

# 10 Timely Ideas for Opening a Game of Chess

## 2 Develop with threats

Wake up your pieces! It's time to play. You **develop** your pieces by moving them off of their starting squares.



Black and White have used the same number of moves to get very different results.

White has been moving pieces onto squares that strike the center and on through to **f7**, Black's **Achilles Square**.

Black has used his time mostly moving pawns. And his Knight is poorly placed on the edge of the board.

“Knights on the rim are dim” means Knights lose power when they attack imaginary squares off the board.

Wake up your pieces! Develop pieces to the center with an attack if possible. Use **threats** to bind up your opponent rather than allowing them to develop their pieces when and where they wish.

White moves first and so should threaten first.

If White fails to develop with threats Black can gain the upper hand, called the **initiative**. Neither side can afford to get behind in development **or** threats.

**Simply:** Wake up your pieces! They are more powerful on squares where they have more choices to move and capture.

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