

What you can learn from this game: Get your “big pieces” out fast and to good places.

- Should do:**
1. Move your “big guys” only once (if possible), until all are out and ready to start your attack.
 2. Watch for ways to get your opponent to waste moves while you put your men into strong positions.
 3. Watch for men lined up on the same row, file or diagonal.

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

1. e4 e5 **Control the center** - (Both sides move their Pawns to the center on the first move).
2. Nf3 Nc6 **Attack unprotected Pawn** - (Attacking a weakness usually makes your opponent respond).
Knights first – (Black protects the Pawn and gets the Knight out aimed at the middle of the board).
3. Bc4 Bc5 **Attack weakest point** - (The easiest place to get checkmate is the pawn protected only by the King).
4. b4 Bxb4 **Gambit** - (White offers a Pawn to open things up for an attack).
Accept Gambit - (Black’s best option is to accept the Pawn).
5. c3 Ba5 **Push back** - (White’s Pawn makes the Black Bishop move back).
Good Diagonal - (Black’s Bishop is still on the same diagonal as White’s King).
6. d4 exd4 **Attack the center** - (This clears out the center for an attack up the middle).
Accept Pawn - (A cleared-out center can be good for Black too).
7. e5 d5 **Push a Pawn** - (Pawns love to lead an attack, especially up the middle).
Force a Trade - (Black’s Pawn is attacking the Bishop, but White has an “en passant” move).
8. exd6 Qxd6 **“En passant”** (Trading the pawns opens up the middle).
9. O-O Nge7 **Threaten King Attack** - (White’s Rook threatens Black’s King on the open file).
Block Attack - (Black’s Knight protects the King from attack so it can castle and be safe in the corner.)
(Notice that Black has four “big guys” out and White only has two).
10. Ng5 O-O **Threaten Knight Fork** - (White’s Knight threatens to take the pawn at f7 and fork the Queen & Rook).
Castle - (Now the Pawn at f7 is protected by two – an exchange would left White with no “Big Guys” out).
11. Bd3 Bf5 **Attack with two** - (White should have gotten the other “big guys” out before he started his attack).
Block - (Black blocks the attack and get his Bishop off the back row).
12. Bxf5 Nxf5 **Trade** - (Notice how many “big men” Black has out compared to White).
Trade - (Black’s Knight is also near the center of the board and pretty close to White’s King).
13. Ba3 Qg6 **Skewer** - (White’s Bishop attacks the Queen and the Rook behind her– nice move!)
Counter Attack - (Black’s Queen attacks the unprotected Knight on the same file as the King).
14. Bxf8 Qxg5 **Trade** - (White gets the better trade but loses time – most of White’s “big guys” are still sitting on the back row -- some will not move the whole game).
Take the right piece - (Because the Queen takes the Knight, the White Bishop must move several times to get out of danger and into a good position).
15. Ba3 dxc3 **Retreat** - (White loses another move and the Bishop is still in a bad position).
Block - (Black’s Pawn prevents White’s Knight and Rook from coming out – they are trapped!)
16. Bc1 Qg6 **Push Back** - (White pushes Black’s Queen back and gains a move, but is still way behind).
On King File - (Black’s Queen is still on the same file as White’ King and is pinning the Pawn).
17. Bf4 Rd8 **Big guy out** - (White gets the Bishop out again – it has moved five times to get there).
Take open file - (Black’s Rook attacks the Queen & takes the important file in the middle of the board).
18. Qc2 Ncd4 **Attack with two** - (White’s Queen and Knight attack Black’s Pawn threatening to take it).
Attack the Queen - (Black’s Knight attacks the Queen... AND two squares near White’s King).
19. Qe4 Ng3 **Protect** - (White’s Queen protects both e2 and f3 from a Knight attack on the King).
Discovered Attack - (Black’s Knight is attacked by three, but none can take it or White’s Queen is lost).
20. Qxg6 Nde2# **Nothing Better** - (At least he captures Black’s Queen before his own King is checkmated).