

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

MAI: Daring Danish Gambit Decimates Defiant Defense

1 message

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

Sun, Apr 27, 2025 at 12:39 PM

MAlgnus: Game Breakdown

Date: 2025.04.19 **Opponent**: grif1 (873)

Color: White Time: 1/259200

Opening: Open Game

Summary

In this Danish Gambit game, white's aggressive opening play led to an early advantage that was turned into a win. It was a rough and tumble affair with an average CPL (centipawn loss) of 501, indicating a large number of inaccuracies by both players. The game recorded 4 blunders, 4 mistakes, and 10 inaccuracies, making it less of a strategic masterpiece and more of a battle of attrition.

The game started with white, seanr87, launching a Danish Gambit. Black, grif1, accepted the gambit, but white was able to maintain the initiative. On move 17, white gained a significant material advantage by capturing black's rook with his knight.

Despite being material down, black made some aggressive attempts to complicate the position, even sacrificing a bishop on move 21 to expose white's king. However, white navigated the tactical melee well, with a crucial king move on move 22, skillfully dodging black's threats.

Even in the endgame, white continued to press his advantage, with a well-placed knight and rook coordinating to put black's king in an uncomfortable position. Despite black's attempts to counterattack, white's superior

positioning and material advantage proved decisive.

On move 31, white delivered a check with the bishop, and black resigned, recognizing the inevitable loss.

Overall, this was a game that demonstrated the importance of material advantage and superior piece coordination, even when the play was far from perfect.



Average CPL: 501

Needs Work

Blunders: Mistakes: Inaccuracies: Blunders: Mistakes: Inaccuracies: 4 10 0 0 0 0

Recommendations

Based on the game you've played, here are two actionable improvement tips:

1. Minimize the Number of Blunders and Mistakes: Your game had a total of 4 blunders and 4 mistakes, which are significant errors that can easily shift the advantage to your opponent. These usually occur due to overlooking your opponent's threats or not properly evaluating the consequences of your moves. To

- improve this, always take your time to analyze the board before making a move. Consider your opponent's possible responses and the resulting position after those moves.
- 2. Improve Positional Understanding: The game showed several inaccuracies, which indicate moves that were not necessarily mistakes or blunders but were not the best moves available. This could be improved by studying common opening lines, endgame techniques, and middlegame strategies. Familiarize yourself with common tactical themes like forks, pins, and skewers.

Additionally, using chess software like Stockfish to review your games can help identify your mistakes and suggest better moves. However, it's also crucial to understand why a suggested move is better, so consider working with a coach or using educational resources to improve your overall understanding of the game.

```
[Event "Let's Play!"][Site "Chess.com"][Date "2025.04.19"][Round "-"][White "seanr87"][Black "grif1"][Result "1-0"]
[CurrentPosition "4n3/p4R1p/3kq1p1/2pN4/4QB2/8/P7/6K1 b - - 11 31"][Timezone "UTC"][ECO "C21"][ECOUrl
"https://www.chess.com/openings/Danish-Gambit-3...dxc3"][UTCDate "2025.04.19"][UTCTime "17:24:07"][WhiteElo "1291"][BlackElo
"873"][TimeControl "1/259200"][Termination "seanr87 won by resignation"][StartTime "17:24:07"][EndDate "2025.04.26"]
[EndTime "18:16:11"][Link "https://www.chess.com/game/daily/803530036"]1. e4 {[%clk 71:59:56]} 1... e5 {[%clk 71:45:46]} 2.
d4 {[%clk 69:59:35]} 2... exd4 {[%clk 68:29:33]} 3. c3 {[%clk 71:35:39]} 3... dxc3 {[%clk 69:12:50]} 4. Nf3 {[%clk
70:08:46]} 4... cxb2 {[%clk 68:25:48]} 5. Bxb2 {[%clk 72:00:00]} 5... d6 {[%clk 71:59:41]} 6. Bc4 {[%clk 67:13:54]} 6...
Be6 {[%clk 71:26:09]} 7. Bxe6 {[%clk 68:32:51]} 7... fxe6 {[%clk 67:05:55]} 8. 0-0 {[%clk 70:31:36]} 8... Nc6 {[%clk
69:48:19]} 9. Qb3 {[%clk 70:08:50]} 9... Qe7 {[%clk 62:42:23]} 10. Qxb7 {[%clk 71:55:58]} 10... Rb8 {[%clk 70:52:02]} 11.
Qxc6+ {[%clk 71:39:24]} 11... Qd7 {[%clk 71:54:08]} 12. Qc2 {[%clk 71:58:13]} 12... c5 {[%clk 67:36:13]} 13. Nc3 {[%clk
71:46:17]} 13... Nf6 {[%clk 70:50:09]} 14. e5 {[%clk 71:58:17]} 14... dxe5 {[%clk 71:57:38]} 15. Nxe5 {[%clk 72:00:00]}
15... Qd4 {[%clk 71:59:37]} 16. Nc6 {[%clk 71:53:46]} 16... Qf4 {[%clk 71:57:36]} 17. Nxb8 {[%clk 70:58:01]} 17... Qxb8
{[%clk 65:19:16]} 18. Rfe1 {[%clk 64:21:04]} 18... Bd6 {[%clk 58:54:42]} 19. Rxe6+ {[%clk 71:46:45]} 19... Kf7 {[%clk
60:09:55]} 20. Rae1 {[%clk 71:22:06]} 20... Re8 {[%clk 71:42:41]} 21. Rxe8 {[%clk 70:51:08]} 21... Bxh2+ {[%clk
63:05:08]} 22. Kh1 {[%clk 71:41:27]} 22... Nxe8 {[%clk 71:33:44]} 23. g3 {[%clk 71:55:26]} 23... Bxg3 {[%clk 70:52:11]}
24. fxg3 {[%clk 71:51:58]} 24... g6 {[%clk 70:29:05]} 25. Nd5 {[%clk 71:50:59]} 25... Qxg3 {[%clk 68:57:43]} 26. Rf1+
{[%clk 66:27:57]} 26... Ke6 {[%clk 47:38:50]} 27. Qe4+ {[%clk 71:22:27]} 27... Kd7 {[%clk 61:13:10]} 28. Rf7+ {[%clk
71:09:35]} 28... Kd6 {[%clk 70:47:34]} 29. Bc1 {[%clk 68:26:10]} 29... Qh3+ {[%clk 61:37:38]} 30. Kg1 {[%clk 71:07:32]}
30... Qe6 {[%clk 71:56:21]} 31. Bf4+ {[%clk 70:35:00]} 1-0
```