

What you can learn from this game:

- Use the time, when it's your opponent's turn, to study the situation on the board.
- Try not to move your men more than once until your "big guys" are out in good places.
- Make sure your men are in positions to help out before you begin your attack.
- Look for moves that set up other moves ("combination play").
- Look for unprotected pieces and pieces that are lined up with each other ("three-in-a-row chess tricks").

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

1. d4 Nf6 **Center control** - (The Queen's Pawn opening is very popular these days among top players).
Knights First - (Black tries to control the center without occupying it with pawns).
2. c4 e6 **Pawn Duo** - (A Pawn Duo is very strong even if it's not quite in the middle of the board).
Center Control (Black discourages a pawn advance and allows his Bishop to get out).
3. Nc3 Bb4 **Knights First** - (A general rule – both sides have the same idea).
Pin - (Black gets his Bishop out & pins White's Knight so it can't move – his King would be in check).
4. Qc2 c5 **Prevent Doubled Pawns** - (Doubled Pawns can be weak. They're hard to protect and hard to move).
Attack the Pin - (If Black can take the Pawn at d4, White may lose the pinned Knight).
5. dxc5 Nc6 **Prevent an Attack** - (Watch your pinned pieces so your opponent can't attack them).
Big Guys Out - (Usually Knights & Bishops first, then the Queen, & then castle to get the Rooks connected).
6. Nf3 Bxc5 **Knights First** - (All four Knights are now out and attacking the center).
Take Unprotected Pawn - (This loses a little time, but he's preparing to attack the center with a pawn).
7. Bf4 d5 **Big Guys Out** - (The Bishop helps control the center – also the back row is cleared for the Rook).
Attack the Center - (One of the main things you do at the beginning of a game)
8. e3 Qa5 **Prevent Pawn Advance** - (Also clears the way for White's Bishop to get out – the game looks even).
Pin - (Is Black trying to get White to castle long? If so, it doesn't work).
9. Be2 Bb4 **Prepare to Castle** - (White will soon undo that pesky pin).
Attack the Pin - (A good idea but... White is well prepared for this attack).
10. O-O Bxc3 **Un-pin** - (White's King has now castled on the better-protected & less-attacked side AND is un-pinned).
Create Doubled Pawn - (Black creates a Doubled Pawn BUT opens a second file for White's Rooks).
11. bxc3 O-O **Recapture** - (Now White has two open files which will soon be controlled by two connected Rooks).
Protect the King - (Both Kings have now been protected by castling).
12. Rab1 Qa3 **Rook on Open File** - (Rooks love open files – they can get out and about or protect pieces along the file).
Avoid a trap - (The Queen has more room to move, but is now lined up with her Rook – think fork).
13. Rfd1 b6 **Rook on Open File** - (Now all of Whites pieces are nicely placed and ready for an attack).
Protect Pawn - (With the Pawn protected Black can move the Bishop off the back row).
14. cxd5 Nxd5 **Attack the Center** - (With White's Rook on the same file as the attacking Pawn, the attack looks strong).
Avoid Isolated Pawn - (If Black takes with the Pawn it will be isolated on the open file with White's Rook).
15. Ng5 f5 **Attack a Weak Pawn** - (The Pawn is now only protected by the King – this also sets up the next move).
Block - (Black's Pawn blocks the path of the Queen, but weakens the pawn at e6).
16. Bf3 Qc5 **Skewer** - (Black has two unprotected pieces behind an "attackable" Knight which can be chased away).
Protect - (Black Queen comes to help protect against the skewer – only the Rook is now unprotected).
17. c4 Ndb4 **Force a Move** - (If Black's Knight moves, White's Bishop is ready to fork Black's Queen and Rook).
Extra Move - (By attacking the Queen Black can get an extra move – to prevent the fork).
18. Qb3 e5 **Same Line** - (It's nice to have the Queen on the same line as the opponent's King – both sides do).
Prevent a Fork - (Black prevents the fork AND attacks the Bishop at the same time – nice move!)
19. a3 Na6 **Counter Attack** - (When you're attacked, sometimes it's good to ignore it and make an attack yourself).
Retreat - (Black's best move – if White's Pawn took the Knight, Black's Queen would be under attack).
20. Bxc6 1-0 **Force a Move** - (If Black's Queen doesn't take the Bishop, things will be bad, If she does, it's even worse).
Black resigns – (It would have been nice if they had played out this beautiful ending).
(Likely ending: 20..... Qxc6 21. c5+ Kh8 22. Nf7+ Kg8 23. Nh6+ Kh8 24. Qg8+ Rxg8 25. Nf7†).