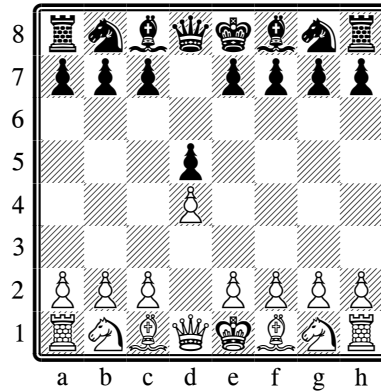


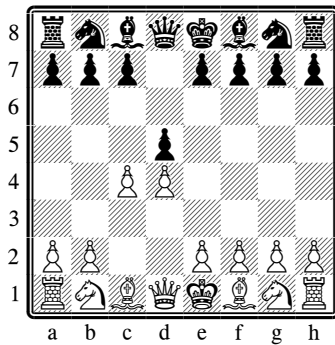
# CHESS OPENING THEORY

## The Queen's Pawn Game (The Closed Game)

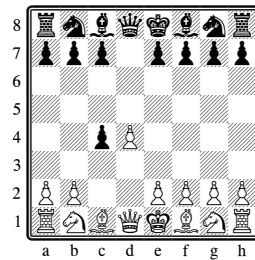


White seizes the center and Black responds in kind. The Closed Game tends toward a wooded terrain woven with subtle trails for strategic planning. The reason is that neither side can readily open the game with a second (king's) pawn to the center. In contrast, an Open Game allows White to push both pawns to the center with a little preparation.

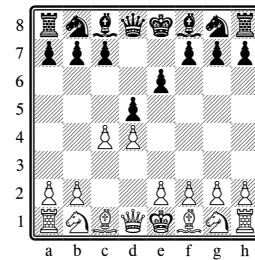
The Queen's Gambit (c4) attacks the center and clears space for the queen's knight:



The Queen's Gambit Accepted (dxc4) leads to lively play:



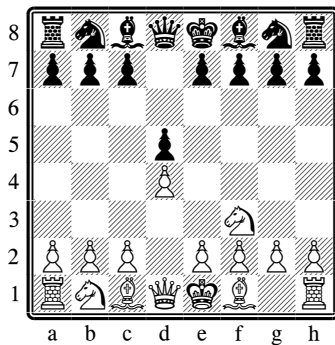
The Queen's Gambit Declined (e6) protects the center:



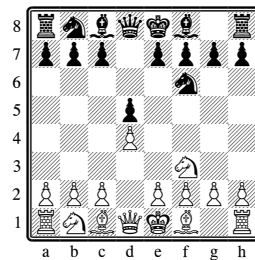
*Black cannot hold on to that extra pawn!*

*Declining with e6 is the Slav Defense.*

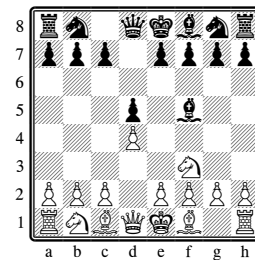
The move Nf3 develops a piece while leaving the possibility for a Queen's Gambit:



Black can develop a knight symmetrically:



Black can use the lull to develop his queen's bishop actively:



*Instead e6 would probably lead to a QGD.*