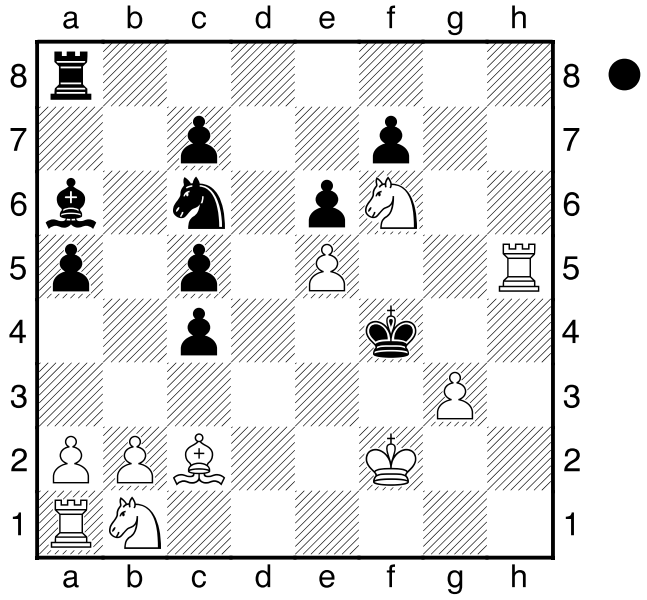
B00

□ **Morphy,Paul**
■ **Carr,J**
Birmingham sim 1858
[Hicks,E]

1.e4 Always open with a center pawn. **h6?** I said...always open with a center pawn. **2.d4** If black does not open with a center pawn, and you have the chance....grab the pawn center! **a5?** Another wasted pawn move which does nothing to develop pieces or control the center. **3.Bd3** Developing a piece and controlling the center square e3. **b6?** Another silly pawn move? **4.Ne2** The reason Morphy does this instead of the natural f3, is he is threatening an agressive f pawn push once the king is castled, opening the f file. **e6** Finally a move that puts some king of pressure on the center. **5.0−0** Castle often castle early. Also gets the rook ready to move onto one of the center files. **Ba6** Its true, trading for black would be a good thing now. **6.c4** Refusing to trade and putting more control on the center. **Nf6** This move, which is normally natural, is a bit awkward now because of the pawn center. White can push on the knight any time. **7.e5** And white pushes right away! **Nh7 8.f4** The point behind Ne2. Now white is able to get still another pawn backing up his strong center. **Be7** Becaue of white's powerful center, black has no better square for his bishop. A pawn center makes it hard for the other side to develop naturally. **9.Ng3** Preparing to pop the knight into the action. **d5** Contesting the center. A great idea for black... one of the few he has had so far. **10.Qg4** Here comes the attack! Now white has several major pieces biting down on the kingside. **0−0** Castling into the lions mouth. This would have been a time that castling (atleast castling kingside) would not be recommended. **11.Nh5** Threatening checkmate. **g5 12.fxg5** Stripping away the kingside pawns **hxg5 13.Bxh7+** Luring the king out. **Kh8** See the variation on what type of nasty things happen if QxB. [13...Kxh7 14.Nf6+ Bxf6 15.exf6 Rh8 16.Qxg5 Rg8 17.Qh6#] **14.Nf6** Now that's a knight outpost! **dxc4** Threatening Qxp+ **15.Bc2** Ignoring the check, clearing the h file for the queen. **Qxd4+** What the heck...wait a minut? Is that queen hanging? Does black have a trick? **16.Qxd4 Bc5** A trap! A mighty PIN! Of course Morphy saw this. He figured he could finish mating this fish without a queen his position is so good! **17.Qxc5 bxc5** That there is trippled pawns! **18.Bxg5** WIthout the queen it will be necessary for Morphy to use the rest of his pieces very efficiently. **Nc6** In order to defend, black must activate his pieces. Nf6 is therefore a good idea. **19.Rf3 Kg7 20.Bh6+** Another piece sacrifice?! **Kxh6 21.Rh3+ Kg5** Forced. **22.Rh5+** Fishing the king out further and closing the snare. **Kf4 23.Kf2** Taking away the escape square e3. **Rg8** The only way to slow the mate. **24.g3+** A wimpy pawn will finish the job. **Rxg3** Oh woops...not that wimpy pawn...sorry Charly. **25.hxg3#** Diagram



This is the happy pawn! The moral of the chess story: OPEN WITH A CENTER PAWN. dEVELOP YOUR PIECES. CONTROL THE CENTER.
1−0

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