Game # 1 (2014), "The Opera Game" Paul Morphy - Duke of Brunswick & Count Isouard

Paris, 1858 (Philador Defense) [Also Known as "The Opera House Massacre"]

Chess Club Web Page - utahbirds.org/roadrunners/

What you can learn from this game: How to use good diagonals and open files

Should do: 1. Look for weak and unprotected men.

2. Make a Pin and then attack the pinned man..

Should NOT do: 1. Avoid moving Bishops out before Knights. (A general rule)

2. Don't allow open files and diagonals aiming at your King.

Some chess ideas (chess tricks or tactics) as they appear in this game: @M.G.Moody

1. e4 e5	Control the Center				
2. Nf3 d6	Knights before Bishops - (Knights are very strong at the beginning of the game).				
	Protect with a pawn - (That's what pawns like to do!)				
3. d4 Bg4	Attack the center - (The center is where the first battle usually takes place).				
	Pin - (If White moves the Knight at f3 the Queen would be under attack!)				
4. dxe5 Bxf3	Threat - (If Black takes the pawn at e5, White can exchange Queens & Black's King must				
	move & can no longer castle. White also wins a pawn & attacks Black's unprotected Bishop).				
	Forced move - (Black has to take the Knight to prevent the above from happening).				
5. Qxf3 dxe5	Attack a weak Pawn - (The Queen is attacking Black's weak Bishop Pawn).				
6. Bc4 Nf6	Attack a weak Pawn- (The Pawn is attacked by two pieces and only protected by the King).				
	Block the Attack - (The Queen can no longer attack the weak Pawn from f3 OR h5).				
7. Qb3 Qe7	Double Attack - (Attacking the same weak Pawn at f7 plus the Pawn at b7)				
	Defend against Attacks - (The Queen can help with both threats. But how?)				
8. Nc3 c6	Prevent Check - (White's Queen can now take b7 without the threat of a fork by Black's				
	Queen at b4 which would force an exchange of Queens).				
	"Discovered Protect" - (With this pawn move Black's Queen is protecting b7).				
9. Bg5 b5	Pin - (If the Knight moves, the Queen can be taken).				
	Attack with a Pawn - (Pawns love to attack the "big guys" and make them move).				
10. Nxb5 cxb5	Sacrifice - (White gives up the Knight for 2 Pawns BUT wins a diagonal to the King).				
11. Bxb5+ Nbd7	Force a move - (Only one move for Black looks good at all – the rest are terrible!)				
	Block the Attack (Interpose) - (The Knight protects the King, but is also PINNED).				
12. O-O-O Rd8					
	Defend the pinned piece - (The first 3 protecting pieces can't do the job. Why?)				
13. Rxd7 Rxd7	Attack the Pin - (White's 2 Rooks can work together to put pressure on the Pin).				
	Recapture - (The Rook recaptures the White Rook but there is STILL a PIN).				
14. Rd1 Qe6	Threat - (White is threatening to win Black's Queen or Rook. How?).				
	Un-Pin - (The Knight is no longer pinned, but the Rook IS!)				
15. Bxd7+ Nxd7					
	move, which clears the diagonal for the Bishop to the important d8 square).				
16. Qb8+ Nxb8	Force a move - (Black's only move leaves a path for White's Rook to d8).				
17. Rd8# 1-0	Checkmate! [This is one of the most famous games of chess! Ever!]				

Chess Notation for the game:

1. e4 e5	5. Qxf3 dxe5	9. Bg5 b5	12. O-O-O Rd8	15. Bxd7+ Nxd7
2. Nf3 d6	6. Bc4 Nf6	10. Nxb5 cxb5	13. Rxd7 Rxd7	16. Qb8+ Nxb8
3. d4 Bg4	7. Qb3 Qe7	11. Bxb5+ Nbd7	14. Rd1 Qe6	17. Rd8# 1-0
4. dxe5 Bxf3	8. Nc3 c6			