Game # 5 (2016), Levon Aronian vs Viswanathan Anand  Wijk aan Zee, Netherlands (2013)
(Opening: Queen’s Gambit; Moren Variation) Chess Club Web Page - utahbirds.org/roadrunners/

What you can learn from this game: How to attack your opponents King - “get there first, with the most men.”

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

1. d4 d5  
   Control Center - (Both players set up pawns on the Queen’s side of the center of the board).

2. c4 c6  
   Gambit - (White offers Black a pawn “for free”).
   Decline - (Black reinforces the pawn in the center of the board).

3. Nf3 Nf6  
   Knights first - (Getting your Knights out first is a good policy – both sides do it).

4. Nc3 e6  
   Knights first - (White now has both Knights out attacking the center of the board).

5. e3 Nbd7  
   Support the center - (Black get a second pawn to support his pawn in the center).
   Knights first - (Now all four Knights are out in the field of battle, attacking the center of the board).

6. Bd3 dxc4  
   Bishop to center - (White moves his Bishop toward the center of the board)
   Cause an extra move - (Black waited to take the pawn so White’s Bishop would waste a move).

7. Bxc4 b5  
   Exchange - (The Bishop recaptures the pawn).
   Push back - (One of the happy jobs of a pawn is to chase “Big Guy” away).

8. Bd3 Bd6  
   Retreat - (Black causes White to waste two moves by waiting to take the pawn at c4 later in the game).
   Bishop to center - (The Bishop is strong near the center of the board).

9. O-O O-O  
   Castle - (Both players castle for protection and to get the rooks out of the corners).

10. Qc2 Bb7  
   Battery - (White’s Queen and Bishop form a “battery” attacking Black’s pawn at h7).

   Occupy Long Diagonal - (Black put his Bishop on the long diagonal aimed toward White’s King)

11. a3 Rc8  
   Defend - (White prevents a Black attack on the Queen side at b4).
   Prepare - (Black prepares to advance his pawn to c5 to force an exchange).

12. Ng5 c5  
   Attack with 3 - (White attacks h7 with three pieces threatening to win a pawn).

13. Nhx7 Ng4  
   Win a Pawn - (With Black defending with only two pieces White can win the Pawn).
   Advance pawn - (Black move his pawn to a strong square with the idea of getting his Rook out).

14. f4 cxd4  
   Block - (White blocks one of the attackers of h2 which is the main threat).

15. exd4 Bc5  
   Block - (White’s Pawn recaptures and prevents the Rook going to c5).
   Sacrifice - (Black wants to sacrifice his Bishop to get the Rook to c5 – trying to get it to the h file).

16. Be2 Nde5  
   Attack an invader - (White attacks the invading Knight at g4).
   Protect - (Black brings out the other Knight to protect his attacking Knight).

17. Bxd4 Bxd4+  
   Capture Attacker - (White captures g4 to prevent White’s Queen from taking d4 with a quick win).
   Force move - (Black checks White’s King forcing him into the corner – other moves are not good).

18. Kh1 Nxg4  
   Retreat - (White’s King retreat to the corner but need some help from the Queen’s side of the board).
   Recapture - (Black recaptures the Bishop and still has a Knight in attacking position).

19. Nxf8 f5  
   Make way - (White takes White’s Pawn and makes way for the Rook to get out).

20. Ng6 Qf6  
   Preserve the Knight - (White’s Knight moves out of trouble & into a place where he can protect h4).
   Attack unprotected - (Black’s Queen attacks the unprotected Knight & looks toward the h file).

21. h3 Qxg6  
   Counter Attack - (White attacks right back on Black’s Knight – he’s running out of good moves).
   Capture - (Black’s Queen captures the unprotected Knight with no fear of losing her own Knight).

22. Qe2 Qh5  
   Help out - (White Queen get in a position to help with an exchange at g4 & to threaten e6).
   Attack unprotected - (White’s pawn at h3 looks like it’s protected, but isn’t).

23. Qd3 Be3 0-1  
   Protect Pawn - (White must protect the pawn at h3 at all cost).
   Block - (Black’s Bishop blocks the protecting Queen – there’s no more hope, so White resigns).