

What you can learn from this game:

Knights are very effective at the beginning of the game, when the board is more crowded.

- Should do:** 1. Make sure pieces are protecting each other. Your team is stronger when it works together.
2. When you attack, make sure your attackers don't leave your defense in a weak position.

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

1. d4 Nf6 **Control Center** - (White sets up a Pawn on a center square).
Attack Center - (Black brings out the Knight to attack the center).
2. c4 e6 **Pawn Duo** - (White sets up a strong "pawn duo" on the Queen side of center).
Prepare - (Black prepares for a center attack and makes room for his Bishop to get out).
3. Nc3 d5 **Knights before Bishops** - (Generally a good rule – both sides do it in this game)
Attack Center - (Black attacks the "pawn duo" and gets the Pawn into the center).
4. Bg5 Be7 **Pin** - (White pins the Knight with a threat to Black's Queen).
Unpin - (Black quickly unpins the Knight and gets his Bishop off the back row).
5. e3 Nd7 **Uncover** - (White's Bishop can get out & also can protect the pawn at c4).
Knight out - (Black's Knight it out but leaves room for a pawn move to c6 protecting the center Pawn).
6. Nf3 c6 **Control Center**- (White's Knight attacks the center – now all four Knights are out).
Support the Center- (Black's Pawn forms a chain protecting the center Pawn).
7. Rc1 dxc4 **Open a file** - (White encourages a trade to open the file for the Rook).
Trade for "time" - (Black is ready to chase away White's Bishop when it takes the Pawn).
8. Bxc4 b5 **Trade** - (White's Bishop waited to come out so he would waste only one move instead of two).
Attack "Big Guy" - (White's Bishop will have to retreat with a loss of "tempo" - time).
9. Bd3 Bb7 **Retreat** - (White retreats to a center position)
Bishop out - (Black's Bishop comes out to take an important diagonal crossing the center squares).
10. a4 b4 **Queen-Side Attack** - (White threatens to break up Black's strong Queen side).
Attack "Big Guy" - (Black's Pawn attacks White's Knight and enters enemy territory).
11. Bxf6 Nxf6 **Counter-Attack** - (White takes Black's Knight and threaten the Bishop and Queen).
Recapture - (Black's Knight looks good there, but leaves e5 open for an "outpost").
12. Ne4 Nd7 **Control Center** - (White offers a trade to strengthen the center – Black declines).
Control Center - (Black places the Knight to protect "soft spots" at e5 & c5).
13. O-O f5 **Castle** - (White's King is protected and the Rook is out of the corner).
Attack "Big Guy" - (Black attacks White's Knight but leaves an unprotected pawn).
14. Ng3 h5 **Retreat** - (White retreats but is still in a good position to attack on the King side).
Attack- (Black starts a King-side attack threatening to chase the Knight even farther back).
15. Qb3 Rh6 **Attack unprotected Pawn** - (White attacks the Pawn which is two squares in front of the King).
Protect - (Black's Rook protects the Pawn but leaves a "back-rank attack" open).
16. Bxf5 exf5 **Open a Path** - (White sacrifices a Bishop for 2 pawns to open up a King-side attack).
Take with Pawn - (Black wins some material but will now be attacked by three pieces).
17. Nxf5 Rg6 **Fork** - (White's Knight is threatening the Rook, a Pawn and "check" in 2 places).
Protect - (Black's Rook protects the Pawn and avoids "check" at g7).
18. Qg8+ Bf8 **Back-rank Attack** - (The Queen is well placed with both Knights ready to help).
Interpose - (Blocking with the Bishop is better than blocking with the Knight which guards e5).
19. Nf3h4 Rf6 **Force a Move** - (White's Knight attacks Black's Rook and protects the other Knight).
Protect a square - (Black's Rook must move but stays on the 6th rank to prevent Qe6).
20. Nxf5 Ke7 **Use a Pin** - (Black's Bishop can't take the Knight because it's pinned – Black has only one move).
Forced Move - (Black is surrounded by men but they can do little against the prancing Knights).
21. Nh4f5+ Rxf5 **Force a Move** - (The Knight attacks both the King and the escape square).
Take Attacker - (The King can't move – but the Rook can take the attacker to get out of "check").
22. Qe6 1-0 **Over-worked Rook** - (The Rook was forced to take the Knight leaving a6 open for "checkmate"!)