Chess Club Web Page - stubbirds.org/roadrunners/

What you can learn from this game: Isolate the King, break down his defense and catch him in your trap!

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

1. e4 c5  Center control - (White attacks on the King’s side and Black attacks on the Queen’s side of the board).
2. Nf3 e6  Knights out first - (Good general rule).
3. d4 cxd4  Attack the center - (Trading pawns in the center).
4. Nxd4 Nf6  Knights out - (The only big guys out are Knights)
5. Nc3 Nc6  Duel Purpose - (White’s Knight is off the back row and protecting the center pawn).
6. Be3 Bb4  Protect - (Bishop double protects the Knight in the center and also gets off the back row).
7. f3 d5  Protect - (The pinned Knight is not protecting the center pawn any more so the “f”pawn has to do it).
8. Bb5 Bd7  Pin - (White pins Black’s Knight, threatens a knight-fork of d8 & b4 with a 2nd pin down the road).
9. Bxc6 bxc6  Trade - (White removes the Knight that is protecting e5 --which the last move prepared for this).
10. e5 Ng8  Attack with Pawn - (And Black has no good place to go – Nh5 would be answered by g4 trapping the N).
11. a3 Ba5  Attack with Pawn - (Black falls back but maintains pin).
12. b4 Bc7  Attack with Pawn - (And Black must retreat, but attacks an unprotected pawn with the move).
13. f4 Ne7  Protect - (Protects the pawn in the center)
14. Na4 O-O  To Outpost - (White sees a good outpost square at c5).
15. Nc5 a5  Protect with Pawn - (White protects the protecting pawn so Black can’t break down the Queen’s side).
16. c3 Nb6  To Outpost - (Black’s Knight is on his way to c4 and a nice-looking outpost).
17. O-O Nb6  Castle - (White protects the King & get the Rook out – Black is one move away from the outpost).
18. Qg4 Nc4  Pin - (White’s Queen is on the same file as Black’s King and the pawn at g7 is pinned).
19. Bf2 Qe8  Retreat and... - (White’s Bishop retreats and is protecting the “fork square” & is threatening an attack).
20. Rfe1 Bc8  Prevent Fork - (White’s Rook prevents the fork so the Bishop can go on attack).
21. Bh4 Kh8  Threaten Attack - (White’s Bishop wants to take advantage of the pinned pawn & go to f6 with a threat)
22. a4 Bb6  Prepare - (White moves the rook so the rook doesn’t have to protect it).
23. Rad1 Bxc5  Offer a fork - (A knight fork is set up for Black).
24. bxc5 Nb2  Remove Protector - (Black’s Bishop removes the knight that is protecting the pawn at a4).
25. Re3 Nxd1  Set up Attack - (All White needs is a Rook to help out on the right side of the board)
26. Qxg7+ Kxg7  Queen Sacrifice - (Often a Queen’s sacrifice is over-looked because it is so unexpected).
27. Bf6+ Kg6  Forced Moves - (This is the only move Black has – the rest of the moves are mainly forced).