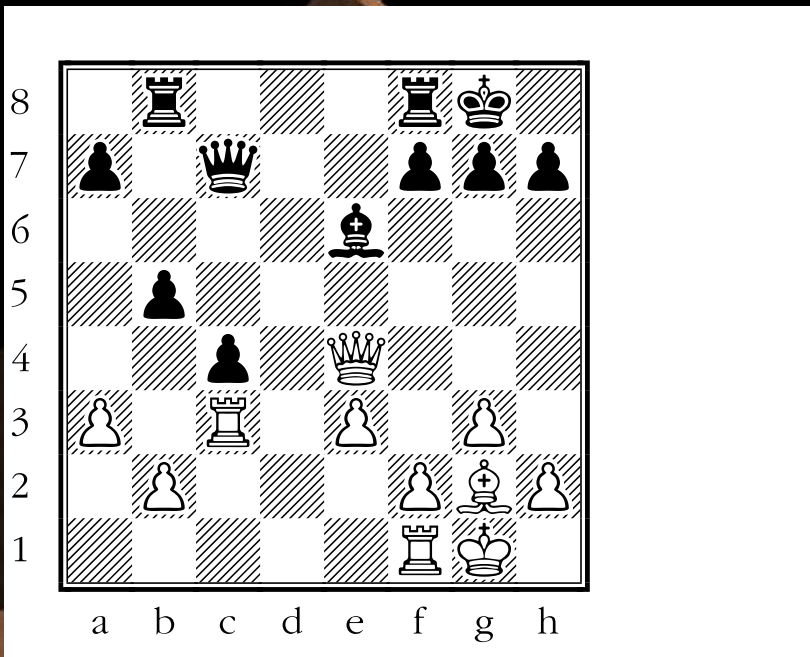
# Isolated pawn



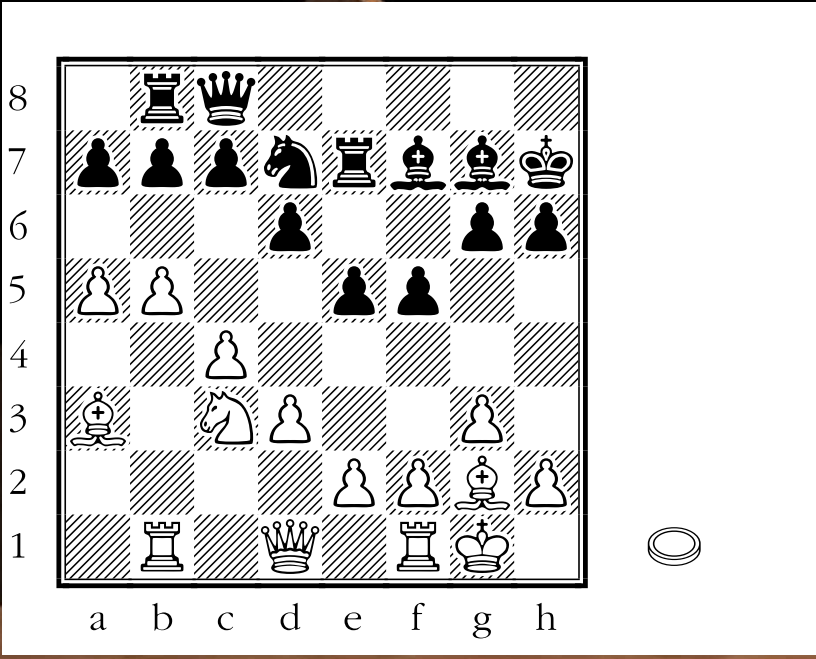
# Queen's-side attack



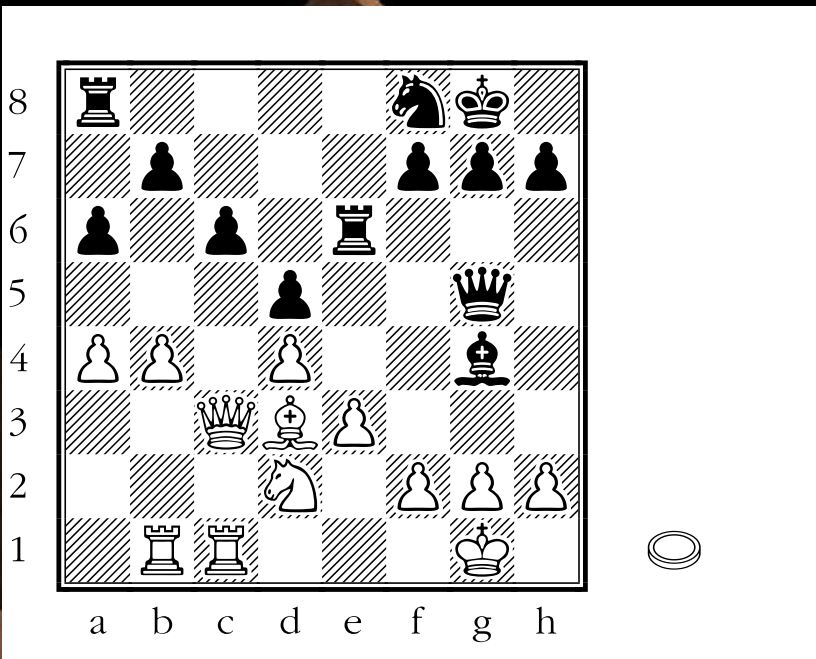
# Pawn majority



# Queen's-side Pawn storm



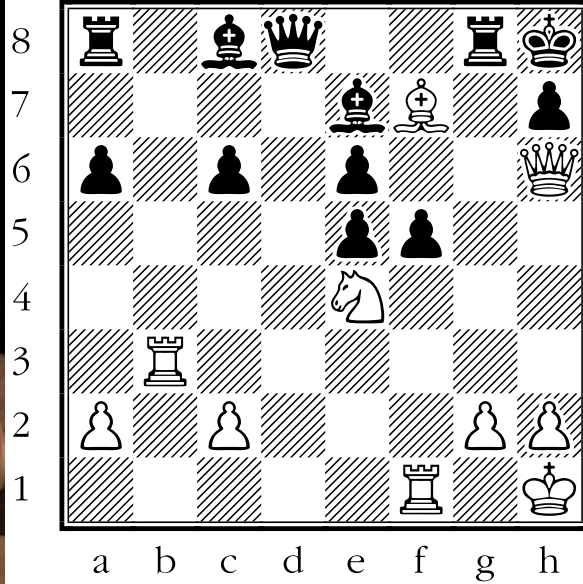
# Minority attack



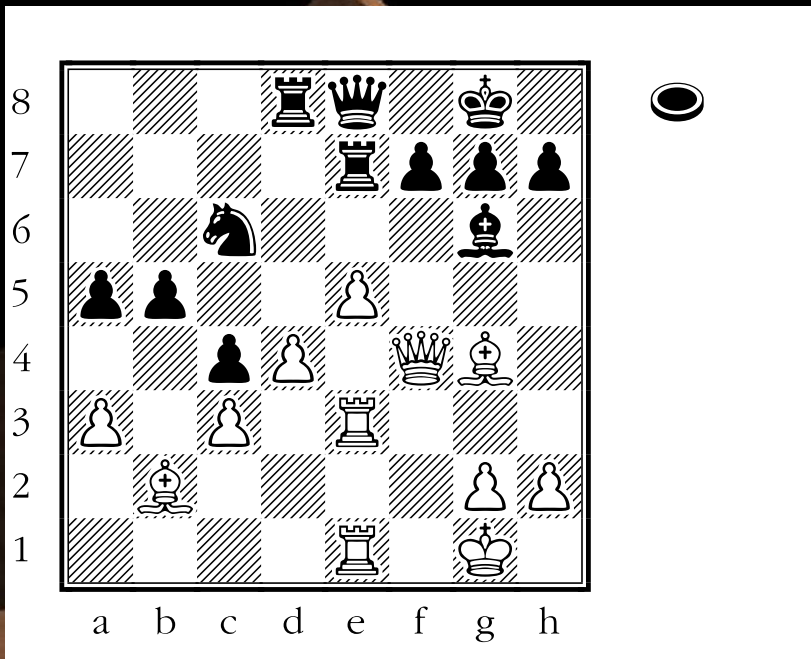




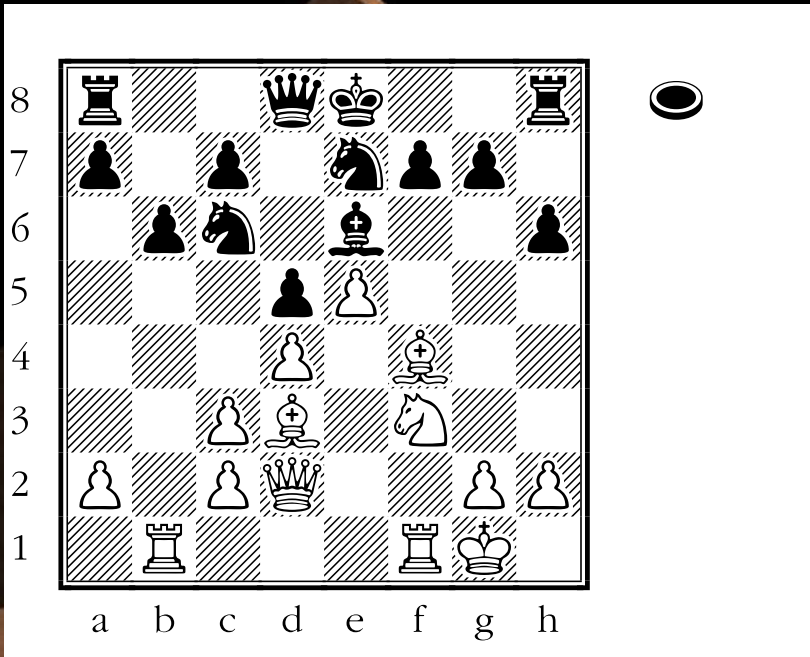
# Swapping dangerous pieces



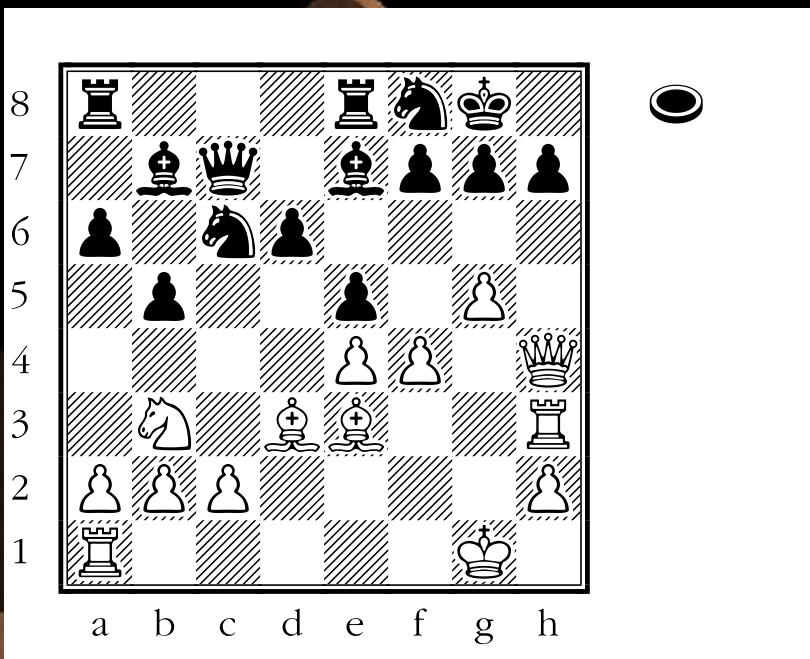
# Defensive sacrifice



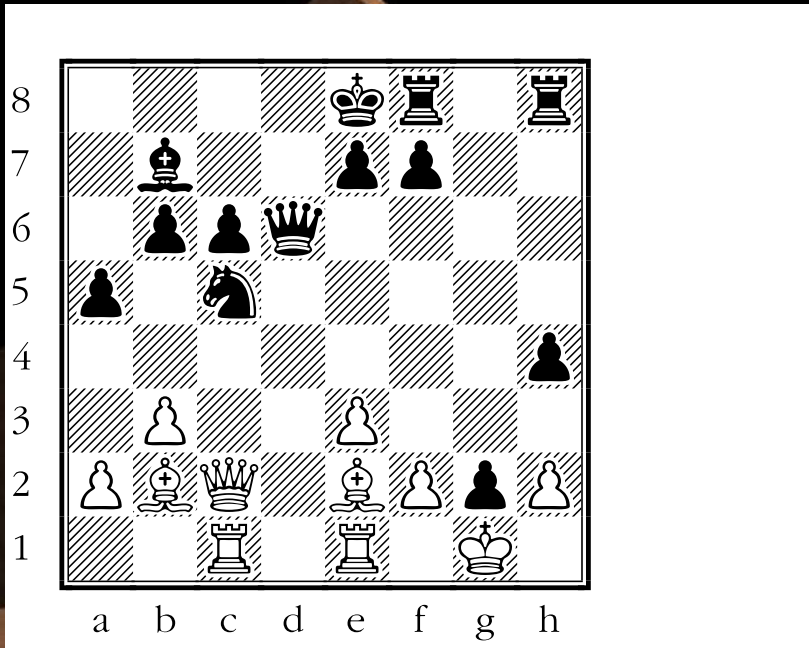
# Castling into it



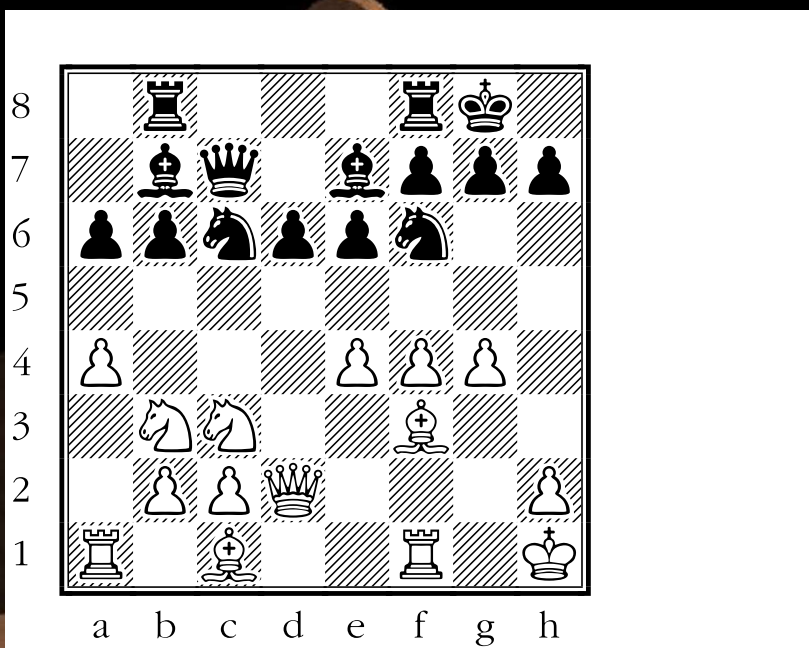
# Unswappable defender



## Unswappable defender

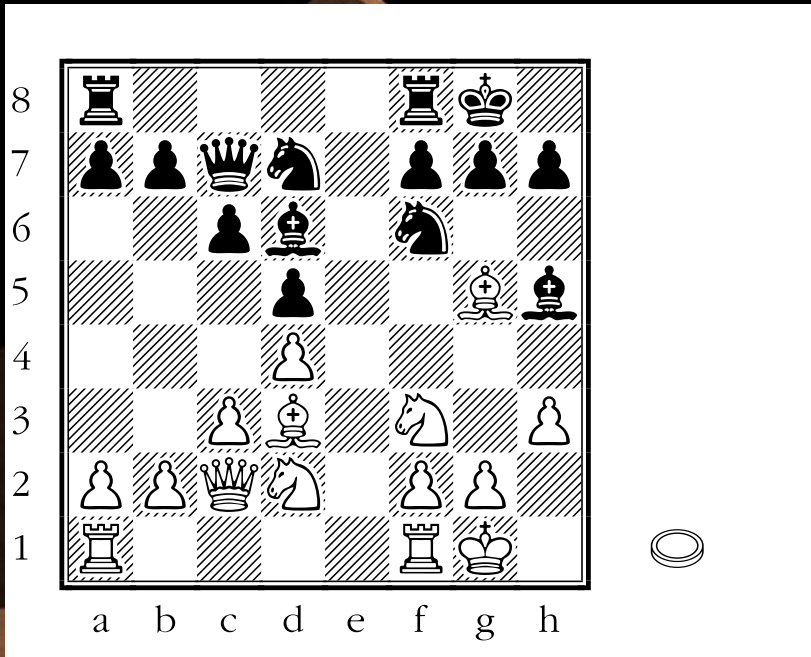


## Central counter

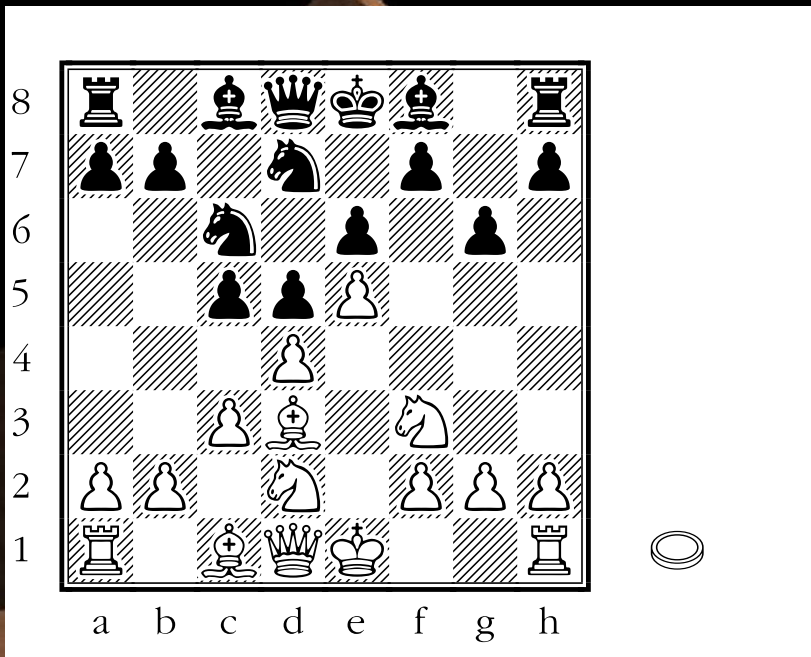




# Challenging open lines



# Keeping lines closed



# Avoiding weaknesses

