

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

- The beginning of the game is like a race to get your men out quicker and to the best places.
- You can attack a Queen that has come out too soon and make her waste moves.
- One move with two purposes is like getting an extra move.
- Your pieces are much stronger when they're working together than when they're working alone.

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

1. e4 d5 **Control the Center** - (White moves the Pawn to the center – a common, and good opening).  
**Unusual Move** - (Black tries an unusual opening that may not be familiar to his opponent).
2. exd5 Qxd5 **Control the Center** - (They exchange Pawns – Black brings the Queen out too soon, maybe?)
3. Nc3 Qa5 **Attack the Queen** - (White attacks Black's Queen AND gets the Knight out at the same time).  
**Avoid attack** - (Black's Queen goes to a square that is on line with White King and hard to attack)
4. d4 e5 **Control the Center** - (The fight for the center continues).
5. dxe5 Qxe5+ **Control the Center** - (After the exchange of center Pawns – black's Queen is "attackable" again).
6. Be2 Bb4 **Get Bishops out** - (White is unafraid of "check" – he protects the King AND gets the Bishop out ).  
**Pin** – (Black's Bishop pins the Knight AND threatens to win a Pawn in an exchange).
7. Nf3 Bxc3+ **Get Knights out** - (White's Knight comes out to its favorite place ignoring the threat of losing a Pawn).  
**Attack with more** - (Black attacks with more pieces that White has defenders and wins a Pawn).
8. bxc3 Qxc3+ **Exchange winning a Pawn** - (The Black Queen wins a Pawn AND is now **forking** White's King and Rook ).
9. Bd2 Qc5 **Bishop attacks Queen** - (The Black Queen is attacked AND can't take the Rook which is now protected).  
**Retreat** - (This is the Black Queen's fifth move and the rest of the team hasn't even moved yet).
10. Rb1 Nc6 **Rook on open file** - (White's Rook moves to the open file AND threatens the Pawn).  
**Get Knights out** - (Black gets the Knight out – his Bishop must stay in place to protect the Pawn).
11. O-O Nf6 **Castle for protection** - (After White castles, the King is protected AND the Rook is out of the corner).  
**Get Knights out** - (Black is trying to catch up, but is still a couple of moves behind).
12. Bf4 O-O **Attack unprotected Pawn** - (... which can cause wasted moves and maybe win a Pawn).  
**Castle for protection** - (Black decides to castle instead of taking the time to protect the Pawn ).
13. Bxc7 Nd4 **Take unprotected Pawn** - (White's Bishop is in enemy territory, but looks pretty safe).  
**Discovered Attack** - (Black offers a Knight for White's Bishop which has invaded Black's Territory).
14. Qxd4 Qxc7 **Connect Rooks** - (White connects his Rooks but puts his Queen in an "attackable" position).  
**Capture invader**- (Black's Queen takes White's Bishop that is deep in enemy territory).
15. Bd3 Bg4 **Protect pieces** - (White protects both the Pawn and the Bishop AND is attacking h7 – pretty nice!)  
**Attack the Knight** – (... to recapture with the Pawn, White's King would be exposed – not good).
16. Ng5 Rfd8 **Work together** - (White's Knight avoids the bad exchange AND attacks h7 as does the Bishop).  
**Attack the Queen** - (Black attacks White's Queen who's out in the open AND takes an open file).
17. Qb4 Bc8 **Battery on open file** - (White's Queen & Rook create a "battery" attacking the pawn at b7).  
**Retreat** – (Black reluctantly decides to retreat to avoid the lose of a Pawn & an attack on his King).
18. Rfe1 a5 **Rook on open file** - (White puts a Rook on the important open file in the middle of the board).  
**Attack the Queen** - (Black attacks White's Queen AND creates a way to get his Rook out).
19. Qe7 Qxe7 **Offer a trade** - (White forces a trade that will improve his position AND threaten to win a Pawn).
20. Rxe7 Nd5 **Rook on 7<sup>th</sup> rank** - (White's Rook is on the strong 7<sup>th</sup> rank attacking a Pawn near the King).  
**Attack** - (Black's Knight attacks White's Rook AND looks at a fork to win a Pawn).
21. Bxh7+ Kh8 **Force King to move** - (Black's King must move away from the Pawn at f7 and an attack by the other Rook).
22. Rxf7 Nc3 **Win a Pawn** - (White takes the Pawn AND is closing in on Black's King).  
**Knight Fork** - (Black's Knight forks White's Rook & Pawn looking to create a "passed pawn").
23. Re1 Nxa2 **Rook to open file** - (White's Rook moves to an important open file).  
**Create a "Passed Pawn"** - (After White's Pawn is removed, Black has an open path to get a Queen ).
24. Rf4 Ra6 **Prepare a Knight Fork** - (White's Knight is now ready to fork Black's King and Rook at f7).  
**Get Rook out** - (Black attempts to get the Rook out of the corner and into the game).
25. Bd3 1-0 **Attack Rook** - (White's Bishop attacks Black's Rook AND also moves out of the reach of Black's King).  
**Black resigns** - (There is no way for Black to avoid the fork losing a Rook – there's no hope left).