

**What you can learn from this game:** How to get your opponent to waste moves while you set up your attack.

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

- 1.e4 e5 **Control the Center** - (White has the first move and grabs a place in the middle of the board).  
**Block Pawn** - (Black blocks White's Pawn and also sets up in the middle of the board).
- 2.f4 exf4 **Gambit** - (White attacks the middle, offering a Pawn to lure Black's Pawn out of the middle).  
**Enemy Territory** - (Black sets up a Pawn in enemy territory fairly close to White's King).
- 3.Nf3 g5 **Defend** - (White's Knight blocks the Pawn and defends an attack by Black's Queen on h4).  
**Pawn Chain** - (Black brings out another Pawn to protect the first one).
- 4.h4 g4 **Attack Base Pawn** - (The best place to attack a pawn chain is at the base of the chain).  
**Pawn Duo** - (Pawns side by side are strong for attack but have to be protected).
- 5.Ne5 Nf6 **Attack unprotected** - (White attacks one of the attacking Pawns with two pieces).  
**Protect** - (Black's Knight protects the Pawn & opens a file which his Rook can grab).
- 6.Bc4 d5 **Threaten a Fork** - (White threatens to take the Pawn at f7 and fork the Queen and Rook).  
**Interpose** - (Black's Pawn blocks the attack & attacks White's Bishop which has a pawn "body guard").
- 7.exd5 Bd6 **Take attacker** - (White's Pawn is in position to protect the Bishop -- he takes Black's attacking Pawn).  
**Attack unprotected** - (Black's Bishop blocks the Pawn and attacks White's unprotected Knight).
8. d4 Nh5 **Protect** - (White's Pawn protects the Knight and opens a "discovered attack" on Black's Pawn at f4).  
**Defend** - (Black's Knight protects the unprotected Pawn in the "pawn duo" which is now looking stronger).
9. Bb5+ c6 **Attack** - (The Bishop is checking the King and also attacking the c6 square with three pieces).  
**Bad Exchange?** - (Although he has a good alternative, Black offer's White a Pawn and a Fork).
10. dxc6 bxc6 **Exchange** - (White starts the exchange with his Pawn, which is usually the best way to do it).  
**Exchange** - (Black starts the exchange with his Pawn also but allows an attack on his Queen).
11. Nxc6 Nxc6 **Exchange** - (White takes the Pawn & attacks Black's Queen—Black can still prevent the Fork).  
**Allow a Fork** - (Black takes the White Knight with his own Knight surprisingly allowing a costly Fork)
12. Bxc6+ Kf8 **Fork** - (White will at least be able to trade his Bishop for a Rook – what is Black up to?)  
**Gift to the invader** - (Instead of recapturing the Bishop, Black uses the move to set up an attack!)
13. Bxa8 Ng3 **Accept Sacrifice** - (White wins a Rook without the lose of his Bishop – but with the lose of time).  
**Outpost** - (Black sets up a strong outpost and threatens White's Rook at the same time).
14. Rh2 Bf5 **Retreat** - (White saves his Rook but loses more time – his whole left side is still on the back row).  
**Duel Move** - (Black moves his Bishop out into a good position and also threatens White's Bishop).
15. Bd5 Kg7 **To the Middle** - (White's Bishop moves to the middle but the rest of his team is almost useless).  
**Open a path** - (Black's King's move, opens the way for his Rook to attack the file and the enemy King).
16. Nc3 Re8+ **Big Guy Out** - (White finally gets a chance to move another "big piece" out where it can do something).  
**Take a file** - (Black's Rook checks the King and takes possession of the important King file).
17. Kf2 Qb6 **Escape** - (White's King has only two places to go – both are in very restricted spaces).  
**Setup Attack** - (Black's Queen attacks the Pawn that is on the same diagonal as the King).
18. Na4 Qa6 **Attack the Attacker** - (White's Knight attacks Black's Queen & the other square on the critical diagonal).  
**Attack** - (Black's Queen attacks White's Knight and two important squares down by White's King).
19. Nc3 Be5 **Defend a square** - (The Knight helps his Queen defend a square by the King which is under strong attack).  
**Decoy** - (Black offers a Bishop to get the Pawn to move off the diagonal & also attacks that same Pawn).
20. a4 Qf1+ **Desperate Plan** - (White plans to block Black's Queen with his Knight—the enemy is closing in).  
**Distract a Defender** - (Black sacrifices his Queen to remove the defender of White's Pawn at d4 ).
21. Qxf1 Bxd4+ **Forced Move** - (White's Queen must take Black's Queen which leaves a critical Pawn unprotected).  
**Force Another Move** - (There is only one move for White to get out of check).
22. Be3 Rxe3 **Interpose** - (White's Bishop Blocks the attack on his King – it's the only legal move his has).  
**Set up Discovered Attack** - (Black leaves White to figure out what to do when Black moves his Rook).
23. Kg1 Re1# **Plan to Interpose** - (White plans to block with his Queen to get out of check).  
0-1 **Discovered Attack & a Pin** - (Black's Rook uncovers the Bishop & Pin's White's Queen for checkmat).