

What you can learn from this game: How to get your pieces out, control the center and open up files

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

1. Nf3 d5 **Flexible opening** - (White will see what Black does in the center and then decide what to do from there).
Center control - (If Black were to play e5 he could lose a pawn so he chose to move his Queen Pawn).
2. d4 Nf6 **Block the pawn** - (White makes this game into a regular Queen's pawn opening).
Get Knight out - (Black mirrors Whites position – good if you're playing someone better than you).
3. c4 c6 **Offer a gambit** - (If Black accepts the Pawn, White usually gets it back at some point).
Support the center - (Black wants to keep a pawn in the middle of the board).
4. Nc3 e6 **Get Knight out** - (Now both Knights are out in good positions. Black double-reinforces the middle).
5. Bg5 h6 **Pin** - (White pins Black's Knight with a threat to Black's Queen).
Attack "Big guy" with a Pawn - (...a pawn's favorite task – works almost every time!)
6. Bh4 Qb6 **Retreat** - (Retreat can be a positive thing. This one keeps the pressure on the pinned Knight).
Attack unprotected pawn - (White attacks the weak pawn but puts his Queen in an awkward place).
7. Qc2 Ne4 **Get Queen out** - (White's Queen is off the back row, but not too far out where she could be attacked).
Begin attack - (In this case, Black is too early... & will waste a lot of moves & only get a pawn out of it).
8. e3 Bb4 **Get "Big guys" out** - (The pawn move allows the Bishop to get out – on the next move).
Continue attack - (Now there are two piece attacking the Knight at c3 – which White protects with "two").
9. Bd3 Qa5 **Get Bishop out** - (The Bishop moves out and attacks the invading Knight).
Attack with three - (There are now three pieces attacking the Knight at c3 – and only two defenders).
10. O-O Nxc3 **Castle** - (White decides he would like his King protected and the Rook "out" more than saving the pawn).
Exchange - (White begins the exchange in which he will win one fairly unimportant pawn).
11. bxc3 Bxc3 **Exchange** - (White wins the Pawn but has an awkward Bishop protected by a poorly-used Queen).
12. Rab1 dxc4 **Take an open file**- (The Rook, under attack by Black's Bishop, moves to a nice open file).
Exchange pawns - (Before retreating, Black wants to do something that feels worthwhile?!)
13. Bxc4 Bb4 **Retreat** - (Black has wasted a lot of moves while four of his men sit on the back row doing nothing).
14. Ne5 Bd6 **Outpost** - (White has all his pieces in good positions ready to support the attack).
Attack an Outpost - (If Black's Pawn were to attack the Knight, the Knight could move to g6 & be in a safe & powerful position protected by Black's pawns, SO Black's Bishop must attack White's invading Knight).
15. f4 Qc7 **Open a file** - (If Black's Bishop takes the Knight, White's will recapture opening up the important file).
Protect the Queen - (Black's Queen is now in a safe position allowing Black's next move).
16. Qe4 b6 **Prepare for attack** - (White's Queen is positioned on the same file as Black's King – always dangerous).
Prepare - (Black is preparing to get his Bishop out onto the long diagonal – in a very good position).
17. Nxf7 Qxf7 **Sacrifice** - (White's Knight attacks the base of the pawn chain & opens the "gates" for further attack).
Recapture - (Taking White's Knight with the Queen keeps the King out of danger – for a while).
18. f5 Qh5 **Open a file** - (The marching Pawn tries again to open the file – this move takes advantage of two pins!)
Get out of danger - (White's Queen is the object of a pin & a discovered attack if fxe6 – big trouble!).
19. Bxe6 Nd7 **Set up a discovered attack** - (White's Bishop & Queen lined up with Black's King is big trouble too!)
Block - (Black's Knight blocks the attack on the Bishop & if captured can be recaptured by his King).
20. f6 Nxf6 **Discovered attack** - (Now the discovered attack is aimed at Black's Queen).
Temporary solution - (Black's Knight is attacking White Queen spoiling the discovered attack).
21. Rxf6 Qxh4 **Renew threat** - (With Black's Knight gone, the threat to Black's Queen appears again).
Offer a trade - (Black offers the Queen for a Bishop and a Rook – 9 points for 8).
22. Qxc6+ Ke7 **Attack the King** - (Instead of taking Black's Queen, White attacks Black's King).
Fork - (Black's King can protect his Bishop AND forks White's Bishop & Rook – looks good!).
23. Rf7+ Kxe6 **Sacrifice** - (White's Rook checks Black's King & allows him to take the Bishop and threaten the Rook).
24. Qc4# 1-0 **Mate** - (White's Queen attacks the King, protects its own Rook AND creates a beautiful checkmate).