

Sicilian Defense – Dragon Variation Help Guide

Diagram 1:

Black to move. Black has played perfect and now must keep it up. White has a Pawn on the board that is not protected. Black must develop a piece and attack that Pawn forcing White to make a move that protects it. What can we move that would develop a piece and attack Whites center Pawn.

Diagram 2:

White to move. Blacks last move has forced White to protect the center Pawn on e4. White needs to develop a piece that protects the Pawn in the center.

Diagram 3:

Black to move. You moved you g6 Pawn. Put your Bishop in the only place he can go that not on the side of the board.

Diagram 4:

Black to move. You can only castle if all your pieces are out of the way so that throws out the Queenside castle (0-0-0) and King to d7 does not seem right.

Follow up Questions:

1. White to move. You only have three places you may place your Queen. White does not want to block the Bishop from being able to develop, so with that in mind there should only be one place that your Queen should go.
2. White to move. When Castling the King should move over two squares and the Rook placed on the inside.