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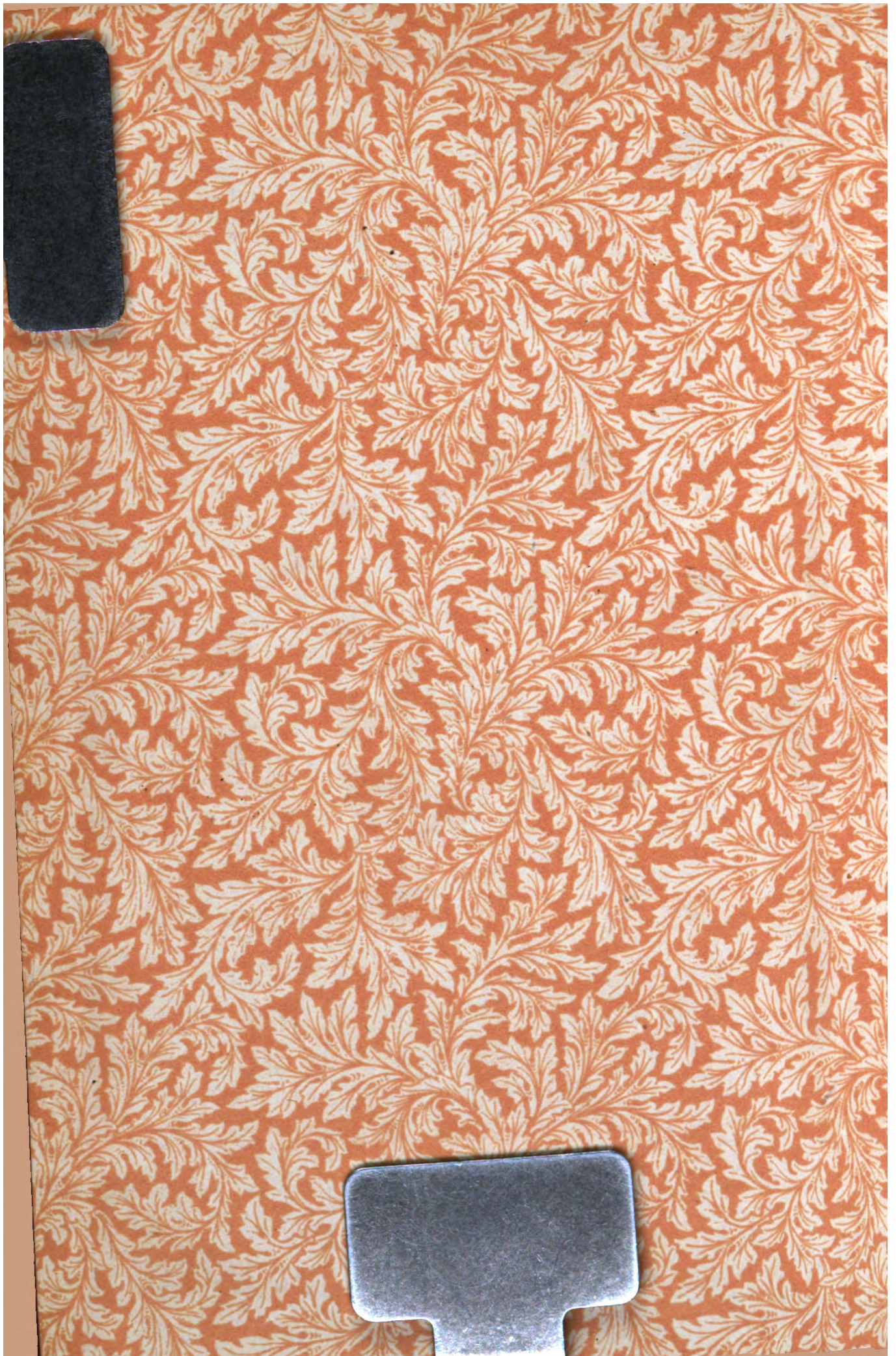
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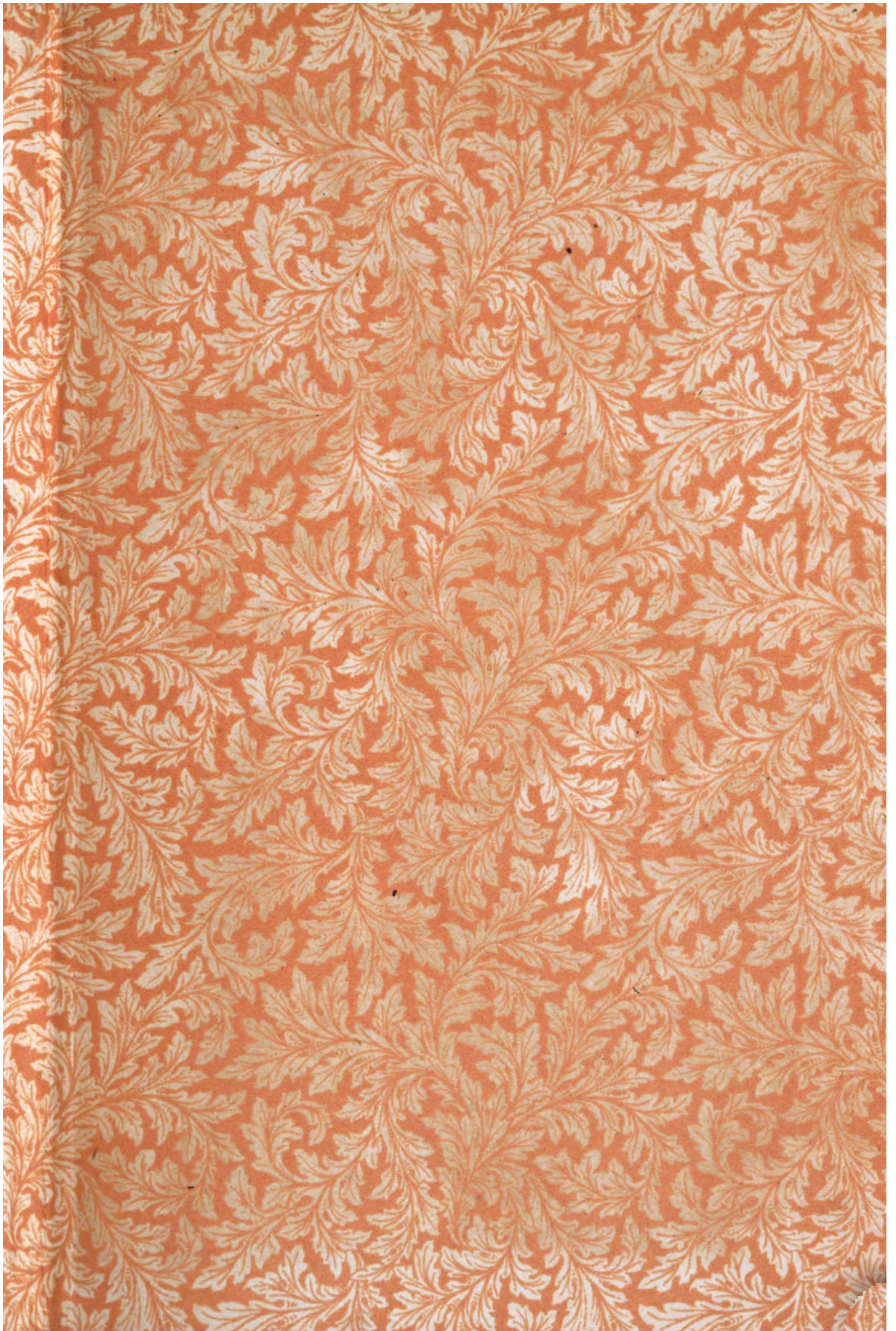
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# SOCIAL CHESS.

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# SOCIAL CHESS

A  
COLLECTION OF SHORT AND BRILLIANT GAMES  
WITH HISTORICAL AND PRACTICAL  
ILLUSTRATIONS.

BY

JAMES MASON.

*Author of "Principles of Chess," "Art of Chess," "Chess Openings," &c.*



LONDON: HORACE COX,  
WINDSOR HOUSE, BREAM'S BUILDINGS, E.C.

—  
1900.



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## PREFACE.

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FIFTEEN years have gone since Mr. Ruskin declared himself almost persuaded to make a selection of pretty and easily read games, having the openings as varied as possible, for examples of chess style to beginners. His plea was for "social" chess, as distinguished from the arduous production of severe competition—for that kind of "easy but graceful game, well followed, wittily concluded," which forms the staple of this little book. Mr. Ruskin would never allow the number of moves to pass forty; in the following examples they have been kept well on the right side of his limit. Instances of what he calls radically bad style, "in which the combatants exchange first their Bishops, then their Queens, then a couple of Rooks, and pass the rest of their time in skulking about the board with their odd Rooks in chase of each other's Pawns," will be found conspicuous only by their absence.

Possibly to many these brief and brilliant specimens of chess skill will appear too simple—too easily read. Then any such into whose hands they may come can resort to the notes on the play, which it is hoped will in many cases at least suggest the needful difficulty. For SOCIAL CHESS has a double aim—to be not only amusing, but also

instructive; and the matter in the notes comprises a deal of practical information as to the *opening* of the game. Attentive reading of such matter so placed is certainly the easiest and best way to “learn the openings”—actual play over the board, with a thorough master of the game, always excepted. However, for convenience of those simply on amusement bent, the notes are given in smaller type, so that they may be readily left out of account, and the text of the play itself uninterruptedly considered.

Mr. Ruskin would teach chess to boys and girls just as he would teach them to ride and dance, without wishing them to rival the skill or even always adopt the style of professional masters. Anyone with an hour to spare, and a little healthy *curiosity*, may easily learn the moves and rules of the game; either from some elementary book or from some friend or acquaintance, wherein or by whom they may be sufficiently explained. And one knowing these moves and rules becomes, *ipso facto*, a chess player; *at once* capable of deriving as much pleasure from chess as if this knowledge were a veteran acquisition.

But curiosity is almost essential. With *that*, chess will suit anybody; without it—perhaps nobody. A poetic and also a close thinker, Dr. O. W. Holmes, says: “Men’s minds are like the pieces on a chessboard in their way of moving. One mind creeps from the square it is on to the next, straight forward, like the Pawn. Another sticks close to its own line of thought, and follows it, as far as it goes, with no heed for others’ opinions, as the Bishop sweeps the board in the line of his own colour. And another

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class of mind break through everything that lies before them, ride over argument and opposition, and go to the end of the board like the Castle. But there is still another sort of intellect which is very apt to jump over the thought that lies next and come down in the unexpected way of the Knight. But that same Knight, as the chess manuals will show you, will contrive to get on every square of the board in a pretty series of moves that looks like a pattern of embroidery"—will sooner or later get back to the square next the one, or the very one, it started from. For all these classes of minds, and all others imaginable, *taking an interest in the game, when once explained to them*, chess is a surpassing good thing, an extremely *useful* accomplishment. No one can possibly be the worse, in purse or person, for a knowledge of it, nor does time stale its infinite variety; on the contrary, it may become all the more precious to its fortunate possessor as the days grow short.

*London, DECEMBER, 1899.*



## SOCIAL CHESSMEN OF MANY AGES.

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By way of additional preface, or preliminary introduction, we here propose some account of our illustrations, which make a very good appearance, considering the peculiar photographic and other difficulties of the work. Of course there is no pretension to exactitude of dates in the description following—though these are reckoned in centuries. As suggestive of the burden under which the conscientious historian labours in the mere matter of chronology, the simple question, When was the Elephant or Archer first consecrated a Bishop in chess? has not yet been answered precisely. Writing from the British Museum, in 1832, on some “Ancient Chessmen, Discovered in the Isle of Lewis,” Sir F. Madden expressed the opinion that at what period this change occurred there is no evidence to determine. But that it is of great antiquity is apparent from the figures of these Ancient Chessmen found in Lewis, as well as from a Latin poem of the Twelfth Century, “in which the piece is termed ‘Calvus,’ an evident allusion to the monkish character.” And “it is particularly deserving of remark that among the Icelanders and the Danes this piece, the Bishop, from the most ancient times has always been termed *Biskup*, *Bishop*.” These Lewis chessmen are, we believe, still in the British Museum; and





(A.)

*Social Chessmen of Many Ages.*

“the engravings of them in Madden’s paper show the Bishops in very ecclesiastical garb,”—says Admiral Sir F. W. E. Nicolson ; the latter also adding :—

“After an elaborate argument as to the origin of the chessmen found in the Isle of Lewis, Sir F. Madden comes to the conclusion that they were manufactured in Iceland about the Twelfth Century, and that they formed part of a merchant’s venture on board a vessel bound to Great Britain or Ireland. The vessel being wrecked, the chessmen were washed up on the shore of the Isle of Lewis.” But now for our plates.

The illustrations here presented to the reader represent forty-seven quaint chess pieces of various ages and from various parts of the world ; and they have been specially taken for SOCIAL CHESS from a private collection—that of Mr. Charles Platt of Wetheral, and President of the Chess Club at Carlisle. They show some of the very curious pieces in use in the East in bygone centuries, including rare examples of Indian and Chinese carving, with beautiful specimens of European work :—

Beginning at the top left-hand corner of Plate A, we find a quaint Persian Rook or Camel, then the Rajah and a Pawn from the same set ; ivory, *painted* instead of stained or dyed, all the Pawns different.—Indians *v.* Persians, date probably fourteenth century.

On the second row, a beautiful ivory King, from Berhampore (India), with the Bishop on opposite side of the same row. In the centre, two delicately-carved wooden Knights, full of life, from a set representing



Crusaders *v.* Saracens—European work, about seventeenth century.

The third row consists of five pieces from an almost unique and quite interesting set, all thirty-two pieces being white ivory! Antique Russian work, four hundred years old. First, a Pawn, a soldier in cloak and armour; then a curious Elephant, for the Bishop; after him two ships in full sail, for the Rooks, one single-masted and the other double-masted, to distinguish the King's Rook from his fellow; and then the King himself, seated in all his glory—some beautiful old carvings these.

On the fourth row, a King and Pawn from a very remarkable Indian set, all heads, in fine perukes; then a peculiar sort of wooden King, from an old French set, very delicately carved; then, in contrast, a wooden King from Burma, representing one of the grotesque gods of the people there, a rough but interesting specimen of workmanship. And a monk! This probably from an early English set, but, certainly, a figure of a very peculiar old gentleman.

On the bottom row we have a Japanese King, a flat-pointed piece of ivory, with the name engraved; all the pieces of this set are white, and are used flat, the points showing which way the pieces travel, and therefore, by inference, to which player they belong. Next this King is a Pawn, from a last century French set clearly representing Napoleonic soldiers and generals. The busts are all white ivory, half being on white stems and half on black, giving two of the Knights a very strange appearance.





(B.)

*Social Chessmen of Many Ages.*

Then a tiny Knight from a very delicate Indian set; a beautiful King from a set found in Holyrood Palace, and, no doubt, of French manufacture; and, lastly, a Turkish King, of no great majesty. The religion of the Turks forbidding figures being used, their pieces are all very shapeless, more like mushrooms than anything else. The ivory of this set is exquisite.

In Plate B, again beginning at the top left-hand corner, we have two Kings, from a fine Chinese set, mounted on elaborately carved stems of concentric balls, cut from a single piece of ivory—most intricate carving. Then an elegant Knight, but of an awkward shape to play, one would think—this and the Kings from the same set.

The second row shows fine specimens of intricate Indian carving, all Kings.


On the third row we find a curiously-shaped Rook, Indian work; a very old Indian Rajah, odd relic from some ancient Chaturanga set; then a fine Knight and Pawn from a metal set, exquisitely designed and certainly unique, as there was but one set cast from the moulds. Except the Pawns, all the parts of this set are differently figured, representing the Kings and warlike nobles of France and England in the days of Philip Augustus and Richard Cœur de Lion.

The fourth row is made up of five pieces from a very quaint Indian set, old Chaturanga; the carving, while extremely delicate and elaborate, is most grotesque—Rajah, Camel (Rook), Horse (Knight), and two Pawns.

Reaching the bottom row, we begin with three quaint

Persian pieces as used in some obsolete form of the game ; very grotesque carving, the animals and riders showing as if the legs of the riders disappeared inside the animals ! And, finally, we have three pieces from another Russian set, somewhat similar to the one represented in Plate A, but possibly older, the carving being simpler. All thirty-two pieces are of white ivory. The sailing vessels for Rooks are distinctive features of these two sets.

The figures in the plates are just upon one-fourth of the actual size—from which we may form a very fair idea of some of the truly beautiful and elaborate chessmen used in days of old in the social practice of the Noble Game of Chess.



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## INTRODUCTION.



CERTAINLY one of the easiest ways of broaching any subject is to begin with its "History." This in the making of books is like the "weather" in the making of conversation; right or wrong, it will serve as a starting point for anywhere—or nowhere. For a single admitted fact will easily bear a host of doubtful circumstances; and it is of such circumstances, imagined and interpreted as may happen, that all history is compact.

9 Chess has its history, of course, and a long one, too; or rather several histories, each with its little fact and much fable,—after the true manner of history in general. But, it may be remarked, this is a world of compensation. Accordingly, it is the good fortune of chess—a genuine and extremely useful merit of our noble game—that its great and manifold attractions are totally independent of its history; for it is ever new, always a recreation in which "the play's the thing," and there is little else worth considering besides. So we shall take a mere cursory view of this historical matter, as severally written by the authorities, the chief of whom were:—Dr. Duncan Forbes, Professor of Oriental Languages in King's College, London; Dr. A. van der Linde, an exotic Orientalist in Holland; and Tessalio von Hydebrand und der Lasa, one of the finest players of the century, virtual author of the "German Handbook" and a large number of other works on chess.

Before the above-named great investigators took the field, there were various theories as to the origin or "invention" of chess. One account, for instance, ran

thus:—About B.C. 1000 the Indian sage Ziga Ben Daher invented the game, expressly to prove to his pupil (“the young Prince”) that the fortunes of a king and his subjects must stand or fall together,—and then comes another story. The king himself, even King Balhib, was so charmed by the sage’s ingenious invention, that he commanded Ben Daher to name his reward. “O, King,” says the sage, “let the Keeper of the Royal Granary give me so much wheat as one grain for the first square of the chess-board, two for the second square, four for the third square, and so on, doubling for every square until the sixty-fourth is included,—be it commanded that your servant shall receive so much grain as all this may amount to, and he will rest and be thankful.” At first King Balhib was inclined to think this reward too modest, as ill-befitting his Royal dignity, if not actually taking the sage’s request as something like a bad joke—and so he strongly pressed Ben Daher to “ask for more.” But in vain. Ziga was firm, and covetousness far from him. Accordingly, as he wished, the Keeper of the Granary was laid under Royal command.

*Then*, however, it shortly appeared that the sage was a sage indeed,—no imitation (as might have been known from his invention of chess!)—and that if he *was* joking, his joke was a good one, both on the King and on the Keeper of the Royal Granary; because it was found, by judicious figuring, that Ben Daher required exactly 18,446,744,073,709,551,615 grains of wheat for his reward, and these, it is also calculated, would amount to more than thirty-seven billions of bushels, good measure; in fact, the Keeper of the Granary declared that Ben Daher’s demand could not be satisfied by all the wheat grown or in sight since the founding of our planet! Whereupon King Balhib was convinced of the great wisdom of Ben Daher, “and had him for his friend and counsellor to the end of

his days." Did the King err in thus honouring Ben Daher, or was he mistaken in his Royal estimate of the game of chess? Let the learned Arabian Ali Suli give answer. Writing nearly two thousand years later, about the middle of the tenth century of our era, *he* delivers judgment on this question as follows:—*The glory of man, then, is knowledge; and chess is the nourishment of the mind, the solace of the spirit, the polisher of the intelligence, the bright sun of understanding; wherefore it has been justly preferred by the philosopher, its inventor, to all other means by which we arrive at wisdom.*

Apropos of the foregoing wheat story, why is it that our chess-board comprises exactly 64 squares, and not (say) 81, or 100, or 144? The Chinese make virtual use of 81, for their pieces are stationed at the angular points of the squares of their  $8 \times 8$  board; not at the centres of the squares, as with us. Tamerlane is said to have used a board of over 100, hence what has been called "Timour's Great Chess"; while other variants from our simple game of 32 pieces on a field of 64 squares exist in the East—and occasionally bid for public favour in the West, in England and America particularly. According to the doctrine of the survival of the fittest, it may be rightly suspected that there are some sufficient though perhaps abstruse mathematical relations between a field of 64 squares and 32 pieces, which give our game a decided advantage, if only in convenience, over all other forms of chess—past, present, or easily imaginable in the future. The number 64 is a product of two square numbers; and it is also a square of a cube and cube of a square—as was remarked by the Arabians, a philosophic nation, long ago. Then the 32 pieces are in happy ratio to the extent of the total field of operations. They occupy just one half of it, leaving the other half free for strategic manœuvres; space enough, but such as restricts the opposing forces to an extent of

territory wherein they cannot readily evade each other, as they might in a larger field, if *too* strategically inclined.

It may be a coincidence, merely, but it certainly seems very curious—the analogy that may be traced between the modern chessboard and the English square mile. The board furnishes a very good plan of the mile and its sub-divisions.\* Thus each square is a square furlong. This much is already done on the board. Now divide each square into ten equal strips, and each of these narrow strips is an acre. By dividing one of these acre strips into four equal narrower strips we produce four roods. And by cutting up one of these into forty little equal segments, each of which is a square, we obtain forty square perches: but—“It is only fair to our forefathers to recollect that the idea of a square rood or of a square acre no more entered into their minds than the idea of a square egg.”

Further, Mr. Donisthorpe incidentally observes: “It may be permissible to suggest by way of contribution to the perennial discussion on the history of chess, that in all probability the present form at any rate was settled by the northern nations, though it seems to have come in a crude form from the East. The Romans would certainly have constructed a board with 144 squares in their early days, and with 100 squares in later times; but the northerners, with their instinctive preference for the binary system, would just as certainly have chosen either 16 or 64 or 256 squares, and in all probability they did choose 64.”—If so, then we find the preference for the “magic 64” is well nigh universal, so far as known; and the reason for this is in its undoubted *convenience*—appealing to the common sense of Hindu, Persian, Arabian, Northerner and Southerner, East and West. And it happens that this chess is so widely

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\* *A System of Measures*, by Wordsworth Donisthorpe, London, 1894.

diffused now as to be a sort of universal language, the first to search out all the corners of the earth, in perhaps slow but sure advancement of the poet's "parliament of man, the federation of the world."

Other claims to the invention of chess have been put in nearly every quarter of the globe. Chinese, Cingalese, Japanese, Turks, Tartars, Egyptains, Greeks, and Celts have each and all had it claimed for them,—and even Lo! the poor Indian, has not been forgotten. The American claim is that chess was invented in pre-historic U.S.A. by the aboriginal Pawnees; but that it was lost somewhere on the warpath of that tribe either before or just about the time of the Anglo-Saxon Conquest. In fact, however, this claim, like many others, is but a claim and nothing more. The reason assigned for it is evidently insufficient, on careful examination, for it consists solely of this:—The Pawnees *must* have invented the game, because of their ingenuity. Really, a trifling argument; and *this* claim, at least, has no business in court.

*Ex Oriente Lux et Ludus Scacchorum.* This is the conclusion generally accepted at present. Classical antiquity knew nothing of the game. Pope makes Homer mention it—per poetic licence. It was not invented by Palamedes, either at the siege of Troy, or elsewhere. Plato inquired whether happiness might not be found in a game of *draughts* (or the like); proof positive that *he* knew nothing of chess, even in his dreams. Alexander the Great did not take it into India; though it may seem strange that he did not find it there, and encourage its principles and practice among his own people. Because Forbes,\* van der Linde,† and der Lasa,‡ with many other Orientalists and Antiquarians, as, *e.g.*, Sir William Jones,

\* *History of Chess* (London, 1860).

† *Geschichte und Litteratur des Schachspiels* (1874).

‡ *Geschichte, &c., Forschungen* (Berlin, 1897).

Sir Frederick Madden, all nearly agree that chess *originated* in India; whence, if so, it is highly probable that some tolerably advanced form of the game must have been flourishing there at the period of the Greek invasion. Unfortunately, however, the hero seems to have missed it, else his sigh for "more worlds to conquer" would not have so resounded along the corridors of time.

Leaving this question of origin of the ancient game, whether it can be placed back 2000, 3000, or 5000 years, more or less, as to which there is no certainty, and consequently no good agreement, we now go upon what is expressly admitted (or not denied) by all three historians, as fairly worthy of credit.

Chess was well known in India as far back as A.D. 500. Its westward progress was greatly aided by the early conquests of "Islam"; and by the year A.D. 800 it had established itself at the contemporary Courts of Nicephorus at Constantinople and of Harun al-Raschid at Bagdad. Reviewing van der Linde's work (some years since in *The Academy*, London), the late Professor Wayte observed: "It is usual to add, of Karl the Great also; but Dr. van der Linde shows that this statement is destitute of all contemporary authority. The silence of Egenhard, who gives so minute an account of his father-in-law's personal tastes, and of the recreations of his Court, would of itself go a long way to prove this." So the famous chess-board and its ivory men presented by the Just Commander of the Faithful to the Great Emperor of Christendom is "unhistorical;" and "other stories of Carolingian chess in late writers are as legendary as the Chronicle of Archbishop Turpin."

It is said chess was also known in Persia A.D. 570, what time King Kosbru died. The Caliph, Mutasim Billah, reigning at Bagdad (833-42), a worthy successor of Harun in this matter, was an enthusiastic patron of the game,

and some of his chess productions are yet extant. About the end of the tenth century we find the Arabian Ali Suli and his masterly panegyric—already quoted; with Firdusi, the Persian poetico-historical writer, drawing inspiration from the game of kings for his great poem *Shahnamah*. According to Newman,\* the Persians were poets, the Saracens (Arabians) were philosophers. The Turks, on the other hand, were never distinguished in the exercise of pure intellect; but they had an energy of character, a pertinacity, a perseverance, and a political talent, to which both Arabians and Persians were strangers. In fine, they had the qualities of mind necessary for conquering and ruling, so that after battling with difficulties and reverses, and making their way amidst tumult and complication, for a good thousand years from first to last, they at length found themselves masters of Constantinople, and became a terror to the whole of Europe. Yet, diverse as they may have been in other respects, these three great races had a common admiration for chess! True, it was forbidden to the Turks, according to the letter of the Law of the Koran, touching “images”; but they easily got round *that* by making their chessmen like nothing in life—and enjoyed the play all the same.

The tenth century is assigned as the probable date of the appearance of the game in Spain; for then “the library of the bibliomaniac Caliph, Hakam II., of Cordova (961–76), contained Arabic MSS. on chess. There is no *proof* that the first Arab conquerors brought chess into Spain; nor any that the Faithful, so well checked by Charles Martel in the neighbourhood of Tours (A.D. 732), succeeded in impressing it upon France.

Be it noted that this game of chess was not what Dr. Forbes, and many with him, would call the real,

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\* Lectures on the Turks.



original, ancient Hindu chess, Chaturanga ; but something like what is supposed to be the later Persian (or Arabic) Shatranj—still *a gambling game*, for it appears that the “opening” (several moves at the start, on the player’s own side of the board) was in a manner dependent upon the throwing of *dice*. Thus, we read, Peter Damiani (1050–1067), a Benedictine monk and Cardinal Archbishop of Ostia, “an expositor of the faults of the clergy,” wrote to Pope Alexander II. that while travelling with the Archbishop of Florence, he discovered one day that the latter had played chess where they had halted on the previous night ; and that he had imposed a penance upon him for so doing, taking his stand upon the ecclesiastical canon according to which Bishops who played dice should be deposed (“*aleatorii episcopi deponantur*”); maintaining that though not expressly mentioned in this canon, chess was implied in the word *alea*, and therefore forbidden. Now, supposing this game to date from “about A.D. 500,” it must have been a complex affair, even then, and was probably not “invented” all at once. On the contrary, it very probably *must* have been derived through a process of evolution, and a long process, anterior to all MSS. of problems, *tabiyat* (openings), &c., or any mention of it in writings, or other records, accessible to the historian of the present day.

However, be this as it may, by the middle of the eleventh century chess was fully established, “quite common,” in the West ; and its unseemly association with the dice box did not long endure. Of course it lost no time in getting to England ; and it is said that Henry I. of England played the game in Paris (A.D. 1087), his opponent being Louis, son of Philip I. of France, afterwards known as Louis VI., and surnamed the Great. Then countenanced by sovereigns and statesmen, poets and philosophers, the nobility and gentry, together with all

and sundry of the vulgar, able to render assistance in that behalf, it continued to spread; until now, joined to the "art preservative," it is rapidly becoming a first principle of illumination for the universal human mind.

In the early Middle Ages it is von der Lasa's opinion chess "was played uniformly from the Ganges to the Atlantic." But this ill agrees with van der Linde's contention that the game was "invented" about A.D. 500. However, later the West started on its career of innovation. True, the playing of the Pawn two squares at its first move originated in the East; but it was confined to the centre and the Rooks' Pawns; the Bishops' and Knights' Pawns moving one square only—until about the year 1000, when the West extended the privilege to all the Pawns.

The next important innovation concerned the Queen and Bishop. As Professor Wayte remarks (reviewing van der Linde), "It has long been known that the distinctive feature of modern chess is the enlarged power of the Queen and Bishop. The former, instead of being the most powerful Piece, was originally the weakest, and, under its primitive name of Fers (Minister or Vizier), was only allowed to move one square diagonally forward or backward. The Bishop (Alfil, the Elephant) moved two squares diagonally, and commanded only the square next but one to it, not the intervening square; but, as with the Knight, its command of the third square [counting the one from which it moved] was not obstructed by any piece that stood in the way."

These two Pieces acquired their additional powers about the middle of the fifteenth century; though the "transition period" extended almost another century—for, according to von der Lasa, our present mode of Castling can be traced only little further back than 1575. "Polerio, who wrote about 1590, speaks of the 'usual' mode of Castling," *i.e.*, such as now prevails. Von der Lasa

remarks that, had Polerio's MSS. been printed at the time, the rule would have prevailed in Italy as elsewhere, and it would not have been left for our own day to establish a uniform system. But Salvio (1604) was an advocate of "free Castling," and though Greco recommended the stricter rule a few years later, Salvio was in possession of the field, and gave the law to the Peninsula for two centuries and a half longer. In this "free Castling," it may be explained, the moves of King and Rook were not strictly determined, as they are with us at present. For example, in Castling on the King's side, all four squares were free for occupation—the King could move to R sq and the Rook to K sq, &c., imparting considerable variety to Castling in general, and greatly favouring the first player in the King's Gambits; as in many cases, easily imagined, it virtually gave him an important move to the good—in *attack*.

The Italian writers just now referred to were successors of the Spanish or Portuguese; Lucena (1497), Damiano (1512), and Ruy Lopez (1561). These, with a few others of somewhat later date, may be regarded as the real founders of modern chess literature. At all events, since they wrote, chess has always been in the forefront of Western civilisation; being neglected only in States of undeveloped political condition, or in those most probably hastening to decay. At present, the Teutonic races have the lead in the substantial of human progress; and it is among them that chess flourishes in its greatest excellence. Four hundred years ago, the Latin races "looked like winners;" and these were the leading chess-playing nations. France, Italy, and Spain. This not only on the testimony, of chess writers, but independently from contemporary writings of others. Thus, Cervantes would scarcely make Panza quote the old simile to his master, in the conversation on the evening before Don Quixote's wonderful

encounter with the Knight of the Wood, if chess were not *common* in Spain, three hundred and many more years ago—for Cervantes wrote for the people, to be widely understood, and it is from the mouth of the Squire, not of the Knight, that the allusion comes.

“Tell me,” says the Don, “hast thou never seen a play in which kings, emperors, popes, lords, and ladies are introduced, with divers personages; one acting the ruffian, another the knave; one the merchant, another the soldier; one a designing fool, another a foolish lover; and observed that when the play is over, and the actors undressed, they are all again upon a level?”

“Aye, that have I,” quoth Sancho.

“The very same thing, then,” said Don Quixote, “happens on the stage of this world, on which some play the part of emperors, others of popes—in short, every part that can be introduced in a comedy; but at the conclusion of this drama of life, death strips us of the robes which made the difference between man and man, and leaves us all on a level in the grave.”

“A brave comparison,” quoth Sancho; “though not so new but that I have heard it many times, as well as that of the game of chess; which is, that while the game goes on, every piece has its office; but, when it is ended, they are huddled together and put into the bag—just as we are put together in the ground when we are dead.”

Coming in through Spain, chess appears to have made slow but steady headway in Europe during the later Middle Ages. Doubtless aided by the natural perversity of poor humanity in those days, from the tenth to the fifteenth century, it moved ever forward—its connection with dice and the opprobrium of “gambling” notwithstanding. Besides, its being looked upon as an import if not an “invention of the enemy,” the Faithful of the Hegira, did it no good service. This alone would account

for its being frowned upon by the Church—a great discouragement; that is before its perfectly innoxious and otherwise sterling qualities became rationally incontestable. And these were proven by trial in the crucible. For, by many, the game was seized upon as a handy instrument of speculation—“business;” cards, corners, and companies (Ltd.) being then in embryo—while the noble horse was thought useful only as a domestic animal, on the road, in actual warfare, or sniffing the battle from afar.

That during this period the game was taboo by the Church (at least in part) is clear enough—teste the story of the Archbishop’s penance. Later, we read that Bishop Endes de Sully, who died in Paris, 1208, was a “fanatical opponent of chess”—nearly a hundred and fifty years after Peter Damiani’s punishment of his Florentine travelling companion for “gaming,” as reported by the Cardinal to the Pope, in a letter dated 1061 or thereabouts.

It at once appears that, in this matter of ecclesiastical economy, the Bishops were not united, but at variance among themselves; and, also, that those of them, presumably the less enlightened (*i.e.*, really ignorant of chess), were all the more zealous in pressing their opinions upon others. However, the position cleared in due course, and for many centuries the clergy of all sorts and conditions, from Archbishops downward, have been fairly consistent, and in many cases powerful advocates of the Royal Game. The present Pope Leo XIII. is probably the oldest, as he is said to be one of the most constant chess-players alive.

Such in short is the history of chess, up to the “incunabula of printing.” It has happened, or it has not happened. “Asinius Pollio” (says Montagne), “found some mistakes in the very Histories of *Cæsar*; arising from this, that he had not looked into all parts of his army, and had believed some persons in relation to facts that were not made good; or was not sufficiently informed, by

his Lieutenants, of affairs, which they had managed in his absence. By this we may see, that we cannot confide in the account of a battle, upon the knowledge of him that commanded in it (supposing this inquiry after the truth to be exact); nor take the reality of what passed near them, from the soldiers, unless we confront the witnesses after the manner of a judicial information." And elsewhere, in the same vein—"Perhaps. This is always a turn of human capacity of which I am effectually warned by this account"—*i.e.*, of the Histories of *Cæsar*.

As regards ancient and mediæval times, myth and conjecture reign almost supreme. And the game then was not what it is now; in fact, there are no records of chess, *as a game*, except those founded in cold type within a little over the last four hundred years. This, the printer's chess, is our modern chess; and it is fast becoming the *only* chess—even in its original East, where many of its ancient or other inferior forms still survive.

Early English chess books were founded upon or derived from Italian sources—almost as of course Caxton's *Game and Playe of the Chesse* (1474), sometime, but erroneously, described as the first book printed in England, was grounded upon a Latin MS. of about A.D. 1300, the work of Jacobus de Cessolis (or Cessole), a Lombard, and the earliest "moralising" writer on the game. This Cessolis gave rules for play, but his work was rather a homily on things in general than a work on chess.

"To Captain Bertin belongs the honour of having written the first original English book on chess of any merit," says Mr. J. A. Leon, writing in the *British Chess Magazine*. It is now a book of great rarity, "for a publication of so recent a date as 1735, remarkably scarce." It is entitled: "The Noble Game of Chess," containing "Rules and Instructions, for the Use of those who have already a little Knowledge of this Game." By Captain

Joseph Bertin. London: Printed by H. Woodfall, for the author. And sold only at Slaughter's Coffee-house, in St. Martin's-lane, MDCCXXXV." Here follows the

PREFACE.

"The Game of Chess consists of two parts, the Offensive and Defensive; the Offensive consists in oppressing and routing, as much as possible, your adversary's forces; the Defensive, in the due position of your own, by guarding against your enemy's attack. 'Tis a Game of genius and stratagem, and the proper emblem of war, by which two armies are drawn up in order of battle.

"This noble Game abounds with a greater variety of fine strokes than any other Games which depend upon design only, and is therefore more likely to give pleasure to those who study it.

"Having been in several Countries, I have seen many Chess-Players, but very few good, for want of knowing how to open well their game; for which reason I have given particular instructions in this book, how the player may make the proper openings, to attack or defend."

With Captain Bertin's instructions, or "Rules to be observed in playing the Game of Chess," we shall not trouble the reader. They were very good for the time, and at least those entirely worthy had already or have long since been embodied in the literature of practical chess. For the rest, Mr. Leon describes the book as consisting of twenty-six games, "the variations in all cases being treated as separate games, and replayed from the beginning. The moves are not numbered, nor does he give any notes." And adds: "The great majority of his games conclude with the quaint remark 'and the players may finish the game,' which might be advantageously copied by some of the hair-splitting analysts of the present day."

Fifteen years after Bertin's publication, the great Philidor gave his "Analysis of Chess" (1749) to the world—and this must be considered, beyond all question, *the chess magnum opus* of the eighteenth century. *It* has also been practically embodied in subsequent books by various authors; and, moreover, is so well known that we need take little notice of it here. It was a great book, by a great player; whose influence upon chess still continues almost unimpaired.

Fifty years later! To Mr. A. Curnock, of the City of London Chess Club, we are obliged for the substance of the following, from and concerning another curious old book, a copy of which is preserved in the club library, as it were within a square or so of its house of original production:—

This most remarkable work is a small octavo, of 107 pages, published by Bagster, London, 1799. It is entitled "The Theory of Chess," and described, in further title, as "a treatise in which the Principles and Maxims of this game, or rather science, are clearly and concisely explained; as concisely at least as might be advisable to attempt, including directions for playing *moddled and arranged in an original manner*" (the italics here and further on are not ours, but they are very important), "accompanied with necessary illustrations. For the use of those whom the Celebrity of Chess has inspired with a wish to become acquainted with it; but who, not having access to a professor, have no better mode of acquiring the rudiments than a recourse to publications on the subject." The whole of this seems well set off by a quotation from Dr. Watts, which only a very candid and very modest (anonymous) author would willingly obtrude upon his prospective reader—and which *we* shall take the liberty of deferring to the end of the chapter.

The preface, it is stated, is written chiefly for the



benefit of "those whose proficiency in Chess entitles them to arbitrate every question concerning it;" and mainly consists of an argument to prove that most of the pieces have been wrongly named. Thus there is an absurdity in "a soldier being turned into a Queen, a Bishop being engaged in a field of battle, a Castle being handed about like a portmanteau, and others of the kind." Chess less resembles "war—the *blood-stained species of it*—than those political hostilities which take place between great men in free countries," because "when one combatant is said to conquer another, instead of doing anything like killing or wounding him, he only *ousts him from his place and gets into it himself.*"

With the foregoing thought in mind, the next proceeding is to "consecrate" the chess-board to Minerva, rather than to Mars; and to re-name the Queen, a Minister; the Rooks, Peers; and the Pawns, Commoners; while Castling is to be known as Closeting—with King, Knight, and Bishop as before. Here Mr. Curnock observes:—"There is a footnote about the dignity of the game, in which, however, the idea of a Peer being handed about like a portmanteau is not mentioned." And then we get Chapter I., proper.

In this first chapter, all of definition, "the squares are technically called houses," and the total of them "the exchequer." The Knight's move is described as of "two squares at once, in a direction partly diagonal and partly strait. The house he goes into is always of a different colour from that which he leaves. It may likewise be said to be uniformly next but one to the latter, although in his passage to it he passes obliquely over the corners of two." A definition of difficulty—to be read with the quotation from Dr. Watts, which we are reserving for the finish of this "appreciation."

Castling (*i.e.*, "Closeting") is discoursed upon as

follows:—"When policy shall seem to require it, and the previous unarbitrary removal of the Bishop and Knight on his left has rendered it effectible with no violence to propriety, the King may Closet with either of his Peers; which is done by placing the King on that Knight's square that is next to the Peer with whom he Closets, and by placing the Peer at the other side of the King, at the Bishop's square adjoining. This ambidextral manœuvre he is allowed to employ but once; and not at all if he has previously moved." Apparently, these directions would not do for Black, nor for either party Castling Q R, according to present rules—and they say nothing at all about check.

After this, passing over a few maxims of play, seemingly paraphrased from Philidor, we come to the illustrative games; the body of the work—by themselves, and with the commentary, most entertaining reading. The style in which the moves are recorded is the leisurely one of old; and to that is imparted an additional charm from the author's improved nomenclature, as propounded in the beginning of his book. Here follows the first game, or,—

## EXAMPLE I.

(MOVE—OR RATHER COUPLET OF MOVES).



1.

W. The King's Commoner two squares.

B. The same.

2.

W. Minister's Commoner 1 square (*a*).

B. King's Knight's Commoner 1 square.

3.

W. King's Knight at Bishop's 3rd square (*b*)B. King's Bishop's Commoner two squares (*c*).

4.

- W. The King's Commoner takes the Black Commoner.  
 B. The King's Knight's Commoner takes the White Commoner.

5.

- W. The King's Knight takes the Black Commoner.  
 B. The Minister's Commoner 1 square (*d*).

6.

- W. The King's Knight at King's Bishop's 3rd square.  
 B. Minister's Bishop at Minister's 2nd square (*e*).

7.

- W. Minister's Knight's Commoner two squares (*f*).  
 B. Minister's Knight at Minister's Bishop's 3rd square.

8.

- W. Minister's Bishop at Minister's Knight's 2nd square (*g*).  
 B. King's Knight at his Bishop's 3rd square.

9.

- W. Minister's Peer's Commoner 1 square (*h*).  
 B. Minister at the King's 2nd square giving the White King check (*i*).

10.

- W. King's Bishop at King's 2nd square covering the check.  
 B. King's Peer at his Knight's square.

11.

- W. The King Closets with his Peer (*k*).  
 B. King's Bishop's Commoner 1 square (*l*).

12.

- W. Minister's Bishop's Commoner two squares (*m*).  
 B. The Minister's Bishop at the White King's Knight's 4th square (*n*).

13.

- W. Minister's Knight's Commoner 1 square.  
 B. Minister's Knight at his King's 4th square (*o*).

14.

- W. Minister at his Peer's 4th square.  
 B. Minister's Bishop takes the White Knight.

15.

- W. King's Bishop takes the Black Bishop (*p*).  
 B. Minister's Knight takes the White Bishop and gives check (*q*).

16.

- W. The King retires to his Peer's square.  
 B. The Knight at the 4th square of the same Peer (*r*).

17.

- W. The Minister's Knight's Commoner 1 square discovering check.  
 B. The King closets.

18.

- W. The Minister takes the Black Commoner and gives check (*s*).  
 B. As the King, if he takes the Minister, will be in check with the Commoner, he is checkmated (*t*).



## REMARKS.

[*Those in brackets are in compression or expansion of the original text but do it no serious injustice.—ED.*]

- (a) Unless necessity calls for it, no one of the other six Commoners should be moved until you have ascertained on which side to Closet.
- (b) This move is partly accounted for by the remark on the last.
- (c) The same will show that the Whites are played with more propriety than the Blacks.
- (d) If this move had been made before, the King's Commoner of this party might have been preserved.
- (e) The chief object of this and some subsequent moves is the having the King in readiness to Closet. [But at his previous move the White Minister might have given check with advantage.]

- 
- (f) Finding that his adversary means to Closet with the Minister's Peer, the player of the White's begins to get his opposite Commoners ready to advance upon him.
- (g) [A long note to show that Black is compelled to make a good move, which he otherwise might not have seen.]
- (h) This is to protect the Knight's Commoner from the Black Knight.
- (i) There is no impropriety in the Minister standing thus before his King, so long as no guarded Peer of the counter set can be brought to attack him.
- (k) If he did not Closet now, he could not preserve his King's Knight's Commoner in its place. To advance him a square was however better.
- (l) [A long note showing that if White had not moved his Minister's Bishop this Black Commoner might now be taken off.]
- (m) Any move which is properly made, and which preceding remarks, or a subsequent move, will show the reason of, we shall not observe on.
- (n) If the Commoners are played worse, the Bishops and the Knights of this party are played better than the other.
- (o) The move of the White Commoner, which was necessary to the prosecution of his Minister scheme, gave the Black Knight an opportunity of coming here without suspicion, as he seems to remove merely for his own safety.
- (p) [Explains that White was so busy with his own attack that he somewhat relaxed his attention in this quarter.]
- (q) [Threatens us with a "back game," to show that Black could have won the Piece here in another and a better way.]
- (r) To avoid being taken by the Knight's Commoner.
- (s) Had White Commoner made this capture, instead of receiving defeat, which the present move has given him, the Black King, by retiring to his Peer's square, would have been a long while secure from any further attack.
- (t) [But he was made to Closet when he did to show that it is not *always* a measure of safety. Note, also, *how* his Closeting was effected, and the circumstances; for it is certainly a principle and unique feature of the game.]

From this Example I., to say nothing of what follows in the same strain, it appears that the author of "The Theory of Chess" had no great knowledge of its practice; and it may be inferred that a consciousness of his shortcoming in this respect had a moderating influence on his reforming and informing efforts, in so far, at least, as to prevent him from identifying himself with his work. That he was thoroughly honest in all he wrote is hardly to be questioned; that is *if* aggressive ignorance *can* be *thoroughly* honest—which admits a very large element of doubt.

The book concludes with a game taken straight out of Philidor—notes and all. But our author observes, independently, that though White won by his centre Pawns, Black, by his skilful play shows that he must have allowed them to be established, "because he saw that preventing the same would have given White the better game in some other way." And then we are advised never to make combinations—or hardly ever; "because they have the property of most other schemes of involving the projector in ruin if they miscarry." Also — "Whether your ingenuity exceed your judgment, or your judgment your ingenuity, your best guide after all will be 'experience.'" Because (reason from the title page)—"Books are a sort of dumb teachers, they point out the way to learning, but if we labour under any doubt or mistake they cannot answer sudden questions, or explain present doubts and difficulties."—DR. WATTS.

The leading English chess-writers during the first half of the nineteenth century were Lewis, Cochrane, Walker, and Staunton. Of these Lewis and Cochrane were very distinguished players, and did good work; George Walker, though not so distinguished, was at least an able player, and an exceptionally pleasant writer to boot; while Staunton, as every schoolboy *should* know, was the most famous player of his day, conqueror of St. Amant, in the great match,

England *v.* France, fought in Paris, 1843. His chief contribution to the literature of our game, "The Chess Players' Handbook," appeared in 1847, and was stereotyped shortly afterwards; but it is still looked upon as authoritative by many good Britons, both at home and beyond seas.

Eminent men of many nations and many times have found chess a most valuable resource against that weariness which sometimes comes from continued labour, and sometimes from enforced idleness. Two only may be here mentioned. During his famous retirement at Bender, Charles XII., a man of action and a hero if ever there was one, sought relief in chess from the tedium of his long drawn out negotiations with the Turks; and the Great Napoleon never started upon a campaign without the accompaniment of his own personal chess equipage.

Lawyers and doctors are busy men. The first chess column printed in an English newspaper appeared in *The Lancet*, London, 1822. In his "Popular and Practical Introduction to Law Studies," Samuel Warren, author of "Ten Thousand a Year," certainly one good novel in which the law is also good, says: "Chess is excellently calculated to chain a wandering mind to its task—to induce those habits of patient and original attention, cautious circumspection, accurate calculation, and forecasting of consequences, which are essential to the successful study and practice of the law." And, accordingly, many able lawyers, including our present Lord Chief Justice and other Judges, are good practical chess-players.

Who will deny that Dr. Franklin, the American philosopher and statesman, was a wise man in his generation? Is not his wisdom proverbial, even as a teacher of light and leading, in the common affairs of this work-a-day world? Well, in some of his writing (often called

“Morals of Chess”) he urges that the game is so interesting in itself as to be independent of mercenary inducement to engage in it—whence it need never be played for money. Then he continues:—

“Life is a kind of chess, in which we have points to gain, and competitors or adversaries to contend with, and in which there is a great variety of good and ill events, that are, in some degree, the effects of prudence or the want of it. By playing chess, then, we learn:—

“First:—Foresight, which looks a little into futurity, considers the consequences that may attend an action; for it is continually occurring to the player, ‘If I move this piece, what will be the advantage of my new situation? What use can my adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?’

“Secondly:—Circumspection, which surveys the whole chess-board, or scene of action, the relations of the several pieces and situations, the dangers they are respectively exposed to, the several possibilities of their aiding each other, the probabilities that the adversary may take this or that move, and attack this or the other piece, and what different means can be used to avoid the stroke or turn its consequences against him.

“Thirdly:—Caution, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game, such as, ‘If you touch a piece, you must move it somewhere; if you set it down, you must let it stand;’ and it is therefore best that these rules should be observed, as the game thereby becomes more the image of human life, and particularly of war; in which, if you have incautiously put yourself in a bad and dangerous position, you cannot obtain your enemy’s leave to withdraw your troops, and place them more securely, but must abide all the consequences of your rashness.



“And, lastly, we learn by chess the habit of not being discouraged by present bad appearances in the state of our affairs, the habit of hoping for a favourable change, and that of persevering in the search of resources.”

Chess demands reasonable exercise of the *will*, as well as of the intellect; for it is a contest, perhaps in truth the closest of all possible engagements, of mind against mind. Governed by a few rigid rules, easily mastered, it is thought in action; but only over a given surface, and along well-marked conventional lines. There is no “chance” in chess, it is absolutely impartial; the chance (if any) is all in the condition of the player. When you lose, your judgment, or its expression, has been inferior; you have been beaten, because in that particular case you have played worse than your opponent. But, of course, the game neither is nor can be any test or criterion of *general* intellectual ability. Two people play at chess, perhaps with equal success, perhaps one of them decisively outplays the other. Then, *there* ends the matter; or, rather, there the matter should be allowed to end. But, unfortunately, there is often the idea of general intellectual victory or defeat, of superiority or inferiority; deterring many, who fear to bring their own estimate of themselves to what they wrongly imagine would be an overt trial, the result of which might prove unfavourable. Those who are averse to chess, on any such ground, certainly do the game and themselves an injustice; because they reject one of the most rational and inexpensive of all amusements, thereby perhaps inviting something far otherwise; and because they influence others to the same erroneous way of thinking, thus spreading a vague and ill-founded prejudice, which really should have no existence. It may be the opinion of some that Dr. Franklin wrote in favour of chess too strongly, too much in the style of a zealot. But what so much impressed him must have some

considerable foundation of merit, in the way he suggests. It *may* be that "chess is chess," and like nothing else in the world ; the happiest combination of diversion, amusement, and instruction at our present service. It *may* have no true *educative* value ; and Franklin (with many others) may have esteemed it too highly in that respect. Then, as a mere pastime, recreation, or diversion, for the idle, fatigued, or over-wrought mind, it would still be worthy of all praise and encouragement from enlightened men.

Sir Walter Scott is said to have objected that he could as easily "learn another language" as he could learn chess. This, no doubt, was not at all unlikely. There have been and are exceptional men, of great genius, in difficulties with the multiplication table ; and some to whom the mathematics were and are anathema maranatha of all human contrivances under the sun. The ultra romantic or poetic eye, "in fine phrensy rolling," has a way of focussing facts, and principles of action, often sadly at variance with the rules of the game. But a poet's objection is an objection made by a poet. And perhaps Sir Walter *did* learn another language, instead of (not "learning" but) *mastering* chess—for, apparently, it was *this* he intended. However, many a one who has had no idea of even attempting to learn another language, or to better himself in his own, has solemnly repeated this objection—which after all is quite beside the point. For if a man *will* acquire another language, in time which in common prudence should be devoted to recreation, he may do so—but what becomes of his health ? *That* is the question. The issue is not one of *work*, but of *diversion*.

Another sort of objection made by many (who do not play it), is that chess may be *too* interesting, apt to prove *too* much of a "diversion," so that instead of keeping its distance from one's proper work, it may seriously encroach thereon, to such an extent as to render a man

unfitted for the battle of life. And the leading case cited in support of this contention is that of Morphy: His "blighted career" in his chosen profession, that of the law; together with the sadness of his final passing—a victim to the insidious charms of chess. But the very reason why Morphy could not succeed, according to expectations, in his "chosen profession" seems to be that he was *not* fitted to be a lawyer, whereas he *was* pre-eminently fitted to be a chess player. Educated among lawyers and chess players, he had, perhaps unconsciously, chosen chess in preference to the law; and to the study and practice of the game all the powers of his ingenious young mind were devoted, with the result that he became far and away the foremost player of the age. *Then* what happened was that he tried to turn his back upon chess—as it were upon *himself*; in order to become a great lawyer—and in this he failed ignominiously. Morphy was a chess genius, perhaps without a peer in history. His true work lay in his application to chess and its advancement among the nations; and in so far, and so far only, as he was induced to shirk that work may his life be considered a failure.

After his astonishing career, extending a little over two years, 1857–9, in America, England, and France, Morphy resolved to retire from public chess, and kept his resolution to the bitter end. He was then scarcely a man—twenty-two years of age; of none but flattering worldly experience, so that he could know very little of his own mind; and, very likely, had no suspicion of any difficulties in his proposed course. Speaking at the New York Academy of Music, on his return from England, when he was presented with a magnificent chess-board, with gold and silver pieces,—on that triumphant occasion, he got up and delivered himself of the usual platitudes as to the "serious business of life," etc., implying that chess was unworthy of serious attention from any *man*, and that, as

for himself, the time had come to bid it a final farewell so far as public practice was concerned.

Then, after a little more lionising on his way to New Orleans, he began his "life's work" in the law—and did nothing. The American Civil War intervened between promise and performance; there were chessmen and boards he knew nothing of—at least, like Captain Jinks of the Horse Marines, he wasn't cut out for the army. This of itself is some sort of evidence that in no case would his career in the law have been a great success. Eminent lawyers are almost necessarily robust, all-round men; essentially contentious themselves, as well as arbiters of contention among others. In short, the true lawyer is really a warrior in disguise—*sometimes*, it may be, beyond recognition.

But such was not Morphy. When war came upon him he was not surprised into "offering his services to his country," not even as a general, let alone a colonel. And *less* than this, no good American lawyer could think of doing in those troublous times; perchance, to face the dangers of the field, preferably to occupy some important strategic and emolumental position at a safe distance from the enemy; or to form up and take command of the Home Guards, in bland expectancy and consequent readiness of and for *all* possible emergencies.

No. Morphy, unequal to any such achievement, retired to Havana, in then Spanish territory, it is said narrowly escaping capture by the Unionist General Butler (an extremely able lawyer), who, no doubt, was willing to crown his arms by taking Morphy—with his testimonial board and men—for plunder of war. But Morphy managed to safely Castle on Havana. There he played a little chess, but not in public. Then he went to Paris once more; where he remained until 1866—still playing chess occasionally with private friends, but otherwise

doing nothing worth mentioning. Returning to New Orleans once more, he played many games in private, and with his lifelong friend, Mr. C. A. Maurian, until, taking a total dislike to chess in 1870 (or thereabouts), he abjured it for ever. Writing from memory only, we are not *quite* sure of these dates, but they are approximately correct. The remainder of Morphy's lifetime was passed at his mother's house in New Orleans; and in the Crescent City of his birth he died, in 1884, at the age of forty-seven.

Unfortunately, Morphy somehow got to believe that he *ought* to be *other* than Morphy; *that* idea, and the war shock to his material fortune, will sufficiently account for his "failure." What would he have been *but* for chess? Most probably a middling lawyer. And how was his "career ruined" by it? Morphy, *as* Morphy, was no failure, short as was his career; on the contrary, he was one of the greatest successes in all history.

We are somewhere told by the encyclopedian Voltaire of an old belief among the Turks, viz., that ability is a unit; that, for instance, if a man were a first-rate barber, he would be certain, on opportunity, to show himself a great general, an intrepid admiral, or a sagacious minister of state; and it is asserted that many a good barber has been raised to high office, owing to the influence of this belief, only to be bowstrung, sooner or later, because he did not fulfill the expectation of his patrons. The assumption was that his failure could have been due to perversity alone. The ability (so ran the argument) was undeniable, but the performance was contemptible, with the necessary inference that inclination to truly serve the Commander of the Faithful was wanting. Now, the Turks have (or had) a good deal of human nature about them; and it is not very strange that we should sometimes find ourselves partaking in this erroneous belief of theirs, as to the unity of

ability. Morphy's unrivalled skill at chess proved him to possess unrivalled chess talent, or genius — and nothing more. That *this* talent or genius should have enabled him to become a great legal luminary, or a great medical authority, or “one of the most remarkable men in the country” (or century), at any other post in active life; for any such inference there was no valid ground in precedent; and it was evidently mistaken both by Morphy and his friends. Of course, he *may* have had other powers of mind in high measure; there might have been a fair (but slight) presumption that way—only nothing more. If we were told that Charles XII. of Sweden, or Frederick the Great of Prussia, or his friendly opponent, the before-mentioned Voltaire, or the Great Napoleon, or Wellington, or Bismark, or the Pope, or Professor Ruskin, or in fact any great man of affairs, was also an admirable chess player, we might feel surprised that such a busy man found sufficient time to devote to such a comparatively trivial and yet such an exacting avocation, so that he was able to attain great skill in it—but we should hardly be disposed to say that there was anything incongruous in the attainment of such skill by a man of such otherwise admittedly great intellect. But if, on the other hand, we were asked to believe that a Philidor, a Labourdonnais, an Anderssen, a Steinitz, a Blackburne, or a Lasker, was *in posse* a great general, a great statesman, a great mathematician, a great poet, or a great anything else, *because* of his great chess talent—then we should think of the Turkish illusion, and the tendency to jump at unwarranted conclusions so characteristic of the generality of mankind.

Then there are those who object to chess shortly and simply that it is “too slow.” This, however, is rarely the objection of a really busy man; but rather of one who would be busy—“*passing the time*”—and really knows not how this sublime performance can be accomplished, in

perfect peace and security. His reliance is upon sensation. It never occurs to him to *think*, until his power of thought becomes practically paralysed for want of exercise—and then it is *too late*.

“Of those who time so ill support,  
The calculation’s wrong ;  
Else why is life accounted short,  
While days appear so long ?  
By action ’tis we life enjoy,  
In idleness we’re dead ;  
The soul’s a fire will self destroy,  
Unless with fuel fed.”

As insurance against this destruction there is nothing equal to chess. That it is “too slow” is a false imagination, seeing that it is a form of thought, and, therefore, necessarily as quick as thought itself. Of course, when viewed by the uninitiated, the game may *appear* to be slow, if the *moves* in it be made slowly ; but it may be the very reverse of slow to those engaged in it, and to lookers-on of understanding.

Yet, it must be confessed, many players are disposed to take chess too seriously—thus in a measure justifying the ill-opinion of outsiders, who make believe to themselves that it is a really slow affair, in which a kind of stupid patience is the main factor. There *are* people who pursue chess almost solely to acquire repute as “clever” players ; not principally for the amusement (with instruction) it should afford them, much less impelled by any overpowering love for the beauties of the play. But reputation sought merely for its own sake is very seldom attained ; and *when* attained, is nearly certain to be found a poor thing—dearly purchased by labour not wholly destitute of pain. This is a fault of many present-day young players. They “go in” greatly for matches and tournaments, and generally conduct themselves “over the board” in the manner of “masters” contending in public ;

stretching a single game over time that might well suffice for a dozen, thus missing mayhap nine-tenths of that *experience* so necessary to really great skill, and without which no real master has ever yet been possible—viz., experience of actual play on the board, against a variety of opponents, the gravity of the mere *result* of the play not oppressing the free and natural action of the players. In this way, through needlessly slow *moving*, time is truly lost in chess; for, supposing the players in this style to be capable of improvement, the *labour* expended seriously militates against improvement; and accordingly this is less than it would be if sought in a more spontaneous and more natural manner. Above all things, for *improvement* in chess, the young player should *play* as much as possible with *stronger* players; and as rapidly as possible, consistent with avoidance of *material* blunders—the being out-played (in combination) by his stronger opponent being the very thing he should prize most; that is, when his object *is* improvement, or the speedier approximation to his utmost skill at the game, and *not* the careful expression of his accomplished strength, as if he were already a master, with “a reputation to conserve.”

The talented young beginner may also go wrong in what is known as “blindfold” chess, that is in playing the game simply from memory and imagination, without actual use of board and men. This sort of chess is not for everyone, and, unless facility in it comes without conscious effort, it is better let alone. For all but the specially gifted in the requisite quality of memory, it is apt to involve an unnecessary and dangerous strain on the player’s attention, and this may lead to no trivial complaint—which we shall call “chessboard on the brain.” If you find yourself thinking chess away from the board, you may soon begin to dream about it, and *then*, unless you mean to become a “professor,” you had better quit



the game *in toto*. To be truly useful as a recreation for the ordinary amateur, the busy man, chess should leave no trace of itself in the mind after the game is over ; but should leave it as unencumbered as the board is of pieces when these are put away in the bag or the box. Many wise people to whom it would otherwise afford great pleasure, do not themselves indulge in play on this very account ; it *excites* them to such a degree that they cannot dismiss the subject at will, and go about their ordinary affairs as if nothing had occurred. This is the test of the fitness of chess for amusement and recreation, that it is diverting and absorbing while you are actually engaged in it, and that otherwise you need not think of it at all.

This, of course, implies that chess should never be played to *weariness*, as it may easily be, in eager striving for barren victory. The excitement of the game may carry one on to injurious effort, and then follows the inevitable reaction, that tired feeling, accompanied perhaps by brooding on the play, "what I should have done," "what I shall do in that position next time," &c.—chess board on the brain ! In a word, *hard* chess of any kind, blind-fold, match, tournament, and even in too ardent social rivalry, is a tax upon the nervous system—a tax to which the prudent man will not become subject, unless he finds pleasure in its full and free discharge.

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# SOCIAL CHESS.



## No. 1.—CENTRE GAMBIT.

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P×P
3 B—B 4	. . . .

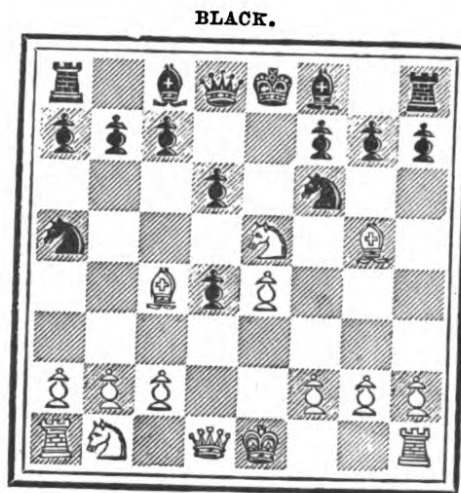
More commonly the game goes on 3 Q×P, Kt—Q B 3; 4 Q—K 3, Kt—B 3, &c., but text is quite safe, as Black cannot satisfactorily maintain his Pawn at Q 5. If, for instance, he backs it up by 3 . . . . P—Q B 4, then 4 P—Q B 3, P×P; 5 Kt×P, and White's superior development will be ample compensation. Or 3 B—B 4, B—B 4?; 4 B×P+, K×B; 5 Q—R 5+, and 6 Q×B, with some advantage.

. . . .	Kt—K B 3
4 B—K	Kt 5 Kt—B 3
5 Kt—K B 3	Kt—Q R 4

A poor sort of move on Black's part. A good rule is: Do not move any Piece twice, without good reason, until you have moved each piece once. 5 . . . . B—K 2 was better. The Bishop now attacked might go to Kt 3, so that if Knight took it there, R P×Kt would let out the Rook—a manœuvre frequently adopted in similar circumstances.

6 Kt—K 5 P—Q 3

Instead of this, Black should exchange, relieving the heavy pressure on his Bishop Pawn, and carrying out the intent signified by previous move of his Knight. It is a practical maxim that even a faulty plan (if not *too* faulty) is better than no plan at all. Observe the consequence of this inconsistency.



7 Q—R 5! Kt×Q?  
8 B×P, mate!

Of course 7 . . . . Kt×Q must be classed as an "oversight"—in fact, giving occasion for "mate on the move." But, reverting to

diagram, we may conclude that White had then the upper hand, decidedly, whatever the procedure of his opponent. Thus, if 7 . . . . Q—K 2; 8 B×Kt, P×B; 9 Kt×P, Q×P+; 10 B—K 2, it appears that, what with menaced Rook and Knight, and discovered check impending, Black must suffer substantial loss. The same if, in this, 8 . . . . Q×B; for then 9 Kt×P, Kt×B; 10 Kt×R+, K—K 2; 11 Q×P, &c. Again, if 7 . . . . P—K Kt 3; 8 B×P+, K—K 2; 9 B×Kt+, K×B; 10 Kt×P, Black loses heavily. For example, continuing 10 . . . . P×Kt; 11 Q×P+, K—K 2; 12 Q—Kt 5+,

K—Q 2; 13 B—K 6+, winning Queen or mating presently. Or 10 . . . . K×B; 11 Kt—K 5+, K—Kt 2; 12 Q—B 7+, K—R 3; 13 Q—B 4+, K—Kt 2; 14 Q—Kt 3+, and wherever King goes, avoiding instant mate, his Queen is lost by check from Queen or Knight. If, after 10 . . . . K×B; 11 Kt—K 5+, Black plays 11 . . . . K—K 3, White mates directly by 12 Q—B 5+, &c.; or if 11 . . . . K—B 3, then 12 Q—R 4+ wins the Queen—and so forth. For one who has the patience, these variations are both interesting and instructive.

### No. 2.—KING'S BISHOP'S GAME (won by CAPT. MACKENZIE).

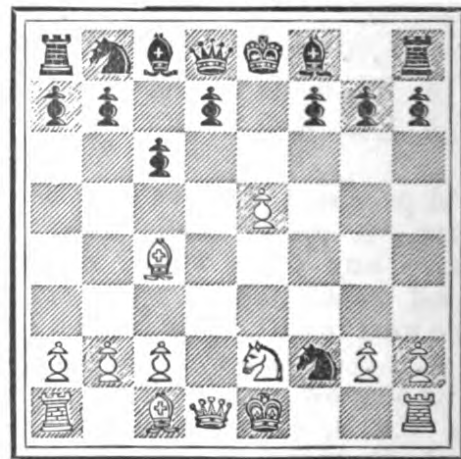
(White gives odds of Queen Knight.)

White.	Black.	4 P×P	Kt×P
1 P—K 4	P—K 4	5 Kt—K 2	Kt×P
2 B—B 4	Kt—K B 3		

The game is named from White's second move. Black may reply 2 . . . . B—B 4, 2 . . . . Kt—Q B 3, or even 2 . . . . P—Q 3, without disadvantage, but this play of the Knight is generally preferred.

3 P—Q 4      P—B 3

Inferior to 3 . . . . P×P; whereupon if 4 P—K 5, P—Q 4; 5 B—Kt 3, Kt—K 5; or 4 Q×P, Kt—B 3; 5 Q—K 3, B—K 2, Black would stand very well, even supposing the contest to be entered upon level terms.



WHITE.

An ingenious idea, which, as it happens, would be better left

wholly unexpressed. 5 . . . . . P—Q 4 would free his position, whether 6 P×P in passing or not. Or, if he desired opening complications, 5 . . . . . Q—R 4+, &c., gaining the King Pawn, seemed well in order. Yet, if correctly followed up, the text move has much in its favour.

6 Castles . . . . .

Should White play 6 K×Kt, then 6 . . . . . Q—R 5+, and takes the Bishop next move. This was the idea in offering the Knight. Now Black might con-

tinue in this idea, by 6 . . . . . B—B 4, threatening to discover check; but he gives way to temptation, and is lost immediately.

. . . . . Kt×Q  
7 B×P+! K—K 2  
8 B—Kt 5, mate!

At the outset, with advantage of superior force, neither rashly attack nor timidly defend; but *develop* and *exchange* at every fair opportunity.

No. 3.—SICILIAN GAME (won by R. J. BUCKLEY).

White. Black.  
1 P—K 4 P—Q B 4

This move of Black makes the *Sicilian Defence*. It is partly out of fashion, but fairly safe, and prevents White establishing a "centre," i.e., two Pawns abreast in the middle of the board.

2 Kt—K B 3 P—Q 3  
3 Kt—B 3 P—K 4

Such advance of the King Pawn is not advisable, as it leaves the Queen Pawn rather helpless, besides giving up important control of the square Q 4. He might develop, say, 3 . . . . . Kt—Q B 3; or 3 . . . . . P—K Kt 3, afterwards posting the King Bishop at Kt 2, with good effect.

4 B—B 4 Kt—Q B 3  
5 P—Q 3 K Kt—K 2

Better 5 . . . . . Kt—B 3, with soon . . . . . B—K 2, in order to Castle. The actual move of the

Knight here obstructs both Queen and Bishop, hinders Castling, and is therefore to be condemned.

6 B—K Kt 5 B—Kt 5  
7 Kt—Q 5! Kt—Q 5.

Suppose 7 . . . . . P—B 3; then 8 B×P! For if 8 . . . . . P×B; of course 9 Kt×P, mate!



8 Kt × P!      B × Q

If 8 . . . . P × Kt; 9 Q × B, Kt × P+; 10 K—Q sq, Black Knight would be lost; as he could not take the Rook without worse happening from impending B—Kt 5+, &c. Yet 8 . . . . P × Kt, or

8 . . . . B—K 3, submitting to loss of Pawn, would be comparatively good play. But he does not see White's clever device.

9 Kt—B 6+! P × Kt  
10 K B × P, mate.

#### No. 4.—KING'S BISHOP'S GAME (won by ZUKERTORT).

White.	Black.
1 P—K 4	P—K 4
2 B—B 4	Kt—K B 3
3 Kt—K B 3	Kt × P

White would better defend his King Pawn by 3 Kt—Q B 3, or 3 P—Q 3 the latter, perhaps, for choice; or he might continue 3 P—Q 4, attacking, while at the same time freeing his Queen Bishop—a matter of early importance in all games of this character.

4 Kt × P . . . .

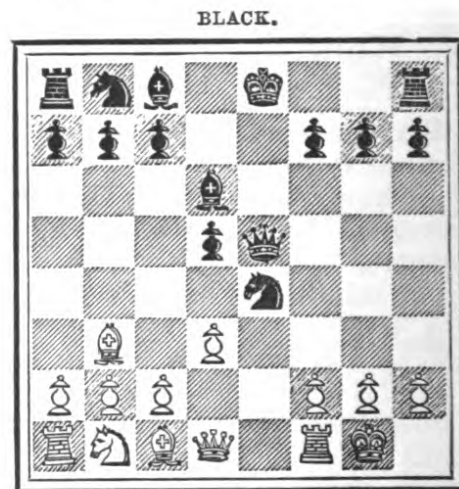
Bad for White. A more favourable continuation for him would be, 4 Kt—Q B 3, Kt × Kt; 5 Q P × Kt, &c., with prospects of considerable attack in compensation for his missing Pawn. Now Black easily stops the threatened 5 B × P+, at once freeing his Queen Bishop, and gaining time through the compulsory retreat of his adversary.

. . . .	P—Q 4
5 B—Kt 3	Q—Kt 4!
6 Castles	Q × Kt
7 P—Q 3	. . . .

Of course, White wants to recover the Piece, and he thinks to do so by 8 R—K sq, if Knight

retreats. If 7 R—K sq, Black would still have a winning superiority after 7 . . . . B—Q 3; 8 P—K Kt 3, Q—Q 5; followed by opportune Castling.

. . . . B—Q 3!



WHITE.

8 P—Kt 3 . . . .

Neither would 8 P—K B 4 be of any use, as Black could then check with Queen at Q 5; when, if 9 K—R sq, Kt to B 7+, Rook would have to take Knight, losing itself to the Queen; otherwise, 10 K—Kt sq, Kt—R 6+!; 11 K—R sq, Q—Kt 8+!; 12 R × Q, Kt—B 7, mate!

. . . . . Kt—Kt 4!      escape, by returning 9 .... Kt—K 5  
 9 R—K sq      . . . . .      (giving up the Piece gained).

Aiming to capture the Queen,      . . . . . Kt—B 6 +!  
 which in any case however could      10 K—B sq      B—R 6, mate

No. 5.—PONZIANI ATTACK (won by Rev. C. E. RANKEN).

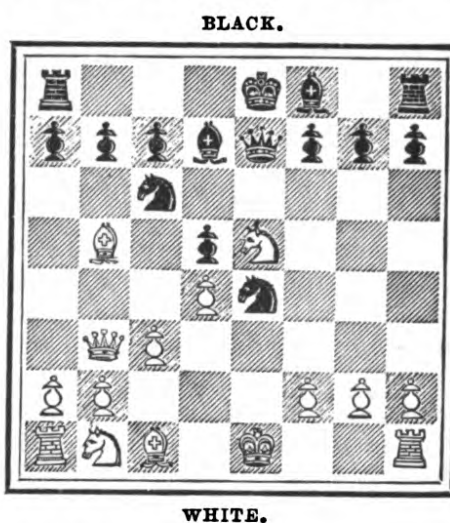
White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—B 3	Kt—B 3

Or 3 . . . . . P—Q 4; 4 Q—R 4,  
 P—B 3; 5 B—Kt 5, Kt—K 2;  
 6 P×P, Q×P; 7 P—Q 4, P×P,  
 &c., a more laborious line of  
 defence. White's third move  
 distinguishes the opening, which  
 is also known as *Staunton's  
 Attack*, both Ponziani and Staun-  
 ton having accorded it much  
 prominence in their works. The  
 idea seems to be to form a centre,  
 perchance; meanwhile giving an  
 important outlet to the Queen.

4 P—Q 4      P—Q 4

A likely continuation, 4 . . . . .  
 Kt×P; 5 P—Q 5, Kt—Kt sq;  
 6 B—Q 3, Kt—K B 3; 7 Kt×P,  
 B—B 4, &c. Notice in this how  
 White recovers his Pawn; for if  
 7 . . . . . Kt×P (instead of 7 . . . . .  
 B—B 4), then 8 B—Q B 4, and  
 Black may easily get into trouble.  
 Again, if 7 . . . . . Q—K 2, then  
 8 Castles, of course; and Black's  
 Queen is badly placed, while he  
 can take the Pawn with no more  
 success than before.

5 B—Q Kt 5	Kt×K P
6 Kt×P	B—Q 2
7 Q—Kt 3	Q—K 2



8 Q×P      . . . . .

Dangerous to leave his King  
 in line with Black Queen.  
 8 Castles or 8 B—K 3 would be  
 safer; or he might play 8 Kt×Kt,  
 followed by 9 Castles or 9 B—K 2  
 (protecting his King), according  
 to the reply.

. . . . .	Kt×Kt
9 Q×Kt P	. . . . .

Another risky capture;  
 9 Q×Q Kt would be all right.  
 For then, if 9 . . . . . Q×Q;  
 10 B×B+, K×B; 11 P×Q, &c.;  
 or if 9 . . . . . B×B; 10 Q×B+,  
 P—B 3; 11 Q—K 2, &c., there  
 would be no occasion for alarm.

. . . . . Kt—B 6+

10 K—B sq . . . . .

If he here takes the checking Knight, naturally 10 . . . . . Kt—Q 3 (or B 4) + ; and his Queen is lost.

. . . . . Kt—Kt 6+!

The King should have gone to Q sq. Then if 10 . . . . . Kt×K B P+ ; 11 K—B 2, he would be pretty safe; whatever complications might ensue, or however numerous the variations.

11 P×Kt Q—K 8, mate.

No. 6.—IRREGULAR OPENING (won by ZUKERTORT).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Q—B 3

The irregularity here consists of a recognised bad plan of defence. The Queen goes where the King Knight should go; and into danger of being driven about by Knights and Bishops, with serious loss of time. Besides, it is generally bad policy to support a Pawn with your most powerful Piece, if some other measure of support will do as well for the moment.

3 B—B 4 Q—K Kt 3

Here the Queen threatens two Pawns, neither of which she can safely capture. Suppose 4 P—Q 3; then if 4 . . . . . Q×Kt P; 5 R—Kt sq, Q—R 6; 6 B×P+, K—K 2 (6 . . . . . K×B?; 7 Kt—Kt 5+!); 7 R—Kt 3, and the Queen must be given up for Rook and Bishop, at best.

4 Castles! Q×K P?

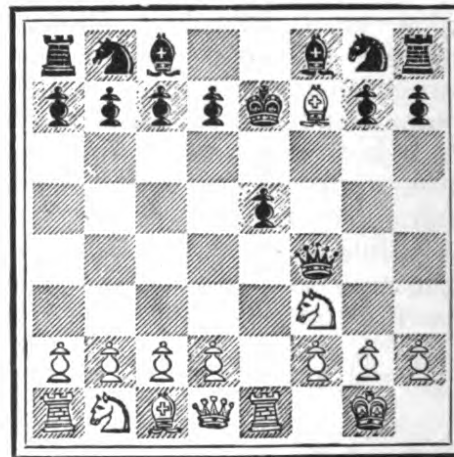
5 B×P+ K—K 2

If he takes, then 6 Kt—Kt 5+. Also, if 5 . . . . . K—Q sq; 6 Kt×P, he could not take the Knight, without losing directly

after 7 R—K sq, gaining Queen or mating at K 8 immediately.

6 R—K sq Q—K B 5

BLACK.



WHITE.

7 R×P+ K×B  
8 P—Q 4! Q—B 3

If 8 . . . . . Q—Kt 5, then again Knight checks, winning.

9 Kt—Kt 5+ K—Kt 3  
10 Q—Q 3+ K—R 4

Or 10 . . . . . K—R 3;  
11 Kt×P+, and Black Queen is lost.

11 P—Kt 4+ K×P  
12 Q—R 3, mate.

## No. 7.—CENTRE GAMBIT (won by CHARLICK).

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P×P
3 Kt—K B 3	B—Kt 5+
4 P—B 3	. . . .

Perhaps 4 B—Q 2 would be sounder. As it goes, White gets a strong opening attack; but, if it failed, his broken Pawns would be a drawback in a hard fought ending.

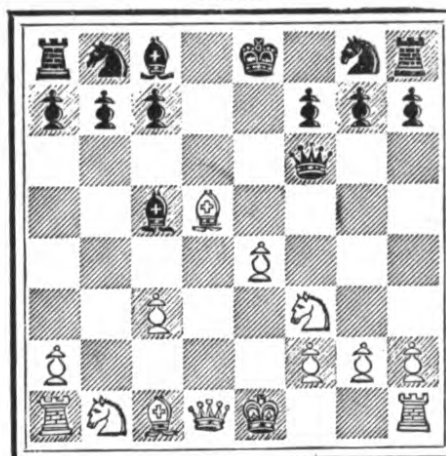
. . . .	P×P
5 P×P	B—B 4
6 B—Q B 4	P—Q 4

He would do better with 6 . . . . P—Q 3. Then if 7 Kt—Kt 5, attacking King Bishop Pawn, of course 7 . . . . Kt—K R 3; or if 7 Q—Kt 3, then 7 . . . . Q—B 3 (or K 2); and gradually develop.

7 B×P	Q—B 3
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White was threatening 8 B×P+, for Black would lose his Queen if 8 . . . . K×B. But 7 . . . . Kt—K B 3 was a better way to meet this threat and to prepare for Castling.

BLACK.



WHITE.

8 B—Kt 5!	Q—Q Kt 3
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If 8 . . . . Q—K Kt 3; 9 B×P+! winning the Queen, by 10 Kt—K 5+, or mating about as follows in the text.

9 B×P+!	K—B sq
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If 9 . . . . K×B, then 10 Kt—K 5+, and mate next move.

10 Q—Q 8+	K×B
11 Kt—K 5+	K—K 3
12 Q—Q 5,	mate.

## No. 8.—EVANS GAMBIT (won by A. M'DONNELL).

(White gives odds of Queen Knight.)

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×P

The offer of this Pawn, with its acceptance here, constitutes the *Evans Gambit*. Black may well refuse it by 4 . . . . B—Kt 3. The sacrifice is in order to get out the White Pieces more quickly, for immediate attacking purposes.



5 P—B 3      B—R 4  
 6 Castles      Kt—B 3  
 7 Q—B 2      Castles  
 8 B—R 3      R—K sq

For the moment, 8 . . . . P—Q 3, freeing the Bishop, should have preference. The Rook might move later, if necessary.

9 P—Q 4      P—Q 4  
 10 P×Q P      K Kt×P  
 11 P×P      Kt×B P

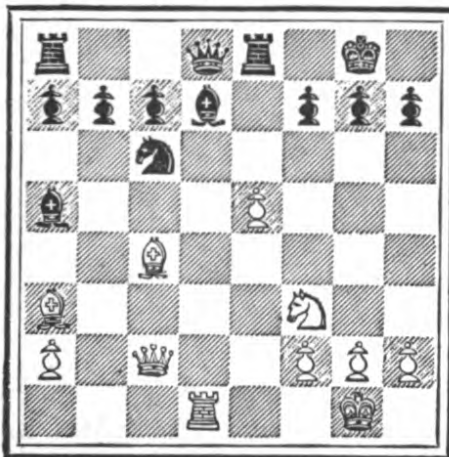
Much better 11 . . . . Kt×K P. It would compel exchange of minor Pieces; or, if needful, admit of support of Knight at Q 4 with Pawn. He now opens up two strong lines of attack upon himself, the Queen's file and the White diagonal, R 2—Kt 8, in which his King stands, and the result proves disastrous.

12 Q R—Q sq! Kt×R

A sacrifice easier to admire than to imitate successfully!

13 R×Kt      B—Q 2

BLACK.



WHITE.

Notice why Black Queen could not move except at loss. Notice also that though Black has a Piece more *on the board*; yet that two of his Pieces, the Queen Rook and the King Bishop, are partly useless to him; while White's Pieces are all well posted and free to act. Black cannot realise his material capital in time.

14 B×P+!      K×B

Now White wins off hand. If 14 . . . . K—R sq; 15 R×B, Q×R; 16 Kt—Kt 5, P—K Kt 3; 17 P—K 6 (threatening 18 B—Kt 2+), Black might ignore the attack upon his Queen, and reply 17 . . . . B—Kt 3 (to interpose at Q 5), for White dare not take the Queen immediately, on account of 18 . . . . R—K 8, mate! Thus Black might gain time, which, again, might enable him to save the game.

15 R×B+!      Q×R

16 Kt—Kt 5+      K—Kt sq

17 Q×P, mate.

A beautiful termination. In odds-games the giver first aims at complications, wherein he may gain time for rapid concentration of forces on some weak spot; the receiver to simplify by equal exchanges, whose tendency, of course, is to increase the ratio of his numerical advantage, making for victory in the end.

No. 9.—SCOTCH GAME (won by MACZUSKI).

White.	Black.	8 B—Q 2	B × Kt
1 P—K 4	P—K 4	9 B × B	Kt × P
2 Kt—K B 3	Kt—Q B 3		
3 P—Q 4	P × P		

This makes the *Scotch Game*. It has been found better for Black not to refuse the Pawn, but to take it as above. However, the following is playable: 3 . . . . Kt × P; 4 Kt × P, Kt—K 3; 5 B—Q B 4, P—Q B 3; 6 Castles, &c., with innumerable variations.

4 Kt × P            Q—R 5

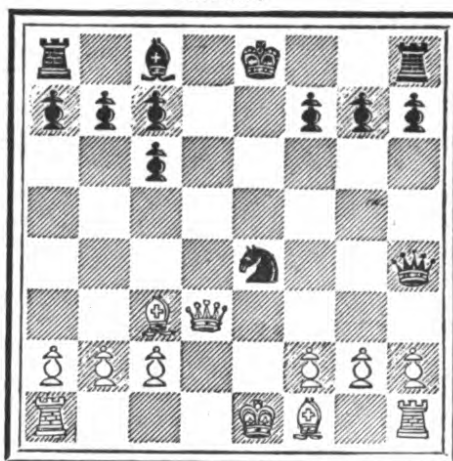
When White plays 4 B—B 4, leaving the Pawn for a time, it is then the *Scotch Gambit*. Black's reply here, still seeking the Pawn, is considered too hazardous—his opponent may gain too much time in development. Thus, 4 . . . . B—B 4; 5 B—K 3, Q—B 3; 6 P—Q B 3, K Kt—K 2; 7 Q—Q 2, P—Q 4, &c., or the like, is generally preferred in defence.

5 Kt—Q B 3 . . . .

White may let the Pawn go. For example, 5 Kt—Kt 5, Q × K P +; 6 B—K 2, B—Kt 5 + (of course, if 6 . . . . Q × Kt P; 7 B—B 3, Black Rook and Pawn will be lost for the Knight); 7 B—Q 2! K—Q sq!; and, after 8 Castles, White will have full positional compensation for his Pawn minus.

. . . .	B—Kt 5
6 Q—Q 3	Kt—B 3
7 Kt × Kt	Q P × Kt

BLACK.



WHITE.

10 Q—Q 4 . . . .

White wants to Castle, getting his Queen Rook into action. But first he defends his King Bishop Pawn, fixes the Knight where he is, and incidentally assumes a mating attitude—or what would be such should Black now inadvertently Castle. In reply, the latter threatens to gain a Piece by discovering check—a futile proceeding in itself, but one which appears to at least temporarily relieve him from most of his difficulties. But White's attack is overwhelming.

. . . .	Q—K 2
11 Castles	Q—Kt 4 +
12 P—B 4!	Q × P +
13 B—Q 2!	Q—Kt 5

Overlooking the brilliant mating combination arranged by White. But if he had seen and stopped it by 13 . . . . Q—R 5; then 14 R—K sq, P—K B 4 (if

14 . . . . B—B 4; 15 Q—K 5+, &c.); 15 Q×Kt P, &c., would have given White another sort of victory.

14 Q—Q 8+! K×Q  
15 B—Kt 5+! K—K sq  
16 R—Q 8, mate.

### No. 10—FRENCH GAME (won by ROSENTHAL).

White.	Black.
1 P—K 4	P—K 3

This move of Black constitutes the *French Defence*.

2 P—Q 4	. . . .
---------	---------

Or White may play either Knight to B 3; but it is customary to advance the Pawn.

. . . .	P—Q 4
3 Kt—Q B 3	B—Kt 5

Not very good, as taking the Knight with Bishop rather helps White, by opening a file to his Rook, and an important diagonal to his Bishop. The more usual 3 . . . . Kt—K B 3 is stronger.

4 P×P	P×P
5 Kt—B 3	Kt—K B 3
6 B—Q 3	B—K 3
7 Castles	B×Kt?
8 P×B	P—K R 3

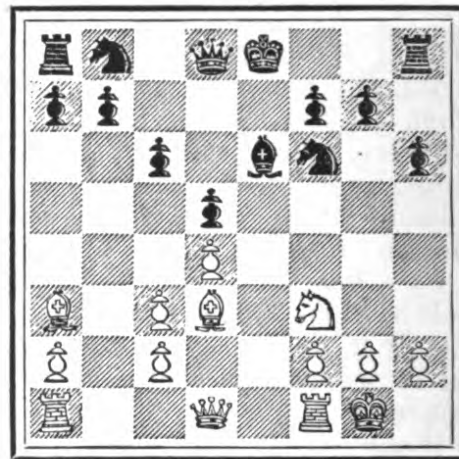
Now Black should Castle; the Pawn move is useless.

9 B—R 3	. . . .
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To prevent Castling. The powerful action of this Bishop is very noteworthy.

. . . .	P—B 3
---------	-------

BLACK.



WHITE.

10 R—K sq!	Q Kt—Q 2?
11 R×B+!	P×R
12 B—Kt 6,	mate.

### No. 11.—COUNTER GAMBIT (won by SCHALLOPP).

White.	Black.
1 P—K 4	P—Q 4

A safe reply, 1 . . . . P—Q 4; the *Centre Counter Game*. It

is generally continued 2 P×P, Q×P; 3 Kt—Q B 3, Q—Q sq; 4 P—Q 4, P—Q B 3 (giving play to Queen, and to keep White Bishop or Knight from Q Kt 5); 5 Kt—K B 3, B—B 4, &c.

2 P×P Kt—K B 3

Inferior to 2 . . . . Q×P. There may be too much difficulty in equalising if White chooses to stand by the Pawn.

3 P—Q B 4 . . . .

It is not worth while to try to hold the Pawn in this way. So 3 P—Q 4, Kt×P; 4 P—Q B 4, &c.; or 3 B—Kt 5+, (if) B—Q 2; 4 B—B 4, &c., should be preferred.

. . . . P—B 3

4 Q—R 4 . . . .

If 4 P×P, Kt×P; Black soon has many Pieces in good play. But this move makes matters worse for White; adding more loss of time with his Queen.

. . . . B—Q 2

5 P×P Kt×P

White Queen is out where she ought not to be; and Black has three Pieces already in good play.

6 Q—Kt 3 Kt—Q 5!

7 Q—Q B 3 P—K 4

8 P—B 4 B—Q Kt 5

Note, if Queen were now really "pinned" by Bishop, she would be lost; for of course if 9 Q×B, then 9 . . . . Kt—B 7+, &c.

9 Q—Q 3 B—K B 4!



WHITE.

10 Q—K Kt 3 Kt—K 5!

11 Q×P . . . .

The White Queen has done more than half the work; and ends by going off where she is useless—leaving her King quite defenceless.

. . . . Kt—Q B 7+

12 K—K 2 Q—Q 6+!

If 12 K—Q sq, then 12 . . . . Kt—B 7+; 13 K—K 2, Q—Q 6+; 14 K×Kt, B—B 4, mate.

13 K×Q Kt—Kt 6 (or B 6), mate.

No. 12.—SPANISH GAME (won by ANDERSSEN).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	B—B 4

This is the *Ruy Lopez* or *Spanish Game*, one of the most popu-

lar openings. Other replies are 3 . . . . P—Q R 3, 3 . . . . Kt—B 3, and 3 . . . . P—Q 3—either of the first two of these for choice. Then there are 3 . . . . P—K Kt 3, 3 . . . . P—B 4, and 3 . . . . Kt—Q 5, each of which has its advocates among very skilful players.

4 P—B 3! Kt—B 3  
5 B×Kt . . . .

Freeing Black's position. He should advance in the centre—5 P—Q 4, P×P; 6 P—K 5, Kt—K 5; 7 Castles, Castles (7 . . . . P×P?; 8 Q—Q 5!); 8 P×P, &c., with probable advantage.

. . . . . Q P×B  
6 Castles B—K Kt 5

Neither cares to take the unsupported Pawn; but White might better do so, Castling being somewhat premature.

7 P—K R 3 P—K R 4

Black offers up his Bishop in order to open the Rook file on his opponent's King. A sort of thing often invited by too early Castling.

8 P×B . . . .

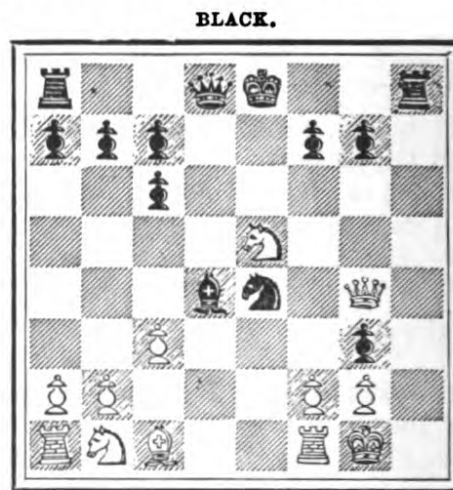
He need not take the Bishop; but thinks the danger not too great.

. . . . . P×P  
9 Kt×P P—Kt 6!  
10 P—Q 4! Kt×P

Threatening this elegant conclusion: 11 . . . . R—R 8+; 12 K

×R, Q—R 5+; 13 K—Kt sq, Q—R 7, mate.

11 Q—Kt 4? B×P!



WHITE.

White should have played 11 P×P. Then winning for Black would not be so easy.

12 Q×Kt . . . .

If 12 P×B, Q×P; 13 B—K 3, Q×Kt, &c., Black would have the advantage.

. . . . . B×P+!  
13 R×B Q—Q 8+  
14 R—B sq R—R 8+  
15 K×R Q×R, mate.

No. 13.—SALVIO GAMBIT (won by LABOURDONNAIS).

(Blindfold, i.e., without seeing the board.)

White.	Black.	2 . . . . .	Kt—K	3, or
1 P—K 4	P—K 4	2 . . . . .	P—Q 4, &c.	
2 P—K B 4	P×P	3 Kt—K B 3	P—K Kt 4	

Here we have the King's Gambit It may be declined by 2 . . . . . B—B 4, or

Or 3 . . . . . Kt—K B 3; not attempting to keep the Pawn.

4 B—B 4 P—Kt 5  
5 Kt—K 5 Q—R 5+

The *Salvio Gambit*, one of the numerous variations of the King's Gambit, considered good for Black.

6 K—B sq P—B 6

Or 6 . . . . Kt—K R 3;  
7 P—Q 4, P—B 6, &c.; or  
6 . . . . Kt—Q B 3; 7 B×P+,  
K—K 2; 8 Kt×Kt+, Q P×Kt;  
9 B×Kt, R×B, &c.

7 Kt×P (B 7) . . . .

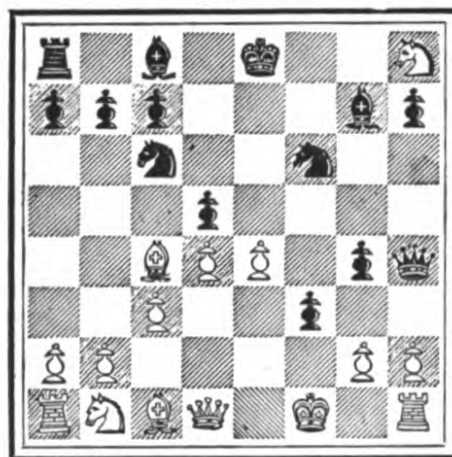
If 7 P—K Kt 3, Q—R 6+;  
8 K—B 2, Kt—K B 3;  
or 7 P—Q 4, P×P+; 8 K×P,  
Q—R 6+; or 7 P×P, Kt—K B 3;  
or 7 B×P+, K—K 2; 8 P×P,  
P—Q 3; 9 B×Kt, R×B, &c.,  
Black most probably gets the  
advantage.

. . . . Kt—Q B 3  
8 P—Q 4 . . . .

He does not take the Rook  
immediately, because of  
8 . . . . B—B 4; against which  
he would have no good defence.

. . . . B—Kt 2!  
9 P—Q B 3! Kt—B 3  
10 Kt×R P—Q 4!

BLACK.



WHITE.

11 P×Q P . . . .

Here is the mistake; 11 B×P  
would be right. After Black  
Knight goes to K 5, it is virtually  
all over with White.

. . . . Kt—K 5!  
12 Q—K sq P—Kt 6!  
13 B—Q 3 P×P+  
14 K×P B—R 6+  
15 K—Kt sq . . . .

If 15 K—B 3, then  
15 . . . . Q—Kt 5+, and  
16 . . . . B—R 3, mate.

. . . . Kt×Q P!  
16 Q×Kt+ Q×Q  
17 B×Q Kt—K 7,  
mate.

No. 14.—KING'S GAMBIT DECLINED (won by DR. TARRASCH).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 Kt—K B 3	. . . .

An interesting Counter Gambit

(the *Falkbeer*) may come in here:  
3 P×QP, P—K 5; 4 P—Q 3, &c.;  
or 3 P×Q P, P—K 5; 4 B—Kt  
5+, P—B 3; 5 P×P, Kt×P;—  
White defending, in considera-  
tion of the Pawn. A game that

must be played to be appreciated. Then there is also 3 P×Q P, P×P; 4 Kt—K B 3, B—Q 3; with pretty equal prospects.

.....	P×K P
4 Kt×P	B—Q 3
5 P—Q 4	P×P e.p.
6 B×P	Kt—K B 3
7 Castles	Castles
8 Kt—Q B 3	.....

White purposely lets a Pawn go, to obtain a strong attack.

.....	B×Kt
9 P×B	Q—Q 5+
10 K—R sq	Q×P

Must, now; for if attacked Knight moves, of course 11 B×P+, and Black Queen is lost.

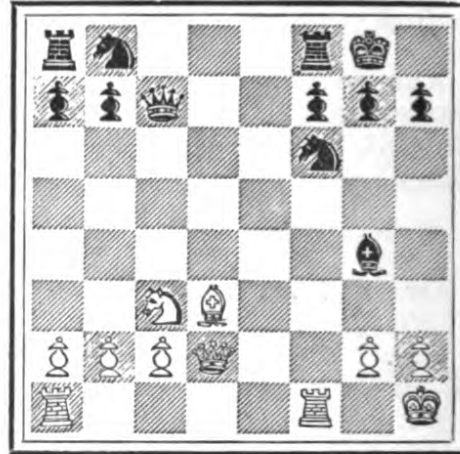
11 B—K B 4	Q—Q B 4
12 B×B P	B—Kt 5

If 12 . . . . Q×B; then 13 R×Kt. Then, if 13 . . . . P×R, White wins either through 14 Q—R 5, P—B 4; 15 Q—Kt 5+, K—R sq; 16 Q—B 6+, K—Kt sq; 17 Kt—Q 5! (and Black cannot save both Queen and mate); or 14 Q—R 5, R—Q sq; 15 Q×R P+, K—B sq; 16 R—K sq, and Black King has no escape; for if 16 . . . . B—K 3, of course 17 R×B follows—Black Queen being unsupported.

13 Q—Q 2	Q×B
----------	-----

White was threatening to "win the exchange" by 14 B—Q 6! Black could not take the Bishop there without losing his Queen—15 B×P+, &c. Consider the position at this stage.

BLACK.



WHITE.

14 R×Kt!	Q—R 4
----------	-------

If 14 . . . . P×R it would be much the same as shown in note to Black's 12th move—15 Q—R 6, &c.

15 R—B 4	B—K 3
16 R—K R 4	P—B 4

If 16 . . . . P—K R 3, White could take Pawn with Rook; if 16 . . . . P—K Kt 3, then 17 Q—R 6 wins at once.

17 R—K sq	Q—Q sq
18 Q—B 2	B—B sq

He could not support Bishop by 18 . . . . Q—B 3; for if then 19 R×B, Q×R, there would be 20 B—B 4! pinning and winning the Queen.

19 Kt—Q 5!	Kt—B 3!
20 B—B 4	K—R sq
21 R—K 7!	Kt×R ?
22 R×P+!	K×R

If 22 . . . . K—Kt sq, then 23 Kt—B 6, mate!

23 Q—R 4+	K—Kt 3
24 Kt—B 4,	mate.

No. 15.—ALLGAIER GAMBIT (won by MAURIAN).

- 1 P—K 4      P—K 4  
 2 P—K B 4    P×P  
 3 Kt—K B 3    P—K Kt 4  
 4 P—K R 4    P—Kt 5

Bishop, would be better. Or even 10 . . . . Kt—B 3; the Queen should stay at home.

- 11 Q—Q 3      Kt—B 3

An important branch of the *King's Gambit*. Black best pushes on, attacking the Knight. He can neither exchange nor support the Pawn with advantage.

- 5 Kt—Kt 5      P—K R 3

This makes the *Allgaier Gambit*. The Knight has no retreat. If 5 Kt—K 5 it would be the *Kieseritzky Gambit*; also a very complex and interesting sort of game.

- 6 Kt×P          K×Kt  
 7 P—Q 4      . . . .

Or 7 Q×P, or 7 B—B 4+. But the text move, 7 P—Q 4 (*Thorold-Allgaier*), is the strongest, giving most scope and variety to the attack. The reply should be 7 . . . . P—Q 4; to keep the White King Bishop out of such play as soon follows.

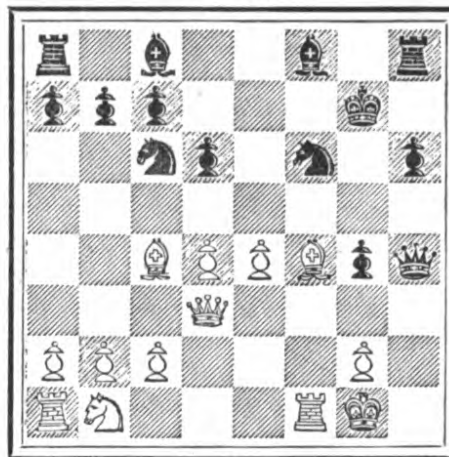
- . . . .          P—Q 3  
 8 B×P          Kt—Q B 3

The other Knight should go to B 3 first, to shelter his King.

- 9 B—B 4+!    K—Kt 2  
 10 Castles      Q×P

Perhaps 10 . . . . Kt—R 4, driving away the more dangerous

BLACK.



WHITE.

- 12 P—K 5      Kt—K R 4  
 13 B—K Kt 3! Q—K 2

If he took the Bishop, then 14 R—B 7+, K—Kt sq; 15 R—Q 7+, P—Q 4; 16 B×P, mate.

- 14 B—R 4!      Q—K sq

Again, if the Bishop were taken, mate as foregoing. White could gain the Queen for Rook and Bishop, by checking with Rook—but he sees something much better.

- 15 B—B 6+!    Kt×B  
 16 P×Kt, mate.



## No. 16.—STEINITZ GAMBIT (won by TAUBENHAUS).

White.	Black.
1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3
3 P—B 4	P×P
4 P—Q 4	Q—R 5+

This makes the *Steinitz Gambit*, a variation of the *Vienna* or *Queen's Knight's Game*.

5 K—K 2      P—Q 4

Other moves for Black are 5 . . . . P—K Kt 4, 5 . . . . P—Q 3, and 5 . . . . P—Q Kt 3. In the actual case, he means a rapid attack upon White King; but the latter is not so easily overcome as might at first sight appear from his awkward situation.

6 P×P      B—Kt 5  
7 Kt—B 3      B×Kt+

Castling is more usual, but the attack is hardly worth the Piece thus sacrificed.

8 P×B      Q—K 2+  
9 K—Q 3      Kt—Kt 5+  
10 K—B 4      P—Q B 3

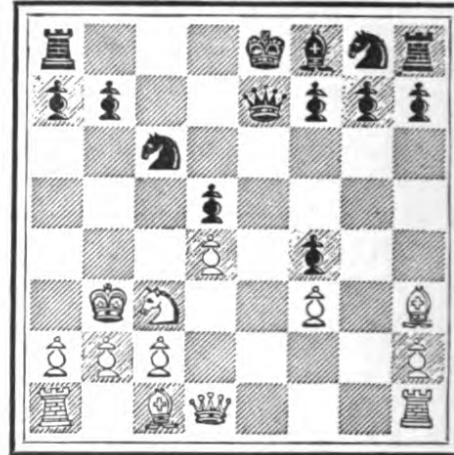
This looks good. But 10 . . . . Kt—K B 3, or 10 . . . . Castles, would be better.

11 B—R 3      . . . .

Now White stops the Castling, and at the same time prepares for 12 R—K sq, winning the Queen.

. . . . P×P+  
12 K—Kt 3      Kt—Q B 3

BLACK.



WHITE.

Black wants to interpose the Knight at K 3, after taking the Pawn, checking, if his adversary "pins" the Queen. But he does not see the whole of White's scheme, and comes to grief accordingly.

13 R—K sq!      Kt×P+  
14 Q×Kt!      . . . .

If 14 K—R 4, then 14 . . . . P—Kt 4+; 15 K—R 5, Kt—K 3; and White could hardly escape. Therefore he is in a manner compelled to take the Knight—and win the game. All the rest—or worse—is forced.

. . . . Q×R  
15 Q—R 4 +!      K—K 2  
16 Q—Q 7+      K—B 3  
17 Kt×P+      K—K 4  
18 B×P+      K—Q 5  
19 Kt—B 3+!      K—B 4  
20 Q—Q 5+      K—Kt 3  
21 Q—Kt 5, mate.

## No. 17.—RUSSIAN DEFENCE (won by STEINITZ).

White.	Black.	9 Kt—Kt 5! Q—B 2?
1 P—K 4	P—K 4	
2 Kt—K B 3	Kt—K B 3	

This second move of Black makes the *Russian* or *Petroff* Defence.

3 P—Q 4	P×P
---------	-----

A favourite continuation:  
3 Kt×P, P—Q 3; 4 Kt—K B 3, Kt×P; 5 P—Q 4, P—Q 4; 6 B—Q 3, B—K 2; 7 Castles, &c.

4 P—K 5	Kt—Q 4
---------	--------

Or, 4 . . . . Kt—K 5, probably better; 4 . . . . Q—K 2 would be met by 5 B—K 2, and Black Queen would be badly placed, in front of King and blocking the Bishop.

5 Q×P	P—Q B 3
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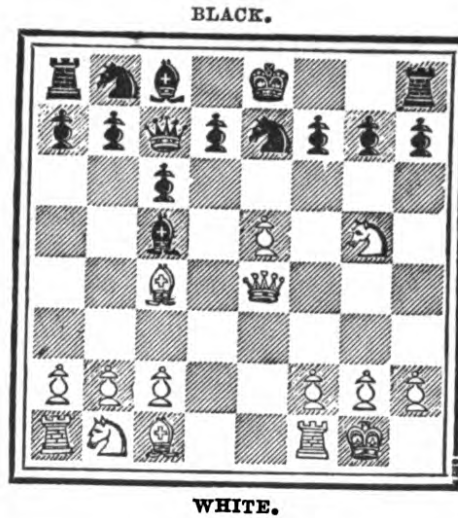
Better, 5 . . . . Kt—Kt 3; though even with that Black would have the inferior opening. Too much play with the one Piece at the beginning.

6 B—Q B 4	Q—Kt 3
-----------	--------

7 Q—K 4	B—B 4
---------	-------

8 Castles	Kt—K 2
-----------	--------

Perhaps Black should have retired this Knight to B 2 at his sixth move, to afterwards post him at K 3. Now his troubles begin in earnest; he cannot well defend his King Bishop Pawn—neither can he Castle without losing straight away.



10 Kt×B P	R—B sq
11 Kt—Q 6+	K—Q sq

It would be better to take Knight with Bishop, though the resulting position would be hardly tolerable. And Black's next following move seems singularly inept, all considered.

12 Q—K R 4	P—K Kt 3?
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13 Q×Kt+	K×Q
----------	-----

14 B—Kt 5+	R—B 3
------------	-------

15 P×R+	K×Kt
---------	------

16 B—B 4,	mate.
-----------	-------

Or, supposing, 15 . . . .  
K—Q sq; 16 P—B 7, mate  
or, 15 . . . . K—B sq,  
16 B—R 6, mate.

## No. 18.—VIENNA GAME (won by BLACKBURNE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3

Black may answer 2 . . . . Kt—K B 3, or 2 . . . . B—B 4, the former being more generally preferred.

3 P—B 4	P×P
---------	-----

This is the Gambit form of the opening. Besides 3 Kt—B 3, or 3 B—B 4, &c., there may happen, 3 P—K Kt 3, B—B 4; 4 B—Kt 2, Kt—B 3; 5 K Kt—K 2, P—Q 3, &c., Paulsen's method of shaping the game.

4 P—Q 4	P—Q 4
---------	-------

If he does not like 4 . . . . Q—R 5+ (see Steinitz Gambit), he had better play 4 . . . . P—Q 3, simply defending.

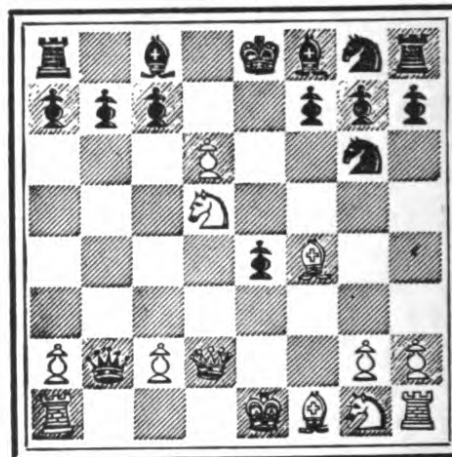
5 B×P!	P×P?
6 P—Q 5	Q—B 3
7 Q—Q 2	Q Kt—K 2

Better 7 . . . . Kt—K 4; but even that would not be quite satisfactory.

8 P—Q 6!	Kt—Kt 3
----------	---------

9 Kt—Q 5!	Q×Kt P
-----------	--------

BLACK.



WHITE.

The Queen goes too far away; but at this stage decisive loss appears to be unavoidable.

10 Kt×P+	K—Q sq
11 R—Q sq	R—Kt sq
12 P—Q 7!	B—Kt 5!
13 Kt—K 6+!	P×Kt
14 B—B 7+!	K×B
15 P—Q 8(Q)+	K—B 3
16 Q—Q 6+	B×Q
17 Q×B,	mate.

## No. 19.—KING'S BISHOP'S GAMBIT (won by KIESERITZKY).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 B—B 4	. . . .

Constituting the *King's Bishop's Gambit* — thought by many to be the best way of proceeding after the opening sacrifice of the Pawn.

. . . .	Q—R 5+
---------	--------

Or 3 . . . . Kt—K B 3; with (if) 4 P—K 5?, P—Q 4!; a simpler defence. The countering 3 . . . . P—K B 4 may also be fairly ventured. Then if, e.g., 4 B×Kt?, R×B; 5 Q—R 5+, P—Kt 3; 6 Q×R P, R—Rt 2; White loses much time with Queen,—and the attack naturally passes to his adversary.

4 K—B sq P—Q Kt 4

Not a very good move for Black. 4 . . . . P—Q 3, or 4 . . . . Kt—K B 3 is better. More modern players usually give back the Pawn, otherwise (and a move earlier) thus: 3 . . . . P—Q 4; 4 B×P, Q—R 5+, &c., for sake of gaining time—freeing the Queen Bishop more effectually.

5 B×Kt P Kt—K B 3  
6 Kt—Q B 3 . . . .

It is important to prevent Black Knight coming down, threatening mate as in this instance—so 6 Kt—K B 3, driving off the Queen, would be more to the purpose.

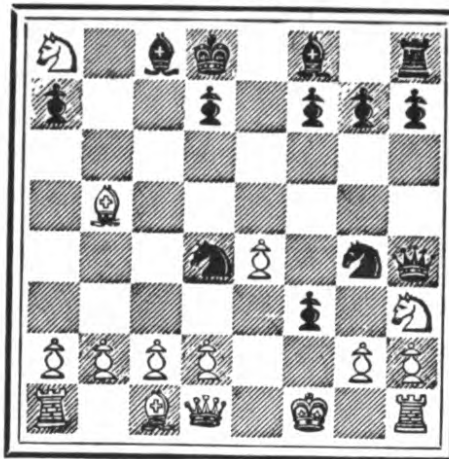
. . . . Kt—Kt 5!  
7 Kt—R 3 Kt—B 3  
8 Kt—Q 5 . . . .

Or 8 B×Kt, P×B; 9 Q—K sq. &c., preferable to the course actually chosen. While he is going for the Rook, the combination of force upon his King becomes too formidable.

. . . . Kt—Q 5!  
9 Kt×P+ K—Q sq  
10 Kt×R P—B 6!

Stronger than 10 . . . . Kt×B the termination is extremely curious.

BLACK.



WHITE.

11 P—Q 3! P—B 3!  
12 B—Q B 4 P—Q 4!

White intended 12 B—Kt 5+, &c. Now he looks after the safety of his outlying Bishop; and Black delivers the decisive attack forthwith.

13 B×P B—Q 3  
14 Q—K sq P×P+  
15 K×P Q×Kt+!  
16 K×Q Kt—K 6+  
17 K—R 4 Kt—B 6+  
18 K—R 5 B—Kt 5,  
mate.

No. 20.—KING'S BISHOP'S GAMBIT (won by BURDEN).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 B—B 4	Q—R 5+
4 K—B sq	P—K Kt 4
5 Kt—Q B 3	B—Kt 2

Black adopts what is known as the "classical defence" to the Gambit—the line of play from his third to his fifth move, inclusive.

6 P—Q 4 P—Q 3  
But now 6 . . . . Kt—K 2 is  
E 2

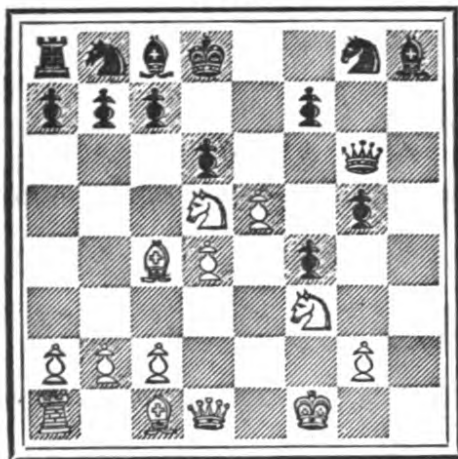
preferred. The Pawn can advance later just as well—maybe two squares at once if necessary.

7 Kt—B 3      Q—R 4  
8 P—K 5      Q—Kt 3

The Queen ought not to retire yet. It would be better to take the Pawn. Then, if 9 P×P, Kt—K 2; or 9 Kt—Q 5, K—Q sq; 10 P×P, B—Q 2; there would be a good defence.

9 P—K R 4      P—K R 3  
10 Kt—Q 5!      K—Q sq  
11 P×Kt P      R P×P  
12 R×R          B×R

BLACK.



13 Kt×Kt P      Q×Kt

White relies on his superior development. If 13 . . . . P×P; 14 P×P, Black's Queen would be in danger from discovered check.

Then, if, to escape that, he took the Knight, he would not be much the better for it.

14 B×P          Q—R 5  
15 Q—B 3      Kt—Q B 3

Now 15 . . . . B—Kt 5 would gain a little time, and leave more room for the King. Almost needless to say, it would be bad to check at R 8, in order to take the Rook. Thus, 15 . . . . Q—R 8+; 16 K—B 2, Q×R; 17 B—Kt 5+, P—B 3; 18 P×B P, &c., there would be virtual mate. The same in this if 17 . . . . K—K sq; 18 Kt×P+, &c.; or if 17 . . . . K—Q 2; 18 Q×P+, &c., Black would be done.

16 P×P          B—Kt 5  
17 P×P+      K—B sq

If 17 . . . . K—Q 2; 18 Kt—Kt 6+; P×Kt; 19 Q—Q 5+, K—B sq!; 20 Q×P, threatening 21 B (or Q)—K 6+, and 22 mate, there would be certain advantage to White. Probably, Black has no means of establishing a valid defence at this stage; but, bad as it looks, it appears that 17 . . . . K—K sq would be the best play now.

18 Q—K 4      B—K 3?  
19 Q×B+!      P×Q  
20 Kt—Kt 6+! P×Kt  
21 B×P, mate.

### No. 21.—KING'S BISHOP'S OPENING (won by DERRICKSON).

White.	Black.
1 P—K 4	P—K 4
2 B—B 4	Kt—K B 3
3 Kt—K B 3	Kt—B 3

Turning from the *Bishop's Opening*, named from White's second move, into the *Two Knights' Defence*. If 3 . . . . Kt×P; 4 Kt—B 3, Kt×Kt; 5 Q P×Kt,

&c., White would have a strong attack, though hardly enough for his Pawn. This would be a form of the *Petroff* or *Russian Defence*. Such interchanges in the opening are very numerous, but of no very great significance—supposing the resulting system of development to be consistent and sound.

4 Castles B—B 4

Or 4 . . . . Kt × P; apt to lead to a lively game.

5 P—Q 3 P—Q 3

6 B—K Kt 5 . . . .

Not a good move for White; as, if the Bishop takes the Knight, Black retakes with Pawn, and so gets an open file for attack on the King—himself Castling on the Queen side. 6 B—K 3 would be stronger. But Black's reply is a good one, chiefly because his opponent has Castled.

. . . . B—K Kt 5  
7 P—K R 3 P—K R 4

A tempting but unsound sacrifice. The Bishop should retire to R 4, inviting further advance of White King's defending Pawns.

8 P × B! P × P  
9 Kt—R 2 P—Kt 6!



10 Kt—K B 3 . . . .

He should have played 10 Kt—Kt 4! In a move or two from this his position is beyond remedy.

. . . . Kt—K Kt 5!  
11 B × Q B × P +  
12 R × B P × R +  
13 K—B sq R—R 8 +  
14 K—K 2 R × Q  
15 K Kt—Q 2 Kt—Q 5 +!

If 15 K × R, P—B 8 (Q) +; Black wins easily.

16 K × R Kt—K 6 +!  
17 K—B sq Kt—K 7,  
mate.

No. 22.—GIUOCO PIANO (won by WARD).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4

4 P—B 3 Kt—B 3  
5 P—Q Kt 4 B—Kt 3

These moves make the *Giuoco Piano* or *Italian Game*.

The method of attack here adopted is hardly advantageous to White. The Queen goes out on poor service at Kt 3, while

Castling and proper support of King Pawn are neglected.

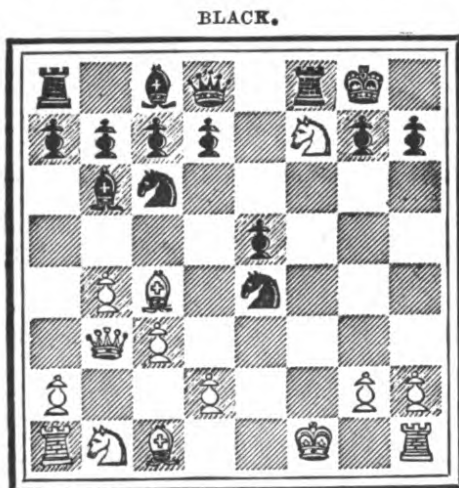
6 Q—Kt 3 Castles  
7 Kt—Kt 5 . . . .

Better 7 P—Q 3, P—Q 3, &c., developing forces on Queen side. Anyway, this move of the Knight is almost useless, as Black may bring his Queen to K 2, and then drive off the Knight with Pawn.

. . . . . B×P+?  
8 K—B sq . . . .

If 8 K×B, of course 8 . . . . Kt—Kt 5+, and 9 . . . . Q×Kt. Had he foreseen Black's plan, he might have played 8 K—K 2, afterwards more securely taking the King Bishop Pawn.

. . . . . B—Kt 3  
9 Kt×B P Kt×K P!



10 K—K 2 Q—R 5!  
11 R—B sq Kt—B 7!  
12 Kt×P+ . . . .

Better 12 P—Q 3, perhaps; the Pawn here taken was rather a protection to his King. He wants time to make himself safe, and spends time in this capture, which helps his opponent.

. . . . . K—R sq  
13 P—Q 4 . . . .

If 13 Kt—B 7+, then 13 . . . . R×Kt; 14 (if) B×R, Q—K 5, mate.

. . . . . B×P!  
14 Kt—Q 2 . . . .

Of course if 14 P×B, Kt×P+, &c., White Queen is lost (for if 15 K—K 3, Q—B 5, mate). Or if 14 Kt—B 3, Q—K 5+; 15 K—Q 2, B—K 6+; 16 K—K sq, B×B+; 17 K×Kt, Q—K 6+; 18 K—Kt 3, Kt—K 4 (threatening 19 . . . . Q—B 5, &c.) White would be in great difficulties.

. . . . . B×P!  
15 Q×B Kt—Q 5+  
16 K—K sq . . . .

If 16 K—K 3, then 16 . . . . Q—B 5, mate. The ending is very pretty.

. . . . . Kt—Q 6+  
17 K—Q sq Q—K 8+!  
18 R×Q Kt—B 7,  
mate.

No. 23.—KING'S GAMBIT DECLINED (won by JAS. MASON.)

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	B—B 4

A favourite way of declining the Gambit.

3 Kt—K B 3	P—Q 3
4 P—B 3	B—K Kt 5
5 B—B 4	Kt—Q B 3
6 P—Q 4	. . . .

Perhaps 6 P—Q 3 would be safer. White risks a little in giving up the Pawn, in order to Castle and get up some attack.

. . . .	P×Q P
7 Castles	P×P+
8 K—R sq	Kt—Q 5

Preferring not to take the third Pawn; for, if he took it, nearly all the White Pieces would be in good play directly. It is a common error to try for too much, especially in the beginning.

9 Kt×P	B×Kt
--------	------

Not worth while opening the file for White's Rooks; or he should exchange Knights, following with 10 . . . B—K R 6, gaining time.

10 P×B	Kt—K 2
11 B—K 3	Kt—K 3
12 P—B 5!	B×B
13 P×Kt	Castles.

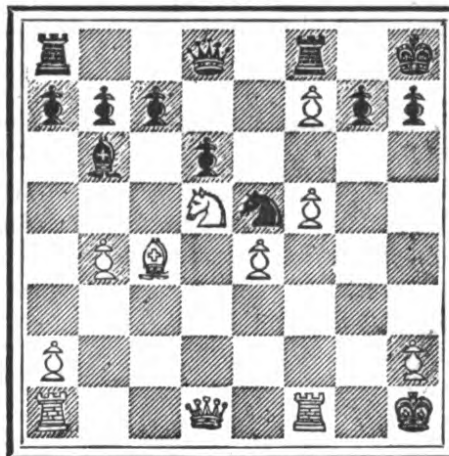
Castling here is dangerous; but there would be danger in delay. And Black hopes to acquire the advanced White Pawn, later—at his leisure.

14 P×P+	K—R sq
15 P—B 4	Kt—Kt 3
16 Kt—Q 5!	B—B 4
17 P—Kt 4	. . . .

White drives the Bishop within reach of his Knight to have the option of taking it, if necessary.

. . . .	B—Kt 3
18 P—B 5	Kt—K 4

BLACK.



WHITE.

19 Q—R 5	Q—Q 2
----------	-------

If 19 . . . Kt×B, White might play 20 R—B 3, threatening 21 Q×P+, and mate by checking with Rook—anyhow, with an attack hard to parry. Also, if 19 . . . Kt (or R)×P, then 20 Kt×B, and Black would be at a loss.

20 R—B 4	Q×P
----------	-----

The mistake; he should play 20 . . . Kt×P, instead.

21 Q×P+!	K×Q
22 R—R 4+	K—Kt sq
23 Kt—K 7,	mate.



## No. 24.—GIUOCO PIANO (won by ALBIN).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—B 3	Kt—B 3

Or 4 . . . . Q—K 2; 5 P—Q 4, B—Kt 3; 6 Castles, P—Q 3, &c., an interesting game.

5 Castles	Castles
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Black might Castle later just as well; 5 . . . . P—Q 3 was urgent, as White quickly shows.

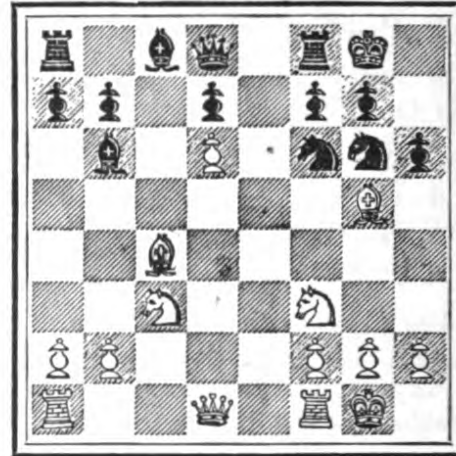
6 P—Q 4	P×P
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The Bishop should retire immediately—to K 2. Even 6 . . . . B—Q 3, though blocking the Queen Pawn (and bad in principle) would answer better on this occasion, the Queen Bishop being brought out at Kt 2 in due course.

7 P×P	B—Kt 3
8 P—Q 5	Kt—K 2
9 P—K 5	Kt—K sq
10 P—Q 6!	P×P
11 P×P	Kt—Kt 3
12 B—K Kt 5	Kt—B 3

13 Kt—B 3	P—K R 3
-----------	---------

BLACK.



WHITE.

14 Q—Q 3!	P×B
-----------	-----

If 14 . . . . K—R 2, then 15 Kt—K 5, threatening 16 B×B P, &c.; and meeting 15 . . . . Q—K sq by 16 Q R—K sq. Or if 14 . . . . K—R sq, then 15 B×B P, (if R×B; 16 Q×Kt, &c.

15 Q×Kt!	Kt—R 2
16 Kt—Q 5!	P×Q?
17 Kt—K 7+!	K—R sq
18 Kt (K 7)×P,	mate.

## No. 25—FROM GAMBIT (won by STEINITZ).

White.	Black.
1 P—K B 4	P—K 4

The *King Bishop Pawn* (often called *Bird's*) *Opening*. It may be met in any of several ways, 1 . . . . P—Q 4, 1 . . . . P—KB4, 1 . . . . P—K 3, &c., the first of these being generally preferred.

2 P×P	P—Q 3
-------	-------

But 1 . . . . P—K 4, offering what is known as *From's Gambit*, which White here accepts, is also looked upon with favour by many good players. White may safely decline by 2 P—Q 3, or he can propose the *King's Gambit* by 2 P—K 4—merely a transposition of moves.

3 P×P            B×P

Or 3 Kt—K B 3, P×P;  
4 P—K 4, B—Q B 4; 5 Kt—B 3,  
Kt—Q B 3, &c., a playable varia-  
tion giving back the Pawn.

4 Kt—K B 3    Kt—K B 3

Or 4 . . . . Kt—K R 3; leav-  
ing the diagonal free for the  
Queen. But, of course, if the  
Knight goes directly on his way  
to Kt 5, it comes to the same  
thing.

5 P—Q 4            . . . .

Better 5 P—Q 3. Then if 5  
. . . . Kt—Kt 5; 6 B—Kt 5,  
P—K B 3; 7 B—B sq!, and, with  
some trouble, White might hold  
his own.

. . . .            Kt—B 3

Here 5 . . . . Kt—Kt 5 seems  
more embarrassing for White.  
For then if 6 B—Kt 5, P—K B 3;  
7 B—R 4, P—K Kt 4; 8 P—K R 3,  
Kt—K 6, &c., or 6 P—K Kt 3,  
Kt×R P; 7 R×Kt!, B×P+, &c.,  
White would have no easy game.  
The point about 5 . . . Kt—Kt 5  
is that it seriously threatens the  
King Rook Pawn, while giving  
important action to the Black  
Queen.

6 B—Kt 5            B—K Kt 5

7 P—K 3            Q—Q 2

8 B×Kt            . . . .

Dangerous, before he is certain  
of Castling Q R, to open up the  
King Knight file for his opponent.  
8 Kt—B 3 would be better.

. . . .            P×B  
9 B—Kt 5            Castles Q R



10 P—Q 5?        Q—K 2!  
11 B×Kt            . . . .

Possibly White had a mis-  
taken notion as to gaining a  
Piece. However, if 11 P×Kt,  
then, of course, 11 . . . . B—Kt  
6+, and his Queen would be  
gone; or Black might proceed  
as in the text, with decisive  
advantage.

. . . .            Q×P+  
12 Q—K 2            . . . .

If 12 K—B sq, B×Kt; 13 P×B,  
B—B 4, &c., White would be just  
as helpless—no good defence.

. . . .            Q—B 8+  
13 Q—Q sq        QR—Ksq+!

14 B×R            R×B+

15 K—B 2        Q—K 6+

16 K—B sq        B×Kt!

17 P×B            B—B 4!

18 K—Kt 2        R—Kt sq+

19 K—R 3        Q—R 3,  
                      mate.

## No. 26.—EVANS GAMBIT (won by STEINITZ).

*(Odds Game—Remove White's Queen Knight).*

White.	Black.	9 Q—Kt 3	P—Q 4
1 P—K 4	P—K 4	10 P×Q P	Kt—Q R 4?
2 Kt—K B 3	Kt—Q B 3		
3 B—B 4	B—B 4		
4 P—Q Kt 4	B×Kt P		
5 P—B 3	B—R 4		
6 Castles	Kt—B 3		
7 B—R 3	B—Kt 3		

The Bishop should be left at R 4 until some definite reason to the contrary is shown. Much stronger would be 6... P—Q 3, preparatory to Castling; and with a view to 7... B—K Kt 5, possibly getting rid of White's only Knight. This is a point to be borne in mind by the odds receiver, in like case, defending the Evans.

8 P—Q 4      P×P

Again, 7... P—Q 3, or 7... Kt—K 2, to Castle soon would be better.



WHITE.

11 KR—K sq+	B—K 3
12 P×B!	Kt×Q
13 P×P+	K—Q 2
14 B—K 6+	K—B 3
15 Kt—K 5+	K—Kt 4
16 B—B 4+	K—R 4
17 B—Kt 4+	K—R 5
18 P×Kt,	mate.

## No. 27.—QUEEN'S GAMBIT DECLINED (won by JANOWSKI).

*(Odds Game—Remove White's King Knight).*

White.	Black.
1 P—Q 4	P—Q 4
2 P—Q B 4	Kt—Q B 3

The *Queen's Gambit*. "Accepted" if Black takes the Pawn immediately; "Declined" if (as here) he makes some other move. A sound opening, and one

not generally adapted to the giving of odds of Knight. Black best declines by 2... P—K 3; so as not to lose time later on, as, e.g., at his fifth move presently, when he retires his Queen.

3 P—K 3      Kt—B 3

Or, better, 3 . . . . P—K 3;  
for reason above suggested.

4 P×P            Q×P

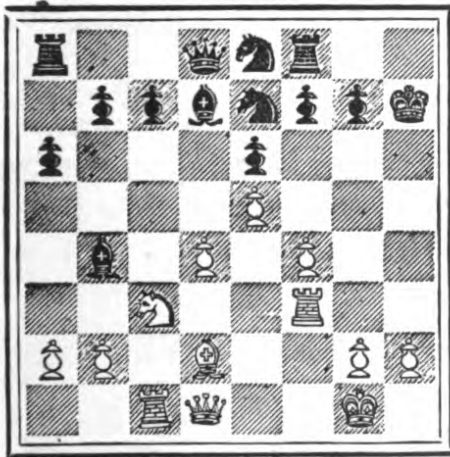
Not liking to take with Knight,  
because of 5 P—K 4, &c. But  
these observations mainly apply  
to the regular game, the contest  
on level terms.

5 Kt—B 3        Q—Q sq  
6 P—B 4        P—K 3  
7 B—Q 3        P—Q R 3?  
8 Castles        B—Q 3  
9 B—Q 2        Castles  
10 R—B sq       . . . .

Rooks are well placed on open  
files. Rarely a better way of  
using them towards the begin-  
ning of a game.

. . . .        B—Q 2  
11 R—B 3     Kt—K 2?  
12 P—K 4!    B—Kt 5  
13 P—K 5!    Kt—K sq  
14 B×P+!     K×B

BLACK.



WHITE.

Notice the cramped position of  
Black's forces, and withal, the  
defencelessness of his King,  
against the sudden assault now  
made upon him.

15 Kt—K 4     . . . .

White attacks most inge-  
niously. If the obvious  
15 R—R 3+, then probably  
15 . . . . K—Kt sq; 16 Q—R 5,  
P—K B 3!, and Black might  
escape. As it is, he should let  
the Bishop go, and play  
15 . . . . P—K B 3, providing an  
outlet for his King. But he does  
not fully grasp his adversary's  
design.

. . . .        B×B  
16 R—R 3+    K—Kt sq  
17 R—R 8+!   . . . .

This magnificent sacrifice gains  
time for Queen and Knight to  
combine in such a manner that  
outlet of King by way of B 2  
(or otherwise) is impossible.

. . . .        K×R  
18 Q—R 5+!   K—Kt sq  
19 Kt—Kt 5!   Kt—K B 3  
20 P×Kt        R—K sq  
21 Q—R 7+     K—B sq  
22 Q—R 8+     Kt—Kt sq  
23 Kt—R 7, mate. Or, a  
quicker but perhaps less artistic  
finish, 21 Q×P+, K—R sq;  
22 Q (or P)×P, mate.

## No. 28.—QUEEN PAWN GAME (won by JAS. MASON).

White.	—	Black.
1 P—Q 4		P—Q 4
2 B—B 4		P—Q B 4
3 B×Kt		. . . .

If 3 P×P; Kt—Q B 3; Black can recover the Pawn of course; meanwhile threatening to derive advantage from advance of his King Pawn two squares on opportunity.

. . . .	R×B
4 P×P	Q—R 4+
5 Kt—Q B 3	P—K 3
6 P—K 4	B×P

Clearly, 6 . . . . P×P; 7 B—Kt 5+, &c., would be ruinous to Black.

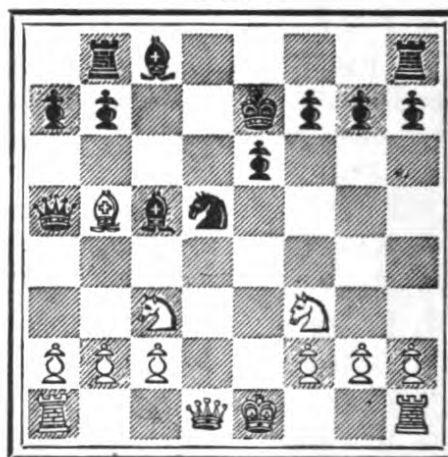
7 P×P	Kt—B 3
8 B—Kt 5+	K—K 2

Meaning to bring the Rook to Q sq, and afterwards the King to B sq, as it were, indirectly Castling. Any interposing here would entail some loss.

9 Kt—B 3	Kt×P
----------	------

Better 9 . . . . B—Kt 5, threatening 10 . . . . B×Kt, &c., breaking up the White Pawns. He tries something of the sort next move, but it is then too late.

BLACK.



WHITE.

10 Q—Q 2!	Kt×Kt
11 Q—Kt 5+!	P—B 3

The best would be 11 . . . . K—B sq. If 11 . . . . K—Q 3, then 12 Q—K 5+, K—K 2; 13 Q×B+, K—B 3; 14 Q—Kt 5, mate; or if 13 . . . . K—Q sq, then 14 Q—Q 6+, and 15 Q×B, mate.

12 Q×B+!	Resigns.
----------	----------

For if 12 . . . . K—B 2, then 13 B—K 8+, winning Queen; or if 12 . . . . K—Q sq, then 13 Q—Q 6+, &c., mate.

## No. 29.—ODDS GAME—PAWN AND MOVE.

(Remove Black's King Bishop Pawn).

White.	Black.
1 P—K 4	P—Q 3

Always taking care no harm comes from White's sometime Q—R 5+, Black may begin

1 . . . . P—K 3, 1 . . . . Kt—Q B 3, or even, 1 . . . . Kt—K R 3 (to retire to K B 2 in reply to check, or 2 P—Q 4). He is not short of variety, but has many ways of establishing a fair defence.

2 P—Q 4 Kt—K B 3  
 3 P—K B 3? P—K 4  
 4 P—Q 5 . . . .

These Pawn moves do not help White. He should have left the line to R 5 open for his Queen, and played 3 Kt—Q B 3, or 3 B—Q 3; and now, instead of pushing on, he should take the Pawn, as he need not fear exchanging Queens.

. . . . . Kt—R 4  
 5 Kt—K 2 B—K 2  
 6 P—Q B 4 . . . .

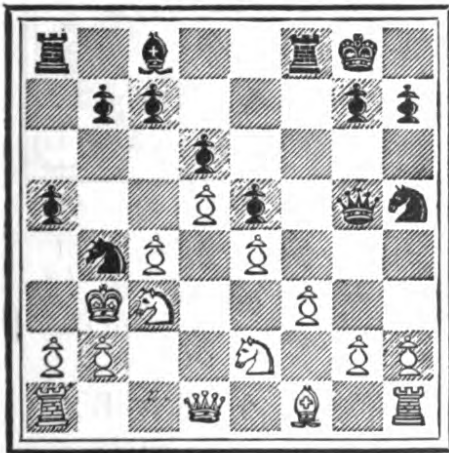
So far, of six moves, White has made five with his Pawns! And his adversary is on the aggressive.

. . . . . Castles  
 7 Q Kt—B 3 Kt—R 3  
 8 B—K 3 B—R 5+  
 9 K—Q 2 . . . .

Any interposing would be at least equally dangerous. So he seeks safety on the other side.

. . . . . B—Kt 4  
 10 B×B Q×B+  
 11 K—B 2 Kt—Kt 5+  
 12 K—Kt 3 P—R 4

BLACK.



WHITE.

13 P—Q R 3 Kt—R 3  
 14 Q—B sq Q—Kt 3  
 15 Kt—R 4 . . . .

Apparently to stop 15 . . . . Kt—B 4+, which would do him no harm. These Knights' moves are a great waste of time. White has no plan, but merely drifts along. He might try something like 15 P—Kt 4, (if) Kt—B 3; 16 Kt—Kt 3, &c., to free his game.

. . . . . B—Q 2  
 16 K Kt—B 3 . . . .

The Queen Knight should have been brought back; but Black's scheme was not easy to foresee.

. . . . . Q—K sq!  
 17 B—K 2? . . . .

Here 17 Q—K 3 would be right enough. Now comes the surprise—all forced.

. . . . . B×Kt+  
 18 Kt×B Q×Kt+!  
 19 K×Q Kt—B 4+!  
 20 K—Kt 5 R—R 3!  
 21 Anything R—Kt 3+  
 22 K×P R—R sq,  
 mate.

The odds of "Pawn and move" must be worked together—else they will not "play themselves." With all due reliance upon the Pawn, "the move" should be used also; as if the contest were on equal terms,—with no lack of confidence on the part of the first player.

## No. 30.—COUNTER GAME (won by DEACON).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 4

This move of Black makes the *Queen Pawn Counter Game*—in the King's Knight's Opening. When he answers 1 P—K 4 by 1 . . . . P—Q 4, it is called the *Centre Counter Game*. Except for purposes of reference and identification of the opening fashion of the game, these various namings should cause the reader no concern. They are of no practical importance.

3 P×P	P—K 5
-------	-------

This makes it a *Gambit*, i.e. a game in which there is willing sacrifice of material in the opening. Quite as good would be 3 . . . . Q×P; 4 Kt—B 3, Q—K 3; 5 B—Kt 5+, B—Q 2; 6 Castles, &c., though Black Queen would not be well posted in file with her King.

4 Q—K 2	Q—K 2
---------	-------

But if he now takes the Pawn, of course 5 Kt—B 3 wins something for White.

5 Kt—Q 4	P—K Kt 3
----------	----------

If 5 . . . . Q—K 4, then 6 Kt—Kt 5, and Black would be in danger of sometime Kt×B P+,—White meanwhile being ready to go on 7 P—Q 3 (or 4), or 7 Q Kt—B 3, according to circumstances.

6 Kt—Q B 3	B—Kt 2
7 Q—K 3	Q—K 4
8 Kt×P	Kt—K 2

Suppose 8 . . . . Q×Kt?  
White wins by 9 Kt—B 6+,  
K moves; 10 Q—K 8, mate!

9 Kt—K B 3	Q×Q P
10 Kt—B 3	Q—Q sq
11 B—B 4	Castles
12 Castles	Q Kt—B 3
13 P—Q 3	B—Kt 5
14 Kt—K Kt 5 . . . .	

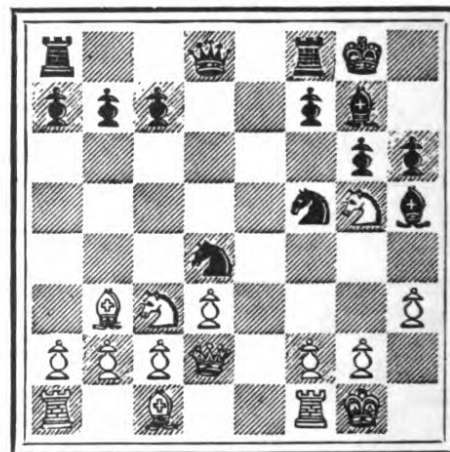
Better 14 B—Q 2, bringing out another Piece.

. . . .	Kt—Q 5!
15 B—Kt 3	P—K R 3
16 P—K R 3	K Kt—B 4
17 Q—Q 2	. . . .

Unnecessarily blocking the Bishop. 17 Q—K sq would be better.

. . . .	B—R 4
---------	-------

BLACK.



WHITE.

18 K Kt—K 4	B—B 6!
19 K—R sq	Q—R 5
20 Q—B 4	Q×R P+!
21 Q—R 2	B×P+!
22 K—Kt sq	Kt—B 6, mate.





## No. 32.—TWO KNIGHTS' DEFENCE (won by MORPHY).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 P—Q 4	P×P
5 Castles	B—B 4

Or 5 . . . . Kt×P; 6 R—K sq, P—Q 4; 7 B×P, Q×B; 8 Kt—B 3, Q—Q sq; 9 R×Kt+, B—K 2, &c., a fair continuation.

6 P—K 5	Kt—K 5
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Now the Knight is not so well at K 5, White's King Pawn remaining. Hence 6 . . . . P—Q 4 is preferred. Then if 7 P×Kt, P×B; 8 R—K sq+, B—K 3; 9 Kt—Kt 5, Q—Q 4!; 10 Kt—Q B 3, Q—B 4, &c., Black will be at no disadvantage. But he must take care. For instance, if in this variation 9 . . . . Q×P? then 10 Kt×B, P×B; 11 Q—R 5+, gaining the unsupported Bishop.

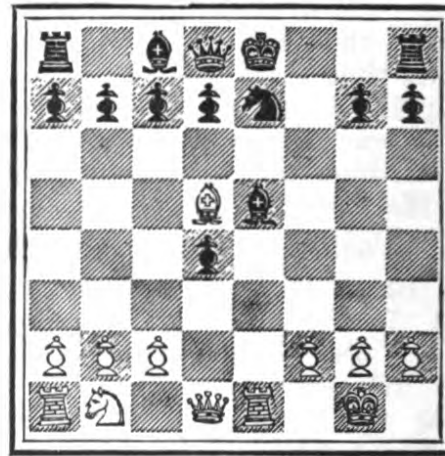
7 B—Q 5!	P—B 4
8 P×P <i>e.p.</i>	Kt×P (B 3)
9 B—Kt 5!	B—K 2
10 B×K Kt	B×B

Otherwise, 10 . . . . P×B; 11 Kt—Kt 5, Kt—K 4; 12 Q—R 5+, K—B sq; 13 Kt—B 7, and *Black cannot save his Queen*, 13 . . . . Q—K sq; 14 Q—R 6+, K—Kt sq; 15

Kt—Q 6+, *if nothing worse happens*; or, going back a move, 12 . . . . Kt—Kt 3; 13 B—B 7+, K—B sq; 14 Q—R 6, mate.

11 R—K sq+	Kt—K 2
12 Kt—K 5!	B×Kt

BLACK.



WHITE.

13 Q—R 5+	P—Kt 3
14 Q×B	R—B sq
15 Kt—Q 2	P—B 3

The Queen Pawn should move, liberating the Bishop. Besides, this lets in White Knight, with threat of instant mate, which spells disaster.

16 Kt—B 4!	P—Q 3!
17 Kt×P+	K—Q 2
18 B—K 6+!	K—B 2
19 Kt×B+!	Q—Q 3
20 Q×Q,	mate.

No. 33.—QUEEN'S GAMBIT DECLINED (won by DELMAR).

White.	Black.
1 P—Q 4	P—Q 4
2 P—Q B 4	P—K 3
3 Kt—Q B 3	Kt—K B 3
4 P—K 3	. . . .

Or 4 B—Kt 5, B—K 2 ;  
5 P—K 3, &c.—meaning various  
procedure ; all fairly tolerable  
and to be equally endured.

. . . .	P—B 4
5 Kt—B 3	Kt—B 3
6 B—Q 3	B—K 2

There is little known as to  
ultimate effect of Pawn ex-  
changes, hereabouts—either way ;  
only sometimes it may be good,  
and sometimes the reverse—for  
somebody.

7 Castles	P × Q P
-----------	---------

He might likewise Castle, or  
play 7 . . . . P—Q Kt 3,  
with a safe position.

8 B P × P	P × Kt
9 P × Kt	P × B P

Something was to be had by  
9 . . . . P × Kt P ; whether  
White continued 10 B × Kt P, or  
tried 10 P × Kt P, P × R (Q) ;  
11 P × R (Q), Q × P ;  
12 B—Kt 5+, &c. ; though  
possibly in this latter there would  
be danger to Black, his King  
being evidently in question.

10 P × P	Castles
11 Kt—K 5	B—Kt 2

Rather 11 . . . . Q—B 2,  
supporting the Pawn and  
threatening the Knight. In  
similar cases B 2 is generally a  
good square for the Queen.

12 B—Kt 2	Kt—Q 4 ?
13 Q—R 5 !	P—Kt 3

As a rule, the advance of his  
Knight Pawn only weakens the  
camp of the King for whose safe-  
guard it is intended. Either  
13 . . . . Kt—B 3, or 13 . . . .  
P—K B 4, would be preferable.

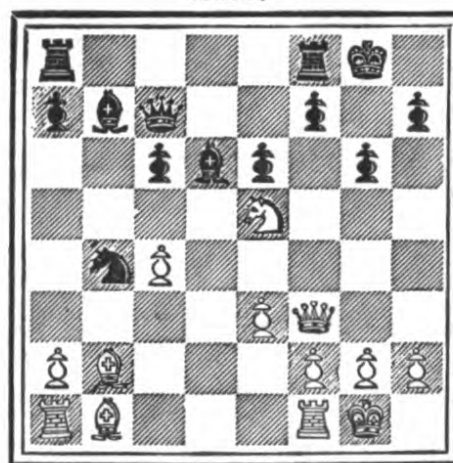
14 Q—B 3	B—Q 3
15 P—B 4 !	Kt—Kt 5

White wants to combine Queen  
and Bishop on the long diagonal  
touching Black King ; or per-  
haps to plant Knight or Bishop  
in one of the two weak spots  
occasioned by the advance of the  
King Knight Pawn.

16 B—Kt sq	Q—B 2
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Now this move of the Queen  
proves quite disastrous. He  
should take the Knight, and if  
17 B × B, P—B 3, &c., he might  
hold his ground.

BLACK.



WHITE.

17 Q—B 6 !	. . . .
------------	---------

If 17 Kt—Kt 4, at once  
threatening mate, then 17 . . . .  
P—K 4 would be a good reply.

The actual reply could hardly be bettered. Thus if 17 . . . . . K R—K sq, White would win by 18 Kt × B P! B—K B sq!; 19 B × P, &c., the attack being irresistible.

. . . . . B—K 2  
 18 Q—R 8+! K × Q  
 19 Kt × B P+! K—Kt sq  
 20 Kt—R 6, mate. A  
 gem of an ending!

No. 34.—RUY LOPEZ (won by ROSENTHAL, "blindfold").

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3
4 Castles	Kt × P
5 Q—K 2	. . . . .

way, would be a very good move for White.

This was one of several games played by Rosenthal, without sight of the board, and, of course, against presumably weaker opponents. The usual and stronger move for White is 5 P—Q 4. Black cannot well take the Pawn, on account of subsequent R—K sq, making trouble for his Knight.

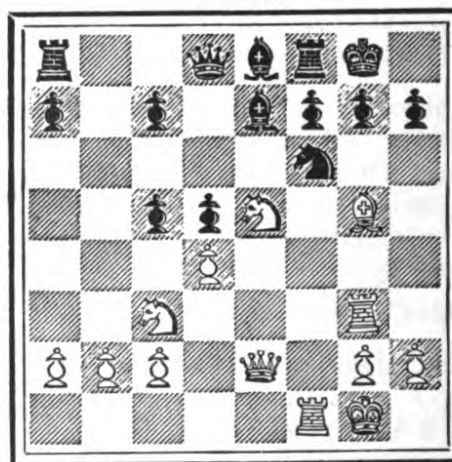
. . . . .	Kt—B 3
6 P—Q 4	P—K 5
7 Kt—B 3	P—Q 4
8 Kt—K 5	B—Q 2
9 B × Kt	P × B
10 P—B 3	P × P
11 R × P	B—K 2

So far Black shows himself to be no novice; on the contrary, he defends with considerable skill.

12 B—Kt 5	Castles
13 Q R—K B sq	B—K sq
14 R—Kt 3!	P—B 4

Or 14 . . . . . K—R sq, anticipating what happens next, and also 15 B—R 6, which, by the

BLACK.



WHITE.

15 B × Kt!	B × B
16 P × P	P—B 3

If 16 . . . . . Q—K 2; 17 Kt × Q P, Q × Kt; 18 Kt × B+, Black Queen would be trapped. But, instead of taking the Knight, he could play 17 . . . . . Q × P+, without much inferiority.

17 Kt—Kt 4!	B—Q 5+
18 K—R sq	B × P

This is bad; the Bishop should not be put away from defence of the King, at such a critical moment, for sake of a Pawn. 18 . . . . . P—Kt 3, with a view to 19 . . . . . B—Kt 2, would be

much superior. If White went on 19 Kt—R 6, he could do no harm; it is 19 Kt—B 6+, from which all the trouble springs.

19 Kt—B 6+! K—R sq  
20 Q—Kt 4! . . . .

Another way: 20 Q—R 5, (if) P—K R 3; 21 R×P, K×R; 22 Q—Kt 4+, K—R sq;

23 Q—B 5!, gaining the opposing Queen, with considerable advantage.

. . . . . P—Kt 3  
21 Q—R 3! P—K R 4  
22 Kt×P! B—Q 2  
23 Kt—B 6+! B×Q  
24 R×B+ K—Kt 2  
25 R—R 7, mate

No. 35.—SCOTCH GAMBIT (won by Dr. WILSON).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—Q B 4	B—Kt 5+

This makes a risky game for Black, though at first he has a Pawn or two to the good. Safer moves are 4 . . . . B—B 4 and 4 . . . . Kt—B 3; the latter giving a well known form of the *Two Knights' Defence*.

5 P—B 3	P×P
6 Castles	K Kt—K 2

He would do better by 6 . . . . P—Q 3; or by giving up a Pawn by 6 . . . . P—B 7; this latter to draw White Queen off from many of her attacking possibilities. If 6 . . . . P×P; 7 B×Kt P, Kt—B 3, &c., it would be a kind of *Danish Gambit*, in which the defence is not easy, though Black has a couple of Pawns more than his adversary.

7 P—Q R 3 B—Q 3

The Bishop should retire to R 4; this blocking the Queen Pawn at home cramps his posi-

tion. If 7 . . . . B—B 4; 8 Kt—Kt 5, Castles; 9 Q—R 5, P—K R 3; 10 Kt×K B P, &c., White would have much advantage. The King Knight is nearly always ill-placed at K 2 when hostile Knight, Bishop, and Queen can combine against his King as above, or as later in this very game.

8 Kt×P	Kt—K 4
9 Kt×Kt	B×Kt
10 Q—R 5!	Kt—Kt 3

Black, it is clear, has lost time in moving about his Knights and Bishop, two-thirds of his manœuvres so far being with those three Pieces.

11 B—K Kt 5 B—B 3

He does not like to interpose Bishop Pawn; for then Castling would become a most difficult matter.

12 P—B 4! Castles

Now it is all danger. For instance, 12 . . . . P—Q 3; 13 B×P+, K×B; 14 P—B 5, with winning advantage, from opening of the Bishop file.



WHITE.

13 R—B 3      P—Q 3

Threatening 14 R—R 3, when, if 13 . . . . P—K R 3; 14 B×R P, P×B; 15 Q×Kt+, there would be mate.

14 P—B 5!      Kt—K 4  
 15 R—R 3!      P—K R 3  
 16 B×R P!      P—K Kt 3  
 17 R—Kt 3      K—R 2  
 18 P×P+      P×P  
 19 R×P!      B—Kt 5

Or 19 . . . . Kt×R; 20 B×R, mate!

20 B×R+      B×Q  
 21 R—R 6, mate.

### No. 36.—QUEEN PAWN GAME (won by BLACKBURNE).

White.	Black.
1 P—Q 4	P—Q 4
2 Kt—K B 3	P—K 3
3 P—K Kt 3	. . . .

Sound and unusual; therefore practically good. Either 3 P—K 3 or 3 P—B 4 is customary.

. . . .	P—Q B 4
4 B—Kt 2	Kt—Q B 3

Bolder and better perhaps would be 4 . . . . P×P; followed by 5 . . . . P—K 4 or 5 . . . . Kt—Q B 3; as White might retake with Knight or Queen.

5 P—B 3	Kt—B 3
6 Castles	B—Q 3?
7 B—Kt 5	Q—Kt 3

He could now exchange Pawns, continue 8 . . . . B—K 2, and soon Castle, with more safety.

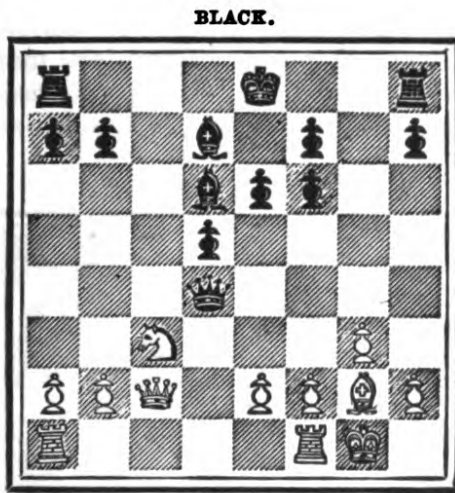
The open file here obtained is not of so much importance as it would be were White's King Knight Pawn unmoved.

8 B×Kt	P×B
9 Q—B 2	. . . .

White offers a sacrifice, in order to complicate. He hopes for something in consequence of his opponent's unwillingness to Castle.

. . . .	P×P
10 P×P	Kt×P
11 Kt×Kt	Q×Kt
12 Kt—B 3	B—Q 2

This looks all right; but, as things go, 12 . . . . P—B 4 would be far stronger. Black may have feared 13 Kt—Kt 5, but to that 13 . . . . Q—Kt 3 would have been a good reply,—to Castle then if 14 Q—B 3, attacking the Rook.



WHITE.

13 P—K 4!      P×P  
 14 Kt×P          B—K 2  
 15 K R—Q sq    Q—Kt 3  
 16 R×B!          K×R  
 17 Q—R 4+!    K—B 2

If Black were to play 17 . . . .  
 Q—B 3, then 18 Kt×P+! and  
 the Bishop would take the Queen.

18 R—B sq+    K—Kt sq  
 19 Q—Q 7!     Q—Q sq

Which enables White to finish  
 neatly. The Knight should be  
 driven off by 19 . . . . P—B 4;  
 one of those numerous cases in  
 which counter attack is the best  
 defence.

20 Kt×P!      Q—Kt 3

There was threatening,  
 21 Q×Kt P, mate; or (if 20 . . . .  
 Q×Q) 21 Kt×Q, mate. Black  
 has no escape.

21 Q—B 8+!    R×Q  
 22 Kt—Q 7, mate.

No. 37.—KIESERITZKY GAMBIT (won by STEINITZ).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 P—K R 4	P—Kt 5
5 Kt—K 5	Kt—K B 3

These moves make the *Kieseritzky Gambit*; in the *Allgaier White* plays 5 Kt—Kt 5. Other replies here are 5 . . . . B—Kt 2, 5 . . . . Q—K 2, and 5 . . . . P—Q 3; the first of these being probably best of all. The obvious 5 . . . . P—K R 4 gives White more scope for attack, and is therefore condemned.

6 B—B 4      P—Q 4!  
 7 P×P          B—Q 3

Or 7 . . . . B—Kt 2;  
 turning into *Paulsen's Defence*,  
 mentioned in preceding note as  
 probably best.

8 P—Q 4      Kt—R 4  
 9 Kt—Q B 3 . . . .

There is scant time for  
 9 Kt×Kt P, because of 9 . . . .  
 Kt—Kt 6; threatening 10 . . . .  
 Q—K 2+; for if 10 R—Kt sq,  
 then, 10 . . . . Q×R P;  
 and a fine attack. As reply to  
 text move, 9 . . . . Castles is also  
 commendable.

. . . .      Q—K 2  
 10 B—Kt 5+    K—Q sq

No necessity to disturb the  
 King; 10 . . . . P—B 3 would be  
 stronger.

11 Castles      B×Kt  
 12 P×B          Q×R P  
 13 R×P!        . . . .

White gives up the exchange to prevent 13 . . . . P—Kt 6; and to bring his Bishop into action—somewhat as in the sequel.

. . . .      Kt×R  
 14 B×Kt      P—Kt 6  
 15 Q—B 3!   R—Kt sq

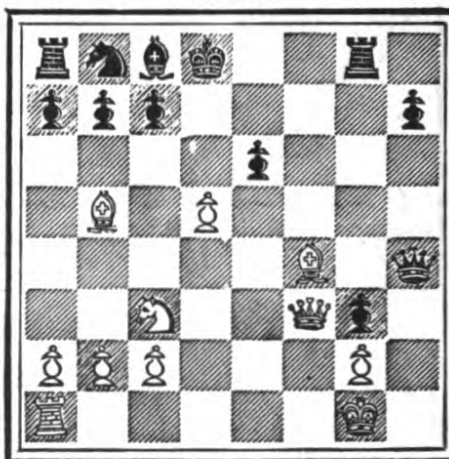
Suppose 15 . . . . Q—R 7+; 16 K—B sq, Q—R 8+; 17 K—K2, Black cannot take the Rook without being mated directly, 18 B—Kt 5+, &c.

16 P—K 6!   P×P

If 16 . . . . P—K B 3, then 17 Q—K 4, meaning mate with Pawn—or else 18 B×P+, winning the Queen. In that case the following would be probable: 17 . . . . Q—R 7+ (to save Queen); 18 K—B sq, R—K sq; 19 P—K 7+, R×P; 20 B×P+, K×B!; 21 P—Q 6+, K×P; 22 R—Q sq+, K—B 2;

23 Kt—Q 5+, K moves; 24 Q×R, mate. There are many variations, all ending in much the same thing. A good exercise.

BLACK.



WHITE.

17 B×Kt P!   Q—Kt 4

If 17 . . . . Q (or R) × B? then 18 Q—B 6 (or 8), mate.

18 Q—B 7!   P—K 4

19 Q×R+!    Q×Q

20 B—R 4+   Q—Kt 4

21 B×Q, mate.

### No. 38.—TWO KNIGHTS' DEFENCE (won by LOUIS PAULSEN).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3

The *Two Knights' Defence* is really a counter attack; Black immediately assailing the unsupported White Pawn.

4 Kt—Kt 5    P—Q 4

When White proceeds in this

way, it becomes a sort of Gambit; in which he is soon put upon the defensive, if he will hold the acquired Pawn.

5 P×P              Kt—Q R 4

On the other hand, if Black will not let the Pawn go, but here continues 5 . . . . Kt×P; then it becomes another sort of Gambit, 6 Kt×B P!, K×Kt; 7 Q—B 3+, K—K 3; 8 Kt—B 3,

&c., in which White generally wins, though a Piece behind. Black King is so dangerously situated that it is only with great difficulty that he can long survive.

6 B—Kt 5+ . . . . .

Morphy used to play 6 P—Q 3, but now the check is perhaps justly preferred.

. . . . . P—B 3  
 7 P×P P×P  
 8 Q—B 3 . . . . .

It has been found better to retreat, 8 B—K 2. And when the Queen does thus go out, the Bishop should fall back to K 2 on the next move. As for Black, 8 . . . . Q—B 2 would be a very good alternative.

. . . . . Q—Kt 3  
 9 B—R 4? B—K Kt 5!  
 10 Q—K 3 . . . . .

Better 10 Q—Kt 3, afterwards trying to develop on the Queen side, as opportunity offers. But, anyway, White's Queen is much worried, and he has no easy game.

. . . . . B—Q B 4!  
 11 Q×P+ K—Q 2

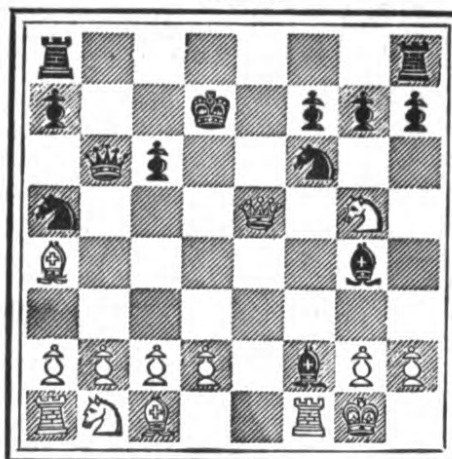
Menacing 12 . . . . R—K sq, pinning the Queen.

12 Castles B×P+!

If White takes the Bishop in

answer to this, Black wins of course by 13 . . . . R—K sq; with 14 . . . . R—K 8, if White Queen is saved.

BLACK.



WHITE.

13 K—R sq! Q R—K sq  
 14 Q—B 4 B—Q B 4  
 15 Kt×B P . . . . .

White has no time for "Pawn hunting" in this critical situation. He should develop, say 15 Kt—Q B 3, as previously suggested. The rest is about all forced.

. . . . . K R—B sq  
 16 Kt—K 5+ K—Q sq  
 17 Kt×B Kt×Kt  
 18 Q—Kt 5+ B—K 2!  
 19 R×R R×R!  
 20 Q×B+ K×Q  
 21 P—K Kt 3! Q—B 7!  
 22 Any Q mates.



## No. 39.—FRENCH GAME (won by BLACKBURNE).

White.	Black.
1 P—K 4	P—K 3
2 P—Q 4	P—Q 4
3 Kt—Q B 3	Kt—K B 3
4 B—K Kt 5	. . . .

A different and, if anything, more difficult sort of game: 4 P—K 5, K Kt—Q 2; 5 P—K B 4, P—Q B 4; 6 P × P, Kt—Q B 3; Black taking the Pawn later with Bishop or Knight, whichever may then be better. Thus, if 7 Kt—B 3, then he takes with Bishop; if 7 B—Q 3, then with Knight, &c.

. . . . B—K 2

Or, by way of variety, 4 . . . . P × P; 5 Kt × P, B—K 2, &c. But the text is more usual.

5 B × Kt	B × B
6 Kt—B 3	Castles
7 B—Q 3	Kt—B 3

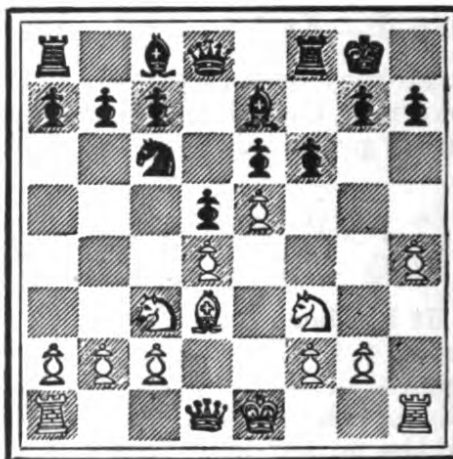
Now 7 . . . . P—B 4 (to disarrange White centre); 8 P—K 5, B—K 2; 9 P × P, Kt—B 3, &c., would be better for Black.

8 P—K 5	B—K 2
9 P—K R 4	P—B 3

A somewhat similar game runs, 9 . . . . Kt—Kt 5; 10 B × P+, K × B; 11 Kt—Kt 5+, B × Kt? (King had better venture out); 12 P × B+, K—Kt sq (now if he goes out, mate easily befalls, 13 Q—R 5+, &c.); 13 Q—R 5, P—B 3; 14 P—Kt 6!, and mate in two is inevitable. His safest play seems to be 9 . . . . P—B 4;

and scarcely anything short of necessity should induce him to open the file to the White Rook.

BLACK.



WHITE.

10 Kt—K Kt 5!	P × Kt?
11 B × P+	K × B

In every case now Black is quite lost. If 11 . . . . K—R sq (or B 2); 12 Q—R 5, &c., White wins quicker.

12 P × P+	K—Kt sq
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Or 12 . . . . K—Kt 3; 13 Q—R 5+, K—B 4; 14 P—Kt 6+, B—Kt 4; 15 P—Kt 4+, K—B 5; 16 Q—R 2+, K × P; 17 Q—R 3+, K—B 5; 18 Kt—K 2+, and 19 Q—Q 3, mate.

13 R—R 8+	K × R
14 Q—R 5+	K—Kt sq
15 P—Kt 6!	R—B 4
16 Q—R 7+	K—B sq
17 Q—R 8,	mate.

No. 40—TWO KNIGHTS' DEFENCE (won by POLLOCK).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 Kt—B 3	. . . .

Other moves are, 4 Kt—Kt 5, 4 P—Q 4, 4 Castles, and 4 P—Q 3,—this last being considered safest of all. But there is something about this defence inviting hazardous play in the opening; and it is therefore prolific of short and brilliant games.

. . . . Kt × P

Black makes a good opening. His Knight is taken immediately, then of course 5 . . . . P—Q 4; and the balance is soon restored.

5 B × P + K × B

Yet 5 Kt × Kt, P—Q 4; 6 B—Q 3, P × Kt; 7 B × P, &c., would be better for White. His attack here is showy, but quickly passes.

6 Kt × Kt P—Q 4

7 Q Kt—Kt 5 + . . . .

If 7 K Kt—Kt 5+, K—Kt sq; 8 Q—B 3 (attempting mate), Q—K 2!; and both Knights cannot be saved.

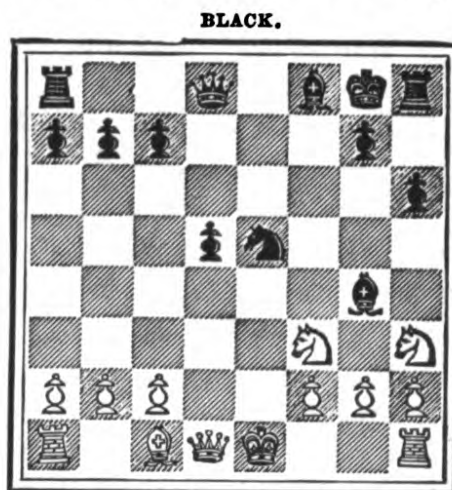
. . . . K—Kt sq

8 P—Q 4 P—K R 3

9 Kt—R 3 B—K Kt 5

He does not like 9 . . . . B × Kt, giving White a badly doubled Pawn; because it would open a file for Rook action in the direction of his King.

10 P × P Kt × P



WHITE.

11 Q Kt—Kt sq B—Q B 4

White shows signs of distress. Evidently he could not Castle without loss—11 . . . . Kt × Kt +, &c.

12 B—B 4 Kt—Kt 3

13 B—Kt 3 K—R 2!

14 Q—Q 3 R—K sq +

15 K—B sq . . . .

He might play 15 Kt—K 2, possibly getting away on the Queen side. Then, to avoid 16 Kt—K 5, Black might reply 15 . . . . B × Kt; and follow 16 . . . . Q—K 2, thus preventing Castling, at all events for some time.

. . . . R—K 5!

16 R—K sq Q—K 2

17 Q × P . . . .

A fatal capture for White! After this, he must give Queen for Rook, or suffer mate as actually occurs.

. . . . R × R +!

18 Kt × R R—Q sq!

19 Q—B 4 Q × Kt +!

20 K × Q R—Q 8,

mate.

## No. 41.—EVANS GAMBIT (won by DUFRESNE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P

The perils of the Gambit are best avoided by 4 . . . . B—Kt 3. A less noble game!

5 P—B 3	B—R 4
6 P—Q 4!	P×P
7 Castles	P×P
8 Q—Kt 3!	Q—B 3!
9 P—K 5	Q—Kt 3

So far these are standard moves in that great branch of the Evans, commonly called the "Compromised Defence." If Black takes this Pawn now, he loses. *E.g.*, 9 . . . . Kt×P; 10 R—K sq, P—Q 3; 11 Kt×Kt, P×Kt; 12 Q—Kt 5+, Q—B 3 (trying to save the Piece); 13 Q×P+!, K—Q sq; 14 B—Q Kt 5!, threatening mate, 15 Q—K 8+, &c., or if 14 . . . . Q—K 3, then 15 Q—Q 4 (or Kt 5)+, gaining Queen for Rook. The Pawn costs Black a Piece at the very least.

10 Kt×P	K Kt—K 2
11 B—R 3	R—Q Kt sq

A critical juncture. Other moves are 11 . . . . Castles; 12 Q R—Q sq, P—Kt 4 (returning a Pawn, by way of compromise, for more freedom of action); 13 Kt×P, R—Q Kt sq; 14 Q—K 3, or 14 B—Q 3, &c.; or 11 . . . . B×Kt; 12 Q×B, P—Kt 3; 13 B—Q 3, Q—R 3; but this latter has not yet been greatly tried in practice.

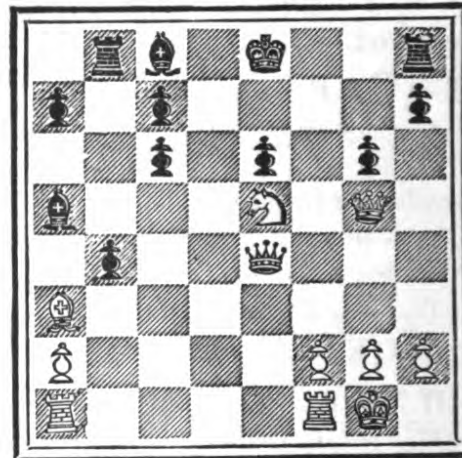
12 Kt—Q 5	Kt×Kt
13 B×Kt	P—Kt 4

Black means to shut off the Bishop, which now prevents his Castling. This was the reason of his eleventh move; he did not like to give back any Pawn.

14 P—K 6!	B P×P
15 B×Kt	P×B
16 Kt—K 5	Q—K 5
17 Q—Kt 3!	P—Kt 3
18 Q—Kt 5!	P—Kt 5

Only now has he time for shutting off the Bishop—just when threatened with instant mate.

BLACK.



WHITE.

19 Q—B 6	. . . . .
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Or 19 Q R—Q sq, perhaps still more forcible. With that would be probable, 19 . . . . Castles; 20 B—Kt 2, R—Kt 4; 21 Kt—B 7!, P—K 4!; 22 Q—B 6!, and wins. For if 22 . . . . Q—K B 5; 23 Q×Q, (if) P×Q; 24 Kt mates; and if 22 . . . . P—R 4; 23 Kt—R 6+, K—R 2; 24 Q×R, or 24 Q—K 7+, &c., easily winning. Finally, if 21 . . . .

R × Kt; 22 R—Q 8+, R—B sq;  
23 Q—B 6! there would be an end;  
and so for later 22 . . . R × Kt,  
23 R—Q 8+, with 23 mate.

. . . . . R—B sq  
20 Q—Kt 7 P × B

But he has no time to *take* the Bishop, 20 . . . R—Kt 4 would enable him to at least prolong the contest.

21 Q R—Q sq! R—Kt 4

Too late. At this stage there was no salvation. If, for instance, 21 . . . Q—B 4 (avoiding the actual catastrophe); then there would be another, 22 R—Q 8+!, K × R; 23 Kt × P+, K—K sq; 24 Q—K 7, mate!

22 R—Q 8+! K × R  
23 Q × R, mate.

No. 42.—GIUOCO PIANO (won by BLEWOW).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—B 3	. . . .

Beside this move for White, 4 P—Q 3, 4 Kt—B 3, and 4 Castles are frequently played. The best reply to each and all of these, text included, is 4 . . . Kt—B 3. But the system of defence here adopted also has its merits.

. . . . .	B—Kt 3
5 P—Q 4	Q—K 2

The idea is to keep the White Pawn at Q B 3, thus blocking that square to the Knight.

6 P—Q 5	. . . .
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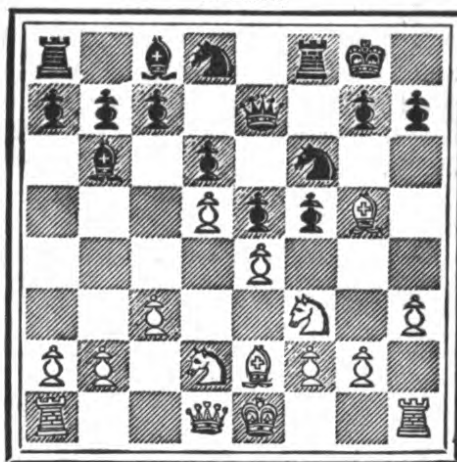
Giving greater range to Black's Bishop and obstructing his own. It would be better to Castle.

. . . . .	Kt—Q sq
7 B—K 2?	P—Q 3
8 P—K R 3	P—K B 4

Two unnecessary moves by White. Another effect of his 6 P—Q 5 was to weaken his centre generally; so that Black here attacks the King Pawn with good prospect of advantage.

9 B—K Kt 5	Kt—K B 3
10 Q Kt—Q 2	Castles

BLACK.



WHITE.

11 Kt—R 4	P × P!
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Black strongly menaces the King Bishop Pawn. Again it would be better to Castle.

12 Kt × P?	Kt × Kt!
------------	----------

13 B × Q	B × P+!
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14 K—B sq	Kt—Kt 6, mate.
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Compare the following (M. de Legalle giving odds of Queen Rook to Philidor)—1 P—K 4, P—K 4; 2 B—B 4, P—Q 3; 3, Kt—K B 3, Kt—Q B 3; 4 Kt—B 3, B—Kt 5; 5 Kt × P! B × Q; 6 B × P+, K—K 2; 7 Kt—Q 5, mate.

No. 43.—ODDS OF PAWN AND TWO MOVES (won by TCHIGORIN).

(Remove Black's King Bishop Pawn.)

White.	Black.
1 P—K 4	—
2 P—Q 4	P—K 3

These are thought to be the best first moves for White. Other beginnings for Black are P—Q 3, Kt—Q B 3, and P—Q B 4; but the latter, involving a sacrifice, is not recommended.

3 P—Q B 3 . . . .

But here 3 B—Q B 4, or 3 B—Q 3, is stronger. White should show judicious enterprise at the outset. Facility of early attack is a good part of these odds; which, as the saying is, do not play themselves.

. . . .	Kt—Q B 3
4 B—Q 3	P—Q 4
5 Kt—B 3	B—K 2
6 Q—B 2	P×P
7 B×P	Kt—B 3
8 B×Kt+	P×B

This is right enough. Doubled and isolated Pawns would be greatly disadvantageous to Black if it came to a close finish.

9 Castles	Castles
10 B—K 3	B—Q 3
11 Kt—K 5	Kt—Q 4

Better to bring out the other Knight—to Q 2; so as to have all his Pieces available for contingencies.

12 Q—Q 2 P—B 4!

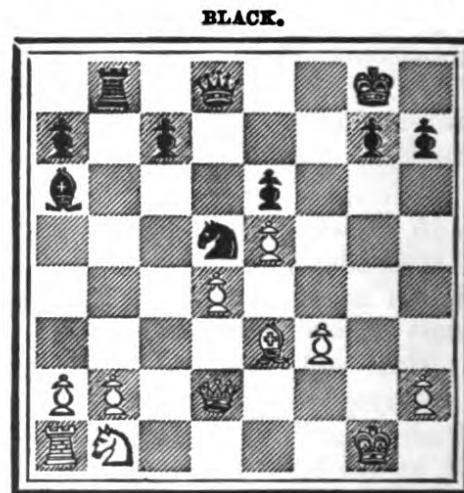
If 12 Kt×P?, Kt×B!;  
13 P×Kt, R×R+; 14 K×R,

B—R 3+; 15 K—Kt sq, Q—R 5, &c., Black would have a probably winning game.

13 P—K B 4	B—R 3
14 R—B 3	P×P
15 P×P	B×Kt
16 B P×B	. . . .

If 16 Q P×B, then 16 . . . . Kt×B; equalising forces — if nothing more. Note the continued inactivity of White Queen Knight and Rook. Not joining in the fray at the right time, they almost necessarily come into it too late.

. . . .	R×R
17 P×R	R—Kt sq!



18 B—B 2 . . . .

Of course, 18 Kt—B 3, Kt×B; 19 Q×Kt, R×P, &c., would be disagreeable, but something worse follows.

. . . .	Q—K B sq
19 Kt—B 3	. . . .

If 19 K—Kt 2?, then 19 . . . . .  
B—K 7!; and if 19 Q—Q sq, of  
course 19 . . . . . R × P!

	Q × P
20 Kt × Kt	Q × Kt
21 R—Q B sq	B—Kt 2!
22 K—B sq	R—K B sq!
23 P—K R 4	. . . . .

White's case is desperate. If  
23 Q—K 3, Black checks at Kt 7,  
and then plays 24 . . . . . B—R 3;

or if 23 K—K 2, then 23 . . . . .  
Q—B 6+; 24 K moves, Q—R 8+;  
25 K—K 2, B—R 3+; either way  
certainly winning.

	Q—R 8+
24 K—K 2	B—R 3+
25 Q—Q 3!	Q—B 6+!
26 K—K sq	Q × Q
27 R—B 2	Q × R
28 Any	Q—K 7, mate.

No. 44.—DANISH GAMBIT (won by BARNES).

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P × P
3 P—Q B 3	P × P
4 B—Q B 4	Kt—Q B 3

6 Kt—K B 3	P—Q R 3?
7 Castles	P—Q Kt 4
8 B—R 2	P—Q B 3

This is the *Danish* (or *Northern*)  
*Gambit*. Black would do better  
by 4 . . . . . Kt—K B 3; or by  
4 . . . . . P—B 7, giving back one  
of the Pawns. But if he keeps  
on taking, 4 . . . . . P × P; then  
very likely 5 Q B × P, Kt—K B 3;  
6 Kt—Q B 3, B—Kt 5; 7 Q—B 2  
(to Castle Q R), or 7 Kt—K 2  
(to Castle K R), &c., and defence  
becomes very difficult, chiefly  
owing to the great power of the  
White Bishops.

Having moved the Queen  
Knight Pawn, he should make  
use of that move, by playing  
8 . . . . . B—Kt 2. Black proceeds  
as if totally oblivious of danger  
from his lack of development  
on the King side, and suffers  
accordingly.

5 P—Q R 3    Q Kt—K 2

White might well have brought  
out his King Knight; or the  
other one—taking Pawn by the  
way. The reply, locking up  
Queen and Bishop, is of a bad  
sort, to be used as seldom as  
possible in actual play. Some of  
the King's pieces should be  
moved, in view of speedy Castling.



WHITE.

9 Kt—Kt 5!	Kt—R 3?
10 Q—Kt 3!	Q—R 4

White threatened mate in two; Black should have advanced 10 (or 9) . . . P—Q 4. Then loss as follows would be made impossible.

11 R—K sq P×P

This Rook move is simply a

bait. Black goes for it, and is immediately trapped without remedy.

12 R—Q sq! P×R=Q

13 Q×B P+! Kt×Q

14 B×Kt+ K—Q sq

15 Kt—K 6, mate.

### No. 45.—SCOTCH GAMBIT (won by BLEWOW).

White. Black.

1 P—K 4 P—K 4

2 Kt—K B 3 Kt—Q B 3

3 P—Q 4 P×P

4 B—Q B 4 P—Q 3

Or, 4 Kt×P. Black may play 4 . . . B—B 4; which, in fact, is considered his best.

5 P—B 3 P×P

6 Kt×P P—K R 3

If he wants to provide for 7 Kt—K Kt 5, it can be better done by 6 . . . B—K 2, or 6 . . . B—K 3; the first of these being preferable. The Pawn move is unnecessary; a needless, purely defensive manœuvre.

7 Q—Kt 3! Q—Q 2

8 B—Q Kt 5 P—R 3

And this might be omitted in favour of 8 . . . B—K 2; preparing to Castle. Then 9 Kt—Q 4, &c., doubling the Pawns, would not hurt Black, but would rather free his now very cramped position.

9 Q—R 4 P×B

If White Queen could be held harmless in the corner, this might be all right; but the after story turns out to be one of a bull in a china shop!

10 Q×R Kt—Kt 5

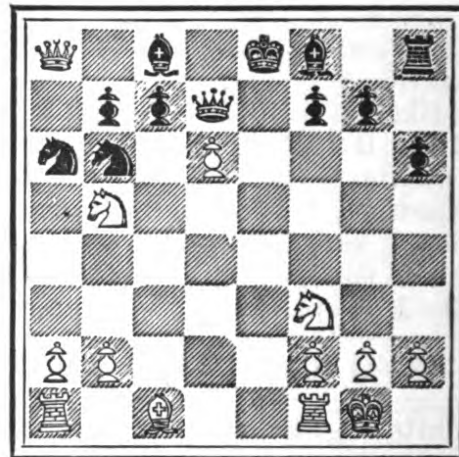
11 Castles Kt—R 3

12 Kt×P! Kt—B 3

13 P—K 5 Kt—Q 4

14 P×P Kt—Kt 3

BLACK.



WHITE.

15 R—K sq+ K—Q sq

16 P×P+ Kt×P

17 Q—Kt 8! Q×Kt

Or, if 17 . . . Kt×Kt;  
18 B—B 4, B—Q 3; 19 B×B,

Kt × B; 20 Q R—Q sq, White would have advantage.

18 B—B 4! Kt—R 3

19 Q R—Q sq + Kt—Q 2

20 Q × B + ! K × Q

21 R—K 8, mate.

No. 46.—CUNNINGHAM GAMBIT (won by DER LASA).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P × P
3 Kt—K B 3	B—K 2
4 B—B 4	B—R 5 +

This makes the *Cunningham Gambit*; Black playing out and checking with his Bishop as here.

5 P—Kt 3 . . . .

Or 5 K—B sq, perhaps safer for White. The displacement of his King is no hardship, being fully compensated by the eccentric play of Black's Bishop. Thus, 5 K—B sq, P—Q 3; 6 P—Q 4, B—Kt 5; 7 Q B × P, Q—B 3; 8 B—K 3, &c., with a very good position in prospect.

. . . .	P × P
6 Castles	P × P +
7 K—R sq	B—B 3

He leaves the Pawn as a shelter to himself. Black should reply 7 . . . . P—Q 4, freeing his game; which might continue 8 B × P, Kt—K B 3; 9 B × P +, K × B; 10 Kt × B, R—B sq, &c., White's attack being of no account.

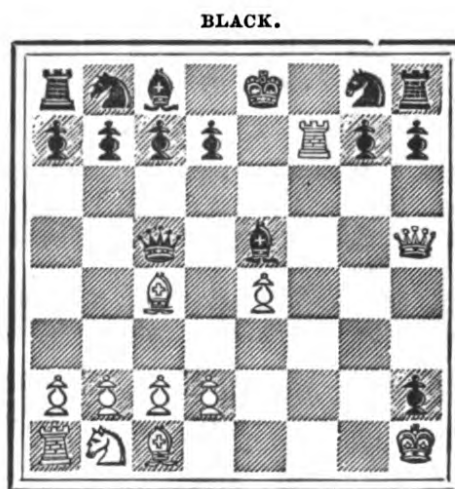
8 Kt—K 5 . . . .

Or 8 P—K 5, to which, as to the text move, Black should reply

8 . . . . P—Q 4! It soon appears why it is not good to take the Knight.

. . . .	B × Kt
9 Q—R 5!	Q—K 2
10 R × P!	Q—B 4

The play is very lively; Black threatens mate. Evidently White can risk the Rook at B 8; as his opponent can take it only on penalty of mate.



WHITE.

11 R—B 8 +! K—K 2  
12 P—Q 4! Q × B

He may as well take the Bishop. For example, if 12 . . . . B × P; 13 Q—B 7 +, K—Q 3; 14 P—Kt 4!, Q—B 3; 15 B—B 4 +, B—K 4; 16 Kt—B 3, &c.; or 12 . . . . Q × P;



13 B—K Kt 5+, K—Q 3;  
 14 Kt—Q 2, Kt—K B 3; 15 B×Kt,  
 R×R; 16 P—B 3, Q—B 4;  
 17 Kt—Kt 3, &c.; White would  
 have great advantage. From *all*  
 his threatening dangers Black  
 has no escape.

13 Q—K 8+ K—Q 3  
 14 Q×B+ K—B 3

15 Kt—R 3! P—Q 3

Only three of Black's Pieces  
 move all through this game!

16 P—Q 5+ K—B 4!  
 17 B—K 3+ K—Kt 5  
 18 P—B 3+ K—R 5  
 19 P—Kt 3+ K×Kt  
 20 B—B sq, mate.

### No. 47.—PHILIDOR DEFENCE (won by BODEN).

White. Black.

1 P—K 4 P—K 4  
 2 Kt—K B 3 P—Q 3

This, the move of the Pawn, is  
*Philidor's Defence*, so named after  
 the great chess luminary of the  
 eighteenth century. It is now  
 objected to as too obstructive of  
 Queen and King Bishop during  
 the earlier stages of the game.

3 P—B 3 P—K B 4

But White should attack  
 vigorously in the opening. There-  
 fore 3 P—Q 4 is preferred. Here  
 Black, as it were, takes the  
 initiative, and soon has a very  
 good position.

4 B—B 4? Kt—K B 3

Or 4 . . . . P×P; why not?  
 Then if 5 Kt×P, P×Kt;  
 6 Q—R 5+, K—Q 2!; beyond a  
 few checks, and perhaps a Pawn  
 or two, White would have nothing  
 for the Piece given away. How-  
 ever, Black chose not to be so  
 worried.

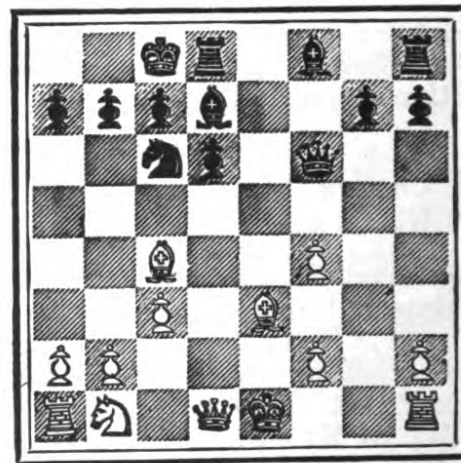
5 P—Q 4 P×K P  
 6 P×P P×Kt  
 7 P×Kt Q×P!  
 8 P×P Kt—B 3

9 P—B 4 . . . .

There is scarce time for this.  
 He should play 9 B—K 3, and  
 endeavour to safely Castle Q R  
 as soon as possible. For if 9 . . . .  
 Kt—K 4, the Bishop could retire  
 to K 2, or the Knight could come  
 out, supporting the doubled  
 Pawn.

. . . . B—Q 2  
 10 B—K 3 Castles

BLACK.



WHITE.

11 Kt—Q 2 R—K sq!  
 12 Q—B 3 B—B 4!  
 13 Castles Q R . . . .

It seems that White has no

inkling of his opponent's design.  
 13 B—Q 5, or 13 Castles K R,  
 would be perfectly safe, *pro tem*.  
 Now comes a surprisingly mag-  
 nificent *finale*.

.....	P—Q 4!
14 B×P	Q×P+!
15 P×Q	B—Q R 6,
	mate.

No. 48.—ODDS OF PAWN AND TWO MOVES (won by  
 STAUNTON).

(Remove Black's King Bishop Pawn).

White.	Black.	.....	B—Kt 3
1 P—K 4	.....	11 B—K Kt 5	B—Q 5
2 P—Q 4	P—K 3	12 K Kt—K 2	B—Kt 3
3 B—Q 3	.....	13 K—R sq	.....

The idea of this move of the Bishop is to continue with soon P—K 5, threatening Q—R 5+, and a strong attack upon the Black King's position. But nothing comes of it in this instance. As previously noted, 3 B—Q B 4 is also very good for White.

.....	P—B 4
4 P×P	.....

The centre should be maintained by 4 P—Q B 3, or he should go on 4 P—K 5, to attack as above suggested.

.....	Q—R 4+!
5 Kt—B 3	B×P
6 Kt—K 2	Kt—Q B 3
7 Castles	Kt—B 3
8 Kt—Kt 3	Castles

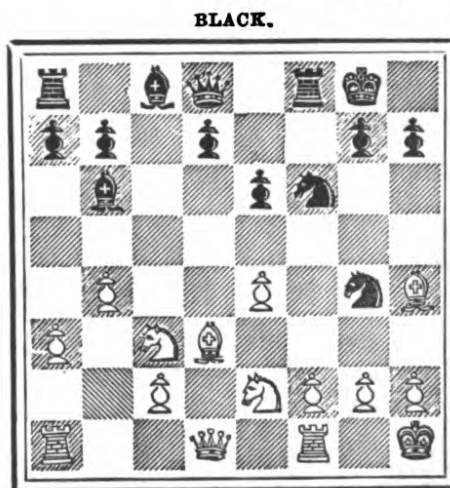
Black stands well, considering the odds. Safely Castled, and his Rook in command of an important open file.

9 P—Q R 3?	Q—Q sq!
10 P—Q Kt 4	.....

This Pawn play does not help White. The retiring Black forces take up better posts than before.

Instead of pushing the Pawns on the Queen side, he should have moved the King as here, in order to advance the King Bishop Pawn in good time. White is already beginning to defend. A bad sign when the given Pawn is his sole material advantage.

.....	Kt—K 4
14 B—R 4	Kt (K 4)—
	Kt 5!



WHITE.

15 Kt—R 4	Kt (B 3)×
	P!

A master stroke! White is in the toils, and struggle as he will there is no escape.

- 16 B×Q            Kt (K 5)×  
                         P+  
17 K—Kt sq      Kt—R 6+!

Much better than taking the Queen; for then 18 B×B, and in the result White's loss (if any) would be almost inconsiderable.

- 18 K—R sq        Kt (Kt 5)—  
                         B 7+  
19 R×Kt           Kt×R+  
20 K—Kt sq       B—K 6!

Nor must he yet take the Queen. Because, after that, and 21 B×B, P×B; 22 Kt×P, White would have the advantage.

- 21 Q—Kt sq . . . .

Saving the Queen lets in a mate. Otherwise, as for example, 21 B—K Kt 5, Kt×Q+; 22 B×B, Kt×B, &c., Black would be a Pawn and the exchange ahead.

- . . . . .            Kt—Q 8+!  
22 K—R sq        R—B 8+  
23 Kt—Kt sq      R (or Kt)  
                         mates.

No. 49.—KING'S GAMBIT DECLINED (won by WM. COOK.)

- |           |        |
|-----------|--------|
| White.    | Black. |
| 1 P—K 4   | P—K 4  |
| 2 P—K B 4 | P—Q 4  |

The Gambit may also be declined by 2 . . . . B—B 4 and 2 . . . . Kt—K B 3; but 2 . . . . P—Q 3 is cramping, and therefore less commendable.

- |            |       |
|------------|-------|
| 3 Kt—K B 3 | P×K P |
| 4 Kt×P     | B—K 3 |

Anticipating 5 B—B 4. But 4 . . . . B—Q 3; 5 B—B 4, B×Kt; 6 Q—R 5, Q—K 2, &c., is also a good line of play.

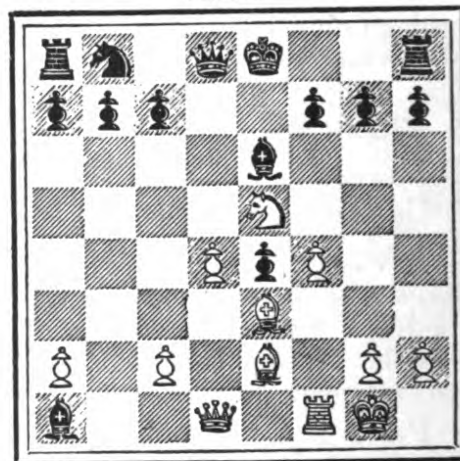
- |            |          |
|------------|----------|
| 5 P—Q 4    | Kt—K B 3 |
| 6 Kt—Q B 3 | B—Q Kt 5 |
| 7 B—K 2    | Kt—Q 4!  |
| 8 Castles  | Kt×Kt    |

White's play here is not really sound. By transposing his moves, with regard to these captures, Black could do much better; e.g., 8 . . . . B×Kt; 9 P×B, Kt×Q B P; 10 (if) Q—Q 2,

Q×P+!; and will win the White King Bishop; or, if 11 R—B 2, Kt×B+, the White Queen Rook, of course with a winning game.

- |           |       |
|-----------|-------|
| 9 P×Kt    | B×B P |
| 10 B—K 3! | B×R   |

BLACK.



WHITE.

- 11 P—B 5!      B—B sq

Everything is more or less bad; perhaps 11 . . . . B—Q 4 least

so ; supporting the King Bishop Pawn, if only for the moment. But Black's mistake at his eighth move in a manner accounts for all his after difficulties—a lesson. Look, now, on the brilliancy of White's victory !

12 B—Kt 5+ ! P—B 3  
13 Kt×K B P ! K×Kt

14 Q—R 5+ K—B sq  
15 P—B 6 ! P×P  
16 B—Q B 4 ! Q—Q 2  
17 R×P+ K—K 2  
18 R—B 7+ K—Q sq  
19 Q—Kt 5+ K—B 2  
20 B—B 4+ K—Kt 3  
21 Q—B 5, mate.

No. 50.—PHILIDOR DEFENCE (won by MORPHY).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 3
3 P—Q 4	B—Kt 5

Not good for Black ; 3 . . . . P×P is the correct play.

4 P×P ! B×Kt

If 4 . . . . P×P, White exchanges Queens, and Black King Pawn is lost.

5 Q×B P×P  
6 B—Q B 4 ! Kt—K B 3

He should proceed 6 . . . . Q—Q 2. White's next move shows why, attacking two Pawns, and threatening mate in two besides !

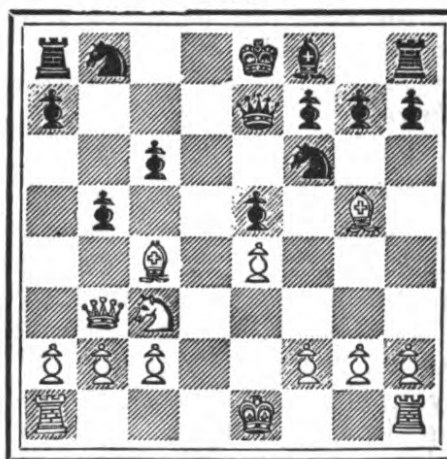
7 Q—Q Kt 3 ! Q—K 2  
8 Kt—B 3 . . . .

White might have gained here by 8 B×P+, and 9 Q×P, but aimed at higher things. But if 8 Q×P, then Black could check, clearing off the Queens ; at the comparatively trifling disadvantage of a Pawn minus.

. . . . P—B 3  
9 B—K Kt 5 P—Kt 4

Probably 9 . . . . Q—Q 2 was the best at disposal. Contrast, with White's freedom, Black's cramped position ; his Rooks and Bishop locked up useless, and disability as to Castling.

BLACK.



WHITE.

10 Kt×P ! P×Kt  
11 B×Kt P+ ! Q Kt—Q 2  
12 Castles QR ! R—Q sq  
13 R×Kt ! . . . .

All beautifully natural, and leading up to a splendid climax ; one of those exquisite gems in G 2

whose production Morphy's genius excelled that of any other master, ancient or modern.

. . . . R × R

14 R—Q sq! Q—K 3  
 15 B × R+! Kt × B  
 16 Q—Kt 8+! Kt × Q  
 17 R—Q 8, mate.

No. 51.—GIUOCO PIANO (won by PETROFF).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4

These moves, followed by 4 Castles, or 4 P—Q 3, or as here in the text, make the *Giuoco Piano* (quiet game) one of the easiest for a beginner.

4 P—B 3 Kt—B 3

In every case of this opening Black's 4 . . . . Kt—B 3 is always good. It at once counter attacks and develops; while clearing the way for Castling as quickly as may be desired. But 4 . . . . P—Q 3, or 4 . . . . Q—K 2, is often preferred.

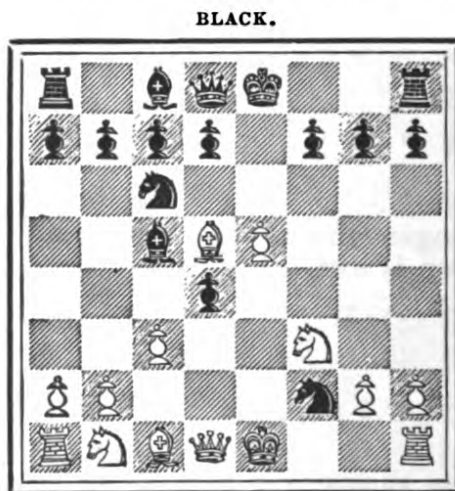
5 P—Q 4 P × P  
 6 P—K 5 . . . .

It may go on 6 P × P, B—Kt 5+; 7 B—Q 2, B × B+; 8 Q Kt × B, P—Q 4; 9 P × P, K Kt × P; 10 Q—Kt 3, Q Kt—K 2, &c., with equality; or, varying this, Black may take the King Pawn at move 7 or 8; relying upon later advance of his Queen Pawn to equalise—in more difficult kind of play. And in the actual case above, 6 . . . . P—Q 4; 7 B—Q Kt 5, Kt—K 5; 3 P × P, B—Kt 3, &c., would be a usual and very fair continuation.

. . . . Kt—K 5  
 7 B—Q 5 . . . .

If 7 Q—K 2? P—Q 4; 8 P × P *e.p.*, Castles! &c., White hardly does well. But now if Black backs up by 7 . . . . P—B 4, his consequent loss of Castling power easily becomes serious. So he lets the Knight go for three Pawns; not enough according to ordinary trade terms—at this stage of the game.

. . . . Kt × K B P



WHITE.

8 K × Kt P × P+  
 9 K—Kt 3 . . . .

Better than 9 K—B sq, locking in the Rook; and very clearly better than interposing the Bishop; for after 9 . . . . B × B+, Black would win the Queen Rook with Pawn. An exception to the rule that King should not venture into the open until the

bulk of the opposing forces have withdrawn from the field.

..... P × P  
 10 Q B × P Kt—K 2  
 11 Kt—Kt 5? .....

But White errs grievously in this ill-timed enterprise. The Knight should stand for protection of his King; not go leave him bodily and neatly to his enemies. Something like the following would favour White: 11 Q—B 2, P—Q 3; 12 B—K 4, Kt—Kt 3; 13 Q Kt—Q 2, with P—K R 3 (a retreat for King) to come, and Rooks to centre, or as required. Then he would be in condition for aggressive action.

..... Kt × B  
 12 Kt × B P Castles!

Very fine indeed! White may have expected 12 . . . . K × Kt; 13 Q × Kt+, K—K sq; 14 Q × B, in which he would have had a fair chance of success; for then supposing 14 . . . . Q—Kt 4; 15 K—B 2, R—B sq+; 16 K—Kt sq, he would be safe enough, with a piece for two Pawns.

13 Kt × Q .....

He may as well take the Queen.

If 13 Q × Kt, R × Kt, &c., his King could not get away in safety—or he would be obliged to give Queen for Rook.

..... B—B 7+  
 14 K—R 3 P—Q 3+  
 15 P—K 6! .....

If he otherwise interposed, the Knight would mate.

..... Kt—B 5+  
 16 K—Kt 4 Kt × K P!  
 17 Kt × Kt .....

Black was threatening 17 . . . . R—B 5+ and 18 . . . . R—R 5, mate. White has no escape. For example, 17 P—Kt 3, Kt × Kt+; 18 K—R 4, R—B 5+; 19 K—R 5, P—Kt 3+; 20 K—Kt 5, Kt—K 3+; 21 K—R 6, R—R 5+; and 22 . . . . B (or R) mates. Other variations may be worked out to advantage—all certain mates.

..... B × Kt+  
 18 K—Kt 5 R—B 4+  
 19 K—Kt 4 P—R 4+  
 20 K—R 3 R mates

And there was another, not so pretty, viz., 19 . . . . R—K 4+; 20 K moves, R—K B sq, mate.

No. 52.—RUSSIAN GAME (won by CAPT. MACKENZIE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3

The *Petroff* (or *Russian*) *Defence*; Black at once making a counter attack on the White Pawn.

3 Kt × P .....

Or 3 P—Q 4, Kt × P; 4 B—Q 3, P—Q 4, &c.; or 3 P—Q 4, P × P; 4 P—K 5, Kt—K 5; 5 Q—K 2, Kt—B 4, &c., this being not so good for Black. Or 3 Kt—B 3, Kt—B 3; 4 B—Kt 5, B—Kt 5,

&c.; or reasonably—in fact almost anything; the turnings here being innumerable, and naturally all more or less in the direction of an even game.

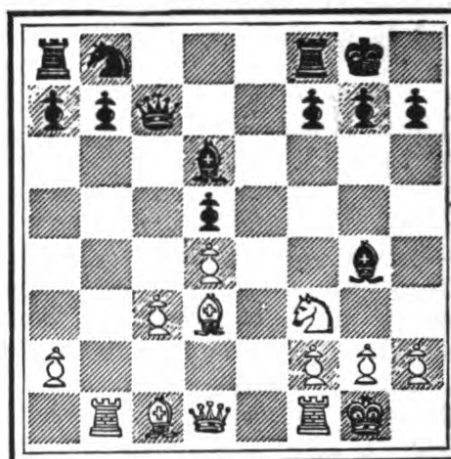
. . . . . P—Q 3!  
 4 Kt—K B 3 Kt×P  
 5 P—Q 4 P—Q 4  
 6 B—Q 3 B—Q 3

Experience has it that Black Bishop is generally better at K 2, in this opening; commanding K Kt 4, and not interrupting Queen's support of her Pawn. For the moment, however, Black may continue 6 . . . . Kt—Q B 3; the practice of many fine players.

7 Castles Castles  
 8 P—B 4 P—Q B 3  
 9 P×P P×P  
 10 Kt—B 3 Kt×Kt  
 11 P×Kt B—K Kt 5  
 12 R—Kt sq! Q—B 2

Black does not quite realise his danger. His want of power in the region of his King is a circumstance presently made much of by his opponent. But, notice, if the latter were now to play 13 B×P+, the reply 13 . . . . K—R sq would be good; Black then threatening to gain the Bishop (after exchanging, 14 . . . . B×Kt); or to recover the Pawn by 14 . . . . B×P+ if White retired his Bishop. An instructive position.

BLACK.



WHITE.

13 P—K R 3! B—R 4?  
 14 B×P+! K×B  
 15 Kt—Kt 5+ K—Kt 3

Trying to hold the Piece; he can do no better.

16 P—Kt 4 B—B 5  
 17 R×P! . . . .

To get Black Queen out of the way, diverting her from all possible defence of the King. He could play 17 P×B+, (if) K×Kt; 18 Q—Kt 4+, &c., with winning advantage.

. . . . . Q×R  
 18 B×B R—R sq  
 19 Q—Q 3+ K—B 3  
 20 R—K sq! B—Kt 3  
 21 Kt—R 7+! R×Kt  
 22 P—Kt 5, mate.

No. 53.—FROM GAMBIT (won by JAS. MASON).

White.	Black.
1 P—K B 4	P—K 4
2 P×P	P—Q 3
3 P×P	.....

The Pawn is no simple gift, but comes with much care. White King is more obviously insecure than he should be at this early period of the game.

.....	B×P
4 Kt—K B 3	B—K Kt 5

This protecting Knight may be dealt with otherwise; thus, 4 . . . . P—K Kt 4; 5 P—Q 4, P—Kt 5; 6 Kt—K 5, B×Kt; 7 P×B, Q×Q+; 8 K×Q, Kt—Q B 3, &c., perhaps Castling Q R, and recovering the Pawn, with a good position. But—absent Queens, dull contest.

5 P—K 4	Kt—K B 3
6 P—Q 3	Castles
7 B—Kt 5	Kt—B 3
8 B—K 2	B×Kt
9 B×B	B—B 4

If White could Castle, he would be all right; and the Pawn would soon begin to tell in his favour.

10 Kt—B 3	Q—Q 5
11 Q—Q 2	Kt—Q 2
12 Kt—Q sq	.....

Therefore he might now venture upon Castling, with prospective advantage. Yet it seems well to exchange.

.....	K Kt—K 4
13 B—K 3	Q—Q 3
14 B×B	.....

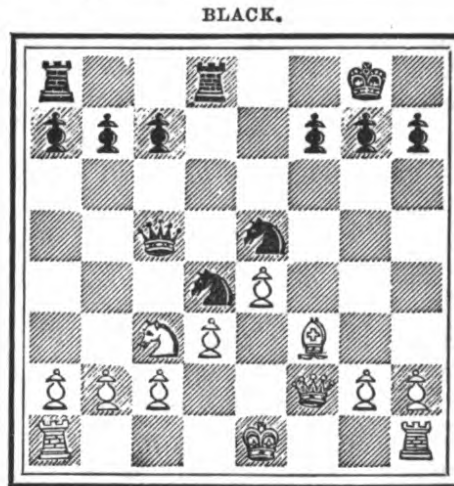
Or now he might Castle; there would be time enough to exchange.

.....	Q×B
15 Kt—B 3	.....

If 15 Kt—K 3, Kt—Q 5; 16 Castles K R?, Kt×B P!, &c., Black would have the upper hand, the White Queen Pawn also falling by the way. Black leaves his other Rook at home, because it is better there, in view of White's Castling on the Queen side.

.....	K R—Q sq
16 Q—B 2	Kt—Q 5

Of course, being a Pawn behind, Black will not exchange freely; but rather seek recovery in complications.



WHITE.

17 B—Q sq . . . .

There is no Castling here without some loss. If on King side, then 17 . . . . Kt×B+, &c., and the Pawn is gone; if on Queen side, then 17 . . . . Kt—Kt6+!; and the Queen is gone—much worse.



. . . . . R—Q 3  
 18 Kt—Q 5? R×Kt!  
 19 P×R Q—Kt 5+!  
 20 Q—Q 2 Kt×Q P+!

And White resigned (a match game, New York, 1876).

It might have concluded somewhat as follows: 21 P×Kt, R—K sq+; 22 K—B sq, Q×Q; 23 B—B 3, Kt×B; 24 P×Kt, R—K 7, and a mate in two more moves.

No. 54.—THREE KNIGHTS' GAME (won by POLLOCK).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 Kt—B 3	B—Kt 5

If 3 . . . . Kt—B 3 it would be a *Four Knights' Game*, and probably better than this for the second player. The Bishop must either retire later on or be given up for the Knight; an exchange not favourable to the defence. Also, 3 . . . . B—K 2 would be a comparatively good move.

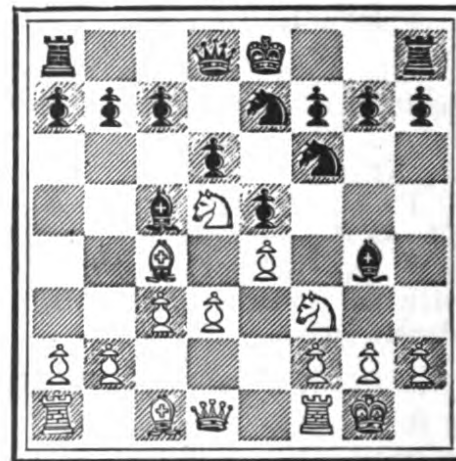
4 B—B 4	Kt—B 3
5 Castles	P—Q 3
6 Kt—Q 5!	B—Kt 5

Here 6 . . . . Kt×P; 7 P—Q 4! &c., would be very hazardous for Black. He could hardly get away with the Pawn; and in the resulting complications, with King not Castled, one of his advanced Pieces might be easily surprised—and lost.

7 P—B 3	B—Q B 4
8 P—Q 3	Kt—K 2

Inviting White to take the Knight, checking; so as to have open file for attack on White King. But—circumstances alter cases; and there is a "but" in the matter!

BLACK.



WHITE.

9 Kt×K P! . . . .

Or 9 Kt×KKt+, P×Kt; 10 Kt×P!, and, if Black takes Queen, the actual mate follows. But he should not take the Queen, only the Knight; though even with that his loss of force and position would be considerable.

. . . . .	B×Q?
10 Kt×Kt+!	P×Kt

If not, then 10 . . . . K—B sq; 11 K Kt—Q 7+, &c., White coming out with a clear Piece to the good.

11 B×P+	K—B sq
12 B—R 6,	mate.

No. 55.—CENTRE GAME (won by BLACKBURNE).

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P×P
3 Q×P	Kt—Q B 3
4 Q—K 3	P—K Kt 3

Or, 4 . . . . Kt—B 3; but other moves are supposedly inferior.

5 B—Q 2	B—Kt 2
6 Kt—Q B 3	K Kt—K 2
7 Castles	. . . .

For White, the idea underlying this opening is to Castle early on the Queen side; so as to at once bring the Queen Rook into play on the open Queen file.

. . . .	Castles
8 P—B 4	. . . .

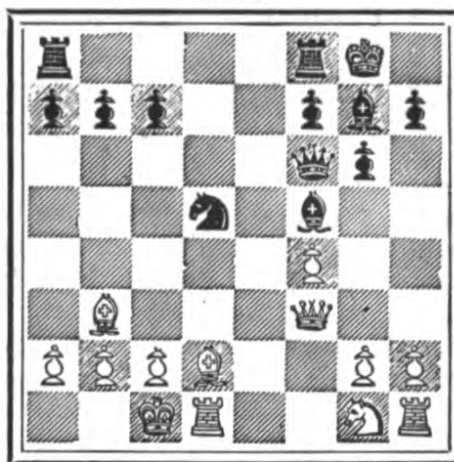
It would be better to develop one of the King's Pieces. White begins to err just here.

. . . .	P—Q 4!
9 P×P	Kt—Kt 5
10 B—B 4	B—B 4!
11 B—Kt 3	K Kt×P
12 Kt×Kt	Kt×Kt
13 Q—K B 3	. . . .

If 13 B×Kt, Q×B; Black Queen would gain one or other of the Pawns then attacked.

. . . .	Q—B 3!
---------	--------

BLACK.



WHITE.

14 P—B 3	. . . .
----------	---------

If 14 B—B 3, Kt×B; 15 Q (or P)×Kt, &c., Black would gain a Pawn—a probably winning advantage.

. . . .	Kt—Kt 5!
---------	----------

15 B—B 4	. . . .
----------	---------

Thinking to prevent Black's next move. But the Queen can go there all the same; for if Bishop takes her—then Knight mates!

. . . .	Q—R 3!
---------	--------

16 P—Kt 4	Q×P!
-----------	------

17 B—K 3	K B×P!
----------	--------

18 Resigns. Evidently, if either Bishop is taken, Queen mates; if Queen is taken, Knight mates, &c.—which exhausts the subject.

## No. 56.—PHILIDOR DEFENCE (won by Dr. CARRERAS).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 3
3 P—Q 4!	P—K B 4?

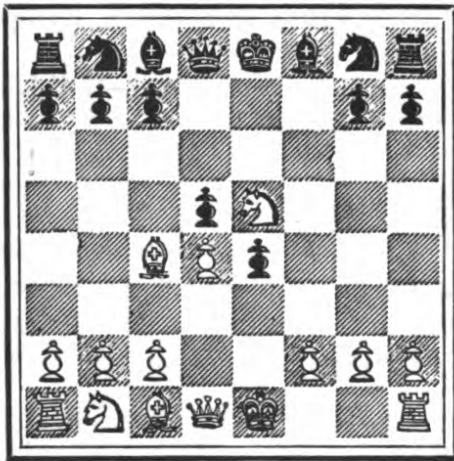
For Black, this kind of counter Gambit uncovers the King perhaps too much, and is seldom satisfactory. The initiative of the opening attack properly belongs to the first player. If he misuses or declines it, then may be the second player's opportunity; but not before—his development being naturally inferior to that of his adversary.

4 B—Q B 4    P×K P

Black might do better by 4 . . . . Kt—Q B 3; but, anyway, he would be at some disadvantage. Or, 4 P×K P, B P×P; 5 Kt—Kt 5, P—Q 4; 6 P—K 6! &c., would be good for White.

5 Kt×P!    P—Q 4

BLACK.



WHITE.

Now (*i.e.*, after White's 5th move), we find Black King in a really perilous situation—bereft

of his most important protecting Pawn. If he takes the Knight? Well, 5 . . . . P×Kt; 6 Q—R 5+, and what then? If 6 . . . . P—Kt 3; 7 Q×K P+, he loses his Rook; or, if 6 . . . . K—K 2; 7 Q×K P+, he is mated next move. Therefore, 6 . . . . K—Q 2; 7 Q—B 5+, K—B 3; 8 Q×P(K5), P—Q R 3; 9 P—Q 5+, K—Kt 3; 10 B—K 3+, P—B 4; 11 P×P+, K×P; 12 Kt—B 3, Q—Q 3; 13 B—Kt 5+, P×B; 14 Q×Kt P+, K—B 2; 15 B—Kt 6+, Q×B; 16 Kt—Q 5+, and White wins of course. Variation of this is all unfavourable to Black. To begin with, his King is the only Piece he has "in play"—to his sorrow. Much Pawn moving in the early part of the game is generally, and often specifically, bad. It may seem to answer for the time, but your position will be weakened; and you may be destroyed before the main body of your forces can come into action.

6 Q—R 5+    K—K 2

He has but a choice of evils. If 6 . . . . P—Kt 3; 7 Kt×P, P×Kt!; 8 Q×R, &c., White gaining a Pawn and the exchange. In other *not* precisely similar cases of this attack, *i.e.*, when K 5 is not open to White Queen, Black may gain time in bringing out his King Knight, compelling Queen to retreat for the moment, and then moving the threatened Rook—perhaps completely reversing the attack.

At this juncture, White—who was playing blindfold—an-

nounced mate in five moves! A 9 Kt—Kt 6+! P×Kt  
 pleasing termination. 10 Q—K 5+ Any  
 7 Q—B 7+ K—Q 3 11 Q—K 6, mate.  
 8 Q×Q P+ K—K 2

No. 57.—EVANS GAMBIT (won by ANDERSSSEN).

(Known as "The Evergreen Game.")

White.	Black.	Castle; he never has a better opportunity.
1 P—K 4	P—K 4	
2 Kt—K B 3	Kt—Q B 3	12 B×Kt P R—Q Kt sq
3 B—B 4	B—B 4	13 Q—R 4 B—Kt 3
4 P—Q Kt 4	B×Kt P	If he here Castles, White wins by 14 Q B×Kt, &c.
5 P—B 3	B—R 4	14 Q Kt—Q 2 B—Kt 2
6 P—Q 4	P×P	

Or 6 . . . . P—Q 3; if he does not intend to go on 7 . . . . P×P, &c. (Compromised Defence).

7 Castles P—Q 6

To avoid White's strong centre by 8 P×P, and to hinder his Knight from coming out at Q B 3, as in the ordinary course of this opening. But in practice it has not answered well. Neither does 7 . . . . P—Q 3, nor 7 . . . . Kt—B 3, tend to Black's advantage. In any case, he must meet a heavy attack; and another Pawn to play with certainly does him no harm.

8 Q—Kt 3	Q—B 3
9 P—K 5	Q—Kt 3
10 B—R 3	K Kt—K 2
11 R—K sq	P—Kt 4

Hoping, by giving up this Pawn, to free his position generally; with counter attack such as actually follows—but more fortunate. Perhaps he should

Now, if he Castles, 15 K B×Kt, and he loses the exchange.

15 Kt—K 4 Q—B 4

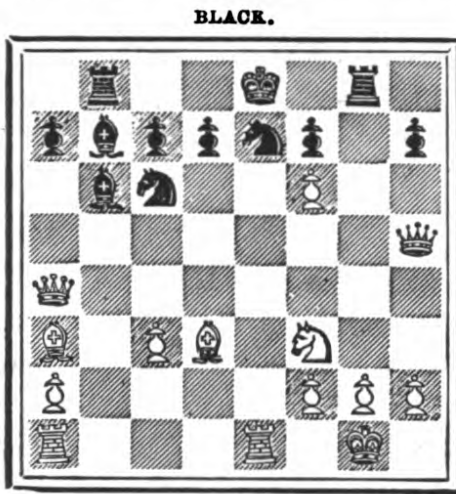
Again, if he Castles, 16 B×P, with equal forces and a very strong attack. But 15 . . . . Q—R 4 might have saved a move, much wanted before long.

16 B×P Q—R 4

The Queen was in danger from 17 Kt—Q (or B) 6+. Now comes some sound and profoundly beautiful combination, ranking this one of the chief among "immortal" games.

17 Kt—B 6+!	P×Kt
18 P×P	R—Kt sq

A truly formidable attempt; but just a move too late. This position has been subject to close scrutiny by two generations of chess players, and yet no sufficient resource has been discovered for the defence.



WHITE.

19 Q R—Q sq! Q×Kt  
20 R×Kt+! Kt×R

All forced. If 20 . . . K—Q sq;  
21 R×Q P+, K—B sq; 22  
R—Q 8+! Kt×R; 23 Q—Q 7+!  
K×Q; 24 B—B 5+, K moves;  
25 B—Q 7, mate! If (in this)  
21 . . . K×R, then 22 B—B 5+,  
K—K sq; 23 B—Q 7+, K—Q sq;  
24 B×Kt+, with soon mate; or  
if 22 . . . R (or K)×R, then  
Black Queen is lost, immediately,  
or by 23 B—K 2+, &c.

21 Q×P+! K×Q  
22 B—B 5! K—K sq  
23 B—Q 7+! K—B sq  
24 B×Kt, mate.

No. 58. — KING'S BISHOP'S GAMBIT (won by  
ANDERSSSEN).

(Another "Immortal Game.")

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 B—B 4	Q—R 5+
4 K—B sq	P—Q Kt 4

Obsolete. Time is better  
gained by 4 . . . P—Q 4;  
freeing the position in the centre.

5 B×Kt P Kt—K B 3

Now 5 . . . B—Kt 2 should  
follow sacrifice of Pawn. And at  
next move Queen should retire  
only to R 4; attacking one Bishop  
and keeping off the diagonal of  
the other.

6 Kt—K B 3! Q—R 3?  
7 P—Q 3 Kt—R 4

Further hampering the Queen;  
because she must stay to support  
this Knight.

8 Kt—R 4! P—Q B 3

Useless. Even if White were  
obliged to retire the Bishop, it  
would be to a stronger post, *i.e.*,  
B 4. It would be better to sup-  
port his own Knight, and keep  
out the adversary by 8 . . .  
P—Kt 3; at the same time con-  
siderably relieving his Queen.

9 Kt—B 5! Q—Kt 4  
10 P—K Kt 4! Kt—B 3

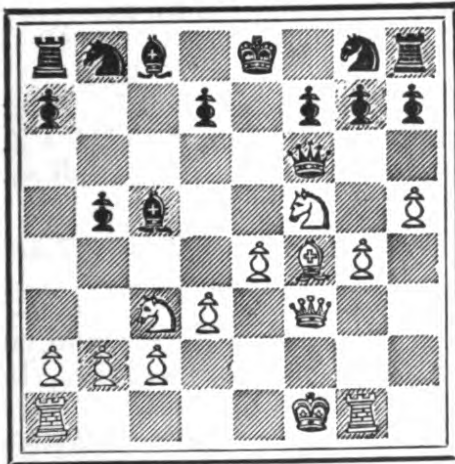
See here why Black Queen is  
not well on the diagonal usually  
under early domination of White  
Queen Bishop—(*cf.* note on  
Black's fifth move).

- 11 R—Kt sq! P×B  
 12 P—K R 4! Q—Kt 3  
 13 P—R 5! Q—Kt 4  
 14 Q—B 3! Kt—Kt sq

The Knight must go; 15 B×P threatening. Chiefly on account of this White allowed his Bishop to be taken some moves before.

- 15 B×P! Q—B 3  
 16 Kt—B 3 B—B 4

BLACK.



WHITE.

- 17 Kt—Q 5! Q×P  
 18 B—Q 6! Q×R+

If 18 . . . . B×B; 19 Kt×B+, K—Q sq; 20 Q×P, White wins directly.

- 19 K—K 2 B×R  
 20 P—K 5! Kt—Q R 3

Black has no saving move, play as he may. Notice his Pieces—three never moved, and two “at the ends of earth”—the wrong ends. White’s 20 P—K 5! shutting off Black Queen from really assisting her King, and opening up attack of his own upon the Rook, &c., is virtually decisive. But 20 . . . . B—R 3, giving room to King, might considerably protract the game.

- 21 Kt×P+! K—Q sq  
 22 Q—B 6+! Kt×Q  
 23 B—K 7, mate.

No. 59.—GIUOCO PIANO (won by ROSENTHAL).

- | White.     | Black.   |
|------------|----------|
| 1 P—K 4    | P—K 4    |
| 2 Kt—K B 3 | Kt—Q B 3 |
| 3 B—B 4    | B—B 4    |
| 4 P—Q 3    | P—Q 3    |
| 5 Castles  | Kt—B 3   |
| 6 B—K Kt 5 | . . . .  |

Doubtful, to thus “pin” before opponent has Castled. Either 6 Kt—B 3 or 6 B—K 3 would be more prudent.

- |         |          |
|---------|----------|
| . . . . | P—K R 3! |
| 7 B—R 4 | . . . .  |

If 7 B×Kt, P×B, &c., Black Rook might soon come upon the open file, with danger to White King. But the Bishop should retreat to K 3, whereupon the advance of hostile Pawns would not be at all formidable. It is a good rule to oppose force to force bearing in the direction of your King.

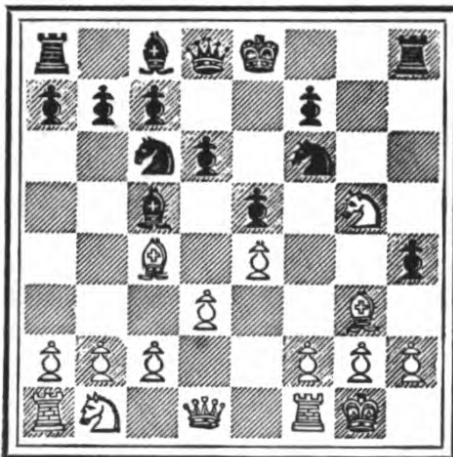
- |            |          |
|------------|----------|
| . . . .    | P—K Kt 4 |
| 8 B—K Kt 3 | P—K R 4  |
| 9 Kt×Kt P  | . . . .  |

The only other thing to do would be to push the King Rook

Pawn, making room for the imperilled Bishop; but that would furnish a new point of attack, and White would still be at serious disadvantage.

..... P—R 5!

BLACK.



WHITE.

10 Kt × P            P × B  
11 Kt × Q            .....

There seems to be nothing better. If 11 R P × P, Q—K 2; 12 Kt × R, Q—R 2, threatening 13 . . . . Kt—K Kt 5, the matter could hardly turn in White's

favour — and the pretty finish would be missing.

..... B—K Kt 5  
12 Q—Q 2        Kt—Q 5!

This means 13 . . . . Kt—B 6+; 14 P × Kt, Q B × P; with 15 . . . . P (or R) × R P, and mate not far behind — or something similar. Note importance of Black King Bishop—from the seventh move as it were the *fons et origo* of all White King's tribulations.

13 P—K R 3        .....

If he could move his King Bishop Pawn! But, if 13 B P × P, Kt—B 6 (or K 7)+; 14 K—R sq, R (or Kt) × P, mate!

..... Kt—K 7+!  
14 K—R sq        .....

The best thing here would be to give Queen for Knight. It would leave White with a playable, though perhaps inferior, game.

..... R × P+!  
15 P × R            B—B 6,  
                              mate.

No. 60.—RUY LOPEZ (won by O. H. LABONE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3
4 Castles	Kt × P
5 R—K sq	.....

Or 5 P—Q 4, more developing. To that if Black replies 5 . . . . P × P? then 6 R—K sq, (if) P—B 4; 7 Kt × P, intending 8 P—K B 3, gaining the Knight

—or other advantage; for if 7 . . . . B—B 4? then 8 R × Kt+, P × R; 9 Q—R 5+, and takes the Bishop. When White *does* play 5 P—Q 4, Black should reply 5 . . . . Kt—Q 3 or 5 . . . . B—K 2; *not* exchange away his King Pawn, giving good action to White Rook, Knight, and Queen, directly.

..... Kt—Q 3  
6 Kt × P            Kt × Kt

Better 6 . . . . B—K 2, developing; and protecting King from Rook's action.

7 R×Kt+ B—K 2  
8 Kt—B 3 Kt×B

Black should not defer Castling. The penalty of delay is clearly and closely imposed as follows.

9 Kt—Q 5! Castles  
10 Kt×B+ K—R sq  
11 Q—R 5 . . . .

He wants to wind up with 12 Q×R P+ and 13 R—R 5, mate!

. . . . P—K R 3

This has occurred:  
11 . . . . P—K Kt 3; 12 Q—R 6, P—Q 3; 13 R—R 5! P×R;  
14 Q—B 6, mate!

12 P—Q 3 K—R 2

To stop 13 B×P, &c., which would soon prove fatal—it immediately threatening 14 B—Kt 5, mate.

13 B—Kt 5! P—Q 3

Avoiding 14 Kt—B 6 (gaining the Queen), he must lose the Knight. Evidently, 13 . . . . P—K B 3; 14 Q—Kt 6+, K—R sq; 15 B×R P, &c., would be worse for Black—bad as is his case in the text.

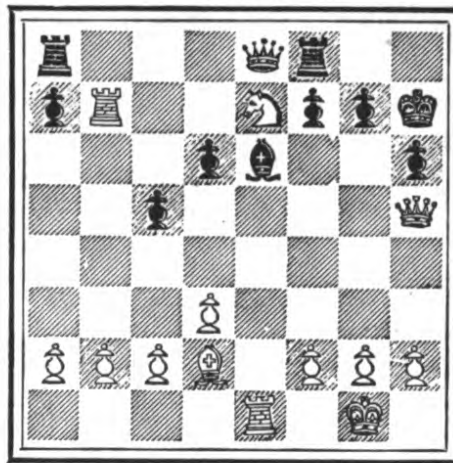
14 R×Kt P—Q B 4  
15 R—K sq B—Q 2?

16 R×Kt P Q—K  
17 B—Q 2 . . . .

Guarding the Rook, as he wants to move his Knight. Of course, with progress already attained, White's winning can be no more than a question of time.

. . . . B—K 3

BLACK.



WHITE.

18 Kt—B 5! Q—B sq  
19 Kt×R P! P—Kt 3

If 19 . . . . P×Kt; 20 Q×RP+, K—Kt sq; 21 B—B 3, there is mate next move unavoidable.

20 Q—R 4 Q×R  
21 Kt—Kt 4+ K—Kt sq

Or 21 . . . . K—Kt 2;  
22 Q—R 6+, K—Kt sq;  
23 Kt—B 6, mate.

22 Kt—B 6+ K—Kt  
23 B—R 6+ K—R sq  
24 B×R, mate.



## No. 61.—ALLGAIER GAMBIT (won by H. W. TRENCHARD).

(Odds Game—Remove White Queen Rook.)

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 P—K R 4	P—Kt 5
5 Kt—Kt 5	P—K R 3
6 Kt×P	K×Kt
7 P—Q 4	. . . .

Making the *Thorold-Allgaier*, from its first being given prominence by the distinguished British player, Mr. E. Thorold. The former usage, 7 B—B 4+, is now justly considered inferior.

. . . .	P—Q 4!
8 B×P	Kt—K B 3
9 Kt—B 3	P×P

Black plays very well—"like a book"—up to this point. Whether he should now take the Pawn thus, or with the Knight, or not at all, is too fine a speculation.

10 B—B 4+	K—Kt 2
11 Castles	B—Q 3
12 B—K 5!	B×B
13 P×B	Q×Q

Perhaps over eager to press his great material superiority, Black does not quite hold his own here. Still, he has his Rook; and, with Queens off, it *should* be fairly plain sailing.

14 P×Kt+!	K—Kt 3
15 R×Q	Kt—B 3
If 15 . . . .	K×P?;
16 Kt—Q 5+,	K moves;

17 Kt×P, Black would lose about all his advantage.

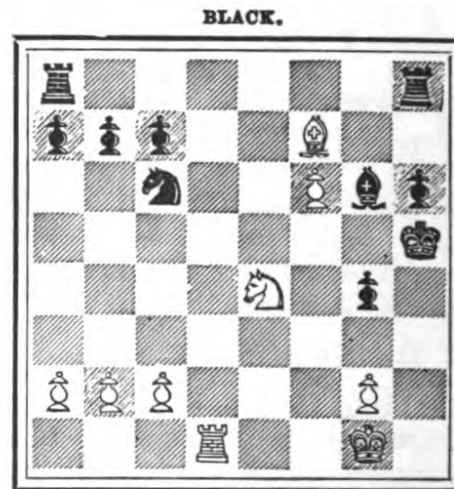
16 Kt×P      B—B 4

17 P—R 5+!      K×P

The King might retire—though it would no doubt be inconvenient. At the next move, however, he should go forward; for in that, curiously enough, would be his sole chance of safety.

18 B—B 7+!      B—Kt 3?

Now we have a very beautiful problem mate, in a half-dozen moves; overlooked by Black when interposing—and no wonder!



WHITE.

19 R—Q 5+!      K—R 5

Putting in the Knight would prolong for that moment only. Now, it is mate in four!

20 P—Kt 3+!      K—R 6

21 R—R 5+!      B×R

22 B—B 4!      Any

23 B—B sq, mate.

No. 62.—GIUOCO PIANO (won by C. E. BERTLIN).

- |            |          |
|------------|----------|
| White.     | Black.   |
| 1 P—K 4    | P—K 4    |
| 2 Kt—K B 3 | Kt—Q B 3 |
| 3 B—B 4    | B—B 4    |
| 4 P—Q 3    | P—Q 3    |

Or 4 . . . . Kt—B 3; probably the best all-round move at this point—to Castle immediately, if advisable.

- 5 Kt—Kt 5 . . . .

A partial or premature kind of attack; liable to be repulsed with loss of force, or position, or both.

- |            |           |
|------------|-----------|
| . . . . .  | Kt—K R 3  |
| 6 P—K R 3  | Castles   |
| 7 Kt—K B 3 | . . . . . |

Two moves of this Knight go for less than nothing. Sometimes "lost moves" may be good, if they inveigle the adversary into rash enterprise; but rarely,—or rather only—when based on some existing advantage.

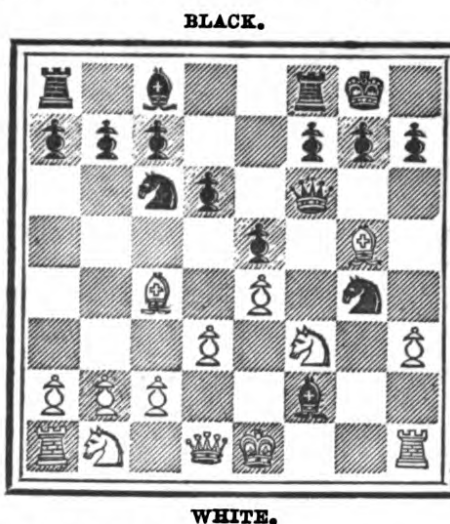
- |            |           |
|------------|-----------|
| . . . . .  | Q—B 3     |
| 8 P—K Kt 4 | . . . . . |

If his King were safe, this would be very good. Black Knight is in jeopardy. He must bestir himself, or be stirred.

- |            |           |
|------------|-----------|
| . . . . .  | Kt×P!     |
| 9 B—K Kt 5 | . . . . . |

If 9 P×Kt, then 9 . . . . . B×Kt P; 10 (if) Q Kt—Q 2, Kt—Q 5; and Black recovers the Knight, with obvious advantage.

- |                |                              |
|----------------|------------------------------|
| . . . . .      | B×P+!                        |
| Or 9 . . . . . | Kt×P; a certain superiority. |



- 10 K—K 2 . . . . .

The King might go to Q 2, avoiding the following forced exchanges. But, then, after 10 . . . . . Q—Kt 3; 11 P×Kt, B×P; what could he do? Black threatening 12 . . . . . Kt—Q 5; or 12 . . . . . B×Kt, and 13 . . . . . Q×B, checking?

- |             |           |
|-------------|-----------|
| . . . . .   | Kt—Q 5+!  |
| 11 Kt×Kt    | Q×B       |
| 12 Kt—B 5   | B×Kt      |
| 13 P×B      | Kt—K 6!   |
| 14 Q—Q B sq | Q—Kt 7!   |
| 15 K—Q 2    | . . . . . |

Loss of force is almost enormous—practically equivalent to checkmate.

- |              |   |
|--------------|---|
| . . . . .    | Kt×B+   |
| 16 P×Kt      | B—Q 5+!   |
| 17 Resigns.  | Because, e.g.,                                  |
| 17 K—Q 3,    | Q—B 6+; 18                                      |
| K—Q 2,       | B—K 6+; 19                                      |
| K—K sq,      | Q×R+; with                                      |
| 20 . . . . . | Q×Q, &c. A curious and instructive little game. |

No. 63.—KING'S BISHOP'S GAME (won by CHAS. PLATT).

- |         |          |
|---------|----------|
| White.  | Black.   |
| 1 P—K 4 | P—K 4    |
| 2 B—B 4 | Kt—K B 3 |
| 3 P—Q 3 | P—B 3    |

Black wants to "establish a centre;" a proceeding of questionable value. On the whole, either 3 . . . . Kt—B 3, or 3 . . . . B—B 4, as in the ordinary *Giucoco*, is preferable.

- 4 Kt—K B 3 . . . .

For 4 Q—K 2 would give Black pause in his 4 . . . . P—Q 4. As it goes, if White checks at 6 (instead of retreating Bishop), the reply would be 6 . . . . B—Q 2; and the advanced centre Pawns would be perfectly safe.

- |            |          |
|------------|----------|
| . . . .    | P—Q 4    |
| 5 P×P      | P×P      |
| 6 B—Kt 3   | Kt—B 3   |
| 7 Q—K 2    | B—K Kt 5 |
| 8 Castles. | . . . .  |

Or, better, 8 P—K R 3, which is not so good after Castling.

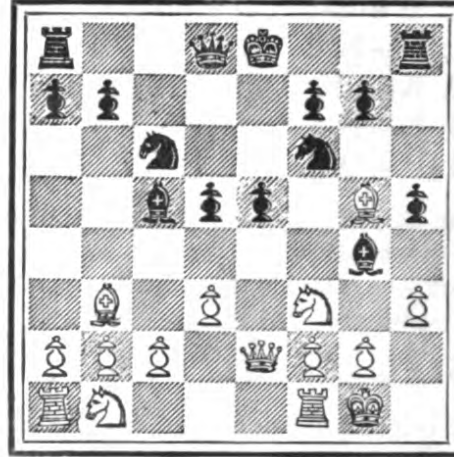
. . . . B—Q B 4  
If 8 . . . . P—K 5; 9 P×P, P×P; 10 Q—K 3, the White Knight would be in no danger, Black would gain nothing by 10 . . . . B×Kt, &c., and his King Pawn might be easily lost.

- 9 B—Kt 5? P—K R 3!  
10 P—K R 3 . . . .

The Bishop should retreat—or take the Knight, which, by the way, he should not have attacked, in view of these most necessary alternatives. As the affair actually stands, Black may win a Piece by 10 . . . . B×Kt, &c., but he plays a nobler game.

- . . . . P—K R 4

BLACK.



WHITE.

- |           |         |
|-----------|---------|
| 11 P×B    | P×P     |
| 12 Kt×P   | Kt—Q 5! |
| 13 Q—K sq | . . . . |

No use 13 B—R 4+, Black King simply going to B sq. If 13 Q—K 3, of course, 13 . . . . Kt—B 6+; and the Queen would be lost for Bishop and Knight—not so bad a bargain, with a Piece already in hand. Besides, there is 13 Q—Q 2, a comparatively good move. But he *will* discover a check—and the tale is soon told.

- . . . . Kt—K 5!

Excellent! If 14 P×Kt, Q×B; Black Queen would soon reach the King Rook file, winning.

- |              |          |
|--------------|----------|
| 14 B×Q       | Kt—Kt 6! |
| 15 Kt—Kt 6 + | . . . .  |

If 15 P×Kt, then 15 . . . . Kt—B 6 (or K 7), mate! and 15 . . . . R—R 8, mate, threatens. O, those terrible open files! An exciting and amusing finish.

- |         |           |
|---------|-----------|
| . . . . | Kt—K 7 +! |
| 16 Q×Kt | Kt×Q,     |
|         | mate.     |

No. 64.—KING'S BISHOP'S GAME (won by HORWITZ).

White.	Black.	11 Q×B	Q—Kt 5+
1 P—K 4	P—K 4	12 B—Q 2	Q×K B
2 B—B 4	Kt—K B 3		
3 Kt—Q B 3	P—Q Kt 4		

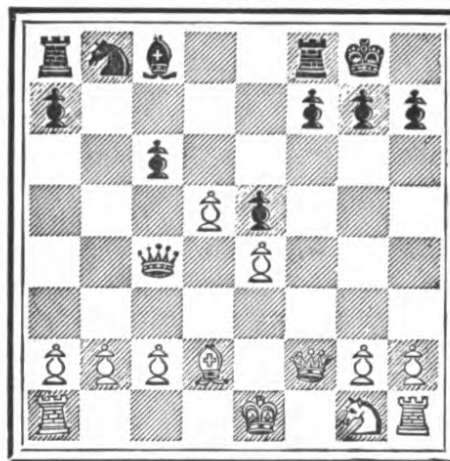
Offering a sort of lefthanded *Evans*. Horwitz, the great master of end games, was an extraordinarily fanciful and ingenious player.

4 B×Kt P	B—B 4
5 P—Q 3	P—B 3
6 B—Q B 4	Q—Kt 3
7 Q—K 2	P—Q 4
8 P×P	Castles
9 Kt—K 4	.....

This Knight was already doing good service, and should not have been put to exchange here; exposing King to check, and enabling Black to give play to his Rook, with later advance of his King Bishop Pawn. 9 Kt—B 3 would have been unobjectionable, with a view to Castling.

.....	Kt×Kt
10 P×Kt	B×P+!

BLACK.



WHITE.

13 Q—B 3 P—K B 4!

He does not want the Queen Bishop Pawn—though he could take it safely. Mark his design.

14 P×K B P	B×P
15 Q—K Kt 3	Q—B 8+!
16 K×Q	B—Q 6+!
17 K—K sq	R—B 8,
	mate.

No. 65.—QUEEN'S GAMBIT DECLINED (won by STANLEY).

White.	Black.	.....	Kt—K B 3
1 P—Q 4	P—Q 4	4 Kt—K B 3	Kt—B 3
2 P—Q B 4	P—K 3		
3 P—K 3	.....		

Or the now more usual, 3 Kt—Q B 3. This Pawn advances later; just as well; the Queen Bishop being meanwhile free to play on King side—if advisable.

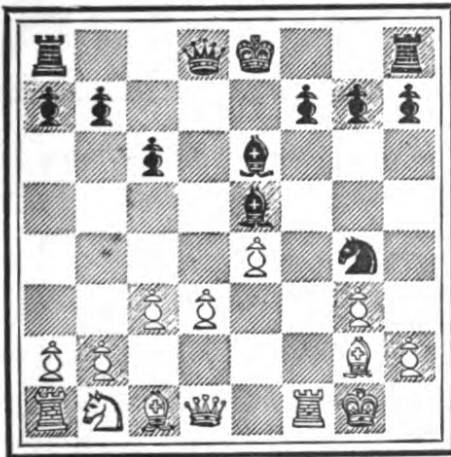
And Black may better defer this move of the Knight until he has advanced his Queen Bishop Pawn two squares; or if, as some prefer, that Pawn goes only one square, then the Knight comes out *via* Q 2. But this might make an opening very similar to the present one for Black.



7 Q—R 4 +!, Kt—B 3; 8 Kt × Kt, and Black cannot check at R 5 to any good purpose! There are many versions of this, but White's check with Queen on the one side is a perfect set-off to his adversary's intended or actual check with Queen on the other. On principle, however, 6 . . . Kt—Q B 3 should be preferred to this move of the Bishop; for, except as precluding the check, the Bishop is no better placed than it was at home.

- |            |          |
|------------|----------|
| 7 P—K Kt 3 | Kt—Q B 3 |
| 8 B—Kt 2   | Q Kt—K 4 |
| 9 Kt × Kt  | B × Kt   |
| 10 Castles | P—Q B 3  |
| 11 P—K 4   | B—K 3    |

BLACK.



WHITE.

Now we see that had Black played 6 . . . Kt—Q B 3, he might have spared one of the moves of this Bishop. At least, that was the *probability*—a more forward development in preferring the move of the Knight.

- 12 P—Q 4      Kt × R P

A tempting but really unsound sacrifice; a sort of thing not *always* practically unwise.

- 13 K × Kt      . . . .

For even here is a mistake of his opponent, looking like a very natural consequence. He should not take the Knight now, but the Bishop, and all would be well with him.

- |            |           |
|------------|-----------|
| . . . .    | Q—R 5 +!  |
| 14 K—Kt sq | B × Kt P! |
| 15 R—B 5   | . . . .   |

The Rook should go to B 3, to interpose at Q 3. With this White's affairs become desperate.

- |           |           |
|-----------|-----------|
| . . . .   | Q—R 7 +!  |
| 16 K—B sq | B—QB 5 +! |

17 Resigns. For loss of Queen and, of course, the game, is inevitable.

No. 67.—GIUOCO PIANO (won by MAJOR HANHAM).

- |           |          |
|-----------|----------|
| White.    | Black.   |
| 1 P—K 4   | P—K 4    |
| 2 P—Q 3   | Kt—K B 3 |
| 3 P—Q B 3 | . . . .  |

White opens very softly indeed; perhaps in order to mystify his opponent. In the ordin-

ary Piano game he would have a Piece or two already in the field.

- |            |       |
|------------|-------|
| . . . .    | B—B 4 |
| 4 Kt—K B 3 | P—Q 3 |
| 5 Q—B 2    | B—K 3 |

Inferior to 5 . . . . Kt—B 3, delaying advance of White's

Queen Pawn. As a general rule Knights should be brought out before Bishops; because their employment may not be so varied in the opening.

6 B—K 2 Castles.

Again, better 6 . . . . Kt—B 3; no occasion to castle. No danger at all to King, while bringing another Piece into good play, and for the time preventing White's advance in the centre.

7 P—Q 4! P×P  
8 P×P B—Kt 3  
9 Kt—B 3 P—K R 3  
10 Castles P—Q 4

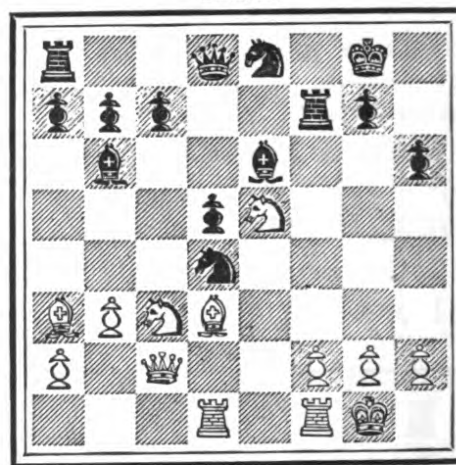
See how little Black thinks of his idle Knight and Rook, judging from his needless employment of these Pawns.

11 P—K 5 Kt—K sq  
12 P—Q Kt 3! P—K B 3  
13 B—R 3 R—B 2  
14 B—Q 3 Kt—B 3  
15 Q R—Q sq P×P

16 Kt×K P! Kt×P

Owing perhaps to his belated appearance on the scene, the Black Knight tries to do too much—in a hurry. He should exchange without prejudice. This is a fatal capture; mate in four follows.

BLACK.



WHITE.

17 B—R 7+! K—R sq  
18 Kt—Kt 6+! K×B  
19 Kt—B 8+! K moves  
20 Q—R 7, mate.

### No. 68.—PHILIDOR DEFENCE (won by GOLDSMITH).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 3
3 P—Q 4	P—K B 4

Too risky for Black. He should take the Pawn.

4 P×K P	B P×P
5 Kt—Kt 5	P—Q 4
6 P—K 6!	B—B 4
Or 6 . . . . Kt—K R 3;	
scarcely any better.	
7 Kt—Q B 3 . . . .	

Stronger than 7 Kt—B 7, to gain the exchange. To that Black would reply 7 . . . . Q—B 3, threatening mate; with result that he would take advanced Pawn and Knight for his Rook—and have a good position.

. . . . Q—B 3

Also in favour of White: 7 . . . . P—K 6; 8 B×P!, B×B; 9 Kt—B 7, Q—R 5; 10 P—K Kt 3, B×P+; 11 K×B, Q—B 3+; 12 Q—B 3, &c.; or 7 . . . . P—B 3; 8 Kt—B 7, Q—Kt 3; 9 Q—

Q 2, &c.—though Black will have a Pawn, and a pretty good position, for “the exchange.”

8 B—Kt 5+! . . . .

Or 8 K Kt×K P!, P×Kt; 9 Q—R 5+, and 10 Q×B,—with advantage to White.

. . . . . P—B 3  
9 Castles! B×K P

If 9 . . . . P×B; 10 Kt×Q P, Q—Q sq; 11 Kt—K B 7, the attack would be deadly.

10 B—Q B 4! P—K 6

If he now takes the Bishop, of course 11 Q Kt×P recovers the Piece—with much advantage in position.

11 Q Kt—K 4! P×Kt  
12 Kt×B P×P+  
13 K—R sq B—Kt 3



14 B—K Kt 5! Q—Kt 3  
15 R×P! Kt—Q 2

If he takes Rook—mate in two. Everything is bad; but with this White mates in four.

16 Q×Kt+! K×Q  
17 Q R—Q sq+ B—Q 5  
18 R×B+ K moves  
19 R—Q (or B) 8, mate.

No. 69.—EVANS GAMBIT (won by MORPHY).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P
5 P—B 3	B—R 4
6 P—Q 4	P×P
7 P—K 5	. . . . .

He should develop, 10 B—R 3. But, anyway, the defence would be easily sufficient.

. . . . . Castles!  
11 B—Q 3 B—B 4

Giving up the exchange purposely. All his Pieces come to work freely together, and he secures a considerable preponderance in Pawns.

Too soon for this; he should Castle.

. . . . . P—Q 4  
8 P×P e.p. Q×P  
9 Castles K Kt—K 2  
10 Kt—Kt 5 . . . . .

12 B×B Kt×B  
13 B—R 3 Q—Kt 3  
14 B×R Q×Kt!  
15 B—R 3 P×P  
16 B—B sq . . . . .

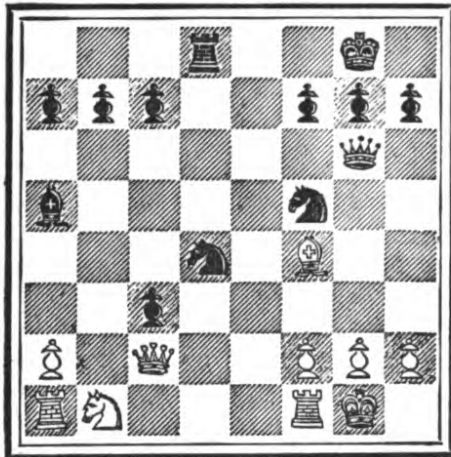
Nor is this good for White.



To bring this Bishop round to the other side—where danger impends.

..... Q—Kt 3  
 17 B—B 4 R—Q sq!  
 18 Q—B 2 Q Kt—Q 5!

BLACK.



WHITE.

19 Q—K 4 Kt—K Kt 6!  
 20 Q×Q Q Kt—K 7,  
 mate.

Here are some variations on White's 19 Q—K 4 which are interesting: (A) 19 R—Q sq, Kt—K 6!; 20 Q×Q, Kt—K 7+!; 21 K—R sq, R×R, mate. (B) 19 Q—R 4, P—Kt 4!; 20 Q×B, Kt—K 7+; 21 K—R sq, Kt×B: 22 R—Kt sq. (C), R—Q 8!; 23 P—Kt 3, Q—B 3+; 24 P—B 3, Q×P, mate; or (C) 22 P—Kt 3, Q—B 3+; 23 P—B 3, Q×P+!; 24 R×Q, R—Q 8+; 25 R—B sq, R×R, mate. One of the neatest "bits of Morphy" extant!

No. 70.—SCOTCH GAME (won by G. E. H. BELLINGHAM).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 Kt×P	Q—R 5
5 Kt—Q B 3	B—Kt 5
6 Kt—Kt 5	Q×K P+
7 B—K 2	B×Kt+
8 Kt×B	Q×Kt P

This game may be usefully compared with No. 9. The Pawn here taken proves a troublesome acquisition.

9 B—B 3	Q—Kt 3
10 Kt—Kt 5	K—Q sq
11 B—B 4	P—Q 3
12 Q—Q 2	K Kt—K 2

13 Castles Q R! Kt—B 4

To strengthen the King's defences. If *e.g.* 13 . . . . P—Q R 3; 14 Kt×B P, K×Kt; 15 B×P+, K—Q sq (15 . . . . K—Kt 3? 16 Q—K 3+, and mates shortly); 16 B—B 5+, K—K sq!; 17 KB×Kt+, Kt×B!; 18 K R—K sq., with probable 18 . . . . B—K 3 and 19 Q—Q 7, mate! Or, suppose 13 . . . . B—Q 2; 14 Kt×B P, K×Kt; 15 B×P+, K—B sq; 16 QB×Kt, &c., Black could hardly save himself. In such cases, King in centre, unable to Castle, there is, as it were, a division of forces directly inviting disaster.

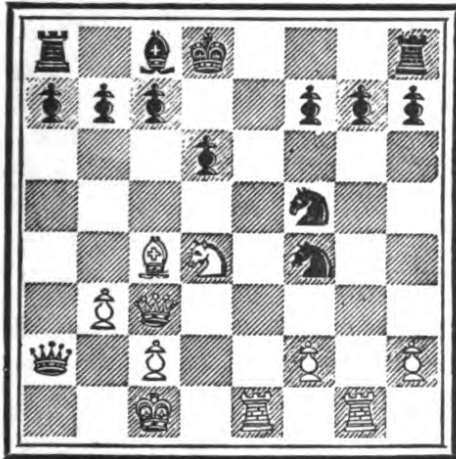
14 K R—Kt sq Q—K 3

15 B—Q 5      Q—Q 2  
 16 Q R—K sq    Q Kt—K 2  
 17 B—B 4      Kt—Kt 3  
 18 Kt—Q 4      Q—R 5

Exchanging might afford some relief. It is not advisable to reach for another Pawn in these threatening circumstances.

19 P—Kt 3!    Q×R P  
 20 Q—B 3      Kt×B?

BLACK.



WHITE.

21 R×P!    Kt×R

Instead of taking Rook immediately, he should check at R 6, gaining time to interpose Queen at B 4, against simple discovered check, later. Now follows a pretty mate in four; whereas White's way would not be so easy, with Black Queen available, as suggested. For example,—21 . . . . Q—R 6+; 22 K—Kt sq, Kt×R; 23 Kt—B 6+, K—Q 2 (else 24 Q—B 6+, &c.); 24 R—K 7+, K×Kt; 25 B—Q 5+!, K—Kt 4!; 26 Q—B 4+, K—R 4!; 27 Q×P+, P—Kt 3!; 28 Q—B 3+, K—R 3!; and White, being unable to force the mate, would be compelled to draw.

22 Kt—B 6+!    K—Q 2

If he takes, of course Queen checks and mates next move.

23 R—K 7+!    K×Kt

24 B—Q 3+!    K—Q 4

25 B—K 4, mate. Or, 24 . . . . K—Kt 3; 25 Q×P, mate.

No. 71.—KIESERITZKY GAMBIT (won by P. RICHARDSON).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 P—K R 4	P—Kt 5
5 Kt—K 5	P—K R 4

Either 5 . . . B—Kt 2 or 5 . . . Kt—K B 3 would be stronger. Compare Nos. 13 and 15. In the former, *Salvio Gambit*, White Bishop goes out to Q B 4, while the Rook Pawn stops at home; in the latter, *Allgaier Gambit*,

White Knight goes to Kt 5, and is afterwards sacrificed; in all, three very different kinds of game.

6 B—B 4	Kt—K R 3
7 P—Q 4	P—Q 3
8 Kt—Q 3	Q—B 3
9 P—K 5	P×P
10 P×P	Q—K Kt 3
11 Kt×P	Q—K 5+
12 Q—K 2	Q×Q+
13 Kt×Q	Kt—B 4

He might now devote his

attention to the King Pawn, by way of diversion; so that 13 . . . Kt—B 3, with perhaps 14 . . . B—Kt 2, is indicated. Although the Queens are gone, the contest, especially towards the finish, is very interesting.

14 B—B 4      Kt—B 3  
 15 Q Kt—B 3    B—K 2  
 16 P—K Kt 3    K Kt—Q 5  
 17 Kt×Kt        Kt×Kt  
 18 Castles Q R   B—Q B 4

This Bishop does not improve his position. The Knight should retire to K 3; then if 19 Kt—Kt 5, threatening 20 B×Kt, &c., the Bishop could defend at Q sq, without much amiss. But no doubt the advantage must be conceded to White, all his forces being available, ready for the fray.

19 Kt—K 4!    B—Kt 3  
 20 Kt—B 6+    K—B sq

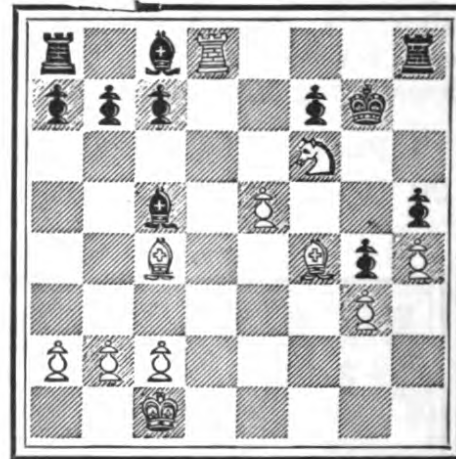
If otherwise, then 21 P—B 3, or 21 Kt—Q 5+, K moves; 22 Kt×B, &c., winning the Knight. Now comes the brilliancy:

21 R×Kt!      B×R  
 22 R—Q sq!    B—Q B 4

No good in 22 . . . P—B 4. For then 23 P—B 3, &c., winning the Bishop, or perhaps as follows.

23 R—Q 8+    K—Kt 2

BLACK.



WHITE.

24 B—R 6+!    K×B  
 25 R×R+        K—Kt 2

He might escape immediate mate only with loss of Rook. Thus, 25 . . . K—Kt 3; 26 B—Q 3+, K—Kt 2; 27 R—R 7+, K—B sq; 28 B—B 4!, K—K 2; 29 R—R 8!; B—K 3, &c.

26 R—R 7+    K—Kt 3!  
 27 B×P+!     K—B 4  
 28 R×P, mate.

### No. 72.—GIUOCO PIANO (won by PERIGAL).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—B 3	P—Q 3

The more energetic 4 . . . . Kt—B 3 is perfectly safe, and stronger; especially in prospect of advance of White Queen Pawn, attacking the Bishop. Its ad-

vantages are,—(1) It makes ready for Castling. (2) Reserves the option of playing the Queen Pawn two squares at once, in certain likely circumstances; and (3) Puts White somehow on the defensive, as to his King Pawn,—while it is *generally* a good move; the *early* employment of the King Knight being almost necessary in this kind of game.

5 Castles . . . . .

According to what has been said, White should defer Castling for some time, when he plays 4 P—B 3 in this opening. He should continue 5 P—Q 4, establishing a centre while he may, and to prevent the real attack from passing to his opponent—generally somewhat as follows.

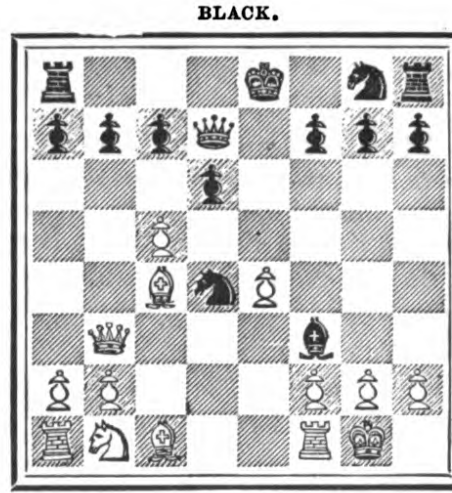
. . . . . B—K Kt 5!  
 6 P—Q 4? P×P  
 7 Q—Kt 3 Q—Q 2

Or, 7 . . . . . B×Kt; 8 B×P+, K—B sq; 9 B×Kt, R×B; 10 P×B, P—K Kt 4, &c. Black can allow his Bishop Pawn to be taken, for sake of breaking up White King's defending Pawns, and the strong counter attack he can set up immediately afterwards.

8 P×P B×Kt!  
 9 Q P×B . . . . .

Far better 9 Q×B, submitting to loss of a Pawn. White is in a bad way now, and never has a chance of recovery.

. . . . . Kt—Q 5!



10 Q×P . . . . .

The only move to seriously prolong the struggle would be 10 B—K 6, hindering the terrible 10 . . . . . Q—Kt 5. With this his doom is sealed.

. . . . . Q—Kt 5!  
 11 Q×R+ K—K 2  
 12 B—Kt 5+ Kt—K B 3!  
 13 P×P+ K—Q 2!  
 14 P—K Kt 3 Q—R 6!  
 15 P×P Q—Kt 7,  
 mate.

No. 73.—RUSSIAN DEFENCE (won by COCHRANE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 Kt×P	P—Q 3!
4 Kt×P	. . . . .

Cochrane's own attack; brilliantly daring but unsound.

. . . . . K×Kt  
 5 B—B 4+ B—K 3

There is unnecessary danger to

King in consequence of this. It is a good general principle to exchange, on occasion, when you have the superior force; but it is a principle easily overstrained, and to be cautiously applied, especially where the King is immediately concerned in the transaction. Therefore, 5 . . . . . P—Q 4; 6 P×P (nothing better), B—Q 3! Then Black Rook could be brought out, and the King got into safety; and the

Piece would be more than a match for the three Pawns.

6 B×B+      K×B  
7 Castles      P—B 4?

A futile attempt to deter White from his intended 8 P—Q 4! The King should retire into comparative safety directly, behind the Knight. With that, though at considerable trouble, there would yet be a valid defence.

8 P—Q 4!      P×P  
9 P—Q B 3      . . . .

With this the attack becomes very strong; showing that Black's 7 . . . . P—B 4, preventing the establishment of a centre, was scarcely well judged.

. . . .      P×P

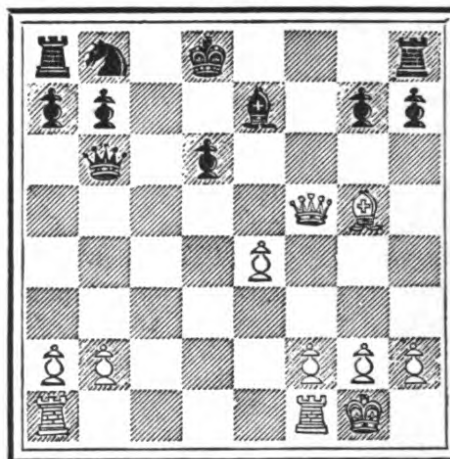
But he might better not take again. 9 . . . . P—Q 6 would gain a little time, in which he might consider ways and means for safety of his King.

10 Kt×P      Q—Kt 3  
11 Kt—Q 5!      Kt×Kt  
12 Q×Kt+      K—Q 2  
13 Q—K B 5+      K—Q sq

If 13 . . . . K—B 2; 14 B—K 3, with probable 15 Q R—B sq+, or 15 Q—B 7+, &c., Black would be in at least equally bad case. He has no good refuge for the King:

14 B—Kt 5+      B—K 2

BLACK.



WHITE.

15 P—K 5!      Kt—Q 2  
16 Q R—Q sq      B×B  
17 Q×B+      K—B sq  
18 R×P      Q—Kt 4  
19 R—B sq+      K—Kt sq  
20 Q×P      R—Q B sq

Vainly trying to save the Knight. Of course, if 20 . . . . R—Q sq; 21 Q—K 7, or 21 P—K 6, &c., it would be lost almost just the same. Or, if 20 . . . . Q×K P; 21 Q×Kt, &c., with two Pawns to the bad, and his Rooks separated, Black would have little chance.

21 R×R+      K×R  
22 P—K 6!      Kt—K 4  
23 Q—B 8+      K—B 2  
24 Q—K 7+, and wins.

#### No. 74.—TWO KNIGHTS DEFENCE (won by BODEN).

White.	Black.	4 Kt—Kt 5	P—Q 4!
1 P—K 4	P—K 4	5 P×P	Kt×P
2 Kt—K B 3	Kt—Q B 3		
3 B—B 4	Kt—B 3		

An extremely risky game for Black. Now 5 . . . Kt—Q R 4

is considered altogether preferable, a strong counter attack for the Pawn.

6 Kt × P            K × Kt  
7 Q—B 3 +        K—K 3

Compare No. 73. There Black King's difficulty is somewhat similar, too much danger from his forward adventure early in the battle.

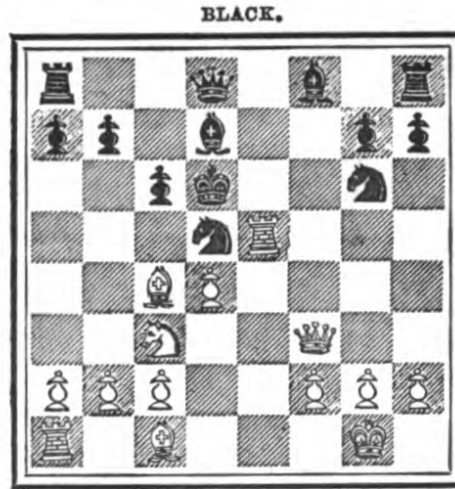
8 Kt—B 3            Q Kt—K 2

Or 8 . . . Kt—Kt 5; 9 Q—K 4, &c.; at least equally unsatisfactory for Black.

9 Castles            P—B 3  
10 R—K sq          B—Q 2

This only hampers his King still more; an example of false development.

11 P—Q 4!          K—Q 3  
12 R × P            Kt—K Kt 3?



13 Kt × Kt!          Kt × R  
14 P × Kt +          K—B 4

If 14 . . . K × P? then, 15 Q—B 4+, K—K 3; 16 Kt—B 7+, K—K 2; 17 Q—K 5+, and mate next move. Or if 14 . . . K—K 3? then, 15 Kt—B 7+, and 16 Q—B 4 or 7, mate. As it is, forced mate in three follows.

15 Q—K 3+!          K × B  
16 Q—Q 3+!          K—B 4  
17 P—Kt 4 (or B—K 3), mate.

No. 75.—RUSSIAN DEFENCE (won by KIESERITZKY).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 Kt × P	Kt × P

He should first drive off the Knight by 3 . . . P—Q 3. Compare No. 17, in which the attack is shaped in another manner.

4 Q—K 2!          Q—K 2

If Black Knight retires, then,

of course, 5 Kt—B 6+, and Queen is lost. Or if 4 . . . P—Q 4; 5 P—Q 3, Q—K 2 (must—or Knight is lost); 6 P × Kt, Q × Kt; 7 P × P, &c., White gains a Pawn.

5 Q × Kt            P—Q 3  
6 P—Q 4            P—K B 3  
7 P—K B 4          . . . .

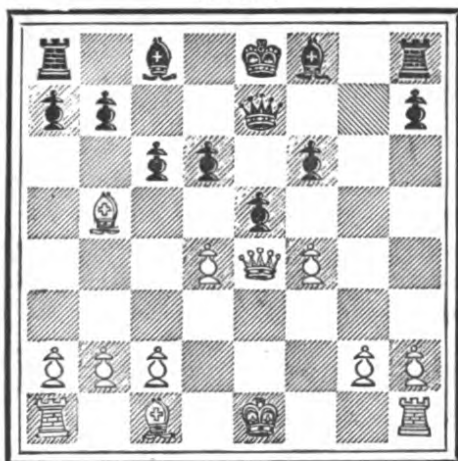
The question is as to a Pawn; for, naturally, the Knight must be returned.

..... Kt—Q 2  
 8 Kt—Q B 3 B P × Kt!  
 9 Kt—Q 5 .....

A move too soon, rather. He might play 9 B P × P, clearing file and diagonal for King Rook and Queen Bishop, with more advantage.

..... Kt—B 3!  
 10 Kt × Kt P × Kt  
 11 B—Kt 5+ P—B 3

BLACK.



WHITE.

Meaning the sacrifice following. Less correct, however, than 11 . . . K—Q sq; with equal forces, if somewhat inferior position.

12 B × P+ P × B  
 13 Q × P+ K—B 2!  
 14 Q × R Q B—Kt 2  
 15 Q × P .....

Here is White's great mistake. He should play 15 Q—Kt 8, in order to retire Queen for defence. Thus, 15 Q—Kt 8, P × Q P+; 16 K—Q sq!, B × Kt P; 17 Q—Kt 3+!, and probably 18 R—K sq, with advantage. But if (in reply to 15 Q—Kt 8) Black plays 15 . . . B—K Kt 2; then 16 Q × R P is good, the temporary closing of the King Knight file to Black Rook making *much* difference.

..... P × Q P+  
 16 K—B 2 R—Kt sq!  
 17 R—K Kt sq Q—K 5!  
 18 P—K Kt 3 .....

It is all past remedy. *E.g.*, 18 B—Q 2, R × P+; 19 R × R, Q × R+; 20 K—K sq, Q—Kt 8+; 21 K—K 2, P—Q 6+; and White Queen is lost directly.

..... Q × Q B P+  
 19 K—B sq .....

Or 19 K—K sq, Q—K 5+; 20 K moves, B—Kt 2, &c., Black checking mainly to support his Queen Bishop.

..... Q—Q 8+!  
 20 K—B 2 Q—B 6+  
 21 K—K sq B—Kt 2!  
 22 Q × P R—K sq+  
 23 K—Q 2 R—K 7+  
 24 K—Q sq R—K B 7+  
 25 K—K sq Q—K 7,  
 mate.

No. 76.—SICILIAN DEFENCE (won by BODEN).

White.	Black.
1 P—K 4	P—Q B 4
2 Kt—K B 3	P—K 3

Better 2 . . . Kt—Q B 3. This Pawn need not move so soon—perhaps not till much later in the game.

3 P—Q 4	P—Q 4
4 K P×P	K P×P
5 B—Q 3	Kt—Q B 3
6 P×P	B×P
7 Castles	P—K R 3

Unnecessary—and affording a point of attack on his King after he is Castled.

8 Kt—B 3	Kt—B 3
9 B—K B 4	Castles
10 Q—Q 2	B—K Kt 5

Opening a line of attack to adverse Rook, and thus making a bad matter worse—that is, supposing the exchange actually following.

11 B×P!	B×Kt?
---------	-------

He might try 11 . . . P×B; 12 Q×P, Kt—Q 5; and then, if 13 Kt—K Kt 5, he could reply 13 . . . Kt (or B)—B 4; so that White might possibly be induced

to draw by perpetual check—  
13 Q—Kt 5+, K—R sq;  
14 Q—R 6+, K—Kt sq;  
15 Q—Kt 5+, &c. Now comes a very curious ending.

12 P×B	Kt—K 4
--------	--------



**WHITE.**

13 K—R sq!	Kt×P
14 R—K Kt sq!	Kt×Q
15 B×P	B×P?

A decisive mistake. He should play 15 . . . K Kt—K 5; shutting off the White Bishop. Now mate is inevitable.

16 B×Kt+	B×R
17 R×B,	mate.

No. 77.—QUEEN PAWN OPENING (won by CHAS. PLATT).

White.	Black.
1 P—Q 4	P—Q 4
2 B—B 4	. . . .

A good move, formerly more in vogue than it is at present. Morphy used to answer 1 P—Q 4

by 1 . . . P—K B 4; much avoiding the *kind* of attack which follows.

. . . .	P—K 3
3 Kt—K B 3	B—Q 3
4 B×B	Q×B



5 Q Kt—Q 2! Kt—K B 3  
 6 P—K 3 Castles  
 7 B—Q 3 P—B 4  
 8 P—B 3 P—B 5

Of course White Bishop does not seriously modify his aggressive attitude towards Black King by reason of this advance. It is to really modify his dangerous action upon the Castled King's position that 1 . . . . P—K B 4 is chiefly recommended — or, rather, that this move was used by Morphy, in some of his most important contests, as before mentioned.

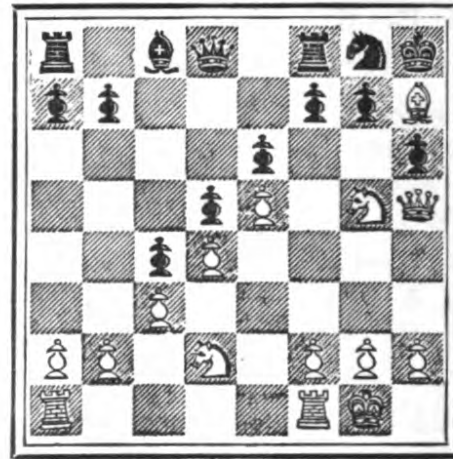
9 B—B 2 Kt—B 3  
 10 Castles Kt—K 2?  
 11 P—K 4! Q—Q sq

He might better have played 10 . . . . P—Q Kt 4; so as to post Bishop at Kt 2, after exchanging at this stage. As it is, he should exchange. For, with King Knight driven back, sufficient force for defence of his King is hardly available.

12 P—K 5! Kt—Q 2  
 13 Kt—Kt 5 P—K R 3  
 14 B—R 7+ K—R sq

15 Q—R 5! Kt—K Kt sq

BLACK.



WHITE.

16 Q Kt—B 3! P×Kt?

A fatal mistake! Why not 16 . . . . Q—K 2; leaving White to do his best—or worst? The termination is peculiarly instructive.

17 B×Kt+! K×B  
 18 Kt×P! R—K sq  
 19 Q×P+! K—R sq  
 20 Q—R 5+ K—Kt sq  
 21 Q—R 7+ K—B sq  
 22 Q—R 8+ K—K 2  
 23 Q×P, mate.

No. 78.—GIUOCO PIANO (won by A. J. MACKENZIE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—B 3	Kt—B 3!
5 P—Q 4	P×P
6 P—K 5	P—Q 4!
7 P×Kt	. . . .

The better continuation is 7 B—Q Kt 5, Kt—K 5; 8 P×P, &c. As it actually goes, Black defends easily; and develops quickly and effectively in the process.

. . . .	P×B
8 Q—K 2+	B—K 3
9 P×Kt P	R—K Kt sq

10 B—Kt 5 Q—Q 4!  
 11 B—B 6? P—Q 6!  
 12 Q—Q sq Q—B 4  
 13 B—R 4 Q—K 5+  
 14 K—B sq R×P  
 15 P—K R 3 . . . .

20 Q—R 4 B×R P!

This does not help, as will be seen presently. But White is already defending with difficulty.

. . . . Q—Kt 3  
 16 R—Kt sq . . . .

If 16 B—Kt 3, then 16 . . . . B×B P! And see further, when the Rook Pawn is taken, how its movement injuriously affects White's position.

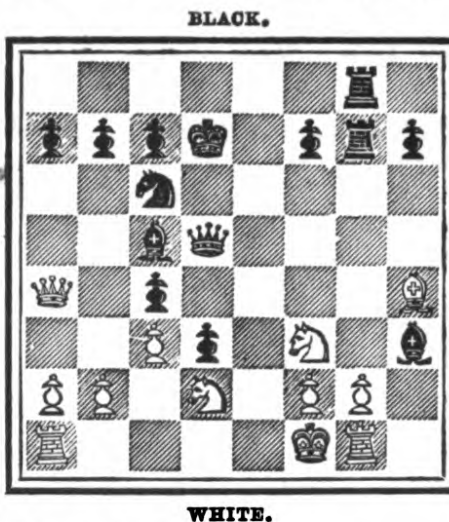
. . . . K—Q 2

Now Black is as good as Castled. His Queen Rook comes into powerful action almost immediately.

17 Q—R 4? Q—K 5!

Retorting White's threatened 18 Kt—K 5+,—with interest!

1 — Q 3!  
 19 Q Kt—Q 2 Q—Q 4



21 P×B? . . . .

And here Black announced mate in *nine* moves, as follows: 21 . . . . R×R+; 22 Kt×R, Q—Kt 7+; 23 K—K sq, Q×Kt+; 24 Kt—B sq, R—K sq+; 25 B—K 7, R×B+; 26 K—Q 2, R—K 7+; 27 K—B sq, Q×Kt+; 28 Q—Q sq, R—B 7+; 29 K—Kt sq, Q×Q, mate!

No. 79.—QUEEN'S GAMBIT DECLINED (won by G. E. H. BELLINGHAM).

White.	Black.
1 P—Q 4	P—Q 4
2 P—Q B 4	P—K 3
3 Kt—Q B 3	Kt—K B 3
4 B—B 4	B—Q 2

Anticipating White's probable Kt—Q Kt 5, but scarcely necessary; or . . . . P—Q R 3 would

do at least as well, with better employment of Bishop.

5 P—K 3	B—K 2
6 Kt—B 3	P—Q R 3
7 R—B sq!	Castles
8 B—Q 3	Kt—B 3
9 Q—K 2	P×P
10 K B×B P	R—B sq

- 11 Castles Kt—K R 4?  
 12 B—K Kt 3 Kt×B  
 13 R P×Kt . . . .

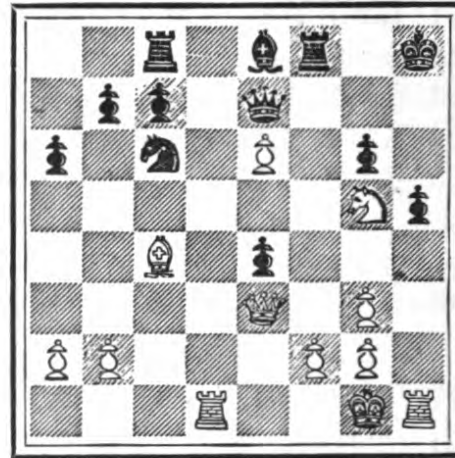
White makes capital use of the file opened here. His conduct of the attack from start to finish leaves nothing to be desired.

- . . . . . K—R sq  
 14 K—R 2! P—B 4  
 15 K R—R sq B—B 3  
 16 K—Kt sq P—K Kt 3  
 17 R—Q sq! Q—K 2  
 18 P—K 4 P—K 4?  
 19 Kt—Q 5! Q—Kt 2  
 20 Kt×B Q×Kt  
 21 P×K P! Q—K 2

Of course he cannot take without loss, his Bishop being unsupported.

- 22 Q—K 3! P×P  
 23 Kt—Kt 5! P—K R 4  
 24 P—K 6 B—K sq

BLACK.



WHITE.

- 25 Kt—B 7+ K—Kt 2  
 If 25 . . . . B×Kt; 26 Q—R 6+, K—Kt sq; 27 P×B+, &c., White's attack would be also overwhelming.

- 26 R×P! R×Kt  
 Here follows a very pretty mate in three!  
 27 Q—R 6+ K—B 3  
 28 R—B 5+! K×R  
 29 Q—B 4, mate.

No. 80.—QUEEN'S FIANCHETTO (won by CHAS. PLATT).

- |         |          |
|---------|----------|
| White.  | Black.   |
| 1 P—K 4 | P—Q Kt 3 |
| 2 P—Q 4 | B—Kt 2   |

- 3 Kt—Q B 3. . . . .

Or, 3 B—Q 3 (with possibility of a "trap," as follows): P—K B 4?; 4 P×P! B×P?; 5 Q—R 5+, P—K Kt 3; 6 P×P, Kt—K B 3; 7 P×P+! Kt×Q; 8 B—Kt 6, mate!

Similar moves of Black on the other wing would make the *King's Fianchetto*. In the *Double Fianchetto* there is a like eccentric posting of both Black Bishops early in the game. In every form the *Fianchetto* theoretically ranks as an inferior "fighting defence" — and it is therefore practically seldom employed.

- |           |          |
|-----------|----------|
| . . . . , | P—K 3    |
| 4 B—Q 3   | B—Kt 5   |
| 5 B—Q 2   | P—Q R 3  |
| 6 P—B 4   | Kt—K B 3 |
| 7 P—Kt 4? | P—Q 4?   |

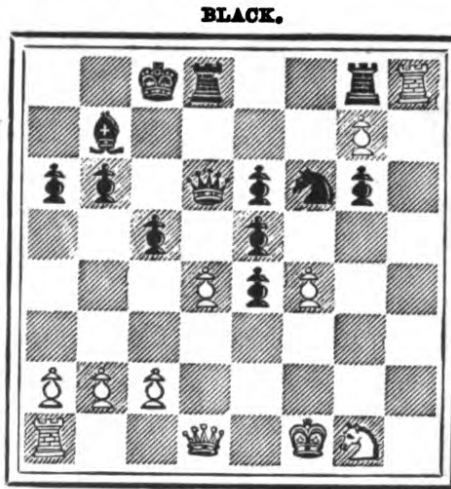
Missing a good opportunity afforded by White's rash advance of the Knight Pawn. For he might now take the Knight (threatening 8 . . . . Kt x K P) with advantage.

- |            |         |
|------------|---------|
| 8 P—K 5    | Kt—K 5  |
| 9 B x Kt   | Q—R 5+  |
| 10 K—B sq  | B x Kt  |
| 11 B x B   | P x B   |
| 12 B—K sq! | Q—K 2   |
| 13 P—K R 4 | . . . . |

Such a forwarding of Pawns is rare in actual play, and still more rarely successful in the result.

- |            |           |
|------------|-----------|
| . . . .    | P—Q B 4   |
| 14 P—R 5   | P—B 3     |
| 15 B—R 4   | Kt—Q 2    |
| 16 P—Kt 5  | P x K P   |
| 17 P—Kt 6  | Q—Q 3     |
| 18 P—R 6!  | R P x P   |
| 19 R P x P | K R—Kt sq |
| 20 B—B 6!  | Kt x B    |
| 21 R—R 8   | Castles.  |

Or 21 . . . . K—B 2. But text is good enough.



- |            |         |
|------------|---------|
| 22 B P x P | Q x Q P |
| 23 Q x Q   | R x Q?  |

Here Black blunders. He should unite his Pawns in the centre, leaving both his Rooks to guard against advent of adverse Pawns to Queen.

- |           |           |
|-----------|-----------|
| 24 P x Kt | Q R—Q sq  |
| 25 R x R! | R x R     |
| 26 P—B 7! | and wins. |

No. 81.—ALLGAIER GAMBIT (won by R. J. BUCKLEY).

- | White.     | Black.   |
|------------|----------|
| 1 P—K 4    | P—K 4    |
| 2 P—K B 4  | P x P    |
| 3 Kt—K B 3 | P—K Kt 4 |
| 4 P—K R 4  | P—Kt 5   |
| 5 Kt—Kt 5  | P—K R 3  |
| 6 Kt x P   | K x Kt   |
| 7 P—Q 4!   | P—Q 4!   |
| 8 B x P    | B—Kt 2   |

Better 8 . . . . Kt—K B 3; compare No. 61. The Bishop may prove of little service at

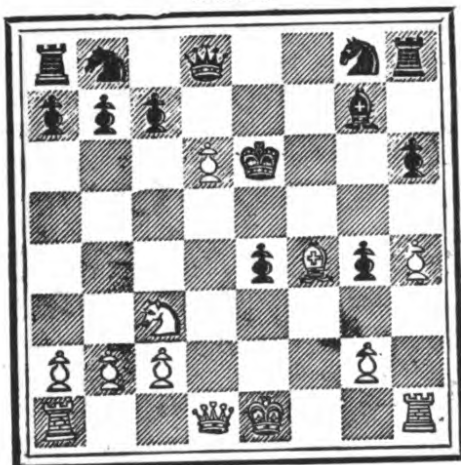
Kt 2; meanwhile closing an important square against his King.

- |            |        |
|------------|--------|
| 9 Kt—B 3   | P x P  |
| 10 B—B 4 + | B—K 3? |
| 11 P—Q 5!  | B—B 4  |
| 12 P—Q 6+! | B—K 3? |

Interposing thus is nearly always bad in this sort of game. It generally means venturing the King into the open field, where he may be directly and fatally assailed by the enemy—as witness what follows.

13 B×B+! K×B

BLACK.



WHITE.

White mates in four moves. And he was conducting fourteen other games on the same occasion—simultaneously!

14 Q—Q 5+ K—B 3

If 14 . . . . K—Q 2; 15 P×P+, &c., the mate is shorter.

15 Kt×P+ K—Kt 3

16 P—R 5+ K—R 2

17 Q—K B 5, mate. A very good example of how Black should *not* use his Bishops in this particular sort of game.

No. 82.—ALAPIN ATTACK (won by Rev. E. E. CUNNINGTON).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K 2	. . . .

Advocated by the Russian master, Alapin—hence the title. On general principles, however, 2 Kt—K B 3 is unquestionably superior.

. . . . B—B 4

Better 2 . . . . Kt—Q B 3, or 2 . . . . P—Q 4, leaving this Bishop to play later, as desirable.

3 P—Q B 3	P—Q 4
4 P—K B 4	Kt—K B 3

Or, better, 4 . . . . P×K P; clearing the file for the Queen. Black does not manage the opening very well.

5 B P×P	Kt×P
6 P—Q 4!	B—Kt 3

Now the Bishop should retreat

to K 2, for defence; he has no good prospect from the position taken up here.

7 B—B 4!	Kt—Q B 3
8 Kt—Q 2	Kt×Kt

Still, the Knight could be backed up, 8 . . . . P—K B 4, with a fair game. But this exchange relieves White, and clears the way for his attack, when Black is Castled.

9 Q×Kt	B—K 3
10 Kt—Kt 3	Castles
11 B—Q 3	Kt—K 2
12 B—K Kt 5!	Q—K sq

Notice veiled menace to White King implied in this move. Otherwise it might be better to go to Q 2, conjoining the Rooks; and enabling him to make room for King or Knight, at K B sq, in later defence.

13 Q—Q B 2 Kt—Kt 3

If 13 . . . . P—K R 3;  
14 B—B 6! (threatening  
15 Kt—R 5), the attack should  
soon prove decisive, Black Queen  
being quite powerless to assist  
her King.

14 P—K R 4 B—Kt 5  
15 K—Q 2 . . . .

If 15 P—R 5, then 15 . . . .  
Kt×K P!; the Bishop at Kt 5  
being unsupported. And White  
could make no great impression  
by 16 B×R P+, his own King  
being so directly concerned. He  
does not Castle, because the King  
Rook is in strong action where it  
is, and with this the other one  
can be brought over as well, to  
join in attack if necessary.

. . . . P—K R 4

A sort of move to be generally  
avoided—in defence of Castled  
King. But his position is one of  
those in which nothing is good,  
and something must be done.

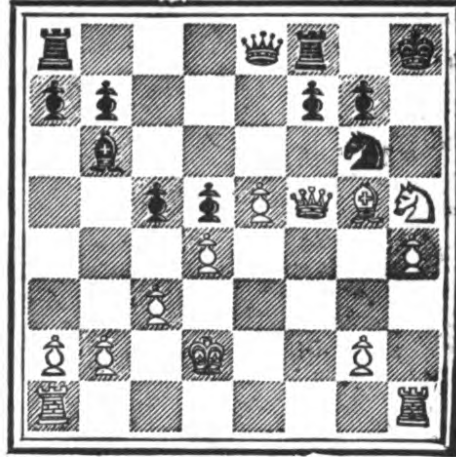
16 B—B 5! B×B  
17 Q×B P—B 4

In order to offer the best  
resistance in this and every such  
case the defending party should  
endeavour to *exchange* as freely  
as possible. So 17 . . . . Q—K 3  
would be very much stronger, to  
avoid probable collapse; though  
eventually, no doubt, loss of the

Rook Pawn might certainly lead  
to loss of the game.

18 Kt×P K—R sq

BLACK.



WHITE.

19 Kt×P! K×Kt  
20 B—B 6+ K—Kt sq!  
21 P—R 5 . . . .

Or 21 Q—Kt 5, to go on to R 6  
and Kt 7, mating shortly, a more  
artistic finish, perhaps.

. . . . B—Q sq

If 21 . . . . Kt—R sq, then  
22 P—R 6! and mate next move.

22 P×Kt Resigns.

For, of course, if he exchanges  
Bishops, White Queen takes,  
and Rook mates on the move  
following. Or, if 22 . . . .  
P×P, then 23 R—R 8+,  
K—B 2; 24 R—R 7+,  
K—Kt sq; 25 R—Kt 7+,  
&c., the mate being obvious.

## No. 83.—EVANS GAMBIT (won by DR. J. W. HUNT).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	Kt×P

Accepting by 4 . . . . B×P should be preferred. It affords greater choice in reply to next move of White.

5 P—B 3	Kt—Q B 3
6 Castles	P—Q 3
7 P—Q 4	P×P

As already mentioned, Black may offer to return the Pawn, by retiring 7 . . . . B—Kt 3, with at least an equally safe game.

8 P×P	B—Kt 3
9 Kt—B 3!	Kt—R 4
10 B—K Kt 5	Kt—K 2?
11 Kt—Q 5!	P—K B 3

This would have been more to the purpose just before, when the Knight was at home. Now the idea of getting rid of the King Bishop should be carried out, sensibly moderating the attack. He does it almost too late, hostile Queen and Knights being then in position to practically master the King.

## No. 84.—SCOTCH GAMBIT (won by L. HOFFER).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P



12 B×P!	P×B
13 Kt×P+	K—B sq
14 Kt—Kt 5!	Kt×B
15 Q—R 5	Kt—Kt 3?

Missing the sole means of averting absolute defeat, namely, 15 . . . . K—Kt 2! For, supposing that, and 16 Q—B 7+, K—R 3; 17 Q—R 5+, &c., White would be compelled to draw by perpetual check—or fare worse. Otherwise, Black could not be mated, nor kept in check; and with two Pieces ahead, should come by certain advantage. The actual move is an oversight letting in a mate in two!

16 Q—R 6+!	K—K 2
17 Q—Kt 7,	mate.

Entering on a course of "pre-mature attack"—at first some-

what troublesome to Black, but with probable reaction in his favour. Better 5 P—B 3, Kt—B 3; 6 P×P (or P—K 5), &c., making equal game.

..... Kt—R 3!  
6 Kt×B P .....

Or 6 Q—R 5, Q—K 2!; 7 Castles, P—Q 3; 8 P—K R 3, &c.—slightly better for White, but still not good enough.

..... Kt×Kt  
7 B×Kt+ K×B  
8 Q—R 5+ P—Kt 3  
9 Q×B P—Q 4!

Turning the tables. Now Black is attacking, and the badness of White's opening plan becomes obvious.

10 P×P .....

If 10 Q×P+, Q×Q; 11 P×Q, Kt—Kt 5; Black recovers the Pawn, though with a less dangerous advantage.

..... R—K sq+  
11 K—B sq R—K 4!  
12 P—Q B 4? Q—R 5  
13 Kt—Q 2 B—R 6!  
14 Q—R 3 .....

The Queen should have retired sooner. Clearly, if he takes Bishop, mate in two (or three) follows. And 14 Kt—B 3 would be almost as bad, on account of 14 . . . . B×P+, &c., forcing mate shortly.

..... Q R—K sq!



15 P×B R—K 6!  
16 P×R R×P  
17 Kt—B 3 Q×P+  
18 K—Kt sq Q—Kt 5 +  
19 K—B 2 Q×Kt+  
20 K—Kt sq R—K 8,  
mate.

No. 85.—TWO KNIGHTS DEFENCE (won by C. E. BIAGGINI).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 Kt—Kt 5	P—Q 4!
5 P×P	Kt—Q R 4

Counter attacking at expense

of a Pawn considered the better policy. Cf. other games at this opening.

6 B—Kt 5+ P—B 3  
7 P×P P×P  
8 Q—B 3 .....

The Queen is liable to be worried, out in front here. The



Bishop should at once retire to K 2—White contenting himself as defender, in consideration of the extra Pawn.

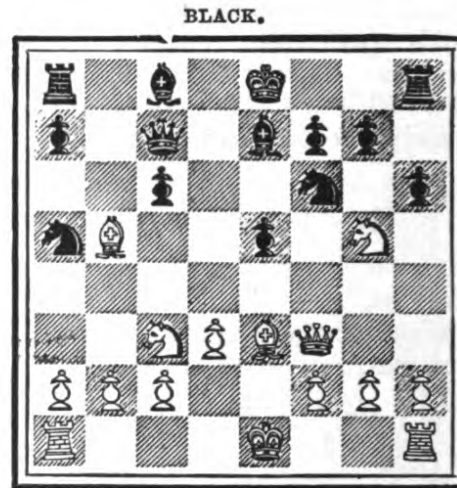
. . . . . Q—Kt 3

Or 8 . . . . . Q—B 2; preferred by many good players.

9 Kt—B 3?    B—K 2  
10 P—Q 3      P—K R 3

He could drive the Queen by 10 . . . . . B—K Kt 5; thus gaining the White Bishop—which should have retreated some time ago. Mark the edifying consequence of Black's neglect.

11 B—K 3      Q—B 2



WHITE.

12 Kt—Q 5!    Kt×Kt  
13 Q×P+        K—Q sq  
14 Q×Kt+!     P×Q?  
15 Kt—B 7, mate.

### No. 86.—SCOTCH GAMBIT (won by NAPOLEON BONAPARTE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	Kt×P

Now, 3 . . . . . P×P is admittedly better. This opening was named the "Scotch Gambit" about 1826, after a famous match by correspondence between the chess clubs of Edinburgh and London. But, like so many others with modern titles, its origin is really "lost in the mists of antiquity."

4 Kt×Kt	P×Kt
5 B—Q B 4	B—B 4
6 P—Q B 3	. . . . .

Or 6 B×P+, (if) K×B; 7 Q—R 5+, &c. But the idiosyncracies of habitual opponents

may be no small part of the game, and often strangely modify it—viewed from the academic standpoint of the analyst.

. . . . .	Q—K 2
7 Castles	Q—K 4

Black has a little plan, but it does not work out satisfactorily.

8 P—K B 4!	P×P+
9 K—R sq	P×P
10 B×P+!	K—Q sq!
11 P×Q	P×R=Q
12 B×Kt	B—K 2

Unnecessary. Better 12 . . . . . R×B, or 12 . . . . . Q×K P; but, anyway, White would have great scope for attack. If 12 . . . . . Q×Kt?, then 13 B—Kt 5+, and Rook mates.

13 Q—Kt 3! P—Q R 4

To advance 14 . . . . P—R 5; the Queen being in danger from 14 . . . . B—Kt 2. Probably 13 . . . . Q × K P would be better.

14 R—B 8+! B×R

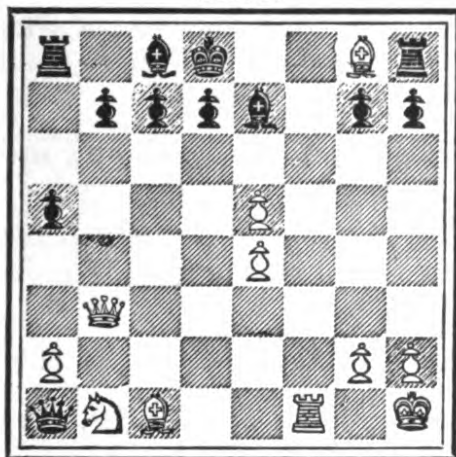
15 B—Kt 5+ B—K 2

16 B×B+ K×B

17 Q—B 7+ K—Q sq

18 Q—B 8, mate.

BLACK.



WHITE.

A brilliant ending. This game has been recorded as one of many played by Napoleon v. Marshal Bertrand, at St. Helena, in or about 1820,—certainly some years prior to the match referred to in the note foregoing. The Great Captain was also a great lover of chess, and practiced it, always on occasion, from his early youth to the last days of his life.

No. 87.—EVANS GAMBIT (won by E. THOROLD).

(Remove White's Queen Knight).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P
5 P—B 3	B—B 4
6 P—Q 4	. . . .

soon; and Black has no ease from attack from start to finish.

8 P×P B—Kt 3

9 P—K 5! P—Q 4

10 P×Kt P×B

11 R—K sq+ K—B sq

Castling is more usual, but the text is about equally serviceable—if not to be preferred.

If he interposes Bishop, then, of course, 12 P—Q 5, and the Piece is lost.

. . . .	P×P
7 Castles	Kt—B 3

12 B—R 3+ K—Kt sq

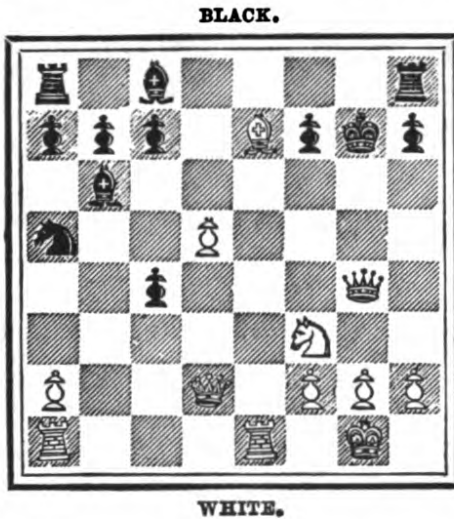
13 P—Q 5! Kt—R 4

14 B—K 7 Q—Q 2

15 P×P K×P

The Knight comes out too

16 Q—Q 2! Q—Kt 5



Now comes a splendid combination. Had Black foreseen all of it, probably he would have continued 16 . . . . P—K R 3; but even with that he could not easily escape ultimate disaster. If 16 . . . . Q—B 4; 17 R—K 5!, Black Queen, at least, would be lost; for, suppose, 17 . . . . Q—Q 6?; 18 R—Kt 5+!, K—R 3; 19 R—Kt 6+!, and there would be 20 Q—Kt 5, mate!

17 Q—B 3+! K—Kt sq  
 18 Q×R+! K×Q  
 19 B—B 6+ K (or Q)  
 20 R—K 8, mate. [moves

### No. 88.—EVANS GAMBIT (won by DR. J. W. HUNT).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P
5 P—B 3	B—R 4!
6 Castles	Kt—B 3

When White plays 6 P—Q 4, this move is not so good for Black. A reason why White should not hurry to Castle in this form of the *Evans*.

7 P—Q 4	Castles
8 Kt×P	. . . .

Known as the *Richardson Attack*. But 8 P×P, K Kt×P; 9 B—Q 5, &c., is apt to prove more embarrassing to the defence.

. . . .	K Kt×P
9 Q—R 5	. . . .

Probably there is no way of equalising, as from this point;

and 9 Q—B 2 seems to be as good as anything else. An attempt to frighten Black by further sacrifice should not succeed. Thus, e.g., if 9 Kt×B P, R×Kt; 10 B×R+, K×B; 11 P—Q 5, Kt—K 4; 12 Q—Q 4, Q—R 5; 13 Q×Q Kt, P—Q 3; 14 Q—B 4+, Q×Q; 15 B×Q, B×P, &c., White would be at a disadvantage owing to his shortage of Pawns.

. . . .	Q—B 3
10 Kt×Kt	Q×Kt!
11 B×P+	. . . .

If 11 B—Q 5, of course 11 . . . . Kt—B 3! White gets his Pawn, but the superior development rests with his opponent.

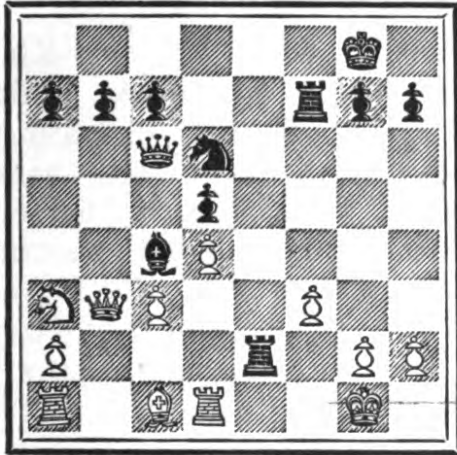
. . . .	R×B
12 Q×B	P—Q 4
13 P—B 3	Kt—Q 3
14 Q—Kt 4	B—B 4
15 Kt—R 3	R—K sq

16 Q—Kt 2 . . . .

This does not keep out Black Rook, as apparently intended. Therefore 16 B—B 4, to exchange Bishop for Knight, and connecting his own Rooks, would be stronger.

. . . . B—Q 6!  
 17 R—Q sq R—K 7  
 18 Q—Kt 3 B—B 5!

BLACK.



WHITE.

19 Kt×B? P×Kt

20 Q—R 3 . . . .

Here follows a fine mate in four (at most). It seems that White should not have taken the Bishop, but should rather have moved 19 Q—Kt sq. Against the resulting combination of Queen and Rooks he can do nothing.

. . . . R×B P!

21 P—Q 5 . . . .

If 21 P×R, then 21 . . . . Q×P, &c.; and 21 . . . . R—B 8+, with 22 . . . . Q×P, mate, was impending.

. . . . Q×P!

All this mainly because White's Rooks are not working together—because he neglected to develop his Bishop when there was good opportunity.

22 R×Q R—K 8,  
 mate.

No. 89.—IRREGULAR OPENING (won by T. F. LAWRENCE).  
 (A curiosity from the 1897-98 Championship Tournament of the City of London Chess Club.)

White.	Black.	2 P—Q 5	P—Q 3
1. P—Q 4	P—Q B 4?	3 P—K 4	P—K Kt 3
		4 P—K B 4	P—B 4?

Any sort of opening not sufficiently recognised in theory or practice to be specifically named, is commonly called "irregular." Such is Black's in the present case. But if White had begun 1 P—K 4, it would be "regular"—a *Sicilian*; and everything else afterwards would be regular—whatever might happen.

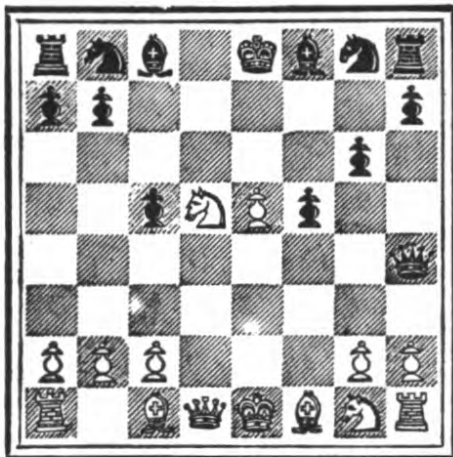
Now 4 . . . . B—Kt 2, as in the *Sicilian*, would be fairly satisfactory.

5 P—K 5!	P—K 3
6 Kt—Q B 3	P×K P
7 B P×P	P×P

8 Kt×P!      Q—R 5+?

A losing combination—which, it may be supposed, White saw coming. Black gets what he is after for the moment, but comes out nowhere in the total reckoning.

BLACK.



WHITE.

9 P—K Kt 3    Q—K 5 +  
10 K—B 2!      Q×R

Of course, if 10 . . . . Q×K P; 11 B—K B 4, &c., it is Black who would be giving up a Rook—for next to nothing. The actual consequence is a forced mate in five—at most.

11 Kt—B 7+!    K—B 2  
12 B—Q B 4+!    ———

And when Black King moves, as he must, White Knight goes to K 8, mating; or else Q—Q 6, with same effect. Interposing Queen and Bishop only delays the settlement.

### No. 90.—GIUOCO PIANO (won by J. J. ROUSSEAU).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—B 3	Q—K 2
5 Castles	P—Q 3
6 P—Q 4	B—Kt 3!
7 B—K Kt 5	. . . .

This game dates back to 1759. The first half dozen moves would do very well now—in 1899.

. . . .	P—B 3?
8 B—R 4	P—Kt 4?

But if Jean Jacques' opponent (Prince Conti) were defending himself in these days, he would

certainly not deal so freely with these Pawns, after what might be now called a very ill-judged manner. Omission of the good 7 . . . . Kt—B 3 is the leading fault in the play.

9 Kt×Kt P! . . . .

A promising venture. Two Pawns and a lively attack should be practical compensation for a minor Piece in all ordinary circumstances.

. . . .	P×Kt
10 Q—R 5+	K—B sq

The other way would be better; off the line of the Rook, which opens on him presently.

11 B×P Q—Kt 2

For if 11 . . . . Kt—B 3;  
12 Q—R 6+, &c., the Knight  
would be lost.

BLACK.



WHITE.

12 P—B 4! P×Q P  
13 P—B 5 . . . .

To keep Black Queen from Kt 3.  
White plays very brilliantly, for

this really means the giving up  
of a Rook—if Black will accept.

. . . . P×P+

Which he does—but should  
not. The advancing White Pawn  
should be blocked, to give the  
King a chance to get out of  
so much danger as evidently  
threatens. Thus, 13 . . . .  
Kt—B 3; 14 Q—R 4, K—K 2;  
and, with patience, he might make  
a good defence.

14 K—R sq P×P

15 B×Kt! P×R=Q

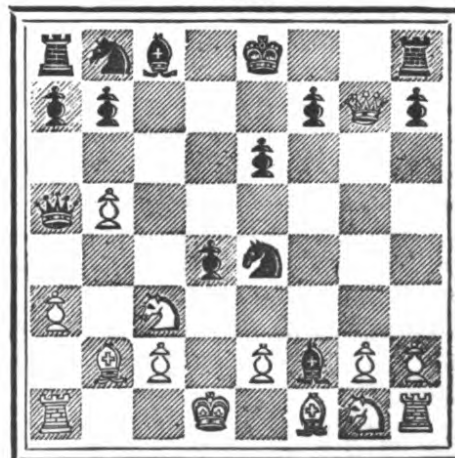
16 P—B 6! and wins. If  
Black takes either Bishop with  
Queen, then mate in one or  
three, accordingly. If either  
Queen takes Bishop Pawn,  
then both are lost, say after  
17 B×Q, and mate easily  
follows.

No. 91.—IRREGULAR OPENING (won by CARL SCHLECHTER).

White.	Black.
1 P—Q Kt 4?	P—K 3
2 B—Kt 2	Kt—K B 3
3 P—Q R 3	P—B 4
4 P—Kt 5	P—Q 4
5 P—Q 4	. . . .

9 Q×Kt P B×P +  
10 K—Q sq P—Q 5!

BLACK.



WHITE.

White's facetious disposition  
invites some very remarkable  
complications. But from this  
point all the best of the sport is  
not on his side—his side of the  
board excepted!

. . . .	Q—R 4 +
6 Kt—Q B 3	Kt—K 5!
7 Q—Q 3	P×P
8 Q×P	B—B 4!

Black does not hesitate, but declares for a magnificent win—or nothing.

11 Q×R +      K—K 2!  
 12 Q×B          P×Kt  
 13 B—B sq      Kt—Q 2!  
 14 Q×R ?      . . . . .

The only chance would be to retire, 14 Q—B 4. After this his moves are distinctly numbered.

. . . . . Q×Kt P  
 15 B—B 4      . . . . .

Or, *e.g.*, 15 Kt—B 3, Q—Q 4 +; 16 B—Q 2, B—K 6!; 17 K—B sq, P×B +; with mate in one, two,

or three, as White may play his King, or first take Pawn with Knight. The ending is very beautiful.

. . . . . Q—Q 4 +  
 16 K—B sq      B—K 6 +!  
 17 B×B          Kt—B 7!

18 Resigns. For if King moves, of course 18 . . . . . Q—Q Kt 4 +, and 19 Q—Kt 7, mate: or 18 B×Kt, Q—Q 7 +; 19 K—Kt sq, Q—Q 8 +; 20 K—R 2, Q×P, mate. Played at Vienna, between two of the leading Austrian players, in 1895.

#### No. 92.—PHILIDOR DEFENCE (won by SCHALLOPP).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 3
3 P—Q 4!	P—K B 4 ?

Not good; he should take the Pawn. Compare other instances of this defence, Nos. 47 and 56, more particularly.

4 Q P×P	B P×P
5 Kt—Kt 5	P—Q 4
6 P—K 6	B—B 4

Or 6 . . . . . Kt—K R 3;  
 7 Kt—Q B 3, P—B 3;  
 8 Kt×R P!, B×P!;  
 9 Kt×B, K×Kt!; 10 Kt×K P, &c., bad for Black. Notice, in this variation, what he has to fear from check threatened by White Queen. Hence the bolder move of the Bishop—counter attack.

7 Kt×K P      . . . . .

If 7 Kt—B 7, Q—B 3! White must defend; in exchange for the Rook he gives up a Knight, Pawn, and the attack—doubtful business, to say the least of it. But this capture is too soon; or, rather, 7 Kt—Q B 3 would be stronger. Then, for example, if 7 . . . . . P—B 3 (or 7 . . . . . Q—B 3); 8 K Kt×K P!, White would have certain advantage, two Knights already in play, not one only, as it happens.

. . . . . B—K 2

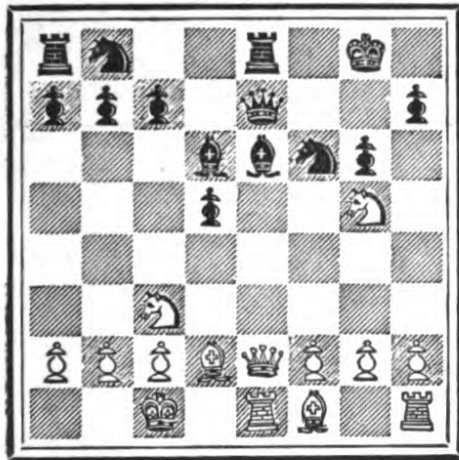
Of course, if he takes the Knight, he loses the Bishop—with no better position. Black's game seems sufficiently difficult.

8 Q—R 5+	P—K Kt 3
9 Q—K 5	Kt—K B 3
10 Kt—Kt 5	Castles
11 Kt—Q B 3	B—Q 3
12 Q—K 2	Q—K 2

There is a very interesting question now about the Pawn. White cannot hold it indefinitely; but he wants to trouble Black with it as long as possible.

- |            |        |
|------------|--------|
| 13 B—Q 2   | R—K sq |
| 14 Castles | Q B×P  |
| 15 R—K sq  | .....  |

BLACK.



WHITE.

..... B—K Kt 5  
Now comes the reaction from his equalising efforts; and but for the blunder presently made by his antagonist this would be serious. However, he does his best in the circumstances. Thus, if 15..... B—B 2; 16 Q—Kt 5, &c.; or if 15..... B—Q 2; 16 Q—B 3, &c., there would be loss.

16 Q—Kt 5? .....

This is the blunder! Playing for too much, White inadvertently leaves himself open to a brilliant mate. He should go on 16 Kt×Q P!, with resulting exchanges in his favour; "instead of which" he goes about looking for more, and is landed on the wrong side, accordingly.

- |            |             |
|------------|-------------|
| .....      | Q×R+!       |
| 17 B×Q     | B—B 5+!     |
| 18 B—Q 2   | R—K 8+!     |
| 19 Kt—Q sq | R×Kt, mate. |

No. 93.—FRENCH DEFENCE (won by CAPT. MACKENZIE).

- |            |          |
|------------|----------|
| White.     | Black.   |
| 1 P—K 4    | P—K 3    |
| 2 P—Q 4    | P—Q 4    |
| 3 Kt—Q B 3 | Kt—K B 3 |
| 4 P×P      | .....    |

Simplifying. More usually there is no such exchange here, the idea being to leave the Pawn at K 3; partly preventing Black Queen Bishop from taking any early active interest in the game.

- |          |         |
|----------|---------|
| .....    | P×P     |
| 5 Kt—B 3 | B—Q 3   |
| 6 B—Q 3  | Castles |

- |           |        |
|-----------|--------|
| 7 Castles | Kt—B 3 |
|-----------|--------|

Or 7..... P—B 3; a safer move. Black risks in allowing his King side Pawns to be broken as follows. The Pawn doubled cannot be easily undoubled, his Queen Pawn requires attention, and the attack upon his King is so sharp that use of the file opened seems quite problematical.

- |             |         |
|-------------|---------|
| 8 B—K Kt 5  | Kt—K 2? |
| 9 B×Kt!     | P×B     |
| 10 Kt—K R 4 | K—Kt 2  |
| 11 Q—R 5    | R—R sq  |



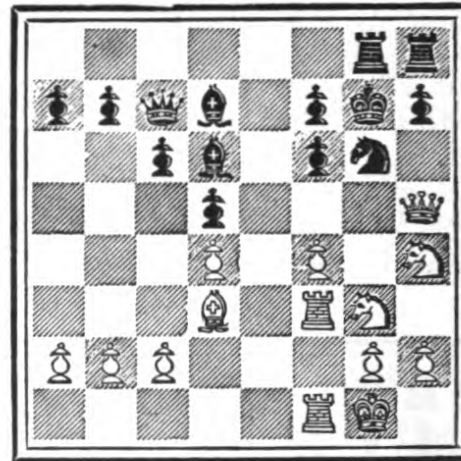
12 P—B 4! P—B 3

Preparatory to using the Knight. *Of course*, White would not fall into the trap, 12 Kt × P Kt × Kt; 13 Q × Kt?, B × P+ &c.,—not if he saw it, certainly.

14 R—B 3 Kt—Kt  
 14 Q R—K B sq Q—B 2  
 15 Kt—K 2 B—Q 2  
 16 Kt—Kt 3! Q R—K Ktsq

Thinking to escape with King, but too late—only leading up to an extraordinarily brilliant finish. And anything like this would be bad: 16 . . . . B × P; 17 R × B! Kt × R; 18 K Kt—B 5+, B × Kt; 19 Kt × B+, K—Kt sq; 20 Q—R 6, Kt—K 3; 21 R—B 4! and mate in a move or two, with Knight or Queen. All the rest is forced.

BLACK.



WHITE.

17 Q—R 6+! K × Q  
 18 K Kt—B 5+ B × Kt  
 19 Kt × B+ K—R 4  
 20 P—Kt 4+! K × P  
 21 R—Kt 3+ K—R 4  
 22 B—K 2, mate.

No. 94.—TWO KNIGHTS' DEFENCE (won by PRINCE ANDRE, Dadian of Mingrelia).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 P—Q 4	P × P
5 Castles	. . . .

Or 5 P—K 5, P—Q 4!; 6 B—Q Kt 5, Kt—K 5; 7 Kt × P B—Q 2, &c., even game.

Or 5 Kt—Kt 5, with a view to sacrificing for attack; as may happen a move earlier, before White advances Queen Pawn. For example, 5 Kt—Kt 5, P—Q 4!; 6 P × P, Kt × P; 7 Kt × B P, K × Kt; 8 Q—B 3+, K—K 3; 9 Q—K 4+, and will recover the

Piece; but with doubtful advantage, if Black offers to let it go at once (9 . . . . K—B 3), in order to exchange Queens. But if 5 Kt—Kt 5, Kt—K 4?; 6 B—Kt 3, P—K R 3; 7 P—K B 4, P × Kt; 8 P × Kt, Kt × P; 9 B × P+, K × B; 10 Q—B 3+, White will also recover the Piece—with a troublesome attack still surviving.

. . . .	Kt × P
6 R—K sq	P—Q 4
7 B × P!	Q × B
8 Kt—B 3!	Q—B 5

The Queen would be more secure somewhere in her own territory, preferably at home, or

at K R 4. And Black makes a wrong choice of interposing Bishops next move; for if then 9 . . . . B—K 2, the erroneous 10 . . . . B—B 4 would be impossible.

- 9 R × Kt +      B—K 3  
10 B—Kt 5      B—B 4?

Better look to the King, and endeavour to simplify by exchanging. *E.g.*, 10 . . . . B—K 2; 11 B × B, K × B; 12 Kt × P, Kt × Kt; 13 R × Kt, K R—Q sq! and the attack would be about at an end.

- 11 Kt—Q 2!    Q—R 3

If 11 . . . . Q—Kt 5? then 12 Kt—Q 5!, Q—R 4; 13 Kt—B 4, and the Queen would be driven within reach of checking Knight, or otherwise lost.

- 12 Kt—Kt 3    B—Kt 3

To return, 12 . . . . Q—B 5, seems the better resource. Too much concerned about the Pawn, Black now finds his Queen almost as much out of play as if in the box.

- 13 Kt—Q 5    P—R 3?

Castling would be stronger, but probably unavailing. Thus, 13 . . . . Castles; 14 Kt—B 6+, P × Kt; 15 B × P, K R—Q sq; 16 Q—R 5, K—B sq; 17 Q × R P, K—K sq; 18 Q R—K sq, R—Q 3; and though White might check and take Rook, he could not win so easily. But let us observe the wonderfully brilliant combination following in the text.



- 14 Kt—B 5!    Q—Kt 4!  
15 R × B +!    K—B sq

Or 15 . . . . P × R; 16 Q—R 5+, K—B sq; 17 Kt × P ×, K—Kt sq; 18 Kt—B 6+, P × Kt; 20 Q—Kt 6, mate!

- 16 Kt—Q 7 +    K—Kt sq  
17 Q—Kt 4!    P—K R 4

If 17 . . . . Q × Kt; 18 Kt—B 6+, &c., White should win eventually, by superior force; the same if 17 . . . . P × B; 18 Q × Kt P, &c., in neither of these cases would Black have enough for his lost Queen. Thirdly, 17 . . . . P × R; 18 Q × P +, K—R 2; 19 Kt (Q 7)—B 6+, K—Kt 3; 20 Kt—B 4+, K × B; 21 Kt—K 4 +, K × Kt; 22 P—Kt 3 +, K—B 6; 23 Kt—Q 2, mate!

- 18 Q Kt—B 6 +! P × Kt  
19 B—R 6 +! Any.  
20 Q or Kt mates.

## No. 95.—KING'S GAMBIT DECLINED (won by

G. R. NEUMANN).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	B—B 4
3 Kt—K B 3	P—Q 3
4 B—B 4	.....

Now White must not yield to temptation of the Pawn, any more than before; as Black Queen would come in checking, with terrible effect. *E.g.*, 4 P × P, P × P; 5 Kt × P?, Q—R 5+; 6 P—K Kt 3, Q × K P+; 7 Q—K 2, Q × R; 8 Kt—Kt 6+, Kt—K 2; 9 Kt × R, B—K R 6; and the Knight at R 8 has no escape.

..... Kt—K B 3

The obvious 4 ..... B—K Kt 5 would be bad. For then 5 P × P, P × P; 6 B × P+, (if) K × B; 7 Kt × P+, &c., might follow.

5 Kt—B 3 .....

Again, suppose 5 P × P, P × P; 6 Kt × P, Q—Q 5!; and one of the attacked Pieces will be lost—if White is not to be mated directly.

..... Castles

Inferior to 5 . . . . Kt—B 3. Castling declares the game so much (as to future position of King) that it should be postponed until no other good developing move is available. This is the general principle governing that important manœuvre.

6 P—Q 3	Kt—Kt 5?
7 R—B sq	Kt × R P?

Thinking of 8 Kt × Kt, Q—R 5+, &c., with advantage.

But White need not take, and the open file is a heavy discount on the Pawn. A premature attack, deservedly and quickly ending in failure.

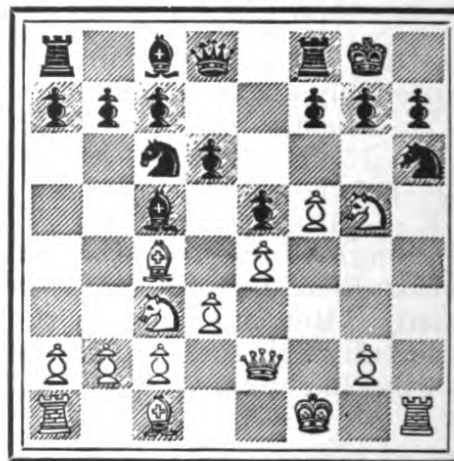
8 R—R sq!	Kt—Kt 5
9 Q—K 2	B—B 7+
10 K—B sq	Kt—Q B 3
11 P—B 5!	B—Q B 4
12 Kt—K Kt 5! . . . .	

Beginning of the end. What a difference between the force White has at command for attack, and that which his adversary can oppose to it—a plain consequence of Black's previous futile operations!

..... Kt—R 3

If 12 . . . . Kt—B 3; 13 Kt × R P! Kt × Kt; 14 Q—R 5!, there would be mate. Whatever he does, speedy loss is inevitable.

BLACK.



WHITE.

13 Q—R 5	Q—K sq
----------	--------

If 13 . . . . Q—B 3;  
14 Kt—Q 5! Or 14 Kt×R P,  
K×Kt; 15 B—K Kt 5, winning  
the Queen.

14 Kt×R P! K×Kt  
15 B×Kt P—K Kt 3

Or 15 . . . . P—B 3; where-  
upon Bishop retires, discovering  
check, and Rook mates—about  
what happens.

16 Q×P+! P×Q  
17 B×R, mate.

No. 96.—TWO KNIGHTS' DEFENCE (won by JAS. MASON).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	Kt—B 3
4 Castles	. . . .

Doubtful, and seldom em-  
ployed,—risk in temporary loss of  
Pawn.

. . . .	Kt×P
5 P—Q 4	P—Q 4
6 B—Kt 3	B—K Kt 5

Inferior to 6 . . . . P×P; or  
even 6 . . . . B—K 3. For after-  
wards he best goes back—losing  
time.

7 P×P B—K 3

If 7 . . . . B×Kt; 8 P×B,  
Kt—B (or Kt) 4, &c., the Queen  
Pawn would be indefensible;  
while likely ensuing complica-  
tions would most probably help  
the attack, *i.e.*, White.

8 Q—K 2 B—Q B 4?  
9 P—B 4 Kt—Q 5

Had he moved 8 . . . . B—K 2,  
he would not be led into what  
follows; and he might Castle  
now—with B 4 open for his  
Knight, in case of need.

10 Kt×Kt B×Kt  
11 Q—Q 3 P—Q B 4?  
12 P×P B×Q P

13 B—R 4+! K—K 2

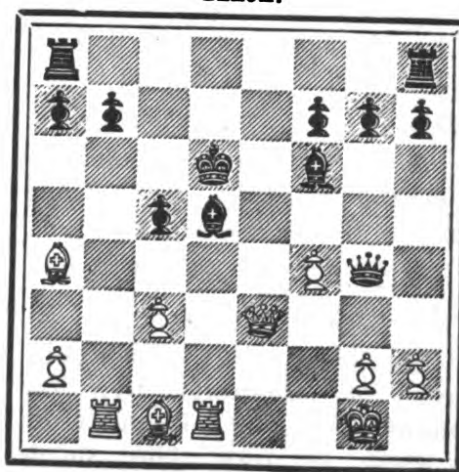
“On what an ill-starred journey  
the sable monarch now starts  
forth!” Clearly, it would be bad  
to interpose. But the King would  
be safer at B sq; and he could  
gain the Pawn just as well—that  
being his object for the moment.

14 Kt—B 3 Kt×Kt  
15 P×Kt B×K P  
16 Q—K 3! K—Q 3

He must venture further. No  
other way of saving the Bishop  
—a curious consequence.

17 R—Q sq! Q—R 5!  
18 P—K B 4! B—K B 3  
19 R—Kt sq! Q—Kt 5?

BLACK.



WHITE.

Threatening mate; *but*, overlooking that White was doing likewise. A very pardonable oversight in actual play.

20 Q×P+! K×Q  
 21 B—R 3+ K—B 5  
 22 B—Kt 5+ K×P

23 Q R—B sq, mate. Or, one move longer, 23 B—Kt 4+, K—B 7; 24 B—Q 3, mate; or, two moves longer, 23 B—Kt 4+, K—B 7; 24 B—R 4+, B—Kt 6; 25 B×B, mate.

No. 97.—VIENNA GAME (won by BARON ALBERT DE ROTHSCHILD).

White.	Black.
1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3
3 P—K Kt 3	.....

Or 3 P—B 4, or 3 B—B 4, and perhaps later P—B 4, with a kind of Gambit attack. Compare No. 18 (won by Blackburne).

.....	Kt—B 3
4 B—Kt 2	B—B 4
5 K Kt—K 2	P—Q 3
6 P—K R 3	.....

All this is rather slow on White's part; his opening method seems the reverse of aggressive.

.....	B—K 3
7 Castles	Q—Q 2
8 K—R 2	P—K R 4!
9 P—Q 3	Castles Q R
10 B—Kt 5	.....

Not to take the Knight, but the better to take the Rook Pawn, should it advance further.

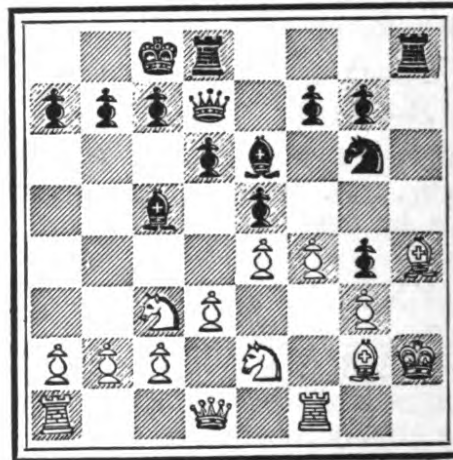
.....	Kt—K 2!
11 P—B 4?	.....

An error, promptly and finely turned to account by his opponent. 11 P—Q 4, shutting out what is now the most dangerous Bishop, would appear

to be the only good play at this critical juncture.

.....	Kt—Kt 5+!
12 P×Kt	P×P+
13 B—R 4	Kt—Kt 3

BLACK.



WHITE.

14 P—B 5	Kt×B
15 P×Kt!	Q—K 2!
16 Q—K sq	R×P+
17 K—Kt 3	Q—Kt 4!
18 R—R sq	.....

Black mates in four moves; a "soothing" announcement!

.....	R—R 6+!
19 B×R	P×B+
20 K×P!	R—R sq+
21 Q—R 4	R×Q, mate.

No 98.—CENTRE GAMBIT (won by WM. NORWOOD POTTER).

- | White.    | Black.    |
|-----------|-----------|
| 1 P—K 4   | P—K 4     |
| 2 P—Q 4   | P×P       |
| 3 B—Q B 4 | P—Q B 4 ? |

A poor sort of move, weakening the original Queen Pawn, and obstructing the King Bishop—while at the same time enabling the other party to get ahead in development of his Pieces. It is nearly always inadvisable to play solely for numerical advantage, in the opening of the game.

- |            |          |
|------------|----------|
| 4 Kt—K B 3 | P—Q 3    |
| 5 Castles  | Kt—Q B 3 |
| 6 P—B 3!   | P—Q 6    |

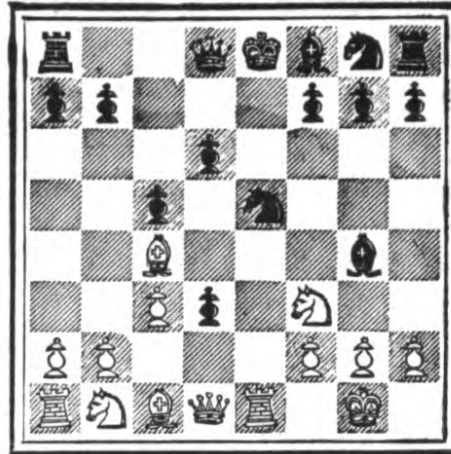
Now he thinks he may be too far behind, if he lets out another hostile Piece by exchanging; so he offers to give back the Pawn, after all—and the effort to maintain it goes for worse than nothing.

- |          |        |
|----------|--------|
| 7 R—K sq | B—Kt 5 |
|----------|--------|

Better 7 . . . . B—K 2 (protecting King and guarding against 8 Kt—Kt 5); and then, as soon as practicable, . . . . Kt—B 3; in order to speedy Castling. This would be true even if the “pinning” here were effective, which it is not, as the pretty sequel shows.

- |         |        |
|---------|--------|
| 8 P—K 5 | Kt×P ? |
|---------|--------|

BLACK.



WHITE.

This is indeed a mistake! And it would be so even if the ensuing extremely brilliant mate failed; for otherwise White's gain of force would be almost evidently decisive—owing to the terrible check by discovery, soon impending. Of course 8 . . . . P—Q 4, keeping the file and diagonal closed against Rook and Bishop, would be in every way better. But now for the brilliancy.

- |               |       |
|---------------|-------|
| 9 Kt×Kt!      | B×Q   |
| 10 B—Q Kt 5+! | K—K 2 |
| 11 B—Kt 5+!   | P—B 3 |
| 12 Kt—Kt 6+!  | K—B 2 |
| 13 Kt×R,      | mate. |

No. 99.—TWO KNIGHTS' DEFENCE (won by JAS. MASON).

- | White.     | Black.   |
|------------|----------|
| 1 P—K 4    | P—K 4    |
| 2 Kt—K B 3 | Kt—Q B 3 |
| 3 B—B 4    | Kt—B 3   |
| 4 Castles  | B—B 4    |

Turning into a *Giuoco Piano*. But 4 . . . . Kt×P would also be good play.

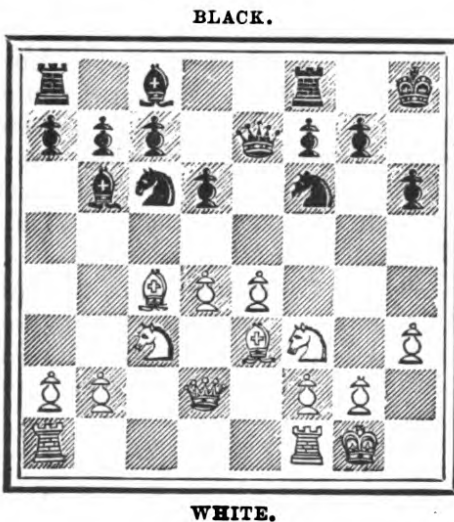
- |         |          |
|---------|----------|
| 5 P—B 3 | Castles. |
|---------|----------|

Or, better, 5 . . . . P—Q 3; this Castling is premature.

6 P—Q 4      P×P  
 7 P×P          B—Kt 3  
 8 Kt—B 3      . . . .

White may attack strongly by 8 P—Q 5 and 9 P—K 5, driving back the Knights; for if Black ventures 8 . . . . Kt—Q R 4, the Knight will be out of good play—perchance lost by subsequent P—Q Kt 4, &c.

. . . .      P—Q 3  
 9 P—K R 3    P—K R 3  
 10 B—K 3      K—R sq ?  
 11 Q—Q 2!     Q—K 2?



He sees very well there is danger to his King, but is mistaken as to counteractive value of his attack in the centre.

12 B×R P!      Kt×K P  
 13 Kt×Kt        Q×Kt  
 14 B—Q 3        Q—Q 4  
 15 Kt—K 5!

Shutting off the Queen; virtually the winning move. A good example of "gaining time."

. . . .      Kt×Kt  
 16 B×P+!      K—Kt sq

If 16 . . . . K×B; 17 Q—Kt 5+, &c., Black loses Queen—or is mated in two moves of course.

17 Q—R 6        Kt—Kt 3  
 18 B×Kt          P×B  
 19 Q—R 8+       K—B 2  
 20 Q×R+          K—K 3  
 21 K R—K sq+ Resigns.

Or he could win as follows:  
 21 Q—K 8+, K—B 4; 22 P—K Kt 4+, K—Kt 4; 23 Q—K 7+, K—B 5; 24 Q—K 3, mate.

### No. 100.—SCOTCH GAMBIT (won by R. VON BILGUER).

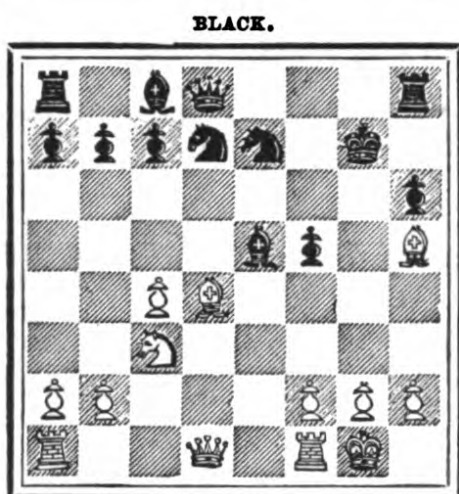
White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—Q B 4	B—Kt 5+ ?
5 P—B 3	P×P
6 Castles	P×P

Taking too many Pawns, and leaving himself not enough time to get his Pieces out for good defence.

7 B×Kt P      B—B sq.  
 8 Q—Q 5      Kt—R 3  
 9 Kt—Kt 5    Q—K 2  
 10 Kt—Q B 3   P—Q 3







14 R—K sq Kt—Q B 3  
 15 R×B! . . . .

A second brilliancy. But the pressure must be kept up at all hazards.

. . . . . Kt (Q 2)×R  
 16 Kt—Q 5! K—R 2?

This also turns out a bad move with the King. 16. . . . R—B sq, or 13. . . . B—K 3, giving up the Piece, and relying on the exchange as against the Pawn, would be stronger. Black tries to hold too much, and loses all in consequence.

17 P—B 4 Kt×B  
 18 Q×Kt Kt—Q 2  
 19 R—K sq! Resigns. The

Queen must be given for Rook, leaving White with the superior force. Then although Black might prolong the contest for many moves his ultimate defeat would be a moral certainty.

No. 102.—ODDS GAME (won by S. J. STEVENS).

(Remove Black King Bishop Pawn).

White.	Black.
1 P—K 4	P—K 3
2 P—Q 4	P—Q 4
Risky; less prudent than 2 . . . .	
P—Q 3. A violent attack follows.	
3 Q—R 5+	P—Kt 3
4 Q—K 5	Kt—K B 3
5 B—K Kt 5	B—K 2
6 B—Kt 5+	P—B 3

White's idea is very ingenious. Yet, probably, the obvious 6 P×P

7 P×P P×B  
 8 P—Q 6! . . . .

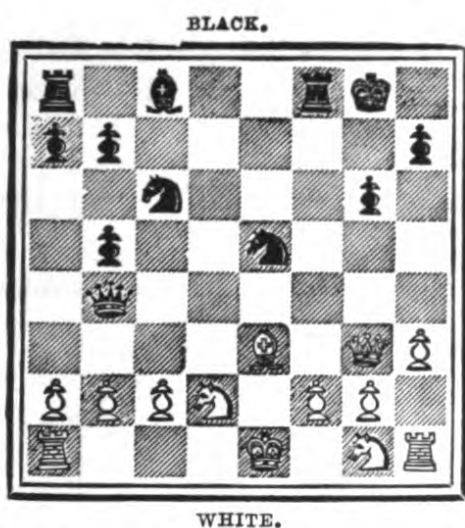
This was the notion in check-

ing with Bishop. Of course, if Black takes the Pawn, he loses the Knight; so he gives up the Bishop, losing no time, and goes in for counter attack.

. . . . . Castles!  
 9 P×B Q×K P  
 10 B—K 3? . . . .

With this needlessly defensive move, White begins to weaken. He might better take the Knight Pawn; and then Castle safely—as soon as convenient.

. . . . . Kt—Kt 5!  
 11 Q—Kt 3 P—K 4!  
 12 P×P Kt×K P  
 13 P—K R 3? Q—Kt 5 +  
 14 Kt—Q 2 Q Kt—B 3



15 B—R 6? . . . . .

In reply to this, Black sets a little trap—which catches everything worth catching, White ought not to go for the Rook in this way; much more ought he not to take it as he does. If 16 Kt—K 2, avoiding the double check, he might still keep moving, with a good game. As it happens, however, his collapse is not surprising.

. . . . .	Q—K 2
16 B×R?	Kt—B 6+!
17 K moves	Q or Kt mates.

No. 103.—VIENNA GAME (won by MAX WEISS).

White.	Black.
1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3
3 P—B 4	P—Q 3?

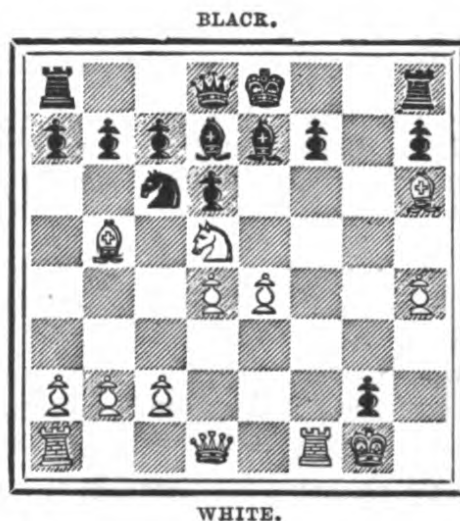
The Gambit may be better accepted now than later. Black adopts no good system of defence.

4 B—Kt 5	B—Q 2
5 Kt—B 3	B—K 2
6 Castles	P×P
7 P—Q 4	P—K Kt 4?
8 Kt—Q 5!	Kt—R 3

The Knight is on poor ground here. After this there is no time for Castling—and troubles quickly arise.

9 P—K R 4	P—Kt 5
10 B×P	P×Kt
11 B×K Kt	P×P?

Ruinous! The only thing possibly of use would be 11 . . . . B—Kt 5; Trying to keep out the White Rook. Then if 12 Kt×B, Q×Kt; 13 P—Q 5, P—Q R 3, &c., there would be no Piece lost, and the game might be kept alive.



12 R×P!      K×R  
 13 Q—R 5+ . . . .

The mate is forced, pretty, and instructive. A little "gem."

. . . . .      K—Kt sq.  
 14 Kt—B 6+! B×Kt  
 15 Q—Q 5+! B—K 3  
 16 Q×B, mate.

No. 104.—FRENCH DEFENCE (won by C. H. SHERRARD).

White.	Black.
1 P—K4	P—K 3
2 P—Q 4	P—Q 4
3 Kt—Q B 3	Kt—K B 3
4 B—K Kt 5	P×P

13 Castles Q R    R—B 2  
 14 P—K Kt 4!    P×P  
 15 K R—Kt sq    Q—Q 4?  
 16 R×P+          K—R sq

Simplifying. But it deprives Black of his usual prospective advantage on the Queen side; and, therefore, may be considered generally unfavourable — if he plays to *win* the game.

5 Kt×P          B—K 2  
 6 B×Kt          P×B

A long look ahead for counter attack on White King. But the latter manages to keep well away — out of all danger.

7 B—Q 3	P—K B 4
8 Kt—Kt 3	P—Q B 4
9 Kt—B 3	Kt—B 3
10 P×P	. . . . .

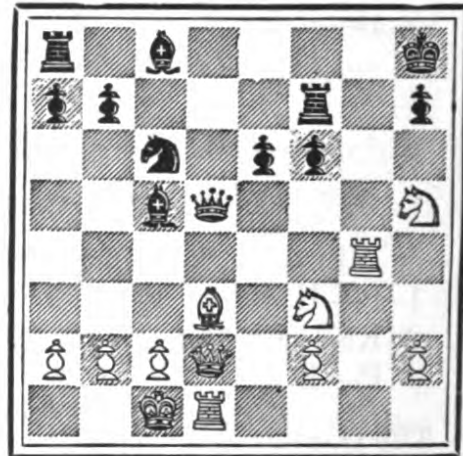
The Pawn was no longer safe. But Black could not make a prize of it before, because of eventual B—Kt 5+, &c.

. . . . .      B×P?

Or 10 . . . . . Q—R 4+, &c.: afterwards Castling Q R. This would be much less hazardous than the policy actually pursued.

11 Kt—R 5	Castles
12 Q—Q 2!	P—B 3

BLACK.



WHITE.

17 Kt—B 4! . . . . .

Masterly play! The offered Knight is in the nature of a Greek gift—its acceptance disastrous.

. . . . .      Q×Kt?  
 18 Kt—Kt 6+! P×Kt

If 18 . . . . . K moves; 19 Kt—K 5+, &c., there might be a long resistance; but White should prevail in the end.

19 Q—R 6+	R—R 2
20 Q×P!	Resigns.

No. 105.—CENTRE GAME (won by S. J. STEVENS).

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P×P
3 Q×P	Kt—Q B 3
4 Q—K 3	Kt—B 3
5 B—Q 3?	.....

In this game the first player should Castle Q R as soon as convenient, endeavouring to make early use of the open file. Hence 5 B—Q 2 is strongly indicated, as more likely to further his best general plan of action.

..... P—Q Kt 3

To counter attack without delay. But 5 B—K 2, protecting King, and with a view to 6 P—Q 4, would be less hazardous — all round stronger play.

6 B—Q 2	B—B 4
7 Q—Kt 5	P—K R 3
8 Q×Kt P	R—K Kt sq
9 Q×R P	B×P+

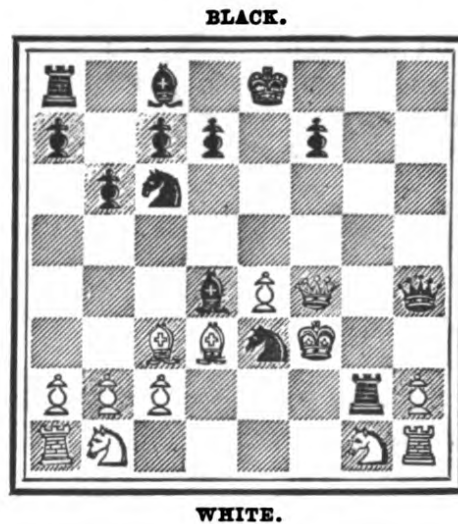
If 9 R×P; 10 B—K Kt 5, &c., Black's way would not be so easy. Of course, if, in answer to text, White takes the Bishop, then 10 Kt—Kt 5 +, winning the Queen. It was for something of this sort that Black gave up his Pawns.

10 K—B sq	Kt—Kt 5
11 Q—B 4?	.....

Better again attack the Rook,

just to keep Black looking at home for the moment. After this he is threatened with 12 B—K 4; and begins to suffer check in dead earnest.

.....	B—Q 5
12 B—B 3	Kt—K 6+!
13 K—K 2!	R×P+
14 K—B 3	Q—R 5!



Far stronger and prettier than 14..... R—B 7+; 15 K×R, Kt—Q 4+, &c.; though this would win in default of the brilliant course chosen.

15 Q×Q	Kt—K 4+
16 K—B 4	Kt—Kt 3+
17 K—B 3	Kt×Q+
18 K—B 4	R—Kt 5

mate.

## No. 106.—QUEEN PAWN OPENING (won by E. LASKER).

White.	Black.	.....	Q × P +
1 P—Q 4	P—Q 4	9 K—Q sq	B—Kt 5
2 P—Q B 4	P—K 4 ?	10 Q Kt—B 3	Castles +

Risking a little to avoid a trite or commonplace form of opening. As a rule Pawns are not to be so lightly regarded between strong and equal players.

3 P × K P	P—Q 5
4 P—K 3 ?	.....

Appreciably adding to value of impending check from Bishop, and in so far playing Black's game. Either 4 Kt—B 3, or 4 P—B 4 (securing the Pawn) should have preference.

.....	B—Kt 5 +
5 B—Q 2	P × P !
6 Q—R 4 +	.....

If 6 P × P, Q—R 5 +; 7 P—Kt 3, Q—K 5; 8 Q—B 3, &c., there would be a struggle for mere equality. At once accepting the proffered Piece would be still more speedily fatal,—6 B × B, P × P + !; 7 (if) K—K 2, P × Kt = Kt + !; 8 R × Kt, B—Kt 5 +; and Black wins the Queen.

.....	Kt—B 3
7 B × B	Q—R 5 !
8 Kt—K 2	.....

The situation is very remarkable. Though a full Piece ahead, White has no good move. If, for instance, 8 P—Kt 3, then 8 . . . . P × P +; 9 K × P, Q—Q 5 +; and, wherever King goes, Black will soon gain one of the Rooks, still maintaining a great attacking superiority.



11 B—Q 6	.....
----------	-------

Or, 11 Kt—Q 5, to shut out the Rook; an effort for breathing time. But Black's triumph is not to be seriously delayed.

.....	P × B
12 P—K 6	P × P
13 K—B sq	Kt—B 3 !
14 P—Kt 4	P—Q 4
15 P—Kt 5	Kt—K 4
16 P × P	Kt × P
17 Q—B 2	Kt—Kt 5 !
18 Kt—Q sq +	Kt × Q
19 Kt × Q	R—Q 7 !

And White resigned. If, e.g., 20 Kt—B 3, Kt—R 6; 21 Kt × B, Kt × Kt; 22 Kt—K 4, K R—Q sq; 23 Kt × R, R × Kt; Black

would continue 24 . . . .  
Kt—K B 7, soon mating.  
Again, at resignation point, if  
20 Kt×B, then mate in two,  
by the Knights checking one

after the other. This extra-  
ordinary game was played by  
Lasker. against three strong  
amateurs consulting, in Mos-  
cow, Russia, 1899.

No. 107.—MUZIO GAMBIT (won by L. MILIANI).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 B—B 4	P—Kt 5
5 Castles	P×Kt
6 Q×P	Q—B 3
7 P—K 5	Q×P
8 Kt—B 3?	Q—Q 5+

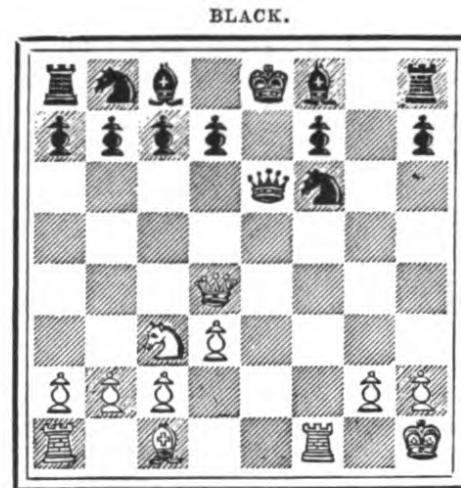
The *Muzio* abounds in pitfalls for the unwary. After making off with the second Piece, Black soon feels himself overloaded, and uncertain of all his possessions.

9 K—R sq	Q×B
10 P—Q 3!	Q—B 3
11 Q×P	Q—B 3

Offering a Knight to boot for exchange of Queens. A proposal not meeting with his adversary's approbation.

12 Q—K 3+	Q—K 3
13 Q—Q 4	Kt—K B 3

There should be something better than this, surely. 13 . . . . P—K B 3 would be so, probably. Then if 14 Kt—Q 5, B—Q 3; or if 14 B—Kt 5, Kt—B 3; it seems the attack ought not to succeed.



14 B—Kt 5	B—K 2
15 B×Kt	B×B
16 R×B	Q—K 2
17 R×P!	. . . .

An exemplary ending. Having fought the battle so far with little more than half his forces, Black has no time to use his reserves, and is completely overborne accordingly.

. . . .	K×R
18 R—B sq+	K—Kt 3
19 Q×R	Kt—B 3
20 Kt—Q 5!	Resigns. For somehow R—B 6, &c., should speedily prove decisive.

No. 108.—ALLGAIER GAMBIT (won by E. FREEBOROUGH).

White.	Black.	15 Kt×P	Q—Kt 3
1 P—K 4	P—K 4	16 Kt—Kt 3	R—B sq
2 P—K B 4	P×P	17 P—B 3	Kt—K 3?
3 Kt—K B 3	P—K Kt 4		
4 P—K R 4	P—Kt 5		
5 Kt—Kt 5	P—K R 3		
6 Kt×P	K×Kt		
7 P—Q 4	. . . . .		

See other specimens of this *Thorold—Allgair*. Unless he is very familiar with it, always a dangerous game for the defending player.

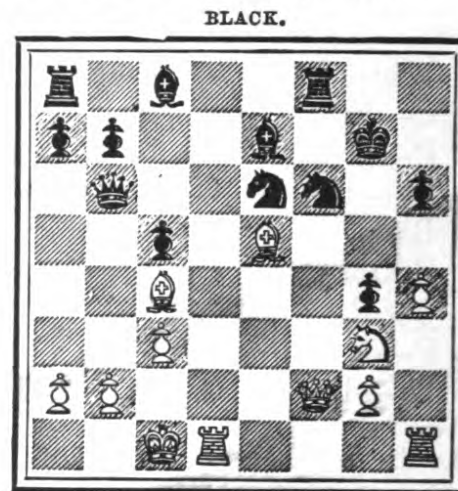
. . . . .	P—Q 4!
8 B×P	P×P
9 B—B 4+	K—Kt 2!
10 Kt—B 3	Kt—K B 3
11 Q—K 2	. . . . .

In order to Castle Q R. But, generally, for this purpose, 11 Q—Q 2 should be preferred.

. . . . .	Kt—B 3!
12 Castles Q R	Kt×P
13 Q—B 2	P—B 4
14 B—K 5	B—K 2?

Going wrong. Far better 14 . . . . . B—Q 3; reducing and simplifying. Further sacrifice in prosecution of attack would be in vain; 14 . . . . . B—Q 3; 15 R×Kt, P×R; 16 B×P, P—Kt 6!; and with (among other things) 17 . . . . . B—B 5 impending, White would have a losing game. The Bishop pinning at K 5, is an important factor in the attack, which should be cancelled at the first opportunity.

Any valid defence now seems beyond Black; but this, obstructing both Queen and Queen Bishop, is beautifully fatal.



WHITE.

18 Kt—R 5+	K—Kt 3
19 B—Q 3+	Kt—K 5
Or 19 . . . . .	K—B 2; 20
Kt×Kt, &c.:	or if 19 . . . . .
K×Kt?;	then 20 Q—B 5+, and
21 P×Kt,	mate.

20 B×Kt+	K×Kt
21 R—Q 5!	. . . . .

Very fine indeed! For now if 21 . . . . . Q—B 3 (to give Queen for Rook); 22 Q—B 2! and Black could not long survive.

. . . . .	R×Q
22 B—K B 4+	Kt—Kt 4
23 P×Kt,	mate.

No. 109.—RUY LOPEZ (won by DR. MAX LANGE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—Q 5

Somewhat at variance with the principles of sound development. One of a numerous class of moves that may be ventured, and often better than the best, against a slightly inferior opponent.

4 Kt × Kt	P × Kt
5 B—B 4	. . . .

Or 5 Castles, or 5 P—Q 3; and 6 P—Q 3 would be safer than further advance of King Pawn. White should be careful, for at the outset this 3 . . . . Kt—Q 5, &c., is very apt for counter attack—a strong “fighting defence.”

. . . .	Kt—B 3
6 P—K 5?	P—Q 4
7 B—Kt 3	.]. . .

Or, perhaps preferable, 7 B—Kt 5+. But 7 P × Kt, P × B; would be good for Black.

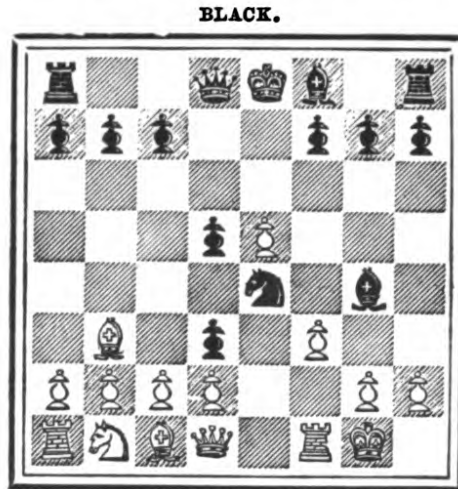
. . . .	B—K Kt 5
8 P—K B 3	Kt—K 5

Hazardous, of course. But Black plays all over like a winner.

9 Castles	. . . .
-----------	---------

Try 9 P × B, Q—R 5+! It will appear that Black gives mate shortly (if 10 K moves); or that (after 10 P—Kt 3, Kt × Kt P) he gains the Rook and Pawns enough—good return for his previous outlay.

. . . .	P—Q 6!
---------	--------



10 P × B?	. . . .
-----------	---------

Taking the bait! He should play 10 Q—K sq! Then Black’s confident attack would deservedly fail.

. . . .	B—B 4+
11 K—R sq	Kt—Kt 6+!
12 P × Kt	. . . .

A very strange position. Nearly all White’s King side Pawns on one file, and all his Queen side Pieces and Pawns yet at home!

. . . .	Q—Kt 4
13 R—B 5!	P—K R 4!
14 P × R P	Q × R
15 P—Kt 4	Q—B 7!

Here is another and perhaps prettier way of winning: 15 . . . . R × P +!; 16 P × R, Q—K 5!; 17 Q—B 3, Q—K R 5+; 18 Q—R 3, Q—K 8+; 19 K—R 2, B—Kt 8+; 20 K—R sq, B—B 7+; 21 K—R 2, Q—Kt 8, mate.

16 P—Kt 3	Q × Kt P
-----------	----------



17 Q—B sq	Q × Kt P	.....	K × Q
18 Q × P +	.....	19 B × P +	K—K 2
Desperation.	The mate is	20 B—Kt 2	Q—R 5 +
clearly inevitable.		21 B—R 3	Q × B. mate.

No. 110.—EVANS GAMBIT (won by A. C. VASQUEZ).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B × Kt P
5 P—B 3	B—B 4

Wanting too much. While he is after the Rook there is a decisive accumulation of force against his King's position. He should now take Pawn with Knight, following on with 15 . . . . P—K B 4 if necessary.

This and 5 . . . . B—R 4 often come to the same thing. But the latter is generally preferable, avoiding disturbance from P—Q 4, and so affording more variety in defence.

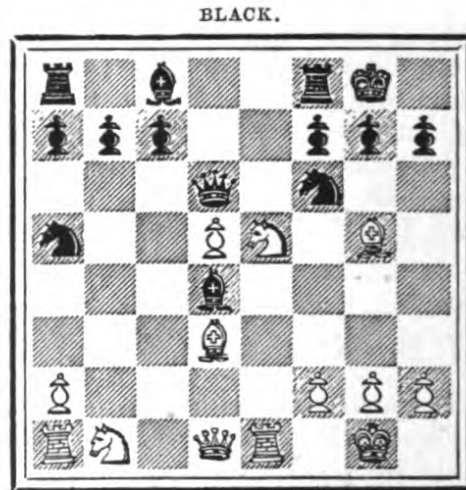
6 Castles Kt—B 3?

The correct move would be 6 . . . . P—Q 3. Black becomes subject to much worry in thus playing the Knight.

7 P—Q 4	P × P
8 P × P	B—Kt 3
9 P—Q 5?	.....

Advance of King Pawn first would be stronger. The point is to involve both Knights in trouble with these Pawns.

.....	Kt—Q R 4!
10 B—Q 3	P—Q 3
11 P—K 5	P × P
12 Kt × P	Castles
13 B—K Kt 5	Q—Q 3
14 R—K sq	B—Q 5?



15 B × Kt	B × R ?
16 Q—R 5!	P—K Kt 3
17 Kt × Kt P!	B P × Kt

If he takes Bishop, then Knight checks and Queen mates.

18 B × P!	Q—Q 2
19 B × P +!	Q × B
20 Q—Kt 5 +	K—B 2
21 R—K 7,	mate.

No. 111.—IRREGULAR OPENING (won by PAULOW.)

- |           |         |
|-----------|---------|
| White.    | Black.  |
| 1 P—K 4   | P—Q B 3 |
| 2 P—Q 4   | P—Q 4   |
| 3 P—K B 3 | . . . . |

Perhaps *too* cautious; 3 P—K 5 might be ventured. Generally, however, an opening plan, though justly considered inferior, may be of a kind not to be overcome rashly. Such is Black's in the present instance. But White might easily show more enterprise, without danger, in the beginning.

- |            |          |
|------------|----------|
| . . . .    | P—K 3    |
| 4 Kt—B 3   | Kt—B 3   |
| 5 B—K Kt 5 | B—K 2    |
| 6 P—K 5    | K Kt—Q 2 |
| 7 B×B      | Q×B      |
| 8 Kt—R 3!  | P—Q R 3  |

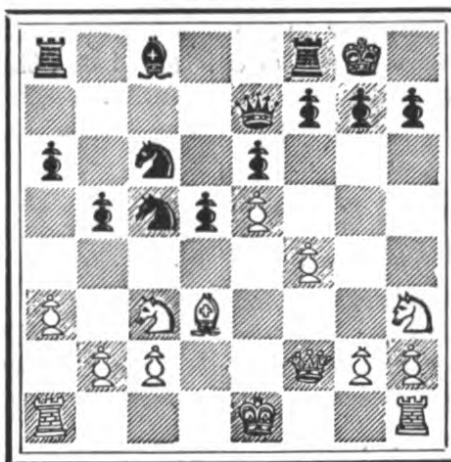
Apparently to *again* move the Bishop Pawn, which could hardly go on now, because of 9 Kt—Q Kt 5, &c. But, as a rule, much Pawn play in the opening is a defect.

- |          |          |
|----------|----------|
| 9 Q—Q 2  | P—Q B 4  |
| 10 P—B 4 | P×P      |
| 11 Q×P   | Kt—Q B 3 |
| 12 Q—B 2 | P—Q Kt 4 |
| 13 P—R 3 | Castles  |
| 14 B—Q 3 | Kt—B 4?  |

Not seeing that Bishop may safely take the Pawn, checking—

a weakness rather common to positions of this class. In continuation, the acceptance of the Bishop is fatal; he should play 15 K—R sq, and contest the matter, as well as might be, a Pawn behind.

BLACK.



WHITE.

- |             |        |
|-------------|--------|
| 15 B×P+     | K×B?   |
| 16 Kt—Kt 5+ | K—Kt 3 |
| 17 Q—R 4    | Kt×P   |
| 18 Q—R 7+   | K—B 3  |
| 19 Q—R 5!   | P—Kt 3 |
| 20 P×Kt+    | K×P    |
| 21 Kt×B P+! | K—Q 5  |

Or 21 K—B 3; 22 R—K B sq (Castles) +, K—Kt 2; 23 Q—R 6 +, and 24 Q—R 8 mate!

22 Kt—K 2 +, and White mates next move, with Queen or Knight.

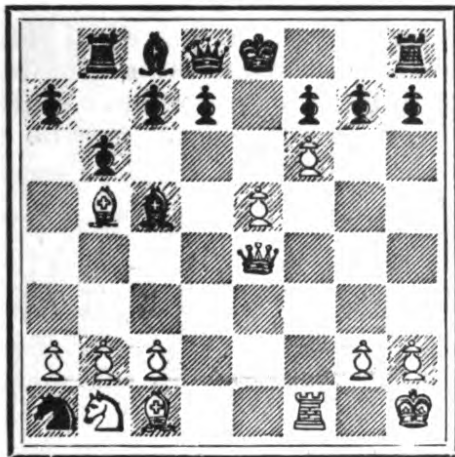


8 Q × Kt Kt—B 4  
9 P—K B 4 P—Q Kt 3 ?

Beginning a mistaken combination to gain the exchange. A sufficient objection against it is that his own Rook is exposed in the process; aside from risks of attack on his King—which are obviously great.

10 P—B 5! Kt—Kt 6 ?  
11 Q—K 4! Kt × R  
12 P—B 6! B—B 4 +  
13 K—R sq R—Q Kt sq

BLACK.



WHITE.

14 P—K 6! . . . .

A crushing stroke, completely pulverising the defence.

. . . . R—Kt sq

Or, e.g., 14 . . . . Castles;  
15 Q—Kt 4, P—Kt 3; 16 Q—Kt 5,  
&c.; or, 14 . . . . P—B 3;  
15 P × Kt P (threatening  
16 P × B P, mate), &c.; or, 14 . . . .  
P × B P; 15 P × Q P+, K—B sq;  
16 B—R 6+, &c.—in every case  
easily a win for White.

15 Q × P . . . .

Overlooked, probably in a more distant view of winning:  
15 P × Q P +!, K—B sq;  
16 Q—K 8 +!, and mates next  
move with Queen or Rook.

. . . . R—B sq  
16 P × B P + R × P  
17 R—K sq +! B—K 2

The conclusion is simply elegant. So would be this: 17 . . . .  
Q—K 2; 18 Q—Kt 8 +, R—B sq;  
19 P—B 7 +, K—Q sq;  
20 B—K Kt 5! (if) Q × B  
21 Q × R +, and 22 R mates  
If Black plays King or Rook at  
move 17, mate follows of course  
instantly.

18 Q—Kt 8 + R—B sq  
19 P—B 7, mate.

No. 114.—SCOTCH GAME (won by BIRD).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P × P
4 Kt × P	Q—R 5

Indicating a policy of adventure. Either 4 . . . . B—B 4 or

4 . . . . Kt—B 3 would mean steadier purpose in defence.

5 Kt—Kt 5! . . . .

A good way of offering the Pawn in consideration of attack. But see No. 70 for other procedure from this point.

..... B—B 4

If 5..... Q×P+, Black soon finds it advisable to move his King; and then both King and Queen become liable to much worry.

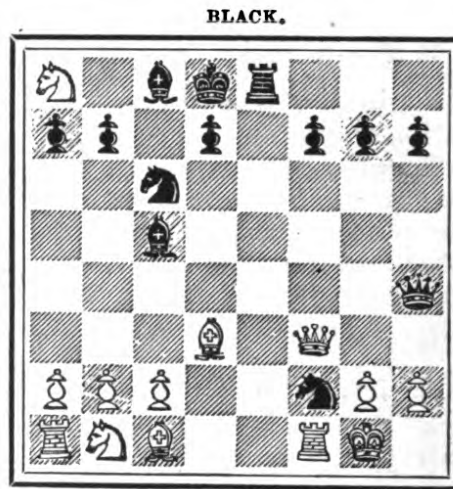
6 Q—B 3      Kt—B 3!  
7 Kt×P+      .....

Wrong, almost decidedly! He should safeguard by 7 B—K 3,—there being no good time to take the Rook, with adversary coming on so forcibly and so fast.

..... K—Q sq  
8 Kt×R?      R—K sq!  
9 B—Q 3      .....

Whatever he does now, it seems he cannot escape some sort of serious loss. The combination of *five* pieces, which Black has at command, should in all likelihood prove irresistible.

..... Kt×P  
10 Castles      Kt×P!



Making for a beautiful termination. Everything follows naturally and in order; White having choice only of *how* he is to surrender.

11 R×Kt      R—K 8+  
12 B—B sq      Kt—Q 5!  
13 Q×B P      Kt—K 7+  
14 K—R sq      Kt—Kt 6+  
15 K—Kt sq      R×B, mate.

No. 115.—SALVIO GAMBIT (won by L. VAN VLIET).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 Kt—K B 3	P—K Kt 4
4 B—B 4	P—Kt 5
5 Kt—K 5	Q—R 5+
6 K—B sq	Kt—Q B 3

Or 6..... P—B 6, in strong counter attack; or 6..... Kt—K R 3, defending *pro tem*. Compare No. 13 (won by Labourdonnais).

7 B×P+      .....

There would be too much time expended in capture of the Rook. Thus, if 7 Kt×B P, B—B 4!; 8 Q—K sq, P—Kt 6!; 9 Kt×R, B—B 7; the combination of Pawns and Pieces against White King should prove overwhelming.

..... K—K 2  
8 Kt×Kt+      Q P×Kt  
9 B—Kt 3      .....

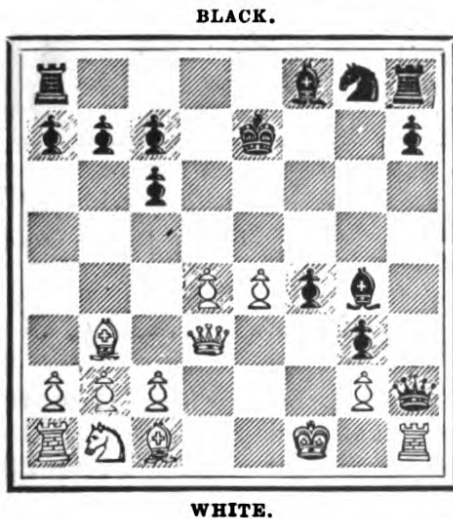
If 9 B×Kt, of course adverse Rook would join in very actively. Though he has equalised forces, White has not been developing;

so that, as far as freedom or general manageability is concerned, his position is now inferior.

- . . . . . P—Kt 6!  
 10 P—Q 4      B—Kt 5  
 11 Q—Q 3      . . . . .

Overlooking the formidable reply; or, at least, 11 Q—K sq should be preferred. For if he takes the Queen, presently, Black soon makes another Queen, with advantage.

- . . . . . Q×P!



- 12 R—Kt sq      P—B 6!  
 13 B—Kt 5+      K—Q 2  
 14 P—Q 5      P×P+

A safe and sure way, no doubt. But 14 . . . . P—B 7; 15 P×P+, K—K sq, &c., would be shorter. White could keep up the check only for a few moves, and then he would be quite helpless.

- 15 R×P      Q—R 8+  
 16 R—Kt sq      P—Kt 7+  
 17 K—B 2      B—B 4+  
 18 B—K 3      R—B sq+  
 19 K—K sq      R—B 8+  
 20 R×R      . . . . .

All forced—or something worse. Black comes out a clear Piece ahead; whereupon White resigns, rather than struggle in fractious opposition.

- . . . . . P×R(Q)+  
 21 Q×Q      Q×Q+  
 22 K×Q      B×B  
 23 Resigns.

No. 116.—KING'S GAMBIT (won by W. DONISTHORPE).

- |            |        |
|------------|--------|
| White.     | Black. |
| 1 P—K 4    | P—K 4  |
| 2 P—K B 4  | P×P    |
| 3 Kt—K B 3 | B—K 2  |
| 4 B—B 4    | B—R 5+ |

In this case the play of Black Bishop makes what is called the *Cunningham Gambit*; from Capt. Cunningham, a past distinguished chess amateur, by whom it was much practised.

- 5 P—Kt 3      . . . . .

Here K—B sq is best. Another name for the opening, as it now proceeds, is the *Three Pawns Gambit*.

- . . . . . P×P  
 6 Castles      P×P+  
 7 K—R sq      . . . . .

Of course. Rightly leaving the Pawn, as a protection to his King.

..... P—Q 4!  
 If, e.g., 7 . . . . . B—B 3; 8 P—K 5, P—Q 4; 9 P×B, Kt×P?; 10 B—Kt 3, B—K 3; 11 P—Q 4, &c. The Pawn at R 7 not counting, Black would have scarcely enough for his missing piece. The actual move here is most important in this peculiar game. It frees Bishop and Queen, and gains time for following début of Knight; while at once enabling Black to take care of his outlying Bishop and beware any B×P; with perhaps discovered check, and deadly attack, from adverse Queen, Rook, and Knight, in its train.

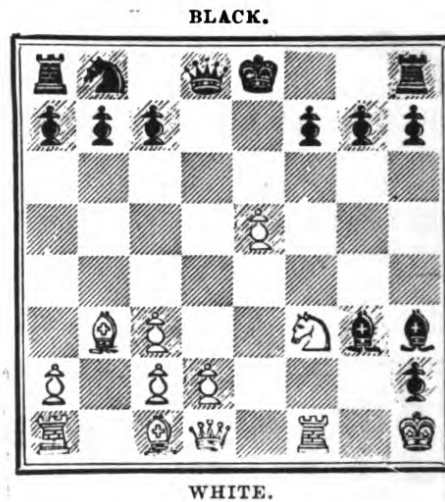
8 B×P                    Kt—K B 3  
 9 B—Kt 3                . . . . .

Or, slightly preferable, but still not quite satisfactory, 6 B×P+, K×B; 10 Kt×B, R—K sq; 11 P—Q 4, K—Kt sq; Black being as good as castled, with greater safety to his King, &c.

..... B—Kt 6!  
 10 P—K 5?            Kt—Q 4  
 11 Kt—B 3            Kt×Kt  
 12 Kt P×Kt          B—R 6!

A very remarkable situation. For now what can White do better than bring in the doubly check-

ing stroke for which he has been trying all along—and which in the result proves so disastrous to its maker?



13 B×P+                K×B!  
 14 Kt—Kt 5+          K—Kt 3!  
 15 Kt×B                Q—Q 4+  
 16 Q—B 3              R—B sq!

A surprisingly beautiful move, which there is no resisting; its least or net gain being Queen for Bishop and Pawn!

17 Q×Q                R×R+  
 18 K—Kt 2            P—R8(Q)+  
 19 K×B                Q×Q!, and  
 White resigned.

No. 117.—BISHOP'S GAMBIT (won by Capt. KENNEDY).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P×P
3 B—B 4	P—K B 4

A Counter Gambit supposed to yield no more than an even game, and therefore of infrequent oc-

currence. It is better to open out in the centre by 3 . . . . P—Q 4; or immediate check, or 3 . . . . Kt—K B 3 is more apt to advantage the defence.

4 Q—K 2                . . . . .  
 Or 4 Kt—Q B 3, Q—R 5+;

5 K—B sq, P×P; 6 Kt×P, P—B 3; 7 Kt—K B 3, Q—R 4; 8 Q—K sq, K—Q sq; 9 Q Kt—Kt 5, P—Q 4; 10 Q—K 5, Kt—B 3; 11 B—K 2, &c., with practical equality.

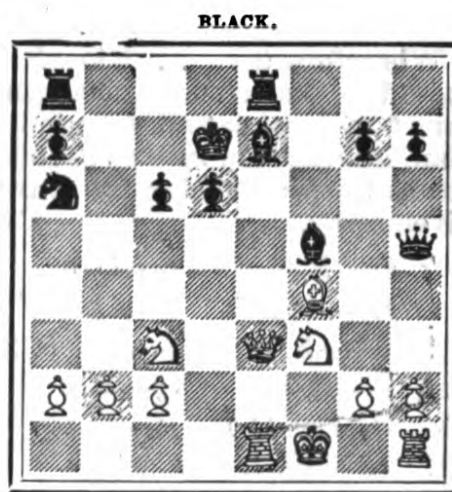
..... Q—R 5+  
5 K—B sq .....

But, having moved the Queen, he should now continue 5 K—Q sq. There the King would be just as safe; and his Rook could be brought into ready action.

.....	P×P
6 Q×P+	B—K 2
7 Kt—K B 3	Q—R 4
8 B×Kt	R×B
9 Kt—B 3	P—B 3
10 P—Q 4	P—Q 3
11 B×P	B—B 4
12 Q—K 3	K—Q 2

This is well played. If 12... B×P?; 13 R—K sq, Q—B 2; 14 B×P, &c., the pinned Bishop would be lost.

13 R—K sq	R—K sq
14 P—Q 5	Kt—R 3
15 P×P+	P×P



.....  
16 Q—K 2 .....

Not only threatening the Knight; but also 17 Kt—K 5+, to gain the Queen. However, the reply is simply crushing, as to both these threats; for if 17 Kt—K 5+, then 17... R×Kt!; and, at worst, Black will have two Bishops for a Rook—a winning superiority in such a position. 16 Q—Q 2 would be White's best move.

.....	B—R 5
17 Q×Kt?	Q×Kt+!
18 P×Q	B—R 6+
19 K—Kt sq	R×R+
20 Q—B sq	R×Q, mate.

No. 118.—KING'S GAMBIT DECLINED (won by L. HOFFER.)

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 P×Q P	P—K 5

In this *Falkbeer Counter Gambit* the second player seeks opening attack at expense of a Pawn.

4 B—Kt 5+ .....

Or 4 P—Q 3, to change off; for the Pawn at K 5 may have a seriously binding effect upon the White position.

.....	P—B 3
5 P×P	Kt×P



6 P—Q 4 P×P e.p. ?

Wherefore 6 . . . . Kt—B 3 should be preferred. Exchanging thus to a great extent defeats his plan, leaving him with no counter attack to speak of for the Pawn given away.

7 Q×P B—Q 2  
 8 Kt—Q B 3 B—Q Kt 5  
 9 Kt—K 2 K Kt—K 2  
 10 B—K 3 Q—B 2  
 11 Castles Q R R—Q sq  
 12 Kt—Kt 3 Castles

No benefit would accrue from 12 . . . . B—Kt 5; allowing exchange of Queens and Rooks. Hence he brings the other Rook to bear, in further preparation for what he imagines will be a surprise to the adversary.

13 P—K R 3 B—Kt 5  
 14 P×B! . . . .

But assuming any real surprise about here, this seems to be it! In Rook, Bishop, and Pawn, with formidable attacking chances, there is always compensation for the Queen.

. . . . R×Q  
 15 B×R P—K Kt 3



16 Q Kt—K 4! P—B 4

Doubtless, 16 . . . . Kt—Q 4 would be better; for this directly invites disaster.

17 B—B 4+ K—Kt 2

If 17 . . . . K—R sq; 18 R×P+, K×R; 19 Kt—Kt 5, &c., White would win of course; taking the Queen by sometime Kt—K 6+, supposing mate not readily attainable.

18 Kt—Kt 5! Q—B sq  
 19 R×P+ K—B 3  
 20 Q Kt—K 4+ P×Kt  
 21 P—Kt 5 (or Kt×P) mate.

No. 119.—RUY LOPEZ (won by A. ZINKL).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3
4 Kt—B 3	B—Kt 5

The *Double Ruy Lopez*. Usually leading to a dry or heavy sort of game.

5 Castles . . . .  
 Or 5 Kt—Q 5, slightly more in the way of complication.  
 . . . . Castles  
 6 P—Q 3 B×Kt  
 7 P×B P—Q 3  
 8 B×Kt P×B

9 R—Kt sq ! . . . . .

Taking the open file “on principle”—the best he can do with “the move”—which is still with him. As Black can hardly do likewise, the positions here begin to really differ.

. . . . . B—Kt 5 ?  
 10 P—K R 3 B—K 3  
 11 P—B 4 Q—B sq  
 12 Kt—Kt 5 Q—R 3 ?

The Rook should be opposed. Play of this kind, threatening distant enterprise with Queen alone, is nearly always to be suspected. While she is away the King may be fatally endangered in default of her help.

13 P—B 4 ! . . . . .

Almost as of course. If 13 . . . Q x R P ? White would, doubtless, also continue 14 P x P, &c., with very good winning prospects. Some fine play follows.

. . . . . Q R—Kt sq  
 14 P x P ! R x R  
 15 P x Kt P—Kt 3  
 16 Q—Q 2 . . . . .

He wants to take the Rook Pawn, clearing the way for Queen to mate at Kt 7. Black’s efforts are to prevent this; a reason why he gives Rook for Knight presently.

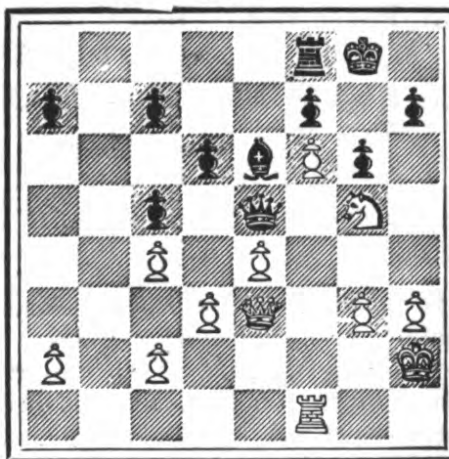
. . . . . Q—Kt 3 +  
 17 K—R 2 Q—Q 5 !  
 18 P—Kt 3 . . . . .

If 18 Kt x R P, Q—K 4 + ; 19 P—Kt 3, Q—K R 4, &c., Black

would be comparatively safe. Curiously, were Black to continue 18 . . . . . Q—K 4 ? ; then, 19 P—Q 4 ! and the Queen would have no escape. Hence 18 . . . . R x B, &c. A most interesting situation.

. . . . . R x B  
 19 Q x R Q—K 4  
 20 Q—K 3 P—B 4

BLACK.



WHITE.

21 P—K R 4 ! . . . . .

To clear the road for Queen, and still maintain advanced Pawn in order to mate.

. . . . . B—Q 2  
 22 Kt—R 3 ! Q—K 3 ?

Losing, not seeing the blocking, time gaining, move of White Rook. Here 23 . . . . Q—R 4 was imperative.

23 R—B 5 ! K—R sq

Whatever he does the game is virtually gone—23 . . . . Q x K B P being his very best !

24 Q—R 6 R—K Kt sq  
25 Kt—Kt 5! Resigns.

This game was awarded the "Brilliancy Prize" in the Inter-

national Chess Tournament, Berlin, 1897. Herr Zinkl is a young Austrian player; one of the foremost in Vienna.

No. 120.—QUEEN PAWN GAME (won by SCHIFFERS).

White.	Black.
1 P—Q 4	P—Q 4
2 P—K 3	B—B 4
3 P—Q B 4	P—K 3
4 Q—Kt 3	P—Q Kt 3
5 Kt—Q B 3	Kt—K B 3
6 Kt—B 3	B—K 2
7 B—K 2	Castles
8 Kt—K R 4?	B—K 5!
9 P×P	.....

If 9 P—B 3, P×P; the Black Bishop would have a good retreat; whereas, for the moment, the Knight on R 4 would have none—and might easily get into trouble. Consequently, White's manœuvre with the Knight fails in its object, and time is lost.

.....	B×Q P
10 Kt×B	Kt×Kt
11 Kt—B 3	Kt—Q 2
12 Castles	P—Q B 4
13 B—Q 3	Q Kt—B 3
14 R—Q sq	.....

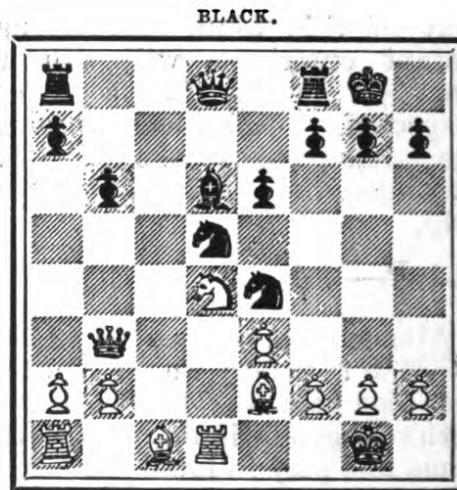
Better 14 B—Q 2, developing. As it happens, with obstruction of other Rook, this weakening of the King's position proves fatal.

.....	P×P
15 Kt×P	B—Q 3
16 B—K 2	.....

The Knight should go back, keeping out adverse Queen. That

would be best, probably; anticipating the terrible onslaught to which he is presently subjected.

..... Kt—K 5!



17 B—B 3	B×P+!
18 K×B	Q—R 5+
19 K—Kt sq	Q×P+
20 K—R 2	P—B 4!

Now the Rook is going out and around, reinforcing the attack; and, as he already has two Pawns for his Piece, the prospect is most encouraging.

21 Q—B 2	Q—R 5+
22 K—Kt sq	R—B 3
23 Kt×B P	.....

Here 23 P—R 3 would be some resource, though seemingly with little relevance to the danger im-

pending. If then 23 . . . R—R 3; 24 K—B sq, he might possibly escape over Q 3, without losing Queen through check from Knight. A curious consideration.

. . . . . P × Kt  
 24 R × Kt Q—K 8+  
 25 K—R 2 R—R 3+,  
 And mates next move.

No. 121.—RUY LOPEZ (won by CECIL DE VERE).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3
4 Castles	Kt × P
5 R—K sq	Kt—Q 3
6 Kt × P	Kt × Kt
7 R × Kt +	B—K 2
8 P—Q 4	. . . . .

14 Kt—B 3	P × P
15 Q × P +	K—Kt 2!
16 P—Q 5!	P × P
17 Kt × P	B—B sq?

Or 8 Kt—B 3; Kt × B? 9 Kt—Q 5! good for White; but Black would probably and certainly better play 8 . . . . Castles. There is also 8 B—Q 3 (the other Bishop to go out at Kt 2), making a kind of game recently fashionable, but not so favourable for White.

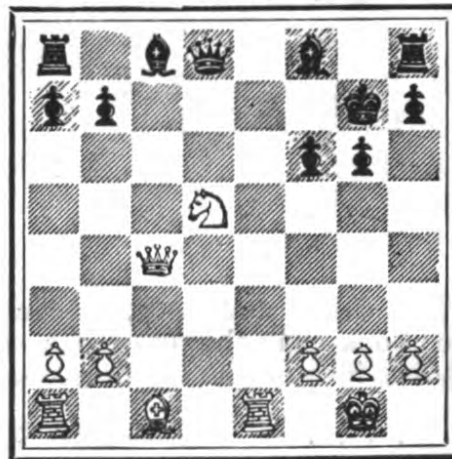
. . . . .	P—K B 3?
9 R—K sq!	Kt × B
10 Q—R 5+	P—K Kt 3
11 Q × Kt	P—B 3

Castling is too long delayed, and eventually becomes impracticable.

12 Q—Kt 3	P—Q 4
13 P—Q B 4!	K—B 2

For were he now to Castle, the Queen Pawn would be lost. From this point Black struggles with increasing difficulties, and is quite unable to shake off the masterful grasp of his antagonist.

BLACK.



WHITE.

18 Kt × P! . . . . .

A fine idea. Of course if Black had moved 17 . . . . B—Q 3 he could now take this Knight with King; but, as the affair stands, if he takes with King, then 19 Q—R 4+, &c., and he loses Queen.

. . . . .	Q × Kt
19 B—Q 2!	P—Q Kt 4!

To prevent the terrible B—B 3. If he takes the Knight Pawn on the next move, then also 21 Q R—B sq, and there would be no defence worth mentioning—both 22 B—B 3+ and 22 R—B 7+ threatening.

20 Q—Q 5      P—Kt 5  
 21 Q R—B sq!    Q—B 2  
 22 Q×R          B—K 3  
 23 Q—K 4      B×P  
 24 Q—K 5+     K—Kt sq

If he interposes, then check either from Rook or Bishop follows, with deadly consequences.

25 R—B 7      Q—Q 4  
 26 Q×Q+      B×Q

27 R—K 8!     Resigns.  
 Mate impending and unavoidable. *E.g.*, 27 . . . . P—K R 4 (White threatens 28 B—R 6!); 28 B×P, B—B 2; 29 R×B+, K moves; 30 K R×B+, K—R 3; 31 B—Q 2+, P—Kt 4; 32 R mates. Played against Steinitz, in the Dundee Tournament, 1867.

No. 122.—CENTRE GAME (won by SALVIOLI).

White.	Black.
1 P—K 4	P—K 4
2 P—Q 4	P×P
3 Q×P	Kt—Q B 3
4 Q—K 3	Kt—B 3
5 B—Q 2!	. . . .

To quickly castle Q R, utilising the Rook on the open file—a leading idea of the *Centre Game*.

. . . . P—Q Kt 3

This purposed driving of the Queen takes time, and chiefly results in her assuming a more threatening attitude. The Bishop going out here can do little in the way of subsequent attack; and some of his important defensive power in relation to the King is missing. Better 5 . . . . B—K 2, with perchance 6 . . . . P—Q 4, considerably freeing the position; or 5 . . . . P—K Kt 3, to post the Bishop at Kt 2, looking in the direction White may Castle.

6 Kt—Q B 3    B—B 4  
 7 Q—Kt 3     Castles

8 B—K 2      B—Q 5  
 9 B—K R 6     . . . .

He might better Castle; for this is waste of time, evidently.

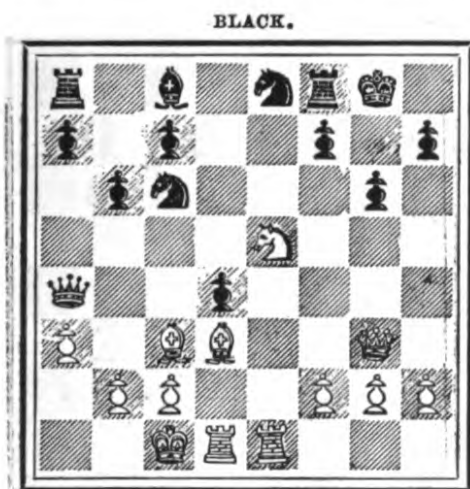
. . . .      Kt—K sq  
 10 B—Q 2     Q—B 3

At this juncture 10 . . . . Kt—Kt 5 would be a likely diversion, just to see what would happen. As he goes on, Black complicates himself, dangerously venturing with his Queen.

11 Kt—B 3     Q—Kt 3  
 12 Castles Q R    B×Kt  
 13 B×B          Q×P

The risk in this is obvious. With Queen away, out of it in a manner, pressure of adverse force against the King is hard to be withstood.

14 B—Q 3      Q—Q R 4  
 15 K R—K sq!    P—Kt 3  
 16 P—Q R 3     P—Q 4  
 17 Kt—K 5      P—Q 5



WHITE.

18 Q—R 4!      Kt × Kt  
 19 R × Kt        P—Q B 4  
 20 P—Q Kt 3!    Q × R P + ?

With this the Queen still remains locked out, unable to render due assistance in defence. Retreat to Q 2 would be stronger.

21 B—Kt 2      Q—R 4  
 22 R—R 5!      P × R  
 23 Q × R P      P—B 4  
 24 B—B 4+      K—R sq!  
 25 B—Q 5!      Q R—Kt sq  
 26 R × P!        P × R  
 27 Q × Kt!      Resigns.

Going back a little, if 24 . . . . K—Kt 2; 25 Q—Kt 5+, and 26 Q—K 7!, White would also win. Then if White had not played 25 B—Q 5!, but, instead, 25 R × P?, Black Queen could reach K 4, and the proposed mate would fail. There is no hope when Black resigns; for if 27 . . . . Q × B, or 27 . . . . R × Q; mate in two moves. A fine finish.

No. 123.—EVANS GAMBIT (won by ANDERSEN).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B × Kt P
5 P—B 3	B—B 4
6 Castles	P—Q 3
7 P—Q 4	P × P
8 P × P	B—Kt 3
9 P—Q 5	Kt—R 4
10 B—Kt 2	Kt—K 2

So far a model *Evans*, dating back to the period of "the sixties." A bolder system of defence (from 5 . . . . B—R 4) is now preferred.

11 B—Q 3 . . . .  
 Why not take the Pawn? Well, *e.g.*, 11 B × P, R—K Kt sq; 12 B—Q 4, Kt × B; 13 Q—R 4+, Q—Q 2; 14 Q × Kt, R × P +! 15 K × R, Q—Kt 5+; 16 K—R sq, Q × Kt+; with 17 . . . . B—R 6, and mate at hand. True, White might refuse the Rook. But then, after 15 K—R sq, Q—R 6; 16 Q Kt—Q 2, B—Kt 5, Black would be ready to Castle, employing his other Rook, with probably overpowering advantage.

12 Kt—B 3	Castles
13 Q—Q 2	Kt—Kt 3
	P—Q B 4

14 Kt—K 2      B—Q 2  
15 Kt—Kt 3     P—B 3

To avoid possible 16 B × Kt P!  
(if) K × B; 17 Kt—R 5+,  
K—R sq; 18 Q—R 6, R—K Kt sq,  
19 Kt—Kt 5, &c.—for White a  
winning combination.

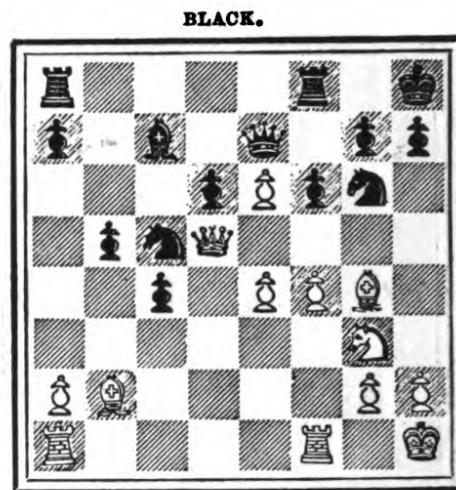
16 K—R sq . . . .

The better to advance the  
Pawns in attack, supported by  
the Rooks, after playing away the  
Knights—and to have no check  
by discovery from adverse Bishop.  
A move looking ahead, and gener-  
ally important in such a position.

. . . . . P—B 5  
17 B—K 2      B—B 2  
18 Kt—Q 4     P—Kt 4

These Queen side Pawns will  
win for Black eventually—always  
provided he can sufficiently hold  
out against the attack upon his  
King. This is the theory of the  
defence. But in practice it has  
been found that the attack too  
frequently gets there first—and  
therefore the theory is at present  
somewhat discredited.

19 P—B 4      Kt—Kt 2  
20 Kt—K 6     B × Kt  
21 P × B       Kt—B 4  
22 Q—Q 5      Q—K 2  
23 B—Kt 4!    K—R sq



WHITE.

24 Q—R 5      Kt—Q 6

He could not well take the for-  
ward Pawn, because of 25 B × Kt,  
Q × B; 26 P—B 5, &c. Even this  
affords no relief; for if he goes  
on 25 . . . . Kt × B; 26 B × Kt,  
P—K R 3; 27 Kt—B 5, Q moves;  
28 Kt × R P, &c., he would be lost.

25 B—B 5!      Q—K sq  
26 B—Q 4       B—Kt 3  
27 P—K 7!      R—K Ktsq?  
28 Kt—K 2      Q—B 2  
29 R—B 3!      Resigns.

For 30 Q × P+! and mate  
with Rook must be prevented.  
To begin with, the Knight  
would have to be given up; and  
then the attack still persisting  
would soon prove intolerable.

#### No. 124.—COUNTER GAMBIT (won by BLACKBURNE).

White.	Black.
1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 P × Q P	P—K 5
4 P—Q 3	. . . . .

Safer than 4 B—Kt 5+, &c.,  
in which White has to meet a  
very troublesome counter-attack,  
for the sake of a Pawn.

. . . . .	Kt—K B 3
5 Q—K 2	B—Q B 4

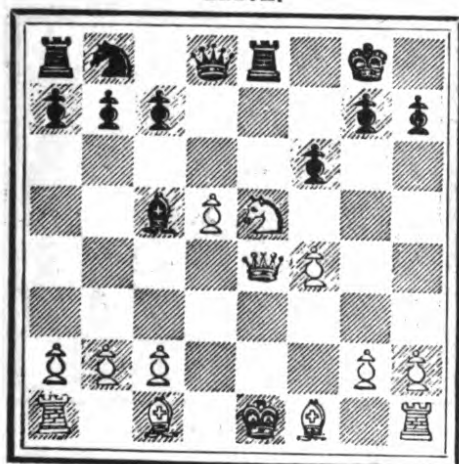
Better 5 . . . . Q × P; content with an even game. But Black attempts to "rush" his adversary's apparently congested position; and the consequences are extraordinary.

- 6 Kt—Q B 3! Castles
- 7 P × P R—K sq
- 8 Kt—B 3 Kt × K P

Relying upon the awkward situation of White King and Queen. He must recover the Piece, of course; but the operation proves exhaustively fatal.

- 9 Kt × Kt B—B 4
- 10 Kt—K 5! B × Kt
- 11 Q × B P—K B 3

BLACK.



WHITE.

- 12 P—Q 6 . . . .

The first of a combination of beautiful simplicity and effect. "A little bit of Morphy," and no mistake! Black must immediately look to his Bishop—and the rest naturally follows.

. . . . Q × P

- Or, for instance, 12 . . . . B × P;
- 13 B—B 4+, K—B sq!;
- 14 Q × R P, &c.; or 12 . . . . P × P;

- 13 B—B 4+, P—Q 4!;
- 14 Q × Q P+, Q × Q!;
- 15 B × Q+, and 16 B × P, or the like, gaining a Rook,—White prevailing either way, with little or no difficulty.

- 13 B—K 3 . . . .

Again threatening the Bishop, 14 Q—B 4+, &c. This means to mask the adverse Rook, thus freeing his Knight, and may be taken as the point upon which the whole winning combination turns.

- . . . . B × B
- 14 Q—B 4+ Q—K 3

Or 14 . . . . R—K 3; 15 R—Q sq!, with, possibly, 16 Q × R+!, and mate in two more moves. Then if 14 . . . . K—R sq? Well, in that case there would be the Legalle ("Philidor's Legacy") or "smothered" mate in four!

- 15 Q × Q+ R × Q
- 16 B—B 4! P × Kt
- 17 B × R+ K—B sq
- 18 B—B 8! P—Q R 4

Let Knight move, and Rook or Knight is lost. It is really immaterial what Black does now,—it is virtually all over with him, force and position duly considered.

- 19 P × P R—R 3
- 20 R—B sq+ K—K sq
- 21 R—B 3 B—Q 5
- 22 Castles! Kt—B 3
- 23 B × P! Resigns. A

splendid specimen of chess on the part of Blackburne; his opponent being the celebrated Austrian master Marco, and the occasion the International Tournament, Berlin, 1897.



## No 125.—EVANS GAMBIT (won by A. M'DONNELL).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P
5 P—B 3	B—R 4!
6 Castles	.....

Or 6 P—Q 4, more energetic—giving the defence less time to get ready. Yet opinions are divided as to the respective merits of these two modes of procedure.

.....	P—Q 3
7 P—Q 4	P×P
8 P×P	B—Kt 3

The "normal position" in the *Evans*—often so called. In lieu of exchanging, he might have continued 7 . . . . B—Kt 3, or 7 . . . . B—Q 2; the latter especially offering well-settled prospects of advantage.

9 B—Kt 2	.....
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Or 9 Kt—B 3, or 9 P—Q 5. Preferably the move of the Knight—leaving Bishop and Pawn to act as may be afterwards expedient.

.....	Kt—B 3
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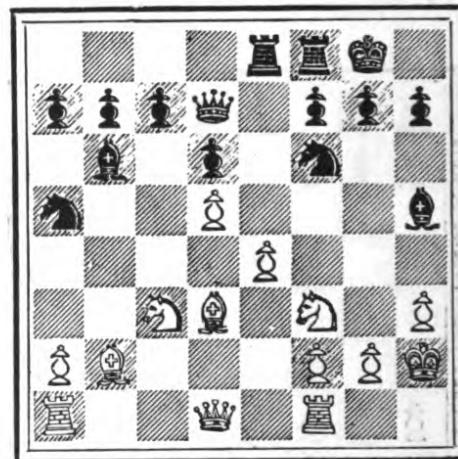
This is stronger now than it would be had White played 9 Kt—B 3. For, in the latter case, the attack might run 10 P—K 5! (if) P×P; 11 B—R 3!, &c., very difficult for Black, unable to Castle. But this kind of attack would not now be so good for White; for his Knight being at home (9 B—Kt 2 going for nothing) he would be a move behind.

10 P—Q 5	Kt—Q R 4
11 B—Q 3	Castles
12 Kt—B 3	.....

Better 12 Q Kt—Q 2, or 12 P—K R 3, seeing how unpleasant is the obvious reply. About here White becomes uncertain of his course, and the attack passes to his opponent.

.....	B—Kt 5
13 P—K R 3	B—R 4
14 K—R sq ?	Q—Q 2
15 K—R 2	Q R—K sq

BLACK.



WHITE.

16 P—Kt 4 ?	Kt×Kt P!
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A bold and sound sacrifice—for all that appears to the contrary. Quite in the style of the great M'Donnell. He is not to be directly recouped for his venture, but its success depends upon somewhat remote contingencies, incidental to the general validity of his position.

17 P×Kt	Q×P
18 B—K 2	Q—B 5+

19 K—R sq	B×Kt+	24 Kt×P	R×Kt
20 B×B	P—K B 4!	25 B—B sq	R—K 6!
21 B—Kt 2	R—B 3	26 B×R	R×B+
22 Q—Q 3	R—R 3+	27 K moves	Q mates.
23 B—K R 3	P×P		

No. 126.—RUY LOPEZ (won by CECIL DE VERE).

White.	Black.	18 Kt—Q 2	Q R—K sq
1 P—K 4	P—K 4	19 Q—R 5	P—B 3
2 Kt—K B 3	Kt—Q B 3	20 Kt—B 3	P×P
3 B—Kt 5	P—Q R 3	21 Kt×K P!	.....
4 B—R 4	Kt—B 3		
5 Q—K 2	P—Q Kt 4		
6 B—Kt 3	B—Kt 2		
7 P—Q 3	.....		

All very good. To attempt the Bishop Pawn would be worse than useless; for if 7 Kt—Kt 5, Kt—Q 5!; 8 Kt×B P?, Q—K 2!; or 8 B×P+?, K—K 2; 9 Q—Q sq, P—R 3!;—White would lose a Piece.

.....	B—B 4
8 Kt—B 3	Castles?

Too soon for Castling; pinning of the Knight becomes inconvenient.

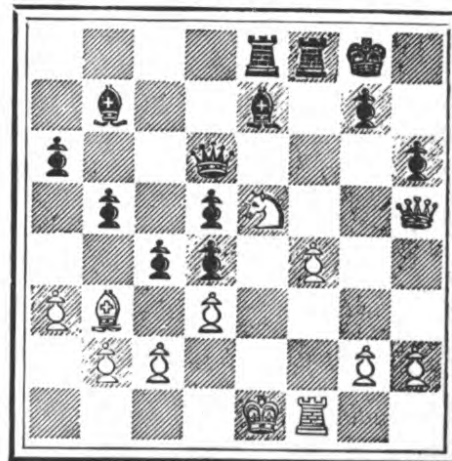
9 B—Kt 5!	P—R 3
10 B—K R 4	Kt—Q 5
11 Kt×Kt	P×Kt
12 Kt—Kt sq!	B—K 2!
13 Castles	P—Q 4
14 B×Kt	B×B
15 P—K 5	B—K 2
16 P—K B 4	P—Q B 4!
17 P—Q R 3!	Q—Q 2

Or, perhaps better, 17 . . . . P—B 5; the Queen to go elsewhere, may be to Kt 3, later.

Consider the career of this Knight. Many players are prejudiced against retiring a Piece to its original square on occasion; not infrequently preferring some other and inferior move; rather than "go back on themselves," as it were. This of course not knowingly; but effectively enough—to the injury of their play.

.....	Q—Q 3
22 Q R—K sq	P—B 5?

BLACK.



WHITE.

An error beautifully turned to account by White. It looks as though 22 . . . . B—K B 3 would

be the best move in this really critical situation.

23 P×P            Q P×P  
24 Kt×P!            . . . .

No wonder Black's foresight fell short of the project here launched by his adversary! The conclusion is a splendid specimen of combination in chess.

. . . . P×Kt  
25 B×P+    K—R 2  
26 R—K 6!    Q—B 4  
27 R×R P+!    P×R  
28 B—Q 3+    Resigns.

*Two* Pieces, including the Queen, must be given up directly, to postpone the mate.

No. 127.—EVANS DECLINED (won by Rev. G. A. MACDONNELL).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B—Kt 3

Declining the Gambit. A bolder counter move is 4 . . . . P—Q 4; but it gives occasion for complications rather favourable to White.

5 Castles            . . . .

Or 5 P—Q R 4, or 5 P—Kt 5, &c. This way, he still keeps the Gambit on offer; apparently unconcerned about the Pawn.

. . . .	P—Q 3
6 P—K R 3	Kt—B 3
7 P—Q 3	P—K R 3
8 Kt—B 3	Castles
9 B—K 3	Kt×Kt P

And now Black thinks he may safely accept—and does so, perhaps rightly. It costs him a couple of moves; but the dreaded Gambit attack is absent—and "Pawns are not to be picked up in the street!"

10 Kt—K 2	Kt—B 3
11 Kt—Kt 3	P—Q 4

Some fine play follows hard upon this. The quieter 11 . . . . B—K 3 would be a good alternative.

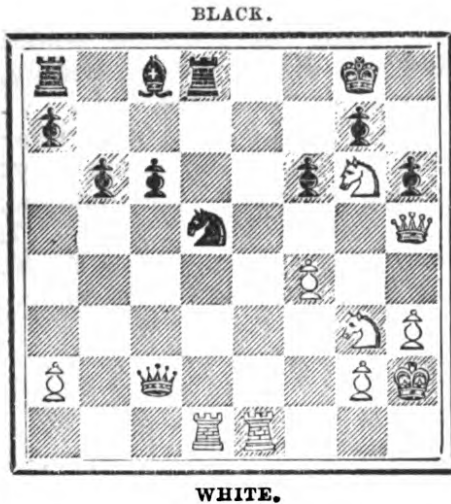
12 B—Q Kt 5	P×P
13 B×Kt	P×B

It is a question whether he should not rather take the Knight; but only a question, and nothing more—it might be better, or it might be worse.

14 Kt (B 3)×P	P×P
15 P×P	Q—K sq

Here 15 . . . . Q—Q 4 certainly looks better. At all events after this the drift of affairs is dangerous for Black.

16 B×B	B P×B
17 P—B 4	Kt—Q 4
18 Q—R 5!	P—B 3
19 Kt—Kt 6!	Q—K 6+
20 K—R 2	R—Q sq
21 K R—K sq!	Q×Q P?
22 Q R—Q sq	Q—B 7



23 Kt—K 7+ K—R sq

24 Q—B 7 B×P

For 25 Kt—R 5 threatens. If, for instance, 24 . . . . B—R 3, this would be a *possibility*; 25 Kt—R 5, R—K Kt sq; 26 R×Kt, P×R; 27 Kt—Kt 6+, and 28 Kt×P, mate!

25 R—K 2! Q×Q R

26 Kt—R 5 R—K Kt sq

27 Kt×R R×Kt

28 R—K 8! And mates in three more moves; Black prolonging only by a couple of checks, costing his Queen.

No. 128.—EVANS GAMBIT (won by CHAROUSEK).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B×Kt P
5 P—B 3	B—R 4
6 Castles	P—Q 3
7 P—Q 4	B—Kt 3

Either 7 . . . . B—Q 2; or 7 . . . . B—K Kt 5 would be more commendable. There is no need to put the Knight comparatively out of play as follows.

8 P—Q R 4 . . . .

The Pawn might be recovered by exchanging, but the position afterwards would be scarcely favourable for attack.

. . . .	Kt—R 4?
9 B—R 2	P×P
10 P×P	B—K 3
11 Kt—B 3	B×B

12 R×B	Kt—K 2
13 K—R sq!	Castles

Inferior to 13 . . . . Q—Q 2 delay in Castling being always good, when noways dangerous.

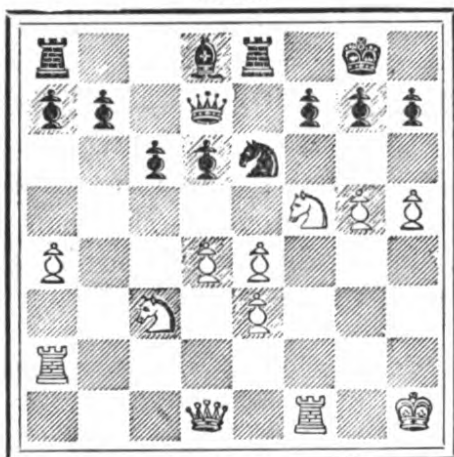
14 P—Kt 4!	Kt—Kt 3
15 P—R 4!	. . . .

White King went to the corner so that these Pawns might go forward safely. Black cannot capture this one now without losing his Knight; and he has to stand a formidable attack in consequence.

. . . .	R—K sq
16 P—R 5	Kt—B sq
17 B—Kt 5	Q—Q 2
18 Kt—R 4	Kt—K 3?
19 B—K 3	Kt—Q B 5
20 Kt—B 5	Kt×B
21 P×Kt	P—Q B 3
22 P—Kt 5!	B—Q sq

If 22 . . . . Kt × Kt P; 23 Q—Kt 4, Black Queen would be endangered for the moment; and the Pawn would be questionable gain—its clearance meaning additional attacking facilities for White.

BLACK.



WHITE.

23 Q—Kt 4      P—Q 4  
 24 P—Kt 6!    B P × P  
 25 R P × P      P—K R 3  
 26 Kt × Kt P!   B—Kt 4?

Or 26 . . . . Q × Kt; 27 R—B 7, Q—R sq; 28 R—K B 2, and Black King and Queen would be in great difficulties. Possibly, however, in this case, 28 . . . . Kt—Kt 2 might serve for a time; but there would be many ways of losing quickly. For instance, 28 . . . . Kt—Kt 4; 29 R—R 7, Kt × R; 30 P × Kt+, K × P; 31 R—B 7+, and mate next move.

27 R—B 7      Q—B sq  
 28 Kt—B 5!    Kt—Q sq  
 29 Q × B!      . . . .

Virtually conclusive,—for if Queen be taken, then mate in two. And in the actual play mate shortly is inevitable; 30 . . . . K × P; 31 Q—Kt 7+, K—K 3; 32 Q—Kt 6+, and 33 Q—Q 6, mate.

. . . . Kt × R  
 30 P × Kt+    Resigns.

### No. 129.—EVANS GAMBIT (won by AMOS BURN).

White.	Black.
1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4
4 P—Q Kt 4	B × Kt P
5 P—B 3	B—B 4

Either this or 5 . . . . B—R 4. Other retirement of the Bishop would be comparatively unfavourable. Thus if 5 . . . . B—K 2; 6 P—Q 4 (intending 7 Q—Kt 3), Kt—R 4!; 8 Kt × P, &c., with

equal forces, Black would certainly have no superiority; or if 5 . . . . B—Q 3 there would be obvious difficulty in the matter of suitable development,—even the temporary obstruction of the Queen Pawn being nearly always inadvisable.

6 Castles	P—Q 3
7 P—Q 4	P × P
8 P × P	B—Kt 3
9 R—K sq	. . . .

An obsolete continuation. For all purpose of strong and enduring attack 9 Kt—B 3 or 9 P—Q 5 should be preferred.

. . . . . B—K Kt 5

Or 9 . . . . . Kt—R 4! But even this way White can derive no benefit from advance of his King Pawn; and so the chief object of his employment of the Rook at K sq fails.

10 B—Q Kt 5! B×Kt  
11 P×B Q—R 5!  
12 B—K 3! Kt—K 2!

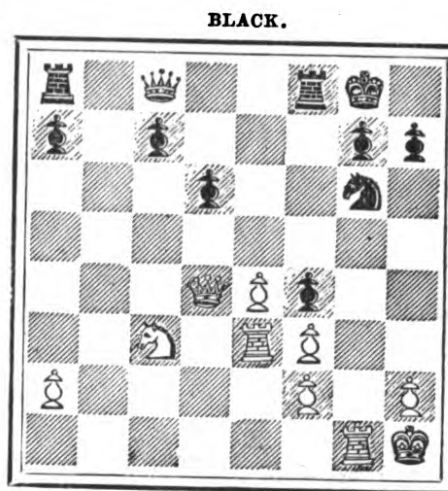
A notable resource! Castling Q R to save the imperilled Knight would be imprudent.

13 P—Q 5! B×B  
14 R×B Castles K R!  
15 P×Kt Q—Kt 4+  
16 K—R sq Q×B  
17 P×P Q×P  
18 Kt—B 3 P—K B 4!  
19 R—Kt sq Q—B sq

‡So far, so good. Black still holds the Gambit Pawn, in a position seemingly none the worse, with counter-attack in prospect.

20 Q—Q 4 P—B 5!  
21 R—Kt sq! Kt—Kt 3?

§. But this rather unnecessarily allows adverse Knight and badly placed Rook to join in formidable action immediately,—because of Kt—K 7+! soon impending. Of course 21 . . . . . R—B 2 would be simpler, and perfectly valid.



22 Kt—Q 5 R—B 2!  
23 R—B 3! Kt—K 4?

Safe enough would be 23 . . . . . P—B 4; for if 24 Q—B 4 (threatening 25 R×Kt!, &c.), then 24 . . . . . Q—K 3! would be fairly satisfactory.

24 R×B P! R×R

Or, better, 24 . . . . . Q—R 6! Apparently, Black thinks too much of mere defence,—does not really attempt counter attack until too late.

25 Kt×R R—Kt sq!  
26 Q×Q P Q—R 6?

Now this excursion of the Queen is wholly in vain; whereas 26 . . . . . Kt×P! would yet save the game.

27 R×P+! K×R

If 27 . . . . . K—R sq; 28 Q×Kt!, White would have a certain mating advantage.

28 Kt—K 6+! and wins. For, wherever Black King goes, mate or loss of Queen, follows directly.



. . . . . Kt—K 3  
 27 Kt—B 4 Q—B 2  
 28 Q×P! P—K B 4

Or, if he takes the Queen, then

of course, 29 Kt × Q P+, and  
 30 R—Kt 7, mate.

29 R—R 8+ Kt—Kt sq  
 30 Kt×P+ P×Kt  
 31 R×Kt, mate.

No. 131.—QUEEN'S GAMBIT DECLINED (won by LASKER).

White.	Black.
1 P—Q 4	P—Q 4
2 P—Q B 4	P—K 3
3 Kt—Q B 3	Kt—K B 3
4 Kt—B 3	P—B 4!
5 B—Kt 5?	. . . . .

Or 5 P—K 3, &c., to Castle as usual. But he has another very different plan, more enterprising, and distinctly hazardous.

. . . . .	P×Q P
6 Q×P	Kt—B 3!
7 Q—R 4	B—K 2
8 Castles	. . . . .

To strengthen the opening attack, by thus bringing a Rook to bear in the centre. As a rule, however, this manœuvre is not to be commended; for its general effect is apt to be unfavourable if the opening attack comes to nothing.

. . . . .	Q—R 4!
9 P—K 3	B—Q 2
10 K—Kt sq!	. . . . .

Here we see a second move of the King already expedient—for defence; and other cares peculiar to Castles Q R are not wanting in promise.

. . . . .	P—K R 3!
11 P×P	. . . . .

The Bishop must not retire now, because of 11 . . . . Kt—K5!; threatening the Queen, and to go 12 . . . . Kt×Kt+, &c., with advantage.

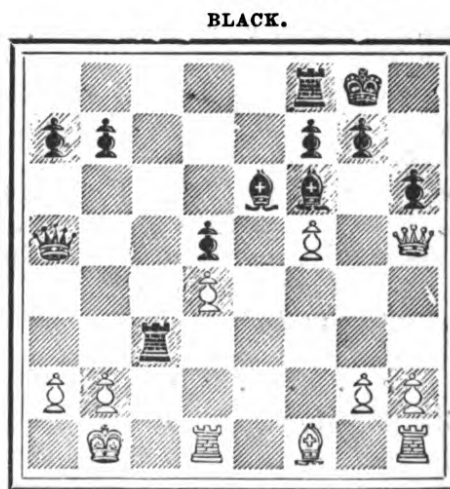
. . . . .	P×P
12 Kt—Q 4!	Castles (KR)

Partly compelling 13 B×Kt! For if Bishop retires, instead, then 13 . . . . P—K Kt 4!; taking the Piece for two Pawns—with advantage. Clearly, Black is now *the* attacking party.

13 B×Kt!	B×B
14 Q—R 5	Kt×Kt
15 P×Kt	B—K 3
16 P—B 4	Q R—B sq
17 P—B 5	. . . . .

Defending 17 Q—B 3 would be the only worthy alternative. But indeed this does not well appear except by the event; and White seems fairly justified in continuing on the offensive as long as possible.

. . . . . R×Kt!





18 P×B! . . . .

All analysis goes to show that this is best. If, *e.g.*, 18 P×R, Q×BP; 19 Q—B 3, Q—Kt 5+; 20 Q—Kt 3, B×P+; 21 B—Q 3, Q×Q+; 22 P×Q, B—Kt 5; then, without doubt, Black's preponderance of Pawns should prove decisive. Or (varying this) if 19 P×B?, Q—Kt 5+; 20 K—R sq!, R—B sq!; White's King would be cornered by adverse Queen, Rook, and Bishop, and loss would be inevitable.

. . . . R—R 6!

Mark the force and fitness of the play all along here—and that on both sides! Although there is no certain prospect of victory until within the last half-dozen moves, this must be accounted one of the finest if not one of the most brilliant of games.—(Pillsbury v. Lasker, St. Petersburg, 1896.)

19 P×P+            R×BP  
20 P×R             Q—Kt 3+  
21 B—Kt 5!       . . . .

Necessary! To hold the Queen Pawn. Otherwise, 21 K—R sq?, B×P+; 22 R×B, Q×R+; 23 K—Kt sq, R—B 7!; 24 Q—K 8+, K—R 2; 25 B—K 2, Q—Q 7!; and White would be lost. Or 21 K—B 2?, R—B 2+; 22 K—Q 2, Q×P+; and Black wins easily,—a possibility being 23 B—Q 3, R—B 7+!; 24 K×R, Q—Kt 7, mate!

. . . . Q×B+  
22 K—R sq       R—B 2

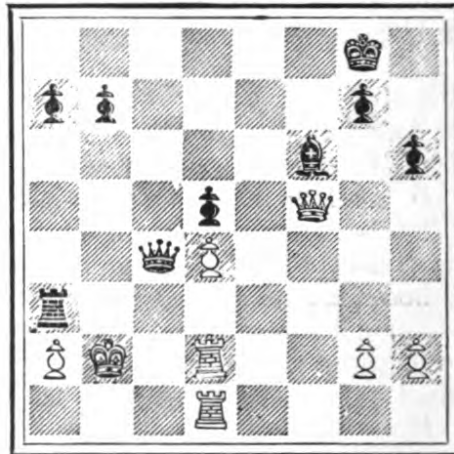
23 R—Q 2!       R—B 5  
24 K R—Q sq!   R—B 6!  
25 Q—B 5       Q—B 5

Threatens 26 . . . . R—B 8+ mating or winning a Rook.

26 K—Kt 2?     R×P!

White should rather have played 26 K—Kt sq! Now Black is able to again offer a Rook; a Greek gift, truly! White should not accept, but continue 27 K—Kt sq, reserving the check with Queen. A diagram of this interesting position is annexed.

BLACK.



WHITE.

27 Q—K 6+      K—R 2!  
28 K×R?       . . . .

If 28 K—Kt sq, B×P!; it would not be much better. Here follows a pretty mate in five moves—quite a little problem.

. . . . Q—B 6+  
29 K—R 4       P—Q Kt 4+!  
30 K×P           Q—B 5+  
31 K—R 5       B—Q sq+  
32 Q—Kt 6      P×Q, mate

Here we conclude with a few observations on the study and practice of chess in its wider application, with no particular reference to the brilliant specimens of it just had in review. In pursuance of the analogy between the game and war, it is an admitted principle that the base of a plan of attack should, if necessary, afford the best possible line of defence, since nothing is more embarrassing than sudden transition from offensive to defensive operations, when mistaken measures or an unfortunate turn of affairs may have overset the plan of assault.

It was a saying of Sertorius that a good general should look behind rather than before—meaning that he should voluntarily risk nothing wherein embarrassment or defeat would find him with no remedy. This is also a leading maxim in good chess. When a fine player happens to fall into that disagreeable situation in which he must ask himself more than once, What shall I do? he will answer, *Nothing*—that is, as *little* as possible. Obligated to move, he will make that move by which his position is least modified or disturbed—will stand as he is, until he gets some idea of where he is going. When he can find no good way to better his situation, he will stop short of trying—and wait for light. This his adversary's very next move may furnish. But an indifferent player must be always doing, thinks he must ever attack or defend; never once deeming it advisable to maintain the *status quo*, until reason or necessity dictates its abandonment.

Many people imagine that chess cannot be profitably studied in books, that only "experience teaches." But books are the body and soul of a vast mass of experience; and the study of book chess may be of the utmost value—to one who reads aright. As a matter of fact, and it is this which brings book study into disrepute, few players are more easily vanquished than those whose "book knowledge" is in advance of their practical experience.

To be of real use, book knowledge should be made the player's knowledge—a matter of general ideas, *not* of memory in detail, which applies only to the A B C of the game. The question always is, "What should I do *now?*" not what was I used to do, or what did so and so do in this or some similar position?" Chess cannot be taught, either by books or men, as one whistles tunes to a parrot.

Combined with experience and used with judgment, book knowledge is of the greatest utility. It is no impairer of originality. The outlying field is always large enough, and a man with capacity for speculation will not be hindered, merely because he knows that some attention to facts, the experience of others, is necessary in his speculations. He must have some objective standard of measurement, if he is not to become certainly wise in his own conceit; and this he may properly find in good books—until he feels from his experience of men that (as for himself) books are superseded.

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