

Morphy,Paul

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 New Orleans m
 [ChessBase]

C51

1849

1.e4 e4! – "best by Test" Bobby Fischer. **e5** Great move. **2.Nf3** Developing a knight to its best square, attacking the pawn, controlling two center squares. **Nc6** The best move to defend. Also attacks two squares and develops a piece. **3.Bc4** Developing a piece. Controlling one center square, attacking the weak f7 pawn, and preparing to castle. A very sharp move. **Bc5** Good for the same reasons white's move was good. **4.b4** The Evan's Gambit. White sacrifices a pawn in exchange for the pawn center. **Bxb4** The only way to refute a gambit is by accepting it. **5.c3** A pawn-center creating move. c3 is a typical PAWN LEVER, that gives pawn backing to the move d4. Notice that with the black bishop on b4, white is able to do this move with TEMPO. This was the reason for the pawn sacrifice. **Bc5** Retreating to a powerful square that won't be his for long. **6.d4** Grabbing the pawn center, unleashing the dark squared bishop, and attacking the c5 bishop all with one move. Remember the best moves accomplish multiple goals or hit multiple targets. **exd4** **7.cxd4** **Bb6** Keeping the pressure on the d-pawn. **8.0-0** Castle often Castle early. Castling is not only a defensive move, but also an offensive move. Notice that now the f rook is in the game, and surely will be moving to the powerful and open e-file soon. **Na5** Moving the knight to an inferior square where it no longer attacks the center. Remember, a knight on the rim is grim. **9.Bd3** Not wanting to trade that good bishop for that half-knight. **d5** With the bishop gone, black is able to challenge white's awesome pawn center. Not a bad idea. **10.exd5** Luring the queen out early. **Qxd5** Bringing the queen out early is very dangerous, because white can attack it with his developing pieces. **11.Ba3** Developing the bishop to a powerful square where it will prevent black from castling, pressure the critical squares around the king,

and pin the king to the middle of the board. **Be6** White finds it necessary to block the critical e-file since it is obvious white rook will be coming to town with R-e1. **12.Nc3** White develops with threats! **Qd7** Black does not go all the way back because he hopes to castle queenside since castling kingside is out of the question because of the a3 bishop. **13.d5** A pawn sacrifice which clears the e-file for an attack on the king. **Bxd5** **14.Nxd5** White wants to trade this bishop off because it is black's critical defender. **Qxd5** **15.Bb5+!** A piece sacrifice! The reason for this move is to clear the d-file for white's queen so the king can't run out of the center. **Qxb5** Notice that black had no other option without losing the queen. Do you see why? **16.Re1+** Finally the file grabbing move! **Ne7** **17.Rb1** The file grabbing move. Look to the variation by clicking the button on the right to see why morphy didn't grab the knight right away. [17.Rxe7+ Kf8 18.Re5+ c5-+] **17...Qa6** **18.Rxe7+** Here comes the hammer-blow. **Kf8** **19.Qd5** Threatening checkmate. **Qc4** Clinging on. **20.Rxf7+** **Kg8** Notice the overed check is useless because QXQ. Can you find the tricky checkmating move? **21.Rf8#** Diagram

(Diagram)

Moral of the chess game: Castle! The queen out early is bad. A pawn center is powerful! Morphy is GOOOOOODDDDD!

1-0

