Learning-Table Game #2 (2014), Alekhine - Koehlein  
Dusseldorf, 1908  
(Queen’s Pawn Opening - Colle System)  
Chess Club Web Page - utahbirds.org/roadrunners/

What you can learn from this game:

If you can see the “chess tricks” you can put them together to make a winning “combination.”

Should do:
1. Take the time, often, to look for possible “chess tricks” you can use.
2. Look for “pawn pockets” on both sides that can provide protection and good outposts.
3. Watch for exchanges that will open up the game for you and cramp the other guy.

Some “chess tricks” (in bold) as they appear in this game:  ©M.G.Moody

1. d4  d5  Control Center - (the Queen pawns block each other on center squares).
2. Nf3  e6  Knight out - (It’s good to get the Knights out quickly).
   Protect - (Protects the center pawn and allows the Bishop to get out)
3. e3  Nf6  Mirror Moves - (The same kinds of moves on both sides creates an even game).
4. Bd3  Nbd7  Pawn Pockets - (The Bishop is safely protected in a “pawn pocket”).
   Prevent an Outpost - (Black’s Knight attacks the outpost square for Whites Knight).
5. Nbd2  Bd6  Mirror Moves - (Good moves are worth imitating – this position is a mirror image).
6. e4  dxe4  Center Attack - (White sees an exchange that he likes and Black goes along).
7. Nxe4  Nxe4  Exchange - (White exchanges Knights so the Bishop is on an open diagonal).
8. Bxe4  O-O  Center Control - (The Knight and pawn look pretty good in the middle).
   Castle - (Instead of chasing White’s Bishop away, Black puts his Rook on the “f” file).
9. Bg5  Qe8  Attack the Queen - (Maybe looking to cramp Black position).
   Prepare - (Black is preparing a “push” on the “e” and “f” files).
10. O-O  f5  Castle - (It’s time to protect the King and prepare for an attack).
   Pawn attack - (The little pawns love to chase the “big guys” away).
11. Bd3  e5  Retreat - (The White Bishop moves back but is still in a good position).
   Pawn attack - (Now Black’s position looks less cramped).
12. dxe5  Nxe5  Exchange - (One pawn for another and offering a Knight exchange too).
13. Re1  Qh5  Pin - (This is a different kind of pin. Black’s Knight can safely take White’s Knight).
   Trap - (If Black’s Knight takes White’s Knight, with check, Black can win the
   Bishop which would no longer be protected by the captured Knight).
14. Nxe5  Qxd5  Counter Attack - (The “protector” attacks before it can be attacked – it works).
   Take unprotected piece - (Black’s Queen gets the Bishop but it ends up even).
   [White sees some “chess tricks” - a check forcing a move, a sacrifice removing a “protector,” a fork winning a
   Queen, and a threat of a “back rank attack.” Can White put these things together for a win?]  
15. Bc4+  Kh8  Check with forced move - (Two men can interpose but both are useless for Black).
16. Qxd6  cxd6  Sacrifice - (The Bishop is removed (at great cost), so it can’t protect the f8 square).
17. Nf7+  Kg8  Fork - (Black’s Rook could take the Knight but now can’t usefully interpose at f8).
18. Nxg5+  1-0  Win Queen - (Now White is a Knight ahead and has an overwhelming position).

Chess Notation for this game: