

What you can learn from this game: Isolate the King, break down his defense and catch him in your trap!

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

1. e4 c5 **Center control** - (White attacks on the King's side and Black attacks on the Queen's side of the board).
2. Nf3 e6 **Knights out first** - (Good general rule).
Prepare attack- (Preparing for d5 attacking the center).
3. d4 cxd4 **Attack the center** - (Trading pawns in the center).
4. Nxd4 Nf6 **Knights out** - (The only big guys out are Knights)
Attack unprotected - (Black attacks White's unprotected Pawn in the center).
5. Nc3 Nc6 **Duel Purpose** - (White's Knight is off the back row and protecting the center pawn).
Knights out- (Now all the Knights are out – all attacking and protecting the center squares) .
6. Be3 Bb4 **Protect** - (Bishop double protects the Knight in the center and also gets off the back row).
Pin - (Black pins the Knight & gets his Bishop out AND takes away the protection of the center pawn).
7. f3 d5 **Protect** - (The pinned Knight is not protecting the center pawn any more so the "f"pawn has to do it).
Attack center - (Black is attacking the center pawn with "two" and it's only protected by "one").
8. Bb5 Bd7 **Pin** - (White pins Black's Knight, threatens a knight-fork of d8 & b4 with a 2nd pin down the road).
Un-Pin - (Black un-pins the knight and avoids the two forks)
9. Bxc6 bxc6 **Trade** - (White removes the Knight that is protecting e5 --which the last move prepared for this).
Trade - (Black keeps a strongly protected center pawn).
10. e5 Ng8 **Attack with Pawn** - (And Black has no good place to go – Nh5 would be answered by g4 trapping the N).
Retreat - (Not good – he loses two moves-- but it's the best he can do).
11. a3 Ba5 **Attack with Pawn** - (Black falls back but maintains pin).
12. b4 Bc7 **Attack with Pawn** - (And Black must retreat, but attacks an unprotected pawn with the move).
13. f4 Ne7 **Protect** - (Protects the pawn in the center)
Prepare to Castle - (The Knight has wasted a couple of moves, but is now in a fairly good place) .
14. Na4 O-O **To Outpost** - (White sees a good outpost square at c5).
Castle - (Protects the King but there are no big guys in front of the pawns making it easy to attack).
15. Nc5 a5 **Outpost** - (White has a nice outpost -- Black attacks the protecting pawn).
16. c3 Nc8 **Protect with Pawn** - (White protects the protecting pawn so Black can't break down the Queen's side).
To Outpost - (Black's Knight is on his way to c4 and a nice-looking outpost).
17. O-O Nb6 **Castle** - (White protects the King & get the Rook out – Black is one move away from the outpost).
18. Qg4 Nc4 **Pin** - (White's Queen is on the same file as Black's King and the pawn at g7 is pinned).
Outpost - (Black has an outpost with the threat of a Queen-Rook fork).
19. Bf2 Qe8 **Retreat and...** - (White's Bishop retreats and is protecting the "fork square" & is threatening an attack).
Avoid Attack - (Black's Queen doesn't like the looks of White's Bishop coming to her diagonal).
20. Rfe1 Bc8 **Prevent Fork** - (White's Rook prevents the fork so the Bishop can go on attack).
Avoid Attack - (Black's Bishop moves to a safe square where it's not being attacked).
21. Bh4 Kh8 **Threaten Attack** - (White's Bishop wants to take advantage of the pinned pawn & go to f6 with a threat)
Un-pin - (Black's King un-pins the pawn so White's Bishop can't move to f6 without being taken).
22. a4 Bb6 **Prepare** - (White moves the pawn so the rook doesn't have to protect it).
Attack the Outpost - (If you can't chase the outpost away with a pawn, you have to use a "big guy."
23. Rad1 Bxc5 **Offer a fork** - (A knight fork is set up for Black).
Remove Protector - (Black's Bishop removes the knight that is protecting the pawn at a4).
24. bxc5 Nb2 **Recapture / Fork** - (White recaptures and Black fork the Pawn and Rook).
25. Re3 Nxd1 **Set up Attack** - (All White needs is a Rook to help out on the right side of the board)
Accept Sacrifice - (Black doesn't see the danger and enjoys a "free" Rook).
26. Qxg7+ Kxg7 **Queen Sacrifice** - (Often a Queen's sacrifice is over-looked because it is so unexpected).
Forced Moves - (This is the only move Black has – the rest of the moves are mainly forced).
27. Bf6+ Kg6 28. Rg3+ Kh6 29. Bg7+ Kh5 30. Rg5+ Kh4 31. Nf3# 1-0