

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 & 3.threatens 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*).

0-1

Chess Notation for this game:

1.e4 e5	5.e5 d5	9.Bd3 Bc5	13.Qc4 Bxe3	17.Kg1 Bh3
2.Nf3 Nc6	6.Bb5 Ne4	10.Bxe4 Qh4	14.g3 Qd8	18.Qxc6+ Kf8
3.Bc4 Nf6	7.Nxd4 Bd7	11.Qe2 dxe4	15.fxe3 Qd1+	19.Qxa8+ Ke7
4.d4 exd4	8.Nxc6 bxc6	12.Be3 Bg4	16.Kf2 Qf3+	0-1