

What you can learn from this game:

- How to create a quick attack on your opponents King - "get there first, with the most men" as a confederate general once said.
- Attack at a place that is hard for defenders to get to.
- Attack with an overwhelming number of attackers.
- When you have the advantage, keep the pressure on even if you might lose a piece or two.

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

1. d4 d5 **Control Center** - (Both players sets up pawns on the Queen's side of the center of the board).
2. c4 c6 **Gambit** - (White offers Black a pawn "for free").
Decline - (Black reinforces the pawn in the center of the board).
3. Nf3 Nf6 **Knights first** - (Getting your Knights out first is a good policy – both sides do it).
4. Nc3 e6 **Knights first** - (White now has both Knights out attacking the center of the board).
Support the center - (Black gets a second pawn to support his pawn in the center).
5. e3 Nbd7 **Support the center** - (White support the his pawn in the center & opens a path for the Bishop).
Knights first - (Now all four Knights are out in the field of battle, attacking the center of the board).
6. Bd3 dxc4 **Bishop to center** - (White moves his Bishop toward the center of the board).
Cause an extra move - (Black waited to take the pawn so White's Bishop would waste a move).
7. Bxc4 b5 **Exchange** - (The Bishop recaptures the pawn).
Push back - (One of the happy jobs of a pawn is to chase "Big Guy" away).
8. Bd3 Bd6 **Retreat** - (Black causes White to waste two moves by waiting to take the pawn at c4 later in the game).
Bishop to center - (The Bishop is strong near the center of the board).
9. O-O O-O **Castle** - (Both players castle for protection and to get the rooks out of the corners).
10. Qc2 Bb7 **Battery** - (White's Queen and Bishop form a "battery" attacking Black's pawn at h7).
Occupy Long Diagonal - (Black put his Bishop on the long diagonal aimed toward White's King)
11. a3 Rc8 **Defend** - (White prevents a Black attack on the Queen side at b4).
Prepare - (Black prepares to advance his pawn to c5 to force an exchange and create an open file for his Rook).
12. Ng5 c5 **Attack with 3** - (White attacks h7 with three pieces threatening to win a pawn).
Advance pawn - (Black moves his pawn to a "strong square" with the idea of getting his Rook out).
13. Nxf7 Ng4 **Win a Pawn** - (With Black defending with only two pieces White can win the Pawn).
Attack with more - (Black now reveals his attack with 2 Bishops, a Knight and a Queen ready to go).
14. f4 cxd4 **Block** - (White blocks one of the pieces attacking h2 which is the main threat).
Make way - (Black takes White's Pawn and makes way for the Rook to get out).
15. exd4 Bc5 **Block** - (White's Pawn recaptures and prevents the Rook going to c5).
Sacrifice - (Black wants to sacrifice his Bishop to get the Rook to c5 – trying to get it to the h file).
16. Be2 Nde5 **Attack an invader** - (White attacks the invading Knight at g4).
Protect - (Black brings out the other Knight to protect his attacking Knight and to open a file for the Queen).
17. Bxg4 Bxd4+ **Capture Attacker** - (White captures g4 to prevent White's Queen from taking d4 with a quick win).
Force move - (Black checks White's King forcing him into the corner – other moves are not good for White).
18. Kh1 Nxg4 **Retreat** - (White's King retreats to the corner but needs some help from the Queen's side of the board).
Recapture - (Black recaptures the Bishop Keeping a Knight in the attacking position).
19. Nxf8 f5 **Make way** - (White captures the Rook with the idea of getting his Queen to h7 to help his King).
Block - (Black block the path of the White Queen to h7 to help protect the White King under attack).
20. Ng6 Qf6 **Preserve the Knight** - (White's Knight moves out of trouble & into a place where he can protect h4).
Attack unprotected - (Black's Queen attacks the unprotected Knight & looks toward the h file).
21. h3 Qxg6 **Counter Attack** - (White attacks right back on Black's Knight – he's running out of good moves).
Capture - (Black's Queen captures the unprotected Knight with no fear of losing her own Knight).
22. Qe2 Qh5 **Help out** - (White Queen get in a position to help with an exchange at g4 & to threaten to take e6).
Attack unprotected - (White's pawn at h3 looks like it's protected, but it isn't because of a pin).
23. Qd3 Be3 0-1 **Protect Pawn** - (White must protect the pawn at h3 at all cost).
Block - (Black's Bishop blocks the protecting Queen – there's no more hope, so White resigns).