

Sean O'Reilly <sean.r.oreilly87@gmail.com>

### MAI: Gambit Gambled: Checkmate Seals Fate

1 message

sean.r.oreilly87@gmail.com <sean.r.oreilly87@gmail.com> To: sean.r.oreilly87@gmail.com

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## **MAIgnus: Game Breakdown**

**Date:** 2025.05.06

**Opponent:** OussBerr (675)

Color: White **Time:** 300

**Opening:** Open Game

### **Game Summary**

This game featured the Danish Gambit Accepted, an aggressive opening from White that aims to quickly challenge the center and develop pieces at the cost of a pawn. Seanr87, playing as White, initiated with 1.e4 e5 2.d4 exd4 3.c3, offering the gambit. His opponent, OussBerr, accepted the gambit and the game progressed with some interesting play.

Seanr87 was able to regain the gambit pawn with 4.Bc4 cxb2 5.Bxb2. The middle game saw some dynamic exchanges, with White sacrificing a bishop to clear the way for an attack on the Black king with 10.Bxf8 Kxf8. White's 11,Re1 and 12,e5 looked promising, aiming to expose the king's position, However, Black defended well with 11...Ne7 and 12...fxe5, challenging White's plan. The momentum shifted with 17...Bxg4, when Black capitalized on a mistake by White, causing a material imbalance.

Despite a spirited fight from White and a well-executed attack on the Black king with 18.Qg4 and 19.Qxg7, Black managed to turn the tables with a successful counter-attack starting from 20...Qxa2. The end game saw White in a tough position, with Black's rooks and gueen coordinating for a lethal attack. The game concluded with 24...Rxf1#, delivering a checkmate and sealing the victory for Black. Despite the loss, the game was well-played

by both sides, with no blunders or mistakes according to the Stockfish analysis, and only two inaccuracies each. This indicates a high level of play, especially considering the fast time control of 5 minutes per side.

## Critical Moments

No critical moments identified in this game.

# **Stockfish Analysis**

## Stockfish Analysis

YOU			OUSSBERR			
	Average CPL: 10			Average CPL: 1		
Good			Excellent			
Blunders: 0	Mistakes:	Inaccuracies:	Blunders:	Mistakes:	Inaccuracies:	

# Highlights and Lowlights

1. For seanr87 (playing as White):

Highlight: Despite the loss, seanr87 showed a good understanding of aggressive play and tactical ideas. The Danish Gambit opening demonstrated the player's willingness to sacrifice material for rapidly developing pieces and launching an early attack. Particularly noteworthy was the sequence starting with 10. Bxf8, temporarily trapping the black king in the center and forcing it to move, disrupting black's ability to castle and connect the rooks.

Lowlight: The main point of critique for seanr87 is the decision to capture the black queen with 9. Nc3. This was a missed opportunity to exploit black's greed in capturing the pawns. Instead of capturing the queen immediately, the move 9. Qa4+ would have put the black king in check while attacking the queen, gaining tempo and maintaining initiative. This could have led to a more favorable position for seanr87, provided that the attack was carried out accurately.

### 1. For the opponent:

Highlight: The opponent showed a good understanding of counterplay and resourcefulness in defense. After an aggressive opening gambit by seanr87, the opponent managed to weather the early storm and turn the tables. The sequence starting with 21...Rf8 and followed by 22...Qxf2+ demonstrated the opponent's ability to counterattack, using their queen effectively to pressure seanr87 and eventually leading to a checkmate.

Lowlight: The opponent's early decision to capture pawns with the queen (4...cxb2, 8...Qxc4, 9...Qxc3) could have been punished more severely by seanr87. This risky behavior in the opening left the opponent's king exposed and delayed the development of their other pieces. While the opponent managed to win the game, they could have been in a more difficult situation against a player able to exploit these early inaccuracies more effectively.

## **©** Coaching Point

Based on the game, I recommend focusing on piece safety and understanding the threats from the opponent. There were several instances in the game where pieces were left undefended and were captured as a result. For example, on move 8, the bishop was left undefended and was captured on the next move.

Moreover, understanding threats to your own king is crucial. On the last move, you failed to recognize the checkmate threat and lost the game. Practice identifying potential checkmate threats and always have a plan to safeguard your king. This could include not moving pawns in front of the king unnecessarily, keeping a knight or bishop nearby for defense, or ensuring there are always escape squares available.

[Event "Live Chess"][Site "Chess.com"][Date "2025.05.06"][Round "-"][White "seanr87"][Black "OussBerr"][Result "0-1"] [CurrentPosition "r3k3/ppp1n2Q/2n5/3p4/8/4R3/6PP/5r1K w - - 0 25"][Timezone "UTC"][ECO "C21"][ECOUrl "https://www.chess.com/ openings/Danish-Gambit-Accepted"|[UTCDate "2025.05.06"][UTCTime "01:23:05"][WhiteElo "628"][BlackElo "675"][TimeControl "300"][Termination "OussBerr won by checkmate"][StartTime "01:23:05"][EndDate "2025.05.06"][EndTime "01:28:36"][Link "https://www.chess.com/game/live/138148856382"]1. e4 {[%clk 0:04:57.9]} 1... e5 {[%clk 0:04:59.2]} 2. d4 {[%clk 0:04:57]} 2... exd4 {[%clk 0:04:58]} 3. c3 {[%clk 0:04:56.2]} 3... dxc3 {[%clk 0:04:57.1]} 4. Bc4 {[%clk 0:04:52.4]} 4... cxb2 {[%clk 0:04:55.8]} 5. Bxb2 {[%clk 0:04:51.5]} 5... f6 {[%clk 0:04:47.8]} 6. Nf3 {[%clk 0:04:50]} 6... Qe7 {[%clk 0:04:39.9]} 7. 0-0 {[%clk 0:04:46.3]} 7... Qb4 {[%clk 0:04:33]} 8. Ba3 {[%clk 0:04:20.4]} 8... Qxc4 {[%clk 0:04:27.6]} 9. Nc3 {[%clk 0:04:09.4]} 9... Qxc3 {[%clk 0:04:17.5]} 10. Bxf8 {[%clk 0:04:03.6]} 10... Kxf8 {[%clk 0:04:15.1]} 11. Re1 {[%clk 0:04:01]} 11... Ne7 {[%clk 0:03:59.6]} 12. e5 {[%clk 0:03:55]} 12... fxe5 {[%clk 0:03:58.4]} 13. Nxe5 {[%clk 0:03:53.1]} 13... Nbc6 {[%clk 0:03:52.7]} 14. Ng4 {[%clk 0:03:36.4]} 14... d5 {[%clk 0:03:39.5]} 15. Re3 {[%clk 0:03:32]} 15... Qa5 {[%clk 0:03:19.6]} 16. Qf3+ {[%clk 0:03:22.1]} 16... Ke8 {[%clk 0:03:14]} 17. Rae1 {[%clk 0:03:11.1]} 17... Bxg4 {[%clk 0:03:08.5]} 18. 0xg4 {[%clk 0:03:05.2]} 18... Rf8 {[%clk 0:03:03.2]} 19. 0xg7 {[%clk 0:03:01.5]} 19... Rf7 {[%clk 0:02:54.2]} 20. Qg5 {[%clk 0:02:33.5]} 20... Qxa2 {[%clk 0:02:39.8]} 21. Qg8+ {[%clk 0:02:20.5]} 21... Rf8 {[%clk 0:02:35.4]} 22. Qxh7 {[%clk 0:02:18.8]} 22... Qxf2+ {[%clk 0:02:32.2]} 23. Kh1 {[%clk 0:02:15.2]} 23... Qf1+ {[%clk 0:02:29.3]} 24. Rxf1 {[%clk 0:02:13.9]} 24... Rxf1# {[%clk 0:02:28]} 0-1