

3. Opening (development of pieces)

It is very important to follow opening principles in the opening to have a good start in the game. The listed example will show how you can take advantage, when opponent's pieces are not well developed.

Game

1. **e4 e5** 2. **Nf3** (The white knight on f3 is attacking the black pawn on e5, so black must defend it. 2... f6

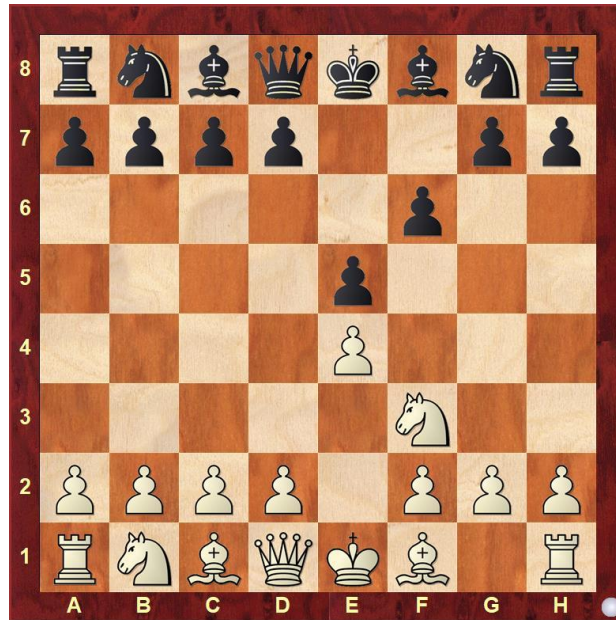


Diagram 3.1

(Refer diagram 3.1 – 2...f6 is not the best way to defend e5 pawn, because it opens up the h5-e8 diagonal.)

Continuation – 3. **Nxe5** (White sacrifices the knight and plans to take advantage of the position) **fxe5**

4. **Qh5+ Ke7** (4... g6 5. Qxe5+ Ne7 (5... Qe7 6. Qxh8 Qxe4+ 7. Kd1 +-) 6. Qxh8 +-)

5. **Qxe5+ Kf7** 6. **Bc4+ Kg6** 7. **Qf5+ Kh6** 8. **d4+ g5** 9. **h4 Be7**

INTERMEDIATE LEVEL

3. Opening (development of pieces)



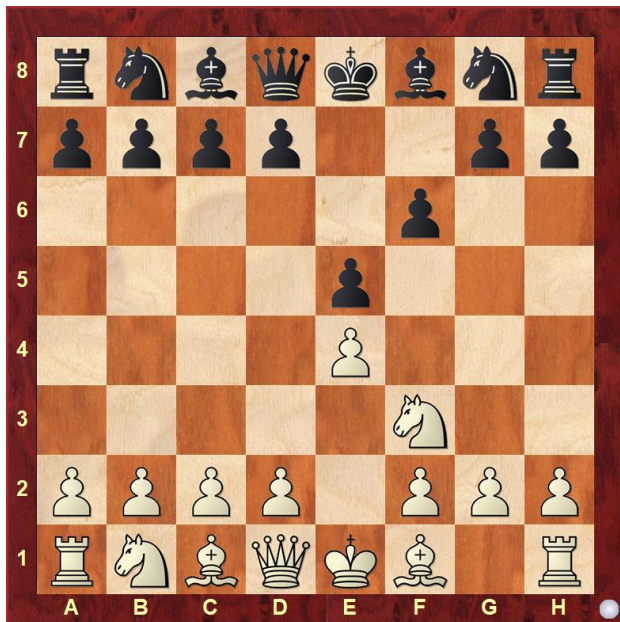
Diagram 3.2

(Refer diagram 3.2 - White has exposed black king and currently it is out of shelter. White wins the game in 2 moves.) **10. hxg5+ Kg7 11. Qf7# 1-0**

INTERMEDIATE LEVEL

3. Opening (development of pieces) - Homework

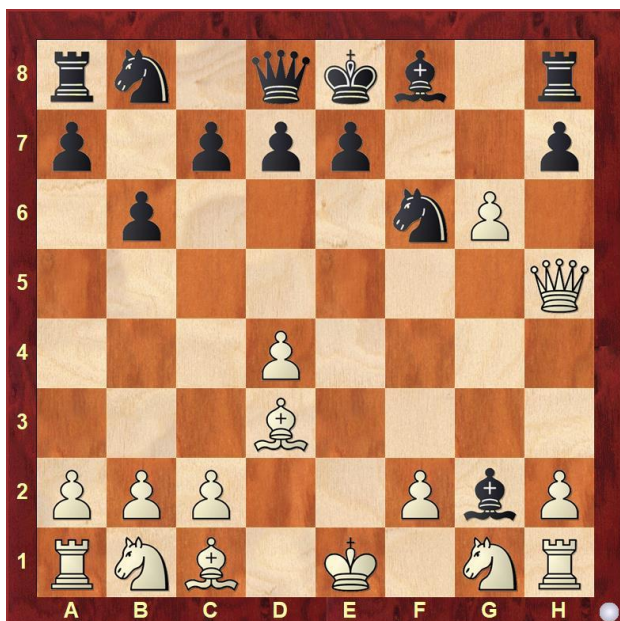
1. White to play. Find the best move.



2. White to play. Find the best move.



3. White to play. Find the best move.
(Mate in 2)



4. White to play. Find the best move.

