The object of the game is not just to win; it is to kill the King.

One way to do this is to attack the weak point. The weak point is a square where an attack can be successfully attacked. The weak point can change over the course of the game. In the opening, the weak point is located near the king.

For Black, the weak point is on f7. No piece, save the king, defends this square. Let us repeat what the object of the game is; to kill the king.

White also has a weak point, this being his f2 square.

The weak point is the theory behind many quick victories.

Game 1 - Fool’s Mate
1.e4 f6 2.d4 g5 3.Qh5 mate

Game 2 – Scholar’s Mate
1.e4 e5 2.Bc4 Nc6 3.Qf3 Nd4 4.Qxf7 mate

Biegler-Peperle
corres., 1952
1.d4 f6 2.c4 e5 3.d5 c5 4.h3? (Weakening the weak point even further.) 4...Qf2+ 5.Qf2 e4+ 6.gf3 h4 7.g3 g3+ 8.f3 f5+ 9.f5 f6+ 10.g4 f5+ 11.f5 g6 mate

A more sophisticated approach can be seen in these classical games.

Greco-N.N.
Rome, 1620?
1.e4 c5 2.d4 c6 3.d4 cxd4 4.Qxd4 Qe7 5.f3 6.0-0 e5 7.e5 Qe5+ 8.b2 Qf5+ 10.f7+ h6 11.hxg5 mate

Greco-N.N.
Rome 1620?
1.e4 b6 2.d4 f6 3.b3 b7 4.exf5 Qf5 5.Qf3 e6 6.c4+ g6 7.g5+ hxg5 8.g5+ Qh5 9.Qf5 mate

Fischer-Wilkinson X25
Clock Simul
Davis, Apr. 16 1964
When you start learning the openings, you’ll find many openings that try to hit the weak point as soon as possible. One of the more common is the King’s Gambit (1.e4 e5 2.f4).

MacDonnell-Bird X25
London 1872
1.e4 e5 2.f4 exf4 3.Nf3 g5 4.c4 g4 5.O-O? (The Muzio is the most aggressive variation in the King’s Gambit. Here White is ready to give up a piece in the opening to gain access to the “f7” square.) 5...gxf3 6.Qxf3 Qe7 7.d4 Qc6 8.Qxf4 Qxd4 9.Qd3 Qg7 10.Qxc7 Qh6 11.e5 Qc5?! 12.Qd6 Qb6 13.Qh1 Qxf5 14.Qc3 Qxb2 (Black’s pawn grab on b2 is usually not recommended. This is because Black can lose an important tempo. As in this game.) 15.Qxf7+! Qd8

16.Qxd4! Qxd4 17.Qd5 (White has the choice of mating on c7 or f7.) 1-0

Black has taken a beating on his weak point. In the From’s Gambit he attempts to turn the tables on White. Sometimes he succeeds.

N.N.-Sternberg
Berlin, 1959

Other times he doesn’t.

Elichev-Molnar
Paris, 1948
1.f4 e5 2.fxe5 d6 3.exd6 Qxd6 4.Qf3 (This knight move is White’s only move. After 4.b3? or 4.Nc3?, Black mates with 4...Qh4+ 5.g3 Qxg3+ 6.hxg3 Bxg3+) 4...g5 (Black attempts to dislodge the knight) 5.d4 g4 6.Qg5 f5 7.e4 Qe7 8.Qh3! g×h3 9.Qh5+ Qf8 10.Qc4 Qe8 11.Qh6+! Q×h6 12.Q×h6mate 1-0

[The Weak Point – pg.2]
During the game the weak point can move and morph into additional squares.

In this game the original weak point on f7 still exists. But c7 becomes another weak point. And Shirov, a great tactician takes full advantage of the situation.

**Shirov (2732)-Liu Jiaxin X25 [A1]**  
Simul  
Toronto, Feb. 18 2010


Here the weak point is not f7 but h7.

**Hansen-Solberg**  
Copenhagen, 1958


And here White has two weak points, one on g2, and the other on h1.

**Karl Mala Memorial Open X25**  
Griesheim, Aug. 5 1999


20...d4 0-1
A reasonable conclusion is that only beginners fall victim to weak point catastrophes. That is simply not true. Experts, Masters, and even World Champions can fall victim.

Escalante (This is me!)-An Expert (2000+)
Blitz Game
Anaheim, CA, 1988
1.e4 c5 2.f4 d6 3.Qf3 Qc6 4.Qc4 Qg4 5.e5?! dxe5 6.fxe5! Qxe5 7.Qxe5! Qd1 8.Qf7mate 1-0

FM Perelshteyn-Shivaji (2230)
Pan Am Intercolligate, 1998
1.e4 c5 2.Qf3 d6 3.d4 cxd4 4.Qxd4 Qf6 5.Qc3 g6 6.f4 Qg7 7.e5 dxe5 8.fxe5

So go ahead, take a chance. Attack the weak point. And maybe come home with a brilliancy.