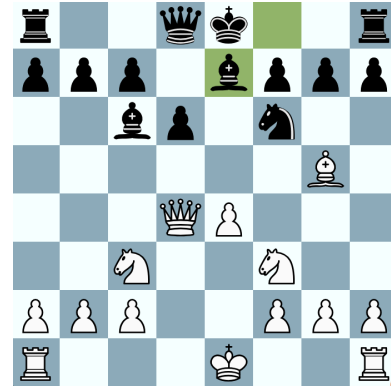


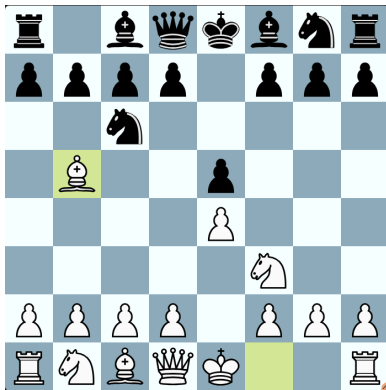
Alexander Alekhine vs Heinz van Mindeno,
Amsterdam 1933
Ruy Lopez Opening

- 1.e4 e5
- 2.Nf3 Nc6
- 3.Bb5

This is called the Ruy Lopez or the Spanish Opening in Chess. The “Spanish Bishop” on b5 attacks the knight which defends blacks e-pawn. White has developed the knight and bishop and is ready to castle.



White has a clear **space** advantage



- 3... d6 Black protects the e-pawn further
 - 4.d4 exd4
- White expands to capture the centre and develop further.

- 5.Qxd4 (Nxd4 is more common, attacking the pinned knight. But White got his queen possibly to castle queenside)
- 5...Bd7 Black breaks the pin on the c6-knight.
- 6.Bxc6 Bxc6
- 7.Nc3 Nf6 (further development)
- 8.Bg5 Be7

9. 0-0-0 (long castle) 0-0 (short castle)

10. h4

Since castling is done on opposite sides both players can start advancing pawns to attack the opponent’s king.

- 10...h6 11.Nd5

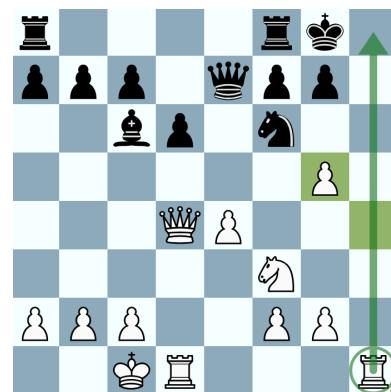
White sacrifices the bishop on g5 to get an **open file** for the h1 rook. This pattern is called “Fishing Pole”.

- 11...hxg5

12. Nxe7+ Qxe7

13. hxg5

White successfully gets a strong open file for the rook.

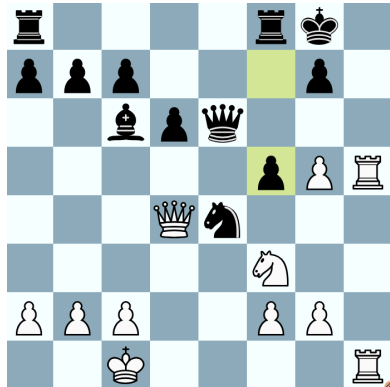


- 13...Nxe4? (a mistake)

(13...Nh7 would have been a good defensive move. The knight goes to g6 via f8 and defends the main square - h8)

- 14. Rh5 Qe6
- 15. Rdh1 (**rooks doubled on an open file**)
- 15. ...f5 (creating an escape route for the king because Rh8# is threatened)

Now guess white's winning combination

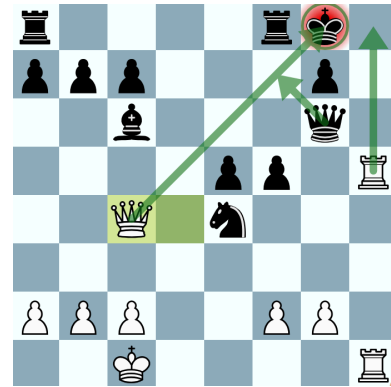


- 16. Ne5!!
- This is a **deflection**. The pawn on d6 must capture the knight and get deflected from access to the d5 square.

- 16... dxe5
- 17. g6!!
- Yet another **deflection**. The black queen is **overloaded** - It has to control to g6 square as well as the a2-g8 open diagonal. White pushes g6 to force the queen to capture the pawn (otherwise Rh8 is checkmate).

1-0 (Black resigns and White wins – guess the winning)

What is the winning idea?
 Answer: If 17.... Qxg6, then the a2-h8 diagonal becomes open, White can play 18. Qc4+



After 18... Qf7 or 18... Rf7, 19. Rh8# is a checkmate.

- Key takeaways from the game:
- Gaining space advantage in centre
 - Taking advantage of an open file
 - Doubling of rooks on open file
 - Attacking the king
 - Deflection of an overloaded piece