

What you can learn from this game: Learn to look for “three guys in a row” – pins, scewers and discovered attacks.

Should do:

1. Put your pieces on good diagonals and open files that lead to the enemy King.
2. Check out to see how you can attack a pin – the pinned man is a weakened man.
3. You can force your opponent to make a bad move – when it's the best move he has.
4. Before you make your move, check to see what your opponent's response might be.

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

- 1.e4 e5 **Center control** - (Pawns in the center of the board can determine how the game unfolds).
Block a pawn - (Pawns are easily blocked – just put something in front of them).
- 2.f4 d5 **Offer a Gambit** - (White offers Black the Pawn to remove it from the center & to open a good file).
Counter attack - (Black declines the Gambit and attacks the center with HIS pawn).
- 3.exd5 e4 **Take a Center Pawn** - (If the Black Queen recaptures the Pawn she can be chased off, losing time).
Attack an important square - (This takes away the nice f3 square from White's Knight).
- 4.Bb5+ c6 **Attack the King** - (...and get the Bishop out where it can help out instead of sitting on the back row)
Block & Attack - (Black blocks the “check” and attacks the Bishop at the same time).
- 5.dxc6 Nxc6 **Attack the pin** - (White's Pawn attacks the pin and sets up another pin).
Recapture - (...but leaves his Knight pinned in front of the King).
- 6.Nc3 Nf6 **Attack the Pawn** - (...attacking the unprotected Pawn & getting the White Knight out at the same time)
Protect the Pawn - (...protecting the Pawn and getting the Black Knight out at the same time)
- 7.Qe2 Bc5 **Attack with two** - (White threatens to win a pawn, but leaves the King and Queen on a semi-open file!)
Ignore the threat - (Black ignores the threat of losing a pawn as he prepares for the next surprise move).
- 8.Nxe4 O-O **Take a Center Pawn** - (...and threaten to take the unprotected Bishop)
Threaten a pin - (If White takes the Bishop, Black can pin & win the Queen – the Knight couldn't block it).
- 9.Bxc6 bxc6 **Capture out of frustration?** - (White can't take Black's Bishop, but he can take the Knight as a trade).
Recapture - (As he takes White's Bishop, Black opens the “b” file, which will be very important later).
- 10.d3 Re8 **Protection** - (White's Knight will soon be pinned & attacked by two, so will have to be protected by two).
“Supper” Pin - (White's Knight is doubly pinned with both the Queen and King behind it).
- 11.Bd2 Nxe4 **Prepare to unpin** - (White wants to “castle long” to unpin the King – is this castling to the wrong side?).
Attack the pin - (White's pinned Knight will be replaced by a pinned Pawn – only protected by one).
- 12.dxe4 Bf5 **Recapture** - (If White's Pawn doesn't take the Knight, a “discovered attack” could be very bad for White).
Attack the pin - (Black's Bishop is out on a good diagonal and puts pressure on the pin).
- 13.e5 Qb6 **Avoid another pin** - (Black is threatening to take the Pawn with the Rook and win the Queen).
Double attack - (Black can take the Knight or the Pawn at b2. Why didn't Black take the Pawn at c2?).
- 14.O-O-O Bd4 **Double prevent** - (By Castling, White protects both the Pawn at b2 & the Knight – falling into Black's trap!).
Attack with two - (Black's Queen & Bishop are both attacking the Pawn at b2 – threatening checkmate).
- 15.c3 Rab8 **Block & Attack** - (White's Pawn attacks Black's Bishop and blocks its attack on b2).
Attack with two - (Black attacks the Pawn at b2 AGAIN, this time with the Queen and the Rook).
- 16.b3 Red8 **Block with a Pawn** - (White moves the “b” Pawn so it is now protected by a Pawn instead of the King).
Quiet move - (Black makes final preparations for the attack – why doesn't he need to worry about cxd4?).
- 17.Nf3 Qxb3 **Out and attack** - (White finally gets the Knight out and is attacking Black's Bishop – but it's too late).
Queen sacrifice - (All White needs to do is put the Rook on b1 protected by the Bishop and it's “mate”).
- 18.axb3 Rxb3 **Forced move?** - (...not quite, but if White doesn't take the Queen the game would end very quickly).
Recapture - (Now that White can't prevent Rb1, he looks to escape out the “back door”).
- 19.Be1 Be3+
0-1 **Create exit route** - (White's King opens a “back door” through d2... but Black quickly shuts it!)
The final blow - (White has a lot of moves, but none that will prevent “mate” with Rb1, so White resigns).