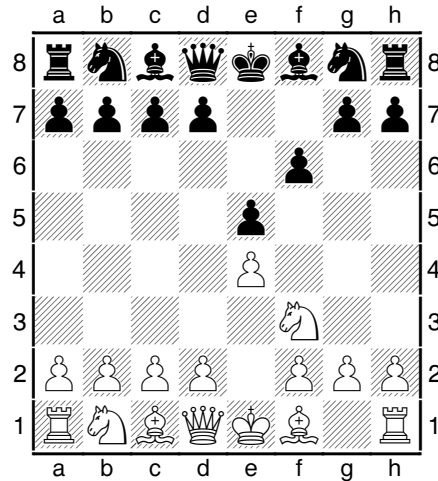


Game 1

1.e4 e5 2.Nf3 f6?? [A very bad move. It is a huge mistake to open the e8–h5 diagonal at the beginning of the game.]



3.Nxe5! [White uses the opportunity to start bothering Black's king. The knight makes the way for the queen.]

3...fxe5 4.Qh5+ Ke7 [The second option is hardly better: 4...g6 5.Qxe5+ forking Black's king and a rook. 5...Qe7 6.Qxh8 with a material advantage.]

5.Qxe5+ Kf7 6.Bc4+ [White develops its bishop and attacks Black's king at the same time.]

6...Kg6 [Black's king went out in front of its army and now is an easy target for White's pieces]

7.Qf5+ Kh6 8.d4+ [The third piece joins the attack.]

8...g5 9.h4! [With this modest move White's rook is joining the Black's king hunt.]

9...Kg7 10.Qf7+ Kh6 11.hxg5#

Conclusion:

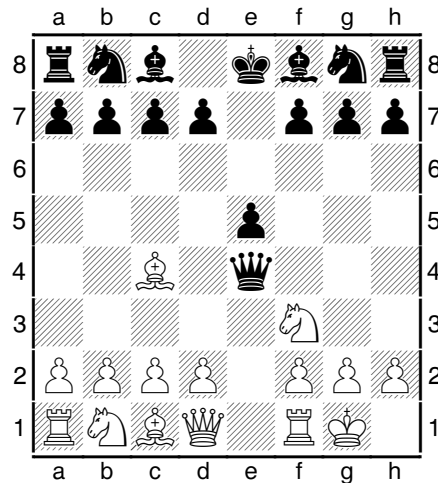
Develop your pieces as soon as possible!

Game 2

1.e4 e5 2.Nf3 Qf6? [Queen is the last piece to be developed. First knights and bishops should take their positions.]

3.Bc4 Qg6? [Black is tempted by winning a pawn. There was still time to develop the minor pieces.]

4.0-0 Qxe4?? [Black gain a pawn but the price was very high. The queen had to make three moves. In the meantime White develop its two minor pieces and hid the king.]



5.Bxf7+! [A nice trick!]

5...Ke7 [Black couldn't capture the bishop: 5...Kxf7 due to an unpleasant check 6.Ng5+ Ke8 7.Nxe4 and Black loses its queen.]

6.Re1 [By bothering the queen White gains time to develop more pieces.]

6...Qf4 7.Rxe5+! [Having overwhelming advantage in development White can afford to sacrifice some material. In return White gets a dangerous initiative.]

7...Kxf7 8.d4 [Black's queen is under attack again!]

8...Qf6 [Black made 8 moves and 5 of them were played by the queen. It's against all the principles of the openings.]

[Other square was not available: 8...Qg4 9.Ng5+ Kg6 10.Qxg4 winning the queen and the game.]

GM Alex Mista
OPENING TRAPS

9.Ng5+ Kg6 10.Qd3+ Kh5 [The poor king has to go for a walk because there are no pieces to protect it.]

[10...Kh6 11.Nf7#]

11.g4+ [Bringing Black's king even closer.]

11...Kxg4 12.Qh3#

Conclusion:

Constantly playing with the same piece leads to an opening disaster!