

**What you can learn from this game:**

*The player who can see more moves ahead is more likely to win.*

**Should do:**

1. Move the “Big Guys” out fast and to the middle of the board.
2. Look for unprotected men, but don’t waste too many moves on them.
3. An attack can be repelled by a counter attack on a more important target.
4. No matter whose turn it is, look as far ahead as you can on lines that look important.

**Should NOT do:**

1. Don’t move the “Big Guys” out to where they can easily be driven back.

Some “chess tricks” (**in bold**) as they appear in this game: ©M.G.Moody

1. e4 c6 **Control Center** - (the King pawn goes to a center square).  
**Prepare ahead** - (a pawn is preparing for a Queen Pawn move to follow).
2. d4 d5 **Pawn Duo** - (a pair of pawns in the center of the board is very strong).  
**Center Attack** - (offering an exchange of pawns, leaving two blocked center pawns)
3. Nc3 dxe4 **Knights out fast** - (The Knight is out and protects the pawn under attack).  
**Exchange Pawns** - (removing the pawn duo in the center)
4. Nxe4 Nf6 **Recapture** - (leaving a pawn and a knight in the center)  
**Attack an unprotected piece** - (a good way to go on the offensive)
5. Bd3 Qxd4 **Protect** - (The Bishop protects the Knight but leaves two other men unprotected).  
**Take unprotected piece** - (The Black Queen wins a pawn but is out in the open).
6. Nf3 Qd8 **Counter Attack** - (Instead of protecting e4, White attacks the Black Queen).  
**Retreat** - (Black’s Queen can find no better place than back to where she began).
7. Qe2 Bf5 **“Big guys” out** - (The Queen is off the back row but still in a safe place).  
**Combination** - (This starts a series of moves that ends with a Queen fork).
8. Nxf6+ gxf6 **Check with Discovered Attack** - (The Knight’s move opens the Bishop’s attack).  
**Forced Move** - (This is the only legal move to get out of check).
9. Bxf5 Qa5+ **Take unprotected piece** - (Looks like White will win the Bishop?!).  
**Queen Fork** - (Black’s Queen attacks both White’s King & the unprotected Bishop).
10. Bd2 Qxf5 **Interpose** - (The Bishop blocks the “check” and attacks right back at the Queen).  
**Take unprotected piece** - (The combination wins back a Bishop for Black).
11. O-O-O Qe6 **Castle for protection** - (The King and the Pawn at c2 are now protected).  
**Queen Fork** - (this time attacking White’s Queen and the Pawn at a2).
12. Qd3 Qxa2 **Allow a capture** - (and line up three “dangerous men” on the Queen file!)
13. Qd8+ Kxd8 **Sacrifice** - (White forces the Black King onto the Queen file for the next move).
14. Ba5+ Kc8 **Double Check** - (With the discovered check & a regular check Black’s in trouble).
15. Rd8# 1-0 **Back Rank Attack** - (With the Bishop’s protection the Rook swoops in for “mate”!)

**Chess Notation for this game:**

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|-------------|-------------|---------------|---------------|---------------|
| 1. e4 c6    | 4. Nxe4 Nf6 | 7. Qe2 Bf5    | 10. Bd2 Qxf5  | 13. Qd8+ Kxd8 |
| 2. d4 d5    | 5. Bd3 Qxd4 | 8. Nxf6+ gxf6 | 11. O-O-O Qe6 | 14. Ba5+ Kc8  |
| 3. Nc3 dxe4 | 6. Nf3 Qd8  | 9. Bxf5 Qa5+  | 12. Qd3 Qxa2  | 15. Rd8# 1-0  |