Game #1 (2017), **Lichtenhein vs. Morphy**, New York, (1857) (Two Knight Defense)

Chess Club Website - utahbirds.org/roadrunners/

A good thing to learn:

Even if you have an obvious move, look around a little longer for a better one.

**Should do:**
1. Attack when you have an advantage, to create an even bigger advantage.
2. Make moves that have more than one purpose -- It’s like getting an extra turn.
3. Attack KEY unprotected pieces, but don’t waste moves on unimportant ones.
4. Repel an attack with a “counterattack” on a more valuable piece of your opponent’s.

Some “chess tricks” (in **bold**) as they appear in this game [strategies and tactics]: ©M.G.Moody

1. **e4 e5**  
   **Control Center** - (The King pawns “dig in” in the center squares).

2. **Nf3 Nc6**  
   **Attack unprotected** - (White attacks an unprotected pawn & gets a “big guy out”).
   **Defend** - (Black protects the attacked pawn & also gets a Knight into the game).

3. **Bc4 Nf6**  
   **Attack a weakness** - (The Bishop attacks the most vulnerable pawn & square).
   **Attack unprotected** - (The Knight moves off the back row & attacks a pawn).

4. **d4 exd4**  
   **Attack the center** - (White counterattacks on an important center-square pawn).
   **Center exchange** - (Black opens up the center for a less cramped game).

5. **e5 d5**  
   **Pawn attack** - (Pawns are good at pushing “big guys” around).
   **Counterattack** - (A good option when attacked – notice the possible ”en passant”).

6. **Bb5 Ne4**  
   **Pin** - (White pins one Knight & still has the threat of taking the other Knight).
   **Attack a weakness** - (Black is forced to move, but it is part of a bigger plan).

7. **Nxd4 Bd7**  
   **Take & Attack** - (White takes the pawn & attacks the pinned Knight).
   **Unpin & Defend** - (Black’s Bishop unpins the Knight & defends it with two).

8. **Nxc6 bxc6**  
   **Trade** - (This is an equal exchange but White gives Black an option).
   **Forced Retreat** - (Black takes with a pawn forcing White’s Bishop to move back).

9. **Bd3 Bc5**  
   **Retreat** – (White loses a move & has only one big guy “out” while Black has two).
   **Threaten a Fork** - (Black: 1.gets “out,” 2.attacks a weak pawn & 3threatens a fork).

10. **Bxe4 Qh4**  
    **Remove Attacker** - (White takes Black’s Knight & expects a recapture).
    **”Zwischenzug”** - (This is an “intermediate” move that makes the next move better).

11. **Qe2 dxe4**  
    **Prevent checkmate** - (Black threatens Qxf2++ so White “protects with two pieces”).
    **Recapture** - (The pawn captures White’s Bishop & marches up the middle).

12. **Be3 Bg4**  
    **Interpose** - (White blocks one of the attackers of his pinned and weak pawn at f2).
    **”Zwischenzug”** - (Before exchanging bishops, Black attacks White’s Queen).

13. **Qc4 Bxe3**  
    **Attack Unprotected** - (Not very effective since the Bishop would move anyway).
    **Exploit Pin** - (Black’s Bishop cannot be recaptured by the pinned Pawn).

14. **g3 Qd8**  
    **Double Attack** - (White attacks two pieces at the same time – only one can move).
    **Threaten Checkmate** - (The retreating Queen threatens Qd1++... as planned).

15. **fxe3 Qd1+**  
    **Make Room** - (With few options, White take the Bishop & makes room for the King)
    **Forced Move** - (Black’s Queen forces White’s King into a limited space).

16. **Kf2 Qf3+**  
    **Chase King** - (After White’s forced move, Black gets set up for checkmate).

17. **Kg1 Bh3**  
    **Protect** - (Black chooses to protect his Rook rather than run for the open spaces).
    **Threaten Mate** - (To prevent checkmate White would have to protect g2).

18. **Qxc6+ Kf8**  
    **Fork** - (White has some attacking possibilities, but things are looking bleak).
    **Lure** - (Black moves so White can capture his Rook – giving false hope).

19. **Qxa8+ Ke7**  
    **Skewer** - (White has a lovely “skewer” but Black’s move forces checkmate at g2).

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**Chess Notation for this game:**

1.e4 e5  
2.Nf3 Nc6  
3.Bc4 Nf6  
4.d4 exd4  
5.e5 d5  
6.Bb5 Ne4  
7.Nxd4 Bd7  
8.Nxc6 bxc6  
9.Bd3 Bc5  
10.Bxe4 Qh4  
11.Qe2 dxe4  
12.Be3 Bg4  
13.Qc4 Bxe3  
14.g3 Qd8  
15.fxe3 Qd1+  
16.Kf2 Qf3+  
17.Kg1 Bh3  
18.Qxc6+ Kf8  
19.Qxa8+ Ke7  

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