

Game # 1 (2016), **Maczuski vs. Kolisch** Paris, France (1864)  
(Scotch Game – This was an upset victory over one of the top players in the world)

*Chess Club Web Page - utahbirds.org/Chess/*

**A good thing to learn:** Attack with more men than your opponent has defenders.

**Should do:**

1. Watch for unprotected or under-protected men.
2. Force your opponent to move where you want him to (using “tricks” below).
3. Set up your attack without creating weaknesses in your own defense.

**Should NOT do:** 1. Don't forget to watch what your opponent is doing – it's easy to be distracted.

Some chess ideas as they appear in this game: ©M.G.Moody

1. e4 e5 **Control the center** - (Both sides go to the center on the first move).
2. Nf3 Nc6 **Attack unprotected Pawn** - (This pressures Black to protect the Pawn).  
**Knights first** - (Black protects the Pawn and gets the Knight out).
3. d4 exd4 **Attack the center** - (White can get rid of Black's center Pawn).  
**Trade** - (This trade opens up the middle a little bit).
4. Nxd4 Qh4 **Re-capture** - (White's Knight is in the center, protected by the Queen).  
**Attack the center** - (Black's Queen attacks the **unprotected** Pawn in the center).
5. Nc3 Bb4 **Knights first** - (White protects the center Pawn and gets the Knight out).  
**Pin** - (Black pins the Knight which leaves the center Pawn **unprotected** again).
6. Qd3 Nf6 **Protect** - (This is one of several moves that could protect the center Pawn).  
**Attack the center** - (Still attacking White's center Pawn – this is a strong attack!)
7. Nxc6 dxc6 **Trade** - (This trade reduces the pressure of the tough and complicated attack).  
**Recapture** - (Notice that if Black's Knight takes White's center pawn at this point, there are some interesting possibilities for both sides – a good position to study).
8. Bd2 Bxc3 **Un-pin** (The Knight is now protecting the center Pawn again).  
**Attack the protector** - (Black removes a protector of White's center pawn).
9. Bxc3 Nxe4 **Trade** - (This leaves White's center Pawn under-protected).  
**Win a Pawn** - (Black wins the center pawn & attacks f2 threatening a fork).
10. Qd4 Qe7 **Pin & protect Pawn** - (If Black's Knight moves he'll lose his Queen).  
**Set up move** - (The Black Queen un-pins the Knight and also sets up a possible “**discovered attack**” on White's King – will Black's threats never end?)
11. O-O-O Qg5+ **Create a Battery** - (After castling White suddenly has a battery on an open file and a threat to pin Black's Knight with both the Queen and King behind it).  
**Check to gain time** - (Black wants to avoid the pin on the King file).
12. f4 Qxf4+ **Sacrifice** - (White sacrifices a Pawn to create a pin – if the Black Knight moves, Black's Queen will be under attack. This was to prepare for White's next move).
13. Bd2 Qg4 **Attack the Queen** - (Black's Queen must run away – Black's Knight can't help).  
**Protect** - (The Black Queen moves to protect both the Knight and the Pawn).
14. Qd8+ Kxd8 **Sacrifice** - (White can force Black's King to move, setting up a fantastic attack!)  
**Forced move** - (Capturing the Queen is usually very good – but not this time!)
15. Bg5+ 1-0 **Discovered Attack with Double Check** - (This is one of the most powerful moves in chess. After Black's forced move (Ke1), White would follow with a beautiful checkmate (Rd8) having a protected Rook right next to the Black's King on the back rank).

**Chess Notation for the game:**

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|------------|-------------|--------------|----------------|---------------|
| 1. e4 e5   | 4. Nxd4 Qh4 | 7. Nxc6 dxc6 | 10. Qd4 Qe7    | 13. Bd2 Qg4   |
| 2. Nf3 Nc6 | 5. Nc3 Bb4  | 8. Bd2 Bxc3  | 11. O-O-O Qg5+ | 14. Qd8+ Kxd8 |
| 3. d4 exd4 | 6. Qd3 Nf6  | 9. Bxc3 Nxe4 | 12. f4 Qxf4+   | 15. Bg5+ 1-0  |