

What you can learn from this game:

If you can see the "chess tricks" you can put them together to make a winning "combination."

Should do:

1. Take the time, often, to look for possible "chess tricks" you can use.
2. Look for "pawn pockets" on both sides that can provide protection and good outposts.
3. Watch for exchanges that will open up the game for you and cramp the other guy.

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

1. d4 d5 **Control Center** - (the Queen pawns block each other on center squares).
2. Nf3 e6 **Knight out** - (It's good to get the Knights out quickly).
Protect - (Protects the center pawn and allows the Bishop to get out)
3. e3 Nf6 **Mirror Moves** - (The same kinds of moves on both sides creates an even game).
4. Bd3 Nbd7 **Pawn Pockets** - (The Bishop is safely protected in a "pawn pocket").
Prevent an Outpost - (Black's Knight attacks the outpost square for Whites Knight).
5. Nbd2 Bd6 **Mirror Moves** - (Good moves are worth imitating – this position is a mirror image).
6. e4 dxe4 **Center Attack** - (White sees an exchange that he likes and Black goes along).
7. Nxe4 Nxe4 **Exchange** - (White exchanges Knights so the Bishop is on an open diagonal).
8. Bxe4 O-O **Center Control** - (The Knight and pawn look pretty good in the middle).
Castle - (Instead of chasing White's Bishop away, Black puts his Rook on the "f" file).
9. Bg5 Qe8 **Attack the Queen** - (Maybe looking to cramp Black position).
Prepare - (Black is preparing a "push" on the "e" and "f" files).
10. O-O f5 **Castle** - (It's time to protect the King and prepare for an attack).
Pawn attack - (The little pawns love to chase the "big guys" away).
11. Bd3 e5 **Retreat** - (The White Bishop moves back but is still in a good position).
Pawn attack - (Now Black's position looks less cramped).
12. dxe5 Nxe5 **Exchange** - (One pawn for another and offering a Knight exchange too).
13. Re1 Qh5 **Pin** - (This is a different kind of pin. Black's Knight can safely take White's Knight).
Trap - (If Black's Knight takes White's Knight, with check, Black can win the Bishop which would no longer be protected by the captured Knight).
14. Nxe5 Qxg5 **Counter Attack** - (The "protector" attacks before it can be attacked – it works).
Take unprotected piece - (Black's Queen gets the Bishop but it ends up even).
[White sees some "chess tricks" - a **check** forcing a move, a **sacrifice** removing a "protector," a **fork** winning a Queen, and a threat of a "**back rank attack.**" Can White put these things together for a win?]
15. Bc4+ Kh8 **Check with forced move** - (Two men can interpose but both are useless for Black).
16. Qxd6 cxd6 **Sacrifice** - (The Bishop is removed (at great cost), so it can't protect the f8 square).
17. Nf7+ Kg8 **Fork** - (Black's Rook could take the Knight but now can't usefully interpose at f8).
18. Nxc5 1-0 **Win Queen** - (Now White is a Knight ahead and has an overwhelming position).

Chess Notation for this game:

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|-------------|--------------|---------------|---------------|---------------|
| 1. d4 d5 | 5. Nbd2 Bd6 | 9. Bg5 Qe8 | 13. Re1 Qh5 | 16. Qxd6 cxd6 |
| 2. Nf3 e6 | 6. e4 dxe4 | 10. O-O f5 | 14. Nxe5 Qxg5 | 17. Nf7+ Kg8 |
| 3. e3 Nf6 | 7. Nxe4 Nxe4 | 11. Bd3 e5 | 15. Bc4+ Kh8 | 18. Nxc5 1-0 |
| 4. Bd3 Nbd7 | 8. Bxe4 O-O | 12. dxe5 Nxe5 | | |