

**What you can learn from this game:**

- Your Knights are very valuable at the beginning of the game. (So get them out there quickly).
- You can take advantage of “weak spots/pawn pockets” created by pawn chains.
- Watch for ways to trap the Queen. (Even a threat of a Queen trap can cause big problems).
- If a “protector” moves, check for new possibilities.
- Watch for “over-worked” men – men with too many “jobs,” that can only do one of them.

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

1. e4 c5 **Control the Center** - (White’s “usual move” is met by the “Sicilian Defense”).  
**Queen-side Attack** - (Black attacks on the Queen’s side).
2. Nf3 Nc3 **Knights First** - (Both sides get their Knights out fast. White goes for the King’s side and Black goes for the Queen’s side – this is what you do in the Sicilian Defense).
3. d4 cxd4 **Attack the Center** - (Notice the strong pawn duo in the center).  
**Take a Center Pawn** - (fighting for the center)
4. Nxd4 Nf6 **Trade a Center Pawns** - (fighting for the center)  
**Attack an unprotected Pawn** - (This is especially good in the center of the board).
5. Nc3 d6 **Protect & Knights First** - (White protects the Pawn and gets the Knight out ).  
**Prevent a Pawn Advance** - (Watch unblocked Pawns, especially in the center).
6. Bg5 a6 **Get “big guys” out fast** - (The Bishop is out with a little attack on the Black Knight).  
**Protect a Weak Square** - (This square is being attacked by three pieces. Sometimes a move that prevents a good move by your opponent is your best move).
7. Qd2 Nd7 **Protect** - (White’s Queen protects the Bishop and gets off the back row).  
**Retreat** - (Trying to prevent weak “Doubled Pawns”? – this cramps Black’s position).
8. Be2 g6 **Get “big guys” out fast** - (White can now castle in either direction).  
**Prepare** - (Black is preparing to fianchetto his Bishop at g7)
9. Nd5 f6 **Set a trap & outpost** - (The Black Queen is not safe – White is aiming at e7 with the Bishop. If Black moves its Bishop to g7, White would trades Knights at c6 and the Queen would be trapped with Bishop takes e7).  
**Block an Attack** - (This move blocks White’s Bishop but creates a weak “**pawn pocket**” at e6).
10. Ne6 Qa5 **Attack the Queen** - (The Queen has only one safe place to move).  
**Protector** - (Now that Black’s Knight is protecting the Queen, it can’t do much else).
11. Ndc7+ Kf7 **Fork** - (White forks the Rook and King. Black could take the Knight but would lose the Queen).  
**Retreat** - (Black’s King has only one place to move).
12. Nd8+ Kg2 **Over-worked Man** - (Black could take the attacking Knight, but would leave the Queen unprotected – the Knight is over-worked and can only do one of the two jobs).  
**Retreat** - (This is the best of the two moves, but not by much).
13. Ne8+ (Kg8) **Force a move** - (Black has only one move—a bad one—and **resigns** – the next few moves are the best moves Black has, but it only delays the brutal ending).
- (14. Bc4+ d5) **Undefended Diagonal** - (White takes the open diagonal aiming at Black’s King).  
**Interpose** - (White can block the diagonal several ways, d5, Qd5 and e6, this is the best one).
- (15. Bxd5+ Qxd5) **Keep pressure on the Diagonal** - (Black now has only two options).  
**Queen Sacrifice** - (This just delays the end by one move – but there’s nothing better).
- (16. Qxd5+ e6 ) **Recapture** - White captures the Queen and keeps Black in check).  
**Interpose** - (This is the only move Black has left).
- (16. Qxe6... ‡ ) **Checkmate** - (This is an unusual position with White’s Knights taking the place on the “royal throne” where Black’s King and Queen began the game).