

# ***Analysis of the Game of Chess 1790***



***Francois Andre Danican Philidor***

*Henry Thomas*

A N A L Y S I S  
O F T H E  
G A M E  
O F  
C H E S S.

BY MR. PHILIDOR.

A NEW EDITION.

IMPROVED AND GREATLY ENLARGED.

TO WHICH IS ADDED,

SEVERAL PARTIES, PLAYED BY THE  
AUTHOR BLINDFOLD,

AGAINST

THREE ADVERSARIES.

---

*Ludimus effigiem belli.*

VIDA.

---

L O N D O N :

PRINTED FOR P. ELMSLY, IN THE STRAND,

M DCC XC.

1790

## ADVERTISEMENT.

IT is to be observed, that in the Notes, I always speak of the White in the second, and the Black in the third Person, to avoid equivocation.



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## EXPLANATION of the INITIALS used in this Work.

K. the King.  
Q. the Queen.  
R. the Rook.  
Kt. the Knight.  
B, the Bishop.  
P. the Pawn.

## P R E F A C E.

SEVERAL learned authors have published their inquiries on the origin of Chess. I will not venture to give my opinion on their conformity with the *Latrunculi* of ancient Rome. The Chinese play at Chess; but their game is nothing like ours, either in the moves of the Pawns or the strength of the Pieces. The Arabians very probably brought this game into Europe; and their authors ascribe its invention to the Indians. Though Chess has contributed to the amusement of the greatest heroes, for many ages past, the Spaniards and English seem to have been principally engaged in it, since the first treatises on that subject have been printed in those languages; nevertheless, Italy exceeds them in the number of volumes; and the IV. *Bücher vom Schach und Königs Spiel* of the duke of Brunswick, published under the fictitious name of Gustavus Selenus, constitute the whole of what Germany offers us of any consequence on the game. France has at all times had good players, but they have neg-

lected to impart their discoveries to the public ; and, I believe, I am the first of my nation who has taken upon himself to set forth, in a true light, the theory and practice of this game. This work is divided in two parts, the first is chiefly composed of the Editions of 1749 and 1777, the second contains a great number of new methods of beginning and finishing the game, not only useful but necessary to be known. At the desire of several gentlemen, amateurs of the game, I have added different parties, played by me without seeing the board, against three adversaries at once, and have given their names.

As I attribute the success of my two first editions to the notes that accompany them, and serve to give general rules of the game, I have here followed the same method, and flatter myself of having brought to some degree of perfection the theory of a game, that learned authors, such as *Leibnitz* and others, have classed among the sciences.

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C. Hanson

A N A L Y S I S  
O F T H E  
G A M E O F C H E S S .

## FIRST PARTY,

*With two back games; the first beginning from the twelfth, and the second from the thirty-seventh move, of the Black.*

1.

*Wh.* The K. P. two moves.

*Bl.* The same.

2.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The same.

3.

*Wh.* The Q. B. P. one move.

*Bl.* The K. Kt. at his B. third square.

4.

*Wh.* The Q. P. two moves. *(a)*

*Bl.* The P. takes the Pawn.

5.

*Wh.* The P. retakes the P. *(b)*

*Bl.* The K. B. at his Q. Kt's third square. *(c)*

6.

*Wh.* The Q. Kt. at his B. third square.

*Bl.* The K. castles.

7.

*Wh.* The K. Kt. at his K. second square. *(d)*

*Bl.* The Q. B. P. one move.

## N O T E S.

(a) This Pawn is pushed two steps, for two reasons: the first, to hinder your adversary's King's Bishop from attacking your King's Bishop's Pawn; the second, to bring the strength of your Pawns into the centre of the chess-board.

(b) When you find your game in the present situation, *viz.* two Pawns in a front line, you must take care not to push either of them, before your adversary proposes to change one for the other: which you will then avoid, by pushing forwards the attacked Pawn.

(c) If, instead of being withdrawn, this Bishop gives check, you are to cover the check with the Bishop; and, in case he takes your Bishop, you must retake the Bishop with your Knight, who will then defend your King's Pawn.

N. B. In the former edition, the Author thought it best not to be precise in the direction of this move, in order that he might have an opportunity of giving several examples, on the best way of playing the Pawns.

(d) Great care must be taken not to play the Knight to his Bishop, third square, before the Bishop's Pawn has been pushed two steps; because, otherwise, the Knight would prove an hindrance to the motion of the Pawn.

N. B. The black, on that move, could take the white King's Pawn; and afterwards push the Queen's Pawn two steps, which would break the centre of the white.

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8.

*Wh.* The K. B. at his Q. third square. (*e*)

*Bl.* The Q. P. two moves.

9.

*Wh.* The K. P. one move.

*Bl.* The K. Kt. at his K. square.

10.

*Wh.* The Q. B. at his K. third square.

*Bl.* The K. B. P. one move (*f*)

11.

*Wh.* The Q. at her second square. (*g*)

*Bl.* The K. B. P. takes the P. (*b*)

12.

*Wh.* The Q. P. retakes it.

*Bl.* The Q. B. at his K. third square. (*i*)

## N O T E S.

(e) The Bishop retires, to avoid being attacked by the adversary's Queen's Pawn, because you would then be forced to take his Pawn with yours, which would separate your Pawns.

(f) He plays this Pawn to give an opening to the Rook; and this cannot be hindered, either he or you take.

(g) You should not take the Pawn which is offered you, because your King's Pawn would then lose its column; whereas, leaving yours to be taken, you supply its place by the Pawn of your Queen, and sustain it afterwards with your King's Bishop's Pawn: these two Pawns united will undoubtedly win the game.

(h) He takes the Pawn to pursue his design, which is, to give an opening to his Rook.

(i) He plays this Bishop, to enable him to push afterwards his Queen's Bishop's Pawn: you could, it is true, oblige him to double a Pawn, by taking his King's Bishop with that of your Queen, but this would make an opening to his Queen's Rook: besides, a double Pawn, when tied to other Pawns, is by no means disadvantageous; however, the present move will be the subject of a back game, making him take your Queen's Bishop with that of his King.

13.

*Wb.* The K. Kt. at his K. B. fourth square. (*k*)  
*Bl.* The Q. at her K. second square.

14.

*Wb.* The Q. B. takes the black B. (*l*)  
*Bl.* The P. takes the B.

15.

*Wb.* The K. castles with his R. (*m*)  
*Bl.* The Q. Kt. at his Q. second square.

16.

*Wb.* The K. Kt. takes the B.  
*Bl.* The Q. retakes the Kt.

17.

*Wb.* The K. B. P. two moves.  
*Bl.* The K. Kt. at his Q. B. second square

18.

*Wb.* The Q. R. at its K. square.  
*Bl.* The K. Kt. P. one move. (*n*)

19.

*Wb.* The K. R. P. one move. (*o*)  
*Bl.* The Q. P. one move.

20.

*Wb.* The Kt. to his K. fourth square.  
*Bl.* The K. R. P. one move. (*p*)

21.

*Wb.* The Q. Kt. P. one move.  
*Bl.* The Q. R. P. one move.

## N O T E S.

(k) Your King's Pawn being as yet in no danger, your Knight attacks immediately his Bishop, in order to take him, or have him removed.

(l) It is always dangerous to let the adversary's King's Bishop stand on the direct line, which attacks your King's Bishop's Pawn; and, when your Queen's Pawn cannot close that direction, it is necessary to oppose him by your Queen's Bishop, and take his Bishop for every other piece, as soon as an occasion offers.

(m) You castle on that side, in order to sustain and strengthen your King's Bishop's Pawn, which you will advance two steps as soon as your King's Pawn is attacked.

(n) He is forced to push this Pawn, to hinder you from playing your King's Bishop's Pawn upon his Queen, which would give you two Pawns in a front line upon his ground.

(o) This Pawn is played to enable you to push your King's Knight's Pawn two steps.

(p) He plays this Pawn to hinder your Knight entering into his game, and forcing his Queen to remove, which would immediately make an open field for your Pawns.



22.

*Wb.* The K. Kt. P. two moves.*Bl.* The K. Kt. at his Q. fourth square.

23.

*Wb.* The Kt. at his K. Kts. third square. (*q*)*Bl.* The K. Kt. at the adversary's K. third square. (*r*)

24.

*Wb.* The Q. R. takes the Kt.*Bl.* The P. retakes the R.

25.

*Wb.* The Q. takes the P.*Bl.* The Q. R. takes the P. of the opposite R.

26.

*Wb.* The R. to its K. square. (*s*)*Bl.* The Q. takes the adversary's Q. Kt. P.

27.

*Wb.* The Q. at her K. fourth square.*Bl.* The Q. at her K. third square. (*t*)

28.

*Wb.* The K. B. P. one move.*Bl.* The P. takes the P.

29.

*Wb.* The P. retakes the P. (*u*)*Bl.* The Q. at her fourth square.

30.

*Wb.* The Q. takes the Q.*Bl.* The P. retakes the Q.

31.

*Wb.* The B. takes the P. in his way.*Bl.* The Kt. at his third square.

## N O T E S.

(*q*) You play this Knight to enable yourself to push your King's Bishop's Pawn next, which will be then supported by three pieces, the Rook, the Bishop, and the Knight.

(*r*) He plays this Knight, in order to cut off the communication between your pieces, and break the strength of your Pawns; which he would undoubtedly do, by pushing his King's Knight's Pawn; but you prevent his design, by sacrificing your Rook.

(*s*) You play that Rook to support your King's Pawn, which would be left in the lurch, were you to push your King's Bishop's Pawn.

(*t*) The Queen returns to this square, in order to hinder the check-mate, now ready prepared.

(*u*) The Queen offers to be exchanged with the other Queen, in order to break the scheme of a check-mate, by the Bishop and the adversary's Queen.

32.

*Wb.* The K. B. P. one move. (x)

*Bl.* The Q. R. at the adversary's Q. Kt. second square.

33.

*Wb.* The B. at the Q. third square.

*Bl.* The K. at his B. second square.

34.

*Wb.* The B. at the adversary's K. B. fourth square. (y)

*Bl.* The Kt. at the adversary's Q. B. fourth square.

35.

*Wb.* The Kt. at the adversary's K. R. fourth square.

*Bl.* The K. R. gives check.

36.

*Wb.* The B. covers the check.

*Bl.* The Kt. at the adversary's Q. second square.

37.

*Wb.* The K. P. gives check.

*Bl.* The K. at his Kt. third square. (z) ♞

38.

*Wb.* The K. B. P. one move.

*Bl.* The R. at his K. B. square.

39.

*Wb.* The Kt. gives check at the fourth square of his K. B.

*Bl.* The K. at his Kt. second square.

40.

*Wb.* The B. at the adversary's K. R. fourth sq.

*Bl.* Plays any where: the white pushes to Q.

## N O T E S.

(x) You are to observe, that when your Bishop runs upon the white squares, you must put your Pawns upon the black ones; or, if your Bishop runs upon the black, you must have your Pawns upon the white; because, then, your Bishop may prevent the adversary's pieces getting between your Pawns. This rule is hardly ever to be dispensed with, in case you attack, and have some Pawns advanced; but, in case of a defence, the rule must be reversed, and the Pawns set upon the Bishop's colour.

(y) Here is an example of the above-mentioned note: if your Bishop was black, your adversary's King might get in between your two Pawns.

(z) As the King may retire to his Bishop's square, we will make it the subject of a second back game.

## FIRST BACK GAME,

*Of the first Party, on the twelfth move of  
the Black.*

12.

*Wb.* The Q. P. retakes it.

*Bl.* The K. B. takes the adversary's Q. B.

13.

*Wb.* The Q. retakes the B.

*Bl.* The Q. B. at his K. third square.

14.

*Wb.* The K. Kt. at his K. B. fourth square.

*Bl.* The Q. at her K. second square.

15.

*Wb.* The Kt. takes the B.

*Bl.* The Q. takes the Kt.

16.

*Wb.* The K. castles with his R.

*Bl.* The Q. Kt. at his Q. second square.

17.

*Wb.* The K. B. P. two moves.

*Bl.* The K. Kt. P. one move.

18.

*Wb.* The K. R. P. one move.

*Bl.* The K. Kt. at his second square.

19.

*Wb.* The K. Kt. P. two moves.

*Bl.* The Q. B. P. one move.

20.

*Wb.* The Kt. at his K. second square.

*Bl.* The Q. P. one move.

21.

*Wb.* The Q. at her second square.

*Bl.* The Q. Kt. at his third square.

22.

*Wb.* The Kt. at his K. Kt. third square.

*Bl.* The Q. Kt. at his Q. fourth square.

23.

*Wb.* The Q. R. at its K. square.

*Bl.* The Q. Kt. at the adversary's K. third square.

24.

*Wb.* The R. takes the Kt.

*Bl.* The P. retakes the R.

25.

*Wb.* The Q. retakes the P.

*Bl.* The Q. takes the adversary's Q. R. P.

26.

*Wb.* The K. B. P. one move.

*Bl.* The Q. takes the P.

27.

*Wb.* The K. B. P. one move.

*Bl.* The Kt. at his K. square.

28.

*Wb.* The K. Kt. P. one move.

*Bl.* The Q. at the adversary's Q. fourth square.

29.

*Wb.* The Q. takes the Q.

*Bl.* The P. retakes the Q.

30.

*Wb.* The K. P. one move.

*Bl.* The Kt. at his Q. third square.

- 31.
- Wb.* The Kt. at his K. fourth square.  
*Bl.* The Kt. at his K. B. fourth square.
- 32.
- Wb.* The R. takes the Kt.  
*Bl.* The P. retakes the R.
- 33.
- Wb.* The Kt. at the adversary's Q. third square.  
*Bl.* The K. B. P. one move, or any where,  
the game being unavoidably lost.
- 34.
- Wb.* The K. P. one move.  
*Bl.* The R. at his Q. Kts. square.
- 35.
- Wb.* The B. gives check.  
*Bl.* The K. retires, having but one place.
- 36.
- Wb.* The Kt. gives check.  
*Bl.* The K. removes where he can.
- 37.
- Wb.* The Kt. at the adversary's Q. square,  
gives a discovering check.  
*Bl.* The K. moves where he can.
- 38.
- Wb.* Pushes the K. P. makes a Q. and gives  
check-mat.

## SECOND BACK GAME,

*Of the first Party, on the thirty-seventh move of  
the Black.*

37.

*Wb.* The K. P. gives check.

*Bl.* The K. at his B. square.

38.

*Wb.* The R. at her Q. R. square.

*Bl.* The R. gives check at the adversary's  
Q. Kt. square.

39.

*Wb.* The R. takes the R.

*Bl.* The Kt. retakes the R.

40.

*Wb.* The K. at his R. second square.

*Bl.* The Kt. at the adversary's Q. B. third  
square.

41.

*Wb.* The Kt. at his K. B. fourth square.

*Bl.* The Kt. at the adversary's K. fourth  
square.

42.

*Wb.* The Kt. takes the P.

*Bl.* The R. at his K. Kts. fourth square.

43.

*Wb.* The K. P. one move, and gives check.

*Bl.* The K. at his B. second square.

44.

*Wb.* The B. gives check at the adversary's  
K. third square.

*Bl.* The K. takes the B.

45.

*Wb.* The K. P. makes a Q. and wins the game.



## SECOND PARTY,

*With three back games: the first on the third, the second on the eighth, and the last on the twenty-sixth move of the Black.*

1.

*Wb.* The K. P. two moves.

*Bl.* The same.

2.

*Wb.* The K. B. at his Q. B. fourth square.

*Bl.* The Q. B. P. one move.

3.

*Wb.* The Q. P. two moves. (*a*)

*Bl.* The P. takes the P. (*b*)

4.

*Wb.* The Q. retakes the P.

*Bl.* The Q. P. one move.

5.

*Wb.* The K. B. P. two moves.

*Bl.* The Q. B. at his K. third square. (*c*)

6.

*Wb.* The K. B. at his Q. third square.

*Bl.* The Q. P. one move.

7.

*Wb.* The K. P. one move.

*Bl.* The Q. B. P. one move.

8.

*Wb.* The Q. at her K. B. second square.

*Bl.* The Q. Kt. at his Q. B. third square. (*d*)

## N O T E S.

(a) It is absolutely necessary to push this Pawn two steps to prevent your adversary from bringing his Pawns into the centre of the board, which he certainly could do by pushing his Queen's Pawn two steps, and attacking your Bishop, which would give him the move and attack upon you.

(b) Had he pushed his Queen's Pawn two steps, instead of taking, it would have quite altered the game, so we will make it the subject of a back game.

(c) He has two reasons for playing this Bishop: the first is, to push his Queen's Pawn, in order to make room for his King's Bishop; the second, to oppose it to your King's Bishop, and get rid of him in time, according to the rule prescribed in the first game.

(d) If, instead of getting out his pieces, as he does by playing his Knight, he should continue to push on his Pawns, he might easily lose the game: it must be observed, that one or two Pawns, too far advanced, may be reckoned as good as lost, except when all the pieces have an open field to protect them, or when the same Pawns may be sustained or supplied by others. This will be shewn by a back game that will convince you, that two Pawns in a front line, situated upon the chess-board's fourth square, are better than upon the sixth square.

9.

*Wb.* The Q. B. P. one move.

*Bl.* The K. Kt. P. one move.

10.

*Wb.* The K. R. P. one move.

*Bl.* The K. R. P. two moves. (e)

11.

*Wb.* The K. Kt. P. one move. (f)

*Bl.* The K. Kt. at his R. third square.

12.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The K. B. at his K. second square.

13.

*Wb.* The Q. R. P. two moves.

*Bl.* The K. Kt. at his B. fourth square.

14.

*Wb.* The K. at his B. square.

*Bl.* The K. R. P. one move.

15.

*Wb.* The K. Kt. P. one move.

*Bl.* The Kt. gives check to the K. and to the R.

16.

*Wb.* The K. at his Kt. second square.

*Bl.* The Kt. takes the R.

17.

*Wb.* The K. takes the Kt. (g)

*Bl.* The Q. at her second square.

## N O T E S.

(e) He pushes this Pawn two steps to prevent your Pawns falling upon his.—Here it must be observed, two equal bodies of Pawns are on the board: you have four to three on your King's side, and he likewise has four to three on his Queen's side; he that is first able to separate his adversary's Pawns, on the side where they are most in number, will undoubtedly win the game.

(f) This move is most material, because by pushing his King's Rook's Pawn one move, he would immediately cut off the communication between your Pawns: your King's Knight's Pawn could not then join that of your Bishop, without being exposed to be taken by his Rook's Pawn.

(g) Though a Rook is commonly a better piece than a Knight, yet your game may be better than his: because, notwithstanding this loss, your King is safe, and you are the better enabled to form your attack on which ever side your adversary may chuse to castle.

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18.

*Wb.* The Q. at her K. Kt. square. (*b*)

*Bl.* The Q. R. P. two moves.

19.

*Wb.* The Q. B. at his K. third square. (*i*)

*Bl.* The Q. Kt. P. one move.

20.

*Wb.* The Q. Kt. at his R. third square.

*Bl.* The K. castles on his Q. side. (*k*)

21.

*Wb.* The K. B. gives check.

*Bl.* The K. at his Q. B. second square.

22.

*Wb.* The Q. Kt. at his Q. B. second square. (*l*)

*Bl.* The Q. R. at its own square.

23.

*Wb.* The K. B. at the adversary's Q. Kt. fourth square.

*Bl.* The Q. at her own square. (*m*)

24.

*Wb.* The Q. Kt. P. two moves.

*Bl.* The Q. at her K. B. square.

25.

*Wb.* The Q. Kt. P. takes the adverse Q. B. P.

*Bl.* The Q. Kt. P. retakes the P.

## N O T E S.

(*b*) It is essential to play your Queen to sustain your King's Knight's Pawn, lest he should sacrifice his Bishop for your two Pawns, which he certainly would do; because all the strength of your game consisting in your Pawns, the breaking of them would give him the attack upon you, and probably make you lose the game.

(*i*) You play this Bishop in order to engage your adversary to push his Queen's Bishop's Pawn, which would give you the game very soon, by making an opening for your Knights.

(*k*) He castles on that side to avoid the strength of your Pawn upon his King, and the more so, because they are already farther advanced than those on the side of your Queen.

(*l*) Had you given him check with this Knight, you would have entangled your Bishop, and lost many moves: it is therefore better to go back.

(*m*) He brings back his Queen to her own home, with a design to put her next at her King's Bishop's square, and better sustain his Queen's Bishop's Pawn.

26.

*Wb.* The K. Kt. at his Q. second square. (*n*)*Bl.* The Q. B. P. one move. (*o*)

27.

*Wb.* The K. Kt. at his B. third square.*Bl.* The K. B. P. one move. (*p*)

28.

*Wb.* The Q. B. gives check.*Bl.* The K. at his Q. Kts. second square.

29.

*Wb.* The B. takes the Kt. and gives check.*Bl.* The K. takes the B.

30.

*Wb.* The K. Kt. gives check.*Bl.* The K. at his Q. second square. (*q*)

31.

*Wb.* The K. B. P. one move.*Bl.* The B. at his K. Kts. square.

32.

*Wb.* The K. P. gives check.*Bl.* The K. at his own square.

33.

*Wb.* The K. Kt. at the adversary's Q. Kt.  
fourth square.*Bl.* The K. B. at his Q. third square.

34.

*Wb.* The Q. at her fourth square. (*r*)*Bl.* Lost every where.

## N O T E S.

(n) You play this Knight with a view to pursue your attack on his Pawn.

(o) He plays this Pawn in order to gain a move, and to hinder your King's Knight from placing himself at your Queen's Knight's third square; but as this move may be play'd otherways, it will be the subject of a back game.

(p) Let him now play what he will, all is lost for him; because your Knights have got a free passage into his game.

(q) If his King takes your Queen's Bishop, you have his Queen by a discovered check upon him; and if he removes his King elsewhere, he loses his Queen's Bishop.

(r) The Queen next takes the adversary's Queen's Pawn, exposes every one of his pieces, and wins the game.



## FIRST BACK GAME,

*On the third move of the Black.*

3.  
*Wb.* The Q. P. two moves.  
*Bl.* The same.

4.  
*Wb.* The K. P. takes the P.  
*Bl.* The Q. B. P. retakes the P.

5.  
*Wb.* The B. gives check.  
*Bl.* The Q. B. covers the check.

6.  
*Wb.* The K. B. takes the B.  
*Bl.* The Q. Kt. retakes the B.

7.  
*Wb.* The Q. P. takes the P.  
*Bl.* The Kt. retakes the P.

8.  
*Wb.* The Q. at her K. second square.  
*Bl.* The same.

9.  
*Wb.* The Q. Kt. at his B. third square.  
*Bl.* The K. castles.

10.  
*Wb.* The B. at his K. B. fourth square.  
*Bl.* The Q. Kt. at his B. third square.

11.  
*Wb.* The K. castles.  
*Bl.* The Q. takes the Q.

12.

*Wb.* The K. Kt. retakes the Q.*Bl.* The Q. P. one move.

13.

*Wb.* The Q. Kt. at his K. fourth square.*Bl.* The K. B. P. one move.

14.

*Wb.* The K. R. P. two moves.*Bl.* The K. R. P. the same.

15.

*Wb.* The K. R. at its third square.*Bl.* The K. Kt. at his R. third square.

16.

*Wb.* The B. takes the Kt.*Bl.* The R. retakes the B.

17.

*Wb.* The K. R. at its Q. third square.*Bl.* The Q. R. at its K. square.

18.

*Wb.* The K. Kt. takes the P.*Bl.* The Kt. at the adverse Q. Kt. fourth square.

19.

*Wb.* The K. R. at its K. third square.*Bl.* The Kt. takes the R. P. and gives check.

20.

*Wb.* The K. at his Q. Kt. square.*Bl.* The Kt. retires.

21.

*Wb.* The Kt. checks the K. and R. at once,  
&c. &c.

## SECOND BACK GAME,

*On the eighth move of the Black.*

8.

*Wb.* The Q. at her K. B. second square.*Bl.* The Q. B. P. one move.

9.

*Wb.* The K. B. at his K. second square.*Bl.* The Q. P. one move.

10.

*Wb.* The Q. B. P. one move.*Bl.* The Q. P. one move.

11.

*Wb.* The K. B. at his third square.*Bl.* The Q. B. at his Q. fourth square.

12.

*Wb.* The Q. Kt. P. one move.*Bl.* The Q. Kt. P. two moves.

13.

*Wb.* The Q. R. P. two moves.*Bl.* The Q. B. P. takes the P.

14.

*Wb.* The Q. R. P. takes the P.*Bl.* The Q. B. takes the adversary's B.

15.

*Wb.* The K. Kt. retakes the B.*Bl.* The Q. Kt. at his Q. second square.

16.

*Wh.* The Q. B. at his K. third square.*Bl.* The R. at his Q. Kt. square.

17.

*Wh.* The Q. B. P. one move.*Bl.* The Q. Kt. at his third square.

18.

*Wh.* The Q. Kt. at his Q. second square.*Bl.* The K. B. at the adversary's Q. Kt. fourth square.

19.

*Wh.* The K. castles, and will undoubtedly win the game.

## THIRD BACK GAME,

*On the twenty-sixth move of the Black.*

26.

*Wh.* The K. Kt. at his Q. second square.

*Bl.* The K. B. P. one move.

27.

*Wh.* The K. Kt. at his Q. Kt. third square.

*Bl.* The Q. B. P. one move.

28.

*Wh.* The Q. B. gives check.

*Bl.* The K. at his Q. Kt. second square.

29.

*Wh.* The K. Kt. gives check at the adverfay's

Q. B. fourth square.

*Bl.* The K. B. takes the Kt.

30.

*Wh.* The Q. B. takes the B.

*Bl.* The Q. at her B. square.

31.

*Wh.* The R. at its Q. Kt. square.

*Bl.* The K. at his Q. B. second square.

32.

*Wh.* The Q. B. gives check at the adversary's  
 Q. third square.

*Bl.* The K. at his Q. square.

33.

*Wh.* The Q. gives check at the adversary's  
 Q. Kt. third square.

*Bl.* The K. any where, loses the game.

## T H I R D P A R T Y,

*With three back games, beginning with the Black.*

N. B. This game is not quite exact; but the first moves of the white are very well calculated, especially when some odds are granted.

1.

*Bl.* The K. P. two moves.

*Wb.* The same.

2.

*Bl.* The K. Kt. at his B. third square.

*Wb.* The Q. P. one move.

3.

*Bl.* The K. B. at his Q. B. fourth square.

*Wb.* The K. B. P. two moves. (*a*)

4.

*Bl.* The Q. P. one move.

*Wb.* The Q. B. P. one move.

5.

*Bl.* The K. P. takes the P. (*b*)

*Wb.* The Q. B. retakes the P.

6.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

*Wb.* The K. Kt. at his B. third square.

7.

*Bl.* The Q. Kt. at his Q. second square. (*c*)

*Wb.* The Q. P. one move.

## N O T E S.

(a) It is always advantageous to change your King's Bishop's Pawn for his King's Pawn, because, by that means, your King's and Queen's Pawns may place themselves in the centre of the chess-board; besides, in castling on the right wing, your Rook finds itself free and able to act from the very beginning of the game, as will be shewn by a back game on the same play.

(b) If your adversary refuses taking your Bishop's Pawn, you are still to leave it exposed, and not move it forward until he has castled; and you must afterwards, with the Pawns of your right wing, form your attack upon the Pawns which cover his King, as is explained in a back game on that move. You are also to observe, as a general rule, not to determine easily to push on the Pawns of either your right or left wing before your adversary's King has castled, because he will otherways retire on the side where your Pawns are less advanced, and consequently less able to hurt him.

(c) Should he take your Knight with his Bishop, you must take his with your Pawn, in order to bring the strength of your Pawns towards the centre.



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8.

*Bl.* The B. retires.

*Wb.* The K. B. at his Q. third square. (*d*)

9.

*Bl.* The Q. at her K. second square.

*Wb.* The same.

10.

*Bl.* The K. castles with his R. (*e*)

*Wb.* The Q. Kt. at his Q. second square.

11.

*Bl.* The K. Kt. at his R. fourth square. (*f*)

*Wb.* The Q. at her K. third square.

## N O T E S.

(d) This is the best square your King's Bishop can chuse, except the fourth of your Queen's Bishop: in that place he may be of use in forming your attack upon the King's Rook's Pawn, in case he castles on his left side.

(e) If he had castled on his Queen's side, it would then have been your game to castle on your King's side, in order to attack him afterwards more easily with the Pawns on your left. Again, it being necessary to observe, as a general rule, that as it is often dangerous to attack the adversary too soon, here likewise you must be reminded not to be too hasty in your attack, until your Pawns are previously sustained by one another, and also by your pieces, otherways those premature attacks will be unsuccessful, as shall be shewn by a back game on this play.

(f) He plays the Knight to make room for his King's Bishop's Pawn, with a design next to advance it two steps to try to break the line of your Pawns.

D

12.

*Bl.* The K. Kt. takes the B. (*g*)

*Wb.* The Q. retakes the Kt.

13.

*Bl.* The Q. B. takes the Kt. (*b*)

*Wb.* The P. retakes the B.

14.

*Bl.* The K. B. P. two moves.

*Wb.* The Q. at her K. Kt. third square.

15.

*Bl.* K. B. P. taks the P.

*Wb.* The B. P. retakes it.

16.

*Bl.* The K. R. at its K. B. third square. (*i*)

*Wb.* The K. R. P. two moves. (*k*)

17.

*Bl.* The Q. R. at its K. B. square.

*Wb.* The K. castles with his Q. R.

## . N O T E S.

(g) If he had pushed his King's Bishop's Pawn two steps, instead of taking your Bishop, you should then have attacked his Queen with your Queen's Bishop, and then pushed your King's Rook's Pawn upon his Bishop, to force him to take your Knight; in this case your best way would be to retake his Bishop with your Pawn, in order the better to support your King's Pawn, and replace it in case it be taken.

(b) If he did not take this Knight, his Bishop would remain imprisoned by your Pawns; or he would lose three moves, which loss would entirely ruin his games.

(i) He plays this Rook with the design either to attack and remove your Queen, or to double it, if necessary, with his other Rook.

(k) You push this Pawn two steps, to give room to your Queen, in case your adversary attacks her with his King's Rook.

18.

*Bl.* The Q. B. P. two moves.

*Wb.* The K. P. one move. (1)

19.

*Bl.* The Q. P. takes the P.

*Wb.* The Q. P. one move.

## N O T E S.

(1) Here is a move as difficult to comprehend as to be well explained ; in the first place you are to observe, that when you find yourself with a string of Pawns following one another, the Pawn which is at the head of them must strive to preserve its post, your King's Pawn not being upon the same coloured squares, or in oblique line with the others, your adversary has pushed his Queen's Bishop's Pawn for two reasons ; the first, to engage you to move forward your Queen's Pawn, which would then be stopped by that of his Queen, and by that means to render useless your King's Pawn thus left behind ; the second is, to prevent at the same time your King's Bishop from battering upon his King's Rook's Pawn, you ought therefore to push your King's Pawn forward upon his Rook, and even sacrifice it, because your adversary by taking it, opens a free passage to the Pawn of your Queen, which you are to advance immediately, and sustain in case of need, with your others, in order to try to make a Queen with it, or draw some other considerable advantage from it, to win the game. It is true that his Queen's Pawn being now on the same line with its King, appears to have the same advantage of having no opposition from your Pawns to make a Queen, however the difference is great, because his Pawn being

D 3

entirely

20.

*Bl.* The B. at his Q. B. second square.  
*Wb.* The Kt. at his K. fourth square. (*m*)

21.

*Bl.* The K. R. at the adverfe K. B. third square.  
*Wb.* The Q. at her K. Kt. second square.

22.

*Bl.* The Q. at her K. B. second square. (*n*)  
*Wb.* The Kt. at the adverfe K. Kt. fourth square.

23.

*Bl.* The Q. gives check.  
*Wb.* The K. at her Q. Kt. square.

24.

*Bl.* The R. takes the B. (*o*)  
*Wb.* The R. retakes the R.

25.

*Bl.* The Q. at her K. B. fourth square.  
*Wb.* The Q. at her K. fourth square. (*p*)

26.

*Bl.* The Q. takes the Q.  
*Wb.* The Kt. retakes the Q.

27.

*Bl.* The R. at the adverfe K. B. fourth square.  
*Wb.* The Kt. at the adverfe K. Kt. fourth square.

## N O T E S.

entirely separated and incapable of being joined to, or sustained by any of the others, will always be in danger of being seized on its road by any of your pieces at war with it. This move, as I observed before, is very difficult; and one must be already a good player to judge well of it.

(*m*) It was necessary to play this Knight, in order to stop his King's Pawn; the more so, because this very Pawn, in its present situation, stops the passage of its own Bishop, and even of its Knight.

(*n*) He plays his Queen, in order afterwards to give check, but if, instead of playing her, he had pushed his King's Rook's Pawn, to hinder the attack of your Knight, you must have pushed your Queen's Pawn one step, which would have insured you the game.

(*o*) He takes this Bishop to save his King's Rook's Pawn; besides, that Bishop proves more incommodious to him than all your other pieces, and by this play he keeps your Queen's Rook in check with his Queen.

(*p*) Having the advantage of a Rook against a Bishop, towards the end of a party, you will gain by changing the Queen; because, his Queen is troublesome to you in her present situation, and to avoid the check-mate, he finds himself under the necessity of taking her.



28.

*Bl.* The Q. B. P. one move.*Wb.* The Q. R. at her K. Kt. third square.

29.

*Bl.* The Kt. at his Q. B. fourth square.*Wb.* The Kt. at the adverse K. third square.

30.

*Bl.* The Kt. takes the Kt.*Wb.* The P. retakes the Kt.

31.

*Bl.* The R. at its K. B. third square.*Wb.* The K. R. at its Q. square. (*q*)

32.

*Bl.* The R. takes the P.*Wb.* The K. R. at the adverse Q. second square, and wins the game.

(9) You must make yourself master of the openings, to bring the Rooks into play, especially at the latter end of the game.

## FIRST BACK GAME,

*On the third move of the Black.*

- 3.
- Bl.* The Q. P. two moves.  
*Wb.* The K. B. P. two moves.
- 4.
- Bl.* The Q. P. takes the P.  
*Wb.* The K. B. P. takes the K. P.
- 5.
- Bl.* The K. Kt. at the adverse K. Kt. fourth square.  
*Wb.* The Q. P. one move.
- 6.
- Bl.* The K. B. P. two moves.  
*Wb.* The K. B. at his Q. B. fourth square.
- 7.
- Bl.* The Q. B. P. two moves.  
*Wb.* The Q. B. P. one move.
- 8.
- Bl.* The Q. Kt. at his B. third square.  
*Wb.* The K. Kt. at his K. second square.
- 9.
- Bl.* The K. R. P. two moves.  
*Wb.* The K. R. P. one move.
- 10.
- Bl.* The K. Kt. at his R. third square,  
*Wb.* The K. castles.
- 11.
- Bl.* The Q. Kt. at his R. fourth square.  
*Wb.* The B. gives check.

12.

*Bl.* The B. covers the check,

*Wb.* The B. takes the B.

13.

*Bl.* The Q. retakes the B.

*Wb.* The Q. P. one move.

14.

*Bl.* The Q. B. P. one move.

*Wb.* The Q. Kt. P. two moves.

15.

*Bl.* The Q. B. P. takes it, passing by.

*Wb.* The R. P. retakes the P.

16.

*Bl.* The Q. Kt. P. one move.

*Wb.* The Q. B. at his K. third square.

17.

*Bl.* The B. at his K. second square.

*Wb.* The K. Kt. at his K. B. fourth square.

18.

*Bl.* The K. Kt. at his own square.

*Wb.* The K. Kt. at the adverse K. Kt. third square.

19.

*Bl.* The K. R. at its second square.

*Wb.* The K. P. one move.

20.

*Bl.* The Q. at her Kt. second square.

*Wb.* The Q. P. one move.

21.

*Bl.* The K. B. at his third square.

*Wb.* The K. R. takes the P.

22.

*Bl.* The K. castles.

*Wb.* The K. R. takes the adverse Q. Kt.

23.

*Bl.* The P. takes the R.

*Wb.* The Q. R. takes the P.

24.

*Bl.* The Q. R. P. one move.

*Wb.* The R. gives check.

25.

*Bl.* The K. retires.

*Wb.* The R. at the adverse Q. B. second square.

26.

*Bl.* The Q. at her Kt. fourth square.

*Wb.* The Q. Kt. at his R. third square.

27.

*Bl.* The Q. at her K. B. fourth square.

*Wb.* The Q. Kt. at his B. fourth square.

28.

*Bl.* The Q. takes the Kt. knowing not  
how to do better.

*Wb.* The B. gives check.

29.

*Bl.* The K. retires.

*Wb.* The Kt. gives check-mate.

SECOND BACK GAME,

*On the fifth move of the Black.*

5.  
*Bl.* The K. castles.  
*Wh.* The K. B. P. one move.

6.  
*Bl.* The Q. P. one move.  
*Wh.* The Q. at her K. B. third square.

7.  
*Bl.* The Q. P. takes the P.  
*Wh.* The Q. P. retakes the P.

8.  
*Bl.* The Q. R. P. two moves.  
*Wh.* The K. Kt. P. two moves.

9.  
*Bl.* The Q. at her third square.  
*Wh.* The K. Kt. P. one move.

10.  
*Bl.* The K. Kt. at his K. square.  
*Wh.* The K. B. at his Q. B. fourth square.

11.  
*Bl.* The Q. B. P. one move.  
*Wh.* The Q. at the adverse K. R. fourth square.

12.

*Bl.* The *Q.* Kt. P. two moves.*Wh.* The *K.* Kt. P. one move.

13.

*Bl.* The *K.* R. P. one move.*Wh.* The *B.* takes the adverse *K.* B. P.

14.

*Bl.* The *K.* at his *R.* square.*Wh.* The *Q.* B. takes the adverse *K.* R. P.

15.

*Bl.* The *K.* Kt. at his *B.* third square.*Wh.* The *Q.* at her *K.* R. fourth square, and  
wins the game.

## THIRD BACK GAME,

*On the tenth move of the Black.*

10.

*Bl.* The K. castles with the Q. R.*Wb.* The K. castles on his R. side.

11.

*Bl.* The K. R. P. one move.*Wb.* The Q. Kt. at his Q. second square.

12.

*Bl.* The K. Kt. P. two moves.*Wb.* The Q. B. at his K. third square.

13.

*Bl.* The Q. R. at his K. Kt. square.*Wb.* The Q. Kt. P. two moves.

14.

*Bl.* The K. R. P. one move.*Wb.* The Q. R. P. two moves.

15.

*Bl.* The B. takes the Kt..*Wb.* The Q. retakes the B.

16.

*Bl.* The K. Kt. P. one move.*Wb.* The Q. at her K. second square.



17.

*Bl.* The Q. B. P. one move.

*Wb.* The Q. R. P. one move.

18.

*Bl.* The B. at his Q. B. second square.

*Wb.* The Q. B. P. one move.

19.

*Bl.* The K. R. P. one move.

*Wb.* The K. R. at its Q. Kt. square.

20.

*Bl.* The K. R. at its fourth square.

*Wb.* The Q. B. P. one move.

21.

*Bl.* The Q. P. one move.

*Wb.* The K. P. one move.

22.

*Bl.* The K. Kt. at his K. square.

*Wb.* The Q. Kt. P. one move.

23.

*Bl.* The P. takes the P.

*Wb.* The K. R. retakes the P.

24.

*Bl.* The Q. R. P. one move.

*Wb.* The K. R. at his Q. Kt. fourth square.

25.

*Bl.* The K. B. P. one move.

*Wb.* The K. B. takes the Q. R. P.

26.

*Bl.* The P. retakes the B.*Wb.* The Q. retakes the P. and gives check.

27.

*Bl.* The K. retires.*Wb.* The Q. gives check.

28.

*Bl.* The Kt. covers the check.*Wb.* The Q. R. P. one move.

29.

*Bl.* The K. at his Q. second square.*Wb.* The Q. takes the adverse Q. P. and gives check.

30.

*Bl.* The K. retires.*Wb.* The Q. R. P. one move, and by different ways wins the game, without going further.

E

FOURTH PARTY,

*With two back games, the first on the fifth,  
and the other from the sixth move.*

1.

*Bl.* The K. P. two moves.

*Wb.* The same.

2.

*Bl.* The Q. B. P. one move. (*a*)

*Wb.* The Q. P. two moves.

3.

*Bl.* The P. takes the P.

*Wb.* The Q. retakes the P.

4.

*Bl.* The Q. P. one move. (*b*)

*Wb.* The K. B. P. two moves.

5.

*Bl.* The K. B. P. two moves. (*c*)

*Wb.* The K. P. one move. (*d*)

## N O T E S.

(a) This Pawn is very ill played at the second move, because by pushing your Queen's Pawn two steps, you regain the advantage of the move.

(b) If, instead of this Pawn, he had moved the King's Knight to his King's second square, you would have pushed your King's Pawn forwards, and sustained it afterwards with your King's Bishop's Pawn.

(c) If, instead of pushing this Pawn, he had moved his Queen's Bishop to his King's third square, you must have moved your King's Bishop to his Queen's third square; and then the situation of the game would have been exactly as it is at the sixth move of the Second Party: but if he had attacked your Queen with his Queen's Bishop's Pawn, he would have played very ill, because the Pawn at the head of those which are on his Queen's side would be left behind. *Vide note (1).*

(d) It is a general rule, that you must avoid changing your King's Pawn for your adversary's King's Bishop's Pawn. You are to observe the same rule with regard to your Queen's Pawn against his Queen's Bishop's Pawn; because it is proved, that the King's and Queen's Pawns are better than the others; since they, occupying the centre, hinder your adversary's pieces from taking the most advantageous posts.

6.

*Bl.* The Q. P. one move. (e)*Wb.* The Q. at her K. B. second square.

7.

*Bl.* The Q. B. at his K. third square.*Wb.* The K. Kt. at his B. third square.

8.

*Bl.* The Q. Kt. at his Q. second square.*Wb.* The K. Kt. at his Q. fourth square.

9.

*Bl.* The K. B. at his Q. B. fourth square.*Wb.* The Q. B. P. one move.

10.

*Bl.* The Q. at her Kt. third square.*Wb.* The Q. B. at his K. third square.

11.

*Bl.* The K. B. takes the Kt.*Wb.* The P. retakes the B. (f)

12.

*Bl.* The K. Kt. at his K. second square.*Wb.* The K. B. at his Q. third square.

13.

*Bl.* The K. castles with his R.*Wb.* The K. R. P. one move.

14.

*Bl.* The Q. at her B. second square. (g)*Wb.* The K. Kt. P. two moves.

## N O T E S.

(e) If, instead of pushing this Pawn, he had taken your King's Pawn, you should then have taken his Queen, and afterwards have retaken his Pawn; thus hindering him from castling, you preserve the attack upon him: but as he could play his Queen at her Bishop's second square, we will make that move the subject of a back game.

(f) When you have two bodies of Pawns separated, you must always strengthen the strongest side, by uniting at the centre as many Pawns as you possibly can.

(g) His Queen being now of no use in that place, he removes her to make room for his Pawns, with an intent to push them upon you.

15.

*Bl.* The K. Kt. P. one move,

*Wb.* The K. Kt. P. one move. (*b*)

16.

*Bl.* The Q. Kt. P. one move,

*Wb.* The Q. Kt. at his B. third square,

17.

*Bl.* The Q. B. P. one move.

*Wb.* The K. castles with his Q. R. (*i*)

18.

*Bl.* The P. takes the P.

*Wb.* The B. retakes the P.

19.

*Bl.* The Q. Kt. at his Q. B. fourth square,

*Wb.* The K. R. P. one move. (*k*)

20.

*Bl.* The Kt. takes the K. B.

*Wb.* The R. retakes the Kt.

21.

*Bl.* The Q. B. at his K. B. second square. (*l*)

*Wb.* The K. R. P. one move.

22.

*Bl.* The Q. Kt. P. one move. (*m*)

*Wb.* The Q. R. at its K. R. third square.

23.

*Bl.* The Q. Kt. P. one move.

*Wb.* The K. P. one move.

## N O T E S.

(*b*) By the pushing of this Pawn you obstruct the game; but you will always have it in your power to make an opening with your King's Rook's Pawn, as soon as your pieces are all ready to form and sustain your attack.

(*i*) You castle on your Queen's side to have a more free attack on your right; but, if instead of castling you take the Pawn offered to you, you thereby reunite in the centre your adversary's Pawns, which would prove no small hindrance to all your pieces.

(*k*) Had you taken the Knight with your Queen's Bishop, you had fallen into the error above-mentioned of reuniting his Pawns in the centre.

(*l*) He plays this Bishop to replace his King's Knight's Pawn, in case it be taken.

(*m*) He plays this Pawn to attack the Knight that covers your King, having nothing better in his power; for by taking your Pawn he would equally lose the game.



24.

*Bl.* The B. at his K. square. (*n*)

*Wh.* The K. R. P. takes the P.

25.

*Bl.* The B. retakes the P.

*Wh.* The R. takes the adverse K. R. P.

26.

*Bl.* The B. takes the R.

*Wh.* The K. R. takes the B.

27.

*Bl.* The K. takes the R.

*Wh.* The Q. gives check at his K. R.  
fourth square.

28.

*Bl.* The K. at his Kt. square.

*Wh.* The Q. gives check-mate. (*o*)

(n) If he takes the Pawn with his Bishop, he equally loses the game.

(o) You are to observe, that if you can succeed in making an opening upon the King with two or three Pawns you are certain to win the game.

## FIRST BACK GAME,

*On the fifth move of the Black.*

5.

*Bl.* The Q. B. P. one move.*Wb.* The K. B. gives check.

6.

*Bl.* The B. covers the check.*Wb.* The B. takes the B.

7.

*Bl.* The Q. retakes the B.*Wb.* The Q. at her third square.

8.

*Bl.* The Q. Kt. at his B. third square.*Wb.* The Q. B. P. two moves.

9.

*Bl.* The Q. Kt. at the adversary's Q. Kt. fourth square.*Wb.* The Q. at her K. second square.

10.

*Bl.* The K. B. at his K. second square.*Wb.* The Q. Kt. at his B. third square.

11.

*Bl.* The K. B. at his third square.*Wb.* The Q. Kt. at the adversary's Q. fourth square.

12.

*Bl.* The Q. Kt. takes the Kt.*Wb.* The K. P. retakes the Kt.

<sup>13.</sup>  
*Bl.* The Kt. at his K. second square.  
*Wb.* The K. Kt. at his B. third square.

<sup>14.</sup>  
*Bl.* The K. castles with his R.  
*Wb.* The Q. at her third square.

<sup>15.</sup>  
*Bl.* The K. R. at its K. square.  
*Wb.* The K. at his B. second square.

<sup>16.</sup>  
*Bl.* The Kt. at his K. B. fourth square.  
*Wb.* The K. R. P. two moves.

<sup>17.</sup>  
*Bl.* The Kt. at the adversary's Q. fourth square.  
*Wb.* The Q. B. at his K. third square.

<sup>18.</sup>  
*Bl.* The Kt. takes the Kt.  
*Wb.* The K. retakes the Kt.

<sup>19.</sup>  
*Bl.* The B. takes the Q. Kt. P.  
*Wb.* The Q. R. attacks the B.

<sup>20.</sup>  
*Bl.* The B. retires to his third square.  
*Wb.* The K. Kt. P. two moves.

<sup>21.</sup>  
*Bl.* The K. Kt. P. one move.  
*Wb.* The same.

22.

*Bl.* The B. at his K. Kt. second square.

*Wb.* The K. R. P. one move.

23.

*Bl.* The K. R. at his K. second square.

*Wb.* The K. R. at its fourth square.

24.

*Bl.* The Q. R. at his K. square.

*Wb.* The B. at his Q. second square.

25.

*Bl.* The K. R. at the adversary's K. fourth square.

*Wb.* The R. P. takes the P.

26.

*Bl.* The R. P. retakes the P.

*Wb.* The Q. R. at her K. R. square,

27.

*Bl.* The Q. Kt. P. two moves.

*Wb.* The B. at his Q. B. third square,

28.

*Bl.* The R. gives check.

*Wb.* The K. at his B. second square,

29.

*Bl.* The R. takes the Q.

*Wb.* The K. R. gives check-mate, at the adversary's K. R. square.

## SECOND BACK GAME,

*Of the sixth move of the Black.*

6.

*Bl.* The Q. at her B. second square.*Wb.* The K. B. at his Q. B. fourth square.

7.

*Bl.* The Q. P. takes the P.*Wb.* The P. retakes the P.

8.

*Bl.* The Q. B. P. one move.*Wb.* The Q. at the adversary's Q. fourth square.

9.

*Bl.* The Q. Kt. at his B. third square.*Wb.* The K. Kt. at his B. third square.

10.

*Bl.* The Q. Kt. at the adversary's Q. Kt. fourth square.*Wb.* The Q. at her own square.

11.

*Bl.* The Q. R. P. one move.*Wb.* The Q. R. P. two moves.

12.

*Bl.* The K. Kt. at his K. second square.*Wb.* The K. castles.

13.

*Bl.* The K. Kt. P. one move.*Wb.* The Q. B. at the adverse K. Kt. fourth square.

14.

*Bl.* The K. B. at his Kt. second square.*Wb.* The Q. B. at the adverse K. B. third square.

15.

*Bl.* The K. Kt. at his own square.*Wb.* The Q. B. takes the B.

16.

*Bl.* The Q. retakes the B.*Wb.* The K. Kt. at the adverse K. Kt. fourth square.

17.

*Bl.* The K. Kt. at his R. third square.*Wb.* The Q. Kt. at his B. third square.

18.

*Bl.* The Q. Kt. at his B. third square.*Wb.* The Q. at the adverse Q. fourth square.

19.

*Bl.* The Q. Kt. at his K. second square.*Wb.* The Q. at the adverse Q. third square.

20.

*Bl.* The Q. B. at his Q. second square.*Wb.* The K. P. one move.

21.

*Bl.* The Q. B. at his third square.

*Wb.* The Q. R. at his Q. square.

22.

*Bl.* The K. Kt. at the adverse K. Kt. fourth square.

*Wb.* The Q. gives check at the adverse Q. second square.

23.

*Bl.* The B. takes the Q.

*Wb.* The P. retakes the B. and gives check.

24.

*Bl.* The K. at his Q. square.

*Wb.* The Kt. gives check-mate at the adverse K. third square.



## FIRST GAMBIT,

*With seven back games; two on the fourth move, one on the fifth, one on the sixth, two on the seventh, and the last on the eighth.*

1.

*Wb.* The K. P. two moves.

*Bl.* The same.

2.

*Wb.* The K. B. P. two moves

*Bl.* The K. P. takes the P.

3.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The K. Kt. P. two moves.

4.

*Wb.* The K. B. at his Q. B. fourth square. (a)

*Bl.* The K. B. at his Kt. second square. (b)

5.

*Wb.* The K. R. P. two moves. (c)

*Bl.* The K. R. P. one move. (d) ♞

## N O T E S.

(a) Instead of that move, you might have pushed your King's Rook's Pawn two steps, which would have changed the game. This will be the subject of a back game.

(b) If, instead of playing this Bishop, he had moved his King's Knight's Pawn one step, it would make another game. A fresh subject for a back game.

(c) By playing this Pawn you force him to defend his King's Knight's Pawn with that of his Rook, by which move you keep his King's Knight confined, nor can he then get out without leaving his Pawns exposed to be taken.

(d) There were two other ways of playing this; the first, by pushing his King's Bishop's Pawn one step, in which case you should sacrifice your Knight, in order afterwards to give check with your Queen, which would insure you the game; the second, by pushing his King's Knight's Pawn one step upon your Knight. Another subject of a back game.

6.

*Wh.* The Q. P. two moves.

*Bl.* The Q. P. one move. (e) ♖

7.

*Wh.* The Q. B. P. one move. ♖

*Bl.* The Q. B. P. one move. ♖ (f)

8.

*Wh.* The Q. at her K. second square.

*Bl.* The Q. B. at the adverse K. Kt. fourth square. ♖ (g)

## N O T E S.

(e) If, instead of that move, he had advanced one step his Queen's Bishop's Pawn, you must have played that of your King, in order afterwards to take by the way his Queen's Pawn, in case he was to push it two moves, with a design to obstruct your King's Bishop. Another subject for a back game.

N.B. You are to observe, that in the attack of Gambits, the King's Bishop is undoubtedly the best piece, and the King's Pawn the best Pawn.

(f) If, instead of moving this Pawn, he had played his Queen's Bishop either to his King's third square, or to your King's Knight's fourth square, he might have lost the game two different ways. This will be the subject of two back games on the same moves.

(g) He may now without any danger play his Bishop on this square, as your Queen can no more double your King's Bishop by attacking his two Pawns; but if, instead of that move, he had played his same Bishop to his King's third square, he would have lost the game. The subject of a back game.

9.  
*Wh.* The K. Kt. P. one move.  
*Bl.* The K. P. takes the K. Kt. P. (*b*)

10.  
*Wh.* The K. R. P. takes the P.  
*Bl.* The R. P. retakes the P.

11.  
*Wh.* The R. takes the R.  
*Bl.* The B. retakes the R.

12.  
*Wh.* The Q. B. takes the adverse K. Kt. P.  
*Bl.* The K. B. at his third square. (*i*)

13.  
*Wh.* The B. takes the B.  
*Bl.* The Q. retakes the B.

14.  
*Wh.* The Q. Kt. at his Q. second square.  
*Bl.* The same.

15.  
*Wh.* The K. castles  
*Bl.* The same.

16.  
*Wh.* The R. at its K. Kt. square.  
*Bl.* The Q. at the adverse K. B. fourth square.

17.  
*Wh.* The Q. at her K. Kt. second square.  
*Bl.* The K. B. P. two moves.

18.  
*Wh.* The Q. takes the P.  
*Bl.* The Q. takes the Q.

## N O T E S.

(b) It is very material in the attack of Gambits, not to spare your Pawns on the King's side, and even to sacrifice them all, if it be requisite, though merely for the sake of the adversary's King's Pawn, because it hinders your Queen's Bishop from coming into play, and joining the pieces that form your attack.

(i) If, instead of playing that Bishop, he had taken your's with his Queen, or had taken your Knight with his Queen's Bishop, he would have lost the game.

19.

*Wb.* The R. retakes the Q.

*Bl.* The P. takes the P.

20.

*Wb.* The K. B. takes the Kt.

*Bl.* The Q. B. takes the Kt.

21.

*Wb.* The Q. Kt. takes the B.

*Bl.* The P. retakes the Kt.

22.

*Wb.* The B. at the adverse K. B. second square.

*Bl.* The R. at its K. B. square.

23.

*Wb.* The R. takes the P.

*Bl.* The K. at his Q. B. second square.

24.

*Wb.* The K. at his Q. second square. (*k*)

*Bl.* The Q. B. P. one move.

25.

*Wb.* The B. at the adverse K. R. fourth square.

*Bl.* The R. takes the R.

26.

*Wb.* The B. retakes the R. (*l*)

## N O T E S.

(k) If, instead of playing your King, you had pushed your Queen's Bishop's Pawn, you would have lost the game; because your adversary, by pushing his Queen's Bishop's Pawn would have forced you to take with your Queen's Pawn, and afterwards have attacked your Rook and your Bishop at once with his Knight.

(l) The Bishop having retaken the Rook, it is evident that it is become a draw game, unless some very great error is committed. This game shews, that a Gambit equally well attacked and defended, is never a decisive party on either side; it is true that he who gives the Pawn has the pleasure of always having the attack, and the prospect of winning, which would be a certainty, if he who is on the defensive did not play regularly well for the ten or twelve first moves.



## FIRST BACK GAME,

*Of the first Gambit, on the fourth move of the White.*

4.

*Wh.* The K. R. P. two moves.

*Bl.* The K. Kt. P. one move.

5.

*Wh.* The K. Kt. at the adversary's K. fourth square.

*Bl.* The K. R. P. two moves.

6.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The K. R. at its second square.

7.

*Wh.* The Q. P. two moves.

*Bl.* The Q. P. one move.

8.

*Wh.* The K. Kt. at his Q. third square.

*Bl.* The Q. at her K. second square.

9.

*Wh.* The Q. Kt. at his B. third square.

*Bl.* The K. Kt. at his B. third square.

10.

*Wh.* The Q. at her K. second square.

*Bl.* The K. P. one move.

11.

*Wh.* The K. Kt. P. takes the P.

*Bl.* The K. Kt. P. retakes the P.

12.

*Wh.* The Q. takes the P.*Bl.* The Q. B. at the adverse K. Kt. fourth square.

13.

*Wh.* The Q. at her K. third square.*Bl.* The K. B. at his R. third square.

14.

*Wh.* The K. Kt. at his K. B. fourth square.*Bl.* The Q. B. P. one move.

15.

*Wh.* The Q. B. at his Q. second square.*Bl.* The K. B. takes the Kt.

16.

*Wh.* The Q. retakes the B.*Bl.* The Q. P. one move.

17.

*Wh.* The K. B. at his Q. third square.*Bl.* The K. Kt. takes the K. P.

18.

*Wh.* The Kt. or the B. retakes the Kt.*Bl.* The K. B. P. two moves.

## SECOND BACK GAME,

*On the first Gambit, of the fourth move of  
the Black.*

4.  
*Wb.* The K. B. at his Q. B. fourth square.

*Bl.* The K. Kt. P. one move.

5.  
*Wb.* The K. Kt. at the adversary's K. fourth  
square,

*Bl.* The Q. gives check.

6.  
*Wb.* The K. at his B. square.

*Bl.* The K. Kt. at his R. third square.

7.  
*Wb.* The Q. P. two moves.

*Bl.* The Q. P. one move.

8.  
*Wb.* The K. Kt. at his Q. third square.

*Bl.* The K. P. one move..

9.  
*Wb.* The K. Kt. P. one move.

*Bl.* The Q. gives check.

10.  
*Wb.* The K. at his B. second square.

*Bl.* The Q. gives check.

11.

*Wh.* The K. at his third square.*Bl.* The K. Kt. at his square.

12.

*Wh.* The K. Kt. at his K. B. fourth square.*Bl.* The K. B. at his R. third square.

13.

*Wh.* The K. B. at his own square attacking  
the Q.*Bl.* The Q. takes the R.

14.

*Wh.* The K. B. gives check, and the Q. is  
lost.



FOURTH BACK GAME,

*Of the first Gambit, on the sixth move of  
the Black.*

6.

*Wb.* The Q. P. two moves.

*Bl.* The Q. B. P. one move.

7.

*Wb.* The K. P. one move.

*Bl.* The Q. Kt. P. two moves.

8.

*Wb.* The K. B. at his Q. Kt. third square.

*Bl.* The Q. R. P. two moves.

9.

*Wb.* The Q. R. P. two moves.

*Bl.* The Q. Kt. P. one move.

10.

*Wb.* The Q. Kt. at his Q. second square.

*Bl.* The Q. B. at his R. third square.

11.

*Wb.* The Q. Kt. at his K. fourth square.

*Bl.* The Q. at her Kt. third square, or any  
where.

12.

*Wb.* The Kt. gives check at the adverse Q.  
third square.

## FIFTH BACK GAME,

*Of the first Gambit, on the seventh move of the Black.*

*Wb.* The Q. B. P. <sup>7.</sup> one move.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

8.

*Wb.* The Q. at her Kt. third square.

*Bl.* The Q. B. at his K. R. fourth square.

9.

*Wb.* The K. R. P. takes the P.

*Bl.* The R. P. retakes the P.

10.

*Wb.* The K. R. takes the B.

*Bl.* The R. takes the R.

11.

*Wb.* The K. B. takes the P. giving check to the K. and R. wins a piece, and consequently the game.





14.

*Wh.* The Q. Kt. at his Q. second square.  
*Bl.* The Q. R. P. two moves.

15.

*Wh.* The K. castles.  
*Bl.* The Q. Kt. P. two moves.

16.

*Wh.* The R. at its K. R. square.  
*Bl.* The K. Kt. at his B. third square.

17.

*Wh.* The R. takes the B.  
*Bl.* The Q. retakes the R.

18.

*Wh.* The Q. takes the K. P. and gives check.  
*Bl.* The K. retires where he pleases, the  
 game is lost.

SEVENTH BACK GAME,

*Of the first Gambit, on the eighth move of  
the Black.*

8.

*Wb.* The Q. at her K. second square.

*Bl.* The Q. B. at his K. third square.

9.

*Wb.* The K. B. takes the B.

*Bl.* The P. retakes the B.

10.

*Wb.* The K. P. one move.

*Bl.* The Q. P. takes the P.

11.

*Wb.* The Q. P. retakes the P.

*Bl.* The Q. Kt. at his Q. second square.

12.

*Wb.* The K. Kt. P. one move.

*Bl.* The same.

13.

*Wb.* The K. Kt. P. takes the P.

*Bl.* The P. takes the Kt.

14.

*Wb.* The Q. takes the P.

*Bl.* The Q. at her K. second square.

15.

*Wb.* The Q. Kt. at his Q. second square.

*Bl.* The K. castles.

G

16.

*Wb.* The Q. Kt. P. two moves.

*Bl.* The K. R. P. one move.

17.

*Wb.* The Q. Kt. at his K. fourth square.

*Bl.* The Q. Kt. at his third square.

18.

*Wb.* The B. at his K. third square.

*Bl.* The K. Kt. at his R. third square.

19.

*Wb.* The B. at the adverse Q. B. fourth square.

*Bl.* The Q. at her B. second square.

20.

*Wb.* The Q. R. P. two moves.

*Bl.* The K. B. at his own square.

21.

*Wb.* The Q. R. P. one move.

*Bl.* The K. B. takes the B.

22.

*Wb.* The P. retakes the B.

*Bl.* The Q. Kt. at his Q. second square.

23.

*Wb.* The Kt. gives check.

*Bl.* The K. retires.

24.

*Wb.* The Q. R. at its Kts. own square.

*Bl.* The Q. Kt. takes the P.

<sup>25.</sup>  
*Wb.* The Kt. takes the Q. Kt. P.  
*Bl.* The Q. Kt. takes the Kt.

<sup>26.</sup>  
*Wb.* The Q. R. P. one move.  
*Bl.* The K. at his Q. R. square.

<sup>27.</sup>  
*Wb.* The R. takes the Kt.  
*Bl.* The Q. at her B. own square.

<sup>28.</sup>  
*Wb.* The K. R. at its second square.  
*Bl.* The Q. R. at its Q. second square.

<sup>29.</sup>  
*Wb.* The K. R. at its Q. Kt. second square.  
*Bl.* The K. R. at its second square.

<sup>30.</sup>  
*Wb.* The Q. takes the adverfe Q. B. P. and  
 wins the game.

## SECOND GAMBIT,

*With five back games: the first on the third move, the second and third on the fourth, the fourth on the eighth, and the fifth on the eleventh move of the Black.*

1.

*Wb.* The K. P. two moves.  
*Bl.* The same.

2.

*Wb.* The K. B. P. two moves  
*Bl.* The P. takes the P.

3.

*Wb.* The K. B. at his Q. B. fourth square.  
*Bl.* The Q. gives check. (a) ~~♣~~

4.

*Wb.* The K. at his B. own square  
*Bl.* The K. Kt. P. two moves. (b) ~~♣~~

5.

*Wb.* The K. Kt. at his B. third square.  
*Bl.* The Q. at her K. R. fourth square. (c)

6.

*Wb.* The Q. P. two moves.  
*Bl.* The Q. P. one move.

## N O T E S.

(a) A better way of playing this, would be to advance your King's Bishop's Pawn two moves; as you will see by a back game.

(b) There are two other ways of playing this; the first, by playing the King's Bishop to the Queen's Bishop's fourth square; and the other, by pushing the Pawn of that same Queen one move; which will make the subject of two back games.

(c) He might have removed his Queen to two other squares, but this is the best; for had he made her retire to your King's Knight's fourth square, you might have taken his King's Bishop's Pawn by giving check, and perhaps afterwards have forced his Queen, and if he had carried her to his King's Rook's third square, you must have attacked the same King's Bishop's Pawn with your King's Knight, which would entirely have decided the game in your favour.

7.

*Wh.* The Q. B. P. one move. (d) ♘

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

8.

*Wh.* The K. at his B. second square.

*Bl.* The K. Kt. at his B. third square. (e) ♞

9.

*Wh.* The Q. at her K. second square.

*Bl.* The Q. Kt. at his Q. second square.

10.

*Wh.* The K. R. P. two moves.

*Bl.* The B. takes the K. Kt.

11.

*Wh.* The Q. takes the B.

*Bl.* The Q. takes the Q. (f) ♙

12.

*Wh.* The K. retakes the Q. (g)

*Bl.* The K. Kt. P. gives check.

13.

*Wh.* The K. takes the adverse K. P.

*Bl.* The K. B. gives check at his R. third square.

14.

*Wh.* The K. at the adverse K. B. fourth square. (h)

*Bl.* The K. B. takes the Q. B.

15.

*Wh.* The K. R. takes the B.

*Bl.* The K. R. P. two moves.

## N O T E S.

(d) It is essential in the Gambits to play this Pawn, that you may afterwards be able to place your Queen at her Knight's third square, by so doing you strengthen your position and perplex your adversary, especially if he has played his Queen's Bishop, without attacking one of your pieces. See respecting this the fifth and sixth back-games of the first Gambit.

(e) If, instead of playing this Knight, he was to take your King's Knight, a third back game will shew you how to act.

(f) If, instead of taking your Queen, he had given check, a fourth back game will shew you how he would lose the game.

(g) I have given it as a general rule, always to unite your Pawns, and bring them into the centre. Here is, however, an exception for two reasons; first, if you retake with your King you gain a Pawn, your adversary not being able to prevent it; secondly, the Queen's being exchanged, your King has nothing to fear, and by bringing him into play, he may be as useful to you as any other of your pieces.

(b) Your King would not be safe on that square, if your adversary had yet a white Bishop to drive him from that post; but, as it is, your King sustains all your Pawns.



16.

*Wh.* The Kt. at his Q. second square.*Bl.* The K. at his second square.

17.

*Wh.* The K. R. at its K. B. square. (*i*)*Bl.* The Q. B. P. one move. (*k*)

18.

*Wh.* The Q. R. at its K. square.*Bl.* The Q. Kt. P. two moves. (*l*)

19.

*Wh.* The B. at his Q. Kt. third square.*Bl.* The Q. R. P. two moves.

20.

*Wh.* The K. P. one move.*Bl.* The P. takes the P.

21.

*Wh.* The Q. P. retakes the P.*Bl.* The K. Kt. at his Q. fourth square.

22.

*Wh.* The Kt. at his K. fourth square. (*m*)*Bl.* The Q. Kt. at his third square.

23.

*Wh.* The Kt. at the adverse K. B. third square.*Bl.* The Q. R. at its Q. square. (*n*)

## N O T E S.

(i) You might have played this Rook to your King's square; but in this case your Queen's Rook would have been almost useless to you; it is better therefore to retard your attack, and get all your pieces into action.

(k) He prepares to push his Queen's Pawn one move, to break your centre; but you must prevent it by putting him under the necessity of defending himself.

(l) He endeavours to attack you on your left, and make an opening for his Rooks.

(m) You would have played wrong had you taken his Knight with your Bishop, because by retaking your Bishop with his Pawn, that very Pawn would obstruct the passage of your Knight; it was therefore necessary to play this Knight first, in order to have no useless pieces.

(n) If he had taken your Knight, you must have retaken with the Pawn, and afterwards attacked his King's Bishop's Pawn, by playing your Queen's Rook to its King's second square.

24.

*Wb.* The K. P. one move.

*Bl.* The Q. R. at its Q. third square. (o)

25.

*Wb.* The P. takes the P. and gives check  
with the R.

*Bl.* The K. takes the P.

26.

*Wb.* The K. at the adverse K. Kt. fourth  
square.

*Bl.* The K. at his Kt. second square.

27.

*Wb.* The Kt. takes the K, R. P. and gives  
check.

*Bl.* The K. at his R. second square.

28.

*Wb.* The K. R. gives check.

*Bl.* The K. at his Kt. own square.

29.

*Wb.* The K. R. at the adverse Q. Kt. second  
square.

*Bl.* The Q. R. at his Q. square. (p)

30.

*Wb.* The R. takes the adverse Q. Kt. and  
wins the game.

## N O T E S.

(o) If, instead of playing the Rook, he had taken your Pawn, you would have won the game in a few moves, because he would have lost his Queen's Bishop's Pawn; so, if he had taken your Knight with his own; you would have taken his Pawn with yours, in giving check by discovery.

(p) If he had played his King instead of his Queen's Rook, you might have given check with your Queen's Rook, and taken that of his King. It must be observed here, that what has decided the game in favour of the white, is, that the King having been in a situation fit for action, has been as useful as the best of his pieces.

FIRST BACK GAME,

*Of the second Gambit, on the third move  
of the Black.*

*Wb.* The K. B. at his <sup>3.</sup> Q. B. fourth square.  
*Bl.* The K. B. P. two moves.

*Wb.* The P. takes the <sup>4.</sup> P. (*a*)  
*Bl.* The Q. gives check.

*Wb.* The K. at his <sup>5.</sup> B. own square.  
*Bl.* The K. P. one move. (*b*)

*Wb.* The B. takes the <sup>6.</sup> Kt.  
*Bl.* The K. P. takes the P. and gives  
check. (*c*)

*Wb.* The K. takes the <sup>7.</sup> P.  
*Bl.* The K. R. takes the B. and wins the  
game. †

N O T E S.

(a) I make the white take that Pawn to shew you that it must cause the loss of the game; the best move in this puzzling situation would have been to play your Queen to your King's second square.

(b) He exposes your King's Bishop to be taken by his Queen.

(c) So situated he cannot chuse but win.

## SECOND BACK GAME,

*Of the second Gambit, on the fourth move of the Black.*

- 4.
- Wb.* The K. at his B. own square.  
*Bl.* The K. B. at his Q. B. fourth square.
- 5.
- Wb.* The Q. P. two moves.  
*Bl.* The K. B. at his Q. Kt. third square.
- 6.
- Wb.* The K. Kt. at his B. third square.  
*Bl.* The Q. at the adversary's K. Kt. fourth square.
- 7.
- Wb.* The K. B. takes the K. B. P. and gives check.  
*Bl.* The K. at his B. square, because if he takes the B. he loses his Q.
- 8.
- Wb.* The K. R. P. one move.  
*Bl.* The Q. at the adverse K. Kt. third square.
- 9.
- Wb.* The Q. Kt. at his B. third square.  
*Bl.* The K. takes the B.
- 10.
- Wb.* The Q. Kt. at his K. second square.  
*Bl.* The Q. at her K. Kt. third square.
- 11.
- Wb.* The K. Kt. gives check to the K. and Q. and wins the game.

## THIRD BACK GAME,

*Of the second Gambit, on the fourth move of the Black.*

*Wb.* The K. at his B. <sup>4.</sup> own square.

*Bl.* The Q. P. one move.

*Wb.* The K. Kt. at his B. <sup>5.</sup> third square.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

*Wb.* The Q. P. <sup>6.</sup> two moves.

*Bl.* The K. Kt. P. two moves.

*Wb.* The Q. Kt. at his B. <sup>7.</sup> third square.

*Bl.* The Q. at her K. R. fourth square.

*Wb.* The K. R. P. <sup>8.</sup> two moves.

*Bl.* The K. R. P. one move.

*Wb.* The K. at his B. <sup>9.</sup> second square.

*Bl.* The Q. B. takes the adverse K. Kt.

*Wb.* The P. retakes the B. <sup>10.</sup>

*Bl.* The Q. at her K. Kt. third square.

*Wb.* The R. P. takes the P. <sup>11.</sup>

*Bl.* The Q. retakes the P.



12.

*Wb.* The Kt. at his K. second square.

*Bl.* The Q. Kt. at his Q. second square.

13.

*Wb.* The Kt. takes the P.

*Bl.* The Q. at her own square.

14.

*Wb.* The Q. B. P. one move.

*Bl.* The Q. Kt. at his third square.

15.

*Wb.* The K. B. at his Q. third square.

*Bl.* The Q. at her second square.

16.

*Wb.* The Q. B. at his K. third square.

*Bl.* The K. castles.

17.

*Wb.* The Q. R. P. two moves

*Bl.* The K. at his Q. Kt. own square.

18.

*Wb.* The Q. R. P. one move.

*Bl.* The Q. Kt. at his B. square.

19.

*Wb.* The Q. Kt. P. two moves.

*Bl.* The Q. B. P. one move.

20.

*Wb.* The Q. Kt. P. one move.

*Bl.* The P. takes the P.

21.

*Wb.* The Q. R. P. one move.

*Bl.* The Q. Kt. P. one move.

22.

*Wb.* The Q. at her Kt. third square.  
*Bl.* The K. Kt. at his B. third square.

23.

*Wb.* The K. B. takes the P.  
*Bl.* The Q. at her B. second square.

24.

*Wb.* The Q. P. one move.  
*Bl.* The K. B. at his Kt. second square.

25.

*Wb.* The K. B. at the adverse Q. B. third square.  
*Bl.* The K. Kt. at his Q. second square.

26.

*Wb.* The Kt. at his Q. third square.  
*Bl.* The K. Kt. at his K. fourth square.

27.

*Wb.* The Kt. takes the Kt.  
*Bl.* The B. retakes the Kt.

28.

*Wb.* The K. B. P. one move.  
*Bl.* The B. at his K. Kt. second square.

29.

*Wb.* The Q. B. at his Q. fourth square.  
*Bl.* The B. takes the B.

30.

*Wb.* The P. retakes the B.  
*Bl.* The Q. at her K. second square.

31.

*Wb.* The K. at his B. third square.  
*Bl.* The Q. R. at its K. Kt. own square.

H

<sup>32.</sup>  
*Wh.* The Q. R. at the Q. B. own square.  
*Bl.* The Q. R. at his K. Kt. third square.

<sup>33.</sup>  
*Wh.* The B. at the adverse Q. Kt. second square.  
*Bl.* The K. R. at its own Kt. square.

<sup>44.</sup>  
*Wh.* The R. takes the Kt.  
*Bl.* The R. retakes the R.

<sup>35.</sup>  
*Wh.* The B. takes the R.  
*Bl.* The K. retakes the B.

<sup>36.</sup>  
*Wh.* The R. gives check.  
*Bl.* The K. at his Q. Kt. own square.

<sup>37.</sup>  
*Wh.* The Q. at her B. fourth square.  
*Bl.* The Q. at her second square.

<sup>38.</sup>  
*Wh.* The K. B. P. one move to prevent the Q. check.  
*Bl.* The R. at its K. Kt. square.

<sup>39.</sup>  
*Wh.* The Q. at the adverse Q. B. third square.  
*Bl.* The Q. takes the Q.

<sup>40.</sup>  
*Wh.* The P. retakes the Q.  
*Bl.* The K. at his Q. B. second square.

<sup>41.</sup>  
*Wh.* The Q. P. one move.  
*Bl.* The K. R. P. one move.

<sup>42.</sup>  
*Wb.* The R. at its K. R. square;  
*Bl.* The same.

<sup>43.</sup>  
*Wb.* The R. at its K. Kt. own square;  
*Bl.* The R. at its second square.

<sup>44.</sup>  
*Wb.* The R. at the adverse K. Kt. square;  
*Bl.* The Q. Kt. P. one move.

<sup>45.</sup>  
*Wb.* The R. at the adverse Q. R. square;  
*Bl.* The K. at his Q. Kt. third square.

<sup>46.</sup>  
*Wb.* The R. gives check.  
*Bl.* The K. at his Q. B. second square.

<sup>47.</sup>  
*Wb.* The R. gives check.  
*Bl.* The K. at the Q. square.

<sup>48.</sup>  
*Wb.* The K. P. one move.  
*Bl.* The Q. P. takes the P.

<sup>49.</sup>  
*Wb.* The Q. P. one move.  
*Bl.* The K. at his Q. B. square.

<sup>50.</sup>  
*Wb.* The Q. P. one move, and gives check;  
*Bl.* The K. at his Q. square.

<sup>51.</sup>  
*Wb.* The R. gives check, and wins the game.

FOURTH BACK GAME,

*Of the second Gambit, on the eighth move of the Black.*

8.

*Wb.* The K. at his B. second square.

*Bl.* The K. Kt. at his B. third square.

9.

*Wb.* The Q. at her K. second square.

*Bl.* The B. takes the Kt.

10.

*Wb.* The Q. retakes the B.

*Bl.* The Q. takes the Q.

11.

*Wb.* The P. retakes the Q.

*Bl.* The K. B. at his Kt. second square.

12.

*Wb.* The K. R. P. two moves.

*Bl.* The K. R. P. one move.

13.

*Wb.* The K. R. at its Kt. square.

*Bl.* The K. Kt. at his R. second square.

14.

*Wb.* The Q. B. takes the Gambit's P.

*Bl.* The K. B. takes the Q. P. and gives check.

15.

*Wb.* The P. takes the B.

*Bl.* The K. Kt. P. takes the B.

16.

*Wb.* The K. R. at the adverse K. Kt. second square.

*Bl.* The Q. Kt. at his B. third square.

17.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Q. Kt. takes the P.

18.

*Wb.* The B. takes the P. and gives check.

*Bl.* The K. at his own B. square.

19.

*Wb.* The Q. R. at its K. Kt. square.

*Bl.* The Q. Kt. at his B. third square.

20.

*Wb.* The B. at his Q. Kt. third square.

*Bl.* The Q. R. at its Q. own square.

21.

*Wb.* The K. R. gives check at the adverse K. B. second square.

*Bl.* The K. at his own square.

22.

*Wb.* The Q. R. at the adverse K. Kt. second square.

*Bl.* The K. Kt. at his B. own square.

23.

*Wb.* The Kt. at the adverse Q. fourth square, and must win the game.

FIFTH BACK GAME,

*Of the second Gambit, on the eleventh move of  
the Black.*

11.

*Wb.* The Q. takes the B.

*Bl.* The K. Kt. gives check at the adverse  
K. Kt. fourth square.

12.

*Wb.* The K. at his Kt. own square.

*Bl.* The K. Kt. P. takes the P.

13.

*Wb.* The Q. B. takes the P.

*Bl.* The K. Kt. at his B. third square.

14.

*Wb.* The Kt. at his Q. R. third square.

*Bl.* The Q. takes the Q.

15.

*Wb.* The P. retakes the Q.

*Bl.* The K. Kt. at his R. fourth square.

16.

*Wb.* The K. R. takes the P.

*Bl.* The K. Kt. takes the B.

17.

*Wb.* The R. retakes the Kt.

*Bl.* The K. B. P. one move.

18.

*Wb.* The K. at his B. second square.

*Bl.* The K. castles.

19.

*Wb.* The B. at the adverse K. third square.

*Bl.* The B. at his K. second square.

20.

*Wb.* The Q. R. at its K. R. square.

*Bl.* The K. at his Q. Kt. square.

21.

*Wb.* The B. takes the Kt.

*Bl.* The R. retakes the B.

22.

*Wb.* The Q. R. at the adverse K. R. third square.

*Bl.* The Q. Kt. P. one move.

25.

*Wb.* The K. R. at the adverse K. B. fourth square.

*Bl.* The B. at his Q. own square.

24.

*Wb.* The K. R. at the adverse K. R. fourth square.

*Bl.* The K. at his Q. Kt. second square.

25.

*Wb.* The K. B. P. one move.

*Bl.* The Q. B. P. one move.

26.

*Wb.* The K. B. P. one move, and wins the game.



## THIRD GAMBIT,

*With three back games; on the second, the third, and the eleventh move of the Black.*

1.

*Wh.* The K. P. two moves,  
*Bl.* The same.

2.

*Wh.* The K. B. P. two moves.  
*Bl.* The Q. P. two moves. (a) ♘

3.

*Wh.* The K. P. takes the P.  
*Bl.* The Q. takes the P. (b) ♘

4.

*Wh.* The K. B. P. takes the P.  
*Bl.* The Q. retakes the P. and gives check,

5.

*Wh.* The B. covers the check. (c)  
*Bl.* The K. B. at his Q. third square

6.

*Wh.* The K. Kt. at his B. third square,  
*Bl.* The Q. at her K. second square.

7.

*Wh.* The Q. P. two moves.  
*Bl.* The Q. B. at his K. third square.

8.

*Wh.* The K. castles  
*Bl.* The Q. Kt. at his Q. second square.

## N O T E S.

(a) If he had pushed this Pawn but one move, it would have intirely changed the game ; therefore, I make it the subject of a back game.

N. B. It is the best way of playing it, in order to avoid the snares of your adversary in the Gambit, when you receive the advantage of a piece.

(b) Was he to take your King's Bishop's Pawn with his King's Pawn, it would form quite a different game, which shall be the subject of a back game.

(c) So situated, the game must appear entirely equal on both sides: it is, however, to be observed, that you have the advantage, because on your left wing you preserve four Pawns on your Queen's side, whilst your adversary's Pawns are divided three by three, and all separated from the centre.

9.

*Wb.* The Q. B. P. two moves.

*Bl.* The Q. B. P. one move.

10.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The K. Kt. at his B. third square.

11.

*Wb.* The K. B. at his Q. third square.

*Bl.* The K. castles with his R. (*d*) ♖

12.

*Wb.* The Q. B. at the adverse K. Kt. fourth square. (*e*)

*Bl.* The K. R. P. one move.

13.

*Wb.* The Q. B. at his K. R. fourth square.

*Bl.* The Q. at her own square.

14.

*Wb.* The Q. Kt. at his K. fourth square. (*f*)

*Bl.* The K. B. at his K. second square.

15.

*Wb.* The Q. at her K. second square.

*Bl.* The Q. at her B. second square. (*g*)

16.

*Wb.* The Q. Kt. takes the K. Kt.

*Bl.* The Kt. retakes the Kt.

17.

*Wb.* The B. takes the Kt.

*Bl.* The B. retakes the B.

## N O T E S.

(d) As it was indifferent to him whether he castled on the King's or on the Queen's side, I have already given, for such cases, a general rule for attacking the Pawns; however, for further instruction, I shall give a back game on that move.

(e) It would have been wrong had he not castled on his Queen's side, because by pushing his King's Rook's Pawn, he had forced your Bishop to retire; but, at present, it is your interest to excite him to push the Pawns that cover his King, that you may the easier form your attack.

(f) If he had not removed his Queen, to replace her with the King's Bishop, the play of this Knight would have perplexed his game.

(g) If, instead of playing his Queen, he had taken your Knight, you must then have retaken with your Queen, to put him upon endeavouring to save the mate, with which he was threatened.

18.

*Wb.* The Q. at her K. fourth square.

*Bl.* The K. Kt. P. one move.

19.

*Wb.* The Kt. at the adverse K. fourth square.

*Bl.* The B. takes the Kt. (*b*)

20.

*Wb.* The P. retakes the B.

*Bl.* The Q. R. at its Q. own square. (*i*)

21.

*Wb.* The K. R. at the adverse K. B. third square.

*Bl.* The Q. at her second square..

22.

*Wb.* The K. R. takes the adverse K. Kt. P. and gives check.

*Bl.* The P. takes the R.

23.

*Wb.* The Q. takes the P. and gives check.

*Bl.* The K. at his R. square. (*l*)

24.

*Wb.* Takes the R. P. and gives a perpetual check.

5

## N O T E S.

(*b*) If, instead of taking, he had withdrawn his Bishop, you would then have taken his King's Knight's Pawn with your Knight, and that would have given you the game.

(*i*) If he had attacked your Queen with his Bishop, instead of playing his Rook, you would have taken his Bishop with your King's Rook; this, by making an opening upon his King, would have given you an easier attack.

(*k*) If he had not played his Queen to that square, you must have taken his Bishop with your Rook, and you would certainly have won the game.

(*l*) If, instead of withdrawing his King, he had covered him with his Queen, you must have taken his Bishop, giving him check; and you would have remained afterwards with two Pawns and a Bishop against a Rook only, besides a good attack, which was enough to win the game; but, as he has played his King instead of his Rook, you cannot do better than to make an end of the party by a drawn game, with a perpetual check.

FIRST BACK GAME,

*Of the third Gambit, on the second move of the Black.*

2.

*Wb.* The K. B. P. two moves.  
*Bl.* The Q. P. one move.

3.

*Wb.* The K. Kt. at his B. third square.  
*Bl.* The Q. B. at the adverse K. Kt. fourth square.

4.

*Wb.* The K. B. at his Q. B. fourth square.  
*Bl.* The Q. Kt. at his B. third square.

5.

*Wb.* The Q. B. P. one move.  
*Bl.* The B. takes the K. Kt.

6.

*Wb.* The Q. retakes the B.  
*Bl.* The K. Kt. at his B. third square.

7.

*Wb.* The Q. P. one move.  
*Bl.* The Q. Kt. at his R. fourth square.

8.

*Wb.* The K. B. gives check at the adverse Q. Kt. fourth square.  
*Wb.* The Q. B. P. one move.

9.

*Wb.* The K. B. at his Q. R. fourth square.  
*Bl.* The Q. Kt. P. two moves.

10.

*Wb.* The K. B. at his Q. B. second square.*Bl.* The K. B. at his K. second square.

11.

*Wb.* The Q. P. one move.*Bl.* The K. P. takes the Q. P.

12.

*Wb.* The Q. B. P. retakes the P.*Bl.* The K. castles.

13.

*Wb.* The Q. B. at his K. third square.*Bl.* The Q. Kt. at the adverse Q. B. fourth square.

14.

*Wb.* The Q. Kt. at his Q. second square.*Bl.* The Q. Kt. takes the adverse Q. Kt. P.

15.

*Wb.* The K. Kt. P. two moves*Bl.* The Q. Kt. at the adverse Q. B. fourth square.

16.

*Wb.* The Kt. takes the Kt.*Bl.* The P. retakes the Kt.

17.

*Wb.* The K. Kt. P. one move.*Bl.* The Kt. at his Q. second square.

18.

*Wb.* The K. R. P. two moves.*Bl.* The Q. gives check.

19.

*Wb.* The K. at his Q. square.*Bl.* The Q. at the adverse Q. R. third square.



20.

*Wb.* The Q. R. at its B. own square.

*Bl.* The Q. takes the Q. R. P.

21.

*Wb.* The Q. at the adverse K. R. fourth square.

*Bl.* The Q. R. at its Kt. own square.

22.

*Wb.* The K. P. one move.

*Bl.* The K. Kt. P. one move.

23.

*Wb.* The Q. at her K. second square.

*Bl.* The Q. R. at the adverse Q. Kt. second square.

24.

*Wb.* The K. R. P. one move.

*Bl.* The Q. B. P. one move.

25.

*Wb.* The K. R. P. takes the P.

*Bl.* The K. B. P. retakes the P.

26.

*Wb.* The K. R. takes the adverse K. R. P.

*Bl.* The K. takes the R.

27.

*Wb.* The Q. gives check at the adverse K. R. fourth square.

*Bl.* The K. where he can.

28.

*Wb.* The Q. taking the P. gives check, and makes the following move.

## SECOND BACK GAME,

*Of the third Gambit, on the third move of  
the Black.*

<sup>3.</sup>  
*Wb.* The K. P. takes the adverse Q. P.  
*Bl.* The K. P. takes the K. B. P.

<sup>4.</sup>  
*Wb.* The K. Kt. at his B. third square.  
*Bl.* The Q. takes the P.

<sup>5.</sup>  
*Wb.* The Q. P. two moves.  
*Bl.* The Q. gives check at the adverse K.  
fourth square.

<sup>6.</sup>  
*Wb.* The K. at his B. second square.  
*Bl.* The K. B. at his K. second square.

<sup>7.</sup>  
*Wb.* The K. B. at his Q. third square.  
*Bl.* The Q. at her Q. B. third square.

<sup>8.</sup>  
*Wb.* The Q. B. takes the P.  
*Bl.* The Q. B. at his K. third square.

<sup>9.</sup>  
*Wb.* The Q. at her K. second square.  
*Bl.* The Q. at her own second square.

10.

*Wb.* The Q. B. P. two moves.

*Bl.* The Q. B. P. one move.

11.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The K. Kt. at his B. third square.

12.

*Wb.* The K. R. P. one move.

*Bl.* The K. castles.

13.

*Wb.* The K. Kt. P. two moves.

*Bl.* The K. B. at his Q. third square.

14.

*Wb.* The K. Kt. at the adverse K. fourth square.

*Bl.* The B. takes the Kt.

15.

*Wb.* The P. retakes the B.

*Bl.* The K. Kt. at his K. own square.

16.

*Wb.* The Q. R. at its Q. own square.

*Bl.* The Q. at her K. second square.

17.

*Wb.* The K. Kt. P. one move.

*Bl.* The Q. Kt. at his Q. second square.

18.

*Wb.* The Q. at the adverse K. R. fourth square.

*Bl.* The K. Kt. P. one move.

19.

*Wb.* The Q. at the adverse K. R. third square.  
*Bl.* The Q. gives check.

20.

*Wb.* The K. at his Kt. third square.  
*Bl.* The Q. Kt. takes the adversary's K. P.

21.

*Wb.* The Kt. at his K. fourth square.  
*Bl.* The Q. at the adverse Q. fourth square.

22.

*Wb.* The Kt. gives check at the adverse K. B.  
 third square.  
*Bl.* The Kt. takes the Kt.

23.

*Wb.* The P. retakes the Kt.  
*Bl.* The game is lost, the mate being forced.

## THIRD BACK GAME,

*Of the third Gambit, on the eleventh move of  
the Black.*

11.

*Wb.* The K. B. at his Q. third square.

*Bl.* The K. castles on his Q. side.

12.

*Wb.* The K. R. at its K. own square.

*Bl.* The Q. retires at her K. B. square.

13.

*Wb.* The Q. at her R. fourth square.

*Bl.* The K. at his Q. Kt. own square.

14.

*Wb.* The Q. B. at his K. third square.

*Bl.* The Q. B. P. one move.

15.

*Wb.* The Q. P. one move.

*Bl.* The Q. B. at the adverse K. Kt. fourth  
square.

16.

*Wb.* The Q. Kt. P. two moves.

*Bl.* The B. takes the Kt.

17.

*Wb.* The P. retakes the B.

*Bl.* The Q. R. at his B. own square.

18.

*Wb.* The Kt. at the adverse Q. Kt. fourth  
square.

*Bl.* The Q. R. P. one move.

19.

*Wb.* The Kt. takes the B.

*Bl.* The Q. retakes the Kt.

20.

*Wb.* The Q. R. at its Kt. own square.*Bl.* The Q. Kt. at his K. fourth square.

21.

*Wb.* The K. B. at his K. second square.*Bl.* The K. Kt. at his Q. second square.

22.

*Wb.* The Q. at the adverse Q. R. fourth square.*Bl.* The Q. gives check at her K. Kt. third square.

23.

*Wb.* The K. at his R. own square.*Bl.* The Q. at her third square.

24.

*Wb.* The P. takes the P.*Bl.* The Kt. retakes the P.

25.

*Wb.* The Q. R. at the adverse Q. Kt. third square.*Bl.* The Q. at her K. B. own square.

26.

*Wb.* The K. R. at its Q. Kt. own square.*Bl.* The Q. Kt. at his Q. second square.

27.

*Wb.* The Q. R. takes the adverse Q. R. P.*Bl.* The Kt. takes the R.

28.

*Wb.* The Q. retakes the Kt.*Bl.* The Q. R. at its B. second square.

29.

*Wb.* The Q. P. one move, and wins the game.

## CUNNINGHAM GAMBIT,

*With two back games on the seventh move of  
the Black, and the eleventh on the White.*

1.

*Wb.* The K. P. two moves.

*Bl.* The same.

2.

*Wb.* The K. B. P. two moves.

*Bl.* The K. P. takes the P.

3.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The K. B. at his K. second square.

4.

*Wb.* The K. B. at his Q. B. fourth square.

*Bl.* The K. B. gives check.

5.

*Wb.* The K. Kt. P. one move.

*Bl.* The P. takes the P.

6.

*Wb.* The K. castles.

*Bl.* The K. P. takes the adverse K. R. P  
and gives check.

7.

*Wb.* The K. at his R. own square.

*Bl.* The K. B. at his third square. (a) ♖

8.

*Wb.* The K. P. one move.

*Bl.* The Q. P. two moves. (b)

## N O T E S.

(a) If, instead of playing this Bishop to his third square, he had played him to his King's second square, you would have won the game in a few moves, as you will see by a back game,

(b) If he did not sacrifice his Bishop, you would certainly win the game; but losing him, and preserving three Pawns for that piece, he must become your conqueror by the strength of his Pawns, provided he is not too hasty in pushing them forwards before he has got out all his pieces.



9.  
*Wb.* The K. P. takes the B.  
*Bl.* The K. Kt. retakes the P.

10.  
*Wb.* The K. B. at his Q. Kt. third square.  
*Bl.* The Q. B. at his K. third square.

11.  
*Wb.* The Q. P. one move. (c)  
*Bl.* The K. R. P. one move. (d)

12.  
*Wb.* The Q. B. at his K. B. fourth square.  
*Bl.* The Q. B. P. two moves.

13.  
*Wb.* The Q. B. takes the P. next to his K.  
*Bl.* The Q. Kt. at his B. third square.

14.  
*Wb.* The Q. Kt. at his Q. second square.  
*Bl.* The K. Kt. at the adverse K. Kt. fourth square. (e)

15.  
*Wb.* The Q. at her K. second square. (f)  
*Bl.* The K. Kt. takes the B.

16.  
*Wb.* The Q. retakes the Kt.  
*Bl.* The Q. at her Kt. own square. (g)

17.  
*Wb.* The Q. takes the Q. (h)  
*Bl.* The Q. R. retakes the Q.

## N O T E S.

(c) By pushing this Pawn two moves you had given his Knight a free entry into your game, which would have lost you the party. The subject of a back game.

(d) This move is of great consequence to him for ensuring the party, because it hinders you from attacking his King's Knight with your Queen's Bishop, which would have enabled you to separate his Pawns, by sacrificing a Rook for one of his Knights, which would have turned the game in your favour.

(e) He plays this Knight to take your Queen's Bishop, who would otherwise be troublesome to him, was he to castle on his Queen's side. Here we may observe, as a general rule, that when either has advanced Pawns, the best way is to strive to get rid of the adverse Bishops, because they can oppose the Pawns, and stop their way much better than any other piece.

(f) Not knowing how to save your Bishop, you play your Queen to replace him.

(g) He offers to exchange Queens to break the direction of yours, so that he may place his own at her third square, in case you refuse to take her.

(b) If you did not take the Queen, your game would be in a still worse plight.

18.

*Wb.* The Q. R. at its K. square.*Bl.* The K. at his Q. second square.

19.

*Wb.* The K. Kt. gives check.*Bl.* The Q. Kt. takes the Kt.

20.

*Wb.* The Q. R. retakes the Kt.*Bl.* The K. at his Q. third square.

21.

*Wb.* The K. R. at its K. square.*Bl.* The Q. Kt. P. two moves.

22.

*Wb.* The Q. B. P. one move.*Bl.* The Q. R. at its K. own square.

23.

*Wb.* The Q. R. P. two moves.*Bl.* The Q. R. P. one move.

24.

*Wb.* The Kt. at his K. B. third square.*Bl.* The K. Kt. P. two moves.

25.

*Wb.* The K. at his Kt. second square.*Bl.* The K. B. P. one move. (*i*)

26.

*Wb.* The Q. R. at its K. second square.*Bl.* The K. R. P. one move.

N O T E S.

(1) If he had pushed this Pawn two moves you had gained his Queen's Pawn, which would have mended your game.

4

<sup>27.</sup>  
*Wb.* The Q. R. P. takes the P.  
*Bl.* The P. retakes the P.

<sup>28.</sup>  
*Wb.* The K. R. at its Q. R. own square.  
*Bl.* The Q. R. at its own square, (*k*)

<sup>29.</sup>  
*Wb.* The K. R. to its K. own square.  
*Bl.* The B. at his Q. second square,

<sup>30.</sup>  
*Wb.* The Q. P. one move.  
*Bl.* The Q. B. P. one move.

<sup>31.</sup>  
*Wb.* The B. at his Q. B. second square.  
*Bl.* The K. R. P. one move. (*l*)

<sup>32.</sup>  
*Wb.* The K. R. at its own square.  
*Bl.* The K. R. at its fourth square. (*m*)

<sup>33.</sup>  
*Wb.* The Q. Kt. P. one move.  
*Bl.* The Q. R. at its K. R. own square.

<sup>34.</sup>  
*Wb.* The Q. Kt. P. one move.  
*Bl.* The K. Kt. P. one move.

<sup>35.</sup>  
*Wb.* The Kt. at his Q. second square.  
*Bl.* The K. R. at its K. Kt. fourth square.

## N O T E S.

(k) You must never yield up the passages, nor suffer your adversary to double his Rooks; to that end it is that he proposes to change piece for piece.

(l) He plays this in order afterwards to push his King's Knight's Pawn upon your Knight, thereby to force him from his post; but if he had pushed his Knight's Pawn before he played this, your Knight, posted at your King's Rook's fourth square, would have stopped the progress of all his Pawns.

(m) Had he given check with his Rook's Pawn, instead of playing this, he would have acted entirely contrary to the instruction given in the first party. *Vide note (x).*

<sup>36.</sup>  
*Wb.* The K. R. at his K. B. own square.  
*Bl.* The K. Kt. P. one move.

<sup>37.</sup>  
*Wb.* The R. takes the P. and gives check.  
*Bl.* The K. at his Q. B. second square.

<sup>38.</sup>  
*Wb.* The K. R. at the adverse K. Kt. third square.  
*Bl.* The K. R. P. one move, and gives check.

<sup>39.</sup>  
*Wb.* The K. at his Kt. own square.  
*Bl.* The K. Kt. P. one move.

<sup>40.</sup>  
*Wb.* The R. takes the R.  
*Bl.* The R. P. gives check.

<sup>41.</sup>  
*Wb.* The K. takes the Kt. P.  
*Bl.* The R. P. makes a Q. and gives check.

<sup>42.</sup>  
*Wb.* The K. at his B. second square.  
*Bl.* The R. gives check at its K. B. own square.

<sup>43.</sup>  
*Wb.* The K. at his third square.  
*Bl.* The Q. gives check at the adverse K. R. third square.

<sup>44.</sup>  
*Wb.* The Kt. covers the check.  
*Bl.* The Q. takes the Kt, and gives mate in few moves.

FIRST BACK GAME,

*Of Cunningham Gambit, on the seventh move  
of the Black.*

- 7.
- Wb.* The K. at his R. own square.  
*Bl.* The K. B. at his K. second square.
- 8.
- Wb.* The K. B. takes the P. and gives check.  
*Bl.* The K. takes the B.
- 9.
- Wb.* The K. Kt. at the adverse K. fourth square, giving double check.  
*Bl.* The K. at his third square, or any where; he loses his Q.
- 10.
- Wb.* The Q. gives check at her K. Kt. fourth square.  
*Bl.* The K. takes the Kt.
- 11.
- Wb.* The Q. gives check at the adverse K. B. fourth square.  
*Bl.* The K. at his Q. third square.
- 12.
- Wb.* The Q. gives check-mate at the adverse Q. fourth square.



## S E Q U E L

*To the first back game, on the eighth move  
of the Black.*

8.

*Wb.* The K. B. takes the P. and gives check.

*Bl.* The K. at his B. own square.

9.

*Wb.* The K. Kt. at the adverse K. fourth square.

*Bl.* The K. Kt. at his B. third square.

10.

*Wb.* The K. B. at his Q. Kt. third square.

*Bl.* The Q. at her K. own square.

11.

*Wb.* The K. Kt. at the adverse K. B. second square.

*Bl.* The R. at its K. Kt. square.

12.

*Wb.* The K. P. one move.

*Bl.* The Q. P. two moves.

13.

*Wb.* The K. P. takes the Kt.

*Bl.* The K. Kt. P. retakes the P.

14.

*Wb.* The K. B. takes the P.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

15.

*Wb.* The Q. at her K. own square.  
*Bl.* The Q. B. at his K. R. fourth square.

16.

*Wb.* The Q. P. two moves.  
*Bl.* The B. takes the Kt.

17.

*Wb.* The Q. B. gives check.  
*Bl.* The R. covers the check.

18.

*Wb.* The Kt. at his Q. B. third square.  
*Bl.* The Q. B. takes the B.

19.

*Wb.* The Kt. retakes the B.  
*Bl.* The Q. at her K. B. second square..

20.

*Wb.* The Kt. takes the B.  
*Bl.* The Q. retakes the Kt.

21.

*Wb.* The Q. takes the Q.  
*Bl.* The K. retakes the Q.

22.

*Wb.* The B. takes the R. and wins the  
 game.

## SECOND BACK GAME,

*Of Cunningham Gambit, on the eleventh move  
of the White.*

11.

*Wb.* The Q. P. two moves.

*Bl.* The K. Kt. at the adverse K. fourth square.

12.

*Wb.* The Q. B. at his K. B. fourth square.

*Bl.* The K. B. P. two moves.

13.

*Wb.* The Q. Kt. at his Q. second square.

*Bl.* The Q. at her K. second square.

14.

*Wb.* The Q. B. P. two moves.

*Bl.* The Q. B. P. one move.

15.

*Wb.* The P. takes the P.

*Bl.* The P. retakes the P.

16.

*Wb.* The Q. R. at its B. own square.

*Bl.* The Q. Kt. at his B. third square.

17.

*Wb.* The Kt. takes the adverse Kt.

*Bl.* The K. B. P. retakes the Kt.

18.

- b. The Kt. takes the P. next to his K.  
 The K. castles with his own R.

19.

- b. The Q. at her second square.  
 The K. R. P. one move.

20.

- b. The Q. R. at the adverse Q. B. fourth square.  
 The Q. R. at its Q. own square.

21.

- b. The K. B. at his Q. R. fourth square.  
 The K. Kt. P. two moves.

22.

- b. The Q. B. at his K. third square.  
 The R. takes the R.

23.

- b. The Kt. retakes the R.  
 The Q. at her third square.

24.

- b. The Q. at her K. R. second square.  
 The K. at his Kt. second square.

25.

- b. The Q. takes the Q.  
 The R. retakes the Q.

26.

- b. The Q. R. P. one move.  
 The K. at his Kt. third square.

K 2

27.

*Wh.* The Q. Kt. P. two moves.

*Bl.* The K. R. P. one move.

28.

*Wh.* The Q. Kt. P. one move.

*Bl.* The Kt. at his K. second square.

29.

*Wh.* The R. at the adverse Q. B. second square.

*Bl.* The R. at his Q. second square.

30.

*Wh.* The R. takes the R.

*Bl.* The B. retakes the R.

31.

*Wh.* The K. at his Kt. second square.

*Bl.* The K. R. P. one move.

32.

*Wh.* The Q. B. at his K. B. second square.

*Bl.* The K. at his R. fourth square.

33.

*Wh.* The K. B. gives check.

*Bl.* The B. covers the check.

34.

*Wh.* The B. takes the B.

*Bl.* The K. retakes the B.

35.

*Wh.* The Kt. gives check at his K. third square.

*Bl.* The K. at the adverse K. B. fourth square.

36.

*Wb.* The K. at his R. third square.

*Bl.* The K. at the adverse K. B. third square.

37.

*Wb.* The Kt. at his K. Kt. fourth square.

*Bl.* The Kt. at his K. B. fourth square.

38.

*Wb.* The B. at his K. Kt. own square.

*Bl.* The K. P. one move.

39.

*Wb.* The Q. R. P. one move.

*Bl.* The K. P. one move.

40.

*Wb.* The B. at his K. B. second square.

*Bl.* The Kt. takes the Q. P. and wins the game.

## THE QUEEN GAMBIT

*With six back games; on the third move of White, the third move of the Black, fourth move of the White, the seventh move of the White, the eighth move of the Black and the last on the tenth move of the White.*

1.

*Wh.* The Q. P. two moves.

*Bl.* The same.

2.

*Wh.* The Q. B. P. two moves.

*Bl.* The P. takes the P.

3.

*Wh.* The K. P. two moves. (a) ♞

*Bl.* The K. P. two moves. (b) ♞

4.

*Wh.* The Q. P. one move. (c) ♞

*Bl.* The K. B. P. two moves. (d)

5.

*Wh.* The Q. Kt. at his B. third square.

*Bl.* The K. Kt. at his B. third square.

6.

*Wh.* The K. B. P. one move.

*Bl.* The K. B. at his Q. B. fourth square

## N O T E S.

(a) Had you pushed this Pawn but one move, your adversary would have shut up your Queen's Bishop during half the game. The subject for a back game.

(b) If, instead of playing this, he had sustained the Gambit's Pawn, he would have lost the game; as will be seen by a back game: but, if he had neither pushed this Pawn nor taken the Gambit's Pawn, you must have pushed your King's Bishop's Pawn two moves, in order to have three Pawns in front.

(c) Otherways, had you taken his King's Pawn, you would have lost the advantage of the attack. The subject of a back game.

(d) If he had played any thing else, by pushing your King's Bishop's Pawn two moves, you would have procured for your pieces an intire liberty to act.



7.  
*Wh.* The Q. Kt. at his R. third square. (e) ♘  
*Bl.* The B. takes the adverse K. Kt. (f)

8.  
*Wh.* The R. retakes the B.  
*Bl.* The K. castles. (g) ♖

9.  
*Wh.* The Kt. at his Q. B. third square,  
*Bl.* The P. takes the P.

10.  
*Wh.* The K. B. takes the Gambit P. (b) ♗  
*Bl.* The P. takes the adverse K. B. P.

## N O T E S.

(e) If, instead of playing your Knight, in order to get rid of his King's Bishop, according to the rule prescribed in the first party, note (c), you had taken the Gambit's Pawn, you had lost the game. The subject of a back game.

(f) If, instead of taking your Knight, he had played his Bishop to your Queen's fourth square, you might have attacked him with your King's Knight, and taken him the subsequent move.

(g) If he had pushed his Queen's Knight's Pawn two moves, in order to sustain the Gambit's Pawn, he had lost the game; (the subject of a back game) and if, instead of either of these two moves, he had chosen to take your King's Pawn, your retaking it would have hindered him from taking yours again with his Knight; because, he would lose the game by your giving him check afterwards with your Queen.

(h) This particular move requires a back game: if you had retaken his King's Bishop's Pawn with your King's Bishop's Pawn, you would have lost the game.

11.

*Wb.* The P. retakes the P. (1)*Bl.* The Q. B. at his K. B. fourth square.

12.

*Wb.* The Q. B. at his K. third square.*Bl.* The Q. Kt. at his Q. second square.

13.

*Wb.* The Q. at her second square.*Bl.* The Q. Kt. at his third square.

14.

*Wb.* The Q. B. takes the Kt.*Bl.* The R. P. retakes the B.

15.

*Wb.* The K. castles on his Q. side.*Bl.* The K. at his R. own square.

16.

*Wb.* The K. R. at the adverse K. Kt. fourth square.*Bl.* The K. Kt. P. one move.

17.

*Wb.* The Q. at her K. third square.*Bl.* The Q. at her third square.

18.

*Wb.* The Kt. at his K. fourth square.*Bl.* The B. takes the Kt.

19.

*Wb.* The P. retakes the B. in order to rejoin his Q. P.*Bl.* The K. R. at his K. own square.

N O T E.

(i) In retaking with this Pawn, you give your Rook an opening upon his King.

20.

*Wb.* The K. at his Q. Kt. own square.  
*Bl.* The Q. at her B. fourth square.

21.

*Wb.* The Q. takes the Q.  
*Bl.* The P. retakes Q.

22.

*Wb.* The Q. R. at its K. own square.  
*Bl.* The K. at his Kt. second square.

23.

*Wb.* The K. at his Q. B. second square.  
*Bl.* The K. R. P. one move.

24.

*Wb.* The K. R. at its Kt. third square.  
*Bl.* The Kt. at his K. R. fourth square.

25.

*Wb.* The R. attacked by the Kt. at its Q. Kt.  
 third square.  
*Bl.* The Q. Kt. P. one move.

26.

*Wb.* The Q. P. one move, to make an open-  
 ing for your R. and B.  
*Bl.* The P. takes the P.

27.

*Wb.* The K. R. takes the P.  
*Bl.* The Q. R. at its Q. own square.

28.

*Wb.* The Q. R. at its Q. own square.  
*Bl.* The Kt. at its K. B. third square.

29.

*Wb.* The K. R. gives check.

*Bl.* The K. at his R. own square.

30.

*Wb.* The B. at the adverse Q. fourth square,  
to stop the adversary's P.

*Bl.* The Kt. takes the B.

31.

*Wb.* The R. retakes the Kt.

*Bl.* The K. R. at its B. own square.

32.

*Wb.* The Q. R. at its Q. second square.

*Bl.* The K. R. at the adverse K. B. fourth  
square.

33.

*Wb.* The Q. R. at its K. second square.

*Bl.* The Q. P. one move.

34.

*Wb.* The P. takes the P.

*Bl.* The Q. R. retakes the P.

35.

*Wb.* The K. R. at the adverse K. second  
square.

*Bl.* The K. Kt. P. one move.

36.

*Wb.* One of the R. takes the P.

*Bl.* The R. takes the R.

37.

*Wb.* The R. retakes the R.

*Bl.* The R. gives check at the adverse K. B.  
second square.

<sup>38.</sup>  
*Wh.* The K. at his Q. B. third square.  
*Bl.* The R. takes the P.

<sup>39.</sup>  
*Wh.* The R. P. two moves. (*k*)  
*Bl.* The K. Kt. P. one move.

<sup>40.</sup>  
*Wh.* The R. P. one move.  
*Bl.* The Kt. P. one move.

<sup>41.</sup>  
*Wh.* The R. at its K. own square.  
*Bl.* The Kt. P. one move.

<sup>42.</sup>  
*Wh.* The R. at its K. Kt. own square.  
*Bl.* The R. gives check.

<sup>43.</sup>  
*Wh.* The K. at his Q. B. fourth square.  
*Bl.* The R. at the adverse K. Kt. third square.

<sup>44.</sup>  
*Wh.* The R. P. one move.  
*Bl.* The R. at its Kt. second square.

<sup>45.</sup>  
*Wh.* The K. takes the P.  
*Bl.* The R. P. one move.

<sup>46.</sup>  
*Wh.* The K. at the adverse Q. Kt. third square.  
*Bl.* The R. P. one move.

## N O T E.

(k) If, instead of playing this, you had taken his Pawn with your Rook, you would have lost the game; because your King would have prevented your Rook's coming up time enough to stop the passage of his Knight's Pawn.



47.

*Wb.* The R. P. one move.

*Bl.* The R. takes the P. (1)

48.

*Wb.* The R. takes the P. (m)

*Bl.* The R. at his K. R. second square.

49.

*Wb.* The P. two moves.

*Bl.* The P. one move.

50.

*Wb.* The R. at its K. R. second square.

*Bl.* The K. at his Kt. second square.

51.

*Wb.* The P. one move.

*Bl.* The K. at his Kt. third square.

52.

*Wb.* The K. at the adverse Q. B. third square.

*Bl.* The K. at his Kt. fourth square.

53.

*Wb.* The P. one move.

*Bl.* The K. at the adverse K. Kt. fourth square.

54.

*Wb.* The P. advances.

*Bl.* Takes the P. with the R. and playing afterwards his K. upon the R. it must be a drawn game.

## N O T E S.

(l) Had he not taken your Pawn with his Rook, you would have won the game immediately.

(m) If, instead of taking his Pawn, you had taken his Rook, you would have lost the game.

## FIRST BACK GAME,

*Of the Queen's Gambit, on the third move  
the White.*

3.

*Wb.* The K. P. one move.

*Bl.* The K. B. P. two moves.

4.

*Wb.* The K. B. takes the P.

*Bl.* The K. P. one move.

5.

*Wb.* The K. B. P. one move.

*Bl.* The K. Kt. at his B. third square.

6.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Q. B. P. two moves.

7.

*Wb.* The K. Kt. at his K. second square.

*Bl.* The Q. Kt. at his B. third square.

8.

*Wb.* The K. castles

*Bl.* The K. Kt. P. two moves.

9.

*Wb.* The Q. P. takes the P.

*Bl.* The Q. takes the Q.

10.

*Wb.* The K. R. retakes the Q.

*Bl.* The K. B. takes the P.

11.

*Wb.* The K. Kt. at his Q. fourth square.*Bl.* The K. at his second square.

12.

*Wb.* The Q. Kt. at his R. fourth square.*Bl.* The K. B. at his Q. third square.

13.

*Wb.* The Kt. takes the Kt.*Bl.* The P. retakes the Kt.

14.

*Wb.* The K. B. P. one move.*Bl.* The K. R. P. one move.

15.

*Wb.* The Q. B. at his Q. second square.*Bl.* The Kt. at his Q. fourth square.

16.

*Wb.* The K. Kt. P. one move.*Bl.* The Q. B. at his Q. second square.

17.

*Wb.* The K. at his B. second square.*Bl.* The Q. B. P. one move.

18.

*Wb.* The Kt. at his Q. B. third square.*Bl.* The Q. B. at his Q. B. third square.

19.

*Wb.* The Kt. takes the Kt.*Bl.* The P. retakes the Kt.

20.

*Wb.* The K. B. at his K. second square.*Bl.* The Q. R. at its K. Kt. own square.

21.

*Wb.* The Q. B. at his third square.*Bl.* The K. Kt. P. takes the P.

22.

*Wb.* The B. takes the R.*Bl.* The P. takes the K. P. giving check.

23.

*Wb.* The K. retakes the P.*Bl.* The R. takes the B.

24.

*Wb.* The K. B. at his third square.*Bl.* The K. at his third square.

25.

*Wb.* The K. R. at his Q. second square.*Bl.* The Q. P. gives check.

26.

*Wb.* The K. at his B. second square.*Bl.* The Q. B. at the adverse K. fourth square.

27.

*Wb.* The Q. R. at his K. own square.*Bl.* The K. at his Q. fourth square.

28.

*Wb.* The K. R. at its K. second square.*Bl.* The R. at its K. own square.

29.  
*Wb.* The K. Kt. P. one move.  
*Bl.* The B. takes the B.

30.  
*Wb.* The R. takes the R.  
*Bl.* The P. takes the P.

31.  
*Wb.* The Q. R. P. one move.  
*Bl.* The Q. B. P. one move.

32.  
*Wb.* The K. R. at the adverse K. R. own square.  
*Bl.* The Q. P. one move.

33.  
*Wb.* The K. at his third square.  
*Bl.* The K. B. gives check at his Q. B. fourth square.

34.  
*Wb.* The K. at his B. fourth square, having no better place.  
*Bl.* The Q. P. one move, and wins the game.

SECOND BACK GAME,

*Of the Queen's Gambit, on the third move of  
the Black.*

3.  
*Wb.* The K. P. two moves.

*Bl.* The Q. Kt. P. two moves.

4.  
*Wb.* The Q. R. P. two moves.

*Bl.* The Q. B. P. one move.

5.  
*Wb.* The Q. Kt. P. one move.

*Bl.* The Gambit P. takes the P.

6.  
*Wb.* The R. P. takes the P.

*Bl.* The Q. B. P. retakes the P.

7.  
*Wb.* The K. B. takes the P. and gives check

*Bl.* The B. covers the check,

8.  
*Wb.* The Q. takes the P.

*Bl.* The B. takes the B.

9.  
*Wb.* The Q. retakes the P. and gives check

*Bl.* The Q. covers the check,

10.  
*Wb.* The Q. takes the Q.

*Bl.* The Kt. retakes the Q.

11.

*Wb.* The K. B. P. two moves.

*Bl.* The K. P. one move.

12.

*Wb.* The K. at his second square.

*Bl.* The K. B. P. two moves.

13.

*Wb.* The K. P. one move.

*Bl.* The K. Kt. at his K. second square.

14.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The K. Kt. at his Q. fourth square.

15.

*Wb.* The Kt. takes the Kt.

*Bl.* The P. retakes the Kt.

16.

*Wb.* The Q. B. at its R. third square.

*Bl.* The B. takes the B.

17.

*Wb.* The R. retakes the B.

*Bl.* The K. at his second square.

18.

*Wb.* The K. at his B. third square.

*Bl.* The K. R. at its Q. Kt. own square.

19.

*Wb.* The Kt. at his K. second square.

*Bl.* The K. at his third square.

L 4



*Wb.* The K. R. at its Q. R. own square.

*Bl.* The K. R. at its Q. Kt. second square.

21.

*Wb.* The Q. R. gives check.

*Bl.* The Kt. covers the check.

22.

*Wb.* The K. R. at the adverse Q. R. fourth square.

*Bl.* The K. Kt. P. one move.

23.

*Wb.* The Kt. at his Q. B. third square.

*Bl.* The Q. R. at its Q. own square.

24.

*Wb.* The Q. R. takes the adverse Q. R. P.

*Bl.* The R. takes the R.

25.

*Wb.* The R. retakes, and must win the game.

## THIRD BACK GAME,

*Of the Queen's Gambit, on the fourth move of  
the White,*

4.

*Wb.* The Q. P. takes the P.

*Bl.* The Q. takes the Q.

5.

*Wb.* The K. retakes the Q.

*Bl.* The Q. B. at his K. third square,

6.

*Wb.* The K. B. P. two moves.

*Bl.* The K. Kt. P. one move.

7.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Q. Kt. at his Q. second square,

8.

*Wb.* The K. R. P. one move.

*Bl.* The K. R. P. two moves.

9.

*Wb.* The Q. B. at his K. third square.

*Bl.* The K. castles.

10.

*Wb.* The K. at his Q. B. second square.

*Bl.* The K. B. at his Q. B. fourth square,

11.

*Wb.* The B. takes the B.

*Bl.* The Kt. retakes the B.

12.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The Q. B. P. one move.

13.

*Wb.* The K. Kt. at the adverse K. Kt. fourth square.

*Bl.* The Q. B. P. two moves.

14.

*Wb.* The K. B. at his K. second square.

*Bl.* The K. Kt. at his K. second square.

15.

*Wb.* The Kt. takes the B.

*Bl.* The P. retakes the Kt.

16.

*Wb.* The Q. R. P. two moves.

*Bl.* The Q. Kt. at the adverse Q. Kt. third square.

17.

*Wb.* The Q. R. at its second square.

*Bl.* The Q. R. P. one move.

18.

*Wb.* The Q. R. P. takes the P.

*Bl.* The Q. R. P. retakes the P.

19.

*Wb.* The R. gives check.

*Bl.* The K. at his Q. Kt. second square.

20.

*Wb.* The R. takes the R.

*Bl.* The R. retakes the R.

21.

- b. The R. at its Q. own square.  
 . The Q. Kt. gives check.

22.

- b. The K. at his Q. Kt. own square.  
 . The K. at his Q. Kt. third square.

23.

- b. The K. Kt. P. two moves.  
 . The P. takes the P.

24.

- b. The P. retakes the P.  
 . The Q. B. P. one move.

25.

- b. The K. Kt. P. one move.  
 . The K. Kt. at his Q. B. third square.

26.

- b. The B. at his K. Kt. fourth square.  
 . The Q. Kt. P. one move.

27.

- b. The Kt. at his K. second square.  
 . The K. Kt. at his Q. R. fourth square.

28.

- b. The Kt. takes the Kt.  
 . The P. retakes the Kt.

29.

- b. The B. takes the P.  
 . The K. at his Q. B. fourth square.

30.

*Wh.* The K. B. P. one move.

*Bl.* The Q. P. one move.

31.

*Wh.* The K. B. P. takes the P.

*Bl.* The Kt. at the adverse Q. Kt. third square,

32.

*Wh.* The P. one move.

*Bl.* The R. at its Q. R. own square,

33.

*Wh.* The R. takes the P.

*Bl.* The R. gives check.

34.

*Wh.* The K. at his Q. B. second square.

*Bl.* The R. gives check-mate at the Q. B. own square.

## FOURTH BACK GAME,

*Of the Queen's Gambit, on the seventh move  
of the White.*

7.

*Wb.* The K. B. takes the Gambit's P.

*Bl.* The K. B. P. takes the P.

8.

*Wb.* The K. B. P. retakes the P.

*Bl.* The K. Kt. at the adverse K. Kt. fourth square.

9.

*Wb.* The K. Kt. at his R. third square.

*Bl.* The Q. gives check.

10.

*Wb.* The K. at his Q. second square.

*Bl.* The K. Kt. at the adverse K. third square.

11.

*Wb.* The Q. at her K. second square.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

12.

*Wb.* The Q. at her third square.

*Bl.* The K. Kt. takes the P.

13.

*Wb.* The K. Kt. at his own square.

*Bl.* The Q. at the adverse K square, giving check.

14.

*Wb.* The K. retires.

*Bl.* The K. B. takes the Kt. and must win the game.

FIFTH BACK GAME,

*Of the Queen's Gambit, on the eighth move of the Black.*

8.

*Wh.* The R. retakes the B.

*Bl.* The Q. Kt. P. two moves.

9.

*Wh.* The Kt. at the adverse Q. B. fourth square.

*Bl.* The K. castles.

10.

*Wh.* The Q. R. P. two moves.

*Bl.* The Q. Kt. at his R. third square.

11.

*Wh.* The Kt. takes the Kt.

*Bl.* The B. retakes the Kt.

12.

*Wh.* The R. P. takes the P.

*Bl.* The B. retakes the P.

13.

*Wh.* The Q. Kt. P. one move.

*Bl.* The K. B. P. takes the P.

14.

*Wh.* The Q. Kt. P. takes the P.

*Bl.* The B. at his Q. second square.

15.

*Wh.* The Q. B. at the adverse K. Kt. fourth square.

*Bl.* The P. takes the P.

16.

*Wb.* The P. retakes the P.

*Wb.* The K. at his R. own square.

17.

*Wb.* The K. B. at his Q. third square.

*Bl.* The K. R. P. one move.

18.

*Wb.* The K. R. P. two moves.

*Bl.* The R. P. takes the Q. B.

19.

*Wb.* The P. retakes the P.

*Wb.* The Kt. at his R. fourth square.

20.

*Wb.* The B. at the adverse K. Kt. third square.

*Bl.* The Kt. at the adverse K. B. fourth square.

21.

*Wb.* The Q. at her B. second square.

*Bl.* The Kt. takes the B. to avoid the mate.

22.

*Wb.* The Q. retakes the Kt.

*Bl.* The B. at his K. B. fourth square.

23.

*Wb.* The Q. gives check.

*Bl.* The K. retires.

24.

*Wb.* The K. Kt. P. one move.

*Bl.* The B. takes the P.



- 25.
- Wb.* The Q. takes the B.  
*Bl.* The Q. at her K. B. third square.
- 26.
- Wb.* The Q. R. at the adverse Q. R. th  
 square.  
*Bl.* The Q. takes the Q.
- 27.
- Wb.* The Q. R. retakes the Q.  
*Bl.* The K. R. at its B. second square.
- 28.
- Wb.* The K. at his second square.  
*Bl.* The Q. R. P. two moves.
- 29.
- Wb.* The Q. R. at the adverse K. third squa  
*Bl.* The R. P. one move.
- 30.
- Wb.* The R. takes the P.  
*Bl.* The R. P. one move.
- 31.
- Wb.* The K. R. at its Q. R. own square.  
*Bl.* The R. P. one move.
- 32.
- Wb.* The R. at its K. third square.  
*Bl.* The K. R. at its B. third square.
- 33.
- Wb.* The K. at its Q. third square.  
*Bl.* The R. gives check.

<sup>34.</sup>  
*Wb.* The K. at his fourth square.  
*Bl.* The R. takes the R.

<sup>35.</sup>  
*Wb.* The K. retakes the R.  
*Bl.* The R. at its Q. R. third square.

<sup>36.</sup>  
*Wb.* The K. at his Q. fourth square.  
*Bl.* The K. at his B. second square.

<sup>37.</sup>  
*Wb.* The K. at his Q. B. third square.  
*Bl.* The R. gives check.

<sup>38.</sup>  
*Wb.* The K. at his Q. Kt. fourth square.  
*Bl.* The R. takes the P.

<sup>39.</sup>  
*Wb.* The R. takes the P.  
*Bl.* The K. at his second square.

<sup>40.</sup>  
*Wb.* The Q. B. P. one move.  
*Bl.* The K. Kt. P. two moves.

<sup>41.</sup>  
*Wb.* The R. at the adverse Q. R. second square.  
*Bl.* The K. at his Q. own square.

<sup>42.</sup>  
*Wb.* The K. at the adverse Q. Kt. fourth square.  
*Bl.* The Kt. P. one move.

43.  
*Wh.* The K. at the adverse Q. B. third square.  
*Bl.* The R. gives check.

44.  
*Wh.* The P. covers the check.  
*Bl.* The P. takes the P.

45.  
*Wh.* The P. retakes the P.  
*Bl.* The K. at his own square.

46.  
*Wh.* The R. at the adverse K. Kt. second square.  
*Bl.* The R. at its K. R. third square.

47.  
*Wh.* The K. at the adverse Q. B. second square, and by pushing his Pawn he will win the game.

SIXTH BACK GAME,

*Of the Queen's Gambit, on the tenth move of  
the White.*

10.

*Wb.* The K. B. P. takes the P.

*Bl.* The K. Kt. takes the K. P.

11.

*Wb.* The Kt. retakes the Kt.

*Bl.* The Q. gives check.

12.

*Wb.* The Kt. at his K. Kt. third square.

*Bl.* The Q. B. at the adverse K. Kt. fourth  
square.

13.

*Wb.* The K. B. at his K. second square.

*Bl.* The Q. takes the K. R. P.

14.

*Wb.* The K. R. at its B. own square.

*Bl.* The Q. takes the Kt. and gives check.

15.

*Wb.* The K. at his Q. second square.

*Bl.* The Q. Kt. at his Q. second square.

16.

*Wb.* The R. takes the R.

*Bl.* The R. retakes the R.

17.

*Wb.* The Q. at her K. square.

*Bl.* The R. at the adverse K. B. second  
square, and must win the game.

FIRST REGULAR PARTY,

*With four back games; the first on the third move of the Black, the second on the fourth move of the White, the third on the fifth move of the Black, and the last on the sixth move of the White.*

1.

*Wb.* The R. P. two moves.

*Bl.* The same.

2.

*Wb.* The K. B. at his Q. B. fourth square. (a)

*Bl.* The same. (b)

3.

*Wb.* The Q. B. P. one move.

*Bl.* The Q. at his K. second square. (c)

4.

*Wb.* The K. Kt. at his B. third square. (d)

*Bl.* The same. (e)

5.

*Wb.* The Q. at her K. second square.

*Bl.* The Q. P. one move. (f)

## N O T E S.

(a) This is the best place the King's Bishop can occupy in the first moves of a party; here, he batters upon the adverse King's Bishop's Pawn, against which the first attacks are generally formed.

(b) The Black being able to play two or three different ways, we will make two different parties of it.

(c) He prevents you from establishing two Pawns a-breast, and occupying the centre. On that move, the Black has three other ways of playing, which will make the subject of two variable, and one back game.

(d) If you had moved this Knight to your King's second square, you would have lost the game. The subject of a back game.

(e) It would have been bad play for him to have taken your King's Bishop's Pawn. Another subject for a back game.

(f) Had he attacked your King's Bishop's Pawn with his Knight, it would have given you time to establish your Pawns in the centre. A new subject for a back game.

6.

*Wh.* The Q. P. one move. (*g*)*Bl.* The Q. B. P. one move. (*b*)

7.

*Wh.* The K. R. P. one move.*Bl.* The same. (*i*)

8.

*Wh.* The Q. B. at his K. third square. (*k*)*Bl.* The K. B. takes the B. (*l*)

## N O T E S.

(g) If you had pushed this Pawn two moves, you might have occupied the centre for a moment, but could not have kept it long ; as will be seen by a back game.

(b) If he had moved his Queen's Bishop to your King's Knight's fourth square, you should immediately have pushed your King's Rook's Pawn one move ; you must never leave your pieces under the controul of the Bishop's direction, if you can help it.

(i) The Pawns have been played on both sides to prevent the Bishops from becoming troublesome to the Knights.

(k) When your Queen's Pawn cannot break the Direction of the adverse King's Bishop upon your King's Bishop's Pawn, you must preserve your Queen's Bishop, in order to post him at your King's third square ; because this Bishop is the only piece which can be effectually opposed to the adverse King's Bishop.

(l) If he had moved back his King's Bishop, instead of taking your Bishop, he would have lost a turn : when you exchange pieces it is an advantage to take first.



9.

*Wb.* The Q. retakes the B.  
*Bl.* The Q. B. at his K. third square.

10.

*Wb.* The K. B. takes the B.  
*Bl.* The Q. retakes the B. (*m*)

11.

*Wb.* The Q. Kt. at his Q. second square.  
*Bl.* The same.

12.

*Wb.* The K. castles with his R.  
*Bl.* The same. (*n*)

## N O T E S.

(*m*) You may now see the advantage of your King's Rook's Pawn being played at the seventh move, for he might at present attack you with his King's Knight, and afterwards play his King's Bishop's Pawn to bring him again into action; these hits ought to be carefully improved, especially in parties wherein your adversary forces out your Knights before your Pawns.

(*n*) The game is now equal; the White has preserved the advantage of the move; he who first can bring his King's Bishop's Pawn into play, by pushing it two moves, will undoubtedly gain the advantage of situation.

FIRST BACK GAME,

*On the third move of the Black.*

*Wh.* The Q. B. P. one <sup>3.</sup> move.

*Bl.* The Q. Kt. at his B. third square. (*a*)

*Wh.* The Q. P. two <sup>4.</sup> moves.

*Bl.* The K. P. takes the P. (*b*)

*Wh.* The K. B. takes <sup>5.</sup> the adverse K. B. P.

*Bl.* The K. takes the B. (*c*)

*Wh.* The Q. at the <sup>6.</sup> adverse K. R. fourth square.

*Bl.* The K. Kt. P. one move.

*Wh.* The Q. takes <sup>7.</sup> the K. B. and will have a very good game.

## N O T E S.

(a) He plays this Knight to hinder you from pushing your Queen's Pawn two moves. If, instead of this Knight, he had played his Queen's Bishop's Pawn one move, your next move might equally take place.

(b) He might have prevented this move, by bringing back the Bishop to his Queen's Knight's third square, which move will make a supplement to this back game.

(c) If he does not take your Bishop, you must take his King's Knight, and push your Queen's Knight's Pawn two steps attacking his Bishop, and afterwards push upon his Queen's Knight, in order to retake the Pawn with your Queen's Bishop's Pawn.

## S U P P L E M E N T

*To this first back game, on the fourth move  
of the Black.*

4.

*Wb.* The Q. P. two moves.

*Bl.* The K. B. at his Q. Kt. third square.

5.

*Wb.* The K. Kt. at his K. second square.

*Bl.* The K. Kt. at his B. third square.

6.

*Wb.* The Q. at her third square.

*Bl.* The K. castles.

7.

*Wb.* The K. B. P. two moves.

*Bl.* The K. P. takes the Q. P.

8.

*Wb.* The K. P. one move. (*a*)

*Bl.* The Q. P. two moves. (*b*)

9.

*Wb.* The K. B. at his Q. Kt. third square.

*Bl.* The K. Kt. at the adverse K. fourth  
square.

10.

*Wb.* The Q. B. P. takes the P.

*Bl.* The K. B. P. two moves. (*c*)

11.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Q. B. at his K. third square. (*d*)

## N O T E S.

(a) If on that move he withdraws his King's Knight, he gives you an opportunity of establishing your Pawns in the centre.

(b) He takes this opportunity to stop the progress of your King's Bishop, and to get an advantageous position for his Knight.

(c) He pushes this Pawn two moves, in order to be able to place his Queen's Bishop at his King's third square.

(d) In this situation the Black have as good a game as the White; there is indeed a Pawn passed and sustained on the side of the White, but this advantage is quite counterbalanced by the post of the Royal Knight of the Black, who cannot be dislodged but by changing piece for piece, and in that case, the Pawns of the Black would reunite in the centre, giving, equally to them as to the White, a passed Pawn.

## SECOND BACK GAME,

*On the fourth move of the White.*

*Wb.* The K. Kt. at his K. second square. <sup>4.</sup> (↖)  
*Bl.* The K. B. takes the P. and gives check.]

*Wb.* The K. takes the B. <sup>5.</sup>  
*Bl.* The Q. at her B. fourth square, giving  
 check.

*Wb.* The Q. P. two moves. <sup>6.</sup>  
*Bl.* The Q. takes the B.

*Wb.* The Q. Kt. at its R. third square. <sup>7.</sup>  
*Bl.* The Q. at her K. third square. (*b*)

N O T E S.

(a) If this move did not cost you a Pawn, it would undoubtedly be the most convenient place for the Knight; because, here he does not obstruct the passage of the Pawns. See the supplement of this second back game on the same move.

(b) The Black must win the game, having the advantage of a Pawn, and a good situation besides.



## S U P P L E M E N T

*To this last second back game, on the fourth  
move of the White*

4.  
*Wb.* The K. Kt. at his B. third square  
*Bl.* The K. B. takes the P. and gives  
check. (*a*)

5.  
*Wb.* The K. takes the B.  
*Bl.* The Q. at her B. fourth square, giving  
check.

6.  
*Wb.* The Q. P. two moves.  
*Bl.* The Q. takes the B.

7.  
*Wb.* The K. Kt. takes the adverse K. P.  
*Bl.* The Q. at her K. third square.

8.  
*Wb.* The Q. at her K. B. third square.  
*Bl.* The Q. P. one move.

9.  
*Wb.* The K. Kt. at his Q. third square.  
*Bl.* The K. Kt. at his B. third square.

10.  
*Wb.* The K. R. at its K. own square.  
*Bl.* The K. castles. (*b*)

## N O T E S.

(a) There is no disadvantage in not being able to castle, when your pieces can easily get out; very often it is even better so, provided your King be safe.

(b) So situated, the White has the advantage, his pieces being better brought out, and more conveniently arranged.

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## THIRD BACK GAME,

*On the fifth move of the Black.*

5.  
*Wb.* The Q. at her K. second square.  
*Bl.* The K. Kt. at the adverse K. Kt. fourth square.
6.  
*Wb.* The Q. P. two moves.  
*Bl.* The K. P. takes the P.
7.  
*Wb.* The Q. B. P. retakes the P.  
*Bl.* The K. B. gives check.
8.  
*Wb.* The Q. Kt. at his B. third square. (a)  
*Bl.* The K. Kt. at his B. third square. (b)
9.  
*Wb.* The K. B. at his Q. third square.  
*Bl.* The K. castles. (c)
10.  
*Wb.* The K. castles  
*Bl.* The Q. P. one move.
11.  
*Wb.* The K. R. P. one move.  
*Bl.* The same.
12.  
*Wb.* The Q. B. at his Q. second square. (d)

## N O T E S.

(a) If he takes this Knight with his Bishop it will mend your game, because this move will bring your Pawns into the centre.

(b) Here you might push your King's Pawn one step, and get two moves by so doing; but this Pawn once pushed, your adversary would offer you twice the exchange of the Pawn, by pushing one step his Queen's Pawn, as well as that of his King's Bishop; your Pawn would then remain alone and separate; it is therefore better to leave your two Pawns a-breast, to avoid opening your game.

(c) He castles in order to attack your King's Pawn with his Rook; you must therefore castle likewise, that in case of an attack you may sustain it with your King's Rook.

(d) It is pretty evident that the White has the better game, having the advantage of three moves more than the Black, and the Pawns besides farther advanced: nothing remains on the side of the White but to disengage the King's Bishop's Pawn as soon as possible, that will decide the game entirely against the Black.

## FOURTH BACK GAME,

*On the sixth move of the White.*

6.

*Wh.* The Q. P. two moves.

*Bl.* The K. P. takes the P.

7.

*Wh.* The Q. B. P. retakes the P.

*Bl.* The K. B. gives check.

8.

*Wh.* The Q. B. covers the check.

*Bl.* The B. takes the B.

9.

*Wh.* The Q. Kt. retakes the B.

*Bl.* The Q. P. one move. (a)

## N O T E.

(a) This party is entirely equal on both sides; your Pawns in the centre are broken; one may, however, venture this way of playing with an antagonist to whom you give some advantage.

SECOND REGULAR PARTY,

*Various from the second move of the Black.*

1.

*Wb.* The K. P. two moves.

*Bl.* The Same.

2.

*Wb.* The K. B. at his Q. B. fourth square,

*Bl.* The K. Kt. at his B. third square.

3.

*Wb.* The Q. P. one move,

*Bl.* The K. B. at his Q. B. fourth square.

4.

*Wb.* The K. Kt. at his B. third square, (*a*)

*Bl.* The Q. P. one move,

5.

*Wb.* The Q. B. P. one move,

*Bl.* The K. castles. (*b*)

6.

*Wb.* The Q. R. P. two moves,

*Bl.* The Same. (*c*)

7.

*Wb.* The K. castles.

*Bl.* The Q. B. at his K. third square. (*d*)

## N O T E S.

(a) Though the getting out the pieces before the Pawns must be avoided as much as possible, I think this play is absolutely necessary in the present situation, to keep the advantage of the move; nevertheless, you might on the same move push your King's Bishop's Pawn two steps: such a game, tho' dangerous in itself, is very good against a player to whom some advantage is given.

(b) If, instead of castling, he had played his Queen's Bishop to your King's Knight's fourth square, you might have played your Queen to his Knight's third square, which would have given you the game; but was he to play the same Bishop to his King's third square, take him with yours, and afterwards play your Queen to her Knight's third square.

(c) If he had not played thus, his King's Bishop must have been forced by your Pawns.

(d) Had he played this same Bishop to your King's Knight's fourth square, you must have pushed your Queen's Pawn one move; and was he to take your King's Knight with his Bishop, you would retake with your Knight's Pawn, the better to bring your Rooks into play, as they then might attack the Pawns that cover the adverse King.



8.

*Wb.* The K. B. takes the B.

*Bl.* The P. retakes the B.

9.

*Wb.* The Q. at her Kt. third square. (e)

*Bl.* The Q. at her B. own square.

10.

*Wb.* The Q. P. one move.

*Bl.* The K. P. takes the P.

11.

*Wb.* The Q. B. P. retakes the P.

*Bl.* The B. at his Q. Kt. third square. (f)

12.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Same.

13.

*Wb.* The Q. B. at his K. third square.

*Bl.* The K. Kt. at the adverse K. Kt. fourth square.

14.

*Wb.* The K. R. P. one move. (g)

*Bl.* The K. Kt. takes the B.

15.

*Wb.* The K. B. P. retakes the Kt.

*Bl.* The K. R. P. one move. (h)

## N O T E S.

(e) Your Queen attacks two Pawns, which your adversary cannot sustain any otherways than by playing his Queen to her Bishop's square; this situation often takes place in the first moves of any party whatsoever, and very frequently your adversary finds himself in the impossibility of sustaining the two Pawns at once.

(f) If he had played his Bishop to your Queen's Knight's fourth square, you must have sustained your Royal Pawn with your Queen.

(g) Doubled Pawns, when not separated, are as good as the others, and even sometimes more profitable.

(b) He plays this Pawn to hinder your Knight from attacking his King's Pawn, as otherways he would be forced to defend it with his Rook, which would afford you time to double your Rooks on the column of your King's Bishops. It is proper to observe, that in almost every case, whoever makes himself master of an opening with his double Rooks, must have the advantage; it is therefore the adversary's business never to yield up these kind of passes.

16.

*Wh.* The K. Kt. P. two moves.

*Bl.* The Same.

17.

*Wh.* The K. R. at its B. second square.

*Bl.* The Q. at her second square.

18.

*Wh.* The Q. R. at its K. B. own square.

*Bl.* The K. at his Kt. second square. (i)

## N O T E.

(i) So situated, the White must have chiefly in view to oblige the adversary to push his King's Pawn one step, so that he may place a Knight, sustained by two Pawns, at the fourth square of the same King's Bishop, which ought to decide the game entirely in his favour: the Black then ought, in opposition, to seek the means of doubling the two Rooks, and bringing the Queen's Bishop's Pawn again into play, by pushing him two moves.

## THIRD REGULAR PARTY,

*Various from the second move of the Black ;  
with three back games on the third, the  
seventh, and the twelfth move of the Black.*

1.

*Wb.* The K. P. two moves.

*Bl.* The Same.

2.

*Wb.* The K. B. at his Q. B. fourth square,

*Bl.* The Q. B. P. one move. (*a*)

3.

*Wb.* The Q. P. two moves.

*Bl.* The K. P. takes the P. (*b*) ♖

4.

*Wb.* The Q. retakes the P.

*Bl.* The Q. P. one move. (*c*)

5.

*Wb.* The K. B. P. two moves.

*Bl.* The Q. B. at his K. third square. (*d*)

6.

*Wb.* The K. B. takes the B.

*Bl.* The K. B. P. retakes the B.

7.

*Wb.* The Q. B. P. two moves.

*Bl.* The Q. P. one move. (*e*) ♖

## N O T E S.

(a) He prepares to push his Queen's Pawn two moves, in order to break the direction of your King's Bishop, occupy the centre of his Pawns, and retake from you the advantage of the move.

(b) He might, according to his first design, have pushed his Queen's Pawn two steps. This will furnish the subject for a back game.

(c) If he had played his King's Knight to his Bishop's third square, you must have attacked this Knight with your King's Pawn, by which play you would have won many moves.

(d) As he cannot break the direction of your King's Bishop with his Queen's Pawn, he opposes the Bishop of his Queen to that of your King; if, instead of this move, he had advanced his King's Bishop's Pawn two steps, you must then have pushed your King's Pawn.

(e) He makes this move in order to break your Pawns in the centre, or to be able to establish himself there strongly on his Queen's side: he would have played wrong, had he pushed his Queen's Bishop's Pawn upon your Queen. The subject of a back game.

8.

*Wb.* The Q. B. P. takes the P.

*Bl.* The K. P. retakes the P. (f)

9.

*Wb.* The K. P. one move.

*Bl.* The Q. B. P. one move.

10.

*Wb.* The Q. at her K. B. second square. (g)

*Bl.* The Q. Kt. at his B. third square.

11.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The Q. P. one move. (b)

12.

*Wb.* The K. castles.

*Bl.* The Q. at her fourth square.

13.

*Wb.* The K. R. at its Q. own square. (i)

*Bl.* The K. castles. (k)

14.

*Wb.* The Q. Kt. P. one move.

*Bl.* The K. Kt. at his R. third square.

15.

*Wb.* The Q. Kt. at his R. third square.

*Bl.* The K. B. at his K. second square.

16.

*Wb.* The Q. B. at his Q. Kt. second square. (l)

## N O T E S.

(f) It would be bad play on his side to retake with his Queen's Bishop's Pawn, because his pieces would again be shut up; besides they would occupy less ground than yours.

(g) It would be wrong to give check with your Queen, she ought never to be removed from the centre; you must, on the contrary, keep her behind your Pawns, especially in the beginning of a party.

(h) It would, again, have been very bad play for him to have pushed his Queen's Bishop's Pawn; and a back game on this move will shew of how great a consequence it is, when you have a knot of Pawns, to push the leading one forwards.

(i) This move is very necessary to prevent him from pushing his Queen's Bishop's Pawn, which would bring two of his Pawns a-breast upon your ground; besides, affording a favourable opportunity for his Bishop to get out.

(k) If he had pushed his Queen's Knight's Pawn two steps, you would have won a Pawn, by attacking his Queen with your Queen's Knight.

(l) This party is quite even, the position is as good on one side as on the other, the two Bishops are both entangled, and the Rooks entirely free.



FIRST BACK GAME,

*Of the third Regular Party, on the third m  
of the Black.*

*Wb.* The Q. P. two moves.  
*Bl.* The Same.

*Wb.* The K. P. takes the P.<sup>4.</sup>  
*Bl.* The Q. B. P. retakes the P.

*Wb.* The K. B. gives check.<sup>5.</sup> (*a*)  
*Bl.* The B. covers the check.

*Wb.* The K. B. takes the B.<sup>6.</sup>  
*Bl.* The Q. Kt. retakes the B.

*Wb.* The Q. P. takes the P.<sup>7.</sup>  
*Bl.* The Q. Kt. retakes the P.

*Wb.* The Q. at her K. second square.<sup>8.</sup>  
*Bl.* The Same. (*b*)

*Wb.* The Q. Kt. at his B. third square.<sup>9.</sup>  
*Bl.* The K. castles.

*Wb.* The Q. B. at his K. B. fourth square.<sup>10.</sup>  
*Bl.* The Q. Kt. at his B. third square.

*Wb.* The K. castles.<sup>11.</sup> (*c*)

## N O T E S.

(a) If, instead of giving check, you had removed this Bishop to your Queen's third square, you would have lost the advantage, both of the move and of the situation, because he would immediately have made himself master of the centre, by pushing his King's Pawn.

(b) If he had sustained this Knight in any other manner, he would have lost him, by your immediately pushing your King's Bishop's Pawn two moves.

(c) Such being the situation of the game, must have chiefly two objects in view : first, to preserve the Queen's Bishop, who, by his direction, is very troublesome to the adverse King, and next to attack the Queen's Pawn, which being separated from the other Pawns, can no longer be sustained but by the pieces : it is always advantageous to attack a separated Pawn, were it only to employ the adversary's pieces.

O

## SECOND BACK GAME,

*Of the third Regular Party, on the seventh  
move of the Black.*

7.

*Wb.* The Q. B. P. two moves.

*Bl.* The Q. B. P. one move. (*a*)

8.

*Wb.* The Q. at her third square.

*Bl.* The K. Kt. at his B. third square.

9.

*Wb.* The Q. Kt. at his B. third square.

*Bl.* The Same.

10.

*Wb.* The Q. R. P. one move. (*b*)

*Bl.* The K. B. at his K. second square.

11.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The K. castles.

12.

*Wb.* The K. Kt. P. one move. (*c*)

*Bl.* The Q. Kt. at his R. fourth square. (*d*)

13.

*Wb.* The Q. B. at his K. third square.

*Bl.* The Q. Kt. at the adverse Q. Kt. third  
square.

## N O T E S.

(a) This move entirely decides the game. You must leave him no other opportunity of pushing his Queen's Pawn; if you succeed, his King's Bishop must remain imprisoned, and, besides, your pieces will cover much more ground than those of your adversary.

(b) This move is essential, he would otherways have attacked your Queen with his Queen's Knight, and thereby have got one piece more on his Queen's fourth square, in order, next, to push his Queen's Pawn, and by that means disengage his pieces.

(c) If you had been able to have removed your Queen's Bishop to his King's third square, he would have played his King's Knight to his fifth square, in order to take your Bishop, and free that of his King; besides, it is advantageous to preserve, as much as possible, a Bishop of the same colour as that of your adversary. The directions of the Bishops are very dangerous, in almost all cases; and the best way to ward off their attacks, is to oppose Bishops to Bishops.

(d) He plays this Knight in order to exchange him for your Bishop.

14.

*Wb.* The Q. R. at its Q. square.

*Bl.* The K. Kt. at the adverse K. Kt. fourth square.

15.

*Wb.* The Q. B. at his K. Kt. own square. (*e*)

*Bl.* The Q. R. P. one move. (*f*)

16.

*Wb.* The K. R. P. one move.

*Bl.* The K. Kt. at his B. third square.

17.

*Wb.* The Q. B. at his K. third square.

*Bl.* The K. Kt. at his R. fourth square.

18.

*Wb.* The Q. Kt. at his K. second square. (*g*)

*Bl.* The Q. Kt. at his R. fourth square.

19.

*Wb.* The K. castles. (*b*)

## N O T E S.

(e) None of these moves are dangerous because they do not break your centre; and you may dislodge these same Knights whenever you please; this proves that real attacks are to be made only with the help of several united pieces, and very seldom succeed with one or two.

(f) He makes this move in order to hinder your Queen's Knight from attacking his own Queen's Pawn.

(g) Instead of moving this Knight, he might have sustained him by playing his Queen to her Knight's third square; but then you would have pushed your King's Knight's Pawn.

(b) In this situation the White must win, if it is possible to prevent the adverse Queen's Pawn from advancing, and by not being too hasty in pushing the Pawns on the right wing, till the King is ready to sustain them.

## THIRD BACK GAME,

*Of the third Regular Party, on the eleventh  
move of the Black.*

11.

*Wb.* The K. Kt. at his B. third square.

*Bl.* The Q. B. P. one move.

12.

*Wb.* The Q. B. at his K. third square.

*Bl.* The K. B. gives check.

13.

*Wb.* The Q. Kt. at his B. third square. (a)

*Bl.* The K. Kt. at his K. second square.

14.

*Wb.* The K. castles with his R.

*Bl.* The K. Kt. at his B. fourth square. (b)

15.

*Wb.* The Q. R. at its Q. own square. (c)

*Bl.* The K. Kt. takes the B.

16.

*Wb.* The Q. retakes the Kt.

*Bl.* The Q. Kt. at his K. second square.

17.

*Wb.* The K. at his R. own square. (d)

*Bl.* The K. B. takes the Kt. (e)

18.

*Wb.* The Q. Kt. P. retakes the B.

*Bl.* The K. castles. (f)

## N O T E S.

(a) If he takes your Knight, his Queen's Pawn must necessarily fall into your hands, because it cannot be sustained by any other Pawn; besides, you may attack it with all your pieces.

(b) He plays this Knight to get rid of your Bishop, and open afterwards a free passage for his King's Bishop upon your King and Queen, which would prove very dangerous.

(c) You play this Rook with a view either to oblige him to sustain the Pawn of his Queen, or to take the Knight of yours.

(d) You might have taken his Queen's Pawn with your Knight, and afterwards played your Queen to your King's fourth square to force his Knight; but he would then have disentangled his Queen by giving check, so that this move is absolutely necessary.

(e) Not being able any longer to sustain his Queen's Pawn, he finds himself forced to take your Knight, to preserve that Pawn.

(f) In this situation, the White must win the game, the only thing now is to hinder the adverse Queen's Pawn from coming again into play, and to sustain your centre without advancing your Pawns too hastily.



## FOURTH REGULAR PARTY,

*Various from the third move of the Black,  
with one back game on the fifth move of  
the White.*

1.

*Wh.* The K. P. two moves.  
*Bl.* The Same.

2.

*Wh.* The K. B. at his Q. B. fourth square,  
*Bl.* The Same.

3.

*Wh.* The Q. B. P. one move.  
*Bl.* The K. Kt. at his B. third square,

4.

*Wh.* The Q. P. two moves. (*a*)  
*Bl.* The K. P. takes the P.

5.

*Wh.* The Q. B. P. retakes the P. (*b*)  
*Bl.* The K. B. gives check. (*c*)

6.

*Wh.* The Q. B. covers the check.  
*Bl.* The K. B. takes the B.

7.

*Wh.* The Q. Kt. retakes the B.  
*Bl.* The Q. P. two moves. (*d*)

## N O T E S.

(a) You might push this Pawn only one move, but then your situation would be the same as that already shewed in the first variation,

(b) Instead of taking, you might push the King's Pawn one move, which would not be amiss against a player to whom some advantage is given. The subject of a back game.

(c) By the removal of this Bishop to his Queen's Knight's third square, the adversary is allowed to establish his Pawns in the centre—both our former editions have fully proved it.

(d) Had he not played in this manner, he would have given you time to occupy the centre with your Pawns—this, as we said above, has already been sufficiently proved,

8.

*Wb.* The K. P. takes the P.

*Bl.* The K. Kt. retakes the P.

9.

*Wb.* The Q. at her Kt. third square. (*e*)

*Bl.* The Q. B. P. one move.

10.

*Wb.* The K. Kt. at his K. second square.

*Bl.* The K. castles.

11.

*Wb.* The K. castles with his R.

*Bl.* The K. Kt. at its Q. Kt. third square. (*f*)

12.

*Wb.* The K. B. at his Q. third square.

*Bl.* The Q. B. at his K. third square.

13.

*Wb.* The Q. at her B. second square.

*Bl.* The K. Kt. P. one move.

14.

*Wb.* The K. B. P. two moves. (*g*)

*Bl.* The Same. (*b*)

15.

*Wb.* The Q. Kt. at his K. B. third square.

*Bl.* The Q. Kt. at his Q. second square.

16.

*Wb.* The Q. Kt. at the adverse K. fourth square.

*Bl.* The Q. Kt. at his K. B. third square. (*i*)

## N O T E S.

(e) You might give check with your Queen at your King's second square, but this move would enable your adversary to get out his Queen's Bishop; besides, the King and Queen are never to be placed on the same line, when that is opened and unguarded by the Pawns.

(f) He plays this with a view, either to get out his Queen's Bishop, or to get rid of your King's Bishop.

(g) You push this Pawn to break the chain of Pawns that cover his King.

(h) As he has pushed his King's Bishop's Pawn two moves, you must endeavour to post one of your Knights at the adverse King's fourth square, from whence he cannot be driven out by any piece unless he be taken, and then you may re-unite your Pawns in the centre.

(i) He will not re-unite your Pawns by taking your Knight.

17.

*Wh.* The Q. R. at its Q. own square.  
*Bl.* The K. Kt. at his Q. fourth square.

18.

*Wh.* The Q. at her second square. (*k*)  
*Bl.* The Q. R. P. two moves.

19.

*Wh.* The K. Kt. at his Q. B. third square. (*l*)

## N O T E S.

(k) This move is necessary to prevent his Knight from posting himself at your King's third square.

(l) In these reciprocal positions, I should think the White has the better game, on account of the place where the Queen's Knight stands; however, this advantage is not of such consequence as to decide the game on that side: the Black must be mindful not to take the Knight before he has destroyed one of the Pawns that sustain him, which may be done by changing the Queen's Bishop's Pawn against the adverse Queen's Pawn, and then both games will be even.

## FIRST BACK GAME,

*On the fifth move of the White.*

5.

*Wb.* The K. P. one move.*Bl.* The Q. at her K. second square. (*a*)

6.

*Wb.* The Q. B. P. takes the P.*Bl.* The K. B. gives check.

7.

*Wb.* The Q. B. at his Q. second square. (*b*)*Bl.* The K. B. takes the B.

8.

*Wb.* The Q. Kt. retakes the B.*Bl.* The Q. P. one move. (*c*)

9.

*Wb.* The Q. at her K. second square. (*d*)*Bl.* The Q. P. takes the P.

10.

*Wb.* The Q. P. retakes the P.*Bl.* The K. Kt. at his Q. second square.

11.

*Wb.* The K. B. P. two moves.*Bl.* The K. B. P. one move.

12.

*Wb.* The K. Kt. at his B. third square.*Bl.* The K. B. P. takes the P. (*e*)

## N O T E S.

(a) Had he withdrawn his Knight, that move alone would have given you the game.

(b) You might cover this check with your Queen's Knight, placing him at his Bishop's third square; and if he then played his King's Knight to your King's fourth square, you would find some way of sustaining your centre; in that situation, his best play would be to push his Queen's Pawn two moves.

(c) Had he pushed this Pawn two moves, your centre would have been safe.

(d) If you had played your King's Bishop's Pawn two moves, he might have broken your Pawns, by pushing his Queen's Bishop's Pawn two moves.

(e) It appears by these moves that the Black, by playing properly, have succeeded in breaking the central White Pawns. In this back game my design is to prove, how dangerous it is, when two Pawns stand on a front line in the centre, to advance one before your adversary has offered to change one of those Pawns, that by the way may serve to break those very first Pawns; if, instead of having pushed his Queen's and his Bishop's Pawns only one move, he had advanced either of them two moves, your centre would have remained safe.



## FIFTH REGULAR PARTY,

*Various from the third move of the Black,  
with one back game on the third move of  
the Black.*

1.

*Wb.* The K. P. two moves.

*Bl.* The Same.

2.

*Wb.* The K. B. at his Q. B. fourth square.

*Bl.* The Same.

3.

*Wb.* The Q. B. P. one move.

*Bl.* The Q. at her K. B. third square. (a)

4.

*Wb.* The K. Kt. at his B. third square. (b)

*Bl.* The Q. Kt. at his B. third square. (c)

5.

*Wb.* The Q. Kt. P. two moves. (d)

*Bl.* The K. B. at his Q. Kt. third square

6.

*Wb.* The Q. R. P. two moves.

*Bl.* The Q. R. P. one move. (e)

7.

*Wb.* The Q. P. one move.

*Bl.* The Same. 3

## N O T E S.

(a) As, instead of this move, he might have played his Queen to your King's Rook's fourth square; it will be the subject of a back game.

(b) He forces you to get out your King's Knight before your Pawn; but, after the first moves, you must think of the proper means of bringing him again into play. You might have prevented this move with your Queen; but she is better at her home, because there she enables you to advance, with real force, the same Queen's Pawn upon his King's Bishop.

(c) He plays his Knight in order to hinder you from pushing your Queen's Pawn two moves, nevertheless this move may be ventured. A new subject of a back game.

(d) It is not always advantageous to push the Pawns on the wings; and they must be advanced cautiously.

(e) If he had advanced this Pawn two moves, you must have pushed yours upon his Knight, according to the rule already prescribed, always to advance the attacked Pawn.

8.

*Wh.* The K. R. P. one move.*Bl.* The Same.

9.

*Wh.* The Q. at her K. second square.*Bl.* The Q. B. at his K. third square. (*f*)

10.

*Wh.* The Q. Kt. at his R. third square.*Bl.* The K. Kt at his K. second square.

11.

*Wh.* The K. B. takes the B.*Bl.* The Q. retakes the B. (*g*)

12.

*Wh.* The Q. Kt. at his B. fourth square.*Bl.* The K. castles with his R. (*b*)

13.

*Wh.* The Q. Kt. takes the B.*Bl.* The Q. B. P. retakes the Kt.

14.

*Wh.* The Q. B. at his K. third square.*Bl.* The K. Kt. at his Q. B. own square.

15.

*Wh.* The K. castles with his R.*Bl.* The K. B. P. two moves.

16.

*Wh.* The K. P. takes the P. (*i*)*Bl.* The Q. retakes the P. (*k*)

## N O T E S.

(f) Not being able to break your King's Bishop's direction with his Pawns, he strives to do it with his Queen's Bishop.

(g) He might retake this Bishop with his Pawn, and it would be no bad play.

(h) If he had castled on his Queen's side, he would have yielded to you the advantage of the situation.

(i) Had you not taken this Pawn, he would have advanced it one move more upon your Bishop, have dislodged him, and got an easy attack upon your King's wing with his Pawns.

(k) Now, the business of the White must be to change the King's Bishop's Pawn with the adversary's Royal Pawn, and that will turn the advantage on his side.

## B A C K G A M E,

*On the third move of the Black.*

3.  
*Wb.* The Q. B. P. one move.  
*Bl.* The Q. at the adverse K. R. fourth square.
4.  
*Wb.* The Q. at her K. second square.  
*Bl.* The K. Kt. at his B. third square.
5.  
*Wb.* The Q. P. one move.  
*Wb.* The K. Kt. at the adverse K. Kt. fourth square.
6.  
*Wb.* The K. Kt. P. one move. (*a*)  
*Bl.* The Q. at her K. B. third square. (*b*)
7.  
*Wb.* The K. Kt. at his R. third square. (*c*)  
*Bl.* The Q. P. one move.
8.  
*Wb.* The K. B. P. one move.  
*Wb.* The K. Kt. at the adverse K. third square. (*d*)
9.  
*Wb.* The Q. B. takes the Kt.  
*Bl.* The K. B. retakes the B.
10.  
*Wb.* The Q. takes the B.  
*Bl.* The Q. B. takes the Kt.
11.  
*Wb.* The Q. Kt. at his Q. second square.  
*Bl.* The same. (*e*)

## N O T E S.

(a) On this move the King's Knight might be played to his Bishop's third square.

(b) If, instead of withdrawing his Queen, he had taken your King's Bishop's Pawn, by giving check, you must have taken his Bishop with your Queen; you would have gained a piece by it.

(c) Though the Rook's third square is not the best place for the getting out the Knights, it becomes, however, necessary in the present situation.

(d) Had he withdrawn this Knight you must then have placed yours, now attacked, at his Bishop's second square, and then have carried your Queen's Bishop to your King's third square, to get rid of his King's Bishop.

(e) It is evident, that the White have several moves over the Black, and that, because the Black have been too hasty in getting out the Queen, and that, even now, she has not reached the place where she should properly stand.

SIXTH REGULAR PARTY.

1.

*Wh.* The K. P. two moves.

*Bl.* The Q. B. P. two moves. (*a*)

2.

*Wh.* The K. B. P. two moves.

*Bl.* The Q. Kt. at his B. third square.

3.

*Wh.* The K. Kt. at his B. third square. (*b*)

*Bl.* The K. P. one move.

4.

*Wh.* The Q. B. P. one move. (*c*)

*Bl.* The Q. P. two moves.

## N O T E S.

(a) This way of opening the game, when you have not the move, is entirely defensive, and far from being the best, especially if some advantage is granted; but it is a very good one for trying the strength of an adversary with whose skill you are unacquainted.

(b) On this move he might have forced you to play the Gambit, by pushing his King's Pawn two moves; and you could not have taken without being exposed to a check from his Queen; and he would have won the game.

(c) You might have pushed your Queen's Pawn two moves, in order to change it with his Queen's Bishop's Pawn, and this move would not be amiss; but then, you must preserve your Queen's Bishop, to oppose, in case of need, to his Royal Bishop, who, as he might place himself at his Queen's Bishop's fourth square, would hinder you from castling on your right side, and besides, prove very troublesome to all your pieces.



5.

*Wh.* The K. P. one move.  
*Bl.* The K. B. P. two moves. (d)

6.

*Wh.* The Q. P. two moves.  
*Bl.* The K. Kt. at his R. third square. (e)

7.

*Wh.* The Q. B. at his K. third square.  
*Bl.* The Q. at her Kt. third square. (f)

8.

*Wh.* The Q. at her second square.  
*Bl.* The K. Kt. at his B. second square. (g)

## N O T E S.

(*d*) Instead of this, he might have played his Queen's Pawn one move; in that case, you must have taken his Pawn with yours, to hinder him from forming the same position on the side of his Queen, who is now standing on your King's side.

(*e*) It would be bad play in him to take your Pawn, as that would be clearing the way for your Queen's Knight to get out; so it would be wrong for you to take his Pawn with yours, thereby giving an advantageous place to his King's Bishop.

(*f*) He attacks your Queen's Knight's Pawn in order to induce you to push it again one move, but it is better to sustain it, for if you advance it, he may, by pushing his Queen's Rook's Pawn two moves, form a very successful attack on your left wing.

(*g*) Had he attacked your Queen's Bishop with this Knight, you must not have given him leave to change piece for piece; but have withdrawn your Bishop, and afterwards have forced his Knight to retreat.

9.  
*Wh.* The Q. P. takes the Q. B. P. (*b*)  
*Bl.* The K. B. retakes the P.

10.  
*Wh.* The Q. B. takes the B.  
*Bl.* The Q. retakes the B.

11.  
*Wh.* The Q. Kt. at his R. third square. (*i*)  
*Bl.* The K. Kt. P. two moves. (*k*)

12.  
*Wh.* The K. Kt. P. one move.  
*Bl.* The K. R. P. two moves (*l*)

## N O T E S.

(b) As your Queen's Knight cannot get out, without exposing you to the risk of having either a Pawn doubled, or your Queen forced, it is necessary to get rid of his King's Bishop.

(i) You play this Knight that he may re-join your King's Knight at your Queen's fourth square; it is the best place he can have now. In general, when one has two Knights, it is essential to keep open a free communication between them, and post them on such squares where they can neither be attacked by the Pawns nor forced to retreat.

(k) He pushes this Pawn with a view to break your centre, and it would be wrong play in you to take it.

(l) He plays so, with a design to make an opening for his King's Rook, and were you to give him time for pushing this Pawn another move, he could force and break the rear of your chain of Pawns.

13.

*Wh.* The K. R. P. two moves.

*Bl.* The K. Kt. P. takes the K. B. P. (*m*)

14.

*Wh.* The K. Kt. P. retakes the P.

*Bl.* The K. R. at its Kt. own square. (*n*)

15.

*Wh.* The K. Kt. at the adverse K. Kt. fourth square.

*Bl.* The K. Kt. at his R. third square. (*o*)

16.

*Wh.* The Q. Kt. at his B. second square.

*Bl.* The K. Kt. at the adverse K. Kt. fourth square.

17.

*Wh.* The Q. Kt. at his Q. fourth square. (*p*)

*Bl.* The K. at his second square.

## N O T E S.

(*m*) As your King's Knight, sustained by two Pawns, may safely place himself at his fifth square, so your adversary takes your Pawn, that he may procure for his King's Knight a similar post.

(*n*) He plays this Rook, to secure the command of the line. Here is an instance where a Rook may well be sacrificed for another piece. Supposing that you do not close this line with your Knight, he would remove his Rook to your King's Knight's fourth square, where, supported and sustained by two Pawns, it could not be taken without re-uniting his Pawns.

(*o*) He plays this Knight with a design of procuring him as good a place as yours now occupies.

(*p*) By this move you break the direction of his Queen, and your two Knights are now re-united to attack and take his King's Pawn

18.

*Wb.* The K. B. at his K. second square.*Bl.* The Q. B. at his Q. second square.

19.

*Wb.* The K. castles with his R. (*q*)*Bl.* The Q. R. at its B. own square.

20.

*Wb.* The Q. R. at its B. own square. (*r*)

## N O T E S.

(*q*) It would be dangerous to castle on your left, because he might easily form his attack upon your King; besides, in that position, your King must occupy his Knight's third square, in order to keep in the adverse King's Knight, and in the mean while sustain your Pawns.

(*r*) This move is necessary to prevent his making himself master of that line, by changing his Knight for yours, that position alone would give him the game. You must always oppose your Rooks to the adversary's Rooks, and never yield up the openings to him. At present the game is nearly even; nevertheless, as there is a Pawn advanced on the ground of the Black, the White may be said to have some little advantage.

END OF THE FIRST VOLUME.



*ANN. OMB. 1816*

# A N A L Y S I S

O F T H E

G A M M E

O F

# C H E S S.

BY MR. PHILIDOR.

IMPROVED AND GREATLY ENLARGED.

TO WHICH ARE ADDED,

SEVERAL PARTIES, PLAYED BY THE  
AUTHOR BLINDFOLD

AGAINST

THREE ADVERSARIES.

---

V O L. II.

---

L O N D O N:

PRINTED FOR P. ELMSLY, IN THE STRAND.

M DCC XC.

## ABBREVIATIONS.

K. \_\_\_\_\_ King.

Q. \_\_\_\_\_ Queen.

R. \_\_\_\_\_ Rook.

Kt. \_\_\_\_\_ Knight.

B. \_\_\_\_\_ Bishop.

P. \_\_\_\_\_ Pawn.

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( 2 )

4.

*Wh.* The K. B. at the fourth square of his  
Q. B.

*Bl.* The K. Kt. P. one move.

5.

*Wh.* The K. Kt. at the adverse K. fourth square,

*Bl.* The Q. gives check.

6.

*Wh.* The K. at its B. own square.

*Bl.* The K. Kt. at his B. third square. (a)

## N O T E.

(a) Doctor Salvio, in his Treatise, printed at Naples, in the year 1723, lays down this defence of the Gambit, but without examining thoroughly any combination; the great number of moves which arise and succeed one another at every instant in this party, may very possibly have prevented him from analyzing and calculating this matter.

7.

*Wh.* The Q. at her K. own square. (b) ♖*Bl.* The Q. takes the Q. (c) ♖

8.

*Wh.* The K. retakes the Q.*Bl.* The K. Kt. takes the K. P. (d) ♖

## N O T E S.

(b) This move may be played many different ways ; two only are however eligible : the first, to take the pawn with the Bishop, and give check ; the other, to play the Queen's pawn two moves—a subject of two back games.

(c) If, instead of taking your Queen, he had pushed his King's Knight's pawn, you must have taken his King's Bishop's pawn, giving check, and then have played your Knight to your King's Bishop's third square.

(d) Had he pushed his Queen's pawn one move, instead of taking your pawn with his Knight, you must have taken his King's Bishop's pawn with your Knight, and sacrificed your two pieces for two pawns and a Rook ; the subject of a back game.

9.

*Wh.* The K. B. takes the P. and gives check.

*Bl.* The K. at his second square. (*e*)

10.

*Wh.* The K. B. at his Q. Kt. third square. (*f*)

*Bl.* The K. Kt. at the third square of his B.  
(*g*)

11.

*Wh.* The Q. P. two moves.

*Bl.* The Q. P. one move. (*b*)

## N O T E S.

(*e*) If he had moved his King to his Queen's square, it would have been your game, to have drawn back your King's Bishop, in order to give double check with your Knight, or make him lose a turn.

(*f*) In this situation you must win either a pawn, or the change of his King's Rook against your Knight.

(*g*) Had he pushed his Queen's pawn one move, it would have been proper to have attacked his Rook with your Knight, and then to take his Queen's pawn with the same Knight, leaving his Rook exposed to your King's Bishop.

(*b*) It would be bad play to attack his Rook with your Knight, who being without a retreat, would be at length forced and taken.

( 5 )

12.

*Wh.* The K. Kt. at his Q. third square.

*Bl.* The K. P. one move. (*i*)

13.

*Wh.* The K. Kt. P. takes the P.

*Bl.* The P. retakes the P.

14.

*Wh.* The K. at his B. second square.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

15.

*Wh.* The Q. B. at the adverse K. Kt. fourth square.

*Bl.* The Q. Kt. at his Q. second square.

## N O T E.

(*i*) Being no longer able to sustain this pawn, he pushes it: you must readily take it, because all pawns separated and advanced on your ground must be lost.



*Wh.* The Q. Kt. at his Q. second square.  
*Bl.* The Q. R. at his K. own square. (*k*)

## N O T E.

(*k*) In this position the white have certainly the advantage, their pieces being disposed in a better order; nevertheless, this manner of playing the Gambit is no ways advantageous against a player, to whom a piece is granted, though this party, when played without any odds, is a very good one.

## FIRST BACK GAME,

*On the 7th move of the White.*

7.

*Wh.* The K. B. takes the P. and gives check.

*Bl.* The K. to his second square. (*a*)

## N O T E.

(*a*) Salvio here directs the removal of the King to his Queen's square; but, after the most exact calculations, I think it would be better to play the King to his second square: that the reader, however, may the better be enabled to judge of the game, I will set forth both ways of playing, adding a variable on the seventh move of the black.

( 8 )

8.

*Wh.* The K. B. at his Q. Kt. third square. (*b*)

*Bl.* The Q. P. one move. (*c*)

9.

*Wh.* The K. Kt. at his Q. third square. (*d*)

*Bl.* The K. Kt. at his R. fourth square.

10.

*Wh.* The Q. at her K. own square.

*Bl.* The K. Kt. P. one move. (*e*)

11.

*Wh.* The K. at his Kt. own square. (*f*)

*Bl.* The K. B. at his Kt. second square. (*g*)

12.

*Wh.* The Q. B. P. one move.

*Bl.* The Q. at her K. Kt. fourth square.

13.

*Wh.* The K. B. at his Q. own square.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

14.

*Wh.* The K. B. takes the Q. B.

*Bl.* The Q. retakes the B.

## N O T E S.

(*b*) You are forced to withdraw this Bishop, in order to avoid the loss of a piece.

(*c*) If he had taken your King's pawn with his Knight, you must have played your Queen to your King's square, to offer an exchange of Queens, which would re-establish your game in a state of defence; but if, instead of pushing this pawn, he had played his Knight to his King's Rook's fourth square, you should have taken his King's Knight's pawn with your Queen, permitting afterwards to give double check: then, by taking his Knight and sacrificing your Rook, your situation would become very advantageous.

(*d*) This is a very bad retreat for your Knight; but if you had attacked his Rook, your piece would have been forced—it is the adverse King, played to his second square on the seventh move, that has thrown you into so perplexing a situation.

(*e*) If he had given double check with his Knight, you would have won a piece by removing your King; and if he had exchanged Queens, you would have put an end to his attack.

(*f*) This move is very requisite, to disengage your King's Rook.

(*g*) If you were to take this pawn with yours, he would instantly give you check-mate.

15.

*Wh.* The K. R. P. one move. (*b*)

*Bl.* The Q. at his K. Kt. third square,

16.

*Wh.* The Q. at her K. second square. (*i*)

*Bl.* The Q. Kt. at his Q. second square,

17.

*Wh.* The K. Kt. at his K. own square. (*k*)

## N O T E S.

(*h*) It is better to push this pawn than to take, because he would settle his King's Knight upon your ground.

(*i*) There is no other way of getting out the pieces of your left wing, but by bringing your Knight to his Bishop's third square.

(*k*) In this position, though the black have the advantage, yet the game is not irrecoverably lost, because the white have still some chance of succeeding in placing their pawns in the centre.

S U P P L E M E N T

*To his first back game.*

7.

*Wh.* The Q. P. two moves.

*Bl.* The Q. P. one move. (*a*)

8.

*Wh.* The K. Kt. at his Q. third square.

*Bl.* The K. P. one move.

9.

*Wh.* The Q. Kt. at his B. third square.

*Bl.* The K. P. takes the P. and gives check.

10.

*Wh.* The K. retakes the P.

*Bl.* The Q. gives check, &c. &c. (*b*)

N O T E S.

(a) If he had taken your King's pawn, you must have played your Queen to your King's second square.

(b) It is needless to go farther ; you get again into the same moves of the variable of the first back game, with this difference, that you have one pawn less.



## SECOND BACK GAME,

*On the 7th move of the black.*

7.

*Wh.* The K. B. takes the P. and gives check.

*Bl.* The K. at his Q. own square. (*a*)

8.

*Wh.* The Q. P. two moves. (*b*)

*Bl.* The K. P. one move. (*c*)

9.

*Wh.* The Q. Kt. at his B. third square. (*d*)

*Bl.* The Q. P. one move.

10.

*Wh.* The K. Kt. at his Q. third square.

*Bl.* The K. P. takes the P.

11.

*Wh.* The K. retakes the P.

*Bl.* The Q. gives check.

12.

*Wh.* The K. at his Kt. own square. (*e*)

*Bl.* The K. Kt. P. one move.

13.

*Wh.* The K. Kt. at his B. fourth square. (*f*)

## N O T E S.

(a) You are no longer under the necessity of withdrawing your Bishop as in the first back game, so that being placed on this square he may hinder the adverse King's Knight from posting himself at his King's Rook's fourth square; a dangerous move.

(b) Had you withdrawn your King's Bishop to give double check with your Knight, he would have played his Knight to his King's Rook's fourth square, and sacrificed his Rook to win the game.

(c) There were two other ways for him to have played this move; the first, to force your Knight to retreat, by pushing his Queen's pawn upon him; the other, to take your King's pawn with his Knight; in which case you should offer an exchange of Queens, by playing yours to your King's square.

(d) Had you taken his pawn with yours, he would have won the game.

(e) If you had moved the King to his Bishop's second square, the black would have won the game, by giving check with his King's Knight's pawn, and at the next move another check with his King's Knight.

(f) This move forces his Queen to retreat, and gives you time to put your game in a good state of defence. If you could exchange Queens, your condition will be still better, for your pawns not only stand in the centre, but are besides farther advanced than his.

### THIRD BACK GAME,

*On the 8th move of the black.*

8.

*Wh.* The K. takes the Q.

*Bl.* The Q. P. one move. (a)

9.

*Wh.* The K. Kt. takes the K. B. P.

*Bl.* The Q. P. one move.

10.

*Wh.* The K. B. takes the Q. P. (b)

*Bl.* The K. Kt. takes the K. B.

11.

*Wh.* The K. Kt. takes the R.

*Bl.* The K. Kt. at his B. third square. (c)

12.

*Wh.* The Q. P. one move.

*Bl.* The K. B. at his Kt. second square.

13.

*Wh.* The Q. B. P. one move. (d)

*Bl.* The K. B. takes the K. Kt. (e)

14.

*Wh.* The Q. B. takes the P.

*Bl.* The Q. B. P. one move.

15.

*Wh.* The Kt. at his Q. second square. (f)

## N O T E S.

(a) If, instead of this, he had played his Queen's Knight to his Bishop's third square, you must have taken his Knight with yours, and sustained your royal pawn, by pushing that of your Queen one move.

(b) It is better to take his pawn, than to let him take your Bishop, because his Knight still remains exposed.

(c) He might with his Knight have attacked your Queen's Bishop's pawn, which you must then have defended with your Queen's Knight.

(d) This move is necessary, because he could have taken your King's pawn by sacrificing his Knight, and afterwards have taken your Queen's Knight's pawn with his Bishop.

(e) He could have sustained the King's or Gambit pawn but for no more than two or three moves.

(f) In this situation, it is better to advance the King under the pawns, than to castle, and then you will have a better game than your adversary.

S E C O N D P A R T Y

Of the SALVIO's Gambit,

*With one back game on the 7th move of the  
White.*

1.

*Wh.* The K. P. two moves.

*Bl.* The same.

2.

*Wh.* The K. B. P. two moves.

*Bl.* The P. takes the P.

3.

*Wh.* The K. Kt. at his B. third square.

*Bl.* The K. Kt. P. two moves.

4.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The K. Kt. P. one move.

5.

*Wh.* The K. Kt. at the adverse K. fourth  
square. (a)

*Bl.* The Q. gives check.

6.

*Wh.* The K. at his B. own square.

*Bl.* The K. Kt. at his B. third square.

7.

*Wh.* The Q. Kt. at his B. third square. (b) ♖

*Bl.* The Q. P. one move. (c)

I

## N O T E S.

(a) You might have castled upon this move, and suffered him to take your Knight; but then you must have retaken his King's pawn with your Queen, which would give you three pieces for attacking his King's Bishop's pawn. All your pieces would easily get out, and before he could bring his out and secure his King, it would be easy for you to regain some advantage.

(b) If you had taken his King's Bishop's pawn with your Knight, he would, by pushing his Queen's pawn two moves, have gained two pieces for his King's Rook. As the same pawn might have been taken by the Bishop, and check given at the same time, it will form the subject of a back game.

(c) Had he brought out his Queen's Knight to the third square of his Bishop, you must have taken his Knight with yours, and then offered Queen for Queen at your King's square,

8.

*Wh.* The K. Kt. at his Q. third square. (*d*)

*Bl.* The K. P. one move.

9 .

*Wh.* The K. Kt. P. one move. (*e*)

*Bl.* The Q. gives check.

10.

*Wh.* The K. at his B. second square.

*Bl.* The Q. gives check.

**11.**

*Wh.* The K. to its third square.

*Bl.* The K. B. gives check to his R. third square.

12.

*Wh.* The K. Kt. covers the check.

*Bl.* The Q. B. P. one move. (*f*)

13.

*Wh.* The Q. at its K. B. own square.

*Bl.* The Q. takes the Q.

14.

*Wh.* The K. B. retakes the Q.

*Bl.* The K. B. at his Kt. second square. (*g*)

## N O T E S.

(*d*) If you had taken your King's Bishop's pawn with your Knight, he would have left his Rook exposed and played his King's Knight, to his Rook's fourth square, on purpose to give double check to your King and Rook, which would throw you into a disagreeable situation.

(*e*) Had you taken this pawn with yours, he would, by retaking with his King's Knight's pawn, have opened the line for his Queen's Bishop, and you would run the hazard of losing your Queen, or of his giving you check mate.

(*f*) He plays this pawn to prevent his Queen being forced. (See the situation on the 13th move of the second back game of the first Gambit, volume the first, page.) And should he castle, or play any other way, it would be your game to propose Queen for Queen, at your King's Bishop's square.

(*g*) This move, of withdrawing his Bishop, is of great consequence, for by pushing your King's Rook's pawn two moves, you would have broken all his pawns.



15.

*Wh.* The K. R. P. one move.

*Bl.* The K. R. P. two moves.

16.

*Wh.* The Q. P. two moves. (*b*)

## N O T E.

(*b*) In this position your business is for each of you to bring out your pieces; but the White must persist in not taking the King's Knight's pawn with his Rook's pawn, and then, though the Black have the advantage of a pawn, yet the situation of the White is preferable.

## B A C K G A M E,

*On the 7th move of the White.*

7.

*Wh.* The K. B. takes the P. and gives check.*Bl.* The K. at his second square. (*a*)

8.

*Wh.* The K. B. at his Q. B. fourth square.*Bl.* The Q. P. one move. (*b*)

## N O T E S.

(*a*) If he had withdrawn his King to his Queen's square, you should have pushed your Queen's pawn two steps; by so doing you would gain a settled position, whereas by this move he forces you to withdraw your King's Bishop, for by pushing his Queen's pawn one step he would gain a piece.

(*b*) He had two other ways of playing this move, the one to take your King's pawn with his Knight, then you would play your Queen to your King's second square, letting him give you double check with his Knight; then sacrificing your Rook to take that Knight, you would win the game. The other way would be to play his King's Knight to his Rook's fourth square, in which case you ought to propose an exchange of Queens at your King's square.

9.

*Wh.* The K. Kt. at his Q. third square.

*Bl.* The K. Kt. at his R. fourth square.

10.

*Wh.* The Q. at her K. own square.

*Bl.* The Q. at her K. B. third square. (*c*)

11.

*Wh.* The K. P. one move.

*Bl.* The Q. P. takes the P.

12.

*Wh.* The Q. retakes the P. and gives check.

*Bl.* The Q. takes the Q.

13.

*Wh.* The K. Kt. retakes the Q. (*d*)

## N O T E S.

(*c*) Had he given double check with his Knight, you ought to have withdrawn your King to his Knight's square, and then he would lose a piece; and had he taken your Queen, you ought to have retaken with your Knight, to facilitate the bringing out your pieces.

(*d*) In the present situation the White seem to have the best of the Game.

## S U P P L E M E N T

*To the first GAMBIT in the first volume ;  
With two back games on the fifth move of the  
Black, and the sixth of the White.*

1.

*Wh.* The K. P. two moves.

*Bl.* The same.

2.

*Wh.* The K. B. P. two moves.

*Bl.* The K. P. takes the P.

3.

*Wh.* The K. Kt. at his B. third square.

*Bl.* The K. Kt. P. two moves.

4.

*Wh.* The K. R. P. two moves.

*Bl.* The K. Kt. P. one move.

5.

*Wh.* The K. Kt. at the adverse K. fourth square.

*Bl.* The K. Kt. at his B. third square. (*a*)

## N O T E.

(*a*) In the former editions, I directed the Black to push the King's Rook's pawn two moves. This party may be found in the first Gambit's back game. I make two different parties of the two other ways of playing, that were there omitted in the first, directing the Black to play the King's Knight to his Bishop's third square; and in the second, to play the Queen to her King's second square.

6.

*Wh.* The *Q.* P. two moves. (*b*) ♘*Bl.* The *Q.* P. one move.

7.

*Wh.* The *K.* Kt. at his *Q.* third square.*Bl.* The *K.* Kt. takes the *K.* P.

8.

*Wh.* The *Q.* B. takes the *P.* (*c*)*Bl.* The *Q.* at her *K.* second square.

9.

*Wh.* The *Q.* at her *K.* second square. (*d*)*Bl.* The *K.* B. at his *Kt.* second square.

## N O T E S.

(*b*) You might have taken his King's Knight's pawn with yours, but your pieces would then have been too much entangled; nevertheless I shall make it the subject of a back game.

(*c*) At present he has the superiority over you of a pawn: but you must observe, that this pawn which should be foremost, being left behind, will remain useless till it gets forwards to your King's Bishop's fourth square.

(*d*) Let him have played what piece he would, you should certainly have played the same, unless he had exposed some pieces to be taken.

10.

*Wh.* The Q. B. P. one move.*Bl.* The K. R. P. two moves.

11.

*Wh.* The K. Kt. P. one move.*Bl.* The Q. P. one move.

12.

*Wh.* The K. B. at his Kt. second square.*Bl.* The K. B. P. two moves. (*e*)

13.

*Wh.* The Q. Kt. at his Q. second square.*Bl.* The Q. B. at his K. third square.

14.

*Wh.* The K. castles with his R. (*f*)*Bl.* The Q. Kt. at his B. third square.

## N O T E S.

(*e*) He arms his Knight with two pawns, but you must forbear taking that piece, for you would then reunite his pawns in the centre; and in that case, his King's Bishop's pawn, now useless, would get a good post, and ensure him the game.

(*f*) It is better to castle on your right than on your left; because your King will sustain his Knight's pawn, in case your adversary takes your Queen's Bishop.

*Wh.* The K. to his R. second square.

*Bl.* The K. castles. (*g*)

## N O T E.

(*g*) In this position the two games are nearly even. The White must endeavour to carry all their forces against the adverse King's Bishop's pawn, in order to take it: the black, on the contrary, ought to strive to give away the King's Knight, in order to reunite their pawns in the centre. It is easily seen, by this Gambit, that it is by no means advantageous to push the King's Rook's pawn two steps at the fourth move.

## FIRST BACK GAME,

*On the 5th move of the Black.*

5.

*Wb.* The K. Kt. at the adverse K. fourth square.

*Bl.* The Q. at her K. second square.

6.

*Wb.* The Q. P. two moves. (*a*)

*Bl.* The Q. P. one move.

7.

*Wb.* The K. Kt. takes the K. Kt. P.

*Bl.* The Q. takes the K. P. and gives check.

## N O T E.

(*a*) If you had taken the pawn with your Knight, he would not have taken your royal pawn, giving you check with his Queen; but he would have pushed his King's Bishop's pawn two moves upon your Knight, which you would then have removed to your King's Bishop's second square: he then, taking your King's pawn with that of his Bishop, would have got the advantage of position.



8.

*Wb.* The *Q.* covers the check. (*b*)

## N O T E.

(*b*) In this situation you must exchange Queens ; it is the best thing you can do ; and afterwards take the Gambit's pawn. The two games are even. It is easily seen, that this way of playing the Gambit is neither of a very interesting nature, nor affords the same after games or numberless variations that spring from Salvio's Gambits.

## SECOND BACK GAME,

*On the 6th move of the White.*

6.

*Wh.* The K. Kt. takes the Kt. P. (a)

*Bl.* The K. Kt. takes the K. P. (b)

7.

*Wh.* The Q. at her K. second square.

*Bl.* The same. (c)

## N O T E S.

(a) If you had played your King's Bishop to your Queen's Bishop's fourth square, to attack his King's Bishop's pawn, he would have removed his Queen to her King's second square, and your position would not have been a good one.

(b) It would have been bad play in him to take your Knight with his own.

(c) He is forced to sustain his Knight with his Queen, lest he should lose him, yet he might without danger have sustained him, by pushing his Queen's pawn two moves : in this case you must have removed your King's Knight to his Bishop's second square.

8.

*Wh.* The Q. Kt. at his B. third square. (*d*)

*Bl.* The K. Kt. at the adverse K. Kt. third square.

9.

*Wh.* The Q. takes the Q.

*Bl.* The K. B. retakes the Q.

10.

*Wh.* The K. R. at its second square.

*Bl.* The Q. P. two moves. (*e*)

11.

*Wh.* The K. Kt. at the adverse K. fourth square.

*Bl.* The Q. B. P. one move.

12.

*Wh.* The Q. P. two moves.

*Bl.* The K. Kt. at his B. fourth square.

13.

*Wh.* The K. Kt. at his B. third square.

*Bl.* The K. B. at his Q. third square.

14.

*Wh.* The K. B. at his Q. third square. (*f*)

## N O T E S.

(*d*) You play this Knight to hinder him from pushing his Queen's pawn two moves ; but if, contrary to your expectation, he should play this same pawn, you may take it without danger.

(*e*) If he had played the Knight to his King's Bishop's fourth square, you must have attacked his King's Bishop with your Queen's Knight, to get rid of him ; and if he had afterwards taken the Rook's pawn and given check, you should have taken his Bishop with your Rook, to give him double check with your Queen's Knight.

(*f*) In the present condition, both games are nearly even : the Gambit's pawn must in time be taken, as it is separated, and cannot be sustained, but by the pieces.

S U P P L E M E N T

*To the third PARTY of the first Volume.*

*With one Back Game on the 7th move of the  
White.*

1.

*Bl.* The K. P. two moves.

*Wh.* The same.

2.

*Bl.* The K. Kt. at his B. third square.

*Wh.* The Q. P. one move.

3.

*Bl.* The Q. P. two moves.

*Wh.* The K. B. P. two moves.

4.

*Bl.* The Q. P. takes the K. P.

*Wh.* The K. B. P. takes the P.

5.

*Bl.* The K. Kt. at the adverse K. Kt. fourth  
square.

*Wh.* The Q. P. one move.

6.

*Bl.* The Q. P. one move at the adverse K. third square. (a)

*Wh.* The K. Kt. at his R. third square.

7.

*Bl.* The Q. B. P. two moves.

*Wh.* The Q. P. one move. (b) ♠

## N O T E S.

(a) It is better to play this pawn two steps, than to give check to the Queen, which would bring on a series of very puzzling moves; whereas at present, whether he takes the King's pawn, or the King's Knight, you will find ways to defend yourself.

(b) If you had sustained your Queen's pawn with that of your Queen's Bishop, you would have lost the game; but in this situation he cannot take the pawn that is upon the line of your King, without losing the one that is at your King's third square. There is yet another way of playing, which would be to give check with the King's Bishop: it will make the subject of a back game.

D 2

8.

*Bl.* The K. Kt. takes the P.

*Wh.* The K. B. gives check.

9.

*Bl.* The Q. B. covers the check.

*Wh.* The B. takes the B.

10.

*Bl.* The Q. Kt. retakes the B.

*Wh.* The K. castles. (*c*)

## N O T E.

(*c*) In this situation the White have certainly the preference, their pieces being better placed.

B A C K G A M E,

*On the 7th move of the White.*

7.

*Bl.* The Q. B. P. two moves

*Wb.* The K. B. gives check.

8.

*Bl.* The Q. Kt. at his B. third square. (*a*)

*Wb.* The Q. P. one move.

9.

*Bl.* The Q. R. P. one move.

*Wb.* The K. B. P. at the adverse K. third square. (*b*)

10.

*Bl.* The Q. R. P. takes the K. B.

*Wb.* The Q. takes the K. Kt.

N O T E S.

(*a*) Had he covered the check with his Queen's Bishop, you must have taken his King's Knight with your Queen.

(*b*) If he takes this pawn with his King's Bishop's pawn, you should begin by taking his Queen's Knight and give check : then retake his King's Knight with your Queen.



11.

*Bl.* The Q. takes the Q. P.

*Wh.* The K. Kt. at his B. fourth square.

12.

*Bl.* The Q. at the adverse K. fourth square. (c)

*Wh.* The P. takes the K. B. P. and gives check.

13.

*Bl.* The K. takes the P.

*Wh.* The Q. gives check.

14.

*Bl.* The K. Kt. P. one move.

*Wh.* The Q. gives check at the adverse Q. fourth square.

15.

*Bl.* The Q. takes the Q.

*Wh.* The K. Kt. retakes the Q.

16.

*Bl.* The Q. B. at his K. B. fourth square.

*Wh.* The K. Kt. takes the P.

17.

*Bl.* The K. B. at his Kt. second square.

*Wh.* The Q. B. P. one move.

18.

*Bl.* The K. R. to his K. own square.

*Wh.* The K. castles and got the best.

N O T E.

(c) If he had taken the pawn that is at his King's third square, and attacked your Queen, you must have taken his with your Knight; and if he takes your Queen, you will be able to give double check to the King and Rook, which would ensure you the Game.

M E T H O D

*Of giving Check-mate with a Rook and a Bishop  
against a Rook. (a)*

*Situation of the White.*

The K. at the adverse K. third square.  
The R. at its Q. B. square.  
The B. at the adverse K. fourth square.

*Situation of the Black.*

The K. at his home.  
The R. at its Q. second square.

1.

*Wh.* The R. gives check.  
*Bl.* The R. covers the check.

2.

*Wh.* The R. at the adverse Q. B. second square.  
*Bl.* The R. at the adverse Q. second square. (b)

## N O T E S.

(a) In the former edition (of 1749) I appointed this situation as the best for the Black, and, besides, the only good one to make a proper defence: but, as many lovers of this game desire to know the means of forcing the Black in the present position, some instructions agreeable to it will be given in my subsequent annotations.

(b) To give check-mate, you must force your adversary to place his Rook either at your Queen's square, or at your Queen's third square. In either position, the game must be won, after a few computed moves.

3.

*Wb.* The R. at the adverfe Q. Kt. fecond  
fquare. (*c*)

*Bl.* The R. at the adverfe Q. fquare. (*d*)

4.

*Wb.* The R. at the adverfe K. Kt. fecond  
fquare.

*Bl.* The R. at the adverfe K. B. fquare. (*e*)

5.

*Wb.* The B. at his K. Kt. third fquare.

*Bl.* The K. at his B. fquare. (*f*)

6.

*Wb.* The R. at its K. Kt. fourth fquare.

*Bl.* The K. at his home. (*g*)

7.

*Wb.* The R. at its Q. B. fourth fquare.

*Bl.* The R. at the adverfe Q. fquare. (*h*)

8.

*Wb.* The B. at his K. R. fourth fquare.

*Bl.* The K. at his B. fquare.

9.

*Wb.* The B. at the adverfe K. B. third fquare.

*Bl.* The R. gives check at the adverfe K.  
fquare.

## N O T E S.

(c) He is now obliged to play his Rook to your Queen's square, or to your Queen's third square.

(d) You have already forced him to play his Rook to one of those squares where he must absolutely lose the game: but this is not enough; for your Rook must not be farther from your King than the distance which a Knight, by a single regular move, may go. If you were to play your Rook to its Queen's Bishop's second square, he would play his Rook to your Queen's second square; and you must be eternally beginning afresh: whereas, by passing your Rook on your right, he must necessarily, to ward off the check-mate, play his Rook to your King's Bishop's square, which is no better than that of his Queen.

(e) As he might have played his King to his Bishop's square, we will make it the subject of a back-game.

(f) He could have played his Rook to your King's Bishop's third square. The subject of another back-game.

(g) He brings back his King, so that he may be in readiness to cover the check of your Rook.

(h) He might have played the King to his Bishop's square. The subject of the last back-game.

10.

*Wh.* The B. covers the check.

*Bl.* The K. at his Kt. square.

11.

*Wh.* The R. at its K. R. fourth square, and must win.

## FIRST BACK GAME,

*On the 4th move of the Black.*

4.

*Wh.* The R. at the adverse K. Kt. second square.

*Bl.* The K. at his B. square.

5.

*Wh.* The R. at the adverse K. R. second square. (*a*)

*Bl.* The R. at the adverse K. Kt. square.

## N O T E.

(*a*) You force him, by this move, to play his Rook to your King's Knight's square, to ward off the mate; which gives you the means of taking his Rook for nothing.

6.

*Wh.* The R. at the adverse Q. B. second square. *(b)*

*Bl.* The K. at his Kt. square.

7.

*Wh.* The R. gives check at the adverse Q. B. square.

*Bl.* The K. at his R. second square.

8.

*Wh.* The R. gives check at the adverse K. R. square, and must win.

## N O T E.

*(b)* The only way to ward off the mate is, to play his King to his Knight's square; for, if he had given you check with his Rook, you would have preserved all the strength of your attack, by covering with your Bishop.



## SECOND BACK GAME,

*On the 5th move of the Black.*

5.

*Wh.* The B. at his K. Kt. third square.

*Bl.* The R. at the adverse K. B. third square.

6.

*Wh.* The B. at the adverse Q. third square.

*Bl.* The R. gives check.

7.

*Wh.* The B. covers the check.

*Bl.* The R. at the adverse K. B. third square. (*a*)

8.

*Wh.* The R. gives check at the adverse K. second square.

*Bl.* The K. at his B. square. (*b*)

## N O T E S.

(*a*) If he had played his King to his Bishop's square, you would have played your Rook to his King's Rook's second square, in order to give mate at the next move.

(*b*) If he had played his King to his Queen's square, you must then have played your Rook to his Queen's Knight's second square, in order to give mate at the next move.

9.

*Wh.* The R. at the adverse Q. B. second square.

*Bl.* The K. at his Kt. square.

10.

*Wh.* The R. gives check, at the adverse K. Kt. second square.

*Bl.* The K. at his B. square. (*c*)

11.

*Wh.* The R. at its K. Kt. fourth square.

*Bl.* The K. at his home. (*d*)

12.

*Wh.* The B. at his K. B. fourth square, and must win the game.

## N O T E S.

(*c*) If he had played his King to his Rook's square, you would have won his Rook, giving check by discovery.

(*d*) If he had played his Rook to your King's third square, to prevent the check of your Bishop, you must then have played yours to your King's Rook's fourth square, in order to give mate at the next move.

## THIRD BACK GAME,

*On the 7th move of the Black.*

7.

*Wh.* The R. at its Q. B. fourth square.

*Bl.* The K. at his B. square.

8.

*Wh.* The B. at the adverse K. fourth square.

*Bl.* The K. at his Kt. square.

9.

*Wh.* The R. at its K. R. fourth square, and  
must win.

## M E T H O D

*Of forcing the Black to take the above-mentioned situation, in order to give mate with a Rook and Bishop against a Rook.*

*Situation of the White.*

The K. at his fourth square.  
The B. at his K. third square.  
The R. at its Q. R. second square.

*Situation of the Black.*

The K. at his third square.  
The R. at its Q. second square.

## 1.

*Wh.* The R. at its Q. Kt. second square. (a)  
*Bl.* The R. at its Q. square.

## N O T E.

(a) If you had given check with your Rook, he would have covered with his own; but by this move he is obliged to bring back his Rook, which gives you the means of making use of your Bishop.

2.

*Wh.* The B. at his K. B. fourth square. (b)

*Bl.* The R. at its K. square.

3.

*Wh.* The R. gives check.

*Bl.* The K. at his B. second square.

4.

*Wh.* The K. at the adverse K. B. fourth square.

*Bl.* The R. at the adverse K. second square.

5.

*Wh.* The R. at its Q. Kt. square. (c)

*Bl.* The R. at the adverse K. B. second square.

6.

*Wh.* The R. gives check.

*Bl.* The K. at his B. square. (d)

7.

*Wh.* The K. at his fourth square.

*Bl.* The K. at his home. (e) ♖

8.

*Wh.* The B. at the adverse K. fourth square.

*Bl.* The R. at its K. B. second square.

9.

*Wh.* The R. gives check.

*Bl.* The K. at his second square.

## N O T E S.

(*b*) As he cannot cover the check of your Rook, you must force his King to retrograde.

(*c*) This move is very material, in order to have the use of your Bishop, as above directed; that is, to hinder him from covering the check, which you will give with your Rook.

(*d*) If he had moved the King to his home, you must then have advanced your King to the face of his King, and left your Bishop exposed to be taken. In the present situation, the whole difficulty depends upon placing your Bishop at the adverse King's fourth square. Your adversary will prevent it, by leaving his King unmoved, and playing his Rook, alternately, from the second to the first square of your King's Bishop.

(*e*) If he had given you check with his Rook, you must have played your King to the adverse Queen's fourth square, and then your Bishop would have been free: but as he could have played his King to his Knight's square, we will make it the subject of a back game.

10.

*Wb.* The K. at the adverse Q. fourth square.

*Bl.* The R. at the adverse K. B. square.

11.

*Wb.* The R. gives check, at the adverse Q. Kt.  
second square.

*Bl.* The K. at his home.

12.

*Wb.* The K. at the adverse K. third square,  
and finds himself in the position above  
mentioned.

B A C K G A M E,

*On the 7th move of the Black.*

7.

*Wh.* The K. at his fourth square.

*Bl.* The K. at his Kt. square.

8.

*Wh.* The B. at the adverse K. fourth square.

*Bl.* The R. at its K. B. second square.

9.

*Wh.* The R. at its Q. Kt. square.

*Bl.* The R. at the adverse K. B. second square.

10.

*Wh.* The K. at the adverse Q. fourth square.

*Bl.* The K. at his B. second square.

11.

*Wh.* The R. gives check.

*Bl.* The K. at his Kt. third square.

12.

*Wh.* The R. gives check at the adverse K. Kt.  
second square.

*Bl.* The K. at his R. third square.



13.

*Wh.* The K. at the adverse K. third square.

*Bl.* The R. at the adverse K. second square.

14.

*Wh.* The R. at its K. Kt. square.

*Bl.* The R. at the adverse K. B. second square.

15.

*Wh.* The B. at the adverse K. B. third square.

*Bl.* The K. at his R. fourth square.

16.

*Wh.* The R. gives check at the adverse K. Kt. fourth square.

*Bl.* The K. at his R. third square.

17.

*Wh.* The K. at the adverse K. B. second square.

*Bl.* The R. at the adverse Q. B. second square.

18.

*Wh.* The R. at the adverse Q. Kt. fourth square.

*Bl.* The R. gives check.

19.

*Wh.* The B. covers the check.

*Bl.* The R. at its Q. second square.

20.

*Wh.* The R. at the adverse Q. Kt. square.

*Bl.* The K. at his R. fourth square.

21.

*Wb.* The R. at its Q. Kt. fourth square, and  
will give check mate the next move. (*a*)

## N O T E.

(*a*) It may be seen by this back-game, that, when the pieces do not stand in the situation represented here, there are many different ways to force the mate: it is only to be observed, that the Bishop must always stand next to his King, to cover him in case of a check.

M E T H O D

*Of giving check-mate with a Bishop and a Knight.*

*Situation of the White.*

The K. at his fourth square.

The K. B. at his square.

The Q. Kt. at his square. (a)

*Situation of the Black.*

The K. at his B. third square.

1.

*Wh.* The B. at his Q. B. fourth square.

*Bl.* The K. at his Kt. third square.

2.

*Wh.* The K. at his B. fourth square.

*Bl.* The K. at his B. third square.

3.

*Wh.* The Kt. at his Q. B. third square.

*Bl.* The K. at his Kt. third square.

4.

*Wh.* The Kt. at his K. fourth square. (b)

*Bl.* The K. at his R. third square.

N O T E S.

(*a*) The mate must be given in the corner of the Bishop's colour; and when the adverse King retires to the opposite corner, in eighteen or twenty moves after, the mate may be easily found.

(*b*) The Knight must endeavour to take away from the adverse King the opposite squares to the Bishop's colour.

5.

*Wh.* The K. at the adverse K. B. fourth square.  
*Bl.* The K. at his R. second square. (c)

6.

*Wh.* The K. at the adverse K. B. third square.  
*Bl.* The K. at his R. square. (d)

7.

*K.K. is date*  
*Wh.* The Kt. at the adverse Q. third square.  
*Bl.* The K. at his R. second square

8.

*3*  
*W.K. is date*  
*Wh.* The Kt. at the adverse K. B. second square. (e)  
*Bl.* The K. at his Kt. square. (f)

9.

*Wh.* The B. at his Q. third square.  
*Bl.* The K. at his B. square.

10.

*Wh.* The B. at the adverse K. R. second square.  
*Bl.* The K. at his home.

11.

*Wh.* The Kt. at the adverse K. fourth square.  
*Bl.* The K. at his B. square. (g)

## N O T E S.

(c) If he had played his King to his Rook's fourth square, you must have given check with the Bishop at your King's second square; and then, if he gets his King on the side of the corner of your Bishop's colour, you will mate him in a few moves.

(d) If he had played his King to his Rook's third square, you must have played your Bishop to your King's second square, to oblige his King to get into the black corner, where your Knight is very soon to force him out.

(e) In this position, the mate is forced in about eighteen or twenty moves.

(f) Your Knight prevents his King from coming back into the corner. Now, the business of your Knight must be, to cut his King off from the black squares, while your Bishop will keep him from the white ones.

(g) As he might have played his King to his Queen's square, I make a back game of it.

12.

*Wh.* The Kt. gives check at the adverse Q. second square.

*Bl.* The K. at his home.

13.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his Q. square.

14.

*Wh.* The K. at the adverse Q. third square.

*Bl.* The K. at his home.

15.

*Wh.* The B. gives check.

*Bl.* The K. at his Q. square.

16.

*Wh.* The B. at the adverse K. B. second square.

*Bl.* The K. at his Q. B. square.

17.

*Wh.* The Kt. at the adverse Q. B. fourth square.

*Bl.* The K. at his Q. square.

18.

*Wh.* The Kt. gives check at the adverse Q. Kt. second square.

*Bl.* The K. at his Q. B. square.

19.

*Wh.* The K. at the adverse Q. B. third square.

*Bl.* The K. at his Q. Kt. square.

20.

*Wh.* The K. at the adverse Q. Kt. third square.

*Bl.* The K. at his Q. B. square.

21.

*Wh.* The B. gives check.

*Bl.* The K. at his Q. Kt. square.

22.

*Wh.* The B. at the adverse Q. second square.

*Bl.* The K. at his Q. R. square.

23.

*Wh.* The Kt. at the adverse Q. B. fourth square.

*Bl.* The K. at his Q. Kt. square.

24.

*Wh.* The Kt. gives check at the adverse Q. R.  
third square.

*Bl.* The K. at his Q. R. square.

25.

*Wh.* The B. gives check-mate.



B A C K G A M E,

*On the 11th move of the Black.*

11.

*Wh.* The Kt. at the adverse K. fourth square.

*Bl.* The K. at his Q. square.

12.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his Q. B. second square.

13.

*Wh.* The Kt. at the adverse Q. second square. (*a*)

*Bl.* The K. at his Q. B. third square.

14.

*Wh.* The B. at his Q. third square. (*b*)

*Bl.* The K. at his Q. B. second square.

N O T E S.

(*a*) It is proper to observe, that the Knight does not change the direction of his moves either one way or the other.

(*b*) If you had given check with your Bishop, he would have again got his King into the other corner: and this move would have entirely destroyed your attack.

15.

*Wh.* The B. at his K. fourth square.

*Bl.* The K. at his Q. square.

16.

*Wh.* The K. at the adverse Q. third square.

*Bl.* The K. at his home.

17.

*Wh.* The B. gives check.

*Bl.* The K. at his Q. square.

18.

*Wh.* The K. B. at the adverse K. B. second square.

*Bl.* The K. at his Q. B. square.

19.

*Wh.* The Kt. at the adverse Q. B. fourth square. (c)

## N O T E.

(c) It is needless to proceed farther. This position is quite the same as that at the seventeenth move of this game.

A P A R T Y,

*Won with a Rook and a Pawn against a Bishop.*

*Situation of the White.*

The K. at his fourth square.

The Q. P. at its fourth square.

The R. at its Q. square.

*Situation of the Black.*

The K. at his third square.

The K. B. at his Q. B. second square.

1.

*Wh.* The R. at its Q. R. square. (*a*)

*Bl.* The B. at his Q. Kt. square.

2.

*Wh.* The R. gives check.

*Bl.* The B. covers the check. (*b*)

3.

*Wh.* The R. at the adverse Q. Kt. third square. (*c*)

*Bl.* The K. at his Q. second square.

4.

*Wh.* The K. at the adverse Q. fourth square.

*Bl.* The B. at the adverse K. Kt. third square.

## N O T E S.

(a) If you had pushed your pawn, in giving check, you would have furnished your adversary with the means of making a drawn game, as will be seen afterwards.

(b) If he had withdrawn his King, you must have pushed yours forward towards your pawn. This party cannot be won, but by advancing your King, and confining that of your adversary in the last line, before you come to push your pawn.

(c) By this move you put him under a necessity of bringing back his King, and giving place to your own.

5.

*Wh.* The R. gives check at the adverse Q. Kt.  
second square.

*Bl.* The B. covers the check.

6.

*Wh.* The R. at the adverse Q. R. second square.

*Bl.* The K. at his Q. B. square.

7.

*Wh.* The K. at the adverse Q. B. third  
square. (*d*)

## A D R A W N G A M E,

*With a Rook and a Pawn against a Bishop.*

### *Situation of the White.*

The K. at his fourth square.

The Q. P. at its fourth square.

The R. at its Q. square.

### *Situation of the Black.*

The K. at his third square.

The K. B. at his Q. B. second square.

1.

*Wh.* The P. gives check. (*a*)

*Bl.* The K. at his Q. second square.

N O T E S.

(*d*) In this position the game is won, either by pushing the pawn, or forcing the adverse Bishop.

---

(*a*) In the present position it must come to a drawn game, because your King will be no more capable of going forwards towards your pawn, supposing always that your adversary plays all his moves with exactness.

2.

*Wh.* The K. at his Q. fourth square.

*Bl.* The B. at the adverse K. Kt. third square.

3.

*Wh.* The R. at its Q. R. square.

*Bl.* The B. at the adverse K. B. fourth square. (*b*)

4.

*Wh.* The R. gives check.

*Bl.* The K. at his Q. third square. (*c*)

5.

*Wh.* The K. at his fourth square.

*Bl.* The B. at the adverse K. Kt. third square. (*d*)

6.

*Wh.* The R. at the adverse K. Kt. second square.

*Bl.* The B. at the adverse K. square, to give check.

7.

*Wh.* The R. gives check.

*Bl.* The K. at his Q. second square.

8.

*Wh.* The pawn, one move. (*e*)

*Bl.* The K. at his Q. B. third square. (*f*)

## N O T E S.

(*b*) It is material for him to keep his Bishop at some distance from your King, to enable himself to give check, in case you should play the King to one of the Black squares next to your pawn.

(*c*) If he had covered the check, you would have won the game, by pushing your King forwards on the Black square facing his Bishop.

(*d*) If he had played his Bishop to your King's Rook's second square, you would have won the game, by playing your Rook to his King's Knight's second square. It is to be observed, that, in the defence of this party, the Bishop must never be far distant from the adverse King.

(*e*) If you had advanced your King, he would have obliged you to retrograde, by a check given with his Bishop.

(*f*) If he had made any other move, he would have lost the game.



9.

*Wh.* The K. at the adverse K. fourth square.

*Bl.* The B. at the adverse Q. Kt. fourth square. (*g*)

10.

*Wh.* The pawn, one move, giving check to the R.

*Bl.* The K. takes the pawn.

11.

*Wh.* The K. at the adverse Q. fourth square.

*Bl.* The K. at his Q. B. second square. (*b*)

## N O T E S.

(*g*) In this position your pawn is forced, as your King can no more go forwards, without covering your Rook.

(*b*) When one remains with a Bishop against a Rook, he must as soon as possible bring his King into that corner of the chess-board that is not of the same colour with the Bishop. It is the only place where he can be sure of a drawn game.

A M A T E

*With a single Rook.*

*Situation of the White.*

The K. at his fourth square.  
The R. at its K. R. square.

*Situation of the Black.*

The K. at his third square.

1.

*Wh.* The R. gives check.  
*Bl.* The K. at his second square.

2.

*Wh.* The K. at the adverse K. fourth square.  
*Bl.* The K. at his Q. second square. (*a*)

N O T E.

(*a*) His King must be opposite to yours, in order that you may give check with your Rook ; because then his King is forced, by the check, to retrograde.

3.

*Wh.* The R. at the adverse K. Kt. third square. (b)

*Bl.* The K. at his Q. B. second square,

4.

*Wh.* The K. at the adverse Q. fourth square.

*Bl.* The K. at his Q. Kt. second square.

5.

*Wh.* The K. at the adverse Q. B. fourth square.

*Bl.* The K. at his Q. R. second square.

6.

*Wh.* The K. at the adverse Q. Kt. fourth square. (c)

*Bl.* The K. at his Q. Kt. second square.

7.

*Wh.* The R. gives check at the adverse K. Kt. second square.

*Bl.* The K. at his Q. B. square.

8.

*Wh.* The K. at the adverse Q. B. third square.

*Bl.* The K. at his Q. square.

N O T E S.

(*b*) If you had played your King opposite to his, he would have restored his King to the same place; whereas at this move he plays his King to the face of yours: you may then force him back by the check of your Rook.

(*c*) In the present case he is obliged to place his King opposite to yours, or absolutely to abandon the line.

9.

*Wh.* The R. at the adverse Q. R. second square.

*Bl.* The K. at his home.

10.

*Wh.* The K. at the adverse Q. third square.

*Bl.* The K. at his B. square.

11.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his Kt. square.

12.

*Wh.* The K. at the adverse K. B. third square.

*Bl.* The K. at his R. square.

13.

*Wh.* The K. at the adverse K. Kt. third square.

*Bl.* The K. at his Kt. square.

14.

*Wh.* The R. gives check-mate.

A G A M E

*Won with a Queen against a Rook and a Pawn.*

*Situation of the White.*

The K. at his B. fourth square.

The Q. at her third square.

*Situation of the Black.*

The K. at his second square.

The Q. P. at its third square.

The R. at its K. fourth square. (a)

I.

*Wb.* The Q. gives check at the adverse K. R. second square. (b)

*Bl.* The K. at his third square.

N O T E S.

(a) This party is but a drawn game, provided the pawn has not yet been moved from its place; but, if it had been pushed forwards, the Queen must win.

(b) His defence entirely depends upon not letting your King pass, and afterwards playing his Rook alternately from its Queen's Bishop's fourth square to its King's fourth square, being always supported by his pawn.

2.

*Wh.* The Q. gives check at the adverse K. Kt. square. (c)

*Bl.* The K. at his second square.

3.

*Wh.* The Q. at the adverse Q. B. square.

*Bl.* The R. at its Q. B. fourth square.

4.

*Wh.* The Q. gives check at the adverse Q. Kt. second square.

*Bl.* The K. at his third square.

5.

*Wh.* The Q. at the adverse K. Kt. second square.

*Bl.* The R. at its K. fourth square.

6.

*Wh.* The Q. at the adverse Q. B. second square. (d)

*Bl.* The R. at its Q. B. fourth square.

7.

*Wh.* The Q. at the adverse Q. square.

*Bl.* The R. at its K. fourth square.

N O T E S.

(c) This move is needless ; and I point it out only to shew by what means turns may be got or lost.

(d) This move determines the winning of the game : you must then, first of all, take this position.



8.

*Wh.* The Q. gives check at the adverse K. square. (e)

*Bl.* The K. at his Q. fourth square.

9.

*Wh.* The Q. at the adverse Q. B. square. (f)

*Bl.* The R. gives check. (g)

10.

*Wh.* The King at the adverse K. B. fourth square.

*Bl.* The R. gives check.

11.

*Wh.* The K. at the adverse K. B. third square.

*Bl.* The R. at the adverse K. fourth square. (h)

12.

*Wh.* The Q. gives check at the adverse K. B. fourth square.

*Bl.* The R. covers the check.

13.

*Wh.* The Q. gives check at her third square.

*Bl.* The K. at his Q. B. fourth square.

14.

*Wh.* The Q. at her second square. (i)

*Bl.* The K. at his Q. B. third square.

## N O T E S.

(e) By this check you force his King to go towards his pawn. This move will make the passage of your King more easy afterwards.

(f) You put him under the necessity of removing his Rook from his King, or giving a free passage to your King.

(g) If he had played his King to your Queen's fourth square, you must have played your Queen to his Queen's Bishop's third square: but he might also have played his Rook to his King's Rook's fourth square, to hinder the passage of your King; the subject of a back game.

(h) If he had played his King to your Queen's fourth square, you must have played your Queen to his Queen's Bishop's third square.

(i) At the instant your King gets behind his pawn, the advantage of the game will turn on your side: to attain this, you must force him to play his King.

15.

*Wh.* The Q. at her fourth square.

*Bl.* The K. at his Q. second square. (*k*)

16.

*Wh.* The Q. at her B. fourth square.

*Bl.* The R. at its Q. B. fourth square. (*l*)

17.

*Wh.* The Q. gives check at the adverse K. B. second square.

*Bl.* The K. at his Q. B. third square.

18.

*Wh.* The K. at the adverse K. second square.

*Bl.* The R. gives check.

19.

*Wh.* The K. at the adverse Q. square.

*Bl.* The R. at its Q. B. fourth square.

20.

*Wh.* The Q. gives check at the adverse Q. second square.

*Bl.* The K. at his Q. fourth square.

21.

*Wh.* The K. at the adverse K. second square.

*Bl.* The R. at its Q. B. third square.

N O T E S.

(k) As he could have played his King to his Queen's Bishop's second square. Another subject of a back game.

(l) If he had put away his Rook from its King, you must have endeavoured to find some way of forcing his Rook by a double check.

22.

*Wh.* The Q. gives check at the adverse K. B. fourth square.

*Bl.* The K. at the adverse Q. B. fourth square.

23.

*Wh.* The K. at the adverse Q. second square.

*Bl.* The R. at its Q. B. fourth square.

24.

*Wh.* The Q. gives check at her K. fourth square, and must win. (m) ♔

## N O T E.

(m) As many lovers of this game may not be acquainted with the method of giving check-mate with a Queen against a Rook, we will end this party by way of back game.

## FIRST BACK GAME,

*On the 9th move of the Black.*

9.

*Wh.* The Q. at the adverse Q. B. square.

*Bl.* The R. at its K. R. fourth square. (a)

10.

*Wh.* The Q. gives check at the adverse Q. R. square.

*Bl.* The K. at the adverse Q. B. fourth square.

11.

*Wh.* The Q. gives check at her R. fourth square.

*Bl.* The K. at the adverse Q. B. third square.

12.

*Wh.* The Q. gives check at her R. third square.

*Bl.* The K. where he pleases, his pawn being lost. (b)

## N O T E S.

(a) His Rook being far off from its King, you ought to take her by a double check, or at least to take his Pawn.

(b) The subject of this back game is to prove how easy it is, with a Queen, to force, by a double check, a Rook, when at a distance from its King.

## SECOND BACK GAME,

*On the 15th move of the Black.*

15.

*Wh.* The Q. at her fourth square.

*Bl.* The K. at his Q. B. second square.

16.

*Wh.* The Q. at her R. fourth square.

*Bl.* The R. at its Q. B. fourth square.

17.

*Wh.* The Q. gives check at the adverse Q. R. second square.

*Bl.* The K. at his Q. B. third square.

18.

*Wh.* The K. at the adverse K. second square, and must win. (a)

## N O T E.

(a) As your King may go backwards, you must needs win the game.

## A CHECK MATE,

*With a Queen against a Rook, by way of back game,*

*Beginning at the 24th move of the White.*

24.

*Wh.* The Q. gives check at her K. fourth square.

*Bl.* The K. at the adverse Q. Kt. third square.

25.

*Wh.* The K. takes the P.

*Bl.* The R. at the adverse Q. B. second square.

26.

*Wh.* The K. at the adverse Q. fourth square. (*a*)

*Bl.* The K. at the adverse Q. Kt. second square.

27.

*Wh.* The K. at his Q. fourth square.

*Bl.* The K. at the adverse Q. R. square. (*b*)

## N O T E S.

(*a*) It is needless to give check with your Queen, before your King is near the adverse King.

(*b*) He gives you his Rook for nothing; but, if you take it, he will be stale-mate,



28.

*Wh.* The K. at his Q. third square.

*Bl.* The R. at the adverse Q. Kt. second square.

29.

*Wh.* The Q. gives check at her R. fourth square.

*Bl.* The K. at the adverse Q. Kt. square.

30.

*Wh.* The Q. at her R. third square.

*Bl.* The R. gives check at the adverse Q. second square. (c)

31.

*Wh.* The K. at his Q. B. third square.

*Bl.* The R. gives check at the adverse Q. B. second square.

32.

*Wh.* The K. at his Q. third square. (d)

*Bl.* The R. gives check at the adverse Q. second square.

33.

*Wh.* The K. at his third square.

*Bl.* The R. at the adverse Q. Kt. second square.

34.

*Wh.* The Q. at her R. fourth square. (e)

*Bl.* The R. at the adverse Q. B. second square.

## N O T E S.

(c) Your last move was by no means the best. I laid it down, merely to shew all the after-games of your adversary. If you were to take his Rook, he would be stale-mate. This cannot be too much attended to at the end of this party,

(d) If you had played your King to your Queen's Knight's third square, he would have made a drawn game, by giving you check at your Queen's Bishop's third square,

(e) Now you may push your King forwards, without any danger of making your adversary stale-mate.

G 4

35.

*Wh.* The K. at his Q. third square.

*Bl.* The R. at the adverfe Q. Kt. fecond  
square.

36.

*Wh.* The K. at his Q. B. third square. (*f*)

*Bl.* The R. at the adverfe K. R. fecond square.

37.

*Wh.* The Q. gives check at the adverfe Q. Kt.  
fourth square.

*Bl.* The K. at the adverfe Q. R. square.

38.

*Wh.* The Q. gives check at the adverfe Q. R.  
third square.

*Bl.* The K. at the Kt. square. (*g*)

39.

*Wh.* The Q. gives check at the adverfe Q. Kt.  
third square.

*Bl.* The K. at the adverfe Q. R. fecond  
square.

40.

*Wh.* The Q. gives check at the adverfe Q. R.  
fecond square.

*Bl.* The K. at the Kt. square.

41.

*Wh.* The Q. gives check at her K. Kt. square,  
and muft win. (*b*)

N O T E S.

(*f*) He is obliged to remove his Rook from his King, which gives you an opportunity of taking his Rook by a double check, or making him mate.

(*g*) If he had covered the check, you would have given mate at your King's Bishop's square.

(*h*) This game cannot be won, but by forcing the adversary to remove his King from his Rook, in order to take it afterwards by a double check.

A D R A W N G A M E,

*With a Queen against a Rook and a Pawn,*

*Situation of the White.*

The K. at the adverse Q. fourth square.

The Q. at her Kt. third square.

*Situation of the Black.*

The K. at his Q. square.

The Q. P. at its square.

The R. at its K. third square,

1.

*Wh.* The Q. gives check at the adverse Q. Kt. square.

*Bl.* The K. at his second square.

2.

*Wh.* The Q. at the adverse K. Kt. square.

*Bl.* The R. at its Q. B. third square.

3.

*Wh.* The K. at the adverse K. fourth square.

*Bl.* The R. at its K. third square, giving check.

4.

*Wh.* The K. at the adverse Q. fourth square. (a)

N O T E.

(a) In this position it is a drawn game, because the Queen cannot take backwards, neither the King nor the Pawn, as in the former party.

## A DRAWN GAME,

*With a Rook and a Pawn against a Rook;*

## OR LOST GAME,

*If he who has only a Rook plays ill.*

### *Situation of the White.*

The K. at the adverse K. B. fourth square.  
The P. at its K. fourth square.  
The R. at the adverse K. R. second square.

### *Situation of the Black.*

The K. at his home.  
The R. at its Q. R. third square.

I.

*Wh.* The P. one move.

*Bl.* The R. at its Q. Kt. third square. (a)

## N O T E.

(a) By keeping that line with his Rook, he hinders your King from advancing; and if he were to desert that line before you had pushed your Pawn, he would lose the game, as will be seen by a back game.

2.

*Wh.* The R. at the adverse Q. R. second square.

*Bl.* The R. at its Q. B. third square. (*b*)

3.

*Wh.* The P. one move.

*Bl.* The R. at the adverse Q. B. square. (*c*)

4.

*Wh.* The K. at the adverse K. B. third square.

*Bl.* The R. gives check at the adverse K. B. square. (*d*)

N O T E S.

(*b*) He ought not to depart from this line with his Rook, but at the very instant when you shall push your Pawn.

(*c*) If he had given check he would have lost the game.

(*d*) He must continue to give you check, in order to drive you away from your Pawn; and, at the very moment when your King falls upon his Rook, he will attack and take your Pawn.



B A C K G A M E,

*On the 1st move of the Black, when a Rook and a Pawn win against a Rook.*

1.

*Wh.* The P. one move.

*Bl.* The R. at the adverse Q. R. square.

2.

*Wh.* The K. at the adverse K. B. third square. (a)

*Bl.* The R. gives check at the adverse K. B. square. (b)

3.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his B. square. (c)

4.

*Wh.* The R. gives check.

*Bl.* The K. at his Kt. second square.

5.

*Wh.* The R. at the adverse K. square. (d)

*Bl.* The R. at the adverse K. square.

6.

*Wh.* The K. at the adverse Q. second square.

*Bl.* The K. at his B. second square. (e)

7.

*Wh.* The P. one move, giving check.

*Bl.* The K. at his Kt. second square. (f)

## N O T E S.

(a) If you had played your King over-against his, he could have put himself again in a position to make a drawn game, by giving check with his Rook.

(b) Had he given check at his Queen's Rook's third square, you must have covered that check with your Pawn: and if, instead of that move, he had played his King to his Queen's square, you must have given check with your Rook, and afterwards advanced your King to the second square of his own.

(c) Had he left his King at the same place, you must have given check, and changed Rook for Rook.

(d) This is the only move which can ensure you the game: every other leads but to a drawn game.

(e) Had he given check with his Rook, you must have played your King to his King's second square.

(f) If he had played his King to his Bishop's third square, you must then have given check with your Rook, and at the next move pushed your Pawn.

8.

*Wh.* The K. at the adverſe K. ſecond ſquare. (*g*)

*Bl.* The R. at the adverſe K. ſecond ſquare.

9.

*Wh.* The R. at the adverſe Q. ſquare.

*Bl.* The R. at the adverſe K. ſquare.

10.

*Wh.* The R. at its Q. ſecond ſquare.

*Bl.* The R. at the adverſe K. third ſquare.

11.

*Wh.* The R. gives check at its K. Kt. ſecond ſquare.

*Bl.* The K. at its R. ſecond ſquare.

12.

*Wh.* The K. at the adverſe K. B. ſecond ſquare.

*Bl.* The R. gives check.

13.

*Wh.* The K. at the adverſe K. ſquare.

*Bl.* The R. at the adverſe K. third ſquare.

14.

*Wh.* The P. one move.

*Bl.* The R. at the adverſe Q. third ſquare. (*b*)

15.

*Wh.* The R. at its Q. B. ſecond ſquare.

*Bl.* The K. at his Kt. ſecond ſquare. (*i*)

16.

*Wh.* The R. at the adverſe Q. B. ſecond ſquare.

*Bl.* The R. at the adverſe Q. ſecond ſquare.

N O T E S.

(g) Had you pushed your Pawn, it would have been a drawn game.

(b) He plays this move, in order to hinder your King from going out at his left hand, and to get him in again under your Pawn, by a check, in case you will bring him out at your right hand.

(i) In England, where the stale-mate is the loss of the game, you might, at your next move, play your Rook to your Queen's second square.

17.

*Wh.* The R. at the adverse Q. second square.

*Bl.* The R. at the adverse Q. Kt. second square.

18.

*Wh.* The R. at his Q. square.

*Bl.* The R. gives check.

19.

*Wh.* The K. at the adverse Q. second square.

*Bl.* The R. gives check.

20.

*Wh.* The K. at the adverse K. third square.

*Bl.* The R. gives check.

21.

*Wh.* The R. covers the check.

*Bl.* The R. at its Q. Kt. square.

22.

*Wh.* The R. at the adverse Q. square, and will win.

A DRAWN GAME,  
*Of a Queen and a Pawn against a Queen.*

*Situation of the White.*

The K. at the adverse K. Kt. second square.  
The P. at the adverse K. B. third square.  
The Q. at her third square.

*Situation of the Black.*

The K. at the adverse Q. Kt. fourth square.  
The Q. at her B. fourth square.

I.

*Wh.* The K. B. P. one move. (*a*)  
*Bl.* The Q. gives check at her K. Kt. fourth square.

2.

*Wh.* The Q. covers the check.  
*Bl.* The Q. gives check at her K. fourth square.

N O T E.

(*a*) In this position, the White ought to look for an opportunity of changing the Queen against the Queen; and the Black, to prevent that exchange, must keep the King at a distance from the adverse King, in order to be the better enabled to give perpetual check.

3.

*Wh.* The K. at the adverse K. Kt. square. (*b*)

*Bl.* The Q. at her fourth square.

4.

*Wh.* The K. at the adverse K. R. second square.

*Bl.* The Q. gives check at the adverse K. R. square.

5.

*Wh.* The Q. covers the check.

*Bl.* The Q. gives check at the adverse K. fourth square.

6.

*Wh.* The K. at the adverse K. Kt. square.

*Bl.* The Q. gives check at the adverse K. Kt. fourth square.

7.

*Wh.* The Q. covers the check.

*Bl.* The Q. at her K. third square. (*c*)

## N O T E S.

(*b*) He can no more give you check, without losing the game; but he may hinder your Pawn from making a Queen.

(*c*) It is plainly proved, that, when the check does not continue, the Pawn may be prevented from making a Queen.

A G A M E

*Won with a Queen, against a Pawn near making  
a Queen.*

*Situation of the White.*

The K. at the adverse Q. Kt. second square.  
The Q. at the adverse Q. B. square.

*Situation of the Black.*

The K. at the adverse K. B. second square.  
The P. at the adverse K. second square.

1.

*Wh.* The Q. gives check at the adverse K. B.  
fourth square. (a)  
*Bl.* The K. at the adverse K. Kt. second square.

2.

*Wh.* The Q. gives check at her K. Kt. fourth  
square.  
*Bl.* The K. at the adverse K. B. second square.

3.

*Wh.* The Q. gives check at her K. B. fourth  
square.  
*Bl.* The K. at the adverse K. Kt. second  
square.

N O T E.

(a) To win this game, the Queen must be  
previously brought, as near as possible, to the  
adverse King.

H 3



4.

*Wh.* The Q. at her K. third square.

*Bl.* The K. at the adverse K. B. square. (*b*)

5.

*Wh.* The Q. gives check at her K. B. third square.

*Bl.* The K. at the adverse K. square. (*c*)

6.

*Wh.* The K. at the adverse Q. B. third square.

*Bl.* The K. at the adverse Q. second square.

7.

*Wh.* The Q. gives check at the adverse Q. fourth square.

*Bl.* The K. at the adverse Q. B. second square.

8.

*Wh.* The Q. gives check at her B. fourth square.

*Bl.* The K. at the adverse Q. second square.

9.

*Wh.* The Q. gives check at her fourth square.

*Bl.* The K. at the adverse Q. B. second square.

10.

*Wh.* The Q. at her K. third square. (*d*)

*Bl.* The K. at the adverse Q. square.

11.

*Wh.* The Q. gives check at her third square.

*Bl.* The K. at the adverse K. square.

12.

*Wh.* The K. at the adverse Q. fourth square. (*e*)

N O T E S.

(b) It is this move which enables you to win the game, because you force him to play his King under his Pawn.

(c) As his Pawn cannot make a Queen, you must make a good use of this instant to bring your King next to his.

(d) It is always the same move which forces him to play his King under his Pawn.

(e) You will proceed with the same moves till your King comes next to his Pawn, and then the game is won.

H 4

## A DRAWN GAME,

*With a Queen against a Pawn near making a Queen.*

*Situation of the White.*

The K. at his Q. B. fourth square.

The Q. at her K. second square.

*Situation of the Black.*

The K. at the adverse K. Kt. square.

The P. at the adverse K. B. second square.

1.

*Wh.* The Q. gives check at her K. Kt. fourth square.

*Bl.* The K. at the adverse K. R. second square.

2.

*Wh.* The Q. at her K. B. third square.

*Bl.* The K. at the adverse K. Kt. square.

3.

*Wh.* The Q. gives check at her K. Kt. third square.

*Bl.* The K. at the adverse K. R. square. (a)

## N O T E.

(a) In the former party, you forced his King to come under his Pawn: but he may now, without any danger, leave it exposed to be taken; for you would make a stale-mate by taking his Pawn: this ought then to be a drawn game.

Another **D R A W N G A M E**,  
*With a Queen against a Pawn near making a Queen.*

*Situation of the White.*

The K. at his Q. B. fourth square.  
The Q. at her fourth square.

*Situation of the Black.*

The K. at the adverse K. Kt. second square.  
The P. at the adverse K. R. second square.

1.

*Wh.* The Q. gives check at her K. Kt. fourth square.

*Bl.* The K. at the adverse K. B. second square.

2.

*Wh.* The Q. at her K. R. third square.

*Bl.* The K. at the adverse K. Kt. square.

3.

*Wh.* The Q. gives check at her K. Kt. third square.

*Bl.* The K. at the adverse K. R. square. (*a*)

**N O T E.**

(*a*) Being forced to take away your Queen from that line, to make room for his King, you could never bring up your King in time: so it must be a drawn game.

It is proper to observe, that the Pawns of the two Bishops, and of the two Rooks, at one square from the Queen, make a drawn game against a Queen; and the Pawns of the King, the Queen, and of the two Knights, must lose in such a position.

A DRAWN GAME,

*With a single Pawn ;*

Or a GAME WON,

*If he who remains with his King alone does not  
play well.*

*Situation of the White.*

The K. at his B. fourth square.

The P. at the adverse K. B. fourth square.

*Situation of the Black.*

The K. at his B. third square.

1.

*Wh.* The K. at his fourth square.

*Bl.* The K. at his B. second square. (a)

2.

*Wh.* The K. at the adverse K. fourth square.

*Bl.* The K. at his second square.

3.

*Wh.* The P. one move, giving check.

*Bl.* The K. at his B. second square.

4.

*Wh.* The K. at the adverse K. B. fourth  
square.

*Bl.* The K. at his B. square. (b) ↵

N O T E S.

(a) It is always necessary to bring his King to the face of the adverse Pawn, so that his King may oppose the adverse King.

(b) If he had removed his King to his home, or to his King's Knight's square, he would have lost the game. The subject of a back game.

5.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his home. (*c*)

6.

*Wh.* The K. at the adverse K. B. fourth square.

*Bl.* The K. at his B. second square. (*d*)

7.

*Wh.* The K. at the adverse K. Kt. fourth square.

*Bl.* The K. at his B. square. (*e*)

8.

*Wh.* The K. at the adverse K. Kt. third square.

*Bl.* The K. at his Kt. square.

9.

*Wh.* The P. one move, giving check.

*Bl.* The K. at his B. square.

10.

*Wh.* The K. is forced to leave the P.

N O T E S.

(c) Were you in the present position to push your Pawn, you could not sustain it without making a stale-mate.

(d) His defence depends upon opposing his King to yours; for if, on the contrary, you could oppose your King to his, you would win the game.

(e) He always brings his King opposite yours, which infallibly brings on a drawn game.



## B A C K G A M E,

*On the 4th move of the Black.*

4.

*Wh.* The K. at the adverse K. B. fourth square.

*Bl.* The K. at his home, or at his royal Kt. square.

5.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his B. square.

6.

*Wh.* The P. one move.

*Bl.* The K. at his royal Kt. second square.

7.

*Wh.* The K. at the adverse K. second square, and will win. (a)

## N O T E.

(a) It may be seen by these examples, that whoever acts defensively must always bring his King over-against his adversary's Pawn.

A DRAWN GAME,

*Of a Knight far off from his King, against a Pawn near making a Queen.*

*Situation of the White.*

The K. at his R. second square.

The Kt. at his Q. R. second square.

*Situation of the Black.*

The K. at the adverse Q. Kt. third square.

The P. at the adverse Q. R. third square.

1.

*Wh.* The Kt. gives check at his Q. B. square.

*Bl.* The K. at the adverse Q. Kt. second square.

2.

*Wh.* The Kt. gives check at his Q. third square.

*Bl.* The K. at the adverse Q. B. second square.

3.

*Wh.* The Kt. at his Q. Kt. fourth square.

*Bl.* The K. at the adverse Q. Kt. third square.

4.

*Wh.* The Kt. at his Q. third square. (*a*)

## N O T E.

(*a*) He cannot push his Pawn without receiving a double check from your Knight; therefore it is a drawn game. It is necessary to observe, that in such positions, when the Knight cannot give check, nor hinder the Pawn from going forwards, a double check must necessarily happen at the second move.

## A D R A W N G A M E,

*Or a Party won, with two Pawns against one.*

### *Situation of the White.*

The K. at his fourth square.

The K. B. P. at its fourth square.

The K. Kt. P. at its fifth square.

### *Situation of the Black.*

The K. at his third square.

The K. Kt. P. at its third square. (a)

### I.

*Wh.* The K. at its Q. fourth square.

*Bl.* The K. at his Q. third square. (b) ♘

## N O T E S.

(a) In the present position, if the Black were to play first, the White would win the game; and if the White were to play, it would be a drawn game.

(b) Had he played his King to his King's Bishop's fourth square, you would have again got the move over him; which would have given you the game. The subject of a back game.

2.

*Wh.* The K. at his Q. third square.

*Bl.* The K. at his Q. second square. (*c*)

3.

*Wh.* The K. at his third square.

*Bl.* The K. at his second square. (*d*)

4.

*Wh.* The K. at his Q. fourth square.

*Bl.* The K. at his Q. third square.

5.

*Wh.* The K. at his fourth square.

*Bl.* The K. at his third square. (*e*)

N O T E S.

(c) Had he played his King to his Queen's fourth square, he would have lost the game. A new subject of a back game.

(d) He keeps himself in such a situation, that he may oppose your King, when you please to push him forwards, either to his fourth square, or to your Queen's fourth square.

(e) Supposing that your adversary makes his moves exactly, it is a drawn game.

## FIRST BACK GAME,

*On the 1st move of the Black.*

1.

*Wh.* The K. at his Q. fourth square.

*Bl.* The K. at his B. fourth square.

2.

*Wh.* The K. at his third square.

*Bl.* The K. at his third square. (a)

3.

*Wh.* The K. at his fourth square.

*Bl.* The K. at his Q. third square. (b)

4.

*Wh.* The K. B. P. one move.

*Bl.* The P. takes the P. (c)

5.

*Wh.* The K. retakes the P.

*Bl.* The K. at his second square.

6.

*Wh.* The K. at the adverse K. Kt. third square.

*Bl.* The K. at his B. square.

7.

*Wh.* The K. at the adverse K. R. second square,  
and will win. (d)

## N O T E S.

(a) Had he played his King to your King's Knight's fourth square, he would likewise lose the game.

(b) Had he played his King to his second square, or to his Queen's second square, you must have advanced your King opposite to his, in order to effect the taking of his Pawn.

(c) He could have declined taking your Pawn; but that other way of playing will be found in our next back game.

(d) As often as the King is before a Pawn, the adversary cannot hinder you from making a Queen.



## SECOND BACK GAME,

*On the 2d move of the Black.*

2.  
*Wh.* The K. at his Q. third square.

*Bl.* The K. at his Q. fourth square.

3.  
*Wh.* The K. at his third square. (a)

*Bl.* The K. at his third square.

4.  
*Wh.* The K. at his fourth square.

*Bl.* The K. at his Q. third square. (b)

5.  
*Wh.* The K. B. P. one move.

*Bl.* The K. at his second square.

6.  
*Wh.* The P. one move, giving check. (c)

*Bl.* The K. at his third square.

7.  
*Wh.* The K. at his Q. fourth square.

*Bl.* The K. at his Q. third square. (d)

8.  
*Wh.* The K. B. P. one move.

*Bl.* The K. at his second square.

9.  
*Wh.* The K. at the adverse K. fourth square.

*Bl.* The K. takes the P.

10.  
*Wh.* The K. at the adverse Q. third square.

*Bl.* The K. at his B. square.

## N O T E S.

(*a*) You again get the move over him, because he cannot play his King fronting yours : he must absolutely retrograde either to his third square, or to his Queen's third square. In either case, your King may place himself in opposition to his.

(*b*) If he had withdrawn his King to his second square, or to his Queen's second square, you must have advanced your King opposite to his.

(*c*) Had you taken his Pawn with yours, it would have been a drawn game.

(*d*) In this position he has got the move over you, since he may oppose your King ; but by the sacrifice of a Pawn you may recover it over him, and a single Pawn is enough to win the game.

11.

*Wh.* The K. at the adverse K. third square.

*Bl.* The K. at his Kt. second square.

12.

*Wh.* The K. at the adverse K. second square.

*Bl.* The K. at his Kt. square.

13.

*Wh.* The K. at the adverse K. B. third square.

*Bl.* The K. at his R. second square.

14.

*Wh.* The K. at the adverse K. B. second square.

*Bl.* The K. at his R. square.

15.

*Wh.* The K. takes the P.

*Bl.* The K. at his Kt. square.

16.

*Wh.* The K. at the adverse K. B. third square.

*Bl.* The K. at his B. square.

17.

*Wh.* The P. one move, and makes a Queen  
without any opposition.

## A DRAWN GAME,

*With two separated Pawns, against two united Pawns.*

### *Situation of the White.*

The K. at its Q. third square.  
The Q. B. P. at the adverse Q. B. fourth square.  
The Q. Kt. P. at its fourth square.

### *Situation of the Black.*

The K. at its Q. fourth square.  
The Q. Kt. P. at its fourth square.  
The K. Kt. P. at its fourth square. (a)

1.

*Wh.* The K. at his third square.  
*Bl.* The K. at his fourth square.

2.

*Wh.* The K. at his B. third square.  
*Bl.* The K. at his B. fourth square.

3.

*Wh.* The K. at his Kt. third square.  
*Bl.* The K. at his fourth square. (b)

## N O T E S.

(a) In this position, if the Black were to play first, the White would win the game.

(b) Had he played his King to his Bishop's third square, he would have lost the game, by your advancing your King towards his Pawn.

4.

*Wh.* The K. at his Kt. fourth square.

*Bl.* The K. at his B. third square.

5.

*Wh.* The K. at his Kt. third square.

*Bl.* The K. at his fourth square. (*c*)

6.

*Wh.* The K. at his B. third square.

*Bl.* The K. at his B. fourth square. (*d*)

## N O T E S.

(*c*) Had he played his King to his Bishop's fourth square, you would have got again the move over him ; which would have given you the game.

(*d*) As he does not push his Pawn, nor give you leave to take the place opposite to his King, it must be a drawn game.

## OBSERVATIONS

ON THE

## ENDS of PARTIES.

A SINGLE Pawn cannot win, if the adverse King is placed in opposition to it.

A single Pawn may win, if the King is before the Pawn.

Two Pawns against one must win, almost in all cases: but he that has the two Pawns, must avoid changing one of them with the adversary's Pawn.

A Pawn, and any Piece whatsoever, must win in all cases, the two Rooks Pawns only excepted; where the Bishop must be of the same colour with the square at which the Pawn may make a Queen: for if the Bishop is of another colour, it is then a drawn game.

Two Knights alone cannot mate.

Two Bishops alone may mate.

A Rook, against a Knight, makes a drawn game.

A Rook, against a Bishop, makes a drawn game.

A Rook and a Knight, against a Rook, makes a drawn game.

A Rook and a Bishop, against a Queen, makes a drawn game.

A Rook and a Knight, against a Queen, makes a drawn game.

A Queen, against a Bishop and a Knight, may win the game.

A Rook, against a Bishop and two Pawns, makes a drawn game.

A Rook, against one Knight and two Pawns, makes a drawn game, because, in either case, he who has only the Rook cannot be hindered sacrificing it for the two Pawns.

A Queen, against one Rook and two Pawns, makes a drawn game.

# **RULES of the GAME.**



The Laws or Constitutions of a Game are originally established, either to prevent or decide contests; because, by defining what is in itself indefinite, by determining that which, without any explanation, would be uncertain, they put an end to all obstinacy and dispute. These statutes, founded at first in reason, consecrated afterwards by custom, confirmed at length by the practice of the best players, and the approbation of the most illustrious authors, may be reduced to the XVII following Rules, which the Society or Club of Chefs in England have adopted for their code.

# R U L E S.

## I.

**T**H E Chers-board must be turned in such a manner, that both players may have the white square at their right hands.

## II.

He that gives a Piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move, which afterwards becomes alternate.

## III.

If a Pawn or Piece has been forgotten at the beginning of the game, it will be in the adversary's choice, either to begin the game afresh, or to go on, permitting nevertheless the Piece forgotten to be again set in its place.

## IV.

If it is agreed to give the advantage of a Piece, or a Pawn, and it has been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake, to go on with the game, or to begin it again.

## V.

A Piece once touched must be played, unless it is said, in touching it, *Fadoube*: but if by chance it is displaced or overturned, it will be allowed to put it right, and set it again in its place.

## VI.

If you touch one of your adversary's Pieces without saying *J'adoube*, he has a right to oblige you to take it; and in case it was not takeable, you, who have touched it, must play your King if you can.

## VII.

When one has quite left a Piece, he cannot take it again, to play to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

## VIII.

Whoever makes a false move, must play his King, as in Rule VI. but no false move can be recalled after the adversary's next move: so the position must remain, as if such irregular move, not revoked in time, had been just.

## IX.

Every Pawn which has reached the eighth or last square of the chess-board, is entitled to make a Queen, or any other Piece that shall be thought proper; and this, even when all the Pieces remain on the chess-board.

## X.

Any Pawn has the privilege of advancing two squares, at its first move: but, in this case, it may, in passing, be taken by any Pawn which might have taken it if it had been pushed but one move.

## XI.

The King, when he castles, can only go beyond two squares, that is, the Rook with which he castles must take its place next to the King; and this last, leaping over, will be posted on the other side of the Rook. (a)

## XII.

The King cannot castle when in check, nor after having been moved, nor if in passing he was exposed to a check, nor with a Rook which has been removed from its place: and he that castles when he should not do it, must play his Rook touched, or his King, at his own choice.

## XIII.

If a player gives check without warning, the adversary will not be bound to ward it off; and he may consequently play as if such check did not exist: but if the first, in playing the next move, were to say, *Check*, each must then come back from his last move, as being false, and he that is under check is to take it off.

## XIV.

If the adversary warns you of a check, with-

(a) The old way of castling in several countries, and which still subsists in some, was to leave to the player's disposal all the interval between the King and the Rook, inclusively, to place therein these two Pieces.

out however giving it, and you in consequence touch either your King, or any other piece, you will then be allowed to retract your move so long as your adversary has not yet made his next move.

## XV.

If any one touches a piece which he cannot play without giving check, he must then play his King; and if his King cannot be played, the fault is of no consequence.

## XVI.

When one has nothing else to play, and his King being out of check cannot stir without coming to a check, then the game is stale-mate. In England, he whose King is stale-mate wins the game (*b*); but in France, and several other countries, the stale-mate is a drawn game.

## XVII.

At all the conclusions of parties, when a player seems not to know how to give the difficult mates, as that of a Knight and a Bishop against the King, that of a Rook and a Bishop against a Rook, &c. at the adversary's request, fifty moves on either side must be appointed for the end of the game: these moves being over, it will be a drawn game.

(*b*) This rule is grounded on the decision of several authors; particularly, it is to be found in the edition of the *Calabrois*, printed in London in the year 1656.

**MR. PHILIDOR** being of opinion that an entire collection of the games he has played without looking over the Chers-board would not be of any service to the lovers of the game, he will only publish a few parties he has played against three players at once, subjoining thereto the names of his respectable adversaries, in order to prove and transmit to posterity *a fact* that future ages might otherwise entertain some doubts of.

*The following Account appeared in the London News-papers, the 9th of May, 1783 :*

“ Yesterday, at the Chers-club in St. James’s Street, Mr. **Philidor** performed one of those wonderful exhibitions for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count Bruhl, Mr. Bowdler, and Mr. Maseres. To those who understand chers, this exertion of Mr. Philidor’s abilities must appear one of the greatest of which the human memory is susceptible. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. **Philidor** sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then, by his directions, plays his Pieces as he dictates.”

In the triple party before mentioned, Mr. Philidor gave the move to Count Bruhl and Mr. Bowdler, and the advantage of a Pawn and the move to Mr. Maferes: the moves have been played alternately.

*Count BRUHL's Party.*

1.

*Wh.* The K. P. two moves.

*Bl.* The same.

2.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The Q. B. P. one move.

3.

*Wh.* The Q. at her K. second square.

*Bl.* The Q. P. one move.

4.

*Wh.* The Q. B. P. one move.

*Bl.* The K. B. P. two moves.

5.

*Wh.* The Q. P. one move.

*Bl.* The K. Kt. at his B. third square.

6.

*Wh.* The K. P. takes the B. P.

*Bl.* The Q. B. retakes the K. P.

7.

*Wh.* The Q. P. one move.

*Bl.* The K. P. one move.

8.

*Wh.* The Q. B. at the adverse K. Kt. fourth square.

*Bl.* The Q. P. one move.

9.

*Wh.* The K. B. at the Q. Kt. third square.

*Bl.* The K. B. at his Q. third square.

10.

*Wh.* The Q. Kt. at his Q. second square:

*Bl.* The same.

11.

*Wh.* The K. R. P. one move.

*Bl.* The same.

12.

*Wh.* The Q. B. at his K. third square.

*Bl.* The Q. at her K. second square.

13.

*Wh.* The K. B. P. two moves.

*Bl.* The K. R. P. one move.

14.

*Wh.* The Q. B. P. one move,

*Bl.* The Q. R. P. one move.

K 3



15.

*Wh.* The Q. B. P. takes the P.  
*Bl.* The Q. B. P. retakes the P.

16.

*Wh.* The Q. at her K. B. second square.  
*Bl.* The K. castles with his R.

17.

*Wh.* The K. Kt. at his K. second square.  
*Bl.* The Q. Kt. P. two moves.

18.

*Wh.* The K. castles with his R.  
*Bl.* The Q. Kt. at his third square.

19.

*Wh.* The K. Kt. at his third square.  
*Bl.* The K. Kt. P. one move.

20.

*Wh.* The Q. R. at its B. own square.  
*Bl.* The Q. Kt. at the Q. B. adverse fourth square.

21.

*Wh.* The K. Kt. takes the Q. B.  
*Bl.* The K. Kt. P. retakes the Kt.

22.

*Wh.* The Q. gives check at the K. Kt. third square.  
*Bl.* The Q. covers the check.

23.

*Wh.* The Q. takes the Q.

*Bl.* The K. retakes the Q.

24.

*Wh.* The K. B. takes the Q. Kt.

*Bl.* The Q. Kt. P. retakes the B.

25.

*Wh.* The K. Kt. P. one move.

*Bl.* The Q. R. at its Kt. own square.

26.

*Wh.* The Q. Kt. P. one move.

*Bl.* The K. B. at the adverse Q. R. third square.

27.

*Wh.* The Q. R. at its Q. B. second square.

*Bl.* The Q. Kt. P. takes the adverse Q. Kt. P.

28.

*Wh.* The Q. R. P. retakes the P.

*Bl.* The K. R. at the Q. B. own square.

29.

*Wh.* The Q. R. takes the K. R.

*Bl.* The R. retakes the R.

30.

*Wh.* The R. at the Q. R. own square.

*Bl.* The B. at the adverse Q. Kt. fourth square.

K 4

31.

*Wh.* The R. takes the adverse Q. R. P.

*Bl.* The R. at the adverse Q. B. third square.

32.

*Wh.* The K. at his B. second square.

*Bl.* The R. at the adverse Q. third square.

33.

*Wh.* The R. at its Q. R. second square.

*Bl.* The B. takes the Kt.

34.

*Wh.* The R. retakes the B.

*Bl.* The R. takes the Q. Kt. P.

35.

*Wh.* The R. at the Q. B. second square.

*Bl.* The K. R. P. one move.

36.

*Wh.* The R. gives check at the adverse Q. B. second square.

*Bl.* The K. at his Kt. third square.

37.

*Wh.* The K. Kt. P. takes the R. P.

*Bl.* The Kt. at his R. fourth square.

38.

*Wh.* The R. at the adverse Q. second square.

*Bl.* The Kt. takes the K. B. P.

39.

*Wh.* The B. takes the Kt.

*Bl.* The R. gives check at the adverse K. B. third square.

40.

*Wh.* The K. at his Kt. second square.

*Bl.* The R. takes the B.

41.

*Wh.* The R. takes the Q. P.

*Bl.* The R. at the adverse K. B. third square.

42.

*Wh.* The R. at the adverse Q. own square.

*Bl.* The R. at the adverse Q. third square.

43.

*Wh.* The Q. P. one move.

*Bl.* The K. B. P. one move.

44.

*Wh.* The Q. P. one move.

*Bl.* The R. gives check at the adverse Q. second square.

45.

*Wh.* The K. at his own B. square.

*Bl.* The K. at his B. second square.

46.

*Wh.* The K. R. P. one move.

*Bl.* The K. P. one move.

47.

*Wh.* The K. R. P. one move.

*Bl.* The K. B. P. one move, and won the game.

---

*Mr. BOWDLER's Party.*

1.

*Wh.* The K. P. two moves.

*Bl.* The Q. B. P. two moves.

2.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The K. P. one move.

3.

*Wh.* The Q. at her K. second square.

*Bl.* The Q. Kt. at his B. third square.

4.

*Wh.* The Q. B. P. one move.

*Bl.* The Q. R. P. one move.

5.

*Wh.* The Q. R. P. two moves.

*Bl.* The Q. Kt. P. one move.

6.

*Wh.* The K. B. P. two moves.

*Bl.* The Q. P. one move.

7.

*Wh.* The K. Kt. at his B. third square.*Bl.* The K. Kt. at his K. second square.

8.

*Wh.* The K. B. at his Q. R. second square*Bl.* The K. Kt. P. one move.

9.

*Wh.* The Q. P. one move.

B

*Bl.* The K. B. at his Kt. second square.

10.

*Wh.* The Q. B. at his K. third square.*Bl.* The Q. P. one move.

11.

*Wh.* The Q. Kt. at his Q. second square.*Bl.* The K. castles.

12.

*Wh.* The K. castles with his R.*Bl.* The K. B. P. two moves.

13.

*Wh.* The K. P. one move.*Bl.* The K. R. P. one move.

14.

*Wh.* The Q. P. one move.*Bl.* The Q. B. P. one move.

15.

*Wh.* The Q. Kt. P. two moves.*Bl.* The Q. Kt. P. one move.

16.

*Wh.* The K. B. at his Q. Kt. square.

*Bl.* The Q. B. at his Q. second square.

17.

*Wh.* The K. B. at his Q. B. second square.

*Bl.* The Q. at her B. second square.

18.

*Wh.* The K. R. P. one move.

*Bl.* The K. at his R. second square.

19.

*Wh.* The K. at his R. second square.

*Bl.* The Q. Kt. at his R. second square.

20.

*Wh.* The K. Kt. P. two moves.

*Bl.* The Q. Kt. P. takes the Q. R. P.

21.

*Wh.* The K. B. retakes the Q. Kt. P.

*Bl.* The Q. Kt. at its fourth square.

22.

*Wh.* The K. B. takes the Q. Kt.

*Bl.* The Q. B. retakes the B.

23.

*Wh.* The K. R. at its Kt. own square.

*Bl.* The same.

24.

*Wh.* The K. R. at his K. Kt. third square.

*Bl.* The Q. R. P. one move. 4

25.

*Wh.* The Q. Kt. P. takes the Q. R. P.

*Bl.* The Q. R. retakes the P.

26.

*Wh.* The K. R. at its K. Kt. own square.

*Bl.* The K. R. at its Q. R. own square.

27.

*Wh.* The Q. R. takes the R.

*Bl.* The Q. retakes the R.

28.

*Wh.* The R. at the Q. B. own square.

*Bl.* The Q. at the adverse Q. R. third square.

29.

*Wh.* The Q. Kt. at his K. B. own square.

*Bl.* The Q. at the adverse Q. Kt. third square.

30.

*Wh.* The Q. at her own square.

*Bl.* The R. gives check at the adverse Q. R. second square.

31.

*Wh.* The B. covers the check at his Q. second square.

*Bl.* The Q. takes the Q.

32.

*Wh.* The R. retakes the Q.

*Bl.* The B. at the adverse Q. R. fourth square.



33.

*Wh.* The R. at its Q. Kt. own square.*Bl.* The Q. B. at the adverse Q. Kt. third square.

34.

*Wh.* The K. at his Kt. third square.*Bl.* The Kt. at his Q. B. third square.

35.

*Wh.* The Q. Kt. at his K. third square.*Bl.* The K. B. at his own square.

36.

*Wh.* The Q. B. at his own square.*Bl.* The K. B. at the adverse Q. R. third square.

37.

*Wh.* The K. R. P. one move.*Bl.* The K. B. takes the B.

38.

*Wh.* The R. retakes the B.*Bl.* The Kt. at its Q. second square.

39.

*Wh.* The K. R. P. one move.*Bl.* The R. at the adverse K. second square.

40.

*Wh.* The R. at his K. own square.*Bl.* The R. takes the R.

41.

*Wh.* The K. Kt. retakes the R.

*Bl.* The K. B. P. takes the P.

42.

*Wh.* The K. retakes the P.

*Bl.* The Kt. at his K. B. fourth square.

43.

*Wh.* The Q. Kt. takes the Kt.

*Bl.* The K. Kt. P. retakes the Kt. and gives check.

44.

*Wh.* The K. at his Kt. third square.

*Bl.* The B. at the adverse Q. own square.

45.

*Wh.* The Kt. at his K. B. third square.

*Bl.* The B. takes the Kt.

46.

*Wh.* The K. retakes the B.

*Bl.* The K. at his Kt. second square.

47.

*Wh.* The K. at his third square.

*Bl.* The K. at his B. second square.

48.

*Wh.* The K. at his Q. second square.

*Bl.* The K. at his second square.

49.

*Wh.* The K. at his Q. B. second square.

*Bl.* The K. at his Q. second square.

50.

*Wh.* The K. at his Q. Kt. second square.

*Bl.* The K. at his Q. B. third square.

51.

*Wh.* The K. at his Q. R. third square.

*Bl.* The K. at his Q. Kt. fourth square, and  
makes a drawn game.

---

*Mr. MASERES' Party,*

*When he had received the K. B. P. and the move.*

1.

*Wh.* The K. P. two moves.

*Bl.* The K. Kt. at his R. third square.

2.

*Wh.* The Q. P. two moves.

*Bl.* The K. Kt. at his B. second square.

3.

*Wh.* The K. B. at his Q. third square.

*Bl.* The K. P. one move.

4.

*Wh.* The K. Kt. at his B. third square.

*Bl.* The Q. P. two moves.

5.

*Wh.* The K. P. one move.

*Bl.* The Q. B. P. two moves.

6.

*Wh.* The Q. B. P. one move.

*Bl.* The Q. Kt. at his B. third square.

7.

*Wh.* The Q. B. at his K. third square.

*Bl.* The Q. Kt. P. one move.

8.

*Wh.* The K. B. at the adverse Q. Kt. fourth square.

*Bl.* The Q. B. at his Q. second square.

9.

*Wh.* The Q. R. P. two moves.

*Bl.* The Q. R. P. one move.

10.

*Wh.* The K. B. at his Q. third square.

*Bl.* The K. Kt. P. one move.

11.

*Wh.* The K. castles.

*Bl.* The Q. at her B. second square.

12.

*Wh.* The Q. at her K. second square.*Bl.* The Q. B. P. one move.

13.

*Wh.* The K. B. at his Q. B. second square.*Bl.* The Q. R. at its Kt. own square.

14.

*Wh.* The Q. Kt. at his R. third square.*Bl.* The K. B. at his K. second square.

15.

*Wh.* The K. R. P. one move.*Bl.* The K. castles with his R.

16.

*Wh.* The K. Kt. at his R. second square.*Bl.* The Q. Kt. P. one move.

17.

*Wh.* The Q. R. P. takes the P.*Bl.* The Q. R. P. retakes the P.

18.

*Wh.* The Q. at the K. Kt. fourth square.*Bl.* The K. at his Kt. second square.

19.

*Wh.* The K. B. P. two moves.*Bl.* The K. Kt. at his R. third square.

20.

*Wh.* The Q. at the K. Kt. third square.*Bl.* The K. Kt. at the K. B. fourth square.

21.

*Wh.* The K. B. takes the Kt.

*Bl.* The K. R. retakes the B.

22.

*Wh.* The Q. at the K. B. third square.

*Bl.* The Q. Kt. P. one move.

23.

*Wh.* The Q. B. P. takes the P.

*Bl.* The Kt. retakes the P.

24.

*Wh.* The K. Kt. P. two moves.

*Bl.* The K. R. at his B. own square.

25.

*Wh.* The Q. at the K. Kt. second square.

*Bl.* The Kt. at the adverse Q. third square.

26.

*Wh.* The Q. B. at his own square.

*Bl.* The Q. at her Kt. third square.

27.

*Wh.* The Q. Kt. at his Q. B. second square.

*Bl.* The Kt. takes the Q. B.

28.

*Wh.* The Q. R. retakes the Kt.

*Bl.* The Q. takes the Q. Kt. P.

29.

*Wh.* The Q. Kt. at his K. third square.

*Bl.* The Q. takes the Q.

L 2

30.

*Wh.* The K. retakes the Q.

*Bl.* The Q. R. at the adverse Q. Kt. third square.

31.

*Wh.* The K. R. at his B. third square.

*Bl.* The Q. R. at the adverse Q. third square.

32.

*Wh.* The Q. R. at its Q. own square.

*Bl.* The Q. B. at the adverse Q. R. fourth square.

33.

*Wh.* The Q. R. takes the R.

*Bl.* The Q. B. P. retakes the R.

34.

*Wh.* The K. Kt. at his B. own square.

*Bl.* The K. B. at the adverse Q. Kt. fourth square.

35.

*Wh.* The R. at its K. B. second square.

*Bl.* The K. B. at the adverse Q. B. third square.

36.

*Wh.* The R. at the Q. R. second square.

*Bl.* The Q. B. at the adverse Q. Kt. third square.

37.

*Wh.* The R. at his K. B. second square.

*Bl.* The K. B. takes the Q. P.

38.

*Wh.* The R. at its Q. second square.  
*Bl.* The R. takes the K. B. P.

39.

*Wh.* The R. takes the P.  
*Bl.* The Q. B. at the adverse Q. B. fourth square.

40.

*Wh.* The Q. Kt. takes the B.  
*Bl.* The Q. P. retakes the Kt.

41.

*Wh.* The R. at its K. B. third square.  
*Bl.* The R. takes the R.

42.

*Wh.* The K. retakes the R.  
*Bl.* The B. takes the K. P.

43.

*Wh.* The K. at his own K. fourth square.  
*Bl.* The B. at his K. B. third square.

44.

*Wh.* The Kt. at his K. third square.  
*Bl.* The Q. B. P. one move.

45.

*Wh.* The K. at his Q. third square.  
*Bl.* The K. at his B. second square.

L3



46.

*Wh.* The Kt. at his Q. own square.

*Bl.* The K. at his second square.

47.

*Wh.* The Kt. takes the P.

*Bl.* The B. takes the Kt.

48.

*Wh.* The K. takes the B.

*Bl.* The K. at his Q. third square.

49.

*Wh.* The K. at his Q. fourth square.

*Bl.* The K. P. one move and gives check.

50.

*Wh.* The K. at his own fourth square.

*Bl.* The K. at his own third square.

51.

*Wh.* The K. R. P. one move.

*Bl.* The same.

52.

*Wh.* The K. at his own third square.

*Bl.* The K. at his Q. fourth square.

53.

*Wh.* The K. at his Q. third square.

*Bl.* The K. P. one move, and gives check.

54.

*Wh.* The K. at his own third square.

*Bl.* The K. at his own fourth square.

55.

*Wh.* The K. Kt. P. one move.

*Bl.* The K. R. P. one move.

56.

*Wh.* The K. at his own second square.

*Bl.* The K. at the adverse K. B. fourth square.

57.

*Wh.* The K. at his own B. second square.

*Bl.* The K. at the adverse K. Kt. fourth square.

58.

*Wh.* The K. at his own third square.

*Bl.* The K. takes the K. R. P.

59.

*Wh.* The K. takes the P.

*Bl.* The K. takes the K. Kt. P. and wins the game.

*Another Match, played at the Chess-club, the 10th of May, 1788, against Count Bruhl, Mr. Nowell, and Mr. Leycester.—Mr. Nowell and Mr. Leycester received the odds of the Pawn and the move, and Count Bruhl only the move.*

*Party of Count BRUHL.*

1.

*Wh.* The K. P. two moves.

*Bl.* The same.

2.

*Wh.* The K. B. P. two moves.

*Bl.* The K. P. takes the P.

3.

*Wh.* The K. Kt. at his B. third square.

*Bl.* The K. Kt. P. two moves.

4.

*Wh.* The K. B. at his Q. B. fourth square.

*Bl.* The K. B. at his Kt. second square.

5.

*Wh.* The K. R. P. two moves.

*Bl.* The K. R. P. one move.

6.

*Wh.* The K. R. P. takes the P.

*Bl.* The K. R. P. retakes the P.

7.

*Wh.* The R. takes the R.

*Bl.* The K. B. retakes the R.

8.

*Wh.* The Q. P. two moves.

*Bl.* The K. Kt. P. one move.

9.

*Wh.* The Q. B. takes the K. P.

*Bl.* The K. Kt. P. takes the Kt.

10.

*Wh.* The Q. takes the Kt. P.

*Bl.* The Q. at her K. second square.

11.

*Wh.* The Q. B. P. one move.

*Bl.* The K. Kt. at his B. third square.

12.

*Wh.* The Kt. at his Q. second square.

*Bl.* The Q. P. two moves.

13.

*Wh.* The K. B. at his Q. third square.

*Bl.* The Q. P. takes the P.

14.

*Wh.* The Kt. retakes the P.

*Bl.* The K. Kt. takes the Kt.

15.

*Wh.* The Q. takes the Kt.

*Bl.* The Q. takes the Q.

16.

*Wh.* The B. takes the Q.

*Bl.* The Q. B. P. one move.

17.

*Wh.* The K. at his Q. second square.

*Bl.* The Q. B. at his K. third square.

18.

*Wh.* The Q. Kt. P. one move.

*Bl.* The Kt. at his Q. second square.

19.

*Wh.* The R. at the K. R. own square.

*Bl.* The K. B. at his own third square.

20.

*Wh.* The K. at his Q. B. second square.

*Bl.* The K. castles.

21.

*Wh.* The Q. B. at the adverse Q. third square.

*Bl.* The Kt. at the Q. Kt. third square.

22.

*Wh.* The Q. B. at the adverse Q. B. fourth square.

*Bl.* The K. at the Q. B. second square.

23.

*Wh.* The R. at the adverse K. R. second square.

*Bl.* The R. at the K. R. own square.

24.

*Wh.* The Q. B. P. one move.

*Bl.* The R. takes the R.

25.

*Wh.* The K. B. takes the R.

*Bl.* The Kt. at his Q. second square.

26.

*Wh.* The K. at his Q. third square.

*Bl.* The Kt. takes the B.

27.

*Wh.* The Q. P. retakes the Kt.

*Bl.* The K. B. at his K. second square.

28.

*Wh.* The Q. Kt. P. one move.

*Bl.* The Q. R. P. one move.

29.

*Wh.* The Q. R. P. one move.

*Bl.* The K. B. P. two moves.

30.

*Wh.* The B. at the adverse K. Kt. third square.

*Bl.* The K. at his Q. second square.

31.

*Wh.* The B. at the adverse K. R. fourth square.

*Bl.* The K. B. at his K. Kt. fourth square.

32.

*Wh.* The B. at his Q. own square.

*Bl.* The K. B. at the adverse Q. B. own square.

33.

*Wh.* The B. at his Q. R. fourth square.

*Bl.* The K. B. takes the Q. R. P.

34.

*Wh.* The K. at his Q. B. third square.

*Bl.* The K. B. at the adverse Q. B. own square.

35.

*Wh.* The B. at his Q. own square.

*Bl.* The K. B. at the adverse K. B. fourth square.

36.

*Wh.* The K. at his Q. fourth square.

*Bl.* The K. at his second square.

37.

*Wh.* The Q. Kt. P. one move.

*Bl.* The K. at the K. B. third square.

38.

*Wh.* The B. at the K. B. third square.

*Bl.* The Q. B. at his Q. second square.

39.

*Wh.* The Q. Kt. P. one move.

*Bl.* The K. B. at his K. Kt. fourth square.

40.

*Wh.* The B. at his Q. own square.

*Bl.* The K. B. at the adverse K. R. fourth square,

41.

*Wh.* The K. at his third square.

*Bl.* The K. at his fourth square.

42.

*Wh.* The B. at his K. B. third square.

*Bl.* The K. B. at his K. second square.

43.

*Wh.* The K. at his Q. third square.

*Bl.* The K. B. takes the P.

44.

*Wh.* The K. at his Q. B. third square.

*Bl.* The K. B. takes the P.

45.

*Wh.* The K. at his Q. Kt. third square.

*Bl.* The K. at the adverse Q. fourth square,  
and wins the game.

---

*Mr. NOWELL'S Party.*

1.

*Wh.* The K. P. two moves.

*Bl.* The K. Kt. at his K. R. third square.

2.

*Wh.* The K. B. at the Q. B. fourth square.

*Bl.* The K. P. one move.



3.

*Wh.* The Q. P. one move.

*Bl.* The K. Kt. at his K. B. second square.

4.

*Wh.* The K. B. P. two moves.

*Bl.* The Q. P. two moves.

5.

*Wh.* The K. B. at his Q. Kt. third square.

*Bl.* The K. B. at his Q. B. fourth square.

6.

*Wh.* The K. Kt. at his K. B. third square.

*Bl.* The K. castles.

7.

*Wh.* The K. P. one move.

*Bl.* The Q. B. P. one move.

8.

*Wh.* The Q. P. one move.

*Bl.* The K. B. at his Q. Kt. third square.

9.

*Wh.* The Q. R. P. one move.

*Bl.* The Q. at her K. second square.

10.

*Wh.* The K. castles with his R.

*Bl.* The Q. B. P. one move.

11.

*Wh.* The Q. B. P. one move.

*Bl.* The Q. Kt. at his B. third square.

12.

*Wh.* The Q. B. at his K. third square.

*Bl.* The Q. B. at his Q. second square.

13.

*Wh.* The Q. at her K. second square.

*Bl.* The K. Kt. P. one move.

14.

*Wh.* The K. B. at his Q. B. second square.

*Bl.* The K. Kt. at his R. third square.

15.

*Wh.* The Q. Kt. at his Q. second square.

*Bl.* The K. Kt. at his B. fourth square.

16.

*Wh.* The K. R. at his B. second square.

*Bl.* The K. Kt. takes the B.

17.

*Wh.* The Q. retakes the Kt.

*Bl.* The Q. R. at his B. own square.

18.

*Wh.* The Q. Kt. at his third square.

*Bl.* The Q. B. P. takes the P.

19.

*Wh.* The Q. Kt. retakes the P.

*Bl.* The Q. Kt. takes the Kt.

20.

*Wh.* The K. Kt. retakes the Kt.

*Bl.* The Q. R. at the adverse Q. B. fourth square.

21.

*Wh.* The Q. R. at its Q. own square.

*Bl.* The Q. R. at his Q. B. own square.

22.

*Wh.* The K. R. P. one move.

*Bl.* The K. R. at his B. second square.

23.

*Wh.* The K. at his R. second square.

*Bl.* The Q. R. at its K. B. own square.

24.

*Wh.* The Q. at the K. Kt. third square.

*Bl.* The K. B. at his Q. own square.

25.

*Wh.* The Q. R. at its K. B. own square.

*Bl.* The Q. Kt. P. two moves.

26.

*Wh.* The Q. at her K. third square.

*Bl.* The Q. R. P. two moves.

27.

*Wh.* The K. R. at his B. third square.

*Bl.* The K. R. at his Kt. second square.

28.

*Wh.* The Q. at her second square.

*Bl.* The K. B. at his Q. B. second square.

29.

*Wh.* The K. B. at his Q. third square.

*Bl.* The Q. R. at its Kt. own square.

30.

*Wh.* The K. at his own R. square.

*Bl.* The K. Kt. P. one move.

31.

*Wh.* The K. R. at his Kt. third square.

*Bl.* The K. Kt. P. takes the K. B. P.

32.

*Wh.* The K. R. takes the R.

*Bl.* The Q. retakes the R.

33.

*Wh.* The R. takes the P.

*Bl.* The Q. takes the K. P.

34.

*Wh.* The R. gives check at the K. Kt. fourth square.

*Bl.* The K. at his R. own square.

35.

*Wh.* The Kt. at the K. B. third square.  
*Bl.* The Q. at her K. B. third square.

36.

*Wh.* The R. at the K. R. fourth square.  
*Bl.* The K. at his Kt. own square.

37.

*Wh.* The B. takes the R. P. and gives check.  
*Bl.* The K. at his Kt. second square.

38.

*Wh.* The K. B. at his Q. third square.  
*Bl.* The R. at the K. R. own square.

39.

*Wh.* The R. at the K. Kt. fourth square, and  
 gives check.  
*Bl.* The K. at his B. own square.

40.

*Wh.* The Q. at her K. third square.  
*Bl.* The K. at his own square.

41.

*Wh.* The R. at the adverse K. Kt. third  
 square.  
*Bl.* The Q. at the adverse K. B. fourth  
 square.

42.

*Wh.* The Q. at the adverse Q. B. fourth  
 square.  
*Bl.* The K. at his Q. own square.

43.

*Wh.* The R. at the adverse K. Kt. second square.

*Bl.* The Q. at her third square.

44.

*Wh.* The Q. at her K. third square.

*Bl.* The R. at the K. B. own square.

45.

*Wh.* The Q. at the adverse K. Kt. fourth square, and gives check.

*Bl.* The K. at his Q. B. own square.

46.

*Wh.* The Q. at her second square.

*Bl.* The K. P. one move.

47.

*Wh.* The R. at the adverse K. Kt. third square.

*Bl.* The Q. B. at his K. third square.

48.

*Wh.* The Q. at the adverse K. R. third square.

*Bl.* The R. at its K. own square.

49.

*Wh.* The B. takes the Q. Kt. P.

*Bl.* The R. at his K. second square.

50.

*Wh.* The Q. at the adverse K. R. own square,  
and gives check.

*Bl.* The K. at his Q. Kt. second square.

51.

*Wh.* The R. at the adverse K. Kt. fourth  
square.

*Bl.* The K. P. one move.

52.

*Wh.* The Kt. at the adverse K. fourth square.

*Bl.* The K. at his Q. Kt. third square.

53.

*Wh.* The Q. R. P. one move.

*Bl.* The K. P. one move.

54.

*Wh.* The K. Kt. at his K. B. third square.

*Bl.* The Q. B. at his Q. second square.

55.

*Wh.* The Q. at her fourth square, and gives  
check.

*Bl.* The Q. at her Q. B. fourth square.

56.

*Wh.* The Q. takes the Q.

*Bl.* The K. retakes the Q.

57.

*Wh.* The B. takes the B.

*Bl.* The K. P. one move.

58.

*Wh.* The K. Kt. at his K. own square.

*Bl.* The R. takes the B.

59.

*Wh.* The K. at his Kt. own square.

*Bl.* The R. at his K. B. second square.

60.

*Wh.* The Kt. at his K. B. third square.

*Bl.* The R. takes the Kt. and wins the game.

---

*Mr. LEYCESTER's Party.*

1.

*Wh.* The K. P. two moves.

*Bl.* The Q. B. P. two moves.

2.

*Wh.* The Q. at the adverse K. R. fourth square, and gives check.

*Bl.* The K. Kt. P. one move.

3.

*Wh.* The Q. takes the Q. B. P.

*Bl.* The Q. Kt. at his B. third square.

M 3



4.

*Wh.* The Q. B. P. one move.

*Bl.* The K. P. two moves.

5.

*Wh.* The Q. at her K. third square.

*Bl.* The K. Kt. at his B. third square.

6.

*Wh.* The K. R. P. one move.

*Bl.* The Q. P. two moves.

7.

*Wh.* The K. P. takes the P.

*Bl.* The K. Kt. retakes the P.

8.

*Wh.* The Q. at her K. second square.

*Bl.* The K. Kt. at the adverse K. B. fourth square.

9.

*Wh.* The Q. at her K. B. third square.

*Bl.* The K. B. at his R. third square.

10.

*Wh.* The K. B. at the adverse Q. Kt. fourth square.

*Bl.* The K. castles with his R.

11.

*Wh.* The Q. at her K. fourth square.

*Bl.* The Q. B. at the K. B. fourth square.

12.

*Wh.* The Q. at her Q. B. fourth square, and gives check.

*Bl.* The K. at his R. own square.

13.

*Wh.* The Q. at her K. B. own square.

*Bl.* The Q. B. at the adverse Q. third square.

14.

*Wh.* The K. B. takes the Q. B.

*Bl.* The K. Kt. retakes the B. and gives check.

15.

*Wh.* The K. at his second square.

*Bl.* The K. R. takes the K. B. P. and gives check.

16.

*Wh.* The Q. takes the K. R.

*Bl.* The K. Kt. takes the Q.

17.

*Wh.* The K. takes the Kt.

*Bl.* The Q. at the adverse Q. third square.

18.

*Wh.* The K. Kt. at his K. second square.

*Bl.* The R. at its K. B. own square, and gives check.

M 4

19.

*Wh.* The K. at his own square.

*Bl.* The K. P. one move.

20.

*Wh.* The K. R. at the K. B. own square.

*Bl.* The R. takes the R.

21.

*Wh.* The K. retakes the R.

*Bl.* The Q. at the adverse Q. B. second square.

22.

*Wh.* The K. to his own square.

*Bl.* The Kt. at his K. fourth square.

23.

*Wh.* The Q. Kt. at his R. third square.

*Bl.* The Kt. at the adverse Q. third square, and gives check.

24.

*Wh.* The K. at his B. own square.

*Bl.* The Q. at the adverse Q. own square, and gives check-mate.

Chess-club, Saturday, March 13, 1790.

*Mr. Philidor played three games at once; two without seeing the boards, and the third on looking over the table. His opponents were the Hon. H. S. Conway, Capt. Smith, and Mr. Sheldon. The game (Mr. Philidor being allowed to see the Pieces) was against Mr. Conway; the move he gave to each of his adversaries.*

*Hon. H. S. CONWAY'S Party.*

1.

*Bl.* The K. P. two moves.

*Wh.* The same.

2.

*Bl.* The K. B. at his Q. B. fourth square.

*Wh.* The Q. B. P. one move.

3.

*Bl.* The Q. Kt. at his B. third square.

*Wh.* The K. B. at his Q. third square.

4.

*Bl.* The Q. P. one move.

*Wh.* The K. B. at his Q. B. second square.

5.

*Bl.* The Q. at her K. B. third square.

*Wh.* The Q. at her K. second square.

6.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

*Wh.* The K. Kt. at his B. third square.

7.

*Bl.* The K. Kt. at his K. second square.

*Wh.* The Q. P. one move.

8.

*Bl.* The K. R. P. one move.

*Wh.* The Q. B. at his K. third square.

9.

*Bl.* The K. B. at his Q. Kt. third square.

*Wh.* The Q. Kt. P. two moves.

10.

*Bl.* The K. castles with his Q. R.

*Wh.* The K. R. P. one move.

11.

*Bl.* The Q. B. takes the K. Kt.

*Wh.* The Q. takes the Q. B.

12.

*Bl.* The Q. takes the Q.

*Wh.* The K. Kt. P. retakes the Q.

13.

*Bl.* The Q. P. one move.

*Wh.* The Q. R. P. two moves.

14.

*Bl.* The K. B. P. two moves.

*Wh.* The K. P. takes the Q. P.

15.

*Bl.* The Q. R. takes the P.

*Wh.* The Q. R. P. one move.

16.

*Bl.* The K. B. takes the Q. B.

*Wh.* The K. B. P. retakes the B.

17.

*Bl.* The K. R. at his Q. own square.

*Wh.* The K. at his second square.

18.

*Bl.* The K. Kt. at his own square.

*Wh.* The Q. Kt. at his Q. second square.

19.

*Bl.* The K. Kt. at his B. third square.

*Wh.* The K. R. P. one move.

20.

*Bl.* The K. P. one move.

*Wh.* The K. B. P. takes the K. P.

21.

*Bl.* The K. Kt. retakes the P.

*Wh.* The Q. Kt. takes the K. Kt.

22.

*Bl.* The K. B. P. retakes the Kt.

*Wh.* The Q. P. one move.

23.

*Bl.* The K. R. at his K. own square.

*Wh.* The Q. R. at his K. B. own square.

24.

*Bl.* The Q. R. at his Q. third square.

*Wh.* The Q. R. at his K. B. fourth square.

25.

*Bl.* The Q. Kt. P. one move.

*Wh.* The Q. R. P. takes the P.

26.

*Bl.* The Q. R. P. retakes the P.

*Wh.* The Q. R. takes the K. P.

27.

*Bl.* The K. R. at his B. own square.

*Wh.* The Q. R. at his K. Kt. fourth square.

28.

*Bl.* The K. Kt. P. one move.

*Wh.* The K. R. at his Kt. own square.

29.

*Bl.* The K. Kt. at his K. second square.

*Wh.* The K. P. one move.

30.

*Bl.* The Q. R. at his K. B. third square.

*Wh.* The K. R. at his Kt. second square.

31.

*Bl.* The Q. R. at the adverse K. B. third square.

*Wh.* The B. at his Q. third square.

32.

*Bl.* The Q. R. at the adverse K. R. third square.

*Wh.* The K. R. at his K. Kt. third square.

33.

*Bl.* The Q. R. takes the R.

*Wh.* The Q. R. retakes the R.

34.

*Bl.* The R. at the adverse K. B. fourth square.

*Wh.* The K. P. one move.

35.

*Bl.* The R. takes the K. R. P.

*Wh.* The B. takes the K. Kt. P.

36.

*Bl.* The Kt. takes the B.

*Wh.* The R. retakes the Kt.

37.

*Bl.* The K. at his Q. second square.

*Wh.* The K. at his Q. third square.

38.

*Bl.* The R. at the adverse K. R. own square.

*Wh.* The K. at his Q. B. fourth square.



39.

*Bl.* The Q. B. P. one move.

*Wb.* The Q. Kt. P. one move.

40.

*Bl.* The Q. B. P. takes the P.

*Wb.* The K. at the adverse Q. fourth square.

41.

*Bl.* The R. at the K. R. adverse third square.

*Wb.* The R. at the adverse K. Kt. second square, and gives check.

42.

*Bl.* The K. at his Q. B. own square.

*Wb.* The K. P. one move.

43.

*Bl.* The R. takes the Q. B. P.

*Wb.* The R. gives check at the adverse K. Kt. own square.

44.

*Bl.* The K. at his Q. Kt. second square.

*Wb.* The K. P. one move.

45.

*Bl.* The R. at the adverse K. third square.

*Wb.* The K. P. makes Q.

46.

*Bl.* The R. takes the Q.

*Wb.* The R. takes the R. and wins the game.

*Mr. SHELDON'S Party.*

1.

*Bl.* The K. P. two moves.

*Wh.* The same.

2.

*Bl.* The K. B. at his Q. B. fourth square.

*Wh.* The Q. B. P. one move.

3.

*Bl.* The K. Kt. at his B. third square.

*Wh.* The Q. P. two moves.

4.

*Bl.* The K. P. takes the Q. P.

*Wh.* The Q. B. P. retakes the K. P.

5.

*Bl.* The K. B. at his Q. Kt. third square.

*Wh.* The Q. Kt. at his B. third square.

6.

*Bl.* The Q. P. two moves.

*Wh.* The K. P. one move.

7.

*Bl.* The K. Kt. at the adverse K. fourth square.

*Wh.* The Q. B. at his K. third square.

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8.

*Bl.* The K. castles.

*Wh.* The K. B. P. one move.

9.

*Bl.* The K. Kt. takes the Q. Kt.

*Wh.* The Q. Kt. P. retakes the Kt.

10.

*Bl.* The K. B. P. one move.

*Wh.* The K. B. P. one move.

11.

*Bl.* The Q. B. at his K. third square.

*Wh.* The K. Kt. at his B. third square.

12.

*Bl.* The Q. Kt. at his Q. second square.

*Wh.* The K. B. at his Q. third square.

13.

*Bl.* The Q. B. P. two moves.

*Wh.* The K. castles.

14.

*Bl.* The K. B. at his Q. R. fourth square.

*Wh.* The Q. at her B. second square.

15.

*Bl.* The K. B. P. one move.

*Wh.* The K. Kt. at the adverse K. Kt. fourth square.

16.

*Bl.* The Q. at her K. second square.

*Wh.* The Kt. takes the B.

4

17.

*Bl.* The Q. retakes the Kt.  
*Wh.* The Q. B. P. one move.

18.

*Bl.* The Kt. at his Q. Kt. third square,  
*Wh.* The Q. P. takes the Q. B. P.

19.

*Bl.* The Kt. takes the Q. B. P.  
*Wh.* The K. B. takes the Kt.

20.

*Bl.* The Q. P. retakes the K. B.  
*Wh.* The Q. R. at his Q. B. own square.

21.

*Bl.* The Q. P. one move at the adverse  
Q. B. third square.  
*Wh.* The K. R. at its Q. own square.

22.

*Bl.* The K. R. at its Q. own square.  
*Wh.* The K. R. at the adverse Q. third square.

23.

*Bl.* The K. R. takes the R.  
*Wh.* The Q. B. P. retakes the R.

24.

*Bl.* The B. at his Q. Kt. third square.  
*Wh.* The B. takes the B.

25.

*Bl.* The Q. R. P. retakes the B.

*Wh.* The Q. at her Kt. third square.

26.

*Bl.* The K. at his B. second square.

*Wh.* The Q. takes the Q.

27.

*Bl.* The K. retakes the Q.

*Wh.* The R. takes the P.

28.

*Bl.* The R. takes the P.

*Wh.* The R. at its Q. third square.

29.

*Bl.* The K. at his Q. second square.

*Wh.* The K. P. one move, and gives check.

30.

*Bl.* The K. takes the K. P.

*Wh.* The Q. P. one move.

31.

*Bl.* The R. at its Q. R. own square.

*Wh.* The Q. P. makes a Q. and wins the game.

*Captain SMITH'S Party.*

1.

*Bl.* The K. P. two moves.

*Wh.* The same.

2.

*Bl.* The K. B. at his Q. B. fourth square.

*Wh.* The K. Kt. at his B. third square.

3.

*Bl.* The Q. P. one move.

*Wh.* The Q. B. P. one move.

4.

*Bl.* The Q. B. at the adverse K. Kt. fourth square.

*Wh.* The K. R. P. one move.

5.

*Bl.* The Q. B. takes the K. Kt.

*Wh.* The Q. retakes the B.

6.

*Bl.* The Q. Kt. at his B. third square.

*Wh.* The Q. Kt. P. two moves.

7.

*Bl.* The K. B. at his Q. Kt. third square.

*Wh.* The Q. R. P. two moves.

N 2

8.

*Bl.* The Q. R. P. one move.

*Wh.* The K. B. at his Q. B. fourth square.

9.

*Bl.* The **K** Kt. at his B. third square.

*Wh.* The Q. P. one move.

10.

*Bl.* The Q. at her second square.

*Wh.* The Q. B. at his K. third square.

11.

*Bl.* The K. B. takes the Q. B.

*Wh.* The K. B. P. retakes the B.

12.

*Bl.* The K. castles with his R.

*Wh.* The K. Kt. P. two moves.

13.

*Bl.* The K. R. P. one move.

*Wh.* The Kt. at his Q. second square.

14.

*Bl.* The K. Kt. at his K. R. second square.

*Wh.* The K. R. P. one move.

15.

*Bl.* The K. Kt. P. one move.

*Wh.* The K. at his second square.

16.

*Bl.* The K. at his Kt. second square.

*Wh.* The Q. P. one move.

17.

*Bl.* The K. B. P. one move.

*Wh.* The Kt. at his K. B. own square.

18.

*Bl.* The Q. Kt. at his K. second square.

*Wh.* The Kt. at his K. Kt. third square.

19.

*Bl.* The Q. B. P. one move.

*Wh.* The Q. R. at the K. Kt. own square.

20.

*Bl.* The Q. P. one move.

*Wh.* The B. at his Q. Kt. third square.

21.

*Bl.* The Q. P. takes the K. P.

*Wh.* The Q. retakes the Q. P.

22.

*Bl.* The Q. Kt. at his Q. fourth square.

*Wh.* The K. at his Q. second square.

23.

*Bl.* The Q. R. at his K. own square.

*Wh.* The K. R. P. one move.



24.

*Bl.* The Q. at her K. B. second square.  
*Wh.* The B. at his Q. B. second square.

25.

*Bl.* The Q. Kt. at his K. second square.  
*Wh.* The K. R. P. takes the K. Kt. P.

26.

*Bl.* The Q. takes the K. R. P.  
*Wh.* The Q. takes the Q.

27.

*Bl.* The Q. Kt. retakes the Q.  
*Wh.* The Kt. gives check at the adverse K. B. fourth square.

28.

*Bl.* The K. at his R. own square.  
*Wh.* The K. R. takes the K. R. P.

29.

*Bl.* The K. R. at its K. Kt. own square.  
*Wh.* The K. R. takes the K. Kt. and gives check.

30.

*Bl.* The K. takes the R.  
*Wh.* The R. gives check at his K. R. own square.

31.

*Bl.* The Kt. at the adverse K. R. fourth square,

*Wh.* The R. takes the Kt. and gives check.

32.

*Bl.* The K. at his Kt. third square.

*Wh.* The Kt. at the adverse K. R. third square,  
and gives check with the B.

33.

*Bl.* The K. at his Kt. fourth square,

*Wh.* The R. at the adverse K. R. fourth square, and gives check-mate,

F I N I S.