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*[Hicks, E]*

**A01**  
**2800**  
**2775**  
 1970

**1.b3?!** An ultra-modern opening not recommended for non grand masters. The type of game this type of move generates is not interesting unless playing against another GM. **e5** Playing for the center. **2.Bb2** Attacking the center from a distance. **Nc6** Protecting the center pawn while developing a piece. **3.c4** Preventing black from claiming a pawn center with d5. **Nf6** Developing a piece and attacking two center squares. **4.Nf3** Developing a piece and controlling the center. One issue that white had to consider, is that because of his lack of pawn presence in the center, black is able to play e5, kicking the knight. Usually white will play d3 first to keep this pawn advance from happening. **e4** Kicking the knight off its center controlling square. **5.Nd4** Occupying the center. **Bc5** Developing with threats. **6.Nxc6** Doubling Black's pawns. **dx6** Black takes this way to open the file for the queen and later use the rooks to pressure the d pawn, and all the other critical squares on the d file. **7.e3** This develops the bishop, but makes the d-pawn BACKWARDS. **Bf5** Making sure that white cannot push the d-pawn. **8.Qc2 Qe7** Clearing the way for the rooks to occupy the critical d-file. **9.Be2** Natural developing move. **0-0-0!** Grabs the file and castles the king with one move, saving precious time or TEMPO. **10.f4** With this move, white now controls e5. Notice that taking the f-pawn enpassant would be awful, because black's epawn is PINNED and white would play QxB with check. **Ng4** Attacking critical territory around the white queen. Normally, when a knight moves into white territory like this, it is kicked out with moves like h3. As you shall soon see, in this position, kicking this knight away is not that easy. **11.g3** White has to play this before he can play h3 to chase away the knight. Do you see why this move is necessary? Click on the

variation on the right to see why. [ 11.h3 Qh4+ 12.Kd1 Nxe3+ 13.Kc1 Nxc2 ] **11...h5!** Preparing to open the h-file. Also, this move anticipates white's PAWN KICK h3. **12.h3** Trying to kick the knight away. **h4!** Sacrificing the knight in exchange for a powerful PASSED PAWN! **13.hxg4 hxg3** The PASSED PAWN on g3 is extremely dangerous. Black must play with extreme caution. If he tries taking the bishop on c5 (after exchanging off his hanging rook) the pawn advance will be unstoppable. **14.Rg1** The only playable move. [ 14.Rxh8 Rxh8 15.gxf5 g2 ( 15...Qh4 16.Kf1 g2+ 17.Kg1 ; 15...Rh1+ 16.Bf1 g2 And checkmate will follow.) ] **14...Rh1!!** A brilliant move that shocked all the grandmasters in the room because they did not predict this move. **15.Rxh1** Forced. **g2** Beyond any other, this game illustrates the power of the passed pawn. **16.Rf1** Rg1 also leads to death. [ 16.Rg1 Qh4+ 17.Kd1 Qh1 18.Nc3 ( 18.Qc3 Qxg1+ 19.Kc2 Qe1 20.Na3 Qxe2 21.Rb1 Bxe3 22.Qxe3 Rxd2+ 23.Qxd2 e3+ 24.gxf5 Qxd2# ) ] **16...Qh4+ 17.Kd1 gxf1Q+** And white resigns since it is a forced mate in 3....for the sake of education we will continue. **18.Bxf1 Bxg4+ 19.Kc1 Qe1+ 20.Qd1 Qxd1#** Diagram

(Diagram)

0-1

