

What you can learn from this game: “Get there first with the most men”

- Should do:**
1. Get your Rooks on open files so they can attack deep into “enemy territory.”
 2. Any sacrifice is just fine when it leads to checkmate.
 3. In the opening try to move your “big guys” only once until they’re all in position to attack.
 4. Avoid being distracted by the “small stuff.” Go right to work threatening and attacking.

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

1. e4 e6 **Fight for center** - (White’s Pawn takes a position of power in the middle).
Prepare - (Black moves one Pawn to back up another Pawn ready to attack the center).
2. d4 d5 **“Pawn duo”** - (White’s side-by-side Pawns in the center are very strong).
Attack the center - (Black attacks the center with a protecting Pawn as a backup).
3. Nc3 Nf6 **Knights first** - (Rather than moving pawns, White gets his Knight out to attack the center).
Knights first - (Now both sides have Knights attacking the center).
4. exd5 Nxd5 **Attack the center** - (White chooses to keep an open center so the pieces are not cramped).
Defend the center - (Black has his Knight in the center instead of a pawn – much weaker).
5. Nf3 c5 **Knights first** - (Generally a good idea – Knights are especially strong in a crowded board).
Attack the center - (Black attacks the last of the “pawn duo” with his Bishop as backup).
6. Nxd5 Qxd5 **Create Isolated Pawn** - (If Black takes with the Pawn it can be “isolated” - no pawns to protect it).
Avoids Isolated Pawn - (Black avoids an isolated pawn but has the Queen out where it can be chased around wasting moves and he also lets White get the “big guys out” into good positions).
7. Be3 cxd4 **Get “big guys” out** - (Rather than moving pawns, White gets his Bishop out into the game).
Attack the center - (Black gets rid of the center Pawn but may open up a powerful file for White).
8. Nxd4 a6 **Control the center** - (Most pieces are stronger when placed near the center).
Prevent an attack - (If the Knight moves to b5 it threatens a “royal fork”-- King, Queen & Rook).
9. Be2 Qxg2 **Get “guys” out** - (White has 3 “big guys” out and Black has only one).
Attack unprotected men - (White’s Queen takes the Pawn and threatens the Rook?)
10. Bf3 Qg6 **Cause wasted moves** - (White chases the Queen off into a bad position).
Retreat - (Black wins a pawn but loses valuable time and control of the center).
(Notice how many “fighting pieces” white has in the middle compared to black).
11. Qd2 e5 **Control a file** - (White prepares to create a “battery” on the important Queen file).
Attack “bigs” - (Black attacks a “big guy” with a “small” Pawn – this is a pawn’s specialty).
12. O-O-O exd4 **Sacrifice** - (White sacrifices a Knight for an open file with Black’s King on it).
Win a piece - (Black wins a piece but loses time and is open to attack right up the middle).
13. Bxd4 Nc6 **Clear the path** - (Now White has two open files aimed right at Black’s King).
Protect a square - (Black has to protect d8 from checkmate by White’s Queen).
14. Bf6 Qxf6 **Sacrifice for time** - (White’s Bishop sacrifice prevents Black from defending against the attack).
Forced move - (Black has to take care of the White Bishop or else ...mate in two!)
15. Re1+ Be7 **Control a file** - (White attacks the file with Black’s King on it—any interposed piece will be pinned).
Block - (The Bishop blocks the attack, but is pinned AND blocks his own Queen—no better option).
16. Bxc6+ Kf8 **Attack the defender** - (Now d8 is unprotected – but Black’s King has an escape square).
Un-pin - (Black’s Bishop is now un-pinned and can protect d8).
17. Qd8 Bxd8 **Force a move** - (White sacrifices his Queen for one simple purpose: to get Black’s Bishop to move clearing a path for Whites Rook – Black has no other choice).
Win a Queen - (Black wins a Queen but is forced to open the King file for White’s Rook).
18. Re8+ 1-0 **Back-rank attack** - (White threatens mate at one place [d8] and then mates at another [e8]!)