

# **Attacking 101: Volume #003**

**Joel Johnson**

**Edited by: George Krum**

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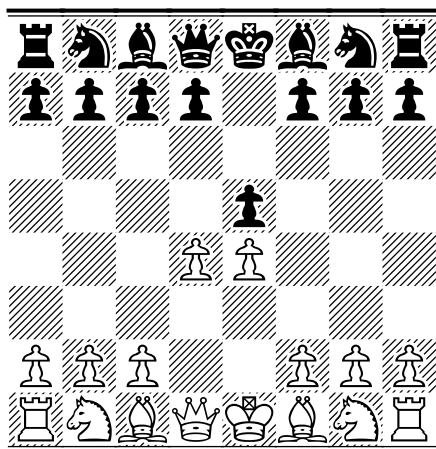
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## Center Game




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### Opening Lines

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My definition of the Center Game includes all of the openings that can be transposed from the starting position above. The list would include the following openings:

Center Game (C21)  
**1. e4 e5 2. d4 exd4**

Bishop's Opening (C24)  
**1. e4 e5 2. d4 exd4 3. Bc4 f6**  
**4. f3 d5**

Verasov's Gambit (C24)  
**1. e4 e5 2. d4 exd4 3. Bc4 f6**  
**4. f3 dxe4**

Philidor Defense (C41)  
**1. e4 e5 2. d4 d6 3. Bc4**

King Pawn Game (C44)  
**1. e4 e5 2. d4 exd4 3. Bc4**  
**dxc6 4. f3 Bc5**

Scotch Game (C45)  
**1. e4 e5 2. d4 exd4 3. Bc4**  
**dxc6 4. f3 d6 5. dxd4 dxd4**  
**6. Bxd4**

Giuoco Piano (C50)  
**1. e4 e5 2. d4 exd4 3. Bc4**  
**dxc6 4. f3 d6 5. dxd4**

Two Knight's Defense (C55)  
**1. e4 e5 2. d4 exd4 3. Bc4 f6**  
**4. f3 dxc6**

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### Transpositions

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The Center Game is loaded with move transpositions. One has to be constantly aware of them.

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### Techniques Learned

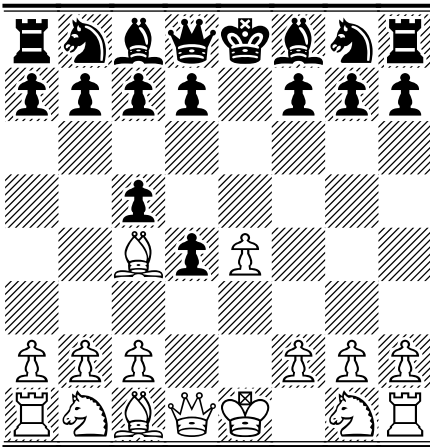
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The Center Game is designed for wide-open play. You immediately open up the diagonals for both of your Bishops. You want to develop your pieces quickly and attack fast. You are not concerned about recapturing the Black pawn on d4

right away should Black capture it with 2. ... e×d4 as most players do. You would prefer to capture the pawn back later with your Knight on g1 (♘g1-♗f3-♗×d4). The decision to delay the capture of the Black pawn on d4 provides Black with an opportunity to err by defending the advanced d-pawn with c5.

### Black Plays ... c5

Black tries to hang onto his extra Pawn by protecting it with the move ... c5.



#### Our Response Strategy:

We want to play ♗f3, 0-0, then c3 to permanently gambit the Pawn. In return, we expect to have a

huge lead in development that we can convert into some other tangible advantage (material gain, space advantage, checkmate, etc.).

### ----- Game #001 -----

**(W) FearNoEvil (2200)**

**(B) ThePawnGrabber (1899)**

[C41] ICC 3 0, 12/29/2005

1.e4 e5 2.d4 d6 3.♙c4

White attempts to steer the game towards main lines. The alternative 3. dxe5 dxe5 4. ♖×d8 ♗×d8 is not appealing to me. I want a bigger advantage with the White pieces. Besides, the move 3. ♙c4 threatens 4. dxe5 dxe5 5. ♙×f7+!.

3. ... e×d4 4.♗f3

White has achieved his goal of pushing the game towards normal paths.

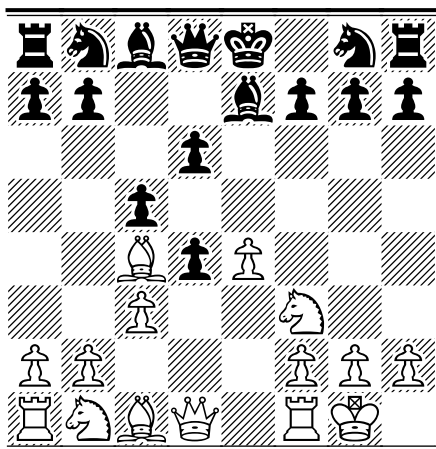
4. ... c5

When Black refuses to return the Pawn on d4, White should play ♗f3, 0-0, (sometimes h3), and c3.

5.0-0 ♙e7 6.c3

White permanently gambits the Pawn in order to achieve a greater lead in development and to uncover square weaknesses (d5

and d6) in the Black position.



**6. ... dxc3 7. ♖xc3 ♗f6 8. ♗f4**

This is one of the few positions in the Center Game where White should place his dark-squared Bishop on f4. The Black d-Pawn is extremely weak and cannot be held.

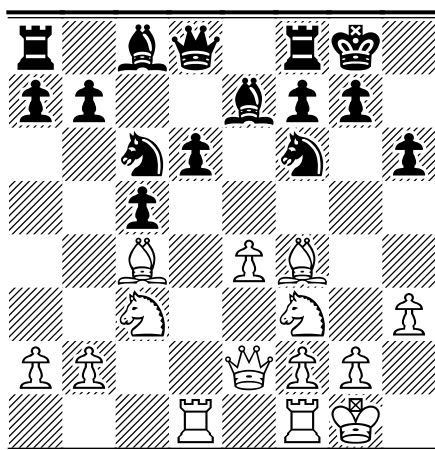
**8. ... 0-0 9. h3 ♗c6 10. ♖e2**

This move clears the d-file for a Rook and protects the e4 Pawn, making ♗b5 possible, if needed for winning the Black d-Pawn.

**10. ... h6 11. ♖ad1**

The White threat of e5 is a main objective of the Center Game, and the move is now in play. The move e5 would apply greater pressure on the pinned d6 Pawn and push

the Black kingside Knight from its' best square (f6).



**11. ... ♖b6?**

Black bails on defending the weak d6 Pawn.

**12. ♗xd6 ♗xd6 13. ♖xd6**

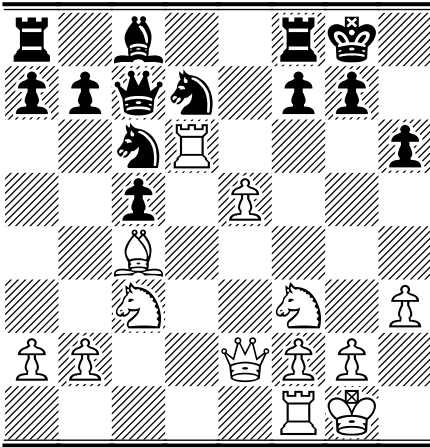
White regains his Pawn and has a very strong position.

**13. ... ♖c7 14. e5**

One of the desired objectives of the Center Game is the move e5. At this point in the battle, White has a winning position.

**14. ..., ♗d7**

One of the benefits of the move e5 is the dislodging of Black's main defender.



### 15. ♖d5

And, now that the Black Knight on f6 has been displaced, the d5 square is now uncontested and available for the White Knight on c3. Always be aware of the squares previously controlled by retreating opposing pieces

### 15. ... ♙a5 16. ♚e3

Aiming at the weak Black kingside, in particular, the h6 square.

### 16. ... ♜e8 17. ♖×h6! ♗×h6?

Black is lost whether or not he captures the White Rook.

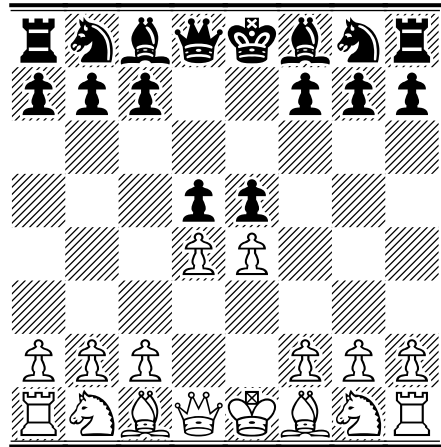
### 18. ♙×h6

The Black kingside is shattered.

### 18. ... ♘d×e5 19. ♘f6# 1-0

## Black Plays ... d5

Black attempts to complicate the position and take White out of his standard lines.



### Our Response Strategy:

We want to capture the Black e-Pawn with 3. d×e5. The move pretty much forces the move 3. ... d4, which just sets up another White target of attack.

### ----- Game #001 -----

White grabs the Black e-Pawn followed by attacking the Black d-Pawn. Eventually, this pressure translates into a winning position and a terminal kingside attack.

**(W) FearNoEvil (2201)**

**(B) vidal (1886)**

[C21] ICC 3 0, 03/23/2006

**1.e4 e5 2.d4 d5?!**

A gimmick move by Black, just provides White with a dominating (almost winning position) position right out of the gate.

**3.dxe5 d4**

A continuation move by Black was somewhat forced as who wants to play 3. ... dxe4 4. ♖xd8+ ♕xd8?

**4.c3**

White commences an all-out attack of the Black d-Pawn.

**4. ... ♗c6 5. ♘b5 ♘c5 6. ♗f3 ♘g4 7. ♘xc6+ ♖xc6 8. ♖a4 ♘xf3?**

On 8. ... ♘b6, White just wins a second Pawn with 9. ♗xd4.

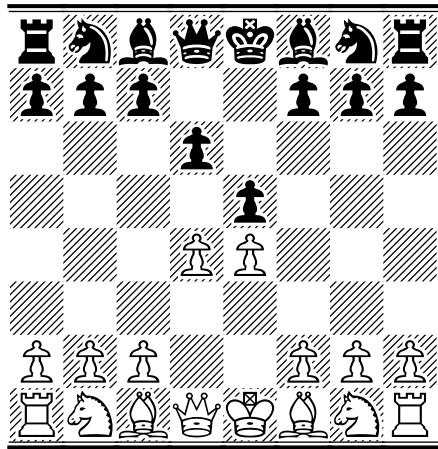
**9. ♖xc6+ ♕f8 10. ♖xc5+ ♗e7 11.gxf3**

Armed with an extra piece, White terminates Black quite quickly. Do not underestimate the power of the open g-file.

**11. ... dxc3 12. ♗xc3 ♖d3 13. ♘e3 ♖c2 14. ♗d5 ♖xb2 15. ♖xe7+ ♕g8 16. ♗f6+! gxf6 17. ♖g1# 1-0**

**Black Plays 2. ... d6**

Generally speaking, Black plays this move when they have no idea how to deal with White's early 2. d4.



**Our Response Strategy:**

When Black plays ... d6 immediately, I prefer countering with the normal 3. ♘c4 rather than the line: 3. dxe5 dxe5 4. ♖xd8+ ♕xd8.

**Game #001**

Black decides to bring out his Queen early. When confronted with this situation, the strategy is:

- 1) defend the threats; and;

2) repel the opposing Queen by attacking it with pieces.

**(W) MassCarnage (2200)**

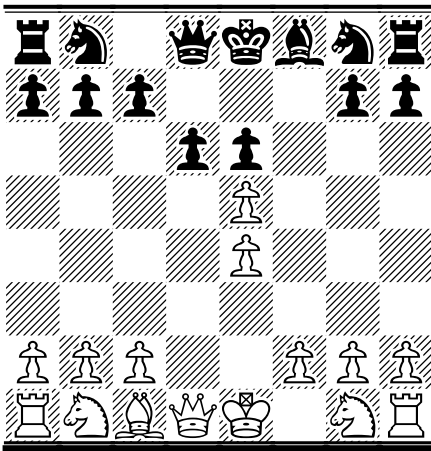
**(B) Armenak (1754)**

[B07] ICC 15 0, 03/18/2015

1.e4 e5 2.d4 d6 3.♙c4 ♘e6?

Seriously, how can anyone play such a move? Doesn't Black care about Pawn structure? I guess not.

4.♙x e6 f x e6 5.d x e5



5. ... ♙h4?

Black panics because he probably did not like the fact that he is a full Pawn down with no compensation.

6.♘c3

Black was threatening 6. ... ♙x e4+,

so the threat is now defended.

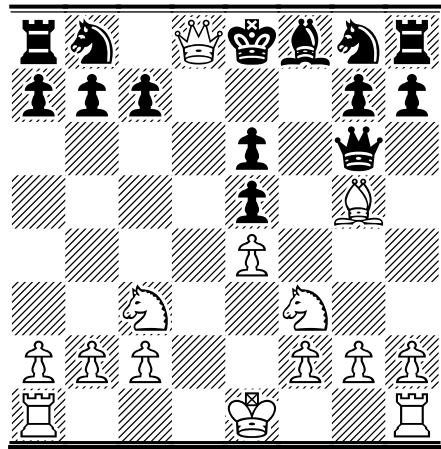
6. ... d x e5 7.♘f3

With Black having no threats, it is time to attack the Black Queen with pieces (basically free tempos for developing pieces).

7. ... ♖f6 8.♙g5

Another free tempo attacking the Black Queen leaves Black unable to defend his position any more.

8. ... ♖g6 9.♙d8+ 1-0

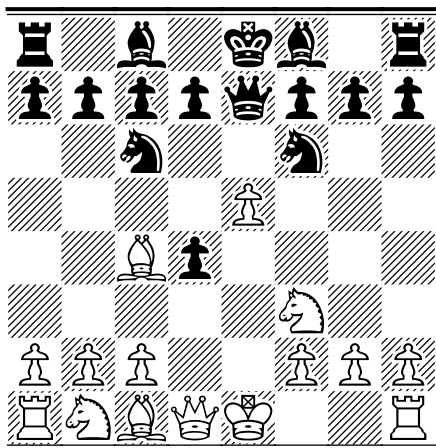


Black is checkmated after 9. ... ♖f7  
10. ♘x e5#.

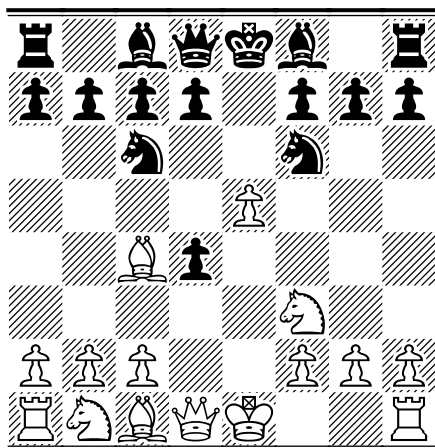
**“repel the opposing Queen  
by attacking it with pieces,  
not Pawns”**

-----  
**Black Plays ... ♔e7**  
 -----

Black brings out his Queen early – never a good idea. There are two strategies depending on if you can immediately castle or not.



1.e4 e5 2.d4 exd4 3.♙c4 ♜c6  
 4.♚f3 ♞f6 5.e5



We have reached the standard setup for the Two Knight's Defense. The normal response for Black is 5. ... d5. Later in the chapter, Games #999 to Game #999, there are loads of examples of this line.

**Our Response Strategy, if White can castle:**

We want to play castle kingside immediately. If Black should decide to capture your poison e-Pawn, White can play ♖e1 to pin Black's Queen.

5. ... ♔e7 6.0-0 ♞e4?

The White e-Pawn is poison, for example: 6. ... ♜xe5 7. ♚xe5 ♙xe5 8. ♖e1 wins the Black Queen.

7.♖e1!

----- **Game #104** -----

**(W) FearNoEvil (2200)**

**(B) Pahumius (1815)**

[C56] ICC 5 0, 02/12/1999

So many of my students play 7. ♜xd4? when shown this position for the very first time.

7. ... ♞c5??

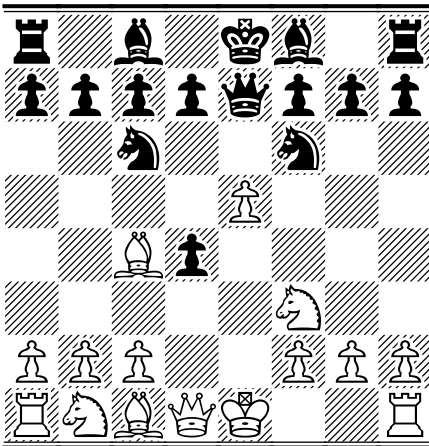
Black's position was already lost, so the selected move only hastened Black's demise.

### 8. ♗g5!

Black's Queen is trapped! On 8. ... f6, White can play 9. exf6 which both pins the Black Queen and double attacks the Black Queen.

1-0

Some players attempt to intimidate their opponent by bringing out their Queen early. Frequently, they can entice the opponent into a faulty line.



### Our Response Strategy, if **White cannot castle**:

The proper method of handling this situation is to:

- 1) defend the threats;
- 2) develop pieces; and
- 3) attack the Queen with pieces, not pawns.

Why? Earn free piece moves by attacking the Queen with the intention of forcing the Queen backwards and build up an attack from your lead in development. We want to play castle kingside immediately. If Black should decide to capture your poison e-Pawn, White can play ♖e1 to pin Black's Queen.

### ----- Game #104 -----

Black brings out his Queen early and White follows the above strategy to develop his pieces and repel the Black Queen.

**(W) Joel Johnson (2210)**

**(B) Eric Hammond (1894)**

[C21] Valley Chess, Glendale, AZ, (Round 2), 2/26/2009

1.e4 e5 2.d4 exd4 3.♗c4 ♕e7

Black immediately brings out his Queen before developing his other



pieces.

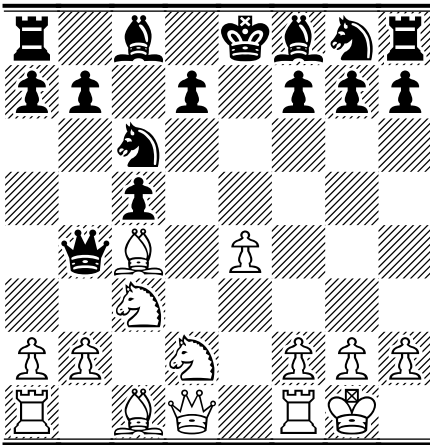
4. ♖e2 ♜b4+ 5. ♖d2 c5

When Black refuses to allow White to recapture the Black pawn on d4, the best course of action is to simply "Let him have it!" by playing 0-0 and c3.

6. 0-0 ♖c6 7. c3 dxc3 8. ♖xc3

White has already castled and has three minor pieces developed. As a result, the Black Queen is now on the verge of being repelled backwards while the White attackers advance on the ill-prepared Black army.

**"repel the opposing Queen by attacking it with pieces, not Pawns"**

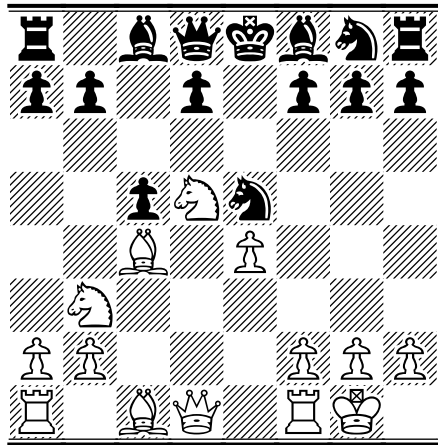


8. ... ♖e5?

Black moved his Knight twice after moving his Queen twice and spending time on four pawn moves, instead of developing his other pieces.

9. ♖d5 ♜a5 10. ♖b3 ♜d8

Black's Queen has been repelled back to the first rank. After ten moves, what have all those Queen maneuvers gotten Black? Nothing! He is back to square one (his original square) and he only has one piece developed. White is almost fully developed and castled. The remainder of this game should not come as a big surprise.



11. ♖f4!

White ignores the attack on his light-squared Bishop and proceeds

with the key move in the attack against the Black King.

### 11. ... d6

After 11. ...  $\text{dxc4}$ , White could grab the Black Rook on a8 after 12.  $\text{dxc7+}$  or my personal favorite, he could play for mate with 12.  $\text{dxc7+}$   $\text{Qe7}$  13.  $\text{Rc1 b5}$  14.  $\text{Rxc4 bxc4}$  15.  $\text{Qd6\#}$ .

### 12. $\text{Qxe5}$

Even though this move trades in a Bishop for a Knight, I like this move because it:

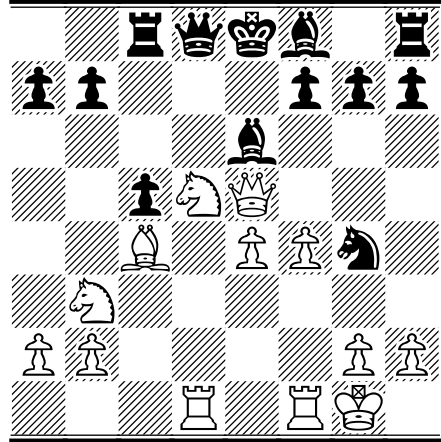
- 1) opens up the d-file for a White Rook;
- 2) saves a tempo because the White Bishop on c4 is no longer under fire; and
- 3) it eliminates Black's only developed piece from the board.

### 12. ... $\text{dxe5}$ 13. $\text{Qh5}$

White vacates the d1 square for his queenside Rook.

### 13. ... $\text{Qe6}$ 14. $\text{Rad1 Qf6}$ 15. $\text{Qxe5 Rc8}$ 16. $\text{f4 Qg4}$

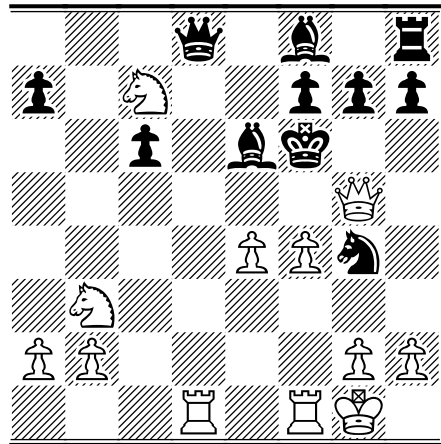
White can finish off Black now by exposing the Black King, starting with:



### 17. $\text{Qb5+ Rc6}$ 18. $\text{Qxc6+ bxc6}$ 19. $\text{dxc7+ Qe7}$ 20. $\text{Qxc5+}$

There is no need for White to capture the Black Queen as the Black King cannot escape.

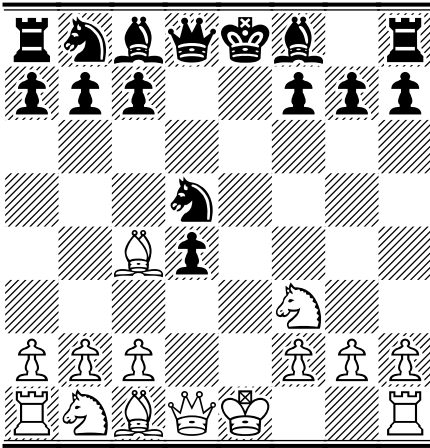
### 20. ... $\text{Qf6}$ 21. $\text{Qg5\#}$ 1-0



Final Position

-----  
**Black Plays**  
**... ♖f6 and ... d5**  
 -----

Black challenges the White center with the moves ... ♖f6 and ... d5.



**Our Response Strategy:**

We want to apply massive pressure on Black Knight on d5 by capturing the Black Pawn on d4 with our Queen instead of the usual ♟xd4.

White also wants to castle quickly to pin the Black Knight on d5 with ♔d1. Frequently White can pin and win the Black Knight. Game #999 provides an example of the successful execution of this strategy.

----- **Game #001** -----

**(W) FearNoEvil (2200)**  
**(B) Winchesser (1875)**  
 [C24] ICC 5 0, 01/15/2000

**1.e4 e5 2.d4 exd4 3.♙c4 ♖f6**  
**4.♟f3 d5 5.exd5 ♘xd5**  
**6.♚xd4 ♘b6?**

Black needs to develop a piece to support his Knight with 6. ... ♗e6.

**7.♙xf7+ ♚e7??**

A knee-jerk reaction by Black as he likely thinks 7. ... ♚xf7 loses his Queen. But, in reality, 7. ... ♚xf7 only loses a Pawn after 8. ♚xd8 ♗b4+ 9. ♚d2 ♙xd2+ and it's 7. ... ♚e7?? that loses the Black Queen after:

**8.♙g5+ 1-0**

----- **Game #001** -----

White wins the Black Knight just as prescribed in the Line Strategy. Roughly half of the games in this variation end in this fashion (Black losing a piece.)

**(W) MassCarnage (2200)**  
**(B) MichelS (1853)**  
 [C24] ICC 3 2, 10/05/2014

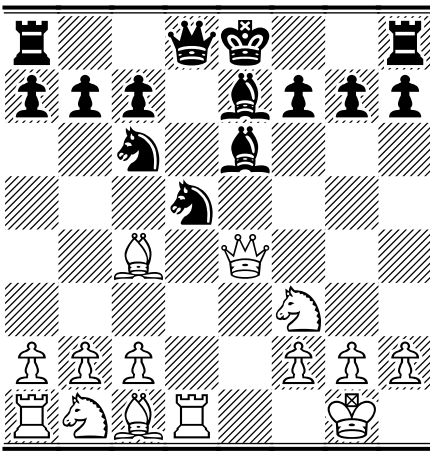
**1.e4 e5 2.d4 exd4 3.♙c4 ♖f6**  
**4.♟f3 d5 5.exd5 ♘xd5**

6. ♖×d4 ♙e6 7. 0-0 ♘c6 8. ♖e4 ♙c5 9. ♗d1 ♘ce7 10. ♙g5 c6 11. ♘c3 0-0

White maintains the center pressure by keeping the White Queen close by.

8. ... ♙e7 9. ♗d1 1-0

Black cannot avoid losing a piece, so he resigns.



Final Position

----- Game #001 -----

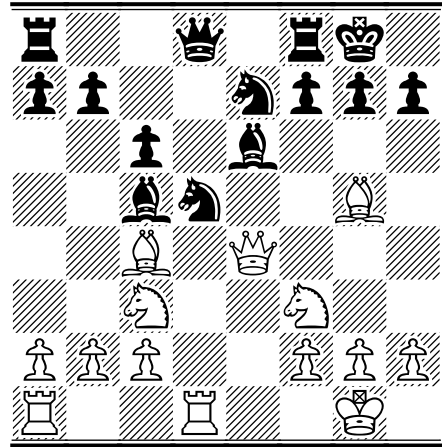
Even if Black avoids the piece trap, White can win fairly quickly as In this game.

**(W) FearNoEvil (2200)**

**(B) Zune (1840)**

[C21] ICC 3 0, 01/15/2007

1. e4 e5 2. d4 exd4 3. ♙c4 ♘f6 4. ♘f3 d5 5. exd5 ♘×d5



Black has survived the assault on his Knight on d5. So how should White proceed from here? The answer revolves around transitioning your focus away from the Black Knight and towards the Black King.

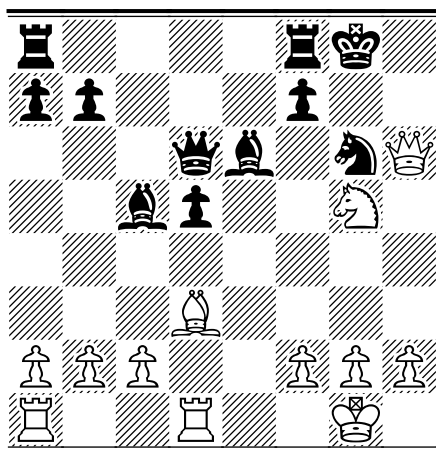
12. ♘×d5

My computer is happy with the plan, but wonders why not proceed right away with 12. ♙d3?

12. ... c×d5 13. ♖h4 h6 14. ♙d3 ♖d6 15. ♙×h6!? g×h6 16. ♖×h6

Black's kingside has been torn apart which causes Black to immediately blunder.

16. ... ♖g6? 17. ♗g5 1-0



Final Position

White wins after 17. ... ♜fe8  
 18. ♗xg6 fxg6 19. ♖xg6+ ♜f8  
 20. ♖f6+ ♜g8 21. ♜e1 with the  
 threat of 22. ♜xe6 ♜xe6 23. ♖f7+  
 ♜h8 24. ♖h7#.

6. ... ♗xg3 7. gxf3

Black likely feels that the Pawn structure weakness created by doubling the White f-Pawns is worth trading a Bishop in for a Knight. Unfortunately for Black, the opening of the g-file tips this transaction heavily towards White, as we shall see.

7. ... ♗d6 8. ♗g5 ♗bd7 9. ♗c3  
 0-0 10. 0-0-0 h6

Black is unwittingly creating another possible target of attack. The g7 square was already going to be a target due to the open g-file.

11. ♗h4 ♗c5 12. ♖d2

Now the White Queen is pointing right at the h6 Pawn weakness.

----- Game #999 -----

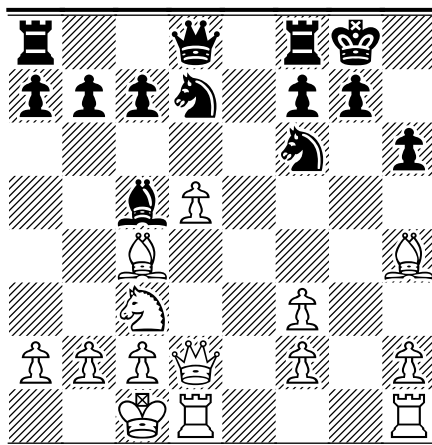
White accepts doubled f-pawns in exchange for Black's d-pawn and an open g-file. After White castles queenside, the attack along the g-file is fast and furious.

**(W) FearNoEvil (2200)**

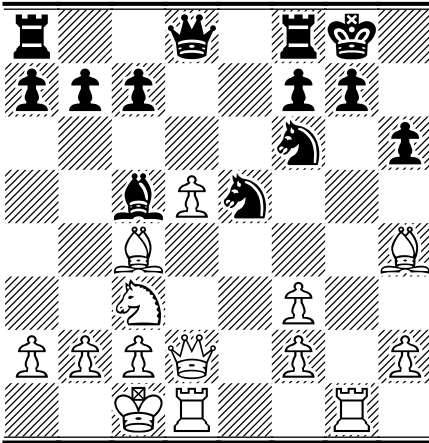
**(B) Takis38 (2070)**

[C24] ICC 3 0, 04/06/1999

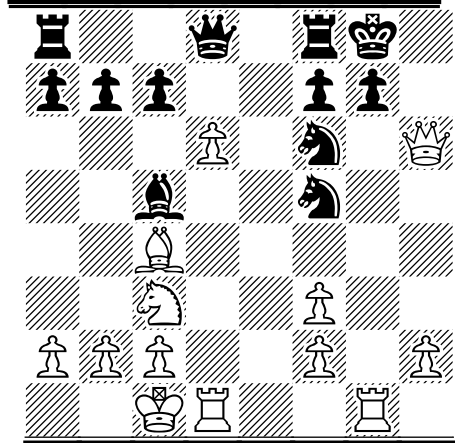
1.e4 e5 2.d4 exd4 3. ♗c4 ♗f6  
 4. ♗f3 d5 5. exd5 ♗g4 6. ♖xd4!



12. ... ♖e5 13. ♖hg1!



14. ... ♗xh4 15. ♗xh6 ♗f5



Daring Black to play either

13. ... ♗xc4 winning a Bishop or  
13. ... ♗xf3 yielding an exchange  
and a Pawn. Unfortunately both  
choices fail, for example:

13. ... ♗xc4 14. ♗xh6 g6  
15. ♖xg6+! fxg6 16. ♗xg6+ ♖h8  
17. ♖g1 ♗e7 18. ♗h6+ ♗h7  
19. ♗xf6+ ♖xf6 20. ♗xf6+ ♗g7  
21. ♗xg7#.

13. ... ♗xf3 14. ♗xh6 ♗xg1  
15. ♖xg1 g6 16. d6! ♗xd6  
17. ♖xg6#.

13. ... ♗g6 14. d6!

Exposing the Black f-pawn to the  
pin of the White Bishop on c4 and  
thus, creating the threat of  
15. ♖xg6.

16. ♖xg7+!

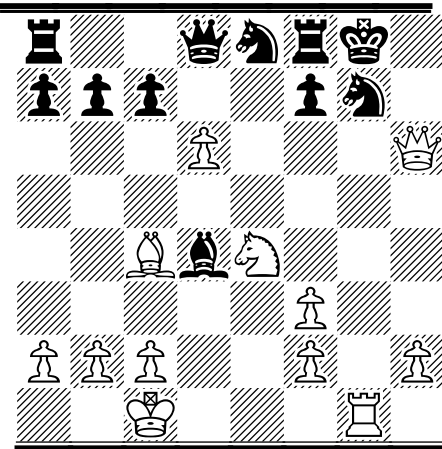
The idea behind this move is to  
replace the sacrificed Rook with  
the other Rook. I refer to this  
method of exploiting a pin as a  
Replacement Attacker.

16. ... ♗xg7 17. ♖g1 ♗fe8  
18. ♗e4

The last White piece not involved  
in the attack decides to make an  
appearance. The move seemed  
required to prevent Black from  
playing 18. ... ♗f6, which would  
shut down the White attack.  
However, the extra attacking piece  
helps White tip the scales in the  
battle for checkmating the Black  
King.

**18. ... ♕d4?**

Understanding Black's move is quite simple. Clearly he thinks he needs to defend his g7 square some more. However, White realizes at a glance that the weak squares around the Black King are h7 (one defender (Black King), one attacker (White Queen)) and h8 (one defender (Black King), one attacker (White Queen)), not g7 (two defenders (Black King and Black Knight), one attacker (White Queen)).



**19. ♖g5! ♗f6**

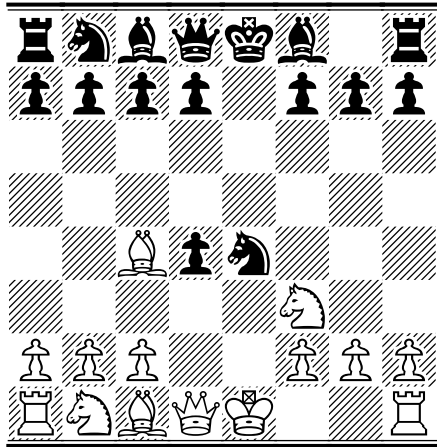
The weak squares now are h8, f7, and g7. Basically too many to cover and the game comes to an abrupt end.

**20. ♗×f7 ♖g4 21. ♔h8# 1-0**

**Black Plays**

**... ♗f6 and ... ♗×e4**

Black grabs the White e-Pawn with the hope of keeping it forever.



**Our Response Strategy:**

We want to capture the Black Pawn on d4 with our Queen in order to cash in on the two extra tempos. A big lead in development for White can result in a quick and decisive attack.

**Game #001**

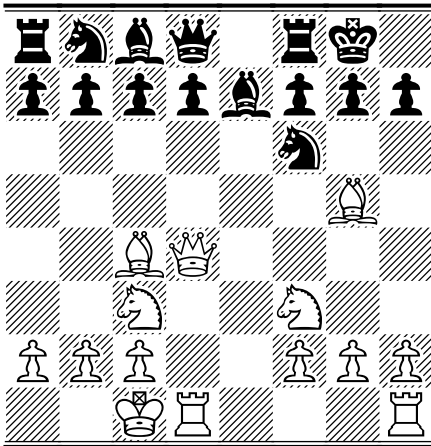
For the mere price of a Pawn, White earns loads of piece play and great attacking chances.

**(W) FearNoEvil (2200)****(B) vidal (1949)**

[C24] ICC 3 0, 12/30/2005

1. e4 e5 2. d4 e×d4 3. ♗c4 ♘f6  
 4. ♘f3 ♘×e4 5. ♖×d4 ♘f6  
 6. ♗g5 ♗e7 7. ♘c3 0-0 8. 0-0-0

White has a great position with loads of active pieces, while the Black queenside remains undeveloped.

**8. ... c6?**

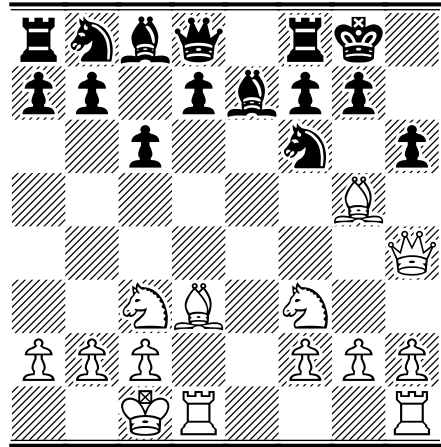
The best response for Black is the move 8. ... h6. However, Black's chosen move seems slow and ill-conceived. Black's aim is the move d5, but what does that move really accomplish?

From the White point of view, the moves c6 and d5 provide two free

tempo to redeploy two pieces to better squares (♖h4 and ♗d3).

**9. ♖h4 h6 10. ♗d3**

Normally, White plays 10. ♗×h6 sacrificing the Bishop for Black's two cover Pawns.

**10. ... h×g5?**

Black's best chance of survival was with the move 10. ... d5.

**11. ♘×g5**

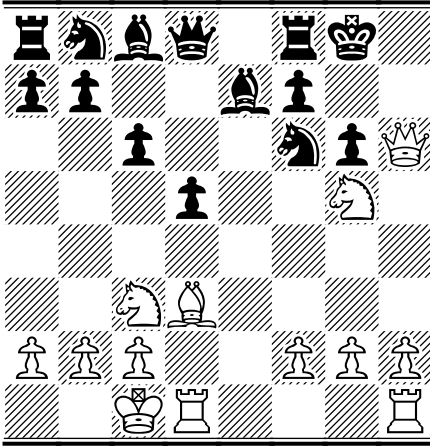
White needs to maintain a checkmate threat on h7 to freeze the Black Knight on f6, leaving the Black pieces behind the Knight hostage and unable to assist in some way with the defense of the Black King.

**11. ... g6? 12. ♖h6!**



Black intended to advance his King to g7 followed by ♖h8. 12. ♗h6! kills that idea.

12. ... d5



13. ♕xg6!

White rips apart the remainder of the Black kingside cover and the end is near.

13. ... f×g6 14. ♖×g6+ ♗h8  
15. ♖d4

The Black King cannot avoid checkmate.

15. ... ♗e4 16. ♗h7# 1-0

----- Game #001 -----

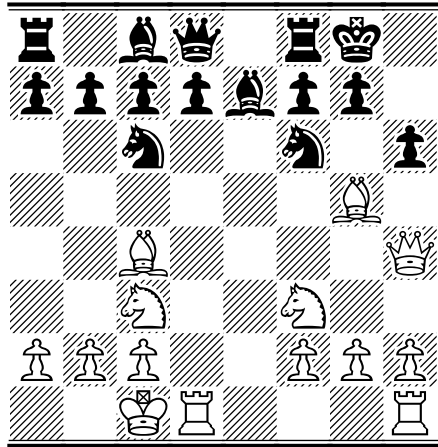
Normally, I play ♗xh6 when given the opportunity to rip apart the Black kingside as in this game.

(W) MassCarnage (2229)

(B) raller (2041)

[C24] ICC 3 0, 12/29/2009

1.e4 e5 2.d4 e×d4 3.♗c4 ♗f6  
4.♗f3 ♗×e4 5.♖×d4 ♗f6  
6.♗g5 ♗e7 7.♗c3 ♗c6 8.♖h4  
0-0 9.0-0-0 h6



10. ♗xh6

Here is where I normally deviate from the last game.

10. ... g×h6 11. ♖×h6 d5  
12. ♗d3

White points his queenside Bishop directly at the Black King.

12. ... ♗b4 13. ♗g5

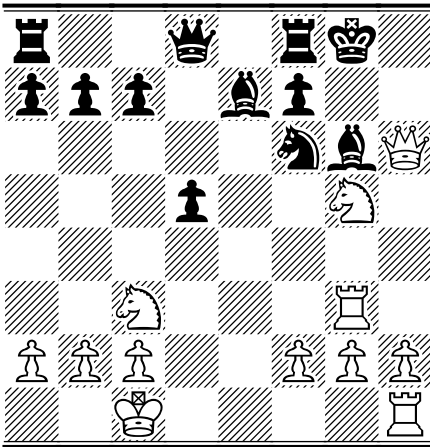
An important move for White as keeping the checkmate threat on h7 prevents Black's kingside Knight from moving. If Black's Knight has

the opportunity to leave the f6 square, it could unleash the Black pieces behind the Knight (Bishop on e7 and Queen on d8).

13. ... ♖×d3+ 14. ♖×d3

Black wanted to reduce the White attacking force, but the White Bishop is quickly replaced with a White Rook.

14. ... ♕f5 15. ♖g3 ♕g6



Can you see what is wrong with Black's position? The answer is the Black f-Pawn is overloaded. The f-Pawn is protecting both the g6 and e6 squares, which is too much responsibility. White can exploit the situation by playing:

16. ♗e6! ♕e8

16. ... f×e6 also results in the Black

King being checkmated after 17. ♕×g6+ ♖h8 18. ♕g7#.

17. ♕g7# 1-0

### ----- Game #001 -----

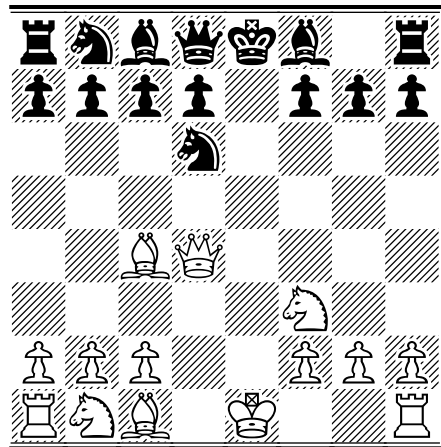
Every so often, somebody decides to retreat his Knight to the d6 square instead of the f6 square. The move is completely unsound and White can refute it as in the game below.

(W) MassCarnage (2309)

(B) psyedbraham (2011)

[C24] ICC 3 0, 01/28/2010

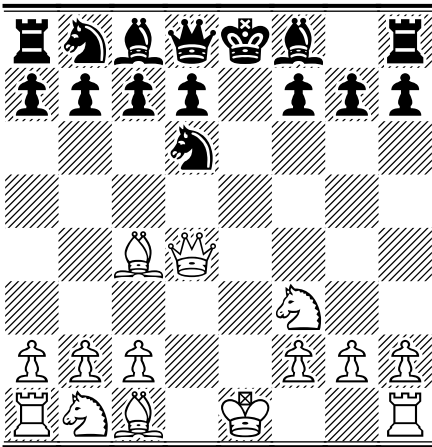
1.e4 e5 2.d4 e×d4 3.♕c4 ♗f6  
4.♗f3 ♗×e4 5.♖×d4 ♗d6?



Black attacks the powerful light-squared White Bishop hoping White wastes a tempo defending

with the move 6. ♖b3. However there are several issues with the move 5. ... ♗d6?. They are:

- 1) the standard move, 5. ... ♗f6 shields the Black g7 Pawn from attack by the White Queen. The move 5. ... ♗d6 does not;
- 2) the Knight on d6 blocks in the light-squared Black Bishop; and;
- 3) Black incorrectly thinks he has time to capture the White light-squared Bishop on c4.



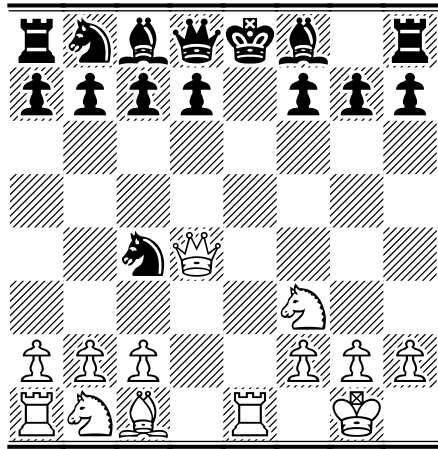
**6.0-0!**

Student Mike Oldehoff pointed out this move to me. It turns out that the White Bishop on c4 is poison and does not need to be retreated.

6. ... ♗x c4?

Black thought White would respond with the automatic (you know, you take my piece, then I need to take your piece) move. This is a bad flaw in Black's thought process.

7. ♖e1+!



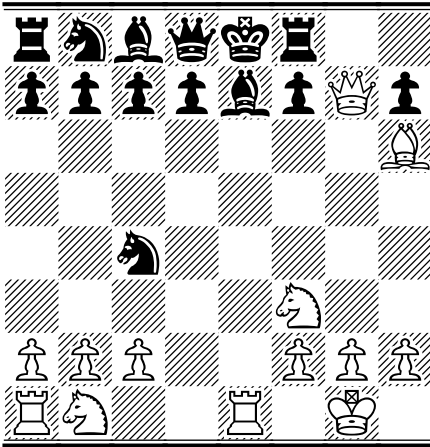
The Black dark-squared Bishop is overworked. The piece needs to shield the Black King against checks along the e-file and protect the g-Pawn.

7. ... ♗e7 8. ♖xg7 ♖f8

Not a lot of choice here for Black as the kingside Rook has only one "safe" square.

9. ♗h6

Now the Black Rook has no more "safe" squares to run to.



### Final Position

The Black Rook will disappear from the board after White's next move, 10. ♖xf8+.

**1-0**

### ----- Game #001 -----

A scholastic star, Jason Spector, has graduated to playing “big people” and continues with his successful habit of avoiding the Fried Liver Attack. However he finds out his strategy does not work as well against Chess Masters.

**(W) Joel Johnson (2205)**

**(B) Jason Spector (1865)**

[C24] Massachusetts G/60

Championship, Metrowest Chess

Club, Natick, MA, 04/11/1999

**1.e4 e5 2.d4 exd4 3.♗c4 ♘f6  
4.♘f3 h6?**

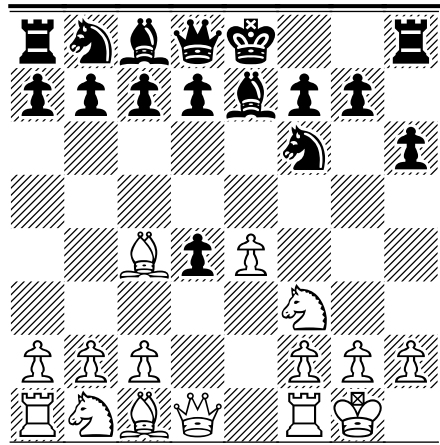
This is the anti-Fried Liver Attack move. The two main problems with this move are that it does not develop a piece and I do not play the Fried Liver Attack (oops)! Let's see what White does with the gift of an extra move.

**5.0-0**

A tempting alternative is the thematic move, 5. e5. However, Black can respond with 5. ... d5.

**5. ... ♗e7**

Black selects a very conservative move. The move screams, “Please don't hurt me!” Hmm...



### 6.e5!

The thematic push, 6. e5! is excellent here because d5 is no longer a valid defensive response for Black. Why? Because White can capture the Black Knight on f6, followed by taking the Black dark-squared Bishop on e7. Did you notice how Black's placement of his Bishop on e7 affected the strength of the move e5? I did.

6. ... ♖e4 7. ♗×d4

White earns another free move as Black must defend his Knight on e4.

7... ♖g5 8. ♖×g5 ♗×g5 9.f4

Another tempo gained for White as Black must move his dark-squared Bishop or lose it.

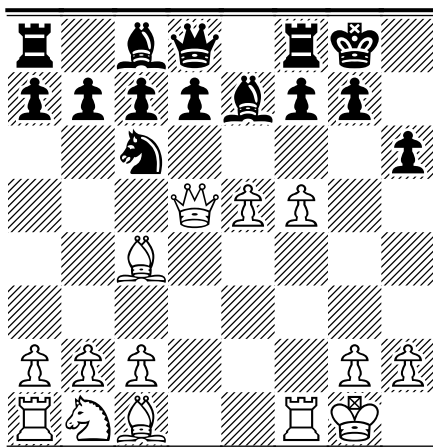
9... ♗e7 10.f5!?

A straight-forward alternative would have been 10. ♗e3, 11. ♖c3, 12. ♖ae1, etc., leaving White with an overwhelming edge.

10. ... ♖c6? 11. ♗d5!

This is the issue with 10. ... ♖c6?, as Black is forced into castling kingside right into White's kingside attack.

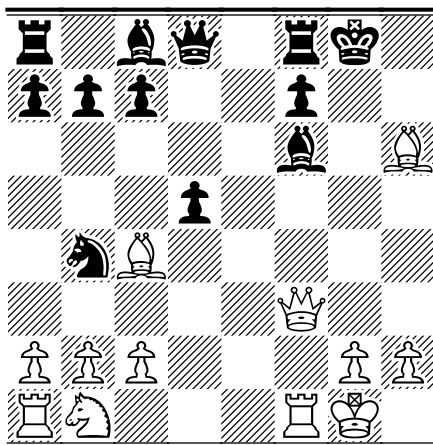
11. ... 0-0



### 12.f6!

The aim is to expose the Black King and the material is well spent.

12. ... g×f6 13.e×f6 ♗×f6  
14. ♗×h6 ♖b4 15. ♗f3 d5



### 16. ♖c3!?

The idea is: sacrifice the light

-squared Bishop in return for activating two White queenside pieces (Knight and Rook).

**16. ... dxc4 17. ♖ad1 ♜e7  
18.a3**

The Black Knight on b4 needs to go, as it defends the d5 square, preventing the powerful White move, ♖d5.

**18. ... ♗g5 19. ♗xf8 ♜xf8  
20.axb4 f6**

Black was concerned about White pinning his dark-squared Bishop followed by h4 to win it.

**21. ♜e4**

The White intention is to prevent Black from developing his queenside pieces, i.e. no ♗e6 for Black. Afterward, White will be able to attack the exposed Black King with his “extra” forces.

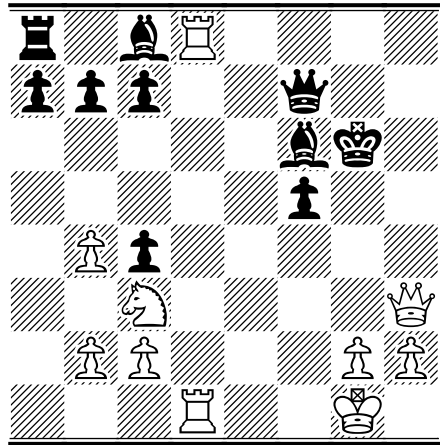
**21. ... ♜f7**

Black defends his c-Pawn and the g6 square, but relinquishes his back rank.

**22. ♖d8+ ♜g7 23. ♖fd1**

White is defending against a possible ♗f5 discovery shot by Black.

**23. ... f5 24. ♜e5+ ♗f6  
25. ♜g3+ ♜h7 26. ♜h3+ ♜g6**



**27. ♗e2!**

The Knight can help checkmate the exposed Black King after navigating to the f4 square. As for not safeguarding the White Rook on d8, White needs to maintain the pin on the Black light-squared Bishop just a bit longer so he can checkmate the Black King.

**27. ... ♗xd8**

Black loses a key defender in this transaction.

**28. ♖xd8 b6 29. ♗f4+ ♜f6  
30. ♗d5+ ♜g5 31. ♜g3+ ♜h6  
32. ♖h8+ 1-0**

White mates the Black King after  
32. ... ♜h7 33. ♗e7 ♗e6  
34. ♜g6#.