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 ■ **Rock,J.**  
 Exhibition Game  
 [Hicks 2003]

**C52**  
**2735**  
**2000**  
 1863

**1.e4** Bobby Fischer's favorite move. Opening with a center pawn. Controlling e4 and d5, and developing the bishop and queen. **e5** Good for the same reasons as white's e4, plus it prevents white from getting a pawn center.

**2.Nf3** Develops a piece. Knights before bishops, controls two center squares (e5 and d4), gets white closer to castling and attacks a pawn! The best move on the board! **Nc6** The best way to defend the pawn. Defends while developing. Controls two center squares (e5 and d4), **3.Bc4** Developing the bishop, controlling the center square d5, biting down on the weak square f7, and preparing white for castling. Remember the best opening moves achieve multiple objectives! **Bc5** Good for the same reasons white's last move was. **4.b4!?** The Evans Gambit.

**Bxb4** They say the only way to refute a gambit is by accepting the offer. **5.c3** The point behind the Evan's gambit. White is able to execute this LEVER with TEMPO. **Ba5** Keeping the pressure on c3. Now if white plays the intended d4, the c3 lever will be PINNED. **6.0-0** Castling fixes that pinned lever problem. 5.d4 would have been a sharper try. **Nf6!?** With the pawn on c3, defense of the e4 pawn can be awkward because white does not have the natural Nc3 as a defense. **7.Ba3!?** Ignoring the hanging e4 pawn. Taking the e pawn would be problematic for black because it would open the e-file for the white rook to pin and probably win back his pawn or loads of position. By playing Ba3, white keeps the king stuck in the middle. **Bb6!?** **8.d4!** Grabbing the pawn center! **exd4** ; **9.Qb3!** An attack on f7 the wimpy pawn! **d5** It is a bad idea to open the center when your king is stuck in the middle. But black has no better way to defend the f7 pawn. Bad positions force bad moves.

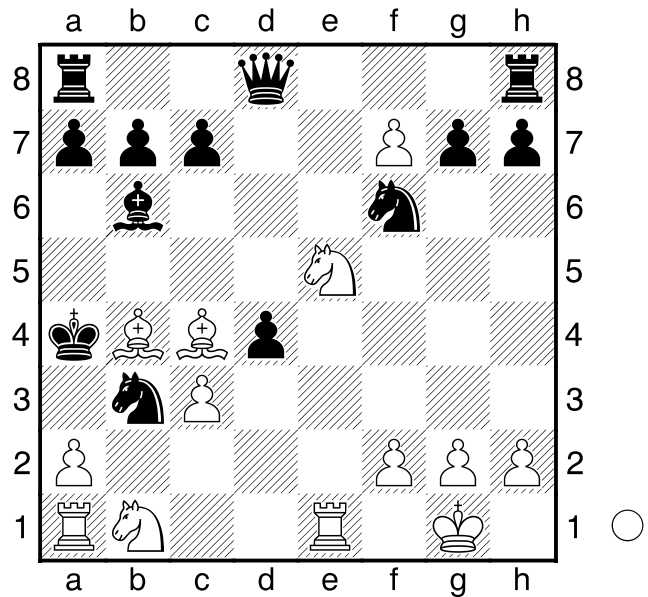
**10.exd5** By taking this pawn, white opens the

e-file for his rooks to pick the peaches of the king. **Na5** Black would love to trade off some pieces here. **11.Re1+** What a beautiful open file! Open files with the opponent's stuck uncastled king on the end are like luscious plums for chess masters! **Be6** Forced. Kd7 would be a mate in one. Do you see the mating move? Do not move forward until you see it.

**12.dxe6!!** The Queen Sacrifice! **Nxb3**

**13.exf7+** DOUBLE CHECK **Kd7** Forced.

**14.Be6+** This is what they call in the chess business a KING HUNT. White is fishing the enemy king out. **Kc6** Forced. It is easy to look far ahead when you moves only have one answer for your opponent. **15.Ne5+** White has sacrificed a queen and must checkmate. One slow move and black could CONSOLIDATE and win. White wants to pull the king out and get as many pieces as possible into the attack so the king can't escape. **Kb5** Forced. **16.Bc4+** Walking the king over to the deadly edge. **Ka5** **17.Bb4+** **Ka4** Diagram



**18.axb3#** A beautiful finish! Moral of the chess game. Castle! And if your opponent does not castle, look for weakness on f7 and f2.

**1-0**