

# **The Blue Book of Chess eBook**

## **The Blue Book of Chess by Howard Staunton**

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## CHAPTER II.

### THE KING'S KNIGHT'S OPENING

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K's Kt. to B's 3d.

Your second move gives the name to this opening, which is one of the most popular and instructive of all the various methods of commencing the game. The Kt., it will be observed, at once attacks the adverse Pawn, and the defence recommended by the best authors and the leading players of Europe, is for Black to reply 2. Q's Kt. to B's 3d. He has, however, many other ways of playing, and as the examination of these comparatively simple variations will serve to prepare you for the more complex and elaborate combinations of the best defences, it will be advisable to consider them previously. In the first place, then, Black may sustain his Pawn by playing—

1. P. to K. B's 3d. 2. K's B. to Q's 3d. 3. Q. to K. B's 3d. 4. P. to Q's 3d.

or, in the second place, he may leave it unprotected, and play—

5. K's Kt. to B's 3d. 6. K's B. to Q. B's 4th. 7. P. to K. B's 4th. 8. P. to Q's 4th.

He has thus eight different modes of play at his command, besides the move of Q's Kt. to B's 3d, in answer to your second move of K's Kt. to B's 3d. Each of these will form the subject of a separate game.

GAME THE FIRST.

THE DAMIANO GAMBIT.

WHITE.

1. P. to K's 4th.
2. K's Kt. to B's 3d.
3. Kt. takes K's P.
4. Q. to K. R's 5th. (ch.)
5. Q. takes K's P. (ch.)
6. Q. takes R.
7. P. to Q's 4th. (best.)
8. Q's B. to K's 3d.
9. Q. takes Kt.
10. K's B. to Q. B's 4th.
11. Q's Kt. to Q's 2d.

BLACK.

1. P. to K's 4th.
2. P. to K. B's 3d.
3. P. takes Kt.
4. P. to K. Kt's 3d.
5. Q. to K's 2d.
6. K's Kt. to B's 3d.
7. Q. takes P. (ch.)
8. Q. takes Q. B's P.
9. Q. takes Q. Kt's P.
10. K. B. to Q. Kt's 5th. (ch.)
11. Q. takes R. (ch.)



12. K. to his 2d. 12. Q. takes K's R.  
and you give mate in two moves.

The foregoing moves are dependent on Black's taking the Kt., which is very bad play. His proper move, under the circumstances, is 3. Q. to K's 2d, as in the following example:—

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K's Kt. to B's 3d. 2. P. to K. B's 3d.
3. K's Kt. takes P. 3. Q. to K's 2d.
4. K. Kt. to B's 3d. (best) 4. P. to Q's 4th.
5. P. to Q's 3d. 5. P. takes K's P.
6. P. takes P. 6. Q. takes P. (ch.)
7. B. to K's 2d. 7. Q's B. to K. B's 4th.
8. Kt. to Q's 4th. 8. Q's Kt. to B's 3d.
9. Kt. takes B. 9. Q. takes Kt.
10. Castles. 10. B. to Q's 3d.
11. B. to Q's 3d.

You have an excellent position.

## Page 2

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. K's Kt. to B's 3d.
3. B. to Q. B's 4th.
4. P. to Q's 4th.
5. P. takes K. P.
6. K. Kt. to his 5th.
7. P. to K. B's 4th.
8. P. to K's 5th.
9. Q. to K's 2d.
10. B. to Q's 5th.
11. Q. Kt. to B's 3d.

#### BLACK.

1. P. to K's 4th.
2. K's B. to Q's 3d.
3. K. Kt. to B's 3d.
4. Q. Kt. to B's 3d.
5. B. takes P.
6. Castles.
7. B. to Q's 5th.
8. Q. to K's 2d.
9. K. Kt. to K's sq.
10. K. B. to Q. Kt's 3d.
11. P. to K. R's 3d.

In reply, you may now play P. to K. R's 4th, having a capital game. If, instead of 11. P. to R's 3d, he play 11. Q. Kt. to Q's 5th, you move 12. Q. to her 3d, then B. to Q's 2d, and finally castle on the Q's side. If, however, in lieu of that move, he play 11. B. to Q. R's 4th, you can move 12. B. to Q's 2d, and presently castle on the Q's side; and lastly, if he play 11. K. to R's sq., then you take your Queen to K. R's 5th, and he cannot save the game.

### GAME THE THIRD.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.

#### BLACK.

1. P. to K's 4th.
2. Q. to K. B's 3d.

It is seldom good to bring the Q. into play early in the game, unless for some decisive blow, because she is so easily assailable by the opponent's minor Pieces, and in attacking her he brings his forces into action.

3. K. B. to Q. B's 4th.
3. Q. to K. Kt's 3d.

Black now attacks two undefended Pawns, but he can take neither without ruinous loss to him; for suppose on your playing P. to Q's 3d, to protect the K. P., he ventures to take the K. Kt. P., you immediately take the K. B. P. with your Bishop (ch.). If he then take the Bishop with his King, you attack his Queen with your Rook, and on her retiring to R. 6th, you win her by K. Kt. to his 5th (ch.). On the other hand, you can leave the King's Pawn, and castle safely.



4. Castles.                      4. Q. takes K. P.  
5. K. B. takes B. P. (ch.)    5. K. to Q's sq.

It is quite obvious that he would lose his Queen by the check of the Knight, if he took the Bishop.

6. Kt. takes K's P. 6. K. Kt. to B's 3d.

If he take the Kt., you will play R. to K's sq., compelling him either to take it with his Q. or be mated.

7. K. R. to K's sq. 7. Q. to K. B's 4th.  
8. K. B. to K. Kt's 6th. 8. Q. to K's 3d.  
9. Kt. to B's 7th. (ch.), and gains the Queen.

GAME THE FOURTH.  
PHILIDOR'S DEFENCE.

## Page 3

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. Q. P. takes P.
5. Kt. to K. Kt's 5th.
6. P. to K's 6th.
7. P. to K. B's 3d.
8. B. to Q. Kt's 5th.
9. Q. Kt. to B's 3d.
10. K. Kt. takes B.
11. Q. takes Q's P.
12. Kt. takes Q.
13. P. takes K. P.

BLACK.

1. P. to K's 4th.
2. P. to Q's 3d.
3. P. to K. B's 4th.
4. K. B. P. takes P.
5. P. to Q's 4th.
6. Kt. to K. R's 3d.
7. Q. Kt. to B's 3d.
8. Q. to her 3d.
9. Q. B. takes K. P.
10. Q. takes Kt.
11. Q. takes Q.
12. Castles.

You have a Pawn more than Black, and a better position

FIRST VARIATION OF THIS ATTACK,  
*Commencing at White's 7th move.*

WHITE.

1. P. to K's 4th.
  2. K. Kt. to B's 3d.
  3. P. to Q's 4th.
  4. Q. P. takes P.
  5. Kt. to K. Kt's 5th.
  6. P. to K's 6th.
  7. Q. Kt. to B's 3d.
  8. K. Kt. takes K. R. P.
  9. Kt. takes K. B.
  10. Q. Kt. takes K. P.
  11. K. Kt. to K. Kt's 5th,
- with the better game.

BLACK.

1. P. to K's 4th.
2. P. to Q's 3d.
3. P. to K. B's 4th.
4. K. B. P. takes P.
5. P. to Q's 4th.
6. Kt. to K. R's 3d.
7. P. to Q. B's 3d.
8. Q. B. takes K. P. (best)
9. K. takes Kt.
10. Kt. to K. Kt's 5th.

SECOND VARIATION OF THIS ATTACK.  
*Commencing at White's 8th move.*

WHITE.

1. P. to K's 4th.

BLACK.

1. P. to K's 4th.



- |                            |                          |
|----------------------------|--------------------------|
| 2. K. Kt. to B's 3d.       | 2. P. to Q's 3d.         |
| 3. P. to Q's 4th.          | 3. P. to K. B's 4th.     |
| 4. Q. P. takes P.          | 4. K. B. P. takes P.     |
| 5. Kt. to K. Kt's 5th.     | 5. P. to Q's 4th.        |
| 6. P. to K's 6th.          | 6. Kt. to K. R's 3d.     |
| 7. Q. Kt. to B's 3d.       | 7. P. to Q. B's 3d.      |
| 8. K. Kt. takes K. P.      | 8. P. takes Kt.          |
| 9. Q. to K. R's 5th. (ch.) | 9. P. to K. Kt's 3d.     |
| 10. Q. to K's 5th.         | 10. K. R. to Kt's sq.    |
| 11. B. takes K. Kt.        | 11. B. takes B.          |
| 12. Q. R. to Q's sq.       | 12. Q. to K's 2d.        |
| 13. Kt. takes K. P.        | 13. Q. B. takes P.       |
| 14. R. to Q's 6th.         | 14. Q. B. to K. B's 4th. |
- (the winning move.)
- |                             |                          |
|-----------------------------|--------------------------|
| 15. Kt. to B's 6th. (ch.)   | 15. K. to B's sq. (best) |
| 16. R. to Q's 8th. (ch.)    | 16. K. to B's 2d.        |
| 17. B. to Q. B's 4th. (ch.) | 17. B. to K's 3d. (best) |
18. Kt. takes R., and wins.

VARIATION OF THE DEFENCE IN THIS OPENING,  
*Beginning at Black's 3d move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. Q. B. to K. Kt's 5th.
5. P. takes K. P.
6. Q. takes B.
7. Q. to her Kt's 3d.
8. K. B. to Q. B's 4th.

BLACK.

1. P. to K's 4th.
2. P. to Q's 3d.
3. K. Kt. to B's 3d.
4. Q. B. to K. Kt's 5th.
5. B. takes Kt.
6. P. takes P.
7. P. to Q. Kt's 3d.
8. Q. to Q's 2d.

## Page 4

- |                              |                          |
|------------------------------|--------------------------|
| 9. B. takes Kt.              | 9. P. takes B.           |
| 10. Q. Kt. to B's 3d.        | 10. K. B. to K. Kt's 2d. |
| 11. Q. R. to Q's sq.         | 11. Q. to K's 2d.        |
| 12. B. to Q. Kt's 5th. (ch.) | 12. P. to Q. B's 3d.     |
| 13. Kt. to Q's 5th,          |                          |
| with an excellent game.      |                          |

ANOTHER VARIATION OF THE DEFENCE,  
*Beginning also from Black's 3d move.*

- | WHITE.                         | BLACK.                      |
|--------------------------------|-----------------------------|
| 1. P. to K's 4th.              | 1. P. to K's 4th.           |
| 2. K. Kt. to B's 3d.           | 2. P. to Q's 3d.            |
| 3. P. to Q's 4th.              | 3. Q. B. to K. Kt's 5th.    |
| 4. P. takes P.                 | 4. B. takes Kt.             |
| 5. Q. takes B.                 | 5. P. takes P.              |
| 6. B. to Q. B's 4th.           | 6. Q. to K. B's 3d.         |
| 7. Q. to her Kt's 3d.          | 7. P. to Q. Kt's 3d.        |
| 8. Q. Kt. to B's 3d.           | 8. P. to Q. B's 3d.         |
| 9. Castles.                    | 9. B. to Q's 3d.            |
| 10. P. to K. B's 4th.          | 10. P. takes P.             |
| 11. Q. B. takes P.             | 11. B. takes B. (best)      |
| 12. P. to K's 5th.             | 12. B. takes K. R. P. (ch.) |
| And White has the better game. |                             |

### SUMMARY OF THE FOREGOING VARIATIONS IN PHILIDOR'S DEFENCE.

The result of the preceding analysis serves to prove that Q. P. one, as the second move of Black, is not a tenable defence; since, play as he can afterwards, if the best moves are adopted by the first player, he will always have a very insecure or a very constrained game.

### GAMES

#### ILLUSTRATIVE OF PHILIDOR'S DEFENCE.

GAME I.—Mr. Morphy plays without seeing the Chess board or men, against M. Boucher, at Paris.



{PGN 01}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to K. B's 3d.
3. P. to Q's 4th.
4. Q. takes P.
5. K. B. to Q. Kt's 5th.
6. B. takes Kt.
7. B. to K. Kt's 5th.
8. B. to K. R's 4th.
9. Q. Kt. to Q. B's 3d.
10. Castles on K's side.
11. Q. to Q. B's 4th. (ch.)
12. K. Kt. to Q's 4th.
13. Q. R. to Q's sq.
14. P. to K. B's 4th.
15. P. to K. B's 5th.
16. K. Kt. to K's 6th.
17. P. to Q. R's 4th.
18. Q. to K's 2d.
19. B. to K. Kt's 3d.
20. B. takes Kt.
21. K. R. to K. B's 3d.[B]
22. K. R. to K. R's 3d.[D]
23. Q. to Q's 2d.

BLACK. (M. B.)

1. P. to K's 4th.
2. P. to Q's 3d.
3. P. takes P.
4. Q. Kt. to Q. B's 3d.
5. Q. B. to Q's 2d.
6. B. takes B.
7. P. to K. B's 3d.
8. Kt. to K. R's 3d.
9. K. B. to K's 2d.
10. Castles.
11. K. to R's sq.
12. Q. to her 2d.
13. K. R. to K. B's 2d.
14. P. to Q. R's 4th.
15. K. R. to K. B's sq.
16. K. R. to K. Kt's sq.
17. Kt. to Kt's 5th.
18. Kt. to K's 4th.
19. Q. to Q. B's sq.[A]
20. Q. P. takes B.
21. Q. B. to Q's 2d.[C]
22. P. to K. R's 3d.
23. K. to R's 2d.[E]

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24. Q. takes Q. B.                      24. B. to Q's 3d.  
25. K. R. takes K. R. P. (ch.) [F]   25. K. takes R.  
26. R. to Q's 3d. [G]                  26. K. to R's 4th.  
27. Q. to K. B's 7th. (ch.)  
And wins; the battle having lasted about seven hours.

[Footnote A: To enable him to capture the Bishop, which is about to take the Kt., with the Q's Pawn.]

[Footnote B: The attack looks already irresistible, but the actual finish is charmingly accomplished.]

[Footnote C: By this move Black may be said to lose a Piece. His best course—but that a bad one—was possibly to retreat his Bishop to K's square.]

[Footnote D: Threatening mate in two moves.]

[Footnote E: To avert the promised mate, by R. takes Pawn, &c.]

[Footnote F: The termination is very pretty—quite an elegant little problem.]

[Footnote G: And Black has no possible means of escape; for, if he play Q. to K's sq., White simply captures the Queen for nothing; if B. to Q. B's 4th (ch.), then follows K. to B's sq., &c.]

GAME II.—Between Mr. Morphy and Mr. Harwitz.

{PGN 02}

WHITE. (Mr. M.)	BLACK. (Mr. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to K. B's 3d.	2. P. to Q's 3d.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Q. Kt. to Q. B's 3d.
5. K. B. to Q. Kt's 5th.	5. Q. B. to Q's 2d.
6. B. takes Kt.	6. B. takes B.
7. B. to K. Kt's 5th.	7. P. to K. B's 3d.
8. B. to K. R's 4th.	8. Kt. to K. R's 3d.
9. Q. Kt. to B's 3d.	9. K. B. to K's 2d.
10. Castles on K's side.	10. Q. to Q's 2d.



- |                              |                            |
|------------------------------|----------------------------|
| 11. Q. R. to Q's sq.         | 11. Castles on K's side.   |
| 12. Q. to B's 4th. (ch.)     | 12. K. R. to K. B's 2d.    |
| 13. K. Kt. to Q's 4th.       | 13. Kt. to K. Kt's 5th.    |
| 14. P. to K. R's 3d.         | 14. Kt. to K's 4th.        |
| 15. Q. to K's 2d.            | 15. P. to K. Kt's 4th.[A]  |
| 16. B. to K. Kt's 3d.        | 16. K. R. to K. Kt's 2d.   |
| 17. K. Kt. to K. B's 5th.    | 17. K. R. to K. Kt's 3d.   |
| 18. P. to K. B's 4th.        | 18. P. takes P.            |
| 19. K. R. takes P.           | 19. K. to R's sq.          |
| 20. K. R. to K. R's 4th.     | 20. K. B. to his sq.       |
| 21. B. takes Kt.             | 21. K. B. P. takes B.      |
| 22. Q. R. to K. B's sq.      | 22. Q. to K's 3d.          |
| 23. Q. Kt. to Q. Kt's 5th.   | 23. Q. to K. Kt's sq.      |
| 24. Q. R. to K. B's 2d.      | 24. P. to Q. R's 3d.       |
| 25. Q. Kt. takes Q. B. P.[B] | 25. Q. R. to Q. B's sq.    |
| 26. Q. Kt. to Q's 5th.       | 26. B. takes Kt.           |
| 27. K. P. takes B.           | 27. Q. R. to Q. B's 2d.[C] |
| 28. P. to Q. B's 4th.        | 28. B. to K's 2d.          |
| 29. K. R. to K. R's 5th.     | 29. Q. to K's sq.          |
| 30. P. to Q. B's 5th.[D]     | 30. Q. R. takes P.         |
| 31. K. R. takes P. (ch.)     | 31. K. takes R.            |
| 32. Q. to K. R's 5th. (ch.)  | 32. K. to Kt. sq.          |
| 33. Kt. takes B. (ch.)       | 33. K. to Kt's 2d.[E]      |
| 34. Kt. to K. B's 5th. (ch.) | 34. K. to Kt's sq.         |
| 35. Kt. takes Q. P.          |                            |

And Black cannot possibly save the game.

[Footnote A: Very imprudent in such a position and against such an opponent. It must be admitted, however, that Black has no good move at this crisis.]

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[Footnote B: Perfectly sound, as the sequel shows.]

[Footnote C: Taking the Pawn would have been injudicious; for example,

27. Q. takes Pawn.

28. K. R. takes K. R. P. (ch.) 28. K. takes R. (best).

29. Q. to K. R's 5th. (ch.) 29. B. to K. R's 3d.

30. Kt. takes B. 30. K. R. takes Kt.

31. Q. to K. B's 5th. (ch.) 31. Anything.

32. Q. takes Q. R., &c.]

[Footnote D: The first step in a combination of admirable daring and ingenuity.]

[Footnote E: Had he taken the Knight it would have cost him his Queen.]

GAME III.—Between Mr. Morphy and Mr. Harrwitz.

{PGN 03}

WHITE. (Mr. M.)

BLACK. (Mr. H.)

1. P. to K's 4th.

1. P. to K's 4th.

2. K. Kt. to K. B's 3d.

2. P. to Q's 3d.

3. P. to Q's 4th.

3. P. takes P.

4. Q. takes P.

4. Q. Kt. to Q. B's 3d.

5. K. B. to Q. Kt's 5th.

5. Q. B. to Q's 2d.

6. B. takes Kt.

6. B. takes B.

7. B. to K. Kt's 5th.

7. Kt. to K. B's 3d.

8. Q. Kt. to Q. B's 3d.

8. K. B. to K's 2d.

9. Castles on Q's side.

9. Castles.

10. K. R. to K's sq.

10. P. to K. R's 3d.

11. B. to K. R's 4th.

11. Kt. to K's sq.

12. B. takes B.

12. Q. takes B.

13. P. to K's 5th.

13. B. takes Kt.

14. P. takes B.

14. Q. to K. Kt's 4th. (ch.)

15. K. to Q. Kt's sq.

15. P. takes P.

16. K. R. takes P.

16. Q. to K. Kt's 7th.

17. Kt. to Q's 5th.

17. Q. takes K. R. P.

18. K. R. to K's sq.

18. Q. to Q's 3d.

19. K. R. to K. Kt's sq.

19. K. to K. R's 2d.

20. Q. to K's 3d.

20. P. to K. B's 4th.

21. Kt. to K. B's 4th.

21. Q. to Q. Kt's 3d.

22. Q. to K's 2d.

22. K. R. to K. B's 2d.



- |                            |                          |
|----------------------------|--------------------------|
| 23. Q. to Q. B's 4th.      | 23. Q. to K. B's 3d.     |
| 24. Kt. to K. R's 5th.[A]  | 24. Q. to K's 2d.        |
| 25. Q. R. to K's sq.       | 25. Q. to Q's 2d.        |
| 26. P. to Q. R's 3d.       | 26. Kt. to Q's 3d.       |
| 27. Q. to Q's 4th.         | 27. Q. R. to K. Kt's sq. |
| 28. K. R. to K. Kt's 2d.   | 28. P. to Q. Kt's 3d.    |
| 29. Q. R. to K. Kt's sq.   | 29. Kt. to K's sq.       |
| 30. Q. to Q. B's 3d.       | 30. P. to K. B's 5th.[B] |
| 31. Q. R. to K. R's sq.[C] | 31. P. to K. Kt's 3d.    |
| 32. Q. R. to K. Kt's sq.   | 32. Q. to Q's 4th.       |
| 33. Q. to K's sq.          | 33. P. takes Kt.         |
| 34. K. R. to Kt's 5th.[D]  | 34. Q. takes P.          |
| 35. Q. to K's 5th.         | 35. K. R. to K. B's 3d.  |
| 36. Q. to K's 7th. (ch.)   | 36. Q. R. to K. Kt's 2d. |
| 37. Q. takes Kt.           | 37. P. takes R.          |
| 38. Q. to K's sq.          | 38. Q. to Q. B's 3d.     |
| 39. P. to K. B's 3d.       | 39. K. R. to K's 3d.     |
| 40. Q. to K. B's 2d.       | 40. Q. R. to K's 2d.     |

And White abandoned the game.

[Footnote A: This looks promising, but does not turn out well. He had better, perhaps, have played K. R. to K. Kt's 6th.]

[Footnote B: Well played. White must now beware, for his Kt. is in sore peril.]

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[Footnote C: This will not save the Kt. The best move was K. R. to Kt's 4th.]

[Footnote D: Merely desperate.]

GAME IV.—Between Mr. Morphy and Mr. Bird of London.

{PGN 04}

WHITE. (Mr. B.)

1. P. to K's 4th.
  2. Kt. to K. B's 3d.
  3. P. to Q's 4th.
  4. Kt. to Q. B's 3d.
  5. Q. Kt. takes P.
  6. Kt. to K. Kt's 3d.
  7. Kt. to K's 5th.
  8. Q. B. to K. Kt's 5th.
  9. Kt. to K. R's 5th.
  10. Q. to Q's 2d.
  11. P. to K. Kt's 4th.
  12. Kt. takes Kt.
  13. Kt. to K's 5th.
  14. B. to K's 2d.
  15. Kt. takes Kt.
  16. B. to K's 3d.
  17. Castles (Q. R.)
  18. B. takes R.
  19. P. to Q. B's 3d.
  20. P. to Q. Kt's 4th.
  21. K. to B's 2d.
  22. K. to Kt's 2d.
  23. P. takes B.
  24. Q. takes R.
  25. K. to B's 2d.
  26. B. takes P.
  27. R. to Q's 3d.
  28. K. to Q's 2d.
  29. K. to Q's square.
- And White resigns.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 3d.
3. P. to K. B's 4th.
4. K. B. P. takes P.
5. P. to Q's 4th.
6. P. to K's 5th.
7. Kt. to K. B's 3d.
8. B. to Q's 3d.
9. Castles.
10. Q. to K's sq.
11. Kt. takes K. Kt. P.
12. Q. takes Kt.
13. Kt. to Q. B's 3d.
14. Q. to K. R's 6th.
15. P. takes Kt.
16. R. to Q. Kt's sq.
17. R. takes K. B. P.
18. Q. to Q. R's 6th.
19. Q. takes Q. R. P.
20. Q. to Q. R's 8th. (ch.)
21. Q. to R's 5th. (ch.)
22. B. takes Q. Kt. P.
23. R. takes P. (ch.)
24. Q. takes Q. (ch.)
25. P. to K's 6th.
26. B. to K. B's 4th. (ch.)
27. Q. to Q. B's 5th. (ch.)
28. Q. to Q. R's 7th. (ch.)
29. Q. to Kt's 8th. (ch.)

GAME V.—(By Philidor.)



{PGN 05}

WHITE.

1. P. to K's 4th.
2. K. Kt. to K. B's 3d.
3. P. to Q's 4th.
4. P. takes K. P.
5. Kt. to Kt's 5th.
6. P. to K. B's 4th.[A]
7. P. to Q. B's 4th.
8. Q. Kt. to B's 3d.
9. P. to K. R's 4th.
10. K. Kt. to R's 3d.
11. Q. Kt. to Q. R's 4th.
12. B. to Q's 2d.
13. Q. takes B.
14. P. to Q. B's 5th.
15. P. takes P. (in passing).
16. P. to Q. Kt's 3d.
17. B. to K's 2d.
18. K. Kt. to his sq.
19. K. R. to his 2d.
20. Q. to her Kt's 2d.

BLACK.

1. P. to K's 4th.
2. P. to Q's 3d.
3. P. to K. B's 4th.
4. K. B. P. takes K. P.
5. P. to Q's 4th.
6. K. B. to Q. B's 4th.
7. P. to Q. B's 3d.
8. K. Kt. to K's 2d.
9. P. to K. R's 3d.
10. Castles.
11. B. to Q. Kt's 5th. (ch.)
12. B. takes B. (ch.)
13. P. to Q's 5th.
14. P. to Q. Kt's 4th.
15. Q. R. P. takes P.
16. Q. B. to K's 3d.
17. Kt. to K. B's 4th.
18. K. Kt. to Kt's 6th.
19. P. to K's 6th.
20. P. to Q's 6th.

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- |                          |                             |
|--------------------------|-----------------------------|
| 21. B. to K. B's 3d.     | 21. K. R. takes P.          |
| 22. Castles on Q's side. | 22. K. R. takes Kt.         |
| 23. P. takes K. R.       | 23. Q. R. takes P.          |
| 24. P. to Q. R's 3d.     | 24. R. to Q. B's 5th. (ch.) |
| 25. K. to Q. Kt's sq.    | 25. R. to Q. B's 7th.       |
| 26. Q. to Kt's 4th.      | 26. Q. Kt. to R's 3d.       |
| 27. Q. to K. B's 4th.    | 27. Q. Kt. to B's 4th.      |
| 28. Q. takes K. Kt.      |                             |
- And Black mates in two moves.

[Footnote A: This is not the proper move; he should play 6. P. to K's 6th.]

GAME THE FIFTH.

PETROFF'S DEFENCE.

WHITE. BLACK.

- |                         |                           |
|-------------------------|---------------------------|
| 1. P. to K's 4th.       | 1. P. to K's 4th.         |
| 2. K. Kt. to B's 3d.    | 2. K. Kt. to B's 3d.      |
| 3. P. to Q's 4th.       | 3. P. takes P.            |
| 4. P. to K's 5th.       | 4. Kt. to K's 5th. (best) |
| 5. Kt. takes P.         | 5. P. to Q's 3d. (best)   |
| 6. P. takes P.          | 6. K. B. takes P.         |
| 7. K. B. to Q. B's 4th. | 7. K. B. to Q. B's 4th.   |
| 8. Q. B. to K's 3d.     | 8. Castles.               |
| 9. Castles.             | 9. Q. Kt. to Q's 2d.      |
- The game is equal.

VARIATION I.

*Commencing at Black's 3d move.*

WHITE. BLACK.

- |                      |                      |
|----------------------|----------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th.    |
| 2. K. Kt. to B's 3d. | 2. K. Kt. to B's 3d. |
| 3. P. to Q's 4th.    | 3. Kt. takes P.      |
| 4. K. B. to Q's 3d.  | 4. P. to Q's 4th.    |
| 5. Kt. takes K's P.  | 5. Kt. to Q's 3d.    |
| 6. P. to Q. B's 4th. | 6. P. takes P.       |
| 7. K. Kt. takes P.   | 7. Q. B. to K's 3d.  |





8. Kt. to K's 3d. 8. B. to K's 2d.

9. Castles. 9. Castles.

You have the move, and somewhat the advantage of position.

#### VARIATION II.

*Beginning at White's 5th move.*

##### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. P. to K's 5th.
5. K. B. to Q's 3d.
6. Kt. takes P.
7. P. takes P.
8. Castles.

##### BLACK.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. takes P.
4. Kt. to K's 5th.
5. K. Kt. to Q. B's 4th
6. P. to Q's 3d.
7. K. B. takes P.
8. Castles.

It would not be a good move for Black, instead of castling, to take your K. R. P. (ch.) and then to take the Kt., on account of your check with the B., which would leave his Q. exposed to capture.

#### VARIATION III.

*Beginning at White's 3d move.*

##### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes K's P.
4. Q. to K's 2d.
5. Q. takes Kt.
6. P. to Q's 4th.
7. P. to K. B's 4th.

##### BLACK.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes P.
4. Q. to K's 2d.
5. P. to Q's 3d.
6. P. to K. B's 3d.
7. Q. Kt. to Q's 2d.

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- |                           |                        |
|---------------------------|------------------------|
| 8. Q. Kt. to B's 3d.      | 8. Q. P. takes Kt.     |
| 9. Q. Kt. to Q's 5th.     | 9. Q. to her 3d.       |
| 10. Q. P. takes P.        | 10. P. takes P.        |
| 11. P. takes P.           | 11. Q. to her B's 3d.  |
| 12. K. B. to Q. Kt's 5th. | 12. Q. to her B's 4th. |
| 13. P. to Q. Kt's 4th.    |                        |

Winning the Q. At his 12th move, Black might prolong the game by playing 12. Q. to K. Kt's 3d, but in that case you would take 13. Q. B. P. with the Kt. (ch.), then take Q. with Q., and afterwards Q. R. with Kt.

### VARIATION IV.

*Beginning at Black's 3d move.*

WHITE. BLACK.

- |                      |                      |
|----------------------|----------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th     |
| 2. K. Kt. to B's 3d. | 2. K. Kt. to B's 3d. |
| 3. Kt. takes K. P.   | 3. P. to Q's 3d.     |
| 4. Kt. to K. B's 3d. | 4. Kt. takes K's P.  |
| 5. P. to Q's 4th.    | 5. P. to Q's 4th.    |
| 6. K. B. to Q's 3d.  | 6. K. B. to K's 2d.  |
| 7. Castles.          | 7. Q. Kt. to B's 3d. |
| 8. P. to Q. B's 4th. | 8. Q. B. to K's 3d.  |
| 9. P. to Q. R's 3d.  | 9. Castles.          |
- You are now enabled to play Q. to her B's 2d, and obtain a good attacking situation.

### ANOTHER VARIATION,

*Beginning at the 3d move of White.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Q. to K's 2d.
5. Kt. takes K. P.
6. P. to Q's 3d.

BLACK.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes P.
4. P. to Q's 4th.
5. K. B. to Q. B. 4 (best)
6. B. takes K. B. P. (ch.)



- |                              |                          |
|------------------------------|--------------------------|
| 7. K. to Q's sq. (best)      | 7. B. to Q. Kt's 3d.     |
| 8. Kt. takes K. B. P.        | 8. Q. B. to K. Kt's 5th. |
| 9. Kt. takes Q.              | 9. B. takes Q. (ch.)     |
| 10. K. takes B.              | 10. Kt. to K. B's 7th.   |
| 11. R. to K. B's sq.         | 11. P. takes B.          |
| 12. Kt. to K's 6th.          | 12. P. takes P. (ch.)    |
| 13. P. takes P.              | 13. K. to his 2d.        |
| 14. Kt. takes K. Kt. P.      | 14. R. to K. Kt's sq.    |
| 15. Kt. to K. B's 5th. (ch.) | 15. K. to his 3d.        |
| 16. Q. B. to K's 3d.         | 16. B. takes B.          |
| 17. Kt. takes B.             | 17. Kt. to K. Kt's 5th.  |
- The positions are equal, but you have a pawn more.

### VARIATION (A.)

*Beginning at Black's 6th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Q. to K's 2d.
5. Kt. takes K. P.
6. P. to Q's 3d.
7. Q. takes Kt.
8. Q. takes doubled P.
9. P. to K. B's 4th.
10. Q. to K's 4th.
11. K. to Q's sq.
12. P. to K. Kt's 3d.
13. K. to Q's 2d.
14. P. takes Kt.

Winning easily.

#### BLACK.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes P.
4. P. to Q's 4th.
5. K. B. to Q. B's 4 (best)
6. Q. P. takes B.
7. Castles.
8. Q. to K's 2d.
9. Q. Kt. to B's 3d.
10. K. R. to K's sq.
11. Q. to K. R's 5th.
12. Q. to K. R's 4th. (ch.)
13. Kt. takes Kt.
14. R. takes P.

Instead, however, of playing 12. P. to K. Kt's 3d, you might at that moment move Q. Kt. to Q's 2d.

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12. Q. Kt. to Q's 2d. 12. Q. to K. R's 4th. (ch.)  
13. Q. Kt. to K. B's 3d. 13. Q. B. to K. Kt's 5th.  
(best)

and now, play as you can, Black must gain a decided advantage by taking the K. Kt. with Kt., &c.

VARIATION,

*Beginning at White's 11th move.*

WHITE.

1. P. to K's 4th.  
2. K. Kt. to B's 3d.  
3. K. B. to Q. B's 4th.  
4. Q. to K's 2d.  
5. Kt. takes K. P.  
6. P. to Q's 3d.  
7. Q. takes Kt.  
8. Q. takes doubled P.  
9. P. to K. B's 4th.  
10. Q. to K's 4th.  
11. Q. Kt. to Q's 2d.  
12. P. to K. Kt's 3d.  
13. Q. Kt. to K. B's 3d.  
14. Q. to K's 2d. (best)  
15. K. R. to B's sq.  
And Black must win.

BLACK.

1. P. to K's 4th.  
2. K. Kt. to B's 3d.  
3. Kt. takes P.  
4. P. to Q's 4th.  
5. K. B. to Q. B. 4th. (best)  
6. Q. P. takes B.  
7. Castles.  
8. Q. to K's 2d.  
9. Q. Kt. to B's 3d.  
10. K. R. to K's sq.  
11. Q. to K. R's 5th. (ch.)  
12. Q. to K. R's 4th.  
13. Q. B. to K. B's 4th.  
14. Q. B. to K. Kt's 5th.  
15. Q. Kt. to Q's 5th.

GAMES

ILLUSTRATIVE OF PETROFF'S DEFENCE.

GAME I.—Mr. Morphy plays without seeing the Chess-board or men, against M. Potier, at Paris.

{PGN 06}

WHITE. (Mr. M.)

1. P. to K's 4th.  
2. K. Kt. to K. B's 3d.

BLACK. (M. P.)

1. P. to K's 4th.  
2. K. Kt. to K. B's 3d.



- |                                   |                             |
|-----------------------------------|-----------------------------|
| 3. K. B. to Q. B's 4th.           | 3. Kt. takes K. P.          |
| 4. Q. Kt. to Q. B's 3d.           | 4. K. Kt. to K. B's 3d.[A]  |
| 5. Kt. takes K. P.                | 5. P. to Q's 4th.           |
| 6. K. B. to Q. Kt's 3d.           | 6. K. B. to K's 2d.         |
| 7. P. to Q's 4th.                 | 7. P. to Q. B's 3d.         |
| 8. Castles.                       | 8. Q. Kt. to Q's 2d.        |
| 9. P. to K. B's 4th.              | 9. Q. Kt. to Q. Kt's 3d.    |
| 10. Q. to K. B's 3d.              | 10. P. to K. R's 4th.       |
| 11. P. to K. B's 5th.             | 11. Q. to Q. B's 2d.        |
| 12. Q. B. to K. B's 4th.          | 12. K. B. to Q's 3d.        |
| 13. Q. R. to K's sq.              | 13. K. to B's sq.           |
| 14. Q. to K. Kt's 3d.             | 14. P. to K. R's 5th.       |
| 15. K. Kt. to Kt's 6th. (ch.)[B]  | 15. K. to Kt's sq.          |
| 16. Q. B. takes B.                | 16. P. takes Q.             |
| 17. Q. B. takes Q.                | 17. P. takes Kt.            |
| 18. K. B. P. takes P.             | 18. P. takes K. R. P. (ch.) |
| 19. K. to R's sq.                 | 19. B. to K. Kt's 5th.      |
| 20. Q. R. to K's 7th.             | 20. Q. Kt. to Q's 2d.       |
| 21. Q. B. to K's 5th.             | 21. K. to B's sq.           |
| 22. Q. R. to K. B's 7th. (ch.)[C] | 22. K. to Kt's sq.          |
| 23. Kt. takes Q. P.               | 23. P. takes Kt.            |
| 24. K. B. takes P.                | 24. Q. Kt. to Q. Kt's 3d.   |
| 25. K. B. to Q. Kt's 3d.          |                             |

And Black abandons the game.

[Footnote A: It is to be regretted that Mr. Potier did not take the Kt. rather than retreat, as many amateurs would have been pleased to see Mr. Morphy carrying out the attack of this interesting and comparatively novel début.]

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[Footnote B: Finely played.]

[Footnote C: The termination of this *partie* is remarkably elegant and finished.]

GAME II.—Skilfully conducted *Partie* played in 1837, by M. Petroff, against three Russian Amateurs in council together.

{PGN 07}

WHITE. (M. Petroff.)

1. P. to K's 4th.
2. K. Kt. to K. B's 3d.
3. P. to Q's 4th.
4. K. B. to Q's 3d.
5. Kt. takes K. P.
6. Castles.
7. P. to Q. B's 4th.
8. P. to K. B's 4th.
9. Q. B. to K's 3d.
10. P. takes Q. P.
11. Q. Kt. to B's 3d.
12. Q. R. to Q. B's sq.
13. B. takes Kt.
14. Q. Kt. to his 5th.
15. Kt. takes B.
16. P. to K. Kt's 4th.
17. P. to K. B's 5th.[C]
18. B. to K. Kt's 5th.
19. B. to K. R's 6th.
20. Q. to her 2d.
21. R. takes R.
22. P. takes P.
23. Q. to K. Kt's 2d. (ch.)
24. R. takes Kt.
25. R. to B's 6th.
26. Q. to K. Kt's 3d.
27. P. takes Q.

BLACK. (Amateurs.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes K. P.
4. P. to Q's 4th.
5. K. B. to Q's 3d.
6. Castles.
7. P. to K. B's 4th.
8. P. to Q. B's 3d.
9. Q. B. to K's 3d.
10. P. takes P.
11. Q. Kt. to B's 3d.
12. K. R. to B's 3d.[A]
13. K. B. P. takes B.
14. Kt. to K's 2d.
15. Q. takes Kt
16. P. to K. Kt's 3d.[B]
17. P. takes P.
18. K. R. to B's sq.
19. K. R. to Q. B's sq.[D]
20. Q. to her square.
21. R. takes R.
22. Kt. takes P.
23. K. to R's sq.
24. Q. to K. Kt's sq.
25. B. to K. R's 6th.
26. Q. takes Q.

On this move, the Amateurs abandoned the game.

[Footnote A: This unfortunate counter attack is admirably taken advantage of by M. Petroff.]



[Footnote B: They do not appear to have had a better move.]

[Footnote C: Well played.]

[Footnote D: It would have been better to leave the Rook *en prise*, and advance the Pawn to King's Bishop's 5th.]

GAME III.—Between M. Tchigorin and H. N. Pillsbury.

{PGN 08}

WHITE. (Mr. T.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. to B's 3d.
4. B. to Kt's 5th.
5. Castles.
6. P. to Q's 3d.
7. B. to Kt's 5th.[A]
8. P. takes B.
9. B. takes Kt.
10. Q. to Q's 2d.
11. K. to R's sq.[C]
12. P. to Q's 4th.
13. B. to Q's 3d.
14. Q. R. to Kt's sq.[D]

BLACK. (Mr. P.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. to B's 3d.
4. B. to Kt's 5th.
5. Castles.
6. P. to Q's 3d.
7. B. takes Kt.
8. Kt. to K's 2d.[B]
9. P. takes B.
10. Kt. to Kt's 3d.
11. K. to R's sq.
12. R. to K. Kt's sq.
13. Q. to K's 2d.
14. P. to Kt's 3d.

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- |                        |                             |
|------------------------|-----------------------------|
| 15. Kt. to Kt's sq.    | 15. B. to K's 3d.!          |
| 16. P. to Q's 5th.?    | 16. B. to Q's 2d.           |
| 17. P. to Kt's 3d.     | 17. R. to Kt's 2d.          |
| 18. Q. R. to K's sq.   | 18. Q. R. to K. Kt's sq.[E] |
| 19. P. to B's 3d.[F]   | 19. P. to K. R's 4th.!      |
| 20. R. to K's 2d.      | 20. Kt. to B's sq.          |
| 21. P. to K. B's 4th.  | 21. P. takes P.             |
| 22. Q. takes P.        | 22. Kt. to R's 2d.          |
| 23. Kt. to B's 3d.     | 23. B. to Kt's 5th.         |
| 24. Kt. to Q's 4th.[G] | 24. P. to R's 5th.!         |
| 25. R. to K's 3d.      | 25. Q. to K's 4th.          |
| 26. P. takes P.?       | 26. B. to B's 6th. (ch.)    |
| 27. Resigns.           |                             |

[Footnote A: NOTES by JAS. MASON.—In this familiar “double Lopez” predicament, 7. B. takes Kt. is highly recommended, if a dull but durable kind of game is desired.]

[Footnote B: ... Something like a leap in the dark. If the doubled Pawn can be “dissolved” betimes, or the open file well used in attack, a safe landing may be confidently expected.]

[Footnote C: More or less necessary, sooner or later. Black does not attempt to dissolve, just here; for then Q. to R's 6th, threatening Kt. to Kt's 5th, might be uncomfortable.]

[Footnote D: Routine—indirectly including the questionable 16. P. to Q's 5th? At once Kt. to Kt's sq., to be speedily followed by P. to Kt's 3d and P. to K. B's 4th, would have given the matter another and perhaps very different complexion.]

[Footnote E: ... The difference is in favor of the young American representative, who presses it fully.]

[Footnote F: Manifestly weakening. The Russian champion feels himself on the defensive, and at a loss how to continue. Thus the text move may be as good as any other.]

[Footnote G: 24. Kt. to R's 4th would be much stronger, the importance of halting the advancing Rook Pawn duly considered. Going from bad to worse, the downright blunder two moves later caps the climax—and more need not be said.]

GAME THE SIXTH.



WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. Kt. to B's 3d. 2. K. B. to Q. B's 4th.
3. Kt. takes K. P. 3. Q. to K's 2d.
4. P. to Q's 4th. 4. B. to Q. Kt's 3d.
5. K. B. to Q. B's 4th. 5. K. Kt. to B's 3d.
6. B takes B. P. (ch.) 6. K. to B's sq.
7. B. to Q. Kt's 3d. 7. Kt. takes K's P
8. Castles,

And you have an excellent position.

GAME THE SEVENTH.

COUNTER GAMBIT IN THE KNIGHT'S OPENING.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.

This second move of Black gives the name of Counter Gambit to this game.

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3. K. Kt. takes P. (best.) 3. Q. to K. B's 3d. (best.)
  4. P. to Q's 4th. 4. P. to Q's 3d.
  5. Kt. to Q. B's 4th. 5. P. takes K's P.
  6. Q. Kt. to B's 3d. 6. P. to Q. B's 3d.
- or First Variation.
7. Q. Kt. takes K's P. (best.) 7. Q. to K's 3d.
  8. Q. to K's 2d. 8. P. to Q's 4th.
  9. Q's Kt. to Q's 6th. (ch.) 9. K. to Q's 2d.
  10. Q. Kt. to K. B's 7th. 10. Q. P. takes K's Kt.
  11. Q. takes Q. (ch.) 11. K. takes Q.
  12. K. B. takes P. (ch.) 12. K. to his 2d.
  13. Kt. takes R. 13. Q. B. to K's 3d.
  14. K. B. to Q's 3d. 14. K. Kt. to B's 3d.
  15. Q. B. to K. Kt's 5th. 15. Q. B. to K. Kt's sq.
  16. Castles, with a fine game.

### FIRST VARIATION,

*Beginning at Black's 6th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. Kt. takes P. (best)
4. P. to Q's 4th.
5. Kt. to Q. B's 4th.
6. Q. Kt. to B's 3d.
7. P. to K. Kt's 4th.
8. K. B. to Kt's 2d.
9. B. takes K's P.
10. Q. Kt. takes B.
11. Q. to K's 2d.
12. K. Kt. to Q's 6th. (ch.)

#### BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Q. to K. B's 3d. (best)
4. P. to Q's 3d.
5. P. takes K. P.
6. Q. B. to K. B's 4th.
7. Q. B. to K. Kt's 3d.
8. P. to Q. B's 3d.
9. B. takes B.
10. Q. to K's 3d.
11. P. to Q's 4th.

If now Black take the Knight with his Bishop, you retake with the Q. Kt. (ch.), then exchange Queens, and win the Q. Kt. P. He may, however, move 12. K. to his 2d, whereupon you check with K. Kt. at K. B's 5th, and afterwards liberate your other Kt.

### SECOND VARIATION,

*Beginning at Black's 6th move.*

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. Kt. to B's 3d. 2. P. to K. B's 4th.
3. K. Kt. takes P. (best) 3. Q. to K. B's 3d. (best)
4. P. to Q's 4th. 4. P. to Q's 3d.
5. Kt. to Q. B's 4th. 5. P. takes K. P.
6. Q. Kt. to B's 3d. 6. K. Kt. to K's 2d.
7. P. to Q's 5th. 7. Q. to K. Kt's 3d.
8. Q. to her 4th. 8. Q. B. to K. B's 4th
9. Q. Kt. to his 5th,

gaining a Pawn.

THIRD VARIATION,

*From Black's 6th move.*

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WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. Kt. takes P. (best)
4. P. to Q's 4th.
5. Kt. to Q. B's 4th.
6. Q. Kt. to B's 3d.
7. P. to K. B's 3d. (best)
8. P. takes K's P.
9. Q. to K's 2d.
10. K. Kt. to Q's 2d.
11. K. Kt. takes Kt.
12. Q. to her 3d, having won a Piece.

BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Q. to K. B's 3d. (best)
4. P. to Q's 3d.
5. P. takes K's P.
6. Q. to K. Kt's 3d.
7. K. Kt. to B's 3d.
8. Kt. takes P.
9. Q. B. to K. B's 4th.
10. Q. Kt. to B's 3d.
11. Kt. takes Q. P.

FOURTH VARIATION OF THIS GAME,

*Beginning at Black's 4th move.*

WHITE. BLACK.

1. P. to K's 4th.
  2. K. Kt. to B's 3d.
  3. Kt. takes K. P.
  4. P. to Q's 4th.
  5. K. B. to Q. B's 4th.
  6. B. to B's 7th. (ch.)
  7. P. to K. R's 4th.
  8. Q. to K. R's 5th.
  9. Q. B. to K. Kt's 5th.
  10. Q. takes R.,
- and you have an easy game.

ANOTHER VARIATION,

*Beginning at the 3d move of White.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Kt. takes P.

BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. P. takes K's P.
4. Q. to K. Kt's 4th.



- |                              |                       |
|------------------------------|-----------------------|
| 5. Kt. to K. B's 7th. (best) | 5. Q. takes K. Kt. P. |
| 6. R. to K. B's sq.          | 6. P. to Q's 4th.     |
| 7. Kt. takes R.              | 7. P. takes B.        |
| 8. Q. to K. R's 5th. (ch.)   | 8. P. to K. Kt's 3d.  |
| 9. Q. takes K. R. P.         | 9. Q. B. to K's 3d.   |
| 10. Q. takes K. Kt. P. (ch.) | 10. Q. takes Q.       |
| 11. Kt. takes Q.,            |                       |
- and you have "the exchange" and a Pawn advantage.

## VARIATION OF THIS GAME,

*Beginning at White's 3d move.*

### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. takes P.
4. P. to Q's 4th.
5. Kt. to his 5th.
6. Q. to K's 2d.
7. Q. to her Kt's 5th. (ch.)
8. Q. takes Q. Kt. P.
9. B. to Q. Kt's 5th. (ch.)
10. Q. takes Kt. (ch.)
11. Q. to Q. Kt's 7th.
12. Q. takes Q. R. P.
13. Kt. to K. R's 3d.
14. K. Kt. P. takes B.

### BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. P. to Q's 3d.
4. P. to K's 5th.
5. Q. B. takes P.
6. P. to Q's 4th.
7. Q. Kt. to B's 3d.
8. Q. Kt. takes Q. P.
9. Kt. takes B.
10. Q. to her 2d.
11. Q. R. to B's sq.
12. P. to K. R's 3d.
13. B. takes Kt.
14. Q. takes P.

And he has the superiority in position.

## GAME THE EIGHTH.



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### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. takes P. (best)
4. Q. Kt. to B's 3d.
5. B. to Q. Kt's 5th. (ch.)
6. Castles.
7. Kt. takes B.
8. R. to K's sq.
9. P. to Q's 4th.
10. Q. P. takes P.
11. K. Kt. takes P.

Winning of course.

### BLACK.

1. P. to K's 4th.
2. P. to Q's 4th.
3. Q. takes P.
4. Q. to K's 3d.
5. B. to Q's 2d.
6. B. takes B.
7. K. B. to Q's 3d.
8. P. to K. B's 3d.
9. P. to Q. B's 3d.
10. P. takes P.

### VARIATION.

#### WHITE. BLACK.

- |                      |                          |
|----------------------|--------------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th.        |
| 2. K. Kt. to B's 3d. | 2. P. to Q's 4th.        |
| 3. Kt. takes K's P.  | 3. Q. to K's 2d. (best). |
| 4. P. to Q's 4th.    | 4. P. to K. B's 3d.      |
| 5. Kt. to his 4th.   | 5. B. takes Kt.          |
| 6. Q. takes B.       | 6. Q. takes P. (ch.)     |
| 7. Q. takes Q. (ch.) | 7. P. takes Q.           |

There is no advantage on either side.

### GAMES

#### ILLUSTRATIVE OF THE PRECEDING VARIATIONS.

GAME I.—Between Messrs. Cochrane and Staunton.

{PGN 09}

### WHITE. (Mr. C.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes K. P.
4. P. to Q's 4th.

### BLACK. (Mr. S.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Q. to K's 2d.
4. P. to K. B's 3d.



- |                             |                         |
|-----------------------------|-------------------------|
| 5. Q. Kt. to B's 3d.        | 5. P. takes K. Kt.      |
| 6. Kt. takes Q. P.          | 6. Q. to K. B's 2d.     |
| 7. K. B. to Q. B's 4th.     | 7. Q. B. to K's 3d.     |
| 8. Castles.                 | 8. P. to Q. B's 3d.     |
| 9. P. to K. B's 4th.        | 9. P. takes Kt.         |
| 10. B. P. takes P.          | 10. Q. to her 2d.       |
| 11. K. P. takes P.          | 11. B. takes P.         |
| 12. P. to K's 6th.          | 12. Q. to her B's 3d.   |
| 13. Q. to K. R's 5th. (ch.) | 13. P. to K. Kt's 3d.   |
| 14. Q. takes B.             | 14. K. Kt. to K's 2d.   |
| 15. Q. to K's 5th.          | 15. Q. takes B.         |
| 16. Q. takes R.             | 16. Kt. to K. B's 4th.  |
| 17. Q. B. to K. R's 6th.    | 17. Q. to her Kt's 5th. |
| 18. Q. takes B. (ch.)       | 18. Q. takes Q.         |
| 19. B. takes Q.             | 19. K. takes B.         |
| 20. P. to K. Kt's 4th.      |                         |
- Black surrenders.

GAME II.—Between MM. Jaenisch and Petroff.

{PGN 10}

WHITE. (M. J.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. Kt. takes P.
4. P. to Q's 4th.
5. Kt. to B's 3d.
6. K. Kt. to Q's 2d.
7. K. B. to K's 2d.
8. K. Kt. to Q. Kt's 3d.

BLACK. (M. P.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Q. to K's 2d.
4. P. to K. B's 3d.
5. P. takes P.
6. P. to K. B's 4th.
7. Q. Kt. to B's 3d.
8. K. Kt. to B's 3d.

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- |   |                          |
|---|--------------------------|
| 9. Castles.                                       | 9. Q. to K. B's 2d.      |
| 10. P. to Q. B's 4th.                             | 10. Q. B. to Q's 2d.     |
| 11. Q. B. to K. B's 4th.                          | 11. Castles.             |
| 12. Q. Kt. to B's 3d.                             | 12. P. to K. R's 3d.     |
| 13. P. to Q. R's 3d.                              | 13. P. to K. Kt's 4th.   |
| 14. Q. B. to Q's 2d.                              | 14. P. to K. B's 5th.    |
| 15. P. to Q's 5th.                                | 15. Q. Kt. to K's 4th.   |
| 16. K. Kt. to Q's 4th.                            | 16. K. B. to Q. B's 4th. |
| 17. Q. B. to K's square.                          | 17. K. R. to Kt's sq.    |
| 18. P. to Q. Kt's 4th.                            | 18. K. B. to K's 2d.     |
| 19. P. to K. B's 3d.                              | 19. P. to K's 6th.       |
| 20. Q. to her Kt's 3d.                            | 20. P. to K. Kt's 5th.   |
| 21. P. to Q. B's 5th.                             | 21. P. takes K. B. P.    |
| 22. Kt. takes P.                                  | 22. Kt. takes Kt. (ch.)  |
| 23. B. takes Kt.                                  | 23. Kt. to K. Kt's 5th.  |
| 24. Q. to her B's 4th.                            | 24. K. to Kt's sq.       |
| 25. Q. to K's 4th.                                | 25. Q. R. to K's sq.     |
| 26. P. to Q's 6th.                                | 26. Q. B. to his 3d.     |
| 27. Q. to her 4th.                                | 27. B. takes B.          |
| 28. R. takes B.                                   | 28. B. to K. Kt's 4th.   |
| 29. Q. Kt. to his 5th.                            | 29. P. to Q. B's 3d.     |
| 30. P. to Q's 7th.                                | 30. Q. R. to K's 3d.     |
| 31. B. to K. Kt's 3d.                             | 31. P. takes Q. Kt.[A]   |
| 32. B. takes B. P. (ch.)                          | 32. Kt. to K's 4th.      |
| 33. B. takes Kt. (ch.)                            | 33. R. takes B.          |
| 34. Q. takes R. (ch.)                             | 34. K. to R's sq.        |
| 35. R. takes Q.                                   | 35. P. to K's 7th.       |
| 36. Q. to K's 8th. (ch.)                          | 36. R. takes Q.          |
| 37. P. takes R., becomes a Queen (ch.), and wins. |                          |

[Footnote A: If Black had taken the B. with K. B. P. at this point, the following moves show that he would have equally lost:—

31. P. takes B.

32. Q. takes Kt. 32. P. takes P. (ch.)  
 33. K. to R's sq. 33. Q. takes Q. P.  
 34. Q. to K. Kt's 3d. (ch.), and wins.]

GAME THE NINTH.



## THE GIUOCO PIANO.

An attentive examination of the eight separate methods of reply to your second move of K's Kt. to B's 3d in the antecedent games, will have enabled you to understand that four at least of these defences, *viz.*: P. to K. B's 3d, B. to Q's 3d, Q. to B's 3d, and B. to Q. B's 4th, are untenable and injurious for the game of the second player, and that the remaining four, if not absolutely bad for him, are unsatisfactory, because against the best attack, they leave the balance of advantage in favor of the party playing first.

It is now time to consider the consequences to both parties when Black, abandoning the objectionable or uncertain modes of play he has hitherto adopted, shall answer with the move which the best authorities at length concur in recommending as the proper one, *i.e.* 2. Q's Kt. to B's 3d. Upon his playing thus, you have the choice of three good moves: in the first place to play 3. K's B. to Q. B's 4th, as in the present game; secondly, 3. P. to Q's 4th; and thirdly, P. to Q. B's 3d. The two latter of which will form the subjects of games hereafter.

## Page 17

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.

BLACK.

1. P. to K's 4th
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th

It is generally admitted that Black's third move is the best he can adopt; and the opening now formed is that which the Italians have entitled the "Giuoco Piano;" an opening, less attacking than many others, but one perfectly safe for both players, and therefore always in request, and which usually generates games of the most solid and instructive kind.

4. P. to Q. B's 3d.
  4. K. Kt. to B's 3d. (best)
  5. P. to Q's 4th.
  5. P. takes P.
  6. P. to K's 5th.
  6. P. to Q's 4th. (best)
  7. K. B. to Q. Kt's 5th.
  7. K. Kt. to K's 5th.
  8. B. takes Kt. (ch.)
  8. P. takes B.
  9. P. takes P.
  9. B. to Q. Kt's 3d.
  10. Castles.
  10. Q. B. to K. Kt's 5th.
  11. Q. B. to K's 3d.
  11. Castles.
- The game is equal.

VARIATION I.

*Beginning at Black's 6th move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. to K's 5th.
7. K. B. to Q's 5th.
8. K. takes Kt.
9. K. to Kt's 3d.
10. Q. B. takes P.
11. Q. to her B's 2d.
12. B. to K's 4th.
13. Q. Kt. to Q's 2d.
14. Q. R. to Q's sq.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. P. takes P.
6. K. Kt. to K's 5th.
7. Kt. takes K. B's P.
8. P. takes P. (dis. ch.)
9. P. takes Q. Kt's P.
10. Q. Kt. to K's 2d.
11. P. to Q's 3d.
12. Kt. to K. Kt's 3d.
13. P. to Q. B's 3d.



And the game appears to me in your favor.

Remember that at your move 14. you must not, instead of playing Q. R. to Q's sq., take the Kt. with your B., and afterwards play 15. Q. Kt. to K's 4th, because after taking your B. with K. R's P., he might move Q. B. to K. B's 4th, and thus prevent you moving your Kt. advantageously.

VARIATION II.

*Beginning at White's 6th move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. B. to Q's 2d.
8. Q. Kt. takes B.
9. P. takes P.
10. Q. to her Kt's 3d.

The game is even.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. P. takes P.
6. B. to Q. Kt's 5th. (ch.)
7. B. takes B. (ch.)
8. P. to Q's 4th.
9. Kt. takes P.
10. Q. Kt. to K's 2d.

VARIATION III.



## Page 18

*Beginning at White's 5th move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. Castles.
6. Q. to K's 2d.
7. B. to Q. Kt's 5th.
8. B. takes Q. Kt.
9. Kt. takes K. P.
10. P. to Q's 4th.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. Kt. takes K's P.
6. P. to Q's 4th.
7. Castles.
8. P. takes B.
9. Q. B. to Kt's 2d.
10. K. B. to Q. Kt's 3d.

There is no advantage on either side.

GAME THE TENTH.

WHITE. BLACK.

- |                         |                         |
|-------------------------|-------------------------|
| 1. P. to K's 4th.       | 1. P. to K's 4th.       |
| 2. K. Kt. to B's 3d.    | 2. Q's Kt. to B's 3d.   |
| 3. K. B. to Q. B's 4th. | 3. K. B. to Q. B's 4th. |
| 4. P. to Q. B's 3d.     | 4. K. Kt. to B's 3d.    |
| 5. P. to Q's 3d.        | 5. P. to Q's 3d.        |
| 6. P. to Q's 4th.       | 6. P. takes P.          |
| 7. P. takes P.          | 7. B. to Q. Kt's 3d.    |
| 8. Q. Kt. to B's 3d.    | 8. Q. B. to K. Kt's 5th |
| 9. P. to Q's 5th.       | 9. Q. Kt. to K's 4th.   |

The game is equal.

GAME THE ELEVENTH.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. B. to Q's 2d.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. P. takes P.
6. B. to Q. Kt's 5th. (ch.)
7. B. takes B. (ch.)



- |                       |                        |
|-----------------------|------------------------|
| 8. Q. Kt. takes B.    | 8. K. Kt. to B's 3d.   |
| 9. Q. to her Kt's 3d. | 9. Castles.            |
| 10. Castles.          | 10. Q. Kt. to R's 4th. |
| 11. Q. to her B's 2d. | 11. Kt. takes B.       |
| 12. Q. takes Kt.      | 12. Kt. takes K's P.   |
| 13. Kt. takes Kt.     | 13. P. to Q's 4th.     |
| 14. Q. to K's 2d.     | 14. P. takes Kt.       |
| 15. Q. takes P.       |                        |

There is little difference in the positions, but your men are better disposed for immediate action, and you have the advantage of a Knight against a Bishop.

#### VARIATION I.

*Beginning at White's 7th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. K. to his B's sq.
8. Q. to her R's 4th.
9. P. takes B.
10. K. B. to Q. Kt's 5th.
11. K. to Kt's 2d.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. P. takes P.
6. B. to Q. Kt's 5th. (ch.)
7. Q. B. to K. Kt's 5th.
8. B. takes Kt.
9. Q. to her 2d.
10. Castles.

And it appears to me that White has an unquestionable advantage.

#### GAME THE TWELFTH.

## Page 19

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. K. Kt. takes K. P.
7. Q. to K. R's 5th. (ch.)
8. B. to K. B's 7th. (ch.)
9. Q. B. to K. R's 6th. (ch.)
10. Q. takes Kt. (ch.)
11. B. takes Kt's P.
12. Q. to K. Kt's 5th. (ch.), and you must win.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to K. B's 4th.
5. K. B. P. takes K. P.
6. B. to Q. Kt's 3d.
7. P. to K. Kt's 3d.
8. K. to B's sq.
9. Kt. takes B.
10. K. to his 2d.
11. Kt. takes Kt.

GAME THE THIRTEENTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. Kt. to B's 3d. 2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th. 3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d. 4. Q. to K's 2d.
5. P. to Q's 4th. 5. B. to Q. Kt's 3d.
6. P. takes K. P. 6. Kt. takes P.
7. Kt. takes Kt. 7. Q. takes Kt.
8. Castles. 8. P. to Q's 3d.
9. K. to R's sq. 9. Q's B. to K's 3d.

White has a little the better game.

VARIATION.

1. P. to K's 4th. 1. P. to K's 4th. 2. K. Kt. to B's 3d. 2. Q. Kt. to B's 3d. 3. K. B. to Q. B's 4th. 3. K. B. to Q. B's 4th. 4. P. to Q. B's 3d. 4. K. B. to Q. Kt's 3d. 5. P. to Q's 4th. 5. P. to Q's 3d. 6. P. takes P. 6. P. takes P. 7. Q. takes Q. (ch.) 7. K. takes Q. 8. B. takes K. B's P., and you have the better game.

GAME THE FOURTEENTH.

WHITE.

1. P. to K's 4th.

BLACK.

1. P. to K's 4th.



- |                            |                           |
|----------------------------|---------------------------|
| 2. K's Kt. to B's 3d.      | 2. Q. Kt. to B's 3d.      |
| 3. K's B. to Q. B's 4th.   | 3. K's B. to Q. B's 4th.  |
| 4. Castles.                | 4. P. to Q's 3d.          |
| 5. P. to Q. B's 3d.        | 5. Q's B. to K. Kt's 5th. |
| 6. Q. to her Kt's 3d.      | 6. Q's B. takes Kt.       |
| 7. B. takes K. B. P. (ch.) | 7. K. to K. B's sq.       |
| 8. K. Kt. P. takes Q. B.   | 8. Q. to K. B's 3d.       |
| 9. K. B. to K. R's 5th.    | 9. P. to K. Kt's 3d.      |
| 10. K. B. to Kt's 4th.     | 10. B. to Q. Kt's 3d.     |
| 11. Q. to her sq.          |                           |
- You have the better game.

#### GAME THE FIFTEENTH.

##### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. P. to Q. B's 3d.
6. Q. B. to K. Kt's 5th.
7. Castles.
8. Q. Kt. to Q's 2d.
9. P. to Q. Kt's 4th.
10. P. to Q. R's 4th.
11. P. to Q. Kt's 5th.
12. K. B. to Q's 5th.

The game is in your favor.

##### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. Q. to K. B's 3d.
6. Q. to K. Kt's 3d.
7. Q. B. to K. Kt's 5th.
8. K. Kt. to K. R's 3d.
9. K. B. to Q. Kt's 3d.
10. P. to Q. R's 4th. (best)
11. Kt. to Q's sq.

#### GAMES



## Page 20

ILLUSTRATIVE OF THE GIUOCO PIANO.

GAME I.—Between Mr. D. Harrwitz of Paris and Mr. Capdebo, a strong Hungarian player.

{PGN 11}

WHITE. (Mr. C.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. Q. B. to Q's 2d.
8. Q. Kt. takes B.
9. P. takes P.
10. Q. to K's 2d. (ch.)
11. B. to Kt's 5th.
12. B. takes Kt.
13. Castles (with K. R.)
14. P. to Q. Kt's 3d.
15. Q. to Q. R's 6th.
16. K. R. to K's sq.
17. Kt. to K's 5th.
18. Q. Kt. to B's 3d.
19. Q. takes Q.
20. Q. R. to B's sq.
21. K. Kt. to Q. B's 4th.

And Black ultimately won.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to Q. B's 3d.
5. P. takes P.
6. K. B. to Q. Kt's 5th. (ch.)
7. K. B. takes Q. B. (ch.)
8. P. to Q's 4th.
9. K. Kt. takes P.
10. B. to K's 3d.
11. Castles.
12. P. takes B.
13. Q. R. to Kt's sq.
14. Kt. to K. B's 5th.
15. K. R. to K's sq.
16. Q. to Q's 2d.
17. Q. takes P.
18. Q. to Q. Kt's 3d.
19. R. takes Q.
20. P. to K. B's 3d.
21. Q. R. to R's 3d.

GAME II.—Played at the Philadelphia Athenæum, between Mr. McCabe and Mr. H. P. Montgomery.

{PGN 12}

WHITE. (Mr. McC.)

1. P. to K's 4th.
2. Kt. to K. B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to K. B's 4th.





- |                         |                                  |
|-------------------------|----------------------------------|
| 5. P. to Q's 3d.        | 5. K. Kt. to B's 3d.             |
| 6. P. takes P.          | 6. P. to Q's 4th.                |
| 7. B. to Q. Kt's 5th.   | 7. Q. to her 3d.                 |
| 8. Castles.             | 8. Castles.                      |
| 9. P. to Q. Kt's 4th.   | 9. B. to Kt's 3d.                |
| 10. P. to K. R's 3d.    | 10. Q. B. takes P.               |
| 11. B. takes Kt.        | 11. P. takes B.                  |
| 12. P. to Q's 4th.      | 12. P. to K's 5th.               |
| 13. Kt. to K's 5th.     | 13. P. to Q. R's 4th.            |
| 14. Q. B. to R's 3d.    | 14. P. takes P.                  |
| 15. B. takes P.         | 15. P. to Q. B's 4th.            |
| 16. P. takes P.         | 16. B. takes P.                  |
| 17. B. takes B.         | 17. Q. takes B.                  |
| 18. Q. to Q's 4th.      | 18. Q. to Q's 3d.                |
| 19. Kt. to K. Kt's 4th. | 19. B. takes Kt.                 |
| 20. P. takes B.         | 20. Kt. takes P.                 |
| 21. P. to K. Kt's 3d.   | 21. Q. to K. R's 3d.             |
| 22. R. to Q's sq.       | 22. Q. checks.                   |
| 23. K. moves.           | 23. R. takes P. (ch.), and wins. |

GAME III.—Between Mr. Horwitz and Mr. Staunton.

{PGN 13}



## Page 21

WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. Q. Kt. to B's 3d.
8. Q. B. to K's 3d.
9. P. to Q. R's 3d.
10. K. B. to K's 2d.
11. P. to Q's 5th.
12. Kt. takes Kt.
13. Q. takes B.
14. B. takes K. B.
15. Castles on K's side.
16. Kt. takes Kt.
17. P. to K. B's 3d.
18. P. takes P.
19. Q. R. to K's sq.
20. K. R. to K. B's 4th.
21. Q. to K. B's 3d.[B]
22. Q. R. to K. B's sq.[C]
23. K. R. to K. B's 7th.
24. K. R. takes Q. B. P.
25. R. takes Q. Kt. P.
26. P. to K. R's 3d.[E]
27. R. takes R.
28. Q. to K. B's sq.[F]
29. Q. to K. B's 2d.
30. K. to R's 2d.
31. Q. to her 4th.
32. Q. takes P. (ch.)
33. Q. to K's 5th.
34. R. to K's 7th.
35. Q. to K's 4th.
36. R. to K's 5th.
37. Q. to her 5th. (ch.)
38. R. takes Q.
39. R. to Q. Kt's 5th.
40. P. to K. Kt's 4th.
41. K. to Kt's 3d.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. P. takes P.
6. B. to Q. Kt's 3d.
7. Q. B. to K. Kt's 5th.
8. K. Kt. to B's 3d.
9. Castles.
10. K. R. to K's sq.
11. Q. Kt. to K's 4th.
12. Q. B. takes K. B.
13. R. takes Kt.
14. Q. R. P. takes B.
15. Kt. takes K. P.
16. P. to K. B's 4th.
17. P. takes Kt.
18. Q. to K's 2d.
19. Q. R. to K's sq.
20. P. to K. R's 3d.[A]
21. R. takes Q. P.
22. R. to K's 4th.
23. Q. to K's 3d.[D]
24. R. takes K. P.
25. P. to Q's 4th.
26. R. to K's 8th.
27. Q. takes R. (ch.)
28. Q. to K's 6th. (ch.)
29. Q. to her B's 8th. (ch.)
30. R. to K. B's sq.
31. R. to K. B's 3d.[G]
32. K. to R's 2d.
33. R. to K. Kt's 3d.[H]
34. Q. to her 7th.
35. Q. to her 3d. (ch.)
36. K. to Kt's sq.
37. Q. takes Q.
38. K. to B's 2d.
39. K. to his 2d.
40. K. to Q's 2d.
41. K. to Q. B's 3d.

- |                                  |                            |
|----------------------------------|----------------------------|
| 42. R. to K's 5th.               | 42. R. to Q's 3d.          |
| 43. R. to K's 3d.                | 43. K. to Q. B's 4th.      |
| 44. P. to K. R's 4th.            | 44. P. to K. Kt's 3d.      |
| 45. K. to B's 4th.               | 45. K. to Q's 5th.         |
| 46. R. to K's 4th. (ch.)         | 46. K. to Q's 4th.         |
| 47. R. to K's 8th.               | 47. R. to K. B's 3d. (ch.) |
| 48. K. to his 3d.                | 48. K. to Q. B's 5th.      |
| 49. R. to K's 4th. (ch.)         | 49. K. to Q's 4th.         |
| 50. R. to K. B's 4th.            | 50. R. to Q. B's 3d.       |
| 51. R. to Q. Kt's 4th.           | 51. R. to K's 3d. (ch.)    |
| 52. K. to Q's 3d.                | 52. R. to K. B's 3d.       |
| 53. R. to Q. Kt's 5th. (ch.) [I] | 53. K. to Q. B's 3d.       |
| 54. R. to K's 5th.               | 54. K. to Q's 3d.          |



## Page 22

- |                          |                              |
|--------------------------|------------------------------|
| 55. R. to Q. Kt's 5th.   | 55. K. to Q. B's 3d.         |
| 56. R. to Q. Kt's 4th.   | 56. R. to B's 6th. (ch.)     |
| 57. K. to his 2d.        | 57. R. to K. R's 6th.        |
| 58. R. to K. B's 4th.    | 58. R. takes K. R. P.        |
| 59. R. to B's 6th. (ch.) | 59. K. to Kt's 4th.          |
| 60. R. takes K. Kt. P.   | 60. R. to R's 7th. (ch.)     |
| 61. K. to B's 3d.        | 61. R. takes Q. Kt. P.       |
| 62. R. takes K. R. P.    | 62. R. to Q. Kt's 6th. (ch.) |
| 63. K. to B's 4th.       | 63. R. takes Q. R. P.        |
| 64. P. to Kt's 5th.      | 64. R. to Q. R's 8th.        |
| 65. R. to K. R's 4th.    | 65. K. to Q. B's 4th.        |
| 66. P. to Kt's 6th.      | 66. R. to Q. R's 2d.         |
| 67. K. to his B's 5th.   | 67. P. to Kt's 4th.          |
| 68. R. to K. Kt's 4th.   | 68. P. to Kt's 5th.[J]       |
| 69. P. to Kt's 7th.      | 69. R. takes P.              |
| 70. R. takes R.          | 70. P. to Kt's 6th.          |
| 71. K. to his 4th.       | 71. K. to Kt's 5th.          |
| 72. K. to Q's 3d.        |                              |
- And Black surrenders.

[Footnote A: Black would have gained no advantage by taking the Q. P. at this juncture, or by advancing his P. to K. Kt's 4th, to attack the Rook. The move in the text was not made without due deliberation, and we believe it the best on the board.]

[Footnote B: White designedly gives up the Queen's Pawn, to get a counter attack with his combined forces.]

[Footnote C: Queen to her Knight's 3d would have been worse than useless.]

[Footnote D: Had he gone to Queen's square, to protect his threatened Pawn, White would have won the King's Knight's Pawn. (e.g.)

WHITE. BLACK.

- |                              |                       |
|------------------------------|-----------------------|
| 23. Q to Q's sq.             |                       |
| 24. R. takes K. Kt. P. (ch.) | 24. K. takes R.       |
| 25. Q. to K. B's 7th. (ch.)  | 25. K. to R's sq.     |
| 26. K. R. to K. B's 6th.     | 26. R. to K. R's 4th. |
| 27. Q. takes K. R.           | 27. Q. takes R.       |
| 28. Q. takes R. (ch.), &c.]  |                       |



[Footnote E: A most important move. Black dare not now advance his Q. P. on account of Q. to B's 7th (ch.), which would enable White to double his Rooks on the adversary's K. Kt. P., and thus win easily.]

[Footnote F: K. to R's 2d would have been very bad play, because Black would have checked with his Q. at K's 4th; and if then the Queen were interposed, he would have taken the Q. and played R. to K's 6th (ch.), and afterwards R. to Q. Kt's 6th.]

[Footnote G: He could not save all the Pawns attacked.]

[Footnote H: Threatening to take the K. Kt. P. with his Rook, and then check with the Queen at her Bishop's 3d.]

[Footnote I: K. to his 3d would have been better.]

[Footnote J: This was ill-judged. He should have played R. to K. Kt's 2d, or Q. R's square.]

GAME IV.—Between Mr. Horwitz and Mr. Staunton.

{PGN 14}

## Page 23

WHITE. (Mr. H.)

1. P. to K's 4th.
2. K. Kt. to K. B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 3d.
6. K. Kt. to his 5th.
7. P. to K. B's 4th.
8. P. takes Q. P.
9. B. takes Kt.
10. Q. to K. B's 3d.
11. Q. takes Q.
12. K. to his 2d.[B]
13. K. Kt. to B's 3d.
14. P. to Q's 4th.[C]
15. P. to Q. B's 4th.
16. K. to B's 2d.[D]
17. Q. Kt. to Q's 2d.
18. K. to his Kt's 3d.
19. Kt. takes B.
20. B. to Q's 2d.
21. Q. R. to Q's sq.
22. K. to R's 3d.[E]
23. Kt. to K. R's 4th.
24. P. to K. Kt's 3d.
25. B. to Q. B's 3d.
26. K. to his Kt's 4th.
27. P. takes B.
28. K. R. to K. B's sq.
29. K. to B's 5th.
30. P. to K. R's 5th.
31. P. to K. R's 4th.
32. K. R. to K's sq.

BLACK. (Mr. S.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. P. to Q's 3d.
6. Castles.
7. P. to Q's 4th.
8. K. Kt. takes P.
9. Q. takes B.
10. K. R. to Q's sq.[A]
11. R. takes Q.
12. Q. B. to K. Kt's 5th. (ch.)
13. Q. R. to Q's sq.
14. P. takes Q. P.
15. Q. R. to K's sq. (ch.)
16. K. R. to Q's 2d.
17. P. to Q's 6th. (dis. ch.)
18. Q. B. takes Kt.
19. Q. R. to K's 7th.
20. K. R. to Q's 3d.
21. K. R. to K. Kt's 3d. (ch.)
22. K. R. to his 3d. (ch.)
23. B. to K's 2d.
24. Kt. to Q's 5th.
25. Kt. to K's 3d.[F]
26. B. takes Kt.
27. Q. R. to K's 5th.
28. K. R. to Kt's 3d. (ch.)
29. Q. R. to K's 6th.
30. K. R. to Kt's 7th.
31. Kt. to Q. B's 4th.
32. P. to K. Kt's 3d. (ch.)

And then Black mates in two moves.

[Footnote A: From this point we look upon the game as virtually lost for White.]

[Footnote B: Probably his best move. Had he played P. to Q. Kt's 4th, Black might have taken it with his Kt., and upon the B. P. retaking, have moved K. B. to Q's 5th, winning the exchange.]



[Footnote C: As good a move, perhaps, as he had on the board. By playing K. R. to Q's sq., he would evidently have lost a Piece.]

[Footnote D: Well conceived. Tempting Black to open the discovered check, which would cost him "the exchange."]

[Footnote E: Interposing the Kt. and then pushing the K. B. P. on the Rook afterwards, would have been unwise, on account of B. to Q's 3d. (ch.), &c.]

[Footnote F: Threatening, if White took the Q. P., to win a Piece.]

GAME V.—Between M. St. Amant and Mr. Staunton.

{PGN 15}



## Page 24

WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. Castles.
7. Kt. takes Kt.
8. P. to K. B's 4th.
9. K. to R's sq.
10. Q. to her Kt's 3d.
11. Q. Kt. takes P.
12. P. to K. R's 3d.[B]
13. P. to K. B's 5th.
14. P. to K's 5th.[C]
15. Q. B. takes Kt.
16. Kt. to K's 4th.
17. Kt. to Q's 6th.
18. B. takes K. B. P. (ch.)
19. P. to K. Kt's 4th.
20. Q. R. to K's sq.
21. Q. takes Q.
22. R. to K's 8th. (ch.)
23. K. R. to K's sq.
24. Q. R. to Q's 8th.
25. K. R. to K's 8th.
26. R. takes R.
27. Q. to K's 3d.
28. R. takes R.
29. Q. to K's 6th. (ch.)
30. Q. to K. B's 7th.

Black resigns.

BLACK. (M. St. A.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Q. to K's 2d.
5. P. takes P.[A]
6. Q. Kt. to K's 4th.
7. Q. takes Kt.
8. P. takes Q. B. P. (dis. ch.)
9. Q. to her 5th.
10. Kt. to K. R's 3d.
11. Castles.
12. P. to Q. B's 3d.
13. Q. to K. B's 3d.
14. Q. to K. R's 5th.
15. Q. takes Q. B.
16. B. to Q's 5th.
17. Q. to K. R's 4th.
18. R. takes B.
19. B. takes K. P.[D]
20. Q. takes K. R. P. (ch.)
21. B. takes Kt.
22. B. to his sq.
23. P. to Q's 4th.
24. R. to Q's 2d.
25. R. takes Q. R.
26. P. to Q. Kt's 3d.
27. Q. B. to Kt's 2d.
28. B. takes R.
29. K. to R's sq.

[Footnote A: The proper move is B. to Q. Kt's 3d. Taking the Pawn gives an immediate advantage to White.]

[Footnote B: If White play P. to K. B's 5th at this point, his opponent may move Kt. to K. Kt's 5th, threatening to play afterwards Q. to K. Kt's 8th (ch.), and then mate with his Kt. at B's 7th.]

[Footnote C: From this move the attack is very lively and interesting.]





[Footnote D: There appears to be nothing better, bad as this is.]

GAME VI.—Played by correspondence between Mr. Cheney,  
of Syracuse, N.Y., and two Amateurs of Utica, N.Y.

{PGN 16}

WHITE. (Utica.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. to K's 5th.
7. B. to Q. Kt's 5th.
8. B. takes Kt. (ch.)
9. P. takes P.
10. Castles.
11. B. to K's 3d.

BLACK. (Syracuse.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. P. takes P.
6. P. to Q's 4th.
7. Kt. to K's 5th.
8. P. takes B.
9. B. to Q. Kt's 3d.
10. Q. B. to K. Kt's 5th.
11. Castles.

## Page 25

- |                          |                        |
|--------------------------|------------------------|
| 12. P. to K. R's 3d.     | 12. B. to K. R's 4th.  |
| 13. P. to K. Kt's 4th.   | 13. B. to K. Kt's 3d.  |
| 14. K. Kt. to R's 2d.    | 14. P. to K. B's 4th.  |
| 15. P. to K. B's 3d.     | 15. Kt. to Kt's 6th.   |
| 16. R. to K's square.    | 16. P. to K. B's 5th.  |
| 17. B. to K. B's 2d.     | 17. Q. to K's 2d.      |
| 18. Kt. to Q. B's 3d.    | 18. P. to K. R's 4th.  |
| 19. Q. to Q. R's 4th.    | 19. B. to K's sq.      |
| 20. P. to Q. Kt's 4th.   | 20. Q. to K's 3d.      |
| 21. Q. to Q. Kt's 3d.    | 21. B. to Q's 2d.      |
| 22. Q. Kt. to K's 2d.    | 22. P. to K. R's 5th.  |
| 23. K. Kt. to K. B's sq. | 23. P. to Q. R's 4th.  |
| 24. K. Kt. takes Kt.     | 24. R. P. takes Kt.    |
| 25. B. takes P.          | 25. P. takes B.        |
| 26. P. to Q. R's 3d.     | 26. Q. to K. R's 3d.   |
| 27. K. to Kt's 2d.       | 27. B. takes K. Kt. P. |
| 28. B. P. takes B.       | 28. B. takes Q. P.     |
| 29. Q. R. to Q.          |                        |

Black announced mate in four moves.

GAME VII.—Between Mr. Popert and another fine player of London.

{PGN 17}

WHITE. (Mr. P.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. B's 3d.
5. Castles.[A]
6. P. to Q's 4th.
7. K. B. to Q. Kt's 5th.
8. P. takes P.
9. K. Kt. to K's 5th.
10. P. takes B.
11. P. to K. B's 4th.
12. Q. Kt. to B's 3d.
13. Q. B. to K's 3d.

BLACK. (Mr. —.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. K. Kt. takes P.
6. P. to Q's 4th.
7. P. takes Q. P.
8. K. B. to Q's 3d.
9. B. takes Kt.
10. Castles.
11. P. to K. B's 4th.
12. Q. B. to K's 3d.
13. P. to Q. R's 3d.



- |                              |                           |
|------------------------------|---------------------------|
| 14. B. takes Kt.             | 14. P. takes B.           |
| 15. Q. R. to Q. B's sq.[B]   | 15. Q. to K's sq.         |
| 16. Q. to her B's 2d.[C]     | 16. Q. R. to Kt's sq.     |
| 17. Kt. takes Kt.            | 17. K. B. P. takes Kt.    |
| 18. Q. takes Q. B. P.        | 18. Q. R. takes Q. Kt. P. |
| 19. Q. takes Q.              | 19. R. takes Q.           |
| 20. P. to K. B's 5th.[D]     | 20. B. to his sq.         |
| 21. Q. R. takes P.           | 21. Q. R. to K's 7th.     |
| 22. B. to Q's 4th.           | 22. Q. R. to Q's 7th.[E]  |
| 23. B. to Q. B's 3d.         | 23. R. to Q's 8th.        |
| 24. P. to K. B's 6th.        | 24. P. takes P.           |
| 25. P. takes P.              | 25. Q. B. to K's 3d.      |
| 26. R. to K. Kt's 7th. (ch.) | 26. K. to R's sq.         |
| 27. B. to K's 5th.           | 27. B. to K. Kt's sq.     |
| 28. R. to K's 7th.           | 28. B. to K. B's 2d.      |
- White now checkmates in two more moves.

[Footnote A: Castling before moving the Q. B. P., and before the adverse K. Kt. is in the field, appears safer play.]

[Footnote B: Threatening to exchange the Kt., and then take Q. B. P. with the Rook.]

[Footnote C: Intending again to take the Kt., and thus win a Pawn.]

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[Footnote D: Well played, the advance of this Pawn secures to him an irresistible attack.]

[Footnote E: Transcriber's Note: This move is notated as the impossible 22... Q. R. to Q's 6th. in the original text.]

GAME VIII.—Between Mr. Buckle and Mr. Harrwitz.

{PGN 18}

WHITE. (Mr. B.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Castles.
5. Q. Kt. to B's 3d.
6. P. to K. R's 3d.
7. P. to Q's 3d.
8. K. B. to Kt's 3d.
9. Q. Kt. to K's 2d.
10. Q. Kt. to K. Kt's 3d.
11. P. to Q. B's 3d.
12. P. to Q's 4th.
13. Q. P. takes B.
14. Q. takes P.
15. P. takes B.
16. Kt. to K. B's 5th.[A]
17. P. takes Kt. P.
18. P. to Q. B's 4th.
19. B. takes K. Kt.
20. K. R. to Q's sq.[B]
21. Q. takes Q. B. P.
22. Q. takes Q.
23. Kt. to Q's 6th.
24. K. to B's sq.
25. P. to Q. Kt's 4th.
26. P. to Q. B's 5th.
27. Q. R. to R's 4th.
28. K. R. to Q. R's sq.
29. R. takes P.
30. R. takes R.
31. R. to Q. Kt's 7th.[D]

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to B's 3d.
5. P. to Q's 3d.
6. Castles.
7. Q. B. to K's 3d.
8. Q. Kt. to K's 2d.
9. Q. Kt. to K. Kt's 3d.
10. P. to Q. B's 3d.
11. P. to Q's 4th.
12. Q. P. takes K. P.
13. P. takes Kt.
14. Q. B. takes K. B.
15. K. Kt. to Q's 4th.
16. P. to Q. Kt's 3d.
17. Q. takes P.
18. K. Kt. to K. B's 5th.
19. Q. Kt. takes B.
20. Q. to Q. B's 2d.
21. K. R. to Q. B's sq.
22. R. takes Q.
23. Kt. to K's 7th. (ch.)
24. Kt. to Q's 5th.
25. P. to K. B's 4th.
26. Q. R. to Q. Kt's sq.[C]
27. P. to K. Kt's 3d.
28. Kt. to Q. B's 7th.
29. R. takes R.
30. Kt. takes Q. Kt. P.
31. R. takes R.



- |                         |                        |
|-------------------------|------------------------|
| 32. Kt. takes R.        | 32. K. to B's 2d.      |
| 33. K. to K's 2d.       | 33. K. to K's 2d.      |
| 34. K. to Q's 2d.       | 34. K. to Q's 2d.      |
| 35. Kt. to R's 5th.     | 35. Kt to R's 3d.      |
| 36. Kt. to Q. Kt's 3d.  | 36. K. to Q. B's 3d.   |
| 37. K. to Q. B's 3d.    | 37. Kt. takes P.       |
| 38. Kt. takes Kt.       | 38. K. takes Kt.       |
| 39. P. to K. R's 4th.   | 39. P. to K. R's 3d.   |
| 40. P. to K. B's 3d.    | 40. P. to K. Kt's 4th. |
| 41. P. to K. R's 5th.   | 41. P. to K's 5th.     |
| 42. P. takes P.         | 42. K. B. P. takes P.  |
| 43. P. to K. Kt's 4th.  | 43. K. to Q's 4th.     |
| 44. P. to Q. Kt's 4th.  | 44. K. to K's 4th.     |
| 45. P. to Q. Kt's 5th.  | 45. K. to K. B's 5th.  |
| 46. P. to Q. Kt's 6th.  | 46. P. to K's 6th.     |
| 47. P. to Q. Kt's 7th.  | 47. K. to B's 6th.     |
| 48. P. becomes a Queen. |                        |
- And wins.[E]

[Footnote A: This is a very attacking position for the Kt., and generally occasions great embarrassment to an adversary.]

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[Footnote B: Prudently taking possession of an “open file.”]

[Footnote C: Transcriber’s Note: This move is notated as the impossible 26... K. R. to Q. Kt’s sq. in the original text.]

[Footnote D: White plays with remarkable care and judgment here.]

[Footnote E: The termination of this game is an improving lesson in Pawn play.]

CAPTAIN EVANS’S GAMBIT.

GAME THE FIRST.

WHITE.

1. P. to K’s 4th.
2. K. Kt. to B’s 3d.
3. K. B. to Q. B’s 4th.
4. P. to Q. Kt’s 4th.
5. P. to Q. B’s 3d.
6. Castles.
7. P. to Q’s 4th.
8. P. takes P.
9. B. to Q. Kt’s 2d.
10. P. to Q’s 5th.
11. B. takes K. Kt.
12. K. Kt. to Q’s 4th.

Equal game.

BLACK.

1. P. to K’s 4th
2. Q. Kt. to B’s 3d.
3. K. B. to Q. B’s 4th.
4. B. takes Q. Kt. P. (best)
5. B. to Q. R’s 4th.
6. P. to Q’s 3d. (best)
7. P. takes P.
8. B. to Q. Kt’s 3d.
9. K. Kt. to B’s 3d.
10. Q. Kt. to K’s 2d.
11. P. takes B.
12. B. takes Kt.

FIRST VARIATION,

*Commencing at Black’s 4th move.*

WHITE. BLACK.

1. P. to K’s 4th.
2. K. Kt. to B’s 3d.
3. K. B. to Q. B’s 4th.
4. P. to Q. Kt’s 4th.
5. P. to Q. B’s 3d.
1. P. to K’s 4th.
2. Q. Kt. to B’s 3d.
3. K. B. to Q. B’s 4th.
4. Q. Kt. takes Kt. P.
5. Kt. to Q. B’s 3d.

(See Second Variation.)

## SECOND VARIATION,

*Commencing at Black's 5th move.*

## WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. P. to Q's 4th.
7. P. takes P
8. Castles.
9. P. to Q's 5th.
10. Q. B. to Q. Kt's 2d.

## BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes Q. Kt. P.
5. K. B. to Q. B's 4th.
6. P. takes P.
7. B. to Q. Kt's 3d.
8. P. to Q's 3d.
9. Q. Kt. to K's 2d.
10. K. Kt. to B's 3d.

Same position as in the game given first.

## VARIATION III.

*Beginning at White's 6th move.*

## WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. Q. B. to Q. R's 3d.
10. P. to K's 5th.
11. Q. to her Kt's 3d.

## BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes Kt. P.
5. B. to Q. B's 4th.
6. P. to Q's 3d.
7. P. takes P.
8. B. to Q. Kt's 3d.
9. K. Kt. to B's 3d.
10. P. takes P.

And your game is preferable to Black's.

## GAME THE SECOND.



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### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. K. Kt. to his 5th.
8. P. to K. B's 4th.
9. P. takes Q. P.
10. P. to Q's 4th.
11. Q. to her Kt's 3d.
12. B. takes Kt.
13. P. to K. Kt's 3d.

Black has the advantage.

### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes Kt. P.
5. B. to Q. R's 4th.
6. K. Kt. to B's 3d.
7. Castles.
8. P. to Q's 4th.
9. K. Kt. takes P.
10. P. to K. R's 3d.
11. P. takes Kt.
12. K. P. takes B. P.
13. Kt. to K's 2d.

### VARIATION I.

*Beginning at White's 7th move.*

### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. P. to Q's 4th.
8. P. to K's 5th.
9. Q. to her Kt's 3d.
10. Q. B. to Q. R's 3d.
11. Q. B. P. takes P.
12. Q. to K's 3d.
13. B. to Q's 5th.

And you win a piece.

### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes Kt. P.
5. B. to Q. R's 4th.
6. K. Kt. to B's 3d.
7. P. takes P.
8. K. Kt. to K's 5th.
9. Castles.
10. P. to Q's 3d.
11. K. B. to Q. Kt's 3d.
12. Q. B. to K. B's 4th.

### GAME THE THIRD

*Varying from the preceding at Black's 7th move.*



WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. P. to Q's 4th.
8. P. takes K. P.
9. Q. to Q's 3d.
10. Q. to her 5th.
11. Q. B. to Q. R's 3d.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes Kt. P.
5. B. to Q. R's 4th.
6. K. Kt. to B's 3d.
7. Castles.
8. Kt. takes K. P.
9. Kt. to Q. B's 4th.
10. Kt. to K's 3d.
11. K. R. to K's sq.

You may then move 12. K. to R's sq., or 12. P. to K. Kt's 3d., and have a good game.

## GAMES

### ILLUSTRATIVE OF THE EVANS GAMBIT.

GAME 1.—Between Mr. Morphy and Mr. Anderssen.

{PGN 19}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. P. to Q's 4th.
7. Castles.

BLACK. (Mr. A.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes P.
5. B. to Q. R's 4th.
6. K. P. takes Q. P.
7. K. Kt. to B's 3d.



## Page 29

- |                          |                              |
|--------------------------|------------------------------|
| 8. P. to K's 5th.        | 8. P. to Q's 4th.            |
| 9. K. B. to Q. Kt's 5th. | 9. K. Kt. to K's 5th.        |
| 10. P. takes P.          | 10. Castles.                 |
| 11. B. takes Kt.         | 11. P. takes B.              |
| 12. Q. to Q. R's 4th.    | 12. B. to Q. Kt's 3d.        |
| 13. Q. takes Q. B. P.    | 13. Q. B. to K. Kt's 5th.    |
| 14. Q. B. to Q. Kt's 2d. | 14. B. takes Kt.             |
| 15. P. takes B.          | 15. K. Kt. to his 4th.       |
| 16. Q. Kt. to Q's 2d.    | 16. K. R. to K's sq.         |
| 17. K. to R's sq.        | 17. K. Kt. to K. R's 6th.    |
| 18. P. to K. B's 4th.    | 18. Q. to K. R's 5th.        |
| 19. Q. takes Q. P.       | 19. Kt. takes P. (ch.)       |
| 20. K. to Kt's sq.       | 20. Kt. to Q's 6th.          |
| 21. Q. B. to B's 3d.     | 21. Kt. takes K. B. P.       |
| 22. Q. to K. B's 3d.     | 22. Kt. to R's 6th. (ch.)    |
| 23. K. to R's sq.        | 23. Kt. to K. Kt's 4th.      |
| 24. Q. to K. Kt's 2d.    | 24. Q. R. to Q's sq.         |
| 25. R. to K. Kt's sq.    | 25. P. to K. R's 3d.         |
| 26. Q. R. to K. B's sq.  | 26. Q. to K. R's 6th.        |
| 27. Q. to Q. B's 6th.    | 27. Q. to her 2d.            |
| 28. Q. to K. Kt's 2d.    | 28. B. takes Q. P.           |
| 29. B. takes B.          | 29. Q. takes B.              |
| 30. Kt. to K. B's 3d.    | 30. Q. to her 4th.           |
| 31. P. to K. R's 4th.    | 31. Kt. to K's 3d.           |
| 32. Q. to K. Kt's 4th.   | 32. Q. to Q. B's 3d.         |
| 33. R. to K. Kt's 2d.    | 33. R. to Q's 6th.           |
| 34. Q. to K. B's 5th.    | 34. K. R. to Q's sq.         |
| 35. Q. to K. B's 6th.    | 35. Q. to Q's 4th.           |
| 36. Q. to K. B's 5th.    | 36. R. to Q's 8th.           |
| 37. R. takes R.          | 37. Q. takes R. (ch.)        |
| 38. K. to R's 2d.        | 38. R. to Q's 6th.           |
| 39. R. to K. B's 2d.     | 39. R. to K's 6th.           |
| 40. Kt. to Q's 2d.       | 40. R. to K's 7th.           |
| 41. Q. takes P. (ch.)    | 41. K. to R's sq.            |
| 42. Kt. to K's 4th.      | 42. R. takes R. (ch.)        |
| 43. Kt. takes R.         | 43. Q. to Q's 4th.           |
| 44. Kt. to K. Kt's 4th.  | 44. Q. takes R. P. (ch.)     |
| 45. K. to Kt's 3d.       | 45. Q. to Q. Kt's 6th. (ch.) |
| 46. K. to R's 2d.        | 46. Q. to Q. B's 7th. (ch.)  |
| 47. K. to Kt's 3d.       | 47. Q. to Q. B's 6th. (ch.)  |
| 48. K. to R's 2d.        | 48. Q. to Q. B's 3d.         |



- |                             |                          |
|-----------------------------|--------------------------|
| 49. P. to K. R's 5th.       | 49. P. to Q. R's 4th.    |
| 50. Kt. to K. B's 6th.      | 50. P. takes Kt.         |
| 51. Q. takes P. (ch.)       | 51. K. to Kt. sq.        |
| 52. Q. to Kt's 6th. (ch.)   | 52. K. to B's sq.        |
| 53. Q. takes R. P. (ch.)    | 53. K. to his sq.        |
| 54. Q. to Kt's 6th. (ch.)   | 54. K. to Q's 2d.        |
| 55. P. to K. R's 6th.       | 55. Q. to her 4th.       |
| 56. P. to K. R's 7th.       | 56. Q. takes P. (ch.)    |
| 57. K. to Kt's sq.          | 57. Kt. to K. Kt's 4th.  |
| 58. P. to R's 8th. (2d Q.)  | 58. Q. takes Q.          |
| 59. Q. takes Kt.            | 59. Q. to her 5th. (ch.) |
| 60. K. to B's sq.           | 60. P. to Q. R's 5th.    |
| 61. Q. to K. B's 5th. (ch.) | 61. K. to Q. B's 3d.     |

## Page 30

- |                              |                             |
|------------------------------|-----------------------------|
| 62. Q. to Q. B's 8th.        | 62. K. to Q. Kt's 4th.      |
| 63. K. to his sq.            | 63. P. to Q. B's 4th.       |
| 64. Q. to Q. Kt's 7th. (ch.) | 64. K. to Q. B's 5th.       |
| 65. Q. to K. B's 7th. (ch.)  | 65. K. to Q. B's 6th.       |
| 66. Q. to K. B's 3d. (ch.)   | 66. Q. to her 6th.          |
| 67. Q. to K. B's 6th. (ch.)  | 67. K. to Q. Kt's 6th.      |
| 68. Q. to Q. Kt's 6th. (ch.) | 68. K. to B's 7th.          |
| 69. Q. to Q. R's 7th.        | 69. Q. to Q. B's 6th. (ch.) |
| 70. K. to K's 2d.            | 70. P. to R's 6th.          |
| 71. Q. to Q. R's 4th. (ch.)  | 71. K. to Kt's 7th.         |
| 72. Q. to Kt's 5th. (ch.)    | 72. Q. to Kt's 6th.         |
- And White resigns.

GAME II.—Between Mr. Mead, of N.Y., and another strong player.

{PGN 20}

- | WHITE. (Mr. —.)                | BLACK. (Mr. M.)               |
|--------------------------------|-------------------------------|
| 1. P. to K's 4th.              | 1. P. to K's 4th.             |
| 2. K. Kt. to B's 3d.           | 2. Q. Kt. to B's 3d.          |
| 3. K. B. to Q. B's 4th.        | 3. K. B. to Q. B's 4th.       |
| 4. P. to Q. Kt's 4th.          | 4. B. takes P.                |
| 5. P. to Q. B's 3d.            | 5. B. to Q. R's 4th.          |
| 6. Castles.                    | 6. K. Kt. to K's 2d.          |
| 7. P. to Q's 4th.              | 7. P. takes P.                |
| 8. K. Kt. to Kt's 5th.         | 8. Q. Kt. to K's 4th.         |
| 9. K. B. to Q. Kt's 3d.        | 9. P. to Q's 4th.             |
| 10. P. takes P.                | 10. P. to K. R's 3d.          |
| 11. P. to K. B's 4th.          | 11. B. to K. Kt's 5th.        |
| 12. Q. to K's sq.              | 12. P. takes Kt.              |
| 13. P. takes Kt.               | 13. Kt. takes P.              |
| 14. Q. to K. Kt's 3d.          | 14. B. to K's 7th.            |
| 15. K. B. to Q. R's 4th. (ch.) | 15. P. to Q. B's 3d.          |
| 16. Q. B. takes P.             | 16. Q. to Q. Kt's 3d.         |
| 17. P. to Q. B's 4th.          | 17. P. to Q's 6th. (dis. ch.) |
| 18. R. to K. B's 2d.           | 18. Q. to Q. Kt's 7th.        |
| 19. P. takes Kt.               | 19. Q. takes Q. R.            |
| 20. P. to K. R's 3d.           | 20. B. to Q. Kt's 3d.         |
| 21. P. takes P.                | 21. B. takes R. (ch.)         |



- |                              |                             |
|------------------------------|-----------------------------|
| 22. K. takes B.              | 22. Q. to Q's 5th. (ch.)    |
| 23. Q. B. interposes.        | 23. Q. takes K. B.          |
| 24. P. takes P.              | 24. Q. R. to Q. Kt's sq.    |
| 25. Q. takes K. Kt. P.       | 25. Q. to K. R's 5th. (ch.) |
| 26. K. to Kt's sq.           | 26. Q. R. takes P.          |
| 27. Kt. to Q's 2d.           | 27. Q. to K. R's 2d.        |
| 28. Q. to K. B's 6th.        | 28. Castles.                |
| 29. Q. to Q. B's 6th.        | 29. Q. R. to K's 2d.        |
| 30. Kt. to K's 4th.          | 30. Q. to K. Kt's 3d.       |
| 31. Kt. to K. B's 6th. (ch.) | 31. K. to R's sq.           |
| 32. Q. to Q's 6th.           | 32. R. to K. Kt's sq.       |
| 33. Kt. takes R.             | 33. Q. takes Q.             |
| 34. P. takes Q.              | 34. R. takes B.             |
| 35. P. to Q's 7th.           | 35. P. to Q's 7th.          |
| 36. P. queens.               | 36. P. queens. (ch.)        |
| 37. Q. takes Q.              | 37. B. takes Q.             |
- And White resigns.

GAME III.—Between Mr. Anderssen and Mr. Hillel.

{PGN 21}

## Page 31

WHITE. (Mr. A.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. P. to Q's 4th.
7. Castles.
8. P. takes P.
9. P. to K. R's 3d.
10. B. to Q. Kt's 2d.
11. Q. Kt. to Q's 2d.
12. P. to K's 5th.
13. P. takes P.
14. Q. Kt. to K's 4th.
15. B. to Q's 3d.
16. Kt. to K. B's 6th. (ch.)
17. P. takes P.
18. Q. to Q's 2d.
19. P. takes B.
20. Q. takes B.
21. Q. to Q. R's 3d.
22. Q. R. to K's sq.
23. Kt. to Kt's 5th.
24. P. to K's 4th.
25. Kt. to K. B's 3d.
26. Q. takes Kt.
27. B. to Q. B's 3d.
28. P. to K's 5th.
29. B. takes Kt.
30. K. to R's sq.
31. Q. R. to K's 4th.
32. Q. R. to K. R's 4th.
33. Q. to Q's 3d.
34. Q. to K. B's 5th.
35. K. R. takes Q.
36. R. to K. Kt's 5th.
37. Q. R. takes P.

Mate.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. B. takes P.
5. B. to Q. R's 4th.
6. P. takes P.
7. B. to Q. Kt's 3d.
8. P. to Q's 3d.
9. Q. to K. B's 3d.
10. K. Kt. to R's 3d.
11. Castles.
12. P. takes P.
13. Q. to K's 2d.
14. B. to K's 3d.
15. B. to K. B's 4th.
16. P. takes Kt.
17. Q. to K's sq.
18. B. to K's 6th.
19. B. takes B.
20. Q. R. to Q's sq.
21. K. Kt. to B's 4th.
22. Q. to K's 5th.
23. Q. to K. R's 5th.
24. K. Kt. to Q's 5th.
25. Kt. takes Kt. (ch.)
26. Q. R. to Q's 7th.
27. R. takes Q. R. P.
28. Kt. to Q's 5th.
29. Q. takes B. (ch.)
30. K. to R's sq.
31. Q. to Q. Kt's 7th.
32. Q. takes K. P.
33. P. to K. R's 4th.
34. Q. takes Q.
35. K. to R's 2d.
36. K. to R's 3d.

GAME IV.—Between Mr. Morphy and Mr. Marache



{PGN 22}

WHITE. (Mr. Marache.)

1. P. to K's 4th.
2. Kt. to K. B's 3d.
3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3d.
6. P. to Q's 4th.
7. P. to K's 5th.
8. P. takes P. *en passant*.
9. Castles.
10. Kt. to K. Kt's 5th.
11. B. to Q's 3d.
12. B. takes B.
13. B. to Q. R's 3d.
14. B. takes R.
15. B. to R's 3d.
16. B. to Q. B's sq.
17. B. to K. B's 4th.
18. Q. to Q. B's 2d.
19. Q. to K's 4th.
20. Q. takes Q.

BLACK. (Mr. Morphy.)

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

THE TWO KNIGHTS' DEFENCE.

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This, like the Evans Gambit, and the Queen's Pawn Game or Scotch Gambit, is a variation merely of the Giuoco Piano; the second player, instead of moving at his 3d move, K. B. to Q. B's 4th, bringing out his K. Kt. to B's 3d.

### GAME THE FIRST.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to his 5th.
5. P. takes P.
6. K. Kt. takes K. B. P.
7. Q. to K. B's 3d. (ch.)
8. Q. Kt. to Q. B's 3d.
9. P. to Q's 4th.
10. Q. B. to K. Kt's 5th.
11. Q. B. takes Kt.
12. Castles on Q's side.
13. Q. to K's 4th.
14. K. R. to K's sq.
15. P. to K. Kt's 4th.
16. K. to Kt's sq.
17. Q. to K. R's 7th.
18. P. takes P.
19. B. takes Kt. (ch.)
20. Kt. takes P.

And you must win easily.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. Kt. to B's 3d.
4. P. to Q's 4th.
5. K. Kt. takes P.
6. K. takes Kt.
7. K. to his 3d.
8. Q. Kt. to K's 2d.
9. P. to Q. B's 3d.
10. P. to K. R's 3d.
11. B. takes B.
12. K. R. to B's sq
13. Q. to her 3d.
14. B. to K. B's 4th.
15. B. to Kt's 4th. (ch.)
16. R. to B's 5th.
17. B. to K. B's 3d.
18. B. takes P.
19. P. takes B.

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. K. Kt. to his 5th.
5. B. takes K. B. P. (ch.)
6. P. to Q's 3d.
7. B. to Q. Kt's 3d.
8. P. to K. B's 4th.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d
3. K. Kt. to B's 3d.
4. K. Kt. takes K. P.
5. K. to his 2d.
6. Kt. to K. B's 3d
7. P. to Q's 4th.
8. Q. B. to K. Kt's 5th.





- |                          |                     |
|--------------------------|---------------------|
| 9. Q. to her 2d.         | 9. P. to K. R's 3d. |
| 10. P. takes K. P.       | 10. Q. Kt. takes P. |
| 11. Q. to K's 3d.        | 11. P. takes Kt.    |
| 12. Q. takes Kt. (ch.)   | 12. K. to B's 2d.   |
| 13. Castles.             | 13. B. to Q's 3d.   |
| 14. Q. takes Q. P. (ch.) |                     |
- And you must win.

## GAMES

### ILLUSTRATIVE OF THE TWO KNIGHTS' GAME.

GAME I.—Between Von H. der Laza and Mr. M.

{PGN 23}

- | WHITE. (V. H. d. L.)      | BLACK. (Mr. M.)        |
|---------------------------|------------------------|
| 1. P. to K's 4th.         | 1. P. to K's 4th.      |
| 2. K. Kt. to B's 3d.      | 2. Q. Kt. to B's 3d.   |
| 3. K. B. to Q. B's 4th.   | 3. K. Kt. to B's 3d.   |
| 4. K. Kt. to his 5th.     | 4. P. to Q's 4th.      |
| 5. P. takes P.            | 5. Kt. takes P.        |
| 6. Kt. takes K. B. P.     | 6. K. takes Kt.        |
| 7. Q. to K. B's 3d. (ch.) | 7. K. to his 3d.       |
| 8. Q. Kt. to B's 3d.      | 8. Q. Kt. to K's 2d.   |
| 9. P. to Q's 4th.         | 9. P. to Q. Kt's 4th.  |
| 10. Kt. takes P.          | 10. P. to Q. B's 3d.   |
| 11. Kt. to Q. B's 3d.     | 11. Q. to her Kt's 3d. |

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- |                                 |                           |
|---------------------------------|---------------------------|
| 12. P. takes K. P.              | 12. Q. B. to Kt's 2d.     |
| 13. Kt. to K's 4th.             | 13. Q. to Kt's 5th. (ch.) |
| 14. Q. B. to Q's 2d.            | 14. Q. takes K. B.        |
| 15. Q. to K. Kt's 4th. (ch.)    | 15. K. takes P.           |
| 16. P. to K. B's 4th. (ch.)     | 16. K. to Q's 5th.        |
| 17. P. to Q. B's 3d. (ch.)      | 17. Kt. takes B. P.       |
| 18. B. takes Kt. (ch.)          | 18. K. takes Kt.          |
| 19. P. to B's 5th. (dis. ch.)   | 19. K. to Q's 4th.        |
| 20. Castles on Q's side. (ch.)  | 20. K. to B's 4th.        |
| 21. P. to Q. Kt's 4th. (ch.)    | 21. K. to Kt's 4th.       |
| 22. P. to Q. R's 4th. (ch.)     | 22. K. takes P.           |
| 23. Q. takes Q.                 | 23. Kt. to Q's 4th.       |
| 24. K. to Q. Kt's 2d, and wins. |                           |

GAME II.—Between two members of the Berlin Chess Club.

{PGN 24}

- | WHITE. (Mr. M.)             | BLACK. (Mr. H.)             |
|-----------------------------|-----------------------------|
| 1. P. to K's 4th.           | 1. P. to K's 4th.           |
| 2. K. Kt to B's 3d.         | 2. Q. Kt. to B's 3d.        |
| 3. B. to Q. B's 4th.        | 3. K. Kt. to B's 3d.        |
| 4. K. Kt. to his 5th.       | 4. P. to Q's 4th.           |
| 5. P. takes P.              | 5. K. Kt. takes P.          |
| 6. Kt. takes K. B. P.       | 6. K. takes Kt.             |
| 7. Q. to K. B's 3d. (ch.)   | 7. K. to his 3d.            |
| 8. Q. Kt. to B's 3d.        | 8. Q. Kt. to K's 2d.        |
| 9. P. to Q's 4th.           | 9. P. to Q. B's 3d.         |
| 10. P. takes P.             | 10. Q. Kt. to K. Kt's 3d.   |
| 11. Castles.                | 11. K. B. to Q. Kt's 5th    |
| 12. Kt. takes Kt.           | 12. P. takes Kt.            |
| 13. K. R. to Q's sq.        | 13. Kt. to K's 2d.[A]       |
| 14. Q. B. to K. Kt's 5th.   | 14. K. R. to B's sq.        |
| 15. B. takes Kt.            | 15. K. takes B.             |
| 16. Q. to her Kt's 3d.      | 16. K. B. to Q. B's 4th.    |
| 17. R. takes Q. P.          | 17. B. takes K. B. P. (ch.) |
| 18. K. to R's sq.           | 18. Q. to her Kt's 3d.      |
| 19. Q. to her R's 3d. (ch.) | 19. K. to his sq.           |
| 20. Q. to R's 4th. (ch.)    | 20. K. to his 2d.           |



- |                                |                       |
|--------------------------------|-----------------------|
| 21. Q. R. to Q's sq.           | 21. R. to K. B's 4th. |
| 22. R. to Q's 7th. (ch.)       | 22. K. to B's sq.     |
| 23. K. R. to Q's 8th. (ch.)    | 23. K. to his 2d.     |
| 24. Q. R. to Q's 7th. (ch.)[B] | 24. B. takes R.       |
| 25. Q. takes B., mate.         |                       |

[Footnote A: Better to take the Bishop with Pawn, and give up the Queen.]

[Footnote B: He might have mated the King on the move at K's 8th.]

## THE KNIGHT'S GAME OF RUY LOPEZ.

### GAME THE FIRST.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. Kt's 5th.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. Kt. to B's 3d.

By his 3d move, White threatens to take the Q. Kt. with his B., and then to take the K. P. with his K. Kt., winning the P.

4. Q. to K's 2d. 4. K. B. to K's 2d. 5. P. to Q. B's 3d. 5. P. to Q's 3d. 6. P. to Q's 4th. 6. P. takes P. 7. Kt. takes P. 7. B. to Q's 2d. 8. Kt. takes Q. Kt. 8. B. takes Kt. 9. B. takes B. (ch.) 9. P. takes B.

And his Bishop is locked, and the position altogether in your favor.

## Page 34

### GAME THE SECOND.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. Kt's 5th.
4. P. to Q. B's 3d.
5. Castles.
6. P. to Q's 4th.
7. Q. B. to K. Kt's 5th.
8. B. takes K. Kt.
9. P. takes P.
10. Q. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. Q. to K. B's 3d.
5. K. Kt. to K's 2d.
6. P. takes P.
7. Q. to K. Kt's 3d.
8. Q. Kt. takes B.
9. B. to Q. Kt's 3d.
10. Castles.

Your game is a little better developed.

### VARIATION I.

*Beginning at Black's 4th move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. Kt's 5th.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. K. to his 2d.
8. Q. to her R's 4th.
9. B. takes Kt. (ch.)
10. Q. takes P. (ch.)
11. Q. takes K. P. (ch.)

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. P. takes P.
6. B. to Q. Kt's 5th. (ch.)
7. P. to Q's 4th.
8. P. takes K. P.
9. P. takes B.
10. Q. B. to Q's 2d.

And the game is much in your favor.

### GAMES

#### ILLUSTRATIVE OF RUY LOPEZ'S KNIGHT'S GAME

GAME I.—Between Mr. Anderssen and Mr. Morphy.

{PGN 25}



WHITE. (Mr. A.)

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

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. to Q. R's 3d.
4. K. Kt. to B's 3d.
5. K. B. to Q. B's 4th.
6. P. to Q. Kt's 4th.
7. P. to Q's 4th.
8. Kt. takes P.
9. Castles.
10. P. to K. R's 3d.
11. P. takes P.
12. K. B. to Q. Kt's 3d.
13. K. Kt. to Q. Kt's 5th.
14. Q. B. to K's 3d.
15. K. Kt. to Q's 4th.
16. K. Kt. to K. B's 3d.
17. K. R. to K's sq.
18. Q. B. to Q. B's 5th.
19. Q. B. takes R.
20. Q. Kt. to K's 2d.
21. Kt. takes Kt.
22. Q. to Q's 2d.
23. P. takes B.
24. B. takes Q. P.
25. R. to K's 8th. (ch.)
26. Kt. to K's 5th.

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- |                              |                         |
|------------------------------|-------------------------|
| 27. B. takes Kt.             | 27. R. takes B.         |
| 28. Q. to K. Kt's 5th. (ch.) | 28. K. to B's sq.       |
| 29. Q. to R's 6th. (ch.)     | 29. K. to his sq.       |
| 30. Kt. takes B.             | 30. Q. to her 3d. (ch.) |
| 31. Q. takes Q.              | 31. P. takes Q.         |
| 32. R. to Q's sq.            | 32. K. to K. B's sq.    |
| 33. R. to Q's 2d.            | 33. Q. R. to K's sq.    |
| 34. P. to K. Kt's 4th.       | 34. Q. R. to K's 4th.   |
| 35. P. to K. B's 3d.         | 35. K. R. to K's 8th.   |
| 36. P. to K. R's 4th.        | 36. Q. R. to Q's 4th.   |
| 37. K. to Kt's 3d.           | 37. P. to Q. R's 4th.   |
| 38. P. to K. R's 5th.        | 38. K. to Kt's sq.      |
| 39. K. to B's 2d.            | 39. R. to K's sq.       |
| 40. K. to Kt's 3d.           | 40. K. to R's 2d.       |
| 41. K. to B's 4th.           | 41. R. to K's 2d.       |
| 42. K. to Kt's 3d.           | 42. P. to K. B's 3d.    |
| 43. K. to B's 4th.           | 43. R. to K's sq.       |
| 44. K. to Kt's 3d.           | 44. R. to K's 2d.       |
- And the game was drawn.

GAME II.—Between Dr. E. Lasker and Wm. Steinitz.

{PGN 26}

WHITE. (Dr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3d.
3. B. to Kt's 5th.
4. P. to Q's 4th.
5. Kt. to B's 3d.
6. B. to K's 3d.[A]
7. Q. to Q's 2d.
8. Castles Q. R.
9. B. to K's 2d.
10. Kt. takes P.
11. Q. takes Kt.[C]
12. Q. to Q's 2d.
13. Kt. to Q's 5th.
14. P. to K. Kt's 4th.[E]

BLACK. (Mr. S.)

1. P. to K's 4th.
2. Kt. to Q. B's 3d.
3. P. to Q's 3d.
4. B. to Q's 2d.
5. K. Kt. to K's 2d.
6. Kt. to Kt's 3d.[B]
7. B. to K's 2d.
8. P. to Q. R's 3d.
9. P. takes P.
10. Kt. takes Kt.
11. B. to K. B's 3d.
12. B. to B's 3d.[D]
13. Castles.
14. R. to K's sq.[F]



- |                          |                       |
|--------------------------|-----------------------|
| 15. P. to Kt's 5th.?     | 15. B. takes Kt.      |
| 16. Q. takes B.[G]       | 16. R. to K's 4th!    |
| 17. Q. to Q's 2d.        | 17. B. takes P.       |
| 18. P. to K. B's 4th.    | 18. R. takes P.       |
| 19. P. takes B.          | 19. Q. to K's 2d.     |
| 20. Q. R. to B's sq.[H]  | 20. R. takes B.       |
| 21. B. to B's 4th.       | 21. Kt. to R's sq.    |
| 22. P. to K. R's 4th.    | 22. P. to Q. B's 3d.  |
| 23. P. to Kt's 6th![I]   | 23. P. to Q's 4th.    |
| 24. P. takes R. P. (ch.) | 24. K. takes P.       |
| 25. B. to Q's 3d. (ch.)  | 25. K. to Kt's sq.    |
| 26. P. to R's 5th.       | 26. R. to K's sq.     |
| 27. P. to R's 6th.       | 27. P. to K. Kt's 3d. |
| 28. P. to R's 7th. (ch.) | 28. K. to Kt's 2d.    |
| 29. K. to Kt's sq.       | 29. Q. to K's 4th.    |
| 30. P. to R's 3d.[J]     | 30. P. to Q. B's 4th. |
| 31. Q. to B's 2d.        | 31. P. to B's 5th.!   |
| 32. Q. to R's 4th.       | 32. P. to B's 3d.     |
| 33. B. to B's 5th.![K]   | 33. K. to B's 2d.     |
| 34. K. R. to Kt's sq.    | 34. P. takes B.       |
| 35. Q. to R's 5th. (ch.) | 35. K. to K's 2d.     |

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- |                           |                       |
|---------------------------|-----------------------|
| 36. R. to Kt's 8th.       | 36. K. to Q'S 3d.?    |
| 37. R. takes P.           | 37. Q. to K's 3d.     |
| 38. R. takes R.           | 38. Q. takes R.       |
| 39. R. takes B. P. (ch.)  | 39. K. to B's 4th.[L] |
| 40. Q to R's 6th.[M]      | 40. R. to K's 2d.     |
| 41. Q. to R's 2d.!        | 41. Q. to Q's 2d.[N]  |
| 42. Q. to Kt's sq. (ch.)  | 42. P. to Q's 5th.    |
| 43. Q. to Kt's 5th. (ch.) | 43. Q. to Q's 4th.    |
| 44. R. to K. B's 5th.     | 44. Q. takes R.       |
| 45. Q. takes Q. (ch.)     | 45. K. to Q's 3d.     |
| 46. Q. to B's 6th. (ch.)  | 46. Resigns.          |

[Footnote A: White in this instance had probably made up his mind to adopt the plan frequently employed by Gunsberg in the *Giuoco Piano*, namely, playing Q. to Q's 2d and Castling rapidly on the Queen's side.—Gunsberg.]

[Footnote B: ... Black's difficulty is how to dispose of the Kt. Now Kt's 3d in this instance, although perhaps preferable, is not a good place either, subject as it must be to an early attack from the K. R. P.—Hoffer.]

[Footnote C: If 11. B. takes Kt., Kt. to B's 5th; and the Kt. cannot be captured on account of B. to Kt's 4th winning the Queen.—*Leeds Mercury*.]

[Footnote D: ... There seems little use in this move. Either he can Castle now; if not, then it is proof positive that his defence is bad.—Gunsberg.]

[Footnote E: This premature advance is admirably taken advantage of by Steinitz.—*Leeds Mercury*.]

[Footnote F: ... Although this looks like a defensive move, (to make room for the Kt.) it is a subtle design which was entirely overlooked by Lasker.—Hoffer.]

[Footnote G: But here is a great mistake, which ought to lose the game. 16. P. takes Q. B. would have averted the loss of a Pawn, but at the expense of position and attack; he was outplayed by Steinitz up to this point.]

[Footnote H: From this move to the end Lasker exhibits most marvellous power of resource. With 20. Q. R. to B's sq. he commenced one of the most ingenious attacks.]

[Footnote I: One of the moves which will make this game memorable. The object is, if P. takes P. to open up the Rook's file by P. to R's 5th. Allowance must of course be



made for the fact that, being two Pawns behind, White has nothing to lose and everything to gain by desperate tactics.—Gunsberg.]

[Footnote J: Exhibiting consummate coolness in a “do or die” predicament.—Pollock.]

[Footnote K: 33. B. to B's 5th is evidence with what perfect lucidity Lasker detects the weak spots, and how immediately he takes advantage of his opponent's slightest omission or commission.—Hoffer.]

[Footnote L: ... Imprudent. The King should make for safety in the corner, *via* B's 2d. —Mason.]

[Footnote M: Threatening R. to B's 8th.—Gunsberg.]

[Footnote N: ... 41. Q. to Q's 2d is a final blunder. 41. R to Q's 2d should have been played, or R. to K's 3d. The game is now over. It will be readily admitted that it is a well-earned victory which none will grudge the plucky young player.—Hoffer.

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... We really cannot see a satisfactory move, for if R. to K's 3d, then follows Q. to B's 2d (ch.), and R. to B's 8th. Or if Q. to Q's sq. then likewise Q. to B's 2d (ch.) should gain some advantage, as, on King playing to Kt's 4th, White could continue with P. to R's 4th (ch.) and Q. to Q. B's 5th, &c.—Gunsberg.]

THE QUEEN'S PAWN GAME, OR SCOTCH GAMBIT.

GAME THE FIRST.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. Kt. takes P.

It is from your third move the opening derives its name of "The Queen's Pawn Game."

4. Kt. takes Kt. 4. P. takes Kt. 5. Q. takes P. 5. Kt. to K's 2d. 6. K. B. to Q. B's 4th. 6. Kt. to Q. B's 3d. 7. Q. to her 5th. 7. Q. to K. B's 3d. (best) 8. Castles. 8. B. to K's 2d. You have a better opened game, but the superiority is not important.

VARIATION I.

*Beginning at White's 4th move.*

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. Kt. to B's 3d. 2. Q. Kt. to B's 3d.
3. P. to Q's 4th. 3. Kt. takes P.
4. Kt. takes P. 4. Kt. to K's 3d.
5. K. B. to Q. B's 4th. 5. K. Kt. to B's 3d.
6. Castles. 6. P. to Q's 3d.
7. Kt. to K. Kt's 4th. 7. B. to K's 2d.

Your game is less confined than his, but you have very little advantage.

GAME THE SECOND.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d
3. P. takes P.



- |                         |                              |
|-------------------------|------------------------------|
| 4. K. B. to Q. B's 4th. | 4. K. B. to Q. B's 4th.      |
| 5. P. to Q. B's 3d.     | 5. P. to Q's 6th.            |
| 6. P. to Q. Kt's 4th.   | 6. B. to Q. Kt's 3d.         |
| 7. P. to Q. Kt's 5th.   | 7. Q. to K's 2d.             |
| 8. Castles.             | 8. Kt. to K's 4th.           |
| 9. Kt. takes Kt.        | 9. Q. takes Kt.              |
| 10. Q. to her Kt's 3d.  | 10. Q. to K. B's 3d, K's 2d. |
| 11. P. to K's 5th.      |                              |
- You have a fine game.

#### VARIATION I.

*Beginning at White's 5th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K's B. to Q. B's 4th.
5. K. Kt. to his 5th.
6. Kt. takes K. B's P.
7. B. takes Kt. (ch.)
8. Q. to K. R's 5th. (ch.)
9. Q. takes B.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. to Q. B's 4th
5. K. Kt. to R's 3d. (best)
6. Kt. takes Kt.
7. K. takes B.
8. P. to K. Kt's 3d.
9. P. to Q's 3d.



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- |                         |                      |
|-------------------------|----------------------|
| 10. Q. to her Kt's 5th. | 10. P. to Q. R's 3d. |
| 11. Q. to her 3d.       | 11. K. to Kt's 2d.   |
| 12. Castles.            | 12. Q. B. to K's 3d. |
| 13. P. to Q. B's 3d.    | 13. Q. to K. B's 3d. |
| 14. B. to Q's 2d.       |                      |

You appear to me to have the better game.

### VARIATION II.

*Beginning at White's 5th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. Castles.
6. P. to Q. B's 3d.
7. Q. Kt. takes P.
8. K. Kt. to his 5th.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. to Q. B's 4th.
5. P. to Q's 3d.
6. P. takes P.
7. K. Kt. to K's 2d.
8. Kt. to K's 4th.

And he has at least as good a game as you have. This variation serves to prove that your castling on the 5th move is less advisable than the move of 5. P. to Q. B's 3d.

### VARIATION III.,

*Beginning at Black's 4th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. P. to Q's 3d.

Black now relinquishes the defence of the P. he has gained, but he also in some degree neutralizes your attack.



5. P. to Q. B's 3d. 5. P. takes P.  
 6. Q. Kt. takes P.  
 You have certainly the advantage in position.

#### VARIATION IV.,

*Beginning also at Black's 4th move.*

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. Castles.
6. P. to Q. B's 3d.
7. Q. takes P.
8. Q. B. to K. B's 4th.
9. Q. Kt. to Q. R's 3d.
10. Q. Kt. to Q. B's 2d.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. Q. to K. B's 3d.
5. P. to Q's 3d.
6. P. to Q's 6th.
7. Q. to K. Kt's 3d.
8. B. to K's 2d.
9. P. to Q. R's 3d.
10. K. Kt. to R's 3d.

Your game is better opened, but there is no very striking disparity in the positions.

#### GAME THE THIRD.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. Q. takes P.
8. P. to Q. R's 3d.
9. P. to Q. Kt's 4th.
10. Q. B. to Kt's 2d.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. B. to Q. Kt's 5th. (ch.)
5. P. takes P.
6. P. to Q. B's 7th.
7. P. to Q's 3d.
8. B. to Q. B's 4th.
9. B. to Q. Kt's 3d.
10. K. Kt. to B's 3d.

The game is about even.

#### GAME THE FOURTH.



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MR. COCHRANE'S ATTACK.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. P. takes P.
7. P. to K's 5th.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. checks.
5. P. takes P.
6. B. to Q. R's 4th.
7. P. to Q's 4th. (best)

P. to K's 5th is the move adopted by Mr. Cochrane.

8. Q. takes P. 8. Q. takes Q.
  9. B. takes Q. 9. K. Kt. to K's 2d.
  10. K. B. takes Q. Kt. (ch.) 10. Kt. takes B.
  11. Q. B. to K. B's 4th. 11. Castles.
  12. Castles. 12. K. R. to K's sq.
  13. P. to K. R's 3d.
- The game is equal.

VARIATION.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. P. takes P.
7. Castles.
8. P. to K's 5th.
9. B. takes B.
10. Q. to her Kt's 3d.
11. P. takes Q's P.
12. K's Kt. to his 5th.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. checks.
5. P. takes P.
6. B. to Q. R's 4th.
7. P. to Q's 3d.
8. Q's B. to K's 3d.
9. P. takes B.
10. Q. to B's sq.
11. P. takes P.

Followed by R. to K's sq., and you appear to me to have a better game than Black.

GAME THE FIFTH.



WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. Q. B. takes P.
8. Q. Kt. to B's 3d.
9. P. to K's 5th.
10. Q. Kt. to K's 4th.
11. Q. to her 2d.
12. Kt. to K. B's 6th. (ch.)

You have an excellent attack.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. checks.
5. P. takes P.
6. P. takes Q. Kt. P.
7. K. B. to his sq.
8. K. Kt. to R's 3d.
9. K. B. to K's 2d.
10. Castles.
11. P. to Q's 3d.

VARIATION,

*Beginning at Black's 7th move.*

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. Castles.
7. Q. B. takes P.
8. P. to K's 5th.
9. P. to Q. R's 3d.
10. Q. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. checks.
5. P. takes P.
6. P. takes Q. Kt. P.
7. K. to B's sq.
8. Q. to K's 2d.
9. B. to Q. B's 4th.
10. P. to Q's 3d.

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- |                        |                    |
|------------------------|--------------------|
| 11. Q. Kt. to Q's 5th. | 11. Q. to her 2d.  |
| 12. R. to K's sq.      | 12. P. takes K. P. |
| 13. Q. B. takes P.     | 13. Kt. takes B.   |
| 14. Kt. takes Kt.      | 14. Q. to her sq.  |
| 15. Kt. takes K. B. P. |                    |
- And you must win.

### GAME THE SIXTH.

#### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. Kt. takes P.
5. K. Kt. to Q. Kt's 5th.
6. Q. to K. B's 3d.
7. Kt. takes Q. B. P. (ch.)
8. Q. to K. B's 4th.
9. K. to Q's sq.
10. B. takes Q.
11. Kt. takes Q. R.

#### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. Q. to K. R's 5th.
5. K. B. to Q. B's 4th.
6. Q. Kt. to Q's 5th.
7. K. to Q's sq. (best)
8. Kt. takes Q. B. P. (ch.)
9. Q. takes Q.
10. Kt. takes Q. R.

I believe the best answering moves have been made by Black, and now, upon surveying the aspect of the board, there can be no question, I apprehend, that your game is much superior. The Kt. which has captured your Rook, he can never extricate, while, to secure yours in the same position, he must lose many moves, and thus afford you ample time for the development of your remaining forces.

#### VARIATION,

*Beginning at Black's 5th move.*

#### WHITE. BLACK.

- |                        |                          |
|------------------------|--------------------------|
| 1. P. to K's 4th.      | 1. P. to K's 4th.        |
| 2. K. Kt. to B's 3d.   | 2. Q's Kt. to B's 3d.    |
| 3. P. to Q's 4th.      | 3. P. takes P.           |
| 4. Kt. takes P.        | 4. Q. to K. R's 5th.     |
| 5. Kt. to Q. Kt's 5th. | 5. Q. takes K's P. (ch.) |





6. B. to K's 2d. 6. K. to Q's sq.
7. Castles. 7. P. to Q. R's 3d.
8. Q. Kt. to B's 3d. 8. Q. to K's sq.
9. K. Kt. to Q's 4th.

And again, I believe, with the strangely changed positions of his King and Queen, and the facility afforded you for bringing the Pieces into immediate action, that the game is very much in your favor.

#### GAME THE SEVENTH.

*Varying from the preceding at Black's 4th move.*

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. Kt. to B's 3d. 2. Q. Kt. to B's 3d.
3. P. to Q's 4th. 3. P. takes P.
4. Kt. takes P. 4. K. B. to Q. B's 4th.
5. Kt. takes Q. Kt. 5. Q. to K. B's 3d.
6. Q. to K. B's 3d. 6. Q. takes Q.
7. P. takes Q. 7. Q. Kt. P. takes Kt.
8. Q. B. to K. B's 4th. 8. P. to Q's 3d.
9. K. B. to Q. B's 4th. 9. Q. B. to K's 3d.
10. Q. Kt. to Q's 2d.

And the game is in every respect equal.

#### GAMES

ILLUSTRATIVE OF THE QUEEN'S PAWN GAME OR SCOTCH GAMBIT.

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GAME I.—Played by Telegraph, in the Match between Philadelphia and New York, in 1858.

{PGN 27}

WHITE. (Phila.)

1. P. to K's 4th.
2. Kt. to K. B's 3d.
3. P. to Q's 4th.
4. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. P. to K's 5th.
7. B. to Q. Kt's 5th.
8. P. takes P.
9. Q. Kt. to Q's 2d.[B]
10. B. takes Kt.
11. Q. to Q. B's 2d.[C]
12. B. takes Kt.
13. Kt. to K. Kt's 5th.[E]
14. Q. to Q. B's 3d.
15. P. to K. R's 3d.
16. Kt. to K. B's 3d.
17. B. to K. B's 4th.[I]
18. B. takes P.
19. Castles. Q. side.[K]
20. K. R. to K's sq.[L]
21. B. takes P.
22. B. to K's 5th.
23. B. to K. Kt's 3d.
24. Kt. to K's 5th.[P]
25. Q. to Q. B's 4th.
26. Q. to Q. R's 4th.[Q]
27. Kt. to K. Kt's 4th.
28. R. takes R.
29. Q. to Q. B's 2d.
30. R. to K's sq.[S]
31. Q. to Q's 2d.[U]
32. P. takes P.
33. R. to K. R's sq. (ch.)[W]
34. P. takes B.
35. Q. to K. R's 6th.
36. B. to Q's 6th.[X]

BLACK. (N.Y.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. B. to Q. B's 4th.
5. Kt. to K. B's 3d.[A]
6. P. to Q's 4th.
7. K. Kt. to K's 5th.
8. B. to Q. Kt's 3d.
9. Castles.
10. P. takes B.
11. Kt. takes Kt.
12. B. to K. Kt's 5th.[D]
13. P. to K. Kt's 3d.
14. P. to K. B's 3d.[F]
15. B. to K. B's 4th.[G]
16. B. to K's 5th.[H]
17. P. takes P.
18. Q. to K's 2d.[J]
19. P. to Q. B's 4th.
20. P. takes P.[M]
21. P. to Q. B's 4th.
22. Q. R. to K's sq.[N]
23. Q. to Q. Kt's 2d.[O]
24. P. to Q's 5th.
25. B. to Q's 4th.
26. R. to K's 3d.[R]
27. P. to K. R's 4th.
28. B. takes R.
29. K. to R's 2d.
30. B. to K. B's 4th.[T]
31. P. takes Kt.
32. Q. to Q's 4th.[V]
33. K. to K. Kt's sq.
34. Q. takes K. B. P.
35. P. to K. Kt's 4th.
36. R. to K. B's 3d.



- |                             |                          |
|-----------------------------|--------------------------|
| 37. Q. to K. R's 5th.[Y]    | 37. Q. to K. Kt's 3d.[Z] |
| 38. Q. to K. R's 8th. (ch.) | 38. K. to B's 2d.        |
| 39. R. to K's sq.[AA]       | And Black resigns.       |

[Footnote A: The best move.]

[Footnote B: Preparatory to the move of Q. to Q. B's 2d.]

[Footnote C: Threatening to win Q. B. P. or take Kt. with Kt., winning Q. P.]

[Footnote D: If Black had played B. to Q. R's 3d, to prevent White Castling on King's side, White would have won a piece by P. to Q. R's 4th.]

[Footnote E: A premature move.]

[Footnote F: The best move.]

[Footnote G: Better than taking Kt., as White would then have opened the Rook's file.]

[Footnote H: Better than P. takes P.]

[Footnote I: The best move.]

[Footnote J: Intending to advance Q. B. P. A strong move.]



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[Footnote K: An impudent move, in the face of such an attack.]

[Footnote L: A strong move.]

[Footnote M: P. to K. B's 5th perhaps stronger.]

[Footnote N: Weak. We cannot see its object. Why not Q. R. to Q's sq?]

[Footnote O: The best move.]

[Footnote P: Preparatory to Kt. to Kt's 4th, and then B. to K's 5th.]

[Footnote Q: Preventing Black's contemplated move with the Q.]

[Footnote R: With a view of withdrawing the B. and playing the R. to R's 3d.]

[Footnote S: The first move of a combination, which gave the victory to Philadelphia.]

[Footnote T: Insures the winning of the Kt.]

[Footnote U: A powerful move, as it compels Black to take the Kt., and thereby opens White's R's file.]

[Footnote V: If B. takes P., White would have played Q. to K. Kt's 5th, threatening to check K. and Q. with R., or win the R.]

[Footnote W: An all important check before taking B., as it prevented an interposition of R. to R's 4th.]

[Footnote X: A very attacking move. Much better than B. to K's 5th.]

[Footnote Y: A better move than checking, as it prevented Black's K. escaping to B's 2d, and then to K's 3d. White also threatened P. to K. Kt's 4th.]

[Footnote Z: Black would have lost the R. had they taken the B. by a check at K's 8th, and afterwards at his 7th.]

[Footnote AA: The *coup de grace*.]

GAME II.—Played by Correspondence between  
New York and Philadelphia, in 1857.

{PGN 28}

WHITE. (Phila.)

BLACK. (N.Y.)



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

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

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- |                             |                       |
|-----------------------------|-----------------------|
| 25. Q. to K. R's 4th. (ch.) | 25. K. to Q's 2d.     |
| 26. K. R. to Q's sq. (ch.)  | 26. K. to K's sq.     |
| 27. K. to K. R's sq.        | 27. P. to Q. B's 3d.  |
| 28. R. takes Q. B. P.       | 28. Q. R. to Q's sq.  |
| 29. Q. R. to Q. B's sq.     | 29. R. takes R.       |
| 30. R. takes R.             | 30. P. to K. R's 4th. |
| 31. Q. to K. B's 6th.       | 31. B. to Q. B's sq.  |
| 32. B. takes Q. Kt. P.      |                       |

And New York resigns, as they must lose their Q.,  
or be mated in a few moves.

GAME III.—Between Hon. A. B. Meek, of Mobile, and Mr. Marache.

{PGN 29}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3d.
3. P. to Q's 4th.
4. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. P. to Q. Kt's 4th.
7. P. to Q. R's 4th.
8. P. to Q. Kt's 5th.
9. Q. to Q. Kt's 3d.
10. P. takes P.
11. B. to Q. R's 3d.
12. Q. Kt. to Q's 2d.
13. Q. Kt. to K's 4th.
14. K. Kt. takes P.
15. P. to Q's 6th.
16. B. takes P.
17. B. takes Kt.
18. Q. to Q. R's 3d. (ch.)
19. Q. to Q's 6th. (ch.)

Black resigns.

BLACK. (Mr. Meek.)

1. P. to K's 4th.
2. Kt. to Q. B's 3d.
3. P. takes P.
4. B. to Q. B's 4th.
5. P. to Q's 6th.
6. B. to Q. Kt's 3d.
7. P. to Q. R's 4th.
8. Q. Kt. to K's 2d.
9. P. to Q's 4th.
10. Q. to Q's 3d.
11. Q. to K. B's 3d.
12. K. Kt. to K. R's 3d.
13. P. checks.
14. Q. to K's 4th.
15. P. takes P.
16. Q. to K. B's 4th.
17. K. takes B.
18. K. to Q's sq.

GAME IV.—Between Messrs. Cochrane and Deschappelles.



{PGN 30}

WHITE. (Mr. C.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. K. B. to Q. B's 4th.
5. K. Kt. to Kt's 5th.
6. K. B. takes B. P. (ch.)
7. Kt. takes Kt.
8. P. to Q. B's 3d.
9. P. takes P.
10. Q. Kt. takes B.
11. Q. to her 5th. (ch.)
12. Q. B. to R's 3d. (ch.)
13. P. to K's 5th.
14. P. takes P.
15. P. takes P. (dis. ch.)
16. Kt. takes Q.
17. Castles on K's side.
18. B. to Q's 6th.
19. Q. B. to K. Kt's 3d.
20. Q. R. to Q's sq.
21. K. R. to K's sq. (ch.)
22. Q. R. takes B.

BLACK. (M. D.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. takes P.
4. K. B. to Q. B's 4th.
5. Q. Kt. to K's 4th.[A]
6. Q. Kt. takes B.
7. B. to Q. Kt's 5th. (ch.)
8. P. takes P.
9. K. B. takes P. (ch.)
10. K. takes Kt.
11. K. to B's sq.
12. P. to Q's 3d.
13. Q. to K. Kt's 4th.
14. Q. takes Q.
15. K. to B's 2d.
16. Q. B. to Q's 2d.
17. Q. R. to Q. B's sq.
18. K. to his 3d.
19. Q. B. to his 3d.
20. B. takes Kt.
21. K. to B's 3d.
22. K. Kt. to R's 3d.

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- |                                      |                          |
|--------------------------------------|--------------------------|
| 23. Q. R. to his 5th.                | 23. Kt. to K. B's 4th.   |
| 24. Q. R. to Q. B's 5th.             | 24. Kt. takes B.         |
| 25. K. R. P. takes Kt.               | 25. K. to B's 2d.        |
| 26. K. R. to Q's sq.                 | 26. K. R. to K's sq.     |
| 27. K. R. to Q's 3d.                 | 27. K. R. to K's 2d.     |
| 28. Q. R. to K. B's 5th. (ch.)       | 28. K. to his square.[B] |
| 29. Q. R. to Q's 8th. (ch.)          | 29. R. takes R.          |
| 30. R. to K. B's 8th. (ch.)          | 30. K. takes R.          |
| 31. P. takes R., becoming a Q. (ch.) |                          |
- And White wins.

[Footnote A: This is not the correct move, he should have played K. Kt. to R's 3d.]

[Footnote B: K. to his 3d would have saved the game.]

### THE QUEEN'S BISHOP'S PAWN GAME IN THE KING'S KNIGHT'S OPENING

#### GAME THE FIRST.

##### WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. P. to Q's 4th.
5. Kt. takes K. P.
6. K. B. to Q. Kt's 5th.
7. B. takes Q. Kt.
8. Q. B. to K. Kt's 5th.
9. P. to Q. Kt's 4th.
10. Castles.
11. P. to K. B's 3d.
12. P. takes K. P.
13. Q. Kt. to Q's 2d.

##### BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. to K. B's 4th.
4. P. takes K. P.
5. K. Kt. to B's 3d.
6. P. to Q. R's 3d.
7. Q. Kt. P. takes B.
8. Q. B. to Kt's sq.
9. Q. B. to Kt's 2d.
10. P. to Q's 4th.
11. B. to K's 2d.
12. Castles. (best)

And you have a clear Pawn more and a much better game than he has.

#### VARIATION I.





*Beginning at Black's 3d move.*

WHITE. BLACK.

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

Gaining a Pawn and a superior position.

GAME THE SECOND.

WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. P. to Q's 4th.
5. P. takes K. P.
6. K. B. to Q. Kt's 5th.
7. K. Kt. to Q's 4th.
8. P. takes B.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. Kt. to B's 3d.
4. K. Kt takes K. P.
5. P. to Q's 4th.
6. K. B. to Q. B's 4th.
7. B. takes Kt.
8. Castles.

VARIATION I.

*Beginning at Black's 3d move.*



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WHITE.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. P. to Q. Kt's 4th.
5. P. to Q. Kt's 5th.
6. Kt. takes K. P.
7. P. to Q's 4th.
8. B. to. Q. R's 3d.
9. Kt. to K. B's 3d.
10. B. to K's 2d.
11. Castles.
12. K. B. to Q's 3d.

BLACK.

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. K. B. to B's 4th.
4. B. to Q. Kt's 3d.
5. Q. Kt. to R's 4th.
6. Q. to K's 2d.
7. P. to Q's 3d.
8. P. to K. B's 3d.
9. Q. takes K. P. (ch.)
10. K. Kt. to R's 3d.
11. Castles.

And you have an undoubted advantage of situation.

### GAMES

ILLUSTRATIVE OF THE QUEEN'S BISHOP'S PAWN GAME  
IN THE KING'S KNIGHT'S OPENING.

GAME I.—Between Messrs. Harrwitz and Staunton.

{PGN 31}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. P. to Q's 4th.
5. Kt. takes P.
6. K. B. to Q. Kt's 5th.
7. B. takes Kt.
8. Q. B. to K. Kt's 5th.
9. P. to Q. Kt's 4th.
10. Q. to Q. R's 4th.
11. Castles.[A]
12. Q. B. to K. R's 4th.
13. B. to K. Kt's 3d.
14. Q. Kt. to Q's 2d.
15. Q. Kt. to his 3d.
16. Q. Kt. to R's 5th.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. to K. B's 4th.
4. K. B. P. takes P.
5. K. Kt. to B's 3d.
6. P. to Q. R's 3d.
7. Q. Kt. P. takes B.
8. Q. R. to Q. Kt's sq.
9. Q. B. to Kt's 2d.
10. P. to Q's 4th.
11. P. to K. R's 3d.
12. Q. to her 3d.
13. K. R. to K. Kt's sq.
14. Q. R. to Q. B's sq.
15. Kt. to Q's 2d.
16. Kt. to Kt's 3d.



- |                              |                         |
|------------------------------|-------------------------|
| 17. Q. to B's 2d.            | 17. Q. B. to Q. R's sq. |
| 18. P. to K. B's 3d.         | 18. P. takes P.         |
| 19. R. takes P.              | 19. Q. to K's 3d.       |
| 20. Q. R. to K's sq.         | 20. K. B. to K's 2d.    |
| 21. K. Kt. takes Q. B. P.    | 21. Q. takes R. (ch.)   |
| 22. B. takes Q.              | 22. B. takes Kt.        |
| 23. Q. to K. Kt's 6th. (ch.) | 23. K. to Q's sq.       |
| 24. Kt. takes B. (ch.)       |                         |
- And wins.

[Footnote A: The following moves will show the probable result of taking the P. with Kt.:  
—

- |                        |                      |
|------------------------|----------------------|
| 11. Kt. takes Q. B. P. | 11. Q. to her 2d.    |
| 12. P. to Q. Kt's 5th. | 12. R. to Q. R's sq. |

(His best move; if P. takes P., then White plays Q. to her R's 7th.)

13. Q. to her sq. 13. P. takes P., or B. takes Kt.

And White has little if any advantage.]

GAME II.—Between Mr. Horwitz and Captain Evans

{PGN 32}

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WHITE. (Capt. E.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. P. to Q's 4th.
5. P. to K's 5th.
6. Q. Kt. takes P.
7. Q. B. to K. Kt's 5th.
8. K. B. to Q. B's 4th.
9. P. takes P. in passing.
10. Q. to K's 2d.
11. Kt. takes Kt.
12. Castles.
13. Q. Kt. to Q's 5th.
14. Q. B. takes Kt.
15. Kt. takes B. (ch.)
16. K. R. to Q's sq.
17. B. to Q. Kt's 3d.
18. R. to Q's 2d.
19. Q. R. to Q's sq.
20. Q. takes P.
21. R. takes B.
22. R. takes R.
23. Q. to her sq.
24. R. to Q's 8th. (ch.)
25. Q. takes R. (ch.)
26. Kt. to Q. B's 6th. (ch.)

And White mates in four moves.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. to K. B's 4th.
4. P. takes Q. P.
5. P. takes Q. B. P.
6. K. B. to Q. Kt's 5th.
7. K. Kt. to K's 2d.
8. P. to Q's 4th.
9. Q. takes P.
10. Q. Kt. to Q's 5th.
11. Q. takes Kt.
12. Q. B. to Q's 2d.
13. Castles on Q's side.
14. B. takes B.
15. K. to Kt's sq.
16. Q. to K. R's 5th.
17. Q. to K. R's 3d.
18. P. to K. B's 5th.
19. P. to K. B's 6th.
20. P. to Q. R's 3d.
21. R. takes R.
22. Q. to her B's 8th. (ch.)
23. Q. takes Kt. P.
24. R. takes R.
25. K. to R's 2d.

GAME III.—Between Captain Evans and Mr. Henderson

{PGN 33}

WHITE. (Capt. E.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. B's 3d.
4. K. B. to Q. Kt's 5th.
5. Q. to her R's 4th.
6. Kt. takes K. P.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Q. Kt. to B's 3d.
3. P. to Q's 4th.
4. Q. B. to K. Kt's 5th.
5. Q. to her 3d.
6. Q. takes Kt.



- |                             |                         |
|-----------------------------|-------------------------|
| 7. B. takes Q. Kt. (ch.)    | 7. P. takes B.          |
| 8. Q. takes P. (ch.)        | 8. K. to his 2d.        |
| 9. P. to K. B's 3d.         | 9. R. to Q's sq.        |
| 10. P. to Q's 4th.          | 10. Q. to R's 3d.       |
| 11. Q. takes Q. B. P. (ch.) | 11. R. to Q's 2d.       |
| 12. Q. to Q. B's 5th. (ch.) | 12. K. to his sq.       |
| 13. Q. to Q. B's 8th. (ch.) | 13. B. to Q's sq.       |
| 14. Q. takes Q. (ch.)       | 14. B. takes Q.         |
| 15. P. to K's 5th.          | 15. P. to K. B's 4th.   |
| 16. Kt. to Q's 2d.          | 16. Kt. to K. R's 3d.   |
| 17. Kt. to Q. Kt's 3d.      | 17. Kt. to K. B's 2d.   |
| 18. P. to K. B's 4th.       | 18. B. to K's 2d.       |
| 19. P. to K. R's 4th.       | 19. Kt. to K. R's 3d.   |
| 20. K. to his 2d.           | 20. B. to Q's 2d.       |
| 21. K. to his B's 3d.       | 21. B. to Q. Kt's 4th.  |
| 22. P. to K. Kt's 3d.       | 22. B. to Q's 6th.      |
| 23. Kt. to Q's 2d.          | 23. Kt. to K. Kt's 5th. |
| 24. K. R. to K's sq.        | 24. P. to K. R's 3d.    |
| 25. P. to Q. Kt's 3d.       | 25. R. to Q. B's sq.    |



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- |                             |                              |
|-----------------------------|------------------------------|
| 26. B. to Q. Kt's 2d.       | 26. P. to K. Kt's 4th.       |
| 27. P. to K. R's 5th.       | 27. P. takes B. P.           |
| 28. P. takes P.             | 28. R. to K. Kt's sq.        |
| 29. R. to K. R's sq.        | 29. K. to B's 2d.            |
| 30. R. to K. R's 3d.        | 30. K. to his 3d.            |
| 31. R. to Q. B's sq.        | 31. R. to K. Kt's 2d.        |
| 32. P. to Q. B's 4th.       | 32. P. takes P.              |
| 33. Kt. takes P.            | 33. B. to K's 5th. (ch.)     |
| 34. K. to his 2d.           | 34. B. to K. Kt's 7th.       |
| 35. R. to K. Kt's 3d.       | 35. B. to K's 5th.           |
| 36. P. to Q. R's 3d.        | 36. Q. R. to K. Kt's sq.     |
| 37. Q. R. to K. Kt's sq.    | 37. B. to K. R's 5th.        |
| 38. R. to K. R's 3d.        | 38. B. to K. B's 7th.        |
| 39. R. to Q. B's sq.        | 39. Q. B. to K. Kt's 7th.    |
| 40. R. to Q's 3d.           | 40. B. to K. R's 5th.        |
| 41. Kt. to Q's 6th.         | 41. Kt. to K. B's 7th.       |
| 42. K. R. to Q. B's 3d.     | 42. Kt. to K's 5th.          |
| 43. P. to Q's 5th. (ch.)    | 43. K. takes P.              |
| 44. R. to Q's 3d. (ch.)     | 44. K. to K's 3d.            |
| 45. Kt. takes Kt.           | 45. P. takes Kt.             |
| 46. R. to Q's 6th. (ch.)    | 46. K. to B's 4th.           |
| 47. P. to K's 6th.          | 47. B. to K. B's 6th. (ch.)  |
| 48. K. to his 3d.           | 48. R. to K. Kt's 7th.       |
| 49. R. to Q. B's 5th. (ch.) | 49. K. to K. Kt's 5th.       |
| 50. R. to Q's 2d.           | 50. R. takes R.              |
| 51. K. takes R.             | 51. K. takes K. B. P.        |
| 52. B. to K's 5th. (ch.)    | 52. K. to K. Kt's 5th.       |
| 53. K. to his 3d.           | 53. B. to K. Kt's 4th. (ch.) |
| 54. K. to Q's 4th.          | 54. P. to K's 6th.           |
| 55. R. to Q. B's sq.        | 55. R. to Q's sq. (ch.)      |
| 56. K. to Q. B's 3d.        | 56. R. to Q. B's sq. (ch.)   |
- And Black wins.

## CHAPTER III.

THE KING'S BISHOP'S OPENING.

THE TWO KINGS' BISHOPS' GAME

### GAME THE FIRST.

#### WHITE.

1. P. to K's 4th.
  2. K. B. to Q. B's 4th.
  3. P. to Q. B's 3d.
  4. P. to Q's 4th.
  5. P. to K's 5th.
  6. P. takes Kt.
  7. P. takes K. Kt. P.
  8. Q. to K. R's 5th.
  9. K. to Q's sq.
  10. K. Kt. to B's 3d.
  11. K. R. to K's sq.
  12. R. takes B.
  13. Q. takes B.
  14. Q. to her Kt's 5th.
- I prefer your game.

#### BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3d.
4. P. takes P.
5. P. to Q's 4th.
6. P. takes B.
7. R. to K. Kt's sq.
8. Q. to K's 2d. (ch.)
9. R. takes P.
10. Q. Kt. to B's 3d.
11. Q. B. to K's 3d.
12. Q. takes R.
13. P. to Q. Kt's 3d.
14. R. takes K. Kt. P.

### GAME THE SECOND.

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WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q. B's 3d.
4. K. Kt. to B's 3d.
5. P. to Q's 4th.
6. Castles
7. P. to Q. Kt's 4th.
8. Q. Kt. takes P.
9. Q. Kt. to Q's 5th.
10. P. takes Kt.
11. Q. B. to Q. Kt's 2d.
12. K. R. to K's sq.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K's 2d.
4. P. to Q's 3d. (best)
5. P. takes P.
6. P. takes Q. B. P.
7. B. to Q. Kt's 3d.
8. K. Kt. to B's 3d.
9. Kt. takes Kt.
10. Castles.
11. Q. B. to K. Kt's 5th.
12. Q. to her sq.

Your attack is hardly an equivalent for his extra Pawn.

GAME THE THIRD.

THE ITALIANS' DEFENCE.

WHITE. BLACK.

- |                         |                              |
|-------------------------|------------------------------|
| 1. P. to K's 4th.       | 1. P. to K's 4th.            |
| 2. K. B. to Q. B's 4th. | 2. K. B. to Q. B's 4th.      |
| 3. P. to Q. B's 3d.     | 3. Q. to K. Kt's 4th.        |
| 4. Q. to K. B's 3d.     | 4. Q. to K. Kt's 3d. (best). |
| 5. K. Kt. to K's 2d.    | 5. P. to Q's 3d.             |
| 6. P. to Q's 4th.       | 6. B. to Q. Kt's 3d.         |
| 7. P. takes P.          | 7. P. takes P.               |
| 8. K. Kt. to his 3d.    | 8. K. Kt. to B's 3d.         |
| 9 P. to K. R's 3d.      |                              |

The game is equal.

GAME THE FOURTH.

LEWIS'S COUNTER GAMBIT.

WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q. B's 3d.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q's 4th.





4. B. takes P.
  5. Q. to K. B's 3d.
  6. P. to Q's 4th.
  7. Q. B. to K. Kt's 5th.
  8. Q. Kt. takes P.
  9. Castles.
  10. B. to Q. Kt's 3d.
- The game is even.

4. K. Kt. to B's 3d.
5. Castles.
6. P. takes P.
7. P. takes P.
8. Q. Kt. to Q's 2d.
9. P. to Q. B's 3d.
10. Q. to K's 2d.

#### GAME THE FIFTH.

##### WHITE.

1. P. to K's 4th.
  2. K. B. to Q. B's 4th.
  3. P. to Q. B's 3d.
  4. P. to Q's 4th.
  5. K. Kt. to K's 2d.
  6. Q. to her 3d.
  7. P. to K. B's 4th.
  8. P. to K's 5th.
  9. B. to Q. Kt's 3d.
  10. Q. B. P. takes P.
  11. Q. Kt. to B's 3d.
- And the game is even.

##### BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. B. to Q. Kt's 3d. (best)
5. K. Kt. to B's 3d.
6. Castles.
7. P. takes Q. P.
8. P. to Q's 4th.
9. K. Kt. to K's 5th.
10. P. to K. B's 4th.
11. Q. B. to K's 3d.

#### GAME THE SIXTH.

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WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3d.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. B. to Q's 2d.
8. Q. Kt. takes B.
9. P. takes P.
10. Q. to her Kt's 3d.
11. Castles.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q's 3d.
4. K. Kt. to B's 3d.
5. P. takes P.
6. B. to Q. Kt's 5th. (ch.)
7. B. takes B. (ch.)
8. P. to Q's 4th.
9. Kt. takes P.
10. P. to Q. B's 3d.
11. Castles.

You have the move, and your Pieces are in better play.

### GAME THE SEVENTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. B. to Q. B's 4th.
3. Q. to K. B's 3d. 3. K. Kt. to B's 3d.
4. P. to K. Kt's 4th. 4. P. to Q's 4th.
5. K. B. takes Q. P. 5. Q. B. takes P.
6. Q. to Q. Kt's 3d. 6. K. Kt. takes K. B.
7. P. takes Kt. 7. K. B. to Q. Kt's 3d.
8. Q. to K. Kt's 3d. 8. Q. to K. B's 3d.

Black has the better game.

### GAME THE EIGHTH.

WHITE. BLACK.

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

Black has the advantage.

GAME THE NINTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. B. to Q. B's 4th.
3. Q. to K. R's 5th. 3. Q. to K's 2d.
4. K. Kt. to B's 3d. 4. P. to Q's 3d.
5. K. Kt. to his 5th. 5. K. Kt. to B's 3d.
6. Q. takes K. B. P. (ch.) (best) 6. Q. takes Q.
7. B. takes Q. (ch.) 7. K. to his 2d.
8. B. to Q. B's 4th. 8. P. to K. R's 3d.
9. Kt. to K. B's 3d. 9. Kt. takes K. P.

You have no advantage.

GAME THE TENTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. B. to Q. B's 4th.
3. P. to Q's 4th. 3. B. takes P.

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4. K. Kt. to B's 3d. 4. Q. Kt. to B's 3d.  
5. P. to Q. B's 3d. 5. B. to Q. Kt's 3d.  
6. K. Kt. to his 5th. 6. K. Kt. to R's 3d.  
7. Q. to K. R's 5th. 7. Castles.

Black maintains his Pawn.

GAME THE ELEVENTH.

MCDONNELL'S DOUBLE GAMBIT.

WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q. Kt's 4th.
4. P. to K. B's 4th.
5. P. takes Q. P.
6. K. Kt. to K's 2d.
7. Castles.
8. Q. Kt. to B's 3d.
9. P. takes P.
10. K. to R's sq.

Your game is inferior to his.

BLACK.

1. P. to K's 4th
2. K. B. to Q. B's 4th.
3. B. takes Kt. P.
4. P. to Q's 4th.
5. P. to K's 5th.
6. K. Kt. to B's 3d.
7. Castles.
8. P. to Q. B's 3d.
9. Q. Kt. takes P.
10. Q. B. to K. Kt's 5th.

GAME THE TWELFTH.

WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to K. B's 4th.
4. Q. to K. R's 5th.
5. R. takes B.
6. P to K. B's 5th.
7. Q. to K. Kt's 5th.
8. Q. takes K. Kt. P.
9. K. B. takes K. B. P. (ch.)
10. Q. takes Q. (ch.)
11. K. B. to Q. Kt's 3d.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th
3. B. takes K. Kt.
4. Q. to K's 2d.
5. P. to Q's 3d.
6. K. Kt. to B's 3d.
7. K. Kt. takes K. P.
8. Q. to K. B's 3d.
9. K. to his 2d.
10. Kt. takes Q.
11. Q. B. takes P.

The game is in Black's favor.

#### GAME THE THIRTEENTH.

##### THE LOPEZ GAMBIT

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. B. to Q. B's 4th.
3. Q. to K's 2d. 3. P. to Q's 3d.
4. P. to K. B's 4th. 4. Kt. to K. B's 3d.
5. K. Kt. to B's 3d. 5. Q. to K's 2d.
6. P. to Q's 3d. 6. Q. B. to K. Kt's 5th.
7. P. takes P. 7. P. takes P.
8. Q. B. to K. Kt's 5th. 8. Q. Kt. to Q's 2d.
9. Q. Kt. to Q's 2d. 9. Castles on Q's side.
10. Castles on Q's side.

The positions are equal.

#### GAME THE FOURTEENTH.

WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K's 2d.
4. P. to K. B's 4th.
5. K. Kt. to B's 3d.
6. Q. Kt. to B's 3d.
7. P. to Q's 3d.
8. P. to K. B's 5th.
9. Q. B. to K. Kt's 5th.
10. Q. B. to K. R's 4th.

The game is quite even.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K's 2d.
4. K. Kt. to B's 3d.
5. P. to Q's 3d.
6. P. to Q. B's 3d.
7. Q. B. to K. Kt's 5th.
8. Q. Kt. to Q's 2d.
9. P. to K. R's 3d.
10. P. to K. Kt's 4th.

#### GAME THE FIFTEENTH.



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WHITE.

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. Q. to K's 2d.
4. P. to Q. B's 3d.
5. P. to K. B's 4th.
6. R. takes B.
7. P. to Q's 3d.
8. K. B. takes Q. P.
9. P. takes Kt.
10. Q. B. takes P.
11. B. to K's 3d.
12. P. to K. R's 3d.
13. P. to Q's 4th.

BLACK.

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. K. Kt. to B's 3d.
5. B. takes K. Kt.
6. Castles.
7. P. to Q's 4th.
8. K. Kt. takes B.
9. P. takes K. B. P.
10. R. to K's sq.
11. Kt. to K's 4th.
12. B. to K. B's 4th.
13. B. to Q's 6th.

And by afterwards moving the Kt. to Q. B's 5th, Black must win at least a Piece.

VARIATION,

*Beginning at White's 4th move.*

WHITE. BLACK.

- |                               |                         |
|-------------------------------|-------------------------|
| 1. P. to K's 4th.             | 1. P. to K's 4th.       |
| 2. K. B. to Q. B's 4th.       | 2. K. B. to Q. B's 4th. |
| 3. Q. to K's 2d.              | 3. Q. Kt. to B's 3d.    |
| 4. K. B. takes K. B. P. (ch.) | 4. K. takes B.          |
| 5. Q. to her B's 4th. (ch.)   | 5. P. to Q's 4th.       |
| 6. Q. takes B.                | 6. P. takes K. P.       |
| 7. Q. to her B's 4th. (ch.)   | 7. Q. B. to K's 3d.     |
| 8. Q. takes P.                | 8. K. Kt. to B's 3d.    |

And you have an inferior game.

GAMES

ILLUSTRATIVE OF THE PRECEDING ANALYSES.

GAME I.—Played some years since between Messrs. Popert and Staunton.

{PGN 34}



WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q. B's 3d.
4. K. Kt. to B's 3d.[B]
5. P. to Q's 4th.
6. P takes P.
7. B. to Q's 2d.
8. Q. Kt. takes B.
9. B. to Q's 3d.
10. P. to Q. R's 3d.
11. Q. to Q. B's 2d.
12. Q. R. to Q. B's sq.
13. P. to K's 5th.
14. Kt. takes B.
15. P. to K. Kt's 3d.
16. P. to Q. Kt's 4th.
17. Q. to Q's 2d.
18. Castles.
19. Q. R. to B's 3d.
20. Kt. to K. R's 4th.
21. P. to K. B's 4th.
22. P. to K. Kt's 4th.
23. P. takes B. P.

BLACK. (Mr. P.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q's 3d.[A]
4. K. Kt. to B's 3d.
5. P. takes P.
6. B. checks.
7. B. takes B. (ch.)
8. Castles.[C]
9. Kt. to Q. B's 3d.
10. Q. B. to K. Kt's 5th.
11. P. to K. R's 3d.
12. P. to Q's 4th.
13. B. takes Kt.
14. Kt. to K. R's 4th.
15. P. to K. Kt's 3d.
16. Q. to Q's 2d.[D]
17. K. to R's 2d.
18. Q. R. to K's sq.
19. Kt. to Q's sq.
20. P. to Q. B's 3d.
21. P. to K. B's 4th.
22. Kt. to K. Kt's 2d.
23. K. Kt. takes P.

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- |                              |                          |
|------------------------------|--------------------------|
| 24. Kt. takes Kt.            | 24. P. takes Kt.         |
| 25. K. to R's sq.            | 25. K. R. to K. Kt's sq. |
| 26. Q. R. to Q. B's sq.      | 26. Q. to K. B's 2d.     |
| 27. Q. to Q. B's 2d.         | 27. Q. R. to K. B's sq.  |
| 28. K. R. to K. Kt's sq.     | 28. Kt. to K's 3d.       |
| 29. R. takes R.              | 29. K. takes R.          |
| 30. R. to K. Kt's sq. (ch.)  | 30. K. to R's sq.        |
| 31. Q. to K. B's 2d.         | 31. Q. to K. R's 4th.[E] |
| 32. B. to K's 2d.            | 32. Q. to K. B's 2d.     |
| 33. Q. to K. R's 4th.        | 33. Q. to K. R's 2d.     |
| 34. B. to K. R's 5th.        | 34. Kt. takes Q. P.      |
| 35. R. to K. Kt's 3d.        | 35. P. to Q. Kt's 3d.    |
| 36. B. to K. Kt's 6th.[F]    | 36. Q. to K. Kt's 2d.    |
| 37. B. to K. B's 7th.        | 37. R. takes B.[G]       |
| 38. R. takes Q.              | 38. K. takes R.          |
| 39. K. to Kt's 2d, and wins. |                          |

[Footnote A: Not so good a move as K. Kt. to B's 3d, or Q. to K. Kt's 4th.]

[Footnote B: P. to Q's 4th would perhaps have been stronger play.]

[Footnote C: P. to Q's 4th is a better move at this point.]

[Footnote D: Intending, if the Q. Kt. P. should be played on his Kt., to move Q. to K. Kt's 5th.]

[Footnote E: A lost move.]

[Footnote F: It would have been more decisive if played to K. B's 7th at once.]

[Footnote G: If the Q. takes B., mate follows in three moves.]

GAME II.—Between two Amateurs.

{PGN 35}

WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q. B's 3d.

BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K. Kt's 4th.





- |                               |                          |
|-------------------------------|--------------------------|
| 4. Q. to K. B's 3d.           | 4. Q. to K. Kt's 3d.     |
| 5. K. Kt. to K's 2d.          | 5. P. to Q's 3d.         |
| 6. P. to Q's 4th.             | 6. P. takes P.           |
| 7. P. takes P.                | 7. B. to Q. Kt's 3d.     |
| 8. P. to K's 5th.             | 8. K. Kt. to K's 2d.     |
| 9. P. to K's 6th.             | 9. P. to K. B's 3d.      |
| 10. Q. Kt. to B's 3d.         | 10. Castles.             |
| 11. K. Kt. to K. B's 4th.     | 11. Q. to K's sq.        |
| 12. Q. B. to K's 3d.          | 12. Q. Kt. to Q. B's 3d. |
| 13. Q. R. to Q's sq.          | 13. K. to R's sq.        |
| 14. P. to K. R's 4th.         | 14. Q. Kt. to Q's sq.    |
| 15. P. to K. R's 5th.         | 15. P. to K. B's 4th.    |
| 16. Q. Kt. to Q's 5th.        | 16. Q. B. takes P.       |
| 17. Kt. takes Kt.             | 17. Q. takes Kt.         |
| 18. Kt. to K. Kt's 6th. (ch.) | 18. P. takes Kt.         |
| 19. P. takes P. (dis. ch.)    |                          |
- And White gives checkmate in three moves.

GAME III.—THE LOPEZ GAMBIT.—Between Messrs.  
De la Bourdonnais and McDonnell.

{PGN 36}

## Page 53

WHITE. (M. De la B.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K's 2d.
4. P. to Q's 3d.
5. P. to Q. B's 3d.
6. P. to K. B's 4th.
7. P. to Q's 4th.
8. Q. B. takes P.
9. K. B. to Q's 3d.
10. Q. B. to K's 3d.
11. P. to K. R's 3d.
12. Q. Kt. to Q's 2d.
13. Castles on Q's side.
14. K. to Kt's sq.
15. P. takes P.
16. K. Kt. to B's 3d.
17. P. to K. Kt's 4th.
18. Q. R. to K. Kt's sq.
19. P. to K. Kt's 5th.
20. B. takes P.
21. P. to Q. Kt's 3d.
22. Q. R. to K. Kt's 4th.
23. P. to K. R's 4th.
24. Kt. takes B.
25. P. to K. R's 5th.
26. R. takes R.
27. Q. to K. B's 3d.
28. P. to Q's 5th.
29. K. R. to K. Kt's sq.[B]
30. K. to R's sq.
31. R. takes K. Kt. P. (ch.)
32. Q. to K. Kt's 3d.
33. K. R. P. takes B.
34. R. takes Q.[C]
35. Q. takes R.
36. R. to R's 7th. (ch.)
37. P. takes K. B. P. (ch.)
38. P. one, becoming a Queen.

BLACK. (Mr. McD.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. K. Kt. to B's 3d.
4. Q. Kt. to B's 3d.
5. Q. Kt. to K's 2d.
6. P. takes P.[A]
7. K. B. to Kt's 3d.
8. P. to Q's 3d.
9. Q. Kt. to K. Kt's 3d.
10. Castles.
11. K. R. to K's sq.
12. Q. to K's 2d.
13. P. to Q. B's 4th.
14. P. takes P.
15. P. to Q. R's 4th.
16. Q. B. to Q's 2d.
17. P. to K. R's 3d.
18. P. to Q. R's 5th.
19. P. takes P.
20. P. to Q. R's 6th.
21. Q. B. to his 3d.
22. K. B. to Q. R's 4th.
23. B. takes Q. Kt.
24. Q. R. to his 4th.
25. R. takes B.
26. Kt. to K. B's 5th.
27. Kt. takes B.
28. Kt. takes Q. P.
29. Kt. to B's 6th. (ch.)
30. B. takes K. P.
31. K. to R's sq.
32. B. to K. Kt's 3d.
33. Q. to K's 8th. (ch.)
34. R. takes R. (ch.)
35. Kt. takes Q.
36. K. to Kt's sq.
37. K. takes R.
38. Kt. mates.



[Footnote A: In this opening it is not advisable for the second player to take the gambit P. with his K. P.]

[Footnote B: This portion of the game is full of interest and instruction, and is remarkably well played.]

[Footnote C: White loses the game by this move.]

#### GAME IV.—THE LOPEZ GAMBIT.

{PGN 37}

##### WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. to K's 2d.
4. B. takes K. B. P. (ch.)
5. Q. to her B's 4th. (ch.)
6. Q. takes B.
7. Q. to her B's 4th. (ch.)
8. Q. takes P.
9. Q. to K. R's 4th.

##### BLACK.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. K. takes B.
5. P. to Q's 4th.
6. P. takes P.
7. Q. B. to K's 3d.
8. K. Kt. to B's 3d.
9. Q. Kt. to Q's 5th.

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- |                        |                              |
|------------------------|------------------------------|
| 10. Q. Kt. to R's 3d.  | 10. P. to K's 5th.           |
| 11. P. to Q. B's 3d.   | 11. P. to K. Kt's 4th.[A]    |
| 12. Q. takes K. Kt. P. | 12. K. R. to K. Kt's sq.     |
| 13. Q. to K's 3d.      | 13. Q. Kt. to K. B's 4th.    |
| 14. Q. to K's 2d.      | 14. R. takes K. Kt. P.       |
| 15. Q. Kt. to B's 2d.  | 15. Q. to her 3d.            |
| 16. Q. Kt. to K's 3d.  | 16. Kt. takes Kt.            |
| 17. Q. P. takes Kt.    | 17. Q. R. to K. Kt's sq.     |
| 18. Q. to K. B's sq.   | 18. Q. R. to Q's sq.         |
| 19. Q. to K's 2d.      | 19. Kt. to his 5th.          |
| 20. Kt. to R's 3d.     | 20. Kt. to K's 4th.          |
| 21. Kt. to K. B's 4th. | 21. Kt. to K. B's 6th. (ch.) |
| 22. K. to his B's sq.  |                              |
- And Black can checkmate in six moves.

[Footnote A: The game from this point forward is admirably conducted by Black.]

GAME V.—Between Messrs. Cochrane and Staunton.

{PGN 38}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. K. Kt. to B's 3d.
4. P. to Q. Kt's 4th.[A]
5. P. to Q. B's 3d.
6. Castles.
7. P. to Q's 4th.
8. K. Kt. takes P.
9. P. takes Kt.
10. P. to Q. R's 4th.
11. P. to Q. R's 5th.
12. Q. to her Kt's 3d.
13. Q. B. to Q. R's 3d.
14. Q. Kt. to Q. B's 3d.
15. Q. Kt. to K's 2d.
16. P. to K's 5th.
17. K. B. to Q's 3d.

BLACK. (Mr. C.)

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. B. takes Q. Kt. P.
5. B. to Q. R's 4th.
6. B. to Q. Kt's 3d.
7. P. takes Q. P.
8. Kt. takes Kt.
9. P. to Q's 3d.
10. P. to Q. B's 3d.
11. K. B. to Q. B's 2d.[B]
12. Q. to K's 2d.
13. Q. to K. B's 3d.
14. Q. to K. Kt's 3d.
15. K. Kt. to K. R's 3d.
16. P. to Q's 4th.
17. Kt. to K. B's 4th



- |                          |                          |
|--------------------------|--------------------------|
| 18. Q. to her Kt's 4th.  | 18. K. B. to Q's sq.     |
| 19. Q. to her Kt's sq.   | 19. Q. to K. R's 4th.    |
| 20. Kt. to K. Kt's 3d.   | 20. Kt. takes Kt.        |
| 21. K. B. P. takes Kt.   | 21. K. B. takes Q. R. P. |
| 22. K. B. to K. B's 5th. | 22. K. B. to Q. Kt's 3d. |
| 23. Q. to her Kt's 4th.  | 23. Q. to K. Kt's 4th.   |
| 24. K. B. takes Q. B.    | 24. Q. R. takes B.       |
| 25. P. to K's 6th.       | 25. P. takes P.          |

White announced mate in eight moves.

[Footnote A: We have now the same position brought about which occurs in the Evans Gambit.]

[Footnote B: If he had taken the P., Black, by taking the K. B. P. with his B., checking, and when the K. took the B., playing Q. to K. R's 5th (ch.), would have gained a more valuable P. in return, and have deprived his opponent of the privilege of castling.]

GAME VI.—Between Messrs. Walker and Daniels.

{PGN 39}



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WHITE. (Mr. W.)

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. P. to Q. B's 3d.
4. B. takes Q. P.
5. Q. to her Kt's 3d.
6. K. Kt. to B's 3d.
7. B. takes K. B. P. (ch.) [B]
8. Kt. takes K. P.
9. Q. takes R. (ch.)
10. Kt. takes Q.
11. P. to Q's 4th.
12. P. to K. B's 3d.
13. Q. B. to K's 3d.
14. K. to B's 2d.
15. Q. Kt. to Q's 2d.
16. P. to K. Kt's 4th.
17. P. to K. R's 4th.
18. P. to K. R's 5th.
19. P. takes P.
20. Q. R. to K. Kt's sq.
21. Q. Kt. to Q. B's 4th.
22. P. to K's 5th.
23. B. to K. R's 6th. (ch.)
24. K. to Kt's 3d.
25. Kt. to K's 3d.
26. B. takes Kt.
27. P. to K. B's 4th.
28. P. takes P.
29. P. to K. B's 5th.

Black resigns.

BLACK. (Mr. D.)

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. P. to Q's 4th.
4. K. Kt. to B's 3d.
5. Castles.
6. P. to Q. B's 3d. [A]
7. R. takes B.
8. Q. to K's 2d.
9. Q. takes Q.
10. K. takes Kt.
11. B. to Q. Kt's 3d.
12. Q. B. to K's 3d.
13. Q. Kt. to R's 3d.
14. Q. Kt. to B's 2d.
15. P. to K. Kt's 3d.
16. K. to Kt's 2d.
17. R. to K's sq.
18. Q. B. to K. B's 2d.
19. Q. B. takes P.
20. Q. Kt. to K's 3d.
21. B. to Q. B's 2d.
22. K. Kt. to Q's 4th.
23. K. to B's 2d.
24. P. to Q. Kt's 4th.
25. Kt. takes Kt.
26. P. to Q. B's 4th.
27. P. takes P.
28. Q. B. to Q's 6th.

[Footnote A: This is not advisable. It would be better to take B. with Kt.]

[Footnote B: The notion of this sacrifice originated with Messrs. Henderson and Williams, of Bristol, during an examination of the present opening.]

THE KING'S KNIGHT'S DEFENCE IN KING'S BISHOP'S OPENING

GAME THE FIRST.



WHITE.

1. P. to K's 4th.
  2. K. B. to Q. B's 4th.
  3. P. to Q's 4th.
  4. P. to K's 5th.
  5. B. to Q. Kt's 3d.
  6. K. Kt. to K's 2d.
  7. P. to K. B's 3d.
  8. Kt. to K. B's 4th.
  9. B. to R's 4th. (ch.)
  10. B. takes Kt. (ch.)
  11. Q. takes doubled P
  12. Kt. takes Kt.
  13. Castles.
  14. Q. to K. B's 2d.
- Black has the advantage.

BLACK.

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. takes P.
- 4 P. to Q's 4th.
5. Kt. to K's 5th.
6. P. to Q. B's 4th.
7. Kt. to K. Kt's 4th.
8. P. to Q. B's 5th.
9. Q. Kt. to B's 3d.
10. P. takes B.
11. Kt. to K's 3d.
12. K. B. P. takes Kt.
13. P. to Q. B's 4th.

GAME THE SECOND.



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WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. Kt. to B's 3d.
3. P. to Q's 3d. 3. K. B. to Q. B's 4th
4. K. Kt. to B's 3d. 4. P. to Q's 3d.
5. P. to Q. B's 3d. 5. Castles.
6. P. to Q. R's 4th. 6. P. to Q. R's 4th.

The game is even.

GAME THE THIRD.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. K. Kt. to B's 3d.
3. P. to K. B's 4th. 3. P. to Q's 4th.
4. P. takes Q. P. 4. P. takes B. P.
5. P. to Q's 4th. 5. B. to K. Kt's 5th.
6. K. Kt. to B's 3d.

There is no advantage on either side.

GAME THE FOURTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. B. to Q. B's 4th. 2. K. Kt. to B's 3d.
3. K. Kt. to B's 3d. 3. Kt. takes K. P.
4. P. to Q's 3d. 4. Kt. to Q's 3d.
5. Kt. takes K. P. 5. Kt. takes B.
6. Kt. takes Kt. 6. P. to Q's 4th.
7. Kt. to K's 5th. 7. K. B. to Q's 3d.
8. P. to Q's 4th. 8. Castles.
9. Castles. 9. P. to K. B's 3d.
10. Kt. to K. B's 3d.

Neither party can boast of advantage.

COUNTER GAMBIT IN THE KING'S BISHOP'S OPENING

GAME THE FIRST.





WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.

BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.

You have now the choice of refusing or accepting the gambit; the former is the more judicious mode of operating, and the consequences arising from it will be shown in this game, while the result of your accepting the gambit shall be considered in the next.

3. P. to Q's 3d. 3. K. Kt. to B's 3d.
4. P. to K. B's 4th. 4. K. P. takes P.
5. Q. B. takes P. 5. P. takes K. P.
6. Q. P. takes P. 6. Q. to K's 2d.
7. P. to K's 5th. 7. P. to Q's 3d.
8. Q. to K's 2d. 8. P. takes P.
9. B. takes P. 9. P. to Q. B's 3d.
10. K. Kt. to B's 3d.

You have a better developed opening.

VARIATION I.

*Beginning at White's 3d move.*

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. K. B. to Q. B's 4th. 2. P. to K. B's 4th.
3. P. to Q's 4th. 3. P. takes Q. P. (best)
4. Q. takes P. 4. Q. Kt. to B's 3d.
5. Q. to K's 3d. 5. P. takes P.
6. Q. takes P. (ch.) 6. Q. to K's 2d.

The game is even.

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### VARIATION II.

*Beginning also at White's 3d move.*

#### WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. B. takes K. Kt.
4. P. takes P.
5. Q. to K. R's 5th. (ch.)
6. P. takes P.
7. K. Kt. to B's 3d.
8. Q. takes K. R. P.
9. P. to Q's 3d.
10. B. to K's 3d.
11. P. takes B.

#### BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. R. takes B.
4. P. to Q's 4th.
5. P. to K. Kt's 3d.
6. R. takes P.
7. Q. Kt. to B's 3d.
8. Q. to K. B's 3d.
9. K. B. to Q. B's 4th.
10. B. takes B.
11. R. takes K. Kt. P.

The positions are equal.

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. takes P.
4. P. to Q's 4th.
5. Q. takes P.
6. K. B. to Q's 3d.
7. Q. to K's 3d. (ch.)
8. K. Kt. to K's 2d.
9. P. to Q. B's 3d.
10. Q. to K. Kt's 3d.

#### BLACK.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. takes P.
5. P. to Q's 4th.
6. Q. Kt. to B's 3d.
7. K. to B's 2d.
8. B. to Q. Kt's 5th. (ch.)
9. R. to K's sq.
10. K. B. to Q's 3d.

His game is better developed.

### THE QUEEN'S BISHOP'S PAWN'S DEFENCE IN THE KING'S BISHOP'S OPENING.

#### WHITE.

1. P. to K's 4th.
2. K. B. to Q. B's 4th.

#### BLACK.

1. P. to K's 4th.
2. P. to Q. B's 3d.



- |                           |                         |
|---------------------------|-------------------------|
| 3. Q. to K's 2d.          | 3. K. Kt. to B's 3d.    |
| 4. P. to K. B's 4th.      | 4. P. to Q's 3d.        |
| 5. P. takes P.            | 5. P. takes P.          |
| 6. K. Kt. to B's 3d.      | 6. K. B. to Q's 3d.     |
| 7. P. to Q's 4th.         | 7. P. takes P.          |
| 8. P. to K's 5th.         | 8. Castles.             |
| 9. Castles.               | 9. K. B. to Q. B's 4th. |
| 10. Q. to her 3d.         | 10. Kt. to Q's 4th.     |
| 11. Kt. to his 5th.       | 11. P. to K. Kt's 3d.   |
| 12. Kt. to K's 4th.       | 12. B. to K's 2d.       |
| 13. B. takes Kt.          | 13. P. takes B.         |
| 14. Kt. to B's 6th. (ch.) | 14. B. takes Kt.        |
| 15. P. takes B.           |                         |
- You have a fine game.

VARIATION,

*Beginning at White's 3d move.*

WHITE. BLACK.

- |                         |                            |
|-------------------------|----------------------------|
| 1. P to K's 4th.        | 1. P. to K's 4th.          |
| 2. K. B. to Q. B's 4th. | 2. P. to Q. B's 3d.        |
| 3. P. to Q's 4th.       | 3. K. Kt. to B's 3d.       |
| 4. P. takes K. P.       | 4. Q. to Q. R's 4th. (ch.) |
| 5. P. to Q. B's 3d.     | 5. Q. takes K. P.          |
| 6. B. to Q's 3d.        | 6. K. B. to Q. B's 4th.    |
| 7. P. to K. B's 4th.    | 7. Q. to K's 2d.           |
| 8. P. to K's 5th.       |                            |

The game is in your favor.

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### GAMES

ILLUSTRATIVE OF THE PRECEDING ANALYSES.

GAME I.—Between Messrs. Stanley and Rousseau.

{PGN 40}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. K. Kt. to B's 3d.
5. P. to K. R's 3d.
6. P. to Q's 3d.
7. K. B. to Q. Kt's 3d.
8. Q. Kt. to K's 2d.
9. Q. Kt. to K. Kt's 3d.
10. Kt. takes Kt.
11. P. to Q. B's 3d.[A]
12. Castles.
13. Q. B. to K. Kt's 5th.
14. Kt. to K. R's 5th.
15. P. takes P.
16. Q. to K. B's 3d.[C]
17. B. takes Kt.
18. Kt. takes K. Kt. P
19. Kt. takes Q.
20. Kt. takes R.

Black surrenders.

BLACK. (Mr. R.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. K. B. to Q. B's 4th.
4. P. to Q's 3d.
5. Castles.
6. Q. B. to K's 3d.
7. Q. Kt. to B's 3d.
8. Q. to K's 2d.
9. Q. Kt. to Q's 5th.
10. B. takes Kt.
11. B. to Q. Kt's 3d.
12. P. to Q's 4th.[B]
13. P. to Q. B's 3d.
14. P. takes K. P.
15. B. takes B.
16. Q. B. to his 5th.
17. Q. to K's 3d.
18. Q. B. to K's 7th.
19. B. takes Q.

[Footnote A: White gains a move by this exchange of Pieces.]

[Footnote B: P. to K. R's 3d would have been better play.]

[Footnote C: This is very finely played, and is an example to young players of the importance of gaining time at chess. Had White paused in his attack to recover the lost Bishop, the adversary might have succeeded in dislodging one or other of the Pieces by which he is beleaguered, or in bringing his own forces to the rescue, and then have ultimately retrieved the game.]

GAME II.—Between Messrs. Horwitz and Schulten.

{PGN 41}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. B. takes Kt. P.
5. P. to Q's 3d.
6. B. to Q. B's 4th.
7. Q. to K's 2d.
8. P. takes P.
9. Q. Kt. to K's 4th.
10. P. takes Kt.
11. Q. takes B.
12. Q. B. to Q's 2d.
13. Q. to K. B's 3d.
14. P. takes K. B. P.
15. Q. to her Kt's 3d.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q. Kt's 4th.
4. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. Q. to her Kt's 3d.
7. P. to Q's 4th.
8. Castles.
9. Kt. takes Kt.
10. B. takes K. B. P. (ch.)[A]
11. Q. to Kt's 5th. (ch.)
12. Q. takes K. B.
13. P. to K. B's 4th.
14. B. takes P.

And Black mated by force in three moves.[B]

[Footnote A: Black plays capitally now to the end.]

[Footnote B: It is rarely in actual play one sees so pretty a mate.]

GAME III.—Between Dr. Bledow and Von Bilguer.

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{PGN 42}

WHITE. (Dr. B.) BLACK. (Von B.)

1. P. to K's 4th. 1. P. to K's 4th.
  2. K. B. to Q. B's 4th. 2. P. to K. B's 4th.
  3. P. to Q's 3d. 3. K. Kt. to B's 3d.
  4. K. Kt. to B's 3d. 4. P. takes K. P.
  5. P. takes P. 5. Kt. takes P.
  6. Q. to her 5th. 6. Kt. to Q's 3d.
  7. Kt. takes K. P. 7. P. to Q. B's 3d.
  8. Q. to K. B's 7th. (ch.) [A] 8. Kt. takes Q.
  9. B. takes Kt. (ch.) 9. K. to his 2d.
  10. Q. B. to K. Kt's 5th. (ch.) 10. K. to Q's 3d.
  11. B. takes Q. 11. K. takes Kt.
  12. P. to K. B's 4th. (ch.) 12. K. to his B's 4th.
  13. Q. B. to K. Kt's 5th. 13. K. B. checks.
  14. P. to Q. B's 3d. 14. K. R. to B's sq.
  15. K. B. to Q. Kt's 3d. 15. P. to K. R's 3d.
  16. K. B. to Q. B's 2d. (ch.) 16. K. to Kt's 5th.
  17. K. B. to Q's sq. (ch.) 17. K. to B's 4th.
  18. P. to K. Kt's 4th. (ch.) 18. K. to Kt's 3d.
  19. B. to Q. B's 2d. (ch.) 19. K. to B's 2d.
  20. Q. B. to K. R's 4th. 20. K. B. to K's 2d.
  21. Q. B. to K. Kt's 3d. 21. P. to Q's 4th.
  22. P. to K. B's 5th. 22. Kt. to Q's 2d.
  23. Kt. to Q's 2d. 23. K. B. to his 3d.
  24. Kt. to K. B's 3d. 24. R. to K's sq. (ch.)
  25. K. to his B's 2d. 25. Kt. to Q. B's 4th.
  26. K. R. to K's sq. 26. Q. B. to Q's 2d.
  27. P. to Q. Kt's 4th. 27. Kt. to K's 5th. (ch.)
  28. R. takes Kt. [B] 28. P. takes R.
  29. B. to Q. Kt's 3d. (ch.) 29. K. to B's sq.
  30. B. to Q's 6th. (ch.) 30. B. to K's 2d.
  31. Kt. to K's 5th. 31. P. to K. Kt's 4th. [C]
  32. P. to K. B's 6th. [D] 32. P. to K's 6th. (ch.)
  33. K. to Kt's sq.
- Black resigns.

[Footnote A: Transcriber's Note: Original text omitted the "(ch.)".]

[Footnote B: The terminating moves are admirably played by Dr. Bledow.]

[Footnote C: It is quite evident that on taking the B., mate would have followed next move.]

[Footnote D: Beautifully played.]

GAME IV.—Played between two Amateurs.

{PGN 43}

WHITE.

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. Q. to K's 2d.
4. P. to Q. B's 3d.
5. P. to K. B's 4th.
6. P. to K. B's 5th.
7. P. takes P.
8. B. checks.
9. B. takes B. (ch.)
10. P. to Q's 4th.
11. K. Kt. to R's 3d.

BLACK.

1. P. to K's 4th.
2. P. to Q. B's 3d.
3. Q. to Q. B's 2d.
4. K. Kt. to B's 3d.
5. P. to Q's 3d.
6. P. to Q's 4th.
7. P. takes P.
8. B. to Q's 2d.
9. Q. Kt. takes B.
10. P. to K's 5th.
11. Castles.

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- |                                  |                             |
|----------------------------------|-----------------------------|
| 12. Castles.                     | 12. B. to Q's 3d.           |
| 13. Kt. to K. B's 4th.           | 13. P. to K. R's 3d.        |
| 14. Q. to K. B's 2d.             | 14. K. Kt. to his 5th.      |
| 15. Q. to K's 2d.                | 15. P. to K. R's 4th.       |
| 16. Kt. takes Q. P.              | 16. B. takes K. R. P. (ch.) |
| 17. K. to R's sq.                | 17. Q. to her 3d.           |
| 18. Q. takes K. P.               | 18. K. R. to K's sq.        |
| 19. Q. to K. B's 3d.             | 19. P. to K. Kt's 3d.       |
| 20. B. to K. Kt's 5th.           | 20. P. to K. B's 3d.        |
| 21. B. to Q's 2d.                | 21. P. to K. Kt's 4th.      |
| 22. Q. Kt. to R's 3d.            | 22. P. to Q. R's 4th.       |
| 23. Q. Kt. to Q. B's 4th.        | 23. Q. to her B's 3d.       |
| 24. Q. Kt. takes P.              | 24. Q. to Kt's 4th.         |
| 25. P. to Q. B's 4th.            | 25. Q. to R's 5th.          |
| 26. K. Kt. to Q. Kt's 6th. (ch.) | 26. Kt. takes Kt.           |
| 27. Q. takes P.                  |                             |
- Mate.

QUEEN'S BISHOP'S PAWN'S OPENING.

GAME THE FIRST.

WHITE. BLACK.

- |                       |                            |
|-----------------------|----------------------------|
| 1. P. to K's 4th.     | 1. P. to K's 4th.          |
| 2. P. to Q. B's 3d.   | 2. P. to Q's 4th. (best)   |
| 3. K. Kt. to B's 3d.  | 3. P. takes K. P.          |
| 4. Kt. takes K. P.    | 4. K. B. to Q's 3d.        |
| 5. Kt. to Q. B's 4th. | 5. Q. B. to K's 3d.        |
| 6. P. to Q's 4th.     | 6. P. takes P. in passing. |
| 7. B. takes P.        |                            |

The positions are equal.

VARIATION,

*Beginning at Black's 3d move.*

WHITE.

1. P. to K's 4th.

BLACK.

1. P. to K's 4th.



- |                      |                           |
|----------------------|---------------------------|
| 2. P. to Q. B's 3d.  | 2. P. to Q's 4th. (best.) |
| 3. K. Kt. to B's 3d. | 3. K. Kt. to B's 3d.      |
| 4. P. to Q's 4th.    | 4. Kt. takes P.           |
| 5. Kt. takes P.      | 5. K. B. to Q's 3d.       |
| 6. K. Kt. to Q's 3d. | 6. P. to Q. B's 4th.      |
| 7. P. takes P.       | 7. Kt. takes P.           |
| 8. Q. B. to K's 3d.  | 8. Kt. takes Kt. (ch.)    |
| 9. B. takes Kt.      | 9. Q. Kt. to B's 3d.      |
| 10. Castles.         | 10. Castles.              |

Neither party has the advantage.

#### GAME THE SECOND.

WHITE. BLACK.

- |                     |                          |
|---------------------|--------------------------|
| 1. P. to K's 4th.   | 1. P. to K's 4th.        |
| 2. P. to Q. B's 3d. | 2. K. Kt. to B's 3d.     |
| 3. P. to Q's 4th.   | 3. K. Kt. takes K. P.    |
| 4. Q. P. takes P.   | 4. P. to Q's 4th. (best) |
| 5. Q. B. to K's 3d. |                          |

The game is quite even.

#### GAMES

#### ILLUSTRATIVE OF THE QUEEN'S BISHOP'S PAWN'S OPENING.

GAME I.—Between Captain Evans and an Amateur.

{PGN 44}

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WHITE. (Capt. E.)

1. P. to K's 4th.
  2. P. to Q. B's 3d.
  3. P. to Q's 4th.
  4. P. to K's 5th.
  5. Q. to K's 2d.
  6. P. takes P.
  7. Q. Kt. to B's 3d.
  8. Q. to her 3d.
  9. P. to K. B's 4th.
  10. K. Kt. to B's 3d.
  11. Q. to K's 3d.
  12. P. to Q. R's 3d.
  13. P. to Q. Kt's 4th.
  14. Q. B. to Kt's 2d.
  15. Q. Kt. to Q. R's 4th.
  16. Q. Kt. takes B.
  17. B. takes B.
  18. K. to his 2d.
  19. B. takes Kt.
  20. Q. takes P.
  21. Q. to K. B's 3d.
  22. Q. R. to Q. B's sq.
  23. K. R. to K. Kt's sq.[A]
  24. K. R. to Kt's 5th.
  25. P. to Q's 5th.
  26. K. R. takes K. Kt. P. (ch.)
  27. Q. to her 3d.
  28. R. takes Kt.
  28. K. to B's 2d.[B]
  30. R. to K. Kt's 3d.
  31. P. takes R.
  32. P. takes P.
- Black surrenders.

BLACK. (Mr. P.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. takes P.
4. Kt. to K's 5th.
5. Kt. to his 4th.
6. B. to Q. Kt's 5th. (ch.)
7. Q. Kt. to B's 3d.
8. P. to Q's 4th.
9. Kt. to K's 5th.
10. Q. B. to K. B's 4th.
11. Castles.
12. B. to Q. R's 4th.
13. B. to Q. Kt's 3d.
14. Q. B. to Kt's 5th.
15. B. takes K. Kt.
16. B. takes K. Kt. P.
17. Q. to K. R's 5th. (ch.)
18. Q. R. P. takes Kt.
19. P. takes B.
20. Q. to Kt's 5th. (ch.)
21. Q. to K. B's 4th.
22. Q. Kt. takes Q. Kt. P.
23. Q. Kt. to B's 3d.
24. Q. to her 2d.
25. Kt. to K's 2d.
26. K. to R's sq.
27. Kt. to K. Kt's 3d.
28. Q. R. to K's sq.
29. R. to K's 3d.
30. R. to Q's sq.
31. Q. to K's 2d.[C]

[Footnote A: Black played ingeniously in offering to give up the Kt. If White had taken it, he must have been subjected to an embarrassing attack for some little time.]

[Footnote B: Had he played on the P. (dis. ch.), he could not take the Q. until his King was removed.]



[Footnote C: Taking the Q. would have been fatal to him.]

GAME II.—Between Messrs. Cochrane and Staunton.

{PGN 45}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. P. to Q. B's 3d.
3. K. Kt. to B's 3d.
4. K. Kt. takes P.
5. P. to Q's 4th.
6. Q. Kt. to Q's 2d.
7. Q. Kt. takes K. Kt.
8. Q. B. to K. B's 4th.
9. Q. B. takes B.
10. K. B. to Q. B's 4th.
11. K. B. to Q. Kt's 5th.
12. Castles.
13. K. B. to Q. R's 4th.

BLACK. (Mr. C.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. Kt. to B's 3d.
4. K. Kt. takes P.
5. K. B. to Q's 3d.
6. Castles.
7. P. takes Kt.
8. B. takes Kt.
9. Q. Kt. to B's 3d.
10. Q. B. to K's 3d.
11. Q. Kt. to K's 2d.
12. P. to Q. B's 3d.
13. Q. Kt. to K. Kt's 3d.

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- |                             |                             |
|-----------------------------|-----------------------------|
| 14. Q. B. to K. Kt's 3d.    | 14. P. to K. B's 4th.       |
| 15. P. to K. B's 4th.       | 15. P. takes P. in passing. |
| 16. R. takes P.             | 16. P. to K. B's 5th.       |
| 17. K. B. to Q. Kt's 3d.[A] | 17. Q. to her 3d.           |
| 18. Q. B. to K. B's 2d.     | 18. K. to R's sq.           |
| 19. K. B. takes B.          | 19. Q. takes B.             |
| 20. Q. to her 3d.           | 20. Q. R. to K's sq.        |
| 21. K. R. to K. R's 3d.     | 21. Q. to K. B's 4th.       |
| 22. Q. to K. B's 3d.        | 22. Q. R. to K's 5th.       |
| 23. K. R. to his 5th.       | 23. Q. to K's 3d.           |
| 24. P. to Q. B's 4th.       | 24. K. R. to K's sq.        |
| 25. P. to Q. Kt's 3d.       | 25. Q. to K. B's 3d.        |
| 26. Q. R. to K. B's sq.     | 26. Q. R. to K's 7th.       |
| 27. P. to Q. R's 4th.       | 27. Q. R. to his 7th.       |
| 28. P. to Q's 5th.          | 28. Q. R. to his 8th.       |
| 29. Q. B. takes Q. R. P.[B] | 29. K. R. to K's 8th.       |
| 30. R. takes R.             | 30. R. takes R. (ch.)       |
| 31. K. to B's 2d.           | 31. Q. to her R's 8th.[C]   |
| 32. Q. to her 3d.           | 32. R. to K. Kt's 8th.      |
| 33. Q. to K's 2d.           | 33. Kt. to K's 2d.          |
| 34. P. to Q's 6th.          |                             |
- And wins.

[Footnote A: But for this move of resource, Black would evidently have gained "the exchange," at least.]

[Footnote B: An important outlet for his King.]

[Footnote C: Black has now a very menacing position.]

GAME III.—Between Capt. Evans and M. St. Amant.

{PGN 46}

WHITE. (Capt. E.)

1. P. to K's 4th.
2. P. to Q. B's 3d.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to Q's 4th.

BLACK. (M. St. A.)

1. P. to K's 4th.
2. P. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. K. Kt. to B's 3d.
5. Q. B. P. takes P.

- |                                  |                        |
|----------------------------------|------------------------|
| 6. K. Kt. to Kt's 5th.[A]        | 6. P. to Q's 4th.      |
| 7. P. takes P.                   | 7. K. Kt. takes P.     |
| 8. K. Kt. takes K. B. P.         | 8. K. takes Kt.        |
| 9. Q. to K. B's 3d. (ch.)        | 9. K. to his 3d.       |
| 10. Castles.                     | 10. Q. Kt. to R's 4th. |
| 11. Q. B. to K. Kt's 5th.        | 11. Q. to her 3d.      |
| 12. P. to K. Kt's 4th.           | 12. Q. to her 2d.      |
| 13. K. B. to Q's 3d.             | 13. Q. to K. B's 2d.   |
| 14. B. to K. B's 5th. (ch.)[B]   | 14. K. to Q's 3d.      |
| 15. P. takes Q. P.               | 15. Q. B. takes B.     |
| 16. P. takes P. (ch.)            | 16. K. takes P.        |
| 17. P. takes B.                  | 17. Q. Kt. to B's 3d.  |
| 18. K. R. to K's sq. (ch.)       | 18. K. to Q's 3d.      |
| 19. R. to K's 6th. (ch.)         | 19. K. to Q. B's 4th.  |
| 20. Q. B. to K's 3d. (ch.)       | 20. K. Kt. takes B.    |
| 21. Q. takes K. Kt. (ch.)        | 21. K. to Kt's 4th.    |
| 22. Q. to her 3d. (ch.)          | 22. K. to Kt's 3d.     |
| 23. Q. to her Kt's 3d. (ch.)     | 23. K. to B's 2d.      |
| 24. R. takes Kt. (ch.) and wins. |                        |

[Footnote A: We have here a position almost identical with the leading one of the "Two Knights' Game."]

[Footnote B: Transcriber's Note: This move is notated as the impossible 14. B. to K. B's 4th. (ch.) in the original text.]

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GAME IV.—Between M. St. Amant and Mr. G. Walker

{PGN 47}

WHITE. (Mr. W.)

1. P. to K's 4th.
  2. P. to Q. B's 3d.
  3. P. takes P.
  4. K. Kt. to B's 3d.
  5. P. to Q. Kt's 3d.
  6. K. B. to K's 2d.
  7. Kt. to Q's 4th.
  8. Kt. takes B.
  9. Castles.
  10. Kt. to K. B's 4th.
  11. P. to Q's 4th.
  12. K. R. to K's sq.
  13. Q. Kt. to Q's 2d.
  14. P. to Q. R's 4th.
  15. P. to Q. Kt's 4th.
  16. P. takes P.
  17. Q. R. to Kt's sq.
  18. Kt. to Q. Kt's 3d.
  19. Kt. takes B.
  20. B. to K's 3d.
  21. B. to Q. B's 5th.
  22. Kt. to K. R's 3d.
  23. P. to Q. R's 5th.
  24. R. to K. B's sq.
  25. P. to Q. R's 6th.
  26. Q. to K. B's 3d.
  27. Q. takes P. (ch.)
  28. Q. takes Q. (ch.)
  29. Kt. to K. Kt's 5th.
  30. B. to K's 3d.
  31. P. takes Kt.
  32. K. takes R.
- And Black wins.

BLACK. (M. St. A.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Q. takes P.
4. K. B. to Q. B's 4th.
5. Q. B. to K. Kt's 5th.
6. P. to K's 5th.
7. B. takes B.
8. Q. Kt. to B's 3d.
9. Q. Kt. to K's 4th.
10. Q. to her 3d.
11. P. takes P. in passing.
12. Castles.
13. P. to K. B's 4th.
14. P. to Q. R's 4th.
15. P. takes P.
16. B. to Q's 5th.
17. K. Kt. to B's 3d.
18. K. Kt. to Kt's 5th.
19. Q. takes Kt.
20. Q. to her 3d.
21. Q. to K. R's 3d.
22. K. R. to K's sq.
23. P. to Q's 7th.
24. Kt. to Q's 6th.
25. P. takes P.
26. K. R. to K's 5th.
27. Q. to K's 3d.
28. R. takes Q.
29. R. to K's 8th.
30. Kt. takes B.
31. R. takes R. (ch.)
32. Kt. to Q. B's 8th.

## **CHAPTER IV.**

### **THE KING'S GAMBIT.**

This opening comprises every variety of the game in which the first player, after 1. P. to K's 4th has been played on both sides, commences the attack by moving 2. P. to K. B's 4th. Should the second player take this Pawn with his King's Pawn, he is said to accept the gambit.

This gambit has many modifications, the names appropriated to which will be found in their proper places in the following pages.

### **THE KING'S GAMBIT PROPER, OR KING'S KNIGHT'S GAMBIT.**

#### **GAME THE FIRST.**

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. P. to K. B's 4th. 2. P. takes P.
3. K. Kt. to B's 3d. 3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th. 4. B. to K. Kt's 2d. (best)
5. P. to Q's 4th. 5. P. to Q's 3d.
6. P. to Q. B's 3d. 6. P. to K. Kt's 5th. (best)

## Page 64

7. Kt. to his sq. 7. Q. to K. R's 5th. (ch.)

8. K. to B's sq. 8. K. B. to K. R's 3d.

9. Q. to her Kt's 3d. 9. Q. to K. R's 4th.

You can bring no Piece into action with advantage, while the field is all before him where to choose.

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to K. R's 4th.
6. P. to Q's 4th.
7. P. to Q. B's 3d.
8. Q. B. takes P.
9. Q. takes P.
10. Q. Kt. to Q's 2d.
11. P. to K. R's 5th.
12. Kt. takes B.
13. Kt. to K's 3d.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to K. Kt's 2d.
5. P. to K. R's 3d. (best)
6. P. to Q's 3d.
7. P. to K. Kt's 5th.
8. P. takes Kt.
9. Q. B. to K's 3d.
10. K. Kt. to K's 2d.
11. B. takes B.
12. P. to Q. Kt's 4th.
13. Q. Kt. to B's 3d.

You have no adequate compensation for the Piece you are minus.

### VARIATION I.

*Beginning at White's 7th move.*

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to K. R's 4th.
6. P. to Q's 4th.
7. Q. Kt. to B's 3d.
8. P. takes K. Kt. P.
9. R. takes R.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to K. Kt's 2d.
5. P. to K. R's 3d.
6. P. to Q's 3d.
7. P. to Q. B's 3d.
8. P. takes P.
9. B. takes R.





- |                             |                        |
|-----------------------------|------------------------|
| 10. K. Kt. to K's 5th.      | 10. P. takes Kt.       |
| 11. Q. to K. R's 5th.       | 11. Q. to K. B's 3d.   |
| 12. P. takes K. P.          | 12. Q. to K. Kt's 2d.  |
| 13. P. to K's 6th.          | 13. B. takes P. (best) |
| 14. B. takes B.             | 14. K. Kt. to B's 3d.  |
| 15. B. takes K. B. P. (ch.) | 15. K. to his 2d.      |
| 16. Q. to K. Kt's 6th.      | 16. Q. takes B.        |
- The advantage is all on Black's side.

### GAME THE THIRD.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Castles.
6. P. to Q's 4th.
7. P. to Q. B's 3d.
8. B. takes B.
9. Q. to her Kt's 3d.
10. P. to K. R's 4th.
11. Kt. to K. R's 2d.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to K. Kt's 2d.
5. P. to Q's 3d. (best)
6. P. to K. R's 3d.
7. Q. B. to K's 3d.
8. P. takes B.
9. Q. to her B's sq.
10. P. to K. Kt's 5th.
11. P. to K. Kt's 6th.

He has a Pawn more and a strong position.

### GAMES

#### ILLUSTRATIVE OF THE FOREGOING ANALYSES.

## Page 65

GAME I.—Between V. H. der Laza and Dr. Bledow.

{PGN 48}

WHITE. (V. H. d. L.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to Q's 4th.
6. Castles.
7. Q. Kt. to B's 3d.
8. P. to K's 5th.
9. Q. Kt. to K's 4th.
10. Q. to K's 2d.[B]
11. Kt. to Q's 6th. (ch.)
12. P. takes B. (disc. ch.)
13. Kt. to K's 5th.
14. P. to Q. B's 3d.
15. Q. to K's 4th.
16. Q. takes R.

BLACK. (Dr. B.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. K. B. to Kt's 2d.
5. Q. to K's 2d.[A]
6. P. to K. R's 3d.
7. P. to Q. B's 3d.
8. Q. to her Kt's 5th.
9. K. B. to his sq.
10. P. to K. Kt's 5th.
11. B. takes Kt.
12. K. to Q's sq.
13. R. to R's 2d.
14. P. to K. B's 6th.
15. K. Kt. to B's 3d.
16. Kt. takes Q.

And White gave checkmate in six moves.

[Footnote A: The proper move is 5. P. to Q's 3d.]

[Footnote B: This little game is excellently played by White.]

GAME II.—Between V. H. der Laza and Mr. H. of Berlin.

{PGN 49}

WHITE. (V. H. d. L.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. P. to Q's 4th.
7. P. to Q. B's 3d.
8. Q. to her Kt's 3d.[A]
9. P. to K. Kt's 3d.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to K. Kt's 2d.
5. P. to K. R's 3d.
6. P. to Q's 3d.
7. P. to Q. B's 3d.
8. Q. to K's 2d.
9. P. to K. Kt's 5th.



- |                                 |                           |
|---------------------------------|---------------------------|
| 10. Q. B. takes P.              | 10. P. takes Kt.          |
| 11. R. takes P.                 | 11. Q. B. to K's 3d.      |
| 12. P. to Q's 5th.              | 12. Q. B. to K. Kt's 5th. |
| 13. P. takes Q. B. P.           | 13. B. takes R.           |
| 14. P. takes Kt. P.             | 14. Q. takes K. P.        |
| 15. P. takes R. (becoming a Q.) | 15. Q. takes Q.           |
| 16. B. takes K. B. P. (ch.)     | 16. K. to B's sq.         |
| 17. B. takes Kt.                | 17. R. takes B.           |
| 18. B. takes Q. P. (ch.)        | 18. K. to K's sq.         |
- White mates in three moves.[B]

[Footnote A: Having now your Q. P. protected, and an opening for your Queen, you can advantageously advance the K. Kt's P., and sacrifice your Kt., as in the Muzio Gambit.]

[Footnote B: A brilliant and amusing little skirmish.]

GAME III.—Between Mr. Popert and an eminent Polish player.

{PGN 50}

## Page 66

WHITE. (Mr. Z.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. P. to Q's 4th.
6. Castles.
7. P. to K. Kt's 3d.
8. K. Kt. to R's 4th.
9. Q. B. to K's 3d.
10. P. to Q. B's 3d.
11. K. Kt. to K. B's 5th.
12. P. takes B.
13. Q. to her Kt's 3d.
14. K. B. to Q's 3d.
15. Q. to her B's 2d.
16. Kt. to Q's 2d.
17. Q. B. to K. B's 4th.
18. P. to Q. R's 4th.
19. Q. B. takes K. Kt's P.
20. P. to Q. Kt's 4th.
21. B. takes Kt.
22. Q. to her Kt's 2d.
23. B. takes B.
24. P. to Q. R's 5th.
25. K. takes R.

Black mates in three moves.

BLACK. (Mr. P.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to Q. Kt's 2d.
5. P. to Q's 3d.
6. P. to K. R's 3d.
7. P. to K's Kt's 5th.
8. P. to K. B's 6th.
9. Q. Kt. to B's 3d.
10. K. B. to B's 3d.
11. Q. B. takes Kt.
12. K. Kt. to K's 2d.
13. P. to Q's 4th.
14. Q. to her 2d.
15. P. to K. R's 4th.
16. P. to K. R's 5th.
17. Castles on Q's side.
18. P. takes K. Kt. P.
19. K. R. to his 4th.
20. K. Kt. takes K. B. P.
21. Q. takes B.
22. B. to K. R's 5th.
23. R. takes B.
24. R. takes K. B. P.

THE CUNNINGHAM GAMBIT.

GAME THE FIRST.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. K. B. to K's 2d.

Black's 3d move commences the variation known as the "Cunningham Gambit."



4. K. B. to Q. B's 4th. 4. B. to R's 5th. (ch.)
  5. K. to B's sq. 5. K. B. to his 3d.
  6. P. to K's 5th. 6. B. to K's 2d.
  7. P. to Q's 4th. 7. P. to Q's 4th.
  8. K. B. to K's 2d. 8. P. to K. Kt's 4th.
  9. P. to K. R's 4th. 9. P. to K. Kt's 5th.
  10. K. Kt to K. R's 2d. 10. P. to K. R's 4th.
  11. Q. B. takes P. 11. K. B. takes K. R. P.
  12. P. to K. Kt's 3d. 12. B. to K. Kt's 4th.
  13. Kt. takes K. Kt. P.
- You must win.

#### GAME THE SECOND.

##### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to K. Kt's 3d.
6. Castles.
7. K. to R's sq.
8. K. Kt. to K's 5th.
9. Q. to K. R's 5th.
10. R. takes K. B. P.

##### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. B. to K's 2d.
4. B. to K. R's 5th. (ch.)
5. P. takes P.
6. P. takes P. (ch.)
7. K. B. to his 3d.
8. B. takes Kt. (best)
9. Q. to K's 2d. (best)
10. Q. to her B's 4th.

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11. R. to K. B's 8th. (dble. ch.)	11. K. to his 2d.
12. P. to Q's 4th.	12. Q. takes P. (best)
13. Q. B. checks.	13. K. to Q's 3d. (best)
14. Q. Kt. to Q's 2d.	14. K. Kt. to B's 3d.
15. Q. to K. B's 7th.	15. Kt. takes K. P.
16. Q. B. to K's 3d.	16. K. Kt. to his 6th. (ch.)
17. K. to Kt's 2d.	17. Q. takes B.
18. Q. to her 5th. (ch.)	18. K. to his 2d.
19. Q. to K. B's 7th. (ch.)	19. K. to Q's 3d.

Drawn game.

### VARIATION,

*Beginning at Black's 7th move.*

WHITE. BLACK.

7. P. to Q's 4th.  
8. B. takes P. 8. K. Kt. to B's 3d.  
9. B. takes K. B. P. (ch.) 9. K. takes B.  
10. Kt. takes K. B. 10. K. R. to B's sq.  
11. P. to Q's 4th. 11. K. to Kt's sq.  
12. Q. B. to K. Kt's 5th. 12. K. Kt. takes K. P.  
13. B. takes Q. 13. R. takes R. (ch.)  
14. Q. takes R. 14. Kt. to his 6th. (ch.)  
15. K. takes P. 15. Kt. takes Q. (ch.)  
He has the better game.

### ANOTHER VARIATION.

WHITE. BLACK.

7. B. to K's 2d.  
8. B. takes B. P. (ch.) 8. K. takes B.  
9. Kt. to K's 5th. (dble. ch.) 9. K. to his 3d. (best)  
10. Q. to K. Kt's 4th. (ch.) 10. K. takes Kt.  
11. Q. to K. B's 5th. (ch.) 11. K. to Q's 3d.  
12. Q. to her 5th.  
And wins.

### GAME

ILLUSTRATIVE OF THE CUNNINGHAM GAMBIT.

Between two members of the Berlin Chess Club.

{PGN 51}

WHITE. (V. H. d. L.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to K. Kt's 3d.[A]
6. Castles.
7. K. to R's sq.
8. Kt. to K's 5th.
9. Q. to K. R's 5th.
10. R. takes K. B. P.
11. R. to K. B's 8th. (dble ch.)
12. P. to Q's 4th.
13. B. to K. Kt's 5th. (ch.)
14. B. takes Kt. (ch.)
15. Q. to K. B's 7th. (ch.)
16. Q. Kt. to B's 3d.
17. Q. takes R. (ch.)
18. Q. to her Kt's 4th.
19. B. to Kt's 5th. (ch.)
20. Kt. mates.

BLACK. (M. J.)

1. P. to K's 4th.
2. P. takes P.
3. K. B. to K's 2d.
4. B. to K. R's 5th. (ch.)
5. P. takes P.
6. P. takes P. (ch.)
7. K. B. to B's 3d.
8. B. takes Kt.
9. Q. to K's 2d.
10. Q. to her B's 4th.
11. K. to his 2d.
12. Q. takes P.[B]
13. K. Kt. to B's 3d.[C]
14. P. takes B.
15. K. to Q's 3d.
16. R. takes R.
17. K. to B's 3d.
18. P. to Q's 4th.
19. K. to Kt's 3d.

[Footnote A: The correct reply is 5. K. to B's sq.]

[Footnote B: The best move.]

[Footnote C: K. to Q's 3d is the proper play.]



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### THE SALVIO GAMBIT

#### GAME THE FIRST.

##### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.

##### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. K. Kt. to B's 3d.

It is this move of Black that constitutes the Salvio defence.

- |                            |                            |
|----------------------------|----------------------------|
| 7. Q. to K's sq. (best)    | 7. Q. takes Q. (ch., best) |
| 8. K. takes Q.             | 8. Kt. takes K. P.         |
| 9. B. takes K. B. P. (ch.) | 9. K. to his 2d. (best).   |
| 10. B. to K. R's 5th.      | 10. P. to K. Kt's 6th.     |
| 11. P. to K. R's 3d.       | 11. P. to Q's 3d.          |
| 12. K. Kt. to Q's 3d.      | 12. K. B. to R's 3d.       |
| 13. Q. Kt. to B's 3d.      | 13. Kt. takes Kt.          |
| 14. Q. P. takes Kt.        | 14. R. to K. B's sq.       |
| 15. R. to K. B's sq.       | 15. Q. B. to K. B's 4th.   |
| 16. Kt. takes P.           | 16. B. takes Kt.           |
| 17. B. takes B.            | 17. K. R. to K. Kt's sq.   |
| 18. B. takes Q. P. (ch.)   | 18. P. takes B.            |
| 19. R. takes B.            | 19. K. R. to Kt's 2d.      |

You have a Pawn more and an advantage in position.

#### GAME THE SECOND.

##### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. P. to Q's 4th.

##### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. K. Kt. to R's 3d.
7. P. to K. B's 6th.





- |                          |                                |
|--------------------------|--------------------------------|
| 8. P. takes P.           | 8. P. to Q's 3d.               |
| 9. Kt. to Q's 3d.        | 9. K. Kt. P. takes P.          |
| 10. K. Kt. to K. B's 2d. | 10. Q. B. to K. R's 6th. (ch.) |
| 11. Kt. takes B.         | 11. Q. takes Kt. (ch.)         |
| 12. K. to B's 2d.        | 12. Q. to Kt's 7th. (ch.)      |
| 13. K. to his 3d.        | 13. Kt. to his 5th. (ch.)      |
| 14. K. to B's 4th.       | 14. B. to R's 3d. (ch.)        |
- And he mates you in two moves.

#### VARIATION,

*Beginning from White's 8th move.*

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. P. to Q's 4th.
8. Q. B. to K. B's 4th.
9. K. takes P.
10. B. takes K. Kt.
11. Kt. to Q's 3d.
12. K. to B's 2d.
13. K. to B's sq.

He has a fine attack

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. K. Kt. to R's 3d.
7. P. to K. B's 6th.
8. P. takes P. (ch.)
9. P. to Q's 3d.
10. B. takes B.
11. Q. to R's 6th. (ch.)
12. Q. to K's 6th. (ch.)
13. P. to Kt's 6th.

#### THE COCHRANE GAMBIT.

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### GAME THE FIRST.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. P. to K. B's 6th.

In the previous Gambit you will remember Salvio advances this P. one move later, that is, after his K. Kt. is moved to B's 3d, or R's 3d sq.

7. P. to Q's 4th. (best)
  7. P. takes K. Kt. P. (ch., best.)
  8. K. takes P.
  8. Q. to R's 6th. (ch.)
  9. K. to Kt's sq.
  9. K. Kt. to R's 3d.
  10. Q. to her 3d.
  10. Q. takes Q.
  11. P. takes Q.
  11. P. to Q's 3d.
  12. B. takes Kt.
  12. B. takes B.
  13. Kt. takes K. B. P.
  13. B. to K's 6th. (ch.)
  14. K. to Kt's 2d.
  14. R. to B's sq.
  15. R. to B's sq.
  15. B. takes Q. P.
- He ought to win.

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. B. takes K. B. P. (ch.)
8. P. takes P.
9. B. takes Kt.
10. B. to Q. B's 4th.
11. Q. takes P.
12. K. to Kt's sq.
13. B. to B's sq.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. P. to K. B's 6th.
7. K. to his 2d.
8. P. to Q's 3d.
9. P. takes Kt.
10. P. takes P.
11. B. to K. R's 6th. (ch.)
12. Q. to K's 8th. (ch.)
13. R. checks.



And wins.

### GAME THE THIRD.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. P. to K. Kt's 3d.
8. K. to B's 2d. (best)
9. P. to Q's 3d.
10. Kt. takes K. B. P.
11. Kt. takes R.
12. K. to his 3d.
13. Kt. to B's 7th.
14. B. takes Q. P. (ch.)
15. P. takes Kt.

And then P. to K. B's 7th, winning.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. P. to K. B's 6th.
7. Q. to R's 6th. (ch.)
8. K. Kt. to B's 3d.
9. P. to Q's 3d.
10. P. to Q's 4th.
11. Q. to Kt's 7th. (ch.)
12. Q. Kt. to B's 3d.
13. K. takes Kt.
14. Kt. takes B.
15. B. to K. R's 3d. (ch.)

#### VARIATION I.

*Beginning at White's 9th move.*



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WHITE.

9. K. to his 3d.
10. K. to Q's 3d.
11. Kt. takes K. B. P.
12. B. takes Q. P.
13. Kt. takes B.
14. K. to B's 4th.
15. K. takes Kt.
16. K. to B's 3d.
17. K. to Q's 3d.
18. K. to K's 3d.

Black must win.

BLACK.

9. B. to K. R's 3d. (ch.)
10. P. to Q's 3d.
11. P. to Q's 4th.
12. Kt. takes B.
13. Kt. to Q. Kt's 5th. (ch.)
14. Q. takes Kt.
15. Q. Kt. to R's 3d. (ch.)
16. Q. to her B's 3d. (ch.)
17. Kt. to his 5th. (ch.)
18. Kt. takes Q. B. P. (ch.)

VARIATION II.

*Beginning at White's 9th move.*

WHITE. BLACK.

9. Q. Kt. to B's 3d. 9. Q. to Kt's 7th. (ch.)
10. K. to his 3d. 10. B. to K. R's 3d. (ch.)
11. K. to Q's 3d. 11. Q. Kt. to B's 3d.
12. Kt. takes K. B. P. 12. Q. Kt. to his 5th. (ch.)
13. K. to Q's 4th. 13. Q. to B's 7th. (ch.)
14. K. to his 5th. 14. P. to Q's 3d. (ch.)
15. K. takes Kt. 15. Q. to her 5th. (ch.)

And Black wins.

GAME THE FOURTH.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. K. Kt. P. takes P.
8. P. to Q's 4th.
9. Kt. takes K. Kt. P.
10. K. to his sq.
11. P. takes Kt.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to K. R's 5th. (ch.)
6. P. to K. B's 6th.
7. K. Kt. to B's 3d.
8. P. to Q's 3d.
9. Q. to R's 6th. (ch.)
10. Kt. takes Kt.
11. B. to K's 2d.



- |                      |                              |
|----------------------|------------------------------|
| 12. R. to B's sq.    | 12. B. checks.               |
| 13. K. to Q's 2d.    | 13. Q. B. takes P.           |
| 14. B. to K's 2d.    | 14. K. B. to Kt's 4th. (ch.) |
| 15. K. to his sq.    | 15. Q. to R's 5th. (ch.)     |
| 16. R. to K. B's 2d. | 16. K. B. takes Q. B.        |
| 17. Q. takes B.      | 17. Q. B. takes K. B.        |
| 18. K. takes B.      | 18. Q. takes K. P. (ch.)     |
| 19. Q. to K's 3d.    | 19. Q. takes Q. (ch.)        |
- He has a Pawn more and no inferiority of position.

#### VARIATION I.

*Beginning at White's 8th move.*

8. B. takes K. B. P. (ch.) 8. K. to his 2d.  
9. B. to Q. B's 4th. 9. P. to Q's 3d.  
10. Kt. to Q's 3d. 10. P. takes P.  
11. Kt. to K. B's 2d. 11. Q. B. to K. R's 6th. (ch.)  
12. Kt. takes B. 12. Q. takes Kt. (ch.)  
13. K. to his sq. 13. Kt. takes K. P.  
His attack is irresistible.

#### VARIATION II.

*Beginning at White's 8th move.*

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WHITE. BLACK.

8. Kt. takes K. Kt. P. 8. Kt. takes Kt.  
9. P. takes Kt. 9. Q. to R's 6th. (ch.)  
10. K. to his sq. 10. P. to Q's 4th.  
11. B. to K's 2d. 11. Q. to R's 5th. (ch.)  
12. K. to B's sq. 12. P. to K. R's 4th.  
He has an excellent game.

VARIATION III.

*Beginning at White's 8th move.*

WHITE. BLACK.

8. Q. to K's 2d. 8. P. to Q's 3d.  
9. Kt. takes K. B. P. 9. P. takes P.  
10. Q. to K. B's 2d. 10. Q. B. to R's 6th. (ch.)  
11. K. to his sq. 11. Q. takes K. P. (ch.)  
12. K. to Q's sq. 12. Q. takes B.  
He must win.

VARIATION IV.

*Beginning at White's 8th move.*

WHITE.

8. P. to K. R's 3d.  
9. Q. to K's sq.  
10. Kt. to his 4th.  
11. P. takes Kt.  
12. Q. to K's 2d.  
13. Q. Kt. to B's 3d.  
14. K. to his sq.  
15. Kt. to Q's 5th.  
16. K. to Q's sq.  
17. Kt. to Q. B's 7th. (ch.)  
18. Kt. takes Q. R.  
19. Q. to K's sq.  
And wins.

BLACK.

8. P. takes K. R. P.  
9. Q. to K. Kt's 4th.  
10. Kt. takes Kt.  
11. Q. takes P.  
12. P. to K. R's 4th.  
13. R. to K. Kt's sq.  
14. B. to K's 2d.  
15. Q. to R's 5th. (ch.)  
16. P. to Q. B's 3d.  
17. K. to Q's sq.  
18. P. to Q's 4th.  
19. P. takes B.

An attentive consideration of the foregoing examples will lead you to the conclusion, I think, that the Salvio defence, or that of Cochrane, which varies from it in the transposition of Black's 6th and 7th moves, is a safe and trustworthy method of

opposing the King's Gambit, and that the danger to be apprehended by the second player, in advancing his Pawn to K. Kt's 5th on the 4th move, is not that his opponent should play the Kt. to K's 5th, and admit of the Salvio or Cochrane defence, but that he should leave his Kt. to be taken, and adopt the powerful and almost irresistible attack of the Muzio Gambit.

## GAMES

### ILLUSTRATING THE SALVIO AND COCHRANE GAMBITS

GAME I.—Between V. H. der Laza and H——d of Berlin.

{PGN 52}

WHITE. (Mr. H.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. P. to Q's 4th.
8. P. to K. Kt's 3d.
9. K. to B's 2d.
10. K. to his 3d.

BLACK. (V. H. d. L.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. Q. to R's 5th. (ch.)
6. K. Kt. to R's 3d.
7. P. to K. B's 6th.
8. Q. to R's 6th. (ch.)
9. Q. to K. Kt's 7th. (ch.)
10. P. to K. B's 3d.

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- |                                    |                            |
|------------------------------------|----------------------------|
| 11. Kt. to Q's 3d.                 | 11. K. Kt. to B's 2d.      |
| 12. Kt. to K. B's 4th.             | 12. K. B. to K. R's 3d.    |
| 13. K. to Q's 3d.                  | 13. B. takes Kt.           |
| 14. Q. B. takes B.                 | 14. P. to Q. B's 3d.       |
| 15. Q. Kt. to B's 3d.              | 15. Castles.               |
| 16. Q. B. to Q's 6th.              | 16. P. to Q. Kt's 4th.     |
| 17. B. takes Kt. (ch.)             | 17. R. takes B.            |
| 18. P. to K. R's 3d.               | 18. P. to Q. Kt's 5th.     |
| 19. B. takes Q. Kt. P.             | 19. Q. B. to R's 3d. (ch.) |
| 20. K. to his 3d.                  | 20. Q. takes K. Kt. P.     |
| 21. Q. to K. Kt's sq.              | 21. Q. to her B's 2d.      |
| 22. Q. takes P. (ch.)              | 22. R. to K. Kt's 2d.      |
| 23. Q. takes doubled P., and wins. |                            |

GAME II.—From Mr. Cochrane's *Treatise*.

{PGN 53}

### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Kt. to K's 5th.
6. K. to B's sq.
7. Q. to K's sq.
8. K. takes P.
9. K. to his B's 2d.
10. P. to Q's 4th.
11. B. takes B. P. (ch.)
12. B. takes K. Kt.
13. K. Kt. to Q. B's 4th.
14. K. to Kt's sq.
15. B. to K's 3d.
16. P. to K. R's 3d.
17. K. R. to his 2d.
18. Q. Kt. to Q's 2d.
19. Kt. takes Q.

### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. Q. checks.
6. P. to K. B's 6th.
7. P. takes P. (ch.)
8. Q. to K. R's 6th. (ch.)
9. K. B. to Kt's 2d.
10. P. to Q's 3d.
11. K. to his 2d.
12. R. takes B.
13. Q. to K. B's 6th. (ch.)
14. B. takes Q. P. (ch.)
15. P. to K. Kt's 6th.
16. P. to Kt's 7th.
17. Q. B. takes K. R. P.
18. Q. to K. B's 8th. (ch.)
19. P. takes Kt.



Becoming a Q., giving check, double check, and mate.

#### THE MUZIO GAMBIT.

In the two defences to the King's Gambit by Salvio and Cochrane just examined, when the second player for his fourth move advances his P. to K. Kt's 5th, attacking the Knight, White replies by moving his Knight to King's 5th, subjecting himself, as was shown, to a counter-attack, from which escape without loss is difficult if not impracticable. From this circumstance, apparently, originated the conception of the "Muzio Gambit," wherein the first player instead of removing the attacked Knight boldly abandons him, and by castling is enabled to bring an almost overwhelming array of forces to the immediate assault of the adverse King.

#### GAME THE FIRST.

## Page 73

### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P. (best)
7. P. to K's 5th.
8. P. to Q's 3d.
9. Q. B. to Q's 2d.
10. Q. Kt. to B's 3d.
11. Q. R. to K's sq.
12. K. to R's sq.
13. R. takes Kt. (ch.)
14. Kt. to Q's 5th. (ch.)
15. Q. to K. R's 5th.
16. Q. to K. R's 4th. (ch.)
17. Q. B. takes P.
18. R. takes B.
19. R. takes K. B. P.
20. R. to B's 8th. (dis. ch.)
21. Q. takes Kt.

Mate.

### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K. B's 3d. (best)
7. Q. takes K. P.
8. K. B. to K. R's 3d.
9. K. Kt. to K's 2d.
10. Q. Kt. to B's 3d.
11. Q. to B's 4th. (ch.)
12. Q. Kt. to Q's 5th.
13. K. takes R.
14. K. to Q's sq.
15. Q. to K. B's sq.
16. P. to B's 3d.
17. B. takes B.
18. Kt. to Q. B's 3d.
19. Q. to K's sq.
20. Kt. to K's 2d.

### GAME THE SECOND.

*Varying from the preceding at Black's 10th move.*

### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P. (best)
7. P. to K's 5th.
8. P. to Q's 3d.
9. Q. B. to Q's 2d,
10. Q. Kt. to B's 3d.
11. Q. K. to K's sq.

### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K. B's 3d. (best)
7. Q. takes K. P.
8. K. B. to K. R's 3d.
9. K. Kt. to K's 2d.
10. P. to Q. B's 3d.
11. Q. to her B's 4th. (ch.)



- |                              |                           |
|------------------------------|---------------------------|
| 12. K. to R's sq.            | 12. P. to Q's 4th.        |
| 13. Q. to K. R's 5th.        | 13. Q. to her 3d.         |
| 14. B. takes Q. P.           | 14. P. takes B.           |
| 15. Kt. takes Q. P.          | 15. Q. Kt. to B's 3d.     |
| 16. Q. B. to his 3d.         | 16. Q. to K. Kt's 3d.     |
| 17. R. takes Kt. (ch.)       | 17. K. to B's sq.         |
| 18. R. to K's 8th. (ch.)     | 18. K. takes R.           |
| 19. Kt. to K. B's 6th. (ch.) | 19. K. to B's sq.         |
| 20. Q. to her B's 5th. (ch.) | 20. Kt. to K's 2d. (best) |
| 21. R. to K's sq.            | 21. Q. B. to K's 3d.      |
| 22. Kt. to Q's 7th. (ch.)    | 22. Q. B. takes Kt.       |
| 23. Q. takes Kt. (ch.)       | 23. K. to Kt's sq.        |
| 24. Q. takes B.              | 24. Q. R. to K. B's sq.   |
| 25. Q. takes Q. Kt. P.       |                           |
- And the game is about even.

I think the attack, in a majority of the variations which arise in this game, may be strengthened by your interposing the K. R. at move 12, instead of retreating the K.

VARIATION.

*Beginning at Black's 19th move.*



## Page 74

WHITE. BLACK.

19. K. to Q's sq.
  20. Q. to her 5th. (ch.) 20. K. to Q. B's 2d.
  21. B. to K's 5th. (ch.) 21. Kt. takes B.
  22. Q. takes Kt. (ch.) 22. K. to B's 3d. (best)
  23. Q. to her 5th. (ch.) 23. K. to Kt's 3d.
  24. Q. to her 6th. (ch.) 24. K. to R's 4th.
  25. Q. to her B's 5th. (ch.) 25. K. to R's 3d.
  26. Q. to B's 4th. (ch.) 26. P. to Q. Kt's 4th.
  27. Q. to B's 6th. (ch.) 27. K. to K's 4th.
  28. P. to Q. R's 4th.
- And he cannot possibly save the game.

GAME THE THIRD.

*Varying from the former at White's 8th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P. (best)
7. P. to K's 5th.
8. P. to Q. Kt's 3d.
9. Q. Kt. to B's 3d.
10. K. to R's sq.
11. P. to Q's 4th.
12. B. takes K. B. P. (ch.)
13. B. to Q's 2d.
14. Q. takes Q.
15. Q. takes P.
16. B. takes B.

Black has the advantage.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K. B's 3d. (best)
7. Q. takes K. P.
8. Q. takes R. (best)
9. K. B. to Q. B's 4th. (ch.)
10. K. Kt. to K's 2d.
11. B. takes Q. P.
12. K. to Q's sq.
13. Q. takes R. (ch.)
14. R. to K. B's sq.
15. B. takes Kt.
16. P. to Q's 3d.

GAME THE FOURTH.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.

BLACK.

1. P. to K's 4th,
2. P. takes P.



- |                         |                        |
|-------------------------|------------------------|
| 3. K. Kt. to B's 3d.    | 3. P. to K. Kt's 4th   |
| 4. B. to Q. B's 4th.    | 4. P. to K. Kt's 5th.  |
| 5. Castles.             | 5. P. takes Kt.        |
| 6. Q. takes P.          | 6. K. B. to K. R's 3d. |
| 7. P. to Q's 4th.       | 7. Q. Kt. to B's 3d.   |
| 8. Q. Kt. to B's 3d.    | 8. Kt. takes Q. P.     |
| 9. Q. to K. R's 5th.    | 9. Q. Kt. to K's 3d.   |
| 10. Q. B. takes P.      | 10. B. takes B.        |
| 11. R. takes B.         | 11. Q. to K's 2d.      |
| 12. B. takes Kt.        | 12. Q. P. takes B.     |
| 13. Q. R. to K. B's sq. |                        |
- You must win.

#### VARIATION I.

*Beginning at Black's 6th move.*

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P.
7. P. to Q's 4th.
8. Q. B. takes P.
9. Q. takes B.
10. B. takes K. B. P. (ch.)
11. P. to K's 5th.

With a capital opening.

#### BLACK.

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

#### VARIATION II.

## Page 75

*Beginning at Black's 6th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P.
7. P to Q's 4th.
8. Q. takes P.
9. B. takes K. B. P. (ch.)
10. Q. Kt. to B's 3d.
11. Q. B. to K's 3d.
12. K. B. takes Kt.
13. Q. Kt. to Q's 5th.
14. Q. to K. R's 4th. (ch.)

You ought to win.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K's 2d.
7. Q. Kt. to B's 3d.
8. Kt. takes Q. P.
9. K. to Q's sq.
10. K. Kt. to R's 3d.
11. Q. Kt. to K's 3d.
12. Q. takes B.
13. P. to Q's 3d.

GAME THE FIFTH.

KOCH AND GHULAM KASSIM'S ATTACK.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. P. to Q's 4th.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.

White's 5th move characterizes the game known as "Koch and Ghulam Kassim's Attack."

6. Q. takes P. 6. P. to Q's 4th.
7. K. B. takes Q. P. 7. P. to Q. B's 3d.
8. B. to Q. Kt's 3d. 8. Q. takes Q. P.
9. Q. B. takes P. 9. K. Kt. to B's 3d.
10. Q. Kt. to Q's 2d. 10. Q. B. to K. Kt's 5th.
11. Q. to K. Kt's 3d. 11. K. Kt. takes P.
12. Q. Kt. takes Kt. 12. Q. takes Kt. (ch.)



13. K. to Q's 2d.  
You have the better game.

VARIATION I.

*Beginning at White's 8th move.*

8. B. takes K. B. P. (ch.) 8. K. takes B.  
9. Q. B. takes P. 9. K. Kt. to B's 3d.  
10. P. to Q. B's 3d. 10. Q. B. to K. Kt's 5th.  
I prefer Black's game.

VARIATION II.

*Beginning at Black's 6th move.*

WHITE.

1. P. to K's 4th.  
2. P. to K. B's 4th.  
3. K. Kt. to B's 3d.  
4. B. to Q. B's 4th.  
5. P. to Q's 4th.  
6. Q. takes P.  
7. Castles.  
8. Q. Kt. to R's 3d.  
9. K. to R's sq.  
10. Q. B. takes P.  
11. Q. to K's 3d.  
12. P. to K's 5th.  
13. R. takes B.  
14. P. takes Q. P.  
You have a capital attack.

BLACK.

1. P. to K's 4th.  
2. P. takes P.  
3. P. to K. Kt's 4th.  
4. P. to K. Kt's 5th.  
5. P. takes Kt.  
6. P. to Q's 3d.  
7. Q. to K. B's 3d.  
8. Q. takes Q. P. (ch.)  
9. K. B. to R's 3d.  
10. Q. to K. B's 3d.  
11. Q. to K. Kt's 3d.  
12. B. takes B.  
13. B. to K's 3d.

GAME THE SIXTH.

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### MCDONNELL'S ATTACK.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Q. Kt. to B's 3d.
6. Q. takes P.
7. B. takes Q. P.
8. B. to Q. Kt's 3d.
9. B. takes B.
10. Q. to K. R's 5th. (ch.)
11. P. to Q's 4th.
12. P. to K's 5th.
13. Q. to K. B's 3d.
14. Q. B. takes P.
15. Castles on K's side.
16. P. takes B.

The game is in his favor.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. P. to Q's 4th.
7. P. to Q. B's 3d.
8. Q. B. to K's 3d.
9. P. takes B.
10. K. to Q's 2d.
11. Q. to K. B's 3d.
12. Q. to K. B's 4th.
13. K. B. to Q. Kt's 5th.
14. K. Kt. to K's 2d.
15. B. takes Kt.
16. Q. Kt. to R's 3d.

Our examination of this Gambit would be imperfect without some notice of a variation in the opening, where the first player, instead of abandoning the Knight at his 5th move, sacrifices his Bishop by taking the K. B. Pawn, checking. This attack is not, strictly speaking, a part of the Muzio Gambit, but it is so intimately associated with it that I think it better to consider them both under the same head.

### GAME THE SEVENTH.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. B. takes K. B. P. (ch.)
6. Kt. to K's 5th. (ch.)
7. Q. takes P.
8. Q. takes K. B. P.
9. Kt. to Q. B's 4th.
10. Castles.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. K. takes B.
6. K. to his sq.
7. K. Kt. to B's 3d.
8. P. to Q's 3d.
9. Q. Kt. to B's 3d.
10. B. to K. Kt's 2d.





- |                       |                      |
|-----------------------|----------------------|
| 11. P. to Q's 3d.     | 11. Q. B. to K's 3d. |
| 12. Q. to K. Kt's 3d. | 12. Q. to K's 2d.    |
- Your attack is exhausted.

## GAMES

### ILLUSTRATIVE OF THE MUZIO GAMBIT.

GAME I.—Between Mr. Lewis and an Amateur of great skill.

{PGN 54}

WHITE. (Mr. L.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. Castles.
6. Q. takes P.
7. P. to Q's 4th.
8. Q. B. takes P.
9. Q. B. takes K. B.
10. Q. to K. R's 5th.
11. K. R. to B's 6th.
12. Q. takes Kt.

BLACK. (Mr. —)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. K. B. to R's 3d.
7. Q. to K's 2d.
8. Q. Kt. to B's 3d.
9. Kt. takes B.
10. Q. to K. B's sq.
11. Q. to K. Kt's 2d.
12. Q. takes Q.

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- |                             |                             |
|-----------------------------|-----------------------------|
| 13. K. R. takes Q.          | 13. Q. Kt. takes Q. P.      |
| 14. Q. Kt. to Q. R's 3d.    | 14. P. to Q. B's 3d.        |
| 15. K. R. to Q's 6th.       | 15. Kt. to K's 3d.          |
| 16. Q. R. to Q's sq.        | 16. K. R. to K. Kt's sq.    |
| 17. K. B. takes Kt.         | 17. K. B. P. takes B.       |
| 18. Kt. to Q. B's 4th.      | 18. K. R. to K. Kt's 4th.   |
| 19. K. to B's 2d.           | 19. K. to his 2d.           |
| 20. Kt. to K's 3d.          | 20. P. to Q. R's 4th.       |
| 21. K. to his B's 3d.       | 21. P. to Q. Kt's 4th.      |
| 22. Kt. to K. Kt's 4th.     | 22. Q. R. to his 2d.        |
| 23. K. to B's 4th.          | 23. K. R. to Q. B's 4th,    |
| 24. P. to Q. B's 3d.        | 24. P. to Q. Kt's 5th.      |
| 25. P. takes P.             | 25. P. takes P.             |
| 26. Kt. to K's 5th.         | 26. K. R. to Q. B's 7th.    |
| 27. P. to Q. R's 4th.       | 27. R. takes Q. Kt. P.      |
| 28. K. R. takes Q. B. P.    | 28. R. to K. B's 7th. (ch.) |
| 29. K. to his 3d.           | 29. R. to K. B's sq.        |
| 30. Q. R. to Q. B's sq.     | 30. B. to Q. R's 3d.        |
| 31. K. R. to Q. B's 7th.    | 31. R. takes R.             |
| 32. R. takes R.             | 32. K. to Q's 3d.           |
| 33. R. to Q. R's 7th.       | 33. K. takes Kt.            |
| 34. R. takes B.             | 34. R. to Q. Kt's sq.       |
| 35. R. to Q. R's 5th. (ch.) | 35. P. to Q's 4th.          |
| 36. P. takes P.             | 36. P. takes P.             |
| 37. K. to Q's 3d.           | 37. R. to Q. B's sq.        |
| 38. R. to Q. Kt's 5th.      | 38. R. to Q. B's 6th. (ch.) |
| 39. K. to Q's 2d.           | 39. R. to Q. B's 5th.       |
| 40. P. to Q. R's 5th.       | 40. R. to K. B's 5th.       |
| 41. P. to Q. R's 6th.       | 41. R. to K. B's 7th. (ch.) |
| 42. K. to Q's 3d.           | 42. R. to Q. R's 7th.       |
| 43. R. takes Q. Kt. P.      | 43. R. takes Q. R. P.       |
- Drawn game.

GAME II.—Between Mr. Szen, of Hungary, and  
V. H. der Laza, of the Berlin Chess Club.

{PGN 55}

WHITE. (V. H. d. L.)

BLACK. (Mr. S.)



1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. Castles.
6. Q. takes P.
7. P. to K's 5th.
8. P. to Q's 3d.
9. Kt. to Q. B's 3d.
10. Q. B. to Q's 2d.
11. Q. R. to K's sq.
12. K. to R's sq.
13. Kt. to K's 4th.
14. Q. B. to his 3d.
15. Kt. to Q's 6th.
16. R. takes Kt.[B]
17. R. takes K. B. P.
18. B. takes R. (ch.)
19. P. takes B.

1. P. to K's 4th.
2. P. takes P.
3. P. to Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K. B's 3d.
7. Q. takes K. P.
8. K. B. to K. R's 3d.
9. K. Kt. to K's 2d.
10. Castles.[A]
11. Q. to Q. B's 4th. (ch.)
12. P. to Q. B's 3d.
13. Q. to K. B's 4th.
14. B. to K. Kt's 2d.
15. Q. to K. Kt's 4th.
16. B. takes Q. B.[C]
17. R. takes R.
18. K. to Kt's 2d.
19. Kt. to Q. R's 3d.

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- |                          |                       |
|--------------------------|-----------------------|
| 20. Q. takes K. B. P.    | 20. Q. takes Q.       |
| 21. R. takes Q.          | 21. Kt. to Q. B's 2d. |
| 22. B. to Q. Kt's 3d.    | 22. Kt. to Q's 4th.   |
| 23. B. takes Kt.         | 23. P. takes B.       |
| 24. R. to B's 7th. (ch.) | 24. K. to Kt's sq.    |
| 25. R. to K's 7th.       | 25. P. to Q. Kt's 3d. |
| 26. R. to K's 8th. (ch.) | 26. K. to Kt's 2d.    |
| 27. R. takes B.          |                       |
- And wins.

[Footnote A: Not considered so strong a move as 10 P. to Q. B's 3d.]

[Footnote B: Well played.]

[Footnote C: Had he taken R. with Q., White would have won a Piece by at once playing Kt. to K. B's 5th.]

GAME III.—Between two Berlin players.

{PGN 56}

### WHITE.

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

### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. Q. to K. B's 3d.
7. Q. takes P.
8. K. B. to R's 3d.
9. K. Kt. to K's 2d.
10. P. to Q. B's 3d.
11. Q. to B's 4th. (ch.)
12. P. to Q's 4th.
13. Q. to her 3d.
14. Castles.
15. Q. to K. Kt's 3d.
16. K. Kt. to K. B's 4th.
17. K. B. takes B.
18. K. Kt. to his 2d.

- |                           |                       |
|---------------------------|-----------------------|
| 19. Kt. to K's 4th.       | 19. K. Kt. to K's 3d. |
| 20. B. takes Kt.          | 20. Q. B. takes B.    |
| 21. Kt. to B's 6th. (ch.) | 21. K. to Kt's 2d.    |
| 22. R. takes B.           | 22. P. takes R.       |
| 23. Kt. to R's 5th. (ch.) | 23. K. to R's 3d.     |
| 24. R. takes R.           | 24. Q. takes Kt.      |
| 25. R. to B's 6th. (ch.)  | 25. K. to Kt's 2d.    |
| 26. Q. mates.             |                       |

GAME IV.—Between La Bourdonnais and McDonnell.

{PGN 57}

- | WHITE. (Mr. McD.)            | BLACK. (M. La B.)      |
|------------------------------|------------------------|
| 1. P. to K's 4th.            | 1. P. to K's 4th.      |
| 2. P. to K. B's 4th.         | 2. P. takes P.         |
| 3. K. Kt. to B's 3d.         | 3. P. to K. Kt's 4th.  |
| 4. K. B. to Q. B's 4th.      | 4. P. to K. Kt's 5th.  |
| 5. Q. Kt. to B's 3d.         | 5. P. takes Kt.        |
| 6. Q. takes P.               | 6. K. B. to K. R's 3d. |
| 7. P. to Q's 4th.            | 7. Q. Kt. to B's 3d.   |
| 8. Castles.                  | 8. Q. Kt. takes Q. P.  |
| 9. B. takes K. B. P. (ch.)   | 9. K. takes B.         |
| 10. Q. to K. R's 5th. (ch.)  | 10. K. to his Kt's 2d. |
| 11. Q. B. takes P.           | 11. B. takes B.        |
| 12. K. R. takes B.           | 12. K. Kt. to B's 3d.  |
| 13. Q. to K. Kt's 5th. (ch.) | 13. K. to B's 2d.      |
| 14. Q. R. to K. B's sq.      | 14. K. to his sq.      |

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- |                           |                        |
|---------------------------|------------------------|
| 15. K. R. takes Kt.       | 15. Q. to K's 2d.      |
| 16. Q. Kt. to Q's 5th.    | 16. Q. to her B's 4th. |
| 17. K. to R's sq.         | 17. Kt. to K's 3d.     |
| 18. K. R. takes Kt.       | 18. P. takes R.        |
| 19. Kt. to B's 6th. (ch.) |                        |
- And wins the Queen.

GAME V.—From Ghulam Kassim.

{PGN 58}

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. B. to Q. B's 4th.
5. P. to Q's 4th.
6. Q. takes P.
7. B. takes P.
8. Castles.
9. P. takes Kt.
10. Q. to K's 4th. (ch.)
11. B. takes P.
12. Q. to B's 3d.
13. Kt. to Q's 2d.
14. Q. to B's 2d.
15. Q. R. to K's sq.
16. Kt. to K's 4th.
17. P. to Q. B's 4th.
18. B. takes B.
19. P. to Q. B's 5th.
20. P. takes P.
21. Kt. to Q's 6th.
22. Q. takes R.
23. Q. to her Kt's 4th.

White must win.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. takes Kt.
6. P. to Q's 4th.
7. K. Kt. to B's 3d.
8. Kt. takes B.
9. Q. to B's 3d.
10. K. to Q's sq.
11. Q. to K's 2d.
12. R. to Kt's sq.
13. B. to K. Kt's 5th.
14. Kt. to Q's 2d.
15. Q. to B's 3d.
16. Q. to K. Kt's 3d.
17. K. B. to Q's 3d.
18. P. takes B.
19. P. takes P.
20. K. R. to K's sq.
21. R. takes R.
22. K. to Q. B's 2d.
23. K. to Q's sq.

GAME VI.—Mr. Staunton gives his Queen's Rook.



(Remove White's Q. R. from the Board.)

{PGN 59}

WHITE. (Mr. S.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. K. B. to Q. B's 4th.
5. B. takes K. B. P. (ch.)
6. Kt. to K's 5th. (ch.)
7. Q. takes P.
8. Q. takes P.
9. K. Kt. to B's 3d.
10. P. to Q's 4th.
11. Castles.
12. P. to K's 5th.
13. P. takes P.
14. Q. to K's 4th.
15. Q. B. to K. Kt's 5th.
16. K. to R's sq.
17. P. to Q. B's 4th.
18. P. to Q. Kt's 3d.
19. K. Kt. to Q's 4th.
20. B. takes K. B.
21. K. Kt. to K. B's 5th.
22. Q. to K. R's 4th.
23. Q. to K. B's 6th.

And wins.

BLACK. (Mr. —.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. K. takes B.
6. K. to his sq.
7. K. Kt. to B's 3d.
8. P. to Q's 3d.
9. Q. Kt. to B's 3d.
10. Q. to K's 2d.
11. Q. B. to Q's 2d.
12. P. takes P.
13. K. Kt. to Q's 4th.
14. Q. B. to K's 3d.
15. Q. to her B's 4th. (ch.)
16. Q. Kt. to his 5th.
17. K. Kt. to Q. Kt's 3d.
18. K. B. to K's 2d.
19. Q. B. to K. Kt's sq.
20. Q. takes B.
21. Q. to her 2d.
22. Q. R. to Q's sq.

THE ALLGAIER GAMBIT.

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GAME THE FIRST.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to K. R's 4th.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th. (best)

White's 4th move constitutes the Allgaier Gambit.

5. Kt. to Kt's 5th. 5. P. to K. R's 3d.
  6. Kt. takes K. B. P 6. K. takes Kt.
  7. Q. takes P. 7. K. Kt. to B's 3d.
  8. Q. takes K. B. P. 8. K. B. to Q's 3d. (best)
  9. B. to Q. B's 4th. (ch.) 9. K. to Kt's 2d. (best)
  10. Q. to K. B's 5th. 10. B. to Kt's 6th. (ch.)
  11. K. to B's sq. 11. K. R. to B's sq.
- Black has a winning position.

VARIATION,

*Beginning at Black's 5th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to K. R's 4th.
5. Kt. to Kt's 5th.
6. K. B. to Q. B's 4th.
7. P. to Q's 4th.
8. Q. B. takes P.
9. P. takes P.
10. P. to K. Kt's 6th.
11. Q. B. takes Kt.
12. B. to B's 7th. (ch.)
13. Castles.
14. B. to Q's 5th.
15. Q. to her B's sq.
16. Q. to K. Kt's 5th. (ch.)
17. P. to K. Kt's 7th.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. to K. R's 4th.
6. K. Kt. to R's 3d.
7. P. to K. B's 3d.
8. P. takes Kt.
9. Kt. to B's 2d.
10. Kt. to Q's 3d.
11. P. takes B.
12. K. to his 2d.
13. Q. to her R's 4th.
14. K. to his sq.
15. K. to Q's sq.
16. B. to K's 2d.





And you win with ease.

### GAME THE SECOND.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. K. B. to Q. B's 4th.
7. P. to Q's 4th.
8. Kt. to Q's 3d.
9. P. to K. Kt's 3d.
10. B. takes Q. P.
11. B. to Q. Kt's 3d.

#### BLACK.

1. P. to K's 4th
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. to K. R's 4th. (best)
6. K. Kt. to R's 3d
7. P. to Q's 3d.
8. P. to K. B's 6th.
9. P. to Q's 4th.
10. P. to Q. B's 3d.
11. Q. takes Q. P.

He has decidedly the better game.

### GAME THE THIRD.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. K. B. to Q. B's 4th.
7. P. to Q's 4th.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. to K. R's 4th.
6. R. to K. R's 2d.
7. P. to K. B's 6th. (best)

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8. P. to K. Kt's 3d.                      8. Q. Kt. to B's 3d.  
9. Kt. takes Kt.                      9. Q. P. takes Kt.  
10. Q. B. to K. B's 4th.                      10. Q. to K's 2d.  
11. Q. Kt. to B's 3d.                      11. Q. B. to K's 3d.  
12. P. to Q's 5th.                      12. Castles on Q's side.  
He has a little better game, but the advantage is not nearly so decisive as in the second game.

### THE KING'S ROOK'S PAWN GAMBIT.

#### GAME THE FIRST.

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. P. to K. R's 4th.	3. K. B. to K's 2d. (best)

White's 3d move gives the title to this Gambit.

4. Q. to K. Kt's 4th. 4. P. to Q's 4th. (best)  
5. Q. takes doubled P. 5. P. takes P.  
6. Q. takes K. P. 6. K. Kt. to B's 3d.  
7. Q. to K. B's 3d. 7. Castles.  
8. K. B. to Q. B's 4th. 8. Q. B. to K. Kt's 5th.  
9. Q. takes Q. Kt. P. 9. Q. to her 3d.  
10. Q. to her Kt's 3d. 10. Q. Kt. to B's 3d.  
11. Q. to her 3d. 11. Q. Kt. to Q's 5th.  
12. P. to Q. B's 3d. 12. Q. to K's 4th. (ch.)  
13. K. to B's sq. 13. Q. Kt. to K. B's 4th.  
Black has a winning game.

#### VARIATION,

*Beginning at Black's 3d move.*

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.



- |                        |                         |
|------------------------|-------------------------|
| 3. P. to K. R's 4th.   | 3. P. to Q's 4th.       |
| 4. P. takes P.         | 4. Q. takes P.          |
| 5. Q. to K's 2d. (ch.) | 5. Q. B. to K's 3d.     |
| 6. Q. Kt. to B's 3d.   | 6. Q. to her 2d.        |
| 7. P. to Q's 3d.       | 7. K. B. to Q's 3d.     |
| 8. K. Kt. to R's 3d.   | 8. Q. Kt. to B's 3d.    |
| 9. Q. Kt. to his 5th.  | 9. Castles on Q's side. |
| 10. Kt. takes B. (ch.) | 10. P. takes Kt.        |
| 11. Kt. takes P.       | 11. B. to K. Kt's 5th.  |
| 12. Q. to her 2d.      | 12. R. to K's sq. (ch.) |
- And he has the better game.

## GAMES

### ILLUSTRATIVE OF THE ALLGAIER GAMBIT.

GAME I.—Between Messrs. Anderssen and Kipping,  
at the Manchester Chess Meeting, in 1857.

{PGN 60}

WHITE. (Mr. A.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3d.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. B. to Q. B's 4th.
7. B. takes P. (ch.)
8. Kt. takes R.
9. P. to Q's 4th.
10. B. takes P.
11. Castles.

BLACK. (Mr. K.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to K. Kt's 5th.
5. P. to K. R's 4th.
6. R. to K. R's 2d.
7. R. takes B.
8. K. takes Kt.
9. P. to Q's 3d.
10. K. B. to K's 2d.
11. K. to Kt's 2d.

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- |                              |                          |
|------------------------------|--------------------------|
| 12. P. to K. Kt's 3d.        | 12. Q. B. to K's 3d.     |
| 13. Q. to Q's 3d.            | 13. Q. Kt. to Q's 2d.    |
| 14. Kt. to Q. B's 3d.        | 14. P. to Q. B's 4th.    |
| 15. Kt. to K's 2d.           | 15. Q. B. to K. B's 2d.  |
| 16. K. R. to K. B's 2d.      | 16. Q. B. to K. Kt's 3d. |
| 17. Q. R. to K. B's sq.      | 17. Q. Kt. to K. B's 3d. |
| 18. P. takes Q. B. P.        | 18. B. takes K. P.       |
| 19. Q. to K's 3d.            | 19. P. takes Q. B. P.    |
| 20. B. to K's 5th.           | 20. Q. to Q's 4th.       |
| 21. Q. to K. Kt's 5th. (ch.) | 21. K. to K. R's 2d.     |
| 22. Kt. to Q. B's 3d.        | 22. Q. to Q. B's 3d.     |
| 23. B. takes Kt.             | 23. B. takes B.          |
| 24. K. takes B.              |                          |
- And Black resigns.

GAME II.—Between Mr. Cochrane and Capt. Evans.

{PGN 61}

- | WHITE. (Mr. C.)             | BLACK. (Capt. E.)      |
|-----------------------------|------------------------|
| 1. P. to K's 4th.           | 1. P. to K's 4th.      |
| 2. P. to K. B's 4th.        | 2. P. takes P.         |
| 3. K. Kt. to B's 3d.        | 3. P. to K. Kt's 4th.  |
| 4. P. to K. R's 4th.        | 4. P. to K. Kt's 5th.  |
| 5. Kt. to K's 5th.          | 5. P. to K. R's 4th.   |
| 6. K. B. to Q. B's 4th.     | 6. K. R. to his 2d.    |
| 7. Kt. takes K. B. P.       | 7. R. takes Kt.        |
| 8. B. takes R. (ch.)        | 8. K. takes B.         |
| 9. P. to Q's 4th.           | 9. B. to K. R's 3d.[A] |
| 10. B. takes P.             | 10. B. takes B.        |
| 11. Castles.                | 11. Q. takes K. R. P.  |
| 12. R. takes B. (ch.)       | 12. K. Kt. to B's 3d.  |
| 13. P. to K's 5th.          | 13. P. to Q's 4th.     |
| 14. R. takes Kt. (ch.)      | 14. K. to Kt's 2d.     |
| 15. Q. to her 2d.           | 15. Q. Kt. to Q's 2d.  |
| 16. Q. to K. R's 6th. (ch.) |                        |
- And Black resigns.



[Footnote A: This is the error which loses Black's game. The correct move is 9. P. to K. B's 6th.]

## THE KING'S BISHOP'S GAMBIT.

### GAME THE FIRST.

#### WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. B. to Q. B's 4th.

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. to K. R's 5th. (ch.)

White's 3d move gives the name to this Gambit.

4. K. to B's sq.
5. Q. Kt. to B's 3d.
6. K. Kt. to B's 3d.
7. P. to K. R's 4th.
8. P. to Q's 4th.
9. P. to K's 5th.
10. Q. Kt. to Q's 5th.
11. P. takes P.
12. K. to his Kt's sq.
13. P. takes P.
14. R. takes R.
15. K. Kt. takes P.
16. Q. B. takes P.
17. P. to K's 6th.
18. Kt. takes Q. B. P.

4. P. to K. Kt's 4th.
5. K. B. to K. Kt's 2d.
6. Q. to K. R's 4th.
7. P. to K. R's 3d.
8. P. to Q's 3d.
9. P. takes P.
10. K. to Q's sq.
- 11 B. to Q's 2d.
12. Q. to K. Kt's 3d.
13. P. takes P.
14. B. takes R.
15. Q. takes K. Kt.
16. Q. to K. Kt's 3d. (best)
17. P. takes P.
18. P. to K's 4th.

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- |                              |                        |
|------------------------------|------------------------|
| 19. Kt. takes Q. R.          | 19. P. takes B.        |
| 20. B. takes K. Kt.          | 20. Q. takes B.        |
| 21. Q. to her 6th.           | 21. Q. Kt. to R's 3d.  |
| 22. R. to Q's sq.            | 22. Q. to K. B's 2d.   |
| 23. P. to Q. Kt's 4th.       | 23. Q. to K's 2d.      |
| 24. Q. takes K. B. P.        | 24. Q. takes Q. Kt. P. |
| 25. Q. to K. B's 7th.        | 25. Q. to K's 2d.      |
| 26. Q. to K. Kt's 8th. (ch.) | 26. Q. to K's sq.      |
| 27. Q. to K. Kt's 5th. (ch.) | 27. K. to Q. B's sq.   |
- And Black is getting into safe quarters.

### VARIATION I.

*Beginning at White's 6th move.*

WHITE BLACK.

- |                       |                       |
|-----------------------|-----------------------|
| 6. P. to Q's 4th.     | 6. P. to Q's 3d.      |
| 7. P. to K's 5th.     | 7. P. takes P.        |
| 8. Q. Kt. to Q's 5th. | 8. K. to Q's sq.      |
| 9. P. takes P.        | 9. B. to Q's 2d.      |
| 10. K. Kt. to B's 3d. | 10. Q. to K. R's 4th. |
| 11. Q. B. to Q's 2d.  | 11. K. Kt. to K's 2d. |
| 12. Q. B. to his 3d.  | 12. K. R. to K's sq.  |
| 13. Kt. takes Kt.     | 13. R. takes Kt.      |
| 14. Q. to her 5th.    |                       |

The game is about equal.

### VARIATION II.

*Beginning at White's 6th move.*

WHITE. BLACK.

- |                      |                      |
|----------------------|----------------------|
| 6. P. to K. Kt's 3d. | 6. P. takes P.       |
| 7. K. to Kt's 2d.    | 7. Q. to K. R's 3d.  |
| 8. P. takes P.       | 8. Q. to K. Kt's 3d. |

He has the advantage.

GAME THE SECOND.



## WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. K. to B's sq.
5. K. Kt. to B's 3d.
6. P. to K. R's 4th.
7. P. to Q's 4th.
8. P. to K's 5th.
9. Q. Kt. to B's 3d.
10. Q. Kt. to K's 4th.
11. K. P. takes P.
12. Q. to K's 2d.
13. P. to Q. B's 3d.
14. K. to Kt's sq.
15. K. Kt. to Q's 2d.
16. Q. to her 3d.
17. K. takes P.
18. K. B. takes P.

## BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. P. to K. Kt's 4th.
5. Q. to K. R's 4th.
6. K. B. to K. Kt's 2d.
7. P. to K. R's 3d.
8. K. Kt. to K's 2d.
9. K. Kt. to B's 4th.
10. P. to Q's 3d.
11. Q. B. P. takes P.
12. K. to Q's sq.
13. K. R. to K's sq.
14. P. to K. Kt's 5th.
15. P. to K. B's 6th.
16. P. takes K. Kt. P.
17. P. to Q's 4th.
18. Kt. takes K. R. P. (ch.)

And he has the better game.

## VARIATION I.

*Beginning at White's 7th move.*

7. K. to Kt's sq. 7. B. to Q's 5th. (ch.)
8. K. to R's 2d. 8. P. to K. Kt's 5th.
9. Kt. takes B. 9. P. to Kt's 6th. (ch.)
10. K. to R's 3d. 10. P. to Q's 4th. (dis. ch.)

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11. Kt. to K. B's 5th. 11. Q. takes Q.  
12. R. takes Q. 12. Kt. to K. R's 3d.  
13. P. to K. R's 5th. 13. P. takes K. P.  
14. K. to R's 4th. 14. Kt. takes Kt. (ch.)  
15. K. to Kt's 5th. 15. P. to K. B's 6th.  
16. K. to B's 4th. 16. P. to K. B's 7th.  
Black wins.

### VARIATION II.

*Beginning at White's 7th move.*

WHITE. BLACK.

7. K. R. to his 2d. 7. P. to K. Kt's 5th.  
8. K. Kt. to Kt's 5th. 8. K. Kt. to R's 3d.  
9. P. to Q's 4th. 9. P. to Q's 4th.  
10. K. B. takes Q. P. (best) 10. P. to K. Kt's 6th.  
11. B. takes K. B. P. (ch.) 11. Q. takes B.  
12. Kt. takes Q. 12. Q. B. to K. Kt's 5th.  
13. Q. to K's sq. 13. P. takes R.  
14. K. to B's 2d. 14. K. B. takes Q. P. (ch.)  
And Black wins.

### VARIATION III.

*Beginning also at White's 7th move.*

WHITE. BLACK.

7. B. to K's 2d. 7. P. to K. Kt's 5th.  
8. Kt. to K's sq. 8. K. Kt. to B's 3d.  
9. Q. Kt. to B's 3d. 9. Q. to K. Kt's 3d.  
10. P. to Q's 3d. 10. Kt. to K. R's 4th.  
11. Kt. to Q's 5th. 11. Kt. to Kt's 6th. (ch.)  
12. K. to Kt's sq. 12. K. B. checks.  
13. K. to R's 2d. 13. Kt. takes B.  
He ought to win.

GAME THE THIRD.





WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. K. to B's sq.
5. Q. to K. B's 3d.
6. P. to K. Kt's 3d.
7. P. takes P.
8. P. to Q's 3d.
9. Q. to K. B's 2d.
10. Q. B. takes P.
11. B. takes Q.
12. Q. B. to K. Kt's 7th.

Black maintains his Pawn.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. to K. R's 5th. (ch.)
4. P. to K. Kt's 4th.
5. Q. Kt. to B's 3d.
6. Q. to K. R's 3d.
7. P. takes P.
8. Q. Kt. to Q's 5th.
9. K. B. to Q. B's 4th.
10. Q. Kt. takes Q. B. P.
11. B. takes Q.
12. K. B. to Q's 5th.

VARIATION,

*Beginning at Black's 5th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. K. to B's sq.
5. Q. to K. B's 3d.
6. P. to K. Kt's 3d.
7. P. to Q's 4th.
8. Kt. takes Q.
9. P. takes P.
10. Q. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. P. to K. Kt's 4th.
5. P. to Q's 3d.
6. Q. to K. Kt's 5th.
7. Q. takes Q.
8. K. B. to K. R's 3d.
9. P. takes P.
10. Q. B. checks.

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11. K. to B's 2d.                      11. K. Kt. to K's 2d.  
12. Q. Kt. to K's 2d.                12. K. Kt. to his 3d.  
13. K. Kt. to K's sq.  
Followed by 14. K. Kt. to Q's 3d, winning the P., with  
a good situation.

In the previous games we have followed out, at some length, the most prominent variations which occur when both the attack and defence in this opening are conducted upon the principles recommended by the best authorities, and the result would seem to prove that against every system of attack in the King's Bishop's Gambit at present known, the defence, though difficult and complex in the extreme, is satisfactory.

It yet remains for us to consider what are the probable deviations from the several standard methods of defence, and in what manner these should be turned to advantage by the opening player.

### GAME THE FIRST.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.  
2. P. to K. B's 4th. 2. P. takes P.  
3. B. to Q. B's 4th. 3. P. to K. Kt's 4th.  
4. P. to K. R's 4th. 4. B. to K. Kt's 2d.  
5. P. to Q's 4th. 5. P. to K. R's 3d.  
6. P. takes P. 6. P. takes P.  
7. R. takes R. 7. B. takes R.  
8. Q. to K. R's 5th. 8. Q. to K. B's 3d.  
9. P. to K's 5th. 9. Q. to K. Kt's 2d.  
10. K. Kt. to K. R's 3d.

You have the better game.

### GAME THE SECOND.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.  
2. P. to K. B's 4th. 2. P. takes P.  
3. B. to Q. B's 4th. 3. P. to K. B's 4th.  
4. Q. to K's 2d. 4. Q. checks.  
5. K. to Q's sq. (best) 5. P. takes K. P.  
6. Q. takes P. (ch.) 6. B. to K's 2d.

7. P. to Q's 4th. 7. K. Kt. to B's 3d.  
8. Q. takes K. B. P. 8. Q. takes Q.

Even game.

VARIATION,

*Beginning at White's 4th move.*

WHITE.

4. Q Kt. to B's 3d.  
5. K. to B's sq.  
6. K. Kt. to B's 3d.  
7. P. to K's 5th.  
8. Q. Kt. to Q's 5th.  
9. K. to K. Kt's sq.  
10. Kt. takes Q. B. P. (ch.)  
11. Q. Kt. takes Q. R.  
12. P. takes K. Kt.  
13. P. to Q's 4th.  
14. Q. B. to K. B's 4th.  
15. Kt. to K. Kt's 5th.  
16. Kt. to K. B's 7th. (ch.)  
17. Q. to her 3d.  
18. K. Kt. to Q's 6th. (ch.)  
19. Q. R. to K. B's sq.

BLACK.

4. Q. to K. R's 5th. (ch.)  
5. K. Kt. to B's 3d, or (A.)  
6. Q. to K. R's 4th.  
7. K. Kt. to K's 5th.  
8. K. Kt. to his 6th. (ch.)  
9. K. Kt. takes R.  
10. K. to Q's sq.  
11. K. Kt. to his 6th.  
12. P. takes P.  
13. K. B. to K's 2d.  
14. Q. to K. Kt's 5th.  
15. Q. takes Q. B.  
16. K. to his sq.  
17. K. B. to Q's sq.  
18. K. to B's sq.

And you will checkmate in a few moves.

(A.)

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- |                             |                        |
|-----------------------------|------------------------|
| 5. P. takes K. P.           |                        |
| 6. Q. Kt. takes P.          | 6. P. to Q. B's 3d.    |
| 7. Q. to K's 2d.            | 7. K. to Q's sq.       |
| 8. K. Kt. to K. B's 3d.     | 8. Q. to K's 2d.       |
| 9. Q. Kt. to K. Kt's 5th.   | 9. Q. takes Q. (ch.)   |
| 10. B. takes Q.             | 10. K. to his sq.      |
| 11. K. Kt. to K's 5th.      | 11. K. B. to K's 2d.   |
| 12. K. Kt. to K. B's 7th.   | 12. B. takes Q. Kt.    |
| 13. Kt. takes B.            | 13. P. to K. R's 3d.   |
| 14. B. to K. R's 5th. (ch.) | 14. K. to K's 2d.      |
| 15. Kt. to K. B's 7th.      | 15. K. Kt. to B's 3d.  |
| 16. Kt. takes R.            | 16. Kt. takes B.       |
| 17. Kt. to Kt's 6th. (ch.)  | 17. K. to B's 3d.      |
| 18. Kt. to K. R's 4th.      | 18. P. to K. Kt's 4th. |
| 19. Kt. to K. B's 3d.       |                        |
- You have the better game.

### GAME THE THIRD.

WHITE. BLACK.

- |                            |                            |
|----------------------------|----------------------------|
| 1. P. to K's 4th.          | 1. P. to K's 4th.          |
| 2. P. to K. B's 4th.       | 2. P. takes P.             |
| 3. B. to Q. B's 4th.       | 3. P. to Q's 4th.          |
| 4. B. takes P.             | 4. K. Kt. to B's 3d.       |
| 5. Q. to K's 2d.           | 5. Kt. takes B.            |
| 6. P. takes Kt. (dis. ch.) | 6. B. to K's 2d.           |
| 7. Q. to K. B's 3d.        | 7. B. to K. R's 5th. (ch.) |
| 8. P. to K. Kt's 3d.       | 8. P. takes P.             |
| 9. P. takes P.             | 9. B. to K. Kt's 4th.      |
| 10. Q. Kt. to B's 3d.      |                            |
- Even game.

### VARIATION,

*Beginning at White's 5th move.*

WHITE. BLACK.

- |                      |                          |
|----------------------|--------------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th.        |
| 2. P. to K. B's 4th. | 2. P. takes P.           |
| 3. B. to Q. B's 4th. | 3. P. to Q's 4th.        |
| 4. B. takes P.       | 4. K. Kt. to B's 3d.     |
| 5. Q. Kt. to B's 3d. | 5. K. B. to Q. Kt's 5th. |



6. K. Kt. to K's 2d. 6. B. takes Q. Kt.
7. Q. P. takes B. 7. P. to Q. B's 3d.
8. B. to Q. B's 4th. 8. Q. takes Q. (ch.)
9. K. takes Q. 9. Kt. takes K. P.
10. K. to his sq.

The game is about even, since Black must eventually lose the gambit Pawn.

#### GAME THE FOURTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. P. to K. B's 4th. 2. P. takes P.
3. B. to Q. B's 4th. 3. P. to Q. B's 3d.
4. P. to Q's 4th. 4. P. to Q's 4th.
5. P. takes P. 5. P. takes P.
6. K. B. checks. 6. Q. Kt. to B's 3d.
7. Q. B. takes P. 7. Q. to her Kt's 3d.
8. Q. to K's 2d. (ch.) 8. Q. B. to K's 3d.
9. P. to Q. B's 3d. 9. Castles on Q's side.
10. K. Kt. to B's 3d.

The game is equal.

#### GAME THE FIFTH.

Having gone through the probable variations which Black may adopt instead of checking with the Q., at his 3d move, we have now to consider those at his command, (after giving the check,) when he does not play the usual move of 4. P. to K. Kt's 4th.

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WHITE.

1. P. to K's 4th.
  2. P. to K. B's 4th.
  3. B. to Q. B's 4th.
  4. K. to B's sq.
  5. P. to Q's 4th.
  6. K. Kt. to B's 3d.
  7. Q. B. takes P.
  8. B. takes K. B. P. (ch.)
  9. Q. B. to K. Kt's 3d.
  10. Q. Kt. to B's 3d.
  11. K. B. to Q. Kt's 3d.
  12. Q. to her 2d.
  13. Q. R. to K's sq.
- You have the better game.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. B. to Q. B's 4th.
5. B. to Q. Kt's 3d.
6. Q. to K's 2d.
7. Q. takes K. P.
8. K. to B's sq.
9. K. Kt. to R's 3d.
10. Q. to K's 2d.
11. P. to Q. B's 3d.
12. P. to Q's 4th.

### GAME THE SIXTH.

WHITE.

1. P to K's 4th.
  2. P. to K. B's 4th.
  3. B. to Q. B's 4th.
  4. K. to B's sq.
  5. K. Kt. to B's 3d.
  6. P. to K. R's 4th.
  7. Q. Kt. to B's 3d.
  8. P. to K's 5th.
  9. K. B. to K's 2d.
  10. Kt. to K. R's 2d.
  11. P. to Q's 4th.
- You have the advantage.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. K. Kt. to B's 3d.
5. Q. to K. R's 4th.
6. P. to K. Kt's 4th
7. P. to K. R's 3d.
8. Kt. to his sq.
9. P. to Kt's 5th.
10. Q. takes K. P.

### GAME THE SEVENTH.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.



- |                         |                             |
|-------------------------|-----------------------------|
| 4. K. to B's sq.        | 4. Q. to K. B's 3d.         |
| 5. Q. Kt. to B's 3d.    | 5. P. to Q. B's 3d.         |
| 6. P. to Q's 4th.       | 6. P. to Q's 3d.            |
| 7. K. Kt. to B's 3d.    | 7. P. to K. Kt's 4th.       |
| 8. P. to K. R's 4th.    | 8. P. to K. R's 3d.         |
| 9. P. to K's 5th.       | 9. P. takes P.              |
| 10. P. takes P.         | 10. Q. to K. Kt's 2d.       |
| 11. Q. to her 4th.      | 11. B. to K. Kt's 5th.      |
| 12. P. takes Kt. P.     | 12. P. takes P.             |
| 13. R. takes R.         | 13. Q. takes R.             |
| 14. Kt. takes K. Kt. P. | 14. Q. to K. R's 8th. (ch.) |
| 15. Q. to K. Kt's sq.   | 15. Q. takes Q. (ch.)       |
| 16. K. takes Q.         |                             |
- You have the superiority.

#### VARIATION,

*Beginning at Black's 5th move.*

#### WHITE.

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

#### BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. Q. to K. B's 3d.
5. K. Kt. to K's 2d.
6. P. to Q's 3d.
7. P. to K. Kt's 4th.
8. P. to K. R's 3d.
9. Q. to K. Kt's 2d.
10. K. R. P. takes P.

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- |                        |                             |
|------------------------|-----------------------------|
| 11. R. takes R.        | 11. Q. takes R.             |
| 12. Q. Kt. to K's 4th. | 12. P. takes K. P.          |
| 13. P. takes P.        | 13. Q. to K. R's 8th. (ch.) |
| 14. K. Kt. to his sq.  | 14. Q. Kt. to Q's 2d.       |
| 15. Q. Kt. takes P.    | 15. Q. Kt. takes K. P.      |
| 16. Q. to K's 2d.      |                             |

You have the better position.

### GAME THE EIGHTH.

WHITE. BLACK.

- |                      |                       |
|----------------------|-----------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th.     |
| 2. P. to K. B's 4th. | 2. P. takes P.        |
| 3. B. to Q. B's 4th. | 3. Q. checks.         |
| 4. K. to B's sq.     | 4. P. to Q's 3d.      |
| 5. Q. to K. B's 3d.  | 5. P. to K. Kt's 4th. |
| 6. P. to K. Kt's 3d. | 6. Q. to K. Kt's 5th. |
| 7. P. to Q's 3d.     | 7. K. B. to R's 3d.   |
| 8. Q. takes Q.       | 8. B. takes Q.        |
| 9. P. to K. R's 4th. | 9. P. takes R. P.     |
| 10. Q. B. takes P.   |                       |

Even game.

### VARIATION,

*Beginning at White's 5th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. K. to B's sq.
5. P. to Q's 4th.
6. Q. to her 3d.
7. Q. takes B.
8. Q. to her Kt's 3d.
9. Q. to K. R's 3d.
10. Kt. takes Q.
11. Q. Kt. to B's 3d.

BLACK.

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. P. to Q's 3d.
5. Q. B. to K's 3d.
6. B. takes B.
7. P. to Q. B's 3d.
8. P. to Q. Kt's 3d.
9. Q. takes Q.
10. K. Kt. to B's 3d.
11. Q. Kt. to Q's 2d.



The game is even.

## GAMES

### ILLUSTRATIVE OF THE KING'S BISHOP'S GAMBIT.

GAME I.—Between La Bourdonnais and McDonnell.

{PGN 62}

WHITE. (Mr. McD.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.[A]
4. K. to B's sq.
5. Q. Kt. to B's 3d.
6. P. to Q's 4th.
7. K. B. to K's 2d.
8. P. to K's 5th.
9. Q. Kt. to his 5th.
10. Q. Kt. takes Q. B. P.
11. K. Kt. to B's 3d.
12. P. takes P.
13. P. to Q. B's 3d.
14. P. takes Kt.
15. K. to B's 2d.
16. K. takes P.
17. B. takes Q.
18. P. to Q. Kt's 3d.
19. Q. B. to K's 3d.
20. P. to Q's 5th.

BLACK. (M. La B.)

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. P. to K. Kt's 4th.
5. K. B. to Kt's 2d.
6. P. to Q's 3d.
7. Q. Kt. to B's 3d.
8. K. Kt. to K's 2d.
9. Castles.
10. Q. R. to Q. Kt's sq.
11. Q. to K. R's 3d.
12. K. Kt. to K. B's 4th.
13. K. Kt. to his 6th. (ch.)
14. Q. takes R. (ch.)
15. P. takes P. (ch.)
16. Q. takes Q.
17. P. to K. R's 3d.
18. P. to Q. Kt's 4th.
19. P. to K. B's 4th.
20. P. to K. B's 5th. (ch.)

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- |                           |                          |
|---------------------------|--------------------------|
| 21. K. to R's 2d.         | 21. P. takes B.          |
| 22. P. takes Kt.          | 22. P. to K. Kt's 5th.   |
| 23. K. Kt. to Q's 4th.    | 23. B. to K's 4th. (ch.) |
| 24. K. to Kt's sq.        | 24. K. B. takes Q. P.    |
| 25. Q. Kt. takes P.       | 25. K. B. to Q. B's 4th. |
| 26. P. to Q. Kt's 4th.[B] | 26. K. B. to Q. Kt's 3d. |
| 27. Q. Kt. to Q's 6th.    | 27. K. B. takes K. Kt.   |
| 28. P. takes B.           | 28. Q. R. takes Kt. P.   |
| 29. Kt. takes B.          | 29. K. R. takes Kt.      |
| 30. P. to Q's 5th.        | 30. K. to B's 2d.        |
| 31. B. to Q. Kt's 3d.     | 31. K. to K's 2d.        |
| 32. K. to B's sq.         | 32. Q. R. to K's 5th.    |
| 33. K. to his 2d.         | 33. K. R. to K. B's sq.  |
| 34. K. to Q's 3d.         | 34. Q. R. to K's 4th.    |
| 35. R. to K's sq.         | 35. K. to Q's 3d.[C]     |
| 36. R. takes P.           | 36. R. takes R. (ch.)    |
| 37. K. takes R.           | 37. P. to K. R's 4th.    |
| 38. K. to his 4th.        | 38. P. to K. R's 5th.    |
| 39. B. to Q's sq.         | 39. P. to K. R's 6th.    |
| 40. P. takes P.           | 40. P. takes P.          |
| 41. B. to K. B's 3d.      | 41. P. to K. R's 7th.    |
| 42. B. to K. Kt's 2d.     | 42. R. to K. B's 8th.    |
- Mr. McDonnell resigned.

[Footnote A: This was a favorite opening of McDonnell's; he bestowed much time and labor on its analyses, and discovered many skilful methods of diversifying the attack.]

[Footnote B: Q. B. to K's 2d would have been better play we believe.]

[Footnote C: This game is very cleverly played by La Bourdonnais.]

GAME II.—Between the same players.

{PGN 63}

WHITE. (Mr. McD.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. K. to B's sq.

BLACK. (M. La B.)

1. P. to K's 4th.
2. P. takes P.
3. Q. checks.
4. P. to K. Kt's 4th.



- |                              |                           |
|------------------------------|---------------------------|
| 5. Q. Kt. to B's 3d.         | 5. K. B. to Kt's 2d.      |
| 6. P. to Q's 4th.            | 6. Q. Kt. to B's 3d.      |
| 7. P. to K's 5th.            | 7. K. Kt. to K's 2d.      |
| 8. K. Kt. to B's 3d.         | 8. Q. to K. R's 4th.      |
| 9. Q. Kt. to K's 4th.        | 9. P. to K. R's 3d.       |
| 10. Kt. to K. B's 6th. (ch.) | 10. B. takes Kt.          |
| 11. P. takes B.              | 11. P. to Q's 4th.        |
| 12. B. to Q's 3d.            | 12. K. Kt. to B's 4th.    |
| 13. Q. to K's sq. (ch.)      | 13. K. to Q's sq.         |
| 14. Kt. to K's 5th.          | 14. K. Kt. takes Q. P.[A] |
| 15. P. to Q. B's 3d.         | 15. Q. Kt. takes Kt.      |
| 16. Q. takes Kt.             | 16. Kt. to Q. B's 3d.     |
| 17. Q. takes Q. P. (ch.)     | 17. K. to his sq.         |
| 18. B. to Q. Kt's 5th.[B]    | 18. Q. B. to K's 3d.      |
| 19. B. takes Kt. (ch.)       | 19. K. to K. B's sq.      |
| 20. Q. to B's 5th. (ch.)     | 20. K. to Kt's sq.        |
| 21. B. to K. B's 3d.         | 21. Q. to K. Kt's 3d.     |
| 22. Q. to Q's 4th.           | 22. P. to Q. B's 4th.     |
| 23. Q. to K's 5th.           | 23. Q. R. to K's sq.      |

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- |                         |                              |
|-------------------------|------------------------------|
| 24. K. B. to K's 2d.[C] | 24. P. to K. B's 6th.        |
| 25. K. to B's 2d.[D]    | 25. P. takes B.              |
| 26. Q. B. to K's 3d.    | 26. P. to Q. Kt's 3d.        |
| 27. P. to K. R's 4th.   | 27. Q. B. to Q's 2d.         |
| 28. Q. to her 5th.      | 28. Q. takes P. (ch.)        |
| 29. K. takes P.         | 29. B. to K. Kt's 5th. (ch.) |
| 30. K. to Q's 2d.       | 30. R. to Q's sq.            |
- And White resigned.

[Footnote A: Had Black checked with his Kt. and taken the Rook, he would have been mated in five moves.]

[Footnote B: This portion of the game is played by Mr. McDonnell with great judgment.]

[Footnote C: It would have been better to take the Q. B. P. with Q.]

[Footnote D: It is obvious he would have lost his Q. by taking the P.]

GAME III.—Between Mr. Perigal and an Amateur.

{PGN 64}

- | WHITE. (Mr. P.)             | BLACK. (Mr. —)        |
|-----------------------------|-----------------------|
| 1. P. to K's 4th.           | 1. P. to K's 4th.     |
| 2. P. to K. B's 4th.        | 2. P. takes P.        |
| 3. B. to Q. B's 4th.        | 3. Q. checks.         |
| 4. K. to B's sq.            | 4. P. to K. Kt's 4th. |
| 5. Q. Kt. to B's 3d.        | 5. B. to K. Kt's 2d.  |
| 6. P. to K. Kt's 3d.        | 6. P. takes P.        |
| 7. K. to Kt's 2d.           | 7. K. B. takes Kt.[A] |
| 8. K. Kt. to B's 3d.        | 8. Q. to Kt's 5th.    |
| 9. B. takes B. P. (ch.)     | 9. K. to B's sq.[B]   |
| 10. P. to K. R's 3d.        | 10. Q. takes K. P.    |
| 11. Q. P. takes B.          | 11. K. takes B.       |
| 12. K. R. to K's sq.        | 12. Q. to her B's 3d. |
| 13. Q. to her 4th.          | 13. K. Kt. to B's 3d. |
| 14. Q. B. takes K. Kt. P.   | 14. R. to K's sq.     |
| 15. R. takes R.             | 15. Kt. takes R.      |
| 16. Q. to K. B's 4th. (ch.) | 16. Kt. to K. B's 3d. |
| 17. K. takes P.             | 17. Q. to her 3d.     |



- |                           |                    |
|---------------------------|--------------------|
| 18. Kt. to K's 5th. (ch.) | 18. K. to Kt's 2d. |
| 19. B. to R's 6th. (ch.)  | 19. K. to Kt's sq. |
- White mates in two moves.

[Footnote A: This is not advisable play.]

[Footnote B: Taking the Bishop would evidently involve the loss of the Queen.]

GAME IV.—Played some years ago between one of the best players of the day and Mr. Staunton.

{PGN 65}

- |                       |                             |
|-----------------------|-----------------------------|
| WHITE. (Mr. —)        | BLACK. (Mr. S.)             |
| 1. P. to K's 4th.     | 1. P. to K's 4th.           |
| 2. P. to K. B's 4th.  | 2. P. takes P.              |
| 3. B. to Q. B's 4th.  | 3. P. to Q's 4th.           |
| 4. P. takes P.[A]     | 4. K. Kt. to B's 3d.        |
| 5. Q. to K. B's 3d.   | 5. K. B. to Q's 3d.         |
| 6. P. to K. R's 3d.   | 6. Castles.                 |
| 7. P. to Q. B's 3d.   | 7. P. to Q. B's 3d.         |
| 8. P. takes P.        | 8. Q. Kt. takes P.          |
| 9. P. to Q's 4th.     | 9. K. Kt. to K's 5th.       |
| 10. Q. B. takes P.    | 10. Q. to K. R's 5th. (ch.) |
| 11. P. to K. Kt's 3d. | 11. K. Kt. takes P.         |
| 12. Q. B. takes K. B. | 12. Kt. takes R. (dis. ch.) |
| 13. K. to B's sq.     | 13. Q. B. to K's 3d.        |



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- |                         |                              |
|-------------------------|------------------------------|
| 14. K. B. to Q's 3d.    | 14. Q. R. to Q's sq.         |
| 15. Q. B. to K. R's 2d. | 15. Q. B. to Q's 4th.        |
| 16. Q. to K. B's 4th.   | 16. Q. to K. R's 4th.        |
| 17. Q. Kt. to Q's 2d.   | 17. Q. Kt. to K's 2d.        |
| 18. P. to Q. B's 4th.   | 18. Q. Kt. to K. Kt's 3d.    |
| 19. Q. to K. Kt's 4th.  | 19. Q. to K. R's 3d.         |
| 20. Q. R. to Q's sq.    | 20. Q. to K's 6th.           |
| 21. Q. to K. B's 5th.   | 21. B. to K. Kt's 7th. (ch.) |
| 22. K. takes B.         | 22. Kt. to K. R's 5th. (ch.) |
- And Black wins.

[Footnote A: It is better to take the Pawn with the Bishop.]

GAME V.—Between MM. Kieseritzky and Desloges.

{PGN 66}

WHITE. (M. D.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. B. takes Kt. P.
5. K. to B's sq.
6. K. Kt. to B's 3d.
7. K. B. to K's 2d.
8. Kt. to Q's 4th.
9. P. to K. R's 3d.
10. K. Kt. to Q. Kt's 3d.
11. P. takes P.
12. P. to K. B's 4th.
13. P. to Q's 3d.
14. K. B. to B's 3d.
15. P. to Q's 4th.
16. K. to Kt's 2d.
17. R. takes P.
18. Q. B. to K's 3d.
19. Q. to K. R's sq.
20. Kt. takes Kt.
21. B. takes Q.

BLACK. (M. K.)

1. P. to K's 4th.
2. P. takes P.
3. P. to Q. Kt's 4th.
4. Q. to K. R's 5th. (ch.)
5. P. to K. Kt's 4th.
6. Q. to K. R's 4th.
7. P. to K. Kt's 5th.
8. P. to Q's 3d.
9. K. B. to Kt's 2d.
10. P. to K. B's 6th.
11. P. takes K. R. P.
12. Q. to K. R's 5th.
13. P. to K. R's 7th.
14. Q. Kt. to B's 3d.
15. Q. B. to Q. R's 3d. (ch.)
16. K. Kt. to R's 3d.
17. Q. to K. B's 3d.
18. K. R. to Kt's sq.
19. Kt. takes Q. P.
20. Q. takes Kt.
21. B. takes B. (dis. ch.)



- |                           |                               |
|---------------------------|-------------------------------|
| 22. K. to R's 3d.         | 22. Q. B. to his sq. (ch.)    |
| 23. K. to R's 4th.        | 23. K. B. to his 3d. (ch.)    |
| 24. K. to R's 5th.        | 24. R. to K. Kt's 3d.         |
| 25. R. to K. Kt's 2d.     | 25. Kt. to his sq.            |
| 26. P. to K. B's 5th.     | 26. R. to his 3d. (ch.)       |
| 27. K. to Kt's 4th.       | 27. R. takes Q.               |
| 28. P. to Q. B's 3d.      | 28. K. B. to K's 4th.         |
| 29. K. B. to K's 2d.      | 29. Kt. to K. B's 3d. (ch.)   |
| 30. K. to his B's 3d.     | 30. Kt. takes K. P.           |
| 31. R. to Kt's 8th. (ch.) | 31. K. to his 2d.             |
| 32. R. takes Q. B.        | 32. Kt. to K. Kt's 4th. (ch.) |
| 33. K. to Kt's 4th.       | 33. P. to K. R's 4th. (ch.)   |
| 34. K. takes Kt.          | 34. P. to B's 3d. (ch.)       |
| 35. K. to Kt's 6th.       | 35. R. to K. Kt's 8th. (ch.)  |
| 36. K. to R's 7th.        | 36. Q. R. takes R.            |
| 37. P. to Q. R's 3d.      | 37. Q. R. to K. Kt's sq.      |
| 38. B. to Q. B's 4th.     |                               |

And Black mates in three moves.

#### THE GAMBIT DECLINED.

If Black does not choose to accept the Gambit, he has several modes of defence, which may be briefly noticed.



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GAME THE FIRST.

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.

BLACK.

1. P. to K's 4th.
2. B. to Q. B's 4th.

This appears to be Black's best move, if he declines taking P. with P.

3. K. Kt. to B's 3d. 3. P. to Q's 3d. 4. P. to Q. B's 3d. 4. B. to K. Kt's 5th. 5. B. to K's 2d. (best) 5. B. takes Kt. 6. B. takes B. 6. Q. Kt. to B's 3d. 7. P. to Q. Kt's 4th. 7. B. to Q. Kt's 3d. 8. P. to Q. Kt's 5th. 8. Q. Kt. to K's 2d. 9. P. to Q's 4th. And the position is, perhaps, a little in your favor.

VARIATION,

*Beginning at White's 5th move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to Q. B's 3d.
5. P. to Q's 4th.
6. P. takes P.
7. P. takes B.
8. K. to his 2d.
9. B. to K's 3d.
10. Kt. to Q. B's 3d.

Equal game.

BLACK.

1. P. to K's 4th.
2. B. to Q. B's 4th.
3. P. to Q's 3d.
4. B. to K. Kt's 5th.
5. P. takes P.
6. B. takes Kt.
7. Q. to K. R's 5th. (ch.)
8. B. to Q. Kt's 3d.
9. Kt. to K. B's 3d.
10. Kt. to Q. B's 3d.

GAME THE SECOND.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. P. to K. B's 4th. 2. P. to Q's 3d.
3. K. Kt. to B's 3d. 3. B. to K. Kt's 5th.
4. B. to Q. B's 4th. 4. Q. Kt. to B's 3d.
5. P. to Q. B's 3d. 5. B. takes Kt.





6. Q. takes B. 6. Kt. to K. B's 3d.

The game is slightly in your favour.

VARIATION,

*Beginning at White's 3d move.*

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. P. to K. B's 4th. 2. P. to Q's 3d.
3. B. to Q. B's 4th. 3. P. takes P.
4. K. Kt. to B's 3d. 4. B. to K's 3d.
5. B. takes B. 5. P. takes B.
6. P. to Q's 4th. 6. P. to K. Kt's 4th.
7. P. to K. R's 4th. 7. P. to K. Kt's 5th.
8. Kt. to K. Kt's 5th. 8. Q. to K. B's 3d.
9. Q. takes P.

You have the advantage.

GAME THE THIRD.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to K's 4th.
2. P. to K. B's 4th. 2. P. to Q's 4th.
3. P. takes Q. P. 3. Q. takes P.
4. Q. Kt. to B's 3d. 4. Q. to K's 3d.
5. K. Kt. to B's 3d. 5. P. takes P. (dis. ch.)

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6. K. to B's 2d. 6. P. to Q. B's 3d. (best)
7. P. to Q's 4th. 7. B. to Q's 3d.
8. B. to Q's 3d. 8. K. Kt. to K's 2d.
9. R. to K's sq.

You have a fine game.

VARIATION,

*Beginning at Black's 3d move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. P. takes Q. P.
4. B to Q. Kt's 5th. (ch.)
5. Q. to K's 2d. (ch.)
6. Kt. to Q. B's 3d.
7. B. takes B. (ch.)
8. P. to Q's 4th.
9. Q. takes Q.
10. B. takes P.

Equal game.

BLACK.

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes K. B. P.
4. B. to Q's 2d.
5. Q. to K's 2d.
6. Kt. to K. B's 3d.
7. Q. Kt. takes B.
8. Castles.
9. B. takes Q.
10. Q. Kt. to his 3d.

GAMES

ILLUSTRATIVE OF THE KING'S GAMBIT DECLINED.

GAME I.—Played by Mr. Morphy without seeing the Chess-board or men, against M. Bornemann.

{PGN 67}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to K. B's 3d.
4. P. to Q. B's 3d.

BLACK. (M. B.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q's 3d.
4. Q. B. to K. Kt's 5th.



- |                                   |                            |
|-----------------------------------|----------------------------|
| 5. K. B. to Q. B's 4th.           | 5. K. Kt. to K. B's 3d.    |
| 6. P. takes P.                    | 6. B. takes Kt.            |
| 7. Q. takes B.                    | 7. Q. P. takes P.          |
| 8. P. to Q's 3d.                  | 8. Q. Kt. to Q. B's 3d.    |
| 9. Q. B. to K. Kt's 5th.          | 9. P. to Q. R's 3d.        |
| 10. Q. Kt. to Q's 2d.             | 10. B. to K's 2d.          |
| 11. Castles on Q's side.          | 11. Q. to Q's 2d.          |
| 12. Kt. to K. B's sq.             | 12. Castles on Q's side.   |
| 13. Kt. to K's 3d.                | 13. P. to K. R's 3d.       |
| 14. Q. B. to K. R's 4th.          | 14. P. to K. Kt's 4th.     |
| 15. Q. B. to K. Kt's 3d.          | 15. Q. R. to K. B's sq.    |
| 16. Kt. to Q's 5th.               | 16. K. Kt. to K's sq.      |
| 17. P. to Q's 4th.                | 17. P. takes Q. P.         |
| 18. P. takes P.                   | 18. K. Kt. to Q's 3d.      |
| 19. K. B. to Q. Kt's 3d.          | 19. B. to Q's sq.          |
| 20. K. R. to K. B's sq.           | 20. K. Kt. to Q. Kt's 4th. |
| 21. Q. to K's 3d.                 | 21. P. to K. B's 4th.      |
| 22. P. takes P.                   | 22. Q. R. takes P.         |
| 23. Kt. to Q. Kt's 6th. (ch.) [A] | 23. P. takes Kt.           |
| 24. K. B. to K's 6th.             | 24. Q. R. to Q's 4th.      |
| 25. K. R. to K. B's 7th.          | 25. Q. Kt. to K's 2d.      |
| 26. K. to Q. Kt's sq.             | 26. K. R. to K's sq.       |
| 27. Q. R. to Q. B's sq. (ch.)     | 27. K. Kt. to Q. B's 2d.   |
| 28. K. B. takes Q. (ch.)          | 28. Q. R. takes B.         |
| 29. P. to Q's 5th. [B]            | 29. Q. Kt. to Q. B's 3d.   |
| 30. P. takes Kt.                  | 30. K. R. takes Q.         |
| 31. P. takes Q. R. (ch.)          |                            |

And Black gives up the battle, after fighting for above nine hours.

[Footnote A: A manoeuvre altogether unforeseen by M. Bornemann.]

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[Footnote B: Capittally played. Black can take it only at the expense of a Piece.]

GAME II.—Played at the Philadelphia Athenæum,  
between Messrs. H. P. Montgomery and W. R. McAdam,  
at odds of Knight.

Remove White Queen's Knight.

{PGN 68}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. K. Kt. to B's 3d.
4. P. to K. R's 3d.
5. P. to Q. B's 3d.
6. Q. to Q. B's 2d.
7. P. to Q. Kt's 4th.
8. P. to Q. Kt's 5th.
9. P. takes P.
10. Kt. takes P.
11. Kt. to K. B's 3d.
12. P. to Q's 3d.
13. B. to K's 2d.
14. Q. B. takes Kt.
15. P. to Q's 4th.
16. P. to K's 5th.
17. K. B. to Q. B's 4th. (ch.)
18. P. to K. R's 4th.
19. Q. to K's 2d.
20. B. to Q. Kt's 3d.
21. Kt. to K. Kt's 5th.
22. P. to K. R's 5th.
23. P. to K. R's 6th.
24. P. to K. Kt's 4th.
25. Q. to Q. B's 4th.
26. P. to Q's 5th.
27. R. to Q. B's sq.
28. Q. takes Kt.
29. K. to B's sq.
30. K. takes B.
31. K. to B's sq.

BLACK. (Mr. McA.)

1. P. to K's 4th.
2. K. B. to Q. B's 4th.
3. P. to Q's 3d.
4. Q. Kt. to B's 3d.
5. K. Kt. to B's 3d.
6. Castles.
7. B to Q. Kt's 3d.
8. Q. Kt. to K's 2d.
9. P. takes P.
10. Q. Kt. to K. Kt's 3d.
11. Q. to K's 2d.
12. K. Kt. to Q's 4th.
13. K. Kt. to K's 6th.
14. B. takes B.
15. P. to K. B's 4th.
16. P. to K. B's 5th.
17. K. to R's sq.
18. Q. B. to K. B's 4th.
19. Q. to Q. R's 6th.
20. Kt. to K's 2d.
21. B. to K. Kt's 3d.
22. B. to K. B's 4th.
23. P. to K. Kt's 3d.
24. Q. to Q. R's 4th.
25. Q. B. takes P.
26. Kt. takes P.
27. B. takes R.
28. Q. takes P. (ch.)
29. B. checks.
30. Q. to K's 6th. (ch.)
31. B. to Q's 7th.



32. Q. to K. Kt's 8th. (ch.)    32. R. takes Q.  
33. Kt. mates.

## CHAPTER V.

THE QUEEN'S GAMBIT.

GAME THE FIRST.

WHITE.

1. P. to Q's 4th.
2. P. to Q. B's 4th.

BLACK.

1. P. to Q's 4th.
2. P. takes P.

These moves form the Queen's Gambit.

3. P. to K's 3d. 3. P. to K's 4th. 4. K. B. takes P. 4. P. takes Q. P. 5. P. takes P. 5. K. Kt. to B's 3d. 6. Q. Kt. to B's 3d. 6. K. B. to Q's 3d. 7. K. Kt. to B's 3d. 7. Q. Kt. to B's 3d. 8. Castles. 8. Castles. 9. P. to K. R's 3d. 9. P. to K. R's 3d. The game is equal; but your P. is well placed, and you have still the move.

VARIATION,

*Beginning at Black's 3d move.*

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WHITE.

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. P. to K's 3d.
4. B. takes P.
5. P. takes P.
6. K. Kt. to K's 2d.
7. Q. B. to K's 3d.
8. Kt. takes P.
9. B. takes Kt.
10. K. B. to K's 2d.
11. Q. to her 2d.
12. Kt. takes Q.

You have the superiority.

BLACK.

1. P. to Q's 4th.
2. P. takes P.
3. P. to Q. B's 4th.
4. P. takes Q. P.
5. Q. Kt. to B's 3d.
6. P. to K's 4th.
7. P. takes P.
8. Kt. takes Kt.
9. Q. to K's 2d. (ch.)
10. Q. to her Kt's 5th. (ch.)
11. Q. takes Q. (ch.)
12. Kt. to K's 2d.

GAME THE SECOND.

WHITE. BLACK.

1. P. to Q's 4th. 1. P. to Q's 4th.
2. P. to Q. B's 4th. 2. P. takes P.
3. P. to K's 4th. 3. P. to K's 4th.
4. P. to Q's 5th. 4. P. to K. B's 4th.
5. K. B. takes P. 5. K. Kt. to B's 3d.
6. K. Kt. to B's 3d. 6. K. B. to Q's 3d.
7. P. takes P. 7. Q. B. takes P.
8. Castles. 8. Castles.
9. Q. Kt. to B's 3d. 9. Q. Kt. to Q's 2d.

The positions are pretty equal, but you have still an advantage in the move.

GAME THE THIRD.

Before proceeding to the consideration of games wherein Black refuses the gambit, it may be well to give a brief example of a different mode of carrying on the opening in the regular gambit which is at your command, and often adopted.

WHITE. BLACK.

1. P. to Q's 4th. 1. P. to Q's 4th.
2. P. to Q. B's 4th. 2. P. takes P.
3. Q. Kt. to B's 3d. 3. K. Kt. to B's 3d.

4. P. to K's 3d. 4. P. to K's 4th.
5. K. B. takes P. 5. P. takes P.
6. P. takes P. 6. K. B. to Q's 3d.

The game may be called even.

VARIATION,

*Beginning at Black's 3d move.*

WHITE. BLACK.

1. P to Q's 4th. 1. P. to K's 4th.
2. P. to Q. B's 4th. 2. P. takes P.
3. Q. Kt. to B's 3d. 3. P. to Q. B's 4th.
4. P. to Q's 5th. 4. P. to K's 3d.
5. P. to K's 4th. 5. P. takes P.
6. P. takes P. 6. K. B. to Q's 3d
7. K. B. takes P. 7. K. Kt. to K's 2d.

Equal game.

GAME THE FOURTH.

THE SCHWARTZ DEFENCE.

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WHITE.

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. P. to K's 4th.
4. P. to K's 5th.
5. Q. Kt. to R's 3d.
6. Q. B. to K's 3d.
7. Q. to Q. R's 4th. (ch.)
8. B. to Q's 2d.
9. Q. takes Kt.
10. Q. B. to his 3d.
11. Q. takes Q.
12. Q. Kt. takes P.
13. Q. Kt. to K's 3d.
14. Q. Kt. to Q. B's 2d.
15. K. B. to Q's 3d.
16. B. takes R.

You have much the better game.

BLACK.

1. P. to Q's 4th.
2. P. takes P.
3. P. to K. B's 4th.
4. Q. B. to K's 3d.
5. Q. Kt. to B's 3d.
6. Q. Kt. to R's 4th.
7. P. to Q. B's 3d.
8. Q. takes Q. P.
9. Q. takes Q. Kt. P.
10. Q. to her Kt's 3d.
11. P. takes Q.
12. P. to Q. Kt's 4th.
13. P. to K. B's 5th.
14. R. takes P.
15. R. takes R. (ch.)

THE GAMBIT REFUSED.

This opening is frequently adopted by the best players. The following games show the conduct of offence and defence by celebrated masters:

Between H. N. Pillsbury and Carl Schlechter.

{PGN 69}

WHITE. (Mr. P.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. B. to Kt's 5th.
5. Kt. to B's 3d.
6. P. to K's 3d.
7. R. to B's sq.[A]
8. P. takes P.
9. B. to Q's 3d.
10. Castles.
11. B. to Q. Kt's sq.[B]
12. B. to B's 4th.

BLACK. (Mr. S.)

1. P. to Q's 4th.
2. P. to K's 3d.
3. K. Kt. to B's 3d.
4. B. to K's 2d.
5. Q. Kt. to Q's 2d.
6. P. to Q. Kt's 3d.
7. B. to Kt's 2d.
8. P. takes P.
9. Castles.
10. P. to B's 4th.
11. Kt. to K's 5th.[C]
12. Kt. takes Kt.





- |                           |                            |
|---------------------------|----------------------------|
| 13. R. takes Kt.          | 13. P. to B's 5th.         |
| 14. Kt. to K's 5th.       | 14. P. to B's 4th.[D]      |
| 15. K. to R's sq.         | 15. Kt. takes Kt.          |
| 16. B. takes Kt.          | 16. B. to Q's 3d.          |
| 17. P. to B's 4th.        | 17. B. to B's sq.[E]       |
| 18. Q. to R's 5th.        | 18. P. to Q. R's 3d.       |
| 19. R. to K. B's 3d.      | 19. R. to R's 2d.          |
| 20. R. to K. R's 3d.      | 20. P. to Kt's 3d.         |
| 21. Q. to R's 6th.        | 21. B. takes B.            |
| 22. B. P. takes B.        | 22. R. to K. Kt's 2d.      |
| 23. R. to K. B's 3d.      | 23. P. to Q. Kt's 4th.     |
| 24. R. to Q. B's sq.      | 24. Q. to K's 2d.[F]       |
| 25. Q. R. to K. B's sq.   | 25. R. (B. sq.) to B's 2d. |
| 26. P. to K. R's 4th.     | 26. B. to K's 3d.          |
| 27. P. to K. Kt's 4th.[G] | 27. Q. to Q's 2d.[H]       |
| 28. P. takes P.           | 28. P. takes P.            |
| 29. Q. to R's 5th.        | 29. R. to Kt's 3d.         |
| 30. B. takes P.           | 30. B. takes B.            |
| 31. R. takes B.           | 31. R. takes R.            |
| 32. R. takes R.           | 32. P. to Kt's 5th.        |
| 33. Q. to B's 3d.         | 33. P. to B's 6th          |

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- |                           |                       |
|---------------------------|-----------------------|
| 34. P. takes P.           | 34. P. takes P.       |
| 35. R. to B's 8th. (ch.)  | 35. K. to Kt's 2d.    |
| 36. R. to Q. Kt's 8th.    | 36. Q. to K's 2d.     |
| 37. Q. to B's 4th.        | 37. P. to K. R's 4th. |
| 38. P. to K's 6th.[I]     | 38. R. takes P.       |
| 39. R. to Q. B's 8th.     | 39. R. to K's 5th.[J] |
| 40. R. to B's 7th.        | 40. R. takes Q.       |
| 41. R. takes Q. (ch.)     | 41. R. to B's 2d.     |
| 42. R. to K's 5th.        | 42. P. to B's 7th.    |
| 43. R. to Kt's 5th. (ch.) | 43. K. to R's 3d.     |
| 44. R. to Kt's sq.        | 44. R. to Q. Kt's 2d. |
- White resigns.

[Footnote A: NOTES BY W. STEINITZ.—White's game has been modelled chiefly after Steinitz's favorite attack. Here, however, 7. P. takes P. is preferable, for if 7... P. takes P; 8. B. to Kt's 5th, B. to Kt's 2d; 9. Kt. to K's 5th, with a strong attack.]

[Footnote B: As often shown in my annotations in similar positions, it is absolutely injurious to White's game to allow three well-supportable Pawns against two to be established on the Queen's side. The prospect of a King's side attack on which White speculates is quite unreliable in comparison to the disadvantage on the Queen's side to which he is subjected. At any rate, Pawns ought to be exchanged first, and thus Black's centre weakened.]

[Footnote C: It was better to make sure of his superiority on the Queen's side by P. to B's 5th at once.]

[Footnote D: He had sufficient force on the King's side to ignore any hostile attack in that direction, and systematic operations on the other wing, commencing with P. to Q. Kt's 4th, were most in order.]

[Footnote E: The combination of this with the next five moves, more especially with the two closely following, is full of high ingenuity, which, however, is wasted on an imaginary danger. For all purposes of defence it was only necessary to advance P. to K. Kt's 3d at the right time, and then to play R. to B's 2d, followed by B. to K. B's sq. eventually. The Queen's wing was still the proper point of attack to which he should have directed his attention more promptly.]

[Footnote F: For aggressive purposes on the Queen's side, the Queen was better placed at B's 2d.]



[Footnote G: This rash attack and Black's timid reply were only to be accounted for as results of time pressure on both sides.]

[Footnote H: There was not the slightest danger in capturing the Pawn with a Pawn ahead, while this loses one.]

[Footnote I: A fatal miscalculation. R. to Q. B's 8th led to a most probable draw, for if 38... R. to Kt's 5th; 39. Q. to B's 6th (ch.), &c.]

[Footnote J: Black seizes his opportunity with scientific exactitude.]

Between Frank J. Marshall and D. Janowsky.

{PGN 70}

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WHITE. (Mr. M.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3d.
4. B. to Kt's 5th.
5. Kt. to B's 3d.
6. P. to K's 3d.
7. K. to B's sq.[A]
8. B. to Q's 3d.
9. B. takes P.
10. Castles.[D]
11. B. to Q's 3d.
12. Q. to K's 2d.
13. P. takes P.[E]
14. B. to B's 2d.[F]
15. B. takes B.
16. Kt. takes Kt.
17. P. to Q. Kt's 3d.
18. P. to K's 4th.
19. P. to Q. Kt's 4th.[G]
20. K. R. to Q's sq.
21. P. to Q. R's 3d.
22. B. to Q's 3d.
23. R. takes R.
24. Q. to Kt's 2d.
25. R. to Q. B's sq.
26. B. to Kt's sq.
27. Q. to Q's 4th.
28. Q. to K's 5th.
29. Q. to B's 4th.
30. P. to R's 3d.
31. Kt. to K's 5th.
32. Kt. to Kt's 4th.
33. P. to K's 5th.
34. Kt. to B's 6th.
35. Q. to R's 4th.[O]

BLACK. (Mr. J.)

1. P. to Q's 4th.
2. P. to K's 3d.
3. Kt. to K. B's 3d.
4. Q. Kt. to Q's 2d.
5. B. to K's 2d.
6. Castles.
7. R. to K's sq.[B]
8. P. takes P.
9. P. to Q. R's 3d.[C]
10. P. to Kt's 4th.
11. B. to Kt's 2d.
12. P. to B's 4th.
13. Kt. takes P.
14. Kt. to Q's 4th.
15. Q. takes B.
16. B. takes Kt.
17. Q. R. to B's sq.
18. B. to Kt's 2d.
19. Kt. to Q's 2d.
20. Kt. to B's sq.
21. R. to B's 6th.[H]
22. K. R. to B's sq.[I]
23. R. takes R.
24. R to B's sq.[J]
25. R. to Q's sq.[K]
26. Kt. to Q's 2d.[L]
27. Kt. to B's 3d.
28. Kt. to Kt's 5th.
29. Kt. to B's 3d.
30. Kt. to K's sq.
31. Kt. to Q's 3d.
32. Kt. to B's 5th.[M]
33. K. to R's sq.
34. P. takes Kt.[N]
35. Resigns.

[Footnote A: Marshall abandons his favorite variation 7. Q. to B's 2d.]

[Footnote B: Janowsky also changes P. to B's 4th, played in the earlier games.]



[Footnote C: Janowsky's favorite manoeuvre, which might have been expected. Therefore Marshall could have played P. takes P. previous to B. to Q's 3d.]

[Footnote D: P. to Q. R's 4th would have prevented the Bishop being dislodged; but as he manages eventually to prevent Black from keeping the majority of Pawns on the Queen's side, there is nothing to be said against it—except that he only keeps about an even game.]

[Footnote E: This is compulsory, because of the threat P. to B's 5th, followed by P. to Kt's 5th.]

[Footnote F: B. to Kt's sq. might be followed by P. to Kt's 5th, when Q. to K's sq. would take up the place which the K. R. intends to occupy; but the move would have been better, nevertheless.]

[Footnote G: It is doubtful whether the advance might not have been dispensed with, because of the threat Kt. to Q's 2d, Kt's 3d, and B's 5th eventually. But Marshall plays still for attack, not content with a draw in an even position.]

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[Footnote H: Black has now the better game.]

[Footnote I: Better would have been 22... Q. to B's 2d 23. Q. to Kt's 2d, K. R. to B's sq.; 24. R. takes Q., Q. takes R., with the command of the open file.]

[Footnote J: NOTES BY L. HOFFER.—Q. to B's 2d could be played here.]

[Footnote K: An alternative would be 25... Q. to B's 3d; 26. P. to K's 5th, Q. to Q's sq.; 27. R. takes R., Q. takes R.; 28. Q. to B's 2d, Q. takes Q.; 29. B. takes Q., Kt. to Q's 2d, winning the K. P.]

[Footnote L: Q. to Q's 3d or Q. to B's 2d could be played. The text move gives White a chance to bring his Queen effectively into play.]

[Footnote M: Kt. to K's sq. would have been safer.]

[Footnote N: Marshall did not expect this *complaisance*, and Janowsky would not have obliged him had he seen the fatal 35. Q. to R's 4th. 34... Kt. takes K. P. should have been played.]

[Footnote O: Marshall risked losing the game in trying to win. His boldness was rewarded, but the verdict should be: Don't try it again.]

## CHAPTER VI.

IRREGULAR OPENINGS.

GAME THE FIRST.

THE FRENCH GAME.

WHITE.

1. P. to K's 4th.

BLACK.

1. P. to K's 3d.

These two moves begin the "French Game."

2. P. to Q's 4th. (best) 2. P. to Q's 4th.
3. P. takes P. (best) 3. P. takes P.
4. P. to Q. B's 4th. 4. K. B. checks.
5. B. to Q's 2d. 5. Q. to K's 2d. (ch.)
6. Q. to K's 2d. 6. Q. B. to K's 3d.
7. P. takes P. 7. B. takes B. (ch.)

8. Q. Kt. takes B. 8. B. takes P.

The game is equal.

VARIATION,

*Beginning at White's 2d move.*

WHITE.

1. P. to K's 4th.
2. P. to K. B's 4th.
3. P. takes P.
4. K. Kt. to B's 3d.
5. P. to Q's 4th.
6. P. to Q. B's 3d.
7. Q. B. to K's 3d.
8. Q. to her Kt's 3d.
9. Q. takes Q.
10. K. B. checks.
11. B. takes B. (ch.)

The game is even.

BLACK.

1. P. to K's 3d.
2. P. to Q's 4th.
3. P. takes P.
4. P. to Q. B's 4th.
5. Q. Kt. to B's 3d.
6. K. Kt. to B's 3d.
7. Q. to her Kt's 3d.
8. Q. Kt. to R's 4th.
9. P. takes Q.
10. Q. B. to Q's 2d.
11. K. Kt. takes B.

GAME THE SECOND.

THE SICILIAN GAME.

WHITE.

1. P. to K's 4th.

BLACK.

1. P. to Q. B's 4th.

These moves commence the "Sicilian Game." Black's move is considered by Staunton the best reply to White's move, 1. P. to K's 4th.



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2. K. Kt. to B's 3d. 2. P. to K's 3d.  
 3. P. to Q's 4th. 3. P. to Q's 4th.  
 4. P. takes Q. P. 4. K. P. takes P.  
 5. P. to Q. B's 4th. 5. P. takes Q. P.  
 6. P. takes Q. P. 6. Q. takes P.  
 7. Q. takes P. 7. Q. takes Q.  
 8. Kt. takes Q. 8. K. B. to Q. B's 4th.  
 9. Kt. to Q. Kt's 3d. 9. B. to Q. Kt's 3d.  
 10. B. to Q. B's 4th. 10. K. Kt. to B's 3d.  
 11. Castles. 11. Castles.  
 Equal game.

GAME THE THIRD.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. B's 4th.  
 2. P. to Q's 4th. 2. P. takes P.  
 3. Q. takes P. 3. Q. Kt. to B's 3d.  
 4. Q. to her sq. 4. K. Kt. to B's 3d.  
 5. Q. Kt. to B's 3d. 5. P. to K's 3d.  
 6. Q. B. to K. Kt's 5th. 6. K. B. to K's 2d.

The game appears to be equal.

GAME THE FOURTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. B's 4th.  
 2. P. to K. B's 4th. 2. P. to K's 3d.  
 3. K. Kt. to B's 3d. 3. P. to Q's 4th.  
 4. P. to K's 5th. 4. Q. Kt. to B's 3d.  
 5. P. to Q. B's 3d. 5. P. to K. B's 3d.  
 6. K. B. to Q's 3d. 6. K. Kt. to R's 3d.  
 7. K. B. to Q. B's 2d. 7. Q. to her Kt's 3d.

Black has the advantage.

VARIATION,

*Beginning at Black's 2d move.*



WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. B's 4th.
2. P. to K. B's 4th. 2. Q. Kt. to B's 3d.
3. K. Kt. to B's 3d. 3. P. to K's 3d.
4. B. to K's 2d. 4. P. to Q's 4th.
5. P. to Q's 3d. 5. P. takes P.
6. P. takes P. 6. Q. takes Q. (ch.)
7. B. takes Q. 7. K. Kt. to B's 3d
8. Q. Kt. to B's 3d. 8. Q. B. to Q's 2d.
9. Q. B. to K's 3d. 9. Castles.

The game is even.

GAME THE FIFTH.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. B's 4th.
2. P. to Q. B's 4th. 2. P. to K's 3d.
3. K. Kt. to B's 3d. 3. Q. Kt. to B's 3d.
4. Q. Kt. to B's 3d. 4. P. to K. Kt's 3d.
5. P. to Q's 3d. 5. B. to K. Kt's 2d
6. B. to K's 2d. 6. K. Kt. to K's 2d.

I much prefer his game.

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GAME THE SIXTH.

THE WING GAMBIT.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. B's 4th
2. P. to Q. Kt's 4th. 2. P. takes P.
3. P. to Q's 4th. 3. P. to Q's 4th.
4. P. to K's 5th. 4. Q. B. to K. B's 4th.
5. P. to Q. R's 3d. 5. P. takes P.
6. Q. B. takes P. 6. Q. Kt. to B's 3d.

You have no equivalent for the lost Pawn.

GAME THE SEVENTH.

THE CENTRE COUNTER GAMBIT.

WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q's 4th.
2. P. takes P. (best) 2. Q. takes P.
3. Q. Kt. to B's 3d. 3. Q. to her sq. (best)
4. P. to Q's 4th. 4. Q. B. to K. B's 4th.
5. K. Kt. to B's 3d. 5. P. to K's 3d.
6. K. B. to Q. B's 4th.

You have a better opened game.

VARIATION I.

*Beginning at Black's 2d move.*

WHITE.

1. P. to K's 4th.
2. P. takes P.
3. B. to Q. Kt's 5th. (ch.)
4. K. B. to Q. B's 4th.
5. K. B. to Q. Kt's 3d.
6. P. to K. B's 3d.
7. Q. to K's 2d.
8. P. to Q. B's 4th.

BLACK.

1. P. to Q's 4th.
2. K. Kt. to B's 3d.
3. B. to Q's 2d.
4. P. to Q. Kt's 4th.
5. Q. B. to K. Kt's 5th.
6. Q. B. to his sq.
7. P. to Q. R's 3d.
8. P. to Q. B's 3d.



- |                       |                                   |
|-----------------------|-----------------------------------|
| 9. Q. P. takes P.     | 9. Q. Kt. takes P.                |
| 10. Q. B. P. takes P. | 10. Q. Kt. to Q's 5th.            |
| 11. Q. to K's 3d.     | 11. Q. R. P. takes P.             |
| 12. Kt. to K's 2d.    | 12. Kt. takes Kt.                 |
| 13. K. takes Kt.      | 13. Q. B. to Q. R's 3d.           |
| 14. K. R. to Q's sq.  | 14. P. to Q. Kt's 5th. (dis. ch.) |
| 15. P. to Q's 3d.     | 15. P. to K's 3d.                 |
| 16. P. to Q. R's 3d.  |                                   |
- You have a good game, and a Pawn superiority.

## VARIATION II.

*Beginning at Black's 5th move.*

### WHITE.

1. P. to K's 4th.
2. P. takes P.
3. B. to Q. Kt's 5th. (ch.)
4. B. to Q. B's 4th.
5. B. to Q. Kt's 3d.
6. P. to Q. R's 3d.
7. P. to K. B's 3d.
8. Q. Kt. to B's 3d.
9. P. to Q's 3d.
10. Q. R. P. takes P.
11. Q. Kt. to R's 4th.
12. Q. B. to Q's 2d.

### BLACK.

1. P. to Q's 4th.
2. K. Kt. to B's 3d.
3. B. to Q's 2d.
4. P. to Q. Kt's 4th.
5. P. to Q. R's 4th.
6. Q. B. to K. Kt's 5th.
7. B. to his sq.
8. Q. B. to Q. R's 3d.
9. P. to Q. Kt's 5th.
10. Q. R. P. takes P.
11. Q. B. to Q. Kt's 2d.

Black's position is inferior.

## GAME THE EIGHTH.

### THE FIANCHETTO.

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WHITE. BLACK.

1. P. to K's 4th. 1. P. to Q. Kt's 3d.
2. P. to Q's 4th. 2. Q. B. to Q. Kt's 2d.
3. K. B. to Q's 3d. 3. P. to K's 3d.
4. P. to K. B's 4th. 4. P. to Q's 4th.
5. P. to K's 5th. 5. P. to Q. B's 4th.
6. P. to Q. B's 3d. 6. K. Kt. to K. R's 3d.

The game appears to be equal.

VARIATION,

*Beginning at Black's 3d move.*

WHITE.

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3d.
4. P. to K. B's 4th.
5. K. Kt. to B's 3d.
6. Q. B. to K's 3d.
7. P. to Q. B's 4th.
8. Q. Kt. to B's 3d.
9. Q. to K's 2d.
10. Castles on Q's side.
11. K. Kt. to his 5th.
12. B. takes P.
13. Q. Kt. takes B.

You have the better game.

BLACK.

1. P. to Q. Kt's 3d.
2. B. to Q. Kt's 2d.
3. P. to K. Kt's 3d.
4. B. to K. Kt's 2d.
5. P. to Q's 3d.
6. Q. Kt. to Q's 2d.
7. P. to K's 3d.
8. K. Kt. to K's 2d.
9. Castles.
10. P. to K. B's 4th.
11. P. takes K. P.
12. B. takes B.

GAME THE NINTH.

WHITE.

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. Q. B. to K. B's 4th.
5. P. to K's 3d.
6. K. Kt. to B's 3d.
7. Q. B. to K. Kt's 5th.

BLACK.

1. P. to K. B's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 3d.
4. P. to Q. B's 3d.
5. Q. to her B's 2d.
6. K. Kt. to K. R's 4th.
7. P. to K. R's 3d.



- |                       |                       |
|-----------------------|-----------------------|
| 8. B. to K. R's 4th.  | 8. P. to K. Kt's 4th. |
| 9. K. Kt. to Q's 2d.  | 9. K. Kt. to B's 3d.  |
| 10. B. to K. Kt's 3d. | 10. P. to K's 4th.    |
- Equal game.

#### VARIATION I.

*Beginning at White's 2d move.*

WHITE. BLACK.

- |                          |                      |
|--------------------------|----------------------|
| 1. P. to Q's 4th.        | 1. P. to K. B's 4th. |
| 2. P. to K's 4th.        | 2. P. takes P.       |
| 3. Q. Kt. to B's 3d.     | 3. K. Kt. to B's 3d  |
| 4. Q. B. to K. Kt's 5th. | 4. P. to Q. B's 3d.  |
| 5. B. takes Kt.          | 5. K. P. takes B.    |
| 6. Q. Kt. takes K. P.    | 6. P. to Q's 4th.    |
| 7. Q. Kt. to K. Kt's 3d. | 7. B. to Q's 3d.     |
| 8. B. to Q's 3d.         | 8. Castles.          |

I prefer your position.

#### VARIATION II.

*Beginning at White's 2d move.*

WHITE. BLACK.

- |                       |                          |
|-----------------------|--------------------------|
| 1. P. to Q's 4th.     | 1. P. to K. B's 4th.     |
| 2. P. to K. R's 3d.   | 2. K. Kt. to B's 3d.     |
| 3. P. to K. Kt's 4th. | 3. P. to Q's 4th. (best) |

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4. P. to K. Kt's 5th. 4. K. Kt. to K's 5th.  
5. P. to K. R's 4th. 5. P. to Q. B's 4th.  
6. P. to Q. B's 3d. 6. P. to K's 3d.  
7. K. Kt. to B's 3d. 7. Q. Kt. to B's 3d.  
8. Q. B. to K. B's 4th. 8. K. B. to Q's 3d.  
9. B. takes B. 9. Q. takes B.

Even game.

### GAME THE TENTH.

WHITE. BLACK.

1. P. to Q's 4th. 1. P. to Q. B's 4th.  
2. P. to Q's 5th. 2. P. to K's 4th.  
3. P. to Q. B's 4th. 3. P. to K. B's 4th.  
4. Q. Kt. to B's 3d. 4. P. to Q's 3d.

You have the advantage.

### GAME THE ELEVENTH.

WHITE. BLACK.

1. P. to K. B's 4th. 1. P. to Q's 4th.  
2. K. Kt. to B's 3d. 2. Q. B. to K. Kt's 5th.  
3. K. Kt. to K's 5th. 3. B. to K. B's 4th.  
4. P. to K. Kt's 4th. 4. P. to K's 3d.  
5. P. to K. Kt's 5th. 5. P. to K. B's 3d.  
6. Kt. to K. B's 3d. 6. P. takes P.  
7. Kt. takes P. 7. K. B. to K's 2d.  
8. P. to K. R's 4th. 8. P. to K. R's 3d.  
9. Kt. to K. B's 3d. 9. Q. B. to K. Kt's 5th.  
Black has the better game, owing to your premature attack at the 4th move.

### GAME THE TWELFTH.

WHITE.

1. P. to Q. B's 4th.

BLACK.

1. P. to Q. B's 4th.



- |                        |                        |
|------------------------|------------------------|
| 2. P. to K. B's 4th.   | 2. P. to K. B's 4th.   |
| 3. P. to Q's 3d.       | 3. K. Kt. to B's 3d.   |
| 4. Q. Kt. to B's 3d.   | 4. P. to Q's 3d.       |
| 5. P. to K's 4th.      | 5. Q. Kt. to B's 3d.   |
| 6. K. Kt. to B's 3d.   | 6. P. to K's 4th.      |
| 7. B. to Q's 2d.       | 7. Q. to K's 2d.       |
| 8. P. to Q. R's 3d.    | 8. P. to K. Kt's 3d.   |
| 9. P. to K. Kt's 3d.   | 9. K. B. to Kt's 2d.   |
| 10. Q. Kt. to Q's 5th. | 10. Kt. takes Kt.      |
| 11. Q. B. P. takes Kt. | 11. Q. Kt. to Q's 5th. |
| 12. Kt. takes Kt.      | 12. Q. B. P. takes Kt. |
- Equal game.

#### VARIATION,

*Beginning at Black's 1st move.*

WHITE. BLACK.

- |                      |                      |
|----------------------|----------------------|
| 1. P. to Q. B's 4th. | 1. P. to K's 4th.    |
| 2. Q. Kt. to B's 3d. | 2. P. to K. B's 4th. |
| 3. P. to K's 3d.     | 3. K. Kt. to B's 3d. |
| 4. P. to Q's 4th.    | 4. P. to K's 5th.    |
| 5. K. Kt. to R's 3d. |                      |

You have the advantage in position.

#### FRENCH DEFENCE.

GAME I.—Between Drs. Lasker and Tarrasch.

{PGN 71}

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WHITE. (Dr. L.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Kt. to Q. B's 3d.
4. B. to Kt's 5th.
5. P. takes P.
6. Kt. to B's 3d.[A]
7. B. takes Kt.
8. Q. to Q's 2d.
9. Q. takes B.[C]
10. R. to Q's sq.
11. P. takes P.
12. Q. to Q's 2d.[E]
13. P. to B's 3d.
14. Q. to B's 2d.
15. P. to K. Kt's 3d.
16. B. to Kt's 2d.
17. Q. to K's 2d.
18. Castles.
19. P. to B's 4th.
20. Q. to Q's 2d.
21. Q. to R's 6th.
22. B. takes B.
23. K. R. to K's sq.
24. Q. to B's 4th.
25. Q. to Q's 6th.
26. B. to R's 5th. (ch.)
27. B. takes R. (ch.)
28. R. takes P. (ch.)

BLACK. (Dr. T.)

1. P. to K's 3d.
2. P. to Q's 4th.
3. Kt. to K. B's 3d.
4. B. to Kt's 5th.
5. Q. takes P.
6. P. to B's 4th.[B]
7. P. takes B.
8. B. takes Kt.
9. Kt. to Q's 2d.
10. R. to K. Kt's sq.[D]
11. Q. takes P.
12. Q. to Kt's 3d.[F]
13. P. to Q. R's 3d.
14. P. to B's 4th.
15. Kt. to B's 4th.
16. Q. to B's 2d.
17. P. to Kt's 4th.
18. B. to Kt's 2d.
19. P. to Kt's 5th.
20. R. to Kt's sq.
21. B. takes Kt.
22. Q. to K's 4th.
23. Q. takes P.[G]
24. R. to Q. B's sq.
25. P. to B's 3d.[H]
26. R. to Kt's 3d.
27. P. takes B.
28. Resigns.

[Footnote A: The best line of play against the McCutcheon defence. It was played in a game Sjöberg vs. Giersing, Stockholm, 1906.]

[Footnote B: Out of place in this position. Q. Kt. to Q's 2d or Kt. to K's 5th, would be alternatives—the former move in preference.]

[Footnote C: This excellent move was probably not taken into consideration by Tarrasch when advancing P. to B's 4th.]

[Footnote D: If 10..., P. takes P., then 11. R. takes P., and Black could not challenge the Queen with 11..., Q. to Q. B's 4th, because of 12. R. to Q. B's 4th. Nor could 10..., K. to





K's 2d be played, because of 11. P. takes P., and 11.., Q. takes B. P. would be answered with 12. R. takes Kt. winning the Queen, and as the continuation in the text is hopeless, there remains the only alternative of 10., Castles, with a good enough game, all things considered.]

[Footnote E: Simply position play. Black's forces are paralyzed, and the King fixed on the middle of the centre.]

[Footnote F: Q. to B's 2d at once seems comparatively better, and if necessary Castles, and the case is not altogether hopeless.]

[Footnote G: Not a judicious capture, to say the least.]

[Footnote H: This move, or resigning. There is nothing else. The latter course would be more to the purpose, unless a miracle is expected.]

GAME II.—Played by Mr. Morphy without seeing the Chess-board or men, against M. Bierwirth.



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{PGN 72}

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. B. to Q's 3d.
4. P. takes P.
5. K. Kt. to K. B's 3d.
6. Castles.
7. P. to K. R's 3d.
8. Q. B. to K's 3d.
9. K. R. to K's sq.
10. Q. Kt. to Q's 2d.
11. Kt. takes B.
12. Q. to Q's 2d.
13. P. to Q. B's 4th.
14. K. B. takes P.
15. Kt. to K's 5th.
16. K. B. to K's 6th.
17. P. takes B.
18. Q. to Q. B's 3d.[A]
19. Q. to Q. R's 3d.
20. Q. R. to Q. B's sq.
21. P. to K. B's 4th.
22. Q. B. takes P.
23. Q. to K's 3d.
24. Q. to K. B's 3d.
25. K. to K. R's 2d.
26. R. takes R.
27. R. to K's 2d.
28. Q. B. to Q's 2d.
29. K. B. takes Kt.
30. B. takes K. R. P.
31. B. to K. Kt's 7th.
32. B. to K. B's 6th.
33. Q. to K. R's 5th.
34. Q. takes R.

BLACK. (M. B.)

1. P. to K's 3d.
2. P. to Q. B's 3d.
3. P. to Q's 4th.
4. K. P. takes P.
5. Q. B. to K. Kt's 5th.
6. K. B. to Q's 3d.
7. Q. B. to K. R's 4th.
8. Q. Kt. to Q's 2d.
9. K. Kt. to K's 2d.
10. Q. B. takes Kt.
11. P. to K. R's 3d.
12. Q. to Q. B's 2d.
13. P. takes P.
14. P. to K. B's 4th.
15. Castles on Q's side.
16. B. takes Kt.
17. K. to Q. Kt's sq.
18. Q. Kt. to Q. Kt's 3d.
19. Q. Kt. to Q. B's sq.
20. P. to K. Kt's 4th.
21. P. takes P.
22. Q. R. to Q's 5th.
23. Q. R. to K's 5th.
24. Q. to Q. Kt's 3d. (ch.)
25. Q. R. takes R.
26. Q. to Q. Kt's 5th.
27. K. Kt. to K. Kt's 3d.
28. Q. to Q. Kt's 4th.
29. R. takes B.
30. R. to K. R's sq.
31. R. to K. R's 2d.
32. R. to K. B's 2d.
33. Kt. to K. B's 5th.

And Black surrenders, after a struggle of nearly nine hours.

[Footnote A: A very ingenious move. If Black take the Pawn with his Queen, he of course loses her by “B. takes Q. R. P. (ch.), *etc.*” and if with the Kt. it costs him at least a Piece.]

GAME III.—Played in 1854, between Mr. H. P. Montgomery, of Philadelphia, and Mr. Pindar, now one of the leading members of the Manchester Chess Club, England.

{PGN 73}

WHITE. (Mr. P.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes P.
4. Q. Kt. to B's 3d.
5. K. Kt. to B's 3d.
6. K. B. to Q's 3d.[A]
7. Q. B. to Q's 2d.
8. B. takes B.
9. K. B. to K's 2d.

BLACK. (Mr. M.)

1. P. to K's 3d.
2. P. to Q's 4th.
3. Q. takes P.
4. K. B. to Q. Kt's 5th.
5. K. Kt. to B's 3d.
6. P. to Q. B's 4th.[B]
7. B. takes Kt.
8. P. to Q. B's 5th.
9. K. Kt. to K's 5th.

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- |                              |                            |
|------------------------------|----------------------------|
| 10. Castles.                 | 10. Kt. takes B.[C]        |
| 11. P. takes Kt.             | 11. Q. Kt. to Q's 2d.[D]   |
| 12. Kt. to Q's 2d.           | 12. Kt. to Kt's 3d.        |
| 13. P. to Q. R's 4th.[E]     | 13. P. to Q. R's 4th.      |
| 14. Q. R. to Q. Kt's sq.     | 14. Q. to Q. B's 3d.[F]    |
| 15. B. to K. B's 3d.         | 15. Q. to Q. B's 2d.       |
| 16. Kt. to K's 4th.          | 16. Kt. takes Q. R. P      |
| 17. Q. to Q's 2d.            | 17. Castles.               |
| 18. Q. R. to Q. Kt's 5th.[G] | 18. P. to K. B's 4th.[H]   |
| 19. Kt. to K. Kt's 3d.       | 19. Q. R. to Q. Kt's sq    |
| 20. P. to Q's 5th.           | 20. Q. to Q's 2d.[I]       |
| 21. R. takes Q. R. P.        | 21. P. to Q. Kt's 4th.[J]  |
| 22. Q. to K. B's 4th.[K]     | 22. Q. to Q. Kt's 2d.[L]   |
| 23. Q. P. takes P.           | 23. Q. to Q. Kt's 3d.      |
| 24. P. to K's 7th.           | 24. K. R. to K's sq.       |
| 25. K. R. to K's sq.         | 25. B. to K's 3d.[M]       |
| 26. R. takes Kt.[N]          | 26. P. takes R.            |
| 27. Q. to K's 5th.[O]        | 27. K. R. takes P.         |
| 28. Kt. takes P.             | 28. K. R. to K. B's 2d.    |
| 29. Kt. to Q's 6th.          | 29. K. R. to K. B's 3d.    |
| 30. Kt. to K's 4th.          | 30. K. R. to K. B's 4th.   |
| 31. Q. to K. Kt's 3d.        | 31. Q. R. to K. B's sq.[P] |
| 32. Kt. to K. Kt's 5th.      | 32. B. to Q's 4th.         |
| 33. B. takes B. (ch.)        | 33. R. takes B.            |
| 34. Kt. to K's 6th.          | 34. Q. takes Kt.[Q]        |
- And Black wins.

[Footnote A: A favorite move with several of the strongest of modern players.]

[Footnote B: If White take P. with P., the Black K. B. is brought into play; and if not, the advance of P. to B's 5th is threatened.]

[Footnote C: Chiefly to double White's Pawns.]

[Footnote D: Black foresaw the intended attack on the B. P., and by providing for it in this way brought another Piece into action.]

[Footnote E: White keeps up the attack on the B. P. with a great deal of vigor. The move of R. P. two was a very good one.]

[Footnote F: The best move.]

[Footnote G: The R. is well posted—for attack and defence.]

[Footnote H: Black has now resumed the offensive.]

[Footnote I: Threatening to take Q. if P. takes P., and attacking Q. R. at the same time. There was still another motive for this move, viz.: to induce White to take R. P., foreseeing the R. would be lost subsequently.]

[Footnote J: To enslave the Rook.]

[Footnote K: An excellent move. In this and the succeeding moves, White played very well. His efforts were directed to saving his R., but, as the result showed, without success.]

[Footnote L: Apparently hazardous, but justified by the gain of time.]

[Footnote M: We believe his best move.]

[Footnote N: White was obliged to lose the exchange, although he fought manfully against it.]

[Footnote O: Another very good move in White.]

[Footnote P: Black's advantage in the exchange begins now to tell on the game.]

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[Footnote Q: Threatening mate if R. takes Q.]

GAME IV.—Played by Correspondence between New York and Philadelphia, in 1857.

{PGN 74}

WHITE. (N.Y.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. Kt. to B's 3d.
4. Q. takes P.
5. Q. to Q's sq.
6. K. B. to Q's 3d.
7. Q. Kt. to B's 3d.
8. P. takes P.
9. Q. Kt. to K's 4th.
10. B. to Q. Kt's 5th.
11. K. B. takes Kt.
12. Castles.
13. Q. Kt. to K. Kt's 3d.
14. P. to Q. B's 4th.
15. Q. to Q. B's 2d.
16. P. to Q. Kt's 3d.
17. K. Kt. to Kt's 5th.
18. P. to K. B's 3d.
19. K. R. to K's sq.
20. B. to Q. Kt's 2d.
21. K. R. to K's 2d.
22. Q. R. to K's sq.
23. P. takes P.
24. K. Kt. to K. R's 3d.
25. P. takes B.
26. Kt. to Kt's 5th.
27. Q. to Q. B's 3d.
28. R. takes Q.
29. Q. takes R.
30. K. to B's sq.
31. R. to Q's 2d.
32. P. takes P.
33. R. to Q's 7th.
34. K. to Kt's sq.

BLACK. (Phila.)

1. P. to Q. B's 4th.
2. P. takes P.
3. P. to K's 3d.
4. Q. Kt. to B's 3d.
5. K. B. to Q. B's 4th.
6. K. Kt. to K's 2d.
7. P. to Q's 4th.
8. K. Kt. takes P.
9. B. to Q. Kt's 3d.
10. Castles.
11. P. takes B.
12. P. to K. B's 4th.
13. Q. to Q. B's 2d.
14. Kt. to K. B's 3d.
15. P. to Q. B's 4th.
16. B. to Q. Kt's 2d.
17. Q. to Q. B's 3d.
18. B. to Q. B's 2d.
19. Q. R. to K's sq.
20. P. to K. Kt's 3d.
21. P. to K's 4th.
22. P. to K's 5th.
23. B. to K. B's 5th.
24. B. takes Kt.
25. Kt. takes P.
26. Kt. takes Kt.
27. Q. takes K. Kt. P. (ch.)
28. R. takes R. (ch.)
29. Kt. to B's 6th. (ch.)
30. Kt. takes Q.
31. P. to B's 5th.
32. Kt. to K. Kt's 7th.
33. R. takes P. (ch.)
34. B. to K's 5th.



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|------------------------------|-----------------------------|
| 35. R. to K. Kt's 7th. (ch.) | 35. K. to B's sq.           |
| 36. R. takes K. R. P.        | 36. Kt. to K's 6th.         |
| 37. R. to K. R's 8th. (ch.)  | 37. K. to B's 2d.           |
| 38. B. to K's 5th.           | 38. R. to K. B's 8th. (ch.) |
| 39. K. to K. R's 2d.         | 39. Kt. to K. B's 4th.      |
| 40. K. to R's 3d.            | 40. P. to K. Kt's 4th.      |
| 41. R. to Q. B's 8th.        |                             |

And Philadelphia announces mate in six moves.

GAME V.—Played by Mr. Morphy without seeing the Chess-board or men, against M. Preti.

{PGN 75}



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WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. Kt. to K. B's 3d.
4. K. B. to Q. B's 4th.
5. P. to Q. B's 3d.
6. P. takes P.
7. K. Kt. takes K's P.
8. K. B. takes K. B. P. (ch.)
9. K. Kt. to Q's 3d.
10. K. B. to Q. Kt's 3d.
11. Q. B. to Q. R's 3d.
12. Castles.
13. P. to K's 5th.
14. K. Kt. to K. B's 4th.
15. K. Kt. to K's 6th. (ch.)
16. Q. takes Q. P. (ch.)
17. Q. to Q's 7th. (ch.)
18. K. B. takes B.
19. K. B. to Q's 5th.
20. K. B. to K's 4th. (ch.)
21. Q. to K's 6th. (ch.)
22. K. B. takes Kt. (ch.)
23. P. to K. Kt's 4th. (ch.)
24. K. B. takes Kt. (ch.)

BLACK. (Mr. P.)

1. P. to Q. B's 4th.
2. P. takes P.
3. P. to K's 4th.
4. K. B. checks.
5. P. takes P.
6. K. B. to Q. B's 4th.
7. Q. to K. B's 3d.
8. K. to B's sq.
9. K. B. to Q. Kt's 3d.
10. P. to Q's 3d.
11. Q. Kt. to Q. B's 3d.
12. K. Kt. to K. R's 3d.
13. Q. to K. Kt's 3d.
14. Q. to K. Kt's 5th.
15. Q. B. takes Kt.
16. K. to B's 2d.
17. K. to K. Kt's 3d.
18. Q. to K. Kt's 4th.
19. Q. Kt. takes K. P.
20. K. Kt. to K. B's 4th.
21. Q. to K. B's 3d.
22. K. to K. R's 4th.
23. Kt. takes P.

And Black surrenders.

[Footnote A: This is more effectual than taking the Queen's Pawn with Queen at once.]

GAME VI.—Played at the Philadelphia Athenæum,  
between Mr. Clements and Dr. Lewis.

{PGN 76}

WHITE. (Mr. C.) BLACK. (Dr. L.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. Kt. to B's 3d.
4. K. P. takes P.
5. K. B. to Q. Kt's 5th. (ch.)
6. Castles.
7. K. Kt. to K's 5th.
1. P. to Q. B's 4th.
2. P. to K's 3d.[A]
3. P. to Q's 4th.
4. K. P. takes P.
5. Q. Kt. to Q. B's 3d.
6. K. Kt. to B's 3d.
7. Q. to Q. Kt's 3d.



8. B. takes Kt. (ch.) 8. P. takes B.
9. R. to K's sq. 9. Q. B. to K's 3d.
10. Q. to K's 2d.[B] 10. Q. B. P. takes P.
11. Kt. takes K. B. P.[C] 11. K. Kt. to K's 5th.
12. Kt. takes R. 12. Castles.
13. Q. to K. B's 3d. 13. K. B. to Q. B's 4th.
14. R. takes Kt. 14. P. takes R.
15. Q. takes P. 15. R. to K's sq.
16. P. to Q. Kt's 4th. 16. Q. B. to Q's 2d.
17. Q. takes R. (ch.) 17. B. takes Q.
18. Kt. P. takes B. 18. Q. takes P.
19. Q. B. to R's 3d. 19. Q. takes B. P.
20. P. to K. R's 3d. 20. P. to Q's 6th.
21. B. to Kt's 4th. 21. Q. to her Kt's 7th.
22. B. to Q. B's 3d. 22. Q. to Q. B's 8th. (ch.)
23. K. to R's 2d. 23. P. to Q. B's 4th.

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24. B. to Q's 2d. 24. Q. to Q. B's 7th.
25. P. to Q. R's 4th. 25. B. to Q. B's 3d.[D]
26. Kt. to K. B's 7th. 26. Q. to Q's 8th.
27. Kt. to Q's 6th. (ch.) 27. K. to Q's 2d.
28. Kt. to Q. B's 4th. 28. B. to K's 5th.
29. B. to Q. B's 3d. 29. Q. to Q. B's 7th.
30. K. Kt. to Q's 2d. 30. B. to Q's 4th.
31. B. takes P. 31. P. to Q. B's 5th.
32. B. to Q. B's 3d. 32. Q. to Q's 8th.
33. Kt. to R's 3d. 33. Q. to K. R's 4th.
34. Kt. to Q. Kt's 5th. 34. Q. to K. Kt's 3d.
35. P. to K. B's 3d. 35. P. to K. R's 4th.
36. B. to K's sq. 36. P. to K. R's 5th.
37. R. to K's 5th. 37. B. to Q. B's 3d.
38. Kt. takes Q. R. P. 38. B. takes Q. R. P.
39. Kt. takes Q. B. P. 39. B. to Q. Kt's 6th.
40. B. to Q's 5th. (ch.) 40. K. to Q. B's 2d.
41. B. to K's 5th. (ch.) 41. K. to Q. Kt's 2d.
42. B. to Q's 7th. (ch.) 42. K. to R's 3d.
43. B. to Q's 6th. (ch.) 43. Q. takes R.
44. B. takes Q. 44. B. takes Kt.
45. B. to Q. Kt's 4th. 45. K. takes Kt.
46. K. to K. Kt's sq. 46. K. to Q. Kt's 3d.
47. B. to Q's 2d. 47. K. to Q. B's 4th.
48. K. to K. B's 2d. 48. K. to Q's 4th.
49. B. to K's sq. 49. K. to K's 4th.
50. K. to K's 3d. 50. K. to K. B's 4th.
51. B. takes P. 51. P. to Q's 7th.[E]
52. K. takes P. 52. K. to K. B's 5th.
53. K. to K's sq. 53. B. to Q's 6th.
54. K. to K. B's 2d. 54. K. to K. B's 4th.
55. P. to K. Kt's 3d. 55. B. to Q. B's 5th.
56. P. to Kt's 4th. (ch.) 56. K. to Kt's 3d.
57. P. to K. B's 4th. 57. B. to Q's 4th.
58. P. to K. B's 5th. (ch.) 58. K. to K. Kt's 2d.
59. P. to K. Kt's 5th. 59. B. to K's 5th.
60. P. to K. B's 6th. (ch.) 60. K. to Kt's 3d.
61. K. to Kt's 3d. 61. B. to Q's 4th.
62. K. to Kt's 4th. 62. B. to K's 3d. (ch.)
63. K. to Kt's 3d.

And Black draws the game.

[Footnote A: The proper move.]

[Footnote B: Well played.]

[Footnote C: This move, properly followed up, should have given White the game.]

[Footnote D: Allowing the escape of the Knight.]

[Footnote E: From this point, we believe Black can draw the game against White's best possible play. The latter part of the game is well played by Black.]

GAME VII.—Played in Oct. 1858, between Mr. James Thompson  
of New York and Mr. H. P. Montgomery of Philada.

{PGN 77}

## Page 110

WHITE. (Mr. T.)

1. P. to K's 4th.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3d.
4. P. takes P.
5. Kt. to Q's 5th.
6. B. to Q's 3d.
7. P. to K. Kt's 4th.
8. P. takes Kt.
9. Kt. to B's 3d.
10. P. takes R. P.
11. B. to Q. Kt's 5th. (ch.)
12. B. takes B. (ch.)
13. Kt. to K. Kt's 5th.
14. P. to Q's 3d.
15. B. to K's 3d.
16. R. to Q. B's sq.
17. B. takes Kt.
18. Kt. to K's 4th.
19. R. to K. Kt's sq.
20. Q. to K's 2d.
21. R. to Q. B's 2d.
22. P. to K. R's 3d.
23. P. to Q. Kt's 4th.
24. Q. to K. Kt's 4th.
25. K. to Q's sq.
26. P. takes R.
27. R. to Q's 2d.
28. R. takes Q. P.
29. K. to K's 2d.
30. K. to B's sq.
31. Q. to K's 2d.
32. R. to Q's sq.
33. Q. to Q. B's 2d.
34. R. to K. Kt's 2d.

BLACK. (Mr. M.)

1. P. to Q. B's 4th.
2. P. to K's 4th.
3. P. to K. B's 4th.
4. Kt. to K. B's 3d.
5. P. to Q's 3d.
6. Kt. to Q. B's 3d.
7. Kt. takes Kt.
8. Kt. to Q's 5th.
9. P. to K. R's 4th.
10. Kt. takes K. B. P.
11. B. to Q's 2d.
12. Q. takes B.
13. Kt. to Q's 5th.
14. Q. to K. B's 4th.
15. Castles (Q's side.)
16. B. to K's 2d.
17. K. P. takes B.
18. Q. R. to K's sq.
19. B. to K. Kt's 4th.
20. Q. to B's 5th.
21. B. to B's 3d.
22. K. to Kt's sq.
23. Q. to K. R's 7th.
24. K. R. to K. B's sq.
25. R. takes Kt.
26. P. to Q's 6th
27. Q. to K's 4th.
28. Q. to Q. R's 8th. (ch.)
29. Q. takes R. P. (ch.)
30. P. takes Q. Kt. P.
31. P. to Kt's 6th.
32. P. to Kt's 7th.
33. B. to Q's 5th.
34. P. Queens, and wins.

GAME VIII.—Between Mr. Morphy and Mr. Anderssen.

{PGN 78}



WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. Q. Kt. to B's 3d.
4. P. to Q's 4th.
5. P. takes P.
6. K. B. to K's 2d.
7. K. Kt. to B's 3d.
8. P. takes B.
9. Q. B. to Q's 2d.
10. Q. R. to Q. Kt's sq.
11. Castles.
12. Q. B. to K. B's 4th.
13. Q. B. takes Q. B. P.
14. Q. takes Kt.
15. B. to Q's 3d.
16. Kt. to K. Kt's 5th.
17. Q. to Q. Kt's 4th.

BLACK. (Mr. A.)

1. P. to Q's 4th.
2. Q. takes P.
3. Q. to Q. R's 4th.
4. P. to K's 4th.
5. Q. takes P. (ch.)
6. K. B. to Q. Kt's 5th.
7. B. takes Kt. (ch.)
8. Q. takes Q. B. P. (ch.)
9. Q. to Q. B's 4th.
10. Q. Kt. to Q. B's 3d.
11. K. Kt. to K. B's 3d.
12. Castles.
13. Q. Kt. to Q's 5th.
14. Q. takes B.
15. Q. B. to K. Kt's 5th.
16. K. R. to Q's sq.
17. B. to Q. B's sq.

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|-----------------------------|-------------------------|
| 18. K. R. to K's sq.        | 18. P. to Q. R's 4th.   |
| 19. Q. to K's 7th.          | 19. Q. takes Q.         |
| 20. R. takes Q.             | 20. Kt. to Q's 4th.     |
| 21. B. takes K. R. P. (ch.) | 21. K. to R's sq.       |
| 22. R. takes K. B. P.       | 22. Kt. to Q. B's 6th.  |
| 23. Q. R. to K's sq.        | 23. Kt. takes Q. R. P.  |
| 24. K. R. to K. B's 4th.    | 24. Q. R. to Q. R's 3d. |
| 25. B. to Q's 3d.           |                         |
- And Black resigns.

GAME IX.—Between Mr. Morphy and Mr. Anderssen.

{PGN 79}

WHITE. (Mr. M.)

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

BLACK. (Mr. A.)

1. P. to Q's 4th.
2. K. Kt. to B's 3d.
3. Kt. takes P.
4. Kt. to K. B's 3d.
5. Q. B. to K. B's 4th.
6. P. to K's 3d.
7. K. B. to Q. Kt's 5th.
8. B. takes Kt. (ch.)
9. B. to K's 5th.
10. B. to Q. B's 3d.
11. Q. Kt. to Q's 2d.
12. P. to K. R's 3d.
13. Castles.
14. P. to Q. Kt's 3d.
15. Q. to Q. B's sq.
16. K. to R's sq.
17. R. to K. Kt's sq.
18. P. to K. Kt's 4th.
19. Q. to K. B's sq.
20. Q. R. to Q's sq.
21. B. takes Kt.
22. Q. to her 3d.
23. Kt. to K. R's 4th.
24. P. takes P.



- |                        |                             |
|------------------------|-----------------------------|
| 25. P. takes Kt.       | 25. P. to Kt's 5th.         |
| 26. P. takes P.        | 26. R. takes P. (ch.)       |
| 27. K. to B's sq.      | 27. P. to K. B's 4th.       |
| 28. Q. to K. B's 2d.   | 28. Kt. to K's 4th.         |
| 29. P. takes Kt.       | 29. Q. takes B. (ch.)       |
| 30. Q. to K's 2d.      | 30. Q. to K's 5th.          |
| 31. B. to K. B's 2d.   | 31. Q. to Q. B's 3d.        |
| 32. R. to Q's sq.      | 32. R. takes R. (ch.)       |
| 33. Q. takes R.        | 33. Q. takes Q. B. P. (ch.) |
| 34. Q. to her 3d.      | 34. Q. takes Q. R. P.       |
| 35. R. to K. Kt's 3d.  | 35. Q. to Q. B's 5th.       |
| 36. Q. takes Q.        | 36. R. takes Q.             |
| 37. R. to K. Kt's 6th. | 37. R. to Q. B's 3d.        |
| 38. P. to Q. B's 4th.  | 38. P. to Q. R's 4th.       |
| 39. K. to his 2d.      | 39. R. takes P.             |
| 40. R. takes P.        | 40. R. to Q. B's 7th. (ch.) |
| 41. K. to B's 3d.      | 41. P. to Q. R's 5th.       |
| 42. R. to K. Kt's 6th. | 42. R. to Q. B's 5th.       |
| 43. R. to K. Kt's sq.  | 43. P. to Q. R's 6th.       |
| 44. P. to K's 6th.     | 44. P. to Q. R's 7th.       |

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|-----------------------------|-----------------------------|
| 45. R. to Q. R's sq.        | 45. R. to K's 5th.          |
| 46. R. takes P.             | 46. R. takes P.             |
| 47. K. to B's 4th.          | 47. R. to Q's 3d.           |
| 48. K. takes P.             | 48. R. to Q's 4th. (ch.)    |
| 49. K. to Kt's 4th.         | 49. P. to Q. Kt's 4th.      |
| 50. R. to Q. R's 8th. (ch.) | 50. K. to R's 2d.           |
| 51. R. to R's 7th.          | 51. R. to Q's 2d.           |
| 52. B. to K. Kt's 3d.       | 52. R. to K. Kt's 2d. (ch.) |
| 53. K. to R's 4th.          |                             |
- And Black resigns.

GAME X.—Played at the Philadelphia Athenæum, March 10, 1859, between Dr. Jones and Mr. H. P. Montgomery, at the odds of the Pawn and Move.

(Remove Black's King's Bishop's Pawn from the Board.)

{PGN 80}

WHITE. (Dr. J.)

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

BLACK. (Mr. M.)

1. P. to Q's 3d.
2. K. Kt. to B's 3d.
3. Q. Kt. to B's 3d.
4. P. to K's 4th.
5. Q. Kt. to K's 2d.
6. Q. Kt. to Kt's 3d.
7. Q. Kt. to K. R's 5th.
8. Q. B. takes K. R. P.
9. Kt. to K. B's 6th. (ch.)
10. Kt. to R's 5th. (ch.)
11. Q. to Q's 2d.
12. P. to K. R's 3d.
13. P. takes P.
14. Castles.
15. K. B. to K's 2d.
16. P. to K. Kt's 4th.
17. P. to Q. B's 3d.
18. P. takes P.
19. P. to K. R's 4th.





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|----------------------------|----------------------------|
| 20. P. to K's 5th.         | 20. Kt. to K. R's 2d.      |
| 21. B. takes K. R. P.      | 21. K. to Q. Kt's sq.      |
| 22. B. to K. Kt's 4th.     | 22. Q. to Q. Kt's 2d.      |
| 23. B. to K. B's 3d.       | 23. P. to Q's 4th.         |
| 24. Q. to K's 2d.          | 24. K. R. to K. B's sq.    |
| 25. Q. to Q's 3d.          | 25. K. B. to Q. B's 4th.   |
| 26. Q. Kt. to K's 2d.      | 26. P. to K. Kt's 5th.     |
| 27. B. takes P.            | 27. Kt. to K. Kt's 4th.    |
| 28. Q. to Q. Kt's 3d.      | 28. B. to Q. Kt's 3d.      |
| 29. Q. B. to K. Kt's 3d.   | 29. Kt. to K. Kt's 3d.     |
| 30. K. R. to K. B's 6th.   | 30. R. takes R.            |
| 31. P. takes R. (dis. ch.) | 31. K. to Q. R's sq.       |
| 32. Q. to her 3d.          | 32. Kt. to K's 5th.        |
| 33. P. to Q. Kt's 3d.      | 33. Kt. to K's 4th.        |
| 34. Q. to her sq.          | 34. Kt. takes K. B.        |
| 35. P. takes Kt.           | 35. R. to K. R's sq. (ch.) |
| 36. K. to Kt's 2d.         | 36. Q. to K. R's 2d.       |
| 37. Q. to her 3d.          | 37. Q. to R's 8th. (ch.)   |
| 38. K. to K. B's sq.       | 38. R. to K. B's sq.       |
| 39. B. to K's 5th.         | 39. Kt. takes P.           |
| 40. B. to Q's 6th.         | 40. R. to B's 2d.          |

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|-----------------------|---------------------------|
| 41. Q. to K. B's 5th. | 41. Q. to K. R's sq.      |
| 42. K. to Kt's 2d.    | 42. R. to K. Kt's 2d.     |
| 43. B. to K's 5th.    | 43. Kt. takes P.          |
| 44. B. takes R.       | 44. Kt. to K's 6th. (ch.) |
| 45. K. to B's 3d.     | 45. Q. to R's 8th. (ch.)  |
| 46. K. to B's 4th.    |                           |
- And Black wins.

GAME XI.—Between the same players. (March 12, 1859.)  
At the odds of the Pawn and Move.

(Remove Black's King's Bishop's Pawn from the Board.)

{PGN 81}

WHITE. (Dr. J.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to Q's 5th.
4. Q. B. to K. Kt's 5th.
5. Q. B. to Q's 2d.
6. Q. Kt. to B's 3d.
7. P. to K. B's 4th.
8. K. Kt. to B's 3d.
9. P. to Q. R's 4th.
10. Q. B. to K's 3d.
11. Q. to Q's 2d.
12. Q. takes Kt.
13. K. Kt. to Q's 4th.
14. P. takes P.
15. Castles on Q's side.
16. K. to Q. Kt's sq.
17. Q. Kt. to K's 2d.
18. Q. Kt. to K. Kt's 3d.
19. Q. R. to Q's 2d.
20. P. takes P.
21. Q. takes P.
22. K. to R's 2d.
23. K. Kt. to K's 2d.

BLACK. (Mr. M.)

1. P. to K's 3d.
2. P. to Q. B's 4th.
3. K. Kt. to B's 3d.
4. Q. to Q. R's 4th. (ch.)
5. Q. to Q. B's 2d.
6. K. B. to K's 2d.
7. Castles.
8. P. to Q. R's 3d.
9. P. to Q. B's 5th.
10. K. Kt. to Kt's 5th.
11. Kt. takes B.
12. K. B. to Q. B's 4th.
13. P. to K's 4th.
14. Q. takes P.
15. P. to Q. Kt's 4th.
16. P. to Q. Kt's 5th.
17. P. to Q's 3d.
18. Q. B. to K. Kt's 5th.
19. P. to Q. B's 6th.
20. P. takes P.
21. Q. Kt. to Q's 2d.
22. Q. R. to Q. Kt's sq.
23. Q. to K's sq.



24. Q. R. to Q's sq.  
And Black wins.

24. Kt. to Q. Kt's 3d.

GAME XII.—Between Messrs. Harrwitz and Morphy.

{PGN 82}

WHITE. (Mr. H.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Q. Kt. to Q. B's 3d.
4. Q. B. to K. Kt's 5th.
5. P. to K's 3d.
6. K. B. to Q's 3d.
7. K. Kt. to K's 2d.
8. Castles.
9. B. takes B.
10. K. Kt. to Kt's 3d.
11. K. R. P. takes Kt.
12. P. to K. B's 4th.
13. P. to K. Kt's 4th.
14. P. takes P.
15. Q. to K's 2d.
16. Q. R. to K's sq.
17. B. to Q. Kt's sq.

BLACK. (Mr. M.)

1. P. to K. B's 4th.
2. P. to K's 3d.
3. K. Kt. to K. B's 3d.
4. K. B. to K's 2d.
5. Castles.
6. P. to Q. Kt's 3d.
7. Q. B. to Q. Kt's 2d.
8. K. Kt. to K. R's 4th.
9. Q. takes B.
10. Kt. takes Kt.
11. P. to Q's 3d.
12. Kt. to Q. B's 3d.
13. Kt. to Q. Kt's 5th.
14. P. takes P.
15. Q. R. to K's sq.
16. Q. to K. R's 5th.
17. Q. R. to K's 3d.

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|-------------------------|-------------------------------|
| 18. Q. to K. B's 2d.    | 18. Q. to K. R's 4th.         |
| 19. P. to Q's 5th.      | 19. Q. R. to K. R's 3d.       |
| 20. Q. to K. B's 3d.    | 20. Q. to K. R's 5th.         |
| 21. P. to Q. R's 3d.[A] | 21. Kt. to Q. R's 3d.         |
| 22. P. to Q. Kt's 4th.  | 22. Kt. to Q. Kt's sq.        |
| 23. Kt. to K's 2d.      | 23. Kt. to Q's 2d.            |
| 24. Kt. to K. Kt's 3d.  | 24. P. to K. Kt's 3d.         |
| 25. K. to B's 2d.       | 25. Kt. to K. B's 3d.         |
| 26. K. R. to K. R's sq. | 26. Kt. to K. Kt's 5th. (ch.) |
| 27. K. to Kt's sq.      | 27. Q. to K. B's 3d.          |
| 28. R. takes R.         | 28. Kt. takes R.              |
| 29. Q. to her sq.       | 29. Kt. to K. Kt's 5th.       |
| 30. Q. to her 2d.       | 30. Q. to K. R's 5th.         |
| 31. Kt. to K. B's sq.   | 31. R. to K's sq.             |
| 32. P. to K. Kt's 3d.   | 32. Q. to K. R's 6th.         |
| 33. P. to Q. Kt's 5th.  | 33. Kt. to K. B's 3d.         |
| 34. Q. to K. Kt's 2d.   | 34. Q. takes Q. (ch.)         |
| 35. K. takes Q.         | 35. P. to Q. R's 3d.          |
| 36. P. to Q. R's 4th.   | 36. P. takes P.               |
| 37. Q. R. P. takes P.   | 37. R. to Q. R's sq.          |
| 38. Kt. to Q's 2d.      | 38. K. to Q. R's 6th.         |
| 39. P. to K's 4th.      | 39. P. takes P.               |
| 40. Kt. takes P.        | 40. Kt. takes Kt.             |
| 41. B. takes Kt.        | 41. R. to Q. B's 6th.         |
| 42. B. to K. B's 3d.    | 42. K. to K. B's 2d.          |
| 43. R. to K's 4th.      | 43. B. to Q. B's sq.          |
| 44. B. to K's 2d.       | 44. B. to K. B's 4th.         |
| 45. R. to Q's 4th.      | 45. P. to K. R's 4th.         |
| 46. K. to B's 2d.       | 46. K. to B's 3d.             |
| 47. R. to Q's 2d.       | 47. B. to Q. B's 7th.         |
| 48. K. to K's sq.       | 48. B. to K's 5th.            |
| 49. K. to B's 2d.       | 49. K. to B's 4th.            |
| 50. R. to Q. R's 2d.    | 50. P. to K. R's 5th.         |
| 51. P. takes P.         | 51. K. takes K. B. P.         |
| 52. R. to Q. R's 7th.   | 52. R. to K. R's 6th.         |
| 53. R. takes Q. B. P.   | 53. R. to K. R's 7th. (ch.)   |
| 54. K. to K's sq.       | 54. K. to K's 6th.            |
- And White resigns.

[Footnote A: Surely it would have been wiser to play Kt. to K's 2d.]

GAME XIII.—Between Mr. Morphy and Mr. Harwitz.

{PGN 83}

WHITE. (Mr. H.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Q. Kt. to Q. B's 3d.
4. Q. B. to K. B's 4th.[A]
5. P. to K's 3d.
6. K. Kt. to K. B's 3d.
7. P. to Q. R's 3d.
8. K. P. takes P.
9. K. B. takes P.
10. K. B. to Q's 3d.
11. Castles.
12. Q. B. to K's 5th.
13. Q. to K's 2d.

BLACK. (Mr. M.)

1. P. to K's 3d.
2. P. to Q's 4th.
3. K. Kt. to K. B's 3d.
4. P. to Q. R's 3d.
5. P. to Q. B's 4th.
6. Q. Kt. to Q. B's 3d.
7. Q. B. P. takes Q. P.
8. Q. P. takes P.
9. P. to Q. Kt's 4th.
10. Q. B. to Q. Kt's 2d.
11. K. B. to K's 2d.
12. Castles.
13. K. Kt. to Q's 4th.

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- |                          |                             |
|--------------------------|-----------------------------|
| 14. Q. B. to K. Kt's 3d. | 14. K. to R's sq.           |
| 15. K. R. to K's sq.     | 15. K. B. to K. B's 3d.     |
| 16. Q. to K's 4th.       | 16. P. to Kt's 3d.          |
| 17. Q. Kt. takes Kt.     | 17. Q. takes Kt.            |
| 18. Q. takes Q.          | 18. P. takes Q.             |
| 19. Kt. to K's 5th.      | 19. Q. R. to Q's sq.[B]     |
| 20. Kt. takes Kt.        | 20. Q. B. takes Kt.         |
| 21. Q. R. to Q. B's sq.  | 21. Q. R. to Q. B's sq.     |
| 22. Q. B. to Q's 6th.    | 22. K. R. to K. Kt's sq.    |
| 23. Q. B. to K's 5th.    | 23. K. to K. Kt's 2d.[C]    |
| 24. P. to K. B's 4th.    | 24. Q. B. to Q's 2d.        |
| 25. K. to K. B's 2d.     | 25. P. to K. R's 3d.        |
| 26. K. to K's 3d.[D]     | 26. Q. R. takes R.          |
| 27. R. takes R.          | 27. R. to Q. B's sq.        |
| 28. R. to Q. B's 5th.    | 28. K. B. takes B.          |
| 29. K. B. P. takes B.    | 29. B. to K's 3d.           |
| 30. P. to Q. R's 4th.[E] | 30. P. takes P.             |
| 31. B. takes Q. R. P.    | 31. R. to Q. Kt's sq.       |
| 32. R. to Q. Kt's 5th.   | 32. R. to Q's sq.[F]        |
| 33. R. to Q. Kt's 6th.   | 33. R. to Q. R's sq.        |
| 34. K. to Q's 2d.        | 34. B. to Q. B's sq.        |
| 35. B. takes B.          | 35. R. takes B.             |
| 36. R. to Q. Kt's 5th.   | 36. R. to Q. R's sq.        |
| 37. R. takes Q. P.       | 37. P. to Q. R's 6th.       |
| 38. P. takes P.          | 38. R. takes P.             |
| 39. R. to Q. B's 5th.    | 39. K. to K's B's sq.       |
| 40. K. to K's 2d.        | 40. K. to K's 2d.           |
| 41. P. to Q's 5th.       | 41. K. to Q's 2d.           |
| 42. R. to Q. B's 6th.    | 42. P. to K. R's 4th.       |
| 43. R. to K. B's 6th.    | 43. K. to K's 2d.           |
| 44. P. to Q's 6th. (ch.) | 44. K. to K's sq.           |
| 45. P. to K's 6th.       | 45. P. takes P.             |
| 46. R. takes P. (ch.)    | 46. K. to K. B's 2d.        |
| 47. P. to Q's 7th.       | 47. R. to Q. R's sq.        |
| 48. R. to Q's 6th.       | 48. K. to K's 2d.           |
| 49. R. takes P.          | 49. K. takes P.             |
| 50. R. to K. Kt's 5th.   | 50. R. to K. R's sq.        |
| 51. K. to K. B's 3d.     | 51. K. to K's 3d.           |
| 52. K. to K. Kt's 3d.    | 52. P. to K. R's 5th. (ch.) |
| 53. K. to K. Kt's 4th.   | 53. P. to K. R's 6th.       |
| 54. P. to K. Kt's 3d.    | 54. K. to K. B's 3d.        |



55. R. to K. R's 5th.

And Black abandoned the game.

[Footnote A: A favorite move of Mr. Harrwitz, though decried by the chief authorities.]

[Footnote B: Had he taken the Queen's Pawn, White would have won at least the exchange by moving Kt. to Q's 7th.]

[Footnote C: Fearing to take the Bishop lest White should obtain an entrance with the Rook.]

[Footnote D: All this is exceedingly well played by White.]

[Footnote E: The *coup juste*. From this point it would not be easy to improve on White's moves.]

[Footnote F: Better, perhaps, to have played the Rook to Q. R's sq. at once.]

GAME XIV.—(*Unclassified.*)

Between Mr. Morphy and Mr. Anderssen.



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{PGN 84}

WHITE. (Mr. A.)

1. P. to Q. R's 3d.
2. P. to Q. B's 4th.
3. Q. Kt. to B's 3d.
4. P. takes P.
5. P. to K's 3d.
6. K. Kt. to B's 3d.
7. B. to K's 2d.
8. P. to Q's 4th.
9. P. takes Kt.
10. Kt. to Q's 2d.
11. P. to K. B's 4th.
12. B. to Q. B's 4th.
13. Kt. takes B.
14. P. takes P.
15. Castles.
16. Q. to Q. Kt's 3d.
17. R. to Q. Kt's sq.
18. Q. to Q. R's 2d.
19. Q. to K's 2d.
20. Kt. to K's 3d.
21. P. to Q. B's 4th.
22. R. to Q. Kt's 3d.
23. B. to Q. Kt's 2d.
24. K. to R's sq.
25. P. to Q's 5th.
26. P. takes P.
27. Kt. to Q. B's 4th.
28. B. takes Kt. (ch.)
29. Q. to Q. Kt's 2d. (ch.)
30. R. to K. R's 3d.
31. Q. to her 4th.
32. R. to K. R's 6th.
33. P. to Q's 6th.
34. R. to K. R's 3d.
35. R. to Q. B's sq.
36. Q. R. to K. Kt's 3d. (ch.)
37. P. to K. R's 3d.
38. R. takes B.
39. R. to Q. B's 3d.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to B's 3d.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3d.
6. B. to Q's 3d.
7. Castles.
8. Kt. takes Kt.
9. P. to K's 5th.
10. P. to K. B's 4th.
11. P. to K. Kt's 4th.
12. B. takes B.
13. P. takes P.
14. Q. to K's sq.
15. Q. to Q. B's 3d.
16. Q. to her 4th.
17. P. to Q. Kt's 3d.
18. P. to Q. B's 3d.
19. Kt. to Q's 2d.
20. Q. to K's 3d.
21. Kt. to K. B's 3d.
22. K. to B's 2d.
23. Q. R. to Q. B's sq.
24. R. to K. Kt's sq.
25. P. takes P.
26. Q. to her 2d.
27. K. to his 2d.
28. K. takes B.
29. K. to B's 2d.
30. R. to K. Kt's 2d.
31. K. to Kt's sq.
32. B. to B's sq.
33. R. to K. B's 2d.
34. Q. to Q. R's 5th.
35. R. to Q. B's 4th.
36. B. to K. Kt's 2d.
37. K. to R's sq.
38. R. takes R.
39. P. to K's 6th.





- |                       |                             |
|-----------------------|-----------------------------|
| 40. R. takes P.       | 40. R. takes Kt.            |
| 41. Q. to K. B's 6th. | 41. R. to Q. B's 8th. (ch.) |
| 42. K. to R's 2d.     | 42. Q. takes P. (ch.)       |
- And White loses.

GAME XV.—STEINITZ GAMBIT.

Between W. Steinitz and J. W. Zukertort.

{PGN 85}

- | WHITE. (Mr. S.)      | BLACK. (Mr. Z.)          |
|----------------------|--------------------------|
| 1. P. to K's 4th.    | 1. P. to K's 4th.        |
| 2. Kt. to Q. B's 3d. | 2. Kt. to Q. B's 3d.     |
| 3. P. to B's 4th.    | 3. P. takes P.           |
| 4. P. to Q's 4th.    | 4. Q. to R's 5th. (ch.)  |
| 5. K. to K's 2d.     | 5. P. to Q's 4th.[A]     |
| 6. P. takes P.       | 6. B. to Kt's 5th. (ch.) |
| 7. Kt. to B's 3d.    | 7. Castles.              |
| 8. P. takes Kt.      | 8. B. to Q. B's 4th.     |
| 9. P. takes P. (ch.) | 9. K. to Kt's sq.        |

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- |                         |                          |
|-------------------------|--------------------------|
| 10. Kt. to Kt's 5th.[B] | 10. Kt. to B's 3d.       |
| 11. K. to Q's 3d.[C]    | 11. Q. to R's 4th.       |
| 12. K. to B's 3d.       | 12. B. takes P. (ch.)(D] |
| 13. Q. Kt. takes B.     | 13. Q. to B's 4th. (ch.) |
| 14. K. to Kt's 3d.      | 14. Q. to Kt's 3d. (ch.) |
| 15. B. to Kt's 5th.     | 15. B. takes Kt.         |
| 16. Q. takes B.         | 16. R. takes Kt.         |
| 17. Q. to B's 6th.      | 17. Q. to R's 4th.       |
| 18. P. to B's 3d.       | 18. R. to Q's 3d.        |
| 19. Q. to B's 4th.      | 19. P. to Kt's 4th.      |
| 20. K to B's 2d.        | 20. Resigns.[E]          |

[Footnote A: The ingenious attack instituted hereby was invented by Zukertort.]

[Footnote B: 10. P. takes B., Kt. to B's 3d!; 11. Q. takes R. (ch.), obtains three pieces for the Q., but loses the game. Q. to K's sq., here or on the following move, offers the only defence.]

[Footnote C: Zukertort's analysis, which filled pages and pages of the *Neue Berliner Schachzeitung*, considered every conceivable move of White's down to P. to Q. R's 3d, but this one, upon which, in conjunction with the following K. move, Steinitz rested his gambit. 11. P. to B's 3d has been refuted in an elaborate analysis by Mr. Walter Penn Shipley, of Philadelphia.]

[Footnote D: Black wins here by,

12. ... 12. P. to Q. R's 3d. 13. K. to Kt's 3d. 13. P. takes Kt. 14. P. to B's 3d. 14. R. takes P.! 15. P. takes R. 15. Q. to Q's 4th. (ch.) 16. K. to B's 2d. 16. B. to B's 4th. (ch.) 17. K. to Q's 2d. 17. B. to Kt's 5th. (ch.) 18. K. to K's 2d. 18. Kt. to Kt's 5th.!

as played by Messrs. Honegger and Raubitscheck in a consultation game against Steinitz at the Metropolitan Chess Club, 1897. If, instead of K. to Kt's 3d, 13. Kt. takes P. Black wins by R. takes P.!]

[Footnote E: White has brought his K. into safety and will remain a piece ahead. Had Black, instead of his last move, pinned the B., the game would have proceeded as follows:

19. ... 19. R. to Kt's 3d. 20. P. to Q. R's 4th. 20. P. to Q. R's 3d. 21. B. takes P. 21. R. takes P. 22. K. to B's 2d. 22. P. takes B. 23. P. takes P. 23. Q. takes P. 24. B. takes P. (ch.) and wins.]

## CHAPTER VII.

### ENDINGS OF GAMES

To play with correctness and skill the ends of games, is an important but a very rare accomplishment, except among the very best players. In order to assist the learner as much as possible in this branch of the game, we present a number of end positions, with the proper play necessary in each case. Our selection of positions is necessarily very limited; but those we give will serve to show the careful play that is requisite even when the stronger party feels sure of success, and the danger of defeat if he suffer his vigilance to be relaxed for a moment.

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KING AND QUEEN AGAINST KING.

Diagram 1.

WHITE. BLACK.

1. Q. to Q. R's 7th. 1. K. to Q's sq.
2. Q. to Q. Kt's 8th. Mate.

KING AND ROOK AGAINST KING.

Diagram 2.

WHITE.

1. R. to K. R's 7th.
2. K. to K's 2d.
3. R. to Q. R's 7th.
4. K. to K's 3d.
5. K. to K's 4th.
6. K. to Q's 5th.
7. K. to Q's 6th.
8. R. to Q. B's 7th.
9. K. to Q. B's 6th.
10. K. to Q. Kt's 6th.
11. R. to Q. B's 8th. Mate.

BLACK.

1. K. to K. B's sq.
2. K. to K. Kt's sq.
3. K. to K. B's sq.
4. K. to K's sq.
5. K. to Q's sq.
6. K. to Q. B's sq.
7. K. to Q. Kt's sq.
8. K. to Q. R's sq.
9. K. to Q. Kt's sq.
10. K. to Q. R's sq.

Diagram 3.

WHITE. BLACK.

1. R. to Q. R's 5th, or K. Kt's 5th. If 1. K. to B's sq.
  2. R. to Q. Kt's 5th.
- If 1. K. to K's sq.
2. R. to K. B's 5th. 2. K. to Q's sq.
  3. R. mates at Kt's 8th or K. B's 8th.

KING AND TWO BISHOPS AGAINST KING.

Diagram 4.

WHITE.

1. K. B. to K. R's 3d.
2. Q. B. to K. B's 4th.

BLACK.

1. K. to Q's sq.
2. K. to K's 2d.



- |                             |                     |
|-----------------------------|---------------------|
| 3. K. to his 2d.            | 3. K. to K. B's 3d. |
| 4. K. to K. B's 3d.         | 4. K. to K's 2d.    |
| 5. K. B. to K. B's 5th.     | 5. K. to K. B's 3d. |
| 6. K. to his Kt's 4th.      | 6. K. to his 2d.    |
| 7. K. to his Kt's 5th.      | 7. K. to Q's sq.    |
| 8. K. to his B's 6th.       | 8. K. to K's sq.    |
| 9. Q. B. to Q. B's 7th.     | 9. K. to B's sq.    |
| 10. K. B. to Q's 7th.       | 10. K. to Kt's sq.  |
| 11. K. to his Kt's 6th.     | 11. K. to B's sq.   |
| 12. Q. B. to Q's 6th. (ch.) | 12. K. to Kt's sq.  |
| 13. K. B. to K's 6th. (ch.) | 13. K. to R's sq.   |
| 14. Q. B. checkmates.       |                     |

### KING, BISHOP, AND KNIGHT, AGAINST KING.

Diagram 5.

#### WHITE.

#### BLACK.

- |                                    |                         |
|------------------------------------|-------------------------|
| 1. Kt. to K. B's 7th. (ch.)        | 1. K. to Kt's sq.       |
| 2. B. to K's 4th.                  | 2. K. to B's sq.        |
| 3. B. to K. R's 7th.               | 3. K. to his sq.        |
| 4. Kt. to K's 5th.                 | 4. K. to his B's sq.    |
| 5. Kt. to Q's 7th. (ch.)           | 5. K. to his sq.        |
| 6. K. to his 6th.                  | 6. K. to Q's sq.        |
| 7. K. to Q's 6th.                  | 7. K. to his sq. (best) |
| 8. B. to K. Kt's 6th. (ch.)        | 8. K. to Q's sq.        |
| 9. Kt. to Q. B's 5th.              | 9. K. to Q. B's sq.     |
| 10. K. B. to his 7th.              | 10. K. to Q's sq.       |
| 11. Kt. to Q. Kt's 7th. (ch.)      | 11. K. to Q. B's sq.    |
| 12. K. to Q. B's 6th.              | 12. K. to Q. Kt's sq.   |
| 13. K. to Q. Kt's 6th.             | 13. K. to Q. B's sq.    |
| 14. B. to K's 6th. (ch.)           | 14. K. to Q. Kt's sq.   |
| 15. Kt. to Q. B's 5th.             | 15. K. to Q. R's sq.    |
| 16. B. to Q's 7th.                 | 16. K. to Q. Kt's sq.   |
| 17. Kt. to Q. R's 6th. (ch.)       | 17. K. to Q. R's sq.    |
| 18. B. to Q. B's 6th. (checkmate.) |                         |

No. 1.



## Page 119

BLACK.

```
+--+--+--+--+--+--+--+--+--+
|||K*|||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
||Q|||K|||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
```

WHITE.

No. 2.

BLACK.

```
+--+--+--+--+--+--+--+--+--+
|||||K*|||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||K|||R|
+--+--+--+--+--+--+--+--+--+
```

WHITE.

No. 3.

BLACK.

```

+---+---+---+---+---+---+---+---+
||||K*||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
||||K||||
+---+---+---+---+---+---+---+---+
||||R||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 4.

BLACK.

```

+---+---+---+---+---+---+---+---+
||||K*||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||||||
+---+---+---+---+---+---+---+---+
|||B||K|B|||

```



+—+—+—+—+—+—+—+—+—+

WHITE.



## Page 120

### KING AND TWO KNIGHTS AGAINST KING.

The two Knights, with the assistance of the King, cannot force checkmate, except in some very rare cases.

### KING AND PAWN,—KING, BISHOP, AND PAWN,—AND KING, KNIGHT, AND PAWN,—AGAINST KING.

When one Pawn only is left on the board, supported by its King, and the adverse King is either in front of the Pawn, or within such distance as to be able to intercept it, it becomes a point of great nicety in some cases, to calculate whether or not you have the power of Queening the Pawn, and therefore of winning the game. This frequently depends upon your gaining the opposition, which you cannot always do.

In the next position (see Diagram 6) you have the opposition, and if Black have to play you will win. Thus:—

1. K. to his sq.
2. P. to K's 7th. 2. K. to his 2d.
3. K. to B's 7th, and
4. P. Queens.

But if you move first, the game is drawn; for if you play P. to K's 7th (ch.), Black moves King to his square, and you must either abandon the Pawn or give stalemate. You will find, on trial, that any other mode of play on your part will produce the same result,—from which is deduced this important general rule: That if you can advance the Pawn to its 7th sq., *not giving check*, you will win; but that if the Pawn checks at this point, you will only draw.

In this position (see Diagram 7), you will win either with or without the move; for if Black have to play, he is forced to allow your King to be moved either to B's 7th or Q's 7th sq.; and if you move you gain the opposition, by playing K. to B's 6th or Q's 6th, and then P. to K's 6th. It is evident that this would equally hold good if your Pawn were any number of squares less advanced; so that you invariably win, if you can succeed in placing your King on the sixth square of the file occupied by your Pawn, and in front of it; provided, of course, that the single King cannot attack the Pawn, so as to compel you to retreat in order to support it. It is perhaps scarcely necessary to observe, that if the Pawn be upon either of the Rooks' files, these remarks will not apply—this contingency will be considered hereafter.

Diagram 8.

- WHITE. BLACK.
1. K. to Q's 2d. 1. K. to his 2d.



2. K. to his 3d. 2. K. to his 3d.
3. K. to his 4th. 3. K. to B's 3d.
4. K. to Q's 5th. 4. K. to K's 2d.
5. K. to his 5th. 5. K. to B's 2d.
6. K. to Q's 6th.

If he play K. to B's 3d, you advance P. to K's 4th, then to K's 5th, and on his afterwards moving K. to his sq., you gain the opposition, as shown before.

6. K. to his sq., or to B's sq.
  7. K. to K's 6th.
- And then advances Pawn, winning.



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Next, suppose Black has the move, and he will draw:—

WHITE. BLACK.

1. K. to K's 2d.
2. K. to Q's 2d. 2. K. to his 3d.
3. K. to his 3d. 3. K. to his 4th.
4. K. to Q's 3d. 4. K. to Q's 4th.
5. P. to K's 3d, or 5. K. to K's 4th.  
to K's 4th. (ch.)

And it is clear that, play as you may, you can only draw the game.

The only exception in all the foregoing cases is to be found, as has already been remarked, when the Pawn is upon either of the Rooks' files. In these instances, Black will invariably draw the game when his King can be placed on any part of the file in front of the Pawn, it being quite immaterial at what distance the adverse King and Pawn may be. Even, as in the next example, the player of the single King will draw the game, if he have not the move, against two Pawns in a somewhat similar position. For White being to move, he can only play K. to R's 8th, to which Black must reply by K. to B's sq.; and if White then advance B's Pawn, it will be taken: or if he play R's Pawn, Black returns K. to B's 2d, and his adversary is stalemated. (See Diagram 9.)

Two *united* Pawns, with their King, always win against King alone. Another advantage in having two Pawns thus situated is, that they can always maintain themselves until the arrival of the King to their support; for should one be taken, the other will advance to Queen. In the next position (see Diagram 10), White wins by advancing K. to Kt's 5th, then Queening Rook's Pawn, and upon that being taken, playing K. to R's 6th, or B's 6th, having the opposition.

### QUEEN AGAINST A KNIGHT OR BISHOP.

(In all cases, each party is of course understood to have a King in addition to the Pieces named.)

Diagram 11.

WHITE. BLACK.

1. Q. to her 4th. (ch.) 1. K. to his 3d.
2. K. to his 4th. 2. Kt. to K. Kt's 3d.
3. Q. to her Kt's 6th. (ch.) 3. K. to B's 2d.
4. K. to B's 5th. 4. Kt. to K's 2d. (ch.)
5. K. to Kt's 5th. 5. Kt. to Q's 4th.
6. Q. to her 6th. 6. Kt. to K's 2d.
7. Q. to K. B's 6th.[A] (ch.) 7. K. to his sq.



8. Q. to K's 6th. 8. K to Q's sq.
9. K. to B's 6th. 9. Kt. to Q. B's sq.
10. Q. to Q. B's 6th.  
And you must win the Kt.

The Queen also easily wins against a Bishop.

[Footnote A: Transcriber supplied the "6th.", as the move was incomplete in the original text.]

No. 5.

# Page 122

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | K* |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | K | |
+---+---+---+---+---+---+---+---+
| | | | | B | N | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 6.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | K* | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | P | K | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 7.

BLACK.

```

+---+---+---+---+---+---+---+---+
|||||K*|
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||K|
+---+---+---+---+---+---+---+---+
|||||P|
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 8.

BLACK.

```

+---+---+---+---+---+---+---+---+
|||||K*|
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||P|
+---+---+---+---+---+---+---+---+
|||||K|

```



+—+—+—+—+—+—+—+—+—+

WHITE.

# Page 123

No. 9.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| K | | K* | | | | |
+---+---+---+---+---+---+---+---+
| P | | P | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 10.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | K* |
+---+---+---+---+---+---+---+---+
| | | | | | | P |
+---+---+---+---+---+---+---+---+
| | | | | | | P | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | K |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |

```





+—+—+—+—+—+—+—+—+—+

WHITE.

No. 11.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

||||K\*|N\*|

+—+—+—+—+—+—+—+—+—+

|Q|

+—+—+—+—+—+—+—+—+—+

||||K|

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

WHITE.

No. 12.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

||||K|

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||R\*|

+—+—+—+—+—+—+—+—+—+

|||K\*||Q|

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+



|||||

+--+--+--+--+--+--+--+--+--+

WHITE.

# Page 124

## QUEEN AGAINST ROOK.

Diagram 12.

WHITE. BLACK.

1. K. to Kt's 6th.
2. K. to K's 6th. 2. R. to Q. B's 7th.
3. K. to Q's 5th. 3. K. to Kt's 7th.
4. K. to Q's 4th. 4. K. to R's 8th.
5. K. to Q's 3d. 5. R. to Kt's 7th.
6. Q. to K. R's 4th. (ch.) 6. K. to Kt's 8th.
7. K. to B's 3d. 7. R. to K. R's 7th.
8. Q. to Kt's 5th. (ch.) 8. K. to R's 8th.
9. Q. to R's 6th. (ch.) 9. K. to Kt's 8th.
10. Q. to Kt's 6th. (ch.) 10. K. to R's 7th.
11. Q. to R's 7th. (ch.) 11. K. to Kt's 8th.
12. Q. to Kt's 8th. (ch.)

Then takes Rook, and wins.

## QUEEN AGAINST ROOK AND PAWN.

With few exceptions, arising from peculiar situations, the Queen wins also against a Rook and Pawn. Diagram 13, illustrating a won game, is from Philidor.

Diagram 13.

White moves and wins.

WHITE.

1. Q. to R's 7th. (ch.)
2. Q. to Q. B's 7th.
3. Q. to Q's 8th.[A]
4. Q. to K's 8th. (ch.)
5. Q. to Q. B's 8th.
6. K. to K. B's 5th.
7. K. to K. B's 6th.
8. Q. to K. B's 5th. (ch.)
9. Q. to Q's 3d. (ch.)
10. Q. to Q's 2d.
11. Q. to Q's 4th.
12. Q. to Q. B's 4th.
13. Q. to K. B's 7th. (ch.)
14. K. to his 7th.

BLACK.

1. K. to K's 3d. (best.)
2. R. to Q. B's 4th.
3. R. to K's 4th.
4. K. to Q's 4th.
5. R. to K's 5th. (ch.)
6. R. to K's 4th. (ch.)
7. R. to K's 5th.
8. R. to K's 4th.
9. K. to Q. B's 4th.
10. K. to Q. B's 3d.
11. K. to Q's 2d.
12. R. to Q. B's 4th.
13. K. to Q. B's 3d.
14. R. to K's 4th. (ch.)



- |                             |                       |
|-----------------------------|-----------------------|
| 15. K. to Q's 8th.          | 15. R. to Q. B's 4th. |
| 16. Q. to Q's 7th. (ch.)    | 16. K. to Q's 4th.    |
| 17. K. to K's 7th.          | 17. R. to Q. B's 3d.  |
| 18. Q. to K. B's 5th. (ch.) | 18. K. to Q. B's 5th. |
| 19. K. to Q's 7th.          | 19. R. to Q. B's 4th. |
| 20. Q. to K's 4th. (ch.)    | 20. K. to Kt's 6th.   |
| 21. K. takes P.             |                       |
| And wins.                   |                       |

[Footnote A: This is the position which White must endeavor to gain, in order that he may force the King to his Queen's 4th, in front of the Pawn.]

### QUEEN AGAINST TWO BISHOPS.

The Queen usually wins against two of the minor Pieces, at least if they are on different parts of the board, or at a distance from their King. There are, however, many instances in which, by skilful play, the weaker force may draw the game.

The two Bishops will be able to draw when they can assume a position similar to that in Diagram 14, or in other words, such a position in front of their King, that the adverse King cannot approach.

Diagram 14.

White moves first.

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WHITE.

1. Q. to Q's 7th. (ch.)
2. Q. to K's 6th.
3. K. to K. B's 4th.
4. Q. to Q's 7th. (ch.)
5. Q. to K's 8th. (ch.)
6. K. to Kt's 4th.
7. Q. to K's 6th.
8. Q. checks at Q's 7th.
9. Q. to K's 8th. (ch.)
10. K. to R's 5th.

The game is drawn.

BLACK.

1. K. to B. or Kt's sq. (best.)
2. K. to Kt's 2d.
3. B. to K. R's 2d.
4. K. to Kt's 3d.
5. K. to Kt's 2d.
6. B. to Kt's 3d.
7. B. to R's 2d.
8. K. to Kt's 3d.
9. K. to Kt's 2d.
10. Q. B. to K. B's 4th.

## QUEEN AGAINST TWO KNIGHTS.

Two Knights can often draw the game against a Queen.

## QUEEN AGAINST KNIGHT AND BISHOP.

A King with Bishop and Knight can in many cases draw the game against a King and Queen.

No. 13.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | K* | | | |
+---+---+---+---+---+---+---+---+
| | | | P* | | | |
+---+---+---+---+---+---+---+---+
| | | | R* | | | |
+---+---+---+---+---+---+---+---+
| | | | K | | | |
+---+---+---+---+---+---+---+---+
| | | | Q | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |

```



+—+—+—+—+—+—+—+—+—+

WHITE.

No. 14.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||K\*|

+—+—+—+—+—+—+—+—+—+

|||||B\*|B\*|

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|Q|||||K|

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

WHITE.

No. 15.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

||||Q\*||||

+—+—+—+—+—+—+—+—+—+

||K|||||

+—+—+—+—+—+—+—+—+—+

|||Q|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||P\*|K\*|

+—+—+—+—+—+—+—+—+—+



|||||

+--+--+--+--+--+--+--+--+--+

WHITE.



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No. 16.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | K |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | Q* | | | |
+---+---+---+---+---+---+---+---+
| Q | | P* | K* | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 17.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| P | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | P | K | | K* | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | Q* | |

```





+—+—+—+—+—+—+—+—+—+

WHITE.

No. 18.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||K|Q||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

||||P\*|K\*||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

WHITE.

No. 19.

BLACK.

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||K||||

+—+—+—+—+—+—+—+—+—+

|||||Q||

+—+—+—+—+—+—+—+—+—+

|||||

+—+—+—+—+—+—+—+—+—+

|||||P\*|K\*||

+—+—+—+—+—+—+—+—+—+



|||||

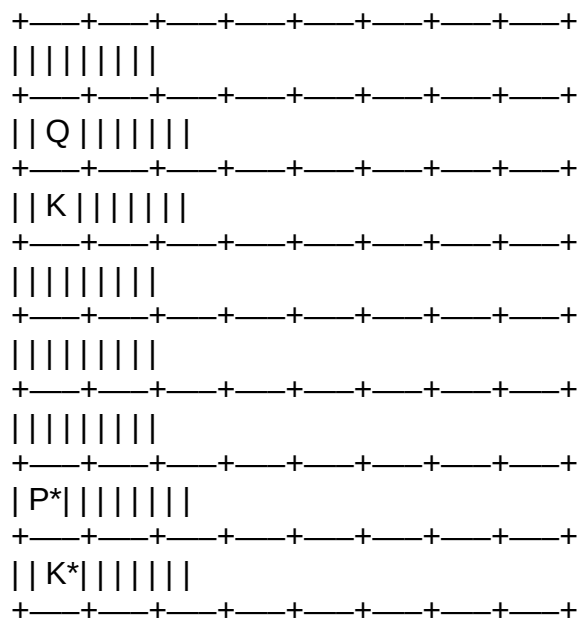
+--+--+--+--+--+--+--+--+

WHITE.

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No. 20.

BLACK.



WHITE.

QUEEN AGAINST QUEEN AND PAWN.

In cases of this kind the game is usually drawn without difficulty, and most generally so by means of a perpetual check, though the same object may sometimes be attained by an exchange of Queens, when your King is able to stop the Pawn. When, however, the Pawn is advanced to its 7th square, and more particularly if defended by its King, the task is one of more difficulty, and many instructive situations occur where the Pawn may be Queened and the game therefore won. We subjoin an example or two of each kind, by way of illustration.

Diagram 15.

WHITE. BLACK.

1. Q. to K. Kt's 4th. (ch.) 1. Q. to K. Kt's 6th.
2. Q. to K's 4th. (ch.) 2. K. to Kt's 8th.
3. Q. to Q's 4th. 3. K. to R's 7th.
4. Q. to K. R's 8th. (ch.) 4. Q. to R's 6th.
5. Q. to K's 5th. (ch.) 5. K. to Kt's 8th.
6. Q. to Kt's 5th. (ch.) 6. Q. to Kt's 7th.



7. Q. to K's 3d.

White will always be able to make a drawn game.

Diagram 16.

WHITE. BLACK.

1. Q. to her Kt's 4th.
  2. K. moves. 2. K. to Q's 8th.
  3. Q. to Q. R's sq. (ch.) 3. P. Queens.
- And wins.

Diagram 17.

WHITE. BLACK.

1. P. Queens (ch.) 1. K. to K. B's 5th.
  2. Q. to K. B's 8th. (ch.) 2. K. to his 5th.
  3. Q. to K's 7th. (ch.) 3. K. to K. B's 6th.
  4. Q. to K. B's 6th. (ch.) 4. K. to his 5th.
  5. Q. to K's 6th. (ch.) 5. K. to K. B's 6th.
  6. Q. to K. B's 5th. (ch.) 6. K. to his 7th.
  7. Q. to her 3d. (ch.)
- Then forces an exchange of Queens, and wins with his remaining Pawn.

QUEEN AGAINST PAWN.

In all ordinary situations, the Queen of course easily stops a single Pawn and wins against it; if, however, the latter has reached its 7th square, and has the support of its King, there are instances in which the game must be drawn. Our first position (see Diagram 18), will show the method of winning, and we shall afterwards point out the exceptions.



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Diagram 18.

WHITE. BLACK.

- |                                |                       |
|--------------------------------|-----------------------|
| 1. Q. to K. B's 5th. (ch.)     | 1. K. to K. Kt's 7th. |
| 2. Q. to K's 4th. (ch.)        | 2. K. to B's 7th.     |
| 3. Q. to K. B's 4th. (ch.)     | 3. K. to Kt's 7th.    |
| 4. Q. to K's 3d.               | 4. K. to B's 8th.     |
| 5. Q. to K. B's 3d. (ch.)      | 5. K. to his 8th.     |
| 6. K. to Q's 4th.              | 6. K. to Q's 8th.     |
| 7. Q. to her 3d. (ch.)         | 7. K. to his 8th.     |
| 8. K. to his 3d.               | 8. K. to B's 8th.     |
| 9. Q. takes P. (ch.) and wins. |                       |

The same mode of procedure can always be adopted, unless the single Pawn should be either on the Bishop's or Rook's file, in which case Black may usually make a drawn game, owing to the power which he then has of making a stalemate. His having this alternative, however, altogether depends upon the distance which the adverse King may chance to be from the scene of action. In the next position (Diagram 19) the game is drawn.

WHITE.

BLACK.

- |                             |                    |
|-----------------------------|--------------------|
| 1. Q. to K. Kt's 4th. (ch.) | 1. K. to R's 8th.  |
| 2. Q. to K. B's 3d. (ch.)   | 2. K. to Kt's 8th. |
| 3. Q. to K. Kt's 3d. (ch.)  | 3. K. to R's 8th.  |

And it is evident, that if White take the Pawn, his adversary is stalemated.

The result is the same when the Pawn is on the Rook's file, as you will at once see by making the experiment.

The next position (see Diagram 20), is a very ingenious exception to this rule, and will well repay your attention.

WHITE. BLACK.

- |                            |                             |
|----------------------------|-----------------------------|
| 1. K. to Q. B's 5th. (ch.) | 1. K. to Q. B's 7th. (best) |
| 2. Q. to K. Kt's 2d. (ch.) | 2. K. to Q. B's 6th.        |
| 3. Q. to K. B's sq.        | 3. K. to Q. Kt's 7th.       |
| 4. Q. to K's 2d. (ch.)     | 4. K. to Q. Kt's 6th.       |
| 5. Q. to her sq. (ch.)     | 5. K. to Q. Kt's 7th.       |
| 6. Q. to her 2d. sq. (ch.) | 6. K. to Q. Kt's 8th.       |
| 7. K. to Q. Kt's 4th.      | 7. P. Queens.               |



8. K. to Q. Kt's 3d.

And wins.

## ROOK AGAINST BISHOP.

Diagram 21.

WHITE. BLACK.

1. B. to Q. Kt's 7th. 1. R. to Q. Kt's 3d.
2. B. to Q's 5th. 2. R. to Q. Kt's 7th.
3. B. to Q. B's 6th. 3. R. to K. B's 7th. (ch.)
4. K. to Kt's sq. 4. K. to his 7th.
5. B. to Q's 5th. 5. K. to his 8th.
6. B. to Q. B's 6th. 6. R. to K. B's 3d.
7. B. to Q. Kt's 7th. 7. R. to K. Kt's 3d. (ch.)
8. K. to K. R's 2d. 8. K. to K. B's 7th.
9. K. to K. R's 3d, &c.

And the game is drawn.

Diagram 22.



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WHITE. BLACK.

1. R. to Q. B's 2d. 1. B. to Q. Kt's 6th.
2. R. to B's 8th. (ch.) 2. B. to K. Kt's sq.
3. K. to Q's 6th. 3. P. to Q. Kt's 6th.
4. R. to Q. B's 7th. 4. B. to Q's 4th. (best)
5. K. takes B. 5. K. to Kt's sq.
6. K. to his 6th. 6. K. moves.
7. R. mates.

No. 21.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| R* | | B | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | K* | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | K | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 22.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | B* | K* |
+---+---+---+---+---+---+---+---+
| | | K | | | P* |
+---+---+---+---+---+---+---+---+
| | | | | P |
+---+---+---+---+---+---+---+---+

```



```

|||||
+---+---+---+---+---+---+---+---+
||P*|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
||P|||R|||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 23.

BLACK.

```

+---+---+---+---+---+---+---+---+
|||||N*||K*|
+---+---+---+---+---+---+---+---+
|R|||||
+---+---+---+---+---+---+---+---+
|||||K|||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+
|||||
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 24.

BLACK.

```

+---+---+---+---+---+---+---+---+
|||||K*|||
+---+---+---+---+---+---+---+---+
|R|||||

```



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```

+---+---+---+---+---+---+---+---+
| | | | | P | | |
+---+---+---+---+---+---+---+---+
| | | | | K | |
+---+---+---+---+---+---+---+---+
| | | | | | |
+---+---+---+---+---+---+---+---+
| | B* | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

### ROOK AGAINST KNIGHT.

In ordinary positions, and where the Knight is near to, or cannot be prevented approaching, his King, the weaker party will be able to draw the game. The method of doing so, however, is not very easy, and there are many positions (of which we shall give an example) where the Rook can win.

In the following position (see Diagram 23) White will win either with the move or without it.

WHITE. BLACK.

1. Kt. to R's 2d. (ch.)
  2. K. to K. B's 7th. 2. Kt. to Kt's 4th. (ch.)
  3. K. to K. Kt's 6th.
- And wins.

### ROOK AND PAWN AGAINST BISHOP.

Diagram 24.

WHITE. BLACK.

1. R. to Q. Kt's 7th. 1. B. to Q. B's 5th.
2. R. to Q. B's 7th. 2. B. to Q. Kt's 4th.
3. K. to B's 5th. 3. B. to K's 7th. (best)
4. P. to B's 7th. 4. K. to Kt's 2d. (best)



5. K. to his 6th. 5. B. to K. R's 4th. (best)  
 6. R. to Kt's 7th. 6. B. to K. Kt's 3d.  
 7. P. to B's 8th, 7. K. takes Q.  
 becoming a Q. (ch.)  
 8. K. to B's 6th.  
 And wins.

#### ROOK AGAINST THREE MINOR PIECES.

Diagram 25.

WHITE.

BLACK.

1. R. to Q. R's 3d. (ch.)	1. B. to K's 6th.
2. R. to Q. R's 2d.	2. K. to Kt's 6th.
3. R. to K. R's 2d.	3. B. to K. B's 5th.
4. R. to Q. R's 2d.	4. B. to K. R's 6th.
5. R. to Q. R's 3d. (ch.)	5. B. to K's 6th.
6. R. to Q. R's 2d.	6. Kt. to K. B's 7th. (ch.)
7. K. to Kt's sq.	7. B. to K. Kt's 7th.
8. R. to K's 2d.	8. Kt. to K. R's 6th. (checkmate.)

#### ROOK AND PAWN AGAINST ROOK.

Diagram 26.

WHITE. BLACK.

1. P. to K's 5th.	1. R. to Q. Kt's 3d.
2. R. to Q. R's 7th.	2. R. to Q. B's 3d.
3. P. to K's 6th.	3. R. to Q. B's 8th.
4. K. to K. B's 6th.	4. R. to K. B's 8th. (ch.)

And will draw.

#### ROOK AGAINST ONE OR MORE PAWNS.

Diagram 27.

White must lose, even with the move.

Suppose:—

WHITE. BLACK.

1. R. to K's 8th.	1. K. to Q's 2d.
2. K. to his 3d.	2. P. "Queens."

&c., &c.



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Diagram 28.

Here White will win the Pawn, and therefore the game.

WHITE. BLACK.

1. R. to K. Kt's 6th. (ch.) 1. K. to Q's 4th.
2. K. to Q's 2d. 2. P. to Q. B's 4th.
3. R. to Q's 6th. (ch.) 3. K. to Q. B's 5th.
4. K. to Q. B's 6th. 4. K. to Q. Kt's 5th.
5. K. to Q's 5th. 5. P. to Q. B's 5th.
6. R. to Q. Kt's 6th. (ch.) 6. K. to Q. B's 6th.
7. R. to Q. B's 6th.

And White wins.

Diagram 29.

WHITE. BLACK.

1. P. to K. B's 6th. (ch.)
2. R. takes P. 2. R. P. "Queens" (ch.)
3. K. takes Q. 3. K. takes R.
4. K. to K. Kt's sq. 4. P. to K. Kt's 7th.
5. K. to K. R's 2d. 5. K. to B's 7th, and wins.

Or,

1. P. to K. B's 6th. (ch.)

2. K. to R's sq. 2. P. to K. Kt's 7th. (ch.)
3. K. takes R. P. 3. P. takes R., and becomes

a Kt. (ch.), and wins.

ROOK AGAINST TWO ROOKS.

Diagram 30.

WHITE. BLACK.

1. R. to K. R's 5th. 1. R. takes R.
2. R. to Q. R's 6th. (ch.) 2. K. moves.
3. R. to Q. R's 5th. (ch.) 3. K. moves.

4. R. takes R.

And wins.

No. 25.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| R | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | N* | |
+---+---+---+---+---+---+---+---+
| | | | | K* |
+---+---+---+---+---+---+---+---+
| | | B* | | | |
+---+---+---+---+---+---+---+---+
| | | | B* | | K |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 26.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | K* | | | |
+---+---+---+---+---+---+---+---+
| | | | | | R |
+---+---+---+---+---+---+---+---+
| R* | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | K | | |
+---+---+---+---+---+---+---+---+
| | | | P | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |

```



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|  
+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+

WHITE.

No. 27.

BLACK.

+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+  
||||K\*|||  
+—+—+—+—+—+—+—+—+—+  
||||R|||  
+—+—+—+—+—+—+—+—+—+  
|||||K|||  
+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+  
||||P\*|||  
+—+—+—+—+—+—+—+—+—+  
|||||  
+—+—+—+—+—+—+—+—+—+

WHITE.

No. 28.

BLACK.

+—+—+—+—+—+—+—+—+—+  
||||K|||  
+—+—+—+—+—+—+—+—+—+  
|||||R||  
+—+—+—+—+—+—+—+—+—+  
|||P\*|K\*|||



```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 29.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | P* | K* | |
+---+---+---+---+---+---+---+---+
| | | | | P* | |
+---+---+---+---+---+---+---+---+
| | | | | K | P* |
+---+---+---+---+---+---+---+---+
| | | | | R | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 30.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | K | | | |
+---+---+---+---+---+---+---+---+
| R | | | | | | |
+---+---+---+---+---+---+---+---+

```



||||K\*|||||  
+--+--+--+--+--+--+--+--+--+  
|||R|||||  
+--+--+--+--+--+--+--+--+--+  
|||||||R\*|  
+--+--+--+--+--+--+--+--+--+





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```

|||||
+--+--+--+--+--+--+--+--+--+
|||||
+--+--+--+--+--+--+--+--+--+
|||||
+--+--+--+--+--+--+--+--+--+

```

WHITE.

No. 31.

BLACK.

```

+--+--+--+--+--+--+--+--+--+
|||||K*|
+--+--+--+--+--+--+--+--+--+
|||||
+--+--+--+--+--+--+--+--+--+
|||||K|
+--+--+--+--+--+--+--+--+--+
|||||B|
+--+--+--+--+--+--+--+--+--+
|||||
+--+--+--+--+--+--+--+--+--+
|||||
+--+--+--+--+--+--+--+--+--+
||||R|
+--+--+--+--+--+--+--+--+--+
||||R*|
+--+--+--+--+--+--+--+--+--+

```

WHITE.

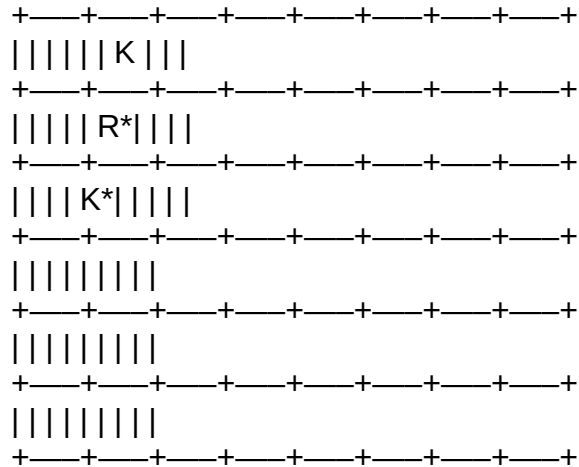
No. 32.

BLACK.

```

+--+--+--+--+--+--+--+--+--+
|||||R|
+--+--+--+--+--+--+--+--+--+
|||||N|

```



WHITE.

ROOK AND BISHOP AGAINST ROOK.

Diagram 31.

WHITE.

1. R. to K's 8th. (ch.)
2. R. to K's 7th.
3. R. to Q's 7th.
4. R. to Q. B's 7th.
5. B. to K. B's 6th.
6. K. to B's 5th.
7. B. to K's 5th.
8. R. to K. Kt's 7th. (ch.)
9. R. to Q's 7th.
10. K. to B's 6th.
11. B. to Q's 6th.
12. R. to K. Kt's 7th. (ch.)
13. R. to K. Kt's 2d.
14. K. to K. Kt's 6th.
15. B. to Q. B's 5th.
16. R. to K. Kt's 5th.
17. K. to B's 6th. (dis. ch.)
18. B. to K's 3d.
19. R. to K. Kt's 7th. (ch.)
20. R. to Q. Kt's 7th.
21. R. to Q. Kt's 8th. (ch.)
22. R. to Q. Kt's 6th.
23. B. to Q's 4th.

BLACK.

1. R. to K. B's sq.
2. R. to K. B's 8th.
3. R. to K. B's 7th.
4. R. to K. B's 8th.
5. R. to K. Kt's 8th. (ch.)
6. R. to K. Kt's 7th.
7. R. to Q. R's 7th.
8. K. to B's sq.
9. K. to Kt's sq.
10. R. to Q. R's 3d. (ch.)
11. R. to Q. R's 8th.
12. K. to R's sq.
13. R. to K. B's 8th. (ch.)
14. K. to Kt's sq.
15. R. to K. B's 5th.
16. R. to Q. R's 5th.
17. K. to R's 2d.
18. R. to Q. B's 5th.
19. K. to R's sq.
20. K. to Kt's sq.
21. K. to R's 2d.
22. R. to Q. B's 2d.
23. R. to K. B's 2d. (ch.)

This is his only move to draw the game; and now, whether you take the Rook or not, he will succeed in preventing your winning.



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ROOK AGAINST ROOK AND KNIGHT.

Diagram 32.

White, with the move, will win the Rook in four moves.

WHITE.

1. Kt. to K's 6th. (ch.)

BLACK.

1. K. to Q's 4th.

(If instead he play K. to his 5th, White will check with R. at Kt's 4th.)

2. R. to Q's 8th. (ch.) 2. K. to his 5th.

3. R. to Q's 4th. (ch.) 3. K. moves.

4. K. takes R.

KING AND PAWN AGAINST KING AND PAWN.

Diagram 33.

WHITE. BLACK.

1. R. takes P. (ch.)

2. R. takes R. 2. P. to Q's 7th.

3. R. to Q's 5th. 3. K. takes R.

4. P. to Q's 7th. 4. P. Queens.

5. P. Queens. (ch.)

And wins.

KING AND TWO PAWNS AGAINST KING AND PAWN.

Diagram 34.

First, suppose White moves:—

WHITE. BLACK.

1. K. to Q's 4th. 1. K. to Q's 3d.

2. K. to Q's 3d. 2. K. to Q's 2d.

3. K. to K's 3d. 3. K. to K's 2d.

4. K. to Q's 4th. 4. K. to Q's 3d.

5. K. to K's 4th. 5. K. to K's 3d.

And the game must be drawn.

But suppose Black have to play:—

WHITE. BLACK.

1. K. to Q's 3d.
2. P. to K. B's 5th. 2. K. to K's 2d.
3. P. to K. B's 6th. (ch.) 3. K. to his 3d.
4. K. to Q's 4th. 4. K. to Q's 3d.
5. P. to K. B's 7th. 5. K. to his 2d.
6. K. to his 5th. 6. K. takes P.
7. K. to Q's 6th. 7. K. to B's sq.
8. K. to his 6th. 8. K. to Kt's 2d.
9. K. to his 7th. 9. K. to Kt's sq.
10. K. to B's 6th. 10. K. to R's 2d.
11. K. to B's 7th. 11. K. to R's sq.
12. K. takes P. 12. K. to Kt's sq.
13. K. to B's 6th. 13. K. to R's 2d.
14. K. to B's 7th. 14. K. to R's sq.
15. K. to Kt's 6th. 15. K. to Kt's sq.
16. K. to R's 6th. 16. K. to R's sq.
17. P. to Kt's 6th.

And wins.

KING AND TWO PAWNS AGAINST KING AND TWO PAWNS.

Diagram 35.

WHITE. BLACK.

1. K. to his 3d. 1. K. to his 4th.
2. K. to B's 3d. 2. K. to B's 4th.
3. K. to Kt's 3d. 3. K. to K's 4th.
4. K. to Kt's 4th. 4. K. to B's 3d.
5. K. to Kt's 3d. 5. K. to K's 4th.

And the game is drawn.

If Black move, he plays:—

1. K. to his 4th.
2. K. to his 3d. 2. K. to Q's 4th.

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(Were he to move K. to B's 4th, you would win by 3. K. to Q's 4th.)

- |                    |                   |
|--------------------|-------------------|
| 3. K. to B's 3d.   | 3. K. to his 4th. |
| 4. K. to Kt's 3d.  | 4. K. to his 3d.  |
| 5. K. to Kt's 4th. | 5. K. to B's 3d.  |

And by continuing to play thus, Black may always draw the game.

KING AND TWO PAWNS AGAINST  
KING AND THREE PAWNS.

Diagram 36.

With or without the move Black wins.

First, with the move,—

WHITE. BLACK.

1. P. to K. Kt's 6th.
  2. P. to R's 3d, or (A.) 2. K. to Q's 5th.
  3. K. to B's 3d. 3. K. to his 4th.
  4. K. to his 2d. 4. K. to his 5th.
  5. K. to B's sq. 5. K. to Q's 6th.
  6. K. to his sq. 6. K. to K's 6th.
  7. K. to B's sq. 7. K. to Q's 7th.
  8. K. to Kt's sq. 8. K. to his 7th.
  9. K. to R's sq. 9. P. to B's 6th.
  10. P. takes P. 10. K. to B's 7th.
- Winning.

(A.)

2. P. takes P. 2. R. P. takes P.
3. K. to B's sq. 3. K. to his 6th.
4. K. to his sq. 4. K. to Q's 6th.
5. K. to B's sq. 5. K. to Q's 7th.
6. K. to Kt's sq. 6. K. to his 7th.
7. K. to R's sq. 7. P. to B's 6th.

And wins.

Next, if White move first he must equally lose.



WHITE. BLACK.

1. K. to B's 2d. 1. P. to Kt's 6th. (ch.)
2. K. to Kt's sq. 2. K. to his 6th.
3. K. to R's sq. 3. P. to B's 6th.
4. P. takes B. P. 4. K. to B's 7th, &c.

Winning.

No. 33.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | K* | P | | | | |
+---+---+---+---+---+---+---+---+
| | | | R* | P | | K | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | P* | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | R | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 34.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+

```



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```

|||||K*||P*||
+--+--+--+--+--+--+--+--+--+
|||||||P||
+--+--+--+--+--+--+--+--+--+
|||||K|P|||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+

```

WHITE.

No. 35.

BLACK.

```

+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
||P*|P|K*|||P*||
+--+--+--+--+--+--+--+--+--+
||P|||||||
+--+--+--+--+--+--+--+--+--+
||||K|||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+
|||||||
+--+--+--+--+--+--+--+--+--+

```

WHITE.

No. 36.





BLACK.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | K*| P*| P*| P*|
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | K | | P | P |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+

```

WHITE.

No. 37.

BLACK.

```

+---+---+---+---+---+---+---+---+
| | K*| | | | | |
+---+---+---+---+---+---+---+---+
| | | | | P*| P*| P*|
+---+---+---+---+---+---+---+---+
| P | | P | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | K | |
+---+---+---+---+---+---+---+---+

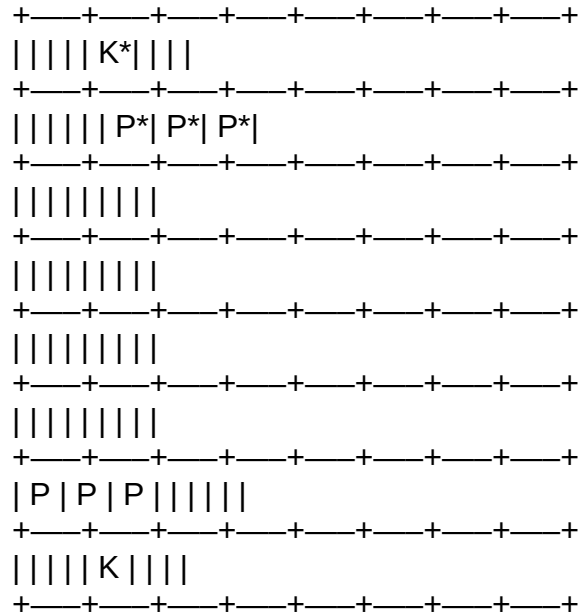
```

WHITE.

No. 38.

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BLACK.



WHITE.

KING AGAINST THREE PASSED PAWNS.

Diagram 37.

WHITE. BLACK.

1. P. to B's 4th.
2. K. to Kt's 2d. 2. P. to R's 4th.
3. K. to Kt's 3d. 3. P. to Kt's 4th.
4. K. to Kt's 2d. 4. P. to B's 5th.
5. K. to B's 3d. 5. P. to R's 5th.
6. K. to Kt's 4th.

And wins; because whatever Pawn is moved, the King takes it.

KING AND THREE PASSED PAWNS AGAINST  
KING AND THREE PASSED PAWNS.

Diagram 38.

WHITE. BLACK.

1. K. to Q's 2d.
2. P. to R's 4th. 2. K. to Q. B's 3d.



3. P. to R's 5th. 3. K. to Kt's 4th.
4. P. to Kt's 4th. 4. P. to R's 4th.
5. P. to B's 4th. (ch.) 5. K. to R's 3d.
6. P. to B's 5th. 6. K. to Kt's 4th.
7. K. to B's 2d. 7. P. to R's 5th.
8. K. to Kt's 2d. 8. P. to Kt's 4th.
9. K. to R's 3d. 9. P. to B's 4th.
10. K. to R's 2d. 10. P. to B's 5th.
11. K. to Kt's 2d. 11. P. to Kt's 5th.
12. K. to Kt's sq. 12. P. to B's 6th.
13. K. to B's 2d. 13. P. to R's 6th.
14. K. to Kt's 3d. 14. Is obliged to move his King, and one of the White Pawns will Queen.

## CHESS PROBLEMS.

## PROBLEM 1.

White to play and mate in two moves.

```

+---+---+---+---+---+---+---+---+
| | | B | | | |
+---+---+---+---+---+---+---+---+
| N | | | | | Q |
+---+---+---+---+---+---+---+---+
| | | | | R | |
+---+---+---+---+---+---+---+---+
| | | P* | | | |
+---+---+---+---+---+---+---+---+
| | R | P* | K* | P* | | |
+---+---+---+---+---+---+---+---+
| P | | | | | |
+---+---+---+---+---+---+---+---+
| | | | P | | |
+---+---+---+---+---+---+---+---+
| | K | | | | N |
+---+---+---+---+---+---+---+---+

```

WHITE.

## PROBLEM 2.

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White to play and mate in two moves.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | B* | | R |
+---+---+---+---+---+---+---+---+
| | P* | | | P* | | | |
+---+---+---+---+---+---+---+---+
| K* | P* | | | N* | R | |
+---+---+---+---+---+---+---+---+
| P | P* | P | | B | | | |
+---+---+---+---+---+---+---+---+
| P | | | | N* | R* | | |
+---+---+---+---+---+---+---+---+
| | | | Q | | | | |
+---+---+---+---+---+---+---+---+
| | K | N | | | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 3.

White to play and mate in three moves.

```

+---+---+---+---+---+---+---+---+
| | | K | | K* | | | N* |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | N | |
+---+---+---+---+---+---+---+---+
| | P | | | N | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | B | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 4.



White to play and mate in three moves.

```
+---+---+---+---+---+---+---+
| N*| | | B | R | | | |
+---+---+---+---+---+---+---+
| | B*| | | K | P*| P*| |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | R*| R | R*| K*| | | N |
+---+---+---+---+---+---+---+
| Q*| | | | | | | |
+---+---+---+---+---+---+---+
| | | N*| | P | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | B*| B | N | | | Q |
+---+---+---+---+---+---+---+
WHITE.
```

PROBLEM 5.

White to play and mate in four moves.

```
+---+---+---+---+---+---+---+
| R*| | | | | N*| |
+---+---+---+---+---+---+---+
| | | B | P*| | N | | N |
+---+---+---+---+---+---+---+
| P*| | B*| Q | | | N*| |
+---+---+---+---+---+---+---+
| | | R*| | | K*| | |
+---+---+---+---+---+---+---+
| | | P*| R | Q*| | |
+---+---+---+---+---+---+---+
| | B | | | B*| | | |
+---+---+---+---+---+---+---+
| K | | | | P | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
WHITE.
```

PROBLEM 6.

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White to play and mate in three moves.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| Q | | | | | N | |
+---+---+---+---+---+---+---+---+
| | | K* | | P | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | K | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 7.

White to play and mate in three moves.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | N | | | | |
+---+---+---+---+---+---+---+---+
| | | P | | | | | |
+---+---+---+---+---+---+---+---+
| Q | | | | | | | |
+---+---+---+---+---+---+---+---+
| | | K* | | P | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | K | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 8.



White to play and checkmate without moving his King.

```
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | K | Q | | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | K*|
+---+---+---+---+---+---+---+
WHITE.
```

PROBLEM 9.

White to play and mate in four moves.

```
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| | | | | | | N |
+---+---+---+---+---+---+---+
| | | | P*| | | |
+---+---+---+---+---+---+---+
| | | K | P*| | P*| | |
+---+---+---+---+---+---+---+
| | | | P*| K*| R*| |
+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+
| P*| Q | | P | P | | | |
+---+---+---+---+---+---+---+
| | Q*| B | | R | | | |
+---+---+---+---+---+---+---+
WHITE.
```

PROBLEM 10.



# Page 140

White to play and mate in three moves.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | B | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | P* | | | |
+---+---+---+---+---+---+---+---+
| | | P | | R | N | K* | |
+---+---+---+---+---+---+---+---+
| | | | | P | |
+---+---+---+---+---+---+---+---+
| | | | | K | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 11.

White to play and mate in four moves.

```

+---+---+---+---+---+---+---+---+
| | | | | B* | | |
+---+---+---+---+---+---+---+---+
| | | | R* | P* | | | |
+---+---+---+---+---+---+---+---+
| | | | P* | | | | R |
+---+---+---+---+---+---+---+---+
| | P | | K* | | B* | | |
+---+---+---+---+---+---+---+---+
| | K | | P* | | | | |
+---+---+---+---+---+---+---+---+
| | | | N | | R | | N |
+---+---+---+---+---+---+---+---+
| | B | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

PROBLEM 12.





White to move his King alone and mate in five moves.

```

+---+---+---+---+---+---+---+---+
| | | | | | | |
+---+---+---+---+---+---+---+---+
| | | | | Q | |
+---+---+---+---+---+---+---+---+
| | | P* | | | | |
+---+---+---+---+---+---+---+---+
| | | P* | | | | |
+---+---+---+---+---+---+---+---+
| | | P | | | | |
+---+---+---+---+---+---+---+---+
| | | | K* | | |
+---+---+---+---+---+---+---+---+
| | | P | | | B |
+---+---+---+---+---+---+---+---+
| | | K | | | |
+---+---+---+---+---+---+---+---+
WHITE.

```

#### SOLUTIONS TO PROBLEMS.

No. 1.

WHITE. BLACK.

1. Q. to K. R's 4th. If 1. K. to K's 4th.
2. Q. to K. B's 6th. (checkmate.)

If 1. K. to Q. B's 4th

2. B. to Q. Kt's 6th. (checkmate.)

If 1. K. to K's 6th.

2. Q. to K. B's 2d. (checkmate.)

No. 2.

WHITE. BLACK.

1. B. to K. Kt's 8th. If 1. B. takes R.
2. R. to Q. R's 7th. (checkmate.)

If 1. Anything else.

2. R. to Q. R's 8th. (checkmate.)

No. 3.

WHITE. BLACK.

1. B. to K. B's 7th. (ch.) 1. Kt. takes B.

2. Kt. to Q. B's 4th. 2. Kt. moves.
3. Kt. to Q's 6th. (checkmate.)



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No. 4.

WHITE. BLACK.

1. Kt. to K. Kt's 3d. 1. K. B. takes P.
2. Kt. to K. B's 3d. (ch.) 2. K. to K. B's 5th.
3. Q. to K. R's 4th. (checkmate.)

No. 5.

WHITE. BLACK.

1. Q. to K's 6th. (ch.) 1. P. takes Q.
2. B. takes P. (ch.) 2. K. takes R.
3. Kt. (at R's 7th.)  
to K. Kt's 5th. (ch.) 3. Q. takes Kt.
4. Kt. to K. Kt's 5th. (checkmate.)

No. 6.

WHITE. BLACK.

1. Kt. to K. R's 4th. 1. K. to Q's 4th.
2. Q. to Q's 6th. (ch.) 2. K. to K's 5th.
3. Q. to Q's 4th. (checkmate.)

No. 7.

WHITE. BLACK.

1. Kt. to K. Kt's 6th. 1. K. to Q's 5th.
2. Q. to Q. B's 3d. (ch.) 2. K. takes P.
3. Q. to Q's 3d. (checkmate.)

No. 8.

WHITE.

1. Q. to Q's sq. (ch.)
2. Q. to K's sq.
3. Q. to Q's 2d.
4. Q. to Q. B's 3d.
5. Q. to Q's 3d.
6. Q. to K's 3d.
7. Q. to K. B's 3d.

BLACK.

1. K. to Kt's 7th.
2. K. to B's 6th.
3. K. to K's 5th.
4. K. to B's 5th.
5. K. to Kt's 5th.
6. K. to R's 5th.
7. K. to Kt's 4th.

- |                                 |                    |
|---------------------------------|--------------------|
| 8. Q. to K's 4th.               | 8. K. to R's 4th.  |
| 9. Q. to K. B's 4th.            | 9. K. to Kt's 3d.  |
| 10. Q. to K's 5th.              | 10. K. to R's 3d.  |
| 11. Q. to K. B's 5th.           | 11. K. to Kt's 2d. |
| 12. Q. to K's 6th.              | 12. K. to R's sq.  |
| 13. Q. to Q's 7th.              | 13. K. to Kt's sq. |
| 14. Q. to K's 7th.              | 14. K. to R's sq.  |
| 15. Q. to K. B's 8th. (ch.)     | 15. K. to R's 2d.  |
| 16. Q. to K. B's 6th.           | 16. K. to Kt's sq. |
| 17. Q. to K. R's 6th.           | 17. K. to B's 2d.  |
| 18. Q. to Kt's 5th.             | 18. K. to K's 3d.  |
| 19. Q. to B's 4th.              | 19. K. to K's 2d.  |
| 20. Q. to B's 5th.              | 20. K. to K's sq.  |
| 21. Q. to Q's 7th. (ch.)        | 21. K. to B's sq.  |
| 22. Q. to K. R's 7th.           | 22. K. to K's sq.  |
| 23. Q. to K. Kt's 7th.          | 23. K. to Q's sq.  |
| 24. Q. to Q's 7th. (checkmate.) |                    |

No. 9.

WHITE. BLACK.

- |                                |                           |
|--------------------------------|---------------------------|
| 1. Q. to K's 5th. (ch.)        | 1. K. takes Q.            |
| 2. P. to Q's 4th. (ch.)        | 2. P. takes P. in passing |
| 3. P. takes P. (dis. ch.)      | 3. R. to K's 5th.         |
| 4. P. to Q's 4th. (checkmate.) |                           |

No. 10.

WHITE. BLACK.

- |                                 |                           |
|---------------------------------|---------------------------|
| 1. Kt. to K's 5th. (dis. ch.)   | 1. K. to B's 5th. (best.) |
| 2. K. Kt's P. two.              | 2. K. takes R.            |
| 3. B. to Kt's 5th. (checkmate.) |                           |

## Page 142

No. 11.

WHITE. BLACK.

1. R. to K. R's 4th. 1. B. takes Kt. (at Bl. Q's 6th.)
2. Kt. to K. Kt's 5th. 2. P. to K's 3d.
3. R. takes P. (ch.) 3. K. to K's 4th.
4. R. takes B. (disc. checkmate.)

No. 12.

WHITE BLACK.

1. K. to K's sq. 1. K. to K's 5th.
2. K. to K's 2d. 2. K. to B's 4th.
3. K. to B's 3d. 3. K. to K's 3d.
4. K. to B's 4th. 4. K. to Q's 3d.
5. K. to B's 5th. (disc. ch.)

THE END.

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	a text search on that tag, the reader may easily locate	
	the game in the text above.	

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{PGN 01}

[Event "Blindfold Exhibition"] [Site "Paris, FRA"] [Date "?????.???.???"] [Round "?"] [White "Morphy"] [Black "Boucher"] [Result "1-0"] [ECO "C62"] [Annotator "The Blue Book of Chess, Game I., p. 57."] [PlyCount "53"]

1. {Mr. Morphy plays without seeing the Chess board or men, against M. Boucher, at Paris.} e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 Nc6 5. Bb5 Bd7 6. Bxc6 Bxc6 7. Bg5 f6 8. Bh4 Nh6 9. Nc3 Be7 10. O-O O-O 11. Qc4+ Kh8 12. Nd4 Qd7 13. Rad1 Rf7 14.



f4 a5 15. f5 Rff8 16. Ne6 Rg8 17. a4 Ng4 18. Qe2 Ne5 19. Bg3 Qc8 {To enable him to capture the Bishop, which is about to take the Kt., with the Q's Pawn.} 20. Bxe5 dxe5 21. Rf3 {The attack looks already irresistible, but the actual finish is charmingly accomplished.} Bd7 {By this move Black may be said to lose a Piece. His best course—but that a bad one—was possibly to retreat his Bishop to K's square.} 22. Rh3 {Threatening mate in two moves.} h6 23. Qd2 Kh7 {To avert the promised mate, by Rxh6+, etc.} 24. Qxd7 Bd6 25. Rxh6+ {The termination is very pretty—quite an elegant little problem.} Kxh6 26. Rd3 {And Black has no possible means of escape; for, if he play Qe8, White simply captures the Queen for nothing; if Bc5+, then follows Kf1, etc.} Kh5 27. Qf7+ {And wins; the battle having lasted about seven hours.} 1-0



## Page 144

{PGN 02}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Morphy"] [Black "Harrwitz"]  
[Result "0-1"] [ECO "C62"] [Annotator "The Blue Book of Chess, Game II., p. 58."]  
[PlyCount "69"]

1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 Nc6 5. Bb5 Bd7 6. Bxc6 Bxc6 7. Bg5 f6 8. Bh4 Nh6 9. Nc3 Be7 10. O-O Qd7 11. Rad1 O-O 12. Qc4+ Rf7 13. Nd4 Ng4 14. h3 Ne5 15. Qe2 g5 {Very imprudent in such a position and against such an opponent. It must be admitted, however, that Black has no good move at this crisis.} 16. Bg3 Rg7 17. Nf5 Rg6 18. f4 gxf4 19. Rxf4 Kh8 20. Rh4 Bf8 21. Bxe5 fxe5 22. Rf1 Qe6 23. Nb5 Qg8 24. Rf2 a6 25. Nxc7 {Perfectly sound, as the sequel shows.} Rc8 26. Nd5 Bxd5 27. exd5 Rc7 ({Taking the Pawn would have been injudicious; for example,} 27... Qxd5 28. Rxh7+ Kxh7 {best} 29. Qh5+ Bh6 30. Nxx6 Rxh6 31. Qf5+ Kg7 {Anything.} 32. Qxc8) 28. c4 Be7 29. Rh5 Qe8 30. c5 {The first step in a combination of admirable daring and ingenuity.} Rxc5 31. Rxh7+ Kxh7 32. Qh5+ Kg8 33. Nxe7+ Kg7 {Had he taken the Knight it would have cost him his Queen.} 34. Nf5+ Kg8 35. Nxd6 {And Black cannot possibly save the game.} 0-1

{PGN 03}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Morphy"] [Black "Harrwitz"]  
[Result "0-1"] [ECO "C62"] [Annotator "The Blue Book of Chess, Game III., p. 59."]  
[PlyCount "80"]

1. e4 e5 2. Nf3 d6 3. d4 exd4 4. Qxd4 Nc6 5. Bb5 Bd7 6. Bxc6 Bxc6 7. Bg5 Nf6 8. Nc3 Be7 9. O-O-O O-O 10. Rhe1 h6 11. Bh4 Ne8 12. Bxe7 Qxe7 13. e5 Bxf3 14. gxf3 Qg5+ 15. Kb1 dxe5 16. Rxe5 Qg2 17. Nd5 Qxh2 18. Ree1 Qd6 19. Rg1 Kh7 20. Qe3 f5 21. Nf4 Qb6 22. Qe2 Rf7 23. Qc4 Qf6 24. Nh5 {This looks promising, but does not turn out well. He had better, perhaps, have played Rg6.} Qe7 25. Rde1 Qd7 26. a3 Nd6 27. Qd4 Rg8 28. Rg2 b6 29. Reg1 Ne8 30. Qc3 f4 {Well played. White must now beware, for his Kt. is in sore peril.} 31. Rh1 {This will not save the Kt. The best move was Rg4.} g6 32. Rhg1 Qd5 33. Qe1 gxh5 34. Rg5 {Merely desperate.} Qxf3 35. Qe5 Rf6 36. Qe7+ Rg7 37. Qxe8 hxg5 38. Qe1 Qc6 39. f3 Re6 40. Qf2 Rge7 0-1

{PGN 04}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Bird"] [Black "Morphy"]  
[Result "0-1"] [ECO "C41"] [Annotator "The Blue Book of Chess, Game IV., p. 60."]  
[PlyCount "58"]

1. e4 e5 2. Nf3 d6 3. d4 f5 4. Nc3 fxe4 5. Nxe4 d5 6. Ng3 e4 7. Ne5 Nf6 8. Bg5 Bd6 9. Nh5 O-O 10. Qd2 Qe8 11. g4 Nxg4 12. Nxg4 Qxh5 13. Ne5 Nc6 14. Be2 Qh3 15.



Nxc6 bxc6 16. Be3 Rb8 17. O-O-O Rxf2 18. Bxf2 Qa3 19. c3 Qxa2 20. b4 Qa1+ 21. Kc2 Qa4+ 22. Kb2 Bxb4 23. cxb4 Rxb4+ 24. Qxb4 Qxb4+ 25. Kc2 e3 26. Bxe3 Bf5+ 27. Rd3 Qc4+ 28. Kd2 Qa2+ 29. Kd1 Qb1+ 0-1

{PGN 05}

[Event "?"] [Site "?"] [Date "?????.??.?"] [Round "?"] [White "?"] [Black "?"] [Result "0-1"]  
[ECO "C41"] [Annotator "The Blue Book of Chess, Game V., p. 60."] [PlyCount "56"]

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1. e4 e5 2. Nf3 d6 3. d4 f5 4. dxe5 fxe4 5. Ng5 d5 6. f4 {This is not the proper move; he should play e6.} Bc5 7. c4 c6 8. Nc3 Ne7 9. h4 h6 10. Nh3 O-O 11. Na4 Bb4+ 12. Bd2 Bxd2+ 13. Qxd2 d4 14. c5 b5 15. cxb6 axb6 16. b3 Be6 17. Be2 Nf5 18. Ng1 Ng3 19. Rh2 e3 20. Qb2 d3 21. Bf3 Rxf4 22. O-O-O Rfxa4 23. bxa4 Rxa4 24. a3 Rc4+ 25. Kb1 Rc2 26. Qb4 Na6 27. Qf4 Nc5 28. Qxg3 {And Black mates in two moves.} — 0-1

{PGN 06}

[Event "Blindfold Exhibition"] [Site "Paris, FRA"] [Date "????.??.???"] [Round "?"] [White "Morphy"] [Black "Potier"] [Result "1-0"] [ECO "C42"] [Annotator "The Blue Book of Chess, Game I., p. 65."] [PlyCount "49"]

1. {Mr. Morphy plays without seeing the Chess-board or men, against M. Potier, at Paris.} e4 e5 2. Nf3 Nf6 3. Bc4 Nxe4 4. Nc3 Nf6 {It is to be regretted that Mr. Potier did not take the Kt. rather than retreat, as many amateurs would have been pleased to see Mr. Morphy carrying out the attack of this interesting and comparatively novel debut.} 5. Nxe5 d5 6. Bb3 Be7 7. d4 c6 8. O-O Nbd7 9. f4 Nb6 10. Qf3 h5 11. f5 Qc7 12. Bf4 Bd6 13. Rae1 Kf8 14. Qg3 h4 15. Ng6+ {Finely played.} Kg8 16. Bxd6 hxg3 17. Bxc7 fxg6 18. fxg6 gxh2+ 19. Kh1 Bg4 20. Re7 Nbd7 21. Be5 Kf8 22. Rf7+ {The termination of this partie is remarkably elegant and finished.} Kg8 23. Nxd5 cxd5 24. Bxd5 Nb6 25. Bb3 1-0

{PGN 07}

[Event "?"] [Site "?"] [Date "1837.??.???"] [Round "?"] [White "Petroff"] [Black "3 Russian Amateurs"] [Result "0-1"] [ECO "C43"] [Annotator "The Blue Book of Chess, Game II., p. 66."] [PlyCount "53"]

1. e4 e5 2. Nf3 Nf6 3. d4 Nxe4 4. Bd3 d5 5. Nxe5 Bd6 6. O-O O-O 7. c4 f5 8. f4 c6 9. Be3 Be6 10. cxd5 cxd5 11. Nc3 Nc6 12. Rc1 Rf6 {This unfortunate counter attack is admirably taken advantage of by M. Petroff.} 13. Bxe4 fxe4 14. Nb5 Ne7 15. Nxd6 Qxd6 16. g4 g6 {They do not appear to have had a better move.} 17. f5 {Well played.} gxf5 18. Bg5 Rff8 19. Bh6 Rfc8 {It would have been better to leave the Rook en prise, and advance f4.} 20. Qd2 Qd8 21. Rxc8 Rxc8 22. gxf5 Nxf5 23. Qg2+ Kh8 24. Rxf5 Qg8 25. Rf6 Bh3 26. Qg3 Qxg3+ 27. hxg3 0-1

{PGN 08}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Tchigorin"] [Black "Pillsbury, H. N."] [Result "0-1"] [ECO "C49"] [Annotator "The Blue Book of Chess, Game III., p. 67."] [PlyCount "52"]



1. {Notes by Jas. Mason.} e4 e5 2. Nf3 Nf6 3. Nc3 Nc6 4. Bb5 Bb4 5. O-O O-O 6. d3 d6 7. Bg5 {In this familiar 'double Lopez' predicament, Bxc6 is highly recommended, if a dull but durable kind of game is desired.} Bxc3 8. bxc3 Ne7 {... Something like a leap in the dark. If the doubled Pawn can be 'dissolved' betimes, or the open file well used in attack, a safe landing may be confidently expected.} 9. Bxf6 gxf6 10. Qd2 Ng6 11. Kh1 {More or less necessary, sooner or later. Black does not attempt to dissolve, just here; for then Qh6, threatening Ng5, might be

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uncomfortable.} Kh8 12. d4 Rg8 13. Bd3 Qe7 14. Rab1 {Routine—indirectly including the questionable 16. d5?. At once Ng1, to be speedily followed by g3 and f4, would have given the matter another and perhaps very different complexion.} b6 15. Ng1 Be6 \$1 16. d5 \$2 Bd7 17. g3 Rg7 18. Rbe1 Rag8 {... The difference is in favor of the young American representative, who presses it fully.} 19. f3 {Manifestly weakening. The Russian champion feels himself on the defensive, and at a loss how to continue. Thus the text move may be as good as any other.} h5 \$1 20. Re2 Nf8 21. f4 exf4 22. Qxf4 Nh7 23. Nf3 Bg4 24. Nd4 {Nh4 would be much stronger, the importance of halting the advancing Rook Pawn duly considered. Going from bad to worse, the downright blunder two moves later caps the climax—and more need not be said.} h4 \$1 25. Re3 Qe5 26. gxh4 \$2 Bf3+ 0-1

{PGN 09}

[Event "?"] [Site "?"] [Date "??????"] [Round "?"] [White "Cochrane"] [Black "Staunton"] [Result "1-0"] [ECO "C40"] [Annotator "The Blue Book of Chess, Game I., p. 72."] [PlyCount "39"]

1. e4 e5 2. Nf3 d5 3. Nxe5 Qe7 4. d4 f6 5. Nc3 fxe5 6. Nxd5 Qf7 7. Bc4 Be6 8. O-O c6 9. f4 cxd5 10. fxe5 Qd7 11. exd5 Bxd5 12. e6 Qc6 13. Qh5+ g6 14. Qxd5 Ne7 15. Qe5 Qxc4 16. Qxh8 Nf5 17. Bh6 Qb4 18. Qxf8+ Qxf8 19. Bxf8 Kxf8 20. g4 1-0

{PGN 10}

[Event "?"] [Site "?"] [Date "??????"] [Round "?"] [White "Jaenisch"] [Black "Petroff"] [Result "1-0"] [ECO "C40"] [Annotator "The Blue Book of Chess, Game II., p. 73."] [PlyCount "73"]

1. e4 e5 2. Nf3 d5 3. Nxe5 Qe7 4. d4 f6 5. Nf3 dxe4 6. Nfd2 f5 7. Be2 Nc6 8. Nb3 Nf6 9. O-O Qf7 10. c4 Bd7 11. Bf4 O-O-O 12. Nc3 h6 13. a3 g5 14. Bd2 f4 15. d5 Ne5 16. Nd4 Bc5 17. Be1 Rhg8 18. b4 Be7 19. f3 e3 20. Qb3 g4 21. c5 gxf3 22. Nxf3 Nxf3+ 23. Bxf3 Ng4 24. Qc4 Kb8 25. Qe4 Rde8 26. d6 Bc6 27. Qd4 Bxf3 28. Rxf3 Bg5 29. Nb5 c6 30. d7 Re6 31. Bg3 cxb5 {If Black had taken fxg3 at this point, the following moves show that he would have equally lost:—} (31... fxg3 32. Qxg4 gxh2+ 33. Kh1 Qxd7 34. Qg3+ {and wins.}) 32. Bxf4+ Ne5 33. Bxe5+ Rxe5 34. Qxe5+ Ka8 35. Rxf7 e2 36. Qe8+ Rxe8 37. dxe8=Q+ {and wins.} 1-0

{PGN 11}

[Event "?"] [Site "?"] [Date "??????"] [Round "?"] [White "Capdebo"] [Black "Harrwitz, D."] [Result "0-1"] [ECO "C54"] [Annotator "The Blue Book of Chess, Game I., p. 79."] [PlyCount "42"]



1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 d5 9. exd5 Nxd5 10. Qe2+ Be6 11. Bb5 O-O 12. Bxc6 bxc6 13. O-O Rb8 14. b3 Nf4 15. Qa6 Re8 16. Rfe1 Qd7 17. Ne5 Qxd4 18. Ndf3 Qb6 19. Qxb6 Rxb6 20. Rac1 f6 21. Nc4 Ra6 {And Black ultimately won.} 0-1

{PGN 12}

[Event "?"] [Site "Philadelphia Athenaeum, PA, USA"] [Date "????.??.??"] [Round "?"]  
[White "McCabe"] [Black "Montgomery, H. P."] [Result "0-1"] [ECO "C53"] [Annotator  
"The Blue Book of Chess, Game II. p. 80"] [PlyCount "46"]

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1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 f5 5. d3 Nf6 6. exf5 d5 7. Bb5 Qd6 8. O-O O-O  
9. b4 Bb6 10. h3 Bxf5 11. Bxc6 bxc6 12. d4 e4 13. Ne5 a5 14. Ba3 axb4 15. Bxb4 c5  
16. dxc5 Bxc5 17. Bxc5 Qxc5 18. Qd4 Qd6 19. Ng4 Bxg4 20. hxg4 Nxg4 21. g3 Qh6  
22. Rd1 Qh2+ 23. Kf1 Rxf2+ {and wins.} 0-1

{PGN 13}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Staunton, Howard"] [Black  
"Horwitz"] [Result "1-0"] [ECO "C53"] [Annotator "The Blue Book of Chess, Game III., p.  
80"] [PlyCount "143"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 d6 5. d4 exd4 6. cxd4 Bb6 7. Nc3 Bg4 8. Be3  
Nf6 9. a3 O-O 10. Be2 Re8 11. d5 Ne5 12. Nxe5 Bxe2 13. Qxe2 Rxe5 14. Bxb6 axb6  
15. O-O Nxe4 16. Nxe4 f5 17. f3 fxe4 18. fxe4 Qe7 19. Rae1 Re8 20. Rf4 h6 {Black  
would have gained no advantage by Rxd5 at this juncture, or by advancing g5 to attack  
the Rook. The move in the text was not made without due deliberation, and we believe  
it the best on the board.} 21. Qf3 {White designedly gives up the Queen's Pawn, to get  
a counter attack with his combined forces.} Rxd5 22. Rf1 {Qb3 would have been worse  
than useless.} Re5 23. Rf7 Qe6 ({Had he gone Qd8, to protect his threatened Pawn,  
White would have won the g7 Pawn. e.g.} 23... Qd8 24. Rxc7 Rxe4 25. Rxb7 d5 26. h3 {A most  
important move. Black dare not now advance d4 on account of Qf7+, which would  
enable White to double his Rooks on the adversary's g7, and thus win easily.} Re1 27.  
Rxe1 Qxe1+ 28. Qf1 (28. Kh2 {would have been very bad play, because} Qe5+ 29.  
Qg3 Qxg3+ 30. Kxg3 Re3+ 31. Kh2 Rb3) 28... Qe3+ 29. Qf2 Qc1+ 30. Kh2 Rf8 31.  
Qd4 Rf6 {He could not save all the Pawns attacked.} 32. Qxd5+ Kh7 33. Qe5 Rg6  
{Threatening Rxg2, and then Qc6+.} 34. Re7 Qd2 35. Qe4 Qd6+ 36. Re5 Kg8 37.  
Qd5+ Qxd5 38. Rxd5 Kf7 39. Rb5 Ke7 40. g4 Kd7 41. Kg3 Kc6 42. Re5 Rd6 43. Re3  
Kc5 44. h4 g6 45. Kf4 Kd4 46. Re4+ Kd5 47. Re8 Rf6+ 48. Ke3 Kc4 49. Re4+ Kd5  
50. Rf4 Rc6 51. Rb4 Re6+ 52. Kd3 Rf6 53. Rb5+ {Ke3 would have been better.} Kc6  
54. Re5 Kd6 55. Rb5 Kc6 56. Rb4 Rf3+ 57. Ke2 Rh3 58. Rf4 Rxh4 59. Rf6+ Kb5  
60. Rxg6 Rh2+ 61. Kf3 Rxb2 62. Rxh6 Rb3+ 63. Kf4 Rxa3 64. g5 Ra1 65. Rh4 Kc5  
66. g6 Ra7 67. Kf5 b5 68. Rg4 b4 {This was ill-judged. He should have played Rg7, or  
Ra8.} 69. g7 Rxg7 70. Rxg7 b3 71. Ke4 Kb4 72. Kd3 1-0

{PGN 14}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Horwitz"] [Black "Staunton,  
Howard"] [Result "0-1"] [ECO "C54"] [Annotator "The Blue Book of Chess, Game IV., p.  
83."] [PlyCount "64"]

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1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d3 d6 6. Ng5 O-O 7. f4 d5 8. exd5 Nxd5 9. Bxd5 Qxd5 10. Qf3 Rd8 {From this point we look upon the game as virtually lost for White.} 11. Qxd5 Rxd5 12. Ke2 ({Probably his best move. Had he played} 12. b4 Nxb4 13. cxb4 Bd4 {winning the exchange.}) 12... Bg4+ 13. Nf3 Rad8 14. d4 {As good a move, perhaps, as he had on the board. By playing Rd1, he would evidently have lost a Piece.} exd4 15. c4 Re8+ 16. Kf2 {Well conceived. Tempting Black to open the discovered check, which would cost him 'the exchange.} Rd7 17. Nbd2 d3+ 18. Kg3 Bxf3 19. Nxf3 Re2 20. Bd2 Rd6 21. Rad1 Rg6+ 22. Kh3 {Interposing Ng5, and then pushing f5 on the Rook afterwards, would have been unwise, on account of Bd6+, etc.} Rh6+ 23. Nh4 Be7 24. g3 Nd4 25. Bc3 Ne6 {Threatening, if White took at d3, to win a Piece.} 26. Kg4 Bxh4 27. gxh4 Re4 28. Rhf1 Rg6+ 29. Kf5 Re3 30. h5 Rg2 31. h4 Nc5 32. Rfe1 g6+ {And then Black mates in two moves.} 0-1

{PGN 15}

[Event "?"] [Site "?"] [Date "?????.???.?"] [Round "?"] [White "Staunton, Howard"] [Black "St. Amant"] [Result "1-0"] [ECO "C53"] [Annotator "The Blue Book of Chess, Game V. p. 84."] [PlyCount "59"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. d4 exd4 {The proper move is Bb6. Taking the Pawn gives an immediate advantage to White.} 6. O-O Ne5 7. Nxe5 Qxe5 8. f4 dxc3+ 9. Kh1 Qd4 10. Qb3 Nh6 11. Nxc3 O-O 12. h3 {If White play f5 at this point, his opponent may move Ng4, threatening to play afterwards Qg1+, and then mate with Nf2+.} c6 13. f5 Qf6 14. e5 {From this move the attack is very lively and interesting.} Qh4 15. Bxh6 Qxh6 16. Ne4 Bd4 17. Nd6 Qh5 18. Bxf7+ Rxf7 19. g4 Bxe5 {There appears to be nothing better, bad as this is.} 20. Rae1 Qxh3+ 21. Qxh3 Bxd6 22. Re8+ Bf8 23. Rfe1 d5 24. Rd8 Rd7 25. Ree8 Rxd8 26. Rxd8 b6 27. Qe3 Bb7 28. Rxa8 Bxa8 29. Qe6+ Kh8 30. Qf7 1-0

{PGN 16}

[Event "?"] [Site "?"] [Date "?????.???.?"] [Round "?"] [White "2 Amateurs of Utica, NY"] [Black "Cheney, of Syracuse, NY"] [Result "0-1"] [ECO "C54"] [Annotator "The Blue Book of Chess, Game VI., p. 85."] [Mode "PM"] [PlyCount "58"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. d4 exd4 6. e5 d5 7. Bb5 Ne4 8. Bxc6+ bxc6 9. cxd4 Bb6 10. O-O Bg4 11. Be3 O-O 12. h3 Bh5 13. g4 Bg6 14. Nh2 f5 15. f3 Ng3 16. Re1 f4 17. Bf2 Qe7 18. Nc3 h5 19. Qa4 Be8 20. b4 Qe6 21. Qb3 Bd7 22. Ne2 h4 23. Nf1 a5 24. Nfxg3 hxg3 25. Bxg3 fxg3 26. a3 Qh6 27. Kg2 Bxg4 28. fxg4 Bxd4 29. Rad1 — {Black announced mate in four moves.} 0-1

{PGN 17}





[Event "?"] [Site "?"] [Date "?????.??.?"] [Round "?"] [White "Popert"] [Black "A Fine Player of London"] [Result "1-0"] [ECO "C54"] [Annotator "The Blue Book of Chess, Game VII., p. 85"] [PlyCount "57"]

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1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Nf6 5. O-O {O-O before c3, and before the adverse Nf6, appears safer play} Nxe4 6. d4 d5 7. Bb5 exd4 8. cxd4 Bd6 9. Ne5 Bxe5 10. dxe5 O-O 11. f4 f5 12. Nc3 Be6 13. Be3 a6 14. Bxc6 bxc6 15. Rc1 {Threatening Nxe4, and then Rxc6.} Qe8 16. Qc2 {Intending again Nxe4, and thus win a Pawn.} Rb8 17. Nxe4 fxe4 18. Qxc6 Rxb2 19. Qxe8 Rxe8 20. f5 {Well played, the advance of this Pawn secures to him an irresistible attack.} Bc8 21. Rxc7 Re2 22. Bd4 Rd2 {Note: This move was given as the impossible 'Rd3'.} 23. Bc3 Rd1 24. f6 gxf6 25. exf6 Be6 26. Rg7+ Kh8 27. Be5 Bg8 28. Re7 Bf7 29. — {White now checkmates in two more moves.} 1-0

{PGN 18}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Buckle"] [Black "Harrwitz"] [Result "1-0"] [ECO "C50"] [Annotator "The Blue Book of Chess, Game VIII., p. 86."] [PlyCount "95"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. O-O Nf6 5. Nc3 d6 6. h3 O-O 7. d3 Be6 8. Bb3 Ne7 9. Ne2 Ng6 10. Ng3 c6 11. c3 d5 12. d4 dxe4 13. dxc5 exf3 14. Qxf3 Bxb3 15. axb3 Nd5 16. Nf5 {This is a very attacking position for the Kt., and generally occasions great embarrassment to an adversary.} b6 17. cxb6 Qxb6 18. c4 Ndf4 19. Bxf4 Nxf4 20. Rfd1 {Prudently taking possession of an 'open file.'} Qc7 21. Qxc6 Rfc8 22. Qxc7 Rxc7 23. Nd6 Ne2+ 24. Kf1 Nd4 25. b4 f5 26. c5 Rb8 27. Ra4 g6 28. Rda1 Nc2 29. Rxa7 Rxa7 30. Rxa7 Nxb4 31. Rb7 {White plays with remarkable care and judgment here.} Rxb7 32. Nxb7 Kf7 33. Ke2 Ke7 34. Kd2 Kd7 35. Na5 Na6 36. Nb3 Kc6 37. Kc3 Nxc5 38. Nxc5 Kxc5 39. h4 h6 40. f3 g5 41. h5 e4 42. fxe4 fxe4 43. g4 Kd5 44. b4 Ke5 45. b5 Kf4 46. b6 e3 47. b7 Kf3 48. b8=Q {And wins. The termination of this game is an improving lesson in Pawn play.} 1-0

{PGN 19}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Morphy"] [Black "Anderssen"] [Result "0-1"] [ECO "C52"] [Annotator "The Blue Book of Chess, Game I., p. 91."] [PlyCount "144"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O Nf6 8. e5 d5 9. Bb5 Ne4 10. cxd4 O-O 11. Bxc6 bxc6 12. Qa4 Bb6 13. Qxc6 Bg4 14. Bb2 Bxf3 15. gxf3 Ng5 16. Nd2 Re8 17. Kh1 Nh3 18. f4 Qh4 19. Qxd5 Nxf2+ 20. Kg1 Nd3 21. Bc3 Nxf4 22. Qf3 Nh3+ 23. Kh1 Ng5 24. Qg2 Rad8 25. Rg1 h6 26. Raf1 Qh3 27. Qc6 Qd7 28. Qg2 Bxd4 29. Bxd4 Qxd4 30. Nf3 Qd5 31. h4 Ne6 32. Qg4 Qc6 33. Rg2 Rd3 34. Qf5 Red8 35. Qf6 Qd5 36. Qf5 Rd1 37. Rxd1 Qxd1+ 38. Kh2 Rd3 39. Rf2 Re3 40. Nd2 Re2 41. Qxf7+ Kh8 42. Ne4 Rxf2+ 43. Nxf2 Qd5 44. Ng4 Qxa2+ 45. Kg3 Qb3+ 46. Kh2 Qc2+ 47. Kg3 Qc3+ 48. Kh2 Qc6 49. h5 a5 50. Nf6 gxf6 51. Qxf6+ Kg8 52. Qg6+ Kf8 53. Qxh6+ Ke8 54. Qg6+ Kd7 55. h6 Qd5 56. h7 Qxe5+ 57. Kg1 Ng5 58. h8=Q Qxh8 59. Qxg5 Qd4+ 60. Kf1 a4 61. Qf5+ Kc6 62. Qc8 Kb5 63.



Ke1 c5 64. Qb7+ Kc4 65. Qf7+ Kc3 66. Qf3+ Qd3 67. Qf6+ Kb3 68. Qb6+ Kc2 69.  
Qa7 Qc3+ 70. Ke2 a3 71. Qa4+ Kb2 72. Qb5+ Qb3 0-1

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{PGN 20}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "?"] [Black "Mead of NY, USA"] [Result "0-1"] [ECO "C52"] [Annotator "The Blue Book of Chess, Game II., p. 92."] [PlyCount "74"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. O-O Nge7 7. d4 exd4 8. Ng5 Ne5 9. Bb3 d5 10. exd5 h6 11. f4 Bg4 12. Qe1 hxg5 13. fxe5 Nxd5 14. Qg3 Be2 15. Ba4+ c6 16. Bxg5 Qb6 17. c4 d3+ 18. Rf2 Qb2 19. cxd5 Qxa1 20. a3 Bb6 21. dxc6 Bxf2+ 22. Kxf2 Qd4+ 23. Be3 Qxa4 24. cxb7 Rb8 25. Qxg7 Qh4+ 26. Kg1 Rxb7 27. Nd2 Qh7 28. Qf6 O-O 29. Qc6 Re7 30. Ne4 Qg6 31. Nf6+ Kh8 32. Qd6 Rg8 33. Nxc8 Qxd6 34. exd6 Rxe3 35. d7 d2 36. d8=Q d1=Q+ 37. Qxd1 Bxd1 0-1

{PGN 21}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Anderssen"] [Black "Hillel"] [Result "1-0"] [ECO "C51"] [Annotator "The Blue Book of Chess, Game III., p. 93."] [PlyCount "73"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. O-O Bb6 8. cxd4 d6 9. h3 Qf6 10. Bb2 Nh6 11. Nbd2 O-O 12. e5 dxe5 13. dxe5 Qe7 14. Ne4 Be6 15. Bd3 Bf5 16. Nf6+ gxf6 17. exf6 Qe8 18. Qd2 Be3 19. fxe3 Bxd3 20. Qxd3 Rd8 21. Qa3 Nf5 22. Rae1 Qe4 23. Ng5 Qh4 24. e4 Nfd4 25. Nf3 Nxf3+ 26. Qxf3 Rd2 27. Bc3 Rxa2 28. e5 Nd4 29. Bxd4 Qxd4+ 30. Kh1 Kh8 31. Re4 Qb2 32. Rh4 Qxe5 33. Qd3 h5 34. Qf5 Qxf5 35. Rxf5 Kh7 36. Rg5 Kh6 37. Rhxh5# 1-0

{PGN 22}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Marache"] [Black "Morphy"] [Result "0-1"] [ECO "C52"] [Annotator "The Blue Book of Chess, Game IV., p. 94."] [PlyCount "40"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4 Bxb4 5. c3 Ba5 6. d4 exd4 7. e5 d5 8. exd6 Qxd6 9. O-O Nge7 10. Ng5 O-O 11. Bd3 Bf5 12. Bxf5 Nxf5 13. Ba3 Qg6 14. Bxf8 Qxg5 15. Ba3 dxc3 16. Bc1 Qg6 17. Bf4 Rd8 18. Qc2 Ncd4 19. Qe4 Ng3 20. Qxg6 Nde2# 0-1

{PGN 23}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "der Laza, Von H."] [Black "M"] [Result "1-0"] [ECO "C57"] [Annotator "The Blue Book of Chess, Game I., p. 96."] [PlyCount "47"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5 6. Nxf7 Kxf7 7. Qf3+ Ke6 8. Nc3 Nce7 9. d4 b5 10. Nxb5 c6 11. Nc3 Qb6 12. dxe5 Bb7 13. Ne4 Qb4+ 14. Bd2



Qxc4 15. Qg4+ Kxe5 16. f4+ Kd4 17. c3+ Nxc3 18. Bxc3+ Kxe4 19. f5+ Kd5 20. O-O-O+ Kc5 21. b4+ Kb5 22. a4+ Kxa4 23. Qxc4 Nd5 24. Kb2 1-0

{PGN 24}

[Event "?"] [Site "?"] [Date "?????.???.??"] [Round "?"] [White "M, Berlin Chess Club"]  
[Black "H, Berlin Chess Club"] [Result "1-0"] [ECO "C57"] [Annotator "The Blue Book of  
Chess, Game II., p. 96."] [PlyCount "49"]

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5 d5 5. exd5 Nxd5 6. Nxf7 Kxf7 7. Qf3+ Ke6 8.  
Nc3 Nce7 9. d4 c6 10. dxe5 Ng6 11. O-O Bb4 12. Nxd5 cxd5 13. Rd1 Ne7 {Better  
dxc4, and give up the Queen.} 14. Bg5 Rf8 15. Bxe7 Kxe7 16. Qg3 Bc5 17. Rxd5  
Bxf2+ 18. Kh1 Qb6 19. Qa3+ Ke8 20. Qa4+ Ke7 21. Rad1 Rf5 22. Rd7+ Kf8 23.  
Rd8+ Ke7 24. R1d7+ {He might have mated the King on the move Qe8#} Bxd7 25.  
Qxd7# 1-0

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{PGN 25}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Anderssen"] [Black "Morphy"] [Result "1/2-1/2"] [ECO "C77"] [Annotator "The Blue Book of Chess, Game I., p. 98."] [PlyCount "88"]

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3 Bc5 6. c3 b5 7. Bc2 d5 8. exd5 Nxd5 9. h3 O-O 10. O-O h6 11. d4 exd4 12. cxd4 Bb6 13. Nc3 Ndb4 14. Bb1 Be6 15. a3 Nd5 16. Ne2 Nf6 17. Be3 Re8 18. Ng3 Bc4 19. Nf5 Bxf1 20. Qxf1 Ne7 21. N3h4 Nxf5 22. Nxf5 Qd7 23. Bxh6 gxh6 24. Qc1 Bxd4 25. Qxh6 Re1+ 26. Kh2 Ne4 27. Bxe4 Rxe4 28. Qg5+ Kf8 29. Qh6+ Ke8 30. Nxd4 Qd6+ 31. Qxd6 cxd6 32. Rd1 Kf8 33. Rd2 Rae8 34. g4 R8e5 35. f3 Re1 36. h4 Rd5 37. Kg3 a5 38. h5 Kg8 39. Kf2 Re8 40. Kg3 Kh7 41. Kf4 Re7 42. Kg3 f6 43. Kf4 Re8 44. Kg3 Re7 1/2-1/2

{PGN 26}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Lasker, E."] [Black "Steinitz, Wm."] [Result "1-0"] [ECO "C62"] [Annotator "The Blue Book of Chess, Game II., p. 99."] [PlyCount "91"]

1. e4 e5 2. Nf3 Nc6 3. Bb5 d6 4. d4 Bd7 5. Nc3 Nge7 6. Be3 {White in this instance had probably made up his mind to adopt the plan frequently employed by Gunsberg in the Giuoco Piano, namely, playing Qd2 and O-O-O rapidly. —Gunsberg.} Ng6 {Black's difficulty is how to dispose of the Kt. Now g6 in this instance, although perhaps preferable, is not a good place either, subject as it must be to an early attack from the h pawn—Hoffer.} 7. Qd2 Be7 8. O-O-O a6 9. Be2 exd4 10. Nxd4 Nxd4 11. Qxd4 {If Bxd4, Nf4; and the Kt. cannot be captured on account of Bg5 winning the Queen.—Leeds Mercury.} Bf6 12. Qd2 Bc6 {There seems little use in this move. Either he can O-O now; if not, then it is proof positive that his defence is bad.—Gunsberg.} 13. Nd5 O-O 14. g4 {This premature advance is admirably taken advantage of by Steinitz. —Leeds Mercury.} Re8 {Although this looks like a defensive move, to make room for the Kt., it is a subtle design which was entirely overlooked by Lasker. —Hoffer.} 15. g5 \$2 Bxd5 16. Qxd5 {But here is a great mistake, which ought to lose the game. exd5 would have averted the loss of a Pawn, but at the expense of position and attack; he was outplayed by Steinitz up to this point.} Re5 \$1 17. Qd2 Bxg5 18. f4 Rxe4 19. fxg5 Qe7 20. Rdf1 {From this move to the end Lasker exhibits most marvellous power of resource. With Rdf1 he commenced one of the most ingenious attacks.} Rxe3 21. Bc4 Nh8 22. h4 c6 23. g6 \$1 {One of the moves which will make this game memorable. The object is, if hxg6 to open up the Rook's file by h5. Allowance must of course be made for the fact that, being two Pawns behind, White has nothing to lose and everything to gain by desperate tactics.—Gunsberg.} d5 24. gxh7+ Kxh7 25. Bd3+ Kg8 26. h5 Re8 27. h6 g6 28. h7+ Kg7 29. Kb1 Qe5 30. a3 {Exhibiting consummate coolness in a 'do or die' predicament.—Pollock.} c5 31. Qf2 c4 \$1 32. Qh4 f6 33. Bf5 \$1 {Bf5 is evidence with what perfect lucidity Lasker

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detects the weak spots, and how immediately he takes advantage of his opponent's slightest omission or commission.—Hoffer.} Kf7 34. Rhg1 gxf5 35. Qh5+ Ke7 36. Rg8 Kd6 \$2 37. Rxf5 Qe6 38. Rxe8 Qxe8 39. Rxf6+ Kc5 {Imprudent. The King should make for safety in the corner, via c7.—Mason.} 40. Qh6 {Threatening Rf8.—Gunsberg.} Re7 41. Qh2 \$1 Qd7 {Qd7 is a final blunder. Rd7 should have been played, or Re6. The game is now over. It will be readily admitted that it is a well-earned victory which none will grudge the plucky young player.—Hoffer We really cannot see a satisfactory move, for if Re6, then follows Qf2+, and Rf8. Or if Qd8 then likewise Qf2+ should gain some advantage, as, on Kb5, White could continue with a4+ and Qc5, etc.—Gunsberg.} 42. Qg1+ d4 43. Qg5+ Qd5 44. Rf5 Qxf5 45. Qxf5+ Kd6 46. Qf6+ 1-0

{PGN 27}

[Event “?”] [Site “?”] [Date “1858.??.”] [Round “?”] [White “Philadelphia”] [Black “New York”] [Result “1-0”] [ECO “C54”] [Annotator “The Blue Book of Chess, Game I., p. 108.”] [Mode “TC”] [PlyCount “77”]

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. c3 Nf6 {The best move.} 6. e5 d5 7. Bb5 Ne4 8. cxd4 Bb6 9. Nbd2 {Preparatory to the move of Qc2.} O-O 10. Bxc6 bxc6 11. Qc2 {Threatening to win pawn at c6 or Nxe4, winning the d5 pawn.} Nxd2 12. Bxd2 Bg4 {If Black had played Ba6, to prevent White O-O, White would have won a piece by a4.} 13. Ng5 {A premature move.} g6 14. Qc3 f6 {The best move.} 15. h3 Bf5 {Better than fxg5, as White would then have opened the Rook's file.} 16. Nf3 Be4 {Better than fxe5.} 17. Bf4 {The best move.} fxe5 18. Bxe5 Qe7 {Intending to advance c6 Pawn. A strong move.} 19. O-O-O {An impudent move, in the face of such an attack.} c5 20. Rhe1 {A strong move.} cxd4 {c4 perhaps stronger.} 21. Bxd4 c5 22. Be5 Rae8 {Weak. We cannot see its object. Why not Rad8?} 23. Bg3 Qb7 {The best move.} 24. Ne5 {Preparatory to Ng4, and then Be5.} d4 25. Qc4+ Bd5 26. Qa4 {Preventing Black's contemplated move with the Q.} Re6 {With a view of withdrawing the B. and playing the Ra6.} 27. Ng4 h5 28. Rxe6 Bxe6 29. Qc2 Kh7 30. Re1 {The first move of a combination, which gave the victory to Philadelphia.} Bf5 {Insures the winning of the Kt.} 31. Qd2 {A powerful move, as it compels Black to take the Kt., and thereby opens White's R's file.} hxg4 32. hxg4 Qd5 {If Bxg4, White would have played Qg5, threatening to check K. and Q. with R., or win the R.} 33. Rh1+ ({An all important check before gxf5, as it prevented} 33. gxf5 Rxf5 34. Rh1+ Rh5) 33... Kg8 34. gxf5 Qxf5 35. Qh6 g5 36. Bd6 {A very attacking move. Much better than Be5.} Rf6 37. Qh5 {A better move than checking, as it prevented Black's K. escaping to f7, and then to e6. White also threatened g4.} Qg6 ({Black would have lost the Rook, if} 37... Rxd6 38. Qe8+ Kg7 39. Qe7+) 38. Qh8+ Kf7 39. Re1 {The coup de grace.} 1-0

{PGN 28}



[Event "?"] [Site "?"] [Date "1857.?.?"] [Round "?"] [White "Philadelphia"] [Black "New York"] [Result "1-0"] [ECO "C44"] [Annotator "The Blue Book of Chess, Game II., p. 109."] [Mode "PM"] [PlyCount "63"]



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1. e4 e5 2. Nf3 Nc6 3. d4 Nxd4 4. Nxd4 exd4 5. Bc4 Qf6 6. O-O Bc5 7. e5 Qf5 8. c3 dxc3 9. Nxc3 Ne7 10. Bd3 Qe6 11. Ne4 Bd4 12. Ng5 Qb6 13. Qh5 g6 14. Qh6 Bxe5 15. Re1 Qf6 16. Nf3 d6 17. Bg5 Qe6 18. Nxe5 dxe5 19. Rac1 Rf8 20. Bc4 Qf5 21. Bxe7 Kxe7 22. f4 e4 23. Bd3 Be6 24. Bxe4 Qa5 25. Qh4+ Kd7 26. Red1+ Ke8 27. Kh1 c6 28. Rxc6 Rd8 29. Rcc1 Rxd1+ 30. Rxd1 h5 31. Qf6 Bc8 32. Bxb7 {And New York resigns, as they must lose their Q., or be mated in a few moves.} 1-0

{PGN 29}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Marache"] [Black "Meek, A. B."] [Result "1-0"] [ECO "C44"] [Annotator "The Blue Book of Chess, Game III., p. 110."] [PlyCount "37"]

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. c3 d3 6. b4 Bb6 7. a4 a5 8. b5 Nce7 9. Qb3 d5 10. exd5 Qd6 11. Ba3 Qf6 12. Nbd2 Nh6 13. Ne4 d2+ 14. Nfxd2 Qe5 15. d6 cxd6 16. Bxd6 Qf5 17. Bxe7 Kxe7 18. Qa3+ Kd8 19. Qd6+ 1-0

{PGN 30}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Cochrane"] [Black "Deschappelles"] [Result "1-0"] [ECO "C44"] [Annotator "The Blue Book of Chess, Game IV., p. 111"] [PlyCount "61"]

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Bc4 Bc5 5. Ng5 Ne5 {This is not the correct move, he should have played Nh6.} 6. Bxf7+ Nxf7 7. Nxf7 Bb4+ 8. c3 dxc3 9. bxc3 Bxc3+ 10. Nxc3 Kxf7 11. Qd5+ Kf8 12. Ba3+ d6 13. e5 Qg5 14. exd6 Qxd5 15. dxc7+ Kf7 16. Nxd5 Bd7 17. O-O Rc8 18. Bd6 Ke6 19. Bg3 Bc6 20. Rad1 Bxd5 21. Rfe1+ Kf6 22. Rxd5 Nh6 23. Ra5 Nf5 24. Rc5 Nxc3 25. hxc3 Kf7 26. Rd1 Rhe8 27. Rd3 Re7 28. Rf5+ Ke8 {Ke6 would have saved the game.} 29. Rd8+ Rxd8 30. Rf8+ Kxf8 31. cxd8=Q+ \$18 1-0

{PGN 31}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Staunton"] [Black "Harrwitz"] [Result "1-0"] [Annotator "The Blue Book of Chess, Game I., p. 113."] [PlyCount "47"]

1. e4 e5 2. Nf3 Nc6 3. c3 f5 4. d4 fxe4 5. Nxe5 Nf6 6. Bb5 a6 7. Bxc6 bxc6 8. Bg5 Rb8 9. b4 Bb7 10. Qa4 d5 11. O-O ({The following moves will show the probable result of Nxc6:} 11. Nxc6 Qd7 12. b5 {His best move; if axb5, then Qa7.} Ra8 13. Qd1 axb5 {Or Bxc6. And White has little if any advantage.}) 11... h6 12. Bh4 Qd6 13. Bg3 Rg8 14. Nd2 Rc8 15. Nb3 Nd7 16. Na5 Nb6 17. Qc2 Ba8 18. f3 exf3 19. Rxf3 Qe6 20. Re1 Be7 21. Nexc6 Qxe1+ 22. Bxe1 Bxc6 23. Qg6+ Kd8 24. Nxc6+ 1-0

{PGN 32}



[Event "?"] [Site "?"] [Date "?????.??.?"] [Round "?"] [White "Evans, Captain"] [Black "Horwitz"] [Result "1-0"] [ECO "C44"] [Annotator "The Blue Book of Chess, Game II., p. 114."] [PlyCount "51"]

1. e4 e5 2. Nf3 Nc6 3. c3 f5 4. d4 exd4 5. e5 dxc3 6. Nxc3 Bb4 7. Bg5 Nge7 8. Bc4 d5 9. exd6 Qxd6 10. Qe2 Nd4 11. Nxd4 Qxd4 12. O-O Bd7 13. Nd5 O-O-O 14. Bxe7 Bxe7 15. Nxe7+ Kb8 16. Rfd1 Qh4 17. Bb3 Qh6 18. Rd2 f4 19. Rad1 f3 20. Qxf3 a6 21. Rxd7 Rxd7 22. Rxd7 Qc1+ 23. Qd1 Qxb2 24. Rd8+ Rxd8 25. Qxd8+ Ka7 26. Nc6+ {And White mates in four moves.} 1-0



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{PGN 33}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Evans, Captain"] [Black "Henderson"] [Result "0-1"] [ECO "C44"] [Annotator "The Blue Book of Chess, Game III., p. 114."] [PlyCount "112"]

1. e4 e5 2. Nf3 Nc6 3. c3 d5 4. Bb5 Bg4 5. Qa4 Qd6 6. Nxe5 Qxe5 7. Bxc6+ bxc6 8. Qxc6+ Ke7 9. f3 Rd8 10. d4 Qe6 11. Qxc7+ Rd7 12. Qc5+ Ke8 13. Qc8+ Rd8 14. Qxe6+ Bxe6 15. e5 f5 16. Nd2 Nh6 17. Nb3 Nf7 18. f4 Be7 19. h4 Nh6 20. Ke2 Bd7 21. Kf3 Bb5 22. g3 Bd3 23. Nd2 Ng4 24. Re1 h6 25. b3 Rc8 26. Bb2 g5 27. h5 gxf4 28. gxf4 Rg8 29. Rh1 Kf7 30. Rh3 Ke6 31. Rc1 Rg7 32. c4 dxc4 33. Nxc4 Be4+ 34. Ke2 Bg2 35. Rg3 Be4 36. a3 Rcg8 37. Rcg1 Bh4 38. Rh3 Bf2 39. Rc1 Bg2 40. Rd3 Bh4 41. Nd6 Nf2 42. Rdc3 Ne4 43. d5+ Kxd5 44. Rd3+ Ke6 45. Nxe4 fxe4 46. Rd6+ Kf5 47. e6 Bf3+ 48. Ke3 Rg2 49. Rc5+ Kg4 50. Rd2 Rxd2 51. Kxd2 Kxf4 52. Be5+ Kg4 53. Ke3 Bg5+ 54. Kd4 e3 55. Rc1 Rd8+ 56. Kc3 Rc8+ {And Black wins.} 0-1

{PGN 34}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Staunton"] [Black "Popert"] [Result "1-0"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game I., p. 122."] [PlyCount "77"]

1. e4 e5 2. Bc4 Bc5 3. c3 d6 {Not so good a move as Nf6, or Qg5.} 4. Nf3 {d4 would perhaps have been stronger play.} Nf6 5. d4 exd4 6. cxd4 Bb4+ 7. Bd2 Bxd2+ 8. Nbx d2 O-O {d5 is a better move at this point.} 9. Bd3 Nc6 10. a3 Bg4 11. Qc2 h6 12. Rc1 d5 13. e5 Bxf3 14. Nxf3 Nh5 15. g3 g6 16. b4 Qd7 {Intending, if b5, to move Qg4.} 17. Qd2 Kh7 18. O-O Rae8 19. Rc3 Nd8 20. Nh4 c6 21. f4 f5 22. g4 Ng7 23. gxf5 Nxf5 24. Nxf5 gxf5 25. Kh1 Rg8 26. Rcc1 Qf7 27. Qc2 Ref8 28. Rg1 Ne6 29. Rxcg8 Kxcg8 30. Rg1+ Kh8 31. Qf2 Qh5 {A lost move.} 32. Be2 Qf7 33. Qh4 Qh7 34. Bh5 Nxd4 35. Rg3 b6 36. Bg6 {It would have been more decisive if Bf7 at once.} Qg7 37. Bf7 Rxf7 {If Qxf7, mate follows in three moves.} 38. Rxcg7 Kxcg7 39. Kg2 {and wins.} 1-0

{PGN 35}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Amateur 1"] [Black "Amateur 2"] [Result "1-0"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game II., p. 123."] [PlyCount "37"]

1. e4 e5 2. Bc4 Bc5 3. c3 Qg5 4. Qf3 Qg6 5. Ne2 d6 6. d4 exd4 7. cxd4 Bb6 8. e5 Ne7 9. e6 f6 10. Nbc3 O-O 11. Nf4 Qe8 12. Be3 Nbc6 13. Rd1 Kh8 14. h4 Nd8 15. h5 f5 16. Ncd5 Bxe6 17. Nxe7 Qxe7 18. Ng6+ hxg6 19. hxg6+ {And White gives checkmate in three moves.} 1-0

{PGN 36}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "De la Bourdonnais"] [Black "McDonnell"] [Result "0-1"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game III., p. 124."] [PlyCount "76"]

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1. e4 e5 2. Bc4 Bc5 3. Qe2 Nf6 4. d3 Nc6 5. c3 Ne7 6. f4 exf4 {In this opening it is not advisable for the second player to take the gambit P. with his e5} 7. d4 Bb6 8. Bxf4 d6 9. Bd3 Ng6 10. Be3 O-O 11. h3 Re8 12. Nd2 Qe7 13. O-O-O c5 14. Kb1 cxd4 15. cxd4 a5 16. Ngf3 Bd7 17. g4 h6 18. Rdg1 a4 19. g5 hxg5 20. Bxg5 a3 21. b3 Bc6 22. Rg4 Ba5 23. h4 Bxd2 24. Nxd2 Ra5 25. h5 Rxg5 26. Rxg5 Nf4 27. Qf3 Nxd3 28. d5 Nxd5 29. Rhg1 {This portion of the game is full of interest and instruction, and is remarkably well played.} Nc3+ 30. Ka1 Bxe4 31. Rxg7+ Kh8 32. Qg3 Bg6 33. hxg6 Qe1+ 34. Rxe1 {White loses the game by this move.} Rxe1+ 35. Qxe1 Nxe1 36. Rh7+ Kg8 37. gxf7+ Kxh7 38. f8=Q Nc2# 0-1

{PGN 37}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "?"] [Black "?"] [Result "0-1"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game IV., p. 125."] [PlyCount "44"]

1. e4 e5 2. Bc4 Bc5 3. Qe2 Nc6 4. Bxf7+ Kxf7 5. Qc4+ d5 6. Qxc5 dxe4 7. Qc4+ Be6 8. Qxe4 Nf6 9. Qh4 Nd4 10. Na3 e4 11. c3 g5 {The game from this point forward is admirably conducted by Black.} 12. Qxg5 Rg8 13. Qe3 Nf5 14. Qe2 Rxg2 15. Nc2 Qd6 16. Ne3 Nxe3 17. dxe3 Rag8 18. Qf1 Rd8 19. Qe2 Ng4 20. Nh3 Ne5 21. Nf4 Nf3+ 22. Kf1 {And Black can checkmate in six moves.} — 0-1

{PGN 38}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Staunton"] [Black "Cochrane"] [Result "1-0"] [ECO "C52"] [Annotator "The Blue Book of Chess, Game V., p. 125."] [PlyCount "51"]

1. e4 e5 2. Bc4 Bc5 3. Nf3 Nc6 4. b4 {We have now the same position brought about which occurs in the Evans Gambit.} Bxb4 5. c3 Ba5 6. O-O Bb6 7. d4 exd4 8. Nxd4 Nxd4 9. cxd4 d6 10. a4 c6 11. a5 Bc7 {If he had taken:} 11... Bxa5 12. Bxf7+ Kxf7 13. Qh5+ {White would have gained a more valuable P. in return, and have deprived his opponent of the privilege of castling.} 12. Qb3 Qe7 13. Ba3 Qf6 14. Nc3 Qg6 15. Ne2 Nh6 16. e5 d5 17. Bd3 Nf5 18. Qb4 Bd8 19. Qb1 Qh5 20. Ng3 Nxc3 21. fxc3 Bxa5 22. Bf5 Bb6 23. Qb4 Qg5 24. Bxc8 Rxc8 25. e6 fxe6 {And White announced mate in eight moves.} 26. — 1-0

{PGN 39}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Walker"] [Black "Daniels"] [Result "1-0"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game VI., p. 126."] [PlyCount "57"]

1. e4 e5 2. Bc4 Bc5 3. c3 d5 4. Bxd5 Nf6 5. Qb3 O-O 6. Nf3 c6 {This is not advisable. It would be better to Nxd5.} 7. Bxf7+ {The notion of this sacrifice originated

with Messrs. Henderson and Williams, of Bristol, during an examination of the present opening.} Rxf7 8. Nxe5 Qe7 9. Qxf7+ Qxf7 10. Nxf7 Kxf7 11. d4 Bb6 12. f3 Be6 13. Be3 Na6 14. Kf2 Nc7 15. Nd2 g6 16. g4 Kg7 17. h4 Re8 18. h5 Bf7 19. hxg6 Bxg6 20. Rag1 Ne6 21. Nc4 Bc7 22. e5 Nd5 23. Bh6+ Kf7 24. Kg3 b5 25. Ne3 Nxe3 26. Bxe3 c5 27. f4 cxd4 28. cxd4 Bd3 29. f5 1-0

{PGN 40}

[Event "?"] [Site "?"] [Date "????.??.??"] [Round "?"] [White "Stanley"] [Black "Rousseau"] [Result "1-0"] [ECO "C26"] [Annotator "The Blue Book of Chess, Game I., p. 131."] [PlyCount "39"]

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1. e4 e5 2. Bc4 Nf6 3. Nc3 Bc5 4. Nf3 d6 5. h3 O-O 6. d3 Be6 7. Bb3 Nc6 8. Ne2 Qe7 9. Ng3 Nd4 10. Nxd4 Bxd4 11. c3 {White gains a move by this exchange of Pieces.} Bb6 12. O-O d5 {h6 would have been better play.} 13. Bg5 c6 14. Nh5 dxe4 15. dxe4 Bxb3 16. Qf3 {This is very finely played, and is an example to young players of the importance of gaining time at chess. Had White paused in his attack to recover the lost Bishop, the adversary might have succeeded in dislodging one or other of the Pieces by which he is beleaguered, or in bringing his own forces to the rescue, and then have ultimately retrieved the game.} Bc4 17. Bxf6 Qe6 18. Nxg7 Be2 19. Nxe6 Bxf3 20. Nxf8 1-0

{PGN 41}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Schulten"] [Black "Horwitz"] [Result "0-1"] [ECO "C26"] [Annotator "The Blue Book of Chess, Game II., p. 132."] [PlyCount "29"]

1. e4 e5 2. Bc4 Nf6 3. Nc3 b5 4. Bxb5 Bc5 5. d3 c6 6. Bc4 Qb6 7. Qe2 d5 8. exd5 O-O 9. Ne4 Nxe4 10. dxe4 Bxf2+ {Black plays capitally now to the end.} 11. Qxf2 Qb4+ 12. Bd2 Qxc4 13. Qf3 f5 14. exf5 Bxf5 15. Qg3 \$19 {And Black mated by force in three moves. It is rarely in actual play one sees so pretty a mate.} 0-1

{PGN 42}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Bledow, Dr."] [Black "Von Bilguer"] [Result "1-0"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game III., p. 132."] [PlyCount "65"]

1. e4 e5 2. Bc4 f5 3. d3 Nf6 4. Nf3 fxe4 5. dxe4 Nxe4 6. Qd5 Nd6 7. Nxe5 c6 8. Qf7+ Nxf7 9. Bxf7+ Ke7 10. Bg5+ Kd6 11. Bxd8 Kxe5 12. f4+ Kf5 13. Bg5 Bb4+ 14. c3 Bc5 15. Bb3 h6 16. Bc2+ Kg4 17. Bd1+ Kf5 18. g4+ Kg6 19. Bc2+ Kf7 20. Bh4 Be7 21. Bg3 d5 22. f5 Nd7 23. Nd2 Bf6 24. Nf3 Re8+ 25. Kf2 Nc5 26. Rhe1 Bd7 27. b4 Ne4+ 28. Rxe4 {The terminating moves are admirably played by Dr. Bledow.} dxe4 29. Bb3+ Kf8 30. Bd6+ Be7 31. Ne5 g5 {It is quite evident that on taking the B., mate would have followed next move.} 32. f6 {Beautifully played.} e3+ 33. Kg1 1-0

{PGN 43}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Amateur"] [Black "Amateur"] [Result "1-0"] [ECO "C23"] [Annotator "The Blue Book of Chess, Game IV., p. 133."] [PlyCount "53"]

1. e4 e5 2. Bc4 c6 3. Qe2 Qc7 4. c3 Nf6 5. f4 d6 6. f5 d5 7. exd5 cxd5 8. Bb5+ Bd7 9. Bxd7+ Nbx7 10. d4 e4 11. Nh3 O-O-O 12. O-O Bd6 13. Nf4 h6 14. Qf2 Ng4 15.



Qe2 h5 16. Nxd5 Bxh2+ 17. Kh1 Qd6 18. Qxe4 Rhe8 19. Qf3 g6 20. Bg5 f6 21. Bd2  
g5 22. Na3 a5 23. Nc4 Qc6 24. Nxa5 Qb5 25. c4 Qa4 26. Nb6+ Nxb6 27. Qxb7# 1-0

{PGN 44}

[Event "?"] [Site "?"] [Date "????.??.??"] [Round "?"] [White "Evans, Captain"] [Black  
"P."] [Result "1-0"] [ECO "C20"] [Annotator "The Blue Book of Chess, Game I., p. 135."]  
[PlyCount "63"]



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1. e4 e5 2. c3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qe2 Ng5 6. cxd4 Bb4+ 7. Nc3 Nc6 8. Qd3 d5 9. f4 Ne4 10. Nf3 Bf5 11. Qe3 O-O 12. a3 Ba5 13. b4 Bb6 14. Bb2 Bg4 15. Na4 Bxf3 16. Nxb6 Bxg2 17. Bxg2 Qh4+ 18. Ke2 axb6 19. Bxe4 dxe4 20. Qxe4 Qg4+ 21. Qf3 Qf5 22. Rac1 Nxb4 23. Rhg1 {Black played ingeniously in offering to give up the Kt. If White had taken it, he must have been subjected to an embarrassing attack for some little time.} Nc6 24. Rg5 Qd7 25. d5 Ne7 26. Rxg7+ Kh8 27. Qd3 Ng6 28. Rxg6 Rae8 29. Kf2 {Had he played on the P. (dis. ch.), he could not take the Q. until his King was removed.} Re6 30. Rg3 Rd8 31. dxe6 Qe7 {Taking the Q. would have been fatal to him.} 32. exf7 1-0

{PGN 45}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Staunton"] [Black "Cochrane"] [Result "1-0"] [ECO "C20"] [Annotator "The Blue Book of Chess, Game II., p. 135."] [PlyCount "67"]

1. e4 e5 2. c3 d5 3. Nf3 Nf6 4. Nxe5 Nxe4 5. d4 Bd6 6. Nd2 O-O 7. Nxe4 dxe4 8. Bf4 Bxe5 9. Bxe5 Nc6 10. Bc4 Be6 11. Bb5 Ne7 12. O-O c6 13. Ba4 Ng6 14. Bg3 f5 15. f4 exf3 16. Rxf3 f4 17. Bb3 {But for this move of resource, Black would evidently have gained 'the exchange,' at least.} Qd6 18. Bf2 Kh8 19. Bxe6 Qxe6 20. Qd3 Rae8 21. Rh3 Qf5 22. Qf3 Re4 23. Rh5 Qe6 24. c4 Re8 25. b3 Qf6 26. Rf1 Re2 27. a4 Ra2 28. d5 Ra1 29. Bxa7 {An important outlet for his King.} Ree1 30. Rxe1 Rxe1+ 31. Kf2 Qa1 {Black has now a very menacing position.} 32. Qd3 Rg1 33. Qe2 Ne7 34. d6 \$18 1-0

{PGN 46}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Evans, Captain"] [Black "St. Amant"] [Result "1-0"] [ECO "C20"] [Annotator "The Blue Book of Chess, Game III., p. 136."] [PlyCount "47"]

1. e4 e5 2. c3 c5 3. Nf3 Nc6 4. Bc4 Nf6 5. d4 cxd4 6. Ng5 {We have here a position almost identical with the leading one of the "Two Knights' Game."} d5 7. exd5 Nxd5 8. Nxf7 Kxf7 9. Qf3+ Ke6 10. O-O Na5 11. Bg5 Qd6 12. g4 Qd7 13. Bd3 Qf7 14. Bf5+ Kd6 15. cxd4 Bxf5 16. dxe5+ Kxe5 17. gxf5 Nc6 18. Re1+ Kd6 19. Re6+ Kc5 20. Be3+ Nxe3 21. Qxe3+ Kb5 22. Qd3+ Kb6 23. Qb3+ Kc7 24. Rxc6+ \$18 1-0

{PGN 47}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Walker, G."] [Black "St. Amant"] [Result "0-1"] [ECO "C20"] [Annotator "The Blue Book of Chess, Game IV., p. 137."] [PlyCount "64"]

1. e4 e5 2. c3 d5 3. exd5 Qxd5 4. Nf3 Bc5 5. b3 Bg4 6. Be2 e4 7. Nd4 Bxe2 8. Nxe2 Nc6 9. O-O Ne5 10. Nf4 Qd6 11. d4 exd3 12. Re1 O-O-O 13. Nd2 f5 14. a4 a5 15. b4



axb4 16. cxb4 Bd4 17. Rb1 Nf6 18. Nb3 Nfg4 19. Nxd4 Qxd4 20. Be3 Qd6 21. Bc5  
Qh6 22. Nh3 Rhe8 23. a5 d2 24. Rf1 Nd3 25. a6 bxa6 26. Qf3 Re4 27. Qxf5+ Qe6  
28. Qxe6+ Rxe6 29. Ng5 Re1 30. Be3 Nxe3 31. fxe3 Rxf1+ 32. Kxf1 Nc1 \$19 0-1

{PGN 48}

[Event "?"] [Site "?"] [Date "?????.??.???"] [Round "?"] [White "der Laza, V. H."] [Black  
"Bledow, Dr."] [Result "1-0"] [ECO "C38"] [Annotator "The Blue Book of Chess, Game I.,  
p. 140."] [PlyCount "32"]

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1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 Bg7 5. d4 Qe7 {The proper move is d6.} 6. O-O h6 7. Nc3 c6 8. e5 Qb4 9. Ne4 Bf8 10. Qe2 {This little game is excellently played by White.} g4 11. Nd6+ Bxd6 12. exd6+ Kd8 13. Ne5 Rh7 14. c3 f3 15. Qe4 Nf6 16. Qxh7 Nxh7 \$18 {And White gave checkmate in six moves.} 1-0

{PGN 49}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "der Laza, V. H."] [Black "H."] [Result "1-0"] [ECO "C38"] [Annotator "The Blue Book of Chess, Game II., p. 141."] [PlyCount "36"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 Bg7 5. O-O h6 6. d4 d6 7. c3 c6 8. Qb3 {Having now your d pawn protected, and an opening for your Queen, you can advantageously advance the g pawn, and sacrifice your N, as in the Muzio Gambit} Qe7 9. g3 g4 10. Bxf4 gxf3 11. Rxf3 Be6 12. d5 Bg4 13. dxc6 Bxf3 14. cxb7 Qxe4 15. bxa8=Q Qxa8 16. Bxf7+ Kf8 17. Bxg8 Rxd8 18. Bxd6+ Ke8 \$18 {White mates in three moves. A brilliant and amusing little skirmish.} 1-0

{PGN 50}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Z."] [Black "Popert"] [Result "0-1"] [ECO "C38"] [Annotator "The Blue Book of Chess, Game III., p. 141."] [PlyCount "49"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 Bg7 5. d4 d6 6. O-O h6 7. g3 g4 8. Nh4 f3 9. Be3 Nc6 10. c3 Bf6 11. Nf5 Bxf5 12. exf5 Nge7 13. Qb3 d5 14. Bd3 Qd7 15. Qc2 h5 16. Nd2 h4 17. Bf4 O-O-O 18. a4 hxg3 19. Bxg3 Rh5 20. b4 Nxf5 21. Bxf5 Qxf5 22. Qb2 Bh4 23. Bxh4 Rxh4 24. a5 Rxh2 25. Kxh2 \$19 {Black mates in three moves.} 0-1

{PGN 51}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "der Laza, V. H."] [Black "J."] [Result "1-0"] [ECO "C35"] [Annotator "The Blue Book of Chess, p. 144."] [PlyCount "39"]

1. e4 e5 2. f4 exf4 3. Nf3 Be7 4. Bc4 Bh4+ 5. g3 {The correct reply is Kf1.} fxg3 6. O-O gxh2+ 7. Kh1 Bf6 8. Ne5 Bxe5 9. Qh5 Qe7 10. Rxf7 Qc5 11. Rf8+ Ke7 12. d4 Qxd4 {The best move.} 13. Bg5+ Nf6 {Kd6 is the proper play.} 14. Bxf6+ gxf6 15. Qf7+ Kd6 16. Nc3 Rxf8 17. Qxf8+ Kc6 18. Qb4 d5 19. Bb5+ Kb6 20. Na4# 1-0

{PGN 52}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "H——d"] [Black "der Laza, V. H."] [Result "1-0"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game I., p. 151."] [PlyCount "45"]



1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Ne5 Qh4+ 6. Kf1 Nh6 7. d4 f3 8. g3 Qh3+ 9. Kf2 Qg2+ 10. Ke3 f6 11. Nd3 Nf7 12. Nf4 Bh6 13. Kd3 Bxf4 14. Bxf4 c6 15. Nc3 O-O 16. Bd6 b5 17. Bxf7+ Rxf7 18. h3 b4 19. Bxb4 Ba6+ 20. Ke3 Qxg3 21. Qg1 Qc7 22. Qxg4+ Rg7 23. Qxf3 \$18 1-0

{PGN 53}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "?"] [Black "?"] [Result "0-1"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game II., p. 151."] [PlyCount "38"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Ne5 Qh4+ 6. Kf1 f3 7. Qe1 fxg2+ 8. Kxg2 Qh3+ 9. Kf2 Bg7 10. d4 d6 11. Bxf7+ Ke7 12. Bxg8 Rxg8 13. Nc4 Qf3+ 14. Kg1 Bxd4+ 15. Be3 g3 16. h3 g2 17. Rh2 Bxh3 18. Nbd2 Qf1+ 19. Nxf1 gxf1=Q# 0-1



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{PGN 54}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Lewis"] [Black "?"] [Result "1/2-1/2"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game I., p. 158."] [PlyCount "86"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. O-O gxf3 6. Qxf3 Bh6 7. d4 Qe7 8. Bxf4 Nc6 9. Bxh6 Nxh6 10. Qh5 Qf8 11. Rf6 Qg7 12. Qxh6 Qxh6 13. Rxh6 Nxd4 14. Na3 c6 15. Rd6 Ne6 16. Rad1 Rg8 17. Bxe6 fxe6 18. Nc4 Rg5 19. Kf2 Ke7 20. Ne3 a5 21. Kf3 b5 22. Ng4 Ra7 23. Kf4 Rc5 24. c3 b4 25. cxb4 axb4 26. Ne5 Rc2 27. a4 Rxb2 28. Rxc6 Rf2+ 29. Ke3 Rf8 30. Rdc1 Ba6 31. Rc7 Rxc7 32. Rxc7 Kd6 33. Ra7 Kxe5 34. Rxa6 Rb8 35. Ra5+ d5 36. exd5 exd5 37. Kd3 Rc8 38. Rb5 Rc3+ 39. Kd2 Rc4 40. a5 Rf4 41. a6 Rf2+ 42. Kd3 Ra2 43. Rxb4 Rxa6 1/2-1/2

{PGN 55}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "der Laza, V. H."] [Black "Szen"] [Result "1-0"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game II., p. 159."] [PlyCount "53"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. O-O gxf3 6. Qxf3 Qf6 7. e5 Qxe5 8. d3 Bh6 9. Nc3 Ne7 10. Bd2 O-O {Not considered so strong a move as c6.} 11. Rae1 Qc5+ 12. Kh1 c6 13. Ne4 Qf5 14. Bc3 Bg7 15. Nd6 Qg5 16. Rxe7 {Well played.} Bxc3 {Had he taken Qxe7, White would have won a Piece by at once playing Nf5.} 17. Rxf7 Rxf7 18. Bxf7+ Kg7 19. bxc3 Na6 20. Qxf4 Qxf4 21. Rxf4 Nc7 22. Bb3 Nd5 23. Bxd5 cxd5 24. Rf7+ Kg8 25. Re7 b6 26. Re8+ Kg7 27. Rxc8 1-0

{PGN 56}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "?"] [Black "?"] [Result "1-0"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game III., p. 160."] [PlyCount "51"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. O-O gxf3 6. Qxf3 Qf6 7. e5 Qxe5 8. d3 Bh6 9. Bd2 Ne7 10. Nc3 c6 11. Rae1 Qc5+ 12. Kh1 d5 13. Qh5 Qd6 14. Bxd5 O-O 15. Bb3 Qg6 16. Qc5 Nf5 17. Bxf4 Bxf4 18. Rxf4 Ng7 19. Ne4 Ne6 20. Bxe6 Bxe6 21. Nf6+ Kg7 22. Rxe6 fxe6 23. Nh5+ Kh6 24. Rxf8 Qxh5 25. Rf6+ Kg7 26. Qf8# 1-0

{PGN 57}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "McDonnell"] [Black "La Bourdonnais"] [Result "1-0"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game IV., p. 161."] [PlyCount "37"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Nc3 gxf3 6. Qxf3 Bh6 7. d4 Nc6 8. O-O Nxd4 9. Bxf7+ Kxf7 10. Qh5+ Kg7 11. Bxf4 Bxf4 12. Rxf4 Nf6 13. Qg5+ Kf7 14. Raf1



Ke8 15. Rxf6 Qe7 16. Nd5 Qc5 17. Kh1 Ne6 18. Rxe6+ dxe6 19. Nf6+ \$18 {And wins the Queen.} 1-0

{PGN 58}

[Event "?"] [Site "?"] [Date "????.??.??"] [Round "?"] [White "?"] [Black "?"] [Result "1-0"] [ECO "C37"] [Annotator "The Blue Book of Chess, Game V., p. 161."] [PlyCount "46"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. d4 gxf3 6. Qxf3 d5 7. Bxd5 Nf6 8. O-O Nxd5 9. exd5 Qf6 10. Qe4+ Kd8 11. Bxf4 Qe7 12. Qf3 Rg8 13. Nd2 Bg4 14. Qf2 Nd7 15. Rae1 Qf6 16. Ne4 Qg6 17. c4 Bd6 18. Bxd6 cxd6 19. c5 dxc5 20. dxc5 Re8 21. Nd6 Rxe1 22. Qxe1 Kc7 23. Qb4 Kd8 \$18 {White must win.} 1-0

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{PGN 59}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Staunton"] [Black "?"]  
[Result "1-0"] [Annotator "The Blue Book of Chess, Game VI., p. 162."] [SetUp "1"] [FEN  
"rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/1NBQKBNR w Kkq — 0 1"] [PlyCount "45"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. Bc4 g4 5. Bxf7+ Kxf7 6. Ng5+ Ke8 7. Qxg4 Nf6 8.  
Qxf4 d6 9. Nf3 Nc6 10. d4 Qe7 11. O-O Bd7 12. e5 dxe5 13. dxe5 Nd5 14. Qe4 Be6  
15. Bg5 Qc5+ 16. Kh1 Ncb4 17. c4 Nb6 18. b3 Be7 19. Nd4 Bg8 20. Bxe7 Qxe7 21.  
Nf5 Qd7 22. Qh4 Rd8 23. Qf6 \$18 {And wins.} 1-0

{PGN 60}

[Event "Manchester Chess Meeting"] [Site "Manchester, ENG"] [Date "1857.??.?"]  
[Round "?"] [White "Anderssen"] [Black "Kipping"] [Result "1-0"] [Annotator "The Blue  
Book of Chess, Game I., p. 165."] [PlyCount "47"] [EventDate "1857.??.?"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 h5 6. Bc4 Rh7 7. Bxf7+ Rxf7 8. Nxf7  
Kxf7 9. d4 d6 10. Bxf4 Be7 11. O-O Kg7 12. g3 Be6 13. Qd3 Nd7 14. Nc3 c5 15.  
Ne2 Bf7 16. Rf2 Bg6 17. Raf1 Ndf6 18. dxc5 Bxe4 19. Qe3 dxc5 20. Be5 Qd5 21.  
Qg5+ Kh7 22. Nc3 Qc6 23. Bxf6 Bxf6 24. Rxf6 1-0

{PGN 61}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Cochrane"] [Black "Evans,  
Captain"] [Result "1-0"] [ECO "C39"] [Annotator "The Blue Book of Chess, Game II., p.  
166."] [PlyCount "31"]

1. e4 e5 2. f4 exf4 3. Nf3 g5 4. h4 g4 5. Ne5 h5 6. Bc4 Rh7 7. Nxf7 Rxf7 8. Bxf7+  
Kxf7 9. d4 Bh6 {This is the error which loses Black's game. The correct move is f3.}  
10. Bxf4 Bxf4 11. O-O Qxh4 12. Rxf4+ Nf6 13. e5 d5 14. Rxf6+ Kg7 15. Qd2 Nd7  
16. Qh6+ 1-0

{PGN 62}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "McDonnell"] [Black "La  
Bourdonnais"] [Result "0-1"] [ECO "C33"] [Annotator "The Blue Book of Chess, Game I.,  
p. 177."] [PlyCount "84"]

1. e4 e5 2. f4 exf4 3. Bc4 {This was a favorite opening of McDonnell's; he bestowed  
much time and labor on its analyses, and discovered many skilful methods of  
diversifying the attack.} Qh4+ 4. Kf1 g5 5. Nc3 Bg7 6. d4 d6 7. Be2 Nc6 8. e5 Nge7 9.  
Nb5 O-O 10. Nxc7 Rb8 11. Nf3 Qh6 12. exd6 Nf5 13. c3 Ng3+ 14. hxg3 Qxh1+ 15.  
Kf2 fxg3+ 16. Kxg3 Qxd1 17. Bxd1 h6 18. b3 b5 19. Be3 f5 20. d5 f4+ 21. Kh2 fxe3  
22. dxc6 g4 23. Nd4 Be5+ 24. Kg1 Bxd6 25. Ncxb5 Bc5 26. b4 {Bd2 would have been



better play we believe.} Bb6 27. Nd6 Bxd4 28. cxd4 Rxb4 29. Nxc8 Rxc8 30. d5 Kf7  
31. Bb3 Ke7 32. Kf1 Re4 33. Ke2 Rf8 34. Kd3 Re5 35. Re1 Kd6 {This game is very  
cleverly played by La Bourdonnais.} 36. Rxe3 Rxe3+ 37. Kxe3 h5 38. Ke4 h4 39. Bd1  
h3 40. gxh3 gxh3 41. Bf3 h2 42. Bg2 Rf1 0-1

{PGN 63}

[Event "?"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "McDonnell"] [Black "La  
Bourdonnais"] [Result "0-1"] [ECO "C33"] [Annotator "The Blue Book of Chess, Game  
II., p. 178."] [PlyCount "60"]



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1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 g5 5. Nc3 Bg7 6. d4 Nc6 7. e5 Nge7 8. Nf3 Qh5 9. Ne4 h6 10. Nf6+ Bxf6 11. exf6 d5 12. Bd3 Nf5 13. Qe1+ Kd8 14. Ne5 Nfxd4 {Had Black checked with his Kt. and taken the Rook, he would have been mated in five moves.} 15. c3 Nxe5 16. Qxe5 Nc6 17. Qxd5+ Ke8 18. Bb5 {This portion of the game is played by Mr. McDonnell with great judgment.} Be6 19. Bxc6+ Kf8 20. Qc5+ Kg8 21. Bf3 Qg6 22. Qd4 c5 23. Qe5 Re8 24. Be2 {It would have been better to take Qxc5.} f3 25. Kf2 {It is obvious he would have lost his Q. by taking the P.} fxe2 26. Be3 b6 27. h4 Bd7 28. Qd5 Qxf6+ 29. Kxe2 Bg4+ 30. Kd2 Rd8 0-1

{PGN 64}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Perigal"] [Black "?"] [Result "1-0"] [ECO "C33"] [Annotator "The Blue Book of Chess, Game III., p. 178."] [PlyCount "38"]

1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 g5 5. Nc3 Bg7 6. g3 fxe3 7. Kg2 Bxc3 {This is not advisable play.} 8. Nf3 Qg4 9. Bxf7+ Kf8 {Taking the Bishop would evidently involve the loss of the Queen.} 10. h3 Qxe4 11. dxc3 Kxf7 12. Re1 Qc6 13. Qd4 Nf6 14. Bxg5 Re8 15. Rxe8 Nxe8 16. Qf4+ Nf6 17. Kxg3 Qd6 18. Ne5+ Kg7 19. Bh6+ Kg8 \$18 {White mates in two moves.} 1-0

{PGN 65}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "?"] [Black "Staunton, Howard"] [Result "0-1"] [ECO "C33"] [Annotator "The Blue Book of Chess, Game IV., p. 179"] [PlyCount "44"]

1. e4 e5 2. f4 exf4 3. Bc4 d5 4. exd5 {It is better to play Bxd5.} Nf6 5. Qf3 Bd6 6. h3 O-O 7. c3 c6 8. dxc6 Nxc6 9. d4 Ne4 10. Bxf4 Qh4+ 11. g3 Nxg3 12. Bxd6 Nxh1+ 13. Kf1 Be6 14. Bd3 Rad8 15. Bh2 Bd5 16. Qf4 Qh5 17. Nd2 Ne7 18. c4 Ng6 19. Qg4 Qh6 20. Rd1 Qe3 21. Qf5 Bg2+ 22. Kxg2 Nh4+ \$19 0-1

{PGN 66}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Desloges"] [Black "Kieseritzky"] [Result "0-1"] [ECO "C33"] [Annotator "The Blue Book of Chess, Game V., p. 180."] [PlyCount "75"]

1. e4 e5 2. f4 exf4 3. Bc4 b5 4. Bxb5 Qh4+ 5. Kf1 g5 6. Nf3 Qh5 7. Be2 g4 8. Nd4 d6 9. h3 Bg7 10. Nb3 f3 11. gxf3 gxh3 12. f4 Qh4 13. d3 h2 14. Bf3 Nc6 15. d4 Ba6+ 16. Kg2 Nh6 17. Rxh2 Qf6 18. Be3 Rg8 19. Qh1 Nxd4 20. Nxd4 Qxd4 21. Bxd4 Bxd4+ 22. Kh3 Bc8+ 23. Kh4 Bf6+ 24. Kh5 Rg6 25. Rg2 Ng8 26. f5 Rh6+ 27. Kg4 Rxh1 28. c3 Be5 29. Be2 Nf6+ 30. Kf3 Nxe4 31. Rg8+ Ke7 32. Rxc8 Ng5+ 33. Kg4



h5+ 34. Kxg5 f6+ 35. Kg6 Rg1+ 36. Kh7 Rxc8 37. a3 Rcg8 38. Bc4 \$19 {And Black mates in three moves.} 0-1

{PGN 67}

[Event "?"] [Site "?"] [Date "?????.???.??"] [Round "?"] [White "Morphy"] [Black "Bornemann"] [Result "1-0"] [ECO "C30"] [Annotator "The Blue Book of Chess, Game I., p. 183."] [PlyCount "61"]

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. c3 Bg4 5. Bc4 Nf6 6. fxe5 Bxf3 7. Qxf3 dxe5 8. d3 Nc6 9. Bg5 a6 10. Nd2 Be7 11. O-O-O Qd7 12. Nf1 O-O-O 13. Ne3 h6 14. Bh4 g5 15. Bg3 Rdf8 16. Nd5 Ne8 17. d4 exd4 18. cxd4 Nd6 19. Bb3 Bd8 20. Rhf1 Nb5 21. Qe3 f5 22. exf5 Rxf5 23. Nb6+ {A manoeuvre altogether unforeseen by M. Bornemann.} cxb6 24. Be6 Rd5 25. Rf7 Ne7 26. Kb1 Re8 27. Rc1+ Nc7 28. Bxd7+ Rxd7 29. d5 {Capitally played. Black can take it only at the expense of a Piece.} Nc6 30. dxc6 Rxe3 31. cxd7+ {And Black gives up the battle, after fighting for above nine hours.} 1-0

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{PGN 68}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Montgomery, H. P."] [Black "McAdam, W. R."] [Result "1-0"] [Annotator "The Blue Book of Chess, Game II., p. 184."] [SetUp "1"] [FEN "rnbqkbnr/pppppppp/8/8/PPPPPPPP/R1BQKBNR w KQkq — 0 1"] [PlyCount "65"]

1. e4 e5 2. f4 Bc5 3. Nf3 d6 4. h3 Nc6 5. c3 Nf6 6. Qc2 O-O 7. b4 Bb6 8. b5 Ne7 9. fxe5 dxe5 10. Nxe5 Ng6 11. Nf3 Qe7 12. d3 Nd5 13. Be2 Ne3 14. Bxe3 Bxe3 15. d4 f5 16. e5 f4 17. Bc4+ Kh8 18. h4 Bf5 19. Qe2 Qa3 20. Bb3 Ne7 21. Ng5 Bg6 22. h5 Bf5 23. h6 g6 24. g4 Qa5 25. Qc4 Bxg4 26. d5 Nxd5 27. Rc1 Bxc1 28. Qxd5 Qxc3+ 29. Kf1 Be2+ 30. Kxe2 Qe3+ 31. Kf1 Bd2 32. Qg8+ Rxd8 33. Nf7# 1-0

{PGN 69}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Pillsbury, H. N."] [Black "Schlechter, Carl"] [Result "0-1"] [ECO "D55"] [Annotator "The Blue Book of Chess, p. 188."] [PlyCount "88"]

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. Nf3 Nbd7 6. e3 b6 7. Rc1 {Notes by W. Steinitz.—White's game has been modelled chiefly after Steinitz's favorite attack.} ({Preferable is} 7. cxd5 exd5 8. Bb5 Bb7 9. Ne5 \$40) 7... Bb7 8. cxd5 exd5 9. Bd3 O-O 10. O-O c5 11. Bb1 {As often shown in my annotations in similar positions, it is absolutely injurious to White's game to allow three well-supportable Pawns against two to be established on the Queen's side. The prospect of a King's side attack on which White speculates is quite unreliable in comparison to the disadvantage on the Queen's side to which he is subjected. At any rate, Pawns ought to be exchanged first, and thus Black's centre weakened.} Ne4 {It was better to make sure of his superiority on the Queen's side by c4 at once.} 12. Bf4 Nxc3 13. Rxc3 c4 14. Ne5 f5 {He had sufficient force on the King's side to ignore any hostile attack in that direction, and systematic operations on the other wing, commencing with b5, were most in order.} 15. Kh1 Nxe5 16. Bxe5 Bd6 17. f4 Bc8 {The combination of this with the next five moves, more especially with the two closely following, is full of high ingenuity, which, however, is wasted on an imaginary danger. For all purposes of defence it was only necessary to advance g6 at the right time, and then to play Rf7, followed by Bf8 eventually. The Queen's wing was still the proper point of attack to which he should have directed his attention more promptly.} 18. Qh5 a6 19. Rf3 Ra7 20. Rh3 g6 21. Qh6 Bxe5 22. fxe5 Rg7 23. Rf3 b5 24. Rc1 Qe7 {For aggressive purposes on the Queen's side, the Queen was better placed at c7.} 25. Rcf1 Rff7 26. h4 Be6 27. g4 {This rash attack and Black's timid reply were only to be accounted for as results of time pressure on both sides.} Qd7 {There was not the slightest danger in capturing the Pawn with a Pawn ahead, while this loses one.} 28. gxf5 gxf5 29. Qh5 Rg6 30. Bxf5 Bxf5 31. Rxf5 Rxf5 32. Rxf5 b4 33. Qf3 c3 34. bxc3 bxc3 35. Rf8+ Kg7 36. Rb8 Qe7 37. Qf4 h5 38. e6 {A fatal miscalculation.} (38. Rc8 {led to a most probable draw, for if} Rg4 39. Qf6+



{etc.}) 38... Rxe6 39. Rc8 Re4 {Black seizes his opportunity with scientific exactitude.}  
40. Rc7 Rxf4 41. Rxe7+ Rf7 42. Re5 c2 43. Rg5+ Kh6 44. Rg1 Rb7 0-1

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{PGN 70}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Marshall, Frank J."] [Black "Janowsky, D."] [Result "1-0"] [ECO "D63"] [Annotator "The Blue Book of Chess, p. 190."] [PlyCount "69"]

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Nbd7 5. Nf3 Be7 6. e3 O-O 7. Rc1 {Marshall abandons his favorite variation Qc2.} Re8 {Janowsky also changes c5, played in the earlier games.} 8. Bd3 dxc4 9. Bxc4 a6 {Janowsky's favorite manoeuvre, which might have been expected. Therefore Marshall could have played cxd4 previous to Bd3.} 10. O-O {a4 would have prevented the Bishop being dislodged; but as he manages eventually to prevent Black from keeping the majority of Pawns on the Queen's side, there is nothing to be said against it—except that he only keeps about an even game.} b5 11. Bd3 Bb7 12. Qe2 c5 13. dxc5 {This is compulsory, because of the threat c4, followed by b4.} Nxc5 14. Bc2 {Bb1 might be followed by b4, when Qe1 would take up the place which the R at f1 intends to occupy; but the move would have been better, nevertheless.} Nd5 15. Bxe7 Qxe7 16. Nxd5 Bxd5 17. b3 Rac8 18. e4 Bb7 19. b4 {It is doubtful whether the advance might not have been dispensed with, because of the threat Nd7, Nb6, and Nc4 eventually. But Marshall plays still for attack, not content with a draw in an even position.} Nd7 20. Rfd1 Nf8 21. a3 Rc3 {Black has now the better game.} 22. Bd3 Rec8 23. Rxc3 Rxc3 24. Qb2 Rc8 {Notes By L. Hoffer.—Qc7 could be played here.} 25. Rc1 Rd8 ({An alternative would be} 25... Qf6 26. e5 Qd8 27. Rxc8 Qxc8 28. Qc2 Qxc2 29. Bxc2 Nd7 {winning the King Pawn.}) 26. Bb1 Nd7 {Qd6 or Qc7 could be played. The text move gives White a chance to bring his Queen effectively into play.} 27. Qd4 Nf6 28. Qe5 Ng4 29. Qf4 Nf6 30. h3 Ne8 31. Ne5 Nd6 32. Ng4 Nc4 {Ne8 would have been safer.} 33. e5 Kh8 34. Nf6 gxf6 {Marshall did not expect this complaisance, and Janowsky would not have obliged him had he seen the fatal 35. Qh4. 34...Nxe5 should have been played.} 35. Qh4 {Marshall risked losing the game in trying to win. His boldness was rewarded, but the verdict should be: Don't try it again.} 1-0

{PGN 71}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Lasker, Dr."] [Black "Tarrasch, Dr."] [Result "1-0"] [ECO "C12"] [Annotator "The Blue Book of Chess, Game I., p. 199."] [PlyCount "55"]

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. exd5 Qxd5 6. Nf3 {The best line of play against the McCutcheon defence. It was played in a game Sjoberg vs. Giersing, Stockholm, 1906.} c5 {Out of place in this position. Nd7 or Ne4, would be alternatives—the former move in preference.} 7. Bxf6 gxf6 8. Qd2 Bxc3 9. Qxc3 {This excellent move was probably not taken into consideration by Tarrasch when advancing c5.} Nd7 10. Rd1 Rg8 ({If} 10... cxd4 11. Rxd4 {and Black could not challenge the Queen with} Qc5 {because of} 12. Bc4) ({Nor could} 10... Ke7 {be played, because

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of} 11. dxc5 Qxc5 {would be answered with} 12. Rxd7+ {winning the Queen, and as the continuation in the text is hopeless, there remains the only alternative of 10... O-O with a good enough game, all things considered.} 11. dxc5 Qxc5 12. Qd2 {Simply position play. Black's forces are paralyzed, and the King fixed on the middle of the centre.} Qb6 {Qc7 at once seems comparatively better, and if necessary Castles, and the case is not altogether hopeless.} 13. c3 a6 14. Qc2 f5 15. g3 Nc5 16. Bg2 Qc7 17. Qe2 b5 18. O-O Bb7 19. c4 b4 20. Qd2 Rb8 21. Qh6 Bxf3 22. Bxf3 Qe5 23. Rfe1 Qxb2 {Not a judicious capture, to say the least.} 24. Qf4 Rc8 25. Qd6 f6 {This move, or resigning. There is nothing else. The latter course would be more to the purpose, unless a miracle is expected.} 26. Bh5+ Rg6 27. Bxg6+ hxg6 28. Rxe6+ 1-0

{PGN 72}

[Event "Blindfold Exhibition"] [Site "?"] [Date "????.??.???"] [Round "?"] [White "Morphy"] [Black "Bierwirth"] [Result "1-0"] [ECO "C00"] [Annotator "The Blue Book of Chess, Game II., p. 200."] [PlyCount "67"]

{Played by Mr. Morphy without seeing the Chess-board or men, against M. Bierwirth.} 1. e4 e6 2. d4 c6 3. Bd3 d5 4. exd5 exd5 5. Nf3 Bg4 6. O-O Bd6 7. h3 Bh5 8. Be3 Nd7 9. Re1 Ne7 10. Nbd2 Bxf3 11. Nxf3 h6 12. Qd2 Qc7 13. c4 dxc4 14. Bxc4 f5 15. Ne5 O-O-O 16. Be6 Bxe5 17. dxe5 Kb8 18. Qc3 {A very ingenious move. If Black takes Qxe5, he of course loses her by "Bxa7+, etc." and if with the Kt. it costs him at least a Piece.} Nb6 19. Qa3 Nbc8 20. Rac1 g5 21. f4 gxf4 22. Bxf4 Rd4 23. Qe3 Re4 24. Qf3 Qb6+ 25. Kh2 Rxe1 26. Rxe1 Qb4 27. Re2 Ng6 28. Bd2 Qb5 29. Bxc8 Rxc8 30. Bxh6 Rh8 31. Bg7 Rh7 32. Bf6 Rf7 33. Qh5 Nf4 34. Qxf7 {And Black surrenders, after a struggle of nearly nine hours.} 1-0

{PGN 73}

[Event "?"] [Site "?"] [Date "1854.??.???"] [Round "?"] [White "Pindar"] [Black "Montgomery, H. P."] [Result "0-1"] [ECO "C10"] [Annotator "The Blue Book of Chess, Game III., p. 201."] [PlyCount "68"]

1. e4 e6 2. d4 d5 3. exd5 Qxd5 4. Nc3 Bb4 5. Nf3 Nf6 6. Bd3 {A favorite move with several of the strongest of modern players.} c5 {If White take dxc5, the Black {K. B.} is brought into play; and if not, the advance c4 is threatened.} 7. Bd2 Bxc3 8. Bxc3 c4 9. Be2 Ne4 10. O-O Nxc3 {Chiefly to double White's Pawns.} 11. bxc3 Nd7 {Black foresaw the intended attack on c4, and by providing for it in this way brought another Piece into action.} 12. Nd2 Nb6 13. a4 {White keeps up the attack on c4 with a great deal of vigor. The move of a4 was a very good one.} a5 14. Rb1 Qc6 {The best move.} 15. Bf3 Qc7 16. Ne4 Nxa4 17. Qd2 O-O 18. Rb5 {The R. is well posted—for attack and defence.} f5 {Black has now resumed the offensive.} 19. Ng3 Rb8 20. d5 Qd7

{Threatening to take QxQ if dxe6, and attacking Q. R. at the same time. There was still another motive for this move, viz.: to induce White to Rxa5, foreseeing the R. would be lost subsequently.}

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21. Rxa5 b5 {To enslave the Rook.} 22. Qf4 {An excellent move. In this and the succeeding moves, White played very well. His efforts were directed to saving his R., but, as the result showed, without success.} Qb7 {Apparently hazardous, but justified by the gain of time.} 23. dxe6 Qb6 24. e7 Re8 25. Re1 Be6 {We believe his best move.} 26. Rxa4 {White was obliged to lose the exchange, although he fought manfully against it.} bxa4 27. Qe5 {Another very good move in White.} Rxe7 28. Nxf5 Rf7 29. Nd6 Rf6 30. Ne4 Rf5 31. Qg3 Rd8 {Black's advantage in the exchange begins now to tell on the game.} 32. Ng5 Bd5 33. Bxd5+ Rxd5 34. Ne6 Qxe6 {And Black wins.} 0-1

{PGN 74}

[Event "?"] [Site "?"] [Date "1857.??.?"] [Round "?"] [White "Philadelphia"] [Black "New York"] [Result "1-0"] [ECO "B40"] [Annotator "The Blue Book of Chess, Game IV., p. 202"] [Mode "PM"] [PlyCount "81"]

1. e4 c5 2. d4 cxd4 3. Nf3 e6 4. Qxd4 Nc6 5. Qd1 Bc5 6. Bd3 Nge7 7. Nc3 d5 8. exd5 Nxd5 9. Ne4 Bb6 10. Bb5 O-O 11. Bxc6 bxc6 12. O-O f5 13. Ng3 Qc7 14. c4 Nf6 15. Qc2 c5 16. b3 Bb7 17. Ng5 Qc6 18. f3 Bc7 19. Re1 Rae8 20. Bb2 g6 21. Re2 e5 22. Rae1 e4 23. fxe4 Bf4 24. Nh3 Bxg3 25. hxd3 Nxe4 26. Ng5 Nxd5 27. Qc3 Qxg2+ 28. Rxd2 Rxe1+ 29. Qxe1 Nf3+ 30. Kf1 Nxe1 31. Rd2 f4 32. gxf4 Ng2 33. Rd7 Rxf4+ 34. Kg1 Be4 35. Rg7+ Kf8 36. Rxh7 Ne3 37. Rh8+ Kf7 38. Be5 Rf1+ 39. Kh2 Nf5 40. Kh3 g5 41. Rc8 {And Philadelphia announces mate in six moves.} 1-0

{PGN 75}

[Event "Blindfold Exhibition"] [Site "?"] [Date "?????.??.?"] [Round "?"] [White "Morphy"] [Black "Preti"] [Result "1-0"] [ECO "B21"] [Annotator "The Blue Book of Chess, Game V., p. 203."] [PlyCount "47"]

{Played by Mr. Morphy without seeing the Chess-board or men, against M. Preti.} 1. e4 c5 2. d4 cxd4 3. Nf3 e5 4. Bc4 Bb4+ 5. c3 dxc3 6. bxc3 Bc5 7. Nxe5 Qf6 8. Bxf7+ Kf8 9. Nd3 Bb6 10. Bb3 d6 11. Ba3 Nc6 12. O-O Nh6 13. e5 Qg6 14. Nf4 Qg4 15. Ne6+ {This is more effectual than Qxd6 at once.} Bxe6 16. Qxd6+ Kf7 17. Qd7+ Kg6 18. Bxe6 Qg5 19. Bd5 Nxe5 20. Be4+ Nf5 21. Qe6+ Qf6 22. Bxf5+ Kh5 23. g4+ Nxg4 24. Bxg4+ {And Black surrenders.} 1-0

{PGN 76}

[Event "?"] [Site "Philadelphia, PA., USA"] [Date "?????.??.?"] [Round "?"] [White "Clements"] [Black "Lewis, Dr."] [Result "1/2-1/2"] [ECO "B40"] [Annotator "The Blue Book of Chess, Game VI., p. 204"] [PlyCount "125"]





1. e4 c5 2. d4 e6 {The proper move.} 3. Nf3 d5 4. exd5 exd5 5. Bb5+ Nc6 6. O-O Nf6  
7. Ne5 Qb6 8. Bxc6+ bxc6 9. Re1 Be6 10. Qe2 {Well played.} cxd4 11. Nxf7 {This  
move, properly followed up, should have given White the game.} Ne4 12. Nxh8 O-O-O  
13. Qf3 Bc5 14. Rxe4 dxe4 15. Qxe4 Re8 16. b4 Bd7 17. Qxe8+ Bxe8 18. bxc5 Qxc5  
19. Ba3 Qxc2 20. h3 d3 21. Bb4 Qb2 22. Bc3 Qc1+ 23. Kh2 c5 24. Bd2 Qc2 25. a4  
Bc6 {Allowing the escape of the Knight.} 26. Nf7 Qd1 27. Nd6+ Kd7 28. Nc4 Be4 29.  
Bc3 Qc2 30. Ncd2 Bd5 31. Bxg7 c4

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32. Bc3 Qd1 33. Na3 Qh5 34. Nb5 Qg6 35. f3 h5 36. Re1 h4 37. Re5 Bc6 38. Nxa7 Bxa4 39. Nxc4 Bb3 40. Rd5+ Kc7 41. Be5+ Kb7 42. Rd7+ Ka6 43. Rd6+ Qxd6 44. Bxd6 Bxc4 45. Bb4 Kxa7 46. Kg1 Kb6 47. Bd2 Kc5 48. Kf2 Kd5 49. Be1 Ke5 50. Ke3 Kf5 51. Bxh4 d2 {From this point, we believe Black can draw the game against White's best possible play. The latter part of the game is well played by Black.} 52. Kxd2 Kf4 53. Ke1 Bd3 54. Kf2 Kf5 55. g3 Bc4 56. g4+ Kg6 57. f4 Bd5 58. f5+ Kg7 59. g5 Be4 60. f6+ Kg6 61. Kg3 Bd5 62. Kg4 Be6+ 63. Kg3 1/2-1/2

{PGN 77}

[Event "?"] [Site "?"] [Date "1858.10.??"] [Round "?"] [White "Thompson, James"] [Black "Montgomery, H. P."] [Result "0-1"] [ECO "B20"] [Annotator "The Blue Book of Chess, Game VII., p. 206."] [PlyCount "68"]

1. e4 c5 2. c4 e5 3. Nc3 f5 4. exf5 Nf6 5. Nd5 d6 6. Bd3 Nc6 7. g4 Nxd5 8. cxd5 Nd4 9. Nf3 h5 10. gxh5 Nxf5 11. Bb5+ Bd7 12. Bxd7+ Qxd7 13. Ng5 Nd4 14. d3 Qf5 15. Be3 O-O-O 16. Rc1 Be7 17. Bxd4 exd4 18. Ne4 Rde8 19. Rg1 Bg5 20. Qe2 Qf4 21. Rc2 Bf6 22. h3 Kb8 23. b4 Qh2 24. Qg4 Rhf8 25. Kd1 Rxe4 26. dxe4 d3 27. Rd2 Qe5 28. Rxd3 Qa1+ 29. Ke2 Qxa2+ 30. Kf1 cxb4 31. Qe2 b3 32. Rd1 b2 33. Qc2 Bd4 34. Rg2 b1=Q {And wins.} 0-1

{PGN 78}

[Event "?"] [Site "?"] [Date "?????.???.??"] [Round "?"] [White "Morphy"] [Black "Anderssen"] [Result "1-0"] [ECO "B01"] [Annotator "The Blue Book of Chess, Game VIII., p. 206."] [PlyCount "49"]

1. e4 d5 2. exd5 Qxd5 3. Nc3 Qa5 4. d4 e5 5. dxe5 Qxe5+ 6. Be2 Bb4 7. Nf3 Bxc3+ 8. bxc3 Qxc3+ 9. Bd2 Qc5 10. Rb1 Nc6 11. O-O Nf6 12. Bf4 O-O 13. Bxc7 Nd4 14. Qxd4 Qxc7 15. Bd3 Bg4 16. Ng5 Rfd8 17. Qb4 Bc8 18. Rfe1 a5 19. Qe7 Qxe7 20. Rxe7 Nd5 21. Bxh7+ Kh8 22. Rxf7 Nc3 23. Re1 Nxa2 24. Rf4 Ra6 25. Bd3 1-0

{PGN 79}

[Event "?"] [Site "?"] [Date "?????.???.??"] [Round "?"] [White "Morphy"] [Black "Anderssen"] [Result "1-0"] [ECO "B01"] [Annotator "The Blue Book of Chess, Game IX., p. 207."] [PlyCount "105"]

1. e4 d5 2. exd5 Nf6 3. d4 Nxd5 4. c4 Nf6 5. Nc3 Bf5 6. Nf3 e6 7. Be3 Bb4 8. Qb3 Bxc3+ 9. bxc3 Be4 10. Nd2 Bc6 11. Bd3 Nbd7 12. Qc2 h6 13. O-O O-O 14. Rae1 b6 15. h3 Qc8 16. Kh2 Kh8 17. Rg1 Rg8 18. g4 g5 19. f4 Qf8 20. Rg3 Rd8 21. Nf3 Bxf3 22. Rxf3 Qd6 23. Kg2 Nh5 24. fxg5 hxg5 25. gxh5 g4 26. hxg4 Rxg4+ 27. Kf1 f5 28. Qf2 Ne5 29. dxe5 Qxd3+ 30. Qe2 Qe4 31. Bf2 Qc6 32. Rd1 Rxd1+ 33. Qxd1 Qxc4+



34. Qd3 Qxa2 35. Rg3 Qc4 36. Qxc4 Rxc4 37. Rg6 Rc6 38. c4 a5 39. Ke2 Rxc4 40. Rxe6 Rc2+ 41. Kf3 a4 42. Rg6 Rc4 43. Rg1 a3 44. e6 a2 45. Ra1 Re4 46. Rxa2 Rxe6 47. Kf4 Rd6 48. Kxf5 Rd5+ 49. Kg4 b5 50. Ra8+ Kh7 51. Ra7 Rd7 52. Bg3 Rg7+ 53. Kh4 1-0

{PGN 80}

[Event "?"] [Site "Philadelphia, PA. USA"] [Date "1859.03.10"] [Round "?"] [White "Jones, Dr."] [Black "Montgomery, H. P."] [Result "0-1"] [Annotator "The Blue Book of Chess, Game X., p. 208."] [SetUp "1"] [FEN "rnbqkbnr/pppppp1pp/8/8/8/PPPPPPPP/RNBQKBNR w KQkq — 0 1"] [PlyCount "91"]

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1. e4 d6 2. d4 Nf6 3. Bd3 Nc6 4. Be3 e5 5. d5 Ne7 6. Ne2 Ng6 7. h3 Nh4 8. O-O Bxh3 9. gxh3 Nf3+ 10. Kg2 Nh4+ 11. Kh1 Qd7 12. Ng1 h6 13. f4 exf4 14. Bxf4 O-O-O 15. Bh2 Be7 16. Nc3 g5 17. Bb5 c6 18. dxc6 bxc6 19. Be2 h5 20. e5 Nh7 21. Bxh5 Kb8 22. Bg4 Qb7 23. Bf3 d5 24. Qe2 Rhf8 25. Qd3 Bc5 26. Nce2 g4 27. Bxg4 Ng5 28. Qb3 Bb6 29. Bg3 Ng6 30. Rf6 Rxf6 31. exf6+ Ka8 32. Qd3 Ne4 33. b3 Ne5 34. Qd1 Nxg4 35. hxg4 Rh8+ 36. Kg2 Qh7 37. Qd3 Qh1+ 38. Kf1 Rf8 39. Be5 Nxf6 40. Bd6 Rf7 41. Qf5 Qh8 42. Kg2 Rg7 43. Be5 Nxg4 44. Bxg7 Ne3+ 45. Kf3 Qh1+ 46. Kf4 \$19 {And Black wins.} 0-1

{PGN 81}

[Event "?"] [Site "Philadelphia, PA. USA"] [Date "1859.03.12"] [Round "?"] [White "Jones, Dr."] [Black "Montgomery, H. P."] [Result "0-1"] [Annotator "The Blue Book of Chess, Game XI., p. 209."] [SetUp "1"] [FEN "rnbqkbnr/pppppp1pp/8/8/8/PPPPPPPP/RNBQKBNR w KQkq — 0 1"] [PlyCount "48"]

1. e4 e6 2. d4 c5 3. d5 Nf6 4. Bg5 Qa5+ 5. Bd2 Qc7 6. Nc3 Be7 7. f4 O-O 8. Nf3 a6 9. a4 c4 10. Be3 Ng4 11. Qd2 Nxe3 12. Qxe3 Bc5 13. Nd4 e5 14. fxe5 Qxe5 15. O-O-O b5 16. Kb1 b4 17. Nce2 d6 18. Ng3 Bg4 19. Rd2 c3 20. bxc3 bxc3 21. Qxc3 Nd7 22. Ka2 Rab8 23. Nge2 Qe8 24. Rd1 Nb6 \$19 0-1

{PGN 82}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Harwitz"] [Black "Morphy"] [Result "0-1"] [ECO "A85"] [Annotator "The Blue Book of Chess, Game XII., p. 210."] [PlyCount "108"]

1. d4 f5 2. c4 e6 3. Nc3 Nf6 4. Bg5 Be7 5. e3 O-O 6. Bd3 b6 7. Nge2 Bb7 8. O-O Nh5 9. Bxe7 Qxe7 10. Ng3 Nxg3 11. hxg3 d6 12. f4 Nc6 13. g4 Nb4 14. gxf5 exf5 15. Qe2 Rae8 16. Rae1 Qh4 17. Bb1 Re6 18. Qf2 Qh5 19. d5 Rh6 20. Qf3 Qh4 21. a3 {Surely it would have been wiser to play Ne2.} Na6 22. b4 Nb8 23. Ne2 Nd7 24. Ng3 g6 25. Kf2 Nf6 26. Rh1 Ng4+ 27. Kg1 Qf6 28. Rxh6 Nxh6 29. Qd1 Ng4 30. Qd2 Qh4 31. Nf1 Re8 32. g3 Qh3 33. b5 Nf6 34. Qg2 Qxg2+ 35. Kxg2 a6 36. a4 axb5 37. axb5 Ra8 38. Nd2 Ra3 39. e4 fxe4 40. Nxe4 Nxe4 41. Bxe4 Rc3 42. Bf3 Kf7 43. Re4 Bc8 44. Be2 Bf5 45. Rd4 h5 46. Kf2 Kf6 47. Rd2 Bc2 48. Ke1 Be4 49. Kf2 Kf5 50. Ra2 h4 51. gxh4 Kxf4 52. Ra7 Rh3 53. Rxc7 Rh2+ 54. Ke1 Ke3 0-1

{PGN 83}

[Event "?"] [Site "?"] [Date "?????.???.???"] [Round "?"] [White "Harwitz"] [Black "Morphy"] [Result "1-0"] [ECO "D35"] [Annotator "The Blue Book of Chess, Game XIII., p. 211."] [PlyCount "109"]



1. d4 e6 2. c4 d5 3. Nc3 Nf6 4. Bf4 {A favorite move of Mr. Harrwitz, though decried by the chief authorities.} a6 5. e3 c5 6. Nf3 Nc6 7. a3 cxd4 8. exd4 dxc4 9. Bxc4 b5 10. Bd3 Bb7 11. O-O Be7 12. Be5 O-O 13. Qe2 Nd5 14. Bg3 Kh8 15. Rfe1 Bf6 16. Qe4 g6 17. Nxd5 Qxd5 18. Qxd5 exd5 19. Ne5 Rad8 {Had he taken Nxd4, White would have won at least the exchange by moving Nd7.} 20. Nxc6 Bxc6 21. Rac1 Rc8 22. Bd6 Rg8 23. Be5 Kg7 {Fearing to take the Bishop lest White should obtain an entrance with the Rook.} 24. f4 Bd7 25. Kf2 h6 26. Ke3

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{All this is exceedingly well played by White.} Rxc1 27. Rxc1 Rc8 28. Rc5 Bxe5 29. fxe5 Be6 30. a4 {The coup juste. From this point it would not be easy to improve on White's moves.} bxa4 31. Bxa6 Rb8 32. Rb5 Rd8 {Better, perhaps, to have played the Rd8 at once.} 33. Rb6 Ra8 34. Kd2 Bc8 35. Bxc8 Rxc8 36. Rb5 Ra8 37. Rxd5 a3 38. bxa3 Rxa3 39. Rc5 Kf8 40. Ke2 Ke7 41. d5 Kd7 42. Rc6 h5 43. Rf6 Ke7 44. d6+ Ke8 45. e6 fxe6 46. Rxe6+ Kf7 47. d7 Ra8 48. Rd6 Ke7 49. Rxg6 Kxd7 50. Rg5 Rh8 51. Kf3 Ke6 52. Kg3 h4+ 53. Kg4 h3 54. g3 Kf6 55. Rh5 1-0

{PGN 84}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Anderssen"] [Black "Morphy"] [Result "0-1"] [ECO "A00"] [Annotator "The Blue Book of Chess, Game XIV., p. 212."] [PlyCount "84"]

1. a3 e5 2. c4 Nf6 3. Nc3 d5 4. cxd5 Nxd5 5. e3 Be6 6. Nf3 Bd6 7. Be2 O-O 8. d4 Nxc3 9. bxc3 e4 10. Nd2 f5 11. f4 g5 12. Bc4 Bxc4 13. Nxc4 gxf4 14. exf4 Qe8 15. O-O Qc6 16. Qb3 Qd5 17. Rb1 b6 18. Qa2 c6 19. Qe2 Nd7 20. Ne3 Qe6 21. c4 Nf6 22. Rb3 Kf7 23. Bb2 Rac8 24. Kh1 Rg8 25. d5 cxd5 26. cxd5 Qd7 27. Nc4 Ke7 28. Bxf6+ Kxf6 29. Qb2+ Kf7 30. Rh3 Rg7 31. Qd4 Kg8 32. Rh6 Bf8 33. d6 Rf7 34. Rh3 Qa4 35. Rc1 Rc5 36. Rg3+ Bg7 37. h3 Kh8 38. Rxg7 Rxg7 39. Rc3 e3 40. Rxe3 Rxc4 41. Qf6 Rc1+ 42. Kh2 Qxf4+ \$19 0-1

{PGN 85}

[Event "?"] [Site "?"] [Date "????.??.?"] [Round "?"] [White "Zukertort, J. W."] [Black "Steinitz, W."] [Result "1-0"] [ECO "C25"] [Annotator "The Blue Book of Chess, Game XV., p. 213."] [PlyCount "39"]

1. e4 e5 2. Nc3 Nc6 3. f4 exf4 4. d4 Qh4+ 5. Ke2 d5 {The ingenious attack instituted hereby was invented by Zukertort.} 6. exd5 Bg4+ 7. Nf3 O-O-O 8. dxc6 Bc5 9. cxb7+ Kb8 10. Nb5 (10. dxc5 Nf6 \$1 11. Qxd8+ {obtains three pieces for the Q., but loses the game. Qe1, here or on the following move, offers the only defence.}) 10... Nf6 11. Kd3 {Zukertort's analysis, which filled pages and pages of the Neue Berliner Schachzeitung, considered every conceivable move of White's down to a3, but this one, upon which, in conjunction with the following K. move, Steinitz rested his gambit. 11. c3 has been refuted in an elaborate analysis by Mr. Walter Penn Shipley, of Philadelphia.} Qh5 12. Kc3 Bxd4+ (12... a6 13. Kb3 axb5 14. c3 Rxd4 \$1 15. cxd4 Qd5+ 16. Kc2 Bf5+ 17. Kd2 Bb4+ 18. Ke2 Ng4 \$1 {as played by Messrs. Honegger and Raubitschek in a consultation game against Steinitz at the Metropolitan Chess Club, 1897. If, instead of Kb3, 13. Nxc7 Black wins by Rxd4!}) 13. Nbx4 Qc5+ 14. Kb3 Qb6+ 15. Bb5 Bxf3 16. Qxf3 Rxd4 17. Qc6 Qa5 18. c3 Rd6 19. Qc4 g5 ({Had Black, instead of his last move, pinned the B., the game would have proceeded as follows} 19... Rb6 20. a4 a6



21. Bxf4 Rxb7 22. Kc2 axb5 23. axb5 Qxb5 24. Bxc7+ {and wins.}) 20. Kc2 {White has brought his K. into safety and will remain a piece ahead.} 1-0

## End of PGN Supplement