MV,C,5	MV2,C	N1,C,39	N2,C,39
		Bogolyubov (Game 10)	Andersen
G1F3	Nf3	Known as the Reti Opening, this move is	designed as a waiting move to see what
G8F6	Nf6	Tit-for-tat. Not giving out any infor-	mation either.
D2D4	d4	We now have a Queen Pawn Opening.	
B7B6	b6	The Queen's Indian Defense. It is not	favored by many and remains more of a
E2E3	e6	Since e4 is no longer feasible, this	is the best place for the King pawn
C8B7	Bb7	The fianchettoed Bishop is the key	element of the Indian defenses. Note
F1D3	Bd3	To exert some control over e4.	
E7E6	e6	To activate the other Bishop and	prepare for d5 should it become needed.
E1G1C	O-O		
F8E7	Be7	Much better here is 5....c5.	
B1D2	Nd2	Twice defending the hole at e4 and it	also allows for c4 when appropos.
D7D5	d5	More control over e4, which is defended	but twice. However it creates a hole
F3E5	Ne5	Into the hole at e5 (always a good post	for a Knight). Note that this move
E8G8C	O-O	Of course.	
B2B3	b3	Activating the Queen's Bishop and	exerting more control over c4.
C7C5	c5	Too late?	
C1B2	Bb2	Posting the Bishop.	
B8D7	Nbd7	Putting pressure on White's Knight.	
D1F3	Qf3	Preparing to push a pawn either to	c4 or e4.
A8C8	Rc8	Intending to push the pawn to c4.	
A1D1	Rad1	Waiting for Black to do something.	
D8C7	Qc7	Double pressure on the Knight as well	as backing up the c5 pawn.
F3H3	Qh3	Switching theaters because the Queen-	side is a stalemate. This poises the
E7D6	Bd6	A slip. Black must look to the safety	of the King first with h6.
E5D7	Nxd7	Black resigns. There now comes ...Qxd7	14.dxc5 then 15.Bxf6 and 16.Qxh7 Mate!!

N3,C,39   N4,C,39
Prague, 1931
the opponent is up to. In a way, that   makes it somewhat complimentary.

theoretical problem child rather than a   solid, viable defense. Andersen aims
which must be moved in order to defenc   the Knight against the coming Bb7. But
that Black exerts double control over   the e4 square.

at e5, which will surely be exploited.   Much better here is 6....c5.
also exerts control over c4.

Queen for Qxh7 Mate!! but the defendin   Knight must be removed first.

N5,C,39

to get off the beaten path quickly.
it creates a "hole" at e4.