

What you can learn from this game:

- Use one "chess trick" to set up another one. (Combination play).
- Look along the whole row, file or diagonal that you're men are on to see the possibilities.
- Attack the same square with several pieces, especially near the King.
- Be careful when you're offered something that looks "to good to be true."

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

1. e4 e5 **Control the Center** - - (Both sides post a pawn in the important center of the board).
2. Nf3 Nc6 **Attack unprotected** - (White attacks Black's unprotected pawn and gets his Knight out to a good place).
Defend - (Black defends his center pawn and gets his Knight out quickly to a good place).
3. Bc4 Bc5 **Attack weakness** - (Both sides attack the weakest point on the board – the pawn protected only by the King).
4. b4 Bxb4 **Gambit** - (White offers a pawn and Black's best move is to take it).
5. c3 Ba5 **Pawn Attack** - (White's Pawn pushes Black's Bishop back – pawns love to do this!)
On King diagonal - (Black retreats, but stays on the same diagonal as the opposing King).
6. d4 exd4 **Attack Center** - (White attacks the center with his pawn & Black take with his pawn, but opens up the center).
7. O-O d3 **Castle** - (Getting ready to put his Rook on the important "King file")
Decline - (Black passes up the pawn so he can disrupt White's plans).
8. Qb3 Qf6 **Battery** (White sets up a two piece "battery" on the diagonal, attacking Black's weak Pawn).
Protect - (Black's Pawn, which is attacked by two, is now protect by two pieces).
9. e5 Qg6 **Offer a sacrifice** - (White offers a Pawn which would lead to a pin by his White's Rook).
Decline - (Black leaves the Pawn alone avoiding the pin and keeps the Queen protection for the weak pawn).
10. Re1 Nge7 **Line up with the King** - (The Rook is on the same file as the enemy King).
Get Knights out - (The Knight moves toward the middle & allows the King to castle).
11. Ba3 b5 **Attack near the King** - (Even if Black castles, this is still a good diagonal attacking near the King).
Offer a sacrifice - (Black intends to open up a file for the Rook and attack White's strong position).
12. Qxb5 Rb8 **Anticipate** - (White knows where the Queen will move when Black's Rook attacks her).
Take open file - (Black's Rook take the open file and chases the Queen away).
13. Qa4 Bb6 **Attack weakness** - (Black's Bishop is protected by an "over-worked" Knight – it's protecting two pieces).
Good diagonal - (Black's Bishop moves to a safe place on a very good diagonal).
14. Nbd2 Bb7 **Get "big guys" out** - (Both sides are getting their "big guys" off the back row).
Good diagonal - (Black's Bishop takes another good diagonal along side the other Bishop).
15. Ne4 Qf5 **Knights to middle** - (White's Knight is in striking distance of the Black King).
Attack with two - (Black wants to take the Pawn and open up the long diagonal).
16. Bxd3 Qh5 **Set a trap** - (White sets up a very dangerous **discovered attack** on the Queen).
Run to a good place - (Black's Queen avoids the trap & sets up in a good place to attack the opponent's King).
17. Nf6+ gxf6 **Combination**- (White "sacrifices" his Knight in a wonderful "combination" of moves).
Save Queen - (Black is forced to take the Knight because it is forking the King and Queen).
18. exf6 Rg8 **Pin & Attack** - (Black's Knight is pinned by the Rook AND attacked by the Pawn in the same move!)
Open file - (Black's Rook pins the Pawn in front of the White's King putting White's Knight at risk).
19. Rad1 Qxf3 **Quiet Move** - (The amazing "combination" that followed was not anticipated by an excellent chess player – this "quiet move" can still be heard after 166 years!)
Take undefended Piece - (Black takes a gift that looks "to good to be true" – and is!)
20. Rxe7+ Nxe7 **Offer a Good Trade** - (White offers the Rook, which is checking the King, for a Knight).
Get out of Check - (Black takes the attacking Rook but opens a diagonal for the opposing Queen).
21. Qxd7+ Kxd7 **Sacrifice** - (White gives up the Queen to set up a "discovered double check" ! – an amazing move!)
Forced - (Black's only other move would result in Qxd7 and checkmate!)
22. Bf5+ Ke8 **Discovered Attack, Double Check** - (Neither of White's unprotected attackers can be taken by Black's Queen – he'd love to take the Rook for checkmate – but the "double check" won't allow that!)
23. Bd7+ Kf8 **Protected attack** - (White checks the King with a protected Bishop leaving only two possible moves).
24. Bxe7# 1-0 **Protected attack** - (This time it's checkmate – Black is left with two good checkmate moves of his own sitting right there in front of him).