

What you can learn from this game:

If you can see the “chess tricks” before your opponent does, You’ll probably win the game.

Should do:

1. Open files to attack your opponent deep into his own territory.
2. Sacrifice to gain an advantage, like opening paths for your attackers or forcing a move, but only use a sacrifice if you can see FOR SURE that it will be worth it.
3. If you have more men out in the field, attack where it hard for your opponent to defend.
4. Take note of any forced moves so you can use them in your plan of attack.

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

1. e4 e5 **Attack Center** - (*Controlling the center is the main idea in the beginning*).
Block Pawn - (*Black blocks white’s Pawn and makes the center equal*).
2. Nf3 Nc6 **Attack unprotected Pawn** - (*White puts pressure on Black to protect the pawn*).
Protect Pawn - (*Black protects and gets his Knight out attacking the center*).
3. Bb5 Bc5 **Attack the defender** - (*If White’s Bishop take Black’s Knight that leave the Pawn in the center unprotected so it could be taken - Black’s remedy for that is Qd5*).
Attack a weak Pawn - (*Black ignores White’s threat since he’s got a good response*).
4. c3 Nf6 **Prepare an attack** - (*This move prepares an attack on blacks Bishop with d4*).
Attack unprotected Pawn - (*Note: Black has more “Big Guys” out in the middle*).
5. Bxc6 dxc6 **Exchange** - (*In this case White exchanges a piece that has moved twice with one that has only moved once. White loses a move or loses a “tempo,” as they say*).
6. O-O Bg4 **Castle for protection** (*The King is protected and the Rook is out of the corner*).
Pin - (*Black’s Bishop pins White’s Knight with a threat to the Queen*).
7. h3 h5 **Chase away with a Pawn** - (*Always a good move to consider*).
Sacrifice - (*Black wants to open a file for an attack with his Rook and Queen. Mr. Anderssen is not just guessing here, he can see what’s coming down the road*).
8. hxg4 hxg4 **Accept a good trade** - (*A pawn for a Bishop looks good for White, but...?!*).
Open a file - (*The open “h” file gives Black some powerful possibilities*).
9. Nxe5 g3! **Take unprotected Pawn** - (*White gets a pawn and attacks another at g4*).
Attack pinned piece - (*The Black Pawn is attacking two squares near the King*).
10. d4 Nxe4 **Unpin** - (*White unpins the Pawn at f2 and also attacks the Bishop*).
Open a path - (*Black’s Knight takes the Pawn opening a path for the Queen*).
11. Qg4 Bxd4 **Prevent Checkmate** - (*...Rh1; Kxh1, Qh4; Kg1, Qh1 would be checkmate*).
Open a file - (*This give the Black Queen a path to a back-row attack*).
12. Qxe4 Bxf2+ **Avoid a Fork** - (*White sees Blacks ...Rh1 and Nxf2 moves*).
Force a move - (*Black forces White’s Rook off the back row – it’s a forced move*).
13. Rxf2 Qd1+ **Back Row Attack** - (*With the White Rook at f2 the Queen swoops in*).
14. Rf1 Rh1+ **Best choice** - (*Blocking with the Queen would only postpone things*).
Force a move - (*And now the nice move to force the King to h1*).
15. Kxh1 Qxf1# **Take unprotected piece** - (*Now unprotected, the Rook is taken for checkmate!*)

Chess Notation for the game:

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| 1. e4 e5 | 4. c3 Nf6 | 7. h3 h5 | 10. d4 Nxe4 | 13. Rxf2 Qd1+ |
| 2. Nf3 Nc6 | 5. Bxc6 dxc6 | 8. hxg4 hxg4 | 11. Qg4 Bxd4 | 14. Rf1 Rh1+ |
| 3. Bb5 Bc5 | 6. O-O Bg4 | 9. Nxe5 h3! | 12. Qxe4 Bxf2+ | 15. Kxh1 Qxf1# |