Game # 2 (2016), Raul Capablanca vs Charles Jaffe New York City - 1910

(Opening: Queen's Gambit – Semi-Slov Defense)

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What you can learn from this game: How to make a King-side attack. (This is a very good example).

Should do: 1. Attack squares near the King with as many pieces as you can.

2. Force your opponent to make moves that weaken his position.

3. Make threats that your opponent must take care of instead of making better moves.

Should NOT do: 1. Don't weaken the Pawns near your King – "pawn duo's" protect better than pawn chains).

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

1. d4 d5	Control the Center - (Both sides get the Queen's Pawns out to the center of the board).				
2. Nf3 Nf6	Knights before Bishops - (Both White and Black get their Knights into the game early).				
3. e3 c6	Protect with a Pawn - (Both sides protect their center Pawns with Pawns).				
4. c4 e6	Attack the Center - (White attacks Blacks center Pawn and Black "triple protects" that important Pawn)				
5. Nc3 Nbd7	Knights before Bishops - ("Knights before bishops" is a good rule – knights work well on a crowded				
	board – they are much harder to block than bishops).				
6. Bd3 Bd6	Move to the middle - (Pieces usually have more power when they are closer to the center of the board).				
7. 0-0 0-0	Castle for protection - (Castling protects the King and gets the Rook out into the game).				
8. e4 dxe4	Center Attack - (White sees a good attacking move in the center which threatens a pawn fork).				
	Equal Trade - (Black prevents the fork at e5 and instead forks White's Bishop and Knight).				
9. Nxe4 Nxe4	Plan your exchange outcome - (Make sure you know what the final outcome will be).				
10. Bxe4 Nf6	Attack unprotected pieces - (Watch for unprotected pieces especially in the center).				
11. Bc2 h6	Control a diagonal - (Whites's Bishop retreats but keep control of an important diagonal).				
	Prevent good moves - (Black's Pawn takes away a good attacking square at g5).				
12. b3 b6	Prepare ahead - (Both sides prepare to get their Bishops on the long diagonals).				
13. Bb2 Bb7	Control good diagonal - (The long diagonals go through the center and may attack near the King).				
14. Qd3 g6	Battery - (White's Queen & Bishop form a strong battery on an important diagonal attacking h7).				
	Protect with a Pawn - (Black blocks the diagonal attack, but leaves an unprotected pawn. This move				
	also creates an "over-worked" pawn at f7 which now has two pawns to protect & he can only protect one).				
15. Rae1 Nh5					
	described in the previous move).				
	Plan your defense - (Black is looking ahead & trying to defend a possible attack. He may have been				
	tempting White to sacrifice a Rook for a Pawn hoping he could survive the attack & come out ahead).				
16. Bc1 Kg7	Attack unprotected pawn - (White keeps creating weaknesses then taking advantage of them).				
	Protect pawn - When the King protects the pawn it ruins his plan for defense – the Knight can no longer				
	block Black's attacking Queen (Qxg6) by moving to g7).				
17. Rxe6 Nf6	Attack over-worked men - (Black's Pawn at f7 is protecting two different men – he's over-worked).				
	Block an attack - (White is attacking g6 with three different men so Black blocks one of them).				
18. Ne5 c5	Set a trap - (If Black's Bishop takes the Knight, White's Pawn will recapture and attack Black's Knight).				
	Attack the protector - (If White's Pawn takes Black's Pawn at c5 his Knight will be unprotected).				
19. Bxh6+ Kxh6 Force a bad move - (White's Bishop sacrifice leave Black with no good choices).					

Chess Notation for the game:

1. d4 d5	5. Nc3 Nbd7	9. Nxe4 Nxe4	13. Bb2 Bb7	17. Rxe6 Nf6
2. Nf3 Nf6	6. Bd3 Bd6	10. Bxe4 Nf6	14. Qd3 g6	18. Ne5 c5
3. e3 c6	7. 0-0 0-0	11. Bc2 h6	15. Rae1 Nh5	19. Bxh6+ Kxh6
4. c4 e6	8. e4 dxe4	12. b3 b6	16. Bc1 Kg7	20. Nxf7+ 1-0

20. Nxf7+ 1-0 Fork - (No matter what Black does checkmate is only a few moves away).