

Game # 3 (2016), **Adolf Anderssen vs. Jean Dufresne** Berlin (1852)
(Evans Gambit – this particular game is known as “The Evergreen Game”)

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A good thing to learn: Use one “chess trick” to set up another one. (Combination play).

- Should do:**
1. Look along the whole row, file or diagonal that you’re men are on.
 2. Attack the same square with several pieces, especially near the King.
 3. Be careful when you’re offered something that is “to good to be true.”

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

- (The first 3 moves are a regular Italian Game opening – see notation at the bottom of the page).
- 4.b4 Bxb4 **Gambit** - (White offers a pawn and Black’s best move is to take it).
- 5.c3 Ba5 **Pawn Attack** - (White’s Pawn pushes Black’s Bishop back – pawns love to do this!)
- 6.d4 exd4 **Attack Center** - (White attacks with a pawn & Black take with his pawn).
- 7.O-O d3 **Castle** - (Getting ready to put White’s Rook on the “King file”)
Decline - (Black passes up the pawn so White’s Knight can’t get out as well).
8. Qb3 Qf6 **Attack a weakness** (White sets up a “battery” attacking Black’s weak Pawn).
Protect - (Black’s Pawn, attacked by two, is now protect by two pieces).
- 9.e5 Qg6 **Offer a sacrifice** - (White offers a Pawn which would lead to a pin by his Rook).
Decline - (Black leaves the Pawn alone avoiding the pin).
- 10.Re1 Nge7 **Line up with the King** - (The Rook is on the same file as the enemy King).
Get Knights out - (The Knight goes toward the middle & allows the King to castle).
11. Ba3 b5 **Attack near the King** - (Even if Black castles this is still a good diagonal).
Offer a sacrifice - (Black intends to open up a file for the Rook hoping for a pin).
12. Qxb5 Rb8 **Anticipate** - (White knows where the Queen will move when Black’s Rook attacks).
13. Qa4 Bb6 **Attack weakness** - (Black’s Bishop is protected by an “over-worked” Knight).
Good diagonal - (Black’s Bishop moves to safe place on a good diagonal).
- 14.Nbd2 Bb7 **Get “big guys” out** - (Both sides are getting their “big guys” off the back row).
- 15.Ne4 Qf5 **Knights to middle** - (White’s Knight is in striking distance of the Black King).
Attack with two - (Black wants to take the Pawn and open up the long diagonal).
16. Bxd3 Qh5 **Set a trap** - (White sets up a very dangerous **discovered attack** on the Queen).
17. Nf6+ gxf6 **Set up** - (White “sacrifices” his Knight in a wonderful “combination” of moves).
18. exf6 Rg8 **Pin & Attack** - (Black’s Knight is pinned by the Rook AND attacked by the Pawn!)
Open file - (Black’s Rook pins the Pawn in front of the King – White’s Knight...?)
- 19.Rad1 Qxf3 **Quiet Move** - (The amazing “combination” that followed was not anticipated by an excellent chess player – this “quiet move” can still be heard after 160 years!)
Take undefended Piece - (Black takes a gift that’s “to good to be true”).
20. Rxe7+ Nxe7 **Offer a Good Trade** - (White offers the Rook for a Knight, but opens a diagonal).
21. Qxd7+ Kxd7 **Sacrifice** - (White gives up the Queen to set up a “discovered double check” !)
22. Bf5+ Ke8 **Discovered Attack, Double Check** - (Neither of White’s unprotected attackers can be taken by Black’s Queen – that’s what makes a “double check” so awesome!)
23. Bd7+ Kf8 **Protected attack** - (White attacks near the King with a protected piece).
24. Bxe7# 1-0 **Protected attack** - (This time it’s checkmate – leaving Black with two good unused checkmate moves of his own sitting right there in front of him).

Chess Notation for the game:

1.e4 e5	6.d4 exd4	11.Ba3 b5	16.Bxd3 Qh5	21.Qxd7+ Kxd7
2.Nf3 Nc6	7.O-O d3	12.Qxb5 Rb8	17.Nf6+ gxf6	22.Bf5+ Ke8
3.Bc4 Bc5	8.Qb3 Qf6	13.Qa4 Bb6	18.exf6 Rg8	23.Bd7+ Kf8
4.b4 Bxb4	9.e5 Qg6	14.Nbd2 Bb7	19.Rad1 Qxf3	24.Bxe7# 1-0
5.c3 Ba5	10.Re1 Nge7	15.Ne4 Qf5	20.Rxe7+ Nxe7	