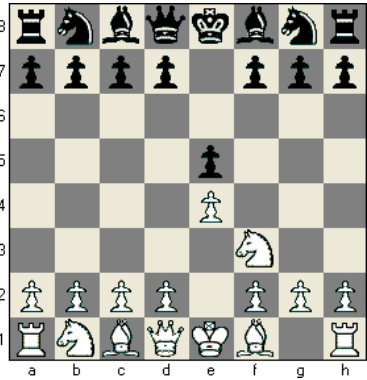


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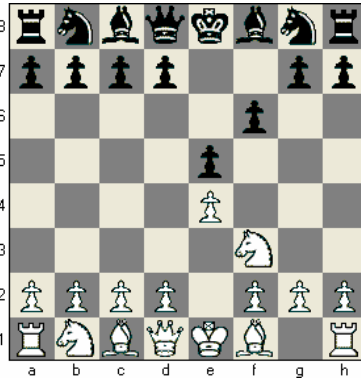
## Damiano's Defense: Why You *Shouldn't* Play It

History has its ironies. An Italian chess player named Damiano analyzed this opening in the 15<sup>th</sup> century and condemned it, but the opening has his name attached to it! Poor Damiano.

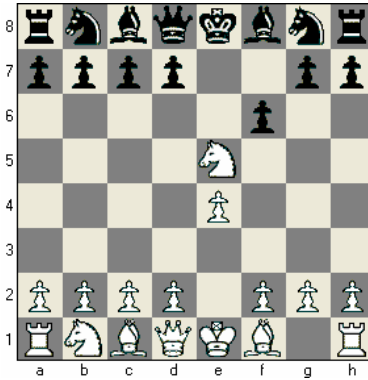
At first sight, Damiano's Defense looks logical, as we shall soon see. Watch what happens to Black, however, once White's attack starts rolling. Whatever you do – **don't play this defense!**



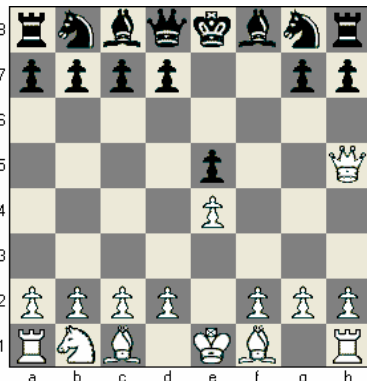
The game opens **1. e4 e5 2. Nf3**  
White is attacking Black's e5 Pawn.



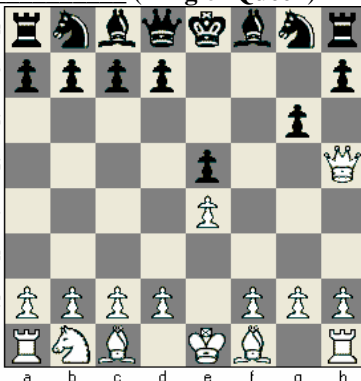
Black chooses the poor **2. ...f6?** (Damiano's Defense). This move does defend the Pawn and also *controls the \_\_\_\_\_ (center or side)* but it *does not \_\_\_\_\_ (develop or remove) a piece.* Worst of all, it *weakens the \_\_\_\_\_ (King or Queen)*



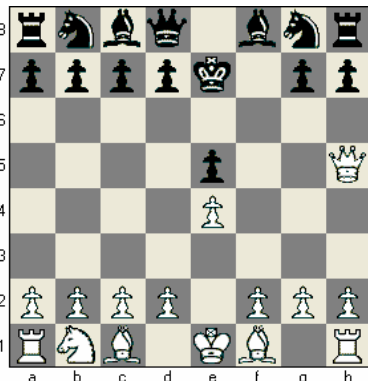
White pounces on Black's mistake with the alert **3. Nxe5!** Normally, you can't get away with a full piece sacrifice so early in the game. But thanks to Black's poor second move, White is justified in going on the attack.



Black's best move was **3. ...Qe7**, but the Knight sacrifice is often too tempting to pass up! Black therefore plays **3. ...fxe5**, and White invades the Black camp with the ominous **4. Qh5+**.



If Black blocks the check with **4. ...g6?**, then White wins back his material with interest thanks to a nice fork. *What should White play in the position above?* \_\_\_\_\_ (**Qxg6+ or Qxe5+**)



If Black notices that **4. ...g6** loses, then he will play **4. ...Ke7** instead. White will now win a second Pawn for the Knight and will build up a Mighty assault force, gaining time for development with each attacking move. *What should be White's next two moves?* \_\_\_\_\_ and \_\_\_\_\_