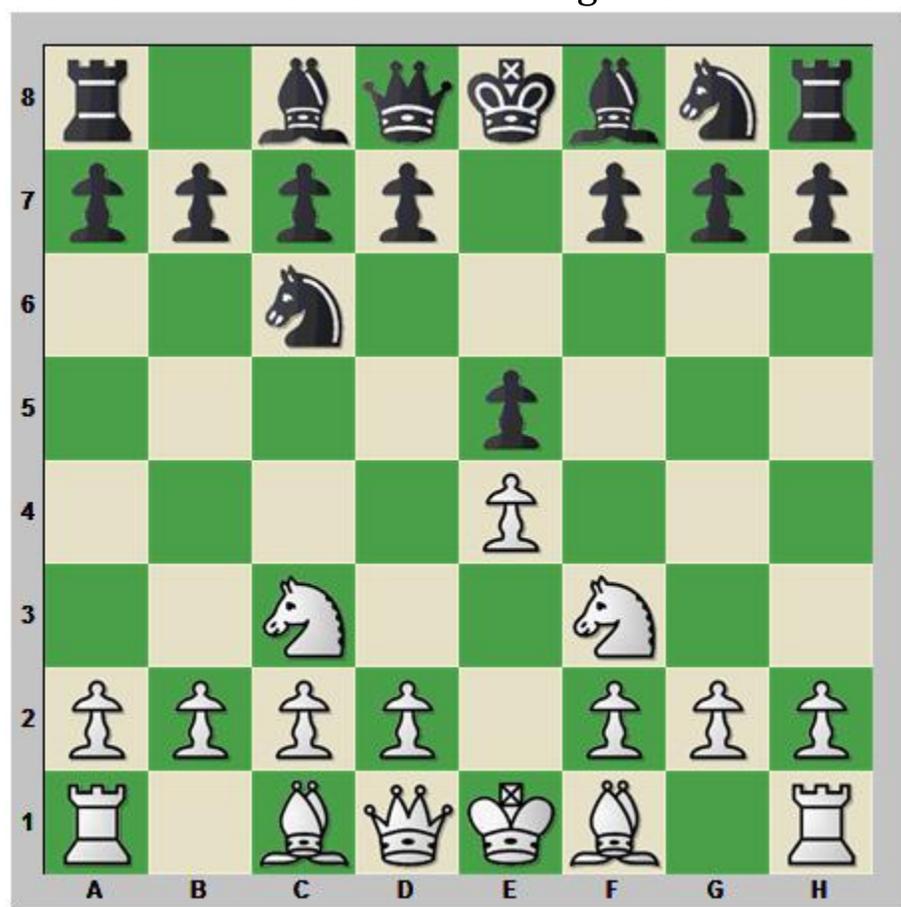


The Chess Rap Game Move by Move

The game feature in Tactical Genius our first chess rap is important because it explains some concept with which every player should familiarize themselves with. We will look at all the important moves and have diagrams so that you don't have to set up a board.

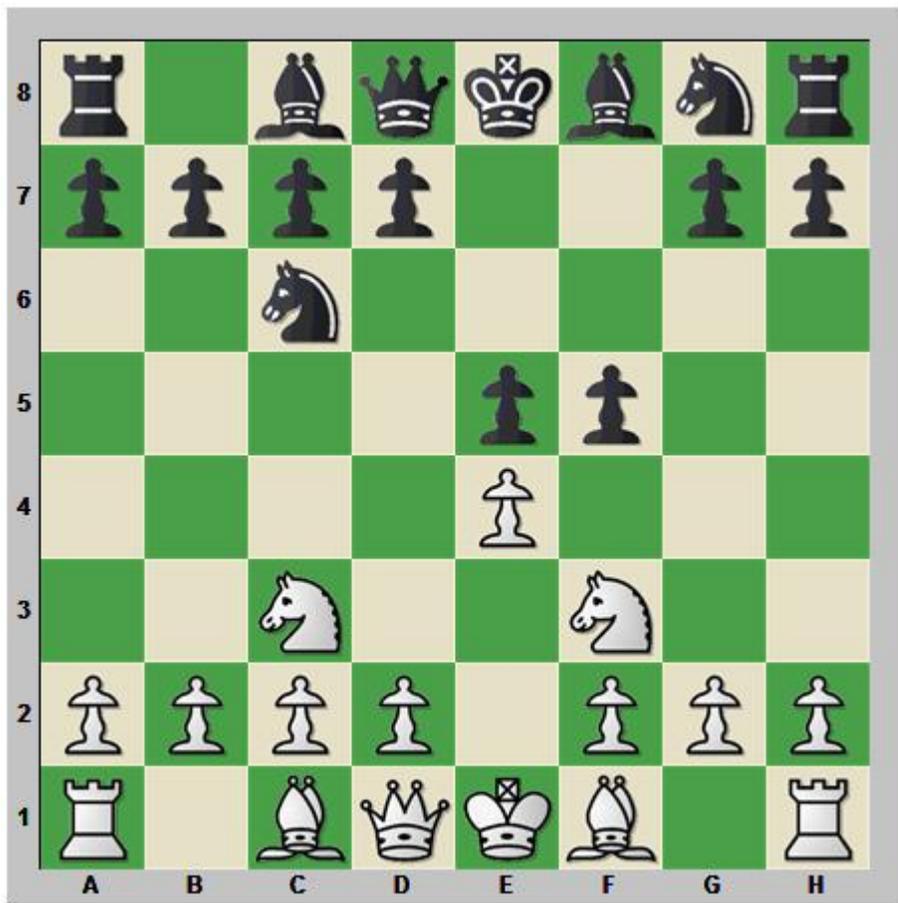
1.e2-e4 e7-e5 2.Ng1-f3 Nb8-c6 3.Nb1-c3



My opponent was a strong player from the Philippines. His rating was more than 200 points higher than mine. Players from the Phillipines in general tend to play wild tactical positions at which they excel. I thought that I should try to avoid this kind of fight especially since I tend to miss a lot in a tactical skirmish.

I therefore implored one of the quietest of all openings the Four Knights. This opening is well studied and it guaranteed to keep a slight but safe first move advantage for at least a couple of moves.

f7-f5?

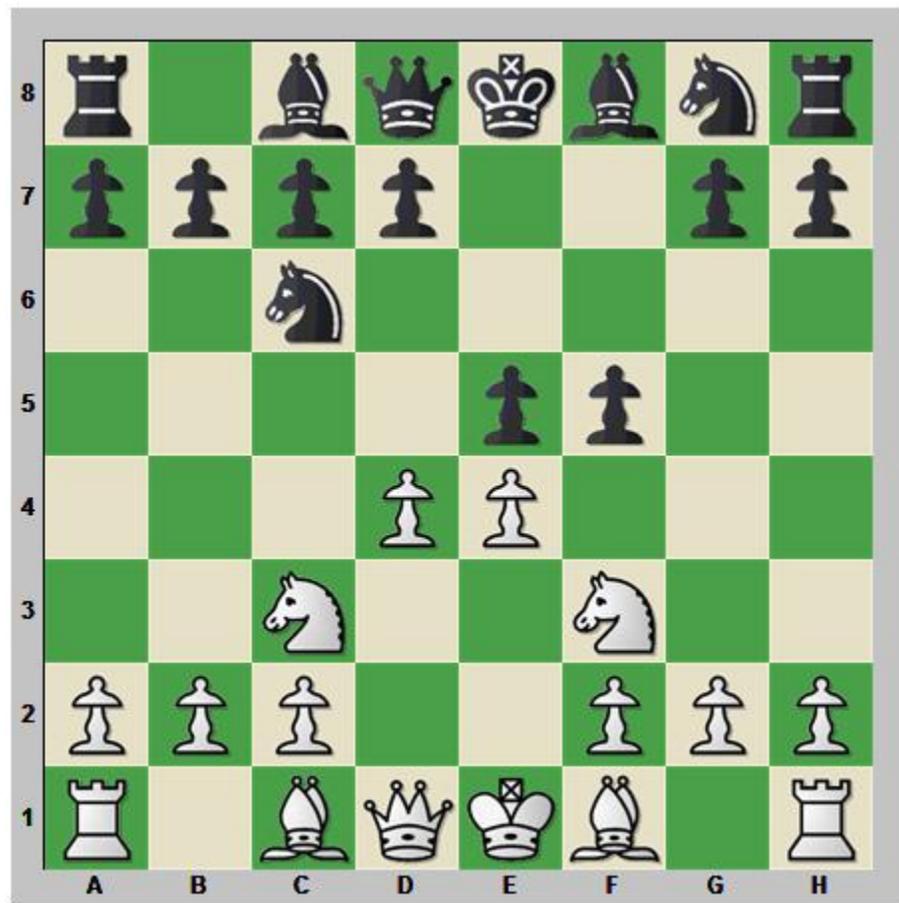


My opponent wants to mix it up. The problem for him is that in playing the Four Knights Opening before I had noticed a lot of players were diverging from standard moves on move three. This made me look up the third move alternatives in my trusty Encyclopedia of Chess Openings (ECO) and I had saw that the move 3...f5 earned a question mark.

To a big extent my opponent was very unlucky that I just so happened to be prepared for this move. If I had not looked up this

move I might not have found the correct response even though it is a completely logical idea.

4. d2-d4!

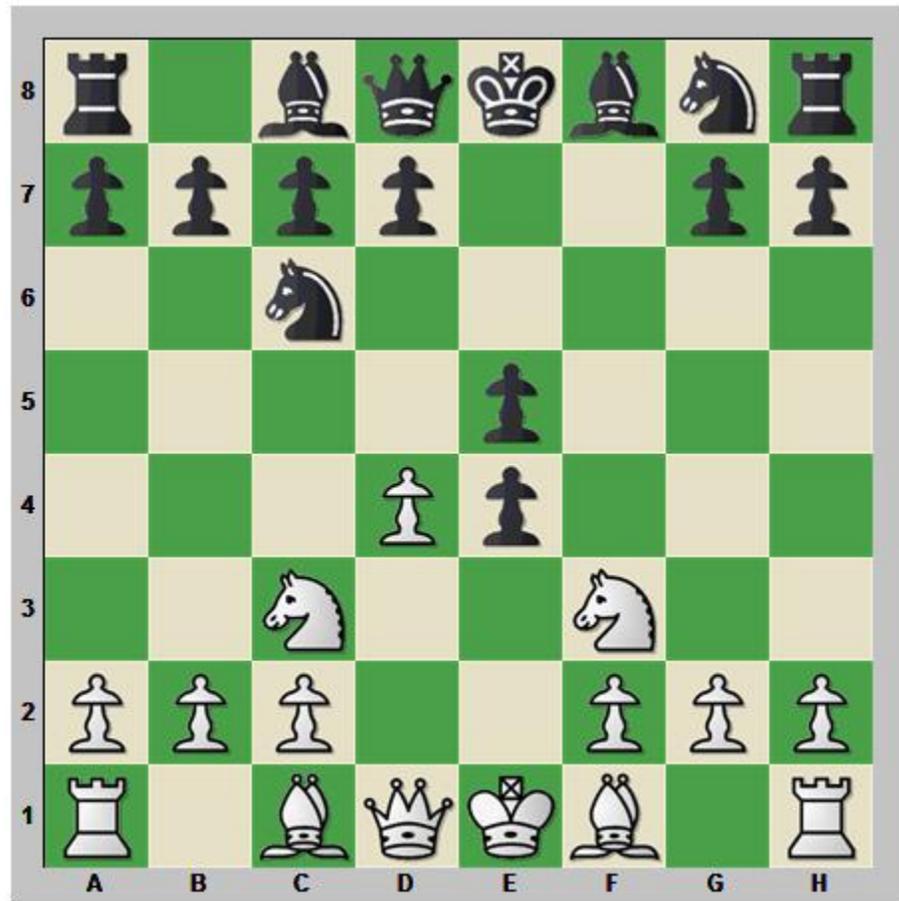


Played according to the rule that when you are better developed open the position because your pieces will have more freedom and therefore be more powerful. This move commits me to the very type of game I wanted to avoid but Black has out less pieces than I do plus this is what the book recommended.

Here there are very many moves because of all the points of contact in the position. Let's compare. White has out 2 pieces Black has out only one. Both of White's Bishops are free as compared to one of Blacks and White Queen is a little freer than Blacks.

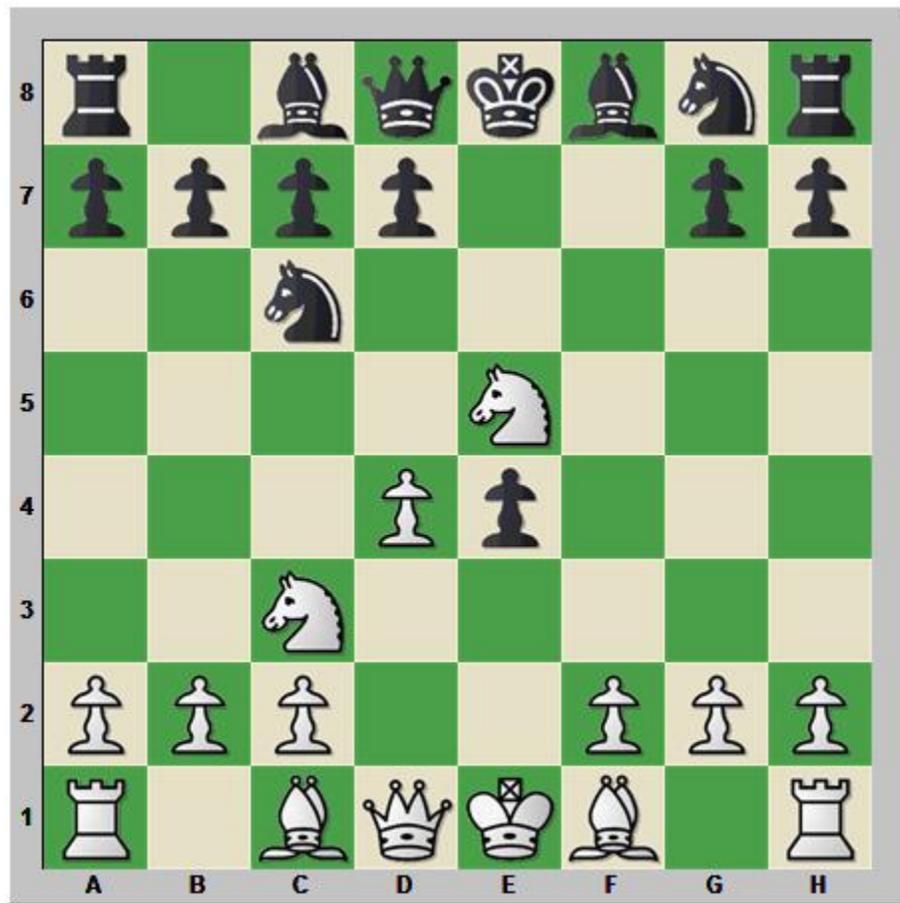
I think these reasons should suffice to convince Black that he is on the defensive and he should seek to keep the position closed.

4...f5xe4 ?!



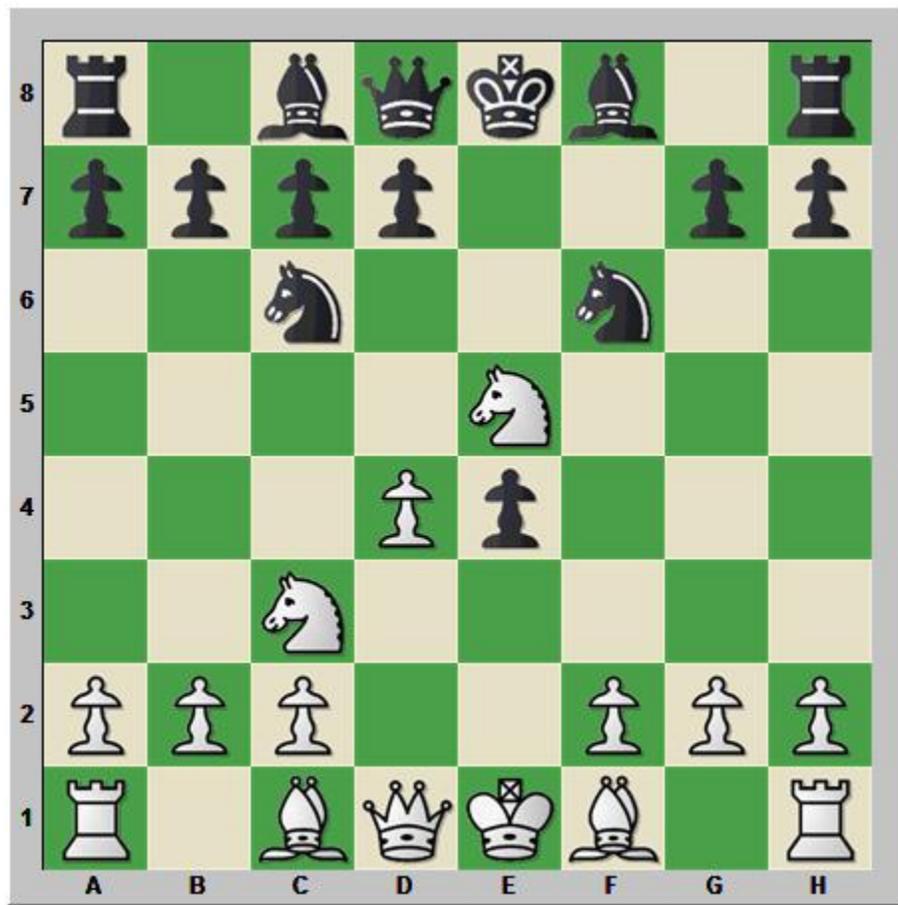
Black either seeks clarification in the center or to attack but in either case this is wrong. He should be seeking peace and not conflict. He forces White to place his Knight on a great square. It is hard to recommend something useful maybe 4...d6 or 4...Nf6.

5.Nf3xe5!



Now if Black takes the Knight he will have no pieces out, his Knight at g8 will have difficulty in coming out and his pawn at e4 will be under attack. Black finally remembers that one must develop in the opening and plays...

5...Ng8-f6



The computer said that 5...Bb4 or 5...Qe7 were better options. It would be hard for a human to play these moves looking at a possible 6.Qh5 check. The Queen at e7 blocks the King's Bishop and Bb4 doesn't look very promising. This is what Black's carelessness in the opening has led to, his having to work very hard to extricate himself.

White's moves are easy to find and Black's moves are difficult. White therefore has a psychological edge. Black is defending which is exactly the type of position he wanted to avoid.

White can consider his opening to be successful. Black has overreached.

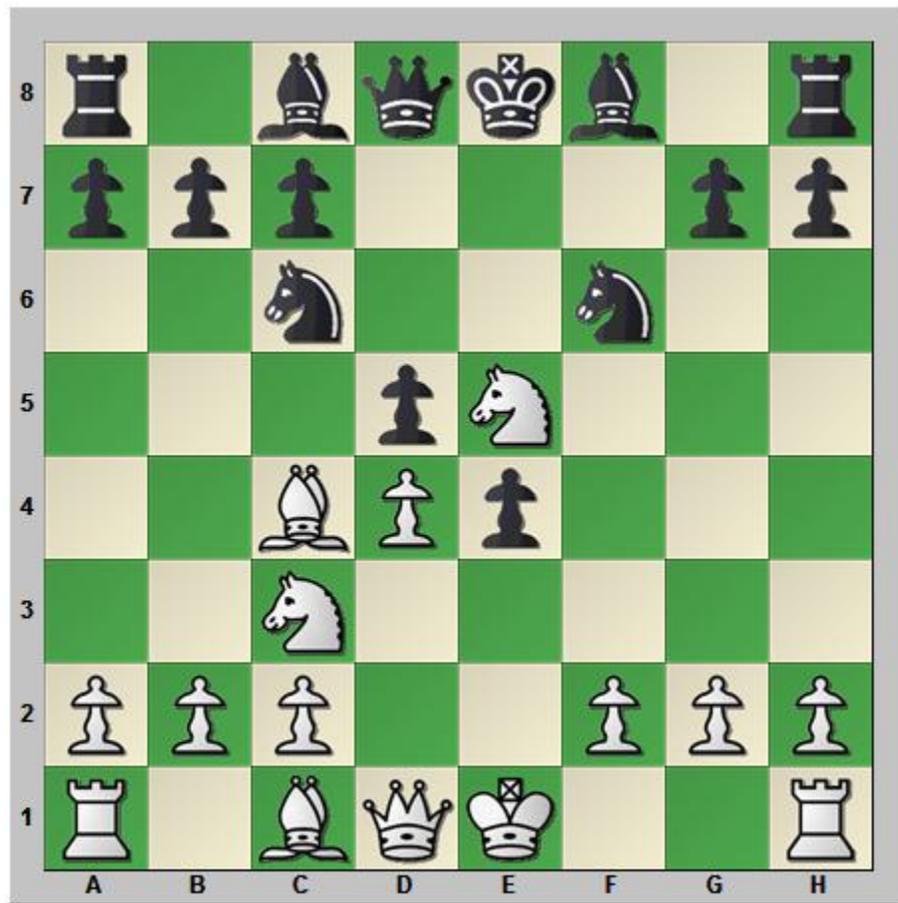
6.Bf1-c4!



An easy and obvious move to make, White simply threatens to fork Black.

The computer now recommends playing 6...Qe7 or 6...Bb4 again. It evaluates the position as being favorable to White by more than a Pawn. A computer can play such positions and hope to survive but human beings are another matter.

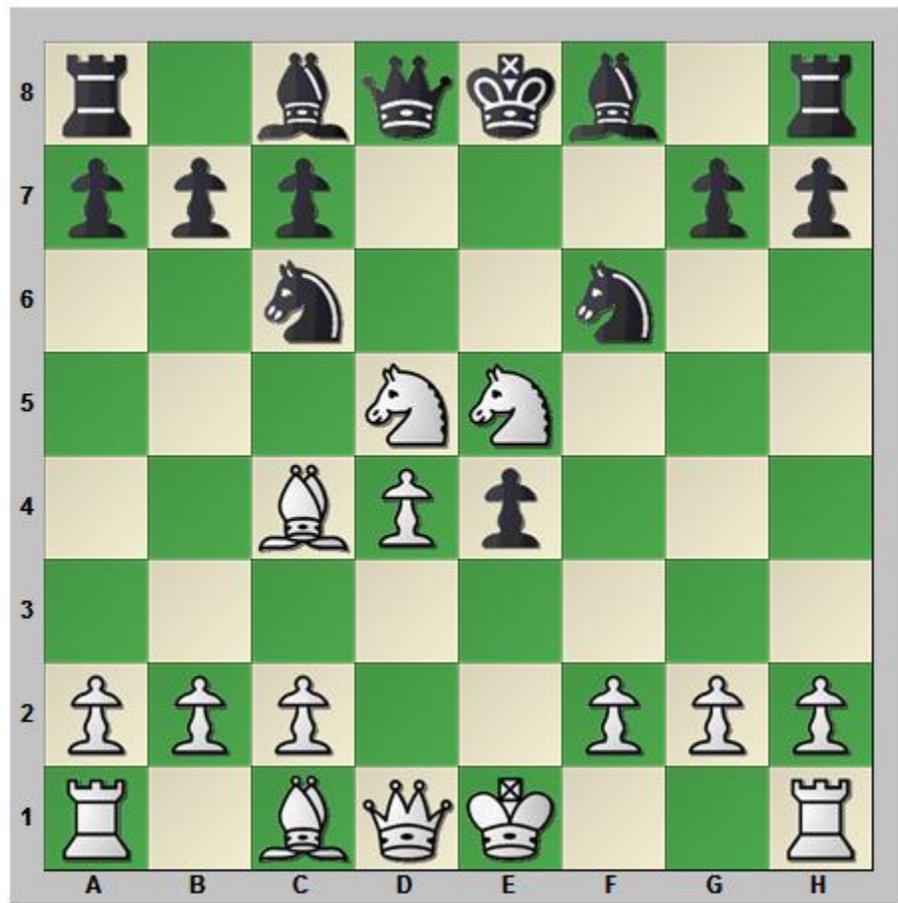
6...d7-d5



This was another unfortunate moment for Black. I had been studying the coming sacrifice in very similar positions. I was very comfortable with making it and although I didn't know the game I felt that I would find my way.

The amateur asks "don't Masters know everything?" and of course than answer is a resounding no!! or else we would never lose.

7.Nc3xd5!



White now capitalizes on Black's many errors and nets a Pawn. White has only out one more piece than Black but in open positions this often proves decisive.

The position was beginning to look familiar to me but I couldn't quite place it. I started analyzing it because the pattern is well know I easily arrived at the key position.

After the moves

Nf6xd5 8.Qd1-h5+ g7-g6 9.Ne5xg6 Nd5-f6 we arrived at this well known type of position:



Here I was contemplating moving the Queen and then I remembered this very position and the book I had seen it in! The Book was Renard's The Art of Checkmate. I even remembered the chapter it was in the Chapter on discovered attacks.

Needless to say that this type of memory recall is very rare thing for me. I have always considered my memory to be a fair weather friend never there when I need him.

I distinctly recalled the diagrammed move in this position and played

10.Bc4-f7+-

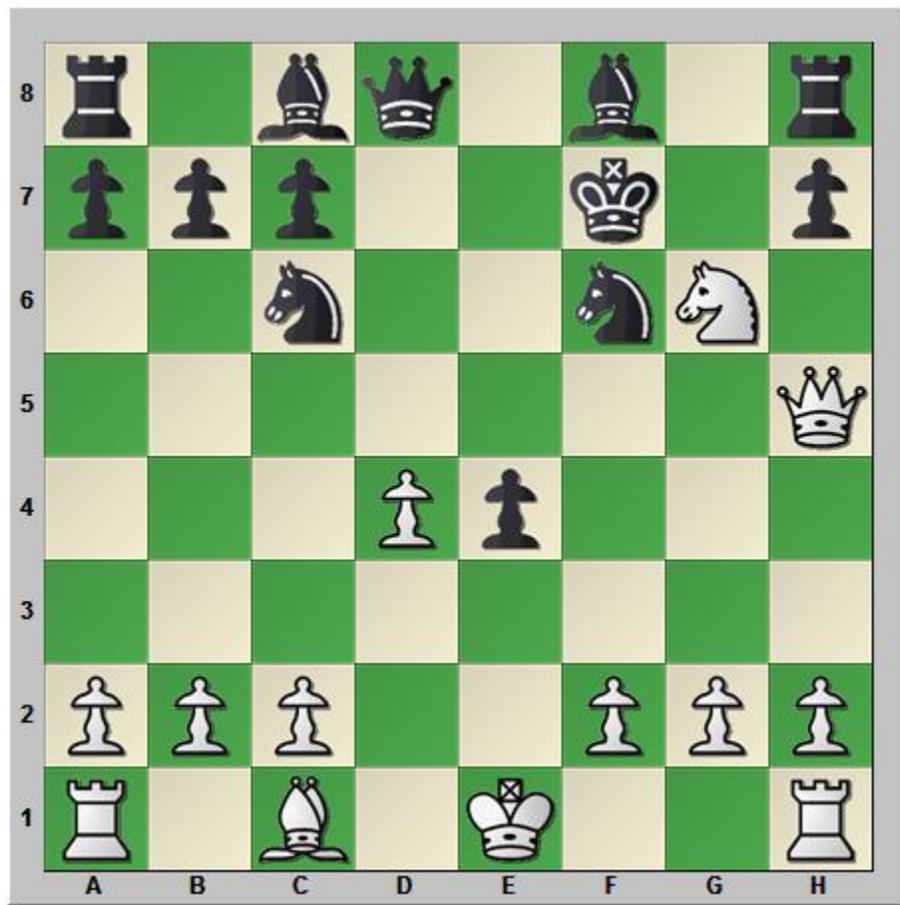


The winning move although at that time I didn't recall why. Relying on one's memory unless one recalls perfectly (which I did not) is very risky business. I do not recommend it .

Yet here it did not let me down.

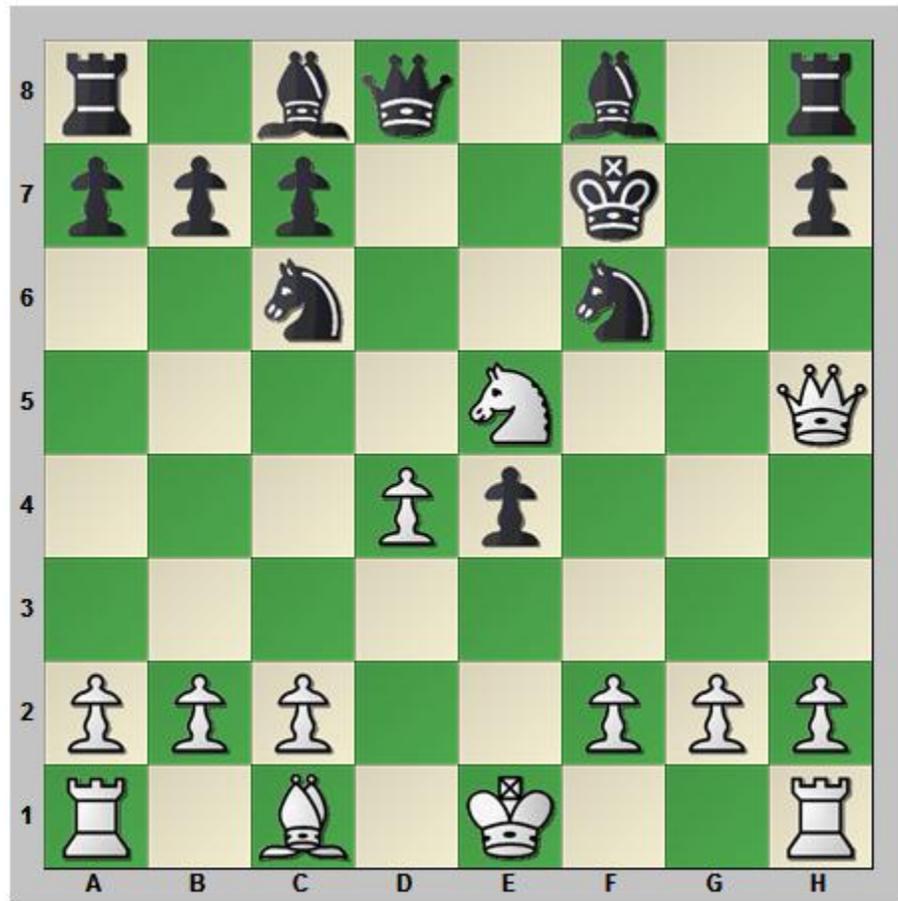
If Black does not take the Bishop it is checkmate in 10 moves. I will give you, dear reader the joy of figuring out for yourself.

10... Ke8xf7



Now I was a little worried I began analyzing 11. Nxf7+?? Kg8 12.Qf7+ Kxf7 and I have no pieces left to attack the King! I then felt very sad and was thinking that my memory had let me down again. I said to myself there must be some other move that I am missing and after about 30 minutes I finally saw the obvious move.

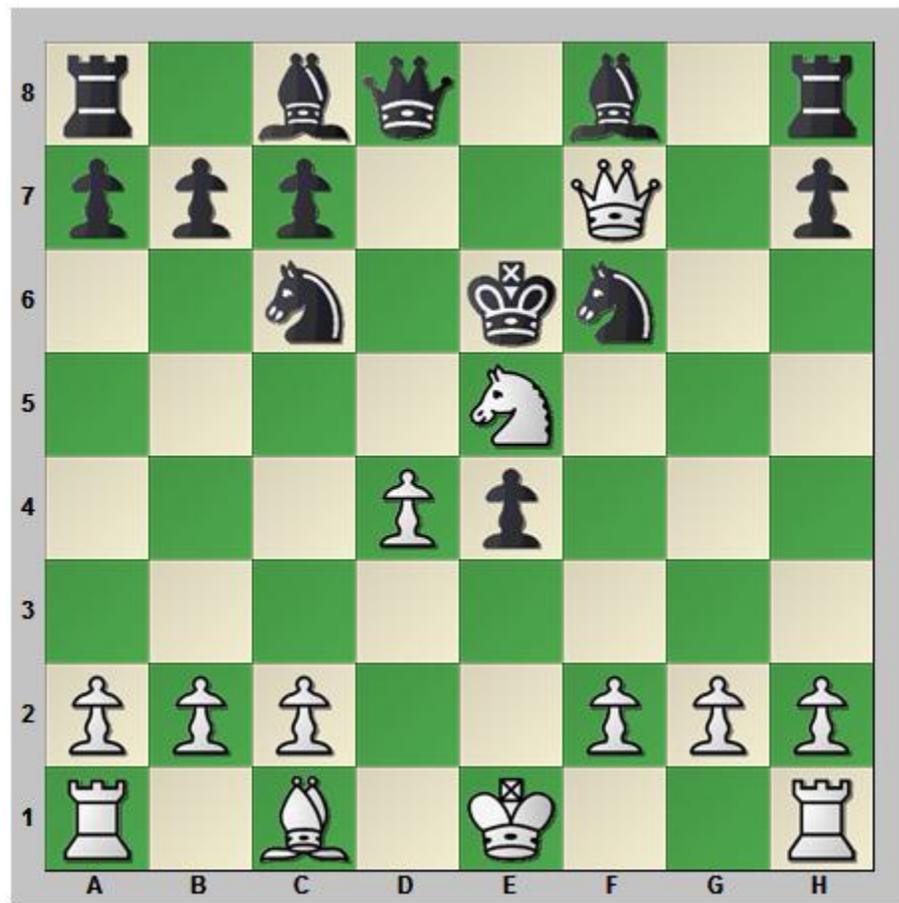
11.Ng6-e5+



Now everything was clear and I saw that it was mate in three moves. My opponent was very unlucky this game because he fell right into something I was able to stumble my way through

This game has been played by countless other masters before our little game and has moved into the lore of the game. This game for me and especially for my opponent was an interesting learning experience.

Kf7-e6 12.Qh5-f7+



1-0

Black resign, it is mate in one after his reply.

The lesson should always be that study the classics before you try to come up with something new.

The End