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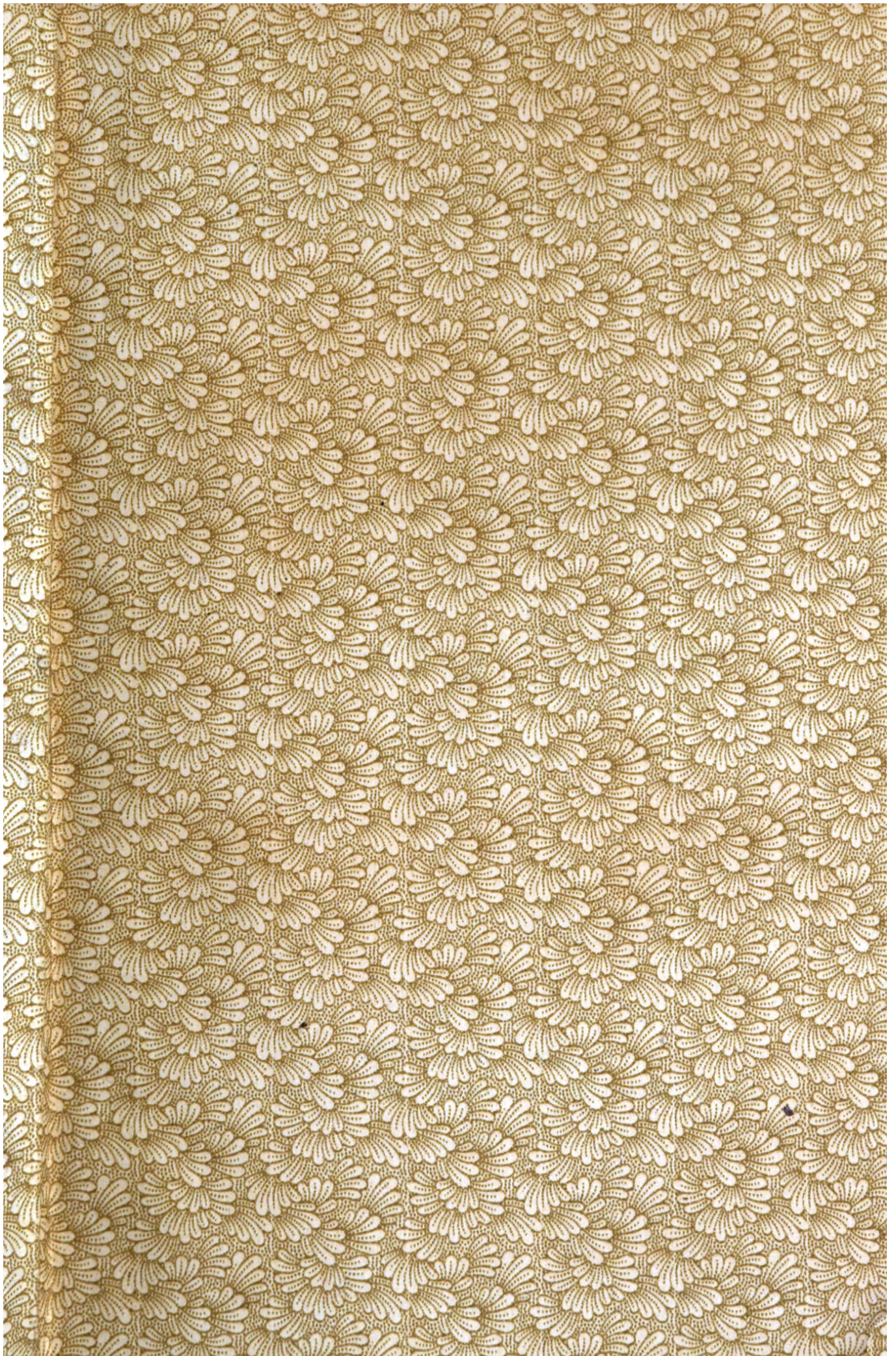
Chess
Openings.

J. MASON.

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CHESS OPENINGS.

BY

JAMES MASON.

SECOND EDITION.

LONDON:

HORACE COX,

WINDSOR HOUSE, BREAM'S BUILDINGS, E.C.

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PREFACE.

THIS treatise is designed for readers who are already chess players, at least in so far as being well acquainted with the rudiments of the game; for those who, having acquired a certain degree of proficiency in play, would yet inquire concerning its more scientific methods. The attempt has been to exhibit the current and accepted forms of opening in connection with the ideas underlying them; to discuss these various forms with due reference to the fundamental principles upon which all are based.

Yet it commonly so happens that something other than the design must be considered—especially in a work of this character. The reader may know nothing of Chess; or he may think he is here beginning at the beginning. For this reader, knowing how to set the pieces, and the moves, the following extract from *Principles of Chess* may be a useful preface.

THE CHESSBOARD.

Of the chessboard, the lines of squares upon which the forces are originally disposed, together with those parallel

(i.e., the position in which the chessmen are properly set preliminary to the game). The oblique lines of squares, or those in mere angular contact, are called diagonals. Squares in diagonal are of the same colour, and vary from two to eight in number. Moreover, every square of the chessboard is named from the Pieces that stand on the file in which such square is, in the original position, and numbered from the rank in which it is—and this for both parties, each reckoning from his own base of operations. Ultimately the designations of all the squares—and of all the forces—may be referred to the King and Queen.

A thorough understanding of the board is of the first importance, as without it no progress in chess worth the labour is possible. In this matter it is that the young player most commonly errs at the very outset. Mistaking more or less familiar acquaintance for accurate knowledge, he assigns the board a secondary place in chess economy, whereas by right and in fact it should come first.

The scheme on the previous page exhibits the board as considered for the purposes of notation, and merits the closest attention.

The rank upon which the player's Pieces are ranged is his first rank; that upon which the Pawns are drawn up is his second rank; the middle four, or vacant ones, are his third, fourth, fifth, and sixth ranks; the one upon which the opposing Pawns are stationed is his

seventh rank, while his eighth rank is the first of his adversary's. Thus there is a double designation for every square, and a study of the scheme until this is firmly fixed in the memory is strongly recommended. Observe however, there is a rapidly growing tendency to substitute the figure 1 for sq. (thus Q R 1, instead of Q R sq, and so on), a tendency which, if only on the score of uniformity, should ultimately prevail.

Mr. Mason's crisp preface to a work of such wide range as CHESS OPENINGS is characteristic of his style as a practical player, which was simple and logical, and this style he endeavoured to impart to the student.

Departing from the "Handbook" system of arranging the moves horizontally or vertically, and the comments in foot notes, the Author has adopted the useful method of interspersing his comments at the points where required, so that the reader practically receives a *vivá voce* lesson, making the study both easy and agreeable.

The salient features of the Openings (*i.e.*, those useful for practical purposes) are treated with comparative thoroughness, and those less frequently in use just sufficiently so as not to produce a deterrent effect on the learner, who is thus gradually made acquainted with the Openings comprising the theory of the Game.

L. HOFFER.

June, 1905.

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USE OF STUDENTS AND ADVANCED PLAYERS.

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

INTRODUCTION.



As one or other party to the game may give mate in two or any greater number of moves, not transcending the utmost limit imposed by the governing rules of play, the question naturally arises,—“What is the Opening? or where does it end?” Now the answer to this question is more easily imagined than described.

Probably, we may say, the Opening (meaning development) consists of all that part of the game in which the forces are being first disposed for action, offensive or defensive; in which the Knights and Bishops take the field, the Rooks are conjoined, and some general plan of operations is proposed, with a view to coming battle. If we admit this much, we find, as a consequence, that the Opening, in its entirety, comprises at least *eight* moves on either side, viz.: two with the centre Pawns, liberating Queen and Bishops; two with the Knights; two with the Bishops; one with Queen; and one bringing the Rooks to each other's aid—generally best effected by Castling, which should, of course, at the same time be taken as a measure of safety for the King. Almost needless to add, these eight moves do not necessarily come in the order here set down, which is merely for convenience of statement; but, ordered according to the varying requirements of play, they

constitute the most expeditious form of Opening known in Chess.

Seldom, indeed, can the Opening be perfected in its simplest manner. The before-mentioned coming battle is too often hurried on, by one side or the other, or even by both; so that development is permanently frustrated, or is retarded, and projected far into the game. Moreover, slight collisions may easily occur, an exchange here or there may be prudent, a waiting move may now and again be well interpolated—all interfering with the completion of the Opening, and all causing its delay. This is especially remarkable in those conventional forms, the Gambits, &c., in which the purpose of the attacking party is to straightway obtain a *comparatively* superior development, sufficiently so to enable him to concentrate an overpowering force upon some vital point, thus virtually deciding the contest in his favour, as it were, off-hand.

Hence, involved and obscured as it commonly is, by other, and, for the time, more important issues, the business of development is liable to be unduly neglected by the inexperienced player. Called upon, it may be when he has but two or three Pieces rightly disposed for action, to repel some partial attack, or perchance undertaking something of the kind on his own account, he goes on manœuvring these few Pieces long after the occasion is past and gone. Not only this, he may do more and worse. He may advance his Pawns somewhere, as if in combination with these very active Pieces; and then, suddenly, sooner or later, he is obliged to make the best of the discovery that he has a dead lost game. He forgot all about the Opening. Or, is it to be supposed that he kept it in mind, with his other Pieces standing idle at home; which, for

all the work got out of them, might just as well have remained in the bag or the box ?

It would be much to say, and much more difficult to prove, that there is any best way of developing, even incompletely, either for attack or defence. So many men, so many minds ; and everyone may follow his own devices, up to a certain point—that is, up to a point of conflict (or the like) with his adversary, intent on a similar pursuit—mayhap with equally good reason. The first move begins the *game*; if the game is to be well played, development, in some sort, cannot be neglected.

Now to get away from glittering generalities—perhaps more trying to the reader than can be the obscurities of the Opening itself:—

Avoid “marking time” with your Pawns. By movement of a Pawn the groundwork of the position is altered for good or ill. When in doubt, or in search of a point of departure, or awaiting events, *attend to your Pieces*. There seems to be a fatal simplicity about the move of the Pawn, by which even accomplished players are often led astray.

When capturing with the Pawn, capture inwards—towards the centre; where it might otherwise seem a matter of indifference. Doubled Pawns are mostly compensated by open files, giving play to Rooks, &c., for attack. But, then, free exchange of Pieces should be avoided; such Pawns being bad in the ending—in a close finish.

Refrain from pushing any Rook Pawn *merely* to prevent Bishop attacking Knight—or pinning, as it is called. Let the Bishop come on, if he will; then attack him with Pawn—if advisable.

Consequently, in a measure, forbear pinning any Knight with Bishop, unless you are prepared to forthwith exchange those Pieces; or unless you have some ulterior design, over and above or beyond such exchange.

When it seems a question of developing one of two Pieces, prefer the one of lesser range. For instance, if it be otherwise a matter of indifference, whether you bring out Bishop or Knight, let it be the latter. *Reserve the greater option.*

Support of every force attacked for the time being should be well assured. If two such, rely upon one and the same support, then, if it so happens that the latter must shift, loss may result directly.

If your Queen is out on the King's side, beware of Knight or Bishop attacking her. A similar though less serious danger is to be apprehended when the Queen is out elsewhere. Distressing attempts upon her by inferior force are not at all infrequent.

Pro and con., look out for Queen checking at Q R 4. Unsupported force, in the fifth rank especially, often falls to that manœuvre, and the game becomes strongly inclined in the same direction.

During the period of development, and after, Bishops and Knights readily combine against the points K B 2 and Q B 2; while either Kt 2 is peculiarly liable to surprise by hostile Queen. The best way to guard those points is by means of your own Bishops and Knights, &c., opposing or interposing—*not* by Pawn advance, in prevention.

When seriously pressed, when you find yourself being cramped, or in any way losing control of your fair share of the board, exchange freely—or as freely as you can.

Beware of engaging in open combination before Castling,

especially if you are second player ; your King may become directly involved—with disastrous consequences. Pitched battles, interrupting the course of development, are likely to favour the attacking party (*i.e.*, the first player), because, naturally, his development is superior to that of the defender,—*he has had more time to make ready.*

Be careful not to unnecessarily advance any of the Pawns from about your Castled King, especially when defending. Leave them severely alone until their movement is forced, and in nine cases out of every ten your defence will be all the stronger.

Do not be in haste to Castle in a “waiting game” ; such for instance, as the *Giuoco Piano*. Some other developing move, or even a dilatory one, may easily be more to the general purpose of your game. Castling is such an important definition of position *in futuro*, such a significant declaration of intentions, that it should be deferred as long as prudence permits, or until some plan of operations, in which it holds a place, has been more or less distinctly outlined in the mind of the player. When you are Castled—well, there you are ; and your adversary, maybe not Castled, takes his measures accordingly.

Unless it is evident that your adversary *must* Castle, this way or that (and you are very well certain which), do not advance Pawns to attack him in any spirit of prophecy. He may Castle on the other side, the wrong side for you ; or he may possibly forego the privilege—and Castle not at all.

Beware of Castling when your adversary has, or can force, an open file bearing on your Castled King.

When you are Castled K R, beware of adverse Knight posted at his K B 5. Prevent his entrance there by means

of your own Knight or Bishop, or when he arrives get rid of him in exchange as soon as you can. But be very careful how you keep him out, or drive him off, by means of your King Knight Pawn.

When Castled Q R, and there is attack, pressing or in prospect, against your King, do not hurry away into the corner. Remember that in such circumstances, with King at B sq, a Knight at Q Kt sq may furnish the basis of your most powerful defence.

In close games, the King Bishop is better first disposed at K 2, if the main play is to be made on the Queen side ; at Q 3, if mid game King side manœuvres are principally intended. Also, when in doubt as to what turn affairs may take, post the Bishop at K 2 ; thus probably better defending King and leaving Queen free play in the centre.

In close games, those in which the Kings are only remotely concerned in the process of development, it does not follow that, because two moves are taken to do what might be done in one, there is a move or time lost, in the sense usually understood in the case of open games, Gambits, &c., where attack and defence are at direct issue, and a move more or less, either way, may virtually decide the contest.

When you have an otherwise indifferent choice of procedure, choose that which leaves your adversary the greater liberty of action. The more you restrict him (this *per se* not being desirable), the less likely is he to miss his proper way. Thus, if you are defending, you in a manner suggest his strongest line of attack ; if attacking, his strongest line of defence. A good opposing move which cannot be prevented should not be needlessly compelled.

A threat or menace of exchange, or of occupation

of some important point, is often far more effective than its actual execution. For example, in the Ruy Lopez (p. 3) impending B × Kt causes the defender much uneasiness. He is, to some extent, obliged to confound the possible with the probable; while yet at the same time in serious doubt as to what may really happen.

Consequently, when you are attacking a Piece or Pawn that will keep; when you cannot be prevented from occupying some point of vantage, from which your adversary may be anxious to dislodge you; when you can check now or later, with at least equal effect; in these and all such circumstances—be cautious. *Do not play a good move too soon.* For when you do play it, the worst of it becomes known to your antagonist, who, then free from all doubt or apprehension as to its future happening, is enabled to order his attack or defence accordingly. Therefore reserve it reasonably, thus stretching him on the rack of expectation, while you calmly proceed in development, or otherwise advance the general interests of your position.

The notion of “time” comes in here; but the thing itself is hardly to be defined. According to “*Principles of Chess*,”—Time is a kind of reserve capital in force or position. The move may be for or against the player, but time—if he has it—is ever in his favour. Aside from appreciable inequality of play, time can be *gained* only at expense of numerical force. It may be *used* directly or reflexively; by making a progressive move or a waiting move (*coup de repos—Tempozug*), the latter throwing the move upon the adversary. Time is the very life of the game.

You do not necessarily gain time in attacking a superior force with an inferior one; nor do you necessarily lose it

when you are the retreating party—*especially before advancing Pawns*. Generally, time is with the position admitting of the greater *variation*; and you surely have it when you need not *hurry*—whatever the matter in question.

With superior force in hand, it is often good policy to return some of it on opportunity, perhaps to facilitate further development, perhaps to sooner exhaust adverse attack, or, maybe, to ensure its absolute reversal. “Hold all, lose all,” is a very considerable saying.

If you have only a Pawn more than your opponent, in an otherwise equal position, do not unnecessarily exert yourself in combination, whereby you perhaps put all in danger, thus really playing *his* game. Make straight for simplicity. Let that Pawn work for you, by its moral and material weight, in the business of exchange. Only take care not to pursue this system to extremes—reducing to Bishops of opposite colours, &c., below mating force in the end.

A well supported passed Pawn, one unlikely to be surrounded and cut off in course of subsequent operations, is often in itself a winning advantage; because even its simple existence may exert decisive restraint upon adverse force, to say nothing of its constant tendency to Queen. But it is a common error to be too soon in the active employment of such a Pawn; whose ill-timed or not perfectly secure advance must be at hazard of otherwise certain victory.

It is hazardous always for the second player to postpone development at any stage in order to give a strange turn to the game, as by moving the same force twice, by tentative disposal of any force—*i.e.*, not at once posting it at its

strongest point of occupation, and by irrelevant Pawn play especially. The first player may, perhaps, safely experiment thus; he has more time to spare. For example, 1 P—K 3, P—K 4; 2 P—K 4, &c., and the first player is defending; merely reversing the usual order of things, as it were changing places with his opponent. And he may conceivably have an object in so doing; an object which obviously fails in the case of his said opponent. The first move is worth something—if only to be given away.

Liability to oversight should be summarily wiped out, as nearly as possible, for, if this once becomes fixed, you may *never* be rid of it; and it will ruin the finest game, spoil what might otherwise prove the greatest Chess genius in the world.

Chiefly in avoidance of oversights, question yourself, move by move, somewhat as follows: 1. Object, what? or what does he threaten? 2. Can I let him do it (if anything), or must I stop his little game? 3. What will be the position (generally) immediately I have made this move? In other words, can he take anything not intended by me, or in a manner not intended; can he check, menace an unsupported force, or important uncommanded point; *or can he make any move surprising me in any of these respects?* These are leading questions, put in a moment, and upon the completeness of the answers to them the precision of your play will depend.

Endeavour to comprehend the position in its *totality*. The power of doing this without conscious effort is the characteristic faculty of the master player. If at first you find it difficult to consider your position as a whole, together with your opponent's as a whole, for purpose of

general comparison, only persevere, and the difficulty will vanish.

Remember the Opening is not everything. There is the middle game to come in which Opening advantage, for or against you, may be most unaccountably swallowed up and lost. Often and often a formally bad position really possesses superior resources—has time on its side; whereas a formally good one may be really at its best, and can no further go—its time is past. A player in a good position, which cannot be bettered, and is yet not strong enough to straightway force a winning advantage, is in great danger of drifting into a losing game.

If you emerge from the Opening with a distinctly unsatisfactory game, immediately begin to make for the draw. This will most probably be your line of greatest resistance; and, if so, it should be taken with the least possible delay.

When in difficulty of any kind, have courage. Not bigoted, reckless courage, but the two o'clock in the morning sort; the courage of fortitude to do and suffer that of which you are afraid. And if you *are* afraid, why—may not *he* be afraid also? Make the equation. Always play your game as if these fearful factors exactly cancel each other. This is a *habit* which can be acquired; and it is the *nerve* of the Chess-player. What is more important?

While it is the reverse of expedient for the mere beginner to enter upon any extended study of the various methods of Opening, this is an exercise calculated to be of much benefit to the advanced or improving player, if rightly pursued and kept within due bounds. All true knowledge of the game in this respect is inseparable from

use; and can be derived only from power of sound combination, founded on judgment of position.

The numerous lines of play set out or suggested in the following pages are not proposed as absolute models, but only as exhibiting, in some degree, the best usage at the present time. And in this matter usage goes far. It in a manner gives the law, until displaced by other usage; and so on indefinitely, with now and then a revival of the obsolete or forgotten.

Hence it is to be hoped the student will not fall into the error of labouring his memory while engaged on this book. Occasionally a position may arise in the course of Opening play—a characteristic position, from which the future of the game may be more or less forecast. Such should, if possible, be committed to memory: the memory of *principle*, independent of any particular series of moves whatever. Associated in the mind with similar positions, to be found, perhaps, in some other part of the work, or otherwise in experience, it may become valuable material for that just imagination which is at the very basis of all good Chess. The particular series of moves may, perhaps, never find expression in actual play; but the *idea* of the position may recur in a thousand forms to be realised in a thousand different ways.

Now all this and much more might be summed up in the words of the judicious maxim—*play as well as you can*. The arms are the same for everyone, each may choose as he thinks best; his choice being limited *only* by the choice of his adversary! Hence it is of the arms *and* the man the story ever goes. “He knows the Openings,” or, “He doesn’t know the Openings,”—so it is commonly asserted, perchance according to the complexion of the case. But

the reality of the matter is that these conventional entities *can* be nothing more than so many appearances of one common principle of identity which *experience* alone can discover. To arrive at this principle as quickly as possible should be the great aim of the student. But how?

Well, the reader disposed to study will, of course, do so in his own way. A good plan, however, would be to first read the book, verifying upon the board at least *all* the play given in large type; so as to obtain a comprehensive view of the whole field, before attempting to mark out his own peculiar lines of operation. One will then be in a condition to do this better than if at once plunging *in medias res*, without note of the cardinal points of direction. *Then, having marked out his lines, selected his most agreeable forms of attack and defence, let him concentrate himself upon these for study, playing them upon every opponent, upon every occasion, as long as patience or persistence holds.* In this matter concentration is above all things necessary. A few, the great root Openings, dominate all the rest. If these few be really understood, no time need be wasted over the others.

Practically (in effect) the game is always begun in movement of one of the four centre Pawns on each side. Of the sixty-four ways of opening thus possible, *one*, namely, 1 P—K 4, P—K 4, takes precedence of all the others together; a reason for this being that it liberates the greater quantity of force—takes greater command of the field than can be attained by any other first move. With this the subject is introduced in Sec. I., and continued subsequently as follows.

SECTION I.

KING'S KNIGHT'S GAME.

SUMMARY OF PRINCIPAL FORMS.

1 P—K 4, P—K 4; 2 Kt—K B 3.

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KING'S KNIGHT'S GAME.

THIS method of opening, 1 P—K 4, P—K 4; 2 Kt—K B 3, is a stem of many branches, and appears to admit of more diverse treatment, within the limits of soundness, than any other known. Starting off from 2 Kt—K B 3, the characteristic move, we have the Spanish Game or Ruy Lopez, Italian or Giuoco Piano, Philidor's Defence, Scotch Game, Russian or Petroff Defence, Evans' Gambit, Two Knights' Defence, &c., with modifications innumerable; either player varying his procedure in development, as choice or chance determines. Of these various lines of play, the Lopez, as in many respects the most important, has perhaps the strongest claim to immediate consideration. Still, before entering upon this, some plausible, but admittedly inferior, defences of the attacked Pawn may be conveniently mentioned.

First (always supposing 1 P—K 4, P—K 4; 2 Kt—K B 3), it is bad to requisition the Queen. At K 2 or K B 3, she becomes at once obstructive to Bishop or Knight; and, later, an engaging object of attention on the part of minor forces of the enemy.

Secondly, 2 B—Q 3 is a bad support to the Pawn. It must be a very imperfect inspection by which this cannot be perceived without looking; that is to say, without analysis—or, rather, without a bill of particulars, every one of which may be easily and properly referred to—*obstruction*.

Thirdly, and lastly in this connection, 2 P—K B 3 is distinctly unfavourable for the defence. It exposes the King to inroads of hostile force—Queen checking at R 5, Bishop posted at Q B 4, cutting him off from Castling, &c.

But the attack must not be too eager, too rash. For instance, if he continues 3 Kt × P, offering what is called the *Damiano Gambit*, White may or may not gain on his opponent; though if the latter takes the Knight immediately his defence will fail. For, then

4 Q—R 5+, K—K 2 [4 P—Kt 3; 5 Q×K P+, &c.]; 5 Q×P+, K—B 2; 6 B—B 4+, and Black should not long survive. But, in reply to 3 Kt×P, we have 3 Q—K 2! Now (*e.g.* 4 Q—R 5+, P—Kt 3; 5 Kt×Kt P, Q×P+, &c., or 4 Kt—K B 3, P—Q 4, &c., regaining the Pawn), the tables *may* be turned; or White may come out with a superiority so slight as to be scarcely perceptible.

The truth seems to be that he should take the line, 3 B—B 4, thus allowing the feeble 3 P—K B 3 to stand, in need of further weakening development. It blocks an important line to the Queen, and an important exit to the Knight, &c., wherefore it is most justly condemned on principle, with old experience in corroboration.

A deal of ancient play might be given here, as proof of this statement. But it would be rather worse than useless. These defences are never practised by knowing players. The specific “reasons why” may be easily understood from discussion of more useful methods.

Of course, if the menaced Pawn be not properly supported, or if no immediate counter-move be made, Black should suffer loss. For instance, one of many: (1 P—K 4, P—K 4; 2 Kt—K B 3), B—B 4?; 3 Kt×P, Q—K 2; 4 P—Q 4, B—Q 3; 5 Kt—B 4, Q×P+; 6 B—K 3, and he will lose *time*—will not get his Pieces out as well as he ought, or as if his opening were correct. Or, varying, 4 P—K B 3?; 5 Q—R 5+, P—Kt 3; 6 Kt×Kt P, Q×P+; 7 B—K 3, Q×Kt; 8 Q×B, and his Pawn is gone—substantial loss, by all right means to be avoided.

Ruy Lopez.—1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5. In this game Black defends his attacked Pawn with Knight, and White again attacks the Pawn, this time indirectly, still keeping his adversary on the defensive. It was formerly thought (and many now think) that this attack yields White a certain advantage in position, and that, therefore, Black should evade it by counter attack, or defending in some other manner. The drift of modern theory is, however, not wholly towards

this conclusion, even if practical results are not against it. For it is a question whether in actual play the defence is not really the more successful. What may be called the stimulus of difficulty appears to so work in its favour that every attack is well met; and the hope of ultimate reward or compensation has a sustaining effect upon the player in his early tribulations. These, as will be seen, spring from the menace implied in 3 B—Kt 5, rather than from the fact of its execution; which, indeed, would be no hardship, supposing the defence carried on correctly. The Lopez is an irksome game, and generally means very serious Chess.

I.

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

Opinion is pretty fairly divided between the system of defence indicated by this move and that based upon 3 Kt—B 3. Probably the latter is slightly inferior.

4 B—R 4! Kt—B 3!

It is easy to see White can do no good by 4 B×Kt, Q P×B; 5 Kt×P, Q—Q 5! And Black best plays out his Knight; though, of late, usage has rather inclined to 4 P—Q 3. But this falls away from the main idea of advancing the Queen Pawn two squares at once, after driving the Bishop by P—Q Kt 4 on occasion—not too soon, of course. If 4 P—Q Kt 4; 5 B—Kt 3, B—Kt 2; 6 P—Q 4!, P×P; 7 Castles, B—B 4; 8 P—B 3, with (if P×P); 9 B×P+ &c., White will have a fine game.

5 Castles Kt×P

There are several other good moves for White besides 5 Castles. He may continue 5 Kt—B 3, 5 P—Q 3, 5 P—Q 4, or 5 Q—K 2. If

Black moves 5 B—K 2, instead of taking the Pawn, then 6 Kt—B 3 or 6 R—K sq induces the reply 6 P—Q 3 or 6 P—Q Kt 4; with what is considered strategic weakness, telling at some later stage of the proceedings. A great object of the attack is to force an unfavourable advance or dislocation of the Black Queen side Pawns, and this, of course, the defence avoids where possible.

6 P—Q 4 P—Q Kt 4

The advance of the Pawn is justifiable now to free the Knight, and because White has given up his King Pawn. It would be hardly safe to play 6 P×P, or 6 Kt×Q P, because of subsequent R—K sq, with some trouble as to Knight or King—or both.

7 B—Kt 3 P—Q 4
8 P×P B—K 3
9 P—B 3 B—Q B 4

Or 9 B—K 2! Then, perhaps, 10 P—Q R 4, P—Kt 5; &c.

10 B—B 2 Castles

Again, 10 P—Q R 4, P—Kt 5; 11 B—B 2, Castles; 12 Q Kt—Q 2, (if) P—B 4; Black may be less safe than in case of 9 B—K 2 as mentioned above.

11 Q—K 2 B—B 4

About even.

Variations at White's fifth move in the foregoing. First he plays out his Knight, inducing the strategic weakness already mentioned,—

5 Kt—B 3 P—Q Kt 4

If 5 B—K 2; 6 Castles! P—Q Kt 4; 7 B—Kt 3, P—Q 3; 8 P—Q R 4! R—Q Kt sq; 9 P×P, P×P; 10 Q—K 2, White will

have an appreciable advantage. The clearing of the file may, of course, be avoided by pushing on, 8 P—Kt 5, a move in many respects preferable to that of the Rook. Other continuations are: 5 B—Kt 5; 6 Kt—Q 5! Kt×Kt; 7 P×Kt, Kt—K 2; 8 P—B 3, B—R 4; 9 Kt×P, &c.; 5 B—B 4; 6×Kt P! Kt×Kt; 7 P—Q 4, B—Q 3; 8 Castles, &c.; White in each soon securing the preferable position.

6 B—Kt 3	B—K 2
7 P—Q 3	P—Q 3

Or 7 Castles, with a view to play as in first of foregoing notes.

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

Black has a fairly good prospect. This move 5 Kt—B 3 is liable to occasion the second player much trouble, in the main line of defence springing from 3 P—Q R 3, and requires to be opposed with great care and judgment.

Secondly,

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

8 B—K 3! forcing an exchange unfavourable to the adversary, with slightly the better game. Hence, 5 P—Q 3 is supposed to be better turned somewhat as follows:—

5	P—Q 3
6 P—B 3	B—K 2
7 P—K R 3	Castles

Or,

6 B x Kt +	P x B
7 P—K R 3	P—Kt 3
8 Kt—B 3	B—K Kt 2
9 B—K 3	R—Q Kt sq
10 P—Q Kt 3	P—B 4

Or,

6 Kt—B 3	P—K Kt 3
7 P—K R 3	B—Kt 2
8 B—K 3	P—K R 3
9 Q—Q 2	B—Q 2, &c., with about

equality. Generally speaking, however, this P—Kt 3 and B—Kt 2 formation should be avoided. But to return to White's fifth move, or

Thirdly,

5 P—Q 4	P x P
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If 5 Kt x K P; 6 Q—K 2, P—B 4; 7 P—Q 5, Kt—K 2; 8 Kt x P, Kt—B 4; 9 B—Kt 3, Kt x B; 10 R P x Kt, P—Q 3; 11 Kt—K B 3, P—K Kt 3; 12 Castles, B—Kt 2; 13 R—K sq, with advantage to White. Evidently in this Black cannot play 6 P—Q 4, because of 7 Kt x P, with subsequent P—K B 3, &c.

6 Castles	B—K 2
7 P—K 5	Kt—K 5
8 Kt x P	Kt—B 4
9 B x Kt	Q P x B
10 B—K 3	Castles, and there is

not much to choose either way. But, instead of taking the Knight, White may continue 9 Kt—B 5, a formidable move. Black can defend by 9 Castles, or 9 Kt—K 3, but he will have a hard game of it, at least for

a time. Or he may risk something like this: 9 Kt × B; 10 Kt × P +, K—B sq; 11 B—R 6, K—Kt sq; 12 Q—Kt 4, Kt × K P; 13 Q × Kt, P—Q 3, &c., which does not look very inviting at first sight. Or he may exchange 8 Kt × Kt, and then play Kt—B 4; but this gives White very great command of the board. Finally, in reply to 5 P—Q 4, Black may attack the Bishop, 5 P—Q Kt 4, and come off eventually with a fair working position.

Fourthly,

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

To attack the Bishop Pawn would be worse than useless for White : 7 Kt—Kt 5, Kt—Q 5!; 8 B × P +, K—K 2; 9 Q—Q sq, P—R 3, &c., or 8 Kt × B P, Q—K 2, winning a Piece.

8 P—B 3	Castles
9 B—Kt 5	P—R 3
10 B—K R 4	B—K 2

Equal game, or very nearly so. The foregoing are a few of the probabilities when the main line of defence arising from 3 P—Q R 3 is employed.

The other great line of play in the Lopez, drawn from 3 Kt—B 3, proceeds on the principle that the Pawns should be disturbed as little as possible; that there is loss of time, with a general weakening effect upon the resources of the defence, in advancing upon the Bishop. Nevertheless, both in practice and theory, the two lines are often confused, and run, if not identically, at least with differences so small that they may be quite safely neglected. And this is of course a strong argument in support of

. . . . P—Q R 3, as against Kt—B 3, for Black's third move. The advance of Rook Pawn does no harm; or, if it does any, the resulting power of counter attack is an equivalent.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—Kt 5	Kt—B 3

White has four strong moves to select from in continuation—Castles, P—Q 4, P—Q 3, and Kt—B 3. Let us take them in order.

4 Castles	Kt × P
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Or, 4 B—B4 may be ventured. Then there is 4 P—Q 3; still more venturesome. For instance, 4 P—Q 3; 5 P—Q 4, P × P; 6 Kt × P, B—Q 2; 7 Kt—Q B 3, B—K 2; and defence will be cramped—perchance seriously; White continuing 8 P—Q Kt 3, and soon B—Kt 2 (or R 3), with strong effect.

5 P—Q 4	B—K 2
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It would be bad to take the Pawn on account of danger to the Knight. But 5 P—Q R 3, or 5 Kt—Q 3, is fairly good; the latter making a game very similar to the one now being considered. Or, *e.g.*, 5 Kt—Q 3; 6 B × Kt, Q P × B; 7 P × P, Kt—B 4; 8 Q × Q+, K × Q; 9 R—Q sq+, K—K sq; with no very interesting sequel. Whatever advantage there is, nothing should come of it, in absence of the Queens.

6 Q—K 2	Kt—Q 3
7 B × Kt	Kt P × B

To retreat the Knight, which would be awkwardly situated at K B 4; and, besides, with Queen file open, the pressure from inevitable R—Q sq would be much increased. As, 7 Q P × B; 8 P × P, Kt—B 4; 9 R—Q sq, B—Q 2; 10 P—K Kt 4, Kt—R 5; 11 Kt × Kt, B × Kt; 12 P—Kt 5, B × P; 13 P—K 6! and otherwise Black Bishop will be lost for a couple of Pawns; or if, in this, 10 Kt—R 3; then 11 P—Kt 5, with probably 12 P—K 6 and 13 Kt—K 5,

threatening the other Bishop, or 14 Q—R 5+, &c., with attack that might well prove decisive.

8 P × P	Kt—Kt 2
9 Kt—B 3	Castles

Or, 9 P—Q Kt 3, Castles; 10 B—Kt 2, P—Q 4; 11 P × P, P × P; 12 Q Kt—Q 2, B—B 3; 13 B × B, Q × B, &c., and the defence is not so arduous.

10 Kt—Q 4	Kt—B 4
11 R—Q sq	Q—K sq
12 Kt—B 5	P—B 3
13 Q—Kt 4	Kt—K 3
14 B—R 6	R—B 2
15 B—K 3	K—R sq
16 Kt × B	Q × Kt
17 P × P	Q × P

18 Q—Q R 4, and, it is said, White is to be preferred. Still, Black has resources, and, having survived so fierce an onslaught, ought not now to lose the game. As for White's answer to 5 B—K 2, the play of the Queen seems best; other likely looking moves, such as 6 P—Q 5 and 6 R—K sq, leading more easily to equality. But the defence may advantageously substitute 5 P—Q R 3, for 5 B—K 2. Then, if 6 B—R 4, the play will be the same as if the Pawn had been advanced as in I. preceding. Or,

5	P—Q R 3
6 B—Q 3	P—Q 4
7 P—B 4	B—K Kt 5
8 P × Q P	Q × P
9 R—K sq	Kt—B 3
10 Kt—B 3	Q—Q sq!
11 P × P	Kt—Q 4, and there is

not much difference. White, however, may play 6 B × Kt +, instead of retreating, and then follow with 7 Q—K 2, with a slight superiority. So, if the second player does not like the kind of game ensuing on 5 B—K 2 in this line of defence, he had better exclude it by 3 P—Q R 3.

Secondly,

4 P—Q 4	P × P
5 P—K 5	Kt—K 5
6 Castles	B—K 2
7 R—K sq	Kt—B 4
8 Kt × P	Kt × Kt, &c., with a

fair position. If 4 Kt × K P, White can Castle, bringing about the variation just noticed.

Thirdly,

4 P—Q 3	P—Q 3
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This makes a very solid sort of game. Black may also play 4 B—B 4. Then, the following would be likely: 5 P—B 3, Castles; 6 B × Kt, Kt P × B; 7 Kt × P, P—Q 4; 8 Castles, P × P; 9 P—Q 4, B—Q 3; 10 P—K B 4, with equality. White does well not to take the momentarily unsupported Pawn, either at move 8 or later. For example: 10 Kt × Q B P, Q—K sq; 11 Kt—R 5 (trying to hold the Pawn), Q—Kt 4; 12 Kt—Kt 3, B—K Kt 5; 13 Q—Q 2, B × P +; 14 K × B, Q × R, &c. Also, if 4 Kt—K 2, White should not be tempted. For (if) 5 Kt × P, P—B 3!; 6 Kt—B 4 (to mate—if Bishop moves the Piece is lost forthwith—6 Q—R 4+, &c.), Kt—Kt 3; 7 B—R 4, P—Q Kt 4, &c., with advantage.

5 P—B 3	P—K Kt 3
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Or 5 Kt—B 3, B—Q 2; 6 B—K 3, B—K 2; 7 Castles, &c. These “slow” formations may, of course, be varied almost indefinitely, and neither party be any the worse.

6 P—Q 4	B—Q 2
7 Q Kt—Q 2	B—Kt 2
8 P × P	Q Kt × P, even game.

Fourthly,

4 Kt—B 3	B—Kt 5
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The “double Lopez” version of the formidable “Four Knights’ Game.” This reply of Black’s is the simplest; but it is not so good after he has driven the Bishop by 3 P—Q R 3.

5 Kt—Q 5	Kt × Kt
6 P × Kt	Kt—Q 5

Because now, if the White Bishop stood at R 4, this would have less force; and the best move open to Black would be P—K 5.

7 Kt × Kt	P × Kt
8 Q—Kt 4	Q—B 3, and there is

not much in it. White can retreat his Bishop at move 7, but in no way does he secure any appreciable advantage.

Or,

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

Equal game.

Other lines of defence originating at the third move are considered less favourable. Among these are the defences starting from 3 P—Q 3, 3 P—K Kt 3, 3 Kt—Q 5, and 3 P—B 4. Concerning these moves, the first appears to be a needless anticipation, depriving Black of the option of playing the Pawn two squares at once, a matter of importance in some cases.

For the rest, it does not seem to possess any advantage over 3 P—Q R 3, and leads to a very similar game. The second, 3 P—K Kt 3, is open to the objection that it creates unnecessary Pawn weakness, and at best it gives White too much command of the board. There may be occasion for P—K Kt 3 later on, in view of certain phases of attack; but, at the outset, it is a manœuvre having little in its favour. The latter two, 3 Kt—Q 5 and 3 P—B 4, are considered as compromising, on general principles, or in the long run, though certainly, for a time, they appear to enable the defence to evade the bulk of its difficulties. For this reason, probably, they are often resorted to by very good players; and then very good play is of course necessary, if their insufficiency is to be proved. They are, in reality, strong bids for counter attack, and require to be treated judgmatically and respectfully, else the principles may very likely refuse to declare against them. Moreover, there are 3 K Kt—K 2 and 3 B—B 4; but these are almost demonstrably inferior and very rarely used.

Giuoco Piano.—Less immediately aggressive than the Lopez, the *Giuoco* lends itself to more extensive development prior to any specific attack, and is, therefore, during its earlier stages, a comparatively easier game. There is, as it were, a preliminary contest for position, a struggle for strategic advantage before any definite advance is made upon the enemy's works. Masterly inactivity is a characteristic of play in the *Giuoco* when proceeding on its normal lines. Who combines last combines best, the party first compelled to make a decisive movement having the balance of chances against him. Hence Castling is usually a most

important manœuvre. It is not seldom a great object to reduce the adversary to a declaration of intentions on this point. When he Castles, or when he foregoes the privilege, well—there he is; and the general policy of attack or defence, the main direction of future play in the game, may be ordered accordingly.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 B—B 4	B—B 4

Black may play 3 B—K 2—*Hungarian Defence*. Then 4 P—Q 4, P—Q 3; 5 Castles, Kt—B 3; 6 P—Q 5, Kt—Q Kt sq; 7 Kt—B 3, Castles, &c., with a safe game. A snare into which a beginner might fall—3 Kt—Q 5; 4 Kt×P? (he should Castle, or exchange, or play 4 P—Q 3), Q—Kt 4! and Black's least gain will be a Piece for a couple of Pawns.

4 Castles	Kt—B 3
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Other moves for White are 4 P—Q 3 and 4 P—B 3, to say nothing of 4 Kt—B 3, 4 P—Q 4, and 4 P—Q Kt 4 (Evans). In the present instance he Castles forthwith, having already determined upon his plan of action, in which Castling holds a necessary place. Black's reply, 4 Kt—B 3, is considered his best.

5 P—Q 4	B×P
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This 5 P—Q 4 was first prominently advocated by Dr. Max Lange, hence the *Max Lange Attack*. The like may occur in the Scotch Gambit, Two Knights' Defence, &c. It yields a strong though passing attack, with probable settling into an even game, as nearly as possible—when met as above. Perhaps better 5 P×P (instead of 5 B×P above). Then 6 P—K 5, P—Q 4!; 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; 11 Q Kt—K 4, B—Kt 3; 12 P—K Kt 4, Q—Kt 3; 13 P—B 4, Castles Q R; 14 P—B 5, &c., and it is a question who has the upper hand. Probably the Pawns, together with prospects of attack on the White King, are of more worth than the Piece, and Black should win.—(See also under *Scotch Gambit*.)

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

About even. Black cannot hold the Pawn.

Reverting to White's fourth move. If 4 P—Q 3, the reply may be 4 Kt—B 3. Then 5 Kt—B 3, P—Q 3; and the positions are similar. In effect, White has still to begin the game. He may keep to his own ground, continuing 6 B—K 3 (to which the reply may be 6 B—Kt 3); or he may play 6 B—Kt 5, which is perhaps not so advisable. But if he Castles before his opponent does so, as a mere move to go on with, he may soon find himself defending. His King will be "located," so to say, and the adversary can advance his Pawns in attack against him, with many chances of success — himself Castling, if necessary, on the contrary side.

II.

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 B—K 3	B—Kt 3

White proposes exchange of Bishops, so that, if accepted, he may benefit later through the open file, the doubling of his Pawn toward the centre being no drawback. Black declines for like reasons, loss of time in retreat being more apparent than real. He does not want his Queen Pawn drawn off from the centre (for this the open Queen file would hardly compensate); and he would open his own Rook file, with strengthening of his centre, should his friend the enemy be kind enough to oblige.

6 Q—K 2 B—K 3

Or 6 Kt—B 3, or 6 Q Kt—Q 2; and 6 Kt—B 3 (instead of 6 B—K 3) in reply to any of them. But 6 B—K Kt 5 would scarcely be favourable. Because, then, 7 P—K R 3 would drive back the Bishop, or compel him to take the Knight, bringing the White Queen into powerful action. It is, as a rule, inadvisable to “pin” any Knight, just to keep moving; or when it cannot be, without disadvantage, taken forthwith. An exception is when your opponent has Castled, and you thus attack a Knight, threatening, perchance, to disorganise his King’s protecting Pawns, or inducing their weakening advance.

7 B—Kt 3 Q—K 2
8 Kt—B 3 Kt—B 3, &c.

A position as symmetrical as the original, before any move was made. In these and similar circumstances, the general object of each party should be to persuade the other to declare his policy, if any; to get him to begin the game again, as it were, but by some positive step, disturbing the equilibrium of his *non possumus* attitude. To wait well at this game (*inter alia*) is to do well—patience, and yet patience. Opportunity of doing better will most likely occur in due season.

III.

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

Here 4 B × P+ (*Jerome Gambit*) may be just mentioned as quite unsound.

5 P—Q 4	P × P
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If 5 B—Kt 3; 6 P × P, Kt × K P; 7 Q × Q 5! a Piece is lost.

6 P × P	B—Kt 5+
7 B—Q 2	B × B+

Or, Black may continue 7 Kt × K P, causing affairs to take this turn—8 B × B, Kt × B; 9 B × P+, K × B; 10 Q—Kt 3+, P—Q 4; 11 Q × Kt, R—K sq; 12 Castles, P—B 3, &c. White may check, 11 Kt—K 5+, before taking the Knight. Black then replies 11 K—K 3, or 11 K—B 3, with subsequent P—B 4, without any inferiority.

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

Equal game.

IV.

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

If 4 Q—B 3; 5 P—Q 4, B—Kt 3 (not 5 P × P; 6 P—K 5, whereby White obtains greater command of the position; for if 6 Kt × P; 7 Q—K 2, and the Knight is lost); 6 Castles, P—K R 3;

7 P—Q R 4, &c., Black will be inferior. Or 5 4 Q—B 3; P—Q 4, B—Kt 3; 6 P—Q 3; 7 B—K Kt 5, Q—Kt 3; 8 P×P, P×P; 9 Kt×P! Q×B; 10 Kt×P, Q—Q B 4; 11 B—Q 5, Kt—B 3; 12 Kt×R, and White should win.

5 Castles P—Q 3

There appears to be little against 5 . . . , Kt—B 3. Though the usual, it is doubtful whether 5 P—Q 3 is the stronger move.

6 P—Q 4 B—Kt 3
7 P—Q R 4 P—Q R 4

As a rule this Pawn should go one square only, to open a retreat for the Bishop. But here 7 P—Q R 3; 8 P—Q Kt 4, Kt—B 3; 9 P—R 5, B—R 2; 10 P—Kt 5, P×Kt P; 11 B×P, with perhaps 12 P—R 6, would be very dangerous.

8 B—K 3 B—Kt 5

It would be scarcely wise to push on, 8 P—Q 5, leaving the King Pawn as a point for Black to work upon, by subsequent P—K B 4, a kind of error frequently made in positions of this character. If 8 Kt—B 3 (instead of pinning as above); 9 P×P, and White still carries out his design of forcing a favourable exchange of Bishops. Also, note the incidental trap,—8 P×P; 9 P×P, Q×P?; 10 B×P+, or 10 Kt—Kt 5, &c.

9 P×P Kt×P

Neither does anything like 9 B×B; 10 P×P, Q×K P; 11 P—Q 7+, &c., seem good for Black.

10 B—Kt 5+ K—B sq

If he interposes in reply to the check—why, 11 B×B, just the same,

11 B×B P×B

And the doubled Pawn, with loss of Castling privilege, is against Black. He could hardly better himself through

11 Kt × Kt+ ; 12 P × Kt, B—R 6, &c. There would be no gain in the way of exchange; and the threatened 13 Q—Kt 4 + could be easily prevented, with, upon the whole, advantage to White.

Returning. This 4 Q—K 2 was formerly in vogue; but latterly it has been much neglected. It has just become “classical.” But it is not *bad*. The idea of keeping the adverse Pawn fixed at B 3, thus obstructing the Queen Knight, is distinctly good; only, as we have seen, while this is being done, other things are happening. That the defender should defend in the simplest manner is one of the first principles of Chess.

Although, taken all in all, the move 4 Kt—B 3 is considered best in reply to 4 P—B 3, Black may play 4 P—Q 3 without incurring any appreciable disadvantage. The fact appears to be that this form of the Giuoco, in which White plays 4 P—B 3, is not the strongest, and that 4 P—Q 3 or 4 Kt—B 3 gives him, if a duller, a more reliable game. This, of course, aside from tricks, and traps, and catches, in which the opening abounds when deprived of its Piano character, and which may easily surprise the unwary or unready player.

By playing P—B 3 at the third move, instead of B—B 4, White scarcely betters his prospects; because then, also, Kt—B 3 is an effective reply, and some of the strongest attacks in the regular Giuoco are wanting. In fact, if enterprising enough, Black may himself bid for attack by means of the Counter Gambit, 3 P—B 4, advocated by Ponziani as far back as 1782. But this is not strictly advisable, at least according to present theory; nor does the best practice of the day afford it much countenance.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—B 3	Kt—B 3

Ponziani. This 3 P—B 3 makes the *Ponziani* or *Staunton Attack*. For the *Counter Gambit* see p. 22; Black best brings out his Knight.

If 3 B—B 4, then 4 B—Kt 5—a kind of Lopez, good for White; or, 4 P—Q Kt 4, with 5 P—Kt 5, and 6 Kt × P, &c., also good for White.

4 P—Q 4	Kt × K P
5 P—Q 5	Kt—Kt sq

If 5 P × P, B—B 4; 6 Q—Q 5, B × P+; 7 K—K 2, P—B 4; 8 Q Kt—Q 2, Kt × Kt; 9 B × Kt, and with R—K sq, K—Q sq, &c., White will have a good attacking position, though a Pawn short. A safer reply to 5 P × P would be 5 P—Q 4; first of all attending to development.

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

About even.

On the whole, however, White seems to have the preferable game.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—B 3	P—Q 4

Less simple than 3 Kt—B 3, this 3 P—Q 4 is now

the favoured move. It makes a more dangerous game for both parties than 3 Kt—B 3.

4 Q—R 4 P—B 3

If 4 P × P ; 5 Kt × P, Q—Q 4 ; 6 Kt × Kt, P × Kt ; 7 B—B 4, &c., the chances rather favour White. 4 P—B 3, &c., is by Steinitz, and seems a sound though involved system of defence.

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

It is bad to push on, attacking Knight ; the Pawn can hardly be maintained afterwards.

9 P × P Kt—K 4

This 9 Kt—K 4, introduced some years since by the Russian player Tchigorin, is to force exchanges—the right line of action.

10 B × B+ Q × B

If 10 Kt—B 3 ? Kt × Kt+ ; 11 P × Kt, Q—K B 4, &c., White can make no real impression, and the ending will be against him on account of his broken Pawns. A likely continuation (by Dr. J. W. Hunt, London)—12 P—Q 5, P—Q R 3 ; 13 B—K B 4, P × B ! ; 14 Q × R+, K—B 2 ; 15 Kt—K 2 (if B moves, then Q × B P, and B—R 6), Kt—Kt 3, &c., winning. If 16 B moves, Black will first take the Bishop Pawn, forcing Kt—Q 4. Then will follow Q × Q P, B—R 6, and B—Q B 4, and White is altogether lost.

11 Q—Kt 3 Kt × Kt+
12 Q × Kt Kt—Q 4

Even game.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—B 3	P—B 4

This 3 P—B 4 is the *Ponziani Counter Gambit*; a risky game, as above suggested. Cf. *ante*, p. 20.

4 P × P	P—Q 3
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It is best for White to accept the Gambit. If 4 P—Q 4, P—Q 3; 5 P × K P, B P × P; 6 Kt—Kt 5, Kt × P, &c., the game is even.

5 B—Kt 5	B × P
6 Castles	Kt—B 3
7 P—Q 4	P × P
8 B × Kt +	P × B
9 Kt × P	B—Q 2
10 R—K sq +	B—K 2
11 Q—K 2, &c.	

White has the advantage. His Pawn position is superior, and something may come of attack incident to his opponent's difficulty as to Castling.

Evans' Gambit.—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. Though far behind the Lopez in serious popularity, this beautiful Gambit, amazing in its variety of ingenious and persistent attack, is even yet a favourite with the vast majority of Chess players. Theoretically, as in all true Gambits, the defence *ought* to win. Practically, however, this is apt to prove a duty difficult of performance, a debt frequently if not duly unpaid. Perhaps 75 per cent. of the printed games at this opening are won by the first player. But this is of course no criterion. The success of the

attack in every Gambit is far more likely to present salient, pleasing features—"pictures," and what not—than is its failure; this latter being usually brought on slowly, laboriously, even stupidly (according to the "picture" artist), by the prevalence of the "odd Pawn" in the ending. Games won by the attack are shorter, simpler, more interesting to the generality of players; and by all this are so much more worthy of type and consequent public attention. One thing, however, must be admitted with regard to the Evans—the defence is extremely difficult. Another thing, which may be admitted without much fear of error, is, a player, desiring to win, not fairly familiar with its intricacies, had better decline it altogether, by 4 B—Kt 3. A perfectly safe way to meet the attack is by means of this simple evasion.

I.

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

This is the Gambit. White opens attacking lines for Queen and Bishop while his opponent is engaged in securing the Pawn.

5 P—B 3	B—R 4
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The move 5 B—B 4 leads to quite a different kind of game, unless the Bishop is presently retreated from R 4 to Kt 3. The retreat to R 4 affords greater liberty of action in defence by avoiding the attack upon the Bishop from P—Q 4 later on, and is therefore preferred. 5 B—Q 3, advocated by Kieseritzky in the early days of the Evans, is comparatively unfavourable. For this, and also 5 B—K 2, see note under II. next following.

6 P—Q 4	P × P
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Many good players continue 6 Castles, or 6 P—Q 4 indifferently. But, changing the terms, the argument for 6 P—Q 4 is exactly similar to that for 5 B—R 4, and equally convincing. It affords greater scope for attack. Castling loses none of its efficacy in being for a time deferred; but when P—Q 4 (a necessary move) is delayed, its force is much diminished. Then, to a certain extent, the adversary may ignore it, having meanwhile made a developing move, thereby greatly increasing the resources of his defence. As for the reply, Black may play 6 P—Q 3 and hold his own. But only that, for he will have no Gambit Pawn. *E.g.*, 6 P—Q 3; 7 P × P, Q—K 2; 8 B—Q Kt 5, B—Q 2; 9 Q—R 4, B—Kt 3; 10 P × P, P × P; 11 B—R 3, Kt—B 3; 12 Q Kt—Q 2, Castles; &c., with equality.

7 Castles

P × P

Known as the "Compromised Defence," perhaps because Black is supposed to commit himself, somehow, in capturing the third Pawn. Another move at this point is P—Q 6, but with that White gets the best of it. 7 P—Q 3 is also considered unfavourable; for then 8 Q—Kt 3, Q—B 3; 9 P—K 5, P × K P; 10 R—K sq, Kt—R 3; 11 B—K Kt 5, Q—B 4; 12 Q—R 3, with an exceedingly strong attack. Yet another move is 7 Kt—B 3. This also invites complications which may easily take an unfortunate turn, or result directly in the forced surrender of the Pawn. *E.g.*, 7 Kt—B 3; 8 B—R 3, P—Q 3; 9 P—K 5, Kt—K Kt 5; 10 K P × Q P, B P × P; 11 Kt × P, Castles; 12 Kt × Kt, P × Kt; 13 Q B × P, R—K sq; 14 Q—B 3, &c., good for White.

8 Q—Kt 3

Q—B 3

If 8 Q—K 2; 9 Kt × P, B × Kt; 10 Q × B, Kt—B 3; 11 B—R 3, P—Q 3; 12 P—K 5, Kt—K 5; 13 Q—Kt 2, &c., White will have a strong game. Nor, in this, is 9 Q—Kt 5, forcing the exchange of Queens, any better. 9 Q—Kt 5; 10 B × P+, K—Q sq; 11 B—Kt 5+, K Kt—K 2; 12 Q R—B sq, Q × Q; 13 B × Q, and, though still a Pawn ahead, Black will have all he can do to draw, the chances even for that being against him. This follows from the difficulty he must necessarily experience in getting his unmoved Pieces into play, in face of the powerful action of the opposing Rooks

and Bishops. White's general command of the field is more than compensation for the Pawn, and whether Black further exchanges, 13 B x Kt, or not, his defence must be very precarious.

9 P—K 5	Q—Kt 3
10 Kt x P	K Kt—K 2

The Bishop is best at R 4 during the early stages of the contest. Exchanging, 10 B x Kt, with 11 Q x B, K Kt—K 2; 12 Kt—Kt 5, Kt—Q sq; 13 R—K sq, does not lessen the force of the attack.

11 B—R 3	Castles
12 Q R—Q sq	P—Q Kt 4

If 12 Kt—Q 5, Black takes, offering the exchange, for the sake of counter attack, through 13 Kt—B 5, &c. The Pawn is given up, 12 P—Q Kt 4, by way of compromise, in order to gain time in development; and to provide for the safety of the Queen, seriously endangered from B—Q 3, &c.; *i.e.*, to allow Q—K 3 without other loss—of the King Rook Pawn, for instance—in some similar situation.

13 Kt x P	R—Kt sq
14 B—Q 3	Q—R 4!

15 Q—R 4, and White has a fine position.

Or, he may play 14 Q—R 4 or 14 Q—K 3, instead of attacking the Queen, with every prospect of advantage. The right opinion seems to be that the Pawn is not worth anything like all this trouble; and that the best defence to the Evans is to decline it—or return the Pawn, betimes, in consideration of peace and quietness—with at least an even game.

II.

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 x P

In lieu of at once accepting the proffered Pawn, Black may counter.

4 P—Q 4; but, taken all in all, this is hardly commendable. *E.g.*, 4 P—Q 4; 5 P×P, Kt×P; 6 Kt×P, Kt×Q P; 7 B—Kt 5+, K—B sq (or 7 P—B 3; 8 Kt×Q B P! Q—Kt 3; 9 Q—K 2+, &c.); with something of advantage to White.

5 P—B 3

B—R 4

If 5 B—Q 3; 6 P—Q 4, Kt—B 3; 7 Castles, P—K R 3 (to prevent pinning. 7 Kt×K P; 8 P×P, with eventual Q—Q 5, would win for White); 8 Kt×P, B×Kt; 9 P×B, Q Kt×P; 10 B—Kt 3, P—Q 3; 11 P—K B 4, &c., Black will be very uncomfortable; or, 8 Kt×Kt; 9 P×Kt, B×P; 10 P—B 4, B—Q 3; 11 P—K 5, B—B 4+; 12 K—R sq, and the same observation applies.

5 B—K 2 is more playable, not being so obstructive to the natural development of the position. *E.g.*, 5 B—K 2; 6 P—Q 4, Kt—R 4 (6 P×P?; 7 Q—Kt 3!); 7 Kt×P, Kt×B; 8 Kt×Kt, &c., practically level. Or, 5 B—K 2; 6 Q—Kt 3, Kt—R 3; 7 P—Q 4, Kt—R 4; 8 Q—R 4, Kt×B; 9 Q×Kt, P×P; 10 B×Kt, &c., may possibly be better for White.

6 Castles

P—Q 3

Here, it may be remarked, White halts for the moment in his attack, giving his opponent time to widen and strengthen his defence. Besides 6 P—Q 3, Black may play 6 Kt—B 3; neither of which moves is so good against the more energetic 6 P—Q 4. For example: 6 Castles, Kt—B 3; 7 P—Q 4, Castles; 8 P×P, K Kt×P; 9 B—Q 5, Kt—B 4; 10 Kt—Kt 5, P—K R 3; 11 Kt×P, R×Kt; 12 B×R+, K×B; 13 Q—Q 5+, Kt—K 3; 14 P—K B 4, Q—B sq; 15 B—R 3, B—Kt 3+; 16 K—R sq, B—B 4; and proof is wanting as to which, if either party, has the upper hand. Of course there is much attack to be got over, and on the whole the game is no easy one to play. Black's 9 Kt—B 4 is best. He cannot take the Pawn with either Bishop or Knight without being worsted; as the attack on his King will succeed, or the Piece be lost in course of defending. For example—9 Kt×Q B P; 10 Kt×Kt, B×Kt; 11 Kt—Kt 5, Kt×P; 12 Q—B 2, Kt—Kt 3; 13 Q×B, &c. If, in this, 11 B×R? then, 12 Q—R 5, P—K R 3; 13 Kt×P, R×K; 14 B×R+, K—B sq (else 15 B×P wins); 15 B—R 3+, P—Q 3; 16 P×P, with an overwhelming attack. Similarly, 9 B×P; 10

B × K Kt, B × R; 11 B × P +, K × B; 12 Kt—Kt 5 +, K—Kt 3; 13 Q—Kt 4, and Black's difficulties will be intolerable.

If White plays 8 Kt × P (*Richardson Attack*), a somewhat similar game ensues: 6 Castles, Kt—B 3; 7 P—Q 4, Castles; 8 Kt × P, Kt × K P; 9 Kt × B P, R × Kt; 10 B × R +, K × B; 11 P—Q 5, Kt—K 2, &c. Or 11 . . . Kt—K 4; 12 Q—Q 4, Q—R 5; 13 R—K sq (13 Q × Q Kt, P—Q 3; 14 Q—B 4 +, Q × Q, &c., good for Black), Kt—Kt 5; 14 Q × Kt (14 R × Kt), Q × R P +, with advantage to the second player. Or 12 Q—R 4 (in lieu of 12 Q—Q 4), B × P; 13 Kt × B, Kt × Kt; 14 Q—B 2, Kt × Q P; 15 Q—K 4, P—B 3; 16 Q × Q Kt, P—Q 3, and Black's strength in Pawns will easily compensate the exchange. Again, varying the attack after the sacrifice, 11 Q—R 5 +, K—B sq; 12 Q × P, Kt—B 3; 13 Q—Q 3, and, what with strength of adverse King side Pawns, the exchange, &c., discount on the Piece, Black must be careful, and well know what he is about, to win the game. But White need not sacrifice. His best course is probably as follows:—9 B—R 3, P—Q 3; 10 Kt × Kt, P × Kt; 11 Q—R 4, B × P; 12 Kt × B, Kt × Kt; 13 Q × B P, B—Q 2; 14 B × P +, &c., recovering the Pawn—or 14 Q—B 3, keeping up his attack for what it may be worth.

Safe variation in defence is difficult. For instance, exchanging 8 . . . Kt × Kt? Then 9 P × Kt, Kt × P; 10 Q—Q 5, B × P; 11 Kt × B, Kt × Kt; 12 Q—B 3, Kt—R 5; 13 Q—K Kt 3, P—Q 4 (best); 14 B—K R 6, P—K Kt 3; 15 B × R, with advantage. The following has occurred: (13 . . . P—Q 4 being omitted), 13 . . . K—R sq; 14 B—K Kt 5, Q—K sq; 15 K R—K sq, Kt—Kt 3; 16 B—B 6, R—K Kt sq; 17 B—Q 3, P × B; 18 P × P, R × Q; 19 R × Q +, R—Kt sq; 20 Q R—K sq—and mate in two moves.

7 P—Q 4

B—K Kt 5

Or 7 . . . B—Q 2, known as *Sanders' Defence*, but the text move seems stronger. It stood the test of experience in the Tchigorin-Steinitz Match, 1892. On that occasion the Russian player invariably Castled at move 6, and Steinitz more than once defended in the manner here shown—with success as far as the opening was concerned.

If 7 . . . B—Q 2, the following seems comparatively favourable

to White: 8 Q—Kt 3, Q—K 2 (or 8 Q—B 3; 9 P × P, P × P; 10 R—Q sq, menacing 11 B—K Kt 5, also 11 B × P+, &c.); 9 P × P, P × P; 10 R—Q sq, and Black must mind how he goes—he has plenty of room to go wrong.

8 Q—R 4	P × P
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If 8 B—Q Kt 5, then 8 P × P; 9 P × P, B—Q 2, &c.

9 P × P	P—Q R 3
10 B—Q 5	B—Kt 3
11 B × Kt+	P × B
12 Q × P+	B—Q 2

Black has a safe and good position. The advantage of 7 B—K Kt 5 over 7 B—Q 2 is that it compels White to pursue his attack to exhaustion on one of a few narrow lines; on each of which, as far as at present known, he can be satisfactorily met and fought to equality—at the very least.

III.

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

If Black wants to decline the Gambit he may best do so by 4 B—Kt 3. Then with 5 P—Q R 4, P—Q R 3; 6 Castles, P—Q 3, &c., we have a kind of Giuoco—about even. Or, if 5 P—Kt 5, Kt—R 4; 6 Kt × P, Q—Kt 4; 7 B × P+, K—K 2; 8 B × Kt, Q × Kt; 9 B—Q 5, P—B 3, &c., the complications are so manifold and dangerous, for both sides, that it may be considered “anybody’s game.”

5 P—B 3	B—B 4
6 Castles	P—Q 3
7 P—Q 4	P × P

Black need not exchange. He can retreat, 7 B—Kt 3.

allowing White to take his Pawn, 8 P×P, P×P; 9 Q×Q+, Kt×Q; 10 Kt×P, B—K 3, with at least an even game.

8 P×P B—Kt 3

The so-called "normal" position, the moves on each side being for a long time looked upon as best for each party respectively. For many years, however, this system of defence has been practically obsolete; the defence based upon 5 B—R 4 having gained and maintained the respect of all classes of players. A question at this point is, What is the best move for White? Two stand out prominently, viz., 9 P—Q 5 and 9 Kt—B 3. Of these two the latter is probably the stronger, as bringing a Piece into play, and keeping the diagonal open to the Bishop as long as possible. On the other hand, 9 P—Q 5 is more immediately pressing, and has often been preferred by some of the greatest masters of attack in the Evans. First, as to this latter.

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

White cannot play 11 B×P, opening the file on his King, without losing.

12 Kt—B 3 Kt—Kt 3

Best, as commanding K 4, and also Kt 4; and providing against P—K 5, often the prelude to a winning attack.

13 Kt—K 2 P—Q B 4

Black's hopes are bound up in the advance of his Queen side Pawns, as they must ultimately turn the tide in his favour; always provided he can hold his ground on the other side as regards the safety of his King.

14 Q—Q 2 P—B 3
15 K—R sq B—B 2

14 P—B 3 provides against Kt—Kt 3, B×P, and (if K×B) Kt—R 5+, with Q—R 6, &c.—a winning combination which may occur if the Bishop is not shut off as in the text. White moves his King in order to advance P—B 4, on occasion, without fear of the

adverse Bishop; and Black moves the latter, since it no longer bears upon the King, and to make way for his Pawn. If, for example, 15 Kt—K 4, then 16 Kt × Kt, B P × Kt; 17 P—B 4, and the utility of 15 K—R sq is at once apparent.

16 Q R—B sq	R—Kt sq
17 Kt—Kt 3	P—Kt 4

And it is a fair game. White has his attack, but if it fails, *i.e.*, does not win, he is almost certainly lost, owing to the great strength of the adverse Queen side Pawns.

Secondly,

9 Kt—B 3	Kt—R 4
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Black can venture out with King Knight only at the risk of complications in the main unfavourable. For instance, 9 Kt—B 3; 10 P—K 5, P × P; 11 B—R 3, B × P; 12 Q—Kt 3, &c.

10 B—K Kt 5	P—K B 3
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If 10 Kt—K 2; 11 Kt—Q 5, &c., the defence would be at least equally difficult. Black is naturally anxious to Castle, so his next move seems a matter of course, getting rid of the powerful Bishop. Yet, 11 Kt—K 2; 12 B—Q 3, &c., might be ventured.

11 B—K B 4	Kt × B
12 Q—R 4+	Q—Q 2
13 Q × Kt	Q—B 2
14 Kt—Q 5	B—K 3
15 Q—R 4+	B—Q 2

16 Q—R 3, and Black is in difficulty as to Castling—whence the attack should win.

Or,

9 Kt—B 3	B—Kt 5
10 B—Q Kt 5	B—Q 2

The alternative is 10 K—B sq, but it is hardly any better.

- | | |
|--|----------|
| 11 P—K 5 | P × P |
| 12 R—K sq | K Kt—K 2 |
| 13 P—Q 5 | Kt—Q 5 |
| 14 B × B + | Q × B |
| 15 Kt × P | Q—B 4 |
| 16 Kt—Q 3, and again Black has difficulty as | |

to Castling and the inferior game.

The weak point in the Evans' attack is that it can be declined by 4 B—Kt 3; when White will have to be content to proceed on regular Giuoco Piano lines—and those not the most favourable to him. Not that he necessarily gets the worst of it, but that the advance of the Pawn goes for nothing as an attacking move, and is apt to prove a source of weakness in the end.

Scotch Game.—The attack in the Scotch is strong while it lasts, but it is not persistent, and in every case of it there is a valid defence. Interesting, even brilliant, complications easily arise, only to pass away without creating any lasting impression, and the reaction is not unlikely to prove injurious to White. There appears to be at least a tacit agreement of the best opinion that more should be made out of "the move" than is possible in the Scotch; so that in important contests of late years games at this opening have been comparatively few and far between.

I.

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|------------|----------|
| 1 P—K 4 | P—K 4 |
| 2 Kt—K B 3 | Kt—Q B 3 |
| 3 P—Q 4 | P × P |

It is better for Black to take so. 3 Kt × P; 4 Kt × Kt, &c., runs into the variation given in next note. Or 3 Kt × P;

4 Kt × P, Kt—K 3; 5 B—B 4, P—Q B 3; 6 Castles, &c., yields White a free and good position.

4 Kt × P B—B 4

4 Kt × Kt; 5 Q × Kt, Kt—K 2; 6 B—Q B 4, Kt—B 3; 7 Q—Q 5, &c., is favourable to the first player, his command of the board being so great. But 4 Kt—B 3 is a safe and sound move. 4 Q—R 5 risks too much for the sake of a Pawn, and is now hardly ever played.

5 B—K 3 Q—B 3
6 P—Q B 3 K Kt—K 2

White is willing to have his Knight taken at Q 4, to form a centre; wherefore Black declines to take, and tries to preserve the *status quo*—at least until he can advance his Queen Pawn effectively.

7 Q—Q 2 P—Q 4

Other probable continuations—7 B—K 2, P—Q 4; 8 B—B 3, B × Kt; 9 P × B, P × P; 10 B × P, Castles—White having an isolated Pawn. 7 B—Q Kt 5, Castles; 8 Castles, P—Q 3; 9 Kt × Kt, P × Kt; 10 B × B, P × B, &c., with equality. 7 P—B 4, Q—Kt 3; 8 Q—B 3, Kt × Kt; 9 P × Kt, B—Kt 5+; 10 Kt—B 3, P—Q 4, &c., with advantage to Black. 7 B—B 4 loses time, because of Kt—K 4 somewhat later; and if 7 Kt—B 2, B × B; 8 Kt × B, Q—K 4, &c., Black will stand well. If 7 Kt—Q 2 (often played by Blackburne), Kt × Kt; 8 P—K 5, Q × K P; 9 P × Kt, B × P; 10 Kt—B 4, Black may continue 10 B—B 6+, coming out with three Pawns for the Piece; or, better perhaps, he may avoid this deal by 8 Kt—B 7+; 9 Q × Kt, Q × K P, &c., with probable advantage.

8 Kt—Kt 5 B × B
9 Q × B Castles
10 Kt × B P R—Kt sq

Better 10 Kt—Q 2. It is dangerous to take the Pawn.

11 Kt × P Kt × Kt
12 P × Kt Kt—Kt 5!

If, now, 13 P × Kt, Q × Kt P; 14 Q—Q B 3, R—K sq +; 15 K—Q sq, Q × B P; and White will have hard work to escape. Or, 13 Kt—R 3, B—Kt 5; 14 B—Kt 5, Kt × Q P; 15 Q—K 4, Kt × P; 16 Q × B, Kt × B, &c.; or, 13 Q—Q 2, Kt × Q P; 14 Q × Kt, R—K sq +; 15 B—K 2, B—Kt 5; 16 P—B 3, Q R—Q sq, &c., and again White's defence is difficult. However, these latter variations are more useful in showing the resources of Black's game than otherwise. To demonstrate a certain win for him would transcend the limits of opening analyses.

II.

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	Kt—B 3

A safe and simple defence springs from this move. If 4 Q—R 5, White would preferably not defend by 5 Q—B 3, but continue his attack by 5 Kt—Kt 5, with ample compensation for the Pawn.

5 Kt × Kt	Kt P × Kt
6 B—Q 3	P—Q 4

There is nothing gained by attacking the Knight,—6 P—K 5, Q—K 2; 7 Q—K 2; Kt—Q 4; 8 P—Q B 4, Kt—Kt 3, &c.

7 Q—K 2	P × P
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Again,—7 P—K 5, Kt—Kt 5; 8 B—K B 4, B—Q B 4; 9 Castles, P—Kt 4; 10 B—Kt 3, P—K R 4, &c., White being on the defence.

8 B × P	Kt × B
9 Q × Kt +	Q—K 2

Even game; the freedom of Black's Bishops compensating for the disarrangement of his Pawns.

As said, the defence beginning 4 Q—R 5 is considered too hazardous, and is therefore little favoured in practice. Black wins a Pawn at the outset, it is true; but on the other hand he foregoes the privilege of Castling; and is for a long time restricted to purely defensive tactics. The following is perhaps one of the best continuations, —4 Q—R 5; 5 Kt—Kt 5, Q×P+; 6 B—K 2, B—Kt 5+; 7 B—Q 2, K—Q sq; 8 Castles, B×B; 9 Kt×B, Q—K B 5; 10 P—Q B 4, &c., and the attack seems worth the Pawn. White may also play 5 Kt—K B 3, but this is scarcely so strong as 5 Kt—Kt 5, given above.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—B 4	B—B 4

Letting the Pawn stay—the *Scotch Gambit*. Other moves for Black, such as 4 Q—B 3 and 4 B—Kt 5+, are less satisfactory.

5 Castles	Kt—B 3
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If 5 P—B 3, then 5 Kt—B 3, or 5 P—Q 3—a *Giucoco Piano*; of course, if 5 P×P; 6 B×P+, K×B; 7 Q—Q 5+, &c., White would get on very well. But this would be good for Black: 5 Kt—Kt 5, Kt—R 3!; 6 Q—R 5, Q—K 2 (if 6 Kt—K 4?; 7 Kt—K 6!, the defence will fail); 7 Castles, P—Q 3; 8 P—K R 3, B—Q 2,—and Black will be able to safely Castle Q R, with advantage. Again, varying at the sixth move: 5 Kt—Kt 5, Kt—R 3!; 6 Kt×B P, Kt×Kt; 7 B×Kt+, K×B; 8 Q—R 5+, P—Kt 3; 9 Q×B, P—Q 4, &c, and Black will have a fine game. For 10 P×P, R—K sq+ (or 10 Q×P (Q 5), Q×Q; 11 P×Q, Kt—Kt 5); as well as 10 Castles, P×P (or even 10 B—K 3), would be in his favour

White neglects his general development for the sake of a partial attack which comes to nothing.

6 P—K 5 P—Q 4

A position in the Max Lange Attack, common to the Giuoco Piano, Two Knights' Defence, King's Bishop's Opening, &c. If not agreeable, it may be avoided by 5 P—Q 3, in place of 5 Kt—B 3 above. See IV. next following.

7 P × Kt P × B

Another, and perhaps on the whole a better line of play for White, 7 B—Q Kt 5, Kt—K 5; 8 Kt × P, B—Q 2; 9 B × Kt, &c. But the attack as here carried on (*i.e.*, by 7 P × Kt, &c.), is plausible and usual, and needs to be considered.

8 R—K sq + B—K 3

Or, 8 K—B sq; 9 P × P+, K × P; 10 Kt—K 5, &c.; or, White may leave the Pawn, in favour of 9 B—Kt 5, and attack will be troublesome.

9 Kt—Kt 5 Q—Q 4

If 9 Q × P? (*or* Q—Q 2?) a Piece is lost,—10 Kt × B, P × Kt; 11 Q—R 5+, &c.

10 Kt—Q B 3 Q—B 4
11 Q Kt—K 4 B—Kt 3

If 11 P—K Kt 4, the reply should be 11 Q—Kt 3. For if 11 Q × P (B 3), then 12 Kt—Q 5, Q—Q sq; 13 R × B+, P × R; 14 Kt × K P, and Black is in great difficulties. (See under *Giuoco Piano*, p. 14.)

12 Kt—Kt 3 Q—Kt 3

But if now 12 Q × P; 13 Kt—R 5! there would be trouble in the camp. For instance: 13 Q—Kt 3; 14 Kt × B, P × Kt; 15 R × P+, &c., with advantage to White.

13 Kt×B	P×Kt
14 R×P+	K—Q 2
15 Kt—R 5	Q R—K sq
16 Kt—B 4	Q—B 2

If 16 P×P, then 16 Q×R, threatening mate. As it is, Black has the better game. His King will be in safety on the Queen side, with strong counter attack in prospect. White, in fact, has no good way of going on from this point. Whether he exchanges Pawns or Rooks, willingly or not, the turn will be against him. His attack is exhausted, with development in favour of his adversary.

IV.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—Q B 3
3 P—Q 4	P×P
4 B—B 4	B—B 4

Göring Gambit.—Offers another Pawn, 4 P—B 3, P×P; 5 B—Q B 4, Kt—B 3!; 6 Kt×P, B—Kt 5, &c. Black holds the Pawn safely enough. But if he takes the third Pawn, instead of playing the Knight, he risks somewhat unnecessarily. Compare *Danish Gambit*, Sec. II. Other moves are 4 P—Q 4 and 4 P—Q 6, declining the Gambit; but it is best to make sure of one Pawn and resume development as above.

5 Castles	P—Q 3
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As previously suggested, 5 P—B 3, turning into a safe *Giucco Piano*, is probably better for White. Compare III. last preceding.

6 P—B 3	B—K Kt 5
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Stronger than 6 P×P, or 6 Kt—B 3; giving White ttack from 7 Q—Kt 3, or from 7 P×P, with a powerful centre.

7 Q—Kt 3 B × Kt

Playing for counter attack; 7 Kt—R 4 would be more defensive.

8 B × P + K—B sq

9 B × Kt R × B

10 P × B P—K Kt 4, and Black

has the advantage. White will have great difficulty in putting his Queen's Pieces to work; and, at the same time, in properly defending his King—whose situation is really dangerous. Of course White may defer B × Kt (as at 9), or otherwise vary his play after 7 Q—Kt 3; but his attack with Queen and Bishop is feeble, and in every case the tie up on his Queen side should prove unfavourable. The following are probable continuations: (a) 11 K—R sq, Q—B 3; 12 P—K B 4, Kt P × P; 13 Q × P, Q—Kt 4; 14 Q × R +, Kt—Q sq; 15 P—K 5, P—B 3, and wins; (b) 11 Q—Q sq, Q—Q 2; 12 P—Kt 4, B—Kt 3; 13 B—Kt 2, P—Q 6; 14 Q × P, Kt—K 4; 15 Q—K 2, Q—R 6; 16 Kt—Q 2, P—Kt 5, and should win speedily. Or, if 11 Q × Kt P, Kt—K 4, &c., or 11 Q—K 6, R—Kt 3, &c., Black's attacking force would probably prove irresistible.

Two Knights' Defence.—1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, Kt—B 3. White may treat this as a form of the Giuoco Piano, by continuing 4 P—Q 3, or he may compel Black to a Gambit, by 4 Kt—Kt 5, but this last is rather dubious policy. Because, in nine cases out of ten, this is just what the second player wants; to have the attack, a durable attack, even at the cost of a Pawn. In fact, it is a question whether White's manœuvres to gain the Pawn should not be considered premature. In return he is at once called upon to face a

dangerous assault in a position so poorly developed that error may easily occur, and may easily prove fatal.

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

It may be remarked, 4 P—Q 3 is a safe and strong move. But 4 Kt—B 3 is hardly so good. To that the reply may be 4 Kt × P. Then whether Kt × Kt immediately, or 5 B × P +, the timely advance P—Q 4 will give Black a fair game. A similar thing may happen in the Petroff or Russian Defence. But, as a reply to 4 Kt—Kt 5, it may be observed that 4 Kt × P is inferior. White can then take the Pawn, checking, and follow with 6 P—Q 4, with advantage.

5 P × P	Kt—Q R 4
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Here Black enters on the Gambit, his best course. If 5 Kt × P, then 6 Kt × B P, K × Kt; 7 Q—B 3 +, K—K 3; 8 Kt—B 3, Kt—K 2; 9 P—Q 4, P—B 3; 10 B—K Kt 5, P—K R 3; 11 B × Kt, B × B; 12 Castles Q R, and the chances are decidedly with White. Or 8 Kt—Kt 5; 9 Q—K 4, P—Q Kt 4 (if 9 P—B 3; 10 P—Q R 3, Q—R 4; 11 P × Kt, Q × R; 12 Castles, &c., Black will probably lose, the difference of a Rook in his favour notwithstanding); 10 B—Kt 3, P—B 4; 11 Kt × P, B—R 3; 12 P—Q R 4, R—B sq; 13 P—Q 3, P—B 5; 14 P × P, Kt—B 3; 15 P—B 5 +, Q Kt—Q 4; 16 Q—K 2, B × P; 17 Castles, and White has the advantage. Countless attempts have been made to prove that the superior force should win (after 6 Kt × B P); but, up to the present, they have all come to nothing. The position of Black's King seems to be too much against him. Even if he manages to survive the direct attack, there is a drain of force (in the shape of Pawns) which almost does away with the advantage of the Piece, reducing him to practical equality in that respect, with *position* still persisting in favour of his opponent.

6 B—Kt 5 +	P—B 3
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Or, 6 P—Q 3, P—K R 3; 7 Kt—K B 3, P—K 5; 8 Q—K 2, Kt × B;

9 P × Kt, B—Q B 4; 10 P—K R 3, Castles; 11 Kt—R 2, P—Q Kt 4; 12 Kt—Q B 3, &c. In the result White cannot hold the Pawn.

7 P × P	P × P
8 B—K 2.	P—K R 3

It is best to retreat the Bishop as above. Both 8 B—R 4 and 8 Q—B 3 are inferior, because the comparative insecurity of the Bishop or Queen adds to the dangers of the attack which has now to be met in return for the Pawn.

9 Kt—K B 3	P—K 5
10 Kt—K 5	Q—B 2

Or, 10 B—Q 3. But 10 Q—Q 5, though more formidable in appearance, is not really so strong—time being lost subsequently in forced movement of the Queen.

11 P—K B 4	B—Q 3
12 P—Q 4	Castles
13 P—Q B 3	P—B 4
14 Kt—R 3	P—R 3

If there is advantage, either way, White has it. The chances are that by giving up the Pawn at the proper time he can either reverse the attack or come out with the better ending. This is the *theory* of the matter; *practically* White has a hard road to travel.

Other lines of play, varying at move 4, are: 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 P—K 5 [or 5 Castles, B—B 4; 6 P—K 5, P—Q 4, &c.; Max Lange Attack. Or 5 Kt—Kt 5, Kt—K 4; 6 Q × P, Q—K 2; 7 Castles, P—K R 3, &c., as in Blackburne *v.* Pillsbury, Anglo-American Cable Match, 1897. Practically even game.], P—Q 4; 6 B—Q Kt 5, Kt—K 5; 7 Kt × P, B—Q 2; 8 B × Kt, &c., even game. 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, Kt × P; 5 P—Q 4 (or 5 B—Q 5, at once recovering the Pawn), P—Q 4; 6 Q—K 2, B—K Kt 5; 7 P × P, Kt × K P; 8 Kt—B 3, &c., with slight advantage to White.

Russian (Petroff) Defence.—Black defends his Pawn indirectly by attacking that of his opponent. The Petroff makes a hard game, in which White, at best, can do little more than hold his original advantage of the move. In many respects it closely resembles the French. But it is easier to play, and does not afford so good a future, when the defence is established. If White gains nothing by his initial attack, he need have little fear in the ending; his Pawn position not being in the least compromised, if that attack is prudently conducted.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 Kt × P	P—Q 3

It is bad for Black to take the Pawn immediately. 3 Kt × P; 4 Q—K 2, Q—K 2; 5 Q × Kt, P—Q 3; 6 P—Q 4, P—K B 3; 7 P—K B 4, Kt—Q 2; 8 Kt—Q B 3, B P × Kt; 9 B P × P, P × P; 10 Kt—Q 5, Kt—B 3; 11 B—Kt 5+, P—B 3; 12 Kt × Kt+, &c., with advantage; White continuing 13 P × P or 13 B × P+, as Knight may or may not be taken by Queen.

4 Kt—K B 3	Kt × P
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The sacrifice, 4 Kt × B P is unsound. Though White gets three Pawns for the Piece, the resulting position is such that they are not sufficient.

5 P—Q 4	P—Q 4
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If 5 P—Q 3, Kt—K B 3, &c., the game runs into a French—and equality.

6 B—Q 3 B—K 2

Superior to 6 B—Q 3. But 6 Kt—Q B 3 is a very good move.

7 Castles Castles
8 R—K sq Kt—K B 3

If 8 P—B 4, then likewise 8 Kt—K B 3, and in the result the White Queen Pawn may be isolated. Black cannot well back up the Knight by P—K B 4; for then important control over K 4 would be lost.

9 B—K B 4 Kt—B 3
10 Q Kt—Q 2, and White has a good position.

II.

1 P—K 4 P—K 4
2 Kt—K B 3 Kt—K B 3
3 P—Q 4 P×P

Here 3 Kt—B 3 would give us the *Three Knights' Game*; and this with reply 3 Kt—B 3 the *Four Knights' Game*. If then 4 B—Kt 5, B—Kt 5, there would be the "double Lopez" in the *Four Knights'*—an alarming compound of sterling solidity, the very sheet-anchor of safety. Continued 5 Castles, Castles; 6 P—Q 3, P—Q 3, &c., it produces a sort of Giuoco-Lopez, of a dreary character, strongly tending to a draw. (Compare version of *Ruy Lopez*, p. 3.) For 3 B—B 4, Kt×P; 4 Kt—B 3, &c. (Boden-Kieseritzky) see King's Bishop's Game, Sec. II.

4 P—K 5 Kt—K 5
5 Q×P P—Q 4

Concerning 5 Q—K 2, see III. next following. This 5 Q×P is simpler and perhaps better for White.

6 P×P <i>e.p.</i>	Kt×Q P
7 Kt—B 3	Kt—B 3
8 Q—K B 4	B—B 4

If 8 B—K 2; 9 B—Q 3, Castles; 10 Castles, B—K 3; 11 B—Q 2, Black finds difficulty in going on well. The location of his King Knight is noticeably unfavourable.

9 B—Kt 5	B—K 2
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Of course 9 Kt×B would be bad,—would lose the exchange, at least; and if 9 B×P; 10 B×Kt+, P×B; 11 Kt—Q 4, the attack would be troublesome.

10 Kt—Q 4	B—Q 2
11 B×Kt	B×B
12 Kt×B	P×Kt
13 Castles	Castles

White is to be preferred.

III.

1 P—K 4	P—K 4
2 Kt—K B 3	Kt—K B 3
3 P—Q 4	P×P

If 3 Kt×P; 4 B—Q 3, P—Q 4; 5 Kt×P, B—K 3; 6 Q—K 2, &c., Black will be at some slight disadvantage; as “the move” really tells against him, where the King is involved, especially before Castling.

4 P—K 5	Kt—K 5
5 Q—K 2	B—Kt 5+

There is clear violation of principle in 5 Q—K 2—blocking of Bishop and Queen on file with King. But it is fairly expedient in the circumstances, giving Black business of his own; for his Knight and Bishop (after check) must be looked to, being in no small danger. If

5 Kt—B 4; 6 Kt × P, B—K 2; 7 Kt—Q B 3; Castles; 8 B—K 3, with perhaps Castles Q R, White would have a commanding position.

6 K—Q sq P—Q 4

Of course he does not retreat. For if 6 Kt—B 4, then either 7 B—Kt 5, or 7 P—Q R 3, &c., would be virtually decisive.

7 P × P *e.p.* P—K B 4
8 P × P Q × P

If 8 Kt—Kt 5, Castles; 9 Kt × Kt, P × Kt (or 9 Q—B 4+, K—R sq; 10 Q × B, P—B 4; or 10 Kt—B 7+, R × Kt; 11 Q × R, B × P, &c.); 10 Q—B 4+, K—R sq; 11 Q × B, R × P, &c., White incurs grave danger. His King will be called upon to sustain a formidable attack from the mass of force which may be directed against him,—practically a fearsome ordeal, for which his material gain has been found scant compensation. At least this is the present view of the matter.

9 Kt × P Kt—Q B 3

Or 9 Castles; 10 P—K B 3, R—Q sq; 11 P—B 3, and White should wriggle out safely, with benefit of a Pawn.

10 Kt × Kt P × Kt
11 P—K B 3 B—R 3
12 P—Q B 4 Castles (Q R) +

If 12 Q × B, Kt—B 7+; 13 K—K 2, Q—K 4+; 14 B—K 3, P—B 5; 15 Q × P+, K—K 2; 16 Q—Kt 7+, K—B 3; 17 Q—B 6+, B—Q 3; 18 Q—B 3, Kt × R, &c., though White would have a couple of Pawns for the exchange, the position would not be in his favour.

13 K—B 2, and, again, White should hardly fail in holding the Pawn, with prospects of a winning ending. The foregoing are fair indications of the general tendencies of this fighting defence.

Greco Counter Gambit.—Differing in many respects

from the Russian Defence, the bottom notion of this (2 P—K B 4) is the same. It is a bold attempt to usurp the prerogative of attack, ordinarily and as of right conceded to the first player. As in other similar cases, White should exercise himself in all due patience. It is easy for him to expect too much, and the danger of trying for it is not small. Advantage in position, naturally accruing from his opponent's rashness, should be the first thing sought, not any immediate gain of material, which, indeed, is no proper outcome of this adventurous game.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	P—K B 4
3 B—B 4	P—Q 3

In all probability, White best plays his Bishop thus. If he accepts the Gambit, 3 P × P, he cannot well maintain the Pawn, as if defending in the King's Gambit, because his Knight is in the way. *E.g.*, 3 P × P, P—Q 3; 4 P—K Kt 4, P—K R 4, &c., and Black will have none the worst of it. Again, 3 Kt × P leads to no appreciable difference, but may give rise to play so complicated that anything may happen. Of a multitude of plausibilities this may be cited: 3 Kt × P, Q—B 3; 4 P—Q 4, P—Q 3; 5 Kt—B 4, P × P; 6 Kt—B 3, Q—Kt 3; 7 P—B 3 (7 Q—K 2, Kt—K B 3, and White blocks his Bishop, while Black will still be able to hold the menaced Pawn), P × P; 8 Q × P, Kt—Q B 3; 9 Kt—Kt 5, B—Kt 5! Now if White takes Pawn checking, he will lose a Piece; if he plays 10 Q—K 3+, then 10 K—Q 2; and, otherwise, Black can Castle with good prospects.

4 P—Q 4	P × Q P
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If 4 P × K P; 5 Kt × P, P × Kt (or 5 P—Q 4); 6 Q—R 5+, &c., White will have the advantage. His attack will be stronger than it is in the Damiano Gambit (*q.v.*); because of the less

favourable situation of Black King Bishop Pawn for defence. But 4 Kt—Q B 3 is feasible, and should occasion no greater inferiority than 4 P × Q P given above ; it would, in fact, give us a form of the Philidor, which, though unfavourable, is not the most unfavourable to Black.

5 Kt—Kt 5	Kt—K R 3
6 Q × P	Kt—B 3

and Black's difficulty as to Castling will very likely prove troublesome.

II.

1 P—K 4	P—K 4
2 Kt—K B 3	P—K B 4
3 B—B 4	P × P
4 Kt × P	Q—Kt 4

If 4 P—Q 4 ; 5 Q—R 5+, P—Kt 3 ; 6 Kt × P, P × Kt ; 7 Q × R, K—B 2 ; 8 B—K 2, White must be careful. Being so, however, he should keep the upper hand, by means of the exchange.

5 Kt—B 7	Q × P
6 R—B sq	P—Q 4
7 Kt × R	P × B
8 Q—R 5+	P—Kt 3
9 Q × R P, and again the exchange should	

tell in White's favour.

The Queen's Pawn Counter Gambit is about equal to the Greco, though perhaps not quite so hazardous a game. Objections against it are, that if Black makes it a real Gambit, he has nothing to show for his Pawn ; and, if otherwise, while he recovers the Pawn, the drift of development favours his opponent.

I.

1 P—K 4	P—K 4
2 Kt—K B 3	P—Q 4
3 P × P	P—K 5

If 3 Kt × P, P × P; 4 P—Q 4, B—K 3, &c., White will have little or no advantage. And if 3 Kt × P, P × P; 4 B—B 4, Q—Kt 4; 5 B × P+, K—K 2; 6 P—Q 4, Q × P; 7 R—B sq, B—R 6; 8 B—Q B 4, Kt—K B 3 (not 8 Q × R P; 9 Q—R 5! with winning complications for White); 9 B—B 4, and it is anybody's game. But (in this), 5 Kt × B P? Q × Kt P; 6 Kt × R (if 6 R—B sq, then 6 B—K Kt 5! wins more easily for Black), Q × R+ (not 6 B—K Kt 5, because of 7 B—B sq!); 7 B—B sq, Kt—K B 3; 8 P—Q 3, B—R 6; 9 Q—K 2, and Black will win by exchanging Queens and Bishops, the imprisoned White Knight having no escape. Compare Greco Counter Gambit. There Black Queen Bishop is not so soon free, which makes all the difference.

4 Q—K 2	B—K 2
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Or 4 Q—K 2; 5 Kt—Q 4, Kt—K B 3; 6 Kt—Q B 3, White holds the Pawn easily. Other defence, from Bishop, Knight, or Pawn, is also unfavourable; and, in the result, Black must come out a Pawn behind.

5 Q × P	Kt—K B 3
6 B—Kt 5+	B—Q 2

If 6 P—B 3, then 7 P × P! The discovered check would be too much for Black were he to capture Queen.

7 Q—K 2	Kt × P
8 B × B+	Q × B
9 P—Q 4	Castles
10 Castles	Kt—Q B 3
11 P—B 4,	with the better game.

II.

1 P—K 4 P—K 4
 2 Kt—K B 3 P—Q 4

The one admissible fundamental variation of the King's Knight's Game, 2 Kt—K 2, known as *Alapin's Attack*, is not generally good for White. As a variation, however, it is playable:—1 P—K 4, P—K 4; 2 Kt—K 2, Kt—Q B 3; 3 Q Kt—B 3, B—B 4; 4 P—B 4, P—Q 3; 5 Kt—R 4, B—Kt 3; 6 Kt × B, R P × Kt; 7 P—Q 4, Kt—B 3, &c., with equality at least. The idea is to play a sort of Gambit, with no real risk of a Pawn. But K B 3 is the natural post for the King Knight; both in attack and defence. An amusing instance of 2 Kt—K 2 coming to grief (for which of course this move is only remotely to blame):—1 P—K 4, P—K 4; 2 Kt—K 2, Kt—Q B 3; 3 Q Kt—B 3, B—B 4; 4 Kt—Kt 3, P—Q 3; 5 P—Q 3, Kt—B 3; 6 B—Kt 5, B—K 3; 7 Kt—K R 5, Castles; 8 Kt—Q 5?, Kt × P!; 9 B × Q, B × P+; 10 K—K 2, B—Kt 5 (or Kt—Q 5), mate!

3 P × P Q × P

This is doubtless Black's best move here. As already shown, 3 P—K 5 proves unsatisfactory; and if otherwise a Gambit be ventured, 3 B—Q 3, then 4 P—Q 4, P—K 5; 5 Kt—K 5, Kt—K B 3; 6 B—Q B 4, Castles; 7 Castles, &c., White will have the superiority.

4 Kt—B 3 Q—K 3

Or 4 Q—R 4; 5 B—B 4, and the game is less favourable for Black than is the Centre Counter Gambit, because of danger to his King Pawn.

5 B—Kt 5+ B—Q 2

If 5 P—B 3; 6 B—R 4, and afterwards B—Kt 3, with advantage. Black's inferiority is owing to early and frequent movement of his Queen.

6 Castles	P—Q R 3
7 B × B +	Kt × B
8 P—Q 4	Castles

9 R—K sq, with a slight advantage to White. Something of this kind is about the best Black can expect from 2 P—Q 4 in the King's Knight's Game. (See the Centre Counter Game, in which the defence is 1 P—Q 4.) The comparatively simple character of the Opening should commend both of these games to the inexperienced player. In order that surprising losses, and, perhaps, crushing defeats, may neither dismay nor unnerve him at the outset, he will be well advised to risk little in complex development, especially while feeling his way to confident strategy in defence. From this standpoint, 1 P—Q 4 may be looked upon as a *universally* good move. It at once precludes a number of hazardous positions otherwise arising, thus enabling the weaker player to make a stronger resistance, carrying him beyond the bounds of development into what should be the more assured regions of the middle game.

Philidor's Defence.—1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3. M. Arnous de Rivière, in his *Traité-Manuel du Jeu des Échecs*, Paris, 1892, says (p. 87): “M. Mason a écrit ici la note suivante: ‘Cette défense, durant un temps populaire, et la favorite du grand Philidor, est maintenant presque délaissée. Manquant de hardiesse elle présente peu de ressources pour la contre-attaque et elle impose certaines autres prescriptions dont les effets se font sentir bien après que les coups du début sont achevés et passés.’

“ Cette appréciation est juste, mais avec un peu trop de sévérité; nous croyons que la défense Philidor est au moins égale à la Sicilienne et aux défenses irrégulières,

mais nous lui préférons assurément les défenses classiques.”

The note quoted was written some years ago, and it is satisfactory to find that, in substance, it meets with the approbation of such an eminent authority as M. de Rivière. The specific objection to the defence associated with the memory of his great compatriot is that it obstructs the action of the King Bishop; with the consequence that Black's command of the board is inferior during the early part of the game. It is true, in the French Defence there is similar obstruction as regards the Queen Bishop, but this is not so serious a matter; that Piece being naturally much less concerned in all King Pawn Openings than is its companion, especially as an attacking force. This goes far to account for neglect of the Philidor in contests between strong and equally matched players. The following are fair specimens of this defence: (a) 1 P—K 4, P—K4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P×P; 4 Q×P, B—Q 2; 5 B—K 3, Kt—Q B 3; 6 Q—Q 2, Kt—B 3; 7 Kt—B 3, B—K 2; 8 Castles, Castles; 9 Kt—K sq, Kt—K 4; 10 P—B 3, or 10 P—B 4, and if anything White is to be preferred.

If, in the above, 4 Kt—Q B 3, White pins, 5 B—Q Kt 5, with advantage; but 4 Kt—K B 3 is safe enough—about equivalent to 4 B—Q 2.

(b) 1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P×P; 4 Kt×P, Kt—K B 3; 5 Kt—Q B 3, B—K 2; 6 B—Q 3, Castles; 7 Castles, B—Q 2; 8 B—K B 4, Kt—B 3; 9 Kt×Kt, B×Kt; 10 Q—K 2, Kt—Q 2; 11 Kt—Q sq, Kt—K 4; 12 Kt—K 3, and the game may be considered even.

For his third move, White may play B—B 4 or Kt—B 3, but 3 P—Q 4 is generally allowed to be more forcible. At his fourth move, Q × P is usually preferred to Kt × P. The Knight is just as well at B 3, while the Queen goes into fairly good play, expediting Castles Q R, should that manœuvre be deemed advisable.

(c) 1 P—K 4, P—K 4; 2 Kt—K B 3, P—Q 3; 3 P—Q 4, P—K B 4; 4 P × K P (4 B—B 4, Kt—Q B 3, making a position in the Greco Counter Gambit, is hardly so good for White), B P × P; 5 Kt—Kt 5, P—Q 4; 6 P—K 6, Kt—K R 3; 7 Kt—Q B 3, P—B 3; 8 Kt × R P, B × P (or 8 R × Kt; 9 Q—R 5+, &c.); 9 Kt × B, K × Kt; 10 Kt × K P, &c., with advantage to White. Or, in this, 6 B—B 4; 7 Kt—Q B 3, Q—B 3; 8 K Kt × K P, P × Kt; 9 Q—R 5+, &c., with advantage to White. And similarly in other variations. This Counter Gambit, formerly thought fairly practicable, is almost demonstrably unsound.

SECTION II.

SUMMARY OF PRINCIPAL FORMS.

KING'S BISHOP'S GAME.

1 P—K 4, P—K 4; 2 B—B 4.

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BERLIN DEFENCE.	
2 Kt—K B 3; 3 P—Q 3, &c.	52
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3 P—Q Kt 4, B×P; 4 P—K B 4, &c.	57
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3 Q—K 2, P—Q 3; 4 P—K B 4, &c.	57
CENTRE GAME.	
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THE KING'S BISHOP'S GAME.

Practically, and at its best from the first player's point of view, this transposes into the King's Knight's Game—a Giuoco Piano in which the parties should soon come upon level terms. The older theory favoured 2 B—B 4, partly because it directly attacks the weak spot K B 2 in the adverse lines, and partly because it reserves power over the Gambit; does not preclude early P—K B 4, a manœuvre to which undue importance was formerly assigned. A similar idea, with regard to the Gambit, is evident in the Queen's Knight's Game; and indeed it seems to be more feasible there than in sequence to the play of the Bishop. But the Gambit becomes no stronger by delay; and otherwise the defence is more easily equal to the occasion.

I.

1 P—K 4	P—K 4
2 B—B 4	Kt—K B 3

The *Berlin Defence*. Perhaps the best at Black's command; yet many consider 2 Kt—Q B 3 equally reliable.

The *Calabrese Counter Gambit*. 2 P—K B 4 is inferior, as might be readily supposed; for then 3 P—Q 3, Kt—K B 3; 4 P—B 4, &c.; or, simply, 3 Kt—K B 3, transposing into the Greco Counter Gambit (p. 43), with excellent prospects for White. Doubtful, 3 B × Kt, R × B; 4 Q—R 5+, P—Kt 3; 5 Q × R P, R—Kt 2, &c.—Black's development being superior, fully compensating for the missing Pawn. But the following, in which too much is attempted, is bad: 3 B × Kt, R × B; 4 P × P, P—Q 4; 5 Q—R 5+, P—Kt 3; 6 P × P, R × P; 7 P—Q 3, B—K Kt 5; 8 Q × R P, Q—B 3; 9 Q × P, Kt—B 3; 10 Q × Kt P, R—Q Kt sq; 11 Q—R 6, B—B sq; 12 Q—R 4, R—Q Kt 5; 13 Q—R 3, R × K Kt P, and Black should win.

This is an example of the sort of thing liable to occur when the Queen ventures far afield.

3 P—Q 3 B—B 4

Of course the Gambit, 3 P—B 4, may be proposed. But this Black well meets, say by 3 P—Q 4, soon obtaining a very good position. If 3 Kt—Q B 3, the reply may be 3 B—B 4, or 3 Kt × P, as in the Vienna Game. Then there is 3 P—Q 4, dealt with further on. Also 3 Kt—K B 3, producing a form of the Russian Defence, perchance the Boden-Kieseritzky (p. 54), in which White should have no advantage.

4 Kt—K B 3 P—Q 3

Clearly enough, from this point affairs may take almost any turn in the Giuoco Piano, 5 B—K 3, 5 Kt—B 3, 5 P—B 3, 5 Castles, and so on, with a fairly level game.

Or,
3 P—Q 4 P × P

Better than 3 Kt × P. Black wants to play his Queen Pawn, supported by the Knight, on occasion; as, for instance, in the variation next below.

4 Q × P Kt—B 3

If 4 P—K 5, P—Q 4; 5 B—Kt 3, Kt—K 5; 6 Kt—K 2, P—Q B 4 &c.; or 4 P—K 5, P—Q 4; 5 B—Kt 5+, B—Q 2; 6 B × B+, K Kt × B; 7 Q × P, Kt—Q B 3; 8 Q × Q P, K Kt × P, &c., all goes well with the defence. Or if White will not stir his Bishop at 5, but takes the Knight instead, it will be at the net expense of a Pawn.

5 Q—K 3 B—K 2

The Bishop is probably better in the neighbourhood of his King; but 5 B—Kt 5+, to exchange or eventually retire to Kt 3, is frequently played. Either way,

we have a version of the Centre Game, with practical equality.

Or,
3 Kt—K B 3 Kt × P

For 3 Kt—B 3 see *Two Knight's Defence* (p. 37). And compare Boden-Kieseritzky below.

4 P—Q 3 Kt—B 4

To 4 Kt × P and 4 Q—K 2 the one reply, viz., 4 P—Q 4 is alike effective. White should do no more than recover his Pawn, with an even game.

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

Black stands well.

The *Boden-Kieseritzky Gambit*, in which the Pawn is set against the attack, is as follows: 1 P—K 4, P—K 4; 2 B—B 4, Kt—K B 3; 3 Kt—K B 3, Kt × P; 4 Kt—B 3, Kt × Kt; 5 Q P × Kt, P—K B 3 (5 P—Q B 3, to shut out the Bishop by 6 P—Q 4, is quite safe, but only equalises. The defence must beware of 6 Kt—Kt 5, &c.); 6 Castles, Q—K 2; 7 Kt—R 4, P—B 3; 8 Kt—B 5, Q—B 4; 9 Q—R 5+, K—Q sq (it is better not to interpose, because of 10 Q—R 4, &c.); 10 Q—B 7, P—Q 4, and, with due care, Black should be well able to hold his ground. If White plays 7 R—K sq, then 7 P Q 3 or 7 Kt—B 3 may be preferred. Black must look well to his King Pawn when thus attacked by Rook—not to allow any sacrifice complicating the position. So, previously, 5 P—Q 3?; 6 Kt × P!, with

advantage; hence the support, 5 P—K B 3, also guarding K Kt 4, a matter of importance—as above suggested. In every form of the attack, which naturally admits of great variety, there appears to be something wanting, and in the result the defence should prevail.

But the Gambit may be well avoided by the player not familiar with its intricacies. This can be done by 4 Kt—Q B 3, transposing into a Four Knights', or Vienna Game, or Russian Defence; for in each of these the same identical situation is of frequent occurrence. For instance, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—K B 3; 3 B—B 4, Kt × P; 4 Kt—B 3, Kt—Q B 3; 5 B × P+, K × B; 6 Kt × Kt, P—Q 4; 7 Q Kt—Kt 5+ [if 7 K Kt—Kt 5+, K—K sq; 8 Q—B 3, Q—K 2, &c., Black wins], K—Kt sq; 8 P—Q 3, P—K R 3, &c., with probable advantage to the defence. His King is fairly safe, and, with Rook and Bishop soon coming into good play, the position is not at all unlikely to turn in his favour. Or, varying at White's fifth move, 5 Kt × Kt, P—Q 4; 6 B—Kt 5, P × Kt; 7 Kt × P, Q—Kt 4; 8 Kt × Kt, Q × B; 9 Kt—Q 4, Q—K Kt 4, and White is at some disadvantage. Then, again, if 5 Castles, Black replies 5 Kt × Kt, following with 6 Q—K 2, maintaining the Pawn. Or, he may continue 5 B—K 2, intending the kind of play ensuing upon 6 B × P+, or 6 Kt × Kt, already noticed.

II.

1 P—K 4	P—K 4
2 B—B 4	B—B 4

The *Classical Defence*, allowing full scope to the attack; meeting it as it were upon its own terms. Black does well not to attempt to

establish a centre, after the manner of Philidor—2 P—Q B 3 ; 3 Q—K 2, Kt—K B 3 ; 4 P—B 4, &c. In this way White will probably obtain some advantage in a good form of the Gambit ; or otherwise in having the Bishop file cleared for his Rook after he has Castled.

3 P—Q B 3

Q—K 2

The Gambit move is hardly good here. *E.g.*, 3 P—B 4, B × Kt ; 4 Q—R 5, Q—K 2 ; 5 R × Kt, Kt—Q B 3 ; 6 P—Q 3, Kt—B 3 ; and now if 7 Q—K 2, Kt—Q 5 ; or, 7 Q—Q sq, P—Q 4, &c. ; White must defend. If 3 Kt—K B 3, of course 3 Kt—Q B 3, &c.,—Giuoco Piano. Also, if 3 Q—R 5, Q—B 3 ; 4 Kt—K B 3, P—Q 3 ; 5 Kt—B 3, P—B 3, &c., the defence should prove adequate.

White's object (in 3 P—Q B 3) is to establish a centre ; and this the counter move of the Queen is well calculated to frustrate. The *Lewis Counter Gambit*, 3 P—Q 4, is scarcely advisable. The Pawn is not easily recovered. Thus, 3 P—Q B 3, P—Q 4 ; 4 B × P (if 4 P × P, of course 4 B × P+ ; with eventual 5 Q—R 5+, &c.), Kt—K B 3 ; 5 Q—B 3, Kt × B ; 6 P × Kt, Castles ; 7 Kt—K 2, P—B 4 ; 8 P—Q 4, P × P ; 9 Kt × P, and Black must strive for material equality, which he may perchance fail to attain. This Counter Gambit, attributed to William Lewis, the leading player and Chess writer of his time—early nineteenth century—can be easily and almost indefinitely varied. But 5 Q—B 3 is best to hold the Pawn ; otherwise it naturally and quickly comes to an even game, a lively game, equally hazardous for both parties.

4 Kt—B 3

P—Q 3

The continuation 4 B × P+ ; 5 K × B, Q—B 4+ ; 6 P—Q 4, Q × B ; 7 Kt × P, &c., is not good for Black. Neither is 4 Kt—Q B 3, leading to a *Giuoco Piano* (p. 13), quite commendable.

If 4 Kt—K B 3, then, at the expense of a Pawn, White can get up a troublesome attack by 5 P—Q 4, with P—K 5 in due course, *i.e.*, after he Castles ; or else, if this attack be evaded, he can organise a strong centre, which may work to his ultimate advantage. Nevertheless, 4 Kt—K B 3 may be considered equal to 4

P—Q 3; possibly its superior, in the hands of a bold and experienced player.

5 Castles

Kt—K B 3

The attack from 5 P—Q 4, P × P; 6 Kt—Kt 5, Kt—K R 3; 7 Q—R 5, &c., would be premature. Black plays his Knight now in comparative safety, because he can retreat his Bishop, keeping the King file closed, and White Pawn fixed at Q B 3, thus realising two of the main ideas involved in 3 Q—K 2. Owing to the situation of the Queen there, the second player should, in mere prudence, be chary of engaging in open combination early in the game.

6 P—Q 4

B—Kt 3!

Now all depends upon how White proposes to go on; but in no way should he arrive at any appreciable superiority.

III.

1 P—K 4

P—K 4

2 B—B 4

B—B 4

3 Q—K 2

P—Q 3

McDonnell's Double Gambit, 3 P—Q Kt 4, B × Kt P; 4 P—B 4, P × P; 5 Kt—K B 3, P—Q 4, &c., makes about an even game. It is simpler for Black to decline it—to refuse the second Pawn by 4 P—Q 4. Then 5 P × Q P (if 5 B × P, of course 5 P—Q B 3; and, probably, 6 Q—Q 5, &c.), P—K 5; 6 P—Q B 3, B—Q B 4, &c., with Black for choice.

4 P—B 4

Kt—K B 3

This 4 P—B 4, which may also come in after 3 P—Q 3 and 3 P—Q B 3, is the *Lopez Gambit*. Black declines it, because, if 4 P × P; 5 Kt—K B 3, &c., he would hardly do well in backing up the Gambit Pawn, having moved out his Bishop; so that White could soon gain time by P—Q 4, with strong attack in prospect. Neither would the following be expedient, 4 B × Kt; 5 R × B, P × P; 6 P—Q 4, Q—R 5 +; 7 P—Kt 3, P × P; 8 R × P, &c. White's

superior command of the field would probably more than compensate for the Pawn.

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

Even game.

THE CENTRE GAME.

I.

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

The Queen is best posted at K 3, for the moment ; 4 Q—R 4, 4 Q—B 4, and 4 Q—Q 3 or Q sq are inferior. Black may well play 4 B—K 2, but other moves seem less good.

5 B—Q 2	P—K Kt 3
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The idea is to get out the Queen's Pieces quickly, so that by Castles Q R something may soon be made of the open file.

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

Even game. It is a question, however, whether Black's wing development, 5 P—K Kt 3, &c., is best. Returning to the fourth move,

4	B—K 2
5 B—Q 3	Kt—B 3

If 5 Q—K Kt 3, Kt—B 3 ; 6 Q × Kt P ? R—K Kt sq ; 7 Q—R 6, R—Kt 3 ; 8 Q—K 3, Kt × P ! and Black will stand well.

6 Q—Kt 3 Castles
 7 B—Q 2 P—Q 3, with an adequate defence. White should be careful how he plays his King Knight or King Bishop Pawn, so as not to imperil his Queen.

II.

1 P—K 4 P—K 4
 2 P—Q 4 P × P
 3 Q × P Kt—Q B 3

Time gained; a genuine example. An inferior force (exceptionally a Pawn) taking the field, as of course; compelling a superior force of the enemy to take other and no better ground.

4 Q—K 3 Kt—B 3

But, now, 4 P—Q Kt 3, to attack the Queen, would be a spurious gain of time. As, 4 P—Q Kt 3; 5 B—Q 2, B—Kt 2; 6 Kt—Q B 3, B—B 4; 7 Q—Kt 3, Kt—B 3; 8 Castles (not 8 Q × Kt P, R—K Kt sq; 9 Q—R 6, B × P +, &c.), and, though Black has more Pieces out, his Bishops aim the wrong way; and what with the open Queen file, together with his readiness to attack in the centre or on the wings, the future of the position rests with White.

5 P—K 5 Kt—K Kt 5

If 5 B—K 2, Black may interpose 5 Q—K 2, threatening 6 P—Q 4, &c., in counter attack; obstruction of the Bishop being only an apparent violation of principle, if the possibilities and disabilities of the situation be fairly brought into account. For instance, 5 B—K 2, Q—K 2; 6 Kt—Q B 3, P—Q 4; 7 P × P, Kt—Q Kt 5, &c., with for Black an easy game.

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

Or, 8 P × P, Q—Q 8 +; 9 K × Q, Kt × P +; 10 K—K sq, Kt × Q, &c., good for Black, the Pawn in excess against him signifying nothing.—*Prof. Berger.*

9 P × P	Q × P
10 Q—Q R 4	B—Q B 4

And Black's superior development seems ample compensation for the missing Pawn.

The attack in the Centre Game is not of an enduring character. It is sometimes varied into what is called the

Danish (or *Northern*) *Gambit*, running thus:—

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—K B 3

There is much hazard in taking the third Pawn, but it may be done. The defence may also be shaped differently by 4 P—B 7, a good move.

5 P—K 5	P—Q 4
6 B—Kt 5 +	B—Q 2
7 B × B +	K Kt × B
8 Q × P	Kt—Q B 3, and if there

is advantage either way, Black has it.

Versions of the Centre Game turning on 3 B—Q B 4 and 3 Kt—K B 3 are closely allied to certain forms of the *Giuoco Piano*, the *King's Bishop's*, and the *Scotch Game*, not the strongest for White. For example, 3 B—Q B 4, B—B 4. [Or, of course, 3 Kt—Q B 3, or 3 Kt—K B 3, &c., running on good lines already examined.] 4 B × P +, K × B; 5 Q—R 5 +, P—Kt 3; 6 Q × B, Kt—Q B 3, and, as in other cases of this sort of attack, want of Castling is small hardship for Black, being fully compensated by more forward development.

SECTION III.

SUMMARY OF PRINCIPAL FORMS.

THE KING'S GAMBITS.

1 P—K 4, P—K 4; 2 P—K B 4.

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2 P × P; 3 B—B 4, &c.	62
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THE KING'S GAMBITS.

Aside from other Pawn moves—2 P—Q 3, 2 P—Q B 3, 2 P—K Kt 3, &c., all safe enough for the first player, there is 2 P—K B 4, origin of the various King's Gambits, which may be briefly dealt with here. In the main, these Gambits are regarded as unsound, and in consequence they occupy no very conspicuous place in present day play. In what is probably the strongest of them, the Bishop's Gambit, there are many defences speedily establishing equality; and there is always the danger of counter attack upon the Gambit player's King, weakened in position by the sacrifice of one of his naturally protecting Pawns.

King's Bishop's Gambit.—1 P—K 4, P—K 4; 2 P—K B 4, P×P; 3 B—B 4. First we take the old *Classical Defence*, which is hardly sufficient.

I.

3	Q—R 5 +
4 K—B sq	P—K Kt 4
5 Kt—Q B 3	B—Kt 2

The following is not so favourable to White:—5 Kt—K B 3, Q—R 4; 6 P—Q 4, B—Kt 2; 7 Kt—B 3, P—Q 3; 8 P—K 5, P×P; 9 P—K R 4, P—K R 3; 10 Kt—Q 5, K—Q sq; 11 K—Kt sq, Q—Kt 3; 12 Kt×K P, Q—B 4; 13 Q—R 5, B×Kt, &c., known as *Grimm's Attack* and now set aside as unsound.

6 P—Q 4	Kt—K 2
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Here the Knight is brought out so as not to obstruct Bishop or King Bishop Pawn, the counter attacking advance of latter being a prospectively good manœuvre; also, with a view to later Kt—K Kt 3, in support of the Gambit Pawn, as well as to avoid disturbance from P—K 5, &c. Otherwise, in defending, say with Queen at home, in this opening, as in most others, K B 3, is the natural post for this Knight.

7 P—K Kt 3! P × P
8 K—Kt 2 P—Kt 5

Or, 8 P—Q 4; 9 R P × P, Q—Kt 5; 10 Q × Q, B × Q;
11 B × Q P, P—Q B 3, &c. Neither 8 P—Q 3, nor 8
Q—R 3 is good for Black.

9 P × P Q—B 3
10 Q × P P—Q 4

If 10 Q × P, then probably 11 B × P +, &c., with a formidable
attack: *E.g.*, 11 K × B; 12 Q—R 5+, Kt—Kt 3 (12
K—B sq; 13 K Kt—K 2); 13 Kt—B 3; and the mass of White's
forces will come into play, with every prospect of winning.

11 P—K 5 B × Q
12 P × Q B × P
13 Kt × P Kt × Kt
14 B × Kt P—B 3
15 B—B 3 B—B 4

16 P—B 3, and White is to be preferred.

His seventh and eighth moves directly and indirectly
threatening the Queen are attributed to Dr. Max Lange,
and are very probably best met as above.

The next is a fair working defence:—

II.

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

If 9 B × P? then 9 B × Kt; 10 B × Kt, B—Q 5; 11 P—
B 3, R × B; 12 P × B, Q × Q P, &c.

10 Kt—B 3, and perhaps White has a slight advantage.

Or,

3	Kt—K B 3
4 Kt—Q B 3	Kt—B 3!
5 Kt—B 3	B—Kt 5
6 P—K 5	P—Q 4
7 B—Kt 5	Kt—K 5
8 Castles	Castles
9 Kt—K 2	B—Kt 5
10 P—Q 3	B—Q B 4 +
11 P—Q 4	B—Kt 3
12 B × P	P—B 3
13 P—B 3	P × P
14 B × Kt	Kt P × B
15 Kt × P	B × Kt
16 Q × B	P—B 4

Fairly even. But the following, in which the Pawn is surrendered, has of late years come to be regarded as a still more forcible line of play for Black. Its immediate effect is to reverse the attack, though with what certain result (if any) yet remains to be proved.

III.

1 P—K 4	P—K 4
2 P—K B 4	P × P
3 B—B 4	P—Q 4

If 3 P—Q 4 (*Polerio Gambit*), Q—R 5 + ; 4 K—K 2, &c. White will be inferior.—(cf. *Steinitz Gambit*, p. 103.) Sometimes, in reply to 3 B—B 4, the Pawn is returned by 3 P—Q Kt 4; but, on principle (and in fact), this opening out in the centre is stronger.

4 B × P Q—R 5 +

If 4 P × P, Q—R 5 +; 5 K—B sq, B—Q 3; 6 P—Q 4, Kt—K 2; 7 B—Kt 3, P—K Kt 4; 8 P—B 4, P—Kt 3; 9 Kt—Q B 3, B—K B 4, &c., Black generally gets the best of it. The latter may play 4 Kt—K B 3, instead of checking, also a good defence.

5 K—B sq P—K Kt 4
6 Kt—Q B 3 B—Kt 2

It is better to reserve the attack on the Queen by Kt—K B 3. But here Q—B 3 is often played. *E.g.*, 6 Q—B 3, P—Q B 3; 7 Q—B 3, P—B 3; 8 P—Q 4, Kt—K 2, &c., with about equal game. However, if 6 Kt—K B 3, Black should beware of the following: 6 Q—R 4; 7 P—K R 4, P—K R 3?; 8 B × P + ! Q × B; 9 Kt—K 5! Q—B 3; 10 Q—R 5 +, K moves; 11 Kt checks, &c., good for White.

7 P—Q 4 Kt—K 2!
8 Kt—B 3 Q—R 4

The attack P—K Kt 3 (see I., p. 63) anywhere here is not good. Black having moved his Queen Pawn, his Queen Bishop is available for counter attack, rendering the position of White King too insecure.

9 P—K R 4 P—K R 3
10 P—K 5 Castles

Formerly, 10 Q—Q 3, or 10 K—Kt sq, would be preferred. Either gives occasion for play of extraordinary complexity; but it has been found that neither quite enables White to recover his own, *i.e.*, material and positional equality.

11 B—K 4 P—Q B 4
12 Kt—K 2 Q Kt—B 3

Equal game.

Another line of defence which may be adopted with no disadvantage starts from 3 P—K B 4. In fact, the second player's choice of good defences is pretty wide. But that he has any *one* which may in every case be relied upon for a probably winning game has not yet been

shown. As for White, his range of attack is, of course, correspondingly great. In most cases its dual nature must be carefully considered; for he has attack upon King *and* Queen, when the game is fairly under way, after . . . Q—R 5+; as appears from the foregoing, and examples here following.

IV.

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

Or 4 Kt—K B 3; 5 P—K 5, Kt—K 5; 6 Kt—K B 3, P—Q 3; 7 P × P, Kt × P (Q 3); with perhaps Queen exchange and practical equality.

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 Kt (K 4)—Kt 5	P—Q 4

Now supposing 10 Q—K 5, Kt—B 3!; 11 B—K 2, P—K R 3; Black should fear little. Thus, going on, 12 Kt—R 3, B × Kt; 13 Q × Q, Kt × Q!; 14 P × B, Kt—Q 2; 15 P—Q 3, B—Q 3; White has still to recover the Pawn, and his prospect is not otherwise very encouraging. Note, in this, if 13 B × P+?; 14 K × B, Kt × Q; 15 Kt—K 5!, there would be trouble for defence—the second Pawn being no good gain.

V.

4 Q—K 2	Q—R 5+
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A hazardous continuation; 4 P × P?; 5 Q—R 5+, P—Kt 3;

6 Q—K 5+. Q—K 2; 7 Q×R, Kt—K B 3; 8 P—Q Kt 3! &c. White has to be very careful as to his Queen (and King); but a Rook is a Rook—he should somehow get through with the superior game.

5 K—Q sq! P×P

Moving the King thus gives his Rook better action—as soon follows.

6 Q×P+ B—K 2
7 Kt—K B 3 Q—R 4

Or, 7 P—Q 4, Kt—K B 3; 8 Q×B P, &c., in process of equal simplification—dispensing with Queens.

8 R—K sq! Kt—Q B 3!
9 B×Kt R×B

A prudent exchange. If Black were allowed to safely Castle K R, as he otherwise probably would, he might easily come to advantage.

10 Kt—B 3 K—Q sq

White stands very well.

What is known as the *Bishop's Gambit (Limited)*, in which 3 B—K 2 is substituted for 3 B—B 4, calls for no extended notice. It is, however, more resourceful in defence than the open Gambit, and Black does well not to counter-attack too freely, especially by Q—R 5+, &c. Otherwise the defence is easy, 3 P—Q 4; 4 (if) P×P, Kt—K B 3, &c., being, perhaps, simplest and best.

King's Knight's Gambit.—In this Black may well content himself with purely defensive measures at the outset, or he may go in for counter attack if an early forward policy be deemed expedient. By playing his Knight at the third move, White allows the Pawn to be effectually supported, 3 P—K Kt 4; a proceeding not admissible in the Bishop's Gambit, on account of 4 P—K R 4, if Black is

to secure the superior game. Then (3 Kt—B 3) he may either confine himself to properly maintaining the Pawn, or he may push on P—Kt 5; leading to variations called the Muzio, Allgaier, Kieseritzky, Salvio, &c., Gambits, according to the resultant tendency of the play on both sides.

I.

1 P—K 4	P—K 4
2 P—K B 4	P × P
3 Kt—K B 3	P—K Kt 4

Of course the defence may proceed on other lines from this point. *E.g.*, 3 B—K 2; 4 B—B 4, Kt—K B 3; 5 P—K 5, Kt—Kt 5; 6 Castles, P—Q 4, &c.—and see IV. next following. But the *Cunningham Gambit*, or, rather, *Defence*, 3 B—K 2; 4 B—B 4, B—R 5+; 5 K—B sq, &c., is not good for Black. The eccentric manœuvre of his Bishop will be against him. Yet if, instead of moving his King, the first player deviates into the *Three Pawns Gambit*, 5 P—K Kt 3, P × P; 6 Castles, P × P+; 7 K—R sq, P—Q 4!; 8 B × P, Kt—K B 3, &c.—however varied the attack, the balance of advantage should incline to his opponent.

4 B—B 4	B—Kt 2
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The simplest form of the King's Gambit. This 4 B—Kt 2, with soon P—K R 3, is the "classical" defence, relying upon the superiority of Pawns on the King side for a winning ending.

5 Castles	P—Q 3
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Or, 5 P—K R 4, P—K R 3; 6 P—Q 4, P—Q 3; 7 Q—Q 3, P—Kt 5; 8 Kt—Kt sq, Q—B 3 (7 Kt—B 3, P—Q B 3; 8 P × P, P × P; 9 R × R, B × R). Black holds the Pawn. Attack through further sacrifice should not succeed.

6 P—Q 4	P—K R 3
7 P—B 3	Q—K 2!

Better than 7 Kt—K B 3; with probable 8 P—K 5! P × P;

9 Q—Kt 3, Castles; 10 Kt×K P, Q—K sq; 11 Kt—Kt 6!, and Black can hardly escape some loss—perhaps a Pawn.

8 Kt—R 3 P—R 3

Or, 8 P—K 5, P×P; 9 Kt×K P, B×Kt; 10 R—K sq, B—K 3; defence easy.

9 Kt—B 2 B—K 3
 10 B—Q 3 K Kt—B 3
 11 P—Q Kt 3 Q Kt—Q 2
 12 P—K R 3 Kt—Kt 3

Black should easily maintain the Pawn. White, it seems, can make little out of this form of the game, whatever his procedure. For instance, 8 P—K Kt 3, P—Kt 5; 9 B×P, P×Kt; 10 Q×P, Kt—Q B 3; 11 Kt—Q 2, B—Q 2; 12 Q R—K sq, Castles, &c., and he has nothing to show for his missing Piece. Usually, however, he tries to break up the chain of Pawns by P—K R 4, and this gives rise to complications. Or Black may himself take the initiative, by 4 P—Kt 5, forcing the Muzio, or some other of the variations above mentioned. Each of these is also complicated, but all are considered more or less unfavourable to White.

II.

1 P—K 4 P—K 4
 2 P—K B 4 P×P
 3 Kt—K B 3 P—K Kt 4

If 3 Kt—Q B 3, Q—R 5+; 4 K—K 2, P—Q 4 (or 3), &c., Black takes the lead, as in the Polerio, mentioned in connection with the Bishop's Gambit (III.) foregoing.

4 B—B 4 P—Kt 5
 5 Castles P×Kt

This is called the *Muzio Gambit*; but it has been traced back to

Polerio (1590), or thereabouts. White may give up the Bishop instead of the Knight, 5 B × P +, K × B; 6 Kt—K 5+, K—K sq; 7 Q × P, Kt—K B 3; 8 Q × B P, P—Q 3; 9 Kt—K B 3, R—Kt sq; 10 Castles, R—Kt 5; 11 Q—K 3, R × P; 12 Q—Kt 5, B—K 3, &c., Black winning. If he refuses to part with Bishop or Knight, then the latter must go to K 5, as best (?); but this is not much better for him than the sacrifice by 5 Castles—playing for attack at all costs. The query is, Should not White rather retire 5 Kt—Kt sq, seeing that the advance of Black Knight Pawn does not add to the effect of 5 Q—R 5+? It would then be a Bishop's Gambit, Black being two moves to the good. But whether these would be good moves—that is the question.

6 Q × P Q—B 3

If 6 Q—K 2; 7 Q × P, Q—B 4+; 8 P—Q 4, Q × Q P +; 9 B—K 3, Q × K B; 10 Q—K 5+, Kt—K 2; 11 Q × R, &c., with probable advantage to White; the exchange and a Pawn, or move for the Piece, being no bad bargain in the circumstances.

7 P—Q 3 P—Q 4

Or, 7 P—K 5, Q × P; 8 P—Q 3, B—R 3; 9 Kt—B 3, Kt—K 2; 10 B—Q 2, Q Kt—B 3; 11 Q R—K sq, Q—K B 4, &c. Black wins. The following are fair examples of the sort of game to be expected from 11 Q—K B 4: *First*, 12 R—K 4, Castles; 13 B × P, B—Kt 2 [the Bishop is wanted for defence of the King]; 14 Q—K 2, P—Q 4; 15 B × B P, Q—Kt 4; 16 P—K R 4, Q—Kt 3; 17 Kt × P, Kt × Kt; 18 B × Kt, B—B 4; 19 Q R—K B 4, B—K 3; 20 B × B, P × B; 21 R—K 4, R × R +; 22 K × R, R—B sq +; 23 K—Kt sq, Kt—Q 5, &c., and Black is to be preferred. *Secondly*, 12 Kt—Q 5, K—Q sq; 13 B—B 3, R—K sq; 14 Kt—B 6, R—B sq; 15 P—K Kt 4, Q—Kt 3; 16 P—K R 4, P—Q 4; 17 B × P, B × P; 18 Q × B, Q × Q; 19 Kt × Q, R—K Kt sq; 20 B—B 3, P—K B 4, and should win.

8 B × P P—B 3
9 B—Kt 3 B—K 3

And Black will be able to get away on the Queen side with a winning superiority.

III.

1 P—K 4	P—K 4
2 P—K B 4	P × P
3 Kt—K B 3	P—K Kt 4

What is called the *King's Rook's Pawn's Gambit* is not good for White—3 P—K R 4, B—K 2; 4 Kt—K B 3, Kt—K B 3; 5 P—Q 3, P—Q 4, &c., the advanced Rook Pawn proving a source of weakness. This, or something very similar, may occur in the *Cunningham Gambit*, mentioned in I. preceding.

4 B—B 4	P—Kt 5
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If 4 P—Q 4, *Rosentreter Gambit*, Black may continue 4 B—Kt 2, &c. There is not much to be got from 4 P—Kt 5; 5 Kt—K 5, Q—R 5+; 6 P—Kt 3, P × P; 7 Q × P, Q × Q (if 7 P—Kt 7+, &c., the new Queen is rather out of good play); 8 Kt × Q, P—Q 4; 9 Kt—K 3, P × K P; 10 P × P, and White will probably be able to equalise by recovery of the Pawn.

5 P—Q 4	P × Kt
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The *Koch* or *Ghulam Kassim* variation of the *Muzio*; the idea being to press on without Castling.

6 Q × P	P—Q 4
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Timely P—Q 4 is the key to the defence against a multitude of attacks upon the King, and, as a rule, should be used at the very first opportunity.

7 B × Q P	Kt—K B 3
8 Castles	P—B 3
9 B × P +	K × B

A desperate sacrifice; but retreat would evidently be little improvement.

10 Q × P	B—Kt 2
11 P—K 5	R—B sq
12 P × Kt	K—Kt sq

And the attack is really over.

IV.

1 P—K 4	P—K 4
2 P—K B 4	P × P
3 Kt—K B 3	P—K Kt 4

For variety's sake, Black may omit 3 P—K Kt 4, in favour of 3 P—Q 4, or 3 Kt—K B 3. But from neither of these moves should he derive any advantage to be compared with that accruing from the direct support of the Pawn. Thus if 3 P—Q 4; 4 P × P, B—Q 3; 5 P—Q 4, P—K Kt 4; 6 P—B 4, P—Kt 3; 7 B—Q 3, &c.; or, 3 Kt—K B 3; 4 Kt—B 3, P—Q 4; 5 P × P, Kt × P; 6 Kt × Kt, Q × Kt; 7 P—Q 4, B—Q 8; 8 P—B 4, Q—K 3+; 9 K—B 2, &c.; or 3 P—K B 4; 4 P × P, P—Q 4; 5 P—Q 4, B × P; 6 B × P, &c.—with any reasonable number of playable variations—the game may be considered as good for either party; *i.e.*, White does better than he *ought*, supposing the theory of Gambit unsoundness to be admitted.

4 B—B 4	P—Kt 5
5 Kt—B 3	P × Kt

The *M'Donnell Attack* in the Muzio. Ingenious, but also insufficient.

6 Q × P	P—Q 4
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Or, 6 P—Q 3; 7 P—Q 4, B—K 3; and the defence should survive.

7 B × P	P—Q B 3
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If 7 Kt × P, then also 7 B—K 3. All Black has to do at first (and he *should* do no more) is to bring the attack to a stand; at the same time preserving *some* material superiority. His turn comes in the ending.

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

Again, by timely P—Q 4, and the return of one of the Pieces, Black comes out with the better game.

Because of its recognised unsoundness, this opening is rarely adopted in important contests, for, in such, winning play and not brilliant play is the first object proposed. The insufficiency of the *Muzio* is prejudicial to all the *King's Gambits*, as restricting the attack, consequent upon the sacrifice of the Pawn at the second move, within far narrower limits than would be the case if the Knight could be safely abandoned. The moral effect of the defeat of this brilliant onset is more or less against all Gambits, and goes far to account for the neglect of the old-time ingenious and dashing style in modern or present-day Chess.

If White does not sacrifice, in defiance of 4 P—Kt 5, but goes forward with his Knight, the attack passes to Black as a matter of course; or, better put, there is attack and counter attack for a time, until the latter prevails. The following are examples:—

Salvio Gambit.—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+.

I.

6 K—B sq P—B 6

Other moves for Black are 6 Kt—Q B 3 (a very good one), 6 Kt—K R 3 (also good), and 6 Kt—K B 3, this latter leading only to equality.

7 P—K Kt 3 Q—R 6+

Or, 7 P×P, Kt—K B 3; 8 B×P+, K—K 2; 9 B—B 4, P—Q 3; 10 Kt—Q 3, P×P; 11 Kt—B 2, B—R 6+; 12 K—K sq, B—Kt 7. &c.

8 K—B 2	Kt—K B 3
9 B×P+	K—K 2

In such situations there is nearly always scarce time to attempt the Rook by taking Pawn with Knight.

10 B—Kt 3	Q—Kt 7+
11 K—K 3	B—R 3+
12 K—Q 3	R—B sq

With advantage to Black.

II.

5 Kt—K 5	Q—R 5+
6 K—B sq	Kt—K R 3
7 P—Q 4	P—B 6

Or 7 Kt—B 3; or 7 P—Q 3. But the text (7 P—B 6) seems more forcible. To that, if 8 P—K Kt 3, then it may run, 8 Q—R 6+; 9 K—B 2, Q—Kt 7+; 10 K—K 3, P—K B 4; 11 Kt—Q 3, P×P; 12 Kt—B 4, Kt—B 4+; and Black should win. The point for him, after checking at Kt 7, is not to advance Queen Pawn; allowing B—B sq (forcing him to take Rook, as best), with subsequent B—Kt 5+, when his Queen would be lost.

8 Kt—Q B 3	P—Q 3
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White's move of the Knight here is considered best, both 8 B—B 4 and 8 P—K Kt 3 more decidedly favouring the adversary. Thus if 8 B—B 4, P×P+; 9 K×P, P—Q 3; 10 B×Kt, B×B; 11 Kt—Q 3, Q—R 6+; Black would have it all his own way evidently.

9 Kt—Q 3	P×P+
10 K×P	B—Kt 2
11 Kt—B 4	Kt—B 3
12 B—K 3	Castles

Black for choice.

III.

5 Kt—K 5	Q—R 5+
6 K—B sq	Kt—K B 3

Better 6 Kt—Q B 3!. Then if 7 B×P+, K—K 2; 8 Kt×Kt+, Q P×Kt; 9 B—Kt 3, P—Kt 6, &c., or the like, Black does well. The same, if 7 Kt×B P, B—B 4!; 8 Q—K sq, P—Kt 6; 9 Kt×R, B—B 7; and the White position is hardly tenable.

7 Q—K sq!	Q×Q+
8 K×Q	P—Q 3

If 8 Kt×P; 9 B×P+, K—K 2; 10 B—R 5, P—Kt 6
11 P—R 3, &c., Black will be worse off.

9 Kt×B P	P—Q 4
10 B×P	Kt×B
11 Kt×R	Kt—K B 3
12 P—Q 3	B—Kt 2

White will have a couple of Pawns and the exchange for his lost Piece—which seems ample compensation.



As a consequence of the conclusion generally implied in the foregoing results, representative of numberless others, the Gambit player now usually avoids any further sacrifice, as well as its alternative Q—R 5+, &c., by an immediate and as it were subordinate attack upon the Gambit Pawn, through 4 P—K R 4. It is quite obvious that this essentially changes the whole business. Black cannot maintain his line of Pawns (as in I., p. 62). Neither can he take, nor allow his adversary to take, without opening the file to the hostile Rook. Therefore he must

push on, as best. But he can have no such easy game as in the Muzio, nor any Salvio, though the general resemblance to this latter is pretty well preserved :—

I.

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

The assumption is that this compels the advance of White Knight. (See III. next following.)

5 Kt—K 5	B—Kt 2
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In what is known as the *Kieseritzky Gambit* the Knight goes o K 5; in the *Allgaier*, not considered so strong, he goes to Kt 5. This involves his sacrifice; as, when attacked, he has no escape. The reply 5 B—Kt 2 in the *Kieseritzky* is Black's simplest and strongest; though 5 Kt—B 3 very often comes to the same thing. Others are 5 Q—K 2, 5 P—Q 3, 5 P—Q 4. But neither 5 Kt—Q B 3, nor 5 P—K R 4 (formerly in vogue) is now looked upon as adequate.

6 P—Q 4	Kt—K B 3
---------	----------

If 6 Kt×Kt P, P—Q 4!; 7 Kt—B 2, Kt—K 2, &c., Black soon gets the best of it. In this, if 7 P×P? then 7 Q—K 2+, with 8 B—Q 5+, &c., wins off hand. For defence, the given 6 Kt—K B 3 seems best. If the Queen Pawn moves, 6 P—Q 3; 7 Kt×B P, K×Kt; 8 B—B 4+, K—K sq.; 9 B×P, &c., there is dangerous attack, as in the *Allgaier*—something similar, and just as well avoided.

7 Kt—Q B 3	P—Q 3
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Or, 7 Kt×Kt P, Kt×P; 8 B—Q 3, P—Q 4; 9 B×Kt, P×B; 10 B×P, Q×Q P; 11 Q×Q, B×Q; 12 P—B 3, B×Kt, &c. Black

eventually Castles on the Queen side with good effect. Also, 7 B—B 4, P—Q 4; 8 P×P, Kt—R 4; 9 Kt×Kt P, Kt—Kt 6, &c., is unfavourable to White.

8 Kt—Q 3	Kt—R 4
9 Kt×P	Kt—Kt 6
10 R—R 2	Castles

Intending 11 Kt×B, and 12 P—K B 4.

11 B—B 4	Kt×P!
12 Kt×Kt	R—K sq

Black has the better game.

The foregoing, turning on 5 B—Kt 2, is known as the *Paulsen Defence*. Its idea is to return the Pawn, in consideration of counter attack; or to compel White to further sacrifice—for *temporary* control of the position.

II.

5 Kt—K 5	Kt—K B 3
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In some respects this lacks the force of Paulsen's move 5 B—Kt 2 but, for all that, it is quite sufficient. The *Berlin Defence*.

6 B—B 4	P—Q 4
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Or, 6 Kt×Kt P, Kt×P; 7 P—Q 3, Kt—Kt 6; 8 B×P, Kt×R; 9 Q—K 2+, Q—K 2; 10 Kt—B 6+, K—Q sq; 11 B×P+, K×B; 12 Kt—Q 5+, K—Q sq; 13 Kt×Q, B×Kt; 14 Q—Kt 4, P—Q 3; 15 Q—K B 4, R—Kt sq, &c., Black having enough for his Queen. Or (in this) 9 B—Kt 5, B—K 2; 10 Q—K 2, P—K R 4; 11 Kt—B 6+, K—B sq; 12 Q—K 5, Kt—B 3, and the attack is broken.

7 P×P	B—Kt 2
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If 7 B×P? then 7 Kt×B; 8 P×Kt, B—K 2; 9 Kt×Kt P, R—Kt sq; 10 Kt—B 2, Q×Q P, &c. On the other hand (7 P×P), B—Q 3; 8 P—Q 4, Castles; 9 Castles, &c., comparatively good for White. But, 7 P×P, B—Q 3; 8 Castles, B×Kt; 9 R—K sq,

Q—K 2; (the *Rice Gambit*) is not so good for him; the strain of *two Pieces* less being too great.

8 B—Kt 5+ P—B 3

Or, 8 P—Q 6, P × P; 9 Kt × B P, Q—K 2+; 10 Q—K 2, Q × Q+; 11 K × Q, P—Q 4; 12 Kt—Q 6+, K—Q 2; 13 Kt—B 5, P × B; 14 Kt × B, K—K 2; 15 P—R 5, P—K R 3, and wins.

Or, 8 Castles, Castles; 9 Kt—Q B 3, Kt—R 4; 10 Kt × Kt P, B—Q 5+; 11 Kt—B 2, Q × R P; 12 Kt—K 2, B—Kt 5, &c.

9 P × P	Castles
10 P × P	B × P
11 P—Q 4	B × P
12 R—Kt sq	P—B 6

Advantage to Black.

Other defences are not considered so trustworthy, including that based upon 5 . . . P—K R 4. The idea of the latter was to maintain the Pawns unbroken. But it fails to otherwise properly deal with the attack upon the King, and so has been found practically unfavourable.

III.

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

For 4 B—B 4 see King's Knight's Gambit. Black best pushes on to avoid opening of Rook file and other difficulty in support of his attacked Pawn.

5 Kt—Kt 5 P—K R 3

This gives us the *Allgaier Gambit*, in which White plays for attack at the expense of his Knight. Black may go on 5 . . . Kt—K B 3.

Then 6 P—Q 4, Q—K 2; 7 P—K 5, P—K R 3, &c.; or 7 Kt—Q B 3, P—K R 3; 8 B×P, P×Kt; 9 B×P, B—R 3; and White should lose.

6 Kt×B P	K×Kt
7 P—Q 4	P—Q 4!

White may continue 7 Q×P, or 7 B—B 4+, but the above, constituting the *Thorold-Allgaier*, is his strongest. If Black varies, 7 P—B 6; 8 B—B4+, P—Q 4; 9 B×P+, K—K sq!; his game is not so easy—yet, *theoretically*, he should win.

8 B×P	Kt—K B 3
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Of course, 8 P×P is playable, as are various other moves along here, but it is well to keep the adverse King Bishop out of active play for some little time.

9 Kt—B 3	B—Kt 2
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There is not much occasion to fear 9 B—Kt 5. The Bishop being so necessary a Piece for the defence of the King, it must in general be kept near home. However, if 9 B—Kt 5, the answer might be 10 B—Q 3, with soon Castles and a fair game. For White, doubtful (at least) would be 9 P—K 5, excluding many likely variations of attack from his Bishops. Thus, 9 P—K 5, Kt—R 4; 10 B—Q 3, K—Kt 2; and defence is not so difficult.

10 Q—Q 2	Kt—B 3
11 Castles	Kt×K P
12 Kt×Kt	P×Kt
13 B—B 4+	K—Kt 3

Black will have to be wary, but the Piece should win. Going back to White's seventh move:—

7 Q×P	Kt—K B 3
8 B—B 4+	P—Q 4

Or, 8 Q×B P, B—Q 3; 9 B—B 4+, K—Kt 2; 10 Q—B 5, B—Kt 6+; 11 K—B sq, R—B sq &c., winning.

9 Q × P	B—Q 3
10 B × P +	K—Kt 2
11 Q—B 3	Kt × B
12 P × Kt	Q—K sq +

Black wins.

Or,

7 B—B 4 +	P—Q 4
8 B × P +	K—Kt 2 !
9 P—Q 4	Kt—K B 3
10 B × B P	Kt × B
11 P × Kt	B—Q 3
12 B × B	Q × B

Black wins.

In playing these Gambits, much depends upon the readiness of the player—his easy familiarity with the various proved lines of attack and defence. The King being so directly concerned, a single ill-timed move may ruin all, and the game be lost before fairly begun, or before the greater part of the forces on either side can be brought into action.

KING'S GAMBIT DECLINED.

Counter Gambit.—A bold way of declining the King's Gambit is by 2 P—Q 4. Then if 3 P × Q P, P × P; 4 Kt—K B 3, B—Q 3; the second player will have a fairly attacking position, as a set-off to his opponent's strength in Pawns on the Queen side for the ending. [If 3 Kt—K B 3, P × K P; 4 Kt × P, B—Q 3; 5 Kt—Q B 3, Kt—K B 3; 6 B—B 4, B × Kt; 7 P × B, Kt—

Kt 5 ; 8 Kt × P, Kt × P ; the game will be tolerably even.] Or, he may himself indulge in a Gambit, the Falkbeer, by following on 3 P—K 5 ; with an attack strongly resembling that obtained in the Two Knights' Defence, if White is too anxious to hold the Pawn.

I.

1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 P × Q P	P—K 5

The *Falkbeer Counter Gambit*, a favourite with enterprising players.

4 B—Kt 5 +	P—B 3
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White of course need not check. 4 P—Q 3 and 4 Kt—Q B 3 are safer moves. For instance, 4 P—Q 3, Kt—K B 3 ; 5 Q—K 2 (if B—Q B 4 ; 6 Kt—Q B 3, Castles ; 7 P × P, &c., with probable advantage to White. In this, 5 Q × P might be stronger, though even then Black should have difficulty in equalising. Perhaps the better way of dealing with the Counter Gambit Accepted, if not so usual as that given prominence in the text.

5 P × P	Kt × P
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Better than 5 P × P, to which the answer might be 6 B—B 4, with advantage, the reply 6 B—Q B 4 not being admissible, on account of 7 B × P +, &c.

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

White has a very uncomfortable position, and will probably be forced to give up the Pawn.

II.

1 P—K 4	P—K 4
2 P—K B 4	P—Q 4
3 Kt—K B 3	P × K P
4 Kt × P	B—Q 3

Here 3 B—K 3 has some points in its favour. A drawback is that it may be questioned later by P—B 5.

5 B—B 4	B × Kt
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Or 5 Kt—Q B 3, Kt—K B 3; 6 B—B 4, B × Kt; 7 P × B, Kt—Kt 5; 8 Kt × P, Kt × K P—equal game. Naturally, Black takes, instead of defending with the doubtful 5 Kt—K R 3.

6 Q—R 5	Q—K 2
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If 6 P × B, then 6 Q—Q 5, &c. White captures with Queen, as otherwise his Pawn at K 5 would not be easy to hold.

7 Q × B	Q × Q
8 P × Q	Kt—Q B 3
9 B—Kt 5	B—Q 2

Even game.

Another refusal of the Gambit may be as under:—

III.

1 P—K 4	P—K 4
2 P—K B 4	Kt—K B 3
3 P × P	Kt × P

If 3 Kt—Q B 3, then 3 P—Q 4, running into a form of the Vienna Game.

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

About even.

Both the foregoing methods of evasion are less favoured in practice than the following; probably because, of the three, this leads to by far the richer or more complex game.

IV.

1 P—K 4	P—K 4
2 P—K B 4	B—B 4
3 Kt—K B 3	P—Q 3

If 3 P—Q 4; 4 Kt × P, P × P; 5 Q—R 5, Q K 2; 6 Kt × P, P—K Kt 3; 7 Q—K 5, &c., Black will be at a disadvantage. In this White cannot, of course, play 5 Kt × P, because of the reply 5 Q—Q 5; nor can Black attack the Queen, 6 Kt—K B 3, because of 7 Kt—Q 6, &c.

4 P—B 3	Kt—K B 3
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Or 4 B—K Kt 5; 5 B—K 2, B × Kt; 6 B × B, Kt—Q B 3, &c. 4 Kt—Q B 3 is also often played.

5 P—Q 4	P × Q P
6 P × P	B—Kt 3

If 6 B—Kt 5 +, then, naturally 7 B—Q 2, and White maintains his centre.

7 Kt—B 3	Castles
8 B—Q 3	Kt—B 3

9 B—K 3, with what certainly looks a very fine game. The following continuation is given in *Lehrbuch*

des Schachspiels as resulting in equality—9 Kt—K Kt 5; 10 B—K Kt sq, P—B 4; 11 P—K 5, P×P; 12 B—B 4+, K—R sq; 13 Q P×P, Q×Q+; 14 Kt×Q, B×B; 15 R×B, B—Q 2. Strictly, however, White must be conceded the preference, owing to his passed Pawn.

White may well vary his fourth move by playing the Bishop:—

V.

1 P—K 4	P—K 4
2 P—K B 4	B—B 4
3 Kt—K B 3	P—Q 3

White may convert into the Vienna or Queen's Knight's Game by 3 Kt—Q B 3 (V.—VI., p. 101 *et seq.*).

4 B—B 4	Kt—Q B 3
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Or 4 Kt—K B 3. But 4 B—K Kt 5 would be bad on account of 5 P×P and (if 5 P×P) 6 B×P+, &c. As to White, he may play 4 Kt—B 3, or 4 P—B 3, the Knight's move for choice—even when compared with that of the Bishop as given above.

5 P—Q 3	B—K Kt 5
6 P—B 3	Kt—B 3

6 Kt—B 3, Kt—B 3; 7 P—K R 3, B×Kt; 8 Q×B, Kt—Q 5; 9 Q—Q sq, or 9 Q—Kt 3, works rather for Black.

7 P—K R 3	B×Kt
8 Q×B	Q—K 2

About even.

What the defence has to fear in this method of declining the Gambit is that his adversary may be able to establish a strong centre; or, failing in this, that he will be able to

secure the benefit of the open file, seasonably, in consequence of his Gambit move. Moreover, there is the binding effect of P—B 5 to be considered. In certain contingencies it may be the prelude to dangerous attack from advance of Knight and Rook Pawns against the Castled King.

[The Gambit is a surrender or proffer of force in the Opening, with a view to subsequent advantage. In idea, it is probably derived from the phrase *dare il gambetto*, used by Italian wrestlers, much as "lead off" is used by pugilists; or meaning a feint by which the adversary's attention is diverted, while the real "trip up" or "knock out" takes him unawares. A possible derivation, however, may be from *darla a gambe*, signifying to run away; but, the diversion having failed in its intended effect, successful flight is not always a feasible feat of discretion.]

SECTION IV.

SUMMARY OF PRINCIPAL FORMS.

1 P—K 4, various replies.

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THE FRENCH DEFENCE.

The French Defence is often adopted in anticipation of the eternal Lopez, and may be considered one of the best methods of eluding that wearisome game. But it has its own difficulties, which are neither few nor small. The first player's control of the board is predominant in the earlier stages of the contest, and decisive attacks upon the King's position are constant possibilities in his plan of campaign. On the other hand, as the struggle wears on, the second player's prospects improve, and the probabilities of a fortunate finish are apt to declare in his favour.

I.

1 P—K 4	P—K 3
2 P—Q 4	P—Q 4

Or 2 P—K B 4, P—Q 4; 3 P—K 5, P—Q B 4; 4 Kt —K B 3, Kt —Q B 3, &c. In the French (as in the Sicilian), this early advance of the Bishop Pawn hinders rather than helps more effective attacking measures. A clear point against it in this view is that it obstructs the action of the Queen Bishop. Then there is 2 P—K 5, also somewhat premature. The reply may be 2 P—Q Kt 3, 2 P—Q 4, or 2 P—Q 3, with probable advantage to Black. But he should beware. The opening of the Bishop file, in general so favourable a manoeuvre, and in this case directly invited by the forward Pawn, should not be hastily assumed. Thus if 1 P—K 4, P—K 3; 2 P—K 5, P—K B 3; 3 P—Q 4, P—Q B 4; 4 B—Q 3, the defence will be more difficult, and in fact may easily fail.

3 Kt—Q B 3	Kt—K B 3
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If 3 P × P, P × P; 4 Kt—K B 3, Kt—K B 3; 5 B—Q 3, B—Q 3; 6 Castles, Castles; 7 Kt—B 3, Kt—B 3, or 7 P—B 3, &c., White retains the advantage of the move, but gains nothing by his opening, *per se*. If in reply to 3 Kt—Q B 3 Black plays 3 B—Kt 5. White can exchange Pawns and continue his development,

5 Kt—B 3, &c. Black cannot favourably exchange Bishop for Knight, and eventually will have to retire the Bishop from the exposed post Kt 5, with loss of time, which may prove serious or not, as it happens.

4 B—K Kt 5 B—K 2

Or simplifying, as advised by Lasker—4 P × P; 5 Kt × P, B—K 2; 6 (if) B × Kt, P × B, &c. But White need not exchange; though, even so, this simplification should not greatly trouble him. Also, if 4 P × P; 5 Kt × P, Q Kt—Q 2; 6 Kt—K B 3, B—K 2; 7 Kt × Kt+, Kt × Kt; 8 B—Q 3, &c., as brought forward by Mr. Burn, Berlin Tournament, 1897, White will have the better prospects.

5 B × Kt B × B
6 P—K 5 B—K 2

Example of danger Black should be on his guard against after Castling: 6 Kt—B 3, Castles; 7 B—Q 3, P—Q Kt 3 (7 P—B 4 would be better); 8 P—K R 4! B—Kt 2 (better 8 B—R 3); 9 P—K 5, B—K 2; 10 B × P+, K × B; 11 Kt—Kt 5+, with 12 Q—Kt 4, or 12 Q—R 5, and White must win.

7 Q—Kt 4 Castles
8 B—Q 3 P—K B 4
9 Q—R 3 P—Q Kt 3
10 P—B 4 P—B 4

About even. White may get up a dangerous attack in course of time, but it will be dangerous for himself as well as for his adversary; because, if brought to a halt, there will be counter attack on the Queen side, where Black is in the ascendant.

Or,

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

Even game.

Or,

5 P—K 5	K Kt—Q 2
6 B × B	Q × B
7 Kt—Kt 5	Q—Q sq, or 7

Kt—B sq, and there is not very much difference. If, however, 7 Kt—Kt 3, instead of to B sq or moving the Queen, White pushes on the Queen Rook Pawn with probable advantage.

II.

1 P—K 4	P—K 3
2 P—Q 4	P—Q 4

Doubtless 2 P—Q 4 is the best all-round move. But, if White likes to shun the more beaten tracks, he may play 2 Kt—K B 3, or 2 Kt—Q B 3, or almost anything that might be played against 1 P—K 4, with a safe and interesting game.

3 Kt—Q B 3	Kt—K B 3
4 P—K 5	K Kt—Q 2

While 3 P—K 5 is generally condemned as premature, this advance upon the Knight is much favoured, and makes a most difficult game. 4 B—Q 3, P—B 4; 5 P × Q P, Kt × P, &c., hardly goes so well for White.

5 P—B 4	P—Q B 4
6 P × P	Kt—Q B 3

Rightly continuing in necessary development. The Pawn cannot be well maintained, so may be taken later with Bishop or Knight, according to further disclosure of White's plan of campaign.

7 Kt—B 3	B × P
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Now 7 Q—Kt 4, a formidable demonstration in case of 6 B × P, is not so effective. Also, if 7 B—Q 3, Kt × B P, White must lose time or part with his most active Bishop. Again, if 7 P—Q R 3, B × P; 8 Q—Kt 4, Castles, there is gain of time in defence, owing to the somewhat irrelevant advance of the Pawn. For instance, if 9

B—Q 3, or 9 Kt—B 3, Black may well reply 9 P—B 4; or, as against the Knight's move, he may set up a counter attack—9 Kt—B 3, P—B 3; 10 (if) Q × K P+, K—R sq; 11 Q × Q P, P × P, &c., with good prospects, considering White's lesser development, and the dangerous situation of his King.

8 B—Q 3	P—Q R 3
9 P—Q R 3	P—Q Kt 4
10 P—Q Kt 4	B—R 2

White's attack on the King side will be strong, but Black should survive it, if in no hurry to Castle. The latter may take the Pawn at once, but with the Knight:—

6	Kt × P
7 B—K 3	Kt—B 3
8 B—Kt 5	P—Q R 3
9 B × Kt+	P × B, &c., and there

will be no great harm done. However, as already observed, this game is very difficult, and requires great knowledge of mid game position to play it well.

Another line of attack runs as follows:—

III.

1 P—K 4	P—K 3
2 P—Q 4	P—Q 4
3 B—K 3	P × P

Or he may play 3 Kt—K B 3 without inconvenience. But if 3 B—Q 3, then 3 P—Q B 4 should be the reply.

4 Q Kt—Q 2	Kt—K B 3
------------	----------

If now P—Q B 3, to attack Pawn by Q—B 2, there seems to be no objection to P—Q Kt 3, intending B—Kt 2, in further defence. In the result White

would no doubt recover the Pawn but Black would have an easier time of it than usual. And there is little to urge against P—K B 4, holding on to the Pawn Gambitwise, except that that would not be a very safe line of play; but Pawns are not to be got for nothing. This 3 B—K 3, like 3 Q Kt—Q 2, adopted on recent occasions in public play, does not appear to add anything to the force of the attack in the French, but rather the contrary. They are both comparative novelties. Whether much more can be said for either of them future experience must decide.

Apropos of innovation, Tchigorin has lately introduced 2 Q—K 2 in attack; playing it successfully in a match with Dr. Tarrasch, in the Hastings Tournament, and on other important occasions. This delays the advance of the adverse Queen Pawn, theoretically at all events, and has the merit of otherwise breaking new ground. *The British Chess Magazine* describes it as a “harmless violation of principle,” indulged in aforethought; with the object of modifying the development, so as to exclude its better known forms. The Bishop is naturally brought out at Kt 2 in due course, and the game may run somewhat as follows:—1 P—K 4, P—K 3; 2 Q—K 2, P—Q B 4; 3 P—K Kt 3, Kt—Q B 3; 4 Kt—K B 3, B—K 2; 5 B—Kt 2, P—Q 4; 6 P—Q 3, Kt—B 3; 7 Castles, Castles, &c., Black having a very good working position. But the worth of innovation is mostly in its novelty. This does not last long.

CENTRE COUNTER GAME.

Avoiding all the dangers of the Gambits, the King's Knight's Game, the Vienna, the French, &c., yet strangely enough the Centre Counter Game finds scant encouragement in practice, even among the strongest players. This may be at least in part accounted for by its comparative poverty in winning resources for the defence. There is a certain dryness about it forbidding complication, so that the second player has a difficulty in naturally taking up the attack, when declined by his adversary. In this respect it is a game without a future. When the defence is established, it can do no more, and the very probable result is a draw. The evident objection is that the Queen is brought into play too soon, causing some loss of time; but against this is to be set the open file, and the general safety of the position, so far as decisive attack is concerned.

1 P—K 4	P—Q 4
2 P×P	Q×P

Or 2 Kt—K B 3; 3 P—Q 4, Kt×P; 4 P—Q B 4, &c. But defence is no stronger in this way, even if attack does not get the better of it. On the other hand, if 2 P—K 5, then 2 P—Q B 4, or 2 P—K 3, &c., something like a good *French Defence*—*cf.* note p. 88.

3 Kt—Q B 3	Q—Q sq
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Or 3 Q—Q R 4, or 3 Q—K 4+. But the retreat of the Queen keeping command of the file is probably best.

4 P—Q 4	P—Q B 3
5 Kt—K B 3	B—B 4

An important point in the defence is to get this Bishop out before advancing the King Pawn.

6 B—Q 3	B—Kt 3
7 B—K B 4	Kt—B 3, or P—K 3, &c.

White has the advantage, but it is not very impressive.

Or,

3	Q—Q R 4
4 P—Q 4	P—Q B 3
5 Kt—B 3	B—B 4, or P—K Kt 3, &c.

Again White's advantage in development is not available, and should gradually pass away.

Or,

3	Q—K 4+
4 B—K 2	P—Q B 3

Here 4 B—Kt 5 is also a good move.

5 Kt—B 3	Q—B 2
6 P—Q 4	P—K 3

Black is not so well off, considering the lock in of his Bishop. If, in this case, 6 B—B 4, then 7 P—Q 5 would be rather forcible, giving White the probably better game.

SICILIAN DEFENCE.

Fairly tried and found wanting, the Sicilian has now scarcely any standing as a first-class defence. In this respect its fate much resembles that of the Philidor; though, of the two, the advantage is greatly with the latter. The Sicilian is too defensive. There are too many holes created in the Pawn line. Command of the field, especially in the centre, is too readily given over to

the invading force. These are theoretical objections; but then they have been amply borne out by experience. Therefore, until something more can be shown in its favour, the Sicilian must take secondary rank. It has, however, even of late been employed in important contests with fair success, and is yet fairly well thought of by some very fine players.

The strongest form of the defence is that in which the King Pawn is left unmoved for some time, and is really a King's Fianchetto—1 P—K 4, P—Q B 4; 2 Kt—Q B 3, P—K Kt 3; 3 Kt—B 3, B—Kt 2; 4 P—Q 4, P×P; 5 Kt×P, Kt—Q B 3; 6 B—K 3, Kt—B 3; 7 B—K 2, Castles; 8 Q—Q 2, P—Q 3; 9 P—K R 3, B—Q 2; 10 Castles, with the better development.

1 P—K 4, P—Q B 4; 2 Kt—Q B 3, Kt—Q B 3; 3 Kt—B 3, P—K 3; 4 P—Q 4, P×P; 5 Kt×P, Kt—B 3; 6 P—Q R 3, P—Q R 3; 7 B—Q B 4, P—Q 4; 8 P×P, P×P; 9 B—Kt 3, B—K 2; 10 Castles, and Black's isolated Pawn places him at a disadvantage. Or, 5 P—Q R 3; 6 B—K 2, Kt—B 3; 7 Castles, B—Kt 5; 8 Kt×Kt, Kt P×Kt; 9 P—K 5, B×Kt; 10 P×B, Kt—Q 4; 11 Q—Q 4, Castles; 12 B—R 3, R—K sq, and White has the superior position.

White may himself play a Fianchetto, and secure a good game—1 P—K 4, P—Q B 4; 2 Kt—Q B 3, Kt—Q B 3; 3 P—K Kt 3, Kt—B 3; 4 B—Kt 2, P—K 3; 5 K Kt—K 2, P—Q R 3; 6 P—Q 4, P×P; 7 Kt×P, P—Q 3; 8 Castles, B—K 2; 9 K—R sq, &c. Or, Black varying, 3 P—K Kt 3; 4 B—Kt 2, B—Kt 2; 5 K Kt—K 2, P—K 3; 6 P—Q 3, K Kt—K 2; 7 B—K 3, Kt—Q 5; 8 Castles, Castles; 9 R—Kt sq, K Kt—B 3; 10 Q—Q 2, P—Q R 3; 11 Kt—B 4, P—Q 3; 12 Kt—Q sq, &c.

Often White plays 2 Kt—K B 3, instead of 2 Kt—Q B 3, and goes on 3 P—Q 4. This is also a good method of attack. All he has to do is to not over do it. Because, after all, the Sicilian is a game of resources, if its initial drawbacks are not fairly brought into account.

THE FIANCHETTO, &c.

Other replies to 1 P—K 4 are 1 P—K Kt 3 (*King's Fianchetto*), 1 P—Q Kt 3 (*Queen's Fianchetto*), 1 P—Q 3, and 1 P—Q B 3. Even 1 P—K B 3 has not been quite neglected. The Fianchetto, whether King's or Queen's, gives away too much ground at the outset; while the others also have this fault, with a tendency to run into inferior lines of the Philidor, French, Sicilian, &c., all of which is of course no great recommendation.

I.

1 P—K 4	P—K Kt 3
2 P—K B 4	B—Kt 2
3 Kt—K B 3	P—Kt 3
4 P—Q 4	B—Kt 2

As may be noticed, the Bishops are at cross purposes, and can only with difficulty be got to act in union for defence; or in attack upon the King, should opportunity of attack arise.

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

The foregoing is an example of the Double Fianchetto,

Blackburne *v.* Paulsen, in which White is to be preferred. He is strong in the centre, with greater freedom; and can direct the mass of his forces readily, as circumstances may warrant. On the other hand, Black's formation is eccentric; there are weak points in his lines, viz., those over which Pawn control has been abandoned, concerted action in mass is difficult, &c. In the absence of anything more specific, these are the sort of considerations on which the judgment rests in all such cases. Otherwise there is nothing to determine it—nothing to choose on any tangible grounds. The defence is perfectly good for the time being, and, with fortune or stronger play in its favour, it would probably continue so to the end. It results from this view that the Double Fianchetto is less reliable than if one wing only is developed in this manner, as, for example, in the following:—

II.

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

Black has a good game, as P—K B 4 should soon prove an effective move.

III

1 P—K 4	P—Q Kt 3
2 P—Q 4	B—Kt 2
3 B—Q 3	P—K 3

A move often good is P—Q 5, when the Pawn can be maintained. Here P—K B 4 would be bad; 3 P—K B 4; 4 P × P! B × P; 5 Q—R 5+, P—Kt 3; 6 P × P, B—K Kt 2; 7 P × P+, K—B sq; 8 P × Kt=Q+, K × Q; 9 Q—Kt 4, B × R; 10 P—K R 4, &c., with advantage.

4 Kt—K 2	P—Q B 4
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White plays Knight thus to be able to advance his King Bishop Pawn, according to circumstances. As, if 4 Kt—K B 3, then 5 P—K B 3, &c.

5 P—Q B 3	Kt—K 2
6 B—K 3	Kt—Kt 3
7 Castles	B—K 2
8 P—K B 4, &c.	

Good for White.

IV.

1 P—K 4	P—Q 3
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Indian Defence. It may easily pass into a Philidor or Fianchetto.

2 P—Q 4	Kt—K B 3
3 Kt—Q B 3	P—K Kt 3
4 Kt—B 3	B—Kt 2
5 B—K 2	Castles
6 Castles	Q Kt—Q 2
7 B—K B 4	P—B 4, &c.

About equal.

This is an instance of open play on White's part, as regards his Knights. It will be generally found better to so handle those Pieces that the Bishops' Pawns may be free to move in support of the centre (in view of the Fianchetto); or, otherwise, that they may be available to move on attackingly, during the early stages of the game.

V.

1 P—K 4 P—Q B 3

Caro-Kann Defence. It may turn in various ways, but not to Black's advantage in any. 1 . . . P—K B 3 is *playable*, but that is all; at least, all to be said of it here.

2 P—Q 4 P—Q 4
3 Kt—Q B 3 P × P

White may advance, 3 P—K 5, with a likely turning into a French in which he will be a move to the good, as . . . P—K 3 can hardly be delayed.

4 Kt × P B—B 4
5 Kt—Kt 3 B—Kt 3
6 P—K R 4 P—K R 3
7 Kt—B 3 P—K 3
8 B—Q 3 B × B
9 Q × B, with the better position.

And so for other unusual first moves on the part of the second player. Whether any . . . P—R 3 (or 4), or any . . . Kt—B 3 (or R 3), ground is likely to be lost which may never be regained. As stated in *Principles of Chess*: "A thoroughly practical defence must not be *too* defensive. Force must oppose force, directly or

indirectly. Ability to exchange or counter-attack is always a valid test." Tried by this rule, the defences just noticed are insufficient. Hence they are not often adopted, save by way of variety, or against a supposed weaker opponent; or from some occult or ulterior motive, whim, or fancy, present in the mind of the player at the time.

Of course the first player may begin with the Fianchetto, or anyway he likes for that matter, the worst that should happen to him then being that he should derive no, or the smallest possible, advantage from the move. Anything except, perhaps, 1 Kt—R 3 will serve his turn—a Knight posted thus may be soon obliged to return home, with loss of *two* moves, to avoid greater inconvenience. But, until the student has acquired familiarity with the beaten track—familiarity even bordering upon weariness—*the beaten track is surely the best*. Desire for novelty—*bizarrerie*—should be curbed, the work of invention postponed; while yet the reason of things, as they commonly are, presents any serious aspect of mystery. All the various methods of attack in everyday use are results or survivals of numberless experiments by the greatest players of past and present times. They are all more or less founded upon principles of operation which cannot be ignored or set aside with impunity; that is, if attack, *quâ* attack, is to be effectively advanced in the opening of the game. These methods are not perfect, at all events they can be varied indefinitely; and their entire soundness, or the reverse, practically as well as theoretically determined. Here is ample scope for exercise of imagination and work of invention, proving these methods—the shortest and best that wit of man has yet been able to devise.

SECTION V.

SUMMARY OF PRINCIPAL FORMS.

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QUEEN'S KNIGHT'S GAME.

The Queen's Knight's or Vienna Game may be solid or brilliant, a Gambit or not, as it may be continued in one of two widely different ways. In playing his Queen Knight at the second move, White shuts himself out from many variations of the Giuoco Piano, including the Evans; but many others are still open, and, by way of compensation, his power over the King's Gambit, to a considerable extent, remains.

I.

1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—K B 3

This is the simplest defence. Others in order of effectiveness are 2 Kt—Q B 3, 2 B—B 4, and 2 B—Kt 5. Black wants to play P—Q 4 very soon.

3 P—B 4	P—Q 4
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If 3 Kt—B 3, then a Giuoco development, Three Knights, Four Knights, Double Lopez, or what not, may be agreed upon. Or, 3 P—K Kt 3, P—Q 4; 4 P×P, Kt×P; 5 K Kt—K 2, B—Q B 4; 6 B—Kt 2, P—Q B 3; 7 Castles, Castles; 8 P—Q 3, &c., with equality. Then there is 3 B—B 4, Kt×P; 4 Q—R 5 (better than 4 B×P+), Kt—Q 3; 5 Q×K P+, Q—K 2, &c., also with equality.

4 B P×P	Kt×P
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Or, 4 P—Q 3, P—Q 5; 5 Q Kt—K 2, P×P; 6 B×P, B—K 2; 7 Kt—K B 3, P—B 4; 8 Kt—Kt 3, Castles, &c., with slight advantage to Black. Or, 4 P—Q 4, P×Q P; 5 Q×P, P×P; 6 B—K 3, B—K 2; 7 Castles, Q×Q; 8 B×Q, B—K B 4, &c. But 4 P×Q P, P×P; 5 Kt—B 3, Kt×P, &c., makes equal game.

5 Q—B 3 P—K B 4

The following is probably better for White: 5 Kt—B 3, B—Q Kt 5; 6 Q—K 2, B × Kt; 7 Q P × B, Castles; 8 B—K 3, &c., with slight, if any, inferiority. As for Black, he backs up his Knight and plays for counter attack, in preference to acting strictly on the defensive.

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

Black has the advantage. Timely B—Kt 2 and Castles will give him a fine game.

1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—K B 3
3 B—B 4	Kt—B 3
4 P—Q 3	B—Kt 5

If 4 B—B 4; 5 P—B 4, P—Q 3; 6 P—B 5, the defence will be dangerously constrained. Adverse P—K Kt 4, maintaining the Pawn at B 5, on occasion, with strong action of Queen, Knight, &c., perhaps advancing King Rook Pawn, would be very probable.

5 Kt—B 3 P—Q 4

Or if 5 P—B 4? then the same 5 P—Q 4! In this case White would have no such advantage as above suggested, owing to his opponent's freer position. The play of Black Queen Pawn makes much of the difference; whether it goes one square or two, at first, being nearly always highly important.

6 P × P	Kt × P
7 B—Q 2	B × Kt
8 P × P	Castles

A sort of inverted *Lopez*—even game.

III.

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 4 P—Q 4 makes the *Steinitz Gambit*. Black should be careful not to be too hasty. His Queen is not very well placed after checking, nor is White King in any real danger, however it may appear.

5 K—K 2	P—K Kt 4
---------	----------

The line of action introduced by Zukertort nearly thirty years ago, involving the sacrifice of a Piece, is doubtful, to say the least: 5 P—Q 4; 6 P×P, B—Kt 5+; 7 Kt—B 3, Castles; 8 P×Kt, B—Q B 4; 9 Q—K sq! Obviously, Black can do no good by exchanging Queens. Then 9 R—K sq+; 10 K—Q 2, Q—Q sq; 11 P×P+, with 12 Q—B 2, and B—Q 3 soon, should win eventually for White. Or 9 B×Kt+; 10 P×B, R—K sq+; 11 Kt—K 4, &c., with a like result. And so in various other ways. The counter attack seems to just fall short in every case.

6 Kt—Q 5	K—Q sq
7 Kt—K B 3	Q—R 4
8 P—K R 4	B—R 3
9 K—B 2	P—Kt 5
10 Kt—Kt sq.	P—Kt 6+
11 K—K sq	Q×Q+
12 K×Q	Kt×P
13 B×P	B×B
14 Kt×B	P—Q 3

White may recover his Pawn, but Black will still deserve the preference.

IV.

1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3
3 P—B 4	P × P

If 3 B—B 4, B—B 4?; 4 Q—Kt 4!, and Black must inconveniently defend his Knight Pawn. To 3 B—B 4, doubtless 3 Kt—B 3 is the best reply.

4 Kt—B 3	P—K Kt 4
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If 4 B—B 4; 5 P—Q 4, Kt × P; 6 Kt × Kt, Q—R 5+; 7 K—K 2, P—Q 4; 8 Kt × P, B—Kt 5+; 9 Kt—B 3, &c., the attack is hardly worth the Piece, and White comes off somewhat best.

5 P—Q 4	P—Kt 5
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Pierce Gambit.—5 P—Q 4. [If 5 B—B 4, B—Kt 2; 6 Castles, P—Q 3, &c., we merge into the ordinary *King's Gambit*, with some advantage to Black.] The reply 5 P—Kt 5 is better than 5 P—Q 3, or 5 B—Kt 2. Black having moved his Queen Knight cannot so conveniently defend the Gambit Pawn as in the ordinary *King's Gambit*. White must give up the attacked Knight, as in the *Muzio*. He cannot stand 6 Q—R 5+.

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

Or, 8 Kt × P, B—K Kt 5; 9 P × P, B—K R 6; 9 B × P, R—B sq &c., and Black should win.

9 R—K sq +	K Kt—K 2
10 Kt—K 4!	B—Kt 2
11 P × P	Kt—R 4

White can hardly do better than take the Pawn. The object of 8 B—K Kt 5 was to force him to do this, closing the file to the

Rook. The same thing happens in the Muzio, brought about by a different series of moves.

12 B—B sq	B—R 4
13 P—B 4	R—K Kt sq

If 13 P—Kt 4, of course 13 Q×P, threatening the Rook. As it is the attack passes away from White, and he should lose.

V.

1 P—K 4	P—K 4
2 Kt—Q B 3	Kt—Q B 3
3 P—B 4	P×P

If 3 P—Q 4, the *Fyfe Gambit*, Black best replies 3 Kt×P, with an easy game.

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

If 8 B—B 4+ then also 8 P—Q 4, &c. If 8 Q×P, then 8 Kt—K B 3; 9 Q×B P, B—Q 3, &c.

See ordinary *Allgaier*, from which this is distinguished as the *Hammpe-Allgaier*; the difference being that the Gambit is a move later, each party having played his Queen Knight. Black should win.

VI.

1 P—K 4	P—K 4
2 Kt—Q B 3	B—B 4

This is scarcely so good for Black as either Kt—B 3. It makes a

Gambit Declined, at best; as it is not good to accept the Pawn after playing out the Bishop.

3 P—B 4 P—Q 3

If 3 B × Kt; 4 R × B, P × P; 5 P—Q 4, Q—R 5+; 6 P—Kt 3, P × P; 7 P × P, Q—R 7; 8 R—Kt 2, Q—R 8; 9 Kt—Q 5, Kt—Q R 3; 10 B—B 4, P—Q 3; 11 K—B 2 (threatening to win the Queen), White will have the advantage. Or, 7 R × P, Q × P; 8 Q—Kt 4, probably winning. For instance (a possibility)—8 Kt—K B 3; 9 Q × Kt P, R—Kt sq; 10 Q × R+, Kt × Q; 11 R × Kt+, K—K 2; 12 Kt—Q 5+, &c., coming out about a Rook ahead.

4 Kt—B 3 B—K Kt 5

If 4 Kt—K B 3; 5 P × P, P × P; 6 Kt × P, Q—Q 5; 7 Kt—Q 3, and Black cannot easily recover the Pawn.

5 Kt—Q R 4 B—Kt 3
 6 Kt × B R P × Kt
 7 B—B 4 P × P
 8 P—Q 3 K Kt—B 3
 9 B × P, and White has a good game.

VII.

1 P—K 4 P—K 4
 2 Kt—Q B 3 B—B 4

If 2 B—Kt 5, White may resort to the Gambit, 3 P—B 4, or he may play out his Knight, as if defending in the Lopez, with a move to spare.

3 B—B 4 Kt—K B 3

If 3 Kt—R 4, then 3 B—K 2, leaving the Knight aiming at nothing and hitting it, is safest and best.

4 P—Q 3 Kt—B 3
 5 B—K 3 B—Kt 3
 6 Kt—B 3 P—Q 3, and we are
 playing a Giuoco Piano, or something of the sort, in which
 neither party should secure any tangible opening advantage.

QUEEN PAWN GAME, &c.

When the game begins with any move other than 1 P—K 4, it is apt to be what is called “close”; and, of the close game, that proceeding from 1 P—Q 4 may be conveniently taken as the type. With it, however, must be linked the English Opening (1 P—Q B 4), the game from 1 P—K 3 and 1 Kt—K B 3; that from 1 P—K B 4 (in certain of its phases), together with sundry others, such as the Centre Counter Gambit, the Fianchetto, &c. The characteristic of the close game is that neither King is in any way but remotely concerned during the period of development; with the consequence that during this period it presents none of the capital hazards of the open game, particularly as regards the Gambit forms of the latter. There are few or no very salient points about the close game, and the differences of position upon which analytical verdicts rest are obscure even to the verge of practical non-existence.

I.

1 P—Q 4 P—Q 4
 2 P—Q B 4 P—K 3

For what is called the Queen’s Gambit, see VI. next following; this is the *Queen’s Gambit Declined*. It is thought best not to

immediately take the Pawn; leaving the adversary to take, or in some uncertainty as to the disposition of his King Bishop.

3 Kt—Q B 3 Kt—K B 3

This 3 Kt—K B 3 is doubtless best. If, say, 3 P—Q Kt 3, White may well continue 4 P—K 4, converting into a good open game.

4 Kt—B 3 Q Kt—Q 2
5 B—B 4 P—B 3

The move P—Q B 3, on either side, is doubtful, as a rule, in this sort of game. At all events, it is liable to sooner or later afford a good point of attack to the enemy, and it hinders effective action of the Bishop from Q Kt 2, should such be desired. But see II., next following.

6 P—K 3 B—K 2
7 P—K R 3 P × P
8 B × P Kt—Kt 3

The gain of a move in this way is of no consequence. If Q 4 were a permanent post for the Knight it might be otherwise. But here it is evident that in due course he may be driven off by the Pawn.

9 B—Q 3 Q Kt—Q 4
10 B—R 2 Q—R 4
11 Q—Kt 3! Castles
12 Castles Kt × Kt
13 P × Kt Q—R 4

White has the better position. The open Knight file and the superior range of his Bishops are in his favour.

II.

1 P—Q 4 P—Q 4

If 1 P—Q B 4, White may well continue 2 P—Q 5.

2 P—Q B 4 P—K 3

Or 2 P—K 4; 3 Q P×P, P—Q 5; 4 Kt—K B 3, Kt—Q B 3; 5 P—Q R 3, B—K Kt 5; 6 P—R 3, B×Kt; 7 Kt P×B, Kt×P, &c., as between Lasker and Albin, New York, 1893. But any such display of enterprise, especially on Black's part, is not to be generally commended. If 2 Kt—K B 3; 3 P×P, Q×P; 4 Kt—Q B 3, and 5 P—K 4, White manifestly gains ground.

3 Kt—Q B 3 P—Q B 3

Or 3 Kt—K B 3; 4 B—Kt 5, B—K 2; 5 P—K 3, Q Kt—Q 2 (if 5 Castles; 6 Q—Kt 3, Q Kt—Q 2—or 6 P—B 4; or 6 P—B 3—or 6 K Kt—K 2, &c., there should be equality); 6 Kt—B 3, Castles; 7 R—B sq, P×P; 8 B×P, P—B 4; 9 Castles, P×P; 10 P×P, P—Q Kt 3; 11 Q—K 2, B—Kt 2, &c. White omits P—K 3 before playing out his Queen Bishop, and has little or nothing to fear from the isolation of his Pawn. Black's 3 P—Q B 3 is part of his plan of development, and less open to objection, theoretical or practical, than if in any degree a compulsory feature in his defence.

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

Now 6 P—B 4 would be advisable, to defeat Black's pretty evident intention of relieving himself by opportune P—K 4.

7 Castles	Castles
8 P—K 4	P×B P
9 B×P	P—K 4

Black rightly plays 8 P×B P, and 9 P—K 4, with the consequence of freeing his Queen Bishop, whereby a strong objection to 3 P—B 3 disappears.

10 B—K Kt 5 Q—K 2

About an even game.

III.

1 P—Q 4	P—Q 4
2 P—K 3	Kt—K B 3

Naturally, either 2 Kt—K B 3 or 2 B—B 4 is also good for White. Then there are others, 2 P—K B 4 (facetiously termed the *Stonewall*, from its strength as a mere defence), 2 P—Q B 3, 2 P—K Kt 3, &c.; in fact, anything *prima facie* unobjectionable may here be safely adopted by the first player. But, as an example of the inadmissible under this head, may be instanced what is known as the *Blackmar Gambit*, 2 P—K 4, P × P; 3 P—K B 3, P × P; 4 Kt × P, &c.; in which the Pawn is given up for quick development, with expectations from the open file. But these considerations are no equivalent, provided Black but properly applies himself in defence. As, 4 P—K 3; 5 B—Q 3, Kt—K B 3; 6 P—B 3, P—Q Kt 3, with following B—Kt 2, Q Kt—Q 2, &c., constructing a reasonably unassailable position.

3 P—Q B 4	P—K 3
4 Kt—K B 3	B—K
5 B—K 2	Castles

Or 5 P—Q Kt 3, with sometime B—Kt 2, &c., perhaps less commendable, on the score of safety, pure and simple.

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

White Queen Bishop is very well posted. Black's isolated Pawn may be a weakness, but this might have been easily avoided.

IV.

1 P—Q 4	P—Q 4
2 Kt—K B 3	P—K 3

Inverting White's first two moves will give us the *Zukertort Opening*, so called because the winner of the great International Chess Tournaments, Paris, 1878, and London, 1883, often began 1 Kt—K B 3. To this Black may reply almost anything in reason, 1 Kt—K B 3, 1 Kt—Q B 3, 1 P—Q 4, 1 P—K 3, &c., with a speedy junction on some common line.

3 P—Q Kt 3	Kt—K B 3
4 B—Kt 2	B—K 2

The object of the Fianchetto, as here, is either to have the Bishop in powerful action on the long diagonal, if the Queen Pawn can be got out of the way, or to support later Kt—K 5, with a view to direct attack upon the Castled King. The same, *mutatis mutandis*, applies when the Fianchetto is made use of in defence.

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

Perhaps 8 P × P would be stronger. Black loses no time by this excursion, as the Knight is driven back only by a move of no value in his adversary's development. White wants his Bishop for work on the King side, hence the temporary retreat following.

9 B—K 2	P—Q Kt 3
10 P—Q R 3	Kt—B 3

11 B—Q 3, and, chiefly owing to the superior range of his Bishops, the situation is in favour of White.

V.

1 P—Q 4	P—Q 4
2 P—K 3	Kt—K B 3
3 B—Q 3	P—K 3

White intends the main play on the King side.

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

But his scheme is rather elaborate. He wants to prevent any P—K 4; and does so in the most effective manner.

7 Q—B 3	Q—Kt 3
8 Kt—R 3	B—K 2
9 Castles	P—K R 3
10 Kt—B 2	Castles (Q R)

By Castling thus, Black in a great measure defeats his adversary's plan; and at the same time puts himself in a position to counter attack, with some effect.

11 P × P	P × P
12 Kt—Kt 3	P—K 4

Fairly even game.

VI.

1 P—Q 4	P—Q 4
2 P—Q B 4	P × P

Queen's Gambit Accepted.—Generally considered inferior to the Gambit Declined, for the defence.

3 Kt—K B 3	P—Q B 4
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There would be danger in supporting the Pawn by 3 P—Q Kt 4. Still, it might be ventured, though, of course, in reply to

3 P—K 3 or 3 P—K 4 it would be bad, on account of 4 P—Q R 4, (if) P—Q B 3; 5 P × P,—and 6 Q—B 3 wins a Piece if Black now takes again. The object of 3 Kt—K B 3 is to prevent 3 P—K 4; which may be the reply to 3 P—K 3, looking to equality.

4 P—K 3	P × P
5 B × P!	P—K 3

Of course 5 P × P would lose directly, 6 B × P +!, &c.

6 P × P	Kt—K B 3
7 Castles	B—K 2
8 Kt—B 3	Castles
9 B—B 4	Kt—B 3
10 R—B sq, &c.	

White's freer position compensates for the isolation of his Pawn. He can hardly be prevented from getting rid of this weakness by P—Q 5; but then there will be exchanges, with every probability of an equal game.

Formerly it was customary to accept the Gambit; the great British player, Alexander McDonnell, always did so in his matches with Labourdonnais. Their games often opened thus,—1 P—Q 4, P—Q 4; 2 P—Q B 4, P × P; 3 P—K 3, P—K 4; 4 B × P, P × P; 5 P × P, Kt—K B 3; 6 Kt—Q B 3, B—Q 3; 7 Kt—B 3, Castles, &c. Since then, however, custom has veered in the opposite direction.

To 1 P—Q 4 the reply may be 1 P—K B 4. This was a favourite with Morphy. *E.g.*, 1 P—Q 4, P—K B 4; 2 P—Q B 4, P—K 3; 3 Kt—Q B 3, Kt—K B 3; 4 B—B 4, P—B 3; 5 P—K 3, P—Q 4; 6 Kt—B 3, B—Q 3; 7 B—Kt 3, Castles; 8 B—Q 3, &c., White being slightly preferable. In Germany this is known as the *Hollandish Game*. Continuing 1 P—Q 4, P—K B 4; Staunton sometimes played 2 P—K 4—a bold conception.

The following is a probable sequence,—2 P × P ; 3 Kt—Q B 3, Kt—K B 3 (if 3 P—Q 4, then 4 Q—R 5+); 4 B—Kt 5, P—B 3 ; 5 B × Kt, K P × B ; 6 Kt × P, P—Q 4 ; 7 Kt—Kt 3, B—Q 3 ; 8 B—Q 3, Castles, and everything seems all right—no positive danger.

But more modern theory is averse to moving the King Bishop Pawn early in the opening, whether for Black or for White. For example, if the latter begins 1 P—K B 4 (sometimes called *Bird's Opening*, it being largely adopted in serious practice, during many years past, by the distinguished English player, H. E. Bird), he may be forced into accepting a Gambit (*From's*), or into himself offering one of the King's Gambits by continuing 2 P—K 4. The following is a specimen of the *From Gambit*, from which it will be seen the first player derives no particular advantage: 1 P—K B 4, P—K 4 ; 2 P × P, P—Q 3 ; 3 P × P, B × P ; 4 Kt—K B 3, 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. In this of course White might return the Pawn—3 Kt—K B 3, P × P ; 4 P—K 4, B—Q B 4 ; 5 B—B 4, Kt—K B 3 ; 6 P—Q 3, P—K R 3, &c. ; but even then he would have no cheerful prospect. The alternative would be 2 P—K 4, leaving Black to accept the Gambit or not, thus keeping the lead in the matter of early attack ; or 2 P—Q 3, a good move in the circumstances, safely awaiting further disclosure of defence. But here is an ordinary specimen of this game:—

1 P—K B 4	P—Q 4
2 P—K 3	P—K 3
3 Kt—K B 3	Kt—K B 3
4 P—Q Kt 3	P—B 4

Black may well play 4 P—K Kt 3, and so on B—Kt 2, to nullify the attack intended by his opponent.

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

This Q—Kt 3 is full of danger to Black, in conjunction with the action of White's Bishops.

12 B—K 2	Kt—K sq
Even game.	

When White begins 1 P—K 3 (called *Van't Kruijz' Opening*), or 1 Kt—K B 3 (elsewhere mentioned), in most cases P—Q 4 soon follows; and sometimes P—K B 4 is worked in later, making a heavy, difficult kind of game. In short, the play may be varied greatly within the first four moves, with no immediate ill results if there is no loss of force. The safety of the Kings being only remotely in question, defective strategy may pass unvisited until the late middle game or ending. But, *then*, it is extremely likely to be brought into account with decisive effect.

English Opening.—A perfectly safe and sound commencement, this ordinarily leads to a game similar to that consequent upon 1 P—Q 4. It is apt, however, to be—if anything—a little “closer,” as exchanges may be more

naturally deferred to a later stage. Possessed of no striking characteristics, a high level of skill is requisite to its due appreciation; and it is seldom resorted to unless a determined and protracted struggle is expected. The best replies are probably 1 P—K 3 and 1 P—Q B 4. The move 1 P—K B 4 is hardly so good, and 1 P—K 4 is condemned as yielding only a sort of reversed Sicilian, in which the second player assumes the responsibilities of attack with the move against him.

I.

1 P—Q B 4	P—K 3
2 Kt—Q B 3	Kt—K B 3
3 Kt—B 3	P—Q 4
4 P—K 3	P—Q Kt 3
5 P—Q 4	B—Q 3
6 B—Q 3	B—Kt 2
7 Castles	Castles
8 P—Q Kt 3	Q Kt—Q 2
9 B—Kt 2	P—B 4
10 Kt—Q Kt 5	B—K 2
11 R—B sq	P—Q R 3
12 Kt—B 3	R—B sq
13 Q—K 2	Kt—K 5

And Black stands very well. The Fianchetto brought in by his opponent at moves 8 and 9 might be dispensed with, the Knight lessening the effect of it by obstructing the long diagonal action of the Bishop. Advantage is often gained by the early posting of a Knight at K 5, and for that the Bishop should have free action from Kt 2, as with Black in this instance.

II.

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

White is weaker on the Queen side, but has some compensation in prospective attack upon the King.

III.

1 P—Q B 4	P—K B 4
2 P—K 3	P—K 3
3 Kt—Q B 3	Kt—K B 3
4 P—Q 4	P—Q Kt 3
5 Kt—B 3	B—Kt 2

Or 5 B—Q 3, B—Kt 2; 6 P—B 3, with subsequent Kt—R 3, &c. Something like IV. following; Black, however, presenting a bolder front.

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

White is to be preferred. Both Bishops will be in good play, and the Knight cannot be taken without letting in a troublesome Pawn at K 5.

IV.

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

13 P—K 4, with the better game. Black formation defective and especially regarding the centre; too much on the home base, even for mere defence. As to effective counter attack, that important resource seems scarcely within expectation. On the White side all such injurious conditions are absent. Instead, there is well-managed forwardness with freedom; a sound array, consistently looking to progressive advantage. An extreme case or type showing good development and bad in remarkable contrast. The first player has it much his own way owing to the timorous conduct of his opponent; or, perhaps, to the latter's failure in some wide-reaching plan—for want of room on the board!

And so on, indefinitely. It may be observed, in conclusion, that the Opening has often small part or lot in

the final issue between very skilful players. Each endeavours to deploy his forces in his own way, but keeping parallel with his adversary, and in equal readiness for decisive action. Compromise results, in which the mental attitudes or styles of the players are prime factors; whence proceeds play by each which neither would think of adopting in other circumstances, or against a different opponent. — *Principles.* Moreover, Position, salient, tangible position, does not exist previous to the Opening, and of a dozen skilful players not any two may agree as to the first two moves in the game. They may everyone differ from every other, and each be right—for all the proof possible to adduce to the contrary. Thus, though first in point of time, logically the Opening comes last. It is evidently and necessarily the most indeterminate and speculative part of Chess. In the beginning, with all the forces present, even the keenest vision often fails of a definite aim; wanders in search of a guiding object or principle of action, which is there indeed somewhere, but yet baffles perception. And so, it often happens “masterly inactivity” is the sum of all good strategy. Implying a counsel of perfection.

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