What you can learn from this game: How to make a King-side attack. (This is a very good example).

Should do:
1. Attack squares near the King with as many pieces as you can.
2. Force your opponent to make moves that weaken his position.
3. Make threats that your opponent must take care of instead of making better moves.

Should NOT do:
1. Don’t weaken the Pawns near your King – “pawn duo’s” protect better than pawn chains).

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

1. d4  d5  Control the Center - (Both sides get the Queen’s Pawns out to the center of the board).
2. Nf3  Nf6  Knights before Bishops - (Both White and Black get their Knights into the game early).
3. e3  c6  Protect with a Pawn - (Both sides protect their center Pawns with Pawns).
4. c4  e6  Attack the Center - (White attacks Black’s center Pawn and Black “triple protects” that important Pawn).
5. Nc3  Nbd7  Knights before Bishops - (“Knights before bishops” is a good rule – knights work well on a crowded board – they are much harder to block than bishops).
6. Bd3  Bd6  Move to the middle - (Pieces usually have more power when they are closer to the center of the board).
7. O-O  O-O  Castle for protection - (Castling protects the King and gets the Rook out into the game).
8. e4  dxe4  Center Attack - (White sees a good attacking move in the center which threatens a pawn fork).
9. Nxe4  Nxe4  Equal Trade - (Black prevents the fork at e5 and instead forks White’s Bishop and Knight).
10. Bxe4  Nf6  Plan your exchange outcome - (Make sure you know what the final outcome will be).
11. Bc2  h6  Attack unprotected pieces - (Watch for unprotected pieces especially in the center ).
12. b3  b6  Control a diagonal - (White’s Bishop retreats but keep control of an important diagonal).
13. Bb2  Bb7  Prevent good moves - (Black’s Pawn takes away a good attacking square at g5).
14. Qd3  g6  Prepare ahead - (Both sides prepare to get their Bishops on the long diagonals).
15. Rae1  Nh5  Control good diagonal - (The long diagonals go through the center and may attack near the King).
16. Rc8  c5  Battery - (White’s Queen & Bishop form a strong battery on an important diagonal attacking h7).
17. Rxe6  Nf6  Protect with a Pawn - (Black blocks the diagonal attack, but leaves an unprotected pawn. This move also creates an “over-worked” pawn at f7 which now has two pawns to protect & he can only protect one).
18. Ne5  c5  Open file - (White’s Rook takes an open file attacking the pawn protected by the “over-worked” pawn described in the previous move ).
19. Bc1  Kg7  Plan your defense - (Black is looking ahead & trying to defend a possible attack. He may have been tempting White to sacrifice a Rook for a Pawn hoping he could survive the attack & come out ahead).
20. Bxe6  Nf6  Attack unprotected pawn - (White keeps creating weaknesses then taking advantage of them).
21. Bxh6+  Kxh6  Protect pawn - When the King protects the pawn it ruins his plan for defense – the Knight can no longer block Black’s attacking Queen (Qxg6) by moving to g7).
22. Rxe6  Nf6  Attack over-worked men - (Black’s Pawn at f7 is protecting two different men – he’s over-worked).
23. Bc1  Kg7  Block an attack - (White is attacking g6 with three different men so Black blocks one of them).
24. Ne5  c5  Set a trap - (If Black’s Bishop takes the Knight, White’s Pawn will recapture and attack Black’s Knight).
25. Bxe7+  Kxe7  Attack the protector - (If White’s Pawn takes Black’s Pawn at c5 his Knight will be unprotected).
27. Nxf7+  1-0  Fork - (No matter what Black does checkmate is only a few moves away).

Chess Notation for the game:

4. c4  e6  8. e4  dxe4  12. b3  b6  16. Bc1  Kg7  20. Nxf7+  1-0