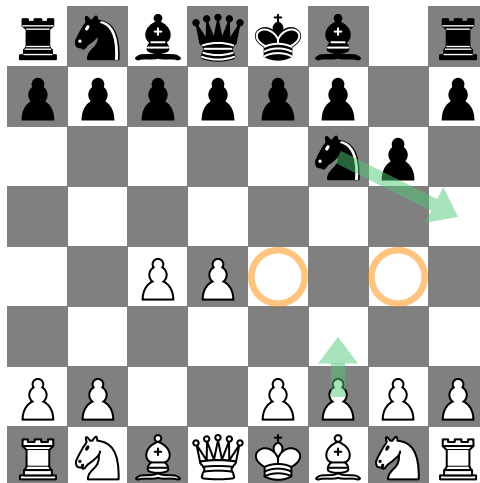
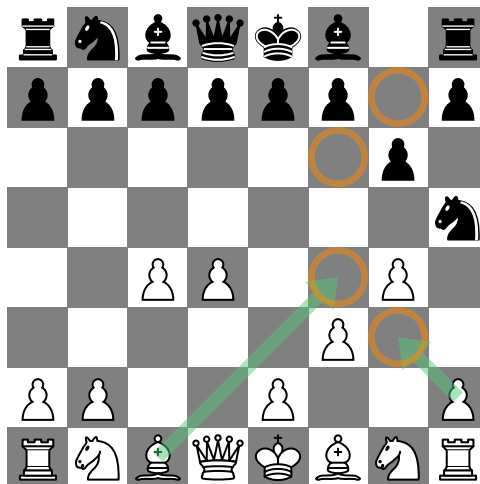


Queen pawn - a stockfish trap

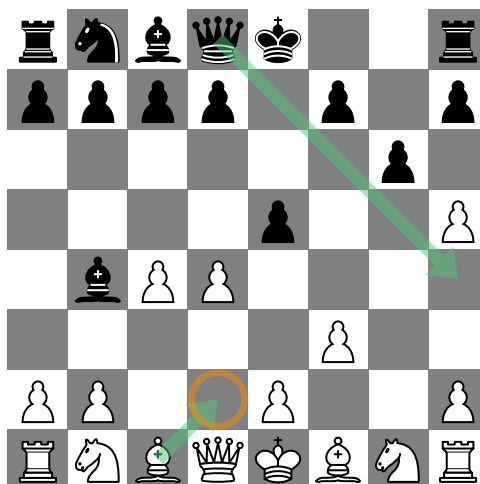
After : 1. d4 Nf6 2. c4 g6



If white pushes the f pawn to control the knight squares (circled in orange) and keeps chasing the knight with g4 : 3. f3 Nh5 4. g4



Black can push the e pawn and if white takes the knight the computer already gives a -2 score: black replies with a check from the bishop: 1. d4 Nf6 2. c4 g6 3. f3 Nh5 4. g4 e5 5. gxh5 Bb4+



Defending with the bishop or the knight on d2 leads to mate after Qh4. If white defends correctly the knight is lost after the pin: 1. d4 Nf6 2. c4 g6 3. f3 Nh5 4. g4 e5 5. gxh5 Bb4+ 6. Nc3 Qh4+ 7. Kd2 exd4 8. Kc2 dxc3