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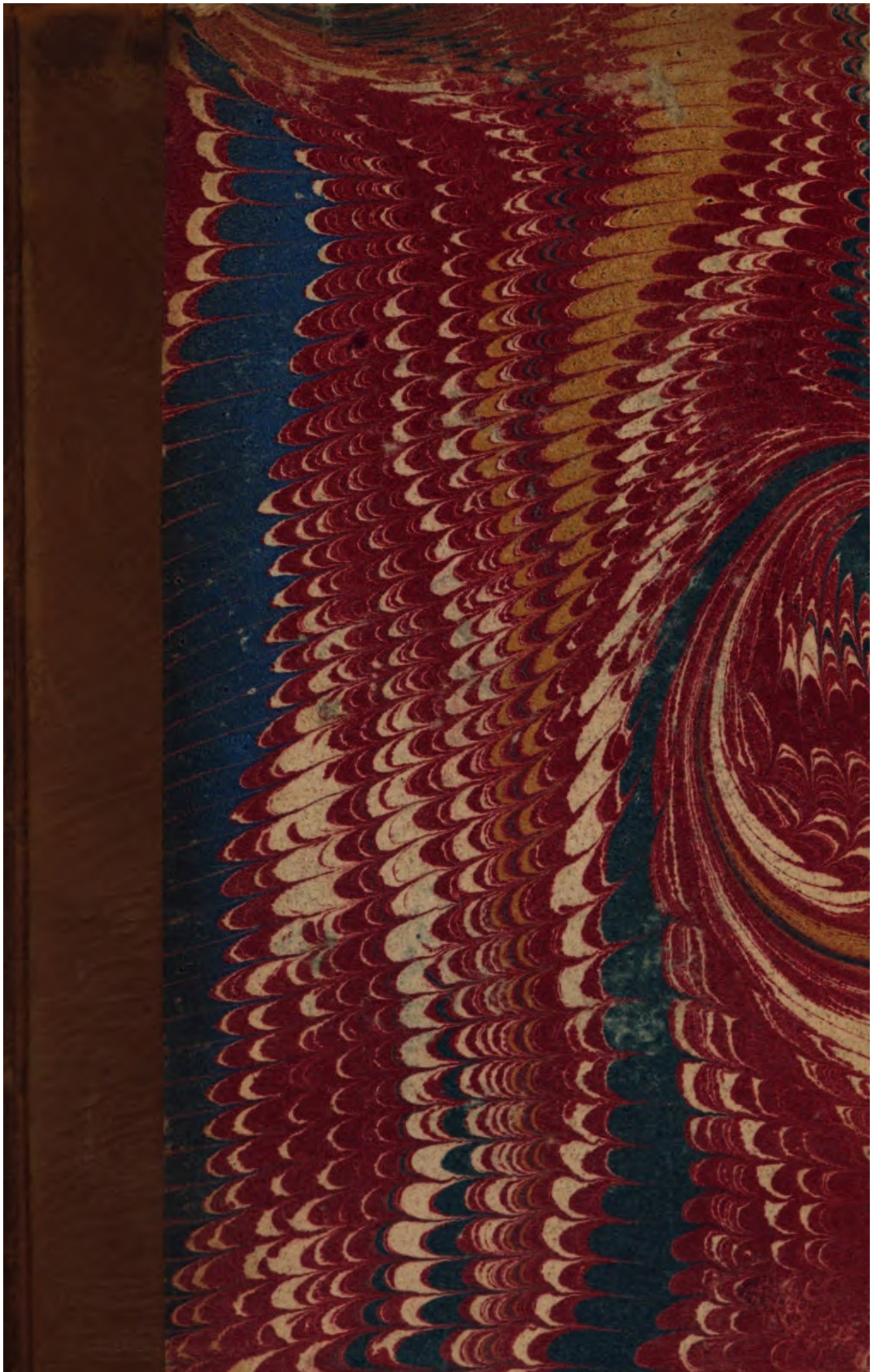
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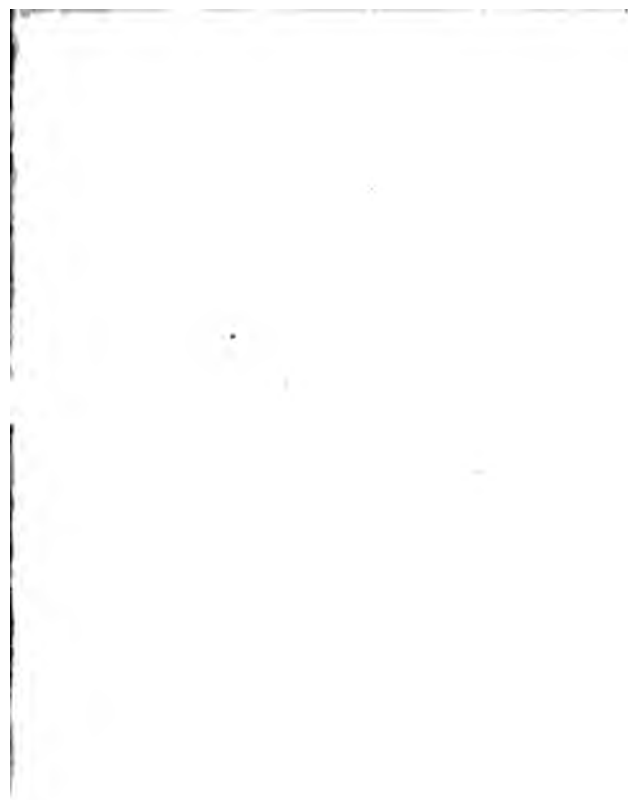


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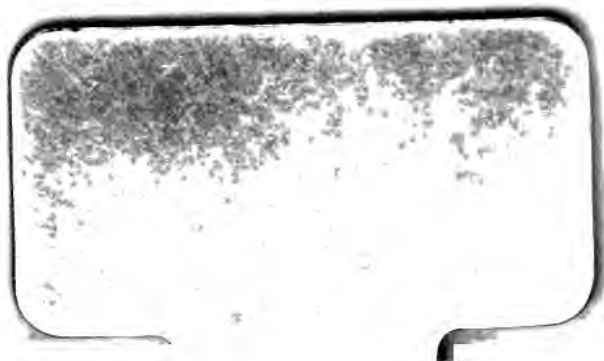
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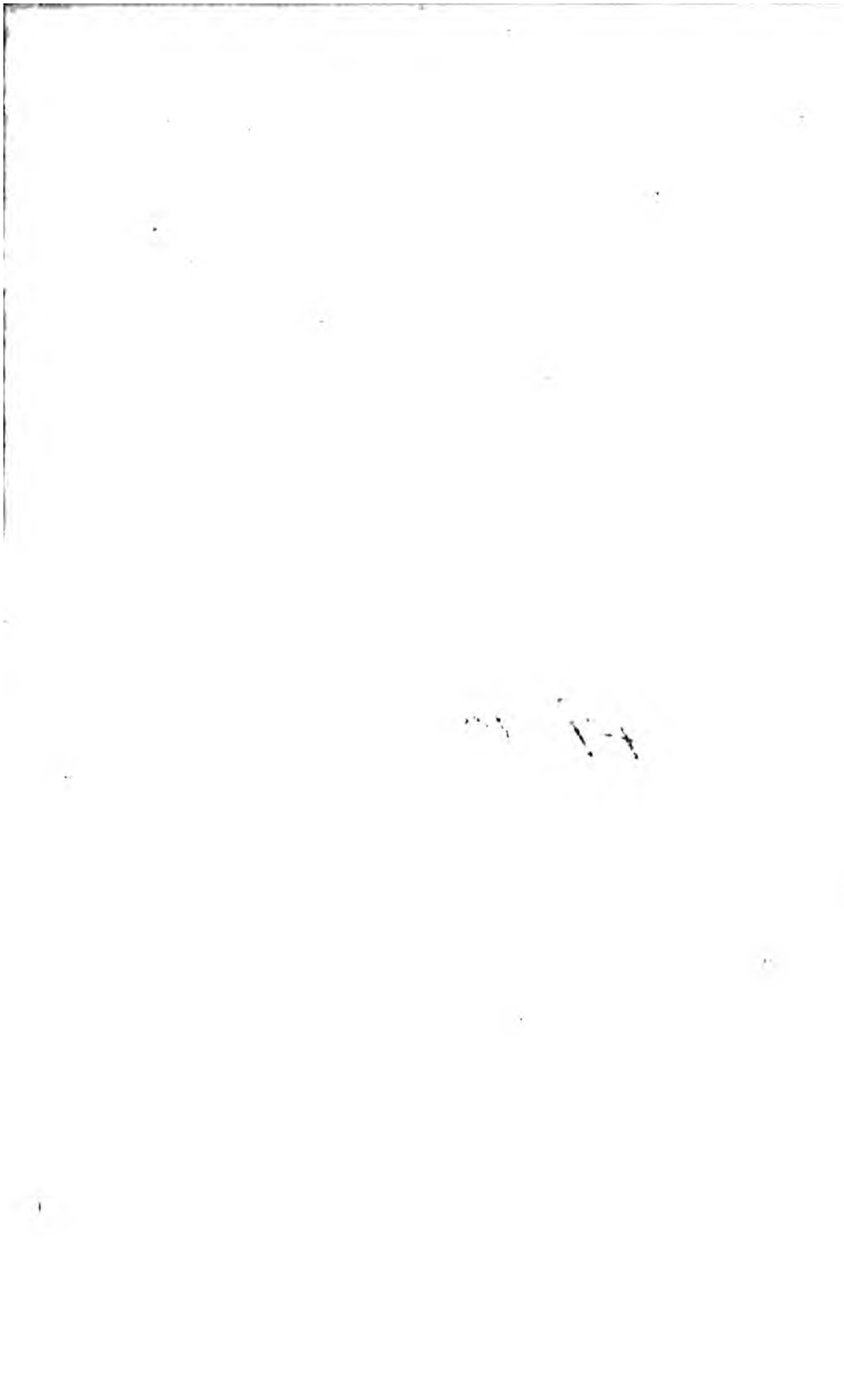




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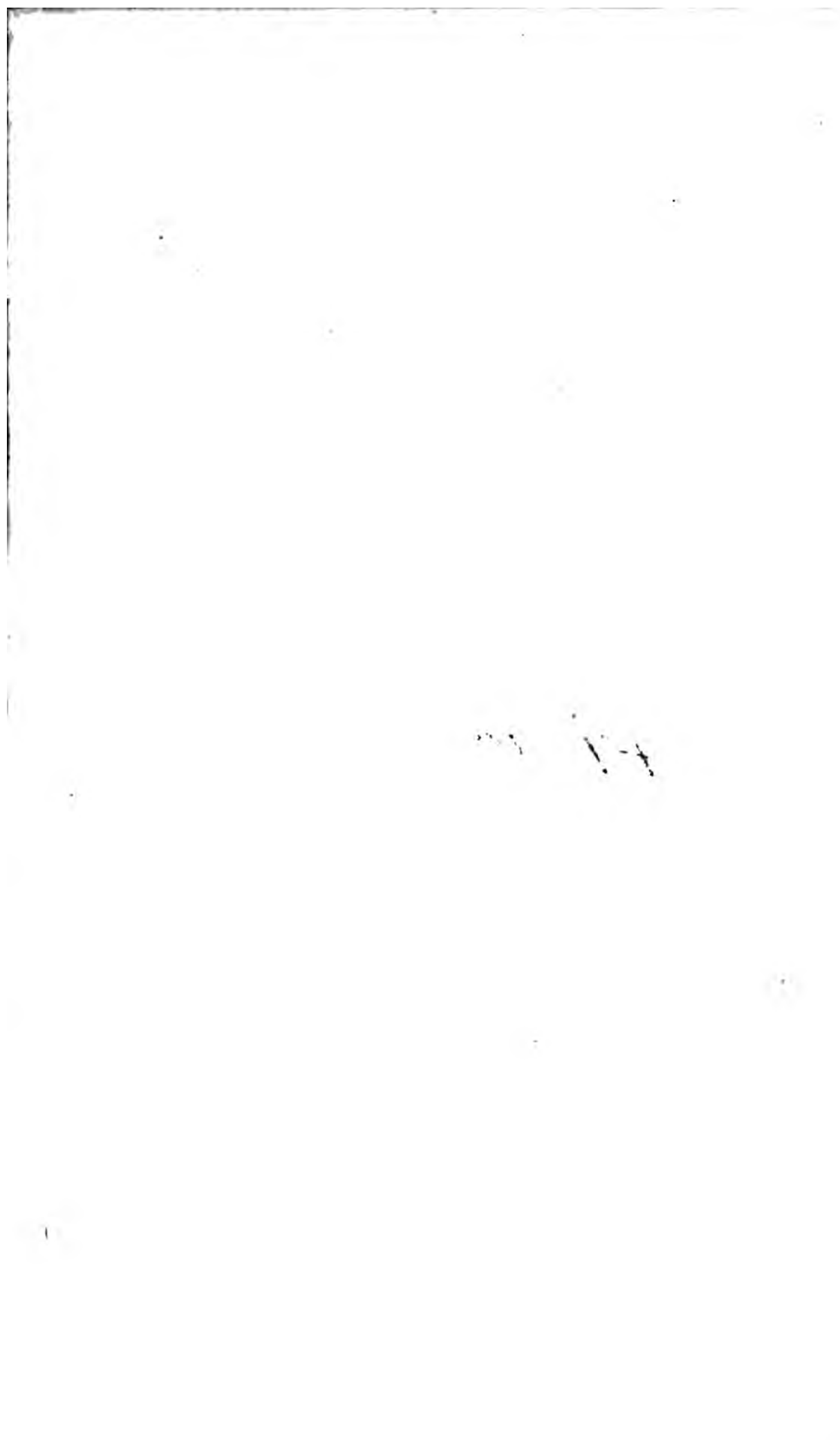
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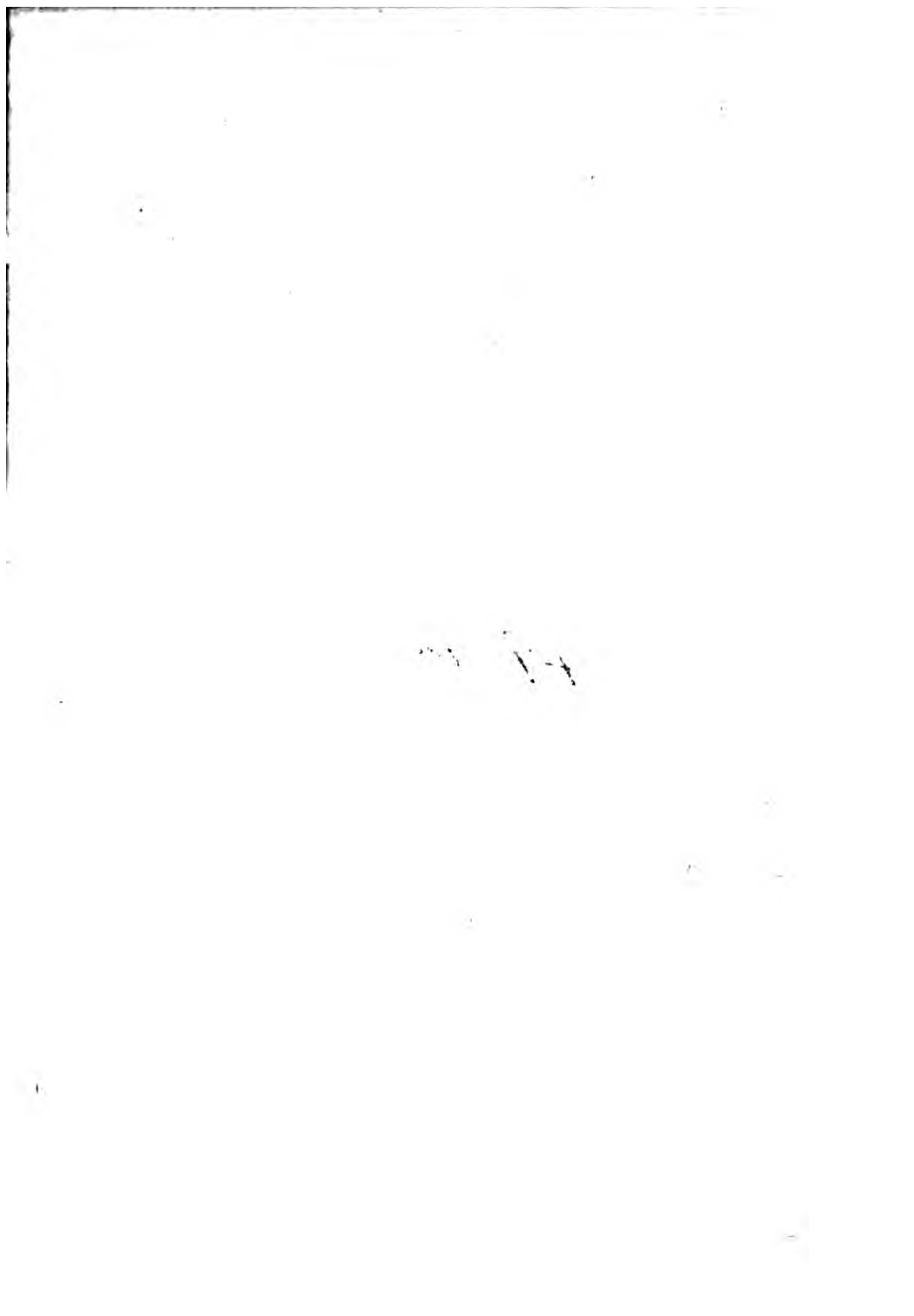
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A NEW GUIDE
TO THE
GAME OF DRAUGHTS,

EMBRACING A VARIETY OF
SELECT GAMES,
CRITICAL SITUATIONS FOR DRAWN GAMES,
WON GAMES, &c. &c.

FROM THE WORKS OF
PAYNE AND STURGES,
REVISED, AND NEWLY ARRANGED;

WITH THE ADDITION OF
POLISH DRAUGHTS.



BY REUBEN ROY,
Editor of "The Accomplished Chess Player,"
"How to Win at Ecarté," &c. &c.

LONDON:
HENRY KENT CAUSTON, BIRCHIN LANE.



INTRODUCTION.

“HAD I considered this little volume,” says the celebrated WILLIAM PAYNE, in his dedication to the Earl of Rochford, “as having no purpose beyond that of teaching a game, I should indeed have left it to take its chance without a patron. Triflers may find or make any thing a trifle; but since it is the great characteristic of a wise man to see events in their causes, to obviate consequences, and ascertain contingencies, your lordship will think nothing a trifle by which the mind is inured to caution, foresight, and circumspection.”

“To ascertain, distinctly, consequences in their causes—to calculate with promptitude the result of intricate variety—to elude by vigilant caution the snares of stratagem,” says the no less distinguished JOSHUA STURGES, “are lessons which the game of draughts strongly inculcates, and uniformly explains. While thus the sport on one hand affords the means of intellectual improvement, on the other it banishes every temptation to moral depravity. It guards sim-

plicity from the lures of deceit, and prevents cunning from preying on credulity: for where superior skill *alone* commands success, the ignorant are not mad enough to hazard their fortunes in a contest where loss is certain, and gain impossible. Considering the game as an amusement, it cannot be denied that it tends to improve those faculties of the mind which are eminently useful in every condition of life; and may therefore be made the school of wisdom, but cannot, like the gaming table of chance, become the nursery of vice."

These observations on the character of the game of Draughts, from the pens of the two great authorities on the subject, are addressed to those critics who disrelish, without distinction, every description of play, and who doubt the propriety of publishing any book whatever on the subject of a game.

There is however another, and that too a numerous class of readers, who, readily acknowledging the innocent nature of the undertaking, will be only solicitous of inquiring into the merits of its execution.

On this head, adds our author, though he cannot boast of perfection, he can safely affirm that every aid has been resorted to, which long experience—intense study—and the assistance of the most celebrated players, could suggest, to render it as perfect as possible.

It is natural for a man, says Mr. Payne, to think well of an art which he proposes to teach;

and the author therefore may be allowed to have some esteem for the game of which he now treats. Every art, however, is to be valued in proportion to its utility, positive or reflective. The utility of the game of Draughts is comparative with that of any other game of skill. The intricacy of its combinations is incontestible, and few there are who understand it, even among those who consider themselves "players." The following little work is calculated to make the really scientific game of Draughts more generally understood—and understood only to be admired. It embraces a variety of the most instructive situations of which the game is capable, arranged in a manner intelligible to any learner, however unskilled in the play; and the Editor entertains a hope, that it may be the means of directing the inquiring minds of his readers to a pastime second in instruction and interest only to the justly appreciated game of Chess.

Of the two authors from whose works we make our compilation, Sturges may be styled the commentator on Payne, the *Coke upon Littleton* on the subject of Draughts! Sturges enlarged, amended, and commented by collateral modes of play, upon the games invented by his predecessor. This will not be denied, though there has been a spirit abroad that would have buried the original beneath the self-sufficiency of the commentator. Indeed Sturges himself, who is by no means to be accused of superfluous modesty, referring to Mr. Payne's book, observes that "several of

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LONDON:
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that author's games required correction, and are here, as far as they go, displayed in their amended state, together with the addition of *numerous ramifications*,* to diversify the positions, vary the scale, and enlarge the plan." And he afterwards feasts his vanity at the expense of poor Payne to the following effect: "But surely, when it is considered that knowledge is the result of progressive improvement, it can be no proof of excessive self-complacency, to suppose that we have advanced *a little nearer to perfection* than those who had gone so long before us in the study of the same art."†

Our plan has been to cull from these great masters in the art so much as may be instructive and amusing, without going into the *inveterate*.

Payne was a good mathematician, and, like other abstruse thinkers, in the abstraction of his mind, forgot that teaching required elementary explanations. Thus he cast his scientific reveries before the world, without explanation available to the novice. His commentator, Sturges, in

* Walker, editor of a reprint of Sturges on Draughts, in reference to these said *ramifications*, thus helps his friend into the stilts: "I have," says he, "made a better arrangement of the *immense mass* of variations, branching so extensively from the different openings. To do this, I found it necessary to subdivide some of the more complex games, and have thus *importantly simplified* that which many learners may *still*, I fear, look upon as a task sufficiently laborious."

† Our edition of Payne bears date 1766. Sturges published in 1800.

this respect showed no “progressive improvement;” and leaves us still to add in his own words in reference to his predecessor, that, had his book “been formed on a plan, sufficiently enlarged, to enable the student to acquire a competent share of skill in the science, this work would never have made its appearance.”

Following the maxim, that the most simple matters unexplained are knowledge when acquired, we have considerably enlarged on the elements, laws, and construction of the game; considering that it is in the application of these by the power of mind, that this or any other game can be useful as a means of mental development; and that the mere pursuit of a labyrinth of complex ramifications already laid down, is more likely than otherwise to lead to confusion and to end in disgust

It only remains for us to add, that the game of Polish Draughts, which we have appended, from a celebrated Treatise published in the French capital, although little known in England, has on the Continent nearly superseded the other game, commonly known as French Draughts: the reason will readily be seen, in the superior complication, and consequent interest, of which it admits, by reason of the more enlarged field of action, the increased number of men, and power of their operations.

In thus introducing as an addendum to the studies of our native predecessors, the scientific tactics of a brave, enlightened, and oppressed

people—who, even while we write, claim our protection and succour—we shall be satisfied to have added one link more to the chain of sympathy; and to have increased the number of our enjoyments, by enlarging the circle of the innocent and useful amusements of our readers.

PRIORY VALE, DEC. 1837.

Draught Board.

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

THE GAME OF DRAUGHTS.

THE game of Draughts, or French Draughts, is played by two persons, upon a board divided into sixty-four squares, checkered white and black. Upon these squares the draught men, twenty-four in number, are moved, subject to the laws hereafter stated. The board is to be placed between the players the reverse way to that adopted at Chess, viz. in such a manner that each may have a black corner square on his right hand.

The draught men are also distinguished by colours, generally white and black, but occasionally white and red; or they are made of ebony and ivory, with a similar effect.

On commencing the game, each player has twelve men, which are respectively to be placed on the white squares of the three first lines of the board, numbers 1 to 12 for the black, and numbers 21 to 32 for the white men. The board is supposed to be numbered in this way for the facility of description in stating the moves, according to the custom of all writers on the game;

and we should recommend the student, especially at the outset, to insert the figures on his board, until practice shall have rendered it unnecessary, as relieving the mind from any application to that part of the subject, and leaving it unfettered to apply itself solely to the science of the moves.

The men being placed upon the board as before directed, the game is commenced and continued by each player moving alternately. The right of the first move is to be decided by lot, as also is the choice of men, which, however, are to be exchanged every game, so that each player alternately has the white and black men.

The men can only move forward, diagonally, one square at a time, on the white squares; but any man that shall attain the extreme line of the board assumes the name and power of a king, and is crowned by having another man placed on him. The kings have the privilege of moving backward or forward, still on the white diagonals.

The men capture in the direction in which they move, by leaping over any hostile piece that may be *en prise*, into the vacant white square behind him. The captured piece is then to be removed from the board. Thus it will be understood that a man left unsupported, that is, having a vacant white square on either line of diagonals behind him, is liable to be taken by any of the enemy's men in a position to effect the capture. Moreover, that if several men are left unsupported in a similar manner, they may all by possibility be taken by one and the same man of the

enemy, at one and the same move, as we shall illustrate by example. Suppose three white men to be on 10, 18, & 26, a black man on 7 might capture the whole of them at one time, by moving to 14, 23, & 30. The three white men must be removed, and the capturing man having reached to the rear of the enemy's territory, must be dubbed a king.

To commence the play—the men being placed as directed, and the right of first move decided, there is a choice of seven moves open to each player to commence with; for instance, the front line of black men may move, from 9 to either 13 or 14, 10 to 14 or 15, 11 to 15 or 16, 12 to 16; and the white men from 24 to either 20 or 19, 23 to 19 or 18, 22 to 18 or 17, 21 to 17.

Supposing black to begin the game by moving 11 to 15 (see Game 1), and white answers the move by advancing 22 to 18; in this case the laws of the game require that black should the next move capture the white man by leaping over him to the vacant square beyond (22). For it must be observed, that at Draughts there is no option in this respect; any man *en prise* must be captured, or in the event of omission, submit to be "huffed." To explain this, suppose that instead of capturing the white man on 18, black had moved any other of his men, white may huff his adversary, i. e. remove the black man from the board, as the penalty for omitting to capture, and then make his own move; or if he should think proper, he may insist upon the

adversary making the capture in lieu of standing the huff.

Huffing is not reckoned as a move, but where the occasion is caused by an omission to capture, the opposite party merely removes it from the board, without remark, and proceeds to make his own move.

As a regular law of the game, it is always well to decide the right of first move by lot; but as to any advantage to be obtained from it, it is rather imaginary than real. "There is indeed one secret boasted in the world," says Mr. Payne, "which I cannot teach. Some men pretend to an infallible method, by which he that moves first shall win the game; but no such hero has it ever been my fortune to encounter, and no such do I expect to find. Nor can it be proved that the first mover has any considerable advantage over a person equally skilled with himself." Indeed, he who plays first has not the move, but it will be alternate with each player so long as they continue to exchange man for man; so that some error of play must be committed before an advantage can be gained.

The game is won by capturing or blockading the men of the adversary, so that he has nothing left to move; but occasions will occur where the number of men remaining on the board are very few, and equal in number, and the players tolerably well matched, so that neither party can hope to gain much advantage; in such a case as this, a persistence in play is rather a trial of

temper than of strength, and courtesy will dictate to draw the game.

To have the move is frequently of considerable advantage even, in particular cases, over a skilful opponent, and implies a superiority of position on the board, which will enable you to blockade the adversary, and secure to yourself the last move; but when your men are in a confined state, the move would not only be of no service to you, but a decided disadvantage. To have the move with an advantageous disposition of your men, is like winning a point at whist; and to know when you have it, is equally essential. This may be ascertained two ways—first, by calculating the intervening white squares between the antagonist men; or, more readily, by striking a right angle between them, as we shall presently explain.

On commencing the game, and while each party continues to give man for man, the move will alternately belong to each. The first player will have it at the odd numbers, 11, 9, 7, 5, 3, 1; and the second player will gain it at even, as 12, 10, 8, 6, 4, 2; and some error must be committed before the move can be driven out of these directions.

To ascertain who has the move by counting the number of men, and calculating the intervening white squares* between the antagonists, first

* By intervening white squares is meant to be understood those squares over which the respective men must move, according to the rules of the game, in order to come in contact.

number the men and squares, and if one of them prove even and the other odd, the move is with you; when both are even, or both odd, the move is with your antagonist; as shown in the following critical situation, in which white is to play first:—

$$\text{White. } \left\{ \begin{array}{l} *26 \\ 32 \end{array} \middle| \begin{array}{l} 19 \\ 28* \end{array} \right\} \text{Black.}$$

Here the adverse men are even, but the white squares are odd, as from 26, a white king, to 28, a black king, there are three white squares, viz. 31, 27, & 24; and between 32, a white, and 19, a black man, are two, viz. 27 & 23, in all five; this may be reckoned otherwise, but take it which way you will, they still prove odd; consequently, so situated, white has the move.

By the angular rule, which is a shorter method, and equally invariable, if you require to know whether any particular white man has the move over any particular black man, (and the rule will hold good for any number,) examine the situations of both, and if the right angle terminate in a black square under the black man, white has the move. For example, suppose white is to play, and his man is on 30, while his antagonist's man is on 3; describe a right angle by drawing a line from each, and you will observe that the lines cut in the black square between 31 & 32, directly under 3; white, therefore, at that time, has the move. On the contrary, if the white man be on 25, the lines will cut on the white square 27, indicating the reverse of the former.

GENERAL RULES.

Always endeavour to keep your men towards the centre of the board, as they can then act on the diagonals on either side of them. A man in the side squares, as shown in describing the first move, has only half his power.

As a beginner, be not rash in your movements, but make your moves with deliberation, and endeavour to look for the consequences of the act before it is too late. This power of looking into futurity is a faculty acquired by practice. It is a species of *second sight*, which in process of time will strike the mind almost at a glance. It is the habit of thought, once acquired, that constitutes a good player, not only at this, but at all games of skill; it is in the exercise of this habit, and in nothing else, that this or any other game can be advised as a pastime for youth; and it is in the same mental exercise that honourable maturity ought to seek the excitement.

Never show indecision, nor touch a man without moving it.

Calculate the moves mentally. It is alike inelegant and improper to point with your finger from square to square.

If one player is stronger than the other, to make the game more equal, and consequently interesting, odds should be given to the weaker party. Among players there are several modes

of doing this. First, by giving a man in a rubber of three games—that is, in one game of three to play with eleven men only. And again, to allow the weaker party to reckon all the drawn games of the sitting as won by him. Few players could afford to give a man in a single game.

Avoid conversation with the view of confusing or annoying your adversary. If you are the conqueror, be a noble one, and do not triumph over a fallen foe. In the event of repeated defeats, let it act as a spur to your study of the science of the game; and under all circumstances, be mindful to

KEEP YOUR TEMPER.



LAWS OF THE GAME.

1. The first move of every game must be taken alternately by each player, whether the last be won or drawn. The first move of the first game of each sitting is to be determined by lot.

2. The choice of men at the commencement of the sitting, for the first game, is also to be decided by lot; and they are then to be exchanged every game, so that each player will have the white and black men alternately.

3. Pointing over the board, or using any action to interrupt the adversary in having a full view of the men, is not to be allowed.

4. The men may be adjusted on the squares during any part of the game; but when so placed,

either player, it being his turn to play, touching a man, must move him somewhere; but if the man has been so far moved off his square as to indicate a move, that move must be completed. This law, of course, cannot embrace those men not in a position to be moved.

5. In case of standing the *huff*, it is optional with the opponent either to take the man, or insist that the other party take his man omitted by the huff.

6. Three minutes is the excess of time allowed to consider a move. If longer time be taken by either player, the opponent may call upon him to play, and if after that he delay beyond five minutes' further time, he loses the game.

7. During a game neither party must quit the room without the consent of the other player, or he forfeits the game.

8. In the event of several men being *en prise* of the same man, at the same time, in contrary directions—as for instance, two one way, and one the other—it is optional which shall be taken; and as it would have been impossible to take all of them, no penalty can apply to the omission.

9. When a game has been long and tedious, with a small number of men only remaining, and little chance of coming to an end, the stronger party may be called upon to win the game in a certain number of moves, say forty for each player, or relinquish it as drawn; the moves to be computed from the notice given. If there be two kings opposed to one king, the moves are

not to exceed twenty for each player. When the odds of the drawn games are given, the game must be played to a more advanced state than in any other case; and when the situations become so equal that no advantage can be gained, then he who gives the draws shall either force the other out of his strong position, or be adjudged to have lost the game.

10. In the event of a false move, as moving out of turn, or moving a common man backward as though he were a king, the 4th law is the penalty to be exacted, viz. if a man be touched, he shall be moved somewhere, but with this addition, that it shall be where the adversary may choose (consistent with the laws of the game), or he may direct the false move to stand, as may be most to his advantage.

11. Any dispute occurring between the players is to be referred to a third party, whose decision is to be conclusive in all cases not met by the positive laws of the game. Any player not submitting to the established laws, or abiding by the decision of the said party, is to be considered as having lost the game to his adversary.

12. Bystanders are to abstain from all remark during the playing of a game. And any player losing after any hint thrown out by a looker-on, of which the adversary may be supposed to have availed himself, such looker-on is to pay all bets lost by such his interference.

OF REVERSION.

It has been recommended as a means of practice, after playing a game, to reverse it. To our junior readers this probably may not only afford instruction, but amusement.

To reverse a game, write down the figures of the moves, and add to each such a number as will make it 33, and such added number, in each case, will indicate the reverse move; so that by going through a game with the same process, the whole will be reversed.

Example :	From	to	
	11	15	Black's move.
The Reverse,	22	18	White's move.
	33	33	

Illustrative Game.

	Black.		White.			Black.		White.	
Mo.	fr.	to	fr.	to	Mo.	fr.	to	fr.	to
1	11	15	23	18	6	15	18	26	22
2	8	11	27	23	7	11	15	17	23
3	4	8	23	19	8	7	11	31	26
4	9	14	18	9	9	18	23		
5	5	14	22	17					

Black wins.

The same reversed.

	White.		Black.			White.		Black.	
Mo.	fr.	to	fr.	to	Mo.	fr.	to	fr.	to
1	22	18	10	15	6	18	15	7	11
2	25	22	6	10	7	22	18	16	20
3	29	25	10	14	8	26	22	2	7
4	24	19	15	24	9	15	10		
5	28	19	11	16					

White wins.

GAME I.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	11	15	22	18	15	29	22	26	17
2	15	22	25	18	16	11	15	20	16
3*	8	11	29	15	17	15	18	24	20
4	4	8	25	22	18	18	27	31	24
5	12	16	24	20	19	14	18	16	11
6	10	15	†27	24	20	7	16	20	11
7	16	19	23	16	21	18	23	11	8
8	15	19	24	15	22	23	27	8	4
9	9	14	18	19	23	27	31	4	8
10	11	25	32	27	24	31	27	24	20
11	5	14	27	23	25	27	23	8	11
12	6	10	16	12	26	23	18	11	8
13	8	11	28	24	27	18	15		
14	25	29	30	25					

Black wins.

† White loses by this Move.

* *Variation commencing at the 3rd Move.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
3	12	16	29	25	13	10	14	17	10
4	8	11	24	20	14	6	24	§13	6
5	10	15	25	22	15	1	10	28	19
6	4	8	21	17	16	2	6	*31	26
7	7	10	17	14	17	11	15	20	11
8	10	17	22	13	18	15	24	23	19
9	15	22	26	17	19	10	14	26	22
10†	8	12	27	24	20	6	9	25	21
11	3	7	30	25	21	9	13	11	7
12	7	10	‡24	19					

White wins.

‡ *First Collateral Play, commencing at the 10th Move of the Variation.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	9	14	17	10	15	13	6	32	28
11	6	15	27	24	16	3	7	28	24
12	8	12	24	19	17	10	14	31	26
13	15	24	28	19	18	14	18		
14	5	9	1	10					

Drawn Game.

¶ *Second Collateral Play, commencing at the 12th Move of the Variation.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
12	25	21	10	14	20	23	19	14	17
13	17	10	6	15	21	21	14	9	18
14	13	6	2	9	22	11	7	18	22
15	24	19	15	24	23	7	3	5	9
16	28	19	9	14	24	3	7	9	13
17	19	15	11	27	25	7	10	*22	25
18	20	11	1	6	26	10	14	25	29
19	32	23	6	9	27	31	27	29	25

Drawn Game.

* *Sub-collateral Play, commencing at the 25th Move of the preceding.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
25	13	17	10	14	28	25	29	22	26
26	17	21	14	17	29	29	25	31	27
27	22	25	17	22					

White wins.

§ *Third Collateral Play, commencing at the 14th Move of the Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	28	19	9	14	19	9	6	10	14
15	25	22	2	6	20	6	2	17	22
16	22	18	6	10	21	19	15	11	27
17	18	9	5	14	22	20	11		
18	13	9	14	17					Drawn Game.

|| *Fourth Collateral Play, commencing at the 15th Move of the Variation.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
15	2	9	28	19	19	9	13	27	24
16	9	14	25	22	20	13	17	22	13
17	1	6	32	28	21	14	17	23	18
18	6	9	31	27	22	16	23	24	19

White wins.

* *Fifth Collateral Play, commencing at the 16th Move of the Variation.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
16	25	22	6	9	19	31	26	13	17
17	32	28	9	13	20	22	13	14	17
18	28	24	10	14	21	19	15	11	27

Black wins.

GAME II.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	11	15	24	20	13	15	18	22	15
2	8	11	22	18	14	11	18	32	28
3	15	22	25	18	15	2	7	30	25
4	4	8	29	25	16	7	11	25	21
5	10	15	25	22	17	18	22	26	17
6	12	16	21	17	18	11	15	20	16
7*	7	10	17	13	19	15	18	24	20
8	8	12	28	24	20	18	22	27	24
9	9	14	18	9	21	22	26	19	15
10	5	14	23	19	22	12	19	13	9
11	16	23	26	19	23	6	22	15	6
12	3	8	31	26	24	1	10	24	6

Drawn Game.

* *Variation commencing at the 7th Move.*

	Black.		White.			Black.		White.	
7	9	13	17	14	12	6	15	28	24
8	16	19	23	16	13	5	9	27	23
9	8	12	14	10	14	1	6	31	26
10†	7	23	16	7	15	6	10	32	28
11	2	11	26	10	16	3	7	23	19

White wins.

† *Collateral Play, commencing at the 10th Move of the preceding.*

	Black.		White.			Black.		White.	
10	12	19	27	23	11	7	14	23	7

White wins.

GAME III

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	11	15	22	18	17	11	15	7	3
2	15	22	25	18	18	2	7	3	19
3	8	11	29	25	19	16	32	24	19
4	4	8	25	22	20	32	27	31	24
5	12	16	24	19	21	20	27	17	14
6	16	20	*28	24	22	27	31	21	17
7	8	12	32	28	23	31	26	25	21
8	10	15	19	10	24	26	22	17	13
9	7	14	30	25	25	22	17	14	10
10	11	16	18	15	26	17	14	10	7
11	3	8	22	17	27	18	23	7	3
12	14	18	28	14	28	23	27	3	7
13	9	18	26	23	29	14	18	7	11
14	6	9	23	14	30	27	31	11	16
15	9	18	15	10	31	31	27	16	20
16	8	11	+10	7	32	18	22		

Black wins.

* *First Variation, commencing at the 6th Move.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
6	19	15	10	19	14§	23	19	11	15
7	23	16	9	14	15	28	24	6	9
8	18	9	5	14	16	17	13	1	6
9	16	12	11	15	17	26	22	7	11
10	27	23	6	10	18	19	16	3	7
11	31	27	8	11	19	24	19	15	31
12	22	17	15	18	20	22	8		
13	30	25	‡ 2	6					

White wins.

‡ *First Collateral Play, commencing at the 13th Move of the first Variation.*

Move	Black.		White.			Move	Black.		White.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	1	6	17	13		16	11	16	26	23
14	11	15	28	24		17	6	9	13	6
15	7	11	23	10		18	2	9	21	17

Drawn Game.

§ *Second Collateral Play, commencing at the 14th Move of the first Variation.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
14	17	13	11	16		16	32	28	7	11
15	28	24	1	5		17	26	22	11	15

Black wins.

† *Second Variation, commencing at the 16th Move of the third Game.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
16	17	14	11	15		19	17	13	12	16
17	21	17	16	19		20	25	21	18	23
18	31	26	2	6		Drawn Game.				

GAME IV.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	11	15	22	18	17	25	29	4	8
2	15	22	25	18	18	2	7	23	19
3	8	11	29	25	19	29	25	27	24
4	4	8	25	22	20	14	18	21	17
5	12	16	24	20	21	25	22	17	13
6	10	14	27	24	22	18	23	8	4
7	8	12	24	19	23	10	14	24	20
8	7	10	32	27	24	22	18	4	8
9	9	13	18	9	25	18	22	20	16
10	5	14	22	18	26	22	18	8	11
11	1	5	18	9	27	7	10	+28	24
12	5	14	*19	15	28	14	17	24	20
13	11	18	20	11	29	10	14	11	8
14	18	22	26	17	30	17	22	8	11
15	13	22	11	8	31	14	17	11	8
16	22	25	8	4	32	17	21		

Black wins.

* *First Variation, commencing at the 12th Move.*

	White.		Black.			White.		Black.	
12	27	24	3	7	16	30	25	10	14
13	26	22	14	17	17	25	21	13	17
14	21	14	10	26	18	22	13	6	9
15	31	22	7	10		Drawn Game.			

† *Second Variation, commencing at the 27th Move of the fourth Game.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
27	11	7	6	9	36	6	1	14	10
28	13	6	23	27	37	30	25	27	31
29	31	24	10	15	38	25	21	31	26
30	19	10	12	19	39§	21	17	26	23
31	24	15	18	9	40	17	13	10	14
32	23	24	14	18	41	1	5	23	19
33†	24	19	18	23	42	16	12	19	15
34	19	16	4	14	43	5	1	15	10
35	10	6	23	27	44	1	5	10	6

Black wins.

‡ *First Collateral Play, commencing at the 33rd Move of the second Variation.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
33	30	26	9	14	38	20	16	18	23
34	10	6	3	8	39	26	22	23	26
35	24	20	8	11	40	16	11	26	30
36	6	1	11	15	41	11	7	30	26
37	1	6	15	19					

Black wins.

§ *Second Collateral Play, commencing at the 39th Move of the second Variation.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
39	16	12	10	14	44	2	6	3	7
40	1	5	26	23	45	6	10	14	18
41	5	1	23	19	46	10	3	18	14
42	1	6	19	15	47	12	8		
43	6	2	15	11					

Black wins.

GAME V.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	11	15	22	18	15	6	9	13	6
2	15	22	25	18	16	1	10	22	13
3	8	11	29	25	17	14	18	23	14
4	4	8	25	22	18	16	30	25	21
5	12	16	24	20	19	10	17	21	14
6	10	15	21	17	20	30	25	14	9
7	7	10	27	24	21 [†]	11	15	9	6
8	8	12	17	13	22	2	9	13	6
9	9	14	18	9	23	15	18	6	2
10	5	14	*24	19	24	7	10	2	6
11	15	24	28	19	25	10	14	6	9
12	14	17	32	27	26	25	21	31	26
13	10	14	+27	24	27	14	17		
14	3	7	30	25					

Drawn Game.

* *First Variation, commencing at the 10th Move.*

	White.		Black.			White.		Black.	
10	23	19	16	23	18	8	3	26	23
11	26	19	3	7	19	3	8	23	18
12	31	27	14	18	20	8	11	10	14
13	30	25	11	16	21	24	19	18	23
14	20	11	7	23	22	11	16	14	17
15	25	21	18	25	23	21	14	6	10
16	27	11	25	30	24	14	7	2	20
17	11	8	30	26	25	19	15	1	6

Black wins.

** Second Variation, commencing at the same Move.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	30	25	14	17	15	32	27	17	21
11	25	21	3	7	16	22	18	21	25
12	21	14	10	17	17	18	15	11	18
13	24	19	15	24	18	20	11	25	30
14	28	19	7	10	19	23	7		

Black wins.

** Third Variation, commencing at the same Move.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	31	27	1	5	15	32	28	15	24
11§	23	19	16	23	16	28	19	3	8
12	27	9	5	14	17	26	23	14	17
13	24	19	15	24	18	22	18	17	22
14	28	19	11	15					

Black wins.

§ Collateral Play, commencing at the 11th Move of the third Variation.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	23	18	14	23	16	26	23	14	17
12	26	19	16	23	17	24	19	15	24
13	27	18	10	14	18	28	12	17	26
14	18	9	5	14	19	23	18	6	10
15	30	26	12	16					

Black wins.

|| *First Sub-collateral Play, commencing at the 12th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
12	27	18	16	19		17	11	8	7	10
13¶	32	27	5	9		18	8	3	9	14
14	20	16	11	20		19	3	8	14	21
15	18	11	10	15		20	8	11	6	9
16	22	17	3	7		Black wins.				

¶ *Second Sub-collateral Play, commencing at the 13th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	22	17	15	31		15	30	25	31	26
14	24	8	5	9		Black wins.				

¶ *Third Sub-collateral Play, commencing at the same Move.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	26	23	19	26		16	23	19	6	10
14	30	23	10	14		17	32	27		
15	18	9	5	14		Black wins.				

† *Fourth Variation, commencing at the 13th Move of the fifth Game.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	22	18	1	5		21	11	8	14	18
14	18	9	5	14		22	8	4	18	23
15	19	15	11	18		23	4	8	22	26
16	20	11	12	16		24	30	25	26	30
17	27	24	18	27		25	25	22	30	25
18	24	20	27	32		26	22	17	25	21
19	31	27	32	23		27	17	14	21	17
20	26	12	17	22		28	14	9	17	14

Drawn Game.

|| Fifth Variation, commencing at the 14th Move of the fifth Game.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	22	18	1	5	21	18	14	28	32
15	18	9	5	14	22	8	3	7	11
16	26	22	17	26	23	23	19	32	27
17	31	22	14	17	24	3	8	2	7
18	22	18	17	22	25	8	15	7	10
19	19	15	16	19	26	14	7	6	9
20	15	8	19	28					

Black wins.

‡ Sixth Variation, commencing at the 21st Move of the fifth Game.

	Black.		White.			Black.		White.	
21	25	22	*9	6	30	25	29	17	14
22	2	9	13	6	31	29	25	14	10
23	22	18	†6	2	32	25	22	10	14
24	18	23	2	6	33	23	27	14	10
25	11	15	6	2	34	22	17	31	26
26	7	11	2	6	35	27	32	26	23
27	15	18	6	10	36	32	28	23	19
28	18	22	10	14	37	28	32		
29	22	25	14	17					

Black wins.

*** First Collateral Play, commencing at the 21st Move of the preceding Variation.**

	White.		Black.			White.		Black.	
21	9	5	22	18	24	1	5	12	16
22	31	26	11	15	25	13	9	16	19
23	5	1	7	11					

Black wins.

† *Second Collateral Play, commencing at the 23rd Move of the sixth Variation.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
23	31	26	11	15		25	2	6	18	14
24	4	2	7	11		26	26	23	12	16

Black wins.

GAME VI.

	Black.		White.			Black.		White.		
1	11	15	22	18			15	9	13	23
2	15	22	25	18		16	13	17	22	13
3	8	11	29	25		17	15	22	32	28
4	4	8	25	22		18	10	14	19	16
5	12	16	24	20		19	12	19	24	8
6	10	15	21	17		20	3	12	13	9
7	7	10	17	13		21	14	18	28	24
8	8	12	28	24		22	18	23	24	19
9*	10	14	23	19		23	23	27	19	15
10	16	23	26	10		24	27	32	15	11
11	14	23	27	18		25	32	27	9	5
12	6	15	13	6		26	27	23	5	1
13	1	10	31	26		27	2	2	26	
14	5	9	26	23						

Drawn Game.

* *Variation commencing at the 9th Move.*

	Black.		White.			Black.		White.		
9	9	14	18	9			16	5	14	24
10	5	14	†23	18		17	15	24	28	19
11	14	23	‡27	18		18	14	17	22	18
12	14	19	32	28		19	17	22	18	14
13	10	14	18	9		20	6	10	14	7
14	1	5	26	23		21	3	10	23	18
15	19	26	30	23		22	2	6		

Black wins.

† First Collateral Play, commencing at the 10th Move of the preceding Variation.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	23	19	16	23	28	30	25	15	10
11§	27	9	1	5	29	6	1	10	14
12	26	23	5	14	30	1	6	23	26
13	31	27	3	8	31	25	21	26	30
14	23	18	14	23	32	6	1	30	26
15	27	18	12	16	33	1	5	26	22
16¶	32	27	16	19	34	5	1	27	17
17	18	14	19	28	35	1	5	17	13
18	14	7	15	18	36	5	1	13	9
19	22	15	11	18	37	1	5	9	6
20	9	3	8	12	38	5	1	14	10
21	27	24	28	32	39	1	5	6	1
22	24	19	6	10	40	5	9	10	15
23	3	8	32	28	41	9	5	15	18
24	8	11	28	24	42	21	17	18	22
25*	11	15	18	23	43	17	14	1	6
26	15	6	2	9	44	5	1	6	2
27	13	6	24	15	45	14	9		

Black wins.

§ First Sub-collateral Play, commencing at the 11th Move of the preceding.

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	26	19	3	8	19	23	18	22	26
12*	31	26	15	18	20	18	14	1	5
13	22	15	11	18	21	19	15	26	31
14†	32	28	2	7	22	27	23	7	11
15	30	25	†14	17	23	23	19	11	18
16	25	21	18	22	24	19	15	18	22
17	21	14	10	17	25	24	19	31	27
18	26	23	17	21	26	28	24		

Drawn Game.

* *Terminus, branching from the 12th Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
12	27	23	15	18	16	26	22	17	26
13	22	15	11	27	17	31	22	10	14
14	32	23	8	11	18	22	18	1	5
15	30	28	14	17	19	18	9	5	14

Black wins.

† *Branch Play, from the 14th Move of the first Sub-collateral Branch.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	26	22	18	25	17	19	10	6	15
15	30	21	14	18	18	21	17	8	11
16§	32	28	10	15					

Black wins.

§ *Terminus branching from the 16th Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
16	21	17	8	11	20	23	7	2	27
17	27	23	18	27	21	17	14	27	32
18	32	23	11	15	22	19	15	32	27
19	20	16	15	18					

Black wins.

‡ *Terminus commencing at the 15th Move of the first Sub-collateral Branch Game.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
15	7	11	25	21	20	22	26	19	15
16	18	22	26	17	21	12	19	13	9
17	11	15	20	16	22	6	22	15	6
18	15	18	24	20	23	1	10	24	6
19	18	22	27	24	24	8	12		

Drawn Game.

|| *Terminus commencing at the 12th Move of the first Collateral Branch.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
12	32	28	5	14		16	31	26	18	22
13	26	23	3	8		17	26	17	14	21
14	23	19	15	18		18	30	26	18	15
15	22	15	11	18		19	26	31		

Black wins.

‡ *Second Collateral Play, commencing at the 11th Move of the Variation.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
11	26	19	16	23		16	20	16	11	20
12	27	18	12	16		17	18	11	10	15
13	32	28	16	19		18	22	17	3	7
14†	30	26	1	5		19	11	8	7	10
15	31	27	5	9						

Black wins

¶ *Terminus branching from the 14th Move of the preceding.*

	White.		Black.				White.		Black.	
14	18	14	10	26		15	30	7		

Black wins.

¶ *Terminus commencing at the 16th Move of the first Collateral Branch Game.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
16	30	26	16	19		18	22	17	15	31
17	32	28	8	12		19	24	8	31	26

Black wins.

* *Terminus commencing at the 25th Move of the first Collateral Branch Game.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
25	19	6	12	19		26	11	15		

Drawn Game.

N. B.—This is one of Sturges' "numerous ramifications," arranged upon a new plan, and, we trust, rendered more comprehensible than even Walker's "importantly simplified" arrangement of the same game.

GAME VII.

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
1	22	18	11	15		12	31	24	12	19
2	18	11	8	15		13	23	16	10	14
3	21	17	4	8		14	17	10	7	14
4	23	19	8	11		15	24	19	15	24
5	17	13	9	14		16	28	19	1	5
7	27	23	5	9		17	22	17	14	18
6	25	22	14	17		18	26	23	18	27
8	29	25	17	21		19	32	23	6	10
9	22	17	11	16		20	13	6	2	9
10	25	22	16	20		21	17	13	9	14
11	19	16	20	27						

Drawn Game.

** Variation commencing at the 4th Move.*

Move	Black.		White		Move	Black.		White.	
	fr	to	fr.	to		fr.	to	fr.	to
4	15	18	17	13	16	12	19	15	10
5	9	14	26	23	17	6	15	13	9
6	14	17	23	14	18	15	18	22	15
7	17	21	†27	23	19	14	18	15	10
8	10	17	31	26	20	8	12	9	5
9	5	9	25	22	21	2	6	10	7
10	9	14	29	25	22	6	9	27	24
11	8	11	24	20	23	9	13	24	15
12	11	16	20	11	24	17	22	26	17
13	7	16	32	27	25	13	29	15	10
14	3	8	19	15	26	29	25	7	2
15	16	19	23	16	27	25	22		

Drawn Game.

† Collateral Game, commencing at the 7th Move of the Variation.

	White.		Black.			White.		Black.	
	fr	to	fr.	to		fr.	to	fr.	to
7	31	26	10	17	22	2	7	32	27
8	25	22	† 8	11	23	23	19	27	31
9	27	23	7	10	24	25	22	31	27
10§	29	25	11	15	25	7	11	27	24
11	32	27	3	7	26	19	16	24	27
12	19	16	12	19	27	16	12	27	31
13	23	16	7	11	28	12	8	1	6
14	16	7	2	11	29	8	3	14	18
15	27	23	5	9	30	22	15	31	22
16	24	20	9	14	31	11	16	10	19
17	28	24	11	16	32	16	23	6	10
18	20	11	15	18	33	3	7	10	14
19	22	15	10	28	34	7	10	22	26
20	11	7	6	10	35	23	19	26	22
21	7	2	28	32	36	10	15		

White wins.

D

† *Sub-collateral Game, commencing at the 8th Move of the preceding.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
8	5	9	22	18	22	17	22	30	26
9	8	11	26	23	23	22	25	26	22
10	17	22	18	15	24	25	30	22	17
11	11	18	23	5	25	30	26	18	14
12	7	11	24	20	26	26	22	14	9
13	3	7	27	23	27	6	10	9	6
14	6	10	32	27	28	22	18	6	2
15	11	16	20	11	29	31	26	2	7
16	7	16	28	24	30	10	14	17	10
17	22	26	29	25	31	26	23	7	2
18	26	31	25	22	32	23	16	2	6
19	2	6	† 22	18	33	21	25	6	9
20	16	20	18	14	34	18	15	10	7
21	10	17	23	18					

Black wins.

|| *Terminus branching from the 13th Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
13	28	24	6	10	20	30	21	22	26
14	13	9	10	14	21	21	17	26	31
15	9	6	1	10	22	9	13	10	15
16	5	1	14	18	23	13	9	15	19
17	1	5	11	16	24	24	15	31	24
18	20	11	7	23	25	9	14	12	16
19	5	9	21	25					

Drawn Game.

¶ *Terminus branching from the 19th Move of the Sub-collateral Game.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
19	22	17	31	26	26	7	2	6	10
20	23	18	16	32	27	2	6	30	25
21	30	23	32	27	28	6	9	25	21
22	24	20	21	25	29	9	14	12	16
23	23	19	25	30	30	14	7	21	14
24	18	14	27	24	31	20	11		
25	10	7	24	15					

Black wins.

GAME VIII.

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	13	31	27	1	5
2	18	11	8	15	14	25	21	11	15
3	21	17	4	8	15	27	24	7	11
4	23	19	8	11	16†	30	25	3	7
5	17	13	9	14	17	19	16	12	19
6	27	23	*6	9	18	23	16	14	18
7	13	6	2	9	19	21	14	10	17
8	24	20	15	24	20	24	19	15	24
9	28	19	14	17	21	22	8	17	21
10	25	22	9	13	22	28	19	21	30
11	29	25	5	9	23	16	12	30	16
12	32	28	9	14	24	20	2		

White wins.

** First Variation, commencing at the 6th Move.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
6	15	18	‡19	15	14§	6	13	25	21
7	18	27	15	8	15	1	6	21	14
8	12	16	32	23	16	6	9	23	18
9	3	12	24	20	17	13	7	22	6
10¶	7	11	25	22	18	15	30	27	24
11	14	17	29	25	19	31	27	6	1
12	10	15	31	27	20	27	23	1	6
13	2	7	13	9	21	23	18	6	10

White wins.

‡ First Collateral Play, commencing at the 6th Move of the preceding Variation.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
6	32	27	14	17	14	31	27	3	8
7	23	14	17	21	15	27	23	8	12
8¶	24	20	10	17	16	16	11	5	9
9	27	23	*7	10	17	23	16	12	19
10	25	22	11	15	18	11	8	19	23
11	19	16	12	19	19	26	19	17	26
12	23	16	10	14	20	30	23	21	30
13	29	25	15	19	21	19	16		

Drawn Game.

|| First Terminus, commencing at the 6th Move of the preceding Collateral Game.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
6	11	16	25	22	14	14	18	20	16
7	18	25	29	22	15	18	25	30	14
8	14	17	24	20	16	6	9	13	6
9	10	14	20	11	17	2	18	31	27
10	7	16	19	15	18	8	12	15	10
11	3	8	27	24	19	5	9	10	7
12	16	19	23	16	20	9	14	7	2
13	12	19	24	20	21	14	17		

Drawn Game.

¶ *Second Terminus, commencing at the 8th Move of the Collateral Game.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
8	25	22	10	17		13	19	16	12	19
9	29	25	11	16		14	24	15	8	12
10	27	23	16	20		15	27	23	7	10
11	31	27	3	8		16	15	11	20	24
12	23	18	5	9		17	28	19		

Black wins.

* *Third Terminus, commencing at the 9th Move of the Collateral Game.*

Move	Black.		White.			Move	Black:		White.	
	fr.	to	fr.	to			fr.	to	fr.	to
9	5	9	25	22		14	5	14	15	11
10	11	16	20	11		15	16	20	11	8
11	7	16	19	15		16	2	7	29	25
12	9	14	22	18		17	7	11	25	22
13	1	5	18	9		18	6	10		

White wins.

* *Fourth Terminus, commencing at the same Move.*

Move	Black.		White.			Move	Black.		White.	
	fr.	to	fr.	to			fr.	to	fr.	to
9	11	16	20	11		13	5	9	15	10
10	7	16	19	15		14	7	14	28	24
11	3	8	25	22		15	8	11		
12	2	7	31	27						

Drawn Game.

¶ *Second Collateral Play, commencing at the 10th Move of the first Variation.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	10	15	20	11	17	12	16	25	21
11	7	16	13	9	18	16	20	27	23
12	6	13	23	18	19	19	26	30	23
13	15	22	26	10	20	1	5	22	18
14	16	19	31	27	21	13	17	18	9
15	5	9	*25	22	22	5	14		
16	9	14	29	25					

Drawn Game.

* *Terminus commencing at the 15th Move of the preceding.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
15	30	26	13	17	17	21	5	23	32
16	25	21	19	23	18	26	22	32	27

Drawn Game.

§ *Third Collateral Play, commencing at the 14th Move of the first Variation.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	5	14	22	13	19	13	22	28	24
15	14	17	13	9	20	1	6	27	23
16	6	13	25	21	21	22	25	21	17
17	15	18	23	14	22	25	29	24	19
18	17	22	26	17					

White wins.

† *Second Variation, commencing at the 16th Move of Game VIII.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
16	19	16	12	19	20	21	14	3	17
17	23	7	14	18	21	24	19	15	24
18	21	14	18	25	22	28	19	17	21
19	30	21	10	17					

Drawn Game.

GAME IX.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	18	18	15	10	19
2	18	11	8	15	19	24	15	7	10
3	21	17	4	8	20	15	6	2	9
4	23	19	8	11	21	27	23	25	29
5	17	13	9	14	22	23	18	29	25
6	27	23	5	9	23	31	26	9	13
7	25	22	14	17	24	19	14	13	7
8	29	25	11	16	25	14	10	25	22
9*	32	27	16	20	26	26	23	22	26
10	19	16	12	19	27	23	19	26	23
11	23	16	17	21	28	10	6	17	22
12	22	17	15	18	29	6	2	22	26
13	26	23	18	22	30	16	12	23	16
14	25	18	10	14	31	30	23	21	25
15	17	10	6	22	32	2	6	25	30
16	13	6	1	10	33	6	10	30	26
17	23	18	22	25	34	23	18	20	24

Black wins.

* *Variation commencing at the 9th Move.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
9	24	20	15	24	18	30	26	21	25
10	20	11	7	16	19	27	24	25	30
11	28	19	17	21	20	15	10	6	15
12†	22	18	2	7	21	13	6	16	20
13†	31	27	10	14	22	19	10	20	27
14	18	15	3	8	23	22	13	27	31
15	26	22	7	11	24	26	22	31	26
16	22	18	1	5	25	22	17	26	19
17	25	22	14	17					

Drawn Game.

D 4

† *First Collateral Play, commencing at the 12th Move of the preceding Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
12	32	28	2	7	20	8	11	28	24
13	28	24	7	11	21	19	15	14	18
14	24	10	§ 11	15	22	22	17	24	19
15	20	11	15	24	23	17	14	19	17
16	23	19	10	14	24	26	22	17	26
17	11	8	24	28	25	31	15	12	16
18	8	4	28	32	26	11	20		
19	4	8	32	28					

Drawn Game.

§ *Terminus commencing at the 14th Move of the preceding.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	3	8	23	18	17	6	15	13	6
15	16	23	26	19	18	1	10	31	26
16	10	15	19	10					

Drawn Game.

‡ *Second Collateral Play, commencing at the 13th Move of the Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
13	25	22	7	11	17	11	24	11	16
14	32	28	10	14	18	5	10	6	15
15	28	24	16	20	19	13	6	1	10
16	19	15	20	27	20	18	11	16	20

Drawn Game.

|| *Sub-collateral Play, commencing at the 14th Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	31	27	§ 3	8	16	22	17	1	5
15	19	15	10	19	17	17	14		

White wins.

§ *Terminus commencing at the 14th Move of the preceding.*

Move	Black.		White.			Move	Black.		White.	
	fr.	to	fr.	to			fr.	to		
14	10	14	19	15		17	16	19	23	16
15	3	7	15	8		18	14	30	16	11
16	21	25	30	21		Drawn Game.				

‡ *Third Collateral Play, commencing at the 13th Move of the Variation.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	18	15	¶ 3	8		16	22	18	10	14
14	32	27	16	20		17	27	24		
15	25	22	7	11		Drawn Game.				

¶ *Sub-collateral Play, commencing at the 13th Move of the preceding.*

	Black.		White.				Black.		White.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	16	20	*25	22		20	10	19	18	15
14	20	24	†32	28		21	24	27	23	18
15	3	8	23	18		22	27	31	26	22
16	7	11	26	23		23	31	26	30	23
17	1	5	22	17		24	19	26	16	11
18	11	16	31	26		25	26	30	11	4
19	16	20	19	16		Drawn Game.				

* *Terminus commencing at the 13th Move of the preceding.*

	White.		Black.				White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	31	27	9	14		18	23	16	7	11
14	25	22	21	25		19	16	7	3	19
15	30	21	14	17		20	32	28	17	21
16	21	14	10	17		21	27	23		
17	19	16	12	19		Drawn Game.				

† *Terminus, commencing at the 14th Move of the Sub-collateral Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	22	18	3	8	18	18	11	24	27
15	26	22	7	11	19	31	24	16	20
16	32	28	11	16	20	11	7		
17	15	11	8	15					Drawn Game.

† *Second Terminus, commencing at the same Move.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	23	18	3	8	19	19	16	12	19
15	32	28	7	11	20	23	16	10	19
16	26	23	1	5	21	26	23	19	26
17	22	17	11	16					Drawn Game.
18	31	26	16	20					

GAME X.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	13	23	16	10	14
2	18	11	8	15	14†	9	14	24	19
3	21	17	4	8	15	15	24	28	19
4	23	19	8	11	16	10	15	19	10
5	17	13	9	14	17	6	15	17	10
6	27	23	5	9	18	7	14	22	17
7	25	22	14	17	19	2	7	17	10
8	29	25	17	21	20	7	14	13	9
9*	22	17	†11	16	21	14	17	16	11
10	25	22	16	20	22	15	18	26	23
11	19	16	20	27	23	18	27		
12	31	24	12	19					Drawn Game.

** First Variation, commencing at the 9th Move.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
9	24	20	15	24	17	23	16	7	11
10	28	19	9	14	18	16	7	2	11
11	22	17	11	15	19	26	23	11	16
12	25	22	15	24	20	31	26	24	27
13	22	18	7	11	21	26	23	15	19
14	18	9	11	15	22	23	18	19	23
15	9	5	13	7	23	18	14		
16	20	16	12	19					Drawn Game.

|| First Collateral Play, commencing at the 10th Move of the Variation.

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	11	15	*32	28	14	6	15	17	10
11	15	24	28	19	15	7	14	25	22
12	9	14	+22	17					Drawn Game.
13	10	15	19	10					

** Terminus commencing at the 21st Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
10	19	16	12	19	16	27	23	24	27
11	23	16	7	11	17	23	18	27	31
12	16	7	2	11	18	17	14	15	19
13	22	17	15	9	19	14	5	3	8
14	25	22	10	15					Drawn Game.
15	31	27	19	24					

† *Second Terminus, commencing at the 12th Move of the first Collateral Play.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
12	22	18	14	17	17	31	22	7	11
13	19	16	12	19	18	16	7	2	11
14	23	16	1	5	19	22	17	3	8
15	25	22	5	9	20	23	19	8	12
16	26	23	17	26	21	17	14		

Drawn Game.

¶ *Terminus branching from the 15th Move of the first Variation.*

	Black.		White.		
15	2	7	30	25	White wins.

¶ *Second Collateral Play, from the same Move of the first Variation.*

	Black.		White.			Black.		White.	
15	24	28	31	27	17	21	30	20	16
16†	2	7	30	25					White wins.

‡ *Terminus from the 16th Move of the preceding.*

	Black.		White.			Black.		White.	
16	3	7	30	25	18	12	19	23	16
17	21	30	20	16	19	30	23	27	11

Drawn Game.

‡ *Third Variation, commencing at the 14th Move of the Game.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
14	7	11	16	7	22	5	9	6	2
15	2	11	26	23	23	15	19	24	15
16	3	8	23	18	24	9	14	18	9
17*	15	19	24	15	25	11	25	2	7
18	10	19	17	14	26	25	29	7	10
19	1	5	14	10	27	29	25	10	15
20	6	15	13	6	28	25	22	15	19
21	19	23	28	24					

White wins.

* *Terminus from the 17th Move of the preceding.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
17	8	12	24	20	22	15	22	7	2
18	12	16	28	24	23	22	26	24	19
19	1	5	32	28	24	26	31	19	15
20	16	19	17	14	25	31	26	2	7
21	10	26	30	7					

White wins.

§ *Fourth Variation, commencing at the 21st Move of the Game.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
21	15	19	16	11	24	1	6	5	1
22	19	24	26	21	25	6	9	1	6
23	24	28	9	5	26	9	13		

White wins.

GAME XI.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	13	17	10	6	24
2	18	11	8	15	14	13	6	1	10
3	21	17	4	8	15+	22	17	24	28
4	23	19	8	11	16	17	13	3	7
5	17	13	9	14	17	13	9	16	19
6	27	23	5	9	18	23	16	12	19
7	25	22	14	17	19	9	5	19	24
8	29	25	17	21	20	5	1	11	16
9	22	17	11	16	21	20	11	7	16
10	25	22	7	11	22	1	5	16	20
11*	24	20	15	24	23	5	9	24	27
12	28	19	10	14	Drawn Game.				

* *First Variation, commencing at the 11th Move.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	23	18	16	23	19	30	23	21	25
12	26	19	11	16	20	23	19	10	14
13	18	11	16	23	21	8	4	25	30
14	22	18	10	14	22	4	8	30	25
16	17	10	6	22	23	8	11	22	26
17	13	6	1	10	24	31	22	25	18
18	11	8	23	26	Black wins.				

* *Second Variation, commencing at the same Move.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	31	27	21	25	12	30	21	9	14
Black wins.									

* *Third Variation, commencing at the same Move.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
11	32	27	3	8		13§	19	15	11	18
12†	22	18	15	22		14	23	5	22	25

Black wins.

‡ *Terminus commencing at the 12th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
12	24	20	15	24		14	17	10	6	24
13	28	19	10	14		15	13	6	1	10

Black wins.

§ *Terminus commencing at the 13th Move of the Third Variation.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
13	24	20	22	25		15	19	15	11	27
14	27	24	25	29		16	20	4	29	25

Black wins.

† *Fourth Variation, commencing at the 15th Move of the Game.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
15	23	18	10	15		22	15	8	25	22
16	18	14	15	19		23	20	11	22	15
17	32	28	3	7		24	8	3	7	16
18	22	18	19	23		25	3	8	16	19
19	28	19	21	25		26	14	9	19	24
20	30	21	23	20		27	21	7		
21	19	15	30	25						

Drawn Game.

GAME XII.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	13	26	17	11	15
2	18	11	8	15	14	32	28	15	24
3	25	22	4	8	15	28	19	1	6
4	29	25	8	11	16	30	26	3	8
5	23	18	*9	13	17	26	23	8	11
6	18	14	10	17	18	23	18	11	16
7	21	14	6	10	19	27	23	16	20
8	25	21	10	17	20	31	27	6	9
9	21	14	2	6	21	18	15	9	18
10	24	19	15	24	22	23	14	12	16
11	28	19	†6	10	23	19	12	10	19
12	22	17	13	22	24	12	18		

Drawn Game.

* *First Variation, commencing at the 5th Move.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
5	12	16	†18	14	11	10	15	17	10
6	10	17	22	23	12	18	22	25	18
7	†16	20	21	27	13	15	22	23	19
8	7	10	26	23	14	6	15	19	10
9	9	14	25	21	15	22	25	24	19
10	15	18	30	25	16	2	7		

Drawn Game.

† *Collateral Play, commencing at the 10th Move of the preceding.*

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
5	24	20	16	19	6	§27	23	9	13

Black wins.

§ *Sub-collateral Play, from the 6th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
6	27	24	10	14		9	27	11	7	16
7	20	16	14	23		10	24	15		
8	31	27	11	20		Drawn Game.				

|| *Sub-collateral Play, commencing at the 7th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
7	22	17	14	23		10	20	11	7	16
8	25	22	9	13		11	*14	10	16	20
9	17	14	11	16		12	31	27	15	18
Black wins.										

* *Terminus, commencing at the 11th Move of the preceding.*

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
11	14	9	5	14		17	24	20	29	25
12	22	18	15	22		18	31	26	13	17
13	24	15	6	10		19	26	23	25	22
14	15	6	1	10		20	20	16	2	7
15	26	12	22	25		Black wins.				
16	28	24	25	29						

‡ *Terminus commencing at the 7th Move of the First Variation.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
7	9	14	24	20	14	15	22	17	14
8	6	10	27	24	15	10	17	21	14
9	16	19	25	22	16	6	10	14	9
10	14	18	22	17	17	5	14	13	9
11	1	6	32	27	18	14	17	9	5
12	19	23	26	19	19	17	21	5	1
13	18	23	27	18	20	22	25	31	26

Drawn Game.

† *Terminus commencing at the 11th Move of the Game.*

	Black.		White.			Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	11	16	27	23	16	21	14	7	10
12	6	9	22	18	17	14	7	3	10
13	1	6	30	25	18	32	28	10	14
14	6	10	25	21	19	26	22	14	17
15	25	21	10	17	20	19	15		

Drawn Game.

GAME XIII.

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	15	13	9	6	13
2	18	11	8	15	16	19	15	1	6
3	21	17	4	8	17	24	19	3	7
4	23	19	8	11	18	28	24	22	25
5	17	13	9	14	19	29	22	14	18
6	25	21	14	18	20	23	14	6	10
7	26	23	18	22	21	15	6	2	25
8	30	26	15	18	22	19	15	25	30
9	26	17	18	22	23	27	23	20	27
10	23	18	11	16	24	31	24	30	26
11	*27	23	16	20	25	23	18	26	22
12	32	27	†10	14	26	18	14	12	16
13	17	10	7	14	27	15	11		
14	18	9	5	14					

Drawn Game.

* *Variation commencing at the 11th Move.*

	White.		Black.			White.		Black.	
11	18	14	16	23	14	13	9	6	13
12	27	18	10	15	15	32	27		
13	18	11	7	16					

Drawn Game.

† *Second Variation, commencing at the 12th Move of the Game.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
12	3	8	‡18	15	19	2	7	11	2
13	7	11	§23	18	20	27	31	2	9
14	11	16	27	23	21	5	23	¶17	14
15	20	27	31	24	22	10	17	21	14
16	16	20	15	11	23	31	26	14	10
17	8	15	18	11	24	22	25	29	22
18	20	27	23	18	25	26	17		

Black wins.

‡ *Collateral Play, commencing at the 12th Move of the preceding.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
13	18	14	8	11	20	18	14	27	31
14	14	9	5	14	21	25	22	31	27
15	19	15	11	18	22	22	18	27	24
16	23	19	22	26	23	14	9	24	20
17	31	15	14	18	24	18	14	20	16
18	29	25	18	23	25	15	11	16	23
19	27	18	20	27	26	11	8	23	19

Black wins.

§ *Second Collateral Play, commencing at the 13th Move of the second Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
13	31	26	22	31	19	14	10	26	30
14	29	25	11	18	20	25	21	30	25
15	23	7	2	11	21	10	7	25	22
16	17	14	6	9	22	7	3	11	16
17	13	6	1	17	23	19	15	16	19
18	21	14	31	26	24	3	7		

Black wins.

E 2

*¶ Third Collateral Play, commencing at the 21st
Move of the second Variation.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
21	13	9	31	27	24	19	15	27	23
22	17	14	10	17	25	15	10	23	18
23	21	14	23	26	26	10	7	18	15

Black wins.

GAME XIV.

	White.		Black.			White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
1	22	18	11	15	10	27	18	7	16
2	18	11	8	15	11	24	20	16	19
3	21	17	4	8	12	18	15	19	23
4	23	19	8	11	13	15	11	10	14
5	17	13	9	14	14	11	8	22	26
6	25	21	14	18	15	31	22	14	17
7	26	23	18	22	16	21	14	6	9
8	*23	18	11	16	17	13	6	1	26
9	18	11	16	23	18	8	4		

Drawn Game.

** Variation commencing at the 8th Move.*

Move	White.		Black.		Move	White.		Black.	
	fr.	to	fr.	to		fr.	to	fr.	to
8	21	17	5	9	22	22	18	19	23
9	23	18	†10	14	23	10	6	23	26
10	17	10	7	23	24	6	2	26	31
11	19	10	6	15	25	2	6	31	27
12	13	6	2	9	26	6	10	27	23
13	27	18	‡ 1	5	27	18	14	23	19
14	24	20	9	14	28	14	9	11	15
15	18	9	5	14	29	20	16	19	12
16	32	27	§14	18	30	10	19	12	8
17	30	25	12	16	31	9	6	8	11
18	31	26	22	31	32	6	2	11	8
19	25	22	18	25	33	19	23	8	11
20	29	22	31	24	34	23	18	11	16
21	28	10	16	19					

Drawn Game.

† Collateral Play, commencing at the 9th Move of the preceding.

	Black.		White.			Black.		White.	
9	11	16	18	11	13	16	19	30	26
10	16	23	27	18	14	3	7	32	27
11	7	16	18	15	15	1	5	27	24
12	10	19	24	15	16	7	10	15	11

Drawn Game.

‡ Second Collateral Play, commencing at the 13th Move of the Variation.

	Black.		White.			Black.		White.	
13	12	16	24	20	17	22	29	30	26
14	1	6	32	27	18	15	22	26	10
15	6	10	27	23	19	29	25	28	24
16	10	14	29	25	20	3	8		

Drawn Game. E 3

§ *Third Collateral Play, commencing at the 16th
Move of the Variation.*

Move	Black. fr. to	White. fr. to		Move	Black. fr. to	White. fr. to
16	14 17	27 23		17	12 16	30 26

White wins.

|| *Third Collateral Play, commencing at the 17th
Move of the Variation.*

	Black.	White.		Black.	White.
17	15 19	27 24		24	30 25
18	11 15	20 16		25	23 26
19	19 23	16 11		26	26 30
20	23 26	24 19		27	30 26
21	15 24	28 19		28	26 23
22	26 30	25 21		29	25 30
23	18 23	11 8		30	23 18

White wins.

GAME XV.

	White.	Black.		White.	Black.
1	22 17	11 15		10	30 26
2	25 22	8 11		11	19 15
3	29 25	9 13		12	25 21
4	17 14	10 17		13	23 16
5	21 14	4 8		14	22 28
6	24 19	15 24		15	15 11
7	28 19	11 16		16	14 10
8	22 18	16 20		17	18 11
9	26 22	+8 11		18	22 18

* Black loses by this Move.

† *Variation commencing at the 9th Move.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
9	6	9	25	21	18	22	25	11	8
10	1	6	30	26	19	§25	29	8	4
11	12	16	19	12	20	29	25	4	8
12	8	11	22	17	21	25	22	8	11
13	13	22	26	17	22	16	19	11	15
14	9	13	23	19	23	19	23	27	18
15	13	22	19	15	24	7	10	15	6
16	11	16	15	10	25	2	9		
17	6	15	18	11					

Drawn Game.

§ *Terminus commencing at the 19th Move of the preceding.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
19	16	19	8	4	24	22	18	15	10
20	25	29	4	8	25	18	9	10	6
21	29	25	32	28	26	9	14	6	1
22	25	22	27	24	27	14	18	28	24
23	20	27	31	15					

Drawn Game.

‡ *Second Variation commencing at the 11th Move.*

Move	Black.		White.		Move	Black.		White.	
	fr.	to	fr.	to		fr.	to	fr.	to
11	12	16	15	8	19	5	9	4	8
12	3	12	18	15	20	9	14	8	11
13	9	18	23	14	21	14	17	11	18
14	1	6	15	11	22	17	22	26	17
15	6	9	11	8	23	13	29	18	22
16	9	18	22	15	24	16	19		
17	7	11	15	10					
18	11	15	8	4					

White wins.

* *Third Variation commencing at the 12th Move.*

Move.	Black. fr. to	White. fr. to		Move.	Black. fr. to	White. fr. to
12	7 10	14 7		21	5 9	4 8
13	3 19	18 15		22	19 23	27 18
14	1 6	15 11		23	14 23	10 7
15	6 10	11 8		24	2 11	8 15
16	10 14	22 17		25	23 26	15 18
17	13 22	26 10		26	26 30	22 17
18	19 26	31 22		27	9 18	17 14
19	16 19	32 28				White wins.
20	9 14	8 4				

Situations to Draw Games.

No. 1.

Black—Kings on 3, 4—

White—King on 15. White to Move.

Move.	White. fr. to.	Black. fr. to.
1	15 11	3 8
2	11 7	8 12
3	7 11 &c.	

No. 2.

Black—King on 9—Man on 5.

White—King on 7—White to Move.

	White.	Black.
1	7 10	9 13
2	10 14	13 9
3	14 10 &c.	

No. 3.

Black—Kings on 3, 4, 12.

White—Kings on 11, 12.—Black to Move.

Move.	Black.		White.	
	fr.	to.	fr.	to.
1	3	8	10	15
2	8	3	15	19
3	12	8	19	15

No. 4.

Black—Kings on 14 15, Man on 13.

White—Kings on 22 23.—Black to Move.

	Black.		White.	
	1	14	7	23
2	15	10	22	25
3	17	21	25	22
4	10	14	24	30
5	14	17	22	18
6	17	14		

No. 5.

Black—Kings on 18 19, Man on 28.

White—Kings on 27 32,—White to Play.

	White.		Black.	
	1	27	24	18
2	24	20	15	11
3	20	24	19	23
4	24	20		

No. 6.

Black—Kings on 22, 23, 24, Man on 21.

White—Kings on 31, 32, — Man on 30.

Black to Move.

Move.	Black. fr. to.	White. fr. to.	Move.	Black. fr. to.	White. fr. to.
1	24 28	31 27	5	22 18	31 27
2	23 19	27 31	6	18 15	27 31
3	19 24	32 29	7	15 19	31 27
4	24 20	27 32			

Situations to Win Games.

No. 1.

Black—King on 25, Man on 21.

White—Kings on 26, 27.—Either to move.

	Black.	White.
1	25 29	27 23
2	29 25	23 18
3	25 29	18 22
4	21 25	26 30

No. 2.

Black—Kings on 1, 2.

White—Kings on 10, 11, Man on 5.

Either to Play.

	White.	Black.		White.	Black.
1	10 14	2 6	6	19 23	6 2
2	14 17	6 9	7	13 9	1 6
3	17 13	9 6	8	23 18	6 13
4	11 16	6 2	9	18 14	13 9
5	16 19	2 6	10	14 10	

Set the Men as before.

Move.	Black.		White.			Move.	Black.		White.	
	fr.	to	fr.	to.			fr.	to.	fr.	to.
1	2	6	11	15		6	13	9	17	13
2	6	9	15	18		7	9	6	18	22
3	9	6	10	14		8	6	2	13	9
4	6	9	14	17		9	1	6	18	14
5	9	13	18	22		10	6	13	5	1

No. 3.

Black—Kings on 1, 2, Man on 3.

White—Kings on 9, 10, 11, Man on 12.

Black to Play.

	Black.		White.				Black.		White.	
	fr.	to	fr.	to.			fr.	to.	fr.	to.
1	1	5	9	13		5	1	6	9	5
2	5	1	11	15		6	6	1	15	11
3	2	6	10	14		7	2	6	11	7
4	6	2	14	9		8	3	10	5	9

No. 4.

White—King on 5, Man on 21.

Black—Kings on 6, 10.

Black to move and win.

	Black.		White.				Black.		White.	
	fr.	to	fr.	to.			fr.	to.	fr.	to.
1	6	1	5	9		7	15	18	9	5
2	10	15	9	5		8	18	22	17	14
3	15	18	5	9		9	1	6	5	1
4	1	5	9	6		10	6	2	14	10
5	18	15	21	17		11	22	18	1	5
6	5	1	6	9		12	18	14		

Place the Men as before.

Move.	Black. fr. to.	White. fr. to.	Move.	Black. fr. to.	White. fr. to.
1	6 1	5 9	7	10 14	22 25
2	10 15	21 17	8	5 1	25 22
3	15 18	17 13	9	1 6	22 25
4	18 15	9 14	10	6 10	25 30
5	1 5	14 17	11	10 15	30 25
6	15 10	17 22	12	15 18	

No. 5.

White—King on 1, Man on 30.

Black—Kings on 9, 10.

Black to move and win.

	Black. fr. to.	White. fr. to.		Black. fr. to.	White. fr. to.
1	9 6	1 5	10	1 6	5 1
2	6 1	5 9	11	6 9	1 5
3	1 5	9 13	12	9 14	4 1
4	10 14	13 9	13	22 18	1 5
5	14 18	9 6	14	18 15	5 1
6	18 15	30 25	15	15 10	1 5
7	15 18	25 21	16	10 6	5 1
8	5 1	6 9	17	14 10	1 5
9	18 22	9 5			

No. 6.

White—Kings on 22, 27, Man on 18.

Black—King on 5, Men on 20, 21.

White to play and win.

	White. fr. to.	Black. fr. to.		White. fr. to.	Black. fr. to.
1	18 14	5 1	6	15 19	30 25
2	14 9	1 5	7	27 32	25 22
3	22 17	5 14	8	19 24	20 27
4	17 10	21 25	9	32 23	
5	10 15	25 30			

No. 7.

Black—Kings on 6, 24.

White—Kings on 14, 18, 23.

Either to move, White may win.

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
1	18	15	6	1		4	9	6	28	32
2	14	9	24	28		5	19	24	5	1
3	23	19	1	5		6	24	19	&c.	

No. 8.

Black—King on 13, Men on 1, 12, 16.

White—King on 11, Men on 5, 6, 10.

Black to Play.

	Black.		White.				Black.		White.	
	fr.	to	fr.	to			fr.	to	fr.	to
1	13	9	11	20		5	19	24	32	28
2	9	2	20	24		6	2	6	28	19
3	12	16	24	27		7	6	24		
4	16	19	27	32						

Situations for Study.

No. 1.

Black—King on 30, Man on 17.

White—Kings on 18, 27. White to Play.

	White.		Black.	
1	18	22	17	26
2	27	31		

GAME OF

No. 2.

White—Kings on 17, 27.

Black—Kings on 29, 30, Man on 18.

White to Play.

Move	White.		Black.	
	fr.	to.	fr.	to.
1	17	22	18	25
2	27	23		

No. 3.

White—Kings on 18, 19, Man on 28.

Black—Kings on 31, 32, Man on 20.

White to Move.

	White.		Black.	
	fr.	to.	fr.	to.
1	19	24	20	27
2	18	22		

No. 4.

Black—King on 29, Men on 9, 11, 21.

White—Men on 18, 24, 26, 30.

White to Move.

	White.		Black.	
	fr.	to.	fr.	to.
1	18	14	9	18
2	26	22	18	25
3	24	19		

No. 5.

Black—Kings on 27, 31, Men on 12, 21.

White—Kings on 15, 18, Men on 20, 30.

White to Move.

	White.		Black.			White.		Black.		
	fr.	to.	fr.	to.		fr.	to.	fr.	to.	
1	30	26	31	22		3	20	16	12	19
2	18	25	21	30		4	15	31		

No. 6.

Black—Kings on 7, 23, Men on 9, 13.

White—Kings on 17, Men on 8, 21, 22.

White to Move.

Move	White.		Black.	
	fr.	to.	fr.	to.
1	22	18	13	22
2	8	3	23	14
3	3	26		

No. 7.

Black—King on 24, Men on 3, 13, 14.

White—Kings on 15, 22, Men on 19, 21.

White to Move.

	White.		Black.	
	fr.	to.	fr.	to.
1	21	17	14	21
2	15	18	24	25
3	18	11		

No. 8.

Black—King on 18, Men on 1, 6, 9.

White—King on 7, Men on 13, 15.

White to Move.

	White.		Black.	
	fr.	to.	fr.	to.
1	15	10	6	15
2	13	6	1	10
3	7	23		

No. 9.

White—Kings on 6, 7, Man on 9.

Black—Kings on 14, 15, Man on 5

White to Move.

	White.		Black.	
	fr.	to.	fr.	to.
1	7	10	14	7
2	6	2	5	14
3	2	9		

GAME OF

No. 10.

Black—Men on 2, 6, 8, 22,

White—Men on 15, 27, 30, 32.

White to Move.

Move	White.		Black.			Move	White.		Black.	
	fr.	to	fr.	to			fr.	to	fr.	to
1	15	11	8	15		3	32	28	31	24
2	30	26	22	31		4	28	1		

No. 11.

White—King on 22, Men on 6, 26.

Black—Kings on 7, 15, Man on 21.

White to Move.

	White.		Black.	
1	22	25	21	30
2	6	2	30	23
3	2	7		

No. 12.

Black—Kings on 27, 31, Man on 2.

White—Kings on 14, 19, Man on 10.

White to Move.

	White.		Black.	
1	10	7	2	11
2	19	15	11	18
3	14	32		

POLISH DRAUGHTS.

THE Game of Polish Draughts differs from the French Game in that it is played upon a checkered board of one hundred squares, fifty of each colour.

The pawns, forty in number, may be placed indifferently either upon the black or the white squares; but it is most usual to place them upon the white. The move is of course confined to the colour selected.

The draught-board is supposed to be divided into two parts, the territory of either party. The pawns severally occupy the first four rows of each extremity of the board, so that two rows of squares remain vacant between the combatants for their primary operations.

The Rules of this Game are little varied from those of the one we have before described. There is no other difference than that created by the operations of the pawns and queens, which are not the same in the two games.

As all players are not of equal ability, it is customary to render them so by the stronger party giving some advantage to his adversary, more or less considerable, according to their reputation at the game. It is also played—

1. By two players of equal ability giving to each other alternately one, two, and sometimes three pawns for a queen. When one is stronger than the other, then more pawns are given.

2. With five queens and four pawns against twenty pawns.

3. The diagonal game, in which the pawns are arranged in such a manner as to leave at the commencement the central line open.

With these preliminaries, we shall explain the fundamental Rules of the Game.

1. The players being of equal ability, it is to be decided by lot which of them shall have the first move; but when one of the players receives an advantage, it is customary that he should have the first move.

2. The march of the pawn is always diagonally in advance, to the right or left, from white to white or black to black, one square at a time, except to capture, when he may move as often as there remain pieces *en prise*, and even backward for that purpose.

3. When a pawn is touched, it must be moved, when no obstacle intervenes; from whence has arisen the established maxim—*Touch and play*.

4. A pawn is considered to have been touched when the fingers are removed from it; and until hold of it has been quitted, the move is not considered to have been completed.

5. If you touch one or more pawns to arrange them, you must state the fact by saying,

J'adoube; otherwise your adversary may compel you to play such touched pawns anywhere that he may think proper, agreeably to the laws of the game, and no obstacle intervening.

6. When a pawn is played to a square immediately adjacent to one of the opposite colour with a blank white square in his rear, he captures such piece by passing over him into such vacant square.

7. And if there should be many pawns of the adversary, behind which is a vacant white square, the capturing pawn may continue his course of triumph by passing over each in succession, into the vacant white squares, taking prisoners all those over which he shall pass.

8. When several pawns are to be taken at one operation, they must not be removed from the board until the piece capturing them has terminated its move.

9. The pawn or the queen which captures, cannot repass over a square it has once leaped, but must halt upon the square over which it has passed, and upon which there is a pawn or a queen forming a part of those which may be taken if this pawn or queen has another behind it, although there may be beyond one or more pawns or queens that it might take; but yet the pawn or queen behind the pawn or queen which ought to take, may capture this pawn or queen if there be a vacant square. The following example will explain this rule;—

White has a pawn upon 27, 32, 33, & 37, and a queen on 43:

Black has a pawn on 3, 4, 9, a queen on 10 & 13, and another pawn on 19;

The black queen on 13 can take the pawn on 4, and is obliged to place herself on 28, because she is stopped by the pawn on 32, which she cannot take until she has been so placed that the white pawn on 32, which is behind her, takes her, as well as two other pawns, and goes to queen at 5.

10. When there are several pawns to take, and in removing them from the board, one or more are left by mistake, the adversary has the right, if he think proper, to *huff* the pawn with which the capture was made. If he does not do this, he may compel you to take, and cannot be refused.

11. But if the player having the right to huff should touch the pawn to be huffed, he then loses the alternative, and must abide by his right of huffing. This is only in accordance with rule 3.

12. If a player refuses to take, he loses the game; a regulation founded upon the principle, that a refusal to take is a refusal to play, which amounts to throwing up the game.

13. When a player having to take on one side only, touches by mistake another pawn than the one which he ought to take, or that having to take on several sides, he touches another pawn than the one which he ought to take on the most

advantageous side, the adversary may both huff the pawn in question and oblige him to play the one touched.

14. After a player has moved, he cannot huff, if the adversary supplies his omission the following move, or if the pawn which ought to have been taken has changed its position; but if matters remain in the same state, the player who had neglected to huff, may do so, or require you to capture, even after several moves, although he had or not earlier perceived the error of his adversary.

15. A player is liable to be *huffed* when, there being two or more opportunities of capture, he takes that containing the least number, instead of the greatest, or, when the numbers are equal, but the value unequal, and he should take the least in value; as when there may be pawns against queens, or a queen and some pawns. In this case, the queens or the queen ought to be taken, for a queen is worth more than a pawn. Observe also that when on one side there are three pawns to take and on the other a pawn and a queen, or even two queens, the pawn must be taken, as they exceed the the latter in number.

16. When a pawn has arrived upon one of the squares where it should be crowned, it is so distinguished by one of the captured pawns being placed upon it. The pawns are to be *queened* when they arrive at the extreme squares of the enemy's territory. But it is not enough that a

pawn has so arrived—he must terminate his move there; but if a pawn so arriving on one of the extreme squares, meets a man of the enemy *en prise*, he must capture—continue his way, and remain a pawn; as the following example will illustrate.

Suppose white pawns on 34, 42, and 43, and a black pawn on 30, the latter taking the white pawns on 34 and 42, arrives at 48, at which it might be entitled to the privilege of being crowned a queen, but having to take the white pawn on 42, he must do so and terminate his move at 37. Under such circumstances, if the black pawn had stopped at 48, leaving the pawn on 42 uncaptured he would have been liable to the huff.

17. A queen differs from a pawn both in her march and in her mode of capture.

In her march the Queen differs from the pawn in that the latter only advances one square at a time, excepting only to capture, and then only from square to square; whereas the queen can pass from one extremity of the board to the other if the passage be open, that is to say, if there be no pawn of her own colour in the way, nor any of the opposite colour which are not *en prise*.

The queen differs from the pawn in the manner of capture is that, when she has to capture, she may traverse many squares at a time, so that they are unoccupied, or occupied by pieces of the enemy which are *en prise*. Then she may turn

to the right or left, and sometimes make the tour of the board.

18. When two players of equal ability, at the end of a game, are left, one with three queens; and the other with one only, but occupying the great central line, the game is necessarily to be considered drawn. When the single queen does not occupy the central line there are many ways of winning; but as they are not freed, and as the game must have an end, it is a rule that the player with the three queens cannot oblige his adversary to play more than fifteen moves, and the latter cannot refuse when in this situation it is required of him. When, however, he with the three queens gives an advantage, he can only demand fifteen moves. But if the advantage given consists in drawing the game, he is allowed twenty moves, after which he loses the game if the adversary still preserves his queen.

19. In a game where the moves are limited to a certain number, that number cannot be exceeded under a pretext that the move exceeding the stipulated number is a necessary consequence of the preceding. The game is definitively lost and won when the last of the stipulated moves is played.

20. A move is not complete, until each player has moved once; so that he who plays first for the fifteenth or twentieth move, that move is not accomplished until the adversary has also played.

21. When at the end of a game a player having only one queen offers to his adversary who has a queen and two pawns, or two queens and a pawn, to crown the two pawns or the pawn, in order immediately to decide it in a limited number of coups, the latter is compelled to accept the offer, or the former may quit the game as drawn.

22. When a player makes a false move, it is at the option of the adversary to correct the error, or to permit the pawn or queen so played to remain. It is no fault to move a pawn which cannot be played; nor by the same rule, to move a pawn of the adverse colour. Neither in this case can the player be huffed, for that penalty attaches only to touching those pawns which might be played.

23. When one player gives to the other an advantage, it is imperative that two, three, or more games should be played proportionate to the advantage given; and in giving the revenge, an equal number is to be played.

24. A game ought to be played out, or it is to be considered lost to him who shall leave off without the consent of the adversary.

25. In playing for money, the money must be staked each game; the same rule applies to bets.

26. When money is played for, if a spectator gives advice to one of the players even indirectly, by taking advantage of which, he shall win the game, such spectator is to make good the stake to the loser, as well as all bets depending on the game.

27. If any dispute should arise during the play, the matter is to be referred to and decided by those of the spectators who have no stake or bets depending on it; and the players are to be bound by their decision.

GENERAL RULES.

PLAY your pawns so that they may be neither too close nor too much separated from one another. If too close they will be blocked up; and if too much separated they are more liable to be captured. If too close, clear your game by a judicious exchange. If too scattered, concentrate as soon as possible.

When you have but a pawn which you cannot retake, endeavour to compensate for the loss by selecting an advantageous post in which one pawn may hold two in check.

Observe well the position of the adversary's forces, and direct your main strength against the weak point of the opponent.

In the science of war the *materiel* is the winning power, therefore the greatest judgment con-

sists in playing the pawn. Before executing a plan of attack, examine and combine every part, and do not commence until you see as clearly as may be, that the ultimatum may not be turned by the adversary to his own account. It is not sufficient for a player to study well his own moves, he must also make himself acquainted with the views and manœuvres of his opponent. As soon as the object of a move is discovered it is lost; when therefore you find that your adversary has discovered your design abandon it and seek another.

Some are of opinion that it is less advantageous to make hits than to gain a good position; as though your adversary may be of equal force with yourself, this equality ceases as soon as the position is gained by one of the parties.

When you have committed an error which may occasion the loss of a pawn, and your adversary does not perceive it, remedy the fault immediately; but if you perceive that your opponent has observed it, and that he is preparing to take advantage of your mistake, abandon it, and seek indemnification in another coup.

Towards the end of a game when there are but few pawns left on the board, concentrate them as soon as possible. At that period of the game, the slightest error is fatal.

With equal players the loss of a pawn may incline the victory to one side or the other. There are however several cases in which one or

more may be sacrificed with advantage; as when there remain no other means of parrying a ruinous coup of the adversary, or of being blockaded.

When towards the end of a game you find yourself with a queen and a pawn against three queens, it is best to sacrifice the pawn without hesitation, as the game is best defended by a single queen.

If your adversary is desirous of occupying the corners, take up a position in the centre and blockade him. The position of the corners is a very doubtful one, for the player who occupies them has only half the field open for his pieces. Thus several pawns are frequently blocked up in the corners till the end of the game.

The queen is so powerful a piece that one two or three pawns may be advantageously sacrificed to obtain one. But in doing so it is necessary to note the future prospects of her reign. Be certain that she will be in safety, and occupying a position that may enable her to retake the pawn sacrificed, without danger to himself.

REMARKS ON DRAWING THE GAME.

WHEN one of the players is reduced to one queen and the other to three, there is no forced coup by which the latter can win, because in attacking nothing, the defence is of little consequence; between equal players such games are generally drawn. But it is different where one player is superior to the other; for although there is no forced coup by which the three queens may win, there are several into which they may lead the adversary if he is not aware of them. We shall therefore point out the positions he ought to avoid, as ambuscades which may be laid for him.

If the player who has only one queen occupies the diagonal line, to draw the game, he has only to move constantly from one extremity of this line to the other, unless he should observe his adversary preparing the only coup by which he can win, which is this.—

White queen on 46; the three black queens on 13, 16 and 27. If the white queen who has the move, should go to the opposite extremity of the line or upon squares 10 or 14, she would lose the game, because the adversary by sacrificing two of his queens, would capture her. Nothing

however is more easy than to avoid this or a similar coup by taking up a position below the coup of the two on whichever side it may be arranged; and for this purpose the white queen has four Squares, 41, 37, 28, 23. But when the central line is occupied by the player having the three queens, there are then seven coups by which he may win.

First. The three white queens on 46, 37, and 27, and the black queen on 11. White sacrifices two at 22 and wins.

Second. Three white queens on 19, 27, and 37, and the black on 11. White sacrifices two on 22, and black loses on whichever side he may take; for on taking, if he does not go to the extremity of his diagonal line, his queen will be recaptured; and if he should go to either extremity of the line, white by retiring to the other will prevent her moving without being taken.

Third. Three white queens on 18, 26, 23, and black queen on 20. White moves from 18 to 9; black captures and goes to 3; and white exchanges, moving from 28 to 17.

Fourth. White on 10, 36 and 37; black on 29; white sacrifices on 42, and goes to 15, by which move the black queen is blocked up, and cannot move without being taken.

Fifth. White on 1, 35, and 49; black on 17. White sacrifices on 44, and moves his queen from 1 to 6; the black queen which had been forced to take, and move to 50, has then only 45 to

move to; the white on 6 then moves to 1 and wins

Sixth. White on 9, 28, and 35; black on 21. White moves from 9 to 25, which decides the game; for on whichever side the black queen may be moved to avoid capture, she must occupy either 26, 12, 36, 27, or 16, by which the game is equally lost.

Seventh. White on 7, 35, and 37; black on 43. White moves from 37 to 48, which decides the game; for there is no other square to which black may move without losing.

Illustrations of difficult Combinations.

No. 1.

White on 28, 30, 32, 33, 34, 36, 37, 38, 39, 43, 45, 48, 49.

Black on 2, 3, 5, 7, 8, 9, 12, 13, 15, 16, 18, 25, 26.

White.		Black.
34 to 39		25 to 23
28 - 19		13 - 24
37 - 31		26 - 28
33 - 4		Loses.

No. 2.

White on 27, 28, 32 37, 38, 39, 40, 42, 43, 44, 45, 47,
48, 49

Black on 2, 5, 7, 9, 10, 11, 12, 13, 14, 15, 16, 19, 26, 29.

White.		Black.
39 to 40		13 to 18
34 - 23		29 - 18
28 - 23		18 - 29
37 - 31		26 - 28
27 - 21		16 - 27
38 - 32		28 - 37
42 - 4		Loses.

This game shews how a game may be saved by the judicious sacrifice of a pawn.

No. 3.

White on 17, 22, 23, 27, 31, 33, 36, 37, 38, 40, 44, 50.

Black on 1, 5, 6, 7, 8, 9, 10, 13, 20, 25, 26, 30.

White		Black.
23 to 19		13 to 24
33 - 29		24 - 42
37 - 48		26 - 37
14 - 11		6 - 28
36 - 31		37 - 26
27 - 21		26 - 17
40 - 34		30 - 39
44 - 24		Loses.

No. 4.

White on 25, 26, 27, 28, 30, 31, 32, 33, 35, 36, 37, 40, 41, 45, 48.

Black on 6, 7, 8, 9, 11, 13, 14, 15, 16, 17, 18, 19, 21, 23, 24.

White.			Black.		
25	to	20.	14	to	34
40	-	20	15	-	24
35	-	30	24	-	35
45	-	40	35	-	44
33	-	29	23	-	34
28	-	22	17	-	28
32	-	1 Queen	21	-	32
1	-	27	Loses.		

No. 5.

White on 14, 24, 25, 30, 32, 33, 35, 37, 38, 41, 42, 46, 47, 48, 49.

Black on 1, 3, 4, 5, 6, 7, 8, 11, 15, 16, 18, 21, 23, 26, 27,

White.			Black.		
14	to	10	5	to	14
24	-	20	15	-	24
30	-	10	4	-	15
33	-	29	23	-	34
37	-	31	26	-	28
38	-	32	27	-	38
42	-	2	Loses.		

No. 6.

White on 25, 29, 30, 34 35, 36, 38, 40, 47, 48, 49.

Black on 3, 7, 10, 14, 15, 17, 18, 19, 20, 23, 26.

White.		Black.
34 to 31		26 to 37
38 - 22		37 - 28
29 - 34		20 - 29
30 - 24		19 - 39
40 - 34		39 - 30
35 - 2		Loses

ENDS OF GAMES.

No. 1.

White.—Queen on 30, Pawns 15, 20, 35.

Black.—Queen on 37, Pawn on 4.

Black to Play.

The loss or drawing of the game depends upon the first move **Black** makes.

No. 2.

Black.—Queen on 4, Pawns on 7, 13, 18, 21, 24

White—Queen on 48—Pawns on 15, 25, 28, 31, 32, 38

White to Move.

White			Black	
25	-	20		14 - 25
28	-	23		18 - 29
32	-	27		21 - 43
48	-	33		4 - 47
33	-	24		47 - 20
15	-	24		Loses

No. 3.

Black on 8, 10, 12, 13, 18, 25, 31, 37.

White on 23, 29, 30, 34, 35, 42, 47, 49.

White to move:

White			Black	
30	-	24		37 - 48
23	-	19		48 - 30
29	-	23		18 - 20
35	-	4 Queen		13 - 24
4	-	36		Loses

No. 4.

Black on 2, 4, 8, 9, 10, 13, 14, 17, 18, 19, 22, 28:

White on 24, 25, 27, 30, 31, 34, 36, 37, 38, 39, 46, 49.

White				Black		
25	-	20		14	-	25
27	-	21		17	-	26
34	-	29		25	-	41
36	-	47		26	-	37
47	-	41		19	-	30
41	-	5 Queen		30	-	35

Lost for the Black.

Illustration of losing the Coup or the Position.

White on 23, 33, 42, 47, 49.

Black on 4, 12, 34, 41.

Black.				White.		
41	-	46		25	-	18
12	-	23		33	-	28
23	-	32		42	-	37
32	-	41		49	-	43
4	-	9		43	-	39
9	-	14		38	-	33
14	-	20		33	-	29
20	-	25		29	-	24

In this situation, Black can play no longer without losing, because White has the Coup.

Illustration of the manner in which the Coup is to be gained.

Black on 4, 12, 36, 41.

White on 23, 33, 42, 47, 49.

Black.			White.		
41	-	46	23	-	18
12	-	23	33	-	28
23	-	32	42	-	37
32	-	41	49	-	33
4	-	9	43	-	39
9	-	14	38	-	33
14	-	20	33	-	29
20	-	25	29	-	24

Thus situated, Black can play no longer without losing, White having gained the Coup.

Illustrations of the Coup de Repos,

No. 1.

White on 23, 29, 30, 31, 34, 35, 36, 48,

Black on 5, 7, 8, 9, 10, 12, 13, 18, 22, 25, 26,

White.			Black.		
30	-	24	26	-	37
48	-	42	37	-	48
19	-	26	48	-	30
29	-	23	18	-	20
35	-	4	13	-	24
4	-	15			Loses.

In this Coup White amuses his adversary with the capture of his pawn on 31 which was *en prise* of the black pawn at 26 ; and in the mean time so disposes his game as to ensure ultimate victory.

No. 2.

White—Queen on 6, Pawns on 26, 30, 33, 34, 39, 43, 48,
 Black—Pawns on 3, 4, 5, 9, 10, 15, 17, 19, 20, 22, 25,
 32, 37.

White.		Black.
48 to 42		37 to 48
33 - 28		22 - 44
6 - 41		48 - 39
34 - 43		25 - 34
41 - 50		Loses.

Our present limits will not admit of further illustration. Here will be found all that is necessary to excite the interest of the Student, without entering into the complicated Science of which this interesting game admits. Indeed this seems the more unnecessary, as success depends so much upon the intelligence and address of the player in the combination of the *Coups*, and in his management of the pawns and queens. Examples might be multiplied without utility; for where there is no excitement there is no interest. Practice and observation, will afford experience and knowledge more beneficial than the study of situations, which will not occur once in an age. Those of our readers however who desire to dive further, we can only refer to our excellent authority.—*Traité du jeu de Dames, par Manouri.*

Explanation of Terms peculiar to the Game of
POLISH DRAUGHTS.

La Lunette. When two pawns of the same colour are placed in such a manner as to have a blank square behind each, and another between them, in which the adversary may post himself—this situation of the pieces is called a *lunette*. When so placed one of the two pawns is necessarily lost. The position of *La Lunette* is frequently observable; and oftentimes the snare of an expert player. So that due care should be taken, and it is not to be supposed without motive that a player exposes one or more pawns to capture. Before entering the *Lunette*, therefore, a player should view himself in the position of his adversary, and consider the advantage to be obtained by the movement.

Coup de Repos is a position in which one of the players has several pieces to take in succession, while the other has so many coups to play freely. While the first player is making his captures, the adversary arranges his pawns to accomplish a coup which his adversary cannot prevent, or he posts himself behind one or more pawns that are *en prise*. This coup obtains its name by reason that the pawn of the second player which is in the

rear, or which is in ambuscade for the coup, *reposes* in a manner for its turn to move. The coup de repos is not unfrequently brought about by the precipitation of the adversary, who seeing a pawn *en prise*, moves inconsiderately to the capture, affording time for the adversary to form an advantageous plan to which he has been forced. The *Coup de Repos* is nevertheless sometimes the effect of design.

En prise. A piece is said to be *en prise* when it is in an unprotected position and therefore liable to capture.

The *great central line* is the diagonal row of Squares from corner to corner of the board.

FINIS.

