What you can learn from this game: Learn to look for “three guys in a row” – pins, skewers and discovered attacks.

Should do:
1. Put your pieces on good diagonals and open files that lead to the enemy King.
2. Check out to see how you can attack a pin – the pinned man is a weakened man.
3. You can force your opponent to make a bad move – when it’s the best move he has.
4. Before you make your move, check to see what your opponent’s response might be.

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

1.e4  e5  Center control - (Pawns in the center of the board can determine how the game unfolds).
   Block a pawn - (Pawns are easily blocked – just put something in front of them).
2.f4  d5  Offer a Gambit - (White offers Black the Pawn to remove it from the center & to open a good file).
   Counter attack - (Black declines the Gambit and attacks the center with HIS pawn).
3.exd5  e4  Take a Center Pawn - (If the Black Queen recaptures the Pawn she can be chased off, losing time).
   Attack an important square - (This takes away the nice f3 square from White’s Knight).
4.Bb5+  c6  Attack the King - (...and get the Bishop out where it can help out instead of sitting on the back row)
   Block & Attack - (Black blocks the “check” and attacks the Bishop at the same time).
5.dxc6  Nxc6  Attack the pin - (White’s Pawn attacks the pin and sets up another pin).
   Recapture - (...but leaves his Knight pinned in front of the King).
6.Nc3  Nf6  Attack the Pawn - (...attacking the unprotected Pawn & getting the White Knight out at the same time)
   Protect the Pawn - (...protecting the Pawn and getting the Black Knight out at the same time)
7.Qe2  Bc5  Attack with two - (White threatens to win a pawn, but leaves the King and Queen on a semi-open file!)
   Ignore the threat - (Black ignores the threat of losing a pawn as he prepares for the next surprise move).
8.Nxe4  O-O  Take a Center Pawn - (...and threaten to take the unprotected Bishop)
9.Bxc6  bxc6  Threaten a pin - (If White takes the Bishop, Black can pin & win the Queen – the Knight couldn’t block it).
   Capture out of frustration? - (White can’t take Black’s Bishop, but he can take the Knight as a trade).
10.Qe2  Bc5  Recapture - (As he takes White’s Bishop, Black opens the “b” file, which will be very important later).
11.Re8  Protection - (White’s Knight will soon be pinned & attacked by two, so will have to be protected by two).
   “Supper” Pin - (White’s Knight is doubly pinned with both the Queen and King behind it).
12.Rd8  Bxe4  Prepare to unpin - (White wants to “castle long” to unpin the King – is this castling to the wrong side?).
13.Qe2  Nxe4  Attack the pin - (White’s pinned Knight will be replaced by a pinned Pawn – only protected by one).
14.O-O-O  Bd4  Attack with two - (Black’s Queen & Bishop are both attacking the Pawn at b2 – threatening checkmate).
   Double prevent - (By Castling, White protects both the Pawn at b2 & the Knight – falling into Black’s trap!).
15.Rd2  Bb6  Block & Attack - (Black’s Queen & Bishop are both attacking the Pawn at b2 – threatening checkmate).
16.axb3  Rb8  Block with a Pawn - (White moves the “b” Pawn so it is now protected by a Pawn instead of the King).
   Quiet move - (Black makes final preparations for the attack – why doesn’t he need to worry about cxd4?).
17.Na5  Qxb3  Out and attack - (White finally gets the Knight out and is attacking Black’s Bishop – but it’s too late).
   Queen sacrifice - (All White needs to do is put the Rook on b1 protected by the Bishop and it’s “mate”).
18.axb3  Rxb3  Forced move? - (...not quite, but if White doesn’t take the Queen the game would end very quickly).
   Recapture - (Now that White can’t prevent Rb1, he looks to escape out the “back door”).
19.Qe1  Be3+  Create exit route - (White’s King opens a “back door” through d2... but Black quickly shuts it!)
   0-1  The final blow - (White has a lot of moves, but none that will prevent “mate” with Rb1, so White resigns).