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THE
CELEBRATED ANALYSIS
OF
THE GAME OF CHESS,

TRANSLATED FROM THE FRENCH OF

A. D. PHILIDOR;

WITH

NOTES AND CONSIDERABLE ADDITIONS,

INCLUDING

FIFTY-SIX NEW CHESS PROBLEMS,

HITHERTO UNPUBLISHED IN THIS COUNTRY.



BY

GEORGE WALKER,

AUTHOR OF A NEW TREATISE ON CHESS, &c. &c.

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226.

TO
ALEXANDER Mc. DONNELL, Esq.

THIS EDITION OF
PHILIDOR'S ANALYSIS OF CHESS,

IS
Dedicated;

WITH EVERY FEELING OF RESPECT AND ESTEEM,

BY

THE TRANSLATOR.

PREFACE;
INCLUDING
A BIOGRAPHICAL SKETCH
OF
A. D. PHILIDOR.

ALL Chess-players, who have attained a certain degree of excellence in the game, know how essentially necessary to improvement is the study of the different books that have been written on the subject; particularly to such as have not the opportunity of frequent practice with scientific players. Indeed, we might as rationally expect to make a good mathematician without tasking the student with the problems of EUCLID or EULER, as suppose that any one who is not in the habit of continually playing Chess, can ever become even

moderately skilful, without devoting some time to the examination of the various openings, and intricate combinations of the pieces, which are to be found in the works of the first masters.

In this age of useful knowledge and cheap editions, no apology can be necessary for presenting PHILIDOR in the shape of a pocket volume. To the very numerous class of Chess-players, who prefer playing over games which are conducted even to the fatal checkmate, to the writings of such authors as do not carry the student beyond the different modes of opening the combat, PHILIDOR'S ANALYSIS will always be considered one of the most valuable studies of the science—while to Chess-players in general, it is highly important that they should have it in their power to compare the style of play adopted by this celebrated Frenchman, with the more modern developments of the art, as practised by the first writers and players of our own time and country.

In comparing, however, PHILIDOR'S ANALYSIS OF CHESS with other volumes on the same subject, it should be always borne in mind, that PHILIDOR had not the same opportunities of borrowing from previous writers that more recent authors have so fully availed themselves of. The excellent treatises of LOLLI and PONZIANI were not written till after the first publication of our Analysis, and there was no preceding book, except SALVIO'S, from which much information could have been gleaned.—PHILIDOR has, therefore, the peculiar merit of being always original, if not always correct—his work abounds with instructive positions, and is deservedly entitled to the reputation in which it is held, as having been the production of one of the greatest Chess-players that ever lived;—a player who never met with his equal among the first masters of the game, in every country he ever visited.

ANDRÉ DANICAN PHILIDOR was born at

Dreux, near Paris, in 1726. His grandfather was celebrated as an oboe player at the court of LOUIS XIII. An Italian, named PHILIDOR, was much admired by the king for his superior performance on the same instrument; and, on his departure for Italy, LOUIS gave M. DANICAN the *sobriquet* of PHILIDOR, which was ever afterwards appended to the family name.—Our author's father and several of his brothers were musicians in the bands of LOUIS XIV. and LOUIS XV.

At six years of age PHILIDOR was admitted into the choir of the Chapel Royal at Versailles; where, being obliged to attend daily, he first began to play Chess. There were about eighty musicians always in waiting: and cards not being allowed in the sanctuary, they had a long table inlaid with a number of Chess-boards; with which they amused themselves during their leisure time.—It does not appear that PHILIDOR ever studied Chess from books, though we know that he was

acquainted with the writings of SALVIO and other authors ; but such early and incessant practice as he enjoyed was quite sufficient to supersede the necessity of pursuing any other mode of acquiring the game, particularly when grafted on the genius of a PHILIDOR.

PHILIDOR must have been a good musician at a remarkably early age, for when only eleven years old, he composed a motette, which was performed in the Chapel, and which was so much admired by LOUIS XV. that he gave our precocious author five louis, which encouraged the child to go on with his composing. When he had attained his fourteenth year, he left the Chapel, and was then reputed as being the most skilful Chess-player of the whole band. At this time several musical compositions of his were performed at the Concert Spirituel, and favorably received by the Parisians, as being the productions of a boy who was already master of the sciences of harmony and Chess. As

a teacher of music PHILIDOR might now have established himself in a lucrative connexion, but he applied so closely to Chess, as entirely to neglect those pupils whom the kindness of his friends had procured for him ; he consequently lost his scholars, but attached himself to his favorite study with increased perseverance. The best Chess-player then in France was M. DE KERMUR, SIRE DE LEGALLE, and young PHILIDOR sought every opportunity of receiving his instructions ; by which he improved so essentially, that in three years he played as well as his master.

MONS. DE LEGALLE happening once to ask him whether he had ever tried to play without seeing the board, PHILIDOR replied, that as he had calculated moves, and even whole games at night in bed, he thought he could do it, and immediately played a game in this manner with the ABBÉ CHENARD, which he readily won, without being confused or hesitating on any of the moves.

This was a circumstance much talked of in Paris, and he frequently repeated the same method of playing.

PHILIDOR then finding he could readily play a single game, undertook to go through two games at once, without looking over the boards. Of this feat, which was performed in a public café, the following account is given in the *Encyclopédie Française* :—

“ We had at Paris a youth of eighteen, who played two games of Chess at the same time, without seeing either of the boards ; beating two gentlemen, to either of whom, he, though a first-rate player, could only give the knight when looking over the pieces. We add a circumstance of which we were eye-witnesses :—in the middle of one of these games a false move was designedly made, which after a great number of moves he discovered, and placed the piece where it ought

to have been at first. This young man, the son of a musician of repute, is named M. PHILIDOR; he himself is a great musician, and perhaps the best player at Polish Draughts there ever was or ever will be¹. We quote this as a most extraordinary example both of memory and imagination.”

In 1745, PHILIDOR went to Holland with SIGNOR LANZA, whose daughter, though only thirteen years of age, was already celebrated as a fine pianoforte player. The famous GEMINIANI was to meet them at Rotterdam, and the party united were to give a series of concerts. SIGNORINA LANZA, however, being indisposed, remained with

¹ PHILIDOR's skill in Polish Draughts is rather over-rated by the writers of this article, as we know that although a first-rate, he was not equal to M. LE BLONDE, and several other great players of that day.—In a voluminous collection of critical ends of games at Polish Draughts (published by DUFOUR, Paris, 1808), I find six ingenious positions of PHILIDOR's composition.

her mother at Paris; and at Rotterdam they received the melancholy news of her death. The concert scheme being thus put an end to, PHILIDOR was left in a foreign country almost pennyless. He now found a temporary resource in his skill at Polish Draughts (a game as well then as now universally played throughout Holland), and supported himself by his knowledge of Chess and Draughts during the twelvemonth he remained among the Dutch.

Our author paid his first visit to England in 1747.—The principal Chess-club in London at that time held their meetings at Old Slaughter's Coffee-House, in St. Martin's-lane. SIR ABRAHAM JANSSEN was then the best player in England, and indeed the best player PHILIDOR ever met with excepting M. DE LEGALLE, as the Baronet could win one game out of four, without taking odds of PHILIDOR. After SIR A. JANSSEN the best players were PHILIP STAMMA of Aleppo

(who wrote a clever book on Chess), MR. CUNNINGHAM, LORD SUNDERLAND, LORD GODOLPHIN, LORD ELIBANK, MR. CARGYLL, DR. BLACK, DR. COWPER, and MR. SALVADOR. During his stay in London this year, PHILIDOR played a match of ten games with STAMMA, giving him the move, allowing the drawn games to be considered as won by STAMMA, and betting five to four on each game. With these immense odds in his favor, the Syrian won only two games, of which one was drawn.—PHILIDOR returned to Holland in the following year, where he composed his treatise under the title of ANALYSE DU JEU DES ECHECS. At Aix-la-Chapelle he was advised by LORD SANDWICH to visit Eyndhoven, a village between Bois-le-duc and Maestricht, where the British army was encamped. PHILIDOR there played Chess with the DUKE OF CUMBERLAND, who not only subscribed himself for a number of copies of the work, but procured a great many other subscribers. PHILIDOR'S ANALYSIS

was first published in the French language, in London, 1749, and has been since translated and reprinted in almost every capital in Europe.

In 1751, while PHILIDOR was at Windsor with the DUKE OF CUMBERLAND, he introduced DR. BLACK, who kept a school at Chiswick, as a first-rate player to the DUC DE MIREPOIX, the French ambassador. The duke, who was a passionate admirer of Chess, was so gratified with the doctor's society and style of play, that he generously obtained for him a living worth 200*l.* a year, which was in the gift of GEORGE II. This year PHILIDOR went to Berlin, by invitation of the *soi-disant* philosopher, FREDERICK of Prussia, who saw him play Chess several times at Potsdam, but did not encounter him himself. There was a MARQUIS DE VARENNES and another gentleman, who played *even* with the king, and of these PHILIDOR could win, giving the knight. He remained at Berlin a short time, and then went

to PRINCE WALDECK'S at Arolsen, where he stayed eight months; and after paying a visit of three weeks to the Court of the LANDGRAVE of Hesse-Cassel, returned to London, where he remained some time, continuing to cultivate his musical talent with increased success, and with the approbation of the best judges, including the immortal HANDEL. It is to be regretted that PHILIDOR never visited Italy; he would there have found Chess-players worthy of contending with; and how interesting to the present generation would have been a collection of games actually played between PHILIDOR and PONZIANI, or ERCOLE DEL RIO!

PHILIDOR returned to Paris in 1755, with the intention of devoting himself entirely to music; and solicited the appointment of Master of the Chapel Royal, where two new motettes of his composition were performed; but as the Queen preferred the old school of music, he was unsuc-

cessful in his application; consoling himself, however, with the compliments he received from the first professors and amateurs of the musical art. About this time he played a match at Chess with M. DE LEGALLE, and had the pleasure of conquering his old master¹.

In 1759, PHILIDOR's first musical drama, entitled *BLAISE LE SAVETIER*, was performed at the Opera Comique with so much success that he wisely abandoned church music, and applied himself wholly to writing for the stage; producing a succession of new operas, which established his reputation as a clever musician. It would be foreign to our work to give a list of these compositions, which comprise more than twenty-five complete operas, and numerous other musical publications.

¹ At the respected age of eighty-five, M. DE LEGALLE was still the best player in France, always excepting PHILIDOR.

PHILIDOR continued to follow up his success in music for about seven years; and then, emboldened by his increasing popularity, aimed at an entire change of the national musical taste; and accordingly composed a tragic opera called ERNELINDA, PRINCESS OF NORWAY, with recitations and airs after the Italian manner. This piece was got up at the Opera Comique; and, notwithstanding the cabals of the nobility, who were bigoted to the old style of music (so ably satirized by JEAN JACQUES ROUSSEAU), and the no less important opposition of the principal singers and dancers, the piece ran eight successive nights before it dropped. LOUIS XV. was so well pleased with this opera, that he rewarded the composer with the *munificent* pension of twenty-five louis; which was regularly paid during the life of the monarch.

PHILIDOR came to England for the fourth time in 1769; and as in the interim Chess had become extremely fashionable here, he found a new club

instituted at the Salopian Coffee-house, where he frequently played. Five years afterwards another club was established, next door to the Thatched House Tavern in St. James's-street, which lasted many years¹. Soon after the beginning of this latter club several of the members made a subscription among themselves, in order to remunerate PHILIDOR for the time he lost in attending their meetings. The best players in this club, and at that time in London, were COUNT BRUHL, the HON. H. CONWAY², LORD HARROWBY, MR. BOWDLER, and MR. JENNINGS. In playing

¹ It is surprising, that considering how much Chess is now played, or attempted to be played, every endeavour to establish a Chess-club on a large scale at the west end of the town, should have so completely failed. Perhaps the chief reason of this is to be traced to the fact of the most devoted admirers of the game, being those who cannot afford high subscriptions. Surely it would answer the purpose of some enterprising man to open a handsome Chess "Salon" on very moderate terms of admission—something like the best Cigar Divans, without their Havannah atmosphere.

² Afterwards LORD HENRY SEYMOUR.

over the board, the Pawn and two moves, or the Knight in exchange for the two first moves, constituted the fair odds between these gentlemen and their invincible visitor.

The first match recorded as having been played in public by PHILIDOR, without seeing the board, was in 1782, when he played two games in this manner at once; the following paragraphs are curious, as showing the sensation produced in the Chess world by this interesting and then novel exhibition.

Extract from the MORNING POST of May 28, 1782.—“The celebrated MONS. PHILIDOR, whose unrivalled excellence at the game of Chess has been long distinguished, invited the members of the Chess-club, and the amateurs in general of that arduous amusement, to be present on Saturday last at a spectacle of the most curious kind, as it was to display a very wonderful faculty of the

human mind, which faculty, however, is perhaps at present exclusively his own.

“ In consequence of this invitation, thirty gentlemen and three ladies attended M. PHILIDOR at PARSLOE’S in St. James’s-street, where, in their presence, with his eyes closed, he contended with two gentlemen at the same time, who had each a Chess-board, and who may be deemed among the first players in Europe next himself¹. COUNT BRUHL was his adversary at one board, and MR. BOWDLER at the other, and to each was allowed the first move.—The games lasted one hour and forty minutes.

¹ And yet with this conclusive evidence to the contrary, I have heard it asserted that these gentlemen were not first-rate players.—Latterly PHILIDOR could only give COUNT BRUHL the Pawn and Move, but as he was then long past sixty years of age, it may fairly be presumed that his extraordinary faculties were somewhat dimmed.—COUNT BRUHL was at this time decidedly the best player in England after PHILIDOR.

“ The game with the COUNT was drawn, and MR. BOWDLER won the other, owing to the exact similarity in the two openings, for if the games had less resembled each other, M. PHILIDOR would have preserved a more distinct recollection.

“ The idea of the intellectual labour that was passing in the mind of M. PHILIDOR suggested a painful perception to the spectator, which however was quite unnecessary, as *he seldom paused half a minute*, and seemed to undergo little mental fatigue, being somewhat jocose through the whole, and uttering occasionally many diverting pleasantries. The whole passed in the French language.

“ When the intrinsic difficulty of the game is considered, as well as the great skill of his adversaries, who of course conducted it with the most subtle complications, this exertion seems absolutely miraculous, and certainly deserves to

be recorded as a proof at once interesting and astonishing, of the power of human intelligence."

Extract from *THE WORLD*, of the same date.—
After a very similar account of this match, the editor proceeds thus: "This brief article is the record of more than sport and fashion; it is a phenomenon in the history of man, and so should be hoarded among the best samples of human memory, till memory shall be no more.

"The ability of fixing on the mind the entire plan of two Chess-tables, with the multiplied vicissitudes of two-and-thirty pieces in possible employment upon each table, that a man should maintain the two games at once, without seeing either, but merely from the report of move after move upon both; and this, contending not with bad and inexperienced play, but with two of the best and most practised players in Europe; all this makes up a wonder of such magnitude as

could not be credited, perhaps would not be credible, without repeated experience of the fact."

"This has been had from MONS. PHILIDOR again and again, but never with more struggle, for his antagonists were COUNT BRUHL and MR. BOWDLER. They never were more excellent: how much resource there was, and guarded enterprise, may be imagined from the time they took in playing. During the whole of that period the memory of this astonishing man was never for a moment absent nor confused:—he made not one mistake."

With all this great applause, it does not appear that PHILIDOR was ever so far rewarded for his persevering energy in the cause of Chess as to become, in a pecuniary point of view, independent of his British patrons. We are assured by TWISS, who lived long in habits of friendly intimacy

with him, (and from whose pages I have largely borrowed,) that PHILIDOR would never allow any one of his numerous family to learn the game their father so excelled in. With a wife and NINETEEN CHILDREN entirely dependent for many years upon his labours for their livelihood, it was only by the exercise of the most unremitting energies of his peculiar talents, that music and Chess united could be forced to yield their master more than a very meagre competency. To the great detriment of his pocket, PHILIDOR could neither spin round for a quarter-of-an-hour on the point of his foot, nor play the devil's concerto on the fourth fiddle-string: he contributed largely to the amusement of that generation, and fortunately fared better than BURNS or CHAT-
TERTON.

During the ensuing years of his life, PHILIDOR continued to reside in London every winter, and to return in the summer to his family at Paris,

playing matches occasionally in public without seeing the board, and constantly winning of the best players who opposed themselves to him. The ensuing article is extracted from a London newspaper of May, 1783.

“Yesterday, at the Chess-club in St. James’s-street, MONS. PHILIDOR performed one of those wonderful exhibitions for which he is so much celebrated. He played three different games at once, without seeing either of the tables. His opponents were COUNT BRUHL, MR. BOWDLER (the two best players in London), and MR. MASERES. He defeated COUNT BRUHL in one hour and twenty minutes, and MR. MASERES in two hours; MR. BOWDLER reduced his game to a drawn battle in an hour and three quarters. To those who understand Chess, this exertion of M. 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."

Between 1788, and 1792, PHILIDOR played eight different matches in the same manner, each match consisting in general of three games; and in 1792 he played two similar matches in the presence of the Turkish ambassador. These latter games probably gave rise to the foolish report of PHILIDOR'S having been beaten at Chess by the Turk. The only foundation that can be assigned for this, is a newspaper paragraph which appeared *after the death* of PHILIDOR, and which was unfortunately reprinted by TWISS in 1802. Had there been any truth in this account, it would have certainly been made public during the life of PHILIDOR; but, from its not having appeared immediately after the pretended incident occurred, as well as from the manner in which it is worded, I have no doubt of its having been the production of some petty slanderer, envious of the reputation

he thus meanly attempted to injure. The following is the wind-up of this precious *morceau* ; it is a fine specimen of the beautifully ridiculous :—

“ After winning *six games in succession* of PHILIDOR, the Ambassador told him that he knew several Chess-players at Constantinople who were able to beat himself, *giving him the Rook ! !*”

Although now past the period when the human intellect is considered to be at the height of its powers, PHILIDOR did not relax in his exertions to promote Chess. In 1795, the last year of his life, our veteran, then sixty nine years of age, played three blindfold matches in public. * The last of these was announced by him in the daily papers as follows :—

“ CHESS-CLUB, 1795, PARSLOE’S, ST. JAMES’S-STREET.

“ By particular desire, MONS. PHILIDOR, po-

sitively for the very last time, will play on Saturday, the 20th of June, at 2 o'clock precisely, three games at once against three good Chess-players; two of them without seeing either of the boards, and the third looking over the table. He most respectfully invites all the members of the Chess-club to honour him with their presence.—Ladies and gentlemen not belonging to the club may be provided with tickets at the above-mentioned house to see the match, at five shillings each.”

On Saturday, August 29, 1795, the public were informed of the death of this unconquered, and indeed unrivalled Chess-player, in the following article, which appeared in the daily paper.

“ MONS. PHILIDOR, THE CHESS-PLAYER.

“ On Monday last, the 24th of August, this long celebrated foreigner made his last move—into the other world. For two months he was kept alive

merely by art and the kind attentions of an old and worthy friend. To the last moment of his existence he enjoyed, though nearly seventy years of age, a strong and retentive memory, which long rendered him remarkable in the circle of his acquaintance in this capital.

“M. PHILIDOR was a member of the Chess-club near thirty years, and was a man of those meek qualities that rendered him not less esteemed as a companion, than admired for his extraordinary skill in the game of Chess, for which he was pre-eminently distinguished.

“It is only two months since he played two games blindfold at the same time, against two excellent Chess-players, and was declared the victor. He was, besides, an admirable musician and a capital composer.

“What seemed most to have shaken the poor

old man's constitution, and to have precipitated his exit, was not being able to procure a passport to return to Paris to see his family (who reside there) before he paid the last debt of nature. This refusal was rendered still more bitter, on its being intimated to him that he was denounced by the bloodthirsty committee of French Revolutionists as a *suspected character*. From the moment he was made acquainted with this circumstance he became a martyr to grief—his philosophy forsook him—his tears were incessant—and he sank into the grave.”

G. W.

17, *Soho Square*, 1832.

THE FOLLOWING *ABBREVIATIONS* ARE USED
THROUGHOUT THIS WORK.



K.	for	King.
Q.		Queen.
R.		Rook.
B.		Bishop.
Kt.		Knight.
P.		Pawn.
sq.		square.
ch.		check.
chg.		checking.
ad. or adv.		adverse.
dis.		discovering.
G. P. or Gamb. P.		Gambit Pawn.
Mate.		Checkmate.

PHILIDOR ON CHESS.

GAME I.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. P. one sq.	K. Kt. to B. 3d sq. ¹
4. Q. P. two sq. (<i>a</i>)	P takes P.
5. P. takes P. (<i>b</i>) ²	K. B. to Q. Kt. 3d sq. (<i>c</i>) ³
6. Q. Kt. to B. 3d sq.	Castles.
7. K. Kt. to K. 2d sq. (<i>d</i>)	Q. B. P. one sq.

¹ There is great difference of opinion as to the correct move at this point of the game. LEWIS recommends Q. to K. 2d sq., while LOLLI prefers Q. to K. Kt. 4th sq. The second player may advance Q. P. two sq.; and if White take Q. P. with K. B., bring out K. Kt.

² It is stronger play to attack Kt. with K. P.

³ Rather check with B. and after the consequent moves, mentioned by Philidor, push Q. P. two sq., which will give Black at least an equal game.

WHITE.	BLACK.
8. K. B. to Q. 3d sq. (<i>e</i>)	Q. P. two sq.
9. K. P. advances.	K. Kt. to K. sq.
10. Q. B. to K. 3d sq.	K. B. P. one sq. (<i>f</i>)
11. Q. to Q. 2d sq. (<i>g</i>)	P. takes P.
12. P. takes P.	Q. B. to K. 3d sq. (<i>h</i>)
13. Kt. to K. B. 4th sq. (<i>i</i>)	Q. to K. 2d sq.
14. B. takes B. (<i>k</i>)	P. takes B.
15. Castles. K. R. (<i>l</i>)	Q. Kt. to Q. 2d sq
16. K. Kt. takes B.	Q. takes Kt.
17. K. B. P. two sq.	K. Kt. to Q. B. 2d sq.
18. Q. R. to K. sq.	K. Kt. P. one sq. (<i>m</i>)
19. K. R. P. one sq.	Q. P. one sq.
20. Kt. to K. 4th sq.	K. R. P. one sq. (<i>n</i>)
21. Q. Kt. P. one sq.	Q. Kt. P. advances.
22. K. Kt. P. two sq.	K. Kt. to Q. 4th sq.
23. Kt. to K. Kt. 3d sq. (<i>o</i>)	K. Kt. to adv. K. 3d sq. (<i>p</i>)
24. R. takes Kt.	P. takes R.
25. Q. takes P.	Q. R. takes P.
26. R. to K. sq. (<i>q</i>)	Q. takes P.
27. Q. to K. 4th sq.	Q. to K. 3d sq.
28. K. B. P. advances.	P. takes P.
29. P. takes P.	Q. to Q. 4th sq. (<i>r</i>)
30. Q. takes Q.	P. takes Q.
31. B. takes P.	Kt. to Kt. 3d sq.
32. K. B. P. advances (<i>s</i>)	Q. R. to adv. Q. Kt. 2d sq.
33. B. to Q. 3d sq.	K. to B. 2d sq.
34. B. to adv. K. B. 4th sq.	Kt. to adv. Q. B. 4th sq.
35. Kt. to adv. R. 4th sq.	K. R. checks.

WHITE.

BLACK

- | | |
|--|-----------------------|
| 36. B. to K. Kt. 4th sq. | Kt. to adv. Q. 2d sq. |
| 37. K. P. checks. | K. to Kt. 3d sq. |
| 38. K. B. P. advances. | R. to K. B. sq. |
| 39. Kt. checks. | K. to Kt. 2d sq. |
| 40. B. to adv. R. 4th sq., and then pushes K. P., having a won game. | |

(a) You advance this Pawn, in order to hinder your antagonist from attacking K. B. P. with his K. B.; and also to take up a position in the middle of the board.

(b) You should not move either of these centre Pawns, until one of them is attacked; then advance the attacked Pawn.

(c) If he check with B., you interpose Q. B.; and if he then take B., you retake with Kt.

(d) You should not play this Kt. to K. B. 3d sq., unless you have previously advanced the K. B. P. two sq.; as your Kt. would stop the march of the Pawn¹.

(e) You retire K. B. from the threatened attack of Q. P., which would otherwise prevent your establishing the Pawns in the centre.

(f) Black advances K. B. P., to make an opening for R.

¹ On this point, PHILIDOR differs from the first players of every age and country. He deprecates moving the Knight to K. B. 3d sq., as it confines a pawn; but inconsistently allows it to be placed at K. 2d sq., where it generally impedes the march, both of Q. and K. B. In the present game, White would have had a much stronger attack, by playing Kt. to K. B. 3d sq.

(g) It would be bad play to take the Pawn, because your K. P. would lose its rank.

(h) To support Q. P., and to be able to move Q. B. P. It would be no disadvantage to him, but rather the contrary, were you now to make him double a Pawn.

(i) The K. P. being as yet safe, your Kt. attacks B., in order to compel him to withdraw.

(k) It is almost always good play to oppose Q. B. to the adverse K. B. ; when he commands, as in the present instance, your K. B. P.

(l) Castling with K. R., you will the better defend K. B. P., which must be advanced presently, in support of K. P., when the latter is attacked.

(m) He is compelled to advance this P., to prevent your K. B. P. from attacking his Q.

(n) To restrain your Kt.

(o) You play this Kt., intending afterwards to push K. B. P., which will be then supported by three pieces.

(p) Intending to frustrate your project, which he would do by moving K. Kt. P., were you not to take Kt. with R.

(q) You move the R. to support K. P.

(r) Black offers to exchange Queens, to prevent the threatened mate.

(s) When your remaining B. runs on the white diagonals, you should keep your pawns on black squares, and *vice versâ*. This prevents the adverse pieces from getting between your pawns.

FIRST VARIATION.



WHITE.

BLACK.

12. Q. P. takes P.

B. takes B.

13. Q. takes B.

B. to K. 3d sq.

14. K. Kt. to B. 4th sq.

Q. to K. 2d sq.

15. Kt. takes B.

Q. takes Kt.

16. Castles. K. R.

Q. Kt. to Q, 2d sq.

17. K. B. P. two sq.

K. Kt. P. one sq.

WHITE.

18. K. R. P. one sq.
19. K. Kt. P. two sq.
20. Kt. to K. 2d sq.
21. Q. to Q. 2d sq.
22. Kt. to Kt. 3d sq.
23. Q. R. to K. sq.
24. R. takes Kt.
25. Q. takes P.
26. K. B. P. advances.
27. K. B. P. advances.
28. K. Kt. P. advances.
29. Q. takes Q.
30. K. P. advances.
31. Kt. to K. 4th sq.
32. R. takes Kt.
33. Kt. to adv. Q. 3d sq.
34. K. P. advances.
35. B. to Q. B. 4th sq. chg.
36. Kt. checks.
37. Gives Mate in two moves.

BLACK.

- K. Kt. to Kt. 2d sq.
- Q. B. P. one sq.
- Q. Pawn moves. ♘
- Q. Kt. to Kt. 3d sq.
- Q. Kt. to Q. 4th sq.
- Kt. to adv. K. 3d sq.
- P. takes R.
- Q. takes Q. R. P. ¹
- Q. takes Q. Kt. P.
- Kt. to K. sq.
- Q. to adv. Q. 4th sq.
- P. takes Q.
- Kt. to Q. 3d sq.
- Kt. to K. B. 4th sq.
- P. takes R.
- K. B. P. advances.
- K. R. to Q. Kt. sq.
- K. moves.
- K. moves.

¹ It is always bad play to lose the move in taking a worthl pawn like this.

SECOND VARIATION.



WHITE.

BLACK.

- | | |
|---|-----------------------|
| 37. | King to B. sq. |
| 38. R. to Q. R. sq. | Rook checks. |
| 39. R. takes R. | Kt. takes R. |
| 40. K. to R. 2d sq. | Kt. to adv. B. 3d sq. |
| 41. Kt. to K. B. 4th sq. | Kt. to Kt. 4th sq. |
| 42. Kt. takes P. | R. to K. Kt. 4th sq. |
| 43. P. checks. | K. to B. 2d sq. |
| 44. B. to adv. K. 3d sq. ch. | K. takes B. |
| 45. P. becomes a Queen ; checks and wins. | |

GAME II.



WHITE.

BLACK.

- | | |
|-------------------------------------|----------------------------------|
| 1. K. P. two squares. | K. P. two sq. |
| 2. K. B. to Q. B. 4th sq. | Q. B. P. one sq. |
| 3. Q. P. two sq. (<i>a</i>) | P. takes P. (<i>b</i>) |
| 4. Q. takes P. | Q. P. one sq. |
| 5. K. B. P. two sq. | Q. B. to K. 3d sq. (<i>c</i>) |
| 6. K. B. to Q. 3d sq. | Q. P. advances. |
| 7. K. P. advances. | Q. B. P. advances. |
| 8. Q. to K. B. 2d sq. | Q. Kt. to B. 3d sq. (<i>d</i>) |
| 9. Q. B. P. one sq. | K. Kt. P. one sq. |
| 10. K. R. P. one sq. | K. R. P. two sq. (<i>e</i>) |
| 11. K. Kt. P. one sq. | K. Kt. to R. 3d sq. |
| 12. K. Kt. to B. 3d sq. | K. B. to K. 2d sq. |
| 13. Q. R. P. two sq. | K. Kt. to B. 4th sq. |
| 14. K. to B. sq. (<i>f</i>) | K. R. P. advances. |
| 15. K. Kt. P. advances. | Kt. ch. at Kt. 6th sq. |
| 16. K. to Kt. 2d sq. | Kt. takes R. |
| 17. K. takes Kt. (<i>g</i>) | Q. to Q. 2d sq. |
| 18. Q. to K. Kt. sq. (<i>h</i>) | Q. R. P. two sq. |
| 19. Q. B. to K. 3d sq. (<i>i</i>) | Q. Kt. P. one sq. |
| 20. Q. Kt. to R. 3d sq. | Castles. Q. R. (<i>k</i>) |
| 21. B. checks. | K. to B. 2d sq. |

WHITE.

BLACK.

- | | |
|---|---------------------------------|
| 22. Q. Kt. to Q. B. 2d sq. (<i>l</i>) | Q. R. to R. sq. |
| 23. K. B. to Kt. 5th sq. | Q. to Q. sq. (<i>m</i>) |
| 24. Q. Kt. P. two sq. | Q. to K. B. sq. |
| 25. Q. Kt. P. takes B. P. | Q. Kt. P. takes P. |
| 26. K. Kt. to Q. 2d sq. | Q. B. P. advances. (<i>n</i>) |
| 27. K. Kt. to B. 3d sq. | K. B. P. one sq. |
| 28. B. checks. | K. to Q. Kt. 2d sq. |
| 29. B. takes Kt. chg. | K. takes B. |
| 30. K. Kt. checks. | K. to Q. 2d sq. |
| 31. K. B. P. advances. | Q. B. to K. Kt. sq. |
| 32. P. checks. | K. to K. sq. |
| 33. K. Kt. to Kt. 5th sq. | K. B. to Q. 3d sq. |
| 34. Q. to Q. 4th sq., winning Q. P. and game. | |

(*a*) If you were to play any other move, Black would advance Q. P. two squares.

(*b*) If he refuse taking P., he ought equally to lose.

(*c*) The best move he can make.

(*d*) If, instead of bringing out his Pieces, he were to continue advancing the Pawns, he would lose much sooner; for, it is necessary to observe, that one or two Pawns inconsiderately pushed too far, are generally doomed, unless you can support them with others. This will be further seen in a Variation on Move 8, which will convince you that two Pawns abreast, are stronger at their fourth squares, than at their sixth; as, in the latter case, they may be compared to straggling soldiers separated from their corps.

(*e*) To hinder your Pawns from advancing.

(f) You play your King so, that in case of necessity, you can form an attack on the left.

(g) Although a Rook is generally of far more value than the Kt., yet, in this particular case, you gain by the exchange. His Kt. has consumed four moves in taking up this post, during which you have been gaining position.

(h) If you were not to support this P., he would get a good game, by sacrificing B. for the two P.

(i) To oblige Black to move Q. B. P., which will allow your Kts. to enter his game.

(k) He Castles with Q. R., to avoid the great strength of your Pawns on the King's side.

(l) If you were to check with Kt., you would lose at least two moves.

(m) Meaning to play Q. to K. B. sq., in order to protect Q. B. P.

(n) To prevent your posting K. Kt. at Q. Kt. 3d sq.

FIRST VARIATION.

Moves 1 to 3 as before.

WHITE.	BLACK.
3. Q. P. two squares.	Q. P. two sq.
4. K. P. takes P.	Q. B. P. takes P.
5. B. checks.	B. interposes.
6. B. takes B. chg.	Kt. takes B.
7. Q. P. takes P.	Kt. takes P.

WHITE.

8. Q. to K. 2d sq.
9. Q. Kt. to B. 3d sq.
10. B. to K. B. 4th sq.
11. Castles.
12. K. Kt. takes Q.
13. Q. Kt. to K. 4th sq.
14. K. R. P. two sq.
15. K. R. to R. 3d sq.
16. B. takes Kt.
17. K. R. to Q. 3d sq.
18. K. Kt. takes Q. P.
19. K. R. to K. 3d sq.
20. K. to Kt. sq.
21. Kt. checks, and has a winning game.

BLACK.

- Q. to K. 2d sq.
- Castles.
- Q. Kt. to B. 3d sq.
- Q. takes Q.
- Q. P. advances.
- K. B. P. one sq.
- K. R. P. two sq.
- K. Kt. to R. 3d sq.
- R. takes B.
- Q. R. to K. sq.
- Kt. to adv. Q. Kt. 4th sq.
- Kt. take Q. R. P. chg.
- Kt. retires.

SECOND VARIATION.

Moves 1 to 8 as in Game II.

WHITE.

8. Q. to K. B. 2d square.
9. K. B. to K. 2d sq.
10. Q. B. P. one sq.
11. K. B. to B. 3d sq.
12. Q. Kt. P. one sq.
13. Q. R. P. two sq.
14. Q. R. P. takes P.

BLACK.

- Q. B. P. advances.
- Q. P. advances.
- Q. P. advances.
- Q. B. to Q. 4th sq.
- Q. Kt. P. two sq.
- Q. B. P. takes P.
- Q. B. takes B.

WHITE.

15. Kt. takes B.

16. Q. B. to K. 3d sq.

17. Q. B. P. one sq.

18. Q. Kt. to Q. 2d sq.

19. Castles with K. R., and ought to win.

BLACK.

Q. Kt. to Q. 2d sq.

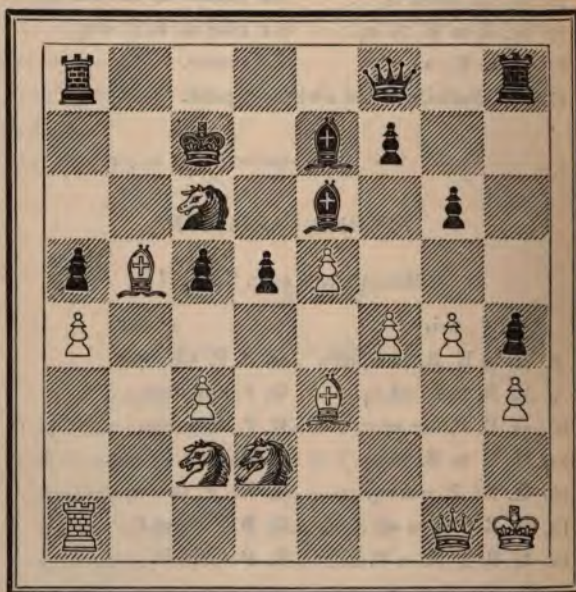
Q. R. to Q. Kt. sq.

Q. Kt. to Kt. 3d sq.

K. B. to adv. Q. Kt. 4th sq.

THIRD VARIATION.

Moves 1 to 26 as in Game II.



WHITE.	BLACK.
26.	K. B. P. one square.
27. K. Kt. to Q. Kt. 3d sq.	Q. B. P. one sq.
28. B. checks.	K. to Q. Kt. 2d sq.
29. K. Kt. checks.	K. B. takes Kt.
30. Q. B. takes B.	Q. to Q. B. sq.
31. Q. R. to Q. Kt. sq.	K. to Q. B. 2d sq.
32. Q. B. to adv. Q. 3d sq. ch.	K. to Q. sq.
33. Q. checks.	K. to K. sq.
34. White ought to win.	

[For examples of the manner in which LOLLI and ERCOLE DEL RIO open the Bishop's game, the student is referred to Mr Walker's recent publication; viz.—“A New Treatise on Chess, containing the Laws and Rudiments of the Science, with an Analysis of the best Methods of playing the different Openings and Ends of Games; including many original positions, and a selection of fifty original Chess Problems.—London, 1832.”]

GAME III.



BLACK.

WHITE.

- | | |
|--|----------------------------------|
| 1. K. P. two squares. | The same. |
| 2. K. Kt. to B. 3d sq. | Q. P. one sq. ¹ |
| 3. K. B. to Q. B. 4th sq. ² | K. B. P. two sq. (<i>a</i>) |
| 4. Q. P. one sq. | Q. B. P. one sq. |
| 5. K. P. takes P. (<i>b</i>) | Q. B. takes P. |
| 6. Q. B. to adv. K. Kt. 4th sq. | K. Kt. to B. 3d sq. (<i>c</i>) |
| 7. Q. Kt. to Q. 2d sq. | Q. P. one sq. |
| 8. K. B. to Q. Kt. 3d sq. | K. B. to Q. 3d sq. |
| 9. Q. to K. 2d sq. | Q. to K. 2d sq. |
| 10. Castles. K. R. | Q. Kt. to Q. 2d sq. |
| 11. K. Kt. to R. 4th sq. (<i>d</i>) | Q. to K. 3d sq. |
| 12. Kt. takes B. (<i>e</i>) | Q. takes Kt. |
| 13. Q. B. takes Kt. (<i>f</i>) | K. Kt. P. takes B. |
| 14. K. B. P. two sq. | Q. to K. Kt. 3d sq. |
| 15. P. takes P. | K. B. P. takes P. |

¹ This is not so good a move as Q. Kt. to Q. B. 3d sq.—K. B. P. two sq., may also be played. Philidor objects to bringing out Q. Kt., as it confines Q. B. P., but substitutes a move which completely shuts up the K. B. The Modenese very properly comments on this error, in his celebrated critique on Philidor. *Vide Lolli.*

² Q. P. two sq., is rather stronger play.

BLACK.	WHITE.
16. K. R. to B. 3d sq.	K. R. P. two sq. (<i>g</i>)
17. Q. R. to K. B. sq.	Castles. Q. R.
18. Q. B. P. two sq.	K. P. advances. (<i>h</i>)
19. Q. P. takes P.	Q. P. one sq.
20. K. B. to Q. B. 2d sq.	Kt. to K. 4th sq. (<i>i</i>)
21. K. R. to adv. B. 3d sq.	Q. to K. Kt. 2d sq.
22. Q. to K. B. 2d sq. (<i>k</i>)	Kt. to adv. Kt. 4th sq.
23. Q. checks.	K. to Q. Kt. sq.
24. R. takes B.	R. takes R.
25. Q. to K. B. 4th sq.	Q. to K. 4th sq.
26. Q. takes Q.	Kt. takes Q.
27. R. to adv. K. B. 4th sq.	Kt. to adv. Kt. 4th sq.
28. Q. B. P. advances.	R. to K. Kt. 3d sq.
29. Kt. to Q. B. 4th sq.	Kt. to adv. K. 3d sq.
30. Kt. takes Kt.	P. takes Kt.
31. R. to K. B. 3d sq.	R. to Q. sq.
32. R. takes P.	R. to adv. Q. 2d sq., and will win the game.

(*a*) Let Black have played as he will at Move 3, this is still your best move; you are certain of gaining the attack through his having brought out K. Kt. at Move 2.¹

(*b*) If he do not take this P., you should still leave it *en prise*, unless your adversary should Castle with K. R.; in that case, you would immediately advance the P.

¹ With all deference to Philidor, I think that, on the contrary, playing K. Kt. to B. 3d sq., at Move 2, is just as good a move as can be made.

- (c) If he take Kt., you retake with P.
- (d) He moves this Kt., to make room for his K. B. P.
- (e) If he were to play K. B. P. 2 sq., you should attack Q. with Q. B., and then push K. R. P. on B.; should Black then take Kt., you must retake with P.
- (f) If he were not to take the Kt., he would lose several moves in extricating Q. B. from your Pawns.
- (g) To make more room for your Queen, should she be attacked.
- (h) This move may appear difficult to understand, for a young player, but it is decidedly the best you can play.
- (i) You move this Kt., in order to stop K. P., particularly as his Pawn, where it now stands, confines B. and Kt.
- (k) If he had advanced K. R. P., to prevent the attack of your Kt., you ought to attack his B. and Q., with your P.

FIRST VARIATION.

Moves 1 and 2 as before.

BLACK.	WHITE.
3. Q. P. two squares.	K. B. P. two sq.
4. Q. P. takes P. (a)	K. B. P. takes P.
5. K. Kt. to adv. Kt. 4th sq.	Q. P. one sq.
6. K. B. P. two sq. [A.]	K. B. to Q. B. 4th sq.
7. Q. B. P. two sq.	Q. B. P. one sq.
8. Q. Kt. to B. 3d sq.	K. Kt. to K. 2d sq.
9. K. R. P. two sq. (b)	K. R. P. one sq.

BLACK.	WHITE.
K. Kt. to R. 3d sq.	Castles.
Q. Kt. to R. 4th sq.	B. checks.
B. interposes.	B. takes B. chg.
Q. takes B.	Q. P. advances.
Q. B. P. one sq.	Q. Kt. P. one sq.
Q. B. P. takes P.	R. P. takes P.
Q. Kt. P. one sq.	Q. B. to K. 3d sq.
K. B. to K. 2d sq.	K. Kt. to B. 4th sq.
K. Kt. to Kt. sq.	K. Kt. to adv. K. Kt. 3d sq.
K. R. to R. 2d sq.	K. P. advances.
Q. to Q. Kt. 2d sq.	Q. P. one sq.
K. B. to K. B. 3d sq.	K. R. takes P.
Castles.	R. takes Kt.
P. takes R.	R. takes P.
Q. R. P. one sq.	R. checks.
K. moves.	R. to adv. Q. B. 2d sq.
Q. to Kt. 4th sq.	Q. Kt. to R. 3d sq.
Q. to K. B. 4th sq.	Q. Kt. to B. 4th sq.
Q. takes Kt.	B. checks.
K. moves.	Q. Checkmates.

If he take K. B. P., you advance K. P., and afterwards P. with Q. B.

Black plays this Pawn two sq., to avoid having a
ed P. on his K. R. file.

[A.]

BLACK.

WHITE.

- | | |
|----------------------------------|---------------------|
| 6. P. to adv. K. 3d square. | K. Kt. to R. 3d sq. |
| 7. Q. B. P. two sq. ¹ | Q. P. one sq. [B.] |
| 8. Kt. takes K. P. | K. B. checks. |
| 9. Q. B. interposes. | B. takes B. chg. |
| 10. Q. Kt. takes B. | Castles. |

White has the better game.

[B.]

BLACK.

WHITE.

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|----------------------------|-----------------|
| 7. | K. B. checks. |
| 8. Q. Kt. to B. 3d sq. (a) | Q. P. one sq. |
| 9. Q. R. P. one sq. | K. P. advances. |

¹ This move is not so good as checking with Queen, and then (on the K. Kt. P. being interposed), withdrawing her to K. R. 3d sq. as recommended by Lewis, in his scientific and useful work on Chess. If, at this stage of the game, the first player take K. R. P. with Kt., the result would be as follows:—

BLACK.

WHITE.

- | | |
|-----------------------|--|
| 7. Kt. takes K. R. P. | 7. You cannot retake Kt. with R., as the Queen would, in that case, check and ruin your game, but playing instead Q. B. takes P. |
| 8. Kt. takes K. B. | K. takes Kt. |
| 9. Q. B. takes Kt. | R. takes Q. B., having <i>at least</i> an equal game. |

BLACK.

WHITE.

- | | |
|----------------------------|----------------------------|
| 10. Q. R. P. takes B. | Q. takes Kt. |
| 11. Q. takes P. | K. Kt. to B. 4th sq. |
| 12. Q. to K. 5th sq. | P. takes K. B. P. chg. |
| 13. K. takes P. | Q. checks at R. 5th sq. |
| 14. K. Kt. P. interposes. | Q. to adv. Q. 4th sq. chg. |
| 15. Q. takes Q. | Kt. takes Q. |
| 16. Q. B. to K. B. 4th sq. | K. Kt. takes P. |
| 17. K. B. to Kt. 2d sq. | Q. B. P. one sq. |
| 18. K. R. to K. sq. | Castles. |

White has the better position.

(a) If he were to interpose Q. B., you would take K. Kt. with Q.

SECOND VARIATION.

Moves 1 to 5 as in Game III.

BLACK.

WHITE.

- | | |
|----------------------------------|------------------------|
| 5. Castles. | K. B. P. one sq. |
| 6. Q. P. one square. | Q. to K. B. 3d sq. |
| 7. Q. P. takes P. | Q. P. takes P. |
| 8. Q. R. P. two sq. ¹ | K. Kt. P. two sq. |
| 9. Q. to Q. 3d sq. | K. Kt. P. one sq. |
| 10. K. Kt. to K. sq. | K. B. to Q. B. 4th sq. |

¹ It would be better to bring out a Piece.

BLACK.

11. Q. B. P. one sq.
12. Q. Kt. P. two sq.
13. K. R. P. one sq.
14. K. to R. sq.
15. K. Kt. to B. 3d sq.

WHITE.

- Q. to adv. K. R. 4th sq.
- K. Kt. P. one sq.
- K. B. takes P. chg.
- Q. B. takes R. P.
- Q. to K. R. 4th sq., winning easily.

THIRD VARIATION.

Moves 1 to 9 as in Game III.



BLACK.

Castles. Q. R.
 K. R. P. one square.
 K. Kt. P. two sq.
 Q. R. to K. Kt. sq.
 K. R. P. one sq.
 B. takes Kt.
 K. Kt. P. one sq.
 Q. B. P. one sq.
 K. B. to Q. B. 2d sq.
 K. R. P. one sq.
 K. R. to K. R. 4th sq.
 Q. P. advances.
 K. Kt. to K. sq.
 P. takes P.
 Q. R. P. one sq.
 K. B. P. one sq.
 P. takes B.
 K. to Q. sq.
 Kt. interposes.
 K. to Q. 2d sq.
 K. to Q. B. sq.

WHITE.

Castles. K. R.
 Q. Kt. to Q. 2d sq.
 Q. B. to K. 3d sq.
 Q. Kt. P. two sq
 Q. R. P. two sq.
 Q. takes B.
 Q. to K. 2d sq.
 Q. R. P. advances.
 Q. B. P. one sq.
 K. R. to Q. Kt. sq.
 Q. B. P. one sq.
 K. P. advances.
 Q. Kt. P. one sq.
 K. R. takes P.
 K. R. to Q. Kt. 4th sq.
 K. B. takes Q. R. P.
 Q. takes P. chg.
 Q. to adv. Q. R. sq. chg.
 Q. R. P. advances.¹
 Q. takes P. chg.
 Q. R. P. advances, and White
 wins the game.

¹ You might also take Kt. with R.

GAME IV.



BLACK.	WHITE.
1. K. P. two squares.	The same.
2. Q. B. P. one sq. (<i>a</i>)	Q. P. two sq.
3. P. takes P. ¹	Q. takes P.
4. Q. P. one sq. (<i>b</i>) [A]	K. B. P. two sq.
5. K. B. P. two sq. (<i>c</i>)	K. P. advances. (<i>d</i>)
6. Q. P. one sq. (<i>e</i>)	Q. to K. B. 2d sq.
7. Q. B. to K. 3d sq.	K. Kt. to B. 3d sq.
8. Q. Kt. to Q. 2d sq.	K. Kt. to Q. 4th sq.
9. K. B. to Q. B. 4th sq.	Q. B. P. one sq.
10. Q. to Q. Kt. 3d sq.	Q. B. to K. 3d sq.
11. K. B. takes Kt.	Q. B. P. takes B. (<i>f</i>)
12. K. Kt. to K. 2d sq.	K. B. to Q. 3d sq.
13. Castles. K. R.	K. R. P. one sq.
14. Q. to Q. B. 2d sq.	K. Kt. P. two sq.
15. K. Kt. P. one sq.	The same.
16. Q. Kt. P. one sq.	Q. Kt. to B. 3d sq.
17. Q. B. P. one sq.	Castles. Q. R. (<i>g</i>)

¹ This is not well played, as it gives up the command of the board; the proper move, as recommended by the great Italian triumvirate (PONZIANI, LOLLI, and ERCOLE DEL RIO), is K. Kt. to K. B. 3d sq.

BLACK.

WHITE.

- | | |
|-------------------------------|--------------------------|
| 18. P. takes P. | Q. B. takes P. |
| 19. Q. Kt. to B. 4th square. | K. R. P. one sq. |
| 20. Kt. takes B. ¹ | R. takes Kt. |
| 21. B. to K. B. 2d sq. | K. R. P. advances. |
| 22. Q. Kt. P. one sq. | Q. R. to K. R. 3d sq. |
| 23. Q. Kt. P. one sq. | K. P. advances. |
| 24. B. to K. sq. (<i>h</i>) | K. R. P. takes P. |
| 25. B. takes P. | R. takes P. |
| 26. B. takes R. | R. takes B. |
| 27. K. takes R. | Gives Mate in two moves. |

(*a*) This move is ill played, for by immediately pushing your Q. P. 2 sq., Black loses at least the attack, if not eventually the game ².

(*b*) If he play K. Kt. to K. 2d sq., you ought to advance K. P., and then support it with K. B. P.

(*c*) If he were to move Q. B. to K. 3d sq., you should answer with K. B. to Q. 3d sq.

(*d*) It is generally good play to avoid exchanging either your K. P. for the K. B. P., or Q. P. for Q. B. P.; as these Pawns occupy the centre of the board, they prevent your adversary's Pieces from entering your game.

¹ This is one of the worst moves he could play; it would be better to move the Kt. to K. 5th. sq.

² I cannot help differing from this; Q. B. P. one square, is not play to be recommended at the second move, because I do not think it leads to a very attacking game; but it is perfectly safe.

(e) If he take K. P., you would take Q. and then P.

(f) When your Pawns are divided into two bodies, you should always try to add to the stronger; and, if you have two Pawns in the centre, endeavour to unite others with them.

(g) It would be bad play to take the Pawn.

(h) If he take P., he equally loses the game.

FIRST VARIATION.

Moves 1 to 5 as before.

BLACK.	WHITE.
5. Q. B. P. one square.	K. B. checks.
6. Q. B. interposes.	K. B. takes B. chg.
7. Q. takes B.	Q. to Q. 3d sq.
8. Q. Kt. to B. 3d sq.	Q. B. P. two sq.
9. Q. Kt. to ad. Q. Kt. 4th sq.	Q. to K. 2d sq.
10. K. B. to K. 2d sq.	Q. Kt. to B. 3d sq.
11. K. B. to his 3d sq.	Q. Kt. to adv. Q. 4th sq.
12. Kt. takes Kt.	P. takes Kt. dis. ch.
13. K. Kt. interposes.	K. Kt. to B. 3d sq.
14. Castles. K. R.	Q. to Q. 3d sq.
15. K. R. to K. sq.	K. to K. B. 2d sq.
16. Kt. to K. B. 4th sq.	K. R. P. two sq.
17. Kt. to adv. Q. 4th sq.	Q. B. to K. 3d sq.
18. Kt. takes Kt.	K. takes Kt.

BLACK.	WHITE.
9. B. takes Q. Kt. P. ¹	Q. R. to Q. Kt. sq.
10. B. to K. B. 3d sq.	K. Kt. P. two sq.
11. K. Kt. P. one sq.	K. Kt. P. advances.
12. B. to K. Kt. 2d sq.	K. R. P. advances.
13. K. R. to K. 2d sq.	K. R. to R. 4th sq.
14. Q. R. to K. sq.	Q. B. to Q. 2d sq.
15. K. R. to adv. K. 4th sq.	K. R. P. takes P.
16. K. R. P. takes P.	Q. R. to K. R. sq.
17. Q. Kt. P. two sq.	Q. B. to B. 3d sq.
18. R. checks. ²	K. to B. 2d sq.
19. R. takes Q.	Mates in two moves.

¹ K. R. P. two sq., were better play.

² Instead of checking, the first player should proceed as follows:—

BLACK.	WHITE.
28. B. takes B.	Q. takes B.
29. Rook checks.	Q. takes R.
30. R. takes Q. ch.	K. takes R.
31. K. to B. sq.	K. R. checks.
32. K. to K. 2d sq.	Q. R. to K. sq.
33. Q. to K. B. 4th sq., and will draw the game.	

The reader will see from these moves, that I have not scrupled to avail myself occasionally of the notes attached to former editions of Philidor.

SECOND VARIATION.

Moves 1 to 5 as in Game IV.

BLACK.	WHITE.
6. Q. to Q. B. 2d square.	K. B. to Q. B. 4th sq.
7. Q. P. takes P.	K. B. P. takes P.
8. Q. B. P. one sq.	Q. to adv. Q. 4th sq.
9. Q. Kt. to B. 3d sq.	K. Kt. to B. 3d sq.
10. Q. Kt. to ad. Q. Kt. 4th sq.	Q. to Q. sq.
11. Q. R. P. one sq.	Q. R. P. two sq.
12. K. Kt. to K. 2d sq.	Castles.
13. K. Kt. P. one sq.	Q. B. to adv. K. Kt. 4th
14. K. B. to K. Kt. 2d sq.	Q. B. to adv. K. B. 3d sq
15. K. Kt. to Kt. sq.	Q. B. takes B.
16. Q. takes B.	K. Kt. to adv. K. Kt. 4th
17. K. Kt. to R. 3d sq.	Q. Kt. to B. 3d sq.
18. Q. Kt. to B. 3d sq.	Q. to adv. Q. 4th sq.
19. Q. Kt. to K. 2d sq.	Q. to adv. Q. 3d sq.
20. B. to Q. 2d sq.	K. P. advances.
21. Q. B. to B. 3d sq.	Q. R. to Q. sq.
22. K. Kt. to adv. Kt. 4th sq.	Q. to adv. Q. 2d sq. chg.
23. B. takes Q.	P. takes B. chg.
24. K. to Q. sq.	Kt. gives checkmate.

[A.]

BLACK.

WHITE.

- | | |
|-----------------------|---------------------|
| 4. Q. P. two squares. | P. takes P. |
| 5. P. takes P. | Q. B. P. two sq. |
| 6. Q. B. to K. 3d sq. | P. takes P. |
| 7. Q. takes P. | Q. takes Q. |
| 8. B. takes Q. | Q. Kt. to B. 3d sq. |

The game is even.

ON THE OPENINGS OF GAMES.

FIRST OPENING.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. P. one sq.	Q. to K. 2d sq.
4. K. Kt. to B. 3d sq. [A.]	The same. [B.]
5. Q. to K. 2d sq.	Q. P. one sq.
6. Q. P. one sq. [C.]	Q. B. P. one sq.
7. K. R. P. one sq.	The same.
8. Q. B. to K. 3d sq.	B. takes B.
9. Q. takes B. ¹	Q. B. to K. 3d sq.
10. B. takes B.	Q. takes B.
11. Q. Kt. to Q. 2d sq.	The same.
12. Castles. K. R.	The same.

The Game is equal.

¹ I should prefer retaking with K. B. P. ; indeed, it is good play to double the K. P. and K. B. P. in the manner.

[A.]

- | WHITE. | BLACK. |
|----------------------------|--------------------------|
| 4. K. Kt. to K. 2d square. | K. B. takes P. chg. |
| 5. K. takes B. | Q. to Q. B. 4th sq. chg. |
| 6. Q. P. two sq. | Q. takes B. |
| 7. Q. Kt. to R. 3d sq. | Q. to K. 3d sq. |

Black has won a Pawn.

[B]

- | WHITE. | BLACK. |
|-----------------------|------------------------------|
| 4. | K. B. takes P. chg. |
| 5. K. takes B. | Q. to Q. B. 4th square. chg. |
| 6. Q. P. two sq. | Q. takes B. |
| 7. K. Kt. takes K. P. | Q. to K. 3d sq. |
| 8. Q. to K. B. 3d sq. | Q. P. one sq. |
| 9. Kt. to Q. 3d sq. | K. Kt. to B. 3d sq. |
| 10. K. R. to K. sq. | Castles. |

White has the better position ; your King is equally well placed, as if he had Castled.

[C.]

- | WHITE. | BLACK. |
|-----------------------|---------------|
| 6. Q. P. two squares. | P. takes P. |
| 7. P. takes P. | K. B. checks. |

WHITE.	BLACK.
1. ♖. E. squares.	B. takes R. chg.
2. ♖. E. takes E.	Q. R. P. one sq.

The game is equal.

FIRST VARIATION.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. R. to Q. R. 5th sq.	The same.
3. Q. R. P. one sq.	Q. Kt. to B. 3d sq.
4. Q. P. two sq.	P. takes P. [D.]
5. K. R. takes P. chg.	K. takes B.
6. Q. to adv. B. 4th sq. chg.	K. Kt. P. one sq.
7. Q. takes B., and has the better position.	

[D.]

WHITE.	BLACK.
4.	K. B. to Q. Kt. 3d sq.
5. K. Kt. to K. 2d sq. ¹	K. Kt. to B. 3d sq.
6. Q. to Q. 3d sq.	Castles.
7. K. B. P. two sq.	K. P. takes Q. P.
8. K. P. one sq.	Q. P. two sq.
9. K. B. to Q. Kt. 3d sq.	K. Kt. to adv. K. 4th sq.

¹ How much more attacking this Kt. would be, if played to K. B. 3d sq.

WHITE.

BLACK.

- | | |
|-------------------------|--------------------|
| 10. Q. B. P. takes P. | K. B. P. two sq. |
| 11. Q. Kt. to B. 3d sq. | Q. B. to K. 3d sq. |

Equal game.

SECOND VARIATION.

Moves 1 to 4 as in the First Opening.

WHITE.

BLACK.

- | | |
|-------------------------|-----------------------------|
| 5. Q. to K. 2d square. | K. Kt. to adv. Kt. 4th sq. |
| 6. Q. P. two sq. | P. takes P. |
| 7. P. takes P. | K. B. checks. |
| 8. Q. Kt. to B. 3d sq. | K. Kt. to B. 3d sq. |
| 9. K. B. to Q. 3d sq. | Castles. |
| 10. Castles. | Q. P. one sq. |
| 11. K. R. P. one sq. | The same. |
| 12. Q. B. to Q. 2d sq., | having the better position. |
-

SECOND OPENING.

WHITE.

BLACK.

- | | |
|---------------------------|----------------------------------|
| 1. K. P. two squares. | Same move. |
| 2. K. B. to Q. B. 4th sq. | K. Kt. to B. 3d sq. ¹ |

¹ This is not a good move, strictly speaking, but, for the sake of variety, it may sometimes be played; you may also push K. B. P. two sq., at this point of the game.

WHITE.	BLACK.
3. Q. P. one sq. ¹	K. B. to Q. B. 4th sq.
4. K. Kt. to B. 3d sq. (a)	Q. P. one sq.
5. Q. B. P. one sq.	Castles. (b)
6. Q. R. P. two sq.	The same.
7. Castles.	Q. B. to K. 3d sq. (c)
8. B. takes B.	P. takes B.
9. Q. to Q. Kt. 3d sq.	Q. to Q. B. sq.
10. Q. P. one sq.	K. P. takes P.
11. P. takes P.	K. B. to Q. Kt. 3d sq.
12. Q. Kt. to B. 3d sq.	Q. Kt. to B. 3d sq.
13. Q. B. to K. 3d sq.	K. Kt. to adv. Kt. 4th sq.
14. K. R. P. one sq.	Kt. takes B.
15. P. takes Kt.	K. R. P. one sq.
16. K. Kt. P. two sq.	The same.
17. K. R. to B. 2d sq.	Q. to Q. 2d sq.
18. Q. R. to K. B. sq.	K. to Kt. 2d sq.

Equal Game.

(a) You might also advance K. B. P. two squares.

(b) If he were to play Q. B. to your K. Kt. 4th sq., you would win by moving Q. to Q. Kt. 3d sq.; and should he play the same B. to K. 3d sq., you change Bishops, and then play Q. to Q. Kt. 3d sq.

(c) If he move Q. B. to adv. Kt. 4th sq., you advance Q. P., and if he then take Kt., you retake with K. Kt. P.

¹ White should now play K. Kt. to B. 3d sq., and if Black answer with Q. Kt. to B. 3d sq., then advance K. Kt. to adv. K. Kt. 4th sq.

THIRD OPENING.

WHITE.

BLACK.

- | | |
|---|-----------------------------|
| 1. K. P. two squares. | K. P. two sq. |
| 2. K. B. to Q. B. 4th sq. | Q. B. P. one sq. |
| 3. Q. P. two sq. | K. P. takes P. (or Var. 1.) |
| 4. Q. takes P. | Q. P. one sq. (a) |
| 5. K. B. P. two sq. | Q. B. to K. 3d sq. (b) |
| 6. B. takes B. | K. B. P. takes B. |
| 7. Q. B. P. two sq | Q. P. one sq. |
| 8. Q. B. P. takes P. | K. P. takes P. |
| 9. K. P. one sq. | Q. B. P. one sq. |
| 10. Q. to K. B. 2d sq. | Q. Kt. to B. 3d sq. |
| 11. K. Kt. to B. 3d sq. | Q. P. advances. |
| 12. Castles. | Q. to Q. 4th sq. |
| 13. K. R. to Q. sq. | Castles. (c) |
| 14. Q. Kt. P. one sq. | K. Kt. to R. 3d sq. |
| 15. Q. Kt. to R. 3d sq. | K. B. to K. 2d sq. |
| 16. Q. B. to Q. Kt. 2d sq.—The Game is equal. | |

(a) If he move K. Kt. to B. 3d sq., you advance K. P.

(b) If he advance K. B. P. two sq., you push K. P.

(c) He would lose a Pawn, by playing Q. Kt. P. two sq.

FIRST VARIATION.

WHITE.

BLACK.

- | | |
|-------------------|--------------------|
| 3. | Q. P. two squares. |
| 4. K. P. takes P. | Q. B. P. takes P. |

WHITE.	BLACK.
5. K. B. checks.	B. interposes.
6. B. takes B. chg.	Kt. takes B.
7. P. takes P.	Kt. takes P.
8. Q. to K. 2d sq.	The same.
9. Q. Kt. to B. 3d sq.	Castles.
10. Q. B. to K. B. 4th sq.	K. Kt. to B. 3d sq.
11. Castles, &c.	

SECOND VARIATION.

Moves 1 to 6 as in the Third Opening.

WHITE.	BLACK.
7. Q. B. P. two squares.	Q. B. P. one sq.
8. Q. to Q. 3d sq.	K. Kt. to B. 3d sq.
9. Q. Kt. to B. 3d sq.	The same.
10. Q. R. P. one sq.	K. B. to K. 2d sq.
11. K. Kt. to B. 3d sq.	Castles.
12. K. Kt. P. one sq.	Q. Kt. to R. 4th sq.
13. Q. B. to K. 3d sq.	Q. Kt. to adv. Kt. 3d sq.
14. Q. R. to Q. sq.	K. Kt. to adv. Kt. 4th sq.
15. Q. B. to K. Kt. sq.	Q. R. P. one sq.
16. K. R. P. one sq.	K. Kt. to B. 3d sq.
17. Q. B. to K. 3d sq.	K. Kt. to R. 4th sq.
18. Q. Kt. to K. 2d sq.	Q. Kt. to R. 4th sq. (a)
19. Castles, having the better game.	

(a) If he support this Kt., you move K. Kt. P.

THIRD VARIATION.

Moves 1 to 10 as in the Third Opening.

WHITE.	BLACK.
11. K. Kt. to B. 3d square.	Q. B. P. one sq.
12. Q. B. to K. 3d sq.	K. B. checks.
13. Q. Kt. to B. 3d sq.	K. Kt. to K. 2d sq.
14. Castles. K. R.	K. Kt. to B. 4th sq.
15. Q. R. to Q. sq.	Kt. takes B.
16. Q. takes Kt.	Q. Kt. to K. 2d sq.
17. K. to R. sq.	B. takes Kt.
18. P. takes B.	Castles.

White ought to win.

FOURTH OPENING.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. to Q. B. 4th sq.	The same.
3. Q. B. P. one sq.	K. Kt. to B. 3d sq.
4. Q. P. two sq.	P. takes P.
5. P. takes P. ¹	B. checks.
6. Q. B. interposes.	B. takes B. chg.
7. Q. Kt. takes B.	Q. P. two sq.

¹ Not so good as advancing K. P. one sq.

WHITE.	BLACK.
8. K. P. takes P.	Kt. takes P.
9. Q. to Q. Kt. 3d sq.	Q. B. P. one sq.
10. K. Kt. to K. 2d sq.	Castles.
11. Castles. K. R.	K. Kt. to Q. Kt. 3d sq.
12. K. B. to Q. 3d sq.	Q. B. to K. 3d sq.
13. Q. to Q. B. 2d sq.	K. Kt. P. one sq.
14. K. B. P. two sq.	The same.
15. Q. Kt. to K. B. 3d sq.	Q. Kt. to Q. 2d sq.
16. Q. Kt. to adv. K. 4th sq.	Q. Kt. to K. B. 3d sq.
17. Q. R. to Q. sq.	K. Kt. to Q. 4th sq.
18. Q. to Q. 2d sq.	Q. R. P. two sq.
19. K. Kt. to Q. B. 3d sq.—	Equal game.

VARIATION ON MOVE 5.

WHITE.	BLACK.
5. K. P. advances.	Q. to K. 2d square.
6. Q. B. P. takes P.	K. B. checks.
7. Q. B. interposes ¹	B. takes B. chg.
8. Q. Kt. takes B.	Q. P. one sq.
9. Q. to K. 2d sq.	Q. P. takes P.
10. Q. P. takes P.	K. Kt. to Q. 2d sq.

¹ This is a weak move; you should retire K. to B. sq., he then play K. Kt. to your K. 4th sq., place your Queen at 4th sq.

WHITE.

BLACK.

- | | |
|---------------------------|-------------------|
| 11. K. B. P. two squares. | K. B. P. one sq. |
| 12. K. Kt. to B. 3d sq. | K. B. P. takes P. |

Black has rather the better game.

FIFTH OPENING.

WHITE.

BLACK.

- | | |
|-----------------------------|----------------------------------|
| 1. K. P. two squares. | The same. |
| 2. K. B. to Q. B. 4th sq. | The same. |
| 3. Q. B. P. one sq. | Q. to K. B. 3d sq. ¹ |
| 4. K. Kt. to B. 3d sq. | Q. Kt. to B. 3d sq. ² |
| 5. Q. Kt. P. two sq. | K. B. to Q. Kt. 3d sq. |
| 6. Q. R. P. two sq. | Q. R. P. one sq. |
| 7. Q. P. one sq. | The same. |
| 8. K. R. P. one sq. | The same. |
| 9. Q. to K. 2d sq. | Q. B. to K. 3d sq. |
| 10. Q. Kt. to R. 3d sq. | K. Kt. to K. 2d sq. |
| 11. B. takes B. | Q. takes B. |
| 12. Q. Kt. to Q. B. 4th sq. | Castles. K. R. |
| 13. Q. Kt. takes B. | P. takes Kt. |
| 14. Q. B. to K. 3d sq. | K. Kt. to Q. B. sq. |

¹ It is seldom good play to move out the Queen so early in the game.

² If he play Q. to K. Kt. 3d sq. attacking two Pawns at once, you may leave either of them *en prise*; for if he take it, you have a forced won game, as shown by LOLLI.

WHITE.

BLACK.

- | | |
|--------------------|-----------------------|
| 15. Castles. K. R. | K. B. P. two squares. |
| 16. K. P. takes P. | Q. takes P. |

White has the better situation.

VARIATION ON MOVE III.

WHITE.

BLACK.

- | | |
|-------------------------|----------------------------|
| 3. | Q. to adv. K. R. 4th sq. |
| 4. Q. to K. 2d sq. | K. Kt. to B. 3d sq. |
| 5. Q. P. one sq. | K. Kt. to adv. Kt. 4th sq. |
| 6. K. Kt. P. one sq. | Q. to K. B. 3d sq. |
| 7. K. Kt. to R. 3d sq. | Q. P. one sq. |
| 8. K. B. P. one sq. | K. Kt. to adv. K. 3d sq. |
| 9. B. takes Kt. | B. takes B. |
| 10. Q. takes B. | B. takes Kt. |
| 11. Q. Kt. to Q. 2d sq. | The same. |

White has rather the advantage.

SIXTH OPENING.

WHITE.

BLACK.

- | | |
|------------------------|---------------------|
| 1. K. P. two squares. | Q. B. P. two sq. |
| 2. K. B. P. two sq. | Q. Kt. to B. 3d sq. |
| 3. K. Kt. to B. 3d sq. | K. P. one sq. |

WHITE.

BLACK.

- | | |
|--------------------------------|----------------------------|
| 4. Q. B. P. one square. | Q. P. two sq. |
| 5. K. P. one sq. | K. B. P. two sq. |
| 6. Q. P. two sq. | K. Kt. to R. 3d sq. |
| 7. Q. B. to K. 3d sq. | Q. to Q. Kt. 3d sq. |
| 8. Q. to Q. 2d sq. | K. Kt. to B. 2d sq. |
| 9. Q. P. takes Q. B. P. | K. B. takes P. |
| 10. Q. B. takes B. | Q. takes B. |
| 11. Q. Kt. to R. 3d sq. | K. Kt. P. two sq. |
| 12. K. Kt. P. one sq. | K. R. P. two sq. |
| 13. K. R. P. two sq. | K. Kt. P. takes B. P. |
| 14. K. Kt. P. takes P. | K. R. to Kt. sq. |
| 15. K. Kt. to adv. Kt. 4th sq. | K. Kt. to R. 3d sq. |
| 16. Q. Kt. to B. 2d sq. | K. Kt. to adv. Kt. 4th sq. |
| 17. Q. Kt. to Q. 4th sq. | K. to K. 2d sq. |
| 18. K. B. to K. 2d sq. | Q. B. to Q. 2d sq. |
| 19. Castles. K. R. | Q. R. to Q. B. sq. |
| 20. Q. R. to Q. B. sq. | Even Game. |

We now come to PHILIDOR's examination of the different Gambit Openings, beginning with those commonly classed under the head of the KING'S GAMBIT.—ED.

GAME I.



THE KNIGHT'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. 3d sq.	K. Kt. P. two sq.
4. K. R. P. two sq.	K. Kt. P. advances.
5. Kt. to adv. K. 4th sq. ¹	K. R. P. two sq. ²
6. K. B. to Q. B. 4th sq.	K. R. to R. 2d sq. ³
7. Q. P. two sq.	Q. P. one sq.
8. K. Kt. to Q. 3d sq.	Q. to K. 2d sq.
9. Q. Kt. to B. 3d sq.	K. Kt. to B. 3d sq.
10. Q. to K. 2d sq.	Gambit P. moves.
11. K. Kt. P. takes P.	K. Kt. P. takes P.
12. Q. takes P.	Q. B. to adv. K. Kt. 4th

¹ This Kt. may also be played to Kt. 5th sq., and the then becomes exceedingly critical. Black will, however, g best of it, if he play the correct defence.

² He may also play Q. to K. 2d sq.

³ GRECO, and SALVIO, preferred playing K. Kt. to R. 3 but I think the move here made (sanctioned also by PONZIA: slightly better.

WHITE.

BLACK.

- | | |
|-----------------------------|--------------------|
| 13. Q. to K. 3d sq. | K. B. to R. 3d sq. |
| 14. K. Kt. to K. B. 4th sq. | Q. B. P. one sq. |
| 15. Q. B. to Q. 2d sq. | K. B. takes Kt. |
| 16. Q. takes B. | Q. P. one sq. |
| 17. K. B. to Q. 3d sq. | K. Kt. takes P. |
| 18. Q. Kt. takes Kt. | K. B. P. two sq. |

The second Player ought to win.

FIRST VARIATION.

Moves 1 to 4 as before.

WHITE.

BLACK.

- | | |
|----------------------------|------------------------|
| 5. | K. Kt. to B. 3d sq. |
| 6. Q. P. two squares. [A] | Q. P. one sq. |
| 7. K. Kt. to Q. 3d sq. | K. Kt. takes P. |
| 8. Q. B. takes P. | Q. to K. 2d sq. |
| 9. Q. to K. 2d sq. | K. B. to K. Kt. 2d sq. |
| 10. Q. B. P. one sq. | K. R. P. two sq. |
| 11. K. Kt. P. one sq. | Q. P. one sq. |
| 12. K. B. to K. Kt. 2d sq. | K. B. P. two sq. |
| 13. Q. Kt. to Q. 2d sq. | Q. B. to K. 3d sq. |
| 14. Castles. K. R. | Q. Kt. to B. 3d sq. |
| 15. K. to R. 2d sq. | Castles. K. R. |

Black has preserved the Pawn.

[A.]

WHITE.	BLACK.
6. K. Kt. takes Kt. P. (a)	Kt. takes K. P.
7. Q. to K. 2d square.	The same.
8. Q. Kt. to B. 3d sq.	K. Kt. to adv. Kt. 3d sq.
9. Q. takes Q. chg.	B. takes Q.
10. K. R. to R. 2d sq.	Q. P. two sq. (b)
11. K. Kt. to adv. K. 4th sq.	Q. B. P. one sq.
12. Q. P. two sq.	K. Kt. to K. B. 4th sq.
13. K. Kt. to B. 3d sq.	K. B. to Q. 3d sq.
14. K. B. to Q. 3d sq., &c.	

Black will not succeed in maintaining the Gambit P.

(a) If you play K. B. to Q. B. 4th sq. he answers with Q. to K. 2d sq.

(b) If he move Kt. to K. B. 4th sq., you play Q. Kt. to adv. Q. 4th sq.; and if he then take K. R. P. with B. chg. you retake with R., threatening to take Q. B. P.

SECOND VARIATION.

Moves 1 to 4 as in Game I.

WHITE.	BLACK.
5.	Q. to K. 2d sq.
6. Q. P. two squares. (a)	Q. P. one sq.

WHITE.

BLACK.

7. K. Kt. takes Kt. P. Q. takes K. P. chg.¹
 8. Q. interposes, and after exchanging Queens, will win the Gambit Pawn.

(a) If you were now to take Kt. P. with Kt., Black would move K. B. P. two sq., and get the best of the game.

THIRD VARIATION.

WHITE.

BLACK.

- | | |
|--|-------------------------------------|
| 1. K. P. two squares. | The same. |
| 2. K. B. P. two sq. | P. takes P. |
| 3. K. Kt. to B. 3d sq. | K. Kt. P. two sq. |
| 4. K. B. to Q. B. 4th sq. | K. Kt. P. advances. |
| ² 5. Kt. to adv. K. 4th sq. | Q. checks. |
| 6. K. to K. B. sq. | K. Kt. to K. R. 3d sq. ³ |

¹ He may also play thus :

WHITE.

BLACK.

- | | |
|-------------------------|-------------------|
| 7. | K. B. P. two sq. |
| 8. Kt. to B. 2d square. | K. B. P. takes P. |
| 9. Q. B. takes P., &c. | |

² You may now play the Muzio Gambit, by Castling and leaving the Kt. *en prise*.—For the strongest mode of proceeding with the very brilliant attack thus acquired, see "NEW VARIATIONS ON THE MUZIO GAMBIT," by G. W.—London, 1831, 12mo.

³ This is a bad move; he ought at once to push on the Gambit Pawn, as being the only move which can retrieve the game for the second player. The position then becomes remarkably difficult, but, as you may, Black ought to get the best of it.

WHITE.	BLACK.
7. Q. P. two sq.	Q. P. one sq.
8. K. Kt. to Q. 3d sq.	Gambit P. one sq.
9. K. Kt. P. advances.	Q. checks. ¹
10. K. to K. B. 2d sq. ²	Q. to adv. Kt. 2d sq. chg

¹ After this check, he ought speedily to lose the Game. best move was Q. to K. 2d sq., but, even then, I should put your position; *ex. gr.*

WHITE.	BLACK.
9.Q. to K. 2d sq.	
10. Q. Kt. to B. 3d sq.	Q. B. P. one sq.
11. K. R. P. one sq., or K. to B. 2d sq., and will regain Gambit Pawn, with the superiority in position.	

² This is clumsy, you should rather play thus :

WHITE.	BLACK.
10. K. to K. square.	
A player who had given this check, would now be almost certain to attack K. R.; in that case, you retreat Kt. to K. B. 2d sq., and win the Queen on the following move, by playing K. B. to B. sq. If, however, seeing the danger he is in, Black play	
	Q. to K. R. 4th sq.
11. K. Kt. to K. B. 4th sq.	Q. to Q. R. 4th sq. chg.
12. Q. B. to Q. 2d sq.	
His best move is now Q. to Q. R. 5th sq., on which you play Q. Kt. to R. 3d sq., and get the best of the game.	
If, instead, he play	Q. to Q. Kt. 3d sq.

WHITE.

BLACK.

- | | |
|------------------------------------|--------------------------------|
| 11. K. to K. 3d sq. | K. Kt. to Kt. sq. ¹ |
| 12. K. Kt. to K. B. 4th sq. | K. B. to R. 3d sq. |
| 13. K. B. to K. B. sq. | Q. takes R. |
| 14. K. B. checks. | Q. B. P. interposes. |
| 15. Q. takes Q., and ought to win. | |

WHITE.

BLACK.

- | | |
|---|--------------------------|
| 13. K. Kt. to adv. Q. 4th sq. | Q. takes Q. P. |
| 14. K. B. to Q. 3d sq. | Q. to Q. B. 4th sq. (If) |
| 15. Q. B. to K. 3d sq. | |
| If he play Q. to Q. B. 3d sq. | |
| you win the Queen for K. B., | |
| by moving K. B. to Q. Kt. | |
| 5th sq. ; and if | Q. to Q. R. 4th sq. chg. |
| 16. Q. Kt. P. two sq. | Q. to R. 5th sq. |
| 17. K. B. checks, and on the Q. taking B., you win Q. by taking | |
| Q. B. P. with Kt. | |

¹ The second Player should check with Kt., and, on your taking it, check with K. B., and castle the next move.

GAME II.

On the same Gambit.



WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. 3d sq.	K. Kt. P. two sq.
4. K. B. to Q. B. 4th sq.	K. B. to K. Kt. 2d sq.
5. K. R. P. two sq.	K. R. P. one sq. (<i>a</i>)
6. Q. P. two sq.	Q. P. one sq.
7. Q. B. P. one sq.	The same.
8. Q. to K. 2d sq.	Q. B. to adv. K. Kt. 4th s
9. K. Kt. P. one sq.	P. takes K. Kt. P.
10. R. P. takes P.	R. P. retakes.
11. R. takes R.	B. takes R.
12. Q. B. takes P.	K. B. to K. B. 3d sq.
13. Q. B. takes B.	Q. retakes.
14. Q. Kt. to Q. 2d sq.	The same.
15. Castles.	Castles.
16. R. to K. Kt. sq.	Q. to adv. K. B. 4th sq.

¹ This is giving away the Gambit Pawn ; he should rather j
Q. to K. 2d sq., as advised by ERCOLE DEL RIO, the once A
NYMOUS MODENESE.

WHITE.	BLACK.
17. Q. to K. Kt. 2d sq.	K. B. P. two sq.
18. Q. takes P.	Q. takes Q.
19. R. takes Q.	P. takes P.
20. B. takes Kt.	B. takes Kt.
21. Kt. takes B.	P. takes Kt.
22. B. to adv. K. B. 2d sq.	R. to K. B. sq.
23. R. takes P.	K. to Q. B. 2d sq.
24. K. to Q. 2d sq. (<i>b</i>)	Q. B. P. advances.
25. B. to K. R. 4th sq.	R. takes R.
26. B. takes R.	Drawn game.

(*a*) If he were to move K. B. P. one sq., you should take P. with Kt., and then check with Q., having a won game.

(*b*) If you had now advanced Q. B. P., you would lose the game, by Black's pushing Q. B. P. also.

The result of this Game, shows that this GAMBIT ought uniformly to be drawn, unless some error be committed by either Player¹.

¹ The Editor cannot avoid dissenting from this; thinking that the second Player ought always to win, through the advantage of the acquired Pawn, except when defending the Bishop's Gambit, in which he does not believe it possible to maintain the Pawn.

FIRST VARIATION.

Moves 1 to 4 as in Game II.

WHITE.	BLACK.
5. K. R. P. two squares.	K. Kt. P. advances.
6. Kt. to adv. K. Kt. 4th sq.	K. Kt. to R. 3d sq.
7. Q. P. two sq.	K. B. P. one sq.
8. Q. B. takes P.	Q. P. one sq.
9. Q. B. P. one sq. ¹	P. takes Kt.
10. P. takes P.	K. Kt. to Kt. sq.
11. Q. to Q. Kt. 3d sq.	Q. to K. 2d sq.
12. Q. Kt. to Q. 2d sq.	Q. to K. B. sq.
13. Castles. K. R.	Q. Kt. to Q. 2d sq.

The first Player will win through the strength of his position.

SECOND VARIATION.

Moves 1 to 5 as in Game II.

WHITE.	BLACK.
6. Q. P. two squares.	Q. B. P. one sq.

¹ The following moves are rather stronger :

WHITE.	BLACK.
9. Castles.	P. takes Kt.
10. Q. B. takes P.	Q. to Q. 2d sq.
11. Q. to Q. 2d sq., having a won game ; for if he play Kt. to sq., you check with K. B., and then win Queen, &c.	

WHITE.

BLACK.

- | | |
|--|-----------------------|
| 7. K. P. one sq. | Q. Kt. P. two sq. |
| 8. K. B. to Q. Kt. 3d sq. | Q. R. P. two sq. |
| 9. Q. R. P. two sq. | Q. Kt. P. advances. |
| 10. Q. Kt. to Q. 2d sq. ¹ | Q. B. to Q. R. 3d sq. |
| 11. Q. Kt. to K. 4th sq. | Q. to Kt. 3d sq. |
| 12. Kt. to adv. Q. 3d sq., checks, and will win. | |

THIRD VARIATION.

Moves 1 to 6 as in Game II.

WHITE.

BLACK.

- | | |
|--|---|
| 7. Q. B. P. one square. | Q. B. to adv. K. Kt. 4th sq. ² |
| 8. Q. to Q. Kt. 3d sq. | Q. B. to K. R. 4th sq. |
| 9. K. R. P. takes P. | P. retakes. |
| 10. K. R. takes B. | R. takes R. |
| 11. K. B. takes P. ch., winning R. and game. | |

¹ May also venture to play :

WHITE.

BLACK.

- | | |
|---|-------------|
| 10. K. R. P. takes P. | P. takes P. |
| 11. R. takes R. | B. takes R. |
| 12. K. Kt. to K. R. 2d sq., then Q. to K. R. 5th sq., &c. | |

² Black should play Q. B. P. one sq.

FOURTH VARIATION.

Moves 1 to 7 as in Game II.



WHITE.

BLACK.

- | | |
|------------------------------------|--------------------------|
| 8. Q. to Q. Kt. 3d sq. [A.] | Q. to K. 2d square. |
| 9. Castles. | Q. Kt. to Q. 2d sq. |
| 10. K. R. P. takes P. | K. R. P. takes P. |
| 11. Kt. takes P. | Q. takes Kt. |
| 12. K. B. takes P. chg. | K. to B. sq. |
| 13. Q. B. takes P. | Q. to adv. K. R. 4th sq. |
| 14. Gives Checkmate in four moves. | |

[A]

(See the last Diagram.)

WHITE.	BLACK.
Q. to K. 2d square.	Q. B. to K. 3d sq.
B. takes B.	P. takes B.
K. P. advances.	P. takes P.
P. takes P.	Q. Kt. to Q. 2d sq.
K. Kt. P. one sq.	The same.
K. Kt. P. takes P.	P. takes Kt.
Q. takes P.	Q. to K. 2d sq.
Q. Kt. to Q. 2d sq.	Castles.
Q. Kt. P. two sq.	K. R. P. one sq. ¹
Q. Kt. to K. 4th sq.	Q. Kt. to Kt. 3d sq.
B. to K. 3d sq.	K. Kt. to R. 3d sq.
B. to adv. Q. B. 4th sq.	Q. to Q. B. 2d sq.
Q. R. P. two sq.	B. to K. B. sq.
Q. R. P. advances.	B. takes B.
P. takes B.	Q. Kt. to Q. 2d sq.
Kt. checks.	K. to Kt. sq.
Q. R. to Q. Kt. sq.	Kt. takes doubled P.
Kt. takes P.	Kt. takes Kt.
Q. R. P. one sq.	K. to Q. R. sq.
R. takes Kt.	Q. to Q. B. sq.
K. R. to R. 2d sq.	Q. R. to Q. 2d sq.
K. R. to Q. Kt. 2d sq.	K. R. to R. 2d sq.
Q. takes Q. B. P., winning easily.	

The second player should now sacrifice either Kt. or B. for two centre Pawns, which would give him the best of the game.

GAME III.

THE SALVIO GAMBIT¹.

WHITE.

BLACK.

- | | |
|------------------------------|----------------------------------|
| 1. K. P. two squares. | The same. |
| 2. K. B. P. two sq. | P. takes P. |
| 3. K. Kt. to B. 3d sq. | K. Kt. P. two sq. |
| 4. K. B. to Q. B. 4th sq. | K. Kt. P. one sq. |
| 5. Kt. to adv. K. 4th sq. | Q. checks. |
| 6. K. to B. sq. | K. Kt. to B. 3d sq. ² |
| 7. Q. to K. sq. ³ | Q. takes Q. chg. (<i>a</i>) |
| 8. K. takes Q. | Kt. takes K. P. |
| 9. K. B. takes P. chg. | K. to K. 2d sq. (<i>b</i>) |
| 10. K. B. to Q. Kt. 3d sq. | K. Kt. to B. 3d sq. (<i>c</i>) |
| 11. Q. P. two sq. | Q. P. one sq. |
| 12. K. Kt. to Q. 3d sq. | Gambit P. moves. |
| 13. P. takes P. | P. takes P. |
| 14. K. to B. 2d sq. | Q. B. to adv. Kt. 4th sq. |

¹ SALVIO'S Gambit, or rather Counter-Gambit, leads to some very brilliant positions, and is the best defence you can play, in receiving the odds of a piece.

² The attack may be varied by now pushing up Q. P. two sq.

³ By far the best move you can play.

WHITE.

BLACK.

15. Q. B. to adv. Kt. 4th sq. Q. Kt. to Q. 2d sq.
 16. Q. Kt. to Q. 2d sq. Q. R. to Q. sq.

White recovers the P., with the better position.

(a) If he advance K. Kt. P., you should take B. with P. checking, and then move out Q. Kt.

(b) If he move K. to Q. sq., you retreat B., threatening to check with Kt.

(c) If he push Q. P. one sq., you attack R. with Kt.; and then take Q. P.

FIRST VARIATION.

Moves 1 to 6 as before.

WHITE.

BLACK.

7. K. B. takes P. checking.

In the first place.

- | | |
|--------------------------------|-------------------------|
| | K. to K. 2d square. (a) |
| 8. K. B. to Q. Kt. 3d sq. [A.] | Q. P. one sq. (b) |
| 9. K. Kt. to Q. 3d sq. | K. Kt. to R. 4th sq. |
| 10. Q. to K. sq. | K. Kt. P. one sq. |
| 11. K. to Kt. sq. | K. B. to K. Kt. 2d sq. |
| 12. Q. B. P. one sq. | Q. to K. Kt. 4th sq. |

¹ The second player ought to get the best of the game, if you do not offer to exchange Queens, on this move.

WHITE.	BLACK.
13. K. B. to Q. sq.	Q. B. to adv. K. Kt. 4th
14. B. takes B.	Q. takes B.
15. K. R. P. one sq.	Q. to K. Kt. 3d sq.
16. Q. to K. 2d sq.	Q. Kt. to Q. 2d sq.
17. K. Kt. to K. sq.	Q. R. to K. sq.

Black has the better position.

[A.]

WHITE.	BLACK.
8. K. B. to Q. B. 4th square.	Q. P. one sq. (c)
9. K. Kt. to Q. 3d sq.	K. Kt. to R. 4th sq.
10. Q. to K. sq.	Q. to K. B. 3d sq.
11. K. P. advances.	Q. P. takes P.
12. Q. takes P. chg.	Q. takes Q.
13. Kt. takes Q., &c. &c.	

In the second place.

WHITE.	BLACK.
7.	K. to Q. sq.
8. Q. P. two squares. (d)	Gambit P. moves. (e)
9. Q. Kt. to B. 3d sq.	Q. P. one sq. ¹
10. K. Kt. to Q. 3d sq.	P. takes P. chg.

¹ Black can also take P. with P. checking.

WHITE.

BLACK.

- | | |
|---|-----------------------|
| 11. K. takes P. | Q. to R. 6th sq. chg. |
| 12. K. to Kt. sq. | K. Kt. P. moves. |
| 13. K. Kt. to K. B. 4th sq., forcing Q. to retreat, &c. | |

(a) SALVIO directs the King to be moved to Q. sq., but I consider this better play. (Certainly.—ED.)

(b) If he take K. P. with Kt., you play Q. to K. sq.; and if, instead, he move K. Kt. to R. 4., you take K. Kt. P. with Q., and take Kt. with P., should he give the check.

(c) If he now take K. P. with Kt., you move Q. to K. 2., for, if he force your Rook, you win the Game. If, again, he move Kt. to R. 4., you move K. to Kt. sq.

(d) Had you withdrawn B. to attack K. and R. with Kt., he would play K. Kt. to K. R. 4th.

(e) If he take K. P. with Kt., you play Q. to K. sq.

SECOND VARIATION.

Moves 1 to 6 as in Game III.

WHITE.

BLACK.

- | | |
|------------------------|-----------------------|
| 7. Q. P. two squares. | Q. P. one sq. |
| 8. K. Kt. to Q. 3d sq. | Gambit P. moves. |
| 9. Q. Kt. to B. 3d sq. | P. takes P. chg. |
| 10. K. takes P. | Q. to R. 6th sq. chg. |

Black has the better position, through your having advanced Q. P. at Move 7.

THIRD VARIATION.

Moves 1 to 7 as in Game III.

WHITE.	BLACK.
8. K. takes Q.	Q. P. one sq.
9. Kt. takes K. B. P.	Q. P. moves.
10. B. takes P.	Kt. takes B.
11. Kt. takes R.	K. Kt. to B. 3d sq.
12. Q. P. one sq.	K. B. to K. Kt. 2d sq.
13. Q. B. P. one sq.	B. takes Kt.
14. Q. B. takes P.	Q. B. P. one sq.
15. Q. Kt. to Q. 2d sq. In this position White has better game; he should not Castle, but sh play up the King ¹ .	

FOURTH VARIATION.

Moves 1 to 6 as before.

WHITE.	BLACK.
7. Q. Kt. to B. 3d sq. (a)	Q. P. one square.
8. K. Kt. to Q. 3d sq.	Gambit P. advances.
9. K. Kt. P. advances.	Q. checks.

¹ PHILIDOR forgets that the King, having moved, could Castle.

WHITE.

BLACK.

- | | |
|--|----------------------------|
| 10. K. to B. 2d sq ¹ . | Q. to adv. Kt. 2d sq. chg. |
| 11. K. to K. 3d sq. | K. B. checks. |
| 12. Kt. interposes. | Q. B. P. one sq. |
| 13. Q. to K. B. sq. | Q. takes Q. |
| 14. K. B. takes Q. | K. B. to Kt. 2d sq. |
| 15. K. R. P. one sq. | K. R. P. two sq. |
| 16. Q. P. two sq.—White must not take K. Kt. P.—He has
the better Game, though a Pawn less ² . | |

(a) If you take K. B. P. with Kt., he pushes up Q. P. two sq.

¹ As I have before observed, on a position nearly similar to this, you may here move K. to K. sq., for if he attack R. with Q. you retreat Kt. and force Q. the next move with K. B.

² It would be difficult to prove White's superiority in position.

GAME IV.

THE BISHOP'S GAMBIT ¹.

WHITE.

1. K. P. two squares.
2. K. B. P. two sq.
3. K. B. to Q. B. 4th sq.
4. K. to B. sq.
5. K. Kt. to B. 3d sq³.
6. Q. P. two sq.
7. Q. B. P. one sq⁴.

BLACK.

- The same.
- P. takes P.
 - Q. checks². (a)
 - K. Kt. P. two sq. [A]
 - Q. to K. R. 4th sq. (b)
 - Q. P. one sq.
 - Q. B. to adv. Kt. 4th sq⁵.

¹ The Bishop's Gambit is the finest opening we have, next to the MUZIO, but the strongest mode of attack is very little known I think, that if the best moves are played on each side, the game ought to be drawn. SARRATT's defence was taken by him from STAMMA, an author generally under-rated. As his is not a defence against the best mode of attack, it proves nothing.

² We see by PHILIDOR's note appended to this move, that he reprobates the check, and prefers playing K. B. P. two sq. SARRATT and others were of the same opinion, which I do not hesitate to pronounce erroneous; being convinced, from experience, that checking is the only move likely to lead to a safe defence.

³ Not so strong as Q. Kt. to B. 3d sq., although the latter is a move that does not immediately develop itself.

⁴ A weak move; should still bring out Q. Kt.

⁵ This attack is premature; after White's last move, which

WHITE.

BLACK.

- | | |
|-------------------------------------|------------------------|
| 8. K. to B. 2d sq. | K. Kt. to B. 3d sq. |
| 9. Q. to K. 2d sq. | Q. Kt. to Q. 2d sq. |
| 10. K. R. P. two sq. ¹ | B. takes Kt. |
| 11. Q. takes B. | Q. takes Q. |
| 12. K. takes Q. | Kt. P. checks. |
| 13. K. takes B. P. | K. B. checks. |
| 14. K. to adv. K. B. 4th sq. | B. takes B. |
| 15. R. takes B. | K. R. P. two sq. |
| 16. Kt. to Q. 2d sq. | K. to K. 2d sq. |
| 17. K. R. to K. B. sq. | Q. B. P. one sq. |
| 18. Q. R. to K. sq. | Q. Kt. P. two sq. |
| 19. K. B. to Q. Kt. 3d sq. | Q. R. P. two sq. |
| 20. K. P. advances. | P. takes P. |
| 21. P. takes P. | K. Kt. to Q. 4th sq. |
| 22. Kt. to K. 4th sq. | Q. Kt. to Kt. 3d sq. |
| 23. Kt. to adv. K. B. 3d sq. | Q. R. to Q. sq. |
| 24. K. P. advances. | Q. R. to Q. 3d square. |
| 25. P. takes P. | K. takes P. |
| 26. K. to adv. K. Kt. 4th sq. | K. to Kt. 2d square. |
| 27. Kt. takes R. P. chg. | K. to R. 2d square. |
| 28. K. R. checks ² . | K. to K. Kt. sq. |
| 29. K. R. to adv. Q. Kt. 2d sq. | Q. R. to Q. sq. |
| 30. R. takes Kt. and wins the game. | |

confines his Q. Kt., Black ought to succeed in maintaining the Pawn.

¹ You might have advanced this Pawn at move 6.

² White could now give Mate in three moves, by checking with B.

(a) The best move is K. B. P. two sq.

(b) If he play Q. to your Kt. 4th sq., you take K. B. P. with B. chg., and eventually win the Queen, whether he take B. with K., or no. If, again, he move her to R. 3d sq., you attack K. B. P. with Kt.

[A.]

WHITE.	BLACK.
4.	K. B. to Q. B. 4th sq.
5. Q. P. two squares.	K. B. to Q. Kt. 3d sq.
6. K. Kt. to B. 3d sq.	Q. to adv. Kt. 4th sq. ¹ .
7. K. B. takes P. chg.	K. to B. sq.
8. K. R. P. one sq.	Q. to adv. K. Kt. 3d sq.
9. Q. Kt. to B. 3d sq.	K. takes B.
10. Q. Kt. to K. 2d sq.	Q. to K. Kt. 3d sq.
11. Kt. checks K. and Q., &c.	

FIRST VARIATION.

Moves 1 to 3 as in Game IV.

WHITE.	BLACK.
.....	Q. P. one sq.
5. K. Kt. to B. 3d square ² .	Q. B. to adv. Kt. 4th sq.

¹ If he retreat Q. to K. R. 4th sq., you advance K. P. as better move than immediately taking P. with Q. B.

² The best move is Q. P. two sq. GIANUTIO gives Q. B. P.

WHITE.

BLACK.

- | | |
|------------------------------------|-----------------------------------|
| 6. Q. P. two sq. | K. Kt. P. two sq. |
| 7. Q. Kt. to B. 3d sq. | Q. to K. R. 4th sq. |
| 8. K. R. P. two sq. | K. R. P. one sq. |
| 9. K. to B. 2d sq. | Q. B. takes Kt. |
| 10. P. takes B. | Q. to K. Kt. 3d sq ¹ . |
| 11. K. R. P. takes P. | Q. takes P. |
| 12. Kt. to K. 2d sq ² . | Q. Kt. to Q. 2d sq. |
| 13. Kt. takes P. | Q. to Q. sq. |
| 14. Q. B. P. one sq. | Q. Kt. to Kt. 3d sq. |
| 15. K. B. to Q. 3d sq. | Q. to Q. 2d sq. |
| 16. Q. B. to K. 3d sq. | Castles. |
| 17. Q. R. P. two sq. | K. to Q. Kt. sq. |
| 18. Q. R. P. one sq. | Q. Kt. to Q. B. sq. |
| 19. Q. Kt. P. two sq. | Q. B. P. one sq. |
| 20. Q. Kt. P. one sq. | P. takes P. |
| 21. Q. R. P. advances. | Q. Kt. P. one sq. |
| 22. Q. to Kt. 3d sq. | K. Kt. to B. 3d sq. |
| 23. K. B. takes P. | Q. to Q. B. 2d sq. |
| 24. Q. P. advances. | B. to Kt. 2d sq. |

one sq., which is certainly very good, if Black should then attack Q. with Q. B., but if he play any other move, you will have unnecessarily confined your pieces.

¹ Is not this losing a move?

² The following is more scientific:

WHITE.

BLACK.

- | | |
|---------------------------------|----------------------|
| 12. Q. B. takes P. | Q. takes B. |
| 13. Q. Kt. to adv. Q. 4th sq. | Q. to K. Kt. 4th sq. |
| 14. Kt. takes Q. B. P. chg. | K. to Q. sq. |
| 15. Kt. takes R., and will win. | |

WHITE.	BLACK.
25. K. B. to adv. Q. B. 3d sq.	K. Kt. to Q. 2d sq.
26. Kt. to Q. 3d sq.	K. Kt. to K. 4th sq.
27. Kt. takes Kt.	B. takes Kt.
28. K. B. P. advances.	B. to K. Kt. 2d sq.
29. Q. B. to Q. 4th sq.	B. takes B.
30. P. takes B.	Q. to K. 2d sq.
31. K. to B. 3d sq.	Q. R. to K. Kt. sq.
32. Q. R. to Q. B. sq.	Q. R. to K. Kt. 3d sq.
33. B. to adv. Q. Kt. 2d sq.	K. R. to Kt. sq.
34. R. takes Kt. chg.	R. takes R.
35. B. takes R.	K. takes B.
36. R. checks.	K. to Q. Kt. sq.
37. Q. to Q. B. 4th sq.	Q. to Q. 2d sq.
38. K. B. P. advances.	R. to K. Kt. sq.
39. Q. to adv. Q. B. 3d sq.	Q. takes Q.
40. P. takes Q.	K. to B. 2d sq.
41. Q. P. advances.	K. R. P. advances.
42. K. R. to K. R. sq.	The same.
43. K. R. to K. Kt. sq.	K. R. to K. R. 2d.
44. R. to adv. K. Kt. sq.	Q. Kt. P. advances.
45. R. to adv. Q. R. sq.	K. to Q. Kt. 3d sq.
46. R. checks.	K. to Q. B. 2d sq.
47. R. to Kt. 7th sq. chg.	K. to Q. sq.
48. K. P. advances.	P. takes P.
49. Q. P. advances.	K. to Q. B. sq.
50. Q. P. checks.	K. to Q. sq.
51. R. checks.	K. to Q. B. 2d sq.
52. Pawn Queens, and Mates next move.	

SECOND VARIATION.

Moves 1 to 8 as in Game IV.

WHITE.	BLACK.
9. Q. to K. 2d square.	B. takes Kt.
10. Q. takes B.	Q. takes Q.
11. P. takes Q.	K. B. to Kt. 2d sq.
12. K. R. P. two sq.	K. R. P. one sq.
13. K. R. to Kt. sq.	K. Kt. to R. 2d sq.
14. Q. B. takes P.	K. B. takes Q. P. chg.
15. P. takes B.	K. Kt. P. takes B.
16. K. R. to adv. K. Kt. 2d sq.	Q. Kt. to B. 3d sq.
17. Q. Kt. to B. 3d sq.	Q. Kt. takes P.
18. B. takes P. chg.	K. to B. sq.
19. Q. R. to K. Kt. sq.	Q. Kt. to B. 3d sq ¹ .
20. B. to Q. Kt. 3d sq.	Q. R. to Q. sq.
21. K. R. to adv. B. 2d chg.	K. to K. sq.
22. Q. R. to adv. Kt. 2d sq.	K. Kt. to B. sq.
23. Kt. to adv. Q. 4th sq., and will win.	

¹ It would be better to play K. Kt. to K. Kt. 4th sq., after which, play as you might, he would have the best of it.

THIRD VARIATION.

Moves 1 to 10 as in Game IV.



WHITE.

11. Q. takes B.
12. K. to Kt. sq.
13. Q. B. takes P.
14. Kt. to Q. R. 3d sq.
15. P. takes Q.

BLACK.

- Kt. to adv. Kt. 4th square chg.
- Kt. P. takes P.
- K. Kt. to B. 3d sq.
- Q. takes Q.
- K. Kt. to R. 4th sq.

WHITE.	BLACK.
16. K. R. takes P.	Kt. takes B.
17. R. takes Kt.	K. B. P. one sq.
18. K. to B. 2d sq.	Castles.
19. B. to adv. K. 3d square.	B. to K. 2d sq.
20. Q. R. to K. R. sq.	K. to Q. Kt. sq.
21. B. takes Kt.	R. takes B.
22. Q. R. to adv. R. 3d sq.	Q. Kt. P. one sq.
23. K. R. to adv. K. B. 4th sq.	B. to Q. sq.
24. K. R. to adv. K. R. 4th sq.	K. to Kt. 2d sq.
25. K. B. P. moves.	Q. B. P. one sq.
26. K. B. P. advances, and must win.	

FOURTH VARIATION.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. B. to Q. B. 4th sq.	K. B. P. two sq. (a) ¹
² 4. P. takes P. (b)	Queen to K. R. 5th, chg.
5. K. to B. sq.	Gambit P. moves.
6. K. B. takes Kt.	P. takes P. chg.
7. K. takes P.	R. takes B.

Black ought to win the Game.

¹ I must again observe that this is not so good as checking.

² Notwithstanding PHILIDOR'S accompanying remark, neither of the moves here given are so good as Q. Kt. to B. 3d sq., though Q. to K. 2d sq. is also safe play.

(a) This is the best move for the defence; it is better than checking with Q.

(b) I make White take P., to show that he cannot recover the Game: his best move is Q. to K. square.

GAME V.



BLACK REFUSES THE GAMBIT.

WHITE.

BLACK.

- | | |
|-------------------------------|---------------------------|
| 1. K. P. two squares. | The same. |
| 2. K. B. P. two sq. | Q. P. two sq. |
| 3. K. P. takes Q. P. | Q. takes P ¹ . |
| 4. P. takes P. ² | Q. takes P. chg. |
| 5. K. B. interposes. | K. B. to Q. 3d sq. |
| 6. K. Kt. to B. 3d square. | Q. to K. 2d sq. |
| 7. Q. P. two sq. | Q. B. to K. 3d sq. |
| 8. Castles. | Q. Kt. to Q. 2d sq. |
| 9. Q. B. P. two sq. | Q. B. P. one sq. |
| 10. Q. Kt. to B. 3d sq. | K. Kt. to B. 3d sq. |
| 11. K. B. to Q. 3d sq. | Castles. K. R. [A.] |
| 12. Q. B. to adv. Kt. 4th sq. | K. R. P. one sq. |
| 13. Q. B. to K. R. 4th sq. | Q. to Q. sq. |
| 14. Q. Kt. to K. 4th sq. | K. B. to K. 2d sq. |
| 15. Q. to K. 2d sq. | Q. to Q. B. 2d sq. |

¹ I would rather take K. B. P. with K. P.² Better attack Queen with Q. Kt.

WHITE.	BLACK.
16. Kt. takes Kt. chg.	Kt. takes Kt.
17. B. takes Kt.	B. takes B.
18. Q. to K. 4th sq.	K. Kt. P. one sq.
19. K. Kt. to adv. K. 4th sq.	B. takes Kt.
20. P. takes B.	Q. R. to Q. sq. (a)
21. K. R. to adv. K. B. 3d sq.	Q. to Q. 2d sq.
22. R. takes Kt. P. chg.	P. takes R.
23. Q. takes P. chg.	K. to R. sq. (b)
24. Q. takes P. chg. and draws by perpetual check.	

(a) If he attack Q. with B., you take B. with R.

(b) If he interpose Q., you take B. with Q.¹; but persist in moving K. you cannot do better than draw Game.

¹ Still Black would get a fine game.

[A.]



WHITE.

BLACK.

- | | | |
|-------------------------|---------------------------|-------|
| 11. | Castles. | Q. R. |
| 12. K. R. to K. sq. | Q. to K. B. sq. | |
| 13. Q. to Q. R. 4th sq. | K. to Q. Kt. sq. | |
| 14. Q. B. to K. 3d sq. | Q. B. P. one sq. | |
| 15. Q. P. advances. | Q. B. to adv. Kt. 4th sq. | |
| 16. Q. Kt. P. two sq. | B. takes Kt. | |
| 17. P. takes B. | Q. R. to B. sq. | |

WHITE.	BLACK.
18. Kt. to adv. Kt. 4th sq.	Q. R. P. one sq.
19. Kt. takes B.	Q. takes Kt.
20. Q. R. to Kt. sq.	Kt. to K. 4th sq.
21. B. to K. 2d sq.	K. Kt. to Q. 2d sq.
22. Q. to adv. Q. R. 4th sq.	Q. to K. Kt. 3d sq. chg
23. K. to R. sq.	Q. to Q. 3d sq.
24. P. takes P.	K. Kt. takes P.
25. Q. R. to adv. Kt. 3d sq.	Q. to K. B. sq.
26. K. R. to Q. Kt. sq.	Q. Kt. to Q. 2d sq.
27. Q. R. takes R. P.	Kt. takes R.
28. Q. takes Kt.	Q. R. to B. 2d sq.
29. Q. P. advances, winning the game.	

The same Opening played differently.

WHITE.	BLACK.
1. K. P. two squares.	The same.
2. K. B. P. two sq.	Q. P. one sq.
3. K. Kt. to B. 3d sq.	Q. B. to adv. Kt. 4th s
4. K. B. to Q. B. 4th sq.	Q. Kt. to B. 3d sq.
5. Q. B. P. one sq.	B. takes Kt.
6. Q. takes B.	K. Kt. to B. 3d sq.
¹ 7. Q. P. one sq.	Q. Kt. to R. 4th sq.
8. K. B. checks.	Q. B. P. interposes.
9. K. B. to R. 4th sq.	Q. Kt. P. two sq.

¹ To Castle would be far better play.

WHITE.

BLACK.

K. B. to Q. B. 2d sq.	K. B. to K. 2d sq.
Q. P. advances.	K. P. takes Q. P.
P. takes P.	Castles.
Q. B. to K. 3d sq.	Q. Kt. to adv. Q. B. 4th sq.
Q. Kt. to Q. 2d sq.	Q. Kt. takes P.
K. Kt. P. two sq.	Q. Kt. to adv. B. 4th sq. ¹
Kt. takes Kt.	P. takes Kt.
K. Kt. P. advances.	Kt. to Q. 2d sq.
K. R. P. two sq.	Q. checks.
K. to Q. sq.	Q. to adv. Q. R. 3d sq.
Q. R. to B. sq.	Q. takes P.
Q. to adv. K. R. 4th sq.	Q. R. to Kt. sq.
K. P. advances.	K. Kt. P. one sq.
Q. to K. 2d. sq.	Q. R. to adv. Q. Kt. 2d sq.
K. R. P. advances.	Q. B. P. one sq.
K. R. P. takes P.	K. B. P. takes P.
K. R. takes P.	K. takes R.

Gives Checkmate in three moves.

Another method of playing this Opening.

WHITE.

BLACK.

K. P. two squares.	The same.
K. B. P. two sq.	Q. P. two sq.
K. P. takes P.	K. P. takes K. B. P.

¹ Not so good as playing Q. to Q. R. 4th sq.

WHITE.

4. K. Kt. to B. 3d sq.
5. Q. P. two sq.
6. K. to B. 2d sq.
7. K. B. to Q. 3d sq.
8. Q. B. takes P.
9. Q. to K. 2d sq.
10. Q. B. P. two sq.
11. Q. Kt. to B. 3d sq.
12. K. R. P. one sq.
13. K. Kt. P. two sq.
14. K. Kt. to adv. K. 4th sq.
15. P. takes B.
16. Q. R. to Q. sq.
17. K. Kt. P. advances.
18. Q. to adv. K. R. 4th sq.
19. Q. to adv. K. R. 3d sq.
20. K. to Kt. 2d sq.
21. Kt. to K. 4th sq.
22. Kt. checks.
23. P. takes Kt., and then Mates with Q.

BLACK.

- Q. takes P.
- Q. to adv. K. 4th sq. c
- K. B. to K. 2d sq.
- Q. to Q. B. 3d sq.
- Q. B. to K. 3d sq.
- Q. to Q. 2d sq.
- Q. B. P. one sq.
- K. Kt. to B. 3d sq.
- Castles.
- K. B. to Q. 3d sq.
- B. takes Kt.
- K. Kt. to K. sq.
- Q. to K. 2d sq.
- Q. Kt. to Q. 2d sq.
- K. Kt. P. one sq.
- Q. checks.
- Q. Kt. takes K. P.
- Q. to adv. Q. 4th sq.
- Kt. takes Kt.

GAME VI.

THE CUNNINGHAM GAMBIT¹.

WHITE.

BLACK.

- | | |
|------------------------------------|------------------------------------|
| 1. K. P. two squares. | K. P. two sq. |
| 2. K. B. P. two sq. | P. takes P. |
| 3. K. Kt. to B. 3d sq. | K. B. to K. 2d sq. |
| 4. K. B. to Q. B. 4th sq. | K. B. checks. |
| 5. Kt. P. interposes. ² | P. takes P. |
| 6. Castles. | P. takes P. chg. |
| 7. K. to R. sq. | K. B. to K. B. 3d sq. ³ |
| 8. K. P. advances. | Q. P. two sq. |
| 9. K. P. takes B. | K. Kt. takes P. |
| 10. K. B. to Q. Kt. 3d sq. | Q. B. to K. 3d sq. |
| 11. Q. P. one sq. | K. R. P. one sq. |
| 12. Q. B. to K. B. 4th sq. | Q. B. P. two sq. |
| 13. B. takes Gambit P. | Q. Kt. to B. 3d sq. |
| 14. Q. Kt. to Q. 2d sq. | K. Kt. to adv. Kt. 4th sq. |

¹ CAPTAIN BERTIN calls this the Three Pawns Gambit: it is an opening very rarely played.

² It is, on the whole, better to play K. to B. sq., as afterwards recommended by PHILIDOR.

³ The best defence consists in immediately advancing Q. P. two sq., and then playing Q. B. to adv. K. R. 3d sq., or K. Kt. to K. B. 3d sq.

WHITE.	BLACK.
15. Q. to K. 2d sq.	Kt. takes B.
16. Q. takes Kt.	Q. to Q. Kt. sq.
17. Q. takes Q.	R. takes Q.
18. Q. R. to K. sq.	K. to Q. 2d sq.
19. K. Kt. checks.	Kt. takes Kt.
20. Q. R. takes Kt.	K. to Q. 3d sq.
21. K. R. to K. sq.	Q. Kt. P. two sq.
22. Q. B. P. one sq.	Q. R. to K. sq.
23. Q. R. P. two sq.	Q. R. P. one sq.
24. Kt. to K. B. 3d sq.	K. Kt. P. two sq.
25. K. to Kt. 2d sq.	K. B. P. one sq.
26. Q. R. to K. 2d sq.	K. R. P. one sq.
27. Q. R. P. takes P.	P. takes P.
28. K. R. to Q. R. sq.	Q. R. to Q. R. sq.
29. K. R. to K. sq.	B. to Q. 2d sq.
30. Q. P. one sq.	Q. B. P. one sq.
31. B. to Q. B. 2d sq.	K. R. P. one sq.
32. K. R. to K. R. sq.	K. R. to R. 4th sq.
33. Q. Kt. P. one sq.	Q. R. to K. R. sq.
34. Q. Kt. P. one sq.	K. Kt. P. one sq.
35. Kt. to Q. 2d sq.	K. R. to K. Kt. 4th sq.
36. K. R. to K. B. sq.	K. Kt. P. advances.
37. R. takes P. chg.	K. to Q. B. 2d sq.
38. K. R. to ad. K. Kt. 3d sq.	K. R. P. checks.
39. K. to Kt. sq.	K. Kt. P. one sq.
40. R. takes R.	R. P. checks.
41. K. takes Kt. P.	P. Queens, chg.
42. K. to B. 2d sq.	R. to B. sq. chg.

WHITE.

- 43. K. to K. 3d sq.
- 44. Kt. interposes.
- 45. K. moves.
- 46. R. interposes.

BLACK.

- Q. to adv. R. third sq. chg.
- Q. takes Kt. chg.
- Q. to adv. B. 4th sq. chg.
- Q. takes K. R.

Black wins in a few moves.

FIRST VARIATION.

Moves 1 to 7 as before.



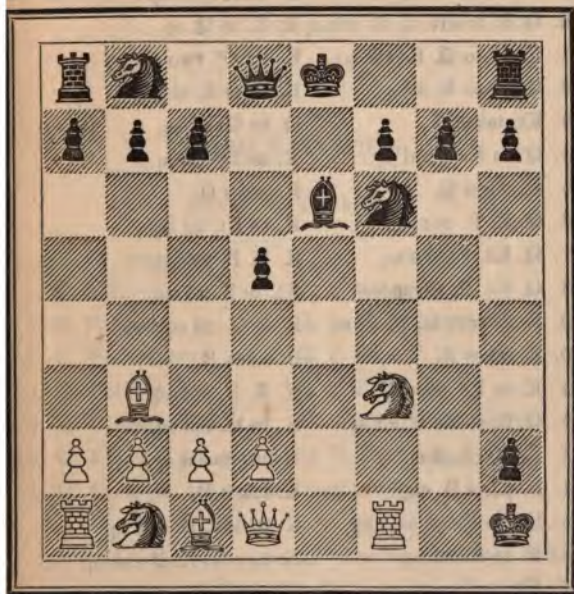
- | WHITE. | BLACK. |
|-----------------------------------|---------------------|
| 7. | B. to K. 2d square. |
| 8. K. B. takes P. chg. | K. takes B. [A.] |
| 9. Kt. to adv. K. 4th sq. chg. | K. to K. 3d sq. |
| 10. Q. checks. | K. takes Kt. |
| 11. Gives Checkmate in two moves. | |

[A.]

- | WHITE. | BLACK. |
|--------------------------------|-------------------------|
| 8. | K. to B. square. |
| 9. K. Kt. to adv. K. 4th sq. | K. Kt. to B. 3d sq. |
| 10. K. B. to Q. Kt. 3d sq. | Q. to K. sq. |
| 11. K. Kt. to ad. K. B. 2d sq. | K. R. to Kt. sq. |
| 12. K. P. advances. | Q. P. two sq. |
| 13. P. takes Kt. | P. takes P. |
| 14. B. takes P. | Q. B. to adv. Kt. 4th s |
| 15. Q. to K. sq. | Q. B. to K. R. 4th sq. |
| 16. Q. P. two sq. | B. takes Kt. |
| 17. Q. B. checks. | R. interposes. |
| 18. Q. Kt. to B. 3d sq. | B. takes B. |
| 19. Kt. takes B. | Q. to K. B. 2d sq. |
| 20. Kt. takes B. | Q. takes Kt. |
| 21. Q. takes Q. chg. | K. takes Q. |
| 22. B. takes R., and wins. | |

SECOND VARIATION.

Moves 1 to 10 as in Game VI.



WHITE.

BLACK.

- | | |
|----------------------------|---------------------------|
| 11. Q. P. two squares. | K. Kt. to adv. K. 4th sq. |
| 12. Q. B. to K. B. 4th sq. | K. B. P. two sq. |
| 13. Q. Kt. to Q. 2d sq. | Q. to K. 2d sq. |
| 14. Q. B. P. two sq. | Q. B. P. one sq. |
| 15. P. takes P. | P. takes P. |
| 16. Q. R. to Q. B. sq. | Q. Kt. to B. 3d sq. |

WHITE.	BLACK.
17. Kt. takes Kt.	K. B. P. takes Kt.
18. Kt. takes Gambit P.	Castles. K. R.
19. Q. to Q. 2d sq.	K. R. P. one sq.
20. Q. R. to adv. Q. B. 4th sq.	Q. R. to Q. sq.
21. K. B. to Q. R. 4th sq.	K. Kt. P. two sq.
22. Q. B. to K. 3d sq.	R. takes R. chg.
23. Kt. takes R.	Q. to Q. 3d sq.
24. Q. to K. R. 2d sq.	K. to Kt. 2d sq.
25. Q. takes Q.	R. takes Q.
26. Q. R. P. one sq.	K. to Kt. 3d sq.
27. Q. Kt. P. two sq.	K. R. P. one sq.
28. Q. Kt. P. advances.	Kt. to K. 2d sq.
29. R. to adv. Q. B. 2d sq.	R. to Q. 2d square.
30. R. takes R.	B. takes R.
31. K. to Kt. 2d sq. ¹	K. R. P. one sq.
32. Q. B. to K. B. 2d sq.	K. to R. 4th sq.
33. K. B. checks.	B. interposes.
34. B. takes B. chg.	K. takes B.
35. Kt. to K. 3d sq. chg.	K. to adv. B. 4th sq.
36. K. to R. 3d sq.	K. to adv. K. B. 3d sq.
37. Kt. to Kt. 4th sq.	Kt. to K. B. 4th sq.

¹ You may now get a fine game; *ex. gr.*

WHITE.	BLACK.
31. Q. Kt. P. advances.	B. to Q. B. 3d sq.
32. P. takes P.	Q. Kt. P. two sq.
33. K. B. takes P.	B. to Q. R. sq.
34. Kt. to Kt. 3d sq., and ought to win.	

WHITE.

BLACK.

- | | |
|------------------------|---------------------------|
| 38. B. to K. Kt. sq. | K. P. advances. |
| 39. Q. R. P. one sq. | K. P. advances. |
| 40. B. to K. B. 2d sq. | Kt. takes Q. P. and wins. |

THIRD VARIATION.

Moves 1 to 4 as before.

WHITE.

BLACK.

- | | |
|---|---------------------------|
| 5. K. to B. sq. (<i>a</i>) | Q. P. one sq. |
| 6. Q. P. two sq. | Q. to K. B. 3d sq. |
| 7. K. P. advances. | Q. P. takes P. |
| 8. Q. P. takes P. | Q. to K. 2d sq. |
| 9. Q. B. takes Gambit P. | B. to adv. K. Kt. 4th sq. |
| 10. Q. Kt. to B. 3d sq. | Q. B. P. one sq. |
| 11. Q. Kt. to K. 4th sq., and ought to win. | |

(*a*) This is the best move, as your opponent will find it impossible to preserve the Gambit Pawn ; and in taking it, you will have an irreparable attack.

GAME VII.



THE QUEEN'S GAMBIT.

WHITE.

1. Q. P. two squares.
2. Q. B. P. two sq.
3. K. P. two sq.
4. Q. P. one sq.¹
5. Q. Kt. to B. 3d sq.
6. K. B. P. one sq.
7. Q. Kt. to R. 4th sq.
8. R. takes B.
9. Kt. to Q. B. 3d. sq.
10. K. B. takes P.
11. P. takes P.
12. Q. B. to K. 3d sq.
13. Q. to Q. 2d sq.
14. Q. B. takes Kt.
15. Castles. Q. R.
16. K. R. to adv. Kt. 4th sq.
17. Q. to K. 3d sq.
18. Kt. to K. 4th sq.
19. P. takes B.

BLACK.

- Q. P. two sq.
- P. takes P.
- The same.
- K. B. P. two sq. (*a*)
- K. Kt. to B. 3d sq.
- K. B. to Q. B. 4th sq.
- B. takes Kt. (*b*)
- Castles.
- P. takes P.
- P. takes K. B. P.
- Q. B. to K. B. 4th sq.
- Q. Kt. to Q. 2d sq.
- Q. Kt. to Kt. 3d sq.
- Q. R. P. takes B.
- K. to R. sq.
- K. Kt. P. one sq.
- Q. to Q. 3d sq.
- B. takes Kt.
- K. R. to K. sq.

¹ PONZIANI prefers taking K. P. with Q. P.

WHITE.

BLACK.

- | | |
|-----------------------------|----------------------------------|
| 20. K. to Q. Kt. sq. | Q. to B. 4th sq. |
| 21. Q. takes Q. | P. takes Q. |
| 22. Q. R. to K. sq. | K. to Kt. 2d sq. |
| 23. K. to Q. B. 2d sq. | K. R. P. one sq. |
| 24. K. R. to Kt. 3d sq. | Kt. to K. R. 4th sq. |
| 25. K. R. to Q. Kt. 3d sq. | Q. Kt. P. one sq. |
| 26. Q. P. one sq. | P. takes P. |
| 27. K. R. takes P. | Q. R. to Q. sq. |
| 28. Q. R. to Q. sq. | Kt. to K. B. 3d sq. |
| 29. K. R. checks. | K. to K. R. sq. |
| 30. B. to adv. Q. 4th sq. | Kt. takes B. |
| 31. R. takes Kt. | K. R. to B. sq. |
| 32. Q. R. to Q. 2d sq. | K. R. to adv. B. 4th sq. |
| 33. Q. R. to K. 2d sq. | Q. P. one sq. |
| 34. P. takes P. | Q. R. takes P. |
| 35. K. R. to adv. K. 2d sq. | K. Kt. P. one sq. |
| 36. K. R. takes P. | R. takes R. |
| 37. R. takes R. | R. to adv. K. B. 2d sq. chg. |
| 38. K. to Q. B. 3d sq. | R. takes R. P. |
| 39. Q. R. P. two sq. (c) | K. Kt. P. advances. |
| 40. Q. R. P. advances. | K. Kt. P. advances. |
| 41. R. to K. sq. | K. Kt. P. advances. |
| 42. R. to K. Kt. sq. | R. checks. |
| 43. K. to Q. B. 4th sq. | R. to adv. K. Kt. 3d sq. |
| 44. Q. R. P. advances. | R. to K. Kt. 2d sq. ¹ |

¹ It would be better to move R. at once to K. Kt. sq. ; indeed the whole of this game is loosely played.

WHITE.	BLACK.
45. K. takes P.	K. R. P. advances.
46. K. to adv. Kt. 3d sq.	K. R. P. advances.
47. Q. R. P. advances.	R. takes P. (<i>d</i>)
48. R. takes P. (<i>e</i>)	R. to K. R. 2d sq.
49. P. two sq.	P. advances.
50. R. to K. R. 2d sq.	K. to Kt. 2d sq.
51. P. advances.	K. to Kt. 3d sq.
52. K. to adv. Q. B. 3d sq.	K. to Kt. 4th sq.
53. P. advances.	K. to adv. Kt. 4th sq.
54. P. advances.	R. takes P., and then at K., drawing the G

(*a*) If Black play any other move, you advance K two sq.

(*b*) If he play B. to your Q. 4th sq, you attack K. Kt., and exchange next move.

(*c*) If you were to take his P., you would lose.

(*d*) If, instead of this move, he play R. to Kt. s would win by exchanging R. for P.

(*e*) You would lose if you took the Rook.

FIRST VARIATION.

WHITE.	BLACK.
1. Q. P. two squares.	The same.
2. Q. B. P. two sq.	P. takes P.

WHITE.	BLACK.
3. K. P. one sq.	K. B. P. two sq. ¹
4. K. B. takes P.	K. P. one sq.
5. K. B. P. one sq.	K. Kt. to B. 3d sq.
6. Q. Kt. to B. 3d sq.	Q. B. P. two sq.
7. K. Kt. to K. 2d sq.	Q. Kt. to B. 3d sq.
8. Castles.	K. Kt. P. two sq.
9. Q. P. takes P.	Q. takes Q.
10. R. takes Q.	K. B. takes P.
11. K. Kt. to Q. 4th sq.	K. to K. 2d sq.
12. Q. Kt. to R. 4th sq.	K. B. to Q. 3d sq.
13. Kt. takes Kt.	P. takes Kt.
14. K. B. P. one sq.	K. R. P. one sq.
15. Q. B. to Q. 2d sq.	Kt. to Q. 4th sq.
16. K. Kt. P. one sq.	Q. B. to Q. 2d sq.
17. K. to B. 2d sq.	Q. B. P. one sq.
18. Kt. to Q. B. 3d sq.	Q. B. to B. 3d sq.
19. Kt. takes Kt. ²	P. takes Kt.
20. K. B. to K. 2d sq.	Q. R. to K. Kt. sq.
21. Q. B. to B. 3d sq.	K. Kt. P. takes P. ³
22. B. takes R.	P. takes K. P. chg. ⁴
23. K. takes P.	R. takes B.
24. K. B. to B. 3d sq.	K. to K. 3d sq.

¹ Rather push up K. P. two sq.

² How accommodating of White to allow Black thus to unite his Pawns.

³ The Rook is given up without a sufficient equivalent; it would be better to move R. to R. 2d sq.

⁴ Rather take K. Kt. P. with P. checking.

WHITE.	BLACK.
25. K. R. to Q. 2d sq.	Q. P. checks.
26. K. to B. 2d sq.	Q. B. to adv. K. 4th
27. Q. R. to K. sq.	K. to Q. 4th sq.
28. K. R. to K. 2d sq.	R. to K. sq.
29. K. Kt. P. advances.	B. takes B.
30. R. takes R.	P. takes P.
31. K. R. P. one sq. ¹	Q. B. P. one sq.
32. K. R. to adv. K. R. sq.	Q. P. one sq.
33. K. to K. 3d sq.	K. B. to Q. B. 4th sq.
34. K. to B. 4th sq.	Q. P. advances, and

 SECOND VARIATION.

WHITE.	BLACK.
1. Q. P. two squares.	The same.
2. Q. B. P. two sq.	P. takes P.
3. K. P. two sq.	Q. Kt. P. two sq.
4. Q. R. P. two sq.	Q. B. P. one sq.

¹ PHILIDOR makes the second player win, merely thr bad moves of the White, who should now play thus:

WHITE.	BLACK.
31. R. to adv. Q. sq.	Q. P. advances.
32. Q. R. to adv. K. 2d sq.	Q. P. advances.
33. Q. R. to adv. Q. 2d sq.	P. becomes Q.
34. R. takes B. chg.	K. moves.
35. R. takes Q.	B. takes R.
36. R. takes B., and will certainly win.	

WHITE.

BLACK.

- | | |
|---|------------------------|
| 5. Q. Kt. P. one sq. ¹ | Gambit P. takes P. |
| 6. Q. R. P. takes P. | Q. B. P. takes P. |
| 7. K. B. takes P. chg. | Q. B. interposes. |
| 8. Q. takes P. | B. takes B. |
| 9. Q. takes B. chg. | Q. to Q. 2d sq. |
| 10. Q. takes Q. chg. | Kt. takes Q. |
| 11. K. B. P. two sq. | K. P. one sq. |
| 12. K. to K. 2d sq. | K. B. P. two sq. |
| 13. K. P. advances. | K. Kt. to K. 2d sq. |
| 14. Q. Kt. to B. 3d sq. | K. Kt. to Q. 4th sq. |
| 15. Kt. takes Kt. | P. takes Kt. |
| 16. Q. B. to R. 3d sq. | B. takes B. |
| 17. R. takes B. | K. to K. 2d sq. |
| 18. K. to B. 3d sq. | K. R. to Q. Kt. sq. |
| 19. Kt. to K. 2d sq. | K. to K. 3d sq. |
| 20. K. R. to Q. R. sq. | K. R. to Q. Kt. 2d sq. |
| 21. Q. R. checks. | Kt. interposes. |
| 22. K. R. to adv. Q. R. 4th sq. | K. Kt. P. one sq. |
| 23. Kt. to Q. B. 3d sq. | Q. R. to Q. sq. |
| 24. Q. R. takes R. P. | R. takes R. |
| 25. R. takes R., having a winning Game. | |

(a) It is always bad play to support the Gambit P. in the Queen's Gambit, unless the Queens are off the Board.

¹ You may also take Kt. P. with R. P., and then push Q. Kt. P. one square.

THIRD VARIATION.

WHITE.	BLACK
1. Q. P. two squares.	The same.
2. Q. B. P. two sq.	P. takes P.
3. K. P. two sq.	The same.
4. Q. P. takes P. ¹ .	Q. takes Q.
5. K. takes Q.	Q. B. to K. 3d sq. ²
6. K. B. P. two sq.	K. Kt. P. one sq.
7. Q. Kt. to B. 3d sq. ³	Q. Kt. to Q. 2d sq.
8. K. R. P. one sq.	K. R. P. two sq.
9. Q. B. to K. 3d sq.	Castles.
10. K. to Q. B. 2d sq. ⁴	K. B. to Q. B. 4th sq.
11. B. takes B.	Kt. takes B.
12. K. Kt. to B. 3d sq.	Q. B. P. one sq.
13. K. Kt. to ad. K. Kt. 4th sq.	Q. Kt. P. two sq.
14. K. B. to K. 2d sq.	K. Kt. to K. 2d sq.

¹ I believe this to be the best mode of play.

² The best move now is Q. Kt. to Q. 2d sq. ; if you advance K. B. P. two sq. he marches Kt. to Q. B. 4th sq., instead ;

WHITE.	BLACK.
6. P. to adv. K. 3d sq.	P. takes P.
7. Bishop takes P.	K. P. advances, and the g equal.

³ Q. Kt. to Q. 2d sq. is slightly stronger.

⁴ A very weak player might now commit the error of Q. R. P., on which Black moves Q. Kt. P. one sq., and the Bishop.

WHITE.

BLACK.

Kt. takes B.	P. takes Kt.
Q. R. P. two sq.	Q. Kt. to adv. Kt. 3d sq.
Q. R. to Q. R. 2d sq.	Q. R. P. one sq.
Q. R. P. takes P.	Q. R. P. takes P.
K. checks.	K. to Q. Kt. 2d sq.
K. takes R.	R. takes R.
K. to Q. sq.	Q. Kt. to adv. Q. 4th sq. chg.
K. to Q. Kt. sq.	K. to Q. Kt. 3d sq.
K. Kt. P. two sq.	P. takes P.
P. takes P.	Q. B. P. one sq.
K. Kt. P. one sq.	K. Kt. to Q. B. 3d sq.
K. to K. Kt. 4th sq.	Q. Kt. P. one sq.
Kt. to K. 2d sq.	K. Kt. to Q. R. 4th sq.
Kt. takes Kt.	P. takes Kt.
K. takes P.	K. to Q. B. 4th sq.
Q. B. P. one sq.	Q. P. one sq.
Q. B. P. takes P.	Kt. to adv. Q. Kt. 3d sq.
P. advances.	Black Mates in three moves.

FOURTH VARIATION.

Moves 1 to 6 as in Game VII.

WHITE.

BLACK.

K. B. takes P.	K. B. P. takes P.
K. B. P. takes P.	K. Kt. to adv. K. Kt. 4th sq.
Kt. to R. 3d sq.	Q. checks.
K. to Q. 2d sq.	K. Kt. to adv. K. 3d sq.

WHITE.

11. Q. to K. 2d sq.
 12. Q. to Q. 3d sq.
 13. K Kt. to Kt. sq.

BLACK.

- Q. B. to adv. Kt. 4th sq.
 K. Kt. takes Kt. P.
 Q. to adv. K. sq. chg.

Black has a won Game.

FIFTH VARIATION.

Moves 1 to 8 as in Game VII.



WHITE.	BLACK.
.....	Q. Kt. P. two squares.
Kt. to adv. Q. B. 4th sq.	Castles.
Q. R. P. two sq.	Q. Kt. to R. 3d sq.
Kt. takes Kt.	B. takes Kt.
P. takes P.	B. takes P.
Q. Kt. P. one sq.	K. B. P. takes P.
Q. Kt. P. takes P.	B. to Q. 2d sq.
B. to K. Kt. 5th sq.	P. takes P.
P. takes P.	K. to R. sq.
B. to Q. 3d sq.	K. R. P. one sq.
R. P. two sq.	R. P. takes Q. B.
P. takes P.	Kt. to R. 4th sq.
P. to adv. K. Kt. 3d sq.	Kt. to adv. K. B. 4th sq.
P. to Q. B. 2d sq.	Kt. takes B.
P. takes Kt.	B. to K. B. 4th sq.
P. to adv. R. 4th sq. chg.	K. moves.
Q. Kt. P. advances.	B. takes P.
P. takes B.	Q. to K. B. 3d sq.
P. R. to ad. Q. R. 3d sq.	Q. takes Q.
P. R. takes Q.	K. R. to K. B. 2d sq.
P. to K. 2d sq.	Q. R. P. two sq.
P. R. to adv. K. 3d sq.	Q. R. P. advances.
P. takes P.	Q. R. P. advances.
P. R. to Q. R. sq.	Q. R. P. advances.
P. to K. 3d sq.	K. R. to K. B. 3d sq.
P. to Q. 3d sq.	R. checks.
P. to K. 4th sq.	R. takes R. chg.
P. takes R.	R. to Q. R. 3d sq.

WHITE.

BLACK.

- | | |
|-------------------------------|--------------------|
| 36. K. to Q. 4th sq. | K. to B. 2d sq. |
| 37. K. to Q. B. 3d sq. | R. checks. |
| 38. K. to Q. Kt. 4th sq. | R. takes P. |
| 39. R. takes P. | K. to K. 2d sq. |
| 40. Q. B. P. one sq. | K. Kt. P. two sq. |
| 41. R. to adv. Q. R. 2d sq. | K. to Q. sq. |
| 42. K. to adv. Q. Kt. 4th sq. | Kt. P. advances. |
| 43. K. to adv. Q. B. 3d sq. | R. checks. |
| 44. P. interposes. | P. takes P. |
| 45. P. takes P. | K. to K. sq. |
| 46. R. to adv. K. Kt. 2d sq. | R. to K. R. 3d sq. |
| 47. K. to adv. Q. B. 2d sq., | and will win. |

SIXTH VARIATION.

Moves 1 to 9 as in Game VII.



WHITE.

BLACK.

- | | |
|------------------------------|---------------------------|
| 10. K. B. P. takes P. | Kt. takes K. P. |
| 11. Kt. takes Kt. | Q. checks. |
| 12. Kt. to K. Kt. 3d square. | Q. B. to adv. Kt. 4th sq. |
| 13. K. B. to K. 2d sq. | Q. takes K. R. P. |
| 14. K. R. to B. sq. | Q. takes Kt. chg. |

WHITE.

15. K. to Q. 2d sq.
16. R. takes R. chg.
17. Q. to K. sq.

BLACK.

- Q. Kt. to Q. 2d sq.
- R. takes R.
- R. to adv K. B. 2d sq.

Black has a winning Game.

ON THE ENDS OF GAMES.

 No. I.
ROOK AND BISHOP AGAINST ROOK.¹

POSITION OF THE PIECES.

WHITE. K. at adv. K. 3d sq.—R. at Q. B. sq.—B. at adv.
K. 4th sq.

BLACK. K. at K. sq.—R. at Q. 2d sq.

WHITE.

BLACK.

- | | |
|-----------------------------|---------------------------|
| 1. R. checks. | R. interposes. |
| 2. R. to adv. Q. B. 2d sq. | R. to adv. Q. 2d. sq. |
| 3. R. to adv. Q. Kt. 2d sq. | R. to adv. Q. sq. |
| 4. R. to adv. K. Kt. 2d sq. | R. to adv. K. B. sq. [A.] |

¹ As a model of fine play, this analysis is perhaps perfect; nothing can be imagined more skilfully conducted; but from the impossibility of forcing the second player to take up a similar position, it amounts merely to an accurate examination of one particular case, in which the Rook and Bishop win against the Rook; and not to a demonstration of those pieces having the same power, if differently placed. The position here given is one of the most unfavorable that could be devised for the second player, and I am of opinion that the Rook can always draw against the Rook and Bishop, *except in a few peculiar situations.*

- | WHITE. | BLACK. |
|--|------------------------|
| 5. B. to K. Kt. 3d sq. | K. to B. sq. [B.] |
| 6. R. to K. Kt. 4th sq. | K. to K. sq. |
| 7. R. to Q. B. 4th sq. | R. to adv. Q. sq. [C.] |
| 8. B. to K. R. 4th sq. | K. to B. sq. |
| 9. B. to adv. K. B. 3d sq. | Checks at K. 8th sq. |
| 10. B. interposes. | K. to Kt. sq. |
| 11. R. to K. R. 4th sq , and will win. | |

[A.]

- | WHITE. | BLACK. |
|--|-----------------------|
| 4.K. to B. sq. | |
| 5. R. to adv. K. R. 2d sq. | R. to adv. K. Kt. sq. |
| 6. R. to adv. Q. B. 2d sq. | K. to Kt. sq. |
| 7. R. to adv. Q. B. sq. chg. | K. to R. 2d sq. |
| 8. Checks at adv. K. R. sq., and wins R. | |

[B]

- | WHITE. | BLACK. |
|----------------------------------|-------------------------|
| 5.R. to adv. K. B. 3d sq. | |
| 6. B. to adv. Q. 3d square. | Checks at K. 6th sq. |
| 7. B. interposes. | R. to adv. K. B. 3d sq. |
| 8. R. to adv. K. 2d sq. chg. | K. to B. sq. |
| 9. R. to adv. Q. B. 2d sq. | K. to Kt. sq. |
| 10. R. to ad. K. Kt. 2d sq. chg. | K. to B. sq. |

WHITE.

BLACK.

11. R. to K. Kt. 4th sq. K. to K. sq.
 12. B. to K. B. 4th sq., winning the game.

[C.]

WHITE.

BLACK.

7.K. to B. square.
 8. B. to adv. K. 4th sq. K. to Kt. sq.
 9. R. to K. R. 4th sq., and wins.

The following example shows how to force the Black to take up a position similar to that just given.¹ (PHILIDOR.)

No. II.

POSITION OF THE PIECES.

WHITE. K. at K. 4th sq.—B. at K. 3d sq.—R. at Q. R. 2d sq.

BLACK. K. at K. 3d sq.—R. at Q. 2d sq.

WHITE.

BLACK.

1. R. to Q. Kt. 2d square. R. to Q. sq.
 2. B. to K. B. 4th sq. R. to K. sq.

¹ From the immense number of moves which may be chosen at the option of Black, I think it would be found utterly impossible to force a good player to move as in this example.

WHITE.	BLACK.
3. R. checks.	K. to B. 2d sq. chg.
4. K. to adv. K. B. 4th sq.	R. to adv. K. 2d sq.
5. R. to Q. Kt. sq.	R. to adv. K. B. 2d sq.
6. R. checks.	K. to B. sq.
7. K. to K. 4th sq.	K. to K. sq. [A.]
8. B. to adv. K. 4th sq.	R. to K. B. 2d sq.
9. R. checks.	K. to K. 2d sq.
10. K. to adv. Q. 4th sq.	R. to adv. K. B. sq.
11. R. to ad. Q. Kt. 2d sq. ch.	K. to K. sq.
12. K. to adv. K. 3d sq., and the	Position becomes simila
to No. I.	

[A.]

WHITE.	BLACK.
7.Kt. sq.	K. to Kt. sq.
8. B. to adv. K. 4th square.	R. to K. B. 2d sq.
9. R. to Q. Kt. sq.	R. to adv. K. B. 2d. sq.
10. K. to adv. Q. 4th sq.	K. to B. 2d sq.
11. R. checks.	K. to Kt. 3d sq.
12. R. to ad. K. Kt. 2d sq. ch.	K. to R. 3d sq.
13. K. to adv. K. 3d sq.	R. to adv. K. 2d sq.
14. R. to K. Kt. sq.	R. to adv. K. B. 2d sq.
15. B. to adv. K. B. 3d sq.	K. to R. 4th sq.
16. R. to ad. K. Kt. 4th sq. ch.	K. to R. 3d sq.
17. K. to adv. K. B. 2d sq.	R. to adv. Q. B. 2d sq.
18. R. to adv. Q. Kt. 4th sq.	R. checks.

WHITE.

BLACK.

3. interposes. R. to Q. 2d sq.
 2. to adv. Q. Kt. sq. K. to R. 4th sq.
 1. to Q. Kt. 4th sq., and wins.

 No. III.

HECKMATE WITH KNIGHT AND BISHOP.

POSITION OF THE PIECES.

RE. K. at K. 4th sq.—Kt. at Q. Kt. sq.—B. at K. B. sq.
 K. K. at K. B. 3d sq.

WHITE.

BLACK.

3. to Q. B. 4th square. K. to Kt. 3d sq.
 2. to B. 4th sq. K. to B. 3d sq.
 1. to Q. B. 3d sq. K. to Kt. 3d sq.
 1. to K. 4th sq. K. to R. 3d sq.
 1. to adv. K. B. 4th sq. K. to R. 2d sq.
 1. to adv. K. B. 3d sq. K. to R. sq.
 1. to adv. Q. 3d sq. K. to R. 2d sq.
 1. to adv. K. B. 2d sq. K. to Kt. sq.
 1. to Q. 3d sq. K. to B. sq.
 1. to adv. K. R. 2d sq. K. to K. sq.
 1. to adv. K. 4th sq. K. to B. sq. [A.]
 1. to adv. Q. 2d sq. chg. K. to K. sq.
 1. to adv. K. 3d sq. K. to Q. sq.

WHITE.	BLACK.
14. K. to adv. Q. 3d sq.	K. to K. sq.
15. B. checks.	K. to Q. sq.
16. B. to adv. K. B. 2d sq.	K. to Q. B. sq
17. Kt. to adv. Q. B. 4th sq.	K. to Q. sq.
18. Kt. to ad. Q. Kt. 2d sq. ch.	K. to Q. B. sq.
19. K. to adv. Q. B. 3d sq.	K. to Q. Kt. sq.
20. K. to adv. Kt. 3d sq.	K. to Q. B. sq.
21. B. checks.	K. to Kt. sq.
22. B. to adv. Q. 2d sq.	K. to R. sq.
23. Kt. to adv. Q. B. 4th sq.	K. to Q. Kt. sq.
24. Kt. to ad. R. 3d sq. chg.	K. to R. sq.
25. B. gives Checkmate.	

[A.]

WHITE.	BLACK.
11.	K. to Q. sq.
12. K. to adv. K. 3d square.	K. to Q. B. 2d sq.
13. Kt. to adv. Q. 2d sq.	K. to Q. B. 3d sq.
14. B. to Q. 3d sq.	K. to Q. B. 2d sq.
15. B. to K. 4th sq.	K. to Q. sq.
16. K. to adv. Q. 3d sq.	K. to K. sq.
17. B. checks.	K. to Q. sq.
18. B. to adv. K. B. 2d sq.	K. to Q. B. sq.
19. Kt. to adv. Q. B. 4th sq., and forces the Mate, as in foregoing mode of play.	

No. IV.

TO MATE WITH A SINGLE ROOK.

POSITION OF THE PIECES.

WHITE. K. at K. 4th sq.—R. at K. R. sq.

BLACK. K. at K. 3d sq.

WHITE.

BLACK.

- | | |
|------------------------------|---------------------|
| 1. R. checks. | K. to K. 2d sq. |
| 2. K. to adv. K. 4th square. | K. to Q. 2d sq. |
| 3. R. to adv. K. Kt. 3d sq. | K. to Q. B. 2d sq. |
| 4. K. to adv. Q. 4th sq. | K. to Q. Kt. 2d sq. |
| 5. K. to adv. Q. B. 4th sq. | K. to Q. R. 2d sq. |

In this position, PHILIDOR forces Checkmate in 9 moves ;
 at the Game may be considerably shortened, by playing as
 follows: (EDITOR.)

WHITE.

BLACK.

- i. R. to adv. Kt. 2d sq. ch.

If Black play to R. 3d sq.
 you move R. to K. B. 3d
 sq., and Mate next move.

If, again, he move K. to
 R. sq., you advance K.
 to adv. Kt. 3d sq., and
 then Checkmate. Last-

ly, playing

K. to Q. Kt. sq.

WHITE.

BLACK.

7. K. to adv. B. 3d sq. K. to R. sq.
 8. K. to adv. Kt. 3d sq., giving Mate next move.

No. V.

THE QUEEN AGAINST A ROOK.

POSITION OF THE PIECES.

WHITE. K. at adv. Q. 3d sq.—Q. at K. 4th sq.

BLACK. K. at adv. Q. Kt. 3d sq.—R. at adv. Q. B. 2d sq.

WHITE.

BLACK.

1. K. to adv. Q. 4th square. K. to adv. Q. Kt. 2d sq.
2. K. to Q. 4th sq. K. to adv. Q. R. sq.
3. K. to Q. 3d sq. R. to adv. Q. Kt. 2d sq.
4. Q. to R. 4th sq. chg. K. moves.
5. K. to Q. B. 3d sq. R. to adv. K. R. 2d sq.
6. Q. to ad. Q. Kt. 4th sq. ch. K. to adv. Q. R. sq.
7. Q. to ad. Q. R. 3d sq. chg. K. moves.
8. Q. to ad. Q. Kt. 3d sq. ch. K. to adv. Q. R. 2d sq.
9. Q. to ad. Q. R. 2d sq. chg. K. moves.
10. Q. checks, and then takes R., &c.

No. VI.

THE QUEEN AGAINST A ROOK AND PAWN.

POSITION OF THE PIECES.

WHITE. K. at K. 4th sq.—Q. at Q. 3d sq.

BLACK. K. at K. 2d sq.—R. at K. 4th sq.—Q. P. at Q.
3d sq.

WHITE.

BLACK.

- | | |
|---------------------------------|---------------------------------|
| 1. Q. checks. | K. to K. 3d sq. |
| 2. Q. to ad. Q. B. 2d square. | R. to Q. B. 4th sq. |
| 3. Q. to adv. Q. sq. | R. to K. 4th sq. |
| 4. Q. to adv. K. sq. chg. | K. to Q. 4th sq. |
| 5. Q. to adv. Q. B. sq. | R. to adv. K. 4th sq. chg. [A.] |
| 6. K. to adv. K. B. 4th sq. | R. to K. 4th sq. chg. |
| 7. K. to adv. K. B. 3d sq. | R. to adv. K. 4th sq. |
| 8. Q. to adv. K. B. 4th sq. ch. | R. interposes. |
| 9. Q. to Q. 3d sq. chg. | K. to Q. B. 4th sq. |
| 0. Q. to Q. 2d sq. | K. to Q. B. 3d sq. |
| 1. Q. to Q. 4th sq. | K. to Q. 2d sq. [B.] |
| 2. Q. to Q. B. 4th sq. | R. to Q. B. 4th sq. |
| 3. Q. to ad. K. B. 2d sq. ch. | K. to Q. B. 3d sq. |
| 4. K. to adv. K. 2d sq. | R. checks. |
| 5. K. to adv. Q. sq. | R. to Q. B. 4th sq. |
| 6. Q. to adv. Q. 2d sq. chg. | K. to Q. 4th sq. |
| 7. K. to adv. K. 2d. sq. | R. to Q. B. 3d sq. |
| 8. Q. to ad. K. B. 4th sq. ch. | K. to adv. Q. B. 4th sq. |

WHITE.

BLACK.

- | | |
|---------------------------|-------------------------|
| 19. K. to adv. Q. 2d sq. | R. to Q. B. 4th sq. |
| 20. Q. to K. 4th sq. chg. | K. to Kt. 3d sq. |
| 21. K. takes P. | R. to adv. Q. B. 2d sq. |

This Game now resolves itself into the position last given
—See No. V.

[A.]

WHITE.

BLACK.

- | | |
|--|--------------------------|
| 5. | R. to K. R. 4th square. |
| 6. Q. to adv. Q. R. sq. chg. | K. to adv. Q. B. 4th sq. |
| 7. Q. to Q. R. 4th sq. chg. | K. to adv. Q. B. 3d sq. |
| 8. Q. to R. 3d sq., checks, and wins P., &c. | |

[B.]

WHITE.

BLACK.

- | | |
|---|------------------------|
| 11. | K. to Q. B. 2d square. |
| 12. Q. to Q. R. 4th sq. | R. to Q. B. 4th sq. |
| 13. Q. to ad. Q. R. 2d sq. ch. | K. to Q. B. 3d sq. |
| 14. K. to adv. K. 2d sq., winning easily. | |

No. VII.

DRAWN GAME WITH THE SAME PIECES.

POSITION OF THE PIECES.

WHITE. K. at adv. Q. 4th sq.—Q. at Q. Kt. 3d sq.

BLACK. K. at Q. sq.—Q. P. unmoved.—R. at K. 3d sq.

WHITE.

BLACK.

1. Q. to ad. Q. Kt. sq. chg. K. moves.
2. Q. to adv. K. Kt. square. R. to Q. B. 3d sq.
3. K. to adv. K. 4th sq. R. to K. 3d sq. chg.
4. K. to adv. Q. 4th sq.—Drawn Game.

No. VIII.

A ROOK AND PAWN AGAINST A BISHOP.

POSITION OF THE PIECES.

WHITE. K. at K. 4th sq.—R. at Q. sq.—Pawn at Q. 4th sq.

BLACK. K. at K. 3d sq.—B. at Q. B. 2d sq.

In the first place :

WHITE.

BLACK.

1. P. checks. (After this
move the game is
drawn.)
 2. K. to Q. 4th square.
- K. to Q. 2d sq.
B. to adv. K. Kt. 3d sq.

WHITE.

BLACK.

- | | |
|-----------------------------|---------------------------|
| 3. R. to Q. R. sq. | B. to adv. K. B. 4th sq. |
| 4. R. checks. | K. to Q. 3d sq. |
| 5. K. to K. 4th sq. | B. to adv. K. Kt. 3d sq. |
| 6. R. to adv. K. Kt. 2d sq. | B. to adv. K. sq. |
| 7. R. checks. | K. to Q. 2d sq. |
| 8. P. moves. | K. to Q. B. 3d sq. |
| 9. K. to adv. K. 4th sq. | B. to adv. Q. Kt. 4th sq. |
| 10. P. moves. disc. ch. | K. takes P. |
| 11. K. to adv. Q. 4th sq. | K. to Q. B. 2d sq., &c. |

In the second place ;

WHITE.

BLACK.

- | | |
|--------------------------------|--------------------------|
| 1. R. to Q. R. square. | B. to Q. Kt. sq. |
| 2. R. checks. | B. interposes. |
| 3. R. to adv. Q. Kt. 3d sq. | K. to Q. 2d sq. |
| 4. K. to adv. Q. 4th sq. | B. to adv. K. Kt. 3d sq. |
| 5. R. to ad. Q. Kt. 2d sq. ch. | B. interposes. |
| 6. R. to adv. Q. R. 2d sq. | K. to Q. B. sq. |
| 7. K. to adv. Q. B. 3d sq., | having a won Game. |

No. IX.

SITUATION IN WHICH A ROOK DRAWS AGAINST
A ROOK AND PAWN.

POSITION OF THE PIECES.

WHITE. K. at adv. K. B. 4th sq.—R. at adv. K. R. 2d sq.—
P. at K. 4th sq.

BLACK. K. at K. sq.—R. at Q. R. 3d sq.

WHITE.

BLACK.

1. P. advances.

First Defence. (CORRECT.)

R. to Q. Kt. 3d sq.

2. R. to ad. Q. R. 2d square. R. to Q. B. 3d sq.

3. P. advances. R. to adv. Q. B. sq.

4. K. to adv. K. B. 3d sq. R. checks, and draws.

Second Defence. (INCORRECT.)

WHITE.

BLACK.

1. R. to adv. Q. R. sq.

2. K. to adv. B. 3d square. R. to adv. K. B. sq. chg.

3. K. to adv. K. 3d sq. K. to B. sq.

4. R. checks. K. to Kt. 2d sq.

5. R. to adv. K. sq. R. to adv. K. sq.

6. K. to adv. Q. 2d sq. K. to B. 2d sq.¹

¹ This move is evidently bad play.

WHITE.	BLACK.
7. P. checks.	K. to Kt. 2d sq.
8. K. to adv. K. 2d sq.	R. to adv. K. 2d sq.
9. R. to adv. Q. sq.	R. to adv. K. sq.
10. R. to Q. 2d sq.	R. to adv. K. 3d sq.
11. R. to K. Kt. 2d sq. ch.	K. to R. 2d sq.
12. K. to adv. K. B. 2d sq.	R. checks.
13. K. to adv. K. sq.	R. to adv. K. 3d sq.
14. P. advances.	R. to adv. Q. 3d sq.
15. R. to Q. B. 2d sq.	K. to Kt. 2d sq.
16. R. to adv. Q. B. 2d sq.	R. to adv. Q. 2d sq.
17. R. to adv. Q. 2d sq.	R. to adv. Q. Kt. 2d sq.
18. R. to Q. sq.	R. checks.
19. K. to adv. Q. 2d sq.	R. checks.
20. K. to adv. K. 3d sq.	R. checks.
21. R. interposes.	R. to Q. Kt. sq.
22. R. to adv. Q. sq., and evidently wins.	

No. X.

SITUATION IN WHICH QUEEN DRAWS AGAINST
QUEEN AND PAWN.

POSITION OF THE PIECES.

WHITE. K. at adv. K. Kt. 2d sq.—Q. at Q. 3d sq.—P.
adv. K. B. 3d sq.

BLACK. K. at adv. Q. Kt. 4th sq.—Q. at Q. B. 4th sq.

WHITE.

BLACK.

- | | |
|---------------------------|--------------------------------|
| 1. P. advances. | Q. to K. Kt. 4th sq. chg. |
| 2. Q. interposes. | Q. to K. 4th sq. chg. |
| 3. K. to adv. Kt. square. | Q. to Q. 4th sq. |
| 4. K. to adv. R. 2d sq. | Q. to adv. K. R. sq. chg. |
| 5. Q. interposes. | Q. to adv. K. 4th sq. chg. |
| 6. K. to adv. Kt. sq. | Q. to adv. K. Kt. 4th sq. chg. |
| 7. Q. interposes. | Q. to K. 3d sq. |

The Game must be drawn.

No. XI.

THE QUEEN AGAINST A PAWN AT THE SEVENTH SQUARE.

POSITION OF THE PIECES.

WHITE. K. at adv. Q. Kt. 2d sq.—Q. at adv. Q. B. sq.

BLACK. K. at adv. K. B. 2d. sq.—K. P. at K. 7th sq.

WHITE.

BLACK.

- | | |
|----------------------------------|----------------------|
| 1. Q. to adv. K. B. 4th sq. chg. | K. to Kt. 2d square. |
| 2. Q. to K. Kt. 4th sq. chg. | K. to B. 2d sq. |
| 3. Q. to K. B. 4th sq. chg. | K. to Kt. 2d sq. |
| 4. Q. to K. 3d sq. | K. to B. sq. |
| 5. Q. to K. B. 3d sq. chg. | K. to K. sq. |
| 6. K. to adv. Q. B. 3d sq. | K. to Q. 2d sq. |
| 7. Q. to adv. Q. 4th sq. chg. | K. to Q. B. 2d sq. |

8. Q. to adv. Q. B. 4th sq. chg. K. to Q. 2d sq.
 9. Q. to Q. 4th sq. chg. K. to Q. B. 2d sq.
 10. Q. to K. 3d sq. K. to Q. sq.
 11. Q. to Q. 3d sq. chg. K. to K. sq.
 12. K. to adv. Q. 4th sq.—By repeating these moves, you gradually bring your King up to attack the Pawn, the winning of which gives you the victory.

No. XII.

DRAWN GAME WITH THE SAME PIECES.

POSITION OF THE PIECES.

WHITE. K. at Q. B. 4th sq.—Q. at K. 2d sq.

BLACK. K. at adv. K. Kt. sq.—P. at K. B. 7th sq.

WHITE.

BLACK.

1. Q. to K. Kt. 4th sq. chg. K. to R. 2d square.
2. Q. to K. B. 3d sq. K. to Kt. sq.
3. Q. to K. Kt. 3d sq. chg. K. to R. sq.

The Game is evidently drawn; for, if you take P., you give Stalemate.

No. XIII.

A DRAWN GAME WITH THE SAME PIECES.

POSITION OF THE PIECES.

WHITE. K. at Q. B. 4th sq.—Q. at Q. 4th sq.

BLACK. K. at adv. K. Kt. 2d sq.—P. at K. R. 7th sq.

WHITE.

BLACK.

1. Q. to K. Kt. 4th sq. chg. K. to adv. B. 2d square.
2. Q. to K. R. 3d sq. K. to adv. Kt. sq.
3. Q. to K. Kt. 3d sq. chg. K. to adv. R. sq.

The Game must be drawn.

No. XIV.

SITUATION IN WHICH A KNIGHT DRAWS
AGAINST A PAWN.

POSITION OF THE PIECES.

WHITE. K. at K. R. 2d sq.—Kt. at Q. R. 2d sq.

BLACK. K. at adv. Q. Kt. 3d sq.—P. at adv. Q. R. 3d sq.

WHITE.

BLACK.

1. Kt. checks. K. to adv. Q. Kt. 2d sq.
2. Kt. to Q. 3d sq. chg. K. to adv. B. 2d sq.

WHITE.

BLACK.

- | | |
|----------------------------|-----------------------|
| 3. Kt. to Kt. 4th sq. chg. | K. to adv. Kt. 3d sq. |
| 4. Kt. to Q. 3d sq. | Drawn Game. |

 No. XV.

DRAWN GAME AGAINST A SINGLE PAWN.

POSITION OF THE PIECES.

- WHITE. K. at K. B. 4th sq.—P. at K. B. 5th sq.
 BLACK. K. at K. B. 3d sq.

WHITE.

BLACK.

- | | |
|-----------------------------|-------------------|
| 1. K. to K. 4th square. | K. to B. 2d sq. |
| 2. K. to adv. K. 4th sq. | K. to K. 2d sq. |
| 3. P. checks. | K. to B. 2d sq. |
| 4. K. to adv. K. B. 4th sq. | K. to B. sq. [A.] |
| 5. K. to adv. K. 3d sq. | K. to K. sq. |
| 6. K. to adv. K. B. 4th sq. | K. to B. 2d sq. |
| 7. K. to adv. Kt. 4th sq. | K. to K. sq. |
| 8. K. to adv. Kt. 3d sq. | K. to Kt. sq. |
| 9. P. advances, chg. | K. to B. sq. |

Drawn Game.

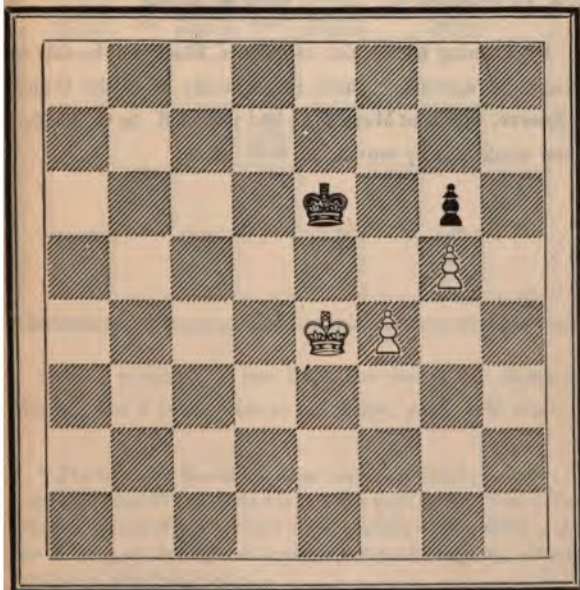
[A.]

WHITE.

BLACK.

4. K. to K. or Kt. sq.
5. K. to adv. K. 3d sq. K. to B. sq.
6. Pawn advances, and will Queen.

No. XVI.



In this situation, if Black have to move first, you win; but White having the move, the Game is drawn, as follows:

WHITE.

1. K. to Q. 4th square.

2. K. to Q. 3d sq.

3. K. to K. 3d sq.

4. K. to Q. 4th sq.

5. K. to K. 4th sq.

BLACK.

K. to Q. 3d sq. (If he had played K. to B. 4th sq. you would win by moving K. to K. 3d sq.)

K. to Q. 2d sq.

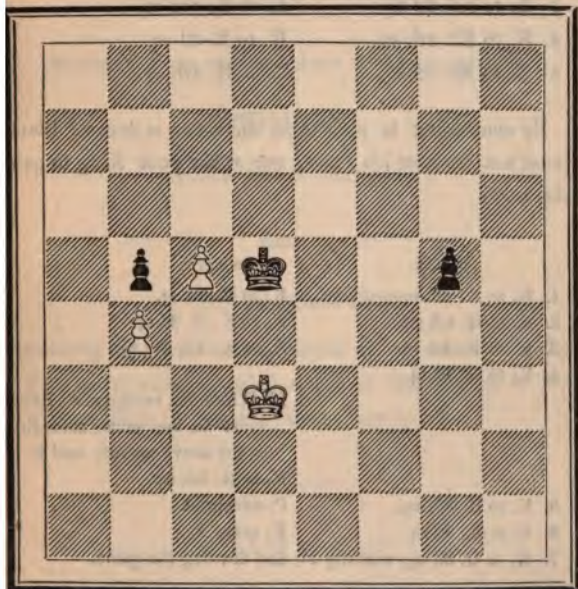
K. to K. 2d sq.

K. to Q. 3d sq.

K. to K. 3d sq.

By adhering to this plan of defence, Black will be able to keep the opposition, and consequently draw the Game. Observe, that if at Move 2 he had played K. to Q. 4th sq., you would win by moving K. to K. 3d sq.

No. XVII.



In this situation, if you have the move, the Game is drawn; but if Black were to move first, you would win¹.

¹ The following Moves will show that PHILIDOR is incorrect in supposing that White could win if Black were to move first. The position is one of those which are essentially drawn, without the move being of the slightest consequence to either party. Black having to play first, moves—

WHITE.

1. K. to K. 3d square.
2. K. to B. 3d sq.
3. K. to Kt. 3d sq.
4. K. to Kt. 4th sq.
5. K. to Kt. 3d sq.

BLACK.

- K. to K. 4th sq.
- K. to B. 4th sq.
- K. to K. 4th sq.
- K. to B. 3d sq.
- K. to K. 4th sq.

By continuing to play thus, the Game is drawn; Black must not advance his Pawn, nor suffer your King to gain the move.

BLACK.

1. K. to K. 4th square.
2. K. to Q. 4th sq.
3. K. to K. 4th sq.
4. K. to B. 3d sq.

WHITE.

- K. to K. 3d sq.
- K. to K. B. 3d sq.
- K. to K. Kt. 4th sq.

If White K. retrograde, Black must do the same, according to the above moves; and if

K. to R. 5th sq.

P. advances.

K. takes P.

5. K. to B. 4th sq.
6. K. to K. 3d sq.
7. K. to Q. 3d sq., winning P., and drawing the game.

MATCHES AT CHESS,

SELECTED FROM THOSE WHICH WERE PLAYED BY

PHILIDOR,

WITHOUT SEEING THE BOARD.



FIRST MATCH,

Consisting of three Games played at the same time, by
 PHILIDOR, without seeing either of the Boards, at the
 Chess Club in St. James's-street, May 8, 1783.



GAME I.

Played against COUNT BRUHL, who had the first move.

WHITE.

BLACK.

- | | |
|---------------------------|---------------------|
| 1. K. P. two squares. | K. P. two sq. |
| 2. K. B. to Q. B. 4th sq. | Q. B. P. one sq. |
| 3. Q. to K. 2d sq. | Q. P. one sq. |
| 4. Q. B. P. one sq. | K. B. P. two sq. |
| 5. Q. P. one sq. | K. Kt. to B. 3d sq. |
| 6. K. P. takes P. | Q. B. takes P. |

WHITE.	BLACK.
7. Q. P. advances.	K. P. advances.
8. Q. B. to adv. K. Kt. 4th sq.	Q. P. advances.
9. K. B. to Q. Kt. 3d sq.	K. B. to Q. 3d sq.
10. Q. Kt. to Q. 2d sq.	Q. Kt. to Q. 2d sq.
11. K. R. P. one sq.	K. R. P. one sq.
12. Q. B. to K. 3d sq.	Q. to K. 2d sq.
13. K. B. P. two sq.	K. R. P. advances.
14. Q. B. P. advances.	Q. R. P. one sq.
15. Q. B. P. takes P.	Q. B. P. takes P.
16. Q. to K. B. 2d sq.	Castles. K. R.
17. K. Kt. to K. 2d sq.	Q. Kt. P. two sq.
18. Castles. K. R.	Q. Kt. to Kt. 3d sq.
19. K. Kt. to Kt. 3d sq.	K. Kt. P. one sq.
20. Q. R. to Q. B. sq.	Q. Kt. to adv. B. 4th sq.
21. K. Kt. takes B.	P. takes Kt.
22. Q. checks.	Q. interposes.
23. Q. takes Q. chg.	K. takes Q.
24. K. B. takes Kt.	Q. Kt. P. takes B.
25. K. Kt. P. one sq.	Q. R. to Kt. sq.
26. Q. Kt. P. one sq.	B. to adv. Q. R. 3d sq.
27. Q. R. to B. 2d sq.	P. takes P.
28. P. takes P.	K. R. to Q. B. sq.
29. Q. R. takes R.	R. takes R.
30. R. to Q. R. sq.	B. to adv. Q. Kt. 4th sq.
31. R. takes P.	R. to adv. Q. B. 3d sq.
32. K. to B. 2d sq.	R. to adv. Q. 3d sq.
33. R. to Q. R. 2d sq.	B. takes Kt.
34. R. takes B.	R. takes Q. Kt. P.

WHITE.

R. to Q. B. 2d sq.
 R. checks.
 P. takes P.
 R. to adv. Q. 2d sq.
 B. takes Kt.
 K. to Kt. 2d sq.
 R. takes P.
 R. to adv. Q. sq.
 Q. P. advances.
 Q. P. advances.
 K. to B. sq.
 Doubled P. one sq.
 Doubled P. one sq.

BLACK.

P. advances.
 K. to Kt. 3d sq.
 Kt. to R. 4th sq.
 Kt. takes P.
 R. to adv. K. B. 3d sq. chg.
 R. takes B.
 R. to adv. K. B. 3d sq.
 R. to adv. Q. 3d sq.
 B. P. advances.
 R. to adv. Q. 2d sq. chg.
 K. to B. 2d sq.
 K. P. advances.
 K. B. P. advances

PHILIDOR wins easily.

GAME II.

Played against Mr. BOWDLER, who had the first move.



WHITE.

BLACK.

- | | |
|---------------------------|-------------------------------|
| 1. K. P. two squares. | Q. B. P. two sq. ¹ |
| 2. K. B. to Q. B. 4th sq. | K. P. one sq. |
| 3. Q. to K. 2d sq. | Q. Kt. to B. 3d sq. |
| 4. Q. B. P. one sq. | Q. R. P. one sq. |
| 5. Q. R. P. two sq. | Q. Kt. P. one sq. |
| 6. K. B. P. two sq. | Q. P. one sq. |
| 7. K. Kt. to B. 3d sq. | K. Kt. to K. 2d sq. |
| 8. K. B. to Q. R. 2d sq. | K. Kt. P. one sq. |
| 9. Q. P. one sq. | K. B. to K. Kt. 2d sq. |
| 10. Q. B. to K. 3d sq. | Q. P. advances. |
| 11. Q. Kt. to Q. 2d sq. | Castles. |
| 12. Castles. K. R. | K. B. P. two sq. |
| 13. K. P. advances. | K. R. P. one sq. |
| 14. Q. P. advances. | Q. B. P. advances. |

¹ Throughout these Games it is worthy of remark, that Philidor always varies his openings as much as possible.—Chess players who can play without seeing the board, know how much more difficult it would be to conduct two Games at once in which the first moves were nearly similar.

WHITE.	BLACK.
Q. Kt. P. two sq.	Q. Kt. P. advances.
C. B. to Q. Kt. sq.	Q. B. to Q. 2d sq.
C. B. to Q. B. 2d sq.	Q. to Q. B. 2d sq.
C. R. P. one sq.	K. to R. 2d sq.
K. to R. 2d sq.	Q. Kt. to R. 2d sq.
C. Kt. P. two sq.	Q. Kt. P. takes P.
C. B. takes P.	Q. Kt. to Kt. 4th sq.
C. B. takes Kt.	Q. B. takes B.
C. R. to Kt. sq.	The same.
C. R. to Kt. 3d sq.	Q. R. P. advances.
Q. Kt. P. takes P.	Q. R. takes P.
C. R. to Kt. sq.	K. R. to Q. R. sq.
Q. R. takes R.	Q. takes R.
R. to Q. B. sq.	Q. to adv. Q. R. 3d sq.
Q. Kt. to K. B. sq.	Q. to adv. Q. Kt. 3d sq.
Q. to Q. sq.	R. checks.
B. to Q. 2d sq.	Q. takes Q.
R. takes Q.	Q. B. to adv. Q. R. 4th sq.
R. to Q. Kt. sq.	Q. B. to adv. Q. Kt. 3d sq.
K. to Kt. 3d sq.	Kt. to Q. B. 3d sq.
Q. Kt. to K. 3d sq.	K. B. to B. sq.
Q. B. to B. sq.	K. B. to adv. Q. R. 3d sq.
K. R. P. advances.	B. takes B.
R. takes B.	Kt. to K. 2d sq.
K. R. P. advances.	R. to adv. K. 2d sq.
R. to K. sq.	R. takes R.
Kt. takes R.	K. B. P. takes P.
K. takes P.	Kt. to K. B. 4th sq.

WHITE.	BLACK.
43. Kt. takes Kt.	Kt. P. takes Kt. chg.
44. K. to Kt. 3d sq.	B. to adv. Q. sq.
45. Kt. to K. B. 3d sq.	B. takes Kt. ¹
46. K. takes B.	K. to Kt. 2d sq.
47. K. to K. 3d sq.	K. to B. 2d sq.
48. K. to Q. 2d sq.	K. to K. 2d sq.
49. K. to Q. B. 2d sq.	K. to Q. 2d sq.
50. K. to Q. Kt. 2d sq.	K. to Q. B. 3d sq.
51. K. to Q. R. 3d sq.	K. to Q. Kt. 4th sq.

Drawn Game.

¹ PHILIDOR appears to have overlooked the following Moves.

WHITE.	BLACK.
45.	K. to Kt. 2d square.
46. K. to B. 2d sq.	The same.
47. If the first player move the Kt., you take P. with B., and unless he give up this Pawn, he must continue to guard Kt. with K., while you proceed to attack Q. B. P., having a won game.	

GAME III.

played against MR. MASERES; PHILIDOR giving the Pawn
and move.



WHITE.

1. P. two squares.

2. P. two sq.

3. B. to Q. 3d sq.

4. Kt. to B. 3d sq.

5. P. advances.

6. B. P. one sq.

7. B. to K. 3d sq.

8. B. to ad. Q. Kt. 4th sq.

9. R. P. two sq.

10. B. to Q. 3d sq.

Castles.

12. to K. 2d sq.

13. B. to Q. B. 2d sq.

14. Kt. to R. 3d sq.

15. R. P. one sq.

16. Kt. to R. 2d sq.

17. R. P. takes P.

18. to K. Kt. 4th sq.

19. B. P. two sq.

BLACK.

1. Kt. to R. 3d sq.

2. Kt. to K. B. 2d sq.

3. P. one sq.

4. P. two sq.

5. B. P. two sq.

6. Kt. to B. 3d sq.

7. Kt. P. one sq.

8. B. to Q. 2d sq.

9. R. P. one sq.

10. Kt. P. one sq.

11. Q. to Q. B. 2d sq.

12. B. P. advances.

13. R. to Kt. sq.

14. B. to K. 2d sq.

Castles.

16. Kt. P. advances.

17. R. P. takes P.

18. to Kt. 2d sq.

19. Kt. to R. 3d sq.

WHITE.	BLACK.
20. Q. to K. Kt. 3d sq.	K. Kt. to B. 4th sq.
21. K. B. takes Kt.	K. R. takes B.
22. Q. to K. B. 3d sq.	Q. Kt. P. advances.
23. Q. B. P. takes P.	Kt. takes P.
24. K. Kt. P. two sq.	K. R. to B. sq.
25. Q. to K. Kt. 2d sq.	Kt. to adv. Q. 3d sq.
26. Q. B. to Q. B. sq.	Q. to Kt. 3d sq.
27. Q. Kt. to B. 2d sq.	Kt. takes B.
28. Q. R. takes Kt.	Q. takes Q. Kt. P.
29. Q. Kt. to K. 3d sq.	Q. takes Q.
30. K. takes Q.	Q. R. to adv. Q. Kt. 3d sq.
31. K. R. to B. 3d sq.	Q. R. to adv. Q. 3d sq.
32. Q. R. to Q. sq.	Q. B. to adv. Q. R. 4th sq.
33. Q. R. takes R.	Q. B. P. takes R.
34. K. Kt. to B. sq.	K. B. to adv. Q. Kt. 4th sq.
35. R. to K. B. 2d sq.	K. B. to adv. Q. B. 3d sq.
36. R. to Q. R. 2d sq.	Q. B. to adv. Q. Kt. 3d sq.
37. R. to K. B. 2d sq.	K. B. takes P.
38. R. to Q. 2d sq.	R. takes P.
39. R. takes P.	Q. B. to adv. Q. B. 4th sq.
40. Kt. takes B.	Q. P. takes Kt.
41. R. to K. B. 3d sq.	R. takes R.
42. K. takes R.	B. takes P.
43. K. to K. 4th sq.	B. to K. B. 3d sq.
44. Kt. to K. 3d sq.	Q. B. P. advances.
45. K. to Q. 3d sq.	K. to B. 2d sq.
46. Kt. to Q. sq.	K. to K. 2d sq.
47. Kt. takes P.	B. takes Kt.

WHITE.

BLACK.

- | | |
|---------------------|--------------------------|
| .. takes B. | K. to Q. 3d sq. |
| .. to Q. 4th sq. | K. P. checks. |
| .. to K. 4th sq. | K. to K. 3d sq. |
| .. R. P. advances. | K. R. P. one sq. |
| .. to K. 3d sq. | K. to Q. 4th sq. |
| .. to Q. 3d sq. | K. P. checks. |
| .. to K. 3d sq. | K. to K. 4th sq. |
| .. Kt. P. advances. | K. R. P. advances. |
| .. to K. 2d sq. | K. to adv. K. B. 4th sq. |
| .. to B. 2d sq. | K. to adv. Kt. 4th sq. |
| .. to K. 3d sq. | K. takes P. |
| .. takes P. | K. takes P., and wins. |

SECOND MATCH,

Of three Games played as before, by PHILIDOR, at the
Chess Club, May 10, 1788.

 GAME I.

Played against COUNT BRUHL, who was allowed the advantage of the first move.

WHITE.	BLACK.
1. K. P. two squares.	K. P. two sq.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. 3d sq.	K. Kt. P. two sq.
4. K. B. to Q. B. 4th sq.	K. B. to Kt. 2d sq.
5. K. R. P. two sq.	K. R. P. one sq.
6. K. R. P. takes P.	P. retakes.
7. R. takes R.	K. B. takes R.
8. Q. P. two sq.	K. Kt. P. advances.
9. Q. B. takes P. ¹	P. takes Kt.
10. Q. takes P.	Q. to K. 2d sq.
11. Q. B. P. one sq.	K. Kt. to B. 3d sq.

¹ This is bold play indeed ; in contending with the most skilful player that perhaps ever existed, to sacrifice a Knight !

WHITE.

BLACK.

Kt. to Q. 2d sq.	Q. P. two sq.
K. B. to Q. 3d sq.	P. takes P.
Kt. takes P.	Kt. takes Kt.
Q. takes Kt.	Q. takes Q.
B. takes Q.	Q. B. P. one sq.
K. to Q. 2d sq.	Q. B. to K. 3d sq.
Q. Kt. P. one sq.	Kt. to Q. 2d sq.
K. to K. R. sq.	K. B. to B. 3d sq.
K. to Q. B. 2d sq.	Castles.
Q. B. to adv. Q. 3d sq.	Kt. to Kt. 3d sq.
Q. B. to ad. Q. B. 4th sq.	K. to Q. B. 2d sq.
K. to adv. K. R. 2d sq.	R. to K. R. sq.
Q. B. P. advances.	R. takes R.
B. takes R.	Kt. to Q. 2d sq.
K. to Q. 3d sq. (A)	Kt. takes B.
P. takes Kt.	K. B. to K. 2d sq.
Q. Kt. P. advances.	Q. R. P. one sq.
Q. R. P. one sq.	K. B. P. two sq.
B. to adv. K. Kt. 3d sq.	K. to Q. 2d sq.
B. to adv. K. R. 4th sq.	K. B. to K. Kt. 4th sq.
B. to Q. sq.	K. B. to adv. Q. B. sq.
B. to Q. R. 4th sq.	K. B. takes P.
K. to Q. B. 3d sq.	K. B. to adv. Q. B. sq.
B. to Q. sq.	K. B. to adv. K. B. 4th sq.
K. to Q. 4th sq.	K. to K. 2d sq.
Q. Kt. P. advances.	K. to B. 3d sq.
B. to B. 3d sq.	Q. B. to Q. 2d sq.
B. Kt. P. advances.	K. B. to K. Kt. 4th sq.

WHITE.

40. B. to Q. sq.
 41. B. to B. 3d sq.
 42. K. to Q. 3d sq.
 43. K. to Q. B. 3d sq.
 44. K. to Q. Kt. 3d sq.

BLACK.

- K. B. to adv. K. R. 4th sq.
 K. B. to ad. K. B. 2d sq. chg.
 K. B. takes P.
 K. B. takes P.
 K. B. to adv. Q. 4th sq.

PHILIDOR wins easily.

[A.]

- | | |
|------------------------|---------------------|
| 26. B. takes Q. R. P. | Q. Kt. P. advances. |
| 27. Q. B. P. advances. | K. B. takes P. |
| 28. B. takes P. chg. | Kt. takes B. |
| 29. P. takes Kt. chg. | K. takes P. |

Second player wins the Game.—(EDITOR.)

GAME II.

Played against MR. NOWELL; PHILIDOR giving the Pawn
and move.



WHITE.

BLACK.

- | | |
|---------------------------|------------------------|
| 1. K. P. two squares. | K. Kt. to R. 3d sq. |
| 2. K. B. to Q. B. 4th sq. | K. P. one sq. |
| 3. Q. P. one sq. | K. Kt. to B. 2d sq. |
| 4. K. B. P. two sq. | Q. P. two sq. |
| 5. K. B. to Q. Kt. 3d sq. | K. B. to Q. B. 4th sq. |
| 6. K. Kt. to B. 3d sq. | Castles. |
| 7. K. P. advances. | Q. B. P. one sq. |
| 8. Q. P. advances. | K. B. to Q. Kt. 3d sq. |
| 9. Q. R. P. one sq. | Q. to K. 2d sq. |
| 10. Castles. | Q. B. P. moves on. |
| 11. Q. B. P. one sq. | Q. Kt. to B. 3d sq. |
| 12. Q. B. to K. 3d sq. | Q. B. to Q. 2d sq. |
| 13. Q. to K. 2d sq. | K. Kt. P. one sq. |
| 14. K. B. to Q. B. 2d sq. | K. Kt. to R. 3d sq. |
| 15. Q. Kt. to Q. 2d sq. | K. Kt. to B. 4th sq. |
| 16. K. R. to B. 2d sq. | Kt. takes B. |
| 17. Q. takes Kt. | Q. R. to B. sq. |
| 18. Q. Kt. to Kt. 3d sq. | Q. B. P. takes P. |
| 19. Q. Kt. takes P. | Kt. takes Kt. |

WHITE.

BLACK.

- | | |
|-------------------------------|-----------------------------|
| 20. Kt. takes Kt. | Q. R. to adv. Q. B. 4th sq. |
| 21. Q. R. to Q. sq. | Q. R. to Q. B. sq. |
| 22. K. R. P. one sq. | K. R. to B. 2d sq. |
| 23. K. to R. 2d sq. | Q. R. to K. B. sq. |
| 24. Q. to K. Kt. 3d sq. | K. B. to Q. sq. |
| 25. Q. R. to K. B. sq. | Q. Kt. P. two sq. |
| 26. Q. to K. 3d sq. | Q. R. P. two sq. |
| 27. K. R. to B. 3d sq. | K. R. to Kt. 2d sq. |
| 28. Q. to Q. 2d sq. | K. B. to Q. B. 2d sq. |
| 29. K. B. to Q. 3d sq. | Q. R. to Q. Kt. sq. |
| 30. K. to R. sq. | K. Kt. P. advances. |
| 31. K. R. to Kt. 3d sq. | K. Kt. P. takes P. |
| 32. R. takes R. chg. | Q. takes R. |
| 33. R. takes P. | Q. takes K. P. |
| 34. R. to K. Kt. 4th sq. chg. | K. to R. sq. |
| 35. Kt. to K. B. 3d sq. | Q. to K. B. 3d sq. |
| 36. R. to K. R. 4th sq. | K. to Kt. sq. |
| 37. B. takes R. P. chg. | K. to Kt. 2d sq. |
| 38. K. B. to Q. 3d sq. | R. to K. R. sq. |
| 39. R. to K. Kt. 4th sq. chg. | K. to B. sq. |
| 40. Q. to K. 3d sq. | K. to K. sq. |
| 41. R. to adv. K. Kt. 3d sq. | Q. to K. B. 5th sq. |
| 42. Q. to Q. B. 5th sq. | K. to Q. sq. |
| 43. R. to adv. K. Kt. 2d sq. | Q. to Q. 3d sq. |
| 44. Q. to K. 3d sq. | R. to K. B. sq. |
| 45. Q. checks. | K. to Q. B. sq. |
| 46. Q. to Q. 2d sq. | K. P. advances. |
| 47. R. to K. Kt. 6th sq. | Q. B. to K. 3d sq. |

WHITE.

BLACK.

- | | |
|--------------------------------------|------------------------|
| 48. Q. to adv. K. R. 3d sq. | R. to K. sq. |
| 49. B. takes P. | R. to K. 2d sq. |
| 50. Q. to adv. K. R. sq. chg. | K. moves. |
| 51. R. to adv. K. Kt. 4th sq. | K. P. advances. |
| 52. Kt. to adv. K. 4th sq. | K. to Q. Kt. 3d sq. |
| 53. Q. R. P. advances. | K. P. advances. |
| 54. K. Kt. to B. 3d sq. ¹ | Q. B. to Q. 2d sq. |
| 55. Q. to Q. 4th sq. chg. | Q. interposes. |
| 56. Q. takes Q. chg. | K. takes Q. |
| 57. B. takes B. | K. P. advances. |
| 58. Kt. to K. sq. | R. takes B. |
| 59. K. to Kt. sq. | R. to K. B. 2d sq. |
| 60. Kt. to K. B. 3d sq. | R. takes Kt., winning. |

¹ MR. NOWELL might have now won easily; *ex. gr.*

WHITE.

BLACK.

- | | |
|----------------------------------|---|
| 4. Q. to adv. Q. R. square. | 54. If Philidor play Q. B. to K. B. 4th sq., White checks with Kt. at Q. B. 4th sq. and on the Kt.'s being taken, gives Mate in 4 moves. He plays therefore,
K. B. to Q. Kt. sq. |
| 5. Q. to adv. Q. R. 3d sq. chg. | K. to Q. B. 2d sq. |
| 6. Q. takes P. chg. | Q. interposes. |
| 7. Q. takes Q., checks and wins. | |

GAME III.

Played against MR. LEYCESTER, who also received the Pawn and move.



WHITE.

BLACK.

- | | |
|---------------------------------|------------------------------|
| 1. K. P. two sq. | Q. B. P. two sq. |
| 2. Q. checks. | P. interposes. |
| 3. Q. takes Q. B. P. | Q. Kt. to B. 3d sq. |
| 4. Q. B. P. one sq. | K. P. two sq. |
| 5. Q. to K. 3d sq. | K. Kt. to B. 3d sq. |
| 6. K. R. P. one sq. | Q. P. two sq. |
| 7. K. P. takes P. | K. Kt. takes P. |
| 8. Q. to K. 2d sq. | K. Kt. to adv. K. B. 4th sq. |
| 9. Q. to K. B. 3d sq. | K. B. to R. 3d sq. |
| 10. K. B. to ad. Q. Kt. 4th sq. | Castles. |
| 11. Q. to K. 4th sq. | Q. B. to K. B. 4th sq. |
| 12. Q. to B. 4th sq. chg. | K. to R. sq. |
| 13. Q. to K. B. sq. | Q. B. to adv. Q. 3d sq. |
| 14. K. B. takes B. | K. Kt. retakes, chg. |
| 15. K. to K. 2d sq. | K. R. takes P. chg. |

¹ It is bad play to take this Pawn, as the Queen must lose several moves to get into safety, while his remaining pieces are all locked up.

WHITE.

♔. takes R.
♚. takes Kt.
♚. Kt. to K. 2d sq.
♚. to K. sq.
♚. R. to K. B. sq.
♚. takes R.
♚. to K. sq.
♔. Kt. to R. 3d sq.
♚. moves.

BLACK.

K. Kt. takes Q.
Q. to adv. Q. 3d sq.
R. checks.
K. P. moves on.
R. takes R. chg.
Q. to adv. Q. B. 2d sq.
Kt. to K. 4th sq.
Kt. to adv. Q. 3d sq. chg.
Q. Checkmates.

THIRD MATCH,

Consisting, as before, of three Games played at once by
 PHILIDOR, at the Chess Club, March 13, 1790.

In this Match, PHILIDOR looked over the Game played
 with MR. CONWAY, but played the others without seeing
 either of the boards. Each of his opponents was allowed to
 take the move.

GAME I.

Played against the HON. H. S. CONWAY.

WHITE.

1. K. P. two squares.
2. K. B. to Q. B. 4th sq.
3. Q. Kt. to B. 3d sq.
4. Q. P. one sq.
5. Q. to K. B. 3d sq.
6. B. to adv. K. Kt. 4th sq.
7. K. Kt. to K. 2d sq.
8. K. R. P. one sq.

BLACK.

- The same.
- Q. B. P. one sq.
 - K. B. to Q. 3d sq.
 - K. B. to Q. B. 2d sq.
 - Q. to K. 2d sq.
 - K. Kt. to B. 3d sq.
 - Q. P. one sq.
 - Q. B. to K. 3d sq.

WHITE.

BLACK.

B. to Q. Kt. 3d sq.	Q. Kt. P. two sq.
stles, Q. R.	K. R. P. one sq.
B. takes Kt.	Q. takes B.
takes Q.	P. takes Q.
P. advances.	Q. R. P. two sq.
B. P. two sq.	P. takes Q. P.
R. takes P.	Q. R. P. advances.
takes B.	K. B. P. takes B.
R. to Q. sq.	K. to K. 2d sq.
Kt. to Kt. sq.	Q. Kt. to Q. 2d sq.
Kt. to B. 3d sq.	K. R. P. advances.
P. advances.	K. B. P. takes P.
Kt. takes P.	Kt. takes Kt.
B. P. takes Kt.	Q. P. advances.
R. to K. sq.	Q. R. to K. B. sq.
R. to Q. 3d sq.	Q. R. to K. B. 4th sq.
Kt. P. one sq.	P. takes P.
R. P. takes P.	Q. R. takes K. P.
R. to B. sq.	Q. R. to K. Kt. 4th sq.
Kt. P. one sq.	K. R. to Kt. sq.
Kt. to K. 2d sq.	K. P. advances.
R. to K. B. 3d sq.	K. R. to Kt. 2d sq.
R. to adv. K. B. 3d sq.	B. to Q. 3d sq.
R. to adv. K. R. 3d sq.	K. R. to Kt. 3d sq.
takes R.	R. takes R.
to adv. K. B. 4th sq.	K. P. advances.
takes K. R. P.	B. takes P.
t. takes B.	R. takes Kt.

WHITE.	BLACK.
37. K. to Q. 2d sq.	K. to Q. 3d sq.
38. R. to adv. K. R. sq.	K. to Q. B. 4th sq.
39. Q. B. P. one sq.	Q. Kt. P. advances.
40. Q. B. P. takes P. chg.	K. to adv. Q. 4th sq. ¹
41. R. to adv. K. R. 3d sq.	R. to adv. Kt. 2d sq. chg.
42. K. to Q. B. sq.	P. to adv. K. 3d sq.
43. R. takes P.	R. to adv. K. Kt. sq. chg.
44. K. to Q. Kt. 2d sq.	P. to adv. K. 2d sq.
45. R. to adv. K. 3d sq.	Pawn queens.
46. R. takes Q.	R. takes R. and

PHILIDOR wins the Game.

¹ This is more scientific than taking the Pawn with the King.

GAME II.

Played against MR. SHELDON.



WHITE.	BLACK.
P. two squares.	The same.
B. to Q. B. 4th sq.	Q. B. P. one sq.
Kt. to B. 3d sq.	Q. P. two sq.
takes P.	P. takes P.
B. to Q. Kt. 3d sq.	Q. Kt. to B. 3d sq.
P. two sq.	K. P. advances.
t. to adv. K. 4th sq.	Q. B. to K. 3d sq.
Castles.	K. B. P. one sq.
t. takes Kt.	P. takes Kt.
B. P. one sq.	K. B. P. advances
B. to K. 3d sq.	K. Kt. to B. 3d sq.
Kt. to Q. 2d sq.	K. B. to Q. 3d sq.
B. P. two sq.	Castles.
B. to Q. R. 4th sq.	Q. to B. 2d sq.
B. P. advances.	Kt. to Kt. 5th sq.
t. to K. 2d sq.	Kt. takes B.
takes Kt.	Q. B. P. advances.
t. to Q. Kt. 3d sq.	Q. P. takes Q. B. P.
t. takes P.	B. takes Kt.
P. takes B.	Q. R. to Q. B. sq.

WHITE.

21. P. to adv. Q. B. 3d sq.
22. K. R. to Q. sq.
23. R. takes R.
24. B. to Q. Kt. 3d sq.
25. P. takes B.
26. K. to B. 2d sq.
27. K. takes Q.
28. R. takes P.
29. K. to Q. 2d sq.
30. K. takes P.
31. R. to Q. R. sq.
32. R. takes Q.

BLACK.

- K. R. to Q. sq.
- K. R. to adv. Q. 3d sq.
- Q. B. P. takes R.
- B. takes B.
- Q. to Kt. 3d sq.
- Q. takes Q. chg.
- R. takes P.
- R. to Q. 3d sq.
- K. P. checks.
- Q. P. advances.
- P. queens.
- R. takes R. and wins.

GAME III.

Played against CAPTAIN SMITH.

WHITE.	BLACK.
. P. two squares.	The same.
. B. to Q. B. 4th sq.	K. Kt. to B. 3d sq.
. P. one sq. ¹	Q. B. P. one sq.
. B. to adv. K. Kt. 4th sq.	K. R. P. one sq.
. takes Kt.	Q. takes B.
. Kt. to B. 3d sq.	Q. Kt. P. two sq.
. B. to Q. Kt. 3d sq.	Q. R. P. two sq.
. R. P. one sq.	K. B. to Q. B. 4th sq.
. Kt. to B. 3d sq.	Q. P. one sq.
. to Q. 2d sq.	Q. B. to K. 3d sq.
. B. takes B.	P. takes B.
castles, K. R.	K. Kt. P. two sq.
. R. P. one sq.	Kt. to Q. 2d sq.
. Kt. to R. 2d sq.	K. R. P. advances.
. Kt. P. one sq.	K. to K. 2d sq.

Weak play—Philidor has just played an irregular move in order to vary the opening, and the correct mode of taking advantage of this would be to bring out K. Kt. to B. 3d sq., leaving K. R. in its original square.

WHITE.

16. K. to Kt. 2d sq.
17. K. B. P. one sq.
18. Q. Kt. to K. 2d sq.
19. Q. B. P. one sq.
20. Q. P. advances.
21. Q. P. takes P.
22. Q. Kt. to Q. 4th sq.
23. Q. R. to K. sq.
24. Q. to K. B. 2d sq.
25. Q. Kt. to K. 2d sq.
26. Q. takes P.
27. Q. Kt. takes Q.
28. K. to R. sq.
29. K. R. to K. Kt. sq.
30. K. takes R.
31. Kt. interposes.
32. K. to Kt. 3d sq.
33. K. to Kt. 4th sq.

BLACK.

- Q. P. advances.
 - Kt. to K. B. sq.
 - Kt. to K. Kt. 3d sq.
 - Q. R. to K. Kt. sq.
 - B. to Q. Kt. 3d sq.
 - Q. takes P.
 - K. to Q. 2d sq.
 - K. R. P. advances.
 - B. to Q. B. 2d sq.
 - K. R. P. takes P.
 - Q. takes Q. chg.
 - Kt. to adv. K. B. 4th sq. chg.
 - K. R. takes P.
 - K. R. takes Kt. chg.
 - R. checks.
 - R. takes Kt. chg.
 - Kt. to adv. R. 3d sq. chg.
- Rook gives Mate.—If, instead of his last move, White had played K. to Kt. 2d sq., he could only protract the Game a very few moves.

THE LAWS OF CHESS.



[THE Editor has thought it necessary to alter the laws of the Game as laid down by Philidor, in order to suit them to the practice of the present time.]

No. I.

The Chess-board should be placed with the white corner to your right; so that, if playing with the white pieces, your King's Rook will stand on a white square. Should the board be improperly placed, either player has the right of rectifying the error by commencing the Game again, if the mistake be discovered before four moves on each side have been played; but after that, the Game must be played out as the board stands.

No. II.

Should any of the pieces be originally set up wrong, or any piece omitted to be placed on the board, the mistake may be rectified, provided there have not been four moves played on each side before the discovery of the error. After that time the Game must be played out as it stands.

No. III.

If a player omit to take off the piece or pawn he may have engaged to give as odds, he may remove it, provided as before, that four moves have not been played by both parties. Should such be not the case, he must play out the Game with all his pieces, and even though he should give Checkmate, the Game can only be reckoned as drawn.

No. IV.

In playing even, it is usual to draw lots for the first move, which is afterwards taken alternately. When the Game is drawn, the player who began that Game begins the next, for a drawn Game is no Game. If also two parties agree to play a match of a certain number of Games, unless specially agreed, drawn Games are not to be counted in the number. The player giving odds takes which coloured men he pleases, but in even Games, the choice of men is decided by lot. During the sitting each player keeps the same men.

No. V.

The player giving odds has always a right to the first move unless otherwise agreed. The party who engages to give a piece may give it from which side he likes, but if a Pawn is given, it is always the King's Bishop's Pawn. In receiving the odds of the Pawn and a certain number of moves, you must not cross your own half of the board in taking these moves.

No. VI.

If a player touch a piece or Pawn, it being his turn to play, he must move the piece so touched, unless at the first instant of touching it he say "j'adoube." (This rule may be enforced, even should you touch one of the pieces with your coat-sleeve, or should a third person by accident knock one of your pieces off the table, and you stoop to pick it up.) The King cannot, however, be left in check, as provided for in the next law.

No. VII.

Should you touch your King, it being your turn to move, and then find that you cannot play him without going into check, you may replace your King and play another piece, without being liable to any penalty. If also you touch a piece which cannot be moved without leaving your King in check, you must move your King by way of penalty, but should the King not be able to move without going into check, no penalty can be exacted.

No. VIII.

If you touch one of the adverse pieces, it being your turn to play, without, as before, saying "j'adoube," you must take that piece if it can be taken. Should you be unable to take it you must move your King, but if the King cannot move without going into check, no penalty can be inflicted. When obliged to move your King by way of penalty, you cannot Castle.

No. IX.

So long as you hold a piece on any particular square you may withdraw it, and play it to another square.

No. X.

Should you, by mistake, move one of your adversary's pieces instead of one of your own, you may be compelled, at the option of your adversary, either to take the piece if it can be taken, to replace it where it stood and move your King, or to leave it on the square to which you have played it. In this, as in every other case, should the King be unable to move without going into check, that part of the penalty cannot be enforced.

No. XI.

If a player capture a piece with one that cannot take it without making a false move, his antagonist may compel him either to take such piece with one that can legally take it, or to move the piece touched.

No. XII.

Should you, however inadvertently, capture one of your own pieces with another, you must move either of the two at the choice of your adversary.

No. XIII.

If a player make a false move, he may be compelled, at the choice of his antagonist, either to leave the piece where he has played it, or to move it to a square on its proper line of action, or to replace it and move the King instead.

No. XIV.

Should a player move twice in succession, he must replace the second piece, or his adversary may, if he think fit, insist on both moves remaining, and may go on with the Game accordingly.

No. XV.

When a Pawn advances two squares, your adversary has the option of taking it "en passant," as explained in the different elementary works on the Game.

No. XVI.

You may not Castle under the following circumstances :—
If your King has moved—if he be in check—if in castling either of the squares he must traverse or go to be in check; or if the Rook with which he intends castling has been previously moved. Should you Castle in either of these cases, your adversary has the option of obliging you to play either your King or Rook.

No. XVII.

When you give check to the King you must always surprise your adversary of it, by saying "check," or he is obliged to notice it, but may play elsewhere, as if check had not been given. If also, after neglecting to say "check," the King should remain in that state for one or more moves and on your then perceiving it you should attack a piece at the same time declaring "check," you can derive no advantage; for every move played since you really checked the King must be recalled, and the original check provided.

No. XVIII.

Supposing you discover your King to be in check, and have remained so during two or more moves, without being able to ascertain how it first occurred, you are at liberty to retract your last move and provide for the check.

No. XIX.

Stalemate constitutes a DRAWN GAME.

No. XX.

If your adversary say "check," without at the same time giving check, and you should in consequence have moved your King or interposed a piece, you may retract the move provided you discover your error before he plays again.

No. XXI.

A Pawn advanced to the eighth square, or extreme rank of the board, may be replaced by any piece you choose to demand, except the King, or another Pawn. Thus you may have a second Queen, or third Rook, &c. though your Queen or Rooks are still on the board.

No. XXII.

Towards the end of the Game, if you remain with a small numerical superiority, you are bound to give Mate in fifty moves, or the Game must be relinquished as drawn. With a greater force, as for instance with the Queen against the King, the same rule must be observed.

No. XXIII.

Should you undertake to win any particular position, and your opponent succeed in drawing it, you remain the loser.

No. XXIV.

Whatsoever false move or irregularity may have been committed, the other party can exact no penalty for it, after moving or even touching a piece.

No. XXV.

If any dispute should occur between players as to points of the Game for which the laws may not have provided, or

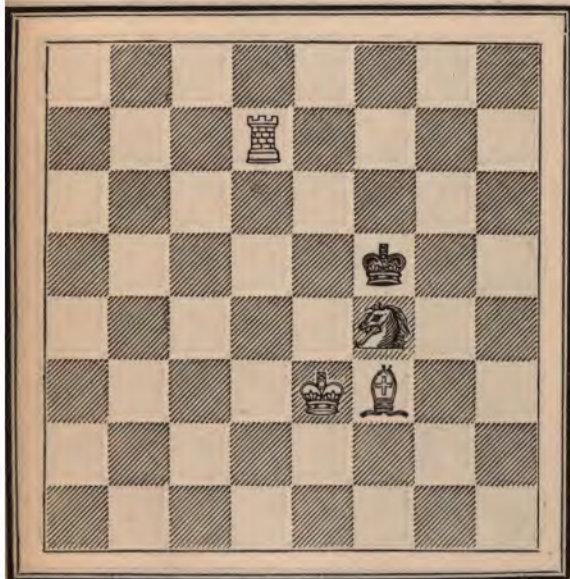
on which they are not considered sufficiently explicit, the question must be referred to a third party, whose decision ought to be received as a final settlement of the point in question.

CHess PROBLEMS.



FOR having given no appendix of critical situations in her otherwise valuable work, the Editor has attempted to supply the deficiency by the following Positions; none of which have ever before been published in England.—He selected them chiefly from contemporary German authors, forming a fair specimen of the manner in which this peculiar branch of Chess is developed in the North of Europe; and confidently trusts that this collection will be allowed to stand in some of the most curious and ingenious Problems ever printed.

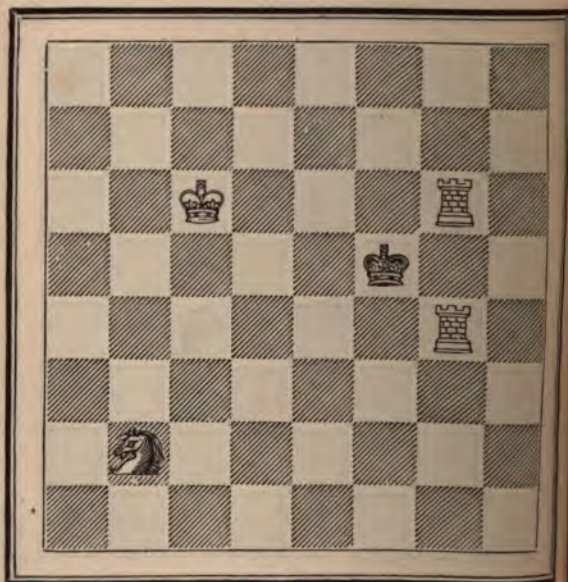
No. I.

By G. WALKER, (*the Author.*)

White to Checkmate in four Moves.

No. II.

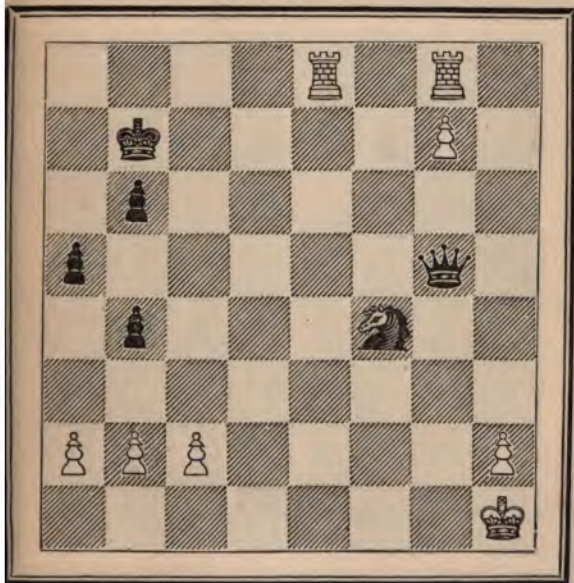
By G. W.



White to Checkmate in four Moves:

No. III.

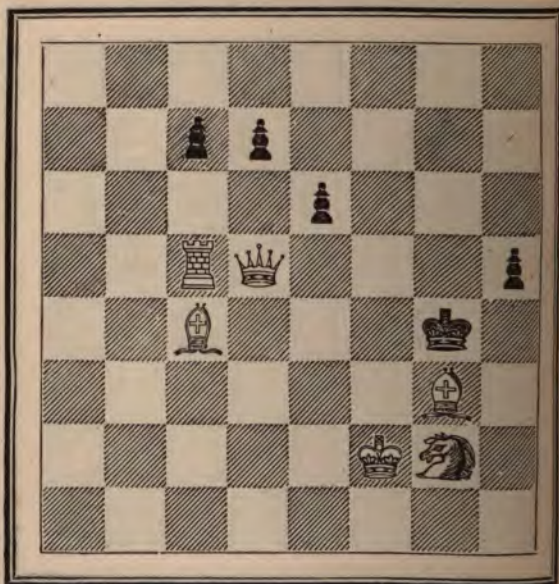
By G. W.



White to move, and win.—(White's Pawns are always supposed to be going up the board.)

No. IV.

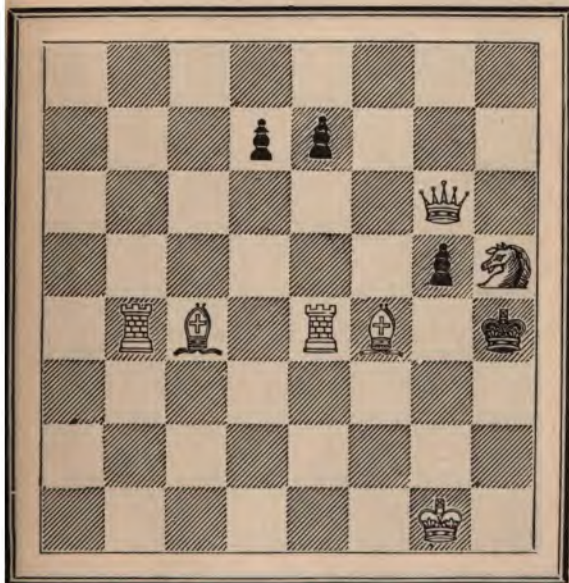
By G. W.



White compels Black to give Checkmate with Q. P.

No. V.

By G. W.



White, having the move, may compel Black to Mate with either of his Pawns, without taking Black's K. Kt. P.

No. VI.

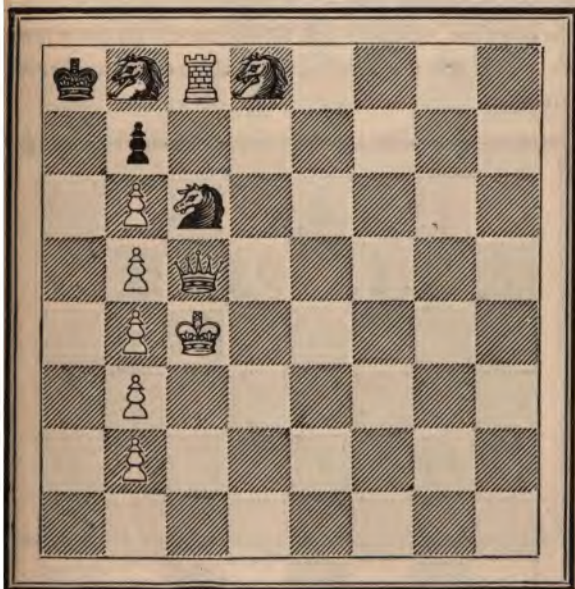
By G. W.



White engages to Mate with Q. Kt. P., without taking Black's Pawn, and on condition of only moving the King once.

No. VII.

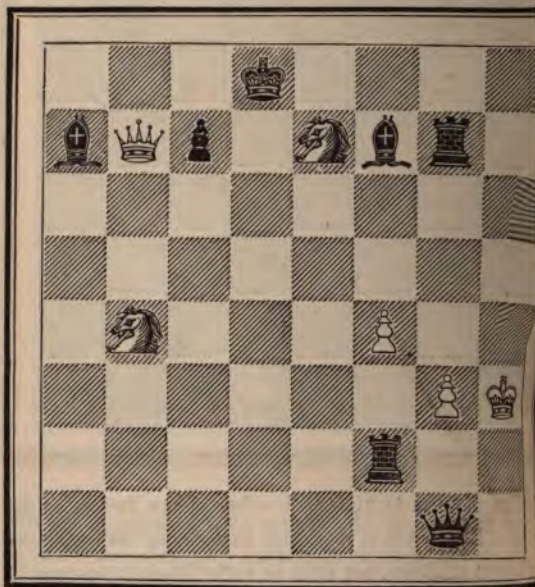
By G. W.



White engages to Mate with either of the Pawns, at the option of Black.—It is stipulated that White shall not take the Knight or Pawn, nor shall he suffer Black to take any of his Pawns.

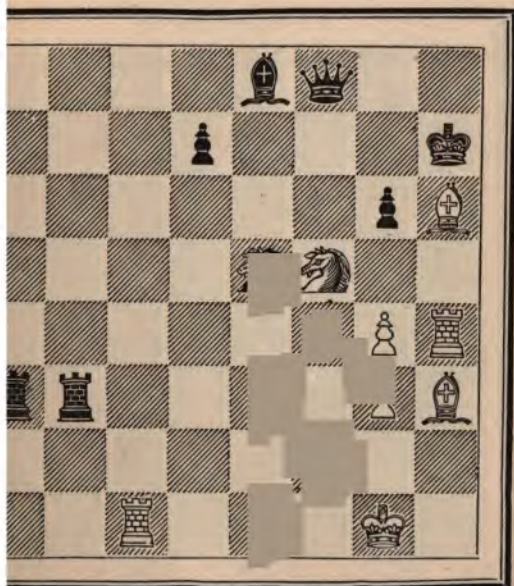
No. VIII.

For the three following Positions I am indebted to friend, D. FORBES, Esq.—The first is from a Turkish MS. the other two, which are both highly curious, are taken from an Arabic MS. five hundred years old, now in the British Museum.



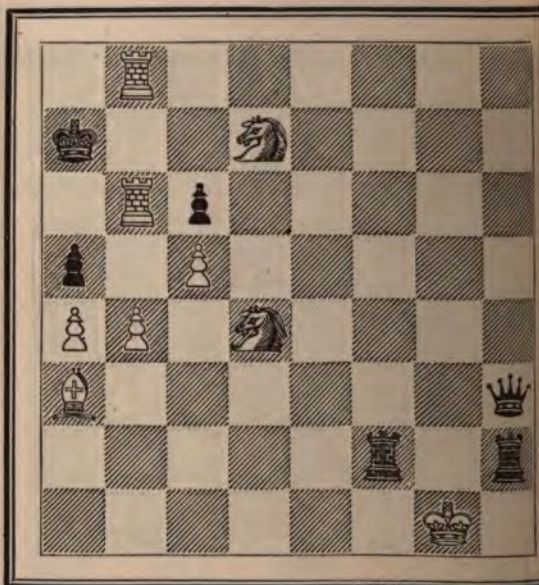
White to Checkmate in seven Moves.

No. IX.



White engages to Mate the Black King, on the identical square he now occupies, in fifteen Moves.

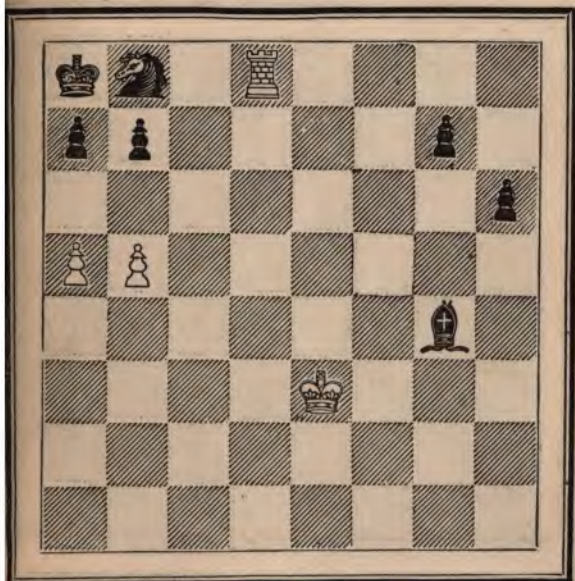
No. X.



White undertakes to Checkmate with the Bishop in two Moves.

No. XI.

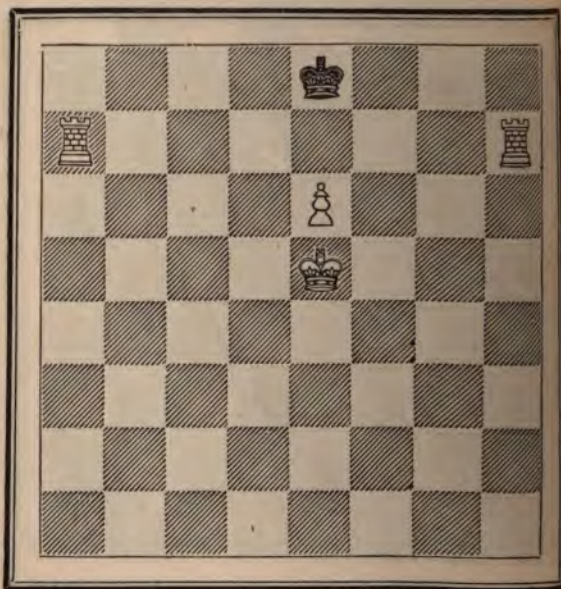
By F. L. SLOUS, Esq.



White to move, and win;—this position recently occurred in actual play.

No. XII.

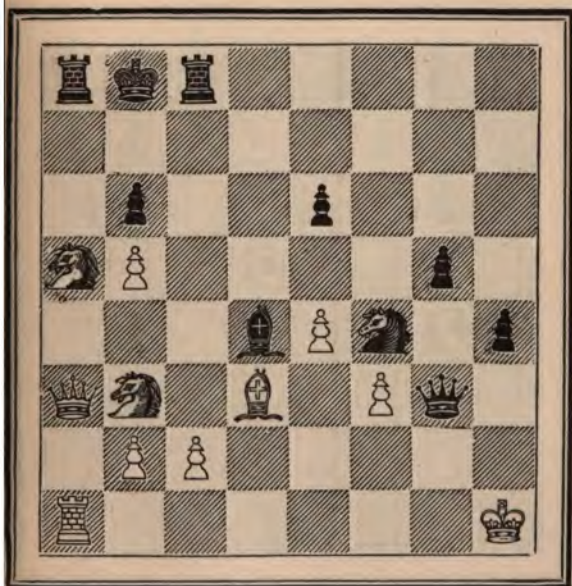
By LUCENA.



White to Checkmate with the Pawn in six Moves.

No. XIII.

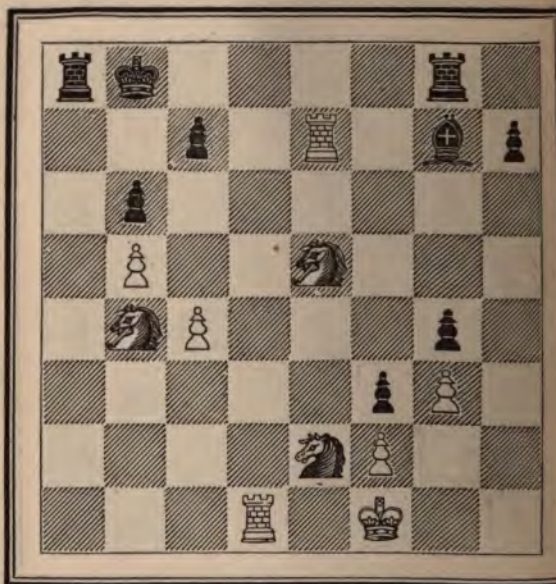
By KOCH.



White Checkmates in five Moves.

No. XIV.

By ALLGAIER.



White gives Mate in five Moves.

No. XV.

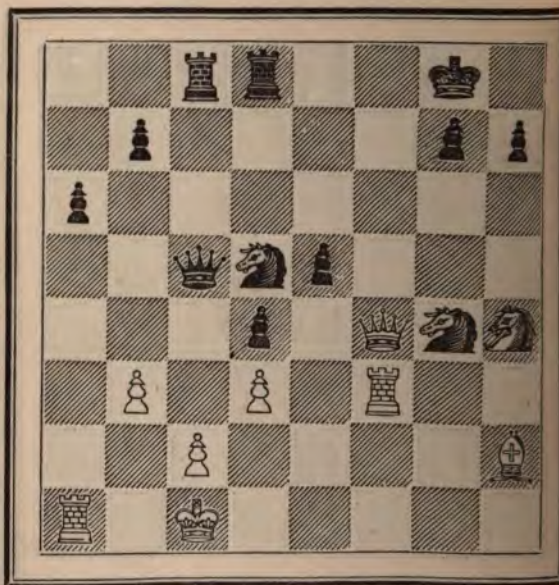
By MAUVILLON.



White to Checkmate in four Moves.

No. XVI.

By SILBERSCHMIDT.



White to Checkmate in six Moves.

No. XVII.

By SILBERSCHMIDT.



White to Checkmate in five Moves.

No. XVIII.

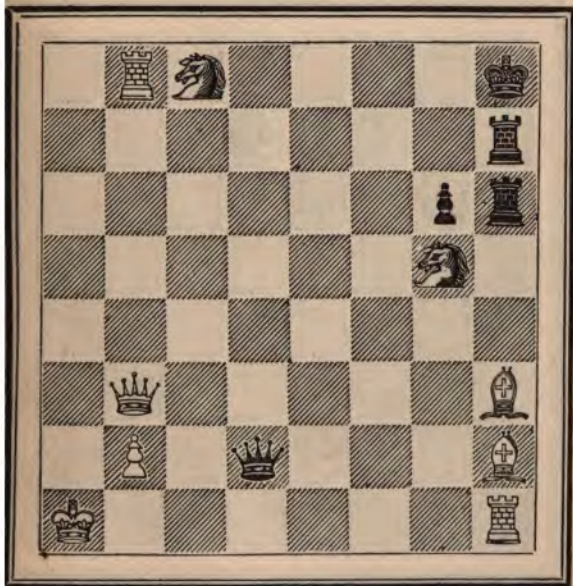
By SILBERSCHMIDT.



White engages to give Checkmate with the King's Pawn, in seven Moves.

No. XIX.

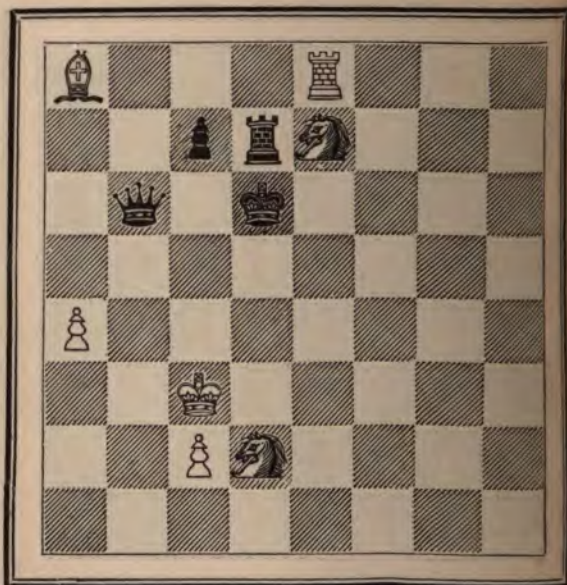
By MANTEUFEL.



White to Checkmate in six Moves, with the King's Rook,
without moving either Rook.

No. XX.

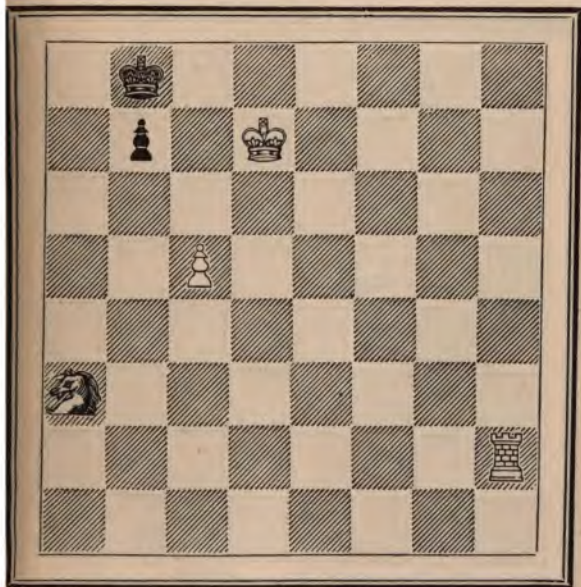
By MANTEUFEL.



White to Checkmate, with Q. B. P., in five Moves.

No. XXI.

By MANTEUFEL.



White Mates with Q. B. P., in five Moves, without taking
Black's Pawn.

No. XXII.

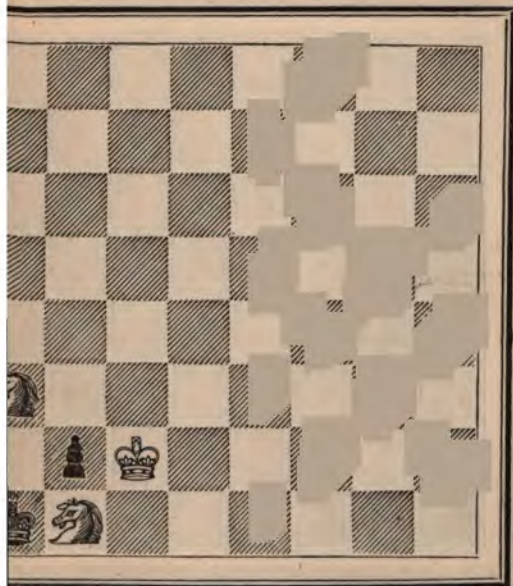
By JULIUS MENDHEIM, of Berlin.



White to move, and win.

No. XXIII.

By MENDHEIM.



White to Checkmate in five Moves.

No. XXIV.

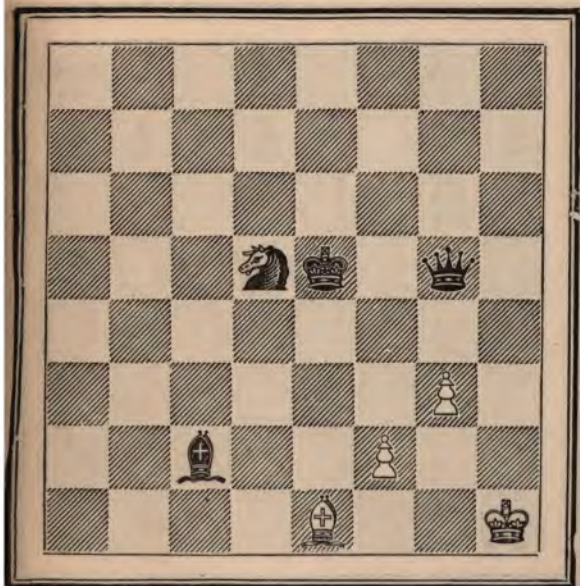
By MENDHEIM.



White to move, and force Checkmate.

No. XXV.

By MENDHEIM.

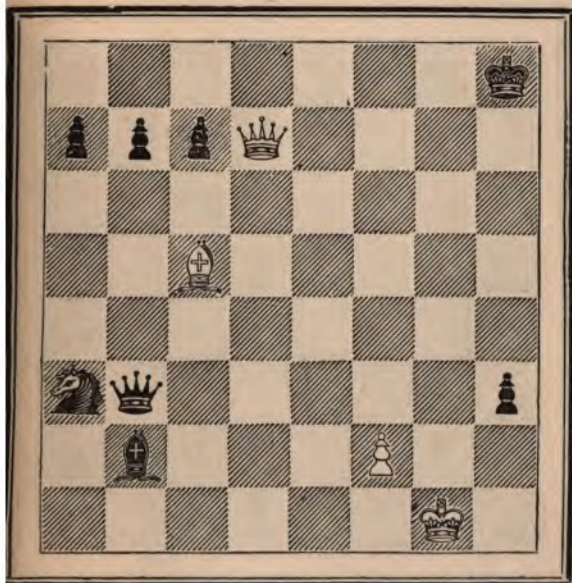


White to move, and draw the Game.

"Audaces Fortuna juvat."

No. XXVII.

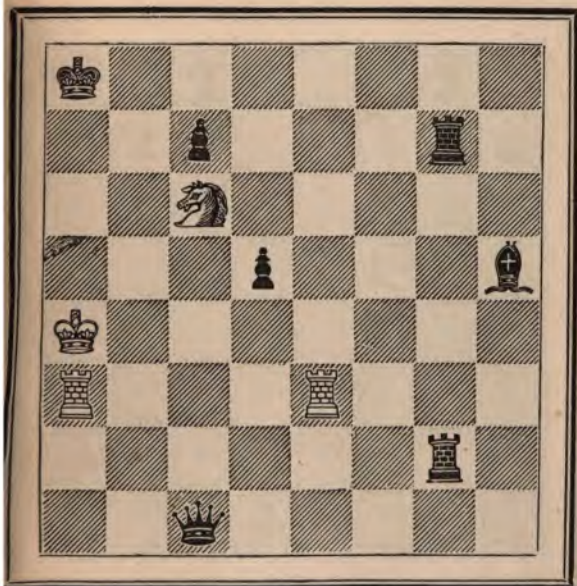
By MENDHEIM.



White can draw with the Move.

No. XXIX.

By MENDHEIM.



White to move, and draw the Game.

No. XXX.

By MENDHEIM.

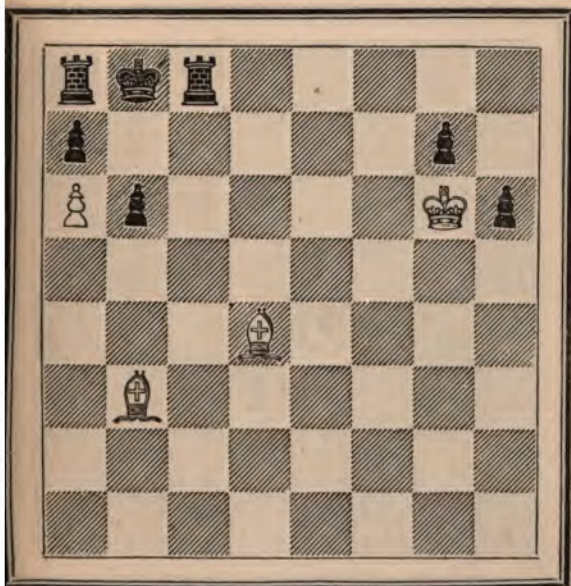


White gives Checkmate in nine Moves.

" Fors domina praelii."

No. XXXI.

By MENDHEIM.



White to Checkmate in seven Moves.

No. XXXII.

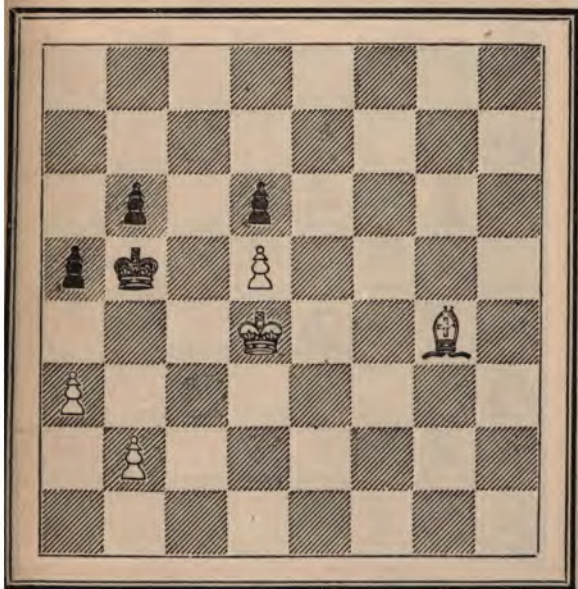
By MENDHEIM.



White can Checkmate in nine Moves.

No. XXXIII.

By KARL FRIEDRICH SCHMIDT, of Breslau.



White to Checkmate in five Moves.

No. XXXV.

By MENDHEIM.



White can Checkmate in six Moves.

No. XXXVI.

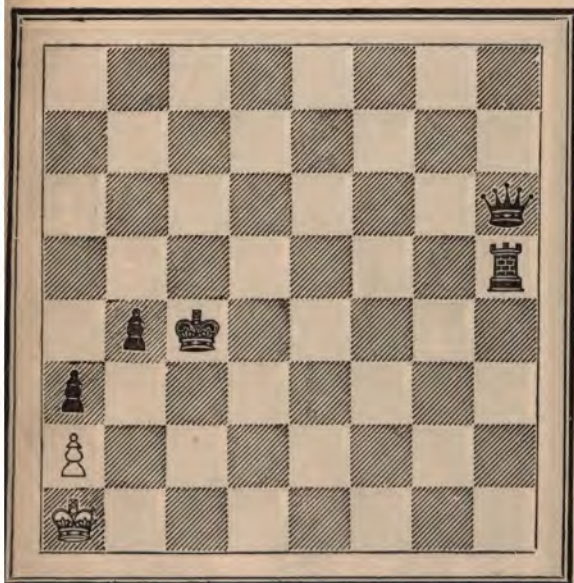
From MAUVILLON.



White to Checkmate with the Pawn, in thirteen Moves, without taking any of Black's Pawns — If instead of the R. at Q. R. 3d sq., you had a Kt. on the same sq., and if the Q. were on K. sq. instead of where she now stands, you could Mate with the P. under the same circumstances, in fifty-seven Moves.

No. XXXVII.

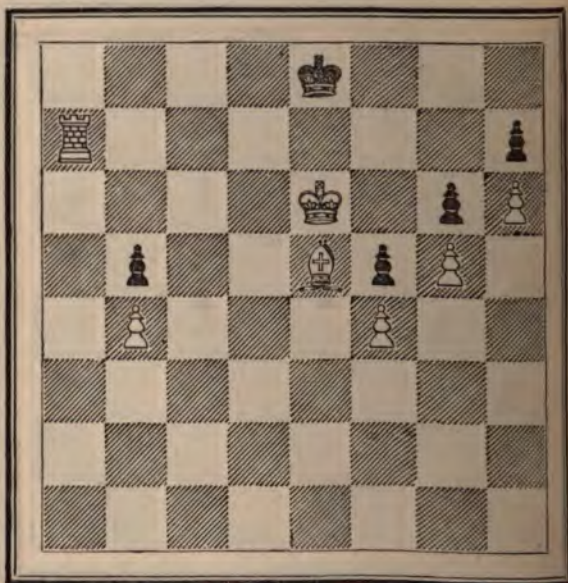
From Кочн.



Black to Mate with Q. Kt. P. in eleven Moves, without taking the adverse Pawn.—White to move.

No. XXXVIII.

By MANTEUFEL, of Leipzig.



White to Mate with Q. Kt. P., in thirteen Moves, without taking any Pawn.

No. XXXIX.

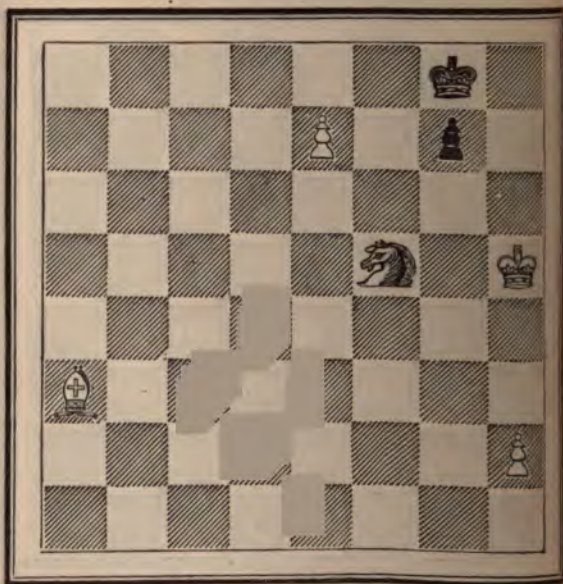
From MAUVILLON.



White to Mate with either P., in eight Moves, without taking either P.

No. XL.

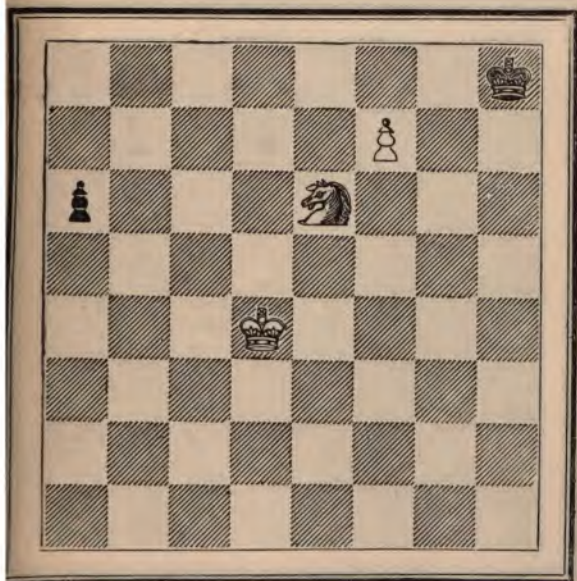
From MAUVILLON.



White has the Move, and compels Black to give Check-mate in ten Moves.

No. XLI.

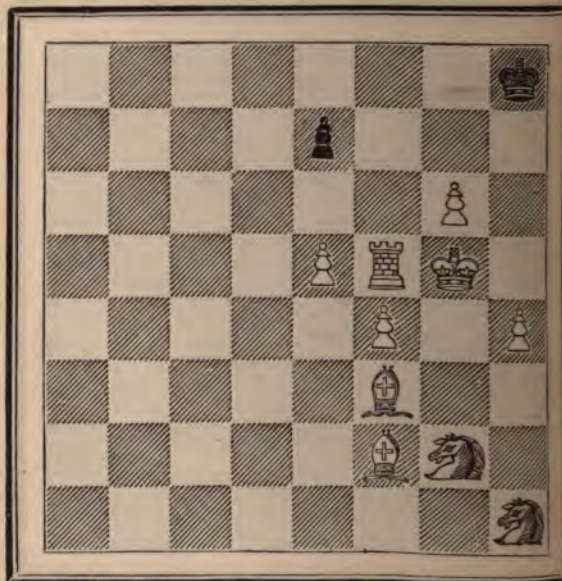
From MAUVILLON.



White having the Move, compels Black to give him Stalemate in twenty-two Moves.

No XLII.

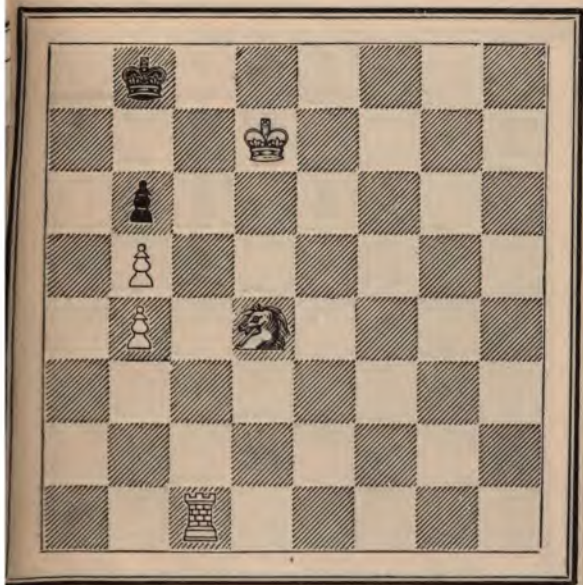
From MAUVILLON.



White has the Move, and compels Black to Mate in eleven Moves.

No. XLIII.

From MAUVILLON.



White to Checkmate with the hinder Pawn, in seven Moves, without taking the Black Pawn.

No. XLIV.

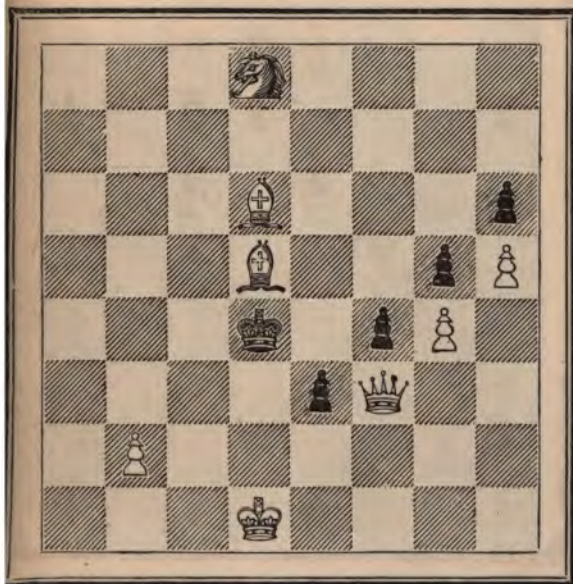
By MENDHEIM.



White to Checkmate in six Moves.

No. XLV.

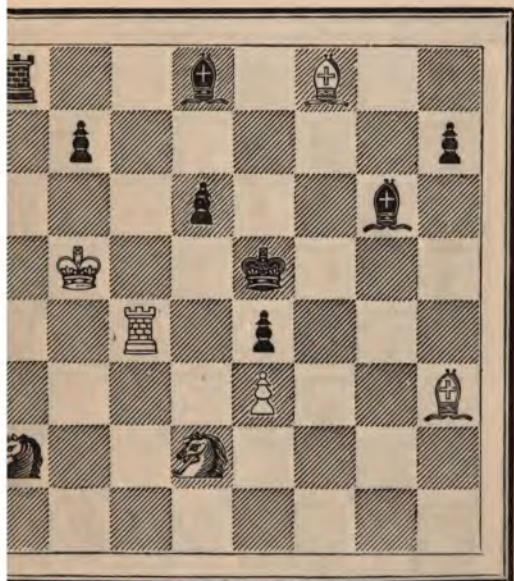
By MENDHEIM.



In this curious situation, White is bound to give Checkmate in fifteen Moves, without playing any other piece than the Knight.

No. XLVII.

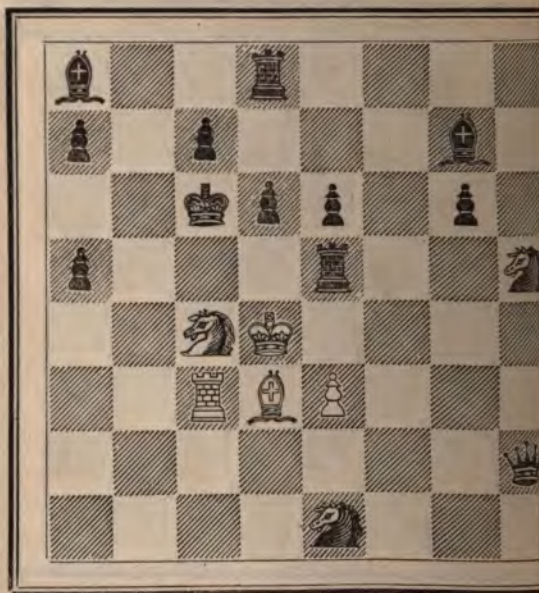
By MENDHEIM.



White to Checkmate in eight Moves.

No. XLVIII.

By MENDHEIM.



White has the Move, and although weak in force, superior in position, that he undertakes to give Checkmate a series of Moves.

No. XLIX.

By MENDHEIM.



White gives Mate in thirteen Moves.

No. L.

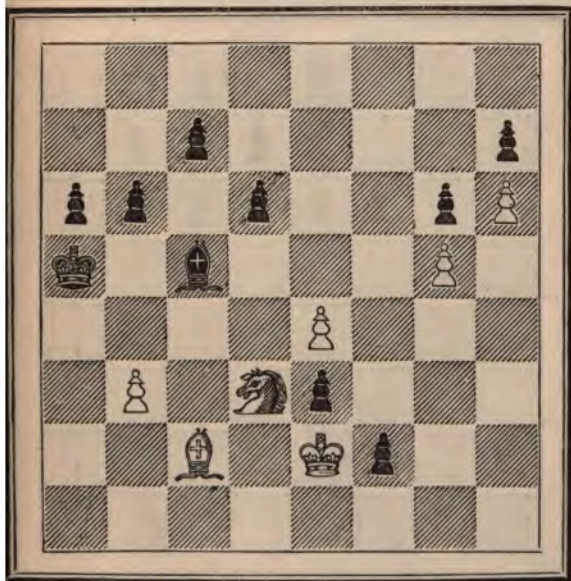
By MENDHEIM.



White engages to Checkmate in nine Moves.

No. LI.

By MAUVILLON.



White having the Move, can win the Game without difficulty.

No. LII.

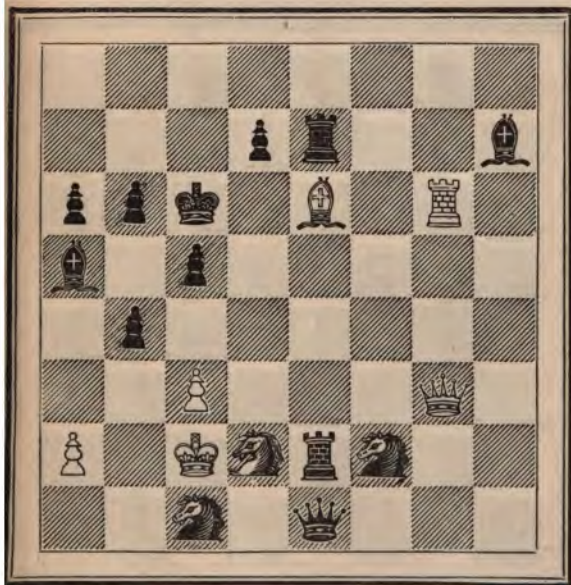
By MENDHEIM.



In this position White can Checkmate in ten Moves.

No. LIII.

By SCHMIDT.



White has the Move, and, by scientific play, forces a drawn Game.

No. LIV.

By SCHMIDT.



White to move, and draw the Game.

No. LV.

By MENDHEIM.



White proposes to Checkmate, in twelve Moves, on these conditions:—White will move no other pieces than the Knights, and will give the Mate at Q. R. 2d sq.

SOLUTIONS
OF THE
CHESS PROBLEMS.

SOLUTIONS
OF THE
CHESS PROBLEMS.

It is understood that **WHITE** have always the first move, unless otherwise specified; and the **WHITE PAWNS** are represented throughout as moving upwards on the board.

No. I.

WHITE.

BLACK.

1. Rook to Q. 6th square.

If he play K. to Kt. 4th sq., you check with R. at K. Kt. 6th sq.; he then, as his best move, returns to B. 4th sq., on which you check with K. B., and Mate next move.

K. to K. 4th sq.

2.- R. to K. Kt. 6th sq.

K. moves.

3. B. checks, and White mates next move.

No. II.

WHITE.

BLACK.

1. K. to Q. B. 5th square. K. moves.
2. Kt. to Q. B. 4th sq. ch. K. moves.
3. Kt. to Q. 6th sq. ch., and then Mates with R.—You will observe that if, in the original position, your K. were at Q. 5th sq., the Mate might be given in three moves.

 No. III.

WHITE.

BLACK.

1. R. to adv. Q. Kt. sq. ch. K. to R. 3d square, as best.
2. R. to adv. Q. R. sq. ch. K. to Kt. 4th sq.
3. R. takes Q. R. P. ch. K. or P. takes R.
4. R. checks, and Queens the Pawn, &c. ; having sufficient advantage to ensure the winning of the game.

 No. IV.

WHITE.

BLACK.

1. Q. to K. Kt. 5th sq. ch. K. to R. 6th square.
2. B. takes P. ch. Q. P. takes B.

WHITE.

BLACK.

- | | |
|-------------------------|---|
| 3. K. to K. Kt. sq. | K. R. P. advances. [A.] [B.] |
| 4. B. to K. B. 2d sq. | Q. P. advances.—If he play
Q. B. P., you must move
K. to R. sq. |
| 5. Kt. checks. | Q. P. takes Kt. |
| 6. R. checks. | P. interposes. |
| 7. K. to K. R. sq. | Q. B. P. two sq.—If he play
this P. only one sq., he pro-
tracts the finish one move. |
| 8. Q. B. to K. Kt. sq. | Q. B. P. advances. |
| 9. R. to Q. R. 3d sq. | Q. B. P. advances. |
| 10. Q. to K. Kt. 2d sq. | P. takes Q.—Mate. |

 [A.]

WHITE.

BLACK.

- | | |
|---|-----------------|
| 3. | Q. P. advances. |
| 4. Kt. checks, and the position speedily resolves itself into the same as before. | |

 [B.]

WHITE.

BLACK.

- | | |
|---|----------------------|
| 3. | Q. B. P. one square. |
| 4. B. to K. B. 2d sq., &c.; as in the first method of play. | |

No. V.

IN THE FIRST PLACE.

To compel Black to Mate with K. Kt. P.

WHITE.

1. Q. B. to Kt. 3d sq. ch.
2. R. to K. R. 4th sq. ch.
3. K. B. to K. 6th sq. ch.
4. B. to K. B. 2d sq.
5. K. to K. R. sq.
6. R. takes P.
7. Q. to K. Kt. 3d sq. ch.
8. Q. B. to K. Kt. sq.

BLACK.

- K. to K. R. 6th square.
 P. takes R.
 Q. P. takes B.
 Doubled P. moves.
 Doubled P. moves. — Black may sometimes vary his moves, but in that case you will easily discover from the accompanying guide how to act in order to bring the pieces into the required position.
 K. P. two squares.
 P. takes Q.
 P. checkmates.

IN THE SECOND PLACE.

To compel Black to Mate with Q. P.

WHITE.

BLACK.

- | | |
|---|----------------|
| 1. Q. B. to Kt. 3d sq. ch. | K. moves. |
| 2. R. checks. | P. takes R. |
| 3. K. B. to K. 6th sq. ch. | Q. P. takes B. |
| 4. B. to K. B. 2d sq. | P. moves. |
| 5. Kt. checks. | P. takes Kt. |
| 6. R. checks. | P. interposes. |
| 7. K. to K. R. sq. | K. P. moves. |
| 8. Q. B. to K. Kt. sq., and the denouement is obvious ;
the position being very similar to No. IV. | |

 IN THE THIRD PLACE.

To compel Black to Mate with K. P.

WHITE.

BLACK.

- | | |
|------------------------|----------------------|
| 1. B. ch. as before. | K. to R. 6th square. |
| 2. R. checks. | P. takes R. |
| 3. K. B. to K. 6th sq. | Q. P. takes B. |
| 4. B. to B. 2d sq. | Doubled P. moves. |
| 5. Kt. checks. | P. takes Kt. |
| 6. R. checks. | P. interposes. |
| 7. K. to K. R. sq. | K. P. two sq. |

WHITE.

8. B. to K. Kt. sq.
 9. R. takes P. ch.
 10. Q. to Kt. 2d sq. ch.

BLACK.

- K. P. advances.
 P. takes R.
 P. takes Q.—Mate.

No. VI.

WHITE.

1. R. checks.
 2. Q. to K. R. 7th sq. ch.
 3. R. checks.
 4. Q. to B. 7th sq. ch.
 5. R. checks.
 6. Q. to Q. 7th sq. ch.
 7. R. to Q. Kt. 4th sq. ch.
 8. Q. to adv. Q. B. sq. ch.
 9. K. to Q. B. 6th sq.
 10. Q. to adv. Q. sq.
 11. Q. to K. 7th sq.
 12. P. advances.
 13. Q. to Q. Kt. 7th sq. ch.
 14. R. to Q. R. 4th sq. ch.
 15. P. gives Checkmate.—There is another method of

BLACK.

- K. to Kt. square.
 K. to B. sq.
 K. to K. sq.
 K. to Q. sq.
 K. to Q. B. sq.
 K. moves.
 K. to corner.
 K. to Q. R. 2d sq.
 P. moves.
 K. to R. 3d sq.
 K. to Q. R. 4th sq.
 K. returns.
 K. attacks R.
 P. takes R.

by which this Checkmate may be forced in fourteen moves.
 —I leave this to be solved by the student.

No. VII.

IN THE FIRST PLACE.

To Mate with the first or most advanced Pawn.

- | WHITE. | BLACK. |
|-----------------------------|-----------------|
| 1. Kt. to Q. R. 6th sq. ch. | Kt. interposes. |
| 2. K. moves. | P. takes Kt. |
| 3. P. gives Checkmate. | |
-

IN THE SECOND PLACE.

To Mate with the second Pawn.

- | WHITE. | BLACK. |
|-----------------------------|-----------------|
| 1. Kt. to Q. R. 6th sq. ch. | Kt. interposes. |
| 2. Q. to Q. B. 7th sq. | P. takes Kt. |
| 3. P. checks. | K. moves. |
| 4. P. gives Checkmate. | |
-

IN THE THIRD PLACE.

To Mate with the third Pawn.

- | WHITE. | BLACK. |
|-----------------------------|-----------------|
| 1. Kt. to Q. R. 6th sq. ch. | Kt. interposes. |
| 2. Q. to K. Kt. square. | P. takes Kt. |

WHITE.	BLACK.
3. Q. to Q. R. sq.	P. on.
4. K. to Q. B. 5th sq.	P. on.
5. K. to Q. B. 4th sq.	P. on.
6. K. to Q. B. 5th sq.	P. on.
7. Q. to K. sq.	P. Queens.
8. P. checks, &c.	

IN THE FOURTH PLACE.

To Mate with the fourth Pawn.

WHITE.	BLACK.
1. Kt. to Q. R. 6th sq. ch.	Kt. interposes.
2. Q. to K. Kt. square.	P. takes Kt.
3. Q. to Q. R. sq.	P. on.
4. K. to Q. B. 5th sq.	P. on.
5. The Pawns now advance in succession, and the fourth Checkmates.	

IN THE FIFTH PLACE.

To Mate with the fifth and last Pawn.

WHITE.	BLACK.
1. Kt. to Q. R. 6th sq. ch.	Kt. interposes.
2. Q. to K. Kt. square.	P. takes Kt.

WHITE.

BLACK.

♞. to Q. R. sq. P. on.

♞. to Q. R. 2d sq. P. on.

♞. to K. B. 5th sq. P. on.

The Pawns advance as before, checking in rotation; and
1st Pawn gives Checkmate.

No. VIII.

WHITE.

BLACK.

♞t. from Kt. 4th sq. ch. K. to Q. 2d square.

♞. to Q. B. 8th sq. ch. K. moves.

♞. to adv. Q. sq. ch. K. to Q. B. 4th sq. (best.)

♞. to Q. 4th sq. ch. K. moves.

♞. to Q. Kt. 4th sq. ch. K. moves.

♞. to Q. R. 5th sq. ch. K. moves.

♞. takes B., and gives Checkmate.

No. IX.

WHITE.

BLACK.

♞. B. to K. Kt. 7th sq. ch. K. to K. Kt. square.

R. checks. K. to B. 2d sq.

R. takes Q. ch. K. to K. 3d sq.

R. to K. B. 6th sq. ch. K. to Q. 4th sq.

WHITE.

BLACK.

- | | |
|-------------------------------------|---------------------|
| 5. R. to Q. 6th sq. ch. | K. to K. 5th sq. |
| 6. R. to Q. 4th sq. ch. | K. to K. B. 6th sq. |
| 7. R. to K. B. 4th sq. ch. | K. to K. 7th sq. |
| 8. R. to K. B. 2d sq. ch. | K. to Q. 6th sq. |
| 9. B. checks. | K. to K. 5th sq. |
| 10. R. to K. B. 4th sq. ch. | K. to Q. 4th sq. |
| 11. R. to Q. 4th sq. ch. | K. to K. 3d sq. |
| 12. R. to Q. 6th sq. ch. | K. to K. B. 2d sq. |
| 13. R. to K. B. 6th sq. ch. | K. to K. Kt. sq. |
| 14. R. checks, and Mates next move. | |

 No. X.

WHITE.

BLACK.

- | | |
|---|------------------|
| 1. R. from Kt. 6th to Kt. 7th square, ch. | K. to R. 3d sq. |
| 2. P. checks. | P. takes P. |
| 3. R. to Kt. 6th sq. ch. | K. to R. 2d sq. |
| 4. R. to Q. R. 6th sq. ch. | K. takes R. |
| 5. P. takes P. ch. | K. to R. 2d sq. |
| 6. P. advances, ch. | K. to R. 3d sq. |
| 7. R. to adv. Q. R. sq. ch. | K. to Kt. 2d sq. |
| 8. P. checks. | K. takes R. |
| 9. P. checks. | K. to R. 2d sq. |
| 10. Kt. to Q. Kt. 5th sq. ch. | K. to R. 3d sq. |
| 11. Kt. to Q. B. 7th sq. ch. and then Mates with B. | |

No. XI.

WHITE.

BLACK.

1. Q. Kt. P. advances.

If Black advance Q. R. P.,
you move the King down, as
in the following mode of play.

2. P. takes P.

P. takes P.

3. K. to Q. 4th sq.

K. R. P. advances.

4. K. to Q. B. 5th sq.

K. R. P. advances.

5. K. to Q. 6th sq.

K. R. P. advances.

6. K. to Q. B. 7th sq.

K. R. P. advances.

7. R. takes Kt., giving Checkmate.

P. Queens.

No. XII.

WHITE.

BLACK.

1. R. from Q. R. 7th, to Q. 7th square.
K. moves.

2. K. to Q. 6th sq.

K. moves.

3. K. to Q. B. 7th sq.

K. moves.

4. K. to adv. Q. sq.

K. moves.

5. R. from Q. 7th sq. ch., and then P. Mates.

No. XIII.

WHITE.

BLACK.

- | | |
|--|------------------------|
| 1. Kt. checks. | R. must take Kt. |
| 2. Q. takes R. ch. | K. to Q. B. 2d square. |
| 3. R. checks. | K. to Q. 3d sq. |
| 4. Q. to adv. Q. sq. ch., and Mates next move, taking B. | |
-

No. XIV.

WHITE.

BLACK.

- | | |
|---|-----------------|
| 1. Kt. from Q. Kt. 4th, to
Q. B. 6th square, ch. | K. moves. |
| 2. R. takes P. ch. | K. takes R. |
| 3. R. checks. | K. to Q. B. sq. |
| 4. Kt. to K. 7th sq. ch., and Mates next move. | |
-

No. XV.

WHITE.

BLACK.

- | | |
|--------------------------------------|----------------------|
| 1. Q. takes P. ch. | K. takes Q. |
| 2. Q. B. P. checks. | K. to K. 4th square. |
| 3. Q. P. ch., and then Mates with B. | |

No. XVI.

- | WHITE. | BLACK. |
|---|-----------------|
| 1. Q. to K. B. 7th sq. ch. | K. to corner. |
| 2. Kt. checks. | P. takes Kt. |
| 3. R. ch. | Kt. interposes. |
| 4. R. takes Kt. ch. | P. takes R. |
| 5. B. takes P. ch., and Mates on the next move. | |
-

No. XVII.

- | WHITE. | BLACK. |
|---|-----------------------|
| 1. Q. takes Kt. ch. | P. takes Q. |
| 2. Kt. checks. | K. to Kt. 6th square. |
| 3. R. takes P. ch. | B. takes R. |
| 4. R. takes B. ch. | R. takes R. |
| 5. Kt. gives the <i>coup-de-grace</i> . | |
-

No. XVIII.

- | WHITE. | BLACK. |
|----------------------------|-------------|
| 1. R. to Q. Kt. 3d sq. ch. | K. moves. |
| 2. R. takes Kt. ch. | P. takes R. |

WHITE.

BLACK.

3. Q. B. to K. 7th sq. ch. B. interposes.
 4. Q. to K. Kt. 5th sq. ch. B. interposes, as best.
 5. Q. takes B. ch. Q. takes Q.
 6. Q. P. checks. R. takes Q. P.
 7. K. P. takes R., giving Checkmate.
-

No. XIX.

WHITE.

BLACK.

1. Q. B. checks. R. interposes.
 2. Kt. to K. 7th square, ch. Q. interposes.
 3. Q. to Kt. 8th sq. ch. Q. takes Q.
 4. Kt. takes P. ch. R. takes Kt.
 5. Kt. checks. K. moves.
 6. K. B. to K. B. 5th sq., discovering Mate.
-

No. XX.

WHITE.

BLACK.

1. Kt. to K. B. 5th sq. ch. K. moves.
2. R. checks. R. interposes.
3. Kt. to Q. Kt. 3d sq. ch. Q. takes Kt. ch.
4. Q. B. P. takes Q., and Checkmates next move.

No. XXI.

WHITE.

BLACK.

1. Kt. to Q. Kt. 5th square. K. to corner.—If he move P.,
you advance Q. B. P. one
sq., &c.
 2. R. to Q. Kt. 2d sq. ch. K. to Q. Kt. sq.
 3. Kt. to Q. 6th sq. P. moves.
 4. Q. B. P. advances, and then gives the Mate.
-

No. XXII.

WHITE.

BLACK.

1. Q. to K. B. 7th sq. ch. K. to Q. B. square.
2. Q. to adv. K. sq. ch. K. to Q. Kt. 2d sq.
3. Q. to Q. 7th. sq. ch. K. to Q. Kt. sq. for if he play
to Q. R. 3d sq. you check
at Q. Kt. 5th sq., and
mate next move.
4. K. to Q. Kt. 6th sq., and wins without difficulty.

No. XXIII.

WHITE.

BLACK.

1. K. to Q. B. 3d square. K. to Q. R. 7th sq.
 2. K. to Q. Kt. 4th sq. K. to corner.
 3. K. to Q. R. 4th sq. K. moves.
 4. Kt. to Q. B. 3d sq. ch. K. to corner.
 5. Knight gives checkmate.
-

No. XXIV.

WHITE.

BLACK.

1. Q. to Q. R. 5th square ch. Q. interposes ch.
2. Q. takes Q. ch. P. takes Q.
3. Kt. to Q. Kt. 4th sq.—If Black now advance Q. you move K. to Q. B. 2d sq.; but if instead he Q. P., you take it with Kt.: in either case the Mate sently forced, and is given in some Variations by l Q. B. 2d sq., and in others on Q. Kt. 3d sq.—I pur further detail.

No. XXV.

WHITE.

BLACK.

1. K. B. P. two square, ch. Kt. takes P.
2. P. takes Kt. ch. Q. takes P.
3. B. to K. Kt. 3d sq.

If he take B. he gives you
Stalemate; and if
B. checks.

4. K. to R. 2d sq.—The Game is drawn.
-

No. XXVI.

WHITE.

BLACK.

1. R. checks. R. takes R.
 2. Kt. to Kt. 6th sq. ch. K. to K. Kt. sq.
 3. Kt. takes P. ch. and draws by a perpetual check.
-

No. XXVII.

WHITE.

BLACK.

1. B. checks. B. must take B.
2. Q. takes K. R. P. ch. Q. takes Q.

Stalemate.

No. XXVIII.

WHITE.

BLACK.

- | | |
|---------------------------|-----------------|
| 1. R. checks. | K. takes R. |
| 2. R. checks. | K. moves. |
| 3. B. checks. | Q. must take B. |
| 4. R. checks. | K. takes R. |
| 5. Q. takes Q. Kt. P. ch. | B. takes Q. |

Stalemate.

No. XXIX.

WHITE.

BLACK.

- | | |
|-------------------------------|----------------------|
| 1. K. to Kt. 5th sq. dis. ch. | Q. must take R. [A.] |
| 2. R. checks. | B. takes R. |

Stalemate.

[A.]

WHITE.

BLACK.

- | | |
|--|-----------------|
| | K. moves. |
| 2. R. checks. | K. to Q. B. sq. |
| 3. R. to adv. Q. R. sq. ch. and Mates next move. | |

No. XXX.

WHITE.

BLACK.

- | | |
|--|---|
| 1. Castles, chg.—This move
is difficult to see. | K. to K. 2d sq. |
| 2. R. to K. square. | K. to K. B. 3d sq. |
| 3. R. to K. 6th sq. ch. | K. to K. B. 4th sq. |
| 4. Kt. to K. 3d sq. ch. | K. to K. B. 5th sq. |
| 5. Kt. to Q. 3d sq. ch. | K. to K. Kt. 6th sq. |
| 6. R. checks. | K. takes P.—The result is
sufficiently obvious if he
choose the other move. |
| 7. R. checks. | K. takes B. to avoid Check-
mate. |
| 8. Kt. to K. B. 4th sq. ch. | K. to R. 3d sq. |
| 9. R. gives Checkmate. | |

 No. XXXI.

WHITE.

BLACK.

- | | |
|----------------------------|--|
| 1. B. checks. | R. interposes. |
| 2. K. B. to K. 6th square. | Q. Kt. P. advances.—If he ad-
vance K. R. P. the result
is the same. |

WHITE.

BLACK.

- | | |
|----------------------------------|---------------------|
| 3. K. B. to Q. 7th sq. | Q. Kt. P. goes on. |
| 4. K. to B. 7th sq. | Q. Kt. P. advances. |
| 5. K. to K. 8th sq. | Q. Kt. P. advances. |
| 6. K. to Q. 8th sq. | P. Queens. |
| 7. B. takes R. giving Checkmate. | |
-

No. XXXII.

WHITE.

BLACK.

- | | |
|------------------------------|---|
| 1. Kt. to K. 2d square. | K. to Kt. sq. [A.] |
| 2. K. to K. 7th sq. | K. to R. sq.—If he play
2d sq. you move a
[A.] |
| 3. K. to adv. K. B. sq. | K. to R. 2d sq. |
| 4. K. to K. B. 7th sq. | K. to R. sq. |
| 5. K. to K. B. 4th sq. | P. moves.—If he play K
moves are not difficul
discover with the ac
panying variations. |
| 6. Kt. to K. Kt. 6th sq. ch. | K. moves. |
| 7. Kt. to K. B. 8th sq. ch. | K. to corner. |
| 8. Kt. to K. 7th sq. | P. Queens. |
| 9. Kt. gives Checkmate. | |

[A.]

If he move K. to K. R. 2d sq., you oppose him with K. to K. B. 7th sq., and the position resolves itself into the main of play you have just examined.

No. XXXIII.

WHITE.

BLACK.

1. K. B. to K. 2d square ch. K. to Q. R. 5th sq.
2. K. B. to Q. B. 4th sq. Q. Kt. P. advances.
3. K. B. to Q. R. 2d sq. Q. Kt. P. moves on.
4. K. to Q. B. 4th sq., and Checkmates next move.

No. XXXIV.

White, having the move, plays thus :

WHITE.

BLACK.

1. Kt. to Q. Kt. 5th sq. ch. K. to Kt. sq. as best.
2. Q. R. checks. K. takes Q. R.
3. R. to Q. B. 8th sq. ch. K. to Kt. 2d sq.
4. Kt. Checks, and Mates next move with R.

Black has the move, and plays as follows:

BLACK.

WHITE.

1. R. takes K. B. P. ch. K. must take R.
2. R. to K. 7th square ch. K. to K. B. sq.
3. Kt. to Q. 7th sq. ch. K. to Kt. sq.
4. Kt. from Q. 4th to K. B. 6th sq. ch., and Mates!
move with R.

No. XXXV.

WHITE.

BLACK.

1. K. B. to K. 4th square ch. K. takes B. as best.
2. Q. P. checks. K. takes Kt. [A.]
3. R. checks. K. to Q. 3d sq.
4. R. to Q. B. 6th sq. ch. K. to Q. 4th sq.
5. Kt. to K. 7th sq. ch. R. takes Kt.
6. R. gives Checkmate.

[A.]

WHITE.

BLACK.

3. K. P. checks. K. to K. B. 4th square.
4. R. checks. K. to Kt. 4th sq.
5. Kt. to K. B. 6th sq. ch. K. to R. 4th sq.
6. Kt. takes R. and Checkmates. R. takes Kt.

No. XXXVI.

WHITE.

BLACK.

- | | |
|---------------------------------|---------------------------|
| 1. Q. to K. Kt. 4th square. | K. to corner. |
| 2. Q. to adv. Q. B. sq. ch. | K. to R. 2d sq. |
| 3. K. to Q. 7th sq. | K. to Q. Kt. 3d sq. |
| 4. Q. to Q. B. 7th sq. ch. | K. to Q. Kt. 4th sq. |
| 5. Q. R. to Q. R. 2d sq. | K. to Q. Kt. 5th sq. [A.] |
| 6. K. to adv. Q. B. sq. | K. to Q. Kt. 4th sq. |
| 7. K. to Q. Kt. 7th sq. | K. to Q. Kt. 5th sq. |
| 8. Q. to Q. 5th sq. | K. to Q. Kt. 4th sq. |
| 9. Q. to adv. Q. Kt. sq. | K. to Q. Kt. 5th sq. |
| 0. K. to Q. Kt. 6th sq. | Q. R. P. advances. |
| 1. K. to Q. B. 7th sq. dis. ch. | K. to Q. R. 5th sq. |
| 2. R. to K. R. 3d sq. | P. advances. |
| 3. P. gives Checkmate. | |

[A.]

WHITE.

BLACK.

- | | |
|--|---------------------|
| 5. | Q. R. P. advances. |
| 5. Q. to Q. Kt. 7th sq. ch. | K. to Q. R. 5th sq. |
| 7. R. to K. R. 3d square. | P. moves. |
| 3. P. gives the <i>coup-de-grace</i> . | |

No. XXXVII.

WHITE.	BLACK.
1. K. to Q. Kt. square.	Q. to Q. 7th sq.
2. K. to corner.	K. to Q. B. 3d sq.
3. K. to Q. Kt. sq.	R. to Q. R. 4th sq.
4. K. to corner.	R. to Q. R. 5th sq.
5. K. to Kt. sq.	Q. to Q. B. 7th sq. ch.
6. K. to corner.	Q. to Q. Kt. 3d sq.
7. P. takes Q.	Q. R. P. moves on.
8. P. takes R.	K. to Q. Kt. 6th sq.
9. P. advances.	K. to Q. R. 6th sq., then vances the P. and Ch mates.

No. XXXVIII.

WHITE.	BLACK.
1. B. to K. Kt. 7th square.	K. to Q. sq.
2. R. to K. 7th sq.	K. to Q. B. sq.
3. R. to Q. 7th sq.	K. to Q. Kt. sq.
4. K. to Q. 6th sq.	K. anywhere.
5. K. to Q. B. 6th sq.	K. to Q. Kt. sq.
6. R. to Q. B. 7th sq.	K. to corner.

WHITE.

BLACK.

- | | |
|-------------------------|------------------|
| 7. K. to Q. Kt. 6th sq. | K. to Q. Kt. sq. |
| 8. B. to K. 5th sq. | K. to corner. |
| 9. R. to Q. B. 4th sq. | P. must take R. |
| 0. K. to Q. R. 6th sq. | P. advances. |
| 1. Q. Kt. P. advances. | P. advances. |
| 2. Q. Kt. P. advances. | P. Queens. |
| 3. P. gives Checkmate. | |

 No. XXXIX.

WHITE.

BLACK.

- | | |
|--|-----------------|
| 1. K. R. to R. 7th square. | K. to Q. 3d sq. |
| 2. Kt. to Q. 3d sq. | K. moves. |
| 3. Q. R. to Q. Kt. 7th sq. | K. moves. |
| 4. Kt. to K. 5th sq. | K. to K. 3d sq. |
| 5. K. R. to K. B. 7th sq. | K. to Q. 3d sq. |
| 5. Q. R. ch. at Q. 7th sq. | K. to K 3d sq. |
| 7. Having made Black take
up this position, you give
the Mate with either Pawn,
by sacrificing the Kt. on
the side you want to Mate.
Supposing then, you wish
to Checkmate with K. B. P. | |

SOLUTIONS OF THE

WHITE.

BLACK.

Kt. to K. Kt. 4th sq. P. takes Kt.

8. P. goes on, and Checkmates.

No. XL.

WHITE.

BLACK.

- | | |
|------------------------------|-------------------------|
| 1. P. Queens chg. | K. to R. 2d sq. |
| 2. Q. to K. Kt. 6th sq. chg. | K. to R. sq. [A.] |
| 3. K. R. P. two sq. | K. to Kt. sq. |
| 4. Kt. to R. 6th sq. ch. | K. to corner. |
| 5. Kt. to K. Kt. 4th sq. | K. to Kt. sq. |
| 6. B. to K. 7th sq. | K. to corner. |
| 7. Q. to K. 8th sq. ch. | K. to R. 2d sq. |
| 8. Q. to K. B. 7th sq. | K. to corner. |
| 9. Q. to K. B. 8th sq. ch. | K. moves. |
| 10. B. to K. Kt. 5th sq. | P. must give Checkmate. |

[A.]

WHITE.

BLACK.

- | | |
|--------------------------|---------------|
| 2. | K. to Kt. sq. |
| 3. Kt. to R. 6th sq. ch. | K. to corner. |

WHITE.

BLACK.

- | | |
|--------------------------|-----------------|
| 4. Kt. to K. Kt. 4th sq. | K. to Kt. sq. |
| 5. K. R. P. two sq. | K. to corner. |
| 6. B. to K. 7th sq. | K. to Kt. sq. |
| 7. B. to K. Kt. 5th sq. | K. to K. R. sq. |
| 8. Q. to adv. K. sq. ch. | K. moves. |
| 9. Q. to adv. K. B. sq. | P. Checkmates. |

 No. XLI.

WHITE.

BLACK.

- | | |
|-----------------------------|---|
| 1. P. Queens chg. | K. to R. 2d sq. |
| 2. Kt. to K. B. 4th square. | P. advances. |
| 3. K. to Q. B. 3d sq. | P. advances. |
| 4. K. to Q. Kt. 2d sq. | P. checks. |
| 5. K. to Q. R. sq. | P. moves on. |
| 6. Q. to K. B. 6th sq. | K. to K. Kt. sq. |
| 7. Q. to K. R. 6th sq. | K. to K. B. 2d sq. |
| 8. Q. to K. Kt. 6th sq. ch. | K. to K. 7th sq.—If he go to
any other square it is easy
to resolve the situation
into the following train of
play. |
| 9. Kt. to Q. 5th sq. ch. | K. to K. B. sq.—As before
observed, Black may now |

WHITE.

BLACK.

vary his move, but with the accompanying solution it is not difficult to find out the mode of winning, though the great space they would occupy prevents my giving all the Variations.

- | | |
|-----------------------------|--|
| 10. Q. to K. R. 7th sq. | K. to his own sq. |
| 11. Q. to K. Kt. 7th sq. | K. to his Q. sq. |
| 12. Q. to K. B. 7th sq. | K. to Q. B. sq. |
| 13. Q. to K. 7th sq. | K. to Q. Kt. sq. |
| 14. Q. to Q. 7th sq. | K. to Q. R. sq. |
| 15. Q. to Q. B. 8th sq. ch. | K. to Q. R. 2d sq. |
| 16. Kt. to Q. B. 3d sq. | K. to Q. Kt. 3d sq. |
| 17. Kt. to Q. Kt. 5th sq. | K. to Q. R. 4th sq. [A.] |
| 18. Q. to Q. B. 6th sq. | K. moves. |
| 19. Kt. to Q. R. 3d sq. | K. takes Kt. |
| 20. Q. to Q. Kt. 7th sq. | K. to Q. R. 5th sq. |
| 21. Q. to Q. Kt. 6th sq. | K. to Q. R. 6th sq. |
| 22. Q. to Q. Kt. 3d sq. ch. | K. is forced to take Q., and in
so doing gives Stalemate. |

 [A.]

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|-----------------------------|-------------------------|
| 17. | K. takes Kt. |
| 18. Q. to Q. B. 7th square. | K. to Q. R. 3d sq. [B.] |

- | WHITE. | BLACK. |
|-----------------------------|------------------------|
| 19. Q. to adv. Q. Kt. sq. | K. to Q. R. 4th sq. |
| 20. Q. to Q. Kt. 7th sq. | K. to Q. R. 5th sq. |
| 21. Q. to Q. Kt. 6th sq. | K. to Q. R. 6th sq. |
| 22. Q. to Q. Kt. 3d sq. ch. | K. takes Q.—Stalemate. |



[B.]

- | WHITE. | BLACK. |
|-----------------------------|----------------------|
| 18. | K. to Q. Kt. 5th sq. |
| 19. Q. to Q. B. 6th square. | K. to Q. Kt. 6th sq. |
| 20. Q. to Q. B. 5th sq. | K. to Q. R. 5th sq. |

The remainder is obvious.



No. XLII.

- | WHITE. | BLACK. |
|----------------------------|---------------|
| 1. K. P. moves. | K. any where. |
| 2. K. R. P. advances. | K. moves. |
| 3. Q. B. to K. R. 4th sq. | K. moves. |
| 4. K. B. to K. Kt. 4th sq. | K. moves. |

WHITE.	BLACK.
5. Kt. to K. B. 2d sq.	K. moves.
6. Kt. to K. 4th sq.	K. moves.
7. R. to Q. 5th sq.	K. to K. B. sq.—He has dently no better move.
8. K. B. P. moves.	K. to K. sq.—The student find that the denouer could not be protracted playing any other mov
9. Kt. to K. B. 4th sq.	K. to K. B. sq.
10. R. checks.	K. moves.
11. Kt. to K. B. 6th sq.	P. takes Kt.—Mate.

 No. XLIII.

WHITE.	BLACK.
1. R. to Q. B. 7th square.	K. to corner.
2. Kt. to Q. Kt. 3d sq.	K. away.
3. K. to Q. B. 6th sq.	K. to Q. R. sq.
4. R. to Q. B. 8th sq. ch.	K. removes.
5. Kt. to Q. R. 5th sq.	P. must take Kt.
6. P. checks.	K. to Q. R. 3d sq.
7. The other P. gives Checkmate.	

No. XLIV.

WHITE.

BLACK.

- | | |
|---------------------------------------|----------------|
| 1. R. checks. | R. interposes. |
| 2. Kt. takes either P. ch. | P. takes Kt. |
| 3. Q. to K. B. 7th sq. ch. | K. takes Q. |
| 4. R. to K. Kt. 7th sq. ch. | K. moves. |
| 5. K. B. to Q. 7th sq. ch. | Kt. takes B. |
| 6. P. takes Kt., and gives Checkmate. | |
-

No. XLV.

WHITE.

BLACK.

- | | |
|-------------------------------|------------------|
| 1. Kt. to K. 6th square, chg. | K. to Q. 6th sq. |
| 2. Kt. to K. Kt. 7th sq. | K. returns. |
| 3. Kt. to K. B. 5th sq. | K. to Q. 6th sq. |
| 4. Kt. takes K. R. P. | K. to Q. 5th sq. |
| 5. Kt. to K. B. 5th sq. ch. | K. to Q. 6th sq. |
| 6. Kt. to K. Kt. 7th sq. | K. to Q. 5th sq. |
| 7. Kt. to K. 6th sq. ch. | K. to Q. 6th sq. |
| 8. Kt. takes K. Kt. P. | K. to Q. 5th sq. |
| 9. Kt. to K. 6th sq. ch. | K. moves. |
| 10. Kt. takes K. B. P. ch. | K. to Q. 5th sq. |

WHITE.

BLACK.

- | | |
|---|------------------|
| 11. Kt. to K. 2d sq. ch. | K. to Q. 6th sq. |
| 12. Kt. to K. Kt. 3d sq. | K. to Q. 5th sq. |
| 13. Kt. to K. B. 5th sq. ch. | K. to Q. 6th sq. |
| 14. Kt. takes K. P., and Mates next move. | |

 No. XLVI.

WHITE.

BLACK.

- | | |
|---|---------------------|
| 1. Q. to Q. B. 5th sq. ch. | K. to K. 3d square. |
| 2. Q. to K. 5th sq. ch. | K. to K. B. 2d sq. |
| 3. Q. to adv. K. sq. ch. | K. to Kt. 2d sq. |
| 4. Q. to Kt. 8th sq. ch. | K. to R. 3d sq. |
| 5. Q. to K. R. 7th sq. ch. | K. to Kt. 4th sq. |
| 6. Q. to K. R. 5th sq. ch. | K. to K. B. 5th sq. |
| 7. Q. takes B. ch. | K. to K. 6th sq. |
| 8. Q. to K. Kt. 3d sq. ch. | K. to Q. 5th sq. |
| 9. Q. to K. B. 2d sq. ch., and Mates next move. | |

 No. XLVII.

WHITE.

BLACK.

- | | |
|-----------------------------|----------------|
| 1. Q. B. to Kt. 7th sq. ch. | B. interposes. |
| 2. R. takes P. ch. | B. takes R. |

WHITE.

BLACK.

- | | |
|------------------------------|------------------|
| 3. Kt. to Q. B. 4th sq. ch. | K. to Q. 4th sq. |
| 4. Kt. to Q. Kt. 6th sq. ch. | K. to K. 4th sq. |
| 5. Kt. to Q. 7th sq. ch. | K. to Q. 4th sq. |
| 6. Kt. takes B. ch. | K. to K. 4th sq. |
| 7. Kt. to Q. 7th sq. ch. | K. to Q. 4th sq. |
| 8. Kt. gives Checkmate. | |
-

No. XLVIII.

WHITE.

BLACK.

- | | |
|--------------------------|---|
| 1. Kt. takes R. ch. | K. to Kt. 2d sq. (best.) |
| 2. R. to Kt. 3d sq. ch. | K. to Q. B. sq. |
| 3. K. B. checks. | Q. B. interposes. |
| 4. B. takes B. ch. | K. to Kt. sq. |
| 5. B. to Q. 5th sq. ch. | K. to Q. B. sq. |
| 6. B. takes P. ch. | R. interposes. |
| 7. B. takes R. ch. | K. to Q. sq. |
| 8. R. checks. | K. to K. 2d sq. |
| 9. R. checks. | K. to K. B. 3d sq. |
| 10. R. to K. 6th sq. ch. | K. to Kt. 4th sq.—If he had
now played to K. B. 4th
sq., you would Mate him
on the move. |
| 11. R. takes P. ch. | K. to R. 5th sq. |

WHITE.

BLACK.

- | | |
|---|------------------|
| 12. R. to K. Kt. 4th sq. ch. | K. to R. 6th sq. |
| 13. R. takes K. B. ch. | K. to R. 5th sq. |
| 14. R. checks. | K. to R. 6th sq. |
| 15. R. to K. Kt. sq. ch., and then Mates with Kt. | |

 No. XLIX.

WHITE.

BLACK.

- | | |
|--------------------------------|--|
| 1. R. takes Q. Kt. P. dis. ch. | P. takes B. |
| 2. R. takes R. ch. | Q. takes R. |
| 3. Q. to K. B. 8th sq. ch. | Q. takes Q. ch. |
| 4. K. takes Q. | K. B. P. advances. |
| 5. Kt. to Q. 6th sq. | P. Queens, chg. |
| 6. Kt. interposes, chg. | Q. must take Kt., ch. |
| 7. K. takes Q. | Kt. to Q. B. 6th sq.—He has
no better move, for if he
advance P. to Q., you push
on Q. Kt. P., &c. [A.] |
| 8. Q. Kt. P. one sq. | Kt. to Q. Kt. 4th sq., threat-
ening to check K. and P.,
if you immediately move
the latter. |
| 9. K. to K. 2d sq. | Kt. to Q. 3d sq. |

SOLUTIONS OF THE

WHITE.

BLACK.

- | | |
|-------------------------------|---------------------|
| 4. Kt. to K. B. 6th sq. ch. | K. to Q. B. 4th sq. |
| 5. Kt. takes R. ch. | K. to Q. 4th sq. |
| 6. Kt. to Q. Kt. 6th sq. ch. | K. to Q. B. 4th sq. |
| 7. R. ch. | B. takes R. |
| 8. Kt. to Q. 7th sq. ch. | K. removes. |
| 9. Gives Checkmate with K. P. | |

 No. LI.

WHITE.

BLACK.

- | | |
|--|---------------------|
| 1. Kt. takes B. | Q. Kt. P. takes Kt. |
| 2. K. P. advances, and you then take K. Kt. P. with K. B.,
having an easy winning position. | |

 No. LII.

WHITE.

BLACK.

- | | |
|-----------------------------|---|
| 1. Kt. takes K. P. ch. | B. takes Kt. to prevent Check-
mate. |
| 2. B. takes K. R. P. ch. | K. to corner. |
| 3. B. to K. 4th square, ch. | K. to Kt. sq. |
| 4. R. checks. | K. takes R. |

- | WHITE. | BLACK. |
|---------------------------|------------------|
| 5. R. checks. | K. moves. |
| 6. K. B. checks. | K. to corner. |
| 7. B. to Q. 3d sq. ch. | K. to K. Kt. sq. |
| 8. R. checks. | K. takes R. |
| 9. Q. to K. R. 2d sq. ch. | K. moves. |
| 10. Q. gives Checkmate. | |

No. LIII.

- | WHITE. | BLACK. |
|-----------------------------|-------------------|
| 1. B. to Q. 5th square, ch. | K. to Kt. 4th sq. |
| 2. B. to Q. B. 6th sq. ch. | P. takes B. |
| 3. P. ch. | K. moves. |
| 4. Q. to Q. Kt. 3d sq. ch. | Kt. takes Q. |
| 5. P. takes Kt. ch. | K. moves. |
| 6. White is Stalemated. | |

No. LIV.

- | WHITE. | BLACK. |
|---|-----------|
| 1. R. from Q. Kt. 6th square, Q. takes R.
takes Q. Kt. P. chg. | |
| 2. R. takes Q. ch. | K. moves. |

WHITE.

BLACK.

3. K. Kt. P. advances. R. to Q. R. 5th sq., as the only move to save Mate.
4. R. to K. Kt. 6th sq. R. returns to Q. R. 3d sq., to prevent Checkmate.
5. White persists in moving R. to K. Kt. 4th and 6th sq., and the Game is necessarily drawn.

 No. LV.

WHITE.

BLACK.

1. Kt. to Q. Kt. 7th sq. ch. K. moves.
2. Kt. to Q. 5th square, ch. K. to B. 2d sq. from Kt. and B.
3. Kt. to Q. 8th sq. ch. K. moves.
4. Kt. to K. 7th sq. ch. K. moves.
5. Kt. to B. 7th sq. ch. K. moves.
6. Kt. to K. Kt. 6th sq. ch. K. to B. 6th sq.
7. Kt. from K. B. 7th sq., K. to K. 7th sq. to K. 5th sq. ch.
8. Kt. to K. B. 4th sq. ch. K. takes P.
9. Kt. to Q. B. 4th sq. ch. K. to adv. Q. B. sq. ch.
10. Kt. to Q. 3d sq. ch. K. takes B.
11. Kt. to Q. 2d sq. chg., and then Checkmates with the other Kt.

No. LVI.

WHITE.

BLACK.

1. Kt. to Kt. 7th square, ch. R. takes Kt.
 2. Q. to K. R. 4th sq. ch. K. moves.
 3. Q. to K. R. 6th sq. ch. K. moves.
 4. Q. to K. B. 6th sq. ch. K. moves.
 5. K. B. to B. 3d sq. ch., and then gives Mate with the other B.
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